Creating a tube along a trefoil knot

- using Matplotlib, NumPy and scikit-vectors

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https://github.com/t-o-k/scikit-vectors (https://github.com/t-o-k/scikit-vectors)

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```
In [1]:
            url = 'https://github.com/t-o-k/scikit-vectors examples/'
In [2]:
           # This example has been tested with NumPy v1.15.3, Matplotlib v2.1.1. and Jupyter v4.4.0
In [3]:
            # Uncomment one of these to get a Matplotlib backend with interactive plots
            # %matplotlib auto
            # %matplotlib notebook
In [4]:
            # Get the necessary libraries
            import matplotlib.colors as colors
            import matplotlib.pyplot as plt
            import matplotlib.tri as mtri
         6 from mpl toolkits.mplot3d import Axes3D
            from mpl_toolkits.mplot3d.art3d import Poly3DCollection
            import numpy as np
        10 from skvectors import create class Cartesian 3D Vector
In [5]:
            # Size and resolution for Matplotlib figures
            figure size = (8, 6)
            figure dpi = 100
```

```
In [6]:
            # The functions for the trefoil knot curve
         3
            def f_x(t):
         5
                return +np.cos(t) + 2 * np.cos(2 * t)
            def f_y(t):
        10
                return +np.sin(t) - 2 * np.sin(2 * t)
        11
        12
        13
            def f_z(t):
        14
        15
                return +2 * np.sin(3 * t)
```

```
In [8]:
              # The second derivatives of the functions for the curve
           3
              def d2_f_x(t):
           5
                   return -np.cos(t) - 8 * np.cos(2 * t)
           6
              def d2_f_y(t):
          10
                   return -np.sin(t) + 8 * np.<math>sin(2 * t)
          11
          12
          13
              def d2_f_z(t):
          14
          15
                   return -18 * np.sin(3 * t)
In [9]:
          1 | # Resolutions for plot
           3 nr_of_points_along_curve = 3 * 2**5 + 1
4 nr_of_points_across_curve = 3 * 2**2 + 1
```

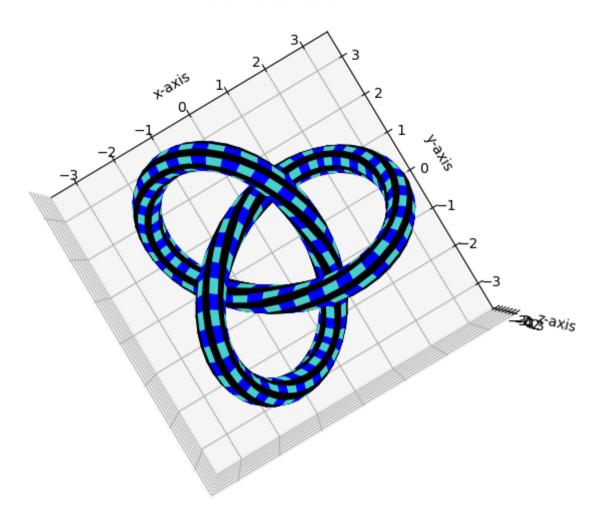
```
# Necessary NumPy functions
In [10]:
           3
              np functions = \
           5
                      'not': np.logical not,
           6
                      'and': np.logical and,
           7
                      'or': np.logical or,
           8
                      'all': np.all,
           9
                      'any': np.any,
          10
                      'min': np.minimum,
          11
                      'max': np.maximum,
          12
                      'abs': np.absolute,
          13
                      'trunc': np.trunc,
          14
                      'ceil': np.ceil,
          15
                      'copysign': np.copysign,
                      'log10': np.log10,
          16
          17
                      'cos': np.cos,
          18
                      'sin': np.sin,
          19
                      'atan2': np.arctan2,
          20
                      'pi': np.pi
          21
                  }
```

```
In [11]:
              # Make a vector class that can hold all the points along the curve
           2
           3
             NP 3D A1 = \setminus
                  create class Cartesian 3D Vector(
           4
           5
                      name = 'NP_3D_A1',
           6
                      component names = [ 'x', 'y', 'z' ],
           7
                      brackets = '<>',
           8
                      sep = ', ',
           9
                      cnull = np.zeros(nr of points along curve),
                      cunit = np.ones(nr of points along curve),
          10
          11
                      functions = np functions
          12
```

```
In [12]:
              # Calculate the points along the curve
              angles along curve = np.linspace(-np.pi, +np.pi, nr of points along curve, endpoint=True)
              p \circ = \setminus
           6
                  NP 3D A1(
           7
                      x = f x(angles along curve),
           8
                      y = f y(angles along curve),
                      z = f z(angles along curve)
          10
In [13]:
              # Vectors from the first derivatives at the points along the curve
           2
              v d1 = 
                  NP 3D A1(
                      x = d1 f x(angles along curve),
                      y = d1 f y(angles along curve),
           6
           7
                      z = d1 f z (angles along curve)
In [14]:
              # Vectors from the second derivatives at the points along the curve
           3
              v d2 = \
           4
                  NP 3D A1(
                      x = d2 f x(angles along curve),
                      y = d2 f y(angles along curve),
           6
           7
                      z = d2 f z(angles along curve)
In [15]:
             # Calculate the vectors for all the Frenet frames along the curve
           2
             # Tangent vectors at the points along the curve
              v t = v dl.normalize()
             # Binormal vectors at the points along the curve
              v b = v d1.cross(v d2).normalize()
              # Normal vectors at the points along the curve
          10 \mid v \mid n = v \mid t.cross(v \mid b)
```

```
In [17]:
             # Show the trefoil knot tube
             fig = plt.figure(figsize=figure size, dpi=figure dpi)
             fig.text(0.01, 0.01, url)
             ax = Axes3D(fig)
             ax.set aspect(1)
             ax.set title('Trefoil Knot Tube')
             for j in range(nr of points along curve-1):
                 for i in range(nr of points across curve-1):
                     if i % 2 == 0:
         10
         11
                         color = 'black'
         12
                      else:
         13
                         if i % 2 == 0:
         14
                             color = 'blue'
         15
                         else:
                             color = 'mediumturquoise'
         16
         17
                     x0, y0, z0 = surface points[i ]
         18
                     x1, y1, z1 = surface points[i+1]
         19
                     p00 = (x0[j], y0[j], z0[j])
         20
                     p01 = (x0[j+1], y0[j+1], z0[j+1])
          21
                     p10 = (x1[j ], y1[j ], z1[j ])
          22
                     p11 = (x1[j+1], y1[j+1], z1[j+1])
                     triangle a = Poly3DCollection([ [ p00, p10, p11 ] ])
          23
          24
                     triangle a.set color(color)
          25
                     triangle a.set edgecolor(color)
          26
                     ax.add collection3d(triangle a)
         27
                     triangle b = Poly3DCollection([ p11, p01, p00 ] ])
         28
                     triangle b.set color(color)
          29
                     triangle b.set edgecolor(color)
          30
                     ax.add collection3d(triangle b)
         31
             ax.set xlim(-3.5, +3.5)
             ax.set ylim(-3.5, +3.5)
             ax.set zlim(-3.5, +3.5)
             ax.set xlabel('x-axis')
             ax.set ylabel('y-axis')
             ax.set zlabel('z-axis')
         37
             ax.view init(elev=90, azim=-120)
         38
          39
             plt.show()
```

Trefoil Knot Tube

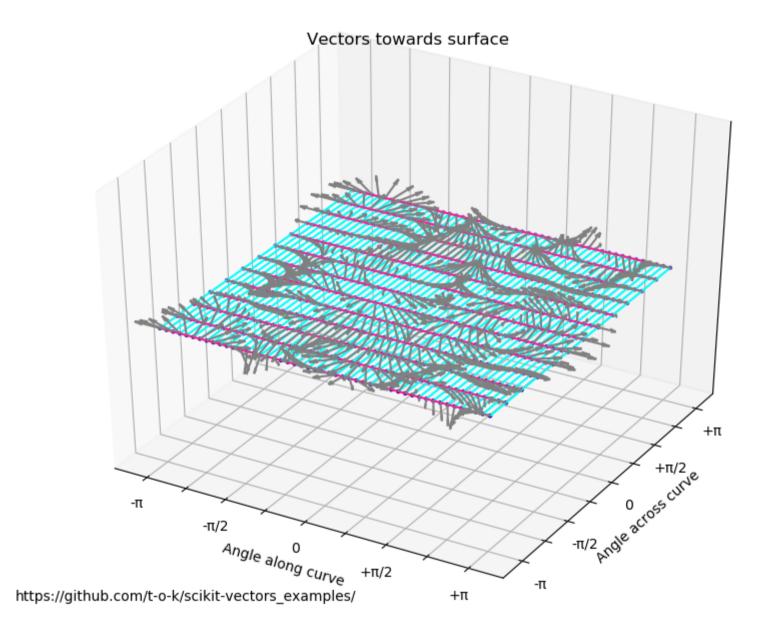


```
In [19]:
             # Make a vector class that can hold all the points on the surface of the tube
             surface shape = (nr of points across curve, nr of points along curve)
             zeros = np.zeros(surface shape)
             ones = np.ones(surface shape)
             NP 3D A2 = \setminus
                 create class Cartesian 3D Vector(
                      name = 'NP 3D A2',
          10
                      component_names = [ 'xx', 'yy', 'zz' ],
                      brackets = [ '<< ', ' >>' ],
          11
                      sep = ', ',
          12
          13
                      cnull = zeros,
          14
                      cunit = ones,
          15
                      functions = np functions
          16
In [20]:
          1 | # Verify that NumPy's array broadcasting works as needed
           3
             A1 cunit = NP 3D A1.component unit()
             A2 cunit = NP 3D A2.component unit()
          6 assert (A2_cunit * A1_cunit).shape == surface_shape
In [21]:
          1 # Initialize position vectors for the points
             # (The 1D arrays are beeing broadcasted to 2D arrays)
           3
           4
             pp_o = \
           5
                 NP 3D A2(
           6
                      xx = p_0.x,
           7
                     yy = p_0.y,
           8
                      zz = p_0.z
           9
```

```
In [22]:
             # Alternative ways to do the same
           3
             # pp o = 
                   NP 3D A2(
           5
                      xx = A2 \ cunit * p \ o.x,
                      yy = A2_{cunit} * p_{o.y},
           6
                       zz = A2 cunit * p o.z
           8
          10 | # tile size = (nr of points across curve, 1)
          11 \mid \# pp\_o = \setminus
          12 #
                   NP 3D A2(
         13 | #
                       xx = np.tile(p o.x, tile size),
         14 #
                      yy = np.tile(p o.y, tile size),
         15 #
                       zz = np.tile(p o.z, tile size)
          16 #
In [23]:
              # Initialize tangent, binormal and normal vectors
            vv t = NP 3D A2(xx=v t.x, yy=v t.y, zz=v t.z)
             vv b = NP 3D A2(xx=v b.x, yy=v b.y, zz=v b.z)
          5 | vv n = NP 3D A2(xx=v n.x, yy=v n.y, zz=v n.z)
          1 # Set up 2D arrays for angles along and across the curve
In [24]:
             angles along, angles_across = np.meshgrid(angles_along_curve, angles_across_curve)
In [25]:
             # Calculate all the vectors along and across the curve towards the surface of the tube
          3 vv_s = vv_n.axis_rotate(vv_t, angles_across)
```

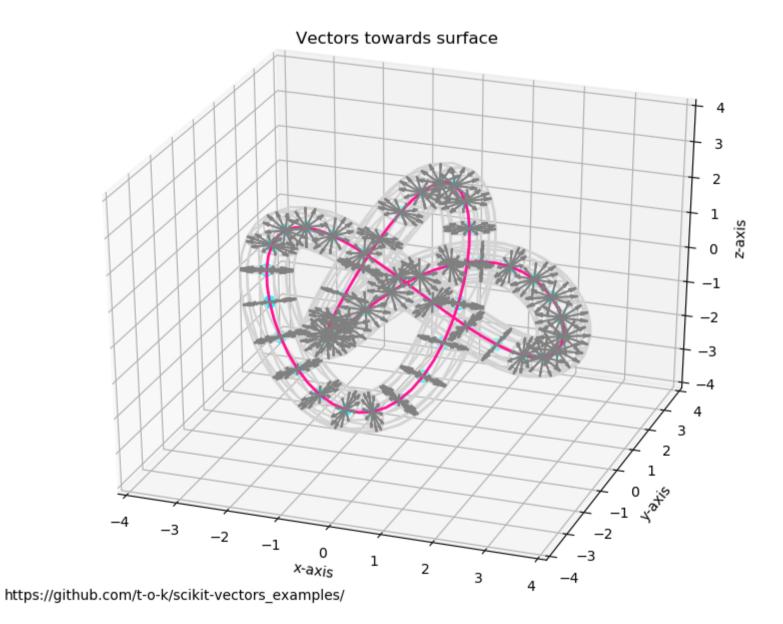
```
1 # Prepare some variables for plotting
In [26]:
             no labels = [ ]
             no ticks = [ ]
             pi_labels = [ '-\pi', '', '-\pi/2', '', '0', '', '+\pi/2', '', '+\pi' ]
             pi ticks = \
          8
          9
                     n / 4 * np.pi
         10
                     for n in [ -4, -3, -2, -1, 0, +1, +2, +3, +4 ]
         11
         12
         13
             vector_length = 0.5
         14
         15
             stride_along = 2
         16 stride_across = 1
         17
         18 | sl_along = slice(None, None, stride_along)
         19 | sl_across = slice(None, None, stride_across)
         20 sl = (sl_across, sl_along)
```

```
In [27]:
             # Show some of the vectors calculated above
             fig = plt.figure(figsize=figure size, dpi=figure dpi)
             fig.text(0.01, 0.01, url)
             ax = Axes3D(fig)
             ax.set title('Vectors towards surface')
             ax.scatter(
           8
                 angles along[sl], angles across[sl], zeros[sl],
           9
                 color = 'darkblue',
                 marker = '.',
          10
          11
                 edgecolors = 'face'
          12
          13
             ax.plot wireframe(
          14
                 angles along, angles across, zeros,
          15
                 rstride = 0,
          16
                 cstride = stride along,
                 color = 'cyan'
          17
         18 )
          19
             ax.plot wireframe(
          20
                 angles along, angles across, zeros,
          21
                 rstride = stride across,
          22
                 cstride = 0.
          23
                 color = 'deeppink'
          24 )
             ax.quiver(
          26
                 angles along[sl], angles across[sl], zeros[sl],
          27
                 vv s.xx[sl], vv s.yy[sl], vv s.zz[sl],
                 length = vector length,
          28
          29
                 pivot = 'tail',
          30
                 color = 'gray'
          31 )
             ax.set xlim(-np.pi-0.5, +np.pi+0.5)
             ax.set ylim(-np.pi-0.5, +np.pi+0.5)
             ax.set zlim(-np.pi-0.5, +np.pi+0.5)
             ax.set xlabel('Angle along curve')
             ax.set ylabel('Angle across curve')
             ax.set xticklabels(pi labels)
             ax.set_yticklabels(pi_labels)
             ax.set zticklabels(no labels)
             ax.set xticks(pi ticks)
             ax.set yticks(pi ticks)
             ax.set_zticks(no_ticks)
             ax.view init(elev=36, azim=-60)
```



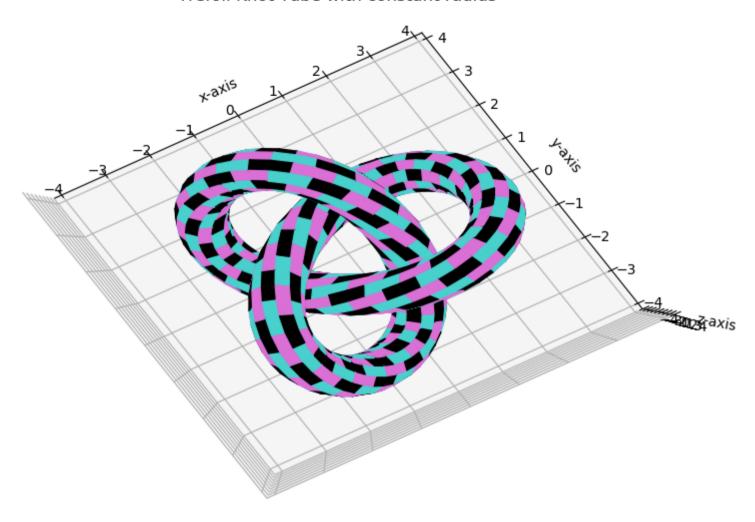
```
In [28]:
             # Show some of the vectors calculated above
          3
             pp w = pp o + vv s *vector length
             fig = plt.figure(figsize=figure size, dpi=figure dpi)
             fig.text(0.01, 0.01, url)
             ax = Axes3D(fiq)
             ax.set title('Vectors towards surface')
             ax.plot wireframe(
          10
                 pp_w.xx, pp_w.yy, pp_w.zz,
          11
                 rstride = 0,
          12
                 cstride = stride along,
          13
                 color = 'lightgray'
          14 )
         15 ax.plot(
          16
                 p_o.x, p_o.y, p_o.z,
                 color = 'deeppink',
          17
                 linewidth = 2
          18
         19 )
          20
             ax.plot wireframe(
          21
                 pp_w.xx, pp_w.yy, pp_w.zz,
          22
                 rstride = stride across,
          23
                 cstride = 0,
          24
                 color = 'lightgray'
          25 )
          26
             ax.quiver(
          27
                 pp_o.xx[sl], pp_o.yy[sl], pp_o.zz[sl],
          28
                 vv s.xx[sl], vv_s.yy[sl], vv_s.zz[sl],
          29
                 length = vector length,
          30
                 pivot = 'tail',
          31
                 color = 'gray'
          32 )
          33
             ax.scatter(
          34
                 p_o.x[sl_along], p_o.y[sl_along], p_o.z[sl_along],
          35
                 color = 'cyan',
          36
                 marker = 'o',
          37
                 linewidth = 5
          38 )
          39 ax.set xlabel('x-axis')
             ax.set ylabel('y-axis')
             ax.set zlabel('z-axis')
             ax.set_xlim(-4, +4)
             ax.set ylim(-4, +4)
```

```
44 | ax.set_zlim(-4, +4)
45 | ax.view_init(elev=30, azim=-70)
46 | plt.show()
```

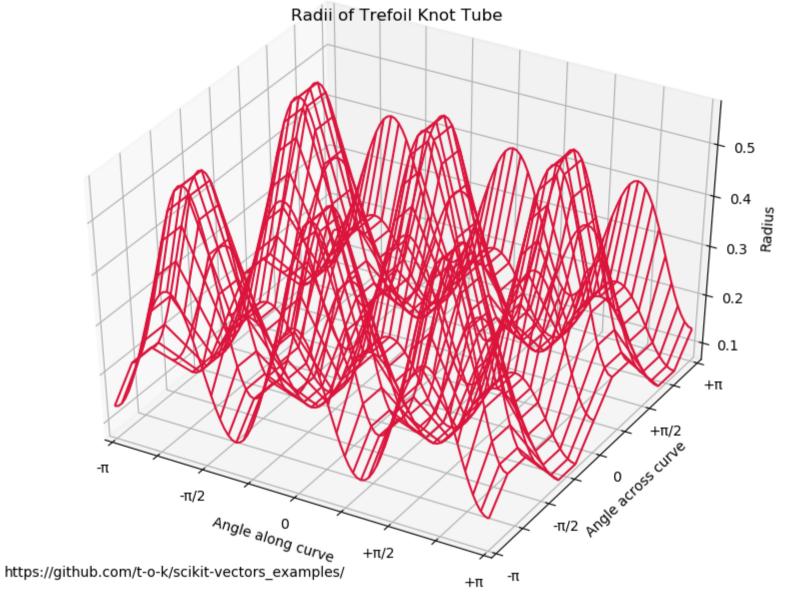


```
In [29]:
             # Show the trefoil knot tube
             fig = plt.figure(figsize=figure size, dpi=figure dpi)
             fig.text(0.01, 0.01, url)
             ax = Axes3D(fig)
             ax.set title('Trefoil Knot Tube with constant radius')
             for j in range(nr of points along curve-1):
           8
                 for i in range(nr of points across curve-1):
                      k = (3 * i + i) % 6
           9
          10 #
                        k = (2 * i + 3 * i) % 6
          11
                      if k < 2:
          12
                          color = 'mediumturquoise'
          13
                      elif k < 4:
          14
                          color = 'black'
          15
                      else:
          16
                          color = 'orchid'
                      c00 = (i , j)
          17
          18
                      c01 = (i, j+1)
          19
                      c10 = (i+1, j)
          20
                      c11 = (i+1, i+1)
          21
                      p00 = (pp \ w.xx[c00], pp \ w.yy[c00], pp \ w.zz[c00])
          22
                      p01 = (pp \ w.xx[c01], pp \ w.yy[c01], pp \ w.zz[c01])
          23
                      p10 = (pp w.xx[c10], pp w.yy[c10], pp w.zz[c10])
          24
                      p11 = (pp w.xx[c11], pp w.yy[c11], pp w.zz[c11])
          25
                      triangle a = Poly3DCollection([ [ p00, p10, p11 ] ])
          26
                      triangle a.set color(color)
          27
                      triangle a.set edgecolor(color)
          28
                      ax.add collection3d(triangle a)
          29
                      triangle b = Poly3DCollection([ [ p11, p01, p00 ] ])
          30
                      triangle b.set color(color)
          31
                      triangle b.set edgecolor(color)
                      ax.add collection3d(triangle b)
          32
          33
             ax.set xlabel('x-axis')
          34
             ax.set ylabel('y-axis')
             ax.set zlabel('z-axis')
          36
             ax.set xlim(-4, +4)
             ax.set_ylim(-4, +4)
          37
             ax.set zlim(-4, +4)
          39
             ax.view init(elev=90, azim=-120)
          40
             plt.show()
```

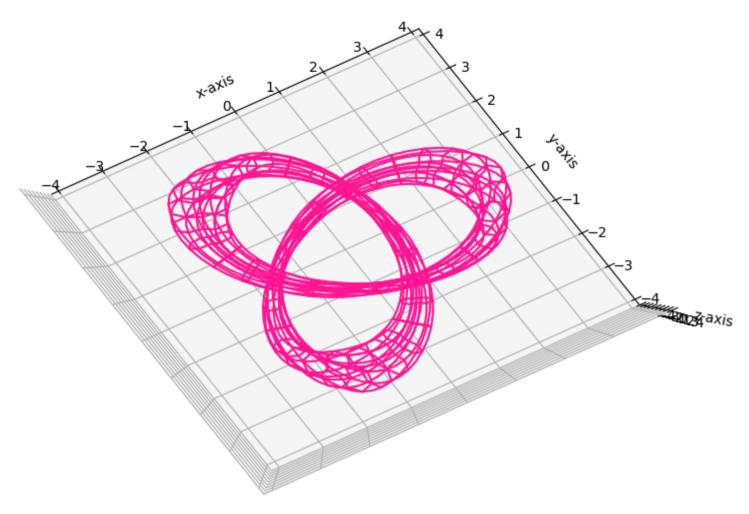
Trefoil Knot Tube with constant radius



```
1 # Show the varying radii calculated above
In [31]:
          3 fig = plt.figure(figsize=figure size, dpi=figure dpi)
            fig.text(0.01, 0.01, url)
             ax = Axes3D(fig)
          6 ax.set title('Radii of Trefoil Knot Tube')
             ax.plot_wireframe(angles_along, angles_across, rr, color='crimson')
          8 ax.set xlabel('Angle along curve')
             ax.set ylabel('Angle across curve')
         10 ax.set zlabel('Radius')
         11 | ax.set_xlim(-np.pi, +np.pi)
             ax.set ylim(-np.pi, +np.pi)
         13 ax.set xticklabels(pi labels)
         14 ax.set yticklabels(pi labels)
         15 ax.set xticks(pi ticks)
         16 ax.set_yticks(pi_ticks)
             ax.view init(elev=40, azim=-60)
         18 plt.show()
```

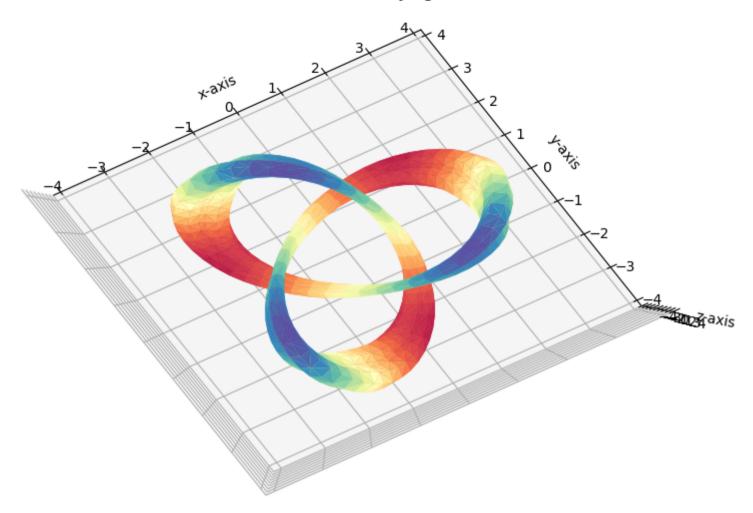


Trefoil Knot Tube with varying radius



```
# Show the trefoil knot tube
In [34]:
          3
             tri = \
                 mtri.Triangulation(
           5
                     angles along.flatten(),
          6
                     angles across.flatten()
          7
          8
             fig = plt.figure(figsize=figure size, dpi=figure dpi)
         10 fig.text(0.01, 0.01, url)
             ax = Axes3D(fig)
             ax.set title('Trefoil Knot Tube with varying radius')
         13
             ax.plot_trisurf(
         14
                 pp s.xx.flatten(),
         15
                 pp s.yy.flatten(),
         16
                 pp_s.zz.flatten(),
                 triangles = tri.triangles,
         17
                 cmap = plt.cm.Spectral
         18
         19 )
             ax.set xlabel('x-axis')
             ax.set ylabel('y-axis')
             ax.set zlabel('z-axis')
             ax.set_xlim(-4, +4)
         24 ax.set_ylim(-4, +4)
             ax.set zlim(-4, +4)
         26 ax.view init(elev=90, azim=-120)
             plt.show()
```

Trefoil Knot Tube with varying radius



```
In [35]:
             # Show the trefoil knot tube
             fig = plt.figure(figsize=figure size, dpi=figure dpi)
             fig.text(0.01, 0.01, url)
             ax = Axes3D(fiq)
             ax.set title('Trefoil Knot Tube with varying radius')
             for j in range(nr of points along curve-1):
           8
                 for i in range(nr of points across curve-1):
                     if i % 2 == 0:
           9
          10 #
                       if (i + i) \% 2 == 0:
          11
                          color = 'navy'
          12
                      else:
          13
                         if i % 2 == 0:
          14
                             color = 'lightseagreen'
          15
                          else:
          16
                             color = 'deeppink'
          17
                     p00 = pp s(lambda cv: cv[i , j ])
          18
                     p01 = pp s(lambda cv: cv[i , j+1])
          19
                     p10 = pp s(lambda cv: cv[i+1, j])
          20
                     p11 = pp s(lambda cv: cv[i+1, j+1])
          21
                     triangle a = Poly3DCollection([ [ p00, p10, p11 ] ])
          22
                     triangle a.set color(color)
          23
                     triangle a.set edgecolor(color)
          24
                     ax.add collection3d(triangle a)
          25
                     triangle b = Poly3DCollection([ [ p11, p01, p00 ] ])
          26
                     triangle b.set color(color)
          27
                     triangle b.set edgecolor(color)
                     ax.add collection3d(triangle b)
          28
             ax.set xlabel('x-axis')
             ax.set ylabel('y-axis')
             ax.set zlabel('z-axis')
             ax.set xlim(-4, +4)
             ax.set ylim(-4, +4)
         34
             ax.set zlim(-4, +4)
             ax.view init(elev=90, azim=-120)
          36
             plt.show()
```

Trefoil Knot Tube with varying radius

