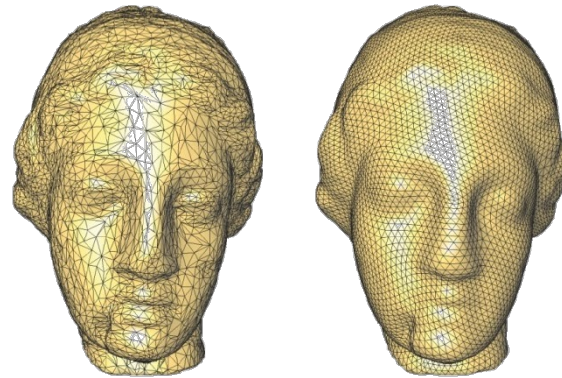
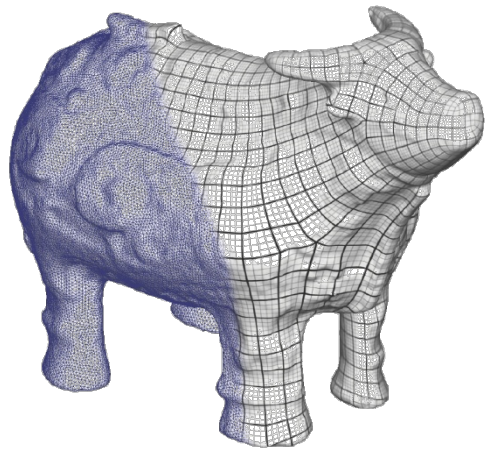
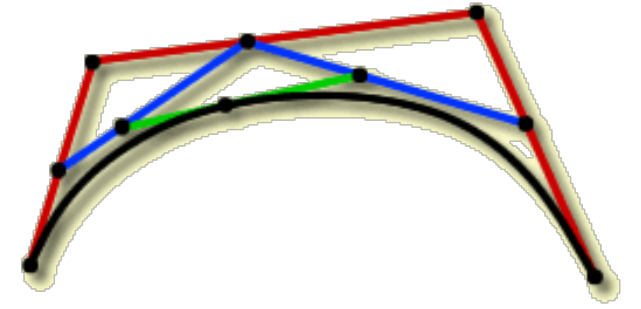


# CS348a: Geometric Modeling and Processing



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Computer Science Department  
Stanford University



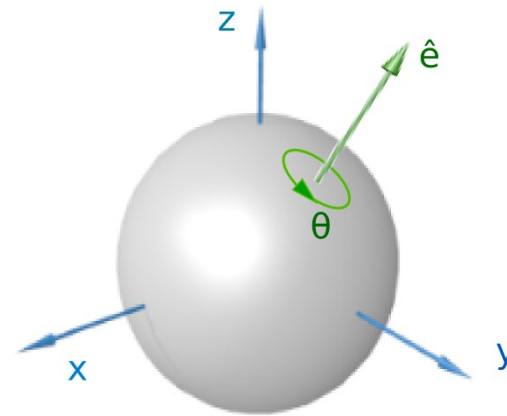
# Last Time: 3D Rotations via Quaternions



# Multiple 3D Rotation Representations

Rotations of 3-space around an axis through the origin

- Axis and angle
- Matrices
- Euler angles
- **Quaternions**



# Quaternion Advantages

- Unit norm quaternions are a double cover of the group of rotations through the origin in 3D

$$q \mapsto C_q \mapsto M(q) \quad M(-q) = M(q)$$

- Compact representation 1 x 4:  $q = a + bI + cJ + dK$ 
  - efficient multiplication

- Homomorphism:  $M(pq) = M(p)M(q)$

- Relatively easy conversion to other representations

- Continuity – important for gradient descent when regressing rotations

# Scaled Quaternion Conjugation

$$C_q(r) := qr\bar{q}$$

$$M(q) = M(a + bI + cJ + dK) =$$

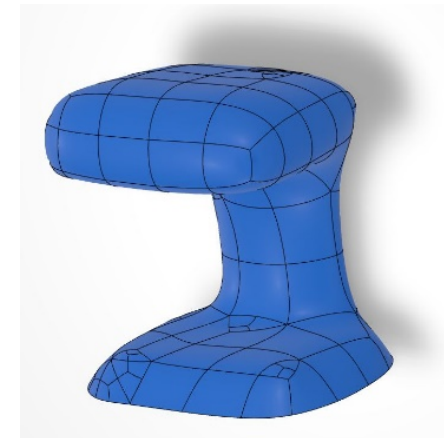
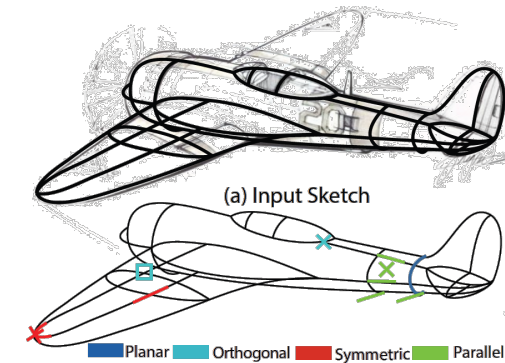
$$\begin{pmatrix} a^2 + b^2 + c^2 + d^2 & 0 & 0 & 0 \\ 0 & a^2 + b^2 - c^2 - d^2 & 2bc - 2ad & 2bd + 2ac \\ 0 & 2bc + 2ad & a^2 - b^2 + c^2 - d^2 & 2cd - 2ab \\ 0 & 2bd - 2ac & 2cd + 2ab & a^2 - b^2 - c^2 + d^2 \end{pmatrix}$$

A rotation matrix if  $\|q\| = \sqrt{a^2 + b^2 + c^2 + d^2} = 1$

Today:  
Designed Shapes,  
Polynomial Curves

# Shapes Representations for Human Design

- Boundary-based or volume-based?
- One piece or many? – Splines
- What class of mathematical functions?
- Of what degree?
- Parametric or implicit?



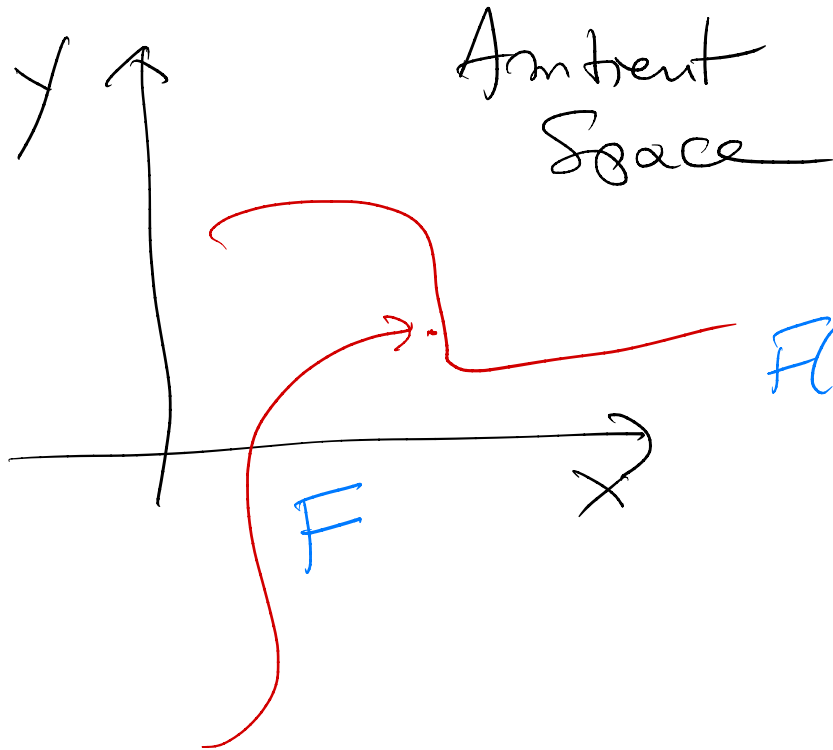
**Whiteboard**



# Class of Mathematical Functions

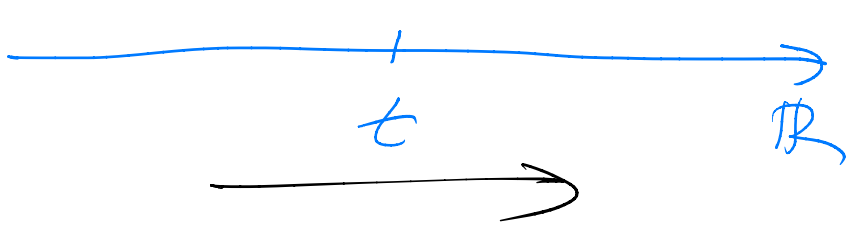
- Polynomial
  - Rational
- } of degree  $\leq 3$

Parametric  
Implicit

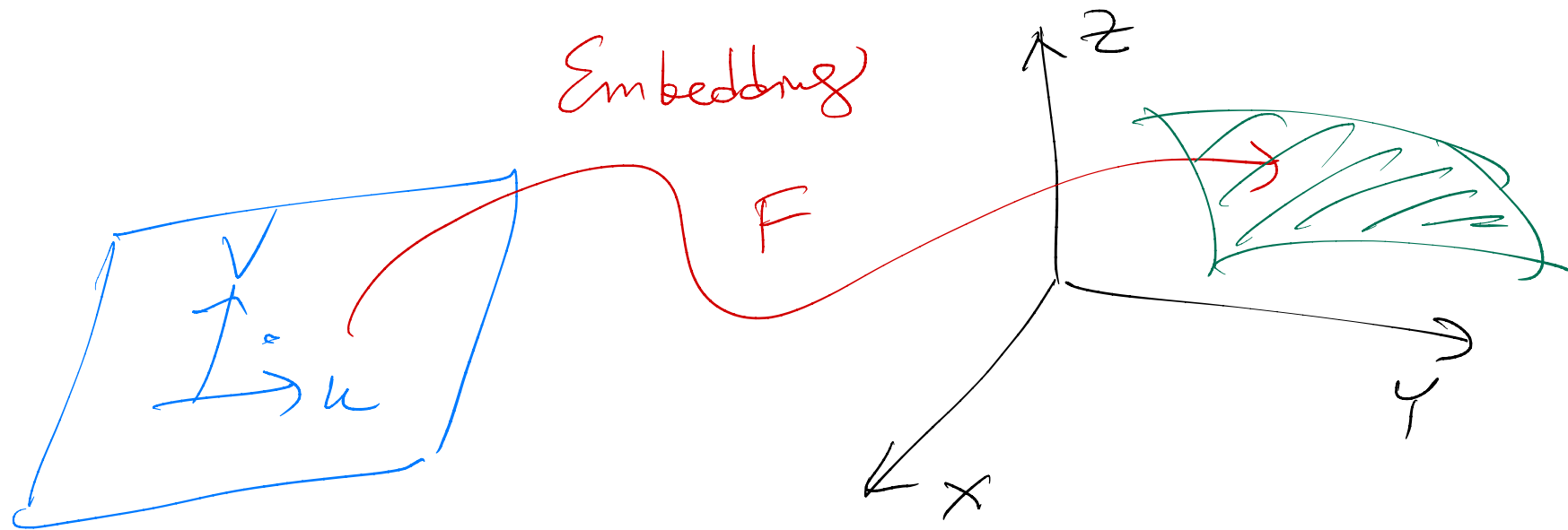


$$F(t) = (x(t), y(t)) \quad (x(t), y(t), z(t))$$

two polynomials



Parameter  
Space

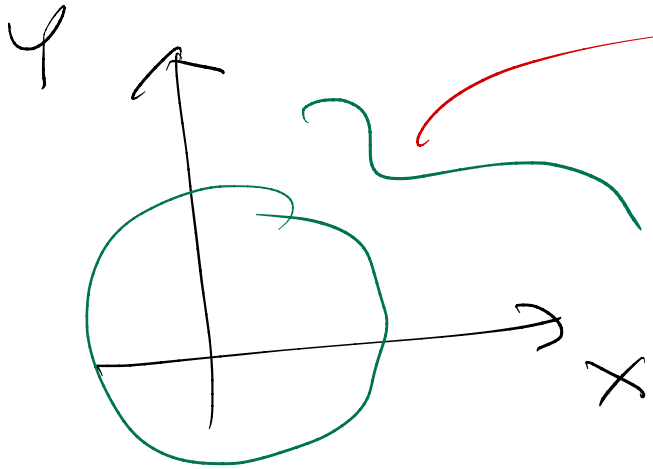


$$F(u, v) \equiv (x(u, v), y(u, v), z(u, v))$$

$$F: \mathbb{R}^2 \longrightarrow \mathbb{R}^3 \leftarrow \text{ambient space}$$

$\uparrow$   
parameter space

# Implicit Forms

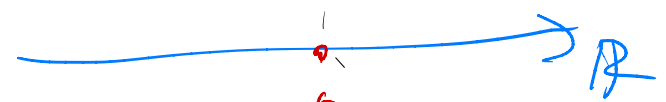


F

F

$$x^2 + y^2 - 1$$

Normal  
Implicit



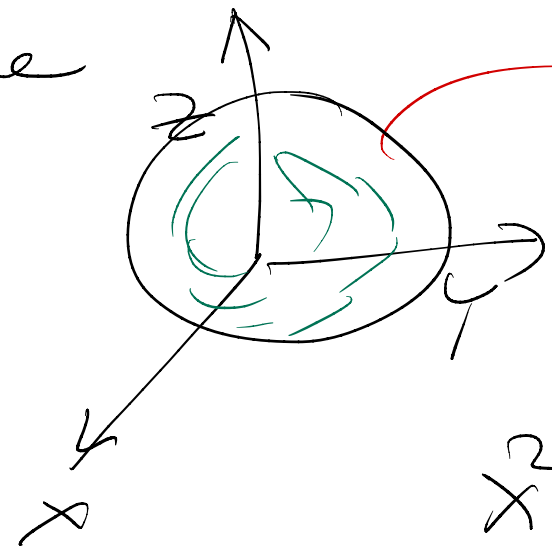
Ambient  
Space

Gauge space

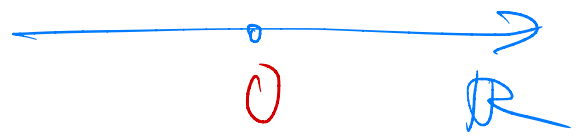
$F^{-1}(0)$

$$x^2 + y^2 - 1 = 0$$

F: No



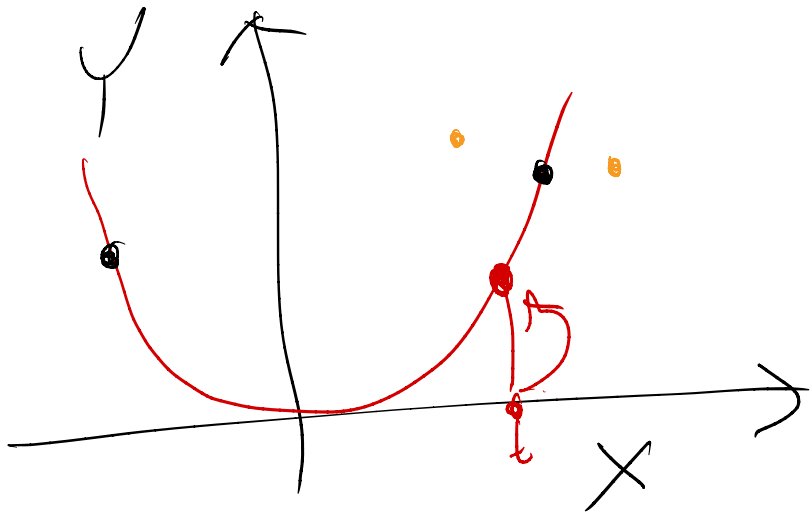
Gauge  
Space



Ambient

$$x^2 + y^2 + z^2 - 1 = 0$$

$F^{-1}(0)$

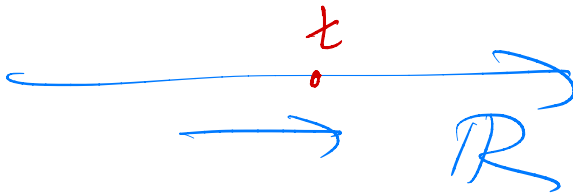


$$\left. \begin{array}{l} Y = X^2 \\ Y - X^2 = 0 \end{array} \right\} \text{implicit}$$

$$F(t) = (t, t^2)$$

$$X(t) \quad Y(t)$$

Parametric



# Parametric Curves

---

## Polynomial

$d=1$   
 $d=2$   
 $d=3$

$d=1$

$$\left. \begin{aligned} x(t) &= x_1 t + x_0 \\ y(t) &= y_1 t + y_0 \end{aligned} \right\} \begin{array}{l} \text{straight} \\ \text{line} \end{array}$$

$d=2$

$$\left. \begin{aligned} x(t) &= x_2 t^2 + x_1 t + x_0 \\ y(t) &= y_2 t^2 + y_1 t + y_0 \end{aligned} \right\} \underline{\text{parabolas}}$$

$$\alpha x + \beta y + \gamma = 0 \quad \begin{array}{l} t \rightarrow \infty \quad \frac{y_2}{x_2} \\ t \rightarrow -\infty \quad x_2 \end{array}$$

$$x(t) = x_2 t^2 + x_1 t + x_0$$

$$y(t) = y_2 t^2 + y_1 t + y_0$$

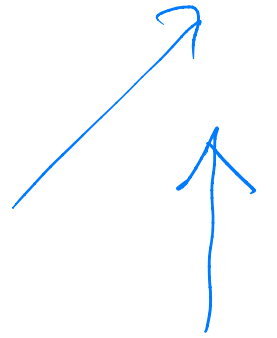
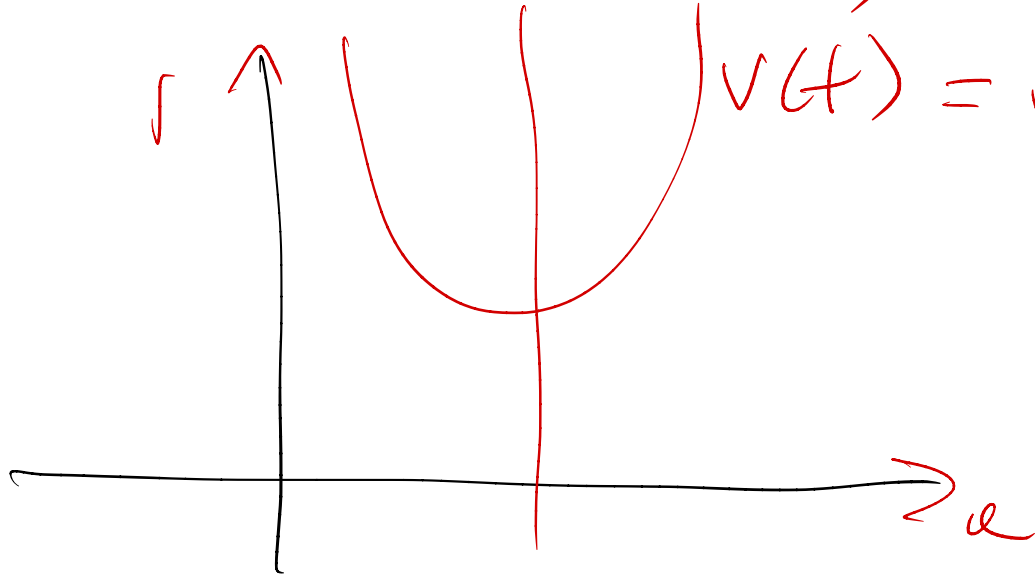
$$t \rightarrow \infty \quad \frac{y_2}{x_2}$$

$$\begin{pmatrix} u \\ v \end{pmatrix} = \begin{pmatrix} y_2 - x_2 \\ x_2 \quad y_2 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

$$u_2 = 0$$

$$u(t) = u_1 t + u_0$$

$$v(t) = v_2 t^2 + v_1 t + v_0$$



$$d = 3$$

$$F(t) = (x(t), y(t))$$

$$\left. \begin{aligned} x(t) &= x_3 t^3 + x_2 t^2 + x_1 t + x_0 \\ y(t) &= y_3 t^3 + y_2 t^2 + y_1 t + y_0 \end{aligned} \right\}$$

$$t \rightarrow \infty$$

$$\frac{y_3}{x_3}$$

$$k_{12} = x_1 x_2 - x_2 x_1$$

$$k_{23} = x_2 y_3 - x_3 y_1$$

$$k_{31} = x_3 y_1 - x_1 y_3$$

$$\begin{pmatrix} y \\ v \end{pmatrix} = \begin{pmatrix} y_3 & -x_3 \\ x_3 & y_3 \end{pmatrix} \begin{pmatrix} x \\ t \end{pmatrix}$$

$$F(t) = (u(t), v(t))$$

$$u(t) = \underline{u_2} t^2 + \underline{u_1} t + u_0$$

$$v(t) = v_3 t^3 + v_2 t^2 + v_1 t + v_0$$

$$u_2 = k_{23}$$

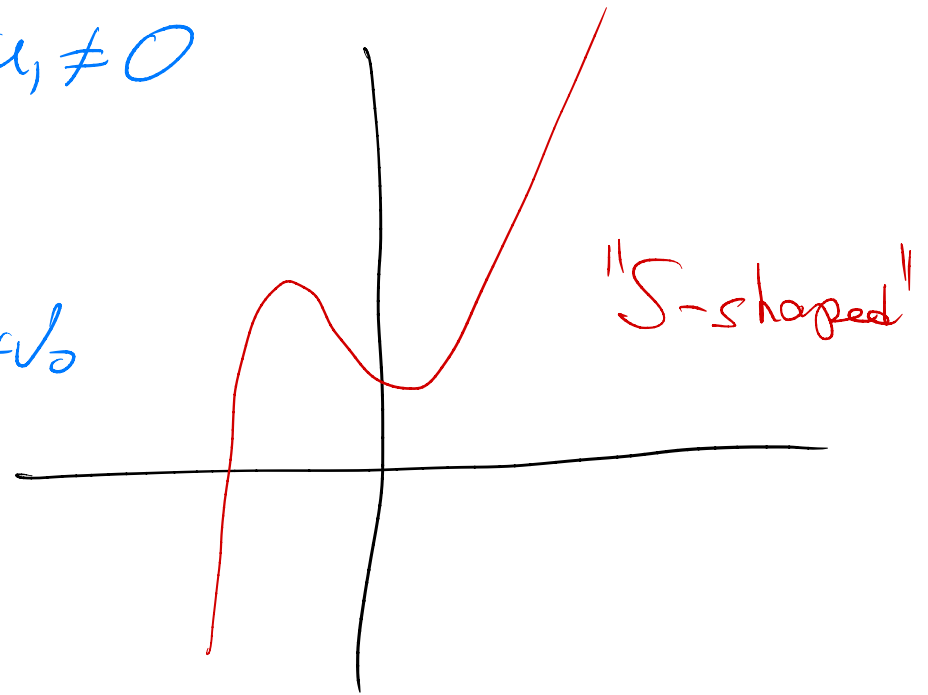
$$u_1 = -k_{31}$$

2

$$k_{23} = u_2 = 0, \quad k_{31} = -u_1 \neq 0$$

$$u(t) = u_1 t + u_0$$

$$v(t) = v_3 t^3 + v_2 t^2 + v_1 t + v_0$$





(3)

$$k_{23} = k_{31} = 0 \quad k_{12} \neq 0$$

$$0 = \begin{vmatrix} y_1 & y_2 & y_3 \\ x_1 & x_2 & x_3 \\ y_1 & y_2 & x_3 \end{vmatrix}$$

~~$$x_1 k_{23} + x_2 k_{31} + x_3 k_{12} = 0$$~~

~~$$y_1 k_{23} + y_2 k_{31} + y_3 k_{12} = 0$$~~

$$\Rightarrow x_3 = 0$$

$$y_3 = 0$$



Parabola

⑧

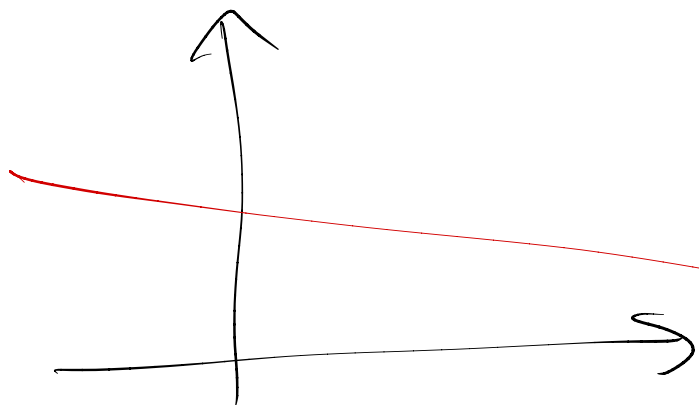
$$k_{12} = k_{23} = k_{31} = 0$$

$$\frac{y_3}{x_3} = \frac{y_2}{x_2} = \frac{y_1}{x_1} = 1$$

$$x(t) = x_3 t^3 + x_2 t^2 + x_1 t + x_0$$

$$y(t) = \lambda(x_3 t^3 + x_2 t^2 + x_1 t) + y_0$$

$$y(t) = \lambda(x(t) - x_0) + y_0$$

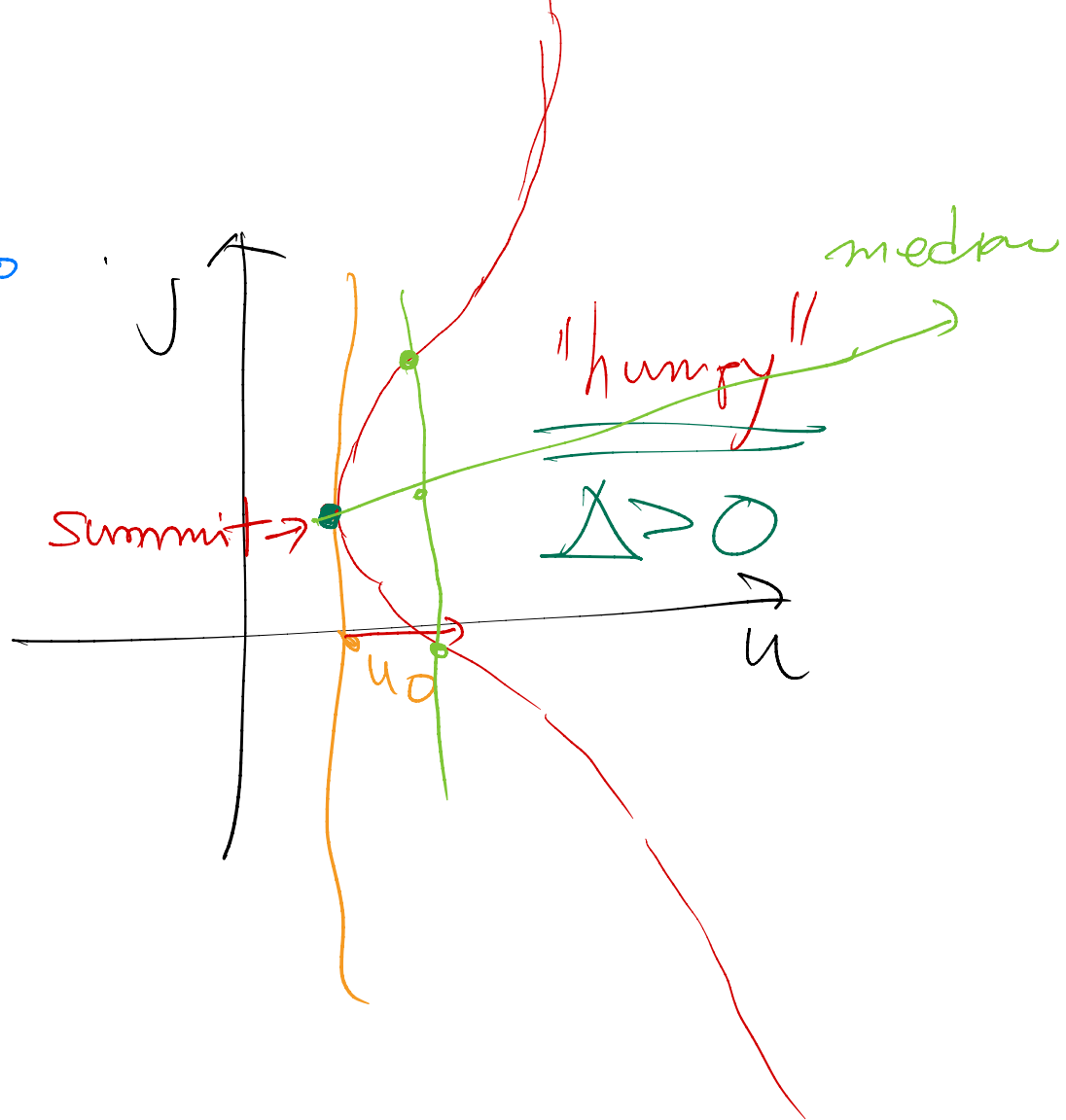
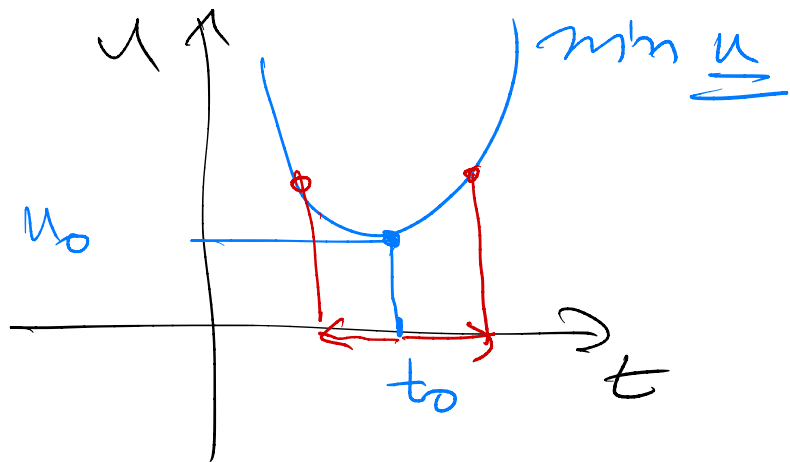


Straight line

①

$$k_{23} = u_2 \neq 0 \quad \underline{u_2 > 0}$$

$$u(t) = u_2 t^2 + k_{12} t + u_0$$



$$\Delta = 3k_{31}^2 - 4k_{12}k_{23}$$

discriminant

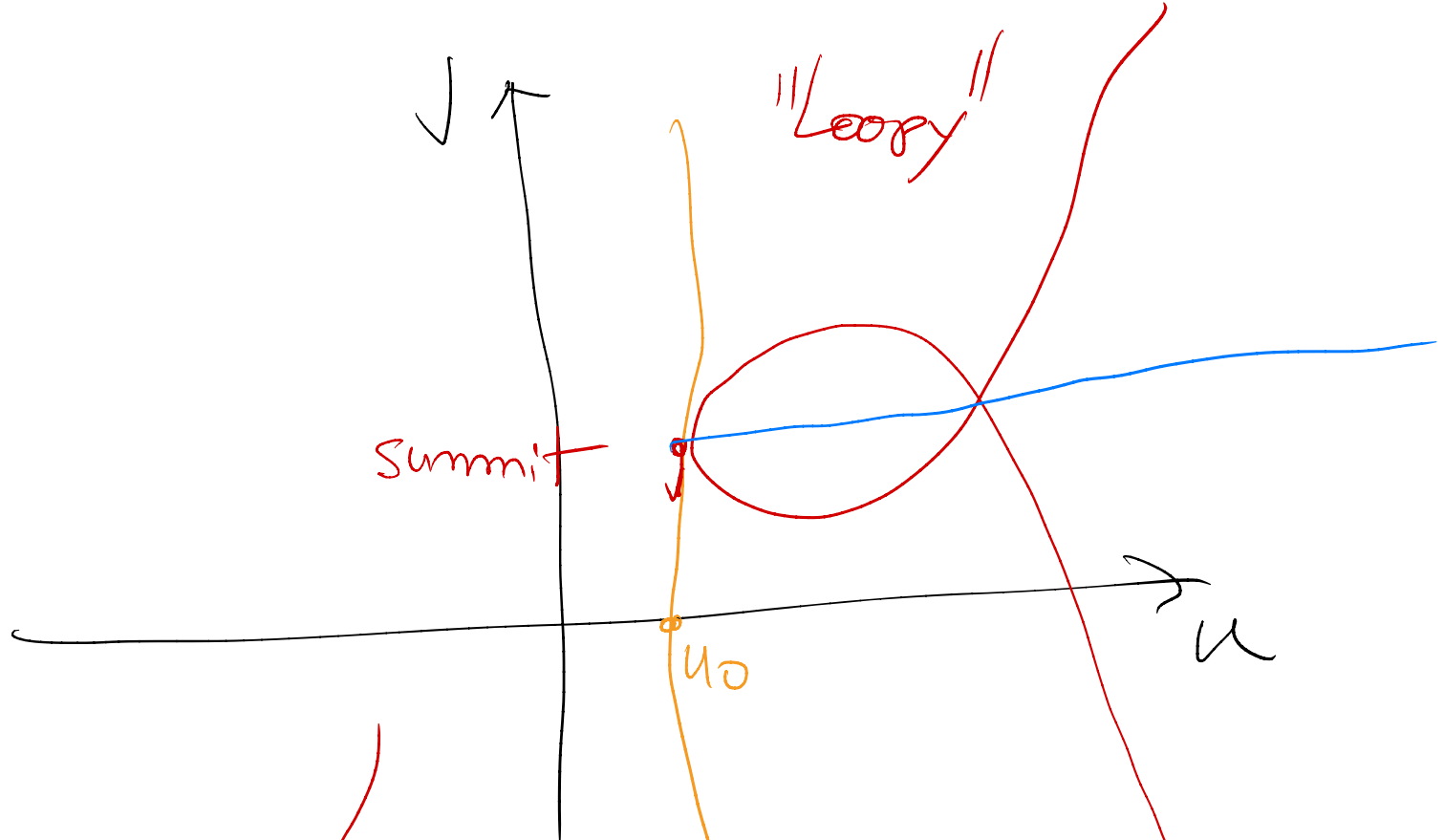
$$\Delta > 0$$

$$\Delta = 0$$

$$\Delta < 0$$

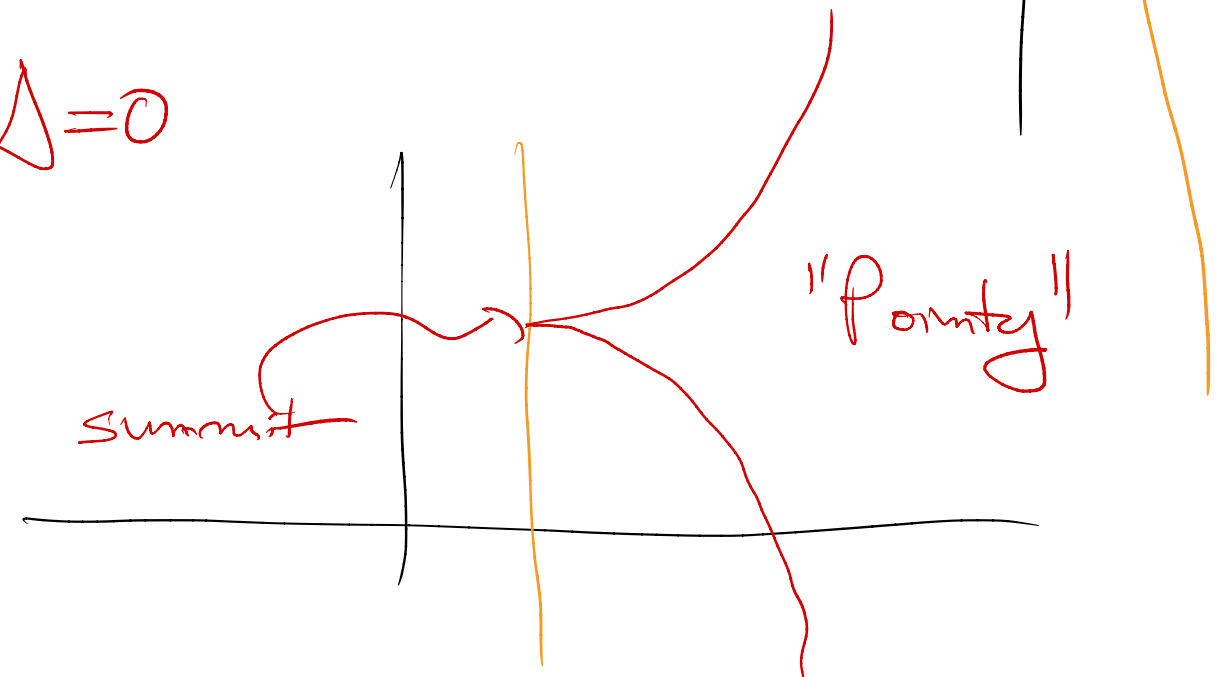
③

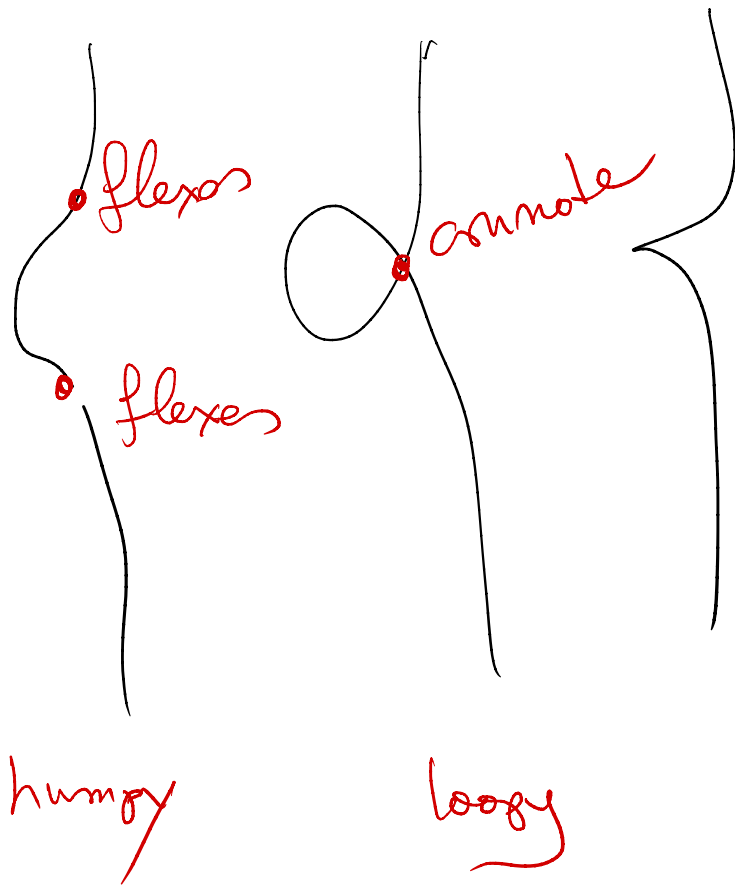
$\Delta < 0$



④

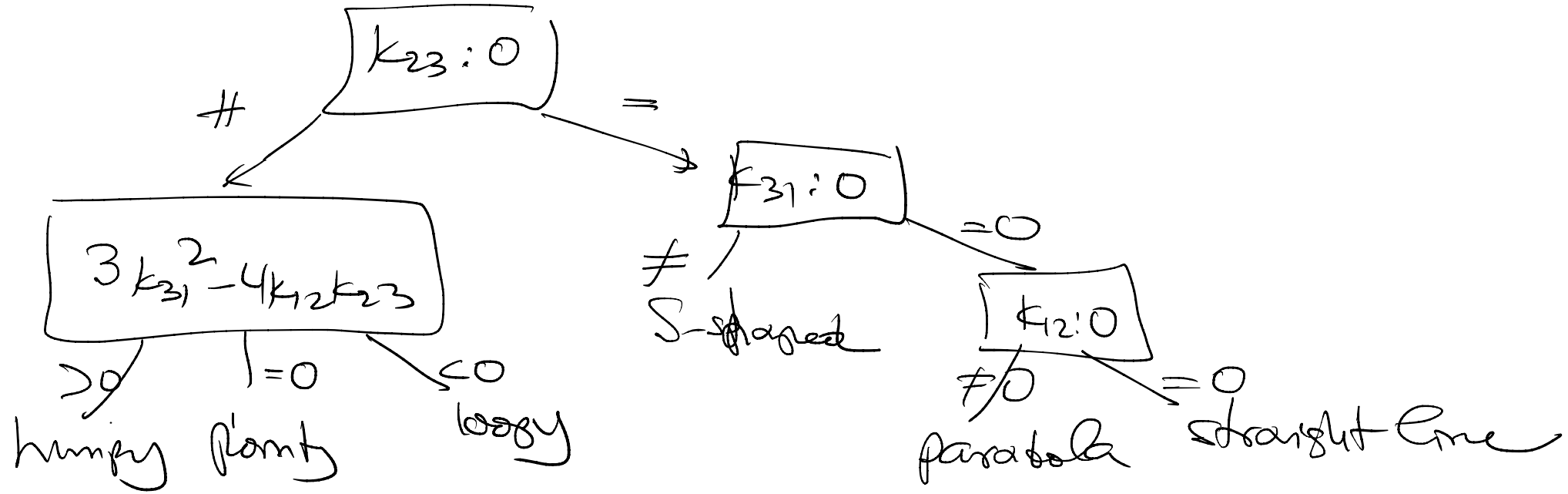
$\Delta = 0$





$$u(t) = u_2 t^2 + u_0$$
$$v(t) = v_3 t^3 + v_2 t^2 + v_1 t + v_0$$

# Classification Tree

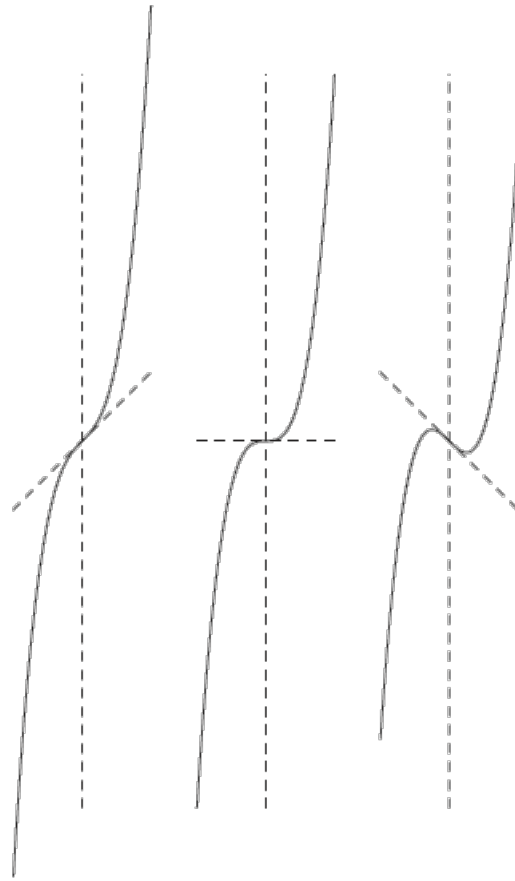


# Classification of Cubics

- Standard humpy:  $H(r) := \langle r^2, r^3 + r \rangle$
- Standard loopy:  $L(r) := \langle r^2, r^3 - r \rangle$
- Standard pointy:  $P(r) := \langle r^2, r^3 \rangle$
- Standard S-shaped:  $S(r) := \langle r, r^3 \rangle$
- Standard parabola:  $Q(r) := \langle r, r^2 \rangle$
- Standard line:  $A(r) := \langle r, r \rangle$

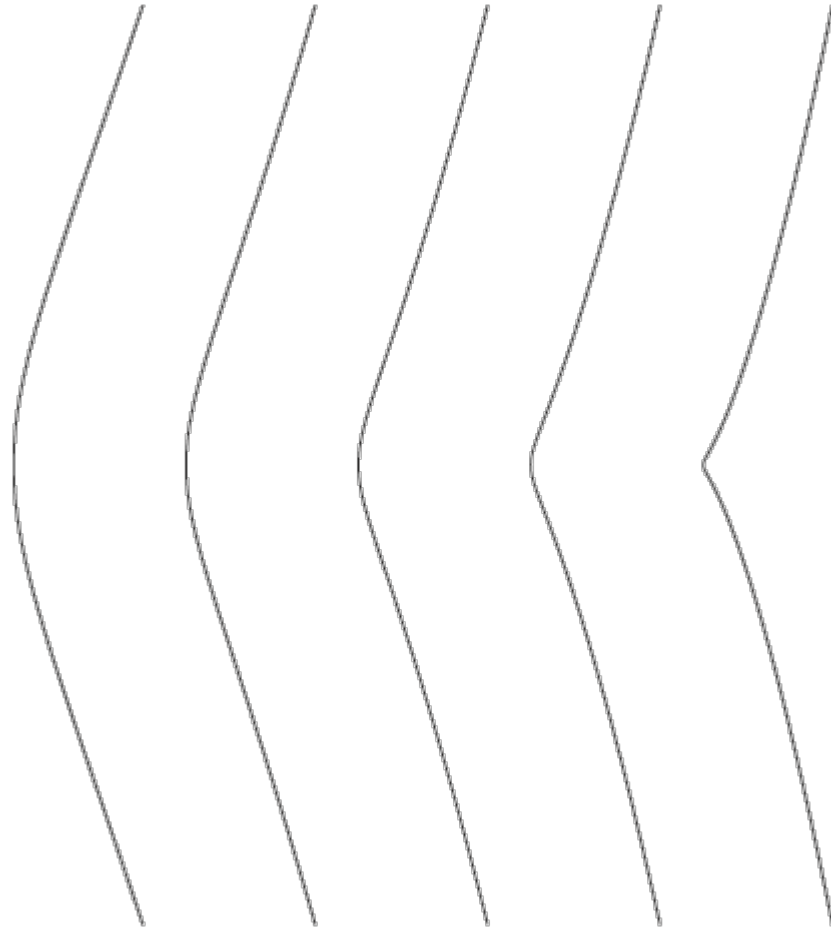
Every planar cubic is affinely equivalent to one of the above

# S-shaped Cubics

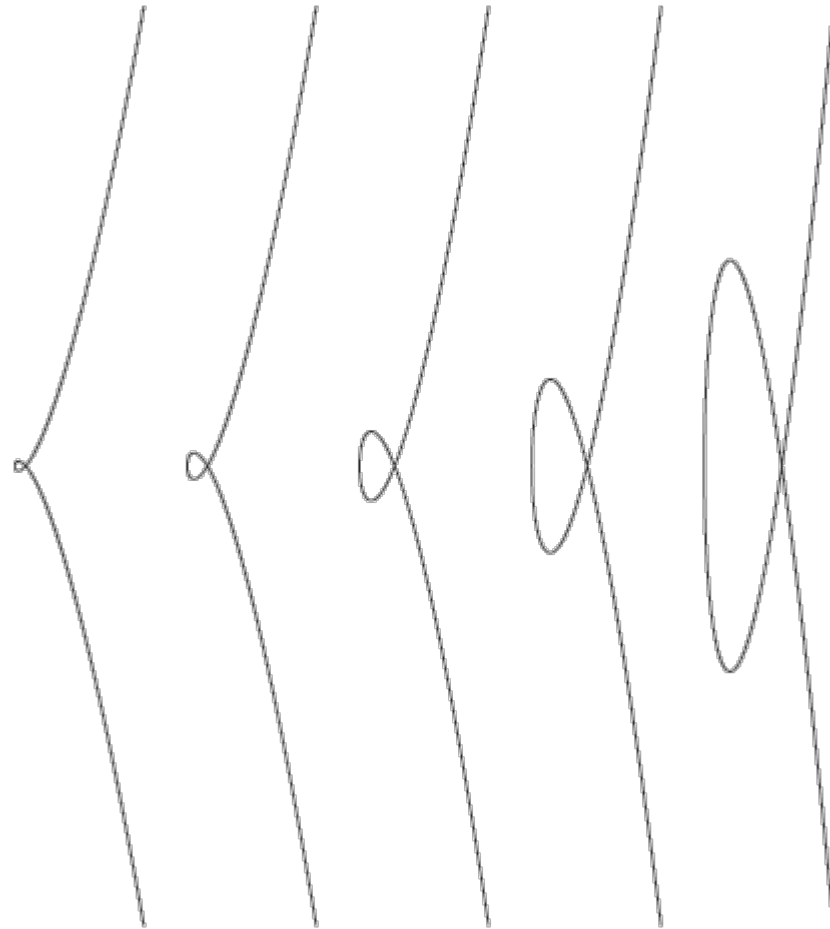




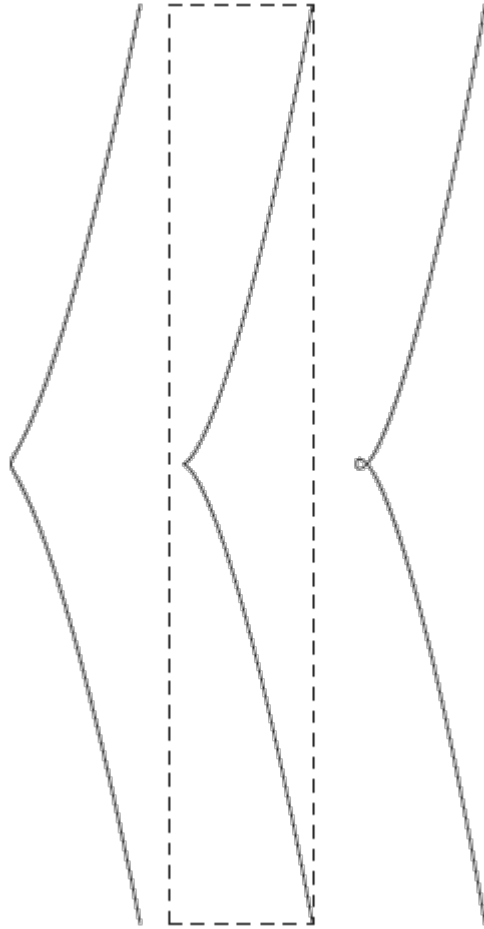
# Humpy Cubics



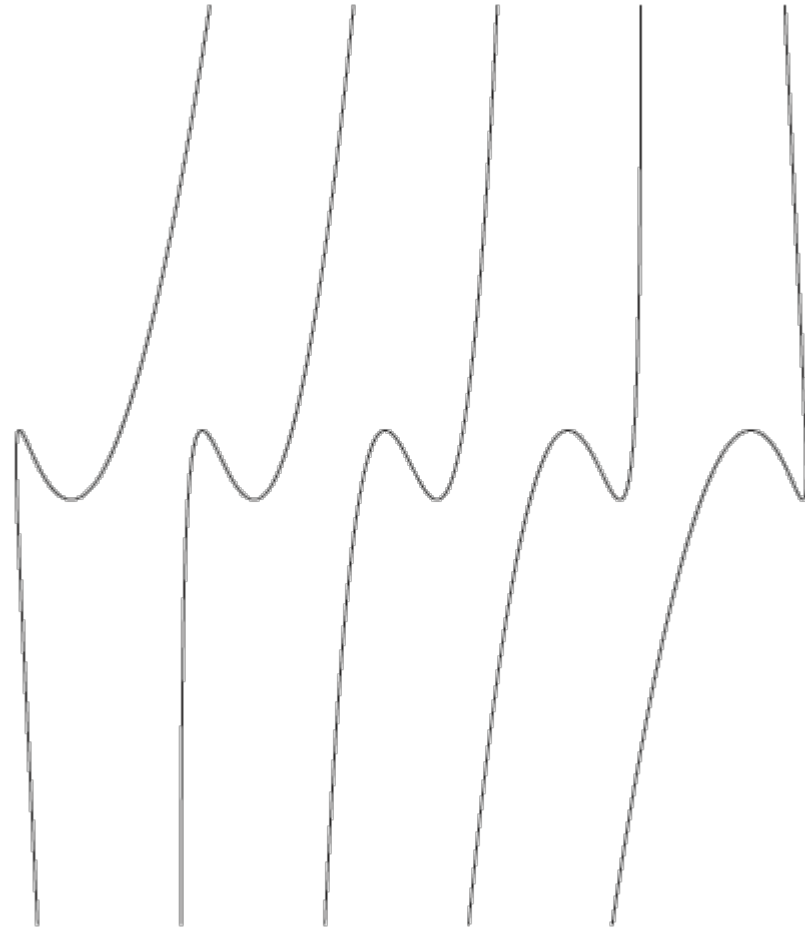
# Loopy Cubics



# Humpy to Loopy though Pointy



# Humpy to Humpy through S-shaped



# Interconversions Between Parametric and Implicit

**Whiteboard**

Standard funny  $(r^2, r^3+r)$

$$x(t) = r^2$$

$$y(t) = r^3 + r = r(r^2 + 1) \\ = r(x+1)$$

$$y = r(x+1)$$

$$y^2 = r^2(x+1)^2$$

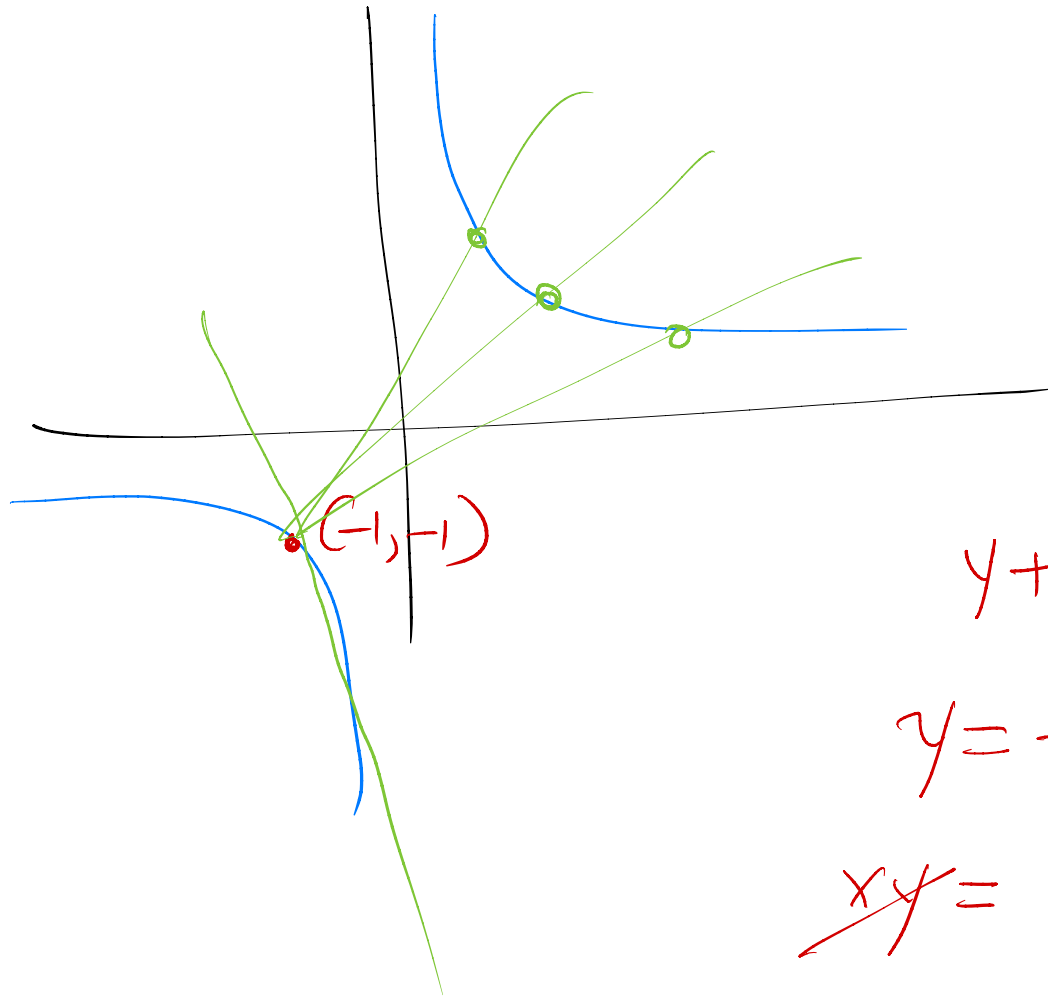
$$y^2 = x(x+1)^2$$

funny

$$xy - 1 = 0$$

$$x(t) = \frac{1}{t}$$

$$y(t) = t$$



$$y+1 = t(x+1)$$

$$y = t(x+1) - 1$$

$$\cancel{xy} = x + t(x+1) - x$$

$$= 1$$

$$\hookrightarrow (x+1)(tx-1) = 0$$

$$x = \frac{1}{t}$$

$$y = t$$



# That's All

