

Trivial connections on discrete surfaces

Jana Vráblíková

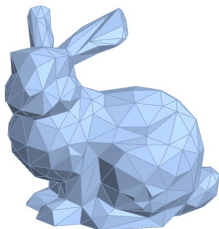
April 2019

Motivation

- Design tangent vector field on a discrete surface that is as smooth as possible

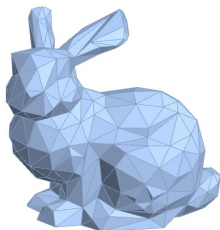
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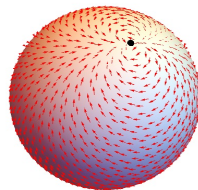
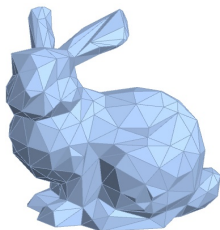


Theorem (Poincaré "hairy ball" theorem)

There is no continuous tangent vector field on a sphere without singularity.

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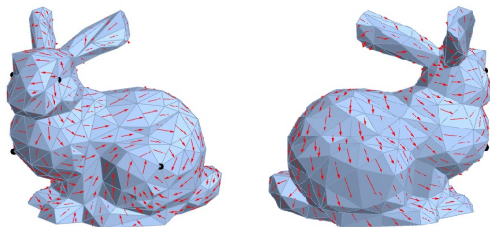
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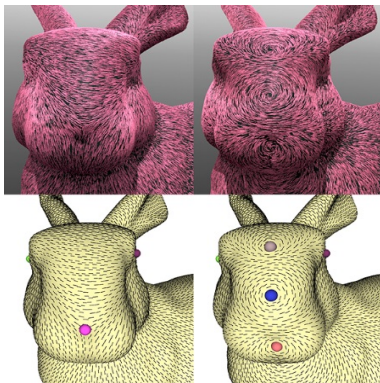
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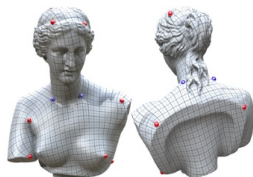
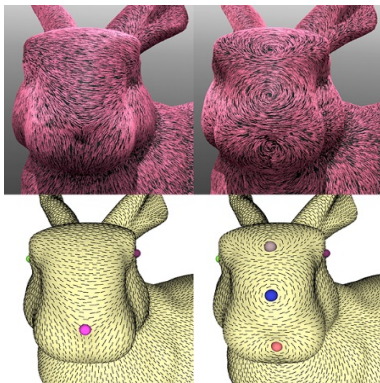


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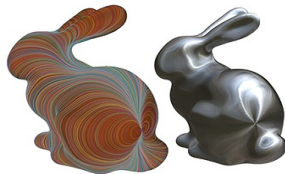
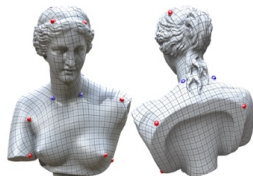
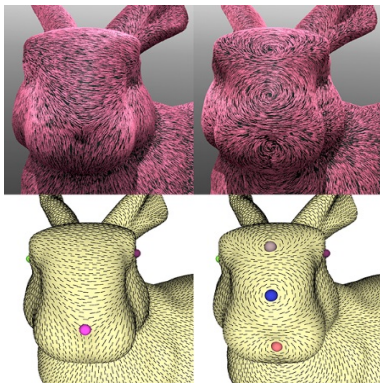
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Differential geometry - basic notions

- compact surface S

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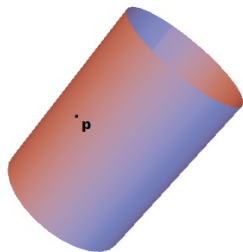
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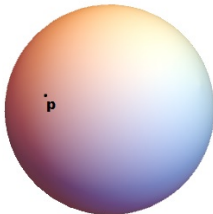
- compact surface S
- Gaussian curvature K

Differential geometry - basic notions

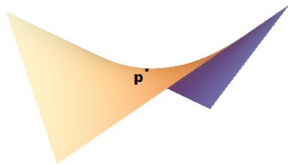
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$$K(p) = 0$$



$$K(p) > 0$$



$$K(p) < 0$$

Differential geometry - basic notions

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Theorem (Gauss-Bonnet theorem)

Let S be compact oriented surface, then

$$\int_S K \, d\mathcal{H}^2 = 2\pi(2 - 2g),$$

where g is genus of the surface S .

Discrete differential geometry

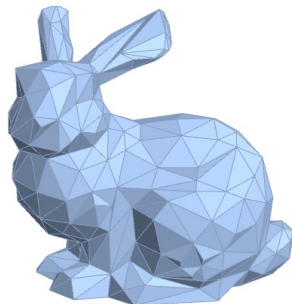
Definition (Triangle mesh)

Triangle mesh in \mathbb{R}^3 is a triple $S = (V, E, F)$, where $\forall v \in V : v \in \mathbb{R}^3$, $E \subseteq V \times V$ and $F \subseteq V \times V \times V$.

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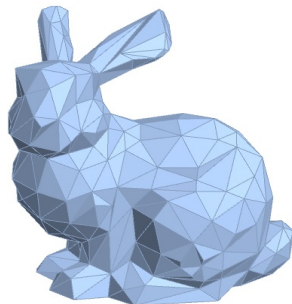


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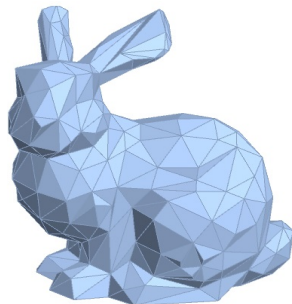


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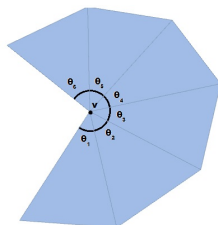
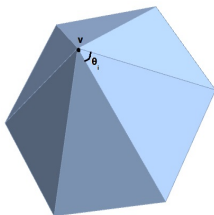
- compact
- without boundary



Discrete differential geometry

Definition (Discrete Gaussian curvature)

Let $S = (V, E, F)$ be triangle mesh. For vertex $v \in V$ we define its *discrete Gaussian curvature* as $2\pi - \sum_i \theta_i$, where θ_i are angles in adjacent faces to the vertex v



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Theorem (Discrete Gauss-Bonnet theorem)

Let $S = (V, E, F)$ be compact triangle mesh. Then

$$\sum_{v \in V} K_v = 2\pi\chi,$$

where $\chi = |V| - |E| + |F| = 2 - 2g$, is Euler characteristic of the surface and g is genus of S .

Dual mesh

Definition (Dual mesh)

Let $S = (V, E, F)$ be triangle mesh. We define its *dual mesh* S' as triple $S' = (V', E', F')$, where

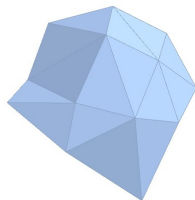
- vertices $v' \in V'$ lie in centroid of faces F
- faces $f' \in F'$ are polygons with vertices in V'
- edge $(v'_i, v'_j) \in E'$ iff faces $f_i, f_j \in F$ shared an edge

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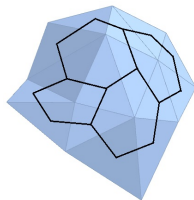


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Discrete connections

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Let $S' = (V, E, F)$ be a dual mesh of a triangle mesh S .

Discrete connection $\omega : E' \rightarrow \mathbb{R}$, that each dual edge e' assign an angle.

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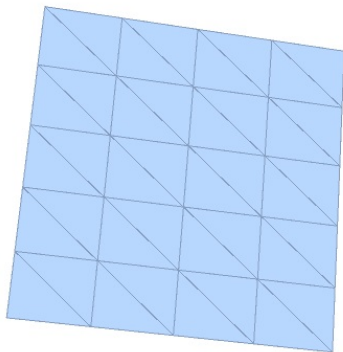
Discrete connection $\omega : E' \rightarrow \mathbb{R}$, that each dual edge e' assign an angle.

Definition (Levi-Civita connection)

Let $\Phi : E' \rightarrow \mathbb{R}$ be discrete connection. If $\forall e' \in E' : \omega(e') = 0$ we call ω a *discrete Levi – Civita connection*.

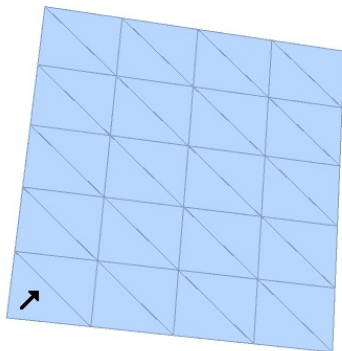
Levi-Civita connection

- plane



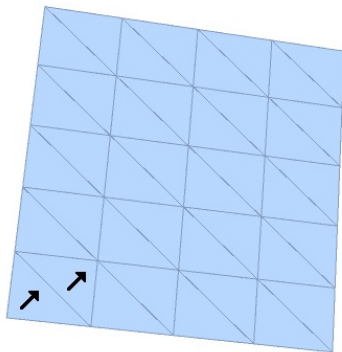
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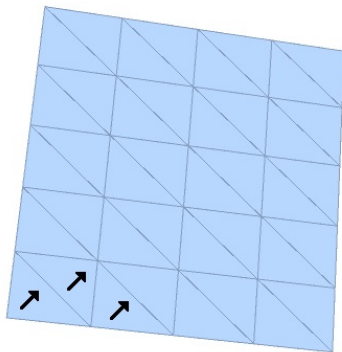
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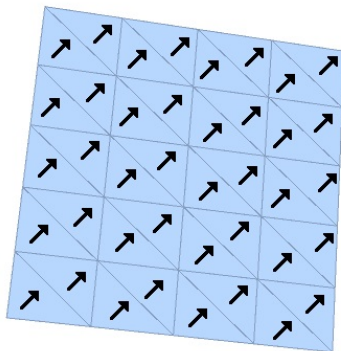
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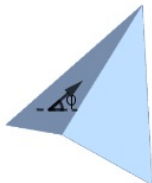
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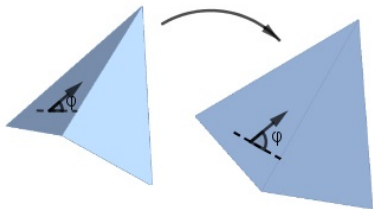
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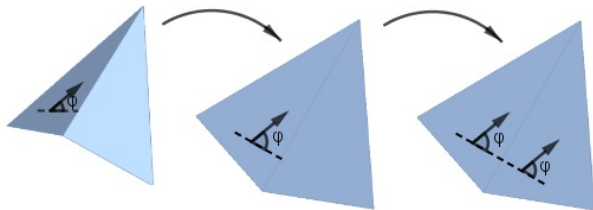
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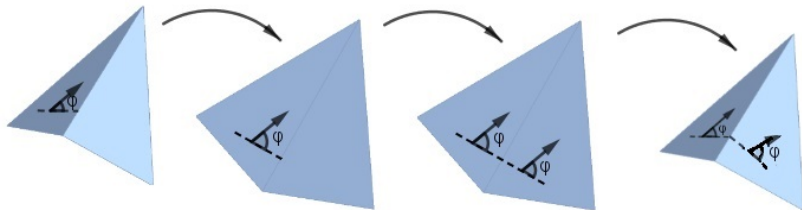
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Holonomy

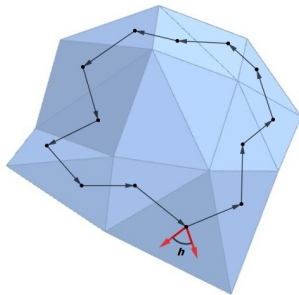
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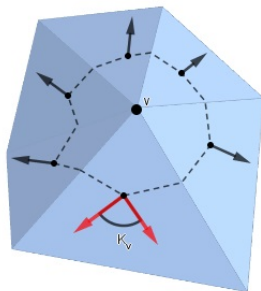
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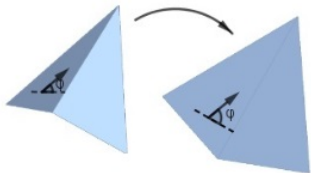
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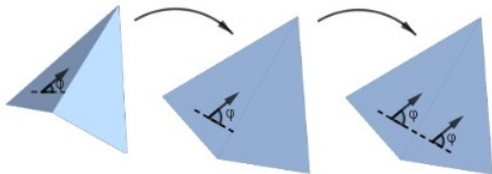
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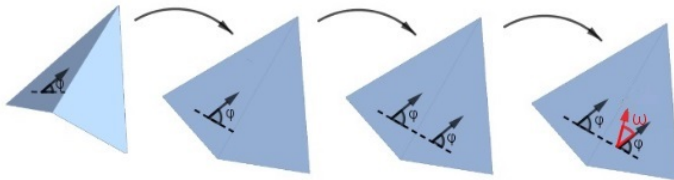
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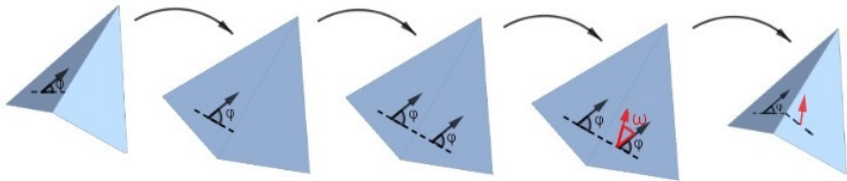
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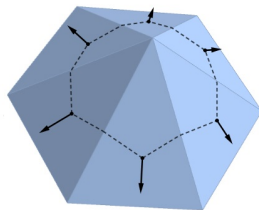
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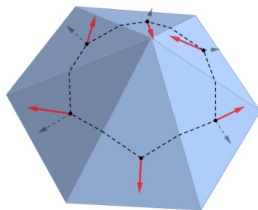
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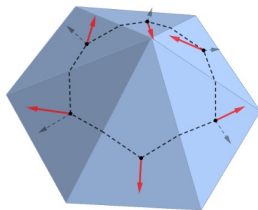
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- this is how we get singularity with index k

Theorem (Poincaré index theorem)

For any surface $S = (V, E, F)$

$$\sum_{v \in V} \text{index}_v = \chi,$$

where χ is Euler characteristic of S .

Basis

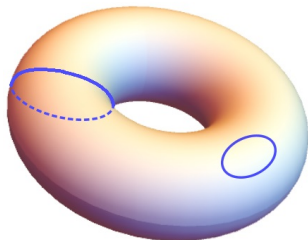
- zero holonomy around every cycle

Basis

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- find a basis of cycles on the surface

Basis

- zero holonomy around every cycle
- find a basis of cycles on the surface
- contractible and non-contractible loops



Linear system

- for each base loop formed by dual edges e'_1, e'_2, \dots, e'_l we have one linear equation

$$\omega(e'_1) + \omega(e'_2) + \dots + \omega(e'_l) = h,$$

where h is holonomy of the loop

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- for $2g$ non-contractible generators we can form matrix $\mathbf{H} \in \{0, 1\}^{2g \times |E|}$
- linear system $\mathbf{A}\vec{x} = \vec{b}$, where $\mathbf{A} = \begin{pmatrix} \mathbf{D}^T \\ \mathbf{H}^T \end{pmatrix}$, where $\mathbf{A} \in \{0, 1\}^{|E| \times (|V| + 2g)}$ and \vec{b} is a vector of holonomies

Linear system

- vector field as smooth as possible

Linear system

- vector field as smooth as possible
- as little rotations as possible

Linear system

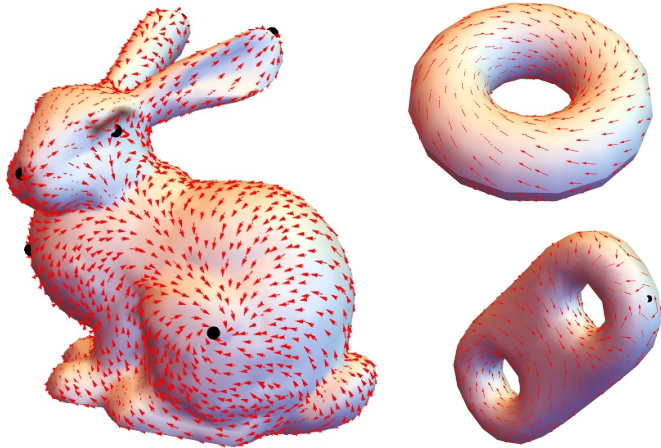
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$$\min_{x \in \mathbb{R}^{|E|}} \|\mathbf{A}\vec{x} - \vec{b}\|$$

Results



Thank you for your attention!