

EECS 442 Computer Vision, Fall 2012

Homework 1 Solution

Problem 1

- (a) To construct the rotation matrix R , we write the coordinates of the basis vectors of W in terms of those of C so that any point in W coordinates can be transformed into C coordinates.

$$\begin{aligned} W_x &= \frac{-\sqrt{2}}{2} C_x + 0 C_y + \frac{-\sqrt{2}}{2} C_z \\ W_y &= 0 C_x + 1 C_y + 0 C_z \\ W_z &= \frac{\sqrt{2}}{2} C_x + 0 C_y + \frac{-\sqrt{2}}{2} C_z \end{aligned}$$

These three vectors will be the three columns of the rotation matrix encoding the orientation of camera frame C relative to the world frame W . Once the camera is rotated, world points must be translated by d along the z -axis so that the world origin will be located at coordinate $[0, 0, d]^T$ relative to C . The final change of coordinate transformation is

$${}^C_W TR = \begin{bmatrix} \frac{-\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} & 0 \\ 0 & 1 & 0 & 0 \\ \frac{-\sqrt{2}}{2} & 0 & \frac{-\sqrt{2}}{2} & d \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Check that ${}^C_W TR O_W^W = {}^C_W TR [0, 0, 0, 1]^T = [0, 0, d, 1]^T = O_C^C$, and ${}^C_W TR O_C^W = {}^C_W TR [d\frac{\sqrt{2}}{2}, 0, d\frac{\sqrt{2}}{2}, 1]^T = [0, 0, 0, 1]^T = O_C^C$.

- (b) Assume in the world coordinates W , $a^W = [0, p, q]^T$, $b^W = [0, p+1, q]^T$, $c^W = [0, p+1, q+1]^T$, $d^W = [0, p, q+1]^T$. Transforming a^W, b^W, c^W, d^W into camera coordinates C by ${}^C_W TR$,

$$\begin{bmatrix} \frac{-\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} & 0 \\ 0 & 1 & 0 & 0 \\ \frac{-\sqrt{2}}{2} & 0 & \frac{-\sqrt{2}}{2} & d \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 \\ p & p+1 & p+1 & p \\ q & q & q+1 & q+1 \\ 1 & 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} \frac{q}{\sqrt{2}} & \frac{q}{\sqrt{2}} & \frac{q+1}{\sqrt{2}} & \frac{q+1}{\sqrt{2}} \\ p & p+1 & p+1 & p \\ -\frac{q}{\sqrt{2}} + d & -\frac{q}{\sqrt{2}} + d & -\frac{q+1}{\sqrt{2}} + d & -\frac{q+1}{\sqrt{2}} + d \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

we get $a^C = [\frac{q}{\sqrt{2}}, p, -\frac{q}{\sqrt{2}} + d]^T$, $b^C = [\frac{q}{\sqrt{2}}, p+1, -\frac{q}{\sqrt{2}} + d]^T$, $c^C = [\frac{q+1}{\sqrt{2}}, p+1, -\frac{q+1}{\sqrt{2}} + d]^T$, and $d^C = [\frac{q+1}{\sqrt{2}}, p, -\frac{q+1}{\sqrt{2}} + d]^T$. Observe that we have unit length for all four edges, and $\frac{\pi}{2}$ for all four angles in camera coordinates. This is still a square in the camera coordinates and has unit area.

- (c) Assume two parallel line segments $\overrightarrow{a^W b^W}, \overrightarrow{c^W d^W}$ in the world coordinates W , where $a^W = [x_1, y_1, z_1]^T$, $b^W = [x_1 + p, y_1 + q, z_1 + r]^T$, $c^W = [x_2, y_2, z_2]^T$, and $d^W = [x_2 + pt, y_2 + qt, z_2 + rt]^T$. Similar to (b), by trans-

forming a^W, b^W, c^W, d^W into camera coordinates C , we get

$$\begin{aligned} a^C &= [-\frac{1}{\sqrt{2}}x_1 + \frac{1}{\sqrt{2}}z_1, y_1, -\frac{1}{\sqrt{2}}x_1 - \frac{1}{\sqrt{2}}z_1 + d]^T \\ b^C &= [-\frac{1}{\sqrt{2}}(x_1 + p) + \frac{1}{\sqrt{2}}(z_1 + r), y_1 + q, \frac{1}{\sqrt{2}}(x_1 + p) - \frac{1}{\sqrt{2}}(z_1 + r) + d]^T \\ c^C &= [-\frac{1}{\sqrt{2}}x_2 + \frac{1}{\sqrt{2}}z_2, y_2, -\frac{1}{\sqrt{2}}x_2 - \frac{1}{\sqrt{2}}z_2 + d]^T \\ d^C &= [-\frac{1}{\sqrt{2}}(x_2 + pt) + \frac{1}{\sqrt{2}}(z_2 + rt), y_2 + qt, \frac{1}{\sqrt{2}}(x_2 + pt) - \frac{1}{\sqrt{2}}(z_2 + rt) + d]^T. \end{aligned}$$

We get

$$\begin{aligned} \overrightarrow{a^C b^C} &= [-\frac{1}{\sqrt{2}}p + \frac{1}{\sqrt{2}}r, q, -\frac{1}{\sqrt{2}}p - \frac{1}{\sqrt{2}}r] \\ \overrightarrow{c^C d^C} &= [-\frac{1}{\sqrt{2}}tp + \frac{1}{\sqrt{2}}tr, tq, -\frac{1}{\sqrt{2}}tp - \frac{1}{\sqrt{2}}tr] = t\overrightarrow{a^C b^C}. \end{aligned}$$

Thus $\overrightarrow{a^C b^C}$ and $\overrightarrow{c^C d^C}$ are parallel in the camera coordinates.

- (d) Assume a^W, b^W have the same coordinates as in (b). We have $\overrightarrow{a^W b^W} = [0, 1, 0]^T = \overrightarrow{a^C b^C}$. Thus \overrightarrow{ab} has the same orientation in both reference systems.

Problem 2

The projections $p' = [x', y']^T$ can be calculated by

$$x' = f' \frac{x}{z}, \quad y' = f' \frac{y}{z}.$$

Therefore, the projections of points on line Q are given by

$$x' = f' \frac{1}{t}, \quad y' = f' \frac{1}{t}.$$

Substituting $t = -1$ and ∞ , the two endpoints are $[f' \frac{1}{-1}, f' \frac{1}{-1}]^T = [-f, -f]^T$ and $[f' \frac{1}{-\infty}, f' \frac{1}{-\infty}]^T = [0, 0]^T$.

Problem 3

- (a) $l = x_1 \times x_2 = [1, 1, -4]^T$.
(b) $l' = x'_1 \times x'_2 = Hx_1 \times Hx_2 = [137.10, 62.54, -396.76]^T$.
(c) Given x_1 , and x_2 lie on l , we have $x_1^T l = x_2^T l = 0$ and hence $(x_1^T - x_2^T)l = 0$. Similarly, we have $(x_1'^T - x_2'^T)l' = 0$. Combining the two equations we obtain

$$(x_1'^T - x_2'^T)l' = (x_1^T - x_2^T)l.$$

Since $x'_1 = Hx_1$ and $x'_2 = Hx_2$, we have

$$\begin{aligned} (Hx_1^T - Hx_2^T)l' &= (x_1^T - x_2^T)l \\ (x_1^T - x_2^T)H^T l' &= (x_1^T - x_2^T)l. \end{aligned}$$

Assuming $x_1 \neq x_2$, we get $l' = H^{-T}l$.