Once the above system is solved, the Bézier cubics $C_1, \ldots, C_N$ are determined as follows (we assume $N \geq 2$): For $2 \leq i \leq N-1$, the control points $(b_0^i, b_1^i, b_2^i, b_3^i)$ of C_i are given by

$$\begin{aligned} b_0^i &= x_{i-1} \\ b_1^i &= \frac{2}{3}d_{i-1} + \frac{1}{3}d_i \\ b_2^i &= \frac{1}{3}d_{i-1} + \frac{2}{3}d_i \\ b_3^i &= x_i. \end{aligned}$$

The control points $(b_0^1, b_1^1, b_2^1, b_3^1)$ of C_1 are given by

$$\begin{aligned} b_0^1 &= x_0 \\ b_1^1 &= d_0 \\ b_2^1 &= \frac{1}{2}d_0 + \frac{1}{2}d_1 \\ b_3^1 &= x_1, \end{aligned}$$

and the control points $(b_0^N, b_1^N, b_2^N, b_3^N)$ of C_N are given by

$$\begin{aligned} b_0^N &= x_{N-1} \\ b_1^N &= \frac{1}{2}d_{N-1} + \frac{1}{2}d_N \\ b_2^N &= d_N \\ b_3^N &= x_N. \end{aligned}$$

Figure 8.5 illustrates this process spline interpolation for $N = 7$.

We will now describe various methods for solving linear systems. Since the matrix of the above system is tridiagonal, there are specialized methods which are more efficient than the general methods. We will discuss a few of these methods.

8.2 Gaussian Elimination

Let A be an $n \times n$ matrix, let $b \in \mathbb{R}^n$ be an n-dimensional vector and assume that A is invertible. Our goal is to solve the system $Ax = b$. Since A is assumed to be invertible, we know that this system has a unique solution $x = A^{-1}b$. Experience shows that two counter-intuitive facts are revealed:

(1) One should avoid computing the inverse A^{-1} of A explicitly. This is inefficient since it would amount to solving the n linear systems $Au^{(j)} = e_j$ for $j = 1, \ldots, n$, where $e_j = (0, \ldots, 1, \ldots, 0)$ is the jth canonical basis vector of $\mathbb{R}^n$ (with a 1 is the jth slot). By doing so, we would replace the resolution of a single system by the resolution of n systems, and we would still have to multiply A^{-1} by b.