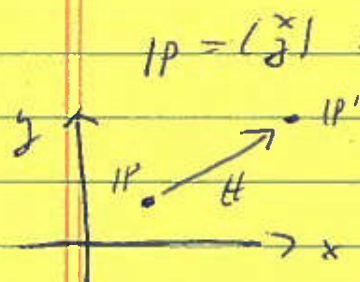


• HOMOGENEOUS COORDS.

WHY?



$$P = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \Rightarrow P_{hom} = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$P' = \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} t_x \\ t_y \end{pmatrix}$$

$$= Mx + t = \begin{pmatrix} x + t_x \\ y + t_y \\ 1 \end{pmatrix}$$

$$P'_{hom} = \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = M_{hom} P_{hom}$$

$$= \begin{pmatrix} x + t_x \\ y + t_y \\ 1 \end{pmatrix}$$

⇒ WRITE ALL 2D TRANSFORMS USING 3x3 MATRIX!

$$P' = \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} m_{11} & m_{12} & t_x \\ m_{21} & m_{22} & t_y \\ 0 & 0 & 1 \end{pmatrix} P = M P$$

• EX : Rot( $\alpha$ ,  $\mathbb{Q}$ ) : (center  $\mathbb{Q}$ )

$$P' = \text{Trans}(t) \text{Rot}(\alpha) \text{Trans}(-t) P \quad // t = \mathbb{Q}$$

$$= \begin{pmatrix} 1 & 0 & c_x \\ 0 & 1 & c_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} c_\alpha - s_\alpha & 0 \\ s_\alpha & c_\alpha & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & -c_x \\ 0 & 1 & -c_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 & 0 & c_x \\ 0 & 1 & c_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} c_\alpha & -s_\alpha & -c_x c_\alpha + s_x c_y \\ s_\alpha & c_\alpha & -c_x s_\alpha - c_y c_\alpha \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} c_\alpha & -s_\alpha & c_x - c_x c_\alpha + c_y s_\alpha \\ s_\alpha & c_\alpha & c_y - c_x s_\alpha - c_y c_\alpha \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$= \underline{\underline{M}} P'$$

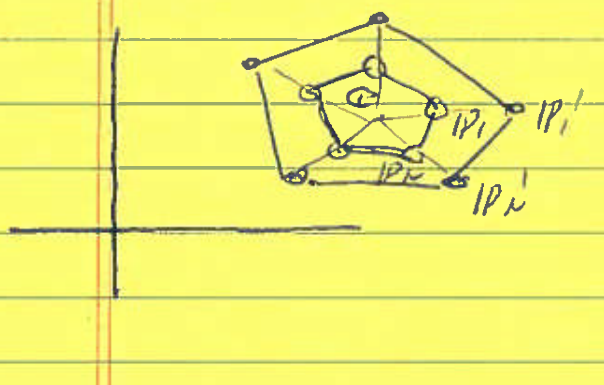
# General CONCATENATION

$$IP' = \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \underbrace{M_N \dots M_1}_{\text{ORDER MATTERS!}} IP = M IP$$

(Matrix multiplic. is associative but)  
NOT commutative!  $\boxed{M_2 M_1 \neq M_1 M_2}$

$\Rightarrow$  Compute  $M$  matrices for common,  
 more complicated transformations,  
 e.g.: scale/rot w.r.t. centre  $C$ .

• Apply same transform.  $M$  to set of points:

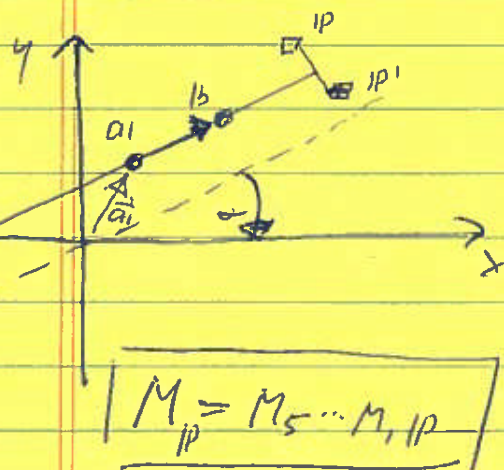


$$\left( \begin{bmatrix} IP'_1 \end{bmatrix} \dots \begin{bmatrix} IP'_N \end{bmatrix} \right) = M \left( \begin{bmatrix} IP_1 \end{bmatrix} \dots \begin{bmatrix} IP_N \end{bmatrix} \right)$$

$$\underline{\underline{P' = M P}}$$

• COMPLEX EX:  $\text{Ref}(L)$  ("refl. wrt. line  $L$ "):

Line given by points  $a_1, b_1$



$$M_1 = \text{Trans}(-a_1)$$

$$M_2 = \text{Rot}(-\alpha)$$

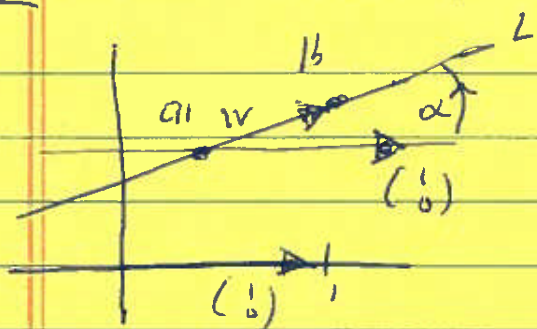
$$M_3 = \text{Ref} x$$

$$M_4 = \text{Rot}(\alpha)$$

$$M_5 = \text{Trans}(a_1)$$



{ Rem: What is rot. angle  $\alpha$  ?



$$v = b - a_1 = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$$

$$\cos(\alpha) = \frac{(1, 0) \cdot v}{\|(1, 0)\| \cdot \|v\|} = \frac{v_x}{\sqrt{v_x^2 + v_y^2}}$$

$$\Rightarrow \alpha = \cos^{-1} \left( \frac{v_x}{\sqrt{v_x^2 + v_y^2}} \right)$$

• "Row" vs. "Column" Notation (for points etc.)

1) OUR BOOK / CLASS:

$$IP = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}, \quad IP' = \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} m_{11} & m_{12} & t_x \\ m_{21} & m_{22} & t_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$\Downarrow$  transpose both sides,

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix}^T = \left( \begin{pmatrix} m_{11} & m_{12} & t_x \\ m_{21} & m_{22} & t_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \right)^T$$

$$(x', y', 1) = (x, y, 1) \begin{pmatrix} m_{11} & m_{21} & 0 \\ m_{12} & m_{22} & 0 \\ t_x & t_y & 1 \end{pmatrix}$$

2) OTHER BOOKS:

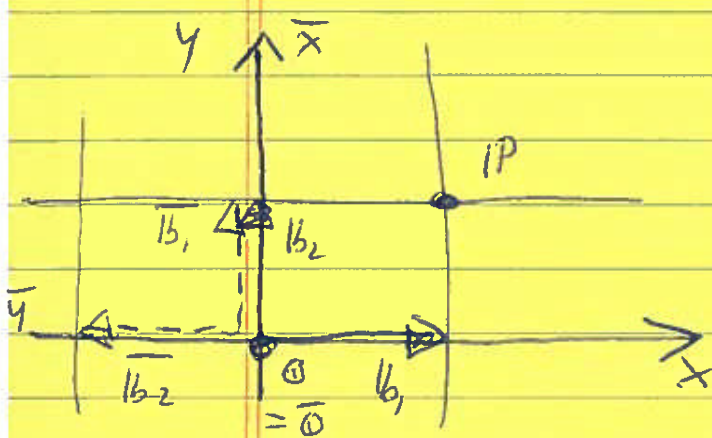
$$(x', y', 1) = (x, y, 1) \begin{pmatrix} m_{11} & m_{12} & 0 \\ m_{21} & m_{22} & 0 \\ t_x & t_y & 1 \end{pmatrix}$$

{ Rule

$$IP' = M_{IP}$$

$$\underline{(IP')^T} = (M_{IP})^T = \underline{IP^T M^T}$$

• CHANGE OF COORDINATE SYSTEM:



$$IP_{Sys1} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$IP_{Sys2} = \begin{pmatrix} -1 \\ 1 \end{pmatrix}$$

$$Sys1 = \{0, b_1, b_2\}$$

$$Sys2 = \{0=0, \bar{b}_1, \bar{b}_2\}$$

→ How to "transform Sys 1 to Sys 2"?

↳ ROTATE SYS 1 BY  $\alpha$  ( $= 90^\circ$ )

↳ THU: USE ROT ( $-\alpha$ )

to get coords. of IP w.r.t. Sys 2:

here:  $\alpha = 90^\circ = \pi/2$

$$\Rightarrow Rot(-\pi/2) = \left( \begin{array}{cc|c} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{array} \right)$$

$$\Rightarrow IP_{Sys2} = \begin{pmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \leftarrow = IP_{Sys1}$$

$$= \underline{\underline{\begin{pmatrix} -1 \\ 1 \\ 1 \end{pmatrix}}} \quad \checkmark$$