Subject: Re: plot
Posted by pgrigis on Tue, 03 Nov 2009 14:41:37 GMT
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On Nov 2, 6:25 pm, chris <rog...@googlemail.com> wrote:
> On 30 Okt., 17:23, bing999 <thibaultga...@gmail.com> wrote:
>
>
>
>> No, i don't want the contour to be based on the weight of the points,
>> neither set the important points by myself (i want to do it
>> automatically for several plots...)
>
>> Going back to the sketch :) :
>
>> P
>> PaP
>> PaaP
>> PaaaP
>> PaaaaaP
>> PPPPPPPPPPPPPPPPPPPPPPPPPPPPPP
>
>> I just want the contour to connect all the points on the very left,
>> right, top and bottom, that is to say, all the P points = the
>> surrounding points actually.
>
>> Cheers
>
> Hi,
> I think, you should apply some kind of linescan of rounded coordinates
> of your scatter gram, so you would determine the first "fit" and the
> last "fit" within a scanned line (column or row) with your rounded
> data points, determine for each fit within the line its nearest
> neighbour and store them. Then, you scan the next line and so on.
> After this you can connect your stored points by computing lines
> between the points, round the coordinates of the lines, sort the
> unique entries and store them and so on... Maybe it's a typical
> clipping problem which can be combined with some nearest neighbor
> approaches...
>
> Only my 2 cents
>
> Regards
>
> CR

OK - but is there a unique solution at all?

For instance, if you have these 5 points marked as X

X---X
--X--
X---X

What would be the desired polygon?

We already excluded the rectangular
convex hull.

Then what? We cut out one triangle to the center?

|\/|
|__|

Which one of the possible 4 then?

Or two triangles?

|\/|
|/\|

Or 3? Or 4?

I still think that the problem as stated
is ill-posed.

Ciao,
Paolo
