<<离散曲面的变分原理>>

图书基本信息

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前言

This book consists of mathematical and algorithmic studies of geometry of polyhedralsurfaces based on the variations principles. The part of mathematics is based on a lectureseries given by Feng Luo at the Center of Mathematical sciences at Zhejiang Univer-sity, China, in June and July 2006. The algorithmic theory and applications to computergraphic are based on the work of Xianfeng Gu and are written by him. The task of writingthe part of mathematics of the note was done by Junfei Dai who prepared them with greatcare and made a number of improvements in the exposition. The aim of this book is to introduce to the students and researchers an emergingfield of polyhedral surface geometry and computer graphics based on variation princi-ples. These variational principles are derived from the derivatives of the cosine law fortriangles. From mathematical point of view, one of the most fascinating identity in low-dimensional polyhedral geometry is the Schlaefli formula. It relates in a simple and el-egant to way the volume, edge lengths and dihedral angles of tetrahedra in the spheresand hyperbolic spaces in dimension 3. The formula can be considered as a foundation of 3-dimensional variational principles for triangulated objects. For a long time, mathemati-cians have been considering the Gauss-Bonnet formula as the 2-dimensional counterpart of Schlaefli. The recent breakthrough in this area was due to the work of Colin de Verdierein 1995 who found the first 2-dimensional identity relating edge lengths and inner anglessimilar to the Schlaefli identity. The mathematical work produced in this book can beconsidered as establishing all 2-dimensional counterparts of Schaefli formula. It turns outthere are continuous families of Schlaefli type identities in dimension 2. These identi-ties produce many interesting variational principles for polyhedral surfaces. In the partof mathematics of the book, we are focusing on a study of the rigidity phenomena onpolyhedral surfaces. Some moduli space problems are also discussed in the book. In the part of algorithm of the book, we introduce discrete curvature flow from boththeoretical and practical points of view. Discrete curvature flow is a powerful tool fordesigning metrics by prescribed curvatures. The algorithm maps general surfaces with ar-bitrary topologies to three canonical spaces. Therefore, all geometric problems of surfacesin 3D space are converted to 2D ones. This greatly improves the efficiency and accuracyfor engineering applications. The discrete Ricci flow algorithm, and Ricci energy opti-mization algorithm are rigorous, robust, flexible and efficient. They have been applied forsurface matching, registration, shape classification, shape analysis and many fundamental acolications in oractice.

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内容概要

This book intends to lead its readers to some of the current topics of research in the geometry of polyhedral surfaces with applications to computer graphics. The main feature of the book is a systematic introduction to geometry of polyhedral surfaces based on the variational principle. The authors focus on using analytic methods in the study of some of the fundamental results and problems on polyhedral geometry, e. g., the Cauchy rigidity theorem, Thurston's circle packing theorem, rigidity of circle packing theorems and Colin de Verdiere's variational principle. With the vast development of the mathematics subject of polyhedral geometry, the present book is the first complete treatment of the subject.

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书籍目录

1 Introduction 1.1 Variational Principle and Isoperimetric Problems 1.2 Polyhedral Metrics and Polyhedral Surfaces 1.3 A Brief History on Geometry of Polyhedral Surface 1.4 Recent Works on Polyhedral Surfaces 1.5 Some of Our Results 1.6 The Method of Proofs and Related Works 2 Spherical Geometry and Cauchy Rigidity Theorem 2.1 Spherical Geometry and Spherical Triangles 2.2 The Cosine law and the Spherical Dual 2.3 The Cauchy Rigidity Theorem3 A Brief Introduction to Hyperbolic Geometry3.1 The Hyperboloid Model of the Hyperbolic Geometry 3.2 The Klein Model of Hn3.3 The Upper Half Space Model of Hn3.4 The Poincar6 Disc Model Bn of Hn3.5 The Hyperbolic Cosine Law and the Gauss-Bonnet Formula 4 The Cosine Law and Polyhedral Surfaces 4.1 Introduction 4.2 Polyhedral Surfaces and Action Functional of Variational Framework 5 Spherical Polyhedral Surfaces and Legendre Transformation 5.1 The Space of All Spherical Triangles 5.2 A Rigidity Theorem for Spherical Polyhedral Surfaces 5.3 The Legendre Transform 5.4 The Cosine Law for Euclidean Triangles 6 Rigidity of Euclidean Polyhedral Surfaces 6.1 A Local and a Global Rigidity Theorem 6.2 Rivin's Theorem on Global Rigidity of Curvature7 Polyhedral Surfaces of Circle Packing Type7.1 Introduction7.2 The Cosine Law and the Radius Parametrization 7.3 Colin de Verdiere's Proof of Thurston-Andreev Rigidity Theorem 7.4 AProof of Leibon's Theorem7.5 A Sketch of a Proof of Theorem 73(c)7.6 Marden-Rodin's Proof Thurston-Andreev Theorem8 Non-negative Curvature metrics and Delaunay Polytopes8.1 Non-negative and Curvature Metrics and Delaunay Condition ..8.2 Relationship between, Curvature and the Discrete Curvature ko8.3 The work of Rivin and Leibon on Delaunay Polyhedral Surfaces A Brief Introduction to Teichmiller Space 9.1 Introduction 9.2 Hyperbolic Hexagons, Hyperbolic 3-holed Spheres and the Cosine law9.3 Ideal Triangulation of Surfaces and the Length Coordinate of the Teichmuller Spaces 9.4 New Coordinates for the Teichmuller Space 10 Parameterizatios of Teichmuller spaces 10.1 A Proof of Theorem 10.110.2 Degenerations of Hyperbolic Hexagons 10.3 A Proof of Theorem 10.211 Surface Ricci Flow11.1 Conformal Deformation11.2 Surface Ricci Flow12 Geometric Structure12.1 (X, G) Geometric Structure12.2 Affine Structures on Surfaces12.3 Spherical Structure12.4 Euclidean Structure 12.5 Hyperbolic Structure 12.6 Real Projective Structure 13 Shape Acquisition and Representation 13.1 Shape Acquisition 13.2 Triangular Meshes 13.3 Half-Edge Data Structure 14 Discrete Ricci Flow 14.1 Circle Packing Metric14.2 Discrete Gaussian Curvature14.3 Discrete Surface Ricci Flow14.4 Newton's Method14.5 Isometric Planar Embedding14.6 Surfaces with Boundaries14.7 Optimal Parameterization Using Ricci flow15 Hyperbolic Ricci Flow15.1 Hyperbolic Embedding15.1.1 Embedding One Face15.1.2 Hyperbolic Embedding of the Universal Covering Space 15.2 Surfaces with Boundaries Reference Index

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章节摘录

插图:

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