

Function to Output Mathematics Function Image

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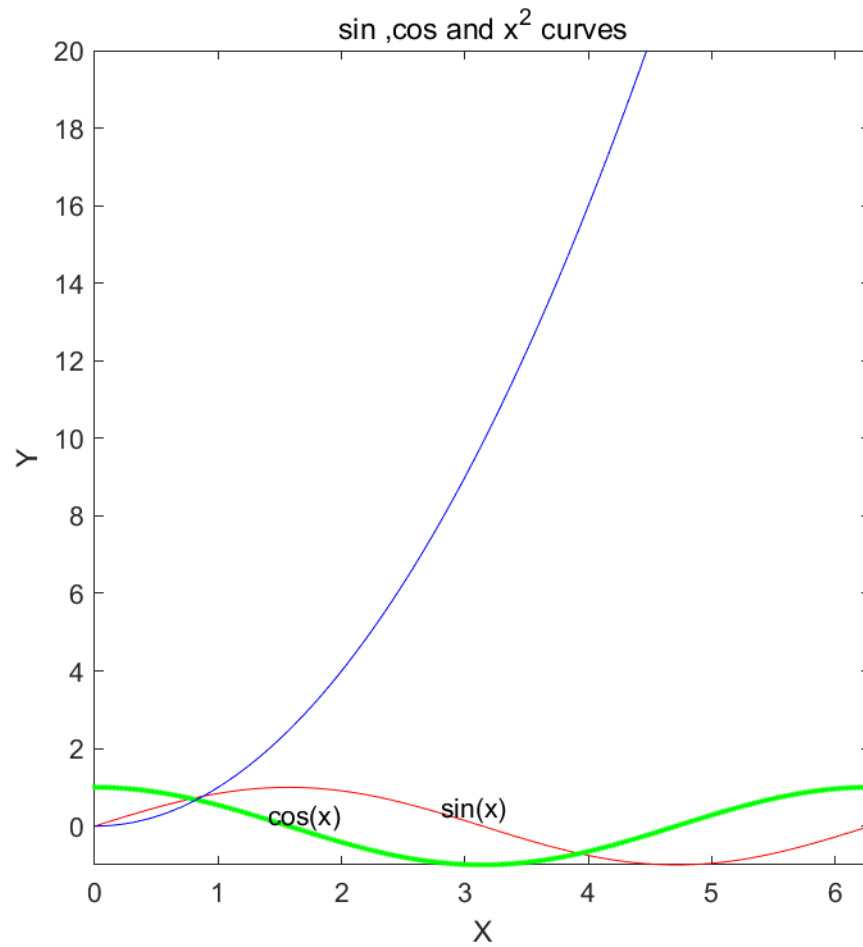
Matlab code listing :

```
1 %return figure
2 %references : width and height of the figure
3 function figure = generateFigure(imgW,imgH)
4     x = 0:pi/100:2*pi; %domain
5     y1= sin(x);
6     y2= cos(x);
7     y3 = x.^2;
8
9     set(gcf,'Position',[300 50 imgW imgH]);
10    %set position and size of figure
11
12    plot(x,y1,'r-',x,y2,'g.',x,y3,'b-');
13    axis([0,2*pi,-1,20]);
14    %set range of independent and
15    %dependent variables to print
16
17    title('sin ,cos and x^2 curves');
18    xlabel('X');
19    ylabel('Y');
20    text(2.8,0.5,'sin(x)');
21    text(1.4,0.3,'cos(x)');
22    print(gcf,'-dpng','res.png');
23    %print the figure to res.png
24
25    figure = imread('res.png');
26    %read the img and set the return value
```

Command window:

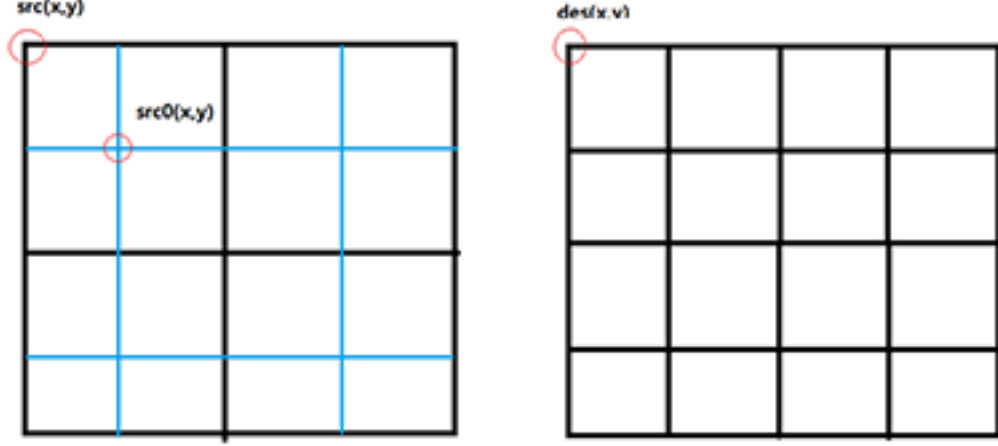
```
img = generateFigure(500,500);
imshow(img);
```

Image as follows:



Bilinear interpolation Algorithm:

$\text{src}(x,y)$ represent the value of the old image; $\text{des}(x,y)$ represents the value of the new image; $\text{src1}(x,y)$ represents the Pixel of the new image mapping to the old image;



Bilinear interpolation: the new image mapping to the old image, $src0(x+u, y+v)$. then use the old four Pixel neighbor with the $(x+u, y+v)$: $src(x, y)$, $src(x+1, y)$, $src(x, y+1)$, $src(x+1, y+1)$ to calculate the Pixel of the position $(x+u, y+v)$;

Before X,Y axis convert, we need mapping the new image position (xd, yd) to the old position (xc, yc) (which is $(x+u, y+v)$):

We assume that the old image is $M * N$ Pixels and the new image is $W * H$ Pixels;

$$\begin{aligned} xc &= xd * (M/W) \\ yc &= yd * (N/H) \end{aligned} \quad (1)$$

In X axis:

$$\begin{aligned} src(x+u, y) &= (1-u) * src(x, y) + u * src(x+1, y) \\ src(x+u, y+1) &= (1-u) * src(x, y+1) + u * src(x+1, y+1) \end{aligned} \quad (2)$$

In Y axis:

$$src(x+u, y+v) = (1-v) * src(x+u, y) + v * src(x+u, y+1) \quad (3)$$