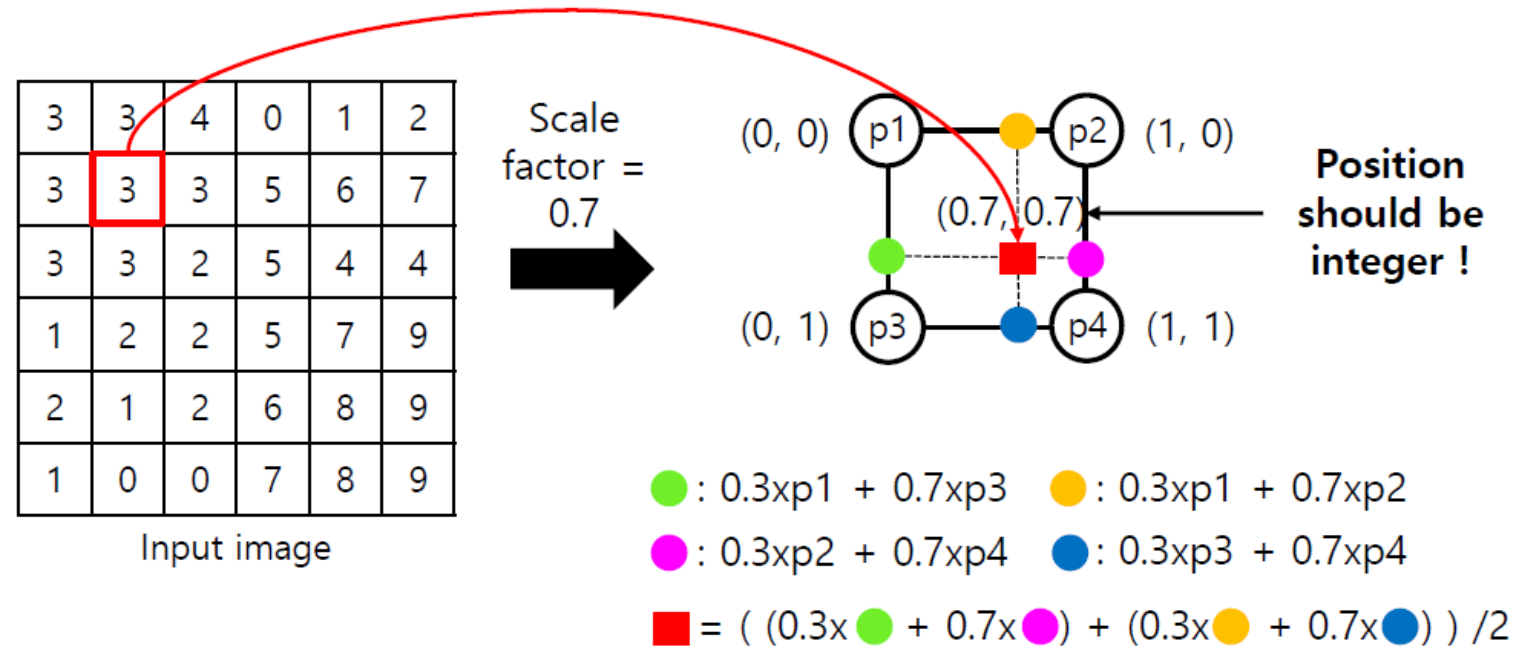


1 Bi-linear Interpolation

- Fill the value with the **weighted sum** defined as follows :

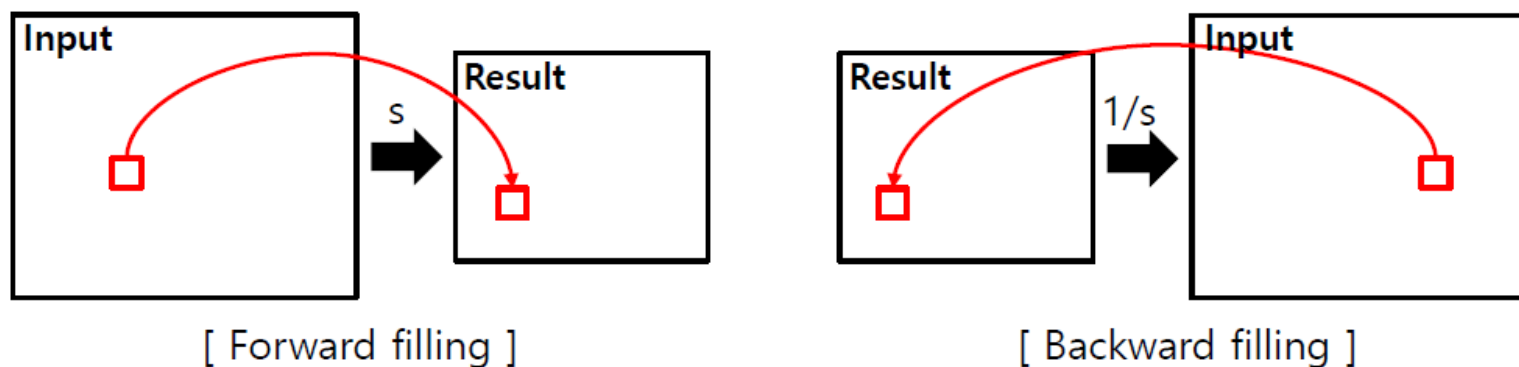


Now, we know the value, but where is the target position ?

2

Backward Filling

- Backward filling : get a value from input with **reverse scaling**



- * Backward filling does not yield holes in the result image
- * You need to consider about "out of boundary" problem
(Out of input size \rightarrow set as the same value with neighbor)