

MCIT 515

Fundamentals of Linear Algebra and Optimization Jean Gallier and Jocelyn Quaintance

Project 1A: Drawing Bézier Curves

The purpose of this project is to implement the subdivision version of the de Casteljau algorithm for approximating a Bézier curve by a polygonal line.

(1) Given a cubic Bézier curve C specified by its control points (b_0, b_1, b_2, b_3) , for any t , the de Casteljau algorithm constructs points

$$\begin{aligned} &b_0^1, b_1^1, b_2^1 \\ &b_0^2, b_1^2 \\ &b_0^3, \end{aligned}$$

using the equations

$$\begin{aligned} b_i^1 &= (1-t)b_i + tb_{i+1} & i = 0, 1, 2 \\ b_i^2 &= (1-t)b_i^1 + tb_{i+1}^1 & i = 0, 1 \\ b_i^3 &= (1-t)b_i^2 + tb_1^2 & i = 0. \end{aligned}$$

This process is conveniently depicted as follows.

$$\begin{array}{cccc} & 0 & 1 & 2 & 3 \\ b_0 & = b_0^0 & & & \\ & & b_0^1 & & \\ b_1 & = b_1^0 & & b_0^2, & \\ & & b_1^1 & & b_0^3 \\ b_2 & = b_2^0 & & b_1^2 & \\ & & b_2^1 & & \\ b_3 & = b_3^0 & & & \end{array}$$

Then the point $C(t)$ is given by

$$C(t) = b_0^3.$$

The red cubic curve is tangent to the line segment (b_0^2, b_1^2) at b_0^3 ; see Figure 1.

It turns out that the two sequences of points

$$ud = (b_0, b_0^1, b_0^2, b_0^3)$$

and

$$ld = (b_0^3, b_1^2, b_2^1, b_3)$$

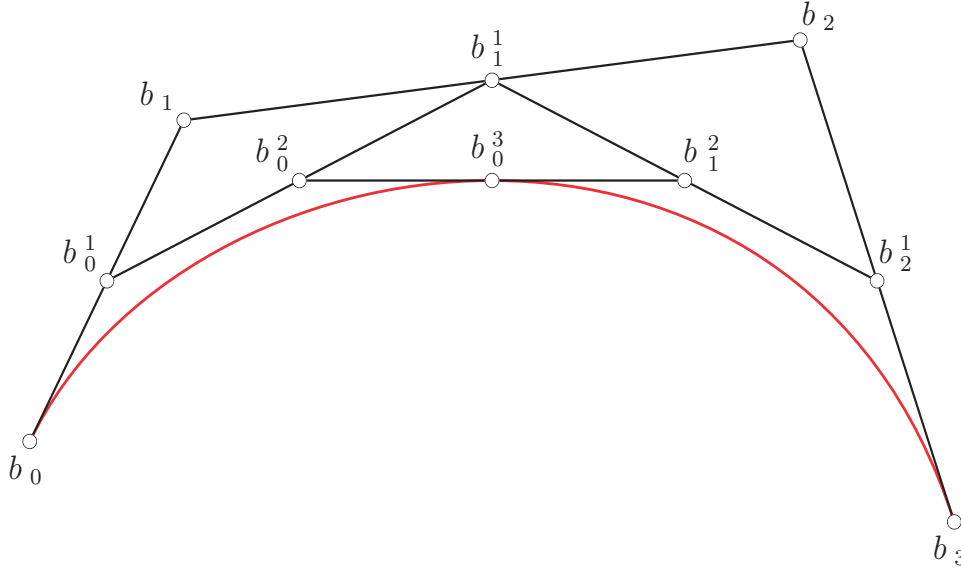


Figure 1: de Casteljau subdivision

are also control points for the curve C ; see Figure 1.

Thus we can iterate the above method using the control points in ud and ld , to obtain a sequence of four control polygons, and if we iterate this process n times, we obtain 2^n control polygons which when linked together yield a polygonal curve that approximates very closely the segment of Bézier curve $C(t)$ for $t \in [0, 1]$. Usually, we perform subdivision for $t = 1/2$. This method is called the *subdivision version of the de Casteljau algorithm*.

Implement the subdivision version of the de Casteljau algorithm in **Matlab**, for a cubic specified by its control points (b_0, b_1, b_2, b_3) . Your program should take as input the control polygon (b_0, b_1, b_2, b_3) and the number of times M that your program subdivides. The control polygon (b_0, b_1, b_2, b_3) should be represented in **Matlab** as a 2×4 matrix `cpoly` whose first row consists of the x -coordinates of b_0, b_1, b_2, b_3 and whose second row consists of the y -coordinates of b_0, b_1, b_2, b_3 . For example, given

$$\text{cpoly} = [0 \ 1 \ 2 \ 3; 0 \ 4 \ 5 \ 0],$$

we obtain the line green polygonal curve of Figure 2 which passes through the points $b_0 = (0, 0)$, $b_1 = (1, 4)$, $b_2 = (2, 5)$, and $b_3 = (3, 0)$. The advantage of this representation is that the polygonal line consisting of the line segments joining the control points b_0, b_1, b_2, b_3 is plotted using the command

$$\text{plot}(\text{cpoly}(1,:), \text{cpoly}(2,:))$$

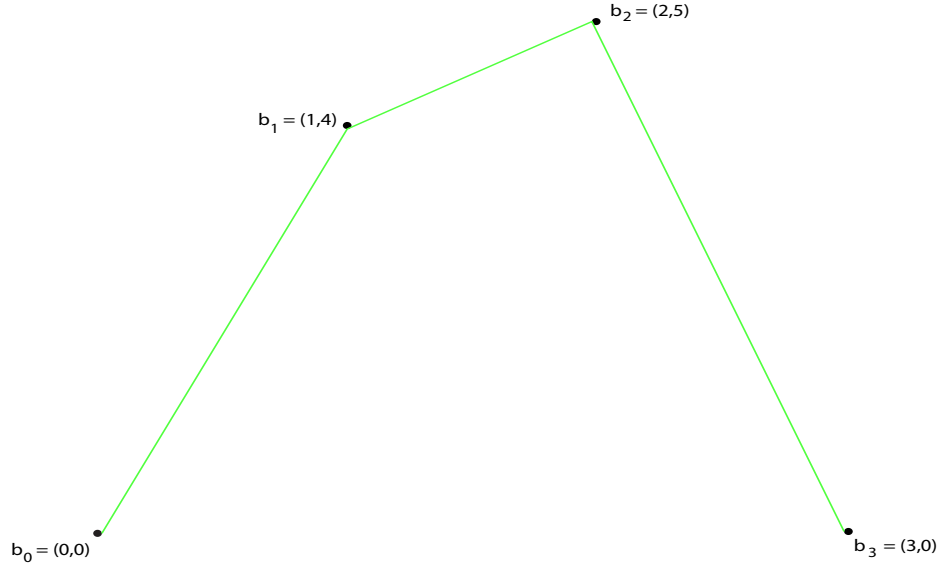


Figure 2: Polygonal curve associated with `cpoly = [0 1 2 3; 0 4 5 0]`.

Your goal is to implement the program `decas_subdiv2` (in project zip file), which should take as input a control polygon `cpoly` and output the x and y coordinates of the cubic curve. It should also be compatible with the function `run_decas_subdiv_g1(cpoly,M,flag)` (also in project zip file).

To run the above function and plot your output, type

```
[x, y] = run_decas_subdiv_g1(cpoly,M,0)
```

in the command window. Before this, make sure to initialize `cpoly` and `M`. You must output the final (row) vectors x and y after M iterations.

More specifically, the function `show_decas_subdiv2(bx,by,n)` returns two row vectors x and y of dimension $3 \times 2^n + 1$ consisting of the x -coordinates and the y -coordinates of the sequence of nodes starting with b_0 and ending with b_3 in the polygonal line produced by the de Casteljau subdivision algorithm after n rounds of subdivision. This polygonal curve is the concatenation of the 2^n control polygons (each consisting of 4 nodes) produced after n rounds of subdivision after removing the duplicate first control point of each control polygon after the first one. For example, for $n = 1$ and `cpoly = [0 1 2 3; 0 4 5 0]`, we get

$$\begin{aligned} x &= [0 \ 0.5 \ 1 \ 1.5 \ 2 \ 2.5 \ 3] \\ y &= [0 \ 2 \ 3.25 \ 3.375 \ 3.5 \ 2.5 \ 0]; \end{aligned}$$

see Figure 3.

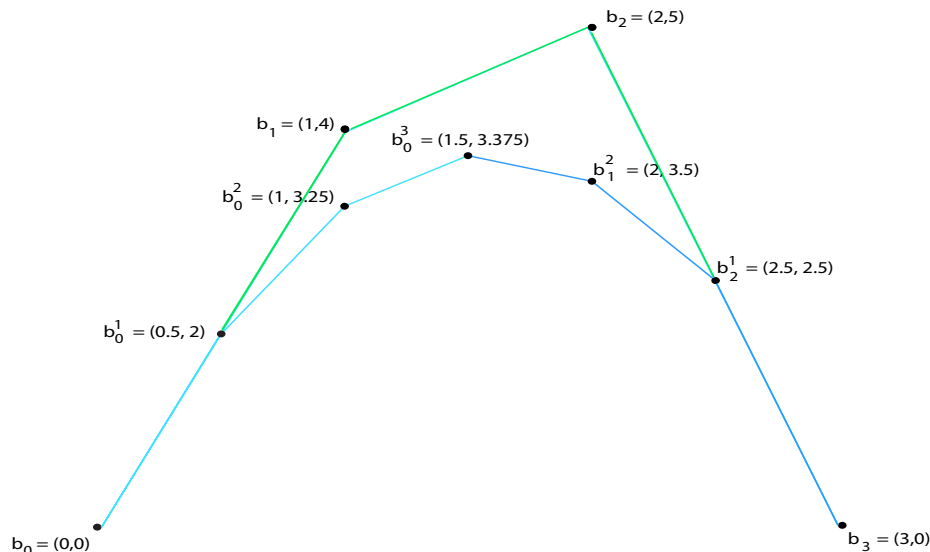


Figure 3: A visualization of the output `show_decas_subdiv2(bx,by,1)` applied to `cpoly = [0 1 2 3; 0 4 5 0]`. The output is the concatenation of the two new blue control polygons whose vertices have x and y coordinates given by the lists above.

We suggest that you first write a function `subdecas` that takes as input a control polygon `cpoly` (a 2×4 matrix) and returns the two control polygons `ud` and `ld` produced after one step of the de Casteljau subdivision algorithm. Then write a function `subdivstep` that takes a $2 \times 4 \times l$ array `lpoly` consisting of l control polygons and produces a $2 \times 4 \times 2l$ array in which each control polygon `lpoly(:, :, i)` is subdivided into two control polygons using `subdecas`. Here l is some power of 2. Finally iterate `subdivstep` M times starting with the input control polygon `cpoly` to produce a $2 \times 4 \times 2^M$ array `lpoly` consisting of 2^M control polygons, and then write a function `makelist` that makes the vectors x and y described earlier from `lpoly`.

Hint: Note that you will be extending this function in the next part, so ideally it will be easy to generalize to $2 \times n$ input control polygons.

(1)(i) **(30 points)** In summary, your program must take as input the control polygons listed below.

```
cpoly1 = [0 1 2 3; 0 4 5 0]
cpoly2 = [0 1 3 4; -2 2 -2 0]
cpoly3 = [3 0 4 1; 0 3 3 0]
cpoly4 = [4 0 4 0; 0 1 1 0]
cpoly5 = [4 0 6 2; 0 6 6 0]
```

For each control polygon (cpoly), your program must output the final (row) vectors x and y after M iterations, for $M = 1, 2, \dots, 6$. For a test of visual correctness, we will also plot each curve. This is all done in the output script `get_output_1.m`, so you will not need to worry about writing the plotting code for this project.

You may test your program on control polygons that you generated yourself.

(1)(ii) (**10 points**) Use the subdivision method in which you specify the control points by clicking on the mouse (screen input). The driver function `run_decas_subdiv_g2(M, flag)` and function `getpoints` (both in project zip file) will be used to do this. The output script `get_output_1.m` will automatically prompt you to do the clicking - just click 4 points for this part (though you can do more if you wish). For some examples look at Figure 5.

(2) Given a Bézier curve C of degree m specified by its control points (b_0, b_1, \dots, b_m) , for any t , the de Casteljau algorithm constructs points b_i^k in m stages

$$\begin{array}{c} b_0^1, b_1^1, \dots, b_{m-2}^1, b_{m-1}^1 \\ b_0^2, b_1^2, \dots, b_{m-2}^2 \\ \vdots \\ b_0^{m-1}, b_1^{m-1} \\ b_0^m. \end{array}$$

If we write $b_i^0 = b_i$ for $i = 0, \dots, m$, then the b_i^k are given by the following equations

$$b_i^{k+1} = (1-t)b_i^k + tb_{i+1}^k \quad k = 0, \dots, m-1, \quad i = 0, \dots, m-k-1,$$

and as in the case $m = 3$, the point on the curve is

$$C(t) = b_0^m.$$

As in the case of cubic curves, the two sequences of points

$$ud = (b_0, b_0^1, \dots, b_0^{m-1}, b_0^m)$$

and

$$ld = (b_0^m, b_1^{m-1}, \dots, b_{m-1}^1, b_m)$$

are also control points for the curve C , so we can iterate the above method using the control points in ud and ld , and we obtain a subdivision method that yields a polygonal line that approximates very closely the segment of Bézier curve for $t \in [0, 1]$.

Implement the subdivision version of the de Casteljau algorithm in **Matlab**, for a Bézier curve of degree m specified by its control points (b_0, b_1, \dots, b_m) . Your program should take as input the control polygon (b_0, b_1, \dots, b_m) , and the number of times M that your program

subdivides. The control polygon (b_0, b_1, \dots, b_m) should be represented in `Matlab` as a $2 \times (m+1)$ matrix `cpoly` whose first row consists of the x -coordinates of b_0, b_1, \dots, b_m and whose second row consists of the y -coordinates of b_0, b_1, \dots, b_m . For example,

$$\text{cpoly} = [0 \ 1 \ 2 \ 3 \ 4 \ 5; 0 \ 4 \ 5 \ 3 \ 2 \ 0].$$

Use the same driver function as in (1) but modify `show_decas_subdiv2(bx,by,n)` so that it returns two row vectors x and y of dimension $m \times 2^n + 1$ consisting of the x -coordinates and the y -coordinates of the sequence of nodes starting with b_0 and ending with b_m in the polygonal line produced by the de Casteljau subdivision algorithm after n rounds of subdivision. This polygonal line is the concatenation of the 2^n control polygons (each consisting of $m+1$ nodes) produced after n rounds of subdivision, and removing the duplicate first control point of each control polygon after the first one. For example, with

$$\text{cpoly} = [1 \ 2 \ 3 \ 4 \ 5 \ 6; 0 \ 4 \ 3 \ 6 \ 4 \ 0]$$

and $n = 1$, we get

$$\begin{aligned} x &= [1 \ 1.5 \ 2 \ 2.5 \ 3 \ 3.5 \ 4 \ 4.5 \ 5 \ 5.5 \ 6] \\ y &= [0 \ 2 \ 2.75 \ 3.375 \ 3.875 \ 4.0625 \ 4.25 \ 4.125 \ 3.5 \ 2 \ 0]. \end{aligned}$$

If you used the recommended solution, first adapt the function `subdecas` to take as input a $2 \times (m+1)$ control polygon `cpoly` to return the two control polygons `ud` and `ld`. Also adapt the function `subdivstep` so that it takes a $2 \times (m+1) \times l$ array `lpoly` consisting of l control polygons and produces a $2 \times (m+1) \times 2l$ array in which each control polygon `lpoly(:, :, i)` is subdivided into two control polygons using `subdecas`.

(2)(i) (**50 points**) In summary, your program must take as input the control polygons listed below.

$$\begin{aligned} \text{cpoly1} &= [1 \ 2 \ 3 \ 4 \ 5 \ 6; 0 \ 4 \ 3 \ 6 \ 4 \ 0] \\ \text{cpoly2} &= [2.9255 \ 0.9333 \ 2.6161 \ 6.6779 \ 9.0571 \ 7.1809; \\ &\quad 1.7041 \ 3.9307 \ 7.2510 \ 7.7979 \ 4.4385 \ 2.0361] \\ \text{cpoly3} &= [1.3832 \ 9.7044 \ 4.9161 \ 1.6460 \ 7.2664 \ 8.9307 \ 7.2372 \ 3.8650; \\ &\quad 0.9768 \ 8.9458 \ 9.8064 \ 8.7565 \ 0.6325 \ 1.3554 \ 5.4174 \ 3.9716] \\ \text{cpoly4} &= [7.6168 \ 5.7044 \ 1.6606 \ 1.6168 \ 4.2445 \ 5.8212 \ 8.7847 \ 9.4124 \ 8.0693; \\ &\quad 1.8029 \ 1.3726 \ 2.6807 \ 6.0542 \ 9.0835 \ 6.4673 \ 4.6773 \ 7.2418 \ 9.3417] \\ \text{cpoly5} &= [7.1058 \ 9.7190 \ 7.3540 \ 4.2591 \ 8.6825 \ 4.7263 \ 0.8577 \ 3.9964 \ 2.9599 \ 1.5438 \ 5.2664; \\ &\quad 8.1196 \ 5.4002 \ 2.3881 \ 5.1936 \ 7.2590 \ 0.4088 \ 9.4621 \ 9.7031 \ 7.1386 \ 3.7478 \ 7.7926] \end{aligned}$$

For each control polygon (`cpoly`), your program must output the final (row) vectors x and y after M iterations, for $M = 1, 2, \dots, 6$. For a test of visual correctness, we also plot each curve. Once again this is all done in the output script `get_output_1.m`.

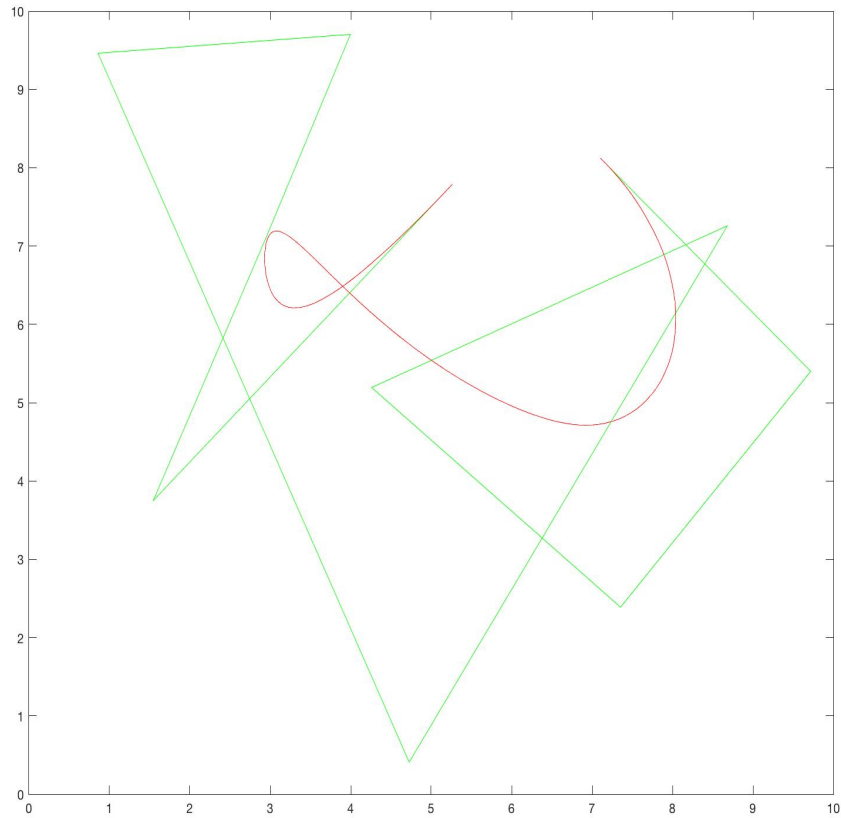


Figure 4: de Casteljau subdivision applied to the control polygon `cpoly5`.

The result of applying the subdivision method for $M = 6$ to the control polygon `cpoly5` is shown in Figure 4.

(2)(ii) (**10 points**) This is the same as (1)(ii). Use the subdivision method in which you specify the control points by clicking on the mouse (screen input). The driver function `run_decas_subdiv_g2(M,flag)` and function `getpoints` (both in project zip file) will be used to do this. The output script `get_output_1.m` will automatically prompt you to do the clicking as before - this time please click 5 or more points for the curves. For some examples of curves look at figure 5.

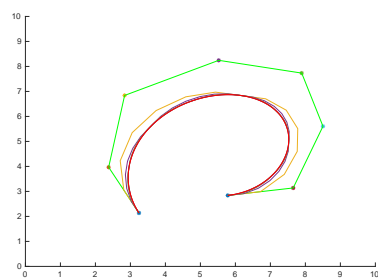
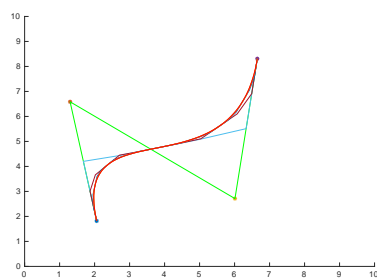
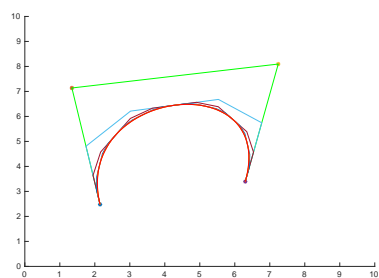


Figure 5: Three Bézier curves