## Multiple View Geometry: Solution Sheet 7



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Wednesdays 16:15-17:45 at Hörsaal 2, "Interims I" (5620.01.102), and on RBG Live

Exercise: June 9th, 2021

(a) l is in the coimage of L, and therefore l is a normal vector to the plane that is determined by the camera position and L.

$$\Rightarrow \begin{array}{l} l^T x_1 = 0 \\ l^T x_2 = 0. \end{array}$$
$$\Rightarrow l \sim x_1 \times x_2 = \hat{x_1} x_2.$$

 $l_1$  and  $l_2$  are normal vectors to the planes through camera position and  $L_1$ ,  $L_2$  respectively.

$$\Rightarrow \begin{array}{l} l_1^T x = 0 \\ l_2^T x = 0 \end{array}$$

$$\Rightarrow x \sim l_1 \times l_2 = \hat{l_1} l_2.$$

- (b) i.  $l_1 \sim \hat{x}u$ : x is in the preimage of  $L_1$ .  $\Rightarrow l_1^{\top} x = 0$ .  $\exists$  point  $u \neq p$  in  $L_1$ .  $\Rightarrow l_1^{\top} u = 0$ 
  - ii.  $l_2 \sim \hat{x}v$ : analog to i.

 $\Rightarrow l_1 \sim \hat{x}u.$ 

iii.  $x_1 \sim \hat{l}r$ :

 $x_1$  is in the preimage of  $L. \Rightarrow x_1^\top l = 0$ 

 $\exists$  a line L' through  $p_1$  with coimage  $r \neq l. \Rightarrow x_1^\top r = 0$ .  $\Rightarrow x_1 \sim \hat{l}r.$ 

iv.  $x_2 \sim \hat{l}s$ : analog to iii.

 $2. \quad \operatorname{rank}\left(\begin{array}{c} \hat{x_1}\Pi_1 \\ \hat{x_2}\Pi_2 \end{array}\right) \leqq 3$ 

$$\Rightarrow \exists X \in \mathbb{R}^4 \backslash \{0\} \text{ with } \left( \begin{array}{c} \hat{x_1} \Pi_1 \\ \hat{x_2} \Pi_2 \end{array} \right) X = 0.$$

$$\Rightarrow \hat{x_1}\Pi_1 X = 0 \land \hat{x_2}\Pi_2 X = 0,$$

$$\Rightarrow x_1 \times \Pi_1 X = 0 \quad \land \quad x_2 \times \Pi_2 X = 0.$$

 $\Rightarrow x_1$  and  $\Pi_1 X$  are linearly dependent; and  $x_2$  and  $\Pi_2 X$  are linearly dependent.

$$\Rightarrow \exists \lambda_1, \lambda_2 \in \mathbb{R} \text{ with } \Pi_1 X = \lambda_1 x_1 \land \Pi_2 X = \lambda_2 x_2$$

 $\Rightarrow x_1$  and  $x_2$  are projections of X.

3. 
$$\exists \lambda \in \mathbb{R} : [R', T'] = \lambda [R, T]H = \lambda [R, T] \begin{bmatrix} I & 0 \\ v^{\top} & v_4 \end{bmatrix} = \lambda [R + Tv^{\top}, Tv_4]$$

$$\begin{split} E' &= \hat{T'}R' \\ &= (\widehat{\lambda v_4 T}) \cdot (\lambda(R + Tv^\top)) \\ &= \lambda^2 v_4 \hat{T}(R + Tv^\top) \\ &= \lambda^2 v_4 \hat{T}R + \lambda^2 v_4 \underbrace{\hat{T}T}_{=0} v^\top \\ &= \lambda^2 v_4 \hat{T}R \\ &= \lambda^2 v_4 E \quad \text{with } \lambda^2 v_4 \in \mathbb{R} \end{split}$$

$$\Rightarrow E' \sim E$$