

# 2D hyperbolic and periodic hyperbolic triangulations

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CGAL Developer Meeting, March 2018  
Nancy, France

# Outline

- 1 | Introduction
- 2 | Triangulations in the hyperbolic plane
- 3 | Periodic triangulations in the hyperbolic plane
- 4 | Data Structure
- 5 | Incremental Insertion
- 6 | Results
- 7 | Future work

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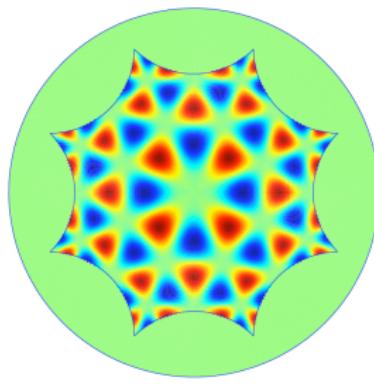
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# Motivation

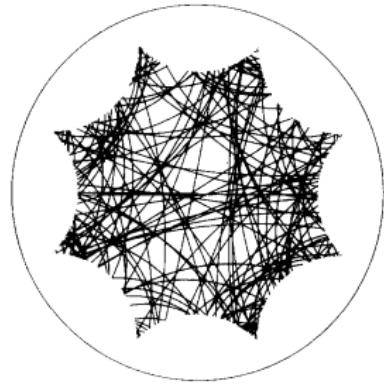
## Applications



[Sausset, Tarjus, Viot]



[Chossat, Faye, Faugeras]



[Balazs, Voros]

# State of the art

## Hyperbolic Delaunay simplicial complexes

- Algorithm [Bogdanov, Devillers, Teillaud, JoCG'14]
- Software [Bogdanov, Teillaud, cgal-public-dev]

## Closed Euclidean manifolds

- Algorithms 2D [Mazón, Recio], 3D [Dolbilin, Huson], dD [Caroli, Teillaud, DCG'16]
- Software (square/cubic flat torus)
  - 2D → Periodic\_2\_triangulation\_2 [Kruithof]
  - 3D → Periodic\_3\_triangulation\_3 [Caroli, Teillaud]



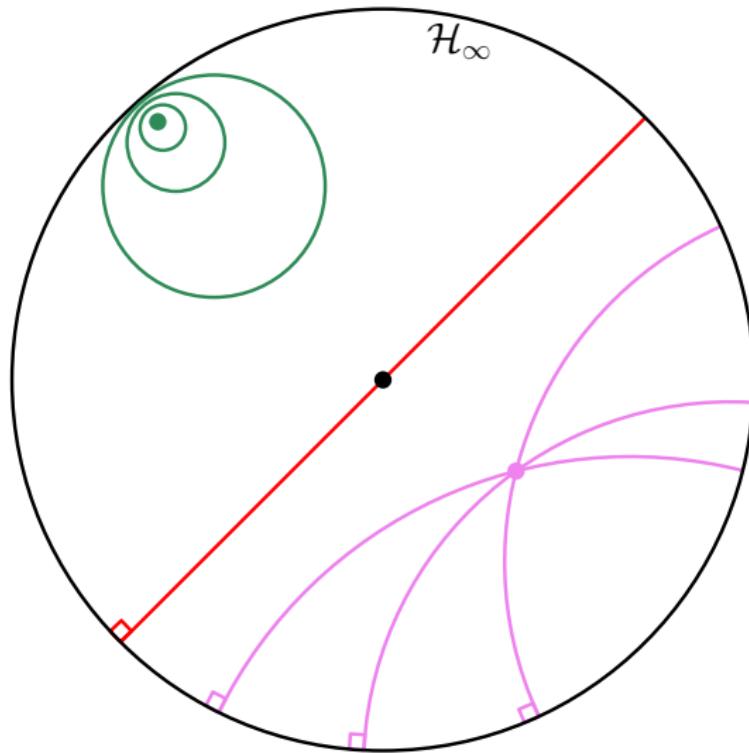
## Closed hyperbolic manifolds

- Algorithms 2D, genus 2 [Bogdanov, Teillaud, Vegter, SoCG'16]
- Software (Bolza surface) [I., Teillaud, SoCG'17]

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# Poincaré model of the hyperbolic plane $\mathbb{H}^2$



# Hyperbolic Delaunay triangulations

- Hyperbolic circles  $\equiv$  Euclidean circles  $\Rightarrow$  reuse predicates
- If circumcircle intersects Poincaré disk, simplex is not hyperbolic!  
 $\rightarrow$  filter out non-hyperbolic faces and edges
- Only circumcenters (Voronoi points) have non-rational coordinates

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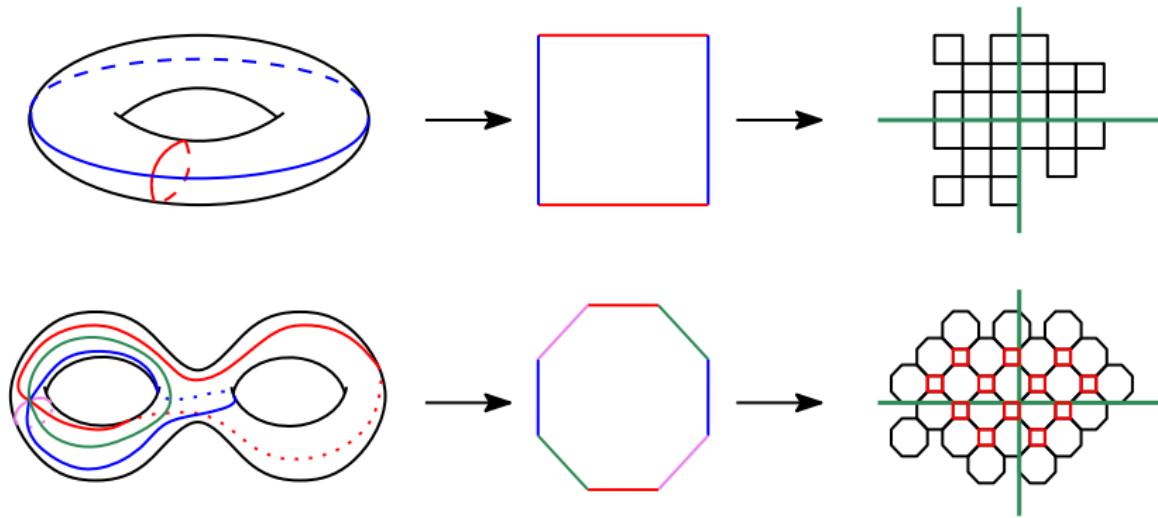
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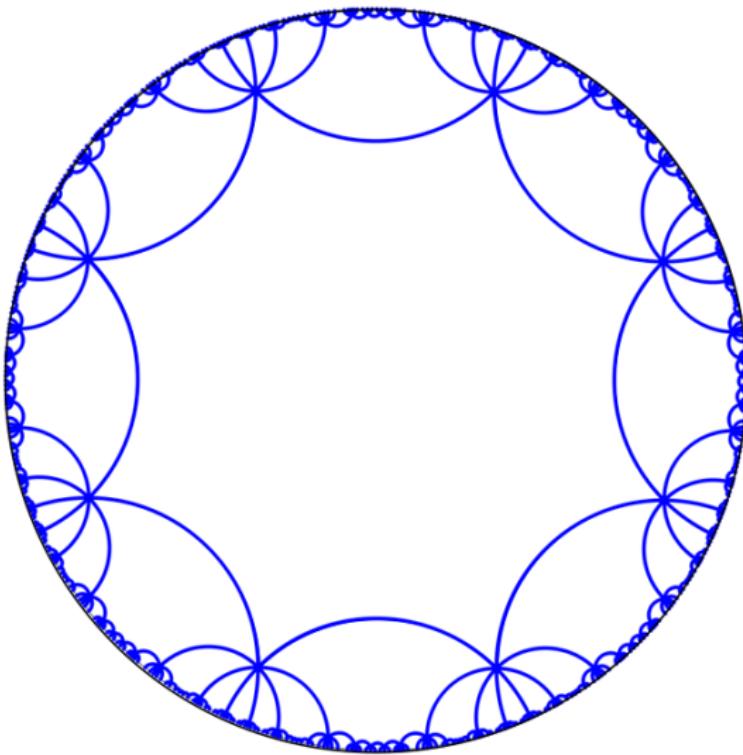
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## Periodic triangulations in the Euclidean plane

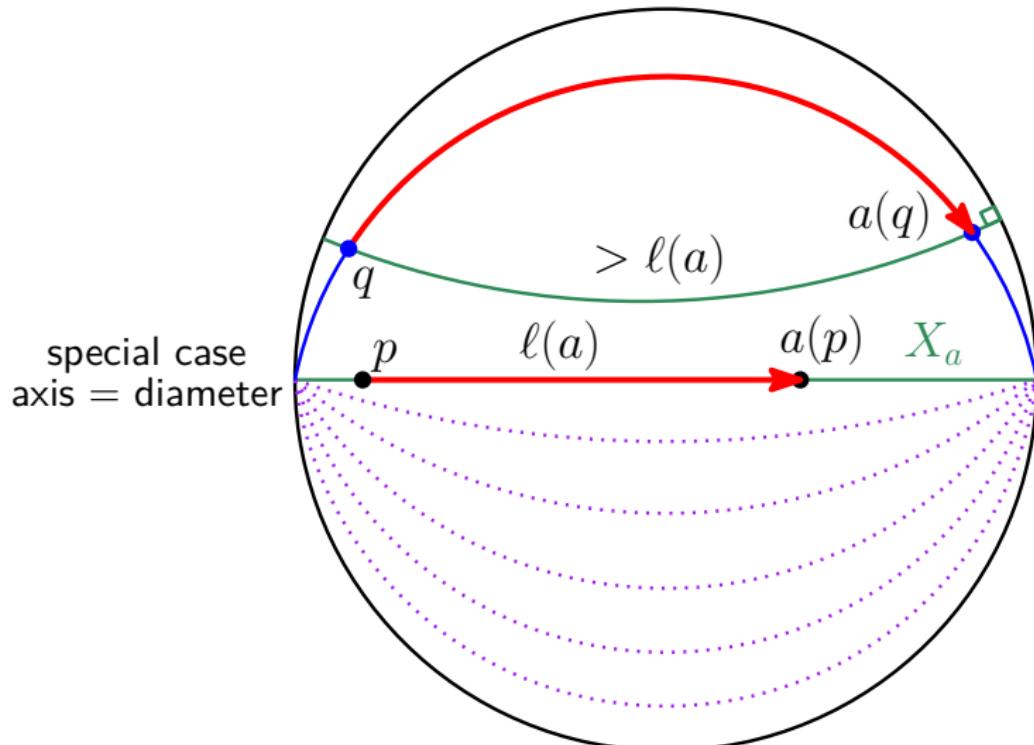


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Periodic triangulations in the hyperbolic plane

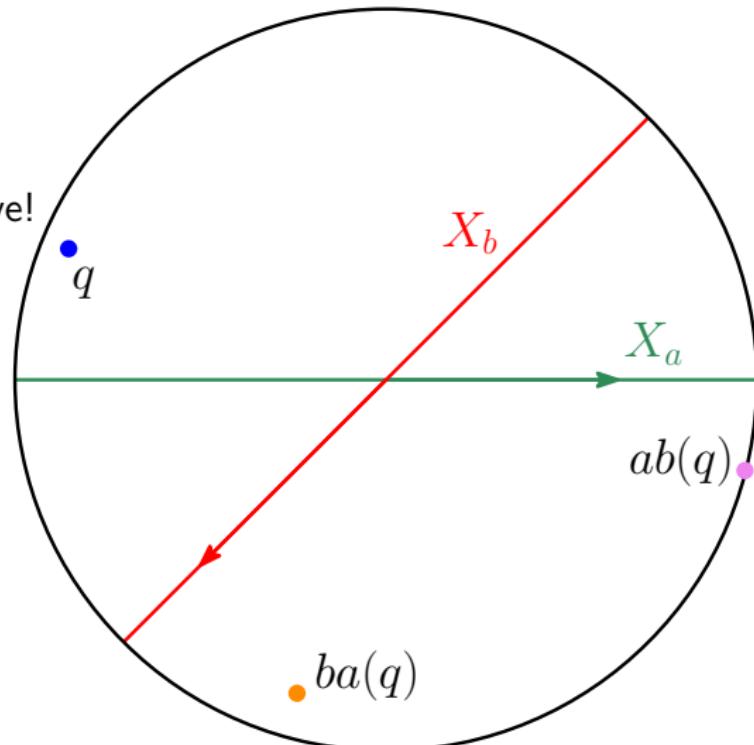


# Hyperbolic translations

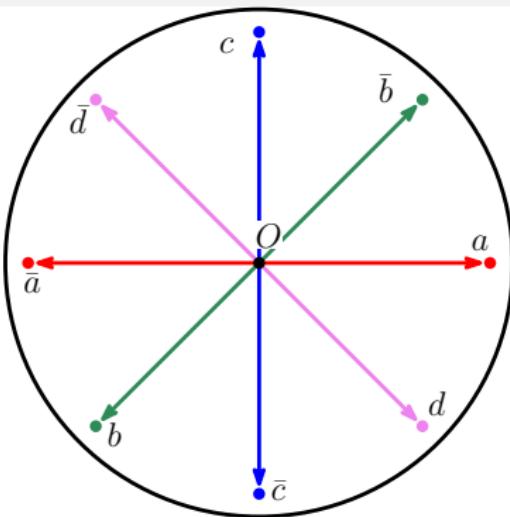


# Hyperbolic translations

non-commutative!



# Bolza surface



Fuchsian group  $\mathcal{G}$  with finite presentation

$$\mathcal{G} = \langle a, b, c, d \mid abcd\bar{a}\bar{b}\bar{c}\bar{d} \rangle$$

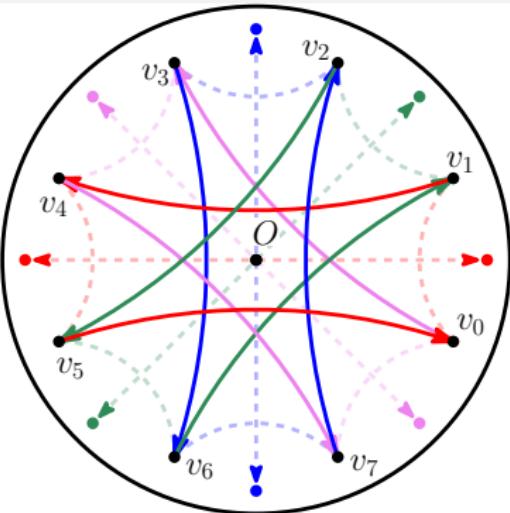
$\mathcal{G}$  contains only translations (and  $\mathbb{1}$ )

Bolza surface

$$\mathcal{M} = \mathbb{H}^2 / \mathcal{G}$$

with projection map  $\pi_{\mathcal{M}} : \mathbb{H}^2 \rightarrow \mathcal{M}$

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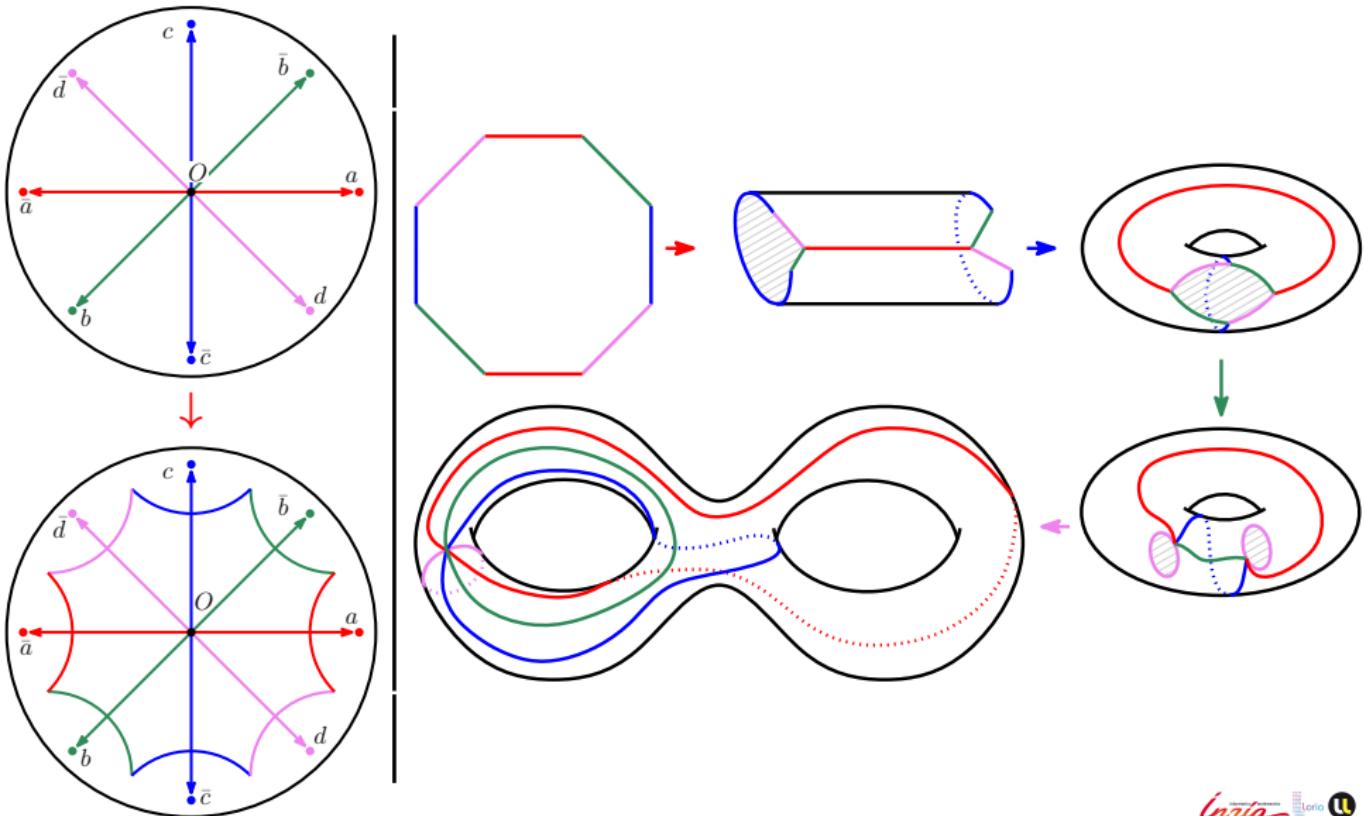
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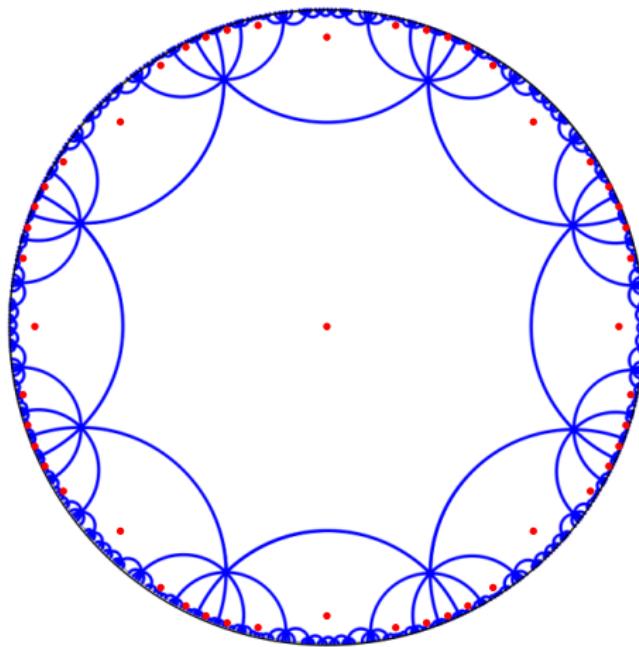
$$\mathcal{A} = [a, \bar{b}, c, \bar{d}, \bar{a}, b, \bar{c}, d] = [g_0, g_1, \dots, g_7]$$

$$g_k = \begin{bmatrix} \alpha & \beta_k \\ \bar{\beta}_k & \bar{\alpha} \end{bmatrix}, \quad g_k(z) = \frac{\alpha z + \beta_k}{\bar{\beta}_k z + \bar{\alpha}}, \quad \alpha = 1 + \sqrt{2}, \quad \beta_k = e^{ik\pi/4} \sqrt{2\alpha}$$

# Bolza surface

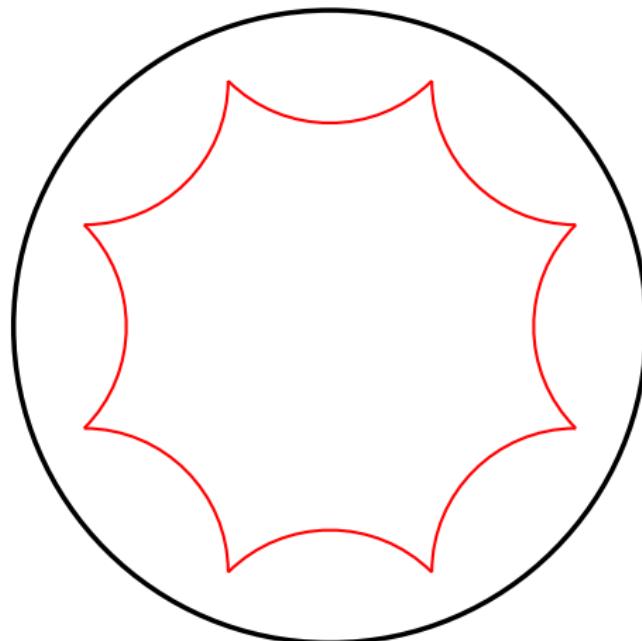


# Hyperbolic octagon



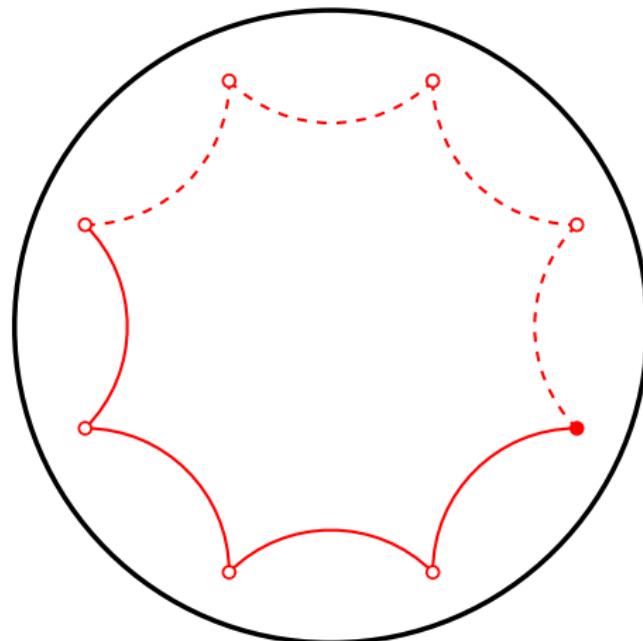
Voronoi diagram of  $\mathcal{GO}$

# Hyperbolic octagon



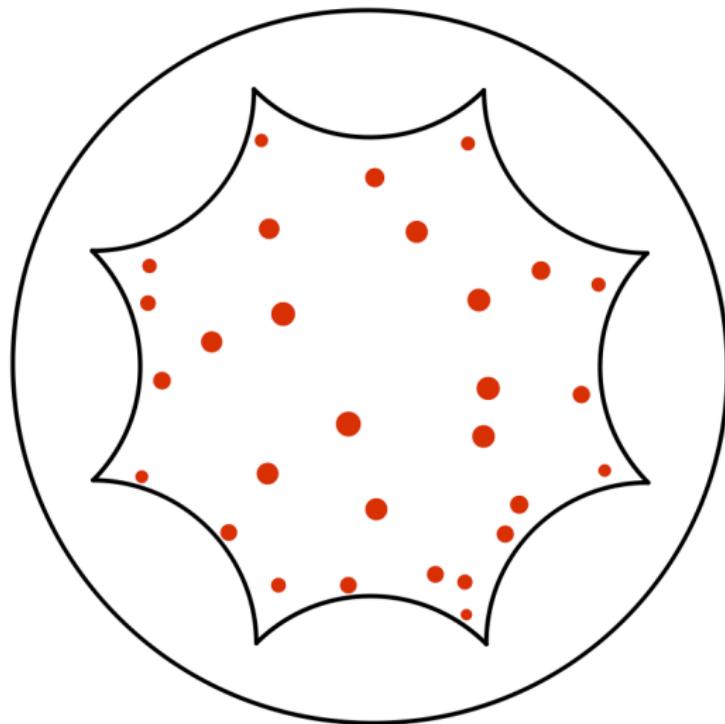
Fundamental domain  $\mathcal{D}_O = \text{Dirichlet region of } O$

# Hyperbolic octagon

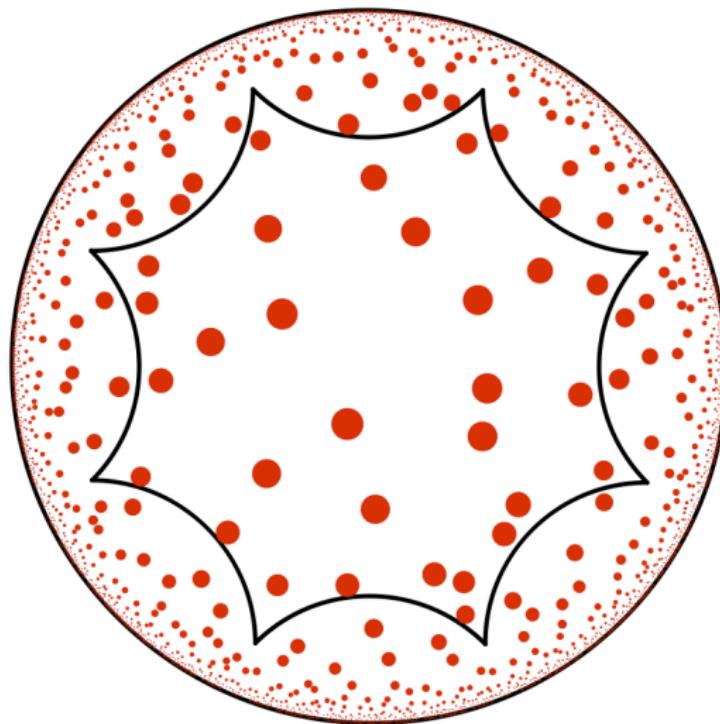


“Original” domain  $\mathcal{D}$ : contains exactly one point of each orbit

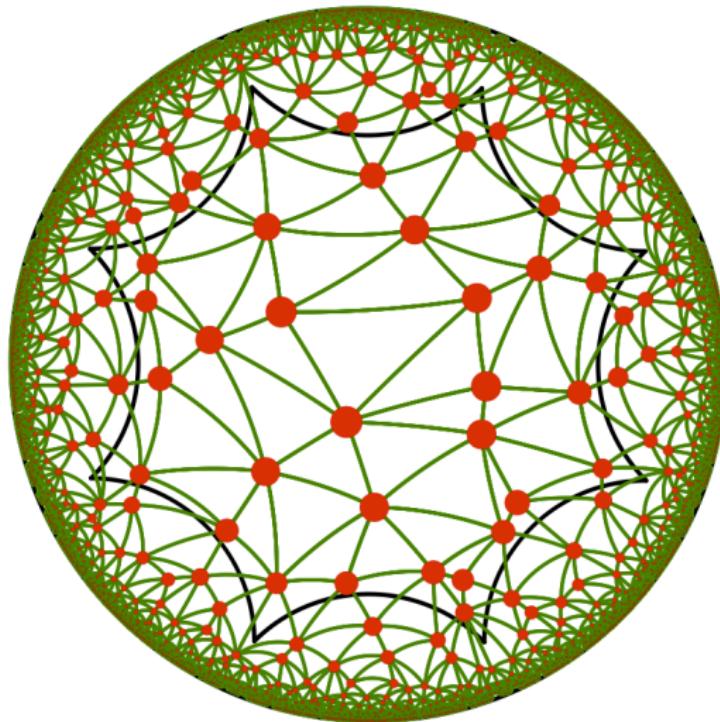
# How do we triangulate the Bolza surface?



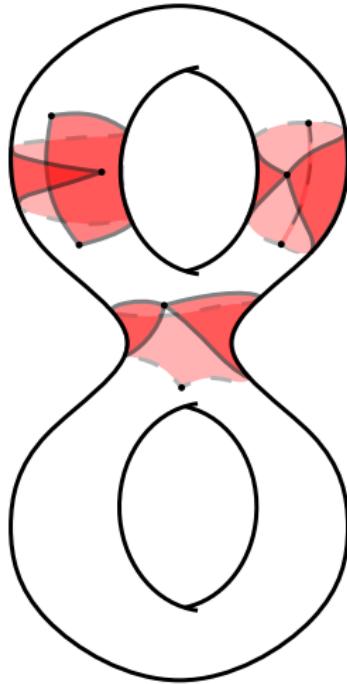
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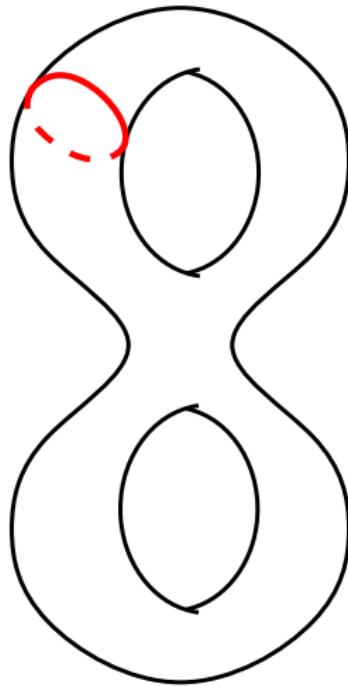


# How do we triangulate the Bolza surface?



$$\pi_{\mathcal{M}}(DT_{\mathbb{H}}(\mathcal{GS}))$$

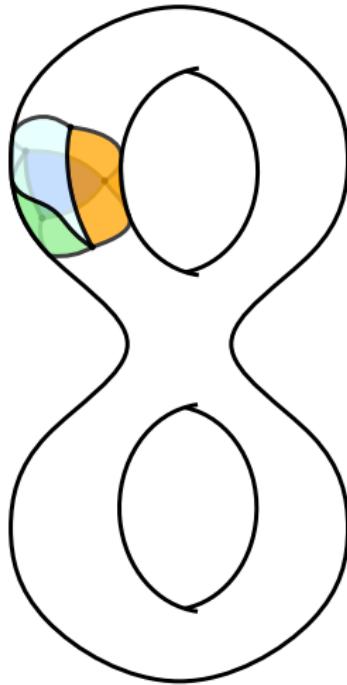
# How do we triangulate the Bolza surface?



Systole  $\text{sys}(\mathcal{M}) =$  minimum length of a  
non-contractible loop on  $\mathcal{M}$

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# How do we triangulate the Bolza surface?



$\text{Systole } \text{sys}(\mathcal{M}) =$  minimum length of a non-contractible loop on  $\mathcal{M}$

$S$  set of points in  $\mathbb{H}^2$

$\delta_S =$  diameter of largest disks in  $\mathbb{H}^2$  not containing any point of  $\mathcal{G}S$

$$\delta_S < \frac{1}{2} \text{sys}(\mathcal{M})$$

[BTW16]

$\Rightarrow \pi_{\mathcal{M}}(DT_{\mathbb{H}}(\mathcal{G}S)) = DT_{\mathcal{M}}(S)$   
is a simplicial complex

$\Rightarrow$  The usual incremental algorithm can be used

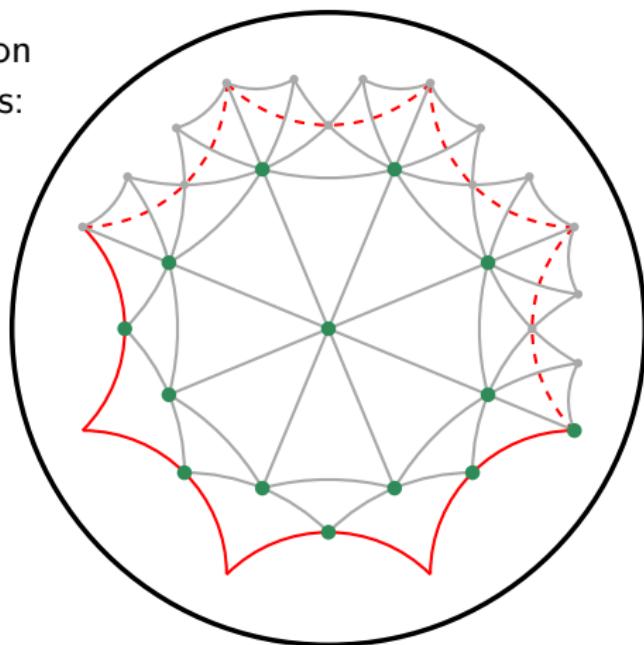
[Bowyer]

## Algorithm [BT16]

To construct the Delaunay triangulation of a point set  $S$ , we use dummy points:

- 1 initialize with dummy points
- 2 insert points in  $S$
- 3 remove dummy points

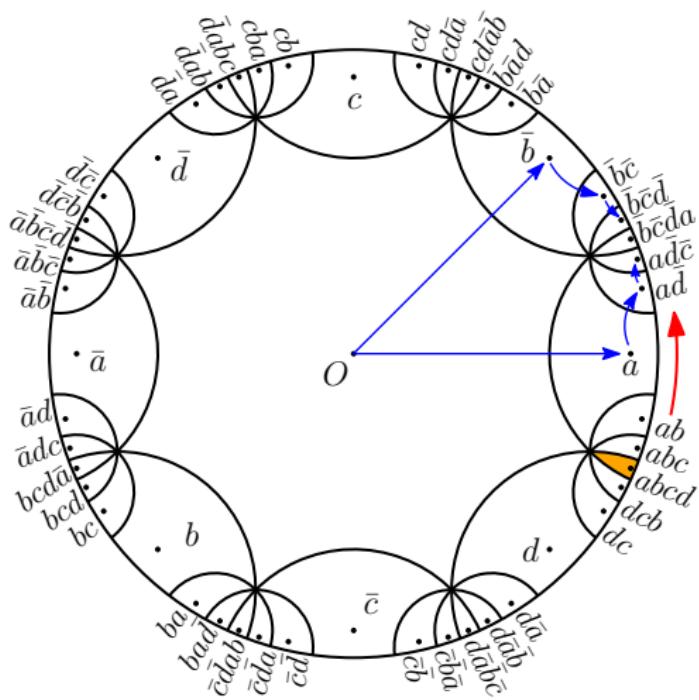
→ result may contain dummy points!



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## Notation



$g(O)$ ,  $g \in \mathcal{G}$ , denoted as  $g$

$$\mathcal{D}_g = g(\mathcal{D}_O), \quad g \in \mathcal{G}$$

$$\mathcal{N} = \{g \in \mathcal{G} \mid \mathcal{D}_g \cap \mathcal{D}_O \neq \emptyset\}$$

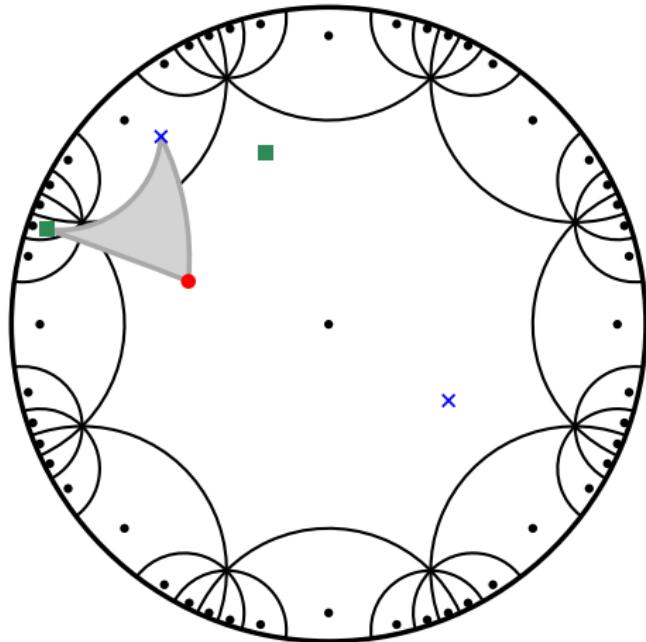
$$\mathcal{D}_{\mathcal{N}} = \bigcup_{g \in \mathcal{N}} \mathcal{D}_g$$

# Property of $DT_{\mathbb{H}}(\mathcal{GS})$

$S \subset \mathcal{D}$  input point set  
 s.t. criterion  $\delta_S < \frac{1}{2} \text{sys}(\mathcal{M})$  holds

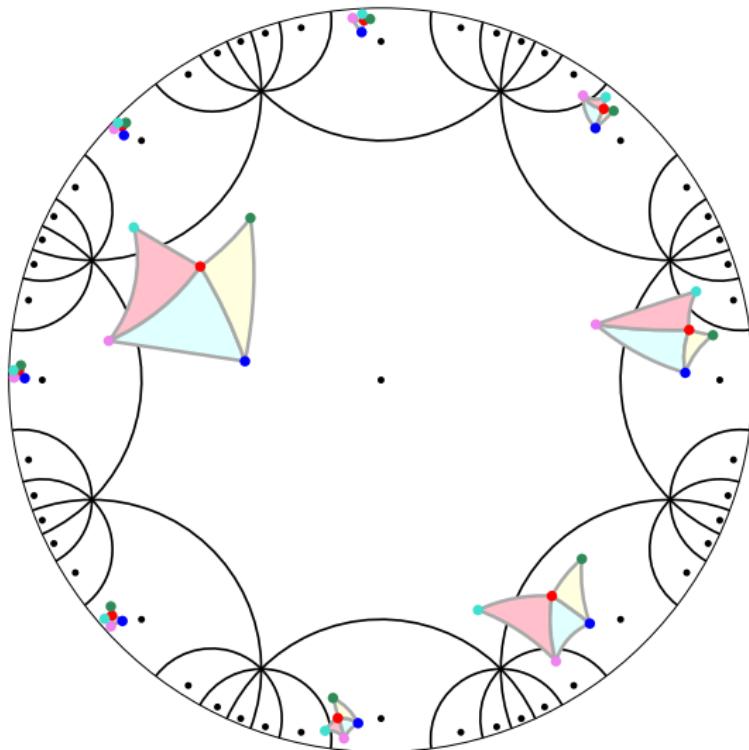
$\sigma$  face of  $DT_{\mathbb{H}}(\mathcal{GS})$  with at least one vertex in  $\mathcal{D}$

→  $\sigma$  is contained in  $\mathcal{D}_{\mathcal{N}}$



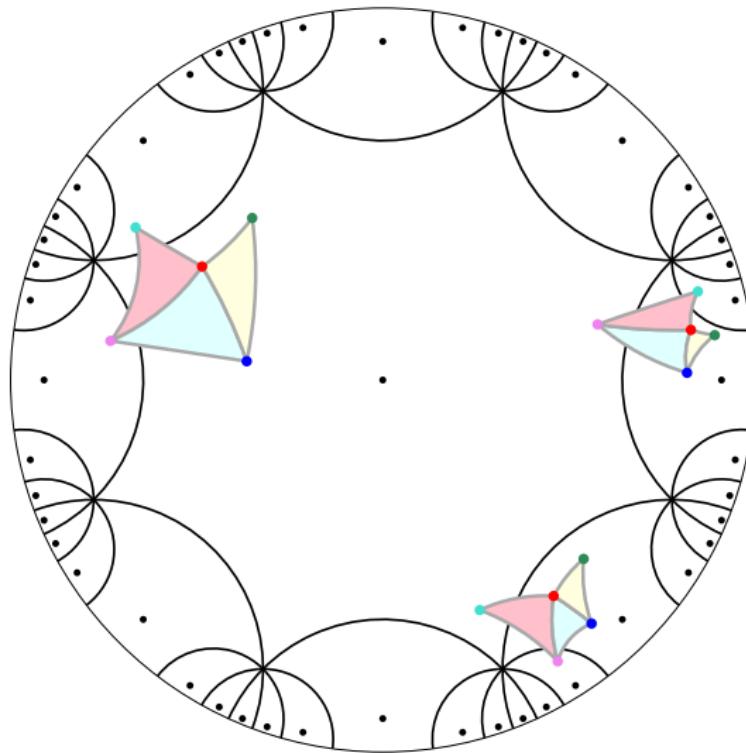
# Canonical representative of a face

Each face of  $DT_{\mathcal{M}}(S)$  has infinitely many pre-images in  $DT_{\mathbb{H}}(\mathcal{G}S)$



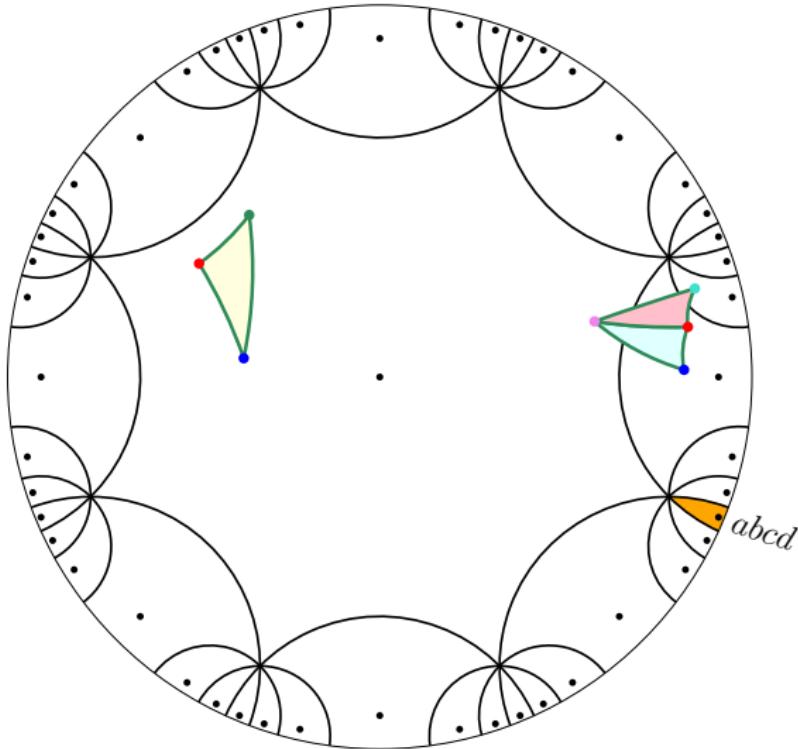
# Canonical representative of a face

at least one pre-image with at least one vertex in  $\mathcal{D}$

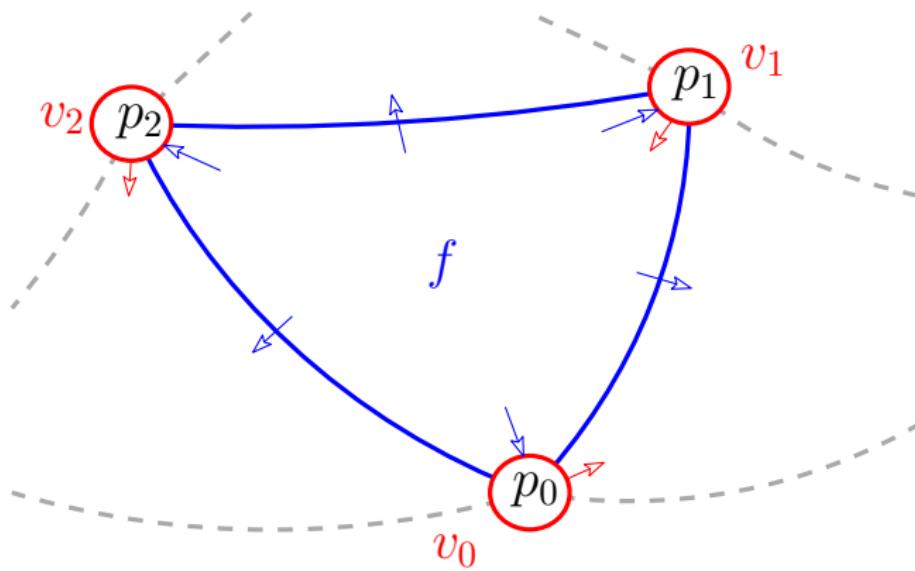


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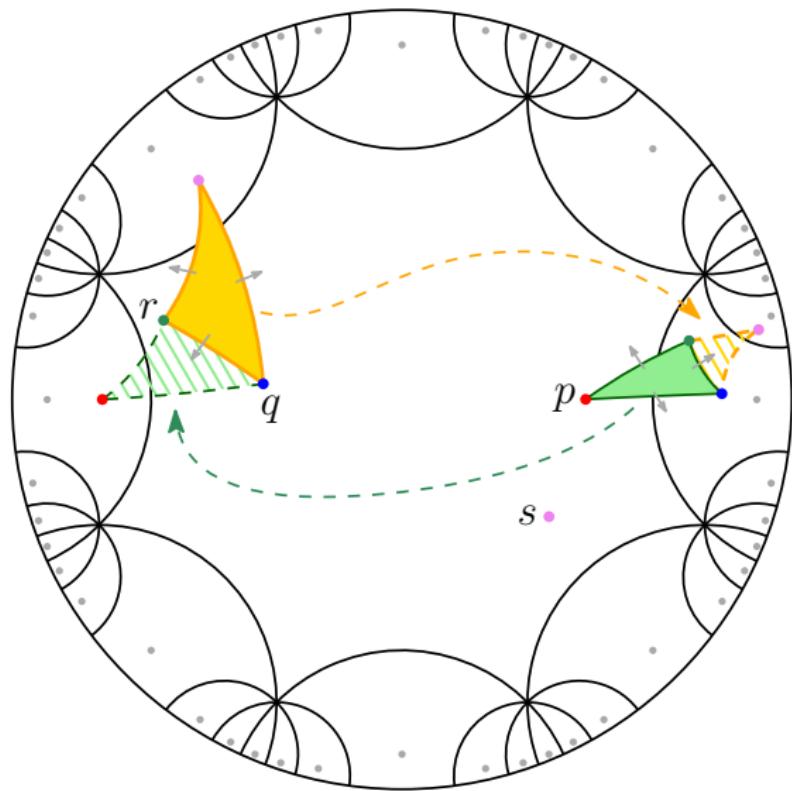
choose the pre-image “closest” to the first Dirichlet neighbor

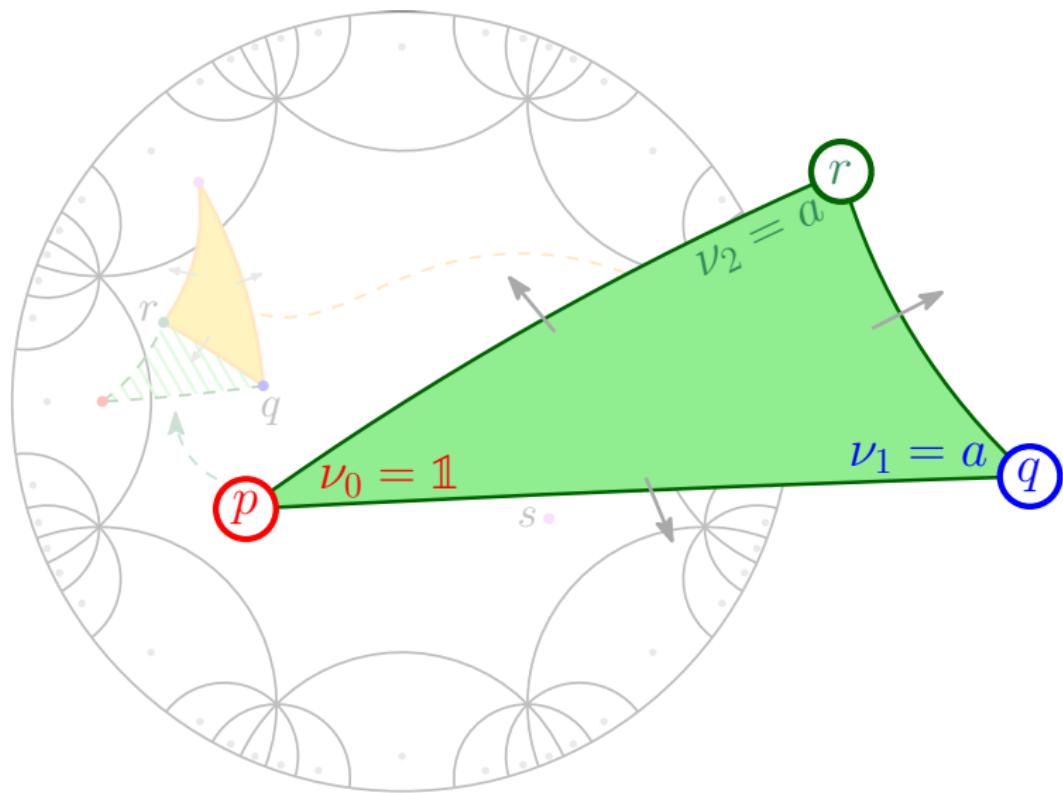


# CGAL Triangulations



# Face of $DT_M(S)$

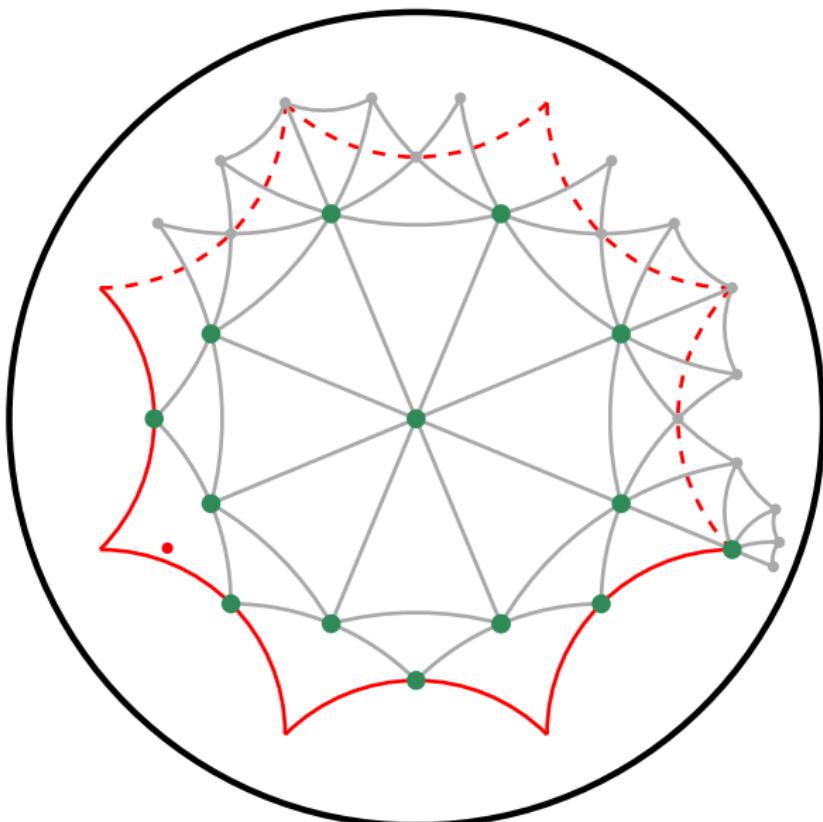


Face of  $DT_{\mathcal{M}}(S)$ 

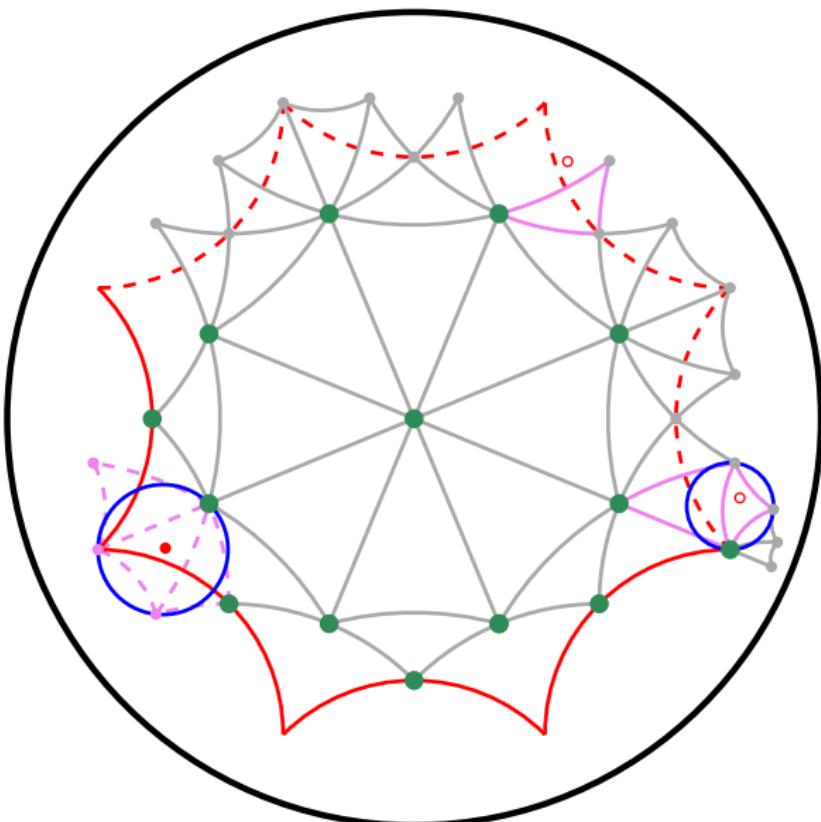
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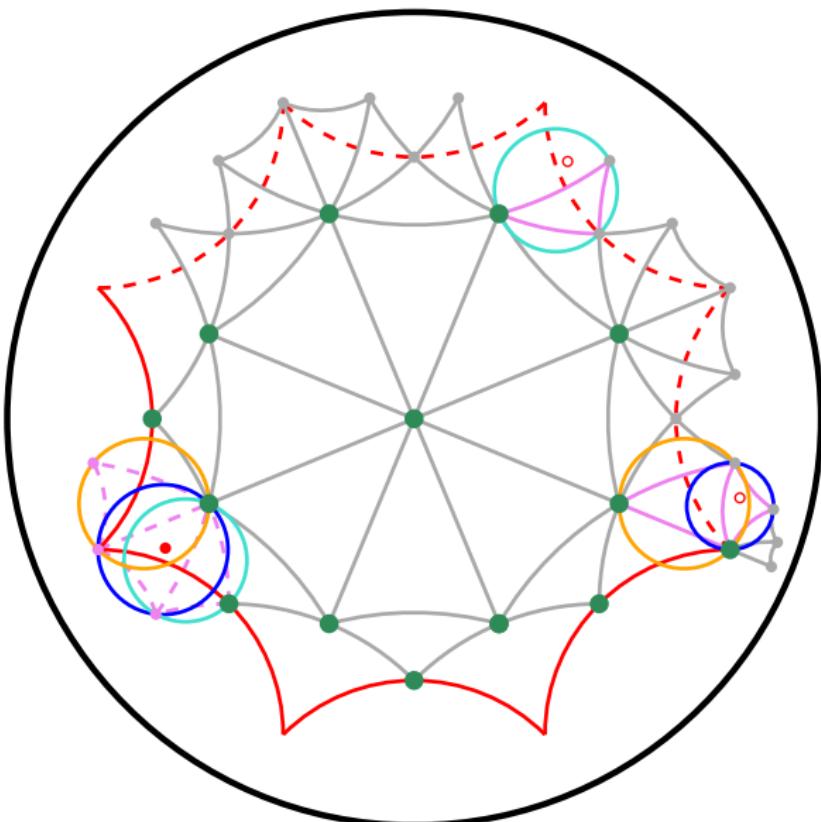
# Point Location



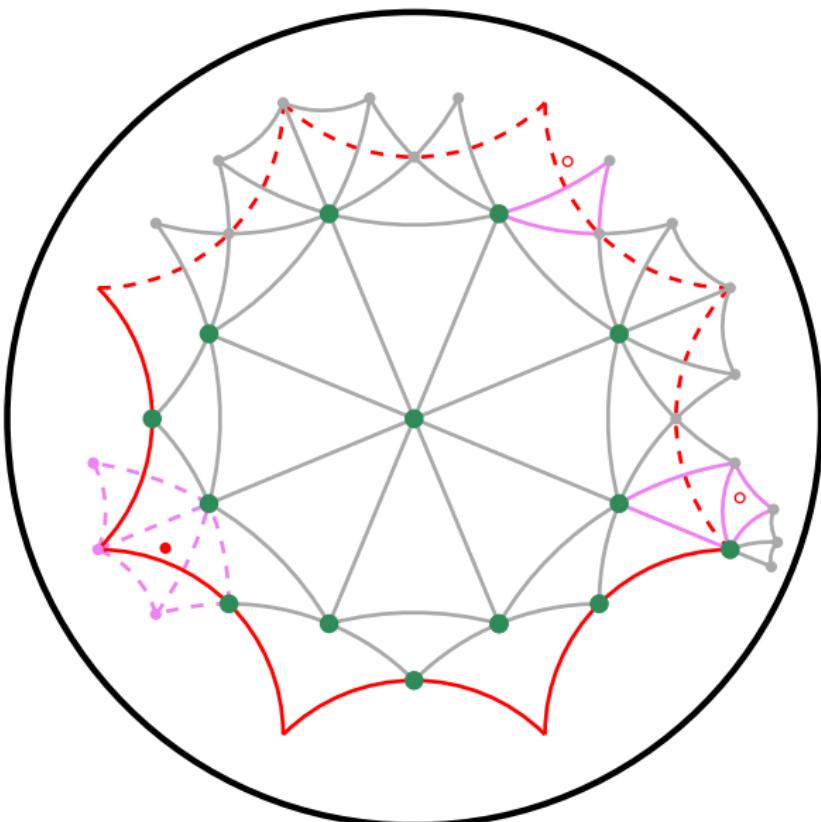
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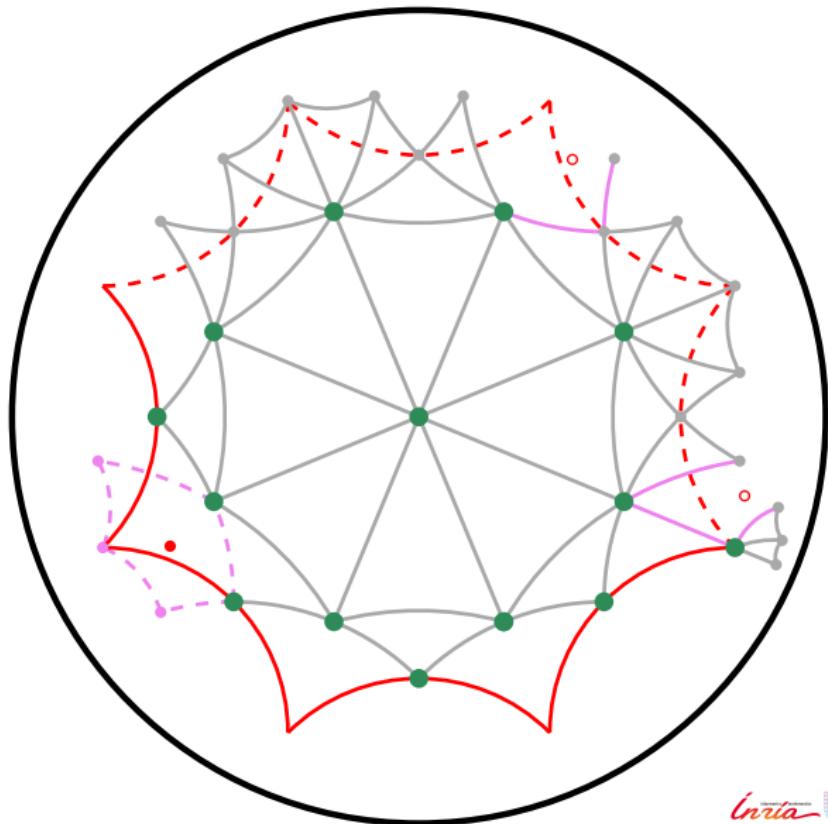
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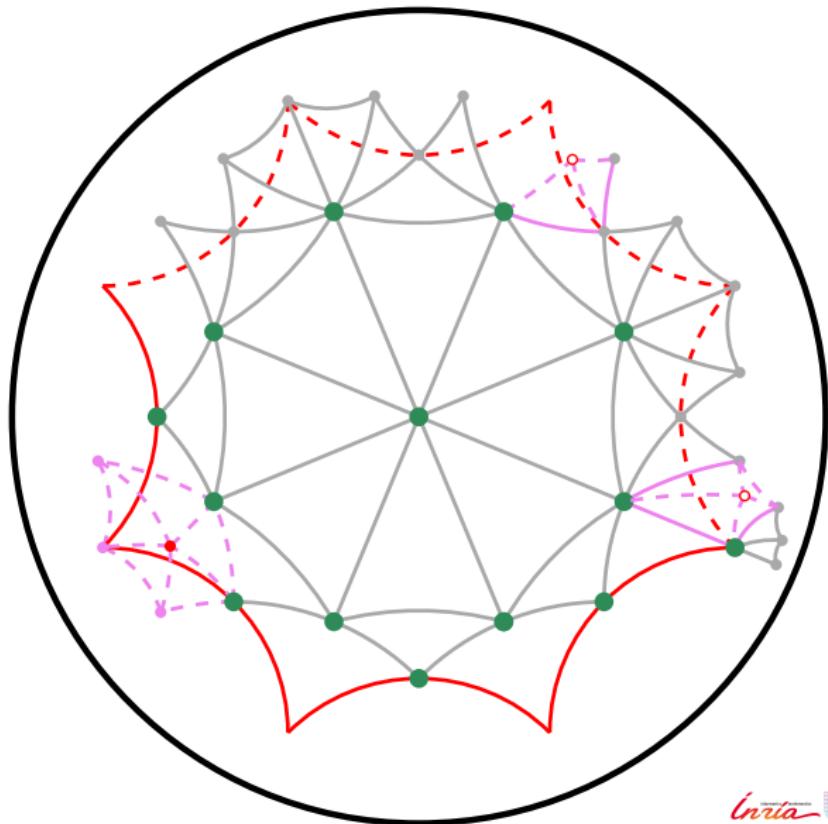


# Point Insertion



“hole” = topological disk

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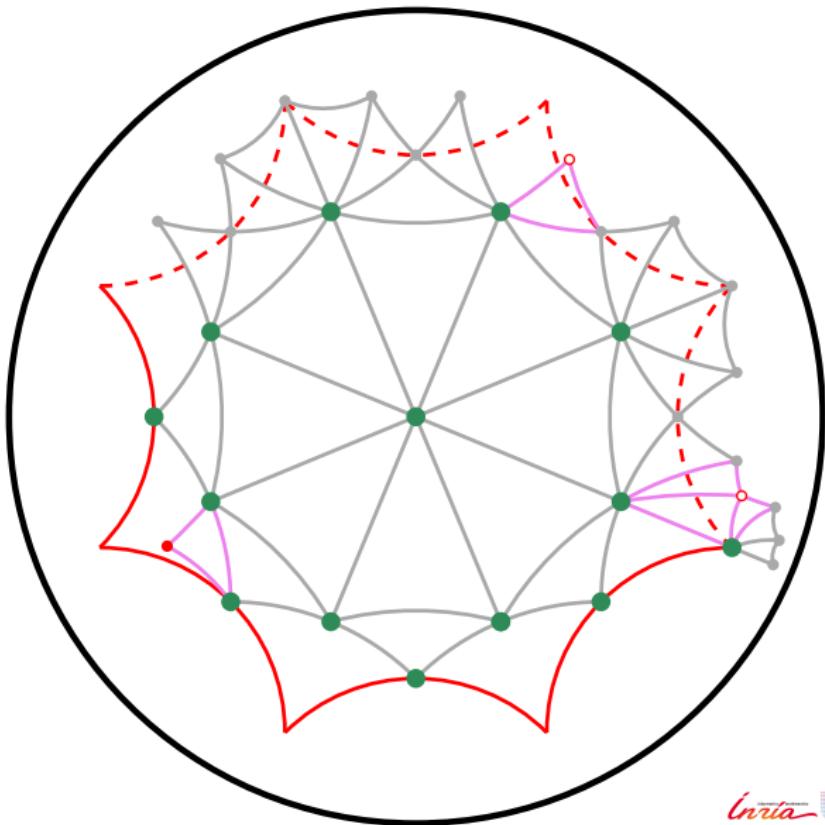


“hole” = topological disk

# Point Insertion

Computations  
on translations

Dehn's algorithm  
(slightly modified)



# Predicates

Suppose that the points in  $S$  are rational.

Input of the predicates can be images of these points under  $\nu \in \mathcal{N}$ .

$$g_k(z) = \frac{\alpha z + e^{ik\pi/4}\sqrt{2\alpha}}{e^{-ik\pi/4}\sqrt{2\alpha}z + \alpha}, \quad \alpha = 1 + \sqrt{2}, \quad k = 0, 1, \dots, 7$$

- the *Orientation* predicate has algebraic degree at most 20
- the *InCircle* predicate has algebraic degree at most 72

Point coordinates represented with `CORE::Expr`  
 → (filtered) exact evaluation of predicates

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Fully dynamic implementation

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1 million random points

- Non-periodic triangulation

-  Euclidean DT (double) ~ 1 sec.
-  Euclidean DT (`CORE::Expr`) ~ 13 sec.
- Hyperbolic DT (CK) ~ 96 sec.
- Hyperbolic DT (`CORE::Expr`) ~ 265 sec.

- Periodic triangulation

- Hyperbolic periodic DT (`CORE::Expr`) ~ 69 sec.

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Fully dynamic implementation

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- |  |  |
|--|--|
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|--|--|

- Periodic triangulation

- |  |           |
|--|-----------|
| <ul style="list-style-type: none"> <li>■ Hyperbolic periodic DT (<code>CORE::Expr</code>)</li> </ul> | ~ 69 sec. |
|--|-----------|

Predicates

- 0.76% calls to predicates involving translations in  $\mathcal{N}$
- responsible for 36% of total time spent in predicates

Dummy points can be removed after insertion of 17–72 random points.

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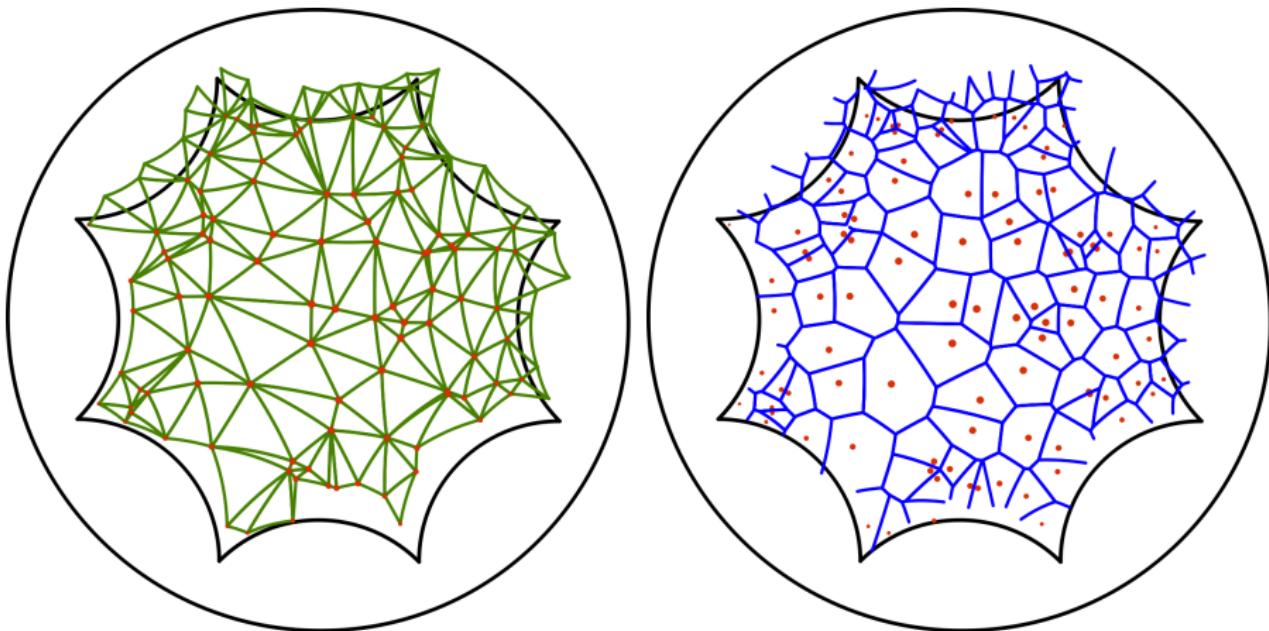
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- Interface with Mesh\_2 → periodic hyperbolic mesh
- Periodic hyperbolic triangulations of regular surfaces of higher genus
  - research in progress
  - prototype code in private repository  
[INRIA/Periodic\\_2g\\_hyperbolic\\_triangulation\\_2-IIordanov](https://INRIA/Periodic_2g_hyperbolic_triangulation_2-IIordanov)

# THANK YOU!



Source code and Maple sheets available online:

[https://members.loria.fr/Monique.Teillaud/DT\\_Bolza\\_SoCG17/](https://members.loria.fr/Monique.Teillaud/DT_Bolza_SoCG17/)