

## Problem 1

### Part 1

Canonical form of the plane at infinity

$$\pi = (0, 0, 0, 1)^T$$

### Part 2

$$\pi'_\infty = H_A^{-T} \pi_\infty = \begin{bmatrix} A^{-T} & 0 \\ -A^+ & 1 \end{bmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix} = \pi_\infty$$

### Part 3

A plane as defined by 3 points can be expressed as:

$$\begin{bmatrix} \pi_1^T \\ \pi_2^T \\ \pi_3^T \end{bmatrix} X = 0$$

Undergoing the transform of the 3D points:

$$X' = HX$$

$$\pi' = H^{-T} \pi$$

## Problem 2

### Part 1

General form:

$$K = \begin{bmatrix} \alpha_x & s & x_0 \\ & \alpha_y & y_0 \\ & & 1 \end{bmatrix}$$

$\alpha_x$ : focal length of x-axis =  $f_{mx}$

$\alpha_y$ : focal length of y axis =  $f_{my}$

$s$ : the skew

$x_0, y_0$ : principal points.

### Part 2

Projection matrix

$$P = [M | P_4]$$

The internal and external parameters can be recovered by

$$P = KR[I] - C = M[I]M^{-1}P_4$$

$K$ : internal parameter

$R, t$ : external parameter

### Part 3

The image of the point at infinity can be represented by

$$D = (d^T, 0)^T$$

$$x = PD = [M | P_4] D = M_d$$

### Problem 3

#### Part 1

$$PC = 0$$

or

$$X = \det([p_2, p_3, p_4])$$

$$Z = \det([p_1, p_2, p_4])$$

$$Y = -\det([p_1, p_3, p_4])$$

$$T = -\det([p_1, p_2, p_3])$$

#### Part 2

$$s_x V_x = p_{xw} = [p_1, p_2, p_3, p_4] \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}^T = p_1$$

$$s_y V_y = p_{yw} = [p_1, p_2, p_3, p_4] \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}^T = p_2$$

$$s_z V_z = p_{zw} = [p_1, p_2, p_3, p_4] \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}^T = p_3$$

#### Part 3

$$\text{Projection plane} = [x, y, 0]$$

$$\begin{bmatrix} x \\ y \\ 0 \end{bmatrix} = \begin{bmatrix} p_1^T \\ p_2^T \\ p_3^T \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

## Problem 4

### Part 1

3D Points

$$x = [p_1 \ p_2 \ p_3 \ p_4] \begin{pmatrix} x \\ y \\ 0 \\ 1 \end{pmatrix}$$

2D Points

$$x = [p_1 \ p_2 \ p_4] \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$[p_1 \ p_2 \ p_3 \ p_4] \begin{pmatrix} x \\ y \\ 0 \\ 1 \end{pmatrix} = [p_1 \ p_2 \ p_4] \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$p = K[R|t]$$

$$H = K[r_1, r_2, t]$$

### Part 2

Back projection of a real line in 3D

$$\pi = P^T L$$

$x$  will lie on the line if

$$x^T L = 0$$

real point on the real line in 3D if and only if

$$x^T P^T L = 0$$

therefore

$P^T L$  represents the plane. 2D point  $x$  lies on this point if and only if

$$\pi = P^T L$$

### Part 3

$$x = K[I|0]X$$

$$x' = K'[I|0]X$$

$$x' = K' K^{-1} (K[I|0]X) = K' K^{-1} x$$

$$x' = Hx$$

$$H = K' K^{-1}$$

## Problem 5

### Part 1

Real points on the line at infinity:

$$P = KR[I - \tilde{C}]$$

point in the image

$$x = PX_{\infty} = KR[I - \tilde{C}]\begin{pmatrix} 0 \\ 0 \end{pmatrix} = KRd$$

Map observed point from line at infinity  $x = Hd$

$$H = KR$$

absolute conic

$$w = (KK^T)^{-1}$$

### Part 2

The angle between two rays is

$$\cos(\theta) = \frac{x_1^T w x_2}{\sqrt{x_1^T w x_1} \sqrt{x_2^T w x_2}}$$

if 2 rays are orthogonal

$$x_1^T w x_2 = 0$$

### Part 3

$$h_1^T w h_2 = 0$$

$$h_1^T w h_1 = h_2^T w h_2$$

### Part 4

The restraints for the square pixel assumption for the image of absolute conic is

$$w_{12} = w_{21} = 0$$

and

$$w_{11} = w_{22}$$