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

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Reconstruct 3D scenes and camera poses from 2D images

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- Step 1: Identify common points and lines on given images



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

## 5-Point-Problem

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


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This problem has 20 solutions over $\mathbb{C}$.
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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

## with partial visibility

- 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,
- a number $\ell$ of lines,
- a set $\mathcal{I}$ of incidences between points and lines,
- for each camera $c \in\{1, \ldots, m\}$, sets $\mathcal{P}_{c} \& \mathcal{L}_{c}$ of observed points \& lines.


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## Definition

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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## Can we list all minimal PLPs?

 How many solutions do they have?
## 30 Minimal PLPs with Complete Visibility



## What about Partial Visibility?

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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!

## Assumptions

1. $m=3$ cameras
2. 
3. 
4. 

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ingrediences / local features:


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ingrediences / local features:


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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## Reduced PL1Ps

From a PL1P $\Pi$ one can obtain a new PL1P $\Pi^{\prime}$ by forgetting some points and lines (both in 3D-space and in the camera views).

$$
\begin{aligned}
& \text { (3D-arrangement, cam } \left.1, \mathrm{cam}_{2}, \mathrm{cam}_{3}\right) \longmapsto \text { take pictures }\left(\text { pic }_{1}, \text { pic }_{2}, \text { pic }_{3}\right) \\
& \text { forget } \downarrow \square{ }^{\text {forget }} \\
& \left(3 \mathrm{D} \text {-arrangement }{ }^{\prime}, \text { cam }_{1}, \text { cam }_{2}, \mathrm{cam}_{3}\right) \longmapsto \text { take pictures }\left(\text { pic }_{1}^{\prime}, \text { pic }_{2}^{\prime}, \text { pic }_{3}^{\prime}\right)
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2. for each forgotten point, at most one of its pins is kept, and
3. for generic pictures $\left(\mathrm{pic}_{1}, \mathrm{pic}_{2}, \mathrm{pic}_{3}\right)$,
a generic solution of $\Pi^{\prime}$ on input ( $\mathrm{pic}_{1}^{\prime}, \mathrm{pic}_{2}^{\prime}$, pic $_{3}^{\prime}$ ) can be lifted to a solution of $\Pi$ on input $\left(\mathrm{pic}_{1}, \mathrm{pic}_{2}, \mathrm{pic}_{3}\right)$.

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There are finitely many reduced minimal PL1Ps in 3 views!!

## Proposition

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

## Counting Reduced Minimal PL1Ps in 3 views

How do they look?

## Theorem

A reduced minimal PL1P in 3 views has $\leq 1$ point with $\geq 3$ pins.

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All other local features are viewed as follows:


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All other local features are viewed as follows:


## Counting Reduced Minimal PL1Ps in 3 views

Degrees of Freedom

3D
2D


## Counting Reduced Minimal PL1Ps in 3 views

Degrees of Freedom

$$
\begin{gathered}
3 \mathbf{D} \\
3+2+2 \\
=7
\end{gathered}
$$



## Counting Reduced Minimal PL1Ps in 3 views

Degrees of Freedom

$$
\begin{array}{cc}
\text { 3D } & \text { 2D } \\
& 2+1+1 \\
2+2 & +2 \\
=7 & +2 \\
& =8
\end{array}
$$



## Counting Reduced Minimal PL1Ps in 3 views



## Counting Reduced Minimal PL1Ps in 3 views

|  |  |  |  |  |  |  | es of | reedon |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | int | with |  | 0 | $\bigcirc$ | $\rho$ | $\rho^{\prime}$ | $\rho$ |  | - | $\bullet$ |  |
| 7 | 6 | 5 | 4 | 3 | $1$ |  | $\sigma$ | $\sigma$ | - | - | $\bigcirc$ | $\bigcirc$ |  |
|  |  | pin |  |  | 0 |  | \% |  | $\$ & $\downarrow$ | $\bullet$ |  | , |  |
| 3D 17 | 15 | 13 | 11 | 9 | 7 | 7 | 5 | 5 | 5 | 5 | 3 | 3 | 4 |
| 2D 27 | 24 | 21 | 18 | 15 | 12 | 8 | 9 | 8 | 7 | 6 | 6 | 4 | 6 |

## Counting Reduced Minimal PL1Ps in 3 views

|  |  |  |  |  |  |  | ees of | reedom |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | int | with |  | 6 | $\bigcirc$ | $\sigma^{\prime}$ | $\rho$ | $\rho$ |  | $\bullet$ | $\bullet$ |  |
| 7 | 6 | 5 | 4 |  |  |  | $\sigma$ | $\sigma$ | - | - | $\bullet$ | - |  |
|  |  | pins |  |  | $\cdots$ |  |  | $\downarrow$ | $\searrow$ |  | $\bullet$ |  | $\backslash$ |
| 3D 17 | 15 | 13 | 11 | 9 | 7 | 7 | 5 | 5 | 5 | 5 | 3 | 3 | 4 |
| 2D 27 | 24 | 21 | 18 |  | 12 | 8 | 9 | 8 | 7 | 6 | 6 | 4 | 6 |

Lemma: A minimal PL1P in 3 views satisfies: degrees of freedom + camera parameters $=$ degrees of freedom in 3D in 2D

## Counting Reduced Minimal PL1Ps in 3 views



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## Permuting single local features...

... in the 3 views changes the PL1P!

## Example:

3D

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... in the 3 views changes the PL1P!

## Example: <br> 3D



But relabeling the views does not change the PL1P.

## Counting Reduced Minimal PL1Ps in 3 views

 point with $\begin{array}{lllll}7 & 6 & 5 & 4 & 3\end{array}$ pins| 3D | 17 | 15 | 13 | 11 | 9 | 7 | 7 | 5 | 5 | 5 | 5 | 3 | 3 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2D | 27 | 24 | 21 | 18 | 15 | 12 | 8 | 9 | 8 | 7 | 6 | 6 | 4 |
| \# | $x_{1}$ | $x_{2}$ | $x_{3}$ | $x_{4}$ | $x_{5}$ | $x_{6}$ | $x_{7}$ | $x_{8}$ | $x_{9}$ | $x_{10}$ | $x_{11}$ | $x_{12}$ | $x_{13}$ |

## Counting Reduced Minimal PL1Ps in 3 views

| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 |  |  |  |  |
| pins |  |  |  |  |


| 3D | 17 | 15 | 13 | 11 | 9 | 7 | 7 | 5 | 5 | 5 | 5 | 3 | 3 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |

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| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 |  |  |  |  |
| pins |  |  |  |  |


| 3D | 17 | 15 | 13 | 11 | 9 | 7 | 7 | 5 | 5 | 5 | 5 | 3 | 3 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |

## Counting Reduced Minimal PL1Ps in 3 views

| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 |  |  |  |  |
| pins |  |  |  |  |



## Counting Reduced Minimal PL1Ps in 3 views

| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 |  |  |  |  |
| pins |  |  |  |  |



## Counting Reduced Minimal PL1Ps in 3 views

| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 |  |  |  |  |
| pins |  |  |  |  |


| 3D | 17 | 15 | 13 | 11 | 9 | 7 | 7 | 5 | 5 | 5 | 5 | 3 | 3 | 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2D | 27 | 24 | 21 | 18 | 15 | 12 | 8 | 9 | 8 | 7 | 6 | 6 | 4 | 6 |
| \# | $x_{1}$ | $x_{2}$ | $x_{3}$ | $x_{4}$ | $x_{5}$ | $x_{6}$ | $x_{7}^{1}, x_{7}^{2}, x_{7}^{3}$ | $x_{8}$ | $x_{9}^{1}, x_{9}^{2}, x_{9}^{3}$ | $x_{10}^{1}, \cdots x_{10}^{6} x_{11}^{1}, x_{11}^{2}, x_{11}^{3}$ | $x_{12}$ | $x_{13}^{1}, x_{13}^{3}, x_{13}^{3}$ | $x_{14}$ |  |
| perm | 1 | 1 | 1 | 1 | 1 | 1 | 3 | 1 | 3 | 6 | 3 | 1 | 3 | 1 |

$$
\begin{array}{ccc}
17 x_{1}+15 x_{2}+13 x_{3}+11 x_{4}+9 x_{5}+7 x_{6} & +11= & 27 x_{1}+24 x_{2}+21 x_{3}+18 x_{4}+15 x_{5}+12 x_{6} \\
+7\left(x_{7}^{1}+x_{7}^{2}+x_{7}^{3}\right)+5 x_{8}+5\left(x_{9}^{1}+x_{9}^{2}+x_{9}^{3}\right)+5\left(x_{10}^{1}+\ldots+x_{10}^{6}\right) & +8\left(x_{7}^{1}+x_{7}^{2}+x_{7}^{3}\right)+9 x_{8}+8\left(x_{9}^{1}+x_{9}^{2}+x_{9}^{3}\right)+7\left(x_{10}^{1}+\ldots+x_{10}^{6}\right) \\
+5\left(x_{11}^{1}+x_{11}^{2}+x_{11}^{3}\right)+3 x_{12}+3\left(x_{13}^{1}+x_{13}^{2}+x_{13}^{3}\right)+4 x_{14} & & +6\left(x_{11}^{1}+x_{11}^{2}+x_{11}^{3}\right)+6 x_{12}+4\left(x_{13}^{1}+x_{13}^{2}+x_{13}^{3}\right)+6 x_{14}
\end{array}
$$

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| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 |  |  |  |  |
| pins |  |  |  |  |



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


## Counting Reduced Minimal PL1Ps in 3 views

| point with |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 7 6 5 4 3 <br>      <br> pins     |  |  |  |  |



Every reduced minimal PL1Ps in 3 views yields a non-negative integer solution of this equation! Which solutions are minimal reduced PL1Ps?XIV - XV||

Counting Reduced Minimal PL1Ps in 3 views

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

$$
\begin{array}{ccc}
17 x_{1}+15 x_{2}+13 x_{3}+11 x_{4}+9 x_{5}+7 x_{6} & +11= & 27 x_{1}+24 x_{2}+21 x_{3}+18 x_{4}+15 x_{5}+12 x_{6} \\
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+5\left(x_{11}^{1}+x_{11}^{2}+x_{11}^{3}\right)+3 x_{12}+3\left(x_{13}^{1}+x_{13}^{2}+x_{13}^{3}\right)+4 x_{14} & +6\left(x_{11}^{1}+x_{11}^{2}+x_{11}^{3}\right)+6 x_{12}+4\left(x_{13}^{1}+x_{13}^{2}+x_{13}^{3}\right)+6 x_{14}
\end{array}
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\end{array}
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- This equation has 845161 non-negative integer solutions.


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\begin{array}{ccc}
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\end{array}
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- This equation has 845161 non-negative integer solutions.
- Some solutions correspond to PL1Ps which are the same up to relabeling the 3 views.


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\end{array}
$$

- This equation has 845161 non-negative integer solutions.
- Some solutions correspond to PL1Ps which are the same up to relabeling the 3 views.
- So the 845161 solutions describe only 143494 different PL1Ps.



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

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\begin{array}{ccc}
17 x_{1}+15 x_{2}+13 x_{3}+11 x_{4}+9 x_{5}+7 x_{6} \quad+11= & 27 x_{1}+24 x_{2}+21 x_{3}+18 x_{4}+15 x_{5}+12 x_{6} \\
+7\left(x_{7}^{1}+x_{7}^{2}+x_{7}^{3}\right)+5 x_{8}+5\left(x_{9}^{1}+x_{9}^{2}+x_{9}^{3}\right)+5\left(x_{10}^{1}+\ldots+x_{10}^{6}\right) & +8\left(x_{7}^{1}+x_{7}^{2}+x_{7}^{3}\right)+9 x_{8}+8\left(x_{9}^{1}+x_{9}^{2}+x_{9}^{3}\right)+7\left(x_{10}^{1}+\ldots+x_{10}^{6}\right) \\
+5\left(x_{11}^{1}+x_{11}^{2}+x_{11}^{3}\right)+3 x_{12}+3\left(x_{13}^{1}+x_{13}^{2}+x_{13}^{3}\right)+4 x_{14} & +6\left(x_{11}^{1}+x_{11}^{2}+x_{11}^{3}\right)+6 x_{12}+4\left(x_{13}^{1}+x_{13}^{2}+x_{13}^{3}\right)+6 x_{14}
\end{array}
$$

- This equation has 845161 non-negative integer solutions.
- Some solutions correspond to PL1Ps which are the same up to relabeling the 3 views.
- So the 845161 solutions describe only 143494 different PL1Ps.
- 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-arrangement, cam ${ }_{1}$, cam $_{2}$, cam $\left._{3}\right) \stackrel{\text { take pictures }}{\longrightarrow}\left(\right.$ pic $_{1}$, pic $_{2}$, pic $\left._{3}\right)$
is surjective at a generic point in its domain.

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It turns out that only 5707 of the 143494 PL1Ps described by the integer equation are not minimal.

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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


