2-view Alignment and RANSAC

CSE P576

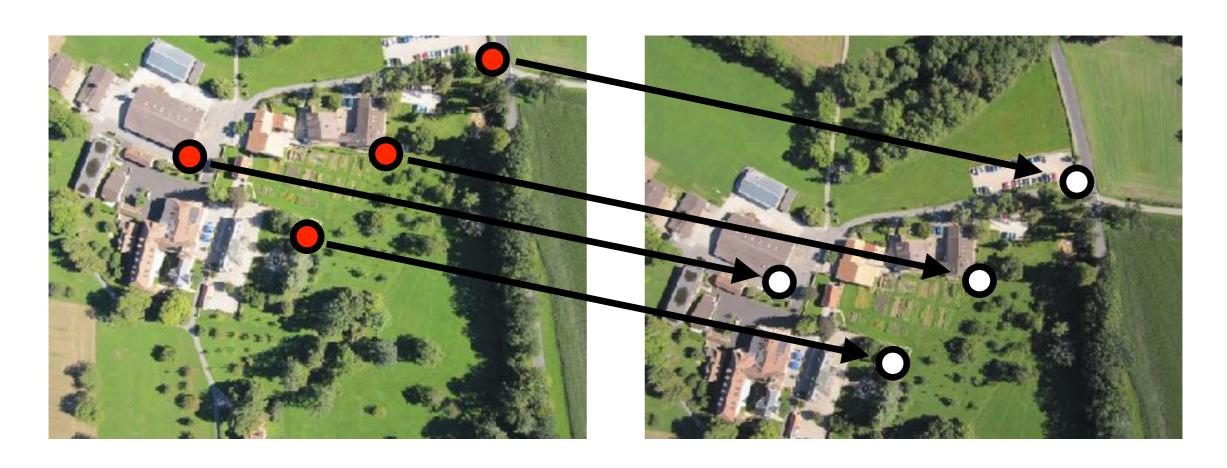
Dr. Matthew Brown

2-view Alignment + RANSAC

- 2-view alignment: linear equations
- Least squares and outliers
- Robust estimation via sampling

Image Alignment

Find corresponding (matching) points between the images



$$u = Hx$$

2 points for Similarity

3 for Affine

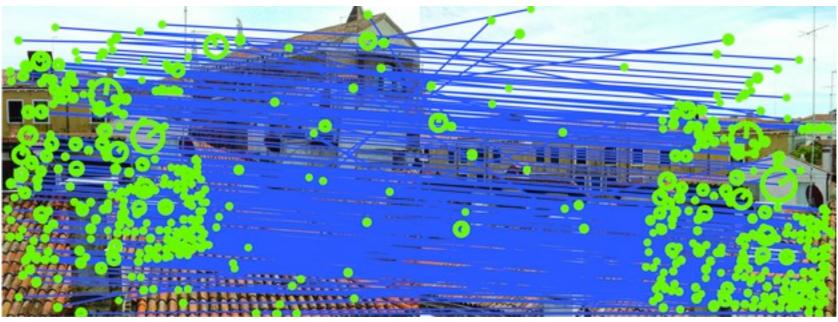
4 for Homography

Image Alignment

In practice we have many noisy correspondences + outliers







Linear Equations

 e.g., for an affine transform we have a linear system in the unknown parameters a:

$$\begin{bmatrix} x_1 & y_1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x_1 & y_1 & 1 \\ x_2 & y_2 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x_2 & y_2 & 1 \\ x_3 & y_3 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x_3 & y_3 & 1 \end{bmatrix} \begin{bmatrix} a_{11} \\ a_{12} \\ a_{13} \\ a_{21} \\ a_{22} \\ a_{23} \end{bmatrix} = \begin{bmatrix} x'_1 \\ y'_1 \\ x'_2 \\ y'_2 \\ x'_3 \\ y'_3 \end{bmatrix}$$

- It is overconstrained (more equations than unknowns)
- and subject to outliers (some rows are completely wrong)

Let's deal with these problems in a simpler context..

Robust Line Fitting

• Consider fitting a line to noisy points













RANSAC solution for Similarity Transform (2 points)





4 inliers (red, yellow, orange, brown),





RANSAC solution for Similarity Transform (2 points)





4 inliers (red, yellow, orange, brown), 4 outliers (blue, light blue, purple, pink)

RANSAC solution for Similarity Transform (2 points)





chbeskwaptcimdgeancese

#inliers = 2





RANSAC solution for Similarity Transform (2 points)





cheblows appimaige areces

#inliers = 2





RANSAC solution for Similarity Transform (2 points)





checkwarapeinhaigeangees

#inliers = 4





RANSAC algorithm

- I. Match feature points between 2 views
- 2. Select minimal subset of matches*
- 3. Compute transformation T using minimal subset
- 4. Check consistency of all points with T compute projected position and count #inliers with distance < threshold
- 5. Repeat steps 2-4 to maximise #inliers
- * Similarity transform = 2 points, Affine = 3, Homography = 4

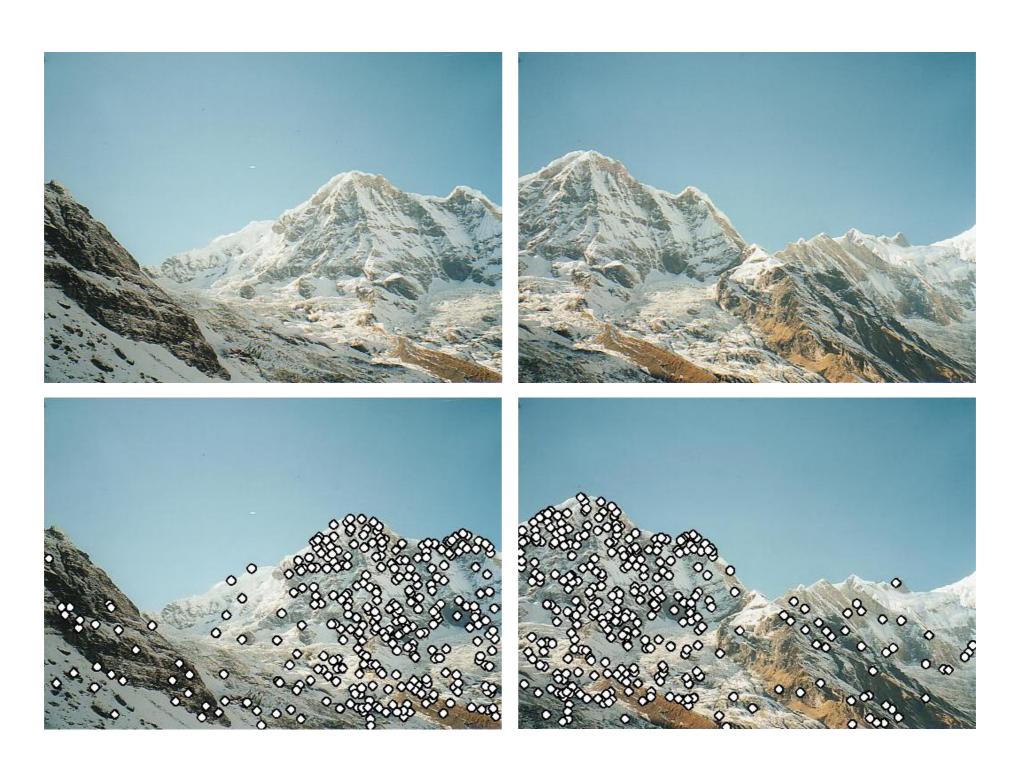
Project 2



• Try out the **RANSAC Implementation** section in Project 2.

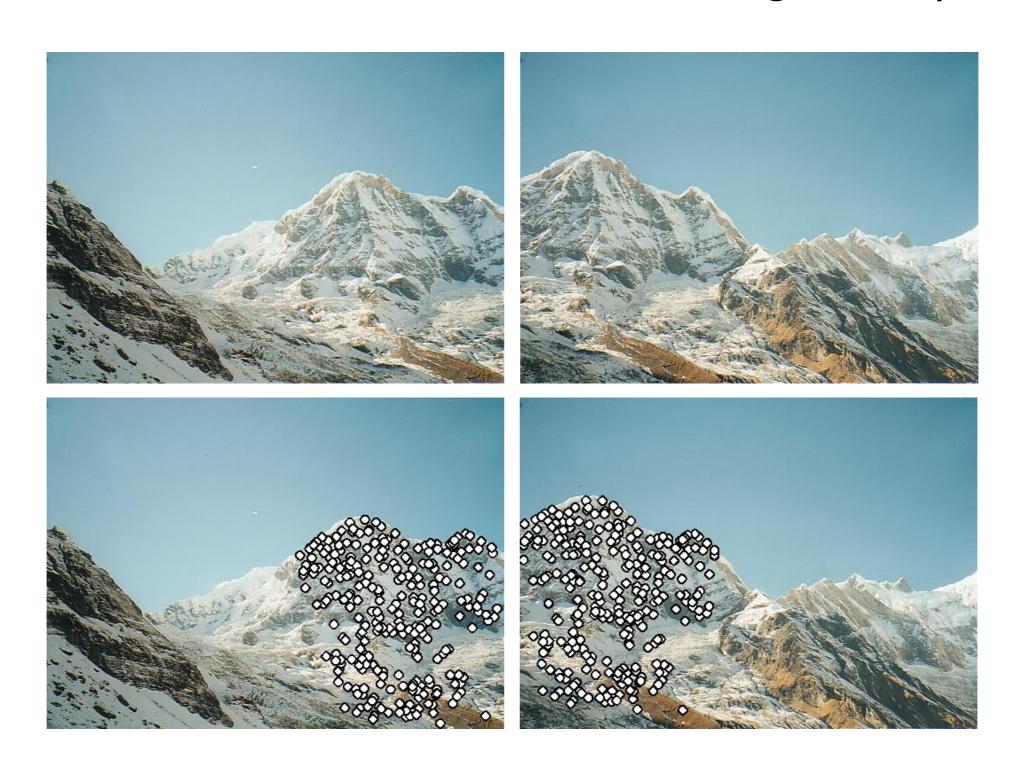
2-view Rotation Estimation

Find features + raw matches, use RANSAC to find Similarity



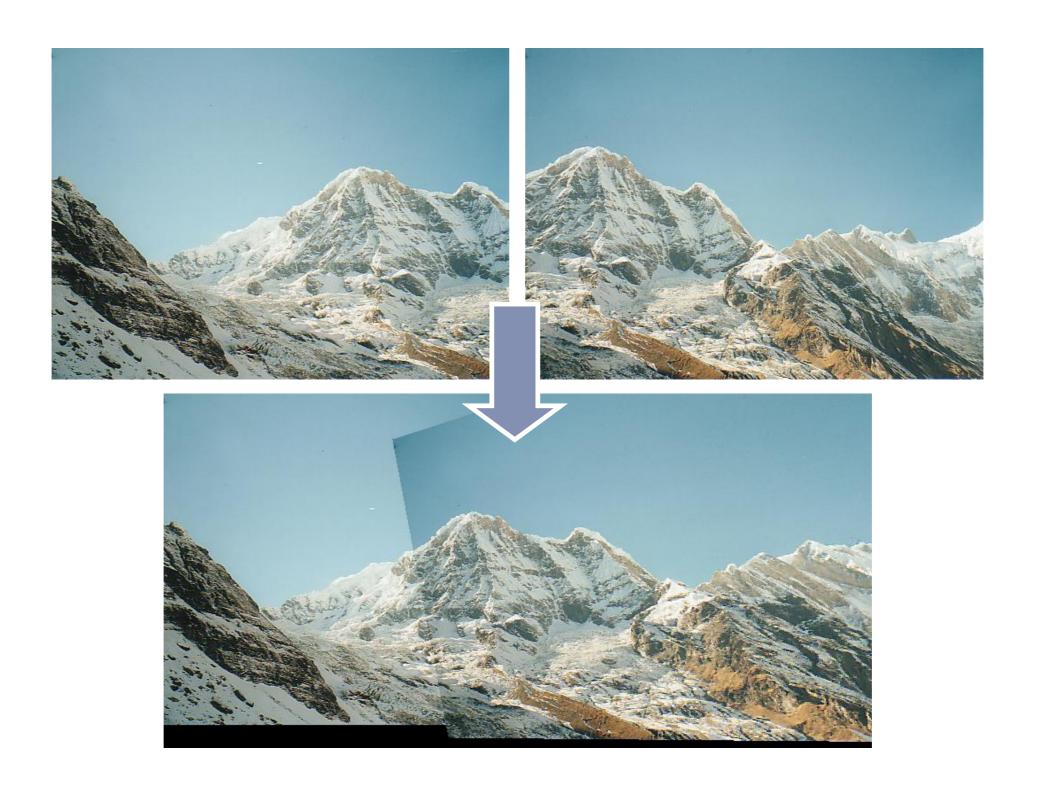
2-view Rotation Estimation

Remove outliers, can now solve for R using least squares



2-view Rotation Estimation

Final rotation estimation



Rotation Estimation

 We can solve for 3D rotation by forming a correlation matrix of corresponding rays (unit vectors in camera coordinates)

$$oldsymbol{C} = \sum_i \hat{oldsymbol{x}}' \hat{oldsymbol{x}}^T = oldsymbol{U} oldsymbol{\Sigma} oldsymbol{V}^T \ oldsymbol{R} = oldsymbol{U} oldsymbol{V}^T$$

 The solution for R minimizes the squared distance between corresponding rays, this is known as an "Orthogonal Procrustes Problem", see Szeliski p321, Arun et al 1987.



 You can use this to complete the Rotation Estimation section in Project 2

Next Lecture

• Epipolar Geometry, Multiview Reconstruction