

Homographies and Mosaics



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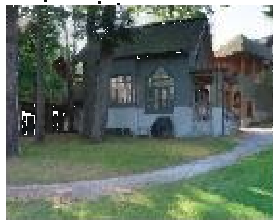
*with a lot of slides stolen from
Steve Seitz and Rick Szeliski*

15-463: Computational Photography
Alexei Efros, CMU, Fall 2011

Why Mosaic?

Are you getting the whole picture?

- Compact Camera FOV = $50 \times 35^\circ$



Why Mosaic?

Are you getting the whole picture?

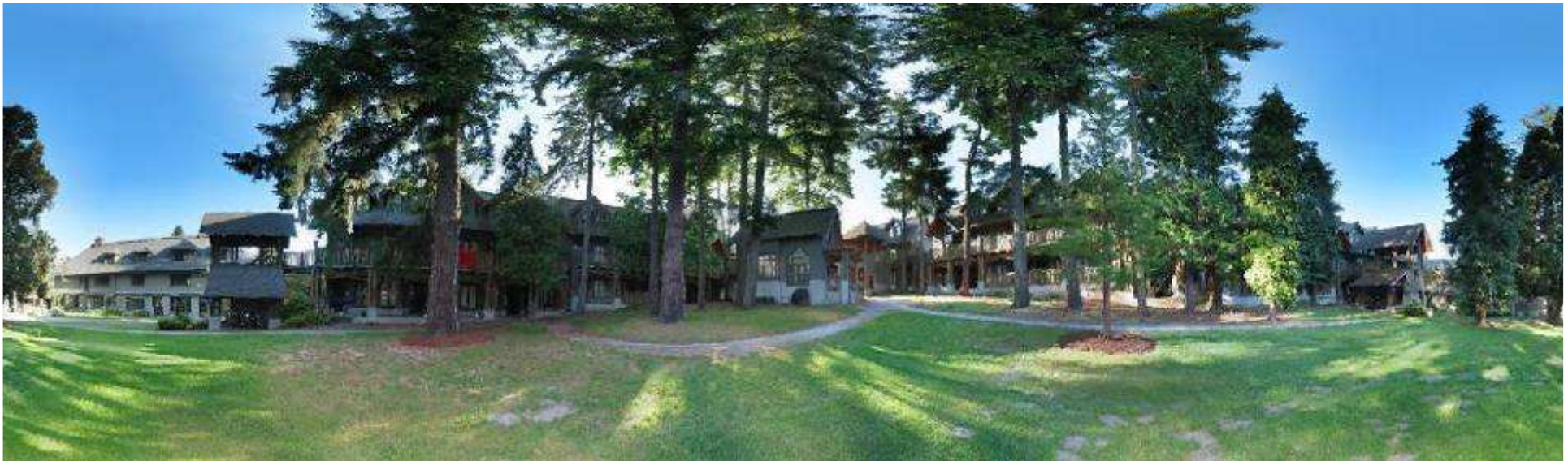
- Compact Camera FOV = $50 \times 35^\circ$
- Human FOV = $200 \times 135^\circ$



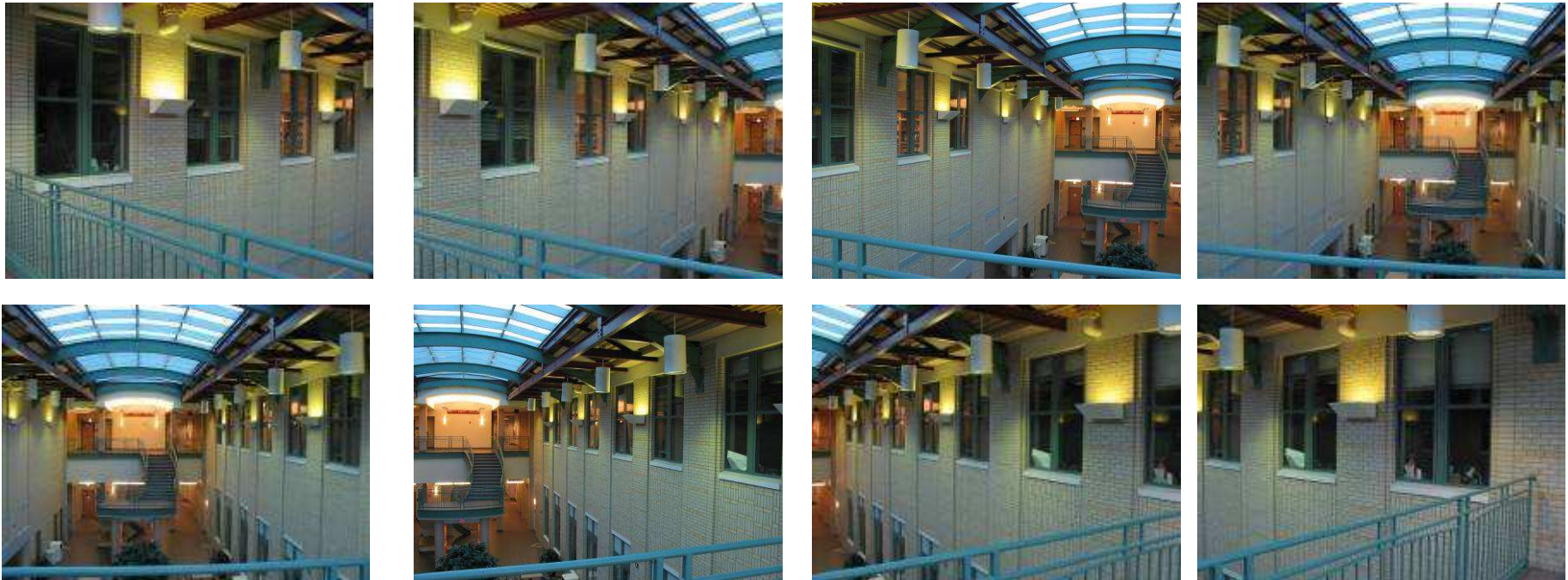
Why Mosaic?

Are you getting the whole picture?

- Compact Camera FOV = $50 \times 35^\circ$
- Human FOV = $200 \times 135^\circ$
- Panoramic Mosaic = $360 \times 180^\circ$



Mosaics: stitching images together



virtual wide-angle camera

Naïve Stitching



left on top



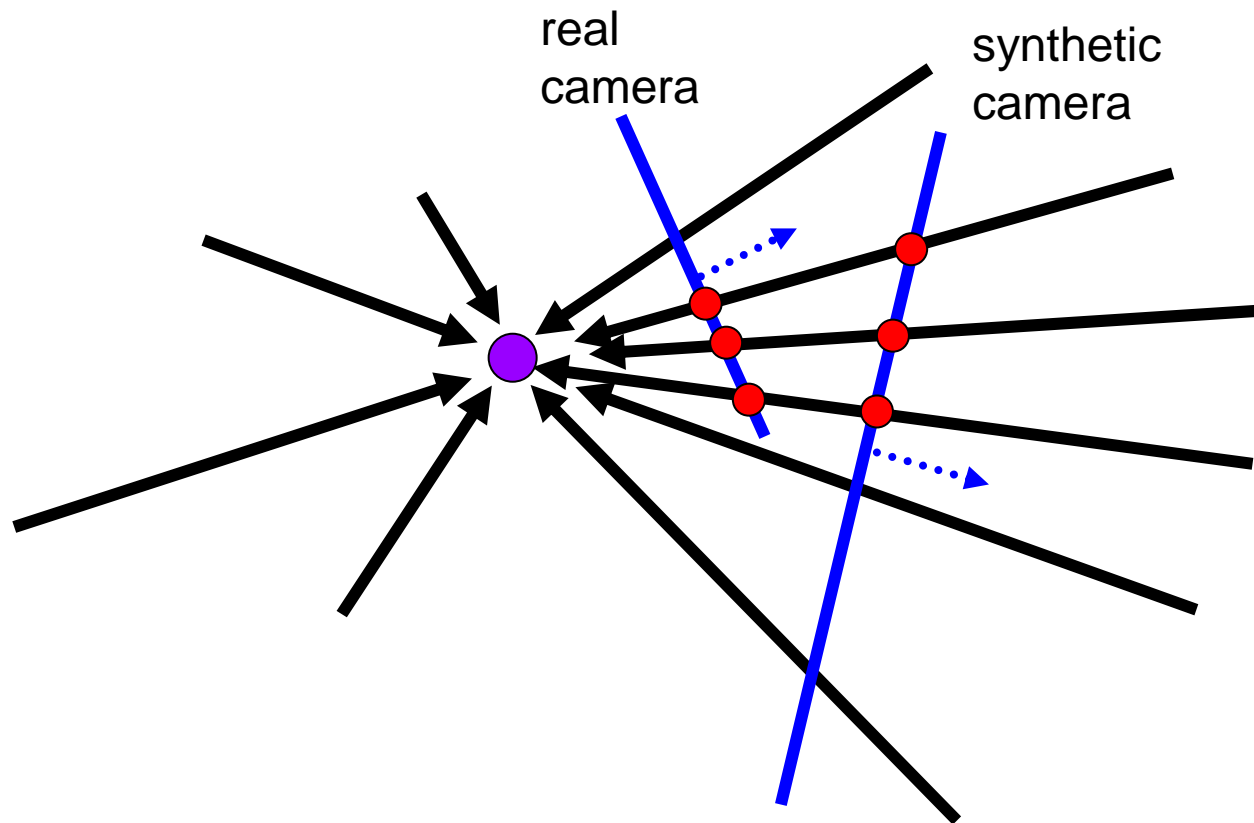
right on top



Translations are not enough to align the images

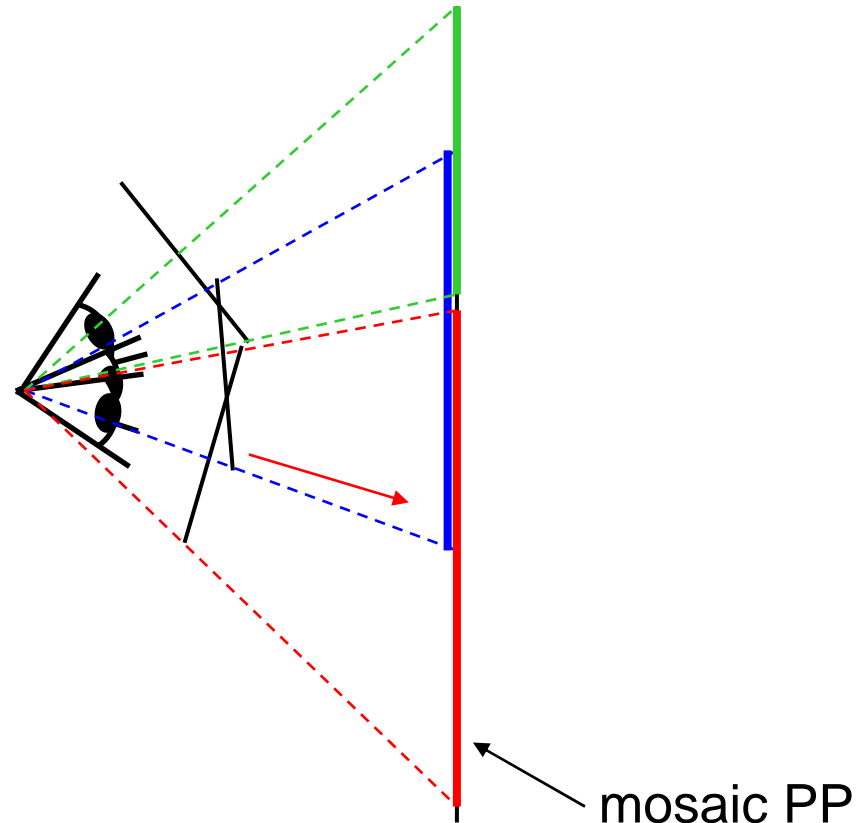


A pencil of rays contains all views



Can generate any synthetic camera view
as long as it has **the same center of projection!**

Image reprojection



The mosaic has a natural interpretation in 3D

- The images are reprojected onto a common plane
- The mosaic is formed on this plane
- Mosaic is a *synthetic wide-angle camera*

How to do it?

Basic Procedure

- Take a sequence of images from the same position
 - Rotate the camera about its optical center
- Compute transformation between second image and first
- Transform the second image to overlap with the first
- Blend the two together to create a mosaic
- If there are more images, repeat

...but **wait**, why should this work at all?

- What about the 3D geometry of the scene?
- Why aren't we using it?

Image reprojection

Basic question

- How to relate two images from the same camera center?
 - how to map a pixel from PP1 to PP2

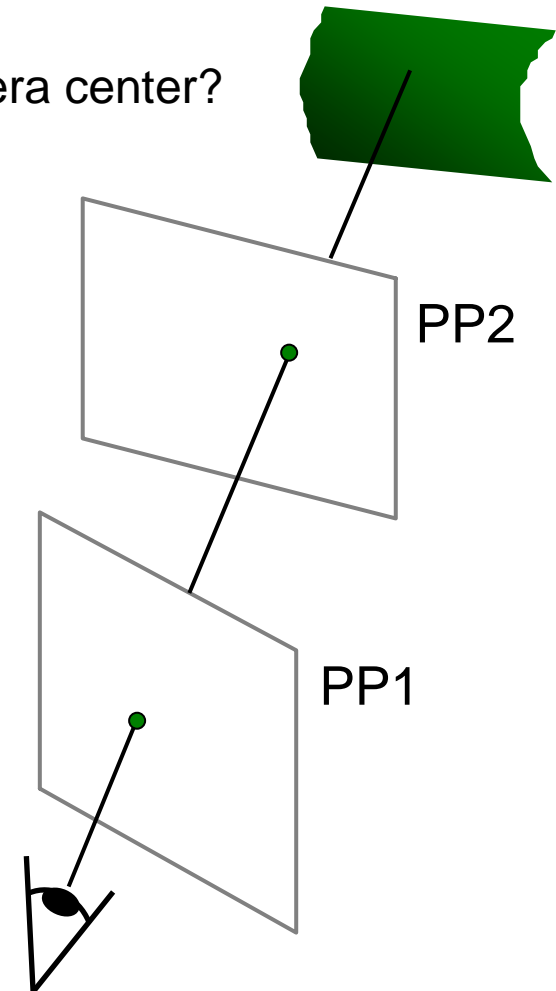
Answer

- Cast a ray through each pixel in PP1
- Draw the pixel where that ray intersects PP2

But don't we need to know the geometry of the two planes in respect to the eye?

Observation:

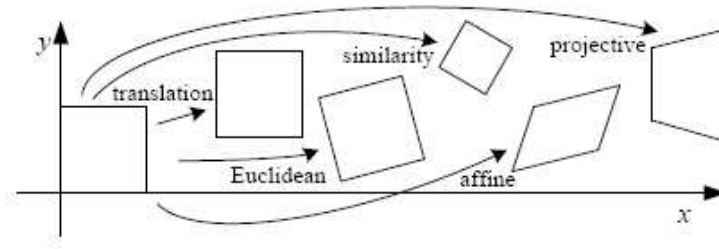
Rather than thinking of this as a 3D reprojection, think of it as a 2D **image warp** from one image to another



Back to Image Warping

Which t-form is the right one for warping PP1 into PP2?

e.g. translation, Euclidean, affine, projective



Translation



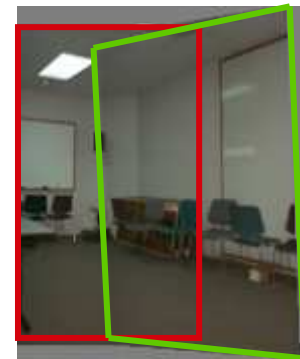
2 unknowns

Affine



6 unknowns

Perspective



8 unknowns

Homography

A: Projective – mapping between any two PPs with the same center of projection

- rectangle should map to arbitrary quadrilateral
- parallel lines aren't
- but must preserve straight lines
- same as: project, rotate, reproject

called Homography

$$\begin{bmatrix} wx' \\ wy' \\ w \end{bmatrix} = \begin{bmatrix} * & * & * \\ * & * & * \\ * & * & * \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

$\mathbf{p}' \quad \mathbf{H} \quad \mathbf{p}$

To apply a homography \mathbf{H}

- Compute $\mathbf{p}' = \mathbf{H}\mathbf{p}$ (regular matrix multiply)
- Convert \mathbf{p}' from homogeneous to image coordinates

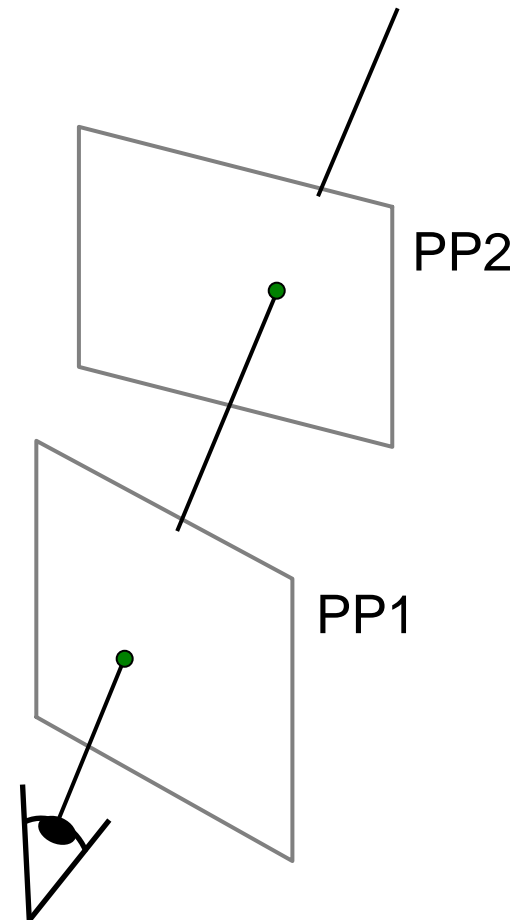


Image warping with homographies

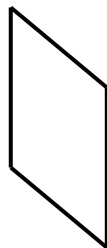
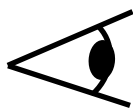
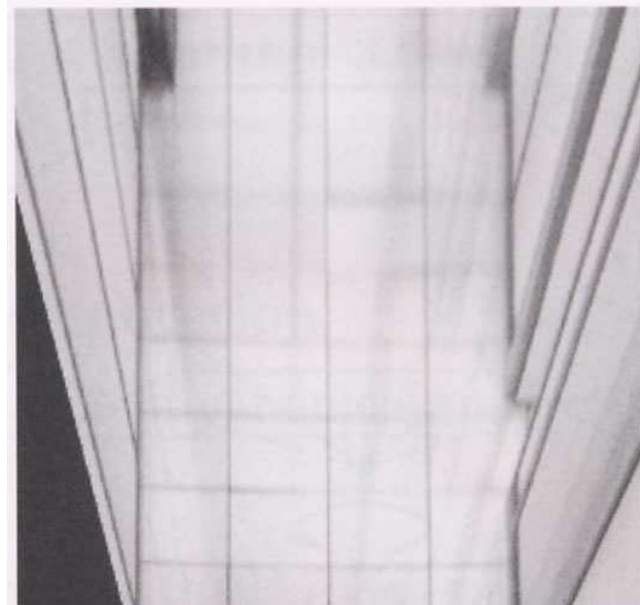


image plane in front



black area
where no pixel
maps to

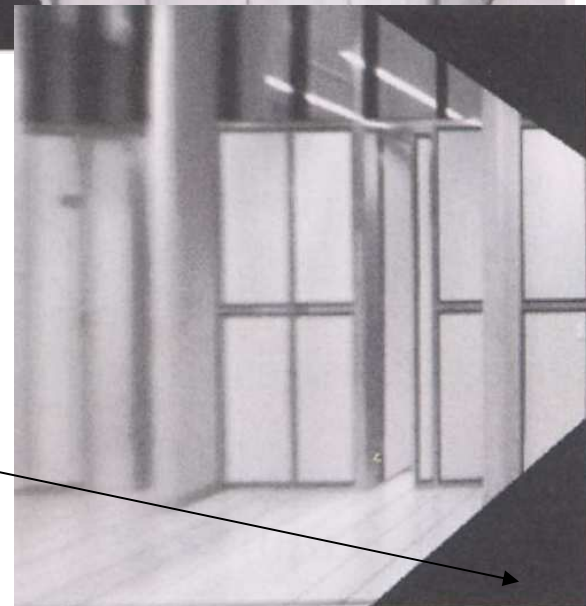
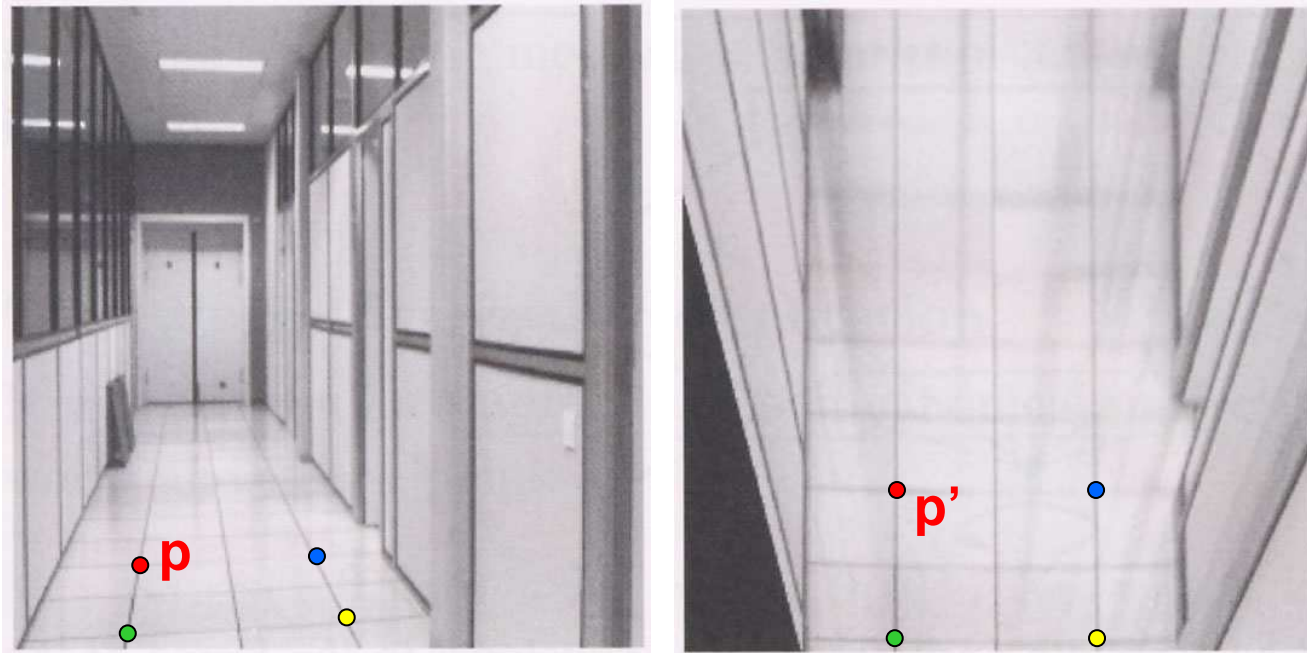


Image rectification



To unwarp (rectify) an image

- Find the homography \mathbf{H} given a set of \mathbf{p} and \mathbf{p}' pairs
- How many correspondences are needed?
- Tricky to write \mathbf{H} analytically, but we can solve for it!
 - Find such \mathbf{H} that “best” transforms points \mathbf{p} into \mathbf{p}'
 - Use least-squares!

Least Squares Example

Say we have a set of data points (X_1, X_1') , (X_2, X_2') , (X_3, X_3') , etc. (e.g. person's height vs. weight)

We want a nice compact formula (a line) to predict X' s from X s:
$$Xa + b = X'$$

We want to find a and b

How many (X, X') pairs do we need?

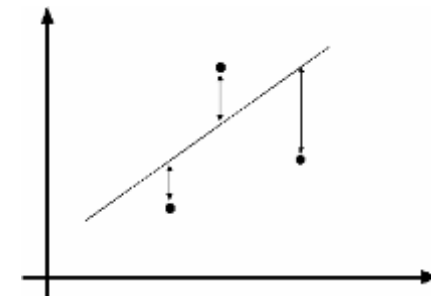
$$\begin{aligned} X_1 a + b &= X_1' \\ X_2 a + b &= X_2' \end{aligned} \quad \begin{bmatrix} X_1 & 1 \\ X_2 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} X_1' \\ X_2' \end{bmatrix} \quad Ax=B$$

What if the data is noisy?

$$\begin{bmatrix} X_1 & 1 \\ X_2 & 1 \\ X_3 & 1 \\ \dots & \dots \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} X_1' \\ X_2' \\ X_3' \\ \dots \end{bmatrix}$$

overconstrained

$$\min \|Ax - B\|^2$$



Solving for homographies

$$\mathbf{p}' = \mathbf{H}\mathbf{p}$$
$$\begin{bmatrix} wx' \\ wy' \\ w \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Can set scale factor $i=1$. So, there are 8 unknowns.

Set up a system of linear equations:

$$\mathbf{A}\mathbf{h} = \mathbf{b}$$

where vector of unknowns $\mathbf{h} = [a, b, c, d, e, f, g, h]^T$

Need at least 8 eqs, but the more the better...

Solve for \mathbf{h} . If overconstrained, solve using least-squares:

$$\min \|\mathbf{A}\mathbf{h} - \mathbf{b}\|^2$$

Can be done in Matlab using “\” command

- see “help lmdivide”

Fun with homographies

Original image



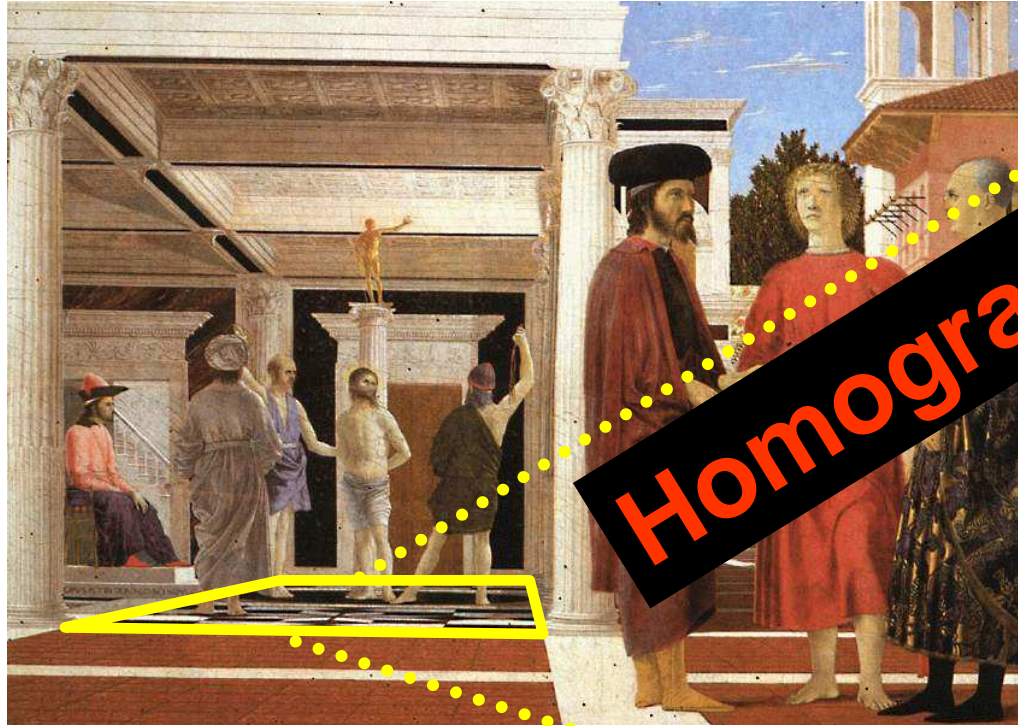
St.Petersburg
photo by A. Tikhonov

Virtual camera rotations

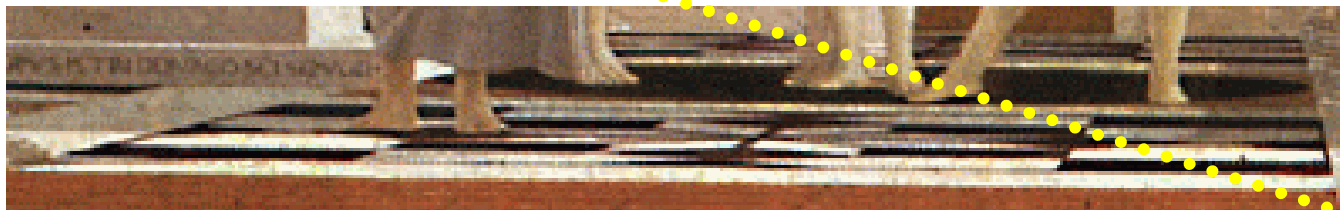


Analysing patterns and shapes

What is the shape of the b/w floor pattern?



Homography



The floor (enlarged)

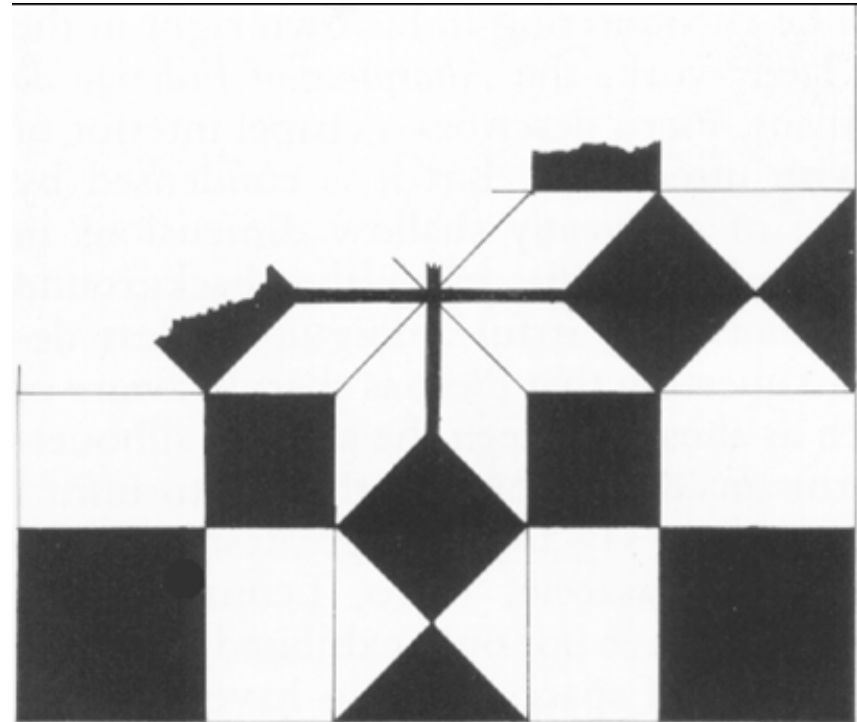
Slide from Criminisi



**Automatically
rectified floor**

Analysing patterns and shapes

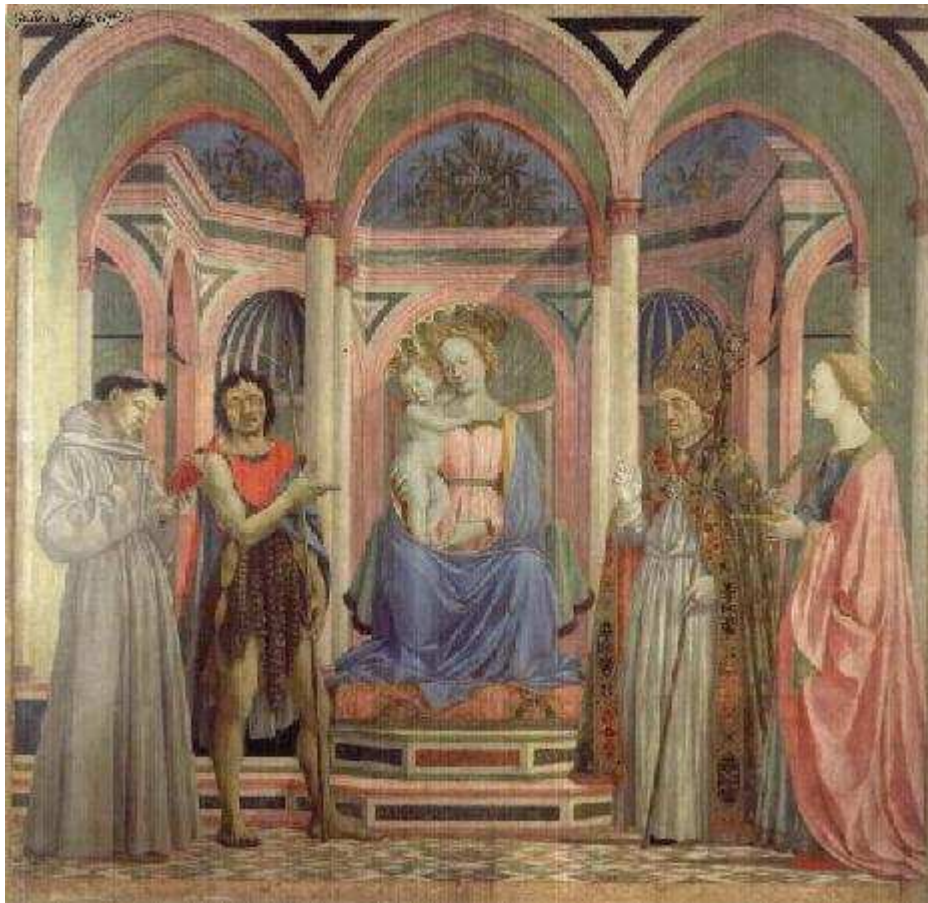
Automatic rectification



From Martin Kemp *The Science of Art*
(*manual reconstruction*)

2 patterns have been discovered !

Analysing patterns and shapes



St. Lucy Altarpiece, D. Veneziano

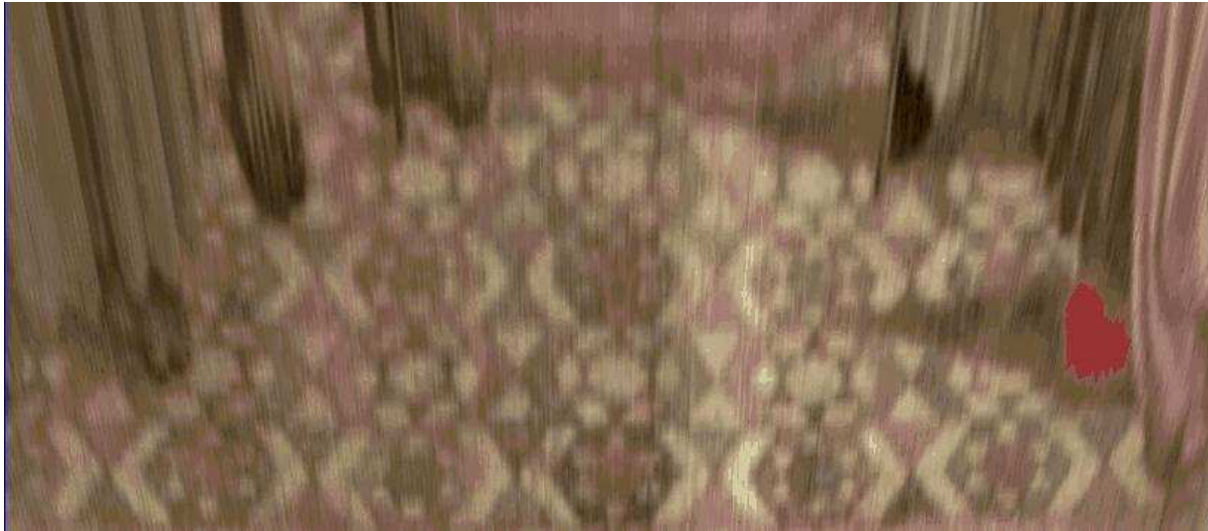
Slide from Criminisi

What is the (complicated)
shape of the floor pattern?

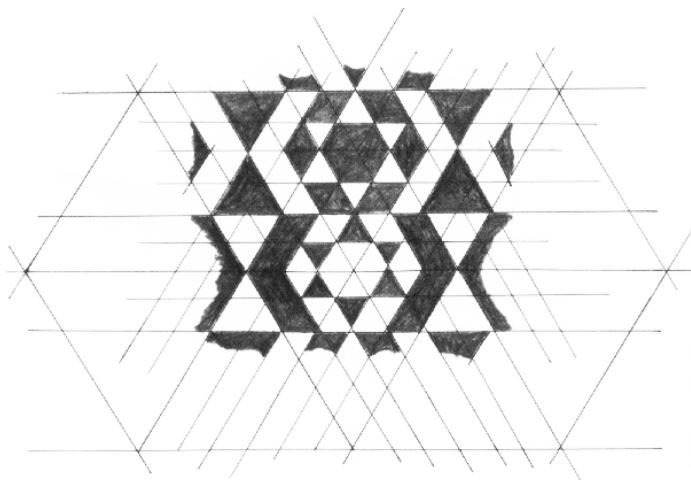


Automatically rectified floor

Analysing patterns and shapes



**Automatic
rectification**



**From Martin Kemp, *The Science of Art*
(*manual reconstruction*)**

Julian Beever: Manual Homographies

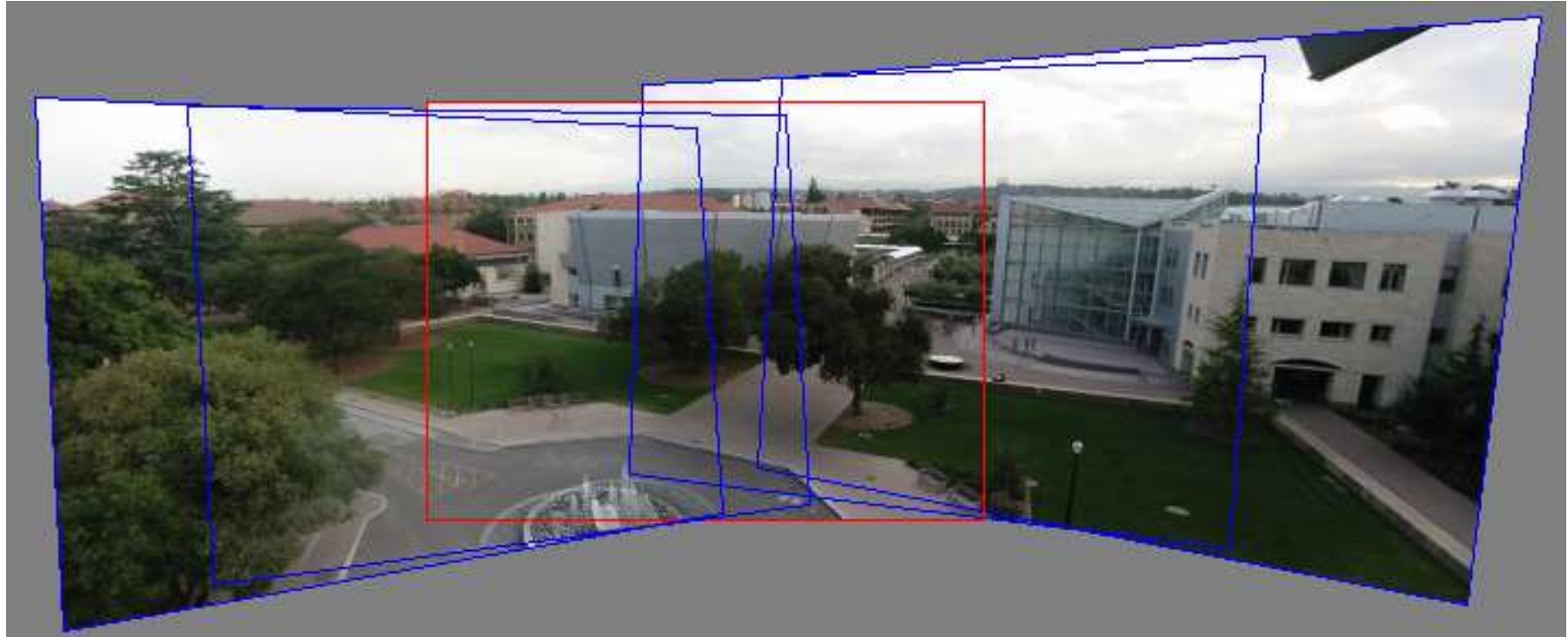


<http://users.skynet.be/J.Beever/pave.htm>

Holbein, *The Ambassadors*



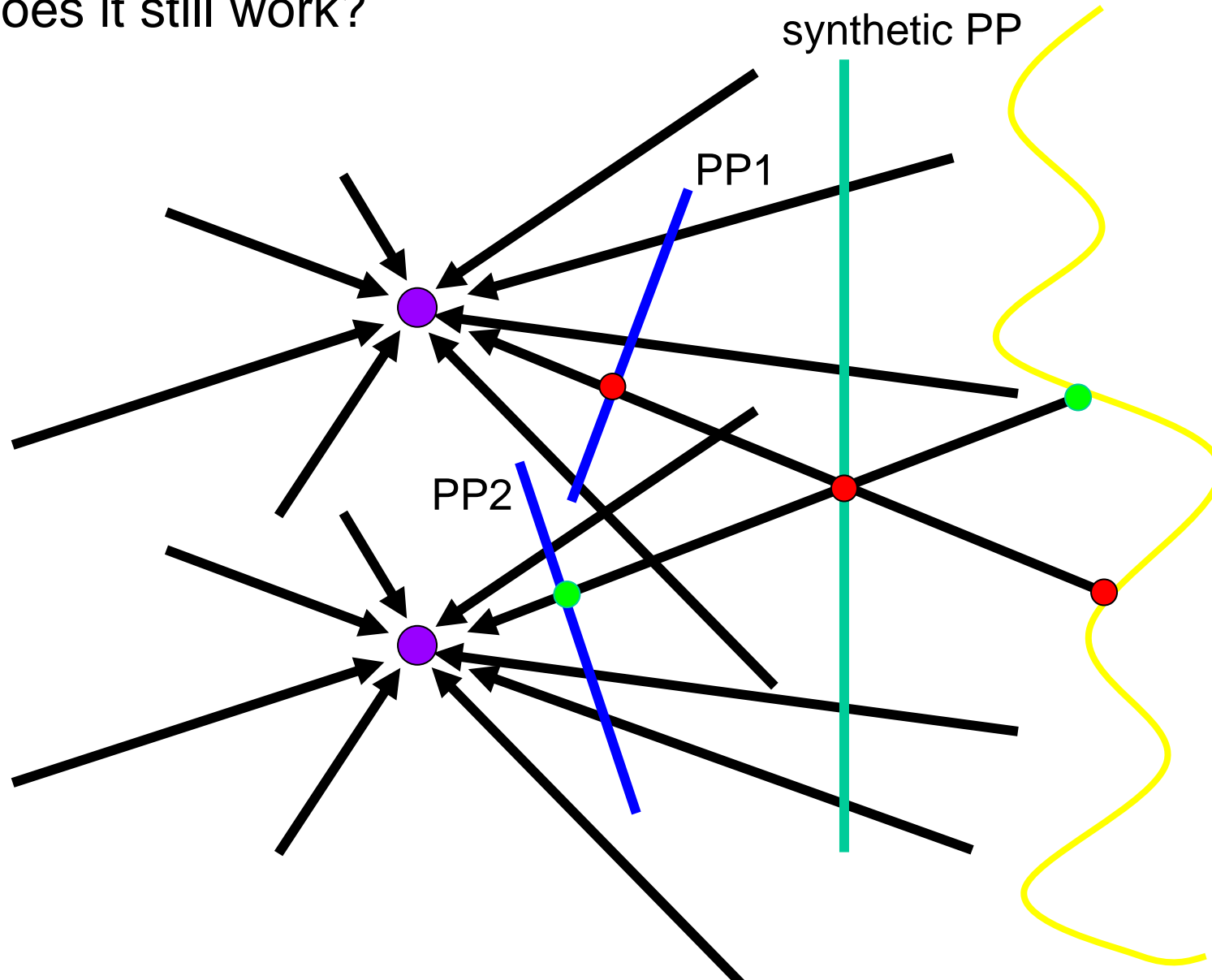
Panoramas



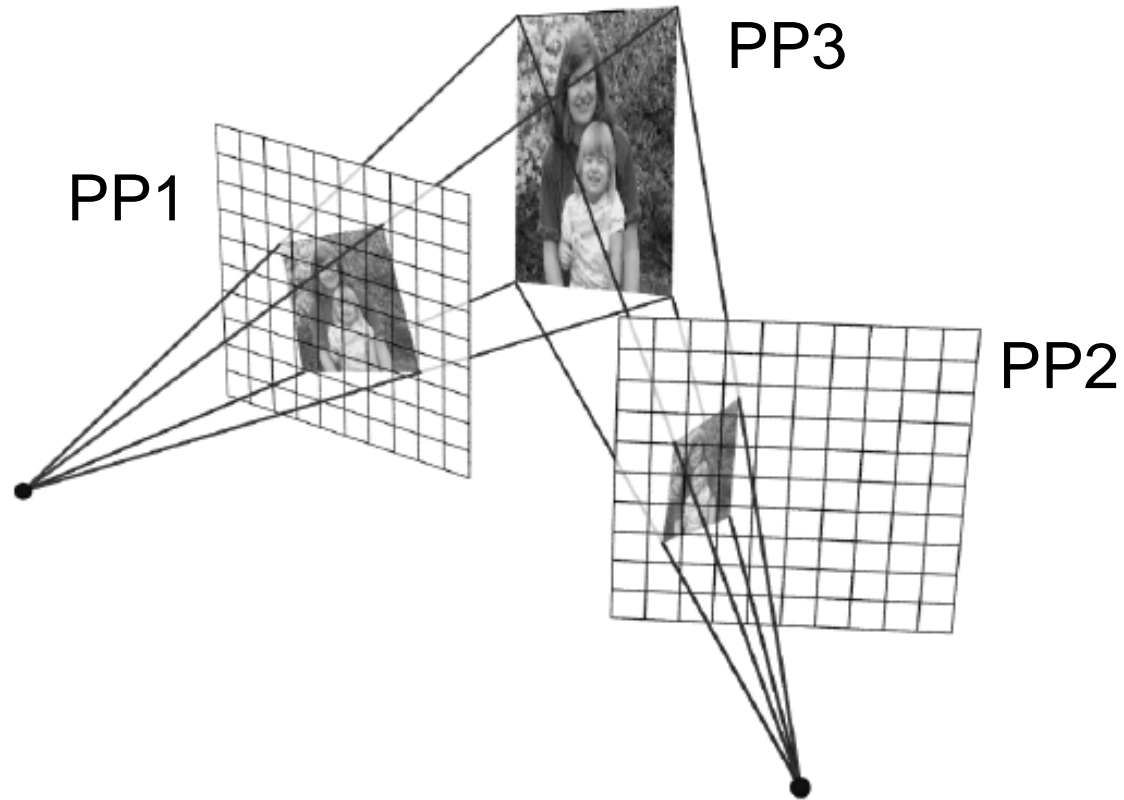
1. Pick one image (red)
2. Warp the other images towards it (usually, one by one)
3. blend

changing camera center

Does it still work?



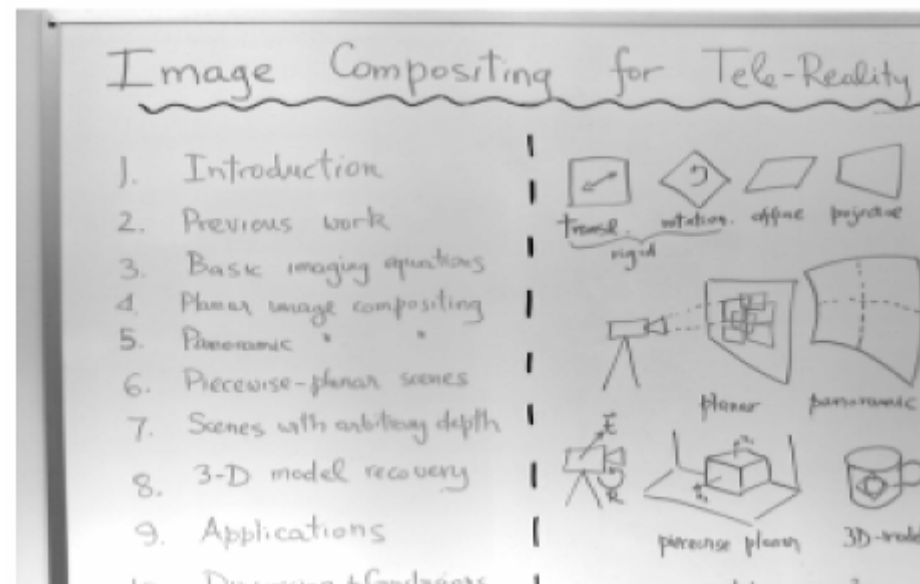
Planar scene (or far away)



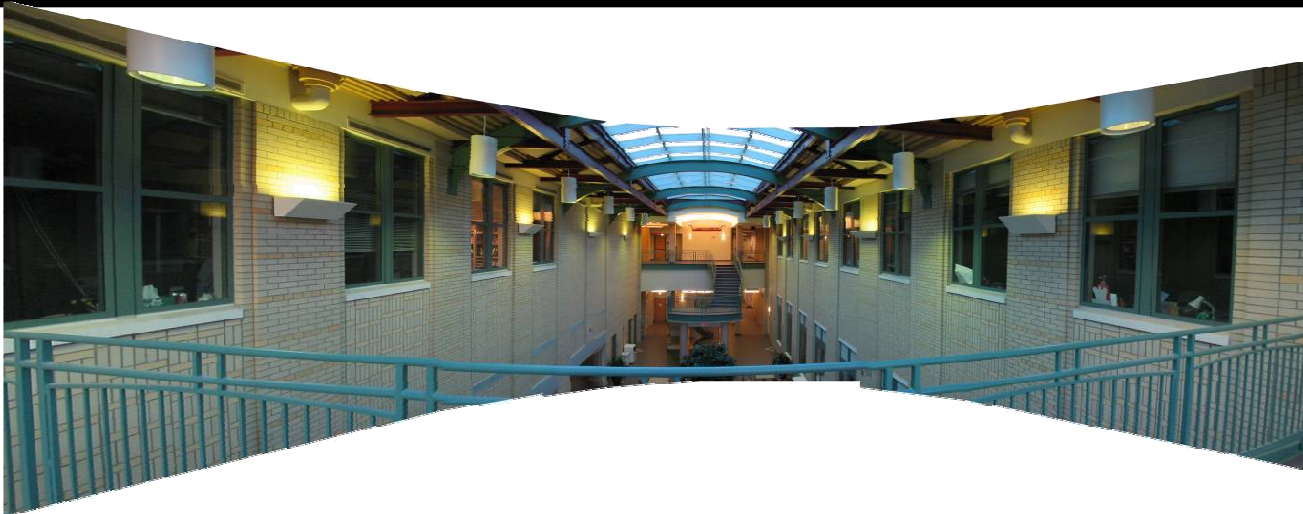
PP3 is a projection plane of both centers of projection,
so we are OK!

This is how big aerial photographs are made

Planar mosaic



Programming Project #4



Homographies and Panoramic Mosaics

- Capture photographs (and possibly video)
 - Might want to use tripod
- Compute homographies (define correspondences)
 - will need to figure out how to setup system of eqs.
- (un)warp an image (undo perspective distortion)
- Produce 3 panoramic mosaics (with blending)
- Do some of the Bells and Whistles

Bells and Whistles

Blending and Compositing

- use homographies to combine images or video and images together in an interesting (fun) way. E.g.
 - put fake graffiti on buildings or chalk drawings on the ground
 - replace a road sign with your own poster
 - project a movie onto a building wall
 - etc.



Bells and Whistles

Capture creative/cool/bizzare panoramas

- Example from UW (by Brett Allen):



- Ever wondered what is happening inside your fridge while you are not looking?

Capture a 360 panorama (quite tricky... talk in next class)

Bells and Whistles

Video Panorama

- Capture two (or more) stationary videos (either from the same point, or of a planar/far-away scene). Compute homography and produce a video mosaic. Need to worry about synchronization (not too hard).
- e.g. capturing a football game from the sides of the stadium

Other interesting ideas?

- talk to me

From previous year's classes



Ben Hollis, 2004



Ben Hollis, 2004



Matt Pucevich , 2004



Eunjeong Ryu (E.J), 2004

Go Explore!



Ken Chu, 2004