

Exe Lect [1] Intro

1. Pose 3 questions to last lecture
2. When defining projective space **\mathbf{IP}^2** what is the difference between

a) $[x,y,z]^T [u,v,w]^T$ are called equivalent
iff $\exists \lambda > 0 : \lambda \cdot [x,y,z]^T = [u,v,w]^T$ and

b) $[x,y,z]^T [u,v,w]^T$ are called equivalent
iff $\exists \lambda \neq 0 : \lambda \cdot [x,y,z]^T = [u,v,w]^T$

What is correct?

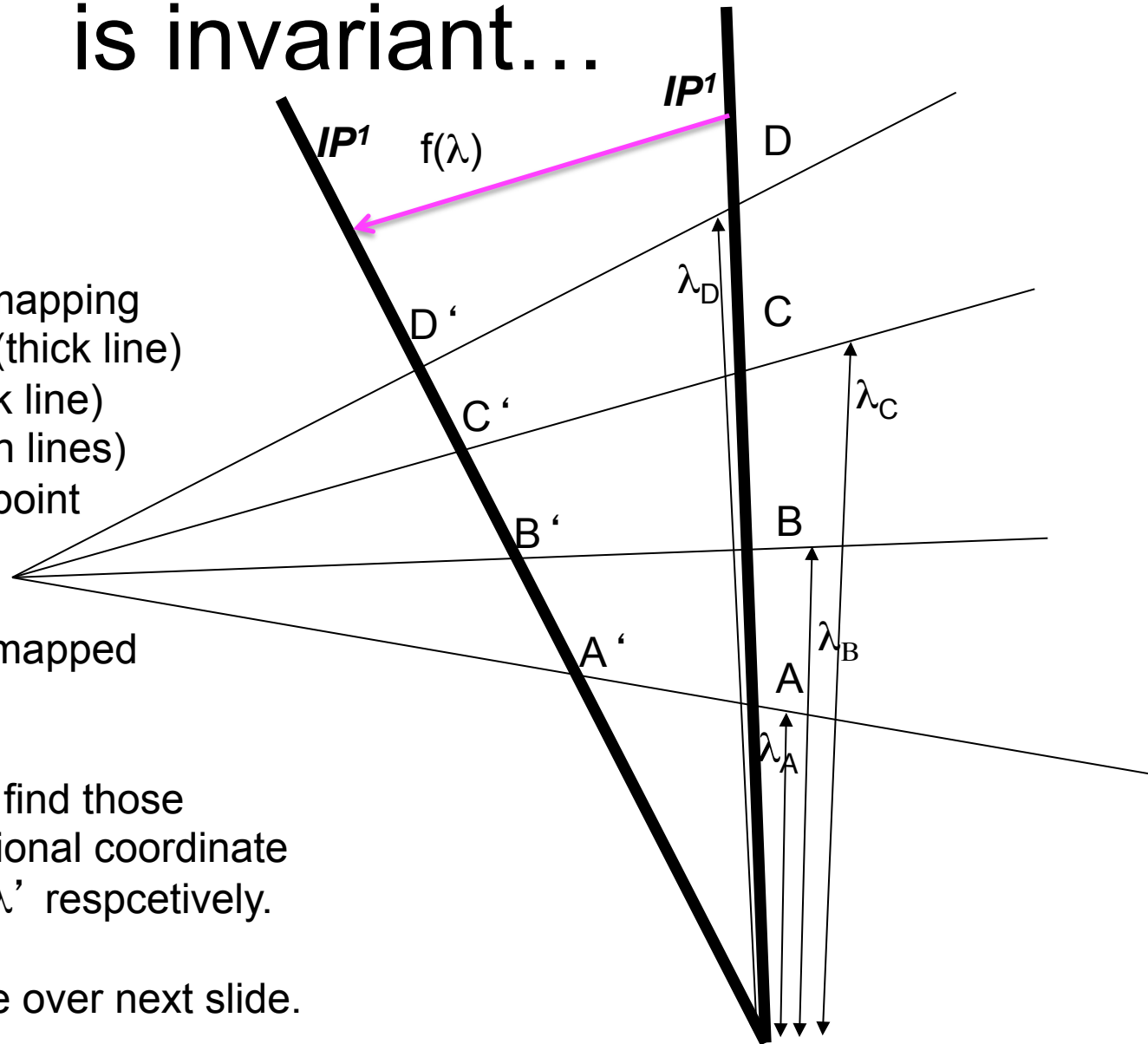
3) The Cross Ratio under projections is invariant...

This figure illustrates a mapping from domain space IP^1 (thick line) to target space IP^1 (thick line) via a projective map (thin lines) intersecting in the focal point on the left.

The points A, B, C, D get mapped to A', B', C', D'

In the domain space we find those Points via a one dimensional coordinate called λ in target space λ' respectively.

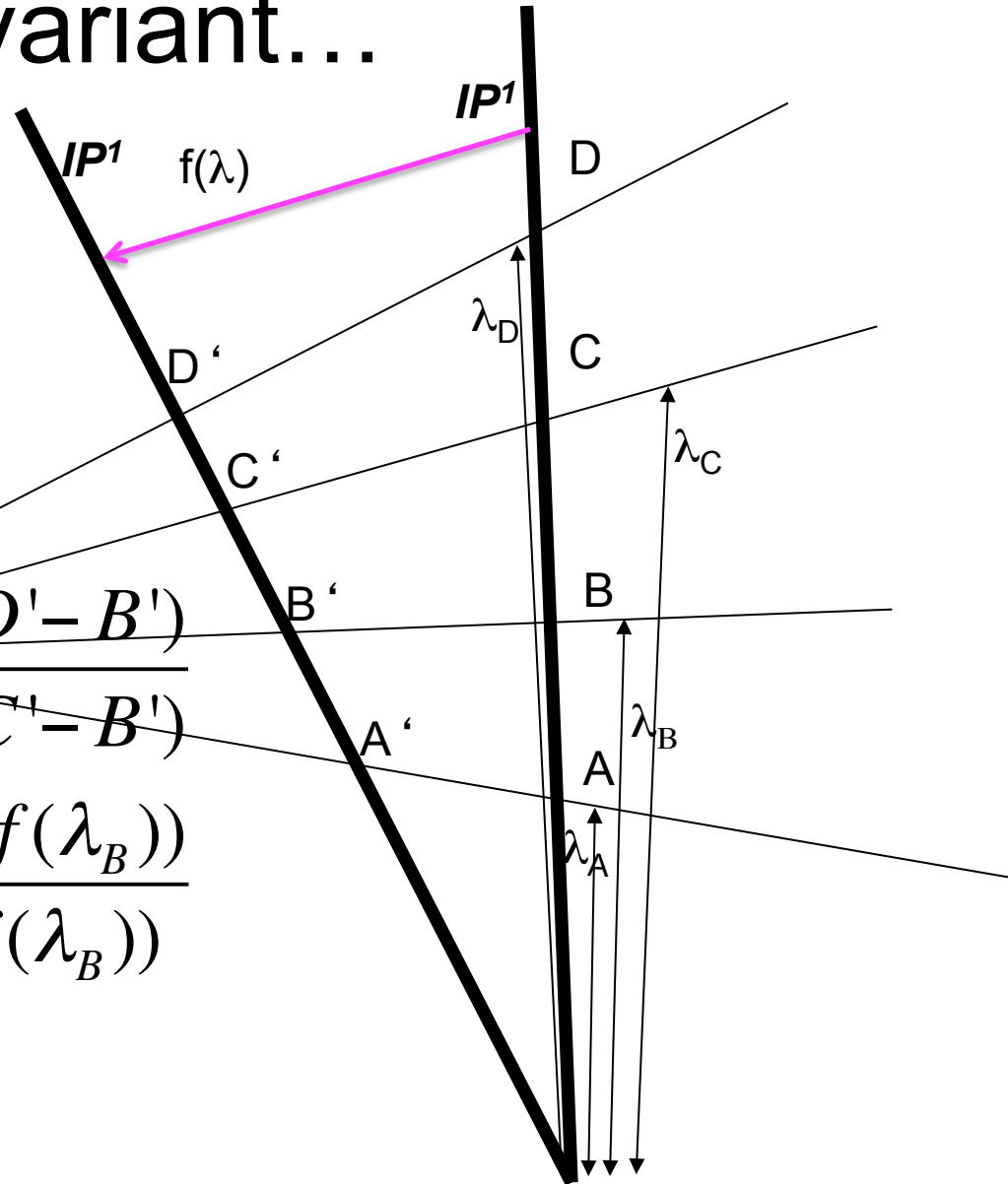
For the definition of f see over next slide.



3) The Cross Ratio under projections is invariant...

Prove this equality!

$$\begin{aligned}
 & \frac{(\lambda_C - \lambda_A)(\lambda_D - \lambda_B)}{(\lambda_D - \lambda_A)(\lambda_C - \lambda_B)} = \\
 & \frac{(C - A)(D - B)}{(D - A)(C - B)} = \frac{(C' - A')(D' - B')}{(D' - A')(C' - B')} \\
 & = \frac{(f(\lambda_C) - f(\lambda_A))(f(\lambda_D) - f(\lambda_B))}{(f(\lambda_D) - f(\lambda_A))(f(\lambda_C) - f(\lambda_B))}
 \end{aligned}$$



Finding $f(\lambda)$: $\mathbb{P}^1 \rightarrow \mathbb{P}^1$

- From lecture slide 35 a projective map from $\mathbb{P}^1 \rightarrow \mathbb{P}^1$ is a matrix $H = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ (in 2D):

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} ax + by \\ cx + dy \end{pmatrix} \text{ so in homogenous coord.}$$

$$\begin{pmatrix} x \\ 1 \end{pmatrix} \text{ is mapped to } \mapsto \begin{pmatrix} ax + b \\ cx + d \end{pmatrix} \sim \begin{pmatrix} \frac{ax+b}{cx+d} \\ 1 \end{pmatrix}$$

when looking at the first coordinate only:

$$f(x) = \frac{ax+b}{cx+d}$$

4) Read

- Read and sum up (mindmap or alike):
Appendix 23: Projective Geometry for Machine Vision
(1992), by Joseph L. Mundy , Andrew Zisserman
23.1.-23.5