# Canonical Polyhedra

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July 20, 2010

## Polyhedral graphs



## Canonical polyhedron

 All edges are tangent to the unit sphere
The tangent points have a centre of mass at the centre of the sphere



## Koebe polyhedron

 All edges are tangent to the unit sphere
The tangent points have a centre of mass at the centre of the sphere



## Circle packing

#### Every Koebe polyhedron admits a circle packing.



### Circle pattern

#### Primal packing + dual packing = circle pattern



## Orthogonal circle pattern

Every polyhedral graph admits an orthogonal circle pattern.



### Parameters defining a circle pattern

A circle pattern is defined uniquely (up to rotation) by the intersection angles and the circle radii.



### Circle pattern on the Euclidean plane

Angles around a vertex add up to  $\pi$ .



#### Circle pattern on the Euclidean plane



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## Rewrite as critical point problem

Had: 
$$0 = 2\pi - 2\sum_{f_j \mid f_k} \arctan\left(\frac{r_{f_k}\sin\theta_e}{r_{f_j} - r_{f_k}\cos\theta_e}\right) \quad \forall f_j$$

$$\begin{array}{ll} \underline{\text{Want}}: & \frac{\partial S}{\partial r_{f_j}} = 2\pi - 2\sum_{f_j \mid f_k} \arctan\left(\frac{r_{f_k}\sin\theta_e}{r_{f_j} - r_{f_k}\cos\theta_e}\right) & \forall f_j \\ \\ \underline{\text{So that}}: & \frac{\partial S}{\partial r_{f_i}} = 0 & \forall f_j \end{array}$$

#### Rewrite as critical point problem

Critical points of S

- $\rightarrow$  Solutions to the system of equations
- $\rightarrow$  Circle patterns!

<u>Goal</u>: Find a critical point of S

## Solving numerically

Idea: Find a critical point with Newton's method Problem: Might get a degenerate circle pattern



#### Degenerate solutions

<u>Fact</u>: No degenerate solutions on the plane <u>Idea</u>: Solve on the Euclidean plane first



## Map solution from plane to sphere

<u>Fact</u>: Stereographic projections preserves angles <u>Idea</u>: Map Euclidean solution onto the sphere



## Obtaining a family of Koebe polyhedra

Apply a projective transformation that fixes the sphere

i.e. move towards or away from a fixed point



#### Centre of mass

Notice that the centre of mass of the tangent points moves continuously towards or away from the fixed point.



## Canonicalizing a Koebe polyhedron

Sequentially adjust the polyhedron with fixed points (1,0,0), (0,1,0) and (0,0,1) until the centre of mass lies on (0,0,0) (centre of the unit sphere).





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### The End



References:

Boris A. Springborn, *Variational Principles for Circle Patterns*. Berlin, 2003.

Stefan Sechelmann, Discrete Minimal Surfaces, Koebe Polyhedra, and Alexandrovs Theorem. Variational Principles, Algorithms, and Implementation. Berlin, 2007.