

# Assignment 1: CS 663, Fall 2021

## Question 1

- A function  $f(z)$  is said to be linear if  $f(az_1 + z_2) = af(z_1) + f(z_2)$ , where  $z_1, z_2$  are two scalar values in the domain of  $f$  and  $a$  is a scalar constant. This definition extends to the case where  $\mathbf{z}$  is a vector, i.e.  $f(\mathbf{z})$  is linear if  $f(a\mathbf{z}_1 + \mathbf{z}_2) = af(\mathbf{z}_1) + f(\mathbf{z}_2)$ . Now, we have seen the formula for bilinear interpolation which expresses image intensities as a bilinear function of  $x, y$  (spatial coordinates) in the form  $v(x, y) = ax + by + cxy + d$  where  $a, b, c, d$  are scalar constants independent of  $x, y$ . Is  $v(x, y)$  a linear function of  $x$  keeping  $y$  constant and vice-versa? Prove or disprove. Is it a linear function of  $\mathbf{z} \triangleq (x, y)$ ? Prove or disprove. [15 points]

**Answer:** The formula for bilinear interpolation is given as follows

$$v(x, y) = ax + by + cxy + d \quad (1)$$

- First we check if the bilinear transformation is linear in  $x$  when  $y$  is kept constant.

From (1) we can easily see that the bilinear transformation of  $\alpha\mathbf{z}_1 + \mathbf{z}_2$  (where  $\mathbf{z}_i \triangleq (x_i, y_i)$ ) is given as,

$$\begin{aligned} v(\alpha\mathbf{z}_1 + \mathbf{z}_2) &= v(\alpha x_1 + x_2) \quad \dots (\text{Since } y \text{ is kept constant}) \\ &= a(\alpha x_1 + x_2) + by + c(\alpha x_1 + x_2)(y) + d \\ &= \alpha ax_1 + ax_2 + by + \alpha cx_1y + \alpha cx_2y + d \end{aligned} \quad (2)$$

Also,

$$\begin{aligned} v(\mathbf{z}_1) &= v(x_1) \\ &= ax_1 + by + cx_1y + d \\ v(\mathbf{z}_2) &= v(x_2) \\ &= ax_2 + by + cx_2y + d \end{aligned}$$

Hence,

$$\begin{aligned} \alpha v(\mathbf{z}_1) + v(\mathbf{z}_2) &= \alpha v(x_1) + v(x_2) \\ &= \alpha(ax_1 + by + cx_1y + d) + ax_2 + by + cx_2y + d \\ &= \alpha ax_1 + \alpha by + \alpha cx_1y + \alpha d + ax_2 + by + cx_2y + d \end{aligned} \quad (3)$$

From (2) and (3) we can easily see that,

$$\begin{aligned} v(\alpha\mathbf{z}_1 + \mathbf{z}_2) - \alpha v(\mathbf{z}_1) + v(\mathbf{z}_2) &= \alpha cx_2y - \alpha by - \alpha d \\ &\neq 0 \end{aligned}$$

Hence, the bilinear transformation  $v(\cdot)$  is not linear in  $x$  when  $y$  is kept constant.

- From symmetry of the equation of bilinear transformation in variables  $x$  and  $y$  we can easily say that the bilinear transformation is not linear in  $y$  when  $x$  is kept constant.

– Now, let us check if the bilinear transformation is linear in  $\mathbf{z}$

$$\begin{aligned}v(\alpha \mathbf{z}_1 + \mathbf{z}_2) &= v(\alpha x_1 + x_2, \alpha y_1 + y_2) \\&= a(\alpha x_1 + x_2) + b(\alpha y_1 + y_2) + c(\alpha x_1 + x_2)(\alpha y_1 + y_2) + d \\&= \alpha ax_1 + ax_2 + \alpha by_1 + by_2 + \alpha^2 cx_1 y_1 + \alpha cx_1 y_2 + \alpha cx_2 y_1 + cx_2 y_2 + d\end{aligned}\tag{4}$$

And,

$$\begin{aligned}\alpha v(\mathbf{z}_1) + v(\mathbf{z}_2) &= \alpha v(x_1, y_1) + v(x_2, y_2) \\&= \alpha(ax_1 + by_1 + cx_1 y_1 + d) + ax_2 + by_2 + cx_2 y_2 + d \\&= \alpha ax_1 + \alpha by_1 + \alpha cx_1 y_1 + \alpha d + ax_2 + by_2 + cx_2 y_2 + d\end{aligned}\tag{5}$$

Using (4) and (5),

$$\begin{aligned}v(\alpha \mathbf{z}_1 + \mathbf{z}_2) - \alpha v(\mathbf{z}_1) + v(\mathbf{z}_2) &= \alpha^2 cx_1 y_1 + \alpha cx_1 y_2 + \alpha cx_2 y_1 - \alpha cx_1 y_1 - \alpha d \\&\neq 0\end{aligned}$$

Hence, by the definition of linearity, bilinear transformation is not linear in  $\mathbf{z}$ .