

Distances on Surfaces

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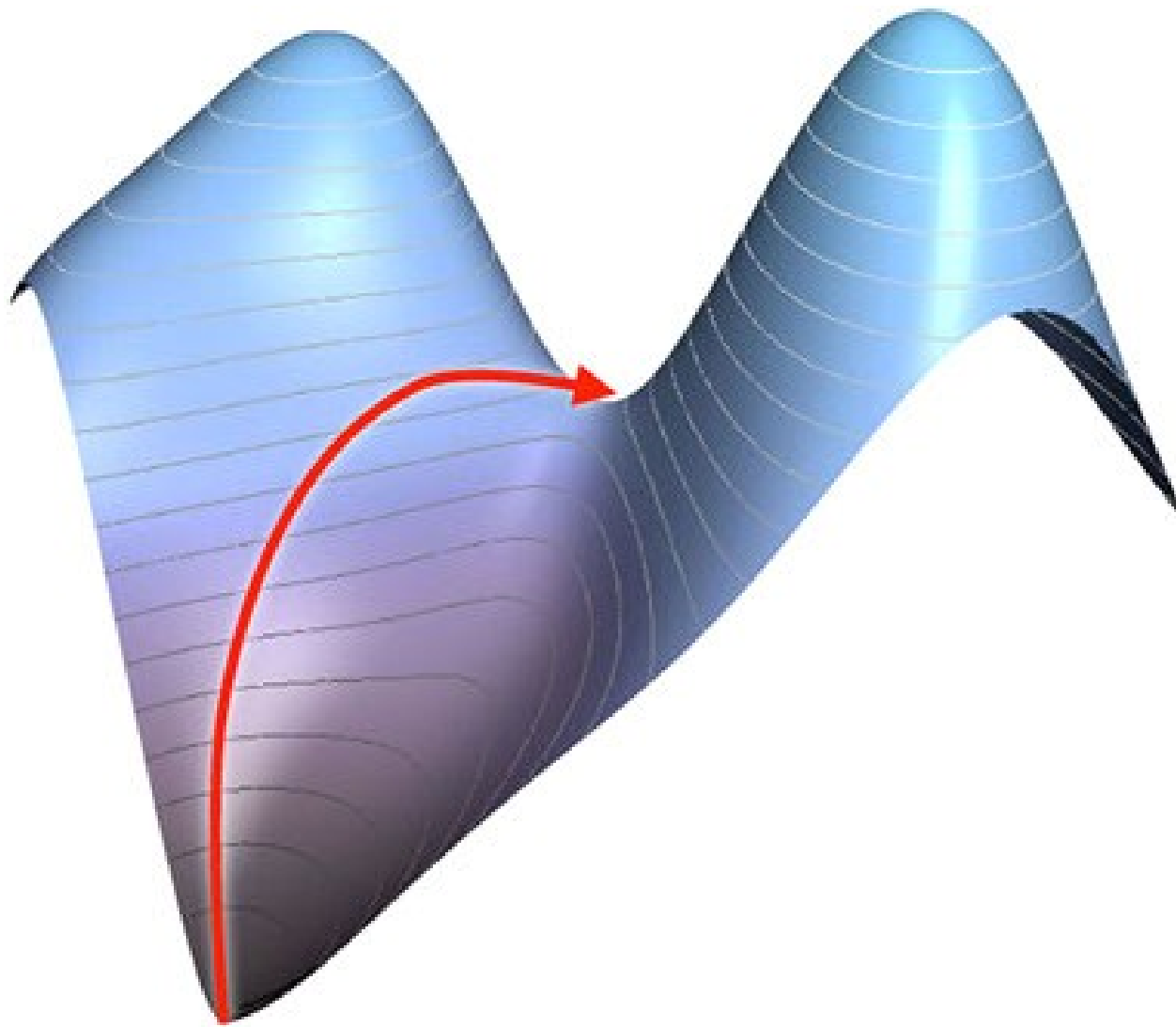


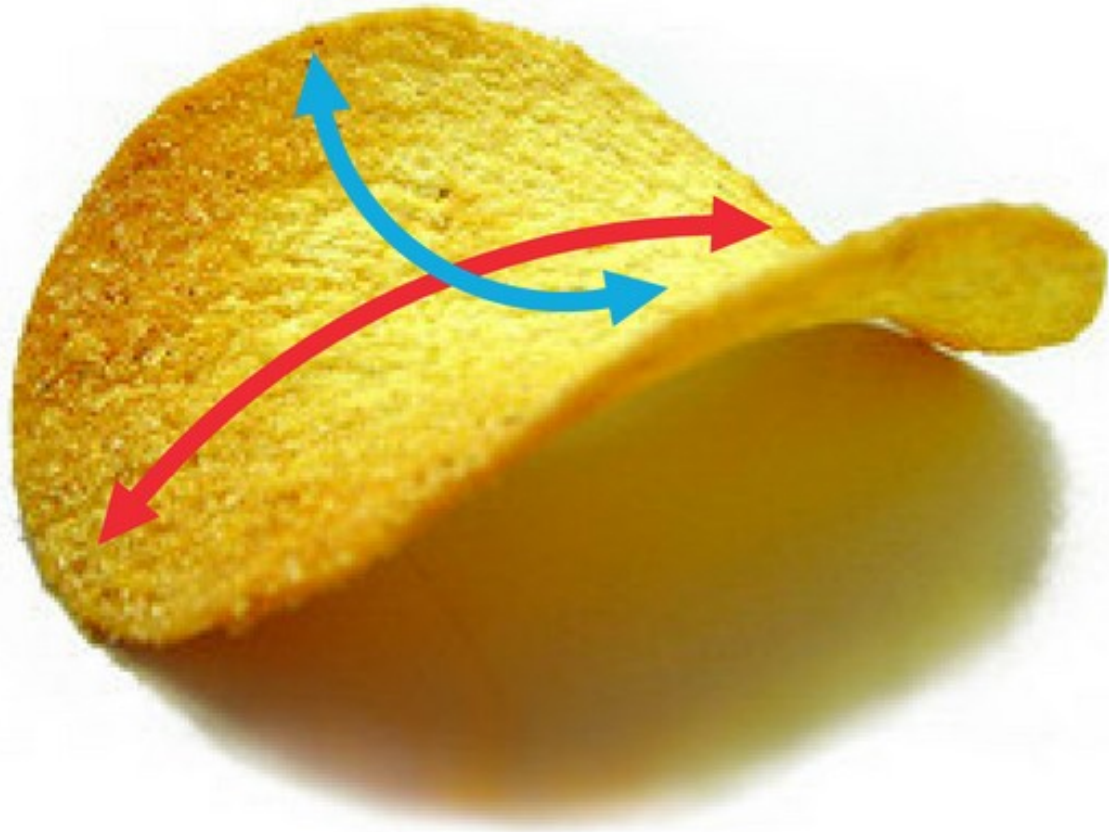








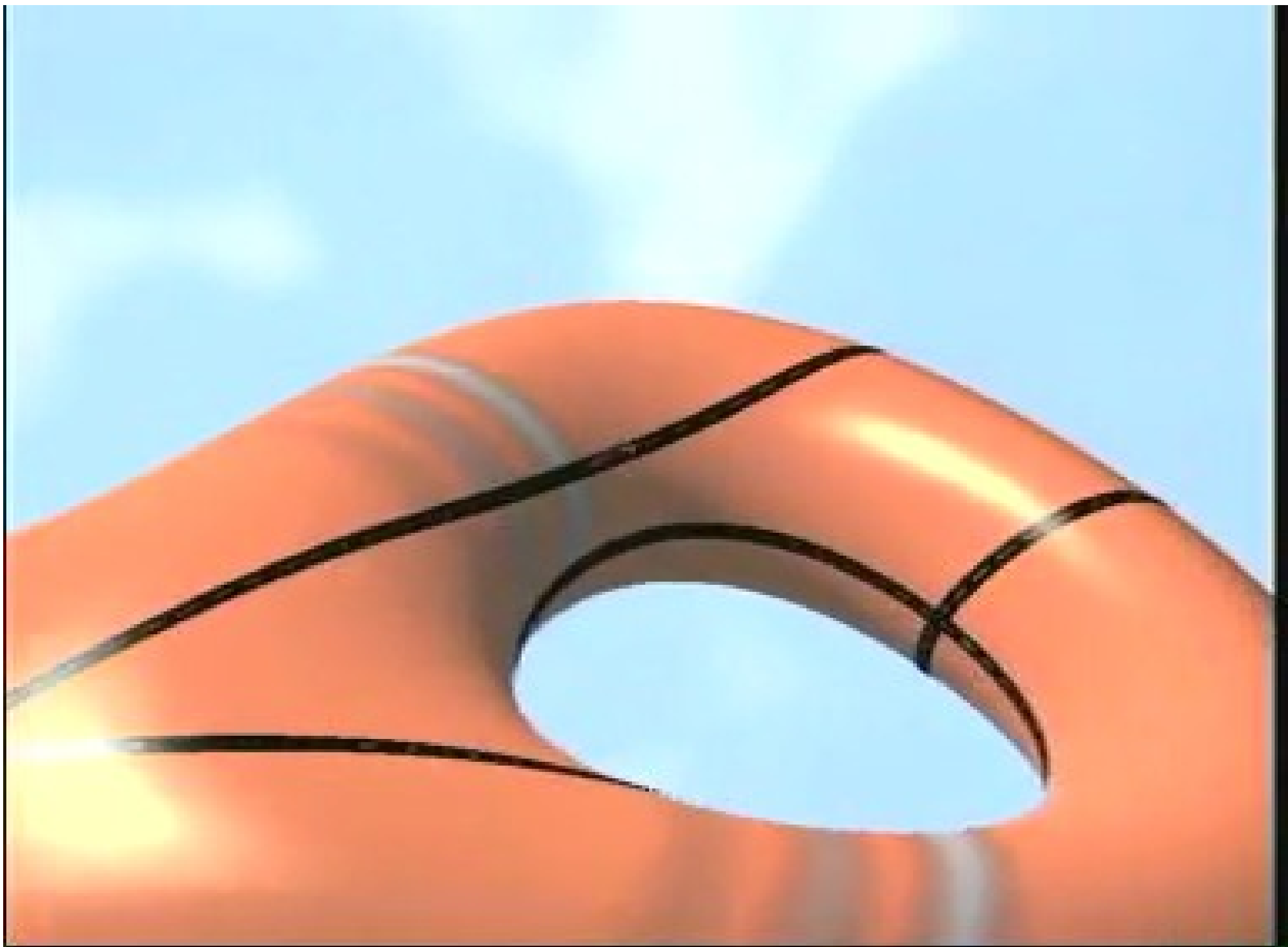


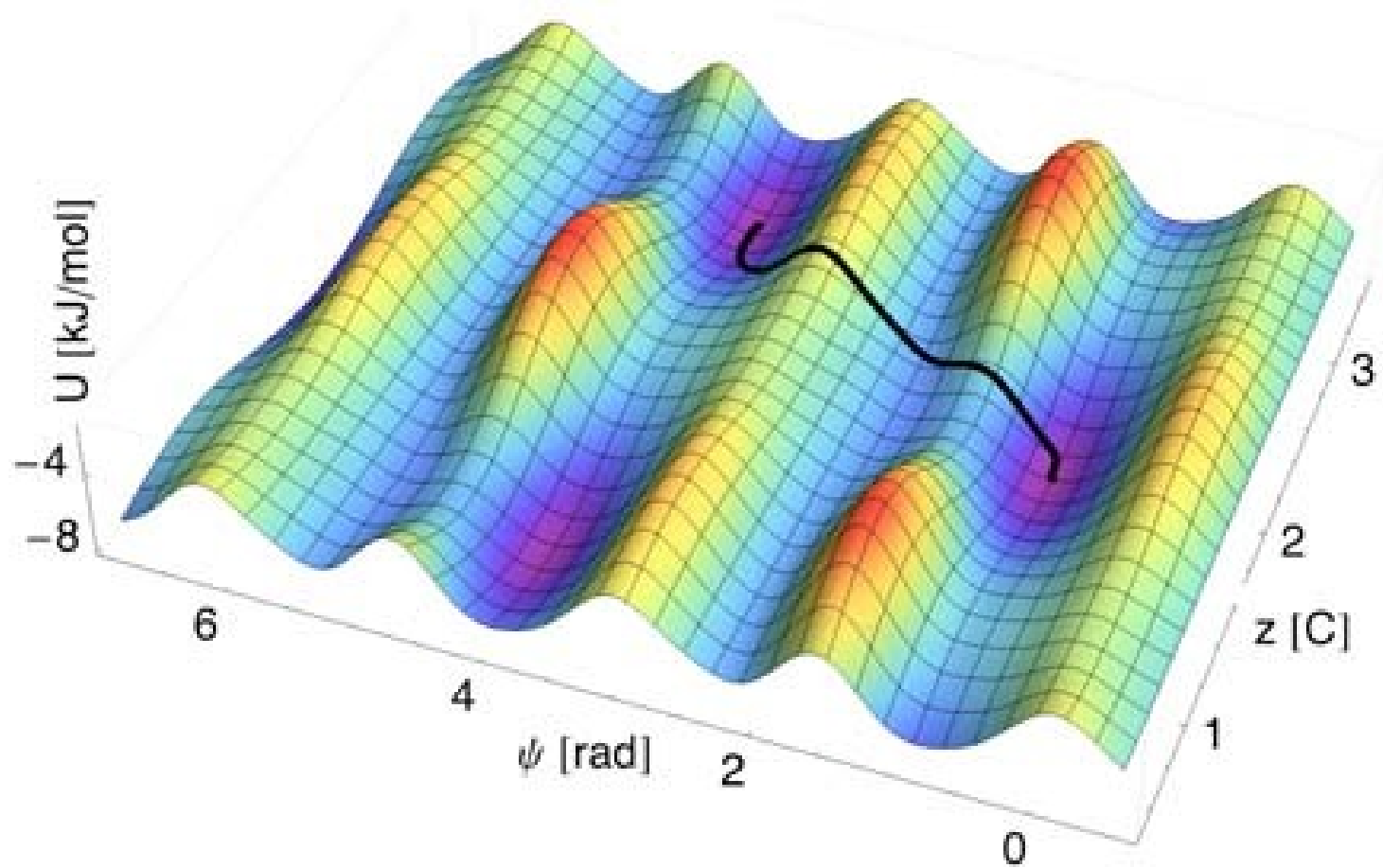


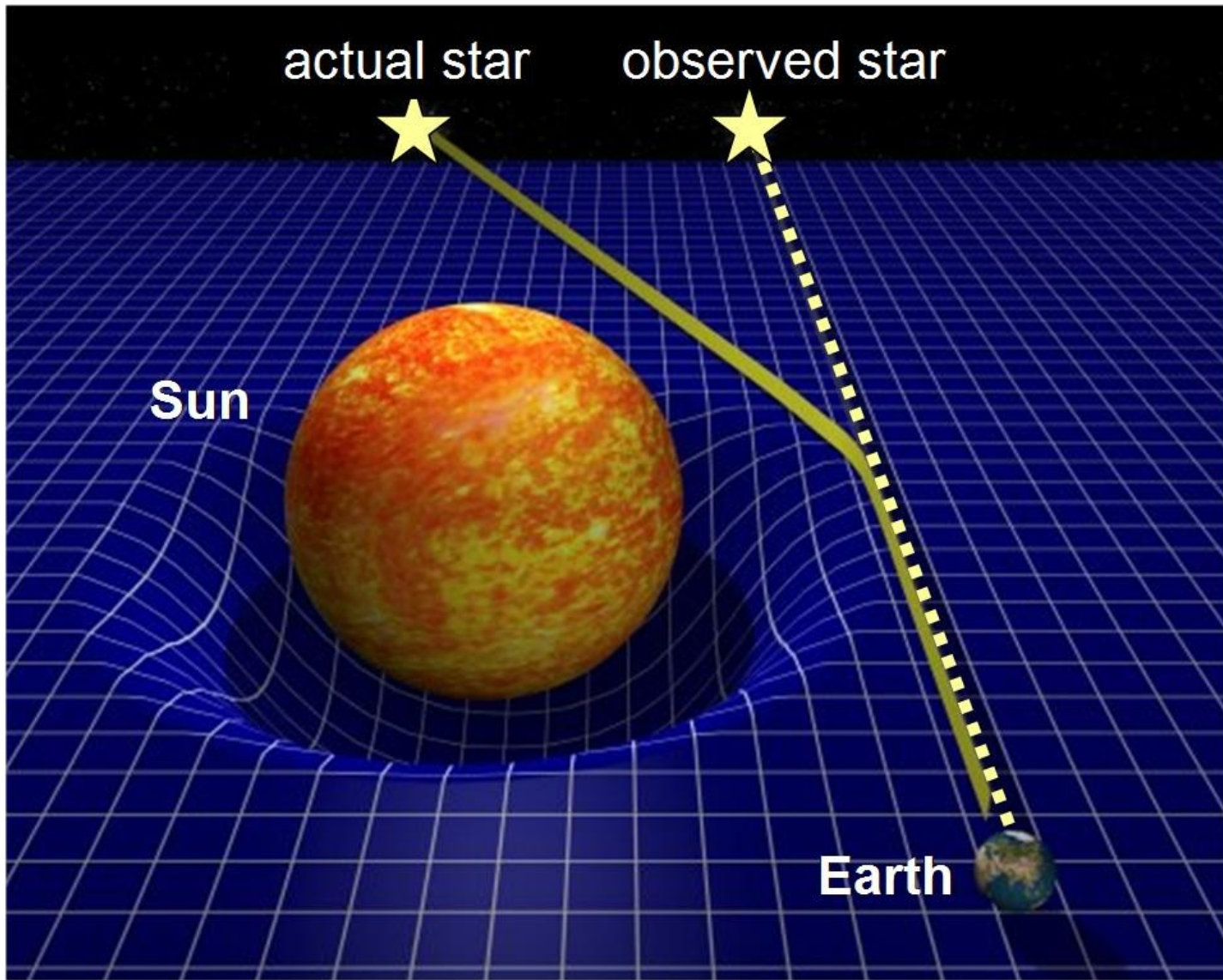






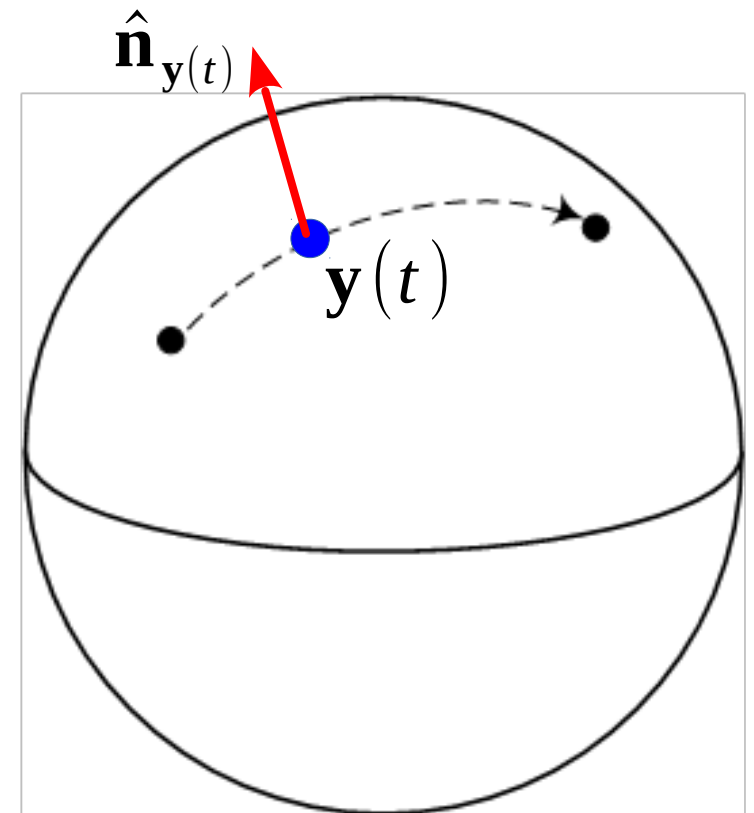






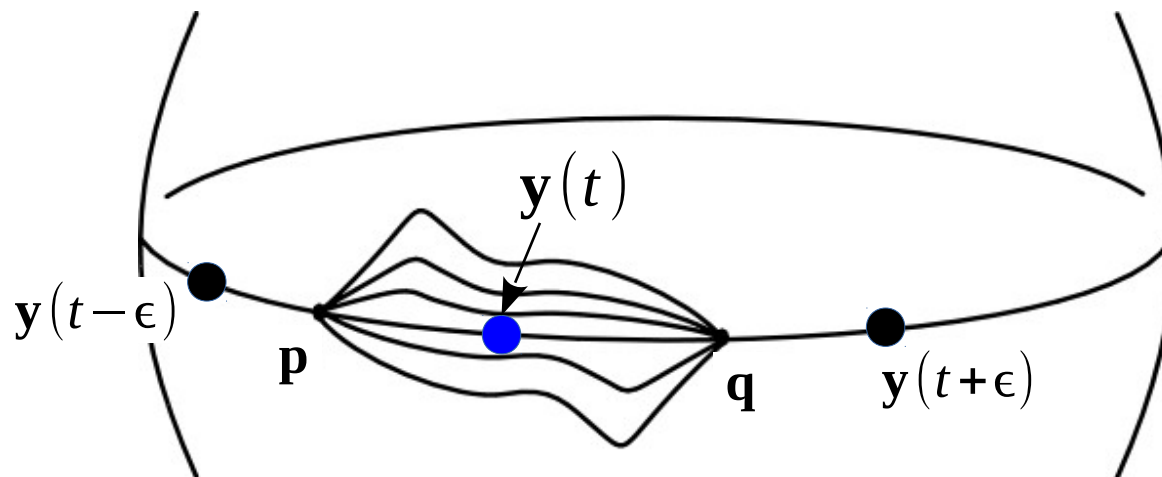
Geodesic Curve

- A **geodesic curve** on a surface (technically, a Riemannian manifold) is a curve $\mathbf{y}(t)$ such that:
 - **Definition 1:** It describes the motion of a particle with **acceleration along the surface normal** $\ddot{\mathbf{y}}(t) = c \hat{\mathbf{n}}_{\mathbf{y}(t)}$
 - Implies that geodesics have constant speed: $\|\dot{\mathbf{y}}(t)\| = s$



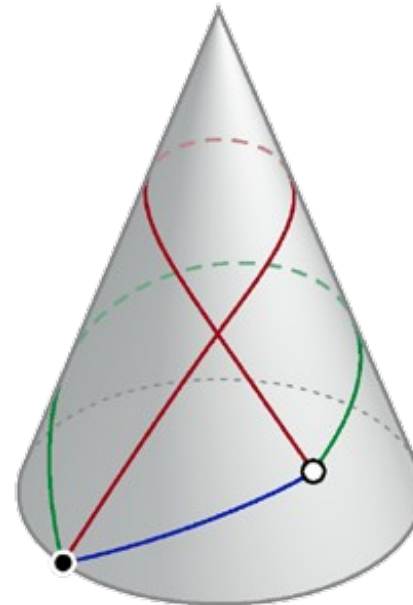
Geodesic Curve

- A **geodesic curve** on a surface (technically, a Riemannian manifold) is a curve $\mathbf{y}(t)$ such that:
 - **Definition 2:** It is **locally length-minimizing**:
 - Around any point $\mathbf{y}(t)$, there is a neighborhood $B_t = (t - \epsilon, t + \epsilon)$ such that the curve is the shortest path between any two points \mathbf{p}, \mathbf{q} in $\mathbf{y}(t \in B_t)$



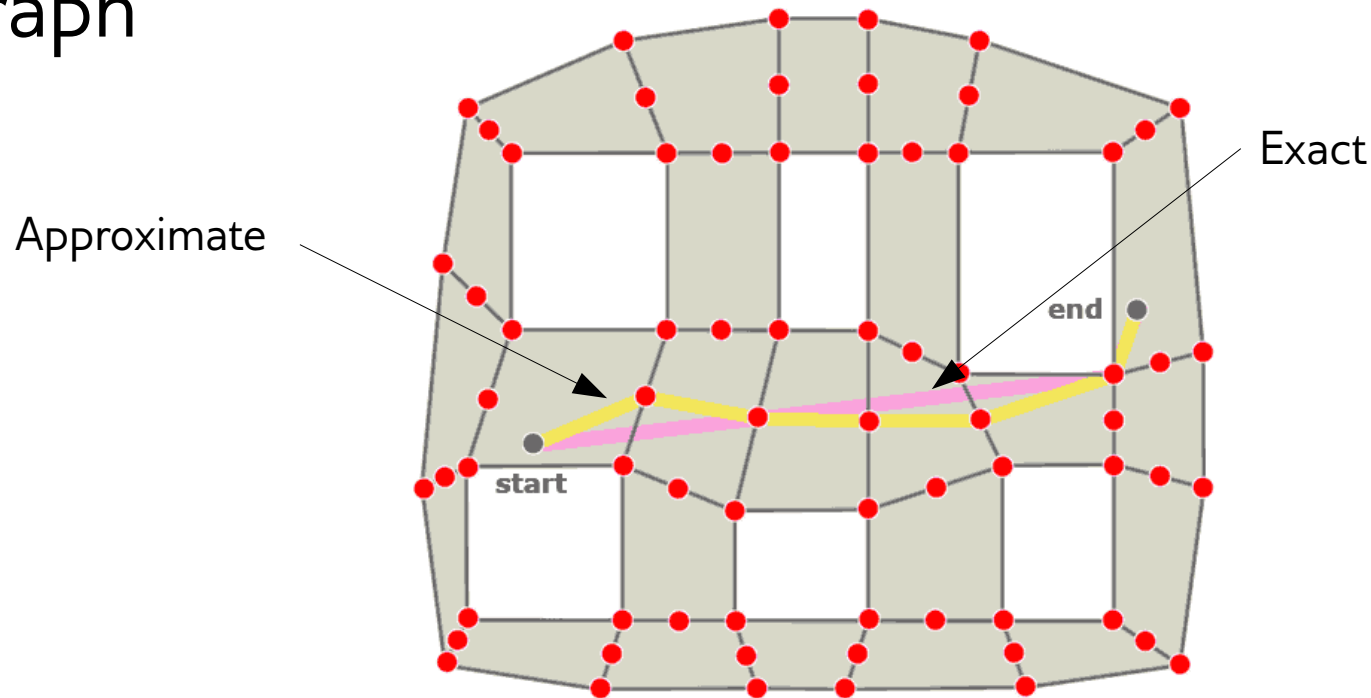
Geodesics \neq Shortest Paths

- A geodesic is not necessarily the shortest path between two points
- ... but the shortest path is always a geodesic



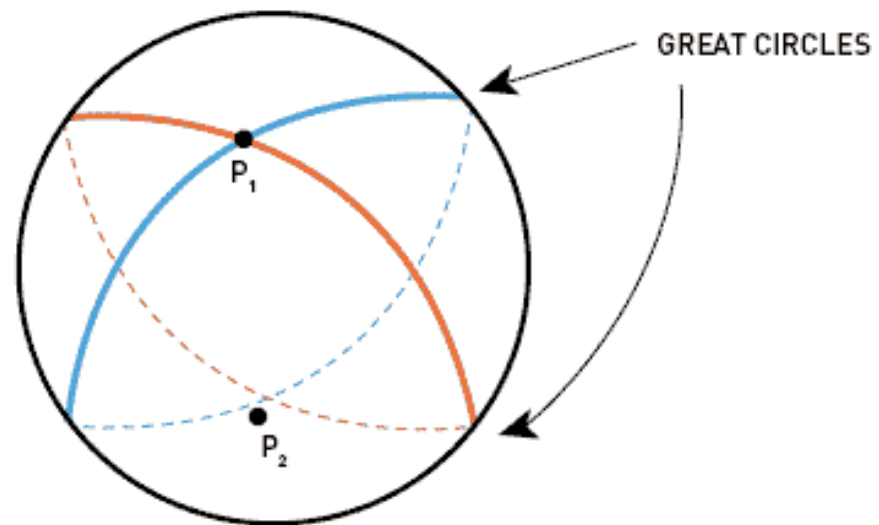
But in common usage...

- ... we often use “geodesic” and “shortest path” interchangeably (and hence inaccurately)
- The shortest path between two points on a mesh is approximated by the distance along the edge graph



Existence and Uniqueness

- *(Roughly)* On a smooth manifold surface, if we're given a point \mathbf{p} and a vector \mathbf{v} in the tangent plane at \mathbf{p} , then there is exactly one geodesic through \mathbf{p} , with direction (tangent) \mathbf{v}
- There can be multiple geodesics through the same point, for different \mathbf{v}





Robot assists in activity by opening fridge door



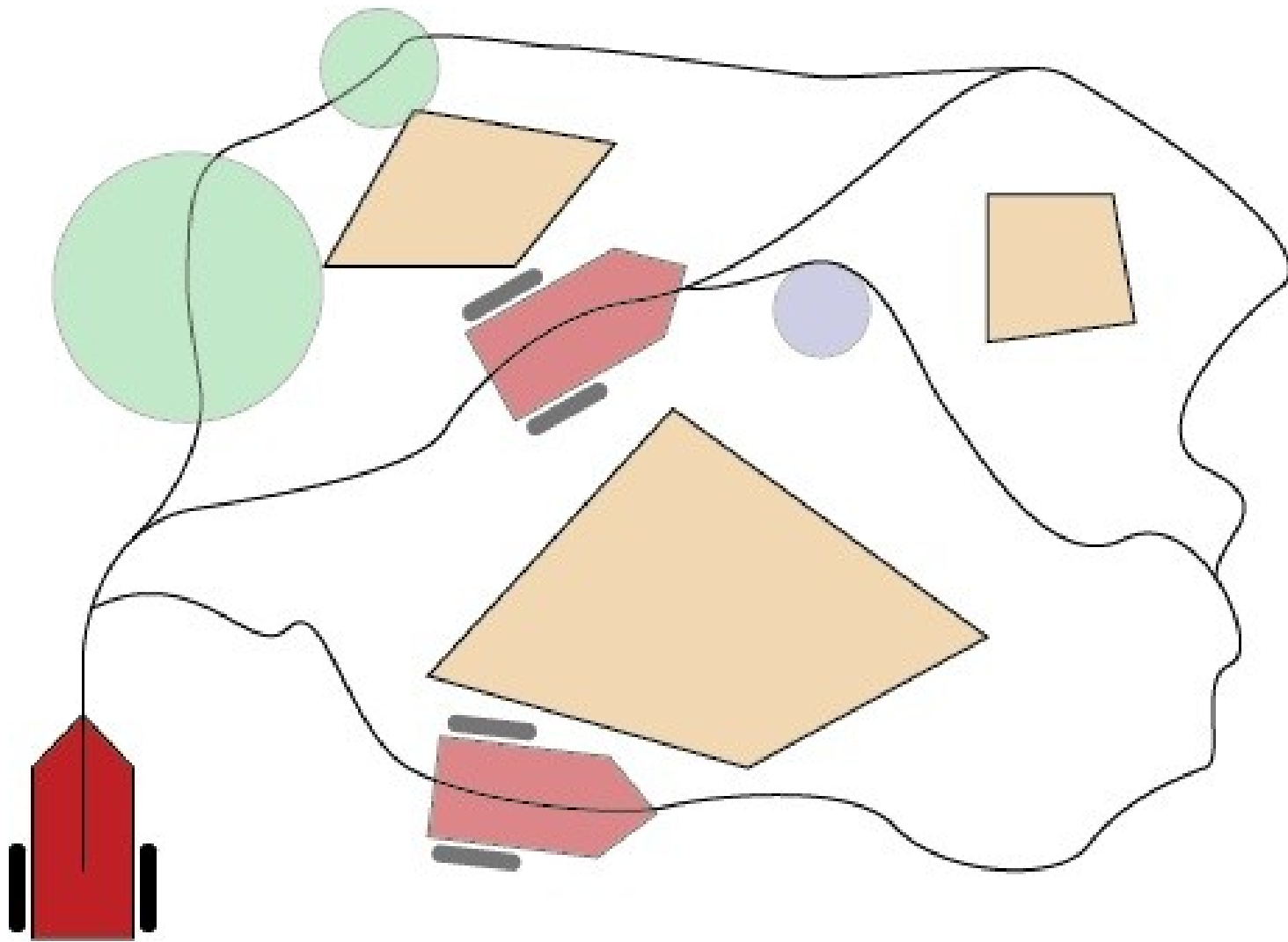




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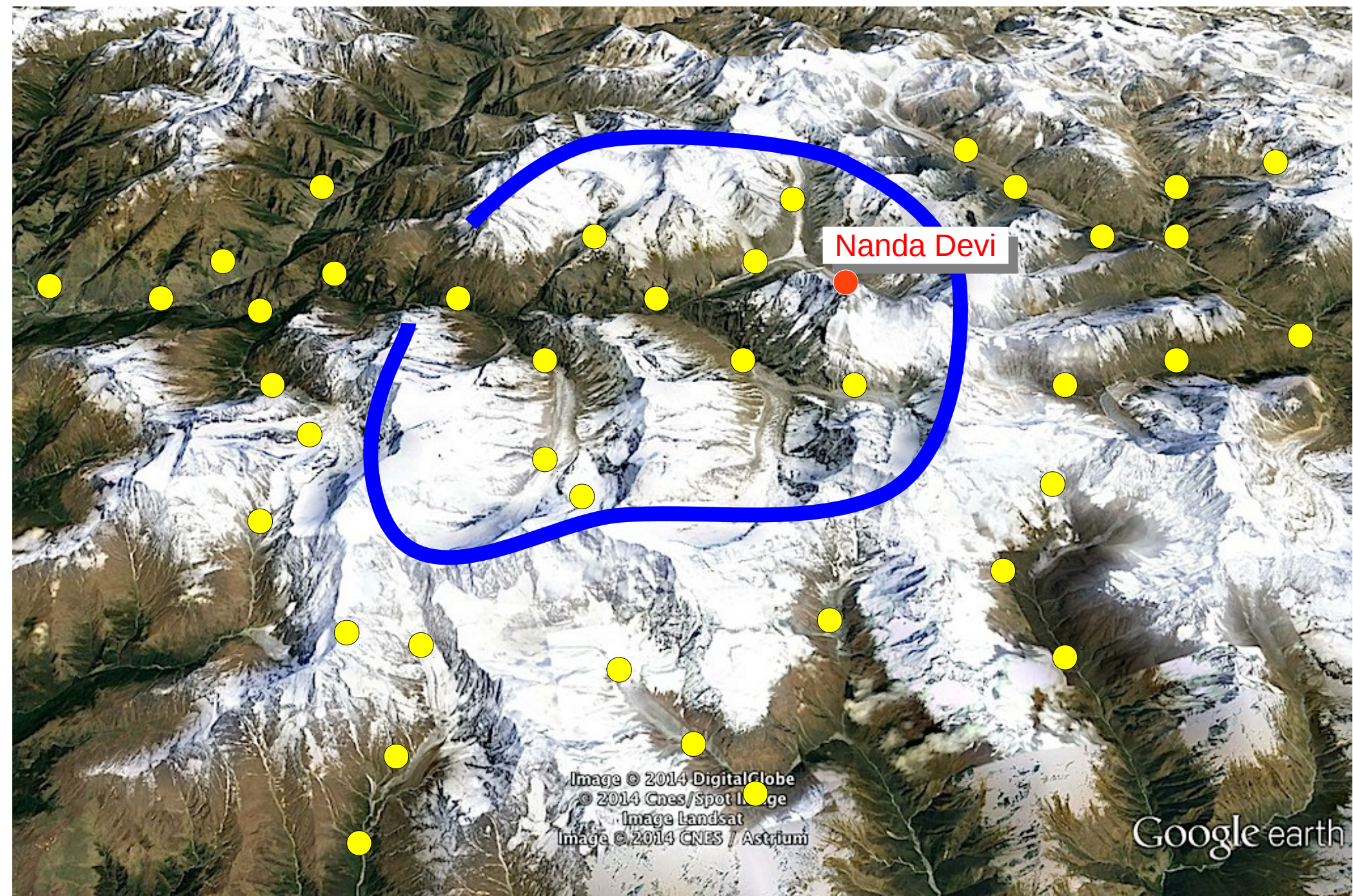
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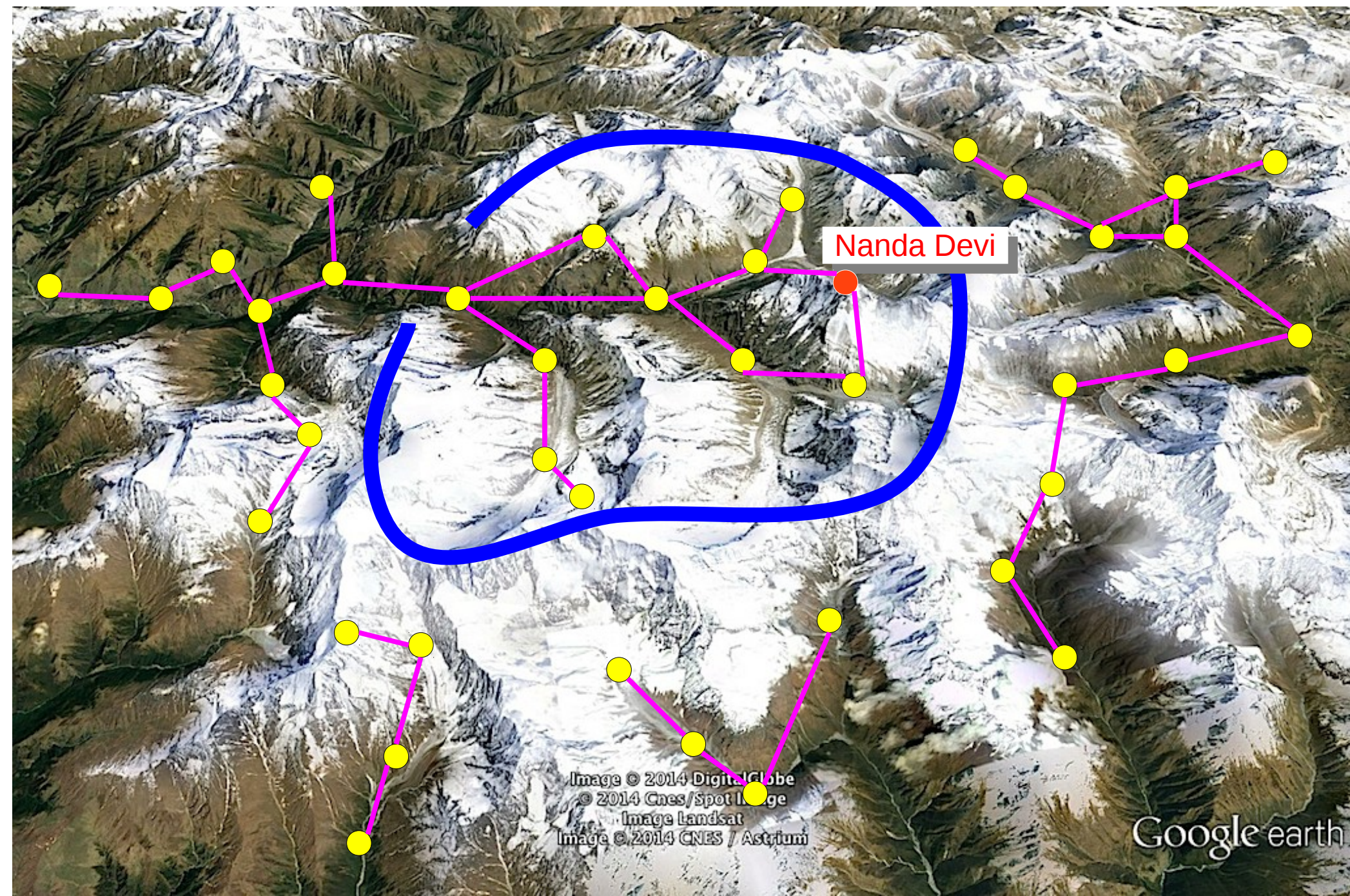
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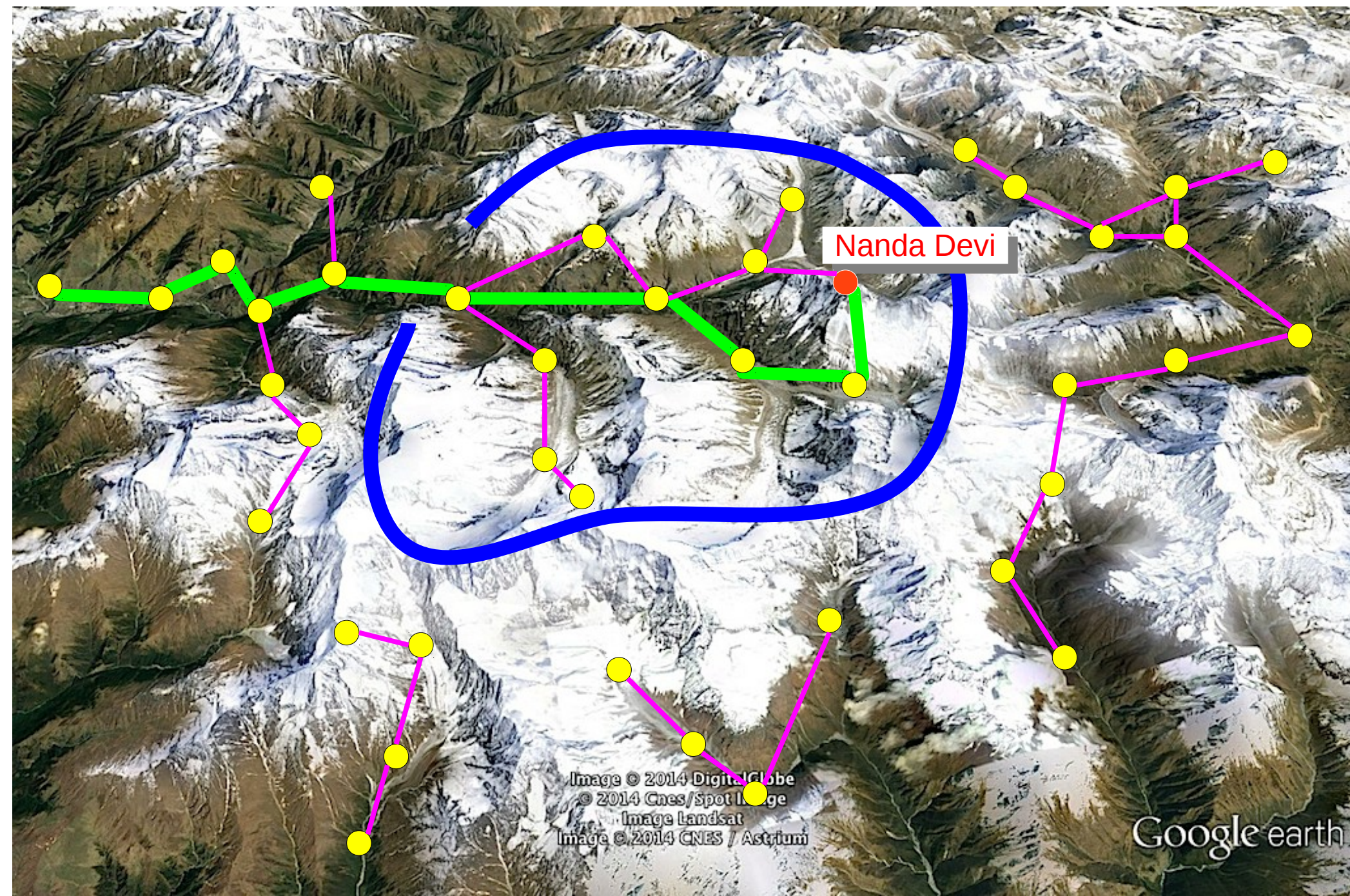
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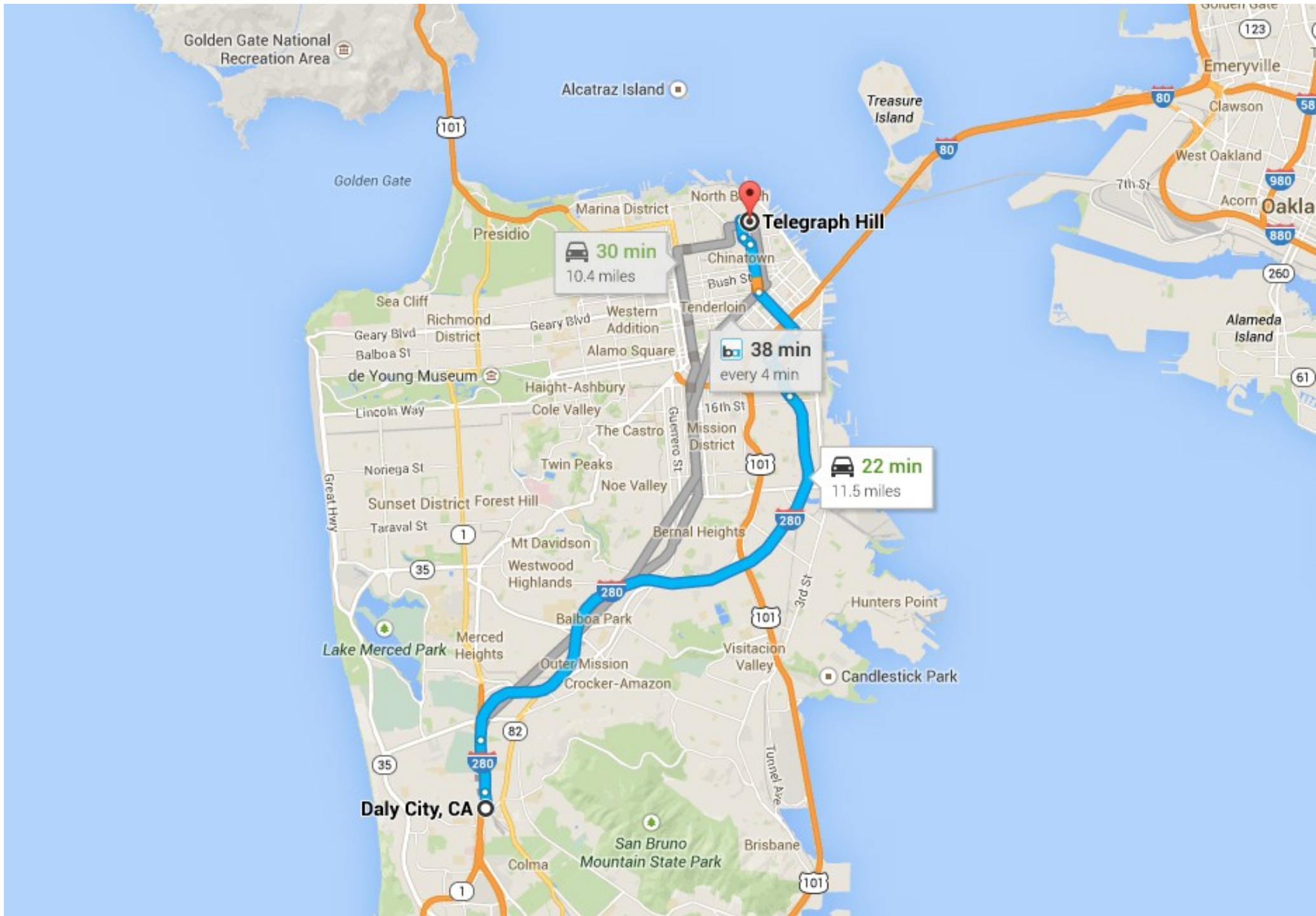
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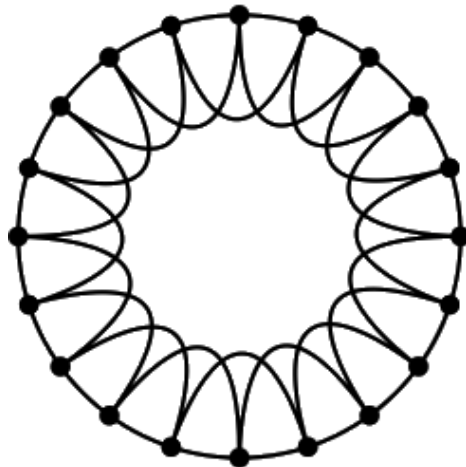
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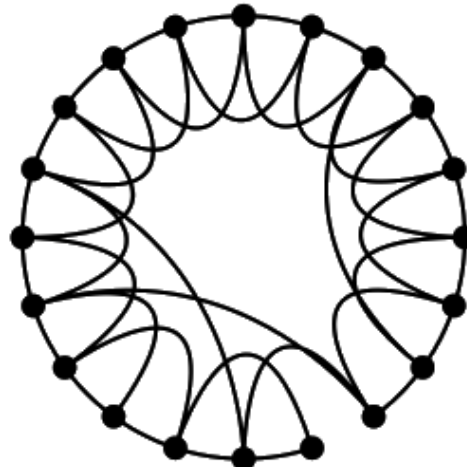
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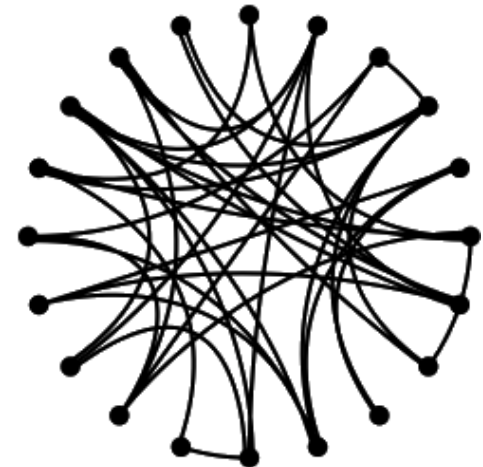
Regular



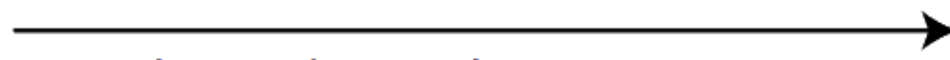
Small-world



Random



$p = 0$



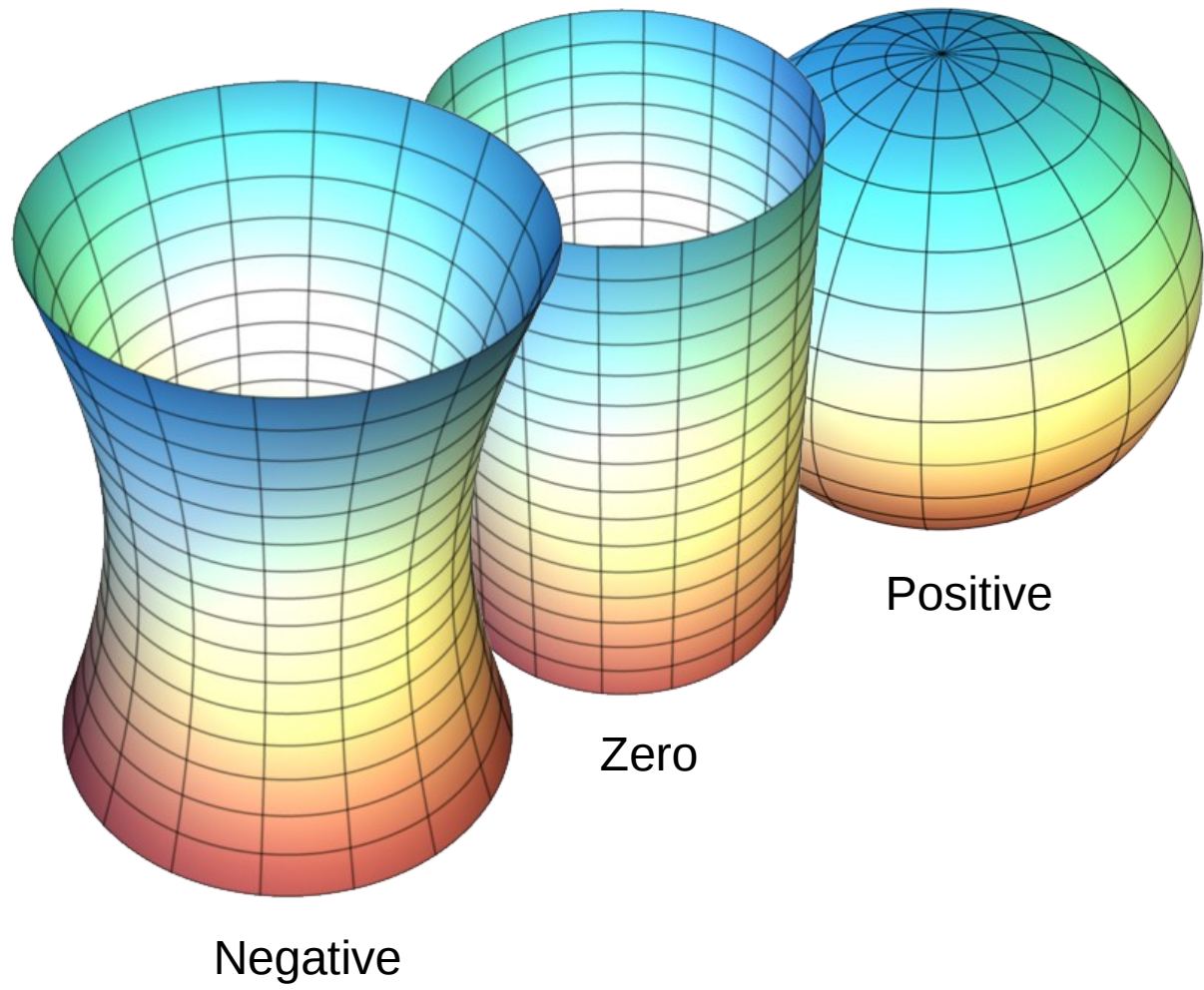
$p = 1$

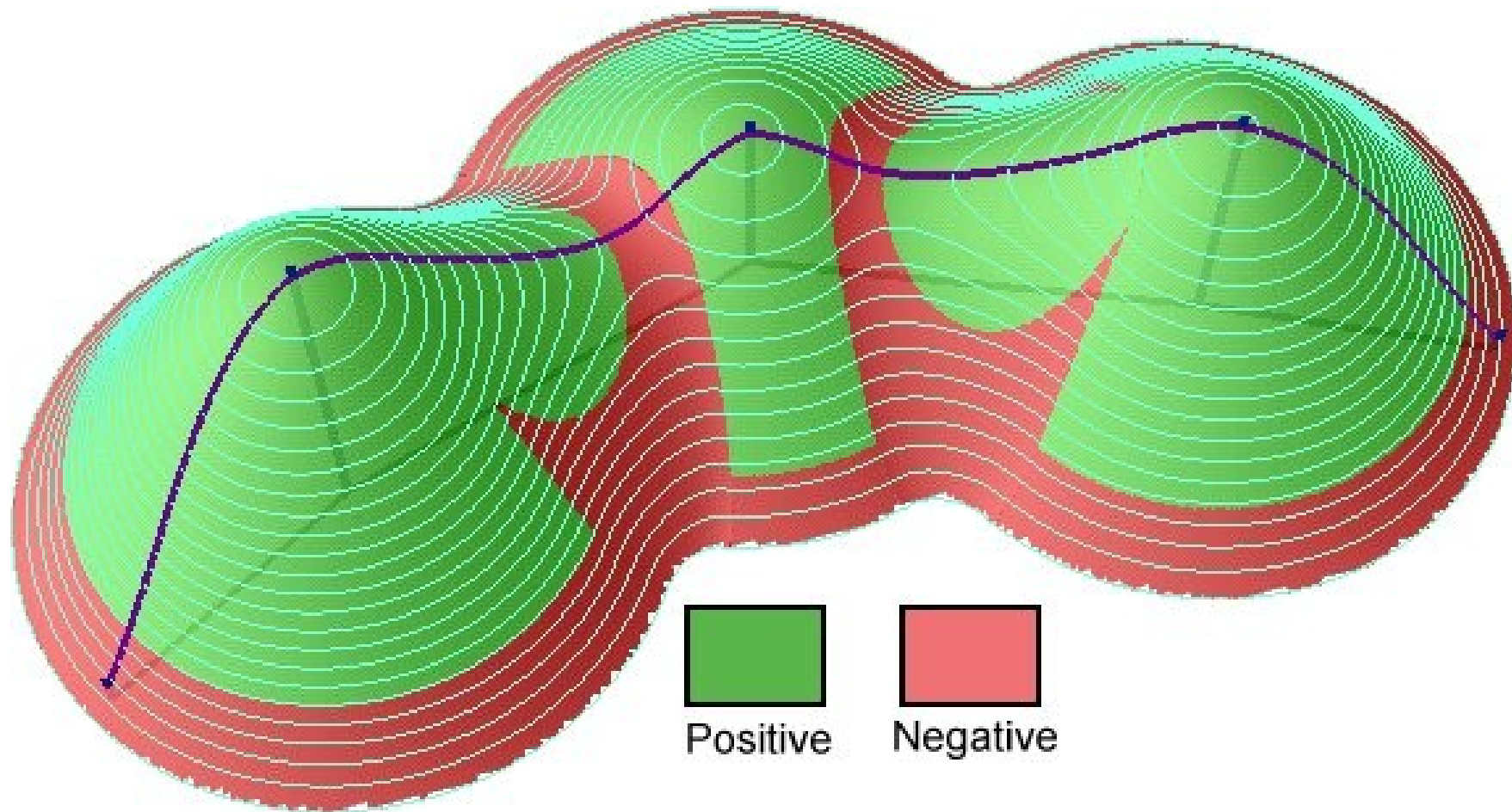
Increasing randomness

Average path lengths

- 225k Film actors: 3.65
- 5k nodes on US power grid: 18.7
- 282 neurons of *C. elegans*: 2.65
- 721m Facebook users: 4.74

If geometry tells us about distances, what do distances tell us about geometry?





Can a 2D ant on a 2D surface tell if it lives in a space of positive, negative or zero curvature?

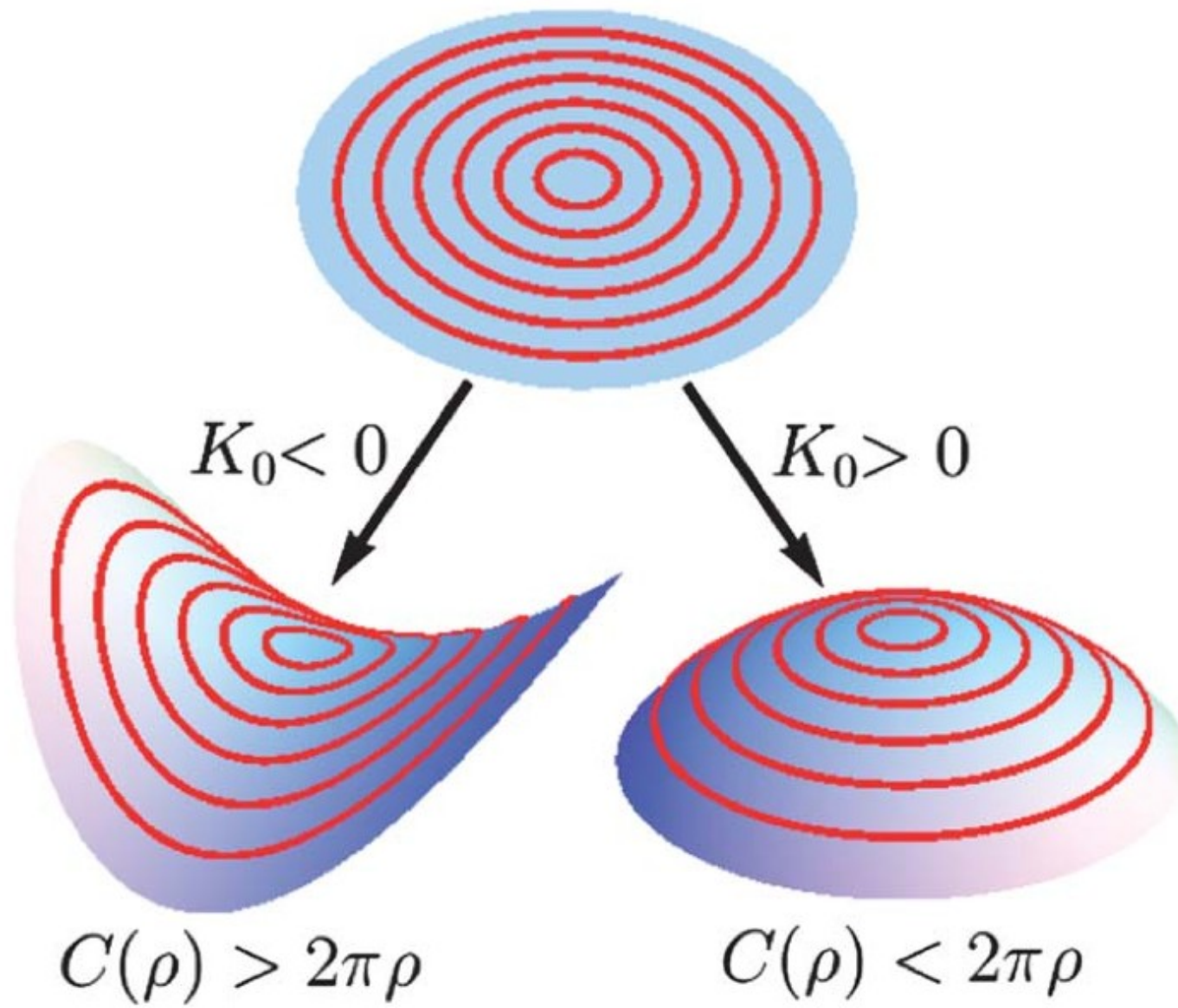
Can a 2D ant on a 2D surface tell if it lives in a space of positive, negative or zero curvature?

Can a person, in 3D?

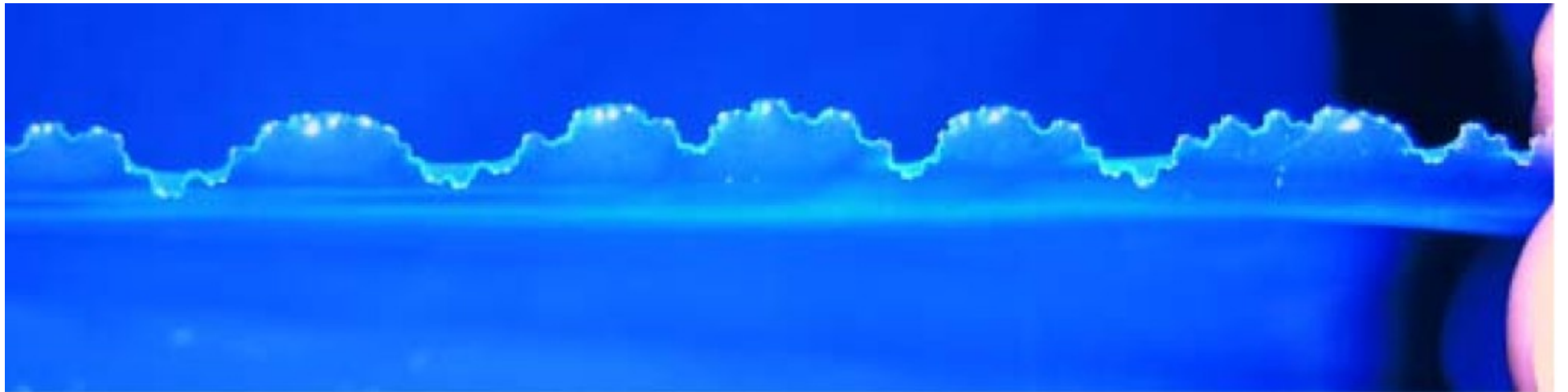
Can a 2D ant on a 2D surface tell if it lives in a space of positive, negative or zero curvature?

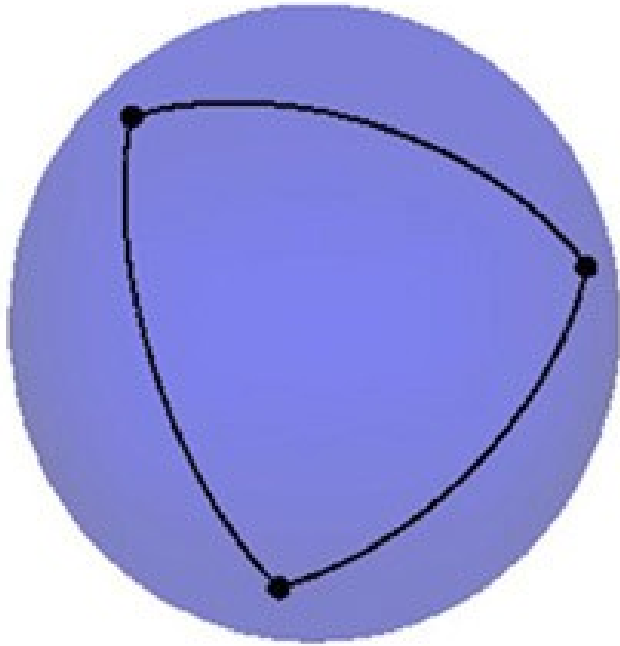
Can a person, in 3D?

Yes, by measuring distances!

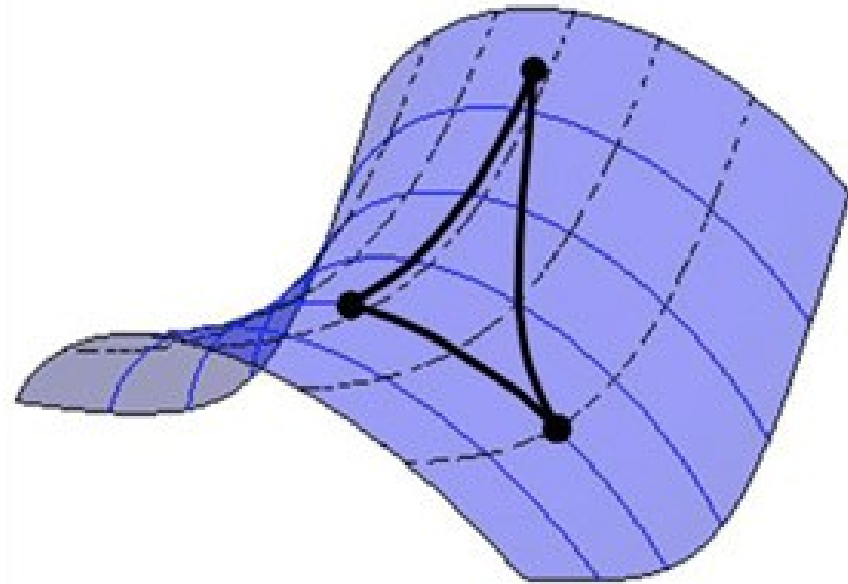




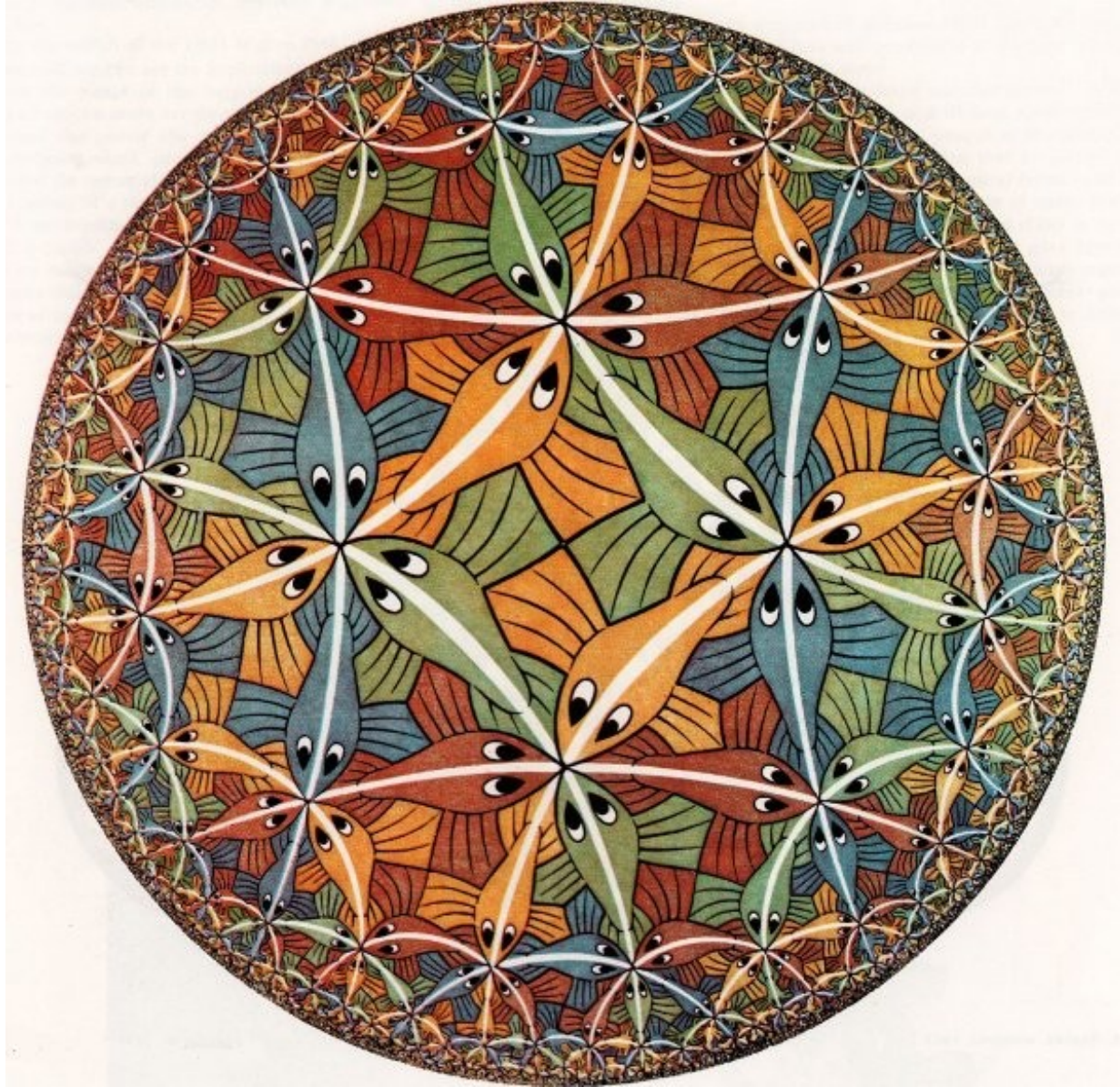




Sum of angles $> 180^\circ$



Sum of angles $< 180^\circ$



M. C. Escher, *Circle Limit III*

How long is the coastline?



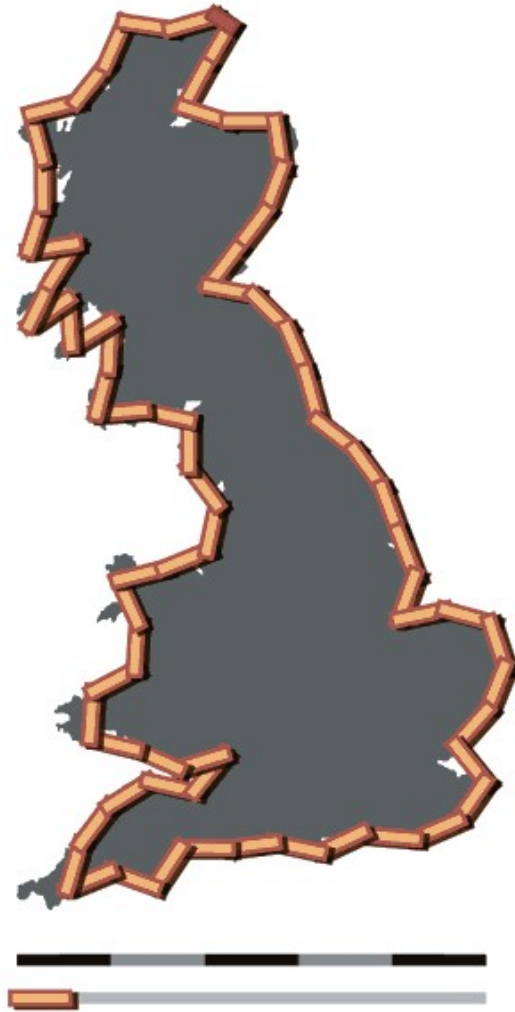
2400km



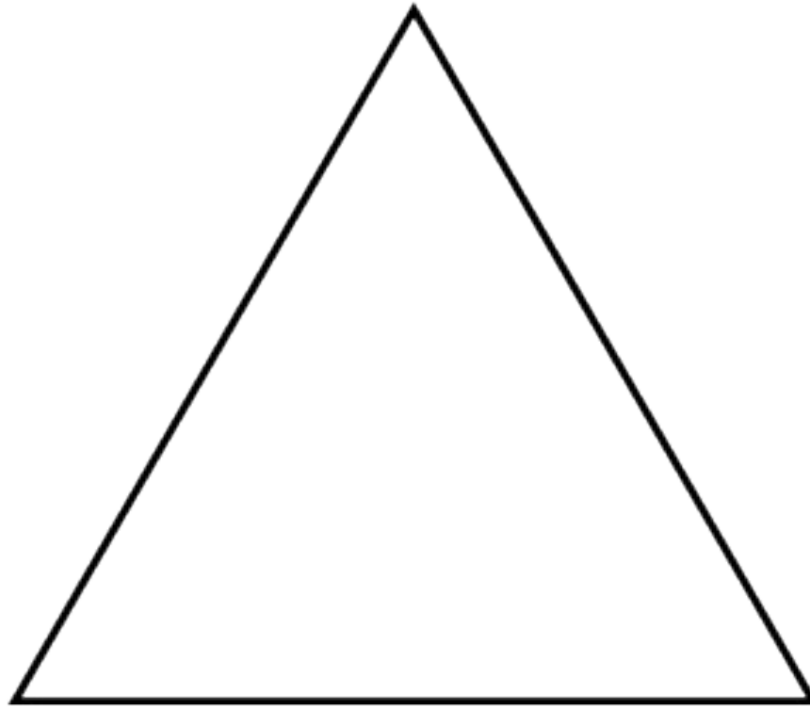
2800km



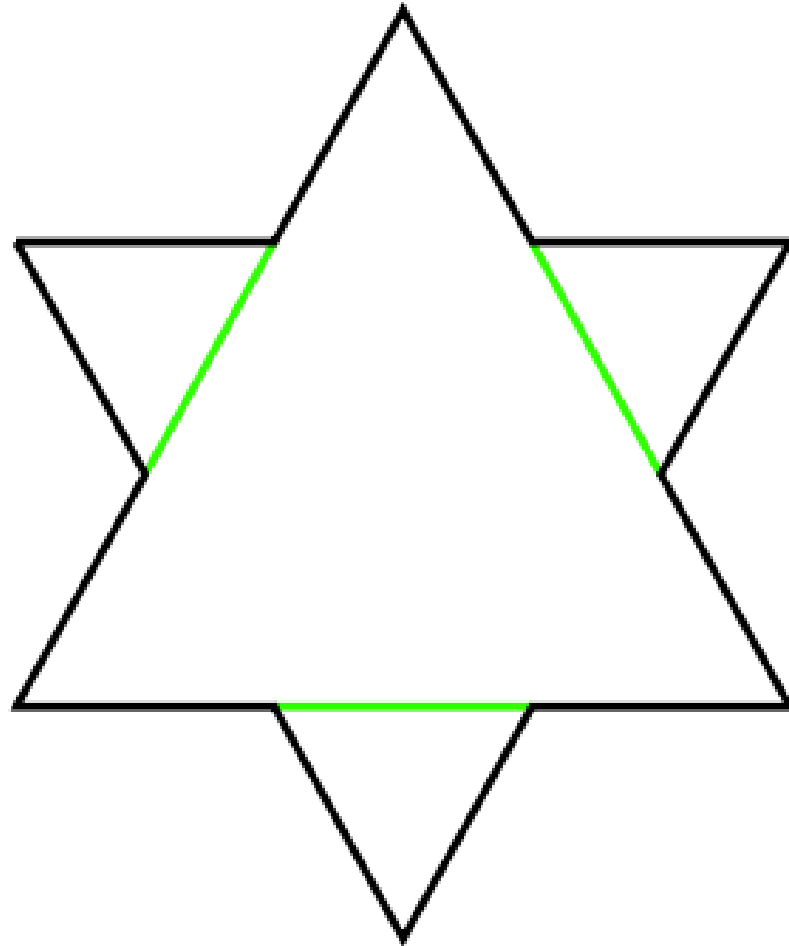
3450km



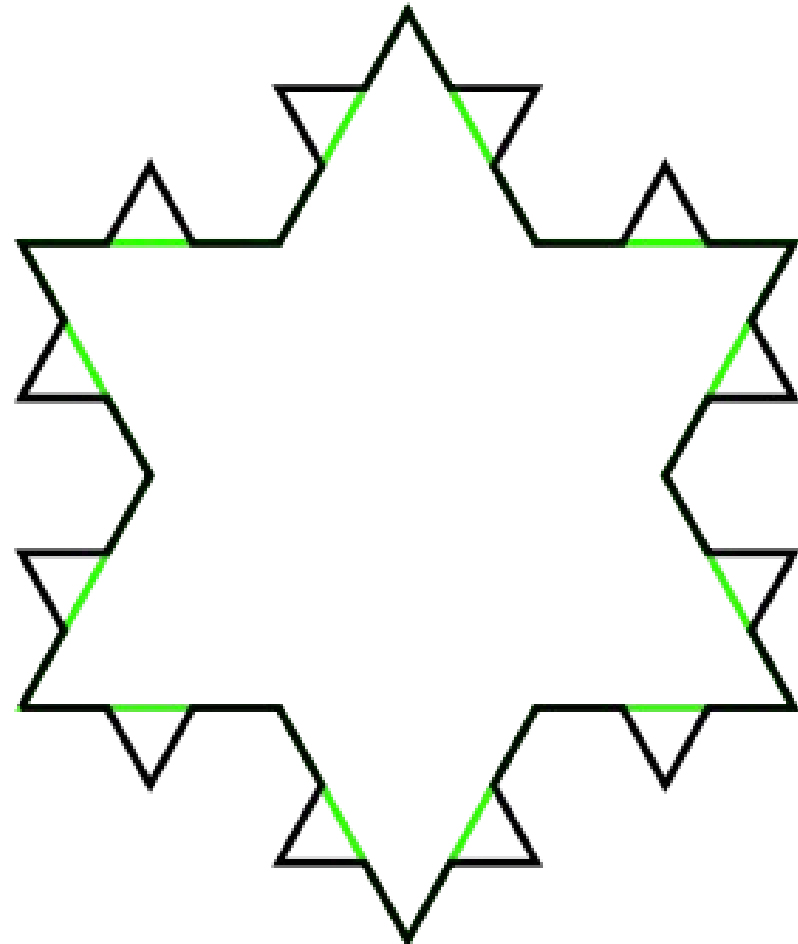
The Koch snowflake



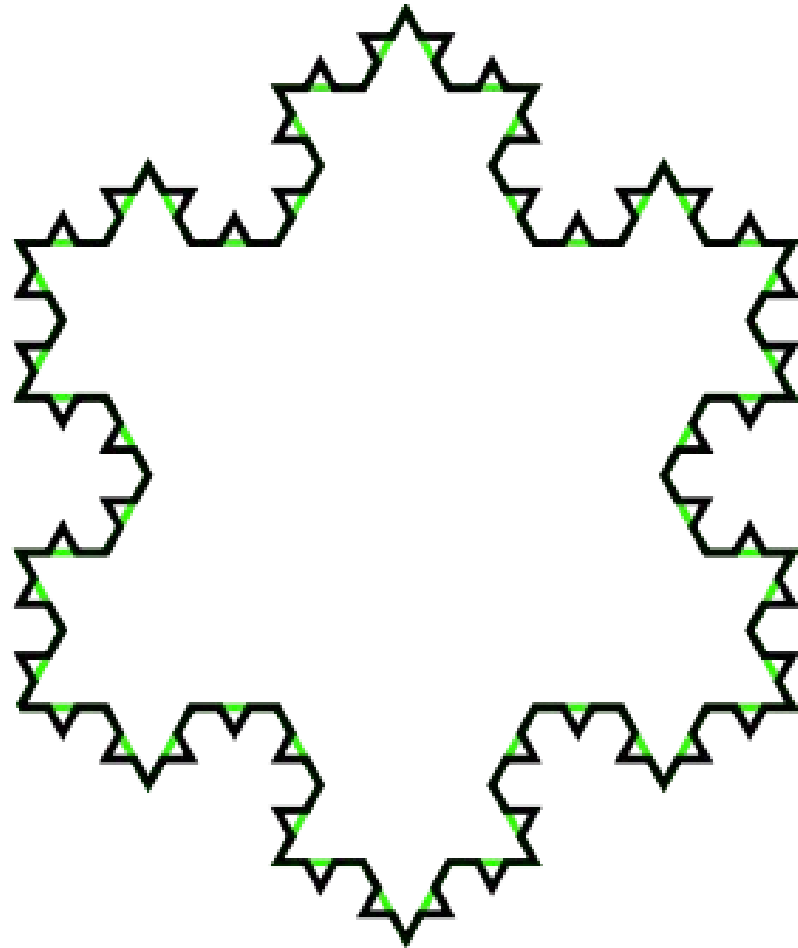
The Koch snowflake



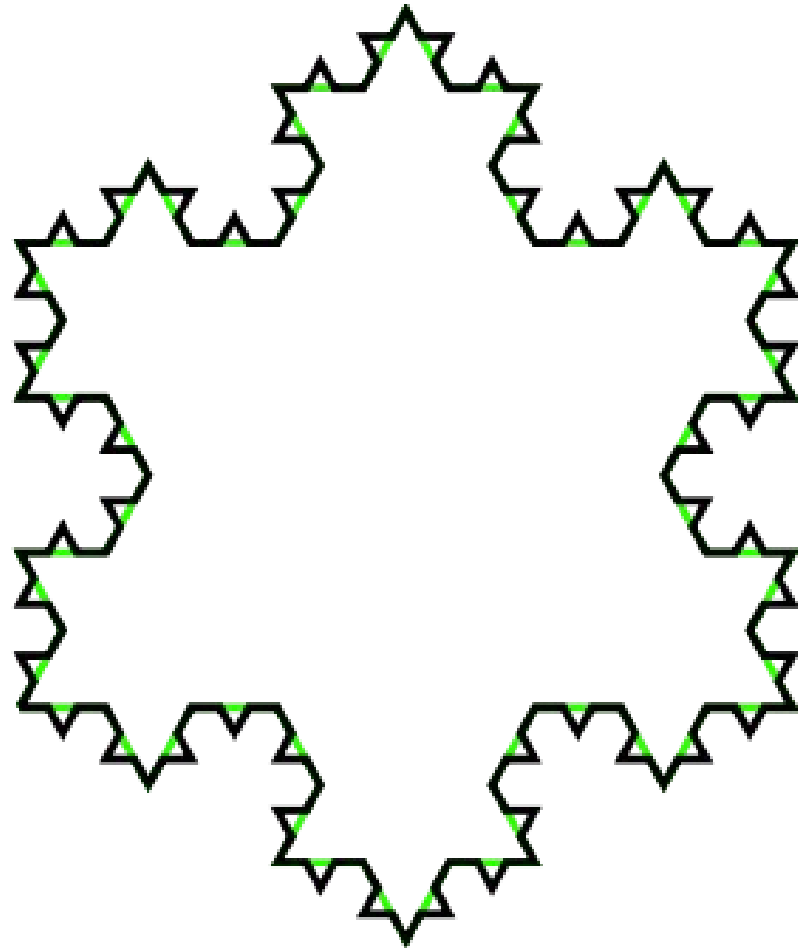
The Koch snowflake



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The Koch snowflake



In the limit: bounded area, unbounded perimeter