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# Computer Graphics (L04)

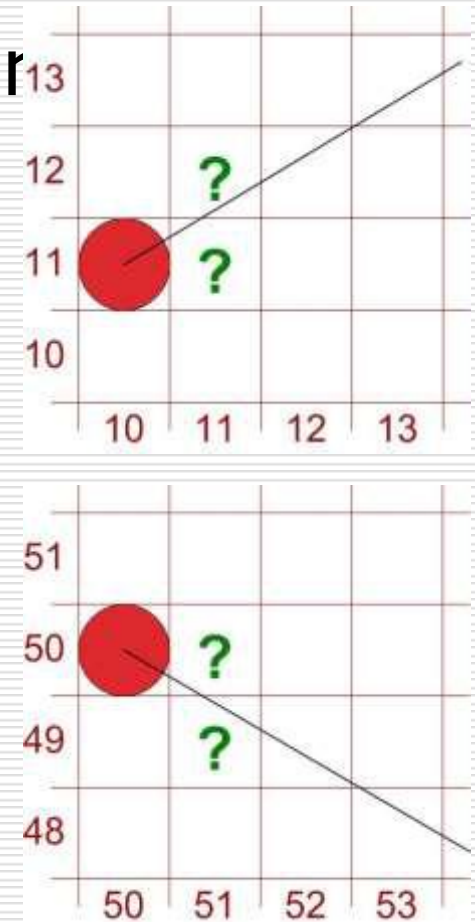
EG678EX

## 2-D Algorithms

# Bresenham's Line Algorithm

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- ❑ Uses only incremental integer calculations
- ❑ Which pixel to draw ?
  - (11,11) or (11,12) ?
  - (51,50) or (51,49) ?
  - Answered by Bresenham



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□ For  $|m| < 1$

- Start from left end point  $(x_0, y_0)$  step to each successive column (x samples) and plot the pixel whose scan line y value is closest to the line path.
- After  $(x_k, y_k)$  the choice could be  $(x_k+1, y_k)$  or  $(x_k+1, y_k+1)$

$$y = m(x_k + 1) + b$$

Then

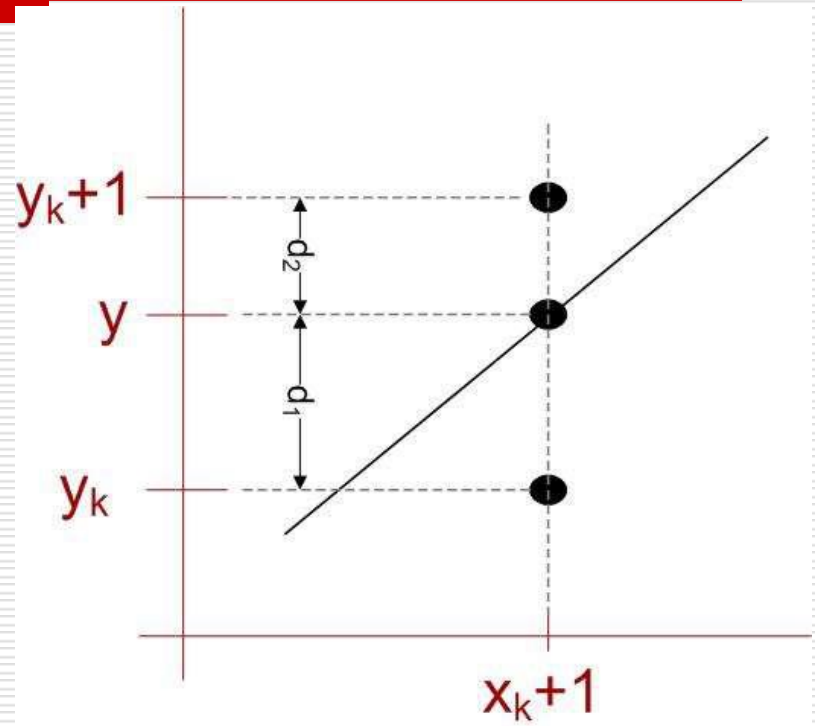
$$\begin{aligned} d_1 &= y - y_k \\ &= m(x_k + 1) + b - y_k \end{aligned}$$

And

$$\begin{aligned} d_2 &= (y_k + 1) - y \\ &= y_k + 1 - m(x_k + 1) - b \end{aligned}$$

Difference between separations

$$d_1 - d_2 = 2m(x_k + 1) - 2y_k + 2b - 1$$



*Constant =  $2\Delta y + \Delta x(2b-1)$  Which is independent of pixel position*

## Defining decision parameter

$$p_k = \Delta x(d_1 - d_2) \quad [1]$$
$$= 2\Delta y.x_k - 2\Delta x.y_k + c$$

**Sign of  $p_k$  is same as that of  $d_1 - d_2$  for  $\Delta x > 0$  (left to right sampling)**

$$p_{k+1} = 2\Delta y.x_{k+1} - 2\Delta x.y_{k+1} + c$$

*c eliminated here*

$$p_{k+1} - p_k = 2\Delta y(x_{k+1} - x_k) - 2\Delta x(y_{k+1} - y_k)$$

*because  $x_{k+1} = x_k + 1$*

$$p_{k+1} = p_k + 2\Delta y - 2\Delta x(y_{k+1} - y_k)$$

For Recursive calculation, initially

*$y_{k+1} - y_k = 0$  if  $p_k < 0$   
 $y_{k+1} - y_k = 1$  if  $p_k \geq 0$*

$$p_0 = 2\Delta y - \Delta x$$

*Substitute  $b = y_0 - m.x_0$   
and  $m = \Delta y / \Delta x$  in [1]*

# Algorithm Steps ( $|m| < 1$ )

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1. Input the two line endpoints and store the left endpoint in  $(x_0, y_0)$
2. Plot first point  $(x_0, y_0)$
3. Calculate constants  $\Delta x$ ,  $\Delta y$ ,  $2\Delta y$  and  $2\Delta y - 2\Delta x$ , and obtain  $p_0 = 2\Delta y - \Delta x$
4. At each  $x_k$  along the line, starting at  $k=0$ , perform the following test:  
    If  $p_k < 0$ , the next point plot is  $(x_k+1, y_k)$  and  
        
$$P_{k+1} = p_k + 2\Delta y$$
  
    Otherwise, the next point to plot is  $(x_k + 1, y_k+1)$  and  
        
$$P_{k+1} = p_k + 2\Delta y - 2\Delta x$$
5. Repeat step 4  $\Delta x$  times

# What's the advantage?

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- Answer: involves only the calculation of constants  $\Delta x$ ,  $\Delta y$ ,  $2\Delta y$  and  $2\Delta y - 2\Delta x$  once and integer addition and subtraction in each steps

# Example

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Endpoints (20,10) and (30,18)

Slope  $m = 0.8$

$\Delta x = 10, \Delta y = 8$

$P_0 = 2\Delta y - \Delta x = 6$

$2\Delta y = 16, 2\Delta y - 2\Delta x = -4$

**Plot ?**

Plot  $(x_0, y_0) = (20, 10)$

$k$	$p_k$	$(x_{k+1}, y_{k+1})$	$k$	$p_k$	$(x_{k+1}, y_{k+1})$
0	6	(21,11)	5	6	(26,15)
1	2	(22,12)	6	2	(27,16)
2	-2	(23,12)	7	-2	(28,16)
3	14	(24,13)	8	14	(29,17)
4	10	(25,14)	9	10	(30,18)