Line Rasterization

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Raster Image

- **Object oriented**
  - for each object...

- **Image oriented**
  - for each pixel...
What is rasterization?

Rasterization is the process of determining which pixels are “covered” by the primitive.
Rasterization

- In: 2D primitives (floating point)
- Out: covered pixels (integer)
- Must be fast (called many times)
- Visually pleasing
  - lines have constant width
  - lines have no gaps
DDA algorithm for lines

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- Plot line \( y = mx + b \)
- For each \( x \):
  - \( y = mx + b \)
  - turn on pixel \((x, \text{round}(y))\)
Assume $|m| \leq 1$

March from left to right
DDA algorithm for lines

- Assume $|m| \leq 1$
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  - $x_0 = \text{start}$, $x_{i+1} = x_i + 1$, $x_n = \text{end}$
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\[
y_{i+1} = mx_{i+1} + b = m(x_i + 1) + b = y_i + m
\]
DDA algorithm for lines

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- March from left to right
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- Each time:
DDA algorithm for lines

- Assume $|m| \leq 1$
- March from left to right
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  \[
  y_{i+1} = mx_{i+1} + b
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  \]

- Each time:
  - Increment $x$
DDA algorithm for lines

- Assume $|m| \leq 1$
- March from left to right
  - $x_0 = \text{start}$, $x_{i+1} = x_i + 1$, $x_n = \text{end}$
  
  
  $y_{i+1} = mx_{i+1} + b$

  $= m(x_i + 1) + b$

  $= y_i + m$

- Each time:
  - Increment $x$
  - Add $m$ to $y$
DDA algorithm for lines

- Assume $|m| \leq 1$
- March from left to right
  - $x_0 = \text{start}$, $x_{i+1} = x_i + 1$, $x_n = \text{end}$
  
  $$y_{i+1} = mx_{i+1} + b$$
  $$= m(x_i + 1) + b$$
  $$= y_i + m$$

- Each time:
  - Increment $x$
  - Add $m$ to $y$
  - turn on pixel $(x_i, \text{round}(y_i))$
DDA algorithm for lines

What if $|m| > 1$?
DDA algorithm for lines

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Increment $y$ by $m$
DDA algorithm for lines

- What if $|m| > 1$?
- Increment $y$ by $m$
- round($y$) may skip an integer
  - gap in the line
What if $|m| > 1$?
- Increment $y$ by $m$
- $\text{round}(y)$ may skip an integer
  - gap in the line
- Swap the roles of $x$ and $y$
  - Loop over $y$, compute and round $x$
• Must round for each pixel
  • very slow
• Only use ops: $+, -, \times$
  • Even better: $+, -$
Rasterization choices

- Thin, no gaps
- Still have choices
Midpoint algorithm

- Assume $0 \leq m \leq 1$
- Move from left to right
- Choose between $(x + 1, y)$ and $(x + 1, y + 1)$

\[
y = y_0 \\
\text{for } x = x_0, \ldots, x_1 \text{ do} \\
\quad \text{draw}(x, y) \\
\quad \text{if } \langle \text{condition} \rangle \text{ then} \\
\quad \quad y \leftarrow y + 1
\]
Check midpoint location
Check midpoint location
Check midpoint location
Criterion

Implicit line equation:

\[ f(x) = n \cdot (x - x_0) = 0 \]
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Evaluate \( f \) at midpoint:

\[ f\left(x + 1, y + \frac{1}{2}\right) < 0 \]
Implicit line equation:

\[ f(x) = \mathbf{n} \cdot (x - x_0) = 0 \]

Evaluate \( f \) at midpoint:

\[ f \left( x + 1, y + \frac{1}{2} \right) < 0 \]
Midpoint algorithm \((0 \leq m \leq 1)\)

\[
y \leftarrow y_0 \\
\text{for } x = x_0, \ldots, x_1 \text{ do} \\
\quad \text{draw}(x, y) \\
\quad \text{if } f(x + 1, y + \frac{1}{2}) < 0 \text{ then} \\
\quad \quad y \leftarrow y + 1
\]
Efficiency: incremental update

- Compute initial $f(x, y)$
- Compute next by updating previous
- Update with *one* addition

$$f(x, y) = (y_0 - y_1)x + (x_1 - x_0)y + (x_0y_1 - x_1y_0)$$
Efficiency: incremental update

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$$f(x + 1, y) = f(x, y) + (y_0 - y_1)$$
Efficiency: incremental update

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$$f(x, y) = (y_0 - y_1)x + (x_1 - x_0)y + (x_0y_1 - x_1y_0)$$
$$f(x + 1, y) = f(x, y) + (y_0 - y_1)$$
$$f(x + 1, y + 1) = f(x, y) + (y_0 - y_1) + (x_1 - x_0)$$
Efficiency: incremental update

\[
y \leftarrow y_0 \\
d \leftarrow f(x_0 + 1, y_0 + \frac{1}{2}) \\
\text{for } x = x_0, \ldots, x_1 \text{ do} \\
\quad \text{draw}(x, y) \\
\quad \text{if } d < 0 \text{ then} \\
\quad \quad y \leftarrow y + 1 \\
\quad \quad d \leftarrow d + (y_0 - y_1) + (x_1 - x_0) \\
\quad \text{else} \\
\quad \quad d \leftarrow d + (y_0 - y_1)
\]
Other cases: $0 \leq m \leq 1$
Other cases: $-1 \leq m \leq 0$
Other cases: $|m| > 1$