

1.

$$a) T = \begin{bmatrix} 1 & 0 & 0 & -10 \\ 0 & 1 & 0 & -10 \\ 0 & 0 & 1 & -50 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$b) R = \begin{bmatrix} 0 & -1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$c) P_c = R T P_w$$

$$\therefore RT = \begin{bmatrix} 0 & -1 & 0 & -10 \\ 1 & 0 & 0 & -10 \\ 0 & 0 & -1 & -50 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\therefore P_c = \begin{bmatrix} 0 & -1 & 0 & -10 \\ 1 & 0 & 0 & -10 \\ 0 & 0 & -1 & -50 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\therefore P_c = \begin{bmatrix} -10 \\ -10 \\ -50 \\ 1 \end{bmatrix} (m)$$

\therefore camera coord: $(-10, -10, -50)$ (m)

$$d) f = 0.01 m$$

$$M_{proj} = \begin{bmatrix} 0.01 & 0 & 0 & 0 \\ 0 & 0.01 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

$$e) \begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} 0.01 & 0 & 0 & 0 \\ 0 & 0.01 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} -10 \\ -10 \\ -50 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} -0.1 \\ -0.1 \\ -50 \end{bmatrix}$$

$$x = \frac{x'}{z'} = \frac{-0.1}{-50} = 0.002 \text{ (m)} = 2 \text{ mm}$$

$$y = \frac{y'}{z'} = \frac{-0.1}{-50} = 0.002 \text{ (m)} = 2 \text{ mm}$$

$$(f) P_{\text{lower}} = (0, -10 \text{ m}, 0 \text{ m})$$

$$P_{\text{upper}} = (-2 \text{ m}, -10 \text{ m}, 0 \text{ m})$$

$$M_{\text{proj}} \times M_{\text{ext}} = \begin{bmatrix} 0.01 & 0 & 0 & 0 \\ 0 & 0.01 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & -1 & 0 & -10 \\ 1 & 0 & 0 & -10 \\ 0 & 0 & -1 & -50 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

unit: meter

$$M_{\text{proj}} \times M_{\text{ext}} = \begin{bmatrix} 0 & -0.01 & 0 & -0.1 \\ 0.01 & 0 & 0 & -0.1 \\ 0 & 0 & -1 & -50 \end{bmatrix}$$

$$\begin{bmatrix} x'_{\text{lower}} \\ y'_{\text{lower}} \\ z'_{\text{lower}} \end{bmatrix} = M_{\text{proj}} \times M_{\text{ext}} \times \begin{bmatrix} 0 \\ -10 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ -0.1 \\ -50 \end{bmatrix}$$

$$\begin{bmatrix} x'_{\text{upper}} \\ y'_{\text{upper}} \\ z'_{\text{upper}} \end{bmatrix} = M_{\text{proj}} \times M_{\text{ext}} \times \begin{bmatrix} -2 \\ -10 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ -0.12 \\ -50 \end{bmatrix}$$

$$y_{\text{lower}} = \frac{y'_{\text{lower}}}{z'_{\text{lower}}} = \frac{-0.1}{-50} \text{ (m)} \times \frac{1000 \text{ mm}}{1 \text{ m}} = 2 \text{ mm}$$

$$y_{\text{upper}} = \frac{y'_{\text{upper}}}{z'_{\text{upper}}} = \frac{-0.12}{-50} \text{ (m)} \times \frac{1000 \text{ mm}}{1 \text{ m}} = 2.4 \text{ mm}$$

$$\therefore \text{Person Image Height} = y_{\text{upper}} - y_{\text{lower}} = 2.4 \text{ mm} - 2 \text{ mm} = \boxed{0.4 \text{ mm}}$$

2. model to fit: $ax + by + c = 0$

$$\text{constraints: } a^2 + b^2 + c^2 = 1$$

$$d_i = ax_i + by_i + c$$

$$E = \left[\sum_{i=1}^N (ax_i + by_i + c)^2 \right] - \lambda (a^2 + b^2 + c^2 - 1)$$

$$\frac{\partial E}{\partial a} = \sum_{i=1}^N 2(ax_i + by_i + c) \cdot (x_i) - 2\lambda a = 0$$

$$\sum_{i=1}^N (ax_i^2 + bx_i y_i + cx_i) - \lambda a = 0$$

$$\left(\sum_{i=1}^N x_i^2 \right) a + \left(\sum_{i=1}^N x_i y_i \right) b + \left(\sum_{i=1}^N x_i \right) c = \lambda a$$

$$\frac{\partial E}{\partial b} = \sum_{i=1}^N 2(ax_i + by_i + c) \cdot (y_i) - 2\lambda b = 0$$

$$\sum_{i=1}^N (ax_i y_i + by_i^2 + cy_i) - 2\lambda b = 0$$

$$\left(\sum_{i=1}^N x_i y_i \right) a + \left(\sum_{i=1}^N y_i^2 \right) b + \left(\sum_{i=1}^N y_i \right) c = \lambda b$$

$$\frac{\partial E}{\partial c} = \sum_{i=1}^N 2(ax_i + by_i + c) \cdot (1) - 2\lambda c = 0$$

$$\sum_{i=1}^N (ax_i + by_i + c) - \lambda c = 0$$

$$\left(\sum_{i=1}^N x_i \right) a + \left(\sum_{i=1}^N y_i \right) b + Nc = \lambda c$$

$$\begin{bmatrix} \left(\sum_{i=1}^N x_i^2 \right) & \sum_{i=1}^N x_i y_i & \sum_{i=1}^N x_i \\ \sum_{i=1}^N x_i y_i & \left(\sum_{i=1}^N y_i^2 \right) & \sum_{i=1}^N y_i \\ \sum_{i=1}^N x_i & \sum_{i=1}^N y_i & N \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \lambda \begin{bmatrix} a \\ b \\ c \end{bmatrix}$$

$$A h = \lambda h.$$

We can solve for $[a; b; c]$ by performing SVD to matrix A .

Let $A = UDV^T$ and find the column in V that corresponds with eigen values that can be obtained as the diagonal of D . The column extracted from V will contain the eigen vectors of A . Then, we can extract a, b , and c after normalizing these eigen vectors.