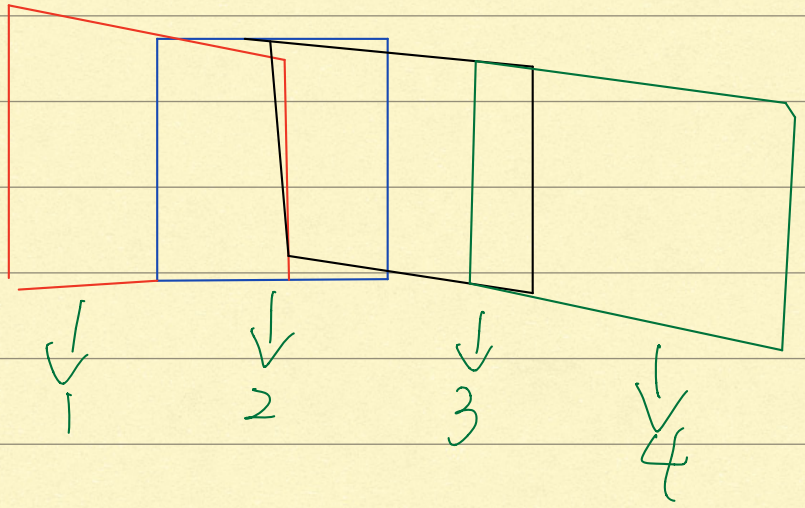
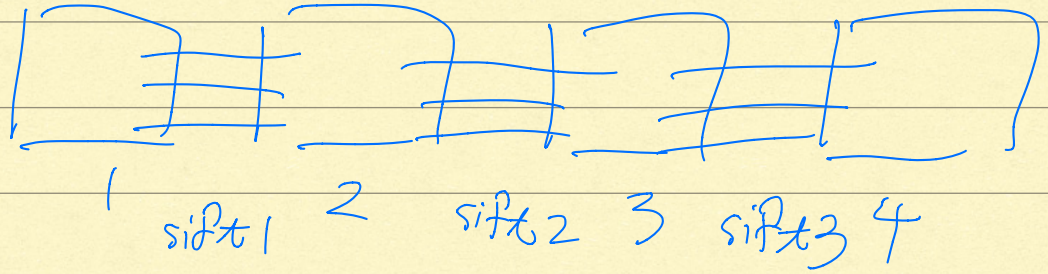
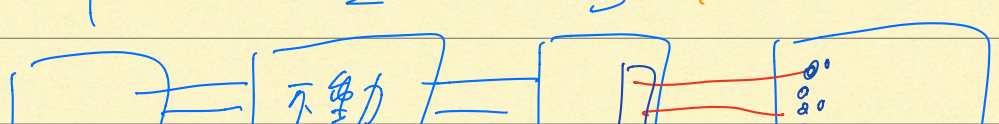
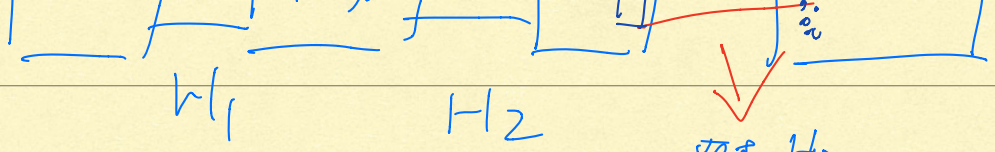
2D = In · Ex · 3D

$$2D = \underbrace{\begin{bmatrix} \square & \square & \square \\ \square & \square & \square \\ \square & \square & \square \end{bmatrix}}_{3\times3\ I_n} \underbrace{\begin{bmatrix} \square & \square & \square & \square \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{bmatrix}}_{3\times4} \underbrace{\begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}}_{4\times1}$$







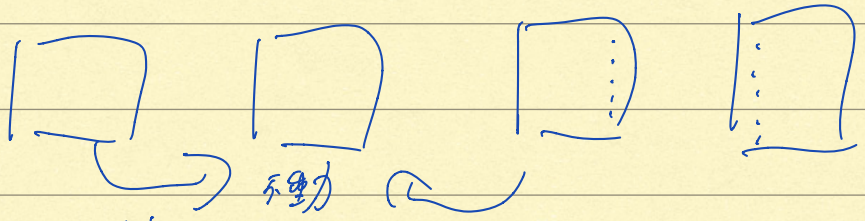


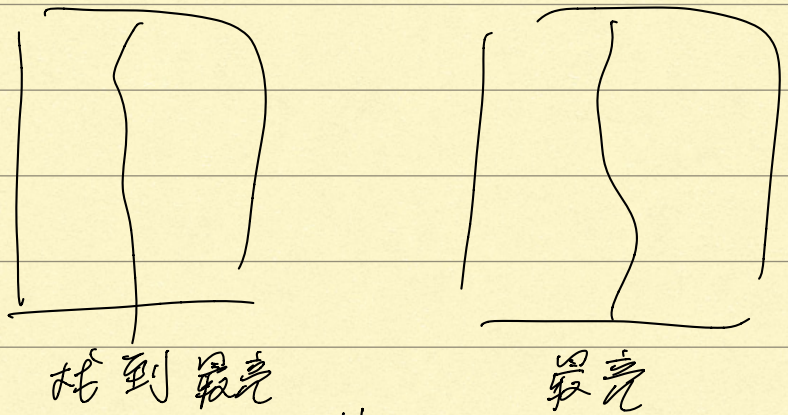
原本 H_3

但 image 沒轉了

$$\frac{\square \times H_2}{\square} = H_2$$

$$H_3 \cdot H_2$$



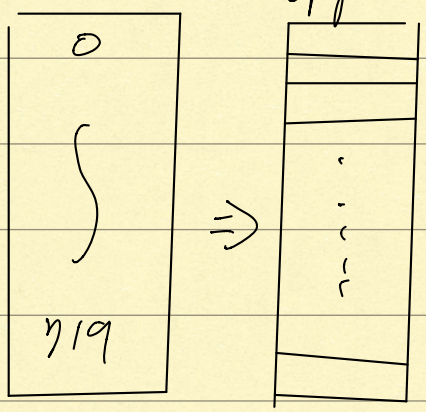


找到最亮

最亮

$* \; f^2 \Rightarrow 1 \to 2$

搜尋



$x = 3 \times 720$

有 720 l'

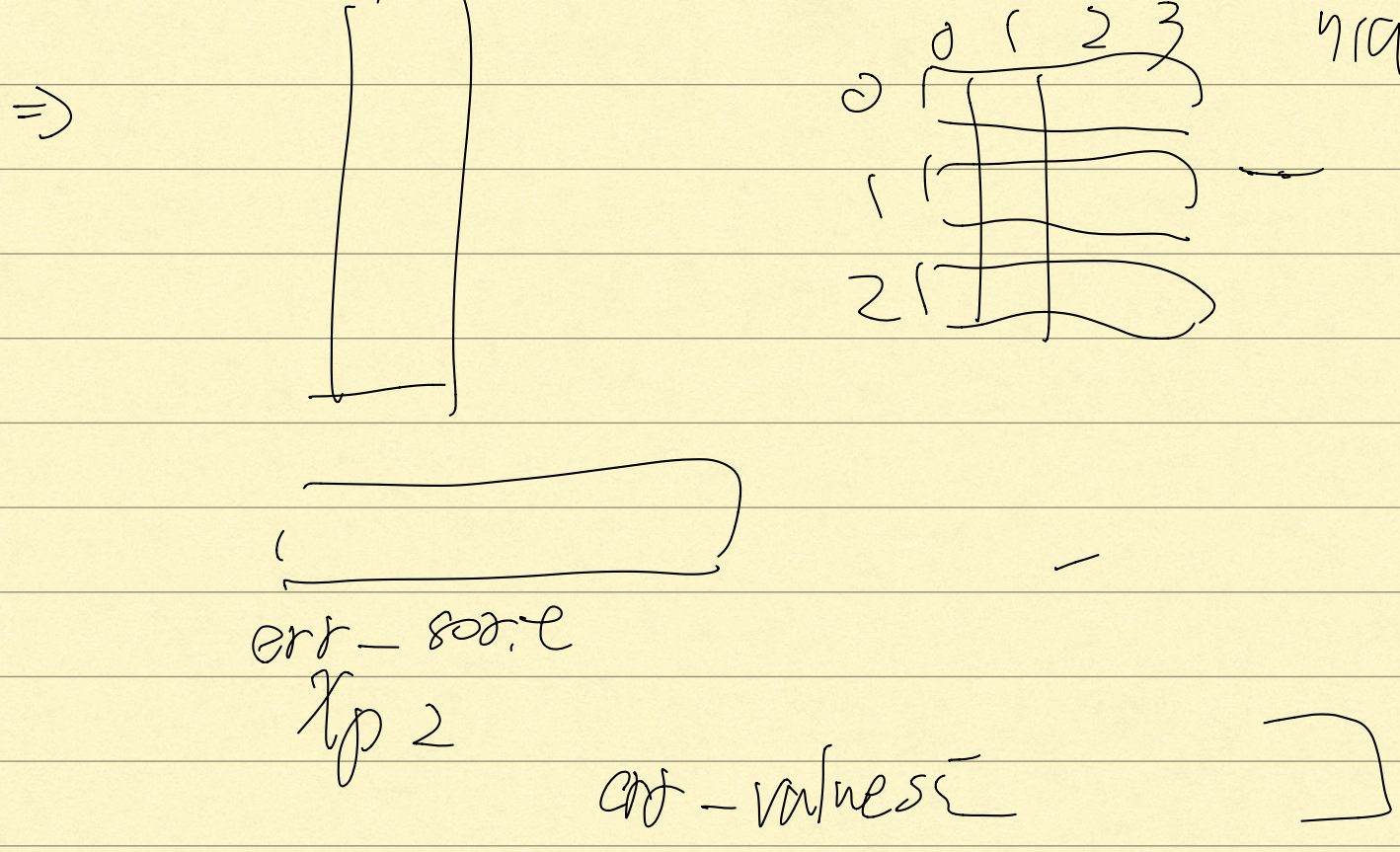
每 l' x

$\because \; x' \cdot l' = 0$ (ideal)

$(3 \times 3) \times (3 \times 720)$ $\quad l'$

$\Rightarrow$

l'


0 1 2 3
0
1
2
err_code
typ 2
err_value