

# MAT4170

Exercises for Spline Methods

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## 1 Bernstein-Bézier polynomials

**Exercise 1.1** It is sometimes necessary to convert a polynomial in BB form to monomial form. Consider a quadratic BB polynomial,

$$p(x) = c_0(1-x)^2 + 2c_1x(1-x) + c_2x^2.$$

Express  $p$  in the monomial form

$$p(x) = a_0 + a_1x + a_2x^2.$$

**Solution 1.1** Rather than using the explicit formula for conversion, we can just expand the coefficients and collect terms.

$$\begin{aligned} p(x) &= c_0(1-x)^2 + 2c_1x(1-x) + c_2x^2 \\ &= c_0(1-2x+x^2) + 2c_1(x-x^2) + c_2x^2 \\ &= c_0 - 2c_0x + c_0x^2 + 2c_1x - 2c_1x^2 + c_2x^2 \\ &= c_0 + (-2c_0 + 2c_1)x + (c_0 - 2c_1 + c_2)x^2. \end{aligned}$$

**Exercise 1.2** Consider a polynomial  $p(x)$  of degree  $\leq d$ , for arbitrary  $d$ . Show that if

$$p(x) = \sum_{j=0}^d a_j x^j = \sum_{i=0}^d c_i B_i^d(x),$$

then

$$a_j = \binom{d}{j} \Delta^j c_0.$$

*Hint:* Use a Taylor approximation to  $p$  to show that  $a_j = p^{(j)}(0)/j!$ .

**Solution 1.2** We have that

$$p(x) = \sum_{j=0}^d a_j x^j = \sum_{i=0}^d c_i B_i^d(x).$$

By the Taylor approximation, we have that

$$p(x) = p(x+0) = \sum_{j=0}^d \frac{p^{(j)}(0)}{j!} x^j.$$

We thus have that

$$a_j = \frac{p^{(j)}(0)}{j!}.$$

By properties of the Bézier curves, we have that

$$p^{(j)}(x) = \frac{d!}{(d-j)!} \sum_{i=0}^{d-j} \Delta^j c_i B_i^{d-j}(x),$$

and specifically for  $x = 0$ ,

$$p^{(j)}(0) = \frac{d!}{(d-j)!} \Delta^j c_0.$$

Combining these results, we have that

$$a_j = \frac{p^{(j)}(0)}{j!} = \frac{d!}{(d-j)!j!} \Delta^j c_0 = \binom{d}{j} \Delta^j c_0,$$

as we wanted to show.

**Exercise 1.3** We might also want to convert a polynomial from monomial form to BB form. Using Lemma 1.2, show that in the notation of the previous question,

$$c_i = \frac{i!}{d!} \sum_{j=0}^i \frac{(d-j)!}{(i-j)!} a_j.$$

**Solution 1.3** Lemma 1.2 states that for  $j = 0, 1, \dots, d$ ,

$$x^j = \frac{(d-j)!}{d!} \sum_{i=j}^d \frac{i!}{(i-j)!} B_i^d(x).$$

We have that

$$\begin{aligned} \sum_{j=0}^d a_j x^j &= \sum_{i=0}^d c_i B_i^d(x) \\ \sum_{j=0}^d a_j \left[ \frac{(d-j)!}{d!} \sum_{i=j}^d \frac{i!}{(i-j)!} B_i^d(x) \right] &= \sum_{i=0}^d c_i B_i^d(x) \end{aligned}$$

As we have  $i \geq j$ , we can reorder the summation to the form  $j \leq i$ , by using

$$\sum_{j=0}^d \sum_{i=j}^d (\dots) = \sum_{i=0}^d \sum_{j=0}^i (\dots).$$

This gives us

$$\sum_{i=0}^d \left[ \sum_{j=0}^i a_j \frac{(d-j)!}{d!} \frac{i!}{(i-j)!} \right] B_i^d(x) = \sum_{i=0}^d c_i B_i^d(x).$$

Which by isolating the coefficients, gives us

$$c_i = \frac{i!}{d!} \sum_{j=0}^i \frac{(d-j)!}{(i-j)!} a_j,$$

as we wanted to show.

**Exercise 1.4** Implement the de Casteljau algorithm for cubic Bézier curves in Matlab or Python (or some other programming language), taking repeated convex combinations. Choose a sequence of four control points and plot both the control polygon and the Bézier curve, like those in Figure 1.3.

**Solution 1.4** The de Casteljau algorithm uses recursion to compute the value of a point along a Bézier curve by the following formula:

1. Initialize by setting  $c_i^0 = c_i$  for  $i = 0, 1, \dots, d$ .

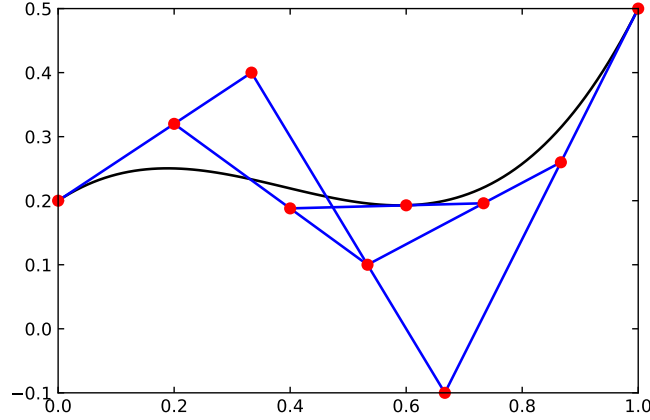


Figure 1: The de Casteljau algorithm applied to a cubic Bézier curve, with control points  $(0.2, 0.4, -0.1, 0.5)$ , illustrated at the point  $x = 0.6$ .

2. Then, for each  $r = 1, 2, \dots, d$ , let

$$c_i^r = (1 - x)c_i^{r-1} + xc_{i+1}^{r-1}, \quad i = 0, 1, \dots, d - r.$$

3. The last value  $c_0^d$  is the value of the Bézier curve at  $x$ .

This is implemented using Jax in Python in `de_casteljau.py`, and the result is shown in Figure 1, bearing a striking resemblance to the figure in the book.

**Exercise 1.5** Show that the graph,  $g(x) = (x, p(x))$  of the BB polynomial  $p$  in (1.6) is a Bézier curve in  $\mathbb{R}^2$ , with control points  $(\xi_i, c_i)$ ,  $i = 0, 1, \dots, d$ , where  $\xi_i = i/d$ . *Hint:* Express  $x$  as a linear combination of  $B_0^d(x), \dots, B_d^d(x)$ .

**Solution 1.5** We can again utilize Lemma 1.2 to express  $x$  as a linear combination of the Bernstein polynomials. We have that, writing  $x = x^1$  for clarity,

$$x^1 = \frac{(d-1)!}{d!} \sum_{i=1}^d \frac{i!}{(i-1)!} B_i^d(x) = \sum_{i=1}^d \frac{i}{d} B_i^d(x) = \sum_{i=0}^d \frac{i}{d} B_i^d(x) = \sum_{i=0}^d \xi_i B_i^d(x).$$

We can now express the graph of  $p$  as a Bézier curve in  $\mathbb{R}^2$  by

$$g(x) = (x, p(x)) = \left( \sum_{i=0}^d \xi_i B_i^d(x), \sum_{i=0}^d c_i B_i^d(x) \right) = \sum_{i=0}^d (\xi_i, c_i) B_i^d(x) = \sum_{i=0}^d \mathbf{c}_i B_i^d(x),$$

where  $\mathbf{c}_i = (\xi_i, c_i)$  are the control points of the Bézier curve.