VIEWPOINT SIMULATION FOR POSE COMPUTATION

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Abstract

We want to improve the localization of cameras from a point model obtained through a SfM algorithm. To do so we add to the model photometric descriptors extracted from simulated images.

Motivation

- pose computation has numerous applications, in geo-localisation or augmented reality [2]
- SIFT descriptors are not robust to transformations induced by viewpoint changes



no correct matches between these two views

Problematic

- enhancing the model by adding descriptors extracted from simulated patches
- computing a pose using this enhanced model

Model enhancement

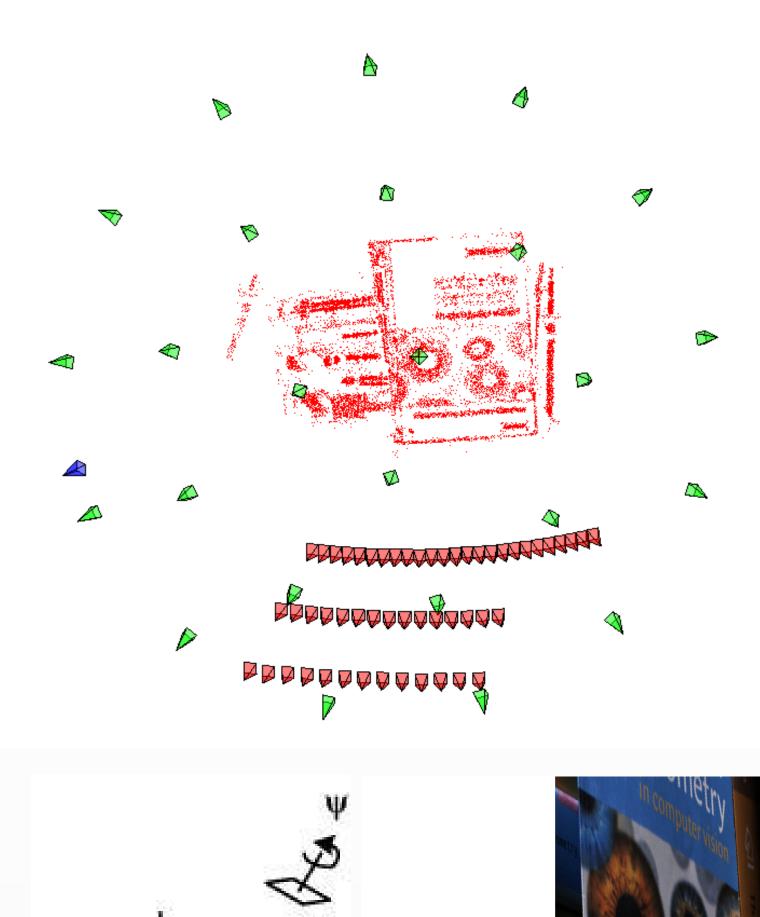
red points are reconstructed from the red cameras using a SfM algorithm

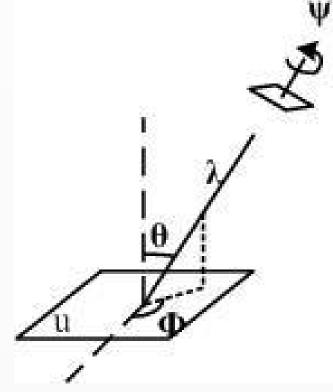
goal:

computing the pose of the image corresponding to the **blue camera**

algorithm:

- define a set of virtual viewpoints (green cameras) to be added to the model
- for each point of the model and for each virtual camera position generate a patch according to the surface normal at this point, using affine or homographic transformation [1, 3]
- extract a SIFT descriptor from this patch and associate it to the 3D point





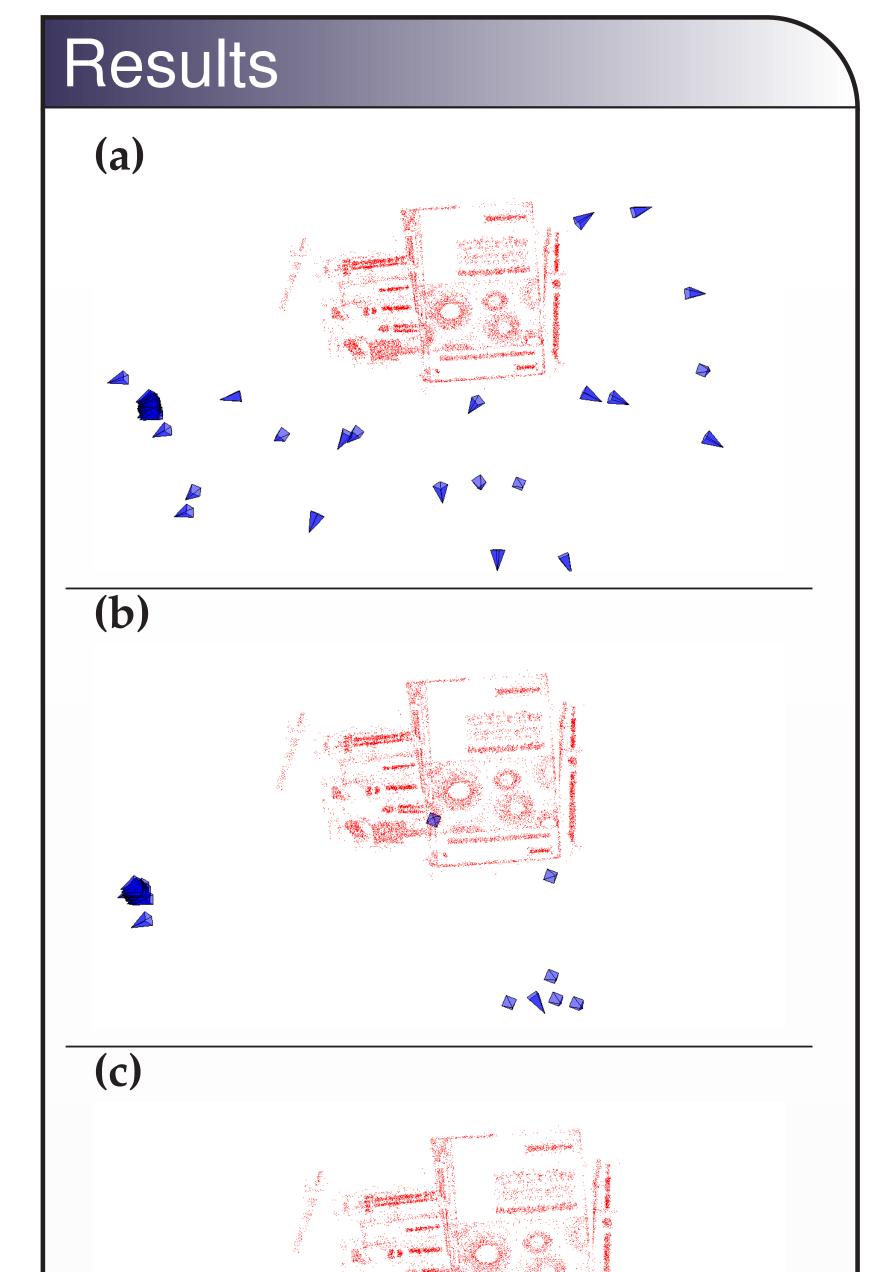


References

- [1] R. I. Hartley and A. Zisserman. Multiple View Geometry in Computer Vision.
- [2] David G. Lowe. Object recognition from local scale-invariant features. ICCV 99.
- [3] Guoshen Yu and Jean-Michel Morel. ASIFT: An Algorithm for Fully Affine Invariant Comparison. *Image Processing On Line* 2011.

Matching

- a RANSAC approach is used to compute the 4 2D/3D matches needed for pose computation
- the matching is challenging because of the amount of descriptors; we used brute force but further work on a better matching framework is needed



- (a) result of 100 pose computation for the same view using the initial model
- (b) same experience using a model enhanced with affine simulations
- (c) same as (b) with homographic simulations
- our method improves the quality of computed poses
- it improves the inlier ratio in the 2D/3D matching from 23% in (a) to 30% in (b) and 37% in (c)