Chapter 8

Gaussian Elimination, LU-Factorization, Cholesky Factorization, Reduced Row Echelon Form

In this chapter we assume that all vector spaces are over the field $\mathbb{R}$. All results that do not rely on the ordering on $\mathbb{R}$ or on taking square roots hold for arbitrary fields.

8.1 Motivating Example: Curve Interpolation

Curve interpolation is a problem that arises frequently in computer graphics and in robotics (path planning). There are many ways of tackling this problem and in this section we will describe a solution using *cubic splines*. Such splines consist of cubic Bézier curves. They are often used because they are cheap to implement and give more flexibility than quadratic Bézier curves.

A *cubic Bézier curve* $C(t)$ (in $\mathbb{R}^2$ or $\mathbb{R}^3$) is specified by a list of four *control points* (b_0, b_1, b_2, b_3) and is given parametrically by the equation

$$C(t) = (1-t)^3\, b_0 + 3(1-t)^2 t\, b_1 + 3(1-t)t^2\, b_2 + t^3\, b_3.$$

Clearly, $C(0) = b_0$, $C(1) = b_3$, and for $t \in [0, 1]$, the point $C(t)$ belongs to the convex hull of the control points b_0, b_1, b_2, b_3. The polynomials

$$(1-t)^3, \quad 3(1-t)^2 t, \quad 3(1-t)t^2, \quad t^3$$

are the *Bernstein polynomials* of degree 3.

Typically, we are only interested in the curve segment corresponding to the values of t in the interval $[0, 1]$. Still, the placement of the control points drastically affects the shape of the curve segment, which can even have a self-intersection; See Figures 8.1, 8.2, 8.3 illustrating various configurations.