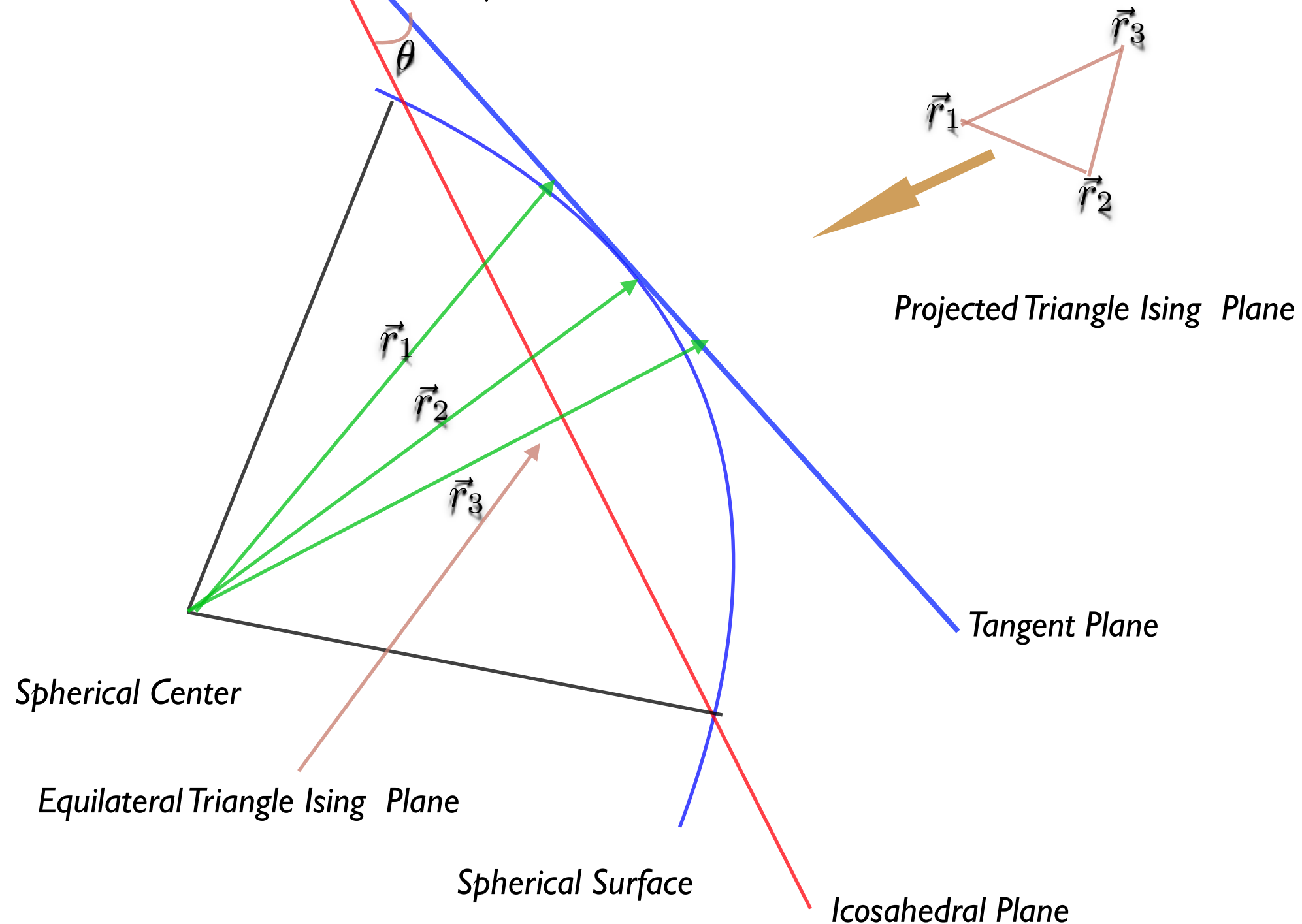


# FEM Projective Geometry

FE for  $\triangle(a, b, c)$  on edge  $a$ :  $(1/a^2)(ha/2) = (1/2a)\sqrt{R^2 - a^2/4} = (1/4)\sqrt{4R^2/a^2 - 1}$

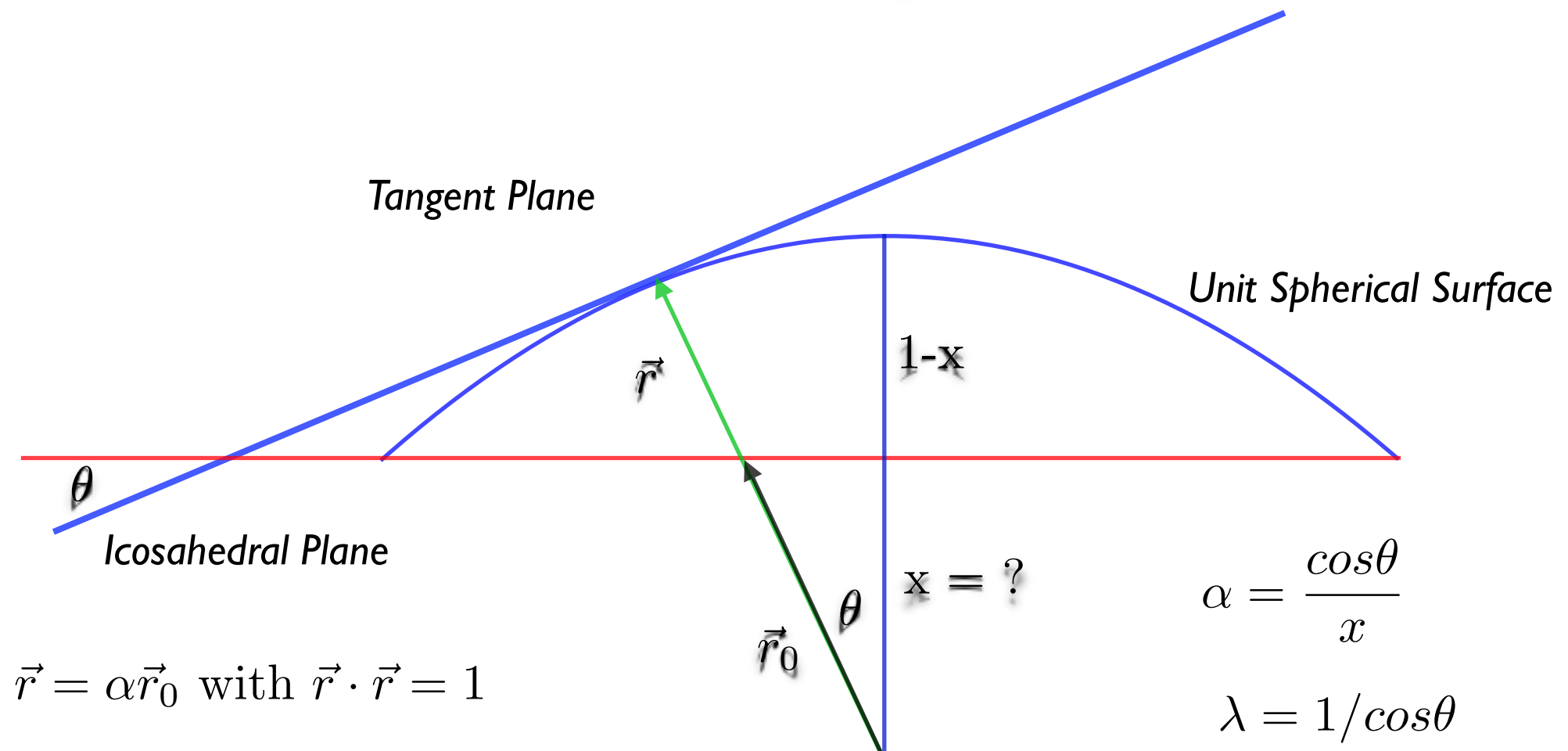
$R = abc/(4A)$  and  $A = (1/4)\sqrt{(a+b+c)(-a+b+c)(a-b+c)(a+b-c)}$



# Projection Algebra

$$\Delta r^\perp = \alpha \Delta r_0^\perp$$

$$\Delta r^\parallel = \alpha \lambda \Delta r_0^\parallel$$



2D a',b,'c' vectors in Tangent Plane:  $\vec{v} = (x, y)$  and  $\hat{n} = (\cos \phi, \sin \phi)$

$$\vec{v}' = \alpha[\vec{v} + \lambda \hat{n}(\hat{n} \cdot \vec{v})] = \frac{1}{x}[\cos \theta \vec{v} + \hat{n}(\hat{n} \cdot \vec{v})]$$

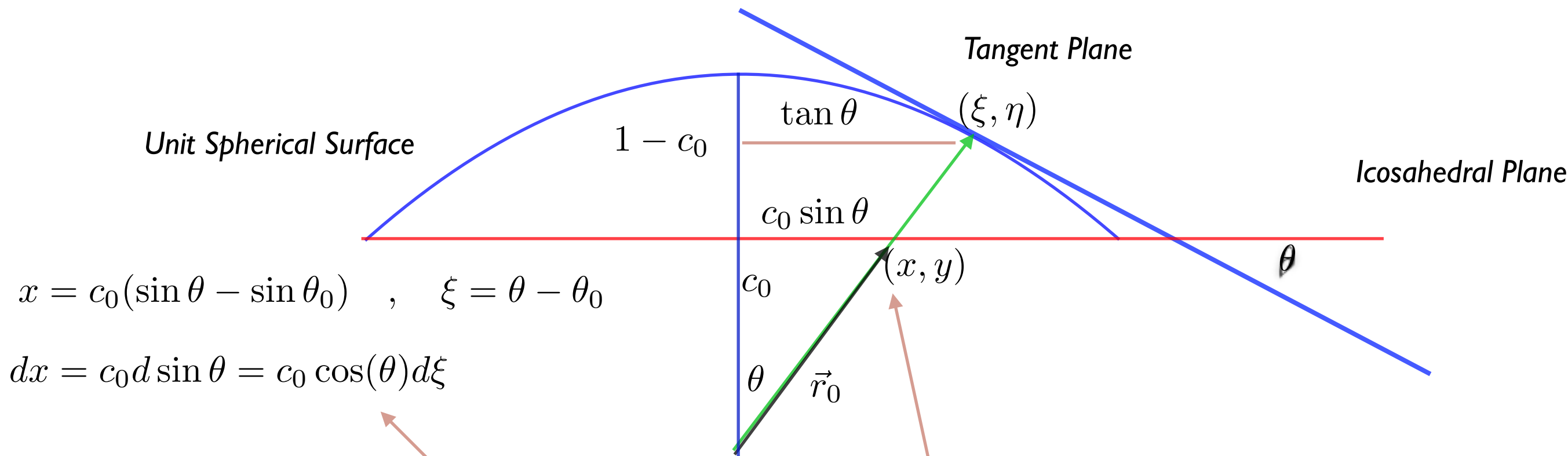
$$x = R_{in}/R_{circ} = (1/6)(3 + \sqrt{5}) = 0.872677996249965$$

$$\text{with } R_{in}/a = (\sqrt{3}/12)(3 + \sqrt{5}) , R_{circ}/a = (1/4)\sqrt{10 + 2}$$

[https://en.wikipedia.org/wiki/Regular\\_icosahedron](https://en.wikipedia.org/wiki/Regular_icosahedron)

# One Again!

Consider a vector  $\vec{v} = (v_x, v_y) \rightarrow \vec{v}' = (v_\xi, v_\eta)$



$$\vec{v}_{\parallel} = (\hat{n} \cdot \vec{v}) \hat{n}$$

$$\vec{v}_{\perp} = \vec{v} - (\hat{n} \cdot \vec{v}) \hat{n}$$

**TRICK:**

Place vertex at origin each co-ordinate system  
 $(x, y) = (\xi, \eta) = (0, 0)$  and rotate:  $\hat{n} = (1, 0)$

$$x_0 = R_{in}/R_{circ} = (1/6)(3 + \sqrt{5}) = 0.872677996249965$$

$$\text{with } R_{in}/a = (\sqrt{3}/12)(3 + \sqrt{5}) , R_{circ}/a = (1/4)\sqrt{10 + 2}$$

$$\vec{v}_{\parallel} = (\hat{n} \cdot \vec{v})\hat{n}$$

$$\vec{v}_{\perp} = \vec{v} - (\hat{n} \cdot \vec{v})\hat{n}$$

# Continued

$$\vec{v}' = c_1 \vec{v}_{\parallel} + c_2 \vec{v}_{\perp} = c_1 (\hat{n} \cdot \vec{v})\hat{n} + c_2 (\vec{v} - (\hat{n} \cdot \vec{v})\hat{n})$$

## Parallel

$$x = c_0(\sin \theta - \sin \theta_0) \quad , \quad \xi = \theta - \theta_0$$

$$dx = c_0 d \sin \theta = c_0 \cos(\theta) d\xi$$

$$d\xi = \frac{1}{c_0 \cos \theta} dx \quad c_1 = \frac{c_0}{\cos \theta}$$

## Perpendicular

$$dy = c_0 \sin \theta d\phi \quad , \quad d\eta = \tan \theta d\phi$$

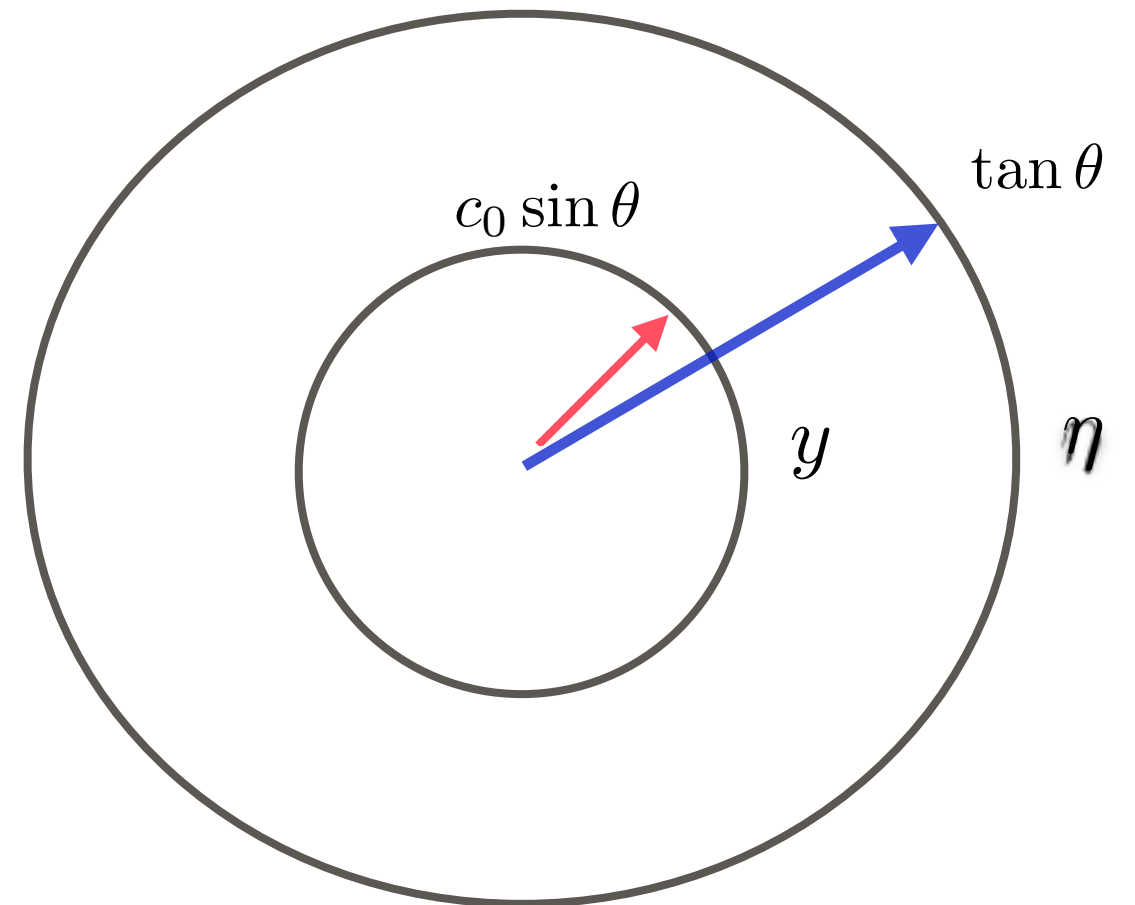
$$d\eta = \frac{\cos \theta}{c_0} dy \quad c_2 = \frac{\cos \theta}{c_0}$$

$$\vec{v}' = \frac{1}{c_0} \left[ \frac{1}{\cos \theta} (\hat{n} \cdot \vec{v})\hat{n} + \cos \theta (\vec{v} - (\hat{n} \cdot \vec{v})\hat{n}) \right]$$

$$\vec{v}' = \frac{1}{c_0 \cos \theta} [\cos^2 \theta \vec{v} + \sin^2 \theta (\hat{n} \cdot \vec{v})\hat{n}]$$

Apply this to the 6 fold vectors  $(\pm \vec{a}, \pm \vec{b} \pm \vec{c})$  to get sheared lattice  $(\pm \vec{a}', \pm \vec{b}', \pm \vec{c}')$  and then add new FEM weights

(top view)



where  $\hat{n} = (\cos \phi, \sin \phi)$

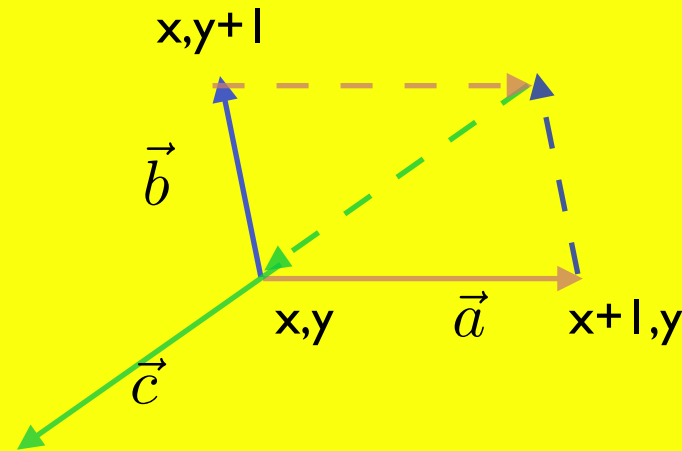
$$\begin{bmatrix} v'_x \\ v'_y \end{bmatrix} = \frac{1}{c_0 \cos \theta} \begin{bmatrix} \cos^2 \theta + \sin^2 \theta \cos^2 \phi & \sin^2 \theta \cos \phi \sin \phi \\ \sin^2 \theta \cos \phi \sin \phi & \cos^2 \theta + \sin^2 \theta \sin^2 \phi \end{bmatrix} \begin{bmatrix} v_x \\ v_y \end{bmatrix}$$

CODE: NOTE THE FEM ACTION ONLY DEPENDS ON THE ASPECT RATIO!

$$\text{FE for } \triangle(a, b, c) \text{ on edge } a: (1/a^2)(ha/2) = (1/2a)\sqrt{R^2 - a^2/4} = (1/4)\sqrt{4R^2/a^2 - 1}$$

$$R = abc/(4A) \text{ and } A = (1/4)\sqrt{(a+b+c)(-a+b+c)(a-b+c)(a+b-c)}$$

$$\vec{a} + \vec{b} + \vec{c} = 0$$



$$\vec{r}(x, y) = x\vec{a} + y\vec{b}$$

$$r^2 = \vec{r} \cdot \vec{r} = x^2 a^2 + y^2 b^2 + 2xy \vec{a} \cdot \vec{b}$$

$$= (x^2 - xy)a^2 + (y^2 - xy)b^2 + xyc^2$$

*Triangular lattice:*  $a = b = c$

$$A = (\sqrt{3}/4)a^2 \quad R = a^3/(\sqrt{3}a^2) = a/\sqrt{3}$$

$$w(i, j) = (1/2)\sqrt{4R^2/a^2 - 1} = 1/(2\sqrt{3})$$

*Square*  $a = b = c/\sqrt{2}$

$$A = (1/4)\sqrt{c^2(4a^2 - c^2)} = (1/4)\sqrt{2a^2(4a^2 - 2a^2)} = a^2/2$$

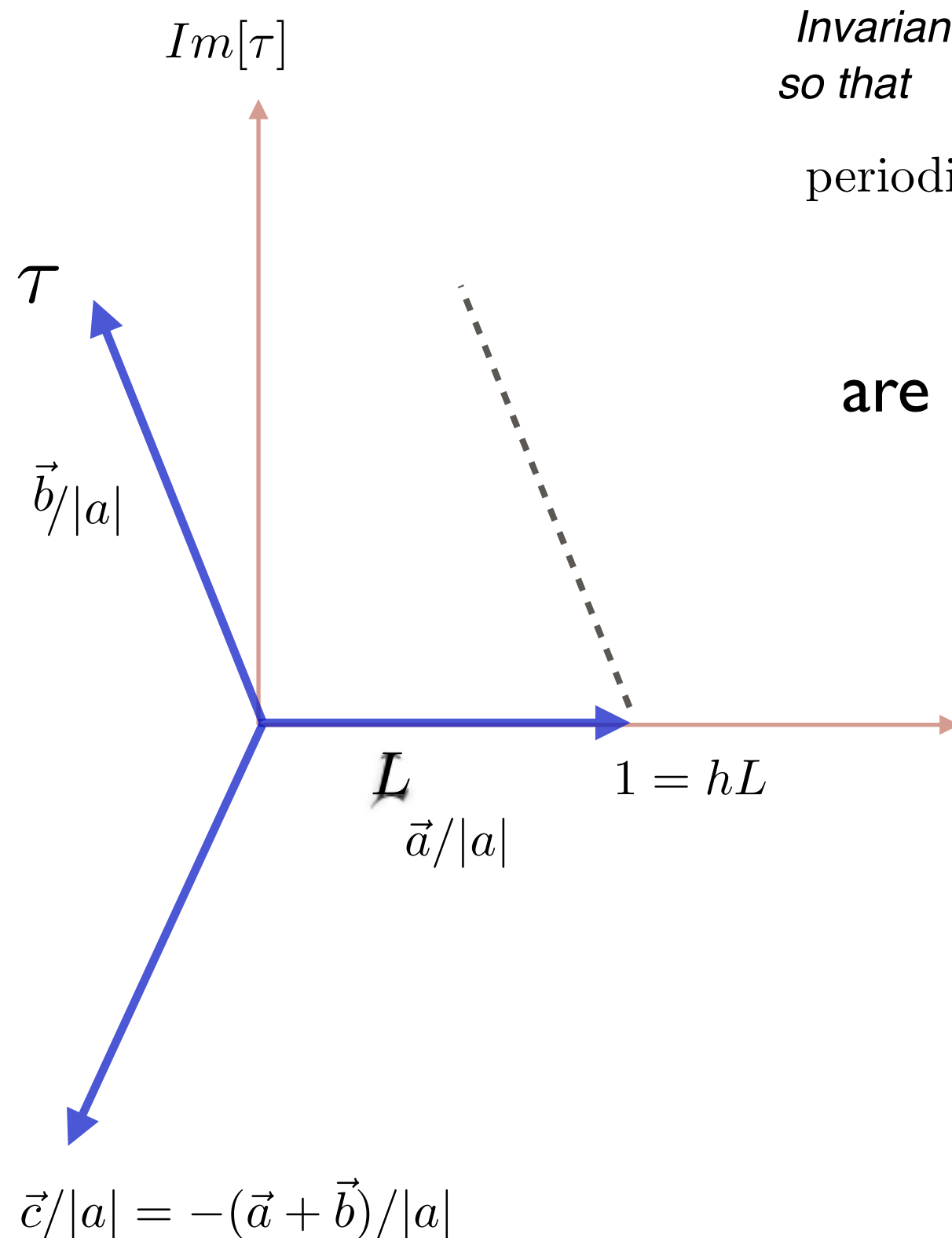
$$R = abc/(4A) = \sqrt{2}a^3/(2a^2) = a/\sqrt{2}$$

$$w(i, j) = (1/2)\sqrt{4R^2/\ell^2 - 1} \rightarrow (1/2)\sqrt{2a^2/\ell^2 - 1} = 1/2, 1/2, 0$$

$$\text{so } \beta/(2\sqrt{3}) = \beta_{\triangle} = \ln(3)/4 \text{ and } \beta/2 = \beta_{\square} = \ln(1 + \sqrt{2})/2$$

$$\beta_c = 2\sqrt{(3)} \log(3)/4 = 0.951426 \quad \text{vs} \quad \beta_c = \log(1 + \sqrt{2}) = 0.881374$$

# BINDER MODULAR PARAMETER



*Invariance: Scaling and rotation to  $a = 1 + 0i$   
so that  $\tau = b$  in complex co-ordinates*

*periodicity implies  $z \sim z + n + m\tau$*

**Different triangulation  
are exactly the modular group**