

CIS5800 Homework 1: Coding Report

Inputs:

1. X is a 4*2 matrix of (x, y) coordinates of goal corners in video frame.
2. Y is a 4*2 matrix of (x, y) coordinates of logo corners in Penn logo.
3. Interior Points are coordinates that describes where a point inside the goal will be warped to inside the Penn logo.

Function est_homography:

1. Creation of a matrix with zeroes of 8*9 dimension assigned to variable "a".
2. Initialization of "a" with "ax" and "ay" as below:

$$\begin{aligned} ax &= (-x \ -y \ -1 \ 0 \ 0 \ 0 \ xx' \ yx' \ x') \\ ay &= (0 \ 0 \ 0 \ -x \ -y \ -1 \ xy' \ yy' \ y') \end{aligned}$$

3. Once "a" has been initialized, it has been passed through singular value decomposition (svd) through the command, "np.linalg.svd" to get U, S, and Vh where U and Vh are orthogonal Matrices.

$$[U, S, Vh] = \text{svd}(A)$$

4. The last row of Vh is considered for H matrix which is a 9*1 vector and H is then reshaped into a 3*3 matrix.

Function warp_pts:

1. X and Y is passed through the est_homography function to get a homography matrix H.
2. Now with the H matrix known and the given input of interior points, we can recover x' and y' and hence the values x' and y' was found out using the equation:

$$\begin{aligned} x' &= (h_{11}x + h_{12}y + h_{13}) / (h_{31}x + h_{32}y + h_{33}) \\ y' &= (h_{21}x + h_{22}y + h_{23}) / (h_{31}x + h_{32}y + h_{33}) \end{aligned}$$

3. Hence now, warped points are found out and the function warp_pts return the warped_pts.

Filling the functions and running the program project_logo.py, resulted the following output:

