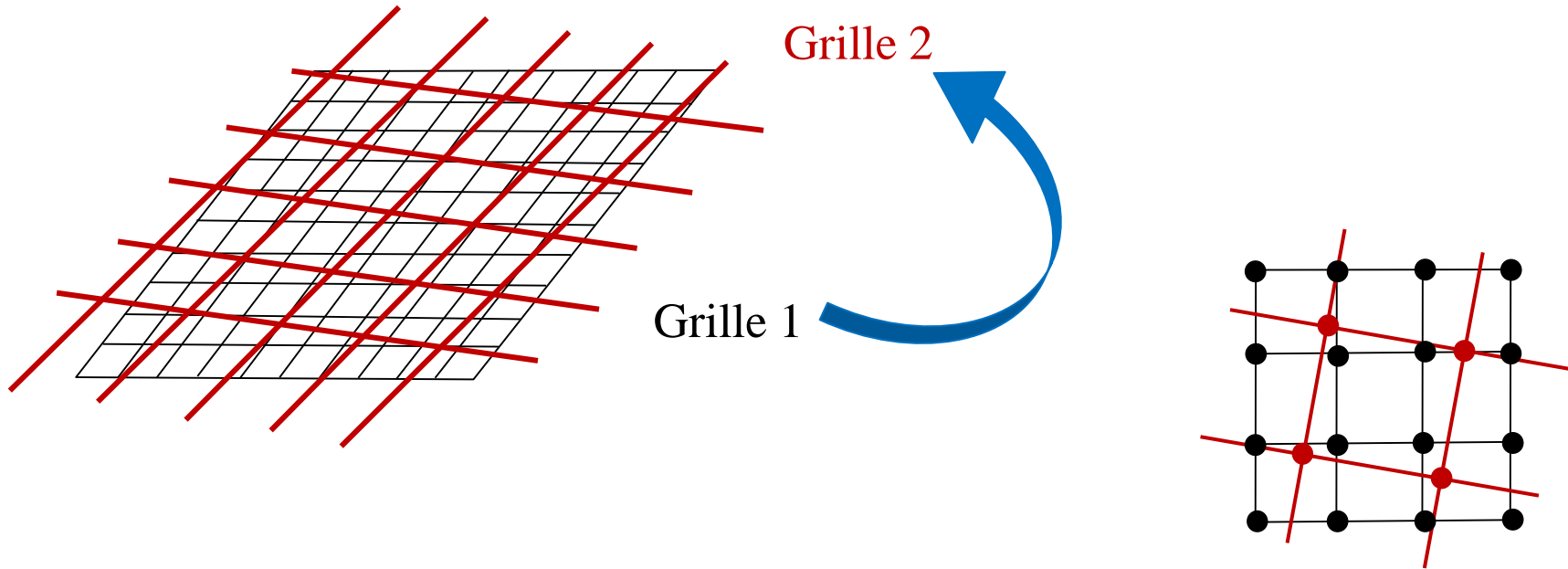


# *Rééchantillonnage*

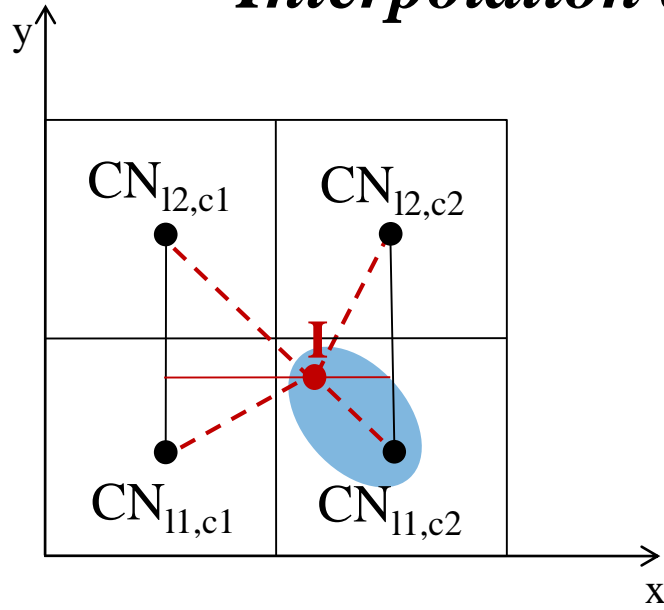
*[pierre-louis.frison@u-pem.fr](mailto:pierre-louis.frison@u-pem.fr)*

# Rééchantillonnage: Passage d'une grille à une autre



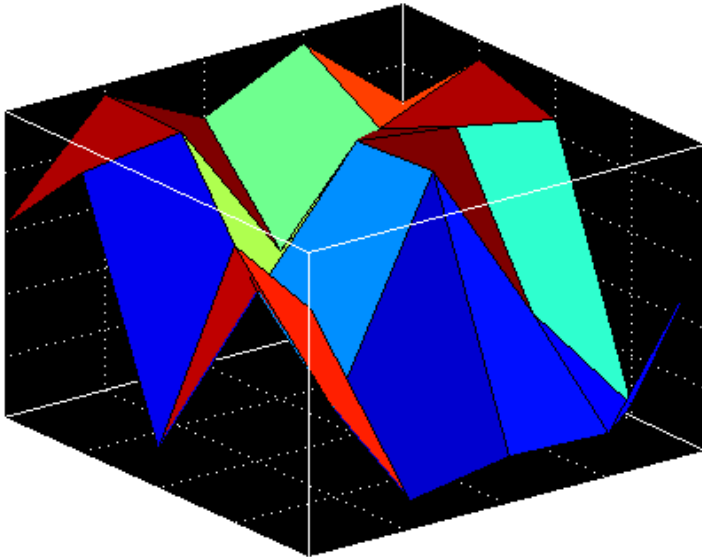
- Interpolation du *plus proche voisin*
- Interpolation *bilinéaire*
- Interpolation *bicubique*

# *Interpolation du plus proche voisin*

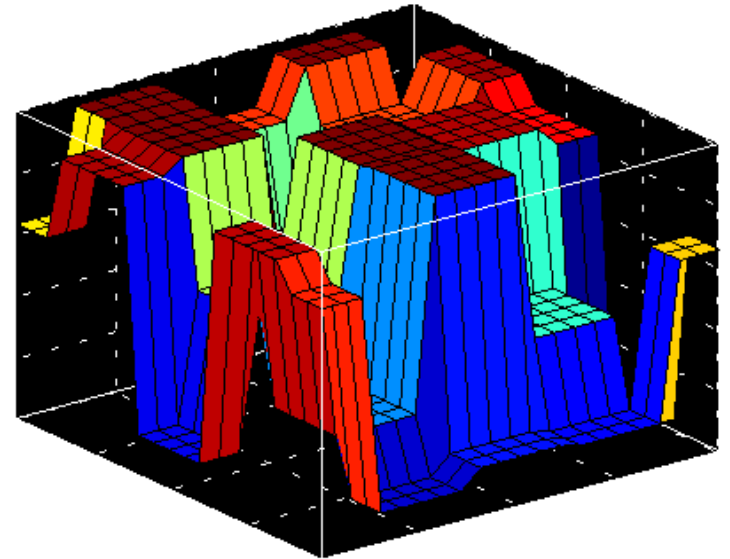


$$I = CN_{11,c2}$$

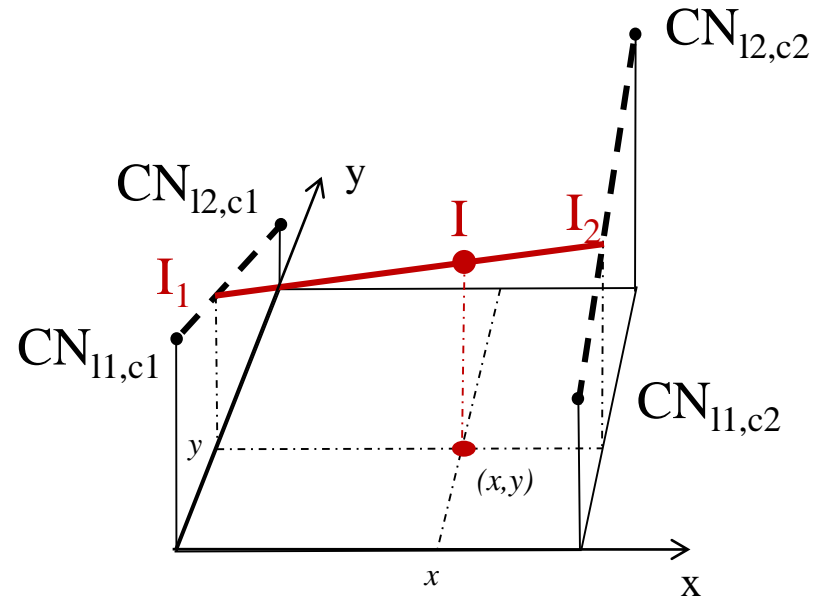
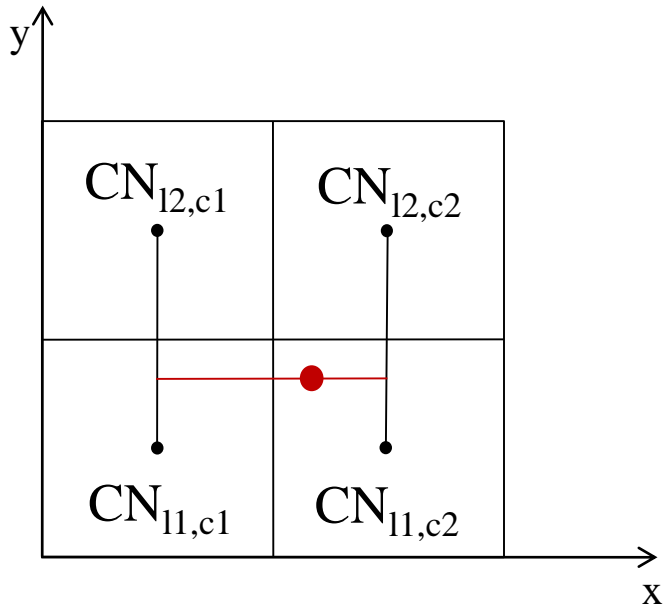
## *Surface originale*



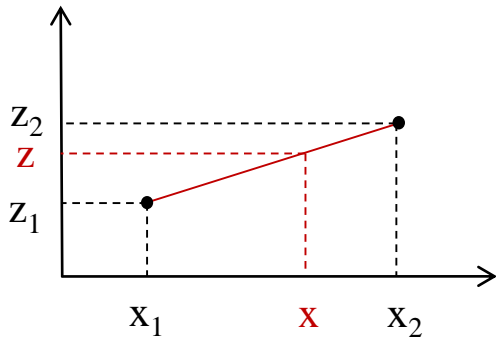
## *Interpolation plus proche voisin*



# Interpolation bilinéaire



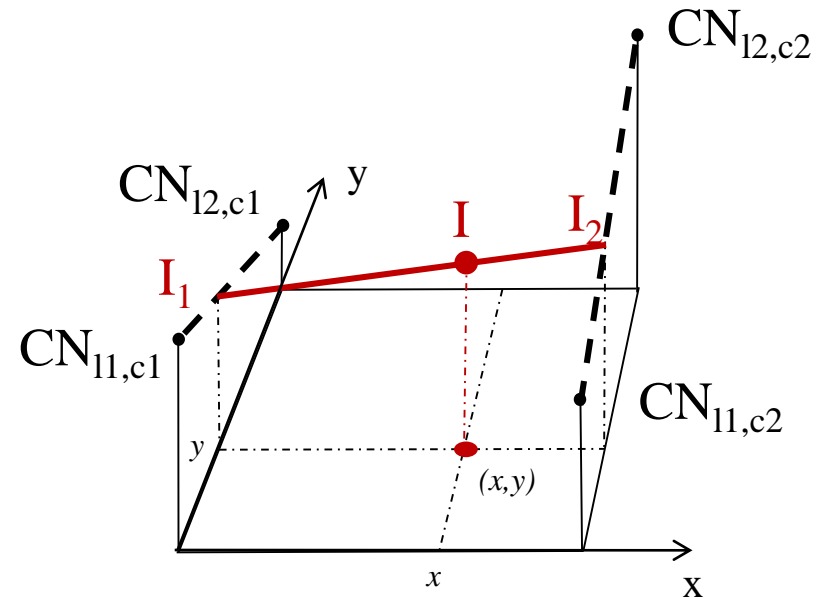
## Cas à une dimension



$$z = \frac{z_2 - z_1}{x_2 - x_1} \cdot (x - x_1) + z_1$$

$$z = A \cdot x + B$$

# Interpolation bilinéaire



$$\begin{cases} I_1 = A_1 \cdot y + B_1 \\ I_2 = A_2 \cdot y + B_2 \end{cases} \left\{ \begin{array}{l} A_1 = \frac{CN_{12,c2} - CN_{11,c2}}{l_2 - l_1} \\ B_1 = CN_{11,c2} - \frac{CN_{12,c2} - CN_{11,c2}}{l_2 - l_1} \cdot l_1 \end{array} \right.$$

$$I = A_3 \cdot x + B_3 \left\{ \begin{array}{l} A_3 = \frac{I_2 - I_1}{c_2 - c_1} = D_1 \cdot y + E_1 \\ B_3 = I_1 - \frac{I_2 - I_1}{c_2 - c_1} \cdot c_1 = D_2 \cdot y + E_2 \end{array} \right.$$

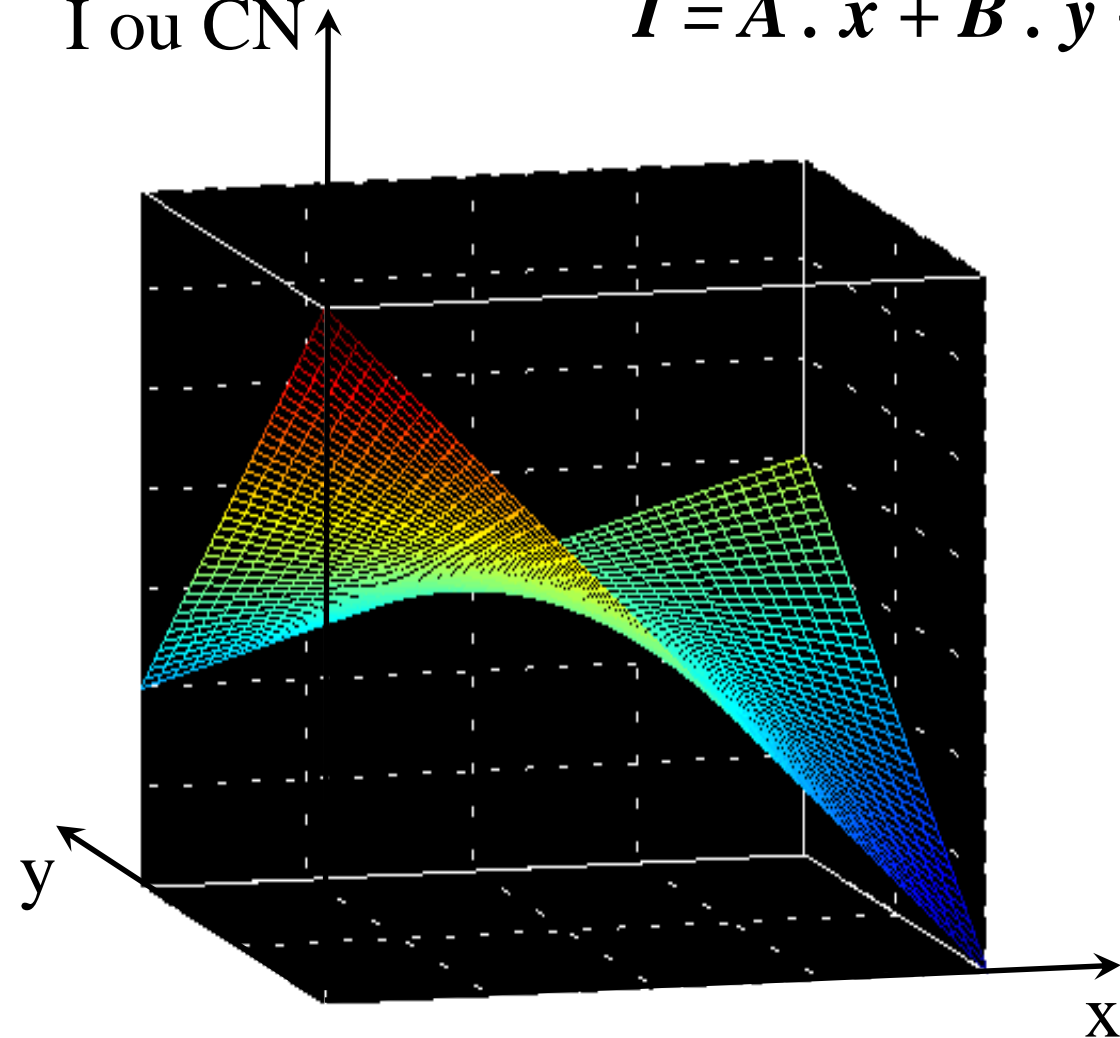
$$\Rightarrow I = (D_1 \cdot y + E_1) \cdot x + (D_2 \cdot y + E_2)$$

$$\boxed{I = A \cdot x + B \cdot y + C \cdot x y + D}$$

## *Interpolation bilinéaire*

$$I = A \cdot x + B \cdot y + C \cdot x y + D$$

I ou CN

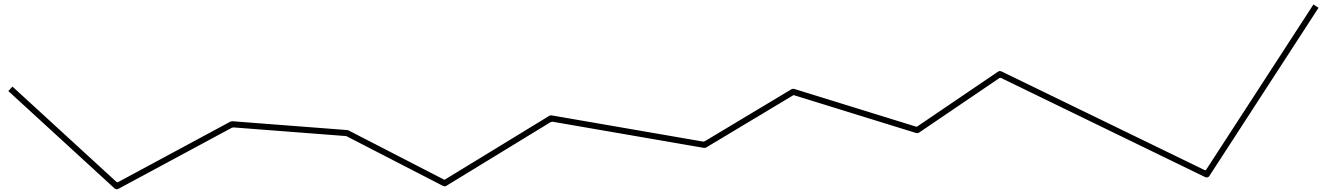


$$\begin{cases} A x_1 + B y_1 + C x_1 y_1 + D = CN_1 \\ A x_2 + B y_2 + C x_2 y_2 + D = CN_2 \\ A x_3 + B y_3 + C x_3 y_3 + D = CN_3 \\ A x_4 + B y_4 + C x_4 y_4 + D = CN_4 \end{cases}$$

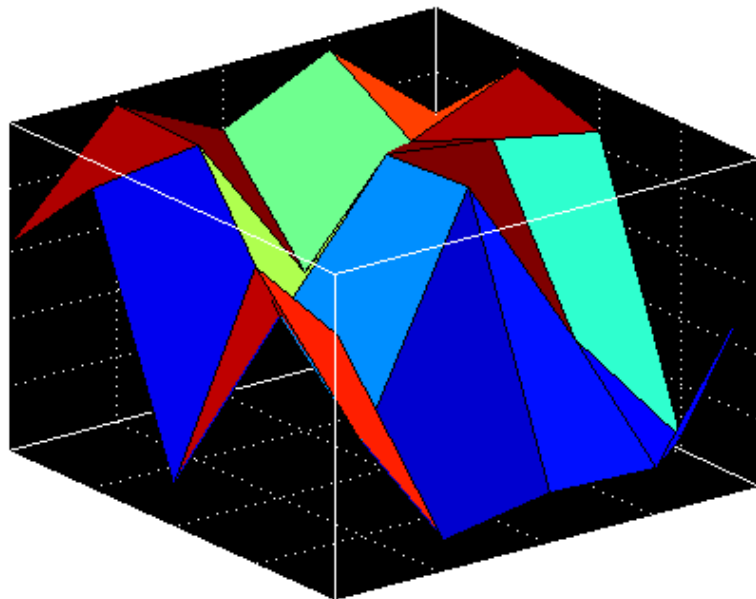
# *Interpolation bilinéaire*

Inconvénients: *Arêtes!*

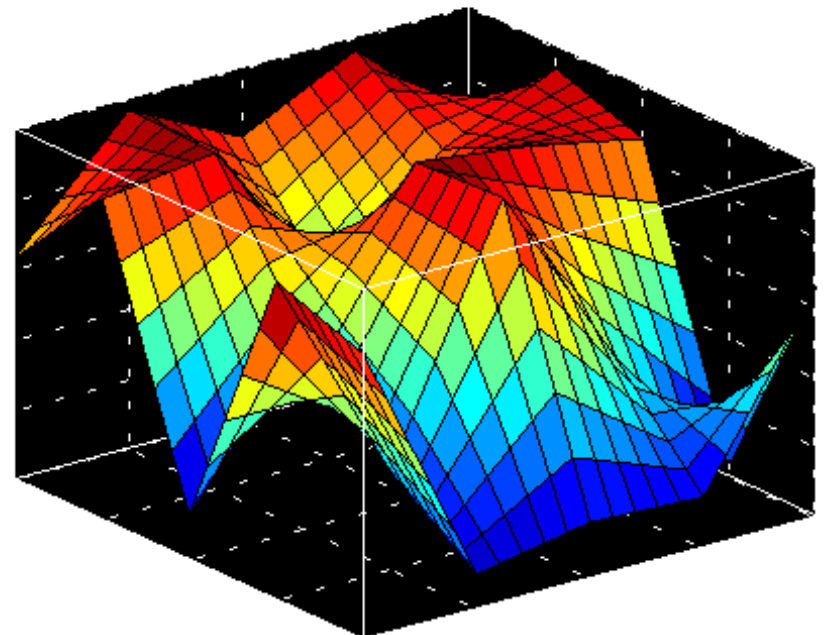
*2-D*



*3-D*



*surface originale*



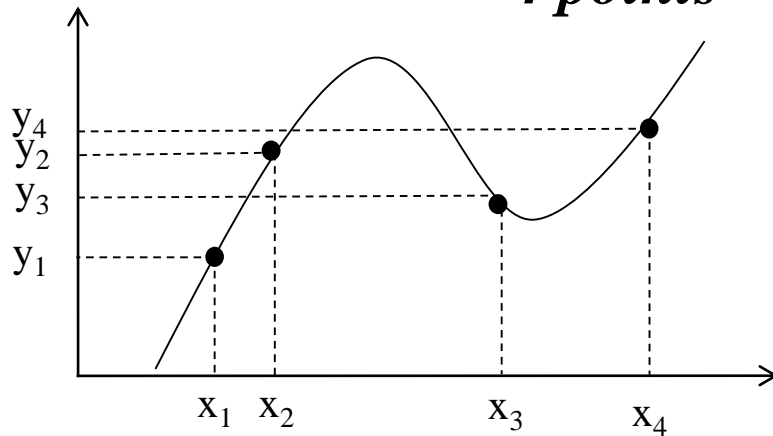
*surface interpolée*

# Interpolation bicubique

*Cas à une dimension*

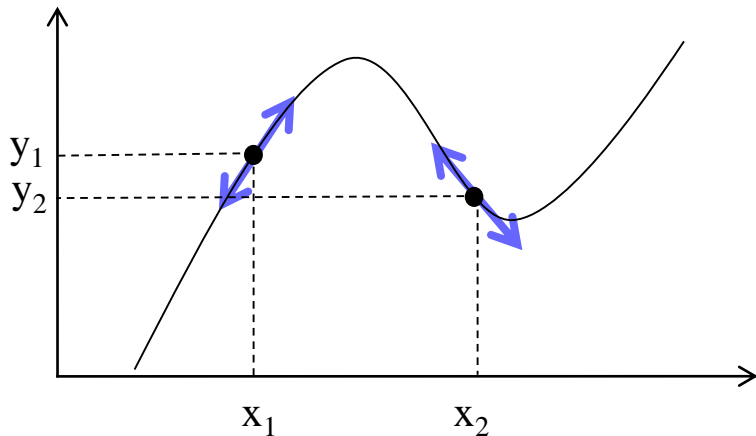
*Polynome de degré 3:  $y = Ax^3 + Bx^2 + Cx + D$*

*4 points*



$$\begin{cases} Ax_1^3 + Bx_1^2 + Cx_1 + D = y_1 \\ Ax_2^3 + Bx_2^2 + Cx_2 + D = y_2 \\ Ax_3^3 + Bx_3^2 + Cx_3 + D = y_3 \\ Ax_4^3 + Bx_4^2 + Cx_4 + D = y_4 \end{cases}$$

*2 points + 2 dérivées*



$$\begin{cases} Ax_1^3 + Bx_1^2 + Cx_1 + D = y_1 \\ Ax_2^3 + Bx_2^2 + Cx_2 + D = y_2 \\ 3Ax_1^2 + 2Bx_1 + C = y'_1 \\ 3Ax_2^2 + 2Bx_2 + C = y'_2 \end{cases}$$

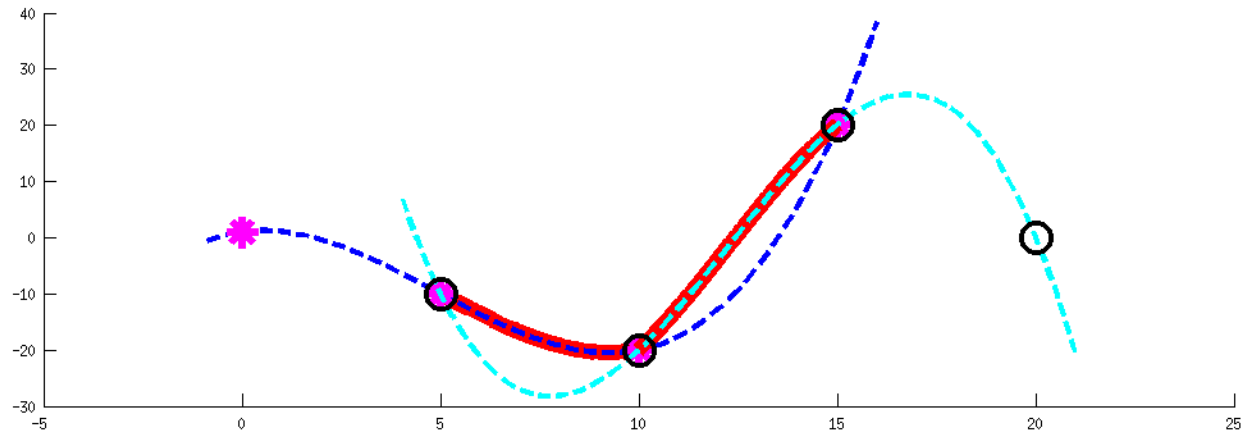


# Interpolation bicubique

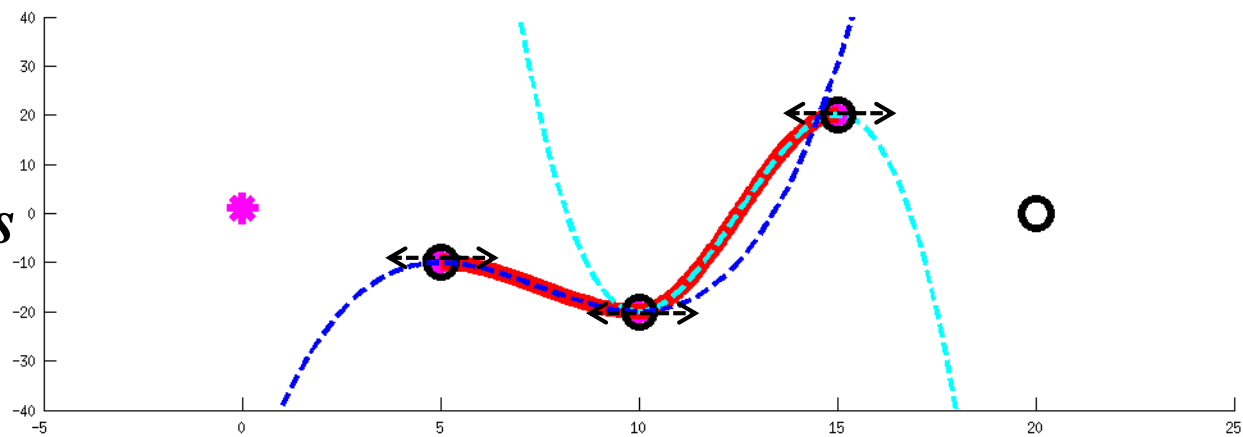
*Cas à une dimension*

*Polynome de degré 3:  $y = Ax^3 + Bx^2 + Cx + D$*

*4 points*



*2 points + 2 dérivées*

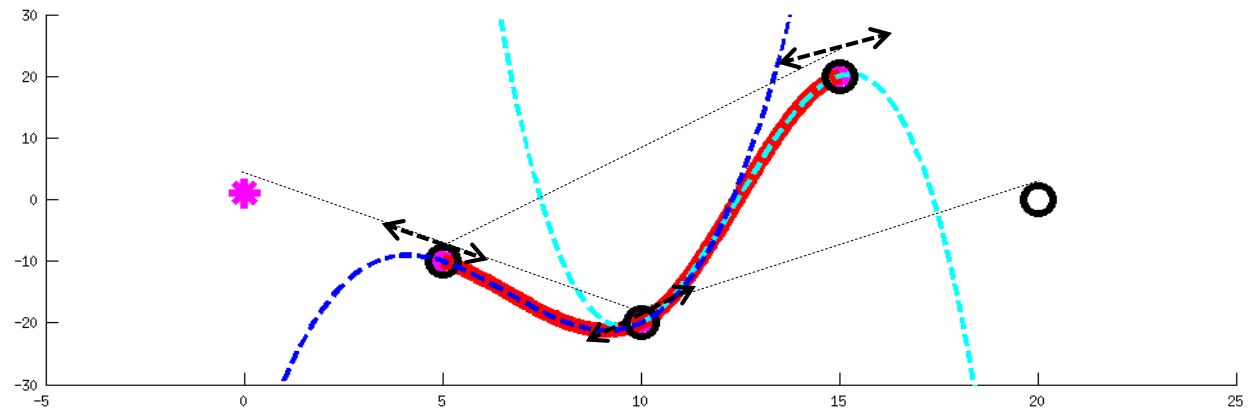
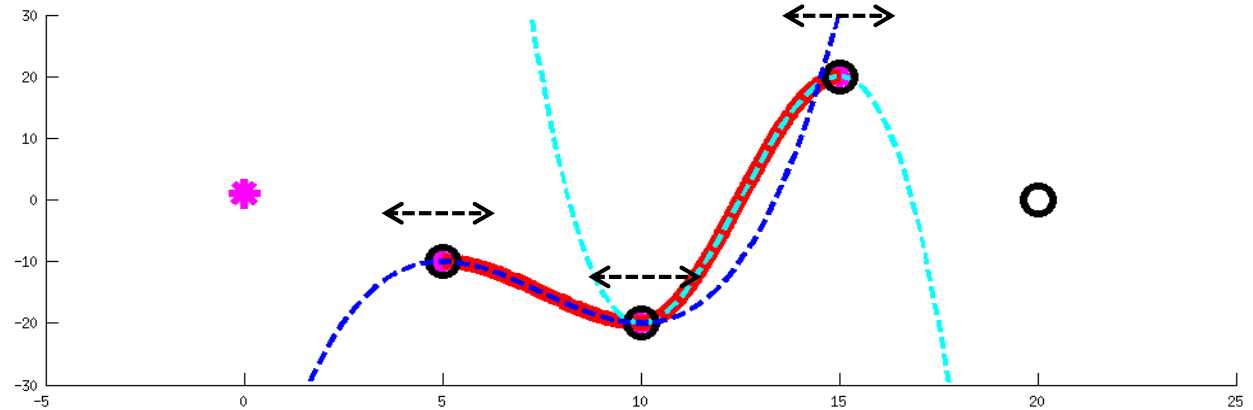


# Interpolation bicubique

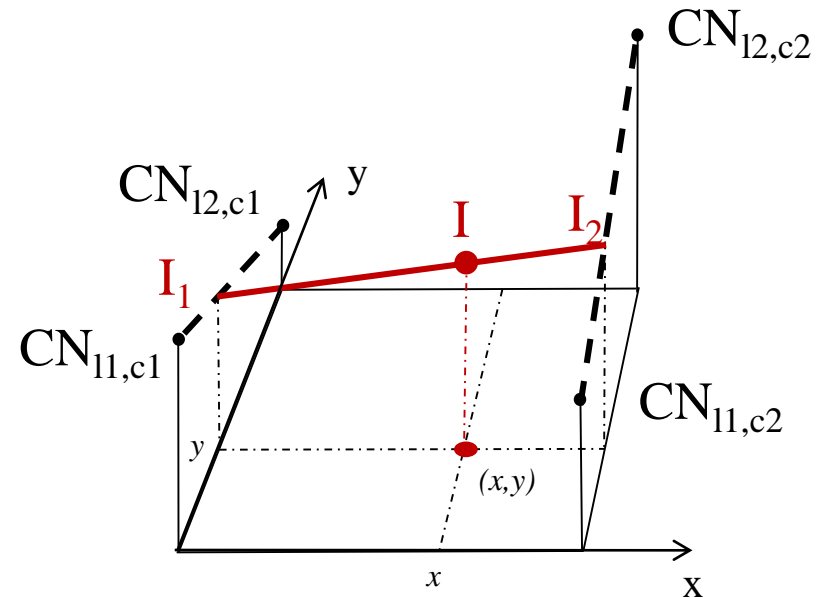
*Cas à une dimension*

*Polynome de degré 3:  $y = Ax^3 + Bx^2 + Cx + D$*

*2 points + 2 dérivées*



# Interpolation bilinéaire (rappel)



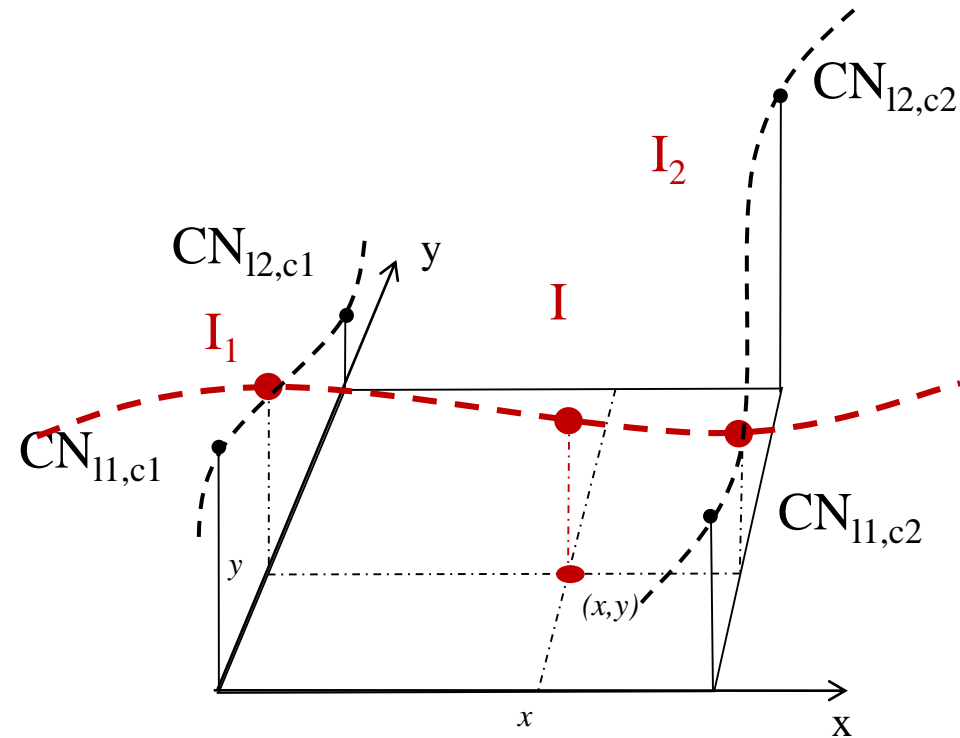
$$\begin{cases}
 I_1 = A_1 \cdot y + B_1 \\
 I_2 = A_2 \cdot y + B_2
 \end{cases}
 \begin{cases}
 A_1 = \frac{CN_{12,c2} - CN_{11,c2}}{l_2 - l_1} \\
 B_1 = CN_{11,c2} - \frac{CN_{12,c2} - CN_{11,c2}}{l_2 - l_1} \cdot l_1
 \end{cases}$$

$$I = A_3 \cdot x + B_3 \begin{cases}
 A_3 = \frac{I_2 - I_1}{c_2 - c_1} = D_1 \cdot y + E_1 \\
 B_3 = I_1 - \frac{I_2 - I_1}{c_2 - c_1} \cdot c_1 = D_2 \cdot y + E_2
 \end{cases}$$

$$\Rightarrow I = (D_1 \cdot y + E_1) \cdot x + (D_2 \cdot y + E_2)$$

$$I = A \cdot x + B \cdot y + C \cdot x y + D$$

# Interpolation bicubique



$$I_1 = A_1 \cdot y^3 + B_1 \cdot y^2 + C_1 \cdot y + D_1$$

$$I_2 = A_2 \cdot y^3 + B_2 \cdot y^2 + C_2 \cdot y + D_2$$

$$\begin{cases} A_1, B_1, C_1, D_1, = f(CN_{11,c1}, CN_{11,c2}, l_1, l_2) \\ A_2, B_2, C_2, D_2, = f(CN_{12,c1}, CN_{12,c2}, l_1, l_2) \end{cases}$$

$$I = A_3 \cdot x^3 + B_3 \cdot x^2 + C_3 \cdot x + D_3$$

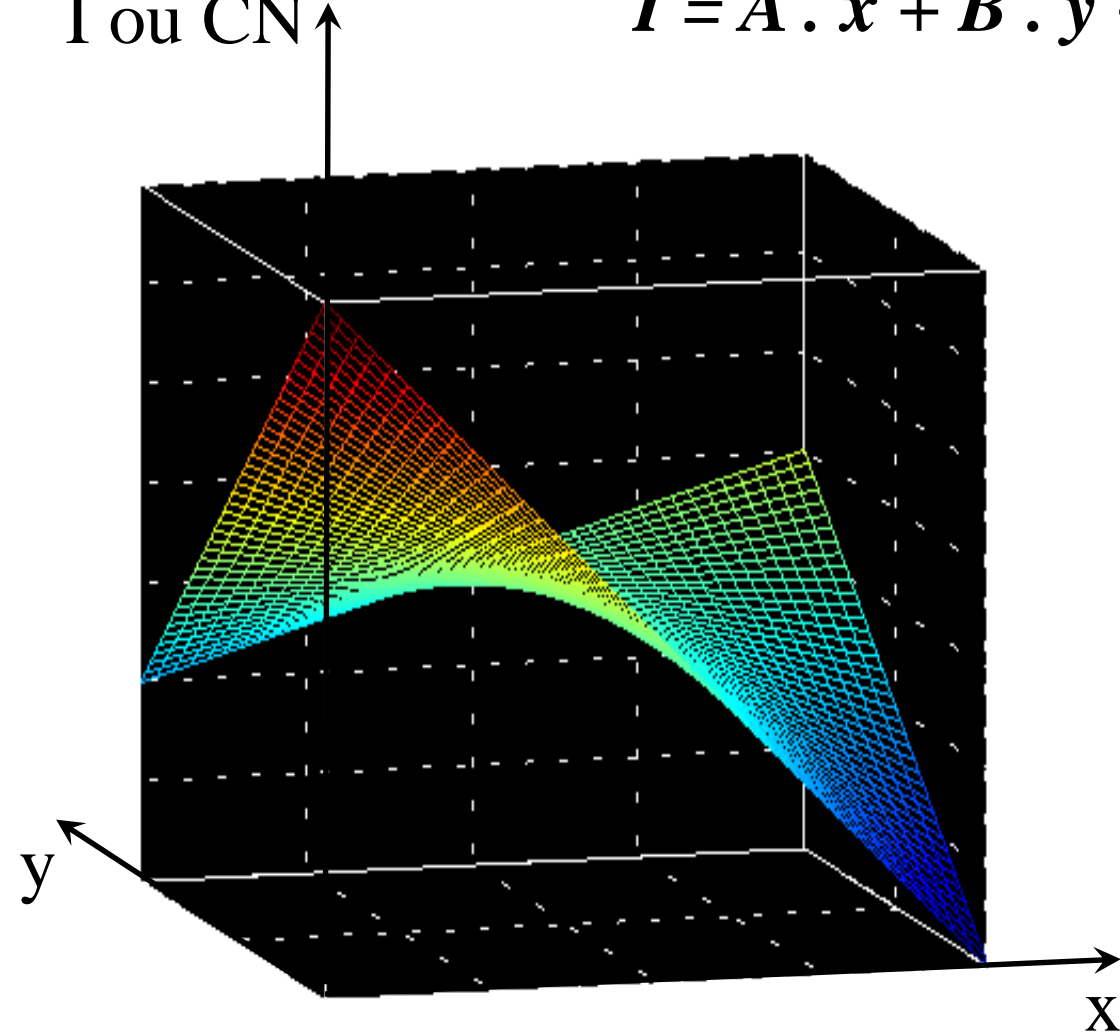
$$A_3, B_3, C_3, D_3, = f(I_1, I_2, c_1, c_2)$$

$$I = \sum_{i=0}^3 \sum_{j=0}^3 a_{ij} x^i y^j$$

## *Interpolation bilinéaire*

$$I = A \cdot x + B \cdot y + C \cdot x y + D$$

I ou CN

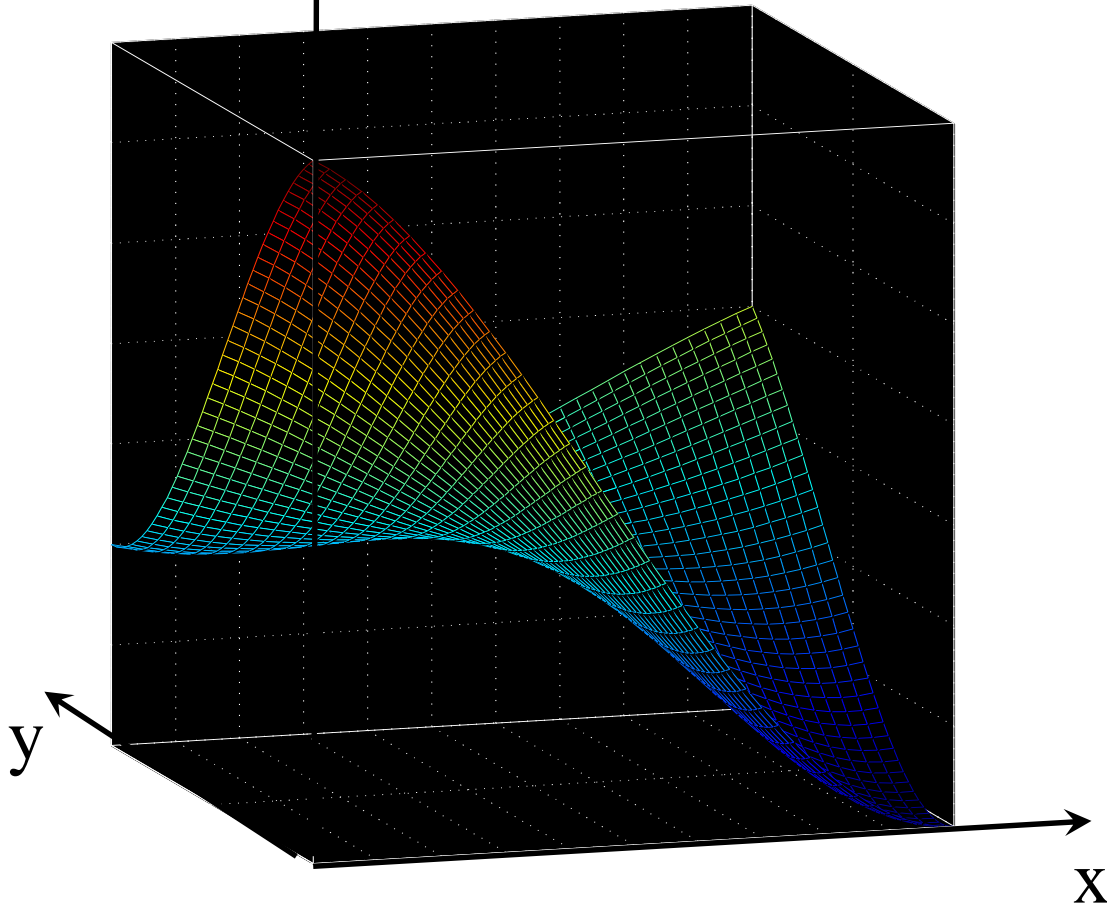


$$\begin{cases} A x_1 + B y_1 + C x_1 y_1 + D = CN_1 \\ A x_2 + B y_2 + C x_2 y_2 + D = CN_2 \\ A x_3 + B y_3 + C x_3 y_3 + D = CN_3 \\ A x_4 + B y_4 + C x_4 y_4 + D = CN_4 \end{cases}$$

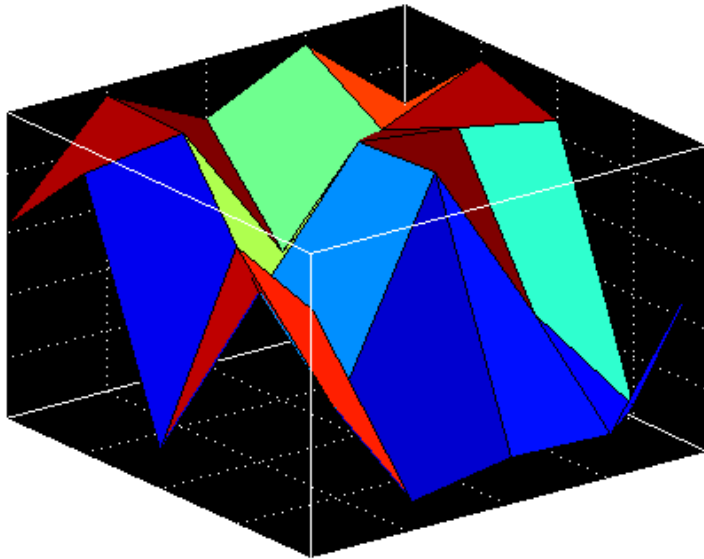
# *Interpolation bicubique*

I ou CN

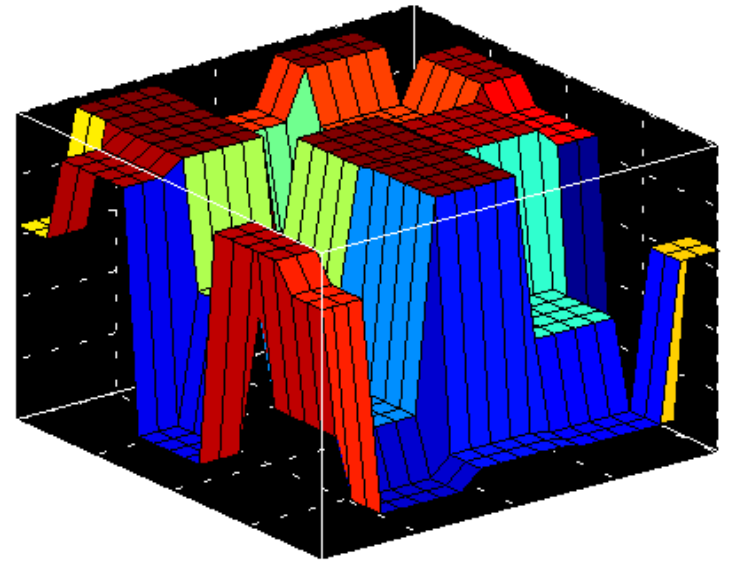
$$I = \sum_{i=0}^3 \sum_{j=0}^3 a_{ij} x^i y^j$$



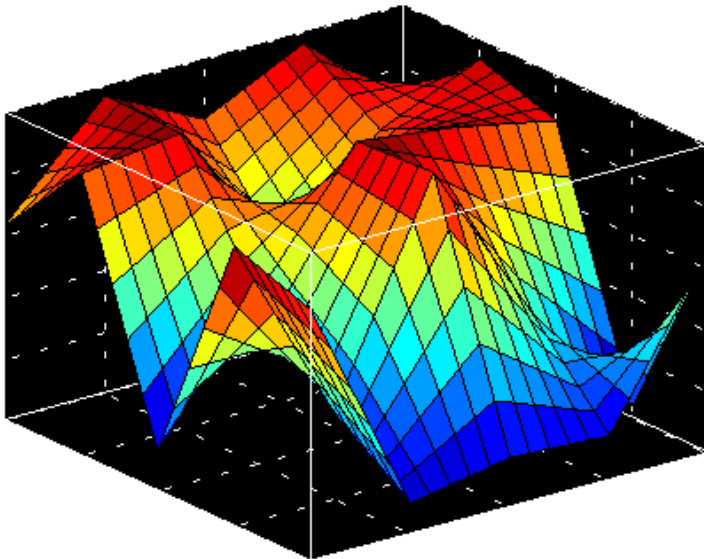
*Surface originale*



*Interpolation plus proche voisin*



*Interpolation bilinéaire*



*Interpolation bicubique*

