

APG

Bresenham's Line Algorithm

Martin Čáp

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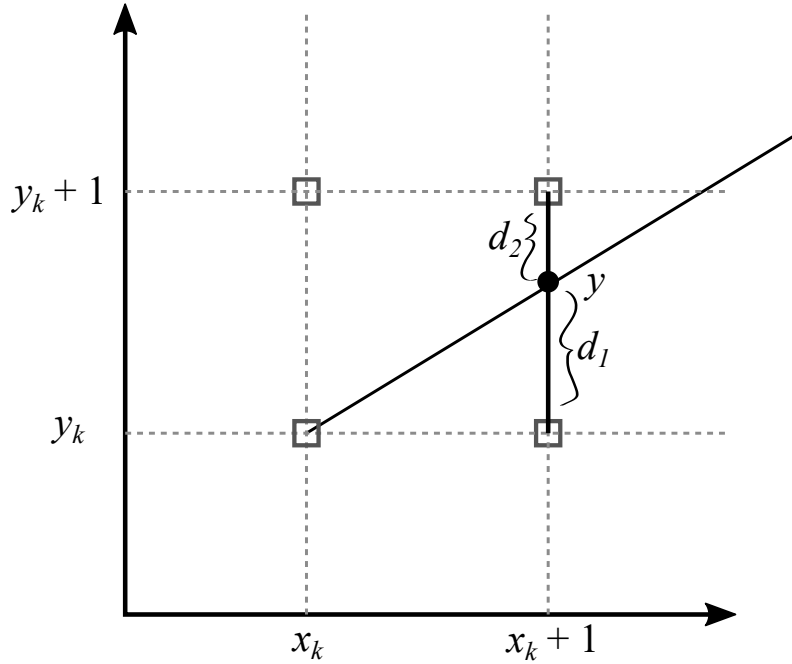


Figure 1: Bresenham line parameters when x is the driving axis.

Let us have a slope-intercept form of a line as

$$y = mx + b \tag{1}$$

The slope m can be obtained as

$$m = \frac{y_{k+1} - y_k}{x_{k+1} - x_k} = \frac{\Delta y}{\Delta x} \tag{2}$$

Beware, that y_{k+1} and $y_k + 1$ are a different thing!

Let the *driving axis* be x when $|m| \leq 1$ ($|\Delta x| \geq |\Delta y|$) or y when $|m| > 1$ ($|\Delta y| > |\Delta x|$). When the driving axis is x , it holds that $x_{k+1} = x_k + 1$. Similarly, when the driving axis is y , it holds that $y_{k+1} = y_k + 1$. Let us look at the case when the driving axis is x as shown in Figure 1. It is obvious that if $d_1 \leq d_2$, the next y value will be y_k , otherwise, if $d_1 > d_2$, next y will be $y_k + 1$. Let

$$\Delta d = d_1 - d_2 \tag{3}$$

From this, we can say that if $\Delta d \leq 0$, then $y = y_k$, while if $\Delta d > 0$, then $y = y_k + 1$. Therefore, we only need to know the sign of Δd to determine where the next pixel will be. Using the parameters as in Figure 1, the distances d_1 and d_2 can be expressed as

$$d_1 = y - y_k \tag{4}$$

$$d_2 = y_k + 1 - y \tag{5}$$

Since y lies on the line which is described with the equation $y = mx + b$ where x is currently $x_k + 1$, we can substitute in Equation 5 for y as $y = m(x_k + 1) + b$. This gives us

$$d_1 = m(x_k + 1) + b - y_k \quad (6)$$

$$d_2 = y_k + 1 - (m(x_k + 1) + b) = y_k + 1 - m(x_k + 1) - b \quad (7)$$

$$(8)$$

Therefore

$$\begin{aligned} \Delta d &= d_1 - d_2 = (m(x_k + 1) + b - y_k) - (y_k + 1 - m(x_k + 1) - b) \\ &= m(x_k + 1) + b - y_k - y_k - 1 + m(x_k + 1) + b \\ &= 2m(x_k + 1) - 2y_k + 2b - 1 \end{aligned} \quad (9)$$

Now, since Bresenham's algorithm's main strength is the fact that it only uses basic arithmetic operations and comparisons and **integers**, we want to get rid of all floating point numbers in Δd . For this to be possible, it must hold that the algorithm gets four values as arguments, namely two points as follows: (x_1, y_1) and (x_2, y_2) where all four values are **rounded** and the two points are sorted from left to right, i.e. $x_1 < x_2$. Furthermore, as will be shown, b is not explicitly given which means that it is obtained from the four rounded points, and therefore it is also not problematic (it is not a floating point number). Additionally, b will be removed from the equations later on. The only problem is the value of $m = \Delta y / \Delta x$ which can be a floating point value in many cases even though Δy and Δx are integers. However, using a very simple and clever trick, we can obtain an equation with only integer values. We multiply both sides of Equation 9 with Δx . We obtain

$$\begin{aligned} \Delta x \Delta d &= \Delta x (2y_k - 2m(x_k + 1) - 2b + 1) \\ &= \Delta x \left(2 \frac{\Delta y}{\Delta x} (x_k + 1) - 2y_k + 2b - 1 \right) \\ &= 2\Delta y(x_k + 1) - 2\Delta x y_k + 2\Delta x b - \Delta x \\ &= 2\Delta y x_k - 2\Delta x y_k + \underbrace{2\Delta y + 2\Delta x b - \Delta x}_{\text{will be eliminated}} \end{aligned} \quad (10)$$

Let us say that p_k is a *prediction value* for step k :

$$p_k = \Delta x \Delta d \quad (11)$$

The magic of Bresenham's algorithm is that we can determine a prediction for next step p_{k+1} using previous prediction and simple arithmetic. Prediction for the next step is in general:

$$p_{k+1} = 2\Delta y x_{k+1} - 2\Delta x y_{k+1} + 2\Delta y + 2\Delta x b - \Delta x \quad (12)$$

As mentioned before, our goal is to compute p_{k+1} from previous step, i.e. p_k . Let us consider their difference:

$$\begin{aligned} p_{k+1} - p_k &= 2\Delta y x_{k+1} - 2\Delta x y_{k+1} + \underbrace{2\Delta y + 2\Delta x b - \Delta x}_{\text{const.}} - (2\Delta y x_k - 2\Delta x y_k + \underbrace{2\Delta y + 2\Delta x b - \Delta x}_{\text{const.}}) \\ &= 2\Delta y x_{k+1} - 2\Delta x y_{k+1} + \cancel{2\Delta y + 2\Delta x b - \Delta x} - (\cancel{2\Delta y x_k - 2\Delta x y_k + 2\Delta y + 2\Delta x b - \Delta x}) \\ &= 2\Delta y x_{k+1} - 2\Delta x y_{k+1} - (2\Delta y x_k - 2\Delta x y_k) \\ &= 2\Delta y x_{k+1} - 2\Delta x y_{k+1} - 2\Delta y x_k + 2\Delta x y_k \end{aligned} \quad (13)$$

Remember, that because the driving axis is x , it holds that $x_{k+1} = x_k + 1$, therefore:

$$p_{k+1} - p_k = 2\Delta y(x_k + 1) - 2\Delta x y_{k+1} - 2\Delta y x_k + 2\Delta x y_k \quad (14)$$

Let us consider two cases: one where the current prediction $p_k \geq 0$ and second where $p_k < 0$.

Case 1: $p_k \geq 0$ When $p_k \geq 0$, it must hold that $\Delta d = d_1 - d_2 \geq 0$ since Δx is assumed to be positive (because the points are sorted from left to right). Therefore, it holds that $y_{k+1} = y_k$. When substituted into Equation 13 we obtain:

$$\begin{aligned} p_{k+1} - p_k &= 2\Delta y(x_k + 1) - 2\Delta x y_k - 2\Delta y x_k + 2\Delta x y_k \\ &= 2\Delta y x_k + 2\Delta y - 2\Delta x y_k - 2\Delta y x_k + 2\Delta x y_k \\ &= \cancel{2\Delta y x_k} + 2\Delta y - \cancel{2\Delta x y_k} - \cancel{2\Delta y x_k} + \cancel{2\Delta x y_k} \\ &= 2\Delta y \end{aligned} \quad (15)$$

Therefore, the next prediction can be defined as:

$$p_{k+1} = p_k + \underbrace{2\Delta y}_{\text{const.}} \quad (16)$$

Case 2: $p_k < 0$ When $p_k < 0$ it must hold that $\Delta d = d_1 - d_2 < 0$. Therefore, it holds that $y_{k+1} = y_k + 1$. Similarly to first case, we substitute y_{k+1} and obtain:

$$\begin{aligned}
p_{k+1} - p_k &= 2\Delta y(x_k + 1) - 2\Delta x(y_k + 1) - 2\Delta yx_k + 2\Delta xy_k \\
&= 2\Delta yx_k + 2\Delta y - 2\Delta xy_k - 2\Delta x - 2\Delta yx_k + 2\Delta xy_k \\
&= \cancel{2\Delta yx_k} + 2\Delta y - \cancel{2\Delta xy_k} - 2\Delta x - \cancel{2\Delta yx_k} + \cancel{2\Delta xy_k} \\
&= 2\Delta y - 2\Delta x
\end{aligned} \tag{17}$$

Therefore, the next prediction can be defined as:

$$p_{k+1} = p_k + \underbrace{2\Delta y - 2\Delta x}_{\text{const.}} \tag{18}$$

The two cases can be merged into a general equation as follows:

$$p_{k+1} = p_k + 2\Delta y - 2\Delta x(y_{k+1} - y_k) \tag{19}$$

where $y_{k+1} - y_k = 0$ for $p_k \geq 0$ and $y_{k+1} - y_k = 1$ for $p_k < 0$.