

- 1) Spiral curve: $x(t) = t \sin(t)$
 $y(t) = t \cos(t)$

a) Let $\vec{f}(t) = (x(t), y(t))$
 $\vec{T}(t)$ be the Tangent Vector

$$\vec{T}(t) = \frac{d\vec{f}}{dt}(t) = \left(\frac{dx}{dt}(t), \frac{dy}{dt}(t) \right)$$

$$\begin{aligned} x'(t) &= t' \cdot \sin(t) + t \cdot \sin'(t) \\ &= \sin(t) + t \cos(t) \end{aligned}$$

$$\begin{aligned} y'(t) &= t' \cos(t) + t \cdot \cos'(t) \\ &= \cos(t) + t(-\sin(t)) \\ &= \cos(t) - t \sin(t) \end{aligned}$$

$$\vec{T}(t) = (\sin(t) + t \cos(t), \cos(t) - t \sin(t))$$

Let $\vec{n}(t)$ be the Normal Vector
 $\vec{n}(t)$ is perpendicular to $\vec{T}(t)$

$$\therefore \vec{n}(t) = \left(-\frac{dy}{dt}(t), \frac{dx}{dt}(t) \right)$$

$$\begin{aligned} \vec{n}(t) &= (-[\cos(t) - t \sin(t)], \sin(t) + t \cos(t)) \\ &= (t \sin(t) - \cos(t), \sin(t) + t \cos(t)) \end{aligned}$$

1) b) $ax + by + c = 0$

$\Rightarrow ax + by = 0$, [In class, it was said to set $c=0$]

Convert to parametric form:

$$ax + by = 0$$

$$\Rightarrow y = -\frac{ax}{b} = f(x)$$

Let $x = t$

$$y = f(t) = -\frac{a}{b}t$$

$x: t \sin(t) = t$

$$\Rightarrow \sin(t) = 1$$

$$\Rightarrow t = \frac{\pi}{2} + 2\pi n, n \in \mathbb{Z}$$

since the curve is $t \in [0, 4\pi]$, we know

at least two intersections happen, at

$$t = \frac{\pi}{2} \text{ and } t = \frac{5\pi}{2}$$

$$x(t) = t \sin(t)$$

$$y(t) = t \cos(t)$$

$$x(\pi/2) = \pi/2$$

$$y(\pi/2) = 0$$

$$x(5\pi/2) = 5\pi/2$$

$$y(5\pi/2) = 0$$

Two points of intersection are $(\pi/2, 0)$ and $(\frac{5\pi}{2}, 0)$. Since both points have y as 0, this implies the line of intersection is $y=0$. We can find the remaining points by setting $y(t) = 0$

$$y(t) = t \cos(t)$$

$$\Rightarrow 0 = t \cos(t)$$

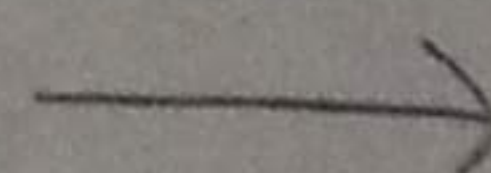
$$\Rightarrow 0 = t, 0 = \cos(t)$$

$$\Rightarrow t = \pi n - \frac{\pi}{2}, n \in \mathbb{Z}$$

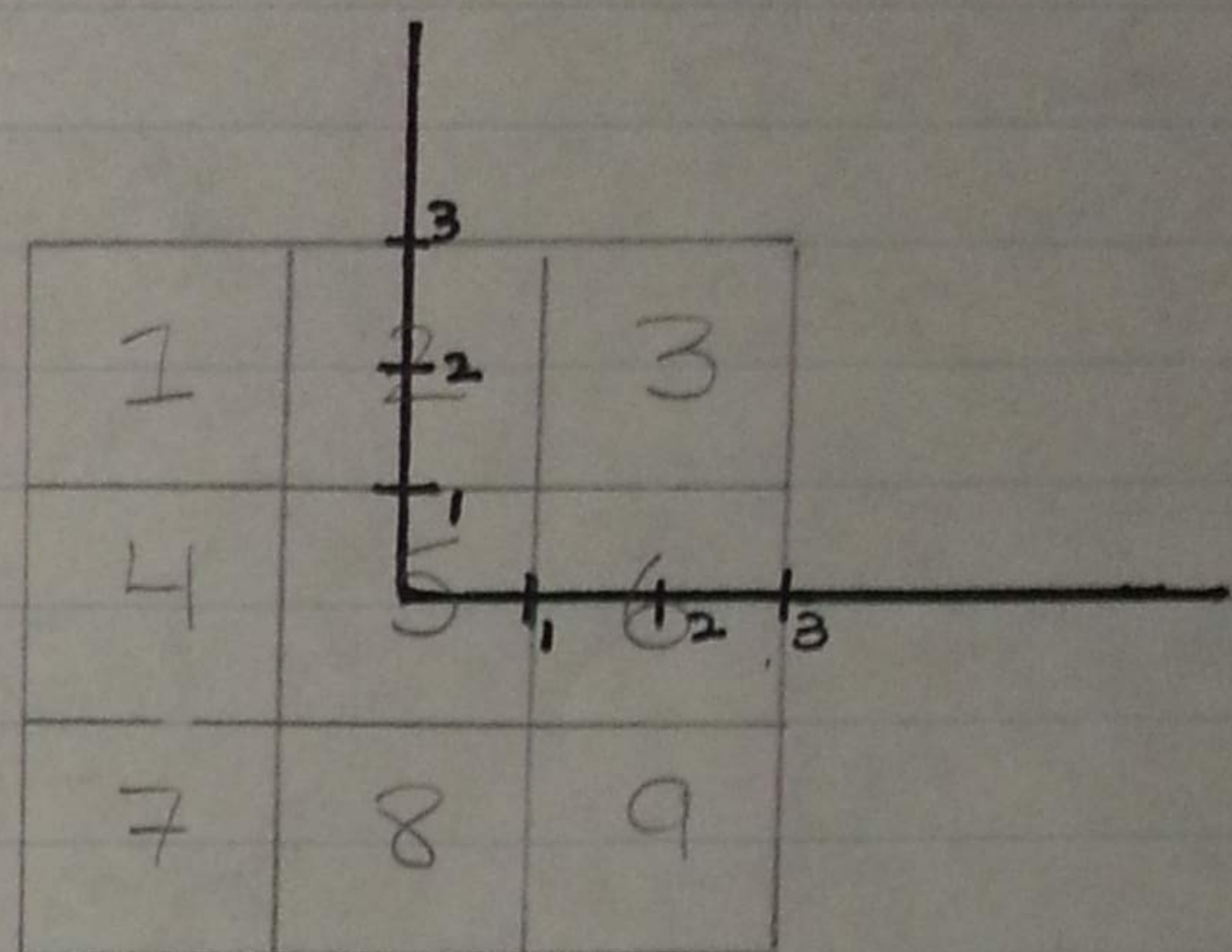
\Rightarrow since t must be an ϵ of $[0, 4\pi]$,

$$t = 0, \frac{\pi}{2}, \frac{3\pi}{2}, \frac{5\pi}{2}, \frac{7\pi}{2}$$

We already found points at $t = \pi/2, 5\pi/2$, need to find $t = 0, 3\pi/2, 7\pi/2$ points.

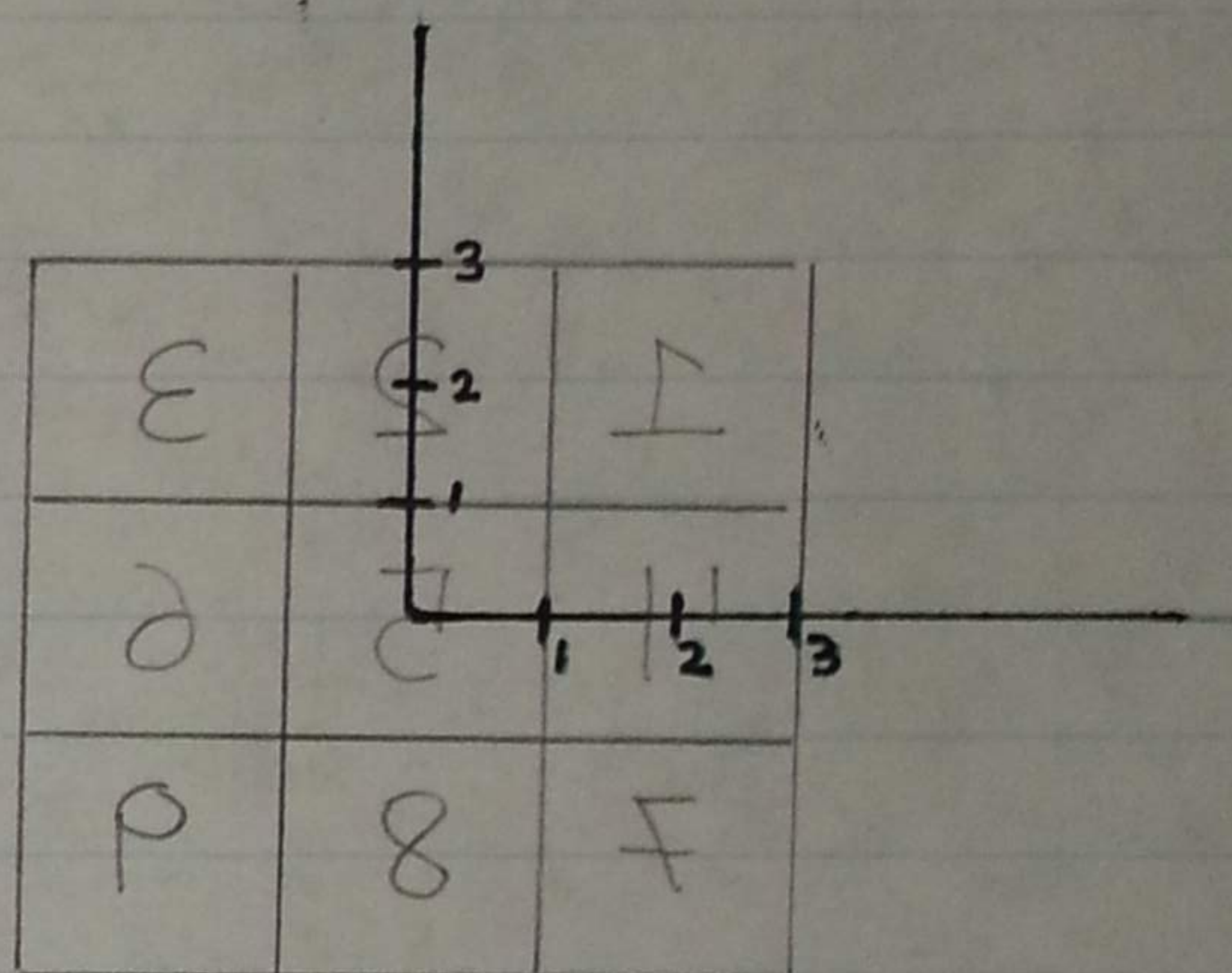


2) Starting shape:



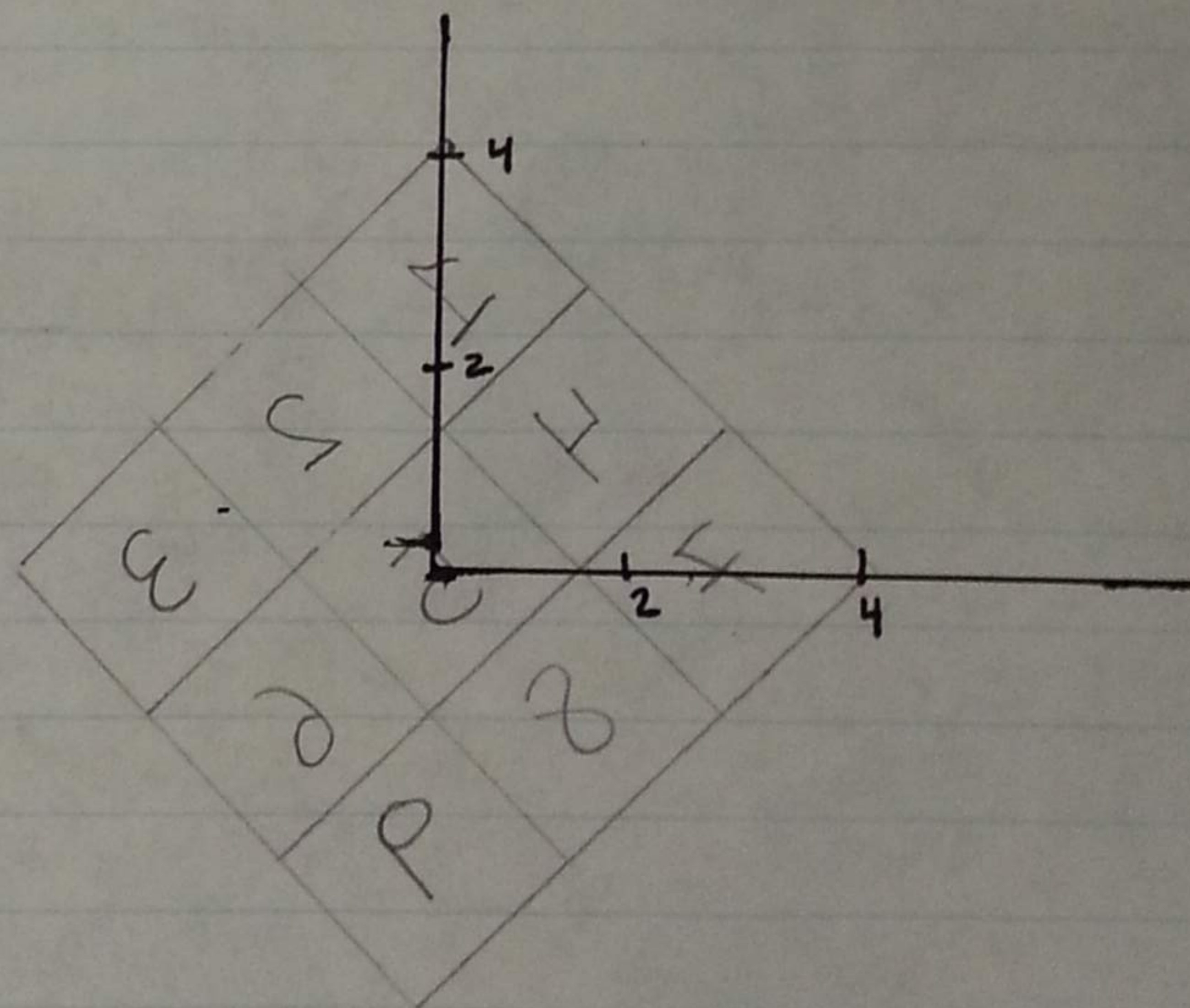
First, reflect about the y-axis

$$\begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



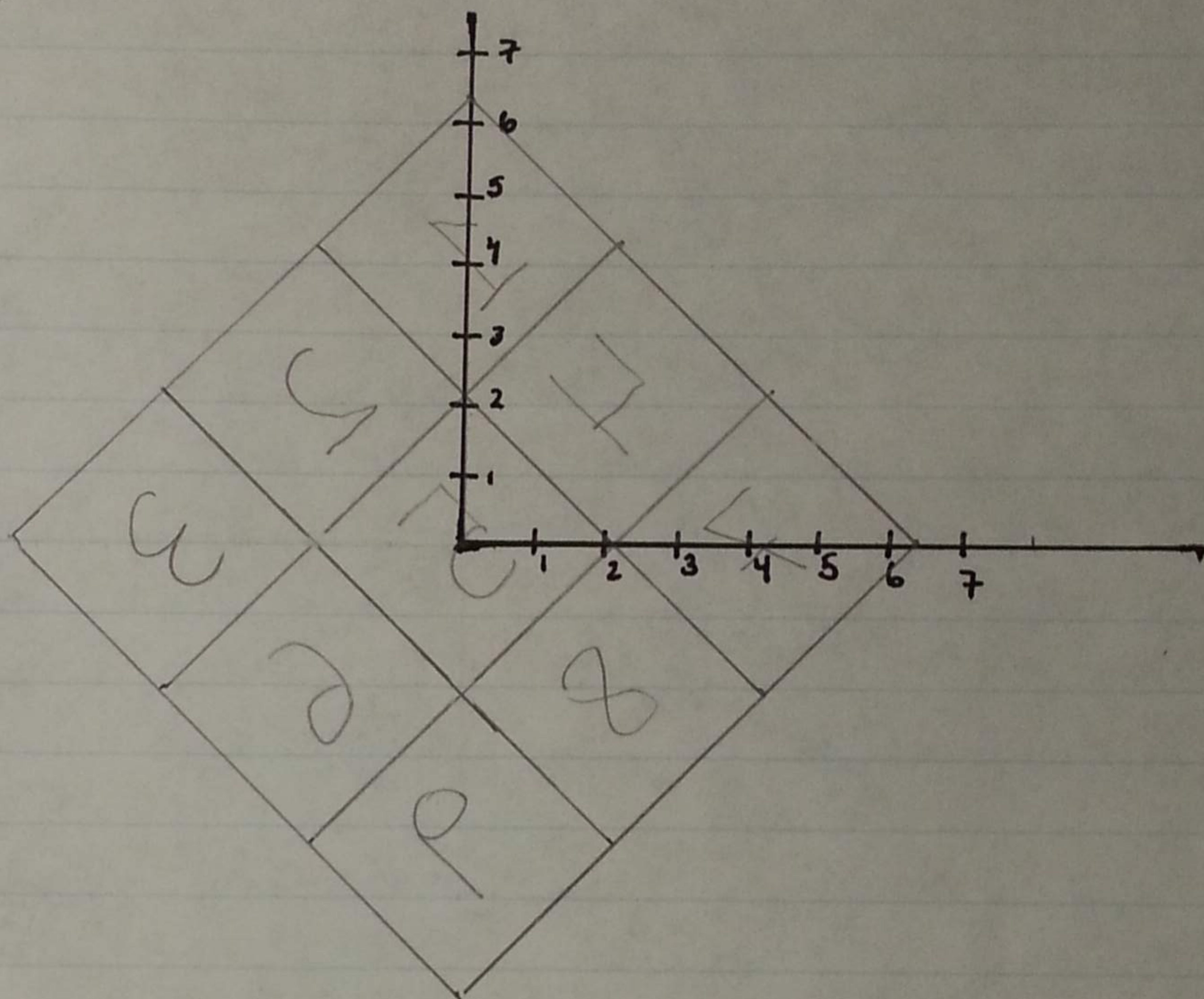
Next, rotate 45 degrees ($\pi/4$) counter clockwise

$$\begin{bmatrix} \cos(\frac{\pi}{4}) & -\sin(\frac{\pi}{4}) & 0 \\ \sin(\frac{\pi}{4}) & \cos(\frac{\pi}{4}) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



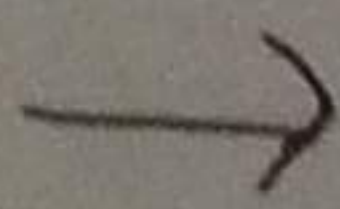
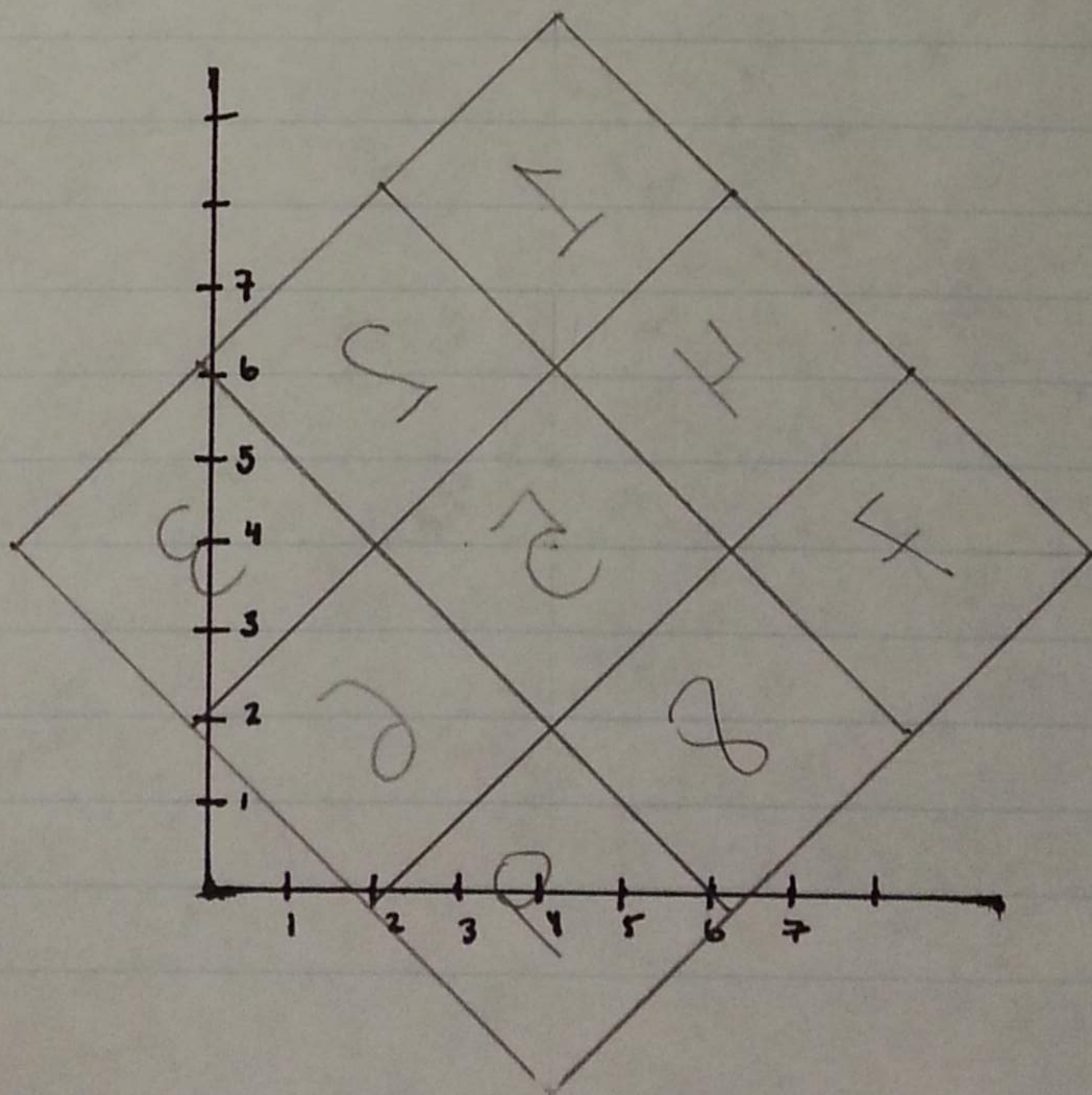
Next, the resulting image is 1.5 times larger, so scale by 1.5, both x and y. (1.5 was determined by measuring handout, 3cm \rightarrow 4.5cm)

$$\begin{bmatrix} 1.5 & 0 & 0 \\ 0 & 1.5 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



Finally, the center of the image moves from (0,0) to (4,4). So we translate by 4 on x, and by 4 on y

$$\begin{bmatrix} 1 & 0 & 4 \\ 0 & 1 & 4 \\ 0 & 0 & 1 \end{bmatrix}$$



All the individual transformations are represented as a matrix in the form of:

$$\begin{array}{lll} a & c & t_x \\ b & d & t_y \\ u & v & w \end{array} \quad \begin{array}{l} a, d - \text{scale} \\ b, c - \text{skew} \\ t_x, t_y - \text{translate} \end{array} \quad u, v, w = 0, 0, 1$$

For a single matrix with all the transformations, we need to get the product of all the individual transformations, in reverse order

$$\text{single matrix } m = \left(\begin{array}{c} \text{Translate} \\ \text{Matrix} \end{array} \right) \times \left(\begin{array}{c} \text{Scale} \\ \text{Matrix} \end{array} \right) \times \left(\begin{array}{c} \text{Rotation} \\ \text{Matrix} \end{array} \right) \times \left(\begin{array}{c} \text{Reflection} \\ \text{Matrix} \end{array} \right)$$

$$m = \begin{bmatrix} 1 & 0 & 4 \\ 0 & 1 & 4 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1.5 & 0 & 0 \\ 0 & 1.5 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\cdot \begin{bmatrix} \cos(\frac{\pi}{4}) & -\sin(\frac{\pi}{4}) & 0 \\ \sin(\frac{\pi}{4}) & \cos(\frac{\pi}{4}) & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$m = \begin{bmatrix} -1.06066 & -1.06066 & 4 \\ -1.06066 & 1.06066 & 4 \\ 0 & 0 & 1 \end{bmatrix}$$

3) Homography that maps points:

$(0,0)$, $(0,1)$, $(1,0)$, $(1,1)$ To
 $(4,2)$, $(3.5,1)$, $(3,1.5)$, $(3,1)$

a) We can create a system of equations with the following matrix operations:

$$\begin{bmatrix} u_k \\ v_k \\ 1 \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ h & k & 1 \end{bmatrix} \begin{bmatrix} x_k \\ y_k \\ 1 \end{bmatrix}$$

$$i) \begin{bmatrix} 4 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ h & k & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\begin{aligned} & a x_k + b y_k + c - u_k (h x_k + k y_k + 1) = 0 \\ \Rightarrow & (a)(0) + b(0) + c - 4(h(0) + k(0) + 1) = 0 \\ \Rightarrow & c - 4(1) = 0 \\ \Rightarrow & c = 4 \end{aligned}$$

$$\begin{aligned} & d x_k + e y_k + f - v_k (h x_k + k y_k + 1) = 0 \\ \Rightarrow & d(0) + e(0) + f - 2(h(0) + k(0) + 1) = 0 \\ \Rightarrow & f - 2(1) = 0 \\ \Rightarrow & f = 2 \end{aligned}$$

Using a matrix calculator, and following what we did for (i), we get the following:

$$ii) \begin{bmatrix} 3.5 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ h & k & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \quad \begin{aligned} \Rightarrow & e - k = -1 \\ \Rightarrow & b - 3.5k = -0.5 \end{aligned}$$

$$\text{iii) } \begin{bmatrix} 3 \\ 1.5 \\ 1 \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ h & k & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \quad \begin{aligned} \Rightarrow a - 3h &= -1 \\ \Rightarrow d - 1.5h &= -0.5 \end{aligned}$$

$$\text{iv) } \begin{bmatrix} 3 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ h & k & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \quad \begin{aligned} \Rightarrow a + b - 3h - 3k &= -2 \\ \Rightarrow d + e - h - k &= -2 \end{aligned}$$

From the 8 derived equations, we get

$$\begin{aligned} a &= 2, & b &= 3, & c &= 4, \\ d &= 1, & e &= 0, & f &= 2, \\ h &= 1, & k &= 1 \end{aligned}$$

$$H = \begin{bmatrix} 2 & 3 & 4 \\ 1 & 0 & 2 \\ 1 & 1 & 1 \end{bmatrix}$$

$$\text{b) } \begin{bmatrix} 2 & 3 & 4 \\ 1 & 0 & 2 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 11 \\ 4 \\ 4 \end{bmatrix} = 4 \begin{bmatrix} 11/4 \\ 1 \\ 1 \end{bmatrix}$$

c) This homograph cannot be affine, because an affine transformation would have a bottom row of $[0 \ 0 \ 1]$, which H cannot be simplified to.

4) A rotation is represented by:

$$\begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

We want to prove that the product of 3 shears can achieve the above rotation.

Let a, b, c be the shears in 3 shear matrices

Show:

$$\begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} =$$

$$\begin{bmatrix} 1 & a & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ b & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & c & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} ab+1 & a+(ab+1)c & 0 \\ b & ab+1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow ab+1 = \cos \theta$$

$$a+(ab+1)c = -\sin \theta$$

$$b = \sin \theta$$

$$bc+1 = \cos \theta$$

Substitute using $b = \sin \theta$

$$\rightarrow a \sin \theta + 1 = \cos \theta$$

$$\rightarrow a + (a \sin \theta + 1)c = -\sin \theta$$

$$\rightarrow c \sin \theta + 1 = \cos \theta$$

→

$$\cdot a \sin \theta + 1 = \cos \theta$$

$$\Rightarrow a = \frac{\cos \theta - 1}{\sin \theta}$$

$$= - \left(\frac{1 - \cos \theta}{\sin \theta} \right) = -\tan\left(\frac{\theta}{2}\right)$$

$$\cdot a \sin \theta + 1 = \cos \theta$$

$$c \sin \theta + 1 = \cos \theta$$

$$\Rightarrow a \sin \theta + 1 = c \sin \theta + 1$$

$$\Rightarrow a = c$$

$$\Rightarrow c = -\tan\left(\frac{\theta}{2}\right)$$

$$\begin{bmatrix} 1 & -\tan\left(\frac{\theta}{2}\right) & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ \sin \theta & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & -\tan\left(\frac{\theta}{2}\right) & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

b) Rotations can't be achieved when the angle is π .
This would cause $-\tan\left(\frac{\theta}{2}\right) = -\tan\left(\frac{\pi}{2}\right)$, which
is infinity.