16.485: VNAV - Visual Navigation for Autonomous Vehicles

Lecture 11: Image Formation

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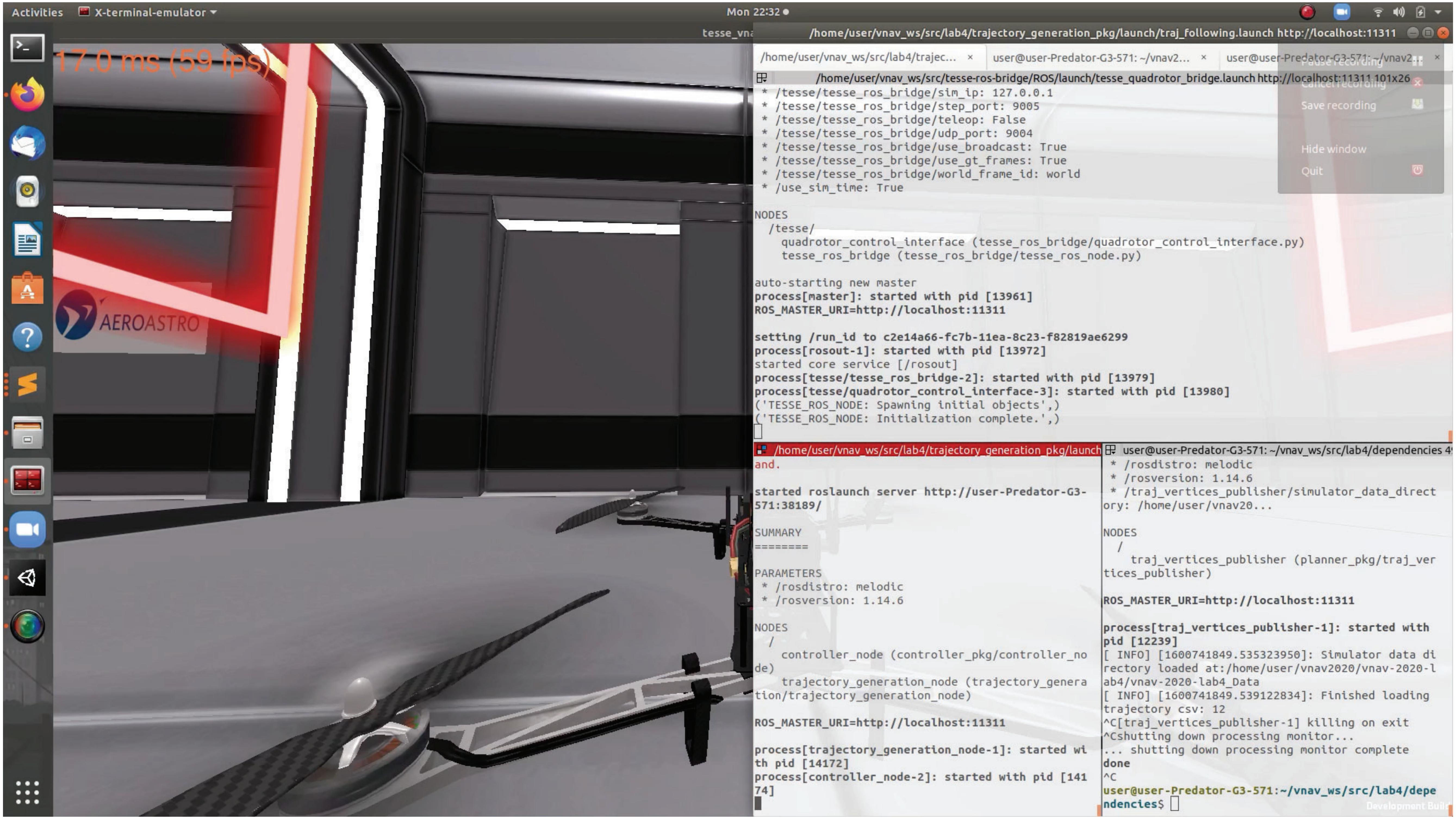
Part of the following slides are inspired by the lecture slides of Professor Frank Dellaert's course.

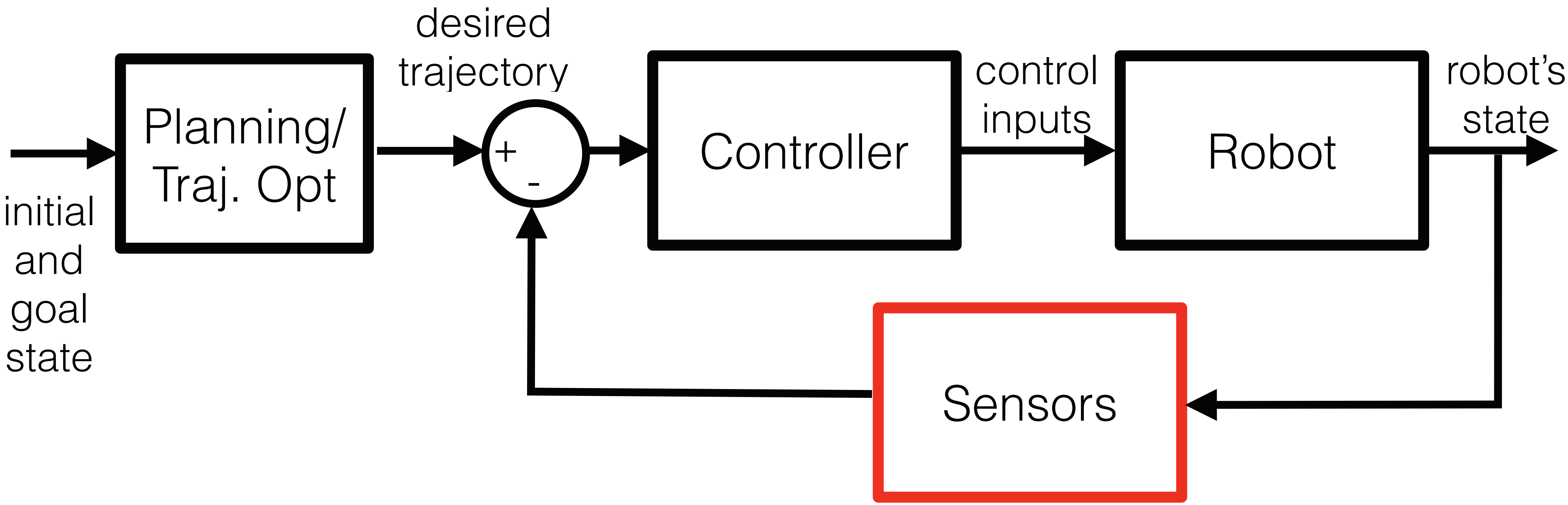
What we learned so far



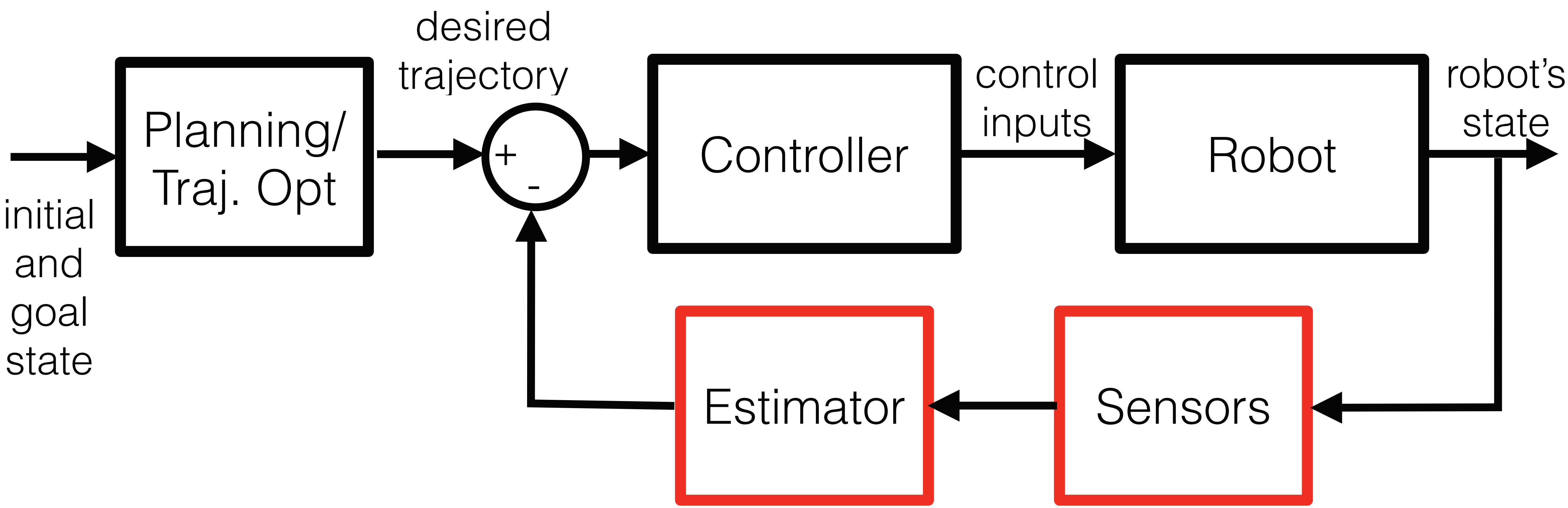
Requires:

- state of the drone (localization)   - obstacles (mapping)

What's next

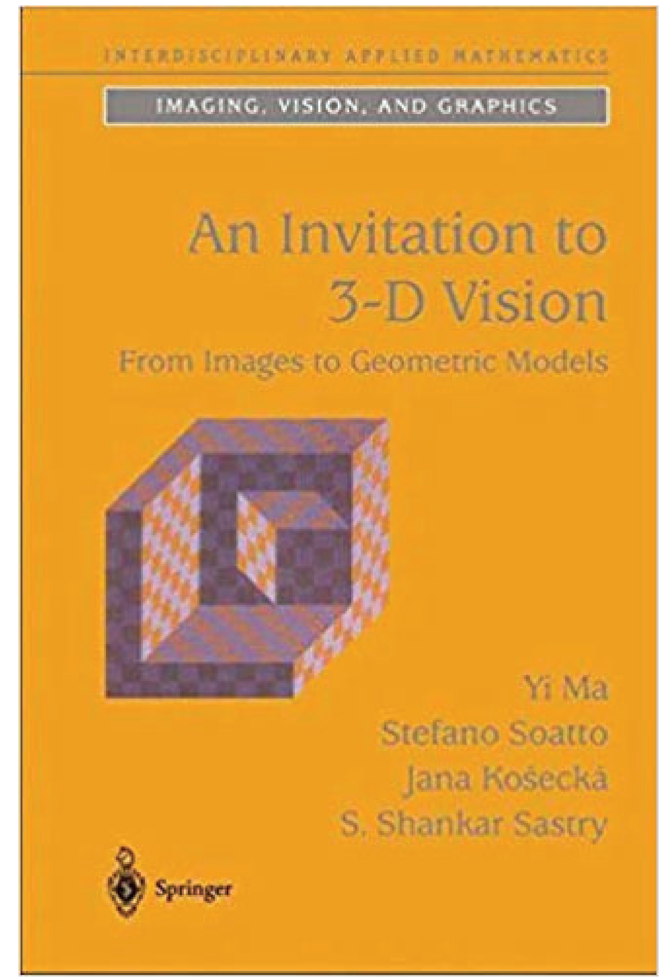

desired
trajectory
control
inputs
robot's
state
Planning/
Traj. Opt
+
-
Controller
Robot
initial
and
goal
state
Sensors

What's next


desired
trajectory
control
inputs
robot's
state
Planning/
Traj. Opt
+
-
Controller
Robot
initial
and
goal
state
Estimator
Sensors

Today

- Image Formation
- Pinhole Camera Model



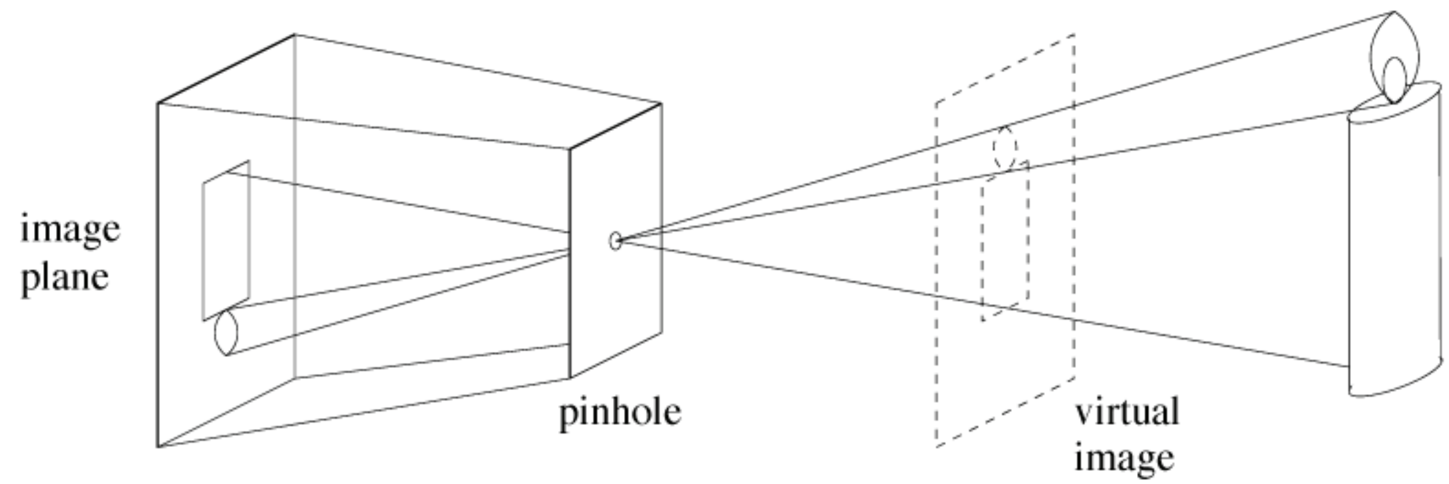
Chapter 3

Image Formation

Image Formation

- How to capture a 3D scene on a 2D image?

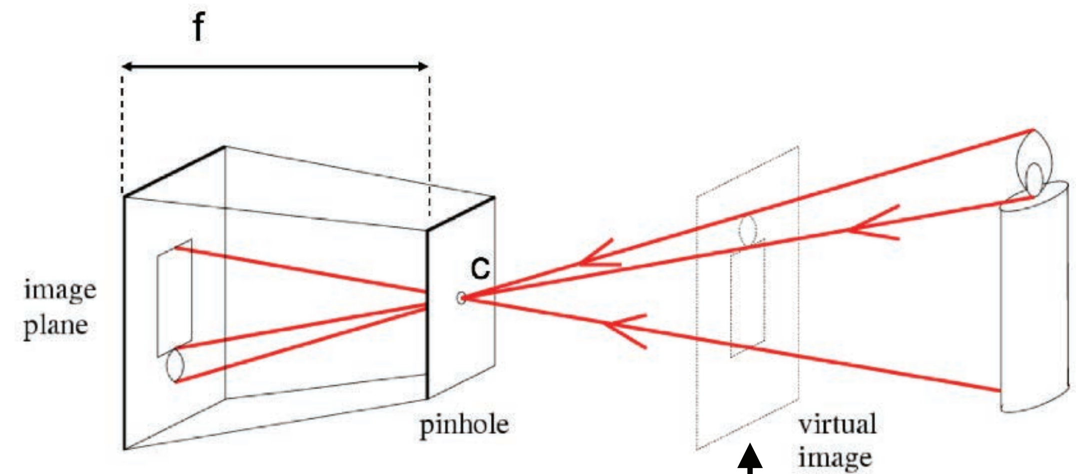
- **Camera obscura** (Latin: “dark room”):
  - optical device that projects 3D scene to a surface
  - box with a hole on one side
  - known for several centuries:
    - Mo Ti, Chinese philosopher (5th Century B.C.)
    - Leonardo da Vinci (1452-1519)



Frisius (1544)

Geometry: Pinhole Camera Model

- How to compute the 2D projection (pixel) of a given 3D point?



f = focal length
c = center of the camera

Frontal pinhole model

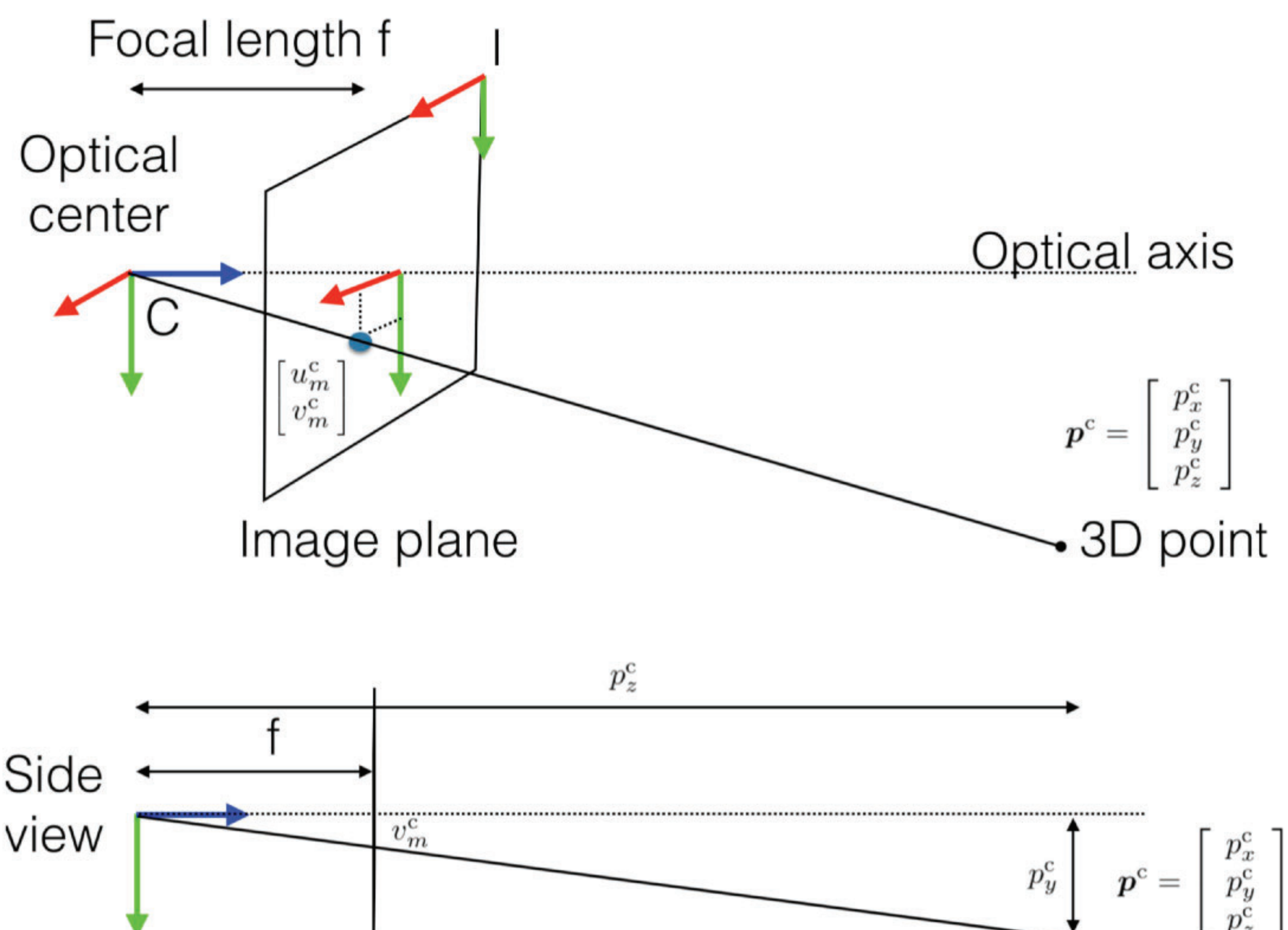
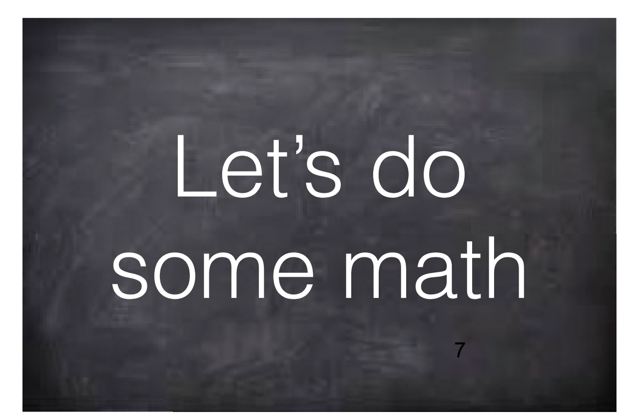
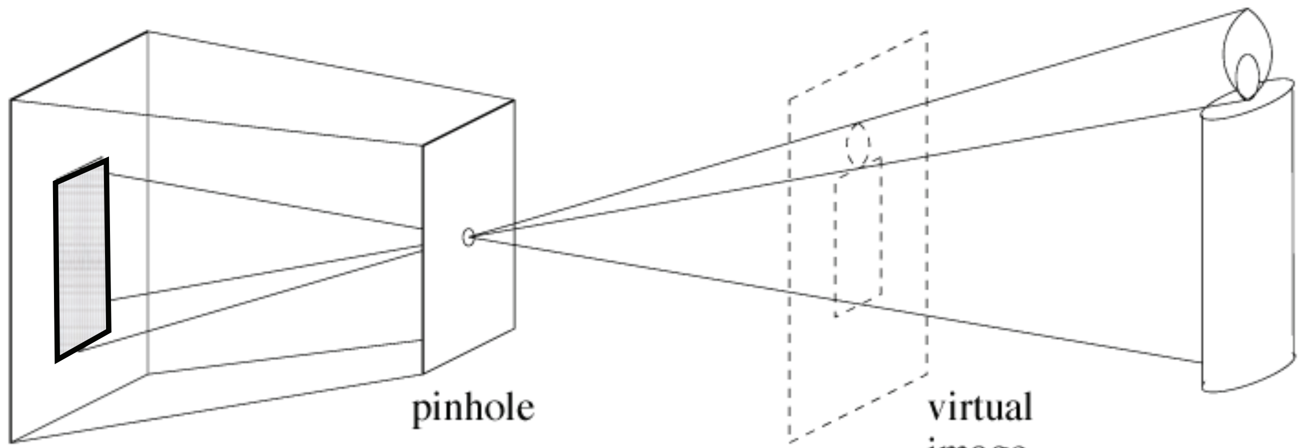


Figure 11.1: Pinhole Model.

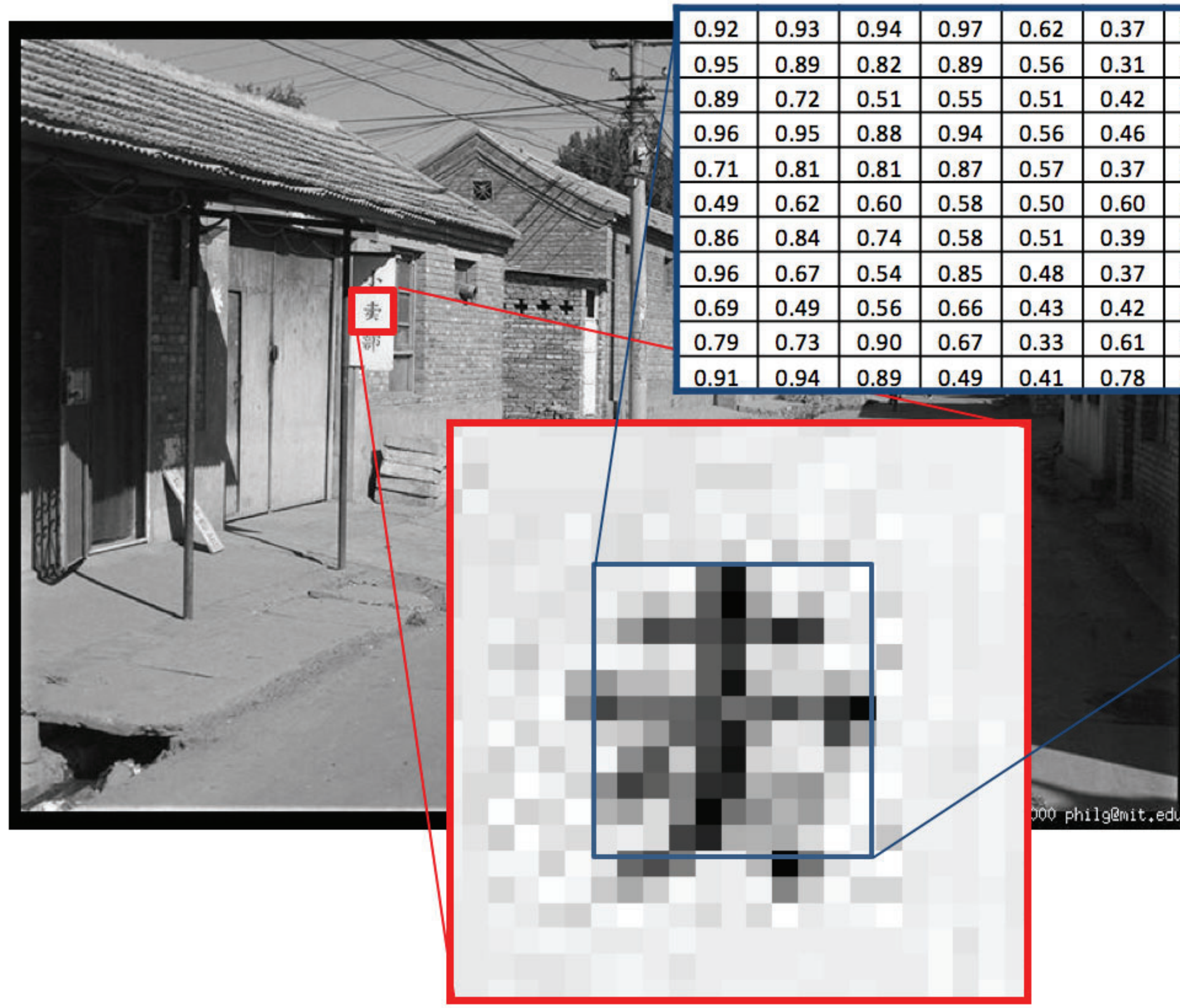


Digital Photography



2D array of
"light sensors"

- CCD (charge-coupled device, 1960)
- CMOS (complementary metal-oxide semiconductor, 1963)



0.92	0.93	0.94	0.97	0.62	0.37	0.85	0.97	0.93	0.92	0.99
0.95	0.89	0.82	0.89	0.56	0.31	0.75	0.92	0.81	0.95	0.91
0.89	0.72	0.51	0.55	0.51	0.42	0.57	0.41	0.49	0.91	0.92
0.96	0.95	0.88	0.94	0.56	0.46	0.91	0.87	0.90	0.97	0.95
0.71	0.81	0.81	0.87	0.57	0.37	0.80	0.88	0.89	0.79	0.85
0.49	0.62	0.60	0.58	0.50	0.60	0.58	0.50	0.61	0.45	0.33
0.86	0.84	0.74	0.58	0.51	0.39	0.73	0.92	0.91	0.49	0.74
0.96	0.67	0.54	0.85	0.48	0.37	0.88	0.90	0.94	0.82	0.93
0.69	0.49	0.56	0.66	0.43	0.42	0.77	0.73	0.71	0.90	0.99
0.79	0.73	0.90	0.67	0.33	0.61	0.69	0.79	0.73	0.93	0.97
0.91	0.94	0.89	0.49	0.41	0.78	0.78	0.77	0.89	0.99	0.93

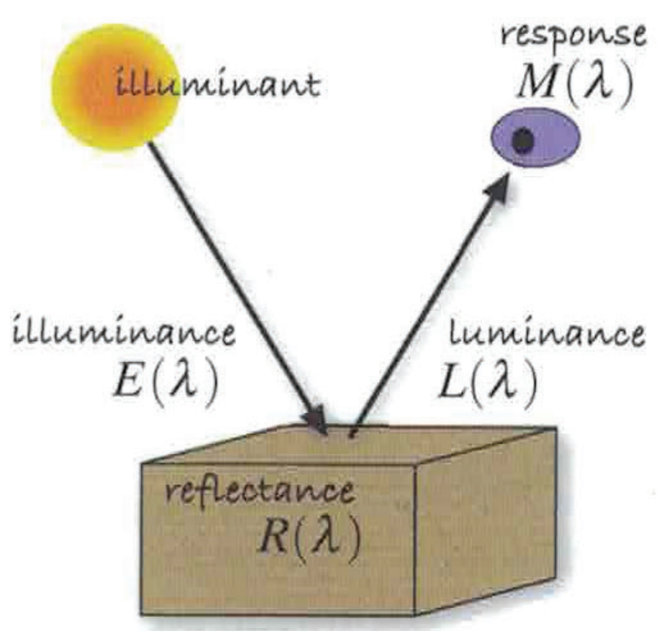
Appearance: Light and Colors

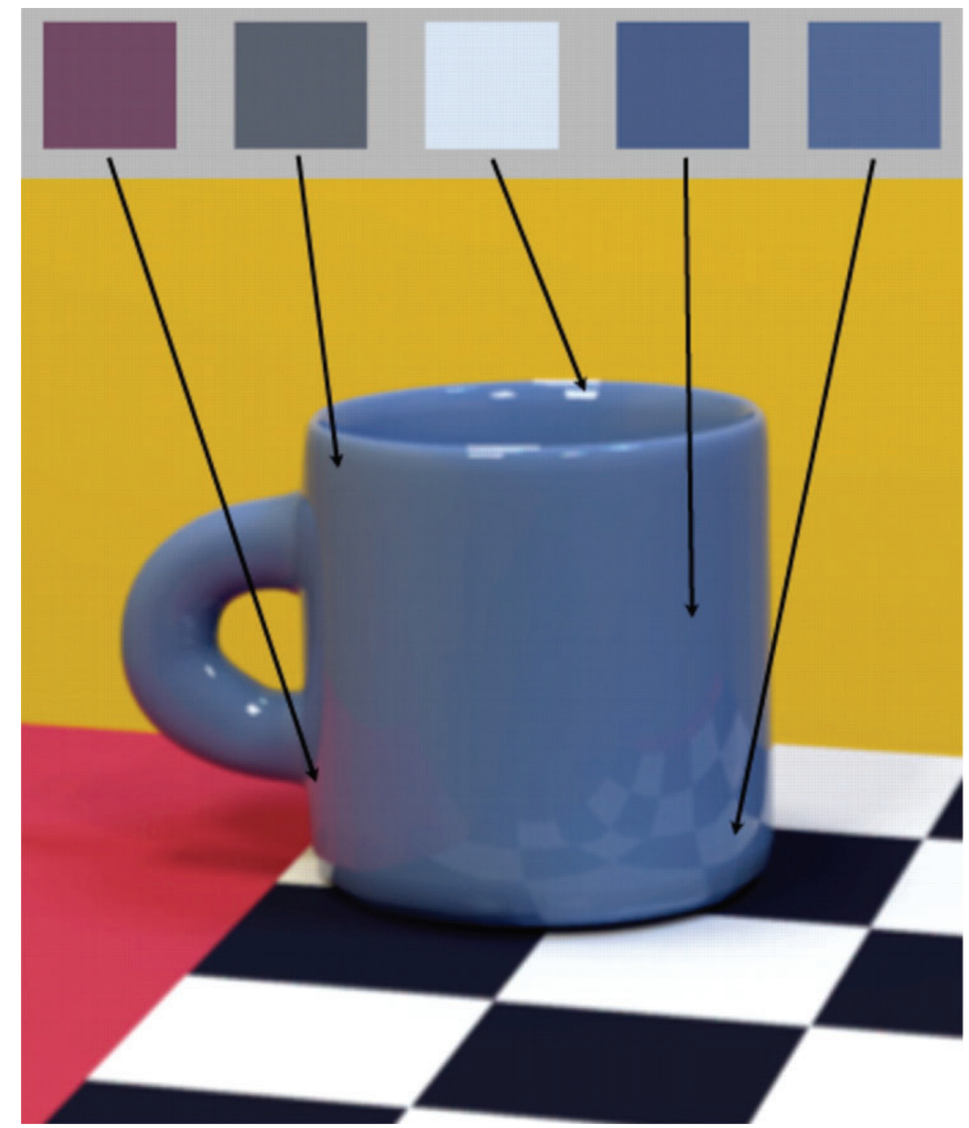
R
(G=0,B=0)

G
(R=0,B=0)

B
(R=0,G=0)

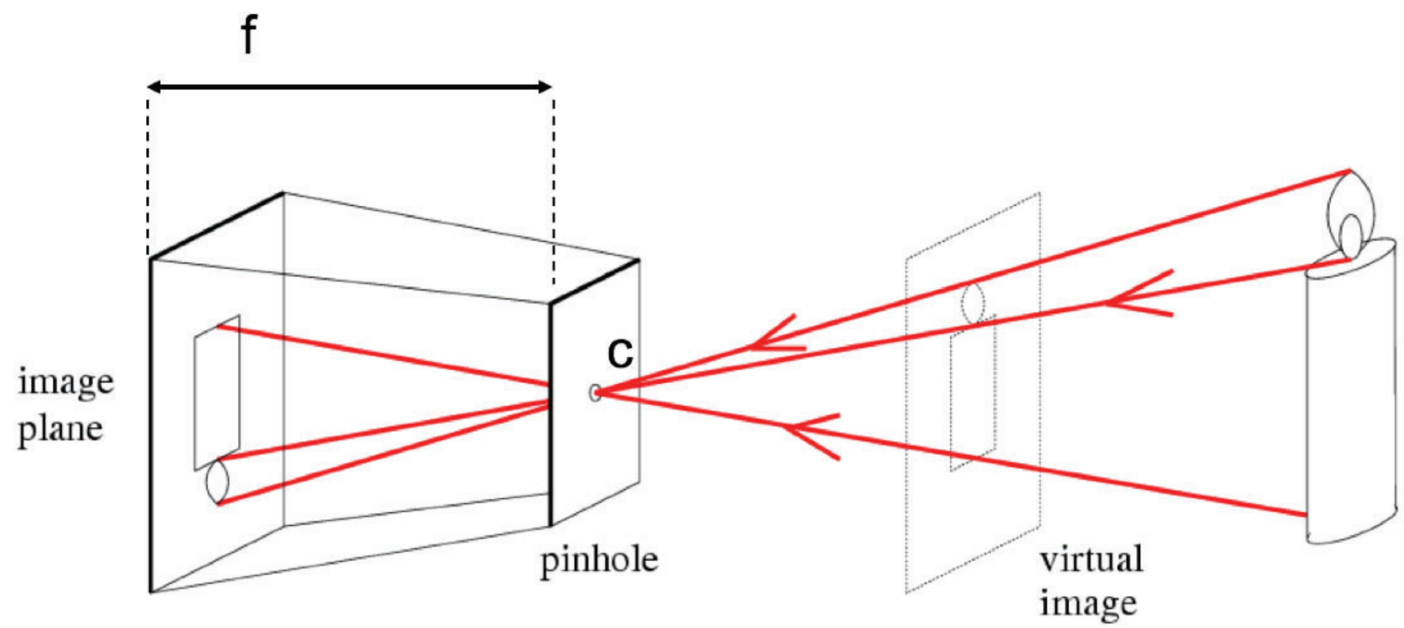
Perceived appearance is the result of (i) geometry, (ii) illumination, (iii) material properties



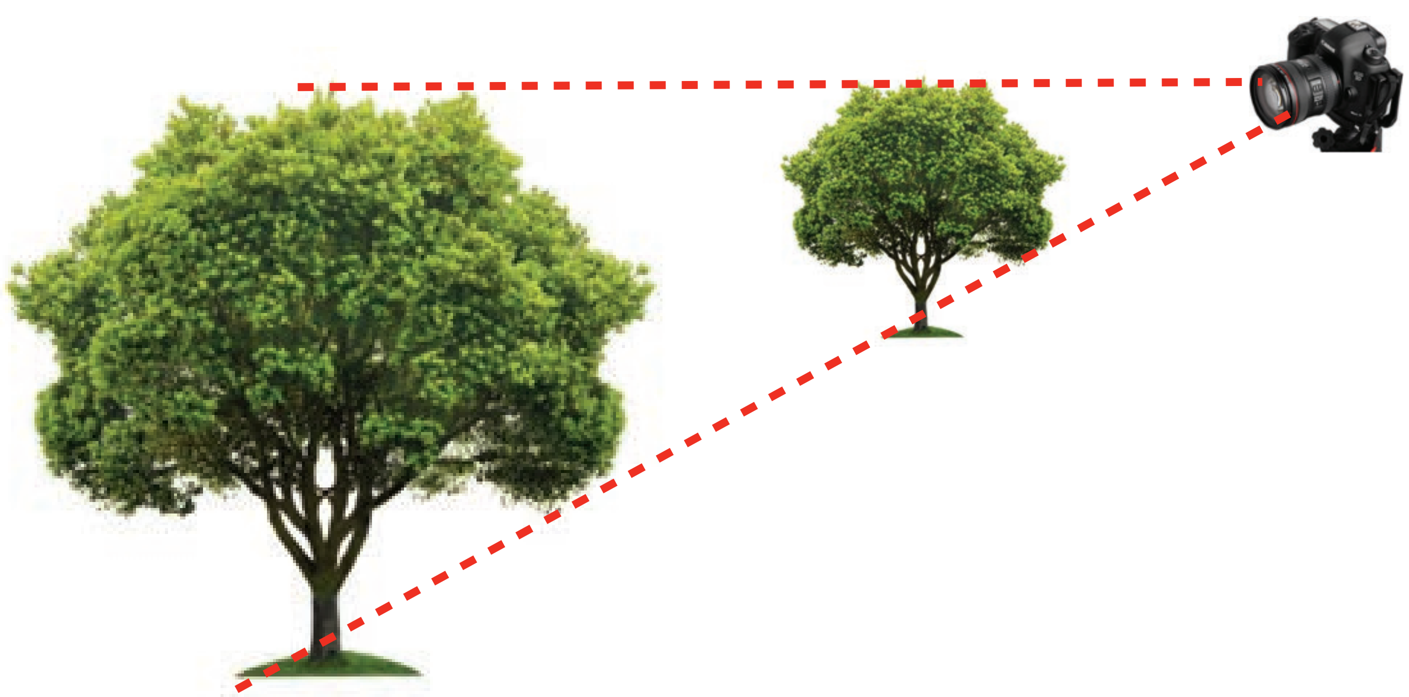


Perspective Projection

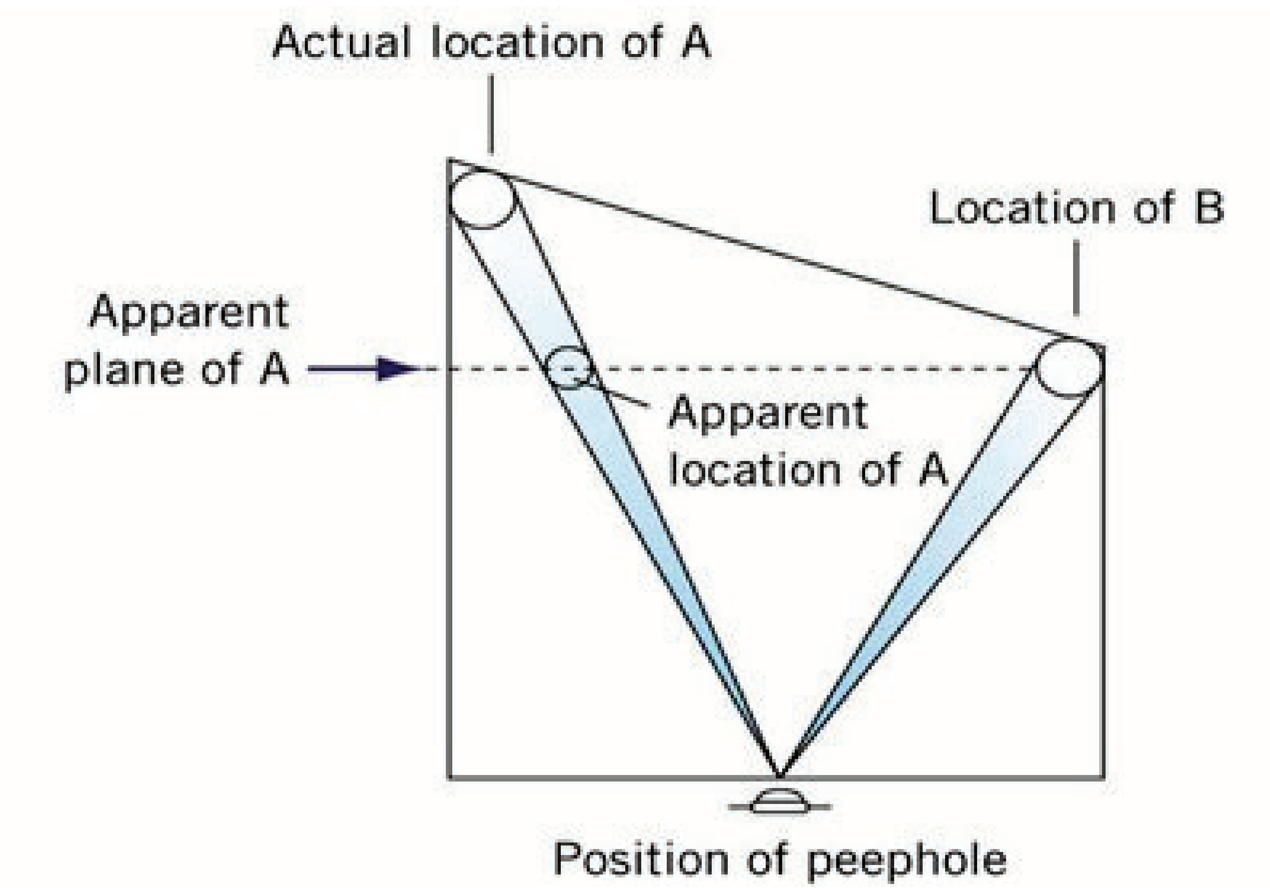
- what is lost?
  - depth?

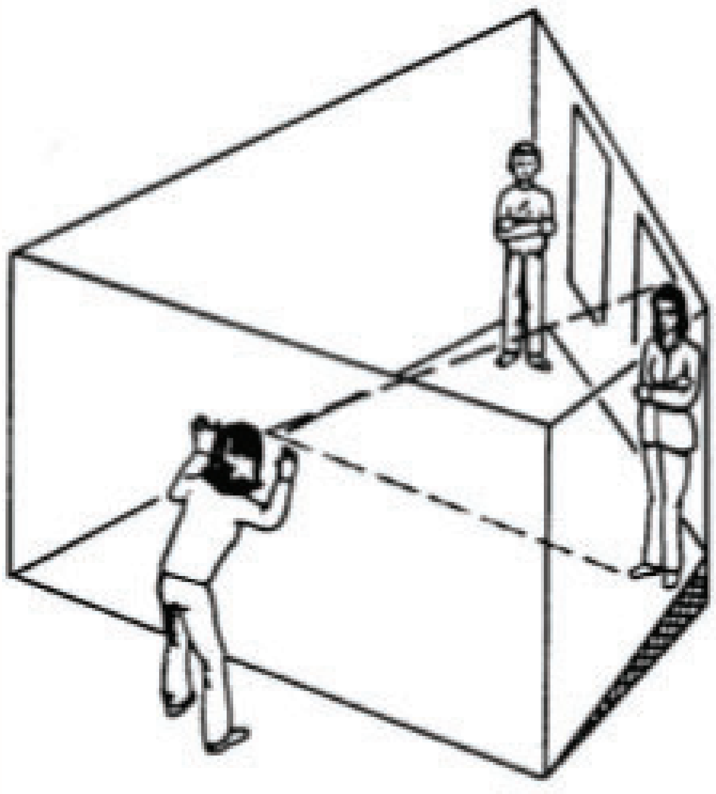


f = focal length
c = center of the camera



Ames Room

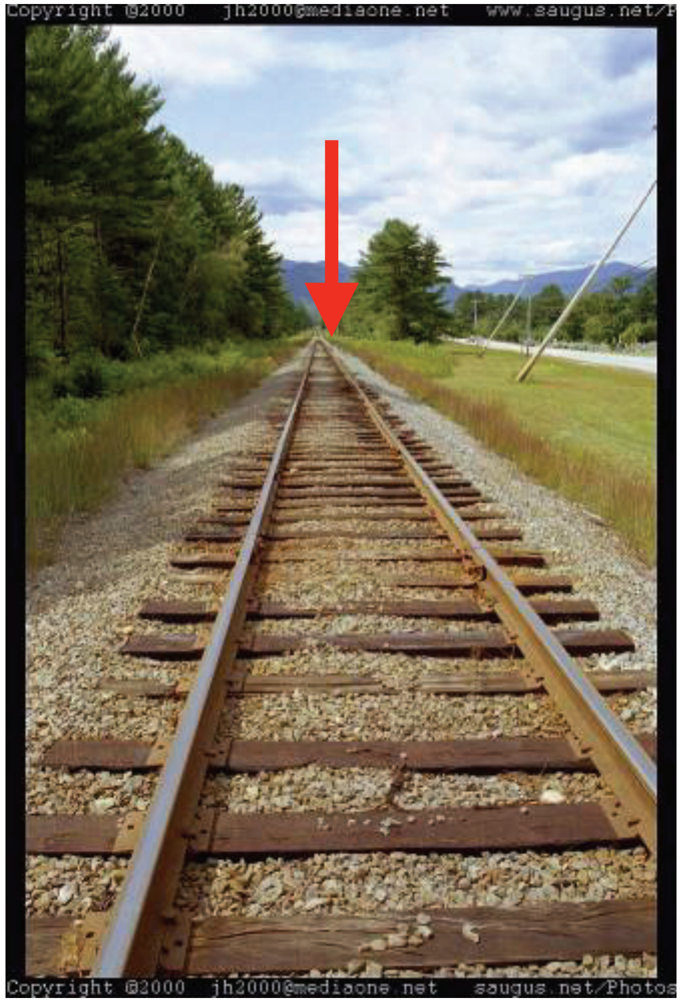


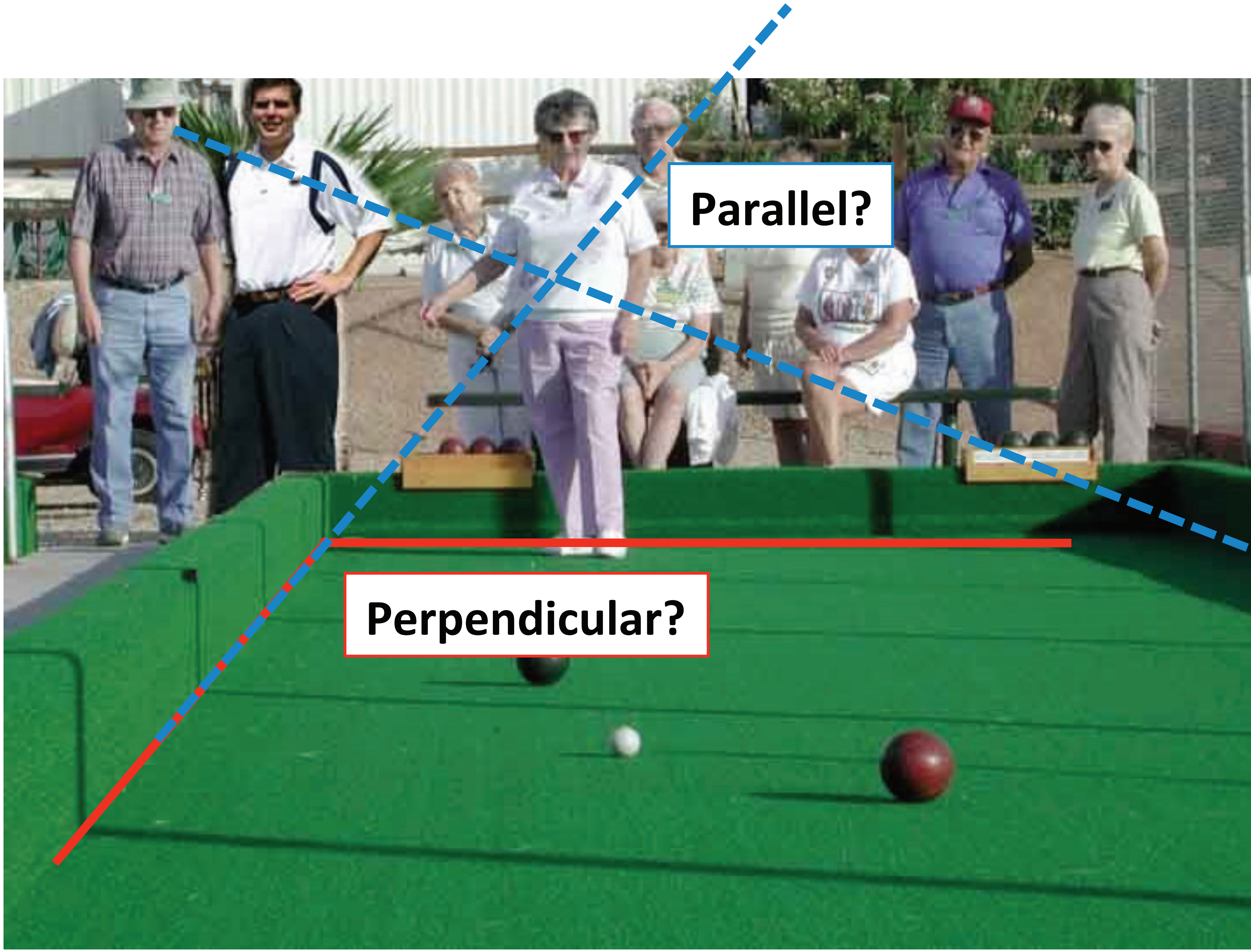


Ames, 1946

Perspective Projection

- what is lost?
  - depth?
  - length?
  - angles?

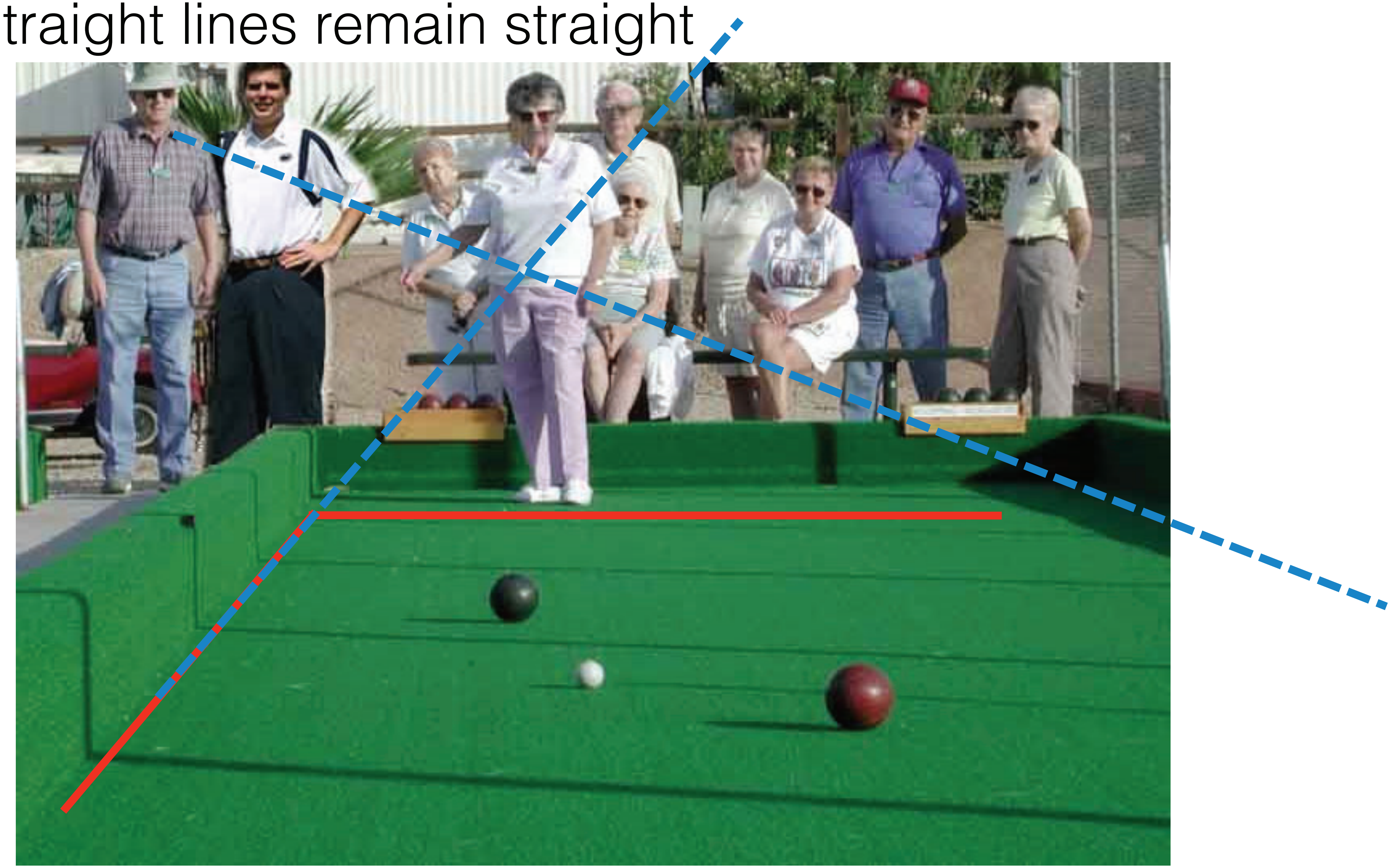




Parallel lines which intersect …

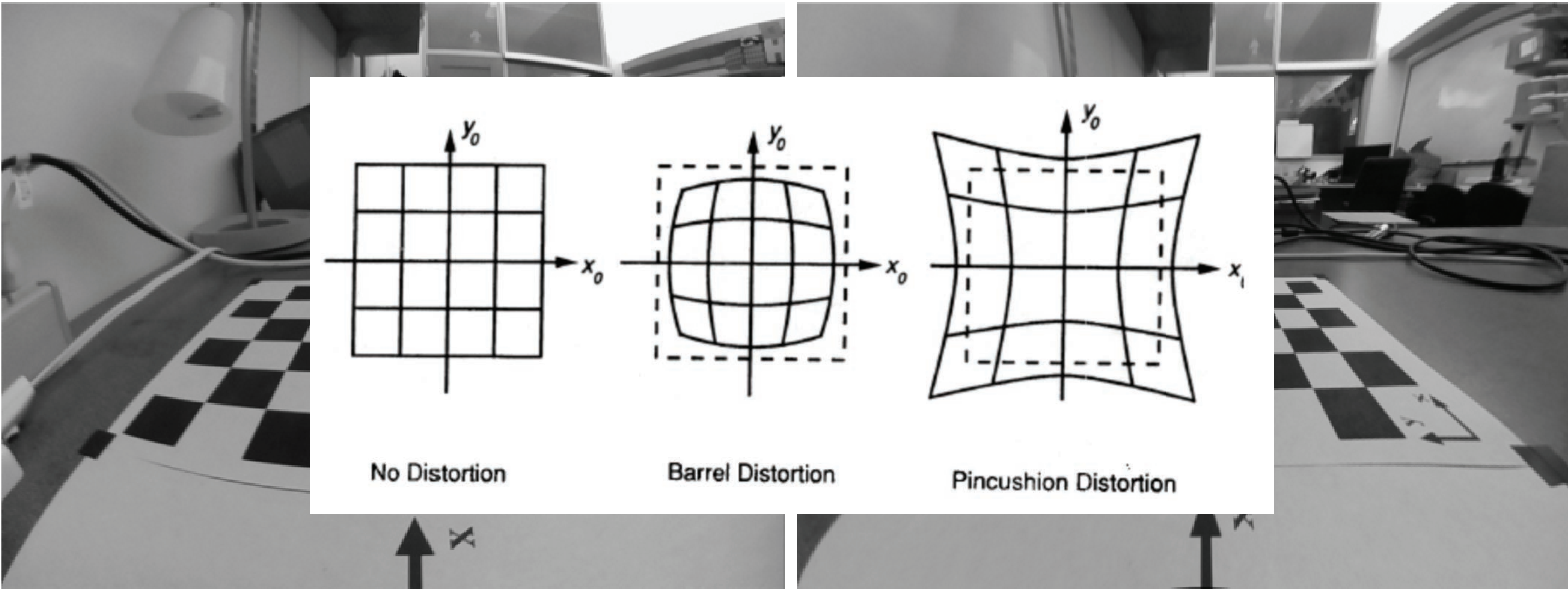
Perspective Projection

- what is preserved?
    - straight lines remain straight



The final Touch: Adding a Lens

- Pinhole model is based on the geometry of the **camera obscura**
- In practice: add a **lens** in front of the aperture to capture more light
- Pinhole model holds, but **distortion** may appear due lens imperfections



- distortion can be described mathematically using **distortion parameters**
  - can be estimated during calibration and compensated for (**undistortion**)