

## Explanation of algorithms to calculate each curves

### Calculating cubic spline

**Theorem:**  $\forall n \in N, a = x_0 < x_1 < \dots < x_n = b$  and function  $f$  exists exactly one cubic piecewise interpolating function  $s$ , satisfying the conditions  $s''(a) = s''(b) = 0$

For each interval  $[x_{k-1}, x_k], k = (1, 2, \dots, n)$ :

$$\bullet \quad s(x) = h_k^{-1} \left[ \frac{1}{6} M_{k-1} (x_k - x)^3 + \frac{1}{6} M_k (x - x_{k-1})^3 + \left( f(x_{k-1}) - \frac{1}{6} M_{k-1} h_k^2 \right) (x_k - x) + \left( f(x_k) - \frac{1}{6} M_k h_k^2 \right) (x - x_{k-1}) \right]$$

where

$$\bullet \quad M_k := s''(x_k), \quad \lambda_k := h_k / (h_k + h_{k+1}), \quad h_k := x_k - x_{k-1}$$

Values:

$$\bullet \quad M_k := s''(x_k), \quad (k = 0, 1, \dots, n; \quad M_0 = M_n = 0)$$

satisfy the system of linear equations

$$\bullet \quad \lambda_k M_{k-1} + 2M_k + (1 - \lambda_k) M_{k+1} = 6f[x_{k-1}, x_k, x_{k+1}], \quad (k = 1, 2, \dots, n-1)$$

**Therefore, we can calculate the points using the following algorithm:**

We calculate auxiliary quantities

$$\bullet \quad \begin{aligned} & p_1, p_2, \dots, p_{n-1}; \\ & q_0, q_1, \dots, q_{n-1}; \\ & u_0, u_1, \dots, u_{n-1} \end{aligned}$$

in the following recurrence relation:

$$\bullet \quad \left. \begin{aligned} & q_0 := u_0 := 0, \\ & \left. \begin{aligned} p_k &:= \lambda_k q_{k-1} + 2, \\ q_k &:= (\lambda_k - 1)/p_k, \\ u_k &:= (d_k - \lambda_k u_{k-1})/p_k \end{aligned} \right\} = (k = 1, 2, \dots, n-1) \end{aligned} \right\}$$

where

$$\bullet \quad d_k = 6f[x_{k-1}, x_k, x_{k+1}], \quad (k = 1, 2, \dots, n-1)$$

Then

$$\bullet \quad \begin{aligned} & M_{n-1} = u_{n-1}, \\ & M_k = u_k + q_k M_{k+1}, \quad (k = n-2, n-3, \dots, 1) \end{aligned}$$

In the end, for each point  $p_i = (x_i, y_i), \quad (i = 0, 1, \dots, n)$ ,

We create

- $[t_0, t_1, \dots, t_n]; \quad t_j = \frac{j}{n}$

and

$$[u_0, u_1, \dots, u_m]; m = (\text{Rozmiar } u); u_j = \frac{j}{m}$$

Next we evaluate

- $\left. \begin{matrix} s_x(t_k) = x_k \\ s_y(t_k) = y_k \end{matrix} \right\} (k = 0, 1, \dots, n)$

In the end we return a sequence of points on the plot

- $\left[ \left( s_x(u_0), s_y(u_0) \right), \dots, \left( s_x(u_m), s_y(u_m) \right) \right]$

### Calculating Bézier curve

To calculate new point on our plot we will use **De Casteljau's** algorithm:

A Bézier curve  $B$  (of degree  $n$ , with control points  $\beta_0, \dots, \beta_n$ ) can be written in Bernstein form as follows

- $B(t) = \sum_{i=0}^n \beta_i b_{i,n}(t)$ ,

where  $b$  is a Bernstein basis polynomial

- $b_{i,n}(t) = \binom{n}{i} (1-t)^{n-i} t^i$ .

The curve at point  $t_0$  can be evaluated with the recurrence relation

- $\beta_i^{(0)} := \beta_i, \quad (i = 0, 1, \dots, n),$   
 $\beta_i^{(j)} := \beta_i^{(j-1)}(1-t_0) + \beta_{i+1}^{(j-1)}t_0, \quad (i = 0, 1, \dots, n-j; \quad j = 1, 2, \dots, n)$

The result  $B(t_0)$  is given by

- $B(t_0) = \beta_0^{(n)}$

Our program creates a sequence of points on the plot using these calculations:

- $\left[ \left( B_x(u_0), B_y(u_0) \right), \dots, \left( B_x(u_m), B_y(u_m) \right) \right]$