



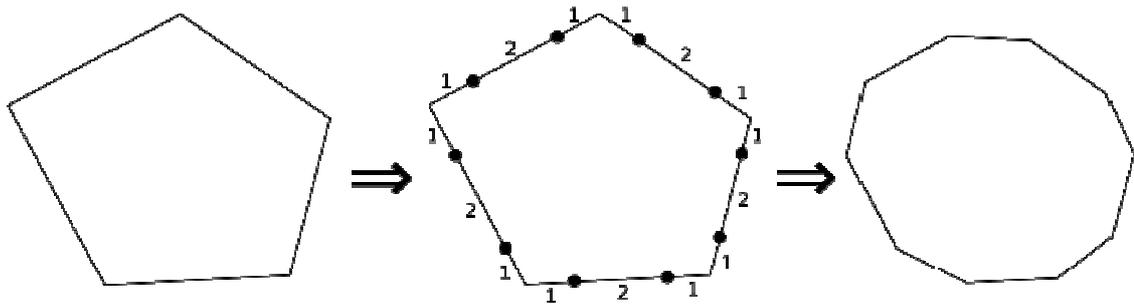
Geometric Modeling

Assignment sheet 11 (Subdivision, Implicit Surfaces, and Topology, due July 10th 2008)

- (1) Chaikin's Corner Cutting [3 points]

Consider a closed control polygon. Chaikin's algorithm can be formulated as subdividing each linear segment 1:2:1 and using the arising points as the control points of the refined control polygon (cf. illustration). Show that the limit curve is a C1-continuous, piecewise quadratic Bézier curve.

Hint: Remember the De Casteljau algorithm.



- (2) Wavelet Compression [2 points]

Consider an orthonormal Wavelet basis $u_1(x), \dots, u_m(x)$ ($\langle u_i | u_j \rangle = \delta_{ij}$) and let c_1, \dots, c_m be coefficients such that $f(x) = \sum_{i=1}^m c_i u_i(x)$. Let $\pi(i)$ be a permutation of $1, \dots, m$ and

$\hat{f}(x) = \sum_{i=1}^{\hat{m}} c_{\pi(i)} u_{\pi(i)}(x)$ be the approximation to f produced by omitting the last $m - \hat{m}$

coefficients with respect to π . Show that for a given \hat{m} , π minimizes the squared error

$\|f(x) - \hat{f}(x)\|^2 = \langle f(x) - \hat{f}(x) | f(x) - \hat{f}(x) \rangle$ if it sorts the c_i by decreasing magnitude.

- (3) Marching Squares [4 points]

Consider the function $f(x,y) = 4x^2y - y^2 - 2x^2 + 0.25$

- Sketch the isocontour $f(x,y) = 0$ over $(x,y) \in (0,1) \times (0,1)$. Mark positive and negative regions.
- Evaluate f at $(0,0)$, $(0,1)$, $(1,0)$ and $(1,1)$. Sketch all possible lines that a first order accurate marching squares algorithm would produce. Does any one of them correspond to the topology of the true isocontour, as found in (a)?

- c. *Structurally unstable* cases are destroyed by an arbitrarily small perturbation and often neglected by standard algorithms. Show that in bilinearly interpolated fields, self-intersecting isolines are structurally unstable.
Hint: What properties do the four scalars s_1, s_2, s_3, s_4 at the corners $(0,0), (0,1), (1,0), (1,1)$ of the unit square need to have such that a self-intersection within $(0,1) \times (0,1)$ can occur? What type of function results from their bilinear interpolation? When do isolines cross, and what happens if you slightly perturb the isovalue or any of the s_i ?

(4) Metric Spaces and Open Sets [3 points]

- a. Prove the following theorem: If two metrics d_1 and d_2 on the same set X have the property that for any $\epsilon > 0$, there exists a $\delta > 0$ such that $d_1(x,y) < \delta \Rightarrow d_2(x,y) < \epsilon$ and $d_2(x,y) < \delta \Rightarrow d_1(x,y) < \epsilon$, then these metrics define the same open sets in X .
- b. Use the theorem from (a) to show that a function $f: \mathbb{R}^n \rightarrow \mathbb{R}^k$ which is ϵ - δ -continuous with respect to any single one of the following metrics is continuous with respect to all of them:

$$d_1(x, y) = \sqrt{\sum_{i=1}^n (x_i - y_i)^2} \quad d_2(x, y) = \sum_{i=1}^n |x_i - y_i| \quad d_3(x, y) = \max |x_i - y_i|$$

(5) Complexes [5 points]

- a. In a triangulated surface, let V_n denote the number of vertices which have degree n (i.e., at which n edges meet). Consider a triangulation of the sphere in which all vertices have either degree 5 or 6. What are the possible values of V_5 ?
- b. Consider a regular triangulation of a torus, i.e., the same number n of triangles meet at each vertex. What are the possible values of n ?
- c. Consider a closed surface in which each face is a pentagon and four faces meet at each vertex. Show that if the number of faces is not a multiple of 8, then the surface is not orientable.

(6) Stars and Links [3 points]

Let K be a simplicial 2-complex that triangulates the closed disk. Let a and b be interior vertices, u and v be boundary vertices. Let ab be an interior edge, uv a boundary edge. Draw K such that it contains (among others) the specified vertices and edges. Then, draw the star and link of the following subsets: $\{a\}, \{ab\}, \{a, b, ab\}, \{u, v, uv\}$.

You may use colors to distinguish the star from the link, but please make a separate sketch for each of the four subsets. Make sure to clearly mark every vertex, edge and face that belongs to a star or a link!