

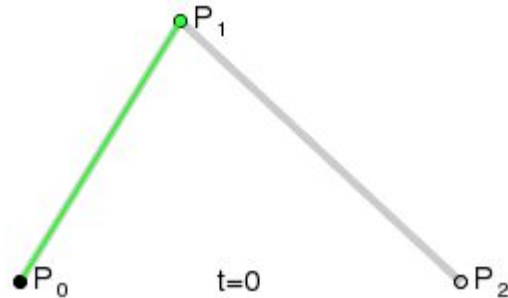
# 3-D Spline

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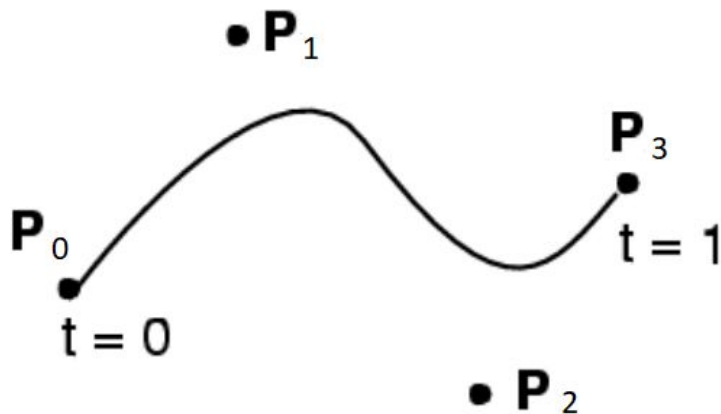
# Bézier curve

- We used Bézier curve to determine the smooth path of the curve (the spline).
- Named after Pierre Bézier, who used it in the 1960s, is now particularly used in animation, user interface design and smoothing cursor trajectory.



# Bézier curve ...Cont'd

- User specifies 4 control points  $P_0 \dots P_3$
- Curve goes through (interpolates) the ends  $P_0, P_3$
- Approximates the two other ones
- Cubic polynomial



# Algorithms

- Linear, quadratic, cubic Bézier implemented
- Default is cubic Bézier, with 50 samples between each points
- To create actual curve, points are split depending on which type of Bézier
- Linear:  $B(t) = (1 - t)P_0 + tP_1$
- Quadratic:  $B(t) = ((1 - t)^2 * P_0) + (2(1 - t)tP_1) + (t^2 * P_2)$
- Cubic:  $B(t) = ((1 - t)^3 * P_0) + (3(1 - t)^2 * tP_1) + (3(1 - t) t^2 * P_2) + t^3 * P_3$
- $0 \leq t \leq 1$  for all

# Code Organization

- Graphical user interface in `main.py`
- Bézier calculations are in `BézierCurve.py`
- In `BézierCurve.py`, options available
  - Type of Bézier Curve
  - Sampling points

# Input/Output

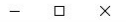
- 2 input files:
  - GCorridor.csv
  - smooth\_path.csv
- Output are the interpolated coordinates (x, y, z)
- GUI output is:
  - Actual values, spline, spline with radius
  - Could also uncomment `plt.show()` on line 203 in `BezierCurve.py`

# GUI

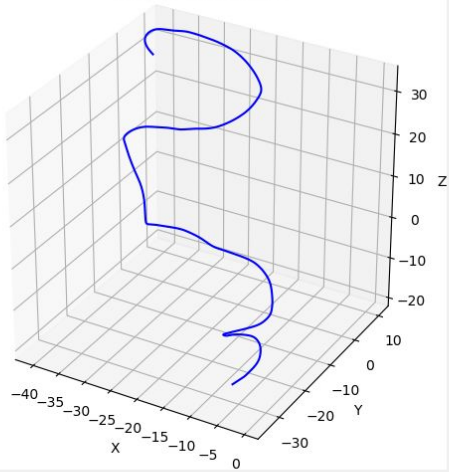
- Used Tkinter to represent the input, and the spline on the window.
- Created Canvas to implement the graphs.
- Used Tkinter widget libraries to put the matplotlib graphs on the same window.

# GUI Output

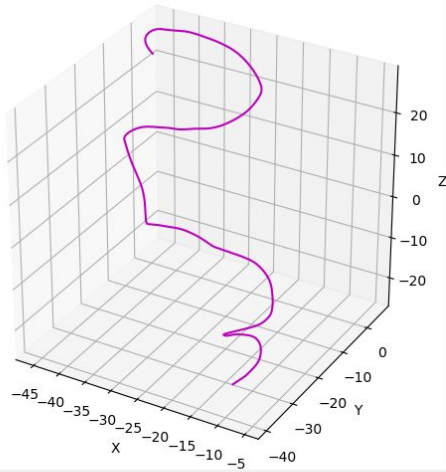
3-D Cubic Spline



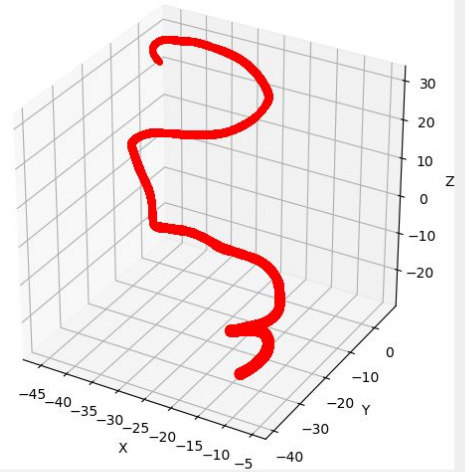
Smooth Path Values



Bezier Curve Spline



Scattered Spline Points with Corridor Radius





# Performance

- Using Python's time library
- Sample points vs time using Cubic Bézier:
  - 10 points, 31 milliseconds
  - 50 points, 150 ms
  - 100 points, 301 ms
  - 1000 points, 3045 ms
- Linear points vs time

# References

- Our Github Repo: <https://github.com/frankzhaoli/COSC4364FinalProject/tree/master>
- [https://en.wikipedia.org/wiki/B%C3%A9zier\\_curve](https://en.wikipedia.org/wiki/B%C3%A9zier_curve)
- <http://web.mit.edu/hyperbook/Patrikalakis-Maekawa-Cho/node12.html>