

Tratamiento de Señales

Version 2022-I

Transformaciones geométricas & Interpolación

[Capítulo 3]

Dr. José Ramón Iglesias

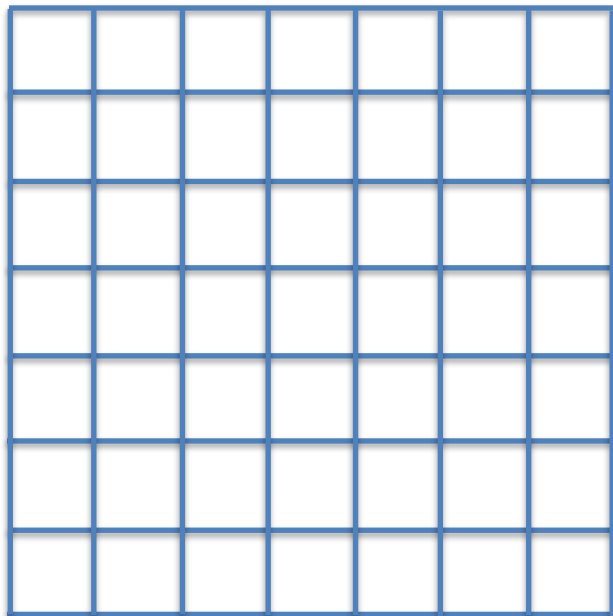
DSP-ASIC BUILDER GROUP

Director Semillero TRIAC

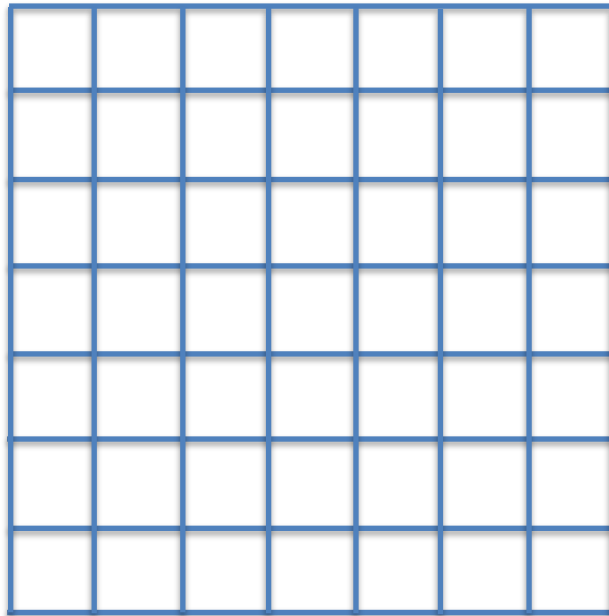
Ingeniería Electronica

Universidad Popular del Cesar

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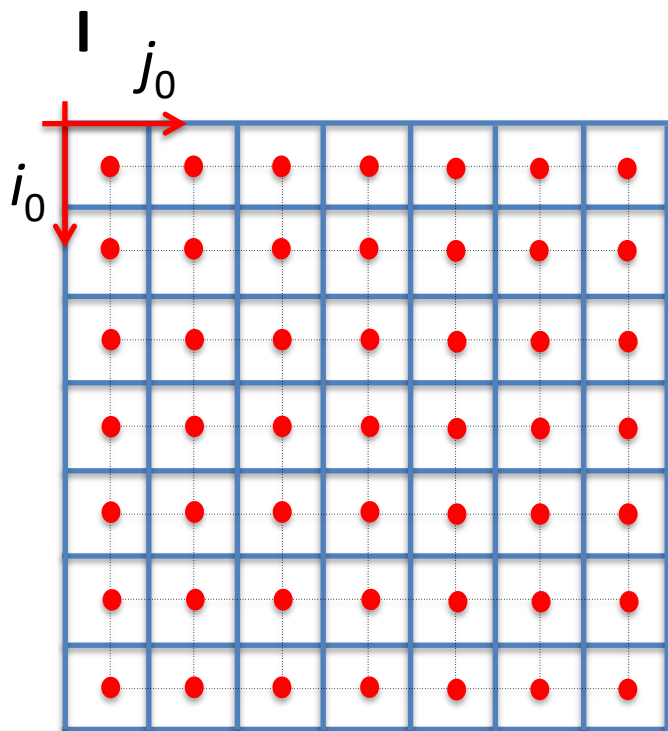


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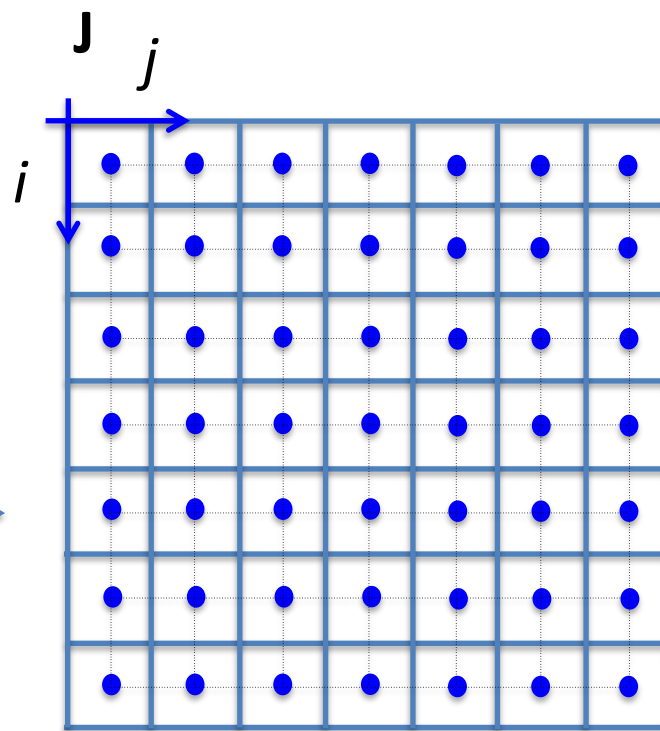


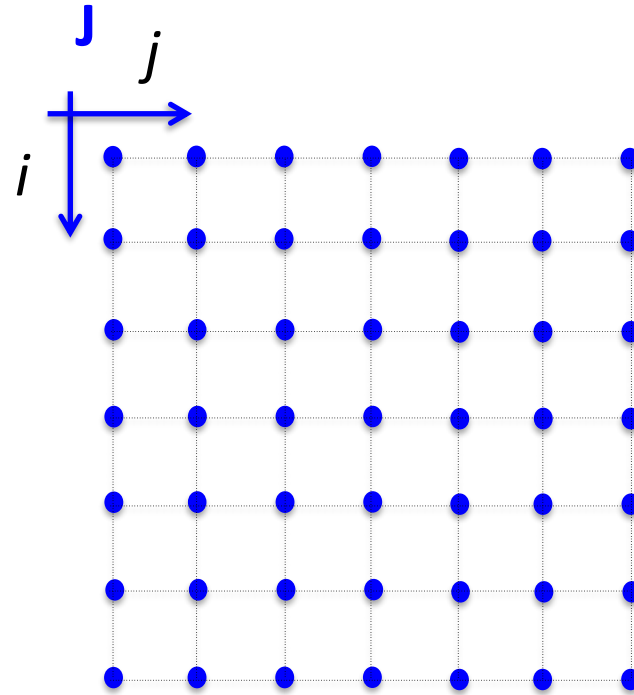
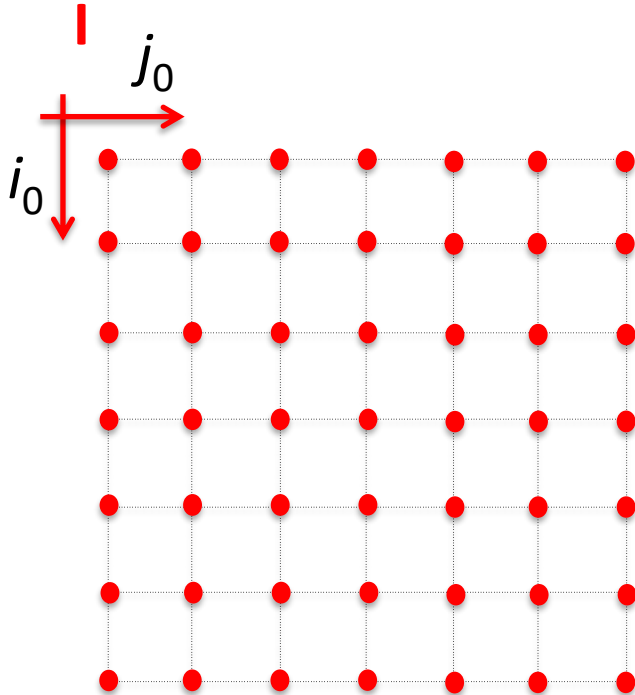
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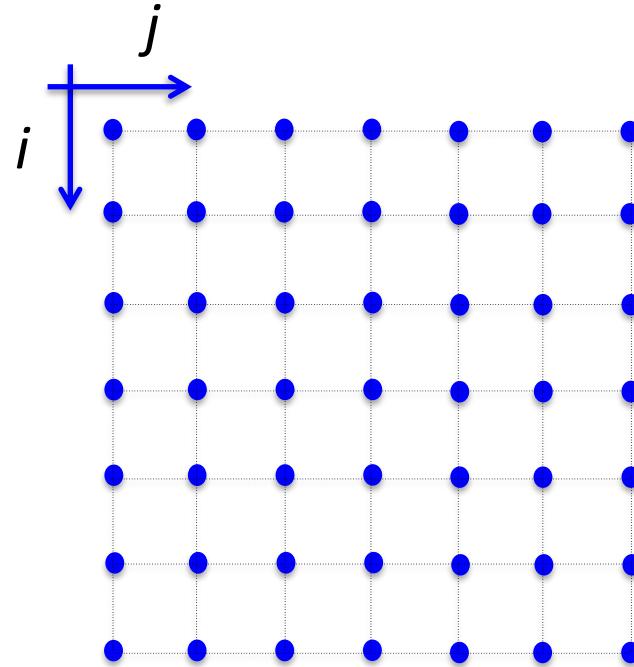
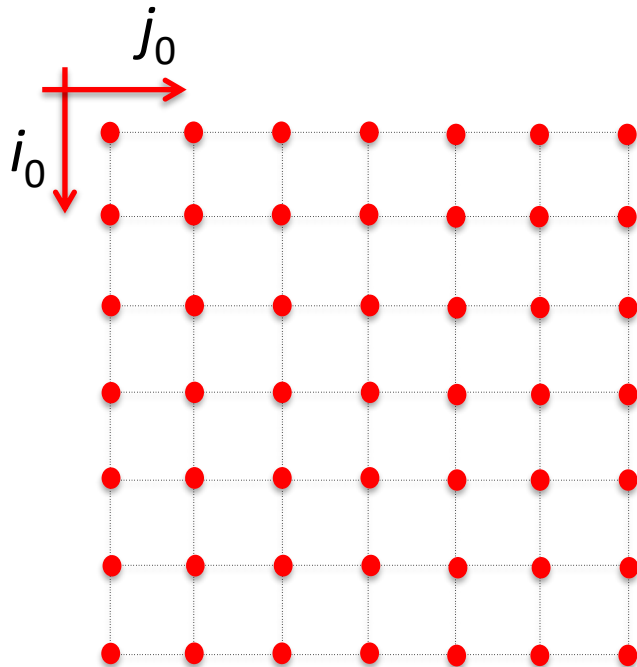
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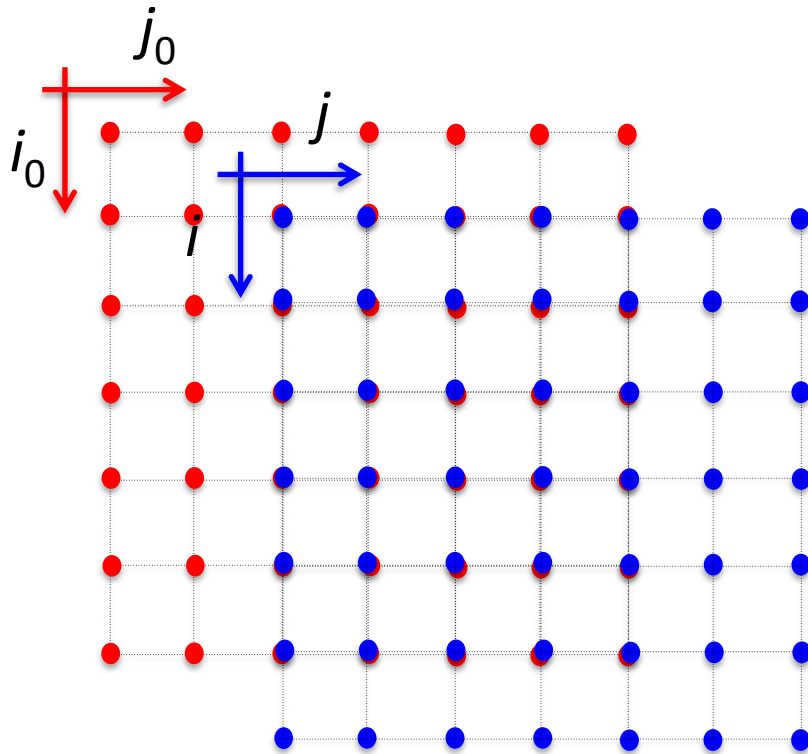
Coordinate Transformation: $i_0 = f_i(i, j)$

$$j_0 = f_j(i, j)$$



Coordinate Transformation: $i_0 = i + 1$
(Example: Translation)

$$j_0 = j + 2$$

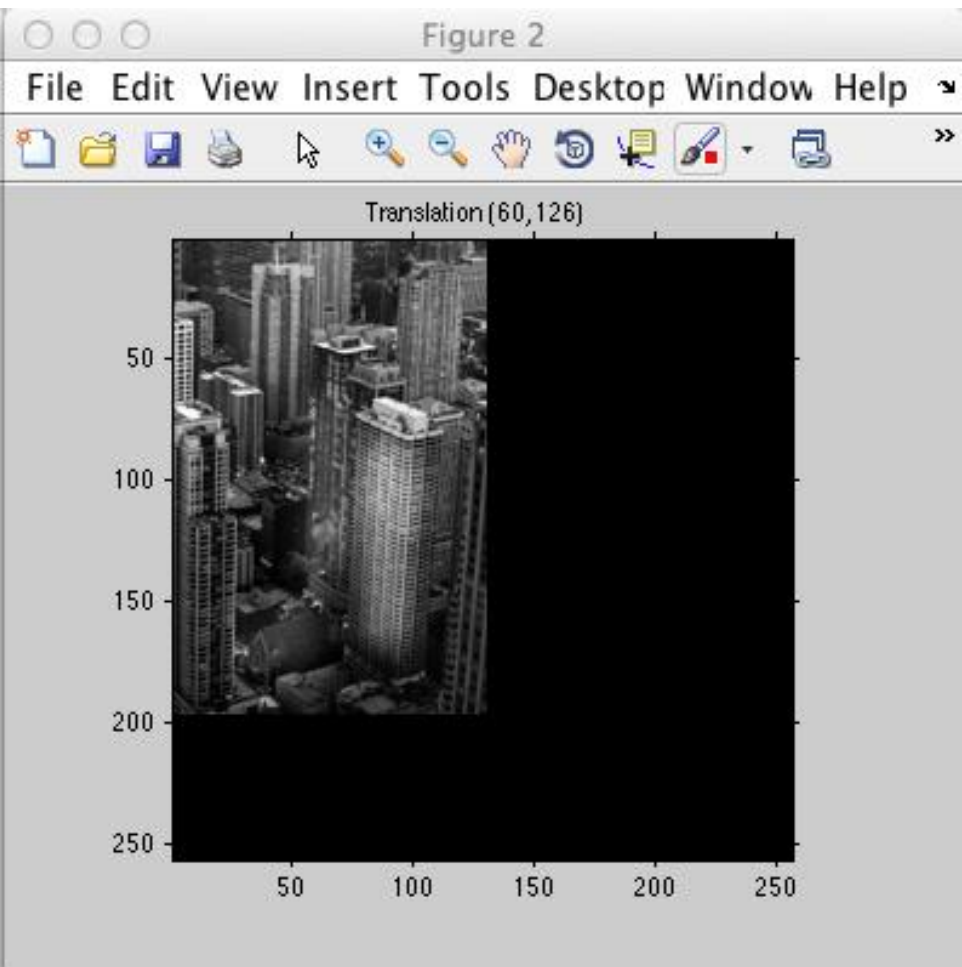
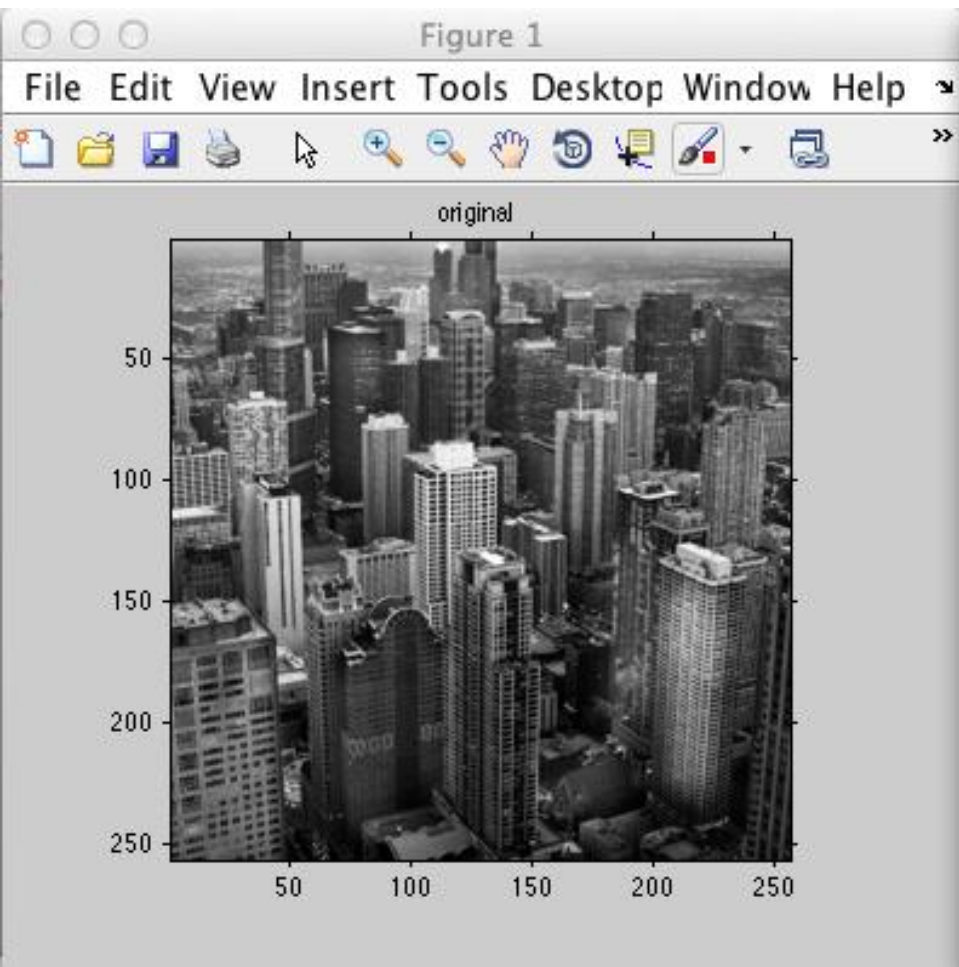


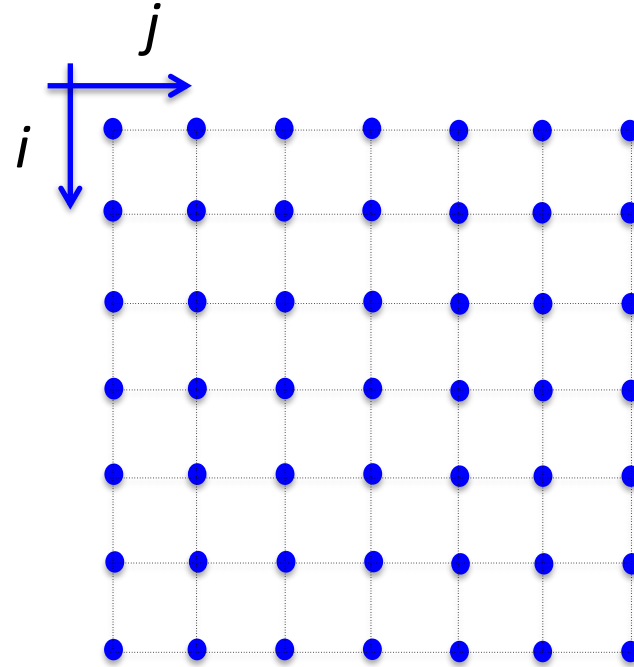
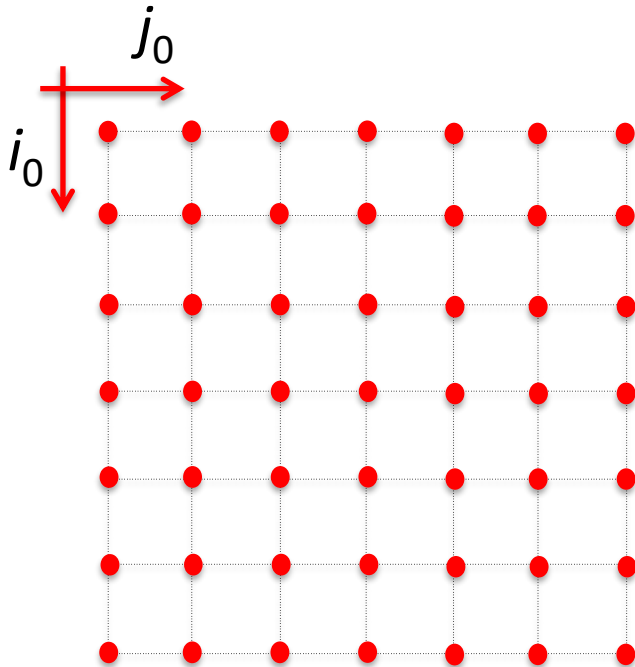
Algorithm:

- 1) For each (i, j) of J compute (i_0, j_0) .
- 2) $J(i, j) = I(i_0, j_0)$

Coordinate Transformation: $i_0 = i + 1$
(Example: Translation)

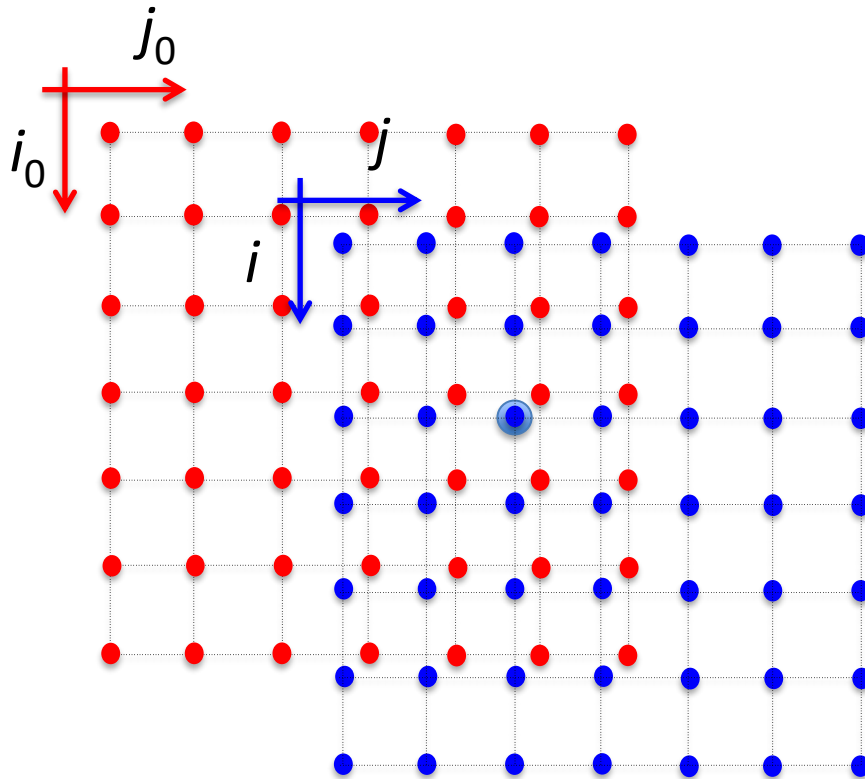
$$j_0 = j + 2$$





Coordinate Transformation: $i_0 = i + 1.25$
(Example: Translation)

$$j_0 = j + 2.75$$

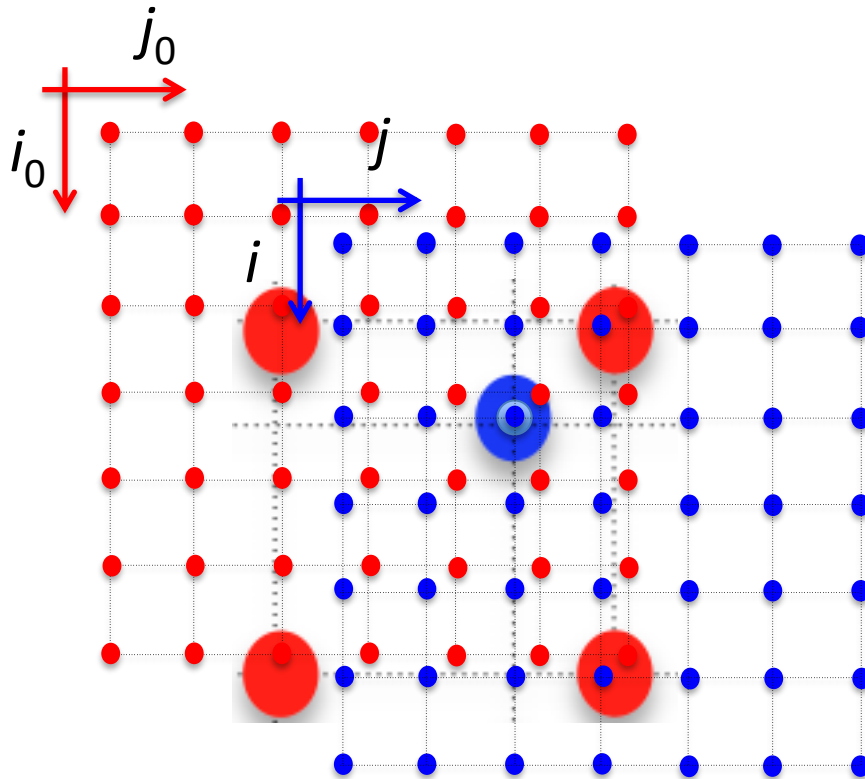


Algorithm:

- 1) For each (i,j) of \mathcal{J} compute (i_0, j_0) .
- 2) $\mathcal{J}(i,j) = \text{interpolation } \{\mathcal{I}(i_0, j_0)\}$

Coordinate Transformation: $i_0 = i + 1.25$
(Example: Translation)

$$j_0 = j + 2.75$$

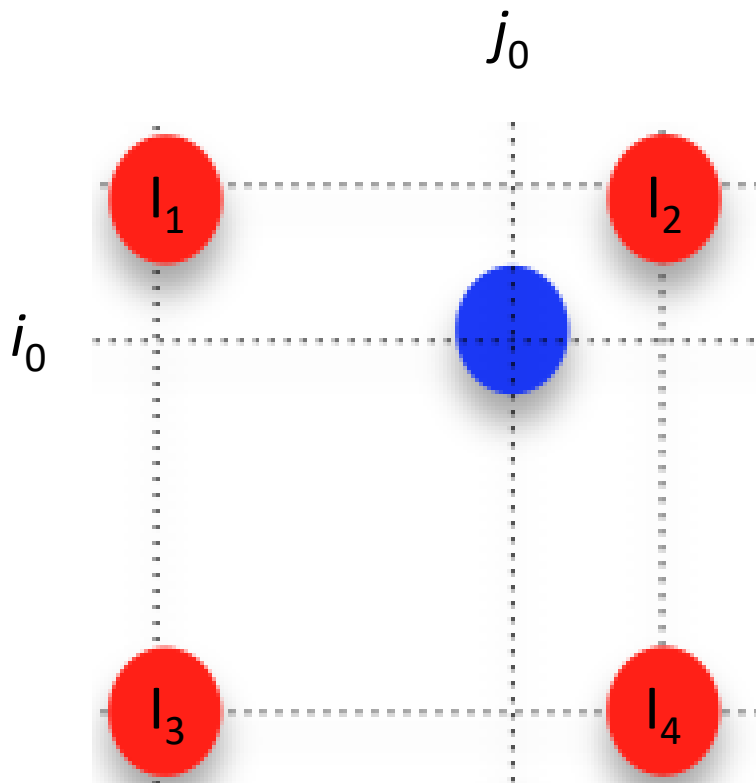


Algorithm:

- 1) For each (i, j) of \mathbf{J} compute (i_0, j_0) .
- 2) $\mathbf{J}(i, j) = \text{interpolation } \{\mathbf{I}(i_0, j_0)\}$

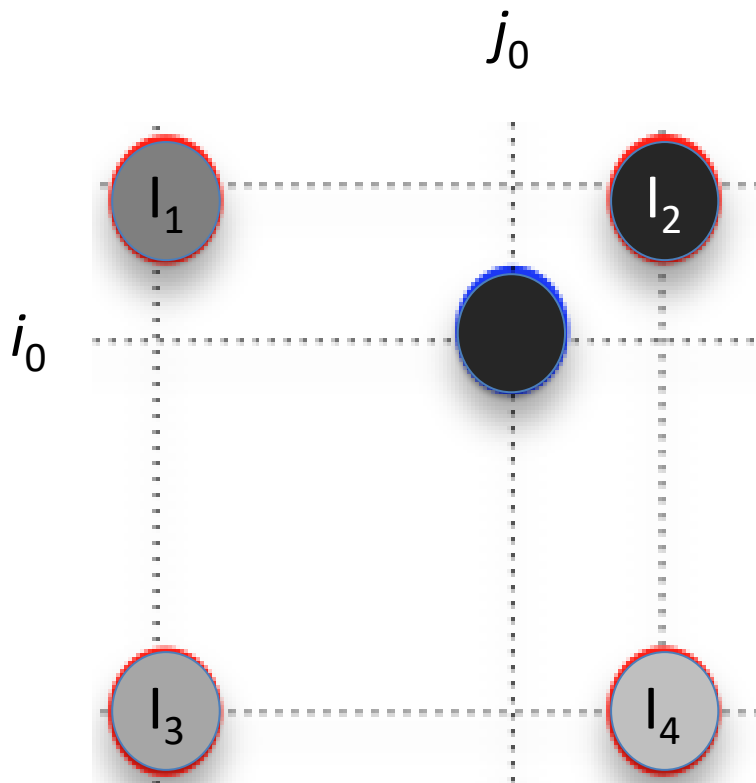
Coordinate Transformation: $i_0 = i + 1.25$
(Example: Translation)

$$j_0 = j + 2.75$$



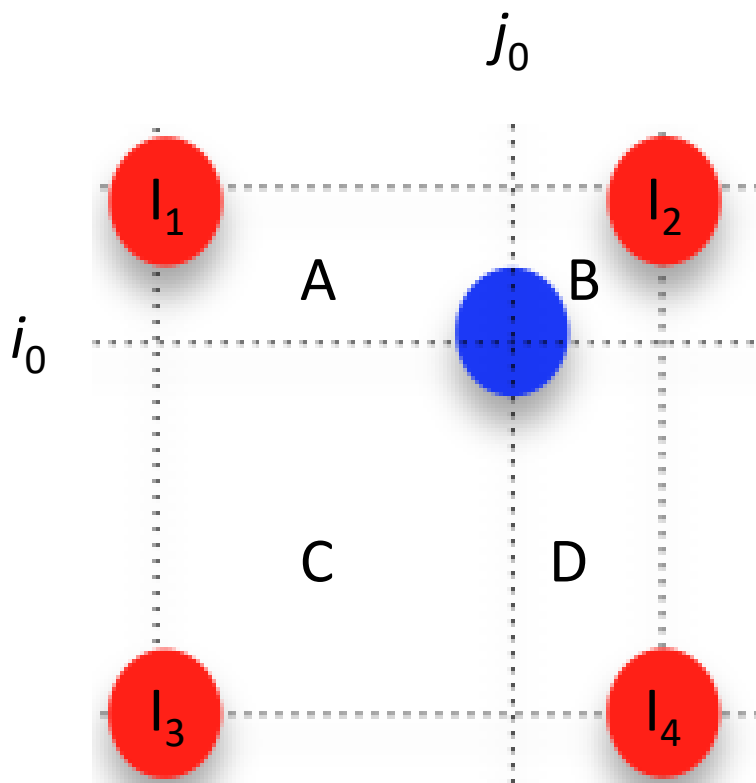
Nearest pixel

$$J(i,j) = \text{interpolation } \{I(i_0, j_0)\} = I_2$$



Nearest pixel

$$J(i,j) = \text{interpolation } \{l(i_0, j_0)\} = l_2$$

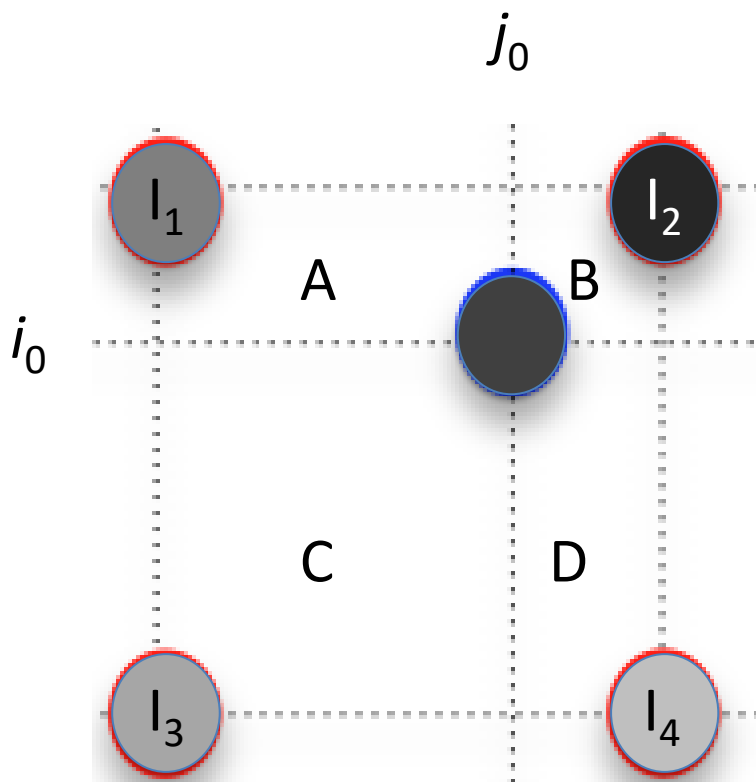


Bilinear interpolation

$J(i,j) = \text{interpolation } \{I(i_0, j_0)\} =$

$$AI_4 + BI_3 + CI_2 + DI_1$$

$$A+B+C+D = 1$$

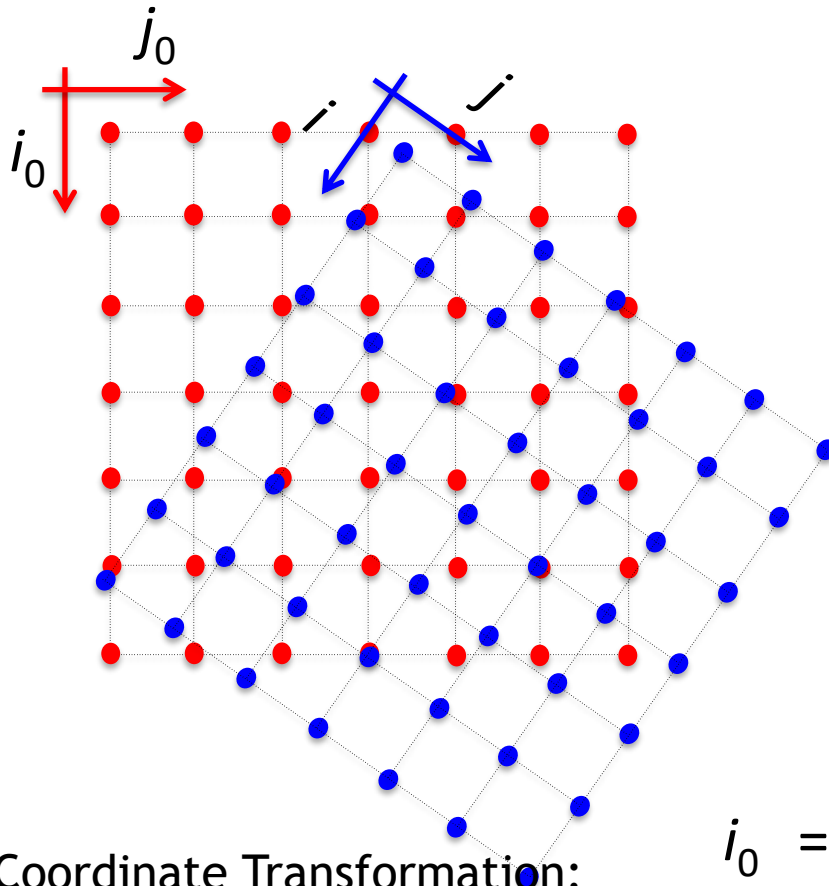


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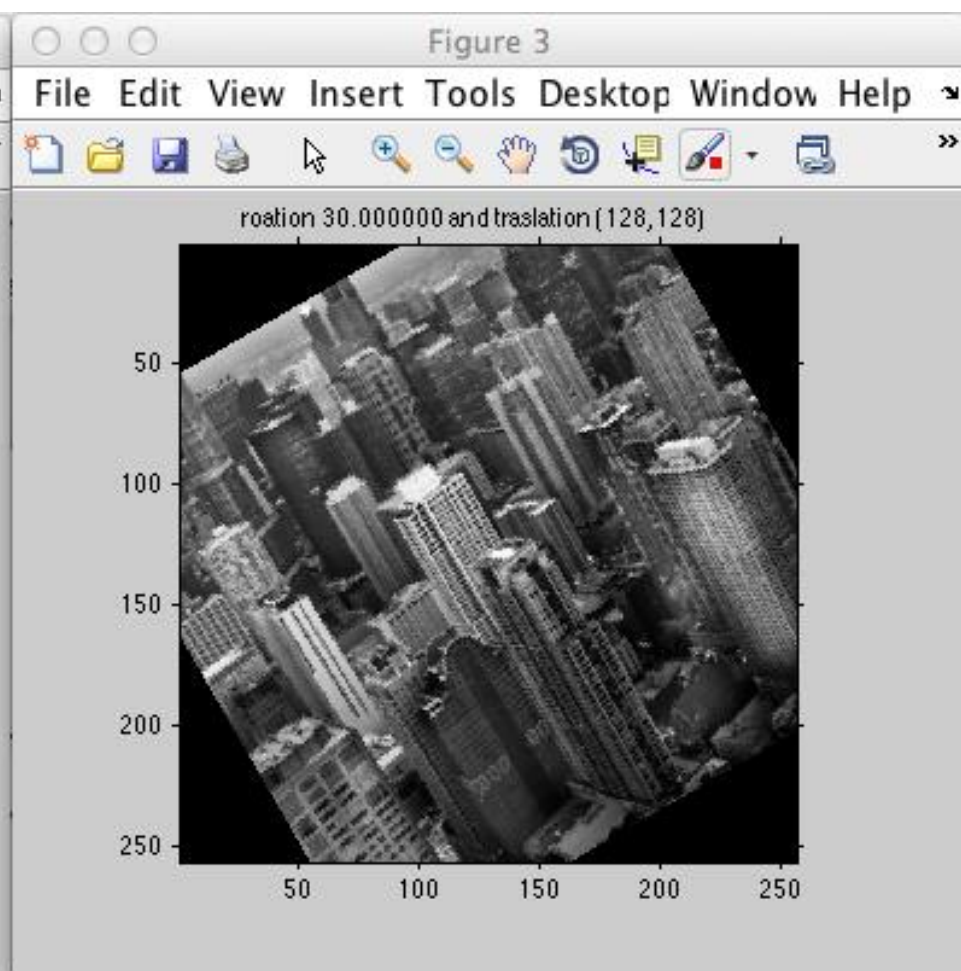
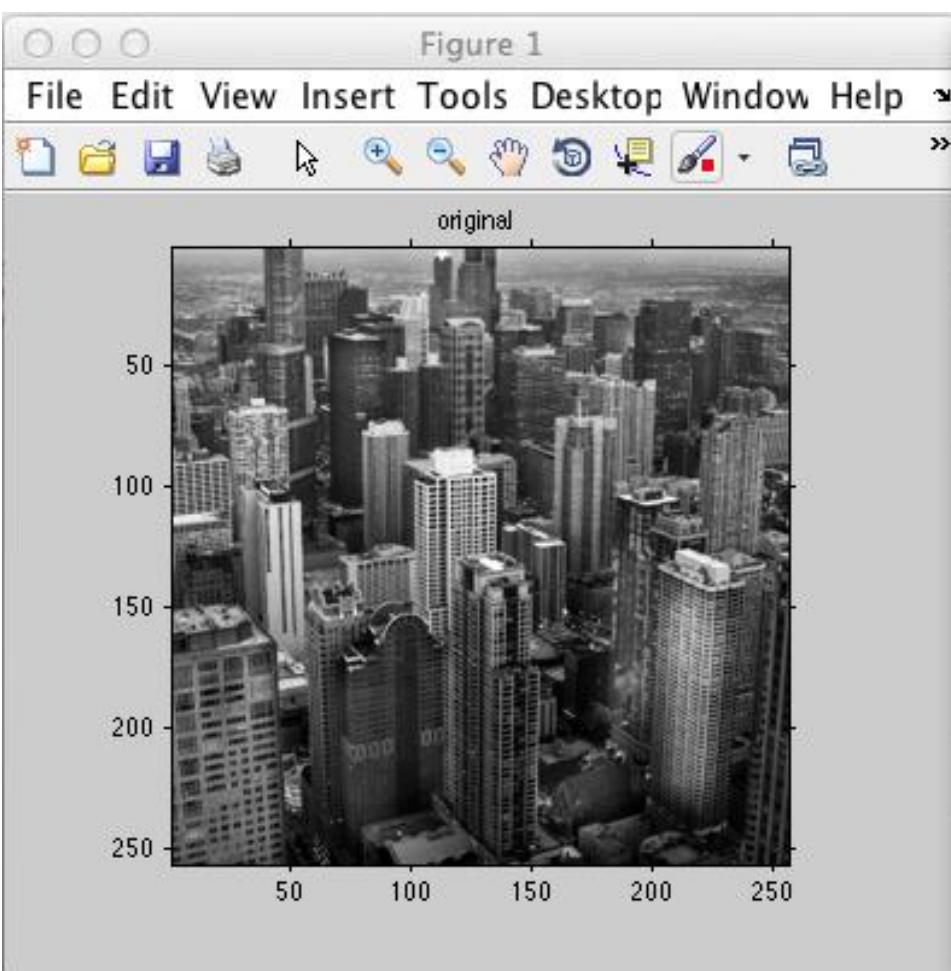
Algorithm:

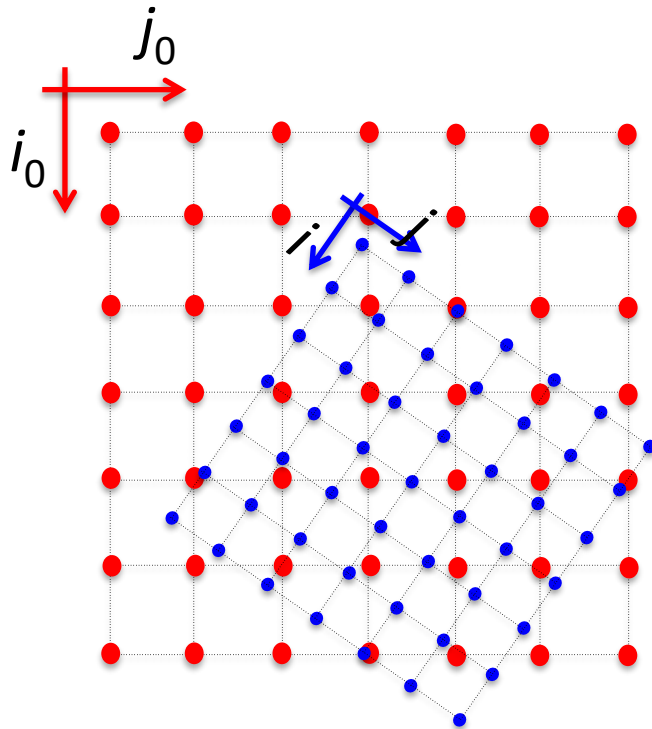
- 1) For each (i,j) of J compute (i_0,j_0) .
- 2) $J(i,j)$ = interpolation $\{I(i_0,j_0)\}$

Coordinate Transformation:
(Example: Rotation & Translation)

$$i_0 = i \cos\theta + j \sin\theta + a$$

$$j_0 = -i \sin\theta + j \cos\theta + b$$





Algorithm:

- 1) For each (i,j) of J compute (i_0, j_0) .
- 2) $J(i,j) = \text{interpolation } \{I(i_0, j_0)\}$

Coordinate Transformation:
(Example: Rotation & Translation
& Scale)

$$i_0 = s i \cos\theta + s j \sin\theta + a$$

$$j_0 = -s i \sin\theta + s j \cos\theta + b$$