

CIS 580, Machine Perception, Spring 2021

Homework 2 Solutions

Instructions

- This is an individual homework and worth 100 points
- You must submit your solutions on [Gradescope](#), the entry code is 96JGNN. We recommend that you use \LaTeX , but we will accept scanned solutions as well.
- Start early! If you get stuck, please post your questions on [Piazza](#) or come to office hours!

Homework

1. (15 pts) For each of the following pairs of points, write down an equation for the line that passes through them (points are in P^2 and $a \neq b \neq c \neq d$):

(a) $[0, a, 0]$ and $[0, 0, a]$

(b) $[a, a, 1]$ and $[a, a, 2]$

(c) $[a, b, 0]$ and $[c, d, 0]$

Answer:

(a) $l = [0, a, 0] \times [0, 0, a] = [a^2, 0, 0]$

(b) $l = [a, a, 1] \times [a, a, 2] = [a, -a, 0]$

(c) $l = [a, b, 0] \times [c, d, 0] = [0, 0, ad - bc]$

2. (15 pts) For each of the following pairs of lines in \mathbb{P}^2 , write down the point of their intersection.

(a) $x - y + w = 0$ and $w = 0$

(b) $3x - w = 0$ and $4y - w = 0$

(c) $x - y + 5w = 0$ and $x - y + 2w = 0$

Answer:

(a) $x = [1, -1, 1] \times [0, 0, 1] = [-1, -1, 0]$

(b) $x = [3, 0, -1] \times [0, 4, -1] = [4, 3, 12]$

(c) $x = [1, -1, 5] \times [1, -1, 2] = [3, 3, 0]$

3. (10 pts) Find λ such that the three lines of \mathbb{P}^2 , $w = 0$, $x + \lambda y + \lambda w = 0$, and $\lambda x + y + \lambda w = 0$ have a common intersection. Which point is the intersection?

Answer: We have the lines $l_1 = [0, 0, 1]$, $l_2 = [1, \lambda, \lambda]$, $l_3 = [\lambda, 1, \lambda]$. If they intersect in the same point we have that

$$l_1 \times l_2 \sim l_1 \times l_3 \implies [-\lambda, 1, 0] \sim [-1, \lambda, 0]$$

The two vectors are equivalent when $\lambda = 1$, $\lambda = -1$. When $\lambda = 1$ then l_1, l_2 are the same lines and the point of intersection of the now 2 lines is $[-1, 1, 0]$. When $\lambda = -1$ then the point of intersection is $[1, 1, 0]$.

4. (20 pts) Find a projective transformation A that preserves the points $p_1 = (1, 0, 0)$, $p_2 = (0, 1, 0)$, and the origin of the coordinate system O and will map the point $p_3 = (1, 1, 1)$ to the points $p'_3 = (3, 2, 1)$? Does the image of line at infinity still lie at infinity? Why?

Answer:

Given that $A = [a_1^T, a_2^T, a_3^T]$ where a_i^T is the i^{th} column of A , we have that:

$$a \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = A \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = a_1^T$$

$$b \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = A \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = a_2^T$$

$$c \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = A \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = a_3^T$$

So we get that

$$A = \begin{bmatrix} a & 0 & 0 \\ 0 & b & 0 \\ 0 & 0 & c \end{bmatrix}$$

Finally for the fourth point we get

$$A \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} \implies \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \lambda \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix}$$

we set $\lambda = 1$ and we get $a = 3$, $b = 2$, $c = 1$ so

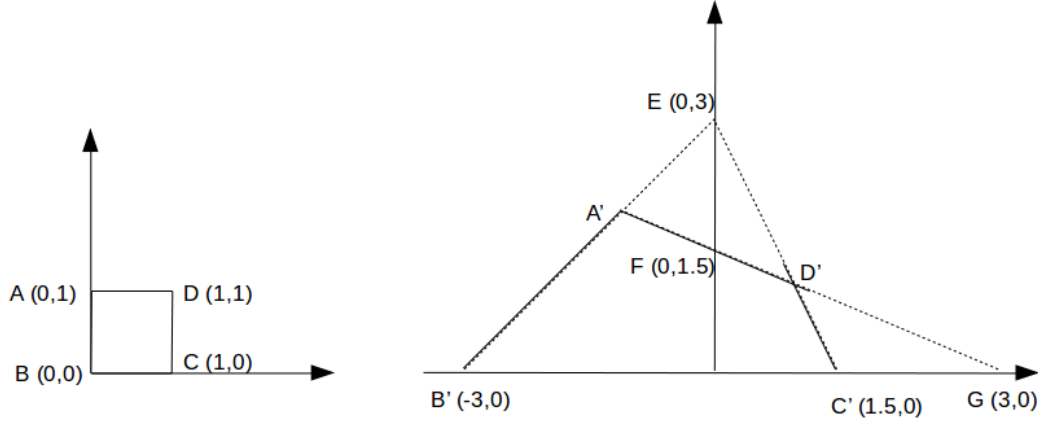
$$A = \begin{bmatrix} 3 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

The line at infinity becomes:

$$l' = A^{-T} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1/3 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

So it stays at infinity

5. (20 pts) Please find a projection transformation P such that $A' \sim PA$, $B' \sim PB$, $C' \sim PC$, $D' \sim PD$ as shown in the following figure. [**Hint:** it's a little tedious to calculate transformation using only A , B , C and D , try to use the intersection of parallel lines.]



Answer: The lines parallel lines BA and CD intersect at $[0, 1, 0]^T$. The parallel lines AD and BC intersect at $[1, 0, 0]^T$. Also point D' can be found by the intersection of the lines $A'G$ and $C'E$ and it is $D' = [1, 1, 1]$. So we have that similar with question 4

$$\begin{aligned} a \begin{bmatrix} 3 \\ 0 \\ 1 \end{bmatrix} &= P \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = p_1^T \\ b \begin{bmatrix} 0 \\ 3 \\ 1 \end{bmatrix} &= P \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = p_2^T \\ c \begin{bmatrix} -3 \\ 0 \\ 1 \end{bmatrix} &= P \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = p_3^T \end{aligned}$$

So we have that

$$P = \begin{bmatrix} 3a & 0 & -3c \\ 0 & 3b & 0 \\ a & b & c \end{bmatrix}$$

And with the final point we get

$$P \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \lambda \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 3a - 3c \\ 3b \\ a + b + c \end{bmatrix} = \lambda \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

by setting $\lambda = 1$ and solving the system of equations we get $a = 1/2$, $b = 1/3$, $c = 1/6$. And the final

transformation matrix becomes

$$P = \begin{bmatrix} 3/2 & 0 & -1/2 \\ 0 & 1 & 0 \\ 1/2 & 1/3 & 1/6 \end{bmatrix}$$

6. (20 pts) A projective transformation A maps point $(-a, 0, 1)$ to point $(1, 0, 0)$, and maps point $(0, b, 1)$ to point $(0, 1, 0)$. However, it keeps the origin of system $(0, 0, 1)$ and $(1, 1, 1)$ fixed. Please find the transformation A .

Answer: It is more convenient to first compute the inverse transformation A^{-1} . Similar with the previous questions we get:

$$d \begin{bmatrix} -a \\ 0 \\ 1 \end{bmatrix} = P \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = a_1'^T$$

$$e \begin{bmatrix} 0 \\ b \\ 1 \end{bmatrix} = P \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = a_2'^T$$

$$f \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = P \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = a_3'^T$$

which means that

$$A^{-1} = \begin{bmatrix} -da & 0 & 0 \\ 0 & eb & 0 \\ d & e & f \end{bmatrix}$$

Then we use the fourth point to get

$$A^{-1} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \lambda \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \Rightarrow \begin{bmatrix} -da \\ eb \\ d + e + f \end{bmatrix} = \lambda \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

by setting $\lambda = 1$ and solving the system of equations we get $d = -1/a$, $e = 1/b$, $f = (ab - a + b)/ab$
So

$$A^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -\frac{1}{a} & \frac{1}{b} & \frac{ab-a+b}{ab} \end{bmatrix} \Rightarrow$$

$$A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ \frac{b}{ab-a+b} & -\frac{a}{ab-a+b} & \frac{ab}{ab-a+b} \end{bmatrix}$$