

TVCalib: Camera Calibration for Sports Field Registration in Soccer

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mm4spa.github.io/tvcalib



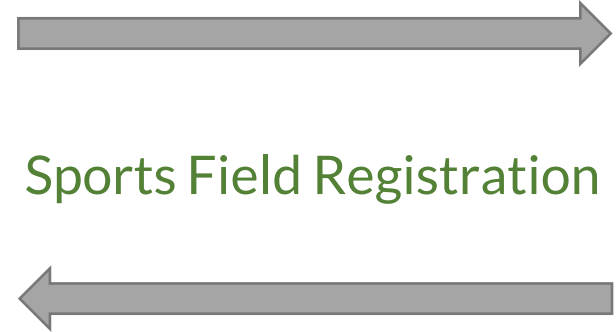
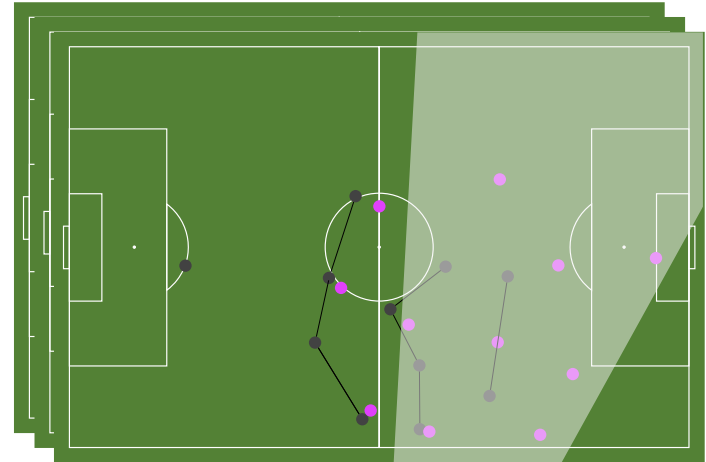
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Sports Field Registration in Broadcast Videos

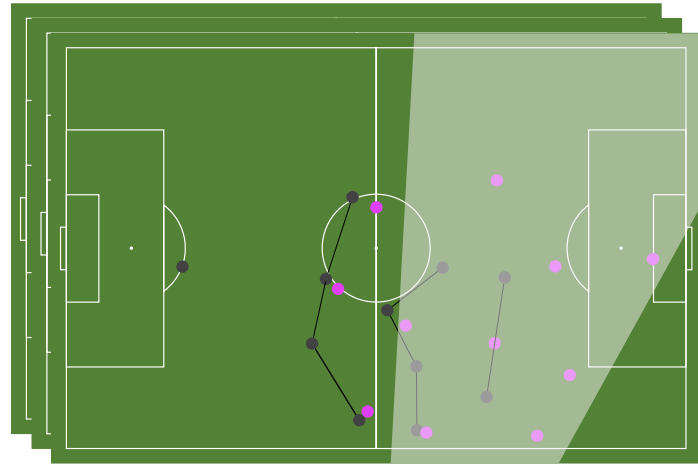


Sports Field Registration



- Usually interpreted as homography estimation H
 - Plane-to-plane mapping
 - Broadcast image to bird's eye view and vice versa

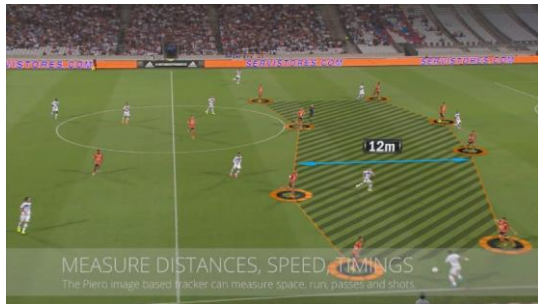
Sports Field Registration in Broadcast Videos



Sports Field Registration

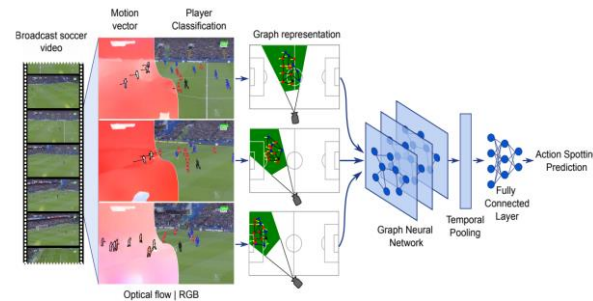


Augmented reality



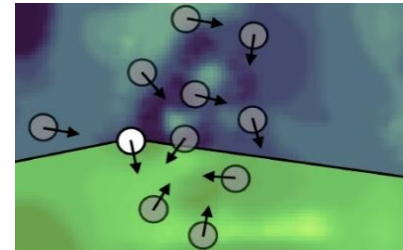
[Fischer et al. 2019]

Event detection



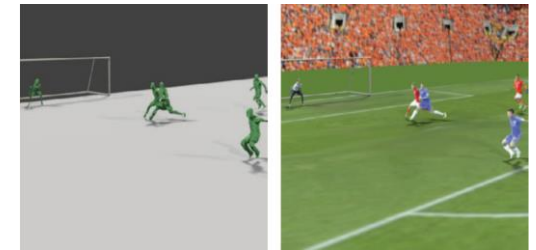
[Cartas et al. MMSports'22]

Generation & enrichment of player position data



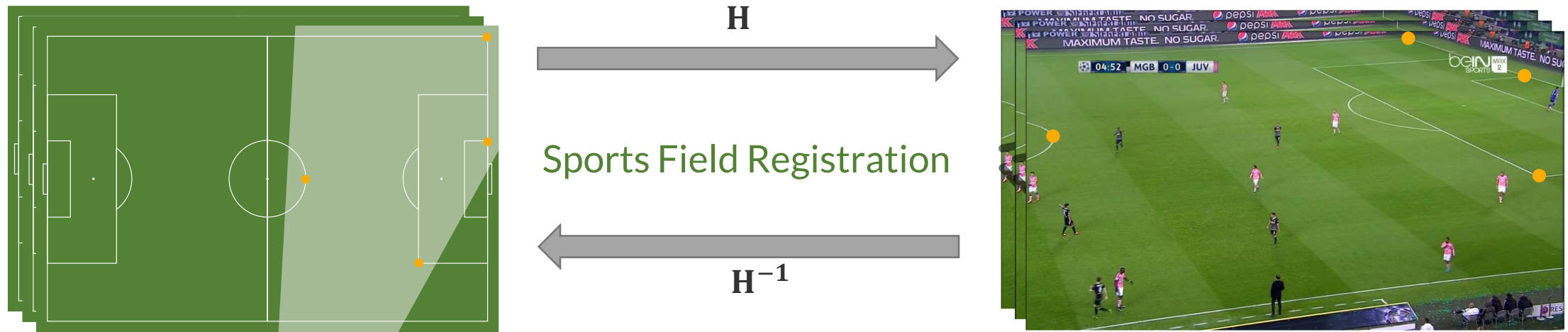
[Sangüesa et al. CVPRW'20]

3D scene reconstruction



[Ramatas et al. CVPR'18]

Sports Field Registration in Broadcast Videos



- Vanilla approach: Direct Linear Transform (DLT) from point correspondences
 - Requires accurate (point) correspondences
 - Easy-to-detect keypoints can be out of view [Chu et al. CVPRW'22]

Related Work



Semantic segmentation

- Keypoint prediction
[Chu et al. CVPRW'22] [Shi et al. WACV'22] [Nie et al. WACV'21]
- Line segmentation [Chen & Little CVPRW'19]
- Area masking [Chen & Little CVPRW'19] [Sha et al. CVPR'20]

Focus

- Homography estimation
- Two-step estimation: $\mathbf{H} = H_{init}H_{rel}$

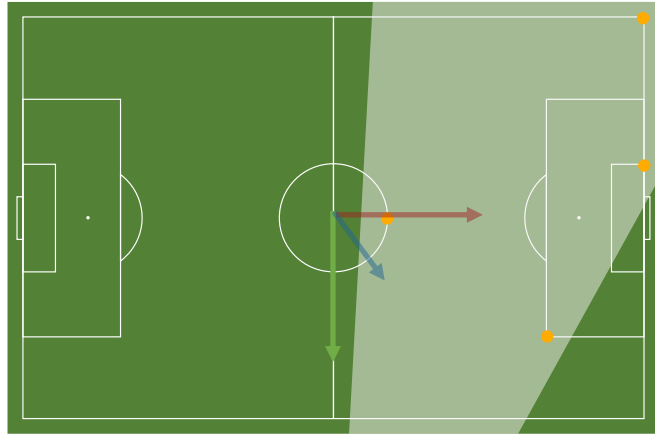
Initial estimation

- DLT [Nie et al. WACV'21] [Citraro et al. Machine Vision and Applications'20]
- Regression of \mathbf{H} [Chu et al. WACV'22] [Jiang et al. WACV'20]
- Nearest neighbor retrieval of known camera poses
[Shi et al. WACV'22] [Sha et al. CVPR'20] [Nie et al. WACV'21]

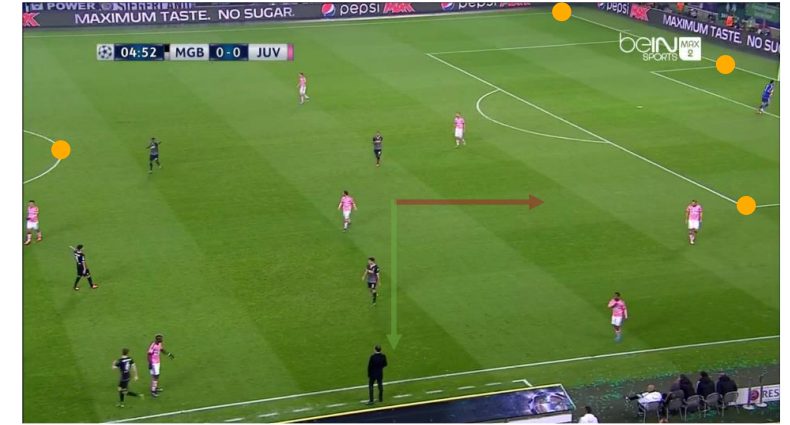
Refinement as relative image transformation

- L1 reprojection [Shi et al. CVPRW'22]
- Lucas-Kanade algorithm [Chen & Little CVPRW'19]
- Spatial Transformer Networks
[Sha et al. CVPR'20] [Chen & Little CVPRW'19]

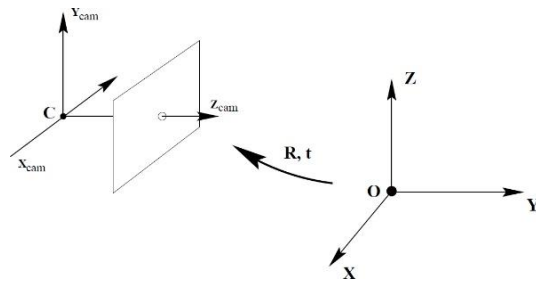
Why do we tackle camera calibration?



$$\begin{array}{c} \xrightarrow{\mathbf{H}[X_i, Y_i, 1]^T} \\ \mathbf{P}[X_i, Y_i, Z_i, 1]^T \\ \xleftarrow{\mathbf{H}^{-1}[x_i, y_i, 1]^T} \end{array}$$



Pinhole camera model



Graphic: [Hartley & Zissermann, 2004]

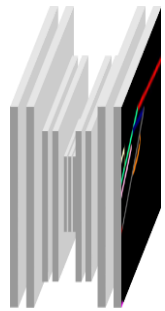
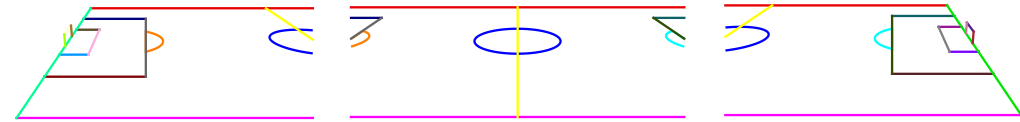
$$\mathbf{P}^{3 \times 4} = \mathbf{K}\mathbf{R}[\mathbf{I} | -\mathbf{t}] = \begin{array}{c} \text{intrinsics} \\ \left[\begin{array}{ccc} flx & shear & u_0 \\ 0 & fly & v_0 \\ 0 & 0 & 1 \end{array} \right] \end{array} \begin{array}{c} \text{extrinsics} \\ \mathbf{R} \left[\begin{array}{ccc} 1 & & -X_c \\ & 1 & -Y_c \\ & & 1 -Z_c \end{array} \right] \end{array}$$

$$\mathbf{R}^{3 \times 3} = \mathbf{R}_z(\text{roll})\mathbf{R}_x(\text{tilt})\mathbf{R}_z(\text{pan})$$

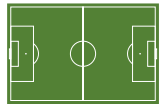
For planar settings ($\mathbf{Z} = 0$): $\mathbf{H}^{3 \times 3} = \mathbf{K}\mathbf{R}^{3 \times [1,2]}[\mathbf{I} | -\mathbf{t}] = \mathbf{P}^{3 \times [1,2,4]}$

TVCalib – Main Idea

- Estimation of underlying camera parameters (extrinsics, intrinsics, potential lens distortion)
- Sports field segments as calibration pattern (points on lines, points on circles)
- Iteratively minimize the *segment reprojection loss*
 - Point-line and point-circle distances
 - Gradient-based solver
 - Initialize from multiple views



$\text{FoV}=31.3^\circ$
 $\mathbf{t}=[-2.7, 60.9, -12.8] \text{ m}$
 $\text{pan}=-24.1^\circ$
 $\text{tilt}=77.9^\circ$
 $\text{roll}=-0.1^\circ$
 $k_1=0.0 \ k_2=0.0$



Experiments

Benchmark Datasets

- *SoccerNet-Calibration* [Giancola et al. MMSports'22]*
- *FIFA WorldCup2014* [Homayounfar et al. CVPR'17]

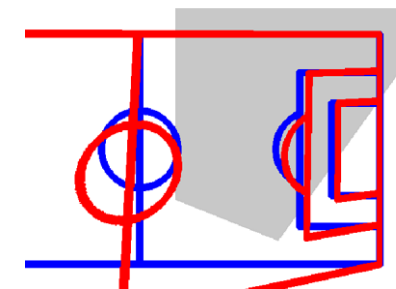
Metrics

- Unavailability of ground-truth camera parameters
- (Image) **reprojection error** for individual segments: $ACC@t [px] = TP / (FP+FN+TP)$

[Giancola et al. MMSports'22]*



- **Projection error** (reconstruction): IoU_{part}
 - Binary IoU for the visible part of the projected field
 - Estimated and manually annotated homography matrix



[Citraro et al. Machine Vision and Applications'20]

* <https://github.com/SoccerNet/sn-calibration>

Evaluating the Homography on *WorldCup2014* Dataset

Calibration	Segmentation	(image) reprojection accuracy			projection accuracy	
		ACC@5	ACC@10	ACC@20	IoU _{part} (mean)	IoU _{part} (median)
H		54.1	82.9	92.4	100.0	100.0
TVCalib	GT	62.7	84.9	95.5	96.1	97.1
[Chen & Little CVPR'19]	GT	61.2	82.4	90.6	95.2	97.3
TVCalib	Pred	38.8	69.1	89.4	95.3	96.6
[Chen & Little CVPR'19]	Chen & Little	35.8	66.3	84.4	94.6	96.3
[Jiang et al. WACV'20]	Jiang et al.	36.9	62.9	81.5	95.2	97.1
[Shi et al. WACV'22]	Shi et al.				96.6	97.8
[Chu et al. CVPRW'22]	Chu et al.				96.0	97.0

- Quality of annotated matrices **H** introduces bias [Homayounfar et al. CVPR'17]
- Superior results compared to reimplemented approaches
- Projection error: Similar results compared to state-of-the-art approaches

Conclusion

Limitations

- Local minima due to gradient-based optimization
- Optimization of an image reprojection error only

Future Work

- Usage of temporal information
- End-to-end learning approach

project website & source code



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mm4spa.github.io/tvcalib



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