Removing Projective Distortion from Images

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1 Homogenous Coordinates

Similar to cartesian coordinates, homogenous coordinates are a way to represent points in a given dimension.

$$\begin{pmatrix} x \\ y \end{pmatrix}$$
 (a) Cartesian \mathbb{R}^2 (b) Homogenous \mathbb{R}^2

Figure 1: Representing coordinates as homogenous and cartesian

The only practical difference between cartesian and homogenous for the purposes of this assignment is that homogenous coordinates containing a higher dimension value that represents scaling. This allows a point to be further from the origin on its component vector without altering the other coordinates.

2 Projective Transformations

 $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$