

# Does it matter if the Geometric Constraint is projectively invariant?

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# Does it matter if the Constraints are projectively invariant?

Ways it can matter:

- Vocabulary and Notation:  $\mathcal{P}^d$  : Basic Structure and Vocabulary: projective notation Plücker, Grassman, Cayley;
- for statics as 2-extensors,
- centers of motion for structures,
- Techniques to test: e.g. Coning, Projection, Projective constructions;
- Change of Metrics: plane, sphere, hyperbolic
- Vision to Recognize What happens with points at infinity? - sliders; polarity and sheet structures, buildings.
- Analogies with other projective constraint systems: parallel drawing and scene analysis;

# Does it matter if the Constraints are projectively invariant?

Vocabulary and notion:

Use projective coordinates - homogeneous and projective operations,  
Use extensors as joins of points, for a force and for static equilibrium equation

Names such as Plücker, Grassman, Cayley for algebra.

All worked with projective algebra, as did Klein (student of Plücker)

References

- 1 Classic: Reference: Klein Elementary Mathematics from an advanced standpoint
- 2 Coming references: B. Schulze, A. Nixon and W. Whiteley: Paper 1 Rigidity Through a Projective Lens, to appear March 2021
- 3 Paper 2 Projective Theory of Scene Analysis, Parallel Drawings and Reciprocal Diagrams - to appear: August 2021?
- 4 50 years of papers coauthored by W. Whiteley, ....

# Statics as projective

Móbius barycentric coordinates with weighted points and balance of forces. Rankine, an engineer writing a book on statics immediately realized after hearing one talk that statics was projectively invariant.

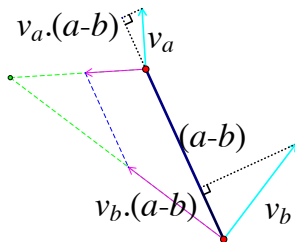
$f \vee p$  as 2-extensor for point  $p$  and force  $f$  (free vector - point at infinity) which has  $\binom{d+1}{2}$  coordinates in  $\mathcal{P}^d$ .

3 equilibrium equations in the plane, 6 equilibrium equations in 3-space, ....  
Clean and effective.

# infinitesimal motions as projective

Centers of motion as projective representation of infinitesimal motions

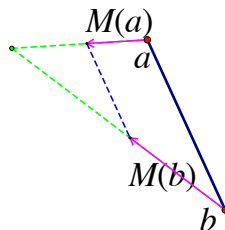
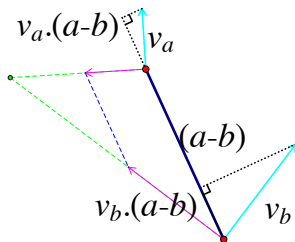
- point centers for bodies including bars, in plane
- *momenta* as projective centers for vertices weighted piece of line, plane, ... through point perpendicular to 'velocity'



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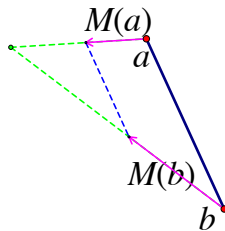
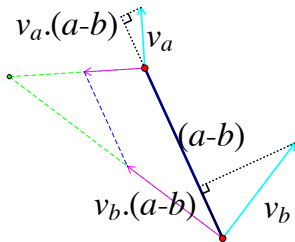
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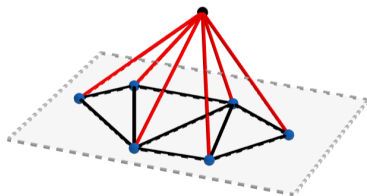
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- screw centers in 3 space
- weighted plane segments through points as momenta  $M(a)$
- notice parallel drawing above

# Coning and Projecting

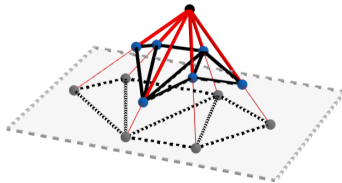
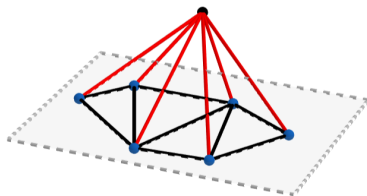
Take a new joint in the next dimension, join it to all joints in a framework with bars





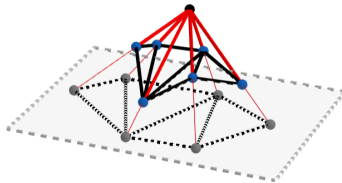
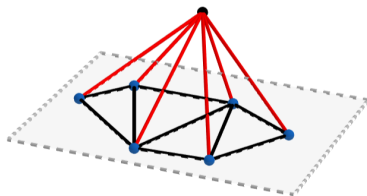
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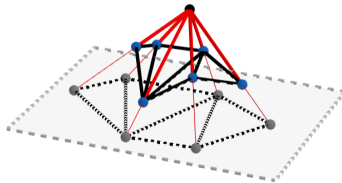
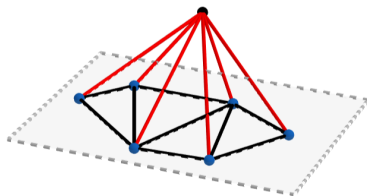
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# Coning and Projecting

Take a new joint in the next dimension, join it to all joints in a framework with bars



Geometrically, preserves all statics and infinitesimal mechanics  
Push-pull vertices along cone-rays - preserves statics.

# Projective Conditions

Projective polynomial for when generically isostatic graph is singular with an infinitesimal motion and stress

## Pure Condition

$$[a_1 b_1 a_2][a_1 a_3 b_3][b_2 a_3 a_2][b_2 b_1 b_3] - [b_2 b_1 a_2][b_2 a_3 b_3][a_1 a_3 a_2][a_1 b_1 b_3]$$

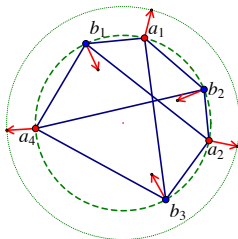
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Complete Bipartite Frameworks  $K_{3,3}$  on a circle



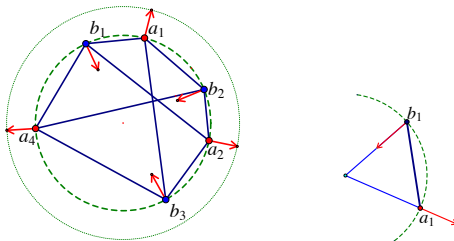
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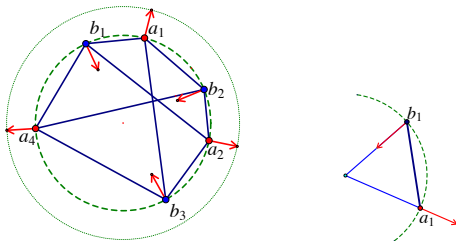
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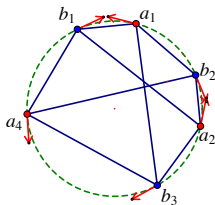
Not yet projective!

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Complete Bipartite Framework  $K_{3,3}$  on a circle - projective version



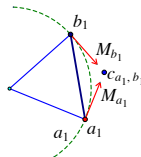
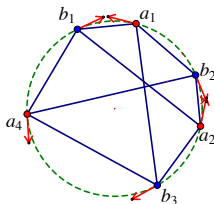


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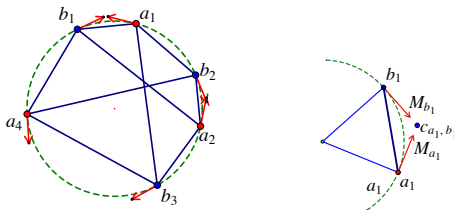


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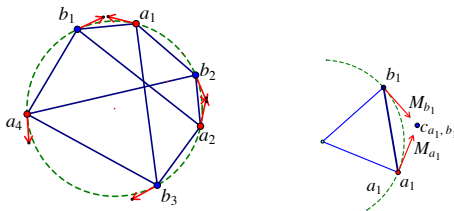
Projectively - circle goes to all conics  
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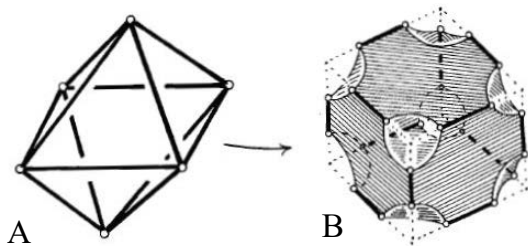
Complete Bipartite Framework  $K_{3,3}$  on a circle - projective version



- Projectively - circle goes to all conics
- point momenta are tangent to conic
- plus taking limits to get two lines
- extends to larger complete bipartite

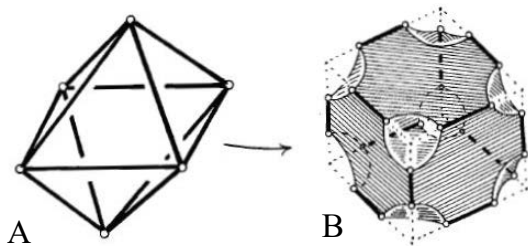
# Polarity

bar-joint polarizes to plane sheet-hinge  
same  $3d$  counts, projective conditions.



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Sheet is rigid within its plane - has a dual momentum - which is a weighted point center in the plane.

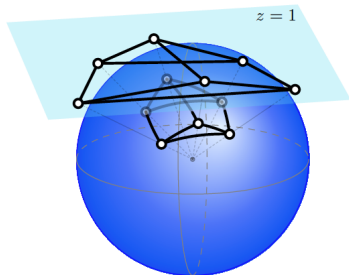
Related to Alexandrov's extension of Cauchy

Polarity for rigidity does not easily adapt to  $d \neq 3$

Sheets are  $3d$  analogs of collinear points with a tree of edges in the plane

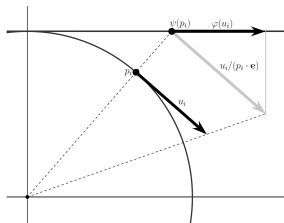
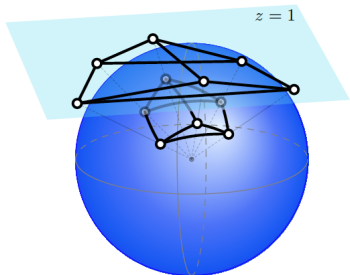
# Change of Metric

Spherical as slice of cone



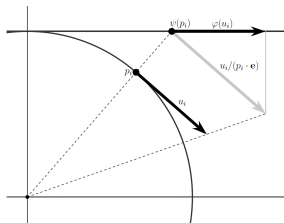
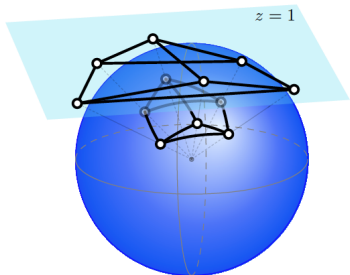
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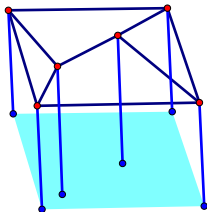


Also extends to Hyperbolic



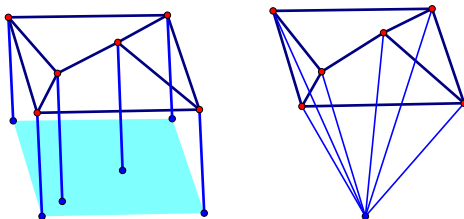
# Expanding our vision

One story building as cone



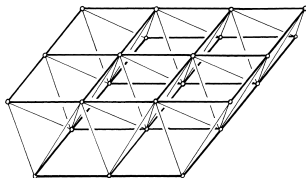
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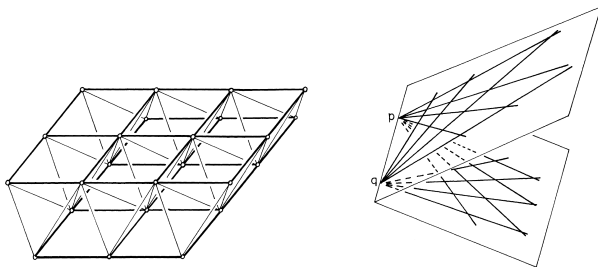
## Expanding vision

Truss as bipartite - can you see this as a ruled quadric with a bipartite framework?



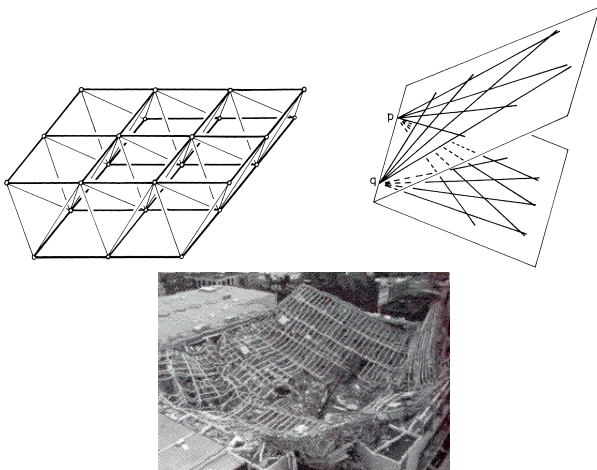
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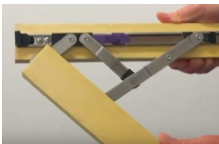
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Collapse - did the projective geometry matter?

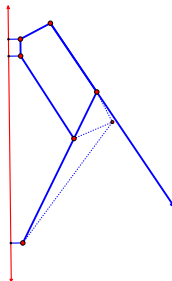
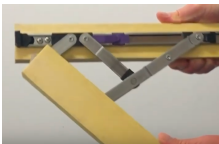
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Sliders in mechanical engineering - as points at infinity



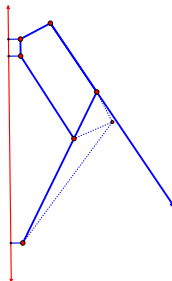
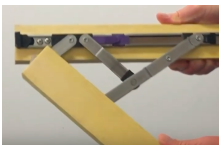
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Both geometry and combinatorics  
Includes conditions for collinear vertices



## Other projective constraints

Liftings: Given picture with points, lines and faces in plane - what plane faced polyhedra project to this? How many?

### Picture Theorem [Whiteley 1989]

Incidence structure  $S = (V, F; I)$  with a generic picture has  $d + k$  space of liftings if and only if  $i = v + df - (d + k)$  and  $i' \leq v' + df' - (d + 1)$  for any substructure  $I'$  with at least two faces.

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For graphs  $G = (V, E)$ :  $(d - 1)$  copies of edges and subgraphs  $G^*$ :

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Generalizes Laman's Theorem ( $d = 2$ )

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Connects directly to rigidity in the plane, in part through reciprocal diagrams, and momenta

# Discussion

Questions?

Other Connections

New research problems?

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# Symmetry and Projection

In the plane, the projective transformation of a mirror symmetry is a half-turn!

Send mirror to infinity and normal to mirror becomes center of half-turn

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Send mirror to infinity and normal to mirror becomes center of half-turn

In the sphere, inversion of mirror symmetry is half-turn

Pairing of symmetries found in elliptic space - sphere with antipodal points identified

# Global Rigidity with sliders

If we add sliders - what happens to global rigidity?

In plane? in higher dimensions?

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In plane? in higher dimensions?

What happens with global rigidity of sheet structures?