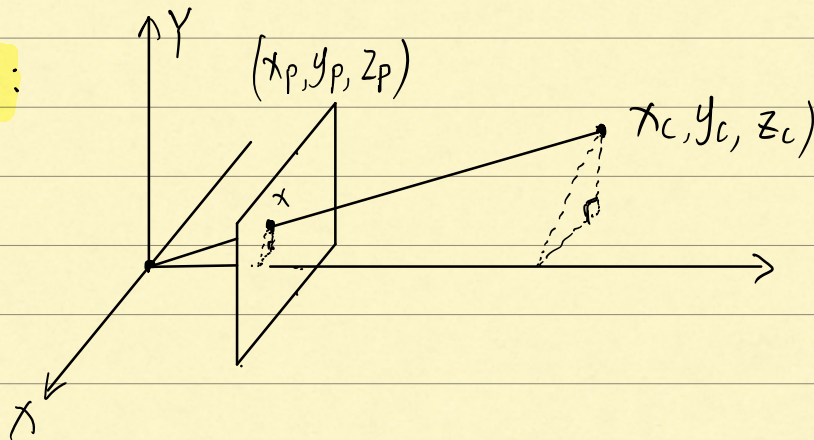


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E1:



According to Similar Triangle shown in the figure above, the image plane is perpendicular to the optical axis, and f is the focal length, So $f = z_p$:

$$\frac{x_c}{z_c} = \frac{x_p}{z_p} = \frac{x_p}{f} \Rightarrow x_p = f \frac{x_c}{z_c}$$

$$\frac{y_c}{z_c} = \frac{y_p}{z_p} = \frac{y_p}{f} \Rightarrow y_p = f \frac{y_c}{z_c}$$

E2:

a):

Given u, v axis are parallel to x, y axis respectively, the equation (6.9) from Chapter 6.

$$K = \begin{bmatrix} a_x & x_0 \\ & a_y & y_0 \\ & & 1 \end{bmatrix}$$

$$\therefore \begin{bmatrix} f m_u & u_0 & 0 \\ & f m_v & v_0 & 0 \\ & & 1 & 0 \end{bmatrix} \cdot \begin{bmatrix} x_c \\ y_c \\ z_c \\ 1 \end{bmatrix} = \begin{bmatrix} m_u f \frac{x_c}{z_c} + u_0 \\ m_v f \frac{y_c}{z_c} + v_0 \\ 1 \end{bmatrix}$$

$$\therefore x_p = f \frac{x_c}{z_c}, \quad y_p = f \frac{y_c}{z_c},$$

$$\therefore u = m_u x_p + u_0, \quad v = m_v y_p + v_0.$$

b):

Given u axis is parallel to x axis and angle between u and v axis is θ .

$$\text{So } y' = \frac{y_p}{\sin \theta}, \quad x' = x_p - \frac{y_p}{\tan \theta}$$

$$\therefore u = m_u x' + u_0, \quad v = m_v y' + v_0$$

$$\Rightarrow u = m_u x_p - \frac{m_u y_p}{\tan \theta}, \quad v = m_v \frac{y_p}{\sin \theta} + v_0$$

E3:

Using homogeneous coordinates to represent (z, a) with intrinsic calibration matrix,

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = K \cdot \begin{bmatrix} x_c \\ y_c \\ z_c \end{bmatrix}$$

According to result in (z, a) , we can get:

$$\begin{bmatrix} f m_u & u_0 \\ & f m_v & v_0 \\ & & 1 \end{bmatrix} \cdot \begin{bmatrix} x_c \\ y_c \\ z_c \end{bmatrix} = \begin{bmatrix} u \\ v \\ 1 \end{bmatrix}$$

E4:

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = K x_c = K (R x_w + t) = K [R \ t] \begin{bmatrix} x_w \\ y_w \\ z_w \\ 1 \end{bmatrix}$$

$$= P \begin{bmatrix} x_w \\ y_w \\ z_w \\ 1 \end{bmatrix}$$

$$\therefore P = K [R \ t]$$

E5:

R is a 3×3 matrix representing the orientation of camera coordinate frame.

\bar{C} is the coordinate of the camera centre in world coordinate

$$x_{cam} = \begin{bmatrix} R & -R\bar{C} \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = \begin{bmatrix} R & -R\bar{C} \\ 0 & 1 \end{bmatrix} x$$

$$\therefore x = K [I | 0] x_{cam}$$

$$\therefore x = K R [I | -\bar{C}] x$$