

D UNIVERSITÄT BERN

#### **3D Metric Fields**

A Novel Approach to a New Idea

#### **Bachelor Thesis**

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#### **Abstract**

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# Introduction

- What are Frame Fields?
- Why are they important?
- How do we generate them?

#### A frame field

A vector field is locally integrable, if and only if  $\nabla \times A = 0$ . [2]

#### **Mathematical Background**

This chapter sets the stage and introduces already existing material.

A frame F is a set of 6 vectors  $\{\pm F_0, \pm F_1, \pm F_2\}$ . We can represent such a frame F as a  $3\times 3$  matrix F, where the ith-column is  $F_i$ . A frame field then maps to every point in 3D-space such a frame, i.e.  $F:\mathbb{R}^3\to\mathbb{R}^{3\times 3}$ . Usually, we work on a 3-manifold  $\mathcal M$  and a positively oriented frame field, i.e.  $F|_{\mathcal M}:\mathcal M\to\mathbb{R}^{3\times 3}$ , where  $\det(F)>0$ . To allow for anisotropic, nonuniform meshes, we generalize orthonormality of frames to g-orthonormal frames. Orthonormality is measured in some metric g, and a frame F satisfissies the condition  $\langle F_i,F_j\rangle_g=\delta_{ij}$ . Any frame field with  $\det(F)>0$  naturally defines a metric  $g=(FF^\top)^{-1}$ , where F is g-orthonormal

$$F^{\top} g F = Id.$$

We can factor the frame field F into a symmetric part  $g^{1/2}$  and a rotational part R

$$F=g^{-1/2}R$$

The symmetric part  $g^{-1/2}$  keeps F g-orthonormal

$$\implies F^{\top}gF = (g^{-1/2}R)^{\top}gg^{-1/2}R) = R^{\top}g^{-1/2}gg^{-1/2}R = Id.$$

and R represents a rotational field  $R: \mathcal{M} \to SO(3)$ . The requirements for our frame field are:

- Smoothness
- Integrability
- Metric consistency:  $g = (FF^{\top})^{-1}$

#### Connection One-Form $\omega$

A vector field U is integrable, if and only if  $\nabla \times U = 0$ , which means the vector field has vanishing curl everywhere. We can express this more naturally with the language of differential forms: The curl can be written as the exterior derivative d of a one-form  $\alpha$ . A one-form (more generally, a differential form) is closed, if  $d\alpha = 0$ . Therefore, the local integrability can be expressed as the closedness of a one-form. We want  $F^{-1}$  (TODO: why  $F^{-1}$ ) to be integrable. To achieve local integrability for, it suffices to make R locally integrable. We can think of a rotation field R as the composition of 3 vector fields

$$R = \begin{bmatrix} | & | & | \\ R_1 & R_2 & R_3 \\ | & | & | \end{bmatrix}$$

where  $R_i: \mathbb{R}^3 \to \mathbb{R}^3$  is a vector field. We can therefore construct a vector-valued one-form, given  $p = (x, y, z)^{\top}$  in Euclidean coordinates

$$\alpha \triangleq F^{-1}dp = R^{\top}g^{1/2}dp$$

where  $dp = (dx, dy, dz)^{\top}$  is the common orthonormal one-form basis of  $\Omega^1(\mathcal{M})$ .

R locally integrable 
$$\iff$$
 **0** =  $d\alpha$ 

Some reformulations yield:

$$\mathbf{0} = d\alpha = d(R^{\top} g^{1/2} dp) \stackrel{(1)}{=} dR^{\top} \wedge (g^{1/2} dp) + R^{\top} d(g^{1/2} dp)$$
$$= R^{\top} (\omega \wedge (g^{1/2} dp) + d(g^{1/2} dp))$$

where for (1), the Leibnitz Rule for the exterior derivative is applied, and we define

$$\omega = RdR^{\top} \in \mathfrak{so}(3).$$

**Remark.**  $\omega$  is an antisymmetric matrix-valued one-form (every element is a one-form).

*Proof.* We differentiate the orthogonality condition of the rotation matrix R (taking the derivative w.r.t. every element):

$$Id = RR^{\top}$$

$$d(Id) = d(RR^{\top})$$

$$\mathbf{0} = dRR^{\top} + RdR^{\top}$$

$$\mathbf{0} = (RdR^{\top})^{\top} + RdR^{\top}$$

$$-(RdR^{\top})^{\top} = RdR^{\top}$$

Elements of the Lie algebra  $\mathfrak{so}(3)$  can be thought as infinitesimal rotations and  $\omega$  can be used as a connection one-form. For our purposes, it suffices to know that elements are antisymmetric matrices. To make R locally integrable, we find  $\omega$  such that the one-form  $\alpha$  is closed ( $d\alpha=0$ , curl-free), then try to match the  $\omega$  with R, which can be expressed as

$$\min_{R \in SO(3)} ||RdR^T - \omega||^2.$$

**Connection evaluation** To find  $\omega$ , we use the above equation

$$\mathbf{0} = R^{\top}(\omega \wedge (g^{1/2}dp) + d(g^{1/2}dp)) \iff \mathbf{0} = \omega \wedge (g^{1/2}dp) + d(g^{1/2}dp)$$

and reformulate into a linear system. We represent the antisymmetric matrix-valued one-form  $\omega$ 

$$\omega = \begin{bmatrix} 0 & \omega_{12} & -\omega_{31} \\ -\omega_{12} & 0 & \omega_{23} \\ \omega_{31} & -\omega_{23} & 0 \end{bmatrix}$$

by  $\begin{bmatrix} \omega_{23} & \omega_{31} & \omega_{12} \end{bmatrix} = \begin{bmatrix} dx & dy & dz \end{bmatrix} W$ . We write  $W = \begin{bmatrix} W_1, W_2, W_3 \end{bmatrix}, W_i \in \mathbb{R}^3$ . That is, W is the matrix with the coefficients for the one-forms, e.g.  $W_1 = \begin{bmatrix} (\omega^{23})_1, (\omega^{23})_2, (\omega^{23})_3 \end{bmatrix}^\top$ . Recall, a one-form can be expressed as

$$\omega_{ij} = (\omega^{ij})_1 dx + (\omega^{ij})_2 dy + (\omega^{ij})_3 dz$$

So e.g.

$$\omega_{23} = \begin{bmatrix} dx & dy & dz \end{bmatrix} W_1 = (\omega^{23})_1 dx + (\omega^{23})_2 dy + (\omega^{23})_3 dz$$

We write  $A = g^{1/2} = [A^1, A^2, A^3]$ . We use the equation  $\mathbf{0} = \omega \wedge (g^{1/2}dp) + d(g^{1/2}dp)$ . First part:

$$\omega \wedge g^{1/2}dp = \begin{bmatrix} 0 & \omega_{12} & -\omega_{31} \\ -\omega_{12} & 0 & \omega_{23} \\ \omega_{31} & -\omega_{23} & 0 \end{bmatrix} \wedge \begin{bmatrix} A_1^1 & A_1^2 & A_1^3 \\ A_2^1 & A_2^2 & A_2^3 \\ A_3^1 & A_3^2 & A_3^3 \end{bmatrix} \begin{bmatrix} dx \\ dy \\ dz \end{bmatrix}$$

$$= \begin{bmatrix} +\omega_{12} \wedge (A_2^1 dx + A_2^2 dy + A_2^3 dz) - \omega_{31} \wedge (A_3^1 dx + A_3^2 dy + A_3^3 dz) \\ -\omega_{12} \wedge (A_1^1 dx + A_1^2 dy + A_1^3 dz) + \omega_{23} \wedge (A_3^1 dx + A_3^2 dy + A_3^3 dz) \\ +\omega_{31} \wedge (A_1^1 dx + A_1^2 dy + A_1^3 dz) - \omega_{23} \wedge (A_2^1 dx + A_2^2 dy + A_2^3 dz) \end{bmatrix}$$

It will get really messy if we calculate each component here, so let us calculate one component separately first:

$$\begin{split} \omega_{ij} \wedge (A_k^1 dx + A_k^2 dy + A_k^3 dz) &= ((\omega^{ij})_1 dx + (\omega^{ij})_2 dy + (\omega^{ij})_3 dz) \wedge (A_k^1 dx + A_k^2 dy + A_k^3 dz) \\ &= (\omega^{ij})_1 A_k^2 dx \wedge dy + (\omega^{ij})_1 A_k^3 dx \wedge dz \\ &+ (\omega^{ij})_2 A_k^1 dy \wedge dx + (\omega^{ij})_2 A_k^3 dy \wedge dz \\ &+ (\omega^{ij})_3 A_k^1 dz \wedge dx + (\omega^{ij})_3 A_k^2 dz \wedge dy \\ &= ((\omega^{ij})_1 A_k^2 - (\omega^{ij})_2 A_k^1) dx \wedge dy \\ &+ ((\omega^{ij})_2 A_k^3 - (\omega^{ij})_3 A_k^2) dy \wedge dz \\ &+ ((\omega^{ij})_3 A_k^1 - (\omega^{ij})_1 A_k^3) dz \wedge dx \end{split}$$

where we use the fact that  $dx \wedge dx = 0$  and  $dx \wedge dy = -dy \wedge dx$ . We can clean up the above expression using the cross product:

$$\begin{bmatrix} ((\omega^{ij})_2 A_k^3 - (\omega^{ij})_3 A_k^2) \\ ((\omega^{ij})_3 A_k^1 - (\omega^{ij})_1 A_k^3) \\ ((\omega^{ij})_1 A_k^2 - (\omega^{ij})_2 A_k^1) \end{bmatrix}^\top \begin{bmatrix} dy \wedge dz \\ dz \wedge dx \\ dx \wedge dy \end{bmatrix} = \begin{bmatrix} W_i \times A^k \end{bmatrix}^\top \begin{bmatrix} dy \wedge dz \\ dz \wedge dx \\ dx \wedge dy \end{bmatrix}$$

We use the fact that  $\begin{bmatrix} A_1, A_2, A_3 \end{bmatrix} = \begin{bmatrix} A^1, A^2, A^3 \end{bmatrix}$  because A is symmetric, and  $W_1$  corresponds to  $\omega_{23}$ ,  $W_2$  to  $\omega_{31}$  and  $W_3$  to  $\omega_{12}$ . Second part:

$$d(g^{1/2}dp) = d(Adp) = d\left(\begin{bmatrix} A_1^1 & A_1^2 & A_1^3 \\ A_2^1 & A_2^2 & A_2^3 \\ A_3^1 & A_3^2 & A_3^3 \end{bmatrix} \begin{bmatrix} dx \\ dy \\ dz \end{bmatrix}\right)$$

Again, we can do this separately for each row:

$$\begin{split} &d(A_k^1 dx + A_k^2 dy + A_k^3 dz) \\ &= dA_k^1 \wedge dx + dA_k^2 \wedge dy + dA_k^3 \wedge dz \\ &= \frac{\partial A_k^1}{\partial x} dx \wedge dx + \frac{\partial A_k^1}{\partial y} dy \wedge dx + \frac{\partial A_k^1}{\partial z} dz \wedge dx \\ &+ \frac{\partial A_k^2}{\partial x} dx \wedge dy + \frac{\partial A_k^2}{\partial y} dy \wedge dy + \frac{\partial A_k^2}{\partial z} dz \wedge dy \\ &+ \frac{\partial A_k^3}{\partial x} dx \wedge dz + \frac{\partial A_k^3}{\partial y} dy \wedge dz + \frac{\partial A_k^3}{\partial z} dz \wedge dz \\ &= \left(\frac{\partial A_k^3}{\partial y} - \frac{\partial A_k^2}{\partial z}\right) dy \wedge dz + \left(\frac{\partial A_k^1}{\partial z} - \frac{\partial A_k^3}{\partial x}\right) dz \wedge dx + \left(\frac{\partial A_k^2}{\partial x} - \frac{\partial A_k^1}{\partial y}\right) dx \wedge dy \\ &= (\nabla \times A_k)^{\top} \begin{bmatrix} dy \wedge dz \\ dz \wedge dx \\ dx \wedge dy \end{bmatrix} \end{split}$$

Finally, we can put everything together:

$$\mathbf{0} = \begin{bmatrix} (W_3 \times A^2 - W_2 \times A^3 + \nabla \times A^1)^\top \\ (W_1 \times A^3 - W_3 \times A^1 + \nabla \times A^2)^\top \\ (W_2 \times A^1 - W_1 \times A^2 + \nabla \times A^3)^\top \end{bmatrix} \begin{bmatrix} dy \wedge dz \\ dz \wedge dx \\ dx \wedge dy \end{bmatrix}$$

$$\iff \begin{bmatrix} (W_2 \times A^3 - W_3 \times A^2)^\top \\ (W_3 \times A^1 - W_1 \times A^3)^\top \\ (W_1 \times A^2 - W_2 \times A^1)^\top \end{bmatrix} \begin{bmatrix} dy \wedge dz \\ dz \wedge dx \\ dx \wedge dy \end{bmatrix} = \begin{bmatrix} (\nabla \times A^1)^\top \\ (\nabla \times A^2)^\top \\ (\nabla \times A^3)^\top \end{bmatrix} \begin{bmatrix} dy \wedge dz \\ dz \wedge dx \\ dx \wedge dy \end{bmatrix}$$

Take the curl to the other side and switch order on the left-hand side to cancel the -1. As we are only interested in the 9 components of W, we omit the two-form basis and transform into a 9x9 linear system for W. We define  $A_{\times}$  and  $\operatorname{vec}(\cdot)$  as

$$A_{\times} = \begin{bmatrix} 0 & -A_{\times}^{3} & A_{\times}^{2} \\ A_{\times}^{3} & 0 & -A_{\times}^{1} \\ -A_{\times}^{2} & A_{\times}^{1} & 0 \end{bmatrix}, \text{vec}(W) = \begin{bmatrix} W_{1} \\ W_{2} \\ W_{3} \end{bmatrix}$$

with  $A_{\times}^{i}$  defined as

$$A_{\times}^{i} = \begin{bmatrix} A_{1}^{i} & A_{2}^{i} & A_{3}^{i} \end{bmatrix}_{\times} = \begin{bmatrix} 0 & -A_{3}^{i} & A_{2}^{i} \\ A_{3}^{i} & 0 & -A_{1}^{i} \\ -A_{2}^{i} & A_{1}^{i} & 0 \end{bmatrix}$$

and  $vec(\cdot)$  turns a 3x3-matrix into a 9x1-vector by stacking the columns. With these two definitions, we can transform the above equality into a linear system

$$A_{\times} \operatorname{vec}(W) = \operatorname{vec}(\nabla \times A)$$

where  $\nabla \times A$  is just the curl applied to each column. This transformation can be checked by laboriously plugging in the definitions and comparing the coefficients. With tedious calculations, one can show that  $\det(A_{\times}) = -2\det(A)^3 = -2\det(g)^{3/2} < 0$ , which means this is a linear system that can be used to solve for W at a point.

# **Discretized connection evaluation**

- Calculation of  ${\cal R}$
- Piecewise linear discretization

# Algorithm for R between two arbitrary points in a mesh

[1] Here is an example for how to specify an algorithm in pseudo-code.

#### **Algorithm 1** Byzantine Leader-Based Epoch-Change (process $p_i$ ).

```
1: State
2:
          lastts \leftarrow 0: most recently started epoch
3:
          nextts \leftarrow 0: timestamp of the next epoch
          newepoch \leftarrow [\perp]^n: list of NEWEPOCH messages
5: upon event complain(p_{\ell}) such that p_{\ell} = leader(lastts) do
          if nextts = lastts then
7:
                nextts \leftarrow lastts + 1
                send message [NEWEPOCH, nextts] to all p_j \in \mathcal{P}
9: upon receiving a message [NEWEPOCH, ts] from p_i such that ts = lastts + 1 do
          newepoch[j] \leftarrow \texttt{NEWEPOCH}
11: upon exists ts such that \{p_j \in \mathcal{P} | newepoch[j] = ts\} \in \mathcal{K}_i and nextts = lastts do
12:
          nextts \leftarrow lastts + 1
13:
          send message [NEWEPOCH, nextts] to all p_j \in \mathcal{P}
14: upon exists ts such that \{p_j \in \mathcal{P} | newepoch[j] = ts\} \in \mathcal{Q}_i and nextts > lastts do
          lastts \leftarrow nextts
          newepoch \leftarrow [\bot]^n
16:
          output startepoch(lastts, leader(lastts))
17:
```

# Conclusion

The conclusion looks back at the entire work, gives a critical look, summarizes, and discusses extensions and future work.

# Appendix A

# **Extra material**

Extra material may be placed in an appendix that appears after the conclusion.

# **Bibliography**

- [1] X. Fang, J. Huang, Y. Tong, and H. Bao, "Metric-driven 3d frame field generation," *IEEE Transactions on Visualization and Computer Graphics*, vol. 29, no. 4, pp. 1964–1976, 2023.
- [2] C. Papachristou, Aspects of Integrability of Differential Systems and Fields: A Mathematical Primer for Physicists. 01 2020.

#### Erklärung

Erklärung gemäss Art. 30 RSL Phil.-nat. 18

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