

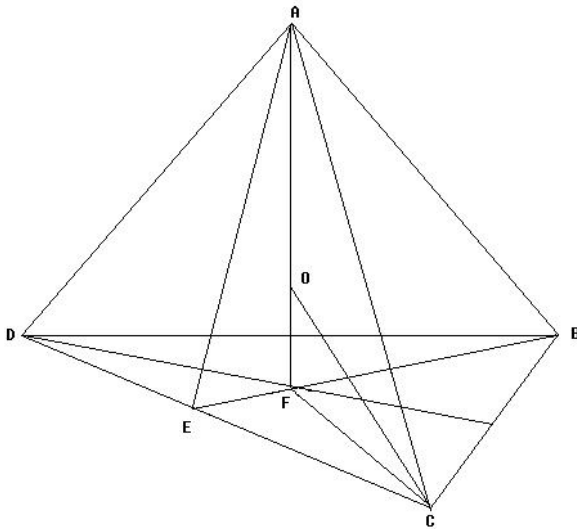
Solutions to Exercise 5: Geometric Modeling

CS 384R, CAM 395T, BME 385J: Fall 2007

Nov. 15, 2007

Question 1. One measure of a quality tetrahedron T is the aspect ratio bound, γ , where $\gamma =$ ratio of the radii of the circumscribing sphere of T and the inscribed sphere of T . What is γ for a regular tetrahedron?

Sol. Let the length of each edge of the regular tetrahedron is a . It is easy to see that the centers of inscribing sphere and the one of the circumscribing sphere is the same point O , and it is on the line AF , where AF is perpendicular to the plane ABC .

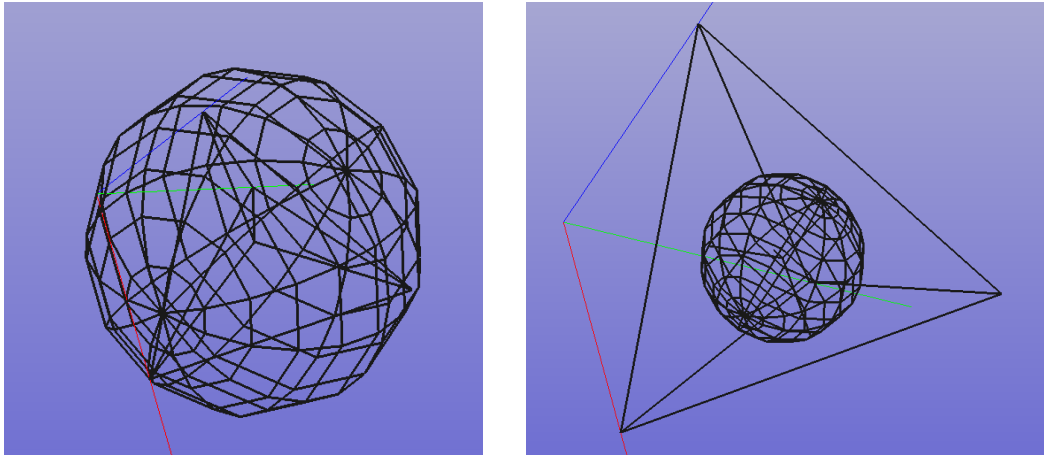


$$AE = \frac{\sqrt{3}}{2}a, \quad EF = \frac{\sqrt{3}}{6}a, \quad AF = \sqrt{AE^2 - EF^2} = \frac{\sqrt{6}}{3}a, \quad CE = \frac{a}{2}, \quad CF = \sqrt{EF^2 + CE^2} = \frac{\sqrt{3}}{3}a.$$

$$OA = OC, \quad OC + OF = OA + OF = AF = \frac{\sqrt{6}}{3}a \text{ and } OC^2 = OF^2 + CF^2, \text{ so we get}$$

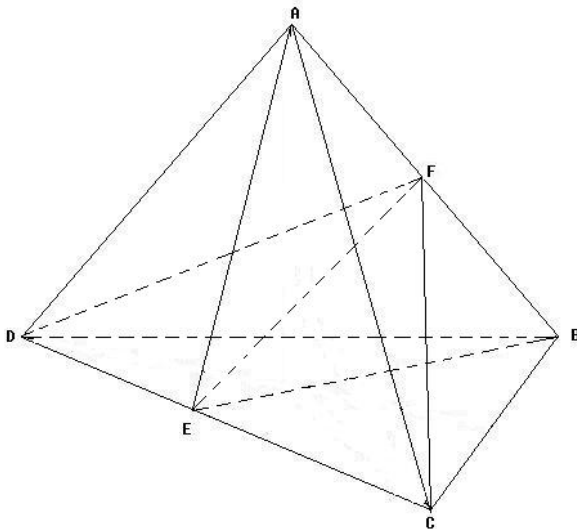
$$OF = \frac{\sqrt{6}}{12}a, \quad OC = \frac{\sqrt{6}}{4}a.$$

$$\gamma = OC/OF = 3.$$



Question 2. For a tetrahedron T , consider the mid-edge decomposition of T , which splits T into four sub-tetrahedra. If T is initially a regular tetrahedron, what is γ for the four-sub tetrahedra of T under mid-edge subdivision?

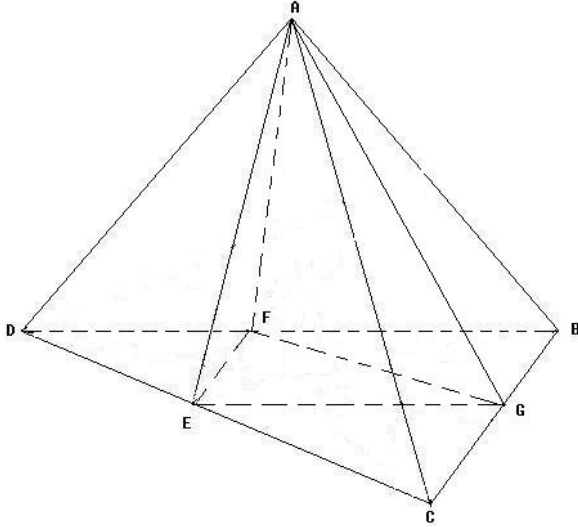
Sol. Connect the midpoint E of edge CD and the midpoint F of edge AB , and add edges AE, BE, CF and DF , then we get four sub-tetrahedra: $AEFC, BEFC, AEFD$ and $BEFD$. All the tetrahedra are the same up to an affine transformation, therefore we consider only one of them.



For a regular tetrahedron with the length of each edge be a , we can set the four vertices to be A: $(\frac{1}{\sqrt{2}}a, 0, 0)$, B: $(0, \frac{1}{\sqrt{2}}a, 0)$, C: $(0, 0, \frac{1}{\sqrt{2}}a)$, D: $(\frac{1}{\sqrt{2}}a, \frac{1}{\sqrt{2}}a, \frac{1}{\sqrt{2}}a)$. Then the mid-points be E: $(\frac{1}{2\sqrt{2}}a, \frac{1}{2\sqrt{2}}a, \frac{1}{\sqrt{2}}a)$, F: $(\frac{1}{2\sqrt{2}}a, \frac{1}{2\sqrt{2}}a, 0)$.

For the tetrahedron ACEF, the center of the circumscribing sphere is $(\frac{\sqrt{2}}{8}a, -\frac{\sqrt{2}}{8}a, \frac{\sqrt{2}}{8}a)$, and radius is $\frac{\sqrt{22}}{8}a$. The center of the circumscribing sphere is $(\frac{\sqrt{2}}{4}a, \frac{3\sqrt{2}}{4}a - \frac{\sqrt{3}}{2}a, \frac{\sqrt{2}}{4}a)$, and radius is $-\frac{1}{2} + \frac{\sqrt{6}}{4}a$.

$$\gamma = \frac{\frac{\sqrt{22}}{8}a}{-\frac{1}{2} + \frac{\sqrt{6}}{4}a} \approx 5.21748919.$$



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The sub-tetrahedron ADEF, ACEG, ABFG are similar to each other. We only consider ABFG. The center of the circumscribing sphere is $(\frac{\sqrt{2}}{4}a, \frac{\sqrt{2}}{4}a, 0)$, and the radius is $\frac{1}{2}a$. The center of the inscribed sphere is $(\frac{15\sqrt{2}-\sqrt{66}}{64}a, \frac{17\sqrt{2}+\sqrt{66}}{64}a, \frac{15\sqrt{2}-\sqrt{66}}{64}a)$, the radius is $\frac{15\sqrt{6}-3\sqrt{22}}{192}a$. So

$$\gamma = \frac{1/2a}{\frac{15\sqrt{6}-3\sqrt{22}}{192}a} \approx 4.23446612$$

For the tetrahedron AEFH, the center of the circumscribing sphere is $(\frac{5\sqrt{2}}{16}a, \frac{3\sqrt{2}}{16}a, \frac{3\sqrt{2}}{16}a)$, and the radius is $\frac{2\sqrt{6}}{16}a$. The center of the circumscribing sphere is $(\frac{15\sqrt{2}+\sqrt{66}}{96}a, \frac{33\sqrt{2}-\sqrt{66}}{96}a, \frac{33\sqrt{2}-\sqrt{66}}{96}a)$, and radius is $\frac{3\sqrt{22}-\sqrt{6}}{96}a$.

$$\gamma = \frac{\frac{2\sqrt{6}}{16}a}{\frac{3\sqrt{22}-\sqrt{6}}{96}a} \approx 3.793816488.$$

Question 3. For a tetrahedron T , consider choosing a point p inside of T , which if joined to the four vertices of T yields a 4-way split of T into sub-tetrahedra. Which of the following choices of p yields the best γ split of T : (a) p is the center of the circumscribing sphere of T ? (b) p is the center of the inscribed sphere of T ? (iii) p is the centroid of T ?

Sol. Let $A(x_1, y_1, z_1)$, $B(x_2, y_2, z_2)$, $C(x_3, y_3, z_3)$ and $D(x_4, y_4, z_4)$ be the four vertices, then the coordinates of the center of the circumscribing sphere are given by

$$x = \frac{N_1}{2D_3}, \quad y = \frac{N_2}{2D_3}, \quad z = \frac{N_3}{2D_3},$$

where

$$N_1 = \begin{vmatrix} x_2^2 + y_2^2 + z_2^2 - (x_1^2 + y_1^2 + z_1^2) & (y_2 - y_1) & (z_2 - z_1) \\ x_3^2 + y_3^2 + z_3^2 - (x_1^2 + y_1^2 + z_1^2) & (y_3 - y_1) & (z_3 - z_1) \\ x_4^2 + y_4^2 + z_4^2 - (x_1^2 + y_1^2 + z_1^2) & (y_4 - y_1) & (z_4 - z_1) \end{vmatrix}$$

$$N_2 = \begin{vmatrix} (x_2 - x_1) & x_2^2 + y_2^2 + z_2^2 - (x_1^2 + y_1^2 + z_1^2) & (z_2 - z_1) \\ (x_3 - x_1) & x_3^2 + y_3^2 + z_3^2 - (x_1^2 + y_1^2 + z_1^2) & (z_3 - z_1) \\ (x_4 - x_1) & x_4^2 + y_4^2 + z_4^2 - (x_1^2 + y_1^2 + z_1^2) & (z_4 - z_1) \end{vmatrix}$$

$$N_3 = \begin{vmatrix} (x_2 - x_1) & (y_2 - y_1) & x_2^2 + y_2^2 + z_2^2 - (x_1^2 + y_1^2 + z_1^2) \\ (x_3 - x_1) & (y_3 - y_1) & x_3^2 + y_3^2 + z_3^2 - (x_1^2 + y_1^2 + z_1^2) \\ (x_4 - x_1) & (y_4 - y_1) & x_4^2 + y_4^2 + z_4^2 - (x_1^2 + y_1^2 + z_1^2) \end{vmatrix}$$

and

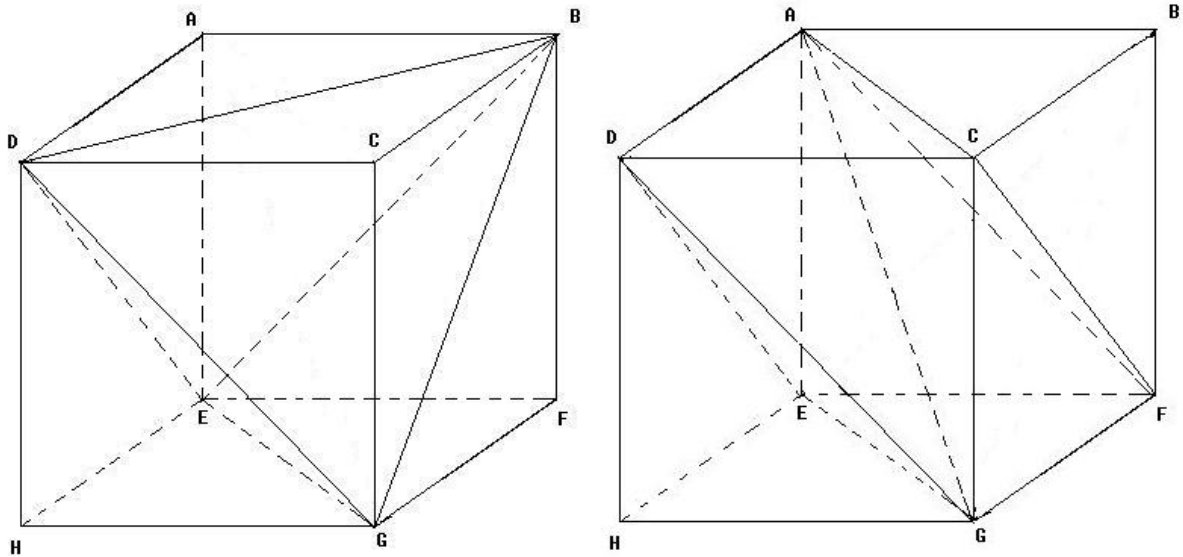
$$D_3 = \begin{vmatrix} (x_2 - x_1) & (y_2 - y_1) & (z_2 - z_1) \\ (x_3 - x_1) & (y_3 - y_1) & (z_3 - z_1) \\ (x_4 - x_1) & (y_4 - y_1) & (z_4 - z_1) \end{vmatrix}$$

If the center of the circumscribing sphere is located in the tetrahedron, then we choose p to be this center, which yields the best γ split of T .

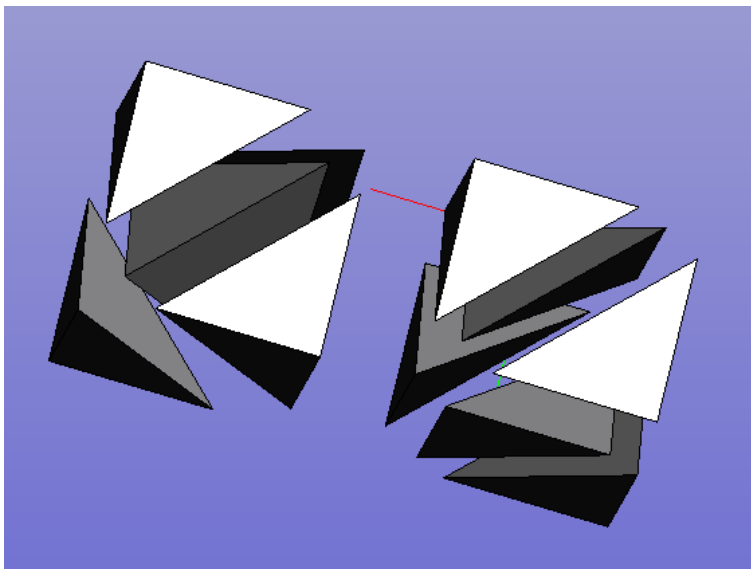
If the center of the circumscribing sphere is not in the tetrahedron, then we project this point to the nearest face of the tetrahedron, and set the projection point to be p , then it yields the best γ split of T .

Question 4. Describe two ways to decompose a cube into tetrahedra, without using any Steiner points (i.e. no additional vertices other than the original vertices). Which decomposition yields better γ for the resulting tetrahedra ?

Sol. For the first method, we get tetrahedra: $ABDE$, $BCDG$, $DEGH$, $BEGF$ and $BDEG$. Notice that the tetrahedron $BCDG$ is regular with all edges equal $\sqrt{2}$ and the other are rectangular with three edges equal to 1 and one $\sqrt{2}$.



For the second method, we get tetrahedra: $ABCF, ACFG, ACFG, ACDG, ADEG, DEGH$.
 Notice that in the first case the The first method yields better γ for the resulting tetrahedra.



Question 5. How many ways are there to decompose an octahedron, an icosahedron, and a dodechadron into tetrahedra without Steiner points. ?

Sol.

Question 6. One measure of a quality quad element Q or hex element H (also called a hexahedron or brick element) is the Jacobian norm J . Assume $x \in \mathcal{R}^2$ is a vertex of the quad or a hex, and $x_i \in \mathcal{R}^3$ for $i = 1, \dots, m$

are its neighboring vertices, where $m = 2$ for a quad and $m = 3$ for a hex. Edge vectors are defined as $e_i = x_i - x$ with $i = 1, \dots, m$, and the Jacobian norm is $\det([e_1, \dots, e_m])$. (a) What is J for the unit square and the unit cube? (b) When is J zero for a quad or a hex? (c) When is J negative for a quad or hex?

Sol. (a) The $[e_1, \dots, e_m]$ for the unit square is the identity matrix. The Jacobian norm $J = 1$:

$$\begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix} = 1 \quad \begin{vmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{vmatrix} = 1$$

- (b) If $J = 0$ then $[e_1, \dots, e_m]$ is not of full rank and a vector e_i may be expressed as a linear combination of the other $(m - 1)$: $e_i = \sum_{j \neq i} a_j e_j$.
- (c) In the bi-dimensional case the signed area is positive if the vectors e_1 and e_2 are ordered counterclockwise and the angle is less than π . If the original quad had its vertices ordered then a negative J means an angle at the vertex greater than π .

In the tri-dimensional one may define three kind of angles:

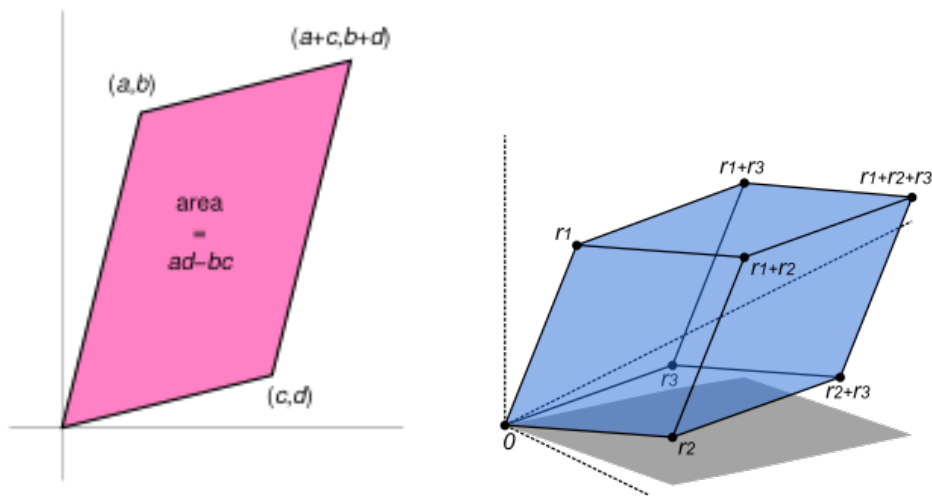
face Three angles on each face between edges e_i and e_j .

edge Three dihedral angles on each edge e_i between two faces.

vertex Solid angle on the vertex x between all three edges e_1, e_2, e_3 .

If the vertices x_i are consistently ordered the sign of the Jacobian norm is negative if the face and edge angles are less than π and the vertex angle is less than 2π .

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Question 7. Given a collection of n disjoint triangles T_i of different sizes within a bounding rectangle D , describe a method to decompose the region bounded by $(D - \text{union of all } T_i)$ into quadrilaterals of nice quality i.e. decompose the region inside D but outside each triangle T_i into quads, all with positive Jacobian norms J .

Sol. Build the Voronoi diagram using triangle vertexes ...

One triangle in a quad. Build Voronoi diagram. Connect each vertex to nearest side of enclosing quad.

