CS4670 / 5670: Computer Vision

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Lecture 14: Projection

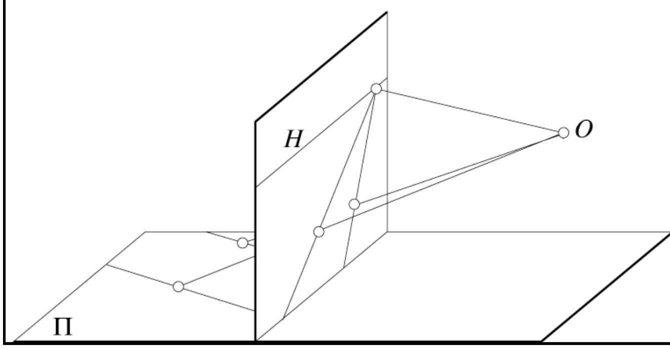
"The School of Athens," Raphael

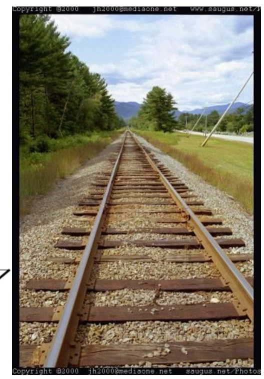
Projection properties

- Many-to-one: any points along same ray map to same point in image
- Points → points
- Lines → lines (collinearity is preserved)
  - But line through focal point projects to a point
- Planes → planes (or half-planes)
  - But plane through focal point projects to line

Projection properties

- Parallel lines converge at a vanishing point
  - Each direction in space has its own vanishing point
  - But parallels parallel to the image plane remain parallel



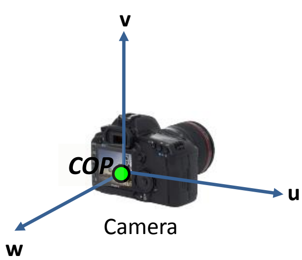


Questions?

Camera parameters

- How many numbers do we need to describe a camera?
- We need to describe its *pose* in the world
- We need to describe its internal parameters

A Tale of Two Coordinate Systems



Camera

“The World”

Two important coordinate systems:

1. *World* coordinate system
2. *Camera* coordinate system

Camera parameters

- To project a point (*x*,*y*,*z*) in *world* coordinates into a camera
- First transform (*x*,*y*,*z*) into *camera* coordinates
- Need to know
  - Camera position (in world coordinates)
  - Camera orientation (in world coordinates)
- Then project into the image plane
  - Need to know camera *intrinsics*
  - We mostly saw this operation last time
- These can all be described with matrices

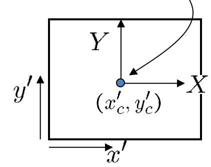
Camera parameters

A camera is described by several parameters

- Translation T of the optical center from the origin of world coords
- Rotation R of the image plane
- focal length f, principle point (x'_c, y'_c), pixel size (s_x, s_y)
- blue parameters are called "extrinsics," red are "intrinsics"

Projection equation

$$\mathbf{x} = \begin{bmatrix} sx \\ sy \\ s \end{bmatrix} = \begin{bmatrix} * & * & * & * \\ * & * & * & * \\ * & * & * & * \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix} = \mathbf{\Pi X}$$



- The projection matrix models the cumulative effect of all parameters
- Useful to decompose into a series of operations

$$\mathbf{\Pi} = \begin{bmatrix} -fs_x & 0 & x'_c \\ 0 & -fs_y & y'_c \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} \mathbf{R}_{3x3} & \mathbf{0}_{3x1} \\ \mathbf{0}_{1x3} & 1 \end{bmatrix} \begin{bmatrix} \mathbf{I}_{3x3} & \mathbf{T}_{3x1} \\ \mathbf{0}_{1x3} & 1 \end{bmatrix}$$

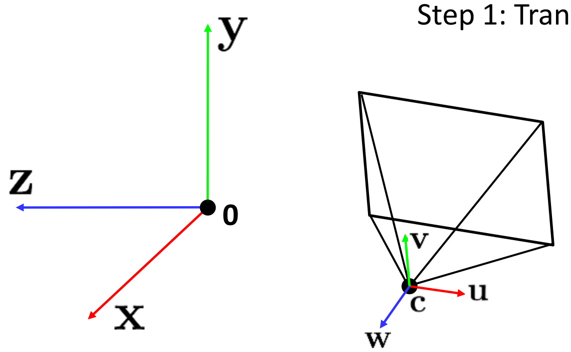
intrinsics — projection — rotation — translation (identity matrix: $\mathbf{I}$)

- The definitions of these parameters are **not** completely standardized
  - especially intrinsics—varies from one book to another

Extrinsics

- How do we get the camera to “canonical form”?
  - (Center of projection at the origin, x-axis points right, y-axis points up, z-axis points backwards)

Step 1: Translate by -**c**



Extrinsics

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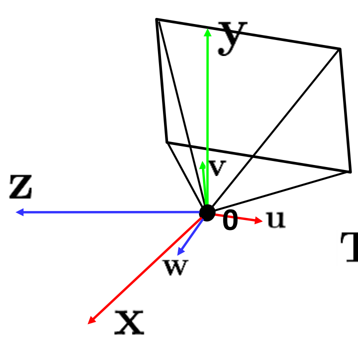
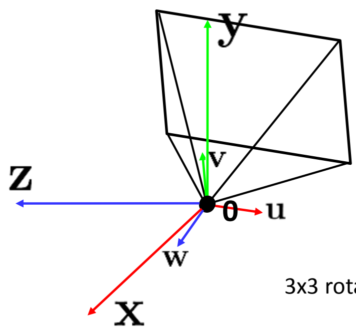


How do we represent translation as a matrix multiplication?

$$\mathbf{T} = \begin{bmatrix} \mathbf{I}_{3\times 3} & -\mathbf{c} \\ 0 \quad 0 \quad 0 & 1 \end{bmatrix}$$

Extrinsics

- How do we get the camera to “canonical form”?
  - (Center of projection at the origin, x-axis points right, y-axis points up, z-axis points backwards)



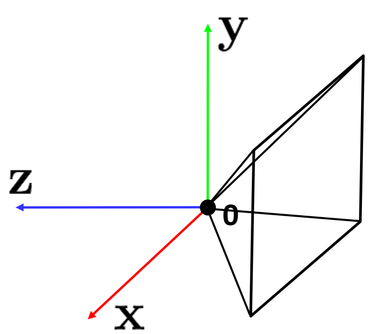
Step 1: Translate by -**c**
Step 2: Rotate by **R**

$$\mathbf{R} = \begin{bmatrix} \mathbf{u}^T \\ \mathbf{v}^T \\ \mathbf{w}^T \end{bmatrix}$$

3x3 rotation matrix

Extrinsics

- How do we get the camera to “canonical form”?
  - (Center of projection at the origin, x-axis points right, y-axis points up, z-axis points backwards)



Step 1: Translate by -**c**
Step 2: Rotate by **R**

$$\mathbf{R} = \begin{bmatrix} \mathbf{u}^T \\ \mathbf{v}^T \\ \mathbf{w}^T \end{bmatrix}$$

Perspective projection

$$\underbrace{\begin{bmatrix} -f & 0 & 0 \\ 0 & -f & 0 \\ 0 & 0 & 1 \end{bmatrix}}_{\mathbf{K}} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

(intrinsics)

(converts from 3D rays in camera coordinate system to pixel coordinates)

in general, $\mathbf{K} = \begin{bmatrix} -f & s & c_x \\ 0 & -\alpha f & c_y \\ 0 & 0 & 1 \end{bmatrix}$ (upper triangular matrix)

α : **aspect ratio** (1 unless pixels are not square)

s : **skew** (0 unless pixels are shaped like rhombi/parallelograms)

(c_x, c_y) : **principal point** ((0,0) unless optical axis doesn't intersect projection plane at origin)

Focal length

- Can think of as "zoom"

24mm

50mm

200mm

800mm

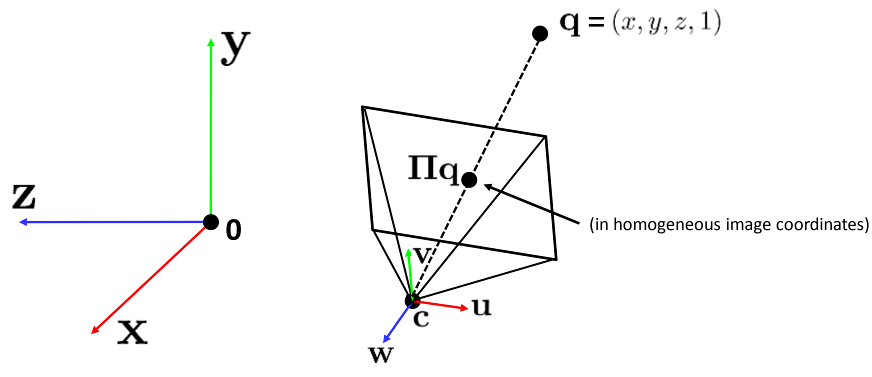
- Related to *field of view*

Projection matrix

$$\Pi = \underbrace{\mathbf{K}}_{\text{intrinsics}} \underbrace{\underbrace{\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}}_{\text{projection}} \underbrace{\begin{bmatrix} \mathbf{R} & \begin{matrix} 0 \\ 0 \\ 0 \end{matrix} \\ 0 \;\; 0 \;\; 0 & 1 \end{bmatrix}}_{\text{rotation}} \underbrace{\begin{bmatrix} \mathbf{I}_{3\times 3} & -\mathbf{c} \\ 0 \;\; 0 \;\; 0 & 1 \end{bmatrix}}_{\text{translation}}}_{\left[\,\mathbf{R} \,\middle|\, \underbrace{-\mathbf{R}\mathbf{c}}_{(\mathbf{t}\text{ in book's notation})}\,\right]}$$

$$\Pi = \mathbf{K} \left[\, \mathbf{R} \,\middle|\, -\mathbf{R}\mathbf{c} \,\right]$$

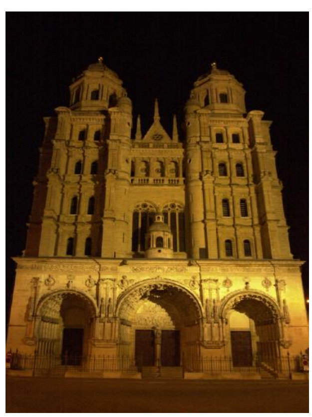
Projection matrix



Questions?

Perspective distortion

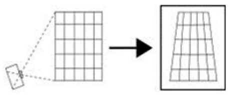
- Problem for architectural photography: converging verticals



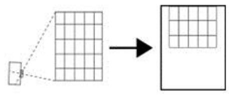
Source: F. Durand

Perspective distortion

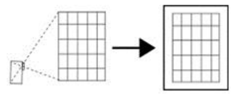
- Problem for architectural photography: converging verticals



Tilting the camera upwards results in converging verticals

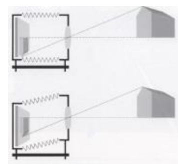


Keeping the camera level, with an ordinary lens, captures only the bottom portion of the building



Shifting the lens upwards results in a picture of the entire subject

- Solution: view camera (lens shifted w.r.t. film)

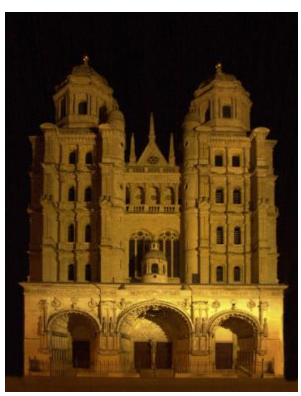


http://en.wikipedia.org/wiki/Perspective_correction_lens

Source: F. Durand

Perspective distortion

- Problem for architectural photography: converging verticals
- Result:



Source: F. Durand

Perspective distortion

- What does a sphere project to?

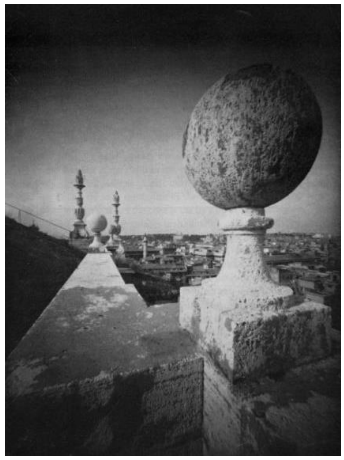
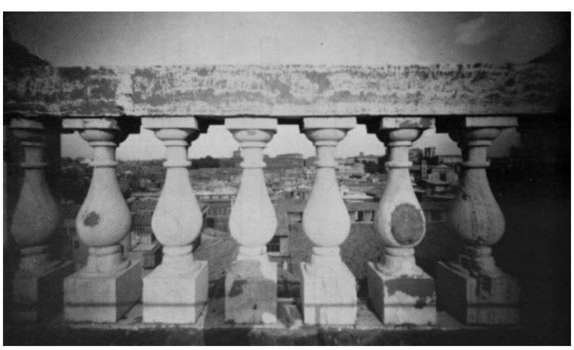
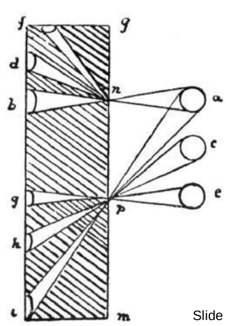


Image source: F. Durand

Perspective distortion

- The exterior columns appear bigger
- The distortion is not due to lens flaws
- Problem pointed out by Da Vinci

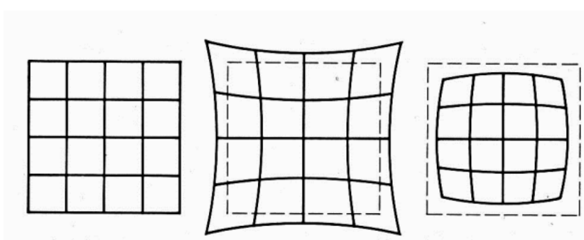




Slide by F. Durand

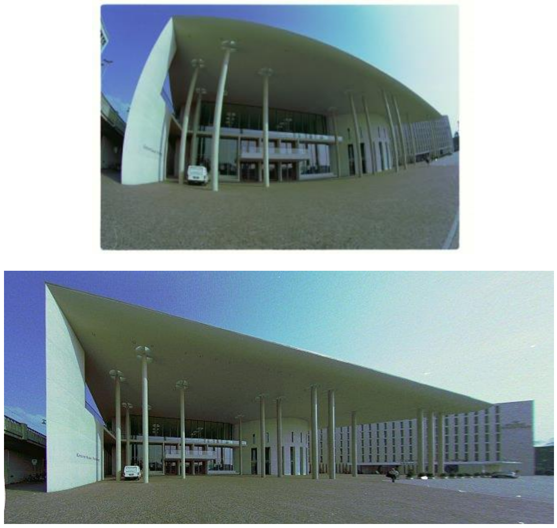
Perspective distortion: People

Distortion



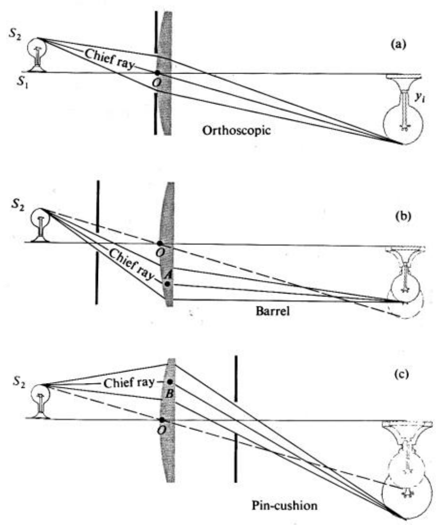
- Radial distortion of the image
  - Caused by imperfect lenses
  - Deviations are most noticeable for rays that pass through the edge of the lens

Correcting radial distortion



from Helmut Dersch

Distortion



Modeling distortion

Project $(\hat{x}, \hat{y}, \hat{z})$ to "normalized" image coordinates

$$x'_n = \hat{x}/\hat{z}$$
$$y'_n = \hat{y}/\hat{z}$$

Apply radial distortion

$$r^2 = {x'_n}^2 + {y'_n}^2$$
$$x'_d = x'_n(1 + \kappa_1 r^2 + \kappa_2 r^4)$$
$$y'_d = y'_n(1 + \kappa_1 r^2 + \kappa_2 r^4)$$

Apply focal length translate image center

$$x' = f x'_d + x_c$$
$$y' = f y'_d + y_c$$

- To model lens distortion
  - Use above projection operation instead of standard projection matrix multiplication

Other types of projection

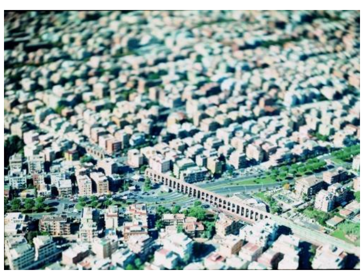
- Lots of intriguing variants…
- (I'll just mention a few fun ones)

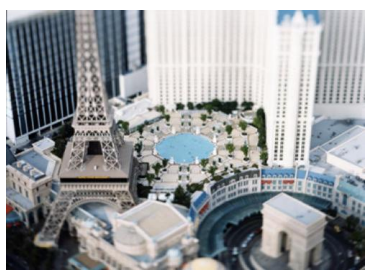
360 degree field of view…

- Basic approach
  - Take a photo of a parabolic mirror with an orthographic lens (Nayar)
  - Or buy one a lens from a variety of omnicam manufacturers…
    - See http://www.cis.upenn.edu/~kostas/omni.html

Tilt-shift

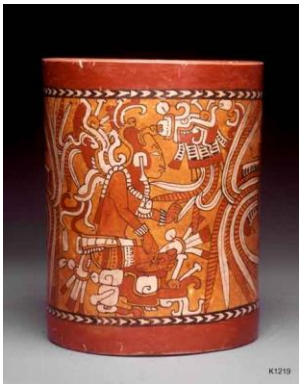
http://www.northlight-images.co.uk/article_pages/tilt_and_shift_ts-e.html





Titlt-shift images from Olivo Barbieri
and Photoshop imitations

Rotating sensor (or object)



Rollout Photographs © Justin Kerr
http://research.famsi.org/kerrmaya.html

Also known as “cyclographs”, “peripheral images”