

b) wP & IR3, Xcm = (frw, Rcw) & SE(3) X cm is can be used as transformation matrix that trantoum the up to cP (ie) point P wit Camera's body centric frame. => cP = [Rcw tcw] [wP] => cP= Remult tow () To And Del & Xen = (ten, Rew) ESE(3) vec (AB) = (BT & I) Vec(A) cP = RCNWP + tcw LYON = VECCROW cP = CPT@IJYcw + tow DX(w = / CAPT @I) I $\varphi: \mathbb{R}^3 \times SE(3) \rightarrow S^2$ NP E IR3, XIN E SE (3) 4 returns image u & s2 of point P in the carrera => V= FCS'x => [4= I (RCNMP + fcw) (Or) #= 11 (cf) where cP= Rcw of + tcw 1

(105/09)2 L: SE(3) -> IR L(x_{cω}) = \(\frac{7}{2} \ d_{s^2} (\psi(\psi(\psi(\psi(\psi)\pi(\psi(\psi))) \ \(\psi(\psi)^2 - \emptiles \) TUR & WCWPK, XCW) des tance fxn: ds2: s2xs2 -> 11R ds2(x,y) = are cos(xTy) - 3 1 k(u) & ds2 (u, üx)2 - 1 To find: from 3,0 LKIN) = (arcios (ul ük))2 - 5 [fet (a " " x) = t] de Ji-n2 to find. dr/dxcw L(X(m) = 2, 1/16(df) - 0 from 6,6 [UK= & (NPK)XCW) L(X(w) = [(arccos(u\uku))2 de Jen Dring

