## Mesh Smoothing

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June 29, 2022

Let the subject point  $\boldsymbol{p} \in \mathbb{R}^{n_{\mathrm{sd}}}$  have coordinates (x) in 1D, (x,y) in 2D, and (x,y,z) in 3D. The subject point connects to n neighbor points  $\boldsymbol{q}_i$  for  $i \in [1,n]$  though n edges. In Fig. 1, for example, the point  $\boldsymbol{p}$  connects for four neighbors.

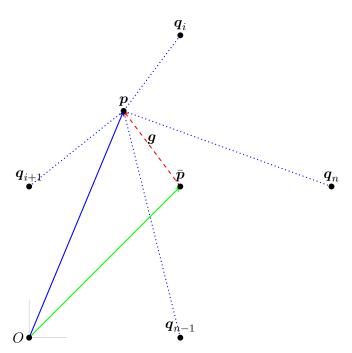


Figure 1: Subject node p with edge connections (dotted lines) to neighbor nodes  $q_i$  with  $i \in [1, n]$  (without loss of generality, the specific example of n = 4 is shown). The average position of all neighbors of p is denoted  $\bar{p}$ , and the gap (dashed line) from  $\bar{p}$  to p is gap q.

Let  $\bar{p}$  denote the average position of all neighbors of p and be defined as

$$\bar{\boldsymbol{p}} \coloneqq \frac{1}{n} \sum_{i=1}^{n} \boldsymbol{q}_{i}. \tag{1}$$

Let the gap vector g be defined as originating at  $\bar{p}$  and terminating at p, such that

$$g := p - \bar{p}$$
, since  $\bar{p} + g = p$ . (2)

Let  $\lambda \in \mathbb{R}^+ \subset (0,1)$  be a scaling factor for the gap  $\boldsymbol{g}$ . Then we seek to iteratively update the position of  $\boldsymbol{p}^k$  at the  $k^{\text{th}}$  iteration by an amount  $\lambda \boldsymbol{g}^k$  to  $\boldsymbol{p}^{k+1}$  as

$$\mathbf{p}^{k+1} \coloneqq \mathbf{p}^k - \lambda \mathbf{g}^k, \quad \text{since}$$
 (3)

$$\bar{p} = p - g$$
 when  $\lambda = 1$ . (4)

We typically select  $\lambda < 1$  to avoid overshoot of the update. Following are two iterations for  $\lambda = 0.1$  and initial positions p = 1.5 and  $\bar{p} = 0.5$  (given two neighbors, one at 0.0 and one at 1.0, that never move), a simple 1D example:

Table 1: Two iteration update of a 1D example.

$\underline{k}$	$ar{m{p}}$	$oldsymbol{p}^k$	$oldsymbol{g}^k = oldsymbol{p}^k - ar{oldsymbol{p}}$	$\lambda g^k$
0	0.5	1.5	1.0	0.1
1	0.5	1.5 - 0.1 = 1.4	0.9	0.09
		1.4 - 0.09 = 1.31	0.81	0.081