

CSE590B Lecture 5

Cubic Bezier Curves

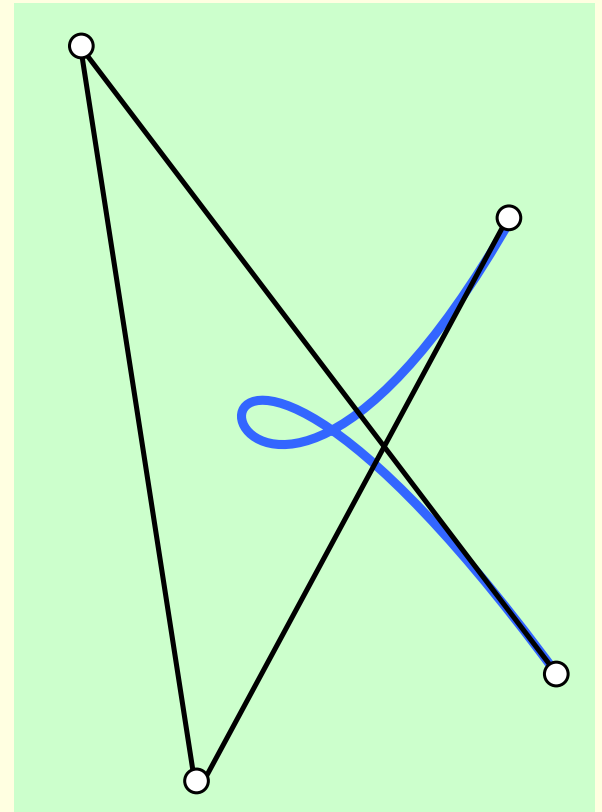
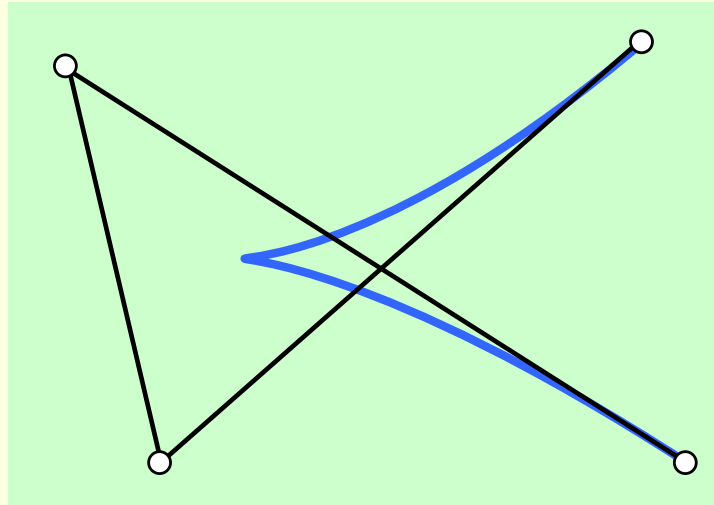
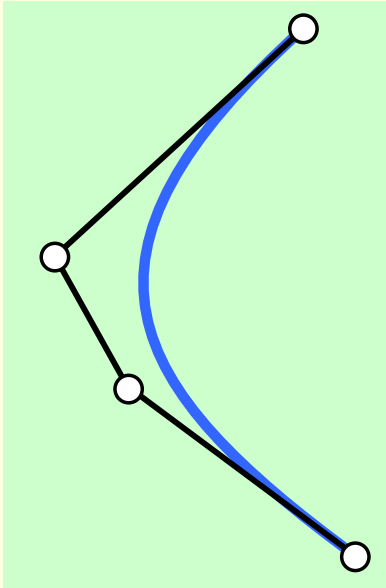
Moving up in degree,
Moving up in dimension

James F. Blinn

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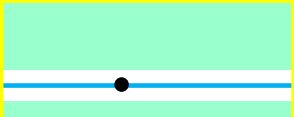
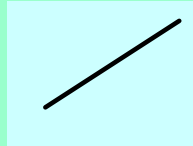
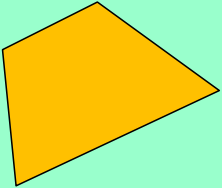
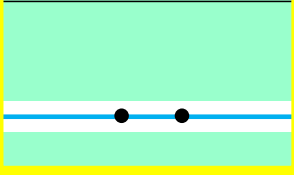
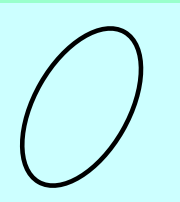
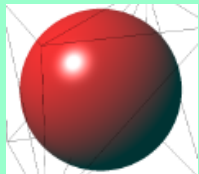

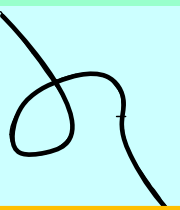
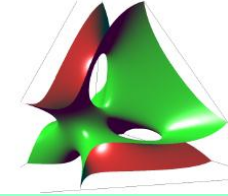

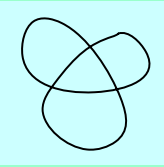
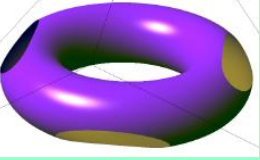
<http://courses.cs.washington.edu/courses/cse590b/13au/>

Cubic Bezier Curves



When does cusp/loop happen?
Parameters at self intersection?
Implicit Equation?

The Grid

	$2D=P^1$ Point sets on line	$3D=P^2$ Curves in plane	$4D=P^3$ Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			

Other Dimensions

2D algebra

Points in P^1

$$\begin{bmatrix} x & w \end{bmatrix}$$

$$X = \frac{x}{w}$$

3D algebra

Points in P^2

$$\begin{bmatrix} x & y & w \end{bmatrix}$$



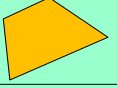




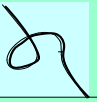
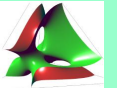



$$\begin{bmatrix} X & W \end{bmatrix} = \begin{bmatrix} \frac{x}{w} & \frac{y}{w} \end{bmatrix}$$

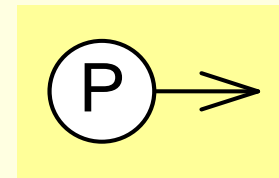
4D algebra

Points in P^3

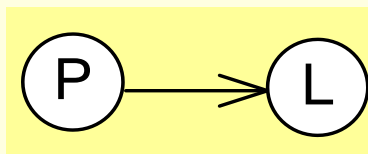
$$\begin{bmatrix} x & y & z & w \end{bmatrix}$$

$$\begin{bmatrix} X & Y & Z \end{bmatrix} = \begin{bmatrix} \frac{x}{w} & \frac{y}{w} & \frac{z}{w} \end{bmatrix}$$

	2D= P^1 Point sets on line	3D= P^2 Curves in plane	4D= P^3 Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			



Other Dimensions



	2D= P^1 Point sets on line	3D= P^2 Curves in plane	4D= P^3 Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			

Point in P^1

2D algebra

$$f(x, w) = Ax + Bw = \begin{bmatrix} x & w \end{bmatrix} \begin{bmatrix} A \\ B \end{bmatrix}$$

Lines in P^2

3D algebra

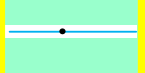


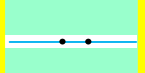


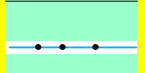


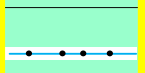


$$f(x, y, w) = Ax + By + Cw = \begin{bmatrix} x & y & w \end{bmatrix} \begin{bmatrix} A \\ B \\ C \end{bmatrix}$$

Planes in P^3

4D algebra

$$f(x, y, z, w) = Ax + By + Cz + Dw = \begin{bmatrix} x & y & z & w \end{bmatrix} \begin{bmatrix} A \\ B \\ C \\ D \end{bmatrix}$$

Other Orders

	2D=P ¹ Point sets on line	3D=P ² Curves in plane	4D=P ³ Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			

$$\mathbf{L}(x, w) = Ax + Bw$$

$$\mathbf{Q}(x, w) = Ax^2 + 2Bxw + Cw^2$$

$$\mathbf{C}(x, w) = Ax^3 + 3Bx^2w + 3Cxw^2 + Dw^3$$

$$\mathbf{F}(x, w) = Ax^4 + 4Bx^3w + 6Cx^2w^2 + 4Dxw^3 + Ew^4$$

$$\mathbf{N}(x, w) = Ax^5 + 5Bx^4w + 10Cx^3w^2 + 10Dx^2w^3 + 5Exw^4 + Fw^5$$

Other Orders

$$\mathbf{L}(x, w) = [x \quad w] \begin{bmatrix} A \\ B \end{bmatrix} = \text{p} \rightarrow \text{L}$$

$$\mathbf{Q}(x, w) = [x \quad w] \begin{bmatrix} A & B \\ B & C \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix} = \text{p} \rightarrow \text{Q} \leftarrow \text{p}$$

$$\mathbf{C}(x, w) = [x \quad w] \left\{ \begin{bmatrix} A & B \\ B & C \end{bmatrix} \begin{bmatrix} B & C \\ C & D \end{bmatrix} \right\} \begin{bmatrix} x \\ w \end{bmatrix} = \text{p} \rightarrow \text{C} \leftarrow \text{p}$$

$$\mathbf{F}(x, w) = [x \quad w] \left\{ \begin{bmatrix} A & B \\ B & C \\ B & C \\ C & D \\ C & D \\ D & E \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix} \right\} \begin{bmatrix} x \\ w \end{bmatrix} = \text{p} \rightarrow \text{F} \leftarrow \text{p}$$

	2D=P ¹ Point sets on line	3D=P ² Curves in plane	4D=P ³ Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			

Quadratic, Different dimensions

	2D=P ¹ Point sets on line	3D=P ² Curves in plane	4D=P ³ Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			

$$\mathbf{Q}(x, w) = \begin{bmatrix} x & w \end{bmatrix} \begin{bmatrix} A & B \\ B & C \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix}$$

$$\mathbf{Q}(x, y, w) = \begin{bmatrix} x & y & w \end{bmatrix} \begin{bmatrix} A & B & C \\ B & D & E \\ C & E & F \end{bmatrix} \begin{bmatrix} x \\ y \\ w \end{bmatrix}$$

$$\mathbf{Q}(x, y, z, w) = \begin{bmatrix} x & y & z & w \end{bmatrix} \begin{bmatrix} A & B & C & D \\ B & E & F & G \\ C & F & H & J \\ D & G & J & K \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix}$$

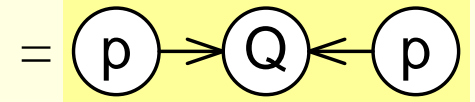
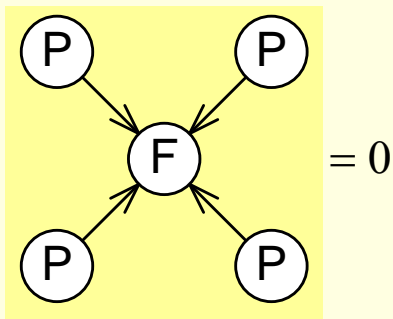
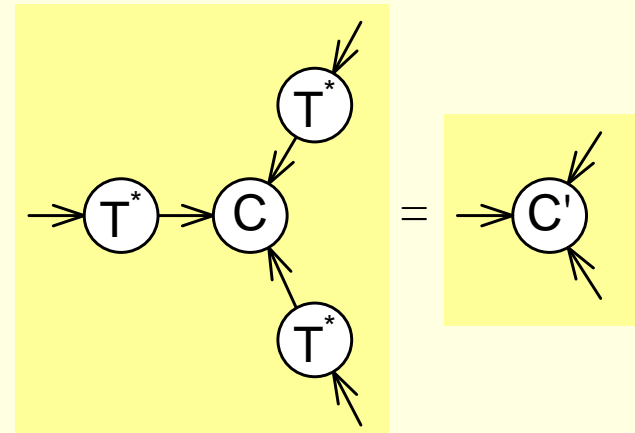
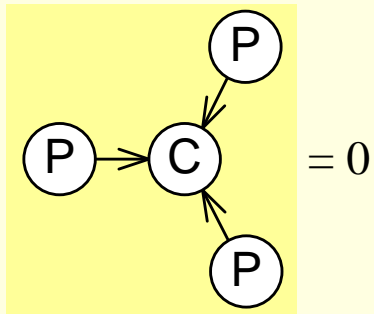
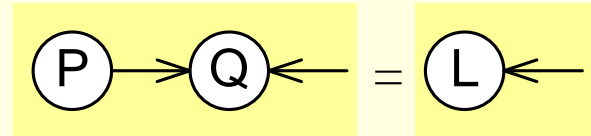
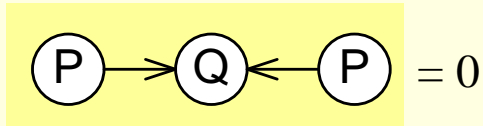
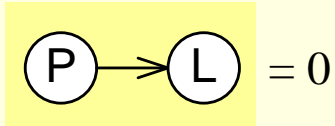
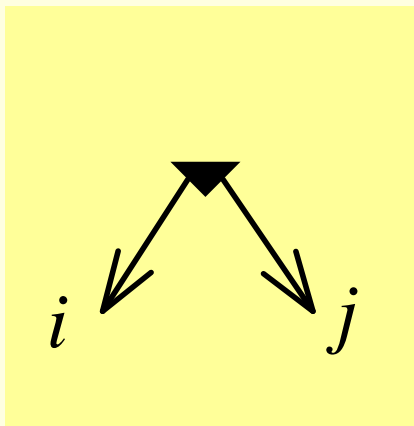


Diagram Same Across Dimensions



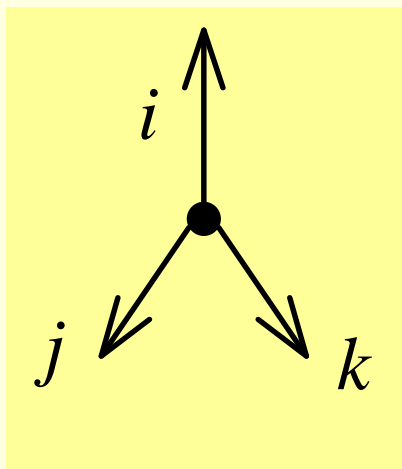
Dimensionality and Epsilon



$$\varepsilon^{ij}$$

2D algebra

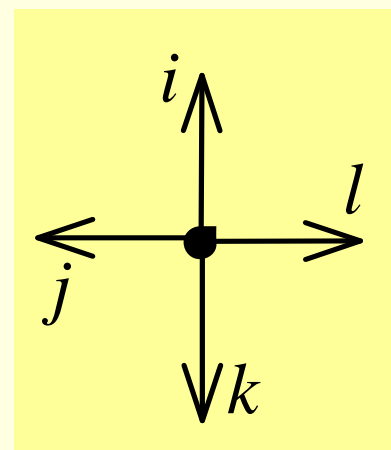
1D geometry



$$\varepsilon^{ijk}$$

3D algebra

2D geometry



$$\varepsilon^{ijkl}$$

4D algebra

3D geometry

2D Epsilon

$$\varepsilon = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} = \text{[Diagram: A yellow square containing a vertex at the top with two arrows pointing down and outwards to the left and right.]}$$

Adjugate of Matrix

$$\text{[Diagram: A yellow square containing a circle labeled Q* with two arrows pointing horizontally outwards to the left and right.]} = \text{[Diagram: A yellow square containing a circle labeled Q with four arrows pointing outwards to the top-left, top-right, bottom-left, and bottom-right.]}$$

$$\text{[Diagram: A yellow square containing two circles labeled K and L with a vertex above them and two arrows pointing down to each circle.]} = - \text{[Diagram: A yellow square containing two circles labeled K and L with a vertex above them and two arrows pointing down to each circle.]}$$

Determinant of Matrix

$$-2\det Q = \text{[Diagram: A yellow square containing two circles labeled Q with four arrows forming a diamond shape connecting the top, bottom, left, and right points.]}$$

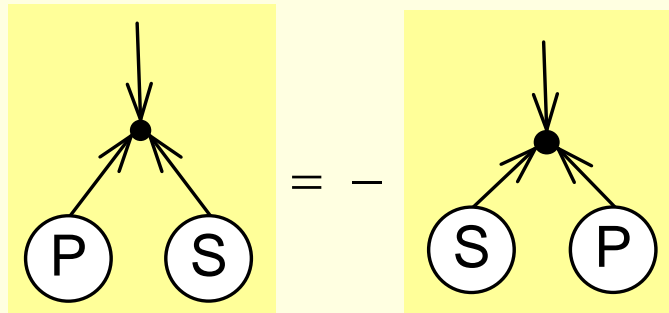
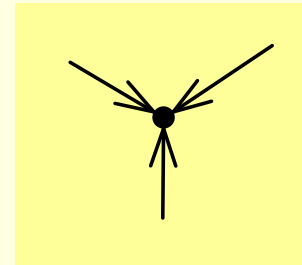
3D Epsilon

$\varepsilon_{ijk} = +1$ if ijk is an even permutation of 012

$\varepsilon_{ijk} = -1$ if ijk is an odd permutation of 012

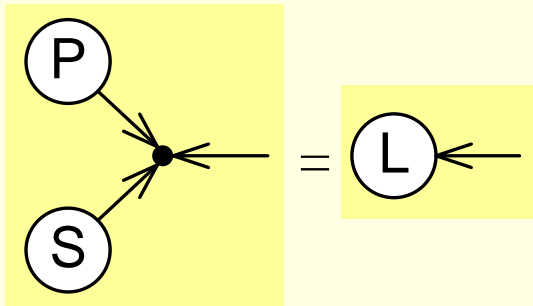
$\varepsilon_{ijk} = 0$ otherwise

$$\varepsilon = \begin{bmatrix} \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & -1 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & -1 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \end{bmatrix} =$$

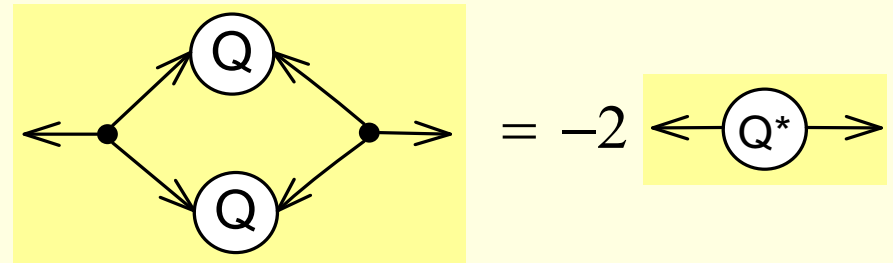


3D Epsilon Usage

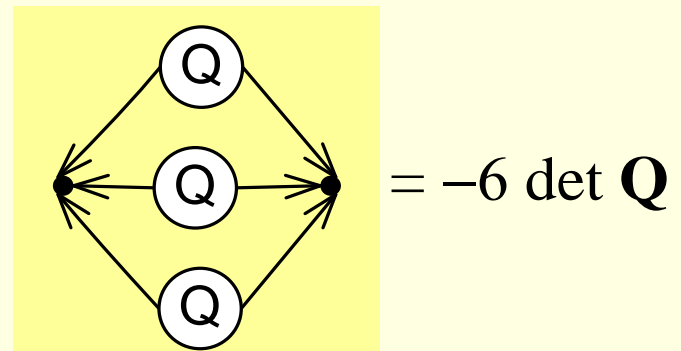
Line thru two points



Adjugate of Matrix



Determinant of Matrix



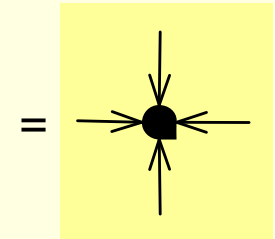
4D Epsilon

$\epsilon_{ijkl} = +1$ if $ijkl$ is an even permutation of 0123

$\epsilon_{ijkl} = -1$ if $ijkl$ is an odd permutation of 0123

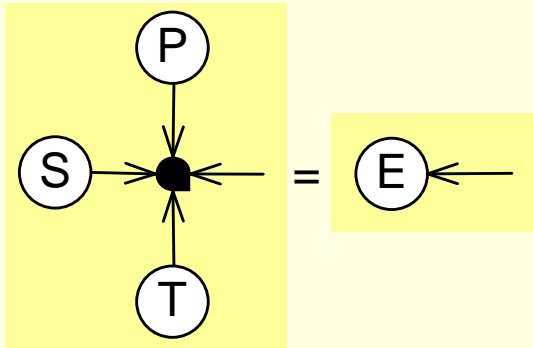
$\epsilon_{ijkl} = 0$ otherwise

$$\epsilon = \begin{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & -1 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \\ \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 \\ 0 & 0 & 1 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \\ \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & -1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 0 & 0 \\ -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \\ \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & -1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \end{bmatrix}$$

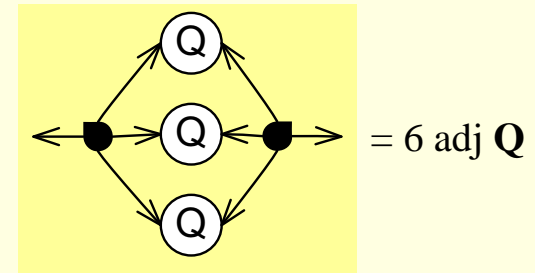


4D Epsilon Usage

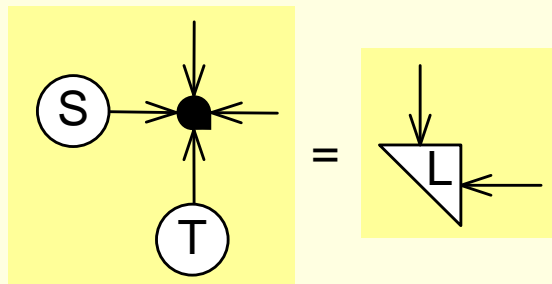
3 Points = A Plane



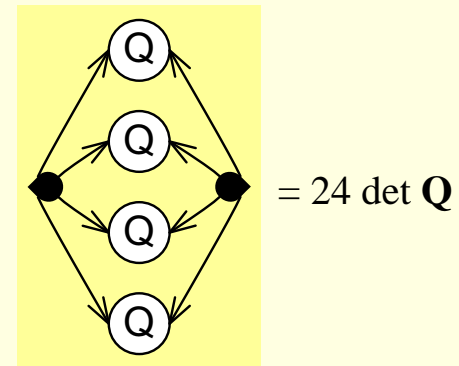
Adjugate of Matrix



2 Points = A Line

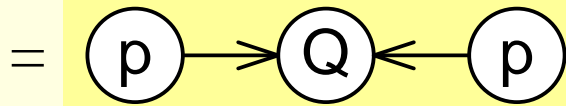


Determinant of Matrix

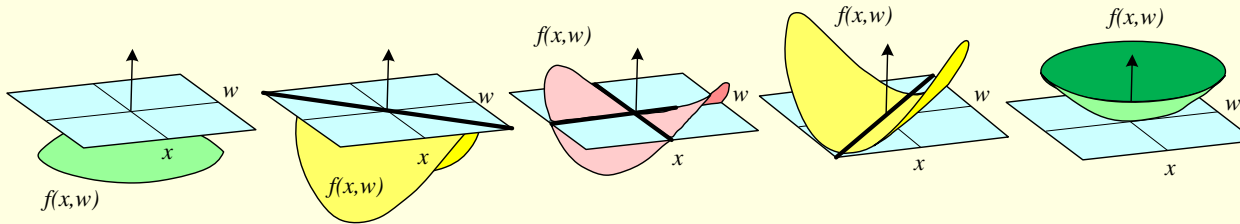


P¹ Quadratic Polynomial

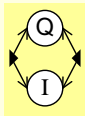
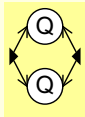
$$Q(x, w) = Ax^2 + 2Bxw + Cw^2$$



	2D=P ¹ Point sets on line	3D=P ² Curves in plane	4D=P ³ Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			



discriminant



$\frac{1}{1}-$

2-

11

2+

$\frac{1}{1}+$

-

0

+

0

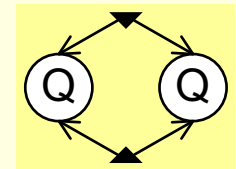
-

+

+

-

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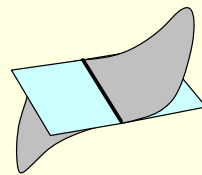
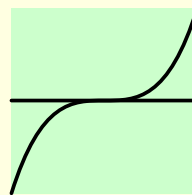
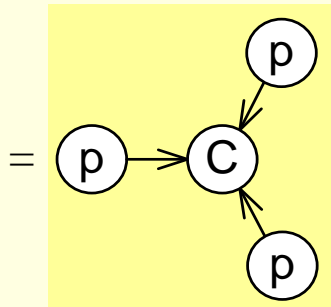


P¹ Cubic Polynomial

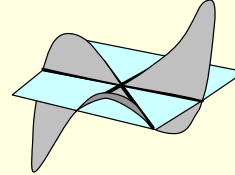
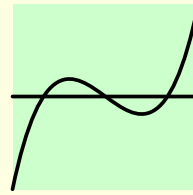
	2D=P ¹ Point sets on	3D=P ² Curves in plane	4D=P ³ Surfaces in space
Linear			
Quadratic			
Cubic			
Quartic			

$$C(x, w) = Ax^3 + 3Bx^2w + 3Cwx^2 + Dw^3$$

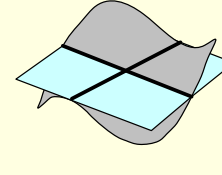
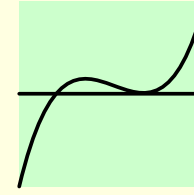
$$= [x \quad w] \left\{ \left[\begin{array}{cc} A & B \\ B & C \end{array} \right] \left[\begin{array}{c} x \\ w \end{array} \right] \right\} \left[\begin{array}{c} x \\ w \end{array} \right]$$



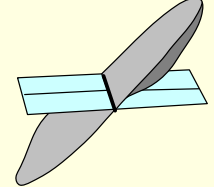
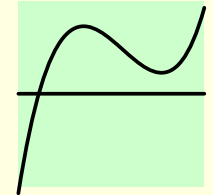
Type 3



Type 111



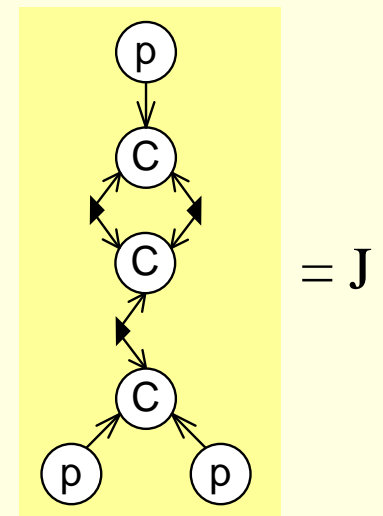
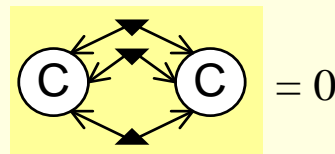
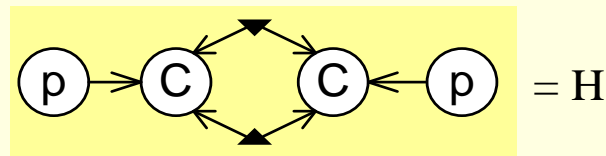
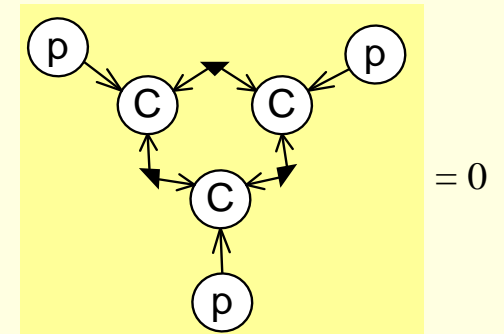
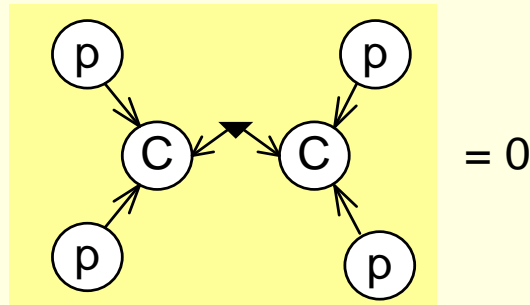
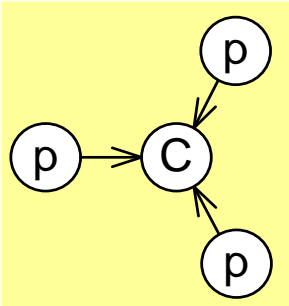
Type 12



Type 1 $\frac{1}{1}$

Note: can always flip sign with 180° rotation

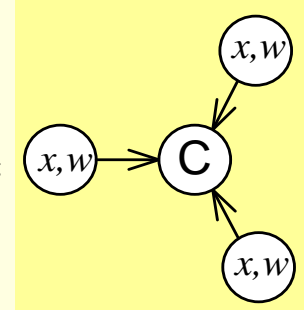
2D Cubic Polynomial Covariants



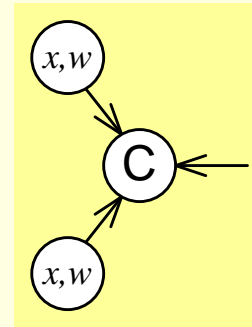
Derivatives

$$C(x, w) = Ax^3 + 3Bx^2w + 3Cwx^2 + Dw^3$$

$$= [x \quad w] \left\{ \left[\begin{array}{cc} A & B \\ B & C \end{array} \right] \left[\begin{array}{cc} B & C \\ C & D \end{array} \right] \left[\begin{array}{c} x \\ w \end{array} \right] \right\} \left[\begin{array}{c} x \\ w \end{array} \right] =$$

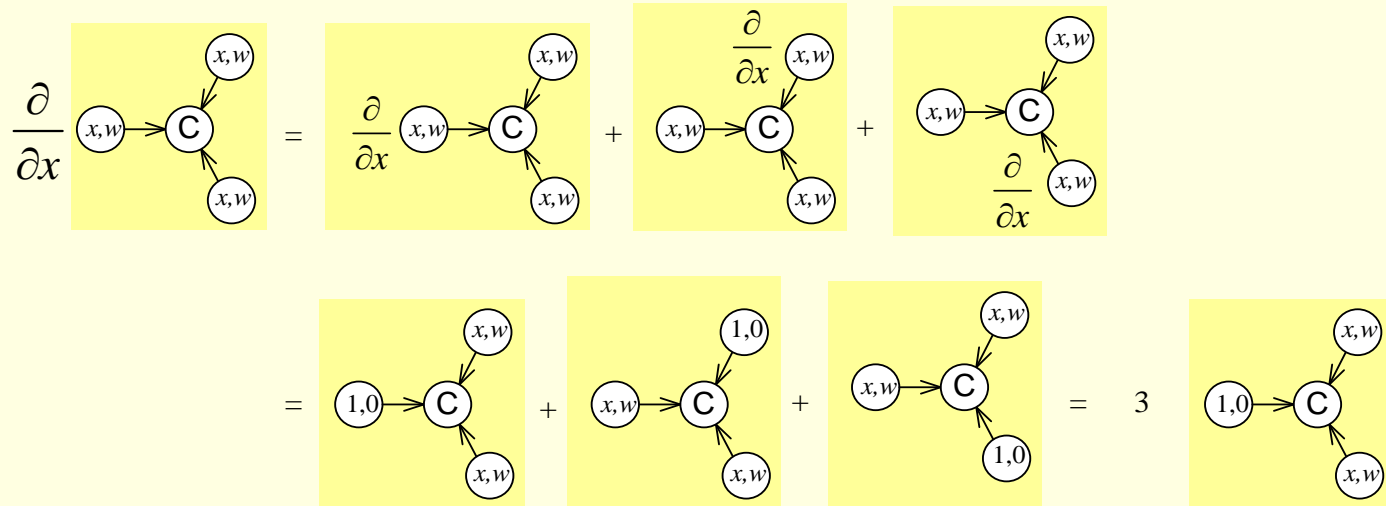


$$\begin{bmatrix} C_x \\ C_w \end{bmatrix} = 3 \begin{bmatrix} Ax^2 + 2Bxw + Cw^2 \\ Bx^2 + 2Cwx + Dw^2 \end{bmatrix} = 3$$



Derivatives

$$\begin{aligned} \frac{d}{dx} x^3 &= \frac{d}{dx} (xxx) = \left(\frac{d}{dx} x \right) xx + x \left(\frac{d}{dx} x \right) x + xx \left(\frac{d}{dx} x \right) \\ &= 1xx + x1x + xx1 = 3x^2 \end{aligned}$$

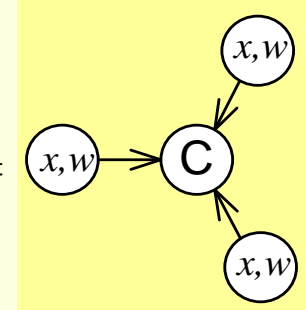


$$\begin{aligned} &= [x \quad w] \left\{ \left[\begin{array}{cc} A & B \\ B & C \end{array} \right] \left[\begin{array}{cc} B & C \\ C & D \end{array} \right] \right\} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix} \\ &= [x \quad w] \begin{bmatrix} A & B \\ B & C \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix} \end{aligned}$$

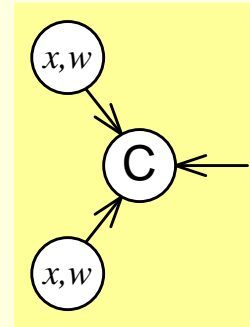
Derivatives

$$C(x, w) = Ax^3 + 3Bx^2w + 3Cwx^2 + Dw^3$$

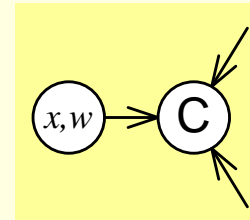
$$= [x \quad w] \left\{ \left[\begin{array}{cc} A & B \\ B & C \end{array} \right] \left[\begin{array}{cc} B & C \\ C & D \end{array} \right] \left[\begin{array}{c} x \\ w \end{array} \right] \right\} \left[\begin{array}{c} x \\ w \end{array} \right] =$$



$$\begin{bmatrix} C_x \\ C_w \end{bmatrix} = 3 \begin{bmatrix} Ax^2 + 2Bxw + Cw^2 \\ Bx^2 + 2Cwx + Dw^2 \end{bmatrix} = 3$$

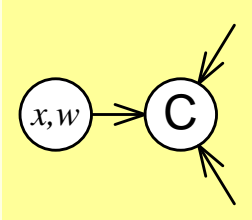


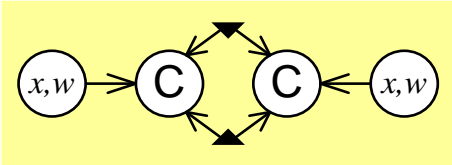
$$\begin{bmatrix} C_{xx} & C_{xw} \\ C_{xw} & C_{ww} \end{bmatrix} = 6 \begin{bmatrix} Ax + Bw & Bx + Cw \\ Bx + Cw & Cx + Dw \end{bmatrix} = 6$$



Hessian of cubic

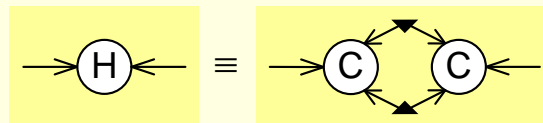
$$\text{Hessian}(\mathbf{C}) \equiv \det \begin{bmatrix} \mathbf{C}_{xx} & \mathbf{C}_{xw} \\ \mathbf{C}_{xw} & \mathbf{C}_{ww} \end{bmatrix}$$

$$\begin{bmatrix} \mathbf{C}_{xx} & \mathbf{C}_{xw} \\ \mathbf{C}_{xw} & \mathbf{C}_{ww} \end{bmatrix} = 6 \begin{bmatrix} Ax + Bw & Bx + Cw \\ Bx + Cw & Cx + Dw \end{bmatrix} = 6 \begin{array}{c} \text{---} \textcircled{x,w} \text{---} \\ \text{---} \textcircled{C} \text{---} \end{array}$$


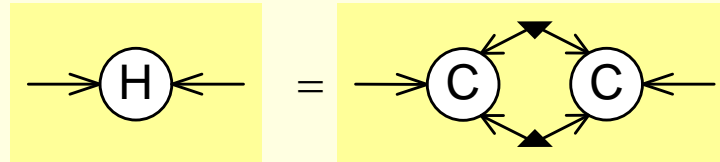
$$\text{Hessian}(\mathbf{C}) = \det \begin{bmatrix} \mathbf{C}_{xx} & \mathbf{C}_{xw} \\ \mathbf{C}_{xw} & \mathbf{C}_{ww} \end{bmatrix} = -18 \begin{array}{c} \text{---} \textcircled{x,w} \text{---} \\ \text{---} \textcircled{C} \text{---} \\ \text{---} \textcircled{C} \text{---} \\ \text{---} \textcircled{x,w} \text{---} \end{array}$$


$$\det \left\{ 6 \begin{bmatrix} Ax + Bw & Bx + Cw \\ Bx + Cw & Cx + Dw \end{bmatrix} \right\} = 36 \left\{ (AC - BB)x^2 + (AD - BC)xw + (DB - CC)w^2 \right\}$$

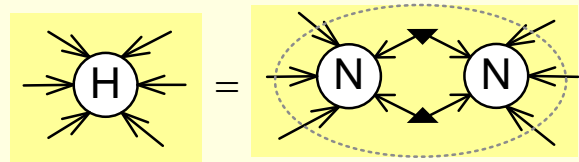
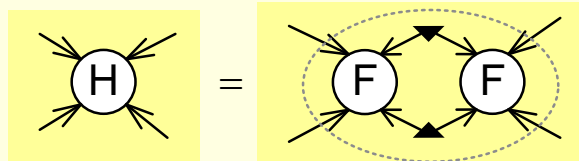
$$= -18 \begin{bmatrix} x & w \end{bmatrix} \begin{bmatrix} -2(AC - BB) & -AD + BC \\ -AD + BC & -2(DB - CC) \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix}$$



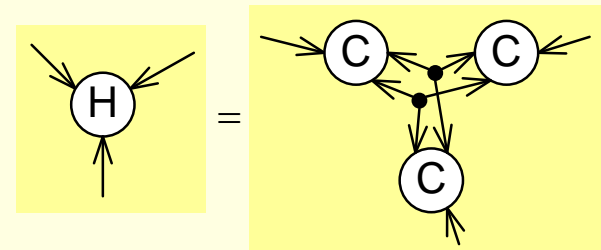
Other Hessians



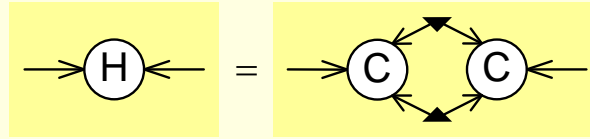
Higher orders



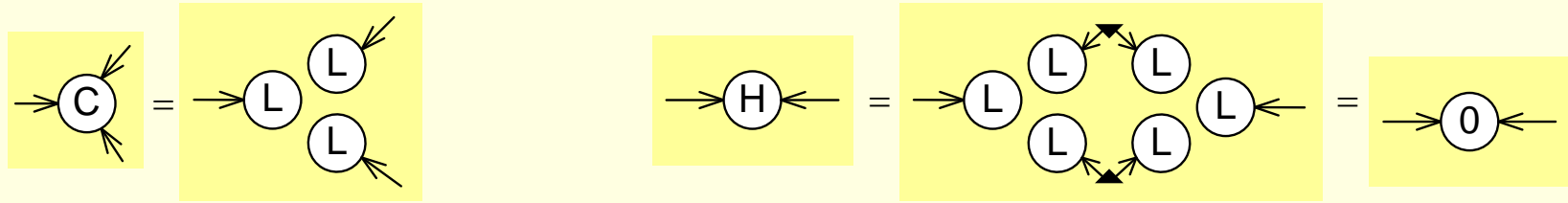
Higher Dimension



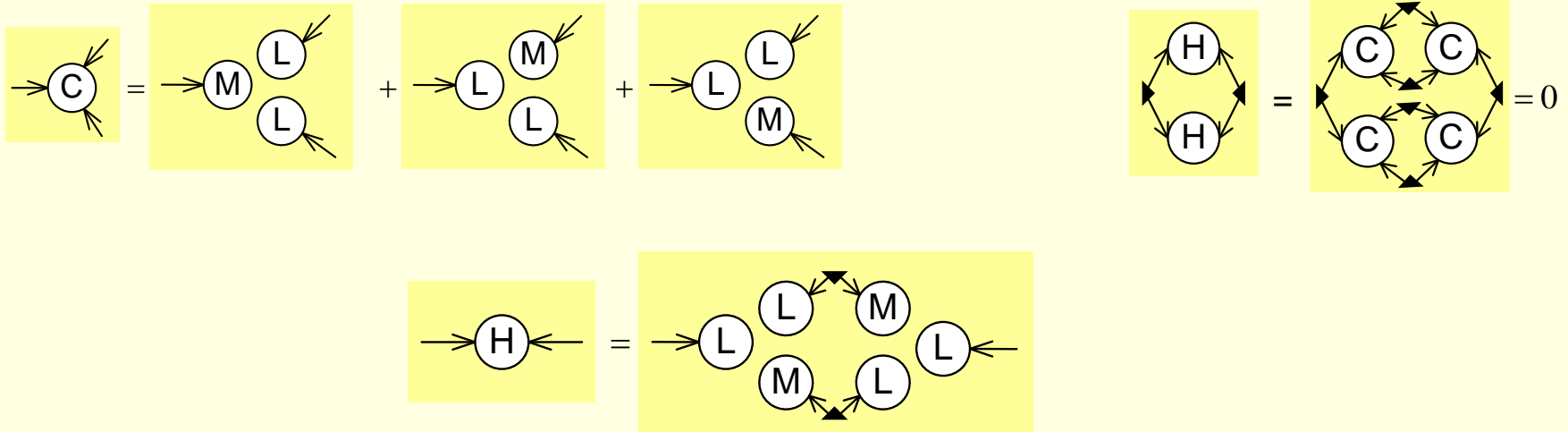
Geometric Meaning of Hessian



Type 3

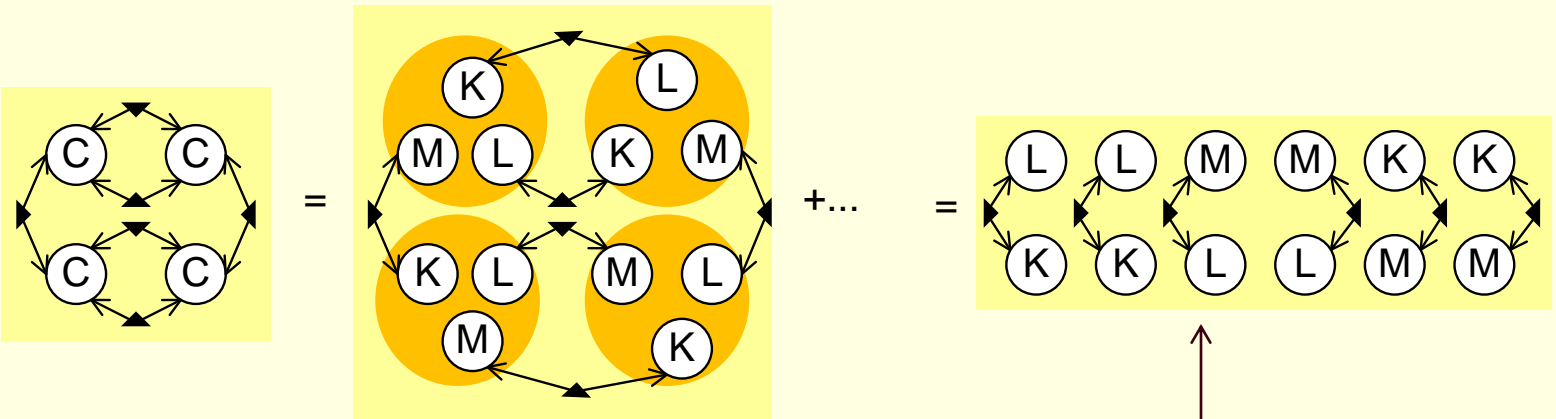
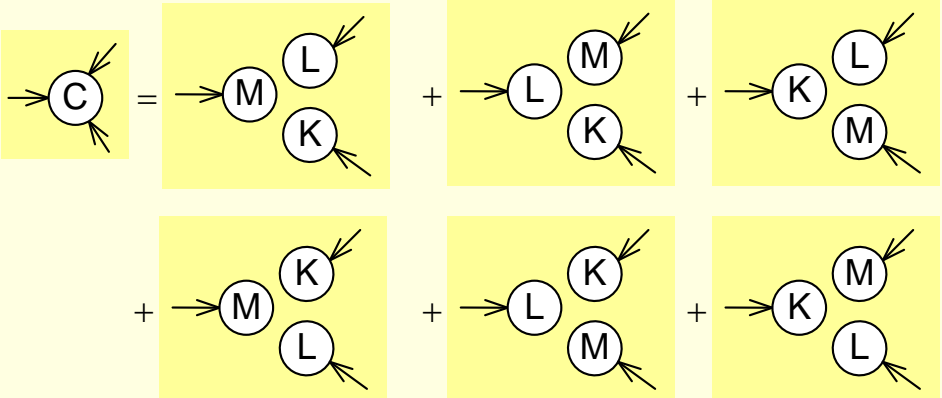


Type 21



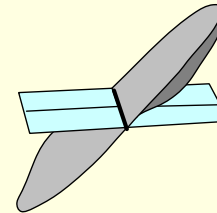
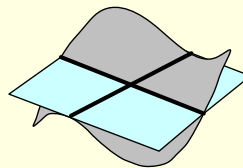
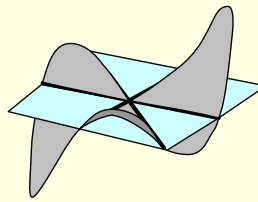
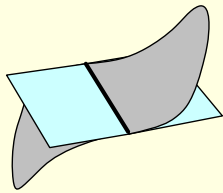
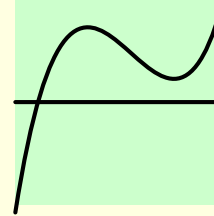
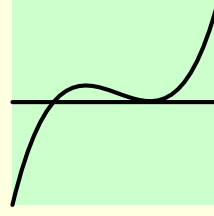
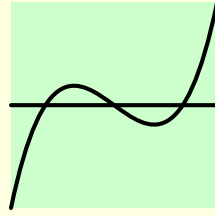
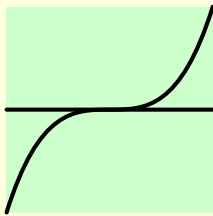
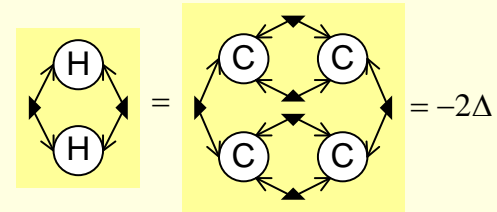
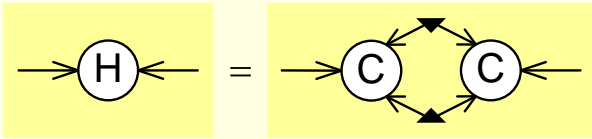
Geometric Meaning of Discriminant

Type 111



Negative

Types of Cubic

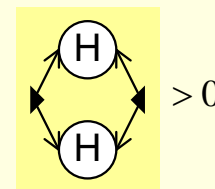
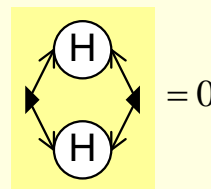
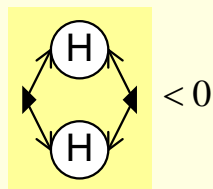
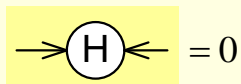


Type 3

Type 111

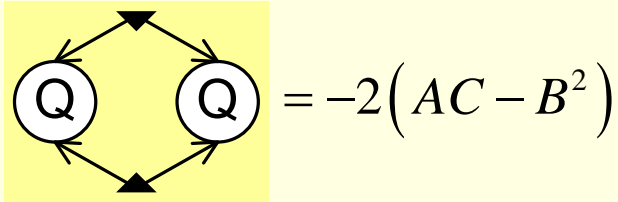
Type 12

Type $1\frac{1}{1}$

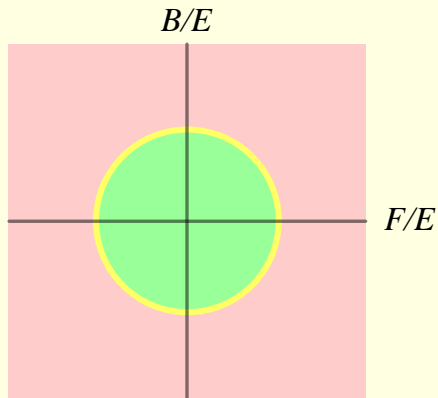
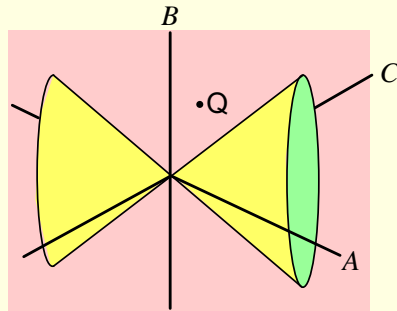


Discriminant Surfaces

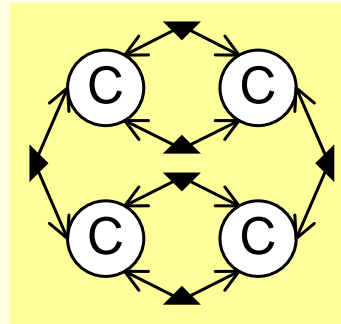
Quadratic



$$= -2(AC - B^2)$$



Cubic



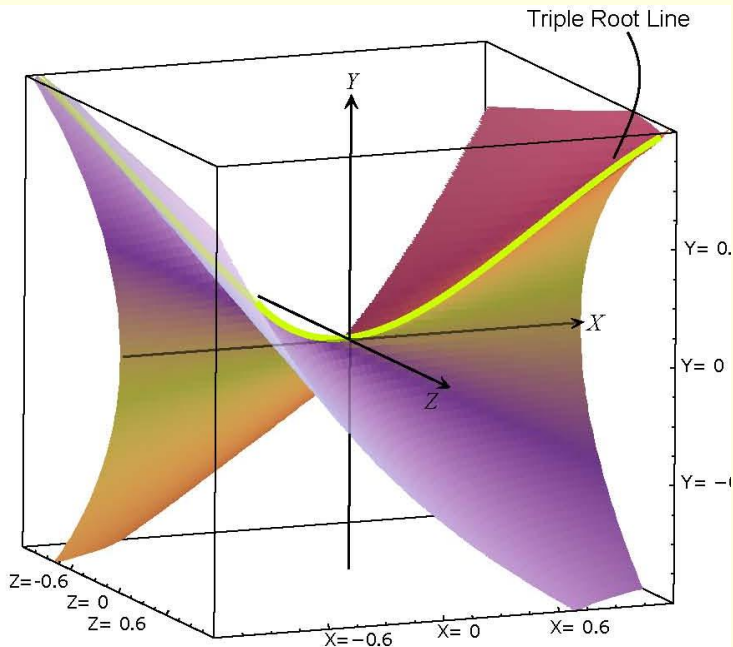
$$= -2 \begin{pmatrix} -A^2D^2 + 6ABCD \\ -4AC^3 - 4B^3D + 3B^2C^2 \end{pmatrix}$$

?

Discriminant Surface

$$-A^2D^2 + 6ABCD - 4AC^3 - 4B^3D + 3B^2C^2 = 0$$

$$-\left(\frac{D}{A}\right)^2 + 6\frac{B}{A}\frac{C}{A}\frac{D}{A} - 4\left(\frac{C}{A}\right)^3 - 4\left(\frac{B}{A}\right)^3\frac{D}{A} + 3\left(\frac{B}{A}\right)^2\left(\frac{C}{A}\right)^2 = 0$$

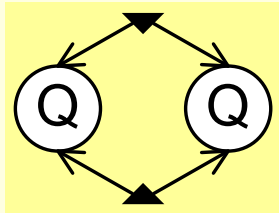


$$\frac{B}{A} \equiv X, \quad \frac{C}{A} \equiv Y, \quad \frac{D}{A} \equiv Z$$

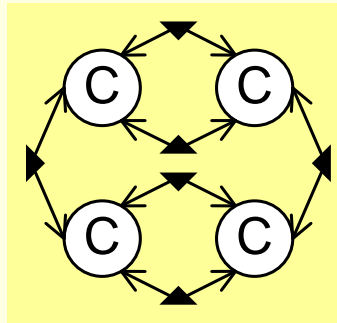
$$-Z^2 + 6XYZ - 4Y^3 - 4X^3Z + 3X^2Y^2 = 0$$

Discriminant Surfaces

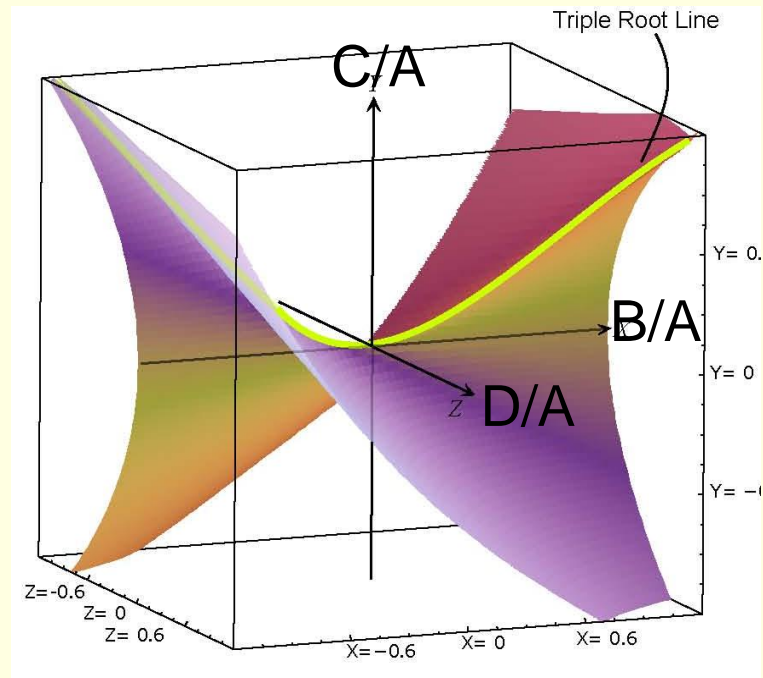
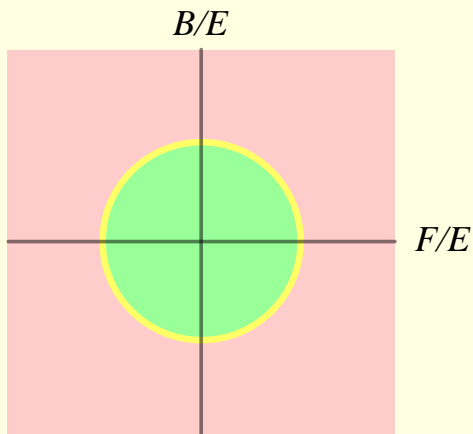
Quadratic



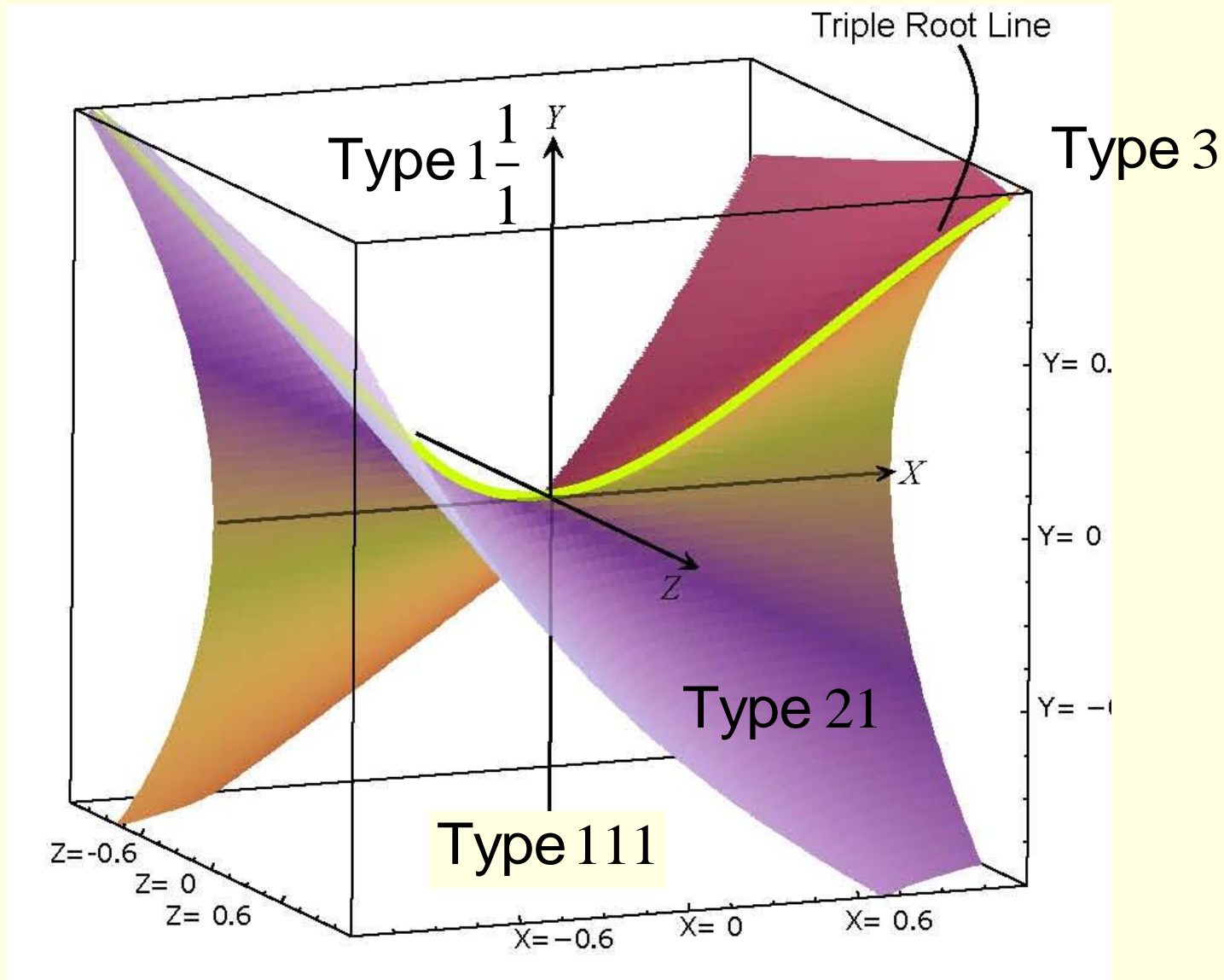
Cubic



$$= -2 \left(\begin{array}{l} -A^2 D^2 + 6ABCD \\ -4AC^3 - 4B^3 D + 3B^2 C^2 \end{array} \right)$$

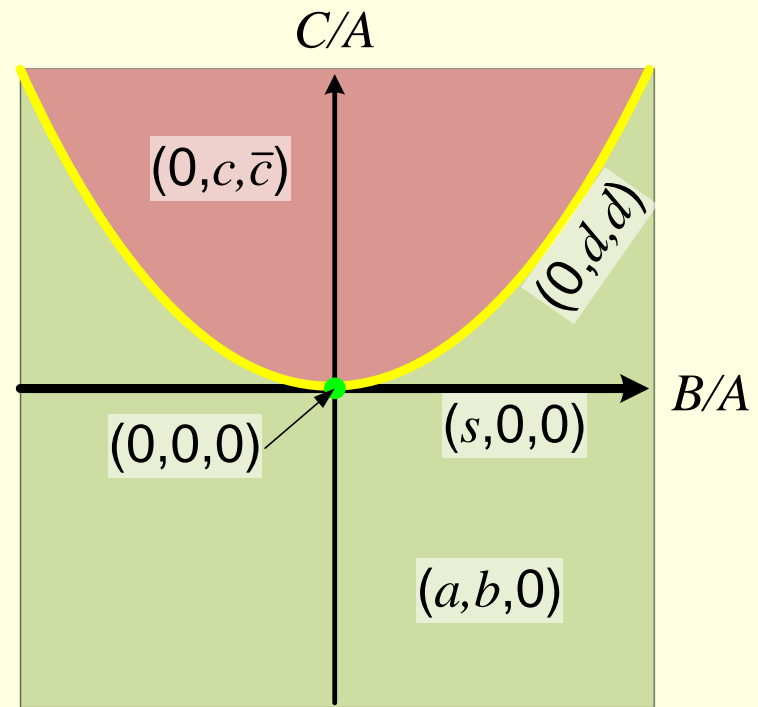
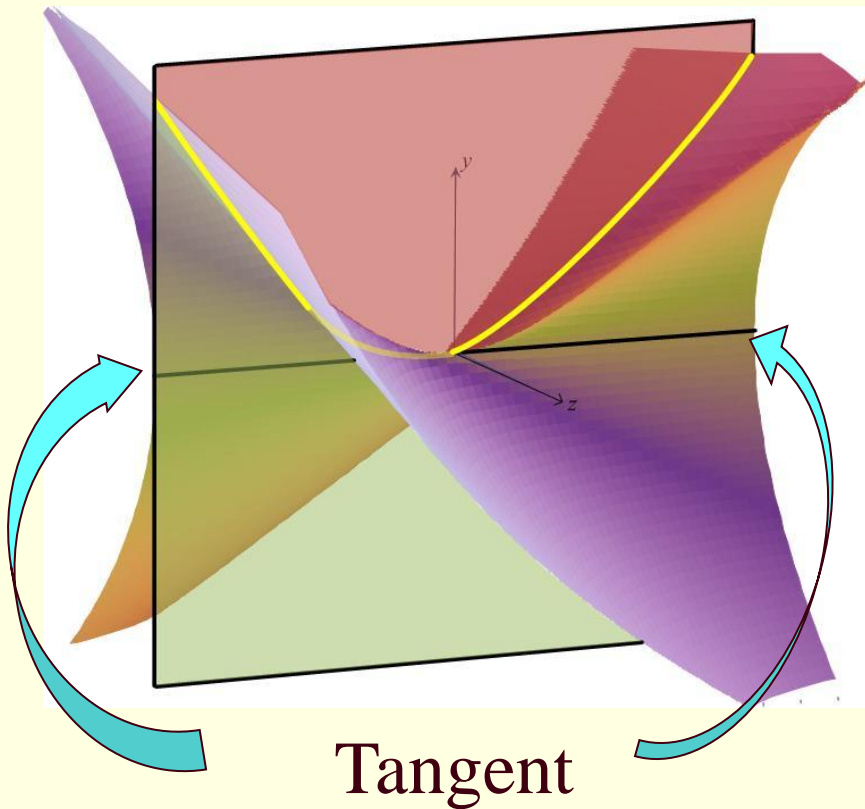


Types of Cubics



Locus of Cubics with one (or more) roots at $(x,w)=(0,1)$

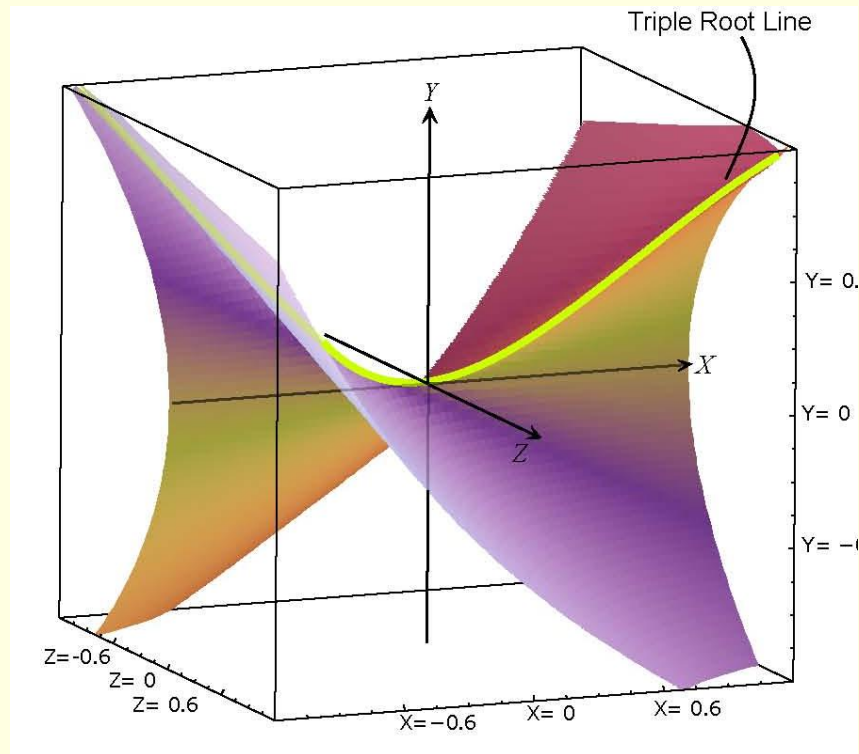
$$f(x, w) = Ax^3 + 3Bx^2w + 3Cwx^2 + \boxed{0}w^3 \quad \text{Three roots: } (r_1, r_2, r_3), \quad r_1=0$$



Slice thru space at $D/A=0$

Plane rolls along surface as root=0 changes

Less obvious property



Triple root line is tangent to plane at infinity

A New Coordinate System

$$\begin{bmatrix} x & w \end{bmatrix} = \begin{bmatrix} r \cos \alpha & r \sin \alpha \end{bmatrix}$$

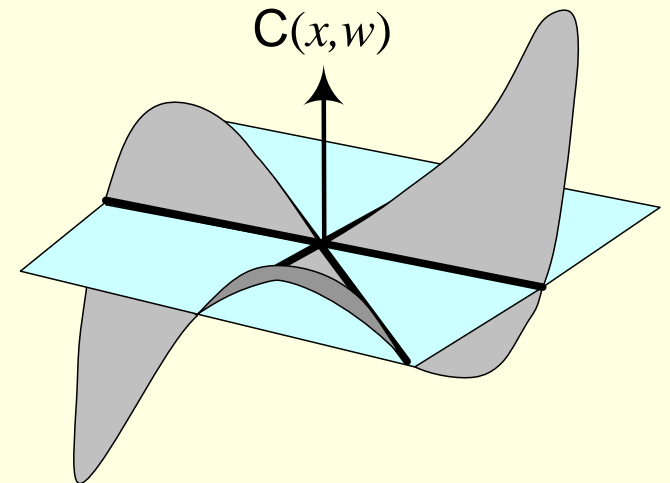
$$\begin{aligned} Ax^3 + 3Bx^2w + 3Cwx^2 + Dw^3 &= r^3 \begin{pmatrix} +\frac{3}{4}(A+C)\cos\alpha + \frac{3}{4}(B+D)\sin\alpha \\ +\frac{1}{4}(A-3C)\cos 3\alpha + \frac{1}{4}(3B-D)\sin 3\alpha \end{pmatrix} \\ &= r^3 \begin{pmatrix} +3E\cos\alpha + 3F\sin\alpha \\ +G\cos 3\alpha + H\sin 3\alpha \end{pmatrix} \end{aligned}$$

$$E = (A+C)/4$$

$$F = (B+D)/4$$

$$G = (A-3C)/4$$

$$H = (3B-D)/4$$



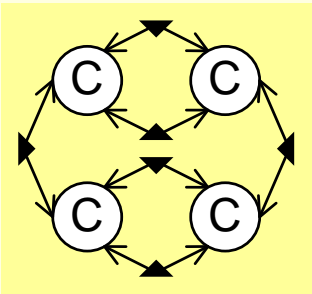
Discriminant in new system

$$3E + G = A$$

$$E - G = C$$

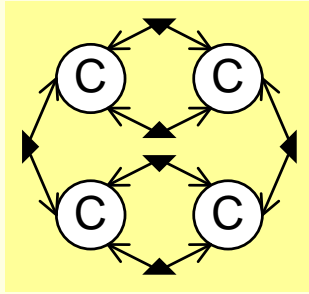
$$F + H = B$$

$$3F - H = D$$

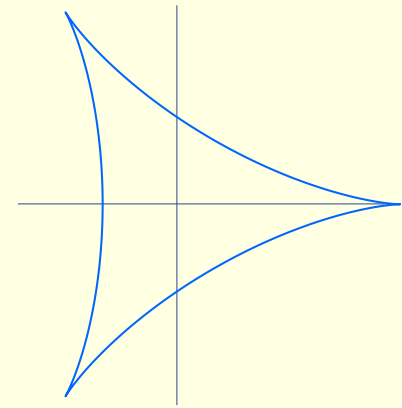
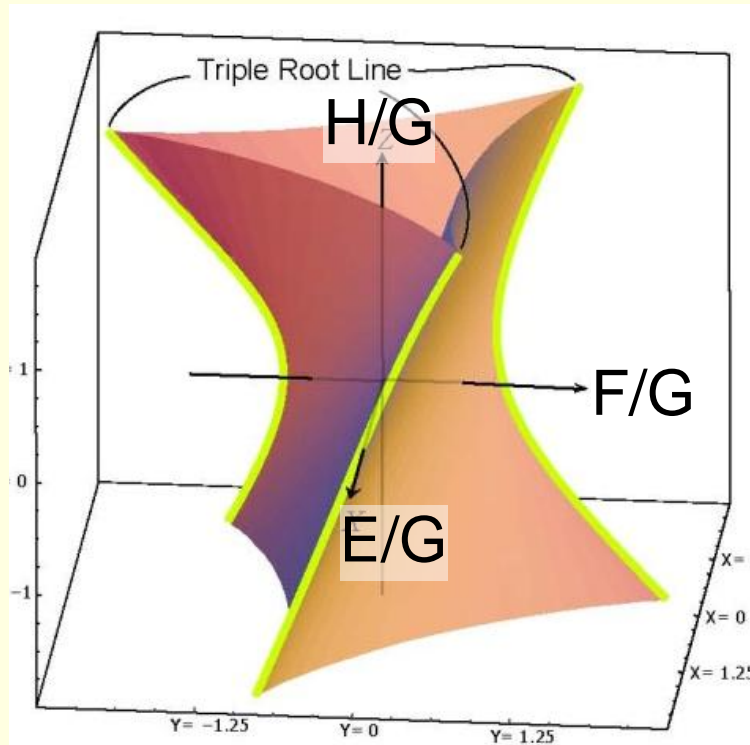


$$= -2 \begin{pmatrix} -A^2 D^2 + 6ABCD \\ -4AC^3 - 4B^3 D + 3B^2 C^2 \end{pmatrix} = 4 \begin{pmatrix} -3(F^2 + E^2)^2 \\ +8HF(3E^2 - F^2) - 8GE(3FF - E^2) \\ -6(F^2 + E^2)(G^2 + H^2) \\ +(G^2 + H^2)^2 \end{pmatrix}$$

Discriminant Plot in new system



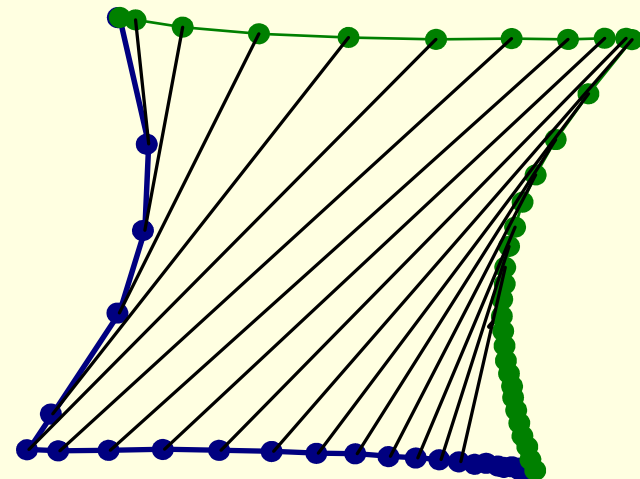
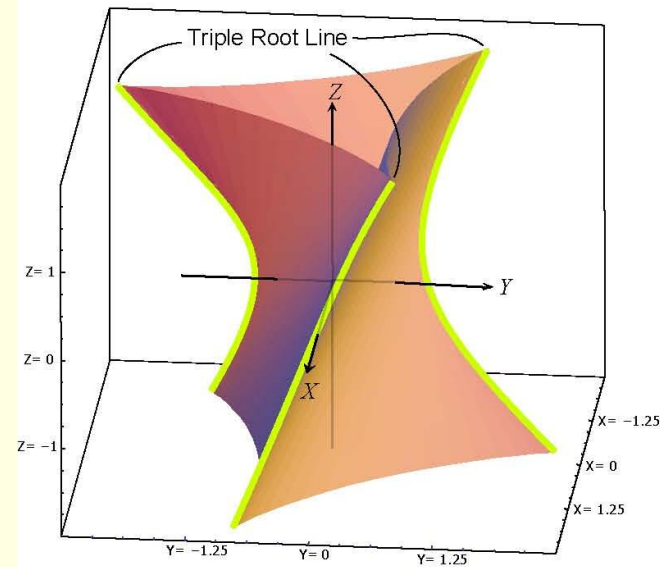
$$= 4 \begin{pmatrix} -3(F^2 + E^2)^2 \\ +8HF(3E^2 - F^2) - 8GE(3FF - E^2) \\ -6(F^2 + E^2)(G^2 + H^2) \\ +(G^2 + H^2)^2 \end{pmatrix}$$



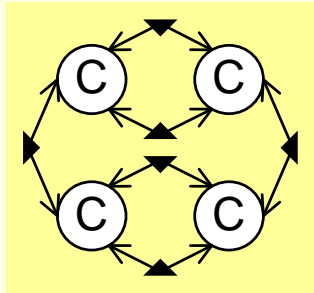
Discriminant in EFGH space

Zeeman 1976

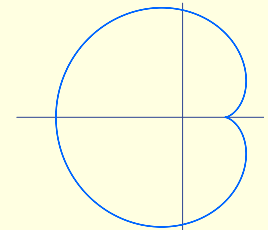
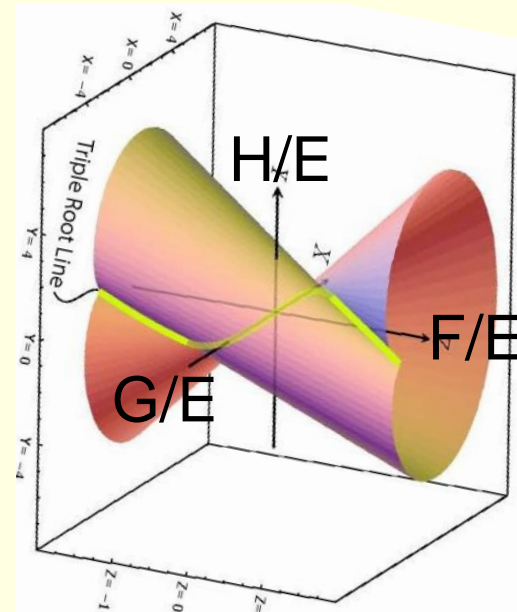
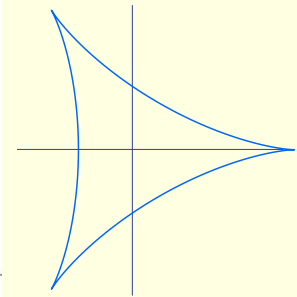
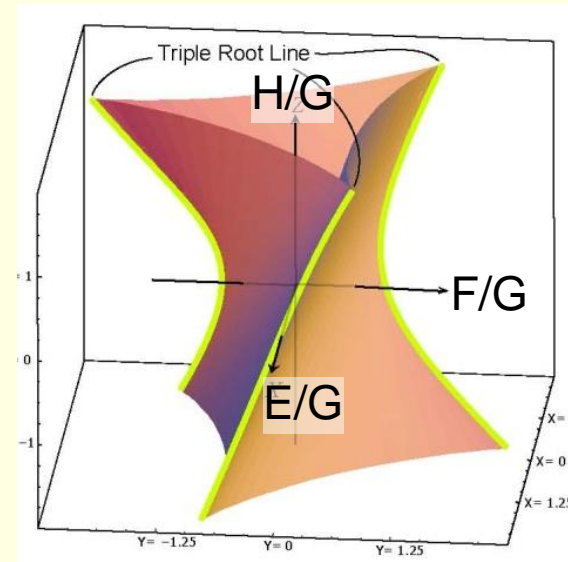
Helamon Ferguson



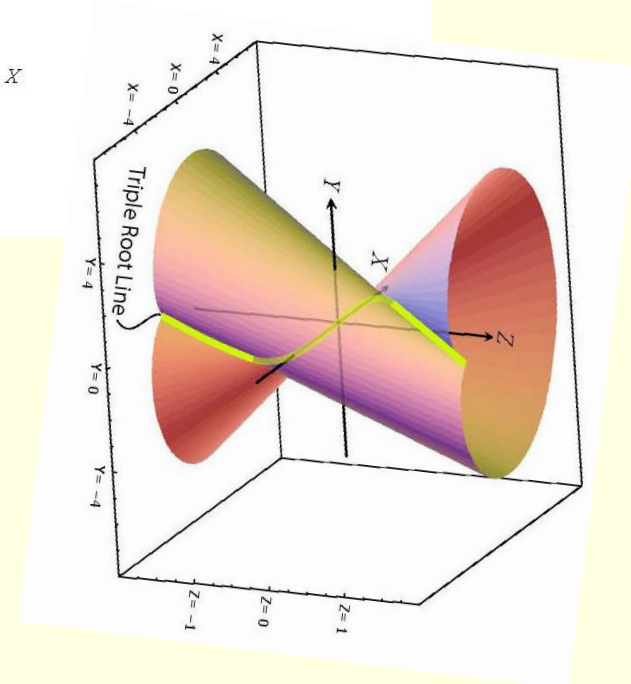
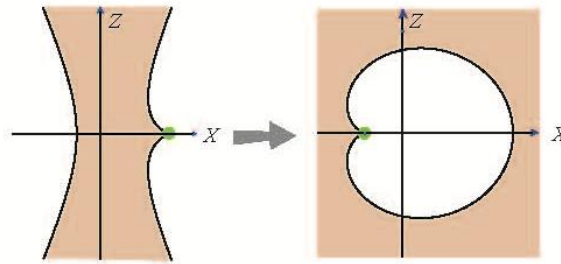
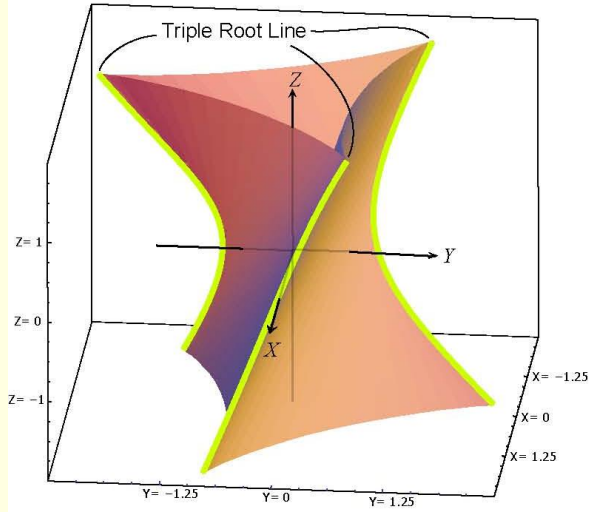
Another View of Discriminant



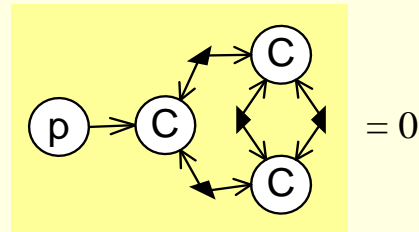
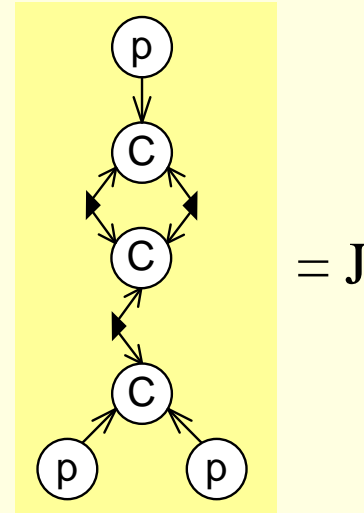
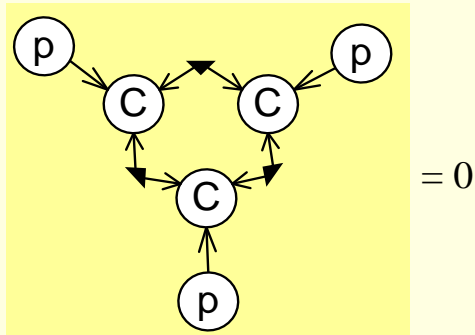
$$= 4 \left(\begin{array}{l} -3(F^2 + E^2)^2 \\ +8HF(3E^2 - F^2) - 8GE(3FF - E^2) \\ -6(F^2 + E^2)(G^2 + H^2) \\ +(G^2 + H^2)^2 \end{array} \right)$$



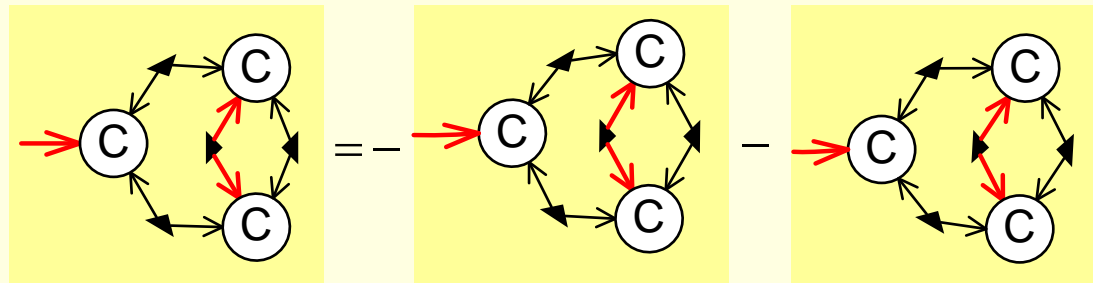
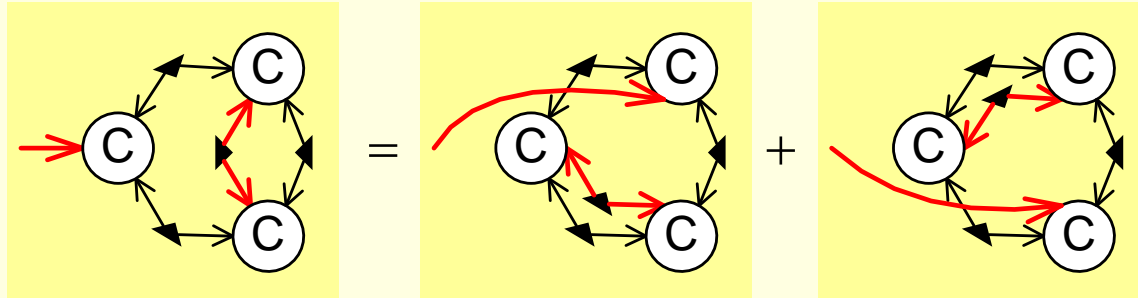
Transforming Deltoid to Cardioid



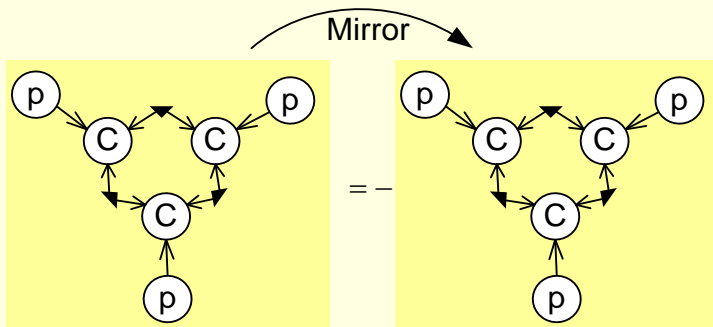
Degree 3 Diagrams



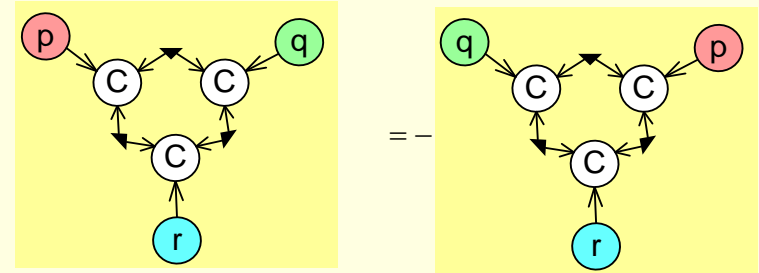
Proof of 0



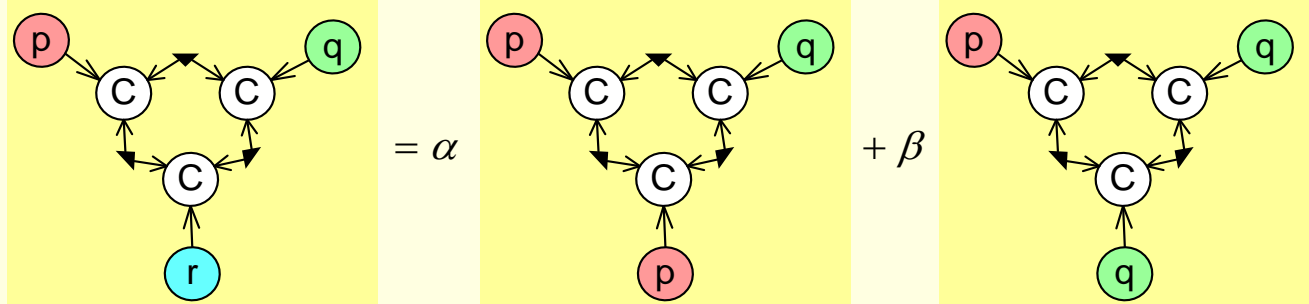
Proof of 0



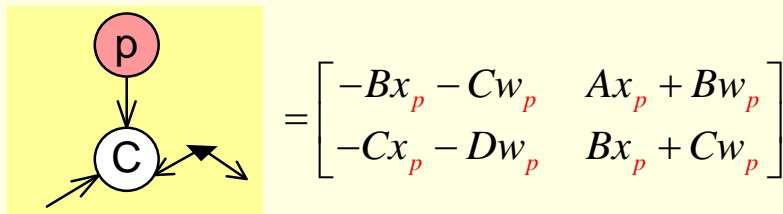
What about?



Write r in terms of p, q



Or: brute force expansion



Skew covariant

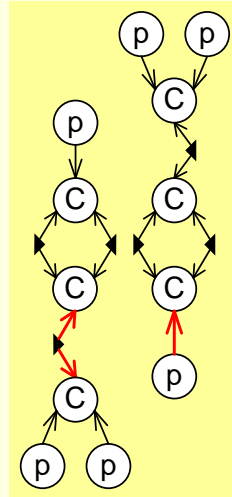
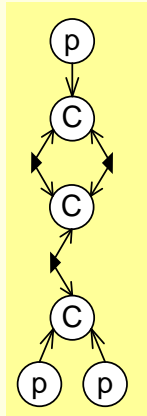
$$\mathbf{C}(x, w) = \begin{array}{c} \textcircled{x, w} \rightarrow \textcircled{C} \leftarrow \begin{array}{l} \textcircled{x, w} \\ \textcircled{x, w} \end{array} \end{array} = Ax^3 + 3Bx^2w + 3Cw^2x + Dw^3$$

$$\mathbf{J}(x, w) = \begin{array}{c} \textcircled{x, w} \rightarrow \textcircled{C} \rightleftarrows \textcircled{C} \rightleftarrows \textcircled{C} \leftarrow \begin{array}{l} \textcircled{x, w} \\ \textcircled{x, w} \end{array} \end{array} = A_J x^3 + 3B_J x^2 w + 3C_J x w^2 + D_J w^3$$

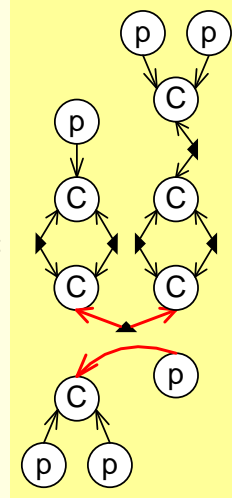
$$\begin{bmatrix} x & w \end{bmatrix} \begin{bmatrix} -2(AC - BB) & -AD + BC \\ -AD + BC & -2(DB - CC) \end{bmatrix} \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} Ax^2 + 2Bxw + Cw^2 \\ Bx^2 + 2Cw^2x + Dw^2 \end{bmatrix}^T$$

$$\begin{aligned} A_J &= +A^2D - 3ABC + 2B^3 \\ B_J &= -2AC^2 + ABD + B^2C \\ C_J &= -ACD + 2B^2D - BC^2 \\ D_J &= -AD^2 + 3BCD - 2C^3 \end{aligned}$$

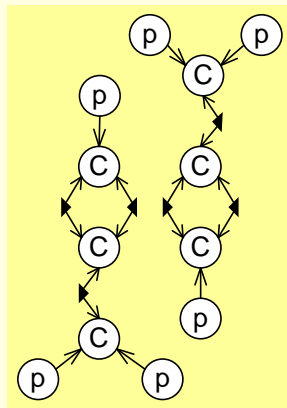
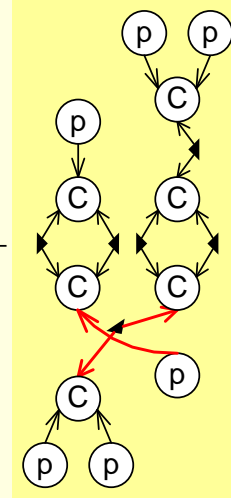
Syzygy of J



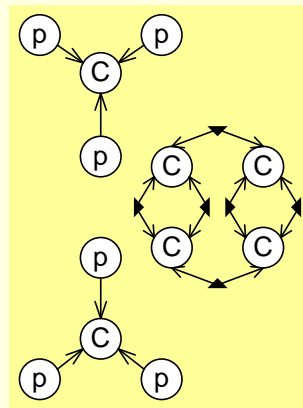
=



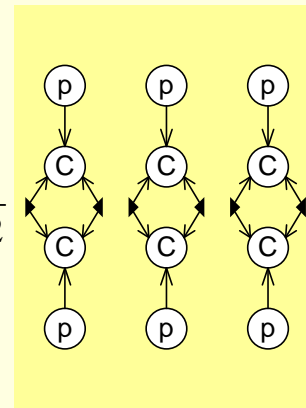
+



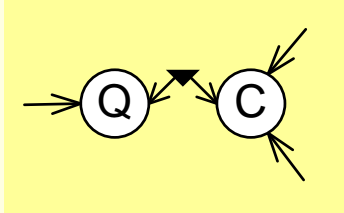
= $\frac{1}{2}$



+ $\frac{1}{2}$

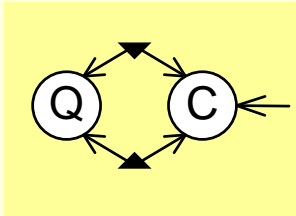


Terminology



Jacobian of Q,C

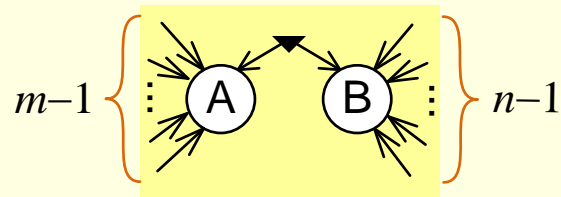
= First Transvectant of Q,C



Second Transvectant of Q,C

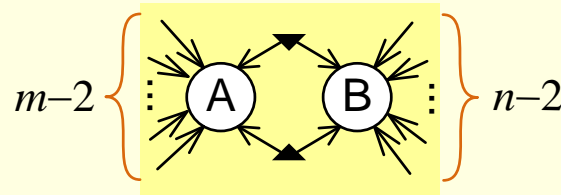
= Apolar Covariant of Q,C

Terminology

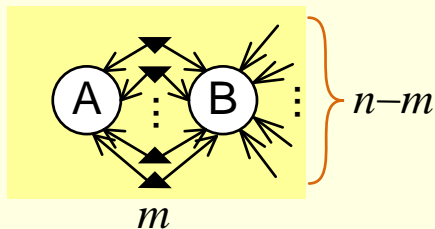


Jacobian of A,B

= First Transvectant of A,B



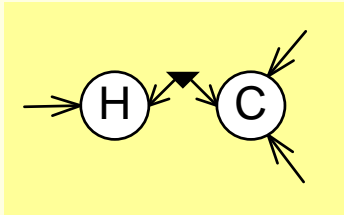
Second Transvectant of A,B



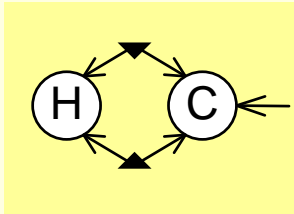
m^{th} Transvectant of A,B

= Apolar Covariant of A,B

Terminology using H



Skew = Jacobian of H,C
= First Transvectant of H,C



Second Transvectant of H,C
= Apolar Covariant of H,C = 0