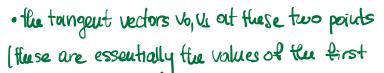
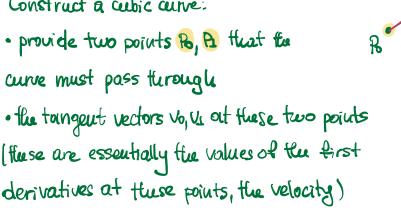
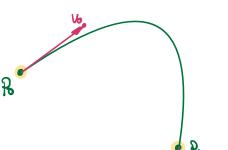
## Cubic Hermite Interpolation

## Construct a cubic curve:







Data: Po, vo Pe, vi

· symmetric way of providing data - each point is treated in the same manner

We look for a curve

$$c(t) = a_0 + a_1 t + a_2 t^2 + a_3 t^3$$

such that

$$C(0) = P_0$$
 and  $C(1) = R$   $C(1) = V_1$ 

This leads to a system of equations:

$$\begin{cases} P_0 = 0.0 \\ V_0 = 0.1 \\ P_1 = 0.0 + 0.1 + 0.2 + 0.3 \\ V_1 = 0.1 + 20.2 + 30.3 \end{cases}$$

which gives us the curve parameters we want in terms of the known/given olata

$$\begin{cases} Q_0 = p_0 \\ Q_1 = V_0 \\ Q_2 = 3p_1 - 3p_0 - 2V_0 - V_1 \\ Q_3 = -2p_1 + 2p_0 + V_0 + V_1 \end{cases}$$

If we rearrange the terms for C(t) we get

$$C(t) = (1-3t^2+2t^3) p_0 + (t-2t^2+t^3) v_0 + (-t^2+t^3) v_1 + (3t^2-2t^3) p_1$$

or in basis function form

$$|H_0^3(t)| = 1 - 3t^2 + 2t^3$$

$$|H_1^3(t)| = t - 2t^2 + t^3$$

$$|H_2^3(t)| = -t^2 + t^3$$

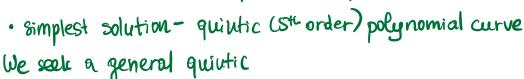
$$|H_3^3(t)| = 3t^2 - 2t^3$$

Another approach without solving a system but rather using desired properties.

## Quintic Hermite Interpolation

- · direct generalisation of Cubic Hermite interpolation
- · Find curve clt) such that

$$\begin{cases} C(1) = \beta & C'(0) = V_0 & C''(0) = 0 \\ C(1) = \beta & C'(1) = V_1 & C''(1) = 0 \end{cases}$$
 (1)



From (1) and (2) it follows

$$c(t) = H_{5}(t)P_{0} + H_{5}(t)V_{0} + H_{5}(t)Q_{0} + H_{5}(t)Q_{1} + H_{5}(t)V_{L} + H_{5}(t)P_{L}, \text{ where}$$

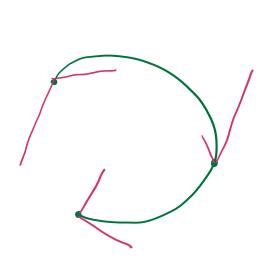
$$H_{5}(t) = 1 - 10t^{3} + 15t^{4} - 6t^{5} \qquad \qquad H_{5}(t) = -4t^{3} + 7t^{4} - 3t^{5}$$

$$H_{5}(t) = \frac{1}{4}t^{2} - \frac{3}{2}t^{3} + \frac{3}{2}t^{4} - \frac{1}{2}t^{5}$$

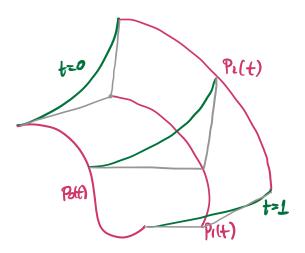
$$H_{5}(t) = \frac{1}{4}t^{3} - 17t^{4} + \frac{1}{4}t^{5}$$

$$H_{5}(t) = \frac{1}{4}t^{3} - 17t^{4} + \frac{1}{4}t^{5}$$

- · motion planning problems to control the motion one specifies the position, velocity, and occeleration at several times
- · other constraints that could restrict the area the curve may lie obstacles to avoid
- animation



Piecewise Quintic Curve



Animation of parabola

((s(t)=(1-5)^2 polt) + 25(1-5) PL (t) + 52 P2(t)