

# Robotics, Teaching & Learning

Philippe Lucidarme

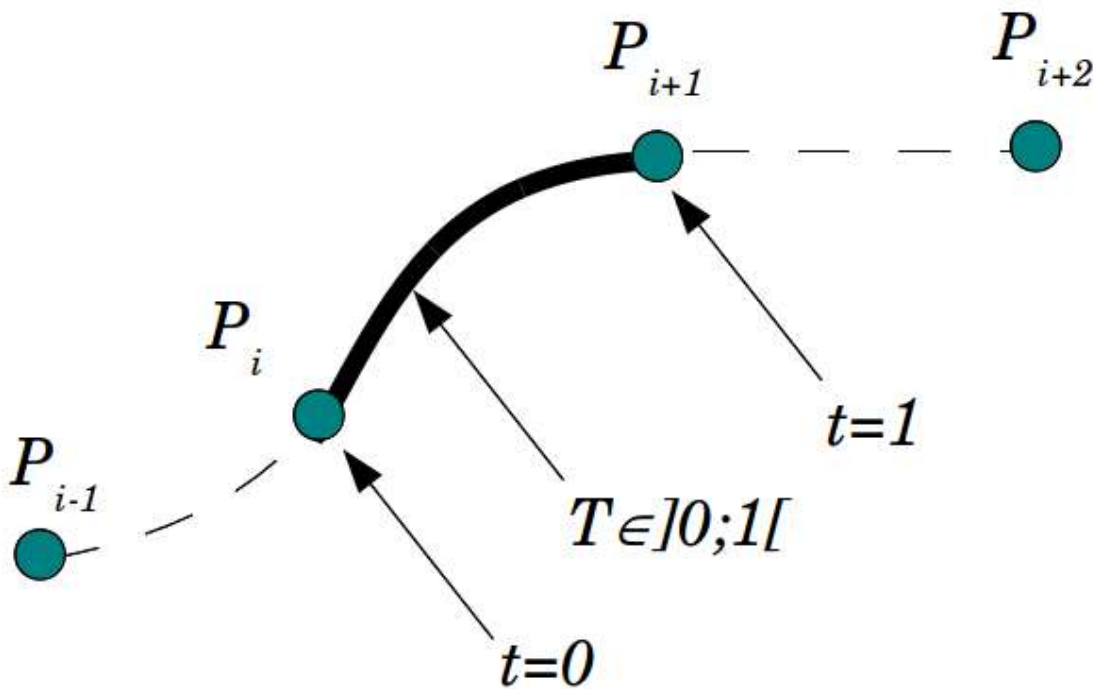
## Catmull-Rom splines

🕒 January 19, 2014    📁 Theory    👤 admin

The Catmull-Rom splines is a method that approximate a set of points (named control points) with a smooth polynomial function that is piecewise-defined. One of the properties of the Catmull-Rom spline is that the curve will pass through all of the control points.

## Equations

Two points on each side of the desired portion are required. In other words, points  $P_{i-1}$  and  $P_{i+2}$  are needed to calculate the spline between points  $P_i$  and  $P_{i+1}$ .



Given points  $P_{i-1}$ ,  $P_i$ ,  $P_{i+1}$  and  $P_{i+2}$ , the coordinates of a point  $P$  located between  $P_i$  and  $P_{i+1}$  are calculated as:

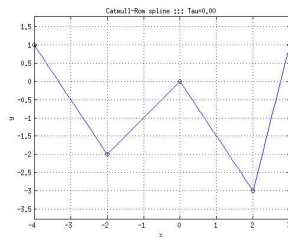
$$P = \frac{1}{2} \cdot \begin{bmatrix} 1 & t & t^2 & t^3 \end{bmatrix} \cdot \begin{bmatrix} 0 & 2 & 0 & 0 \\ -1 & 0 & 1 & 0 \\ 2 & -5 & 4 & -1 \\ -1 & 3 & -3 & 1 \end{bmatrix} \cdot \begin{bmatrix} P_{i-1} & P_i & P_{i+1} & P_{i+2} \end{bmatrix}^T$$

# General case : tension

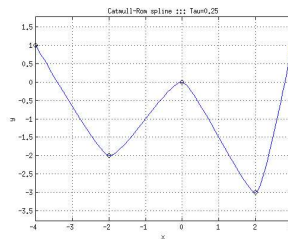
The previous equation is a particular case of the general geometry matrix given by the following equation:

$$P = \begin{bmatrix} 1 & t & t^2 & t^3 \end{bmatrix} \cdot \begin{bmatrix} 0 & 1 & 0 & 0 \\ -\tau & 0 & \tau & 0 \\ 2\tau & \tau - 3 & 3 - 2\tau & -\tau \\ -\tau & 2 - \tau & \tau - 2 & \tau \end{bmatrix} \cdot \begin{bmatrix} P_{i-1} & P_i & P_{i+1} & P_{i+2} \end{bmatrix}^T$$

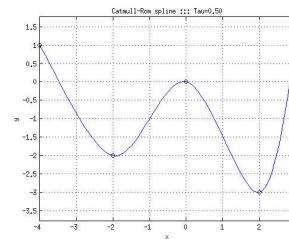
The parameter  $\tau$  modify the tension of the curve. The following figure illustrates the influence of the parameter  $\tau$  on the curve. Note that  $\tau = \frac{1}{2}$  is commonly used (as in the particular case presented previously).



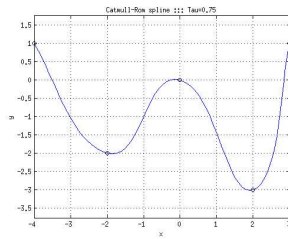
$\tau = 0$



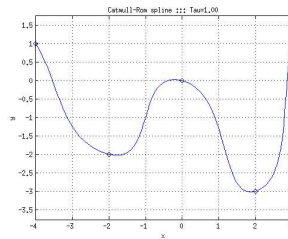
$\tau = 0.25$



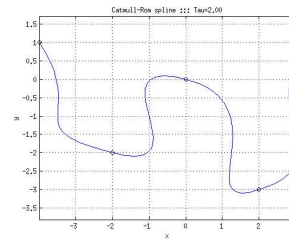
$\tau = 0.5$



$\tau = 0.75$



$\tau = 1$

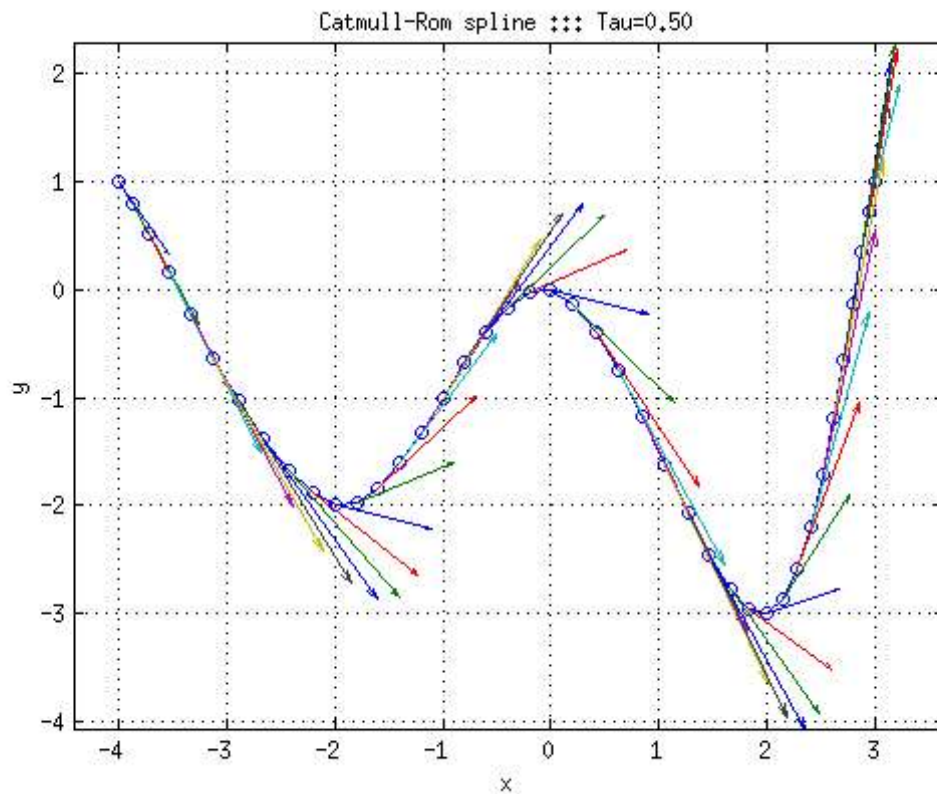


$\tau = 2$

## Derivative

As the spline is  $C^1$  continuous it is possible to compute the derivative for any value of  $t$ . Moreover, as the definition of the spline is a polynomial, it is quite trivial to compute the derivative at a given point:

$$P = \begin{bmatrix} 0 & 1 & 0 & 0 \\ -\tau & 0 & \tau & 0 \\ 2\tau & \tau - 3 & 3 - 2\tau & -\tau \\ -\tau & 2 - \tau & \tau - 2 & \tau \end{bmatrix} \cdot [P_{i-1} \quad P_i \quad P_{i+1} \quad P_{i+2}]^T$$



## Properties

The spline passes through all of the control points.

The spline is  $C^1$  continuous.

The spline is not  $C^2$  continuous.

The spline does not lie within the convex hull of their control points

## Examples

---

