

## Homework 1 - CSE 276C - Math for Robotics

Due: Friday, 12 October 2020

1. Implement the  $PA = LDU$  decomposition algorithm by yourself (i.e. do not just call a built-in function in Matlab or Python. You may assume the matrix  $A$  is square and of full rank. Show that your implementation is functional.
2. Compute the  $PA = LDU$  decomposition and the SVD decomposition for each of the following matrices:  
(you can use your own LDU implementation and it is OK to use a pre-defined implementation for SVD).

a.

$$A_1 = \begin{bmatrix} 4 & 7 & 0 \\ 3 & 2 & 1 \\ 2 & 2 & -6 \end{bmatrix}$$

b.

$$A_2 = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \end{bmatrix}$$

c.

$$A_3 = \begin{bmatrix} 2 & 2 & 5 \\ 3 & 2 & 5 \\ 1 & 1 & 5 \end{bmatrix}$$

3. Solve the following system of equations  $Ax = b$  given the below values for  $A$  and  $b$ . For each system specify if it has zero, one or more solutions. For the systems with zero solutions give the SVD solution. Relate your answers to the SVD decomposition.

a.

$$A = \begin{bmatrix} 2 & 1 & 3 \\ 2 & 1 & 2 \\ 5 & 5 & 5 \end{bmatrix} \quad b = \begin{bmatrix} 10 \\ -10 \\ 0 \end{bmatrix}$$

b.

$$A = \begin{bmatrix} 8 & 14 & 0 \\ 2 & 2 & -6 \\ 1 & 2 & 1 \end{bmatrix} \quad b = \begin{bmatrix} 6 \\ 5 \\ 1 \end{bmatrix}$$

c.

$$A = \begin{bmatrix} 4 & 7 & 0 \\ 2 & 2 & -6 \\ 1 & 2 & 1 \end{bmatrix} \quad b = \begin{bmatrix} 18 \\ -12 \\ 8 \end{bmatrix}$$

4. Determine the Nullspace of the following matrices:

a.

$$A_1 = \begin{bmatrix} 1 & 2 & 0 \\ -1 & 1 & 6 \end{bmatrix}$$

b.

$$A_1 = \begin{bmatrix} 2 & 1 \\ 3 & 2 \end{bmatrix}$$

5. Consider the linear system of equations  $Ax = b$ :

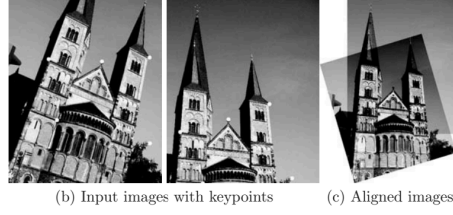
$$A = \begin{bmatrix} 1 & 1 & 3 \\ 1 & 2 & 4 \\ 1 & 3 & x \end{bmatrix} \quad b = \begin{bmatrix} 2 \\ 3 \\ y \end{bmatrix}$$

- For what values of  $x$  will the system have a unique solution?
- For what values of  $x$  and  $y$  will the system have no solution?
- For what values of  $x$  and  $y$  will the system have infinitely many solutions?

Give reasons for your answers and show your work.

6. In generating a mosaic / panorama from a set of images a frequent problem is matching images. When the camera makes a small motion a reasonable assumption is that there exist some rotation matrix  $\mathbf{R}$  (2x2) and translation vector  $\vec{t}$  (2x1) such that points in one image  $x_i$  match to point  $y_i$  in the other image, i.e.:

$$y_i = \mathbf{R}x_i + \vec{t}$$



The equation system can be unrolled to use standard software tools. We can combine our unknowns into a vector  $\vec{u}$  as

$$\vec{u} = \begin{bmatrix} r_{11} \\ r_{12} \\ r_{21} \\ r_{22} \\ t_1 \\ t_2 \end{bmatrix}$$

Write a matrix  $\mathbf{M}$  (6x6) with a vector  $\vec{d}$  so that we can solve the systems  $\mathbf{M}\vec{u} = \vec{d}$ . It is perfectly OK to so use temporary variable such as  $\vec{x}_{sum}$ ,  $\vec{y}_{sum}$ ,  $\mathbf{X}$ .

#### 7. Aligning point clouds.

The file `bunnies.npy` contains two point clouds  $array\_p\_Om \in R^{3 \times 1000}$  and  $array\_p\_s \in R^{3 \times 1000}$ . Each point cloud thus contains 1000 points. Find a rotation  $R^*$  and translation  $p^*$  that best aligns the two point clouds. That is, solve the following optimization problem for  $p$  and  $R$ :

$$\min_{p \in R^3, R \in SO(3)} \sum_{i=0}^{999} \|p + R^O p_i^m - p_i^s\|^2 \quad (1)$$

where following numpy syntax:

$$\begin{aligned} {}^O p_i^m &= array\_p\_Om[:, i] \\ p_i^s &= array\_p\_s[:, i] \end{aligned}$$

The python notebook `solve.ipynb` provides utilities to load the point clouds and visualize them. Please submit your code and also visualizations of the aligned point clouds.

For references material, we encourage you to take a look at classic papers on this topic, such as section III in <https://ieeexplore.ieee.org/document/44063> and <https://arxiv.org/abs/0904.1613>.

Acknowledgement: the point clouds were obtained from the mesh of the Stanford Bunny (<http://graphics.stanford.edu/data/3Dscanrep/>)