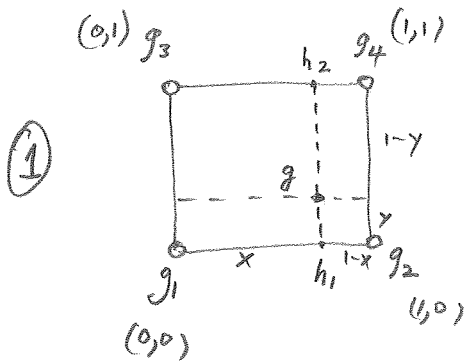


Bilinear interpolation: 3 ways, all yield same result



1. linear interp. ( $2x$ ) along  $x$ -dir. to produce  $h_1, h_2$
2. linear interp. along  $y$ -dir to produce  $g$

$$h_1 = x \cdot g_2 + (1-x) \cdot g_1$$

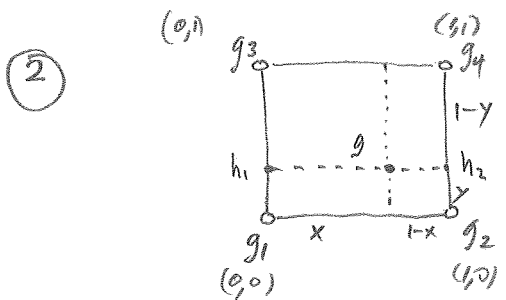
$$h_2 = x \cdot g_4 + (1-x) \cdot g_3$$

$$g = y \cdot h_2 + (1-y) \cdot h_1 \quad (\text{subs. from above})$$

$$g = y \cdot [x \cdot g_4 + (1-x) \cdot g_3] + (1-y) \cdot [x \cdot g_2 + (1-x) \cdot g_1]$$

$$g = xy \cdot g_4 + y \cdot g_3 - xy \cdot g_3 + x \cdot g_2 + g_1 - x \cdot g_1 - xy \cdot g_2 - y \cdot g_1 + xy \cdot g_1$$

$$g = (1-x-y+xy)g_1 + (x-xy)g_2 + (y-xy)g_3 + (xy)g_4$$



1. linear interp. ( $2x$ ) along  $y$ -dir. to produce  $h_1, h_2$
2. linear interp. along  $x$ -dir to produce  $g$

$$h_1 = y \cdot g_3 + (1-y) \cdot g_1$$

$$h_2 = y \cdot g_4 + (1-y) \cdot g_2$$

$$g = x \cdot h_2 + (1-x) \cdot h_1 \quad (\text{subs. from above})$$

$$g = x \cdot [y \cdot g_4 + (1-y) \cdot g_2] + (1-x) \cdot [y \cdot g_3 + (1-y) \cdot g_1]$$

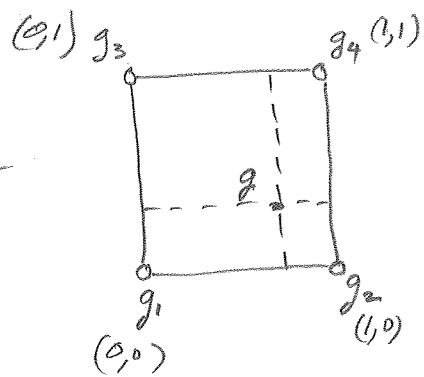
$$g = xy \cdot g_4 + x \cdot g_2 - xy \cdot g_2 + y \cdot g_3 + g_1 - y \cdot g_1 - xy \cdot g_3 - x \cdot g_1 + xy \cdot g_1$$

$$g = (1-x-y+xy)g_1 + (x-xy)g_2 + (y-xy)g_3 + (xy)g_4$$

Same as above

$$\textcircled{3} \quad g = g_0 + a_1 x + a_2 y + a_3 xy$$

evaluate this "condition equation" at each of the 4 corners:



$$g_1 = g_0$$

$$g_2 = g_0 + a_1$$

$$g_3 = g_0 + a_2$$

$$g_4 = g_0 + a_1 + a_2 + a_3$$

$$\Rightarrow \begin{bmatrix} g_1 \\ g_2 \\ g_3 \\ g_4 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix}$$

Since matrix is triangular, we can solve by "back substitution"

$$a_0 = g_1$$

$$a_1 = g_2 - g_1$$

$$a_2 = g_3 - g_1$$

$$a_3 = g_4 - g_1 - g_2 + g_1 - g_3 + g_1, \quad a_3 = g_1 - g_2 - g_3 + g_4$$

Now substitute solved values for  $a_0 \rightarrow a_3$  into the original equation where, now,  $x, y$  can be anything.

$$g = g_1 + (g_2 - g_1)x + (g_3 - g_1)y + (g_1 - g_2 - g_3 + g_4)xy$$

$$g = (1 - x - y + xy)g_1 + (x - xy)g_2 + (y - xy)g_3 + (xy)g_4$$

Same as prior