CG assignment 4

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Ex 1.1

$$p = \begin{bmatrix} 1.5 \\ 2.5 \end{bmatrix}$$

$$p1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$u = p - p1 = u = \begin{bmatrix} 0.5 \\ 1.5 \end{bmatrix}$$

$$R90 = \begin{bmatrix} cos(90) & -sin(90) & 0 \\ sin(90) & cos(90) & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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

Ex 1.2

Using homogeneous coordinates:

$$p1 = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

$$p = \begin{bmatrix} 1.5 \\ 2.5 \\ 1 \end{bmatrix}$$

$$u = p - p1 = u = \begin{bmatrix} 0.5 \\ 1.5 \\ 0 \end{bmatrix}$$

$$p\_90 = R90 * p = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1.5 \\ 2.5 \\ 1 \end{bmatrix} = \begin{bmatrix} -2.5 \\ 1.5 \\ 1 \end{bmatrix}$$

$$p1\_90 = R90 * p1 = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix}$$

$$u\_90 = R90 * u = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 0.5 \\ 1.5 \\ 0 \end{bmatrix} = \begin{bmatrix} -1.5 \\ 0.5 \\ 0 \end{bmatrix}$$

Now for the translation:

$$T\_p\_90 = T * p\_90 = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & -2 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -2.5 \\ 1.5 \\ 1 \end{bmatrix} = \begin{bmatrix} -1.5 \\ -0.5 \\ 1 \end{bmatrix}$$

$$p' = \begin{bmatrix} -1.5 \\ -0.5 \end{bmatrix}$$

$$T\_p1\_90 = T * p1\_90 = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & -2 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \\ 1 \end{bmatrix}$$

$$p1' = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$$

$$T\_u\_90 = T * u\_90 = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & -2 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -1.5 \\ 0.5 \\ 0 \end{bmatrix} = \begin{bmatrix} -1.5 \\ 0.5 \\ 0 \end{bmatrix}$$

$$u' = \begin{bmatrix} -1.5 \\ 0.5 \end{bmatrix}$$

We can see that T had no effect on u, this is because u is a vector and so is not affected by translation.

Ex 1.3

$$S = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$S\_p = S * p = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -1.5 \\ -0.5 \\ 1 \end{bmatrix} = \begin{bmatrix} -3 \\ -1 \\ 1 \end{bmatrix}$$

$$p'' = \begin{bmatrix} -3 \\ -1 \\ 1 \end{bmatrix}$$

$$S\_p1 = S * p1 = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ -2 \\ 1 \end{bmatrix}$$

$$p1'' = \begin{bmatrix} 0 \\ -2 \end{bmatrix}$$

$$S\_u = S * u = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -1.5 \\ 0.5 \\ 0 \end{bmatrix} = \begin{bmatrix} -3 \\ 1 \\ 0 \end{bmatrix}$$

$$u'' = \begin{bmatrix} -3 \\ 1 \end{bmatrix}$$

Ex 1.4

$$S^{-1} = \begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$T^{-1} = \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R\_90^{-1} = \begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$M = R\_90^{-1} * T^{-1} * S^{-1} \begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 1/2 & 2 \\ -1/2 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

$$M * p'' = \begin{bmatrix} 0 & 1/2 & 2 \\ -1/2 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -3 \\ -1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1.5 \\ 2.5 \\ 1 \end{bmatrix} == p$$

$$M * p1'' = \begin{bmatrix} 0 & 1/2 & 2 \\ -1/2 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 0 \\ -2 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} == p1$$

$$M * u'' = \begin{bmatrix} 0 & 1/2 & 2 \\ -1/2 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} -3 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0.5 \\ 1.5 \\ 0 \end{bmatrix} == u$$

Ex 2

$$p1 = \begin{bmatrix} 6 \\ 0 \\ 4 \end{bmatrix}$$

$$p2 = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$$

$$p3 = \begin{bmatrix} 2 \\ 4 \\ 4 \end{bmatrix}$$

$$p = \begin{bmatrix} 4 \\ 1 \\ 3 \end{bmatrix}$$

$$area\_of\_triangle = t = (p3 - p1) * (p2 - p1) = \begin{bmatrix} 16 \\ 16 \\ -16 \end{bmatrix}$$

$$normal\_of\_sub\_triangle\_1 = t1 = (p3 - p) * (p1 - p) = \begin{bmatrix} 4 \\ 4 \\ -4 \end{bmatrix}$$

$$normal\_of\_sub\_triangle\_2 = t2 = (p1 - p) * (p2 - p) = \begin{bmatrix} 4 \\ 4 \\ -4 \end{bmatrix}$$

$$normal\_of\_sub\_triangle\_3 = t3 = (p2 - p) * (p3 - p) = \begin{bmatrix} 8 \\ 8 \\ -8 \end{bmatrix}$$

We then compute the dot product between the sub triangles and t
dot(t1, t) = 192
dot(t2, t) = 192
dot(t3, t) = 384
Because all these dot products are positive, we can confirm that the point is indeed inside the triangle.

Ex 3

To demonstrate that the centroid of a triangle divides its medians in a 2:1 ratio using barycentric coordinates, let's rephrase the explanation:

Let's begin by visualizing a triangle with vertices A, B, and C, and we'll employ a barycentric coordinate system to analyze it. In this system, any point in the plane can be represented as (α, β, γ) with the constraint that $\alpha + \beta + \gamma$ equals 1.

Now, let's focus on the three medians of the triangle, denoted as AM_a, BM_b, and CM_c, where M denotes the midpoint of the respective side. The barycentric coordinates of these medians can be expressed as follows:
- For AM_a, we have (α, β, γ) with the condition that $\beta = \gamma$.
- Similarly, for BM_b, the barycentric coordinates are (α, β, γ) with $\alpha = \gamma$.
- And for CM_c, they are (α, β, γ) with $\alpha = \beta$.

Now, the centroid of the triangle, often represented as G, is the point where these medians intersect. We can summarize the conditions for G as follows:
- $\alpha + \beta + \gamma = 1$ (This is the general constraint for barycentric coordinates).
- $\beta = \gamma$ (from the AM_a median).
- $\alpha = \gamma$ (from the BM_b median).
- $\alpha = \beta$ (from the CM_c median).

Solving this system of equations, we find that $\alpha = \beta = \gamma = 1/3$.

In other words, the barycentric coordinates for the centroid G are $(1/3, 1/3, 1/3)$. This means that the centroid divides each of the medians in a 1:2 ratio (1 part to the centroid, 2 parts to the vertex). This can also be expressed as a 2:1 ratio (2 parts to the vertex, 1 part to the centroid), and it holds for any triangle, illustrating the desired result.

Ex 4

We can see that, when dealing with a given homogeneous coordinate $v = \begin{bmatrix} a \\ b \\ c \end{bmatrix}$, the corresponding Cartesian coordinate f can be determined by dividing each component by the value of the third dimension and omitting that dimension. This operation yields $f = \begin{bmatrix} a/c \\ b/c \end{bmatrix}$.

We can see that for any point p, its transformed version can be represented as $p'' = \begin{bmatrix} 1 \\ y/x \end{bmatrix}$. This point transformation can be shown using the following matrix multiplication:

$$p'' = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \cdot \begin{bmatrix} p_x \\ p_y \\ p_z \end{bmatrix} = \begin{bmatrix} 1 \\ p_y/p_x \\ 1 \end{bmatrix}$$

To achieve $p''_x = 1$, we need to simplify p_x by dividing it by itself. Converting homogeneous coordinates to Cartesian requires dividing all elements by the third element, we can conveniently set p_z equal to p_x to facilitate this simplification:

$$p'' = \begin{bmatrix} 1 & b & c \\ d & e & f \\ 1 & h & i \end{bmatrix} \cdot \begin{bmatrix} p_x \\ p_y \\ p_x \end{bmatrix} = \begin{bmatrix} p_x/p_x \\ 1/p_x \\ p_x/p_x \end{bmatrix} = \begin{bmatrix} 1 \\ 1/p_x \\ 1 \end{bmatrix}$$

To preserve the value of y, we set e = 1, as shown below:

$$p'' = \begin{bmatrix} 1 & b & c \\ d & 1 & f \\ 1 & h & i \end{bmatrix} \cdot \begin{bmatrix} p_x \\ p_y \\ p_x \end{bmatrix} = \begin{bmatrix} 1 \\ p_y/p_x \\ 1 \end{bmatrix}$$

The transformation matrix can be represented as $S = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix}$ for all $p_x \in \mathbb{R}$, $p_x \neq 0$.

When a point p lies on the y-axis (i.e., $p_x = 0$), there is no valid solution, as p''_y would involve division by zero.

Bonus exercise [2 points]

Consider the same task as in Exercise 4, but the line onto which the points are projected can be now arbitrary, and it is defined by a line equation $y = ax + b$, where $a, b \in \mathbb{R}$ are constants. Derive the matrix M for this more general case.

Represent the line equation as $r_1 : y = ax + b$ and put it in system with the previous exercise 4 answer.

$$\begin{cases} r_1 : y = \frac{p_y}{p_x} x \\ y = ax + b \end{cases} \rightarrow \begin{cases} r_1 : y = \frac{p_y}{p_x} x \\ \frac{p_y}{p_x} x = ax + b \end{cases} \rightarrow \begin{cases} x = \frac{bp_x}{p_y - ap_x} \\ y = \frac{bp_y}{p_y - ap_x} \end{cases}$$

From this we know that:

$$\frac{m_{11}x + m_{12}y + m_{13}}{m_{31}x + m_{32}y + m_{33}} = \frac{bp_x}{p_y - ap_x}$$

and

$$\frac{m_{21}x + m_{22}y + m_{23}}{m_{31}x + m_{32}y + m_{33}} = \frac{bp_y}{p_y - ap_x}$$

Thus we obtained that:

$$\begin{bmatrix} m_{11} & m_{12} & m_{13} \\ m_{21} & m_{22} & m_{23} \\ m_{31} & m_{32} & m_{33} \end{bmatrix} = \begin{bmatrix} b & 0 & 0 \\ 0 & b & 0 \\ -a & 1 & 0 \end{bmatrix}$$