

Photogrammetric Computer Vision

Exercise 01

Group 18(G_18):

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Part 1: Theory

1. You would like to compute the connecting line between two 2D points. What happens, if the two points are identical?

Answer:

This line will not be existed.

If these two points are identical(the homogeneous coordinates are $\begin{bmatrix} a \\ b \\ m \end{bmatrix}$),

Then the connecting line should be $\begin{bmatrix} a \\ b \\ m \end{bmatrix} \times \begin{bmatrix} a \\ b \\ m \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ which is impossible

So it is not possible to draw a line with identical points

2. Where does the general line $x \cos \varphi + y \sin \varphi = d$ intersect the line $(0, 0, 1)^T$ given in homogeneous coordinates? How can this point be interpreted?

Answer:

Intersection of two lines is given as $p = u_1 \times u_2$.

Then the homogeneous coordinates of the point where these two line intersect can be calculate as:

$$\begin{bmatrix} \cos \varphi \\ \sin \varphi \\ -d \end{bmatrix} \times \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} \sin \varphi \\ -\cos \varphi \\ 0 \end{bmatrix} \text{ which is an ideal point.}$$

So these two lines intersect a point at infinity.

3. Show that the horizon is a straight line by showing that three points on the horizon are always collinear.

Answer:

Random three points on the horizon can be represented as

$P1=[a1 \ b1 \ 0]^T$, $P2=[a2 \ b2 \ 0]^T$, $P3=[a3 \ b3 \ 0]^T$.

Because $\det [P1 \ P2 \ P3] = \begin{bmatrix} a1 & a2 & a3 \\ b1 & b2 & b3 \\ 0 & 0 & 0 \end{bmatrix} = 0$.

Means these three points are collinear,

So the horizon is a straight line.