



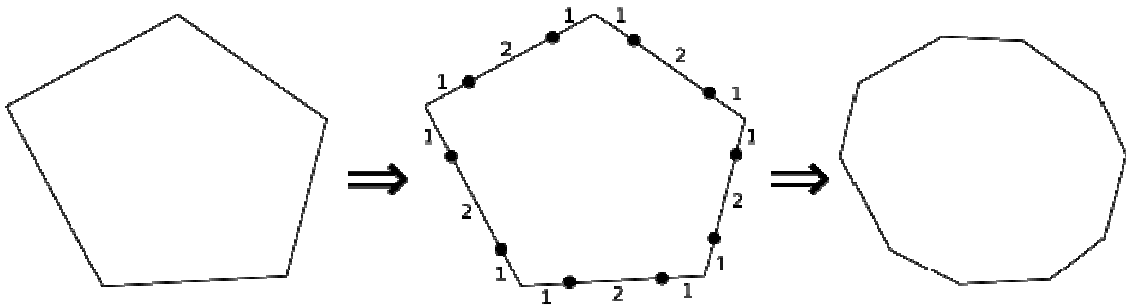
## Geometric Modeling

### Assignment sheet 11 (Subdivision, Implicit Surfaces, and Topology, due July 10<sup>th</sup> 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  $\pi$ . Show that for a given  $\hat{m}$ ,  $\pi$  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  $\epsilon$ - $\delta$ -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!