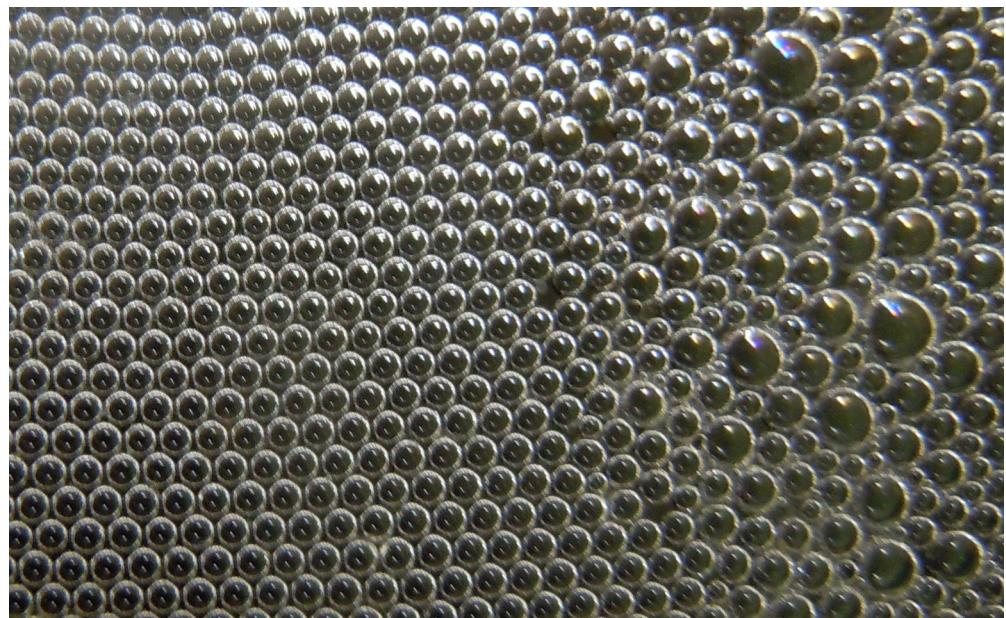
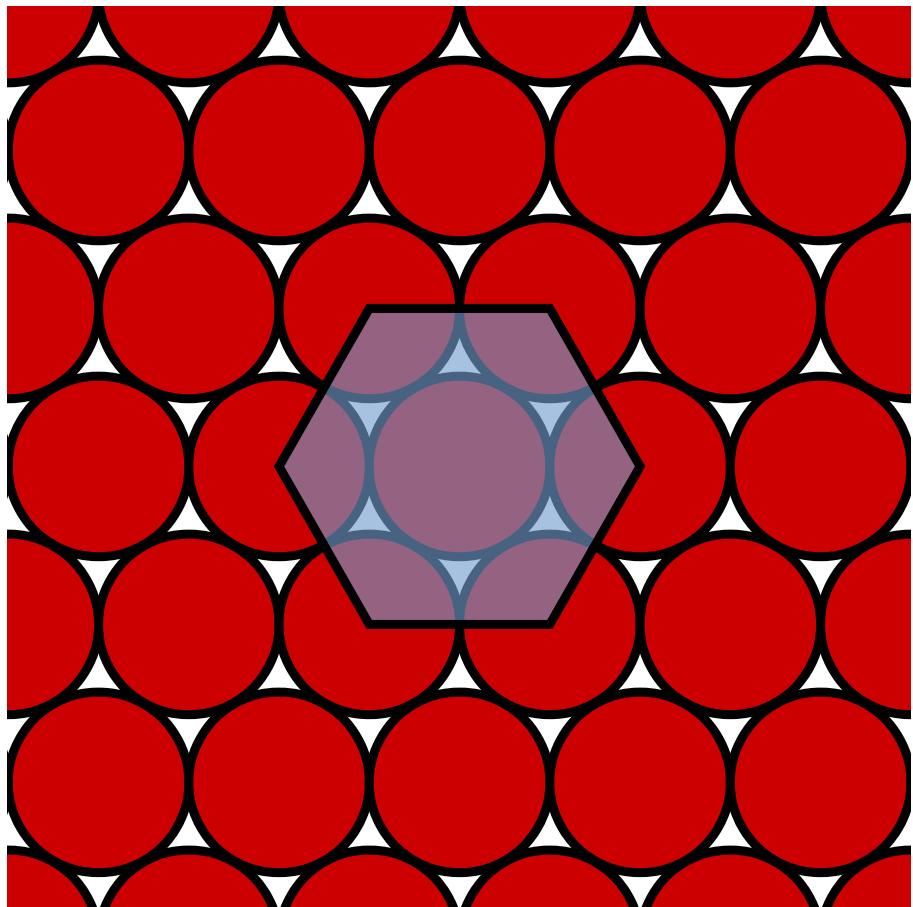
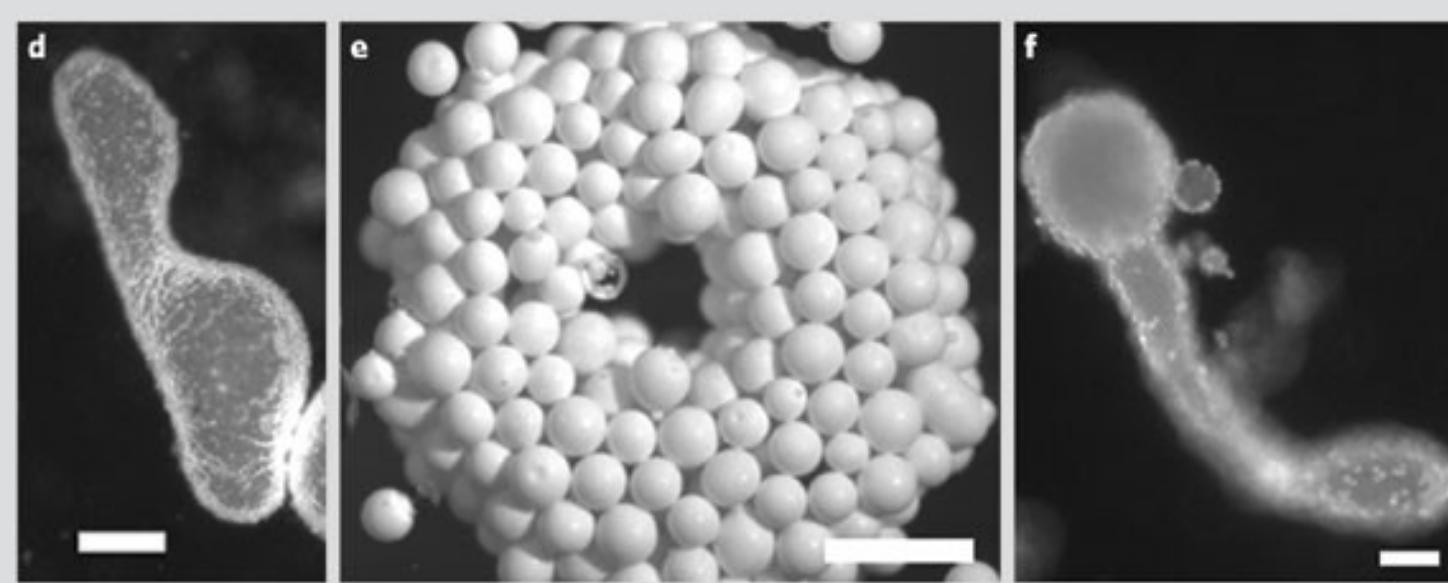
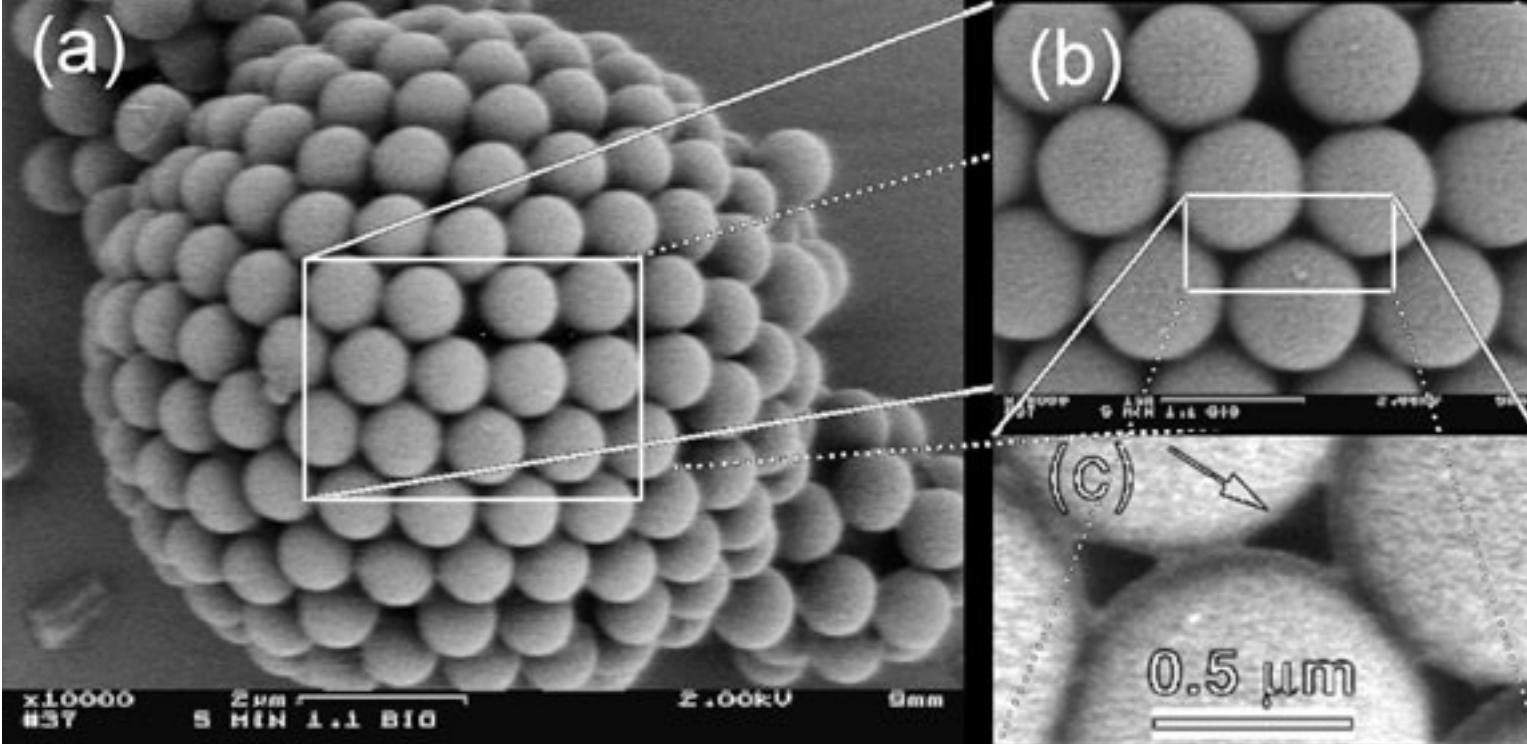


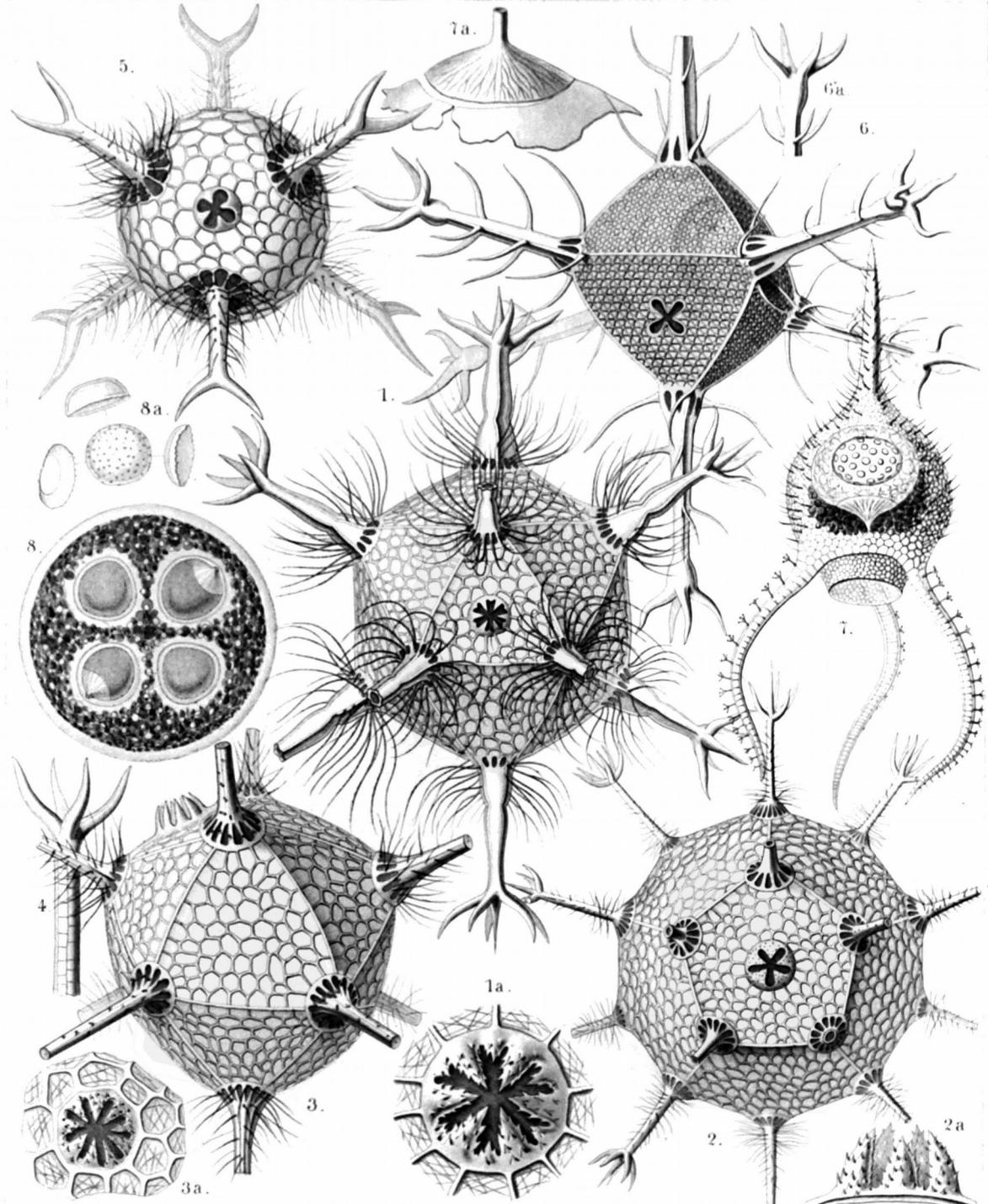
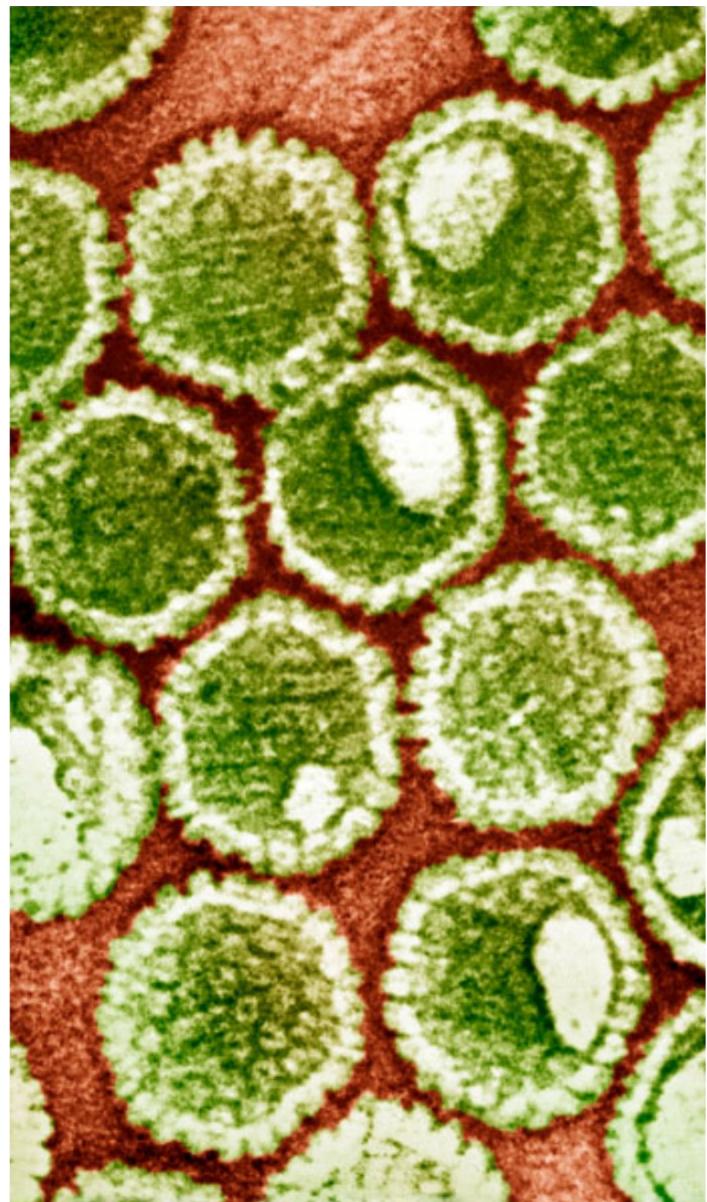
Dense packing in curved spaces

CP2 Programming Project,
Tobias Fischer WS16/17



$$\frac{\pi}{2\sqrt{3}} \approx 0.9069$$





E. Beaufort, and A. Giltach Del.

1. CIRCOGONIA. 2. CIRCORRHEGMA. 3. CIRCOSPATHIS.
4-6. CIRCOPEORUS. 7. CORTINETTA. 8. CATINULUS.

A. Giltach Jena. Lit. & F.



Pseudocode

Initialize randomly: φ_0, θ_0 $r_{particle,0}=0$

iterate n times:

try_Move

try_Increase_Radius

try_Move:

p = random particle

$(\varphi, \theta)(p) += \text{rnd_gauss}$

if overlap: reset

$\left| \frac{\det(Df((\varphi, \theta)_{new}))}{\det(Df((\varphi, \theta)_{old}))} \right| < \text{rnd}:$

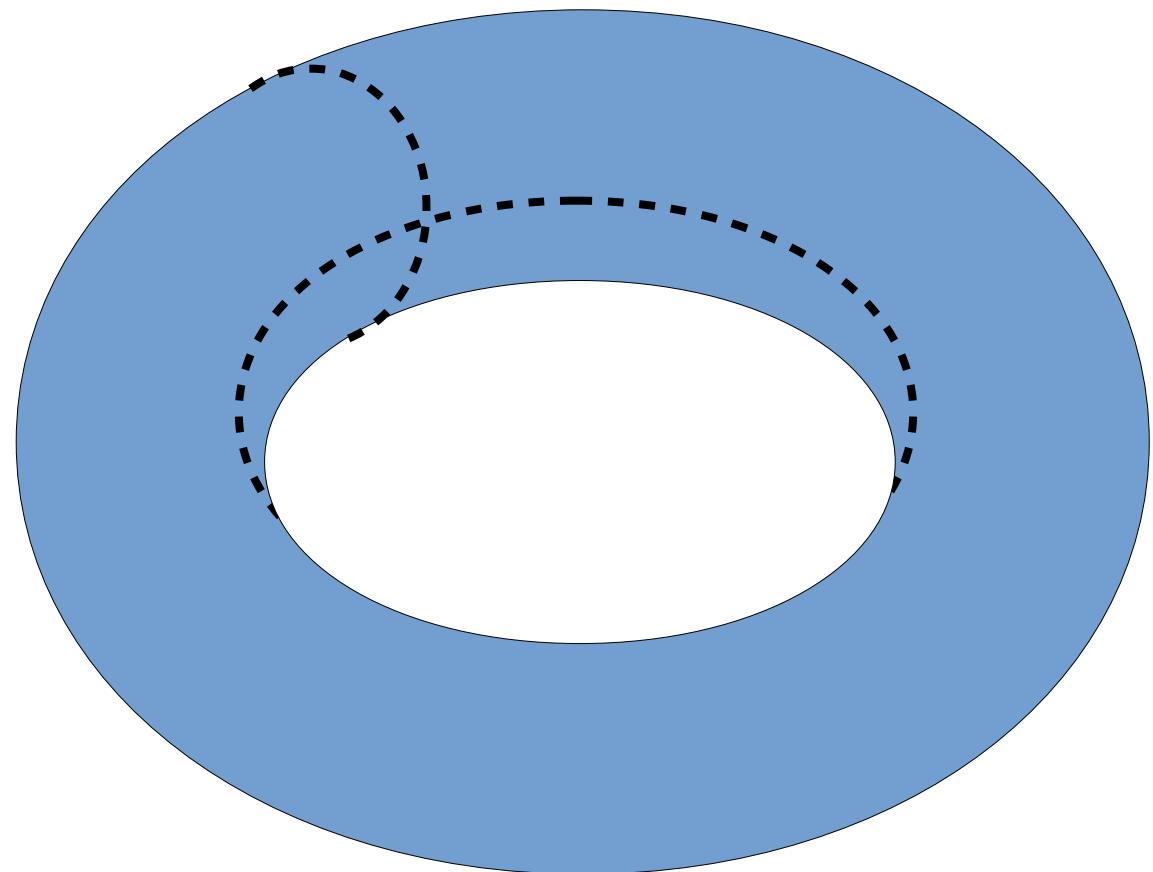
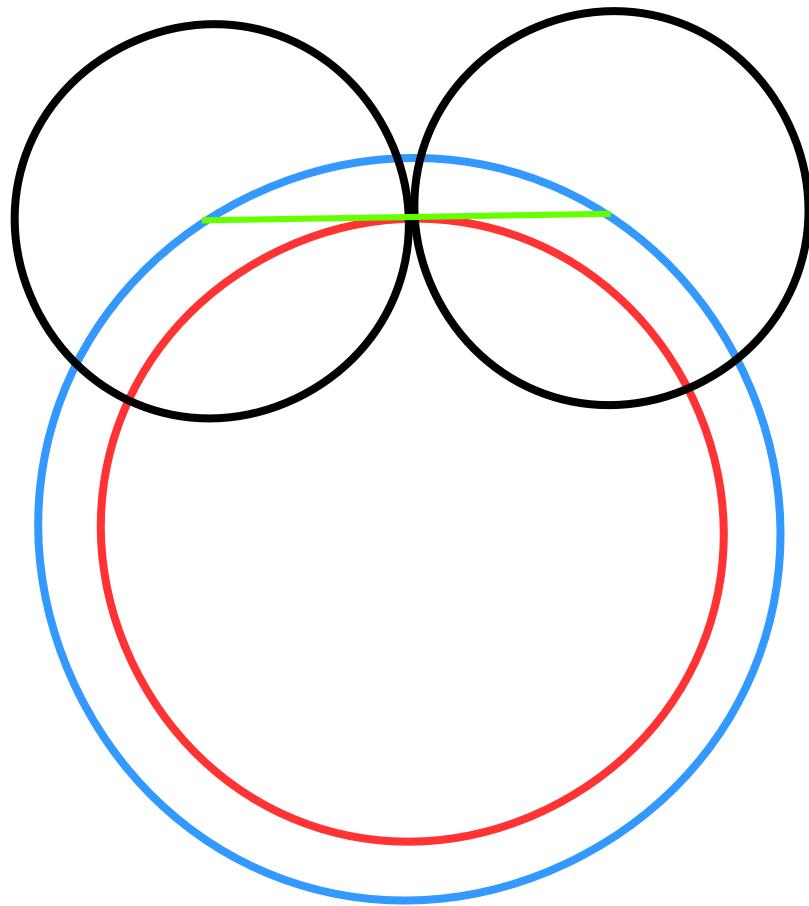
reset

try_Increase_Radius:

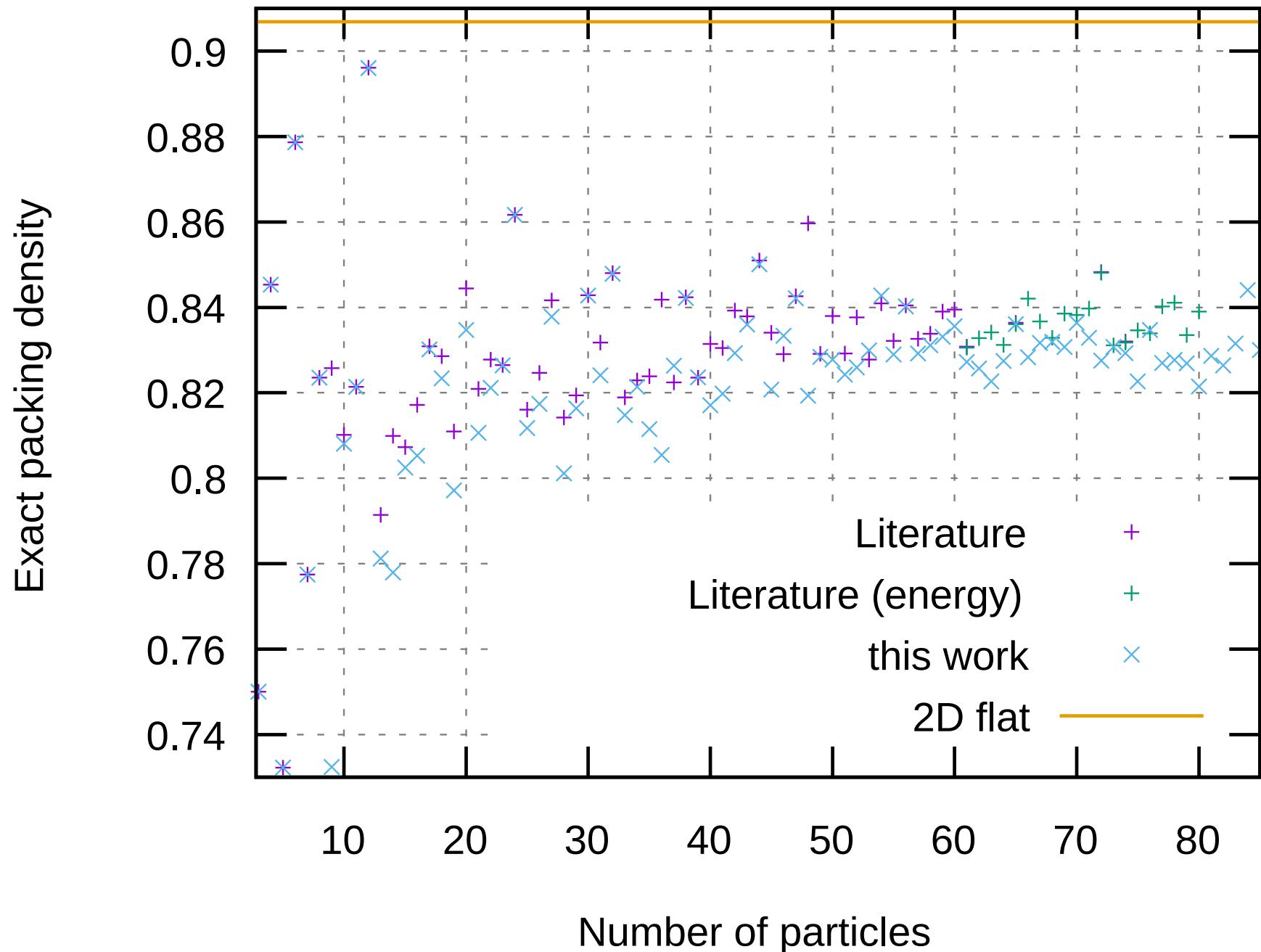
$r_{particle} += \text{rnd_exp}$

if overlap: reset

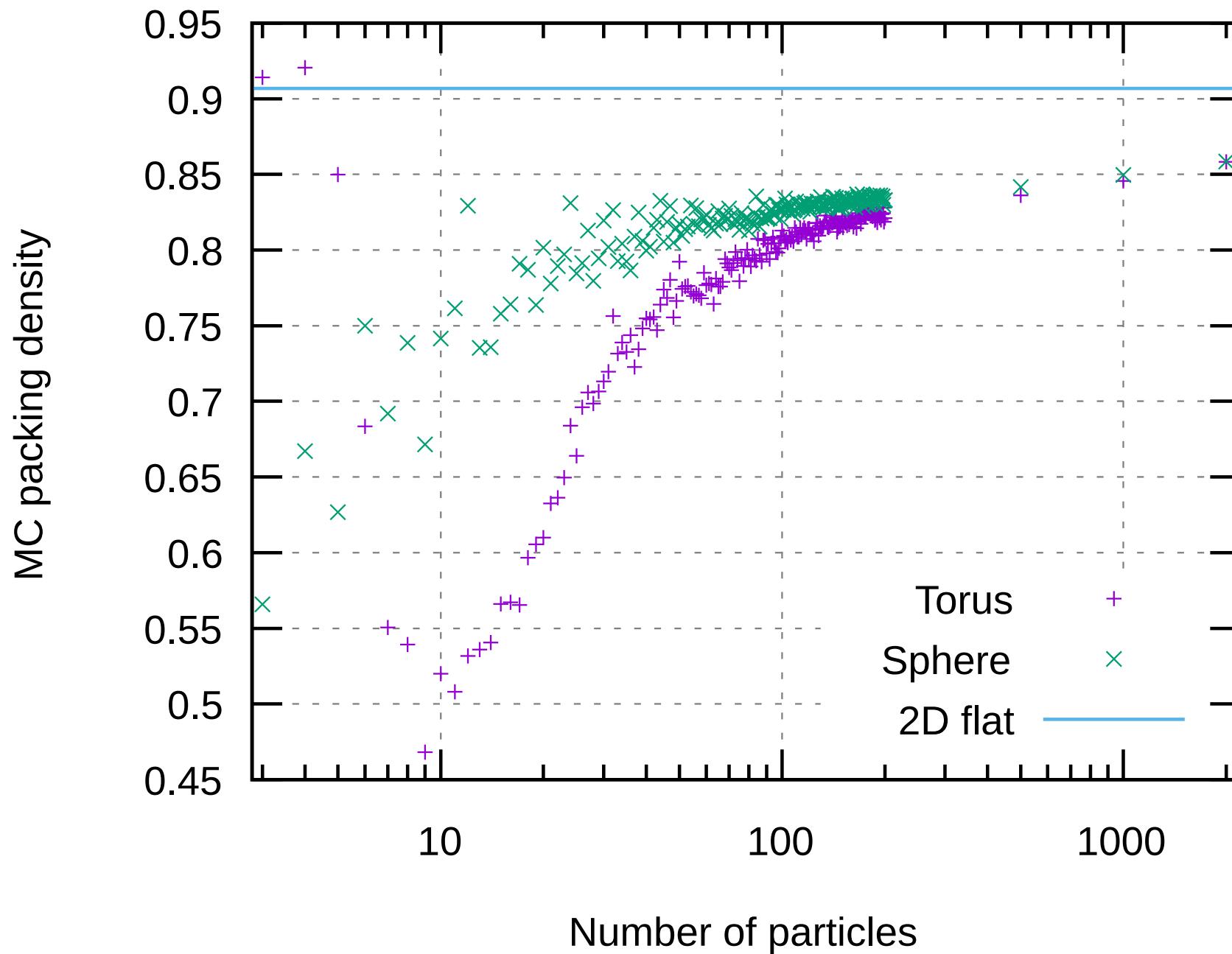
Global properties: Packing density, topology



Comparison to literature



Sphere vs Torus

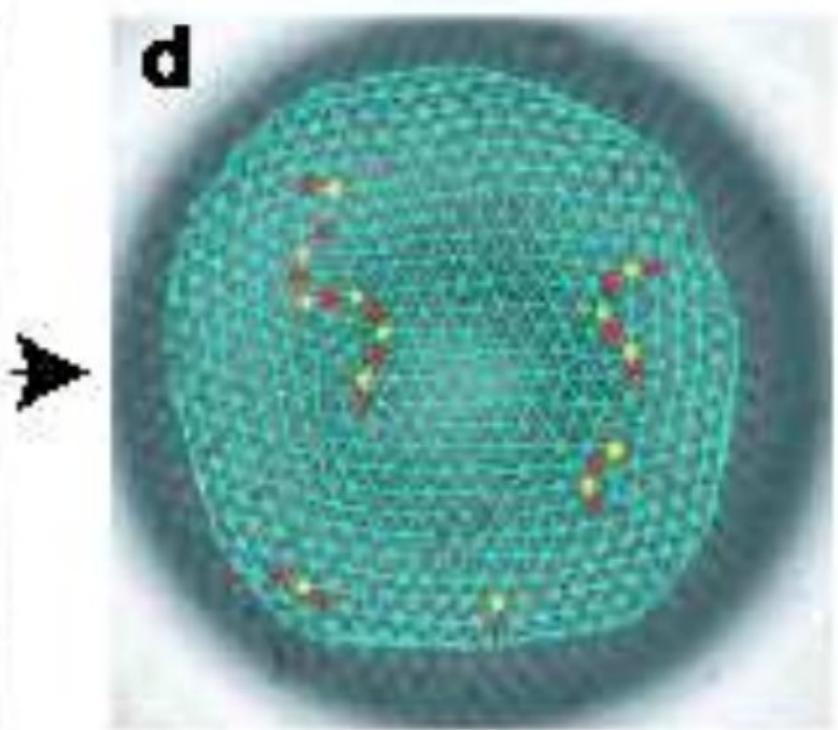
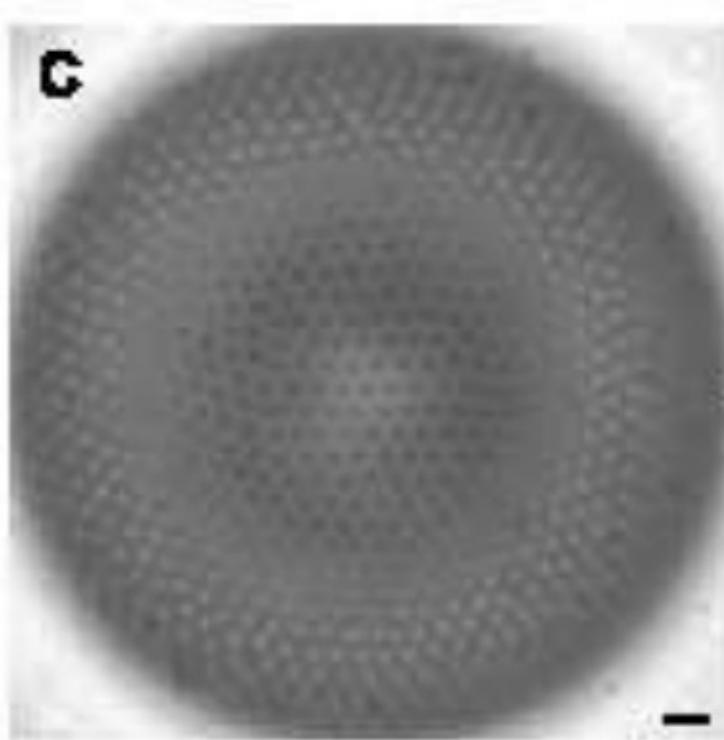
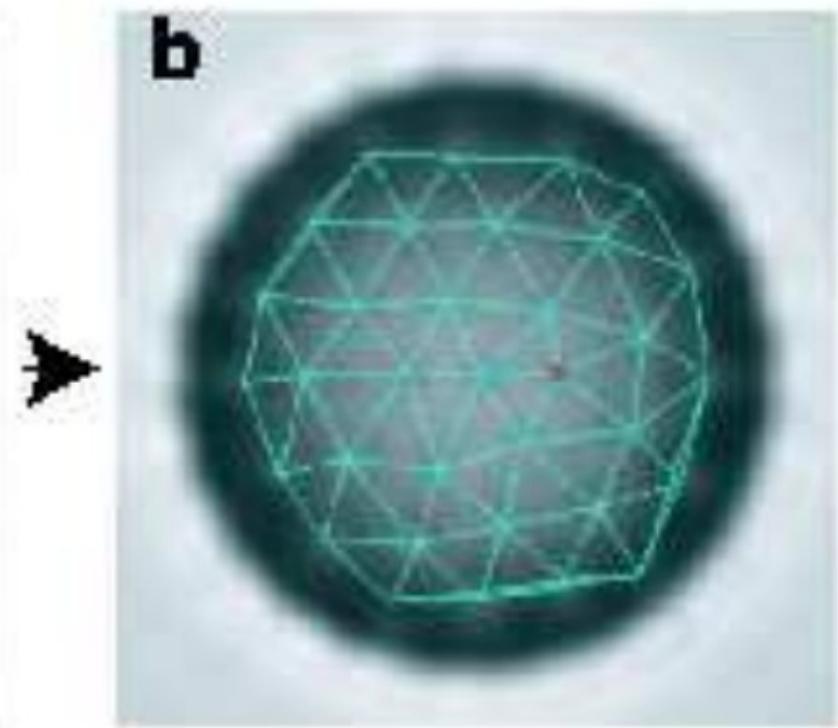
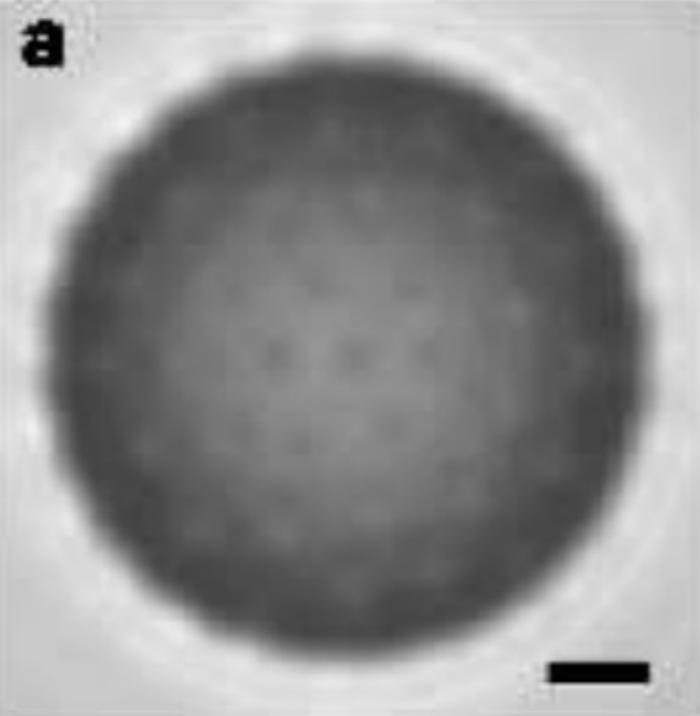


Topology

Euler characteristic: $\chi = V - E + F$

- 2D-flat $\chi = 0$
- Torus $\chi = 0$
- Sphere $\chi = 2$

=> Defects must appear on Sphere!





Conclusions

- Simulation in agreement with literature and reality (scars)

$$\lim_{N_{Particles} \rightarrow \infty} : \rho_{sphere} \approx \rho_{torus} \approx \rho_{flat} ?$$

- Runtime optimization possible
- Challenging nearest neighbor count for torus

Questions?