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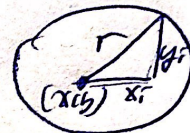
0.5/1

a) **0.5/1**  
 Line = we need at least 2 points because 1 point is passed by infinite number of lines  
 Circle = 1 point cannot be drawn and 2 points create line so that we need at least  
 3 points which do not lie on a straight line to be unique other than line  
**Explain! Why do 2/3 suffice ...**

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b) total least square minimization:  $E = \sum_{i=1}^m (r - \sqrt{(x_i - x)^2 + (y_i - y)^2})^2$

05/1



$x_{ij} = \text{radius}$   
 $r = \text{radius}$

c) to find min  $\|P^T A p\|$  s.t.  $\|p\|=1$  we can apply Lagrangian multiplier technique

0/2

$$\min L(p, \lambda) = p^T A^T A p - \lambda (\|p\| - 1)$$

$$\frac{\partial L(p, \lambda)}{\partial p} = A^T A p - \lambda p = 0 \quad (4)$$

$$\frac{\partial L(p, R)}{\partial R} = R_p = 0 \quad (2)$$

by ① we can say that we can find eigenvalue  $\rho$  of eigenvalues of  $TA$  because it is independent from  $1/p$  so it should not ~~be~~ need knowing  $1$ .

What?

i can not read this.

$$0.5 + 0.5 + 0$$

## Theoretical Part

### Assignment 3) Fitting Circles

- a) 0.5/1
- b) 0.5/1
- c) 0/2

1/4

## Practical Part

### Assignment 1) Detecting Circles Using RANSAC

- a) 0.5/1 (3 points are not guaranteed to be different)
- b) 1.5/2 (have to use `inliers_best`)
- c) 1/1
- d) 2/2

### Assignment 2) Detecting Circles Using the Hough Transform

4/4

9/10