

Visualization of Hyperbolic Tessellations

Jakob von Raumer | April 9, 2013

KARLSRUHE INSTITUTE OF TECHNOLOGY



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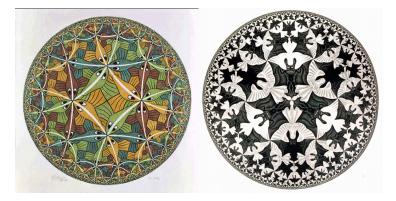


Figure: "Circle Limit III" and "Circle Limit IV" by M. C. Escher, 1959 and 1960

Drawing hyperbolic tessellations

April 9, 2013

2/29

Escher's Art



- Escher's works were inspired by illustrations in a book by H.S.M. Coxeter
- He used woodcuts to replicate the tiles
- To his son George:

I had an enthusiastic letter from Coxeter about my colored fish, which I sent him. Three pages of explanation of what I actually did It's a pity that I understand nothing, absolutely nothing of it.

Aims of my thesis



- Document and summarize theoretical basics of hyperbolic tessellations
- Construct suitable tiles
- Implement algorithms to replicate those

Comparison: Euclidean and hyperbolic Geometry



Fuclidean

- For a line g there is exactly one line parrallel to g that contain a point $p \notin g$.
- Each triangle has an angle sum of π .

Hyperbolic

- For a line g there are more than one lines parallel to g that contain a point $p \notin g$.
- Each triangle has an angle sum of $< \pi$.

Comparison: Euclidean and hyperbolic Geometry



Length of a path $\gamma : [0, 1] \rightarrow \mathbb{H} := \{z \in \mathbb{C} \mid \Im(z) > 0\}$:

EuclideanHyperbolic $L(\gamma) = \int_0^1 |\gamma'(t)| \, \mathrm{d}t$ $L(\gamma) = \int_0^1 \frac{|\gamma'(t)|}{\Im(\gamma(t))} \, \mathrm{d}t$

The distance of two points $a, b \in \mathbb{H}$ is the length of the shortest path between them.

EuclideanHyperbolicd(a,b) = |b-a| $d(a,b) = \ln \frac{|a-\bar{b}|+|a-b|}{|a-\bar{b}|-|a-b|}$

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April 9, 2013

6/29

Geodesics on the upper half-plane



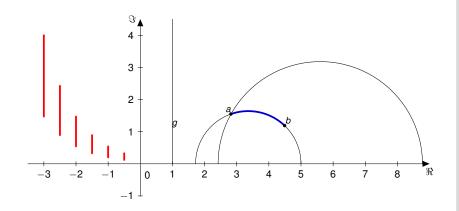


Figure: Geodesics on the upper half-plane.

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From the upper half-plane to the Poincaré disk model



The continuous map $f : \mathbb{H} \to \mathbb{U} : z \mapsto \frac{zi+1}{z+i}$ induces a bounded presentation of \mathbb{H} .

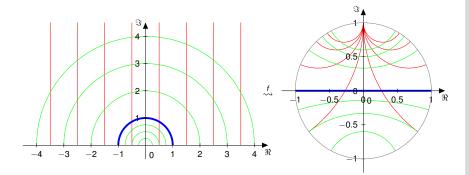


Figure: Geodesics on the upper half-plane and their correspondents on the Poincaré disk model.

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The Beltrami-Klein model



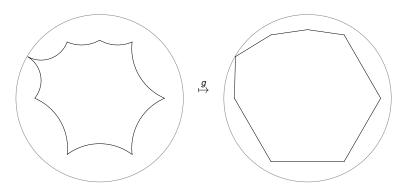


Figure: A polygon, shown in the Poincaré disk model and in the Beltrami-Klein model

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9/29

Isometries on $\mathbb H$



Theorem

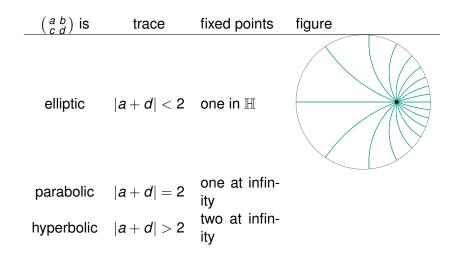
The isometries on \mathbb{H} are a group isomorphic to $PS^*L(2,\mathbb{R}) := S^*L(2,\mathbb{R}) / \{\pm I_2\}.$ The orientation preserving isometries on \mathbb{H} are isomorphic to $PSL(2,\mathbb{R}) := SL(2,\mathbb{R}) / \{\pm I_2\}.$

 $\begin{pmatrix} a & b \\ c & d \end{pmatrix} \in PSL(2, \mathbb{R})$ corresponds to the *Möbius transformation* $z \mapsto \frac{az+b}{cz+d}$ Examples:

- Translation $z \mapsto z + 1$
- Dilation $z \mapsto 2z$
- Rotation $z \mapsto -\frac{1}{z}$

3 types of transformations

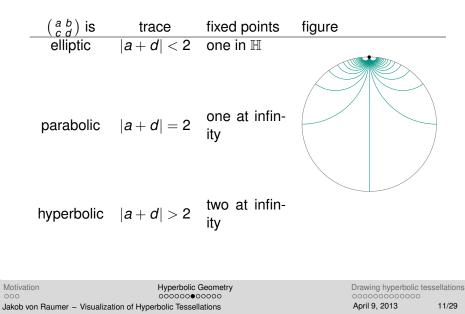




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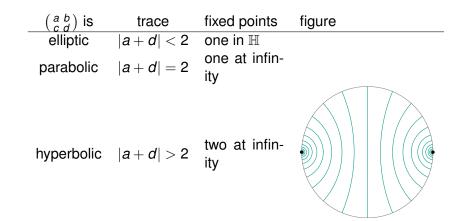
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3 types of transformations





April 9, 2013

11/29

Fuchsian and Kleinian groups



- A discrete subgroup Γ of *PS***L*(2, ℝ), is called *Kleinian group*.
- If additionally Γ ≤ PSL(2, ℝ), then it's called Γ Fuchsian group.

Fundamental domains



Definition

A closed subset $F \subseteq \mathbb{H}$ is a *fundamental domain* for Γ , iff:

$$\Gamma \cdot F := \bigcup_{T \in \Gamma} T(F) = \mathbb{H}.$$

• For all $T \in \Gamma$, F and T(F) intersect only in their boundary.

If *F* is a fundamental domain for Γ , then $\{T(F) \mid T \in \Gamma\}$ is called a *tessellation*.

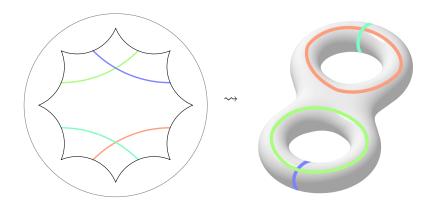
Fuchsian Groups: Elliptic and parabolic subgroups



- *Elliptic subgroup*: $\langle T \rangle \leq \Gamma$ where T is elliptic
- *Parabolic subgroup*: $\langle T \rangle \leq \Gamma$ where T is parabolic
- Maximal elliptic or parabolic subgroups which are conjugate to each other, have the same order. They are called *periods* of Γ

The orbit space of a Fuchsian group





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April 9, 2013

15/29

The signature of a Fuchsian group



Definition

Let Γ be a Fuchsian group with periods $m_1, \ldots, m_n \in \mathbb{N}_0 \cup \{\infty\}$, $m_1 \leq \ldots \leq m_n$ and genus $g \in \mathbb{N}_0$. Then the vector (g, m_1, \ldots, m_n) is called the *signature* of Γ .

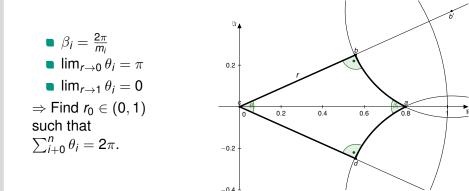


The program should create tessellations which

- are induced by a Fuchsian group with a given signature or
- consists of polygons with a given sequence of inner angles $\frac{2\pi}{m_i}$.

Polygons for tiling by reflections

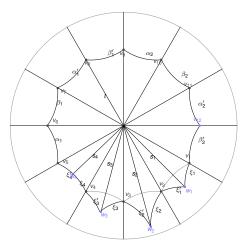




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Polygons for tiling by Fuchsian groups





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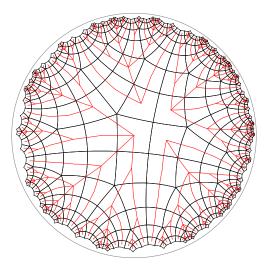
Replication algorithm by Dunham



- It's based on a depth-first search.
- It's a "combinatorial" algorithm: Approach only depends on the corner valencies of the polygon.
- It can replicate arbitrary polygons, except for:
 - Triangular fundamental domains or
 - at least one corner valency of three.

Search trees of the Dunham algorithm



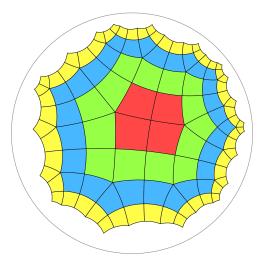


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Separating the tessellation into layers



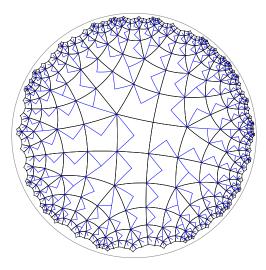


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Search trees of the Dunham algorithm





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Basic approach:

- Transform each tile by all transformations mapping it to edge adjacent tiles
- Discard tiles we already met



Three data structures:

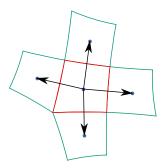
- Liste inactivePolys: Polygons yet expanded
- Priority queue activePolys: Polygons still to be expanded
- Hash set midpoints: Midpoints of polygons we met so far





Three data structures:

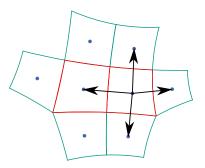
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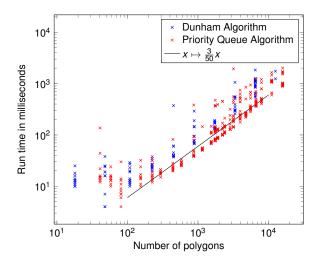
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Comparing the run time

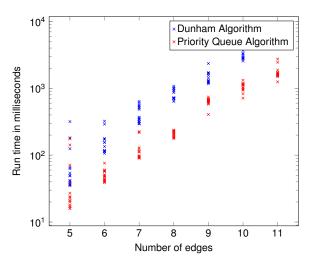




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Comparing the run time





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Outlook



Questions and Work still to accomplish:

- Try to solve the restrictions of the Dunham algorithm
- Optimizing the approximation used in the creation of the base polygons
- Replicate arbitrary vector graphics on the base polygons
- Interactive zoom and pan
- Adapting the stroke width according to hyperbolic geometry

On something completely unrelated...





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