

## Announcements

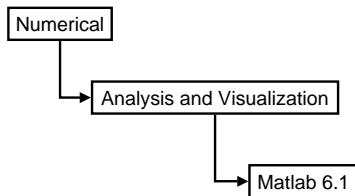
- Class mailing list: send email to Hyoungjune Yi: [aster@cs.umd.edu](mailto:aster@cs.umd.edu)
- Homework at the end of class.
- Text is on reserve in the CS library.
- Powerpoint should be available by 10am class day.

## Matlab tutorial and Linear Algebra Review

- Today's goals:
- Learn enough matlab to get started.
- Review some basics of Linear Algebra
- Essential for geometry of points and lines.
- But also, all math is linear algebra.
- (ok slight exaggeration).
- Many slides today adapted from Octavia Camps, Penn State.

## Starting Matlab

- For PCs, Matlab should be a program.
- For Sun's:



## Help

- help
- help command
- Eg., help plus
- Help on toolbar
- demo
- Tutorial:  
<http://amath.colorado.edu/scico/tutorials/matlab/>

## Matlab interpreter

- Many common functions: see help ops

## Vectors

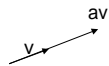
- Ordered set of numbers:  $(1,2,3,4)$
  - Example:  $(x,y,z)$  coordinates of pt in space.
- $v = (x_1, x_2, \dots, x_n)$
- $$\|v\| = \sqrt{\sum_{i=1}^n x_i^2}$$
- If  $\|v\| = 1$ ,  $v$  is a unit vector

## Indexing into vectors

## Vector Addition



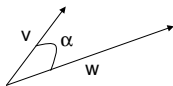
## Scalar Product



## Operations on vectors

- sum
- max, min, mean, sort, ...
- Pointwise:  $\wedge$

## Inner (dot) Product



The inner product is a SCALAR!

## Matrices

Sum:

A and B must have the same dimensions

## Matrices

Product: A and B must have compatible dimensions

Identity Matrix: 
$$I = \begin{pmatrix} 1 & 0 & \ddots & 0 \\ 0 & 1 & \ddots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \ddots & 1 \end{pmatrix} \quad IA = AI = A$$

## Matrices

Transpose:

If A is symmetric

## Matrices

Determinant: A must be square

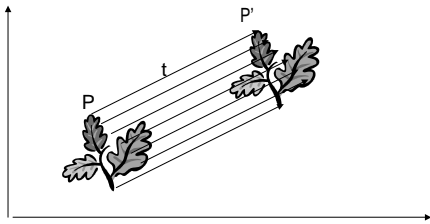
## Matrices

Inverse: A must be square

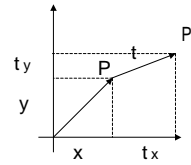
Indexing into matrices

Euclidean transformations

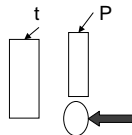
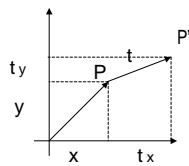
## 2D Translation



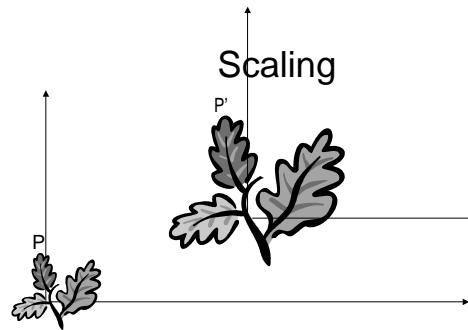
## 2D Translation Equation



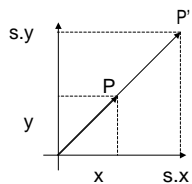
## 2D Translation using Matrices



## Scaling

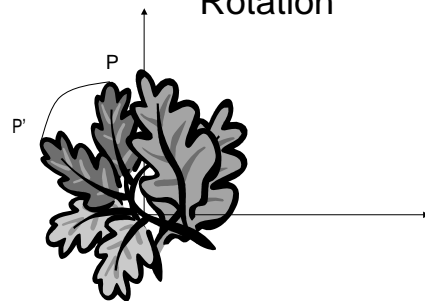


## Scaling Equation



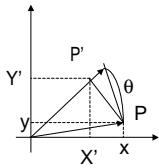
}

## Rotation



## Rotation Equations

Counter-clockwise rotation by an angle  $\theta$



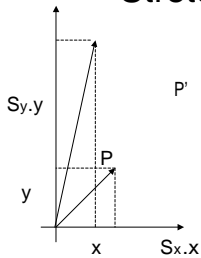
## Degrees of Freedom

$R$  is  $2 \times 2$   $\Rightarrow$  4 elements

BUT! There is only 1 degree of freedom:  $\theta$

The 4 elements must satisfy the following constraints:

## Stretching Equation



Stretching = tilting and projecting  
(with weak perspective)

## Linear Transformation



## Affine Transformation

## Files

## Functions

- Format: function o = test(x,y)
- Name function and file the same.
- Only first function in file is visible outside the file.

## Images

## Debugging

- Add print statements to function by leaving off ;
- keyboard
- debug and breakpoint

## Conclusions

- Quick tour of matlab, you should teach yourself the rest. We'll give hints in problem sets.
- Linear algebra allows geometric manipulation of points.
- Learn to love SVD.

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