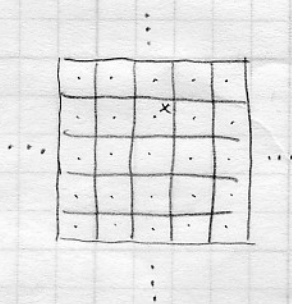


Nearest-neighbor Interpolation

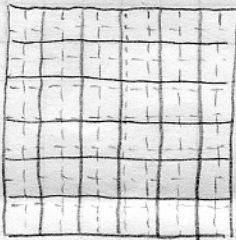


Know values at \cdot
want value at x

→ choose value ~~at~~ from closest pixel

Ex. Resizing image

$6 \times 6 \rightarrow 8 \times 8$ pixels



Bilinear Interpolation

- Assumes image intensity is linear along axis dimensions and quadratic in any other direction.

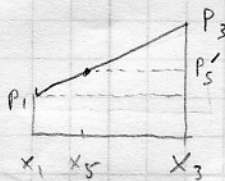
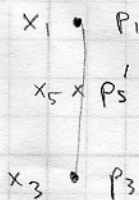
- First compute average along one dimension (linearly interpolate)
- Then compute average along other dimension
- Order doesn't matter

Assuming pixels are grid aligned



know $\begin{cases} (x_1, y_1) \rightarrow p_1 \\ (x_2, y_2) \rightarrow p_2 \\ (x_3, y_3) \rightarrow p_3 \\ (x_4, y_4) \rightarrow p_4 \end{cases}$

want p_s at (x_s, y_s)



$$\frac{p_s' - p_1}{x_5 - x_1} = \frac{p_3 - p_1}{x_3 - x_1}$$

$$p_s' = (p_3 - p_1) \frac{(x_5 - x_1)}{(x_3 - x_1)} + p_1$$

$$A_g = h$$

$$g = A^{-1}h$$

Now that know $y = \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix}$

can find p_s using equation (i) above.

Bicubic Interpolation - Fit higher order polynomial function to image surface

16 nearest neighbors

16 nearest neighbors

$$v(x, y) = \sum_{i=0}^3 \sum_{j=0}^3 a_{ij} x^i y^j$$

16 coefficients are determined from 16 equations from nearest neighbors.