

(a)

$$\vec{n}(x,y) = \frac{(-h_x, -h_y, 1)}{\sqrt{h_x^2 + h_y^2 + 1}} \quad \text{--- (1)}$$

where $h_x = \frac{\partial h(x,y)}{\partial x}$

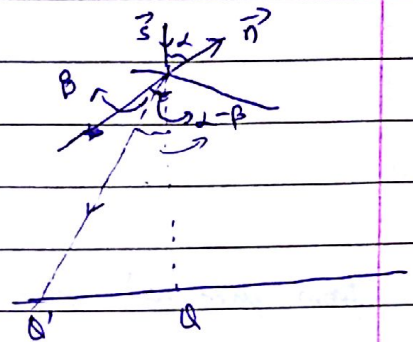
$$h_y = \frac{\partial h(x,y)}{\partial y}$$

(b) \vec{s} , \vec{n} & $\vec{\pi}$

The law of refraction states that the at the point of incidence, the incident ray, reflected ray & normal lie in the same plane

Hence $\vec{\pi}$ can be written in

the following way. (linear combination of \vec{s} & \vec{n})



$$\vec{\pi} = A\vec{s} + B\vec{n} \quad A \& B \text{ are constants}$$

$$(\pi_x, \pi_y, \pi_z) = A(0, 0, -1) + B(n_x, n_y, n_z)$$

where π_x, π_y, π_z are x, y, z component of $\vec{\pi}$

n_x, n_y, n_z are x, y, z component of \vec{n}

Compare only x & y components.

$$\pi_x = B n_x \quad \& \quad \pi_y = B n_y$$

$$n_x = \gamma h_x \quad \& \quad n_y = \gamma h_y \quad \gamma \text{ is constant}$$

From (1)

$$A_x = \gamma h_x$$

$$n_y = \gamma h_y \cdot B$$

this is constant

$$\gamma = \frac{1}{\sqrt{h_x^2 + h_y^2 + 1}}$$

$$h_x = \frac{\partial h(x,y)}{\partial x} \quad h_y = \frac{\partial h(x,y)}{\partial y}$$

$$\left. \begin{aligned} \pi_x &= B n_x = \gamma B h_x \\ \pi_y &= B n_y = \gamma B h_y \end{aligned} \right\} \Rightarrow (\pi_x, \pi_y) = \gamma B (h_x, h_y)$$

Hence, we conclude that (π_x, π_y) is parallel to (h_x, h_y)

(c) $\vec{OQ'}$ is the projection of $\vec{\pi}$ in x-y plane

From the above figure

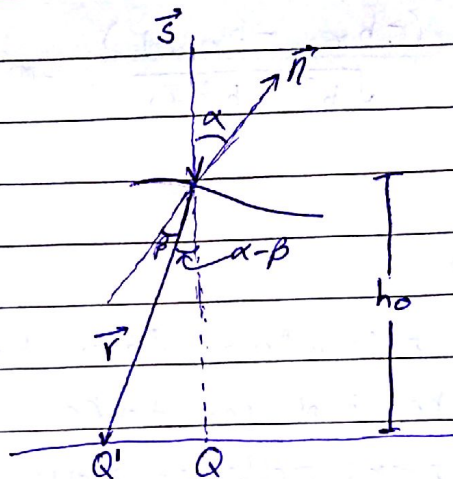
$$\tan(\alpha - \beta) = \frac{|OQ'|}{h_0}$$

$$\Rightarrow |OQ'| = h_0 \tan(\alpha - \beta)$$

$$\vec{OQ} = (\pi_x, \pi_y) \quad \text{where } \pi_x \text{ is the x-component of } \pi$$

$$\pi_y \text{ is the y-component of } \pi$$

(d)



from part (a), $\vec{n} = \frac{(-\frac{\partial h}{\partial x}, -\frac{\partial h}{\partial y}, 1)}{\sqrt{h_x^2 + h_y^2 + 1}}$

where, $h_x = \frac{\partial h}{\partial x}$

$h_y = \frac{\partial h}{\partial y}$

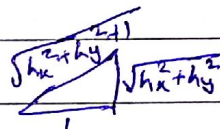
and $\vec{s} = (0, 0, -1)$

$\vec{n} \cdot \vec{s} = \cos(\chi - \alpha)$

(angle bet^w both unit vectors)

$\frac{-1}{\sqrt{h_x^2 + h_y^2 + 1}} = -\cos \alpha$

$\Rightarrow \tan \alpha = \sqrt{h_x^2 + h_y^2} \quad \text{--- (i)}$



Now, from part (c) QQ' is the projection of \vec{r} in $x-y$ plane

$\vec{QQ'} = (r_x, r_y)$

and $|QQ'| = h_0 \tan(\alpha - \beta)$

we know that unit vector along (r_x, r_y) is $\frac{(h_x, h_y)}{\sqrt{h_x^2 + h_y^2}}$ [from (b)]

Now, $(r_x, r_y) = h_0 \tan(\alpha - \beta) \frac{(h_x, h_y)}{\sqrt{h_x^2 + h_y^2}}$

$= h_0 \frac{\tan(\alpha - \beta)}{\tan \alpha} (h_x, h_y) \quad \text{(using (i))}$

$= h_0 \frac{\tan \alpha - \tan \beta}{1 + \tan \alpha \tan \beta} (h_x, h_y)$

$= h_0 \left(\frac{1 - \frac{\tan \beta}{\tan \alpha}}{1 + 0} \right) (h_x, h_y)$

neglecting $\tan \alpha \tan \beta$ w.r.t 1.
since α, β small.

$= h_0 \left(1 - \frac{\sin \beta}{\sin \alpha} \right) (h_x, h_y)$

{ for small α & β

putting $\tan \alpha = \sin \alpha$
& $\tan \beta = \sin \beta$

$(r_x, r_y) = h_0 \left(1 - \frac{1}{k} \right) (h_x, h_y)$

(e) Given $h(x, y, t) = h_0$

$$\therefore \frac{\partial h(x, y, t)}{\partial x} = 0 \quad \text{and} \quad \frac{\partial h(x, y, t)}{\partial y} = 0$$

Using the eqn derived in part (d), we will have

$$\bar{r}_x = \bar{r}_y = 0 \quad (\text{averaged over time})$$

Now, let the still image is $C(x, y)$ without any deformation.
~~and~~ and let $I(x, y, t)$ is the video frame at time t .
 Using brightness constancy, we can write,

$$I(x + r_x, y + r_y, t) = C(x, y)$$

$$I(x, y, t) + r_x(x, y, t) \frac{\partial I(x, y, t)}{\partial x} + r_y(x, y, t) \frac{\partial I(x, y, t)}{\partial y} = C(x, y) \quad (1)$$

(using Taylor series)

$R(r_x, r_y)$ taking time average, we get

$$\overline{I(x, y, t)} + 0 + 0 = C(x, y)$$

$$(\because \bar{r}_x(x, y, t) = \bar{r}_y(x, y, t) = 0)$$

$$\therefore C(x, y) = \overline{I(x, y, t)} \quad (\text{time average})$$

Now, for any time $t = t$, ~~eq (1) can be solved~~

$$\text{put } r_x(x, y, t) = h_0 \left(1 - \frac{1}{K}\right) h_x(x, y, t)$$

$$\text{and } r_y(x, y, t) = h_0 \left(1 - \frac{1}{K}\right) h_y(x, y, t)$$

in eqn (i)

then the problem will ~~come~~ become similar to shape from shading

where, $h_x(x, y, t)$ is analogous to $p(x, y)$ for a given time t .

$h_y(x, y, t)$ " " " $g(x, y)$ " " "

and $h(x, y, t)$ is " $z(x, y)$.

function $R(p(x, y), g(x, y))$ here will be left side of eqn (i) ~~when~~
 ~~r_x and r_y are replaced with~~

and $C(x, y)$ will act as $I(x, y)$

So, we can solve for h_x and h_y iteratively by minimizing the cost function

		DATE		DATE		PAGE
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$$\min \iint \left\{ (c(x,y) - R(h_x(x,y,t), h_y(x,y,t)))^2 + \lambda (h_{xx}^2 + h_{xy}^2 + h_{yx}^2 + h_{yy}^2) \right\} dx dy$$

and then estimate the $h(x,y,t)$ by solving the Poisson equation at every time t .