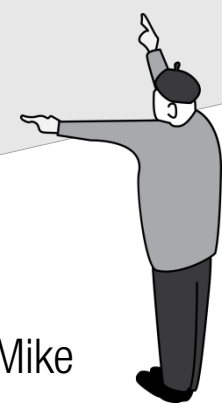
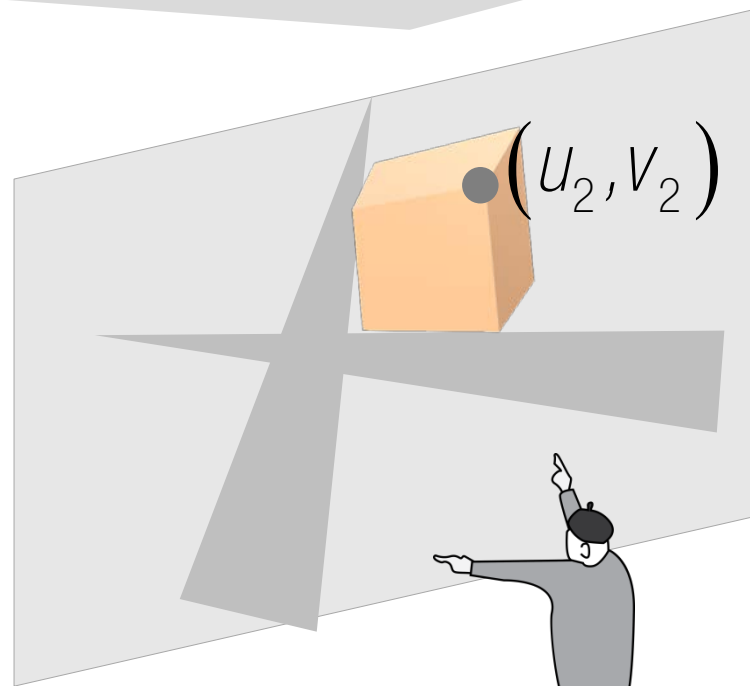
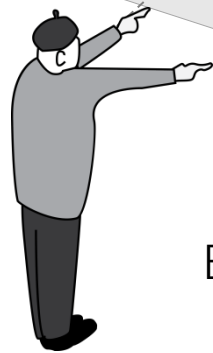
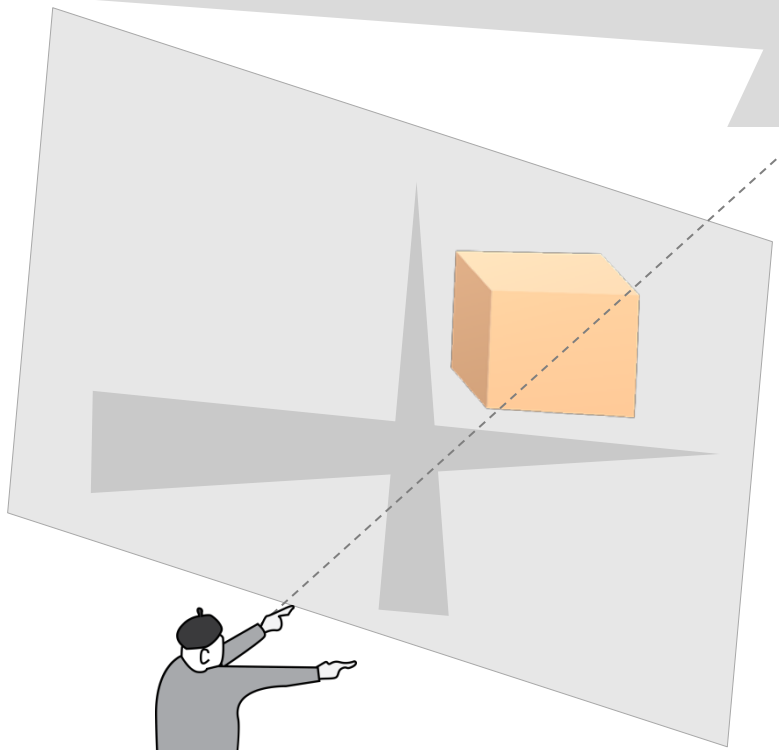
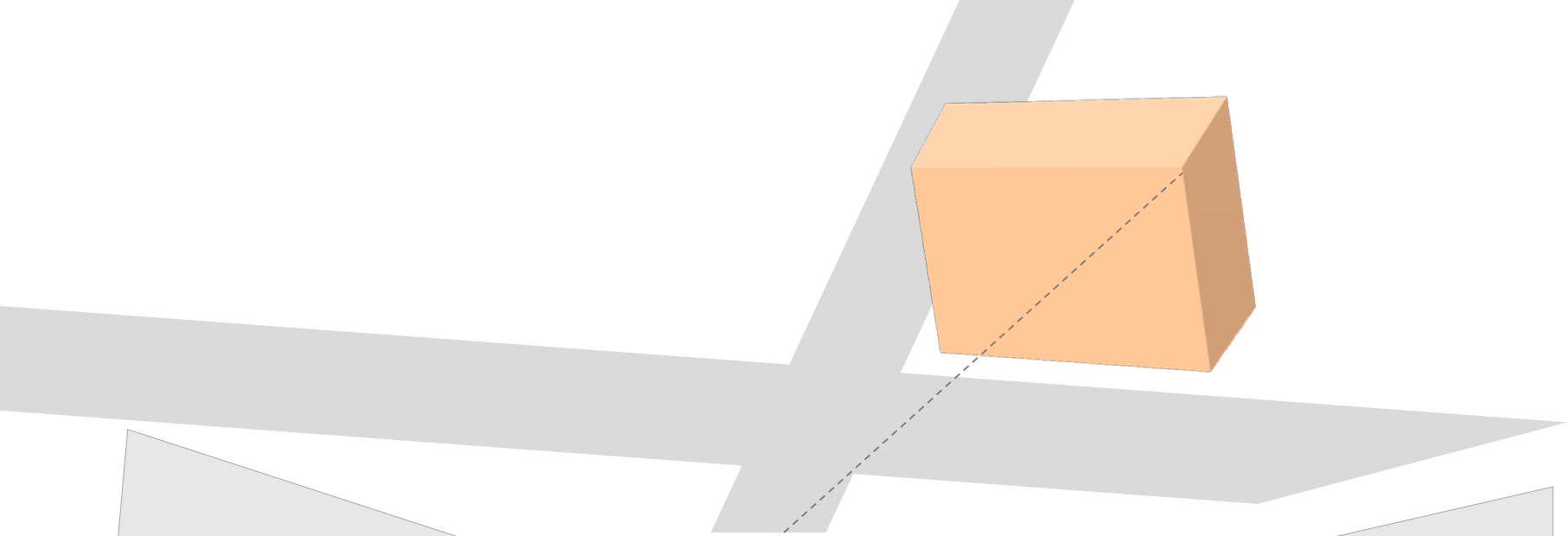


Bob

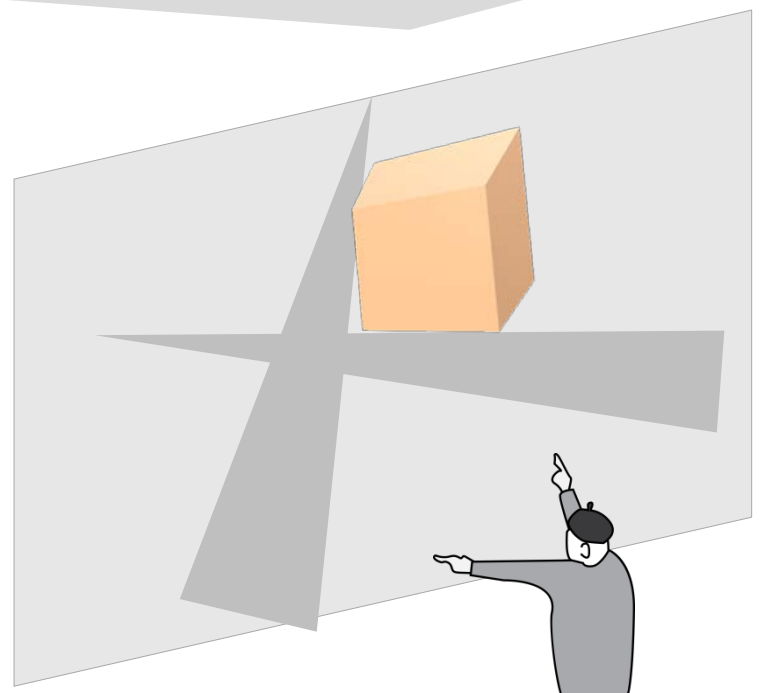


$(R, t)$

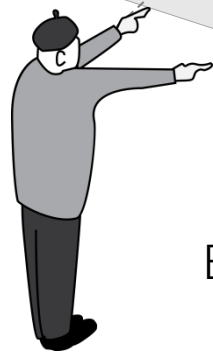
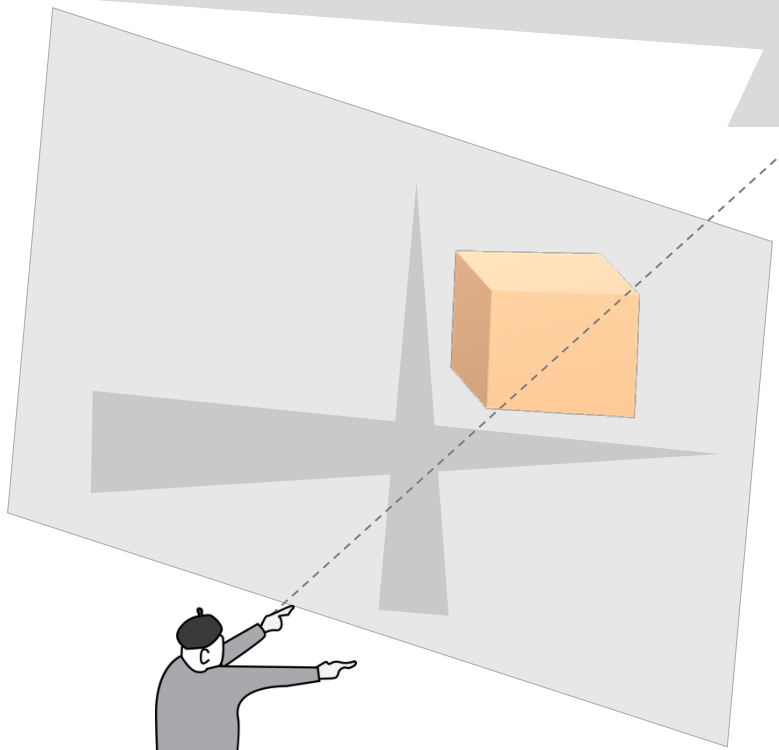
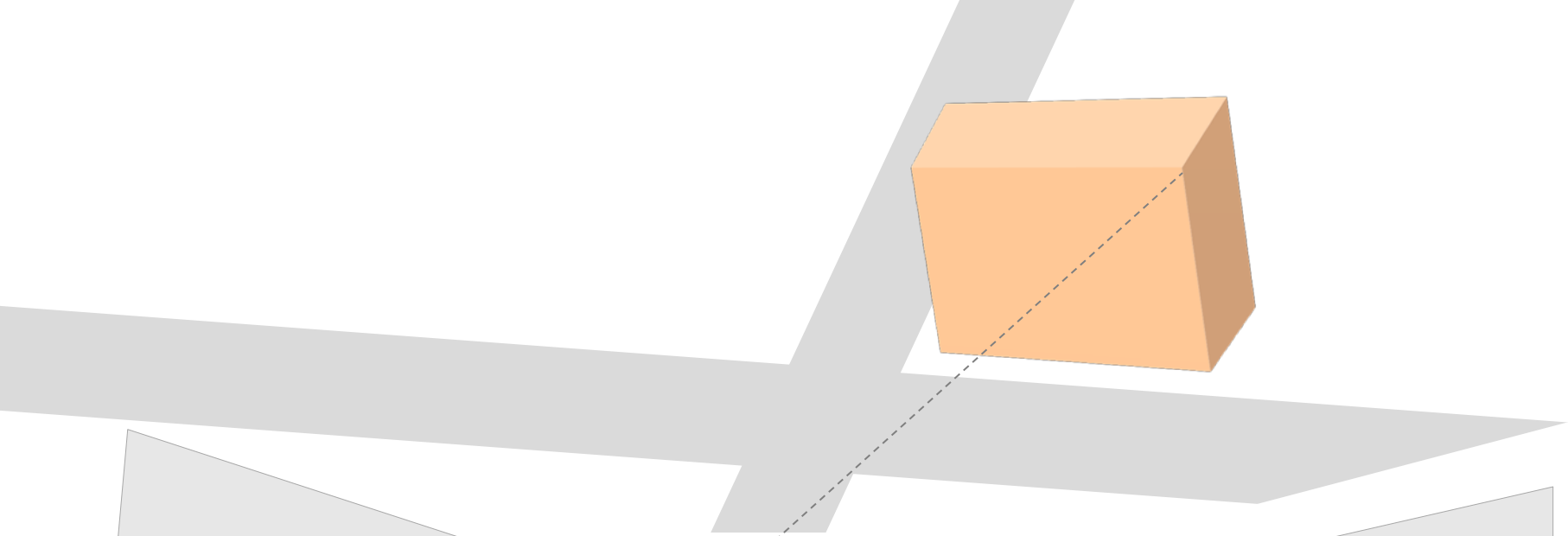
Mike



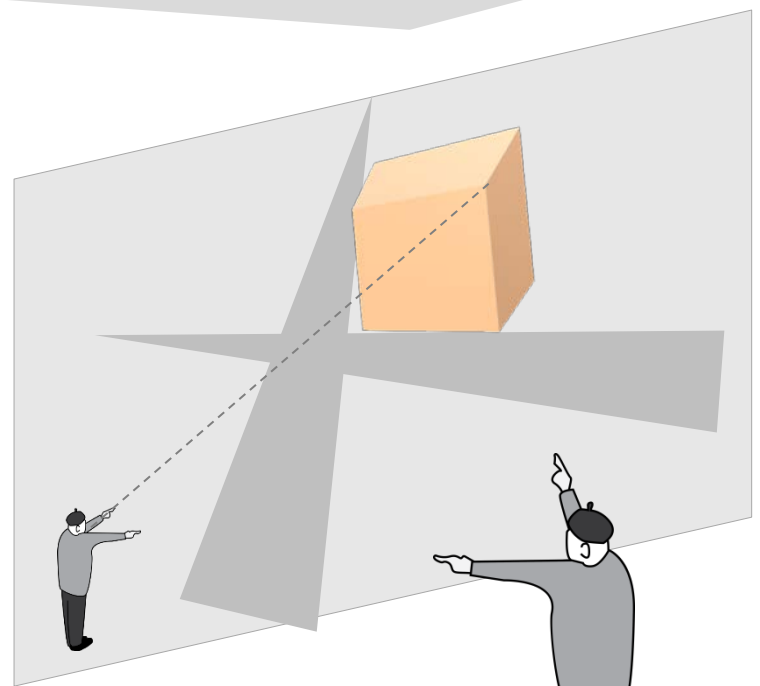
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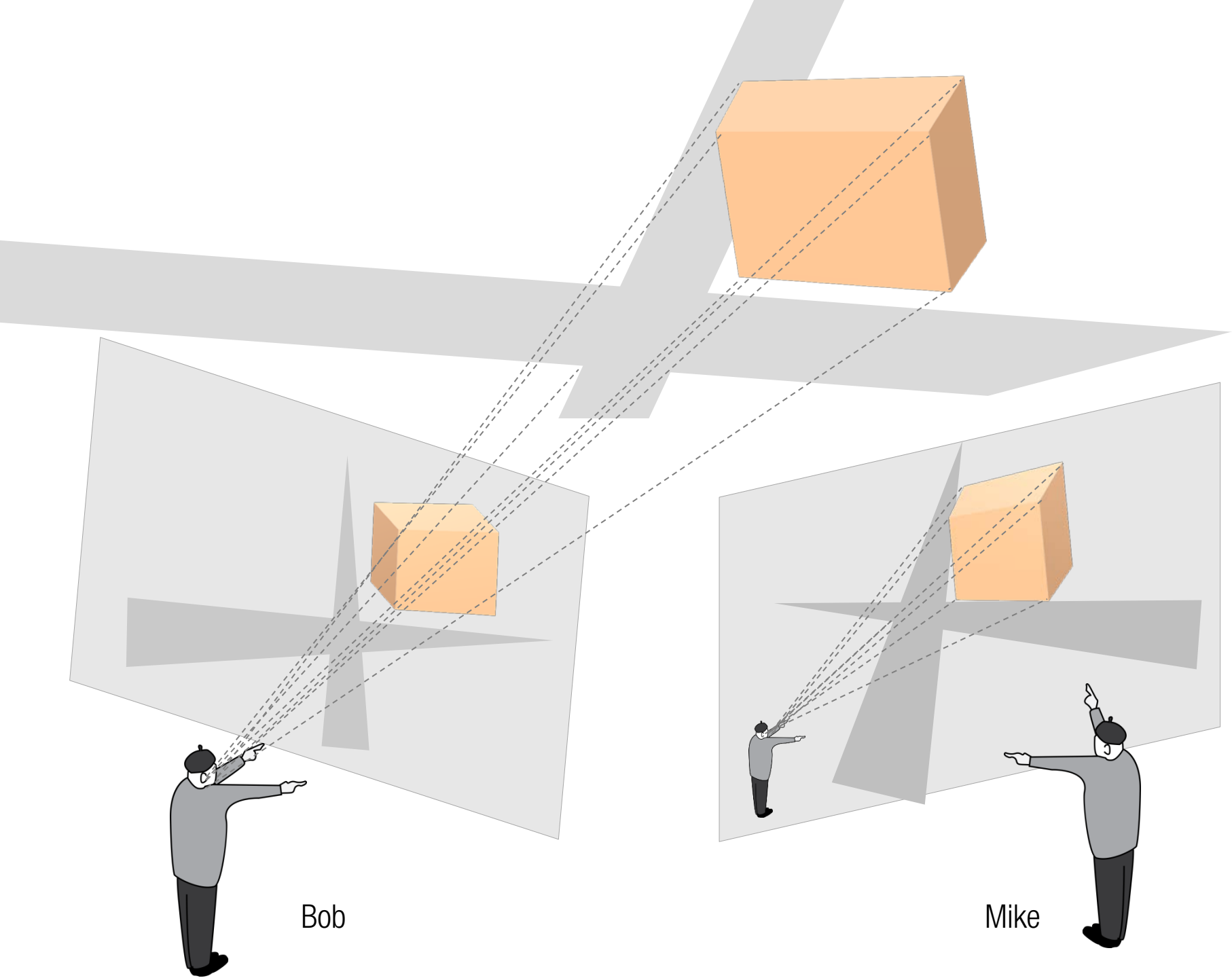
Mike



Bob

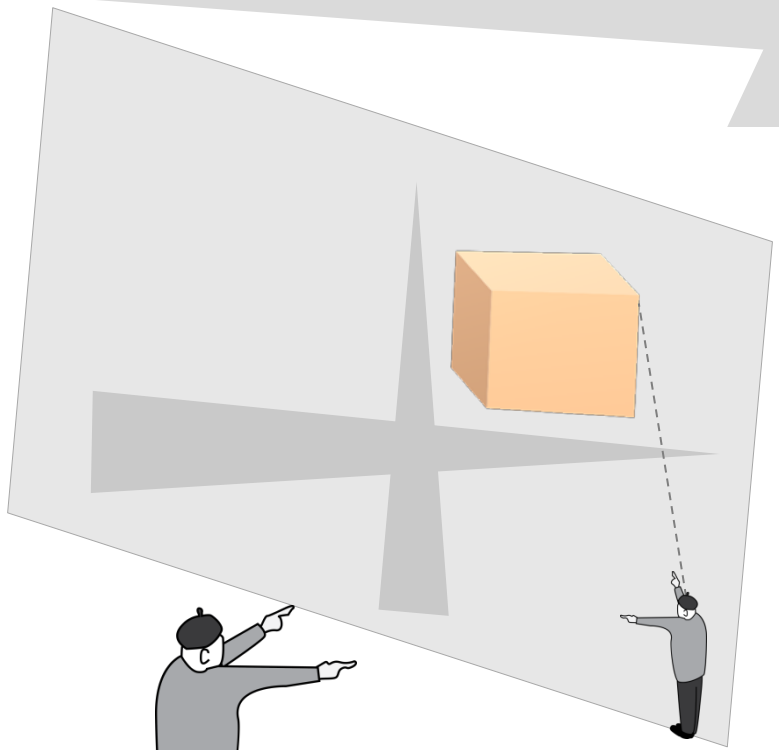
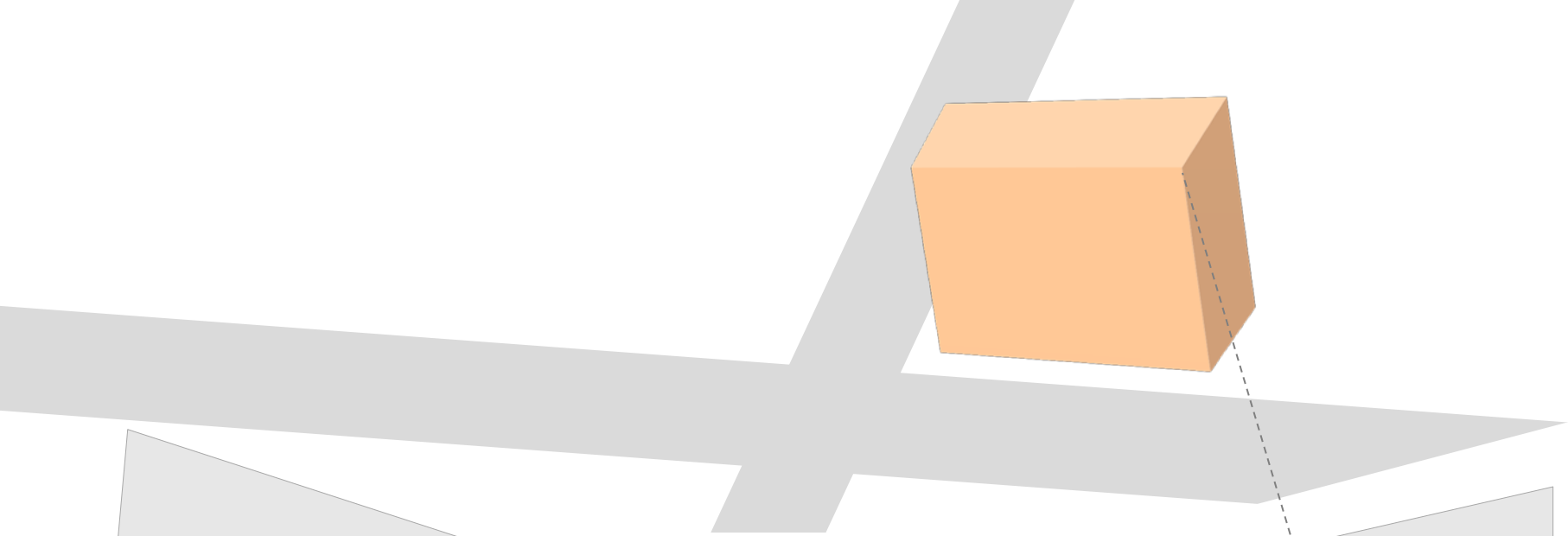


Mike

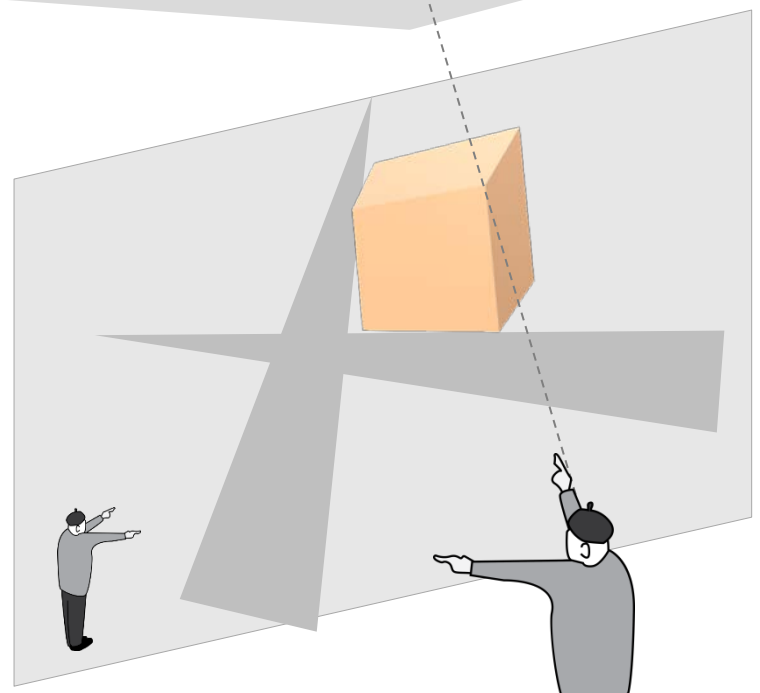


Bob

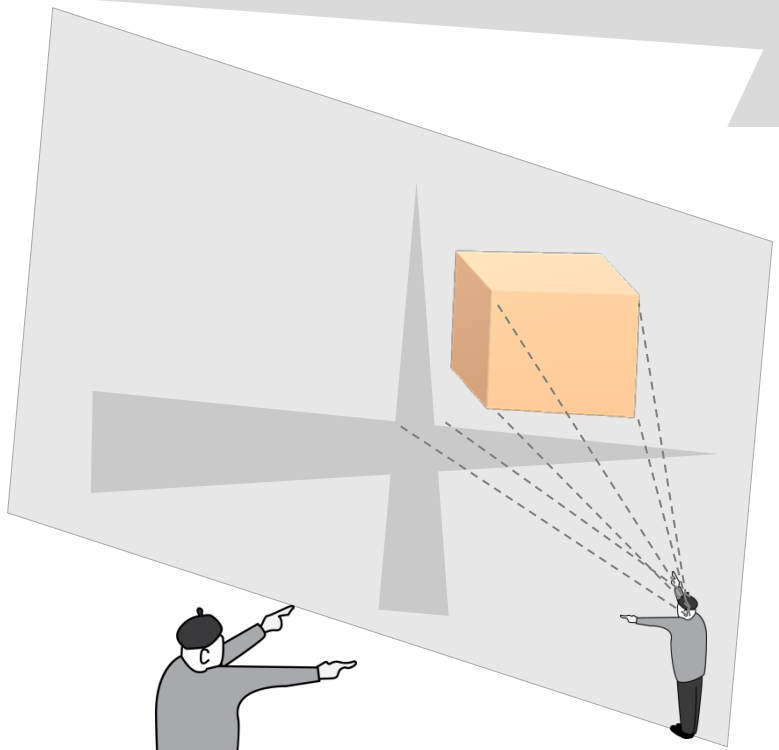
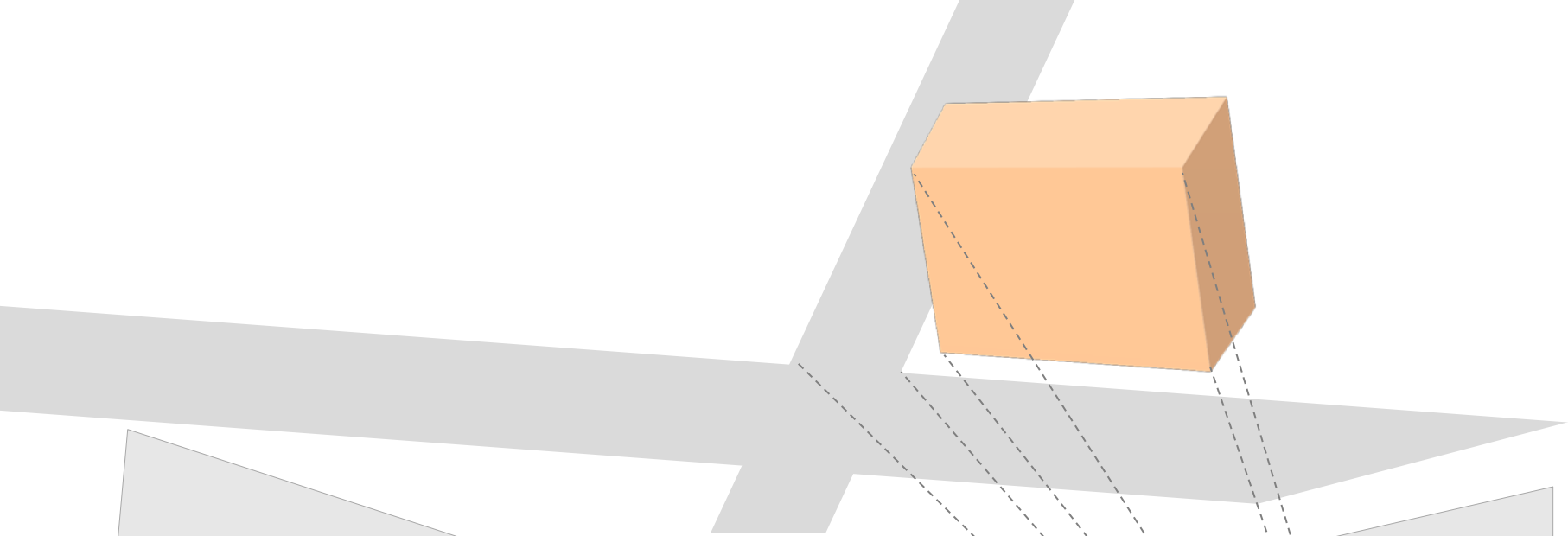
Mike



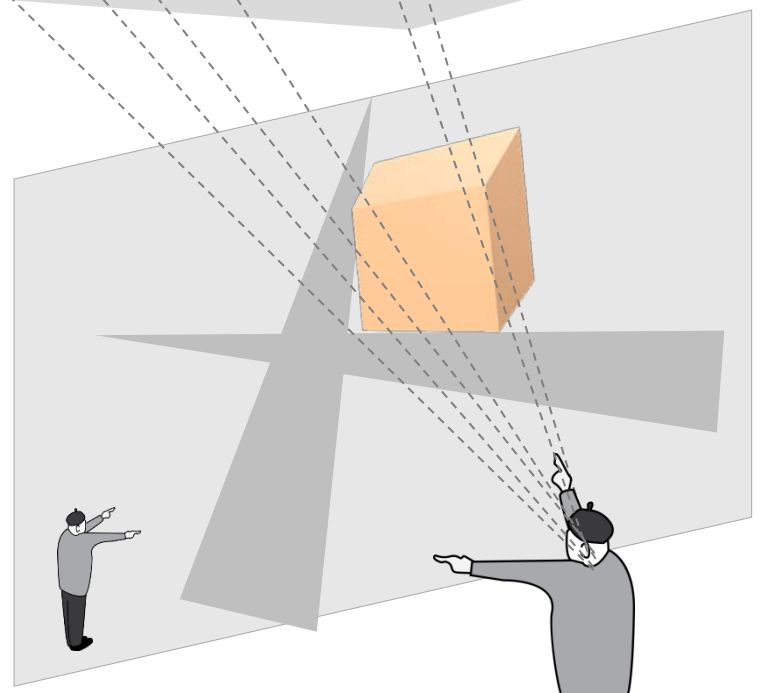
Bob



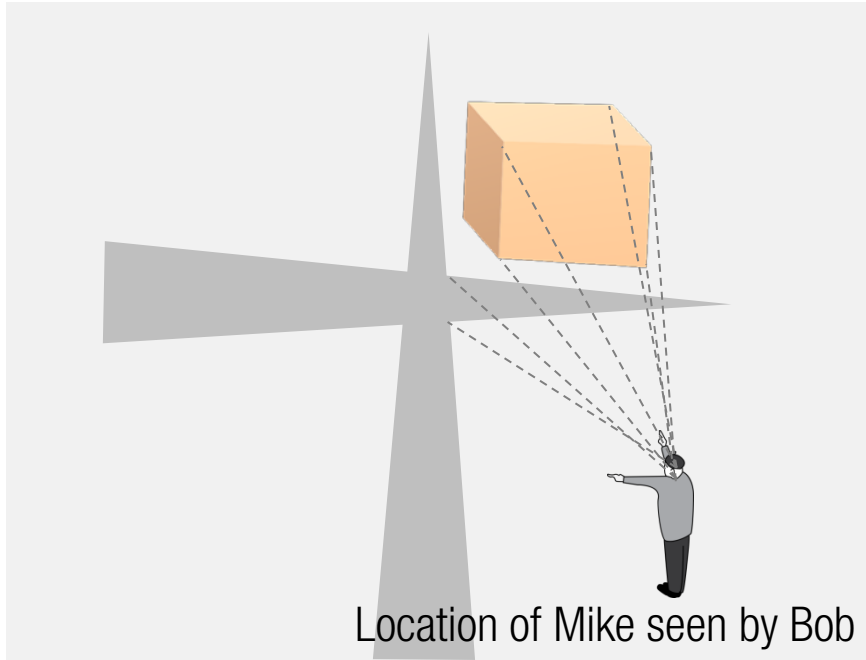
Mike



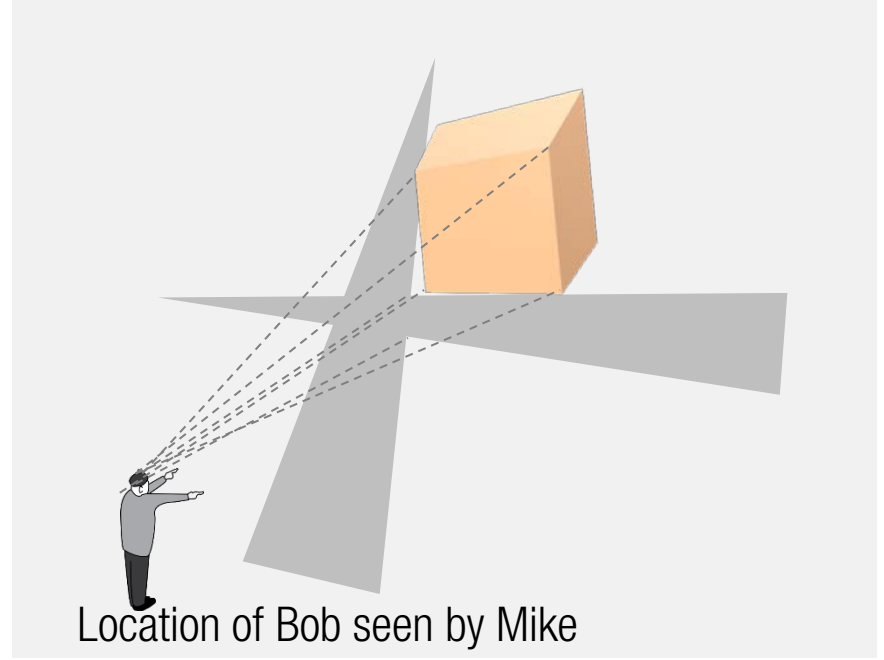
Bob



Mike

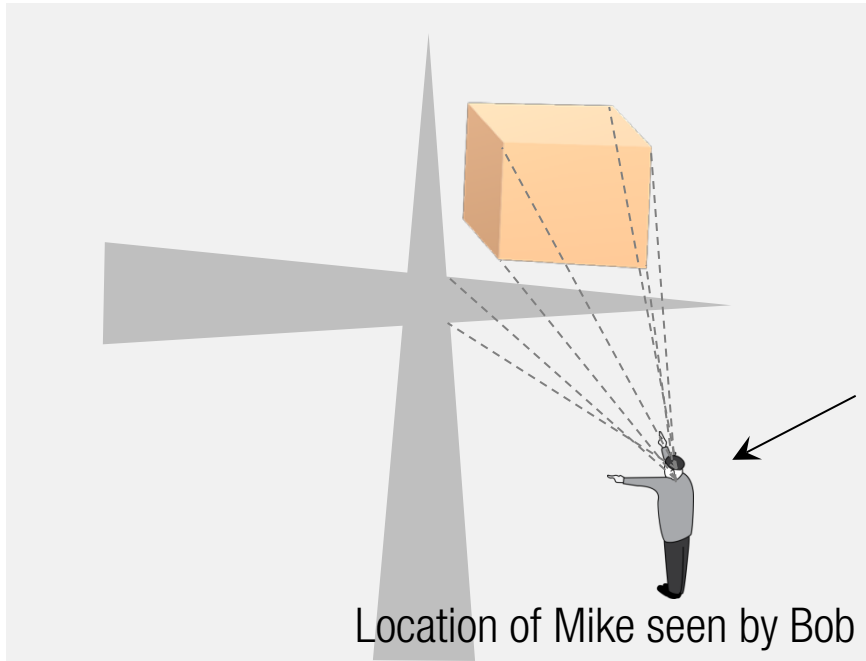


Bob's view



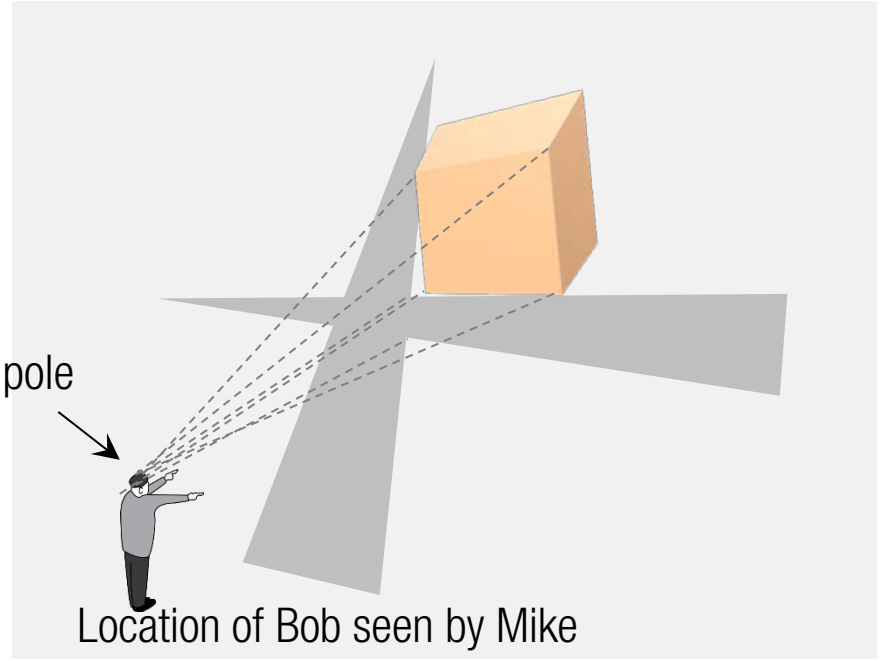
Mike's view





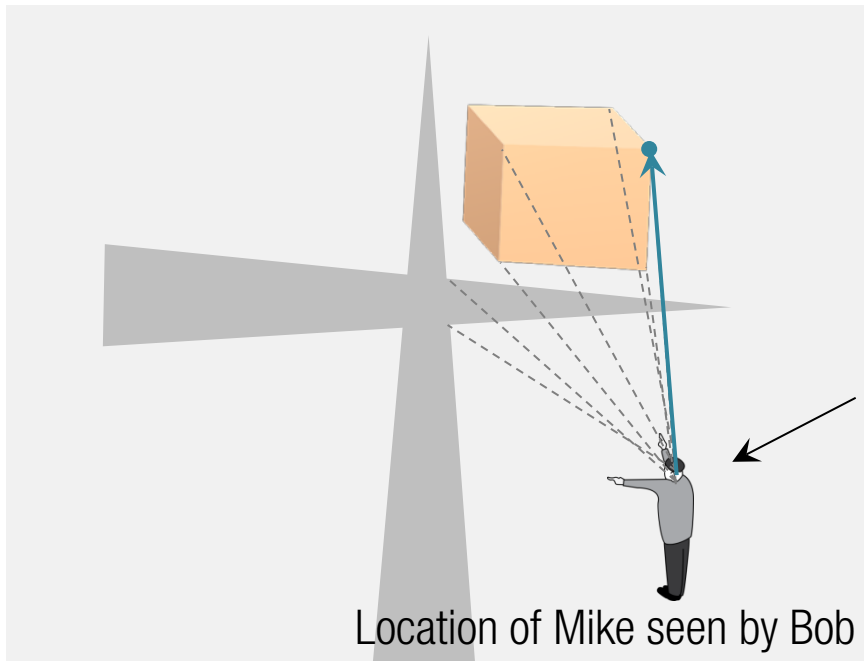
Location of Mike seen by Bob

Bob's view

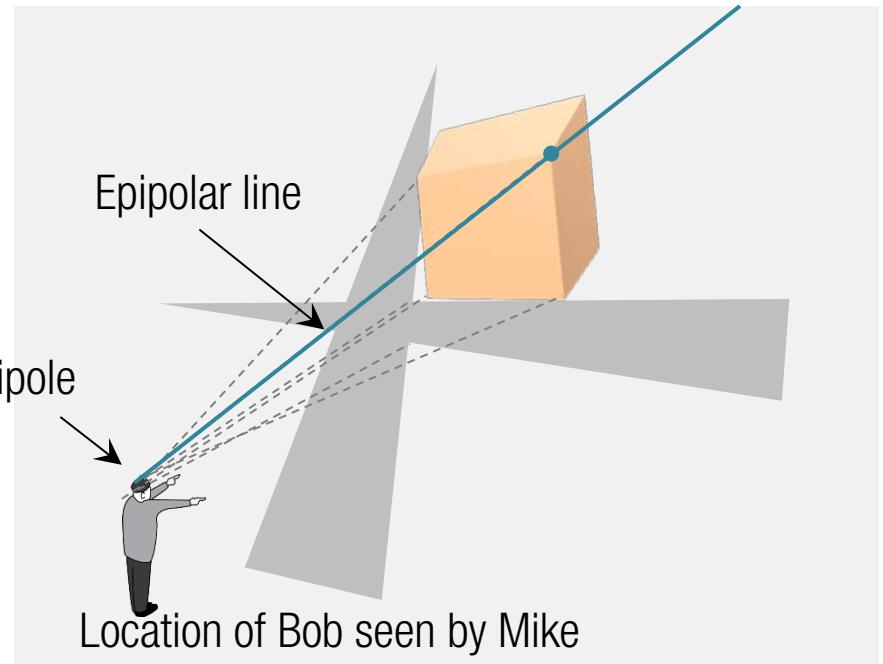


Location of Bob seen by Mike

Mike's view



Bob's view

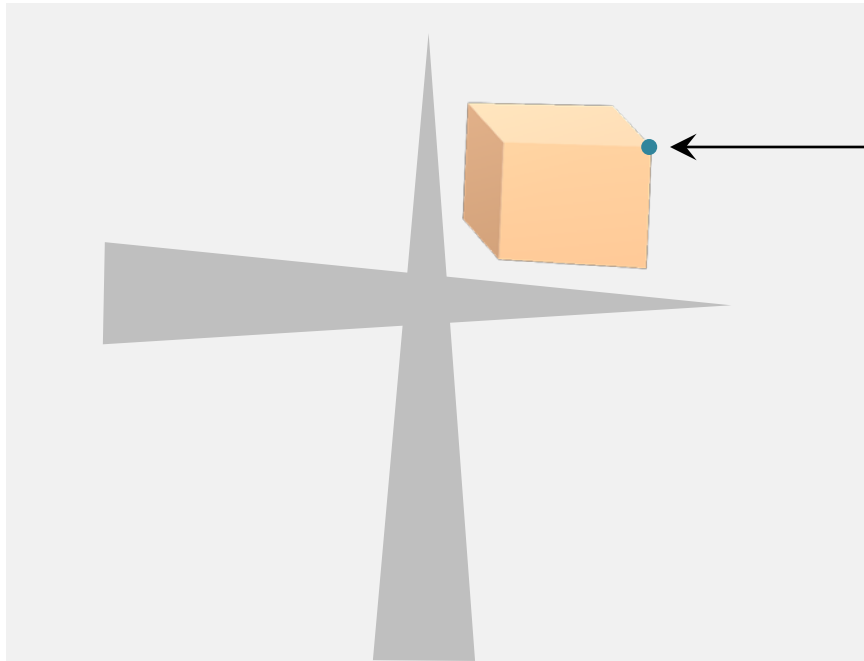


Mike's view

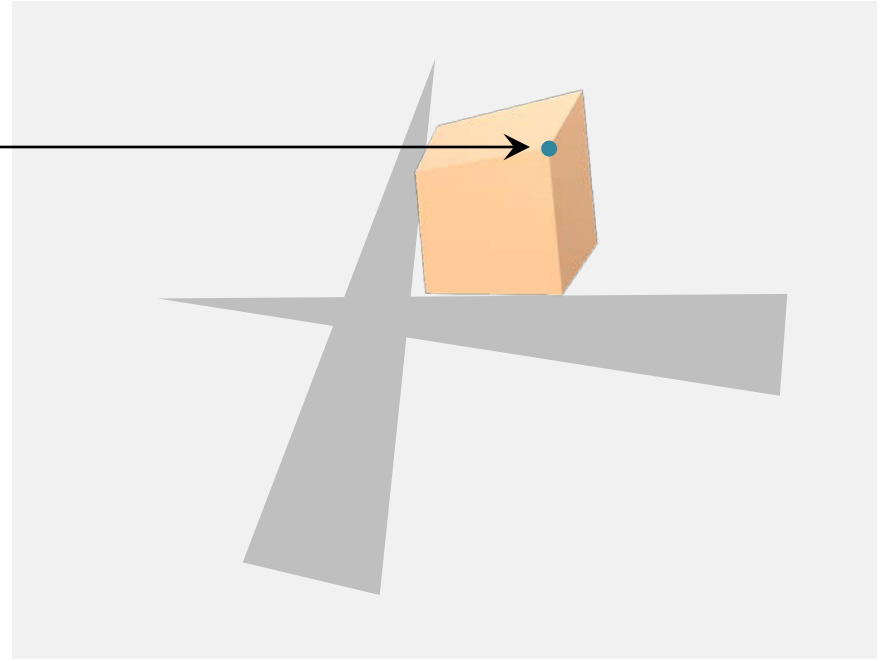
Observation:

Given a point in Bob's view, there exists a conjugate line passing the corresponding point in Mike's view.

# Point correspondence

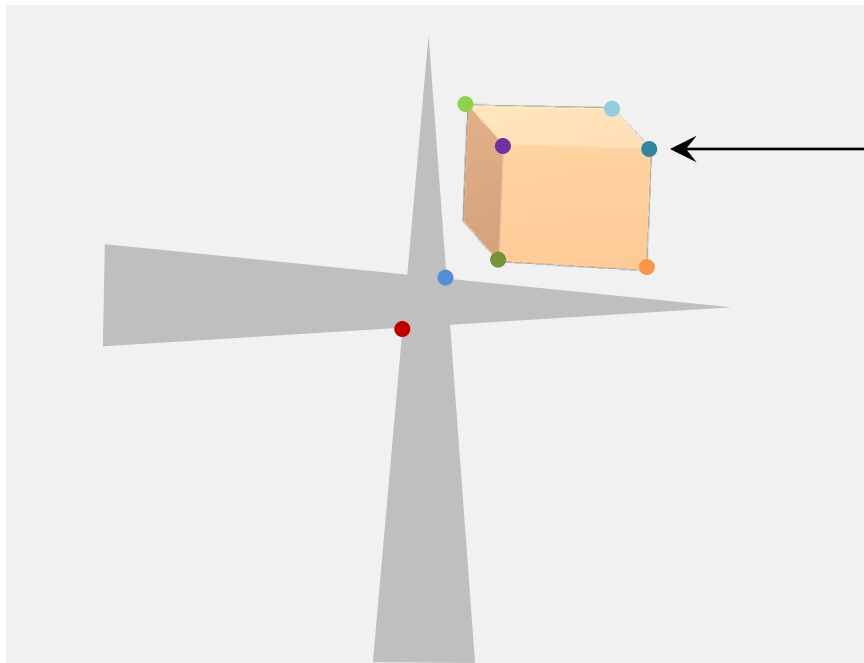


Bob's view

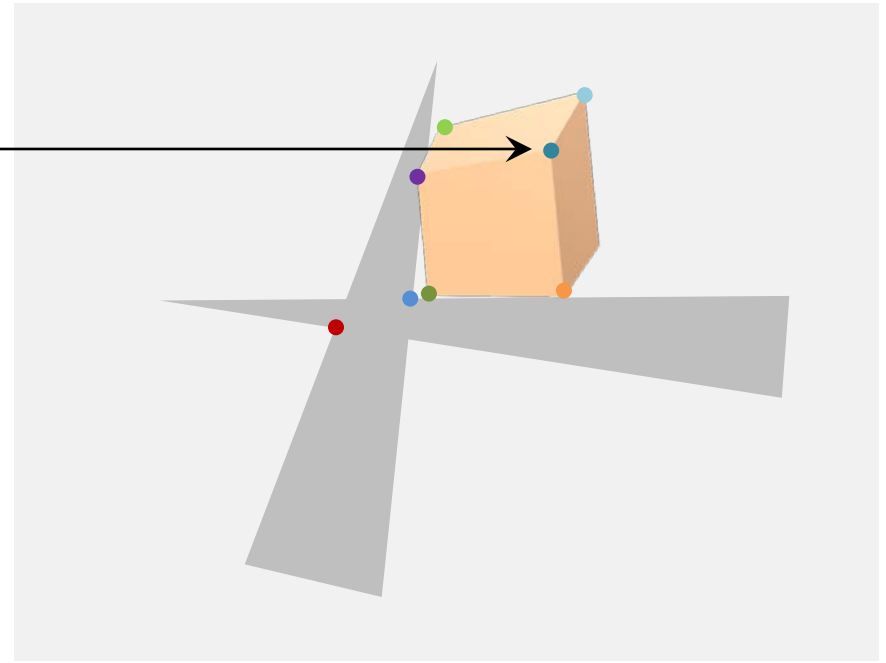


Mike's view

# Point correspondence

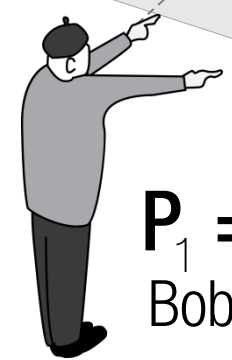
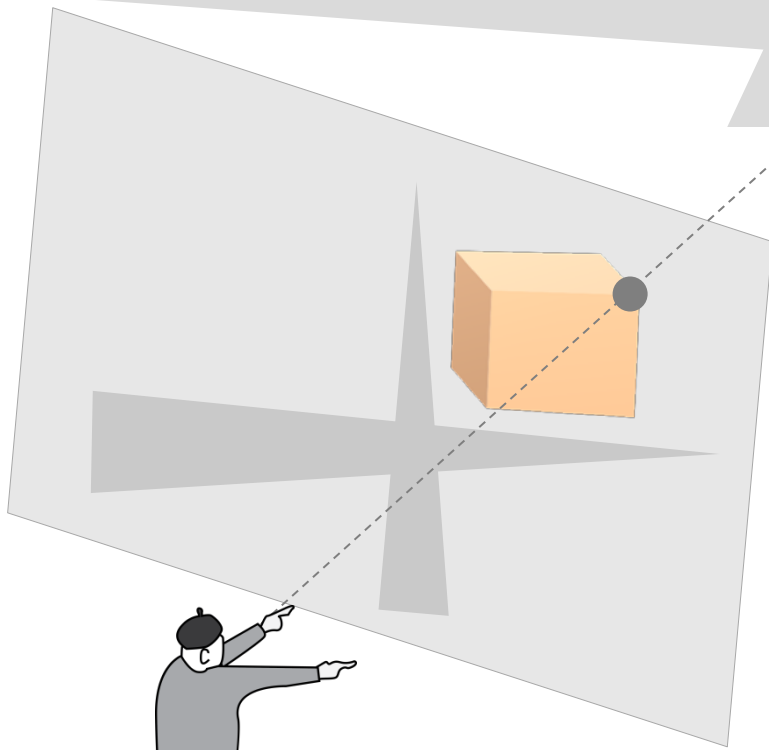
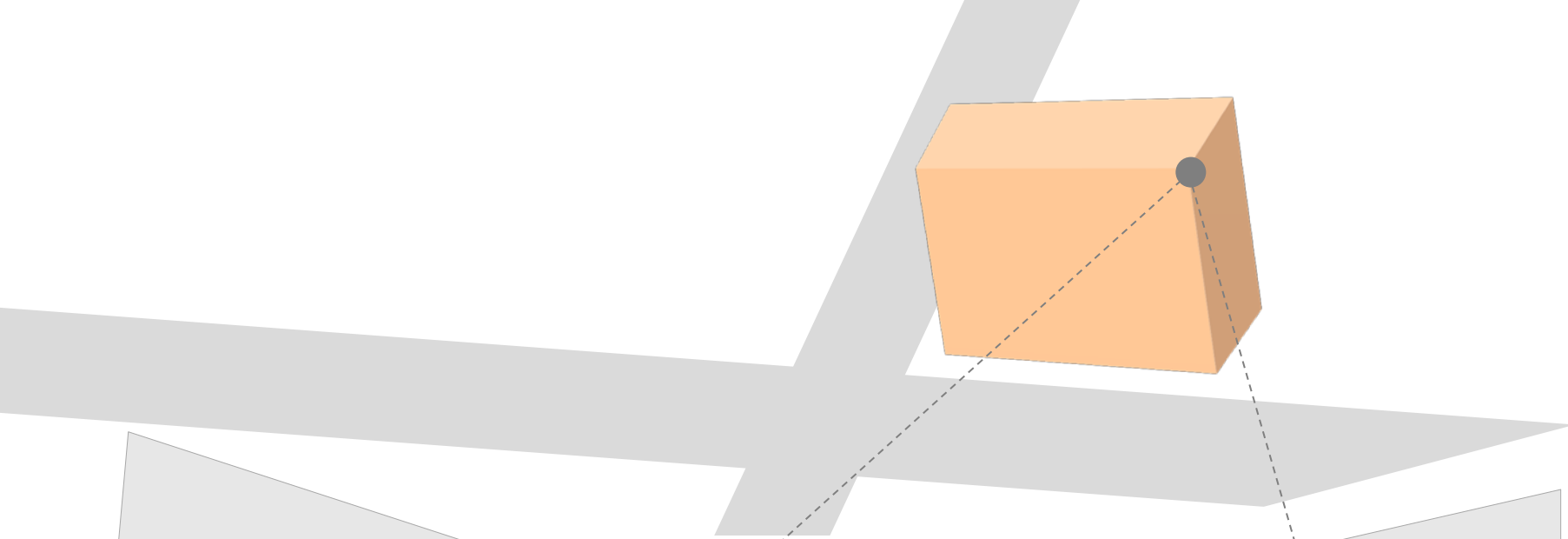


Bob's view



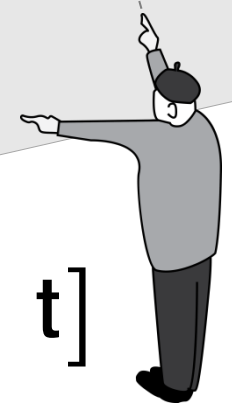
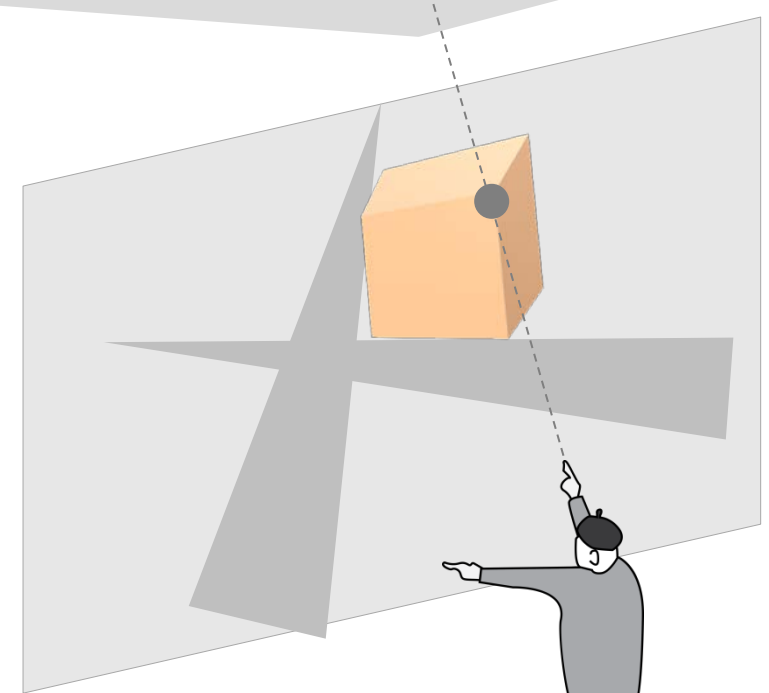
Mike's view

8 correspondences



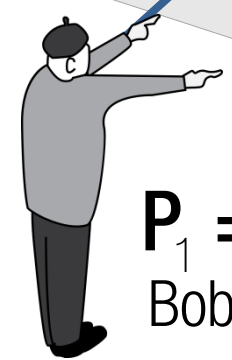
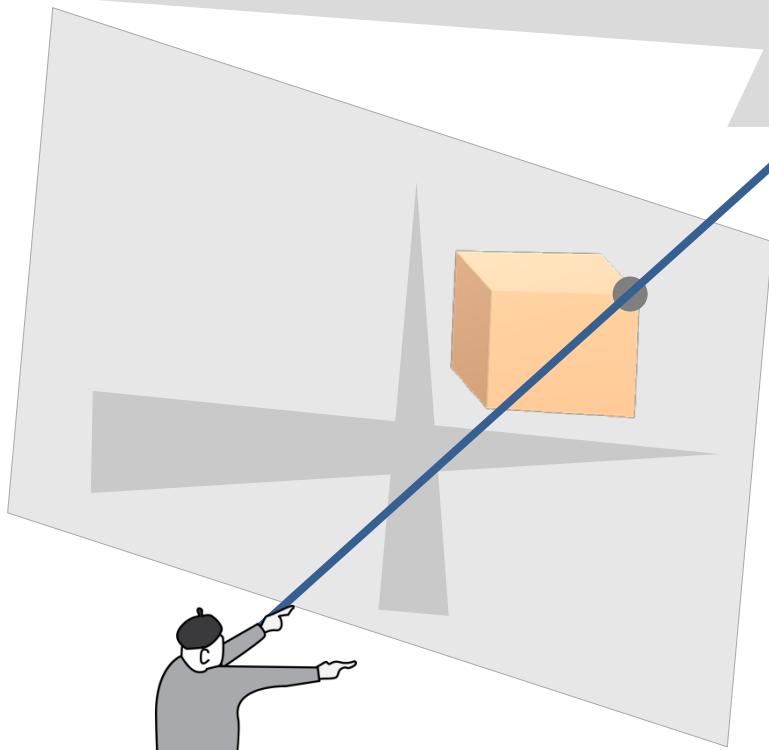
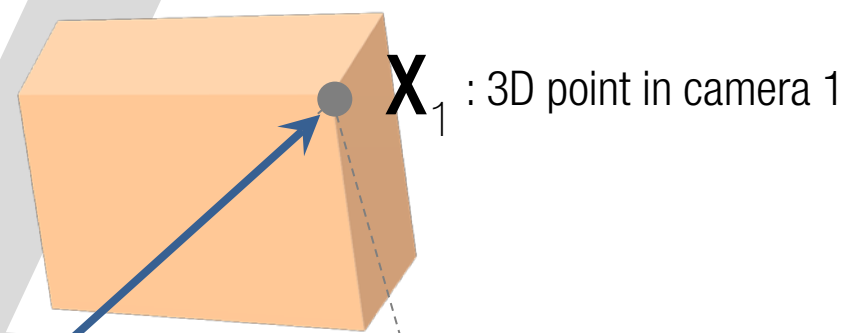
$$P_1 = K \begin{bmatrix} I_{3 \times 3} & 0 \end{bmatrix}$$

Bob



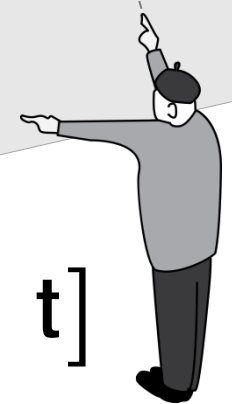
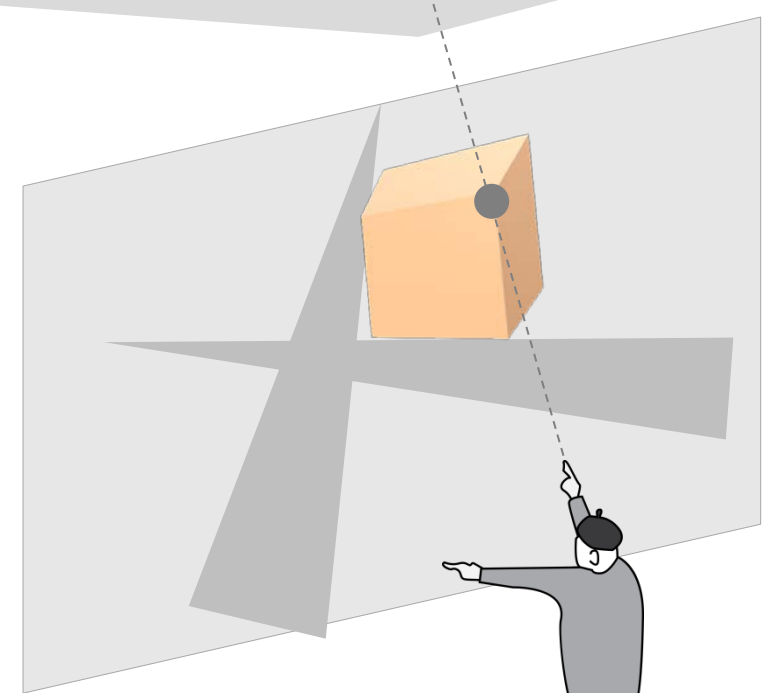
$$P_2 = K \begin{bmatrix} R & t \end{bmatrix}$$

Mike



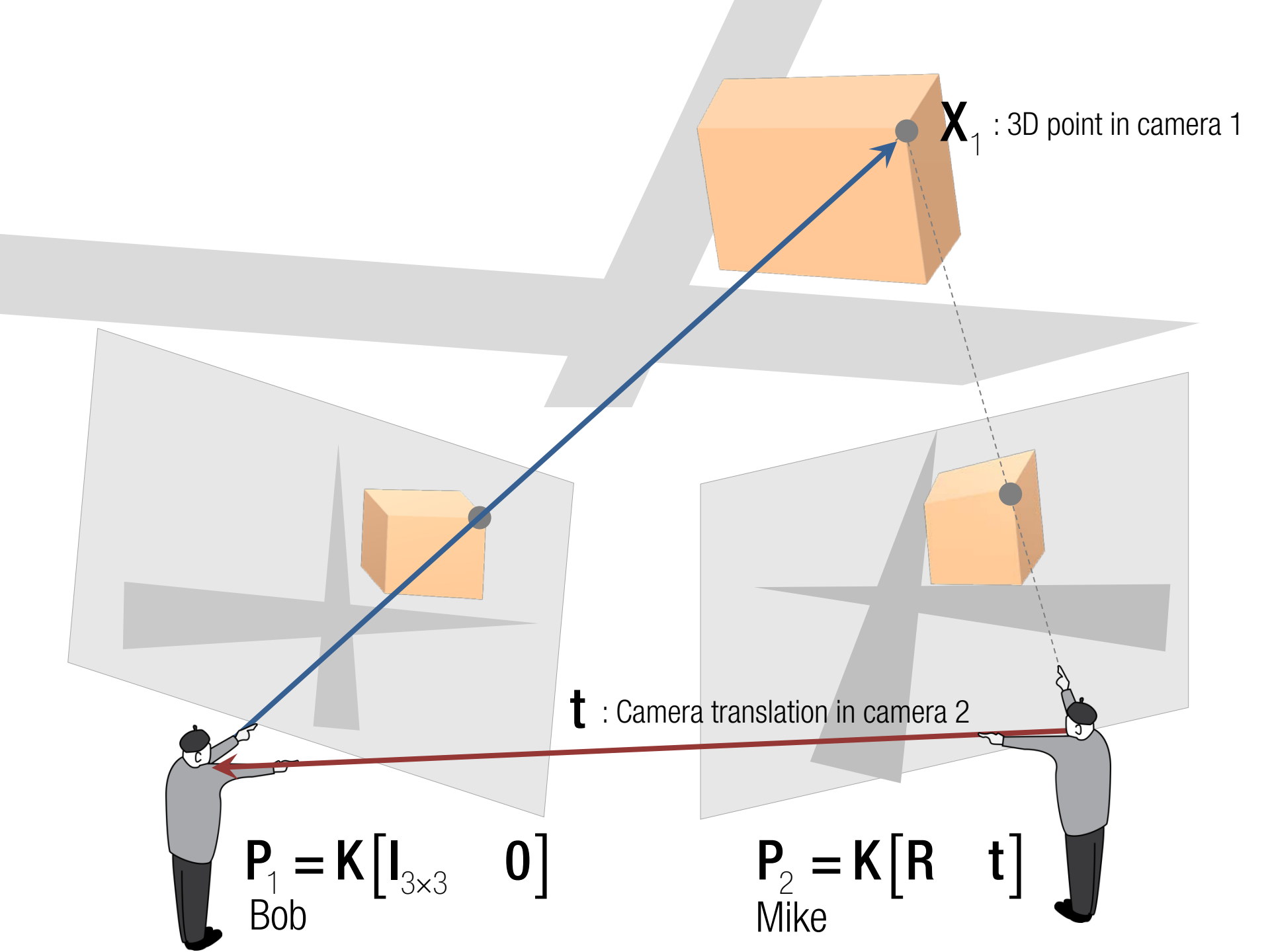
$$P_1 = K \begin{bmatrix} I_{3 \times 3} & 0 \end{bmatrix}$$

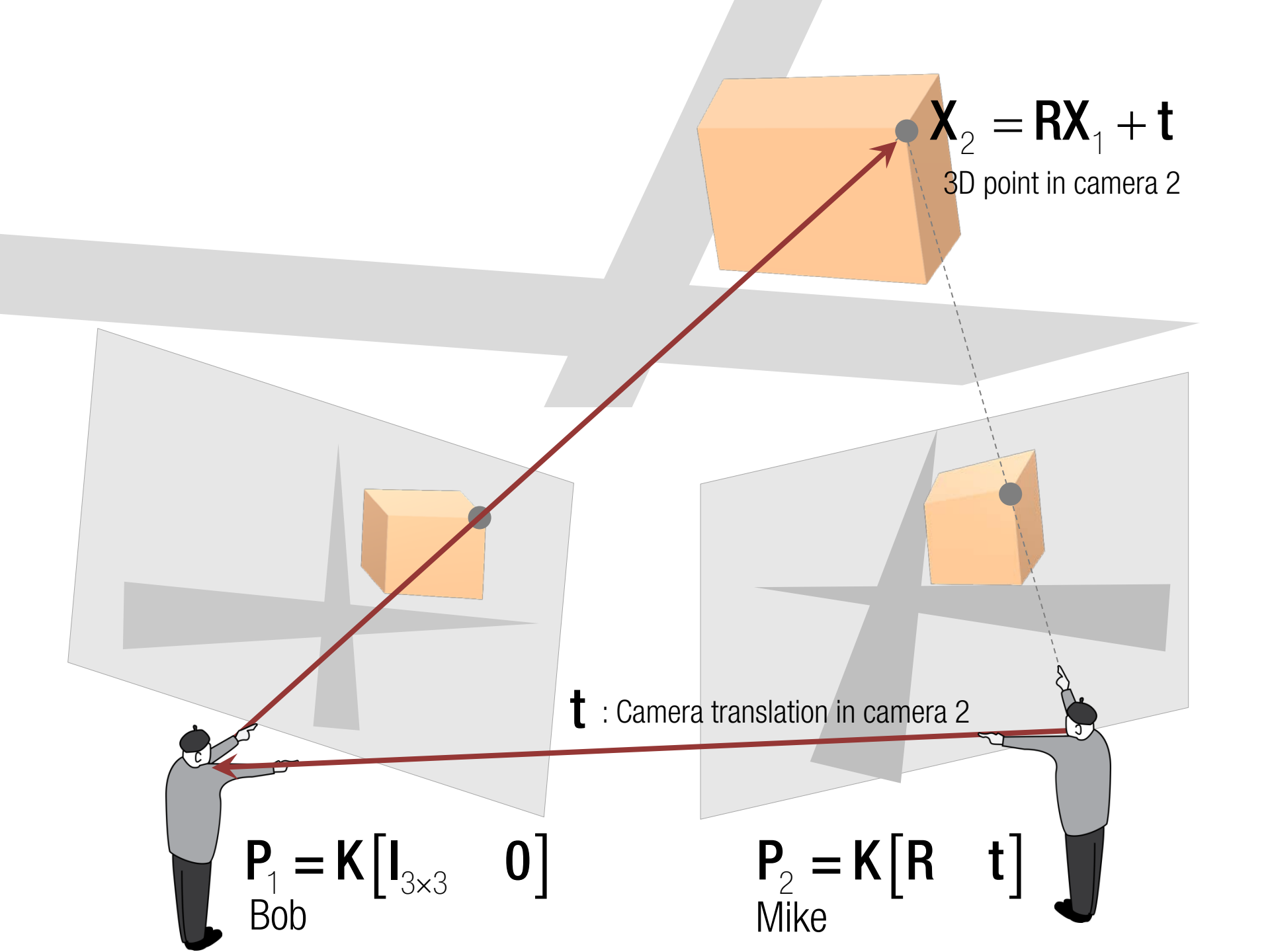
Bob



$$P_2 = K \begin{bmatrix} R & t \end{bmatrix}$$

Mike





$$\mathbf{X}_2 = \mathbf{R}\mathbf{X}_1 + \mathbf{t}$$

3D point in camera 2

$\mathbf{t}$  : Camera translation in camera 2

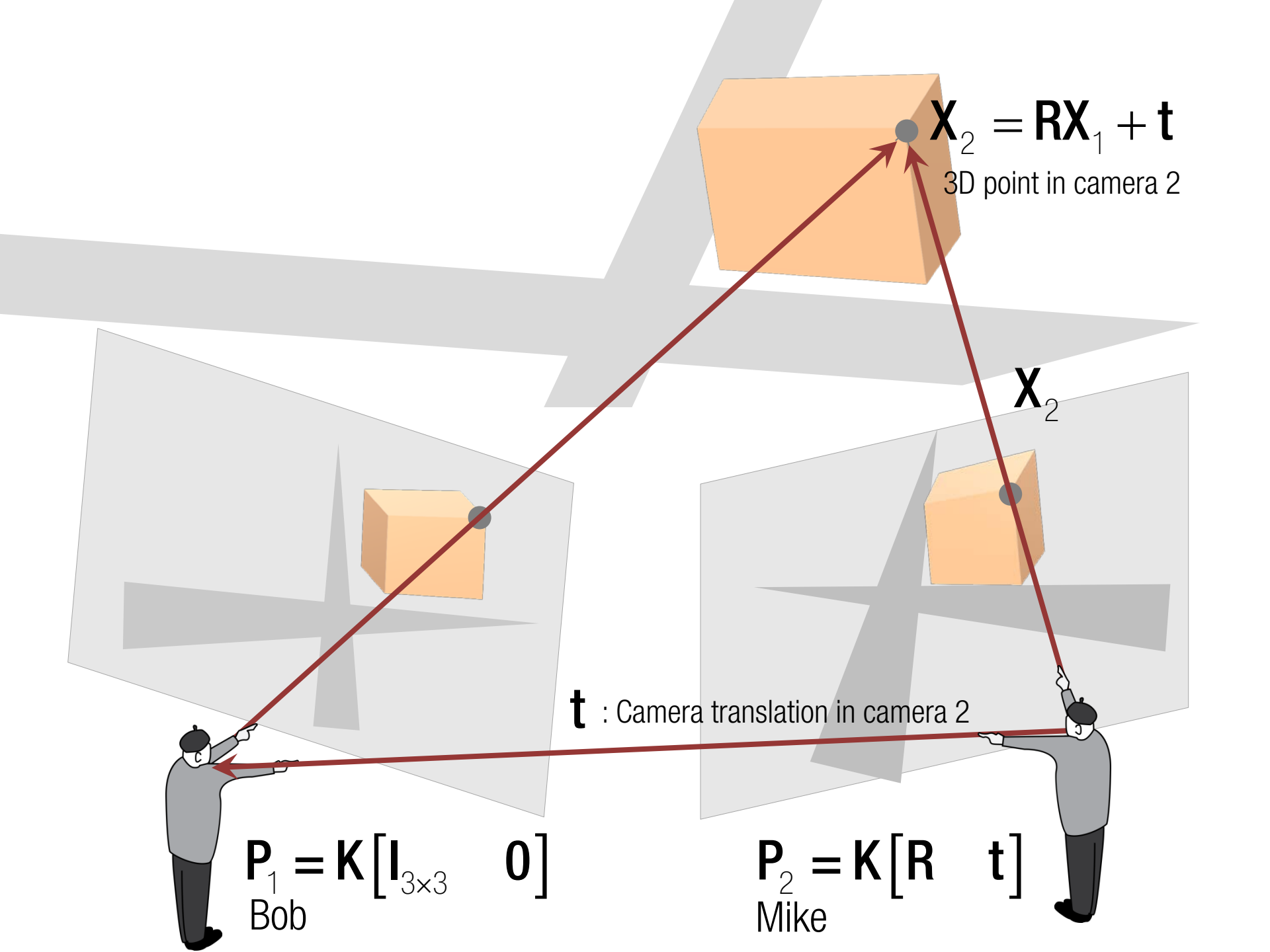
$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

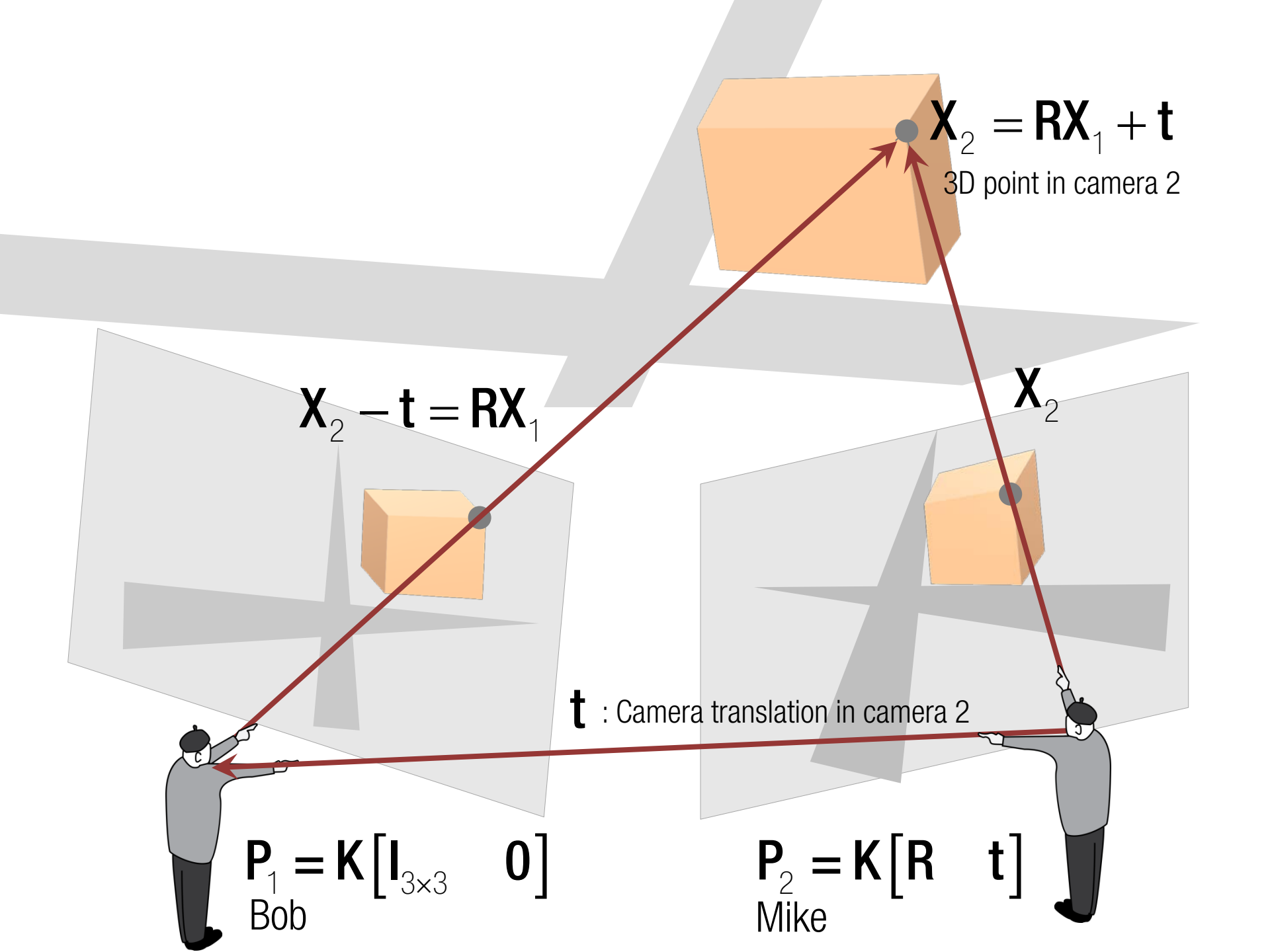
Bob

$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

Mike







$$X_2 = \mathbf{R}X_1 + \mathbf{t}$$

3D point in camera 2

$$X_2 - \mathbf{t} = \mathbf{R}X_1$$

$$X_2$$

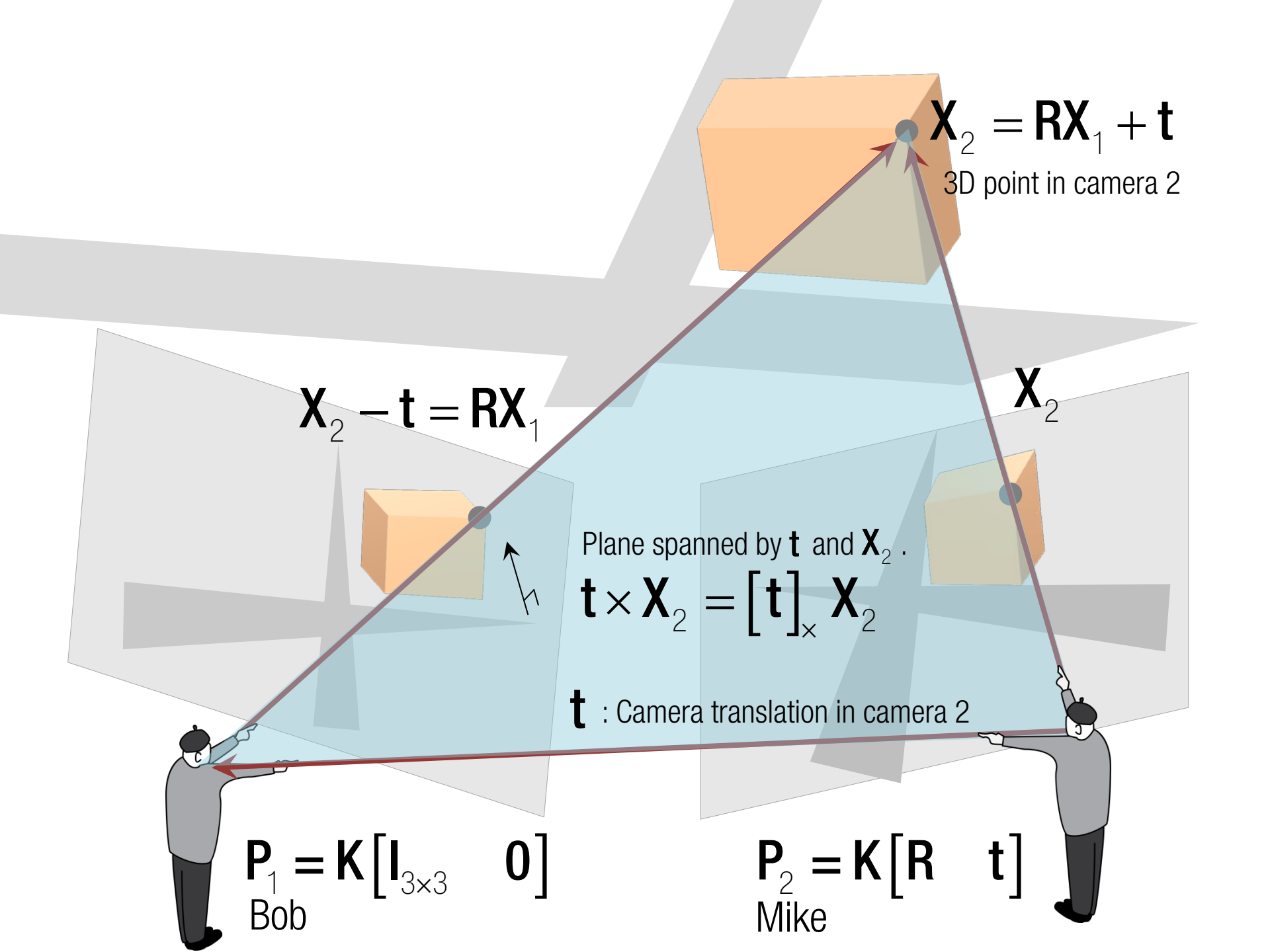
$\mathbf{t}$  : Camera translation in camera 2

$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

Bob

$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

Mike



$$\mathbf{X}_2 = \mathbf{R}\mathbf{X}_1 + \mathbf{t}$$

3D point in camera 2

$$\mathbf{X}_2 - \mathbf{t} = \mathbf{R}\mathbf{X}_1$$

Plane spanned by  $\mathbf{t}$  and  $\mathbf{X}_2$ .

$$\mathbf{t} \times \mathbf{X}_2 = [\mathbf{t}]_{\times} \mathbf{X}_2$$

$\mathbf{t}$  : Camera translation in camera 2

$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

Bob

$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

Mike

$$0 = (\mathbf{x}_2 - \mathbf{t})^\top [\mathbf{t}]_{\times} \mathbf{x}_2$$

$$\mathbf{X}_2 = \mathbf{R}\mathbf{X}_1 + \mathbf{t}$$

3D point in camera 2

$$\mathbf{X}_2 - \mathbf{t} = \mathbf{R}\mathbf{X}_1$$

Plane spanned by  $\mathbf{t}$  and  $\mathbf{X}_2$ .

$$\mathbf{t} \times \mathbf{X}_2 = [\mathbf{t}]_{\times} \mathbf{X}_2$$

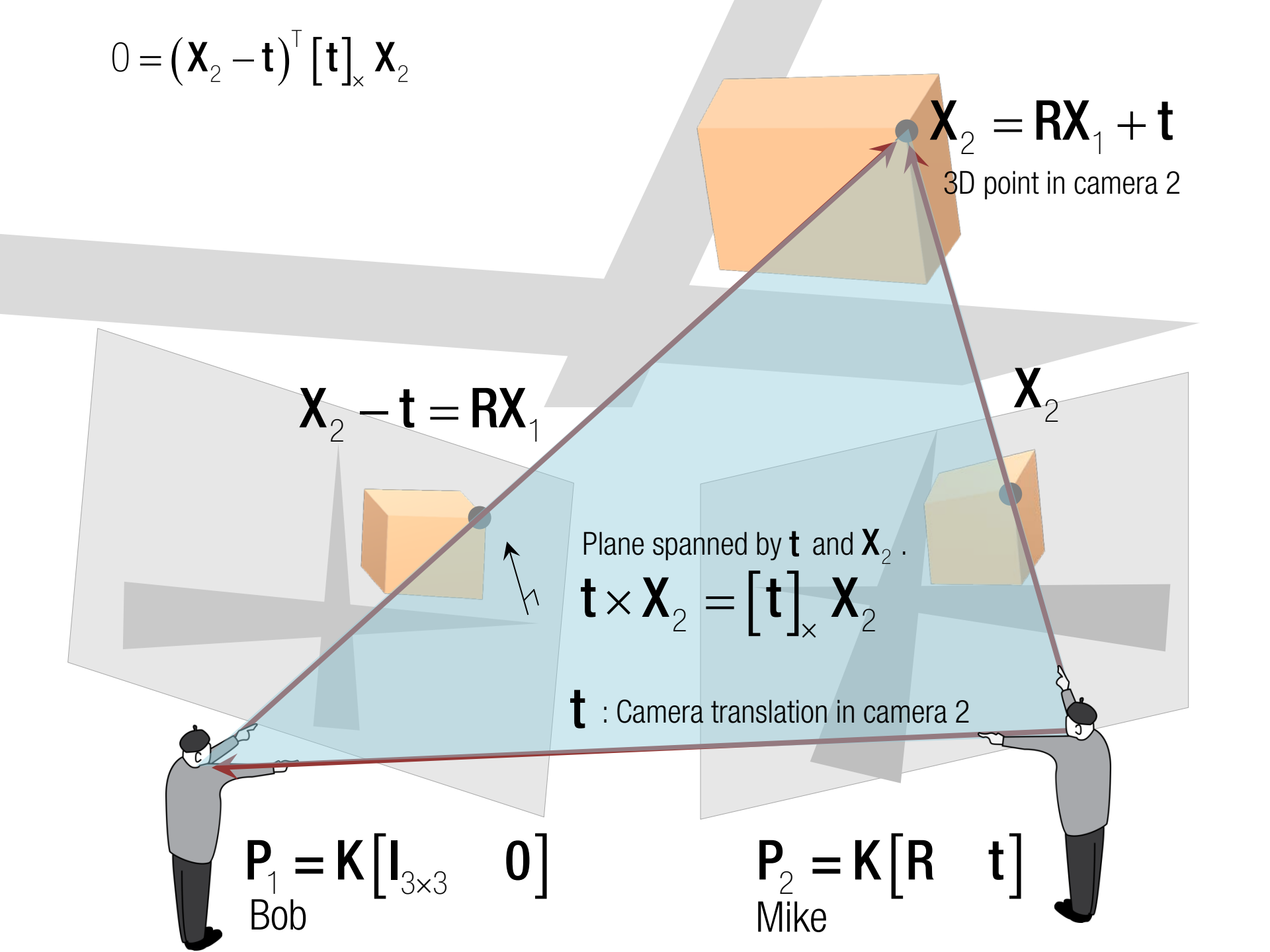
$\mathbf{t}$  : Camera translation in camera 2

$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

Bob

$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

Mike



$$0 = (\mathbf{X}_2 - \mathbf{t})^\top [\mathbf{t}]_{\times} \mathbf{X}_2 = (\mathbf{R}\mathbf{X}_1)^\top [\mathbf{t}]_{\times} \mathbf{X}_2$$

$$\mathbf{X}_2 = \mathbf{R}\mathbf{X}_1 + \mathbf{t}$$

3D point in camera 2

$$\mathbf{X}_2 - \mathbf{t} = \mathbf{R}\mathbf{X}_1$$

Plane spanned by  $\mathbf{t}$  and  $\mathbf{X}_2$ .

$$\mathbf{t} \times \mathbf{X}_2 = [\mathbf{t}]_{\times} \mathbf{X}_2$$

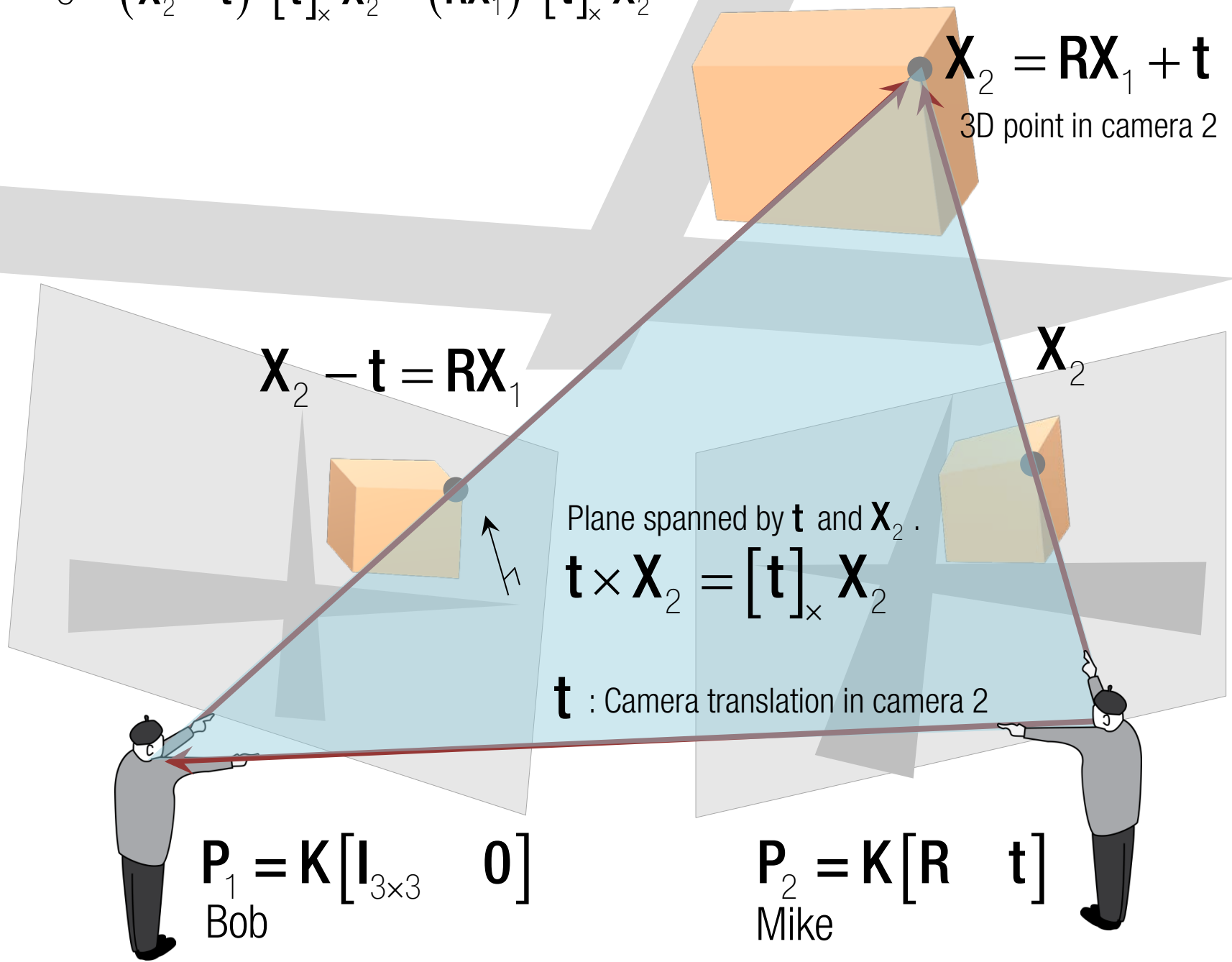
$\mathbf{t}$  : Camera translation in camera 2

$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

Bob

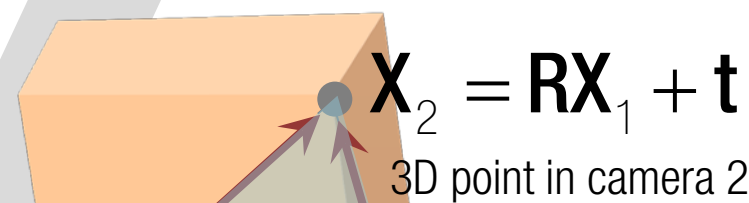
$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

Mike



$$0 = (\mathbf{X}_2 - \mathbf{t})^\top [\mathbf{t}]_{\times} \mathbf{X}_2 = (\mathbf{R}\mathbf{X}_1)^\top [\mathbf{t}]_{\times} \mathbf{X}_2$$

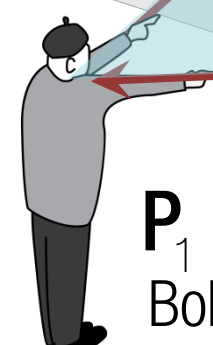
$$= \mathbf{X}_1^\top \mathbf{R}^\top [\mathbf{t}]_{\times} \mathbf{X}_2$$



$$\mathbf{X}_2 - \mathbf{t} = \mathbf{R}\mathbf{X}_1$$

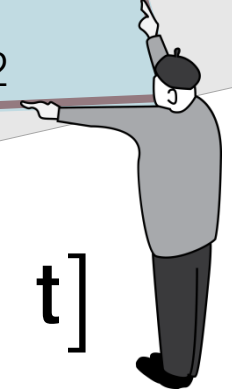
Plane spanned by  $\mathbf{t}$  and  $\mathbf{X}_2$ .  
 $\mathbf{t} \times \mathbf{X}_2 = [\mathbf{t}]_{\times} \mathbf{X}_2$

$\mathbf{t}$  : Camera translation in camera 2



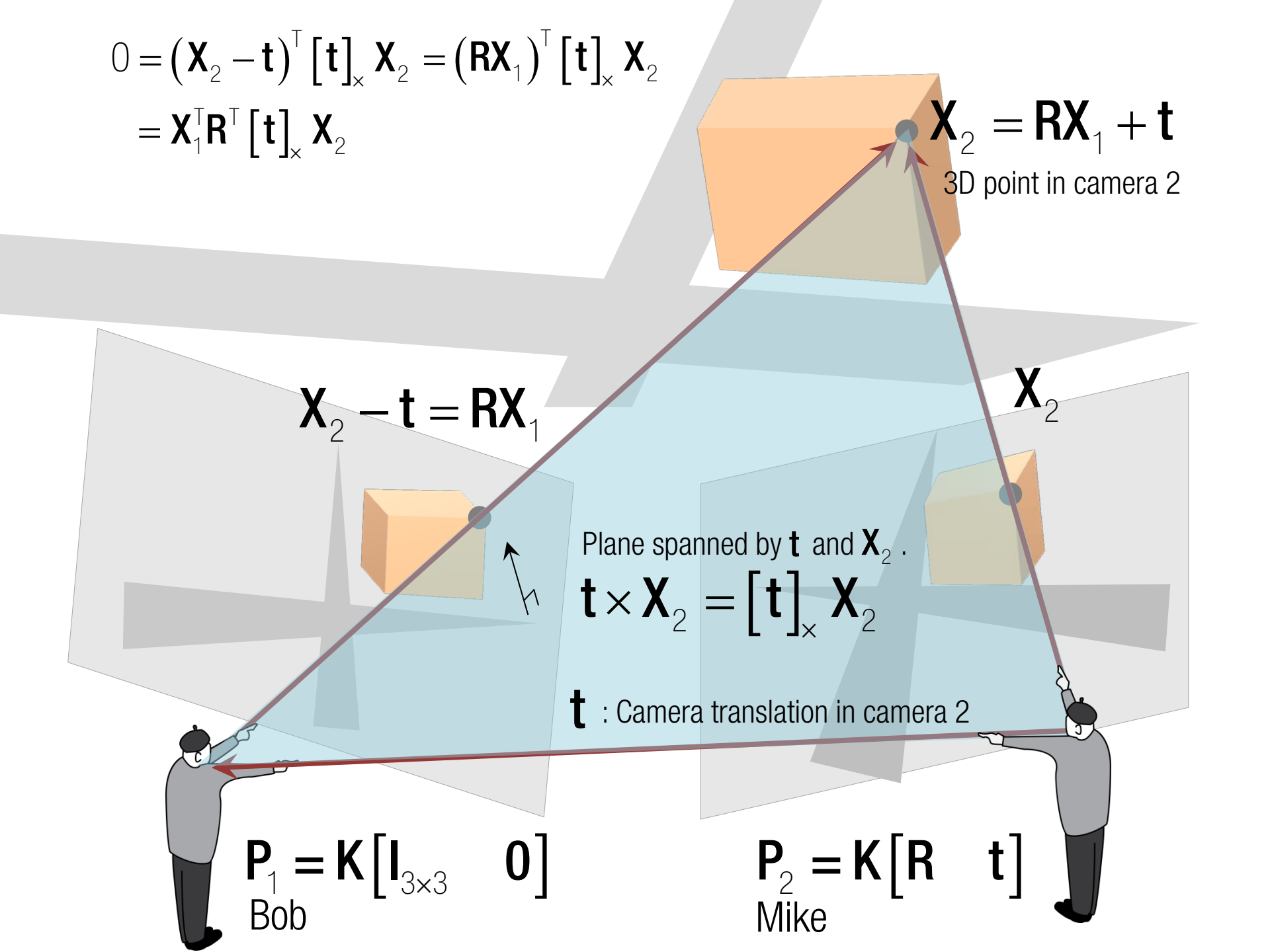
$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

Bob



$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

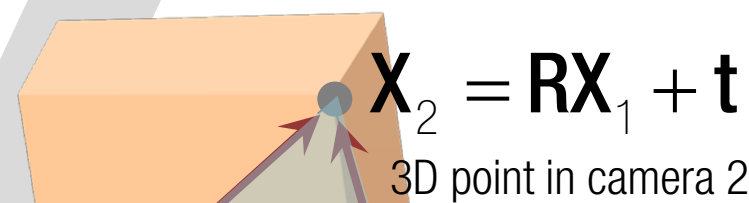
Mike



$$\begin{aligned}
 0 &= (\mathbf{X}_2 - \mathbf{t})^\top [\mathbf{t}]_{\times} \mathbf{X}_2 = (\mathbf{R}\mathbf{X}_1)^\top [\mathbf{t}]_{\times} \mathbf{X}_2 \\
 &= \mathbf{X}_1^\top \mathbf{R}^\top [\mathbf{t}]_{\times} \mathbf{X}_2 \\
 &= -\mathbf{X}_2^\top [\mathbf{t}]_{\times} \mathbf{R}\mathbf{X}_1 = -\mathbf{X}_2^\top \mathbf{E} \mathbf{X}_1
 \end{aligned}$$

Essential matrix

$$\mathbf{E} = \begin{bmatrix} \mathbf{t} \\ \mathbf{0} \end{bmatrix}_{\times} \mathbf{R}$$

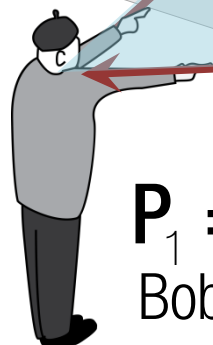


$$\mathbf{X}_2 - \mathbf{t} = \mathbf{R}\mathbf{X}_1$$

Plane spanned by  $\mathbf{t}$  and  $\mathbf{X}_2$ .

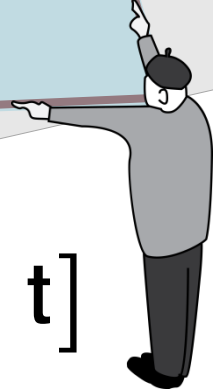
$$\mathbf{t} \times \mathbf{X}_2 = \begin{bmatrix} \mathbf{t} \\ \mathbf{0} \end{bmatrix}_{\times} \mathbf{X}_2$$

$\mathbf{t}$  : Camera translation in camera 2



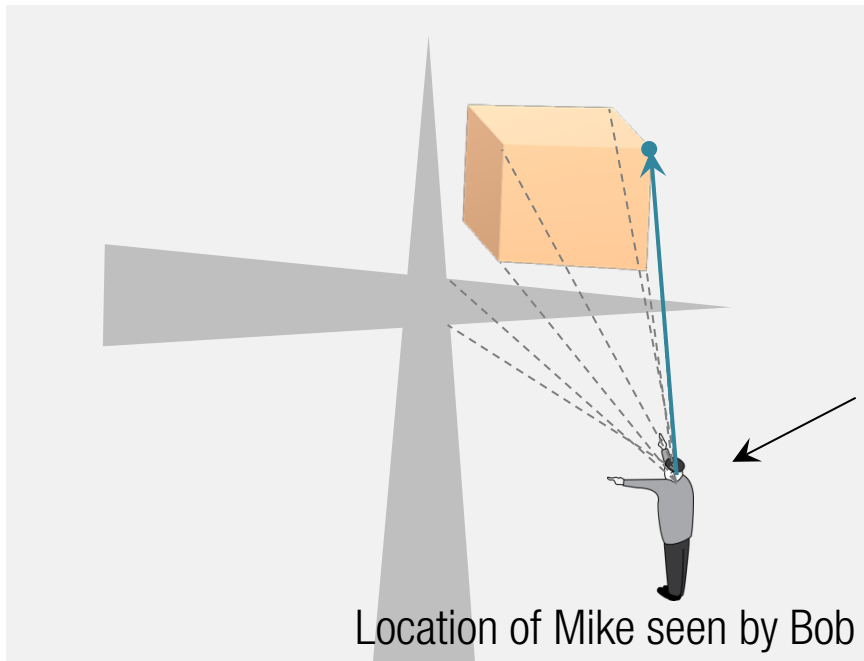
$$\mathbf{P}_1 = \mathbf{K} \begin{bmatrix} \mathbf{I}_{3 \times 3} & \mathbf{0} \end{bmatrix}$$

Bob

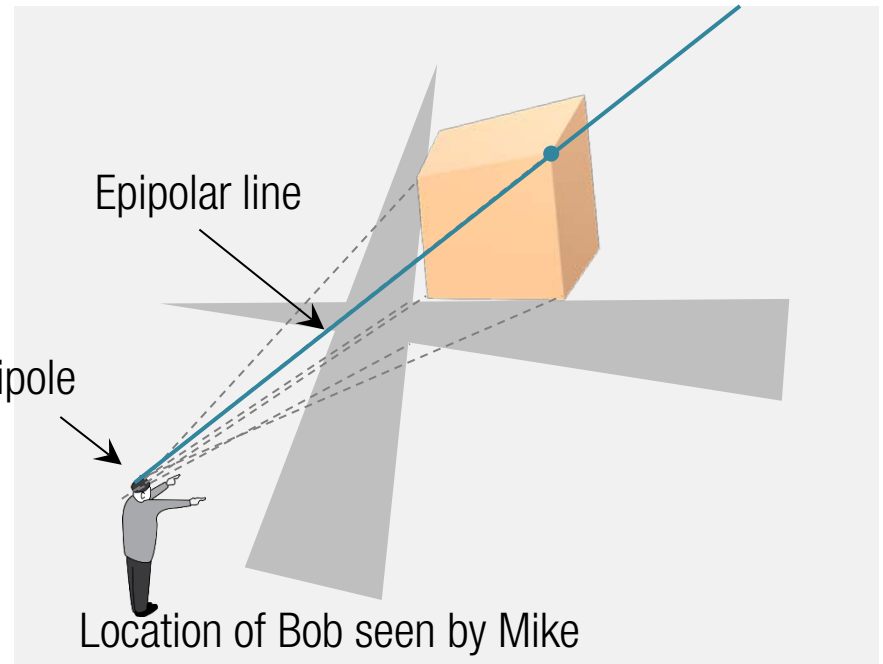


$$\mathbf{P}_2 = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix}$$

Mike



Bob's view

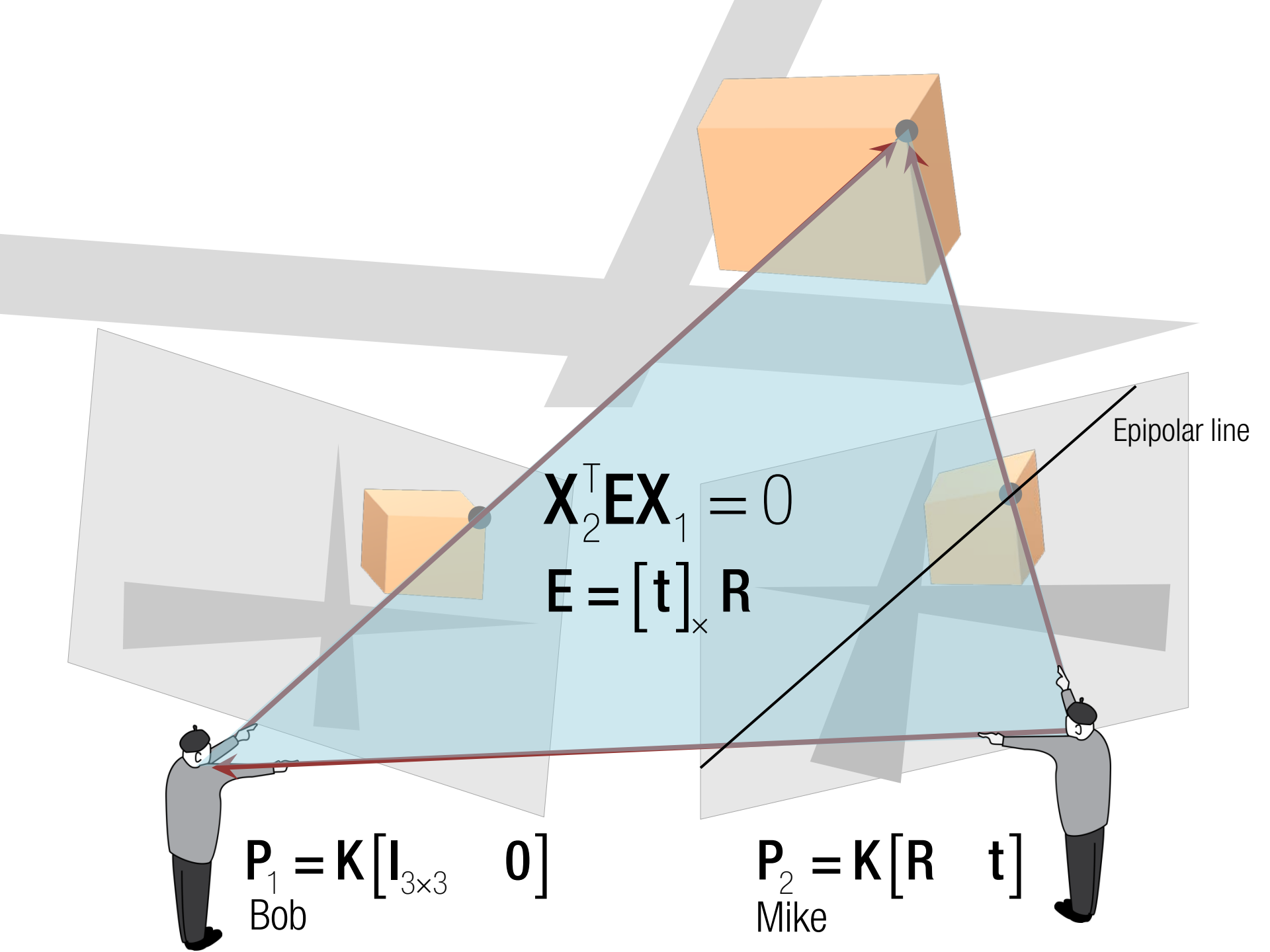


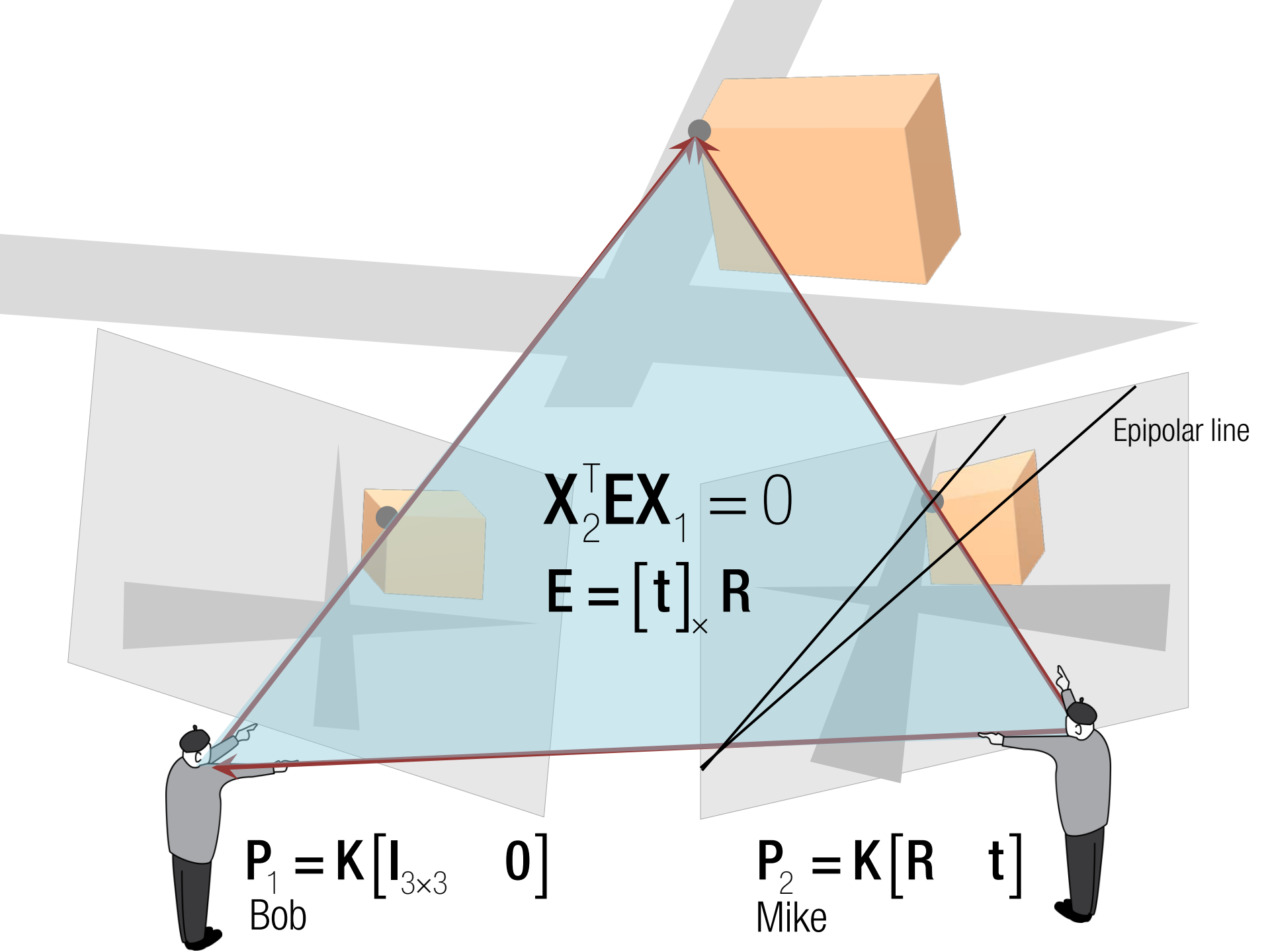
Mike's view

Observation:

Given a point in Bob's view, there exists a conjugate line passing the corresponding point in Mike's view.







$$X_2^T E X_1 = 0$$

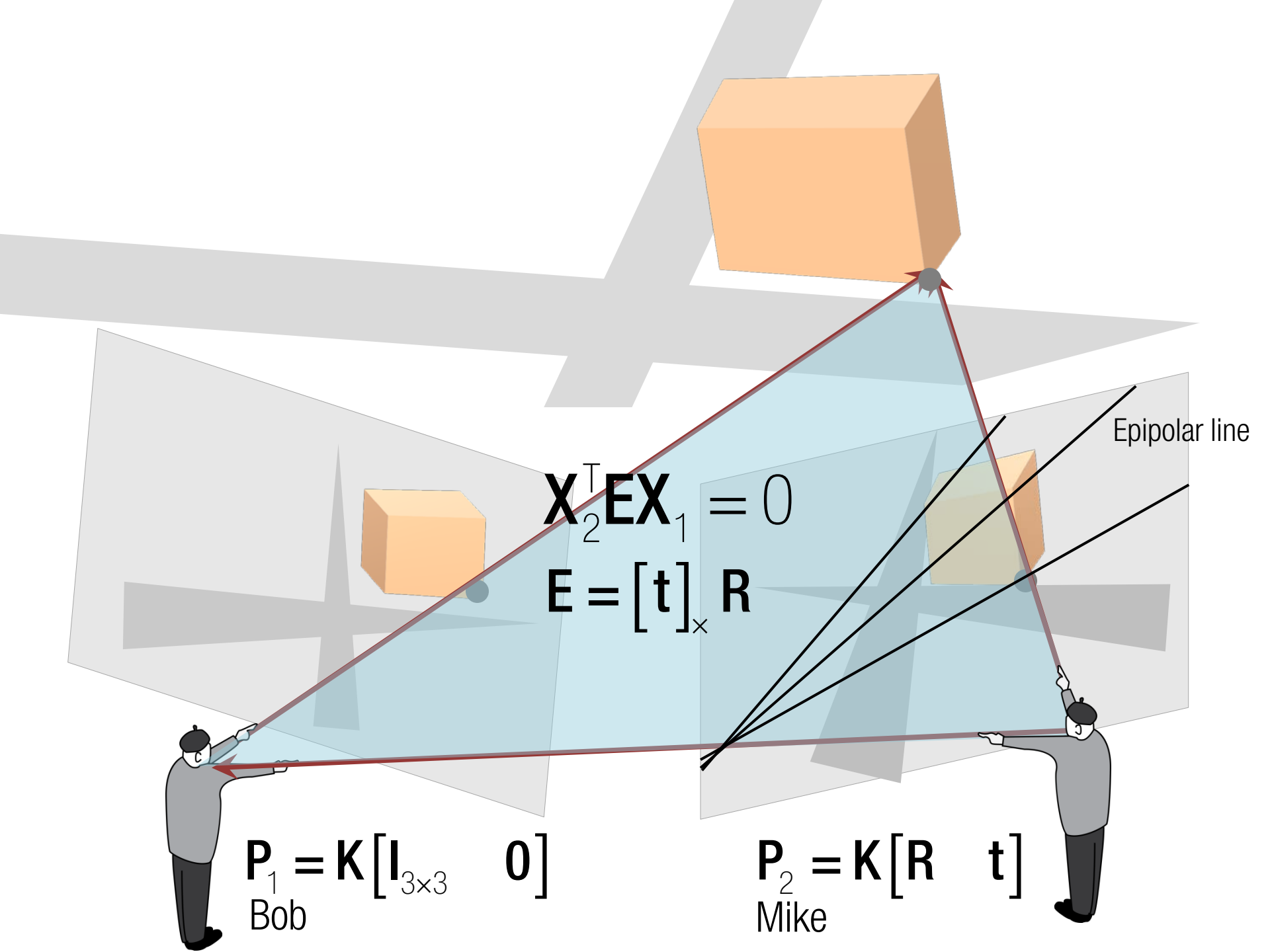
$$E = [t]_{\times} R$$

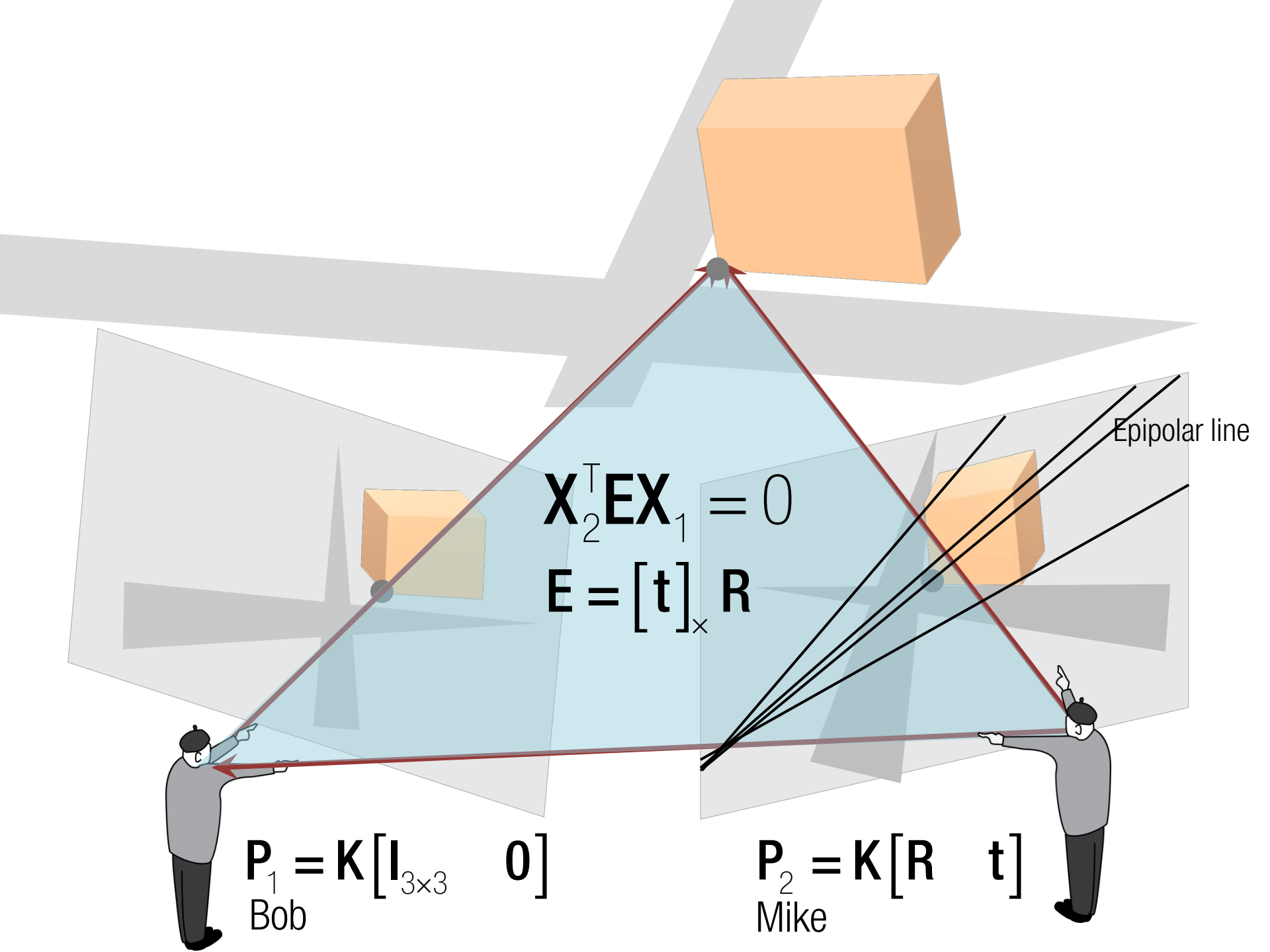
$$P_1 = K \begin{bmatrix} I_{3 \times 3} & 0 \end{bmatrix}$$

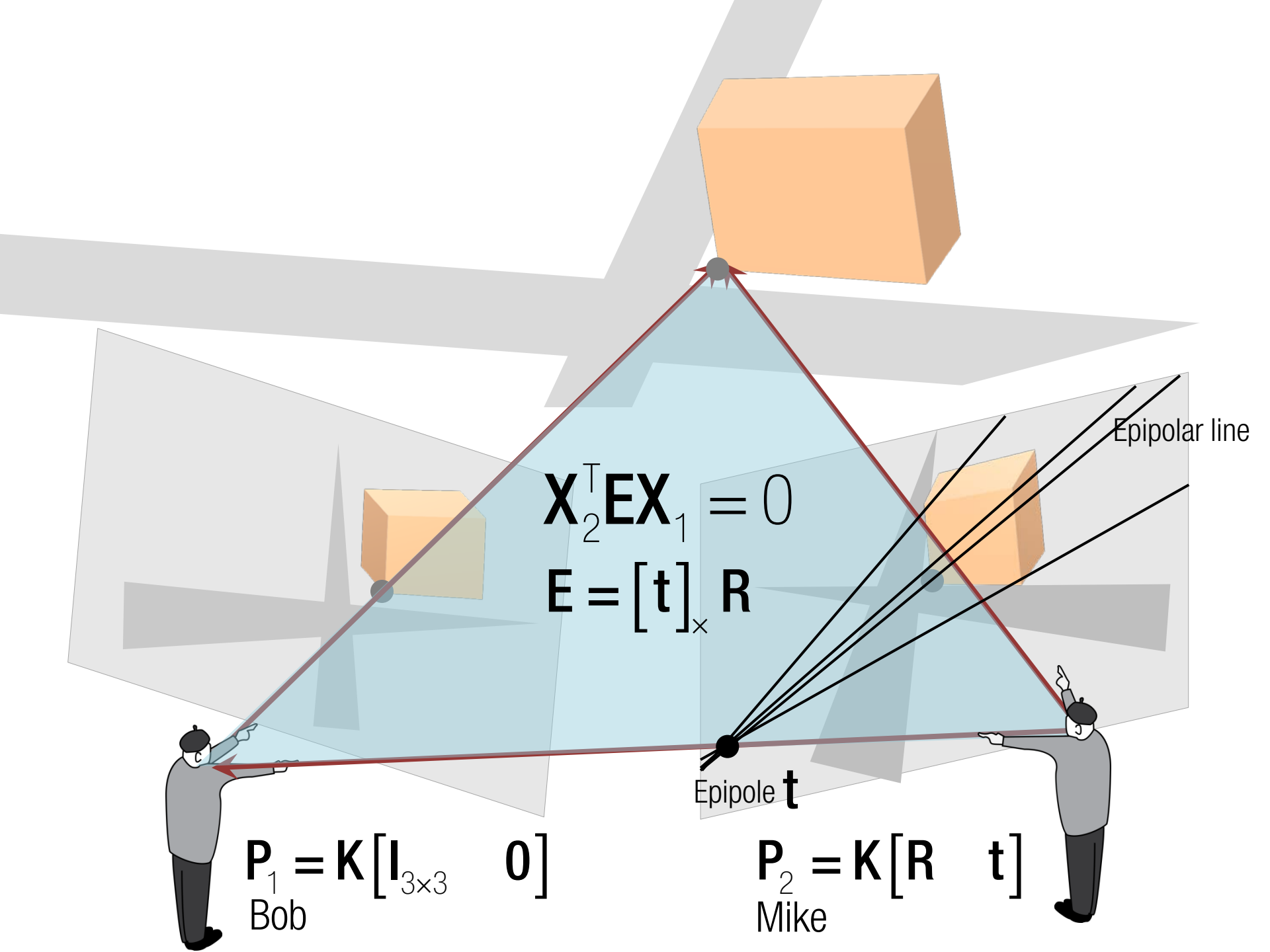
Bob

$$P_2 = K \begin{bmatrix} R & t \end{bmatrix}$$

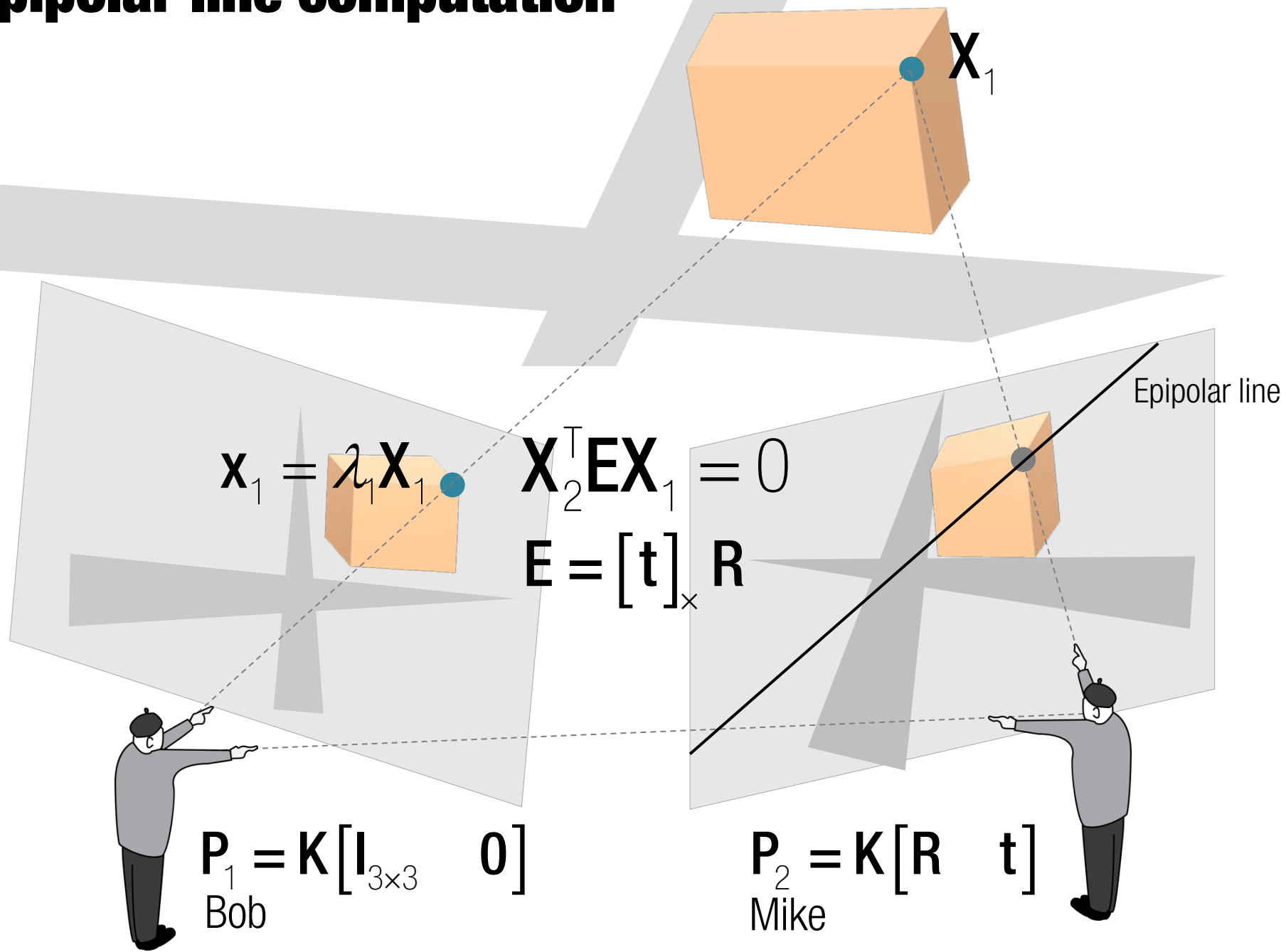
Mike



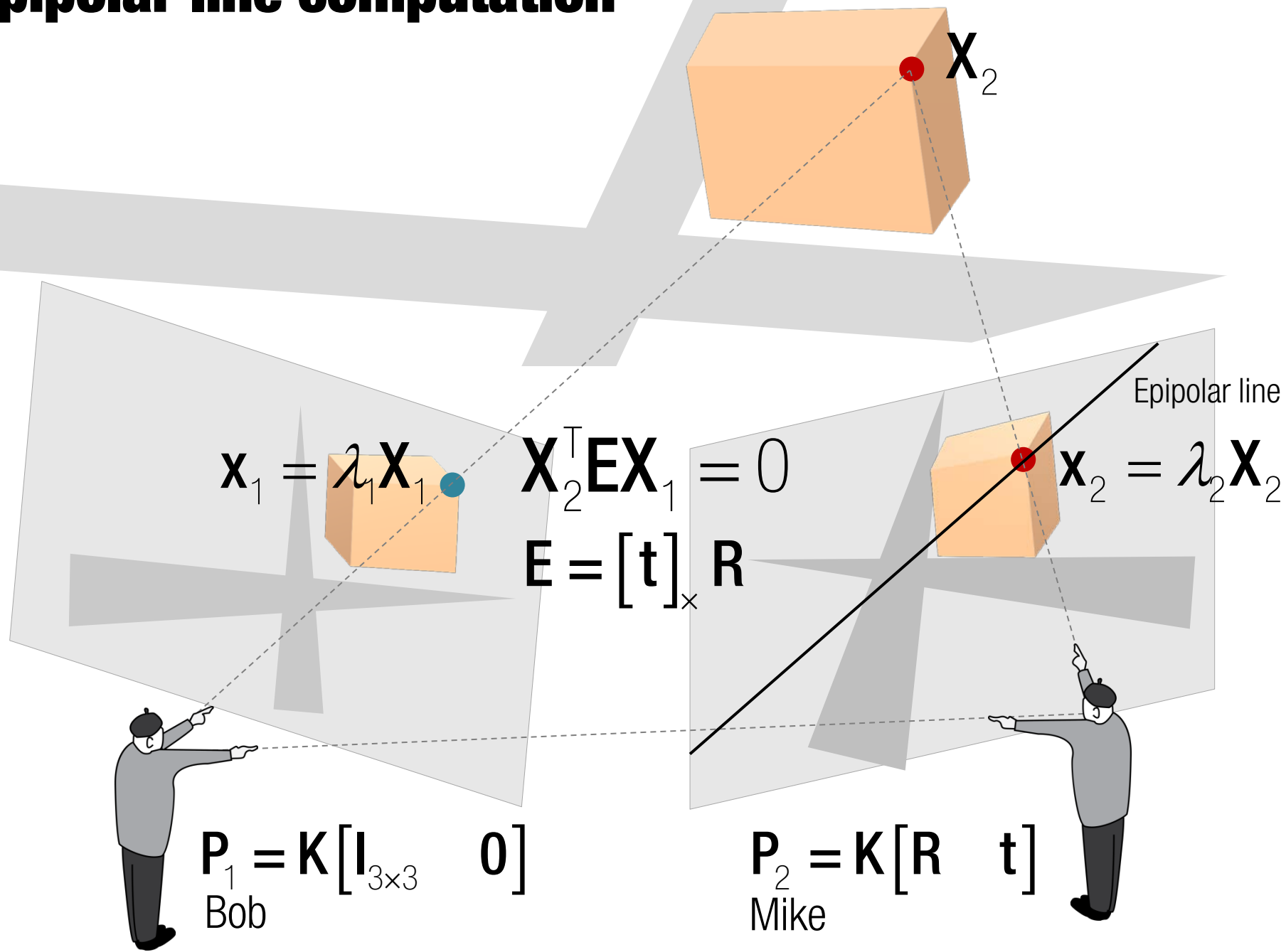




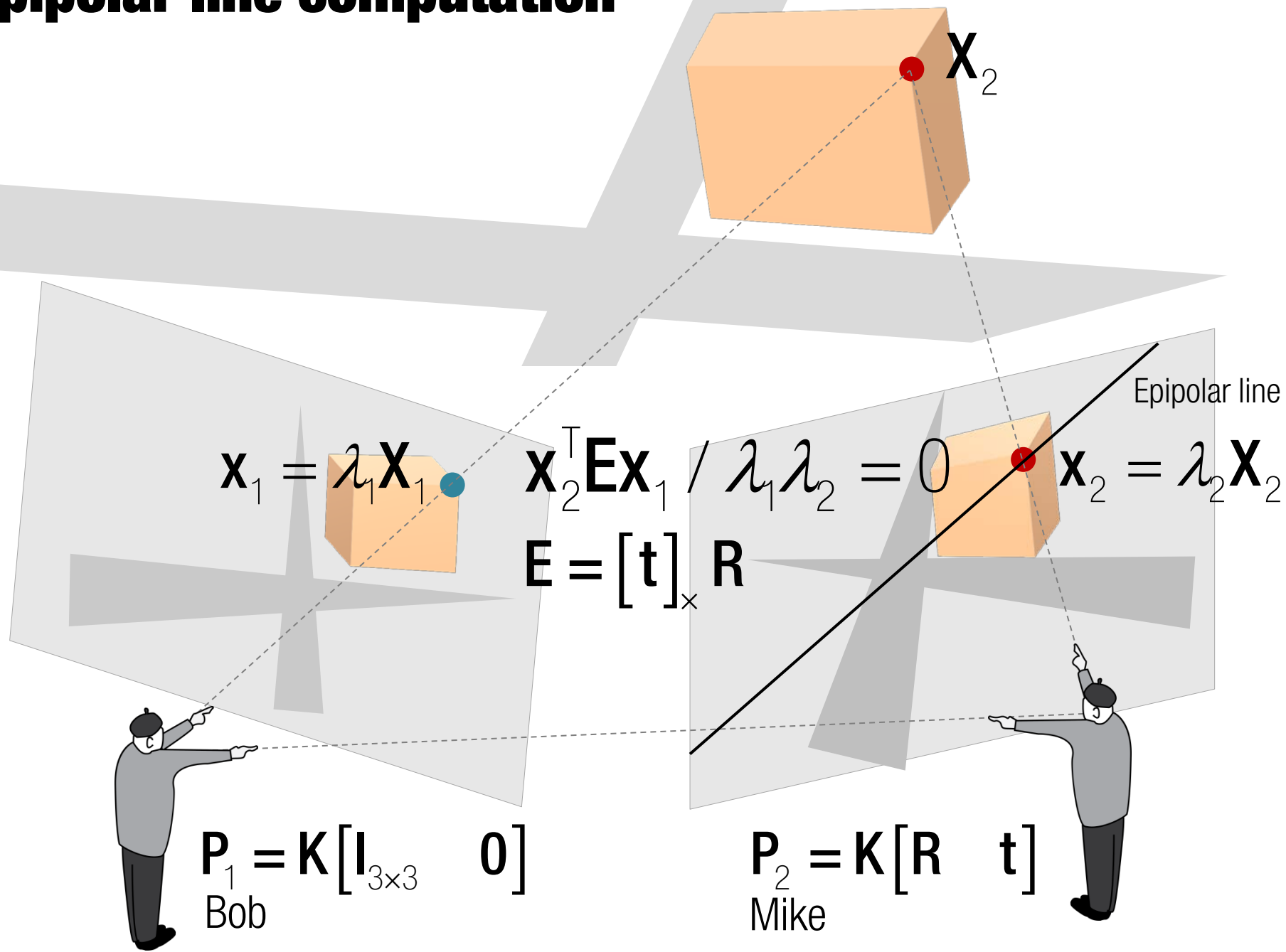
# Epipolar line computation



# Epipolar line computation

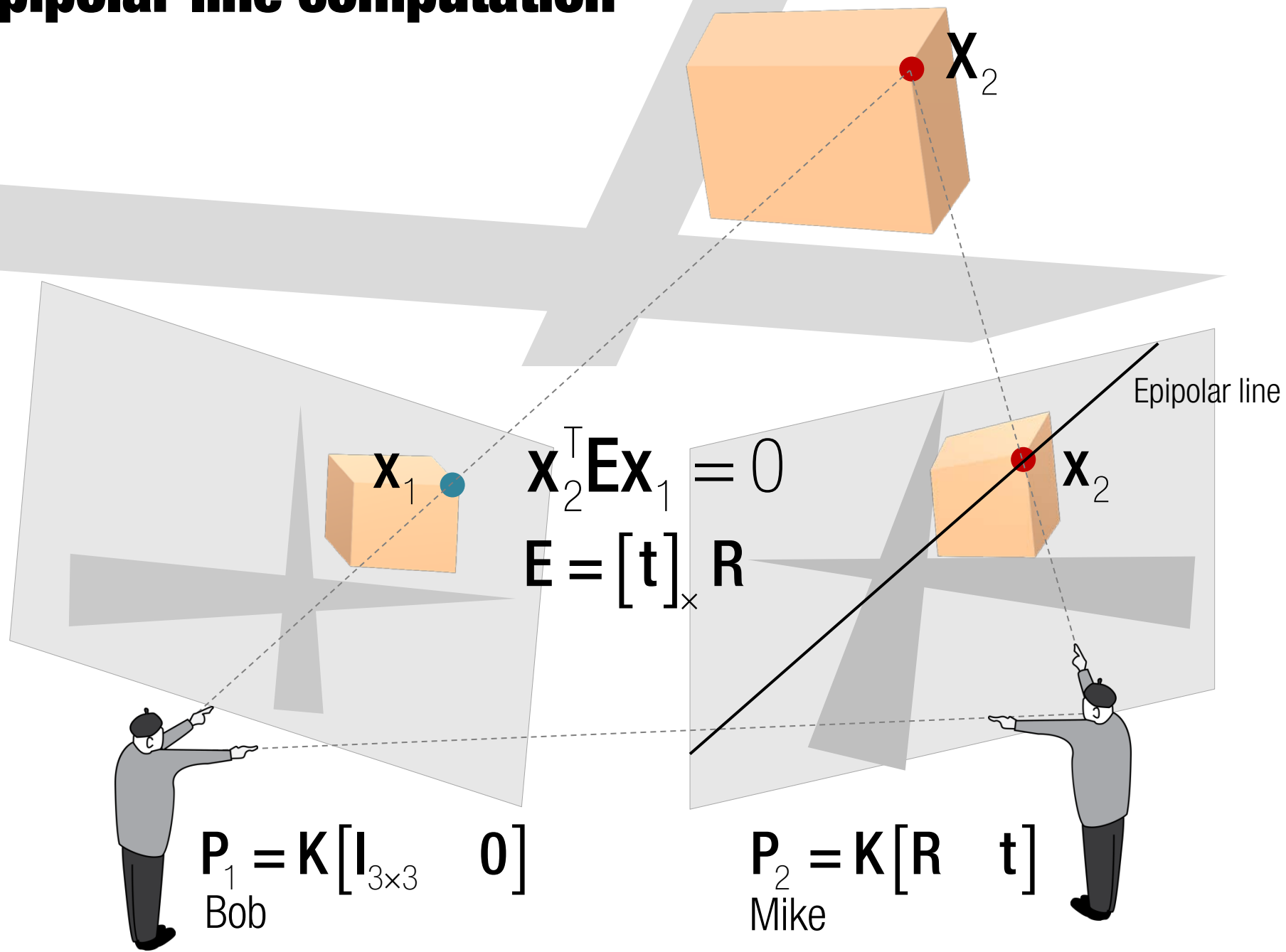


# Epipolar line computation

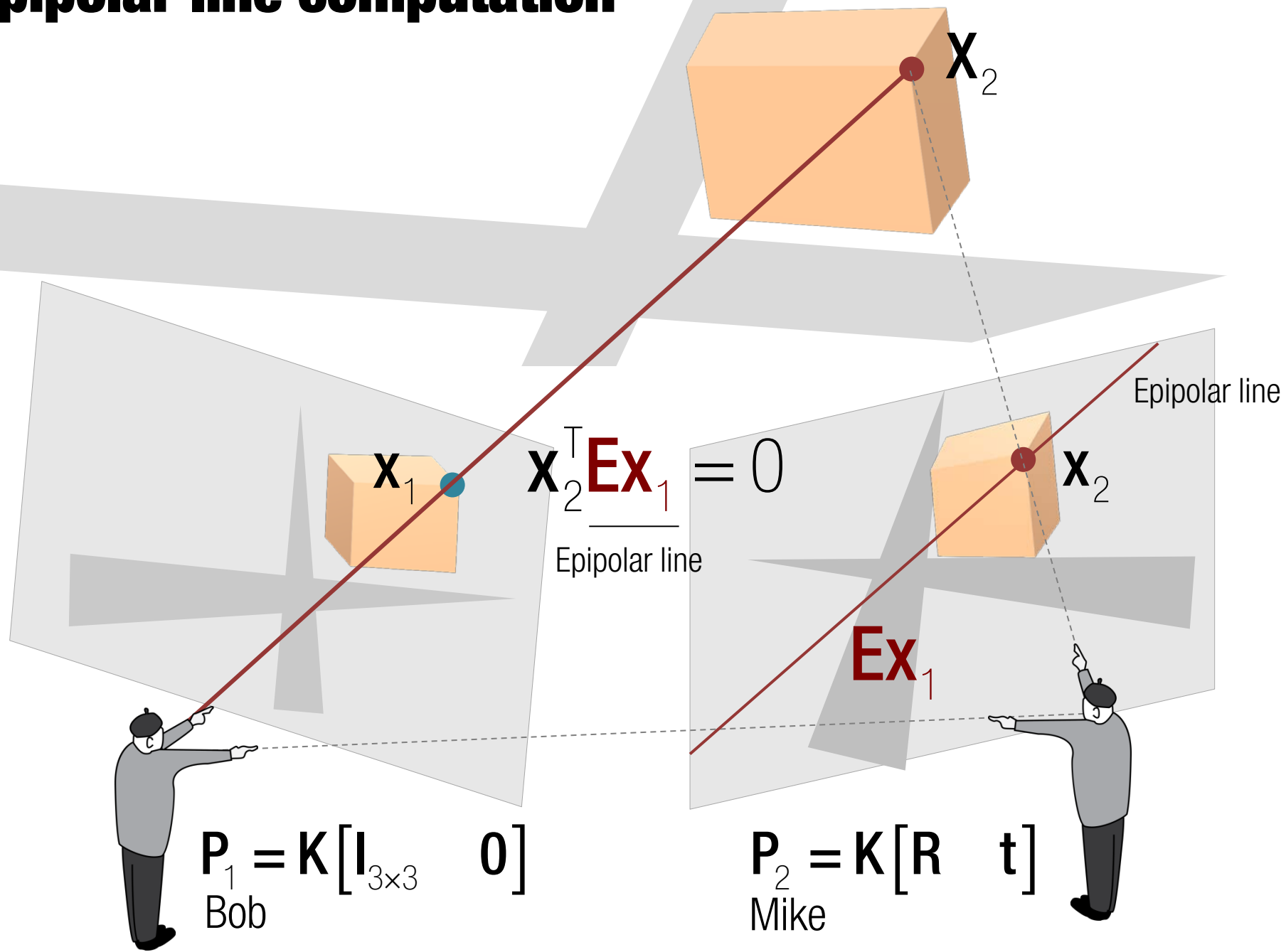




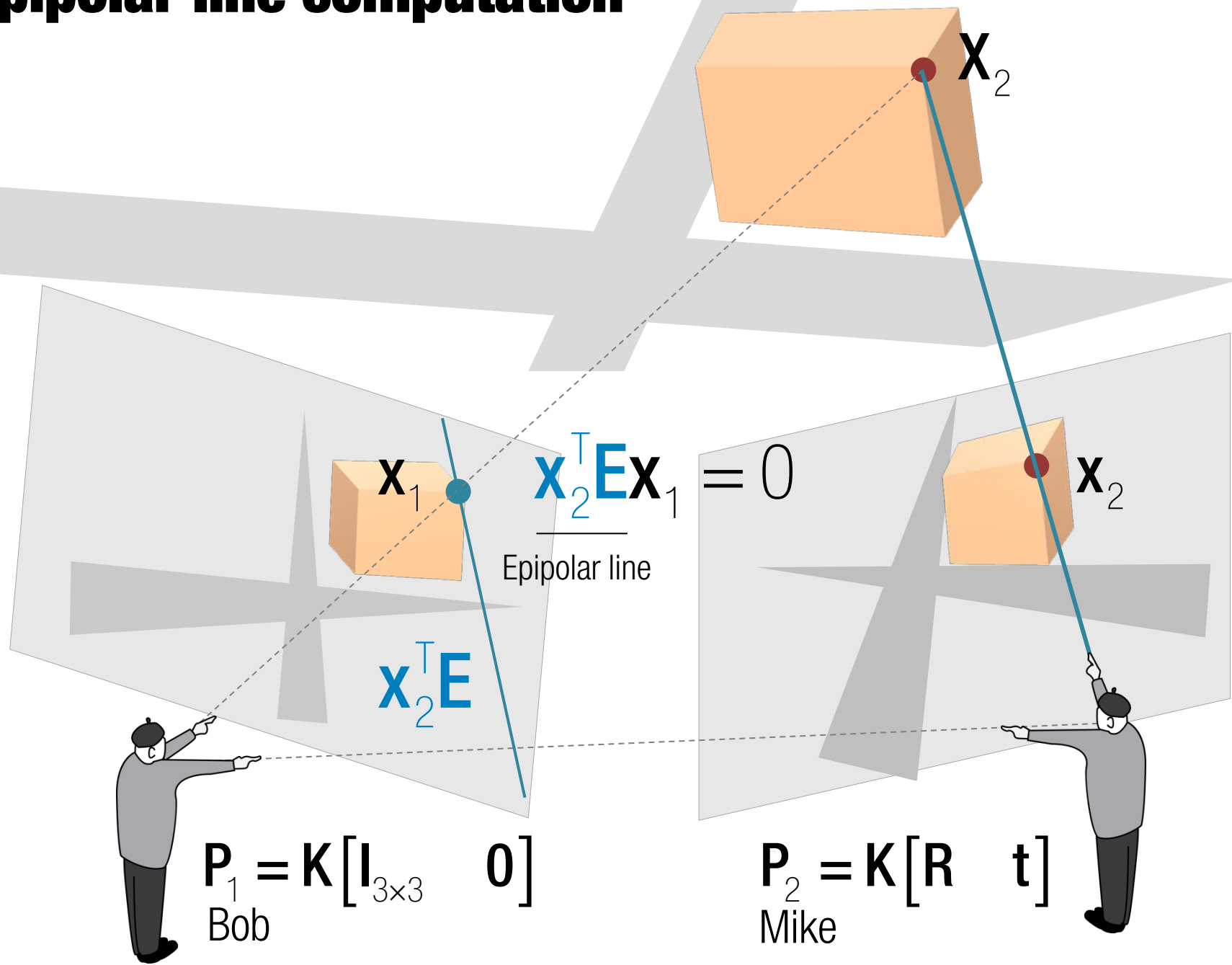
# Epipolar line computation



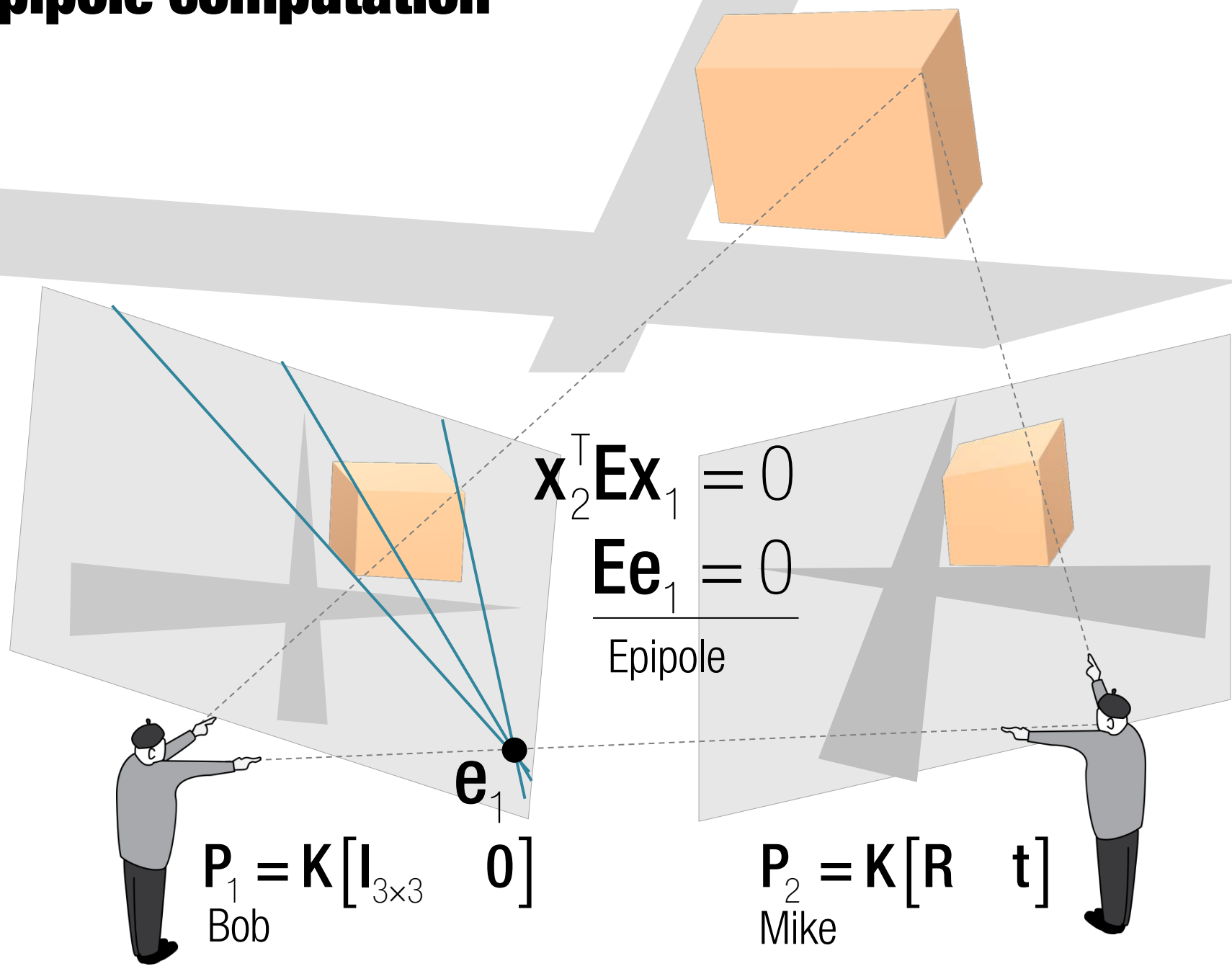
# Epipolar line computation



# Epipolar line computation



# Epipole computation



# Epipole computation

