

Continuous Piecewise Polynomials and Static Equilibrium

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Rose-Hulman Institute of Technology
Mathematics Colloquium

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Piecewise Polynomials

- ▶ \mathcal{P} : subdivision of a domain $\Omega \subset \mathbb{R}^n$

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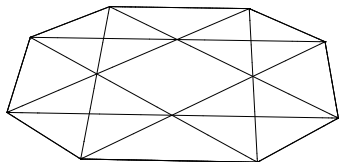
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- ▶ $C^r(\mathcal{P})$: all functions $F : \Omega \rightarrow \mathbb{R}$, continuously differentiable of order r , whose restriction to each part of the subdivision \mathcal{P} is a **polynomial**. F is called an **r -spline** (or just a spline).

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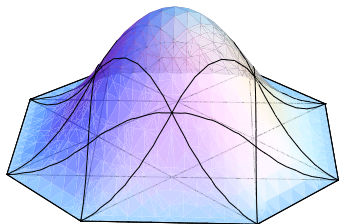
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Graph of the **Zwart-Powell element**: a spline in $C_2^1(\mathcal{P})$

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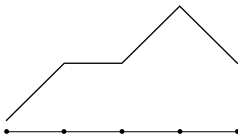
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Graph of PL function on I

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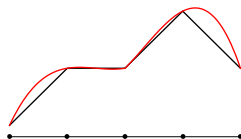
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Trapezoid Rule!

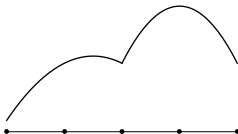
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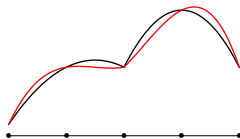
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Simpson's Rule!

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Univariate Piecewise Linear Functions

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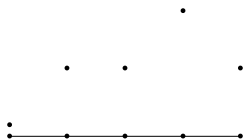
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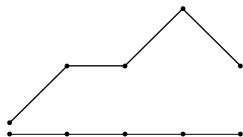
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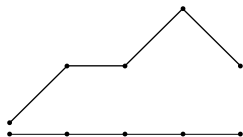
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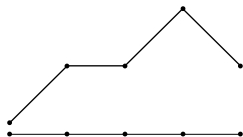


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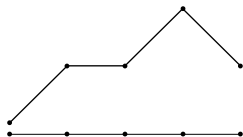
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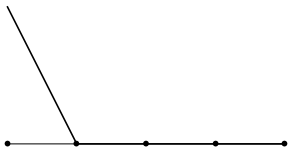
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Basis for $C_1^0(I)$: 'Courant functions' or 'tent functions' which are 1 at a chosen vertex and 0 at all others.

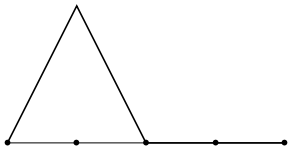
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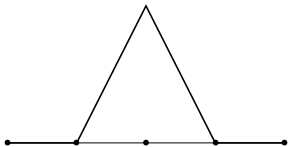
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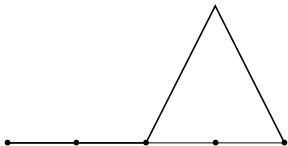
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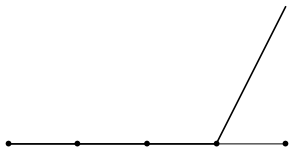
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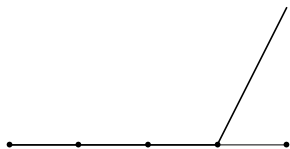
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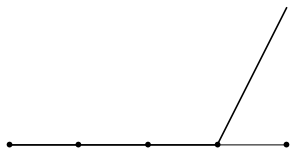


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Can generalize this dimension formula for all r, d :

$$\dim_{\mathbb{R}} C_d^r(I) = \begin{cases} d+1 & d \leq r \\ e(d+1) - v^0(r+1) & d > r \end{cases}$$

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There are nice algorithms due to Casteljau and de Boor to compute bases of $C_d^r(I)$ called **B-splines**.

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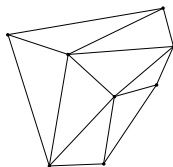
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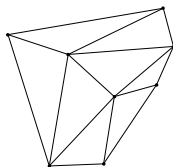
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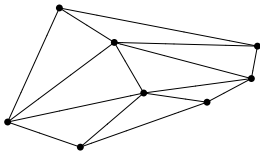
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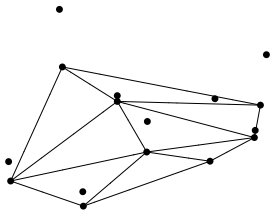
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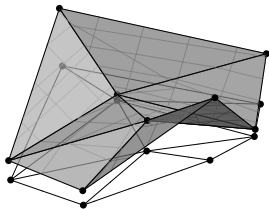
Again, a continuous piecewise linear function on Δ is uniquely determined by its value on the vertices (3 points determine a plane!).



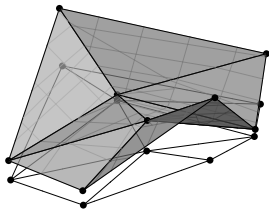
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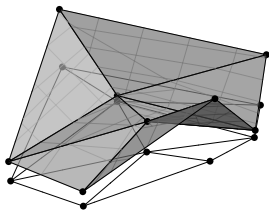


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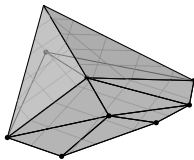
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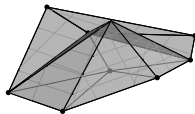
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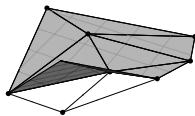
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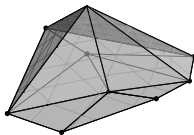
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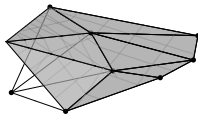
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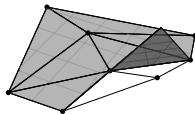
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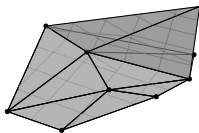
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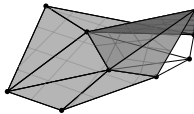
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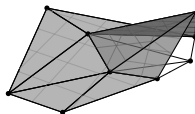
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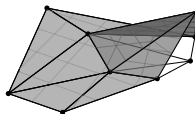
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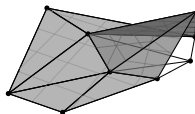


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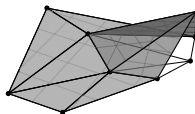
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There is no reference to the geometry of Δ ! **All** that matters is the number of faces, edges, and vertices.

I don't like triangles

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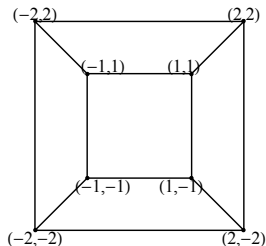
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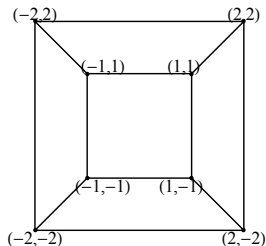


A polygonal framework \mathcal{P}_1 with
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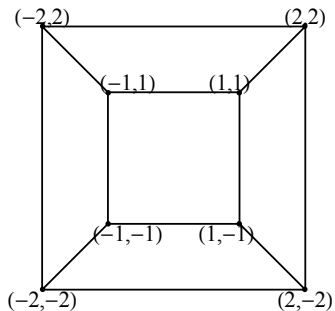
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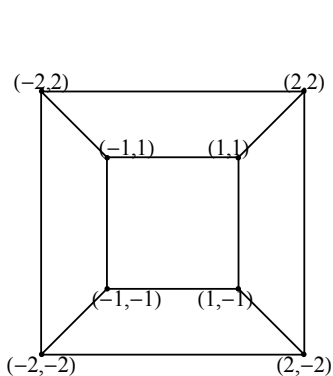
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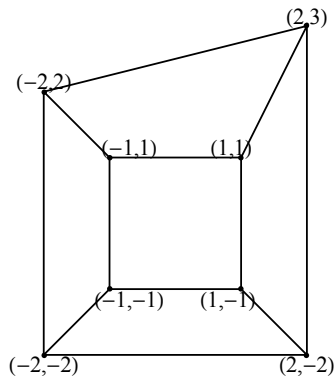
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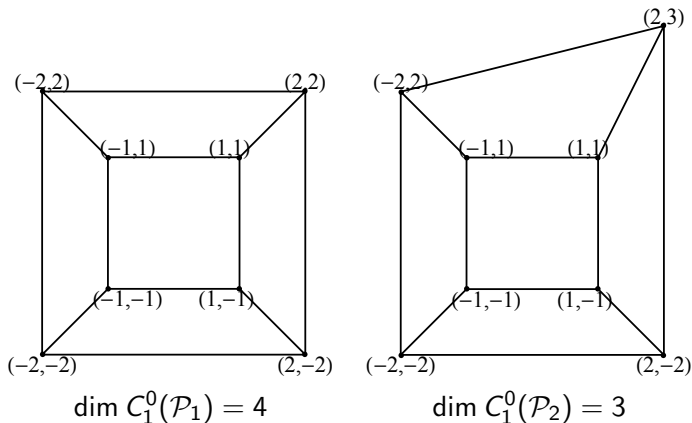
$$\dim C_1^0(\mathcal{P}_1) = 4$$



$$\dim C_1^0(\mathcal{P}_2) = 3$$

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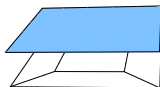


Let's see why.

- ▶ A **trivial** PL function is one which restricts to the same linear function on each face.

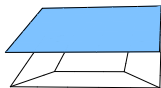
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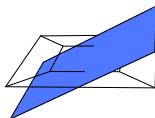


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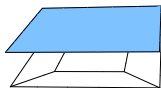


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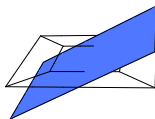


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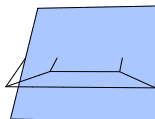
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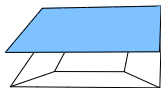


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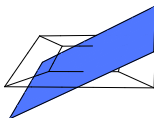


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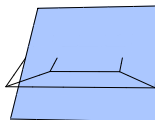
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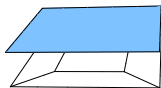
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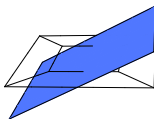
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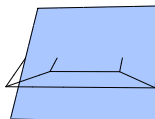
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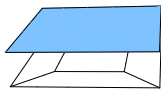
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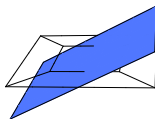
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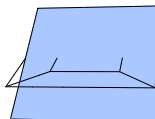
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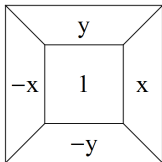


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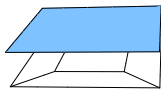


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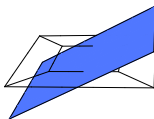
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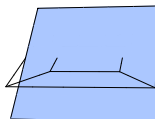
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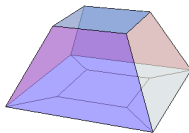
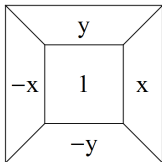


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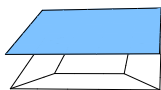


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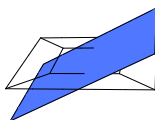
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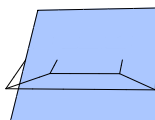
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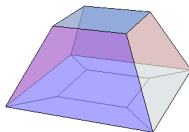
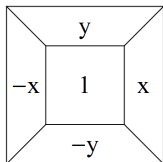


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When you move to \mathcal{P}_2 you lose this PL function!

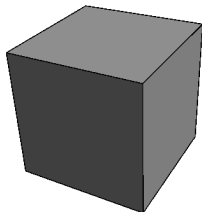
Generating Interesting Examples

Polygonal frameworks coming from a polytopes often have PL functions that are lost under small perturbations of the vertices.

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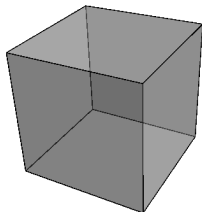
Here's a cube



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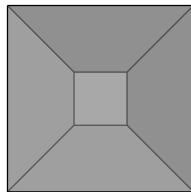
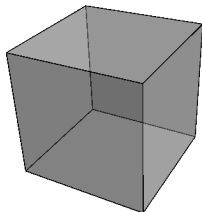
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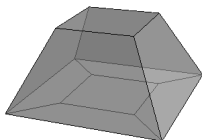
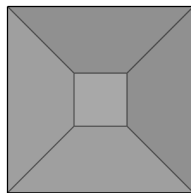
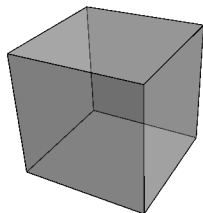
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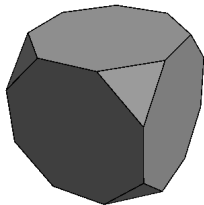
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The nontrivial PL function is a 'deformed cube'

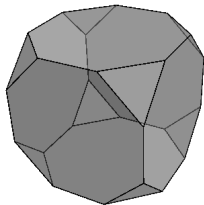
A more interesting example

Chop off cube corners



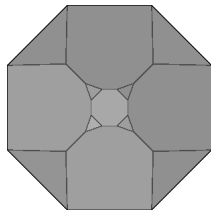
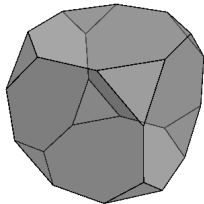
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Make it transparent



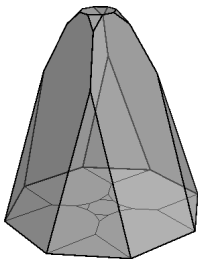
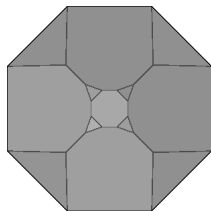
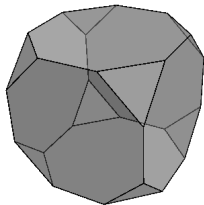
A more interesting example

Make it transparent Look into an octagonal face:



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We get a nontrivial PL function which is a 'deformed' version of the truncated cube

And now for something completely different

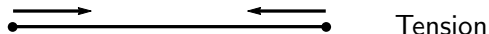
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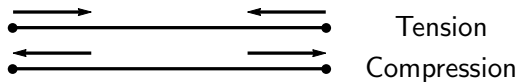
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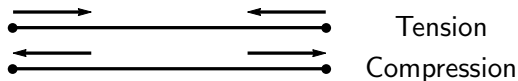
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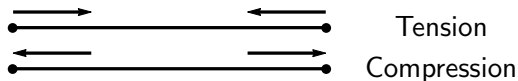
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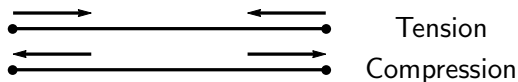
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Self-Stress

A **self-stress** on a framework is an assignment of scalars ω_{ij} along the edges e_{ij} satisfying

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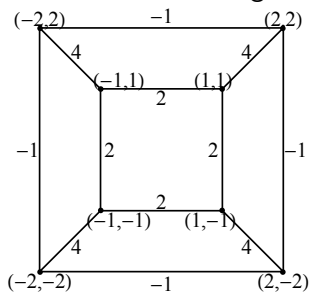
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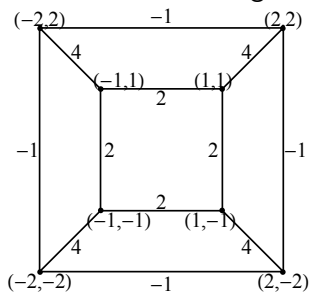
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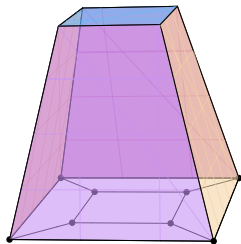
By the way, what could this mean physically?

Maxwell's Observation

Nontrivial stresses are in 1-1 correspondence (almost) with nontrivial PL functions on \mathcal{P} which vanishes along the boundary!

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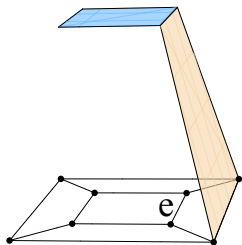
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Start with graph

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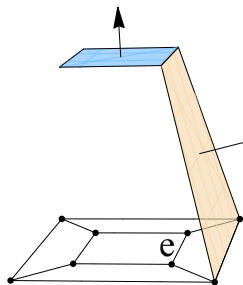
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Restrict to faces adjacent to a single edge e

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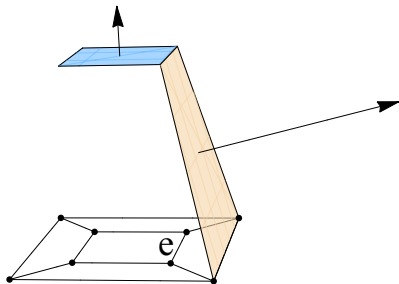


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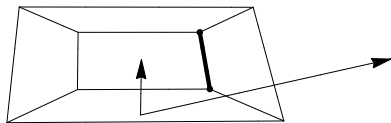
Take normals
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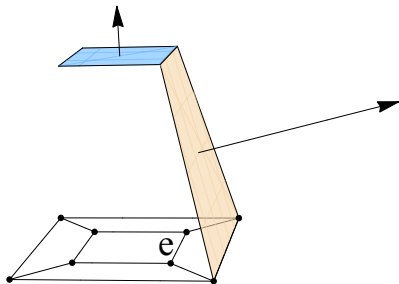
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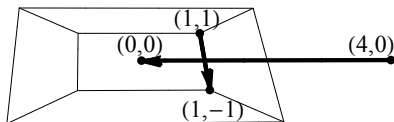
Translate normals to
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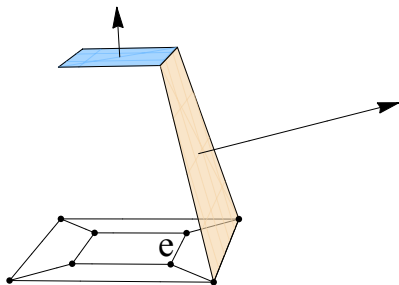
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Translate normals to $(0, 0, -1)$
Connect normal tips

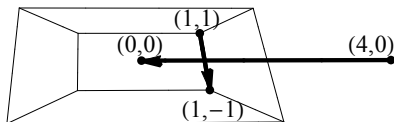
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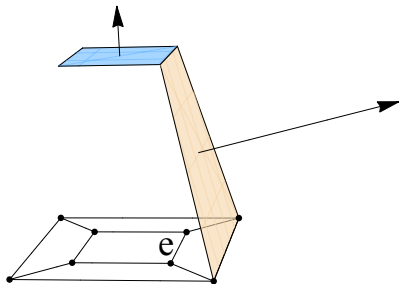
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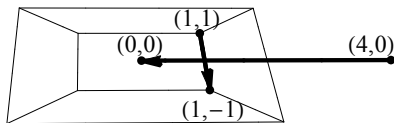
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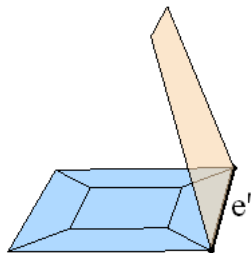


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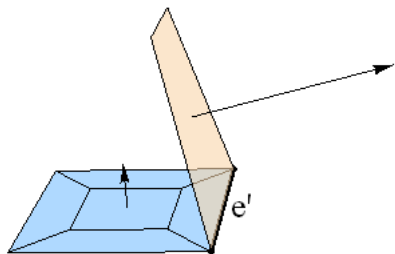
Sign of ω_e depends on orientation.

Flipping Orientations



Restrict to faces adjacent
to the edge e'

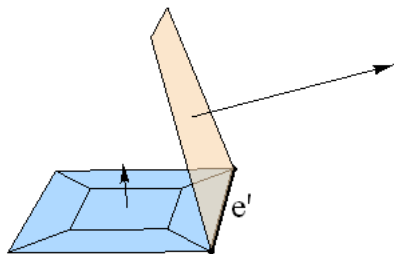
Flipping Orientations



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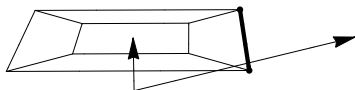
Take normals
(z -component= 1)

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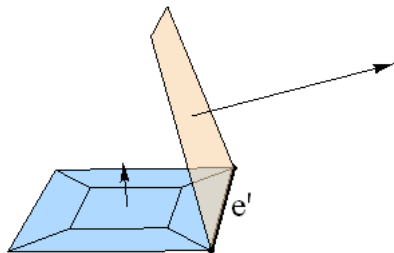
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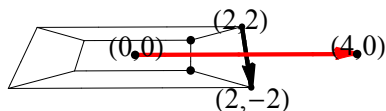
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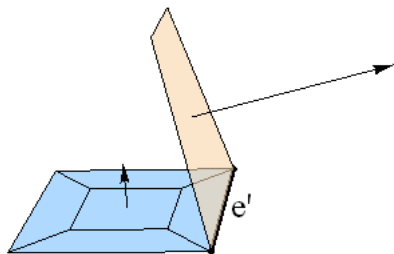
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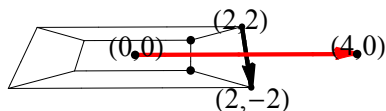
Connect normal tips

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Restrict to faces adjacent to the edge e'

Take normals
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$$\omega_{e'} = -\frac{4}{4} = -1$$

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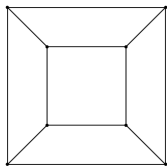
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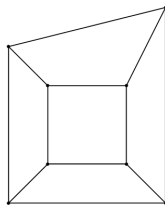
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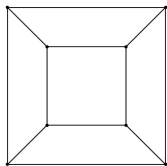
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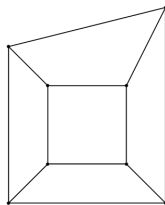
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Fact: If the domain is not simply connected, the above correspondence breaks down!

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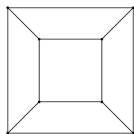
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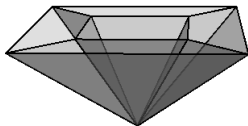
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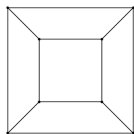


$\hat{\mathcal{P}}_1$

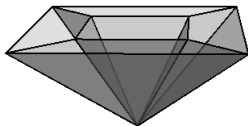
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\mathcal{P}_1



$\widehat{\mathcal{P}}_1$

- ▶ $C^0(\widehat{\mathcal{P}})$ is **graded** (every spline can be written as a sum of splines of uniform degree)
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- ▶ Useful to consider algebraic structures on $C^0(\widehat{\mathcal{P}})$ in addition to vector space structure
- ▶ $F \in C^0(\widehat{\mathcal{P}})$, $f \in \mathbb{R}[x, y, z]$ a polynomial. Then $f \cdot F \in C^0(\widehat{\mathcal{P}})$.
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- ▶ Via some homological algebra, $\dim C_1^0(\mathcal{P})$ has consequences for **freeness** of $C^0(\widehat{\mathcal{P}})$ as an $\mathbb{R}[x, y, z]$ -module. This in turn impacts how easy it is to calculate $\dim C_d^0(\mathcal{P})$ for $d \geq 1$.

THANK YOU!