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## - To cite this version:

Vincent Gaudillière, Gilles Simon, Marie-Odile Berger. Perspective-12-Quadric: An analytical solution to the camera pose estimation problem from conic - quadric correspondences. 2019. hal-02054882v3

## HAL Id: hal-02054882 <br> https://hal.science/hal-02054882v3

Preprint submitted on 5 Mar 2019

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# Perspective-12-Quadric: An analytical solution to the camera pose estimation problem from conic quadric correspondences. 

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Goal: To estimate the pose of a perspective camera given a set of $n 3 \mathrm{D}$ quadrics in the world and their corresponding 2D projections (conics) in the image.

## 1 Problem statement.

- 2D: Homogeneous quadratic form of a conic equation:

$$
u^{\top} C_{i} u=0,
$$

where $u \in \mathbb{R}^{3}$ is the homogeneous vector of a generic 2 D point belonging to the conic defined by the symmetric matrix $C_{i} \in \mathbb{R}^{3 \times 3}$. The conic has 5 degrees of freedom given by the 6 elements of the lower triangular part of the symmetric matrix $C_{i}$, except one for the scale. The dual conic is defined by $C_{i}^{*}=\operatorname{adj}\left(C_{i}\right)$.

- 3D: Homogeneous quadratic form of a quadric equation:

$$
x^{\top} Q_{i} x=0,
$$

where $x \in \mathbb{R}^{4}$ is the homogeneous vector of a generic 3 D point belonging to the quadric defined by the symmetric matrix $Q_{i} \in \mathbb{R}^{4 \times 4}$. The quadric has 9 degrees of freedom given by the 10 elements of the lower triangular part of the symmetric matrix $Q_{i}$, except one for the scale. The dual quadric is defined by $Q_{i}^{*}=\operatorname{adj}\left(Q_{i}\right)$.

- Projection equation: Let's consider the projection matrix

$$
P=K[R \mid t]=\left[\begin{array}{llll}
p_{11} & p_{12} & p_{13} & p_{14} \\
p_{21} & p_{22} & p_{23} & p_{24} \\
p_{31} & p_{32} & p_{33} & p_{34}
\end{array}\right]
$$

The projection equation [1] is:

$$
\begin{equation*}
\beta_{i} C_{i}^{*}=P Q_{i}^{*} P^{\top} \tag{1}
\end{equation*}
$$

## 2 Solution.

In order to recover P in closed form from the set of conic-quadric pairs, we have to re-arrange Eq. (1) into a linear system [2,3]. Let us define the operator vec() that serialises all the elements of a generic matrix, and the operator vech() that serialises the elements of the lower triangular part of a symmetric matrix. Then let us define $v_{i}^{*}=\operatorname{vech}\left(Q_{i}^{*}\right)$ and $c_{i}^{*}=\operatorname{vech}\left(C_{i}^{*}\right)$. Then let us arrange the product of the elements of $P$ and $P^{\top}$ in a single matrix $G \in \mathbb{R}^{6 \times 10}$ as follows:

$$
G=D(P \otimes P) E
$$

where $\otimes$ is the Kronecker product, and matrices $D \in \mathbb{R}^{6 \times 9}$ and $E \in \mathbb{R}^{16 \times 10}$, are two matrices such that $\operatorname{vech}(X)=\operatorname{Dvec}(X)$ and $\operatorname{vec}(Y)=\operatorname{Evech}(Y)$ respectively, where $X \in \mathbb{R}^{9 \times 9}$ and $Y \in \mathbb{R}^{16 \times 16}$ are two symmetric matrices.

$$
\left[\begin{array}{llllllllll}
1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1
\end{array}\right]
$$

$$
\mathrm{G}=\left[\begin{array}{ccccccccccccc}
p_{11}^{2} & 2 p_{11} p_{12} & p_{12}^{2} & 2 p_{11} p_{13} & 2 p_{12} p_{13} & p_{13}^{2} & 2 p_{11} p_{14} & 2 p_{12} p_{14} \\
p_{11} p_{21} & p_{11} p_{22}+p_{12} p_{21} & p_{12} p_{22} & p_{11} p_{23}+p_{13} p_{21} & p_{12} p_{23}+p_{13} p_{22} & p_{13} p_{23} & p_{11} p_{24}+p_{14} p_{21} & p_{12} p_{24}+p_{14} p_{22} & p_{13} p_{24}+p_{14} p_{14} p_{23} & p_{14} p_{24} \\
p_{21}^{2} & 2 p_{21} p_{22} & p_{22}^{2} & 2 p_{21} p_{23} & 2 p_{22} p_{23} & p_{23}^{2} & 2 p_{21} p_{24} & 2 p_{22} p_{24} & 2 p_{23} p_{24} & p_{24}^{2} & p_{24} & p_{24} & p_{12} \\
p_{11} p_{31} & p_{11} p_{32}+p_{12} p_{31} & p_{12} p_{32} & p_{11} p_{33}+p_{13} p_{31} & p_{12} p_{33}+p_{13} p_{32} & p_{13} p_{33} & p_{11} p_{34}+p_{14} p_{31} & p_{12} p_{34}+p_{14} p_{32} & p_{13} p_{34}+p_{14} p_{33} & p_{14} p_{34} \\
p_{21} p_{31} & p_{21} p_{32}+p_{22} p_{31} & p_{22} p_{32} & p_{21} p_{33}+p_{23} p_{31} & p_{22} p_{33}+p_{23} p_{32} & p_{23} p_{33} & p_{21} p_{34}+p_{24} p_{31} & p_{22} p_{34}+p_{24} p_{32} & p_{23} p_{34}+p_{24} p_{33} & p_{24} p_{34} \\
p_{31}^{2} & 2 p_{31} p_{32} & p_{32}^{2} & 2 p_{31} p_{33} & 2 p_{32} p_{33} & p_{33}^{2} & 2 p_{31} p_{34} & 2 p_{32} p_{34} & 2 p_{33} p_{34} & p_{34}^{2} &
\end{array}\right]
$$

Given $G$ we can rewrite Eq. (1) as a linear equation:

$$
\begin{equation*}
\beta_{i} c_{i}^{*}=G v_{i}^{*} \tag{2}
\end{equation*}
$$

Eq. (2) can thus be solved using DLT algorithm, e.g. can be written:

$$
0=B g,
$$

where $g=\operatorname{vec}(G)=\left[g_{11} \cdots g_{610}\right]^{\top} \in \mathbb{R}^{60}$, and $B \in \mathbb{R}^{15 n \times 60}$ is the concatenation of matrices $b_{i} \in \mathbb{R}^{15 \times 60}$ :
with:

$$
\left.\begin{array}{rl}
\mathbf{c}_{\mathbf{i}}^{\top} & =\left[\begin{array}{llllll}
c_{1 i} & c_{2 i} & c_{3 i} & c_{4 i} & c_{5 i} & c_{6 i}
\end{array}\right], \\
\mathbf{v i}_{\mathbf{i}}^{\top} & =\left[\begin{array}{llllllllll}
v_{1 i} & v_{2 i} & v_{3 i} & v_{4 i} & v_{5 i} & v_{6 i} & v_{7 i} & v_{8 i} & v_{9 i} & v_{10 i}
\end{array}\right], \\
\mathbf{0}_{\mathbf{1 0}}^{\top} & =\left[\begin{array}{lllllllll}
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0
\end{array}\right]
\end{array}\right]
$$

Each pair of conic-quadric provides 15 homogeneous linear equations in the unknown elements of G. However, only 5 are linearly independent. Thus 12 pairs of 3D-2D correspondences are required to solve the system. A total least squares solution can then be found by choosing $g$ as a right singular vector corresponding to the smallest singular value of $B$. Finally, $P$ can be inferred from $G$.

## References

[1] R.I. Hartley and A. Zisserman, Multiple View Geometry in Computer Vision, Cambridge University Press, second edition, 2004.
[2] M. Crocco and C. Rubino and A. Del Bue, Structure from Motion with Objects, CVPR, 2016.
[3] C. Rubino and M. Crocco and A. Del Bue, 3D Object Localisation from Multi-View Image Detections, TPAMI, 2018.

