

Computer Vision – Week 1

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1.

a. Homogenous form:

$$x_1 = (2, -1, 1)$$

$$x_2 = (1, -2, 1)$$

$$x_3 = (1, 1, 1)$$

$$x_4 = (-1, 0, 1)$$

b. Lines:

$$l_1 = x_1 \times x_2 = (-1 * 1 - (-2) * 1, 1 * 1 - 2 * 1, 2 * (-2) - 1 * (-1)) = (1, -1, -3)$$

$$l_2 = x_3 \times x_4 = (1 * 1 - 0 * 1, 1 * (-1) - 1 * 1, 1 * (0) - 1 * (-1)) = (1, -2, 1)$$

c. Intersection:

$$x_0 = l_1 \times l_2 = (-7, -4, -1)$$

$$\text{Cartesian} \Rightarrow x_0 = (7, 4)$$

2.

a. translation: $\begin{bmatrix} t_1 \\ t_2 \end{bmatrix}$: 2 Dof

b. euclidean: $\begin{bmatrix} \cos \theta & -\sin \theta & t_x \\ \sin \theta & \cos \theta & t_y \\ 0 & 0 & 1 \end{bmatrix}$: 3 Dof

c. similarity: $\begin{bmatrix} s \cos \theta & -s \sin \theta & t_x \\ s \sin \theta & s \cos \theta & t_y \\ 0 & 0 & 1 \end{bmatrix}$: 4 Dof

d. affine: $\begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$: 6 Dof

e. projective: $\begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix}$: 8 Dof

Projective has only 8 Dof because the important of this transformation is ratio not the actual value themselves, so this matrix can be changed by multiplication by an arbitrary non-zero scale factor, which make one of the 9 elements result into 1, for example, $1/h_{33}$. Therefore, there are only 8 independent ratios among 9 elements.

3.



4. Figure 1

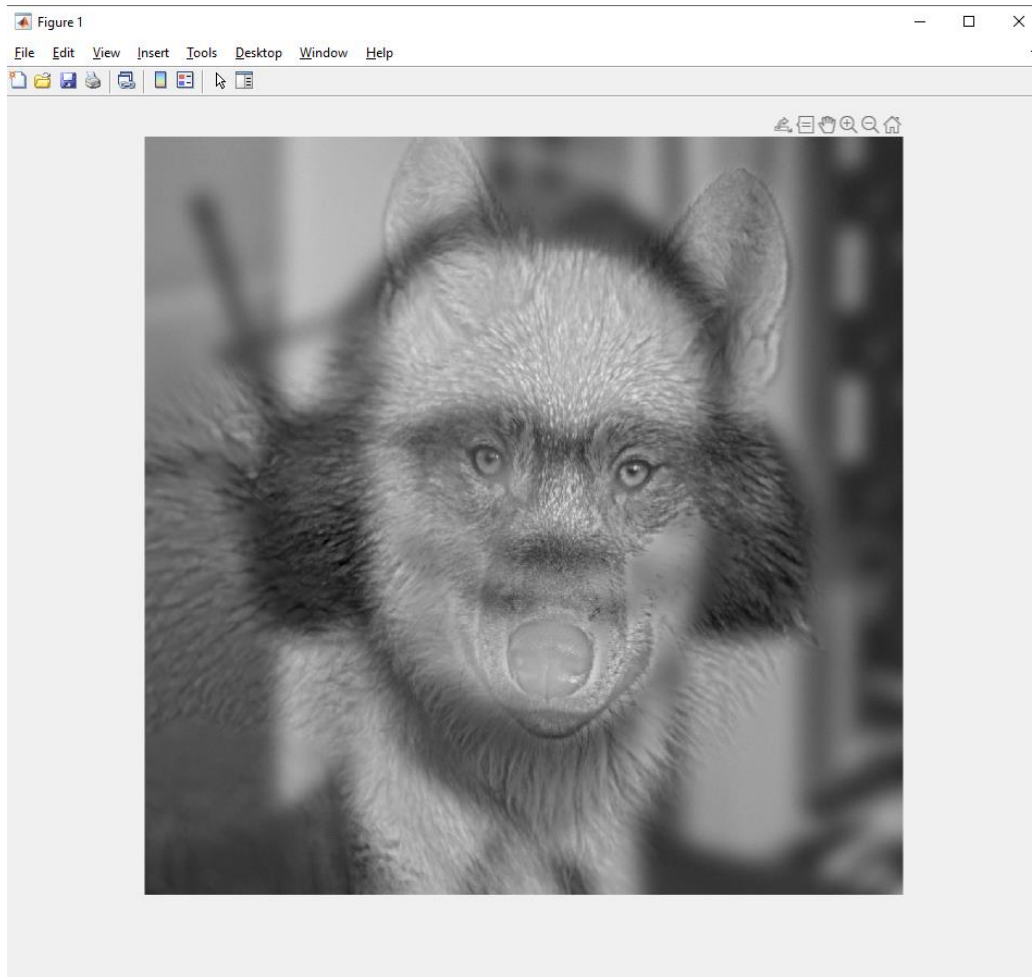


Figure 2

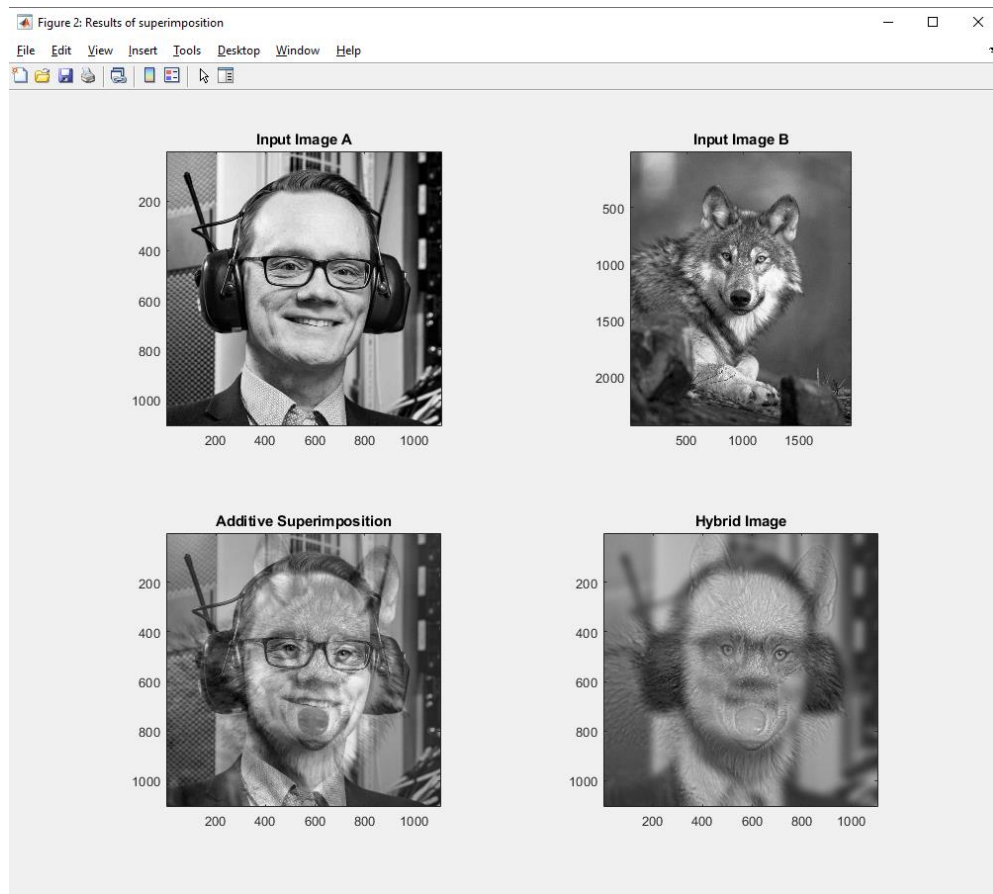


Figure 3

