

Computer Vision
Computer Vision
Homework 1
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1. The points in the representational space \mathbb{R}^3 , that are the homogeneous coordinates of origin in the physical space \mathbb{R}^2 , are of the form

$$\begin{pmatrix} 0 \\ 0 \\ k \end{pmatrix}$$

where k is a real number not equal to zero.

2. All the points at the infinity in the physical plane \mathbb{R}^2 are not the same. We know the Homogeneous Coordinate representation of an Ideal Point is

$$\begin{pmatrix} u \\ v \\ 0 \end{pmatrix}$$

If $u = 1$ and $v = 1$, then the corresponding point in physical space \mathbb{R}^2 is at infinity along the line $x = y$. And if $u = 1$ and $v = -1$, then the corresponding point in physical space \mathbb{R}^2 is at infinity along the line $x = -y$.

3. The Homogeneous Coordinates of the degenerate conic with the two intersecting lines being l and m respectively is as follows:

$$C = lm^T + ml^T$$

We know that the rank of a matrix resultant from a vector outer product is 1 as its columns are linearly dependent. Therefore the rank of the above matrix, which is the sum of two vector outer products, cannot exceed 2.

4. The equation of a conic in the physical space \mathbb{R}^2 can be given as

$$ax^2 + bxy + cy^2 + dx + ey + f = 0$$

Case 1:

The conic does not pass through the origin. This implies that $f \neq 0$. Therefore, we can rewrite the conic equation as follows:

$$\frac{a}{f}x^2 + \frac{b}{f}xy + \frac{c}{f}y^2 + \frac{d}{f}x + \frac{e}{f}y + 1 = 0$$

So there are 5 unknowns ($\frac{a}{f}, \frac{b}{f}, \frac{c}{f}, \frac{d}{f}, \frac{e}{f}$) that we must find in order to define a particular conic.

Case 2:

The conic passes through the origin. This implies that $f = 0$. Therefore we can rewrite the conic equation as follows:

$$ax^2 + bxy + cy^2 + dx + ey = 0$$

So there are 5 unknowns (a, b, c, d, e) that we must find in order to define a particular conic.

As there are 5 unknowns to be found in both the cases, we need 5 linear equations to fully solve for the unknowns. This implies that we need 5 points to define a conic.

5. Part 1

The following are the steps to find the intersection point of lines l_1 and l_2 :

- (a) We find the Homogeneous Coordinates of the line l_1 passing through the points (0,0) and (1,2) as follows:

$$l_1 =$$

$$\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \times \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} -2 \\ 1 \\ 0 \end{pmatrix}$$

- (b) And the Homogeneous Coordinates of the line l_2 passing through the points (3,4) and (5,6) are as follows:

$$l_2 =$$

$$\begin{pmatrix} 3 \\ 4 \\ 1 \end{pmatrix} \times \begin{pmatrix} 5 \\ 6 \\ 1 \end{pmatrix} = \begin{pmatrix} -2 \\ 2 \\ -2 \end{pmatrix}$$

- (c) We can find the point of intersection of the lines l_1 and l_2 in Homogeneous Coordinates as follows:

$$l_1 \times l_2 =$$

$$\begin{pmatrix} -2 \\ 1 \\ 0 \end{pmatrix} \times \begin{pmatrix} -2 \\ 2 \\ -2 \end{pmatrix} = \begin{pmatrix} -2 \\ -4 \\ -2 \end{pmatrix}$$

Therefore the point of intersection of the lines l_1 and l_2 in physical space is (1,2).

Part 2

The Homogeneous Coordinates of the new line l_2 passing through the points (7,-8) and (-7,8) can be given as:

$$l_2 =$$

$$\begin{pmatrix} 7 \\ -8 \\ 1 \end{pmatrix} \times \begin{pmatrix} -7 \\ 8 \\ 1 \end{pmatrix} = \begin{pmatrix} -16 \\ -14 \\ 0 \end{pmatrix}$$

As the constant value "c" of the lines l_2 and l_1 are both 0, it means that they both pass through the origin. Therefore, their point of intersection is the (0,0). So as you can see, we need only 2 steps to find the point of intersection in this case.

6. We find the Homogeneous Coordinates of the line l_1 passing through the points (-4,0) and (-2,8) as follows:

$$l_1 =$$

$$\begin{pmatrix} -4 \\ 0 \\ 1 \end{pmatrix} \times \begin{pmatrix} -2 \\ 8 \\ 1 \end{pmatrix} = \begin{pmatrix} -8 \\ 2 \\ -32 \end{pmatrix}$$

And the Homogeneous Coordinates of the line l_2 passing through the points (0,-2) and (4,14) is as follows:

$$l_2 =$$

$$\begin{pmatrix} 0 \\ -2 \\ 1 \end{pmatrix} \times \begin{pmatrix} 4 \\ 14 \\ 1 \end{pmatrix} = \begin{pmatrix} -16 \\ 4 \\ 8 \end{pmatrix}$$

We can find the point of intersection of the lines l_1 and l_2 in Homogeneous Coordinates as follows:

$$l_1 \times l_2 =$$

$$\begin{pmatrix} -8 \\ 2 \\ 32 \end{pmatrix} \times \begin{pmatrix} -16 \\ 4 \\ 8 \end{pmatrix} = \begin{pmatrix} -112 \\ -448 \\ 0 \end{pmatrix}$$

As the last element of the above Homogeneous coordinate is zero, it clearly represents an Ideal Point. Therefore the point of intersection of the lines l_1 and l_2 in physical space is at infinity along $y = 4x$ line.

7. The line equation of $x=1$ can be given as

$$l_1 =$$

$$\begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix}$$

And the line equation of $y=-1$ can be given as

$$l_2 =$$

$$\begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}$$

We can find the point of intersection of the lines l_1 and l_2 in Homogeneous Coordinates as follows:

$$l_1 \times l_2 =$$

$$\begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ -1 \\ 1 \end{pmatrix}$$

Therefore the point of intersection of the lines $x=1$ and $y=-1$ in physical space is at $(1,-1)$.

8. The equation of the ellipse centered at $(2,3)$ with $a= 1/2$ and $b = 1$, where a and b are the semi-major and semi-minor axis respectively, is as follows:

$$\begin{aligned} \frac{(x-2)^2}{(1/2)^2} + \frac{(y-3)^2}{(1)^2} &= 1 \\ \frac{(x^2-4x+4)}{(1/4)} + \frac{(y^2-6y+9)}{1} &= 1 \\ 4x^2 - 16x + 16 + y^2 - 6y + 9 &= 1 \\ 4x^2 + y^2 - 16x - 6y + 24 &= 0 \end{aligned}$$

Using the above equation, which represents the ellipse in the physical space \mathbb{R}^2 , we get its Homogeneous Coordinate representation as follows:

$$C = \begin{pmatrix} 4 & 0 & -8 \\ 0 & 1 & -3 \\ -8 & -3 & 24 \end{pmatrix}$$

The Homogeneous Coordinates of the origin can be given as:

$$p = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

We can then obtain the Homogeneous Coordinates of the polar line as follows:

$$l = C \times p$$

$$l = \begin{pmatrix} 4 & 0 & -8 \\ 0 & 1 & -3 \\ -8 & -3 & 24 \end{pmatrix} \times \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$l = \begin{pmatrix} -8 \\ -3 \\ 24 \end{pmatrix}$$

The x-axis passes through the origin and (1,0). So its Homogeneous Coordinates can be obtained as follows:

$$X = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \times \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

Similarly, the y-axis passes through the origin and (0,1). So its Homogeneous Coordinates can be obtained as follows:

$$Y = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix}$$

Therefore the point of intersection of the polar line and the x-axis in Homogeneous Coordinates is as follows:

$$l \times X = \begin{pmatrix} -8 \\ -3 \\ 24 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} -24 \\ 0 \\ -8 \end{pmatrix}$$

And the point of intersection of the polar line and the y-axis in Homogeneous Coordinates is as follows:

$$l \times Y = \begin{pmatrix} -8 \\ -3 \\ 24 \end{pmatrix} \times \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ -24 \\ -3 \end{pmatrix}$$

Hence the x intercept of the polar line is (3,0) and the y intercept is (0,8) in the physical space \mathbb{R}^2 .
