

Image Warping (Szeliski Sec 2.1.2)



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CS194: Image Manipulation & Computational Photography
Alexei Efros, UC Berkeley, Fall 2016

Image Transformations

image filtering: change **range** of image

$$g(x) = T(f(x))$$

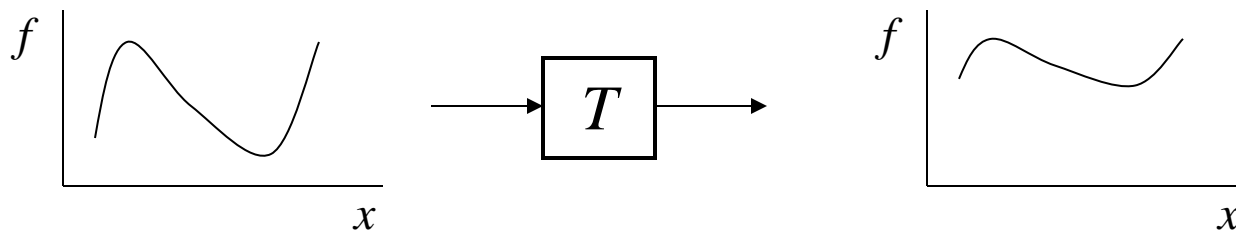


image warping: change **domain** of image

$$g(x) = f(T(x))$$

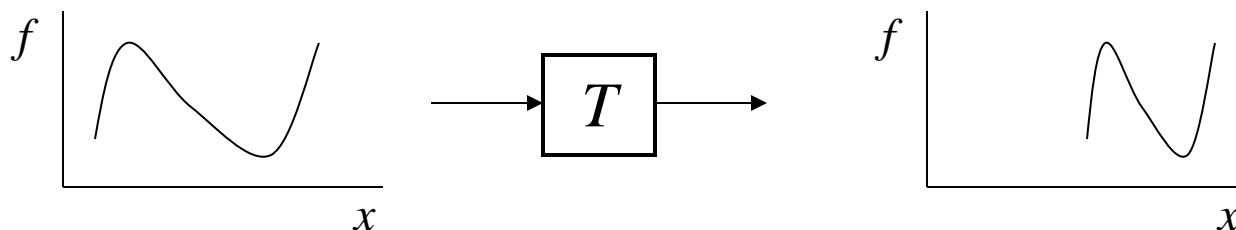


Image Transformations

image filtering: change **range** of image

$$g(x) = T(f(x))$$

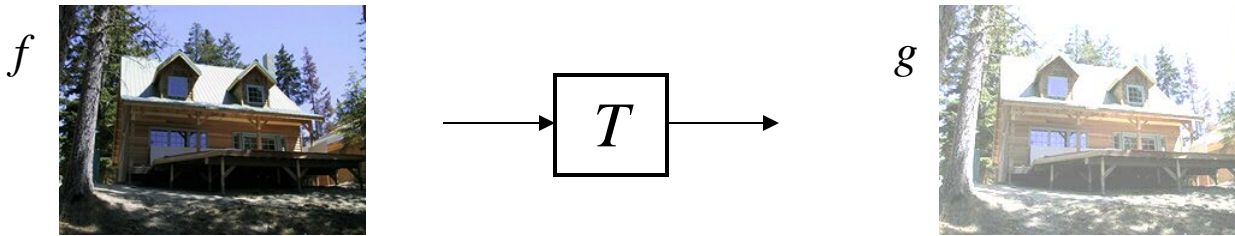
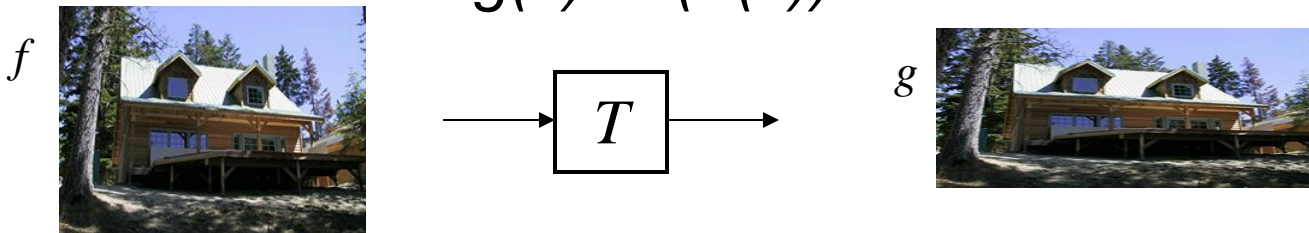


image warping: change **domain** of image

$$g(x) = f(T(x))$$



Parametric (global) warping

Examples of parametric warps:



translation



rotation



aspect



affine



perspective

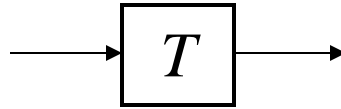


cylindrical

Parametric (global) warping



$$\mathbf{p} = (x, y)$$



$$\mathbf{p}' = (x', y')$$

Transformation T is a coordinate-changing machine:

$$\mathbf{p}' = T(\mathbf{p})$$

What does it mean that T is global?

- Is the same for any point \mathbf{p}
- can be described by just a few numbers (parameters)

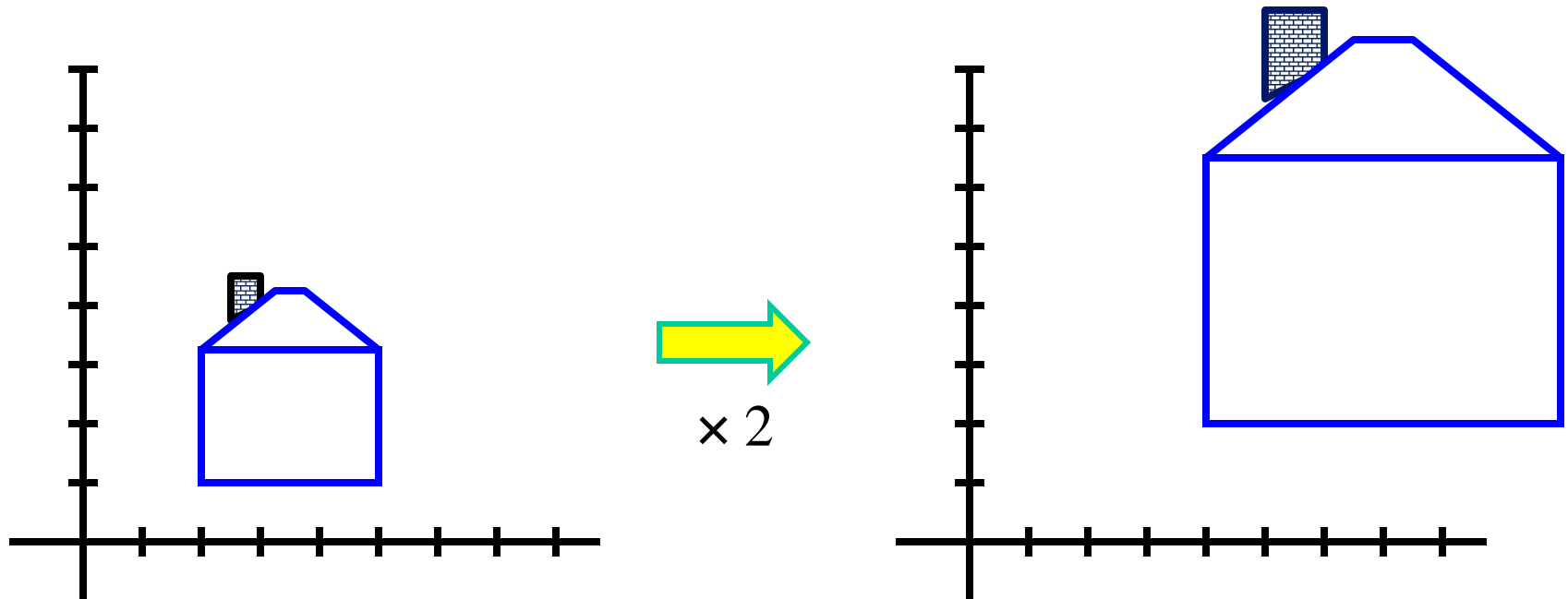
Let's represent a linear T as a matrix:

$$\mathbf{p}' = \mathbf{M}\mathbf{p}$$
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \mathbf{M} \begin{bmatrix} x \\ y \end{bmatrix}$$

Scaling

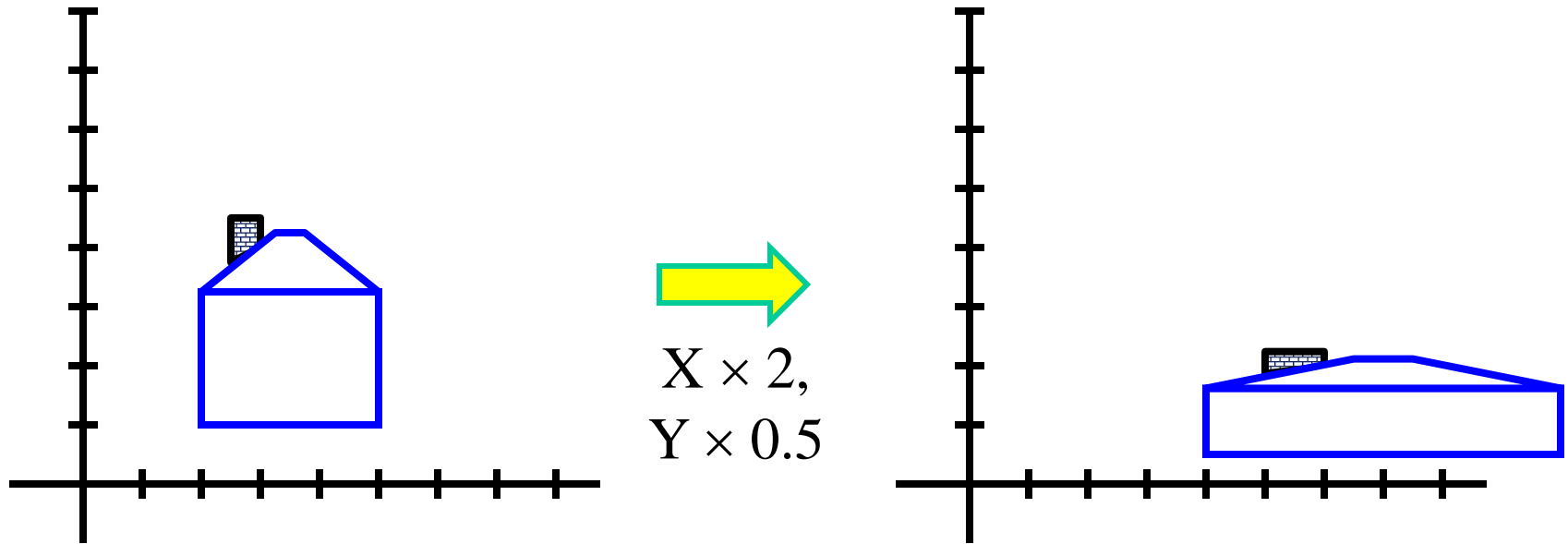
Scaling a coordinate means multiplying each of its components by a scalar

Uniform scaling means this scalar is the same for all components:



Scaling

Non-uniform scaling: different scalars per component:



Scaling

Scaling operation:

$$x' = ax$$

$$y' = by$$

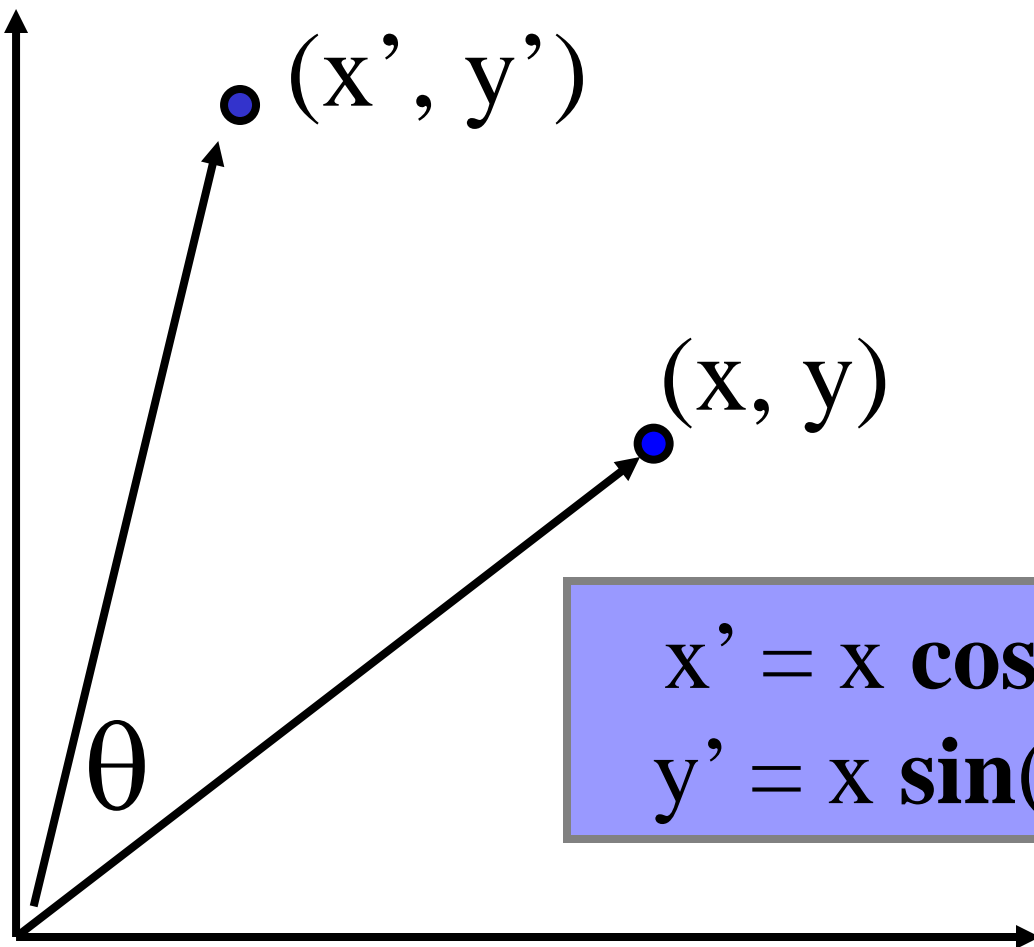
Or, in matrix form:

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix}}_{\text{scaling matrix } S} \begin{bmatrix} x \\ y \end{bmatrix}$$

scaling matrix S

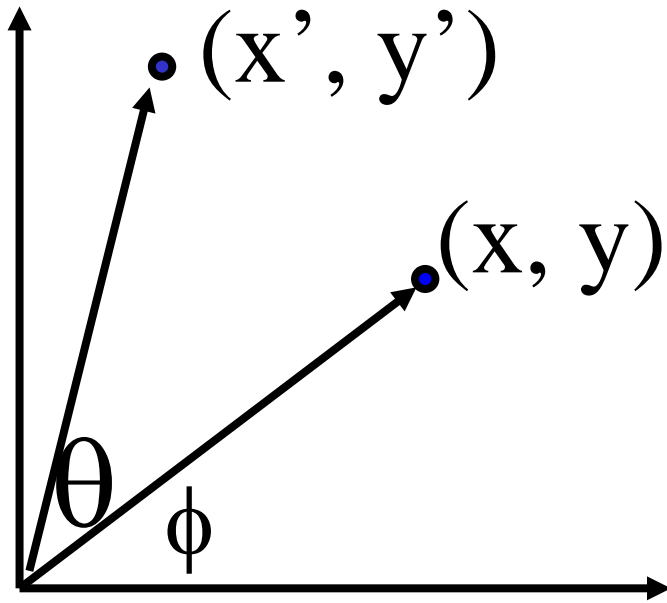
What's inverse of S?

2-D Rotation



$$\begin{aligned}x' &= x \cos(\theta) - y \sin(\theta) \\y' &= x \sin(\theta) + y \cos(\theta)\end{aligned}$$

2-D Rotation



$$x = r \cos(\phi)$$

$$y = r \sin(\phi)$$

$$x' = r \cos(\phi + \theta)$$

$$y' = r \sin(\phi + \theta)$$

Trig Identity...

$$x' = r \cos(\phi) \cos(\theta) - r \sin(\phi) \sin(\theta)$$

$$y' = r \sin(\phi) \cos(\theta) + r \cos(\phi) \sin(\theta)$$

Substitute...

$$x' = x \cos(\theta) - y \sin(\theta)$$

$$y' = x \sin(\theta) + y \cos(\theta)$$

2-D Rotation

This is easy to capture in matrix form:

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}}_{\mathbf{R}} \begin{bmatrix} x \\ y \end{bmatrix}$$

Even though $\sin(\theta)$ and $\cos(\theta)$ are nonlinear functions of θ ,

- ***x' is a linear combination of x and y***
- ***y' is a linear combination of x and y***

What is the inverse transformation?

- Rotation by $-\theta$
- For rotation matrices **$\mathbf{R}^{-1} = \mathbf{R}^T$**

2x2 Matrices

What types of transformations can be represented with a 2x2 matrix?

2D Identity?

$$\begin{aligned}x' &= x \\ y' &= y\end{aligned}\quad \begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

2D Scale around (0,0)?

$$\begin{aligned}\mathbf{x}' &= s_x * \mathbf{x} \\ \mathbf{y}' &= s_y * \mathbf{y}\end{aligned}\quad \begin{bmatrix} \mathbf{x}' \\ \mathbf{y}' \end{bmatrix} = \begin{bmatrix} s_x & 0 \\ 0 & s_y \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix}$$

2x2 Matrices

What types of transformations can be represented with a 2x2 matrix?

2D Rotate around (0,0)?

$$\begin{aligned}x' &= \cos \Theta * x - \sin \Theta * y \\y' &= \sin \Theta * x + \cos \Theta * y\end{aligned}$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \Theta & -\sin \Theta \\ \sin \Theta & \cos \Theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

2D Shear?

$$\begin{aligned}x' &= x + sh_x * y \\y' &= sh_y * x + y\end{aligned}$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} 1 & sh_x \\ sh_y & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

2x2 Matrices

What types of transformations can be represented with a 2x2 matrix?

2D Mirror about Y axis?

$$\begin{aligned}x' &= -x \\ y' &= y\end{aligned}\quad \begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

2D Mirror over (0,0)?

$$\begin{aligned}x' &= -x \\ y' &= -y\end{aligned}\quad \begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

2x2 Matrices

What types of transformations can be represented with a 2x2 matrix?

2D Translation?

$$\begin{aligned}x' &= x + t_x \\ y' &= y + t_y\end{aligned} \quad \text{NO!}$$

Only linear 2D transformations
can be represented with a 2x2 matrix

All 2D Linear Transformations

Linear transformations are combinations of ...

- Scale,
- Rotation,
- Shear, and
- Mirror

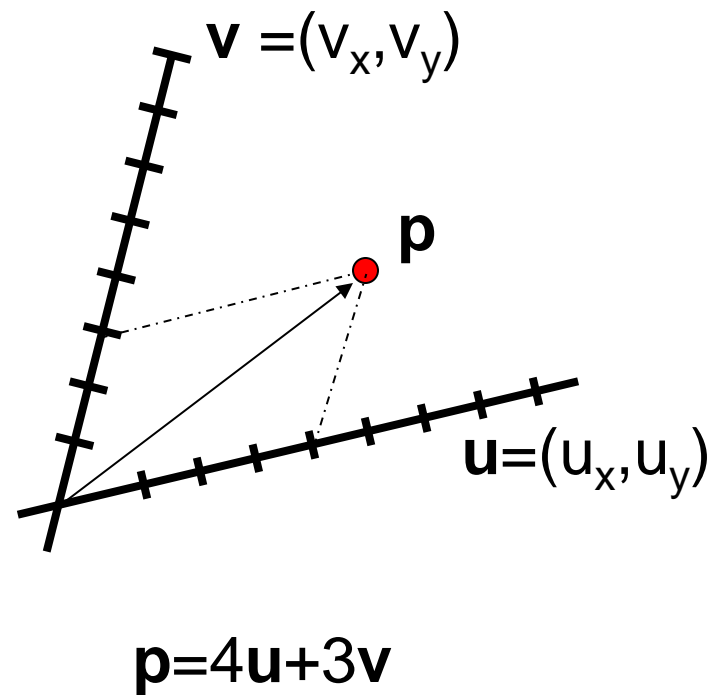
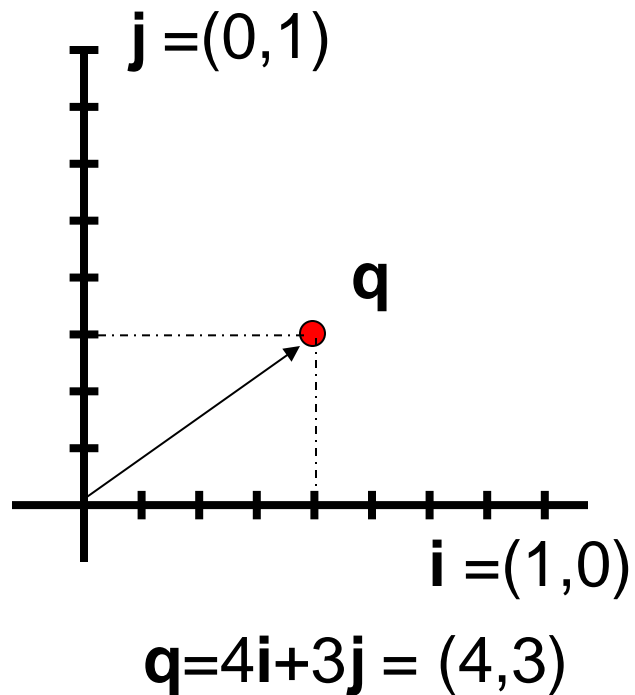
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

Properties of linear transformations:

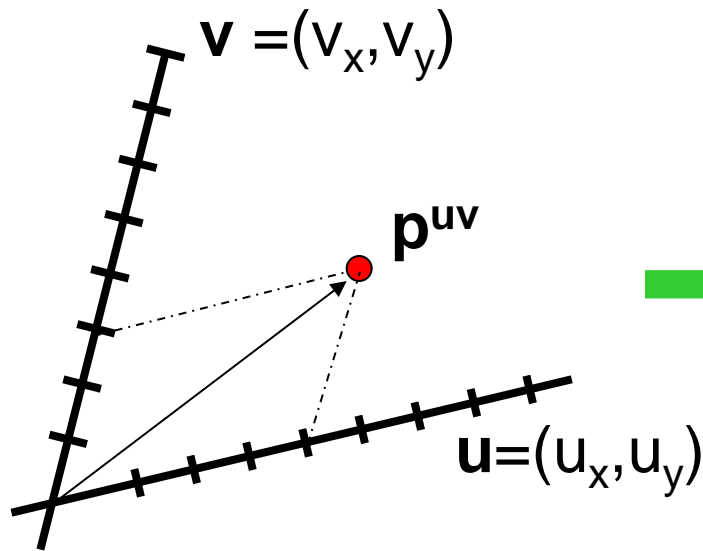
- Origin maps to origin
- Lines map to lines
- Parallel lines remain parallel
- Ratios are preserved
- Closed under composition

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} e & f \\ g & h \end{bmatrix} \begin{bmatrix} i & j \\ k & l \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

Consider a different Basis



Linear Transformations as Change of Basis

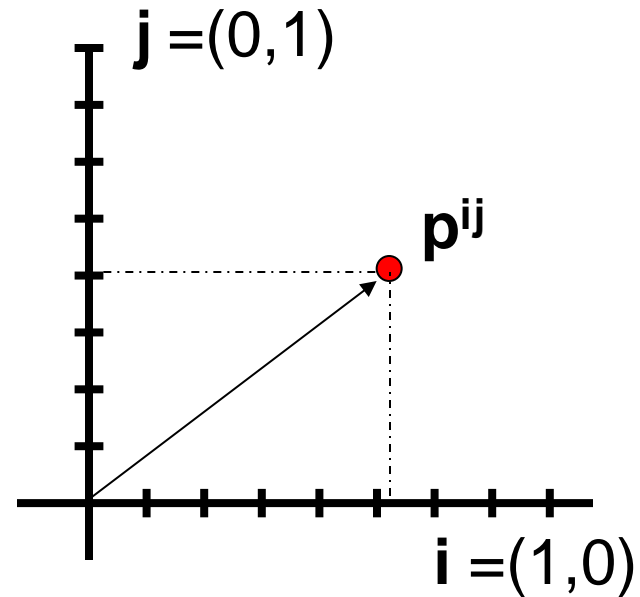


$$\mathbf{p}^{uv} = (4, 3)$$

$$p_x = 4u_x + 3v_x$$

$$p_y = 4u_y + 3v_y$$

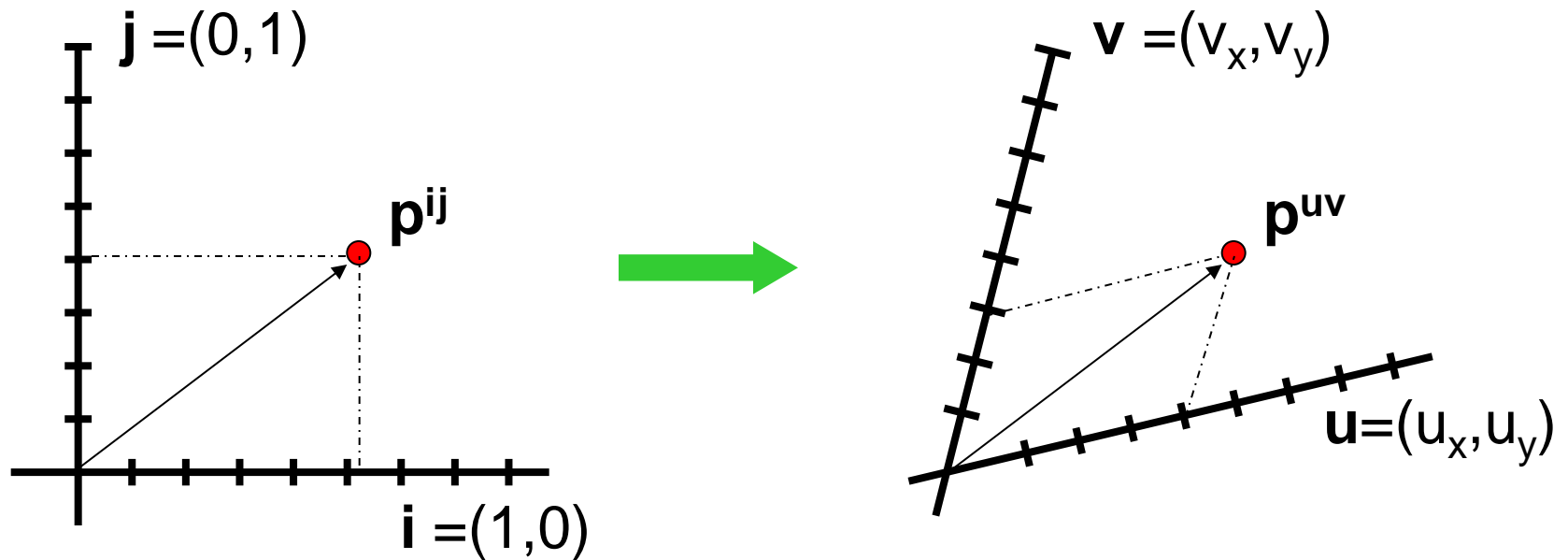
$$\mathbf{p}^{ij} = \begin{bmatrix} u_x & v_x \\ u_y & v_y \end{bmatrix} \begin{bmatrix} 4 \\ 3 \end{bmatrix} = \begin{bmatrix} u_x & v_x \\ u_y & v_y \end{bmatrix} \mathbf{p}^{uv}$$



$$\mathbf{p}^{ij} = 4\mathbf{u} + 3\mathbf{v}$$

Any linear transformation is a basis!!!

What's the inverse transform?



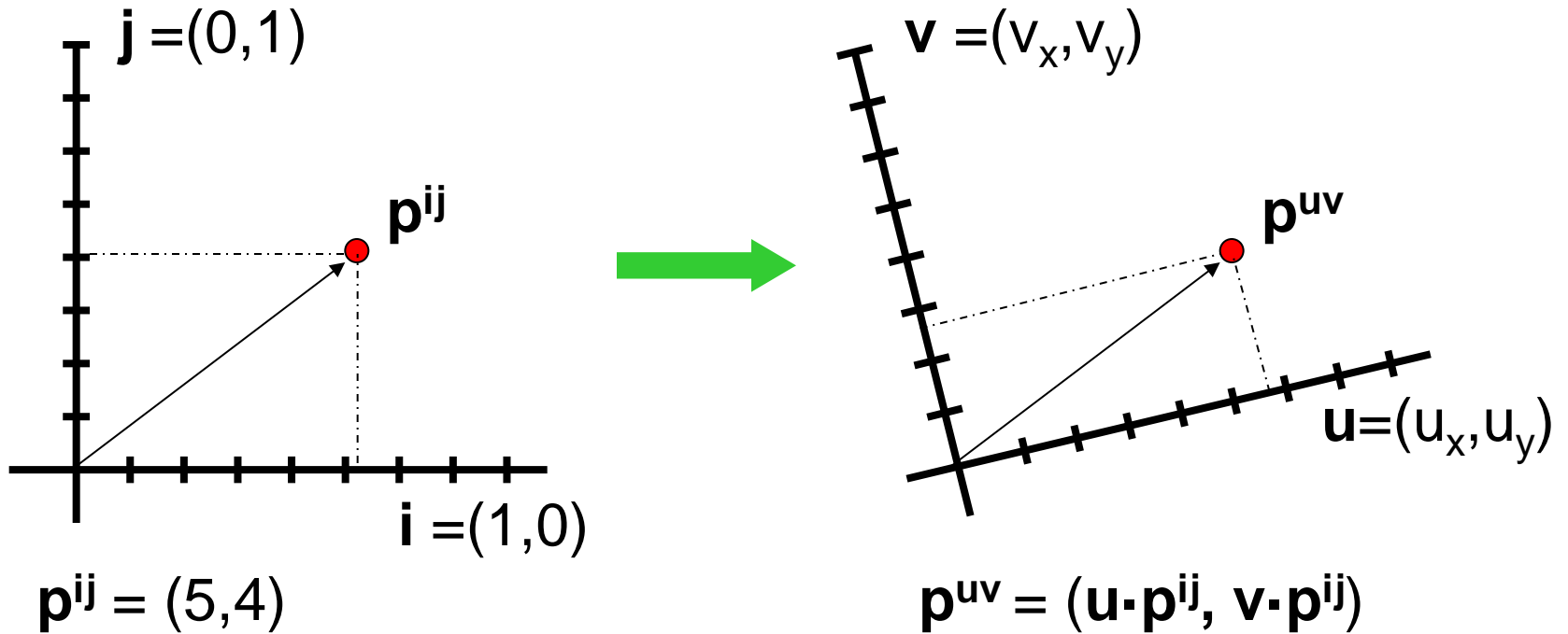
$$\mathbf{p}^{ij} = (5,4) = p_x \mathbf{u} + p_y \mathbf{v}$$

$$\mathbf{p}^{uv} = (p_x, p_y) = ?$$

$$\mathbf{p}^{uv} = \begin{bmatrix} u_x & v_x \\ u_y & v_y \end{bmatrix}^{-1} \begin{bmatrix} 5 \\ 4 \end{bmatrix} = \begin{bmatrix} u_x & v_x \\ u_y & v_y \end{bmatrix}^{-1} \mathbf{p}^{ij}$$

- How can we change from any basis to any basis?
- What if the basis are orthogonal?

Projection onto orthogonal basis



$$\mathbf{p}^{uv} = \begin{bmatrix} u_x & v_x \\ v_y & v_y \end{bmatrix} \begin{bmatrix} 5 \\ 4 \end{bmatrix} = \begin{bmatrix} u_x & u_y \\ v_x & v_y \end{bmatrix} \mathbf{p}^{ij}$$

Homogeneous Coordinates

Q: How can we represent translation as a 3x3 matrix?

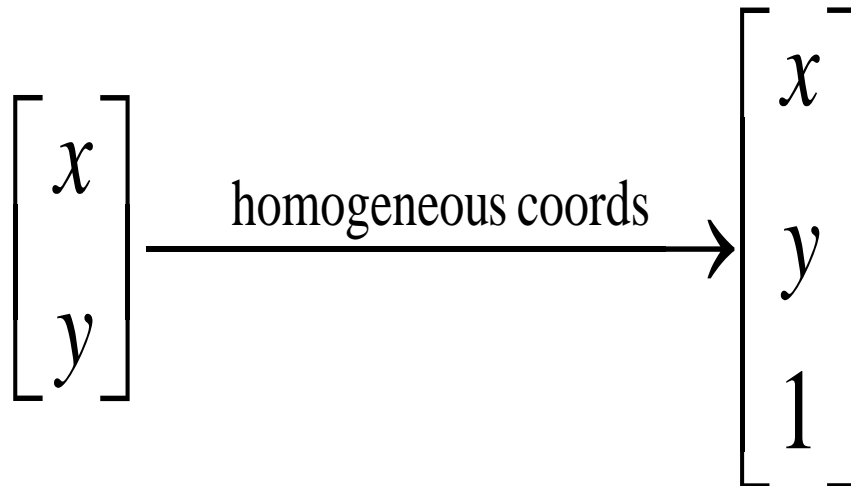
$$x' = x + t_x$$

$$y' = y + t_y$$

Homogeneous Coordinates

Homogeneous coordinates

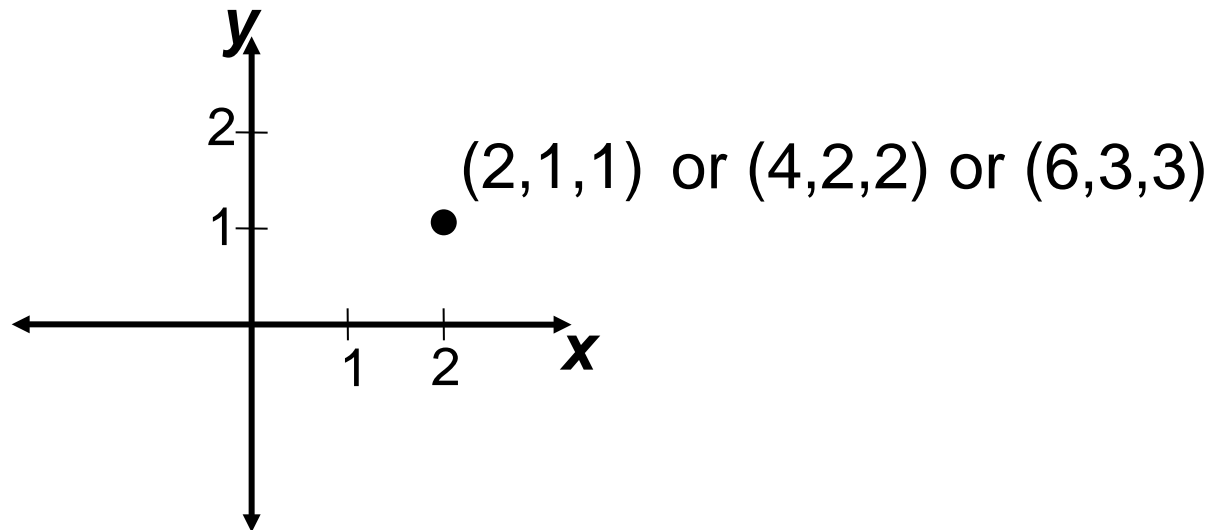
- represent coordinates in 2 dimensions with a 3-vector



Homogeneous Coordinates

Add a 3rd coordinate to every 2D point

- (x, y, w) represents a point at location $(x/w, y/w)$
- $(x, y, 0)$ represents a point at infinity
- $(0, 0, 0)$ is not allowed



Convenient
coordinate system to
represent many
useful
transformations

Homogeneous Coordinates

Q: How can we represent translation as a 3x3 matrix?

$$x' = x + t_x$$

$$y' = y + t_y$$

A: Using the rightmost column:

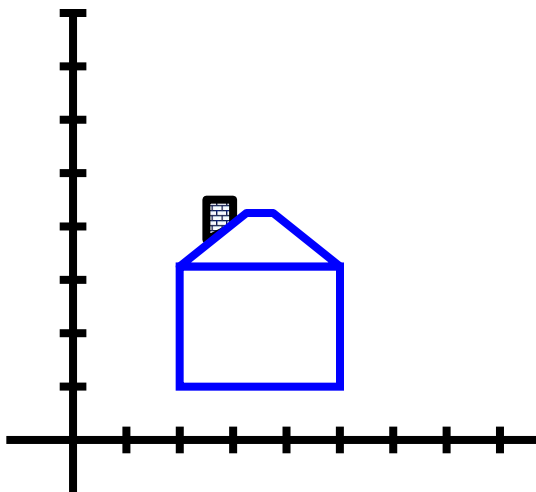
$$\mathbf{Translation} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix}$$

Translation

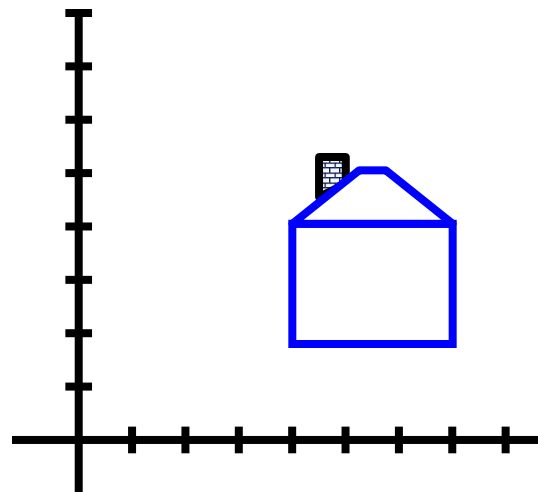
Example of translation

Homogeneous Coordinates

$$\begin{array}{c} \blacktriangledown \qquad \qquad \qquad \blacktriangledown \qquad \qquad \qquad \blacktriangledown \\ \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} x + t_x \\ y + t_y \\ 1 \end{bmatrix} \end{array}$$



$$\begin{array}{l} t_x = 2 \\ t_y = 1 \end{array}$$



Basic 2D Transformations

Basic 2D transformations as 3x3 matrices

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Translate

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Scale

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \Theta & -\sin \Theta & 0 \\ \sin \Theta & \cos \Theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Rotate

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & sh_x & 0 \\ sh_y & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Shear

Matrix Composition

Transformations can be combined by matrix multiplication

$$\begin{bmatrix} x' \\ y' \\ w' \end{bmatrix} = \left(\begin{bmatrix} 1 & 0 & tx \\ 0 & 1 & ty \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \Theta & -\sin \Theta & 0 \\ \sin \Theta & \cos \Theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} sx & 0 & 0 \\ 0 & sy & 0 \\ 0 & 0 & 1 \end{bmatrix} \right) \begin{bmatrix} x \\ y \\ w \end{bmatrix}$$

$\mathbf{p}' = \mathbf{T}(t_x, t_y) \mathbf{R}(\Theta) \mathbf{S}(s_x, s_y) \mathbf{p}$

Does the order of multiplication matter?

Affine Transformations

Affine transformations are combinations of ...

- Linear transformations, and
- Translations

$$\begin{bmatrix} x' \\ y' \\ w \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ w \end{bmatrix}$$

Properties of affine transformations:

- Origin does not necessarily map to origin
- Lines map to lines
- Parallel lines remain parallel
- Ratios are preserved
- Closed under composition
- Models change of basis

Will the last coordinate w always be 1?

Projective Transformations

Projective transformations ...

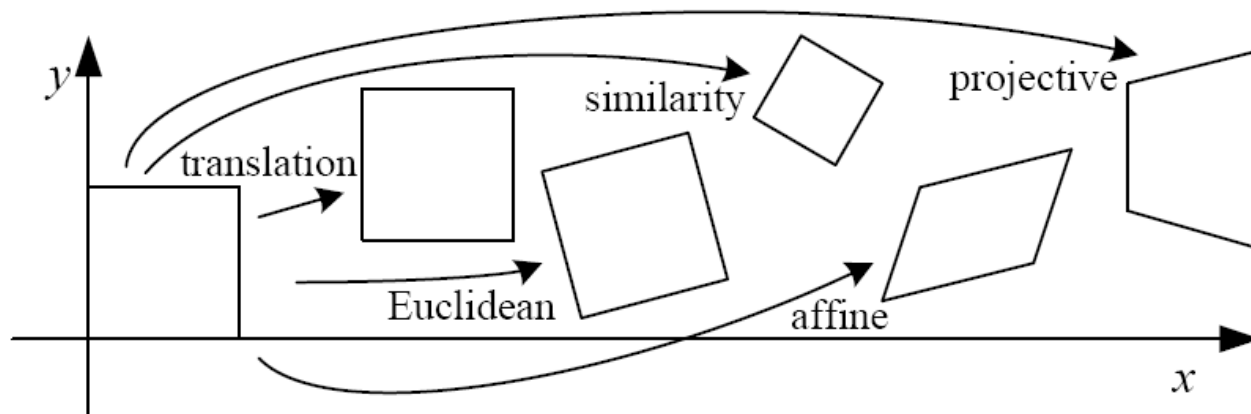
- Affine transformations, and
- Projective warps

$$\begin{bmatrix} x' \\ y' \\ w' \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x \\ y \\ w \end{bmatrix}$$

Properties of projective transformations:

- Origin does not necessarily map to origin
- Lines map to lines
- Parallel lines do not necessarily remain parallel
- Ratios are not preserved
- Closed under composition
- Models change of basis

2D image transformations



Name	Matrix	# D.O.F.	Preserves:	Icon
translation	$\begin{bmatrix} \mathbf{I} & \mathbf{t} \end{bmatrix}_{2 \times 3}$			
rigid (Euclidean)	$\begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}_{2 \times 3}$			
similarity	$\begin{bmatrix} s\mathbf{R} & \mathbf{t} \end{bmatrix}_{2 \times 3}$			
affine	$\begin{bmatrix} \mathbf{A} \end{bmatrix}_{2 \times 3}$			
projective	$\begin{bmatrix} \tilde{\mathbf{H}} \end{bmatrix}_{3 \times 3}$			



These transformations are a nested set of groups

- Closed under composition and inverse is a member