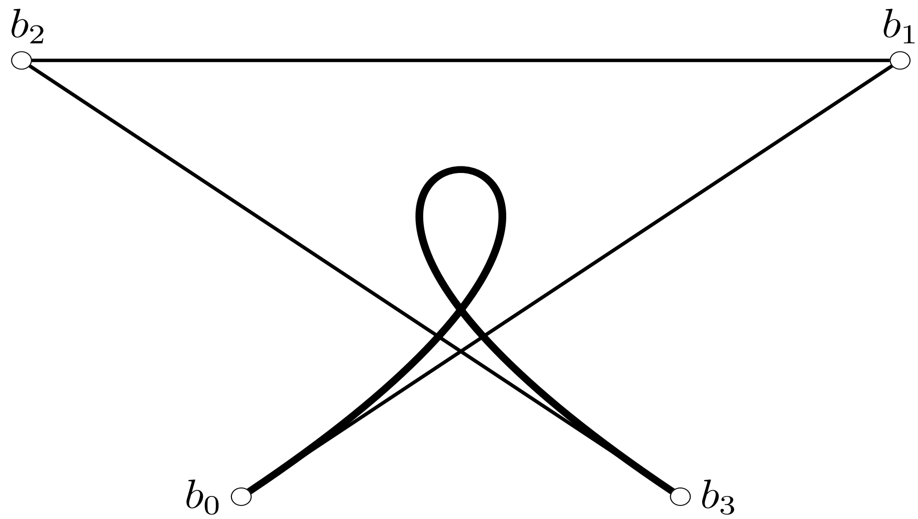

Figure 8.3: A self-intersecting Bézier curve.

Interpolation problems require finding curves passing through some given data points and possibly satisfying some extra constraints.

A *Bézier spline curve* F is a curve which is made up of curve segments which are Bézier curves, say $C_1, \ldots, C_m$ ($m \geq 2$). We will assume that F defined on $[0, m]$, so that for $i = 1, \ldots, m$,

$$F(t) = C_i(t - i + 1), \quad i - 1 \leq t \leq i.$$

Typically, some smoothness is required between any two junction points, that is, between any two points $C_i(1)$ and $C_{i+1}(0)$, for $i = 1, \ldots, m - 1$. We require that $C_i(1) = C_{i+1}(0)$ (C^0-*continuity*), and typically that the derivatives of C_i at 1 and of C_{i+1} at 0 agree up to second order derivatives. This is called C^2-*continuity*, and it ensures that the tangents agree as well as the curvatures.

There are a number of interpolation problems, and we consider one of the most common problems which can be stated as follows:

Problem: Given $N + 1$ data points $x_0, \ldots, x_N$, find a C^2 cubic spline curve F such that $F(i) = x_i$ for all i, $0 \leq i \leq N$ ($N \geq 2$).

A way to solve this problem is to find $N + 3$ auxiliary points $d_{-1}, \ldots, d_{N+1}$, called *de Boor control points*, from which N Bézier curves can be found. Actually,

$$d_{-1} = x_0 \quad \text{and} \quad d_{N+1} = x_N$$