

o Why expansiveness?

- reduces "unfolding without crossing" to "infinitesimal flexibility of tensegrity"
- also stronger mathematically ~
e.g. next lecture uses (strict) expans. to "thicken" bars into polygons

o Local minima in energy algorithm? NO

- gradient flow $-\nabla E$ finds local minimum: stops when no downhill motion

- but Carpenter's Rule Theorem

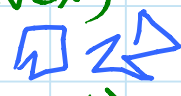
\Rightarrow every configuration that's not already straight/convex has an expansive motion $d(u,v,w) \nearrow$

\Rightarrow has energy-decreasing motion

$$E = \sum_{\text{edge } vw} \sum_{\text{vertex } u} 1/d(u,v,w) \searrow$$

\Rightarrow continue until straight/convex

(actually until ε from straight/convex)

- if linkage has multiple components: 

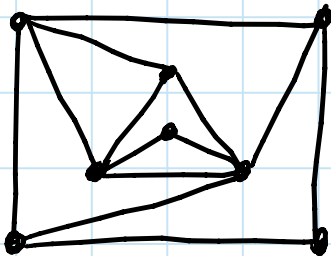
- after components fly far away ($\approx \eta/\varepsilon$) contribute little to energy decrease

\Rightarrow gradient motion unfolds components (within ε of outer-convex)

o Pointed pseudotriangulations:

- original use: ray shooting in polygons via "balanced" ($\Theta(\lg n)$ -diameter) pseudotriang.
[Chazelle, Edelsbrunner, Grigni, Guibas, Hershberger, Sharir, Snoeyink - Algorithmica 1994]
- $2n-3$ edges & $n-2$ pseudotriangles
vs. $2n-3+i$ edges & $n-2+i$ triangles in triangulation
↳ # interior vertices (not on convex hull)
= nonpointed vertices in pseudotriangulation
- minimally generically rigid (Laman) [Streinu 2000]
 - any (induced) subgraph is pointed
 - ⇒ can be completed into pointed pseudotriang.
by adding edges until maximal
 - afterword, # edges = $2n-3$
- every planar Laman graph has a pointed pseudotriangulation realization
[Haas, Orden, Rote, Santos, Servatius, Servatius, Souvaine, Streinu, Whiteley - CGTA 2005]
 - via Henneberg construction

Example:



- removing convex-hull edge $e \Rightarrow$ expansive
 - was Laman \Rightarrow now (generically) flexible
 - add all pairwise struts, including e
 - from duality, suffices to prove that all equilibrium stresses are zero on $e \Rightarrow e$ (at least) can expand
 - from CDR, nonzero stresses must be on or interior to convex bar polygons

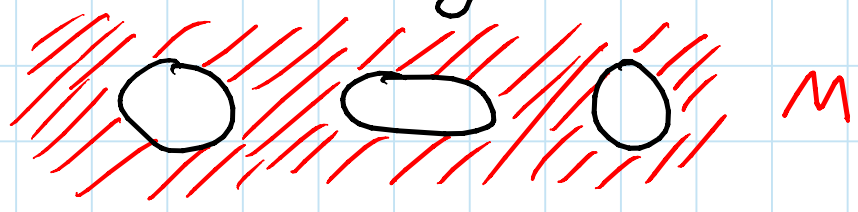
(\Rightarrow not e)

- let $M =$ region of xy plane lifting to maximum z coordinate
- $\Rightarrow \partial M$ consists of mountains \Rightarrow bars
- at vertex v of ∂M :

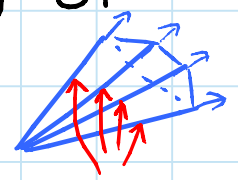



reflex angle between bars must be locally in M (only valleys there)

$\Rightarrow \partial M$ consists of convex bar polygons with M containing their exterior



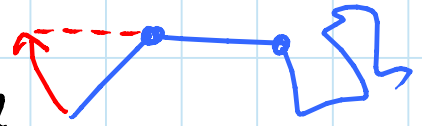
- pointed pseudotriangulations minus hull edge form all "extreme rays" (edges) of cone of expansive motions
[Rote, Santos, Streinu 2002]



- o Linear equilateral trees: [Abel, Demaine, Demaine, Eisenstat, Lynch, Schardl, Shapiro-Elowitz - ISAAC 2011]
 - recall locked linear OR equilateral trees
 - but no locked linear equilateral tree
 - initially view as path 
 - repeatedly split at "break" & canonicalize by one move
 - ⇒ canonical with one more vertex
 - induct

o Linkages in 4D: [Cocan & O'Rourke 2001]

- every open chain can be straightened in $4D^+$:
- idea: move first bar to "extend" second bar
- then "fuse" that joint.



treating first two bars as one

⇒ effectively $n-1$ bars left; induct

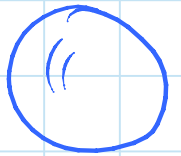
- problem: goal state for first bar might intersect rest of chain

works
in 3D
too!

- if so, just perturb the linkage (actually can just move the vertex to be straightened)

- key: first bar can reach any nonobstructed position

- configurations around joint = points on 3D sphere in 4D (centered at joint)

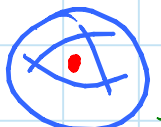


(analogy: 3D chain, points on usual 2D sphere)

- obstacle = projection of 1D bar onto sphere = 1D arc

- deleting 1D arcs keeps 3D sphere connected (analogy: deleting 0D points from usual 2D sphere)

[in 3D, could build a "cage":



- every tree can be flattened (similar technique)
- every cycle can be convexified (diff. approach)

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6.849 Geometric Folding Algorithms: Linkages, Origami, Polyhedra
Fall 2012

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