# Numerical Algorithms for Visual Computing II

Michael Breuß and Pascal Peter Released: 29.10.2010 Assigned to: Tutorial at 05.11.2010

# Assignment 2 (3 Exercises) – Different Differentials

#### Exercise No. 1 – Normal or Abnormal (8+2+6=16 points)

Let the surface S of an object in 3-D space be parameterised by

$$\begin{array}{rcl} S & : & \Omega \ \rightarrow \ \mathbb{R}^3 \\ & & (x,y) \ \mapsto \ \left[ \begin{array}{c} S_1 \\ S_2 \\ S_3 \end{array} \right] := \frac{fu(x,y)}{\sqrt{x^2 + y^2 + f^2}} \left( x,y,-f \right)^\top \end{array}$$

where f > 0 is a parameter, and where u(x, y) describes the depth (i.e., the z-coordinate) of the object. The task is to derive a formula for the *surface normal*.

Proceed as follows:

1. Compute the Jacobian matrix

$$J(S(x,y)) := \begin{bmatrix} \frac{\partial S_1}{\partial x} & \frac{\partial S_1}{\partial y} \\ \frac{\partial S_2}{\partial x} & \frac{\partial S_2}{\partial y} \\ \frac{\partial S_3}{\partial x} & \frac{\partial S_3}{\partial y} \end{bmatrix}$$

- 2. Validate that the column vectors of J describe a plane in 3-D. Give an argumentation, that they are also tangential to S.
- 3. Use the cross-product of these two vectors to *verify or disprove* that the surface normal  $\mathbf{n} \in \mathbb{R}^3$  to S is

$$\mathbf{n}(x,y) = \left(f\nabla u - \frac{fu}{x^2 + y^2 + f^2} \left(\begin{array}{c} x\\ y\end{array}\right), \nabla u \cdot \left(\begin{array}{c} x\\ y\end{array}\right) + \frac{f^2u}{x^2 + y^2 + f^2}\right)^{\top}$$

The symbol  $\cdot$  thereby denotes the Euclidean scalar product.

### Exercise No. 2 – Potentially Elliptic<sup>™</sup> (2+6=8 points)

The so-called potential function u of the 3-D sphere  $x^2 + y^2 + z^2 = a^2$ ,  $a \in \mathbb{R}$ , is for  $x^2 + y^2 + z^2 \ge a^2$  defined as

$$u(x, y, z) = \frac{4\pi a^3}{3\sqrt{x^2 + y^2 + z^2}}$$

- (a) Give an argumentation, that u and its partial derivatives of first and second order are continuous for  $x^2 + y^2 + z^2 \ge a^2$ .
- (b) Show that u fulfils the 3-D Laplace equation  $\Delta u = \frac{\partial^2 u}{\partial^2 x} + \frac{\partial^2 u}{\partial^2 y} + \frac{\partial^2 u}{\partial^2 z} = 0$

### Exercise No. 3 – Law and Orders (6 points)

Recall the backward difference  $\mathsf{law}$ 

$$A := \frac{U_i - U_{i-1}}{\Delta x}$$

which is a first-order approximation of  $u'(i\Delta x)$ .

Prove, that the order is also:  $A = u'((i - 1/2)\Delta x) + O(\Delta x^2)$ .