

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} .