#### Point-Line Minimal Problems for 3 Cameras with Partial Visibility

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joint work with Timothy Duff (Georgia Tech), Anton Leykin (Georgia Tech) & Tomas Pajdla (CTU in Prague)

Step 1: Identify common points and lines on given images



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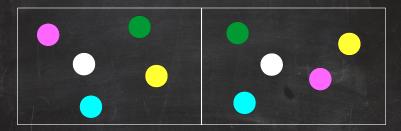


 Step 2: Reconstruct coordinates of 3D points and lines as well as camera poses

> We use calibrated perspective cameras: each such camera is represented by a matrix  $[R \mid t]$ , where  $R \in SO(3)$  and  $t \in \mathbb{R}^3$

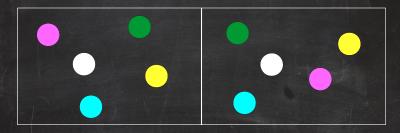
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Given 2 images of 5 points, recover 5 points in 3D and both camera poses.



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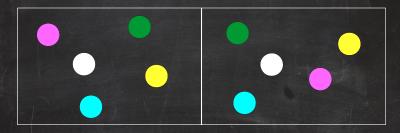
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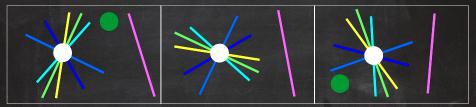
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 $\Rightarrow$  The 5-Point-Problem is a minimal problem!

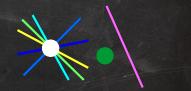
# Another minimal problem

#### with partial visibility

#### • Given: 3 images like this:



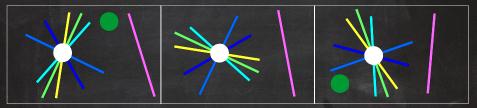
 Recover: 3 camera poses and 3D coordinates of 2 points and 6 lines with the incidences:



# Another minimal problem

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#### • Given: 3 images like this:



 Recover: 3 camera poses and 3D coordinates of 2 points and 6 lines with the incidences:



This problem has 240 solutions over  $\mathbb{C}$ . (solution = 3 camera poses and 3D coordinates of points and lines)

 $\Rightarrow$  It is a minimal problem!

## Minimal Problems

#### A Point-Line-Problem (PLP) consists of

- a number *m* of cameras,
- a number p of points,
- $\blacklozenge$  a number  $\ell$  of lines,
- $\blacklozenge$  a set  ${\mathcal I}$  of incidences between points and lines,

• for each camera  $c \in \{1, ..., m\}$ , sets  $\mathcal{P}_c \& \mathcal{L}_c$  of observed points & lines.

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A PLP is **minimal** if, given *m* generic 2D-images, where the *c*-th image consists of the points and lines in  $\mathcal{P}_c$  and  $\mathcal{L}_c$  satisfying the incidences  $\mathcal{I}$ , it has a positive and finite number of solutions over  $\mathbb{C}$ .

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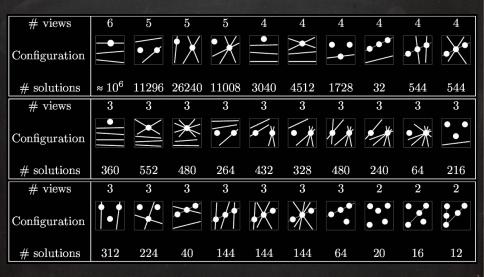
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> Can we list all minimal PLPs? How many solutions do they have?

## 30 Minimal PLPs with Complete Visibility



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### What about Partial Visibility?

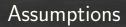
1. Minimal PLPs with complete visibility have at most 6 cameras.

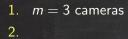
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- 1. Minimal PLPs with complete visibility have at most 6 cameras. Minimal PLPs with partial visibility exist for arbitrarily many cameras!
- 2. Even for a fixed number of cameras, minimal PLPs with partial visibility are much harder to classify than those with complete visibility!





3.

4.

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We call a PLP satisfying these assumptions a PL1P in 3 views.

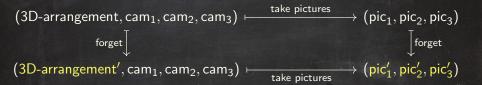
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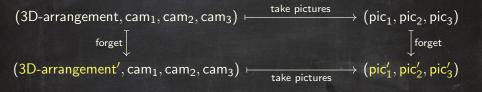
We call a PLP satisfying these assumptions a PL1P in 3 views. There are infinitely many minimal PL1Ps in 3 views!!

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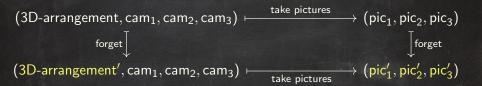


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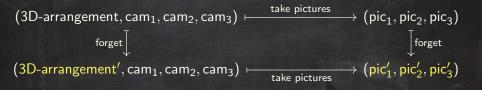
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- for generic pictures (pic<sub>1</sub>, pic<sub>2</sub>, pic<sub>3</sub>),
  a generic solution of Π' on input (pic<sub>1</sub>', pic<sub>2</sub>', pic<sub>3</sub>')
  can be lifted to a solution of Π on input (pic<sub>1</sub>, pic<sub>2</sub>, pic<sub>3</sub>).

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**Proposition** If a PL1P is reducible to another PL1P, then both have the same number of solutions (over  $\mathbb{C}$ ).

How do they look?

Theorem

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All other local features are viewed as follows:



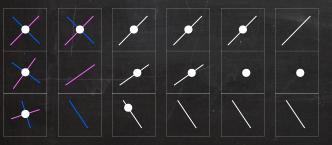
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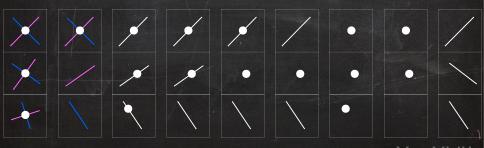
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Degrees of Freedom

2**D** 

**3D** 



Degrees of Freedom

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2D



3+2+2

Degrees of Freedom

2**D** 

2 + 1 + 1

+2

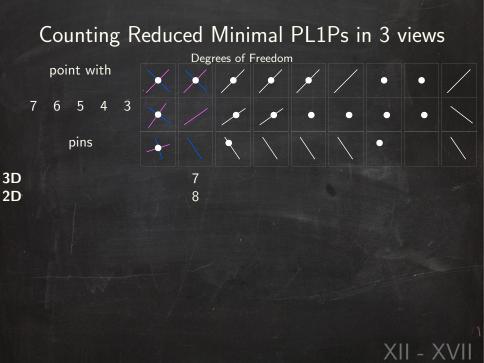
=8

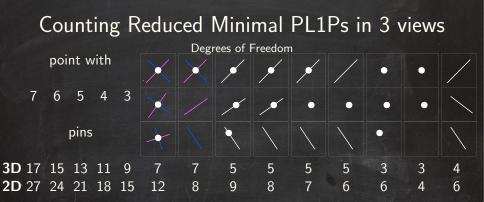
**3D** 

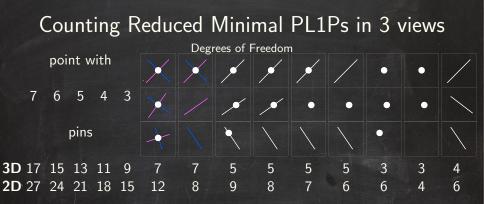
3+2+2

= /

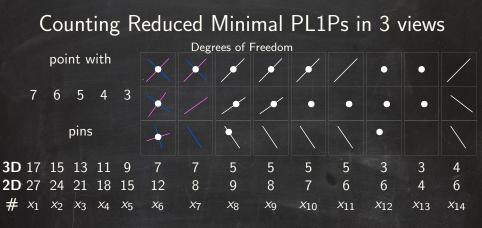




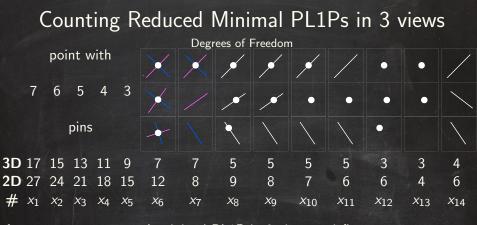




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# Permuting single local features...

3D

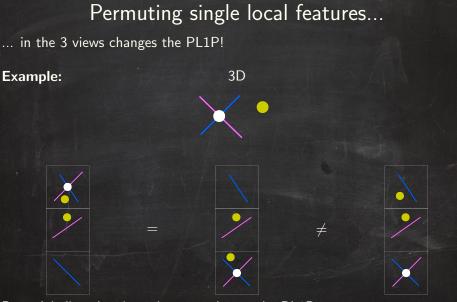
... in the 3 views changes the PL1P!

Example:



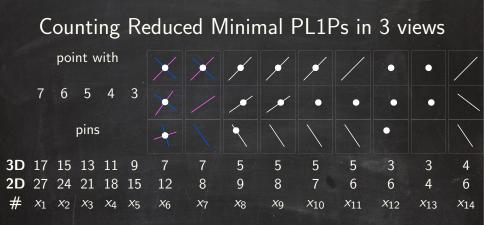


 $\neq$ 



But relabeling the views does not change the PL1P.

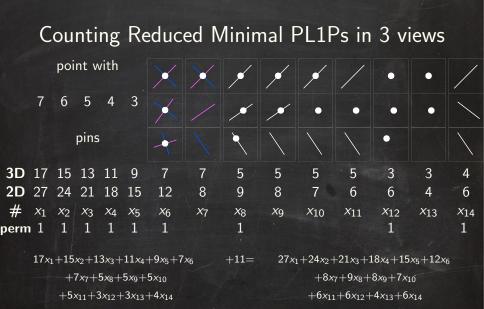
XIII - XVII

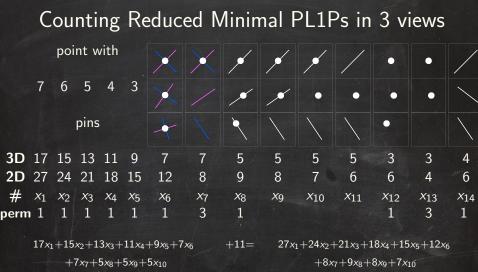


+11 =

 $\begin{array}{r} 17x_1 + 15x_2 + 13x_3 + 11x_4 + 9x_5 + 7x_6 \\ + 7x_7 + 5x_8 + 5x_9 + 5x_{10} \\ + 5x_{11} + 3x_{12} + 3x_{13} + 4x_{14} \end{array}$ 

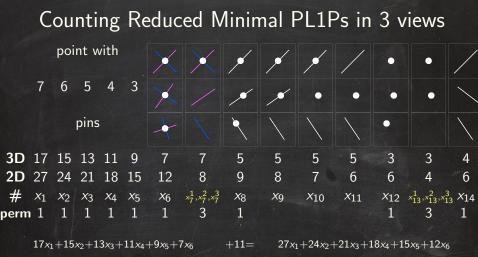
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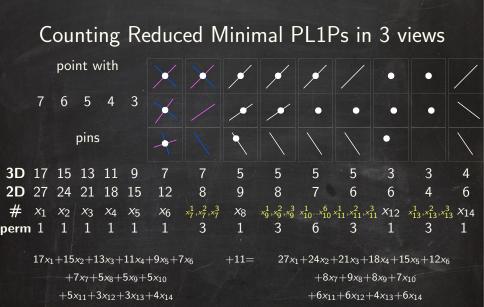


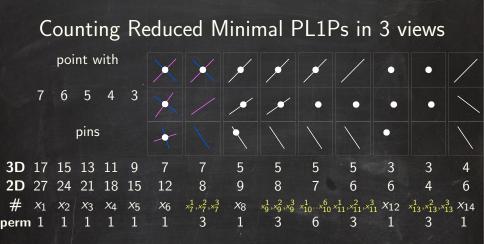
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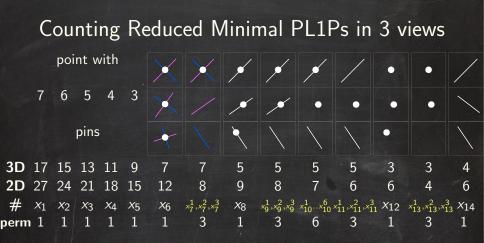
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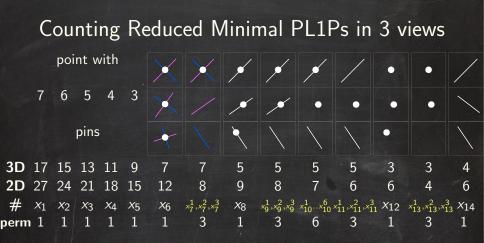
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 $\begin{array}{c} 27x_1 + 24x_2 + 21x_3 + 18x_4 + 15x_5 + 12x_6 \\ + 8(x_7^1 + x_7^2 + x_7^3) + 9x_8 + 8(x_9^1 + x_9^2 + x_9^3) + 7(x_{10}^1 + \ldots + x_{10}^6) \\ + 6(x_{11}^1 + x_{11}^2 + x_{11}^3) + 6x_{12} + 4(x_{13}^1 + x_{13}^2 + x_{13}^3) + 6x_{14} \end{array}$ 



Every reduced minimal PL1Ps in 3 views yields a non-negative integer solution of this equation!

- X V



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### Every reduced minimal PL1Ps in 3 views yields a non-negative integer solution of

$$\begin{split} & 17x_1 + 15x_2 + 13x_3 + 11x_4 + 9x_5 + 7x_6 \\ & + 7(x_7^1 + x_7^2 + x_7^3) + 5x_8 + 5(x_9^1 + x_9^2 + x_9^3) + 5(x_{10}^1 + \ldots + x_{10}^6) \\ & + 5(x_{11}^1 + x_{11}^2 + x_{11}^3) + 3x_{12} + 3(x_{13}^1 + x_{13}^2 + x_{13}^3) + 4x_{14} \end{split}$$

 $\begin{array}{rl} +11=& 27x_1+24x_2+21x_3+18x_4+15x_5+12x_6\\ & +8(x_1^1+x_7^2+x_7^3)+9x_8+8(x_9^1+x_9^2+x_9^3)+7(x_{10}^1+\ldots+x_{10}^6)\\ & +6(x_{11}^1+x_{11}^2+x_{11}^3)+6x_{12}+4(x_{13}^1+x_{13}^2+x_{13}^2)+6x_{14} \end{array}$ 

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 $\begin{array}{l} 27x_1\!+\!24x_2\!+\!21x_3\!+\!18x_4\!+\!15x_5\!+\!12x_6\\ +8(x_7^1\!+\!x_7^2\!+\!x_7^3)\!+\!9x_8\!+\!8(x_9^1\!+\!x_9^2\!+\!x_9^3)\!+\!7(x_{10}^1\!+\!...\!+\!x_{10}^6)\\ +6(x_{11}^1\!+\!x_{11}^2\!+\!x_{11}^3)\!+\!6x_{12}\!+\!4(x_{13}^1\!+\!x_{13}^2\!+\!x_{13}^3)\!+\!6x_{14}\end{array}$ 

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Which of these 143494 PL1Ps are minimal?

## Minimality Check

#### Lemma

A PL1P in 3 views satisfying the integer equation on the previous slide is **minimal** if and only if the **differential** of the map

 $(3D\text{-arrangement}, \operatorname{cam}_1, \operatorname{cam}_2, \operatorname{cam}_3) \xrightarrow{\text{take pictures}} (\operatorname{pic}_1, \operatorname{pic}_2, \operatorname{pic}_3)$ is surjective at a generic point in its domain.

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Final Result There are 137787 reduced minimal PL1Ps in 3 views.



# Computing the generic number of solutions

#### **Ongoing work**

using homotopy continuation and monodromy (state-of-the-art methods in numerical algebraic geometry)

Problem 20 in our list of 137787 minimal problems

has generically 240 solutions

