

Computer Graphics

CSE 167 [Win 22], Lecture 2: Review of Basic Math

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<http://viscomp.ucsd.edu/classes/cse167/wi22>

To Do

- Complete Assignment 0 (due Jan 12)
- Get help if issues with compiling, programming
- Any problems with edX/UCSD Online?
- Any confusion on course requirements?
- Textbooks: access to OpenGL references
- About first few lectures
 - Somewhat technical: core math ideas in graphics
 - HW1 is simple (only few lines of code): Lets you see how to use some ideas discussed in lecture, create images

Motivation and Outline

- Many graphics concepts need basic math like linear algebra
 - Vectors (dot products, cross products, ...)
 - Matrices (matrix-matrix, matrix-vector mult., ...)
 - E.g: a point is a vector, and an operation like translating or rotating points on object can be matrix-vector multiply
- Should be refresher on very basic material for most of you
 - Only basic high school math required
 - If you don't understand, talk to me (review in office hours)

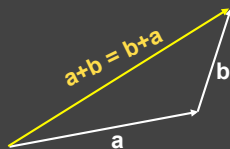
Vectors



Usually written as \vec{a} or in bold. Magnitude written as $\|\vec{a}\|$

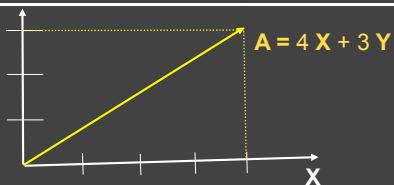
- Length and direction. Absolute position not important
- Use to store offsets, displacements, locations
 - But strictly speaking, positions are not vectors and cannot be added: a location implicitly involves an origin, while an offset does not.

Vector Addition



- Geometrically: Parallelogram rule
- In cartesian coordinates (next), simply add coords

Cartesian Coordinates



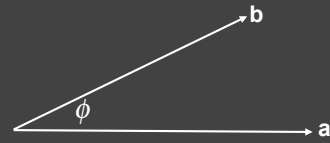
- X and Y can be any (usually orthogonal *unit*) vectors

$$A = \begin{pmatrix} x \\ y \end{pmatrix} \quad A^T = \begin{pmatrix} x & y \end{pmatrix} \quad \|A\| = \sqrt{x^2 + y^2}$$

Vector Multiplication

- Dot product
 - Cross product
 - Orthonormal bases and coordinate frames
- Note: Some books talk about right and left-handed coordinate systems. We *always* use right-handed

Dot (scalar) product



$$a \cdot b = b \cdot a = ?$$

$$a \cdot b = \|a\| \|b\| \cos \phi$$

$$a \cdot (b + c) = a \cdot b + a \cdot c$$

$$(ka) \cdot b = a \cdot (kb) = k(a \cdot b)$$

$$\phi = \cos^{-1} \left(\frac{a \cdot b}{\|a\| \|b\|} \right)$$

Dot product in Cartesian components

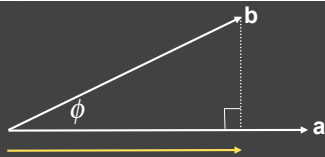
$$a \cdot b = \begin{pmatrix} x_a \\ y_a \end{pmatrix} \cdot \begin{pmatrix} x_b \\ y_b \end{pmatrix} = ?$$

$$a \cdot b = \begin{pmatrix} x_a \\ y_a \end{pmatrix} \cdot \begin{pmatrix} x_b \\ y_b \end{pmatrix} = x_a x_b + y_a y_b$$

Dot product: some applications in CG

- Find angle between two vectors (e.g. cosine of angle between light source and surface for shading)
- Finding projection of one vector on another (e.g. coordinates of point in arbitrary coordinate system)
- Advantage: computed easily in cartesian components

Projections (of b on a)



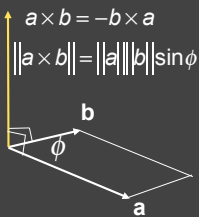
$$\|b \rightarrow a\| = ? \quad \|b \rightarrow a\| = \|b\| \cos \phi = \frac{a \cdot b}{\|a\|}$$

$$b \rightarrow a = ? \quad b \rightarrow a = \|b \rightarrow a\| \frac{a}{\|a\|} = \frac{a \cdot b}{\|a\|^2} a$$

Vector Multiplication

- Dot product
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Cross (vector) product



- Cross product orthogonal to two initial vectors
- Direction determined by right-hand rule
- Useful in constructing coordinate systems (later)

Cross product: Properties

$$\begin{array}{ll}
 x \times y = +z & a \times b = -b \times a \\
 y \times x = -z & a \times a = 0 \\
 y \times z = +x & a \times (b+c) = a \times b + a \times c \\
 z \times y = -x & a \times (kb) = k(a \times b) \\
 z \times x = +y & \\
 x \times z = -y &
 \end{array}$$

Cross product: Cartesian formula?

$$a \times b = \begin{vmatrix} x & y & z \\ x_a & y_a & z_a \\ x_b & y_b & z_b \end{vmatrix} = \begin{pmatrix} y_a z_b - y_b z_a \\ z_a x_b - x_a z_b \\ x_a y_b - y_a x_b \end{pmatrix}$$

$$a \times b = A^* b = \begin{pmatrix} 0 & -z_a & y_a \\ z_a & 0 & -x_a \\ -y_a & x_a & 0 \end{pmatrix} \begin{pmatrix} x_b \\ y_b \\ z_b \end{pmatrix}$$

Dual matrix of vector a

Vector Multiplication

- Dot product
 - Cross product
 - *Orthonormal bases and coordinate frames*
- Note: book talks about right and left-handed coordinate systems. We *always* use right-handed

Orthonormal bases/coordinate frames

- Important for representing points, positions, locations
- Often, many sets of coordinate systems (not just X, Y, Z)
 - Global, local, world, model, parts of model (head, hands, ...)
- Critical issue is transforming between these systems/bases
 - Topic of next 3 lectures

Coordinate Frames

- Any set of 3 vectors (in 3D) so that

$$\begin{aligned}
 \|u\| = \|v\| = \|w\| &= 1 \\
 u \cdot v = v \cdot w = u \cdot w &= 0 \\
 w &= u \times v
 \end{aligned}$$

$$p = (p \cdot u)u + (p \cdot v)v + (p \cdot w)w$$

Constructing a coordinate frame

- Often, given a vector **a** (viewing direction in HW1), want to construct an orthonormal basis
- Need a second vector **b** (up direction of camera in HW1)
- Construct an orthonormal basis (for instance, camera coordinate frame to transform world objects into in HW1)

Constructing a coordinate frame?

- We want to associate **w** with **a**, and **v** with **b**
- But **a** and **b** are neither orthogonal nor unit norm
 - And we also need to find **u**

$$w = \frac{a}{\|a\|}$$
$$u = \frac{b \times w}{\|b \times w\|}$$
$$v = w \times u$$

Matrices

- Can be used to transform points (vectors)
 - Translation, rotation, shear, scale (more detail next lecture)

What is a matrix

- Array of numbers ($m \times n$ = m rows, n columns)

$$\begin{pmatrix} 1 & 3 \\ 5 & 2 \\ 0 & 4 \end{pmatrix}$$

- Addition, multiplication by a scalar simple: element by element

Matrix-matrix multiplication

- Number of columns in first must = rows in second

$$\begin{pmatrix} 1 & 3 \\ 5 & 2 \\ 0 & 4 \end{pmatrix} \begin{pmatrix} 3 & 6 & 9 & 4 \\ 2 & 7 & 8 & 3 \end{pmatrix}$$

- Element (i,j) in product is dot product of row i of first matrix and column j of second matrix

Matrix-matrix multiplication

- Number of columns in first must = rows in second

$$\begin{pmatrix} 1 & 3 \\ 5 & 2 \\ 0 & 4 \end{pmatrix} \begin{pmatrix} 3 & 6 & 9 & 4 \\ 2 & 7 & 8 & 3 \end{pmatrix} = \begin{pmatrix} 9 & 27 & 33 & 13 \\ 19 & 44 & 61 & 26 \\ 8 & 28 & 32 & 12 \end{pmatrix}$$

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- Non-commutative (AB and BA are different in general)
- Associative and distributive
 - $A(B+C) = AB + AC$
 - $(A+B)C = AC + BC$

Matrix-Vector Multiplication

- Key for transforming points (next lecture)
- Treat vector as a column matrix ($m \times 1$)
- E.g. 2D reflection about y-axis

$$\begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -x \\ y \end{pmatrix}$$

Transpose of a Matrix (or vector?)

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{pmatrix}^T = \begin{pmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{pmatrix}$$

$$(AB)^T = B^T A^T$$

Identity Matrix and Inverses

$$I_{3 \times 3} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$AA^{-1} = A^{-1}A = I$$

$$(AB)^{-1} = B^{-1}A^{-1}$$

Vector multiplication in Matrix form

- Dot product?

$$a \cdot b = a^T b$$

$$\begin{pmatrix} x_a & y_a & z_a \end{pmatrix} \begin{pmatrix} x_b \\ y_b \\ z_b \end{pmatrix} = (x_a x_b + y_a y_b + z_a z_b)$$

- Cross product?

$$a \times b = A^* b = \begin{pmatrix} 0 & -z_a & y_a \\ z_a & 0 & -x_a \\ -y_a & x_a & 0 \end{pmatrix} \begin{pmatrix} x_b \\ y_b \\ z_b \end{pmatrix}$$

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