Affine transformations

Zoran Popovic
CSE 457

Reading

Optional reading:

- Angel and Shreiner: 3.1, 3.7-3.11
- Marschner and Shirley: 2.3, 2.4.1-2.4.4, 6.1.1-6.1.4, 6.2.1, 6.3

Further reading:

- Angel, the rest of Chapter 3
- Foley, et al, Chapter 5.1-5.5.
- David F. Rogers and J. Alan Adams, *Mathematical Elements for Computer Graphics*, 2nd Ed., McGraw-Hill, New York, 1990, Chapter 2.

Geometric transformations

Geometric transformations will map points in one space to points in another: $(x', y', z') = \boldsymbol{f}(x, y, z)$.

These transformations can be very simple, such as scaling each coordinate, or complex, such as non-linear twists and bends.

We'll focus on transformations that can be represented easily with matrix operations.

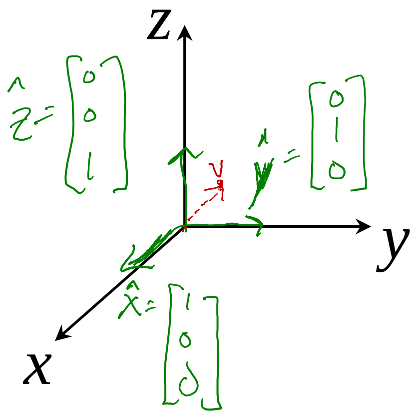
Vector representation

We can represent a **point**, $\mathbf{p} = (x, y)$, in the plane or $\mathbf{p} = (x, y, z)$ in 3D space:

- as column vectors $\begin{bmatrix} x \\ y \end{bmatrix}$ $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

- as row vectors $\begin{bmatrix} x & y \end{bmatrix}$ $\begin{bmatrix} x & y & z \end{bmatrix}$

Canonical axes

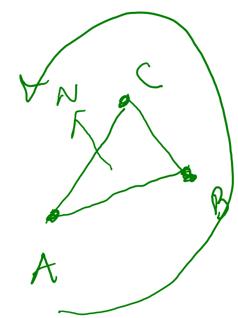


right hand rule

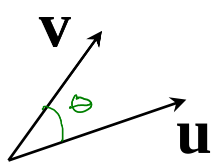
$$v = x\hat{x} + y\hat{y} + z\hat{z}$$

$$= x\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + y\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + z\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$



Vector length and dot products



$$u = \begin{bmatrix} u_x \\ u_y \\ u_z \end{bmatrix} \quad v = \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix} \qquad \|v\| = \sqrt{v_x^2 + v_y^2 + v_z^2}$$

$$\hat{v} = \frac{v}{\|v\|} \Rightarrow \|\hat{v}\| = 1$$

$$u \cdot v \equiv u_x v_x + u_y v_y + u_z v_z \qquad u \cdot v \overset{?}{=} u^T v$$

$$\overset{?}{=} \begin{bmatrix} u_x & u_y & u_z \end{bmatrix} \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix}$$

$$u \cdot v \overset{?}{=} v \cdot u \ \checkmark$$

$$v \cdot v = \|v\|^2$$

$$u \cdot v = \|u\| \|v\| \cos\theta$$

$$u \cdot v = 0 \Rightarrow u \perp v \quad \text{perpendicular, orthogonal}$$

$\|u\|, \|v\| \neq 0$

$$\hat{u} \cdot \hat{v} = \cos\theta$$

$(\|\hat{u}\| = \|\hat{v}\| = 1)$

Representation, cont.

We can represent a **2-D transformation** M by a matrix

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

If **p** is a column vector, M goes on the left:

$$\mathbf{p}' = M\mathbf{p}$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

If **p** is a row vector, M^{T} goes on the right:

$$\mathbf{p}' = \mathbf{p}M^{T}$$

$$\begin{bmatrix} x' & y' \end{bmatrix} = \begin{bmatrix} x & y \end{bmatrix} \begin{bmatrix} a & c \\ b & d \end{bmatrix}$$

We will use **column vectors**.

Two-dimensional transformations

Here's all you get with a 2 x 2 transformation matrix M :

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

So:

$$x' = ax + by$$
$$y' = cx + dy$$

We will develop some intimacy with the elements a, b, c, d...

Identity

Suppose we choose $a = d = 1$, $b = c = 0$:

- Gives the **identity** matrix:

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

- Doesn't move the points at all

$x' = x$

$y' = y$

Scaling

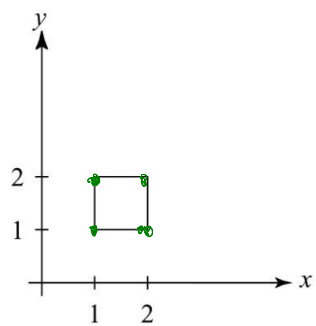
Suppose we set $b = c = 0$, but let a and d take on any *positive* value:

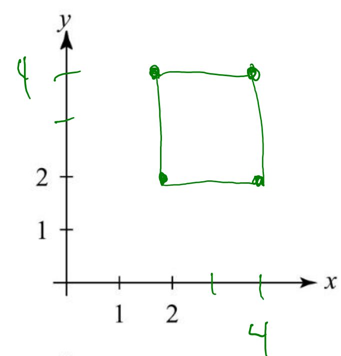
- Gives a **scaling** matrix:

$$\begin{bmatrix} a & 0 \\ 0 & d \end{bmatrix}$$

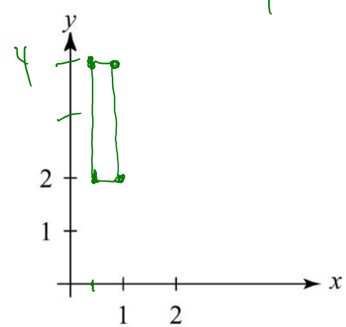
- Provides **differential (non-uniform) scaling** in x and y:

$$x' = ax$$
$$y' = dy$$





$$\begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2x \\ 2y \end{bmatrix}$$



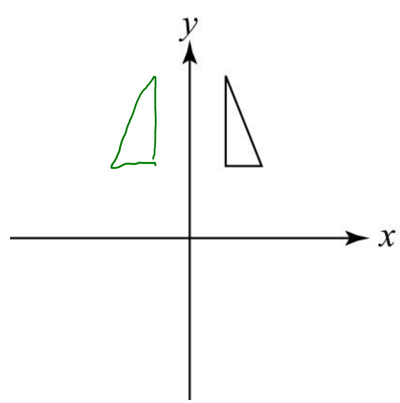
$$\begin{bmatrix} 1/2 & 0 \\ 0 & 2 \end{bmatrix}\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} \frac{1}{2}x \\ 2y \end{bmatrix}$$

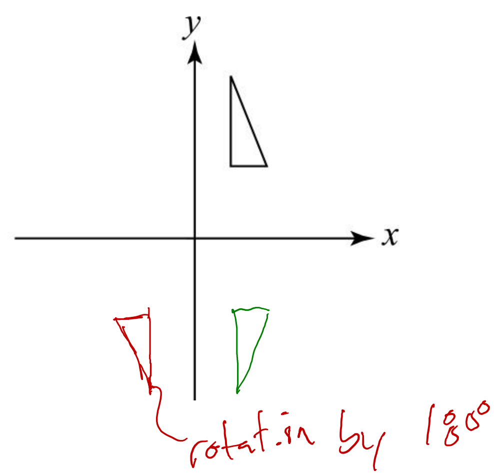
Mirror / reflection

Suppose we keep $b = c = 0$, but let either a or d go negative.

Examples:

$$\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} -x \\ y \end{bmatrix} \qquad \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \quad \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} -x \\ -y \end{bmatrix}$$





Shear

Now let's leave $a = d = 1$ and experiment with b . . .

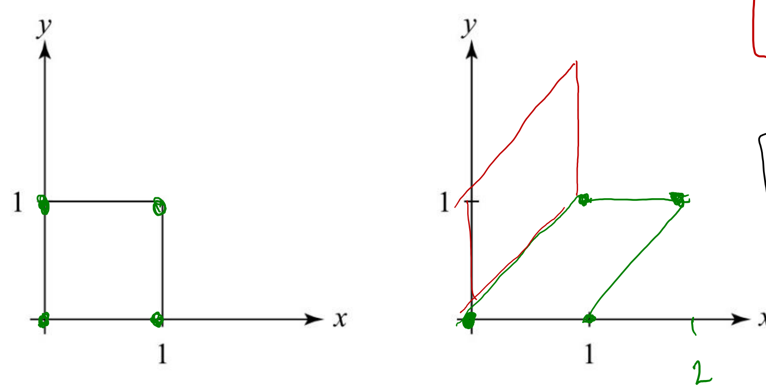
The matrix

$$\begin{bmatrix} 1 & b \\ 0 & 1 \end{bmatrix}$$

gives:

$$x' = x + by$$
$$y' = y$$

$$\begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}$$



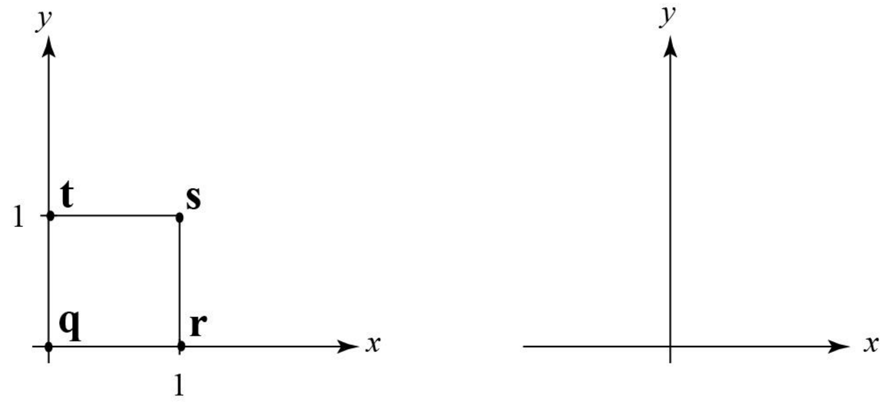
$$\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x + y \\ y \end{bmatrix}$$

Effect on unit square

Let's see how a general 2 x 2 transformation M affects the unit square:

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} \mathbf{q} & \mathbf{r} & \mathbf{s} & \mathbf{t} \end{bmatrix} = \begin{bmatrix} \mathbf{q'} & \mathbf{r'} & \mathbf{s'} & \mathbf{t'} \end{bmatrix}$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & a & a+b & b \\ 0 & c & c+d & d \end{bmatrix}$$



Effect on unit square, cont.

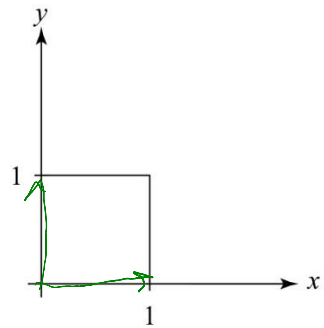
Observe:

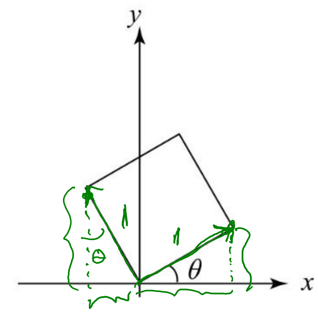
- Origin invariant under M
- M can be determined just by knowing how the corners $(1,0)$ and $(0,1)$ are mapped
- a and d give x- and y-scaling
- b and c give x- and y-shearing

Rotation

soh cah toa

From our observations of the effect on the unit square, it should be easy to write down a matrix for "rotation about the origin":





$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \rightarrow \begin{bmatrix} \cos\theta \\ \sin\theta \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} -\sin\theta \\ \cos\theta \end{bmatrix}$$

Thus,

$$M = R(q) = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$

Limitations of the 2 x 2 matrix

A 2 x 2 linear transformation matrix allows

- Scaling
- Rotation
- Reflection
- Shearing

Q: What important operation does that leave out?

translation

Homogeneous coordinates

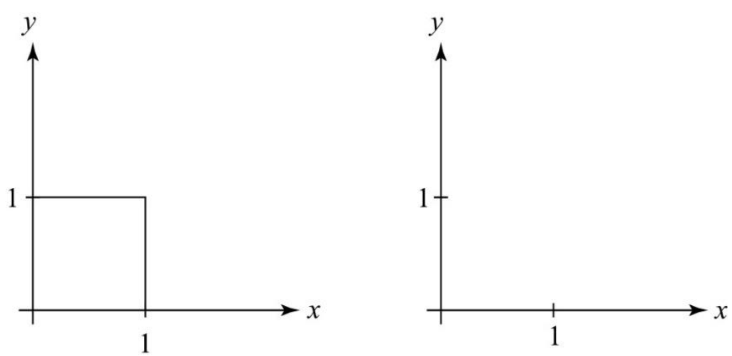
Idea is to loft the problem up into 3-space, adding a third component to every point:

$$\begin{bmatrix} x \\ y \end{bmatrix} \to \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Adding the third "w" component puts us in **homogenous coordinates**.

And then transform with a 3 x 3 matrix:

$$\begin{bmatrix} x' \\ y' \\ w' \end{bmatrix} = T(\mathbf{t}) \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$



$$\begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1/2 \\ 0 & 0 & 1 \end{bmatrix}$$

. . . gives **translation**!

Anatomy of an affine matrix

The addition of translation to linear transformations gives us **affine transformations**.

In matrix form, 2D affine transformations always look like this:

$$M = \begin{bmatrix} a & b & t_x \\ c & d & t_y \\ 0 & 0 & 1 \end{bmatrix} = \left[\begin{array}{c|c} A & \mathbf{t} \\ \hline 0 \quad 0 & 1 \end{array}\right]$$

2D affine transformations always have a bottom row of [0 0 1].

An "affine point" is a "linear point" with an added *w*-coordinate which is always 1:

$$\mathbf{p}_{\text{aff}} = \begin{bmatrix} \mathbf{p}_{\text{lin}} \\ 1 \end{bmatrix} = \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Applying an affine transformation gives another affine point:

$$M\mathbf{p}_{\text{aff}} = \begin{bmatrix} A\mathbf{p}_{\text{lin}} + \mathbf{t} \\ 1 \end{bmatrix}$$

Rotation about arbitrary points

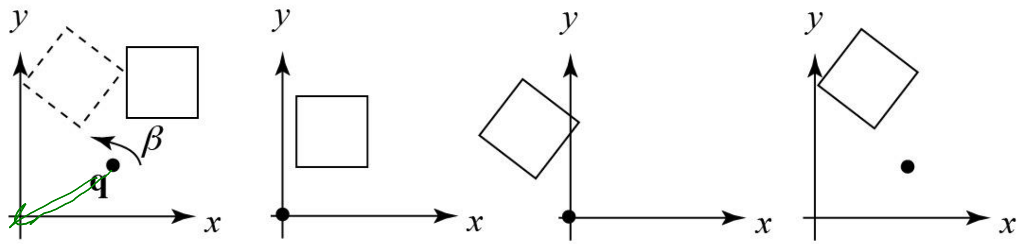
Until now, we have only considered rotation about the origin.

$$R(\theta) = \begin{bmatrix} \cos & -\sin & 0 \\ \sin & \cos & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

With homogeneous coordinates, you can specify a rotation by β, about any point $\mathbf{q} = [q_x\ q_y]^T$ with a matrix.

$$T(t) = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix}$$

Let's do this with rotation and translation matrices of the form $\mathrm{R}(\theta)$ and $\mathrm{T}(\mathbf{t})$, respectively.



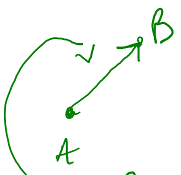
$M \neq$ $T(-q)$ $R(\beta)$ $T(q)$

1. Translate $\mathbf{q}$ to origin
2. Rotate
3. Translate back

$M = T(q)R(\beta)T(-q)$

Points and vectors

Vectors have an additional coordinate of $w = 0$. Thus, a change of origin has no effect on vectors.



$B - A$

$= \begin{bmatrix} B_x \\ B_y \\ 1 \end{bmatrix} - \begin{bmatrix} A_x \\ A_y \\ 1 \end{bmatrix} = \begin{bmatrix} B_x - A_x \\ B_y - A_y \\ 0 \end{bmatrix} = v$

$A + v = B$

Q: What happens if we multiply a vector by an affine matrix?

$$\begin{bmatrix} a & b & t_x \\ c & d & t_y \\ 0 & 0 & 1 \end{bmatrix}\begin{bmatrix} v_x \\ v_y \\ 0 \end{bmatrix} = \begin{bmatrix} a v_x + b v_y \\ c v_x + d v_y \\ 0 \end{bmatrix}$$

$$\alpha \begin{bmatrix} A_x \\ A_y \\ 1 \end{bmatrix} + \beta \begin{bmatrix} B_x \\ B_y \\ 1 \end{bmatrix} = \begin{bmatrix} \alpha A_x + \beta B_x \\ \alpha A_y + \beta B_y \\ \alpha + \beta \end{bmatrix}$$

These representations reflect some of the rules of affine operations on points and vectors:

$$\begin{aligned}
\text{vector} + \text{vector} &\rightarrow \text{vector} \\
\text{scalar} \cdot \text{vector} &\rightarrow \text{vector} \\
\text{point} - \text{point} &\rightarrow \text{vector} \\
\text{point} + \text{vector} &\rightarrow \text{point} \\
\text{point} + \text{point} &\rightarrow \text{chaos} \\
\text{scalar} \cdot \text{vector} + \text{scalar} \cdot \text{vector} &\rightarrow \text{vector} \\
\text{scalar} \cdot \text{point} + \text{scalar} \cdot \text{point} &\rightarrow \text{it depends!}
\end{aligned}$$

$\alpha A + \beta B$

$\alpha + \beta = 0 \Rightarrow$ vector

$\alpha + \beta = 1 \Rightarrow$ point

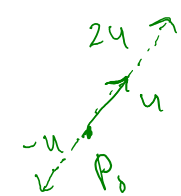
else $\Rightarrow$ chaos

One useful combination of affine operations is:

$$P(t) = P_o + t\mathbf{u}$$

$t \in (-\infty, \infty)$ = line

$t \in [0, \infty)$ half-line ray



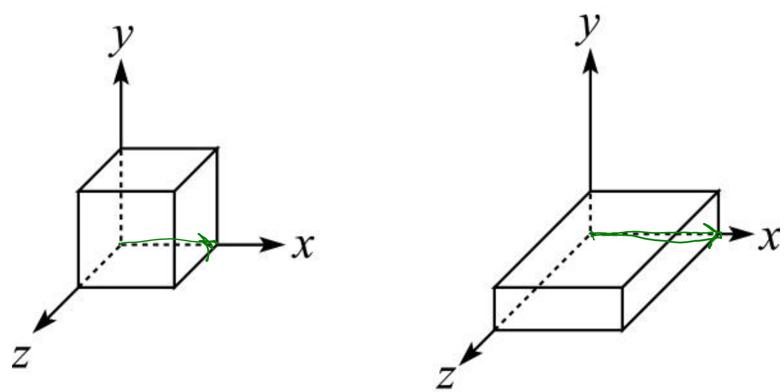
Q: What does this describe?

Basic 3-D transformations: scaling

Some of the 3-D transformations are just like the 2-D ones.

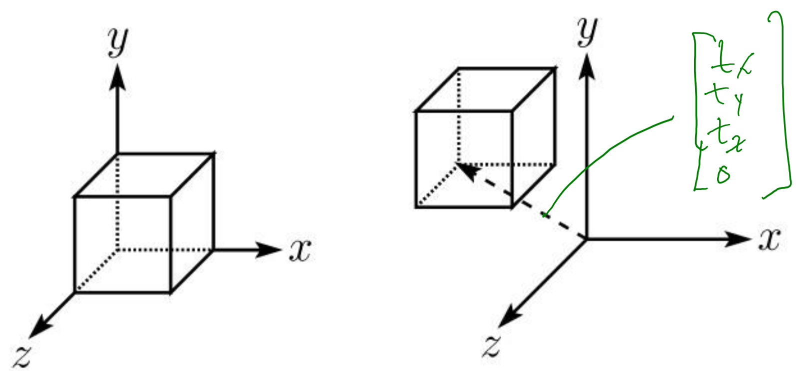
For example, <u>scaling</u>:

$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{bmatrix} s_x & 0 & 0 & 0 \\ 0 & s_y & 0 & 0 \\ 0 & 0 & s_z & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$



Translation in 3D

$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & t_x \\ 0 & 1 & 0 & t_y \\ 0 & 0 & 1 & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$



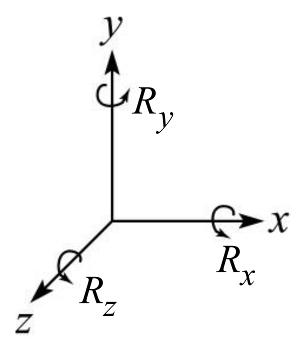
Rotation in 3D (cont'd)

These are the rotations about the canonical axes:

$$R_x(\alpha) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\alpha & -\sin\alpha & 0 \\ 0 & \sin\alpha & \cos\alpha & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R_y(\beta) = \begin{bmatrix} \cos\beta & 0 & \sin\beta & 0 \\ 0 & 1 & 0 & 0 \\ -\sin\beta & 0 & \cos\beta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R_z(\gamma) = \begin{bmatrix} \cos\gamma & -\sin\gamma & 0 & 0 \\ \sin\gamma & \cos\gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$



Use right hand rule

A general rotation can be specified in terms of a product of these three matrices. How else might you specify a rotation?

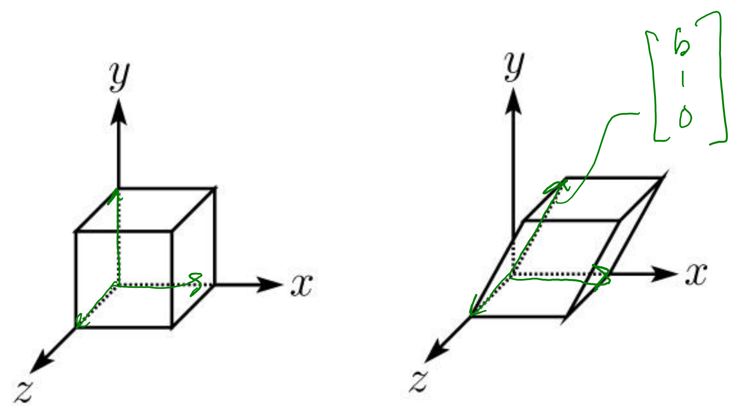
rotate by θ around direction $\vec{v}$

quaternion

Shearing in 3D

Shearing is also more complicated. Here is one example:

$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & b & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

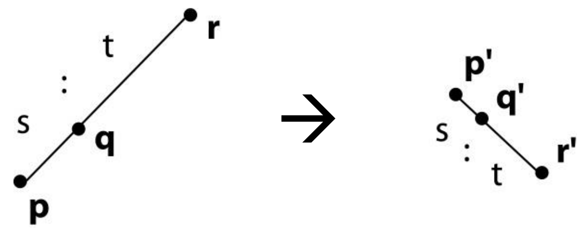


We call this a shear with respect to the x-z plane.

Properties of affine transformations

Here are some useful properties of affine transformations:

- Lines map to lines
- Parallel lines remain parallel
- Midpoints map to midpoints (in fact, ratios are always preserved)



$$\text{ratio} = \frac{\|\mathbf{pq}\|}{\|\mathbf{qr}\|} = \frac{s}{t} = \frac{\|\mathbf{p'q'}\|}{\|\mathbf{q'r'}\|}$$

Summary

What to take away from this lecture:

- All the names in boldface.
- How points and transformations are represented.
- How to compute lengths, dot products, and cross products of vectors, and what their geometrical meanings are.
- What all the elements of a 2 x 2 transformation matrix do and how these generalize to 3 x 3 transformations.
- What homogeneous coordinates are and how they work for affine transformations.
- How to concatenate transformations.
- The mathematical properties of affine transformations.