

WHY HOMOGENEOUS COORDS?

- REPRESENT POINTS & LINES IN SAME FRAMEWORK
- REASON ABOUT POINTS AT ∞
- TODAY: REPRESENT MANY KINDS OF TRANSFORMATIONS AS MATRIX MULTIPLICATION

TODAY

- TRANSFORMS OF HOMOGENEOUS COORDINATES
- HOMOGRAPHIES

EXAMPLE: PINHOLE CAMERA PROJECTION

$$P: 3 \times 3 \quad \begin{bmatrix} f & 0 & 0 \\ 0 & f & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \text{focal length (px)}$$

$$P: \mathbb{R}^3 \rightarrow \mathbb{P}^2$$

$$\begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix} = \begin{bmatrix} f & 0 & 0 \\ 0 & f & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} fx \\ fy \\ z \end{bmatrix} \quad \begin{aligned} u &= \frac{x}{z} = \frac{fx}{z} \\ v &= \frac{y}{z} = \frac{fy}{z} \end{aligned}$$

P IS ONLY DEFINED UP TO SCALE - MULTIPLYING BY A
CONSTANT DOESN'T CHANGE THE PROJECTION!

$$\begin{bmatrix} 2f & 0 & 0 \\ 0 & 2f & 0 \\ 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2fx \\ 2fy \\ 2z \end{bmatrix} \in \mathbb{P}^2$$



HOMOGENEOUS
EQUIVALENCE
IS DEFINED
FOR MATRICES!

$$\begin{bmatrix} \frac{fx}{z} \\ \frac{fy}{z} \\ 1 \end{bmatrix} \in \mathbb{R}^2$$

HOMOGRAPHIES ENCOMPASS ALL OF THESE

- STRETCH/SHEAR  
- TRANSLATE (MOVE)
- ROTATION 
- PERSPECTIVE/KEYSTONE EFFECT 

REPRESENT AS MATRIX MULTIPLICATION ON HOMOG. COORDS.

EQUVALENCE!
(NOT =)

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} \equiv \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

$$\tilde{x} = ax + by + c$$

$$\tilde{y} = dx + ey + f$$

$$\tilde{w} = gx + hy + 1$$

PERSPECTIVE
DIVISION

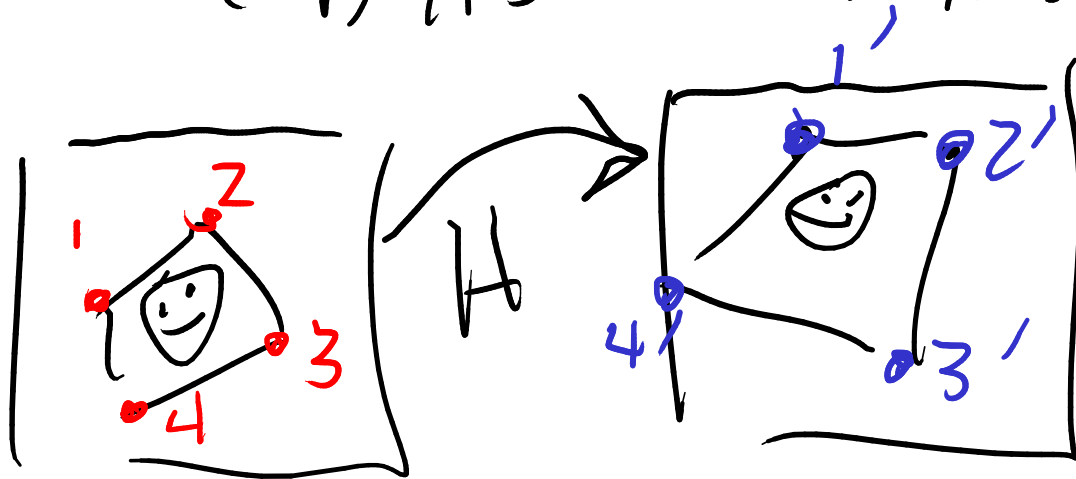
$$x' = \frac{\tilde{x}}{\tilde{w}} = \frac{ax + by + c}{gx + hy + 1}$$

$$y' = \frac{\tilde{y}}{\tilde{w}} = \frac{dx + ey + f}{gx + hy + 1}$$

FIT HOMOGRAPHY FROM DATA

GIVEN $(x_1, y_1) \dots (x_m, y_m)$ IN IMAGE 1

$(x'_1, y'_1) \dots (x'_m, y'_m)$ IN IMAGE 2



WHAT IS H
ST.

$$\bar{p}'_i \equiv H \bar{p}_i \quad ?$$

(FOR ALL i)

$$H = \begin{bmatrix} - & h_1^T & - \\ - & h_2^T & - \\ - & h_3^T & - \end{bmatrix}$$

$$h_1, h_2, h_3 \in \mathbb{R}^3$$

$$\bar{p}_i = \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

GIVEN

$$x_i' = \frac{\bar{p}_i^T h_1}{\bar{p}_i^T h_3} = \frac{\bar{p}_i \cdot h_1}{\bar{p}_i \cdot h_3}$$

GIVEN $\rightarrow$ $\bar{p}_i^T h_3$ (circled in green)
 UNKNOWN $\rightarrow$ $\bar{p}_i \cdot h_3$

$$y_i' = \frac{\bar{p}_i^T h_2}{\bar{p}_i^T h_3} = \frac{\bar{p}_i \cdot h_2}{\bar{p}_i \cdot h_3}$$

GIVEN $\rightarrow$ $\bar{p}_i^T h_2$
 UNKNOWN $\rightarrow$ $\bar{p}_i \cdot h_2$

GOAL: ESTIMATE

h_1, h_2, h_3

SO THESE EQUATIONS ARE TRUE FOR ALL i .

$$x_i' \underbrace{\bar{p}_i^T}_{1 \times 3} h_3 = \bar{p}_i^T h_1 \quad 3 \times 1$$

(1x1)

$$y_i' \bar{p}_i^T h_3 = \bar{p}_i^T h_2$$

$$\bar{p}_i^T h_1 - x_i' \bar{p}_i^T h_3 = 0$$

M EQUATIONS IN x 1x3.

$$\begin{matrix} i=1 \\ \vdots \\ i=Z \\ \vdots \\ i=M \end{matrix} \begin{matrix} x \\ y \\ x \\ y \\ \vdots \\ x \\ y \end{matrix} \begin{bmatrix} \bar{p}_1^T & 0^T & -x_1' \bar{p}_1^T \\ 0^T & \bar{p}_1^T & -y_1' \bar{p}_1^T \\ \vdots & \vdots & \vdots \\ \bar{p}_Z^T & 0^T & -x_Z' \bar{p}_Z^T \\ 0^T & \bar{p}_Z^T & -y_Z' \bar{p}_Z^T \\ \vdots & \vdots & \vdots \\ \bar{p}_M^T & 0^T & -x_M' \bar{p}_M^T \\ 0^T & \bar{p}_M^T & -y_M' \bar{p}_M^T \end{bmatrix} \begin{bmatrix} h_1 \\ h_2 \\ h_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix}$$

(3x1) (3x1) (3x1)

UNKNOWN 9x1

$2M \times 9$ A h $2M \times 1$ b

$$\bar{p}_i^T h_2 - y_i' \bar{p}_i^T h_3 = 0$$

M EQUATIONS IN y
i GOES FROM 1 TO M

4 POINTS
EXACTLY DETERMINES
A HOMOGRAPHY

> 4 DESIRABLE
FOR GOOD
FIT

SOLVE THE SYSTEM $Ah = 0$ FOR $A: \mathbb{R}^{m \times 9}$, $h: 9 \times 1$

~~$h = A^{-1}0$~~ A IS NOT SQUARE

TRY ORDINARY LEAST SQUARES (O.L.S.)

$$h = (A^T A)^{-1} A^T \vec{0} \rightarrow h = 0$$

JUST GIVES TRIVIAL SOLUTION! NEED TO FIND ANOTHER WAY

RESTRICT TO $\|h\|^2 = 1$ $\sum_{i,j} h_{ij}^2 = 1$

MINIMIZE $\|Ah - \vec{0}\|^2 = \|Ah\|^2$ s.t. $\|h\| = 1$

HOMOGENEOUS LEAST SQUARES PROBLEM (H.L.S.)

SIMILAR TO PCA $\rightarrow$ CHOOSE UNIT VECTOR x TO MAXIMIZE $\|Ax\|^2$

PCA SOLUTION: CHOOSE E.VEC. OF $(A^T A)$ WITH BIGGEST E. VAL.

H.L.S.: CHOOSE E.VEC. OF $(A^T A)$ WITH SMALLEST E. VALUE