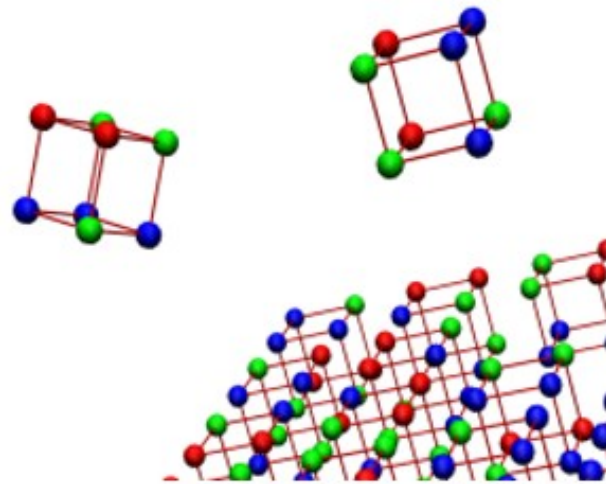


Colouring Objects and symmetry group actions

Michael Kreuzt and Mats Olthoff



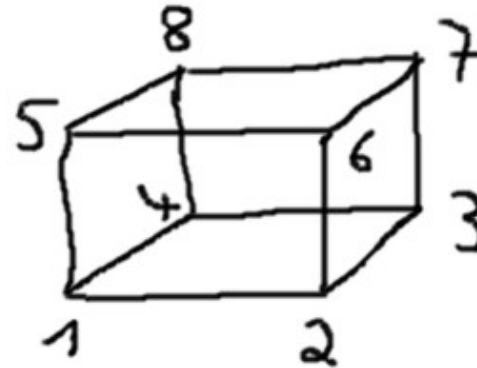
Visualisierung in der Mathematik I

by Dr. Charles Gunn

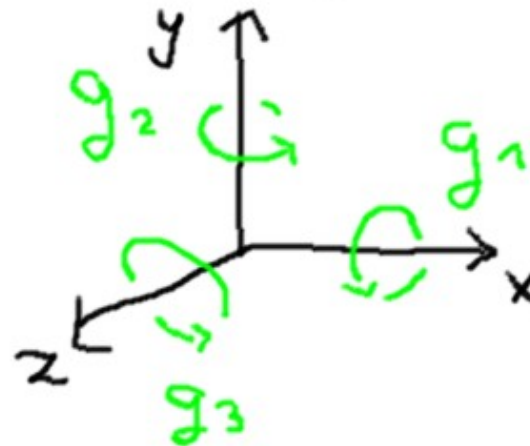
TU Berlin, WS 2013/14

Introduction

Mathematical object



Group actions

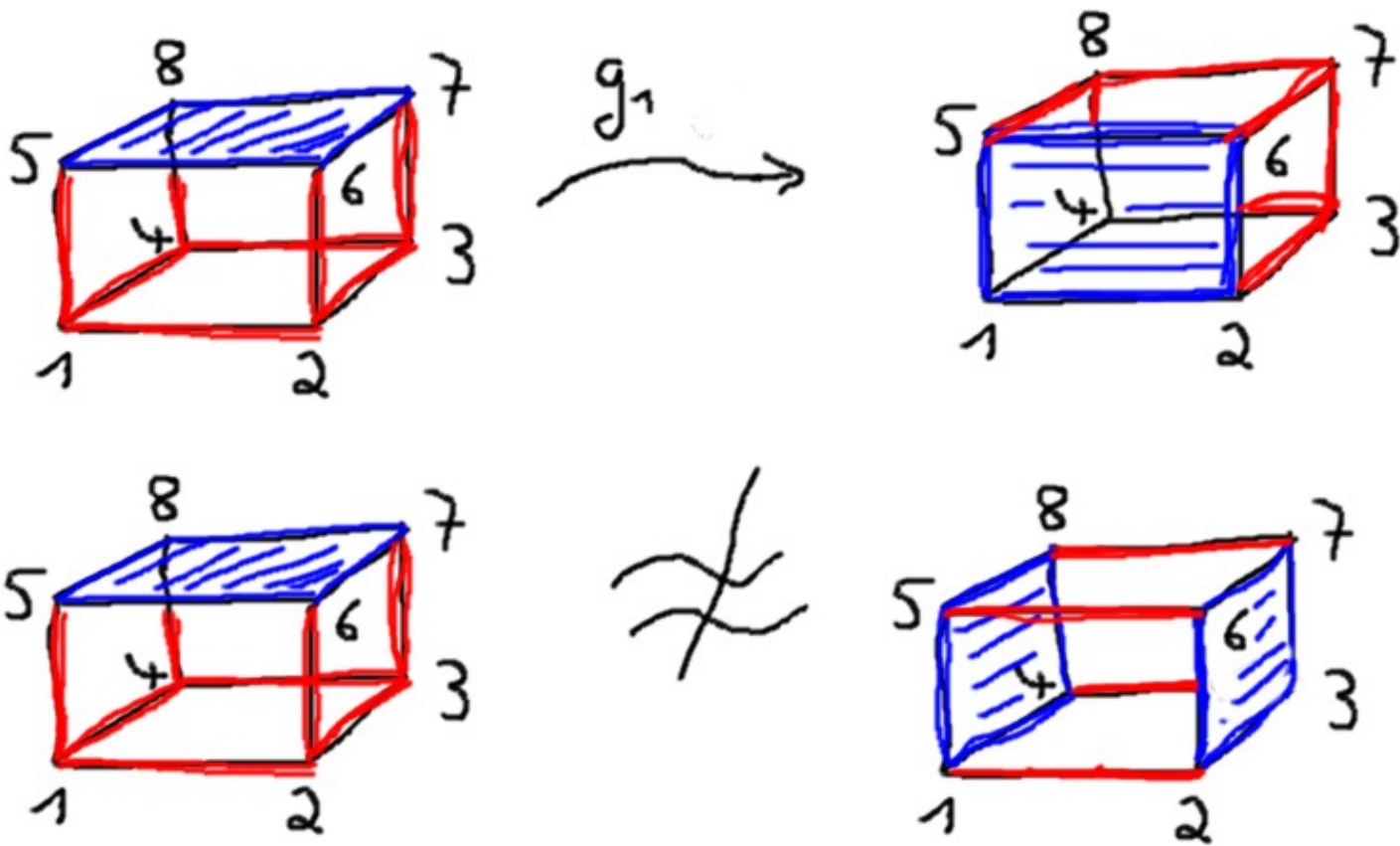


Colours



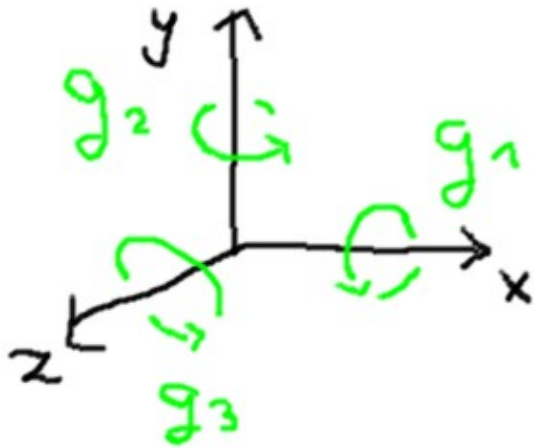
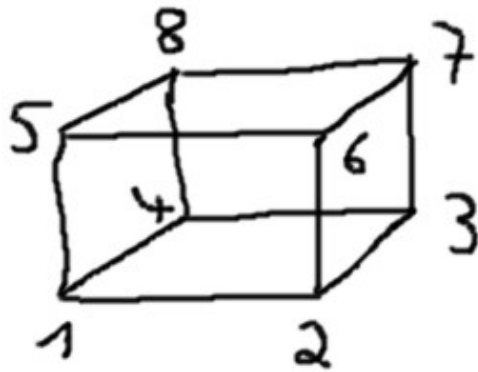
Problem

Colour mathematical object



Implementation

Visualisation



Datastructure

\longleftrightarrow (1,2,3,4,5,6,7,8)

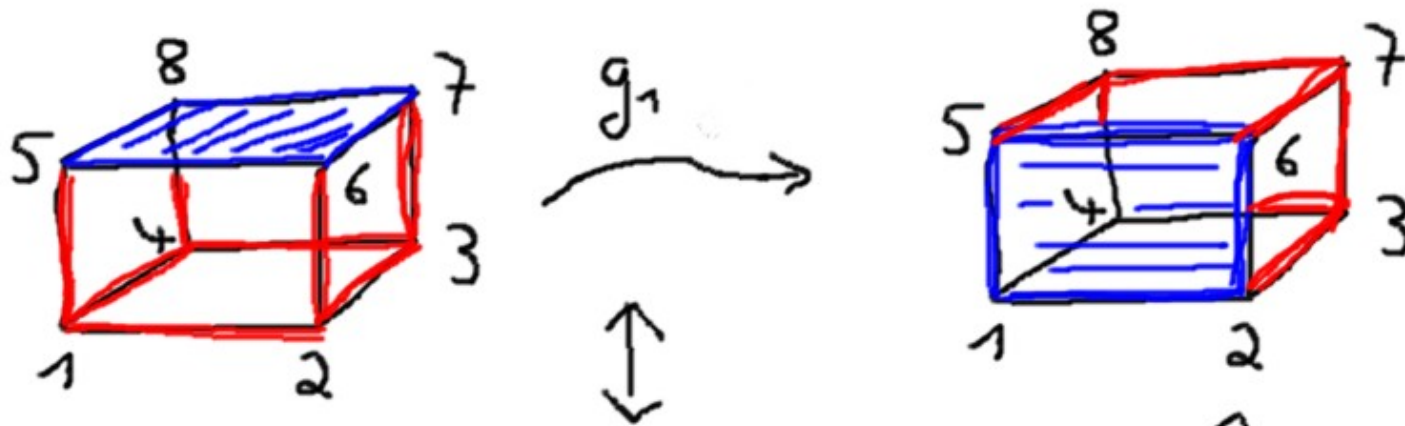
$g_1 = (4,3,7,8,1,2,6,5)$

\longleftrightarrow $g_2 = (2,3,4,1,6,7,8,5)$

$g_3 = (2,6,7,3,1,5,8,4)$

\longleftrightarrow (1,2)

Implementation 2



$(4, 3, 7, 8, 1, 2, 6, 5)$

$(1234, 1256, 1458, 2367, 3478, 5678)$

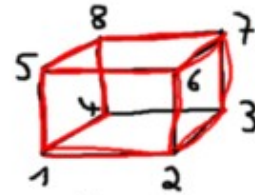
$\xrightarrow{g_1} (4378, 4312, 4815, 3726, 7865, 1265)$

$= (1234, 1256, 1458, 2367, 3478, 5678)$

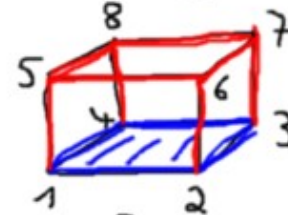
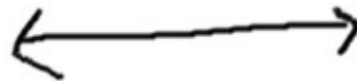
Creating Orbits

1. Create list L with all coloured objects

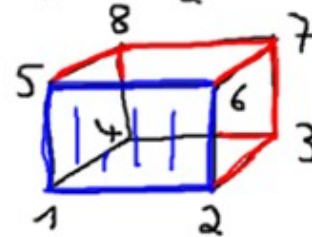
$(1, 1, 1, 1, 1, 1)$



$(1, 1, 1, 1, 1, 2)$

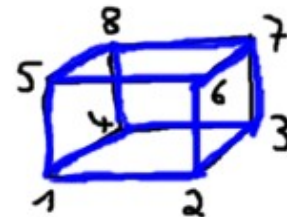
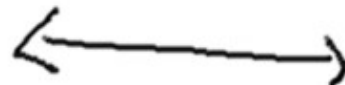


$(1, 1, 1, 1, 2, 1)$



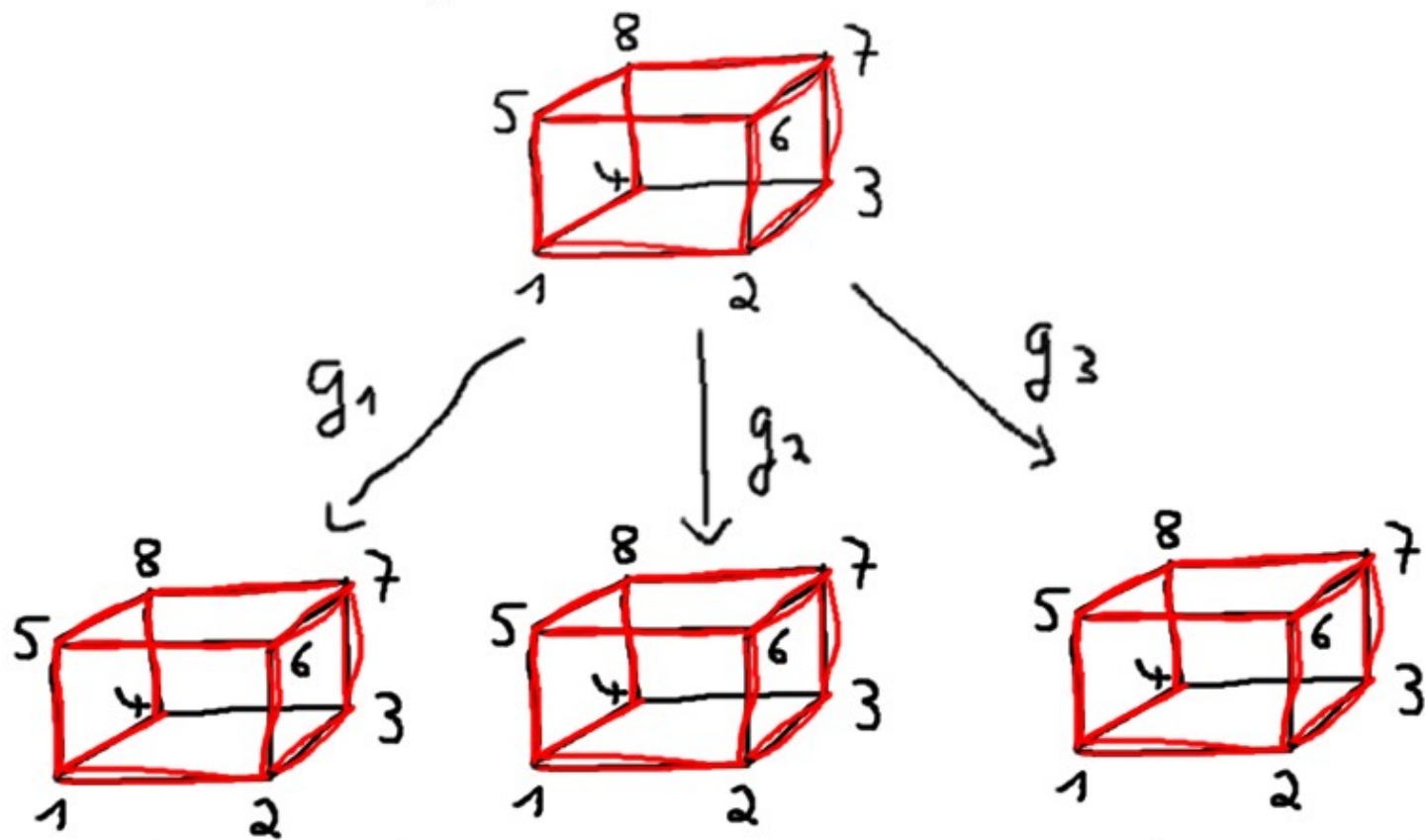
⋮

$(2, 2, 2, 2, 2, 2)$



Creating orbits 2

1. Create list L with all coloured objects
2. Take first object of L and remove it



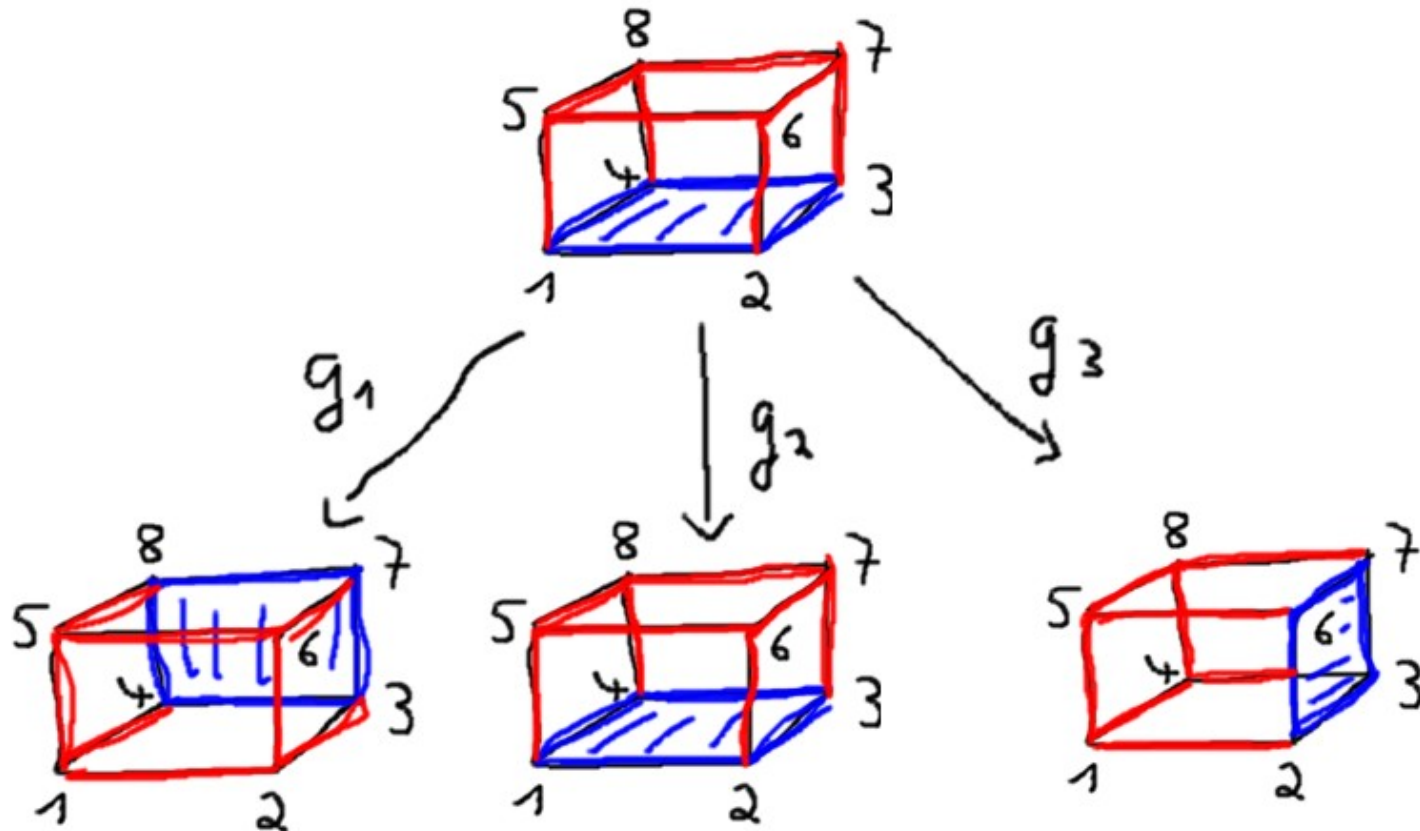
Objects are not in L



orbit complete

Creating orbits 3

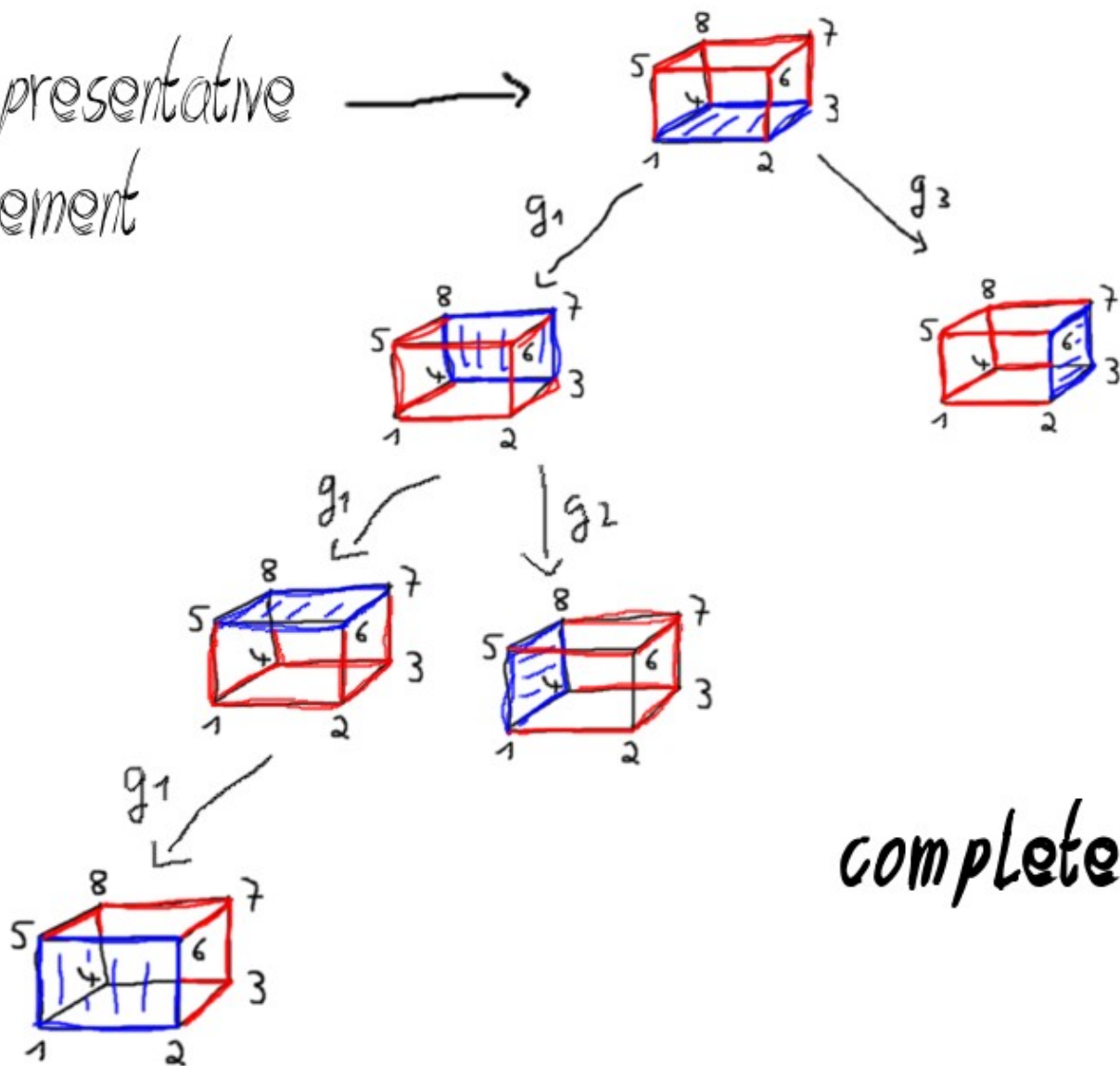
1. Create list L with all coloured objects
2. Take first object of L and remove it



Continue with objects that are in L

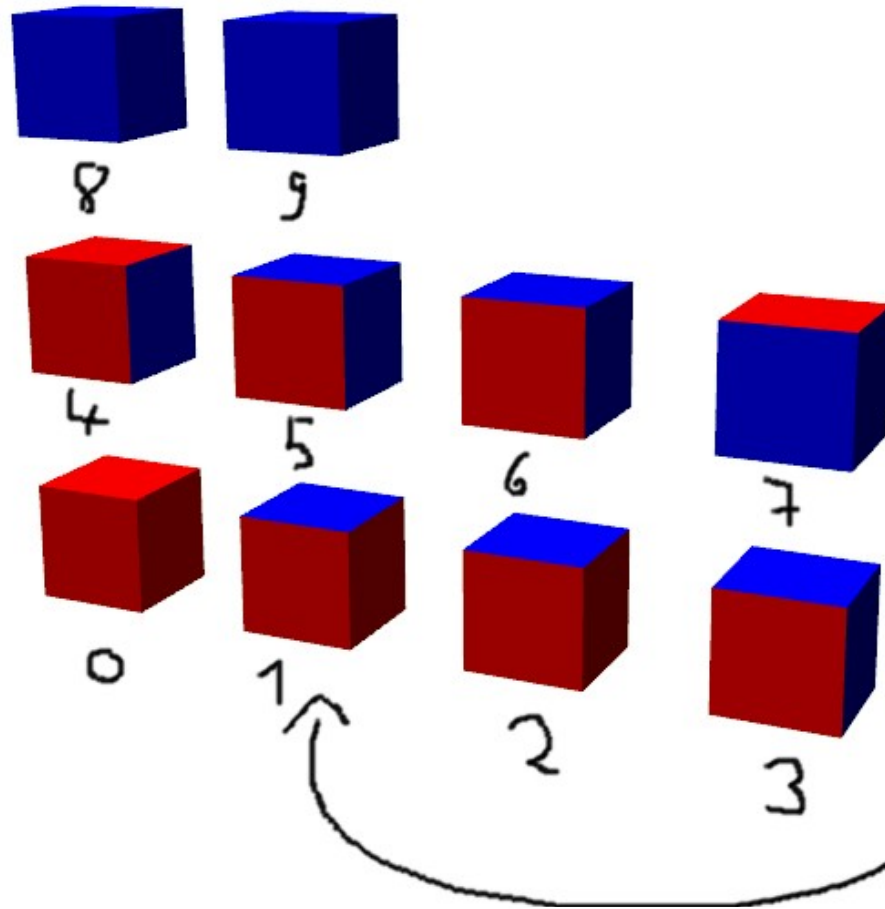
Creating orbits 4

representative
element

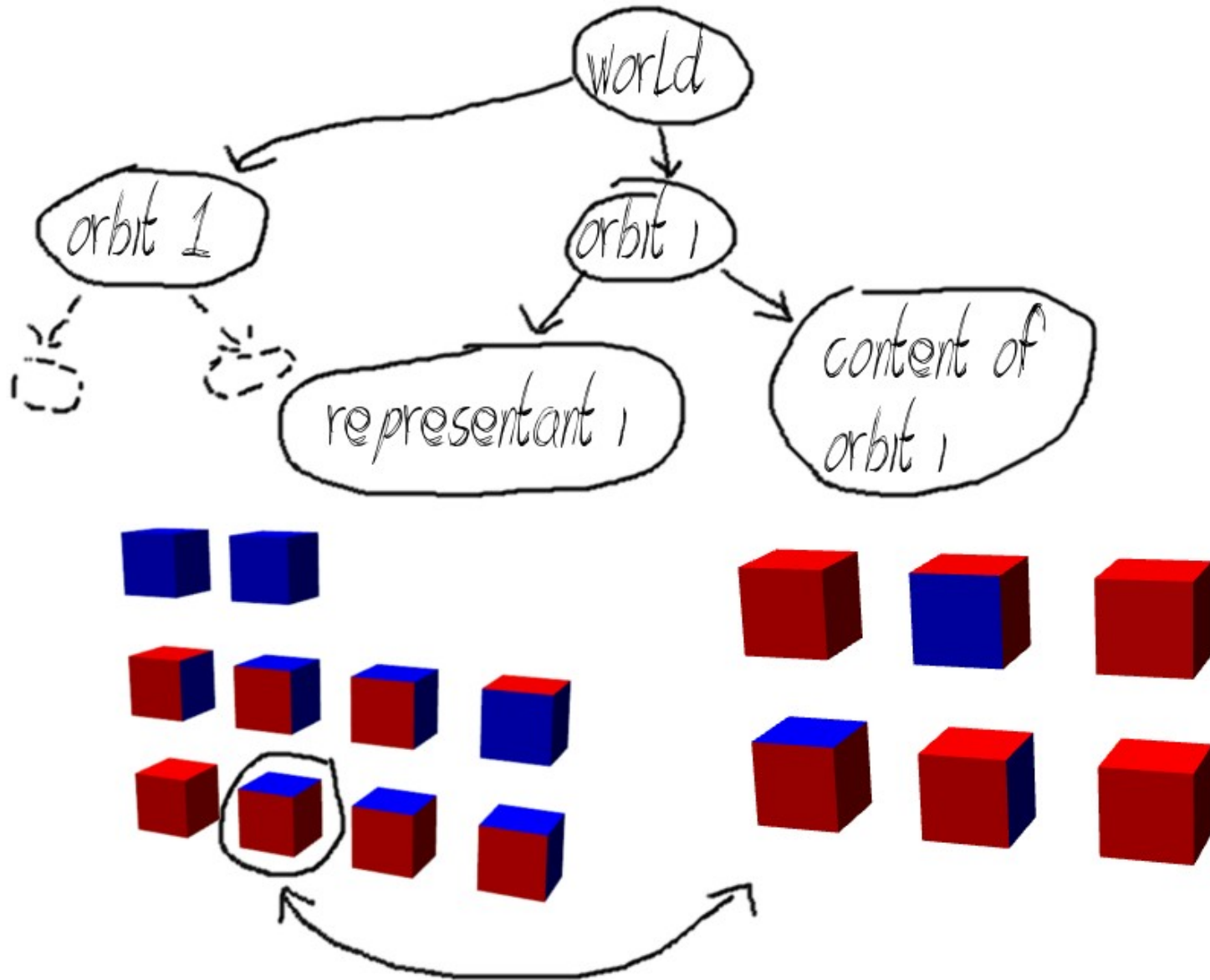


complete orbit

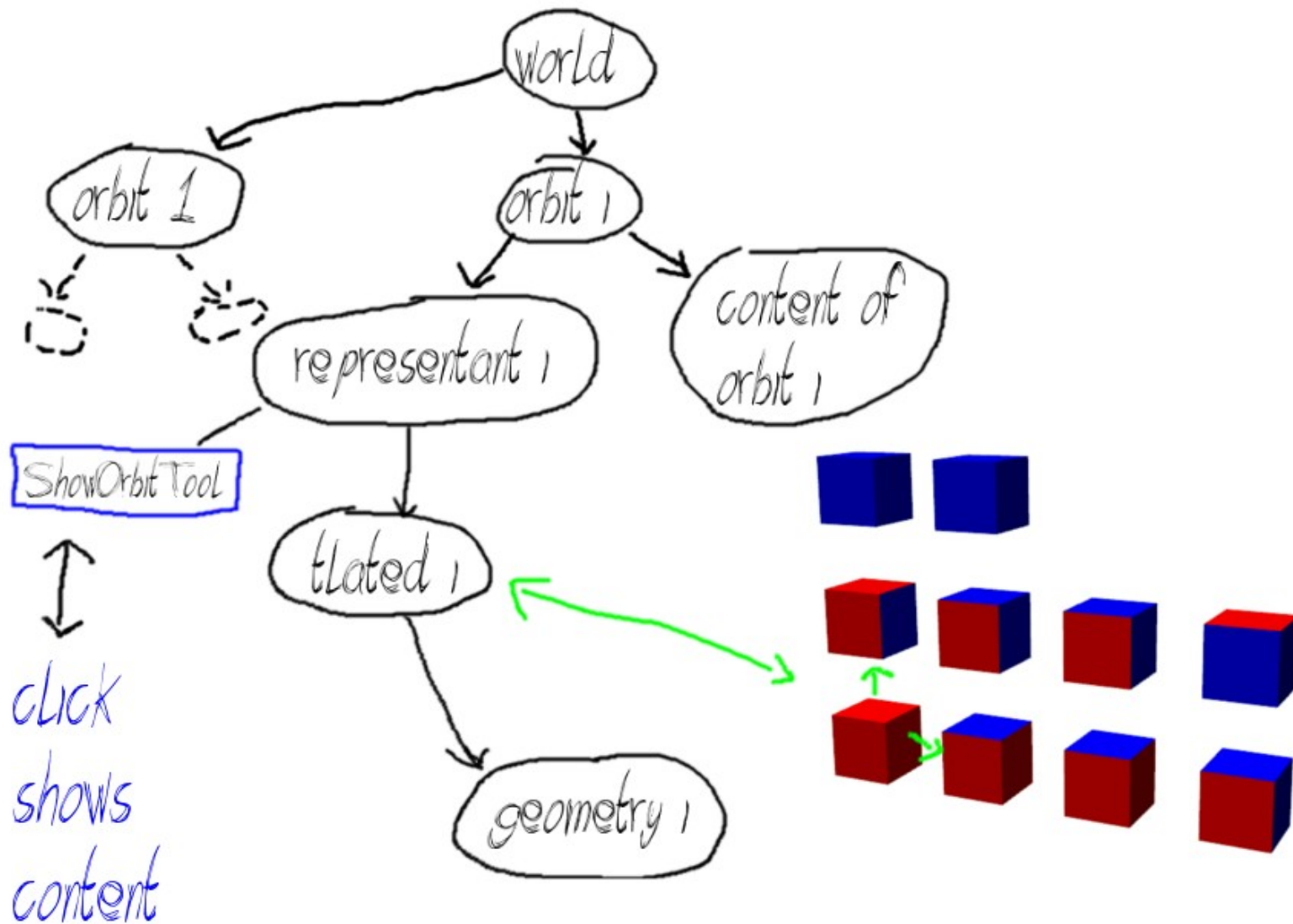
The Scene Graph



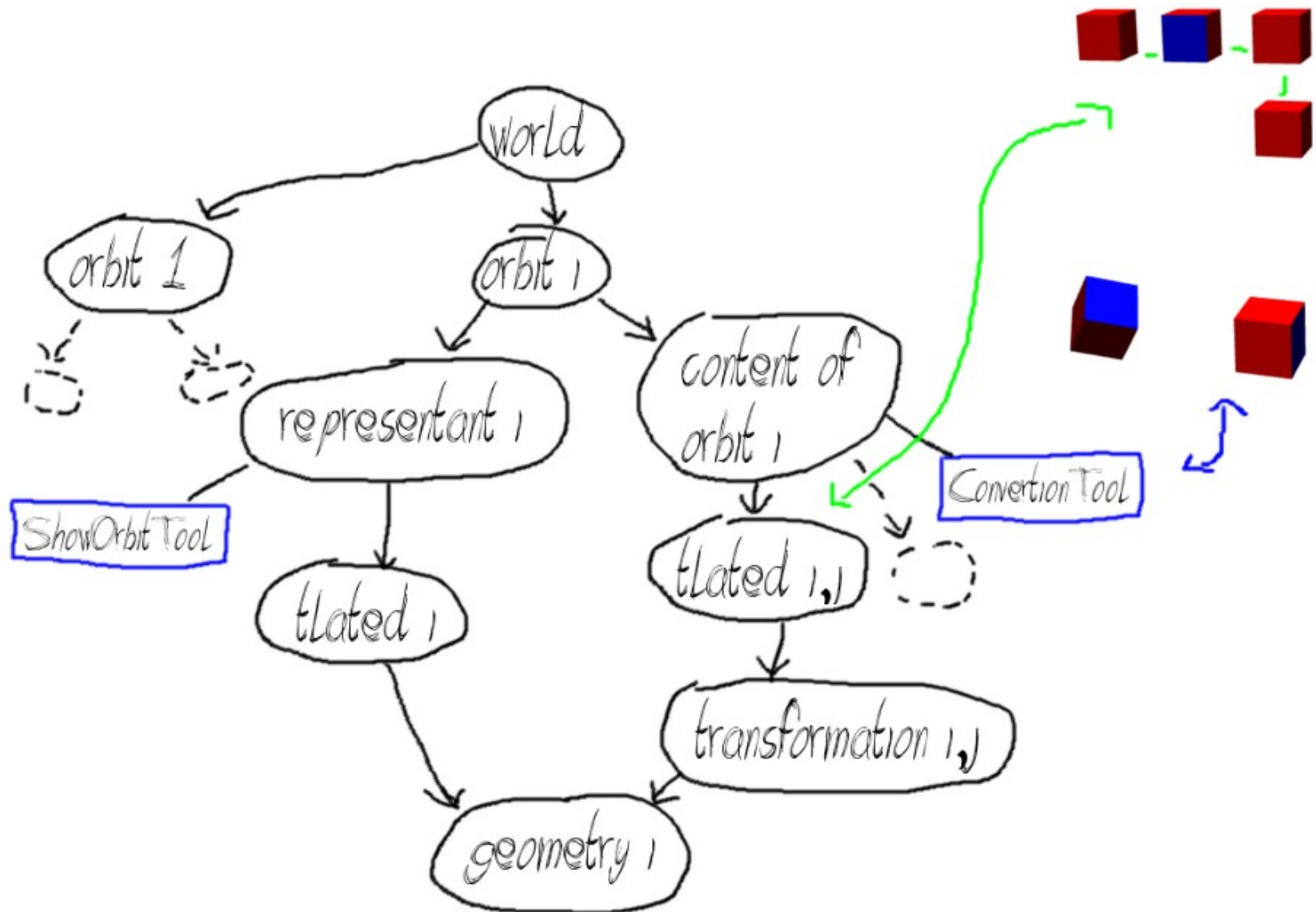
The Scene Graph 2



The Scene Graph 3

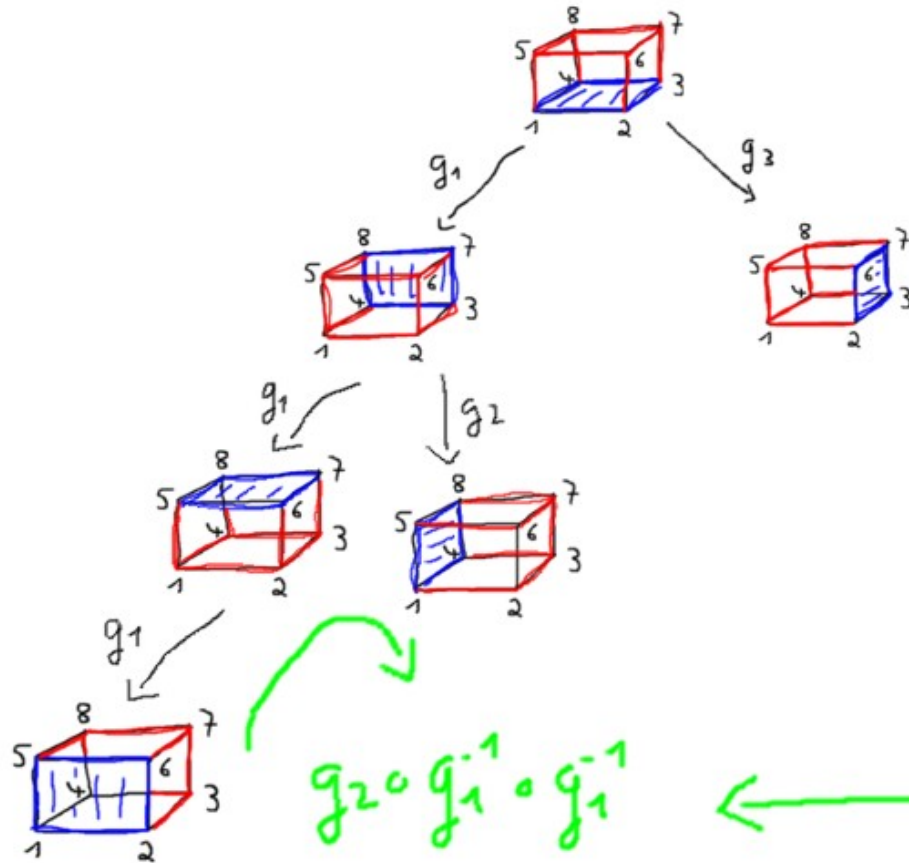


The Scene Graph 4



Conversion tool

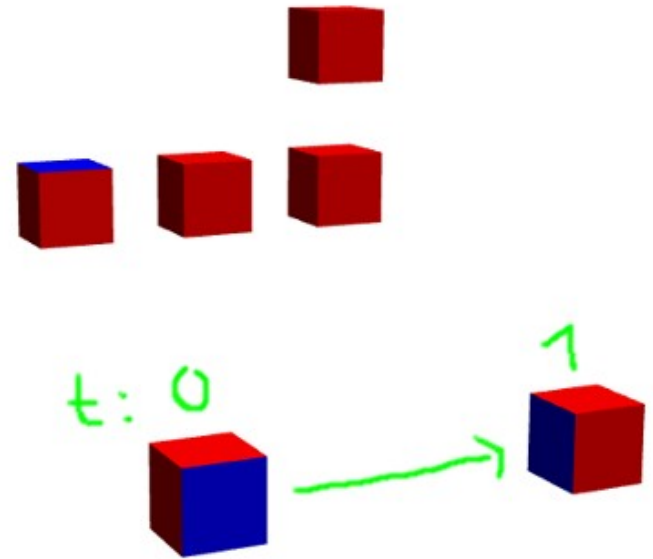
visualization



$$g_2 \circ g_1^{-1} = g_1^{-1}$$



Reality



$t: 0$

$$t=0: M_{g_1} \cdot M_{g_1} \cdot M_{g_1}$$

$$t=1: M_{g_2} \cdot M_{g_1}$$

Thank you for your attention!

