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# DISCRETE DIFFERENTIAL GEOMETRY: AN APPLIED INTRODUCTION

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with  
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DDG COURSE SIGGRAPH 2005

# DIFFERENTIAL GEOMETRY

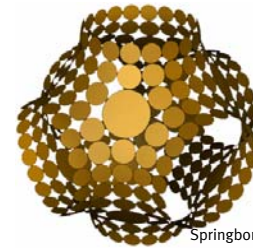
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Why do we care?

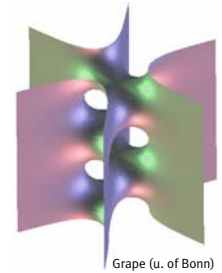
- geometry of surfaces
- mothertongue of physical theories

$$E = \int_S \alpha + \beta(H - H_0)^2 + \gamma K dA$$

- computation: simulation/processing



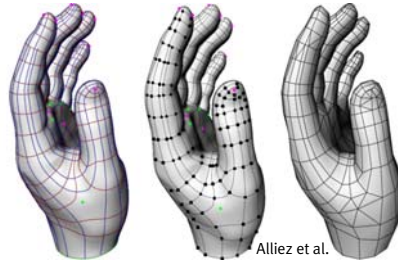
Springborn



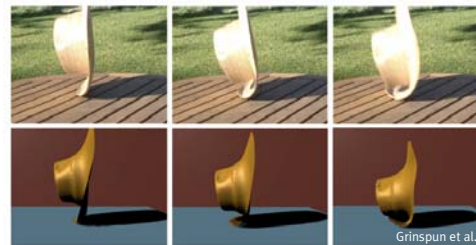
Grape (u. of Bonn)



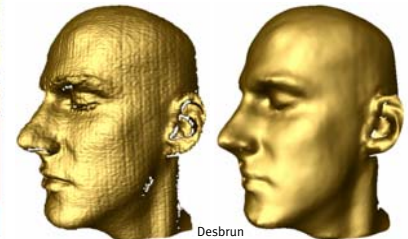
Elcott et al.



Alliez et al.



Grinspun et al.



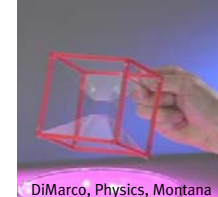
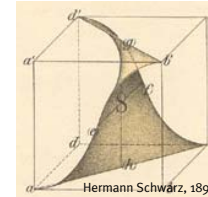
Desbrun

# A BIT OF HISTORY

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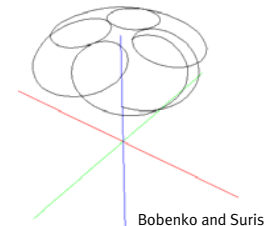
Geometry is the key!

- studied for centuries
  - Cartan, Poincaré, Lie, Hodge, de Rham, Gauss, Noether,...
- mostly differential geometry
  - differential and integral calculus



The study of invariants and symmetries

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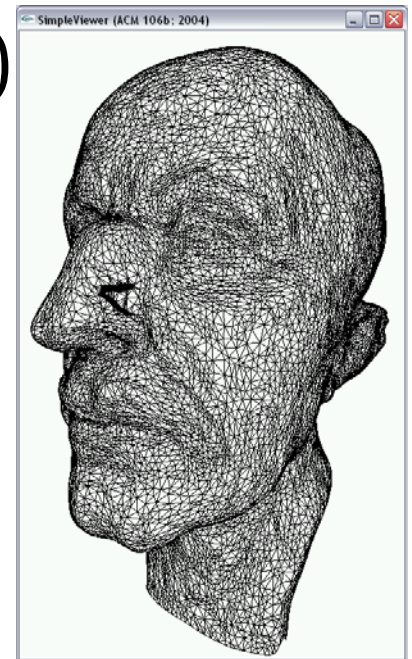


# GETTING STARTED

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How to apply DiffGeo ideas?

- surfaces as collections of samples
- and topology (connectivity)

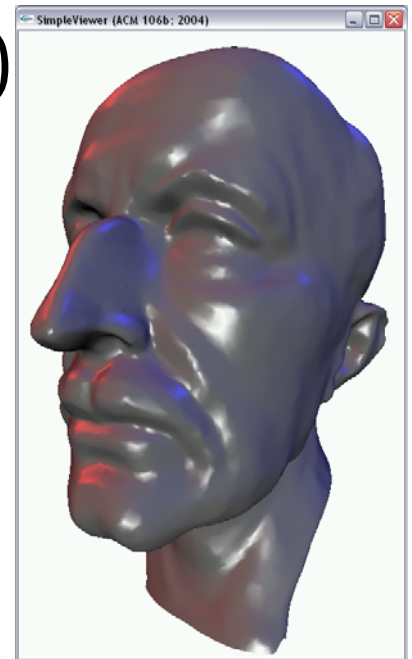


# GETTING STARTED

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How to apply DiffGeo ideas?

- surfaces as collections of samples
  - and topology (connectivity)
- apply continuous ideas
  - BUT: setting is discrete
- what is the right way?
  - discrete vs. discretized

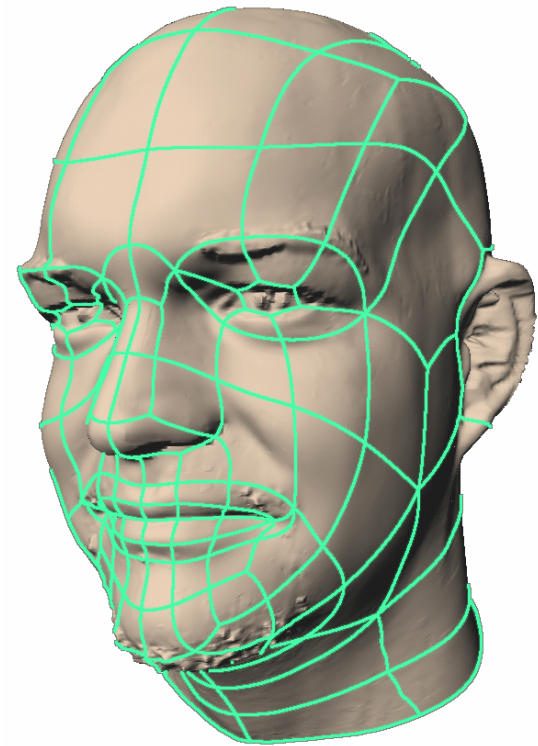


# DISCRETIZED

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## Build smooth manifold structure

- collection of charts
  - mutually compatible on their overlaps
- form an atlas
- realize as smooth functions
  - differentiate away...

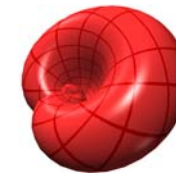
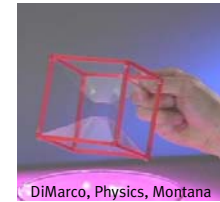
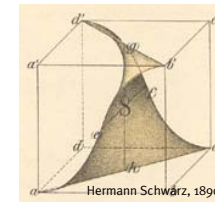


# DISCRETE GEOMETRY

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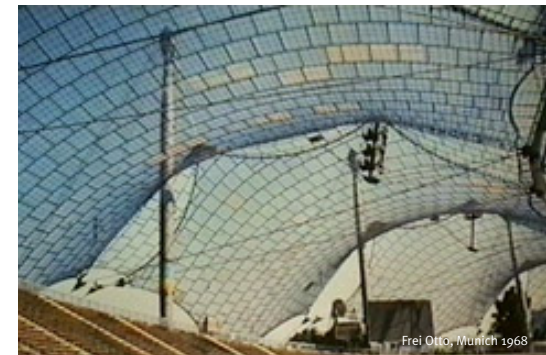
## Basic tool

- differential geometry
- metric, curvature, etc.



## Discrete realizations

- “meshes”
- computational geom.
- graph theory



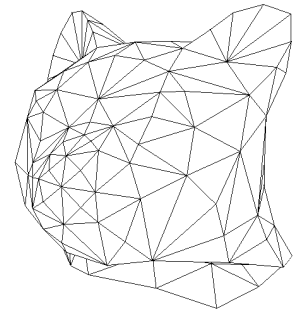
# DISCRETE DIFF. GEOMETRY

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## Building from the ground up

- discrete geometry is the given
  - meshes: triangles, tets
  - more general: cell complex
- how to do calculus?
  - pick properties of import

$$\int_a^b f'(x)dx = f(b) - f(a)$$





# WHAT MATTERS?

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■ structure preservation!

■ symmetry groups

■ rigid bodies: Euclidean group

■ fluids: diffeomorphism group

■ conformal geometry: Möbius group

■ many more: symplectic invariants, Stokes' theorem, de Rham complex, etc. (pick your favorite)

Accuracy  
Speed  
Size

# T H E M E S   F O R   T O D A Y

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What characterizes structure(s)?

■ what is shape?

■ Euclidean invariance

■ what is physics?

■ conservation/balance laws

■ what can we measure?

■ mass, area, curvature, flux, circulation



# THEMES FOR TODAY

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## Invariant descriptions

- quantities invariant under a set of transformations
  - symmetries give rise to momenta

## Intrinsic descriptions

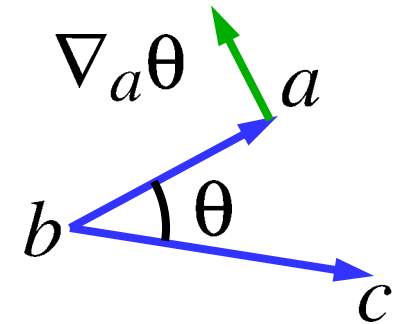
- quantities which do not depend on a coordinate frame

# WHAT IT ALL MEANS

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## Benefits

- everything is geometric
- often more straightforward
- tons of indices verboten!



The story is not finished...

- still many open questions
- in particular: numerical analysis



# THE PROGRAM FOR TODAY

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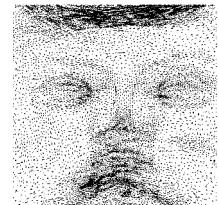
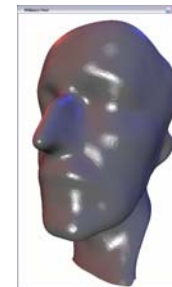
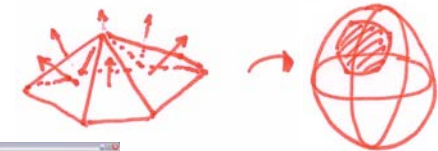
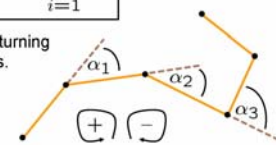
## Things we will cover

- warmup: curves
  - discrete analogues of cont. theorems
- surfaces: some basic operators
  - the discrete setting
  - putting them to work
    - denoising/smoothing, parameterization

Total signed curvature

$$tsc(p) = \sum_{i=1}^n \alpha_i$$

Sum of turning angles.

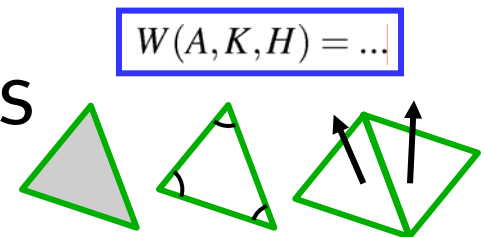
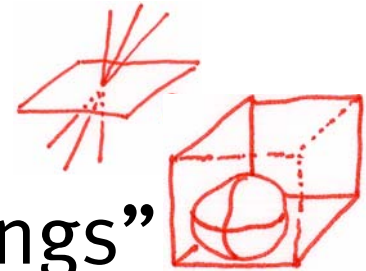


# THE PROGRAM FOR TODAY

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## Things we will cover

- what can we measure
  - invariant measures of “things”
    - curvature integrals without derivatives
- a first physics model
  - deformation of a shape
  - simulating discrete shells

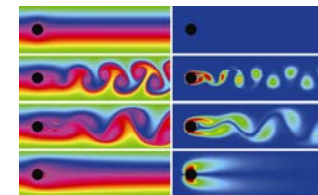
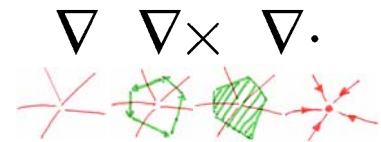
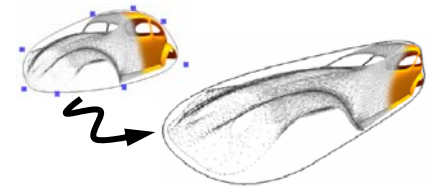


# THE PROGRAM FOR TODAY

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## Things we will cover

- interpolation on simplicial complexes, i.e., meshes
- discrete exterior calculus
- putting it to work: discrete fluids
  - structure preservation: vorticity
  - ensured by design!



# THE PROGRAM FOR TODAY

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## Things we will cover

- conformal geometry
  - conformal parameterizations
  - curvature energies
- how to make all those meshes
  - sampling a surface/volume
  - variational tet meshing

