



Smoothing of vector and Hermite subdivision schemes

Caroline Moosmüller

Joint work with Nira Dyn

September 22, 2016



• Subdivision and smoothing of subdivision schemes

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- Subdivision and smoothing of subdivision schemes
- Hermite subdivision

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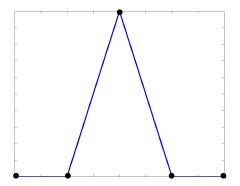
- Subdivision and smoothing of subdivision schemes
- Hermite subdivision
- Smoothing procedure for Hermite schemes

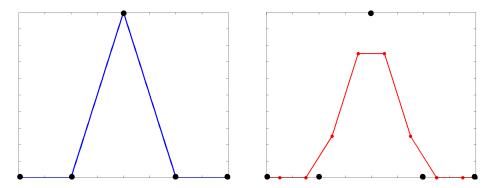


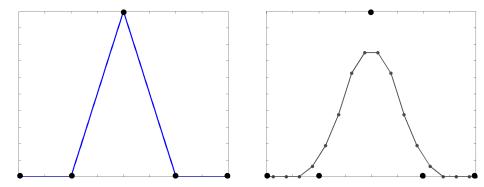
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- Smoothing procedure for Hermite schemes
- Examples

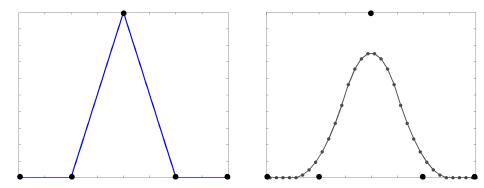
Subdivision: Successive refinement of initial data to create smooth curve.

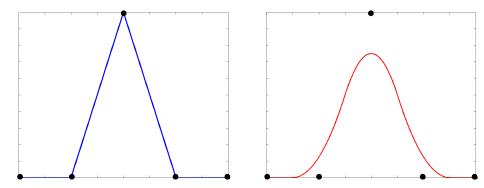
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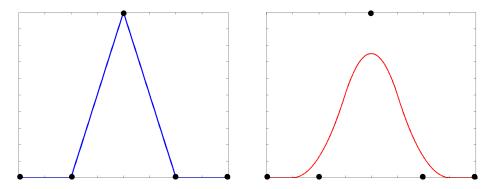






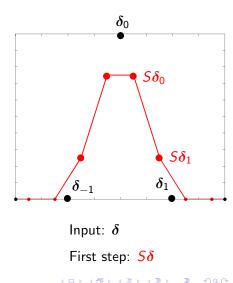


Subdivision: Successive refinement of initial data to create smooth curve. Example: Chaikin's algorithm applied to initial data $\boldsymbol{\delta} = (i, \delta_{i,0})_{i \in \mathbb{Z}}$



The limit of this subdivision process is a degree 2 spline.

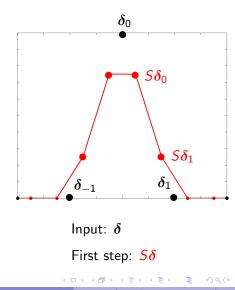
$$(S\delta)_{2i} = \frac{3}{4}\delta_i + \frac{1}{4}\delta_{i+1}$$
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Chaikin's algorithm in more detail:

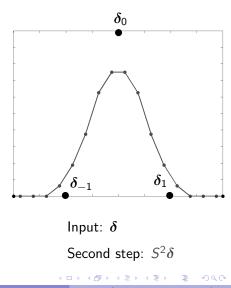
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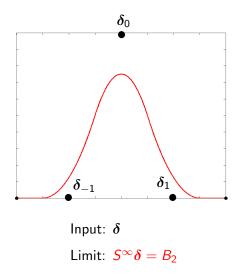
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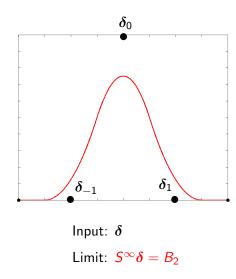
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- $S^n \delta o S^\infty \delta = B_2$ as $n o \infty$
- In this example the limit is C^1



Start from input data p, a subdivision operator can be defined by two rules:

$$(Sp)_{2i} = \sum_{j \in \mathbb{Z}} a_{-2j} p_{i+j},$$

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For example, Chaikin's algorithm:

$$a(z) = \frac{1}{4}z^{-2} + \frac{3}{4}z^{-1} + \frac{3}{4} + \frac{1}{4}z.$$

Necessary condition for convergence:

$$\sum_{j\in\mathbb{Z}}\mathsf{a}_{2j}=\sum_{j\in\mathbb{Z}}\mathsf{a}_{2j+1}=1$$

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Smoothing of subdivision schemes:

$$S_*, C^\ell \xrightarrow{ imes rac{z+1}{2z}} S, C^{\ell+1}$$

The mask of the Lane-Riesenfeld algorithm for degree k B-Splines:

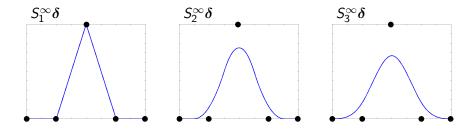
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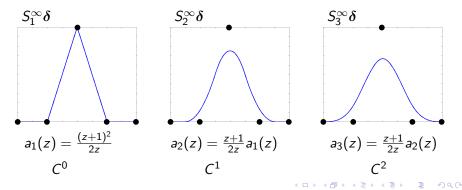
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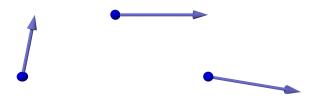
Hermite subdivision

Successive refinement of point-vector data for generating a function and its derivative

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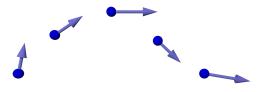
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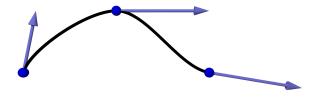


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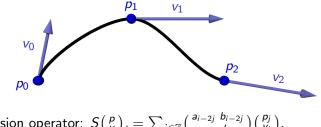
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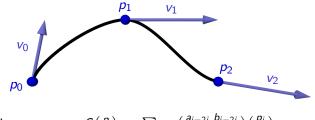


Successive refinement of point-vector data for generating a function and its derivative



Subdivision operator: $S\begin{pmatrix}p\\v\end{pmatrix}_i = \sum_{j\in\mathbb{Z}} \begin{pmatrix}a_{i-2j} & b_{i-2j}\\c_{i-2i} & d_{i-2i}\end{pmatrix} \begin{pmatrix}p_j\\v_j\end{pmatrix}$.

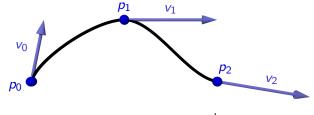
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Subdivision operator: $S\begin{pmatrix}p\\v\end{pmatrix}_{i} = \sum_{j\in\mathbb{Z}} {a_{i-2j} \atop c_{i-2j} \atop d_{i-2j}} {p_{j} \choose v_{j}}.$

• The iterates $S^n({}^p_v)$ describe the refined point-vector data

Successive refinement of point-vector data for generating a function and its derivative



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- The iterates $S^n({p \atop v})$ describe the refined point-vector data
- Sⁿ (^p_v) converges to function and its derivative (after appropriate scaling)

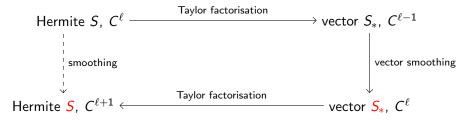
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Theorem (Merrien and Sauer 2012; Conti, Merrien and Romani 2014) If the vector scheme S_* is C^{ℓ} , $\ell \ge 0$, then the Hermite scheme S is $C^{\ell+1}$





Theorem (Dyn, M. 2016)

Any^{*} Hermite scheme S which is $C^{\ell}, \ell \ge 1$, can be transformed to a new Hermite scheme S of regularity $C^{\ell+1}$.



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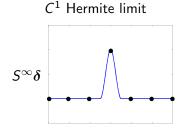
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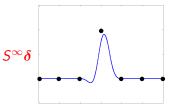
Advantage: Procedure can be iterated.

Disadvantage: Makes support larger by a maximum of 5.

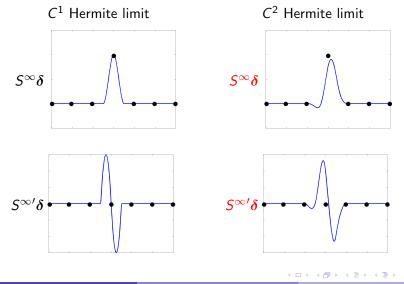
We smoothen an interpolatory C^1 Hermite scheme by J.-L. Merrien.



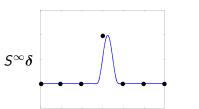
 C^2 Hermite limit



We smoothen an interpolatory C^1 Hermite scheme by J.-L. Merrien.

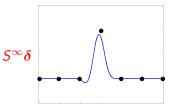


We smoothen a C^2 Hermite scheme constructed by a de Rham transform.



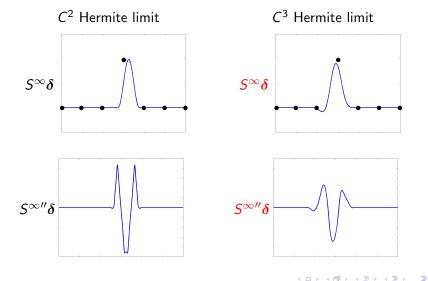
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Smoothing of vector and Hermite schemes

Conclusion

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Thank you!



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Smoothing of vector and Hermite schemes

For example, if S has the mask $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ and b(1) = 0, then the mask of S is given by

$$\begin{aligned} \mathbf{a}(z) &= \frac{(z+1)}{2z} \Big((z^{-2} - 2)b(z) + \mathbf{a}(z) \Big), \\ b(z) &= \frac{1}{2} \frac{zb(z)}{(1-z)}, \\ c(z) &= \frac{1}{2} (z^{-2} - 1) \Big(c(z) - \mathbf{a}(z)(z^{-1} - 2) \\ &+ d(z)(z^{-2} - 2) - b(z)(z^{-1} - 2)(z^{-2} - 2) \Big), \\ d(z) &= \frac{1}{2} (d(z) - (z^{-1} - 2)b(z)). \end{aligned}$$

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