

#### Distances on Surfaces

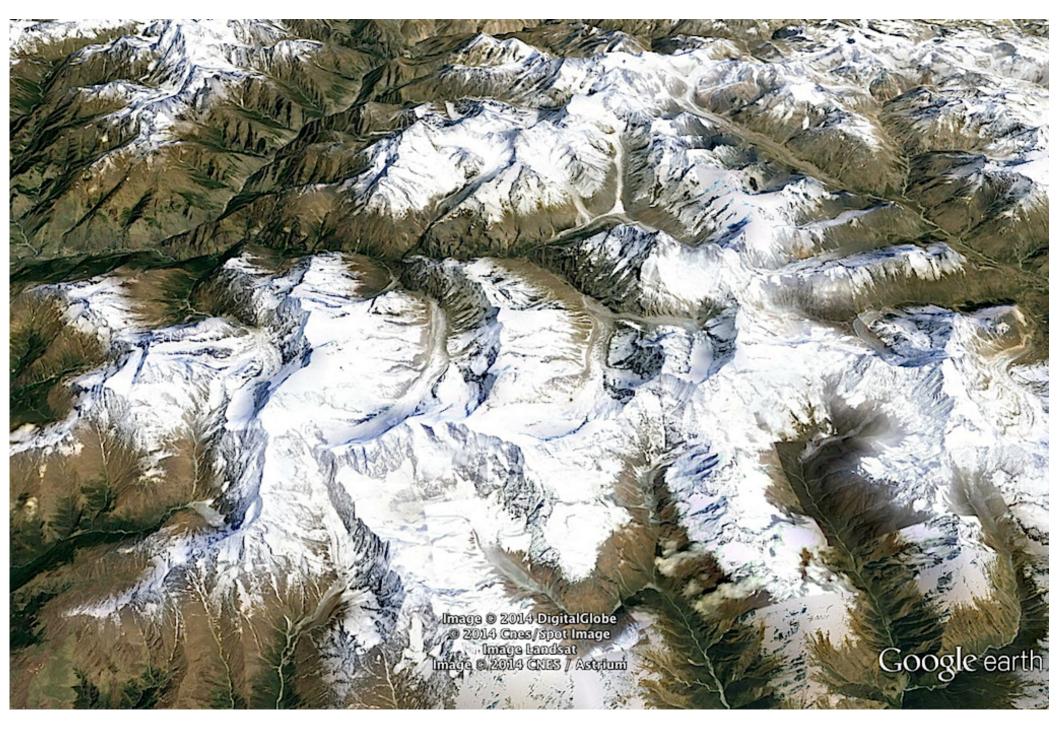
Siddhartha Chaudhuri

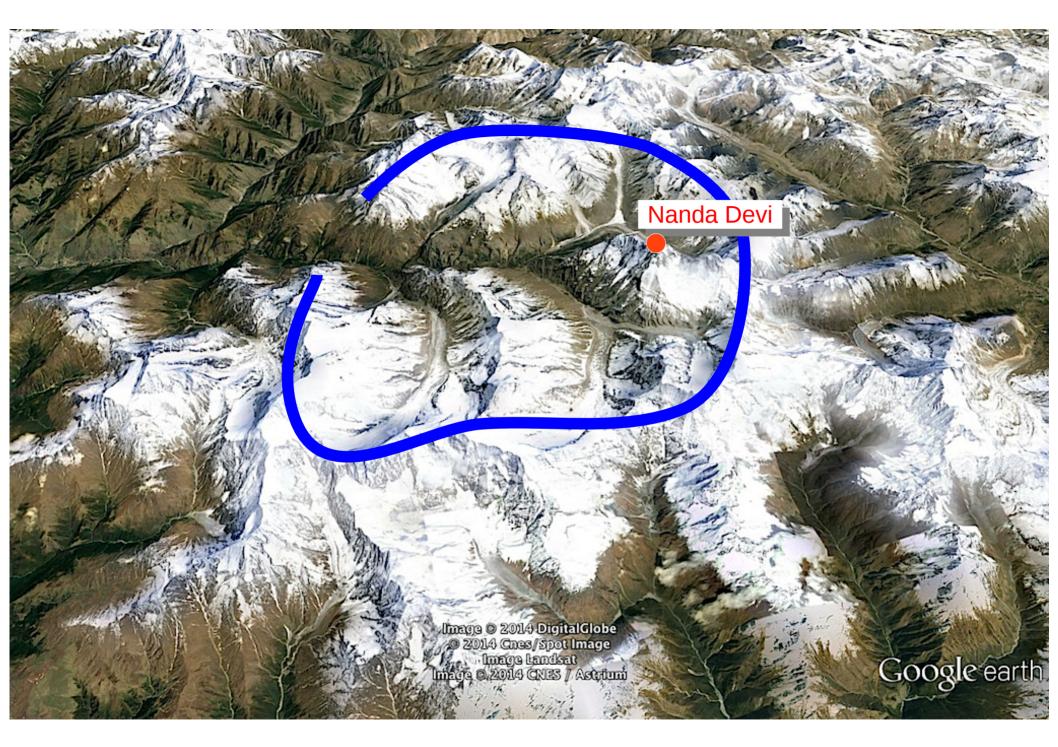
http://www.cse.iitb.ac.in/~cs749

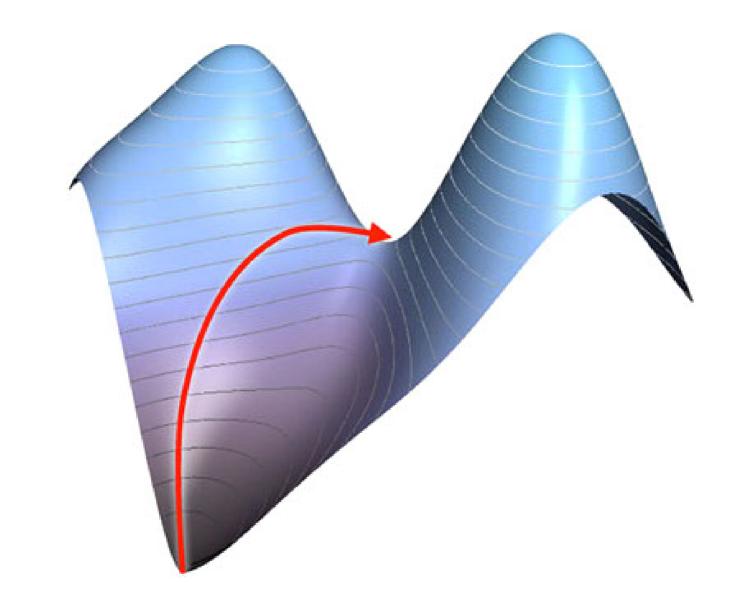


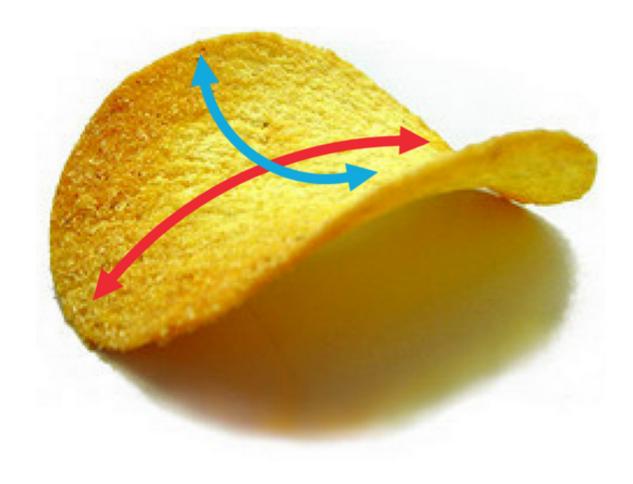












Stephanie K. Fleming



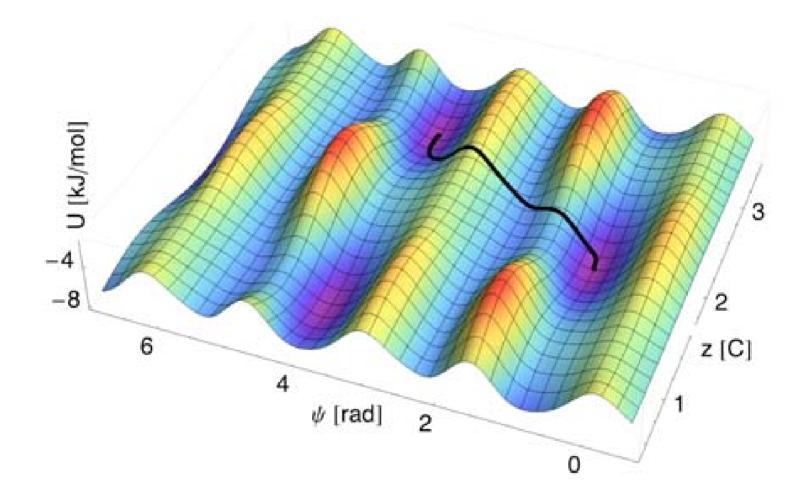


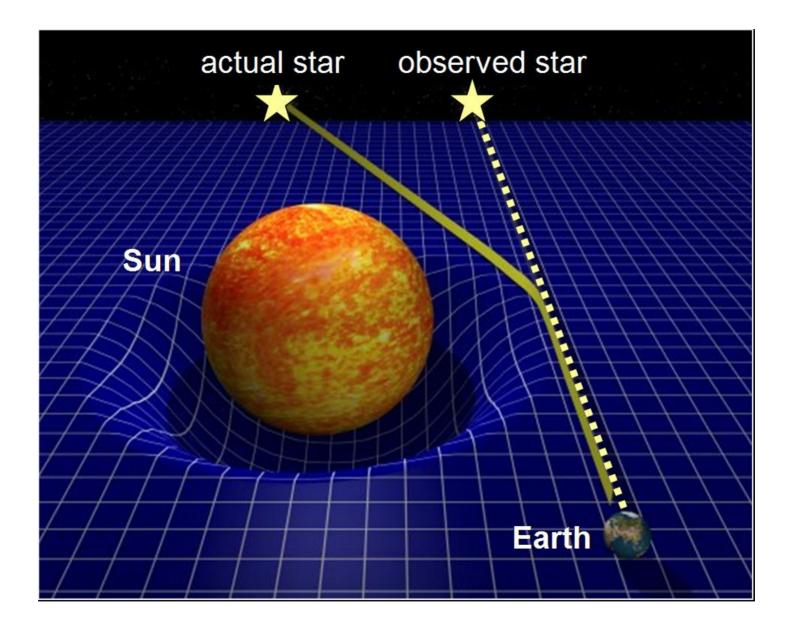
Steven Strogatz, NYTimes



Konrad Polthier, <u>http://page.mi.fu-berlin.de/polthier/video/Geodesics/Scenes.html</u>



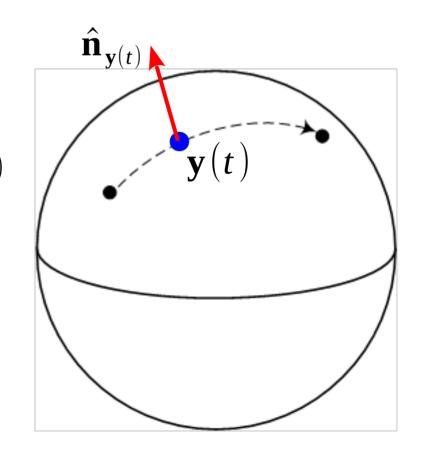




www.physics.uwyo.edu

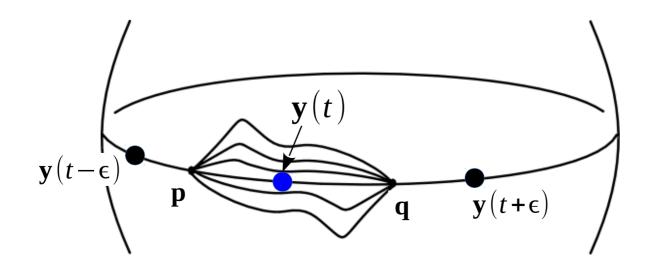
### Geodesic Curve

- 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:  $\| \dot{\mathbf{y}}(t) \| = s$



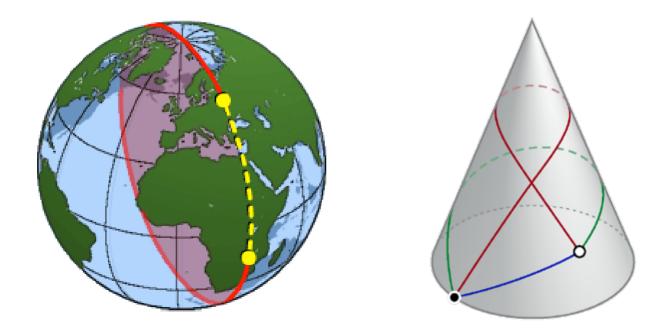
### Geodesic Curve

- 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 y(t), there is a neighborhood
      B<sub>t</sub> = (t ε, t ε) such that the curve is the shortest path between any two points p, q in y(t ∈ B<sub>t</sub>)



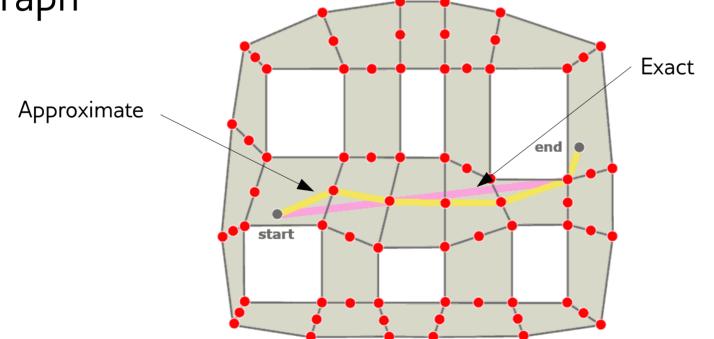
## Geodesics ≠ Shortest Paths

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



## But in common usage...

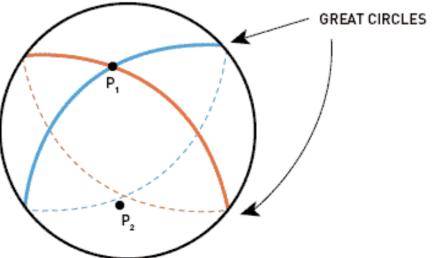
- ... we often use "geodesic" and "shortest path" interchangeably (and hence inaccurately)
- The shortest path between two points on a mesh is approximated by the distance along the edge graph



masters.donntu.org

# Existence and Uniqueness

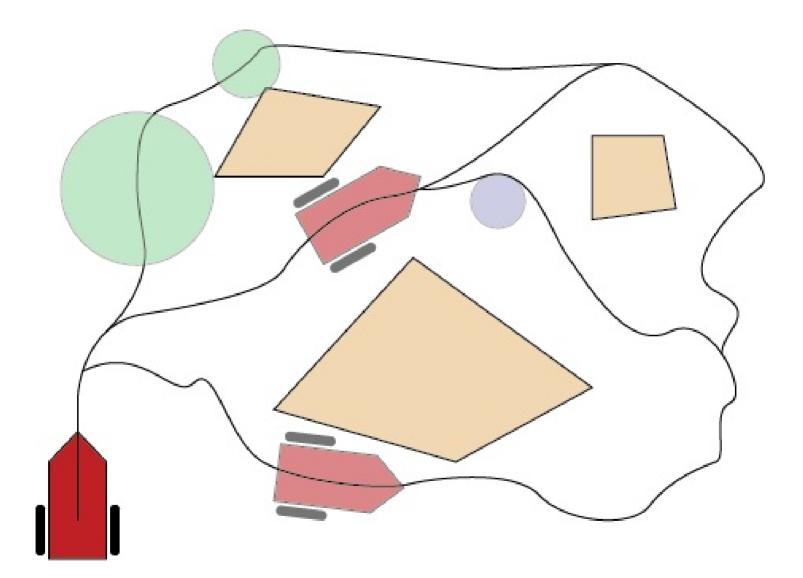
- (Roughly) On a smooth manifold surface, if we're given a point **p** and a vector **v** in the tangent plane at **p**, then there is exactly one geodesic through **p**, with direction (tangent) **v**
- There can be multiple geodesics through the same point, for different **v**



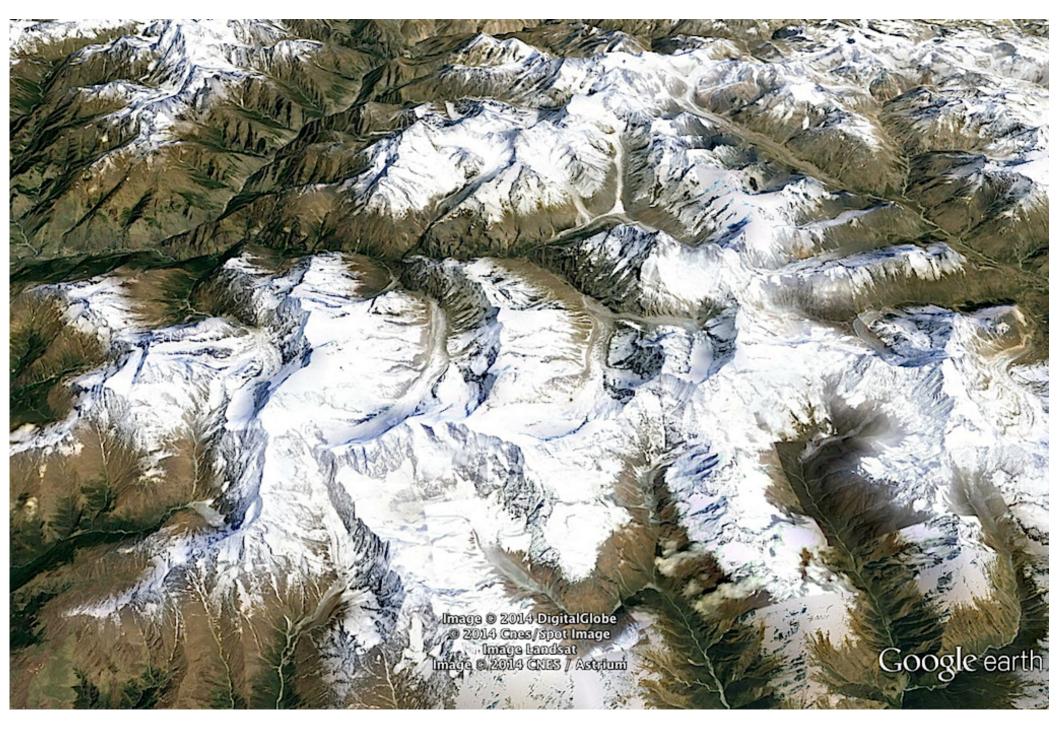


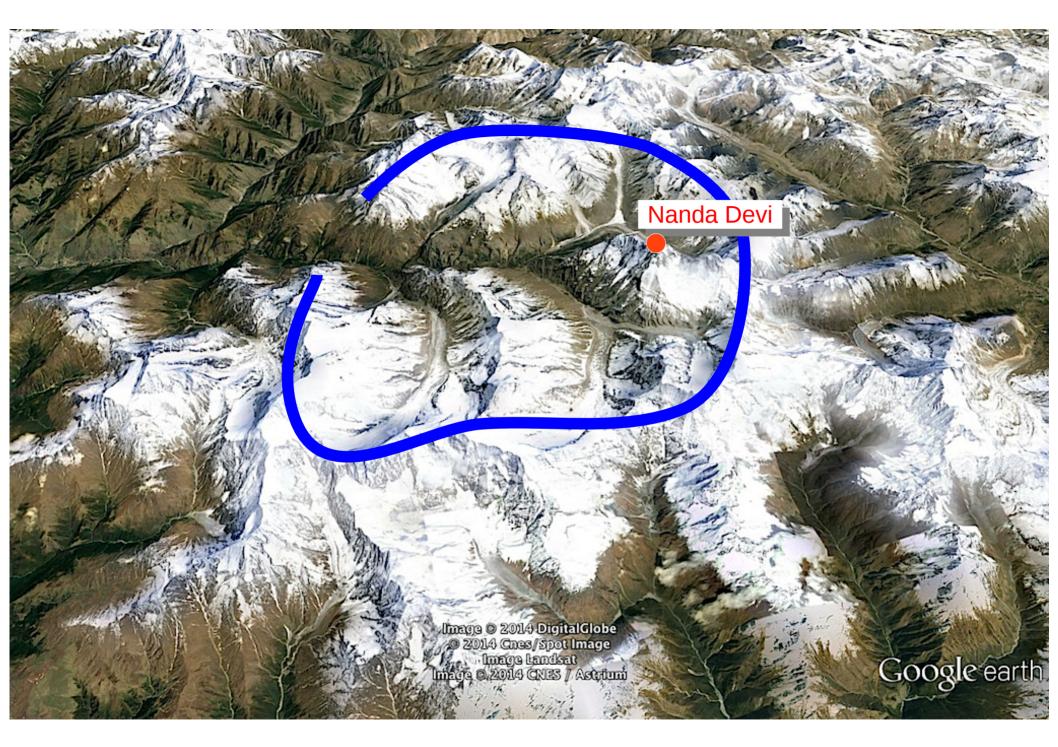
Koppula and Saxena, Cornell, 2013, http://pr.cs.cornell.edu/anticipation/

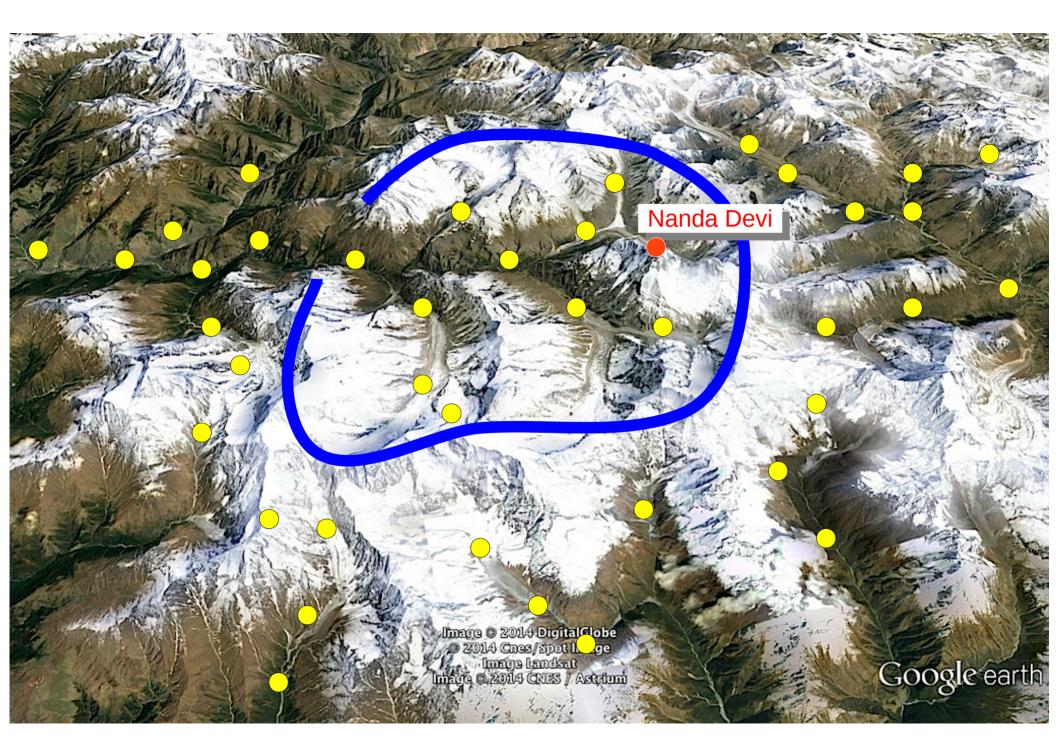


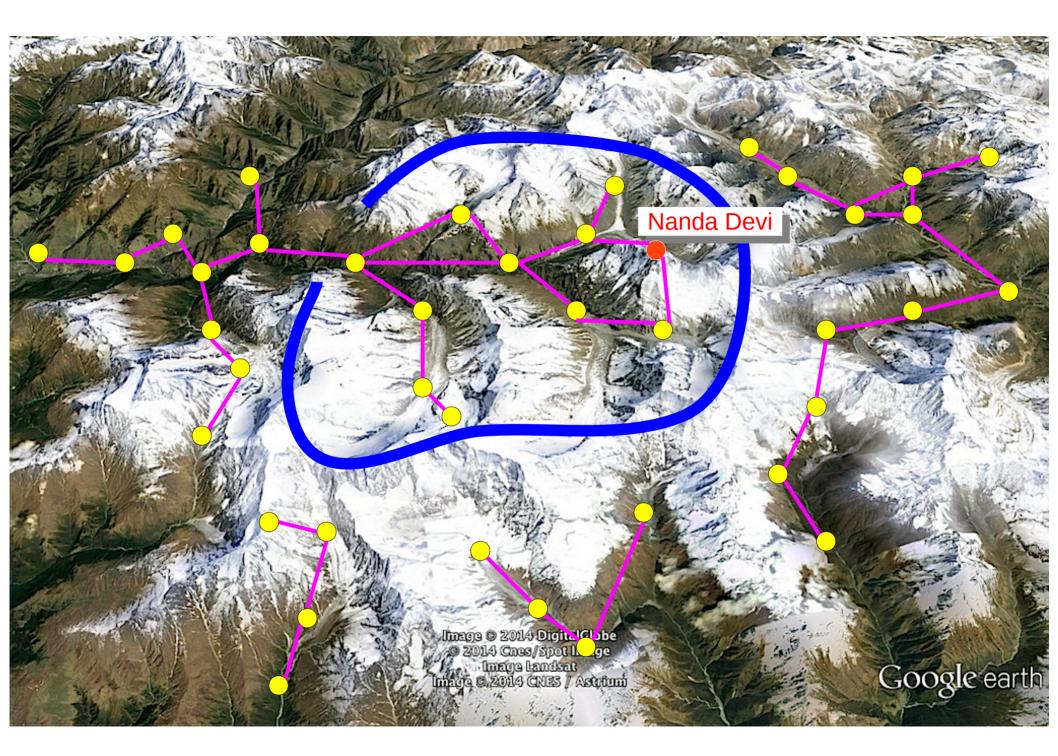


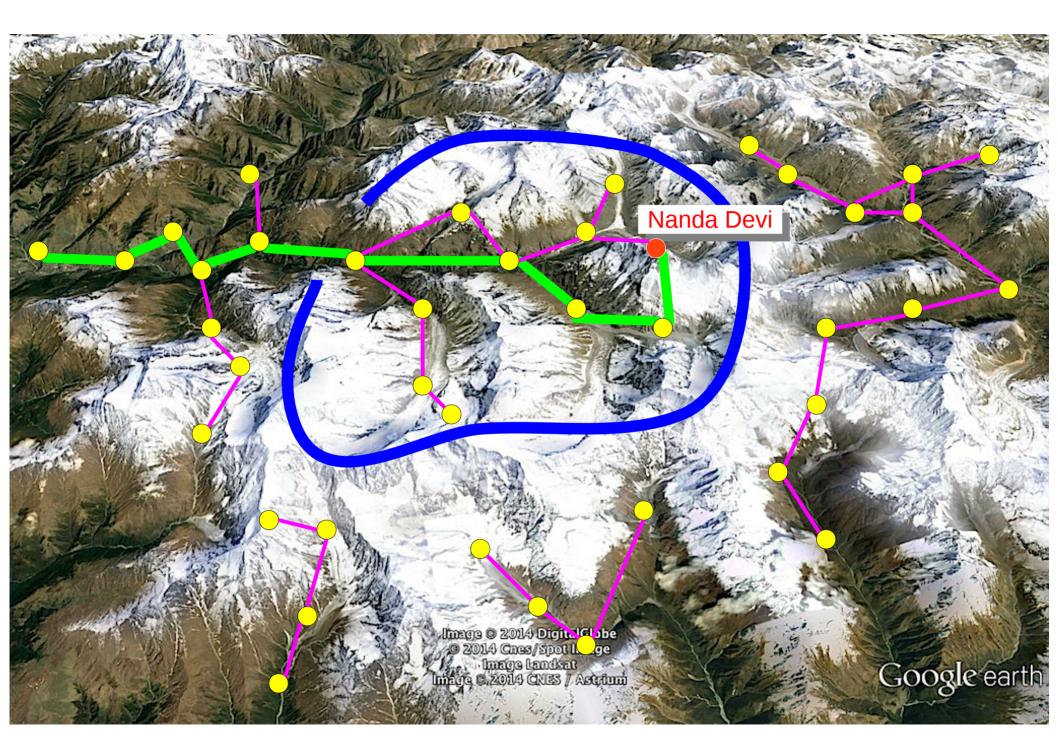
neukom.dartmouth.edu

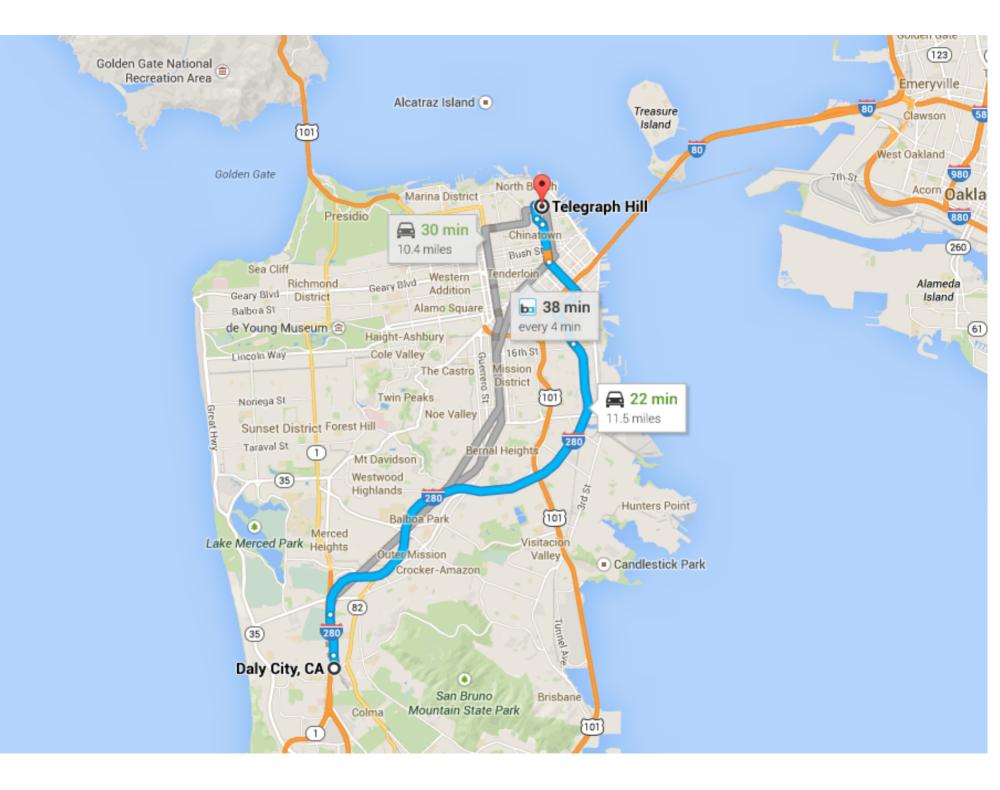


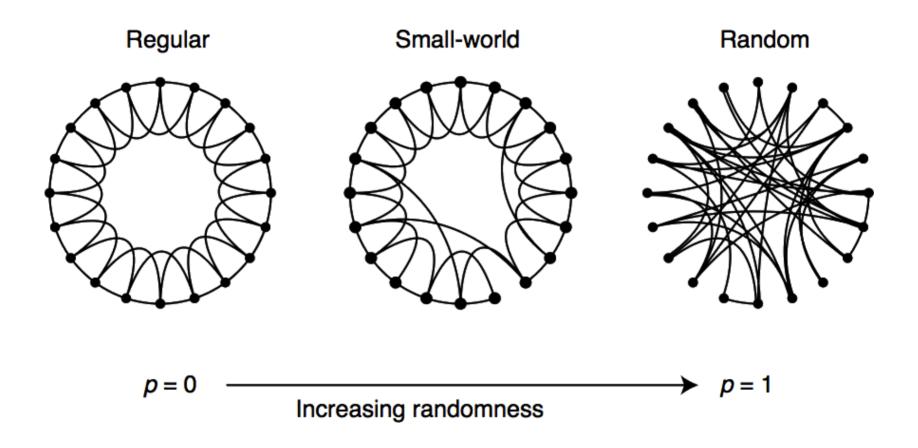










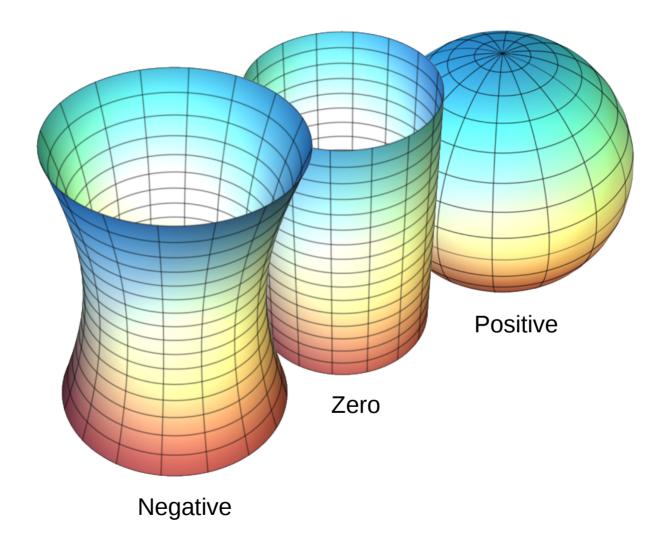


Watts and Strogatz, Cornell, 1998

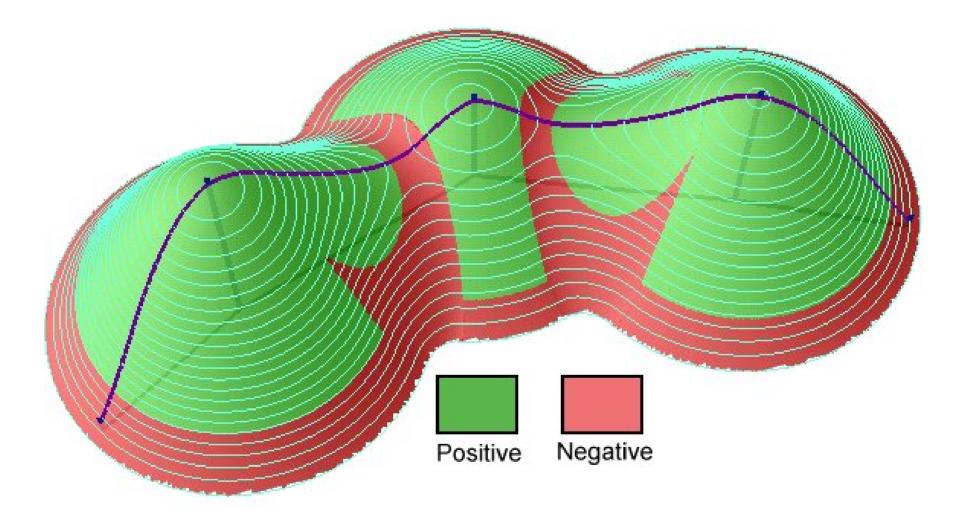
# Average path lengths

- 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?



Jhausauer@wikipedia



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

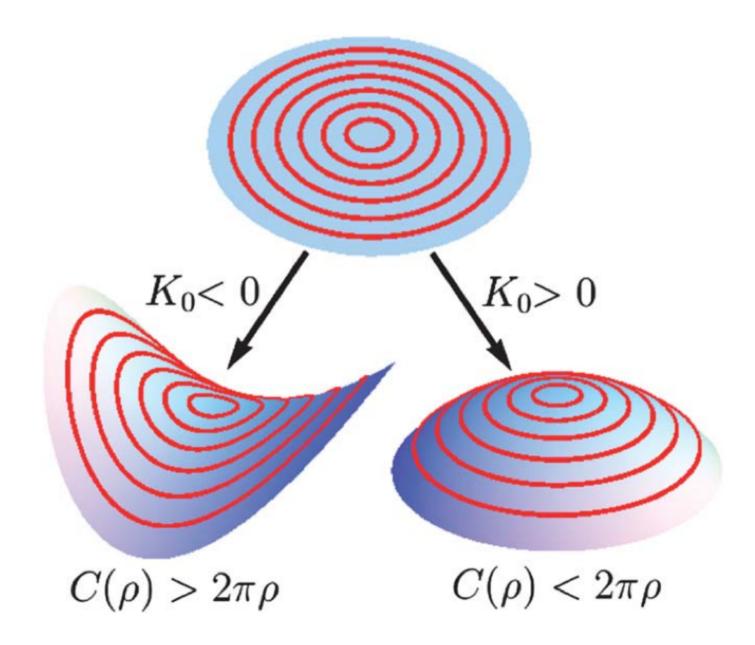
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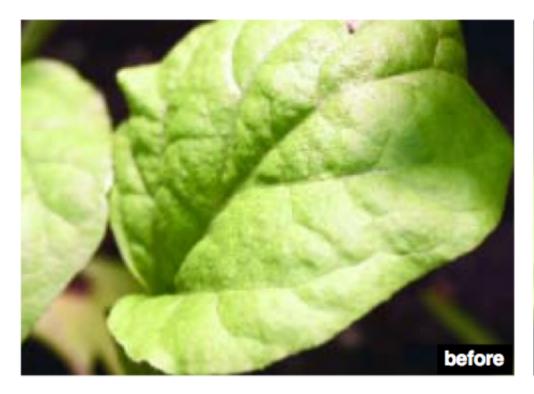
Can a person, in 3D?

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!



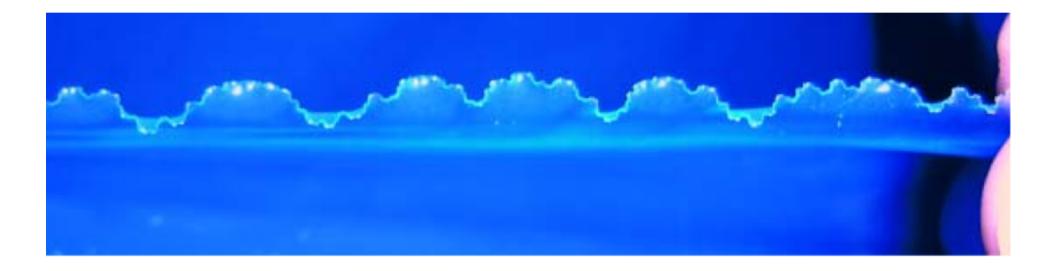




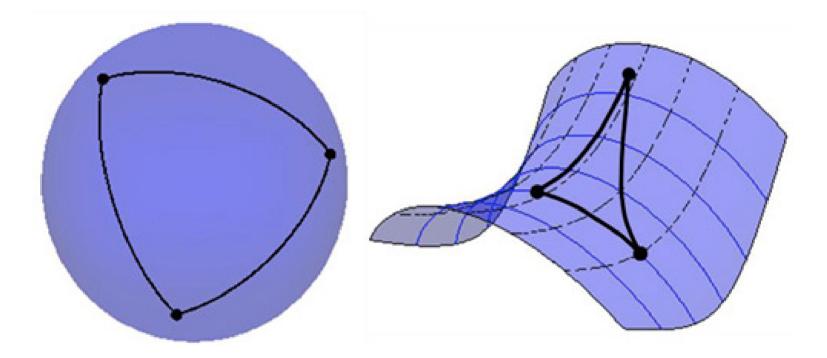




Sharon et al. 2004

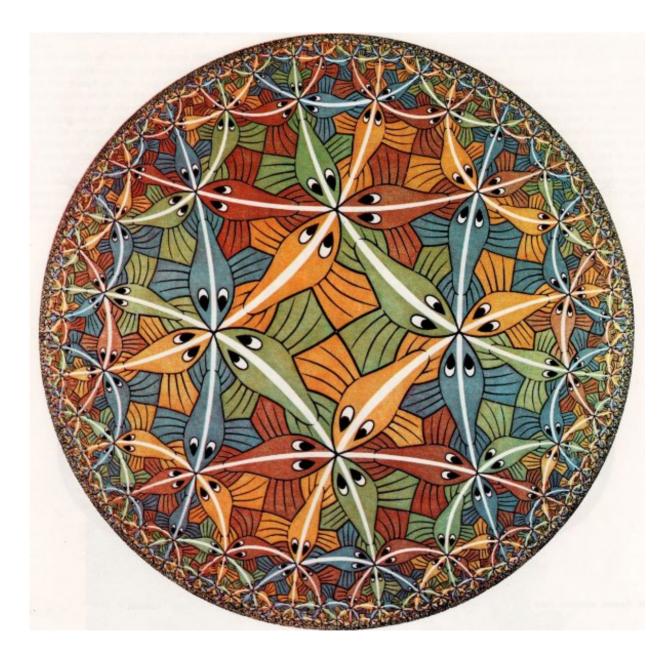


Sharon et al. 2004



Sum of angles > 180°

Sum of angles < 180°



M. C. Escher, *Circle Limit III* 

# How long is the coastline?



www.british-towns.net

# 2400km

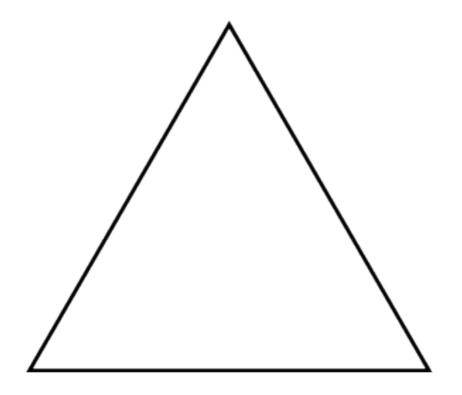


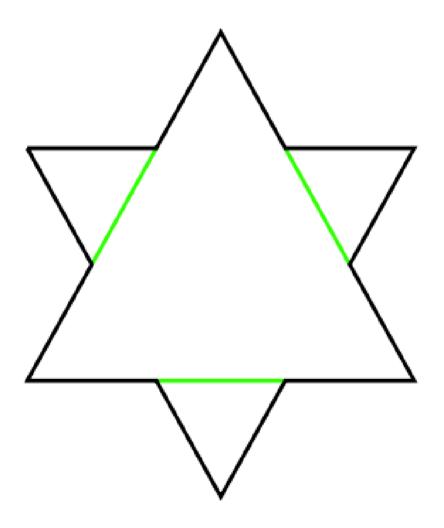
# 2800km

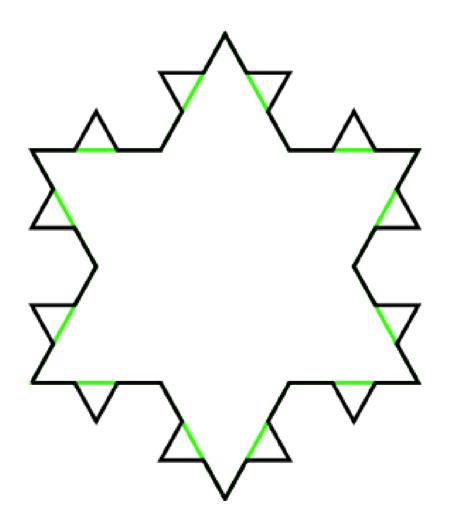


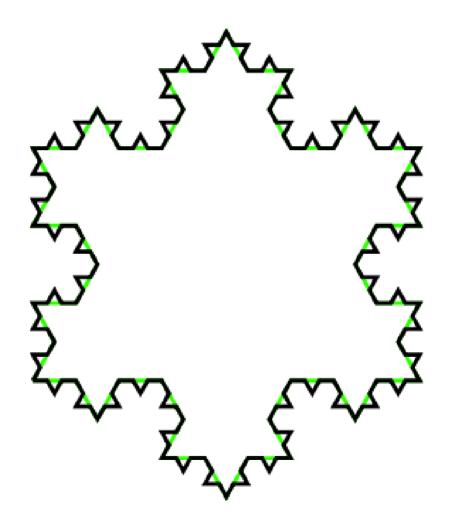
### 3450km

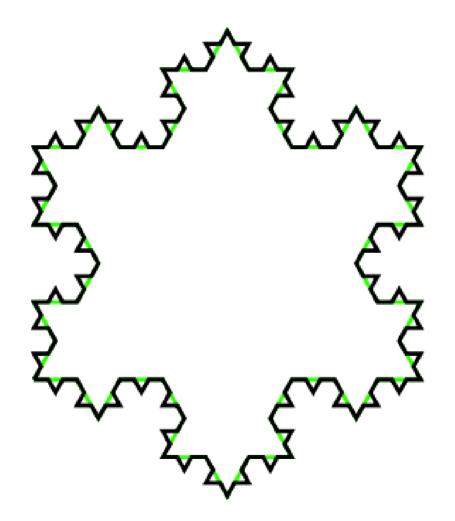












In the limit: bounded area, unbounded perimeter