

# SCDL1991 TRIANGULATION OF SURFACES

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Figure 8 – World map in a torus

## Research Question

Given a fixed type of surface and number of triangles, how many different ways can a closed orientable surface be triangulated?

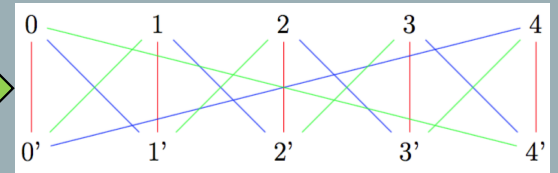
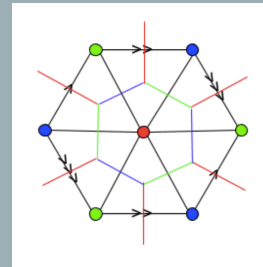
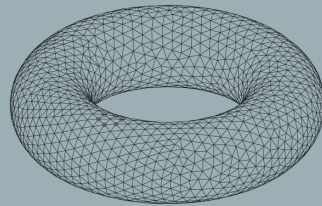
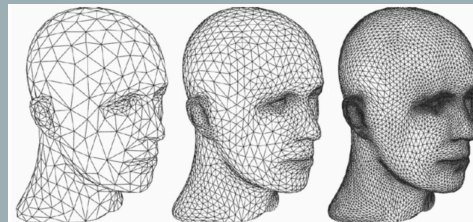
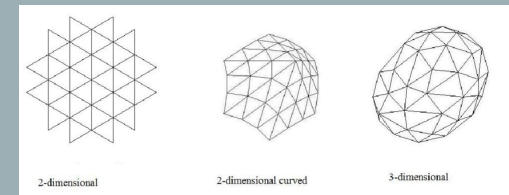


Figure 1 – triangulation<sup>[1]</sup>

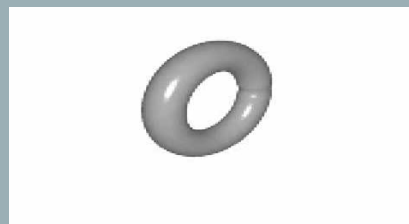
Figure 2 and 3 – Dual graph rainbow colouring and Graph encoded manifold (gem)



Figures 4 – Tessellation<sup>[2]</sup> (Applications)



Figures 5 – Modelling an evolving space-time (Application)



Figures 6 – Homeomorphism<sup>[3]</sup>

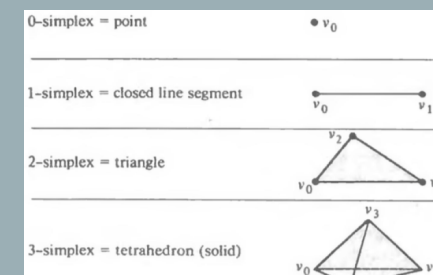


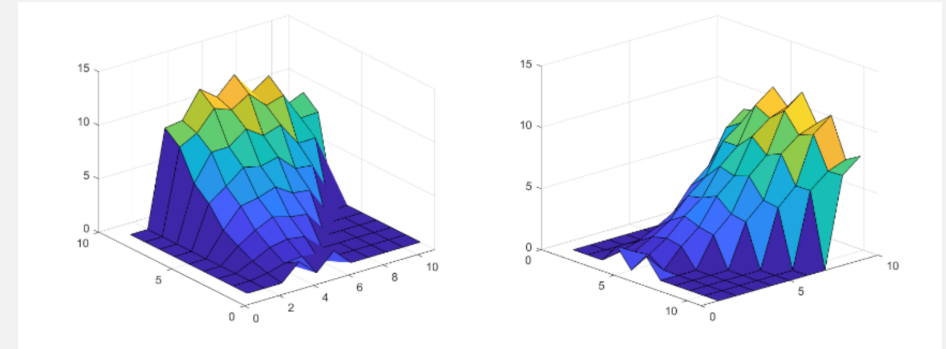
Figure 7 – Simplicial complexes

	$v$ (number of vertices)								
$n$	3	4	5	6	7	8	9	10	11
1	0								
2		1							
3	1		5						
4		10		14					
5	8		70		42				
6		168		420		132			
7	180		2121		2310		429		
8		6088		20790		12012		1430	
9	8064		115720		174174		60060		4862
10									

Results Table

## Data Trends

- If  $v - n$  is odd, there are no valid permutations
  - If  $v > n + 2$ , there are no valid permutations
  - The diagonals of the table grows exponentially with  $v$
  - The vertical lines of the table grows super-exponentially with  $v$
- Therefore, the maximum number in each row occur within the set of nonzero entries in that row



Surface plot of Valid Permutations

## Limitations

- If  $v$  takes high case values ( $v = 6$ ), the system breaks down
- Algorithms are not efficient enough for higher cycle number of  $\mu$
- Over-counting issues for permutations

Therefore, it is recommended to eliminate over-counting issues by studying the system symmetries, and to reproduce codes that allows for multiple structures of  $\mu$  permutations

## BIBLIOGRAPHY

- [1] Torus: Triangulated by the Marching Method. [https://en.wikipedia.org/wiki/Surface\\_triangulation#/media/File:Torus-triang.svg](https://en.wikipedia.org/wiki/Surface_triangulation#/media/File:Torus-triang.svg) Wikipedia, 2015.
- [2] M. Niener, B. Keinert, M. Fisher, M. Stamminger, C. Loop, and H. Schäfer. Real-time rendering techniques with hardware tessellation. *Comput. Graph. Forum*, 35(1):113–137, February 2016.
- [3] Jim Fowler, Coffee Cup Donut. <https://www.youtube.com/watch?v=4iHjt2Ovqag&feature=youtu.be> 2013, Youtube.
- [4] Jonathan Spreer, Max Tobin, Steven Condell, and Taylor Ruber. Graph encoded manifolds. Technical report, The University of Sydney, 2020.