N-dimensional Ellipse Fitting with Weighting

- Very similar to David Fanning's fit_ellipse routine that he first wrote in 2002 and updated in August 2008
- Uses the method of moments and the quadratic form of the ellipse/ellipsoid equation
 - Let a_i = amplitude at ith point
 - \underline{X}_{i} = vector to the ith point
 - \underline{X}_{r} = vector to the (weighted) center
 - Then $\underline{X}_{c} = \sum a_{i} \underline{X}_{i} / \sum a_{i}$ (First weighted moment)
 - Second moment is $P = \sum a_i \frac{dx_i^T dx_i}{\sum a_i}$ where $\frac{dx_i}{\sum a_i} = \frac{X_i}{\sum a_i} \frac{X_i}{\sum a_i}$
- As you might expect if we find the eigenvectors and eigenvalues of P we can get the ellipse axes and rotation angle
- But take it one step further first

Ellipse fitting (cont)

Quadratic form of the ellipse equation is

- $|\underline{X} \underline{X}_{c}|^{T} \mathsf{P}^{\text{-1}} | \underline{X}^{\text{-}} \underline{X}_{c} | = \mathsf{k}^{2}$
 - Independent of coordinate system
 - True for all dimensions
- If the data being fitted is gaussian then k is the sigma factor
 - i.e k=1 is 1 sigma, k=2 is 2 sigma etc.

If the data is not gaussian then k is still useful

- Calculate all of the k values from the equation above
- Using the max ensures that you will encompass all of the points. Picking a value of k that is 90% of the max will create an ellipse that encompasses 90% of the points and so on

Ellipse fitting (cont)

- Once you have chosen a k you can draw the ellipse
- In 2D we let $\underline{X} = r \underline{u}$ where $\underline{u} = [\cos(\theta), \sin(\theta)]$ then
 - $r^{2} | \underline{u} |^{T} P^{-1} | \underline{u} | = k^{2}$
 - Or $r = k / (|\underline{u}|^T P^{-1} |\underline{u}|)^{1/2}$
 - So X(θ) = r cos(θ) + X_c and Y(θ) = r sin(θ) + Y_c
 - In 3D $\underline{u} = [\cos(\theta)^* \cos(\phi), \sin(\theta)^* \cos(\phi), \sin(\phi)]$



- No Weighting
- White dots are the original data
- Red +'s are the fitted
- Semi-major and semi-minor are from the eigenvectors
 - evals = eigenql(P, eigenvectors = evec)
- semiMajor = sqrt(evals[0])
- semiMinor = sqrt(evals[1])
- angle = atan(evec[1,0],evec[0,0])





K = 1

K = 2



K = 3