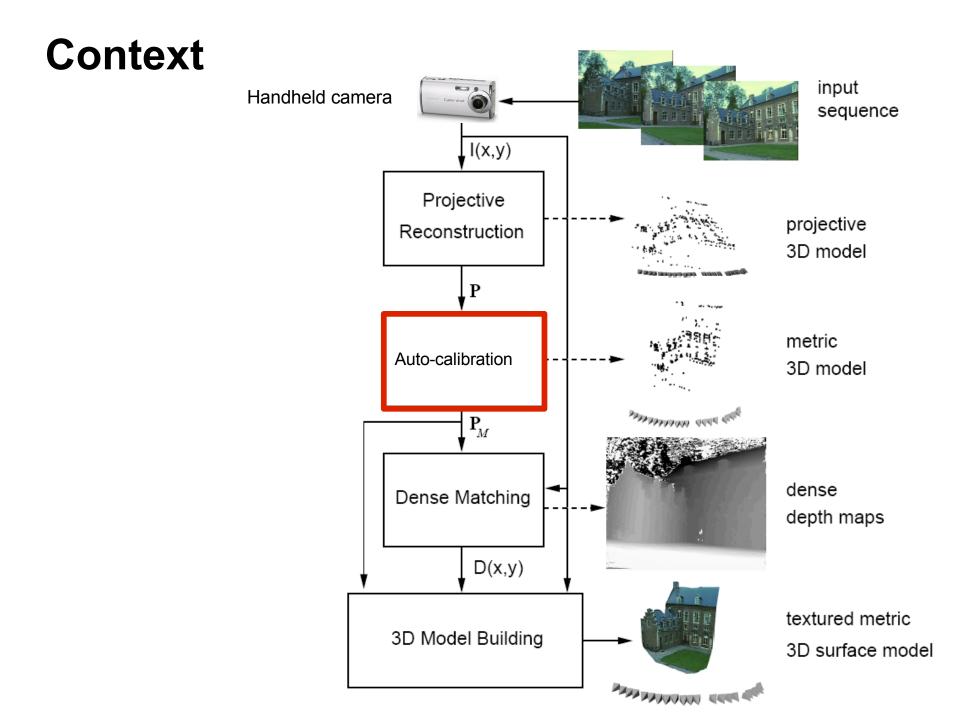
#### "Globally Optimal Stratified Autocalibration"

Chandraker, Argawal, Kriegman, Belongie

Paper Summary Ricardo Fabbri LEMS 2007







### Blackbox description of proposed system

#### Input

- Multiple images
- Projective reconstruction
- Rough bounds for the intrinsics
  - Principal point
  - Focal length
  - Aspect ratio
  - Skew
- Output
  - Metric reconstruction
    - Intrinsic parameters, Rotations, and translations up to global scale

### **Outline of contributions**

- New numerical method for solving auto-calibration equations
  - Buzz words:
    - Branch-and-bound deterministic global optimization
    - Convex/concave relaxations
    - "Semi-definite" cone programming
  - Assumes constant intrinsic parameters
- Guaranteed global minimum is reached
  - Algebraic cost with constraints on the solution
  - Classic methods are precarious

### **Bottom Line**

#### Pros

- Applies more appropriate numerical methods
- Solves computational difficulties in the literature
- Potentially useful methods

#### Cons

- No experimental comparison with previous methods
- Not novel
  - Same strategy used for autocalibration in
    - Fusiello, Benedetti, Farenzena, Busti PAMI 2004 Kruppa Eqs
  - Similar CVPR'07 paper by same authors
    - Zero-skew, unit aspect ratio, principal point known. Direct method.
- No significant new insights
  - Authors were sensible in analyzing purely algebraic properties of the usual equations and exploiting this in providing a good algorithm
  - All equations, constraints, and major insights were already available, although with poor numerical methods
- Algebraic cost authors *still* recommend bundle adjustment in the end

### Outline

- Projective reconstruction is given

   Computing epipolar geometry for all views
- Classic result: remaining DOF of cameras is a 3D projective transformation *H*

$$x_i = P_i X_i = (P_i H)(H^{-1} X_i)$$

 $P_i H^{-1}$  and  $P_i$  give the same epipolar geometry

- This ambiguity has 8DOF
  - 5 for calibration matrix K
    - Synonym: Image of the Absolute Conic (IAC)
  - 3 for non-linear distortion related DOF of rotation and translation of the system
    - Synonym: Plane at Infinity

## Auto Calibration Equations in 1 Slide

- Basic idea
  - Assume fully calibrated system
  - All cameras must be consistent with first one
    - Based on epipolar geometry
    - No concrete geometric interpretation
  - This gives equations relating the intrinsic parameters

$$K^i K^{i\top} = (A^i - a^i p^\top) K^1 K^{1\top} (A^i - a^i p^\top)^\top$$

- A, a, and p involve the extrinsic parameters R,T
- For uncalibrated system:
  - A,a can be determined from Fund matrix (projective reconstr.)
  - The vector p and the intrinsic parameters K are given by solving the above equation

#### Outline

- Stratified auto calibration solves the 8 DOF in stages
  - Stage 1: solve for plane at infinity = ambiguity in R,T
  - Stage 2: solve for internal calibration matrix = IAC

# Stage 1

solve for plane at infinity = ambiguity in R,T

- Modulus constraints:
  - Assume constant intrinsics in AC equations
  - Derive a necessary condition
  - Simultaneous quartic and cubic equations on 3 DOF of **p**
  - Local Minimization
- Problem solved in this paper:
  - Global Minimization of modulus constraints

#### **Stage 2** solve for internal calibration matrix = IAC

• Solving the AC equations, given p

$$KK^{\top} = (A^i - a^i p^{\top})KK^{\top}(A^i - a^i p^{\top})^{\top}$$

- Previous work: Linear methods
  - -Write the above equations as

$$A\mathbf{x} = 0$$

where x has the entries of  $KK^+$ 

- Coerce the result x to be positive-definite, having form $KK^+$
- Sensitive to noise and to *p*.
- Problem solved in this paper:
  - Global minimization of  $\|A\mathbf{x}\|$  subject to positive-definiteness

#### **Experiments**

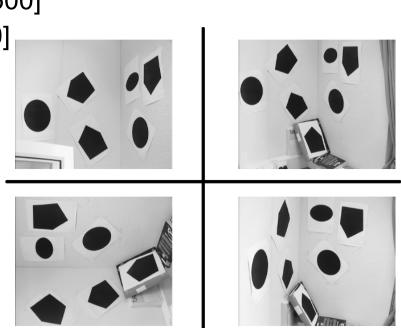
- Synthetic data
  - 100 3D points within cube of side 20mm
  - Cameras ramdomly positioned at 40mm
  - Noise is added to coordinates
  - Randomly distort cameras within a synthetic ambiguity
    - Intrinsic calibration is identity

• Remaining 3DOF (plane at infinity) is random

|          |    |            |            | -           |            | · ·               |                   | • /             |         |  |
|----------|----|------------|------------|-------------|------------|-------------------|-------------------|-----------------|---------|--|
| $\sigma$ | m  | Error      |            |             |            | Iterations        |                   |                 | Failure |  |
| (%)      |    | $\Delta p$ | $\Delta f$ | $\Delta uv$ | $\Delta s$ | $\pi_{\infty}(1)$ | $\pi_{\infty}(2)$ | $\omega^*$      | (%)     |  |
|          | 5  | 3.13e-3    | 6.70e-3    | 4.34e-3     | 2.35e-3    | $22.5 \pm 14.7$   | $3.7 \pm 4.4$     | $37.5 \pm 14.4$ | 0       |  |
| 0.1      | 10 | 8.45e-4    | 8.07e-4    | 1.02e-3     | 3.85e-4    | $14.5 \pm 4.6$    | $2.4 \pm 2.4$     | $40.9\pm13.1$   | 0       |  |
|          | 20 | 8.39e-4    | 7.41e-4    | 3.90e-4     | 2.73e-4    | $14.4 \pm 5.7$    | $1.4 \pm 1.2$     | $31.8\pm14.8$   | 0       |  |
|          | 40 | 7.65e-4    | 4.24e-4    | 2.82e-4     | 2.01e-4    | $13.8\pm4.4$      | $1.5 \pm 3.2$     | $27.5\pm16.9$   | 0       |  |
|          | 5  | 6.64e-3    | 7.50e-3    | 4.97e-3     | 2.33e-3    | $24.7 \pm 15.3$   | $4.5 \pm 5.8$     | $41.0 \pm 16.2$ | 0       | $\begin{bmatrix} 3 \\ 5 \end{bmatrix}$ $f_1 + f_2$   |
| 0.5      | 10 | 3.03e-3    | 2.51e-3    | 1.81e-3     | 1.20e-3    | $15.7 \pm 5.6$    | $3.0 \pm 3.9$     | $43.9\pm15.9$   | 0       | $\Delta p = \sqrt{\sum_{i=1}^{3} (p_i/p_i^0 - 1)^2},  \Delta f = \left  \frac{f_1 + f_2}{f_1^0 + f_2^0} - 1 \right $ |
|          | 20 | 4.06e-3    | 2.13e-3    | 1.63e-3     | 1.10e-3    | $16.4\pm10.5$     | $4.1 \pm 12.0$    | $38.5\pm11.6$   | 0       | $\Delta uv = \left  ( u  +  v ) - ( u^0  +  v^0 ) \right  / 2,  \Delta s =  s - s^0 $                                |
|          | 40 | 4.00e-3    | 1.69e-3    | 1.39e-3     | 7.09e-4    | $18.0\pm9.0$      | $9.3\pm13.0$      | $33.5\pm11.7$   | 0       | $\Delta uv = \left[ ( u  +  v ) - ( u  +  v ) \right] / 2,  \Delta s =  s - s $                                      |
|          | 5  | 1.09e-2    | 1.60e-2    | 7.03e-3     | 4.96e-3    | $25.0 \pm 20.3$   | $5.1 \pm 10.4$    | $42.7 \pm 17.4$ | 2       |  |
| 1.0      | 10 | 5.81e-3    | 4.05e-3    | 3.01e-3     | 2.03e-3    | $18.6\pm8.5$      | $5.7\pm8.8$       | $44.3\pm12.0$   | 1       |  |
|          | 20 | 8.16e-3    | 4.01e-3    | 2.44e-3     | 1.69e-3    | $21.5\pm12.9$     | $13.2\pm17.2$     | $43.6\pm13.2$   | 0       |  |
|          | 40 | 7.80e-3    | 3.23e-3    | 2.37e-3     | 1.41e-3    | $24.3\pm9.7$      | $20.5\pm13.7$     | $43.3\pm13.9$   | 0       |  |
|          |    |            |            |             |            |                   |                   |                 |         |  |

### **Experiments**

- Time (matlab)
  - Typically 15s per iteration and 10 views, P4 1.5 GHz
- Real data
  - Bounds:
    - Focal length, aspect ratio [500,1500]
    - Principal point [185-250, 385-450]
    - Skew [-0.1 0.1]
  - Angles between walls
    - True: 88.1deg
    - Method: 89.8 deg



#### **Extra Material**

- Auto calibration equations
  - Cameras in projective reconstruction can be written as

$$\mathbf{P}_1 = [\mathbf{I}|\mathbf{0}] \quad \mathbf{P}_i = [\mathbf{A}_i|\mathbf{a}_i]$$
  
metric:  $\mathbf{P}_i^M = \mathbf{K}[\mathbf{R}|\mathbf{t}] = \mathbf{P}_i\mathbf{H}$ 

- Ambiguity encoded in H as:

|  | Noise | m  | Affine          | Metric          |                 | Failure |
|--|-------|----|-----------------|-----------------|-----------------|---------|
| $\begin{bmatrix} K & 0 \end{bmatrix}$                            | (%)   |    | (Parallel)      | (Parallel)      | (Perpendicular) | (%)     |
| $H = \begin{bmatrix} K & 0 \\ \top \mathbf{V} & 1 \end{bmatrix}$ | 0.1   | 5  | $0.49 \pm 0.13$ | $0.49 \pm 0.12$ | $0.45 \pm 0.33$ | 1       |
| $H = \begin{vmatrix} -\mathbf{p}^{\top}K & 1 \end{vmatrix}$      |       | 10 | $0.31 \pm 0.07$ | $0.31\pm0.07$   | $0.24 \pm 0.06$ | 0       |
| $\begin{bmatrix} -\mathbf{p} & \mathbf{n} & 1 \end{bmatrix}$     |       | 20 | $0.21 \pm 0.04$ | $0.21\pm0.04$   | $0.17 \pm 0.03$ | 0       |
|  |       | 5  | $2.32 \pm 0.50$ | $2.33\pm0.52$   | $2.02 \pm 0.87$ | 3       |
|  | 0.5   | 10 | $1.50 \pm 0.30$ | $1.50\pm0.30$   | $1.14\pm0.25$   | 0       |
|  |       | 20 | $1.07 \pm 0.17$ | $1.07\pm0.17$   | $0.81 \pm 0.15$ | 0       |
|  |       | 5  | $5.34 \pm 1.57$ | $5.36 \pm 1.63$ | $5.70 \pm 4.00$ | 10      |
|  | 1.0   | 10 | $3.17 \pm 0.63$ | $3.18\pm0.63$   | $2.48 \pm 0.66$ | 0       |
|  |       | 20 | $2.05\pm0.39$   | $2.05\pm0.38$   | $1.60\pm0.38$   | 0       |