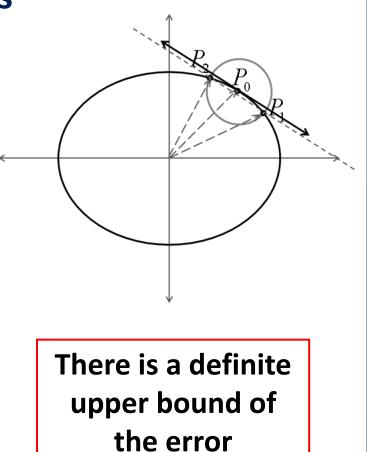
An Error Bounded Tangent Estimator for Digitized Elliptic Curves

- P₀ is the point at which we want to compute the tangent
- Make a circle of radius R (R is much smaller than the dimensions of elliptic curve)
- Get points P₁ and P₂
- Get the slope 'm' of line P₁P₂
- The estimated tangent is the line with slope 'm' but passing through P₀





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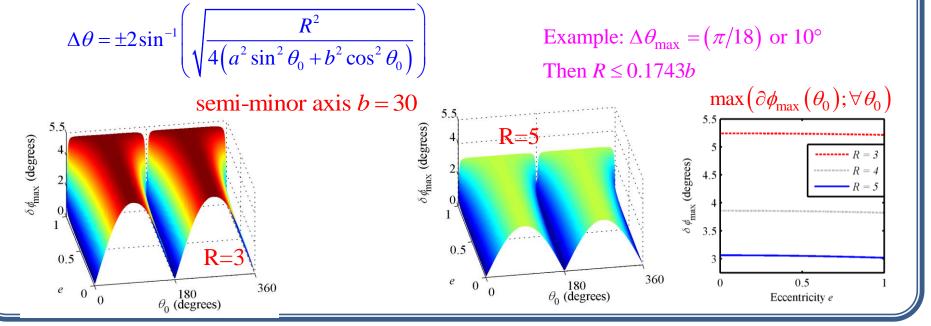
The upper bound

$$\partial \tilde{\phi}_{\max} = \max \left(\frac{1}{s^3} \left(\sin \tilde{\phi} \pm \cos \tilde{\phi} \right) \left(s^2 - s \left(\pm \cos \tilde{\phi} \pm \sin \tilde{\phi} \right) + \left(\pm \cos \tilde{\phi} \pm \sin \tilde{\phi} \right)^2 \right) \right)$$

$$\tilde{\phi} = \text{angle subtended by the actual tangent on the x-axis} \qquad s = |P_1 P_2|$$

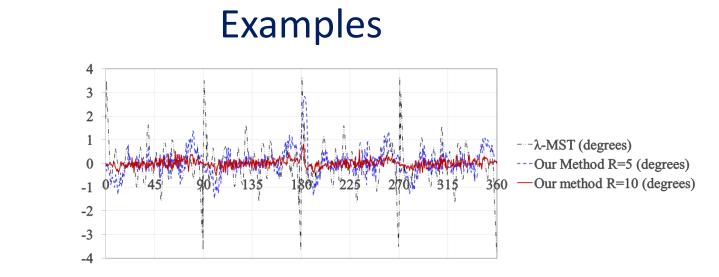
Choice of R:

- angle subtended by the points P_1 and P_2 should be small Total angle subtended: $2\Delta\theta$ $R \le 2b\sin(\Delta\theta_{\max}/2)$



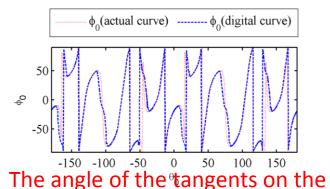


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Average absolute error in the computation of tangents for 100 experiments with digitized circles of radius 100 and centers within 1

pixel region chosen randomly.



actual curve and the digital

curve (using R=20)

The digitized flower shape

The error in the computation of the tangent due to digitization for various values of *R*

20

max(δφ)

10

average($\delta \phi$)

30

40



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60

20

δ¢