

# Image-Based Localisation

Roberto Cipolla

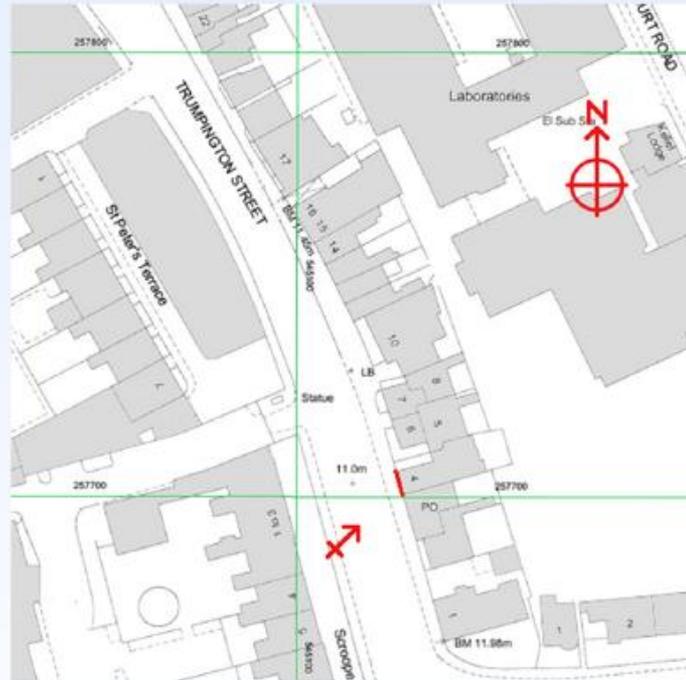
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Department of Engineering

# Background

# The goal – where am I?



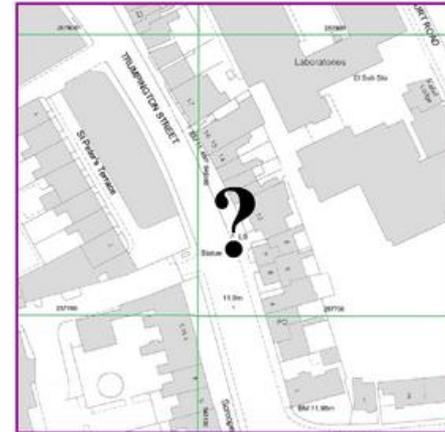
User takes a picture of a nearby building. System tells you what you are looking at and exactly where you are on a map.



# The problem



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# Why difficult?

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Extreme perspective distortion

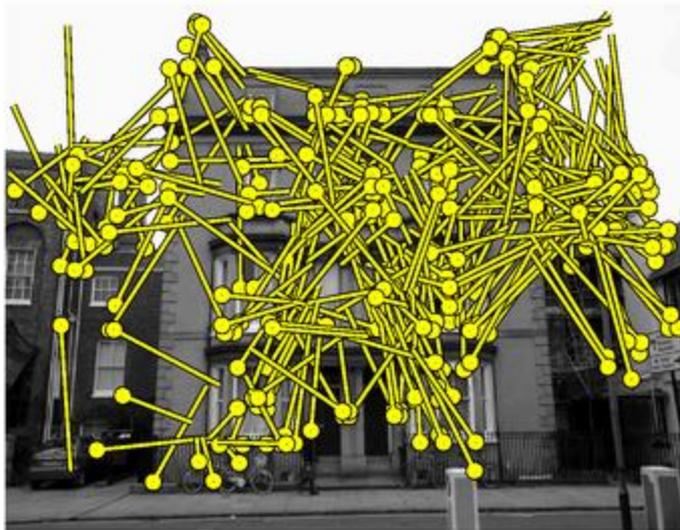


Differences in colour / lighting conditions

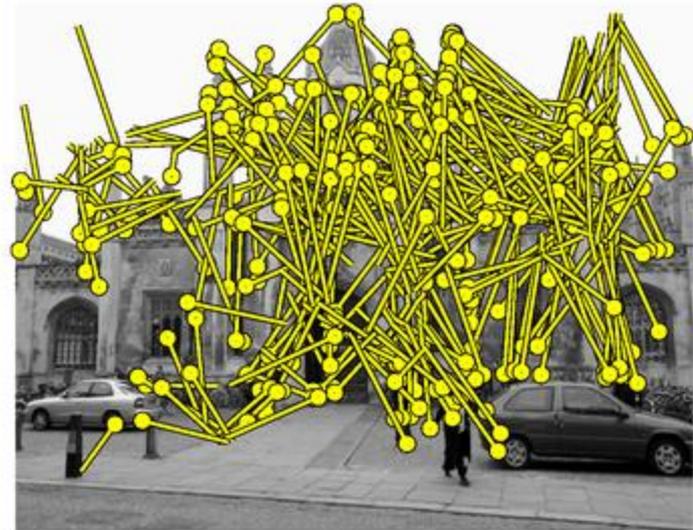


Occlusion

# Unconstrained matching



326 matches (score 57.2)



373 matches (score 51.2)

# Constrained matching

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- Building façades are roughly planar
- They contain many horizontal and vertical features
- We can use this to get a “front view” (rectified image)
- Front-views are related by translation and scale only

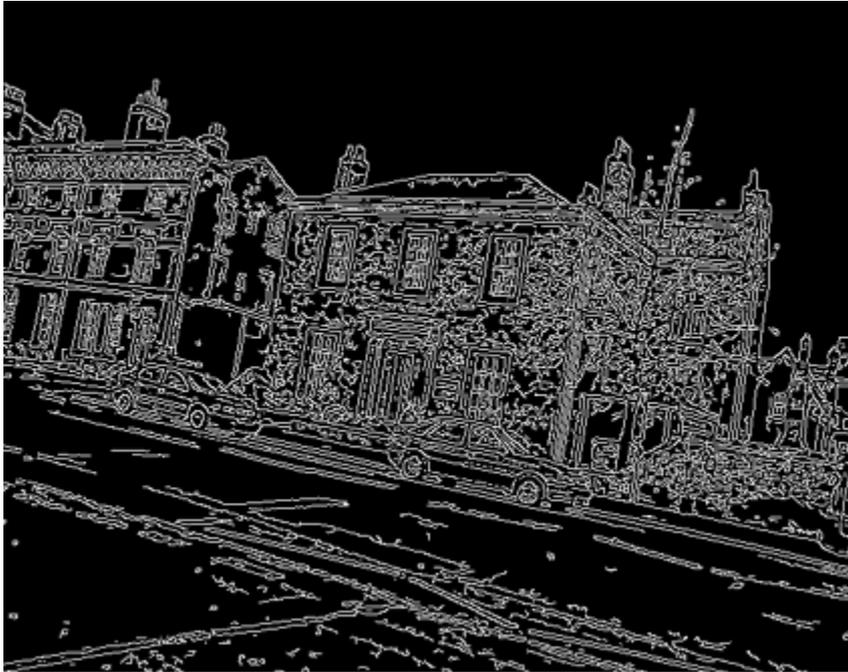
# Constrained matching

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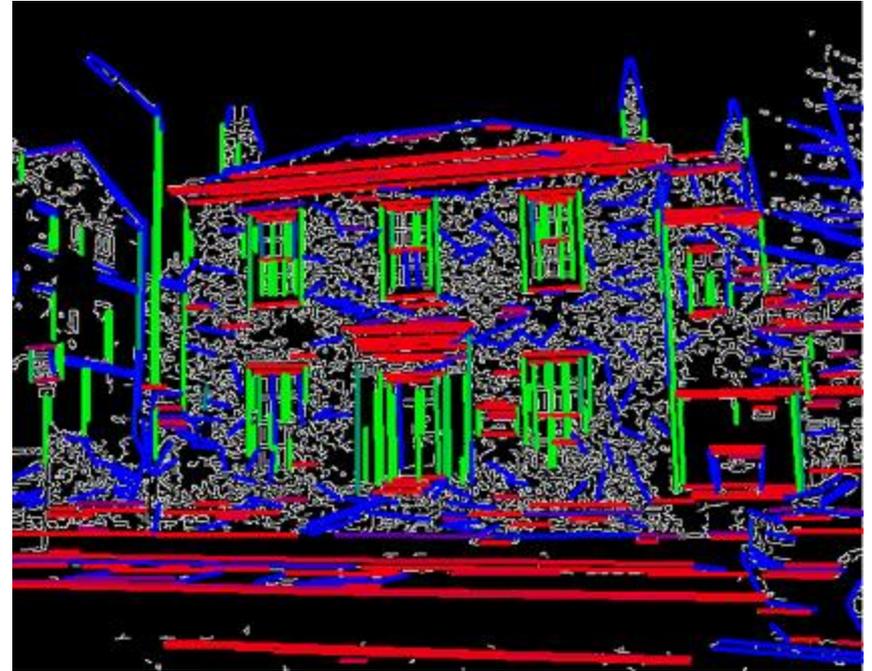
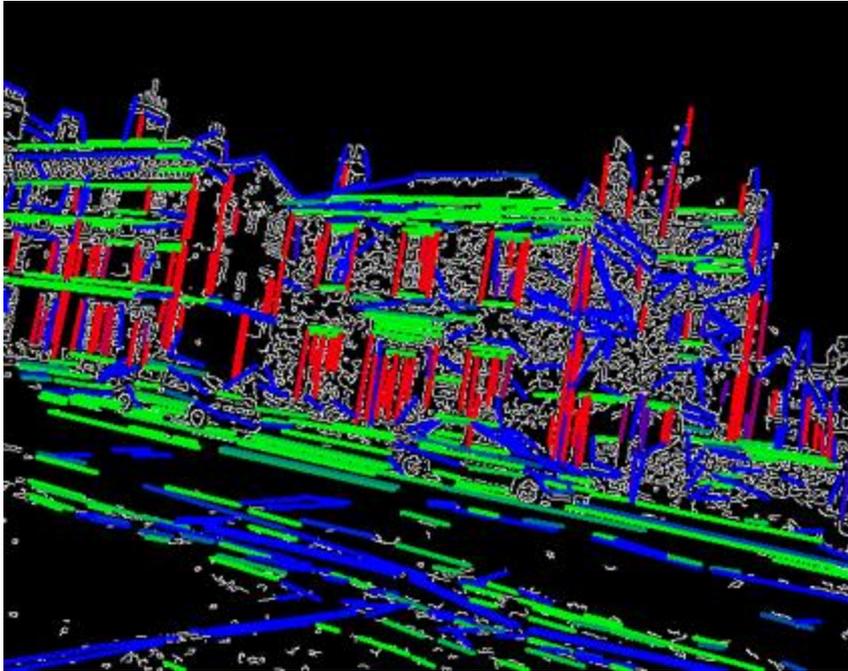
# Constrained matching

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# Constrained matching

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# Constrained matching

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# Constrained matching

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# Overview of solution

- 1 vanishing point detection
- 2 image rectification
- 3 database search
- 4 viewpoint determination



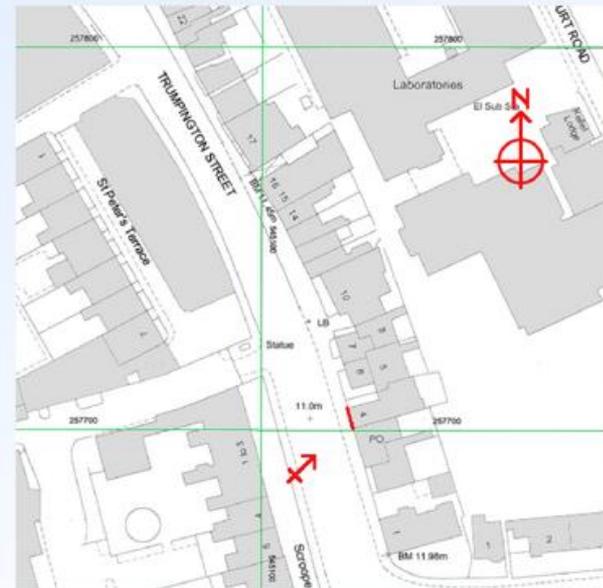
User image



Rectified



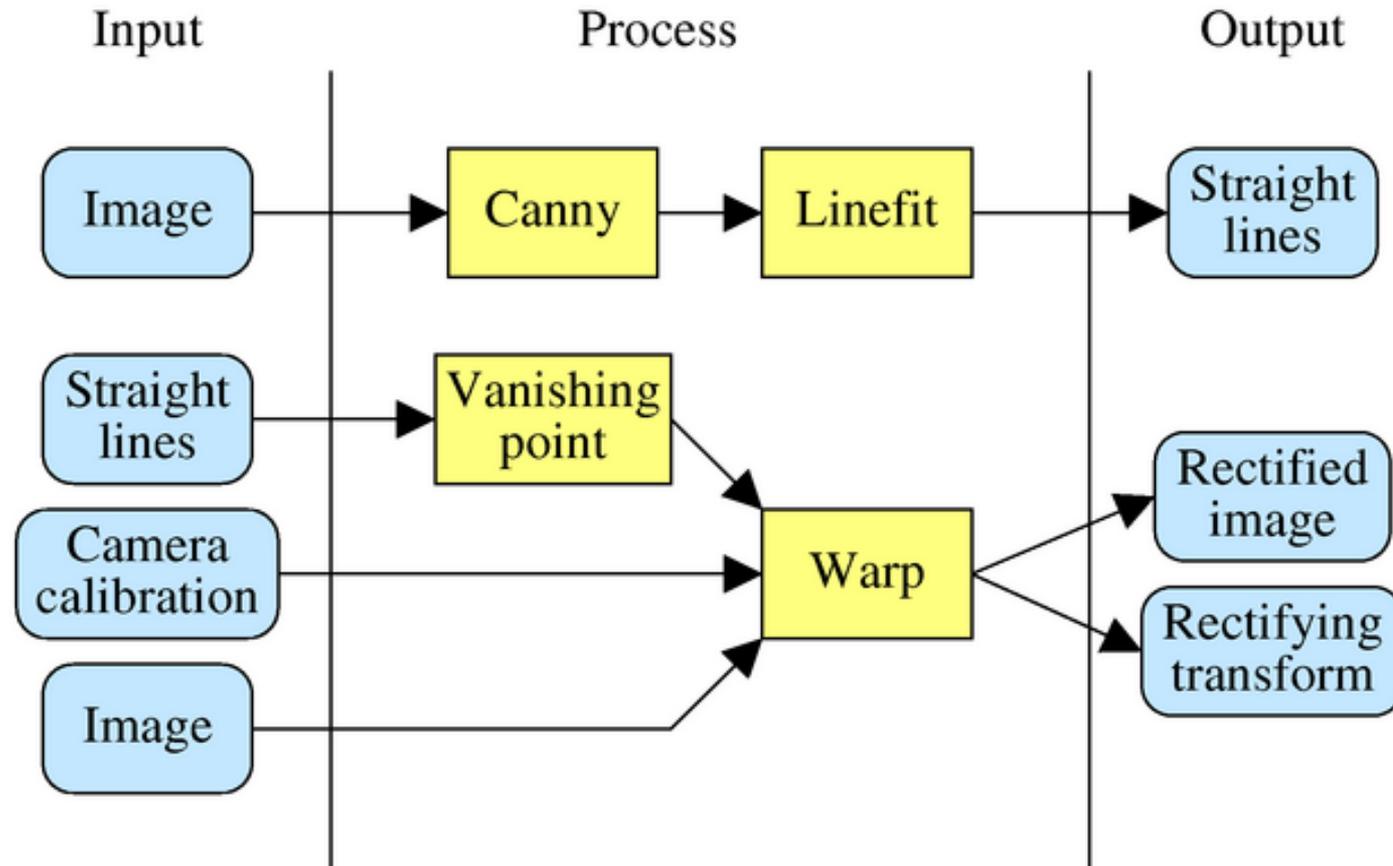
Database



Location

# Rectification

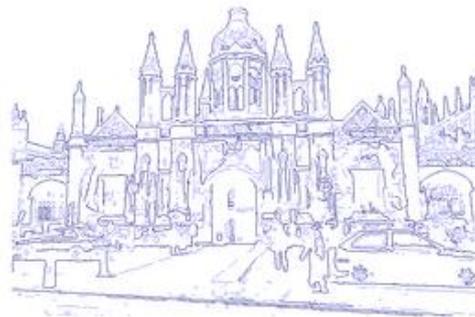
# Rectification



# Detection of straight lines

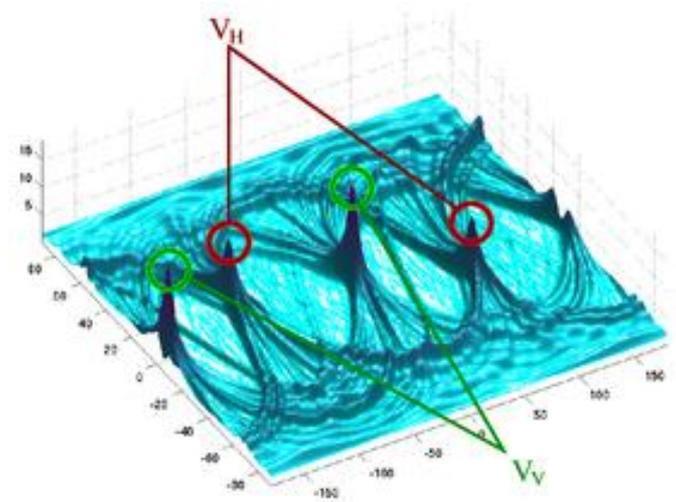
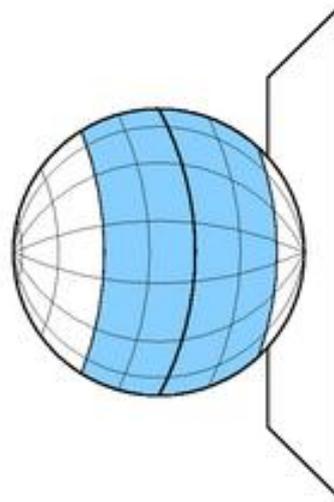
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Detect straight lines:



# Finding vanishing points

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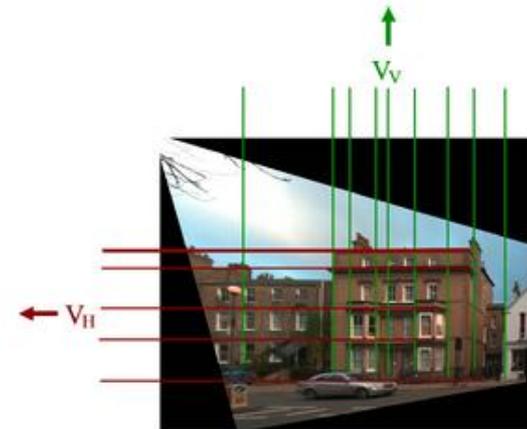
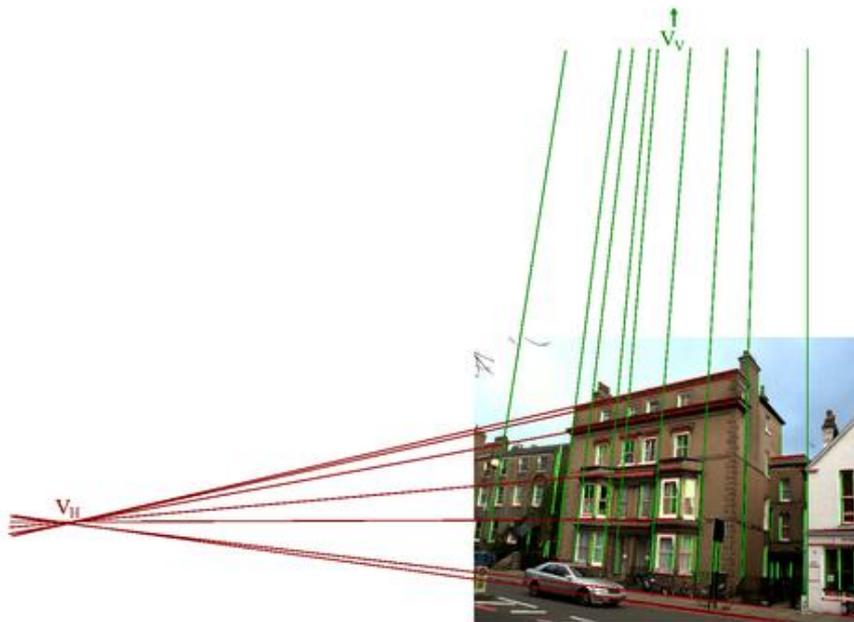
# Find vertical and horizontal lines

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Allocate all lines as vertical, horizontal or “clutter”

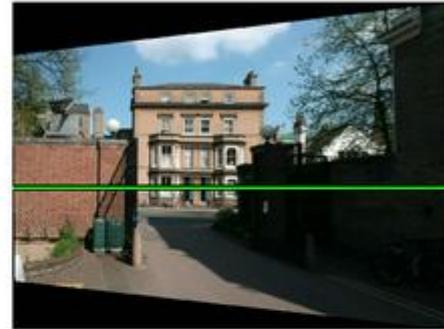


# Rectification by homography



# Align horizon

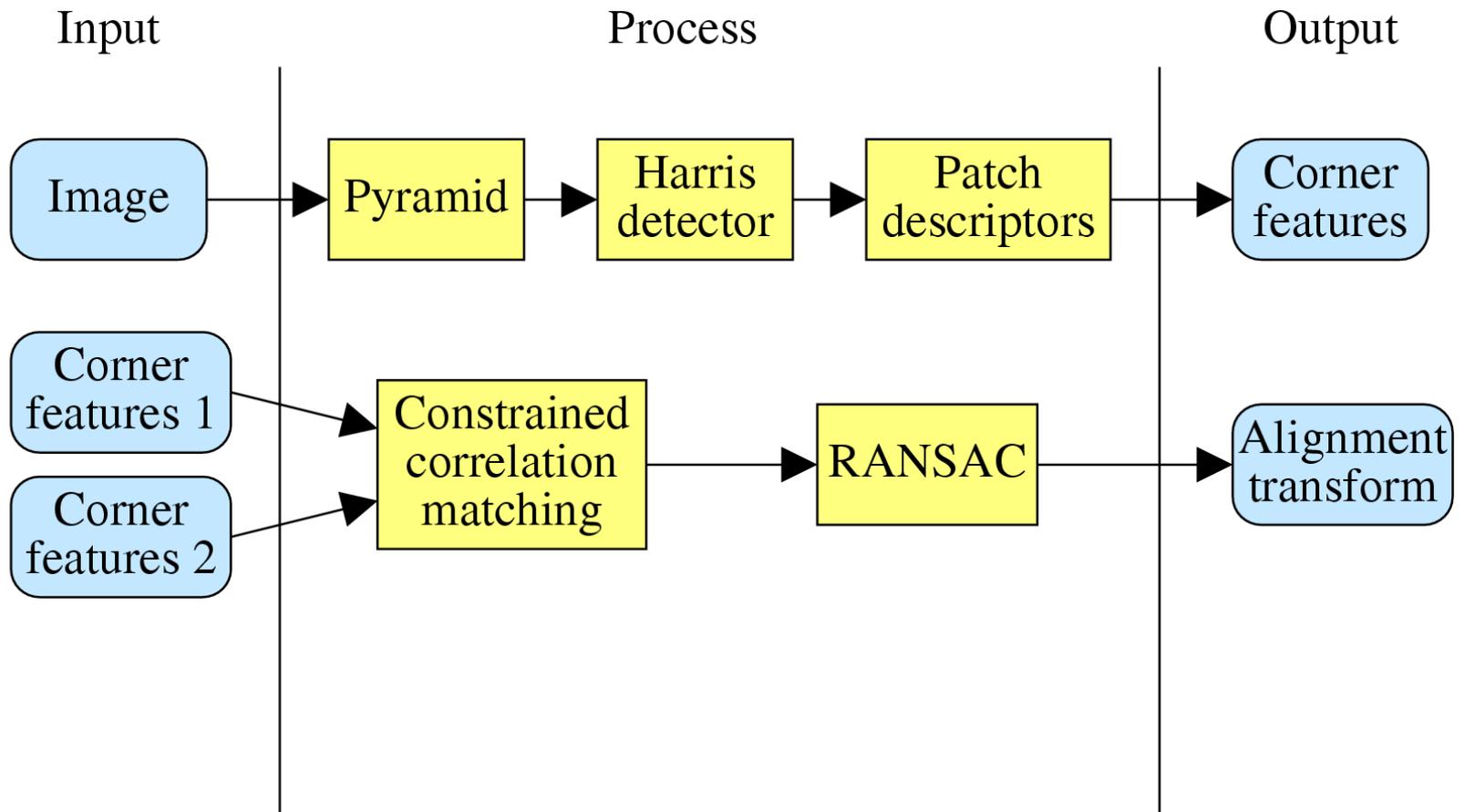
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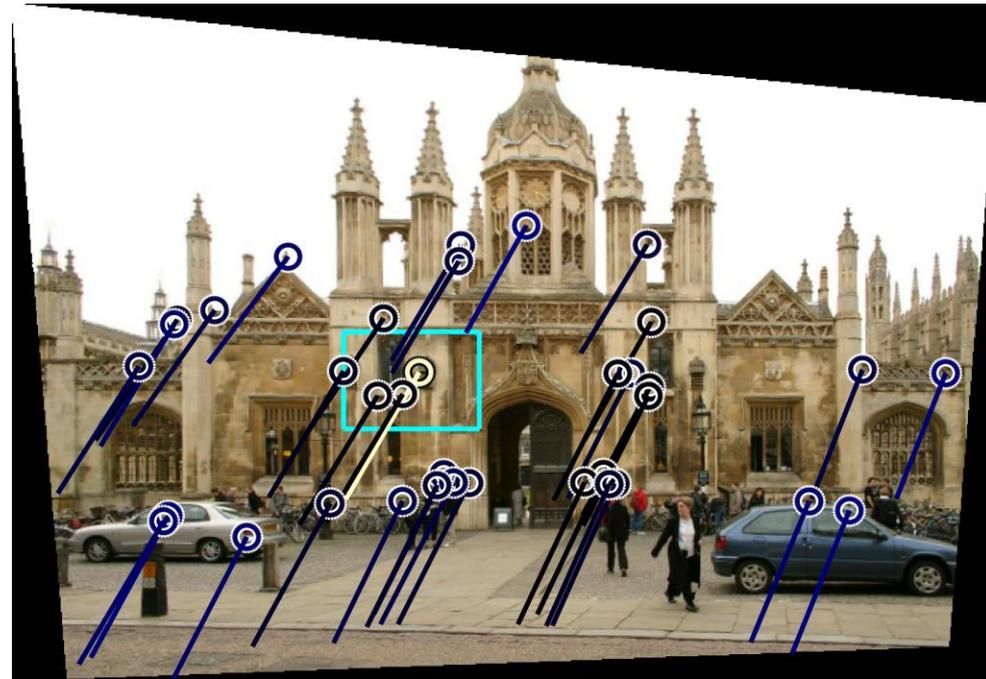
**Only difference is now scale + x translation**

# Matching

# Matching

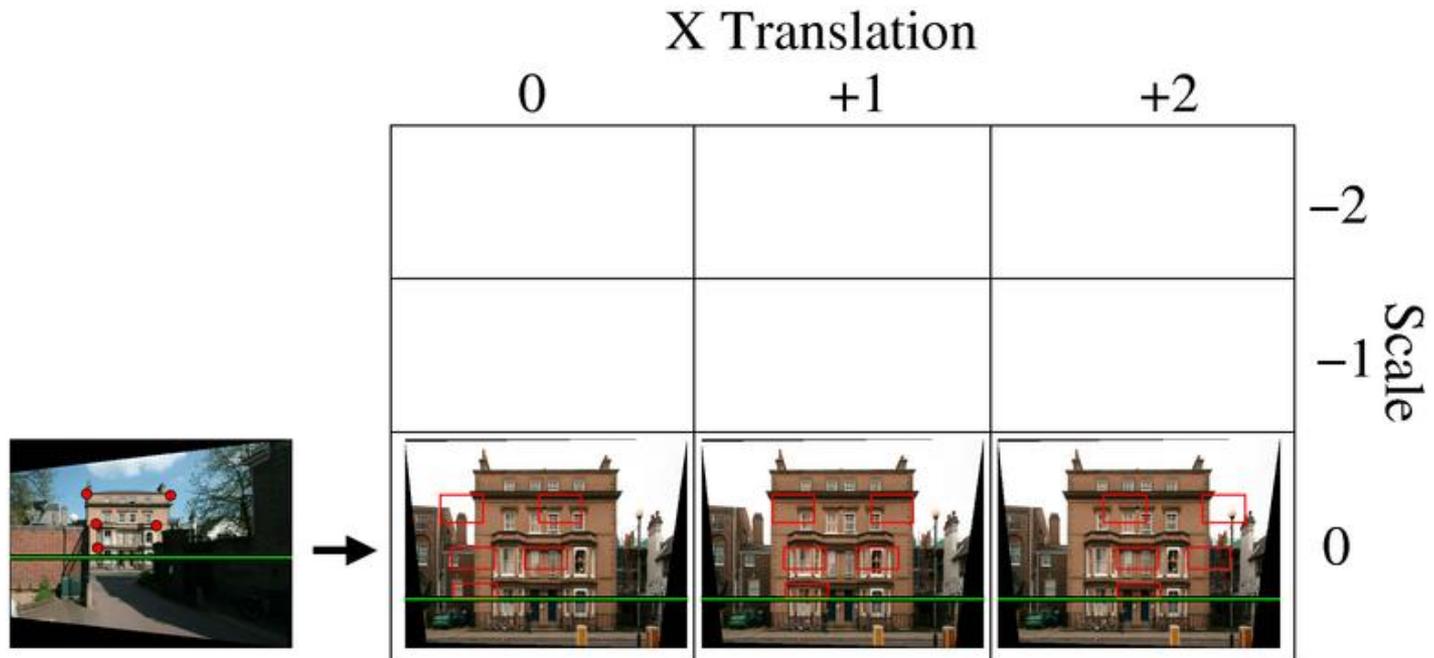


# Matching



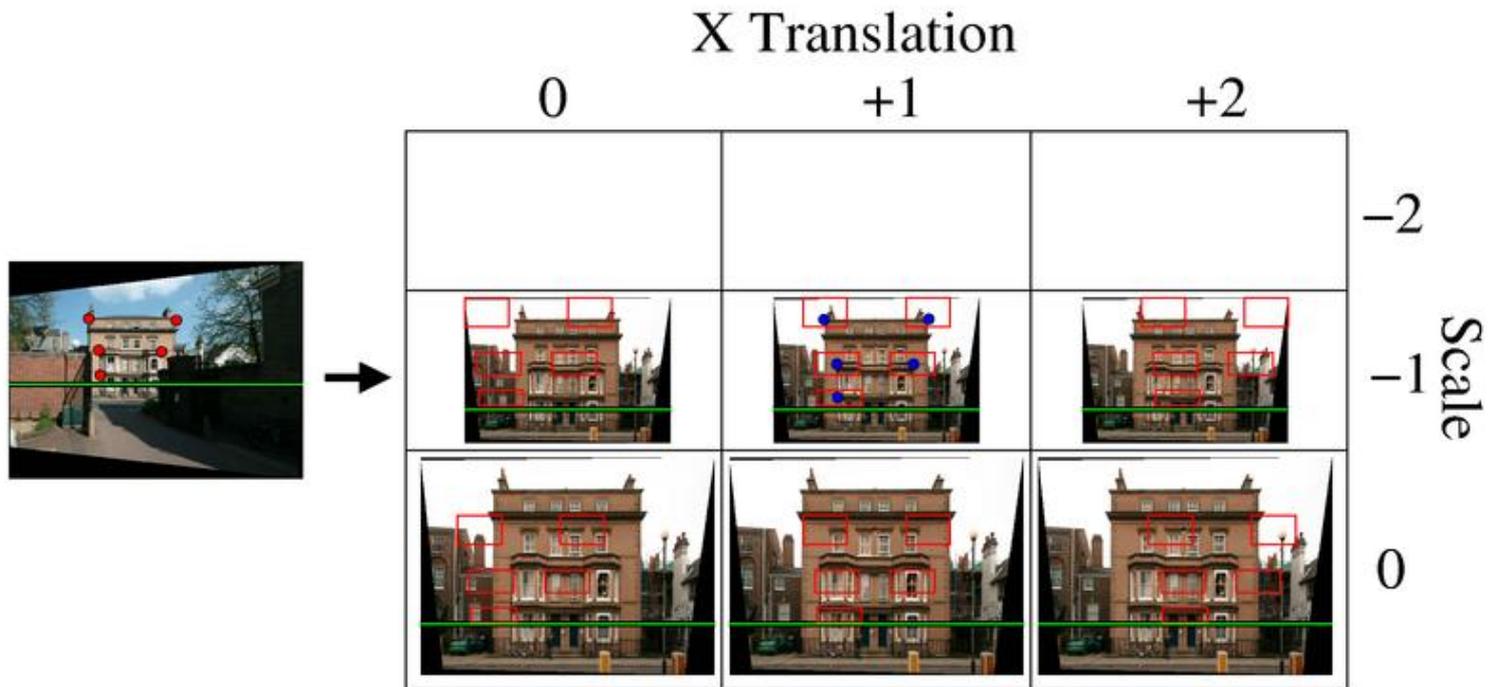
# Matching

With only 2 params ( $s, t_x$ ), can search rather than RANSAC.



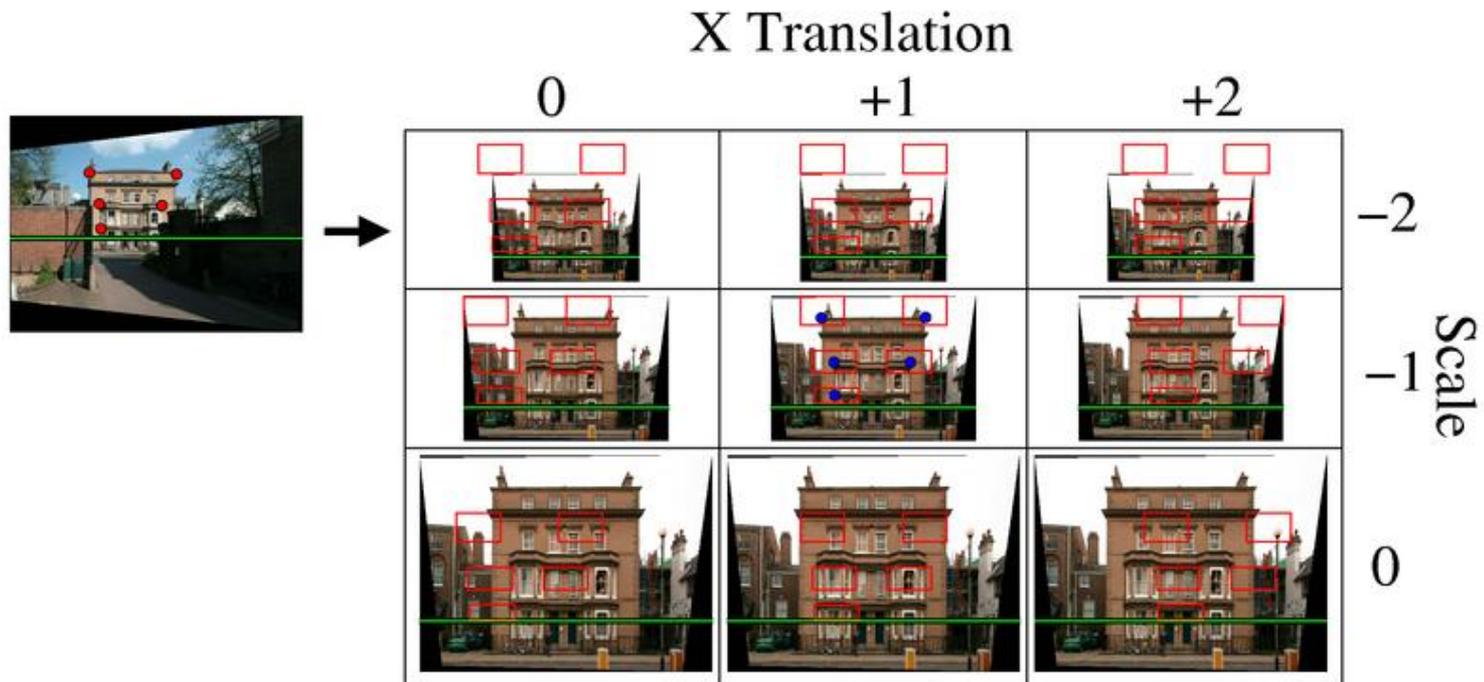
# Matching

With only 2 params ( $s, t_x$ ), can search rather than RANSAC.



# Matching

With only 2 params ( $s, t_x$ ), can search rather than RANSAC.



# Examples over wide baselines



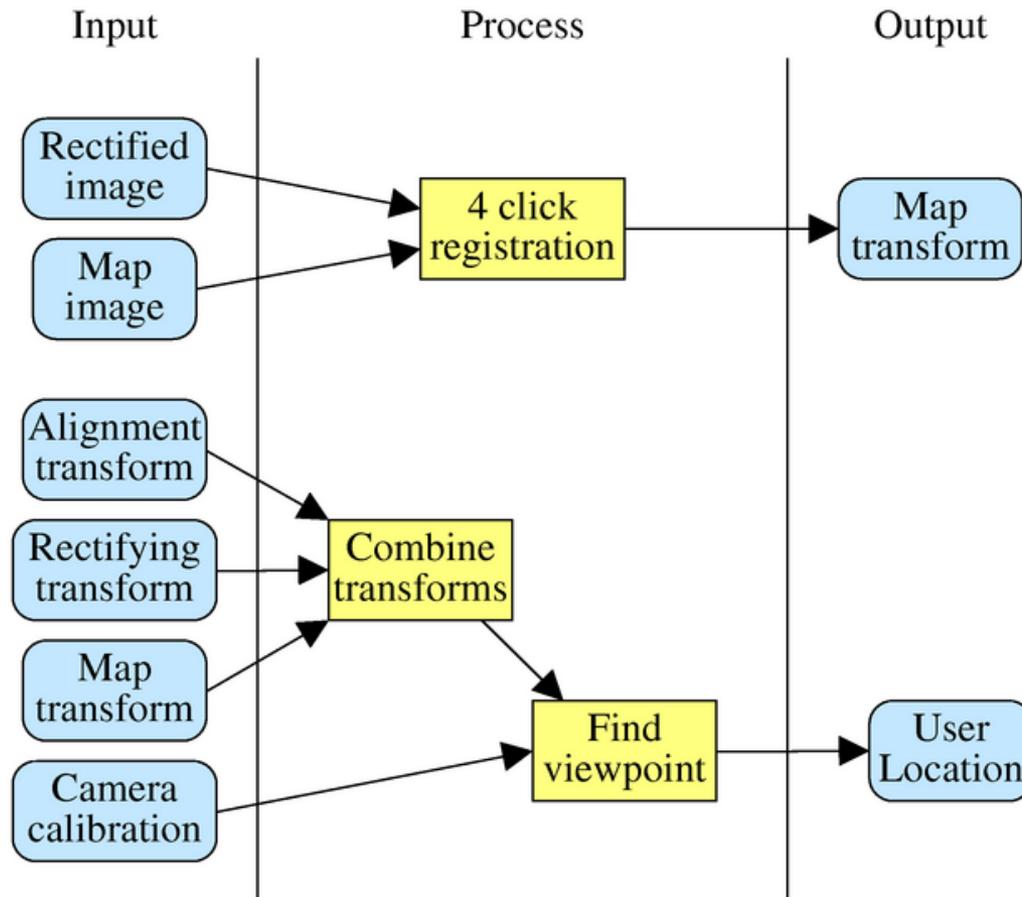
# Summary of matching

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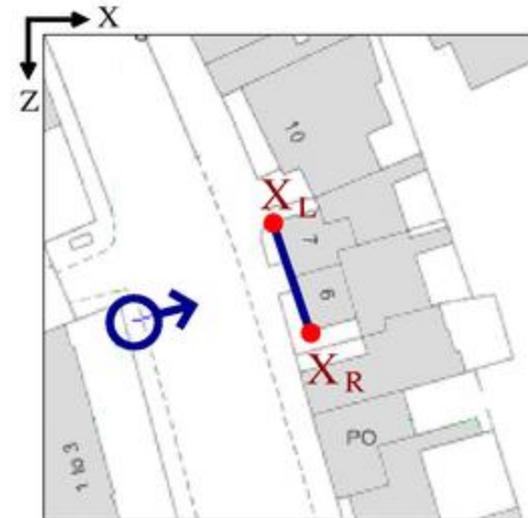
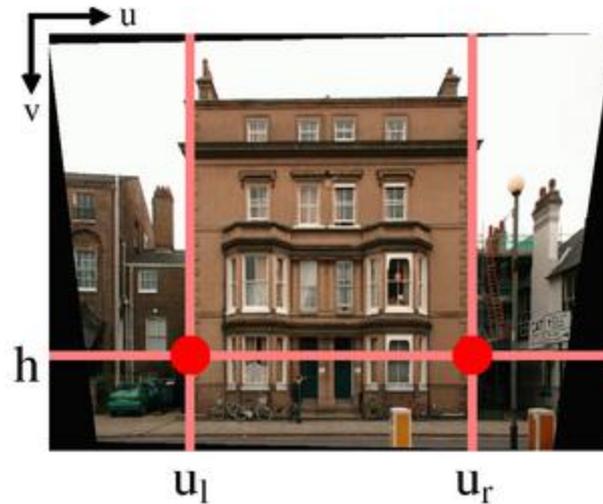
# Camera pose estimation - localisation

# Localisation



# Register database view

First align database view to map



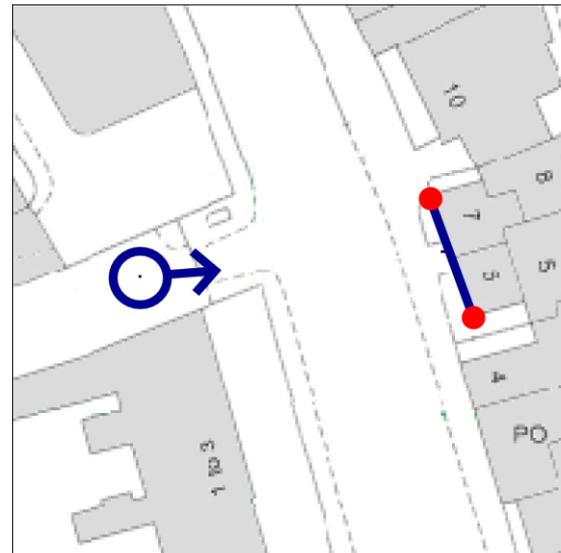
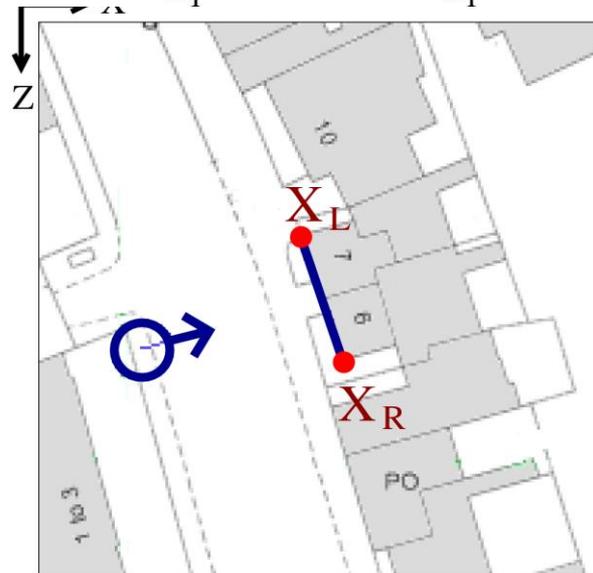
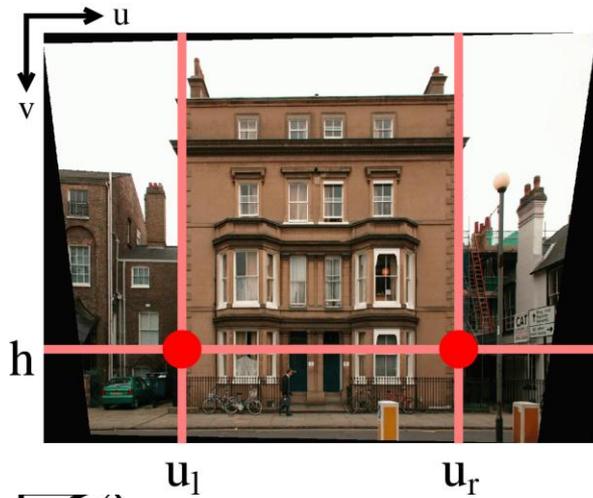
# Localisation

Knowing the rectifying homography ( $H_{\perp}$ ), the alignment ( $H_A$ ), and the database view registration, can work backwards to find user:



Rectifying rotation  $R_{\perp}$  gives the angle from perpendicular and focal length the distance to camera.

# Localisation of query view



# Localisation

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## Summary:

- Using geometric information generic matching is reduced to a 2 DOF search problem
- We are also able to find the camera (ie user) position and orientation

# Evaluation

# Evaluation



# Evaluation

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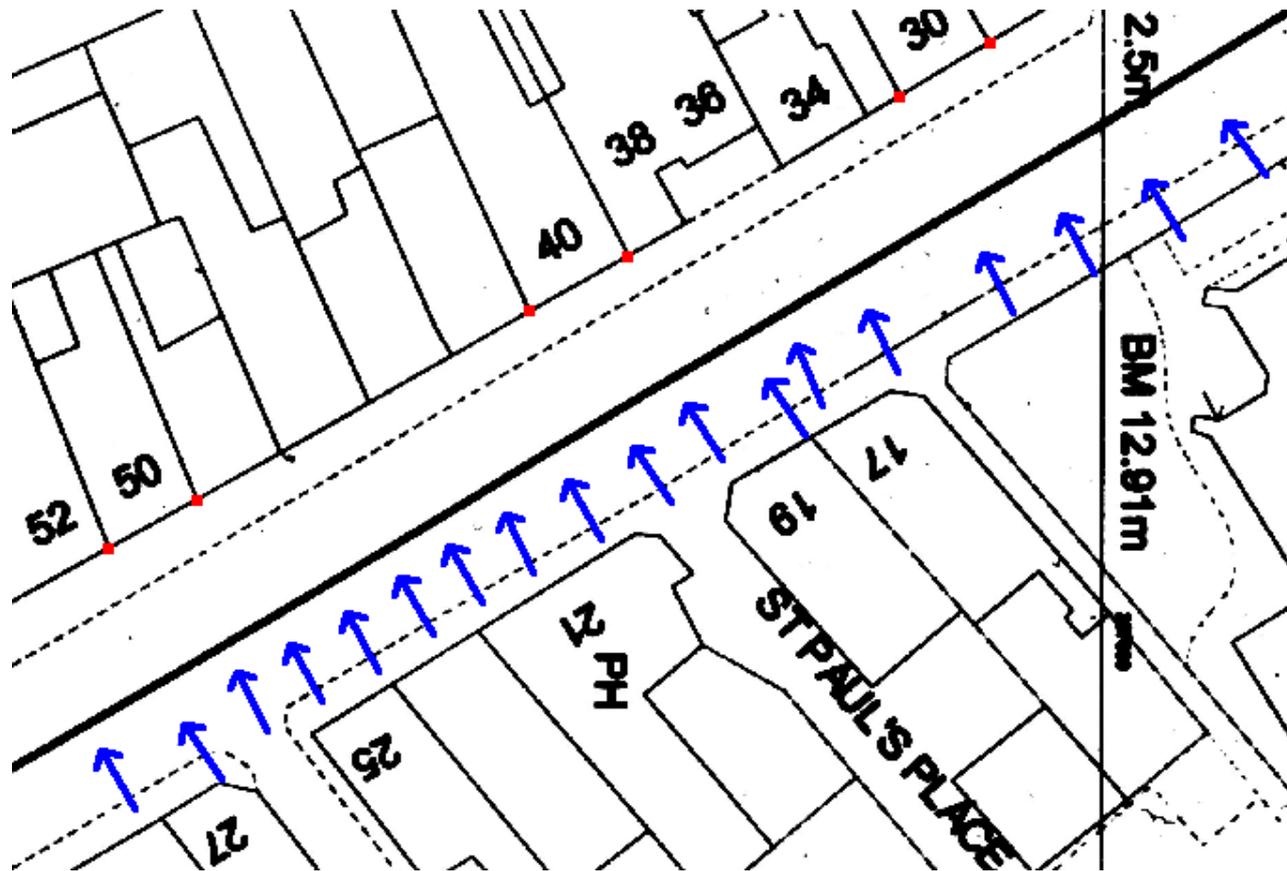


# Image-based localisation

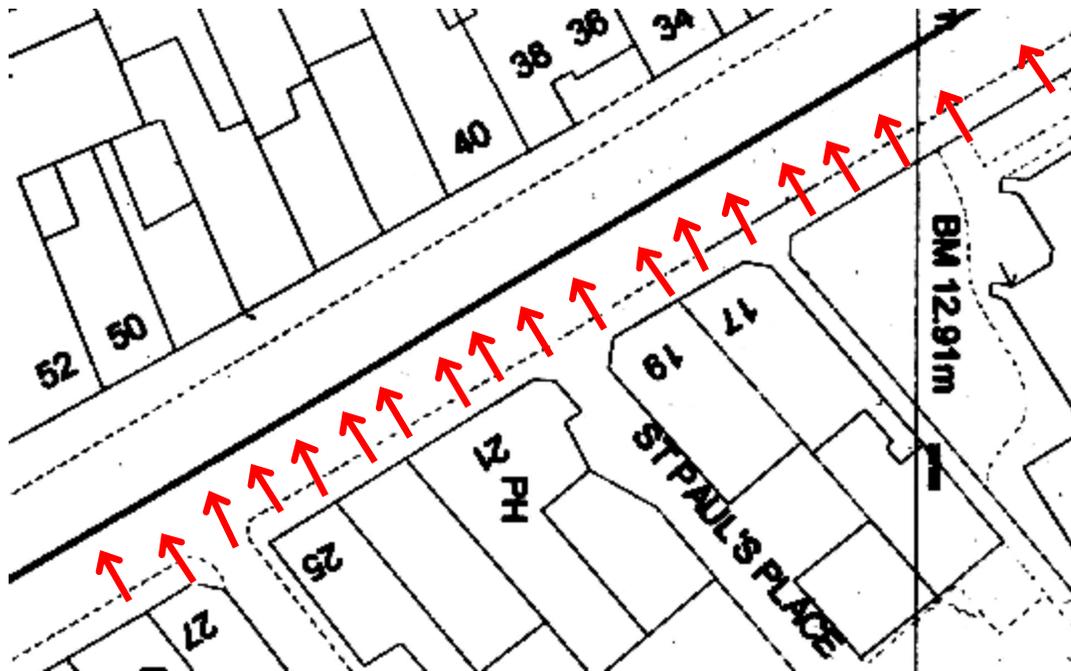
...



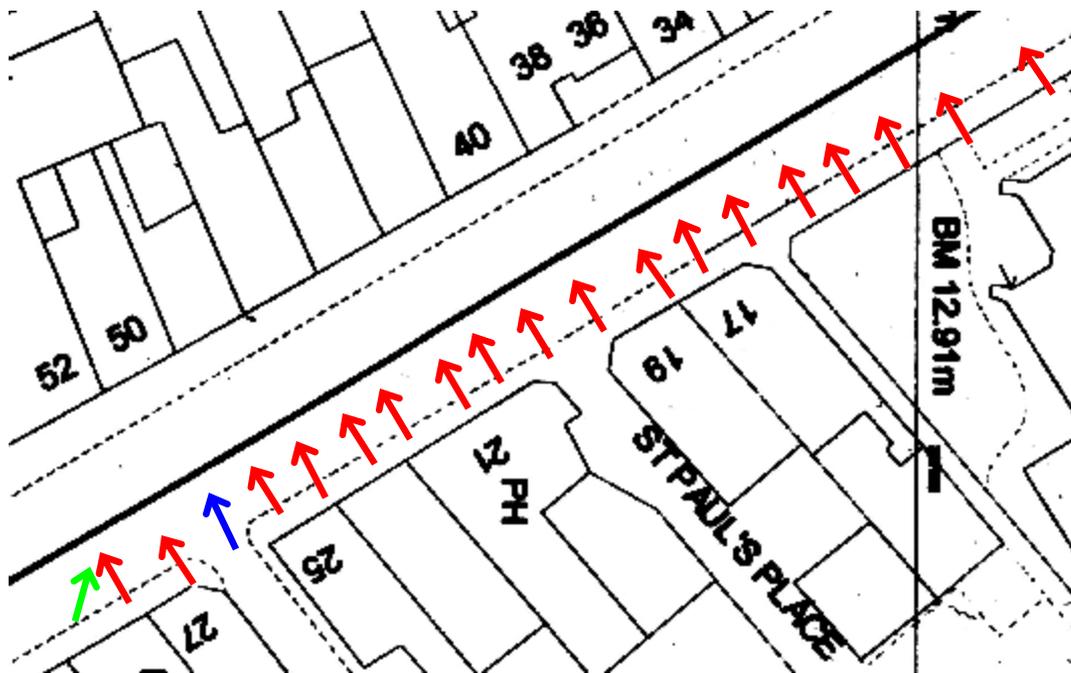
...



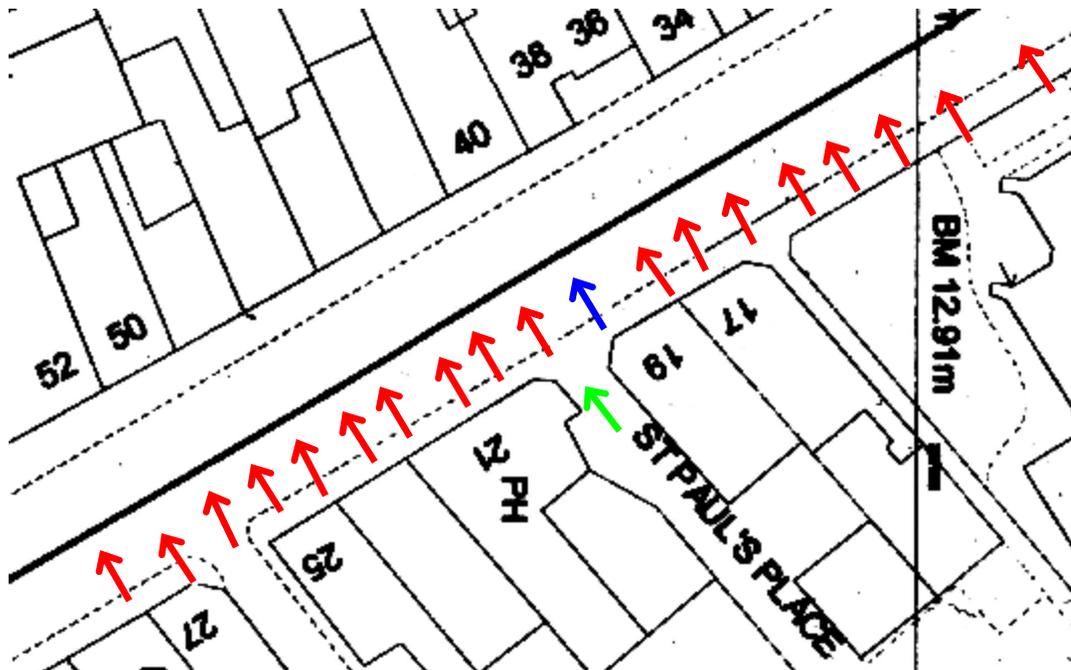
# Image-based localisation



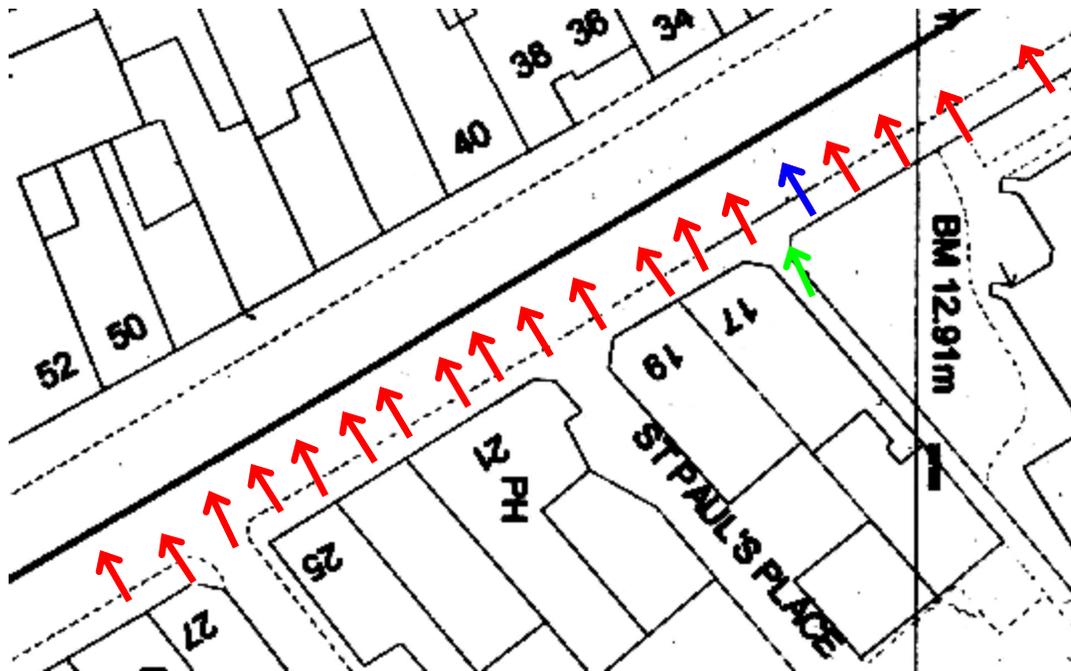
# Image-based localisation



# Image-based localisation



# Image-based localisation



# Conclusions

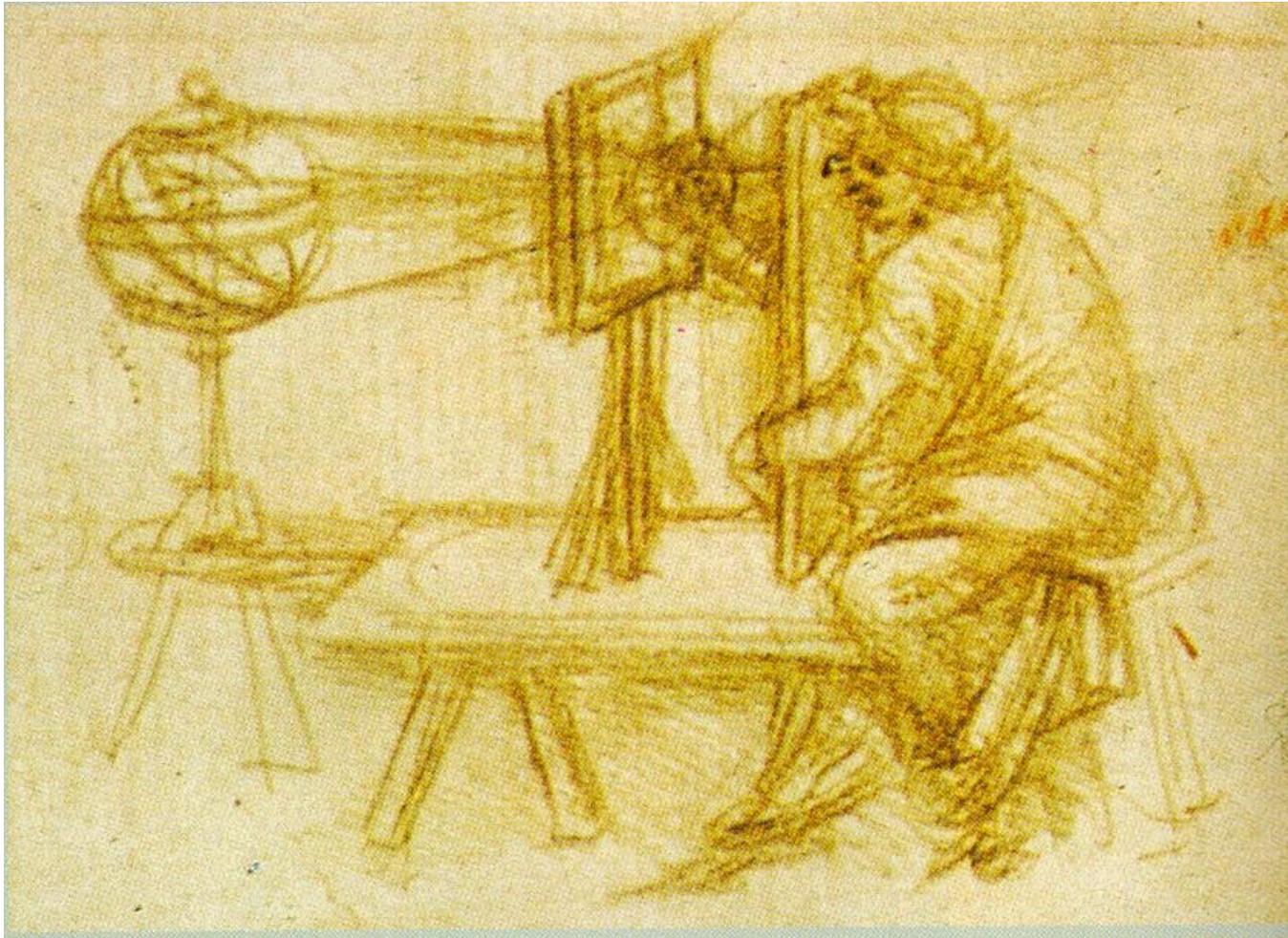
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- Effective wide baseline matching and image registration
- Mobile phone localisation:
  - Where am I?
  - What am I looking at?
- Scaling up to real applications?
- Technology is ripe for adaptation and exploitation

# Perspective projection

# Perspective projection

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# 1. 3D shape from uncalibrated images

# 3D model acquisition

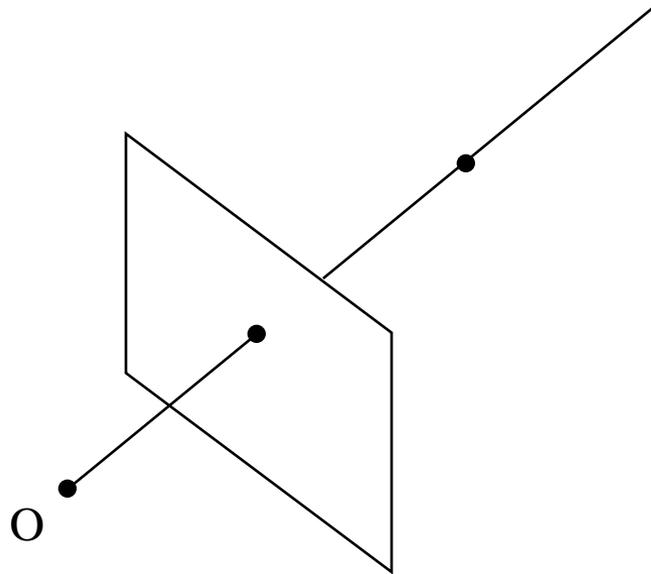
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Photorealistic models from uncalibrated images of architectural scenes



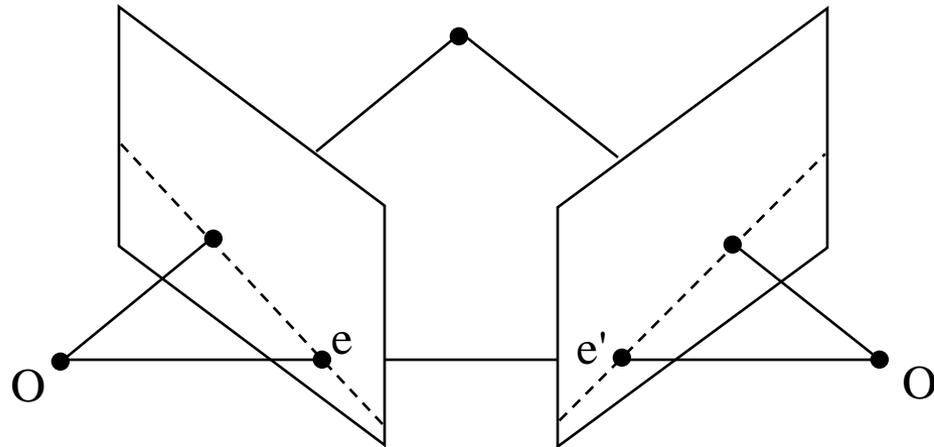
# Ambiguity in a single view

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$$\begin{bmatrix} \lambda u \\ \lambda v \\ \lambda \end{bmatrix} = \mathbf{K}[\mathbf{R} \quad \mathbf{T}] \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

# Stereo vision

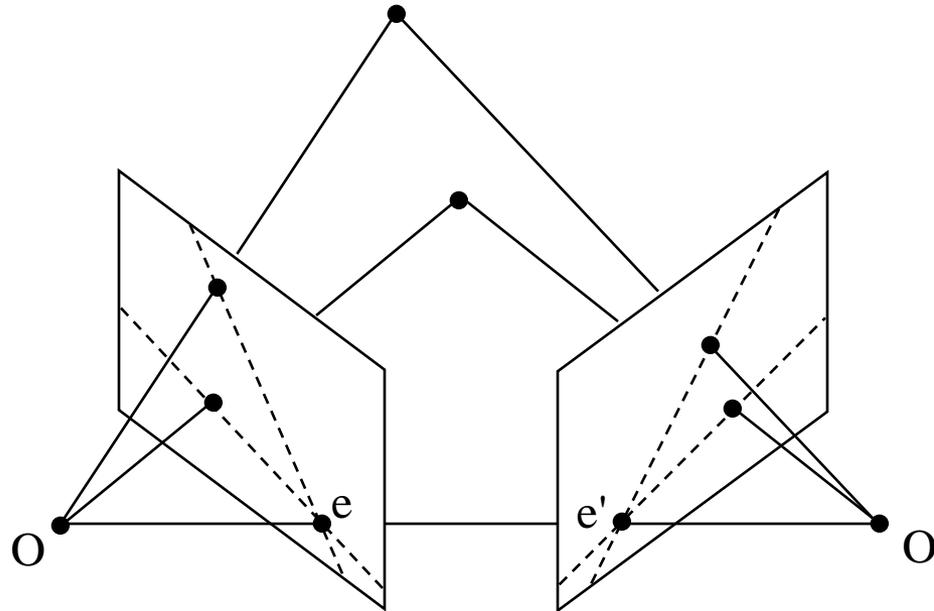


$$\begin{bmatrix} \lambda u \\ \lambda v \\ \lambda \end{bmatrix} = \mathbf{K} \begin{bmatrix} \mathbf{R} & \mathbf{T} \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} \lambda u' \\ \lambda v' \\ \lambda \end{bmatrix} = \mathbf{K}' \begin{bmatrix} \mathbf{R}' & \mathbf{T}' \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

# Epipolar geometry

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$$\begin{bmatrix} u' & v' & 1 \end{bmatrix} \begin{bmatrix} F \\ \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} \end{bmatrix} = 0$$

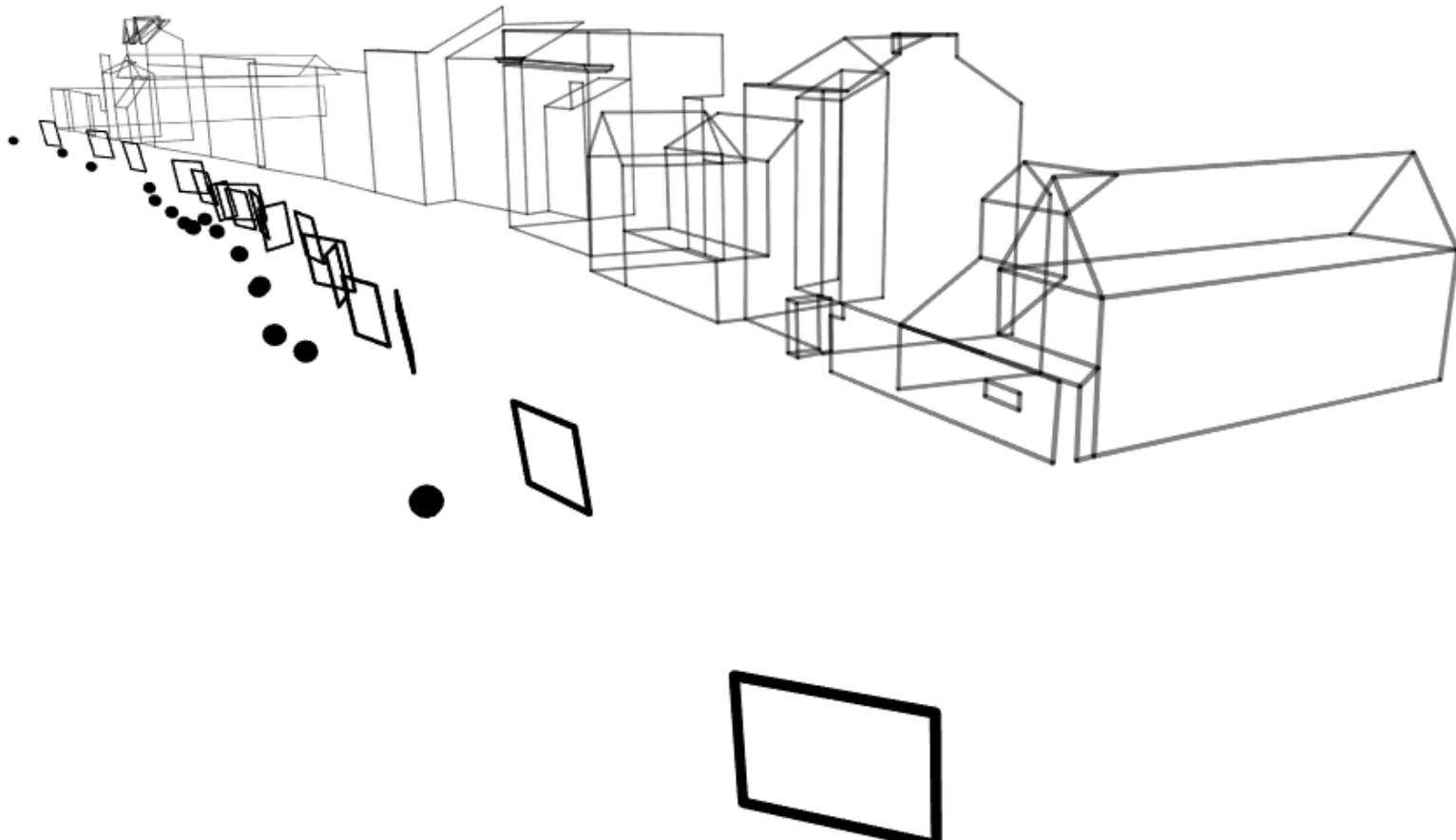
# Trumpington Street Data





# 3D reconstruction

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# Reconstruction texture mapped



# Conclusions

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- Wide baseline matching and image registration
- Mobile phone localisation
- Technology is ripe for adaptation and exploitation