Problem L Part 1

$$L_{1} = (0.5, 1, -2)$$

$$L_{1} \times L_{2} = \begin{bmatrix} 0.5 & 1 & -2 \\ 0.5 & 1 & -2 \\ 3 & 6 & -5 \end{bmatrix}$$

$$\Delta = \left( 1 \left( -5 \right) - \left( -2 \right) \left( 6 \right) \right) i + \left[ \left( +2 \right) \left( 3 \right) - \left( 6 \cdot 5 \right) \left( -5 \right) \right) j + \left( \left( 6 \cdot 5 \right) \left( 6 \right) - \left( 1 \right) \left( 3 \right) \right)$$

$$\left( -5 + 12 \right) i + \left[ -6 + 2 \cdot 5 \right] j + \left[ 3 - 3 \right] k$$

$$7 i - 3 \cdot 5 j + 0 k$$

$$\left( 7 - 3 \cdot 5 \right) = 0$$

\* no intersection since Z=0

Partz

line at infinity w=0

Parts

in hono geneous form

$$(0.5 \times 4 \times -2)(3 \times 16 \times -5) = 0$$

$$(0.5x)(3x)+(0.5x)(6y)+(0.5x)(-5)+(y)(3x)+(y)(6y)+(y)(-5)+(-2)(3x)+(-2)(6y)+(-2)(-5)=0$$

$$(0.5x)(3x)+(0.5x)(6y)+(0.5x)(6y)+(-2)(-2)(6y)+(-2)(6y)$$

# homogeneous form

1.5 (x/w)2 + 6 (x/w) (y/w) + 6(y/w)2 - 8.5 (x/w) - 17(y/w) +10 =0

multiply by w2

1.5x2 + 6xy + 6x2 - 8.5xw - 17yw + low2 =0

## Matrix Form

$$\begin{bmatrix}
A & B & D \\
C = B & C & E \\
D & E & F
\end{bmatrix} = \begin{bmatrix}
1.5 & 3 & -4.25 \\
3 & 6 & -8.5 \\
-4.25 & -8.5 & 10
\end{bmatrix}$$

$$\begin{bmatrix} 1.5 & 3 & -4.25 \\ X & Y & 4 \end{bmatrix} \begin{bmatrix} 3 & 6 & -8.5 \\ -4.25 & -8.5 & 10 \end{bmatrix} \begin{bmatrix} X \\ Y \\ 4 \end{bmatrix} = 0$$

#### Problem 2

Ideal Point: (x, y, 0)

20 transformation 3x3 matrix: h11 h12 h13 h21 h22 h23

Apply transformation: [x y o]

$$\begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} X \\ Y \\ 0 \end{bmatrix} = \begin{bmatrix} h_{11} \cdot X + h_{12} \cdot Y + h_{13} \cdot 0 \\ h_{21} \cdot X + h_{22} \cdot Y + h_{23} \cdot 0 \\ h_{31} \cdot X + h_{32} \cdot Y + h_{33} \cdot 0 \end{bmatrix} = \begin{bmatrix} h_{11} \cdot X + h_{12} \cdot Y \\ h_{21} \cdot X + h_{22} \cdot Y \\ h_{31} \cdot X + h_{32} \cdot Y \end{bmatrix}$$

line in homogeneous coordinates; (1.x-0

To ensure that ct. x = 0

Verify: C' = H-1 C.H-1

Conic in honogeneous coordinates: XT. Cx = 0

$$x'^{\mathsf{T}} \cdot C' \cdot x' = 0$$
  
 $(\mathsf{H}_x)^{\mathsf{T}} \cdot C' \; \mathsf{H}_x = 0$   
 $C' = \; \mathsf{H}^{\mathsf{T}} \cdot C \cdot \mathsf{H}^{\mathsf{T}}$ 

### Problem 3

Projective

general form: 
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ w' \end{bmatrix} \begin{bmatrix} x \\ y \\ g & h & i \end{bmatrix}$$

degree of freedom = in 20 it has 8 degree of freedom since the matrix has 9 parameters but is defined up to a scalar multiple

in variant properties = preserves collinearity and cross ratio of points but do not preserve angles, lengths or paralletism

Affine Transformations

general form= 
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b & C \\ d & e & f \\ 0 & 0 & 1 \end{bmatrix}$$

degree of freedom: in 20 has 6 degrees of freedom, 2 for translation, 1 for rotation, 1 for scalling and 2 for Shearing

in variant Properties: Preserves points, Straight lines and planes and also preserves parallellism and ratios

of segments on parrallel lines

### Similarity Transformation

general form= 
$$\begin{bmatrix} x \\ y' \end{bmatrix} = \begin{bmatrix} S & cos \theta \\ S & sin \theta \end{bmatrix} = \begin{bmatrix} S & sin \theta \\ S & sin \theta \end{bmatrix} = \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

degree of Freedom = in 20 has 4 degrees of freedom 1 for uniform scalling, 1 for rotation an

invariant properties = Preserve Shape of geometrical figures. They maintain the proportionality of lengths and angles. They enlarge or reduce the figures without changing the shape.

$$\begin{bmatrix} x \\ y' \end{bmatrix} = \begin{bmatrix} a & b & c \\ \partial & e & f \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ w \end{bmatrix} = \begin{bmatrix} x \\ y' \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a & b & c \\ 0 & e & f \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} ax & + by \\ dx & + ey \\ 0 & 0 & 1 \end{bmatrix}$$

w' is still = 0

$$\begin{bmatrix}
a & b \\
b & e
\end{bmatrix} = \begin{bmatrix}
a & b \\
d & e
\end{bmatrix}$$

$$A^{-1} = \begin{bmatrix} a & b \\ b & e \end{bmatrix}^{-1} \begin{bmatrix} l_1 \\ l_2 \end{bmatrix} = \begin{bmatrix} l'_1 \\ l'_2 \end{bmatrix}$$

for circular points: 
$$I = [1, i, 0]^T$$
 $J = [1, i, 0]^T$ 

for a circle =  $x^2 + y^2 + Ax + By + C = 0$ 

For 2 orthogonal lines:

$$m = (m_1, m_2, m_3)^T$$