

# 利用正規化過程處理NURBS曲線降階

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## 摘要

為了滿足顧客對產品外觀的需求，設計產品的形狀不再局限於直線與圓弧，自由曲線也成為設計形狀的工具。過去的曲線是由許多段直線所組成，NURBS曲線只需少許的控制點便可產生此曲線，因此NURBS曲線用來取代過去的曲線。NURBS曲線易於調整形狀直到我們預期的形狀，但是計算過程也相當繁雜。由於CNC控制器在處理高次曲線需要大量的時間，因此最常使用的次數為2次與3次，為了要減少時間必須將高次曲線降為低次曲線。自由曲線的降階成為CNC加工一個重要的課題。本論文提出一個方法來處理自由曲線降階的問題。在本方法有幾個主要步驟：第一，利用曲線擬合取得一組初始解。第二，為了使網狀搜尋演算法可以尋找最佳位置，在演算法搜尋的過程藉由定義全域誤差幫助找到最佳解。第三，利用網狀搜尋演算法找到最佳化位置。透過本方法可以有效地將高次曲線降階為低次曲線。這個方法不僅可以使用在NURBS曲線上，B-spline曲線與Bezier曲線皆可使用。

關鍵詞：降階、全域誤差、NURBS曲線、最佳化

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