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EE298 HW1

1. How to use:

run:

```
>> $ python arriesgado_HW1_EE298.py <your_image.jpg>
```

The output will be saved in a file named “output.jpg” located in the same directory as the python script

2. Brief notes on the solution

The projective distortion is of the form $\hat{b} = Hb$, where H is the transformation matrix. This can be rewritten as,

$$\begin{bmatrix} \tilde{x} \\ \tilde{y} \\ \tilde{z} \end{bmatrix} = \begin{bmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \\ p_{31} & p_{32} & p_{33} \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} \text{ where } \begin{bmatrix} \tilde{x} \\ \tilde{y} \\ \tilde{z} \end{bmatrix} \text{ and } \begin{bmatrix} x \\ y \\ z \end{bmatrix} \text{ are the homogenous coordinates of } \begin{bmatrix} \hat{x} \\ \hat{y} \end{bmatrix} \text{ and } \begin{bmatrix} x \\ y \end{bmatrix} \text{ respectively.}$$

$$\tilde{x} = p_{11}x + p_{12}y + p_{13}z$$

$$\tilde{y} = p_{21}x + p_{22}y + p_{23}z$$

$$\tilde{z} = p_{31}x + p_{32}y + p_{33}z$$

But since, $\hat{x} = \frac{\tilde{x}}{\tilde{z}}$ and $\hat{y} = \frac{\tilde{y}}{\tilde{z}}$

$$\hat{x} = \frac{p_{11}x + p_{12}y + p_{13}z}{p_{31}x + p_{32}y + p_{33}z} \text{ and } \hat{y} = \frac{p_{21}x + p_{22}y + p_{23}z}{p_{31}x + p_{32}y + p_{33}z}$$

Rearranging we have,

$$p_{11}x + p_{12}y + p_{13}z - p_{31}x\hat{x} - p_{32}y\hat{x} - p_{33}z\hat{x} = 0$$

$$p_{21}x + p_{22}y + p_{23}z - p_{31}x\hat{y} - p_{32}y\hat{y} - p_{33}z\hat{y} = 0$$

for each pair of point $(\hat{x}^{(i)}, \hat{y}^{(i)}) \wedge (x^{(i)}, y^{(i)})$.

With $z = 1$, this can be written as a 8x9 matrix ,

$$\begin{bmatrix} x^{(1)} & y^{(1)} & 1 & 0 & 0 & 0 & -x^{(1)}\hat{x}^{(1)} & -y^{(1)}\hat{x}^{(1)} & -\hat{x}^{(1)} \\ 0 & 0 & 0 & x^{(1)} & y^{(1)} & 1 & -x^{(1)}\hat{y}^{(1)} & -y^{(1)}\hat{y}^{(1)} & -\hat{y}^{(1)} \\ & & & & & & \vdots & & \vdots \end{bmatrix} \begin{bmatrix} p_{11} \\ p_{12} \\ p_{13} \\ \vdots \\ \vdots \\ p_{33} \end{bmatrix} = 0$$

This is a homogenous system of equations $Ax = 0$.

The elements of A are known. To determine the values of x , singular value decomposition can be used, i.e. determine the basis of the nullspace of A .

The elements of vector x will be the elements of the transformation matrix H .

3. Sample transformations

Below are some of the sample transformations using this program.

