

# CSC420 A4

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Q1

$$1.) P = 0.995$$

$$P = 0.7$$

We know the required minimum number of trial  $S$

$$S = \frac{\log(1-P)}{\log(1-p^k)}$$

We take  $k=4$ , as we are looking for 4 minimum matches for homography.

$$S = \frac{\log(1-0.995)}{\log(1-0.7^4)} \approx 19.297$$

We need at least 20 iterations of RANSAC to fit this homography.

2.)

Fitting an affine transformation would take less iterations because affine transformation has 6 degrees of freedom while homography has 8. This means that we are looking for 3 matches compare to 4, resulting in a smaller possible sample size.

Q1:

Q2

$$1.) L = \vec{P}_0 + t\vec{d}$$

$$\vec{P} = \begin{pmatrix} wx \\ wy \\ w \end{pmatrix} = K\vec{P} = \begin{pmatrix} f & 0 & p_x \\ 0 & f & p_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} X_0 + tdx \\ Y_0 + tdy \\ Z_0 + tdz \end{pmatrix}$$

$$= \begin{pmatrix} fX_0 + ftdx + p_x Z_0 + p_x tdx \\ fY_0 + p_y tdy + p_y Z_0 + p_y tdx \\ Z_0 + tdx \end{pmatrix}$$

We take the limits of  $w_x$  and  $w_y$  term to infinity for the vanishing point:

$$x = \lim_{t \rightarrow \infty} \frac{wx}{w} = \lim_{t \rightarrow \infty} \frac{fX_0 + \cancel{ftdx} + p_x Z_0 + p_x tdx}{Z_0 + tdx}$$

$$= f\left(\frac{dx}{dz}\right) + p_x$$

$$y = \lim_{t \rightarrow \infty} \frac{wy}{w} = f\left(\frac{dy}{dz}\right) + p_y$$

The vanishing point is  $\left(f\left(\frac{dx}{dz}\right) + p_x, f\left(\frac{dy}{dz}\right) + p_y\right)$ .

Q2:

2.) From the hint, we know that  
 $\vec{n} \cdot d\vec{r} = 0$ , which means  $n_x dx + n_y dy + n_z dz = 0$

$$dx = -\frac{1}{n_x}(n_y dy + n_z dz)$$

We can get the line which for the vanishing point

$$\begin{aligned} \frac{f dx}{dz} + p_x &= -\frac{f}{n_x dz}(n_y dy + n_z dz) + p_x \\ &= -\frac{f n_y dy}{n_x dz} - \frac{f n_z dz}{n_x dz} + p_x \\ &= -\frac{f dy n_y}{dz n_x} - p_y \frac{n_y}{n_x} + p_y \frac{n_y}{n_x} - f \frac{n_z}{n_x} + p_x \\ &= -\frac{n_y}{n_x} \left( \frac{f dz}{dz} + p_y \right) + p_y \frac{n_y}{n_x} - f \frac{n_z}{n_x} + p_x \end{aligned}$$

If we denote the vanishing point as  $(V_x, V_y)$  we get

$$V_x = -\frac{n_y}{n_x} V_y + p_y \frac{n_y}{n_x} - f \frac{n_z}{n_x} + p_x$$

Therefore we know the vanishing points are on the line

$$n_x V_x + n_y V_y = p_y n_y + p_x n_x - f n_z$$

We know that  $n$  and  $p$  terms are constants, so the points form a line.

Q3

1.) Let  $L = a_1x + b_1y + c_1 = 0$   
 $L' = a_2x + b_2y + c_2 = 0$   
 be arbitrary 2D lines

$$a_2(a_1x + b_1y + c_1) - a_1(a_2x + b_2y + c_2) = 0$$

$$(a_2b_1 - a_1b_2)y = a_1c_2 - a_2c_1$$

$$y = \frac{a_1c_2 - a_2c_1}{a_2b_1 - a_1b_2}$$

We can also get

$$x = \frac{b_1c_2 - b_2c_1}{a_1b_2 - a_2b_1}$$

In homogeneous coordinate,  $(x, y)$  can be written as  $(x^w, y^w, w)$ , take  $w = a_1b_2 - a_2b_1$

$$\text{we get } \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x^w \\ y^w \\ w \end{pmatrix} = \begin{pmatrix} b_1c_2 - b_2c_1 \\ a_2c_1 - a_1c_2 \\ a_1b_2 - a_2b_1 \end{pmatrix}$$

Notice  $L \times L' = (a_1, b_1, c_1) \times (a_2, b_2, c_2)$

$$= \begin{vmatrix} i & j & k \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = \begin{pmatrix} b_1c_2 - b_2c_1 \\ a_2c_1 - a_1c_2 \\ a_1b_2 - a_2b_1 \end{pmatrix} = \begin{pmatrix} x \\ y \end{pmatrix} = p$$

therefore,  $p = L \times L'$ .



Q3 2) Let  $p = (x_1, y_1)^T$  and  $p' = (x_2, y_2)^T$

The arbitrary line (going through  $(p, p')$ ) should satisfy

$$\begin{cases} ax_1 + by_1 + c = 0 \\ ax_2 + by_2 + c = 0 \end{cases}$$

We have :

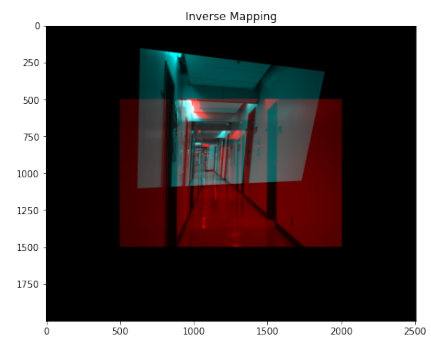
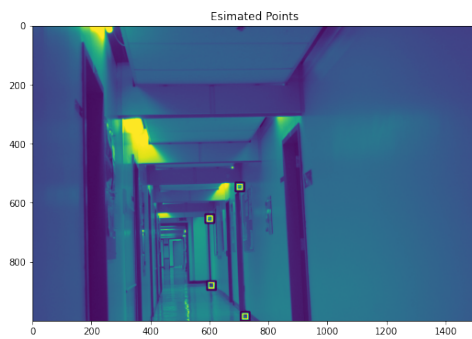
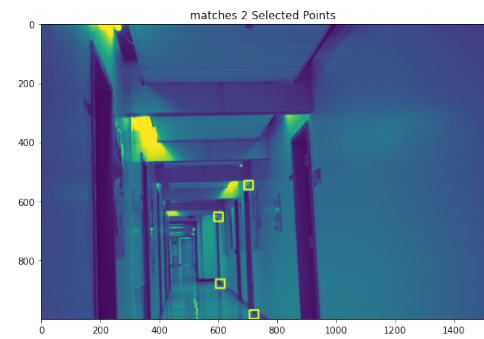
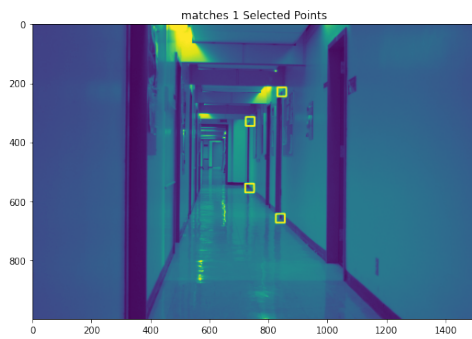
$$a = \frac{c(y_1 - y_2)}{x_1 y_2 - x_2 y_1}$$

$$b = \frac{c(x_1 - x_2)}{x_2 y_1 - x_1 y_2}$$

We take the homogenous coordinate and get

$$\begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} \frac{c(y_1 - y_2)}{x_1 y_2 - x_2 y_1} \\ \frac{c(x_1 - x_2)}{x_2 y_1 - x_1 y_2} \\ c \end{pmatrix} = \begin{pmatrix} y_1 - y_2 \\ x_2 - x_1 \\ x_1 y_2 - x_2 y_1 \end{pmatrix}$$

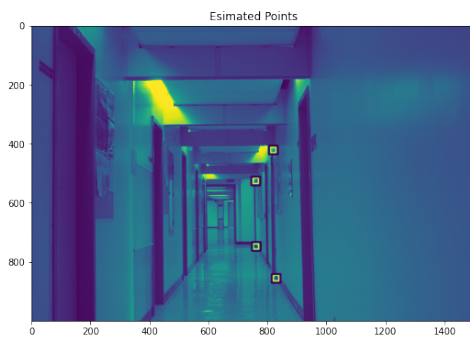
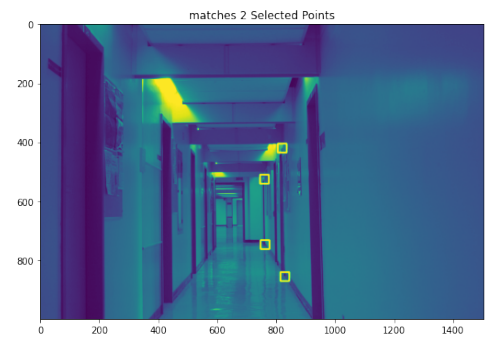
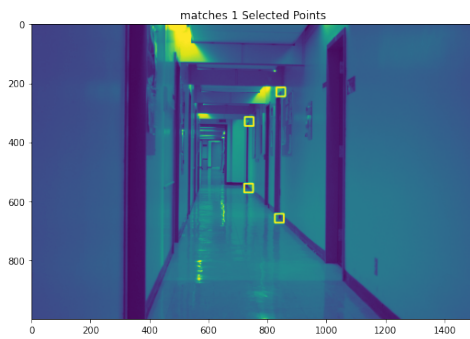
Case A



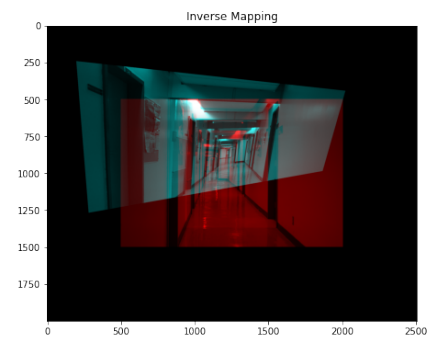
4: A:



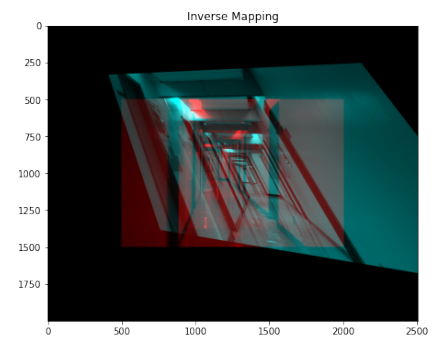
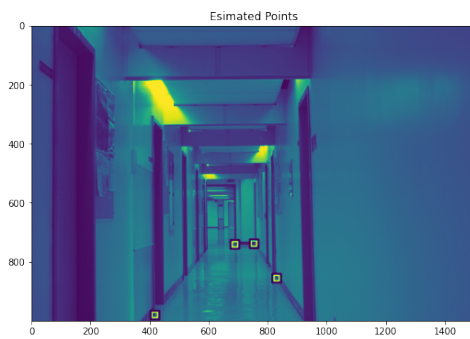
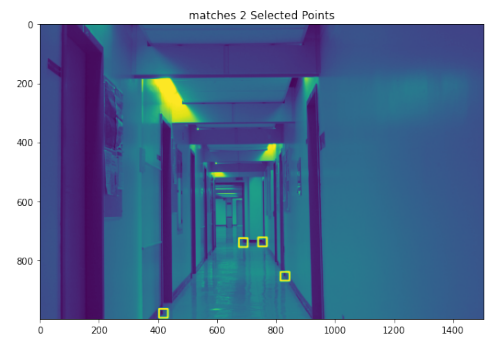
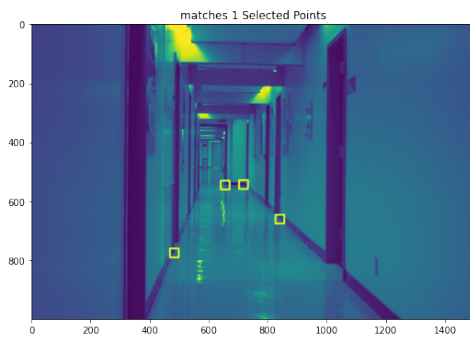
Case B



B:



Case C

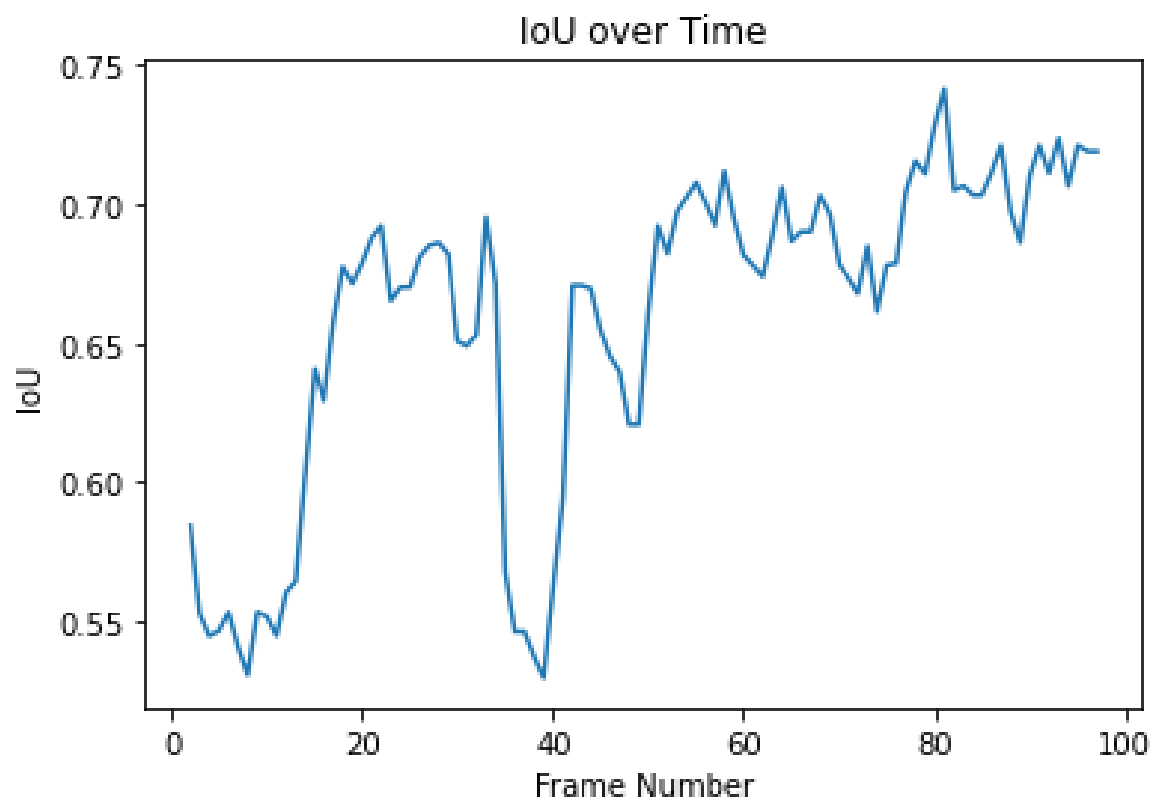


C:

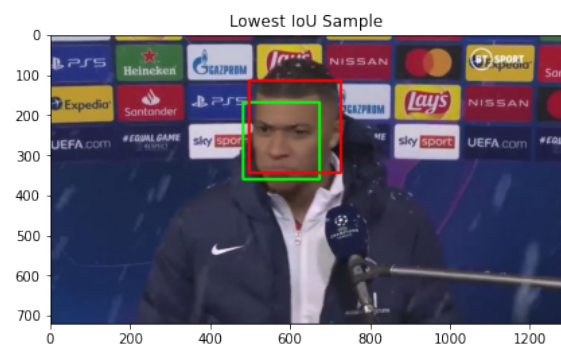
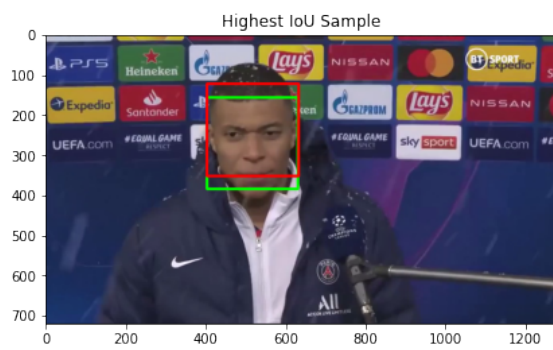
Q4 1: Homography matrices: A: [ 7.46343415e-01 -5.28880844e-02 -2.39607419e+01  
-1.74322083e-01  
7.30520701e-01 4.40246222e+02 -1.45210989e-04 -1.36808324e-04  
1.00000000e+00]  
B: [ 2.59139628e-01 -1.10259738e-01 4.32591244e+02 -1.97159318e-01  
6.40452876e-01 3.40230044e+02 -2.35890575e-04 -1.59040357e-04  
1.00000000e+00]  
C: [ 1.52736403e+00 -3.64181964e-01 8.17429411e+01 1.96751154e-01  
1.49134479e+00 6.33987977e+00 2.63688598e-04 2.02293139e-04  
1.00000000e+00]

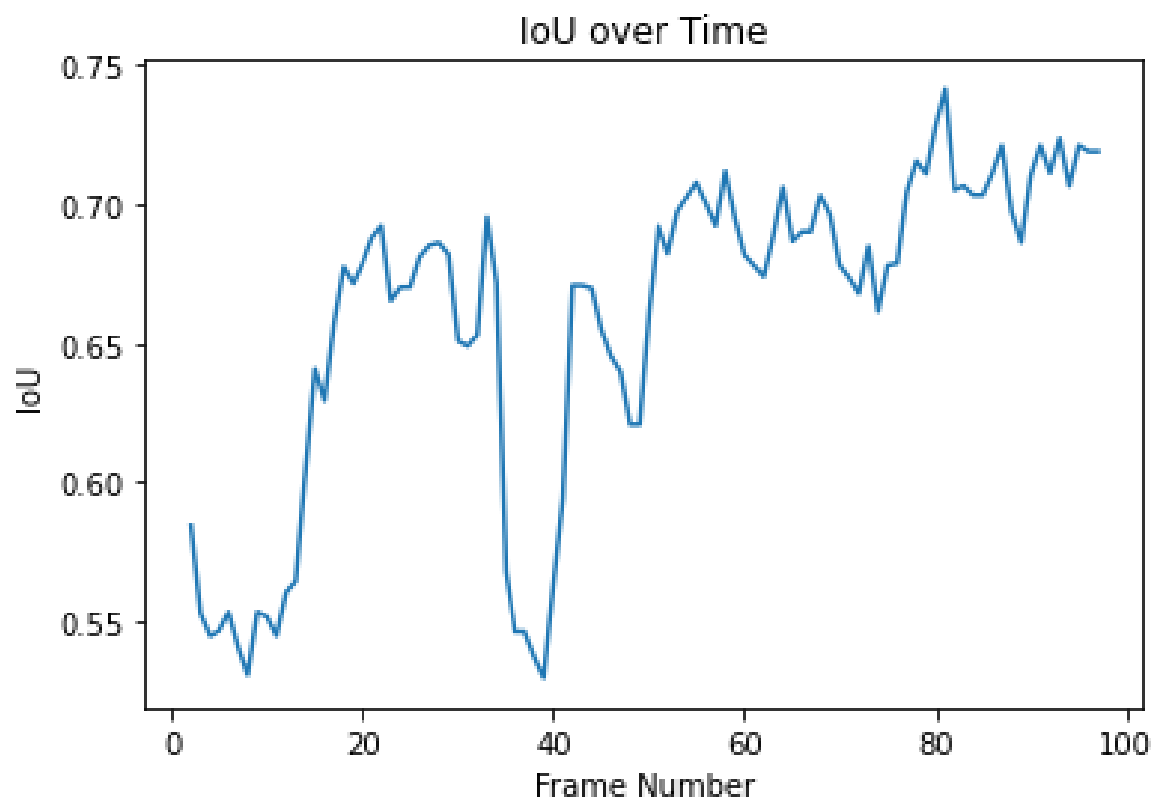
Q5: 1. Viola Jones is more accurate than mean shift as it is using a learned facial recognition whereas mean shift is just heuristic based on the histogram.  
All of the frames were above 50 % IoU.

2. All of the frames were above 50 % IoU in this experiment too.



Q5.1:





Q5.2

