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

View Forum Message <> Reply to Message 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: > $| x \times x |$ > Χ > > y| Χ Χ > X X X X> Χ > > 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 > ----- http://www.roe.ac.uk/rmbwww =------

----= Posted via Deja News, The Leader in Internet Discussion ==----

>

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

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Richard Brockie (rmb@muckleroe.roe.ac.uk) wrote:

- > Thanks to Jim Pendleton < jimp@rsinc.com>, who suggested the SPLINE
- > routine. I have ended up using SPL_INIT and SPL_INTERP as SPLINE has a
- > few limitations, the main being that it requires monotonically
- > increasing x-values which I do not necessarily have.

IDL> ix = sort(x)IDL> x = x(ix)IDL> y = y(ix)

Now you do :-)

Stein Vidar

Subject: Re: Quasi-freehand curve fitting...
Posted by rmb on Mon, 09 Mar 1998 08:00:00 GMT
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- I, Richard Brockie (rmb@muckleroe.roe.ac.uk) wrote:
- : 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.

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