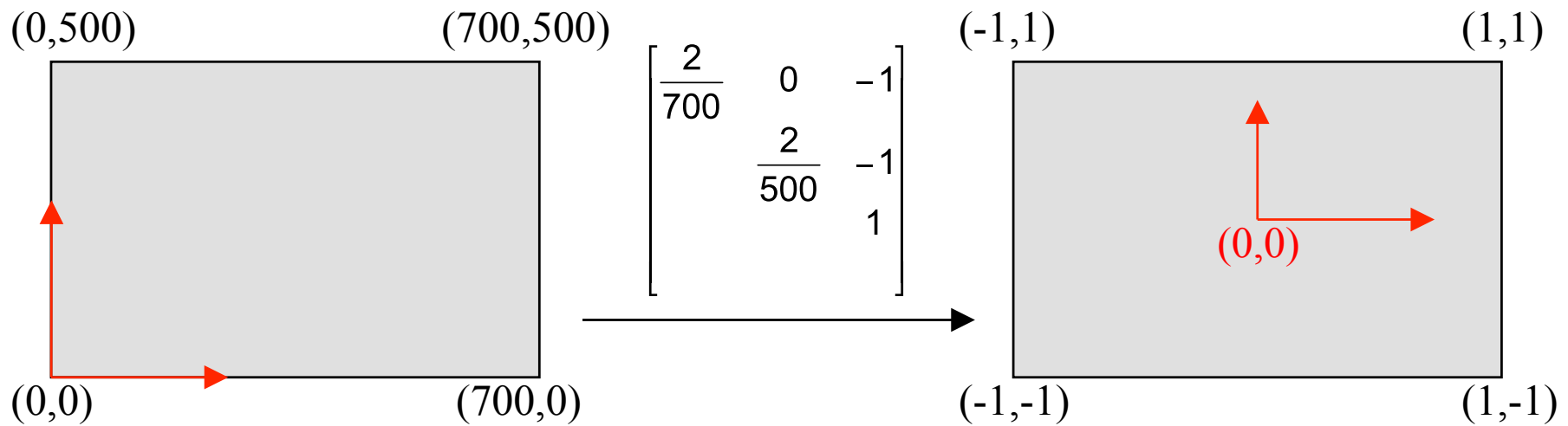


The normalized 8-point algorithm: Step 1 – Normalize image coordinates

Transform image to $\sim[-1,1] \times [-1,1]$



Or normalize coordinates to have mean $(0,0)$ and average norm $\sqrt{2}$

**The normalized 8-point algorithm:
Step 2 – Compute F**

$$\mathbf{X}'^T \mathbf{F}_{\text{norm}} \mathbf{X} = 0$$

$$x' x f_{11} + x' y f_{12} + x' f_{13} + y' x f_{21} + y' y f_{22} + y' f_{23} + x f_{31} + y f_{32} + f_{33} = 0$$

$$\begin{bmatrix} x'_1 x_1 & x'_1 y_1 & x'_1 & y'_1 x_1 & y'_1 y_1 & y'_1 & x_1 & y_1 & 1 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ x'_n x_n & x'_n y_n & x'_n & y'_n x_n & y'_n y_n & y'_n & x_n & y_n & 1 \end{bmatrix} \mathbf{f} = 0$$

$$\mathbf{A} \mathbf{f}_{\text{norm}} = 0$$

$$\mathbf{F} = \mathbf{N}_2^T \mathbf{F}_{\text{norm}} \mathbf{N}_1$$

The normalized 8-point algorithm: Step 3 – The singularity constraint

$$e'^T F = 0 \quad Fe = 0 \quad \det F = 0 \quad \text{rank } F = 2$$

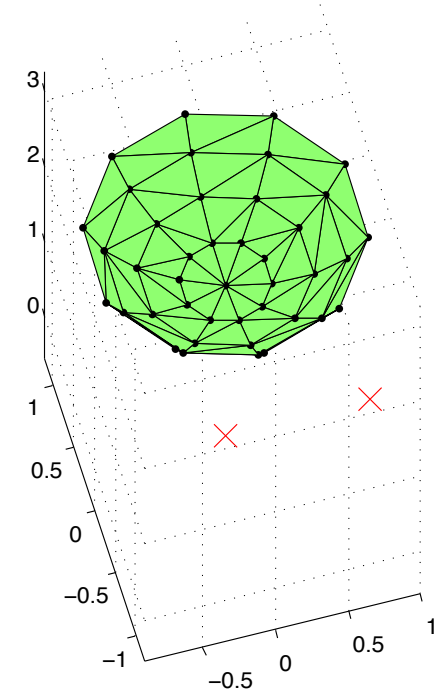
SVD from linearly computed F matrix (rank 3)

$$F = U \begin{bmatrix} \sigma_1 & & \\ & \sigma_2 & \\ & & \sigma_3 \end{bmatrix} V^T = U_1 \sigma_1 V_1^T + U_2 \sigma_2 V_2^T + U_3 \sigma_3 V_3^T$$

Compute closest rank-2 approximation $\min \|F - F'\|_F$

$$F' = U \begin{bmatrix} \sigma_1 & & \\ & \sigma_2 & \\ & & 0 \end{bmatrix} V^T = U_1 \sigma_1 V_1^T + U_2 \sigma_2 V_2^T$$

Evaluation procedure



1. Generate 3D points and cameras X_i, P, P'

2. Project 3D points into cameras

$$x_i = PX_i \quad x'_i = P'X_i$$

3. Add noise to projections

$$\tilde{x}_i = x_i + \varepsilon \quad \tilde{x}'_i = x'_i + \varepsilon \quad \varepsilon \in N(0, \sigma)$$

4. Estimate F

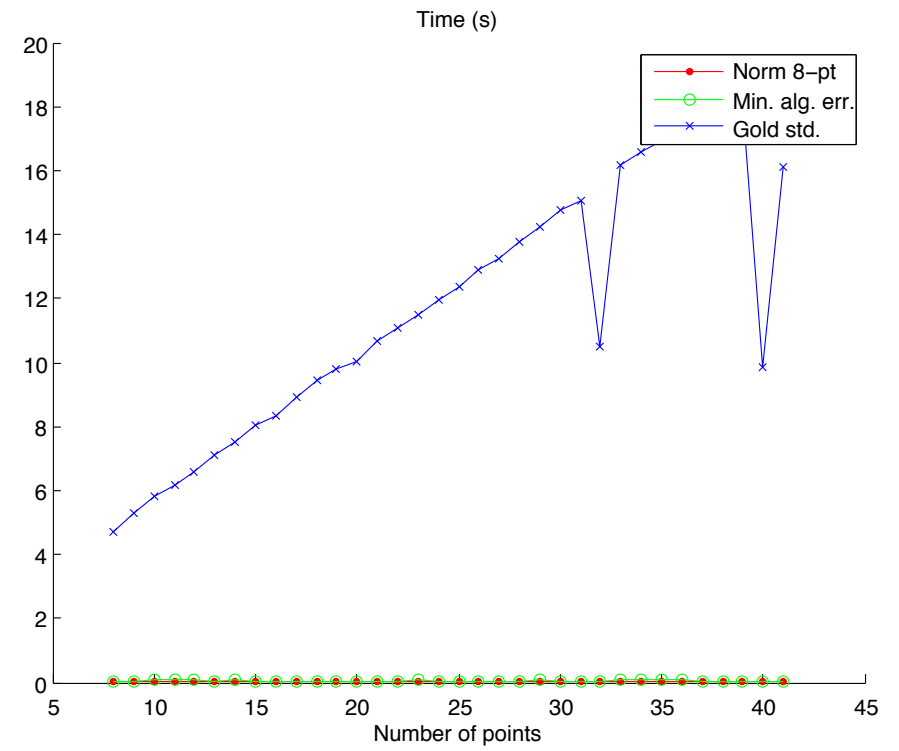
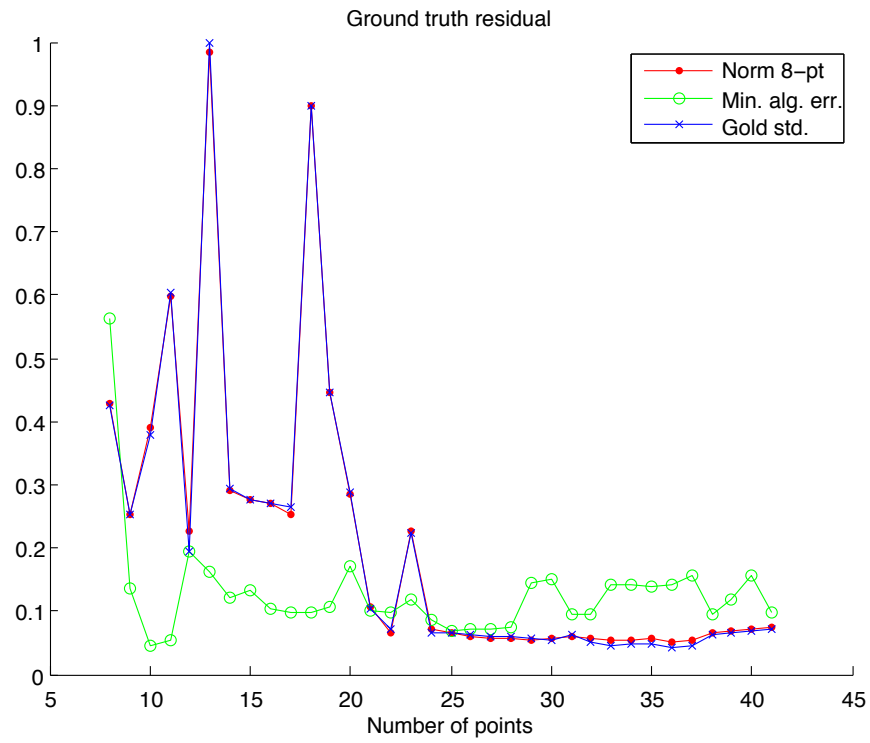
$$\tilde{x}_i \leftrightarrow \tilde{x}'_i \rightarrow F$$

5. Compare F to ground-truth F_{gt}

$$e = 1 - \left(\frac{F \cdot F_{gt}}{\|F\| \cdot \|F_{gt}\|} \right)^2$$

$$F_{gt} = [e']_x \cdot P' \cdot P^+$$

Results



Results 2

