

# Folding & Unfolding: Folding Polygons to Convex Polyhedra

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Joseph O'Rourke  
Smith College

# Folding and Unfolding Talks

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Linkage folding	Tuesday	Erik Demaine
Paper folding	Wednesday	Erik Demaine
<b>Folding polygons into convex polyhedra</b>	<b>Saturday<sub>1</sub></b>	<b>Joe O'Rourke</b>
Unfolding polyhedra	Saturday <sub>2</sub>	Joe O'Rourke

# Outline

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- Reconstruction of Convex Polyhedra
  - Cauchy to Sabitov (to an Open Problem)
- Folding Polygons
  - Algorithms
  - Examples
  - Questions

# Outline<sub>1</sub>

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- Reconstruction of Convex Polyhedra
  - Cauchy to Sabitov (to an Open Problem)
    - | Cauchy's Rigidity Theorem
    - | Aleksandrov's Theorem
    - | Sabitov's Algorithm

# Outline<sub>2</sub>

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## ■ Folding Polygons

### ■ Algorithms

- | Edge-to-Edge Foldings
- | Gluing Trees; exponential lower bound
- | Gluing Algorithm

### ■ Examples

- | Foldings of the Latin Cross
- | Foldings of the Square

### ■ Questions

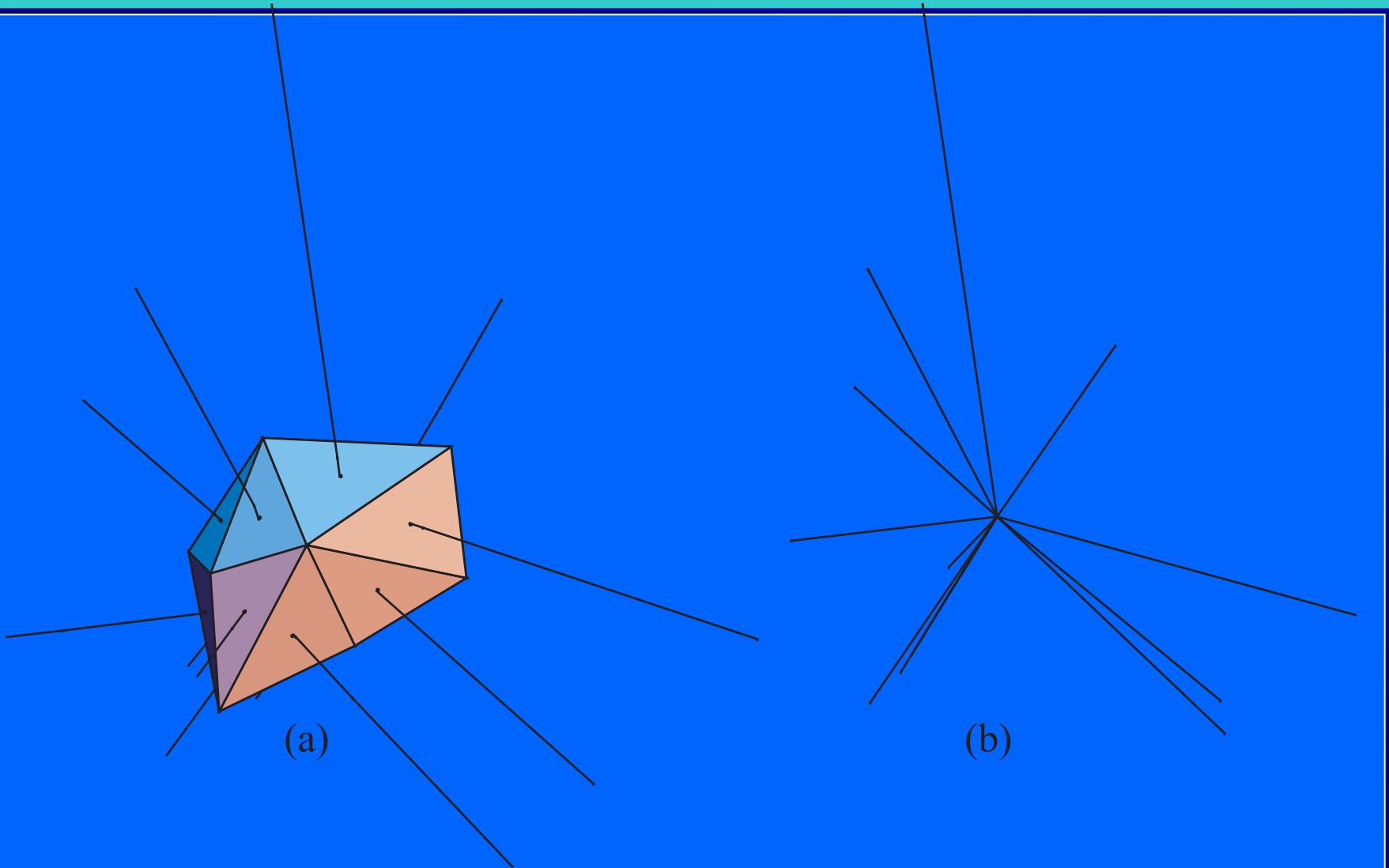
- | Transforming shapes?

# Reconstruction of Convex Polyhedra

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- graph
  - face angles
  - edge lengths
  - face areas
  - face normals
  - dihedral angles
  - inscribed/circumscribed
- Steinitz's Theorem
- Minkowski's Theorem

# Minkowski's Theorem



# Reconstruction of Convex Polyhedra

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- graph
  - face angles
  - edge lengths
  - face areas
  - face normals
  - dihedral angles
  - inscribed/circumscribed
- } Cauchy's Theorem



# Cauchy's Rigidity Theorem

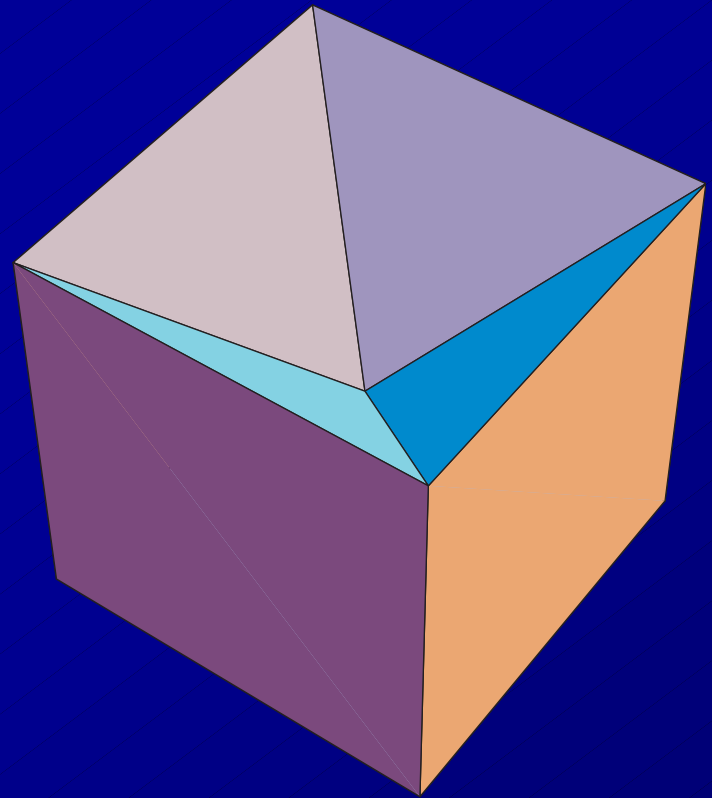
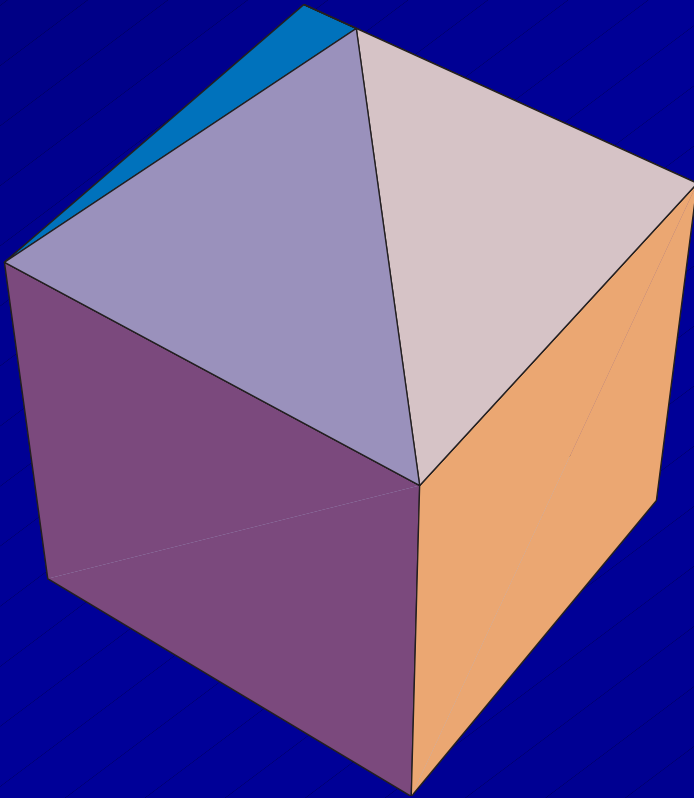
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- If two closed, convex polyhedra are combinatorially equivalent, with corresponding faces congruent, then the polyhedra are congruent;
- in particular, the dihedral angles at each edge are the same.

**Global rigidity** == unique realization

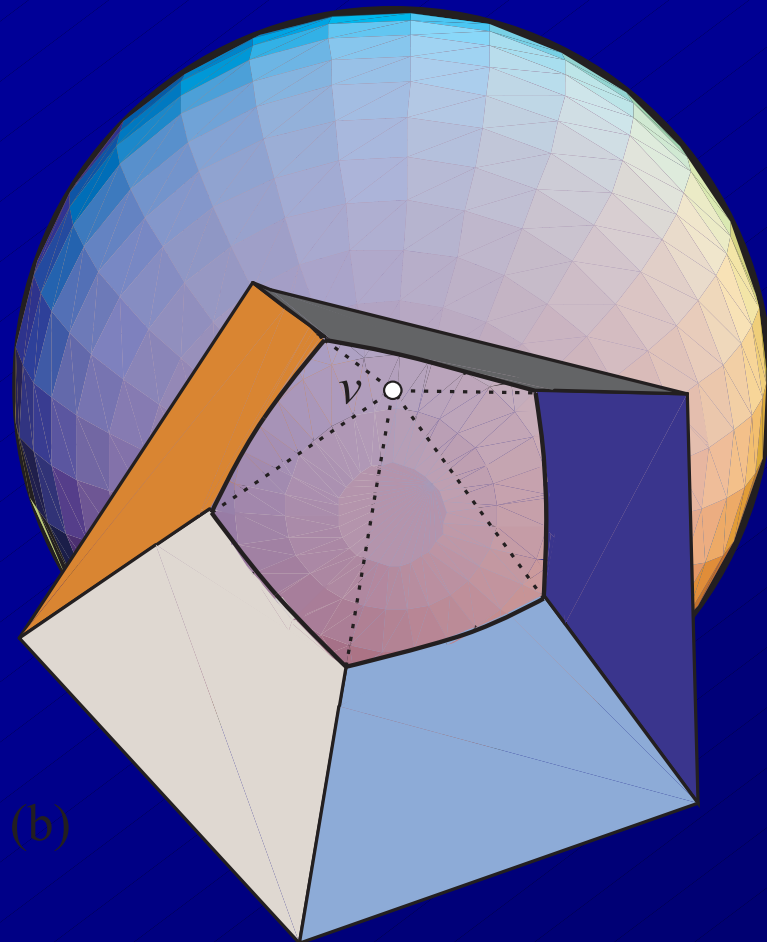
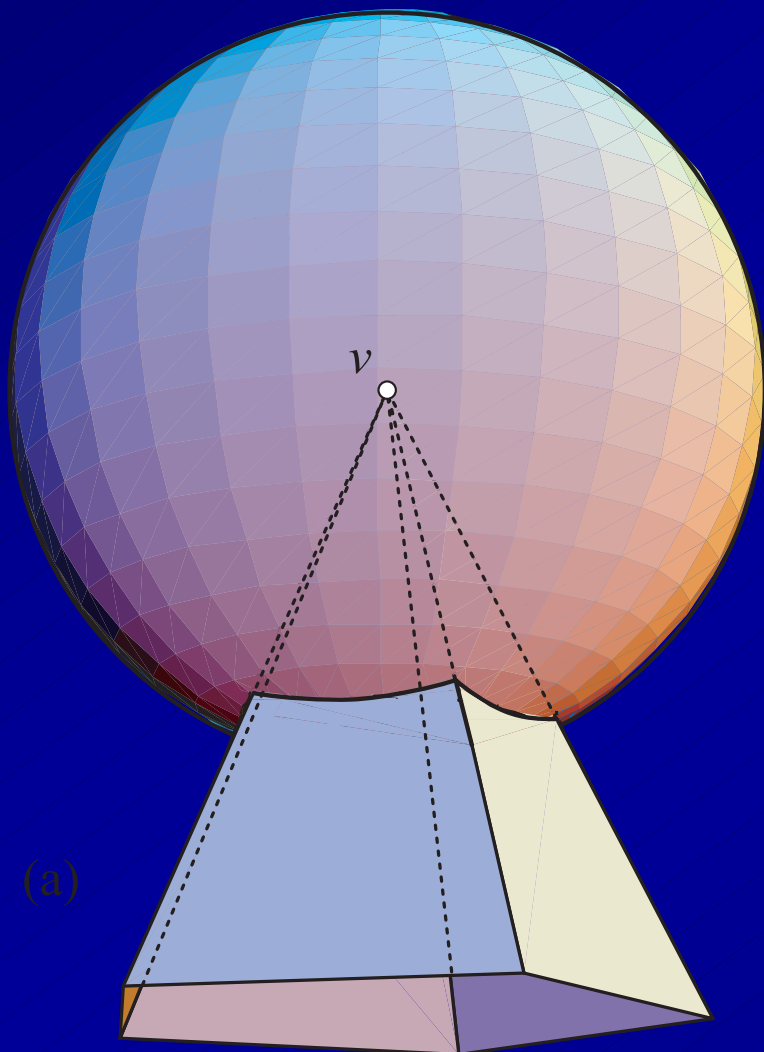
# Same facial structure, noncongruent polyhedra

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# Spherical polygon

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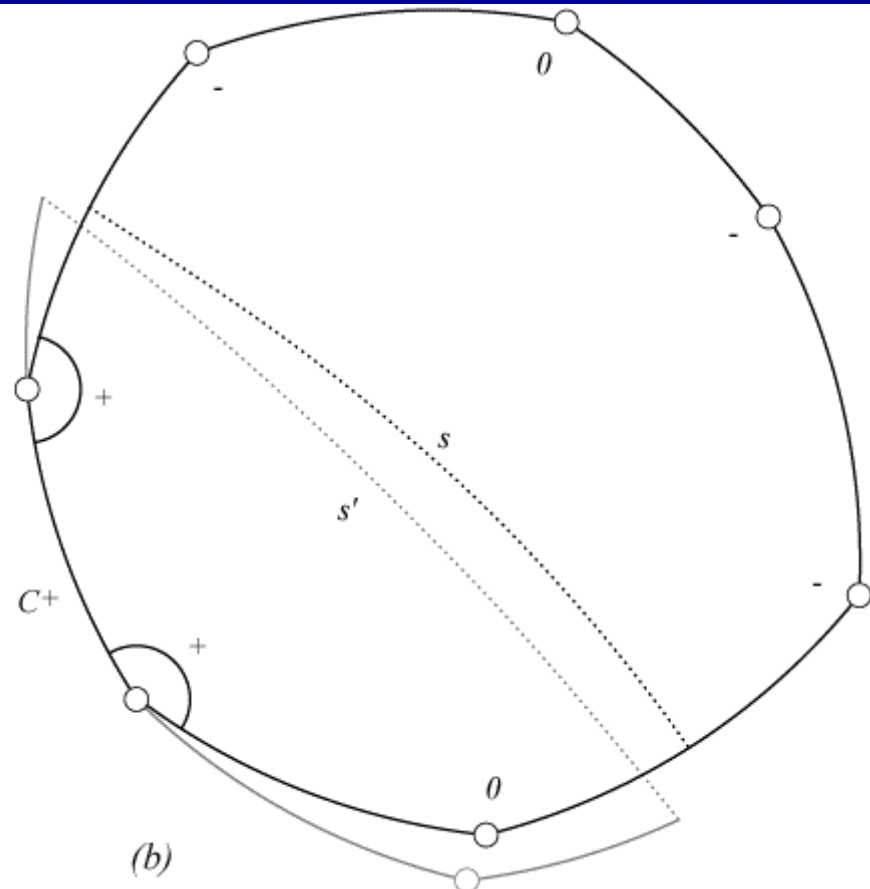
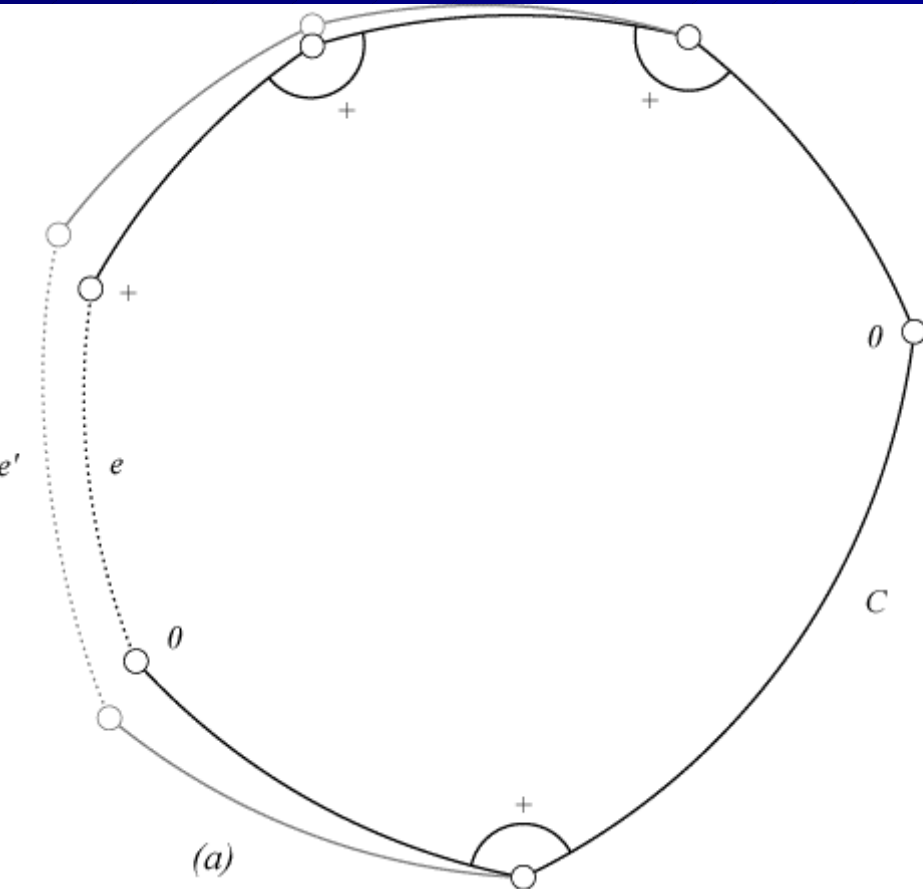
# Sign Labels: $\{+, -, 0\}$

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- Compare spherical polygons  $Q$  to  $Q'$
- Mark vertices according to dihedral angles:  $\{+, -, 0\}$ .

**Lemma:** The total number of alternations in sign around the boundary of  $Q$  is  $\geq 4$ .

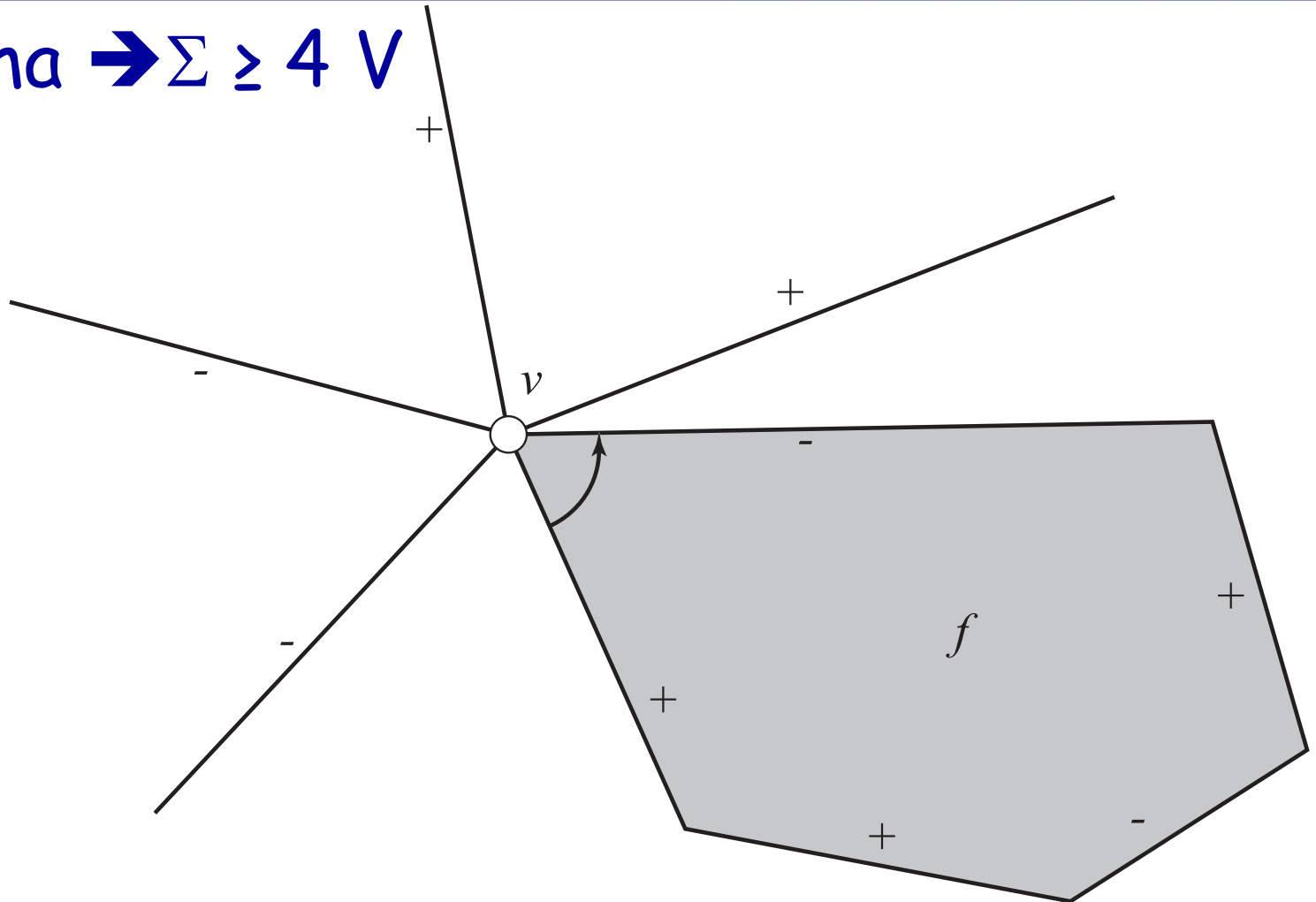
# The spherical polygon opens.



(a) Zero sign alternations; (b) Two sign alts.

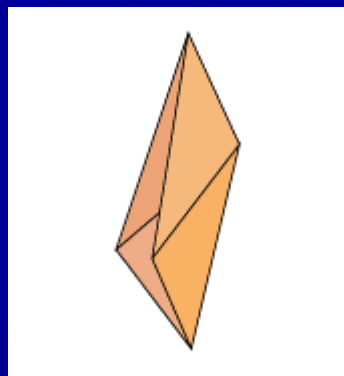
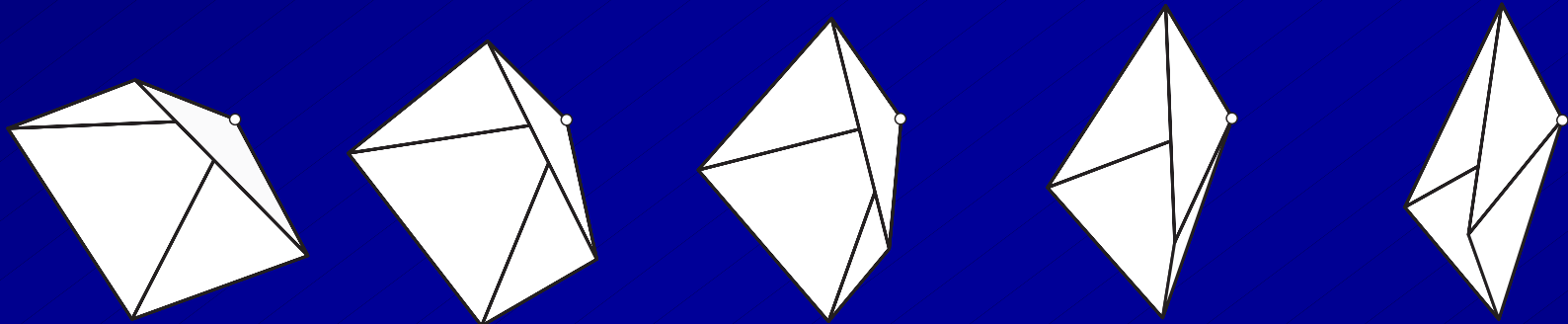
# Sign changes $\rightarrow$ Euler Theorem Contradiction

Lemma  $\rightarrow \Sigma \geq 4V$

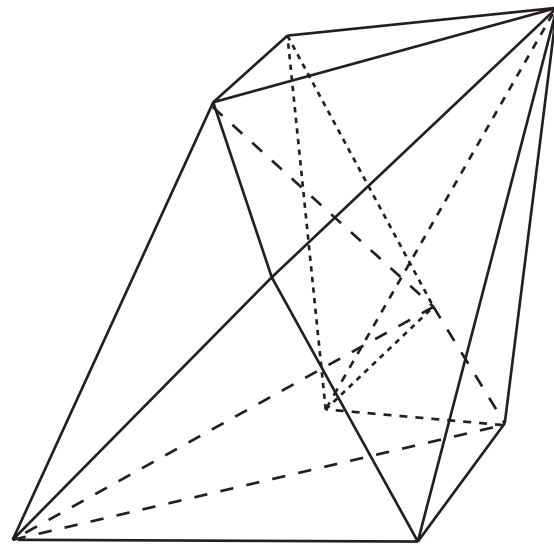
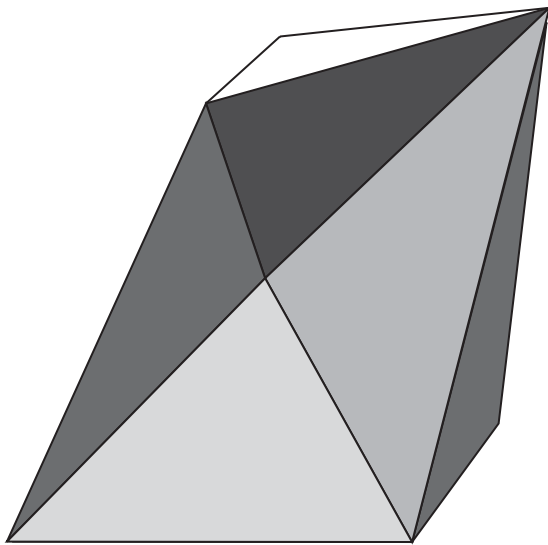


# Flexing top of regular octahedron

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# Steffen's flexible polyhedron



14 triangles, 9 vertices

<http://www.mathematik.com/Steffen/>



# The Bellow's Conjecture

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- Polyhedra can bend but not breathe [Mackenzie 98]
- Settled in 1997 by Robert Connelly, Idzhad Sabitov, and Anke Walz
- Heron's formula for area of a triangle:  
$$A^2 = s(s-a)(s-b)(s-c)$$
- Francesca's formula for the volume of a tetrahedron
- Sabitov: volume of a polyhedron is a polynomial in the edge lengths.

# Outline<sub>1</sub>

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- Reconstruction of Convex Polyhedra
  - Cauchy to Sabitov (to an Open Problem)
    - | Cauchy's Rigidity Theorem
    - | Aleksandrov's Theorem
    - | Sabitov's Algorithm

# Aleksandrov's Theorem (1941)

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- "For every convex polyhedral metric, there exists a unique polyhedron (up to a translation or a translation with a symmetry) realizing this metric."

# Pogorelov's version (1973)

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- "For every convex polyhedral metric, there exists a unique polyhedron (up to a translation or a translation with a symmetry) realizing this metric."
- "Any convex polyhedral metric given ... on a manifold homeomorphic to a sphere is realizable as a closed convex polyhedron (possibly degenerating into a doubly covered plane polygon)."

# Alexandrov Gluing (of polygons)

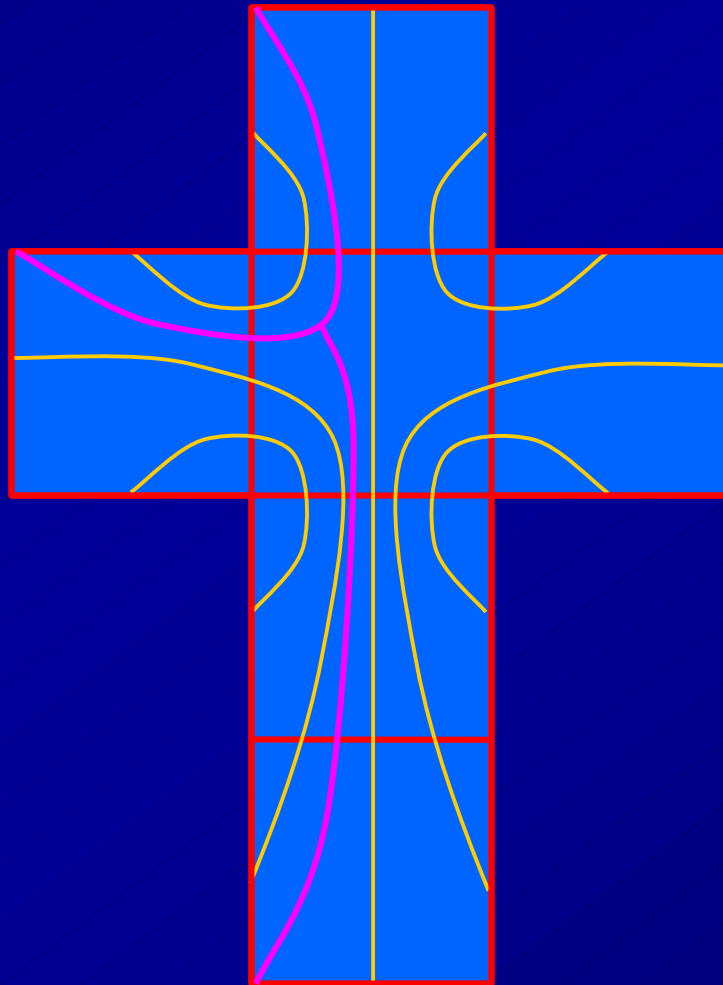
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- Uses up the perimeter of all the polygons with boundary matches:
  - | No gaps.
  - | No paper overlap.
  - | Several points may glue together.
- At most  $2\pi$  angle at any glued point.
- Homeomorphic to a sphere.

Aleksandrov's Theorem  $\Rightarrow$  unique  
"polyhedron"

# Folding the Latin Cross

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# Cauchy vs. Aleksandrov

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- Cauchy: uniqueness
- Aleksandrov: existence and uniqueness
  
- Cauchy: faces and edges specified
- Aleksandrov: gluing unrelated to creases

# Uniqueness

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- Cauchy: combinatorial equivalence + congruent faces => congruent
- Aleksandrov: "Two isometric polyhedra are equivalent"
- The sphere is rigid [Minding]
- The sphere is unique given its metric [Liebmann, Minkowski]
- Closed regular surfaces are rigid [Liebmann, Blaschke, Weyl]
- Uniqueness of these w/in certain class [Cohn-Vossen]
- ...
- "Isometric closed convex surfaces are congruent" [Pogorelov 73]



# Alexandrov Existence<sub>1</sub>

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- Induction on the number of vertices  $n$  of the metric:
  - from realization of  $n-1$  vertex metric to  $n$  vertex metric
  - by continuous deformation of metrics
  - tracked by polyhedral realizations

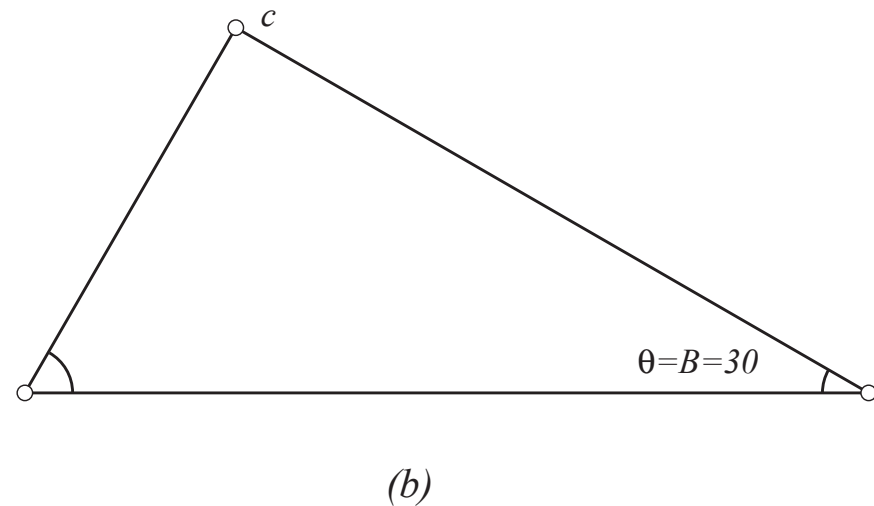
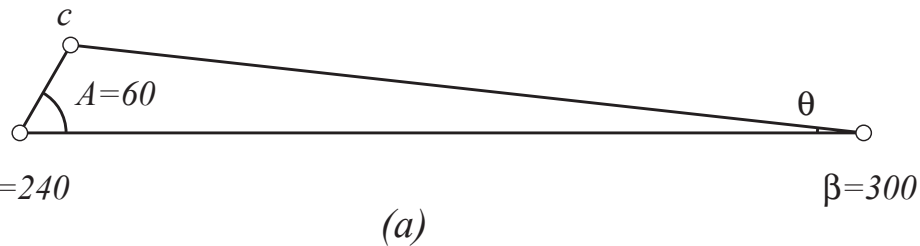
# Existence<sub>2</sub>

$$\text{curvature} = 2\pi - \sum \text{angs}$$

- There are two vertices  $a$  and  $b$  with curvature less than  $\pi$ .
- Connect by shortest path  $\gamma$ .
- Cut manifold along  $\gamma$  and insert double  $\Delta$  that leaves curvature unchanged.
- Adjust shape of  $\Delta$  until  $a$  and  $b$  both disappear:  $n-1$  vertices.
- Realize by induction, introduce nearby pseudovortex, track sufficiently close metrics.

(a) a flattened; (b) b flattened.

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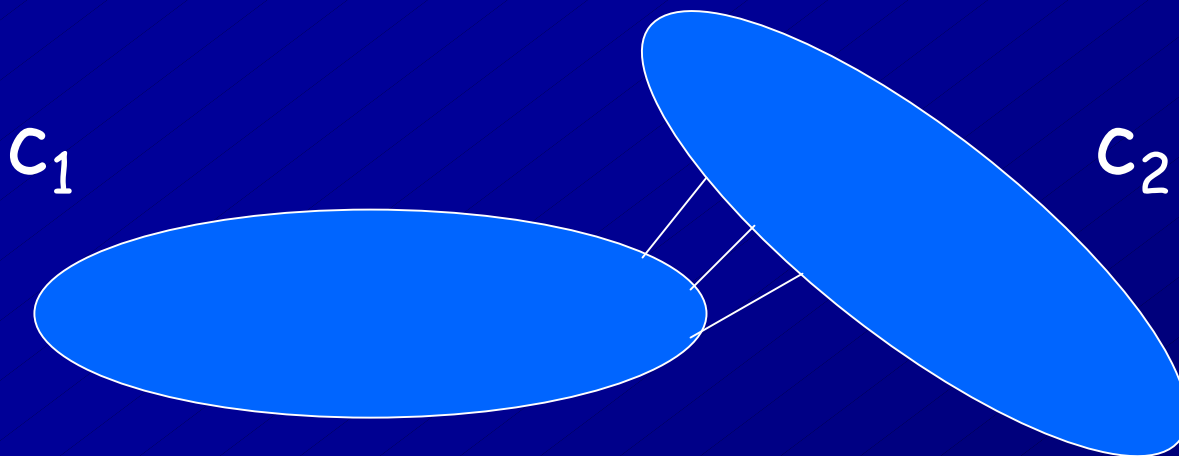
# D-Forms

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Smooth closed convex curves of same perimeter.

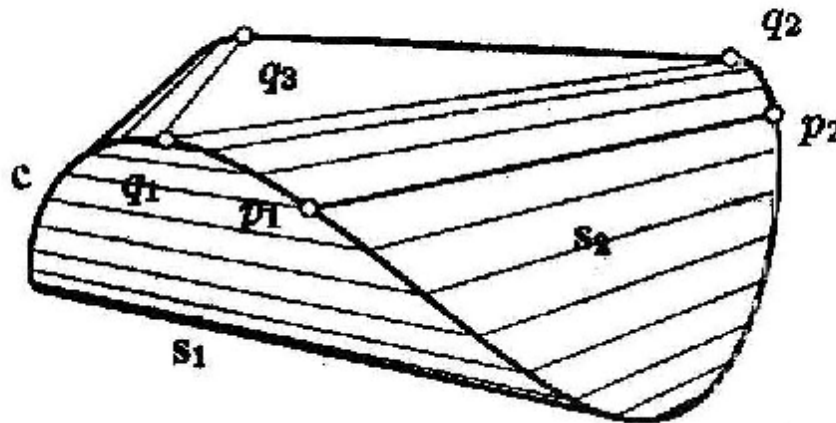
Glue perimeters together.

→ D-form



Helmut Pottmann and  
Johannes Wallner.  
*Computational Line  
Geometry.*  
Springer-Verlag, 2001.

Fig 6.49, p.401



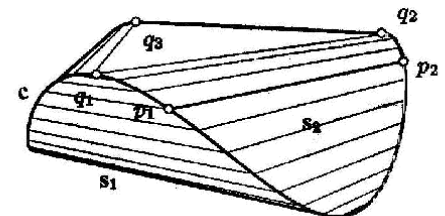
# Pottmann & Wallner

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■ When is a D-form is the convex hull of a space curve? *Always*

■ When is it free of creases?

*Always*



# Outline<sub>1</sub>

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- Reconstruction of Convex Polyhedra
  - Cauchy to Sabitov (to an Open Problem)
    - | Cauchy's Rigidity Theorem
    - | Aleksandrov's Theorem
    - | Sabitov's Algorithm

# Sabitov's Algorithm

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- Given edge lengths of triangulated convex polyhedron,
- computes vertex coordinates
- in time exponential in the number of vertices.



# Sabitov Volume Polynomial

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$$\blacksquare V^{2N} + a_1(l)V^{2(N-1)} + a_2(l)V^{2(N-2)} + \dots + a_N(l)V^0 = 0$$

$$\blacksquare \text{Tetrahedron: } V^2 + a_1(l) = 0$$

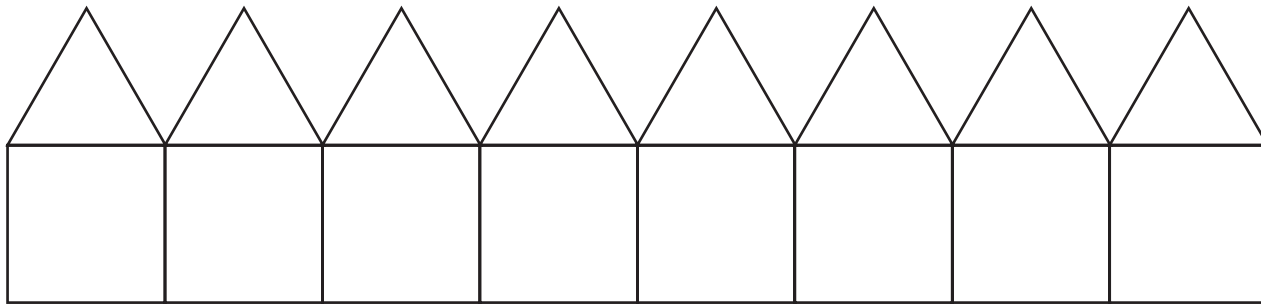
$\blacksquare l = \text{vector of six edge lengths}$

$$\blacksquare a_1(l) = \sum \delta_{ijk} (l_i)^2 (l_j)^2 (l_k)^2 / 144$$

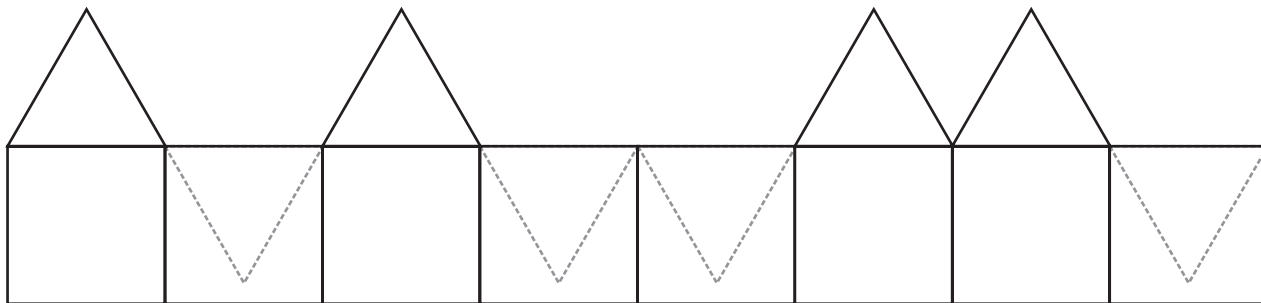
$\blacksquare \text{Francesca's formula}$

$\blacksquare \text{Volume of polyhedron is root of polynomial}$

# $2^N$ possible roots



(a)



(b)

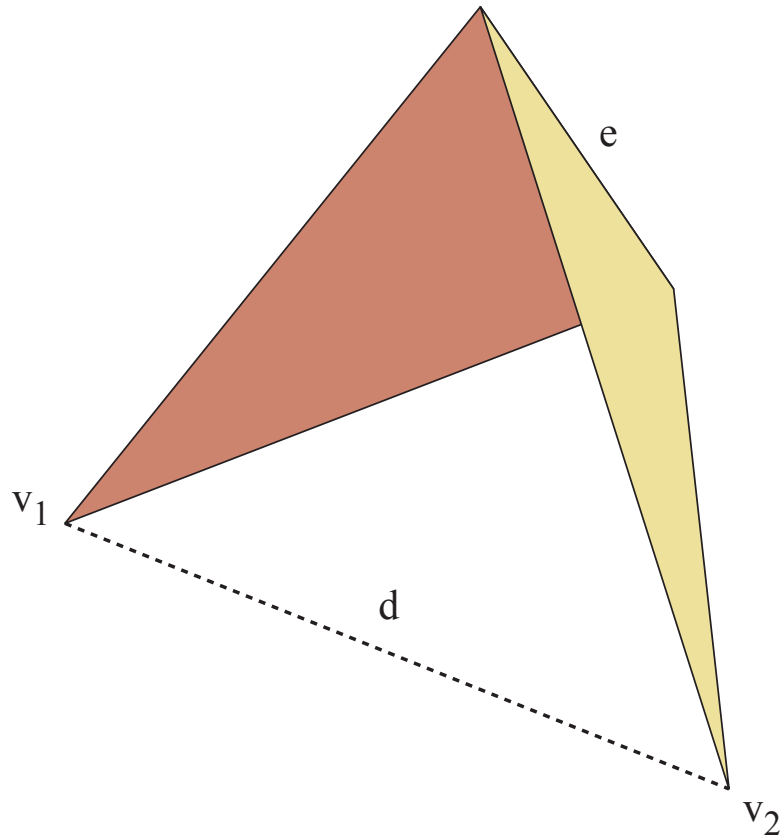
# Generalized Polyhedra

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- Polynomial represents volume of generalized polyhedra
  - any simplicial 2-complex homeomorphic to an orientable manifold of genus  $\geq 0$
  - mapped to  $\mathbb{R}^3$  by continuous function linear on each simplex.
- Need not be embeddable: surface can self-intersect.

# Sabitov Proof<sub>1</sub>

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# Sabitov Proof<sub>2</sub>

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- $\text{vol}(P) = \text{vol}(P') - \delta \text{vol}(T), \delta = \pm 1$
- ... [many steps] ...
- polynomial = 0
- unknowns:
  - edge lengths vector  $l$
  - $V = \text{vol}(P)$
  - unknown diagonal  $d$

# Sabitov Proof<sub>3</sub>

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- unknowns:
  - edge lengths  $l$  [given]
  - $V = \text{vol}(P)$  ["known" from volume polynomial]
  - unknown diagonal  $d$
- Try all roots for  $V$ , all roots for  $d$ : candidates for length of  $d$  & dihedral at  $e$ .
- Repeat for all  $e$ .
- Check the implied dihedral angles for the convex polyhedron.

# Open: Practical Algorithm for Cauchy Rigidity

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Find either

- a polynomial-time algorithm,
- or even a numerical approximation procedure,

that takes as

- **input** the combinatorial structure and edge lengths of a triangulated convex polyhedron, and
- **outputs** coordinates for its vertices.

# Outline<sub>2</sub>

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## ■ Folding Polygons

### ■ Algorithms

- | Edge-to-Edge Foldings
- | Gluing Trees; exponential lower bound
- | Gluing Algorithm

### ■ Examples

- | Foldings of the Latin Cross
- | Foldings of the Square

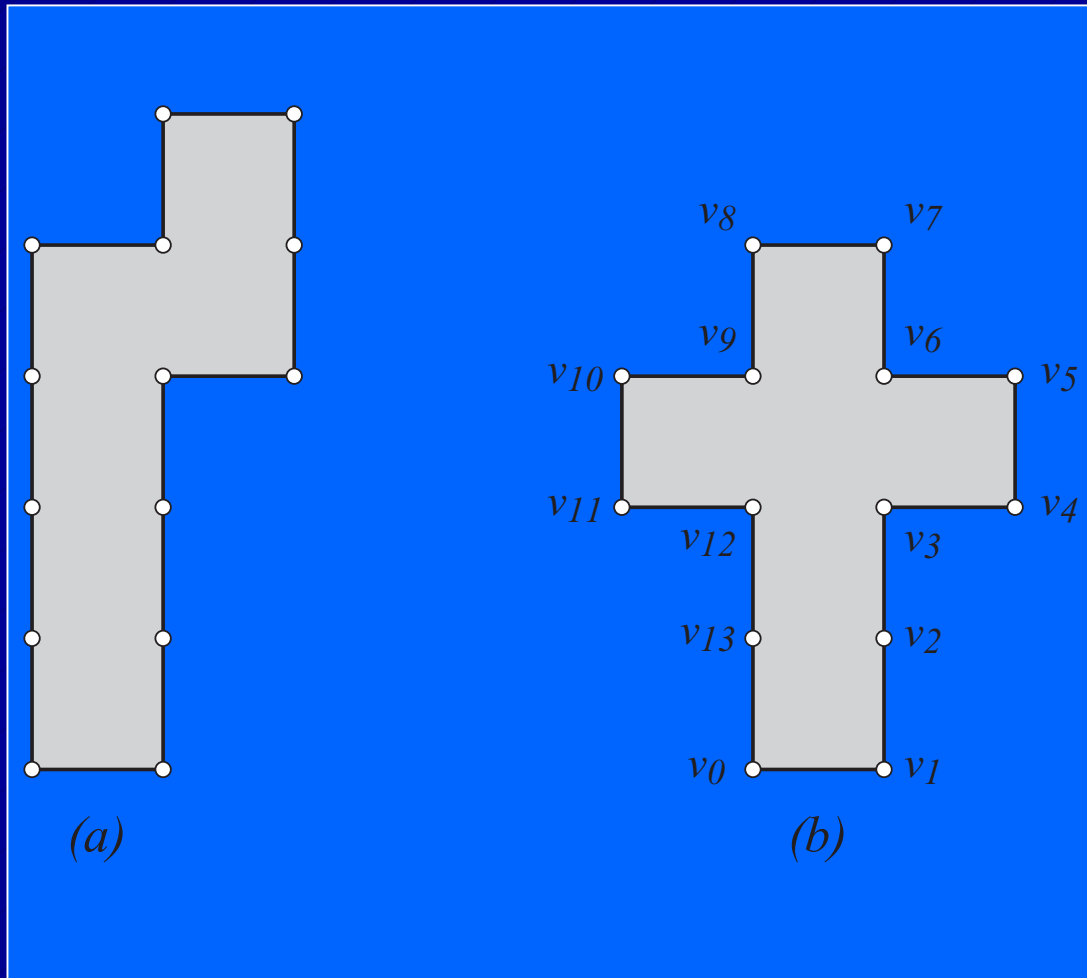
### ■ Questions

- | Transforming shapes?



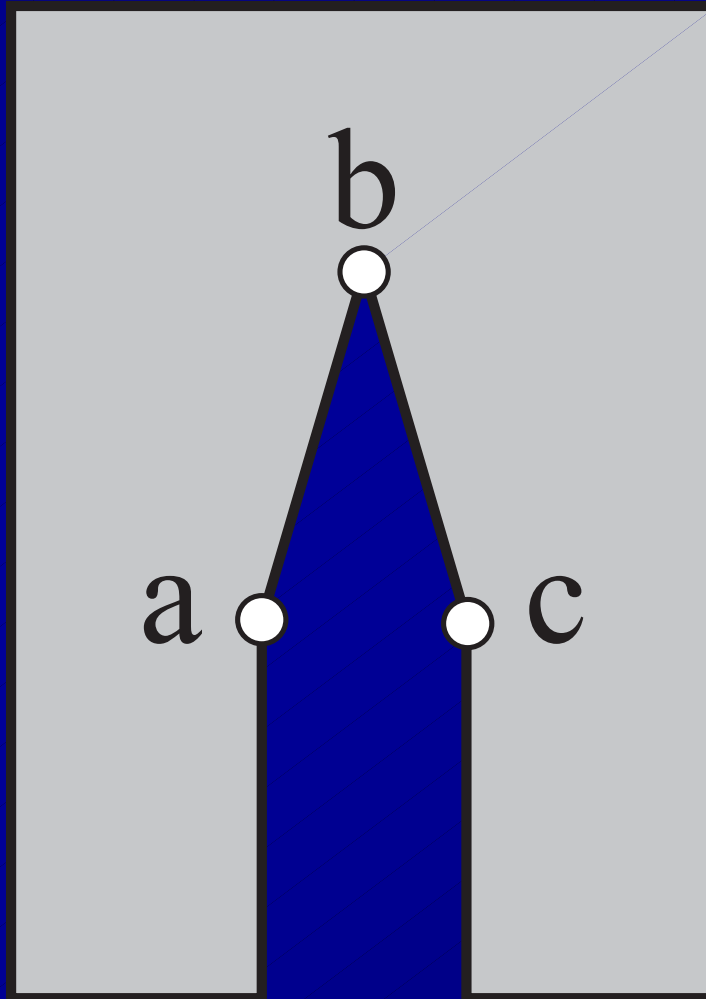
# Folding Polygons to Convex Polyhedra

- When can a polygon fold to a polyhedron?
  - "Fold" = close up perimeter, no overlap, no gap :
- When does a polygon have an Aleksandrov gluing?



# Unfoldable Polygon

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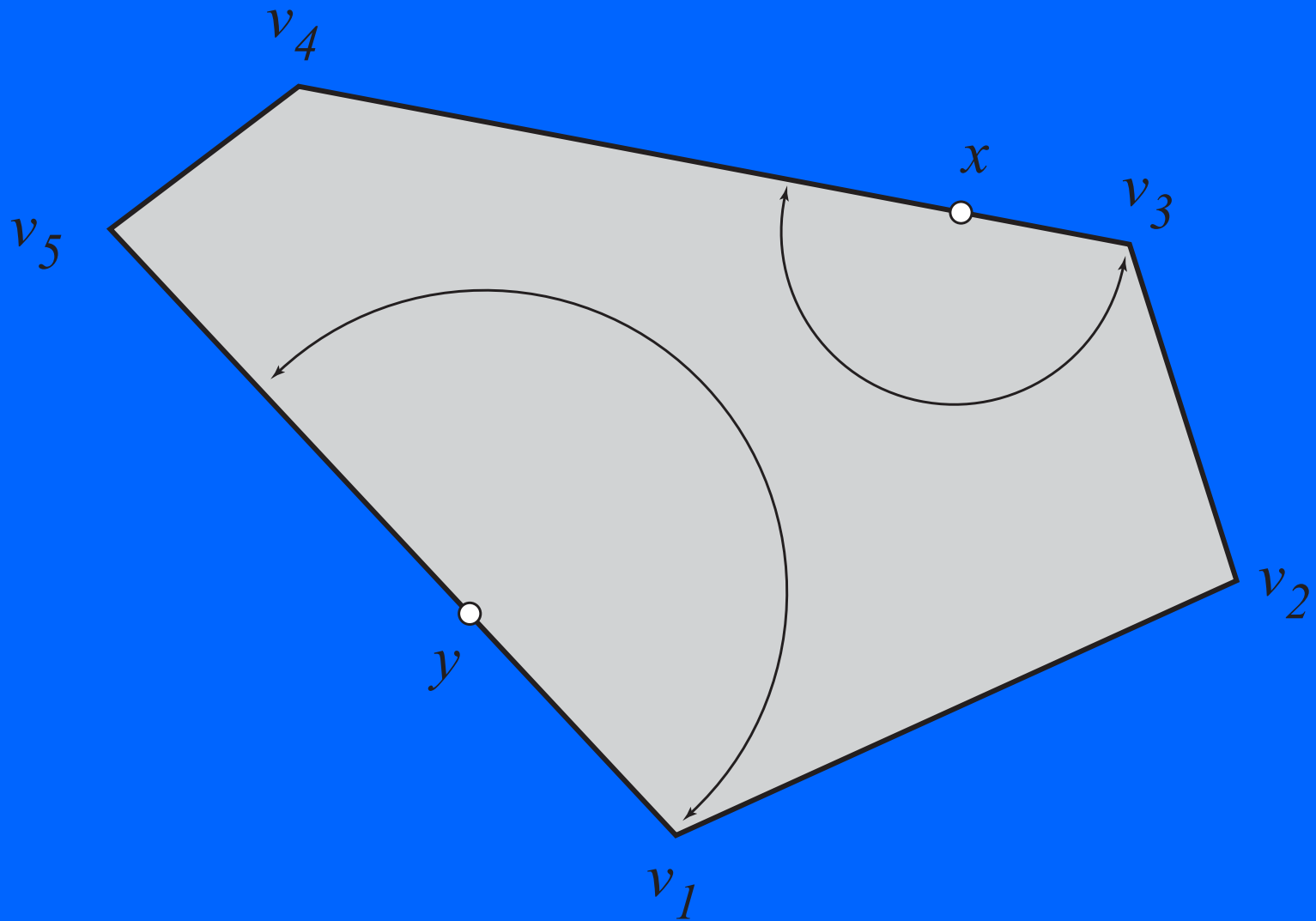


# Foldability is "rare"

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Lemma: The probability that a random polygon of  $n$  vertices can fold to a polytope approaches 0 as  $n \rightarrow \infty$ .

# Perimeter Halving



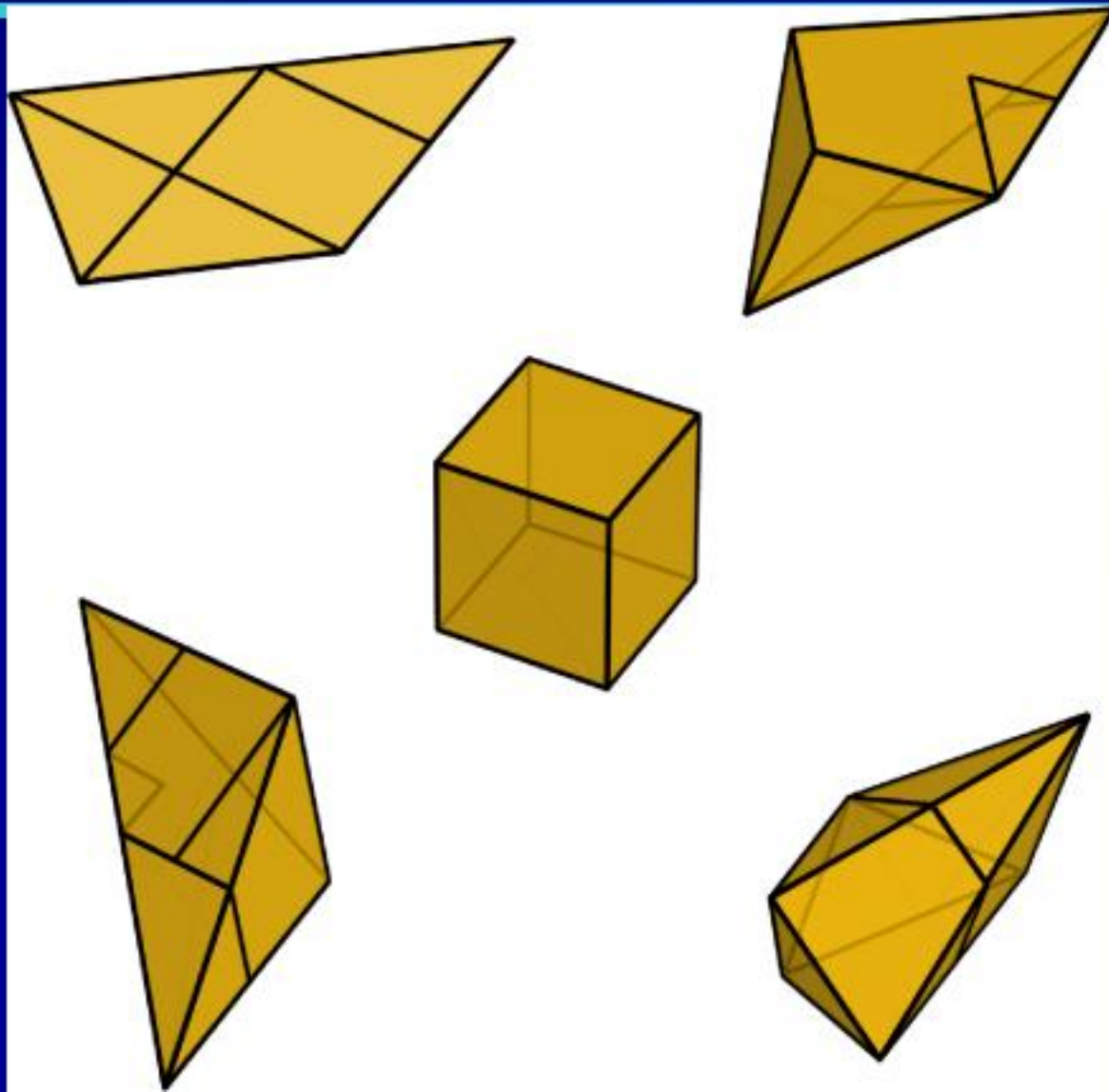
# Edge-to-Edge Gluings

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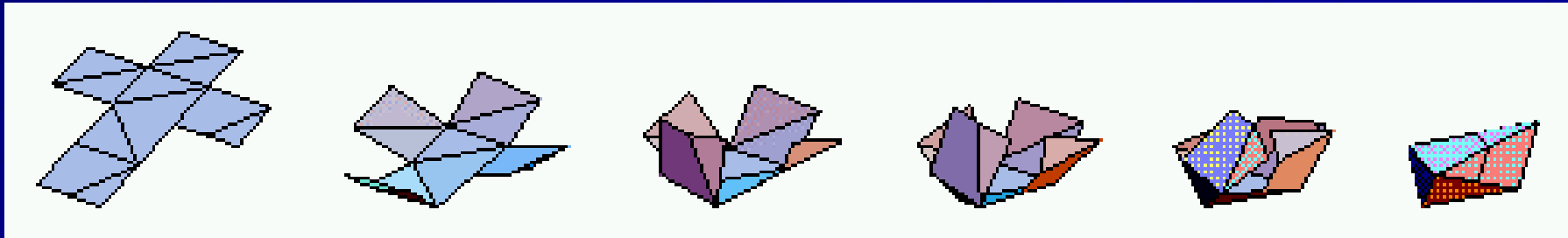
- Restricts gluing of whole edges to whole edges.

[Lubiw & O'Rourke, 1996]

# New Re-foldings of the Cube



# Video

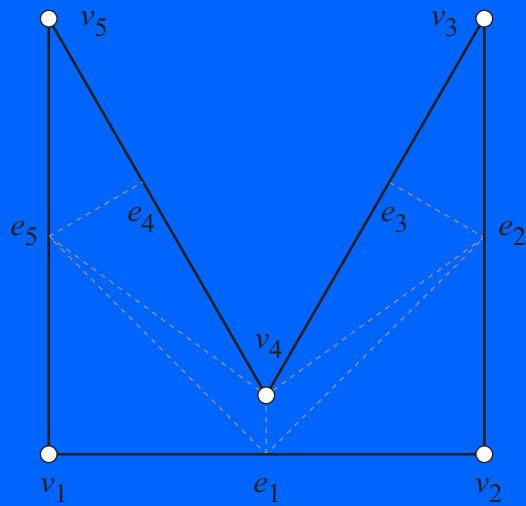


## Metamorphosis of the Cube

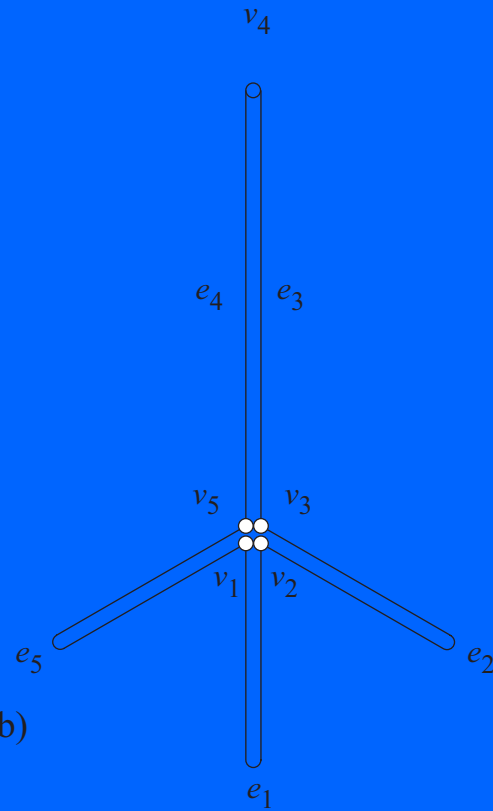
Erik Demaine  
Martin Demaine  
Anna Lubiw  
Joseph O'Rourke  
Irena Pashchenko

[Demaine, Demaine, Lubiw, JOR, Pashchenko  
(Symp. Computational Geometry, 1999)]

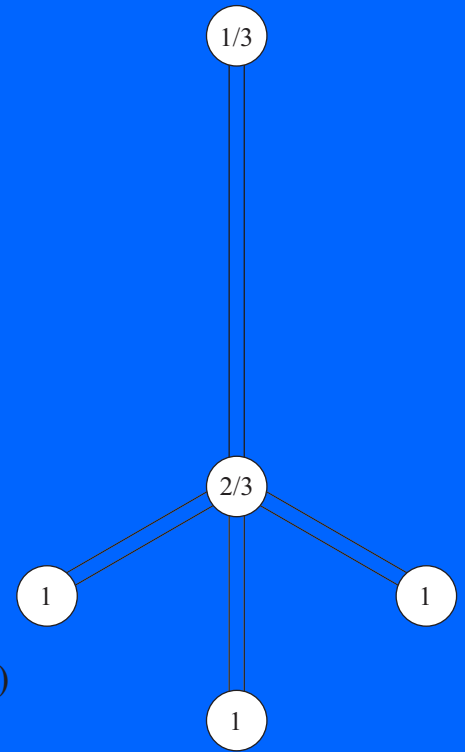
# Gluing Trees



(a)



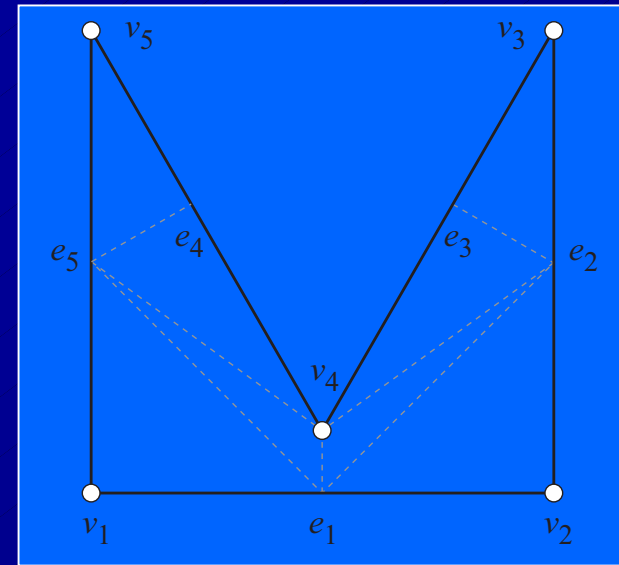
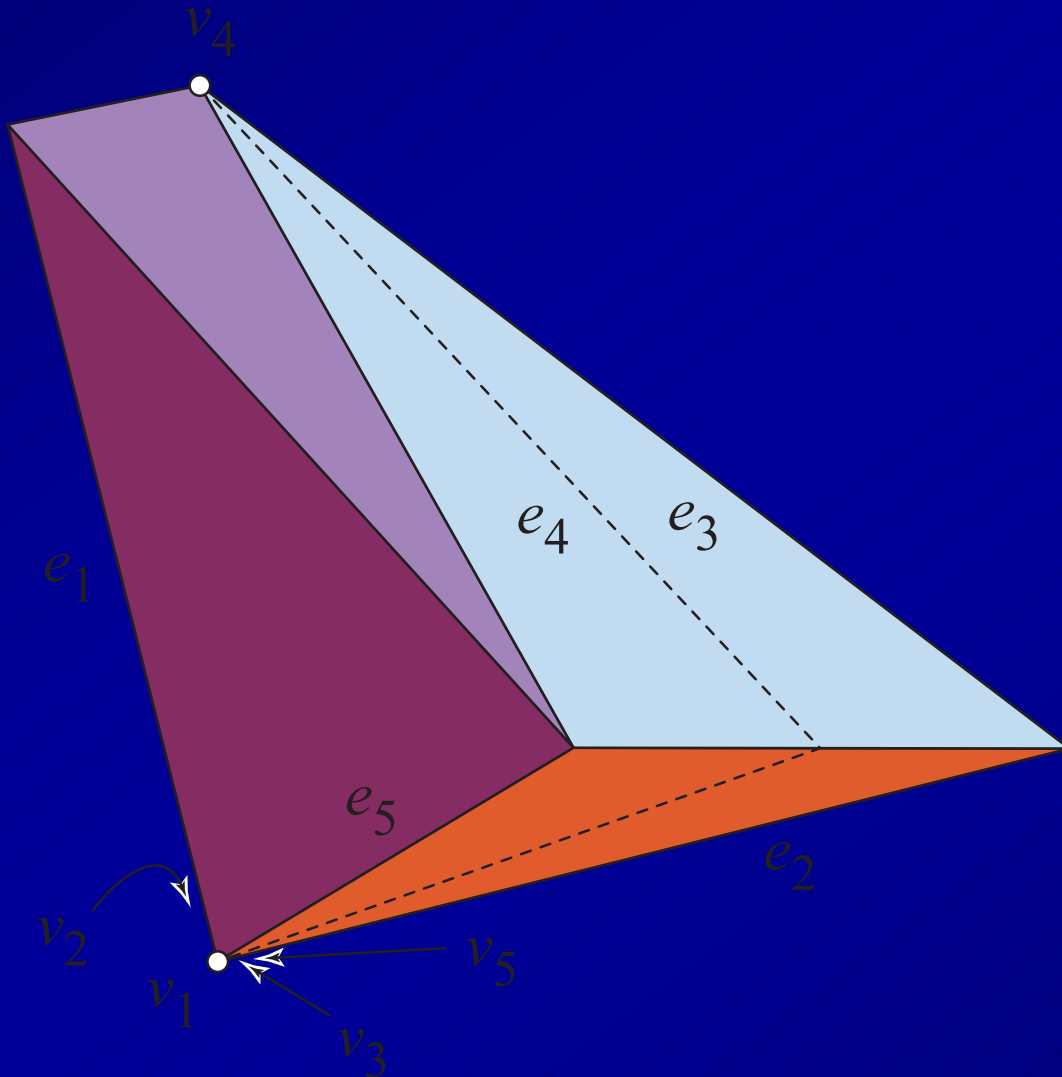
(b)



(c)

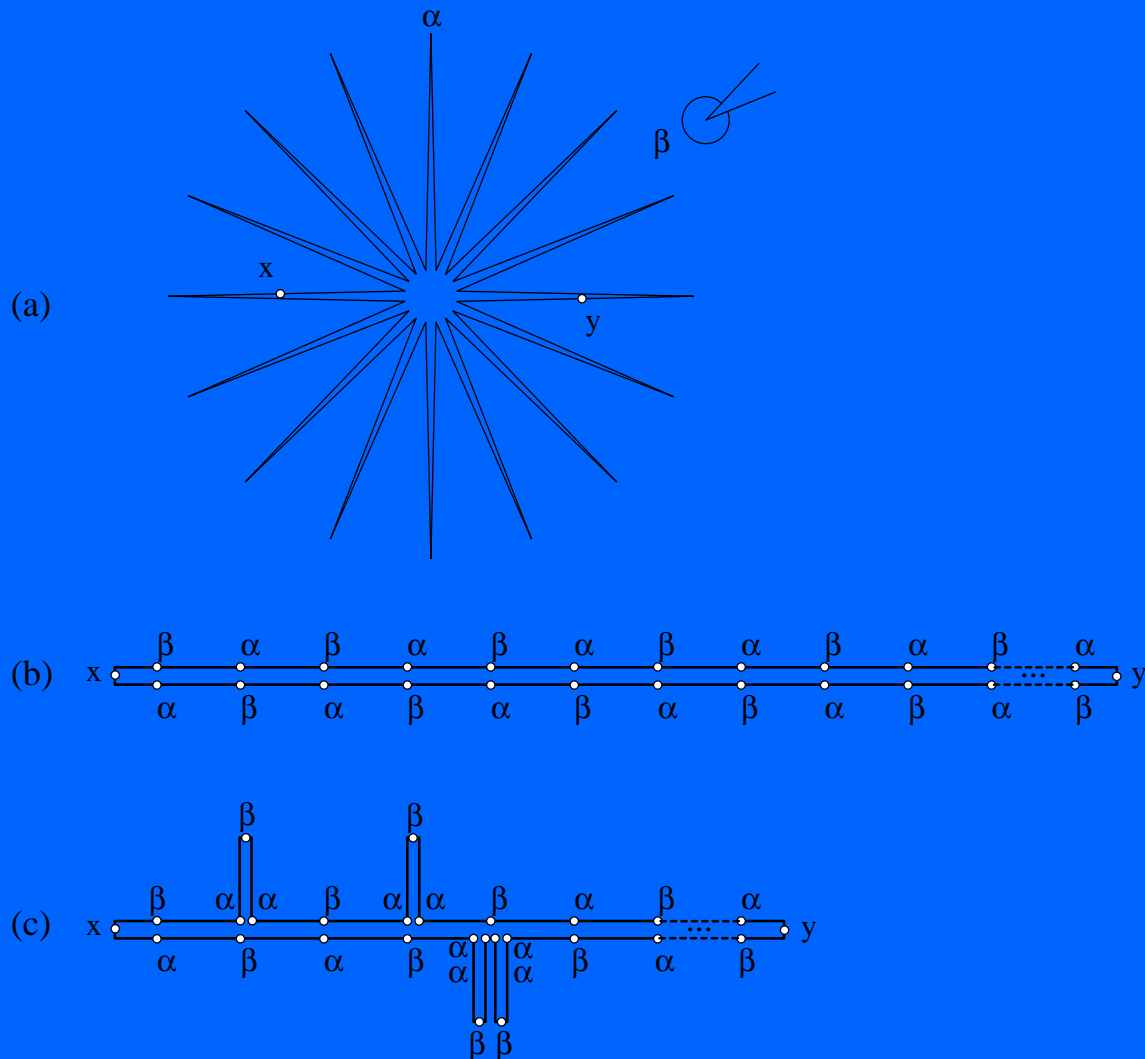


# Folding of nonconvex pentagon



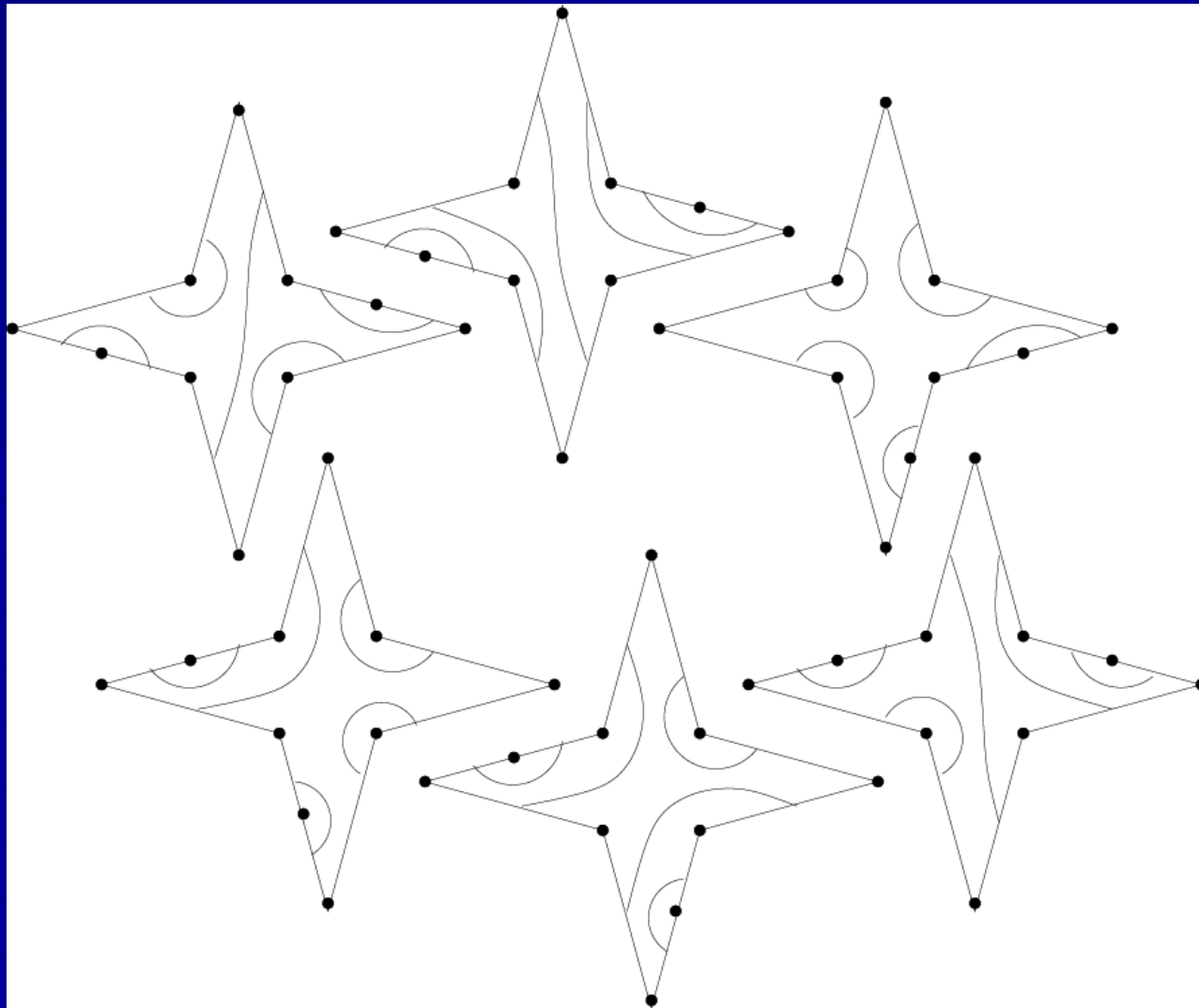
(a)

# Exponential Number of Gluing Trees



# Exponential Number of Gluing Trees

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# General Gluing Algorithm

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- No edge-to-edge assumption.
- Implementations: Anna Lubiw, Koichi Hirata (independently)
- Exponential-time, dynamic programming flavor.

# Open: Polynomial-time Folding Decision Algorithm

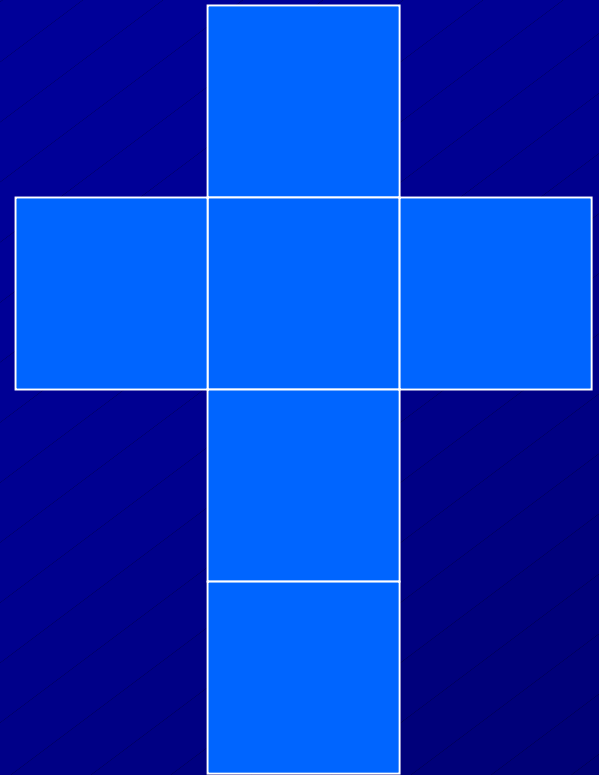
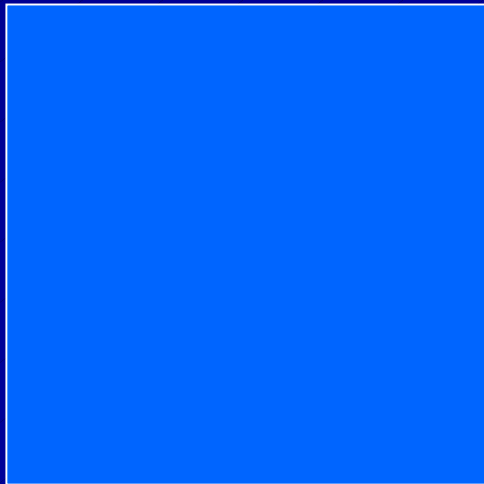
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Given a polygon  $P$  of  $n$  vertices,  
determine in time polynomial in  $n$   
if  $P$  has an Aleksandrov folding, and  
so can fold to some convex polyhedron.

# Two Case Studies

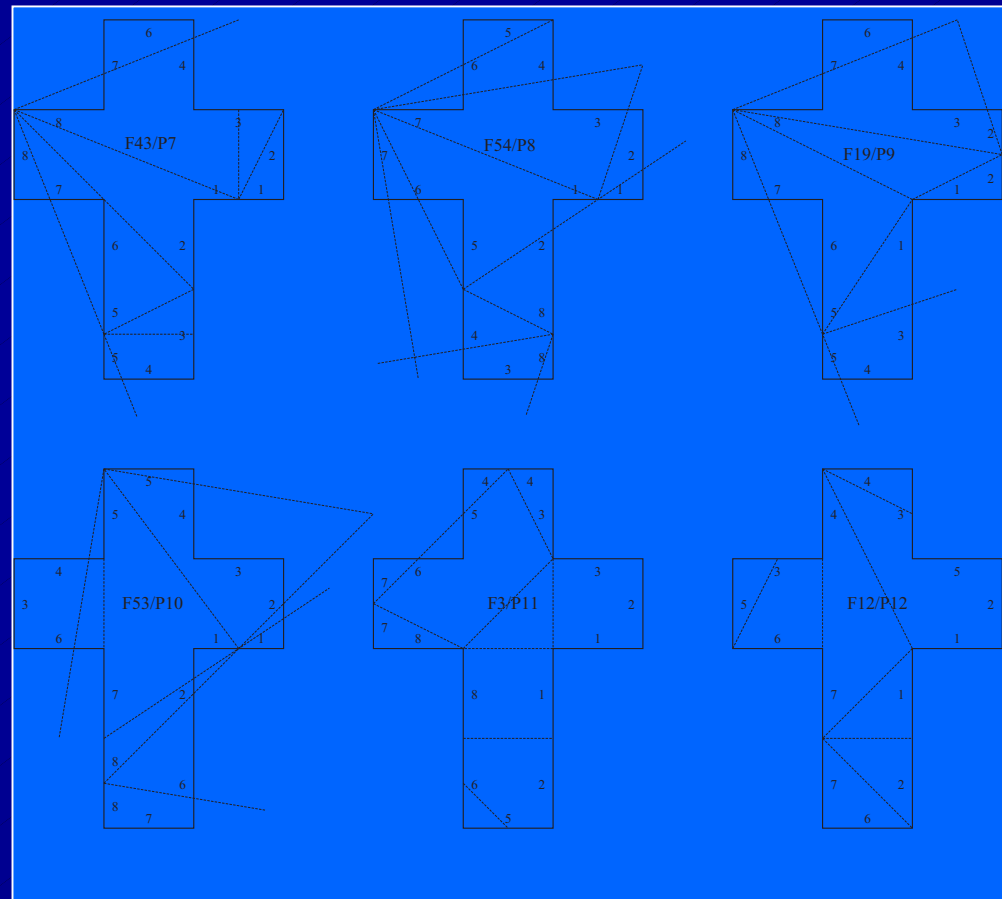
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- The Latin Cross
- The Square



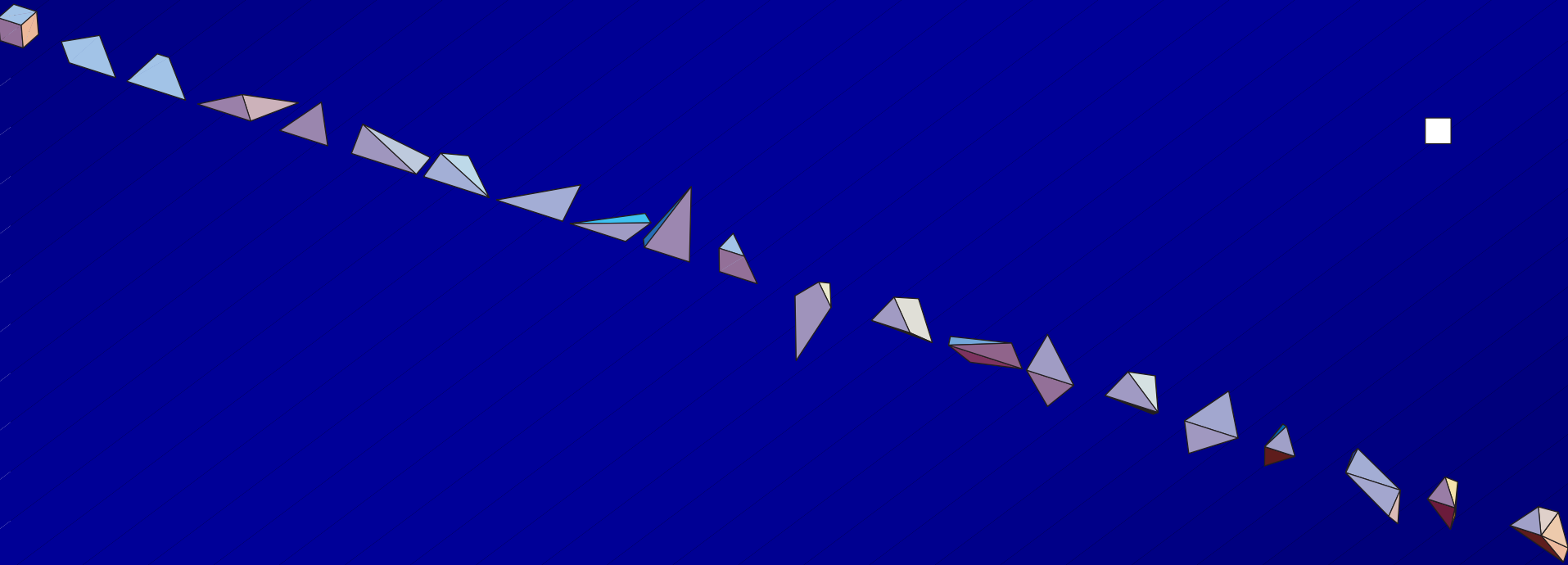
# Folding the Latin Cross

- 85 distinct gluings
- Reconstruct shapes by ad hoc techniques
- 23 incongruent convex polyhedra



# The 23 convex polyhedra foldable from the Latin cross

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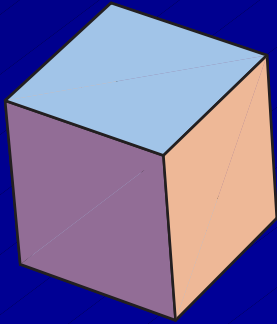


Sasha Berkoff, Caitlin Brady, Erik Demaine, Martin Demaine,  
Koichi Hirata, Anna Lubiw, Sonya Nikolova, Joseph O'Rourke

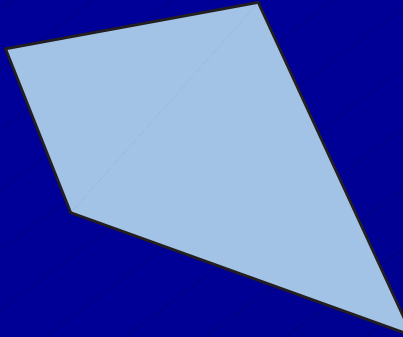


# Cube + Flat Quadrilaterals

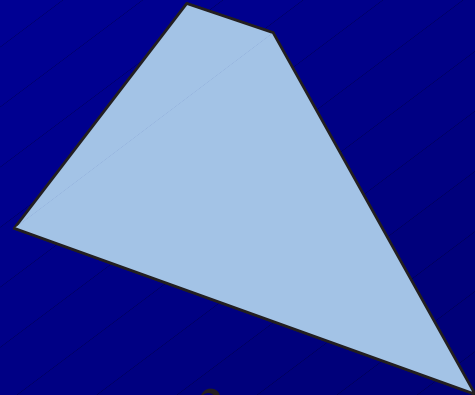
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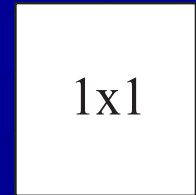
1



2



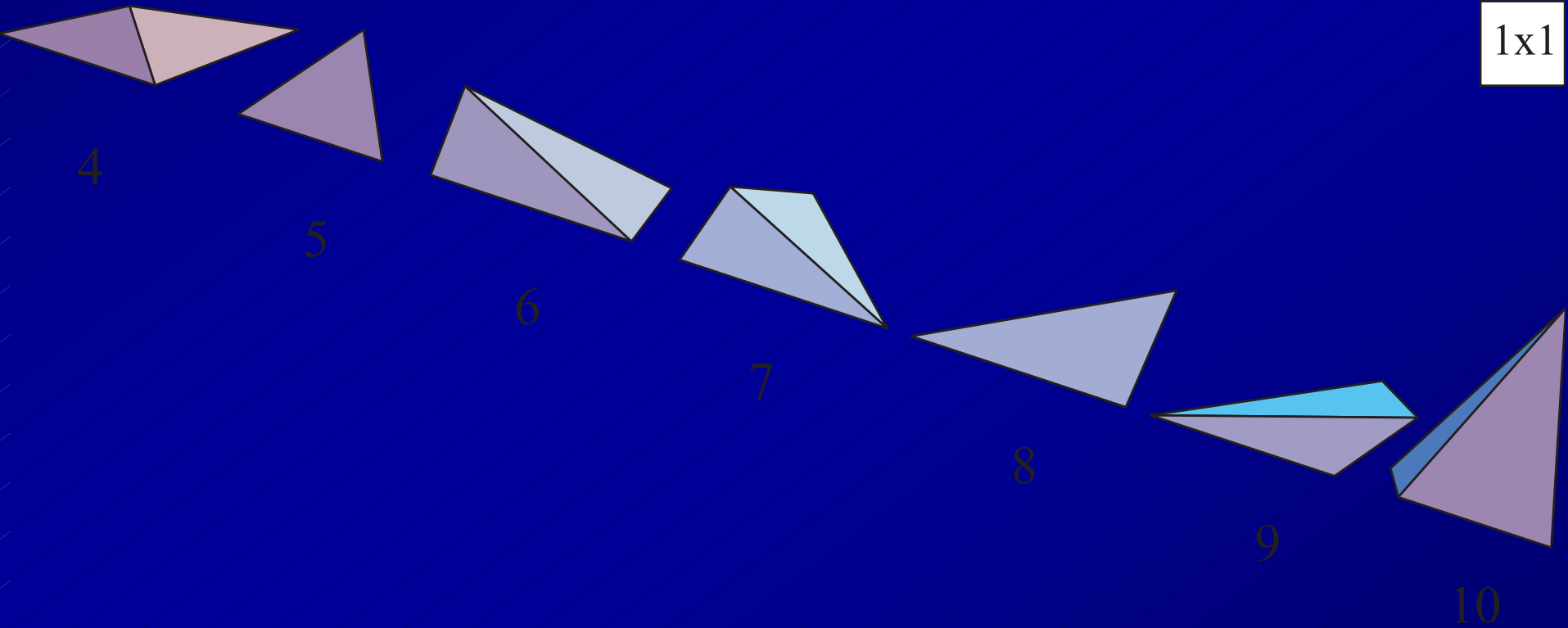
3



1x1

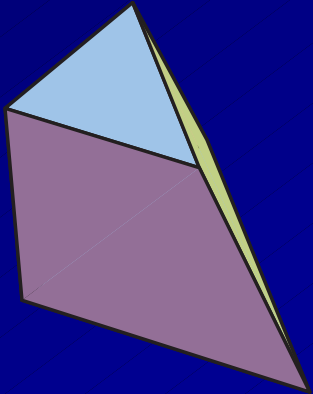
# Latin cross Tetrahedra

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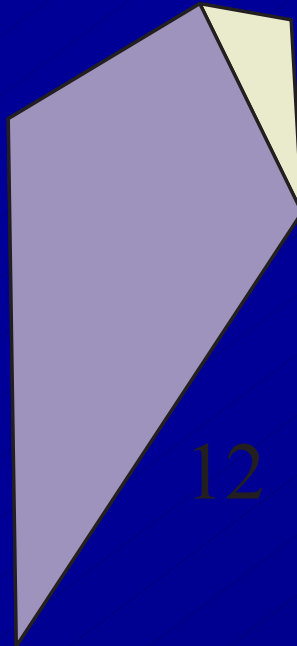


# Latin cross Pentahedra

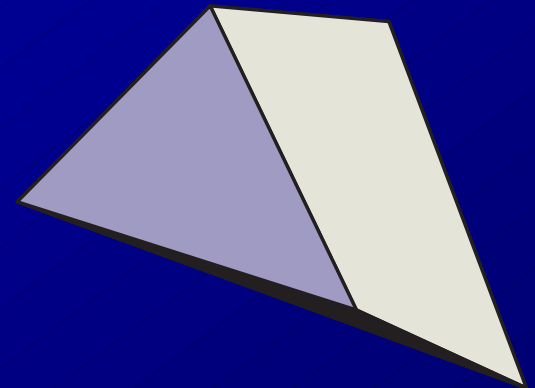
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11



12



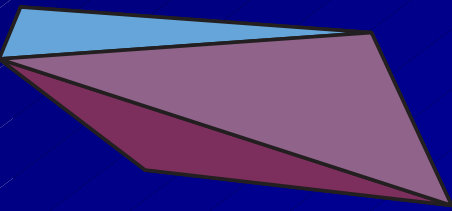
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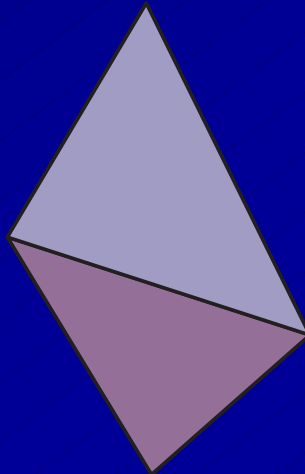
1x1

# Latin cross Hexahedra

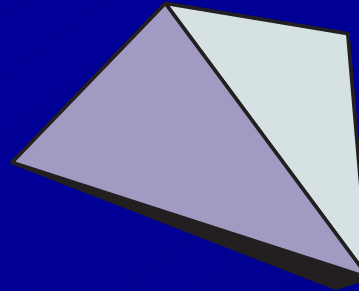
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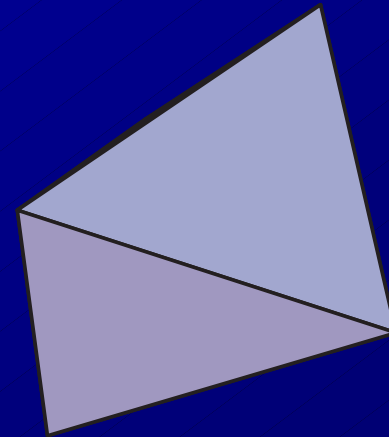
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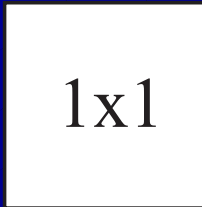
15



16



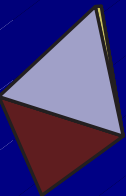
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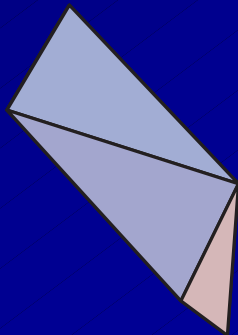
1x1

# Latin cross Octahedra

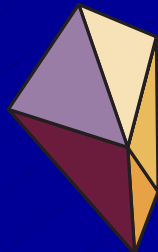
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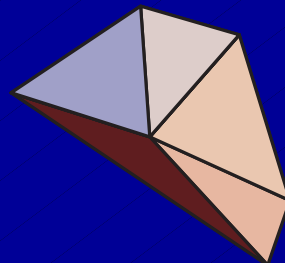
18



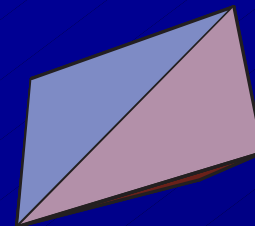
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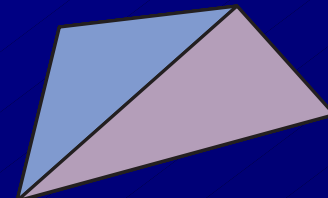
20



21



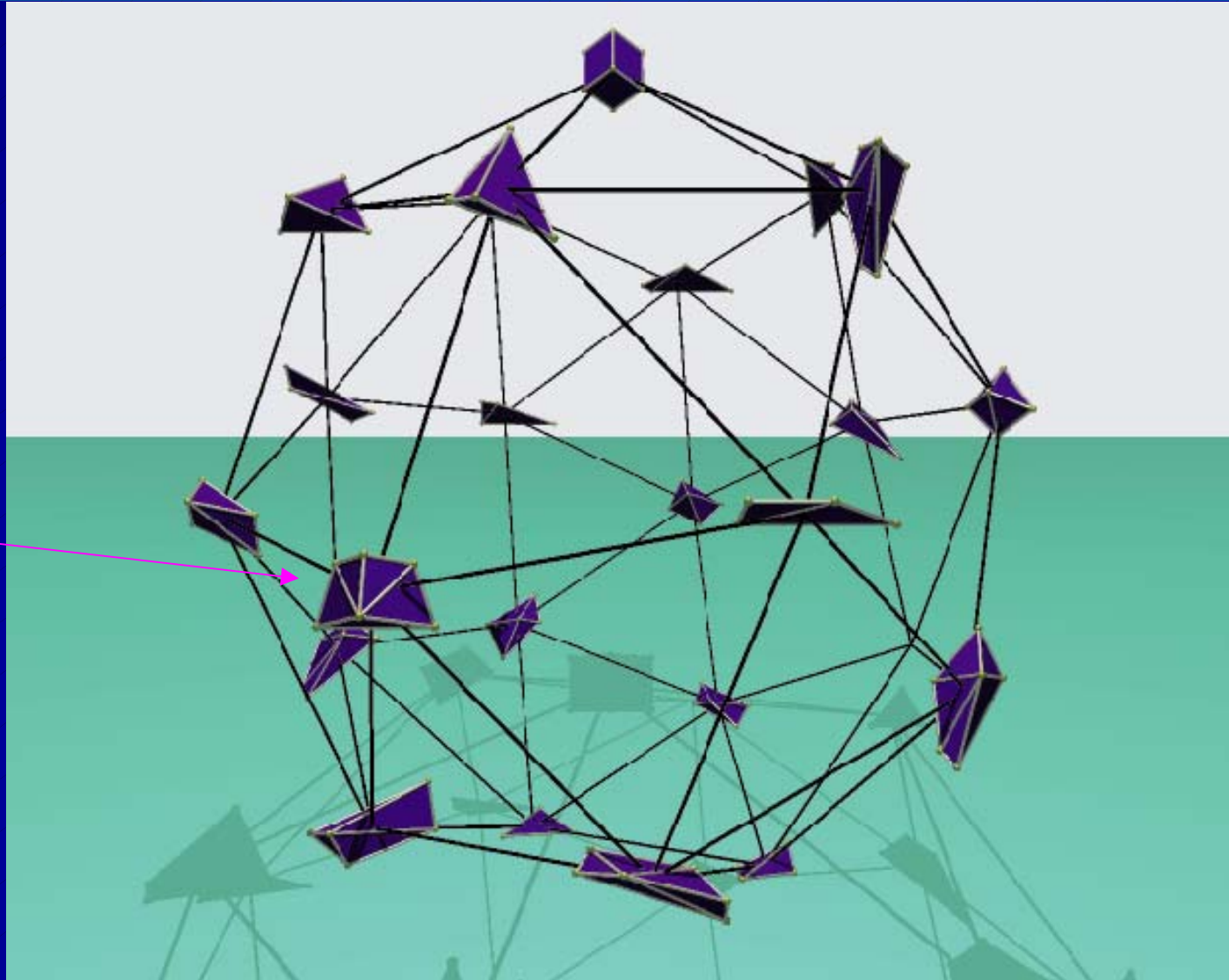
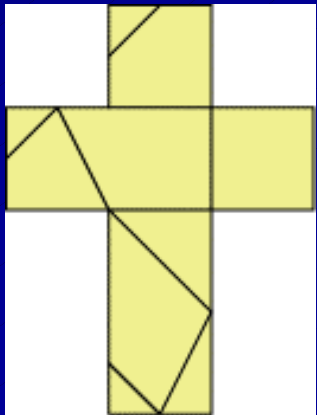
22



23

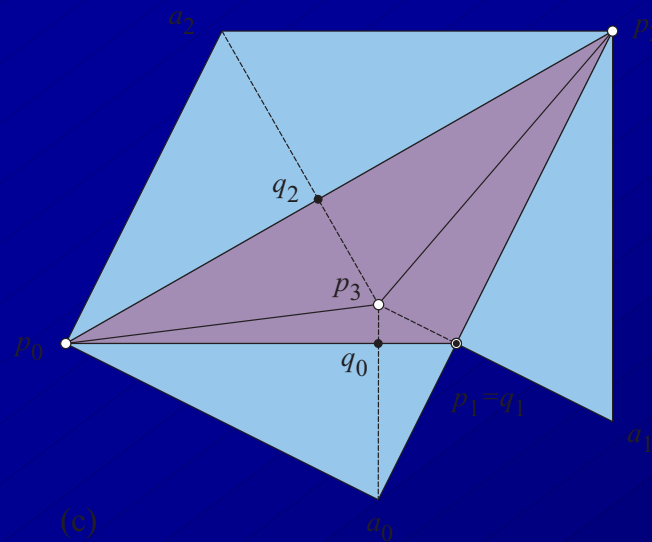
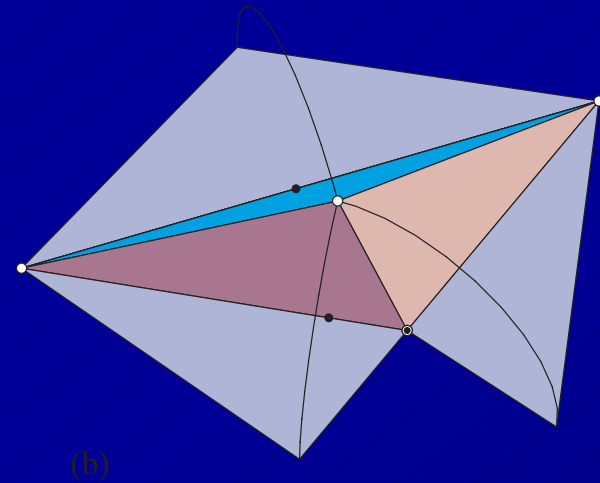
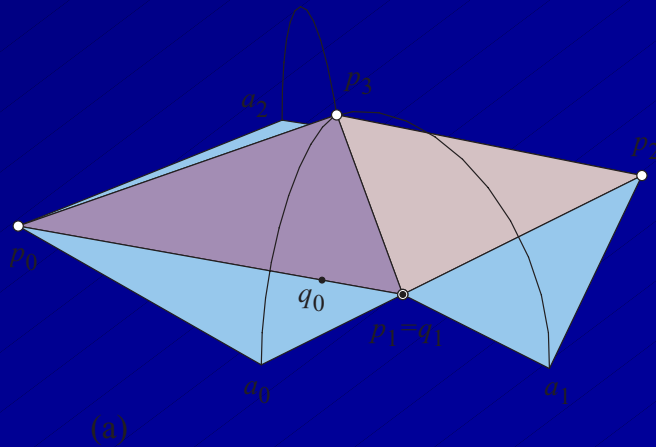
1x1

# 23 Latin Cross Polyhedra



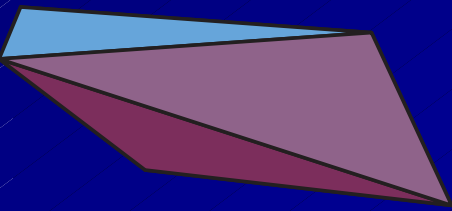
# Reconstruction of Tetrahedron

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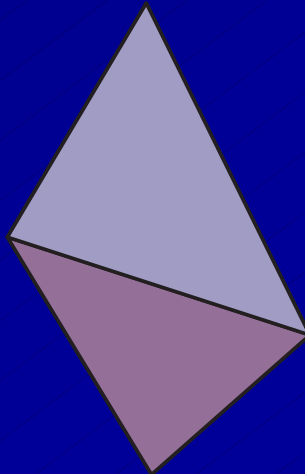


# Latin cross Hexahedra

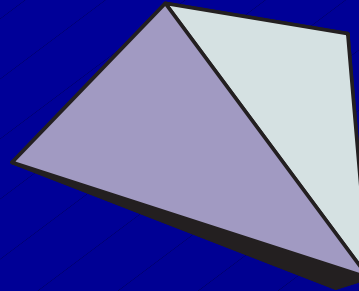
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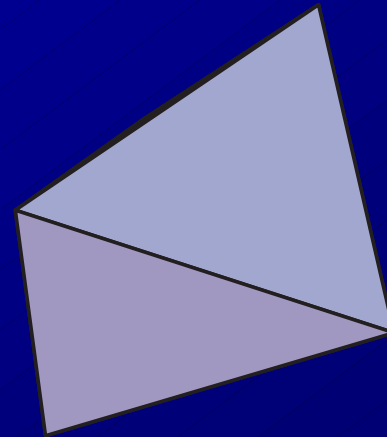
14



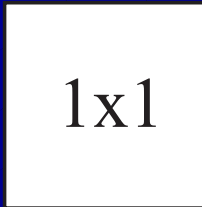
15



16



17

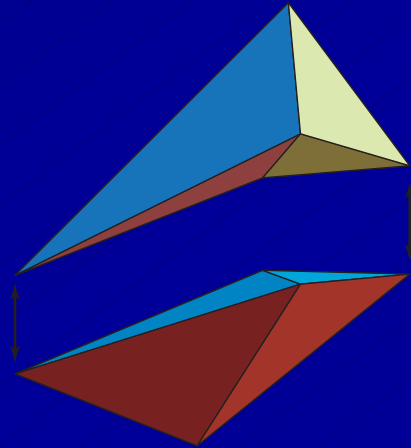


1x1

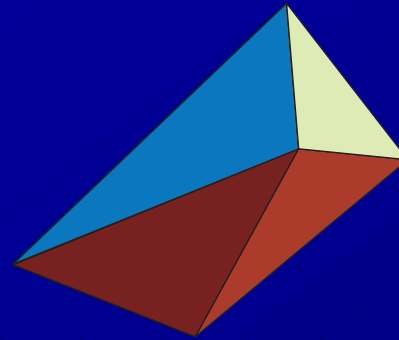


# Octahedron Reconstruction

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(a)



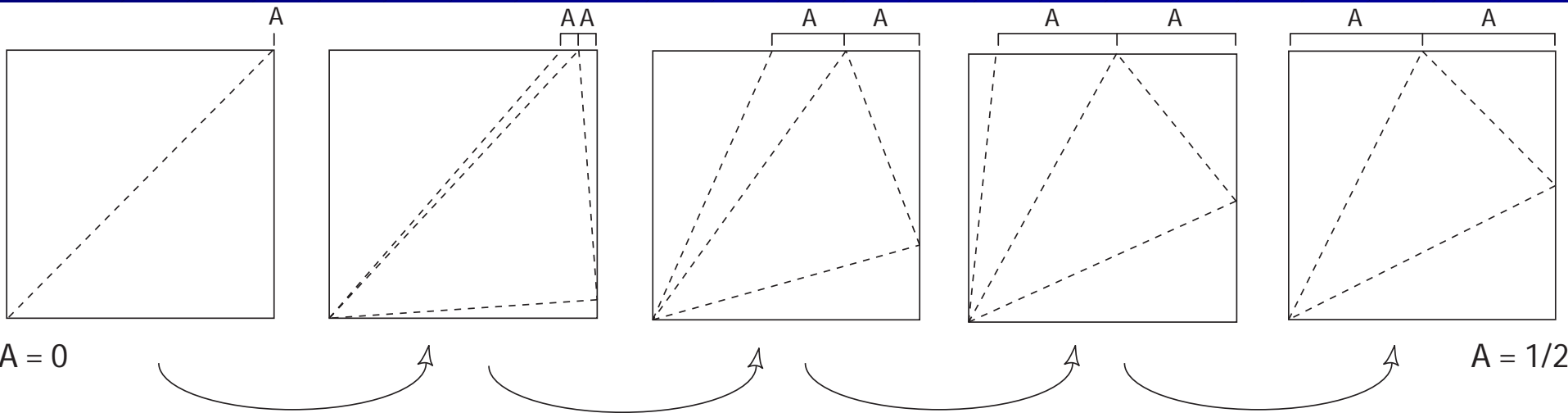
(b)

# Foldings of a Square

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- Infinite continuum of polyhedra.
- Connected space

# Creases

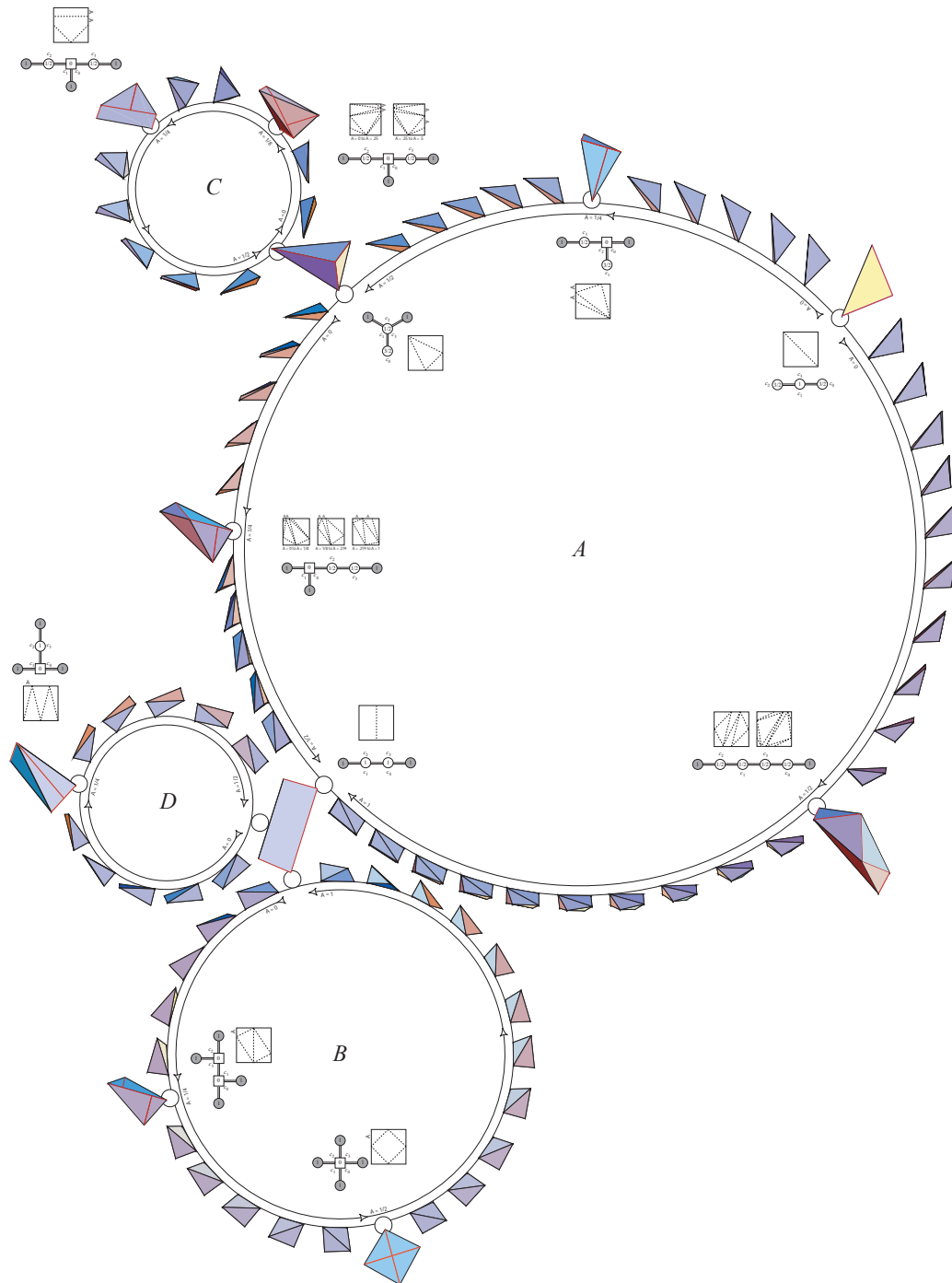


As  $A$  varies in  $[0, 1/2]$ ,  
the polyhedra vary between  
a flat triangle and a symmetric tetrahedron.

# Nine Combinatorial Classes of Polyhedra foldable from a Square

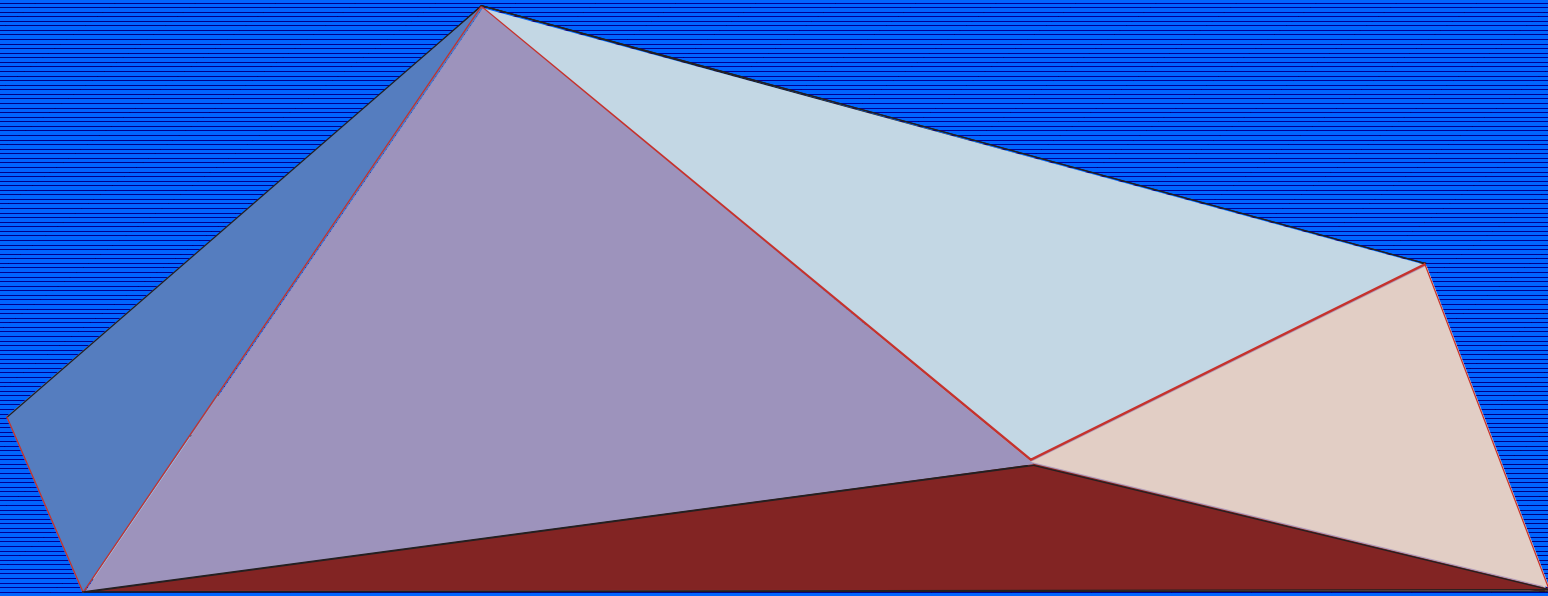
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- Five nondegenerate polyhedra:
  - Tetrahedra.
  - Pentahedra: 5 vertices and a single quadrilateral face,
  - Pentahedra : 6 vertices and three quadrilateral faces (and all other faces triangles).
  - Hexahedra: 5-vertex, 6-triangle polyhedra with vertex degrees (3,3,4,4,4).
  - Octahedra: 6-vertex, 8-triangle polyhedra with all vertices of degree 4.
- Four flat polyhedra:
  - A right triangle.
  - A square.
  - A  $1 \times \frac{1}{2}$  rectangle.
  - A pentagon with a line of symmetry.



Dynamic  
Web page

# Max Volume Polyhedron



Question due to Joseph Malkevitch , Feb 2002

# Open: Fold/Refold Dissections

Can a cube be cut open and unfolded to a polygon that may be refolded to a regular tetrahedron?

[M. Demaine 98]

