

CSE528 Computer Graphics: Theory, Algorithms, and Applications

Hong Qin

Rm. 151, NEW CS

Department of Computer Science

***Stony Brook University (State University of New York at
Stony Brook)***

Stony Brook, New York 11794-2424

Tel: (631)632-8450; Fax: (631)632-8334

qin@cs.stonybrook.edu

<http://www.cs.stonybrook.edu/~qin>

Splines and Applications

Functions

- Functions are the basic mathematical tool for describing and analyzing many physical processes of interest
- Frequently in applications, we do not have function itself and have to construct an approximation to it based on limited information about the underlying process
- Such approximation problems are central part of applied Mathematics

Two Major Categories of Approximation Problems

- Data fitting problems

It is required to construct an approximation to unknown function based on finite amount of data (often measurements) on the function

For example, consider a weather map where data are collected at a set of weather stations, but a continuous model of temperature, pressure, etc., is desired

Another Type of Problems

- Operator-equation problems

These simply arise when you have a model for the physical process which involves an equation that either cannot be solved explicitly or cannot be solved at all.

Common Approach to Find Approximation to the Function

- Choose a reasonable class of functions in which to look for an approximation
- Devise an appropriate selection scheme

Polynomials

- The most convenient class of functions to work with is a class of polynomials:
 - Easy to store on a digital computer
 - Smooth
 - Approximate any continuous function as close as we like (celebrated Weierstrass theorem)

Huge Drawback

- Polynomials are very inflexible

The more points we want to interpolate, the higher degree polynomial we have to use. But high degree polynomials tend to wiggle a lot.

Runge's Phenomenon

- The red curve is the Runge function, the blue curve is a 5th-order polynomial, while the green curve is a 9th-order polynomial. The approximation only gets worse.
- Consider the function:

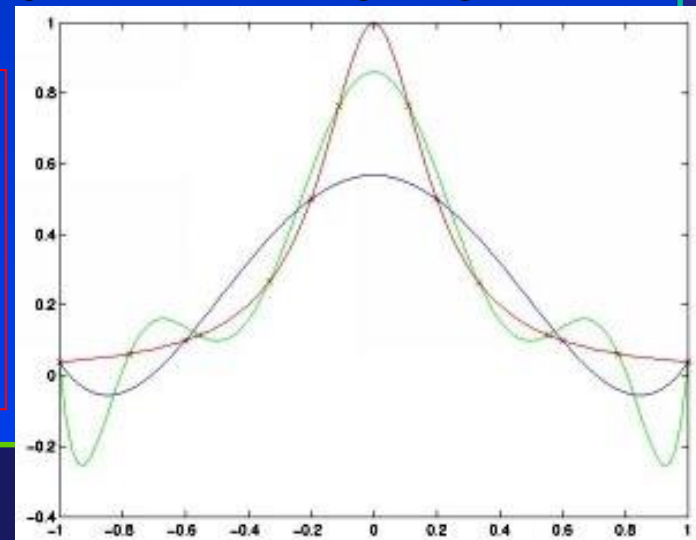
$$f(x) = \frac{1}{1 + 25x^2}$$

- Runge found that if you interpolate this function at equidistant points between -1 and 1 with a polynomial which has a degree smaller or equal with n , the resulting interpolation would oscillate toward the end of the interval, i.e. close to -1 and 1 . It can even be proved that the interpolation error tends toward infinity when the degree of the polynomial increases:

$$\lim_{n \rightarrow \infty} \left(\max_{-1 \leq x \leq 1} |f(x) - P_n(x)| \right) = \infty$$

- Runge's phenomenon demonstrates that lower-order polynomials are generally to be preferred instead of raising the degree of the interpolation polynomial.

red curve - Runge function;
blue curve - 5th order polynomial;
green curve - 9th order polynomial.
The approximation only gets worse



Idea to Resolve This Problem

- Break the big interval into small ones and consider polynomials (different ones!) on each separate interval.
- So we came to the concept of splines. Simply speaking, spline is a piecewise polynomial curve that you all are familiar with.



Draftsman's Spline

Duck



The Beginning

I. J. Schoenberg

April 21, 1903 – Feb. 21, 1990



Quart. Appl Math. 4 (1946), 45—99 and Contributions to the problem of approximation of equidistant data by analytic functions, 112—141.

The Natural Cubic Splines

- 1) s is a piecewise cubic polynomial
- 2) $s \in C^2[a, b]$
- 3) $s''(a) = s''(b) = 0$

The Great Property

$$\text{Minimize Energy} \approx \int_a^b \kappa(t)^2 \approx \int_a^b [f''(t)]^2 dt$$

Spline Theory and Applications

- Approximation theory
- Numerical analysis
- Computer science
- Application areas

Engineering

Biosciences, Chemistry, Physics, Geophysics, Meteorology

Medicine

Business and Social Sciences

Imaging and Visualization

Computer-aided design and Manufacture

Computer Vision and Robotics

Polynomial Splines

Finite dimensional space

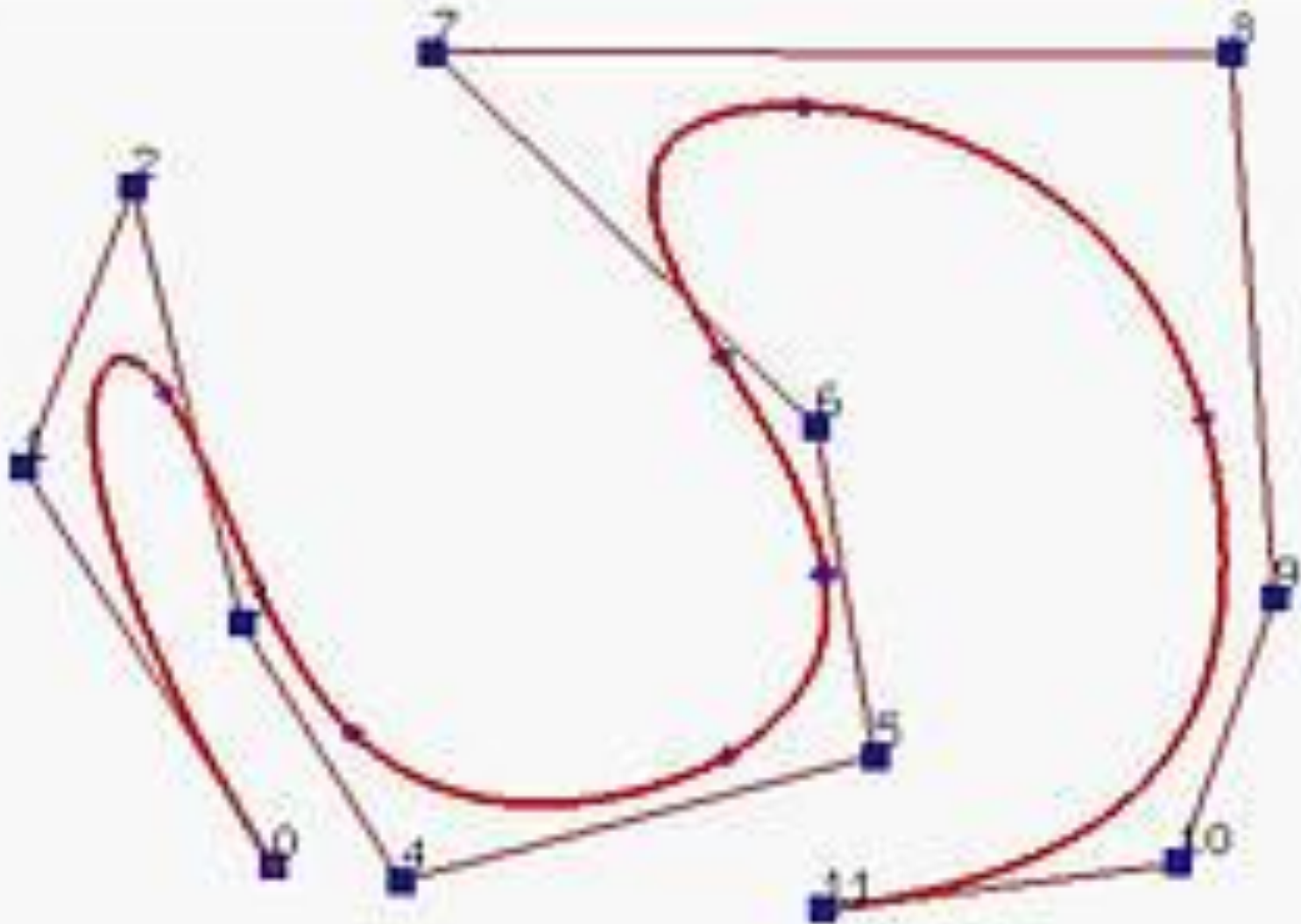
Stable, local basis (B-splines)



Two Main Categories of Splines

- Interpolating spline (passes through all of the control points)
- Approximating spline (passes near all of the control points)

Parametric Splines with Control Polygon



Cubic Spline Smoothness Theorem

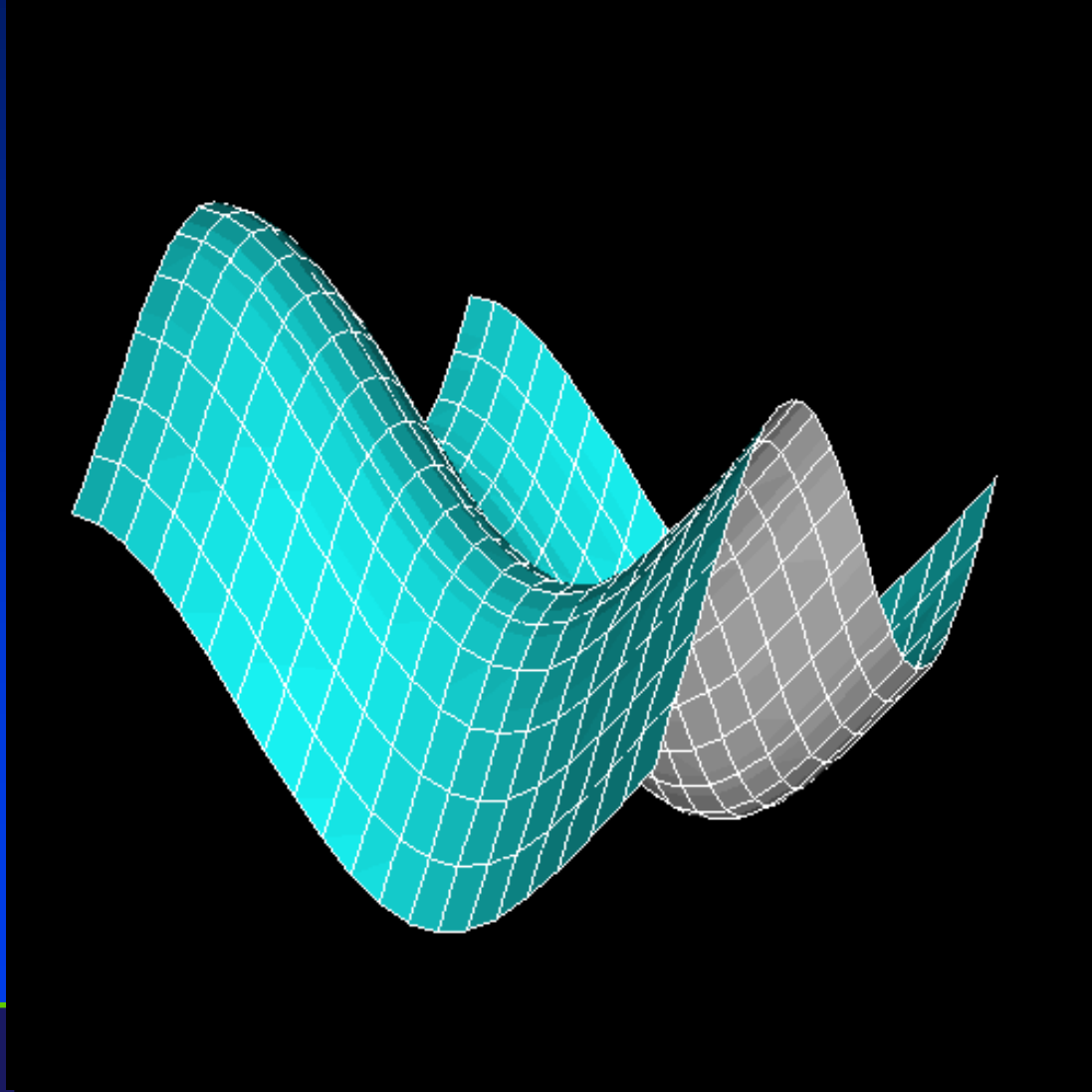
If S is the natural cubic spline function that interpolates a twice-continuously differentiable function f at knots

$$a = t_0 < t_1 < \dots < t_n = b$$

Then

$$\int_a^b [S'''(x)]^2 dx \leq \int_a^b [f'''(x)]^2 dx$$

Tensor-product Splines



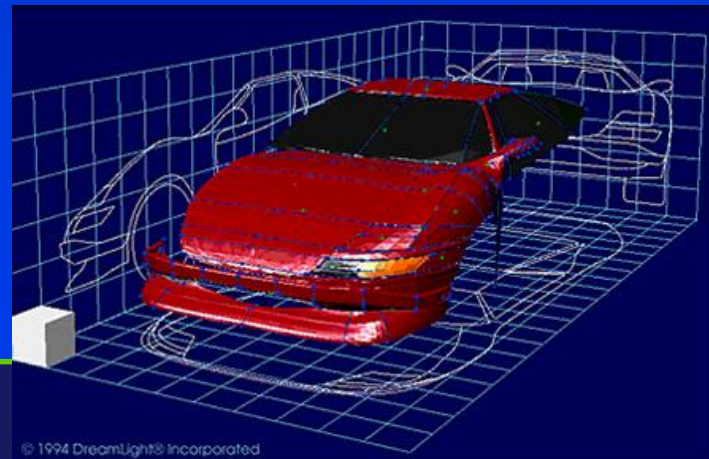
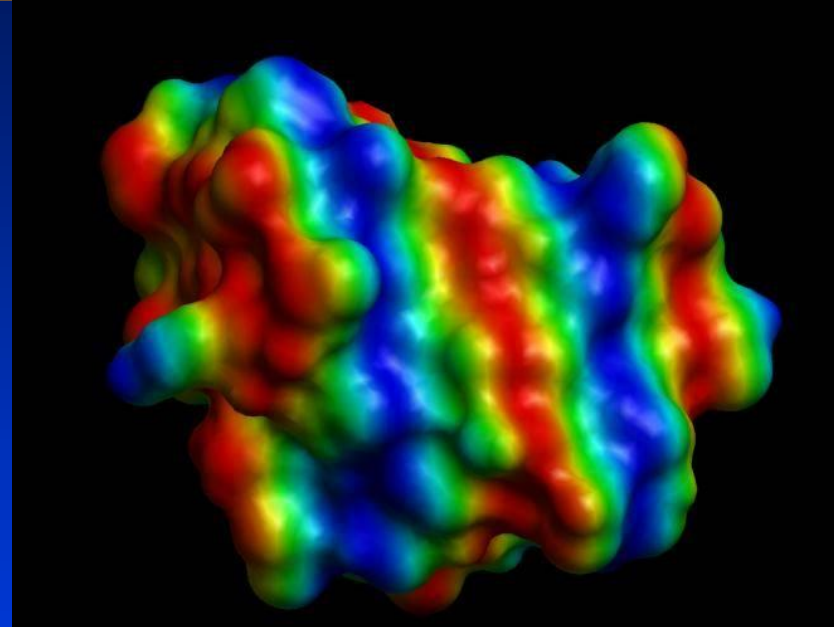
Areas

- The study of various classes of approximating functions is precisely the problem of APPROXIMATION THEORY
- The design and analysis of effective algorithms utilizing these approximation classes are a major part of NUMERICAL ANALYSIS.

What Do the Followings Have in Common?

CONVENTIONAL ARTISTS

The following illustrations represent a wide variety of digital sculpting methods. These are linear, sequential, and static.



Answer

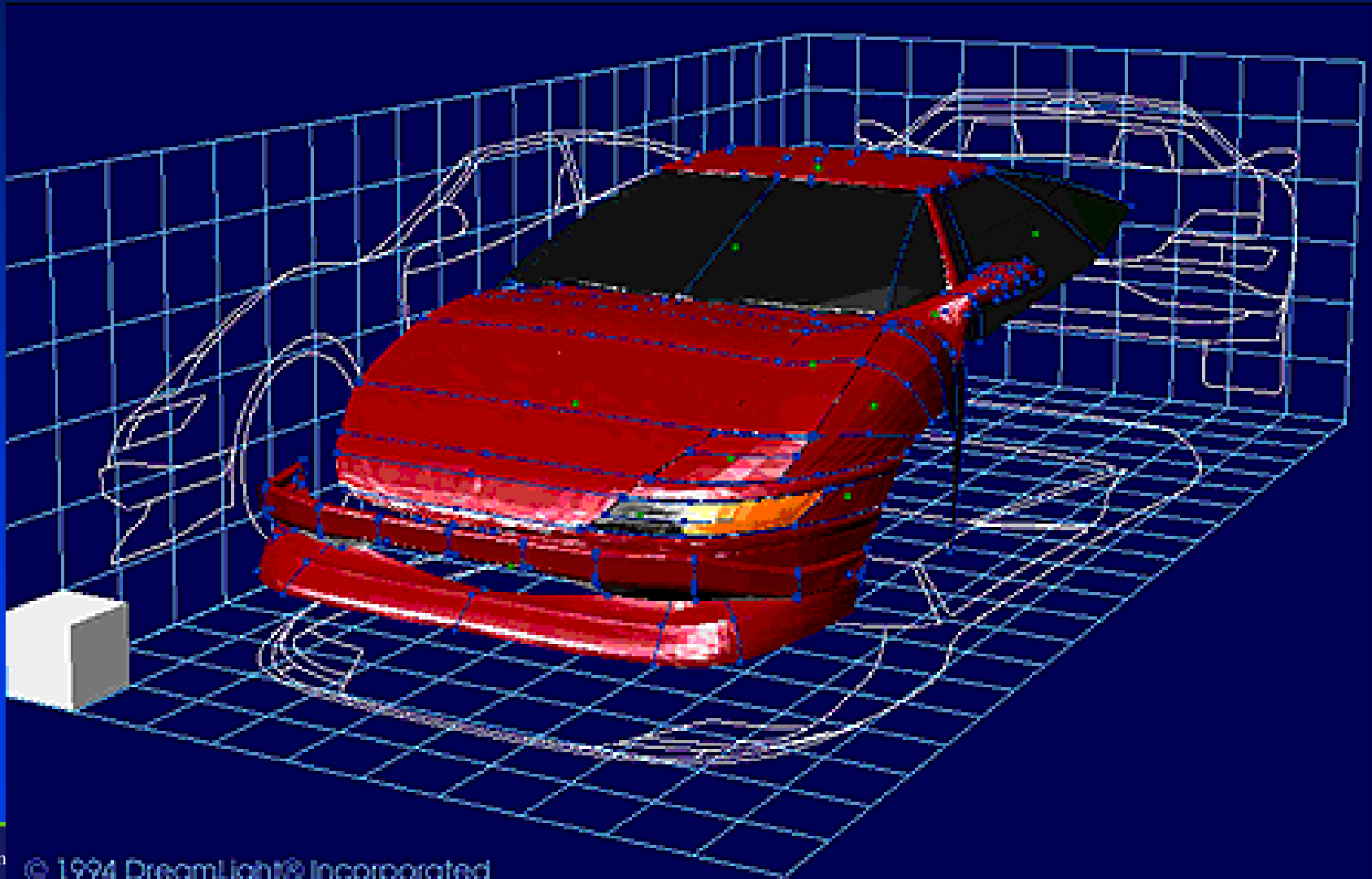
- All these 2D and 3D models are created with the help of splines.

Computer Aided Geometric Design

- Whenever free-form curves and surfaces are represented mathematically, as they are in CAGD, analysis and manufacturing, B-splines (basis splines) are the foundation of an efficient implementations

- **B-splines are especially important in the aircraft and automotive industries, where shape is all important. Designers may not see B-splines – they may manipulate a handle on the end of curve to control its curvature instead – but B-splines are likely to be the hidden bearings on which the design engine runs**

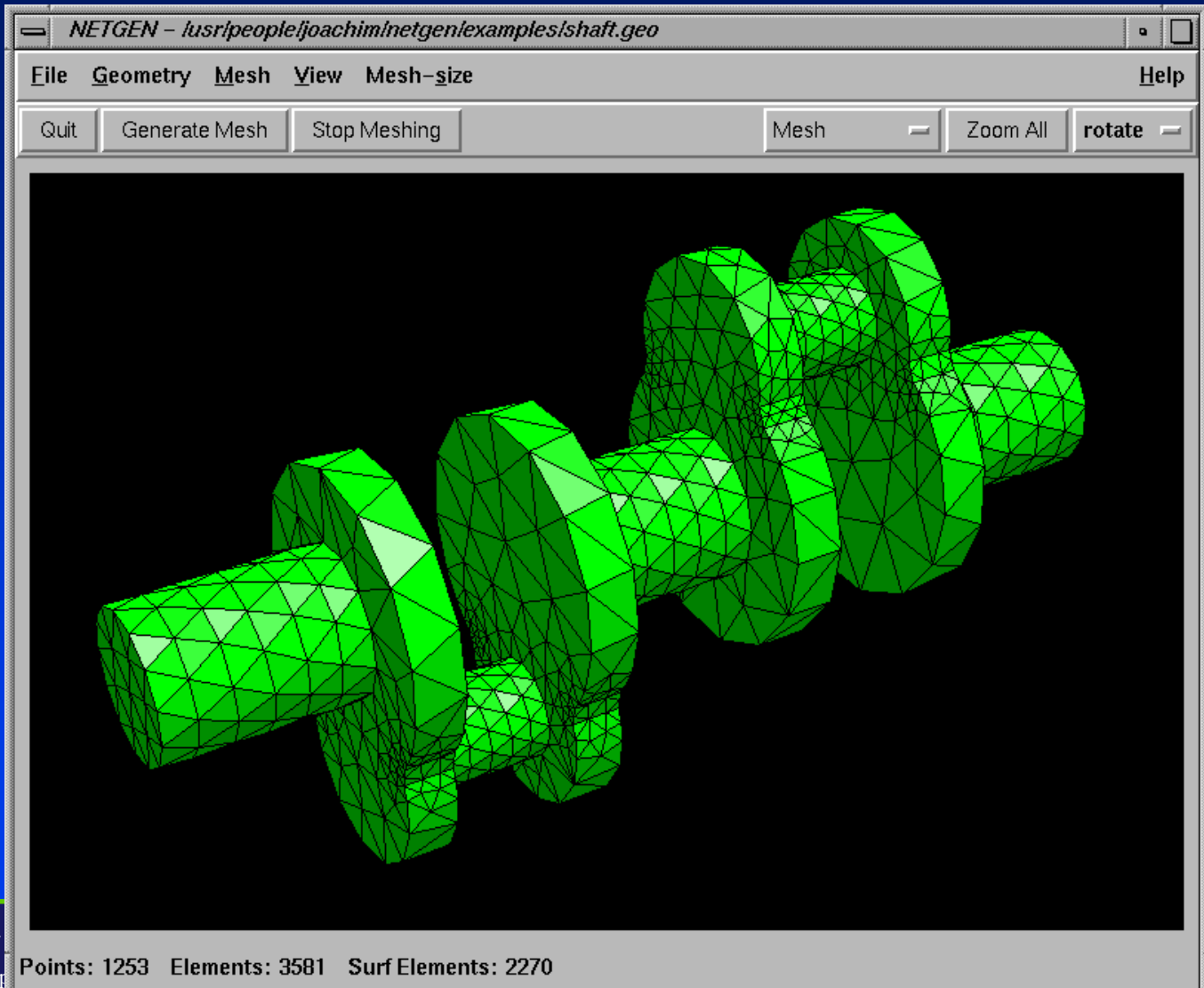
Car Design



Another Application at Boeing

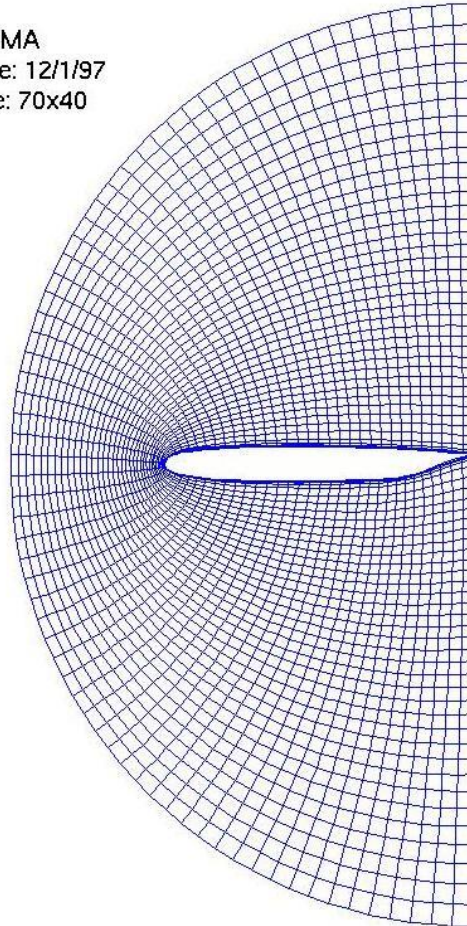
- “Flight test data, like take off distance as a function of temperature, altitude, weight, and many other variables, used to be stored in a succession of look-up tables in a bulky flight manual. Now the 777 pilot enters the flight parameters into a computer, and a spline-based interpolation of that multivariate function immediately returns the take-off distance.
The look-up process has been completely abandoned”.

- Another important application of splines at Boeing is in the computation of optimal orbit and flight trajectories. The continuous variables representing the physics of the vehicle and the control mechanism – flaps and thrusters, for example, - are replaced by spline approximation.

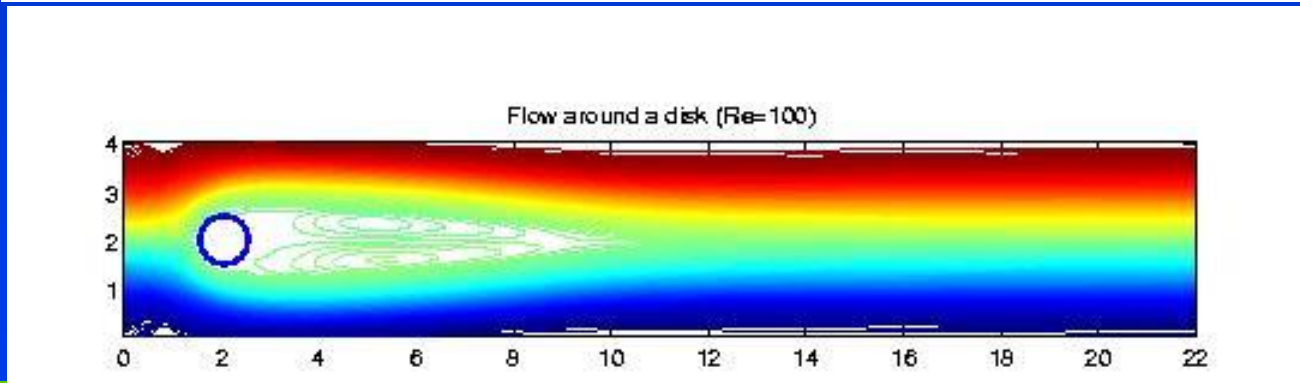
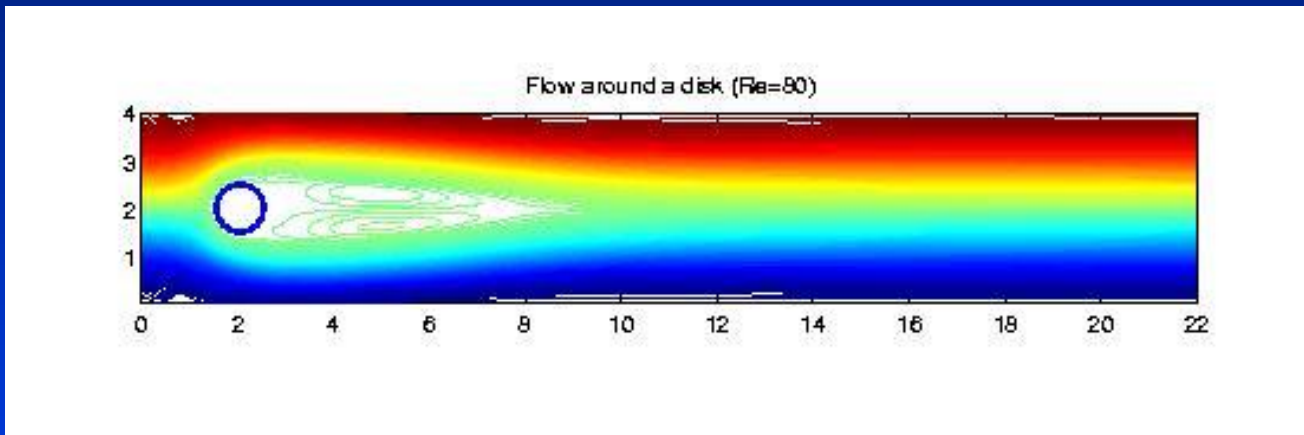
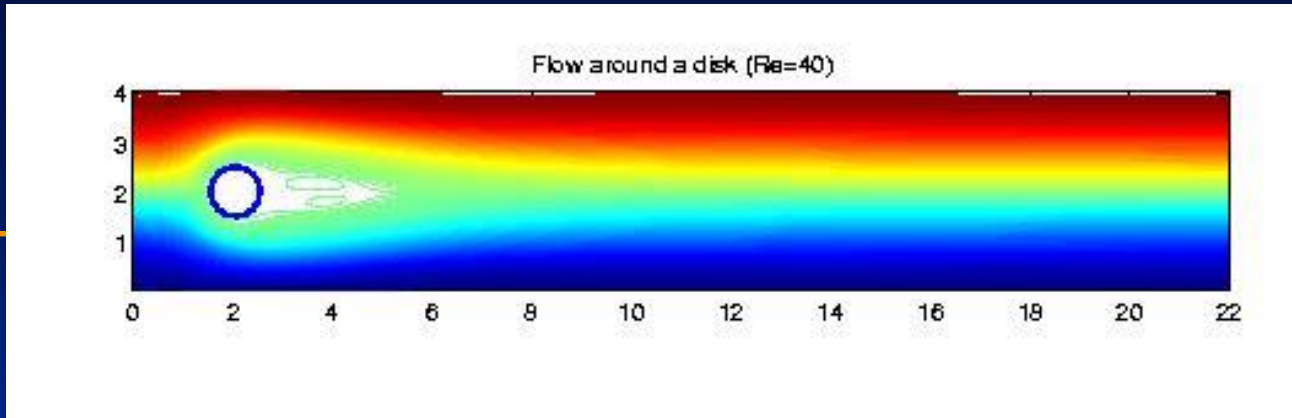


Quasi-isometric grid around an airfoil

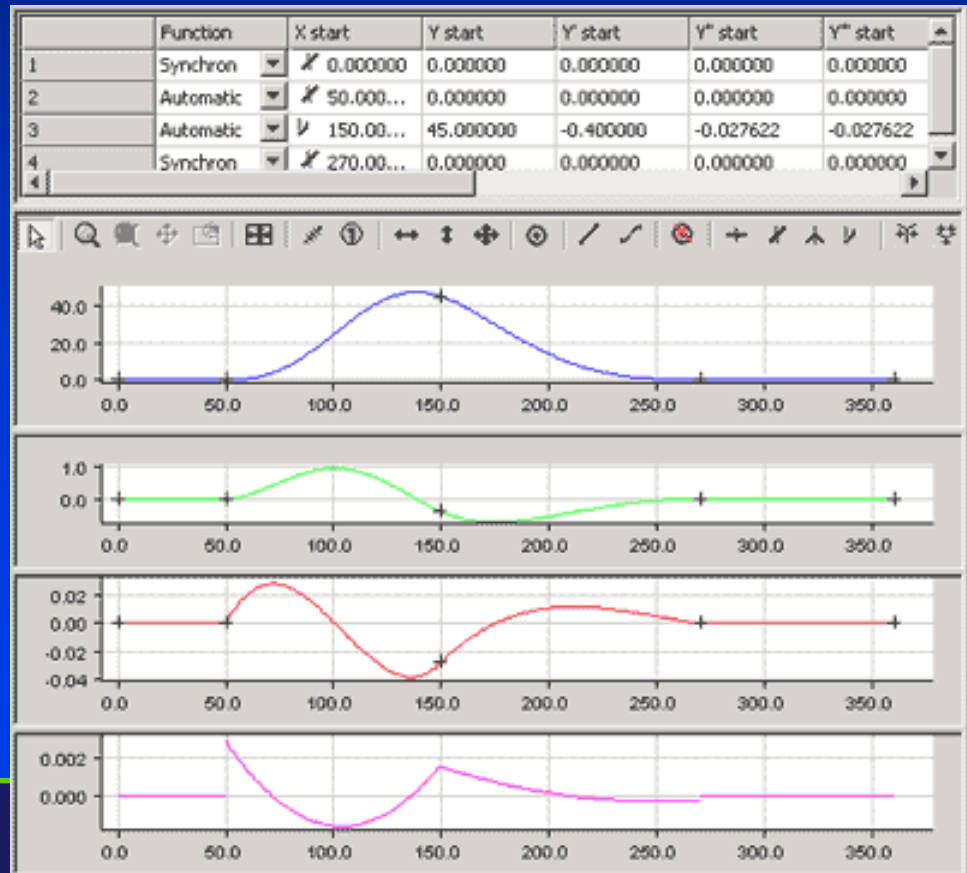
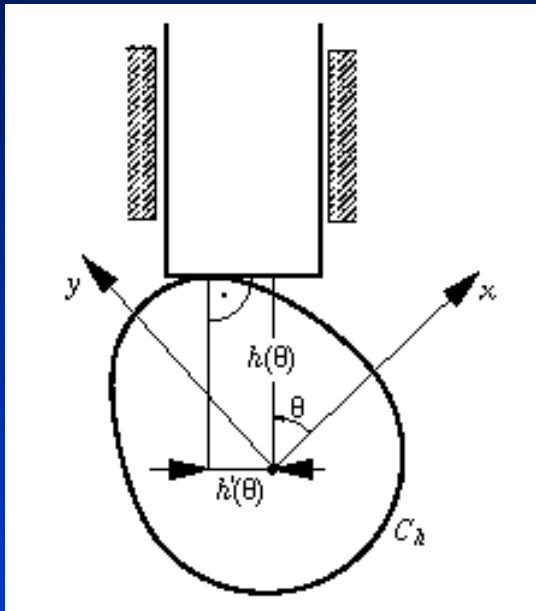
SIGMA
Date: 12/1/97
Size: 70x40



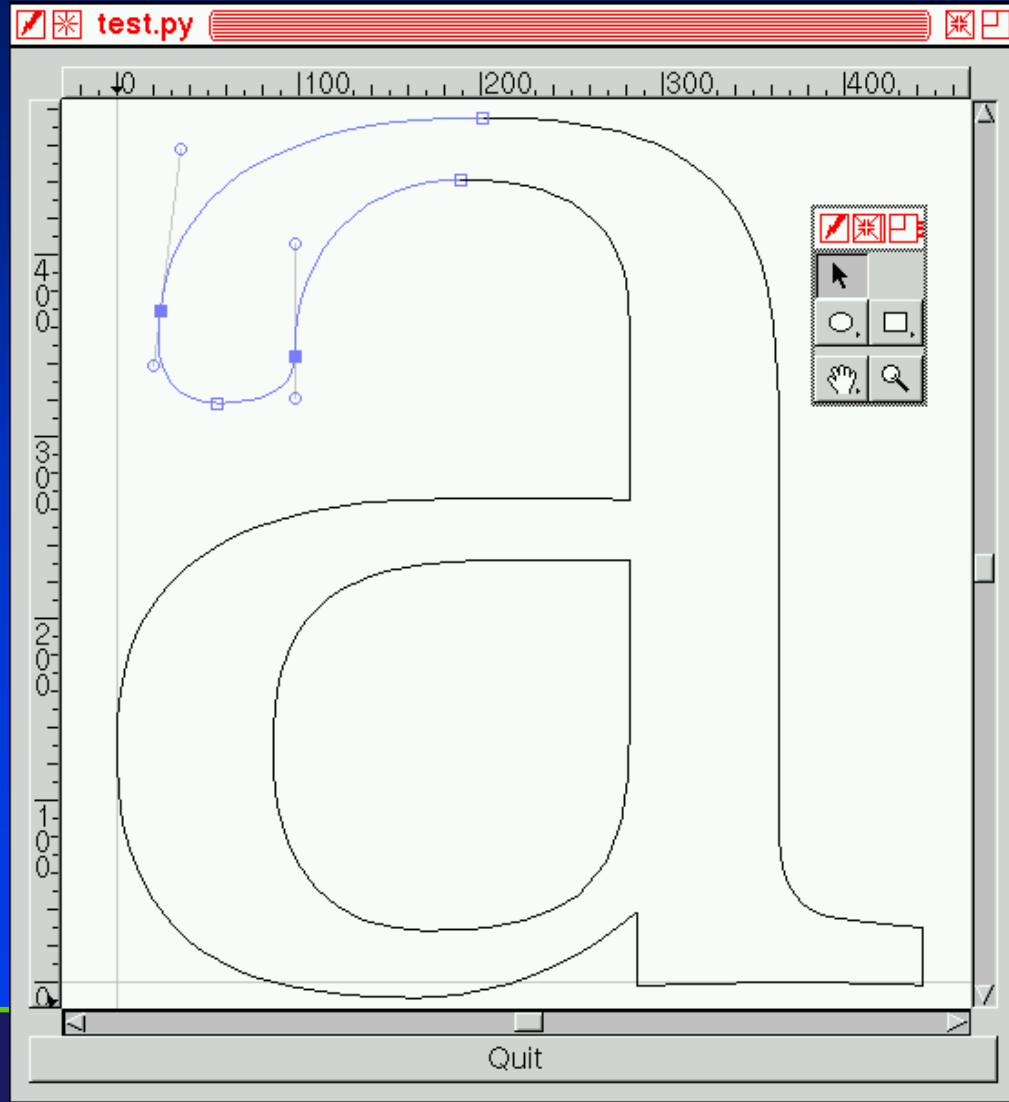
Quadrilateral Grid



CAM Design

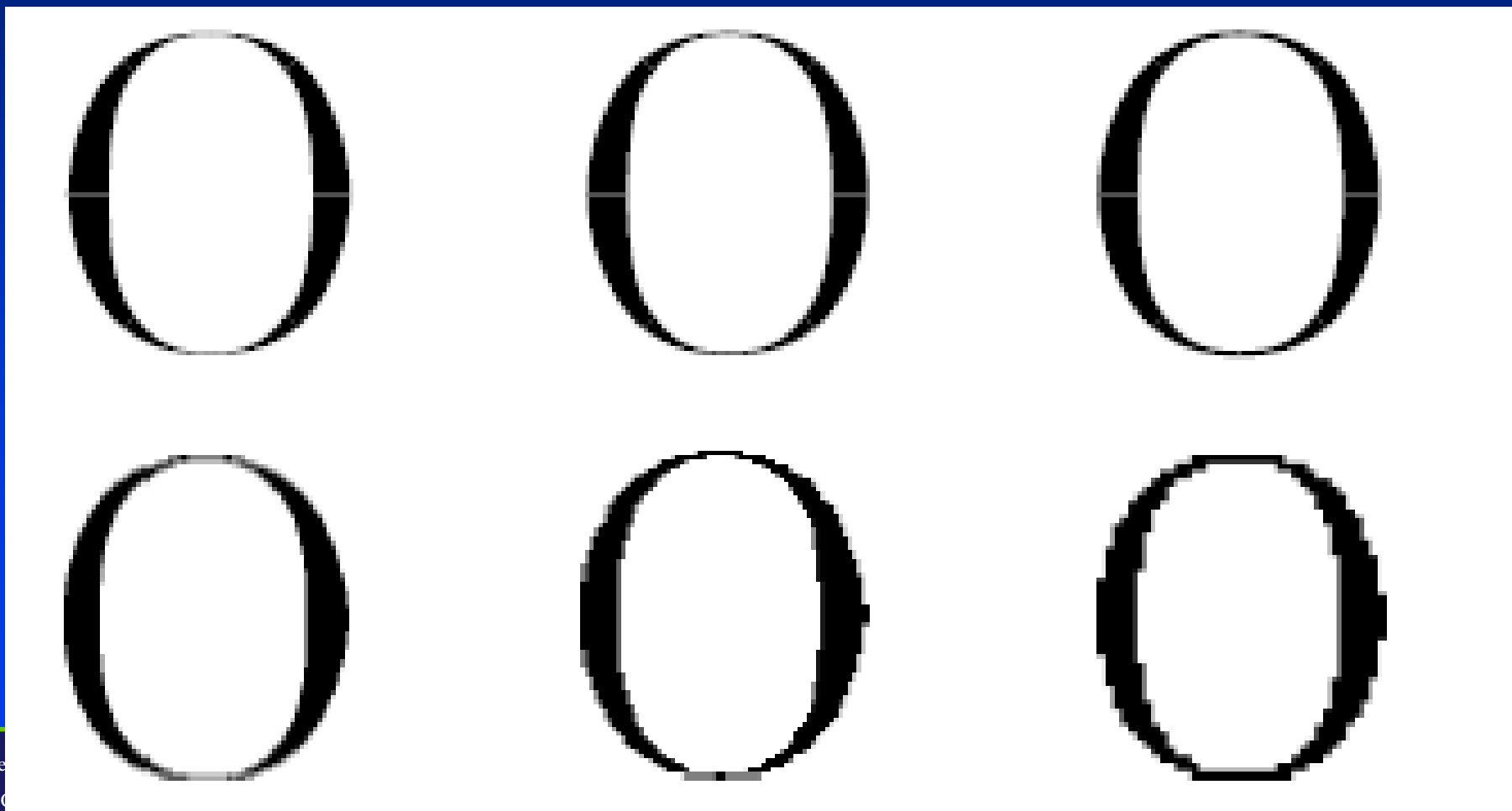


Font Design



TrueType Fonts

- TrueType fonts are outline fonts which means that they can deliver good quality output at any resolution or size:



Applications to Medicine

- “Fly through” models
- Edge detection in ultra sound images
- Modeling of molecule
- Etc.

Molecule Design

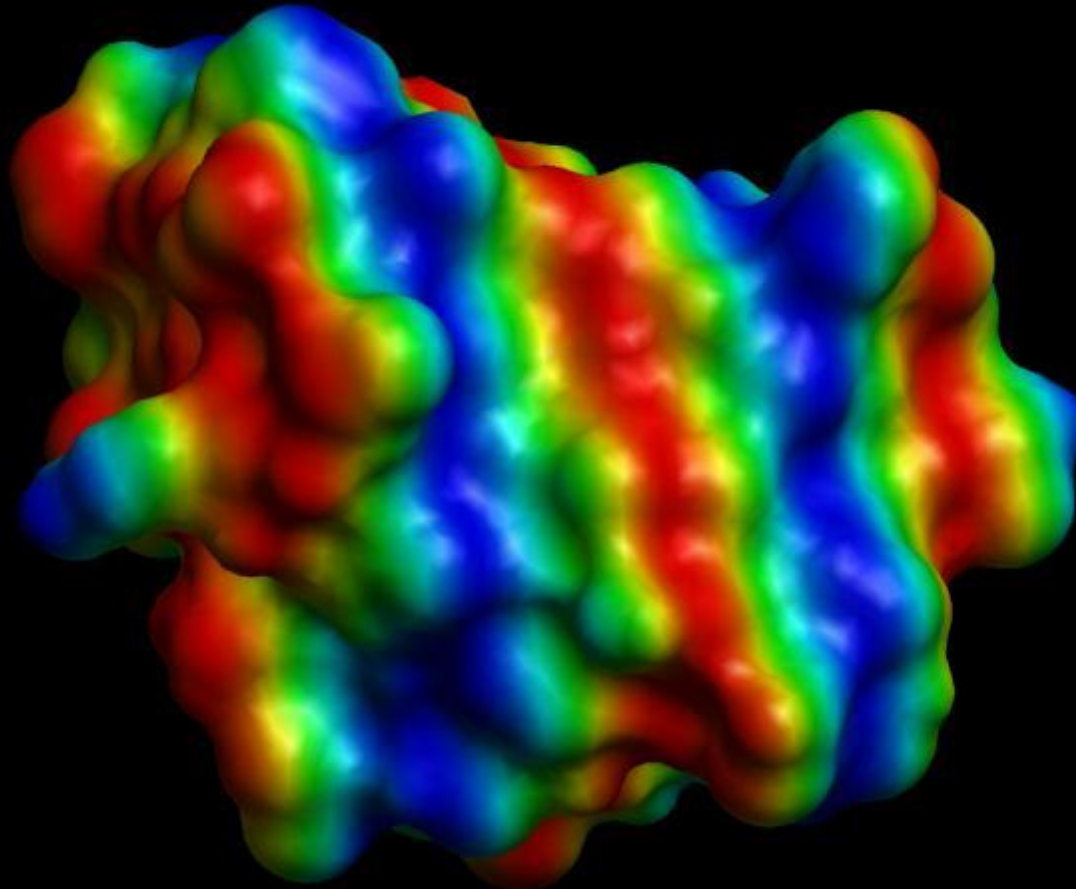
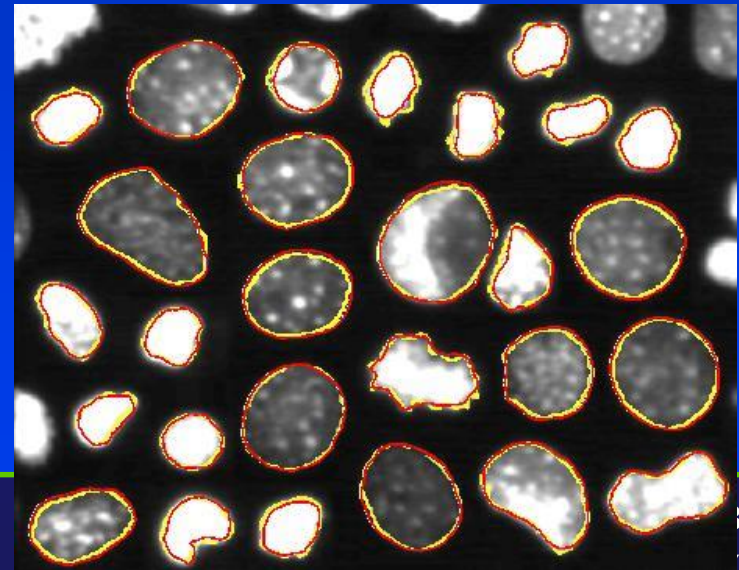
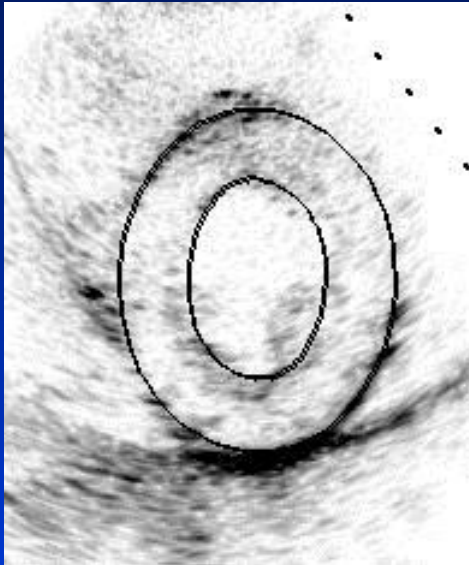


Image Segmentation



“Fly through” Models

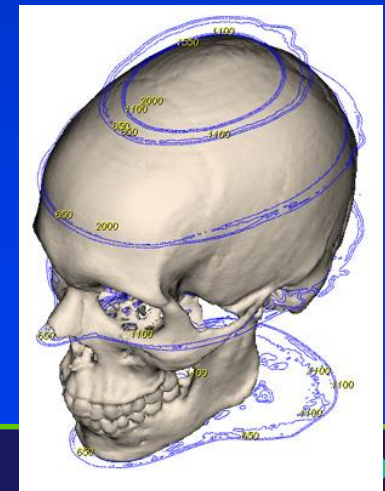
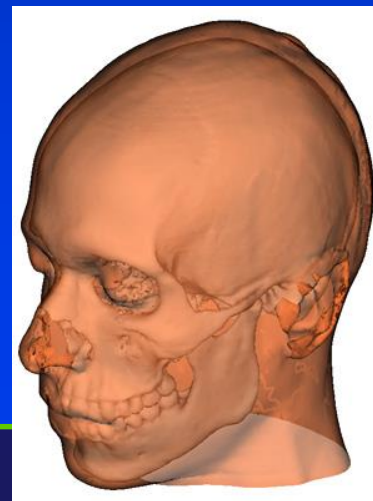
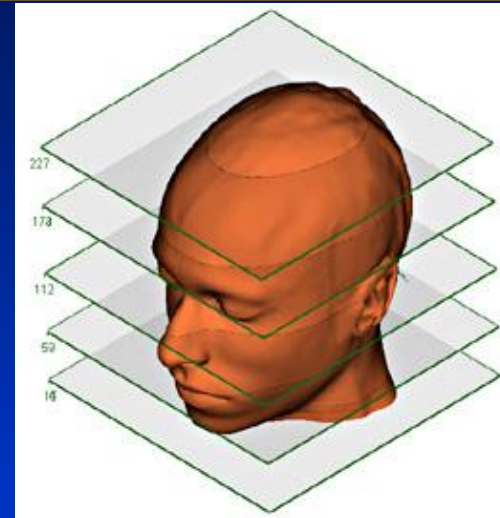
Goal: 3D reconstruction from 2D slices obtained from CT scan.

- The data starts out as slices (images) taken at regular intervals throughout a portion of the body.
- Then slices are segmented to separate the various tissues.
- Using an algorithm based on bivariate B-spline 3D model is created:

Image interpolation creates a number of new slices between known slices in order to obtain an isotropic volume image.

3D

Construction from Slices



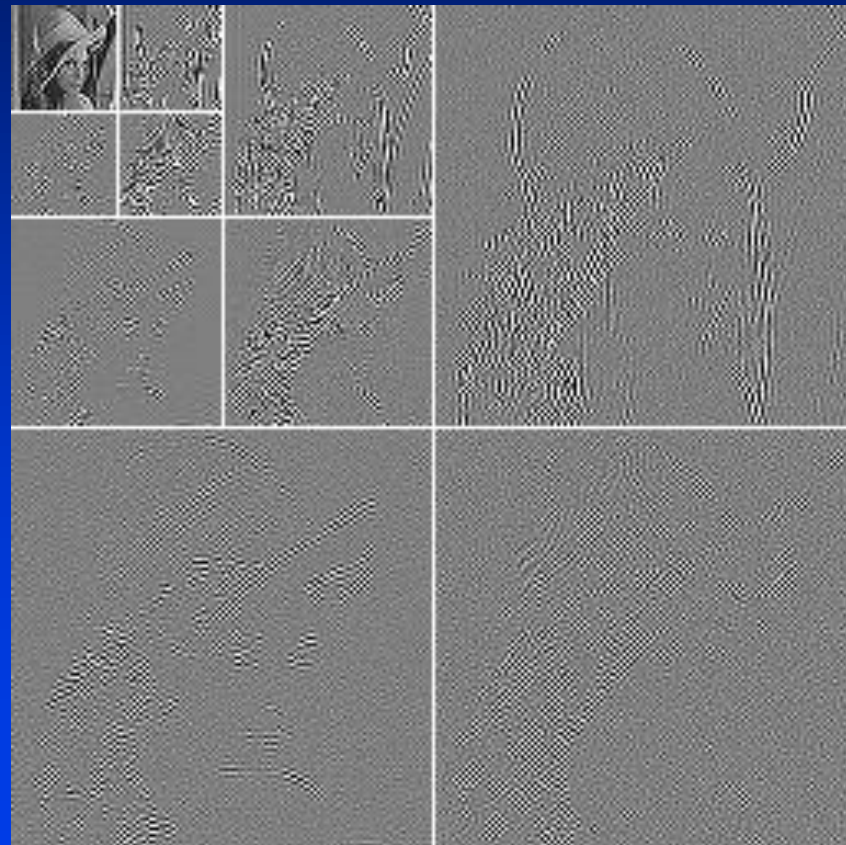
CT Skull Fly Through



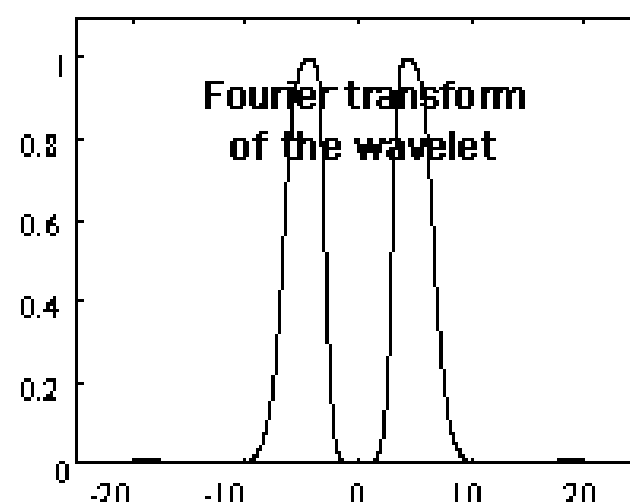
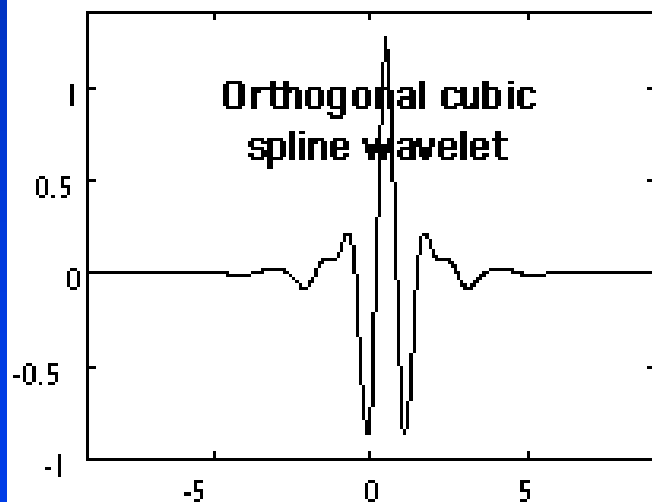
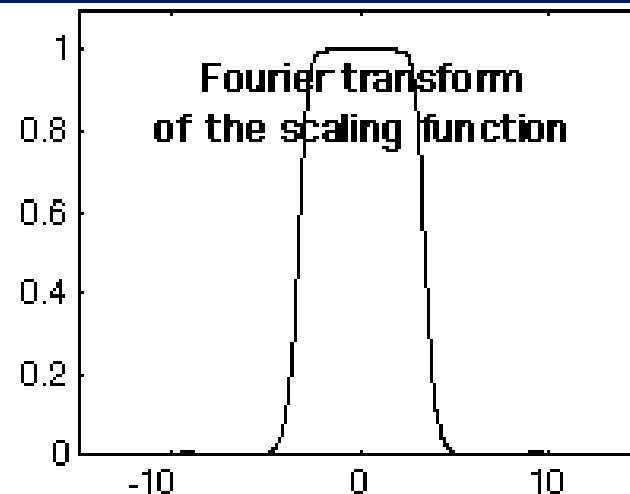
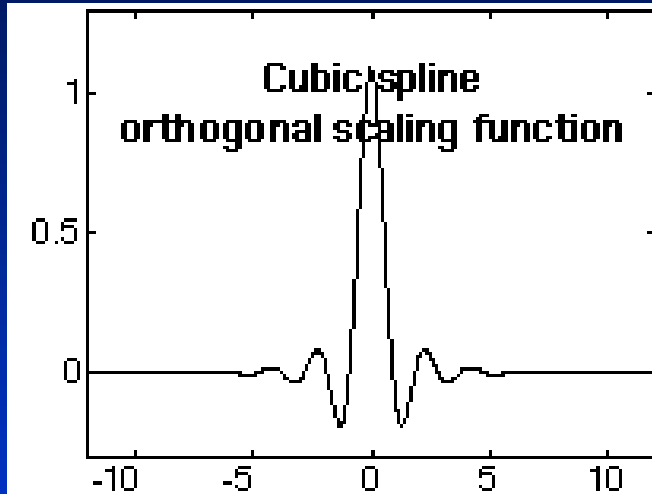
CT Lung Fly Through



Image Compression



Spline Wavelets



Another Applications of Image Interpolation

- Examples of situations when reconstruction of 3D object from 2D needed:
 - prosthesis design
 - surgery planning

Practical Problem

- The number of scans must be limited in order to protect patients from the risks related to X-ray absorption.
- 3D reconstruction accuracy depends on which set of image slices are used
- The main goal is to maximize the density of information minimizing the X-ray absorption.

Iso-Surface Extraction from Volume Data

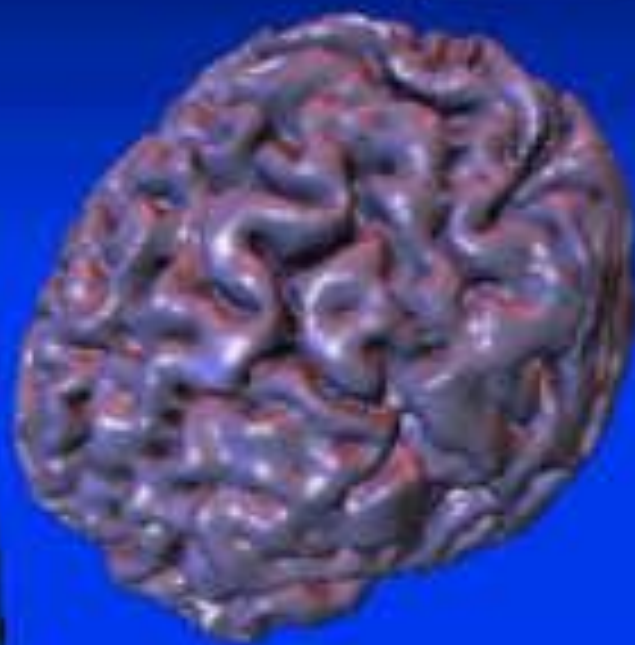
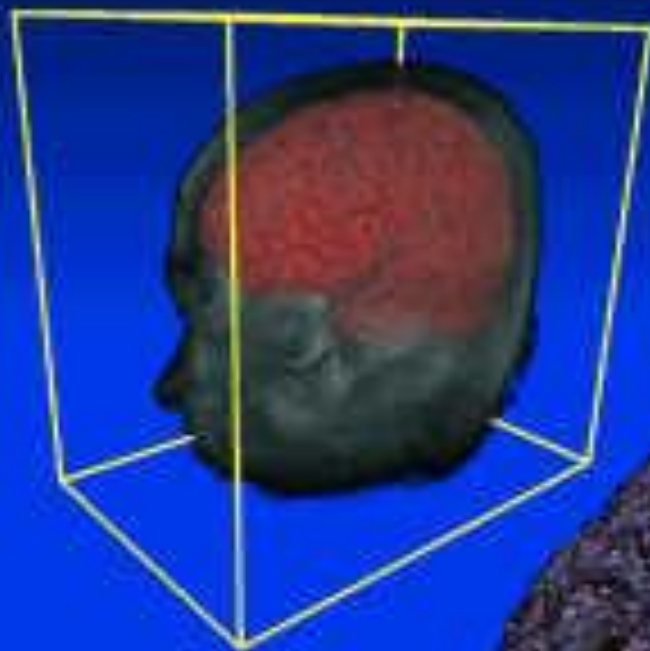


Image Morphing



Image Morphing

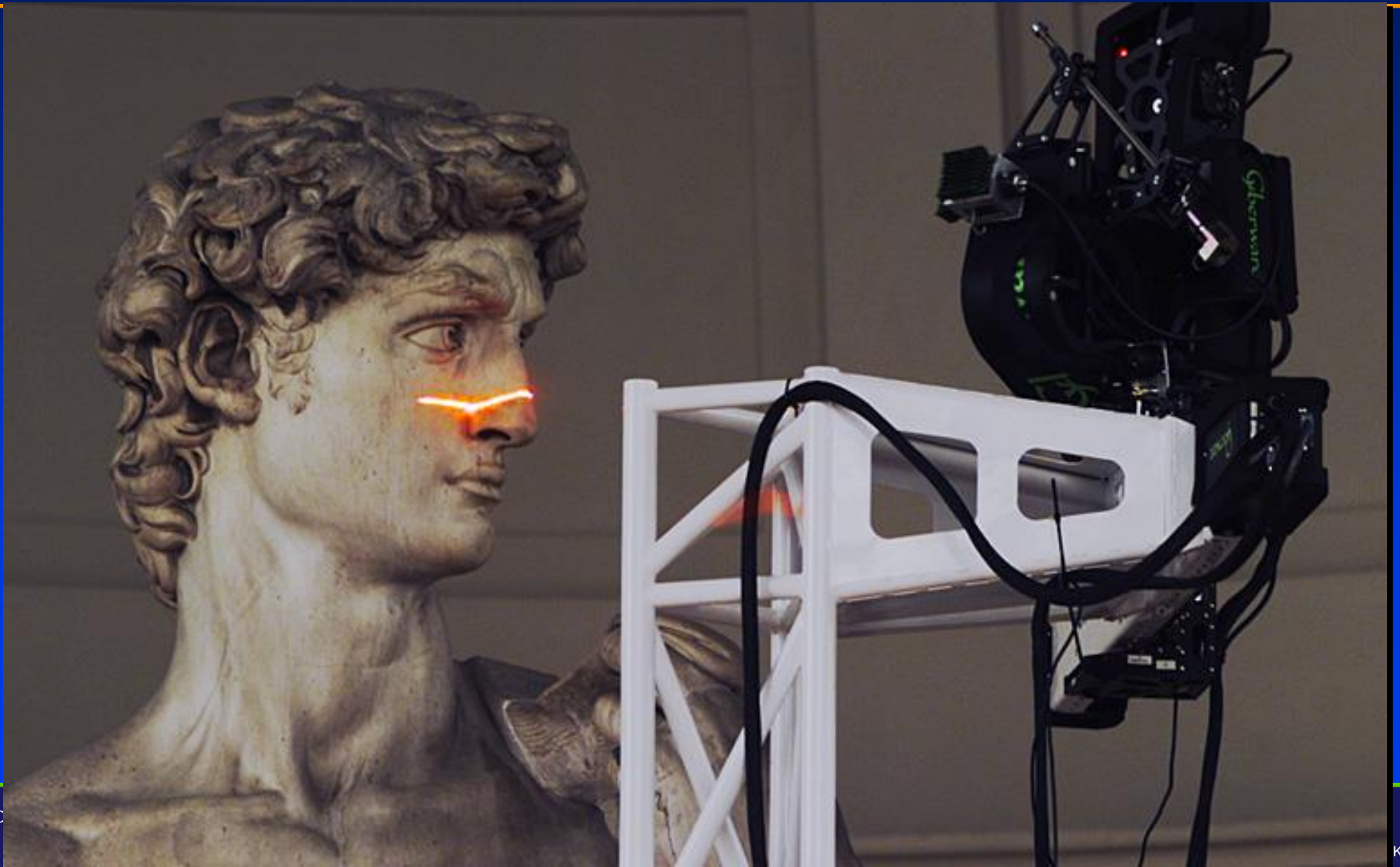
- Image morphing is the construction of an image sequence depicting a gradual transition between two images.



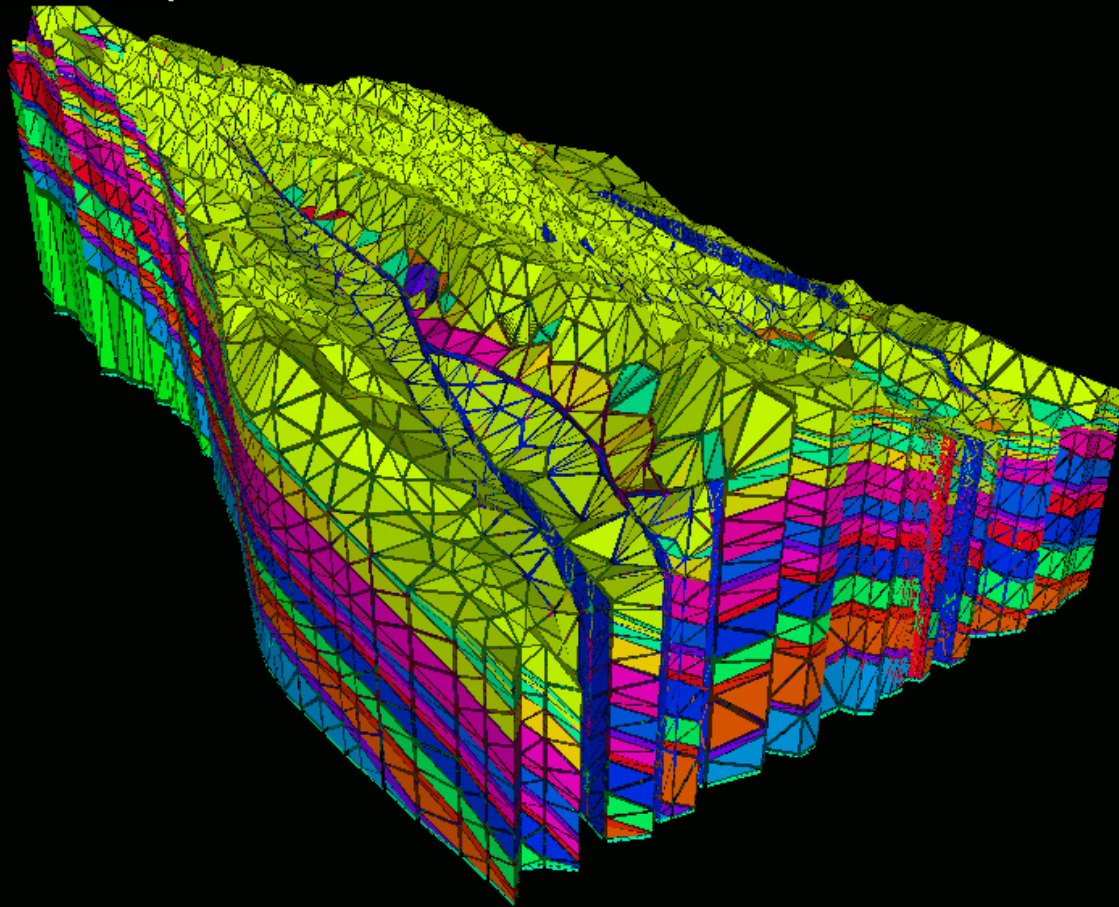
Hole Filling



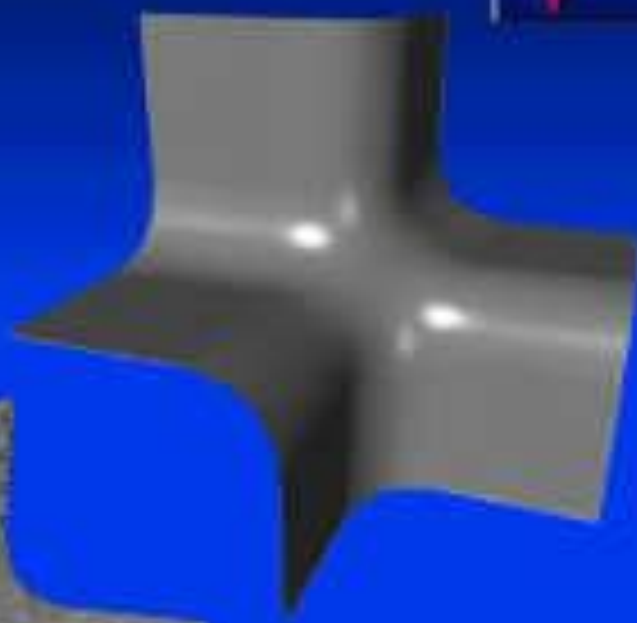
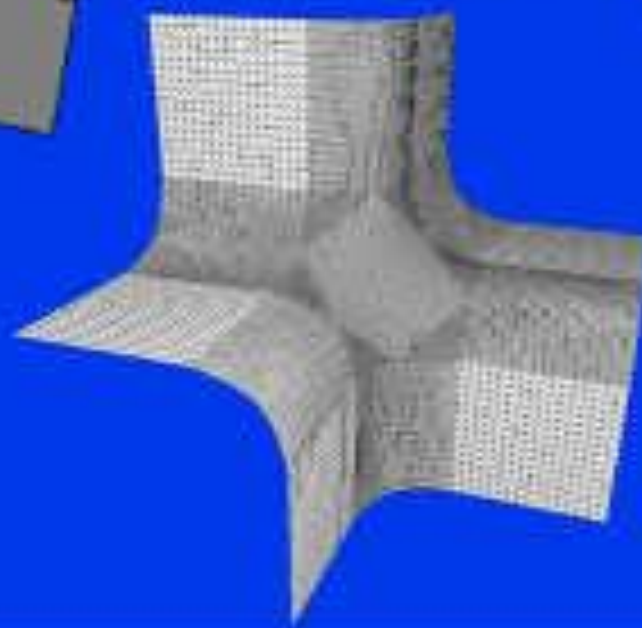
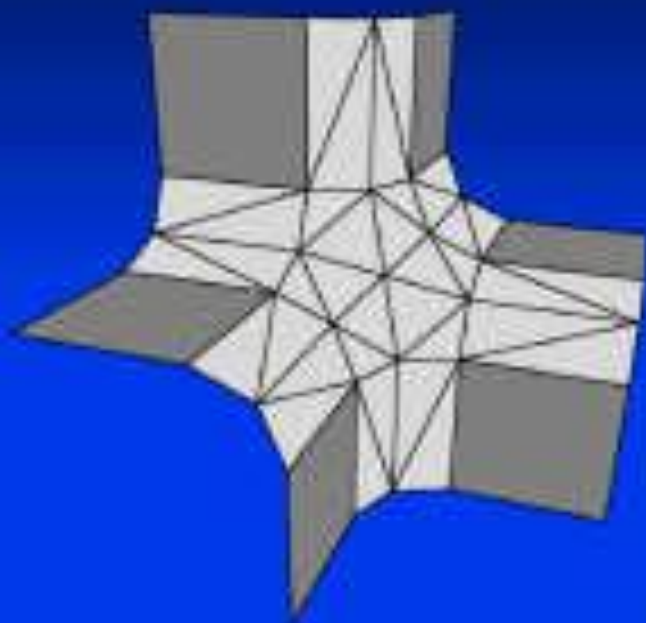
Reverse Engineering



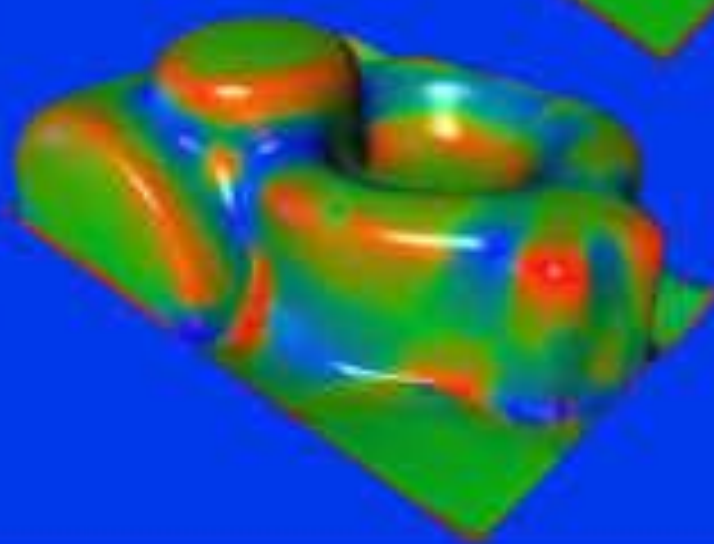
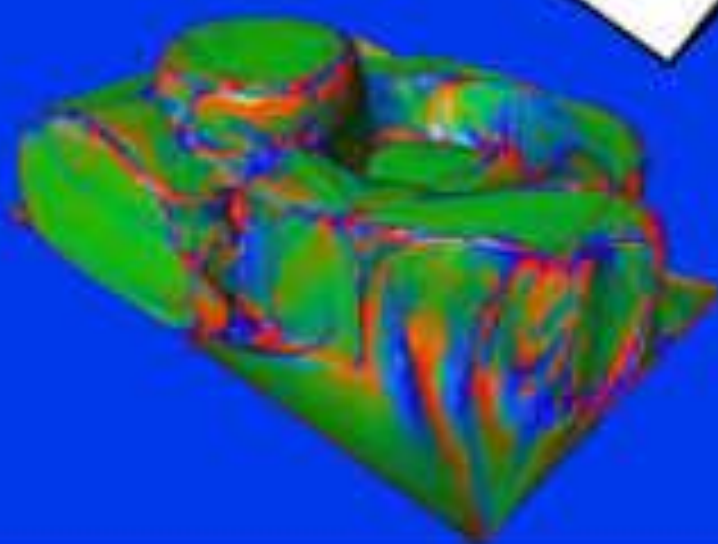
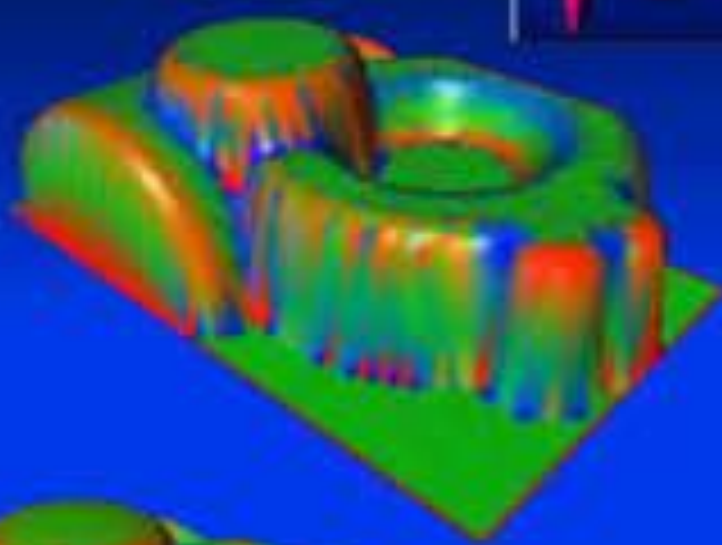
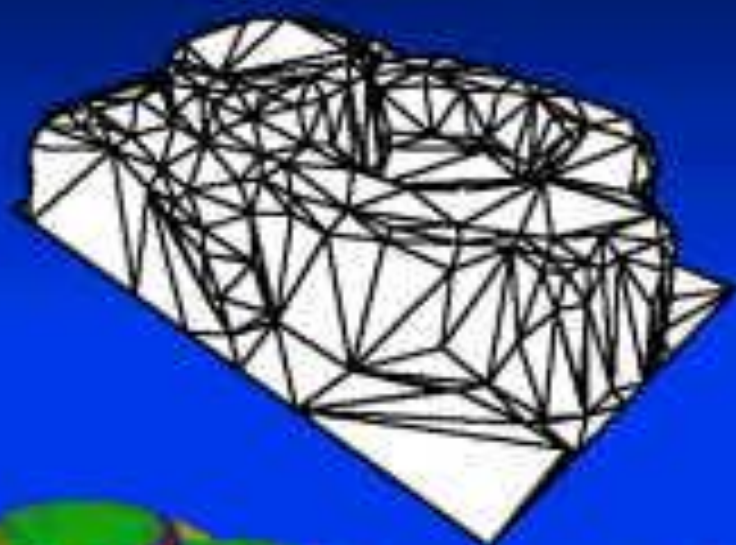
Los Alamos
National Laboratory



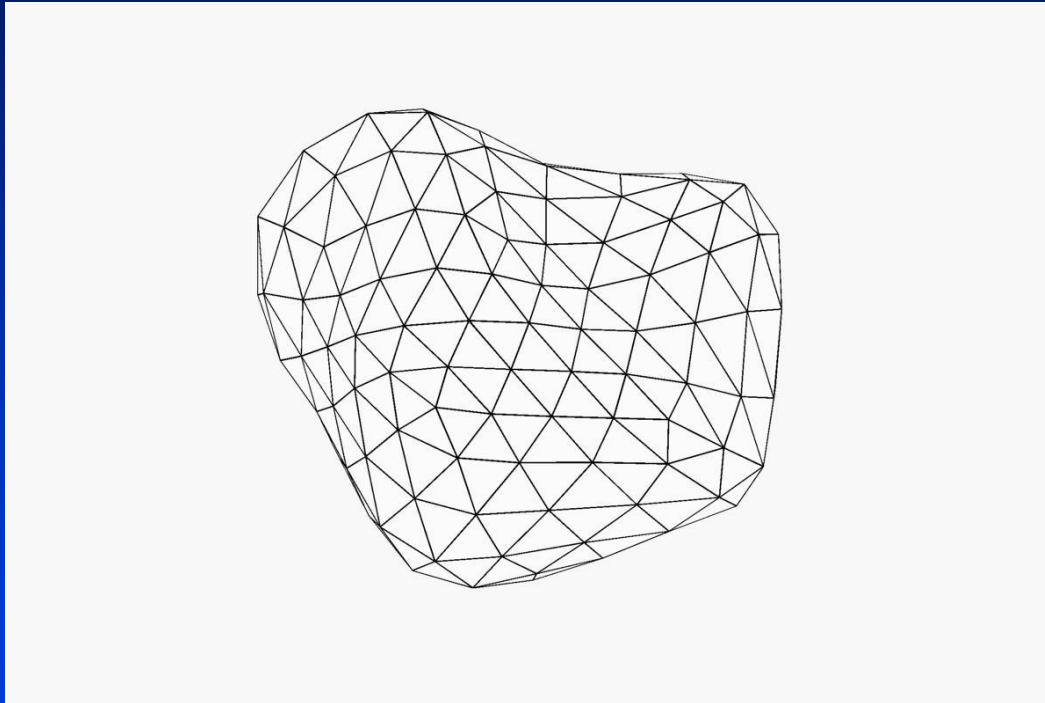
Blending & Hole Filling



Smooth Shape (locally / globally)

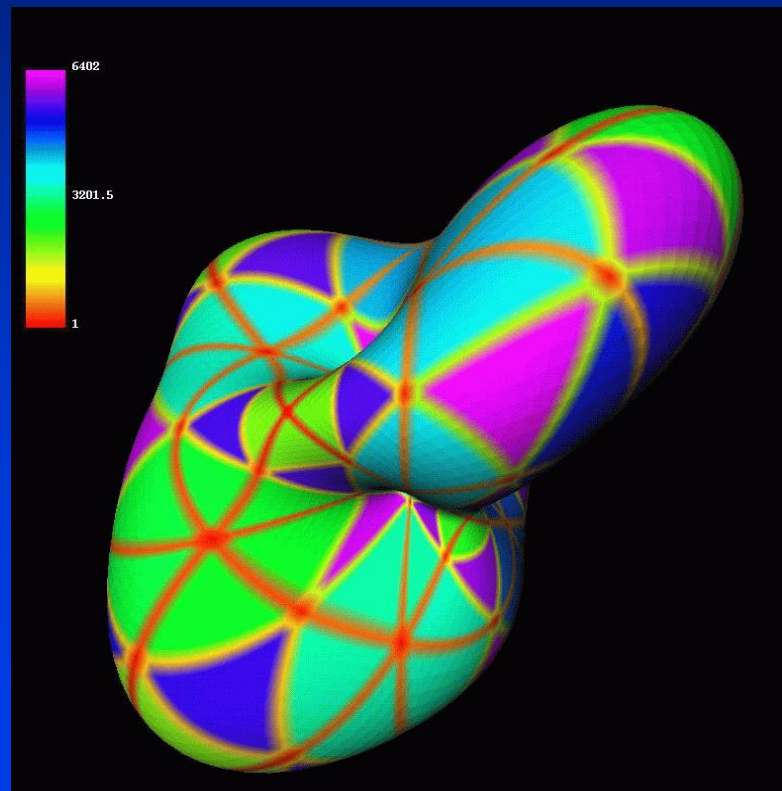
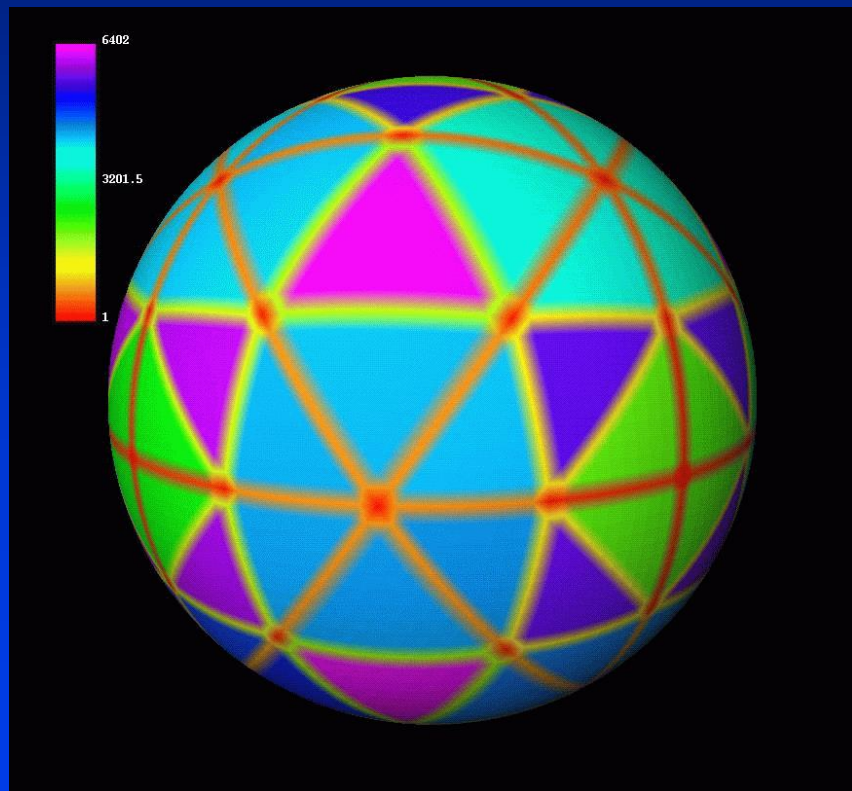


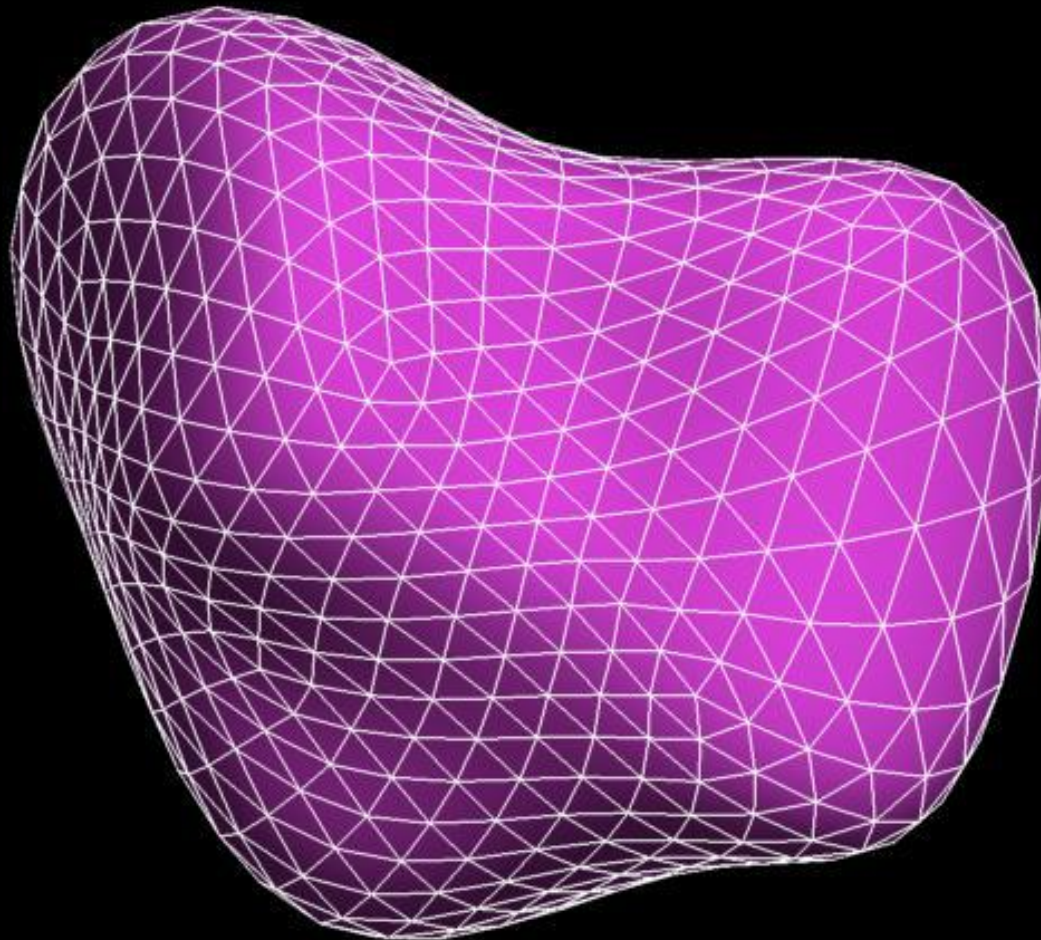
Bivariate Splines on Triangulations

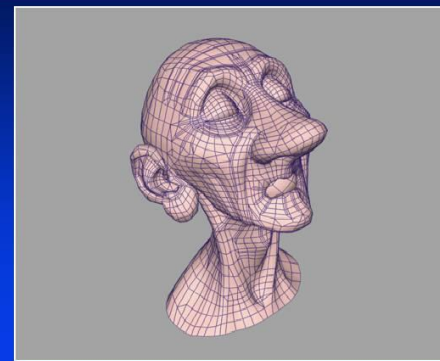


$$S_d^r(\Delta) := \{s \in C^r(\Omega) : s|_T \in \mathbb{P}_d, \text{ for all } T \in \Delta\},$$

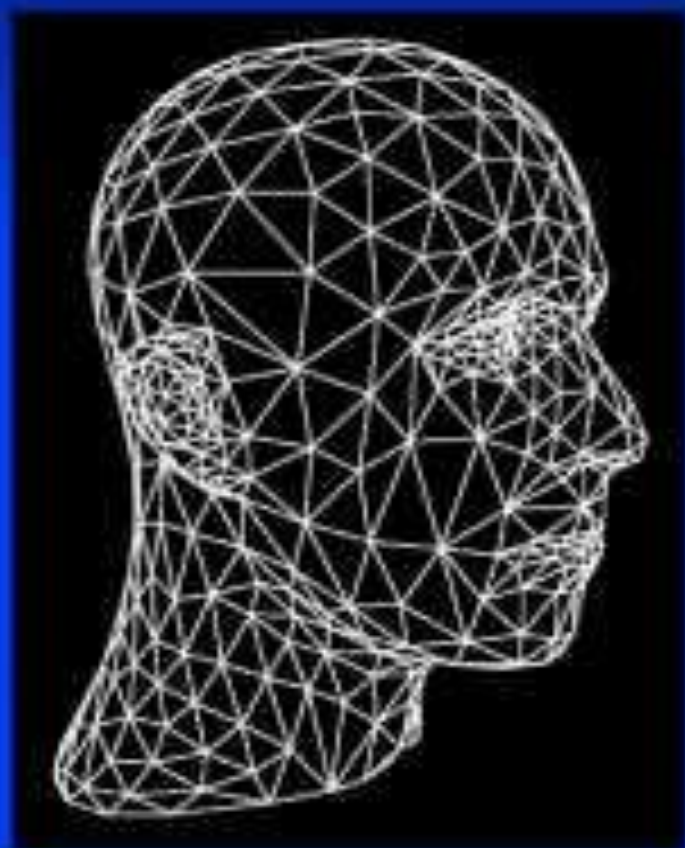
Splines defined on the Sphere and Other Manifolds

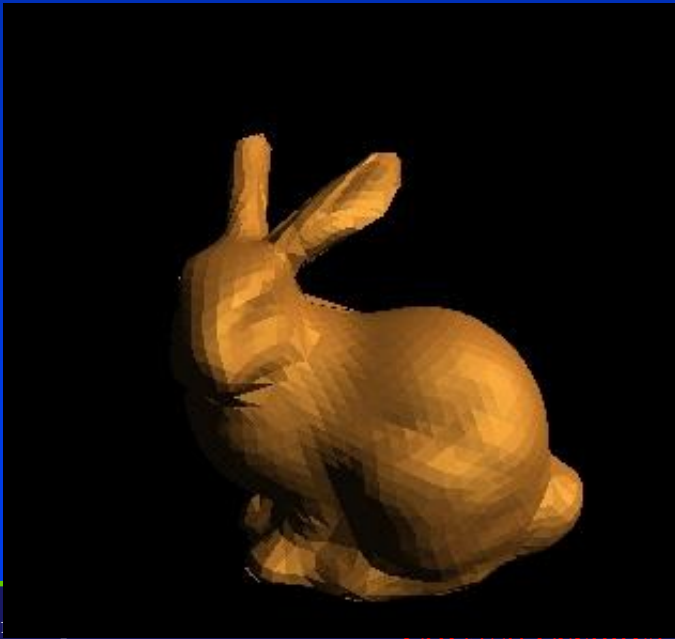
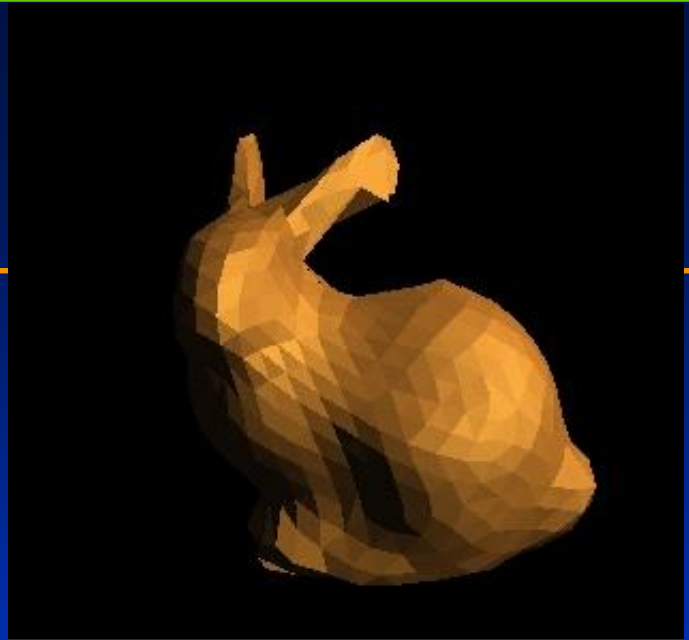






Arbitrary Control Meshes





Interactive Multi-Res. Modeling



- **Triangular Manifold Splines**

**Xianfeng David Gu, Ying He, Hong
Qin**

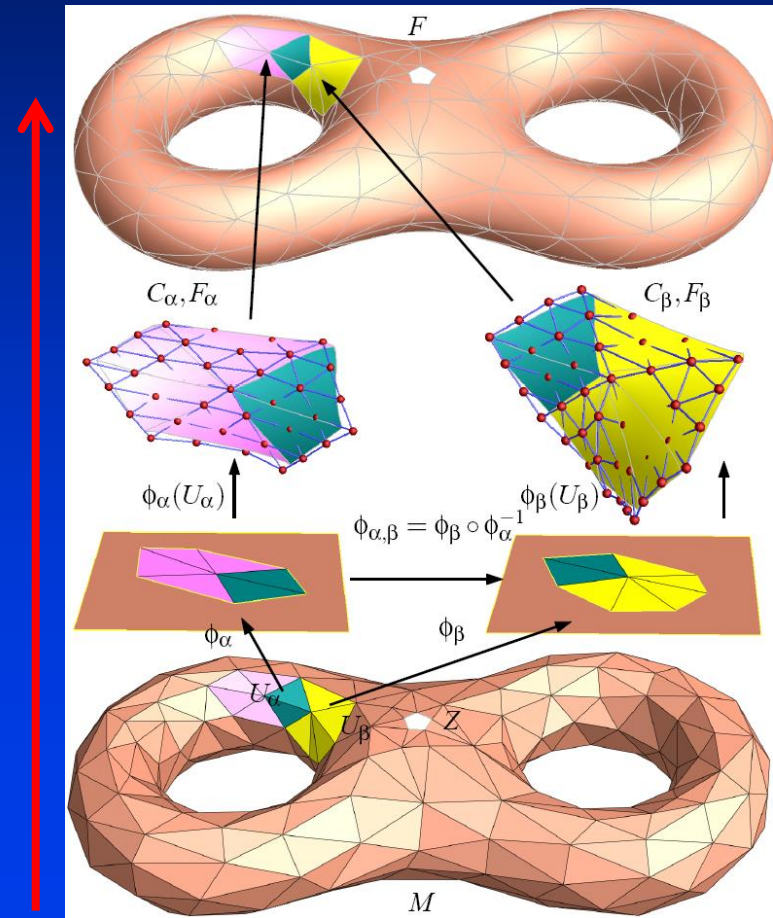


SMI 2005, “Manifold Splines”

GMP 2006, “Manifold T-Splines” (Kexiang Wang, Hongyu Wang)

General Ideas and Pipeline

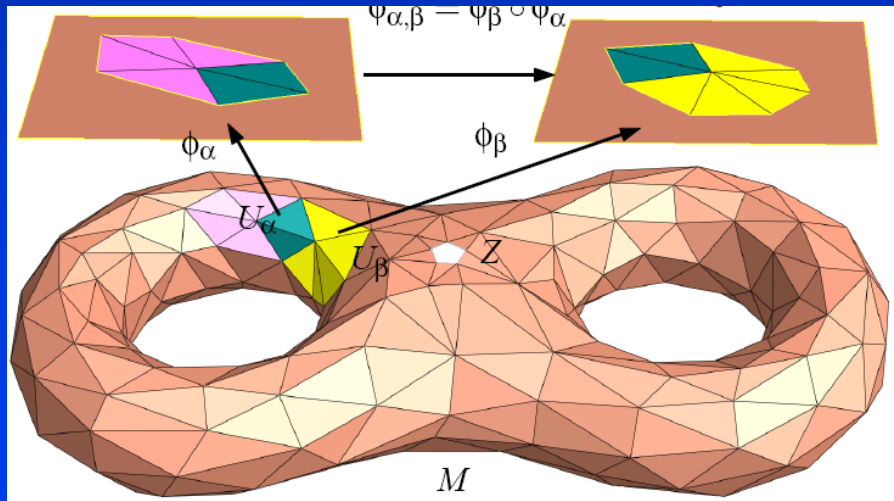
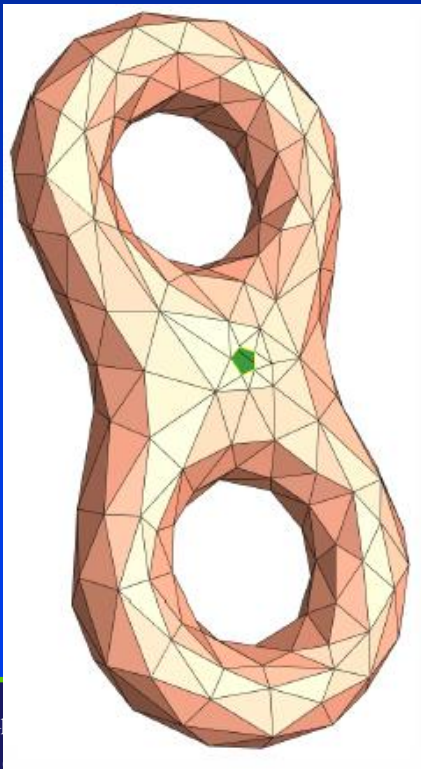
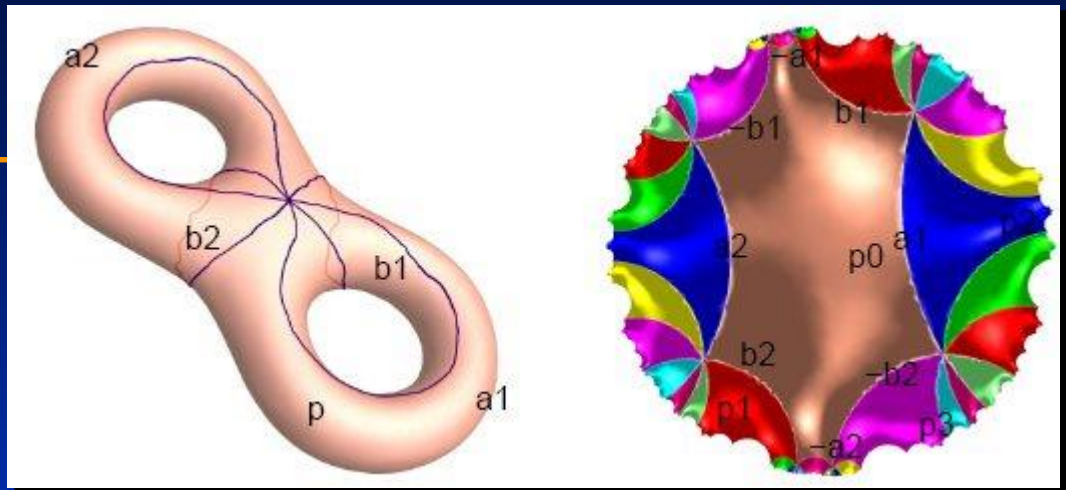
- Input: reasonably dense, manifold triangular mesh
- Construct a global affine parameterization
 - Affine transformations between groups of triangles
 - (*Except for a few points*)
- Construct charts on groups of triangles
 - Transition functions trivially affine
- Embedding functions are triangular splines
 - Splines with triangular mesh as “knot vector”
 - “Fix” holes by patching



Global Parameterization

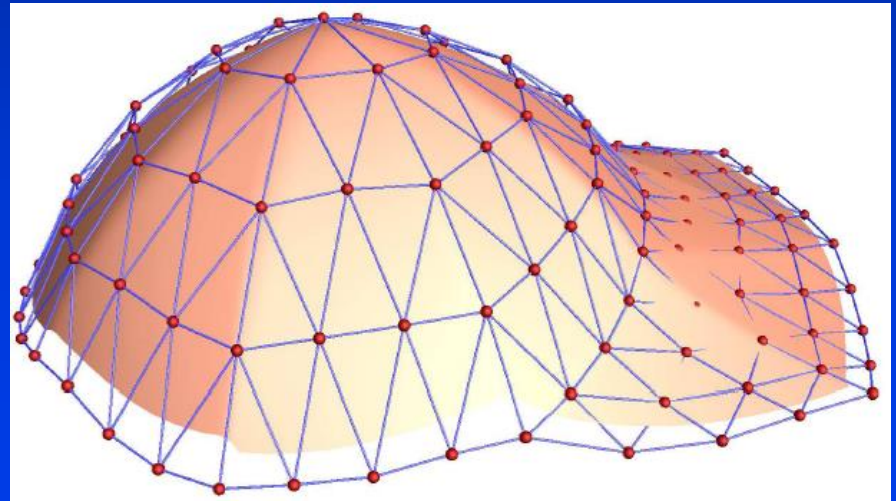
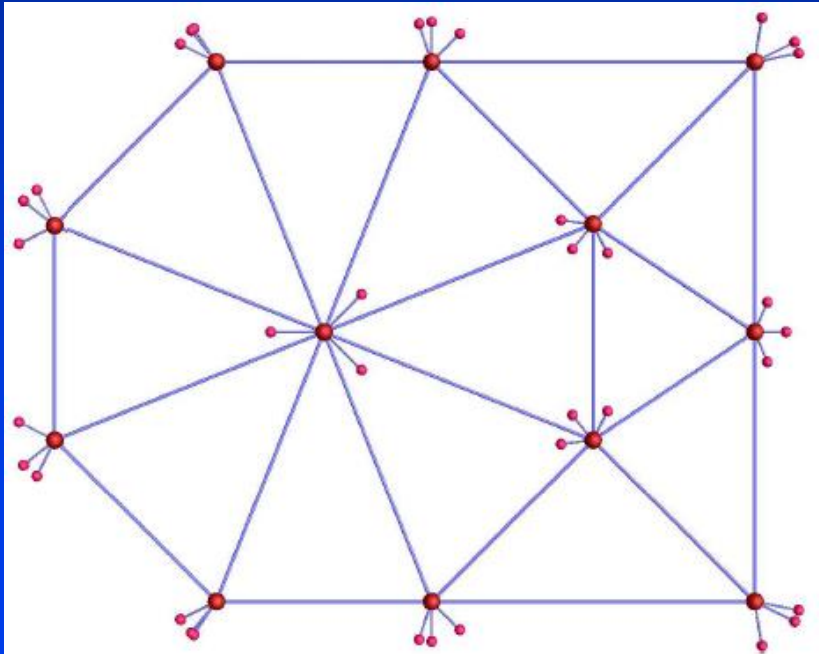
- Conformal parameterization
- Checkerboard, except for octagon
- Cut by removing center point
- Can now “unfold” locally into plane





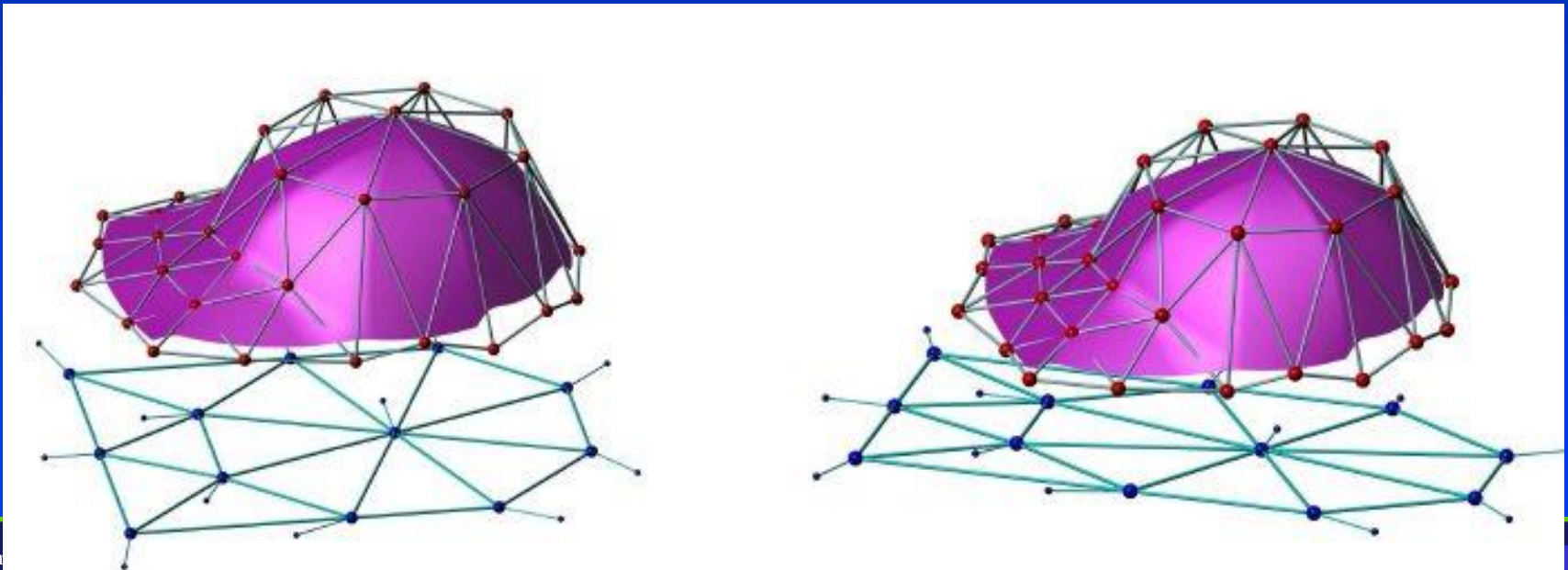
Embedding Functions

- **Triangular splines**
 - Built on 2D triangular mesh
 - Affine invariant



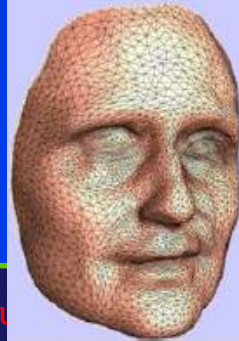
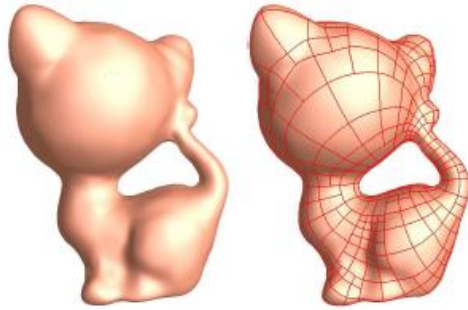
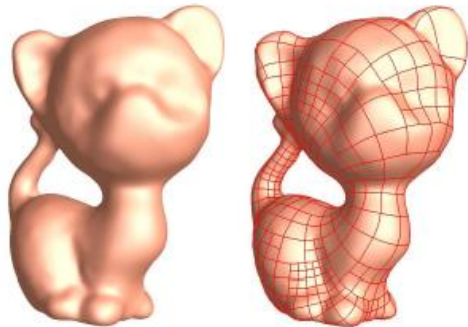
Avoid Functions' Blending

- Affine invariant embedding functions + affine transition functions means chart functions agree where they overlap
 - Use same control points



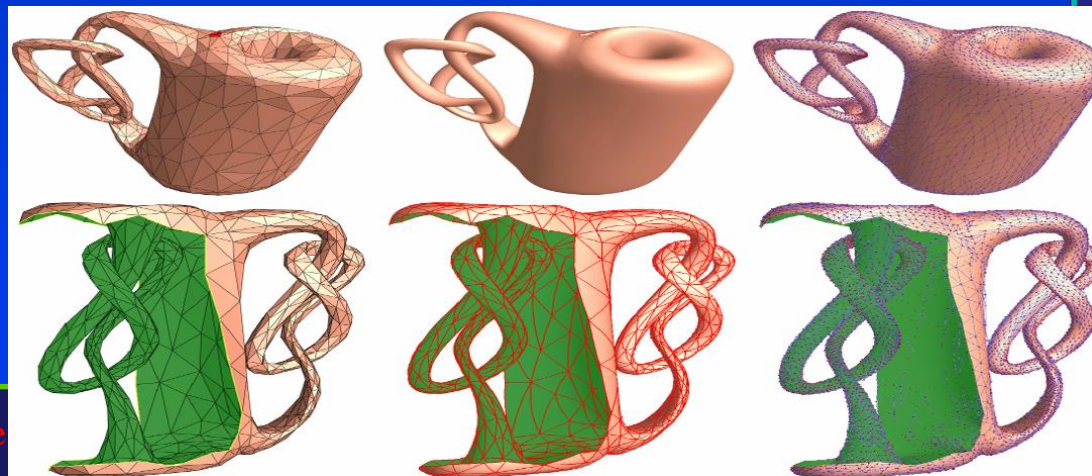
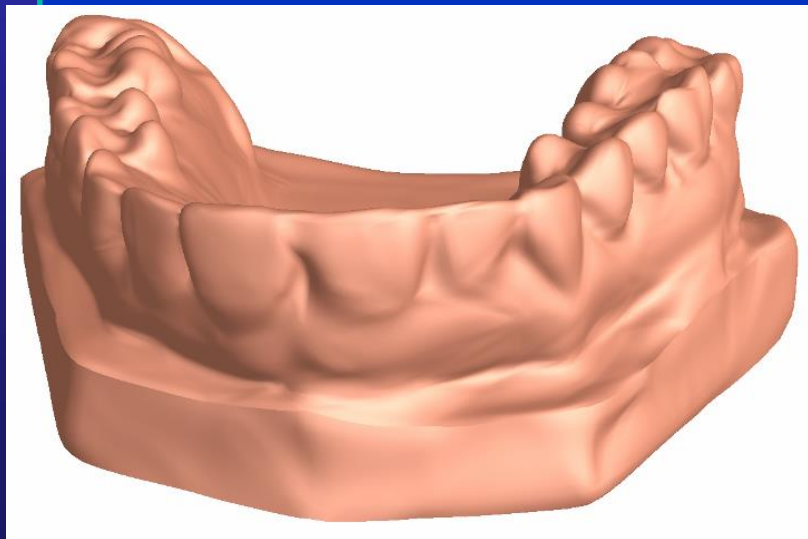
Other Types of Spline Functions

- Use T-splines, Powell-Sabin splines
- Can also use T-splines for embedding function
 - Globally parameterize to a square



Advantages

- Simple, affine transformations for transition functions
- C^k
- Triangular splines can handle sharp features



Disadvantages

- Need to fix holes in the parameterization
- Triangular splines require optimization
 - Also expensive to compute
- Limited control over parameterization

