## Spline-Blended Surface Interpolation Through Curve Networks

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**Abstract.** The purpose of this paper is to describe and analyze the new family of methods for bivariate interpolation first reported in [12]. Although univariate spline functions play a major role in their construction, these bivariate interpolation functions are not tensor product splines. Indeed, the function space associated with this family of methods is infinite-dimensional. Whereas tensor product ("cross product") methods of interpolation such as de Boor's bicubic splines [8] and their generalizations (cf. Lemma 4) interpolate to discrete data at mesh-points, the methods described herein (cf. Theorem 1) interpolate to arbitrary continuous functions given along mesh-lines. These new methods do, however, include the familiar product methods as a special case. In [5], S. A. Coons described a class of bivariate interpolation schemes which have come to be known as "(polynomial) blending-function" methods (cf. also [4]). Since the methods described herein are extensions of the Coonstype methods in the same sense as two-endpoint spline interpolation (cf. Lemma 1) is an extension of two-endpoint (Hermite) polynomial interpolation, we shall refer to this new family of methods as spline-blended bivariate interpolation. Although the principal emphasis throughout the paper is on interpolation, in Section 5 we outline some related results concerned with bivariate approximation in the  $l_2$  norm.

1. Introduction. Let Z = U(x, y) be any continuous surface defined over the rectangular domain  $\mathfrak{R} = [a, b] \times [c, d]$  in the (x, y)-plane. Let  $\pi : a = x_1 < x_2 < \cdots < x_N = b$  and  $\pi' : c = y_1 < y_2 < \cdots < y_N = d$  be partitions of the intervals I = [a, b] and I' = [c, d], and consider the plane sections of U cut by the vertical planes  $x = x_i$  and  $y = y_i$ 

(1) 
$$g_{i}(y) = U(x_{i}, y) \qquad (i \varepsilon \overline{1, N})$$

$$h_{i}(x) = U(x, y_{i}) \qquad (j \varepsilon \overline{1, N'});$$
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