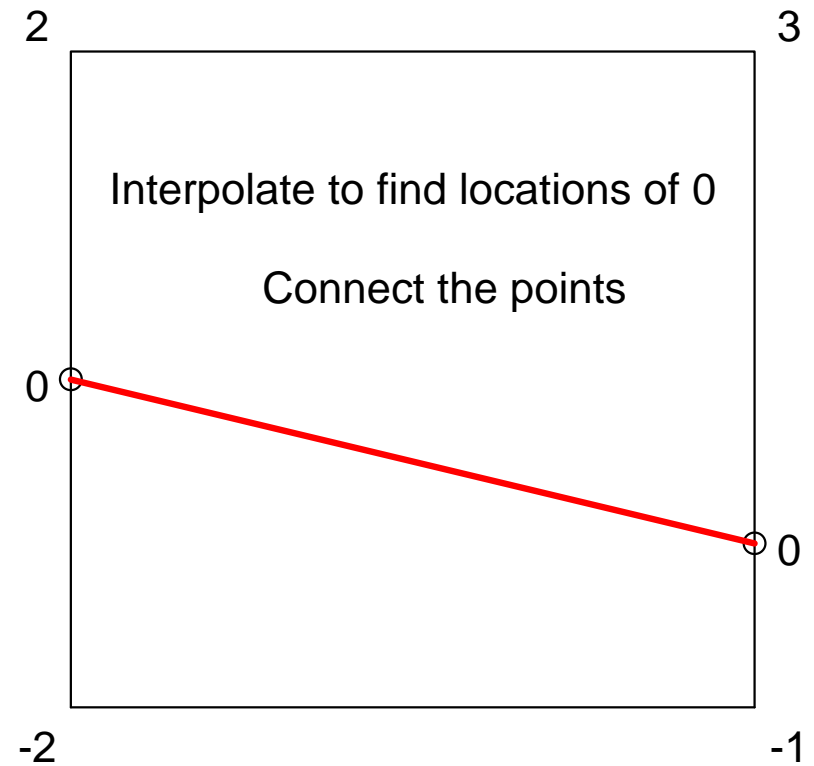
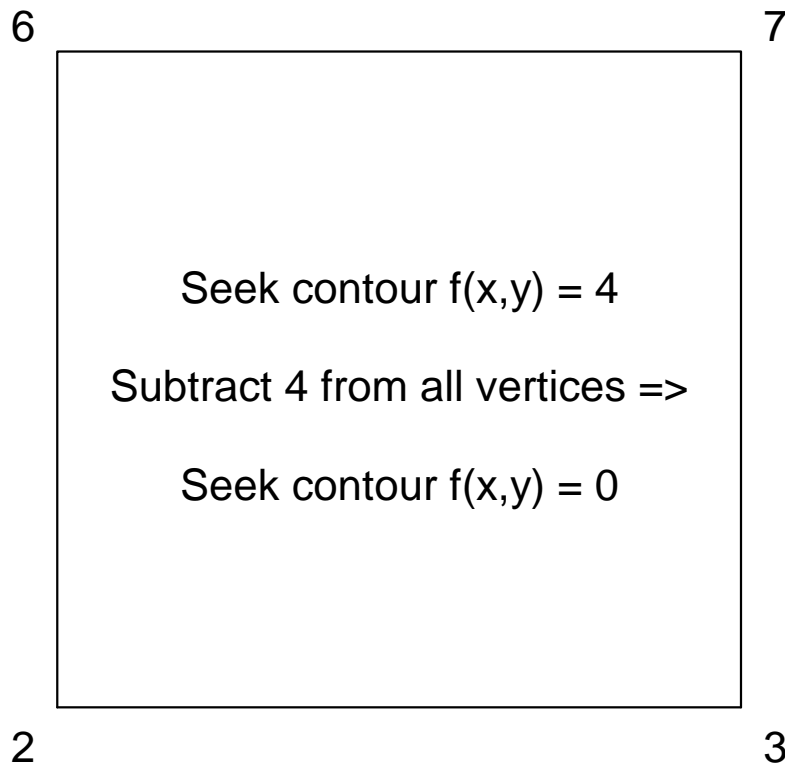
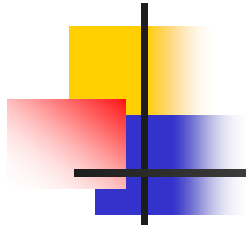


Rectangular Grid Contouring

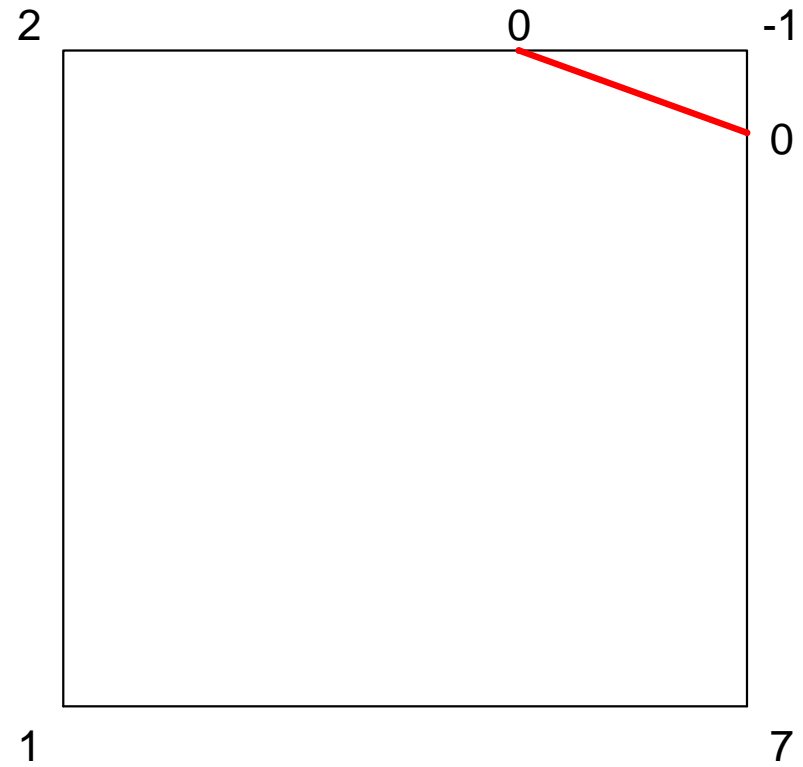
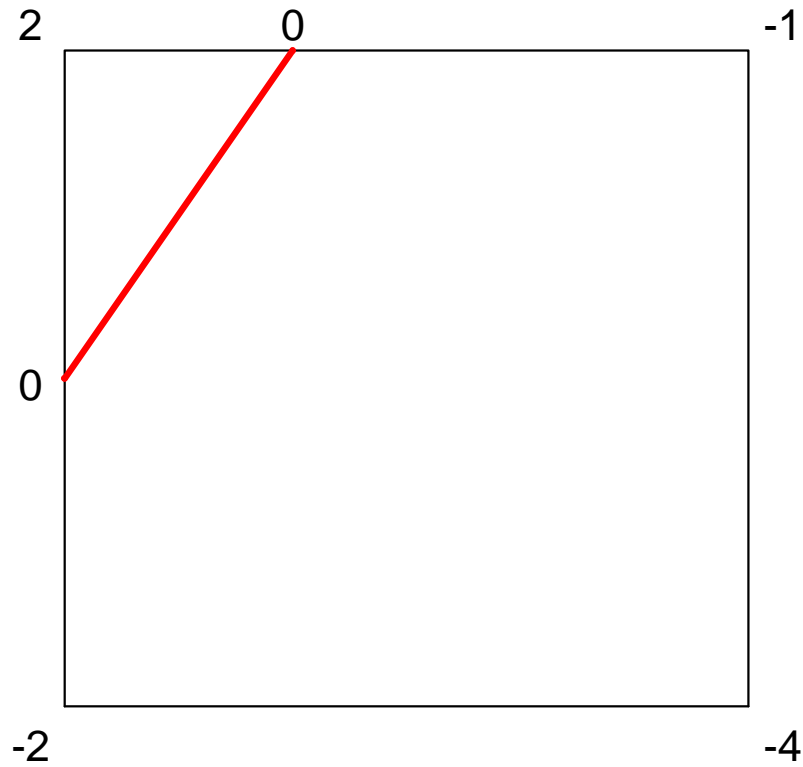
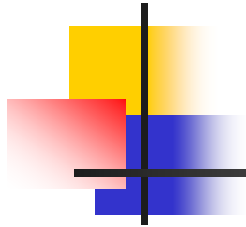
$$f(x,y) = c$$

- Subtract c from all grid values $\Rightarrow g(x,y)$
- Find contour for $g(x,y) = 0$
- For each rectangle
 - Skip if all vertices have the same sign
 - For edges whose vertices have opposite sign $(-,+)$
 - Linearly interpolate to find location of 0 on such edges
 - If two locations, draw connecting segment and move on
 - If four locations, draw two connecting segments joining left most pair and right most pair

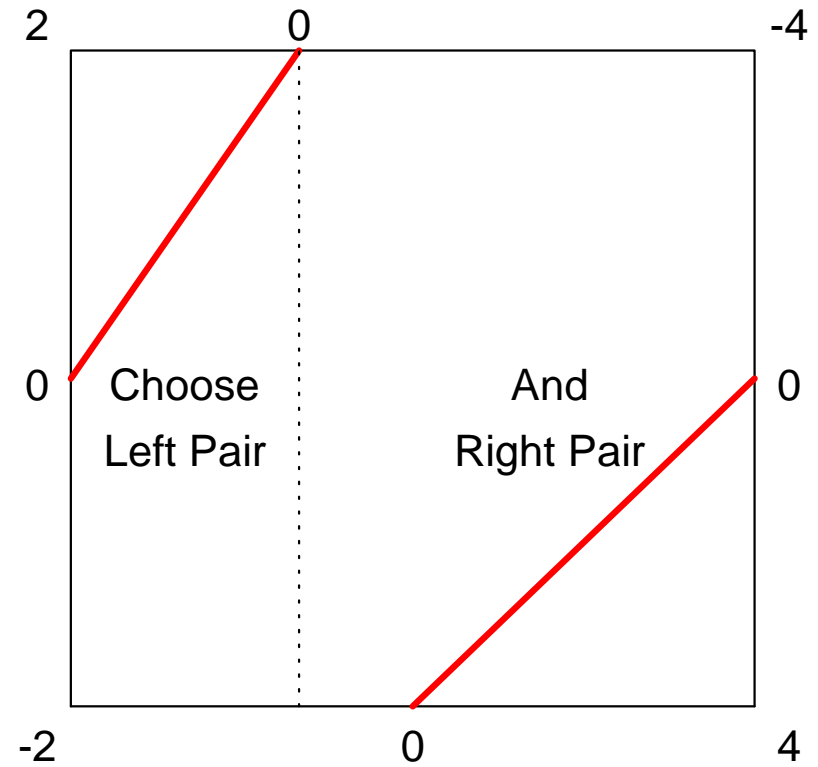
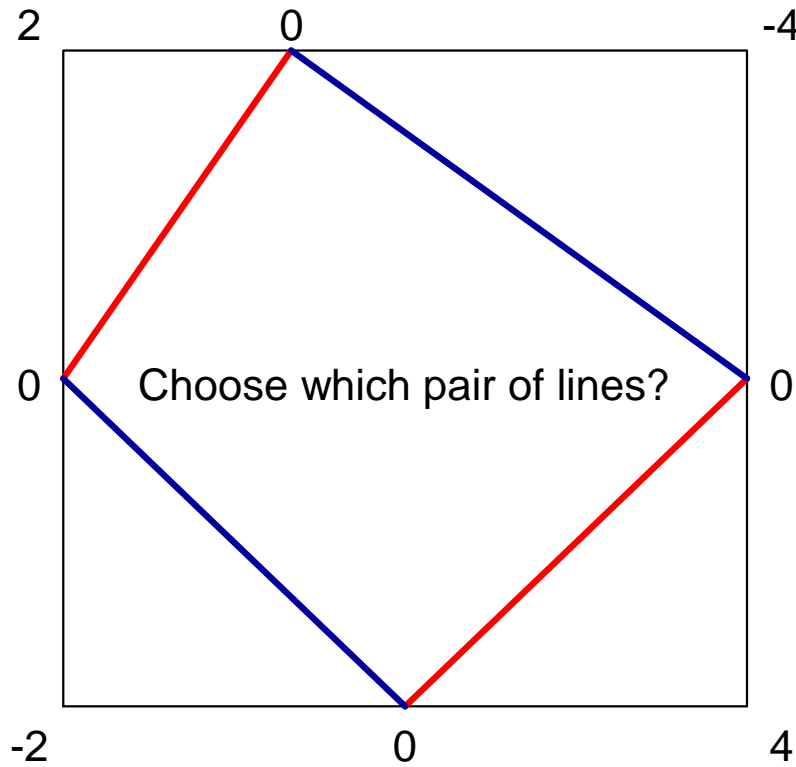
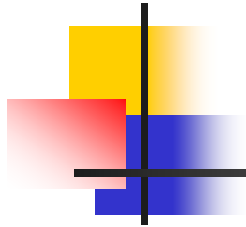
Case 1: Opposite Edges



Case 2: Adjacent Edges



Case 3: All Four Edges



Four Edge Solution Grosse's Method

- Fit bilinear model to the four vertices
 - $v = a_1 + a_2*x + a_3*y + a_4*x*y$
 - Use model contours \rightarrow connect small x pairs and large x pairs

| x | y | v |
|---|---|----|
| 0 | 0 | -2 |
| 0 | 1 | 2 |
| 1 | 1 | -4 |
| 1 | 0 | 4 |

| | | | | | |
|----|---|---|---|---|----|
| -2 | 1 | 0 | 0 | 0 | a1 |
| 2 | 1 | 0 | 1 | 0 | a2 |
| -4 | 1 | 1 | 1 | 1 | a3 |
| 4 | 1 | 1 | 0 | 0 | a4 |

$$a_1 = -2$$

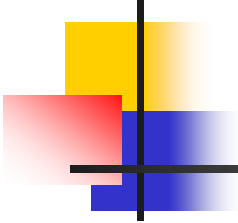
$$a_2 = 6$$

$$a_3 = 4$$

$$a_4 = -12$$

Contours of a Bilinear Model

A Quick Look



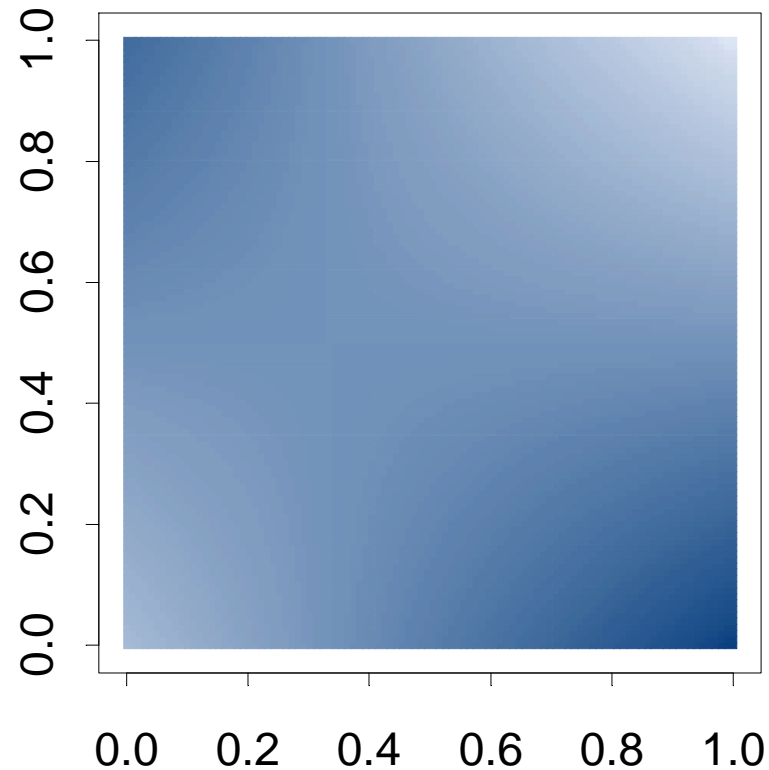
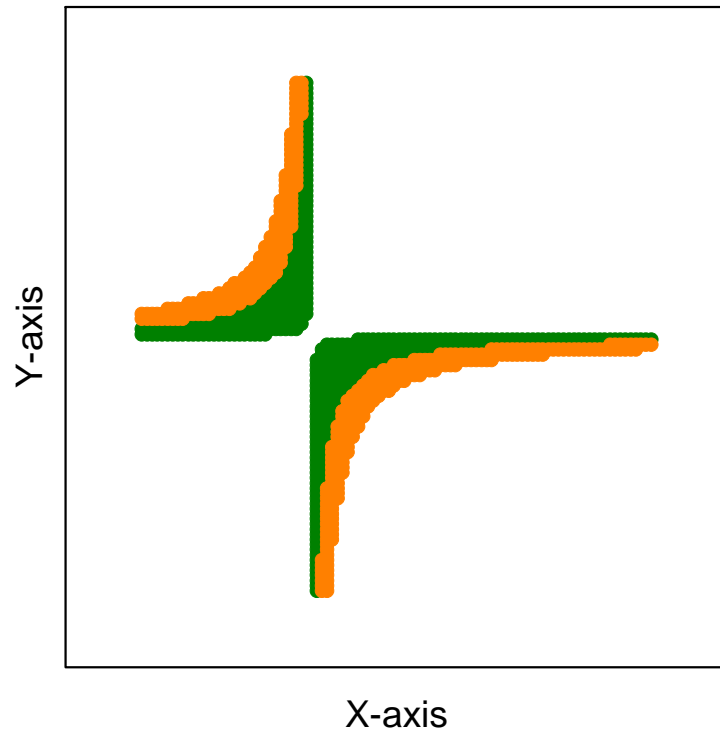
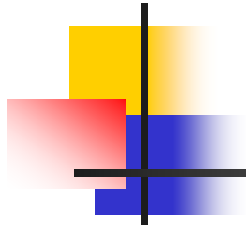
```
n = 100
x = seq(0,1,length=100)
mat = as.matrix(expand.grid(list(x=x,y=x)))

xm = mat[,1]; ym = mat[,2]
a1 = -2; a2 = 6; a3 = 4; a4 = -12
vals = a1 + a2*xm + a3*ym + a4*xm*ym

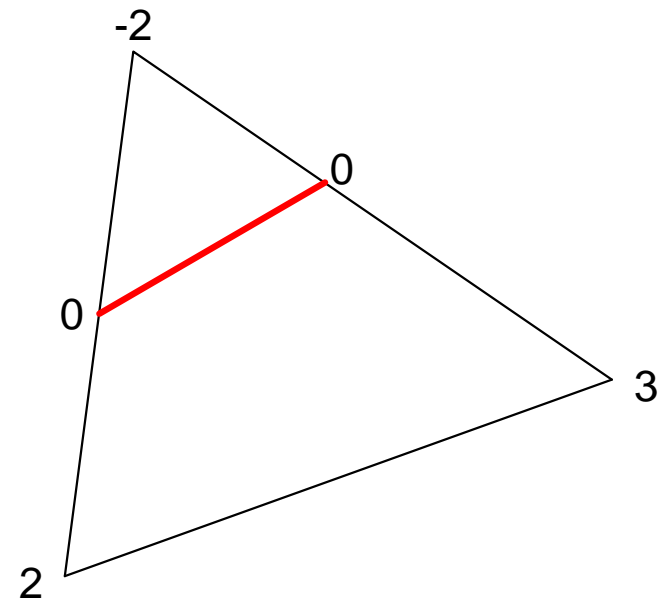
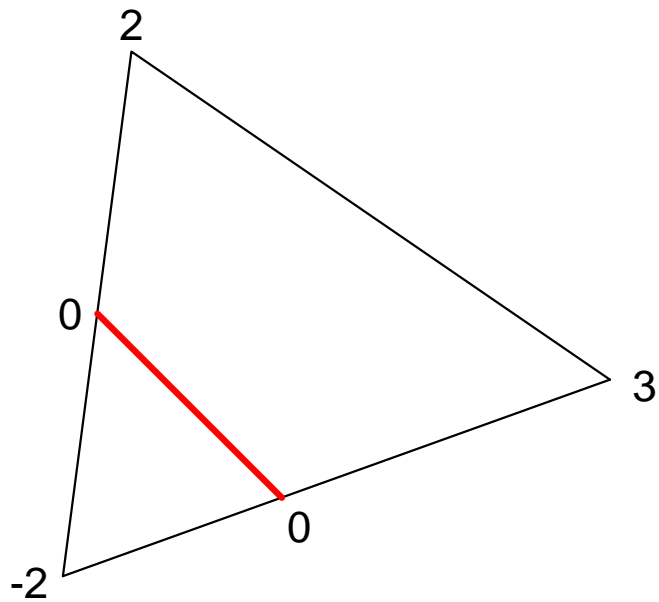
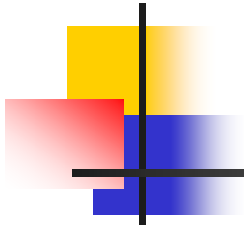
plot(c(0,1),c(0,1),type='n')
  good = abs(vals-.05) <= .045 # near .05
  points(mat[good,],col=4,cex=.6,pch=16) # green
  good = abs(vals-.15) <= .045 # near .15
  points(mat[good,],col=5,cex=.6,pch=16) # orange

graphsheet()
image(x,x,matrix(vals,ncol=n))
```

Regions larger than zero: Top left and lower right



Contour Segments for Triangles



Contour Tracking By Flipping Triangles

- Can also flip the vertex opposite the crossed face for a simplex in higher dimensions: See Alan Wilks paper

