

⇒ Homogeneous Coordinate Representation (2D) →

Let $x = (2, 3)$ — a point in 2D Cartesian coordinate

- moving from Cartesian to homogeneous coordinate

$$2D \rightarrow 2DH$$

$$(x, y) \leftrightarrow (x, y, 1)$$

$$\text{So, } x_H = (2, 3, 1)$$

- To find another point in 2D homogeneous coordinate that is equivalent to the same point x ,

we can use equivalent class formula

$$(x, y, 1) \leftrightarrow (kx, ky, k)$$

therefore

$$(2, 3, 1) \leftrightarrow (3 \times 2, 3 \times 3, 3 \times 1) \\ = (6, 9, 3)$$

{ taking $k=3$ }

$$\therefore x_H' = (6, 9, 3)$$

- moving back to Cartesian coordinate from homogeneous coordinate
we need to divide x, y by w .

$$2DH \leftrightarrow 2D$$

$$(x, y, w) \leftrightarrow (x/w, y/w, 1)$$

therefore

$$x = \left(\frac{2}{1}, \frac{3}{1} \right) = (2, 3)$$

→ for x_H

$$x' = \left(\frac{6}{3}, \frac{9}{3} \right) = (2, 3)$$

→ for x_H'

Hence, Both x_H and x_H' represent the same point $(2, 3)$ in Cartesian coordinates.

2) Homogeneous Coordinate Representation - (3D) \rightarrow

Given: $y = (4, 5, 6) \rightarrow$ a point in 3D Cartesian coordinates.

we apply the same rules,

- Converting it to homogeneous coordinates.

$$3D \rightarrow 3DH$$

$$(x, y, z) \leftrightarrow (x, y, z, 1)$$

Therefore

$$y_H = (4, 5, 6, 1)$$

- Scaling it by a factor of 2, i.e., $k=2$

$$y'_H = (4 \times 2, 5 \times 2, 6 \times 2, 1 \times 2) \\ = (8, 10, 12, 2)$$

$$\left[\begin{array}{l} (x, y, z, 1) \rightarrow \\ (kx, ky, kz, k) \end{array} \right]$$

Converting y'_H back to Cartesian coordinates,

$$3DH \rightarrow 3D$$

$$(x, y, z, w) \leftrightarrow \left(\frac{x}{w}, \frac{y}{w}, \frac{z}{w}, 1 \right)$$

$$y' = \left(\frac{8}{2}, \frac{10}{2}, \frac{12}{2} \right)$$

$$= (4, 5, 6)$$

• Hence, $Y' = Y$

It also signifies that scaling of homogeneous coordinates preserves the original point in Cartesian space.

3) Affine Transformation in 2D \rightarrow

Given: point, $P = (1, 2)$ in 2D Cartesian coordinate.

$$P_h = (1, 2, 1) \quad \text{--- (i)}$$

• Scaling by a factor of 3

$$S(3) = \begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 3 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

• Rotation (counter-clockwise by 45°)

$$R(45) = \begin{bmatrix} \cos 45 & -\sin 45 & 0 \\ \sin 45 & \cos 45 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{pmatrix} 1/\sqrt{2} & -1/\sqrt{2} & 0 \\ 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

• Translate it by $(2, 3)$.

$$T(2,3) = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 3 \\ 0 & 0 & 1 \end{bmatrix}$$

The combined motion transformation

$$M = T \cdot R \cdot S$$

$$= \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 3 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} & 0 \\ 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 3 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3/\sqrt{2} & -3/\sqrt{2} & 0 \\ 3/\sqrt{2} & 3/\sqrt{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 3/\sqrt{2} & -3/\sqrt{2} & 2 \\ 3/\sqrt{2} & 3/\sqrt{2} & 3 \\ 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix} \quad \left(\text{multiply it by } P_n \right)$$

$$P_n' = \begin{bmatrix} \frac{3}{\sqrt{2}} - \frac{6}{\sqrt{2}} + 2 \\ \frac{3}{\sqrt{2}} + 2 \times \frac{3}{\sqrt{2}} + 3 \\ 1 \end{bmatrix} = \begin{bmatrix} \frac{-3+2\sqrt{2}}{\sqrt{2}} \\ \frac{3+3\sqrt{2}}{\sqrt{2}} \\ 1 \end{bmatrix}$$

4) Given: $p = (3, 4) \rightarrow q_H = (3, 4, 1)$

• first remove the translation, $T(5, 5)$, we translate it by $(-5, -5)$

$$\therefore T(-5, -5) = \begin{bmatrix} 1 & 0 & -5 \\ 0 & 1 & -5 \\ 0 & 0 & 1 \end{bmatrix}$$

• To remove the rotation of 30° (count-clockwise), $R(30^\circ)$, we can rotate it clockwise by 30° .

$$\therefore R(-30) = \begin{bmatrix} \cos(-30) & -\sin(-30) & 0 \\ \sin(-30) & \cos(-30) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \sqrt{3}/2 & 1/2 & 0 \\ -1/2 & \sqrt{3}/2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

• For removing the scaling of 2, we scale it by $1/2$. So the transformation matrix is,

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

Now, The combined inverse transformation matrix is given by

$$M^{-1} = S^{-1} \cdot R^{-1} \cdot T^{-1}$$

hence we have,

$$S \begin{pmatrix} 1/2 \\ 1/2 \\ 0 \end{pmatrix} \quad R(-30^\circ) \quad T(-5, -5)$$

$$= \begin{bmatrix} 1/2 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \sqrt{3}/2 & 1/2 & 0 \\ -1/2 & \sqrt{3}/2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -5 \\ 0 & 1 & -5 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0.5 & 0 & 0 \\ 0 & 0.5 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0.87 & 0.5 & -6.83 \\ -0.5 & 0.87 & -1.83 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0.4330127 & 0.25 & -3.415 \\ -0.25 & 0.43 & -0.915 \\ 0 & 0 & 1 \end{bmatrix}$$

Now,

$$M^{-1} \times q_m$$

$$= \begin{bmatrix} 0.43 & 0.25 & -3.42 \\ -0.25 & 0.43 & -0.92 \\ 0 & 0 & 1 \end{bmatrix} \begin{pmatrix} 3 \\ 4 \\ 1 \end{pmatrix} = \begin{pmatrix} -1.12 \\ 0.07 \\ 1 \end{pmatrix}$$

\therefore Point q after applying inverse $(-1.12, 0.07)$