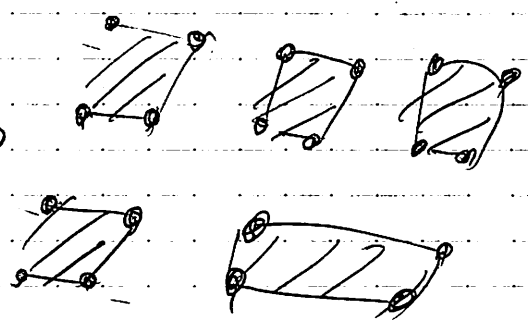
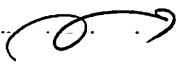
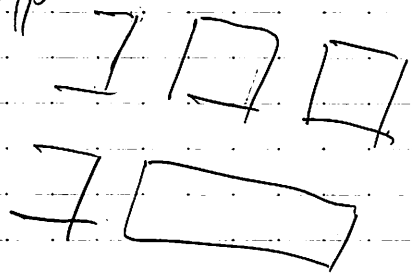


RGB Simulator

MAP



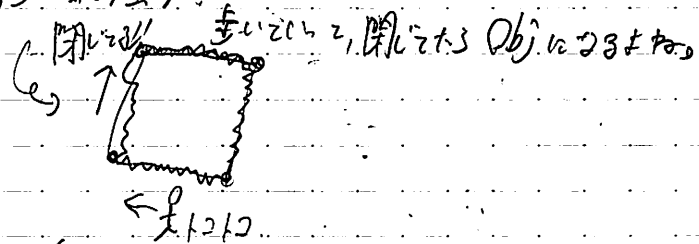
Map

Obj

白黒 Map の変換?

どっちの方向にする...? P-マップの地図?

エッジ 取り出す



パターンマッチングがある...

中の黒率が何%でとか決めないといけない

(ぬりこみ判定とか? かん)

点の中が外かで判定か?

直線にたけやでいいのかな?

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

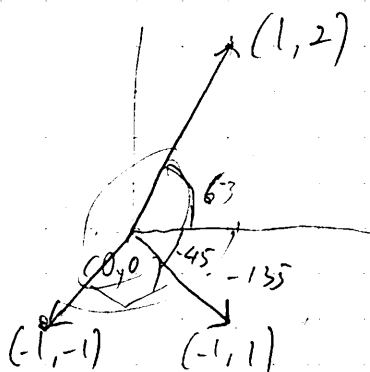
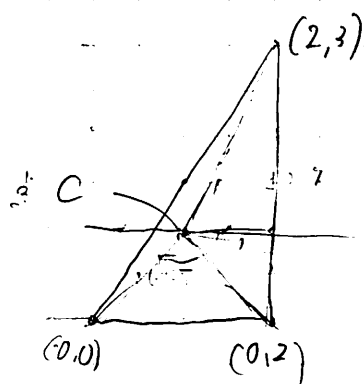
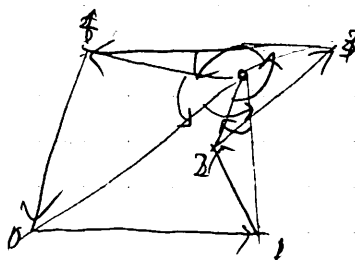
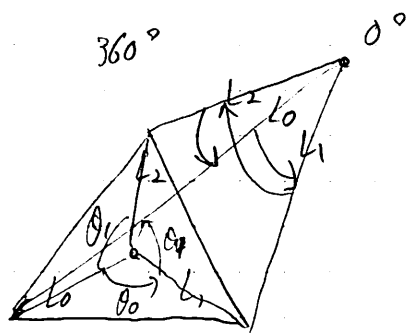
.....

.....

.....



RGB Simulator



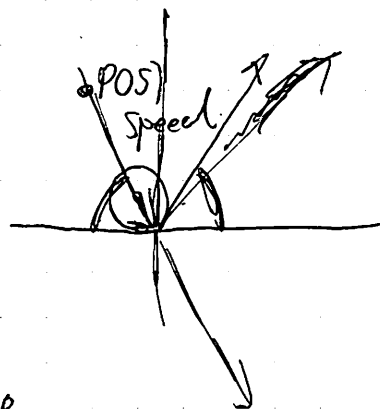
$$A(x_0, y_0) \quad \text{and} \quad \vec{d} = \begin{pmatrix} dx \\ dy \end{pmatrix}$$

$$y = \frac{dy}{dx} (x - x_0) + y_0$$

$$dx \cdot y = dy \cdot x - dy \cdot x_0 + dx \cdot y_0$$

$$0 = \underbrace{dy \cdot x}_a - \underbrace{dx \cdot y}_b - \underbrace{dy \cdot x_0 + dx \cdot y_0}_c$$

$$P(x, y) \text{ is a point} \quad d = \frac{|ax + by + c|}{\sqrt{a^2 + b^2}}$$



22

$$d_0, \vec{d} \begin{pmatrix} d_x \\ d_y \end{pmatrix}, e_0, \vec{e} \begin{pmatrix} e_x \\ e_y \end{pmatrix}$$

$$\text{the } d_0 x + d$$

$$d_0 x - d_0 y - d_0 x + d_0 y = 0$$

$$d_0 x - d_0 y + d_0 x - d_0 y = 0$$

$$e_0 x - e_0 y + e_0 x - e_0 y = 0$$

$$a x + b y = -e$$

$$c x + d y = -f$$

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -e \\ -f \end{pmatrix}$$

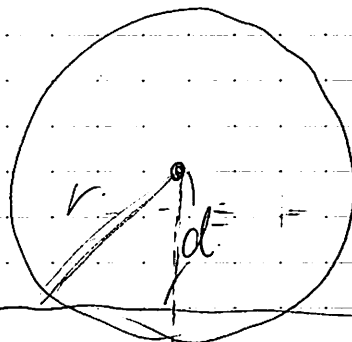
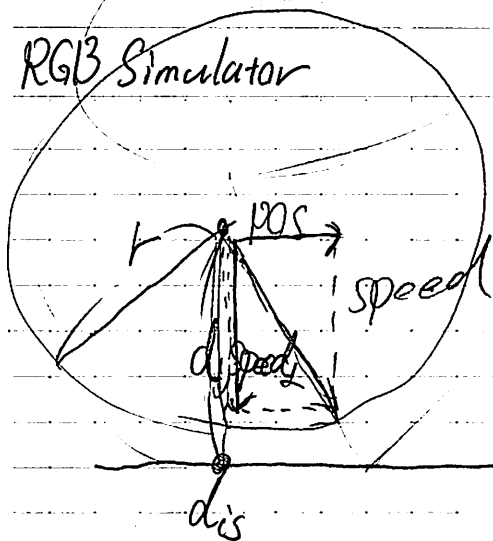
$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix}^{-1} \begin{pmatrix} -e \\ -f \end{pmatrix}$$

$$= \frac{1}{ad-bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix} \begin{pmatrix} -e \\ -f \end{pmatrix}$$

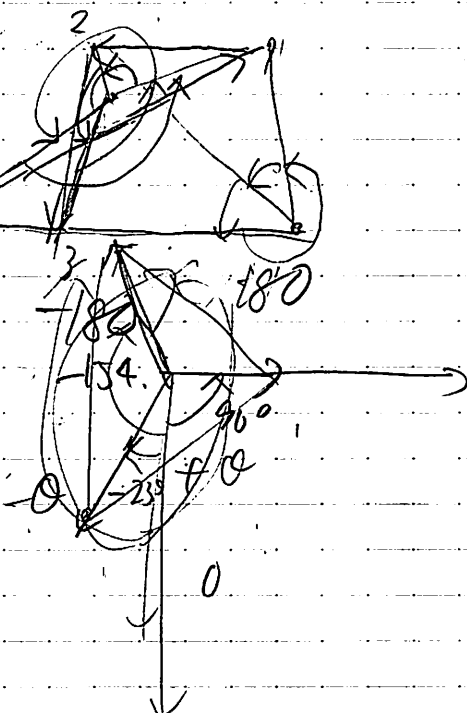
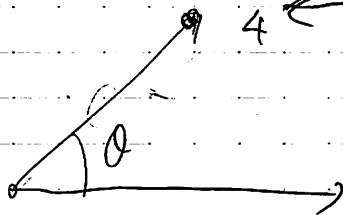
$$\begin{pmatrix} x \\ y \end{pmatrix} = \frac{1}{ad-bc} \begin{pmatrix} d(-e) + b(f) \\ c(-e) + a(f) \end{pmatrix}$$

$$= \begin{pmatrix} \frac{-de+bf}{ad-bc} \\ \frac{ce-af}{ad-bc} \end{pmatrix}$$

RGB Simulator



speed₁



外側力と22
内側力と7

