## ElementSets from MeshConnectivity

 $Neighbor Vertices In Face, Faces, Vertex One Ring, Oriented Vertices from \ Neighborhoods (\it{M}) \\$ 

$$\begin{split} &M \colon \operatorname{TriangleMesh} \\ &\bar{x}_i \in \mathbb{R}^3 \text{ rest pos in 3D} \\ &x_i \in \mathbb{R}^2 \text{ current pos in 2D} \\ &\varepsilon \in \mathbb{R} \text{ eps} \end{split}$$
 
$$V, E, F = ElementSets(M)$$
 
$$S(f, x) = \begin{cases} 0 & \text{if } |m| <= 0 \\ A & \left( \|f\|^2 + \|f^{-1}\|^2 \right) & \text{otherwise} \end{cases}$$
 where 
$$f \in F \\ &x_i \in \mathbb{R}^2 \\ a, b, c = OrientedVertices(f) \\ &n = (\bar{x}_b - \bar{x}_a) \times (\bar{x}_c - \bar{x}_a) \\ b1 = & \frac{\bar{x}_b - \bar{x}_a}{|\bar{x}_b - \bar{x}_a|} \\ b2 = & \frac{n \times b1}{|n \times b1|} \\ ar = & \begin{pmatrix} 0 \\ 0 \end{pmatrix} \\ br = & \left( (\bar{x}_b - \bar{x}_a) \cdot b1 \right) \\ cr = & \left( (\bar{x}_c - \bar{x}_a) \cdot b1 \right) \\ (\bar{x}_c - \bar{x}_a) \cdot b2 \end{pmatrix} \\ m = & [x_b - x_a \quad x_c - x_a] \\ mr = & [br - ar \quad cr - ar] \\ A = & \frac{1}{2} \quad |mr| \\ f = m \quad mr^{-1} \\ psd(x) = & u \quad \operatorname{diag}(ps) \quad v^T \\ \text{where} \\ & x \in \mathbb{R}^{p \times p} \\ u, sigma, v = \operatorname{svd}(x) \\ ps_i = & \begin{cases} sigma_i & \text{if } sigma_i > 0 \\ 0 & \text{otherwise} \end{cases} \\ Energy(x) = & \sum_{i \in F} S(i, x) \text{ where } x_i \in \mathbb{R}^2 \\ e = & Energy(x) \\ H = & \sum_{i \in F} psd\left( \frac{\partial^2 S(i, x)}{\partial x^2} \right) \\ G = & \frac{\partial e}{\partial x} \\ d = & H^{-1}(-G) \\ y = & \begin{cases} \operatorname{vec}^{-1}_x(\operatorname{vec}(x) + 0.1 \quad d) & \text{if } \sqrt{-d \cdot G} > \varepsilon \end{cases} \\ \text{otherwise} \end{cases}$$