

Topological Algorithms-II

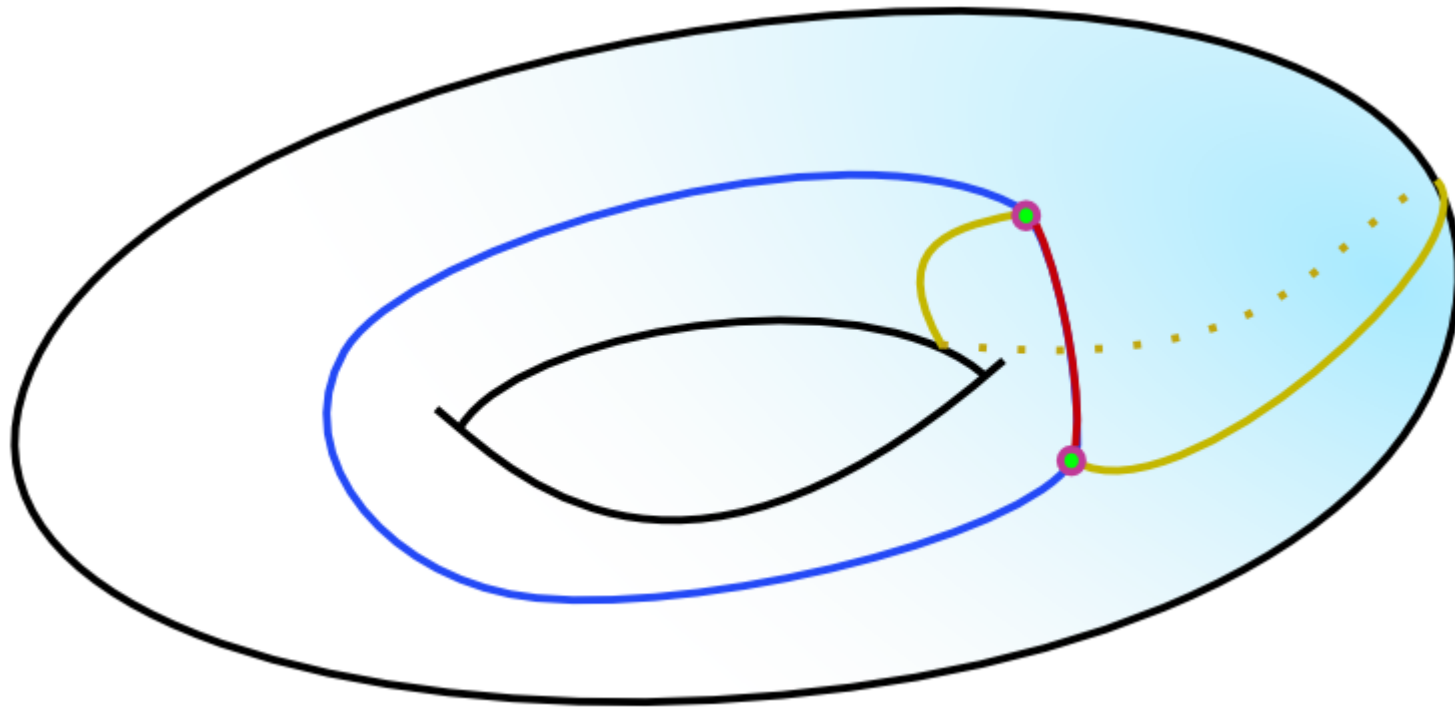
Mustafa Hajij

Cutting Graph

A cut graph G of a mesh M consists of a set of edges of M such that M/G is a simply connected mesh (topological disk).

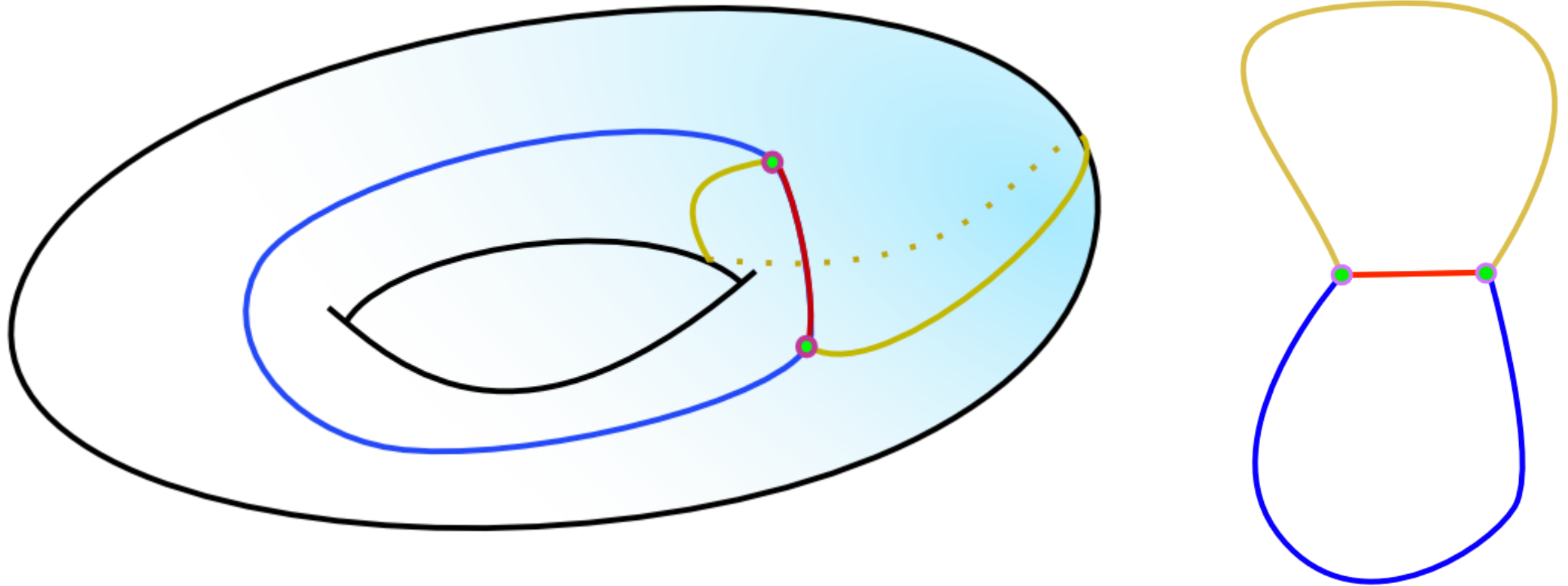
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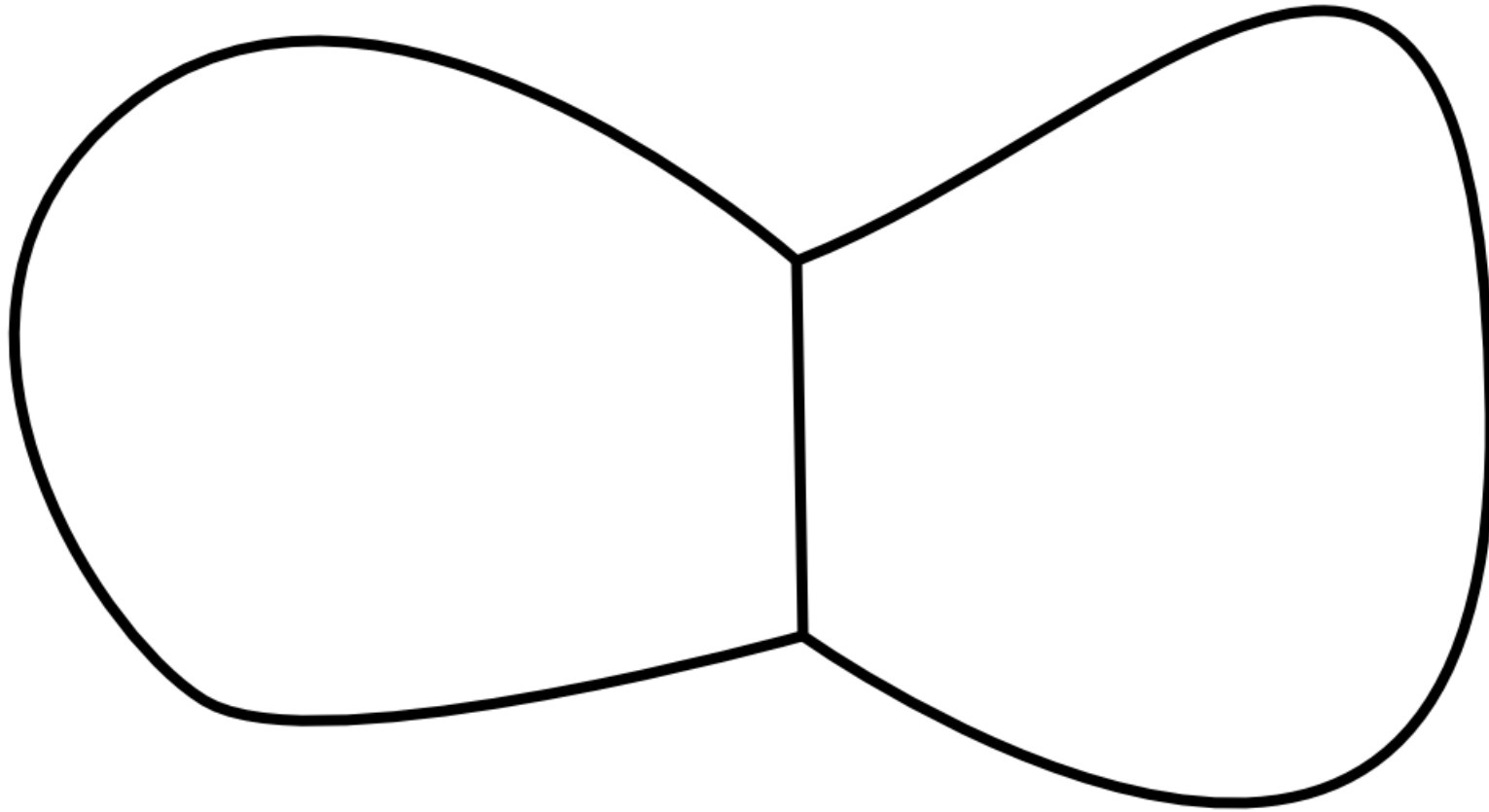
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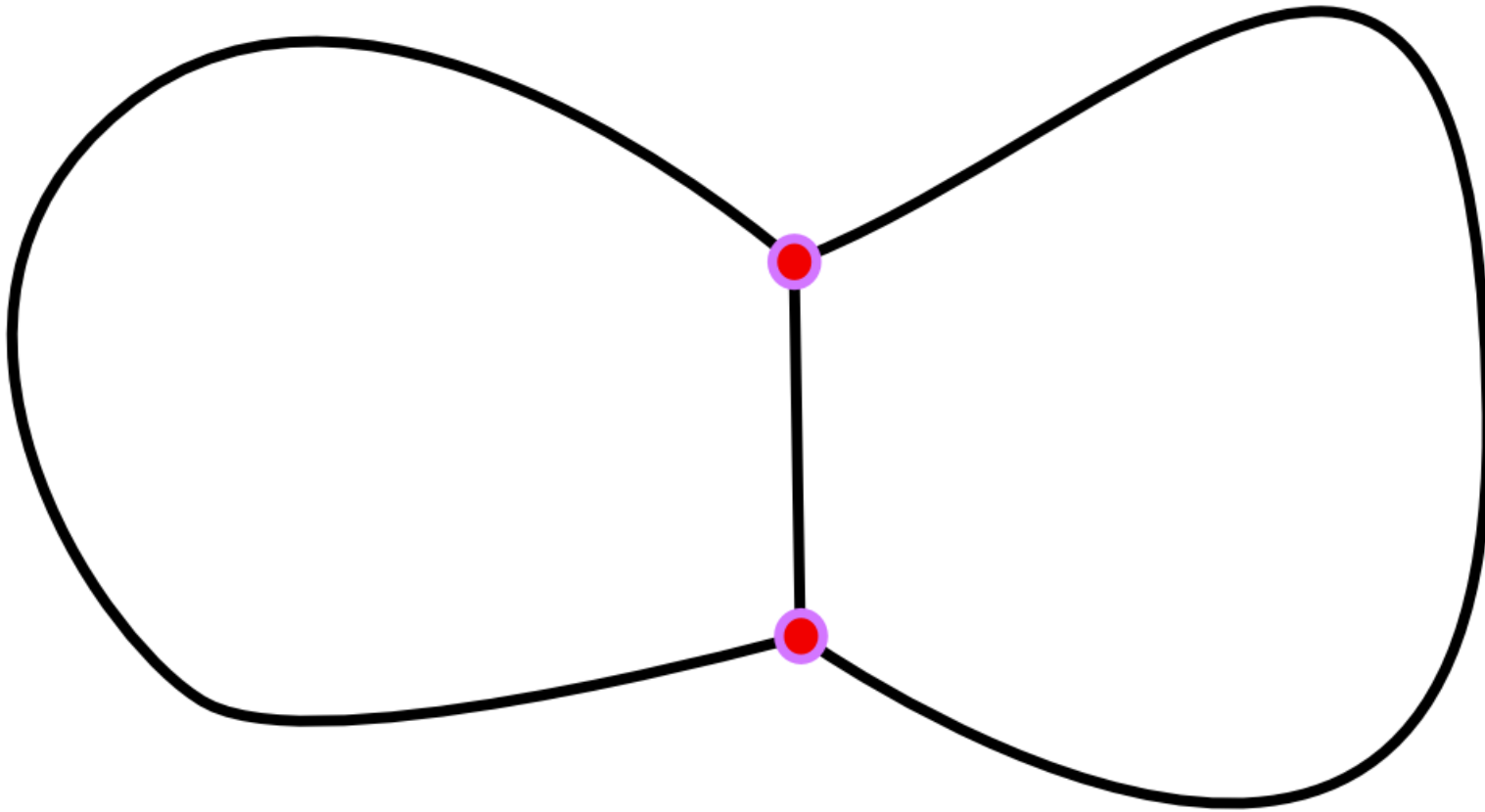
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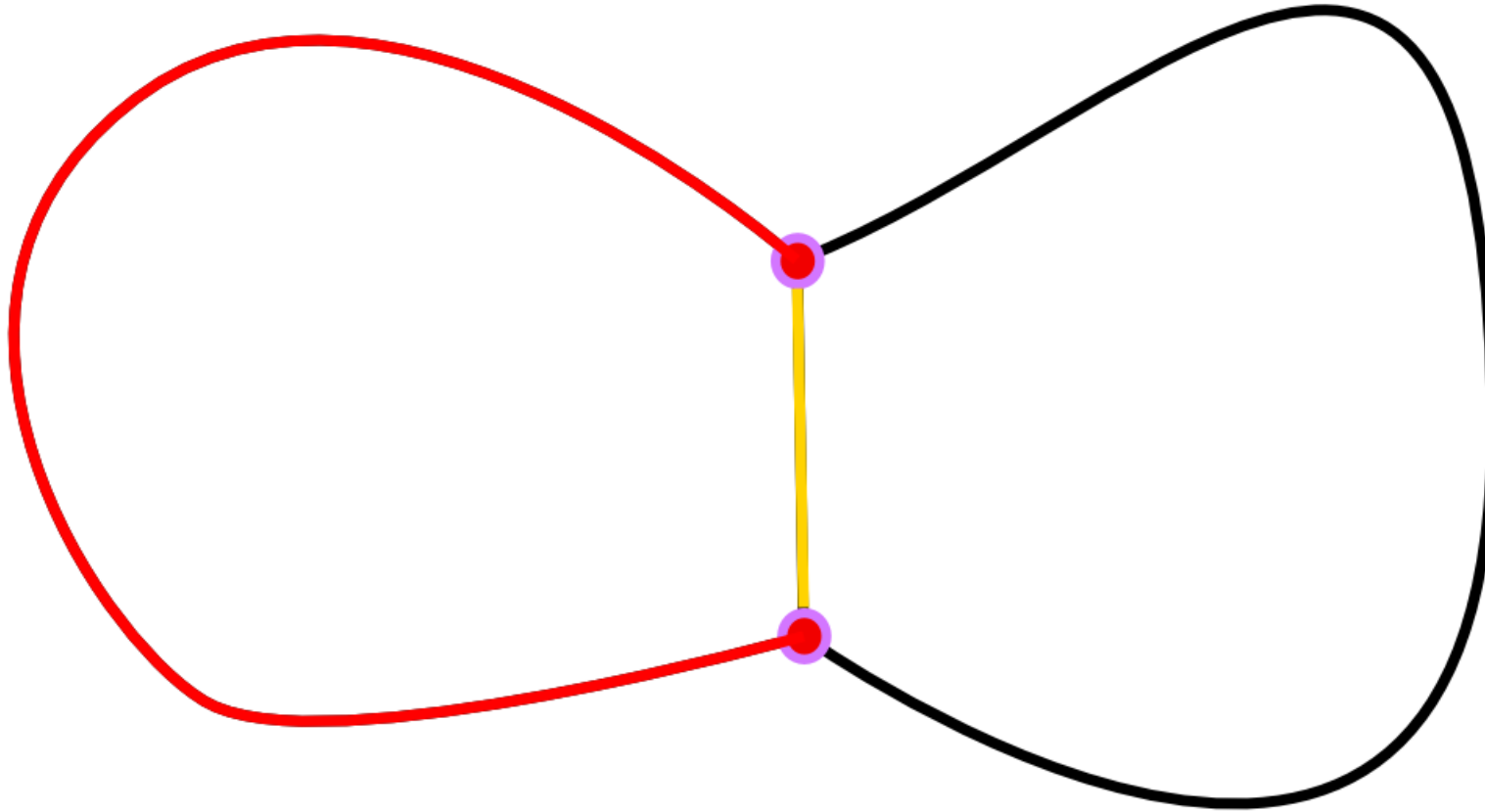
Cutting Graph

On a cutting graph G we locate the *Branching vertices*



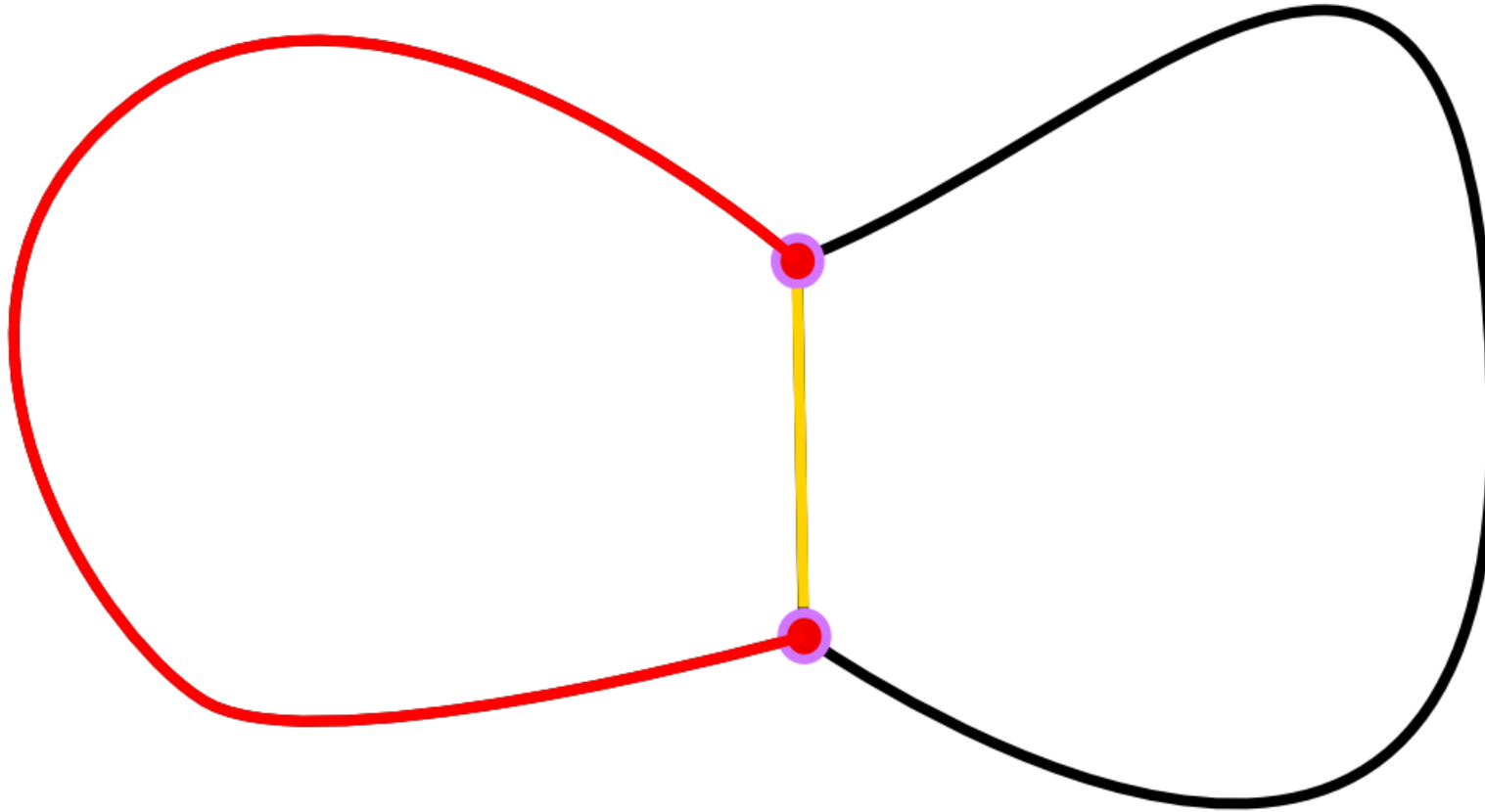
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A *segment* in a cutting graph G is a set of consecutive edges in G , which connect two branching vertices.



Cutting Graph

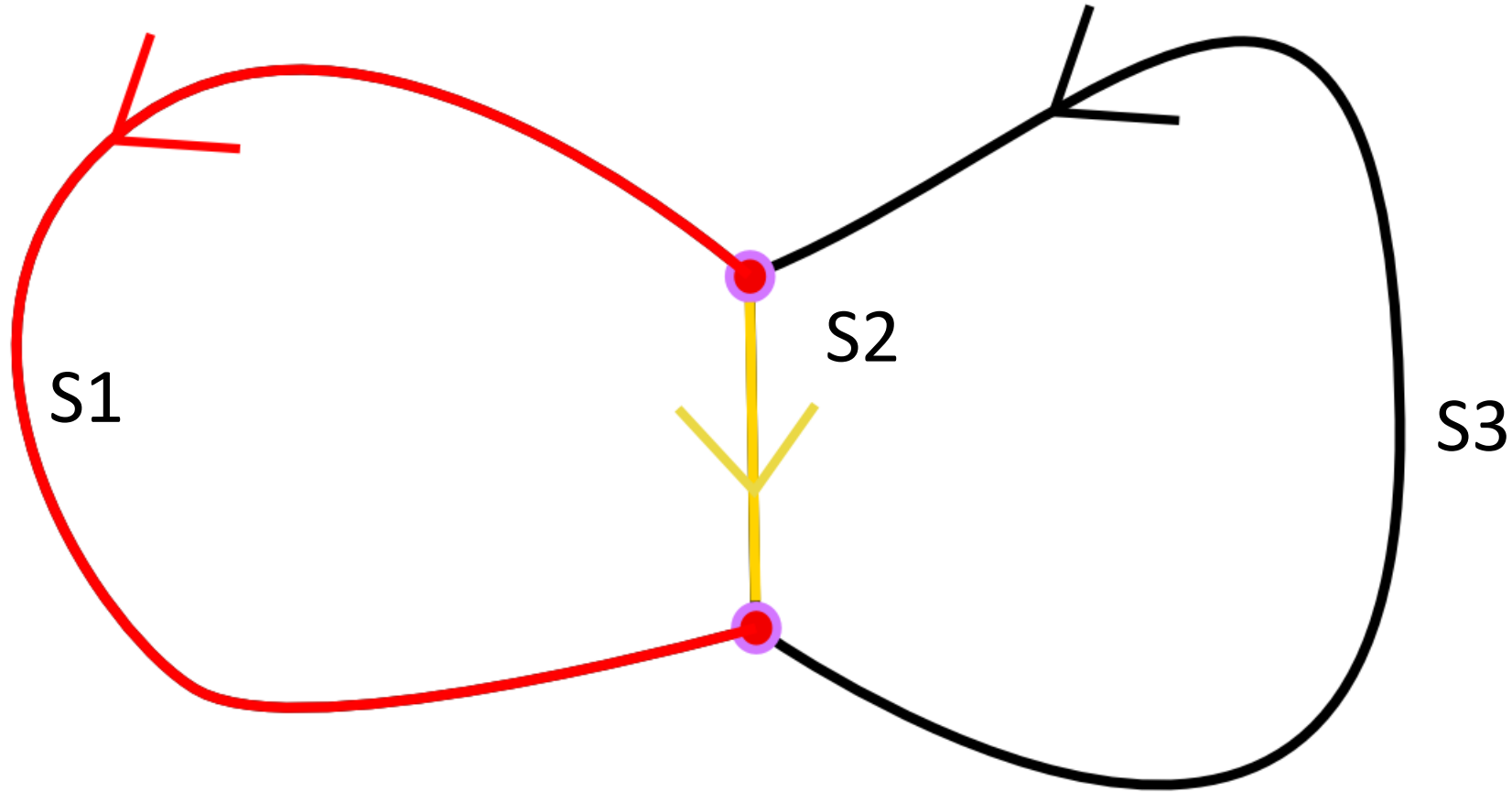
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Namely the branching vertices separate the cut graph into a collection of segments.

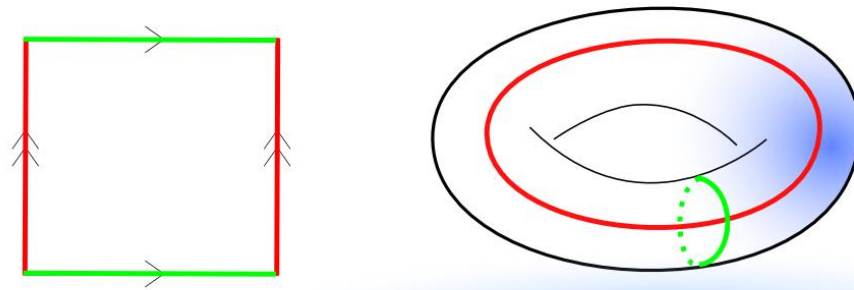
Cutting Graph

We give each segment an arbitrary orientation and denote the oriented segments by $S=\{s_1,\dots,s_n\}$

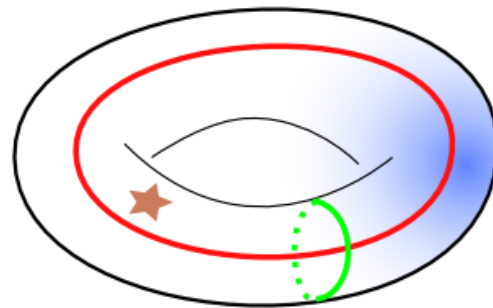
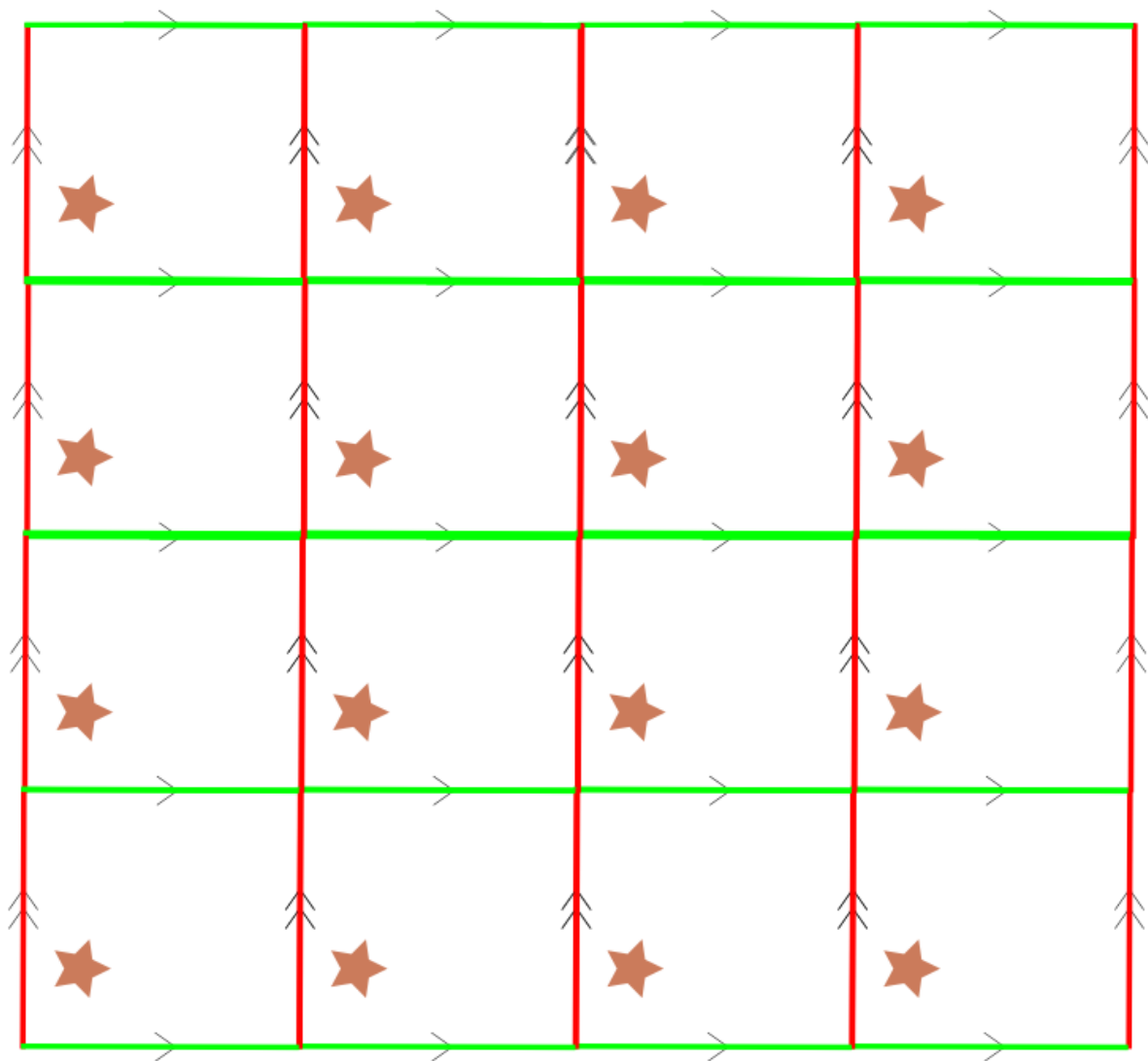


Computing the fundamental domain

A closed subset D of the universal cover \tilde{M} of M is called a fundamental domain of \tilde{M} if \tilde{M} is the union of conjugates of D



The universal cover and the fundamental domain



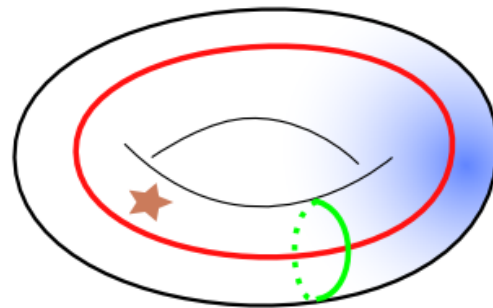
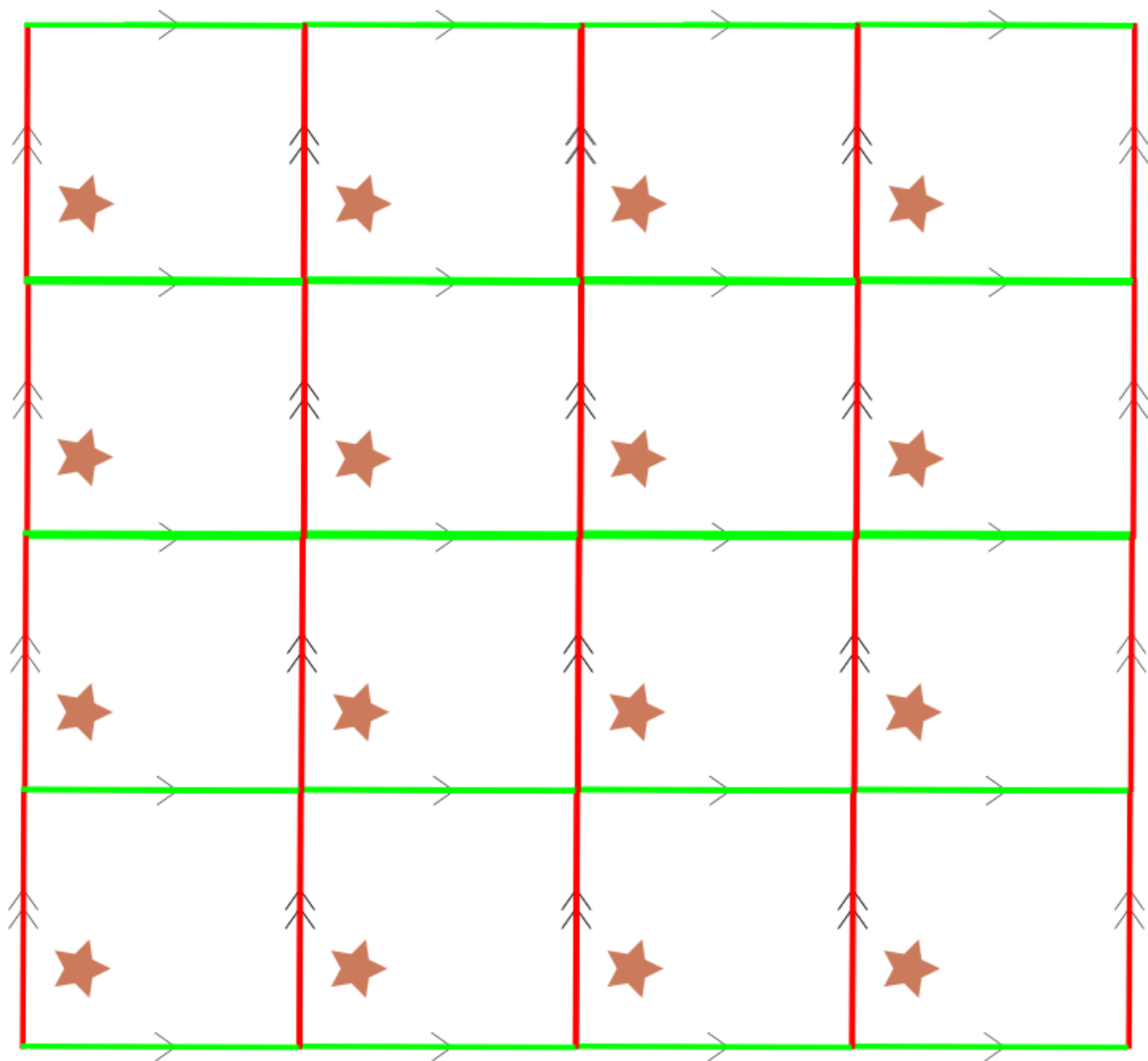
Computing the fundamental domain

Input : A mesh M

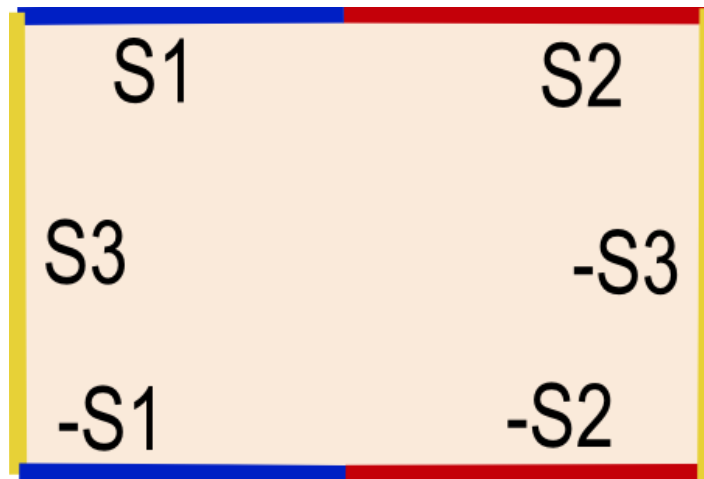
Output : A fundamental domain D of M

- Compute a cut graph G of M
- Slice M along G

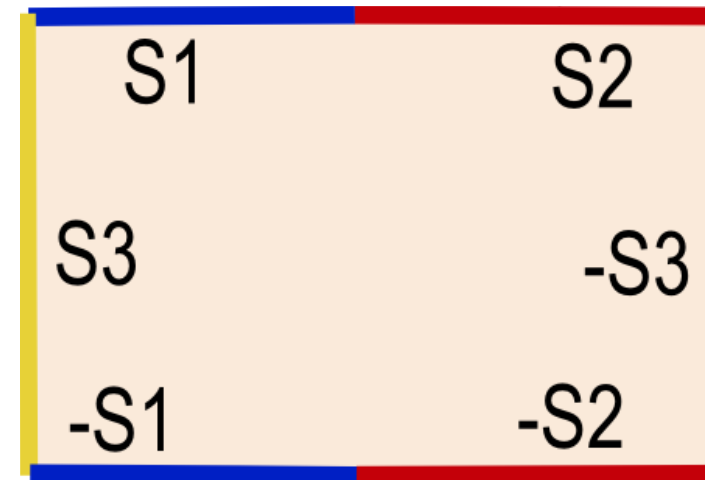
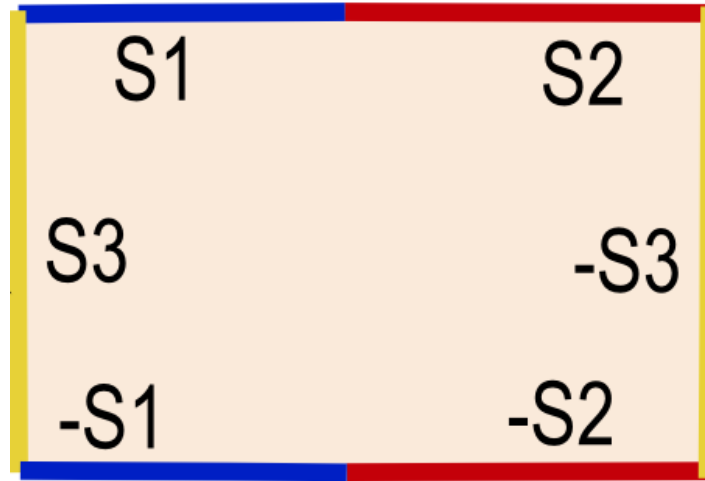
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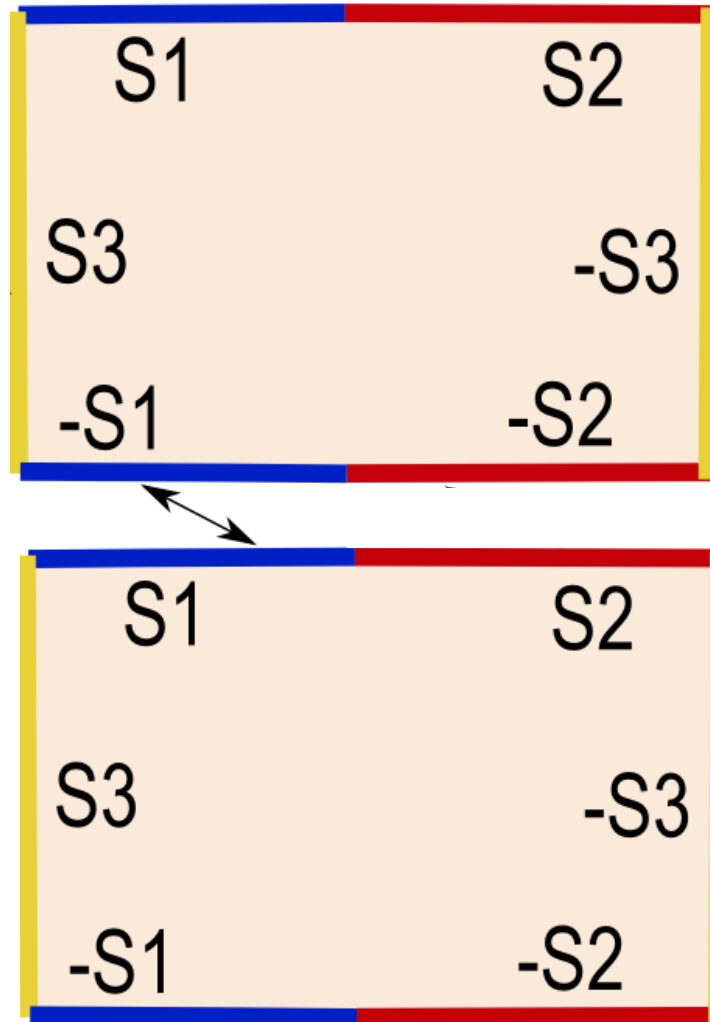
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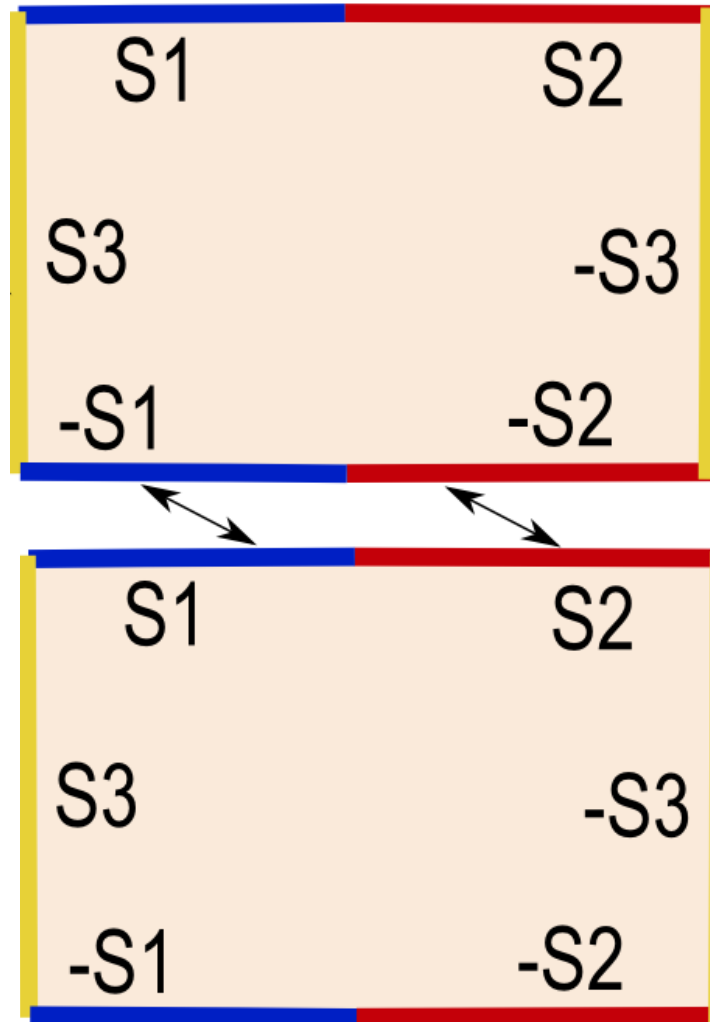
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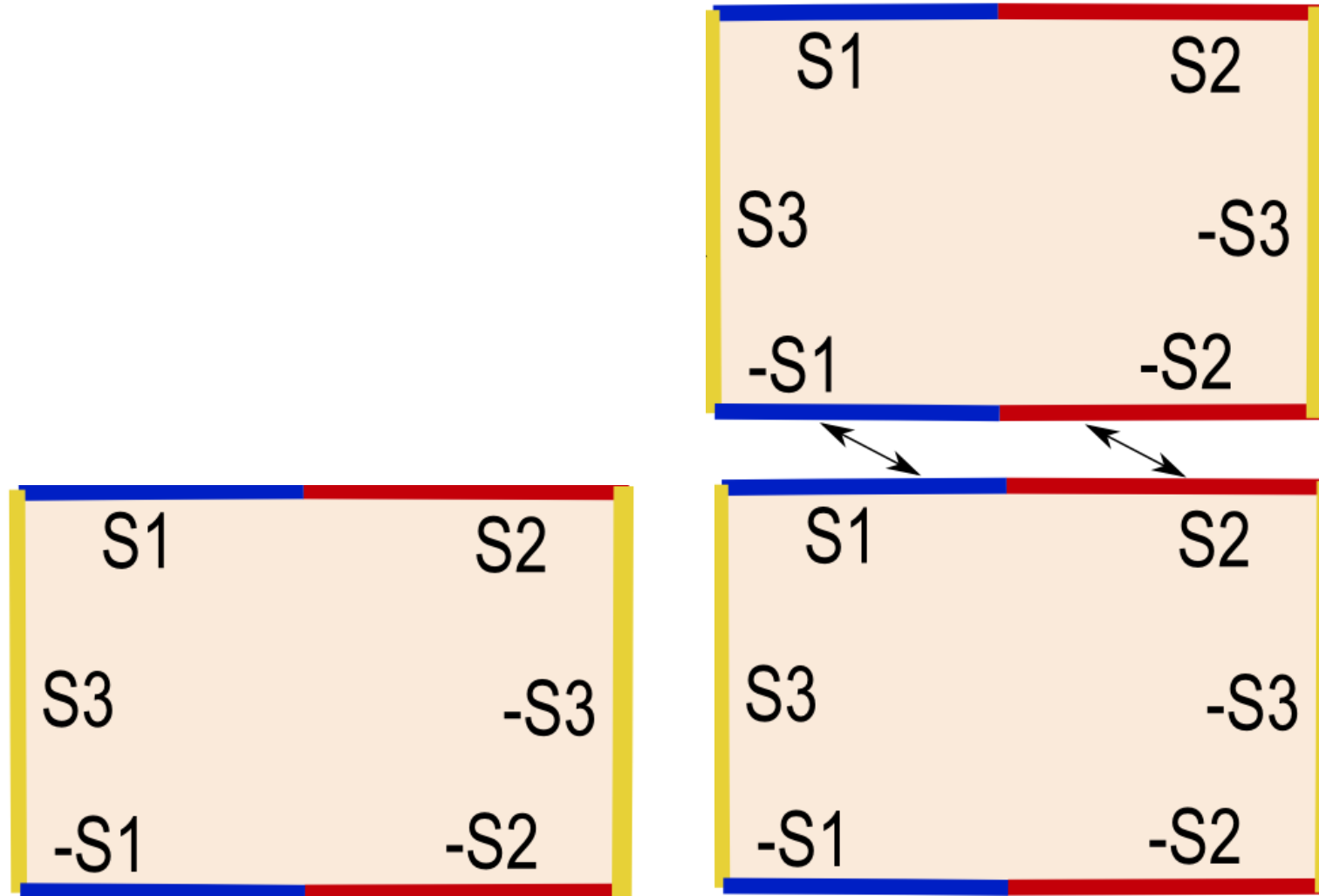
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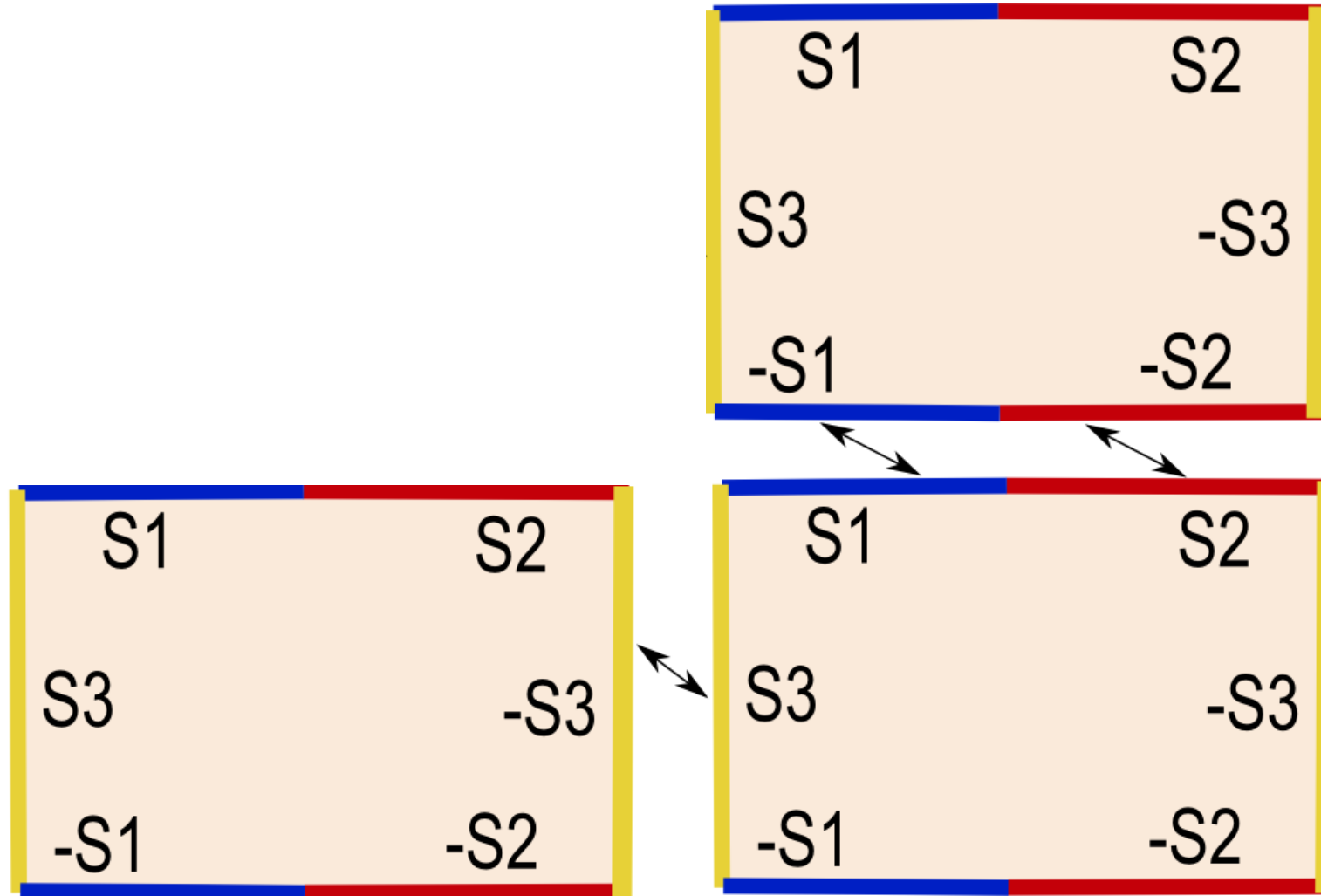
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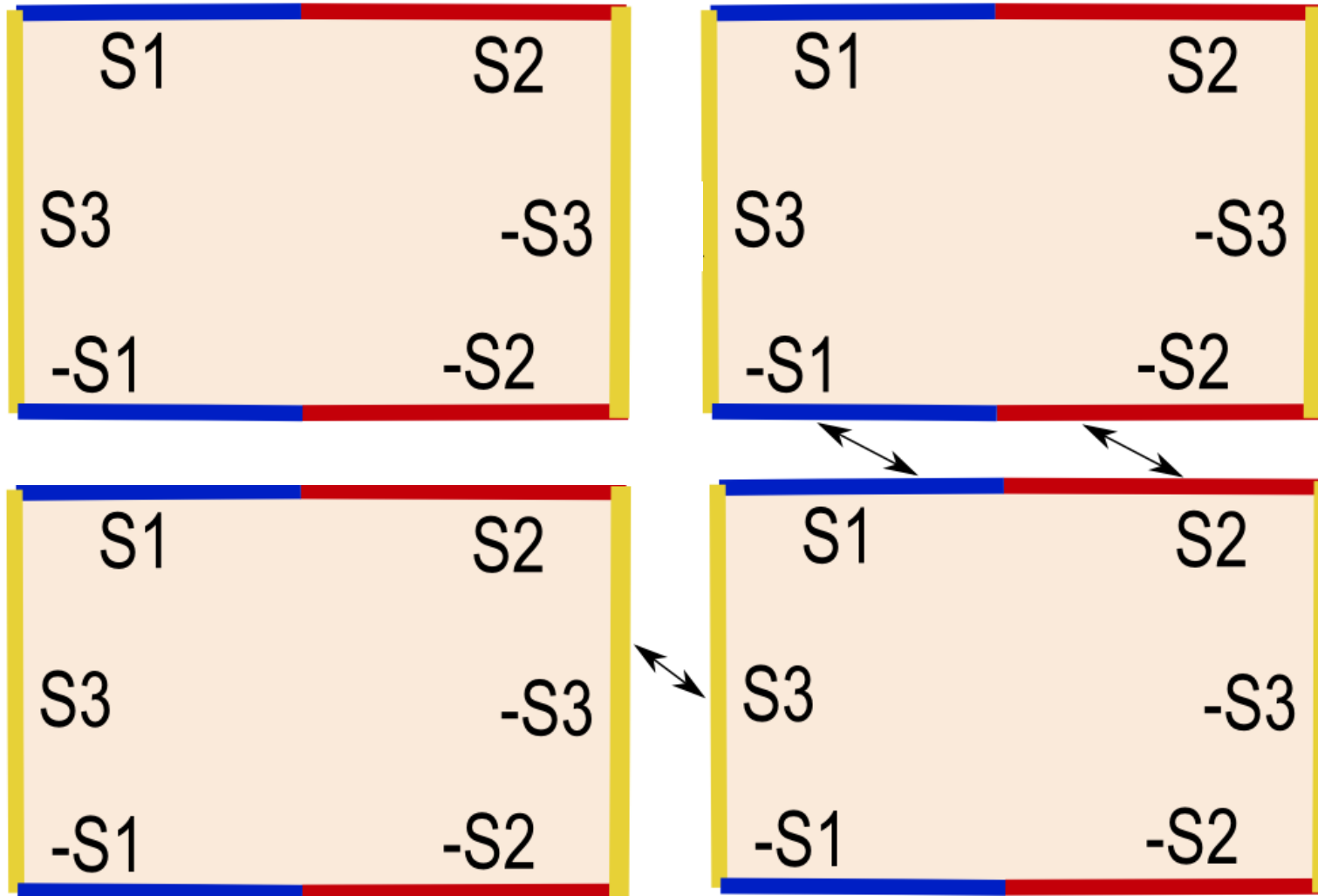
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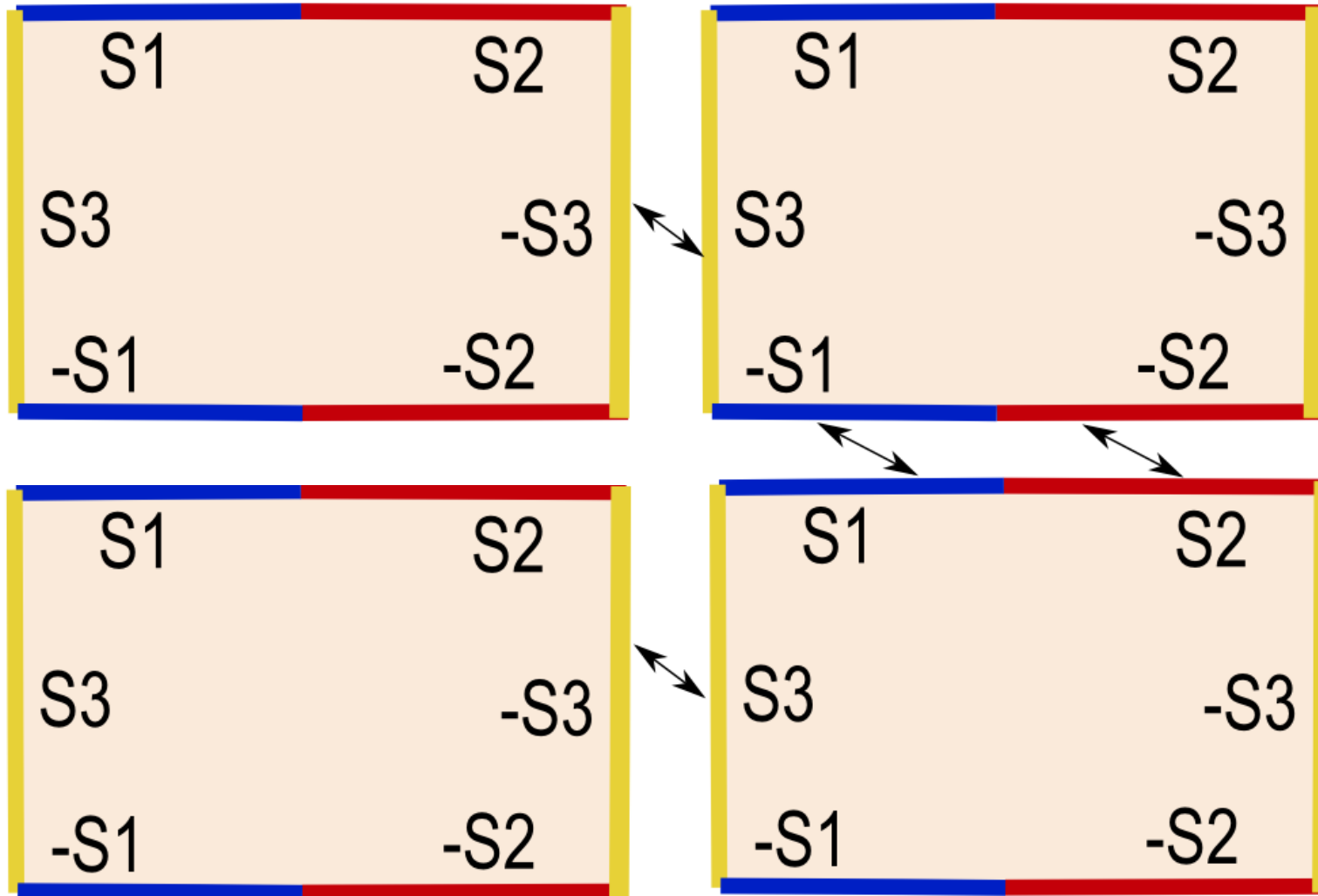
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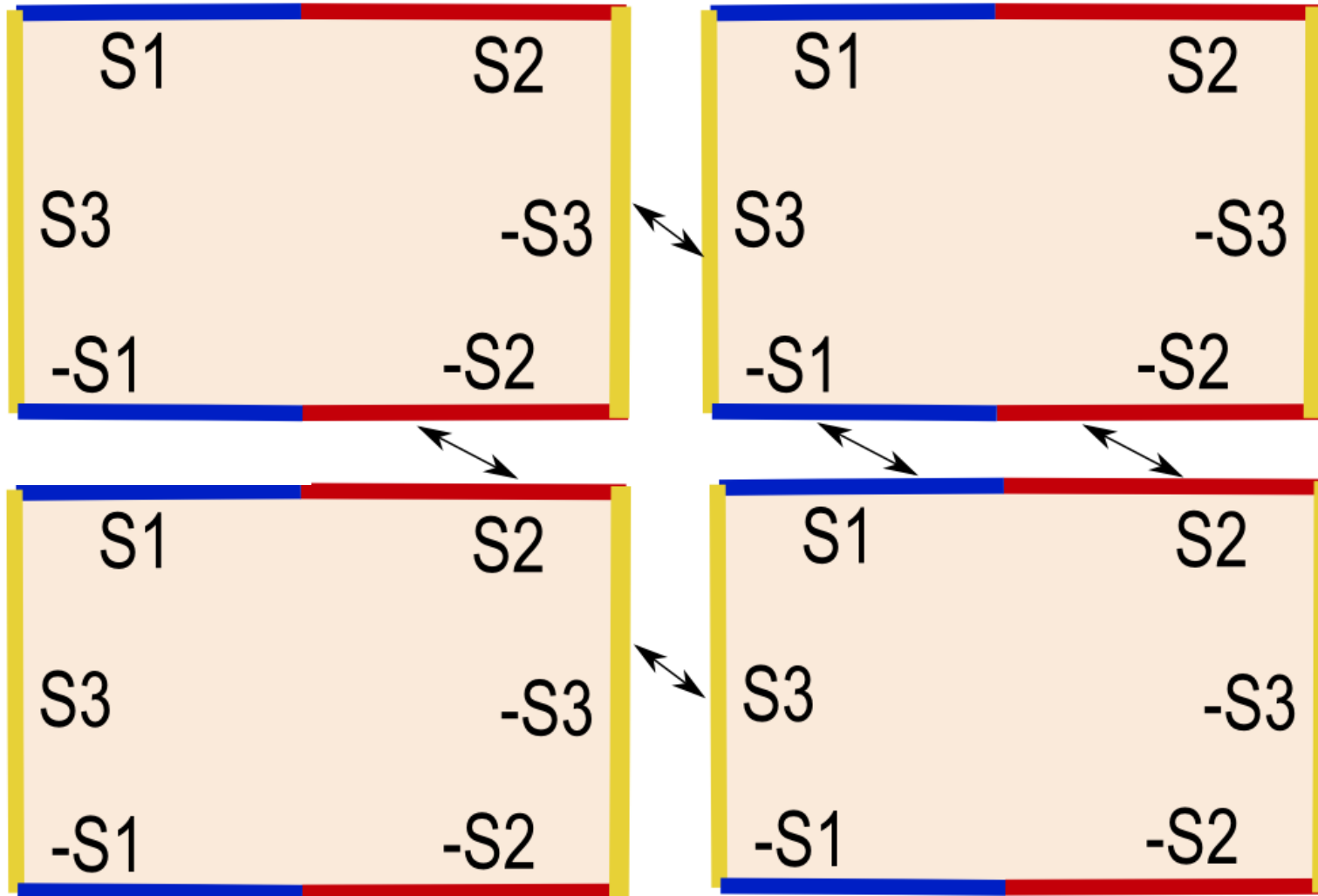
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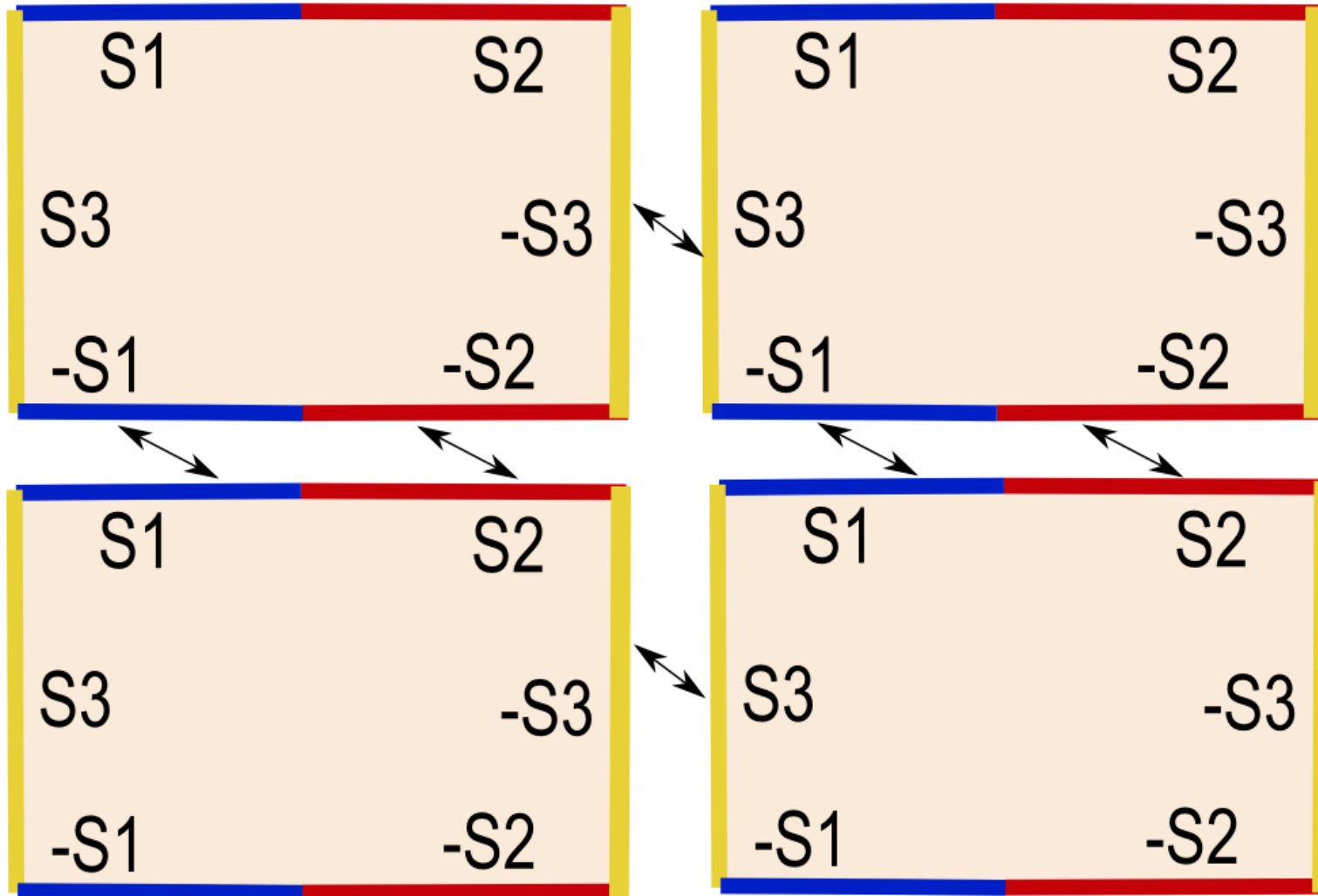
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Input : A mesh Σ .

Output: A finite portion of the universal cover Σ^- .

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We call a vertex on G with valence greater than 2 a *Branching vertex*. The *Branching vertices* divide G to segments, assign an orientation to each segment, labeled as $\{s_1, s_2, \dots, s_n\}$.

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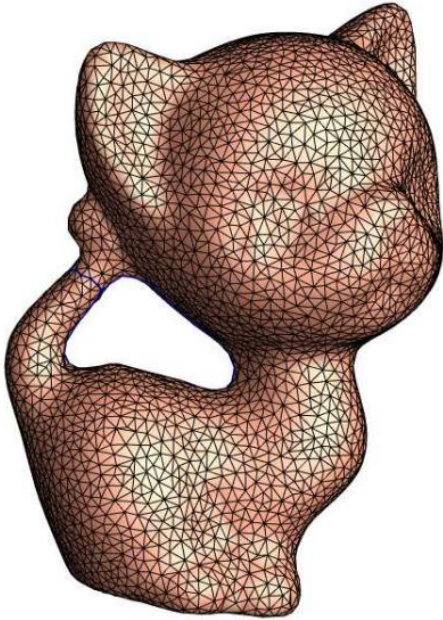
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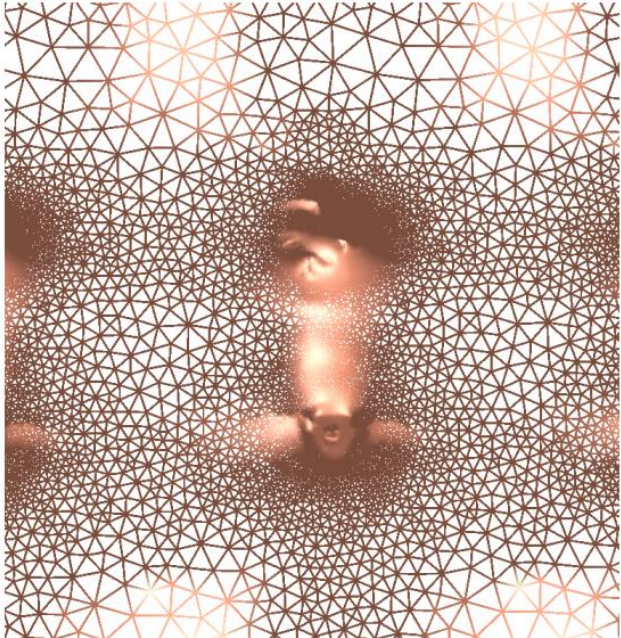
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6 Repeat gluing the copies of D until Σ^- is large enough.

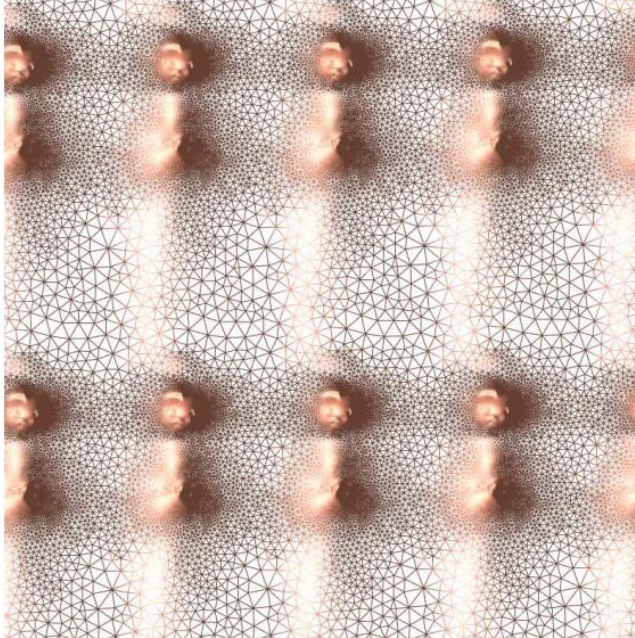
Constructing the universal cover



Input mesh



Fundamental domain



Finite portion of the universal cover

Constructing the universal cover

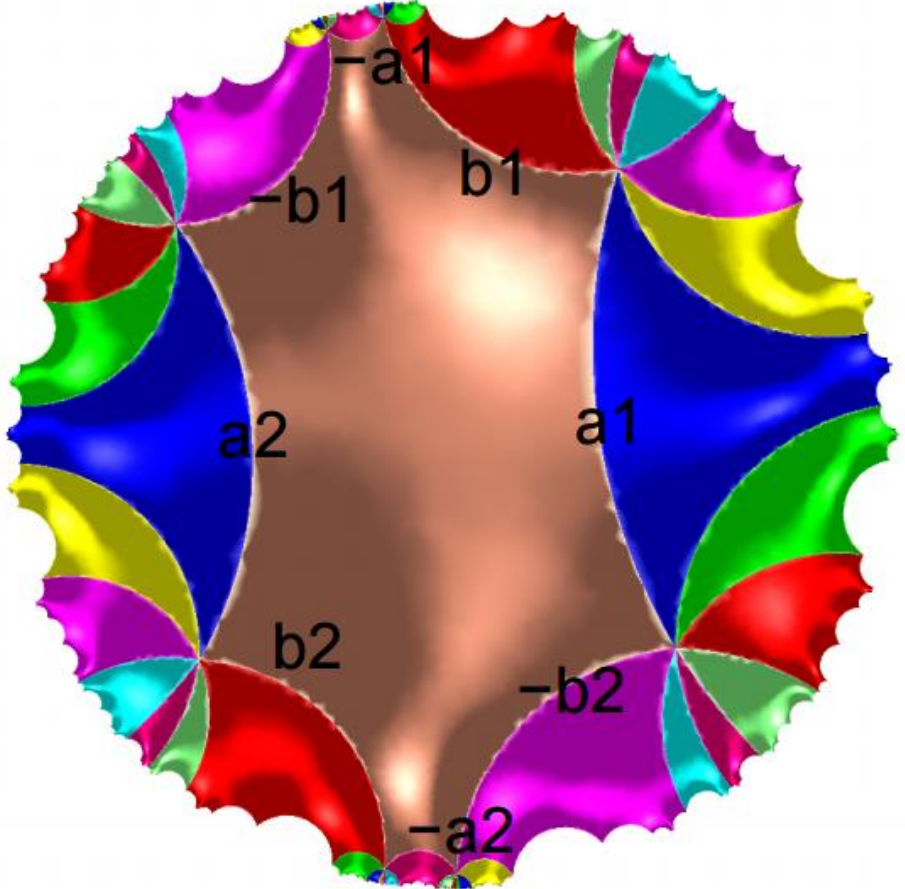
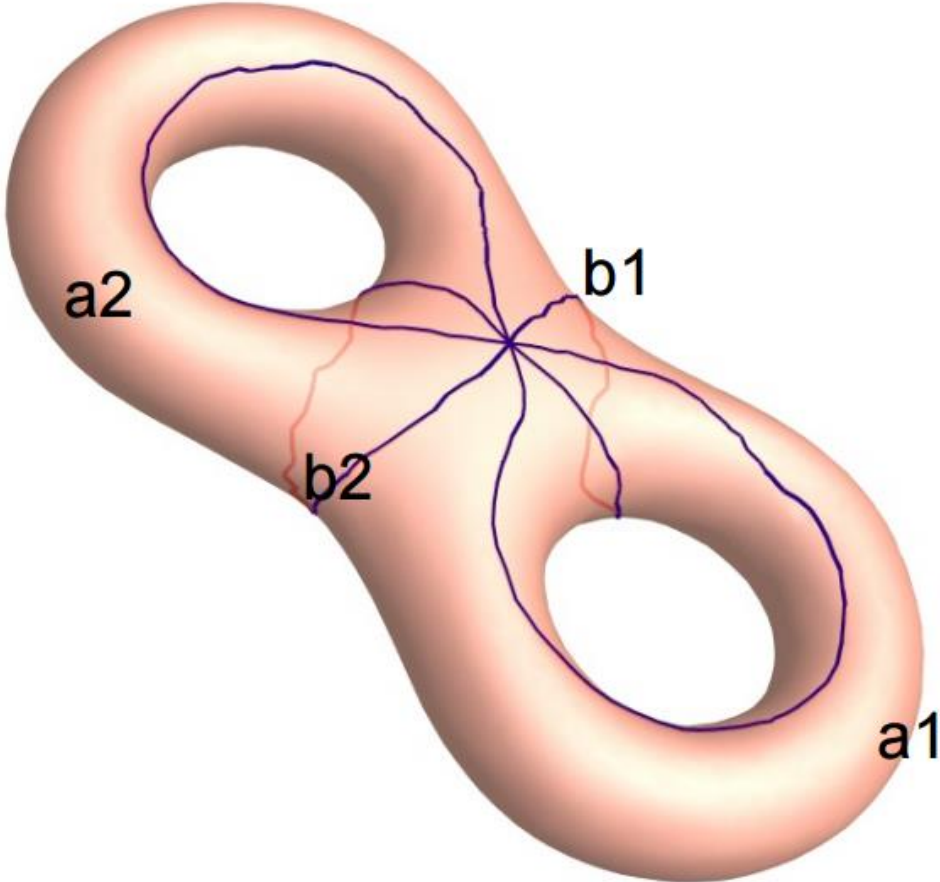


Image :David Gu

Curve lifting

A curve in the original surface can be lifted to the universal covering space

Curve lifting

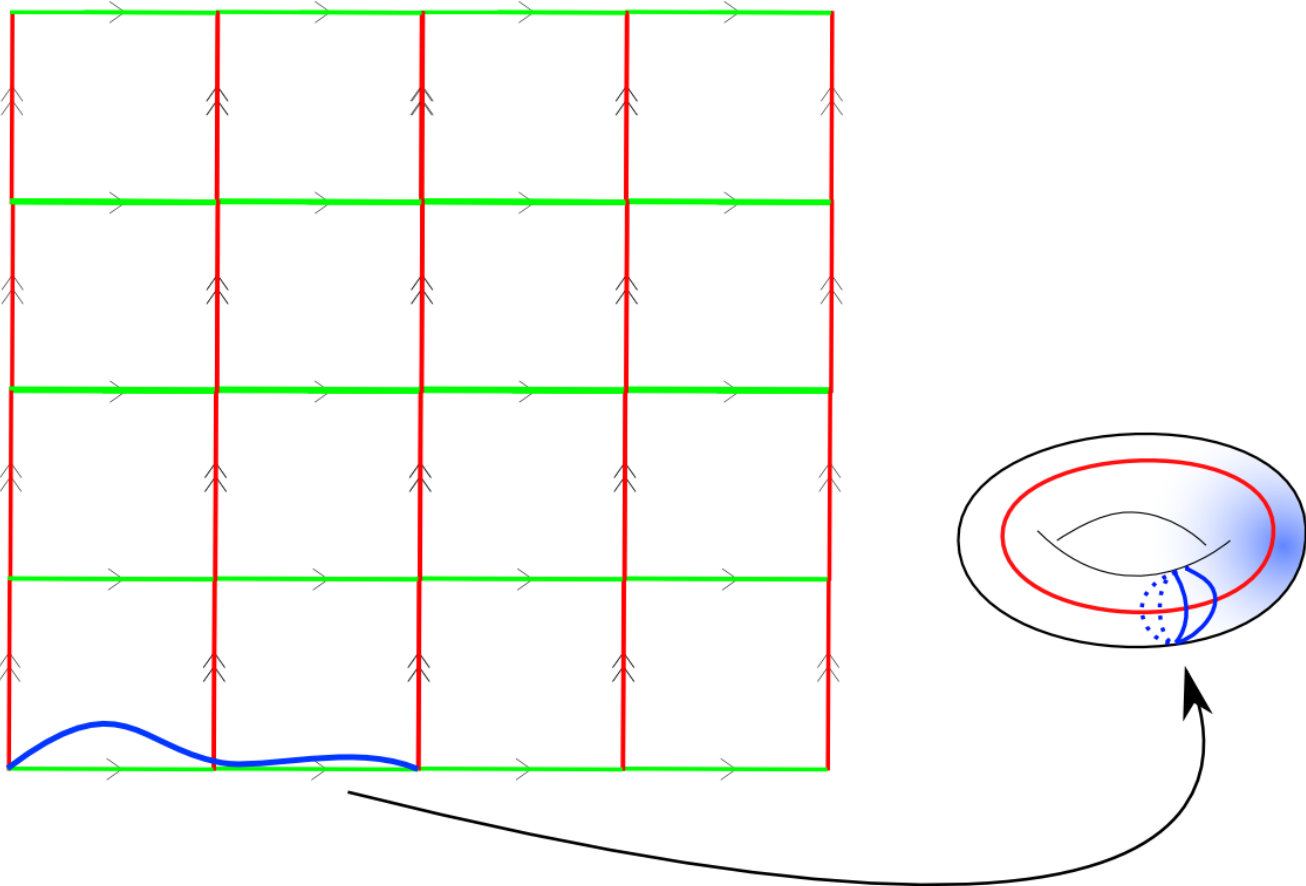
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A closed non-trivial loop can be lifted to an open path in the universal covering space

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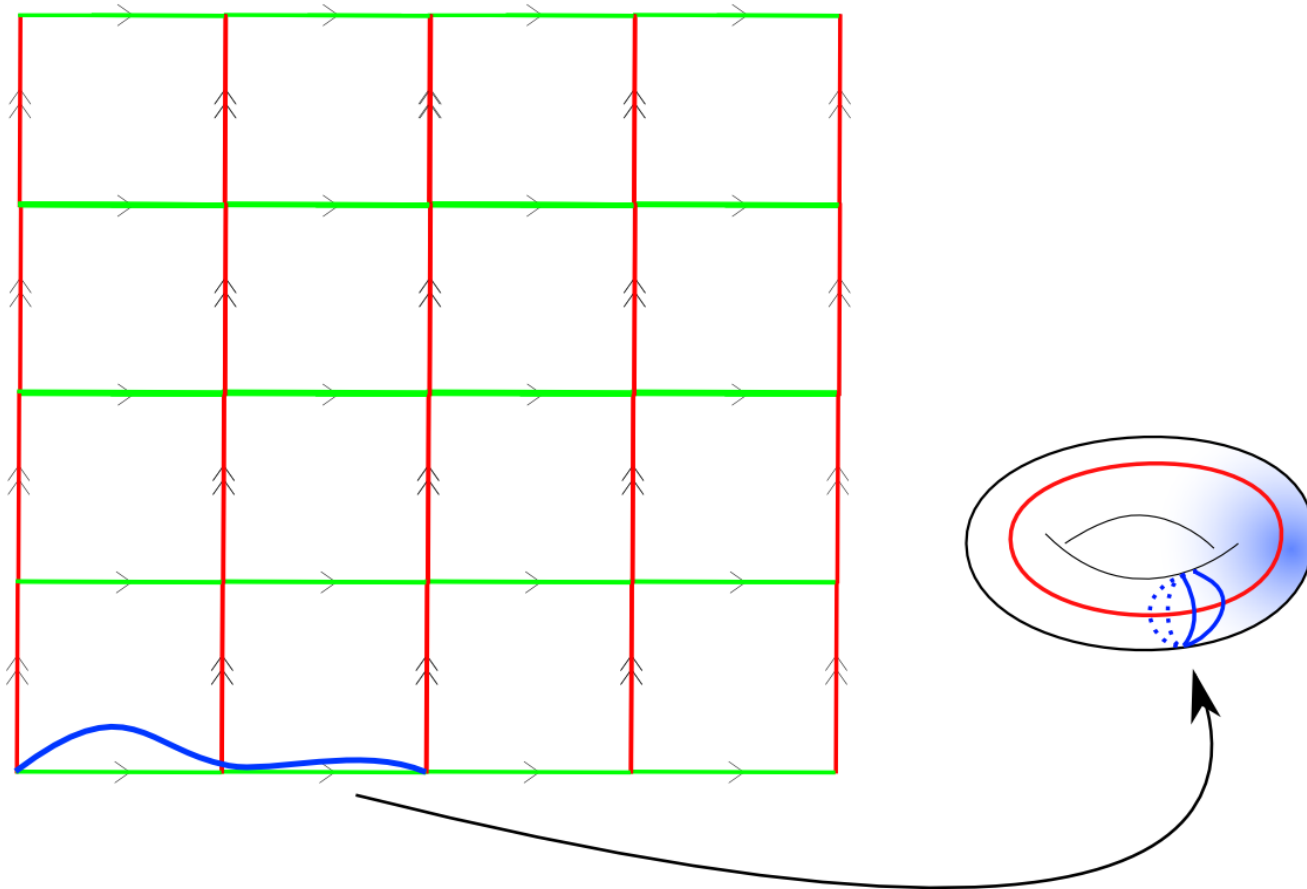
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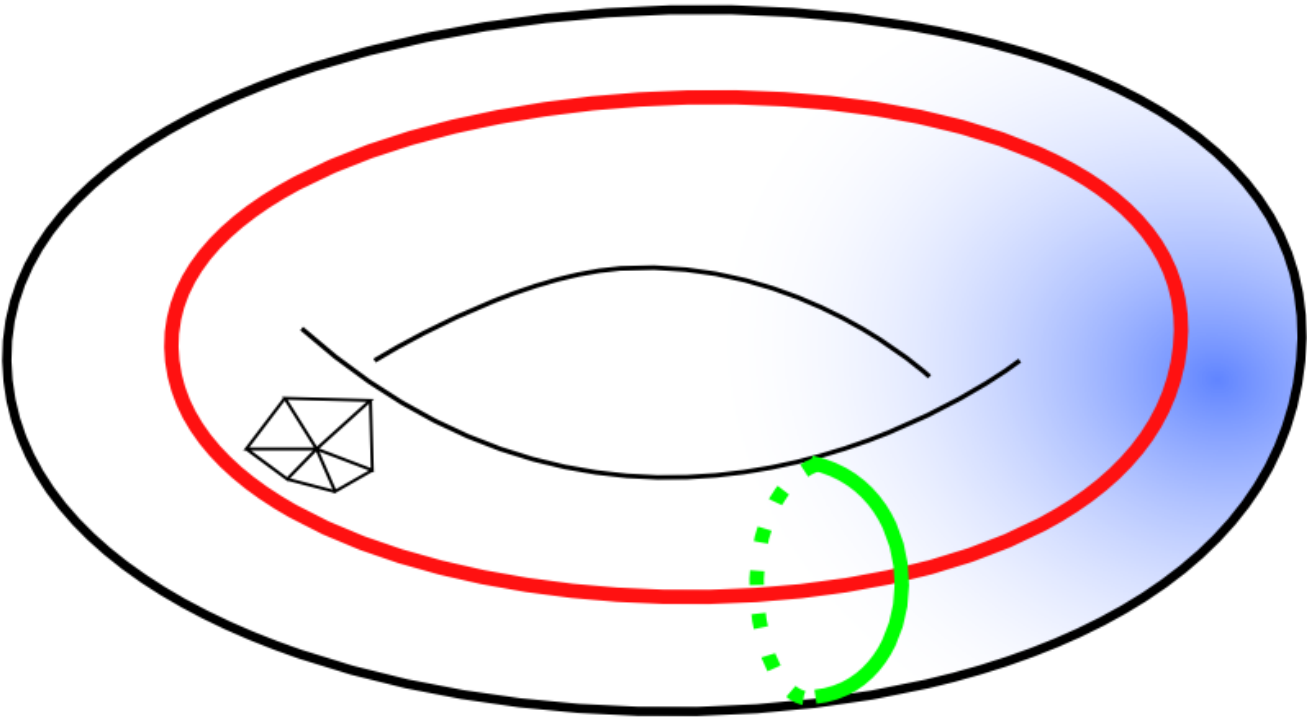
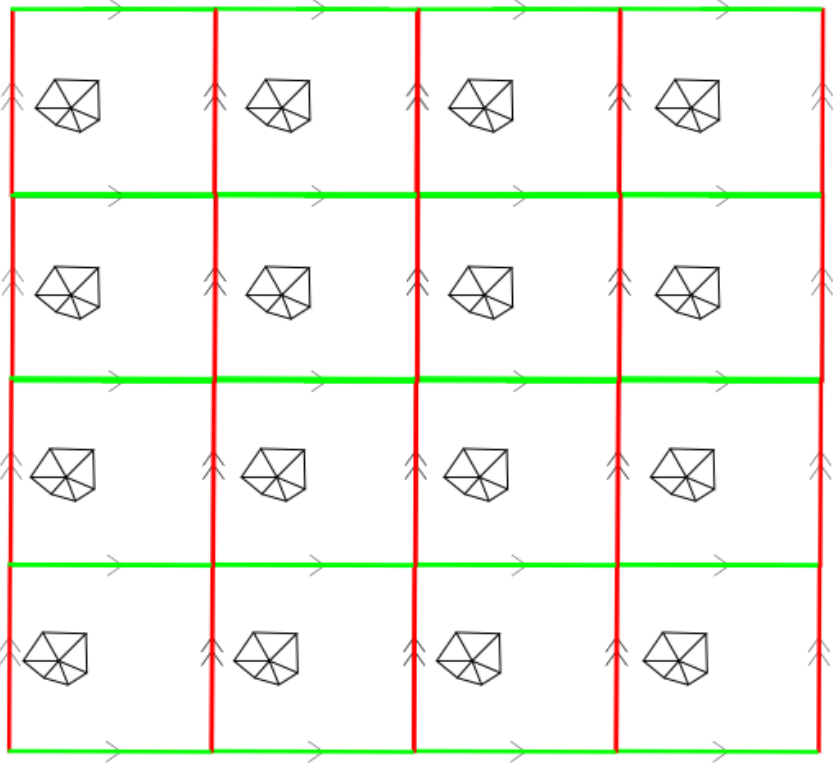
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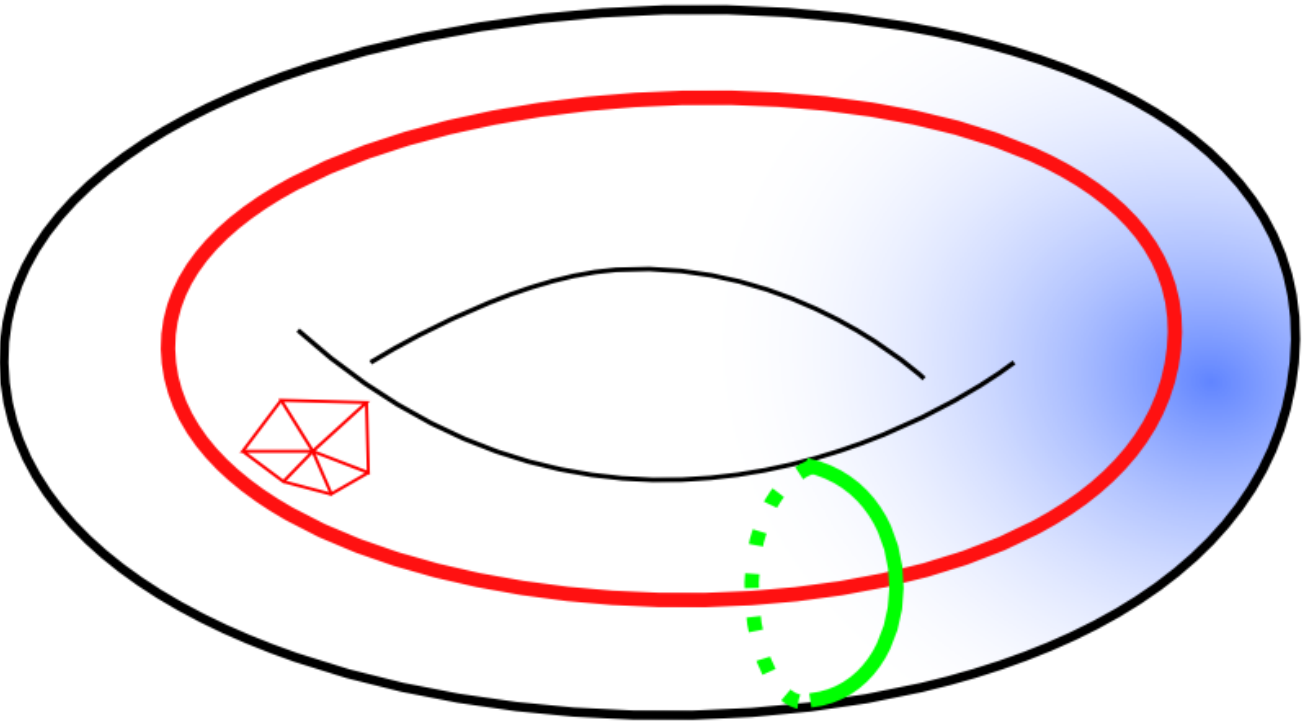
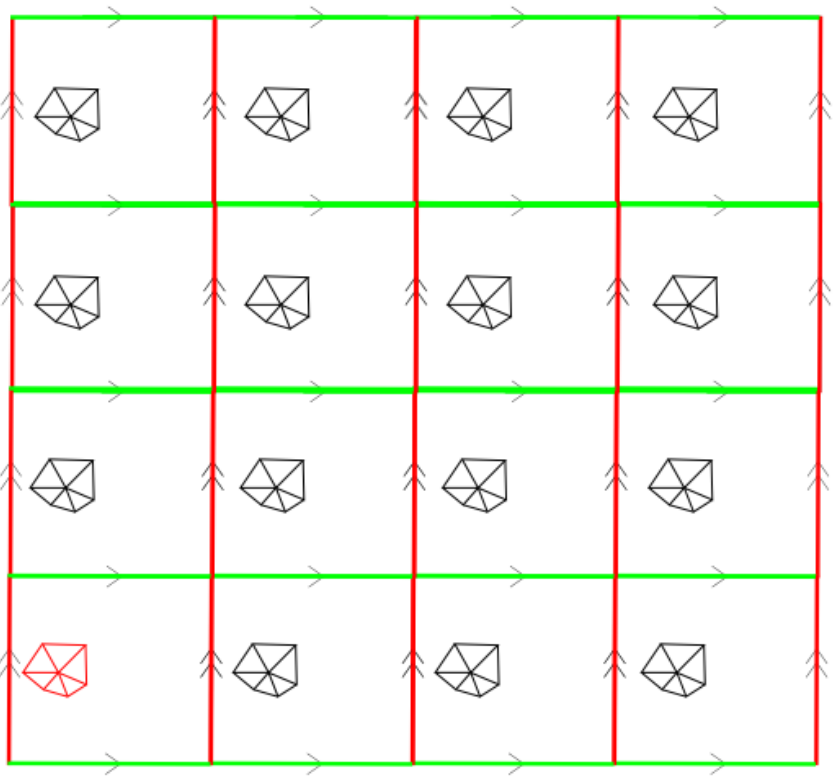


Key idea : many topological problems can be solved on the universal cover easier than on the original surface.

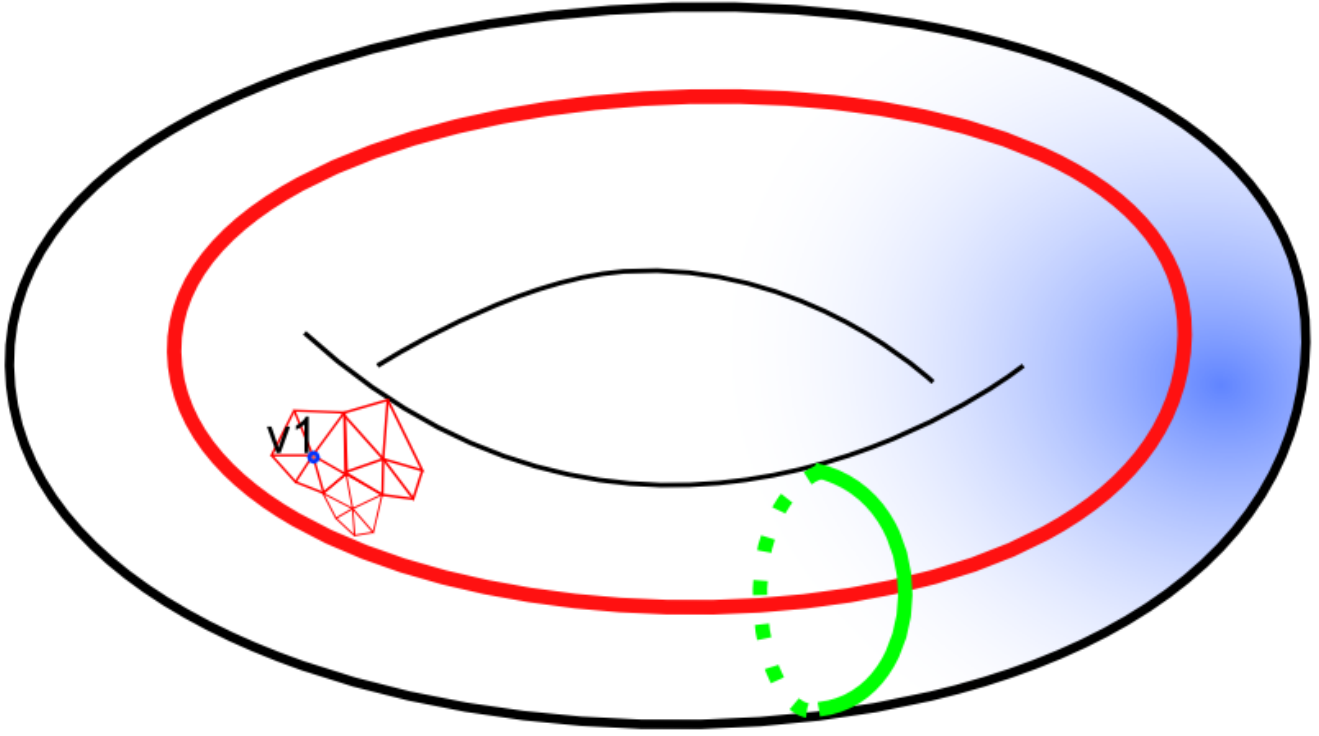
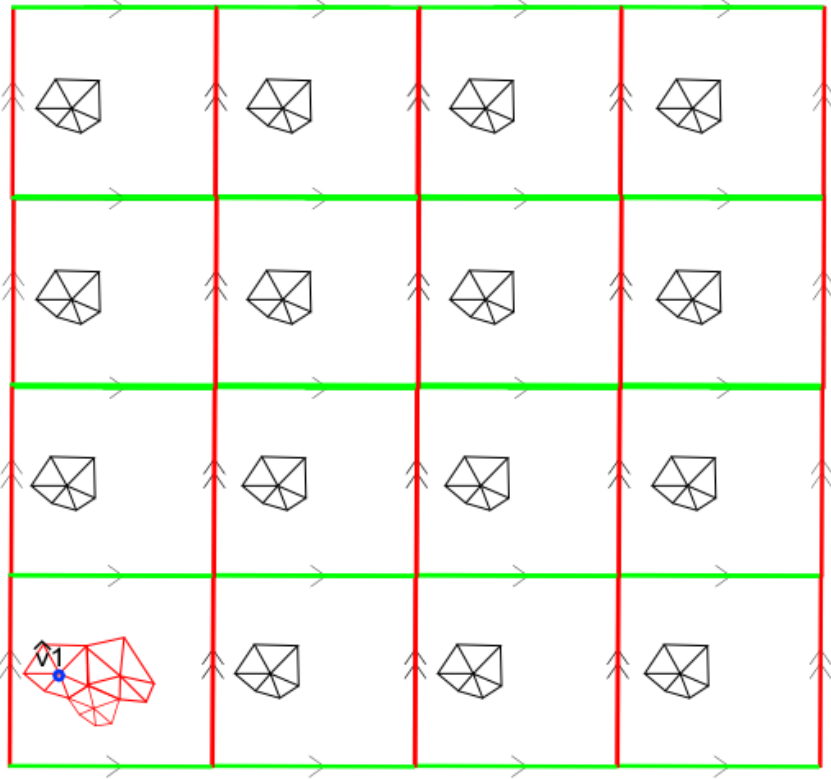
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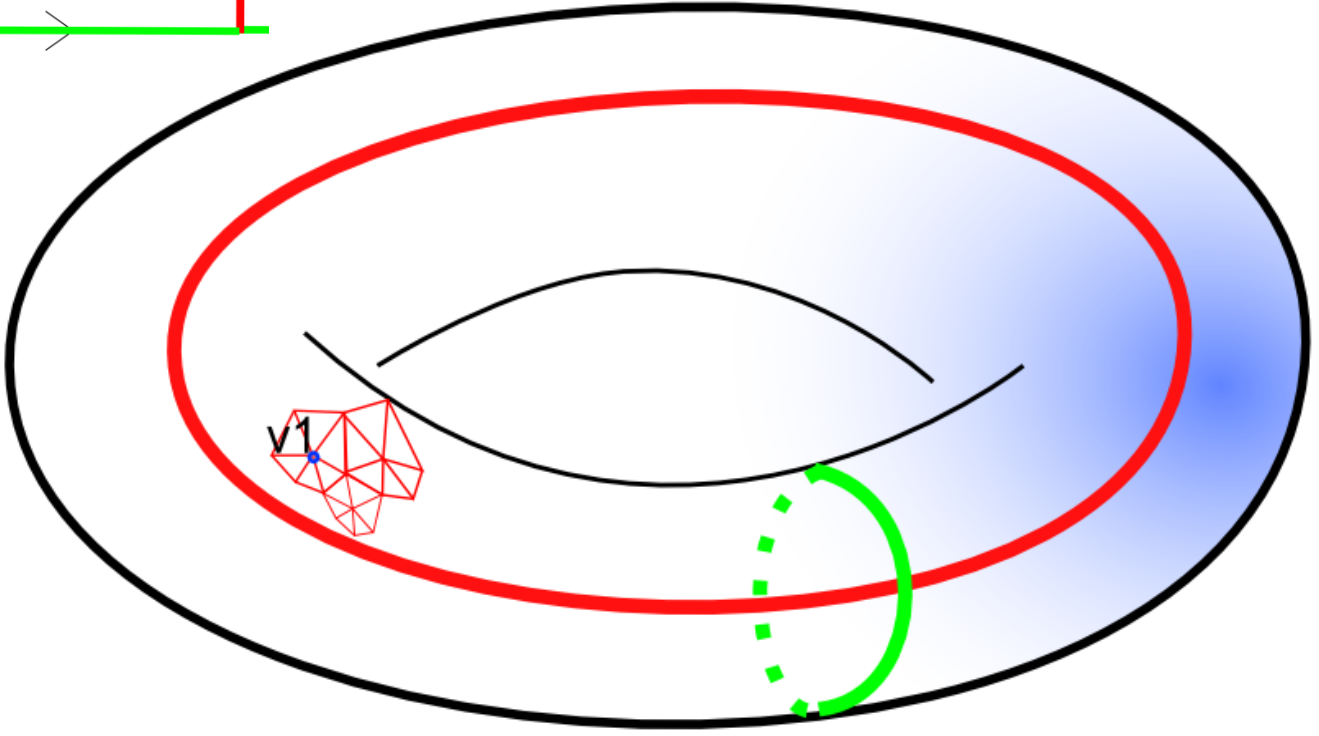
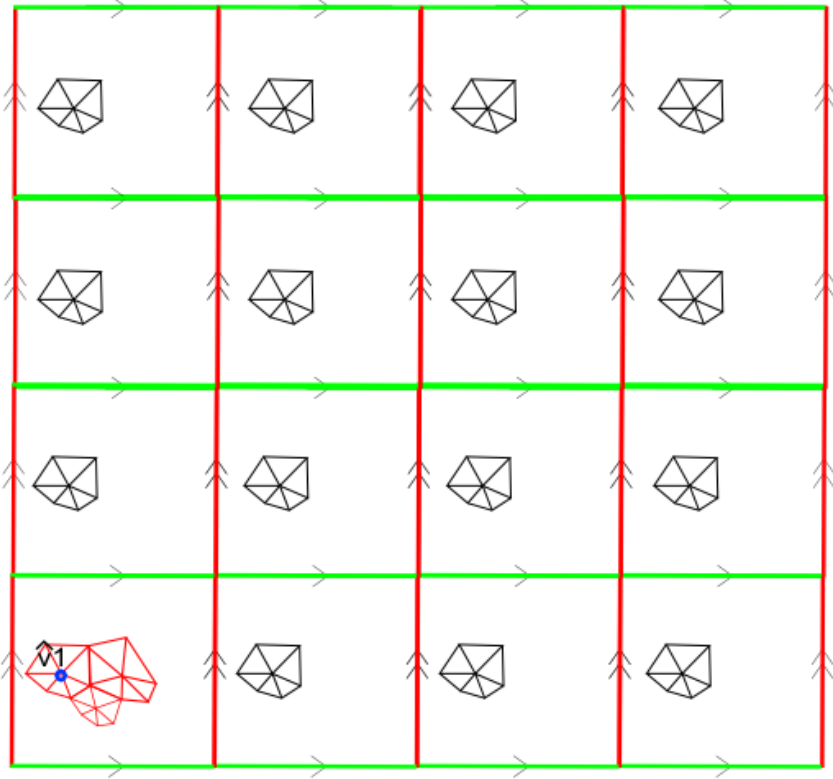
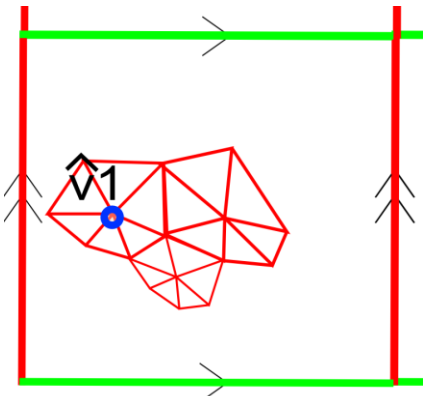
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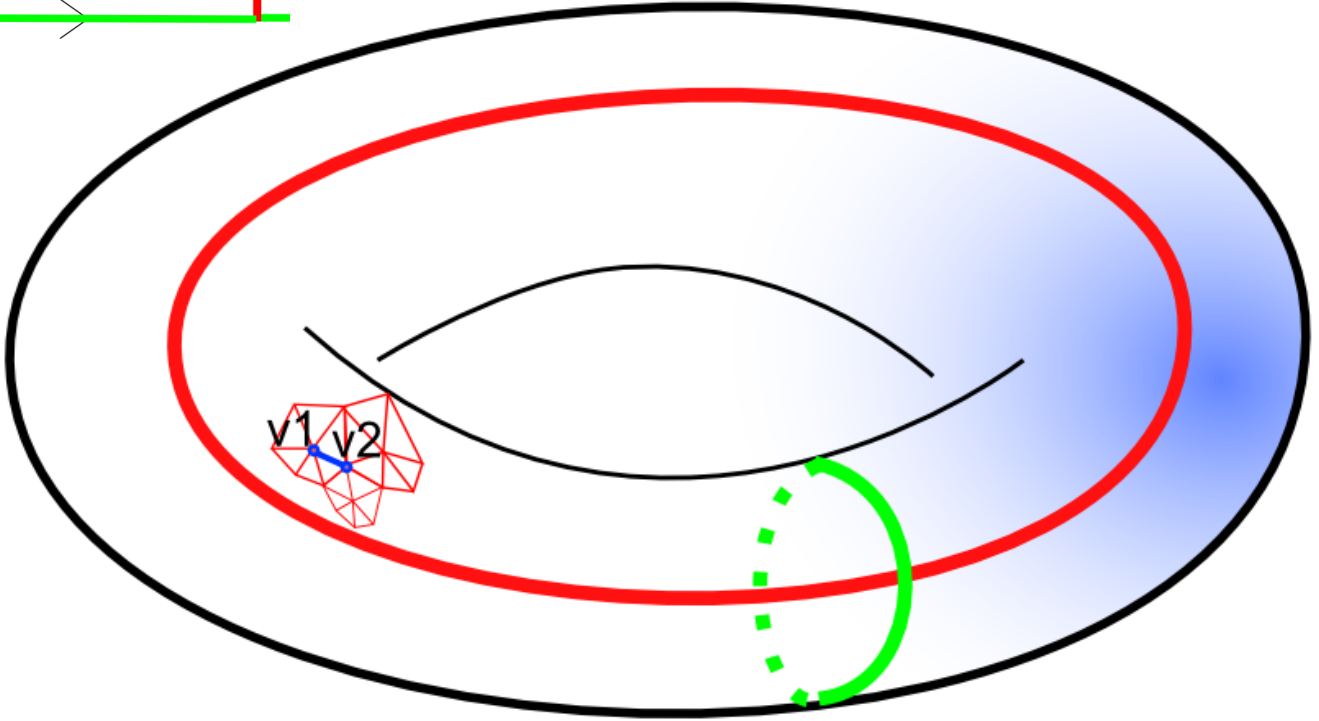
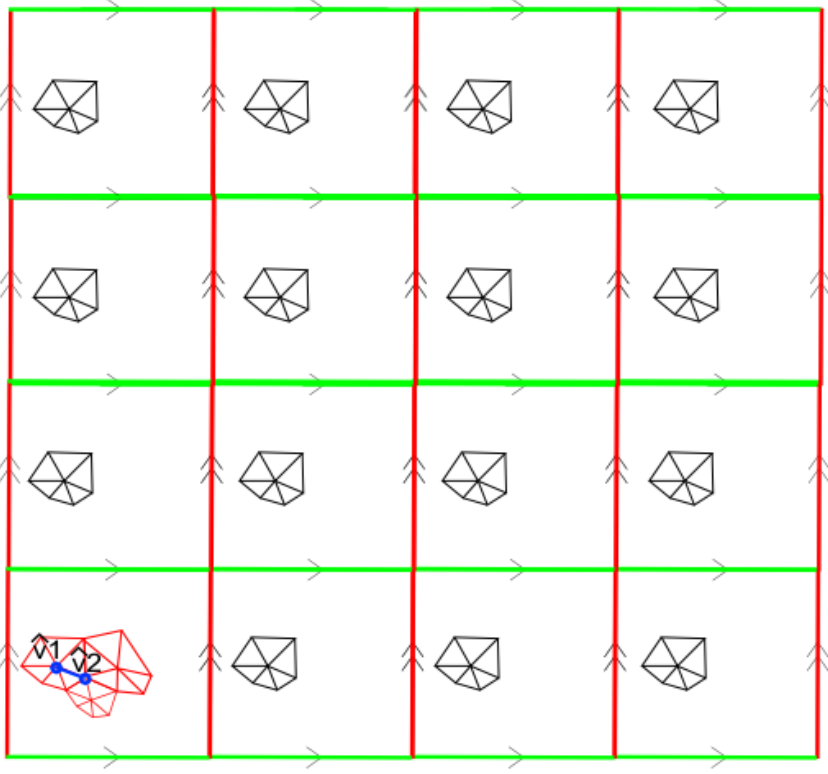
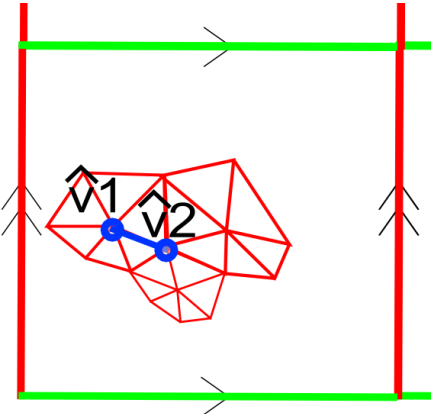
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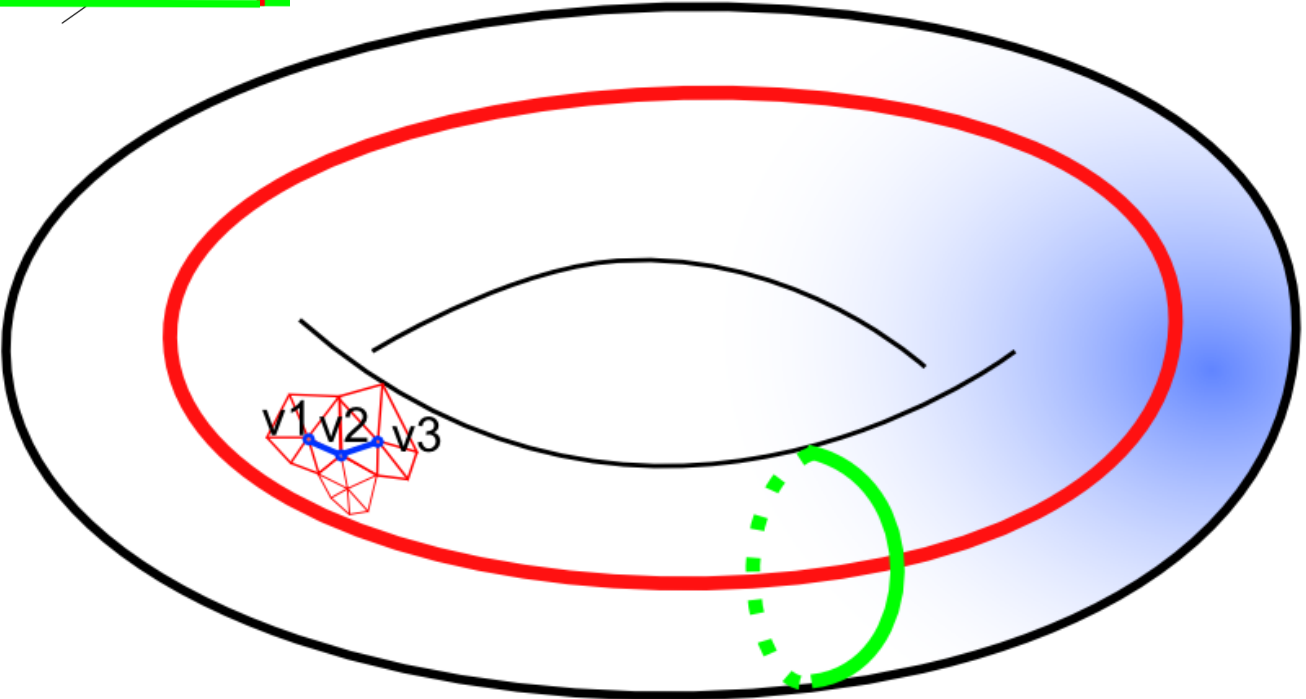
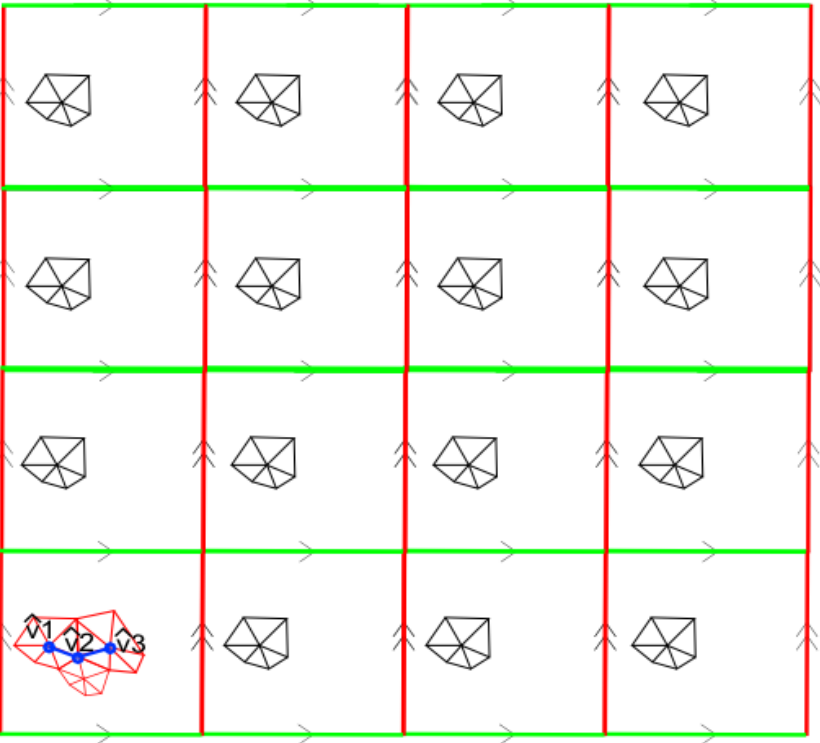
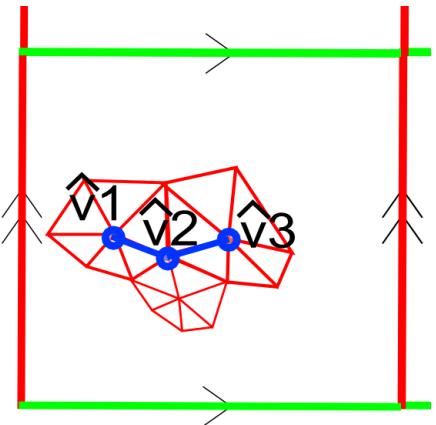
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7-We continue this process step by step.

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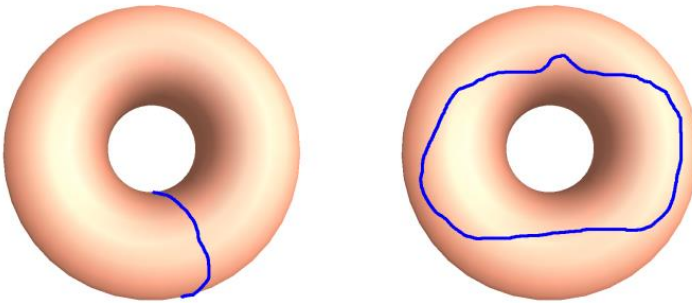
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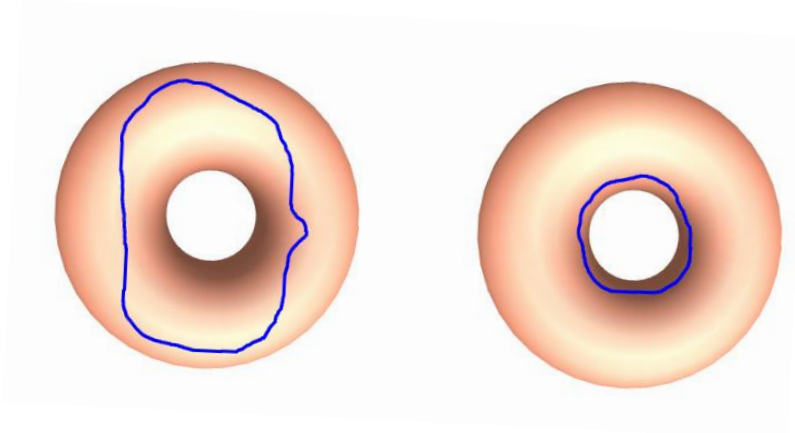
7-We continue this process step by step.

8-At the k-th step we can uniquely local the pre-image of v_k in $N(\hat{v}_k)$, \hat{v}_k , until we reach v_1 again.

Homotopy detection

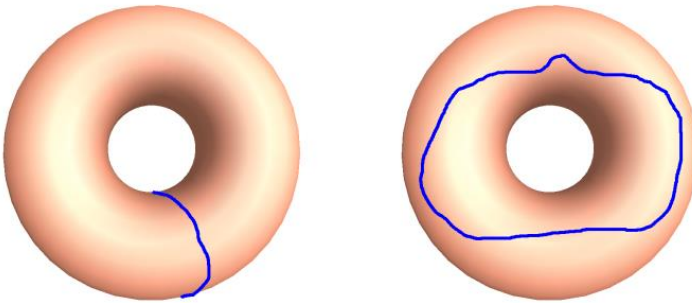


Non-homotopic curves

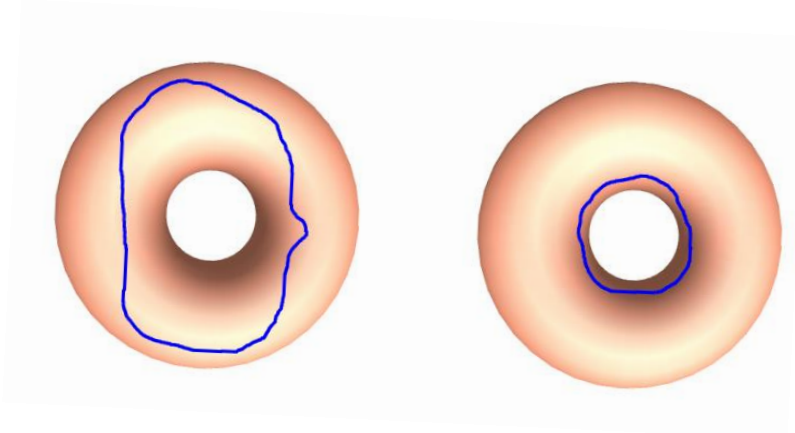


Homotopic curves

Homotopy detection

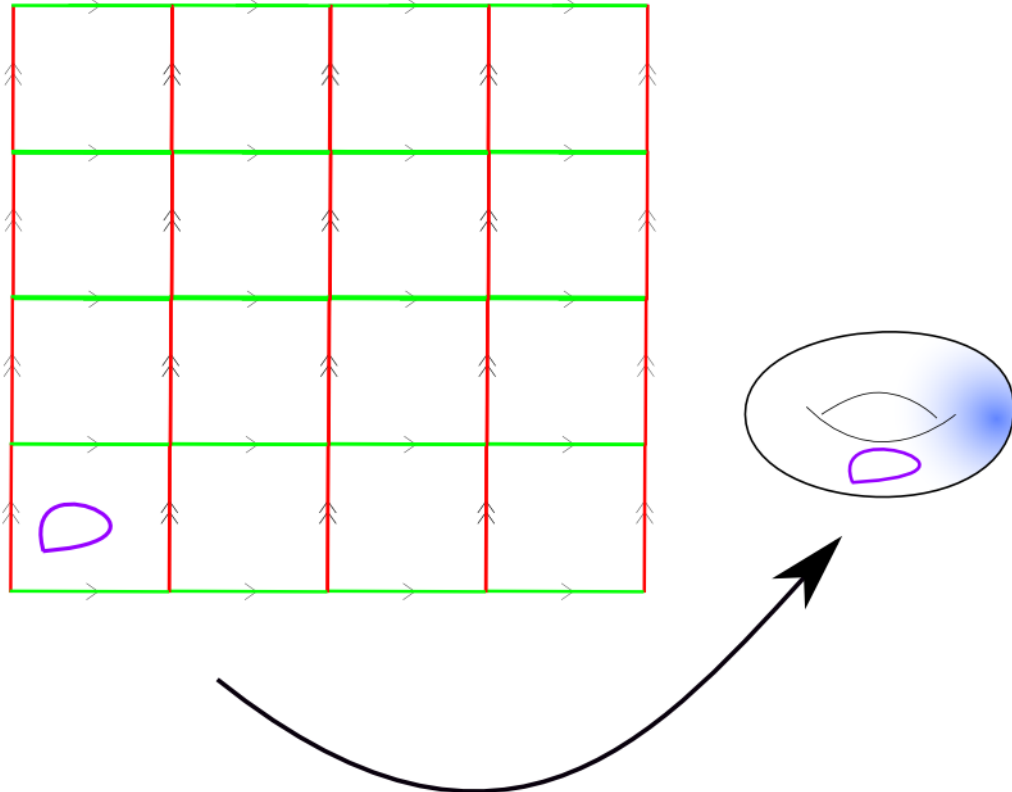


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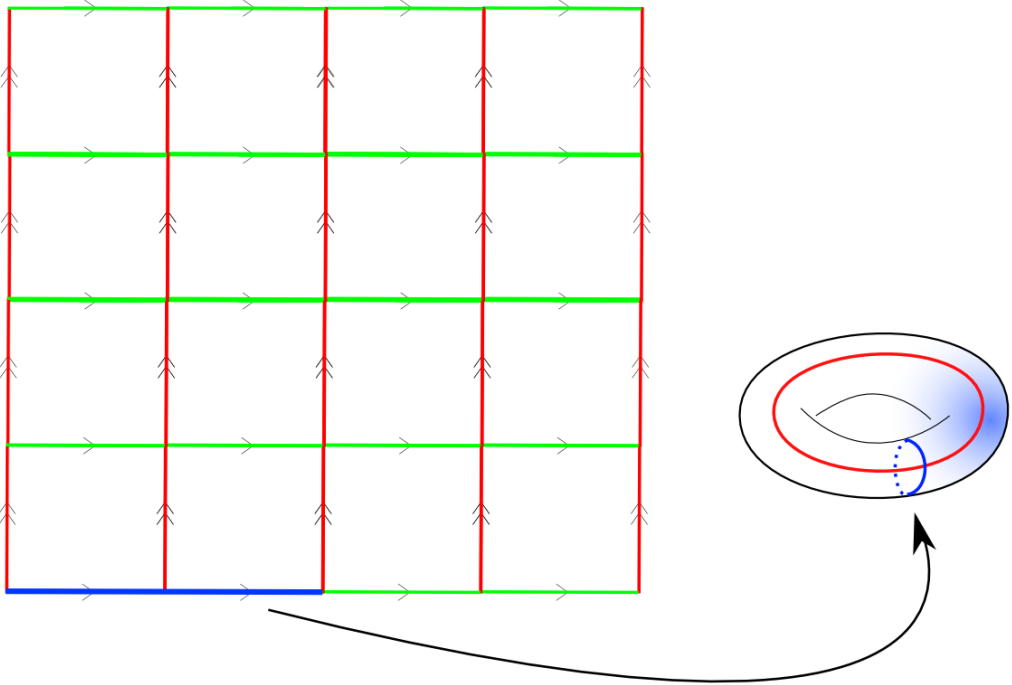
Homotopic curves

Homotopy detection



Homotopically trivial loops are lifted to closed loops in the covering space.

Homotopy detection



Homotopically non-trivial loops are lifted to open curves in the covering space.

Homotopy detection

Input : A mesh M , two chains γ_1 and γ_2

Output: Whether γ_1 is homotopic to γ_2

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2- represent γ_2 by a circular list of vertices

$$\{w_1, \dots, w_m\}$$

Homotopy detection

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Output: Whether γ_1 is homotopic to γ_2

1- represent γ_1 by a circular list of vertices

$$\{v_1, \dots, v_n\}$$

2- represent γ_2 by a circular list of vertices

$$\{w_1, \dots, w_m\}$$

3-use the Dijkstra's algorithm to compute a shortest path connecting v_1 and

$$w_1 : \gamma = \{v_1, d_1, \dots, d_k, w_1\}$$

Homotopy detection

Input : A mesh M , two chains γ_1 and γ_2

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4-Construct $\Gamma = \gamma_1 \circ \gamma \circ \gamma_2^{-1} \circ \gamma^{-1}$

Homotopy detection

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$$\Gamma = \{v_1, \dots, v_n, v_1, d_1, \dots, d_k, w_1, w_m, \dots, w_1, d_k, \dots, d_1, w_1\}$$

Homotopy detection

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5-Construct a finite portion of the universal cover.

Homotopy detection

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4-Construct $\Gamma = \gamma_1 \circ \gamma \circ \gamma_2^{-1} \circ \gamma^{-1}$

$$\Gamma = \{v_1, \dots, v_n, v_1, d_1, \dots, d_k, w_1, w_m, \dots, w_1, d_k, \dots, d_1, w_1\}$$

5-Construct a finite portion of the universal cover.

6-Left Γ to the universal cover and obtain the curve $\bar{\Gamma}$. If $\bar{\Gamma}$ is a loop then γ_1 is homotopic to γ_2 . Otherwise, they are not homotopic.

References

Algorithms presented here can be found in :

D. Gu and S Yau, Computational conformal geometry. Somerville, Mass, USA: International Press, 2008.