

计算机辅助几何设计

2019秋学期

Rational Spline Curves

Projective Geometry · Rational Bezier Curves · NURBS

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Some Projective Geometry

Projective Geometry

- **A very short overview of projective geometry**
 - The computer graphics perspective
 - Formal definition

Homogeneous Coordinates

- **Problem**
 - Linear maps (matrix multiplication in \mathbb{R}^d) can represent …
 - Rotations
 - Scaling
 - Shearing
 - Orthogonal projection
 - …but not:
 - Translations
 - Perspective projections
 - This is a problem in computer graphics:
 - We would like to represent compound operations in a single closed representation

Translations

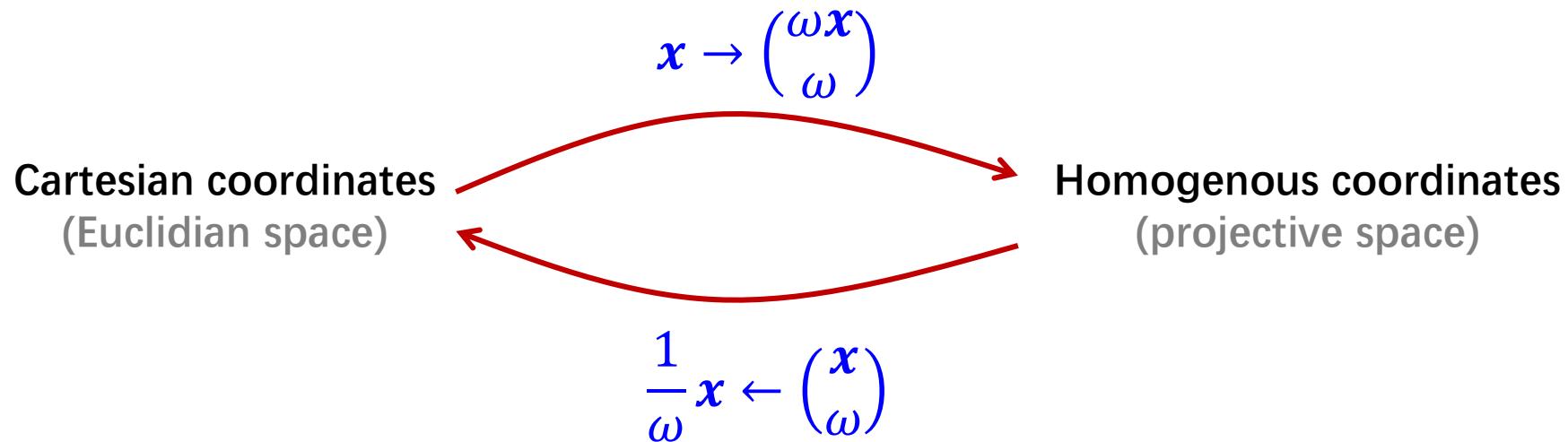
- “Quick Hack” #1: Translations
 - Linear maps cannot represent translations:
 - Every linear map maps the zero vector to zero $M\mathbf{0} = \mathbf{0}$
 - Thus, non-trivial translations are non-linear
 - Solution:
 - Add one dimension to each vector
 - Fill in a one
 - Now we can do translations by adding multiples of the one:

$$Mx = \begin{pmatrix} r_{11} & r_{21} & t_x \\ r_{12} & r_{22} & t_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \left(\begin{pmatrix} r_{11} & r_{21} \\ r_{12} & r_{22} \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} t_x \\ t_y \end{pmatrix} \right)$$

Normalization

Problem: what if the last entry is not 1?

- It's not a bug, it's a feature…
- If the last component is not 1, divide everything by it before using the result



Notation

Notation:

- The extra component is called the *homogenous component* of the vector.
- It is usually denoted by ω :

■ 2D case:

$$\begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} \omega x \\ \omega y \\ \omega \end{pmatrix}$$

■ 3D case:

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} \rightarrow \begin{pmatrix} \omega x \\ \omega y \\ \omega z \\ \omega \end{pmatrix}$$

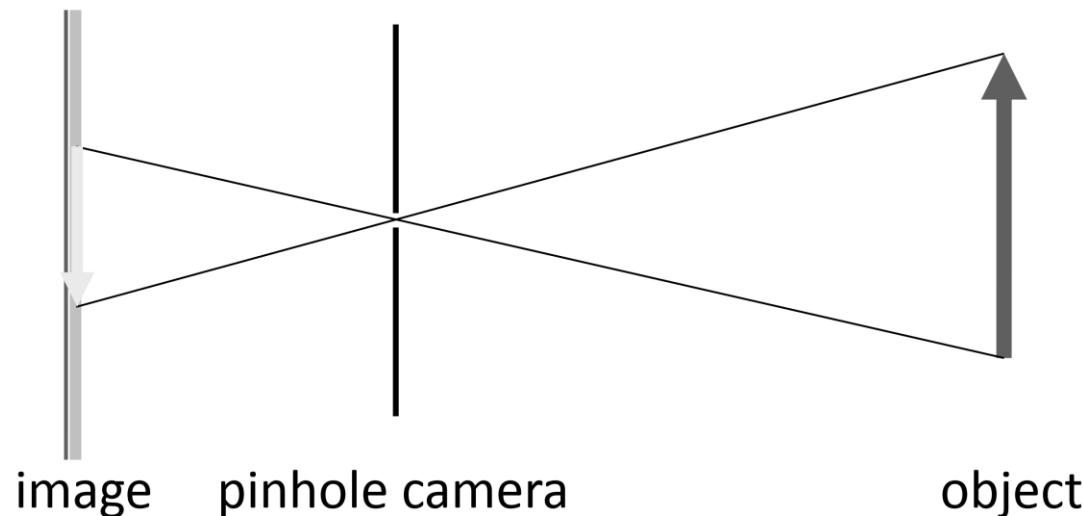
■ General case:

$$x \rightarrow \begin{pmatrix} \omega x \\ \omega \end{pmatrix}$$

Perspective Projections

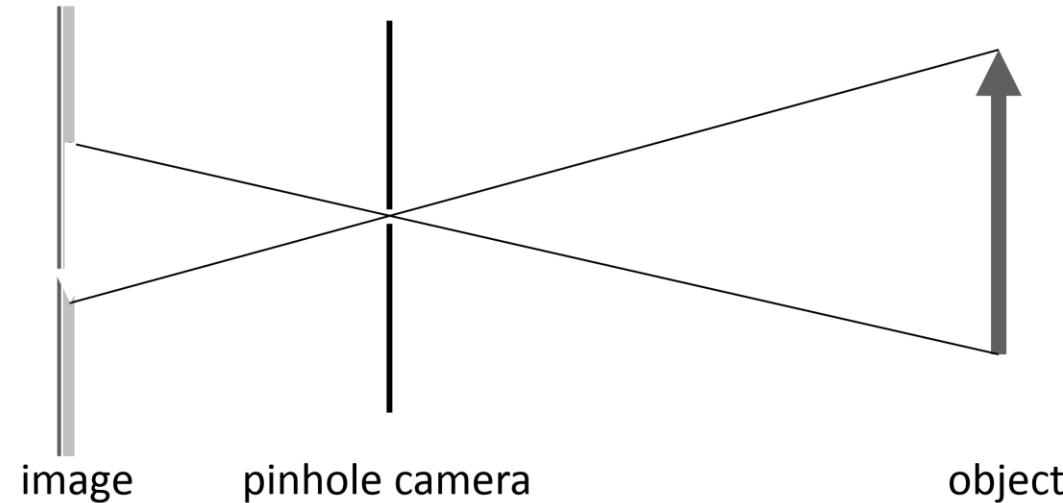
New Feature: Perspective projections

- Very useful for 3D computer graphics
- Perspective projection (central projection)
 - involves divisions
 - can be packed into homogeneous component

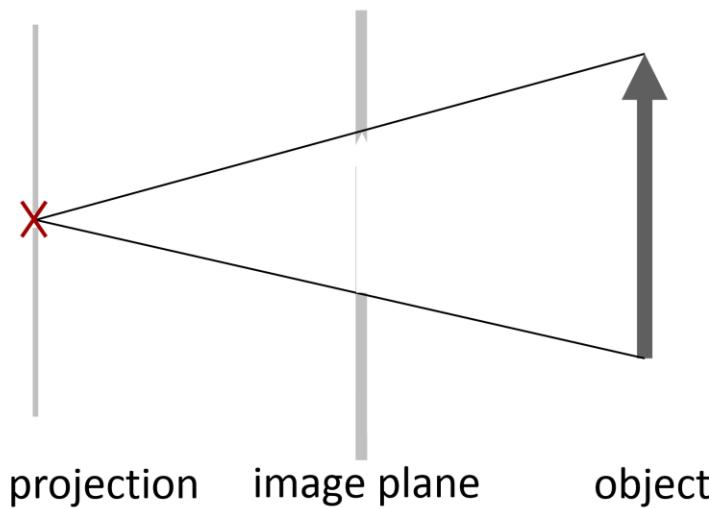


Perspective Projection

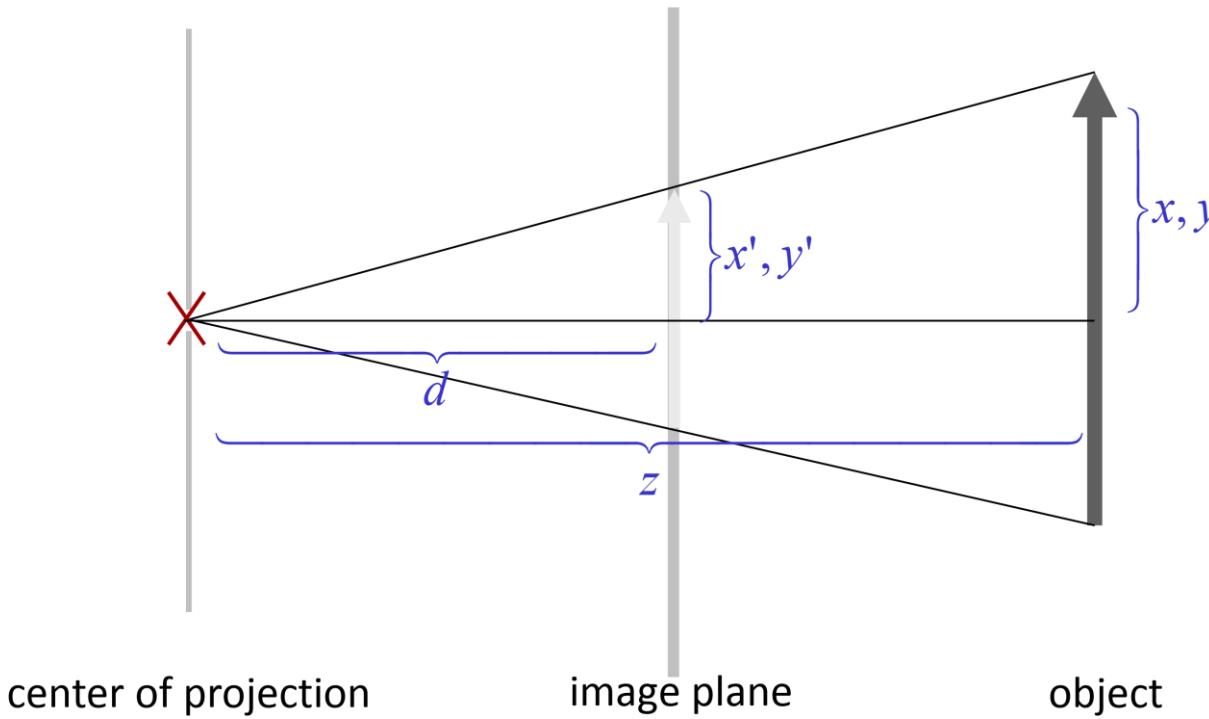
Physical camera:



Virtual camera:



Perspective Projection



Perspective projection: $x' = d \frac{x}{z}$, $y' = d \frac{y}{z}$

Homogenous Transformation

- Projection as linear transformation in homogenous coordinates:
 - Trick: Put the denominator into the ω component

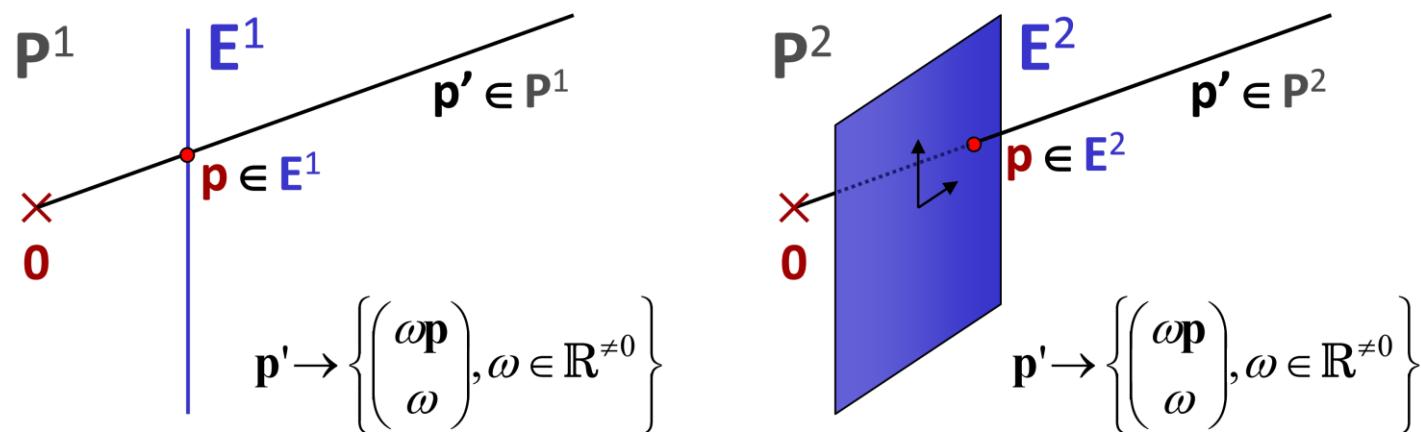
$$x' = d \frac{x}{z}, \quad y' = d \frac{y}{z}$$

$$\begin{pmatrix} x' \\ y' \\ z' \\ \omega' \end{pmatrix} = \begin{pmatrix} d & 0 & 0 & 0 \\ 0 & d & 0 & 0 \\ 0 & 0 & d & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

Formal Definition

Projective Space P^d

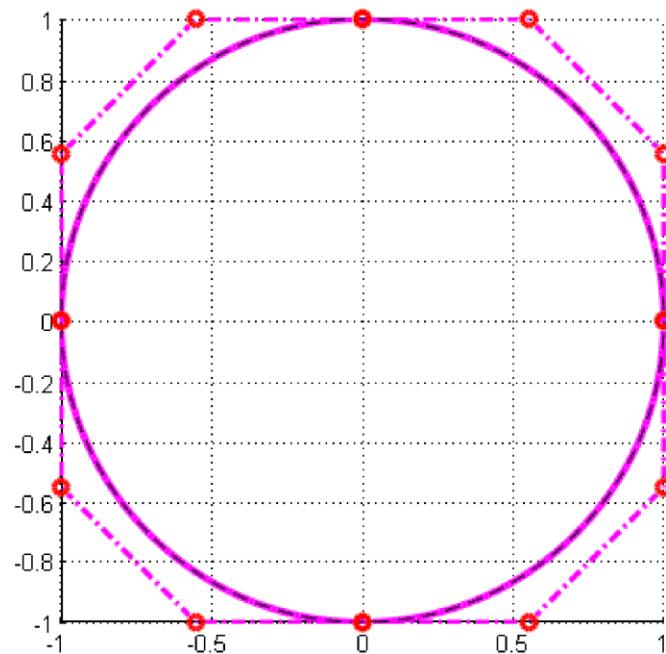
- Embed Euclidian space E^d
 - Into $d + 1$ dimensional Euclidian space at $\omega = 1$
 - Additional dimension usually named ω
- Identify all points on lines through the origin
 - *Representing* the same Euclidian point



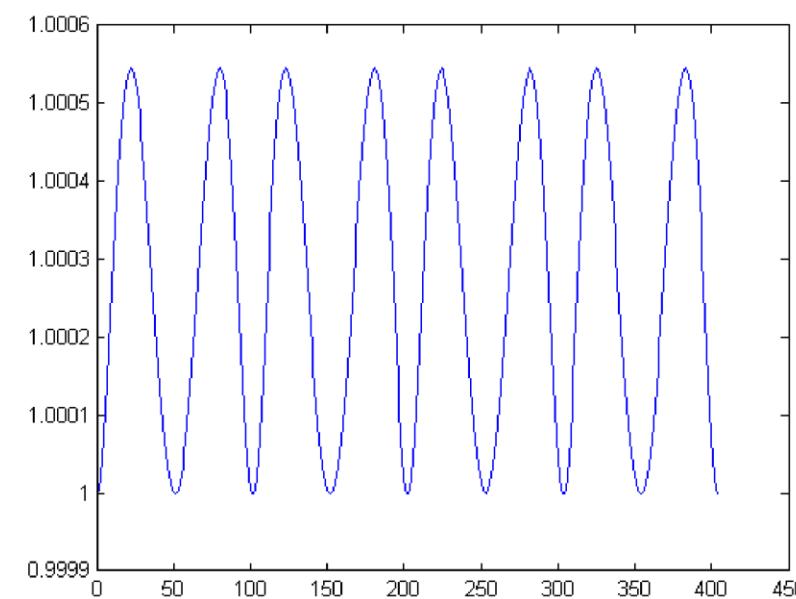
Question

Can we represent a circle arc using a Bezier curve?

Approximation of Circle using Cubic Bezier



Evaluation of $(x^2 + y^2)$ for points on the Bezier curve



Rational Curves

- **Motivation**
 - Bezier and B-spline curves **cannot** represent conic sections (circles, hyperbolas, etc.)
 - But we require those for some tasks
- **Goal**
 - Uniform and easily manageable description of polynomial curves and conic sections
- **Idea**
 - Control points are equipped with weights...but not any weights!



Planetarium of the St. Louis Science Center



Tycho Brahe Planetarium, Copenhagen

Quadratics and Conics

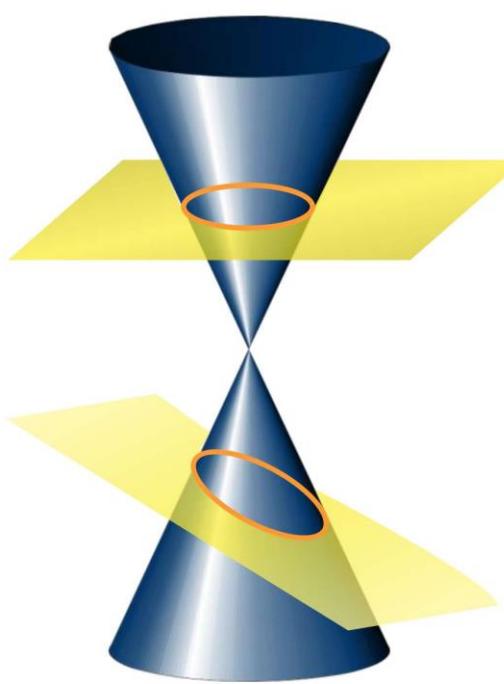
Modeling Wish List

- **We want to model:**
 - Circles (surfaces: Spheres)
 - Ellipses (surfaces: Ellipsoids)
 - And segments of those
 - Surfaces: Objects with circular cross section
 - Cylinders
 - Cones
 - Surfaces of revolution (lathing)
- **These objects cannot be represented exactly by piecewise polynomials (they are only approximated)**

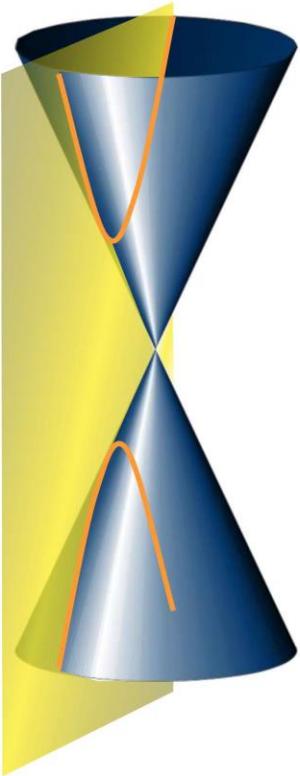
Conical Sections

- **Classic description of such objects:**
 - Conical sections (conics)
 - Intersections of a cone and a plane
 - Resulting Objects:
 - Circles
 - Ellipses
 - Hyperbolas
 - Parabolas
 - Points
 - Lines

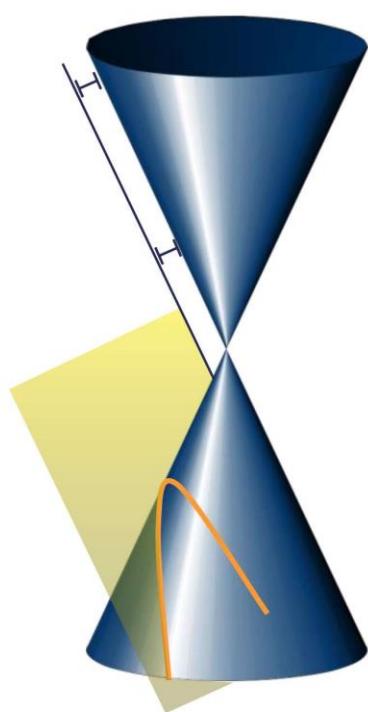
Conic Sections



Circle,
Ellipse



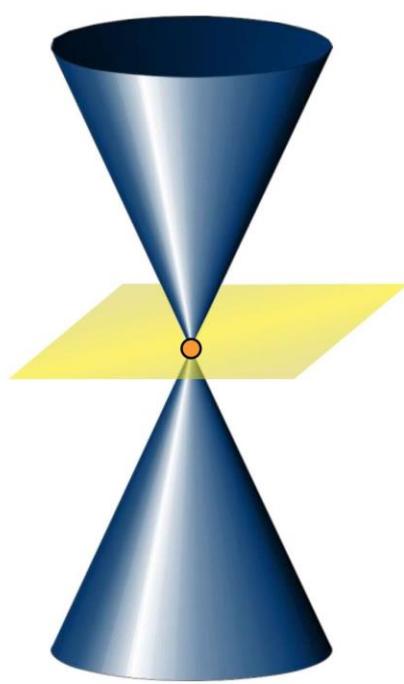
Hyperbola



Parabola



Line
(degenerate case)



Point
(degenerate case)

Implicit Form

- **Implicit quadrics:**

- Conic sections can be expressed as zero set of a quadratic function:

$$ax^2 + bxy + cy^2 + dx + ey + f = 0$$

$$\Leftrightarrow \mathbf{x}^T \begin{bmatrix} a & b/2 \\ b/2 & c \end{bmatrix} \mathbf{x} + [d \quad e] \mathbf{x} + f = 0$$

- Easy to see why:

Implicit eq. for a cone: $Ax^2 + by^2 = z^2$

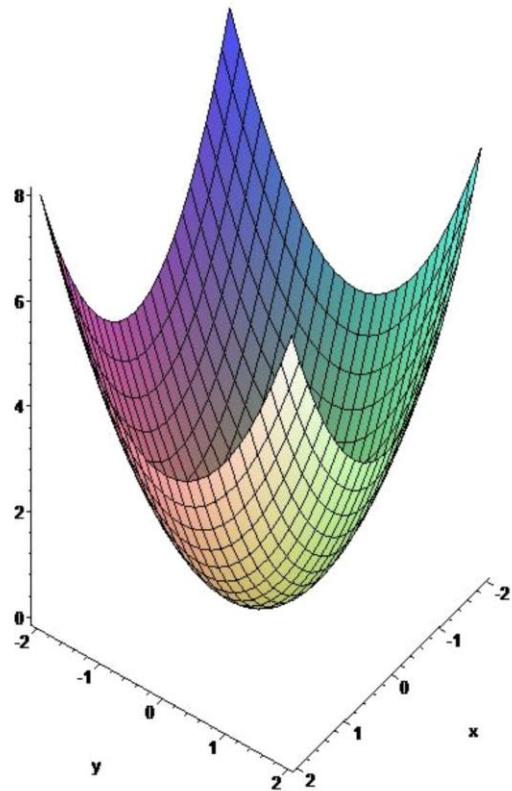
Explicit eq. for a plane: $z = Dx + Ey + F$

Conical Section: $Ax^2 + By^2 = (Dx + Ey + F)^2$

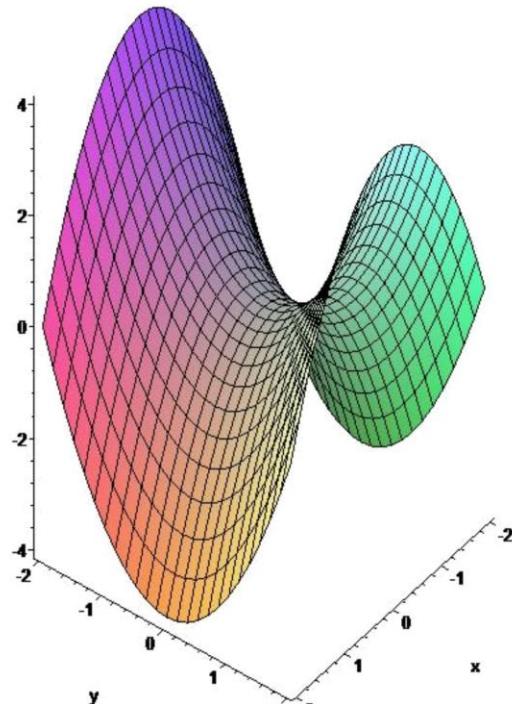
Quadratics & Conics

- **Quadratics:**
 - Zero sets of quadratic functions (any dimension) are called *quadratics*:
$$\{x \in \mathbb{R}^d \mid x^T M x + b^T x + c = 0\}$$
 - *Conics* are the special case for $d = 2$

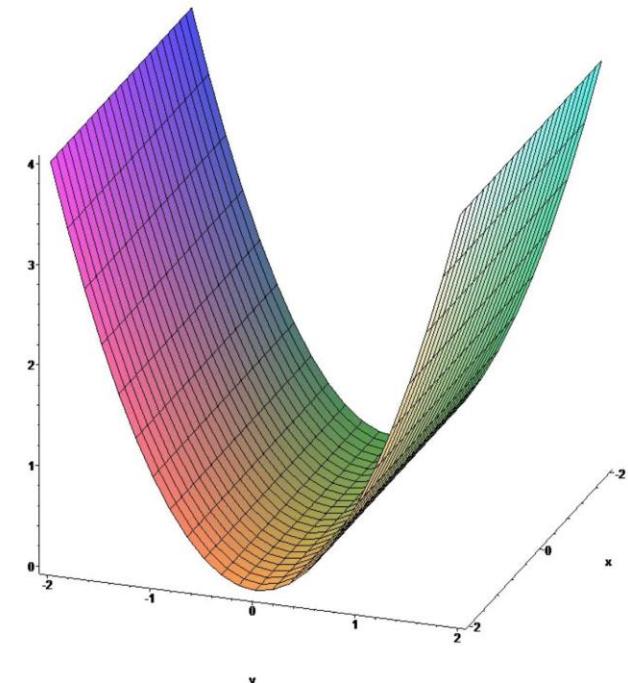
Shapes of Quadratic Polynomials



$$\lambda_1 = 1, \lambda_2 = 1$$



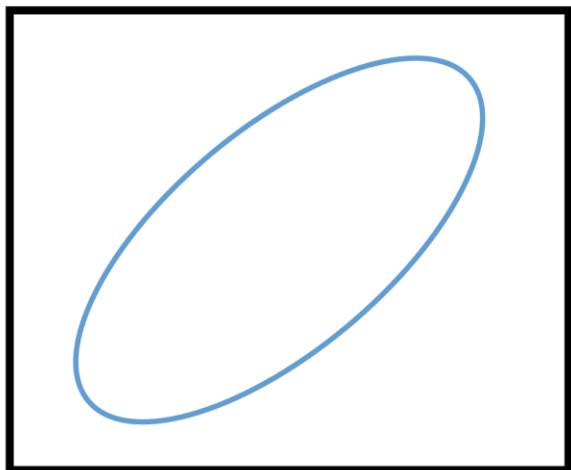
$$\lambda_1 = 1, \lambda_2 = -1$$



$$\lambda_1 = 1, \lambda_2 = 0$$

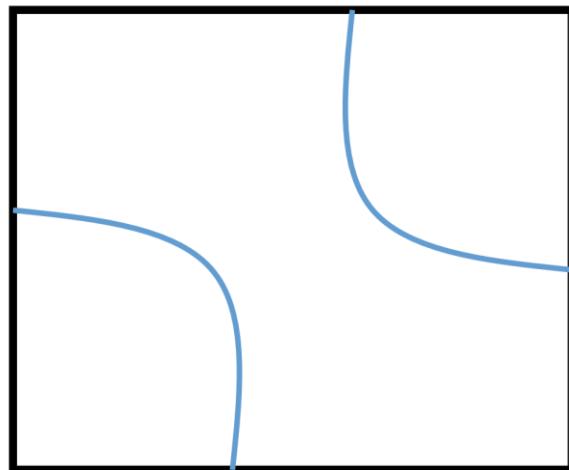
The Iso-Lines: Quadrics

Elliptic



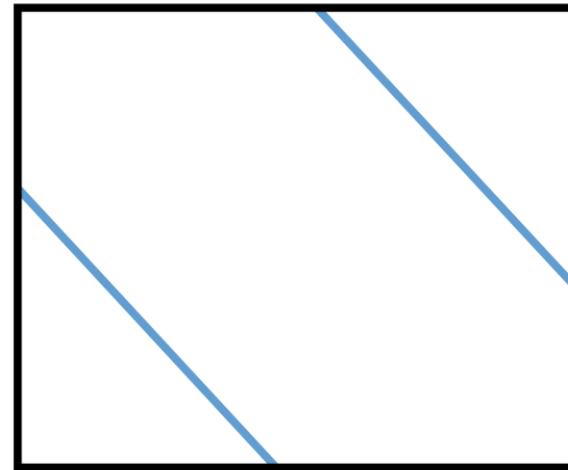
$$\lambda_1 > 0, \lambda_2 > 0$$

hyperbolic



$$\lambda_1 < 0, \lambda_2 > 0$$

degenerate case



$$\lambda_1 = 0, \lambda_2 > 0$$

Characterization

- Determining the type of Conic from the implicit form:

- Implicit function: quadratic polynomial

$$ax^2 + bxy + cy^2 + dx + ey + f = 0$$
$$\Leftrightarrow \mathbf{x}^T \begin{bmatrix} a & b/2 \\ b/2 & c \end{bmatrix} \mathbf{x} + [d \quad e] \mathbf{x} + f = 0$$

- Eigenvalues of \mathbf{M}

$$\lambda_{1,2} = \frac{a+c}{2} \pm \frac{1}{2} \sqrt{(a-c)^2 + b^2}$$

Cases

- We obtain the following cases:

- Ellipse: $b^2 < 4ac$
 - Circle: $b = 0, a = c$
 - Otherwise: general ellipse
- Parabola: $b^2 = 4ac$ (border case)
- Hyperbola: $b^2 > 4ac$

Implicit function:
$$ax^2 + bxy + cy^2 + dx + ey + f = 0$$

Cases

Implicit function:
$$ax^2 + bxy + cy^2 + dx + ey + f = 0$$

- Explanation:

$$\begin{aligned}b^2 = 4ac \Rightarrow \lambda_{1,2} &= \frac{a+c}{2} \pm \frac{1}{2}\sqrt{(a-c)^2 + 4ac} \\&= \frac{a+c}{2} \pm \frac{1}{2}\sqrt{a^2 - 2ac + c^2 + 4ac} \\&= \frac{a+c}{2} \pm \frac{1}{2}\sqrt{a^2 + 2ac + c^2} \\&= \frac{a+c}{2} \pm \frac{1}{2}\sqrt{(a+c)^2} \\&= \frac{a+c}{2} \pm \frac{a+c}{2} \\&= \{0, a+c\}\end{aligned}$$

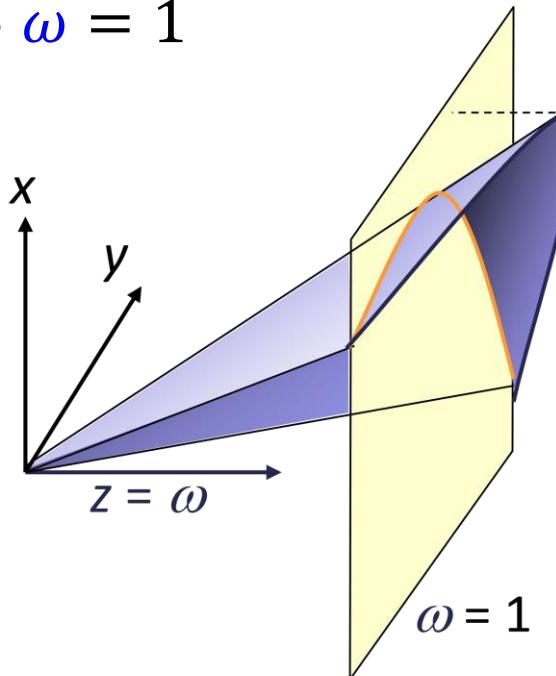
Polynomial Curves & Conics

- **We want to represent conics with parametric curves:**
 - How can we represent (pieces) of conics as parametric curves?
 - How can we generalize our framework of piecewise polynomial curves to include conical sections?
- **Projections of Parabolas:**
 - We will look at a certain class of parametric functions – projections of parabolas
 - This class turns out to be general enough
 - And can be expressed easily with the tools we know.

Projections of Parabolas

- **Definition: Projection of a Parabola**

- We start with a quadratic space curve
- Interpret the z -coordinate as homogenous component ω
- Project the curve on the plane $\omega = 1$



Projected Parabola

- **Formal Definition:**
 - Quadratic polynomial curve in three space
 - Project by dividing by the third coordinates

$$\mathbf{f}^{(hom)}(t) = \mathbf{p}_0 + t\mathbf{p}_1 + t^2\mathbf{p}_2 = \begin{pmatrix} \mathbf{p}_0 \cdot x \\ \mathbf{p}_0 \cdot y \\ \mathbf{p}_0 \cdot \omega \end{pmatrix} + t \begin{pmatrix} \mathbf{p}_1 \cdot x \\ \mathbf{p}_1 \cdot y \\ \mathbf{p}_1 \cdot \omega \end{pmatrix} + t^2 \begin{pmatrix} \mathbf{p}_2 \cdot x \\ \mathbf{p}_2 \cdot y \\ \mathbf{p}_2 \cdot \omega \end{pmatrix}$$

$$\mathbf{f}^{(eucl)}(t) = \frac{\begin{pmatrix} \mathbf{p}_0 \cdot x \\ \mathbf{p}_0 \cdot y \end{pmatrix} + t \begin{pmatrix} \mathbf{p}_1 \cdot x \\ \mathbf{p}_1 \cdot y \end{pmatrix} + t^2 \begin{pmatrix} \mathbf{p}_2 \cdot x \\ \mathbf{p}_2 \cdot y \end{pmatrix}}{\mathbf{p}_0 \cdot \omega + t\mathbf{p}_1 \cdot \omega + t^2\mathbf{p}_2 \cdot \omega}$$

Parameterizing Conics

- **Conics can be parameterized using projected parabolas:**
 - We show that we can represent (piecewise):
 - Points and lines (obvious ✓)
 - A unit parabola
 - A unit circle
 - A unit hyperbola
 - General cases (ellipses etc.) can be obtained by affine mappings of the control points (which leads to affine maps of the curve)

Parameterizing Parabolas

- Parabolas as rational parametric curves:

$$\mathbf{f}^{(eucl)}(t) = \frac{\begin{pmatrix} 0 \\ 0 \end{pmatrix} + t \begin{pmatrix} 1 \\ 0 \end{pmatrix} + t^2 \begin{pmatrix} 0 \\ 1 \end{pmatrix}}{1 + 0t + 0t^2}$$
$$\begin{pmatrix} x(t) = t \\ y(t) = t^2 \end{pmatrix} \checkmark \text{ (obvious)}$$

Circle

- Let's try to find a rational parameterization of a (**piece of a**) unit circle:

$$\mathbf{f}^{(eucl)}(\varphi) = \begin{pmatrix} \cos \varphi \\ \sin \varphi \end{pmatrix}$$

Circle

- Let's try to find a rational parameterization of a (**piece of a**) unit circle:

$$\mathbf{f}^{(eucl)}(\varphi) = \begin{pmatrix} \cos \varphi \\ \sin \varphi \end{pmatrix}$$

$$\cos \varphi = \frac{1 - \tan^2 \frac{\varphi}{2}}{1 + \tan^2 \frac{\varphi}{2}}, \quad \sin \varphi = \frac{2 \tan \frac{\varphi}{2}}{1 + \tan^2 \frac{\varphi}{2}} \quad (\text{tangent half-angle formula})$$

$$t := \tan \frac{\varphi}{2} \Rightarrow \mathbf{f}^{(eucl)}(\varphi) = \begin{pmatrix} \frac{1-t^2}{1+t^2} \\ \frac{2t}{1+t^2} \end{pmatrix}$$

Circle

- Let's try to find a rational parameterization of a (**piece of a**) unit circle:

$$\mathbf{f}^{(eucl)}(\varphi) = \begin{pmatrix} \cos \varphi \\ \sin \varphi \end{pmatrix} = \begin{pmatrix} \frac{1-t^2}{1+t^2} \\ \frac{2t}{1+t^2} \end{pmatrix} \text{ with } t := \tan \frac{\varphi}{2}$$

$$\Rightarrow \mathbf{f}^{(hom)}(t) = \begin{pmatrix} 1 - t^2 \\ 2t \\ 1 + t^2 \end{pmatrix}$$

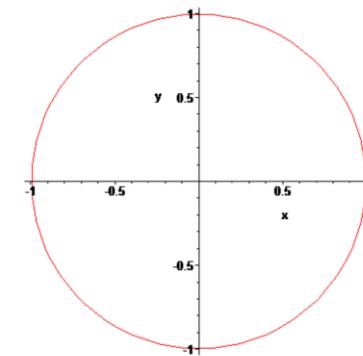
parameterization for $\varphi \in (-90^\circ \dots 90^\circ)$

→ we need at least three segments
to parametrize a full circle

Hyperbolas

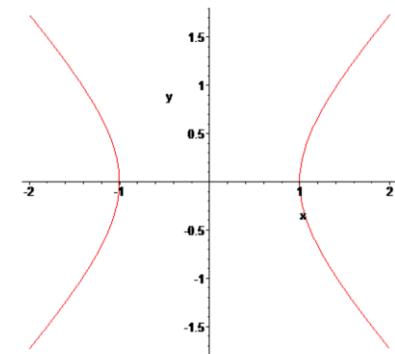
- Unit Circle: $x^2 + y^2 = 1$

$$\Rightarrow x(t) = \frac{1 - t^2}{1 + t^2}, \quad y(t) = \frac{2t}{1 + t^2} \quad (t \in \mathbb{R})$$



- Unit Hyperbola: $x^2 - y^2 = 1$

$$\Rightarrow x(t) = \frac{1 + t^2}{1 - t^2}, \quad y(t) = \frac{2t}{1 - t^2}, \quad (t \in [0, 1])$$



Rational Bezier Curves

Rational Bezier Curves

- Rational Bezier curves in \mathbb{R}^n of degree d :
 - Form a Bezier curve of degree d in $n + 1$ dimensional space
 - Interpret last coordinates as homogenous component
 - Euclidean coordinates are obtained by projection

$$\mathbf{f}^{(hom)}(t) = \sum_{i=0}^n B_i^{(d)}(t) \mathbf{p}_i, \quad \mathbf{p}_i \in \mathbb{R}^{n+1}$$

$$\mathbf{f}^{(eucl)}(t) = \frac{\sum_{i=0}^n B_i^{(d)}(t) \begin{pmatrix} p_i^{(1)} \\ \vdots \\ p_i^{(n)} \end{pmatrix}}{\sum_{i=0}^n B_i^{(d)}(t) p_i^{(n+1)}}$$

More Convenient Notation

- The curve can be written in “weighted points” form:

$$\mathbf{f}^{(eucl)}(t) = \frac{\sum_{i=0}^n B_i^{(d)}(t) \omega_i \begin{pmatrix} p_i^{(1)} \\ \dots \\ p_i^{(n)} \end{pmatrix}}{\sum_{i=0}^n B_i^{(d)}(t) \omega_i}$$

- Interpretation:
 - Points are weighted by weights ω_i
 - Normalized by interpolated weights in the denominator
 - Large weights → more influence of that point

Properties

- What about affine invariance, convex hull prop.?

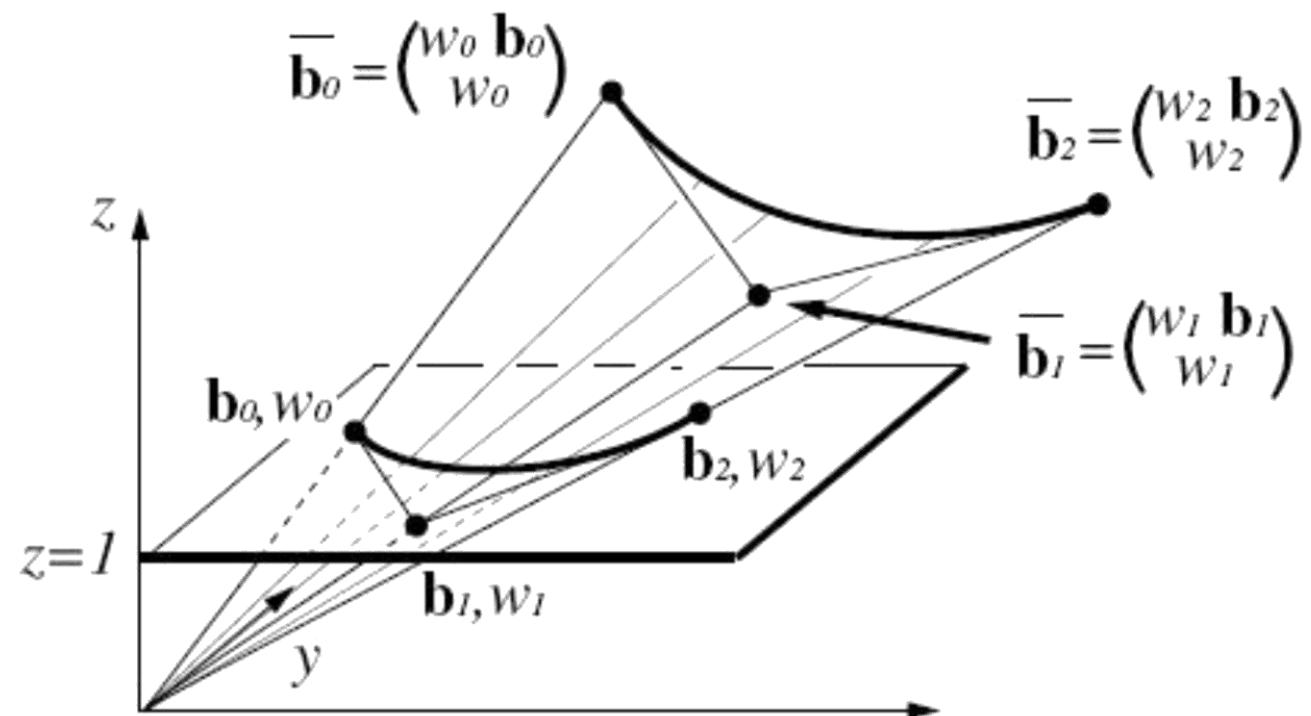
$$\mathbf{f}^{(eucl)}(t) = \sum_{i=0}^n \mathbf{p}_i \frac{B_i^{(d)}(t)\omega_i}{\sum_{j=0}^n B_j^{(d)}(t)\omega_i} = \sum_{i=0}^n q_i(t) \mathbf{p}_i \quad \text{with } \sum_{i=0}^n q_i(t) = 1$$

Consequences:

- Affine invariance still holds
- For strictly positive weights:
 - Convex hull property still holds
 - This is not a big restriction (potential singularities otherwise)
- Projective invariance (projective maps, hom. coord's)

Rational Bezier Curves

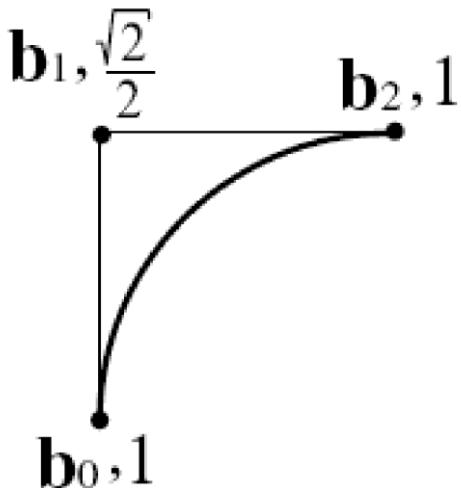
- Geometric interpretation of rational Bezier curves:
 - Rational Bezier curves are obtained by central projection of “normal” Bezier curves



Rational Bezier Curves

- **Examples:**

- $\omega_i = 1$ ($i = 0, \dots, n$): “normal” Bezier curves
- Generally:
 - Each conic section can be described as rational Bezier curve of degree two
 - Each rational Bezier curve of degree two is a conic section
- Example: Circular arc



Rational de Casteljau Algorithm

- **Evaluation with de Casteljau Algorithm**

- Three variants:
 - Compute in $n + 1$ dimensional space, then project
 - Compute numerator and denominator separately, then divide
 - Divide in each intermediate step (“rational de Casteljau”)

- Non-rational de Casteljau algorithm:

$$\mathbf{b}_i^{(r)}(t) = (1 - t)\mathbf{b}_i^{(r-1)}(t) + t\mathbf{b}_{i+1}^{(r-1)}(t)$$

- Rational de Casteljau algorithm

$$\mathbf{b}_i^{(r)}(t) = (1 - t) \frac{\omega_i^{(r-1)}(t)}{\omega_i^{(r)}(t)} \mathbf{b}_i^{(r-1)}(t) + t \frac{\omega_{i+1}^{(r-1)}(t)}{\omega_i^{(r)}(t)} \mathbf{b}_{i+1}^{(r-1)}(t)$$

$$\text{with } \omega_i^{(r)}(t) = (1 - t)\omega_i^{(r-1)}(t) + t\omega_{i+1}^{(r-1)}(t)$$

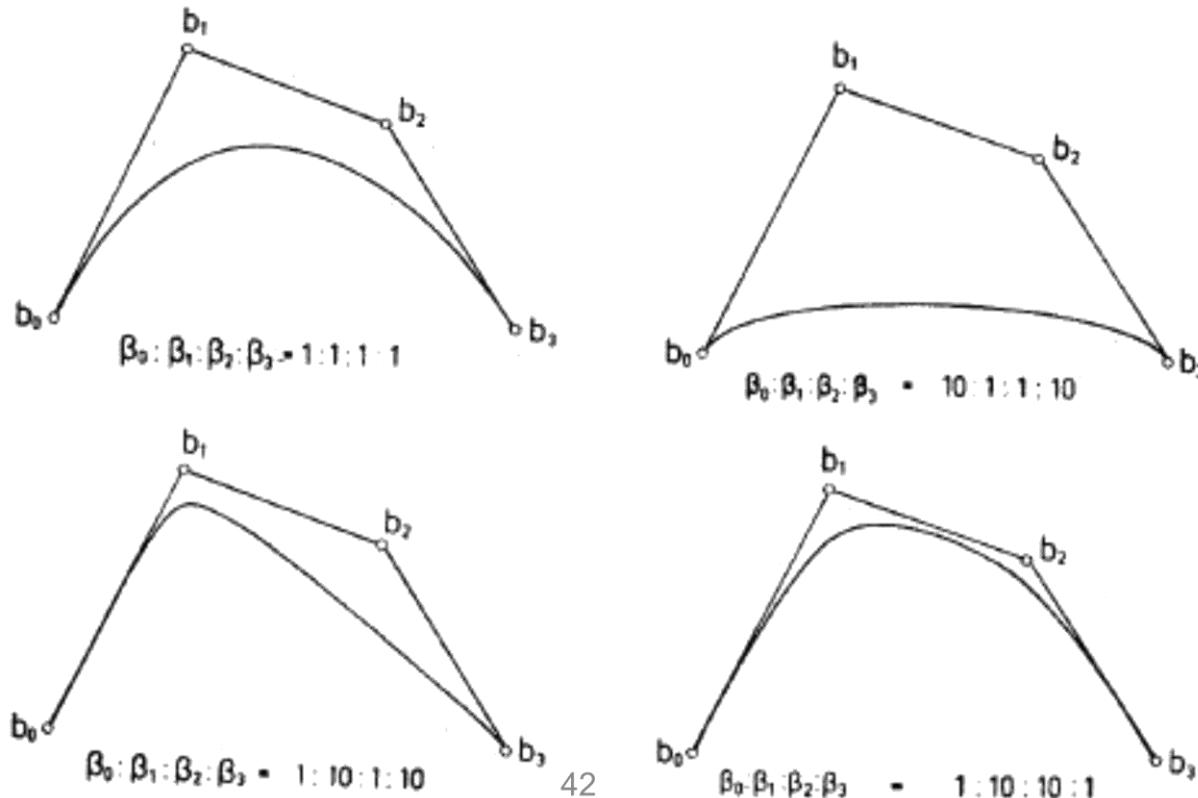
Rational de Casteljau Algorithm

- **Advantages:**
 - More intuitive (repeated weighted linear interpolation of points and weights)
 - Numerically more stable (only convex combinations for the standard case of positive weights, $t \in [0,1]$)

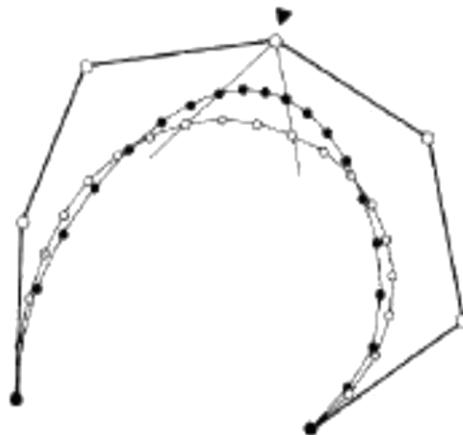
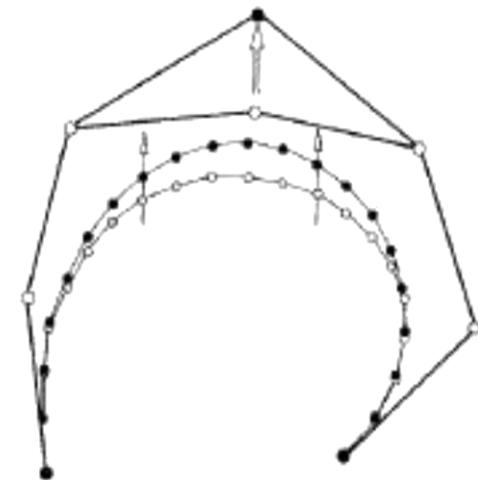
Influence of the Weights

- Influence of the weights on the curve shape:**

- Increasing ω_i moves the curve towards the Bezier point b_i
- Examples:



Influence of the Weights



Moving a control point

Not the same!

Increasing the weight of a control point

Quadratic Bezier Curves

- Quadratic curves:
 - Necessary and sufficient to represent conics
 - Therefore, we will examine them closer ⋯
- Quadratic rational Bezier curve:

$$\mathbf{f}^{(eucl)}(t) = \frac{B_0^{(2)}(t)\omega_0\mathbf{p}_0 + B_1^{(2)}(t)\omega_1\mathbf{p}_1 + B_2^{(2)}(t)\omega_2\mathbf{p}_2}{B_0^{(2)}(t)\omega_0 + B_1^{(2)}(t)\omega_1 + B_2^{(2)}(t)\omega_2}, \quad \mathbf{p}_i \in \mathbb{R}^n, \omega_i \in \mathbb{R}$$

Standard Form (or Normal Form)

- How many degrees of freedom are in the weights?
 - Quadratic rational Bezier curve:

$$f^{(eucl)}(t) = \frac{B_0^{(2)}(t)\omega_0 \mathbf{p}_0 + B_1^{(2)}(t)\omega_1 \mathbf{p}_1 + B_2^{(2)}(t)\omega_2 \mathbf{p}_2}{B_0^{(2)}(t)\omega_0 + B_1^{(2)}(t)\omega_1 + B_2^{(2)}(t)\omega_2}$$

If one of the weights is $\neq 0$ (which must be the case), we can divide numerator and denominator by this weight and thus remove one degree of freedom. *No impact on the curve.*

If we are only interested in the *shape of the curve*, we can remove one more degree of freedom by a *reparameterization* ... *No impact on shape of the curve*

Standard Form

- How many degrees of freedom are in the weights?
 - Concerning the shape of the curve, the parameterization does not matter
 - We have

$$f^{(eucl)}(t) = \frac{(1-t)^2 \omega_0 \mathbf{p}_0 + 2t(1-t)\omega_1 \mathbf{p}_1 + t^2 \omega_2 \mathbf{p}_2}{(1-t)^2 \omega_0 + 2t(1-t)\omega_1 + t^2 \omega_2}$$

- We set: (with α to be determined later)

$$t \leftarrow \frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}, \quad \text{i.e., } (1-t) \leftarrow \frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}$$

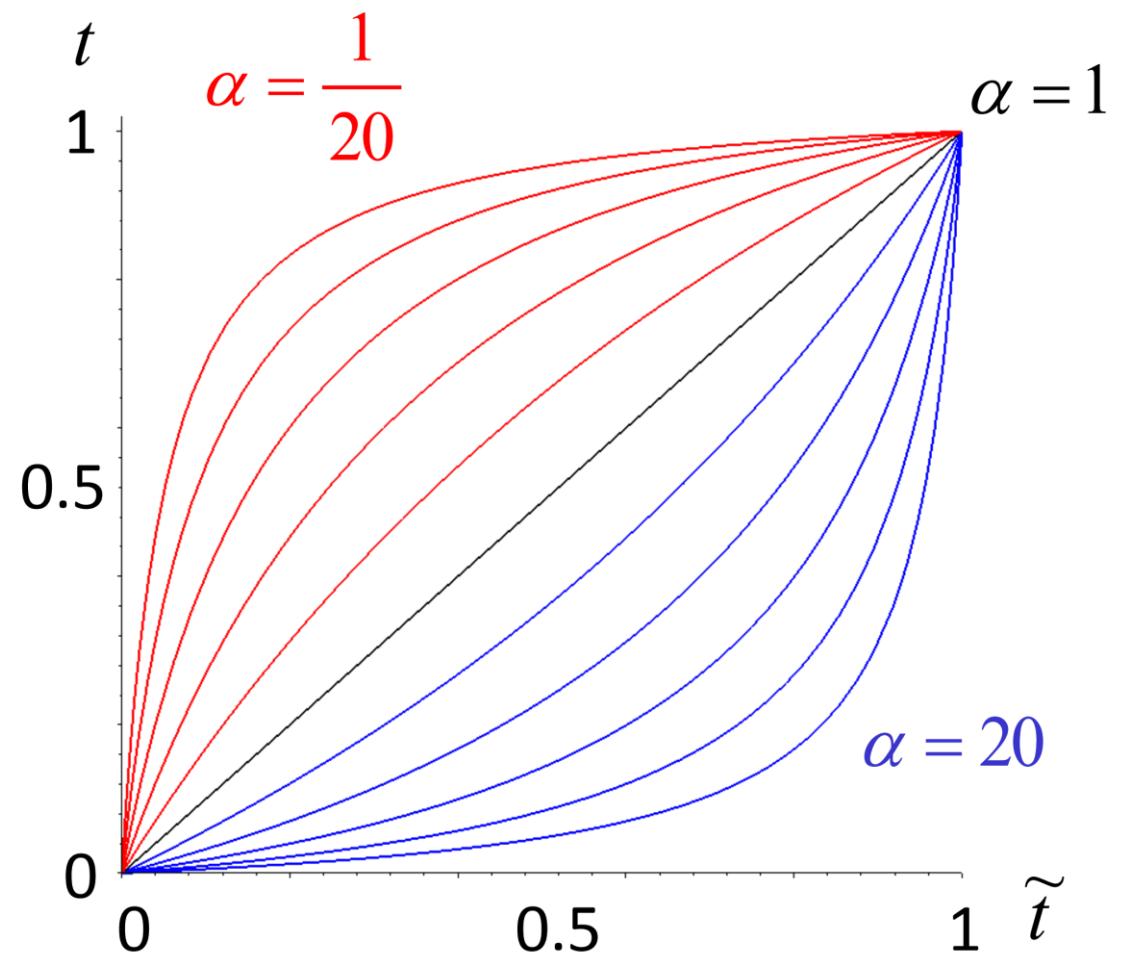
Remark: Why this reparameterization?

- Reparameterization:

$$t \leftarrow \frac{\tilde{t}}{\alpha(1 - \tilde{t}) + \tilde{t}}$$

Properties:

- $0 \rightarrow 0, 1 \rightarrow 1$,
monotonic in between
- Shape determined by
parameter α



Standard Form

$$t \leftarrow \frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}, \text{ i.e., } (1-t) \leftarrow \frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}$$

Standard Form

$$t \leftarrow \frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}, \text{ i.e., } (1-t) \leftarrow \frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}$$

$$\begin{aligned} \mathbf{f}^{(eucl)}(t) &= \frac{\left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_0 \mathbf{p}_0 + 2 \left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right) \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right) \omega_1 \mathbf{p}_1 + \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_2 \mathbf{p}_2}{\left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_0 + 2 \left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right) \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right) \omega_1 + \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_2} \\ &= \frac{\alpha^2(1-\tilde{t})^2 \omega_0 \mathbf{p}_0 + 2\alpha(1-\tilde{t})\tilde{t}\omega_1 \mathbf{p}_1 + \tilde{t}^2 \omega_2 \mathbf{p}_2}{\alpha^2(1-\tilde{t})^2 \omega_0 + 2\alpha(1-\tilde{t})\tilde{t}\omega_1 + \tilde{t}^2 \omega_2} \end{aligned}$$

Standard Form

$$t \leftarrow \frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}, \text{ i.e., } (1-t) \leftarrow \frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}$$

$$\mathbf{f}^{(eucl)}(t) = \frac{\left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_0 \mathbf{p}_0 + 2 \left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right) \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right) \omega_1 \mathbf{p}_1 + \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_2 \mathbf{p}_2}{\left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_0 + 2 \left(\frac{\alpha(1-\tilde{t})}{\alpha(1-\tilde{t})+\tilde{t}}\right) \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right) \omega_1 + \left(\frac{\tilde{t}}{\alpha(1-\tilde{t})+\tilde{t}}\right)^2 \omega_2}$$

$$= \frac{\alpha^2(1-\tilde{t})^2 \omega_0 \mathbf{p}_0 + 2\alpha(1-\tilde{t})\tilde{t} \omega_1 \mathbf{p}_1 + \tilde{t}^2 \omega_2 \mathbf{p}_2}{\alpha^2(1-\tilde{t})^2 \omega_0 + 2\alpha(1-\tilde{t})\tilde{t} \omega_1 + \tilde{t}^2 \omega_2}$$

$$= \frac{\alpha^2 B_0^{(2)}(\tilde{t}) \omega_0 \mathbf{p}_0 + \alpha B_1^{(2)}(\tilde{t}) \omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t}) \omega_2 \mathbf{p}_2}{\alpha^2 B_0^{(2)}(\tilde{t}) \omega_0 + \alpha B_1^{(2)}(\tilde{t}) \omega_1 + B_2^{(2)}(\tilde{t}) \omega_2}$$

Standard Form

$$\mathbf{f}^{(eucl)}(t) = \frac{\alpha^2 B_0^{(2)}(\tilde{t})\omega_0 \mathbf{p}_0 + \alpha B_1^{(2)}(\tilde{t})\omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t})\omega_2 \mathbf{p}_2}{\alpha^2 B_0^{(2)}(\tilde{t})\omega_0 + \alpha B_1^{(2)}(\tilde{t})\omega_1 + B_2^{(2)}(\tilde{t})\omega_2}$$

$$\text{let } \alpha = \sqrt{\frac{\omega_2}{\omega_0}} \text{ (assume } 0 \leq \frac{\omega_2}{\omega_0} < \infty)$$

Standard Form

$$\mathbf{f}^{(eucl)}(t) = \frac{\alpha^2 B_0^{(2)}(\tilde{t})\omega_0 \mathbf{p}_0 + \alpha B_1^{(2)}(\tilde{t})\omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t})\omega_2 \mathbf{p}_2}{\alpha^2 B_0^{(2)}(\tilde{t})\omega_0 + \alpha B_1^{(2)}(\tilde{t})\omega_1 + B_2^{(2)}(\tilde{t})\omega_2}$$

let $\alpha = \sqrt{\frac{\omega_2}{\omega_0}}$ (assume $0 \leq \frac{\omega_2}{\omega_0} < \infty$)

$$\begin{aligned}\mathbf{f}^{(eucl)}(t) &= \frac{B_0^{(2)}(\tilde{t}) \left(\sqrt{\frac{\omega_2}{\omega_0}} \right)^2 \omega_0 \mathbf{p}_0 + B_1^{(2)}(\tilde{t}) \sqrt{\frac{\omega_2}{\omega_0}} \omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t}) \omega_2 \mathbf{p}_2}{B_0^{(2)}(\tilde{t}) \left(\sqrt{\frac{\omega_2}{\omega_0}} \right)^2 \omega_0 + B_1^{(2)}(\tilde{t}) \sqrt{\frac{\omega_2}{\omega_0}} \omega_1 + B_2^{(2)}(\tilde{t}) \omega_2} \\ &= \frac{B_0^{(2)}(\tilde{t}) \omega_2 \mathbf{p}_0 + B_1^{(2)}(\tilde{t}) \sqrt{\frac{\omega_2}{\omega_0}} \omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t}) \omega_2 \mathbf{p}_2}{B_0^{(2)}(\tilde{t}) \omega_2 + B_1^{(2)}(\tilde{t}) \sqrt{\frac{\omega_2}{\omega_0}} \omega_1 + B_2^{(2)}(\tilde{t}) \omega_2}\end{aligned}$$

Standard Form

$$\mathbf{f}^{(eucl)}(t) = \frac{B_0^{(2)}(\tilde{t})\omega_2 \mathbf{p}_0 + B_1^{(2)}(\tilde{t})\sqrt{\frac{\omega_2}{\omega_0}}\omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t})\omega_2 \mathbf{p}_2}{B_0^{(2)}(\tilde{t})\omega_2 + B_1^{(2)}(\tilde{t})\sqrt{\frac{\omega_2}{\omega_0}}\omega_1 + B_2^{(2)}(\tilde{t})\omega_2}$$

Standard Form

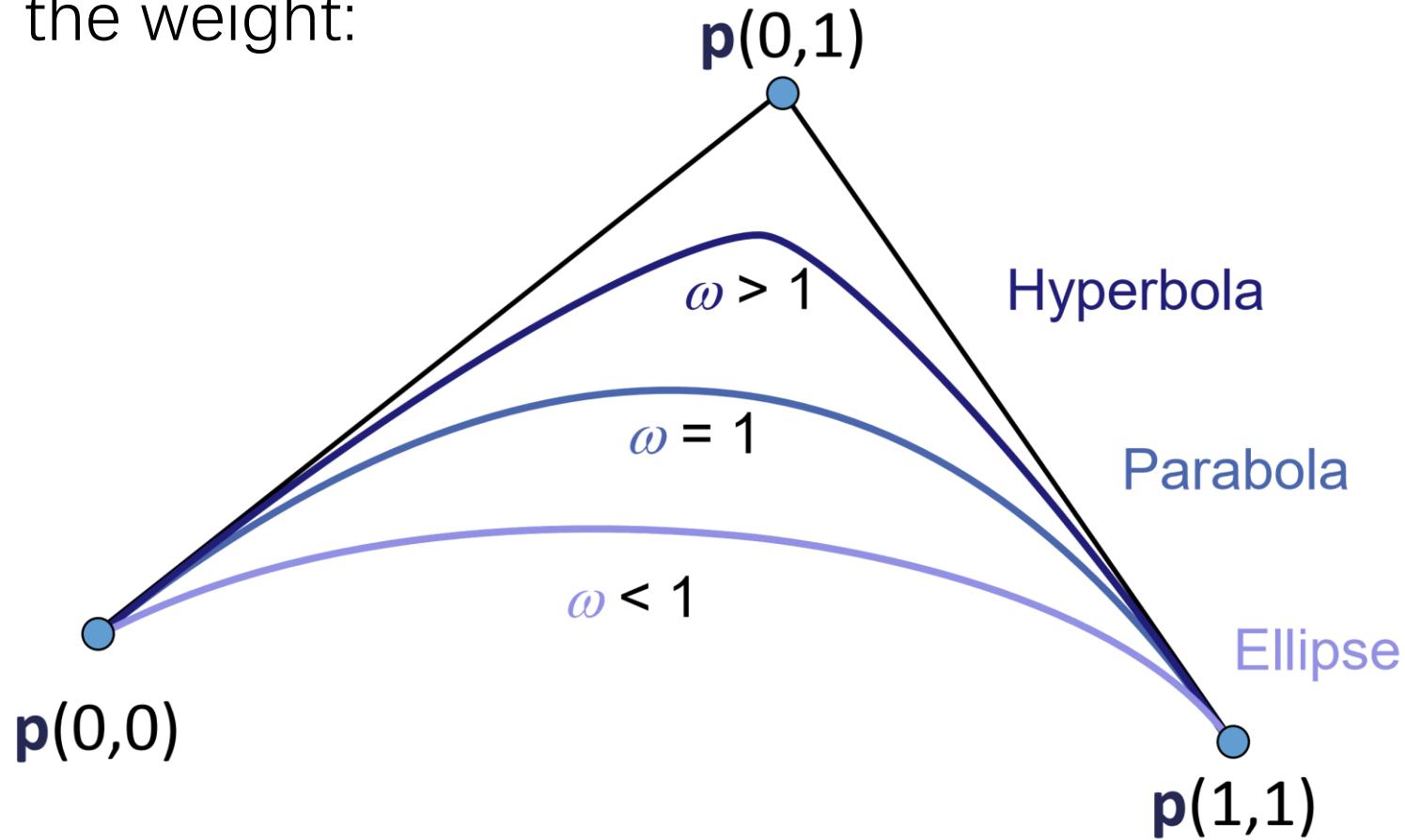
$$\begin{aligned} \mathbf{f}^{(eucl)}(t) &= \frac{B_0^{(2)}(\tilde{t})\omega_2 \mathbf{p}_0 + B_1^{(2)}(\tilde{t})\sqrt{\frac{\omega_2}{\omega_0}}\omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t})\omega_2 \mathbf{p}_2}{B_0^{(2)}(\tilde{t})\omega_2 + B_1^{(2)}(\tilde{t})\sqrt{\frac{\omega_2}{\omega_0}}\omega_1 + B_2^{(2)}(\tilde{t})\omega_2} \\ &= \frac{B_0^{(2)}(\tilde{t})\mathbf{p}_0 + B_1^{(2)}(\tilde{t})\sqrt{\frac{1}{\omega_0\omega_2}}\omega_1 \mathbf{p}_1 + B_2^{(2)}(\tilde{t})\mathbf{p}_2}{B_0^{(2)}(\tilde{t}) + B_1^{(2)}(\tilde{t})\sqrt{\frac{1}{\omega_0\omega_2}}\omega_1 + B_2^{(2)}(\tilde{t})} \\ &= \frac{B_0^{(2)}(\tilde{t})\mathbf{p}_0 + B_1^{(2)}(\tilde{t})\omega \mathbf{p}_1 + B_2^{(2)}(\tilde{t})\mathbf{p}_2}{B_0^{(2)}(\tilde{t}) + B_1^{(2)}(\tilde{t})\omega + B_2^{(2)}(\tilde{t})} \quad \text{with } \omega := \sqrt{\frac{1}{\omega_0\omega_2}}\omega_1 \end{aligned}$$

Standard Form

- **Consequence:**
 - It is sufficient to specify the weight of the inner point
 - We can w.l.o.g. set $\omega_0 = \omega_2 = 1$, $\omega_1 = \omega$
 - This form of a quadratic Bezier curve is called the *standard form* or the *normal form*
- Choices:
 - $\omega < 1$: ellipse segment
 - $\omega = 1$: parabola segment (non-rational curve)
 - $\omega > 1$: hyperbola segment

Illustration

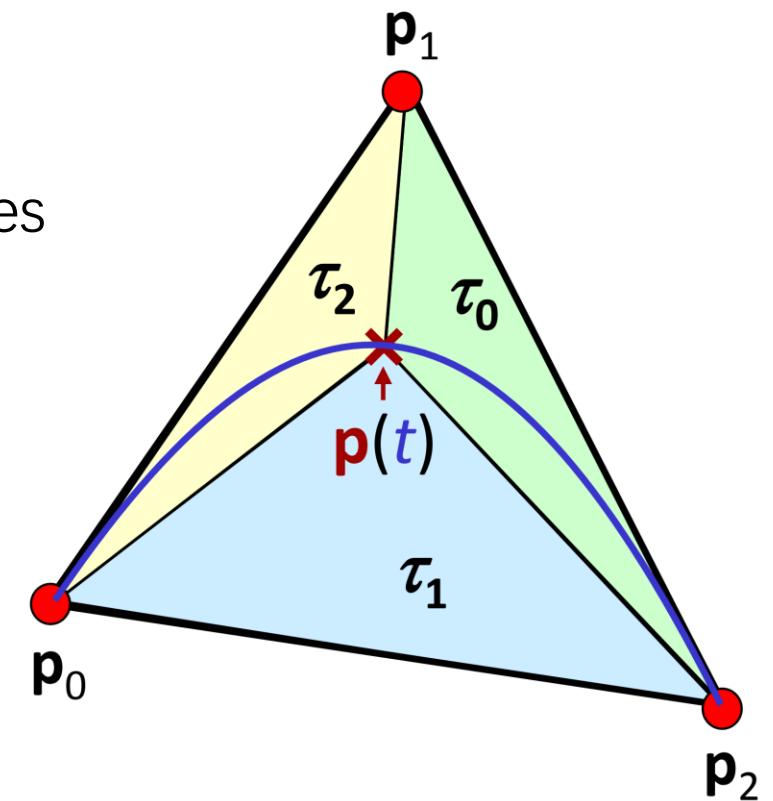
- Changing the weight:



Conversion to Implicit Form

- Convert parametric to implicit form
 - In order to show the shape condition
 - For distance computation / inside-outside tests
- Express curve in barycentric coordinates
 - Curve can be expressed in barycentric coordinates (linear transform)

$$\mathbf{f}(t) = \tau_0(t)\mathbf{p}_0 + \tau_1(t)\mathbf{p}_1 + \tau_2(t)\mathbf{p}_2$$



Conversion to Implicit Form

- Compare the coefficients

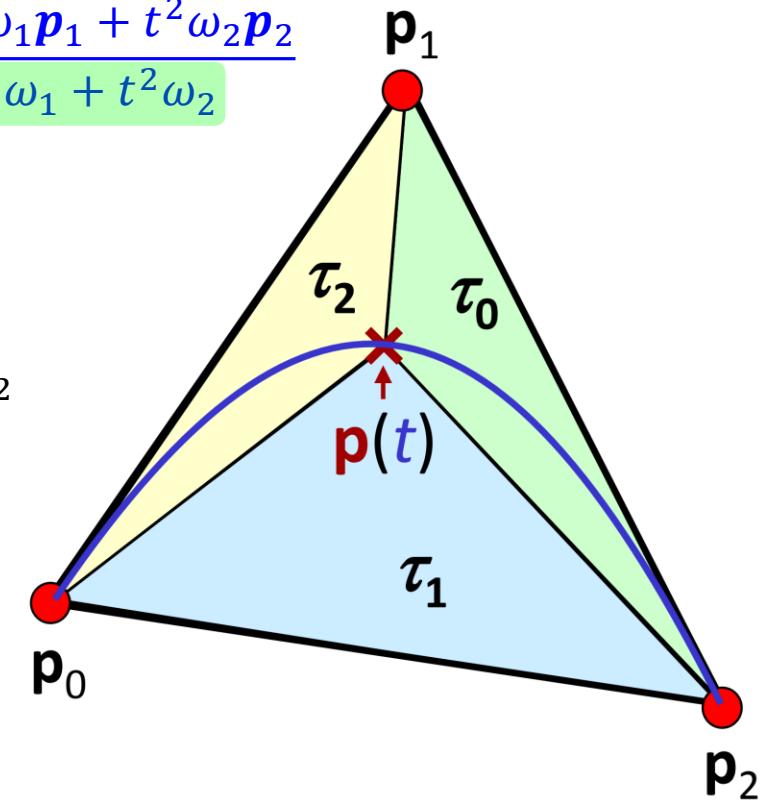
$$\tau_0 = \frac{\omega_0(1-t)^2}{\omega(t)}$$

$$\tau_1 = \frac{2\omega_1 t(1-t)}{\omega(t)}$$

$$\tau_2 = \frac{\omega_2 t^2}{\omega(t)}$$

$$\begin{aligned} \mathbf{f}(t) &= \tau_0(t)\mathbf{p}_0 + \tau_1(t)\mathbf{p}_1 + \tau_2(t)\mathbf{p}_2 \\ \mathbf{f}^{(eucl)}(t) &= \frac{(1-t)^2 \omega_0 \mathbf{p}_0 + 2t(1-t)\omega_1 \mathbf{p}_1 + t^2 \omega_2 \mathbf{p}_2}{(1-t)^2 \omega_0 + 2t(1-t)\omega_1 + t^2 \omega_2} \end{aligned}$$

$$\omega(t) = (1-t)^2 \omega_0 + 2t(1-t)\omega_1 + t^2 \omega_2$$



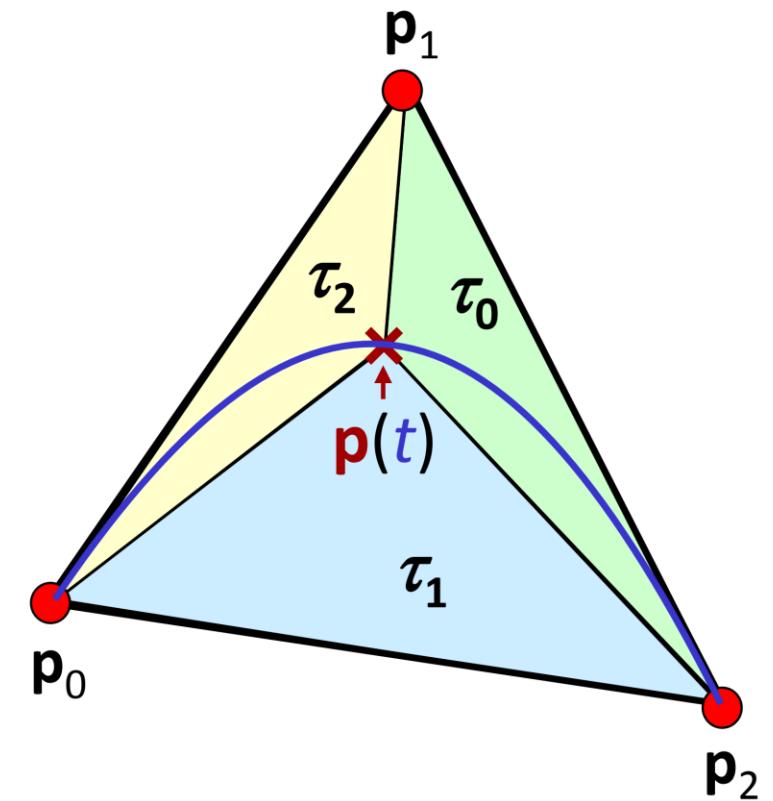
Conversion to Implicit Form

- Solving for $t, 1 - t$

$$\tau_0 = \frac{\omega_0(1-t)^2}{\omega(t)} \Rightarrow 1 - t = \sqrt{\frac{\tau_0(t)\omega(t)}{\omega_0}}$$

$$\tau_1 = \frac{2\omega_1 t(1-t)}{\omega(t)}$$

$$\tau_2 = \frac{\omega_2 t^2}{\omega(t)} \Rightarrow t = \sqrt{\frac{\tau_2(t)\omega(t)}{\omega_2}}$$



Conversion to Implicit Form

- Solving for $t, 1 - t$

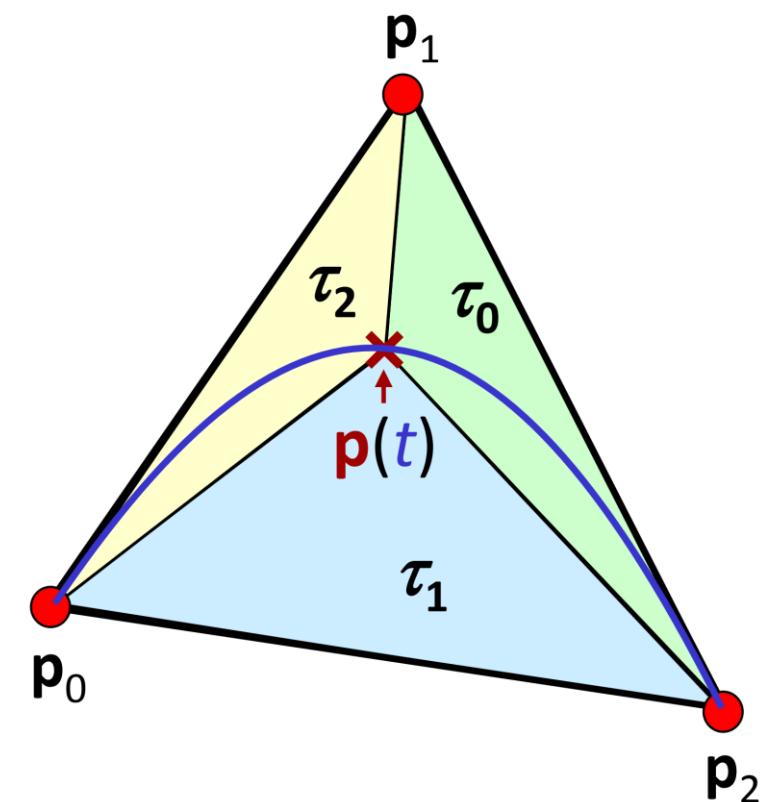
$$\tau_0 = \frac{\omega_0(1-t)^2}{\omega(t)} \Rightarrow 1 - t = \sqrt{\frac{\tau_0(t)\omega(t)}{\omega_0}}$$

$$\tau_1 = \frac{2\omega_1 t(1-t)}{\omega(t)}$$

$$\tau_2 = \frac{\omega_2 t^2}{\omega(t)} \Rightarrow t = \sqrt{\frac{\tau_2(t)\omega(t)}{\omega_2}}$$

$$\tau_1 = \frac{2\omega_1 t(1-t)}{\omega(t)} = 2 \frac{\omega_1}{\omega(t)} \sqrt{\frac{\tau_0(t)\omega(t)}{\omega_0} \frac{\tau_2(t)\omega(t)}{\omega_2}} = 2\omega_1 \sqrt{\frac{\tau_0(t)\tau_2(t)}{\omega_0\omega_2}}$$

$$\Rightarrow \frac{\tau_1^2(t)}{\tau_2(t)\tau_0(t)} = \frac{4\omega_1^2}{\omega_0\omega_2}$$



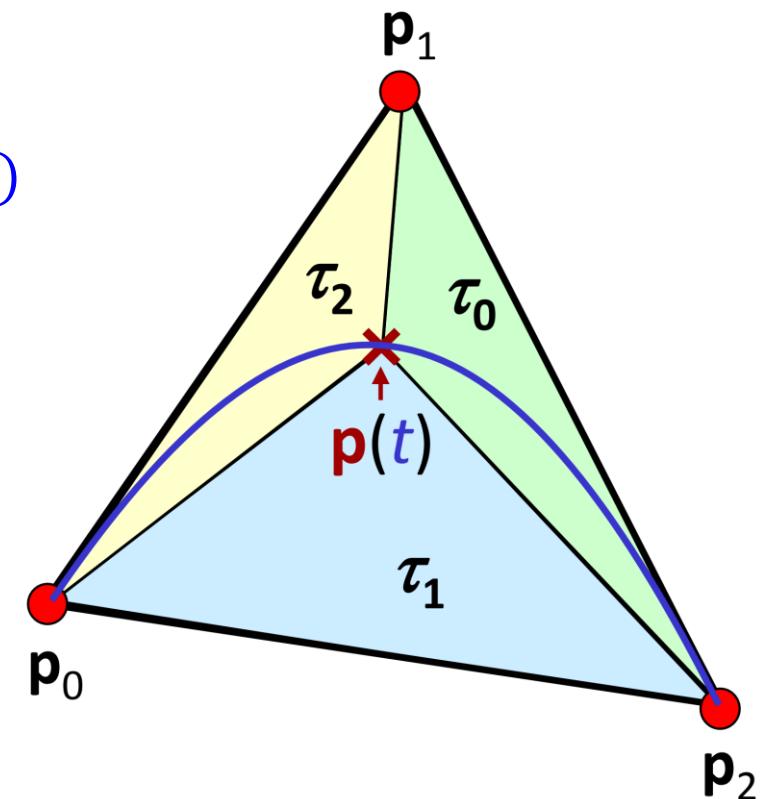
Conversion to Implicit Form

- More algebra ...

$$\frac{\tau_1^2(t)}{\tau_2(t)\tau_0(t)} = \frac{4\omega_1^2}{\omega_0\omega_2}$$

Using $\tau_2(t) = 1 - \tau_0(t) - \tau_1(t)$, we get

$$\begin{aligned} (\omega_0\omega_2)\tau_1^2(t) &= 4\omega_1^2\tau_2(t)\tau_0(t) = 4\omega_1^2(1 - \tau_0(t) - \tau_1(t))\tau_0(t) \\ &= 4\omega_1^2(\tau_0(t) - \tau_0^2(t) - \tau_0(t)\tau_1(t)) \\ \Rightarrow (\omega_0\omega_2)\tau_1^2(t) + 4\omega_1^2\tau_1(t)\tau_0(t) + 4\omega_1^2\tau_0^2(t) - 4\omega_1^2\tau_0(t) &= 0 \end{aligned}$$



Conversion to Implicit Form

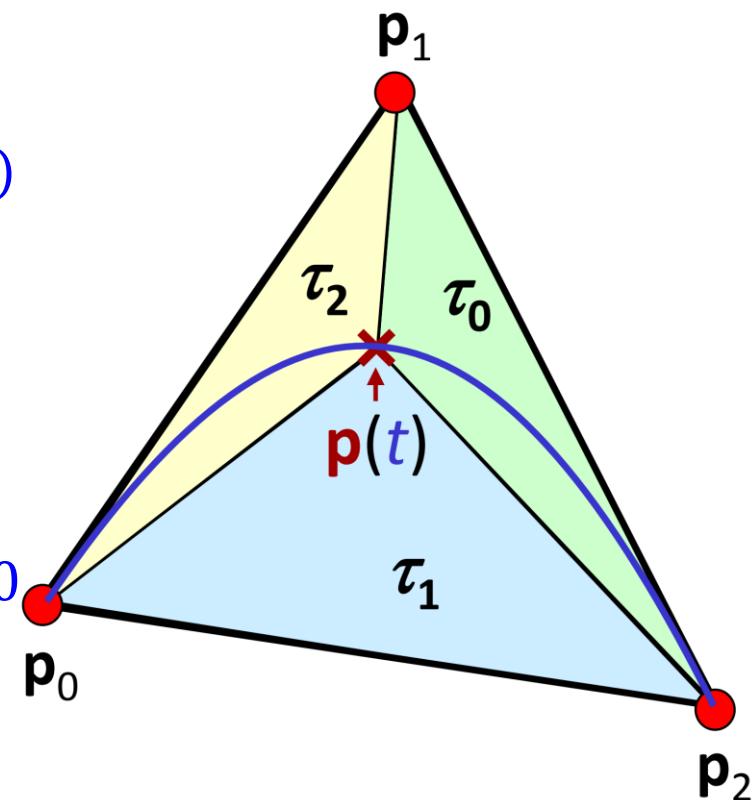
- More algebra ...

$$\frac{\tau_1^2(t)}{\tau_2(t)\tau_0(t)} = \frac{4\omega_1^2}{\omega_0\omega_2}$$

Using $\tau_2(t) = 1 - \tau_0(t) - \tau_1(t)$, we get

$$\begin{aligned} (\omega_0\omega_2)\tau_1^2(t) &= 4\omega_1^2\tau_2(t)\tau_0(t) = 4\omega_1^2(1 - \tau_0(t) - \tau_1(t))\tau_0(t) \\ &= 4\omega_1^2(\tau_0(t) - \tau_0^2(t) - \tau_0(t)\tau_1(t)) \\ \Rightarrow (\omega_0\omega_2)\tau_1^2(t) + 4\omega_1^2\tau_1(t)\tau_0(t) + 4\omega_1^2\tau_0^2(t) - 4\omega_1^2\tau_0(t) &= 0 \end{aligned}$$

$$ax^2 + bxy + cy^2 + ex + 0y + 0 = 0$$



Classification

- Eigenvalue argument led to:
 - Parabola requires $b^2 = 4ac$ in $ax^2 + bxy + cy^2 + dx + ey + f = 0$
 - In our case:
$$(\omega_0\omega_2)\tau_1^2(t) + 4\omega_1^2\tau_1(t)\tau_0(t) + 4\omega_1^2\tau_0^2(t) - 4\omega_1^2\tau_0(t) = 0$$
i.e.
$$4(\omega_0\omega_2)(4\omega_1^2) = (4\omega_1^2)^2$$
$$\Leftrightarrow \omega_0\omega_2 = \omega_1^2$$
 - Standard form: $\omega_0 = \omega_2 = 1$
$$\Rightarrow \omega_1 = 1$$

Classification

- Similarly, it follows that

$\omega_1 < 1 \rightarrow$ Ellipse

$\omega_1 = 1 \rightarrow$ Parabola

$\omega_1 > 1 \rightarrow$ Hyperbola

Towards Dual Conic Sections

- Rational quadratic curves – conic sections
 - Consider a rational quadratic curve in normal form for $t \in [0,1]$:

$$\boldsymbol{x}(t) = \frac{(1-t)^2 \cdot \boldsymbol{b}_0 + 2 \cdot t \cdot (1-t) \cdot \omega \cdot \boldsymbol{b}_1 + t^2 \cdot \boldsymbol{b}_2}{(1-t)^2 + 2 \cdot t \cdot (1-t) \cdot \omega + t^2}$$

Dual Conic Sections

- Rational quadratic curves – conic sections

- Dual conic section $t \in \mathbb{R} \setminus [0,1]$
- Choice of reparameterization

$$s(t) = \hat{t} = \frac{t}{2 \cdot t - 1} \Rightarrow (1 - \hat{t}) = \frac{t - 1}{2 \cdot t - 1}$$

\hat{t} changes from 0 to $-\infty \Leftrightarrow t$ changes from 0 to $\frac{1}{2}$

\hat{t} changes from ∞ to 1 $\Leftrightarrow t$ changes from $\frac{1}{2}$ to 1

Dual Conic Sections

- The following applies:

$$x(s(t)) = x(\hat{t})$$

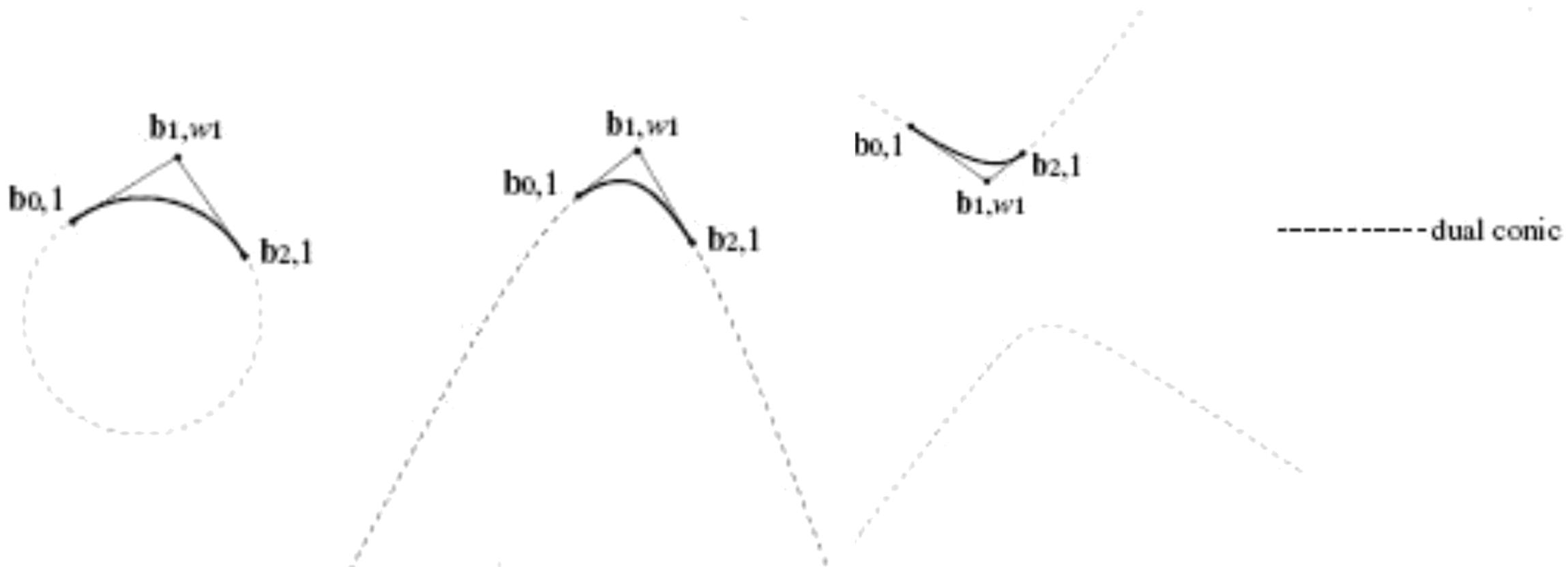
$$= \frac{(1 - \hat{t})^2 \cdot b_0 + 2 \cdot \hat{t} \cdot (1 - \hat{t}) \cdot \omega \cdot b_1 + \hat{t}^2 \cdot b_2}{(1 - \hat{t})^2 + 2 \cdot \hat{t} \cdot (1 - \hat{t}) \cdot \omega + \hat{t}^2}$$

$$= \frac{(1 - t)^2 \cdot b_0 - 2 \cdot t \cdot (1 - t) \cdot \omega \cdot b_1 + t^2 \cdot b_2}{(1 - t)^2 - 2 \cdot t \cdot (1 - t) \cdot \omega + t^2}$$

- → Dual conic section arises in **Normal form** by negation of ω

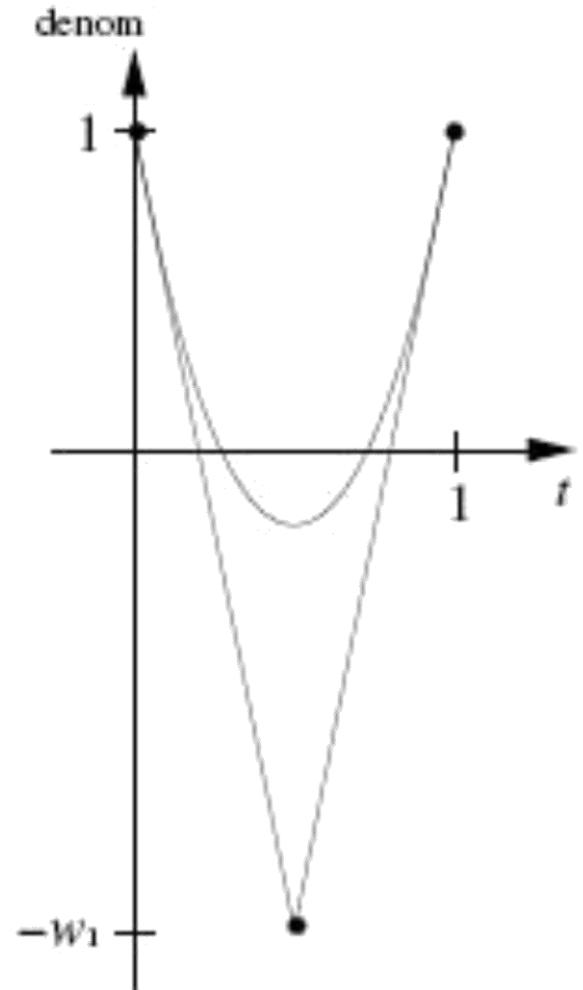
Dual Conic Sections

- Examples:



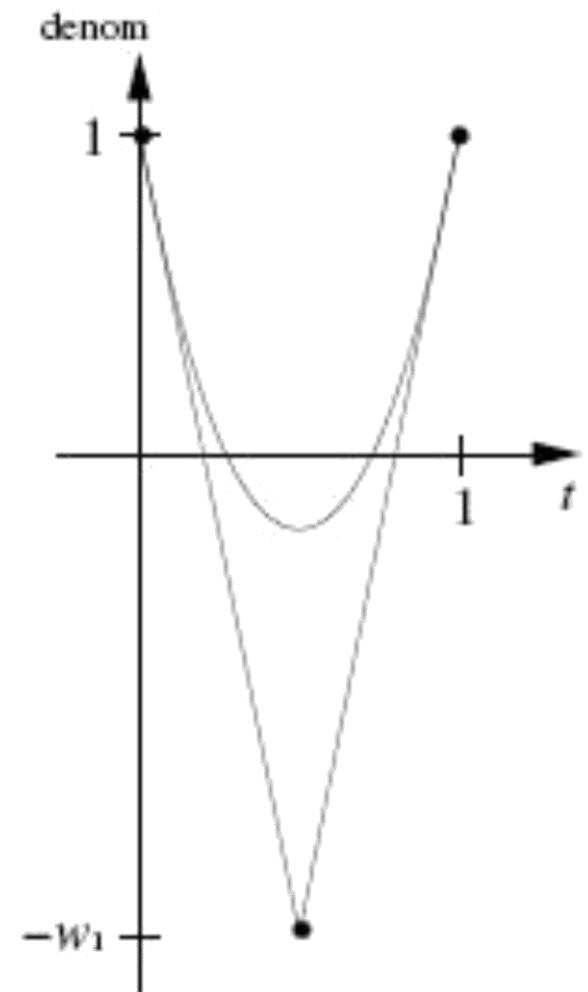
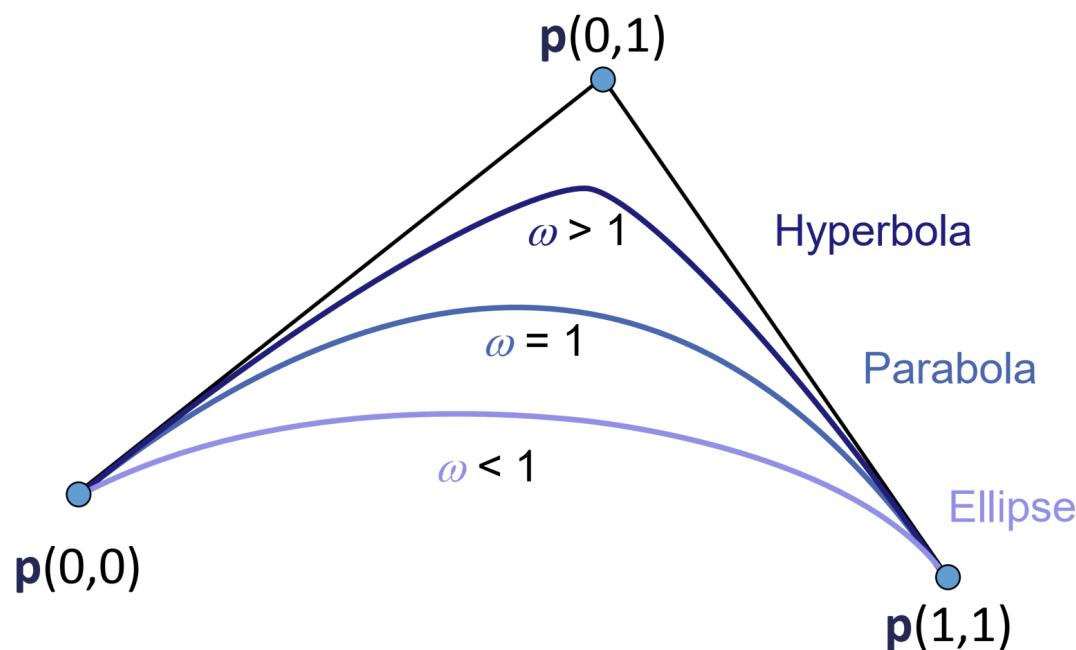
Dual Conic Sections

- **Classification of conic sections:**
 - By means of the dual conic section
 - Consider singularities of the denominator function
$$(1 - t)^2 - 2 \cdot t \cdot (1 - t) \cdot \omega + t^2 \text{ in } [0,1]$$



Rational Bezier curves

- $\omega < 1 \rightarrow$ no singularities \rightarrow ellipse
- $\omega = 1 \rightarrow$ one singularity \rightarrow parabola
- $\omega > 1 \rightarrow$ two singularities \rightarrow hyperbola



Circle in Bezier Form

- Quadratic rational polynomial:

$$f(t) = \frac{1}{1+t^2} \begin{pmatrix} 1-t^2 \\ 2t \end{pmatrix}, \quad t = \tan \frac{\varphi}{2}, \quad \varphi \in \left[-\frac{\pi}{2}, \frac{\pi}{2}\right]$$

- Conversion to Bezier basis

$$B_0^{(2)} = (1-t)^2 = 1 - 2t + t^2 := [1 \quad -2 \quad 1]^T$$

$$1 - t^2 := [1 \quad 0 \quad -1]^T$$

$$B_1^{(2)} = 2t(1-t) = 2t - 2t^2 := [0 \quad 2 \quad -2]^T$$

$$2t := [0 \quad 2 \quad 0]^T$$

$$B_2^{(2)} = t^2 := [0 \quad 0 \quad 1]^T$$

$$1 + t^2 := [1 \quad 0 \quad 1]^T$$

Circle in Bezier Form

Conversion to Bezier basis: Method 1

$$B_0^{(2)} = (1-t)^2 = 1 - 2t + t^2 \coloneqq [1 \quad -2 \quad 1]^T$$

$$1 - t^2 \coloneqq [1 \quad 0 \quad -1]^T$$

$$B_1^{(2)} = 2t(1-t) = 2t - 2t^2 \coloneqq [0 \quad 2 \quad -2]^T$$

$$2t \coloneqq [0 \quad 2 \quad 0]^T$$

$$B_2^{(2)} = t^2 \coloneqq [0 \quad 0 \quad 1]^T$$

$$1 + t^2 \coloneqq [1 \quad 0 \quad 1]^T$$

Comparison yields:

$$1 - t^2 = B_0^{(2)} + B_1^{(2)}$$

$$\mathbf{f}^{(hom)}(t) = \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} B_0^{(2)} + \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} B_1^{(2)} + \begin{pmatrix} 0 \\ 2 \\ 2 \end{pmatrix} B_2^{(2)}$$

$$2t = B_1^{(2)} + 2B_2^{(2)}$$

$$1 + t^2 = B_0^{(2)} + B_1^{(2)} + 2B_2^{(2)}$$

Circle in Bezier Form

Conversion to Bezier basis: Method 2

Use polar forms:

$$1 - t^2 \Rightarrow f_0 = 1 - t_1 t_2$$

$$2t \Rightarrow f_1 = t_1 + t_2$$

$$1 + t^2 \Rightarrow f_2 = 1 + t_1 t_2$$

And then evaluate at (0,0), (0,1), (1,1)

Circle in Bezier Form

- Result:

$$f(t) = \frac{\binom{1}{0} B_0^{(2)}(t) + \binom{1}{1} B_1^{(2)}(t) + \binom{0}{2} B_2^{(2)}(t)}{B_0^{(2)}(t) + B_1^{(2)}(t) + 2B_2^{(2)}(t)}$$

- Parameters:

$$t = \tan \frac{\varphi}{2} \Rightarrow \varphi = 2 \arctan t$$

$$t \in [0,1] \rightarrow \varphi \in \left[0, \frac{\pi}{2}\right]$$

Circle in Bezier Form

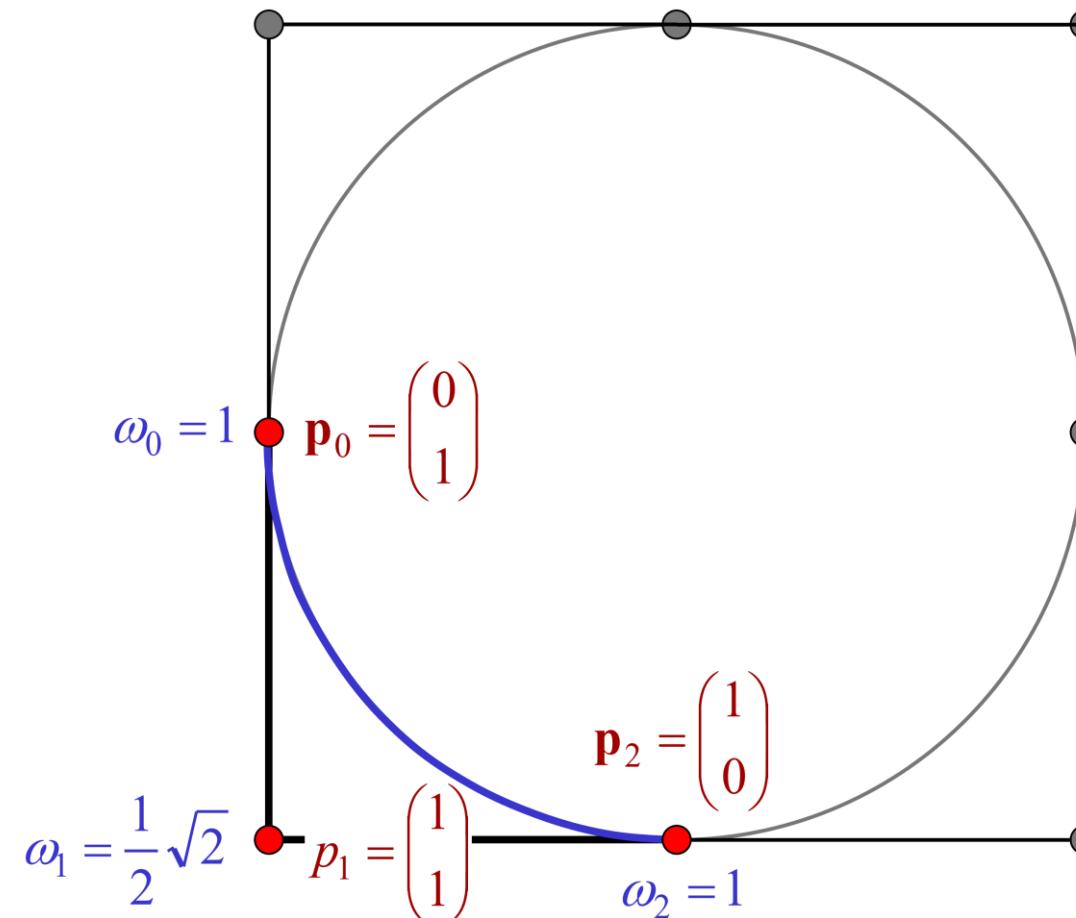
Standard Form:

$$\mathbf{f}(t) = \frac{B_0^{(2)}(\tilde{t})\mathbf{p}_0 + B_1^{(2)}(\tilde{t})\omega\mathbf{p}_1 + B_2^{(2)}(\tilde{t})\mathbf{p}_2}{B_0^{(2)}(\tilde{t}) + B_1^{(2)}(\tilde{t})\omega + B_2^{(2)}(\tilde{t})} \quad \text{with } \omega := \sqrt{\frac{1}{\omega_0\omega_2}\omega_1}$$

$$\mathbf{f}(t) = \frac{B_0^{(2)}\begin{pmatrix} 1 \\ 0 \end{pmatrix} + \frac{\sqrt{2}}{2}B_1^{(2)}\begin{pmatrix} 1 \\ 1 \end{pmatrix} + B_2^{(2)}\begin{pmatrix} 0 \\ 0 \end{pmatrix}}{B_0^{(2)} + \frac{\sqrt{2}}{2}B_1^{(2)} + B_2^{(2)}}$$

Result: Circle in Bezier Form

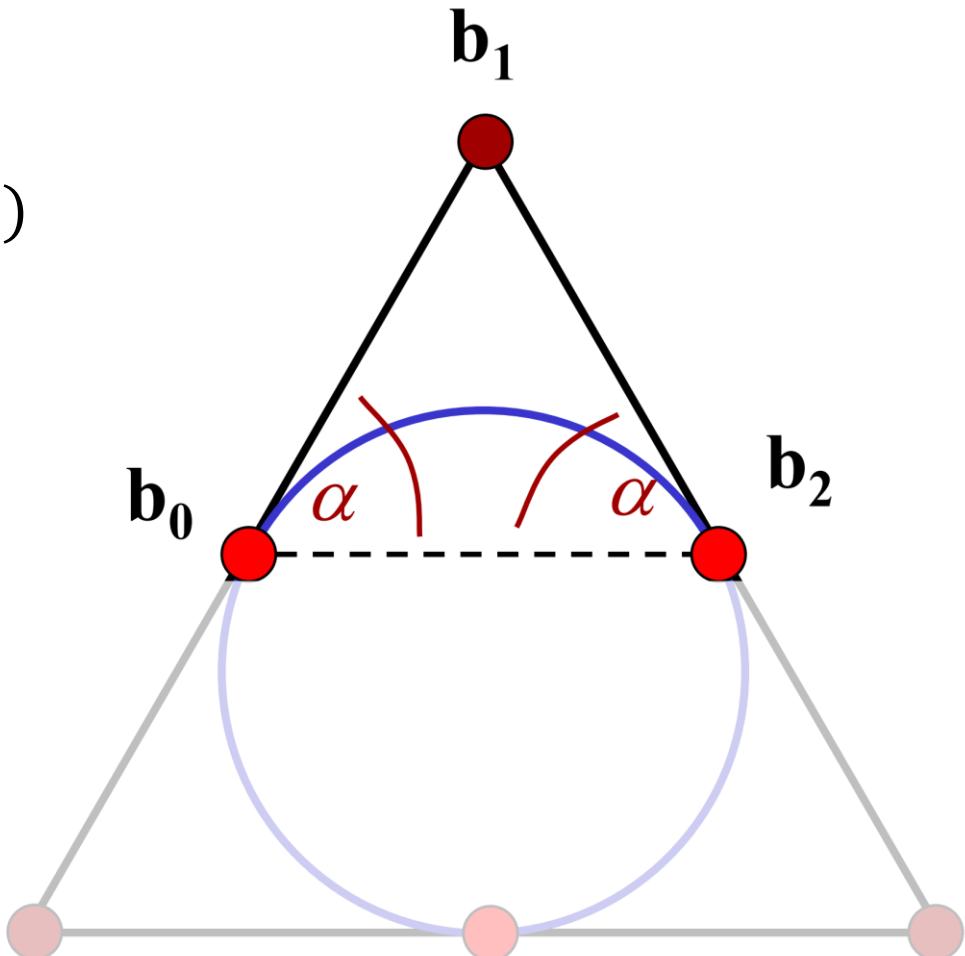
Final Result:



General Circle Segments

Circular arcs:

- Let $\text{dist}(\mathbf{b}_0, \mathbf{b}_1) = \text{dist}(\mathbf{b}_1, \mathbf{b}_2)$
and $\alpha = \text{angle}(\mathbf{b}_0, \mathbf{b}_2, \mathbf{b}_1) = \text{angle}(\mathbf{b}_2, \mathbf{b}_0, \mathbf{b}_1)$
- Then, $\mathbf{x}(t)$ is the circular arc for
$$\omega = \cos \alpha$$
- $\mathbf{x}(t)$ is not arc length parameterized!



Properties, Remarks

Continuity:

- The parameterization is only C^1 , but G^∞
- No arc length parameterization possible
- *Even stronger:* No rational curve other than a straight line can have arc-length parameterization.

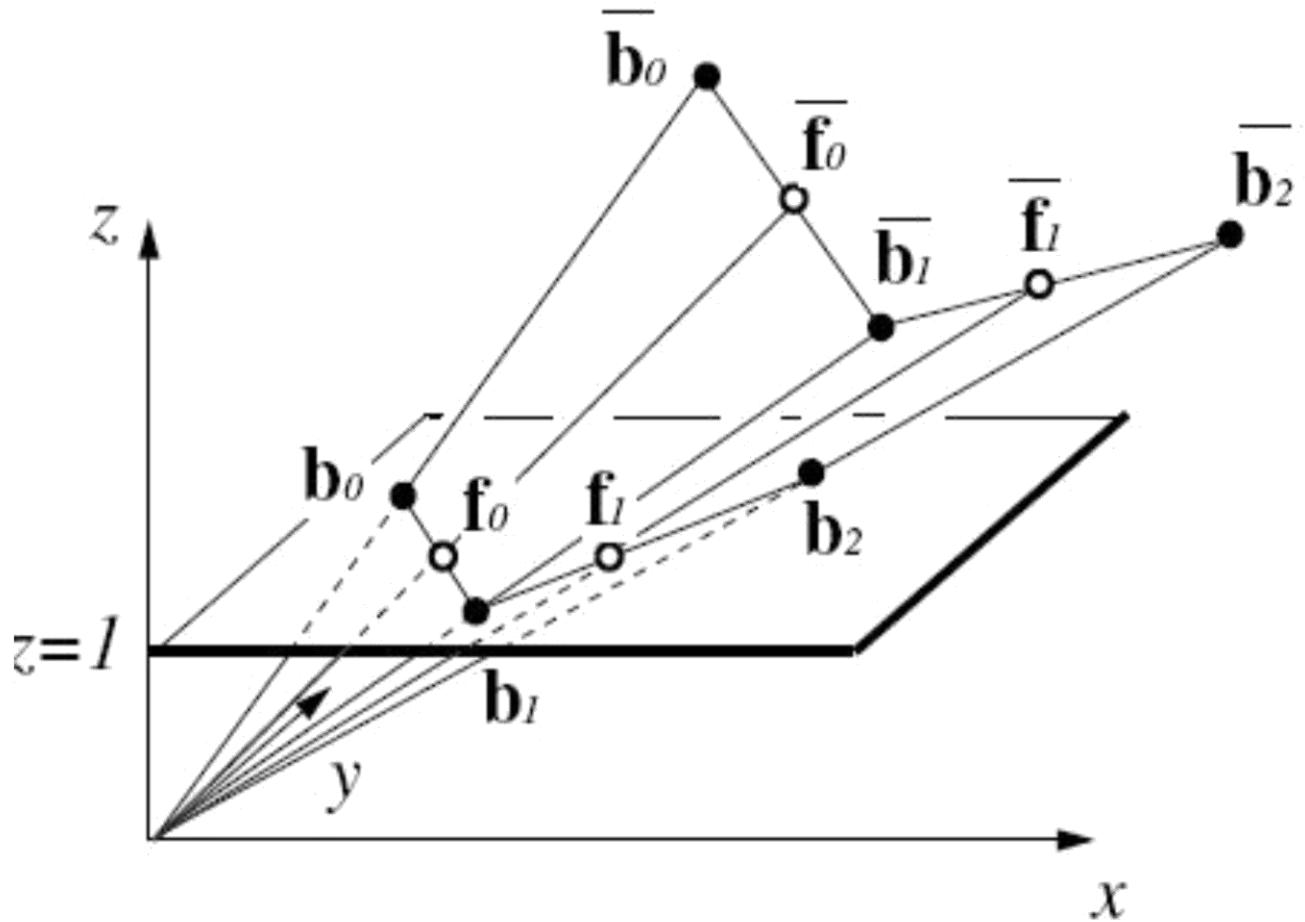
Circles in general degree Bezier splines:

- Simplest solution:
 - Form quadratic circle (segments)
 - Apply degree elevation to obtain the desired degree

Farin Points

$$\bar{f}_i = \frac{1}{2} \cdot (\bar{b}_i + \bar{b}_{i+1})$$

$$f_i = \frac{\omega_i \cdot b_i + \omega_{i+1} \cdot b_{i+1}}{\omega_i + \omega_{i+1}}$$

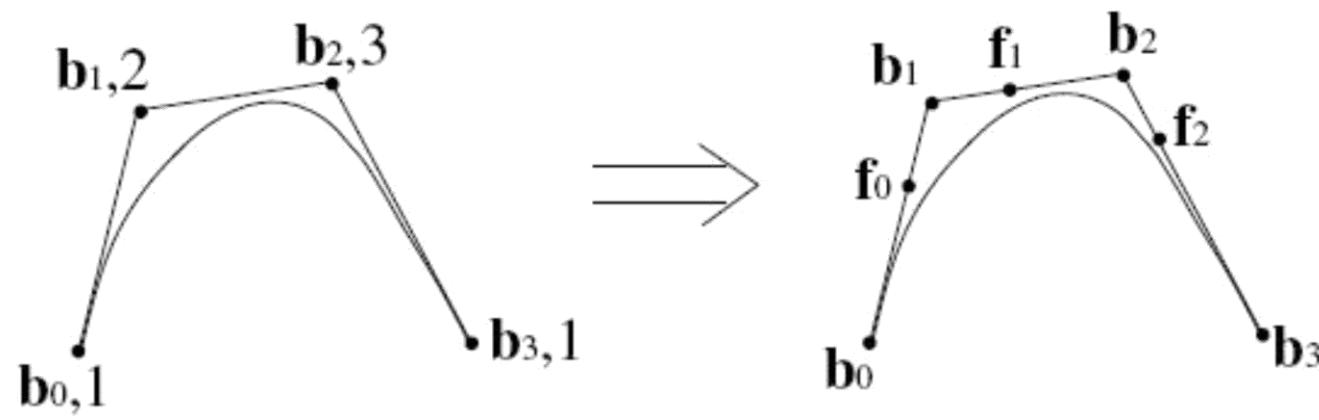


Farin Points

Not the weights themselves determine the curve shape, but the relation of the weights among each other!

The ratio $\frac{\omega_{i+1}}{\omega_i}$ is expressed by point f_i , at line segment $b_i \rightarrow b_{i+1}$ of the Bezier polygon. The following applies:

$$\frac{\omega_{i+1}}{\omega_i} = \frac{\|b_i - f_i\|}{\|b_{i+1} - f_i\|}$$



Farin Points

Alternative technique to specify weights:

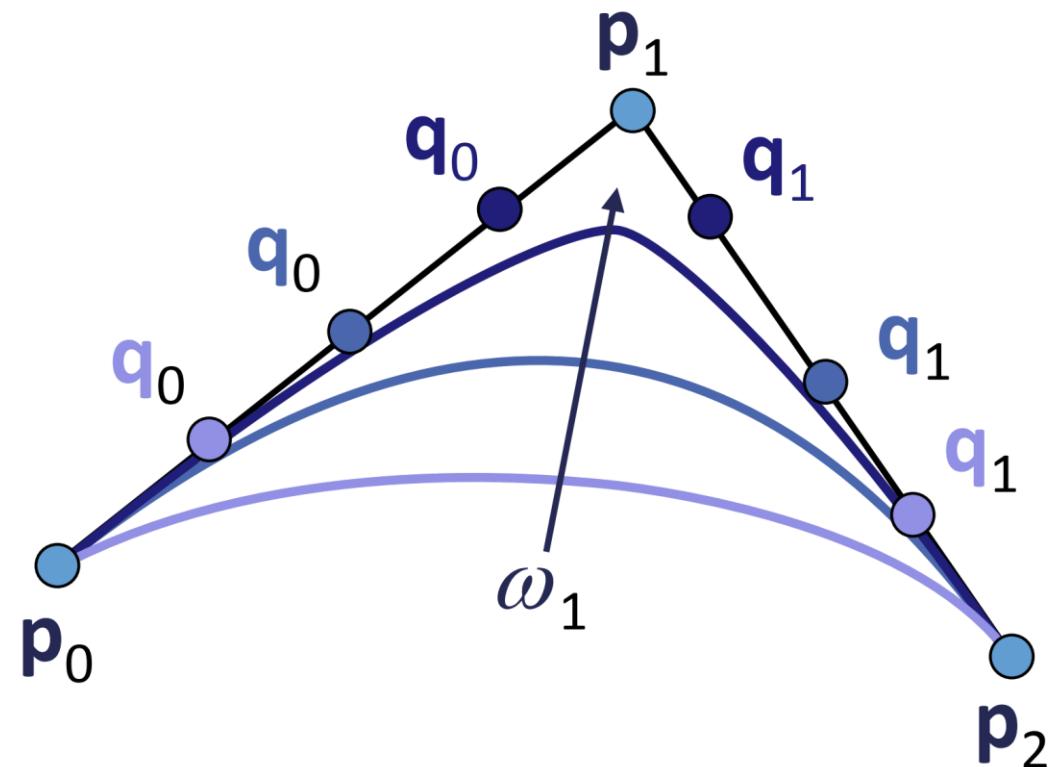
- Farin points or Weight points
- User interface: More intuitive in interactive design

Farin Points:

$$q_0 = \frac{\omega_0 p_0 + \omega_1 p_1}{\omega_0 + \omega_1}, q_1 = \frac{\omega_1 p_1 + \omega_2 p_2}{\omega_1 + \omega_2}$$

Standard Form

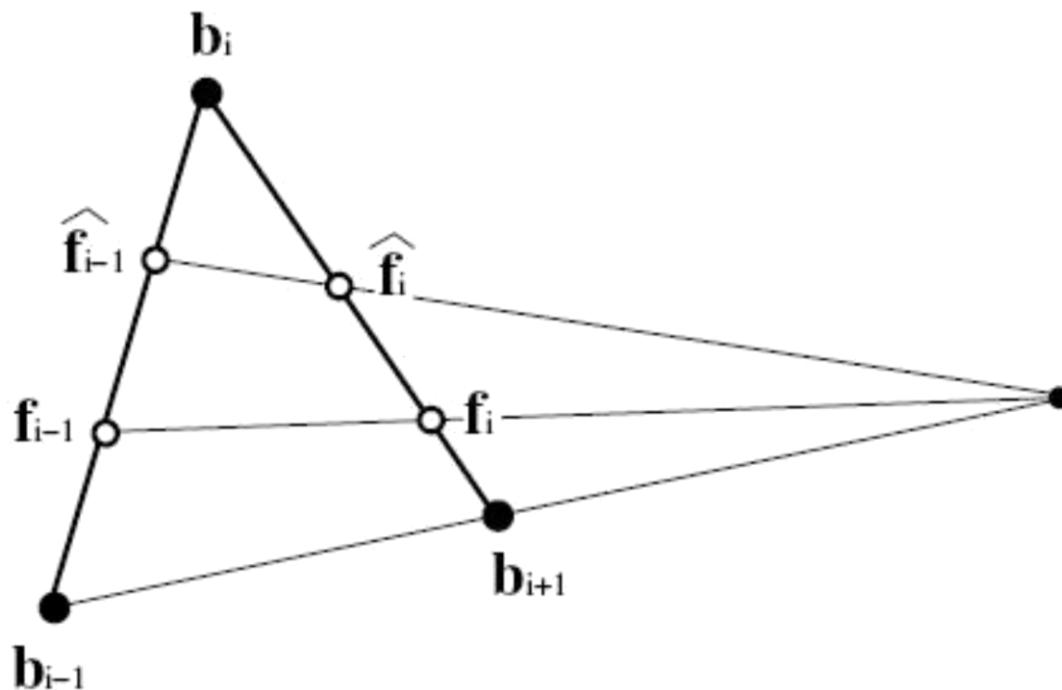
$$q_0 = \frac{p_0 + \omega_1 p_1}{1 + \omega_1}, q_1 = \frac{p_1 + \omega_1 p_2}{1 + \omega_1}$$



Farin Points

Farin Points and changing of weight:

- The change of the weight ω_i into $\hat{\omega}_i$ under preservation of the other weights only changes the Farin points f_{i-1}, f_i to \hat{f}_{i-1}, \hat{f}_i



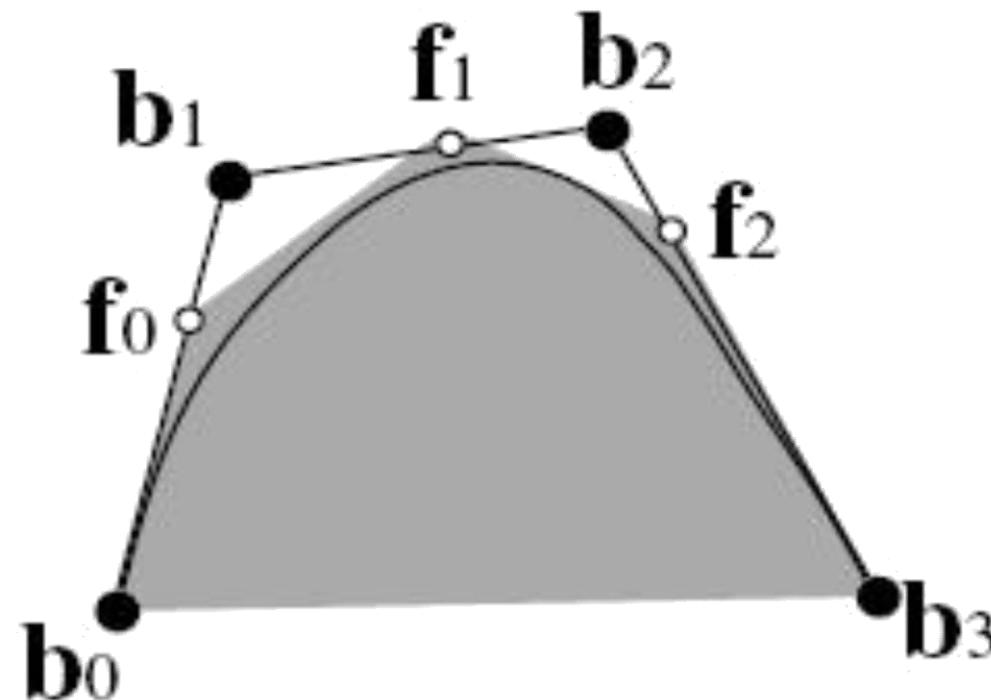
Rational Curves: Rational Bezier Curves

- **Properties of rational Bezier curves:**
 - (Let $\omega_i > 0$ for $i = 0, \dots, n$)
 - End point interpolation
 - Tangent direction in the boundary points corresponds with the direction of the control polygon
 - Variation diminishing property

Rational Curves: Rational Bezier Curves

Convex hull properties:

Tightened convex hull properties: the curve lies in the convex hull of $(b_0, f_0, \dots, f_{n-1}, b_n)$



Derivatives

Computing derivatives of rational Bezier curves:

- Straightforward: Apply quotient rule
- A simpler expression can be derived using an algebraic trick:

$$\mathbf{f}(t) = \frac{\sum_{i=0}^n B_i^{(d)}(t) \omega_i \mathbf{p}_i}{\sum_{i=0}^n B_i^{(d)}(t) \omega_i} =: \frac{\mathbf{p}(t)}{\omega(t)}$$

$$\mathbf{f}(t) = \frac{\mathbf{p}(t)}{\omega(t)} \Rightarrow \mathbf{p}(t) = \mathbf{f}(t)\omega(t) \Rightarrow \mathbf{p}'(t) = \mathbf{f}'(t)\omega(t) + \mathbf{f}(t)\omega'(t)$$

$$\Rightarrow \mathbf{f}'(t)\omega(t) = \mathbf{p}'(t) - \mathbf{f}(t)\omega'(t) \Rightarrow \mathbf{f}'(t) = \frac{\mathbf{p}'(t) - \mathbf{f}(t)\omega'(t)}{\omega(t)}$$

Derivatives

At the end points:

$$\mathbf{f}'(t) = \frac{\mathbf{p}'(t) - \omega'(t)\mathbf{f}(t)}{\omega(t)}$$

$$\mathbf{f}'(0) = \frac{\mathbf{p}'(0) - \omega'(0)\mathbf{f}(0)}{\omega(0)}$$

$$= \frac{d(\omega_1 \mathbf{p}_1 - \omega_0 \mathbf{p}_0) - d(\omega_1 - \omega_0) \mathbf{p}_0}{\omega_0} = \frac{d}{\omega_0} (\omega_1 \mathbf{p}_1 - \omega_0 \mathbf{p}_0 - \omega_1 \mathbf{p}_0 + \omega_0 \mathbf{p}_0)$$

$$= d \frac{\omega_1}{\omega_0} (\mathbf{p}_1 - \mathbf{p}_0)$$

$$\mathbf{f}'(1) = d \frac{\omega_{d-1}}{\omega_d} (\mathbf{p}_d - \mathbf{p}_{d-1})$$

NURBS

Non-Uniform Rational B-Splines

NURBS

NURBS: Rational B-Splines

- Same idea:
 - Control points in homogenous coordinates
 - Evaluate curve in $(d + 1)$ -dimensional space
(same as before)
 - For display, divide by ω -component
 - (we can divide anytime)

NURBS

NURBS: Rational B-Splines

- Formally: ($N_i^{(d)}$: B-spline basis function i of degree d)

$$f(t) = \frac{\sum_{i=1}^n N_i^{(d)}(t) \omega_i p_i}{\sum_{i=1}^n N_i^{(d)}(t) \omega_i}$$

- Knot sequences etc. all remain the same
- De Boor algorithm – similar to rational de Casteljau alg.
 - option 1. – apply separately to numerator, denominator
 - option 2. – normalize weights in each intermediate result
 - the second option is numerically more stable