

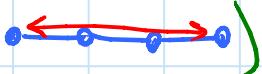
Locked linkages: recall

	<u>chains</u>	<u>trees</u>	
2D	never locked ✓	can lock [10]	TODAY
3D	can lock	can lock	
4D ⁺	never locked	never locked	

Algorithms for unfolding 2D chains

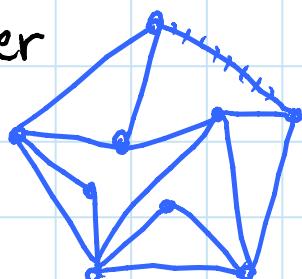
① ordinary differential equation given by
(canonical) expansive infinitesimal motion

[Connelly, Demaine, Rote 2000, 2002]

- strictly expansive (other than 
- one step in poly. time: convex program
- many steps; inaccurate (without projection)
- OPEN:** how many? pseudopolynomial?

② pointed pseudotriangulations [Streinu 2000, 2005]

- expansive ↗ maximal edge set on given points
- $n^{O(1)}$ steps with $> 180^\circ$ angle at every vertex
- one step follows 1D.O.F. linkage → delete edge of convex hull
 - best algorithm is exponential
 - **OPEN:** are pseudotriangulations easier than general 2D linkages?
(e.g. they are noncrossing)
- **PROJECT:** implement this algorithm



Algorithms for unfolding 2D chains: (cont'd)

③ energy

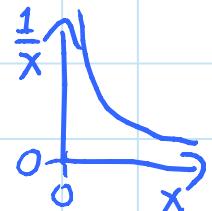
[Cantarella, Demaine, Iben, O'Brien 2004]

- not expansive
- one step is $O(n^2)$ & exact on real RAM
- pseudopolynomial number of steps
 \hookrightarrow poly. in n & $r = \frac{\text{max. dist.}}{\text{min. distance}}$

Approach:

- define energy function on configurations:

$$E(C) = \sum_{\text{edge } vw} \sum_{\substack{\text{vertex } u \\ \neq v \text{ or } w}} \frac{1}{d(u, vw)}$$



- any energy-decreasing motion avoids crossings: approaching 0 dist. shoots $E \rightarrow \infty$
- expansive motion decreases energy (in fact, every term)
 \Rightarrow energy-decreasing motions exist

smooth \Rightarrow downhill gradient of energy exists: $-\nabla E$
- computable in $O(n^2)$ time

- lower bound gradient, upper bound curvature
 $\Rightarrow O(n^{123} r^{41})$ step bound (!)

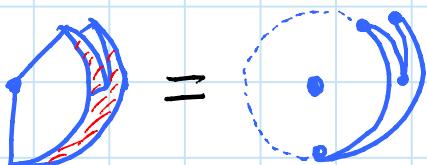
OPEN

OPEN

OPEN

- : improve step bound (likely not hard)
- : $n^{O(1)}$ step bound possible? conjecture no
- : is minimum-energy configuration unique?
for equilateral polygons, it's a regular n -gon

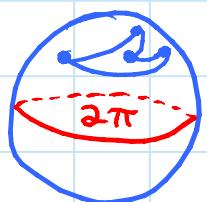
Single-vertex rigid origami: [Streinu & Whiteley 2001]
 every folded state of a single-vertex crease pattern can be folded rigidly
 (continuously, faces staying rigid)



linkage folding!

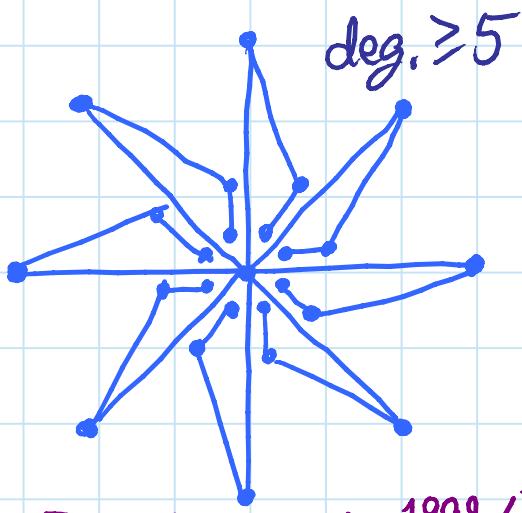
Spherical Carpenter's Rule Theorem: [Streinu & Whiteley]
 closed chain of total length $\leq 2\pi$ on unit sphere
 has a connected configuration space

- proof based on projective invariance of infinitesimal rigidity
- length $\leq 2\pi \Rightarrow$ lie in hemisphere
 \Rightarrow can project to plane
- length $> 2\pi \Rightarrow$ no convex configuration

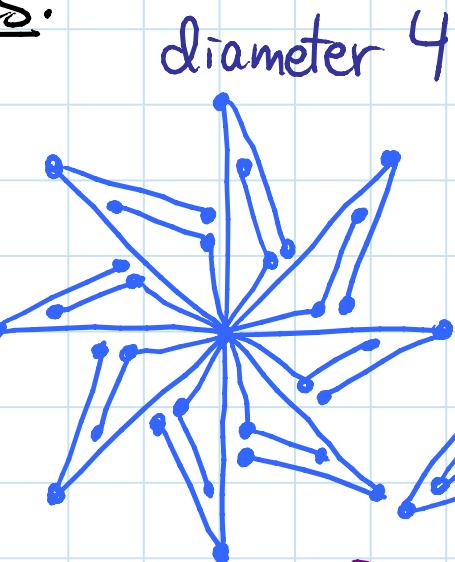


Touching case (e.g. flat folding) handled by recent self-touching Carpenter's Rule Theorem [Abbott, Demaine, Gassend 2007]

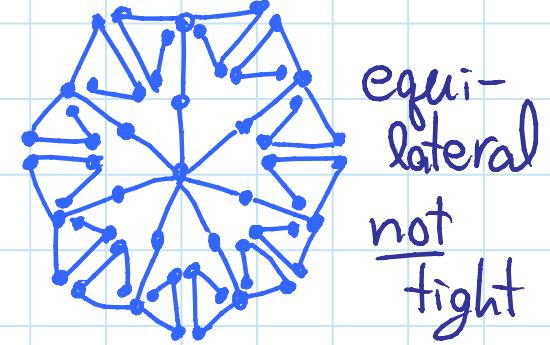
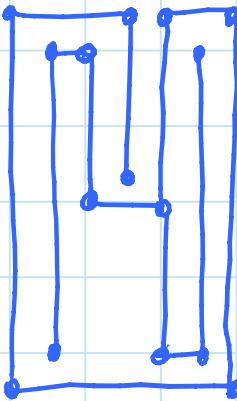
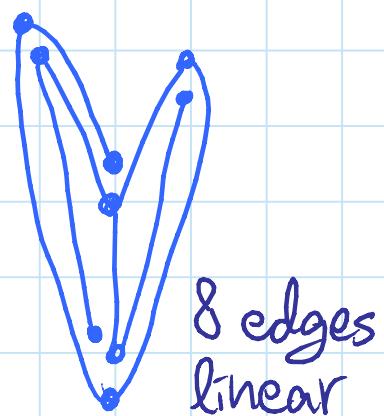
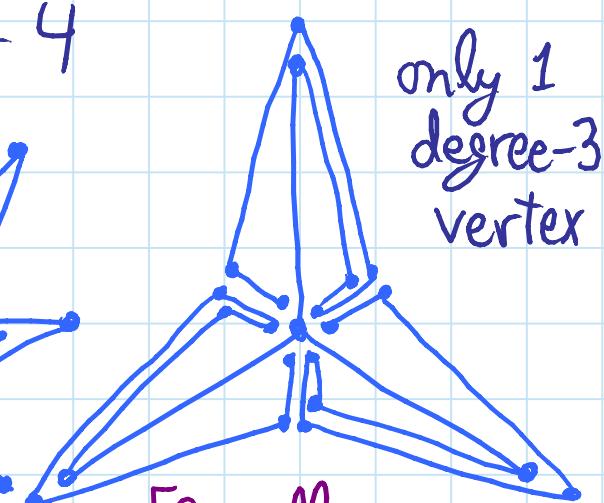
Locked 2D trees:



[Biedl et al. 1998/2002]



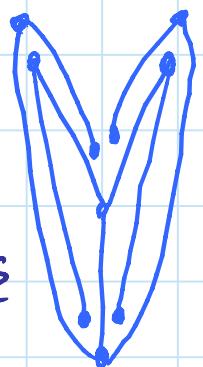
[Poon 2005] [Connelly, Demaine, Rote 2002]



[Ballinger, Charlton, Demaine, Demaine, Iacono, Liu, Poon 2009]

- linear = edges lie (nearly) in a line
- locked linear trees have
 - ≥ 8 edges
 - ≥ 9 edges or diameter ≥ 6

[Ballinger et al.]



OPEN

: 8 edges minimal for nonlinear?
14 edges minimal for orthogonal?

- OPEN: characterize locked linkages
e.g. locked trees in 2D or chains in 3D
- polynomially solvable?
 - special case: linear trees

- Related problem: can you fold config. A \rightarrow config. B?
- PSPACE-complete for 2D trees & 3D chains
[Alt, Knauer, Rote, Whitesides 2004]
 - but their reductions use locked linkages as gadgets — so all locked

Infinitesimally locked linkages [Connelly, Demaine, Rote 2002]

Intuition: in many locked examples (particularly 2D), as gaps get smaller, so do valid motions

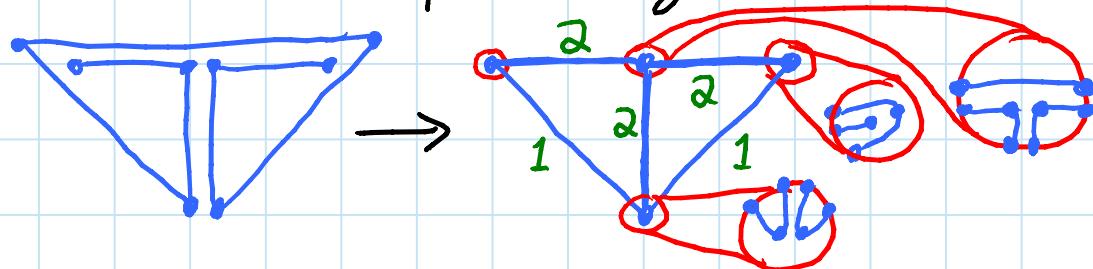
Locked within ϵ = configuration from which it is impossible to get farther than ϵ in configuration space

Rigid = locked within \emptyset

- but trees are never rigid... right?



Self-touching configuration allows infinitesimal gaps: geometric overlap, distinguished combinatorially



- now can be rigid

Return to nontouching: rigidity \Rightarrow "strongly locked"

Strongly locked = sufficiently small perturbations are locked within ϵ , for any $\epsilon > 0$

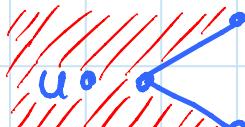
S-perturbation = move vertices within S-disks, preserving combinatorial sidedness

Every self-touching has a (non-self-touching) S-perturbation, for all $S > 0$ [Ribó Mor, PhD 2005]

Proof based on "sloppy rigidity": [Connelly 1982]
 if relax the edges in a rigid tensegrity
 (bars can change length by δ
 struts can shrink by δ_a etc.)
 then still can't move more than Σ

Infinitesimally locked linkages: (cont'd)

Infinitesimal rigidity:

- implies rigidity
 - "zero-length strut" (linear inequality):
 u should remain right of vw 
 - Sometimes nonconvex: 
- ⇒ conservative polynomial test (drop constraints)
 or exponential test (split into 2 convex)
- analogs of equilibrium stress & duality
 - even Maxwell-Cremona [Ribó Mor, PhD 2006]
 - nice proofs by hand: positive stress on struts
 + underlying linkage rigid

(

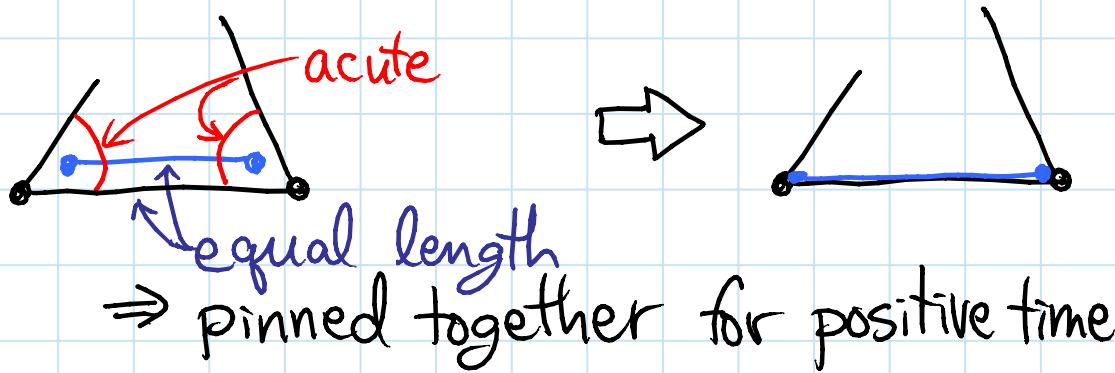
 - ⇒ inf. rigid
 - ⇒ rigid
 - ⇒ strongly locked

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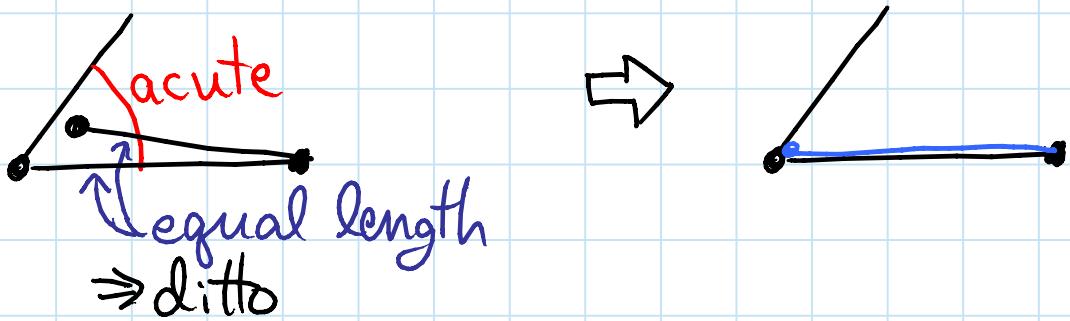
PROJECT: implement locked linkage
 tester/designer tool

Infinitesimal locking rules: [Connelly, Demaine, Demaine, Fekete, Langerman, Mitchell, Ribó, Rote 2006]

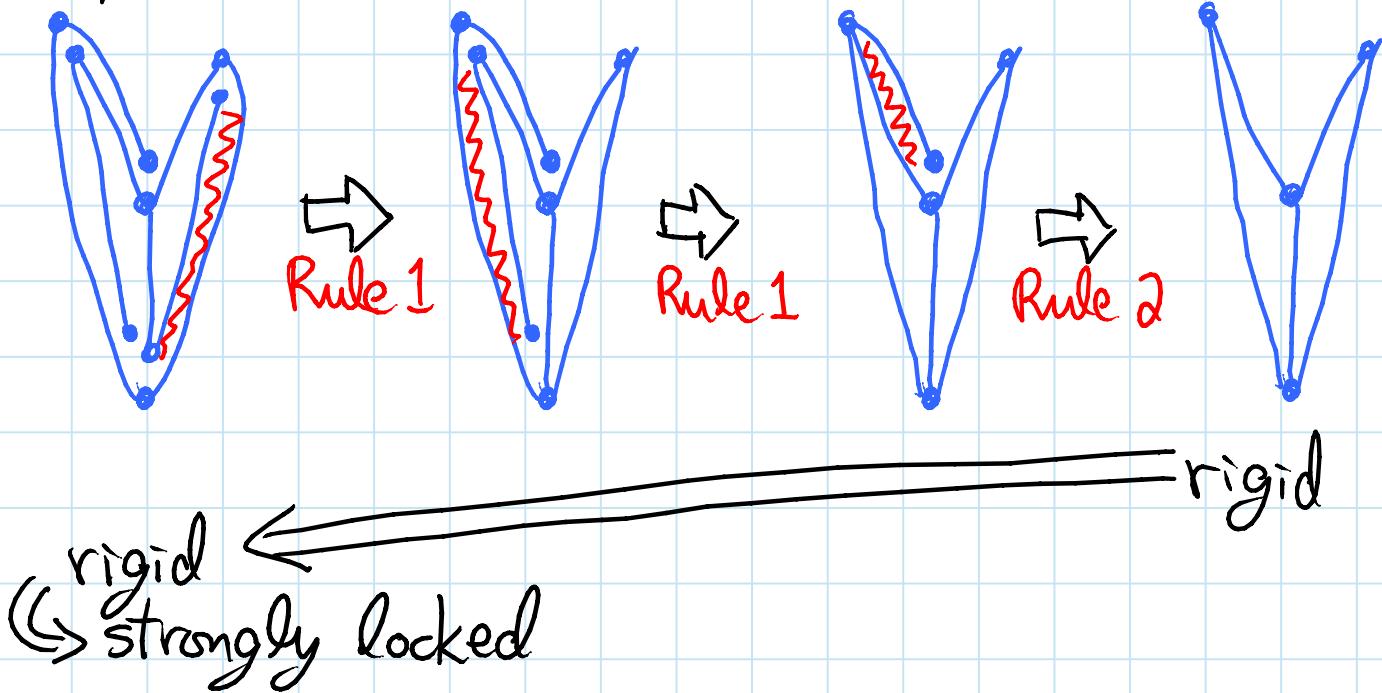
Rule 1:



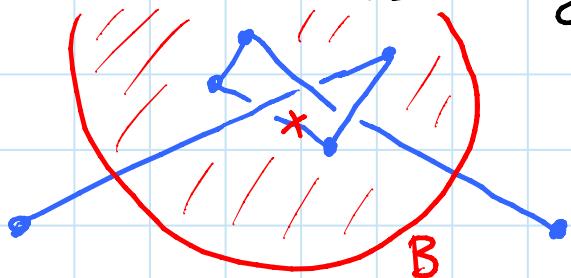
Rule 2:



Example:



3D knitting needles: locked if each end bar is longer than \sum middle bars



[Cantarella & Johnston 1998]

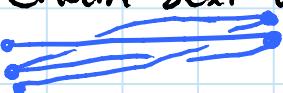
Proof: draw ball B centered at midpoint of middle bars, diameter = \sum middle bars + ϵ

- ⇒ middle vertices remain inside B , end vertices remain outside B .
- ⇒ any motion could be augmented by an unknotted rope connecting two ends outside B .
- ⇒ straightening motion would untie trefoil knot. \square

OPEN: minimum possible edge length ratio for which locked 3D chain exists?

- best example is 1:3+ ϵ above

OPEN: any locked equilateral 3D chain? [Biedl et al.]
equilateral 3D chain self-weaving on line [E. Demaine]



equilateral unknotted closed chains? [M. Demaine]

equilateral trees? [E. Demaine; Poon]

equilateral chain of equal-width cylinders? [O'Rourke]

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6.849 Geometric Folding Algorithms: Linkages, Origami, Polyhedra
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