A Software for Complete Calibration of Multicamera Systems

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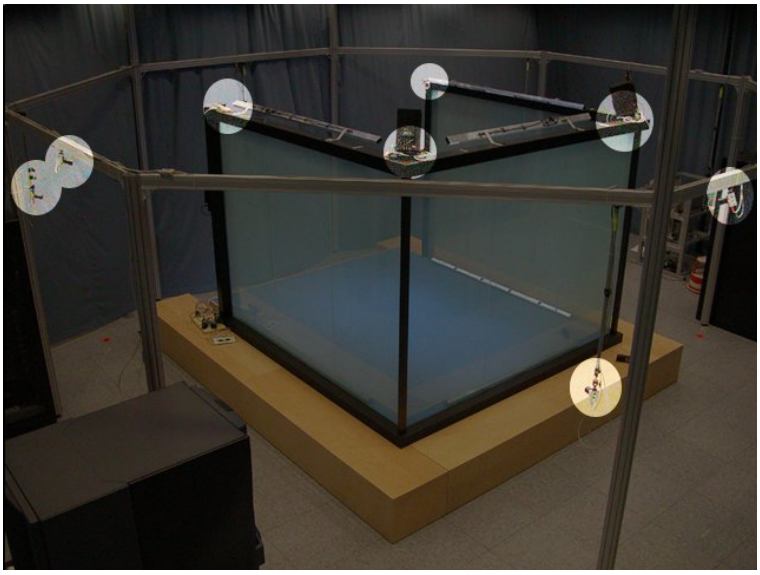
Outline

- Motivation
- Problem definition
- Proposed solution
- Results
- Applications

Motivation

- multiple cameras became common
- they can be found in . . .

Virtual reality room

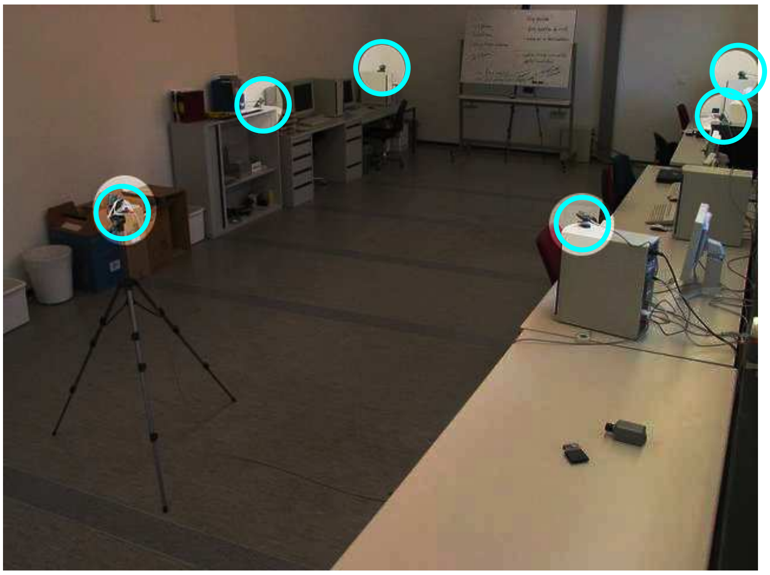


Telepresence setup

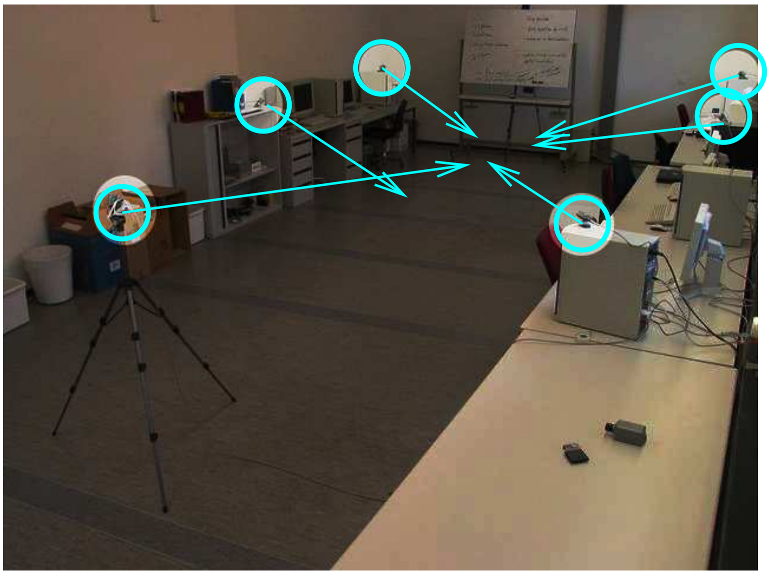
Calibration

- many tasks can be accomplished without knowing anything about the cameras
- however, many more when we know . . .

camera positions, and . . .

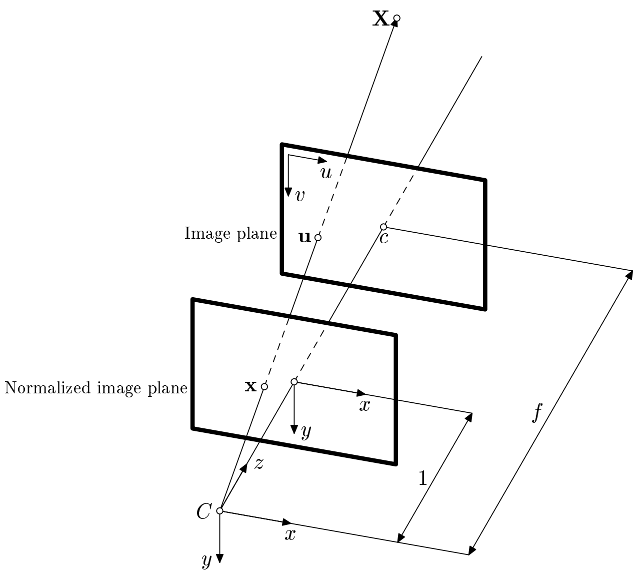


. . . camera orientations, and . . .



. . . camera internal parameters

from geometry to pixels

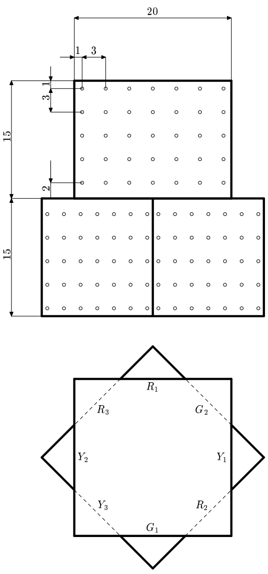


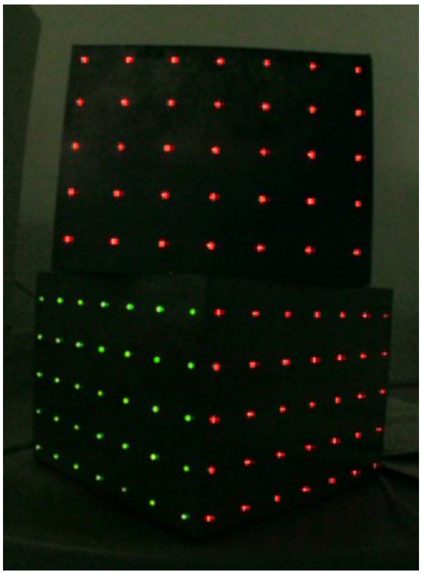
. . . nonlinear parameters included

Camera calibration is an old problem

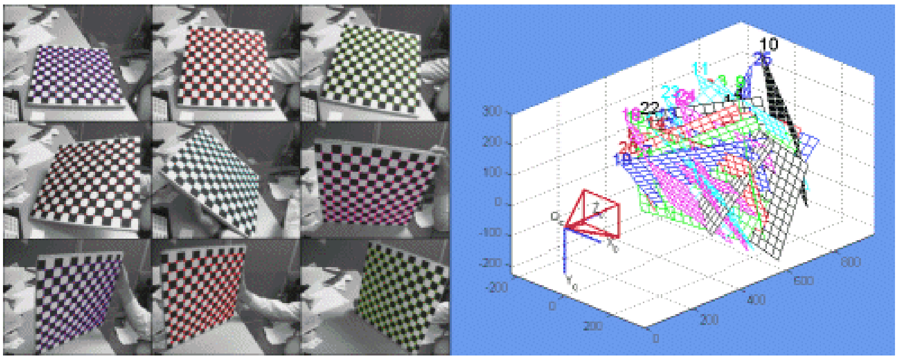
- for photogrammetrists (even older problem)
- in computer vision
- many methods exist

Classical approaches — known 3D points





Classical approaches — plate at several positions



http://www.vision.caltech.edu/bouguetj/calib_doc/

Classical methods — revisited

Pros:

- many methods (and free codes)
- precise, even for complicated camera models

Cons (for multicamera systems):

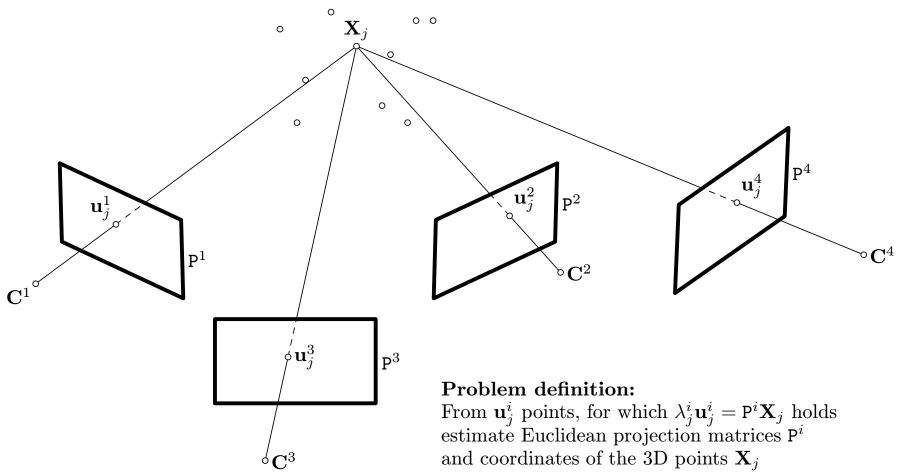
- many cameras → hand work is not an option
- large working volume to fill → big calibration objects/plates

Our solution — overview

We assume at least approximately synchronized multicamera ($N \geq 3$) setup.

- use 1-point calibration object easily detectable in images
- wave the calibration point through the working volume freely
- this will create a virtual calibration object (but the 3D position unknown!)
- apply theoretical results from self-calibration field
- estimate as complicated camera model as reasonable
- validate the results

Multiple cameras — Geometry



Problem definition:
From $\mathbf{u}_j^i$ points, for which $\lambda_j^i \mathbf{u}_j^i = \mathtt{P}^i \mathbf{X}_j$ holds
estimate Euclidean projection matrices $\mathtt{P}^i$
and coordinates of the 3D points $\mathbf{X}_j$

Pinhole camera model

$$\lambda_j^i \begin{bmatrix} u_j^i \\ v_j^i \\ 1 \end{bmatrix} = \lambda_j^i \mathbf{u}_j^i = \mathtt{P}^i \mathbf{X}_j \,, \qquad \lambda_j^i \in \mathcal{R}^+$$

- $_j$ index points
- ^{i} index camera
- λ_j^i projective depths
- $\mathbf{u}_j^i$ point projections (we find them in images)
- $\mathbf{X}_j$ 3D points (we do not know the positions!)
- $\mathtt{P}^i$ camera matrices

Multicamera linear model

$$\mathtt{W}_s = \begin{bmatrix} \lambda_1^1 \begin{bmatrix} u_1^1 \\ v_1^1 \\ 1 \end{bmatrix} & \cdots & \lambda_n^1 \begin{bmatrix} u_n^1 \\ v_n^1 \\ 1 \end{bmatrix} \\ \vdots & \vdots & \vdots \\ \lambda_1^m \begin{bmatrix} u_1^m \\ v_1^m \\ 1 \end{bmatrix} & \cdots & \lambda_n^m \begin{bmatrix} u_n^m \\ v_n^m \\ 1 \end{bmatrix} \end{bmatrix} = \underbrace{\begin{bmatrix} \mathtt{P}^1 \\ \vdots \\ \mathtt{P}^m \end{bmatrix}_{3m\times 4}}_{\mathtt{P}} \underbrace{[\mathbf{X}_1 \cdots \mathbf{X}_n]_{4\times n}}_{\mathtt{X}}$$

Self-calibration (Euclidean stratification)

$$\mathtt{W}_s = \mathtt{P}\mathtt{X} = \underbrace{\mathtt{P}\mathtt{H}}\,\underbrace{\mathtt{H}^{-1}\mathtt{X}} = \hat{\mathtt{P}}\hat{\mathtt{X}} \,,$$

What the software does:

1. Finds the projections $\mathbf{u}_j^i$ of the laser pointer in the images.
2. Discards misdetected points by pairwise RANSAC analysis.
3. Estimates projective depths λ_j^i and fills the missing points to make scaled measurement matrix W_s complete.
4. Performs the rank 4 factorization of the matrix W_s to get projective shape and motion and upgrades them to Euclidean ones.
5. Estimates the parameters of the non-linear distortion
6. Optionally, if some true 3D information is known, aligns the computed Euclidean structures with a world system.

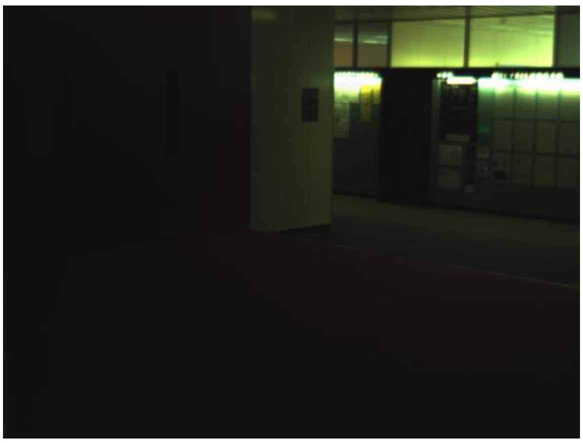
Many cross-validation steps inside.

Calibration object


A very standard laser pointer with a piece of transparent plastic attached.

Finding points

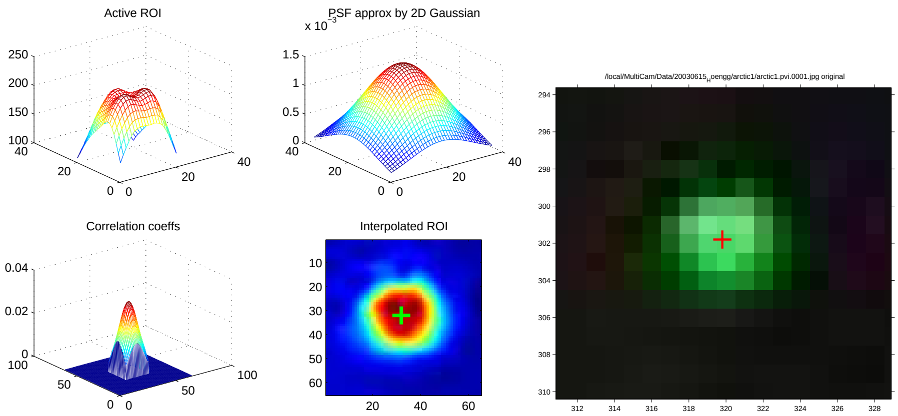
Needs to be a bit more clever than a simple thresholding



Statistical analysis of the images (almost) solves it.

Finding points

Sub-pixel accuracy is desirable



Around 100 ms per image.

Calibration input

Video

We know

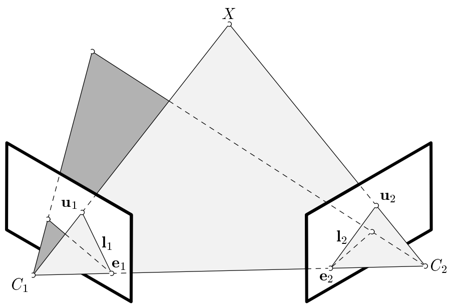
$$\mathtt{W}_s = \begin{bmatrix} \lambda_1^1 \begin{bmatrix} u_1^1 \\ v_1^1 \\ 1 \end{bmatrix} & \cdots & \lambda_n^1 \begin{bmatrix} u_n^1 \\ v_n^1 \\ 1 \end{bmatrix} \\ \vdots & \vdots & \vdots \\ \lambda_1^m \begin{bmatrix} u_1^m \\ v_1^m \\ 1 \end{bmatrix} & \cdots & \lambda_n^m \begin{bmatrix} u_n^m \\ v_n^m \\ 1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} \mathtt{P}^1 \\ \vdots \\ \mathtt{P}^m \end{bmatrix}_{3m \times 4} [\mathbf{X}_1 \cdots \mathbf{X}_n]_{4 \times n}$$

$$\mathtt{W}_s = \mathtt{P}\mathtt{X} = \mathtt{P}\mathtt{H}\mathtt{H}^{-1}\mathtt{X} = \hat{\mathtt{P}}\hat{\mathtt{X}} \,,$$

However, some $[u_j^i, v_j^i]^\top$ may be missing!

Estimation of λ_j^i (Sturm & Triggs ECCV96)

uses the epipolar geometry



$$\lambda_j^i = \frac{(\mathbf{e}^{ik} \times \mathbf{u}_j^i) \cdot (\mathtt{F}^{ik}\mathbf{u}_j^k)}{\|\mathbf{e}^{ik} \times \mathbf{u}_j^i\|^2}\lambda_j^k$$

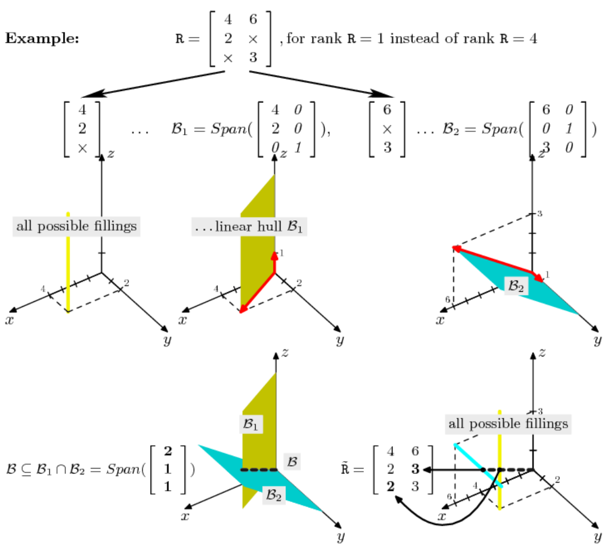
We know

$$\mathtt{W}_s = \begin{bmatrix} \lambda_1^1 \begin{bmatrix} u_1^1 \\ v_1^1 \\ 1 \end{bmatrix} & \cdots & \lambda_n^1 \begin{bmatrix} u_n^1 \\ v_n^1 \\ 1 \end{bmatrix} \\ \vdots & \vdots & \vdots \\ \lambda_1^m \begin{bmatrix} u_1^m \\ v_1^m \\ 1 \end{bmatrix} & \cdots & \lambda_n^m \begin{bmatrix} u_n^m \\ v_n^m \\ 1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} \mathtt{P}^1 \\ \vdots \\ \mathtt{P}^m \end{bmatrix}_{3m\times 4} [\mathbf{X}_1 \cdots \mathbf{X}_n]_{4\times n}$$

$$\mathtt{W}_s = \mathtt{PX} = \mathtt{PHH}^{-1}\mathtt{X} = \hat{\mathtt{P}}\hat{\mathtt{X}}\,,$$

However, some $[u_j^i, v_j^i]^\top$ and λ_j^i may be missing!

Filling missing points (Martinec and Pajdla ECCV2002)



We know

$$\mathtt{W}_s = \begin{bmatrix} \lambda_1^1 \begin{bmatrix} u_1^1 \\ v_1^1 \\ 1 \end{bmatrix} & \cdots & \lambda_n^1 \begin{bmatrix} u_n^1 \\ v_n^1 \\ 1 \end{bmatrix} \\ \vdots & \vdots & \vdots \\ \lambda_1^m \begin{bmatrix} u_1^m \\ v_1^m \\ 1 \end{bmatrix} & \cdots & \lambda_n^m \begin{bmatrix} u_n^m \\ v_n^m \\ 1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} \mathtt{P}^1 \\ \vdots \\ \mathtt{P}^m \end{bmatrix}_{3m\times 4} [\mathbf{X}_1 \cdots \mathbf{X}_n]_{4\times n}$$

$$\mathtt{W}_s = \mathtt{PX} = \mathtt{PHH}^{-1}\mathtt{X} = \hat{\mathtt{P}}\hat{\mathtt{X}} \,,$$

Rank–4 factorization

$$\mathtt{W}_s = \begin{bmatrix} \mathtt{P}^1 \\ \vdots \\ \mathtt{P}^m \end{bmatrix}_{3m\times \mathbf{4}} [\mathbf{X}_1 \cdots \mathbf{X}_n]_{\mathbf{4}\times n}$$

So, matrix $\mathtt{W}_s$ should have rank at most 4

$$\mathtt{W}_s = \mathtt{USV}^\top$$

$$\begin{bmatrix} \mathtt{P}^1 \\ \vdots \\ \mathtt{P}^m \end{bmatrix}_{3m\times 4} [\mathbf{X}_1 \cdots \mathbf{X}_n]_{4\times n} = (\mathtt{U}\sqrt{\mathtt{S}_4})(\sqrt{\mathtt{S}_4}\mathtt{V}^\top)$$

where $\mathtt{S}_4$ is the $\mathtt{S}$ with only 4 biggest diagonal values, rest is zeroed.

We know

$$\mathtt{W}_s = \mathtt{PX} = \mathtt{PHH}^{-1}\mathtt{X} = \hat{\mathtt{P}}\hat{\mathtt{X}} \,,$$

We must find a 4×4 matrix $\mathtt{H}$ which upgrades the projective structures $\mathtt{P}, \mathtt{X}$ to metric ones, $\hat{\mathtt{P}}, \hat{\mathtt{X}}$.

Euclidean stratification (Pollefeys et al, Hartley, . . .)

based on the idea of absolute quadric (conic)

$$\hat{\mathtt{P}}^i = \mu_i \left[\ \mathtt{K}^i\mathtt{R}^i \quad \mathtt{K}^i\mathbf{t}^i\ \right]$$

$$\hat{\mathtt{P}}^i \hat{\Omega}_\infty \hat{\mathtt{P}}^{i\top} \sim \mathtt{K}^i\mathtt{K}^{i\top}$$

where

$$\hat{\Omega}_\infty = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Euclidean stratification cont.

absolute conic exists also in the projective world!

$$\begin{aligned} \mathtt{K}^i\mathtt{K}^{i\top} &\sim (\hat{\mathtt{P}}^i\mathtt{H}^{-1})(\mathtt{H}\hat{\Omega}_\infty\mathtt{H}^\top)(\mathtt{H}^{-\top}\hat{\mathtt{P}}^{i\top}) \\ \mathtt{K}^i\mathtt{K}^{i\top} &\sim \mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top} \end{aligned}$$

We know the projective $\mathtt{P}^i$. The projective Ω_∞ is 4×4 symmetric.

Once Ω_∞ is known, then we can compute $\mathtt{H}$ from

$$\Omega_\infty = \mathtt{H}\hat{\Omega}_\infty\mathtt{H}^\top$$

by eigenvalue decomposition and get the sought Euclidean structures $\hat{\mathtt{P}}^i = \mathtt{P}^i\mathtt{H}$ and $\hat{\mathbf{X}}_j = \mathtt{H}^{-1}\mathbf{X}_j$.

Euclidean stratification — Example of solution

assume everything is known except focal lenghts

$$\mathtt{K}^i = \begin{bmatrix} f^i & 0 & u_0^i \\ 0 & \alpha^i f^i & v_0^i \\ 0 & 0 & 1 \end{bmatrix} \rightarrow \mathtt{K}^i\mathtt{K}^{i\top} = \begin{bmatrix} f^{i2} & 0 & 0 \\ 0 & f^{i2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Remember that $\mathtt{K}^i\mathtt{K}^{i\top} \sim \mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top}$

$$\begin{aligned} (\mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top})_{11} - (\mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top})_{22} &= 0 \\ (\mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top})_{12} &= 0 \\ (\mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top})_{13} &= 0 \\ (\mathtt{P}^i\Omega_\infty\mathtt{P}^{i\top})_{23} &= 0 \end{aligned}$$

Each camera contributes by 4 contraints.

We have the metric linear model

$$\mathtt{W}_s = \hat{\mathtt{P}}\hat{\mathtt{X}}$$

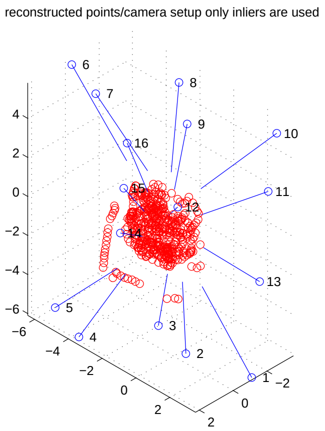
Estimation of non-linear distortion starts from

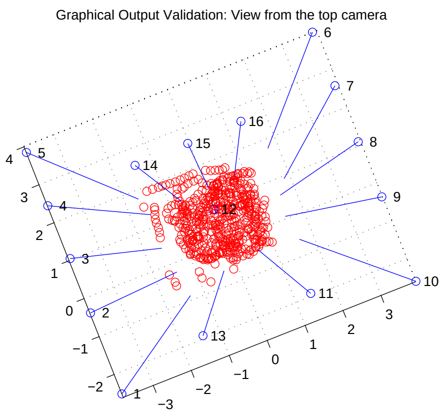
$$\hat{\mathtt{X}}_j \leftrightarrow \mathbf{u}_j^i$$

correspondences. We use the CalTech package
http://www.vision.caltech.edu/bouguetj/calib_doc/

Then it goes back, adapt parameters and . . .

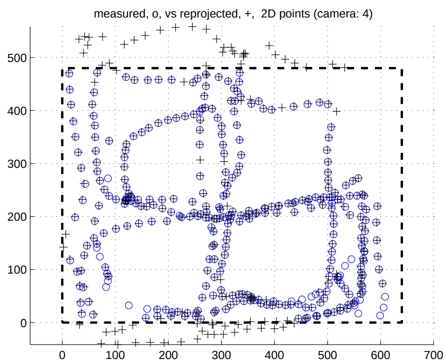
Aligning the results with the world

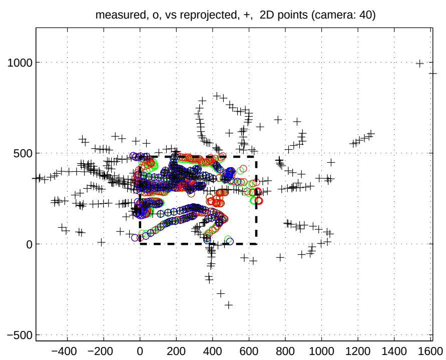




User provides some 3D information. Example: "Cameras No. 11,13,15 define the xy plane".

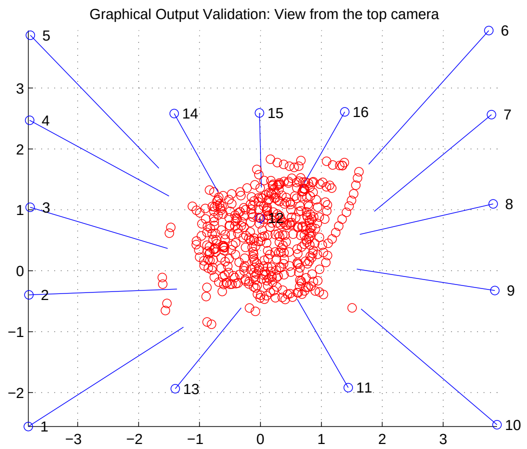
Results — Filling points

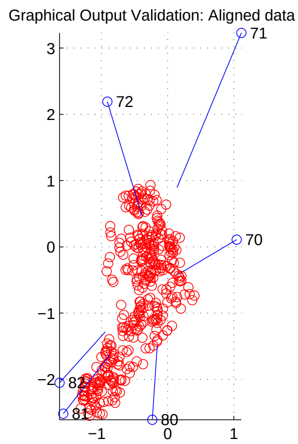




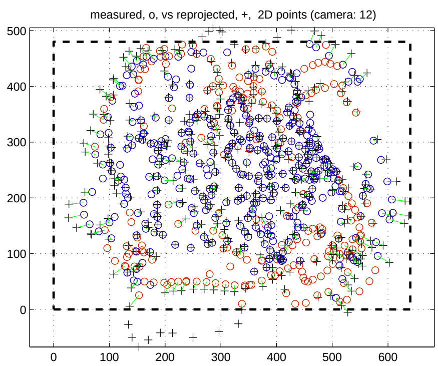
The calibration "point" needs not to be visible in all cameras!

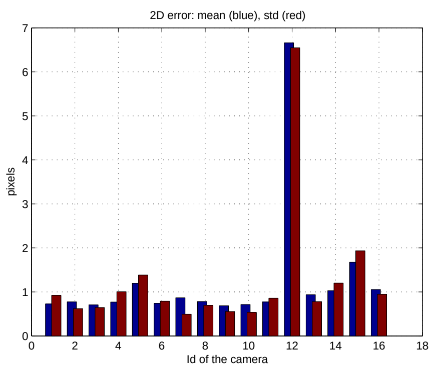
Results — Calibrated setups



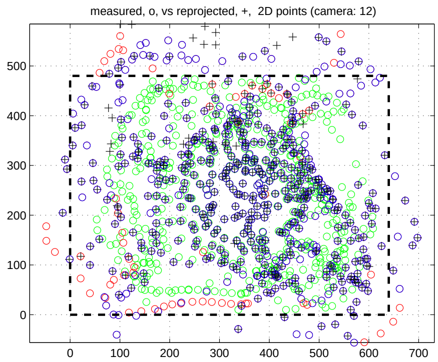


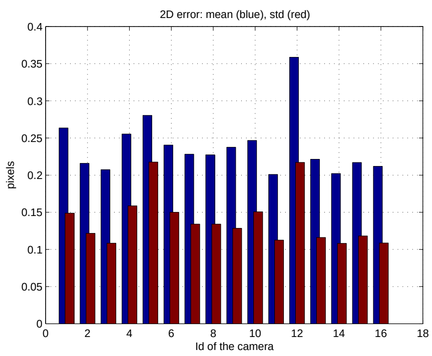
Results — Linear model





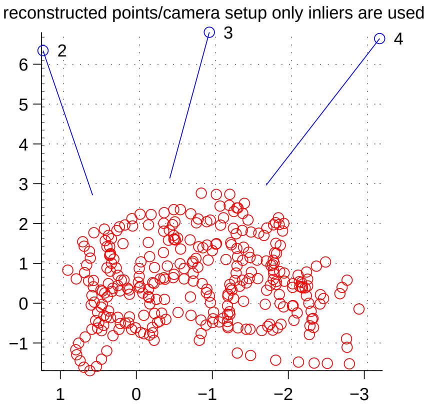
Results — Complete model

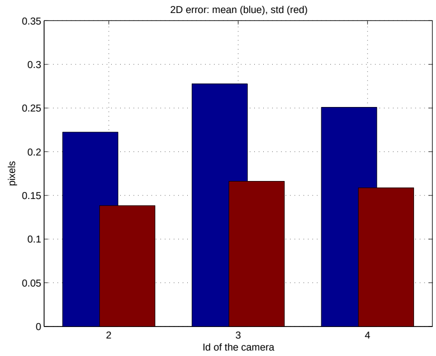




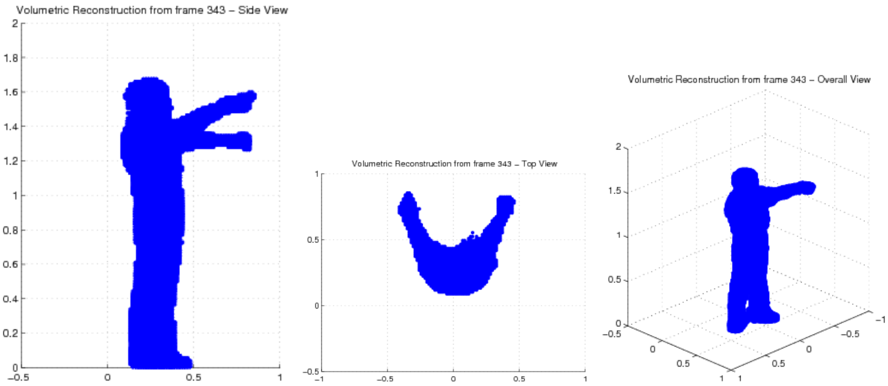
Very fine results from (almost) nothing!

Results — Simple setup





Application example — volumetric reconstruction



I know, it is just toy example. Still, it shows that the metric is OK.

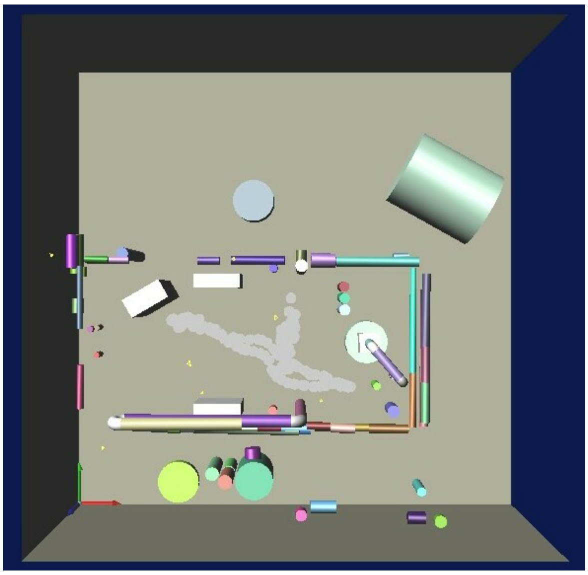
Application example — mobile multicamera setup

Video

Mobile multicamera setup - worker 3D tracking

Video

Mobile multicamera setup - worker 3D tracking



Summary

- waving the point object is the only hand work required
- no user interaction
- complete calibration of 16 camera setup may be done in 60-90 minutes (95% computation)

Codes, sample data, papers, etc. downloadable from
http://cmp.felk.cvut.cz/~svoboda/SelfCal