HOMOGRAPHIES H_{3x3}

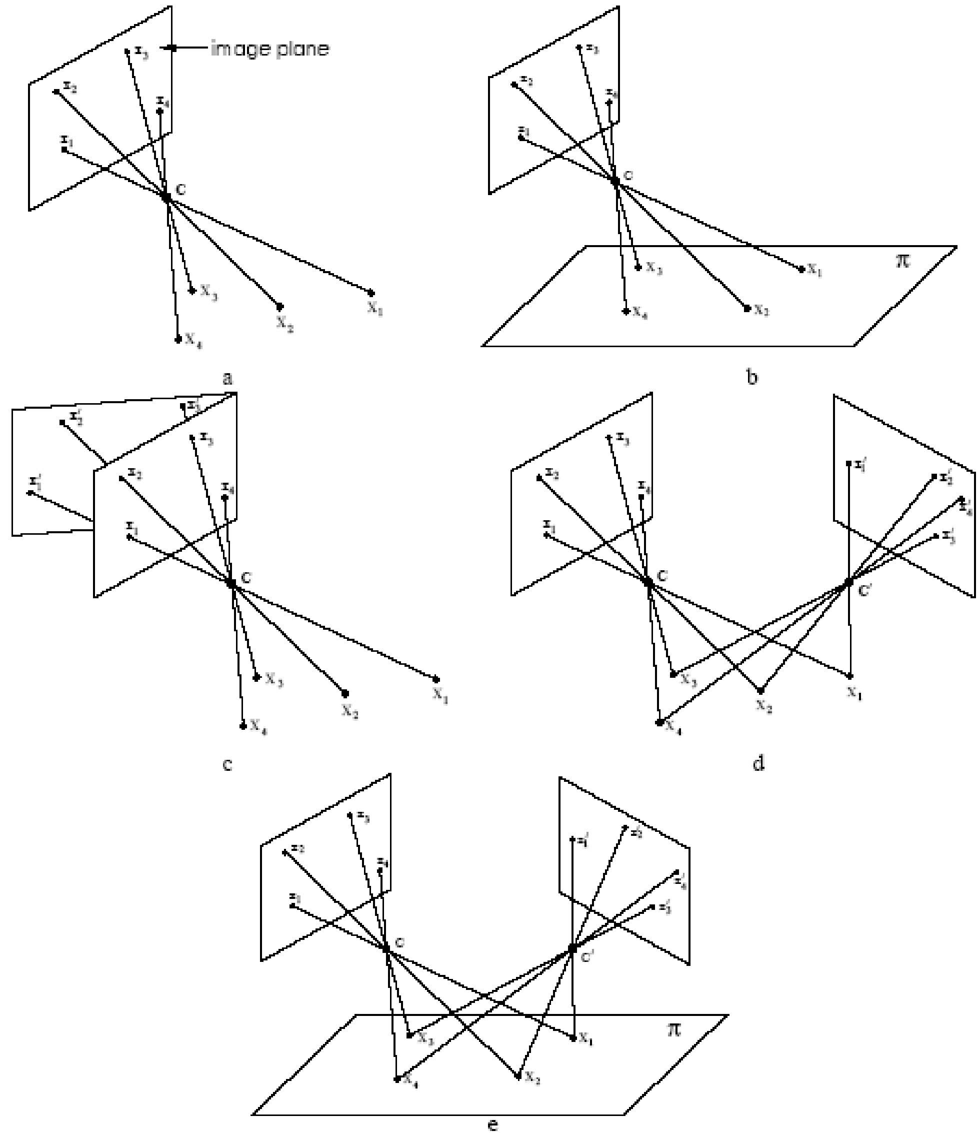
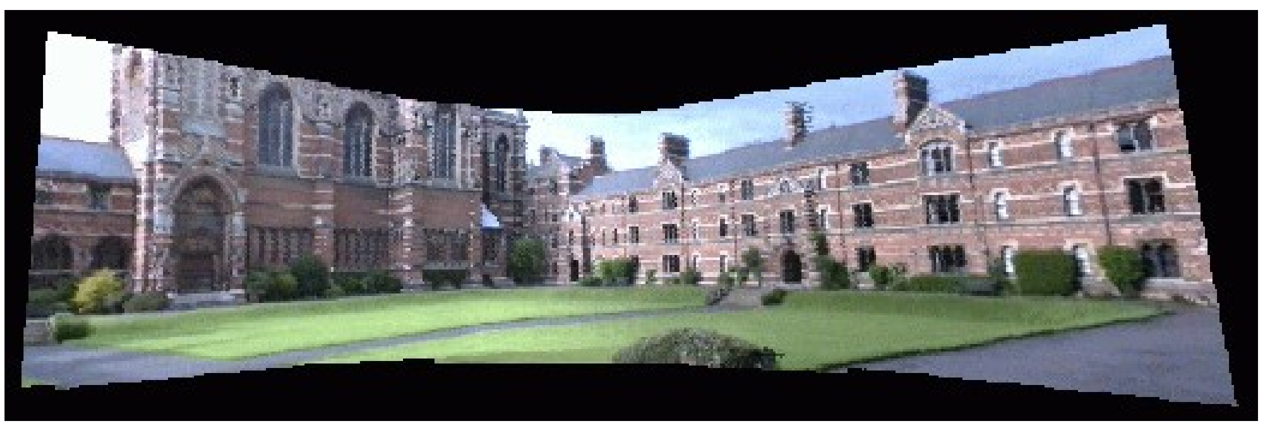


Fig. 1.1. **The camera centre is the essence.** *(a) Image formation: the image points* $\mathbf{x}_i$ *are the intersection of a plane with rays from the space points* $\mathbf{X}_i$ *through the camera centre* $\mathbf{C}$. *(b) If the space points are coplanar then there is a projective transformation between the world and image planes,* $\mathbf{x}_i = \mathrm{H}_{3\times3}\mathbf{X}_i$. *(c) All images with the same camera centre are related by a projective transformation,* $\mathbf{x}'_i = \mathrm{H}'_{3\times3}\mathbf{x}_i$. *Compare (b) and (c) – in both cases planes are mapped to one another by rays through a centre. In (b) the mapping is between a scene and image plane, in (c) between two image planes. (d) If the camera centre moves, then the images are in general not related by a projective transformation, unless (e) all the space points are coplanar.*

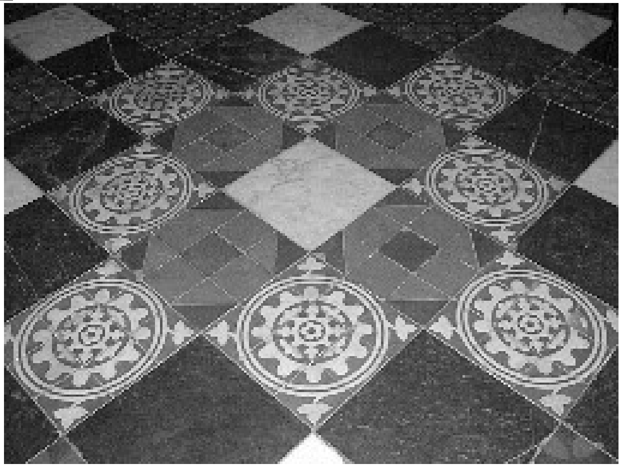
GENERER DES VUES SYNTHETIQUES

MOSAIQUER



Original vue dessus

Original vue oblique



Vue de dessus redressée

Proposez un algorithme pour estimer l'Homographie à appliquer bjective

iven $n \geq 4$ 2D to 2D point correspondences $\{\mathbf{x}_i \leftrightarrow \mathbf{x}'_i\}$, determine the 2D homography atrix $\mathtt{H}$ such that $\mathbf{x}'_i = \mathtt{H}\mathbf{x}_i$.

lgorithm

(i) For each correspondence $\mathbf{x}_i \leftrightarrow \mathbf{x}'_i$ compute the matrix $\mathtt{A}_i$ from (4.1). Only the first two rows need be used in general.

(ii) Assemble the n 2×9 matrices $\mathtt{A}_i$ into a single $2n \times 9$ matrix $\mathtt{A}$.

(iii) Obtain the SVD of $\mathtt{A}$ (section A4.4(p585)). The unit singular vector corresponding to the smallest singular value is the solution $\mathbf{h}$. Specifically, if $\mathtt{A} = \mathtt{UDV}^\mathsf{T}$ with $\mathtt{D}$ diagonal with positive diagonal entries, arranged in descending order down the diagonal, then $\mathbf{h}$ is the last column of $\mathtt{V}$.

(iv) The matrix $\mathtt{H}$ is determined from $\mathbf{h}$ as in (4.2).

orithm 4.1. *The basic DLT for* $\mathtt{H}$ *(but see algorithm 4.2(*p*109) which includes normalization).*