## COMSW 4731 Computer Vision, Fall 2017 Homework 2

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### Problem 1

Show that the extreme values of moment of inertia(E) for a 2D binary object are given by the eigenvalues of the 2 x 2 matrix:

$$\begin{bmatrix} a & b/2 \\ b/2 & c \end{bmatrix}$$

1. where a, b, c, and E are as defined in the lecture notes. (3 points) **Proof**:

The characteristic equation of the matrix above is

$$\begin{vmatrix} \mathbf{A} - \lambda \cdot \mathbf{I} \end{vmatrix} = \begin{vmatrix} \begin{bmatrix} a & b/2 \\ b/2 & c \end{bmatrix} - \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} \end{vmatrix} = 0$$
$$\begin{vmatrix} a - \lambda & b/2 \\ b/2 & c - \lambda \end{vmatrix} = (a - \lambda)(c - \lambda) - (b/2)^2 = 0$$
$$\lambda^2 - (a + c)\lambda + ac - \frac{b^2}{4} = 0$$

and the two eigenvalues are

$$\lambda_{1,2} = \frac{a + c \pm \sqrt{(a+c)^2 - 4ac + b^2}}{2}$$
$$= \frac{a + c \pm \sqrt{(a-c)^2 + b^2}}{2}$$

By the definition of a, b, c, and E in the lecture notes.

$$E = asin^{2}\theta - bsin\theta cos\theta + ccos^{2}\theta$$
$$E = \frac{1}{2}(a+c) - \frac{1}{2}(a-c)cos2\theta - \frac{1}{2}sin2\theta$$

When  $tan2\theta = \frac{b}{a-c}$ , that is to say  $sin2\theta = \pm \frac{b}{\sqrt{b^2 + (a-c)^2}}$  and  $cos2\theta = \pm \frac{a-c}{\sqrt{b^2 + (a-c)^2}}$ , E has extreme values.

When 
$$sin2\theta = \frac{b}{\sqrt{b^2 + (a-c)^2}}$$
 and  $cos2\theta = \frac{a-c}{\sqrt{b^2 + (a-c)^2}}$ , E has the minimum value:

$$E = \frac{1}{2}(a+c) - \frac{(a-c)^2}{2\sqrt{b^2 + (a-c)^2}} - \frac{b^2}{2\sqrt{b^2 + (a-c)^2}}$$
$$E = \frac{1}{2}(a+c) - \frac{\sqrt{b^2 + (a-c)^2}}{2}$$

When 
$$sin2\theta = -\frac{b}{\sqrt{b^2 + (a-c)^2}}$$
 and  $cos2\theta = -\frac{a-c}{\sqrt{b^2 + (a-c)^2}}$ , E has the maximum value:

$$E = \frac{1}{2}(a+c) + \frac{(a-c)^2}{2\sqrt{b^2 + (a-c)^2}} + \frac{b^2}{2\sqrt{b^2 + (a-c)^2}}$$
$$E = \frac{1}{2}(a+c) + \frac{\sqrt{b^2 + (a-c)^2}}{2}$$

As we can see above, the extreme values of moment of inertia(E) for a 2D binary object are given by the eigenvalues of the matrix.

# 2. Argue that E is real and non-negative, and hence prove that $4ac \ge b^2$ . (2 points) **Proof**:

By the definition of moment of inertia E for a 2D binary object

$$E = \int \int_{I} r^{2}b(x, y)dxdy$$

Where r is the perpendicular distance from point (x, y) to a line. Obviously,  $r^2$  is real and nonnegative.

Since the area of a object is

$$A = \int \int_{I} b(x, y) dx dy$$

which is real and nonnegative. So E is real and nonnegative.

And the minimum value of E is nonnegative

$$\frac{1}{2}(a+c) - \frac{\sqrt{b^2 + (a-c)^2}}{2} \ge 0$$
$$(a+c)^2 \ge b^2 + (a-c)^2$$
$$4ac \ge b^2$$

### 3. What kind of object gives E equal to zero? (1 point)

#### Solution:

When the binary object is a straight line, E is zero.

Because E is the integer of the square of the distance from the point (x, y) to a line, if E is zero, then every distance is zero, which means every point is on the line, and the binary object is a straight line.