Three Points Make a Triangle… Or a Circle

Peter Schröder

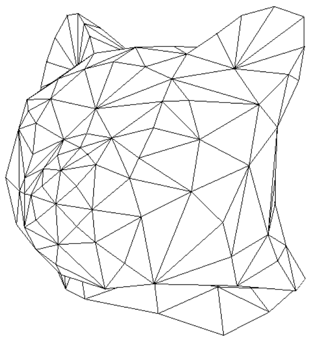
joint work with

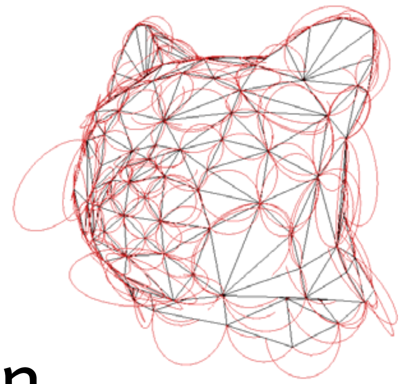
Liliya Kharevych, Boris Springborn, Alexander Bobenko

In This Section

Circles as basic primitive

- it's all about the underlying geometry!
  - Euclidean: triangles
  - conformal: circles
- two examples
  - conformal parameterization
  - discrete curvature energies

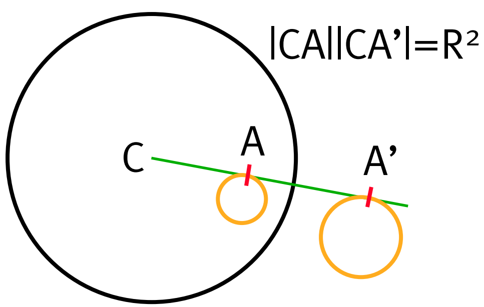




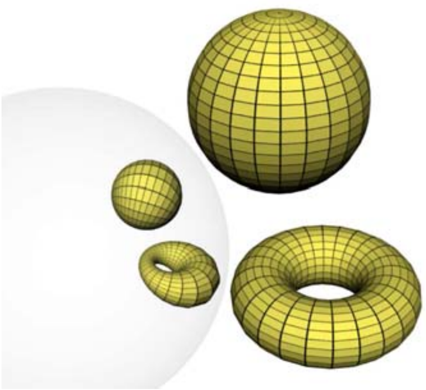
Geometries

The Erlangen program (1872)

- geometry through symmetries
  - affine, perspective
  - conformal



Möbius xform

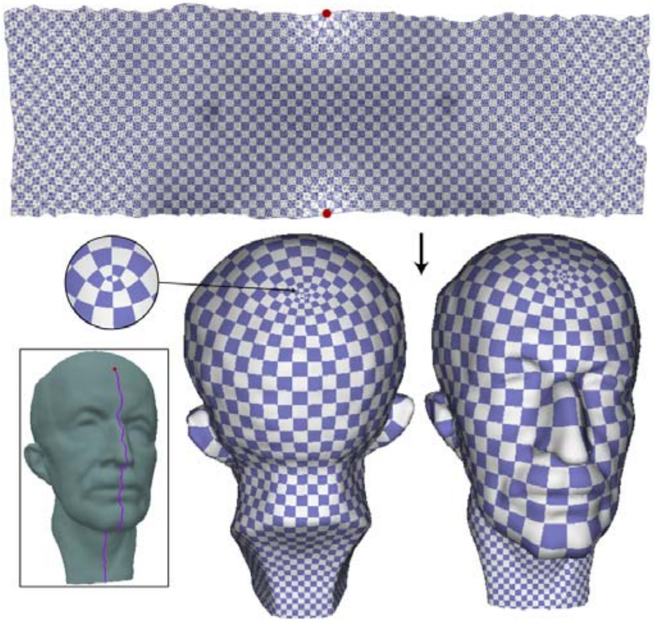


Library of Congress

Conformal Mappings

Piecewise Linear Surfaces

- map to domain
- discrete conformal
- preserve angles
  - as well as possible
- circles as primitives

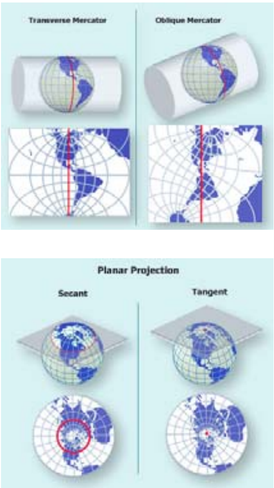


Paramaterizations

An old problem…

- can't have it all
  - keep angles
  - keep areas

Mercator (1512-1594);
Frontispiece of *Atlas Sive Cosmographicae* (1585-1595)



USGS Map Projections Site

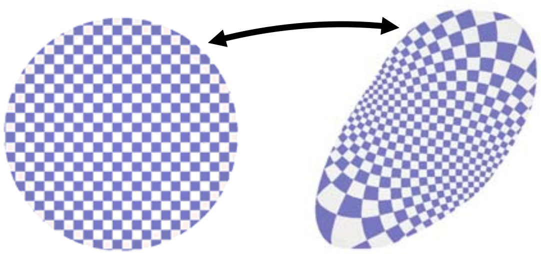
Our setup

- find discrete conformal map from triangle mesh to Euclidean domain

Conformal Maps

Mathematical basis

- Riemann mapping theorem
  - unique (up to Möbius xforms)



$$f : \Omega_1 \subset \mathbb{C} \rightarrow \Omega_2 \subset \mathbb{C}$$

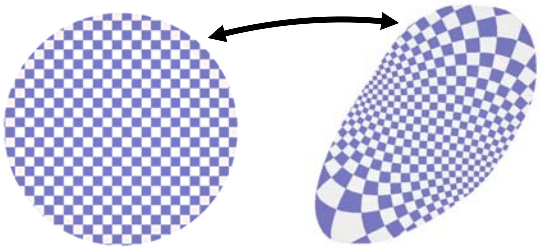
$$\boxed{i\frac{\partial f}{\partial x} = \frac{\partial f}{\partial y}}$$

$$f_x \perp f_y \qquad |f_x| = |f_y|$$

Conformal Maps

Mathematical basis

- Riemann mapping theorem
  - unique (up to Möbius xforms)



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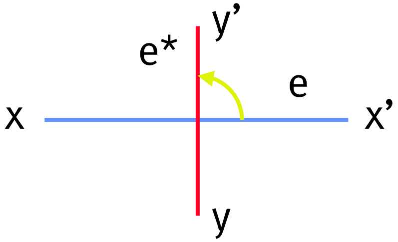

$$\frac{f(y') - f(y)}{l(y, y')} = i\frac{f(x') - f(x)}{l(x, x')}$$

Conformal Maps

Mathematical basis

- Riemann mapping theorem
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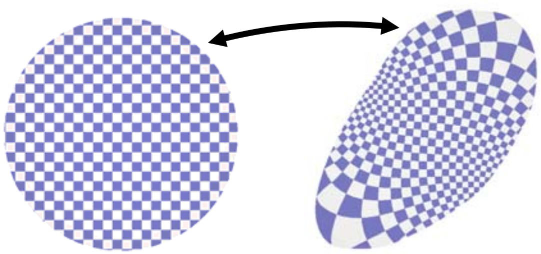


$$f : \Omega_1 \subset \mathbb{C} \to \Omega_2 \subset \mathbb{C}$$

$$\boxed{i\frac{\partial f}{\partial x} = \frac{\partial f}{\partial y}}$$

$$0 = \sum_{e_{ij}} (\cot \alpha_{ij} + \cot \alpha_{ji})(v_i - v_j)$$

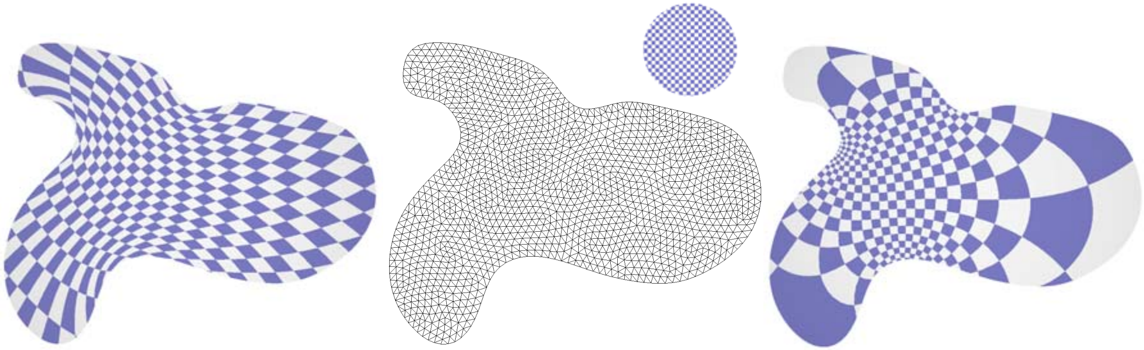
Intrinsic angles in original mesh

Texture coordinates

Sounds Great!

You knew there was a catch...

- Laplace problem
  - Dirichlet or Neumann bndry. cond.

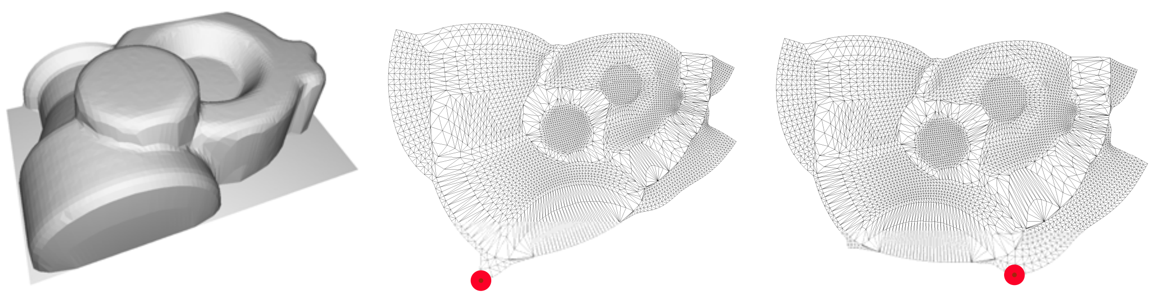


$$\Delta u = 0$$
$$u|_{\partial\Omega} = u_0$$

Sounds Great!

You knew there was a catch...

- Laplace problem
  - Dirichlet or Neumann bndry. cond.



- too much control or too little...

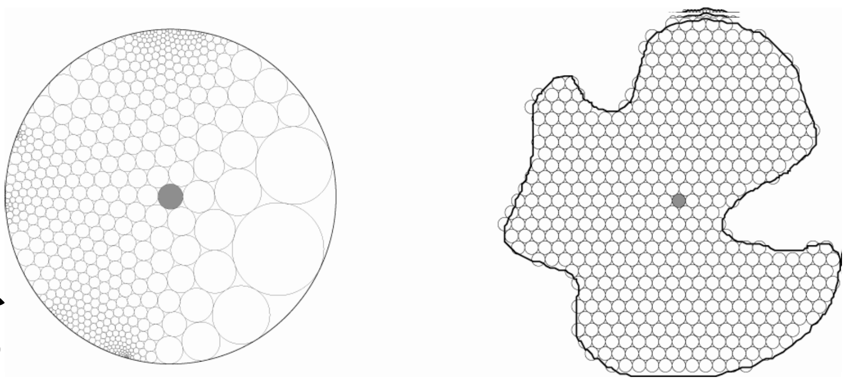
An Old Idea

Riemann mapping theorem

- conformal maps map infinitesimal circles to infinitesimal circles

Thurston (85)

- finite circles
- circle packing



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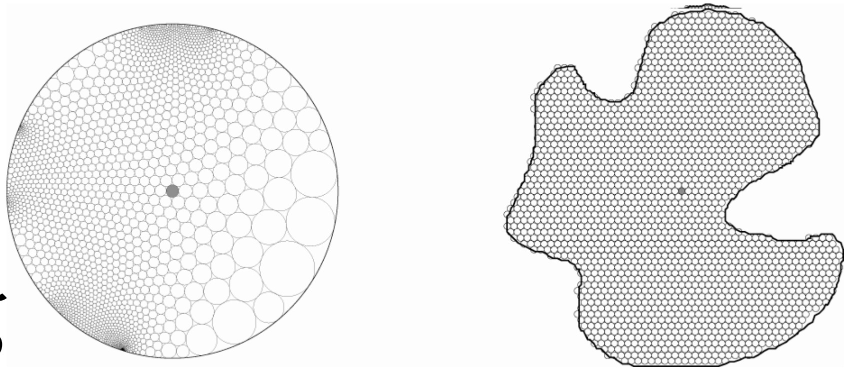

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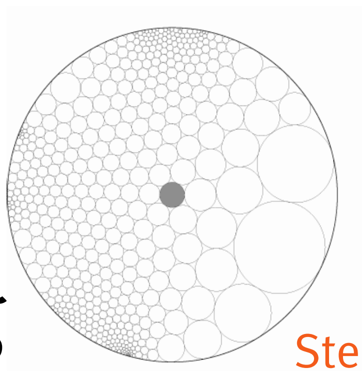

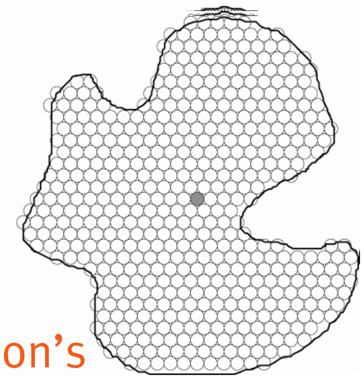

Stephenson's CirclePack

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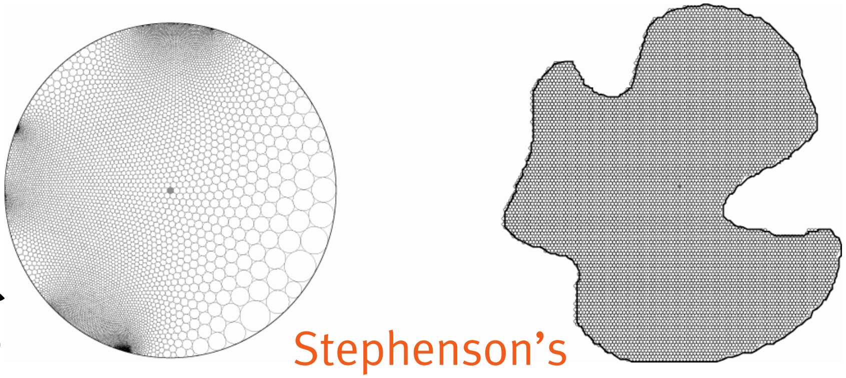

Stephenson's CirclePack

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History

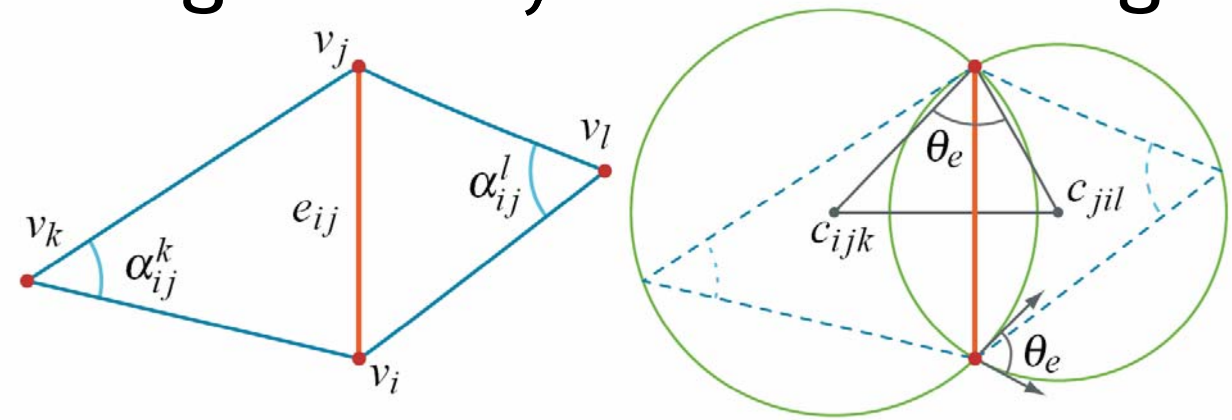
Theory

- early: Koebe 36; Andreev 70
- modern: Rudin & Sullivan 87 (hex packing); He & Schramm 98 (C^∞ convgce.)
- variational approaches 91-02
  - de Verdière, Brägger, Rivin, Leibon, Bobenko & Springborn

Basic Setup

Given a mesh

- local geometry around an edge



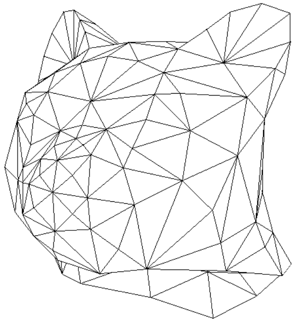
$$\forall e_{ij} \in E : \theta_e = \begin{cases} \pi - \alpha_{ij}^k - \alpha_{ij}^l \\ \pi - \alpha_{ij}^k \end{cases}$$

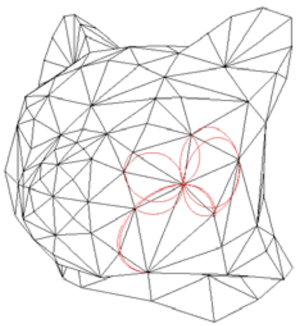
Circle Pattern Problem

Rivin 94, Bobenko & Springborn 04

- given a triangulation K
- an angle assignment

$$\forall e_{ij} \in E : 0 < \theta_e < \pi$$

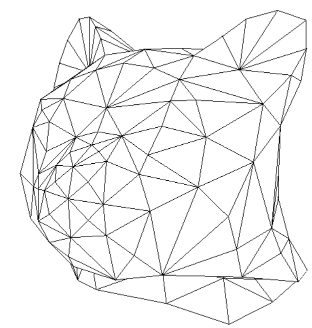




Circle Pattern Problem

Rivin 94, Bobenko & Springborn 04

- given a triangulation K



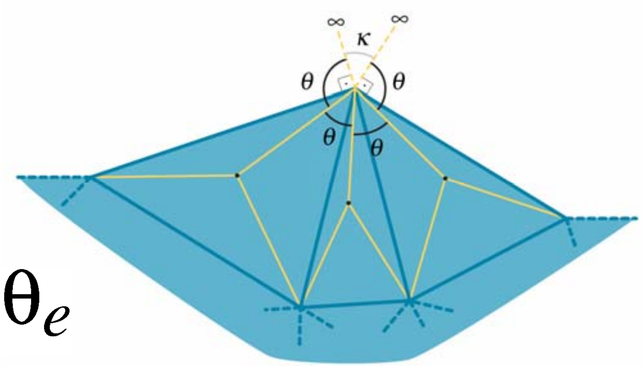
- an angle assignment

$$\forall e_{ij} \in E : 0 < \theta_e < \pi$$

- sum conditions

$$\forall v_i \in V_{\text{int}} : \sum_{e \ni v_i} \theta_e = 2\pi$$

$$\forall v_i \in V_{\text{bdy}} : \kappa_i = 2\pi - \sum_{e \ni v_i} \theta_e$$



Circle Pattern Problem

Uniquely realizable iff

- a coherent angle system exists

$$\hat{\alpha}^k_{ij} > 0 \qquad \forall t_{ijk} \in T : \hat{\alpha}^k_{ij} + \hat{\alpha}^i_{jk} + \hat{\alpha}^j_{ki} = \pi,$$

$$\forall e_{ij} \in E : \theta_e = \begin{cases} \pi - \hat{\alpha}^k_{ij} - \hat{\alpha}^l_{ij} \\ \pi - \hat{\alpha}^k_{ij} \end{cases}$$

- linear feasibility problem

Geometry at an Edge

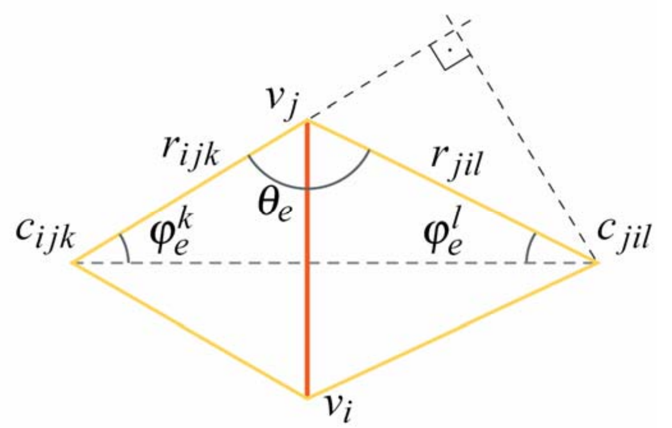
Relationship between variables

- angle and radii

$$x = \log r_{ijk} - \log r_{jil}$$

$$\varphi_e^k = \begin{cases} f_e(x) = \tan^{-1} \dfrac{\sin\theta_e}{e^x - \cos\theta_e} & e \in E_{\text{int}} \\ \pi - \theta_e & e \in E_{\text{bdy}} \end{cases}$$

$$\boxed{\forall t \in T : 2\pi = \sum_{e \in t} 2\varphi_e^t}$$



Energy

Solution is unique minimum!

- convex energy in $\rho_{ijk} = \log r_{ijk}$

$$\boxed{\begin{aligned} S(\rho) = \sum_{e \in E_{\text{int}}} & \Big(\mathrm{ImLi}(e^{\rho_k - \rho_l + i\theta_e}) + \mathrm{ImLi}(e^{\rho_l - \rho_k + i\theta_e}) \\ & - (\pi - \theta_e)(\rho_k + \rho_l) \Big) \\ - \sum_{e \in E_{\text{bdy}}} & 2(\pi - \theta_e)\rho_k + 2\pi \sum_{t \in T} \rho_t \end{aligned}}$$

- easy gradients and Hessians!

Algorithm

Angle assignment

- quadratic program
- boundary curvatures
  - free, prescribed

Minimize energy

Lay out circles

- angles and radii determine layout

$$Q(\hat{\alpha}) = \Sigma|\hat{\alpha}^k_{ij} - \alpha^k_{ij}|^2$$

$$\forall \hat{\alpha}^k_{ij} : \hat{\alpha}^k_{ij} > 0$$

$$\forall e_{ij} \in E_{\text{int}} : \hat{\alpha}^k_{ij} + \hat{\alpha}^l_{ij} < \pi$$

$$\forall t_{ijk} \in T : \hat{\alpha}^k_{ij} + \hat{\alpha}^i_{jk} + \hat{\alpha}^j_{ki} = \pi$$

$$\forall v_k \in V_{\text{int}} : \Sigma_{t_{ijk} \ni v_k} \hat{\alpha}^k_{ij} = 2\pi$$

$$\forall v_k \in V_{\text{bdy}} : \Sigma_{t_{ijk} \ni v_k} \hat{\alpha}^k_{ij} < 2\pi$$

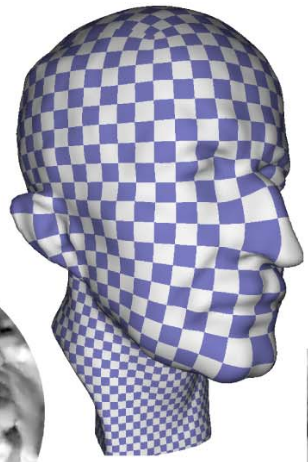
$$\forall v_k \in V_{\text{bdy}} : \Sigma_{t_{ijk} \ni v_k} \hat{\alpha}^k_{ij} = \pi - \kappa_k$$

Results

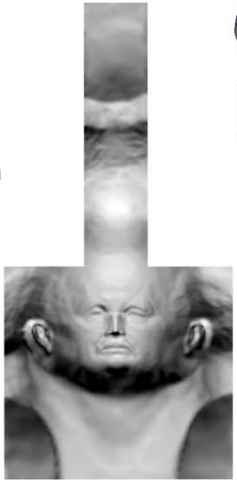
Disk boundary

39.6k F

Prescribed boundary



37.9k F



Free boundary

12.6k F

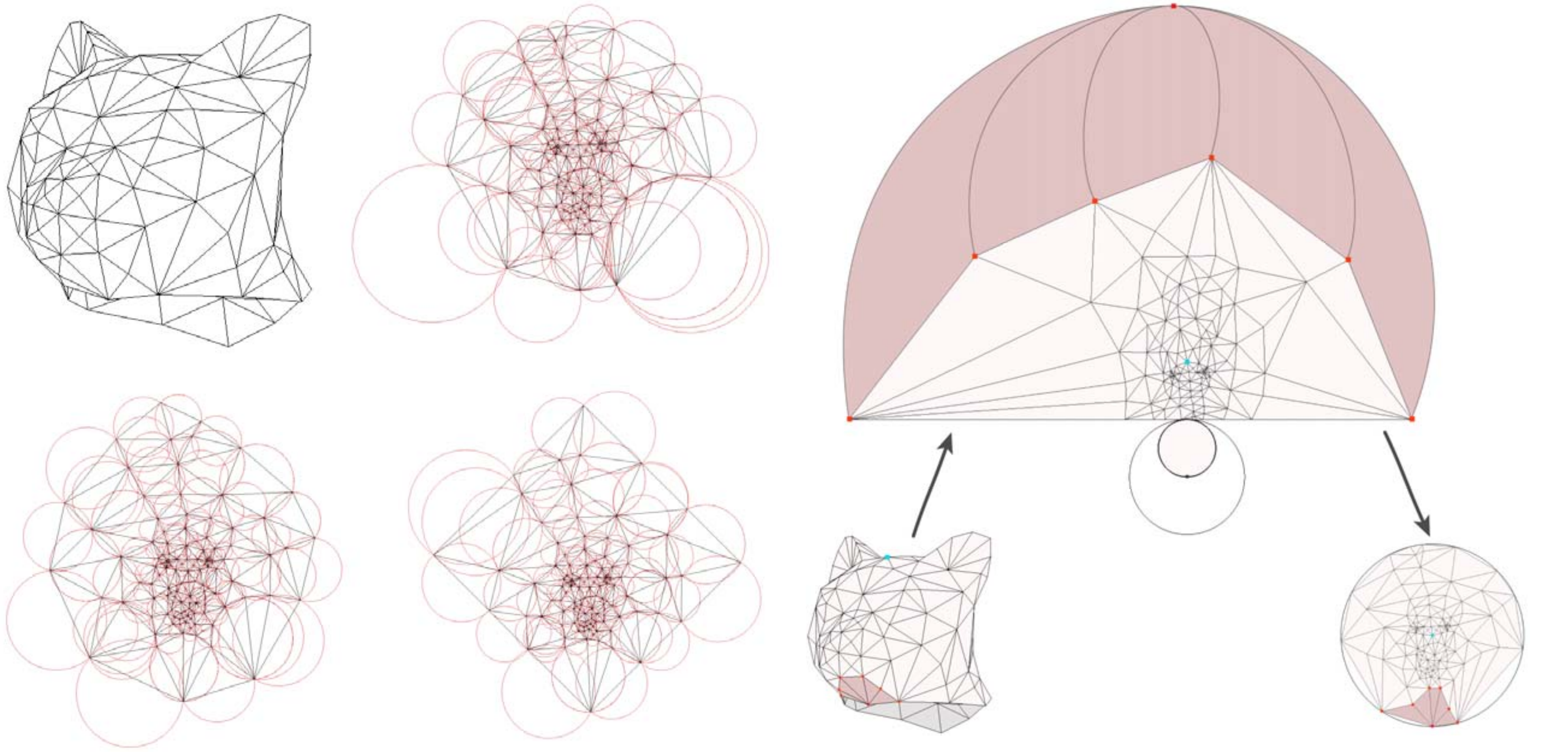
28+8s

26+9s

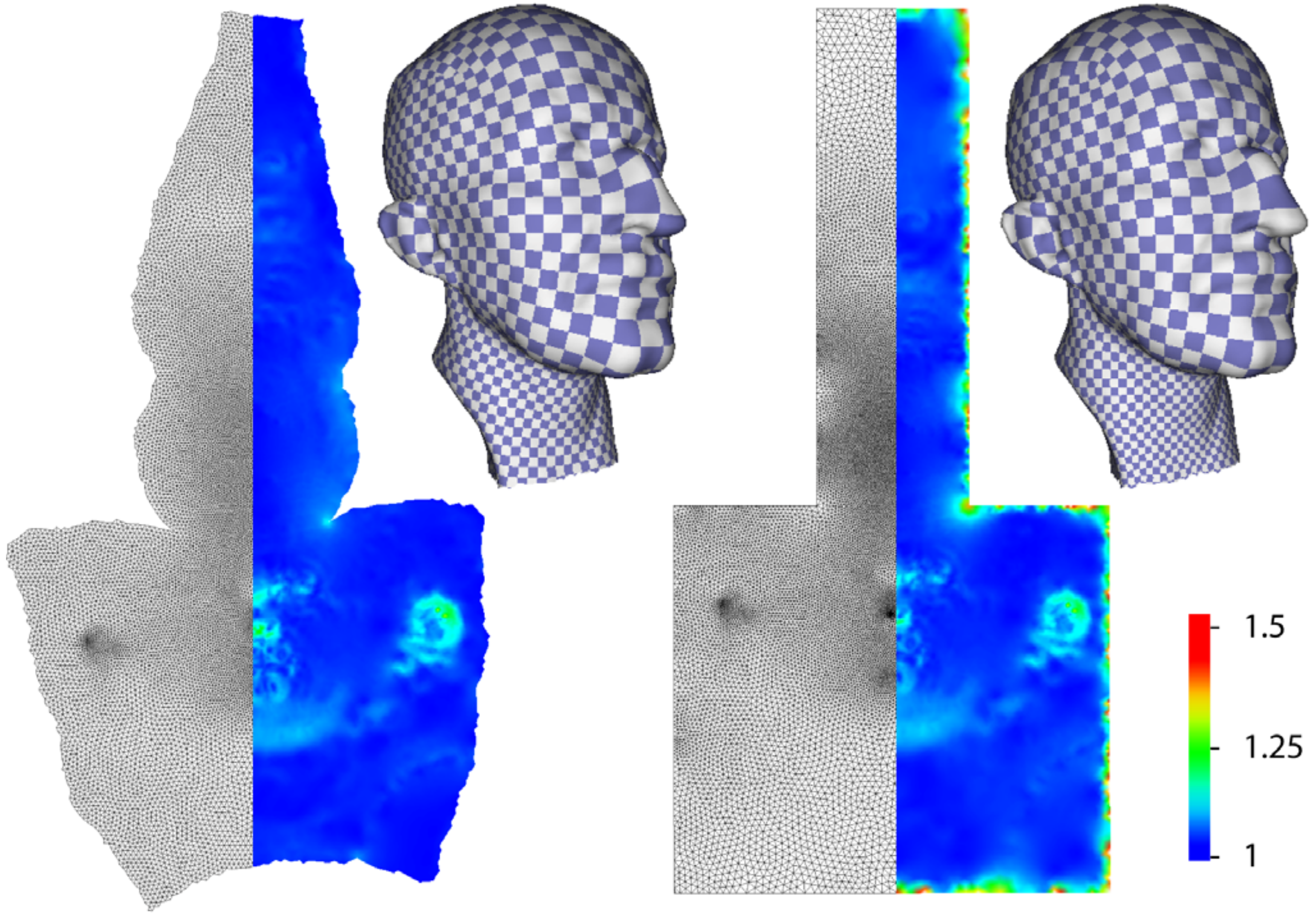
7+2s

Boundary Control

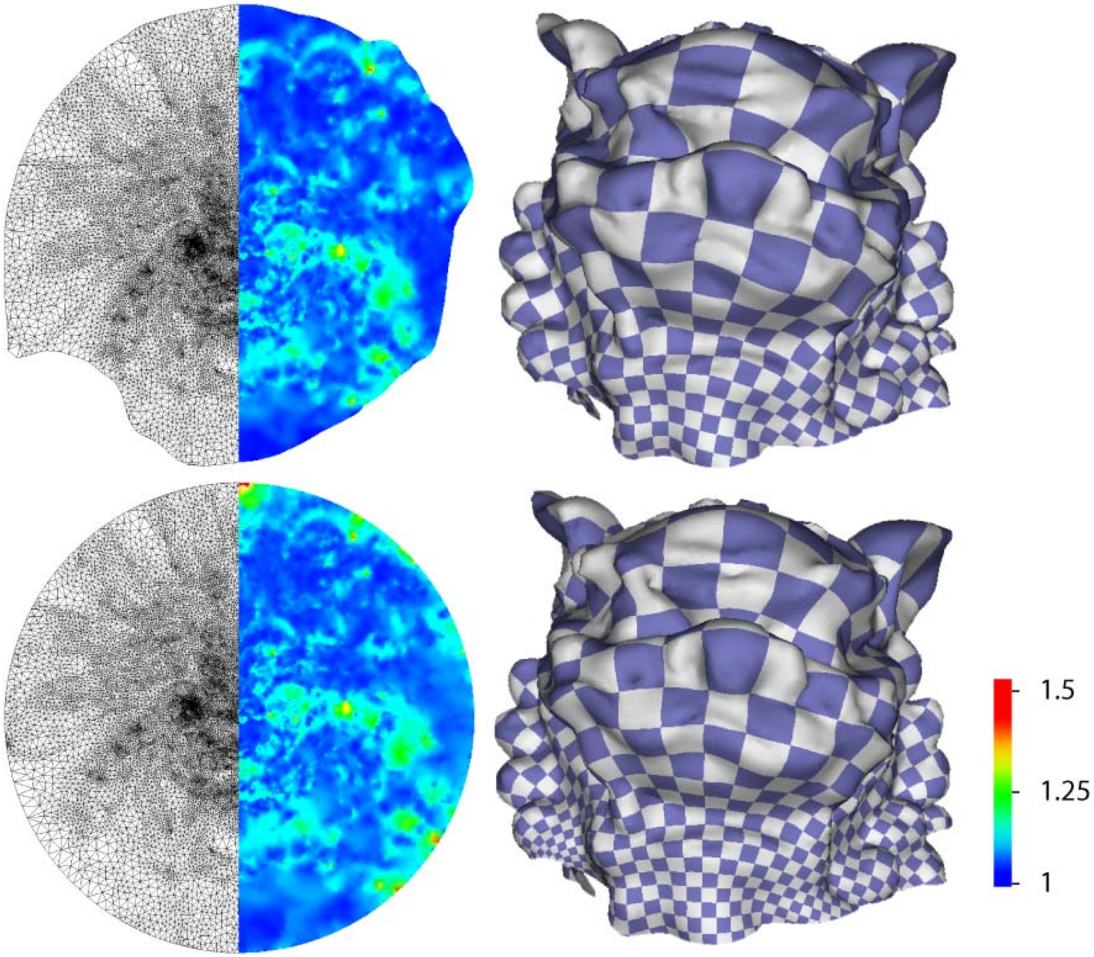
You get to control curvature...



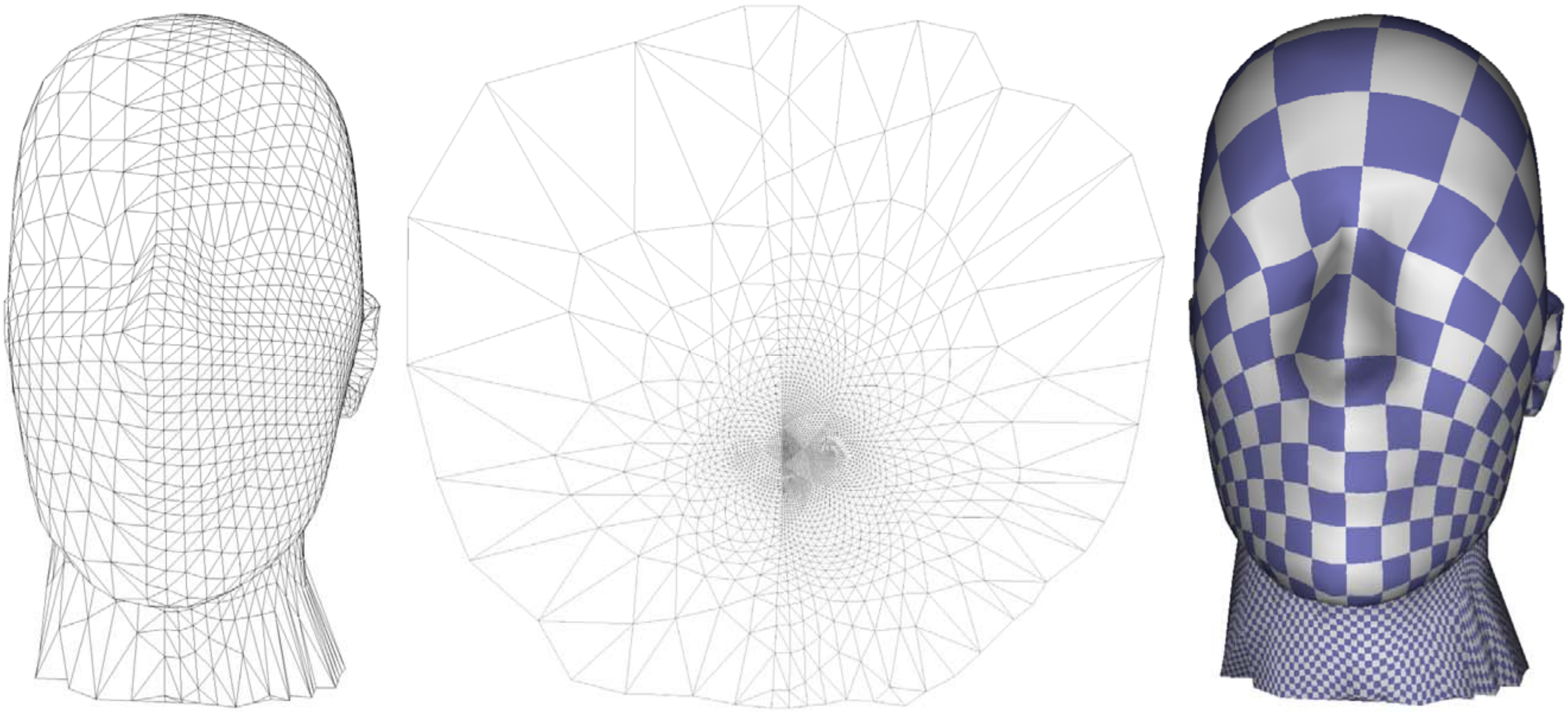
Quasi-Conformal Distr.



Quasi-Conformal Distr.



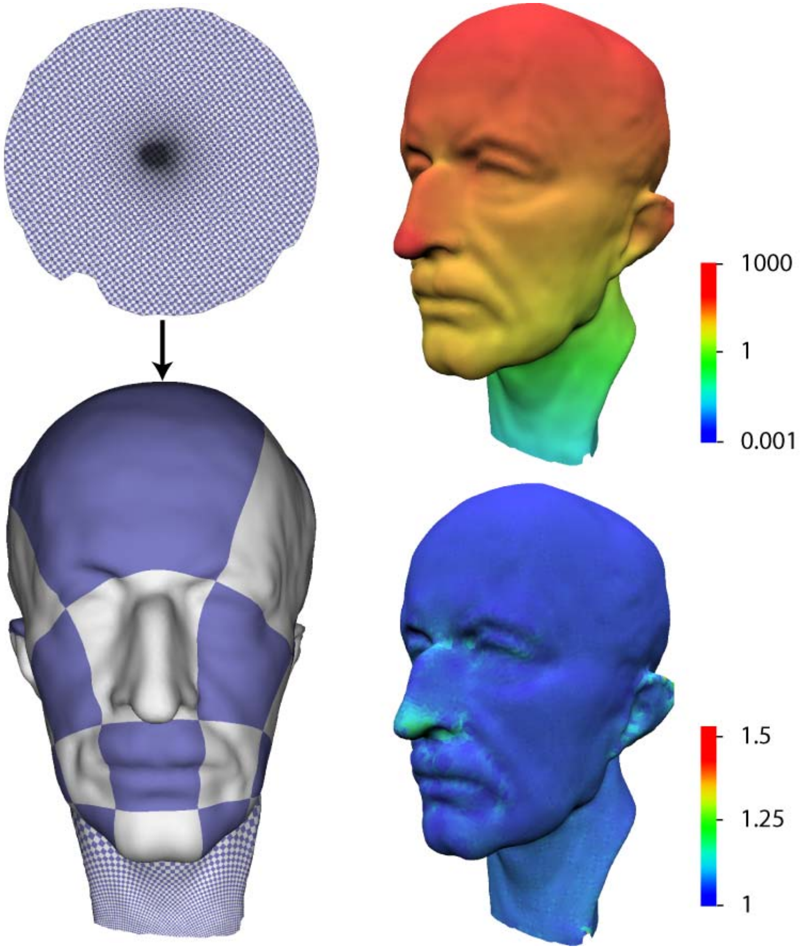
Robustness



Problems

The price to pay

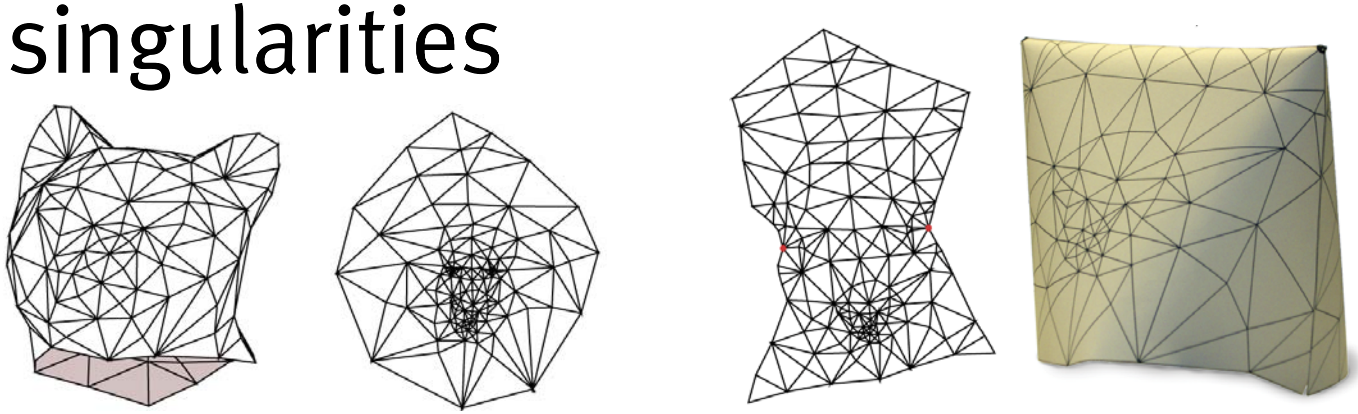
- want angles (nearly) preserved
- must suffer large area distortion



Piecewise Flat

Back to first principles

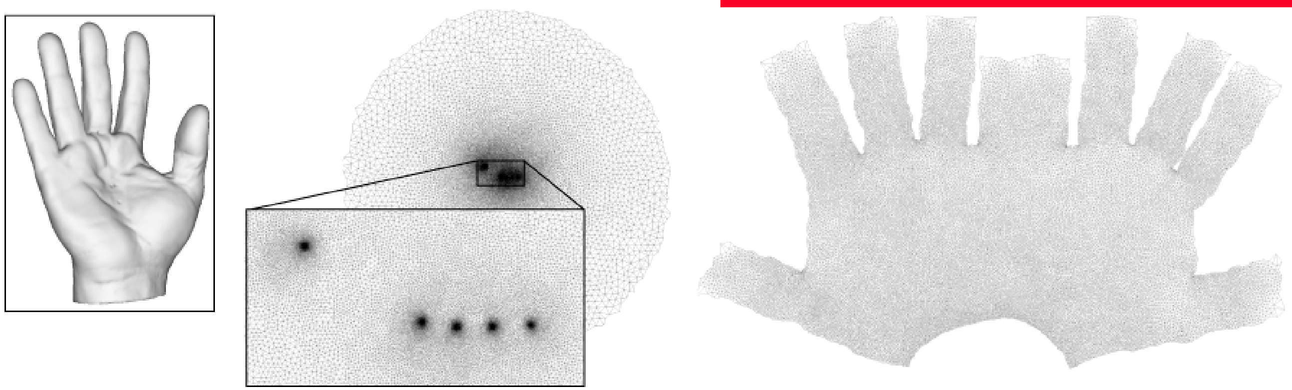
- what does the mesh give us?
  - everywhere flat with some exceptions
- Euclidean metric with cone singularities



Cone Singularities

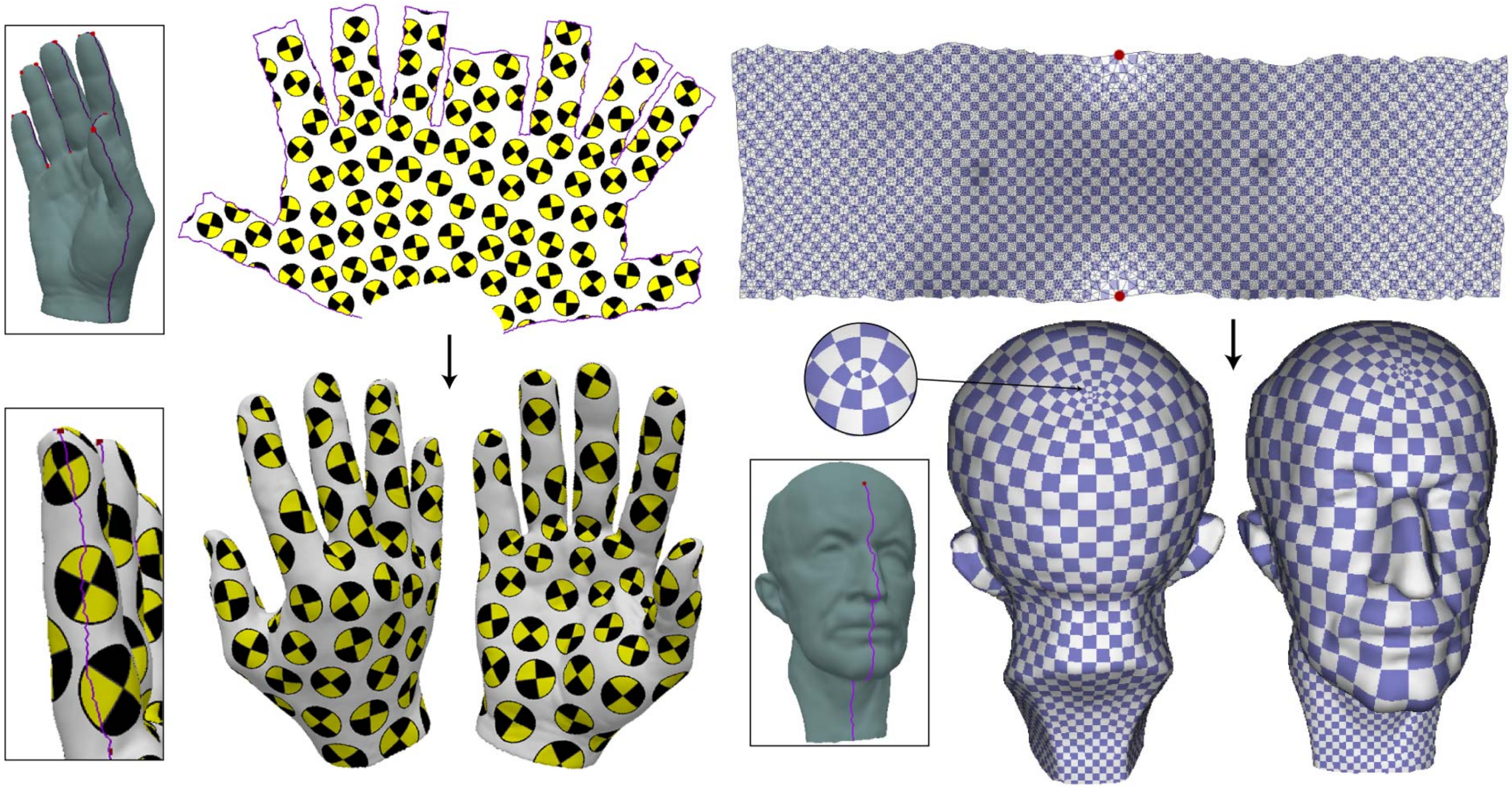
Circle pattern approach

- allows for cone singularities!
- set cone vertices $\boxed{2\pi \neq \Theta_i = \sum_{e_{ij} \ni v_i} \theta_{ij}}$

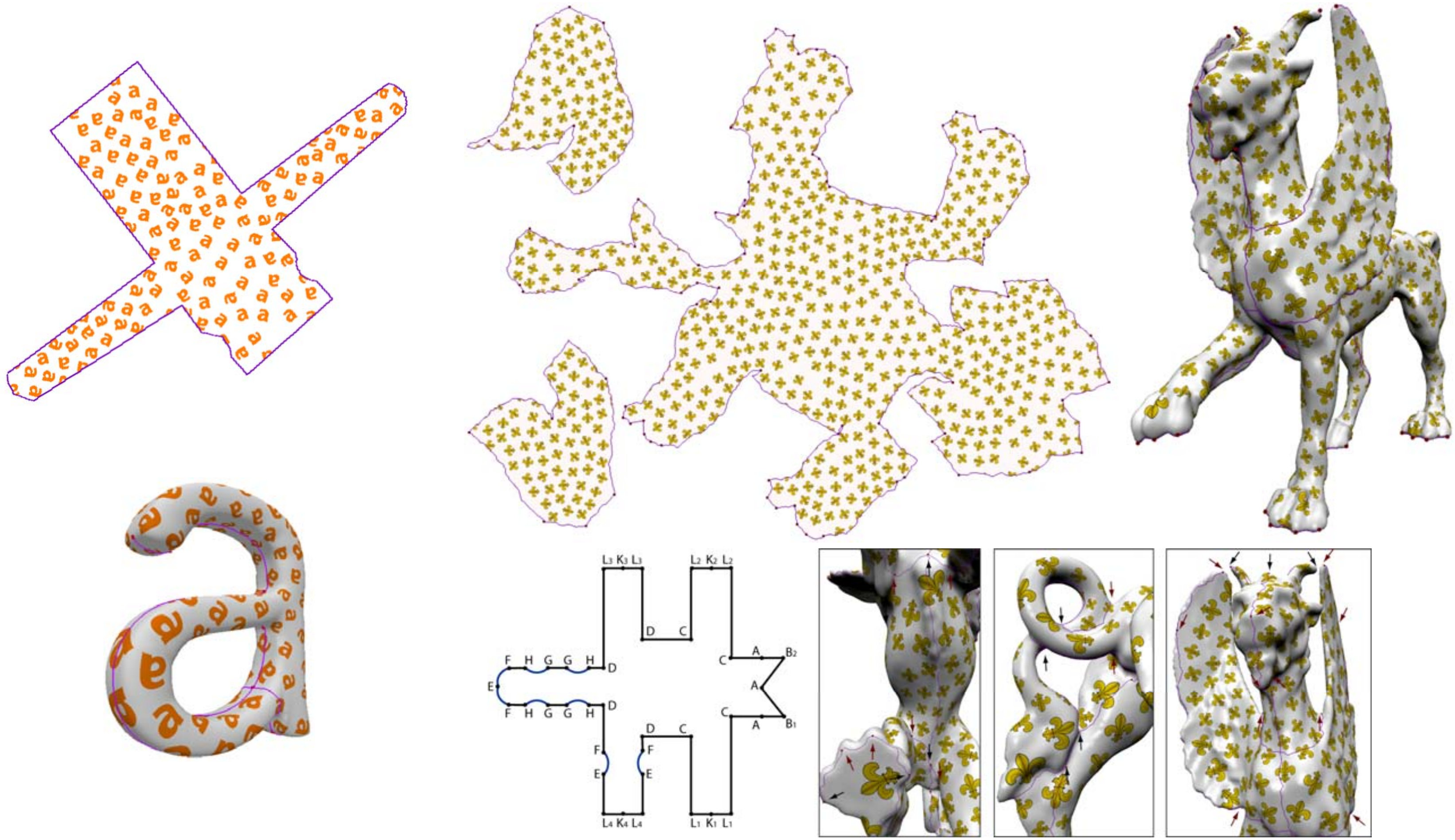


- rest of machinery works as before

Examples



Examples



L3 K3 L3
L2 K2 L2
D C
C A B2
F H G G H D
E
A
F H G G H D
C A B1
D C
F F
E E
L4 K4 L4
L1 K1 L1

Properties

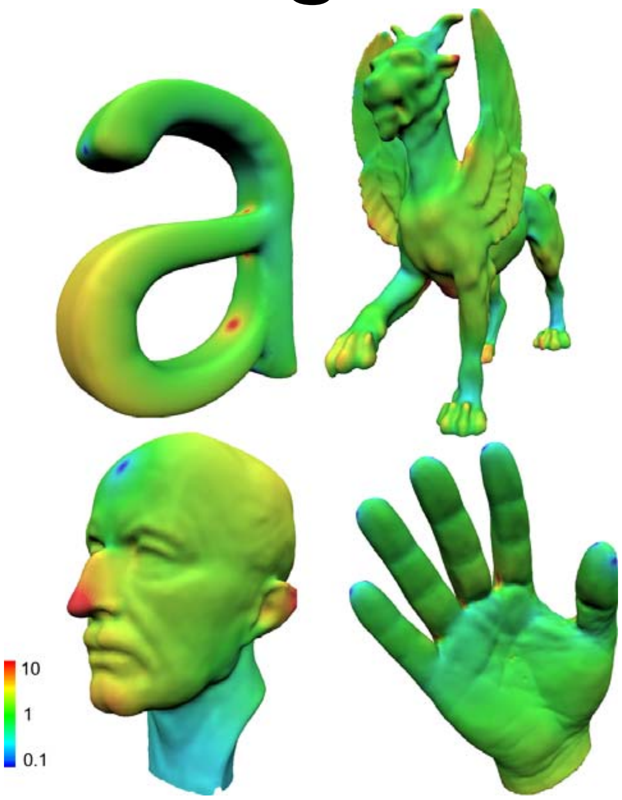
Circle patterns with cone sing.

- discrete conformal

Properties

Circle patterns with cone sing.

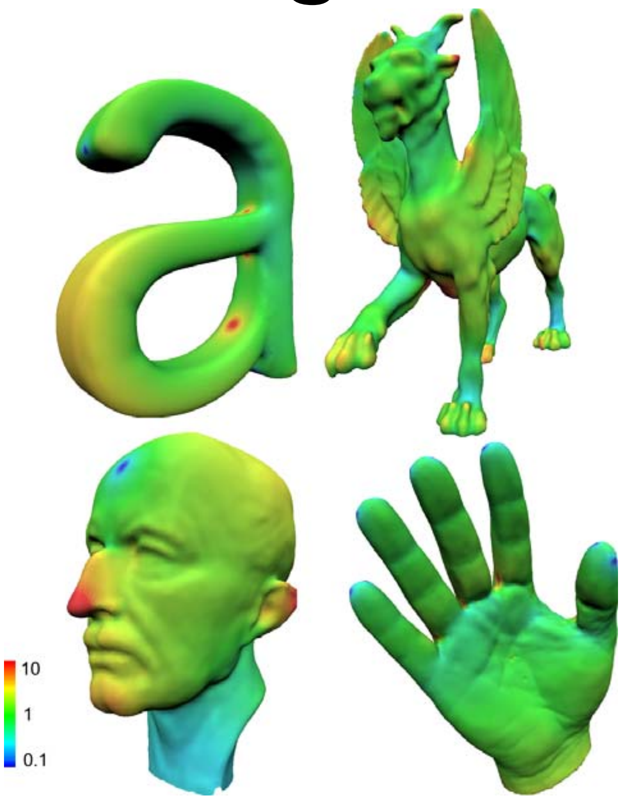
- discrete conformal
- low area distortion



Properties

Circle patterns with cone sing.

- discrete conformal
- low area distortion
- arbitrary topology
- no cutting a priori!
- globally continuous



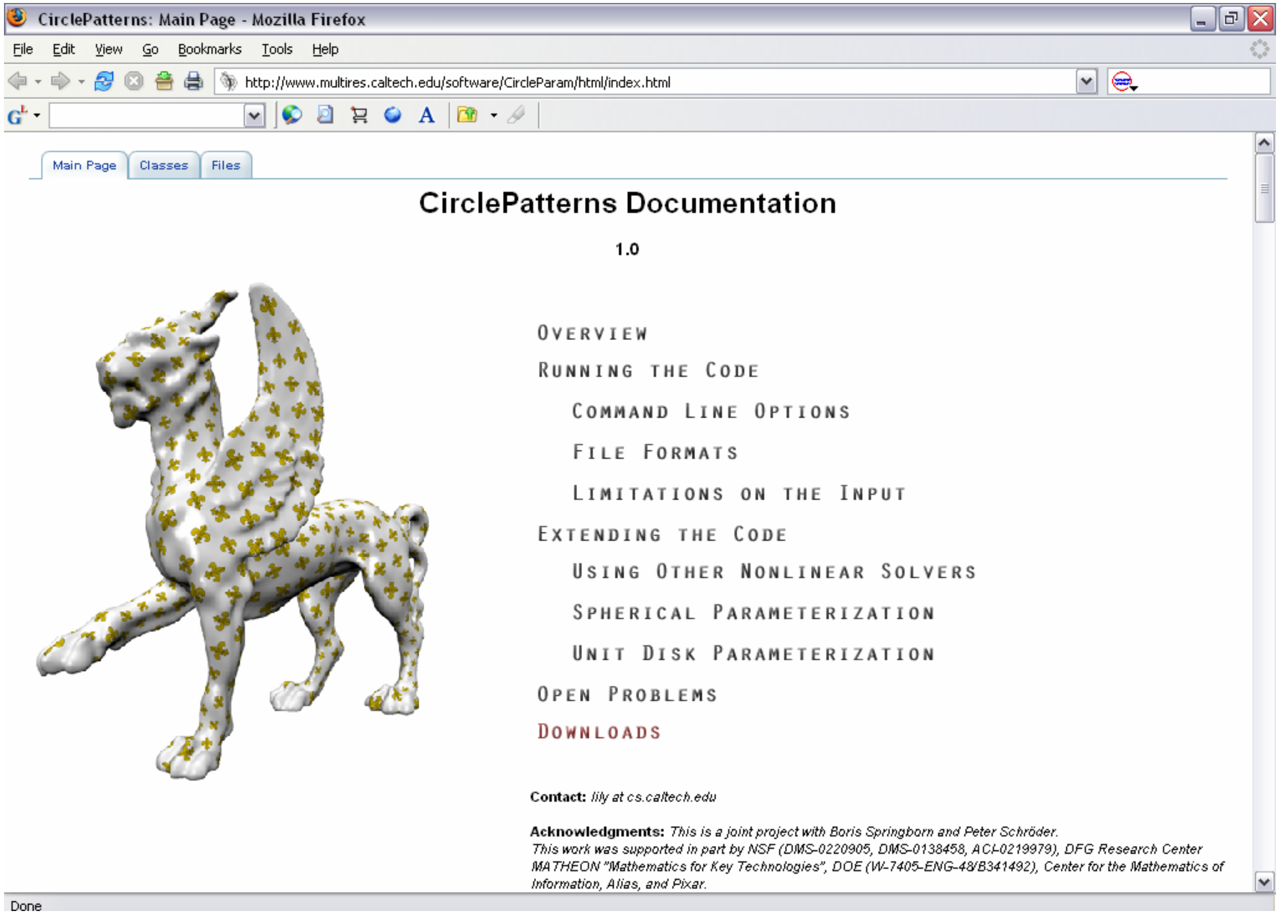
Summary

Discrete conformal mappings

- formulate as circle pattern problem
- solution is min. of convex energy
  - simple gradient and Hessian
- cone singularities
  - no cutting a priori & arbitrary topology

You *can* have both: area & angle!

Software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Acknowledgments: This is a joint project with Boris Springborn and Peter Schröder.
This work was supported in part by NSF (DMS-0220905, DMS-0138458, ACI-0219979), DFG Research Center MATHEON "Mathematics for Key Technologies", DOE (W-7405-ENG-48/B341492), Center for the Mathematics of Information, Alias, and Pixar.
Done

More Fun with Circles

Willmore energy of a surface

vanishes iff surface is sphere

$$E_W(S) = \int_S ((H/2)^2 - K)\, dA$$

$$\int_S (\kappa_1 - \kappa_2)^2\, dA$$

More Fun with Circles

Willmore energy of a surface

$$\boxed{E_W(S) = \int_S ((H/2)^2 - K)\,dA}$$

$$\boxed{\int_S (\kappa_1 - \kappa_2)^2\,dA}$$

- of interest: minimizers
  - theory of surfaces

Conformal Geometry

More Fun with Circles

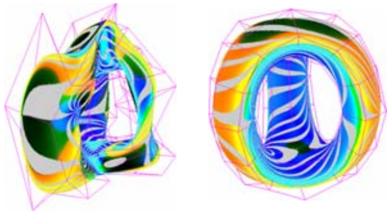
Willmore energy of a surface

$$\boxed{E_W(S) = \int_S ((H/2)^2 - K)\, dA}$$

$$\boxed{\int_S \kappa_1{}^2 + \kappa_2{}^2\, dA}$$

- of interest: minimizers
  - theory of surfaces
  - geometric modeling

Conformal Geometry



More Fun with Circles

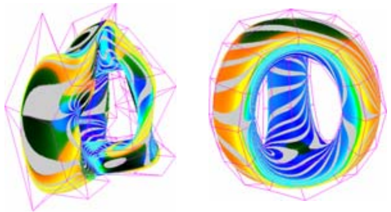
Willmore energy of a surface

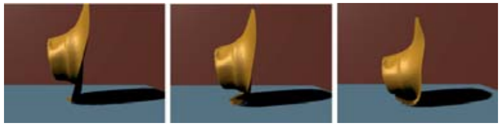
$$\boxed{E_W(S) = \int_S ((H/2)^2 - K)\, dA}$$

$$\boxed{\int_S \alpha + \beta(H - H_0)^2\, dA}$$

- of interest: minimizers
  - theory of surfaces
  - geometric modeling
  - physical modeling

Conformal Geometry





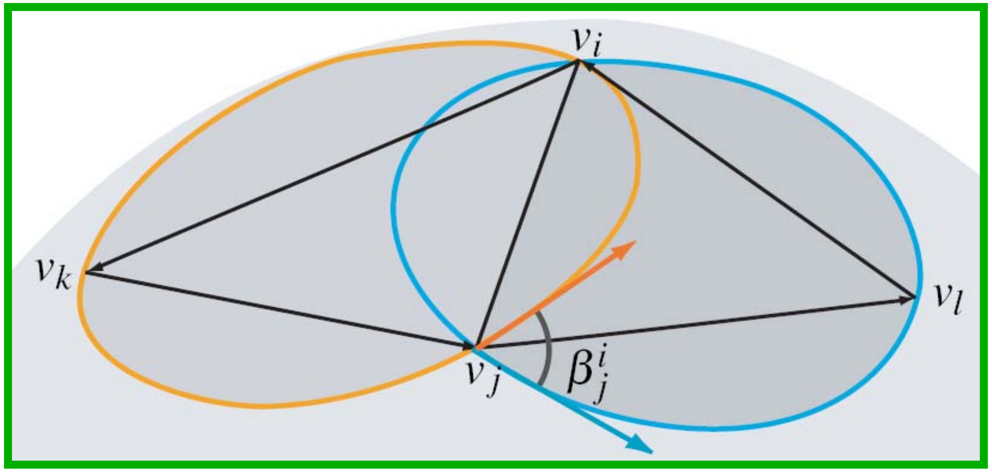
Disc. Willmore Energy

Definition [B05]

- object of conformal geometry...
  - ...use circles and angles

$$\boxed{W_i = \sum_{e_{ij}} \beta^i_j - 2\pi}$$

at each vertex



Properties

Discrete Willmore energy

- vanishes iff spherical and convex

$$\boxed{\sum_j \beta_j \geq 2\pi} \quad \boxed{W_i + K_i \geq 0} \quad \boxed{H^2\, dA \geq 0}$$

$$\boxed{\sum_j \beta_j - 2\pi} \qquad \boxed{2\pi - \sum_j \alpha_j}$$

Properties

Discrete Willmore energy

- vanishes iff spherical and convex

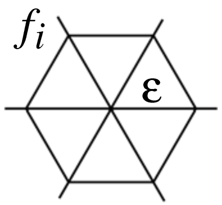
  $\boxed{\Sigma_j \beta_j \geq 2\pi}$ $\boxed{W_i + K_i \geq 0}$ $\boxed{H^2\, dA \geq 0}$

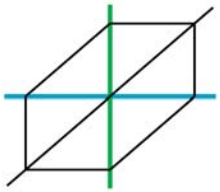
- smooth limit

$$\lim_{\varepsilon \to 0} \frac{W(D_\varepsilon)}{\mathcal{W}(D_\varepsilon)} = 1$$

discrete

continuous





Properties

Discrete Willmore energy

- vanishes iff spherical and convex

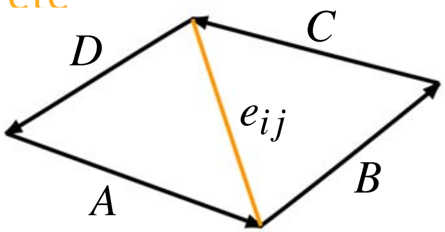
$$\boxed{\sum_j \beta_j \geq 2\pi} \quad \boxed{W_i + K_i \geq 0} \quad \boxed{H^2\, dA \geq 0}$$

- smooth limit

discrete

$$\lim_{\varepsilon \to 0} \frac{W(D_\varepsilon)}{\mathcal{W}(D_\varepsilon)} = 1$$

cont



- evaluation

$$\boxed{\cos \beta^i_j = \langle A, C\rangle\langle B, D\rangle - \langle A, B\rangle\langle C, D\rangle - \langle B, C\rangle\langle D, A\rangle}$$

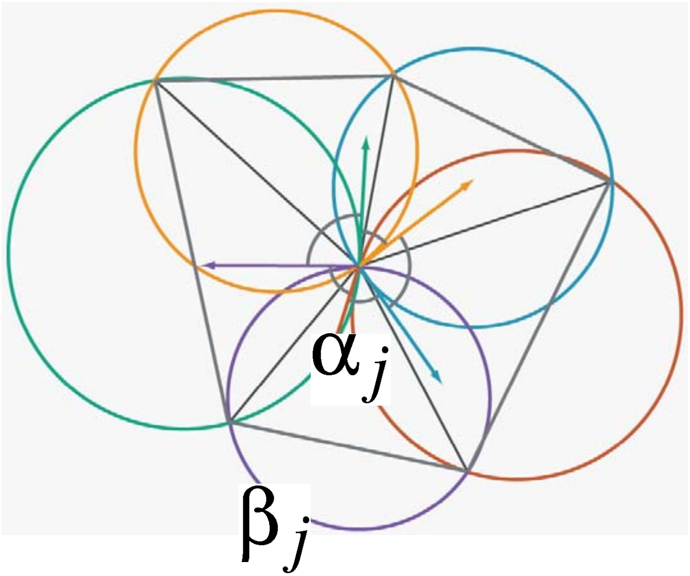
Properties I

Discrete Willmore energy

- vanishes iff co-spherical & convex

$$\boxed{\sum_j \beta_j \geq 2\pi}$$

$$\boxed{\sum_j \alpha_j \leq \sum_j \beta_j}$$



Properties I

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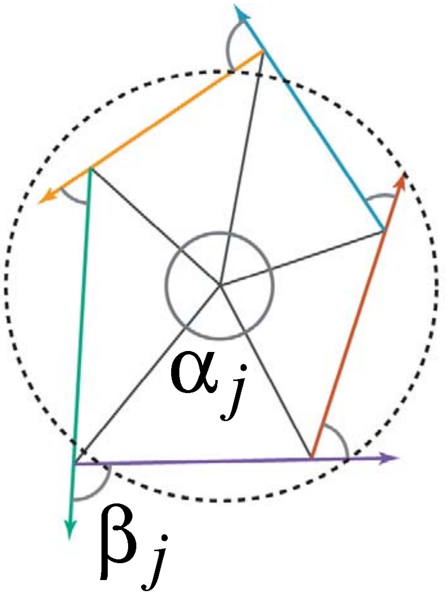
$$\boxed{\textstyle\sum_j \beta_j - 2\pi}$$

$$\boxed{2\pi - \textstyle\sum_j \alpha_j}$$

$$\boxed{W_i + K_i \geq 0}$$

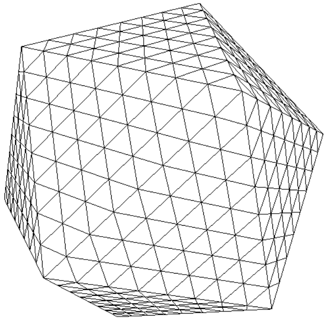
$$\boxed{H^2\, dA \geq 0}$$

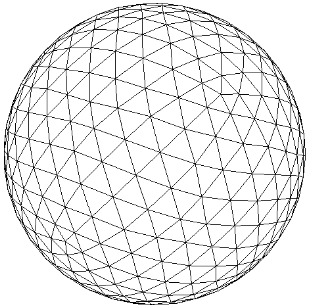


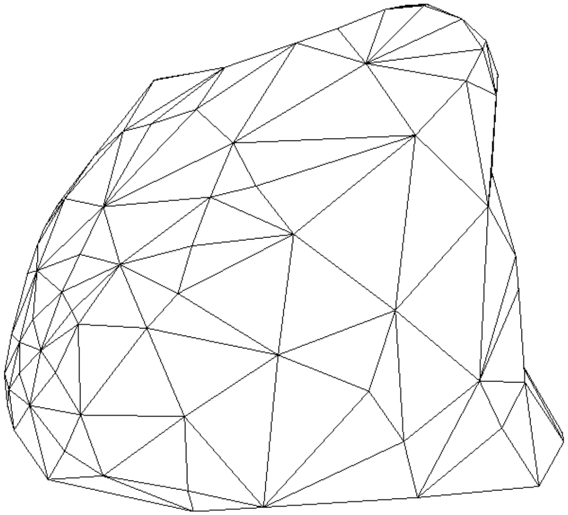
Results I

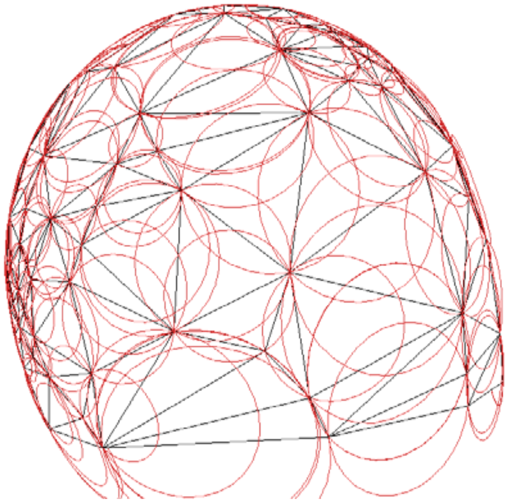
Simple tests

- sphere
- boundaries



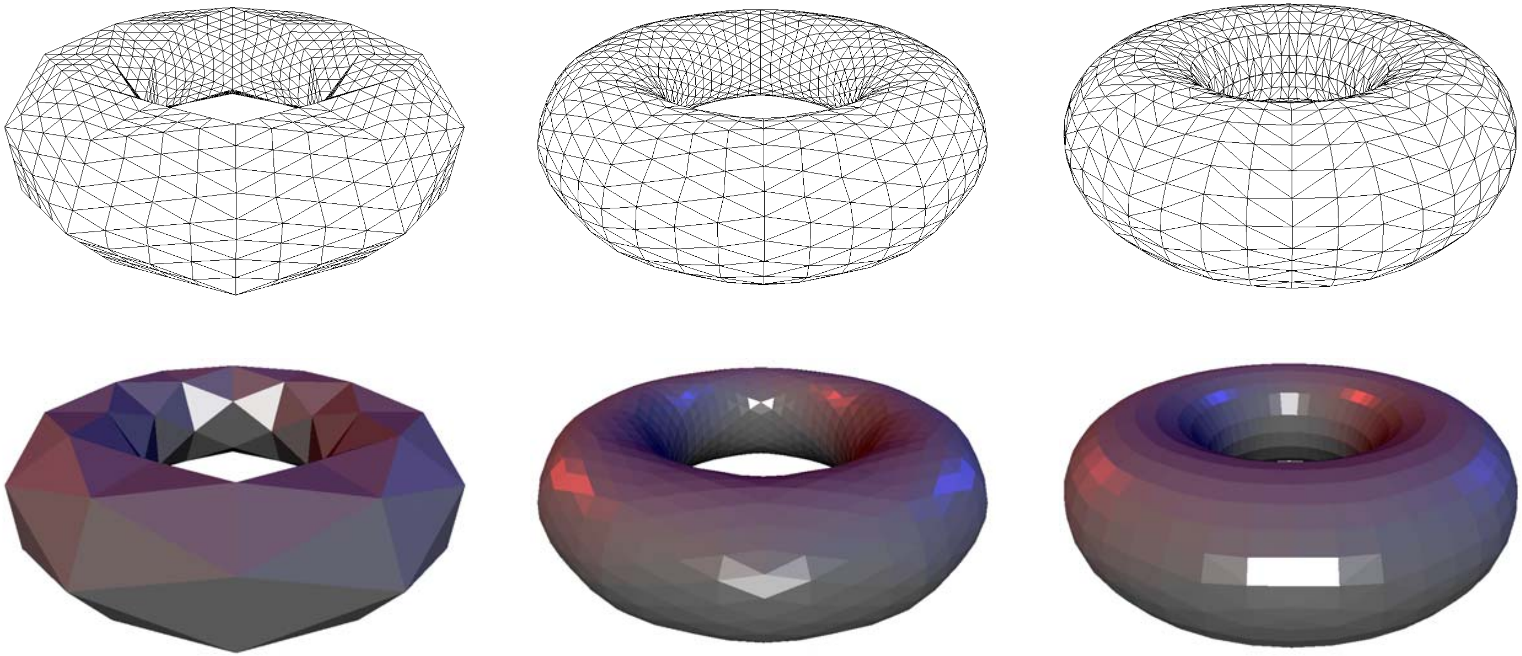






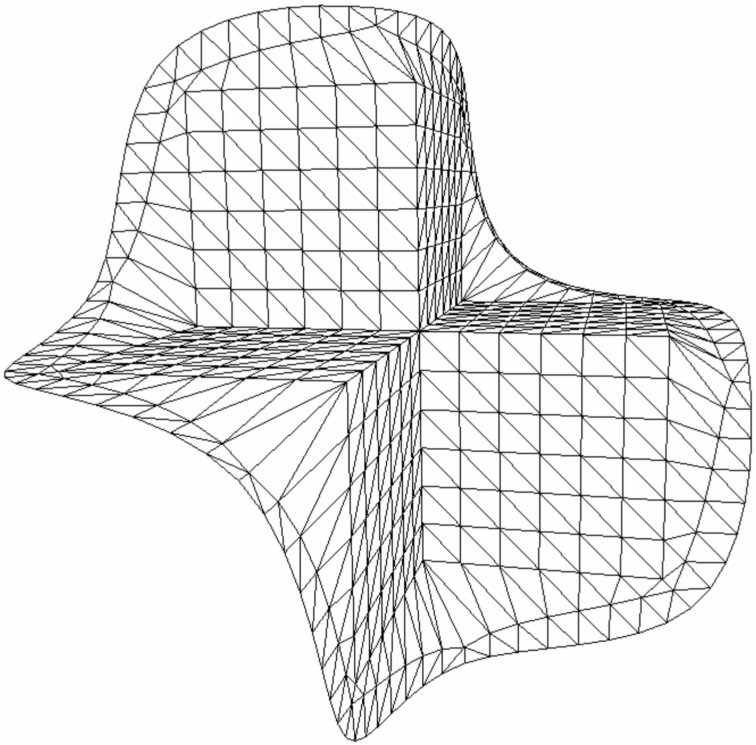
Results II

Curvature alignment



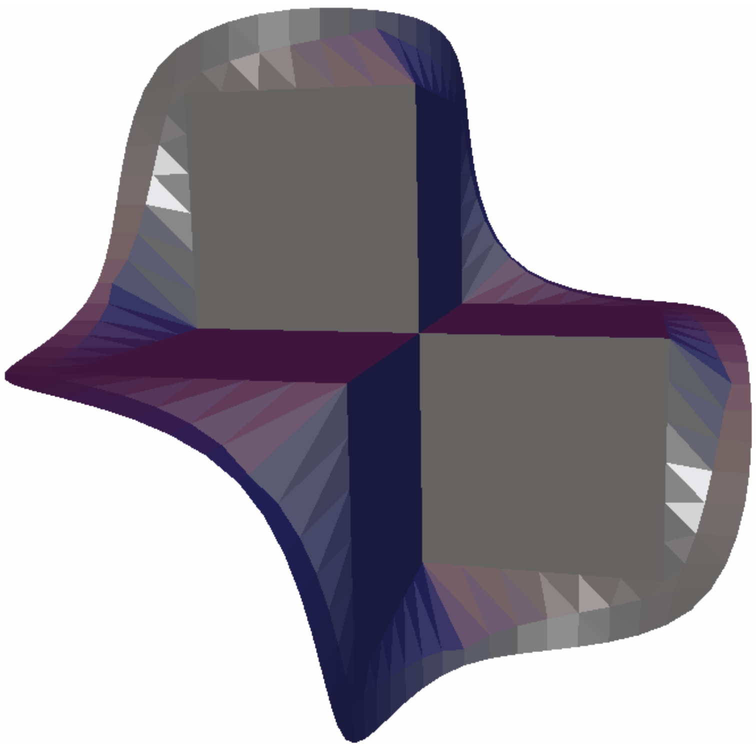
Results III

Hole filling



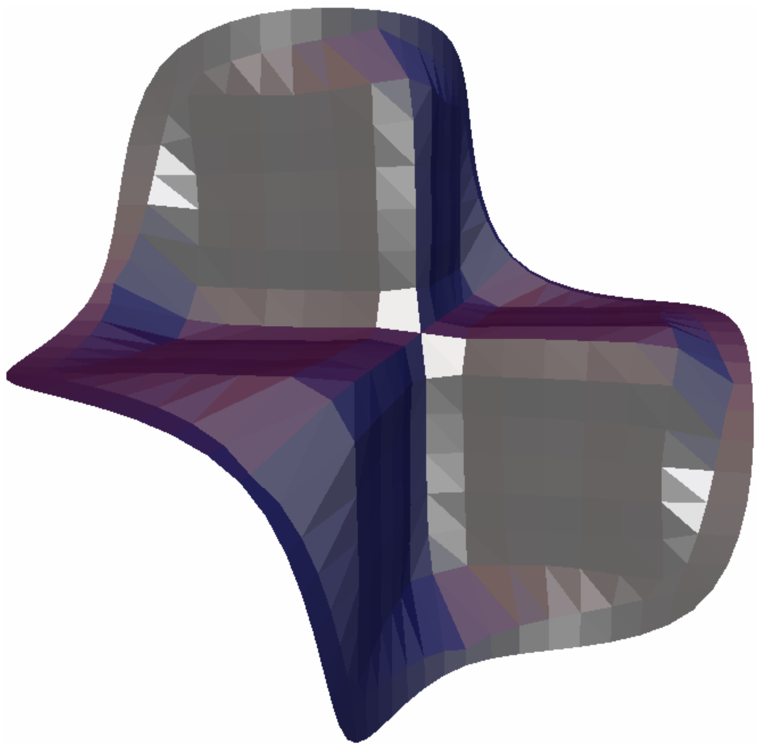
Results III

Hole filling



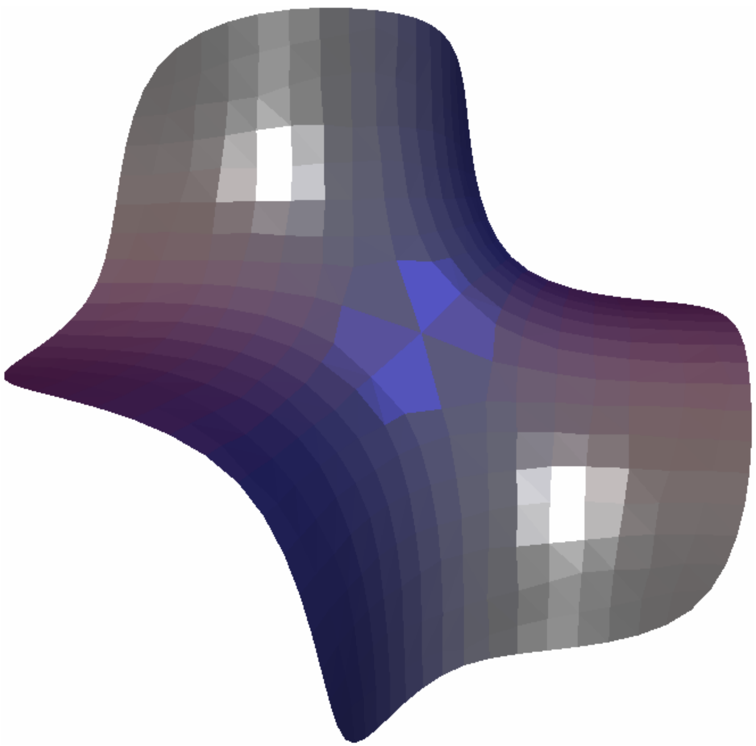
Results III

Hole filling



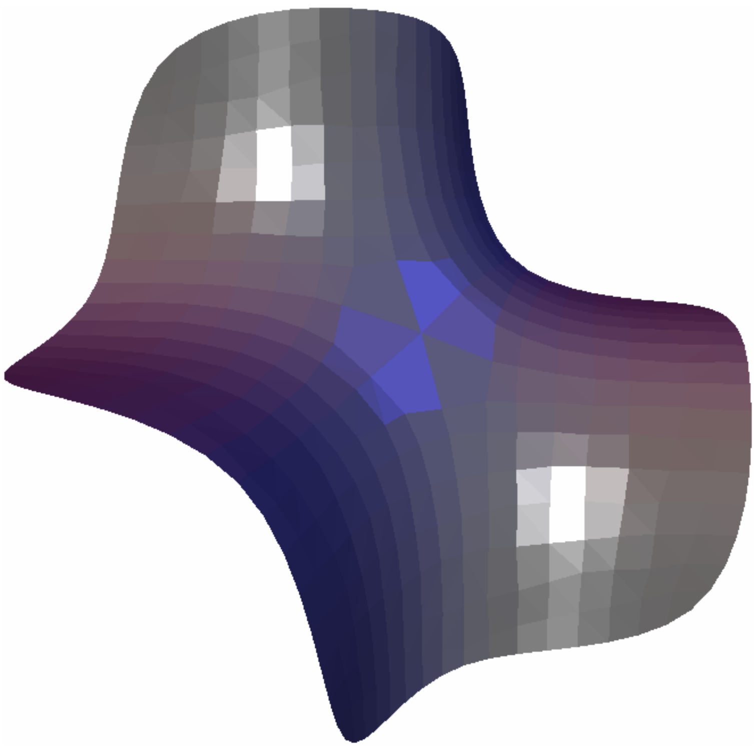
Results III

Hole filling



Results III

Hole filling



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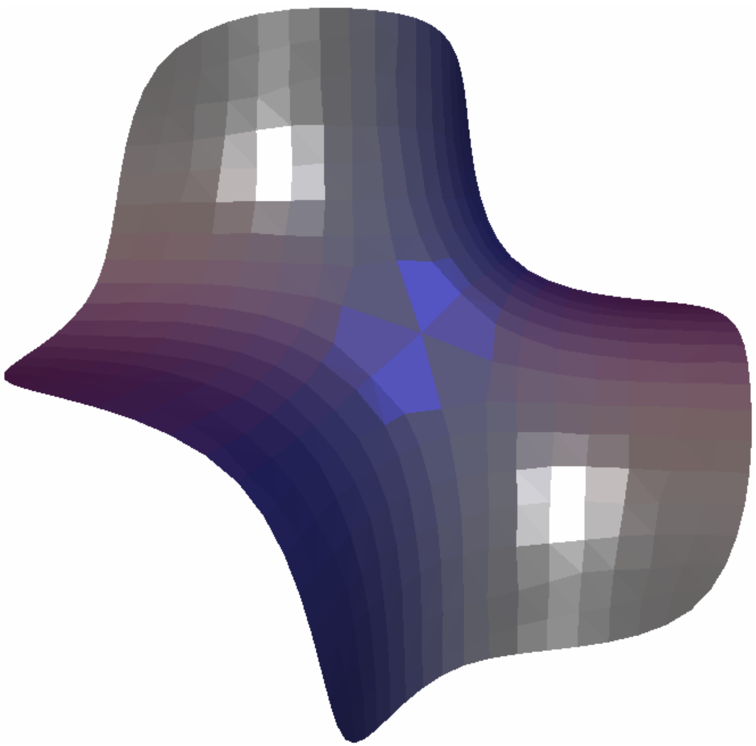

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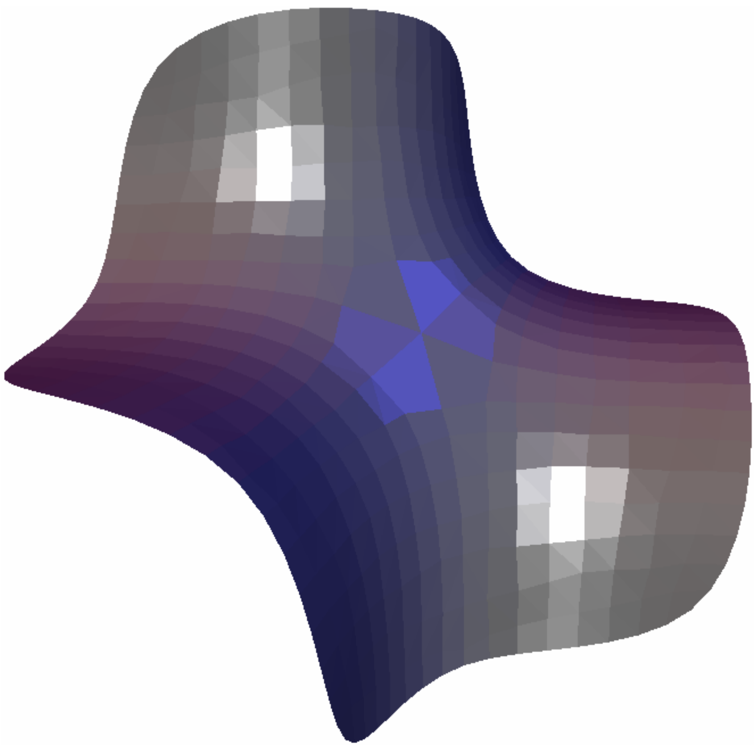
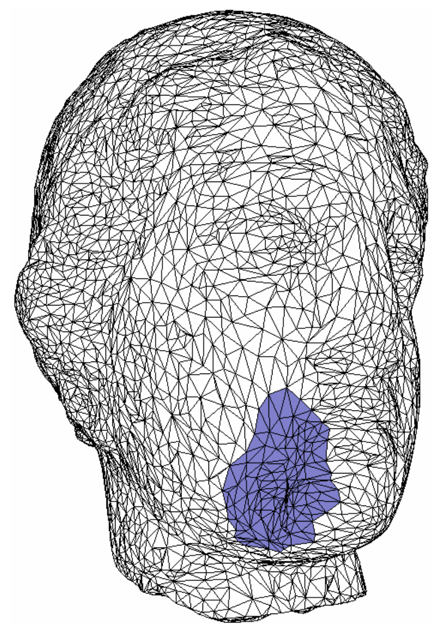
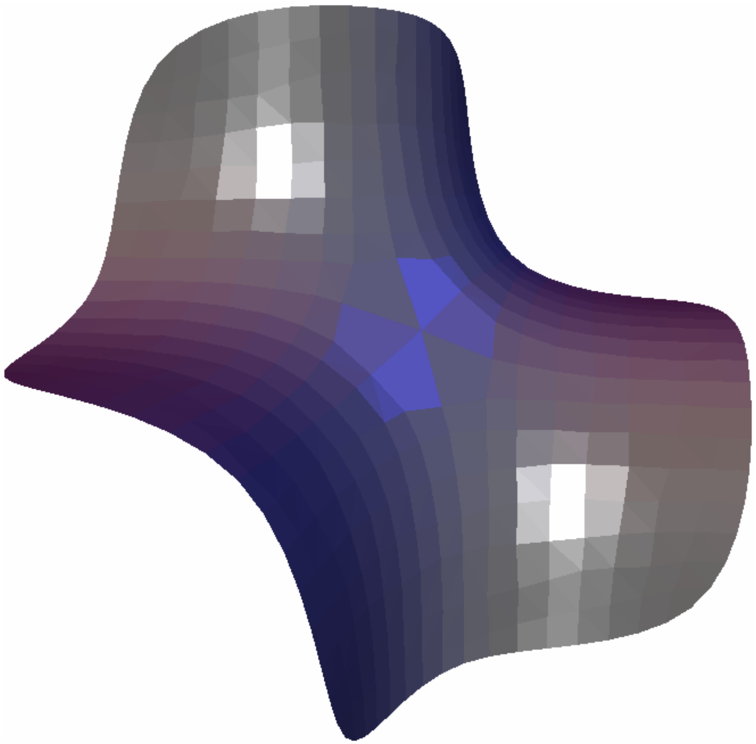


Inpainting

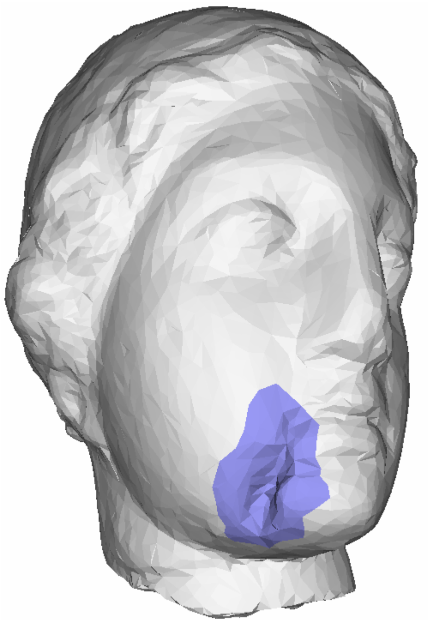


Results III

Hole filling

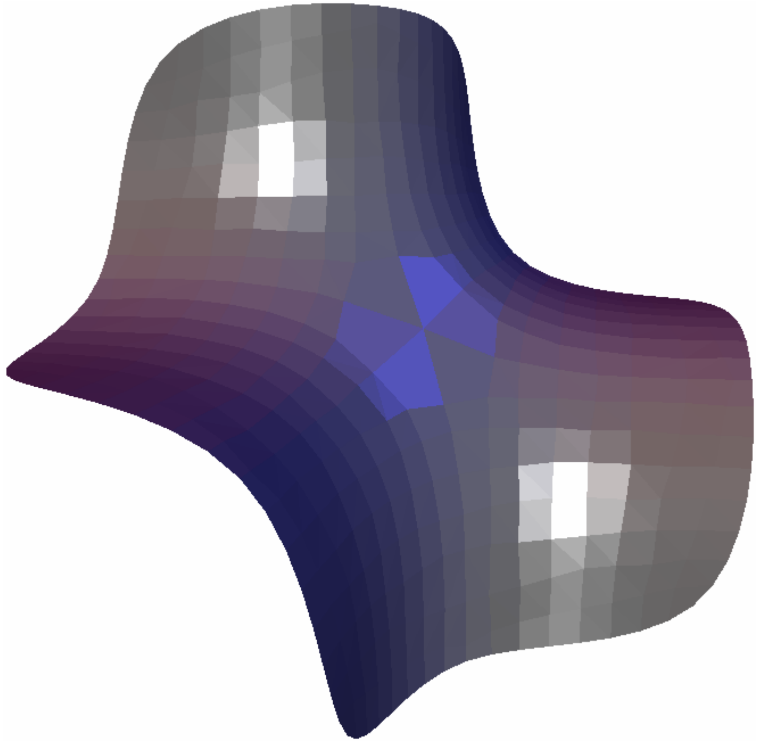


Inpainting

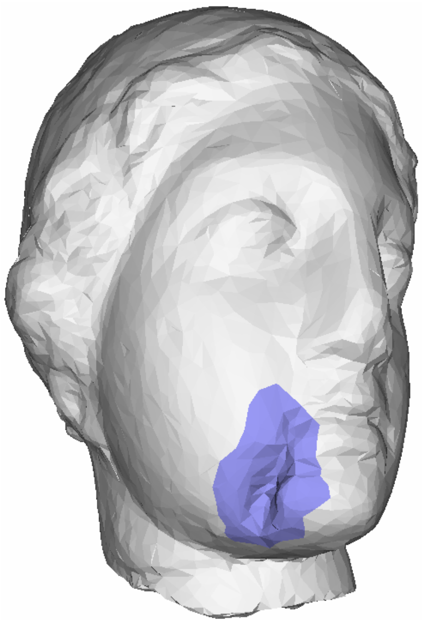


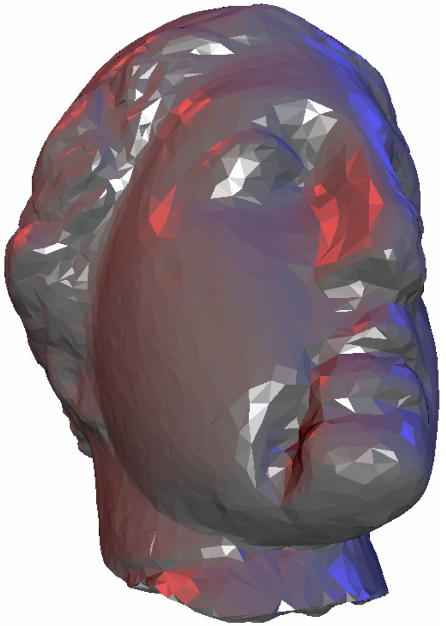
Results III

Hole filling



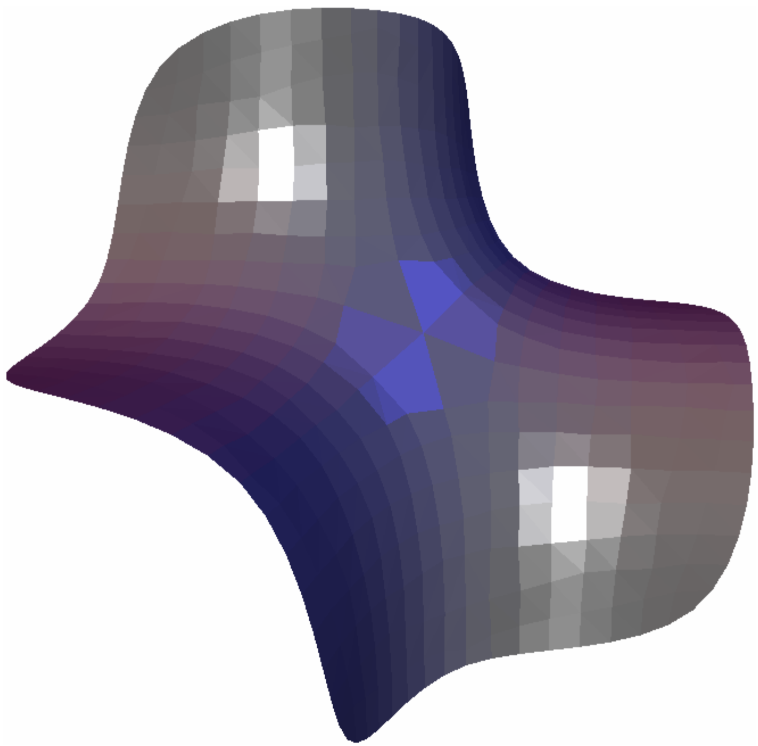
Inpainting



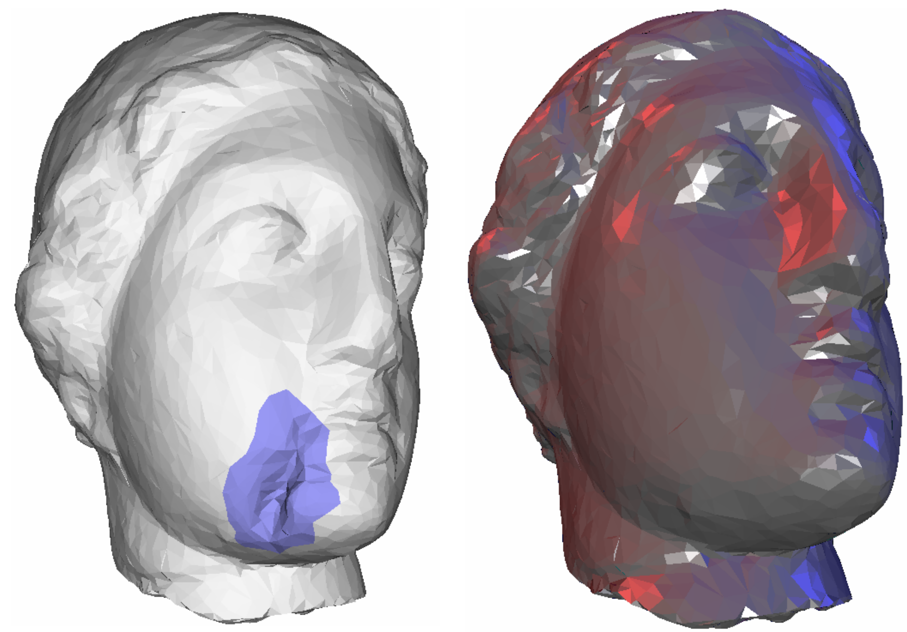


Results III

Hole filling

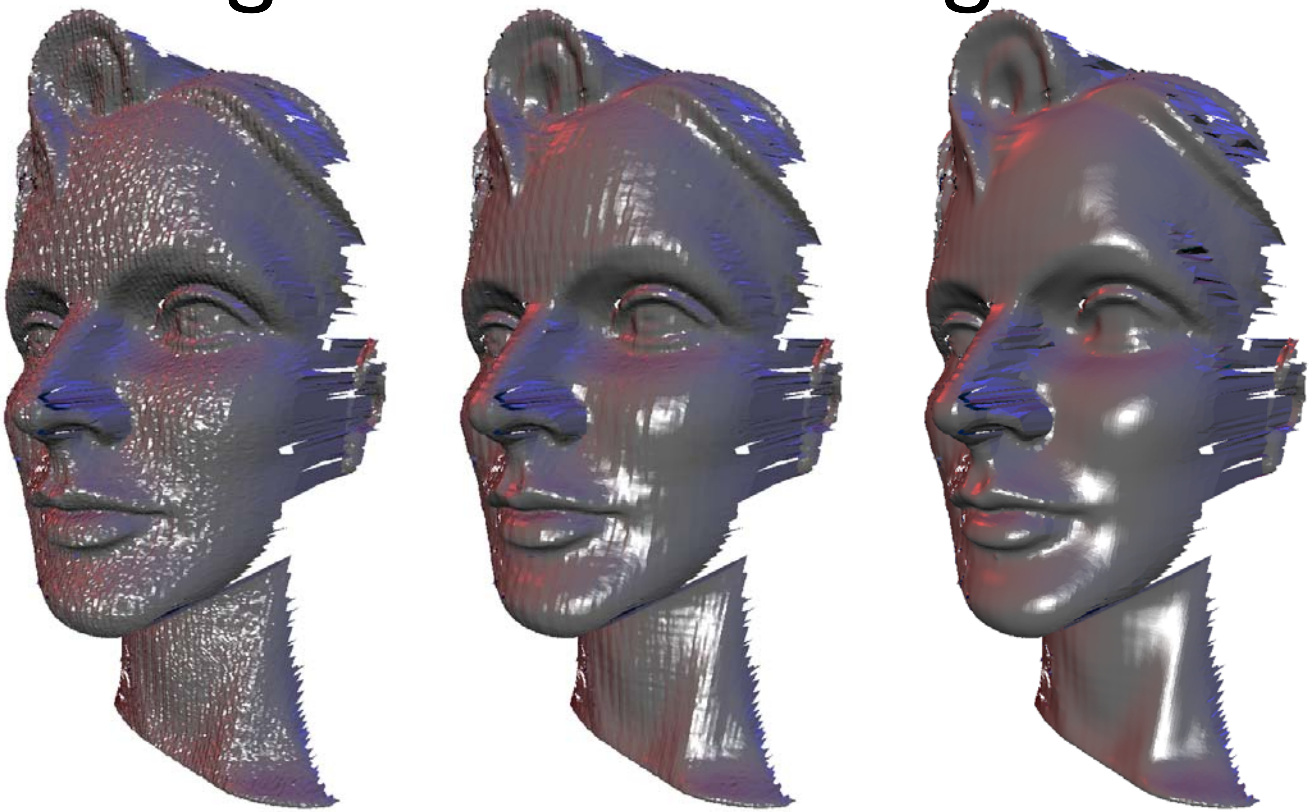


Inpainting



Results IV

Shrinkage free denoising



Summary

Discrete Willmore flow

- preserve symmetries: Möbius
- semi-implicit time stepping
- relevance in many geo. proc. areas
  - surface theory
  - variational geometric modeling
  - physical modeling

Circle Summary

Obey the geometry

- what geometry do the objects of interest belong to?
  - conformal parameterization
  - curvature energies
- circles and the angles they make with one another
- complete non-linear treatment