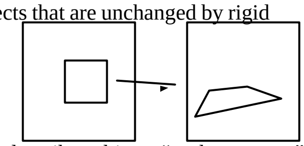
Projective Geometry

Euclidean versus Projective Geometry

- Euclidean geometry describes shapes “as they are”
  - Properties of objects that are unchanged by rigid motions
    - » Lengths
    - » Angles
    - » Parallelism



- Projective geometry describes objects “as they appear”
  - Lengths, angles, parallelism become “distorted” when we look at objects
  - Mathematical model for how images of the 3D world are formed.

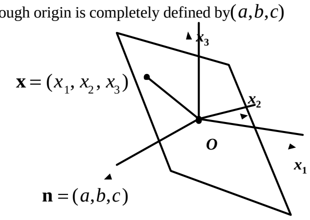
Overview

- Tools of algebraic geometry
- Informal description of projective geometry in a plane
- Descriptions of lines and points
- Points at infinity and line at infinity
- Projective transformations, projectivity matrix
- Example of application
- Special projectivities: affine transforms, similarities, Euclidean transforms
- Cross-ratio invariance for points, lines, planes

Tools of Algebraic Geometry 1

- Plane ***passing through origin*** and perpendicular to vector $\mathbf{n} = (a, b, c)$ is locus of points $\mathbf{x} = (x_1, x_2, x_3)$ such that $\mathbf{n} \bullet \mathbf{x} = 0$

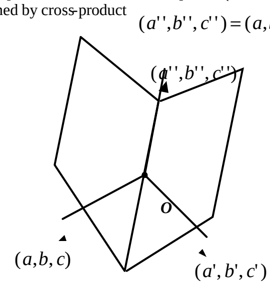
  => $a\,x_1 + b\,x_2 + c\,x_3 = 0$
- Plane through origin is completely defined by (a, b, c)



Tools of Algebraic Geometry 2

- A vector parallel to intersection of 2 planes (a, b, c) and (a', b', c') is obtained by cross-product

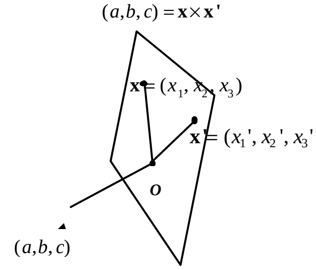
$$(a'', b'', c'') = (a, b, c) \times (a', b', c')$$



Tools of Algebraic Geometry 3

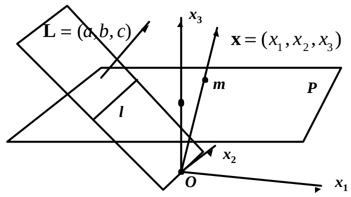
- Plane passing through two points **x** and **x’** is defined by

$$(a, b, c) = \mathbf{x} \times \mathbf{x}'$$



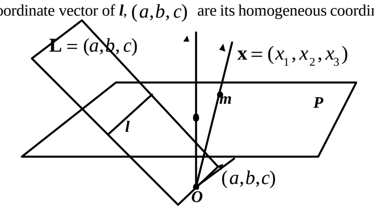
Projective Geometry in 2D

- We are in a plane ***P*** and want to describe lines and points in ***P***
- We consider a third dimension to make things easier when dealing with infinity
  - Origin ***O*** out of the plane, at a distance equal to 1 from plane
- To each point ***m*** of the plane ***P*** we can associate a single ray $\mathbf{x} = (x_1, x_2, x_3)$
- To each line ***l*** of the plane ***P*** we can associate a single plane (a, b, c)



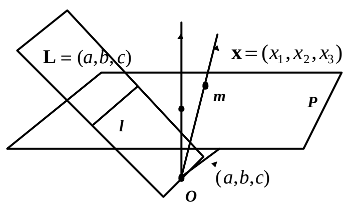
Projective Geometry in 2D

- The rays $\mathbf{x} = (x_1, x_2, x_3)$ and $\mathbf{x} = (l\ x_1, l\ x_2, l\ x_3)$ are the same and are mapped to the same point ***m*** of the plane ***P***
  - ***X*** is the coordinate vector of ***m***, (x_1, x_2, x_3) are its homogeneous coordinates
- The planes (a, b, c) and $(l\ a, l\ b, l\ c)$ are the same and are mapped to the same line ***l*** of the plane ***P***
  - **L** is the coordinate vector of ***l***, (a, b, c) are its homogeneous coordinates



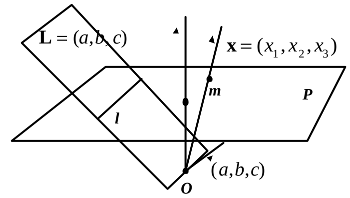
Properties

- Point **X** belongs to line **L** if **L . X** = 0
- Equation of line **L** in projective geometry is $a\ x_1 + b\ x_2 + c\ x_3 = 0$
- We obtain homogeneous equations



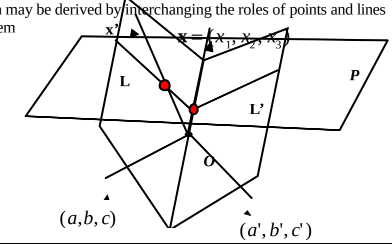
From Projective Plane to Euclidean Plane

- How do we "land" back from the projective world to the 2D world of the plane?
  - For point, consider intersection of ray $\mathbf{x} = (l\ x_1, l\ x_2, l\ x_3)$ with plane $x_3 = 1$ => $l = 1/x_3$, $\mathrm{m} = (x_1/x_3, x_2/x_3)$
- For line, intersection of plane $a\ x_1 + b\ x_2 + c\ x_3 = 0$ with plane $x_3 = 1$ is line ***l***: $a\ x_1 + b\ x_2 + c = 0$



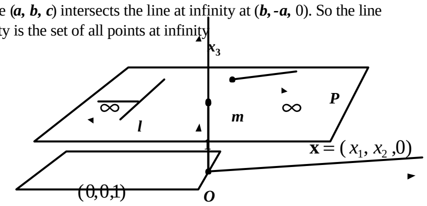
Lines and Points

- Two lines **L = (*a, b, c*)** and **L' = (*a',b',c'*)** intersect in the point $\mathbf{x} = \mathbf{L} \times \mathbf{L}'$
- The line through 2 points **x** and **x'** is $\mathbf{L} = \mathbf{x} \times \mathbf{x}'$
- Duality principle: To any theorem of 2D projective geometry, there corresponds a dual theorem, which may be derived by interchanging the roles of points and lines in the original theorem



Ideal Points and Line at Infinity

- The points **x** = (**x_1, x_2**, 0) do not correspond to finite points in the plane. They are points at infinity, also called ***ideal points***
- The line **L** = (0,0,1) passes through all points at infinity, since **L . x** = 0
- Two parallel lines **L** = (***a, b, c***) and **L'** = (***a, b, c'***) intersect at the point $\mathbf{x} = \mathbf{L} \times \mathbf{L}'$ =(***c'*** - ***c***)(***b***, -***a***, 0), i.e. (***b***, -***a***, 0)
- Any line (***a, b, c***) intersects the line at infinity at (***b***, -***a***, 0). So the line at infinity is the set of all points at infinity

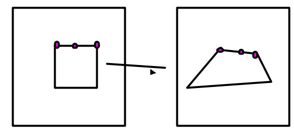


Ideal Points and Line at Infinity

- With projective geometry, two lines always meet in a single point, and two points always lie on a single line.
- This is not true of Euclidean geometry, where parallel lines form a special case.

Projective Transformations in a Plane

- ***Projectivity***
  - Mapping from points in plane to points in plane
  - 3 aligned points are mapped to 3 aligned points
- Also called
  - ***Collineation***
  - ***Homography***



Projectivity Theorem

- A mapping is a *projectivity* if and only if the mapping consists of a linear transformation of homogeneous coordinates $\mathbf{x}' = \mathrm{H}\mathbf{x}$

  with **H** non singular
- *Proof*:
  - If $\mathbf{x}_1$, $\mathbf{x}_2$, and $\mathbf{x}_3$ are 3 points that lie on a line **L**, and $\mathbf{x}'_1 = \mathbf{H}\,\mathbf{x}_1$, etc, then $\mathbf{x}'_1$, $\mathbf{x}'_2$, and $\mathbf{x}'_3$ lie on a line **L'**
  - $\mathbf{L}^{\mathbf{T}}\mathbf{x}_i = 0$, $\mathbf{L}^{\mathbf{T}}\mathbf{H}^{-1}\mathbf{H}\,\mathbf{x}_i = 0$, so points $\mathbf{H}\,\mathbf{x}_i$ lie on line $\mathbf{H}^{-\mathbf{T}}\mathbf{L}$
- Converse is hard to prove, namely if all collinear sets of points are mapped to collinear sets of points, then there is a single linear mapping between corresponding points in homogeneous coordinates

Projectivity Matrix

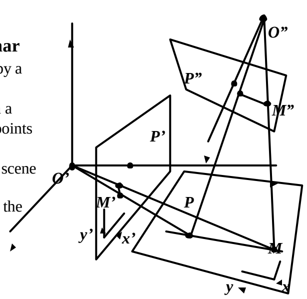
$$\begin{pmatrix} x_1' \\ x_2' \\ x_3' \end{pmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \qquad \mathbf{x}' = \mathrm{H}\,\mathbf{x}$$

- The matrix **H** can be multiplied by an arbitrary non-zero number without altering the projective transformation
- Matrix **H** is called a "homogeneous matrix" (only ratios of terms are important)
- There are 8 independent ratios. It follows that projectivity has 8 degrees of freedom
- A projectivity is simply a linear transformation of the rays

Examples of Projective Transformations

- Central projection maps **planar scene** points to image plane by a projectivity
  - True because all points on a scene line are mapped to points on its image line
- The image of the same planar scene from a second camera can be obtained from the image from the first camera by a projectivity
  - True because
    $\mathbf{x'}_i = \mathbf{H'}\,\mathbf{x}_i$, $\mathbf{x''}_i = \mathbf{H''}\,\mathbf{x}_i$

    so $\mathbf{x''}_i = \mathbf{H''}\,\mathbf{H'}^{-1}\,\mathbf{x'}_i$



Computing Projective Transformation

- Since matrix of projectivity has 8 degrees of freedom, the mapping between 2 images can be computed if we have the coordinates of 4 points on one image, and know where they are mapped in the other image
  - Each point provides 2 independent equations

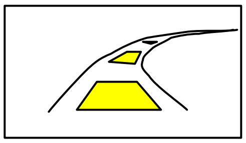
$$x' = \frac{x'_1}{x'_3} = \frac{h_{11}x + h_{12}y + h_{13}}{h_{31}x + h_{32}y + h_{33}} = \frac{h'_{11}x + h'_{12}y + h'_{13}}{h'_{31}x + h'_{32}y + 1}$$

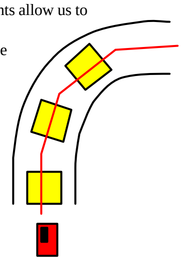
$$y' = \frac{x'_2}{x'_3} = \frac{h_{21}x + h_{22}y + h_{23}}{h_{31}x + h_{32}y + h_{33}} = \frac{h'_{21}x + h'_{22}y + h'_{23}}{h'_{31}x + h'_{32}y + 1}$$

  - Equations are linear in the 8 unknowns $h'_{ij} = h_{ij} / h_{33}$

Example of Application

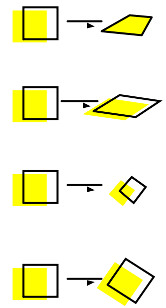
- Robot going down the road
- Large squares painted on the road to make it easier
- Find road shape without perspective distortion from image
  - Use corners of squares: coordinates of 4 points allow us to compute matrix **H**
  - Then use matrix **H** to compute 3D road shape





Special Projectivities

		Invariants
Projectivity 8 dof	$\begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix}$	Collinearity, Cross-ratios
Affine transform 6 dof	$\begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_x \\ 0 & 0 & 1 \end{bmatrix}$	Parallelism, Ratios of areas, Length ratios
Similarity 4 dof	$\begin{bmatrix} s\,r_{11} & s\,r_{12} & t_x \\ s\,r_{21} & s\,r_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$	Angles, Length ratios
Euclidean transform 3 dof	$\begin{bmatrix} r_{11} & r_{12} & t_x \\ r_{21} & r_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$	Angles, Lengths, Areas



Projective Space P_n

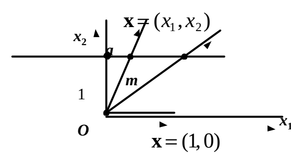
- A point in a projective space P_n is represented by a vector of n+1 coordinates $\mathbf{x} = (x_1, x_2, \cdots, x_{n+1})$
- At least one coordinate is non zero.
- Coordinates are called homogeneous or projective coordinates
- Vector **x** is called a coordinate vector
- Two vectors $\mathbf{x} = (x_1, x_2, \cdots, x_{n+1})$ and $\mathbf{y} = (y_1, y_2, \cdots, y_{n+1})$ represent the same point if and only if there exists a scalar l such that

$$x_i = l\, y_i$$

The correspondence between points and coordinate vectors is not one to one.

Projective Geometry in 1D

- Points ***m*** along a line
- Add up one dimension, consider origin at distance 1 from line
- Represent ***m*** as a ray from the origin (0, 0): $\mathbf{x} = (x_1, x_2)$
- X = (1,0) is point at infinity
- Points can be written X = (***a*, 1**), where ***a*** is abscissa along the line

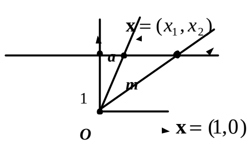


Projectivity in 1D

- A projective transformation of a line is represented by a 2x2 matrix

$$\begin{pmatrix} x'_1 \\ x'_2 \end{pmatrix} = \begin{bmatrix} h_{11} & h_{12} \\ h_{21} & h_{22} \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \qquad \mathbf{x}' = \mathrm{H}\,\mathbf{x}$$

- Transformation has 3 degrees of freedom corresponding to the 4 elements of the matrix, minus one for overall scaling
- Projectivity matrix can be determined from 3 corresponding points



Cross-Ratio Invariance in 1D

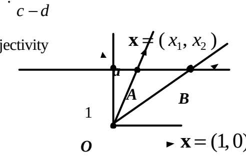
- Cross-ratio of 4 points A, B, C, D on a line is defined as

$$\mathrm{Cross}(A,B,C,D) = \frac{|AB|}{|AD|} \div \frac{|CB|}{|CD|} \text{ with } |AB| = \det \begin{bmatrix} x_{A1} & x_{B1} \\ x_{A2} & x_{B2} \end{bmatrix}$$

- Cross-ratio is not dependent on which particular homogeneous representation of the points is selected: scales cancel between numerator and denominator. For A = (a, 1), B = (b, 1), etc, we get

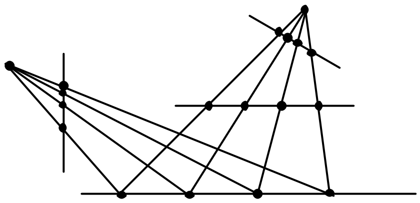
$$\mathrm{Cross}(A,B,C,D) = \frac{a-b}{a-d} \div \frac{c-b}{c-d}$$

- Cross-ratio is invariant under any projectivity



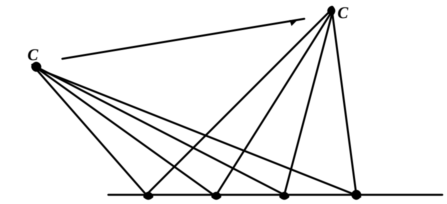
Cross-Ratio Invariance in 1D

- For the 4 sets of collinear points in the figure, the cross-ratio for corresponding points has the same value



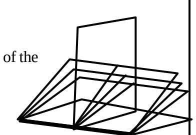
Cross-Ratio Invariance between Lines

- The cross-ratio between 4 lines forming a *pencil* is invariant when the point of intersection ***C*** is moved
- It is equal to the cross-ratio of the 4 points



Projective Geometry in 3D

- Space P_3 is called projective space
- A point in 3D space is defined by 4 numbers (x_1, x_2, x_3, x_4)
- A plane is also defined by 4 numbers (u_1, u_2, u_3, u_4)
- Equation of plane is $\sum_{i=1}^{4} u_i \, x_i = 0$
- The plane at infinity is the plane (0,0,0,1). Its equation is $x_4=0$
- The points $(x_1, x_2, x_3, 0)$ belong to that plane in the direction (x_1, x_2, x_3) of Euclidean space
- A line is defined as the set of points that are a linear combination of two points P_1 and P_2
- The cross-ratio of 4 planes is equal to the cross-ratio of the lines of intersection with a fifth plane

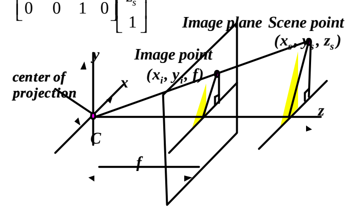


Central Projection

If world and image points are represented by homogeneous vectors, central projection is a linear mapping between P_3 and P_2:

$$x_i = f\,\frac{x_s}{z_s} \qquad y_i = f\,\frac{y_s}{z_s}$$

$$\begin{bmatrix} u \\ v \\ w \end{bmatrix} = \begin{bmatrix} f & 0 & 0 & 0 \\ 0 & f & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x_s \\ y_s \\ z_s \\ 1 \end{bmatrix} \qquad x_i = u/w, \;\; y_i = v/w$$



References

- Multiple View Geometry in Computer Vision, R. Hartley and A. Zisserman, Cambridge University Press, 2000
- Three-Dimensional Computer Vision: A Geometric Approach, O. Faugeras, MIT Press, 1996