

# On smooth spline spaces and quasi-interpolants over Powell-Sabin triangulations

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# Outline

Introduction

Smooth Powell-Sabin B-splines

Spline space

Normalized basis

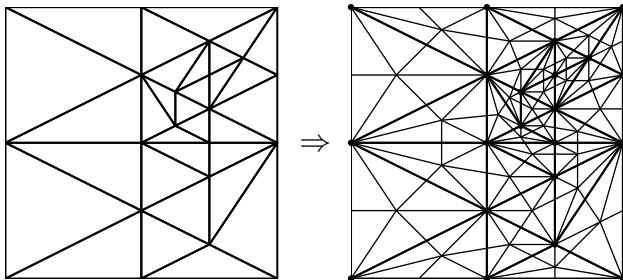
Quasi-interpolation

Conclusions

# Introduction

## Triangulation with Powell-Sabin split [Powell & Sabin, TOMS 1977]

- ▶ Every triangle is split into six subtriangles
- ▶ E.g., incenter as split point



# Introduction

## Univariate B-spline representation

- ▶ Basis: local support, convex partition of unity
- ▶ Control points (CAGD)
- ▶ Easy manipulation:  
stable evaluation [e.g. de Boor], differentiation, integration
- ▶ ...

## Bivariate B-spline representation

- ▶ Smooth splines on Powell-Sabin triangulations
- ▶ Basis with similar properties as univariate case
- ▶ Construction of quasi-interpolations (using blossoming)

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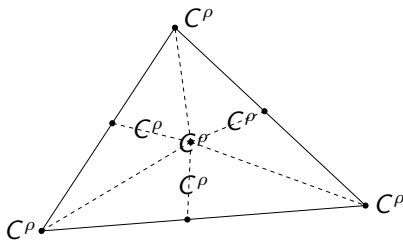
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# Smooth Powell-Sabin (PS $r$ ) splines

## PS $r$ -spline space

We consider piecewise polynomials of **degree  $d$**  with **global  $C^r$ -continuity** and  **$C^\rho$ -supersmoothness** at some points and edges, defined on a triangulation  $\Delta$  with PS-split  $\Delta^*$

$$\mathbb{S}_d^{r,\rho}(\Delta^*) = \{s \in C^r(\Omega) : s|_{T^*} \in \mathbb{P}_d, T^* \in \Delta^*; \\ s \in C^\rho(W), W \in (\mathcal{V} \cup \mathcal{Z}^*); s \in C^\rho(e), e \in \mathcal{E}^*\}$$

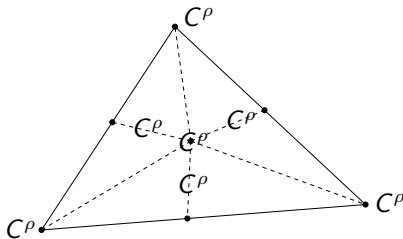


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**PS $r$ -splines:** for a given  $r$ ,  
 $d = 3r - 1$ ,  $\rho = 2r - 1$

$r = 1$ : [Powell & Sabin, 1977, ...]

$r = 2$ : [Sablonnière, 1987, ...]

$r > 2$ : [S., 2013]

# Smooth Powell-Sabin (PS $r$ ) splines

## PS $r$ -spline space

- ▶ Let  $n_v$  vertices and  $n_t$  triangles in  $\Delta$ ; let  $N_v = \binom{2r+1}{2}$ ,  $N_t = \binom{r}{2}$
- ▶ Dimension equals  $N_v n_v + N_t n_t$
- ▶ **Interpolation problem:** PS $r$ -spline  $s$  is uniquely defined by

$$D_x^a D_y^b s(V_l) = f_{x^a y^b, l}, \quad l = 1, \dots, n_v, \quad 0 \leq a + b \leq 2r - 1,$$

$$D_x^a D_y^b s(Z_m) = g_{x^a y^b, m}, \quad m = 1, \dots, n_t, \quad 0 \leq a + b \leq r - 2,$$

for any given set of  $f_{x^a y^b, l}$ -values and  $g_{x^a y^b, m}$ -values.

- ▶ **Basis?**
  - ▶  $N_t$  functions  $B_{k,j}^t(x, y)$  related to each triangle  $T_k$
  - ▶  $N_v$  functions  $B_{i,j}^v(x, y)$  related to each vertex  $V_i$



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- ▶ **Basis?**
  - ▶ B-spline-like basis [S., 2010, 2013]
  - ▶ **local support** + **nonnegativity** + **partition of unity**

# Normalized basis

## B-spline related to a triangle $T_k$

- ▶ The B-spline  $B_{k,j}^t(x, y)$  is the solution of the interpolation problem

$$g_{x^a y^b, k} = \beta_{k,j}^{ab} \neq 0; \quad g_{x^a y^b, m} = 0, \quad m \neq k; \quad f_{x^a y^b, l} = 0$$

(local support)

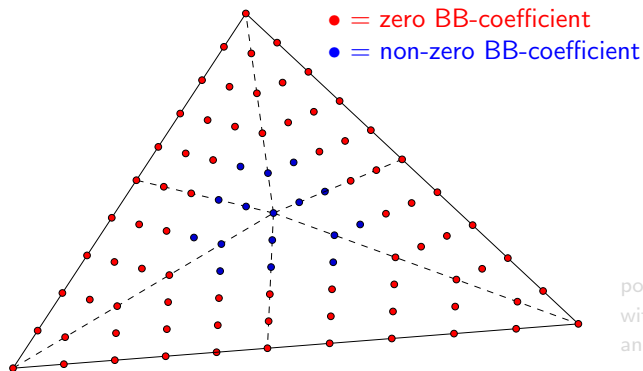
- ▶ The values of  $\beta_{k,j}^{ab}$  are determined via Bernstein-Bézier representation of B-spline

(nonnegativity)

# Normalized basis

B-spline related to a triangle  $T_k$

Example  $r = 2, d = 5$ :

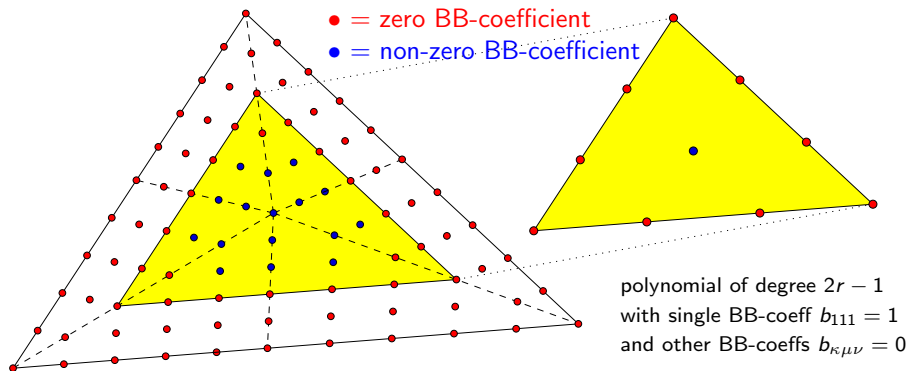


polynomial of degree  $2r - 1$   
with single BB-coeff  $b_{111} = 1$   
and other BB-coeffs  $b_{\kappa\mu\nu} = 0$

# Normalized basis

B-spline related to a triangle  $T_k$

Example  $r = 2, d = 5$ :



# Normalized basis

## B-spline related a vertex $V_i$

- ▶ Let  $M_i$  be the molecule of vertex  $V_i$ .

The B-spline  $B_{i,j}^v(x, y)$  is the solution of the interpolation problem

$$f_{x^a y^b, i} = \alpha_{i,j}^{ab}; \quad f_{x^a y^b, l} = 0, \quad l \neq i$$

$$g_{x^a y^b, m} = \beta_{i,j}^{ab}, \quad T_m \in M_i; \quad g_{x^a y^b, m} = 0, \quad T_m \notin M_i$$

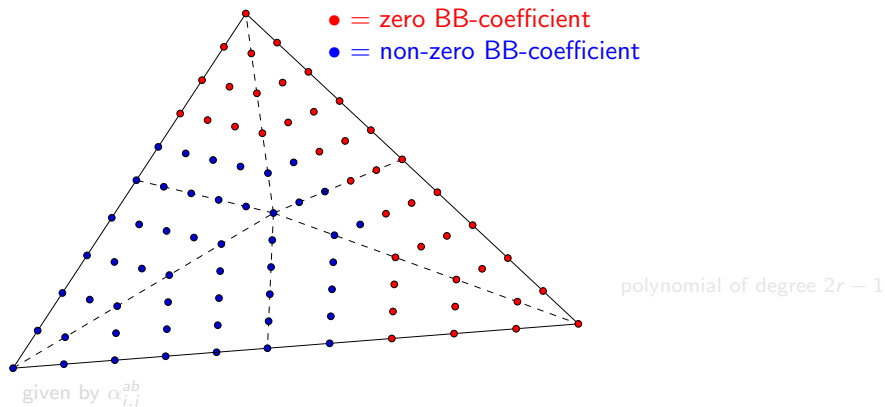
(Local support)

- ▶ Given  $\{\alpha_{i,j}^{ab}, 0 \leq a + b \leq 2r - 1\}$ , the values of  $\beta_{i,j}^{ab}$  are determined via Bernstein-Bézier representation of B-spline

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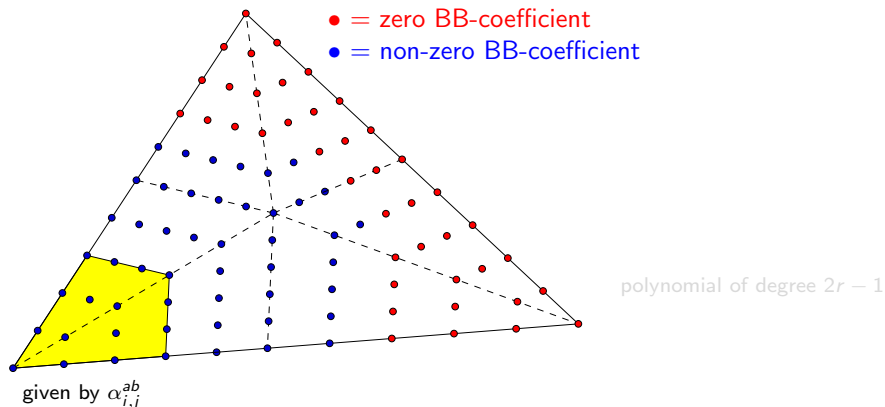




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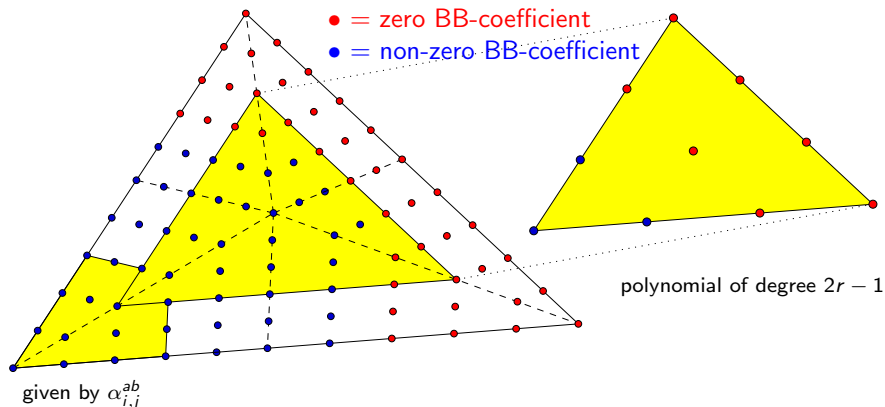
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# Normalized basis

## B-spline related a vertex $V_i$

- ▶ For each  $V_i$ , choose a PS-triangle  $t_i$
- ▶ Choose

$$\alpha_{i,j}^{ab} = \frac{\binom{3r-1}{a+b}}{\binom{2r-1}{a+b}} (\theta_i)^{a+b} D_x^a D_y^b \mathfrak{B}_{\kappa\mu\nu}^{2r-1}(V_i),$$

with  $\mathfrak{B}_{\kappa\mu\nu}^{2r-1}(x, y)$  a Bernstein polynomial defined on  $t_i$ , for some  $\kappa + \mu + \nu = 2r - 1$

(partition of unity)

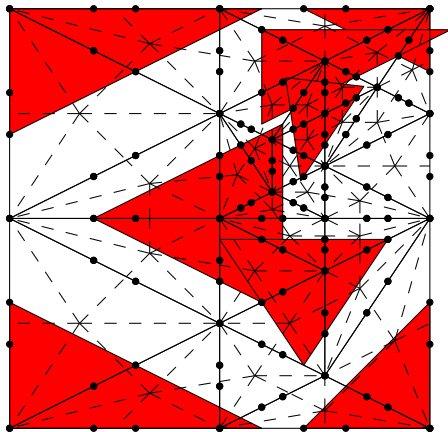
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## B-spline related a vertex $V_i$

- ▶ Each PS-triangle  $t_i$  must contain PS-points:
  - ▶ vertex  $V_i$
  - ▶ points  $(1 - \theta_i)V_i + \theta_i V_l$ , for any  $V_l$  in  $M_i$

(nonnegativity)

- ▶ All Bézier ordinates of B-spline are nonnegative
- ▶ Choose small PS-triangles



# Normalized basis

## B-spline representation

$$s(x, y) = \sum_{i=1}^{n_v} \sum_{j=1}^{N_v} c_{i,j}^v B_{i,j}^v(x, y) + \sum_{k=1}^{n_t} \sum_{j=1}^{N_t} c_{k,j}^t B_{k,j}^t(x, y)$$

- ▶ Stable evaluation through sequence of convex combinations  
⇒ conversion to BB-form + de Casteljau algorithm
- ▶ Control points associated to vertices and triangles  
⇒ organized in local Bézier nets
- ▶ How to construct efficient quasi-interpolants?  
⇒ blossoming

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# Blossoming

## Blossom of polynomials

- ▶ Given polynomial  $p_d$  of degree  $d$
- ▶ Characterization of blossom  $\mathcal{P}[p_d](P_1, \dots, P_d)$ 
  - ▶ **symmetric**: it does not change under permutation of arguments
  - ▶ **multi-affine**: affine in each of its  $d$  arguments
  - ▶ **diagonal property**:  $p_d(P) = \mathcal{P}[p_d](P, \dots, P)$
- ▶ Compact way to describe subdivision, derivatives, ...
- ▶ Notation:

$$\mathcal{P}[p_d] \left( \underbrace{P_1, \dots, P_1}_{a_1 \text{ times}}, \underbrace{P_2, \dots, P_2}_{a_2 \text{ times}}, \underbrace{P_3, \dots, P_3}_{a_3 \text{ times}} \right) = \mathcal{P}[p_d](P_1[a_1], P_2[a_2], P_3[a_3])$$

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# Quasi-interpolation

## Smooth PSr Quasi-interpolation

$$Qf(x, y) = \sum_{i=1}^{n_v} \sum_{j=1}^{N_v} c_{i,j}^v B_{i,j}^v(x, y) + \sum_{k=1}^{n_t} \sum_{j=1}^{N_t} c_{k,j}^t B_{k,j}^t(x, y)$$

- ▶ At vertex  $V_i$ :
  - ▶ PS-triangle  $t_i$  with points  $Q_{i,1}, Q_{i,2}, Q_{i,3}$
  - ▶ set  $\hat{Q}_{i,j} = \frac{\theta_i-1}{\theta_i} V_i + \frac{1}{\theta_i} Q_{i,j}$
  - ▶ choose a (local) polynomial projector  $\mathcal{I}_{i,j}f$ 
    - ⇒ Taylor polynomial, Lagrange polynomial interpolation, ...
  - ▶ set  $c_{i,j}^v = \mathcal{P}[\mathcal{I}_{i,j}f](V_i[r], \hat{Q}_{i,1}[j_1], \hat{Q}_{i,2}[j_2], \hat{Q}_{i,3}[j_3])$

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- ▶ At vertex  $V_i$ :
  - ▶ choose a (local) polynomial projector  $\mathcal{I}_{i,j}f$
  - ▶ set  $c_{i,j}^v = \mathcal{P}[\mathcal{I}_{i,j}f](V_i[r], \hat{Q}_{i,1}[j_1], \hat{Q}_{i,2}[j_2], \hat{Q}_{i,3}[j_3])$
- ▶ At triangle  $T_k = \langle V_1, V_2, V_3 \rangle$ 
  - ▶ choose a (local) polynomial projector  $\mathcal{J}_{k,j}f$
  - ▶ set  $c_{k,j}^t = \mathcal{P}[\mathcal{J}_{k,j}f](Z_k[r], V_1[j_1], V_2[j_2], V_3[j_3])$

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- ▶ If  $\mathcal{I}_{i,j}f$  and  $\mathcal{J}_{k,j}f$  reproduce polynomials up to degree  $d \leq 3r - 1$ , then  $Qf$  reproduces such polynomials as well  
 $\Rightarrow$  approximation order  $d + 1$
- ▶ If  $\mathcal{I}_{i,j}f$  and  $\mathcal{J}_{k,j}f$  reproduce polynomials up to degree  $3r - 1$ , and if each of their supports belongs to a single triangle, then  $Qf$  is a projector in the spline space  
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# Conclusions

## Normalized B-splines on PS-triangulations

- ✓ Local support
- ✓ Convex partition of unity
- ✓ Geometric construction:  
based on triangles that must contain a specific set of points
- ✓ Easy manipulation (two stages via Bernstein-Bézier form):  
stable evaluation, differentiation, integration
- ✓ Easy quasi-interpolation through blossoming
- ⊗ Only particular combinations of polynomial degree/smoothness
- ⊗ No recurrence relation

# References

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