Finding weakly simple closed quasigeodesics on polyhedral spheres

Arnaud de Mesmay (CNRS, LIGM)

CIRM, May 2nd 2022



Joint work with Jean Chartier (LAMA, UPEC).

Theorem (Lyurstenik-Schnirrelman '29, etc.)

Any Riemannian sphere admits at least three simple closed geodesics.



Main question

Cook up an *algorithm* to find those in a *discrete* setting.

What is a discrete sphere?

A *polyhedral sphere* is a sphere made of Euclidean polygons glued to each other.



Example: (Convex) polyhedra

What is a quasigeodesic?

A *quasigeodesic* is a curve that goes straight inside and between two polygons and forms equal angles when crossing a vertex.

What is a discrete sphere?

A *polyhedral sphere* is a sphere made of Euclidean polygons glued to each other.

Example: (Convex) polyhedra

What is a quasigeodesic?		
A quasigeodesic is a curve that	goes straight inside and bet	ween two polygons and forms
equal angles	when crossing a	vertex.



What is a discrete sphere?

A *polyhedral sphere* is a sphere made of Euclidean polygons glued to each other.

Example: (Convex) polyhedra

What is a quasigeodesic?			
A <i>quasigeodesic</i> is a curve	that goes straight inside a	and <i>between</i> two polygons an	d forms equal
angles	when crossing a	vertex.	



What is a discrete sphere?

A *polyhedral sphere* is a sphere made of Euclidean polygons glued to each other.

Example: (Convex) polyhedra



What is a discrete sphere?

A *polyhedral sphere* is a sphere made of Euclidean polygons glued to each other.

Example: (Convex) polyhedra

What is a quasigeodesic?

A *quasigeodesic* is a curve that goes straight inside and between two polygons and forms equal angles angles at *most*/least π when crossing a *convex*/concave vertex.

$$\begin{array}{c} \beta \\ \alpha = \beta \\ \alpha + \beta \leq 2\pi \\ \alpha \leq \pi \\ \beta \leq \pi \end{array}$$

What is a discrete sphere?

A *polyhedral sphere* is a sphere made of Euclidean polygons glued to each other.

Example: (Convex) polyhedra

What is a quasigeodesic?

A *quasigeodesic* is a curve that goes straight inside and between two polygons and forms angles at *most*/least π when crossing a *convex*/concave vertex.

Theorem (Pogorelov '49)

Any convex polyhedron admits at least three simple closed quasigeodesics.

Results and questions

Question [Demaine, O'Rourke, Wyman '90-'07]

Cook up an algorithm to find those.

Theorem (Chartier, dM 2022)

Any polyhedral sphere admits a weakly simple closed quasigeodesic which crosses or uses O(dM/h) times the edges of the sphere.

Corollary

Algorithm to find such a weakly simple closed quasigeodesic in exponential time.

Main technical tool: discrete version of a curve-shortening flow, adapted from the *disk flow* of [Hass and Scott '94].

Open question

Does there always exists a weakly simple closed quasigeodesic that crosses/uses each edge at most C times for some small constant C?