Exercise group # }

Fundamentals of Robot Vision

1) Homogeneous coordinates

a) Convert contesian to homogeneous format of the coordinates

$$\chi_1 = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\chi_{z} = \begin{pmatrix} 3 \\ -1 \end{pmatrix} \qquad - - - \begin{pmatrix} 3 \\ -1 \\ 1 \end{pmatrix}$$

$$X_3 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$x_{\eta} = \begin{pmatrix} -1 \\ 0 \end{pmatrix}$$
  $----$ 

b) l = x x x' - line through two points

$$l = \times \times \times' \leftarrow line \ through \ two points$$

$$l_1 = \times_1 \times \times_2 = \text{MAMMM } (R-S) \times (27-5) \times (27$$

$$\ell_2 = \chi_2 \times \chi_3 = (\vec{j} + \vec{k}) \times (-\vec{l} + \vec{k}) = \vec{k} \cdot \vec{l} - \vec{j} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$A \times b = \begin{bmatrix} i & j & K \\ a_1 & b_2 & a_3 \\ b_1 & b_2 & b_3 \end{bmatrix} = \begin{bmatrix} a_2 & a_3 \\ b_2 & b_3 \end{bmatrix} i + \begin{bmatrix} a_1 & a_3 \\ b_1 & b_2 \end{bmatrix} j + \begin{bmatrix} a_1 & a_2 \\ b_1 & b_2 \end{bmatrix} K$$

c) 
$$X = \{ \cdot \}$$
 = point intersection of two lines   
 $X = \{ \cdot \}$  =  $\{ (2, \frac{7}{3} + 2, \frac{7}{4}) \times ((\frac{7}{3} - \frac{7}{3} + \frac{7}{4}) = -2, \frac{7}{4} + 2, \frac{7}{3} + 2, \frac{7}{3} + 2, \frac{7}{3} = \frac{7}{4} \}$ 

$$= 4 \frac{7}{3} + 2 \frac{7}{3} - 2 \frac{7}{4} = \frac{9}{4} \frac{1}{4} = \frac{9}{4} = \frac{9}{4}$$

$$\begin{bmatrix} \chi \\ \varphi \\ \omega \end{bmatrix} \longrightarrow \begin{bmatrix} \chi/\omega \\ \varphi/\omega \end{bmatrix}$$

d) The intersection of two lines l and l' is the paint  $x = l \cdot l'$ Scalar traple product  $(a \times b) c = 0$  if any two vectors are parallel or equal

$$x^Tl = [l \times l'] l' = 0$$
 both lines satisfy the equation  $x^Tl' = (l \times l') l' = 0$  so it must represent their intersection