Name: Jinghang Li Student ID: 4126435 ECE 1390 HW3

1.a.

- The matrix M you recovered from the normalized points (3x4) [text response]

```
newM =

0.4583   -0.2947   -0.0140   0.0040
-0.0509   -0.0546   -0.5411   -0.0524
0.1090   0.1783   -0.0443   0.5968
```

The < u, v > projection of the first and last points given your M matrix [text response]

$$pts2d2 =$$

- The residual between that projected locations and the actual ones given [text response]

0.0026

0.0016

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Average residual for each trial of each k (10x3) [text response]

residualResult_1b =				
2.2028	1.4329	2.3638		
3.4652	0.9826	4.3496		
2.2872	1.0991	0.4961		
1.7702	1.1766	1.8274		
3.0659	2.3666	0.6807		
17.9720	1.6925	0.6591		
1.2680	2.8687	1.3168		
11.9721	2.6559	1.0684		
1.5315	2.1489	1.1685		
1.7672	1.3315	1.0946		

Explain any difference you see between the results for the different k's [text response]

From the residual results we could tell that the more points we use to estimate the projection matrix the more accurate overall result we will have. The first column is from using 8 points, 2nd column is from using 12 points and the third from using 16 points.

The best M matrix (3x4) [text response]

bestM =

-0.0069	0.0040	0.0013	0.8267
-0.0015	-0.0010	0.0073	0.5626
-0.0000	-0.0000	0.0000	0.0034

This is the best projection matrix (obtained from using 16 points) that results in the lowest residual (0.4961)

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The location of the camera in real 3D world coordinates [text response]

C =

303.0998

307.1840

30.4221

2.a.

The matrix *F* generated from your least squares function [text response]

newfM =

-0		0	0	0	0
_	-	-	-	-	-

-0.0000 0.0000 -0.0009 0.0000 0.0000 -0.0264

-0.0019 0.0172 0.9995

2.b.

reducedfM =

-	0	•	0	0	0	0

0.0000 -0.0009

0.0000

0.0000 -0.0264

-0.0019

0.0172

0.9995

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ps3-2-c-2

