

Image Warping



<http://www.jeffrey-martin.com>

15-463: Computational Photography
Alexei Efros, CMU, Fall 2007

Some slides from Steve Seitz

Image Warping

image filtering: change **range** of image

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

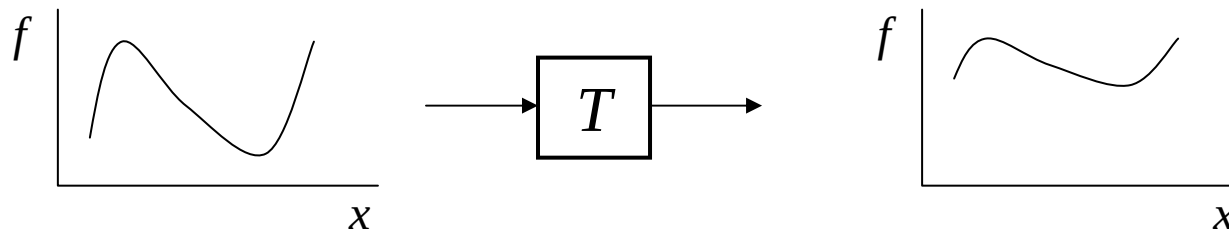


image warping: change **domain** of image

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

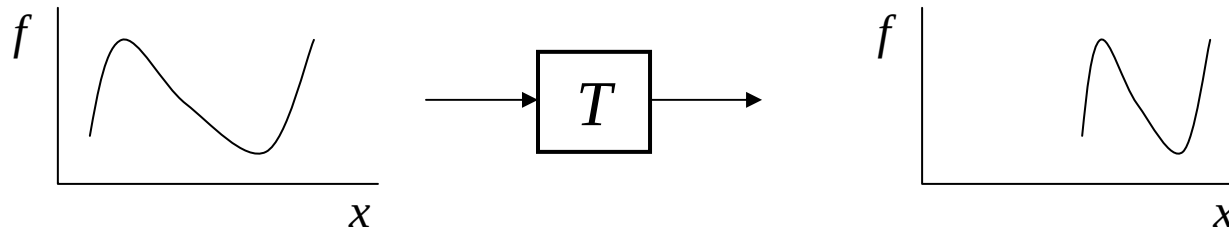


Image Warping

image filtering: change **range** of image

$$g(x) = h(T(x))$$

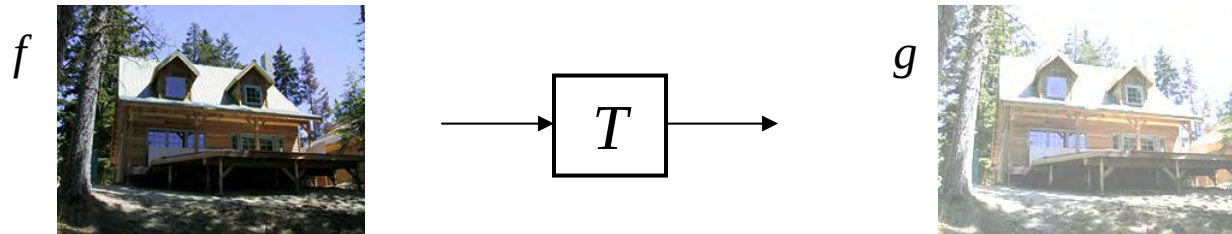
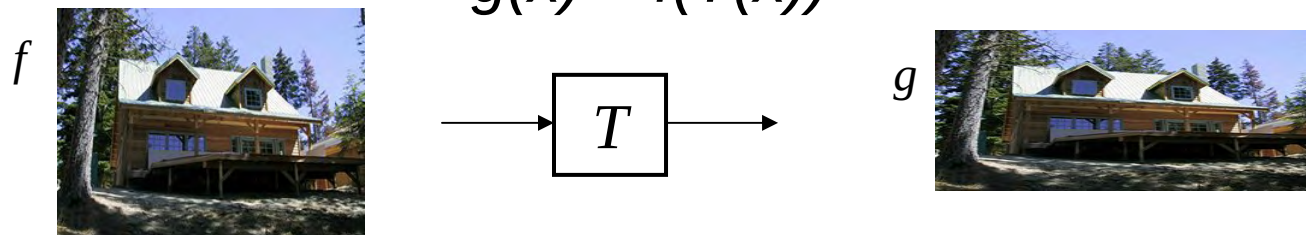


image warping: change **domain** of image

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



Parametric (global) warping

Examples of parametric warps:



translation



rotation



aspect



affine



perspective

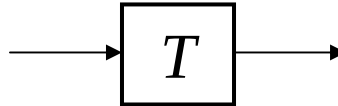


cylindrical

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)

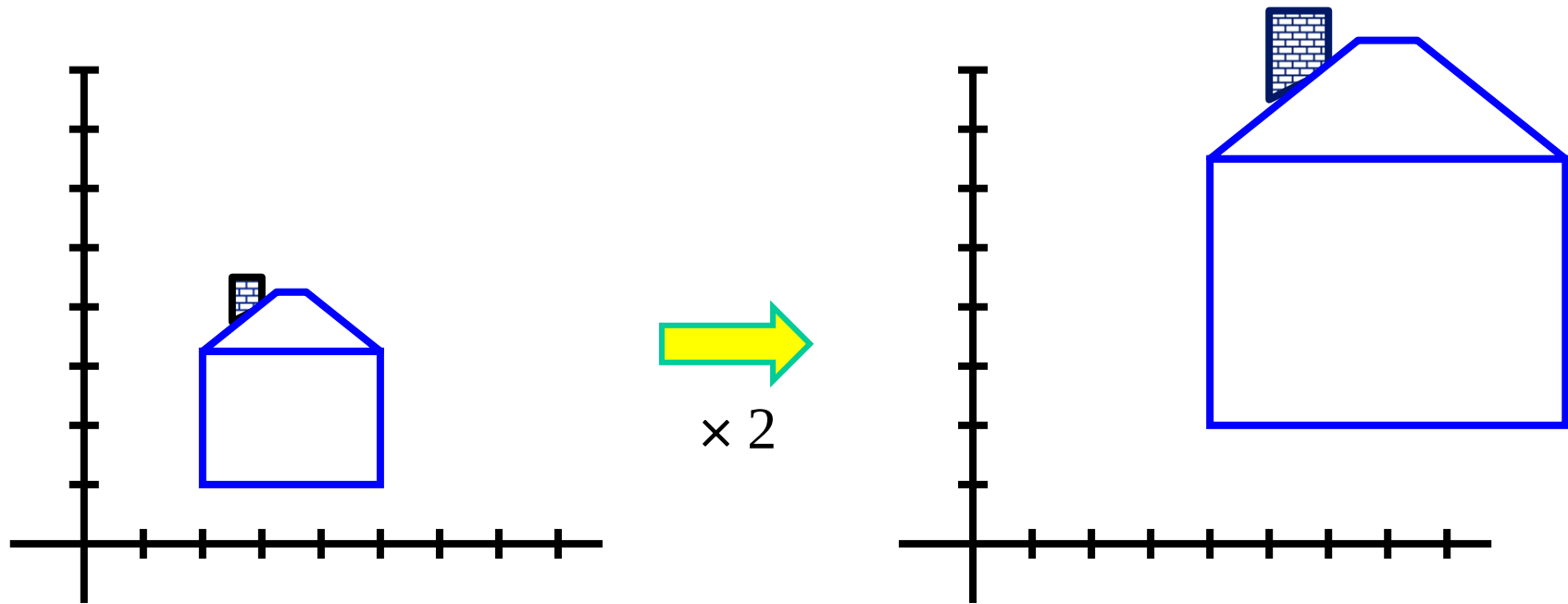
Let's represent T as a matrix:

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

Scaling

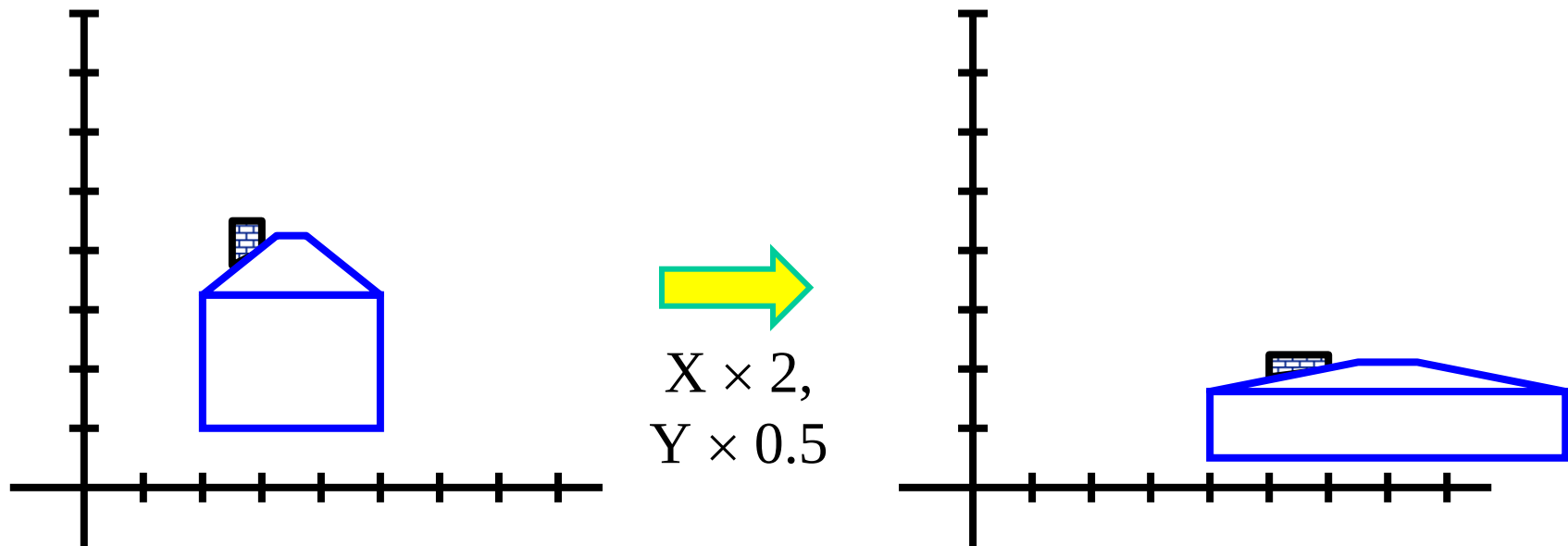
Scaling a coordinate means multiplying each of its components by a scalar

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



Scaling

Non-uniform scaling: different scalars per component:



Scaling

Scaling operation:

$$x' = ax$$

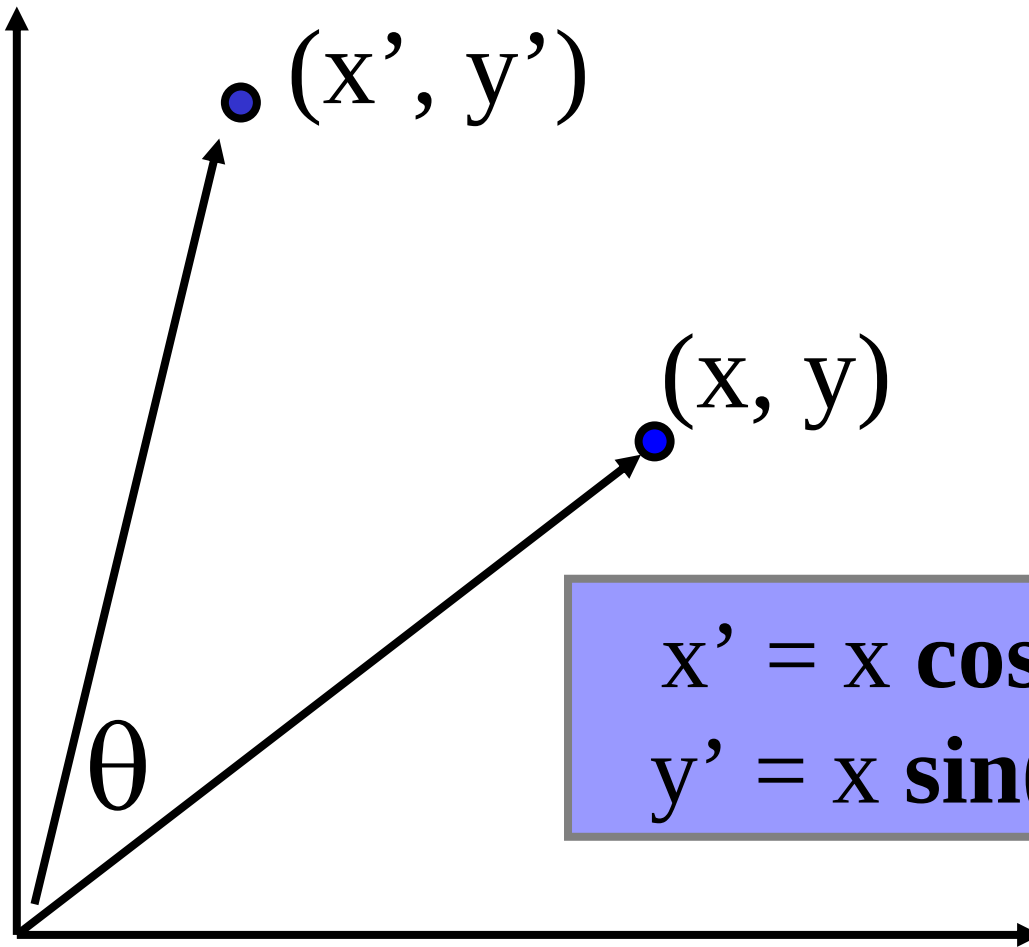
$$y' = by$$

Or, in matrix form:

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

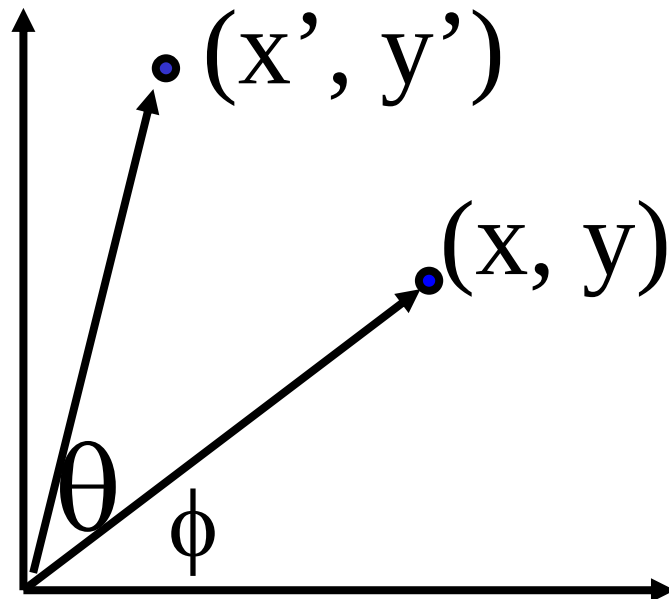
What's inverse of S ?

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)?

$$\begin{aligned}\mathbf{x}' &= \mathbf{s}_x * \mathbf{x} \\ \mathbf{y}' &= \mathbf{s}_y * \mathbf{y}\end{aligned}\quad \begin{bmatrix} \mathbf{x}' \\ \mathbf{y}' \end{bmatrix} = \begin{bmatrix} \mathbf{s}_x & 0 \\ 0 & \mathbf{s}_y \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix}$$

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

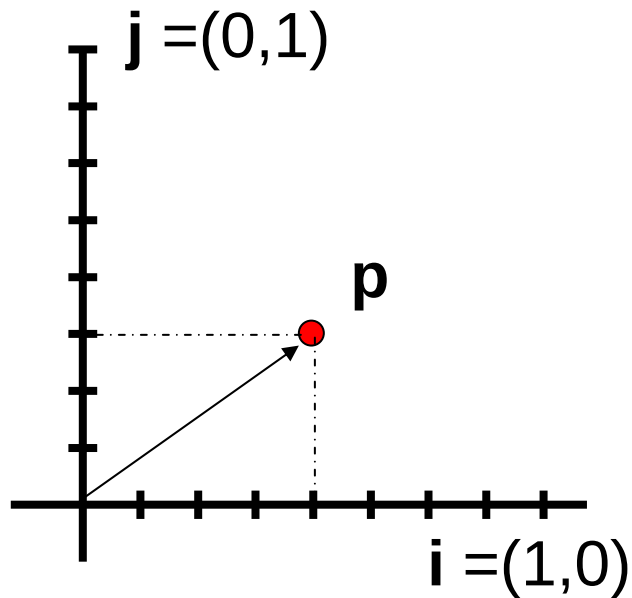
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

Properties of linear transformations:

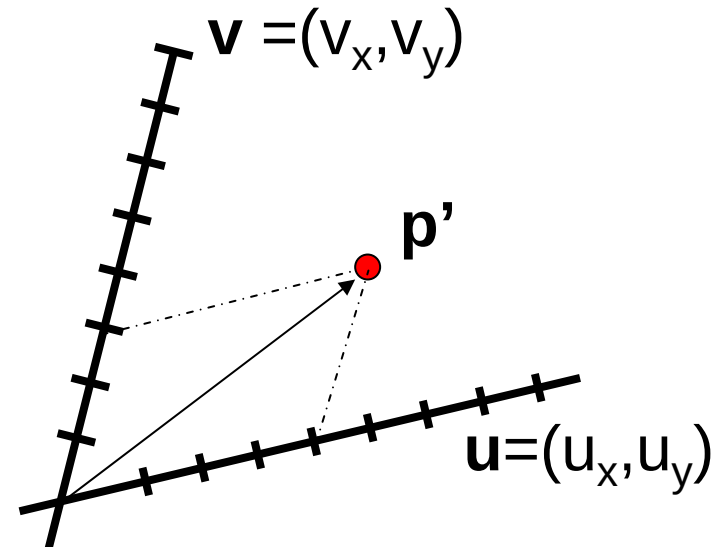
- Origin maps to origin
- Lines map to lines
- Parallel lines remain parallel
- Ratios are preserved
- Closed under composition

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

Linear Transformations as Change of Basis



$$\mathbf{p} = 4\mathbf{i} + 3\mathbf{j} = (4, 3)$$



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

$$\begin{aligned} p'_x &= 4u_x + 3v_x \\ p'_y &= 4u_y + 3v_y \end{aligned}$$

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

Any linear transformation is a basis!!!

- What's the inverse transform?
- How can we change from any basis to any basis?
- What if the basis are orthogonal?

Homogeneous Coordinates

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

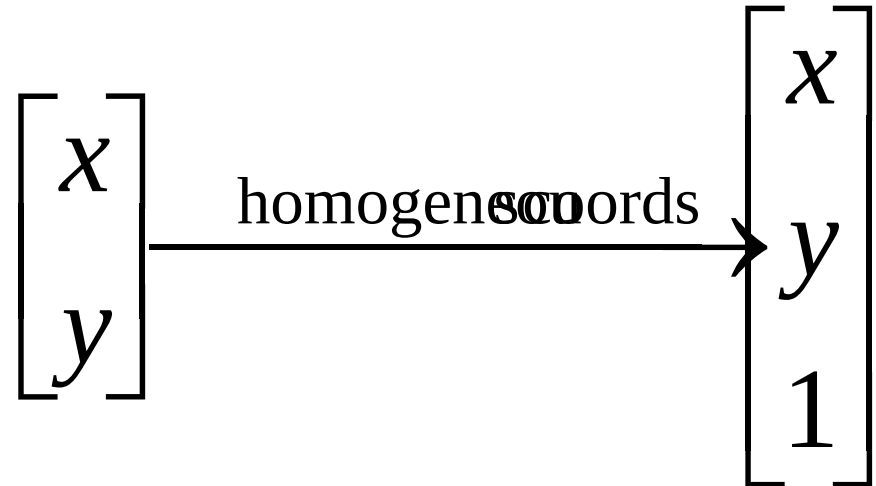
$$x' = x + t_x$$

$$y' = y + t_y$$

Homogeneous Coordinates

Homogeneous coordinates

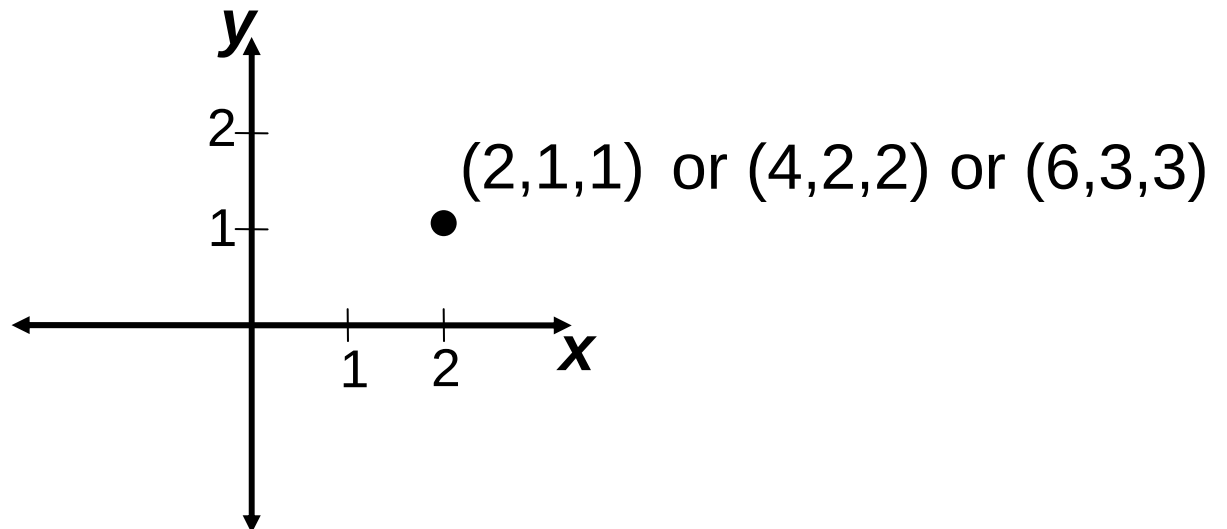
- represent coordinates in 2 dimensions with a 3-vector



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?

$$\mathbf{x}' = \mathbf{x} + \mathbf{t}_x$$

$$\mathbf{y}' = \mathbf{y} + \mathbf{t}_y$$

A: Using the rightmost column:

$$\mathbf{Translation} = \begin{bmatrix} 1 & 0 & \mathbf{t}_x \\ 0 & 1 & \mathbf{t}_y \\ 0 & 0 & 1 \end{bmatrix}$$

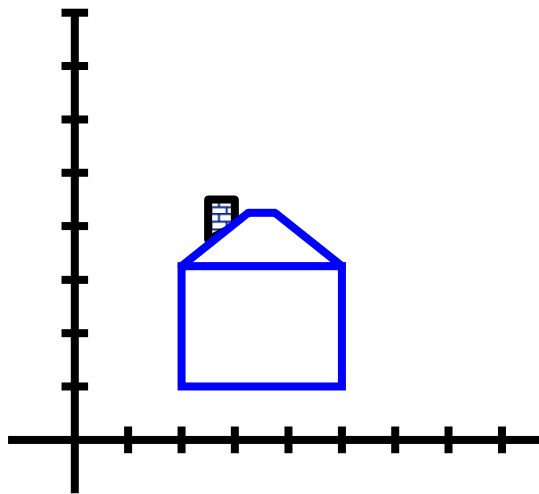
Translation

Example of translation

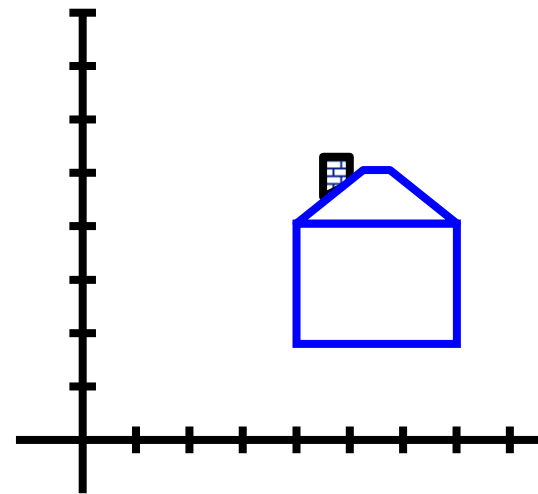
Homogeneous Coordinates



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



$$\begin{aligned} t_x &= 2 \\ t_y &= 1 \end{aligned}$$



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

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

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

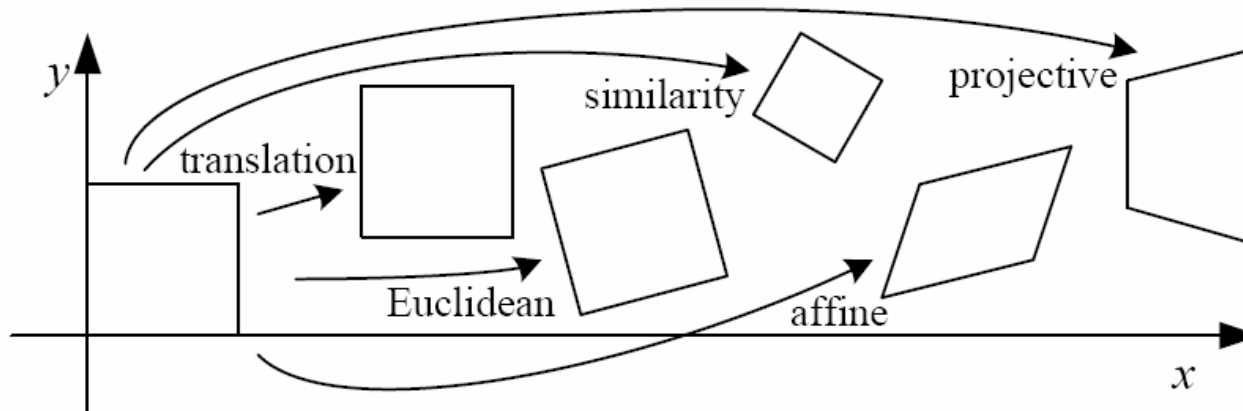
Matrix Composition

Transformations can be combined by
matrix multiplication

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

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

2D image transformations



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

These transformations are a nested set of groups

- Closed under composition and inverse is a member