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Subject: Re: Compute area between curves  
Posted by [pgrigis](#) on Wed, 15 Oct 2008 20:56:10 GMT  
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Maybe you could determine the ellipse parameters  
( half-axis lengths, center position, rotation angle)  
and work with that 5 parameters? Should be much simpler.

Ciao,  
Paolo

frankosuna wrote:

- > Ok, I will try to explain what is going on.
- >
- > I have a 3D wireframe model of Saturn and its rings. This wireframe
- > (which is superimposed over an image) is shifted and rotated
- > to match an image. The wireframe contains rings of Saturn and the
- > image contains the edges to where those rings belong. Scientists
- > tweak the wireframe so that it matches those edges, thus correcting
- > spacecraft pointing vectors. This is called C-Smithing or Camera
- > Smithing.
- >
- > <http://frankosuna.googlepages.com/wireframe2.jpg>
- > This image is taken from the wireframe. I used region growing so that
- > when the user clicks on a ring in the wireframe, it selects that ring
- > (so that they can use
- > that ring to match it to an edge) and create this image.
- >
- > <http://frankosuna.googlepages.com/edgeDetect2.jpg>
- > This image is created by utilizing a saturn image that contains many
- > features from saturn(like the edges of its rings). This in fact is an
- > edge to a ring from Saturn.
- > Region growing is used when the user selects a point in the image(this
- > should be the corresponding ring from the wireframe). Based on that
- > point where the user clicks, it region grows
- > that section and creates this image.
- >
- > I have an algorithm that tries to match two images of the same scene
- > but different perspectives meaning that one image might be scaled,
- > rotated, or shifted differently than the other image.
- >
- > The values taken from this algorithm are used to correct the wireframe
- > so that we can match it to the corresponding edge and therefor
- > correcting the spacecraft pointing vectors.
- >
- > I need to come up with some measurement to see how close the edge

> detected ring from the image and the ring from the wireframe are. They  
> are ellipses and they do cross since we're trying to get them as close  
> as possible.  
>  
> I hope this clears things up.  
>  
> Thanks for taking time to respond with such detailed answers,  
>  
> Frank

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