

# THE CONTROL POLYHEDRON OF A RATIONAL BÉZIER SURFACE

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joint work with Gheorghe Craciun; Frank Sottile and Chungang Zhu

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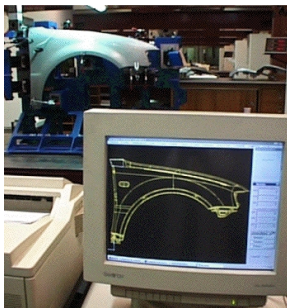
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# ALGEBRAIC GEOMETRY APPLICATIONS TO GEOMETRIC MODELING

**Geometric modeling** uses polynomials to build computer models for industrial design and manufacture.

**Algebraic geometry** investigates the algebraic and geometric properties of polynomials.



Bézier curves are **parametric curves** used in computer graphics to model smooth curves. Fundamental objects in geometric modeling.

- First introduced by Charles Hermite and Sergei Bernstein.
- Widely publicized in the 1960's by Pierre Bézier (Renault), and Paul De Casteljaou (Citroën) in the design of automobile bodies.
- Used in animation software such as Adobe Flash to outline movement.
- Used also in the design of fonts:
  - Quadratic Bézier curves are used in True Type fonts,
  - cubic Bézier curves are used in Type 1 fonts,
  - cubic Bézier curves are also used in the TEX fonts.

$$\mathbf{B}(\mathbf{x}) := \sum_{i=0}^d \binom{d}{i} x^i (1-x)^{d-i} \mathbf{P}_i, \quad x \in [0, 1]$$

where  $\mathbf{P}_0, \mathbf{P}_1, \dots, \mathbf{P}_d$  are (control) points in  $\mathbb{R}^n$  ( $n = 2, 3$ ).

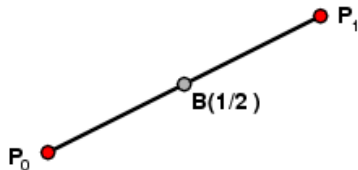


# BÉZIER CURVES

$$\mathbf{B}(x) := \sum_{i=0}^d \binom{d}{i} x^i (1-x)^{d-i} \mathbf{P}_i, \quad x \in [0, 1]$$

where  $\mathbf{P}_0, \mathbf{P}_1, \dots, \mathbf{P}_d$  are (control) points in  $\mathbb{R}^n$  ( $n = 2, 3$ ).

$$B(x) = (1-x)\mathbf{P}_0 + x\mathbf{P}_1$$



## LINEAR PRECISION

$$\sum_{i=0}^d \binom{d}{i} x^i (1-x)^{d-i} \frac{i}{d} = x$$

# BÉZIER CURVES

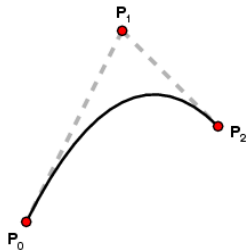
$$\mathbf{B}(x) := \sum_{i=0}^d \binom{d}{i} x^i (1-x)^{d-i} \mathbf{P}_i, \quad x \in [0, 1]$$

where  $\mathbf{P}_0, \mathbf{P}_1, \dots, \mathbf{P}_d$  are (control) points in  $\mathbb{R}^n$  ( $n = 2, 3$ ).

$$B(x) = (1-x)^2 \mathbf{P}_0 + 2x(1-x) \mathbf{P}_1 + x^2 \mathbf{P}_2$$

**ENDPOINT INTERPOLATION**

$$B(0) = \mathbf{P}_0, \quad B(1) = \mathbf{P}_2$$

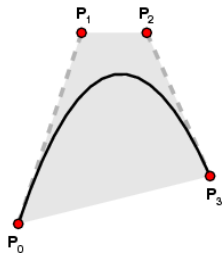


# BÉZIER CURVES

$$\mathbf{B}(x) := \sum_{i=0}^d \binom{d}{i} x^i (1-x)^{d-i} \mathbf{P}_i, \quad x \in [0, 1]$$

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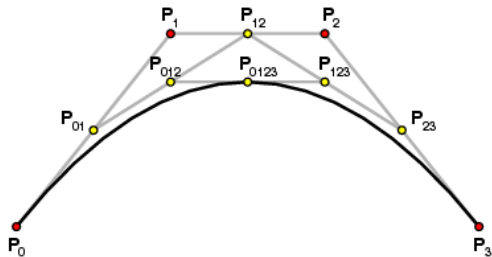
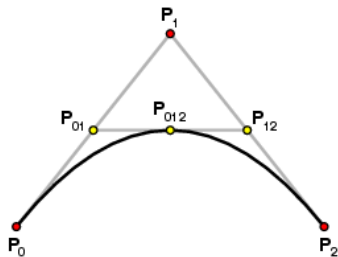
$$B(x) = (1-x)^3 \mathbf{P}_0 + 3x(1-x)^2 \mathbf{P}_1 + 3x^2(1-x) \mathbf{P}_2 + x^3 \mathbf{P}_3$$



## CONVEX HULL

The curve  $B([0, 1])$  is contained in the convex hull of the control points.

# DE CASTELJAU'S ALGORITHM

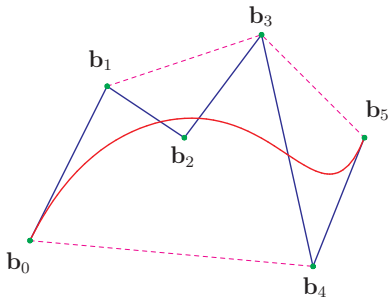


# CONTROL POLYGONS

Let  $B(x)$  be the Bézier curve given by

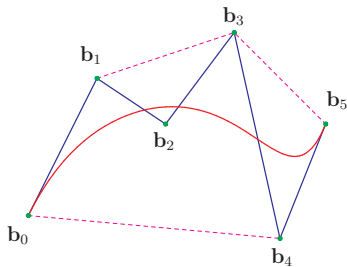
$$B(x) = \sum_{i=0}^d \binom{d}{i} x^i (1-x)^{d-i} \mathbf{b}_i, \quad \text{with } x \in [0, 1],$$

with  $\mathbf{b}_0, \mathbf{b}_1, \dots, \mathbf{b}_d$  control points in  $\mathbb{R}^n$ . The corresponding **control polygon** is the union of the line segments  $\overline{\mathbf{b}_0, \mathbf{b}_1}, \overline{\mathbf{b}_1, \mathbf{b}_2}, \dots, \overline{\mathbf{b}_{d-1}, \mathbf{b}_d}$ .



# VARIATION DIMINISHING PROPERTY

$$B(x) = (1-x)^5 \mathbf{b}_0 + 5x(1-x)^4 \mathbf{b}_1 + 10x^2(1-x)^3 \mathbf{b}_2 + 10x^3(1-x)^2 \mathbf{b}_3 + 5x^4(1-x) \mathbf{b}_4 + x^5 \mathbf{b}_5.$$



The number of points in which a Bézier curve meets a line is bounded by number of points in which its control polygon meets the same line.

Generalizing this property to surfaces is similar to the open problem of finding a satisfactory multivariate generalization of Descartes' rule of signs.



Rational Bézier curves add adjustable weights to provide closer approximations to arbitrary shapes.

## BERNSTEIN POLYNOMIALS

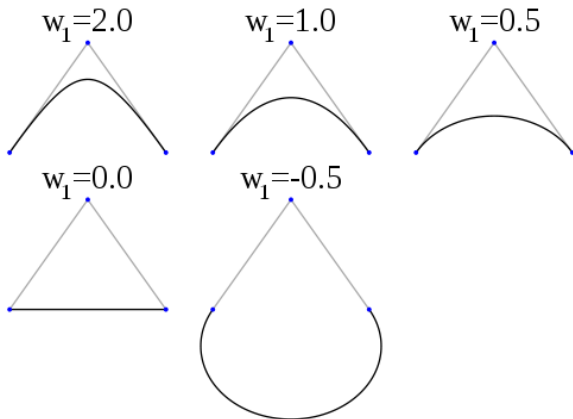
$$\beta_{i;d}(\mathbf{x}) := \binom{d}{i} x^i (1-x)^{d-i}$$

Given **weights**  $w_0, w_1, \dots, w_d$  in  $\mathbb{R}_{>}$  and control points  $\mathbf{b}_0, \mathbf{b}_1, \dots, \mathbf{b}_d$  in  $\mathbb{R}^n$ , the **rational Bézier curve** is

$$\mathbf{B}(\mathbf{x}) := \frac{\sum_{i=0}^d w_i \beta_{i;d}(\mathbf{x}) \mathbf{b}_i}{\sum_{i=0}^d w_i \beta_{i;d}(\mathbf{x})} : [0, 1] \longrightarrow \mathbb{R}^n.$$

# RATIONAL BÉZIER CURVES

$$B(x) = \frac{\sum_{i=0}^d w_i \beta_{i;d}(x) \mathbf{b}_i}{\sum_{i=0}^d w_i \beta_{i;d}(x)}$$





- For each  $i = 0, \dots, d$  redefine the **Bernstein polynomial**  $\beta_{i;d}(x)$ ,

$$\beta_{i;d}(x) := x^i(d-x)^{d-i}.$$

Substituting  $x = dy$  and multiplying by  $\binom{d}{i}d^{-d}$  for normalization, this becomes the usual Bernstein polynomial.

- Given weights  $w_0, \dots, w_d \in \mathbb{R}_{>}$  and control points  $\mathbf{b}_0, \dots, \mathbf{b}_d \in \mathbb{R}^n$  ( $n = 2, 3$ ), the parametrized **toric Bézier curve** is defined by

$$\mathbf{B}(x) := \frac{\sum_{i=0}^d w_i \beta_{i;d}(x) \mathbf{b}_i}{\sum_{i=0}^d w_i \beta_{i;d}(x)} : [0, d] \longrightarrow \mathbb{R}^n.$$

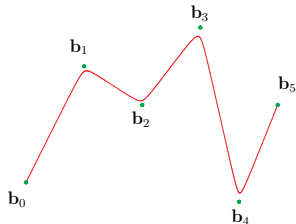
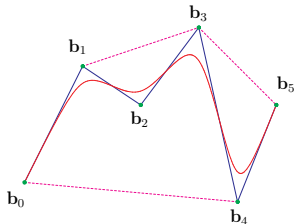
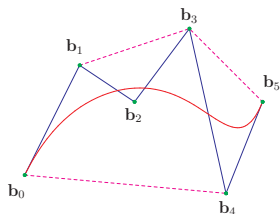
- Differ from the rational Bézier curves in that the degree is encoded by the domain. This **linear reparametrization** does not affect the resulting curve.



# TORIC BÉZIER CURVE DEFORMATIONS

## THEOREM (CRACIUN-G-SOTTILE)

Given control points in  $\mathbb{R}^n$  and  $\epsilon > 0$ , there is a choice of weights so that the toric Bézier curve lies within a distance  $\epsilon$  of the control polygon.



# FACTORIZATION OF THE TORIC BÉZIER CURVE MAP

Let  $\Delta^d \subset \mathbb{R}^{d+1}$  be the **standard simplex** of dimension  $d$  with homogeneous coordinates

$$[z_0, z_1, \dots, z_d] := \frac{1}{\sum_{i=0}^d z_i} (z_0, z_1, \dots, z_d).$$

The map  $B(x) = \frac{\sum_{i=0}^d w_i \beta_{i;d}(x) \mathbf{b}_i}{\sum_{i=0}^d w_i \beta_{i;d}(x)} : [0, d] \rightarrow \mathbb{R}^n$  admits the factorization:

$$B(x) : [0, d] \xrightarrow{\beta} \Delta^d \xrightarrow{w \cdot} \Delta^d \xrightarrow{\pi} \mathbb{R}^n, \text{ where}$$

$$\beta : [0, d] \rightarrow \Delta^d, \quad x \longmapsto [\beta_{0;d}(x), \beta_{1;d}(x), \dots, \beta_{d;d}(x)].$$

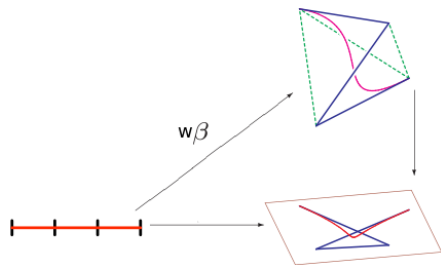
$$w \cdot : \Delta^d \rightarrow \Delta^d, \quad [z_0, z_1, \dots, z_d] \longmapsto [w_0 z_0, w_1 z_1, \dots, w_d z_d].$$

$$\pi : \mathbb{R}^{d+1} \rightarrow \mathbb{R}^n, \quad (z_0, \dots, z_d) \longmapsto \sum_{i=0}^d z_i \mathbf{b}_i.$$



# FACTORIZATION OF THE TORIC BÉZIER CURVE MAP

$$B(x) : [0, d] \xrightarrow{\beta} \triangle^d \xrightarrow{w \cdot} \triangle^d \xrightarrow{\pi} \mathbb{R}^n,$$

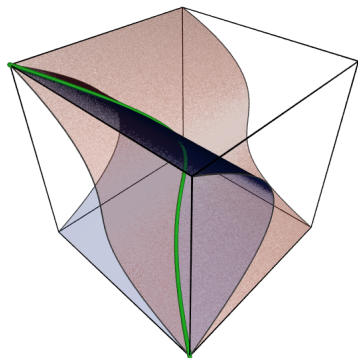


$X = \beta([0, d])$  is the **positive real part** of the **rational normal curve**.

# RATIONAL NORMAL CURVES

$X = \beta([0, d])$  is the **positive real part** of the **rational normal curve**.

The **(affine) rational normal curve** is the image of  $x \mapsto (x, x^2, \dots, x^d)$ .



When  $d = 3$ , this curve is called the **twisted cubic**.

Defined **parametrically** by

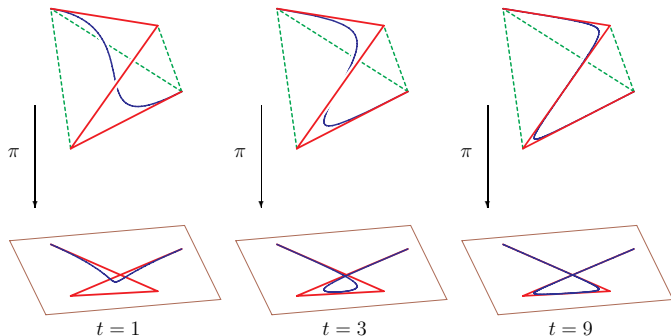
$$x \mapsto (x, x^2, x^3),$$

and **implicitly** by the equations

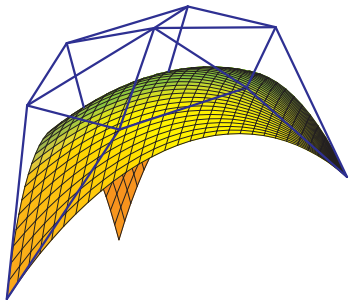
$$Y - X^2 = 0, Z - X^3 = 0.$$

## THEOREM (CRACIUN-G-SOTTILE)

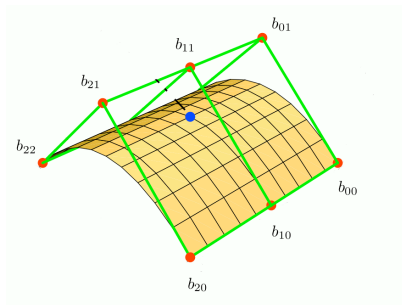
Given control points in  $\mathbb{R}^n$  and  $\epsilon > 0$ , there is a choice of weights so that the toric Bézier curve lies within a distance  $\epsilon$  of the control polygon.



# RATIONAL BÉZIER SURFACE PATCHES

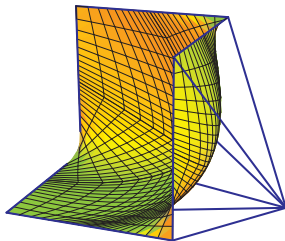
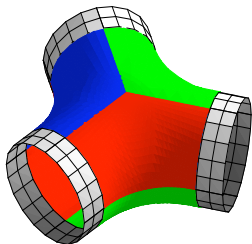
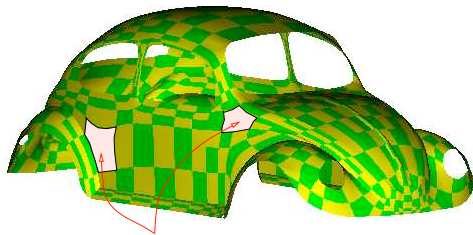


rational Bézier triangular patch



rational Bézier rectangular patch

# MULTI-SIDED PATCHES





# TORIC BÉZIER SURFACE PATCHES OF SHAPE $\Delta$

A **polygon**  $\Delta \subset \mathbb{R}^2$  with integer vertices is given by **side inequalities**

$$\Delta = \left\{ (x, y) \in \mathbb{R}^2 \mid h_s(x, y) := b_s x + c_s y + d_s \geq 0, \text{ for each side } s \text{ of } \Delta \right\},$$

where  $(b_s, c_s)$  is an inward pointing primitive normal vector.

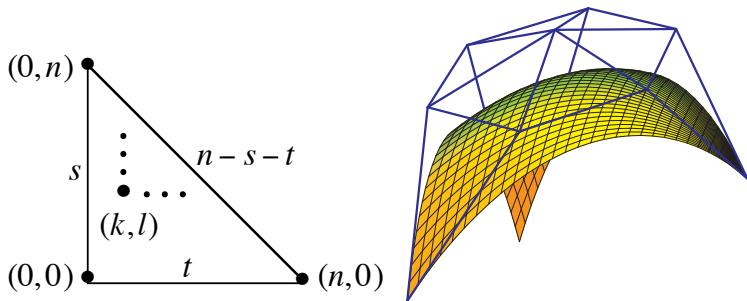
For each  $\mathbf{a} \in \mathcal{A} := \Delta \cap \mathbb{Z}^2$ , define a **toric Bézier function**

$$\beta_{\mathbf{a}, \mathcal{A}}(\mathbf{x}, \mathbf{y}) := \prod_{s \text{ side of } \Delta} h_s(x, y)^{h_s(\mathbf{a})} : \Delta \longrightarrow \mathbb{R}.$$

Given positive weights  $w = \{w_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}\} \subset \mathbb{R}_{>}$  and control points  $\mathcal{B} = \{\mathbf{b}_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}\} \subset \mathbb{R}^n$ , the **toric Bézier surface of shape  $\Delta$**  is parametrized by

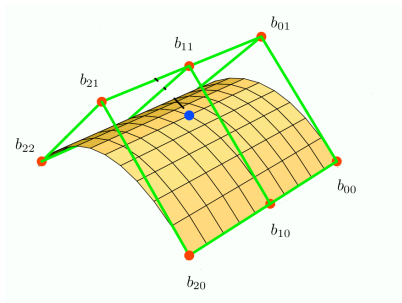
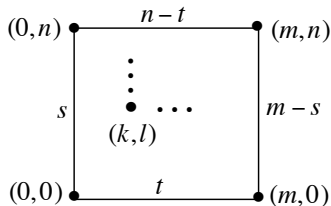
$$F_{\mathcal{A}, w, \mathcal{B}}(\mathbf{x}) := \frac{\sum_{\mathbf{a} \in \mathcal{A}} w_{\mathbf{a}} \beta_{\mathbf{a}, \mathcal{A}}(\mathbf{x}) \mathbf{b}_{\mathbf{a}}}{\sum_{\mathbf{a} \in \mathcal{A}} w_{\mathbf{a}} \beta_{\mathbf{a}, \mathcal{A}}(\mathbf{x})} : \Delta \longrightarrow \mathbb{R}^n.$$

# TORIC BÉZIER TRIANGLES



$$F(s,t) = \sum_{k,l} \frac{\binom{n}{k,l} s^k t^l (n-s-t)^{n-k-l}}{n^n} \mathbf{b}_{kl}$$

# TORIC BÉZIER RECTANGLES



$$F(s, t) = \sum_{k,l} \frac{\binom{m}{k} \binom{n}{l} s^k (m-s)^{m-k} t^l (n-t)^{n-l}}{m^m n^n} \mathbf{b}_{kl}$$

# FACTORIZATION OF THE TORIC BÉZIER SURFACE MAP

Let  $\Delta^{\mathcal{A}} \subset \mathbb{R}^{\mathcal{A}}$  is the standard simplex of dimension  $|\mathcal{A}| - 1$  with homogeneous coordinates

$$[z_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}] := \frac{1}{\sum_{\mathbf{a} \in \mathcal{A}} z_{\mathbf{a}}} (z_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}),$$

The map  $F(\mathbf{x}) : \Delta_{\mathcal{A}} \rightarrow \mathbb{R}^n$  admits the following **factorization**:

$$F(\mathbf{x}) : \Delta_{\mathcal{A}} \xrightarrow{\beta_{\mathcal{A}}} \Delta^{\mathcal{A}} \xrightarrow{w \cdot} \Delta^{\mathcal{A}} \xrightarrow{\pi_{\mathcal{B}}} \mathbb{R}^n,$$

$$\beta_{\mathcal{A}}(\mathbf{x}) := [\beta_{\mathbf{a}, \mathcal{A}}(\mathbf{x}) \mid \mathbf{a} \in \mathcal{A}] : \Delta_{\mathcal{A}} \rightarrow \Delta^{\mathcal{A}},$$

$$w \cdot [z_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}] := [w_{\mathbf{a}} z_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}] : \Delta^{\mathcal{A}} \rightarrow \Delta^{\mathcal{A}}.$$

$$\pi_{\mathcal{B}}(\mathbf{z}) := \sum_{\mathbf{a} \in \mathcal{A}} z_{\mathbf{a}} \mathbf{b}_{\mathbf{a}} : \mathbb{R}^{\mathcal{A}} \rightarrow \mathbb{R}^n.$$



# FACTORIZATION OF THE TORIC BÉZIER SURFACE MAP

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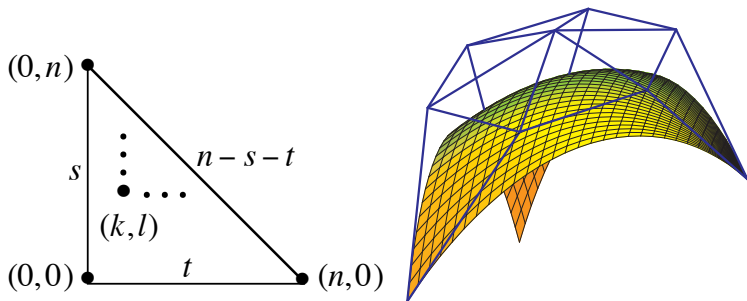
$$F(\mathbf{x}) : \Delta_{\mathcal{A}} \xrightarrow{\beta_{\mathcal{A}}} \triangle_{\mathcal{A}} \xrightarrow{w \cdot} \triangle_{\mathcal{A}} \xrightarrow{\pi_{\mathcal{B}}} \mathbb{R}^n,$$

The image  $\mathbf{X}_{\mathcal{A}} := \beta_{\mathcal{A}}(\Delta_{\mathcal{A}}) \subset \triangle_{\mathcal{A}}$  is the **positive part of the toric variety associated to the polygon**  $\Delta_{\mathcal{A}}$

Acting on  $X_{\mathcal{A}}$  by the map  $w \cdot$  gives a **translated toric variety**  $X_{\mathcal{A},w}$

We call  $X_{\mathcal{A},w}$  a **lift** of the toric Bézier patch  $\mathbf{Y}_{\mathcal{A},w,\mathcal{B}} := \pi_{\mathcal{B}}(X_{\mathcal{A},w})$

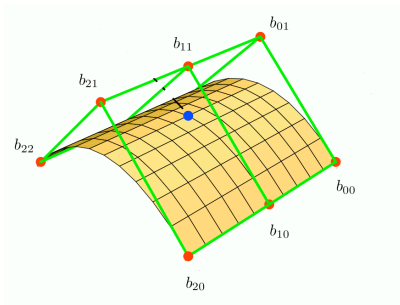
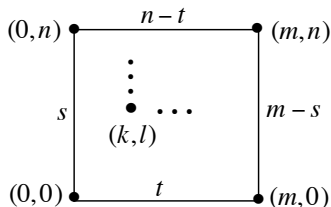
# TORIC BÉZIER TRIANGLES



$$F(s,t) = \sum_{k,l} \frac{\binom{n}{k,l} s^k t^l (n-s-t)^{n-k-l}}{n^n} \mathbf{b}_{kl}$$

The corresponding toric variety is a Veronese surface of degree  $n$ .

# TORIC BÉZIER RECTANGLES



$$F(s, t) = \sum_{k,l} \frac{\binom{m}{k} \binom{n}{l} s^k (m-s)^{m-k} t^l (n-t)^{n-l}}{m^m n^n} \mathbf{b}_{kl}$$

The corresponding toric variety is a is the Segre product of two rational normal curves of degrees  $n$  and  $m$ .

## WHAT IS THE SIGNIFICANCE OF THE CONTROL NET?

These **control nets** encode certain  $C^0$  spline surfaces called **regular control surfaces**. While not unique, regular control surfaces are exactly the possible limiting positions of a Bézier patch when the weights are allowed to vary.





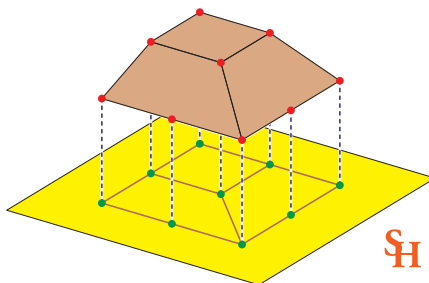
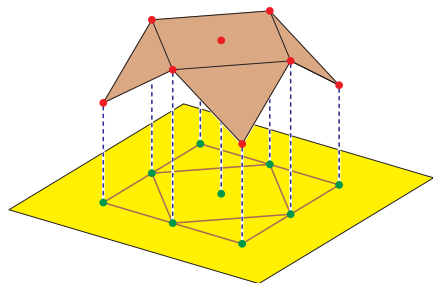
# REGULAR SUBDIVISIONS

Let  $\mathcal{A} \subset \mathbb{R}^2$  and  $\lambda: \mathcal{A} \rightarrow \mathbb{R}$  some function.

Let  $P_\lambda := \text{conv}\{(\mathbf{a}, \lambda(\mathbf{a})) \mid \mathbf{a} \in \mathcal{A}\} \subset \mathbb{R}^3$ .

Each face of  $P_\lambda$  has an outward pointing normal vector, and its **upper facets** are those whose normal has positive last coordinate.

The **regular polyhedral subdivision**  $\mathcal{T}_\lambda$  of  $\Delta_{\mathcal{A}}$  induced by  $\lambda$  is given by the projection of the upper facets back to  $\mathbb{R}^2$ .

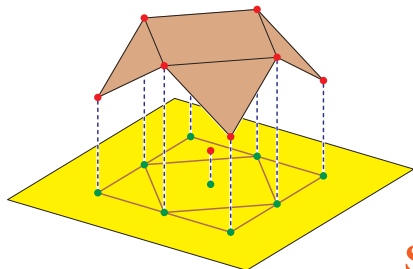
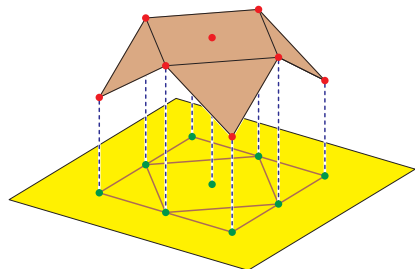


# LATTICE POINT DECOMPOSITIONS

A **decomposition**  $\mathcal{D}$  of the configuration  $\mathcal{A}$  of points is a collection  $\mathcal{D}$  of subsets of  $\mathcal{A}$  called **faces**.

The **convex hulls** of these faces are required to be the faces of a **polyhedral subdivision**  $\mathcal{T}(\mathcal{D})$  of  $\Delta_{\mathcal{A}}$ .

The decomposition  $\mathcal{D}$  is **regular** if the polyhedral subdivision  $\mathcal{T}(\mathcal{D})$  is regular.



# CONTROL SURFACES

Let  $\mathcal{A} \subset \mathbb{Z}^2$  be a finite set,  $w \in \mathbb{R}_{>}^{\mathcal{A}}$  be weights and  $\mathcal{B} = \{\mathbf{b}_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}\}$  be control points for a toric patch  $Y_{\mathcal{A},w,\mathcal{B}}$  of shape  $\mathcal{A}$ .

Let  $\mathcal{D}$  be a **decomposition** of  $\mathcal{A}$ . The **control surface** induced by  $\mathcal{D}$  is the union

$$Y_{\mathcal{A},w,\mathcal{B}}(\mathcal{D}) := \bigcup_{\mathcal{F} \in \mathcal{D}} Y_{\mathcal{F},w|_{\mathcal{F}},\mathcal{B}|_{\mathcal{F}}},$$

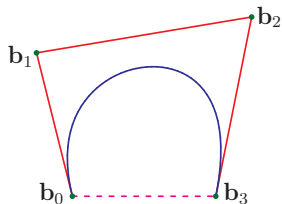
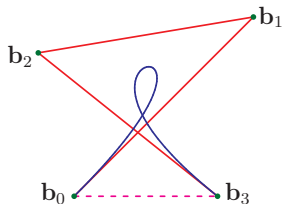
Faces of toric patches are again toric patches.

The control surface  $Y_{\mathcal{A},w,\mathcal{B}}(\mathcal{D})$  is a  $C^0$  spline surface.

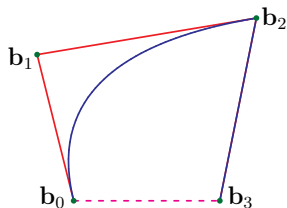
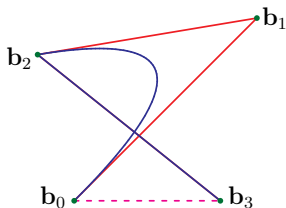
$Y_{\mathcal{A},w,\mathcal{B}}(\mathcal{D})$  is **regular** if the decomposition  $\mathcal{D}$  is regular.

# CONTROL CURVES

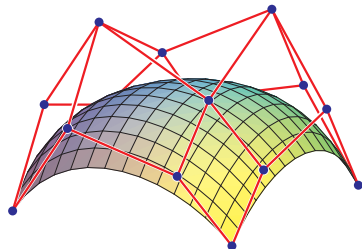
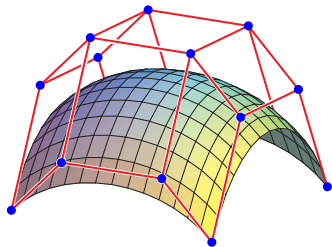
Given the regular decomposition  $\{0, 1, 2\}$ ,  $\{2, 3\}$  of  $\{0, 1, 2, 3\}$  and the following two rational cubic Bézier planar curves.



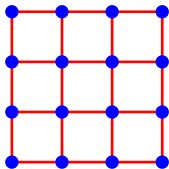
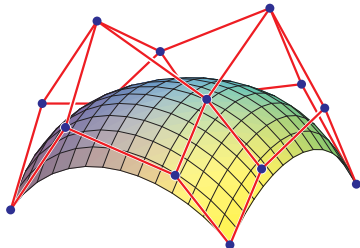
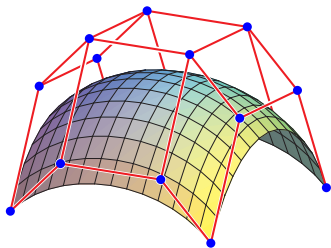
The regular control curves are



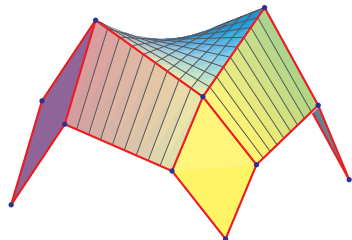
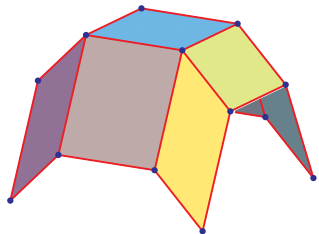
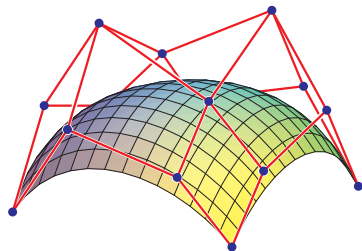
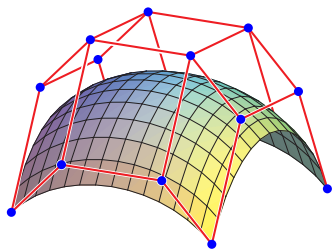
# REGULAR CONTROL SURFACES FOR RATIONAL BICUBIC PATCHES



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# FIRST MAIN THEOREM

Let  $\lambda: \mathcal{A} \rightarrow \mathbb{R}$  be a **lifting function** and  $w = \{w_{\mathbf{a}} \in \mathbb{R}_{>} \mid \mathbf{a} \in \mathcal{A}\}$  a set of weights.

Define  $\mathbf{w}_{\lambda}(\mathbf{t}) := \{t^{\lambda(\mathbf{a})} w_{\mathbf{a}} \mid \mathbf{a} \in \mathcal{A}\}$ .

These weights are used to define a **toric degeneration** of the patch,

$$F_{\mathcal{A}, w, \mathcal{B}, \lambda}(\mathbf{x}; t) := \frac{\sum_{\mathbf{a} \in \mathcal{A}} t^{\lambda(\mathbf{a})} w_{\mathbf{a}} \beta_{\mathbf{a}}(\mathbf{x}) \mathbf{b}_{\mathbf{a}}}{\sum_{\mathbf{a} \in \mathcal{A}} t^{\lambda(\mathbf{a})} w_{\mathbf{a}} \beta_{\mathbf{a}}(\mathbf{x})}.$$

Let  $\mathcal{D}_{\lambda}$  be the **regular decomposition** of  $\mathcal{A}$  induced by  $\lambda$ .

## THEOREM

*Every regular control surface is the limit of the corresponding patch under a toric degeneration.*

$$\lim_{t \rightarrow \infty} Y_{\mathcal{A}, w, \mathcal{B}, \lambda}(t) = Y_{\mathcal{A}, w, \mathcal{B}}(\mathcal{D}_{\lambda}).$$





# FIRST MAIN THEOREM



## SECOND MAIN THEOREM

### THEOREM

Let  $\mathcal{A} \subset \mathbb{Z}^m$  be a finite set and  $\mathcal{B} = \{\mathbf{b}_a \mid \mathbf{a} \in \mathcal{A}\} \subset \mathbb{R}^n$  a set of control points. If  $Y \subset \mathbb{R}^n$  is a set for which there is a sequence  $w^1, w^2, \dots$  of weights so that

$$\lim_{i \rightarrow \infty} Y_{\mathcal{A}, w^i, \mathcal{B}} = Y.$$

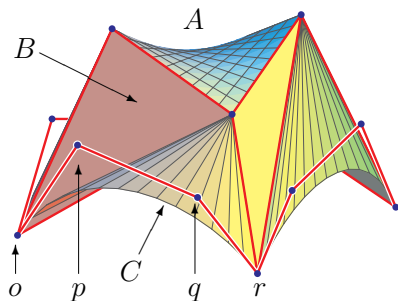
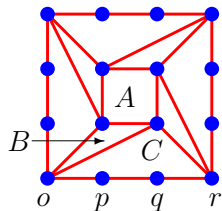
then there is a lifting function  $\lambda: \mathcal{A} \rightarrow \mathbb{R}$  and a weight  $w \in \mathbb{R}_{>}^{\mathcal{A}}$  such that  $Y = Y_{\mathcal{A}, w, \mathcal{B}}(\mathcal{D}_\lambda)$ , a regular control surface.



## SECOND MAIN THEOREM

**Regular control surfaces are exactly the possible limits of toric patches** when the control points  $\mathcal{B}$  are fixed but the weights  $w$  are allowed to vary.

The irregular control surface below cannot be the limit of toric Bézier patches.



- Gheorghe Craciun, Luis García-Puente, and Frank Sottile, Some geometrical aspects of control points for toric patches, *Mathematical Methods for Curves and Surfaces, Lecture Notes in Computer Science*, vol. 5862, Springer, 2010, pp. 111–135.
- Luis Garcia-Puente, Frank Sottile, and Chungang Zhu, Toric degenerations of Bézier patches, *ACM Transactions on Graphics*, Vol. 30, No. 5, Article 110, October 2011.