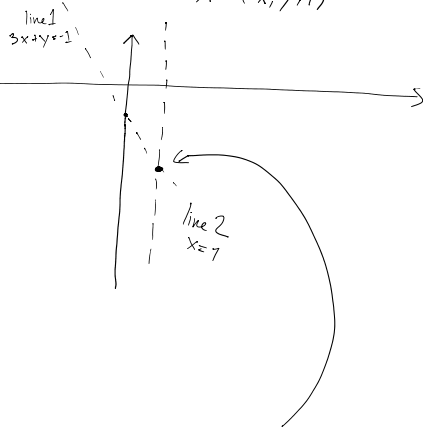


- 1)  $\tilde{x}_1 = (2, 4, 2) = 2(1, 2, 1)$ . In homogeneous form is  $x_1 = [1, 2]^T \in \mathbb{R}^2$   
 $\tilde{x}_2 = (2, 4, 1, 3) = 3(\frac{2}{3}, \frac{4}{3}, \frac{1}{3}, 1)$ . In homogeneous form  $x_2 = [\frac{2}{3}, \frac{4}{3}, \frac{1}{3}]^T \in \mathbb{R}^3$   
 2)

coefficients for 2-d line equation  
 $\tilde{l}_1 = (3, 1, 1)$ ,  $\tilde{x} \tilde{l}_1 = 3x + y + 1 = 0$  ... Recall  $\tilde{x}$  is augmented vector  
 $\tilde{x} = (x, y, 1)$   
 $\tilde{l}_2 = (-1, 0, 1)$ ,  $\tilde{x} \tilde{l}_2 = -x + 0 + 1 = 0$



c) Point of intersection  $\tilde{x} = \tilde{l}_1 \times \tilde{l}_2$   
 $= (3, 1, 1) \times (-1, 0, 1)$

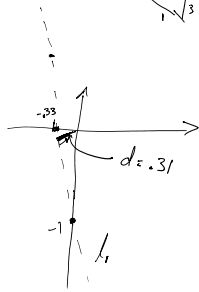
	i	j	k
i	3	0	3
j	-1	0	1
k	-1	0	1

$= (+1, -3, 1)$ , thus point of intersection  $x_3 = (1, 3)$

- d) Observe for a line  $\tilde{l} = (a, b, c)$ , the vector  $(a, b)$  is normal to  $\tilde{l}$ .  
 Normalize  $\tilde{l} = (\hat{n}_x, \hat{n}_y, d)$ , such that  $\|\hat{n}\| = 1$ , and  $d$  is the distance to the origin.  
 It is convenient to represent  $\hat{n}$  using angle  $\theta$

line 1 slope  $\frac{-3}{1}$ , thus angle ,  $\text{inv tan}(\frac{3}{1}) = \theta \approx 1.107$

$\hat{n} = (\cos \theta, \sin \theta)$   
 thus  $\hat{n} \approx (.95, .31)$ , for line 1.  
 $\therefore l_1 = (.95, .31, .31)$   
 $= (\hat{n}_x, \hat{n}_y, d)$   
 ↑ distance to origin



- 4) Assume 2 lines  $\tilde{l}_1$  and  $\tilde{l}_2$ , in 2D. Assume  $A$  is  $2 \times 3$  matrix.

Let  $l_1 = (n_x, n_y, d_1)$  &  $l_2 = (n_x, n_y, d_2)$

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix}$$

Let  $A l_1 = l_1$  &  $A l_2 = l_2$ . Show if  $l_1$  &  $l_2$  are parallel, then  $l_1'$  &  $l_2'$  are parallel.

Thus  
 $l_1'$  ...

Thus

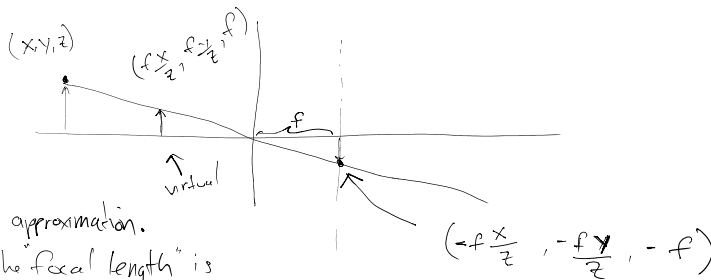
$$l_1' = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix} \begin{bmatrix} n_x \\ n_y \\ d_1 \end{bmatrix} = \begin{bmatrix} a_{11}n_x + a_{12}n_y + a_{13}d_1 \\ a_{21}n_x + a_{22}n_y + a_{23}d_1 \end{bmatrix}$$

$$l_2' = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix} \begin{bmatrix} n_x \\ n_y \\ d_2 \end{bmatrix} = \begin{bmatrix} a_{11}n_x + a_{12}n_y + a_{13}d_2 \\ a_{21}n_x + a_{22}n_y + a_{23}d_2 \end{bmatrix}$$

Observe the normal vectors are similar save a translation  $\begin{bmatrix} a_{13}d_1 \\ a_{23}d_1 \end{bmatrix}$  or  $\begin{bmatrix} a_{13}d_2 \\ a_{23}d_2 \end{bmatrix}$ .

Thus the resulting lines are parallel.

5)

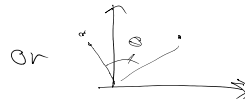
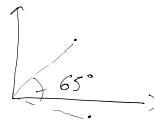


Here we use the pinhole approximation.

In this model the focal length is simply the distance from the optical center to the image plane.

5 A)  $R = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \quad \theta = 65^\circ$

B)  $R \hat{x} = R \begin{bmatrix} 4 \\ 5 \end{bmatrix} \cong \begin{bmatrix} 6.23 \\ -1.54 \end{bmatrix}$



6)  $P = K \underbrace{[R|t]}_{\substack{\text{intrinsic} \\ \text{parameters}}} \underbrace{\quad}_{\substack{\text{extrinsic} \\ \text{parameters}}}$

$R$ : A 3d rotation matrix with 9 entries. This can be parameterized with 3 angles of rotation across the 3 cardinal axes, or using 1 angle and 1 vector (to be rotated about).

$t$ : 3x1 translation vector.

$t$ :  $3 \times 1$  translation vector.

$$K = \begin{bmatrix} f & s & c_x \\ 0 & xf & c_y \\ 0 & 0 & 1 \end{bmatrix}$$

Using pinhole approximation & using virtual plane.

$f$ : focal length or distance to image plane from optical center

$s$ : skew due to imperfections in camera.

$c_x c_y$ : translation to camera coords.