CPSC 453 Subdivision curves



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Computer-aided design



Autodesk / Alias 2010

Gentle introduction

Chaikin's corner-cutting algorithm











Question

How can we formally describe the Chaikin algorithm?











Standard formalization – indexing of points



Standard formalization – indexing of points



Standard formalization – indexing of points











Problem

We have a growing matrix:

- not very formal,
- not directly conducive to implementation.



Formal notation



This is a context-sensitive L-system production with the affine geometry interpretation.

Chaikin subdivision in L-system notation



$P(v_L) \in P(v) > E P(v_R)$

Chaikin subdivision in L-system notation



$\mathsf{P}(v_{\mathrm{L}}) \mathsf{E} < \mathsf{P}(v) > \mathsf{E} \mathsf{P}(v_{\mathrm{R}}) \xrightarrow{} \mathsf{P}(\frac{1}{4}v_{\mathrm{L}} + \frac{3}{4}v) \mathsf{E} \mathsf{P}(\frac{3}{4}v + \frac{1}{4}v_{\mathrm{R}})$

Chaikin subdivision in L-system notation



 $\mathsf{P}(v_{\mathrm{L}}) \mathsf{E} < \mathsf{P}(v) > \mathsf{E} \mathsf{P}(v_{\mathrm{R}}) \xrightarrow{} \mathsf{P}(\frac{1}{4}v_{\mathrm{L}} + \frac{3}{4}v) \mathsf{E} \mathsf{P}(\frac{3}{4}v + \frac{1}{4}v_{\mathrm{R}})$

Chaikin subdivision in L+C

- 1. #include <lpfgall.h>
 - 2. V2f v1(0, 0), v2(0, 1), v3(1, 1), v4(1, 0);
 - module P(V2f), E;
 - ring L-system: 1;
- **5.** derivation length: 6;
 - . Axiom: P(v1) E P(v2) E P(v3) E P(v4) E;
 - P(vI) E < P(v) > E P(vr):

{ produce P(0.25*vI+0.75*v) E P(0.75*v+0.25*vr); }

- **B.** interpretation:
 - P(v): { produce MoveTo2f(v) Circle(0.01) ; }
 - $P(vI) < E > P(vr) : \{ produce Line2f(v) ; \}$
- 2. 3. **4**. 5. **6**. 7. 8. 9. 10

Chaikin algorithm – alternative view



 $p: P(v_L) < E > P(v_R) \rightarrow EP(\frac{1}{2}v_L + \frac{1}{2}v_R)E$ $q_1: P(v_L) < E > P(v_R) \rightarrow P(\frac{1}{2}v_L + \frac{1}{2}v_R)$ $q_2: P(v) \rightarrow E$

Control language: $L = (pq)^*$

Uniform B-splines: the Lane-Riesenfeld algorithm



Control language:
$$L = (pq^{n-1})^*$$

Cubic B-spline







Solution 1







B-spline



$$P(v_L) < P(v) > P(v_R) \to P(\frac{1}{8}v_L + \frac{3}{4}v + \frac{1}{8}v_R)P(\frac{1}{2}v + \frac{1}{2}v_R)$$

Dyn-Levin-Gregory (4-point subdivision)



 $P(v_{LL})P(v_L) < P(v) > P(v_R) \rightarrow P(-\frac{1}{16}v_{LL} + \frac{9}{16}v_L + \frac{9}{16}v - \frac{1}{16}v_R)P(v)$

The de Casteljau algorithm



$P(v_L) \le E \ge P(v_R) \rightarrow P((1-t)v_L + tv_R)$

The de Casteljau algorithm



 $p_1: P(v_L) < E > P(v_R) \rightarrow P((1-t)v_L + tv_R)$ $p_2: E < P(v) > E \rightarrow E$ $p_3: P(v) \rightarrow \epsilon$

The de Casteljau algorithm



Parameter *t* manipulation

Control point manipulation





Bezier curve generation with subdivision









Snowflake curve – Cesaro construction P(v) $Q(\frac{2}{3}v_{L} + \frac{1}{3}v_{R}) \qquad Q(\frac{1}{3}v_{L} + \frac{2}{3}v_{R})$ $P(v_L)$ $P(v_R)$











The End