Subject: Re: Quasi-freehand curve fitting...
Posted by ez95 on Mon, 09 Mar 1998 08:00:00 GMT
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It looks like

y=a Arctan (bx+c) +d

In article <6e0mdb$4s0@scotsman.ed.ac.uk>,
R.Brockie@roe.ac.uk wrote:
>
> Hello folks,
>
> This is something which has been exercising my mind for a little while
> now. My problem is the following:
>
> I have pairs of numbers (x,y) which rescribe the performance of a
> system, usually with a fairly abrupt change of gradient. eg:
>
> | x x x
> | x
> y| x
> | x
> | x x x x
> ----------
> x
>
> Now, this preformance does not have any particular functional form,
> but I would like to draw a curve through the points to draw the
> eye. The closest I have got to what I wish is to use INTERPOL to
> linearly interpolate between the points and then SMOOTH to round the
> corners. However, getting a nice amount of smoothing drags the curve
> away from the points. I would like a nice smooth curve which does go
> through all the points, like one would draw freehand.
>
> --
> R.
>
> -=-
> Richard Brockie B.Sc.(Hons), The tall blond one.
> Adaptive Optics Chap. Email: R.Brockie@roe.ac.uk
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