

Intro to AI and ML

MATRIX PROJECT

Anjani Kumar : CS17BTECH11002¹
Tungadri Mandal : CS17BTECH11043²

^{1,2}Indian Institute of Technology, Hyderabad

February 14, 2019

Problem Statement

Original Question

Find the equation of the circle which is the mirror image of the circle

$$x^2 + y^2 - 2x = 0 \quad (1)$$

about the line

$$y = 3 - x \quad (2)$$

Problem Statement

Matrix Form

Find the equation of the circle, which is the mirror image of the circle

$$\mathbf{x}^T \mathbf{x} - (2 \ 0) \mathbf{x} = 0 \quad (3)$$

in the line

$$(1 \ 1) \mathbf{x} = 3 \quad (4)$$

Table of Contents

1 Desired Answer

2 Approach1

3 Walkthrough of the code 1

4 Approach2

Desired Answer

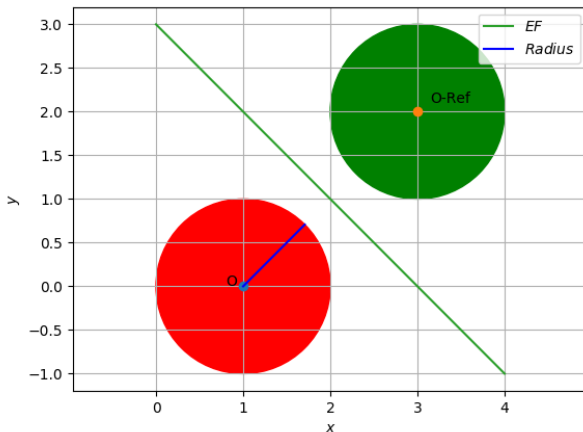


Figure: Reflection of circle about a line

Table of Contents

1 Desired Answer

2 Approach1

3 Walkthrough of the code 1

4 Approach2

Using foot of the \perp from center to the line

Solution

Let \mathbf{c} be the center and r be the radius of the circle respectively.

$$\|(\mathbf{x} - \mathbf{c})\|^2 = r^2 \quad (5)$$

$$\Rightarrow (\mathbf{x} - \mathbf{c})^T (\mathbf{x} - \mathbf{c}) = r^2 \quad (6)$$

$$\Rightarrow \mathbf{x}^T \mathbf{x} - 2\mathbf{c}^T \mathbf{x} = r^2 - \mathbf{c}^T \mathbf{c} \quad (7)$$

Comparing with eqn(1),

$$\mathbf{c} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad (8)$$

$$r^2 - \mathbf{c}^T \mathbf{c} = 0 \Rightarrow r = 1 \quad (9)$$

Solution

We have the equation of line as

$$(1 \quad 1)\mathbf{x} = 3 \quad (10)$$

this can be written in the form

$$\mathbf{N}\mathbf{x} = C \quad (11)$$

where \mathbf{N} is the normal to the line and C is a constant.

Comparing with eqn(8),

$$\mathbf{N} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad (12)$$

Intersection of line (passing through center \mathbf{c} and $\mathbf{c} + 0.1\mathbf{N}$) with the given line gives the foot of perpendicular on the given line from \mathbf{c} .

Solution

Let \mathbf{f} and \mathbf{c}' be the foot of perpendicular and image of center respectively. Then we have

$$\frac{\mathbf{c} + \mathbf{c}'}{2} = \mathbf{f} \quad (13)$$

$$\Rightarrow \mathbf{c}' = 2\mathbf{f} - \mathbf{c} \quad (14)$$

Since the radius remains same after reflection, we have equation of reflected circle as

$$\mathbf{x}^T \mathbf{x} - 2\mathbf{c}'^T \mathbf{x} = r^2 - \mathbf{c}'^T \mathbf{c}' \quad (15)$$

Conclusion

Conclusion

So, the reflected circle is

$$\mathbf{x}^T \mathbf{x} - 2\mathbf{c}'^T \mathbf{x} = r^2 - \mathbf{c}'^T \mathbf{c}' \quad (16)$$

Table of Contents

1 Desired Answer

2 Approach1

3 Walkthrough of the code 1

4 Approach2

Walkthrough of the code 1(Functions)

```
function norm_vec(AB)           //returns the normal vector of line AB.  
function mid_pt(B,C)           //calculates the mid point of two given points.  
function line_intersect_normal_form(N,P) //creates a line from normal  
form.  
function reflection_normal_form(n1,p1,A)//returns reflection of a point  
about a line.
```

Walkthrough of the code 1(Main Section)

MAIN SECTION

```
// centre of the circle from A
cen=np.matmul(cenM,A.T)
// constant term for the circle
D=0
// Reflected centre
refCen=reflection_normal_form(B,C,cen)
// Radius of the circle
radius=(cen[0]**2+cen[1]**2-D)**0.5
// Foot of perpendicular of the center to the line
E=(cen+refCen)/2
```

Table of Contents

1 Desired Answer

2 Approach1

3 Walkthrough of the code 1

4 Approach2

Using slope and intercept of the line with linear transformation

Solution

Consider the line $L : y = mx$ that passes through origin.

Let \mathbf{A} be the matrix representation of reflection(T) with respect to the standard basis $\{e_1, e_2\}$ about the line L .

Any vector on the line L does not move under the linear transformation T . Since the vector

$$\mathbf{v}_1 = \begin{bmatrix} 1 \\ m \end{bmatrix} \quad (17)$$

is on the line L , it follows that

Solution

$$\mathbf{A} * \mathbf{V1} = \mathbf{V1} \quad (18)$$

Vector $\mathbf{V2}$ of the form

$$\mathbf{V2} = \begin{bmatrix} -m \\ 1 \end{bmatrix} \quad (19)$$

is perpendicular to L and we have

$$\mathbf{A} * \mathbf{V2} = -\mathbf{V2} \quad (20)$$

Hence, We have

$$\mathbf{A} * [\mathbf{V1} \quad \mathbf{V2}] = [\mathbf{V1} \quad -\mathbf{V2}] \quad (21)$$

Solution

$$A \begin{bmatrix} 1 & -m \\ m & 1 \end{bmatrix} = \left[A \begin{bmatrix} 1 \\ m \end{bmatrix} \quad A \begin{bmatrix} -m \\ 1 \end{bmatrix} \right] = \begin{bmatrix} 1 & m \\ m & -1 \end{bmatrix}. \quad (22)$$

Using inverse, we have

$$A = \frac{1}{1+m^2} * \begin{bmatrix} 1-m^2 & 2m \\ 2m & m^2-1 \end{bmatrix}. \quad (23)$$

For $L1: y = mx + c$, we translate the coord. system $(0,0) \rightarrow (0, -\text{intercept})$ and then apply the transformation and then again translate $(0, -\text{intercept}) \rightarrow (0,0)$