

Function to Output Mathematics Function Image

Bingcheng Guo

2019 年 12 月 6 日

Matlab code listing :

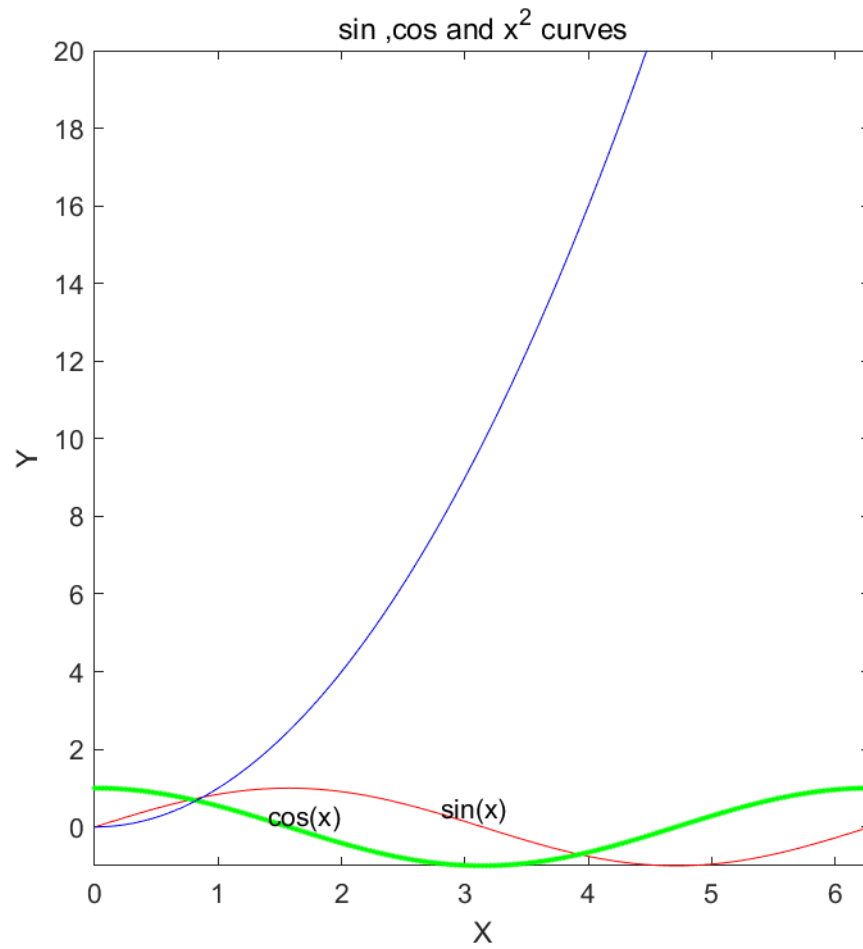
```
1 %return figure
2 %references : width and height of the figure
3 function figure = generateFigure(imgW,imgH)
4     x = 0:pi/100:2*pi; %domain
5     y1= sin(x);
6     y2= cos(x);
7     y3 = x.^2;
8
9     set(gcf,'Position',[300 50 imgW imgH]);
10    %set position and size of figure
11
12    plot(x,y1,'r-',x,y2,'g.',x,y3,'b-');
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:

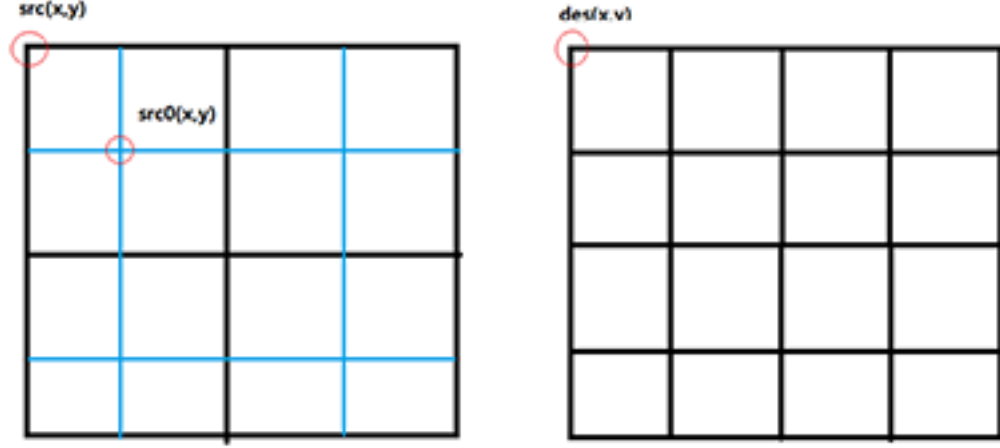
```
img = generateFigure(500,500);
imshow(img);
```

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 (x_d, y_d) to the old position (x_c, y_c) (which is $(x+u, y+v)$):

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

$$\begin{aligned} x_c &= x_d * ((M - 1) / (W - 1)) \\ y_c &= y_d * ((N - 1) / (H - 1)) \end{aligned} \quad (1)$$

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:

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

代码演示如下:

```
1    function figure = bilinear (imgW, imgH)
```

```

2      %UNTITLED2 此处显示有关此函数的摘要
3      % 此处显示详细说明
4      img = imread( 'Lena_L.png' );
5      Temp = zeros( imgH, imgW );
6      S = size( img );
7      for x=0:imgH-1
8          h=x*(S(1)-1)/(imgH-1);    %源图像的行号
9          mh=floor( h );
10         hf=mod( x*(S(1)-1), (imgH-1) );
11         for y = 0:imgW-1
12             w=y*(S(2)-1)/(imgW-1); %原图像的列号
13             mw=floor( w );
14             wf=mod( y*(S(2)-1), (imgW-1) );
15             if ( hf==0 && wf ==0)
16                 Temp( x+1,y+1)=img( h+1,w+1 );
17             elseif ( hf==0 && wf ~=0)
18                 Temp( x+1,y+1)=(1-w+mw)*img( h+1,mw+1)+(
19                     w-mw)*img( h+1,mw+2); %同一行
20             elseif ( hf~=0 && wf ==0)
21                 Temp( x+1,y+1)=(1-h+mh)*img( mh+1,w+1)+(
22                     h-mh)*img( mh+2,w+1); %同一列
23             else
24                 Temp( x+1,y+1)=(1-w+mw)*((1-h+mh)*img(
25                     mh+1,mw+1)+(h-mh)*img( mh+2,mw+1))+(
26                     w-mw)*((1-h+mh)*img( mh+1,mw+2)+(h-
27                     mh)*img( mh+2,mw+2) );
28             end
29         end
30     end
31     imwrite( uint8( Temp ), 'res_4.png' );
32     figure = imread( 'res_4.png' );
33 end

```

具体思路就是先映射回原图像，再找原图像的周围四个点计算该点的值，但

是结果与 matlab 自带的结果有差异，算是简单理解。



可以查看目录下的 `Lena_L.png` 和 `res_4.png` 查看详情。