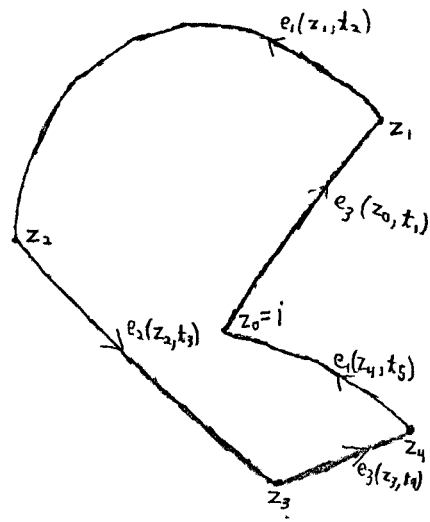
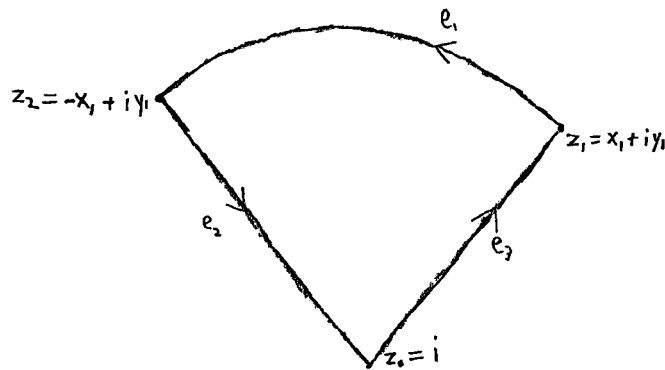


Figure 1 : Generic example of a control trajectory



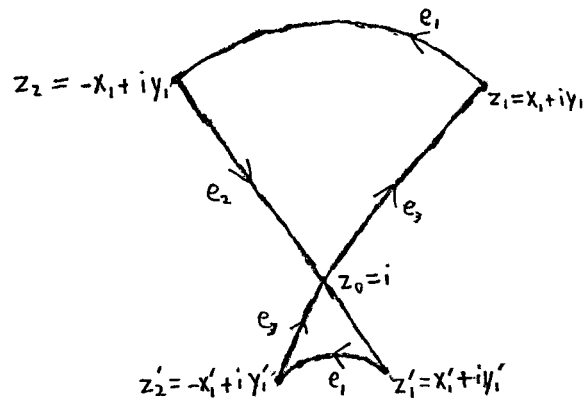
- * It takes time t_j to get from z_{j-1} to z_j .
- ** Switching times are $T_j = \sum_{n=1}^j t_n$
- *** $z_j = e_{k_j}(z_{j-1}, t_j)$

Figure 2 : Simple control trajectory



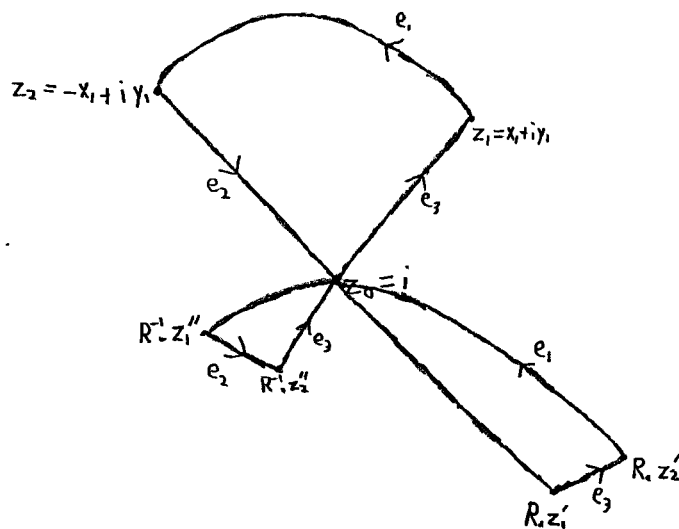
- * Requires one parameter, x_1

Figure 3 : Two-parameter control trajectory



* Requires two parameters, x_1 and x'_1
 ** ' does not indicate a derivative here

Figure 4 : Three-parameter control trajectory



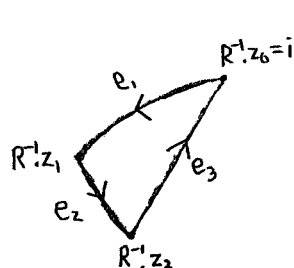
* Requires three parameters, x_1 , x'_1 , and x''_1
 (again, ' is not a derivative)
 ** Captures three-piece hyperbolic symmetry

Figure 5: Creating a three-parameter control trajectory

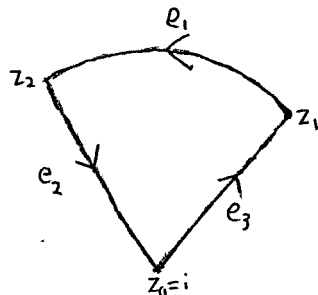
'Left' control trajectory

Simple control trajectory

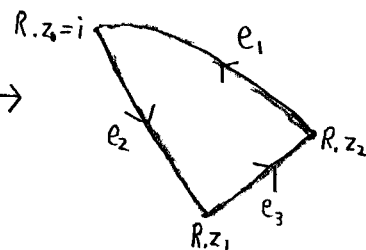
'Right' control trajectory



R^{-1}



R

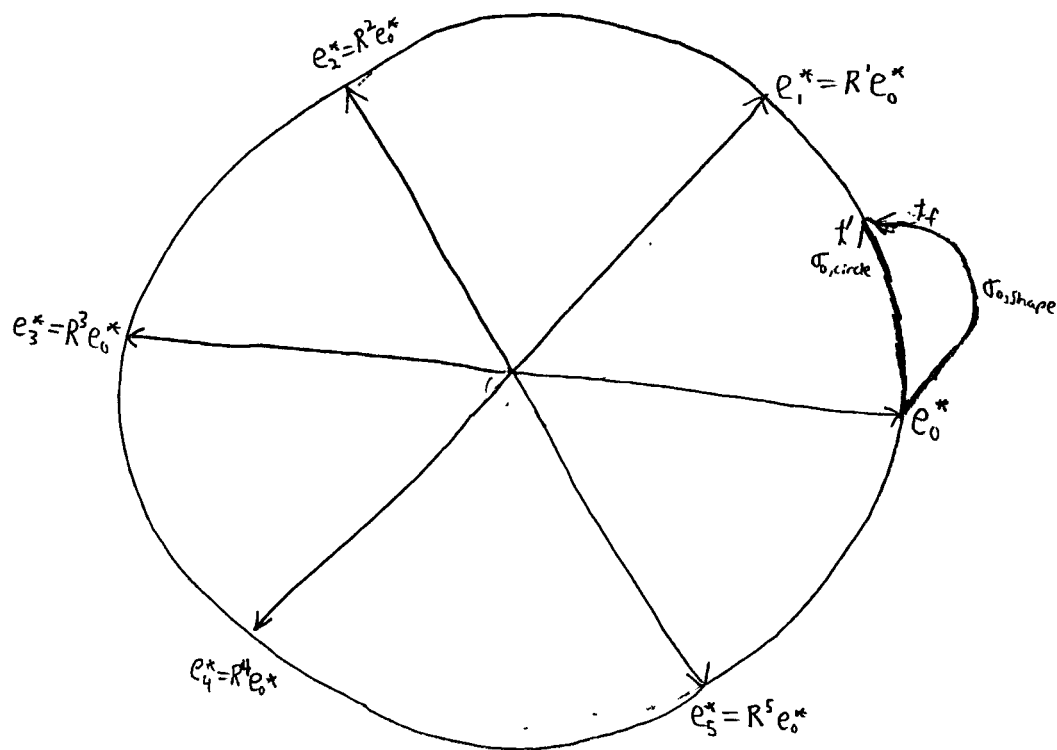


$$R = \begin{pmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{pmatrix}$$

Note that $R.e_3(z, t) = e_2(z, t)$ and $R^{-1}.e_3(z, t) = e_1(z, t)$

Therefore, the 'right' control trajectory is simply the result of acting R on a simple control trajectory, and correspondingly, the 'left' control trajectory results from acting R^{-1} on a simple control trajectory. Then to create a three-parameter control trajectory, simply create three independent simple control trajectories from parameters x_1, x'_1 , and x''_1 . Act R on the x'_1 simple control trajectory to get the 'right' piece, and act R^{-1} on the x''_1 simple control trajectory to get the 'left' piece. All three pieces share the common point $z_0=i$, since $R.i=i$. Link them together at i to create the three-parameter control trajectory, based on x_1, x'_1 , and x''_1 .

Figure 6: Closure



*Total of 6 hexagonally symmetric deformations corresponding to the single deformation illustrated here

There must be some time t' when traveling along the circle curve, such that $\sigma_{j, \text{circle}}(t') = \sigma_{j, \text{shape}}(t_f)$ in order for the shape to be closed. From here, simply 'patch' the remainder of the circle curve onto the deformation curve to provide continuity.