

Splines on Surfaces?

Jörg Peters
University of Florida

Banff 2010

Surface
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Review

Motivation: global
splines

Charts and
Geometric
Continuity

Fractional linear
maps

Necessity: G^s
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Rational Linear
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Constructions

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Spline-based Surface Construction

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Surface Construction Review

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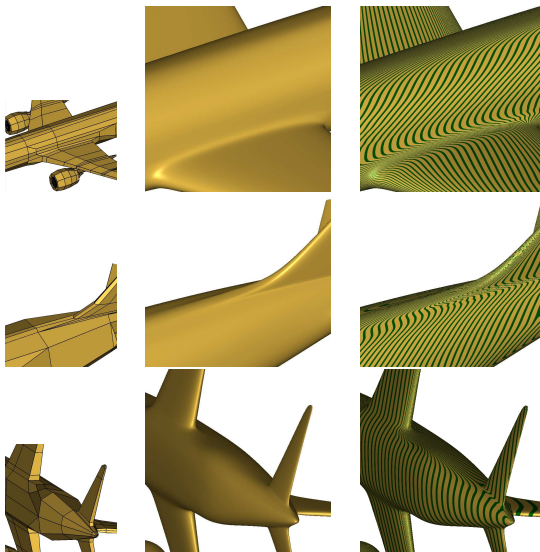
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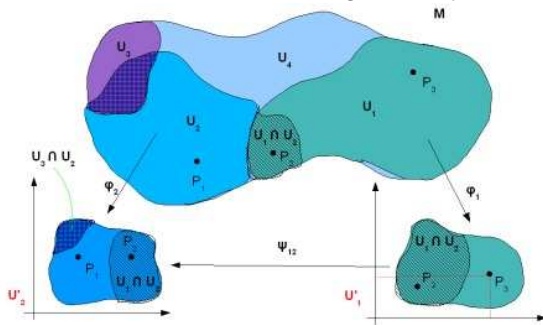
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ANALYTIC:

differential geometry



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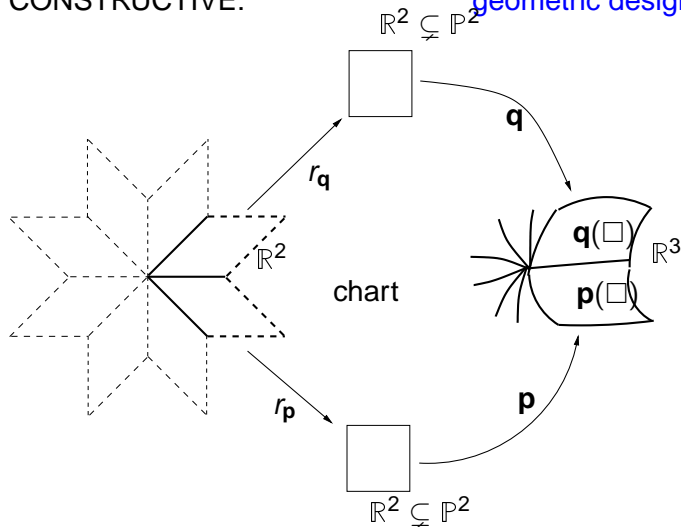
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CONSTRUCTIVE:

geometric design



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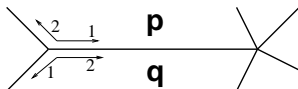
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Want to construct C^s surfaces of genus $g > 0$:

$$\partial^i \mathbf{p}(t, 0) = \partial^i (\mathbf{q} \circ \underbrace{r_{\mathbf{q}} \circ r_{\mathbf{p}}^{-1}}_{\rho})(t, 0), \quad i = 0, \dots, s.$$

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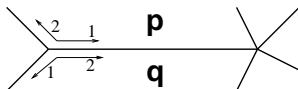
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$$s = 1: \quad \partial_2 \mathbf{p}(t, 0) + \partial_1 \mathbf{q}(0, t) = \partial_1 \mathbf{p}(t, 0) \partial_2 \rho^{[2]}(t, 0).$$

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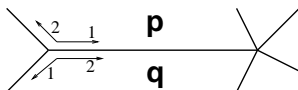
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Constraint: all constructions for general meshes must employ some **non-linear** $\partial_2 \rho^{[2]}(t, 0)$. [P,Fan '09]:

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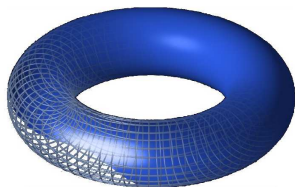
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Splines on quad-only, valence-four meshes

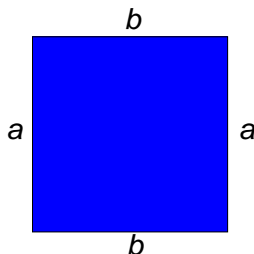
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(Periodic) spline trivial:
map from grid-partitioned
quad, identifying edges

eg:
tensor-product splines



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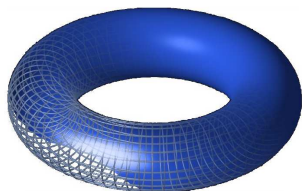
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Splines on more general quad-only meshes

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single global domain
affine atlas
parametric continuity
shift-invariant spaces

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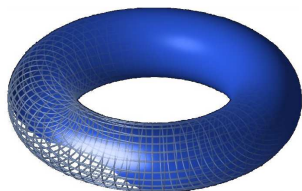
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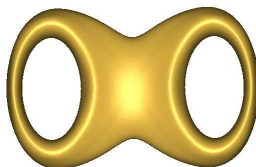
Splines on more general quad-only meshes

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single global domain
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local domains
no affine atlas
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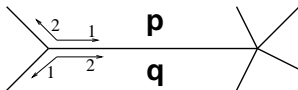
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Want for $i = 0, \dots, s$

$$\partial^i \mathbf{p}(t, 0) = \partial^i (\mathbf{q} \circ \underbrace{r_{\mathbf{q}} \circ r_{\mathbf{p}}^{-1}}_{\rho})(t, 0).$$

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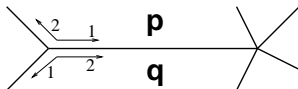
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Want for $i = 0, \dots, s$

$$\partial^i \mathbf{p}(t, 0) = \partial^i (\mathbf{q} \circ \underbrace{r_{\mathbf{q}} \circ r_{\mathbf{p}}^{-1}}_{\rho})(t, 0).$$

If ρ is **projective (rational) linear**
then \mathbf{q} and $\mathbf{q}(\rho)$ have the same degree.

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Try **real rational linear map** ρ

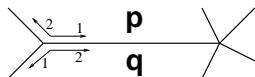
$$\rho(u, v) := \begin{bmatrix} \rho^{[1]} \\ \rho^{[2]} \end{bmatrix} (u, v) := \begin{bmatrix} \frac{a_1 + b_1 u + c_1 v}{d_1 + e_1 u + f_1 v} \\ \frac{a_2 + b_2 u + c_2 v}{d_2 + e_2 u + f_2 v} \end{bmatrix}$$

where a_i, b_i, \dots, f_i are real scalars.

Fractional linear maps

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Want for $i = 0, \dots, s$

$$\partial^i \mathbf{p}(t, 0) = \partial^i (\mathbf{q} \circ \rho)(t, 0).$$

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What are necessary and sufficient conditions for constructions using ρ ?

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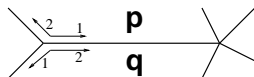
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Want for $i = 0, \dots, s$

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What are necessary and sufficient conditions for constructions using ρ ?

Necessary ρ is projective linear (i.e. in \mathbb{P}^2);

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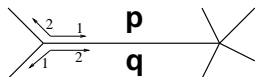
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Want for $i = 0, \dots, s$

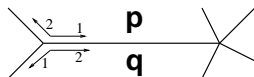
$$\partial^i \mathbf{p}(t, 0) = \partial^i (\mathbf{q} \circ \rho)(t, 0).$$

$$\rho := \begin{bmatrix} \frac{a_1 + b_1 u + c_1 v}{d_1 + e_1 u + f_1 v} \\ \frac{a_2 + b_2 u + c_2 v}{d_2 + e_2 u + f_2 v} \end{bmatrix}$$

What are necessary and sufficient conditions for constructions using ρ ?

Necessary ρ is projective linear (i.e. in \mathbb{P}^2); ρ is unique.

Fractional linear maps



Want for $i = 0, \dots, s$

$$\partial^i \mathbf{p}(t, 0) = \partial^i (\mathbf{q} \circ \rho)(t, 0).$$

$$\rho := \begin{bmatrix} \frac{a_1 + b_1 u + c_1 v}{d_1 + e_1 u + f_1 v} \\ \frac{a_2 + b_2 u + c_2 v}{d_2 + e_2 u + f_2 v} \end{bmatrix}$$

What are necessary and sufficient conditions for constructions using ρ ?

Necessary ρ is projective linear (i.e. in \mathbb{P}^2); ρ is unique.

Sufficient for special layout of quadrilaterals.

Necessity: Constraints on the transition map for G^2 continuity

Find $\rho : \square \subsetneq \mathbb{R}^2 \rightarrow \mathbb{R}^2 : (u, v) \rightarrow \begin{bmatrix} \frac{a_1+b_1u+c_1v}{d_1+e_1u+f_1v} \\ \frac{a_2+b_2u+c_2v}{d_2+e_2u+f_2v} \end{bmatrix}$ so that
patches $\mathbf{p}, \mathbf{q} : \square \subsetneq \mathbb{R}^2 \rightarrow \mathbb{R}^d$ join smoothly across the
common boundary:

$$\mathbf{q}(t, 0) = \mathbf{p}(0, t)$$

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patches $\mathbf{p}, \mathbf{q} : \square \subsetneq \mathbb{R}^2 \rightarrow \mathbb{R}^d$ join smoothly across the
common boundary:

$$\begin{aligned} \mathbf{q}(t, 0) = \mathbf{p}(0, t) &\implies \rho(t, 0) = (0, t) \\ &\implies a_1 = b_1 = 0, \quad a_2 = e_2 = 0, b_2 = d_2. \end{aligned}$$

$$\text{Therefore } \rho(u, v) := \begin{bmatrix} \frac{c_1 v}{d_1 + e_1 u + f_1 v} \\ \frac{d_2 u + c_2 v}{d_2 + f_2 v} \end{bmatrix}.$$

To $\rho(u, v) := \left[\frac{c_1 v}{d_1 + e_1 u + f_1 v} \right]$ add the G^1 constraints

$$\begin{aligned} (\partial_2 \mathbf{q})(t, 0) &= (\partial_2 (\mathbf{p} \circ \rho))(t, 0) \\ &= (\partial_1 \mathbf{p})(0, t) \partial_2 \rho^{[1]}(t, 0) + (\partial_2 \mathbf{p})(0, t) \partial_2 \rho^{[2]}(t, 0) \end{aligned}$$

and require no bias for \mathbf{p} over \mathbf{q} and vice versa:

$$\begin{aligned} (\partial_2 \rho^{[1]})(t, 0) &= -1 \text{ and } \tau := \partial_2 \rho^{[2]}(0, 0) = 2 \cos \frac{2\pi}{n} \\ \implies e_1 &= 0, d_1 = -c_1 \text{ and } \frac{c_2}{d_2} = \tau. \end{aligned}$$

This implies

$$\rho(u, v) := \left[\frac{\frac{-d_1 v}{d_1 + f_1 v}}{\frac{u + \tau v}{1 + v f_2 / d_2}} \right].$$

To $\rho(u, v) := \left[\frac{-d_1 v}{d_1 + f_1 v} \frac{u + \tau v}{1 + v f_2 / d_2} \right]$ add the G^2 constraints

$$\begin{aligned}
 (\partial_2^2 \mathbf{q})(t, 0) &= (\partial_2^2 (\mathbf{p} \circ \rho))(t, 0) \\
 &= (\partial_1^2 \mathbf{p})(0, t) \\
 &\quad - 2(\partial_1 \partial_2 \mathbf{p})(0, t) \partial_2 \rho^{[2]}(t, 0) \\
 &\quad + (\partial_2^2 \mathbf{p})(0, t) (\partial_2 \rho^{[2]})^2(t, 0) \\
 &\quad + (\partial_1 \mathbf{p})(0, t) (\partial_2^2 \rho^{[1]})(t, 0) \\
 &\quad + (\partial_2 \mathbf{p})(0, t) (\partial_2^2 \rho^{[2]})(t, 0)
 \end{aligned}$$

and since we rule out singular constructions,

$$\tau \partial_1 \partial_2 \rho^{[2]} - \partial_2^2 \rho^{[2]} = \frac{\tau}{2} \partial_2^2 \rho^{[1]}$$

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Necessity: The projective linear reparametrization

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Theorem

The map $\rho : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ for the G^2 construction of a C^2 surface is unique up to the values of $\tau := \partial_2 \rho^{[2]}(0, 0)$ and $\sigma := \partial_2 \rho^{[2]}(1, 0)$:

$$\rho(u, v) := \frac{1}{1 + v(\tau - \sigma)} \begin{bmatrix} -v \\ u + \tau v \end{bmatrix}.$$

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only assumption: \mathbf{p}, \mathbf{q} sufficiently smooth.

Neither valence, nor polynomiality, nor the number of boundary edges of the surface pieces matters!

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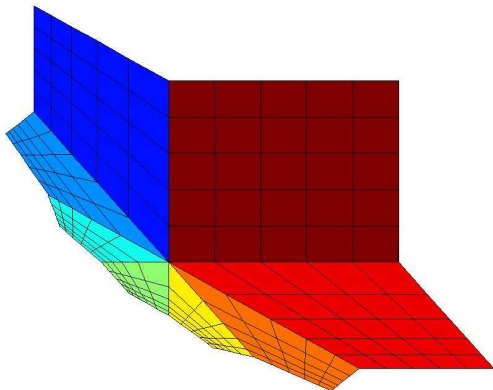
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The map is a root of 1: $\rho^8(\square) = \rho \circ \dots \circ \rho = \square$

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Euclidean projections of $\rho^i(\square)$.

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$$\rho(u, v) := \frac{1}{1 + v(\tau - \sigma)} \begin{bmatrix} -v \\ u + \tau v \end{bmatrix}.$$

- ρ^{-1} is rational linear.

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$$\rho(u, v) := \frac{1}{1 + v(\tau - \sigma)} \begin{bmatrix} -v \\ u + \tau v \end{bmatrix}.$$

- ρ^{-1} is rational linear.
- $\partial_2 \rho^{[1]}(t, 0)$ and $\partial_2^2 \rho^{[1]}(t, 0)$ are **constant** functions
- $\partial_2 \rho^{[2]}(t, 0)$ and $\partial_2^2 \rho^{[2]}(t, 0)$ are **linear** functions

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- $\partial_2 \rho^{[1]}(t, 0)$ and $\partial_2^2 \rho^{[1]}(t, 0)$ are **constant** functions
- $\partial_2 \rho^{[2]}(t, 0)$ and $\partial_2^2 \rho^{[2]}(t, 0)$ are **linear** functions
- $\rho = r_{\mathbf{q}} \circ r_{\mathbf{p}}^{-1}$: $\eta \in \mathbb{R}$,

$$r_{\mathbf{p}}(u, v) := \frac{1}{s + \eta v} \begin{bmatrix} -v \\ su + cv \end{bmatrix}, \quad c := \cos \frac{2\pi}{n},$$

$$r_{\mathbf{q}}(u, v) := \frac{1}{s - \eta v} \begin{bmatrix} v \\ su - cv \end{bmatrix}, \quad s := \sin \frac{2\pi}{n}.$$

Sufficiency: Does ρ allow for spline constructions?

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Constraint Lemma 4 [P,Fan '09]:
all constructions for general meshes must employ some
non-linear $\partial_2 \rho^{[2]}(t, 0)$.

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Our Theorem (Necessity): $\partial_2 \rho^{[2]}(t, 0) = \tau(1 - t) + \sigma t$.

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~~[Hahn&Gregory 1988,9], [Ye 1997], [Prautzsch 1997],
[Prautzsch&Umlauf 2000], [Reif 98], [Gregory&Zhou
1999], [Peters 2002], [Loop et al 2004,8], [Karciauskas&
Peters 2004,6], ... [Loop&DeRose 1995] [Grimm 1997],
[Cotrina et al 2000, 2007], [Ying 2004], ...~~

Sufficiency: Does ρ allow for spline constructions?

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Exception: two endpoint valences agree

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Exception: two **endpoint valences agree**

- Are there any such quadrilateral-partitions for surfaces of genus > 1 ?

Sufficiency: Does ρ allow for spline constructions?

Constraint on mesh: Lemma 4 [P,Fan '09]:
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Exception: two **endpoint valences agree**

- Are there any such quadrilateral-partitions for surfaces of genus > 1 ?
- Are there corresponding spline constructions?

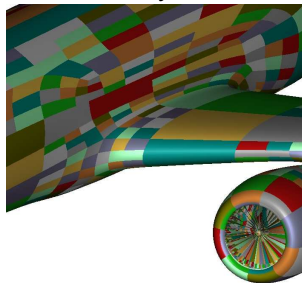
Restricted Connectivity

not restricted shape, not restricted topology

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Not general
connectivity meshes.



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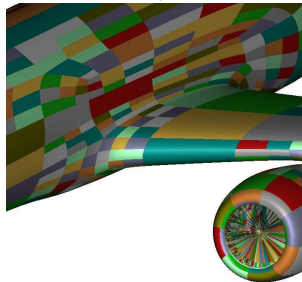
Restricted Connectivity

not restricted shape, not restricted topology

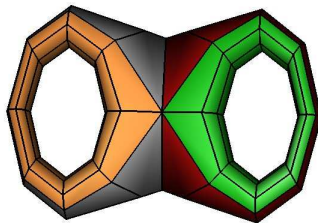
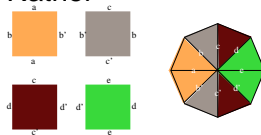
Splines on
Surfaces?

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Not general
connectivity meshes.



Rather



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Motivation: global
splines

Charts and
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Necessity: G^S
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Euler's formula for polyhedra

$$v - e + f = \chi = 2 - 2g$$

topological genus $g > 0$:

rectangular grid

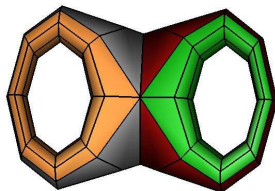
except for $-\chi = 2g - 2$

isolated vertices of valence 8.

$$\text{4-valent vertex} \sim 1 - 4/2 + 4/4 = 0$$

. 4 half-edges, 4 quarter-quads

$$\text{8-valent} \sim 1 - 8/2 + 8/4 = -1.$$



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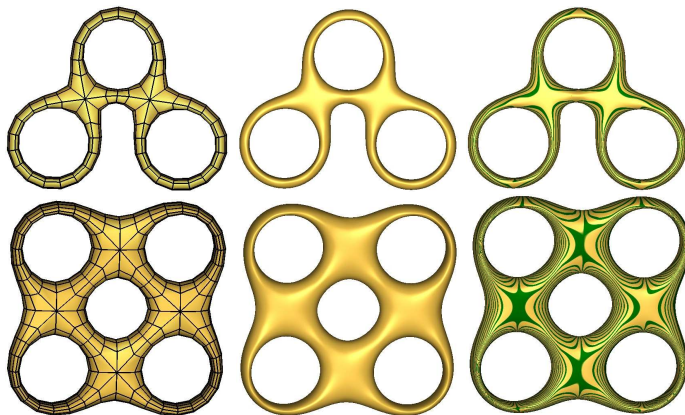
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Higher-genus Surfaces (potential sampling domains). All vertices can be moved freely.

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Unique lowest-degree (= only projectively linear)
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Analogue of a splines on non-genus-1 domains?
(\mathbb{P} projective space)

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