

Curve and Surfaces for Computer Graphics (SC303)

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Problem No -1

In computer graphics, moving an object along a parametrized curve with constant speed is known as the curve to be reparametrized by arc length. We have $C_1(s)$, $s \in [0, L]$ where L is length of the curve, be an arc-length parametrized curve and $C_2(t)$, $t \in [t_{min}, t_{max}]$, be another parametrization of the same curve. And that provides a relationship between t and s which is defined as

$$(t, s) \text{ for which } C_2(t) = C_1(s)$$

Applying chain rule results in,

$$\frac{dC_2}{dt} = \frac{dC_1}{ds} \frac{ds}{dt}$$

furthermore,

$$\left| \frac{dC_2}{dt} \right| = \left| \frac{dC_1}{ds} \right| \left| \frac{ds}{dt} \right| = \frac{ds}{dt}$$

And to obtain relationship between s and t , let us integrate the above equation, we obtain s as a function of t ,

$$s = g(t) = \int_{t_{min}}^t \left| \frac{dC_2(\tau)}{d\tau} \right| d\tau$$

From above, given the time t , we can determine the corresponding **arc length** s from the integration.

Let say we have 6 points $p_0(0,0,0)$, $p_1(0,0,1)$, $p_2(0,1,0)$, $p_3(1,0,0)$, $p_4(1,1,1)$ and $p_5(0,1,1)$. from these points we divided the entire arc into three segments A_1 , A_2 and A_3 . A_1 segment is constructed by the points p_0 , p_1 , p_2 and p_3 similarly A_2 is constructed by the points p_1 , p_2 , p_3 and p_4 and A_3 is constructed by the points p_2 , p_3 , p_4 and p_5 . And we have the total length of curve is L .

Since, we have the cubic uniform B-Spline equation for 4 points (will use the equation for parametrization) :

$$P_i(t) = \frac{1}{6}(-t^3+3t^2-3t+1)P_{i-1} + \frac{1}{6}(3t^3-6t^2+4)P_i + \frac{1}{6}(-3t^3+3t^2+3t+1)P_{i+1} + \frac{1}{6}(t^3)P_{i+2} \dots\dots\dots(1)$$

(a) : In first case we have to determine t , for a given an arc length s , at which that arc length is achieved.

In this problem we have the function $g(t)$:

$$s = g(t) = \int_{t_{min}}^t \left| \frac{dC_2(\tau)}{d\tau} \right| d\tau$$

Defining a new function $F(t) = g(t) - s$. It is just a root finding problem in which we have to find t for a given s such that $F(t) = 0$.

Using Newton's method :

$$t_{i+1} = t_i - \frac{F(t_i)}{F'(t_i)} \text{ for given } i \geq 0$$

We have the value of $F(t)$ and we can find the value of $F'(t)$ by:

$$F'(t) = \frac{dg}{dt} = \left| \frac{dY}{dt} \right|$$

Iterating for the value of t and t will approach to that value at which s is achieved. To start with, the initial value for t will be:

$$t_0 = t_{min} + \frac{s}{L}(t_{max} - t_{min})$$

These iterations are computed until either $F'(t)$ is sufficiently close to zero or until maximum number of iterates.

(b) : In the second case begin with a parametrized curve $C_3(u)$ for $u \in [u_{min}, u_{max}]$, and determine a parametrization by time t , say, $C_2(t) = C_3(u)$ for $t \in [t_{min}, t_{max}]$ so that the speed at time t is a specified function $\sigma(t)$.

In this problem we have parameterized curve, $Y(u)$ and determine a parametrization by time t say $X(t) = Y(s)$, so that the speed at time t is a specified function $\sigma(t)$. In this problem curve parameter u is not about time. So we need to relate time variable and curve parameter.

Compute distance l traveled by particle for that time:

$$l = \int_{t_{min}}^t \sigma(\tau) d\tau \in [0, L]$$

Now we have to find a parameter u that results the same arc length l .

$$l = \int_{u_{min}}^u \left| \frac{dY(\mu)}{d\mu} \right| d\mu$$

So we can write as following:

$$l = \int_{u_{min}}^u \left| \frac{dY(\mu)}{d\mu} \right| d\mu = \int_{t_{min}}^t \sigma(\tau) d\tau$$

* The velocity function is user defined function.

Solving a Differential Equation

This is the differential Equation.

$$\frac{du}{dt} = \frac{\sigma(t)}{\left| \frac{dY(u)}{du} \right|}$$

We are using 4th order **Runge Kutta** Method to find the value of u for given value of t .

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h = ( t - t_min ) / n ;
u = u_min ;
t = t_min ;

while(i<=n)
    k1 = h * Sigma( t ) / F'( u ) ;
    k2 = h * Sigma ( t + h / 2 ) / F'( u + k1 / 2 ) ;
    k3 = h * Sigma ( t + h / 2 ) / F'( u + k2 / 2 ) ;
    k4 = h * Sigma ( t + h ) / F'( u + k3 ) ;
    t = t + h ;
    u = u + ( k1 + 2 ( k2 + k3 ) + k4 ) / 6 ;
endwhile

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The final return value of this function will be u .