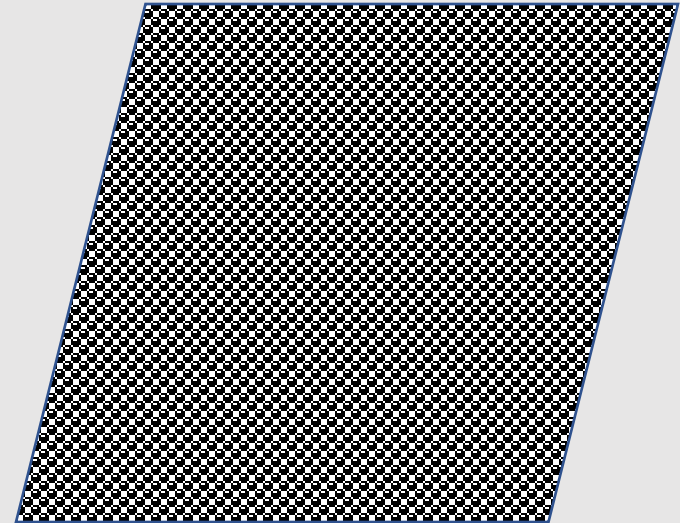
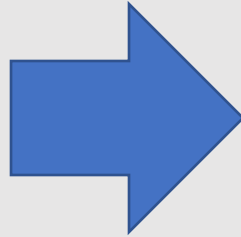
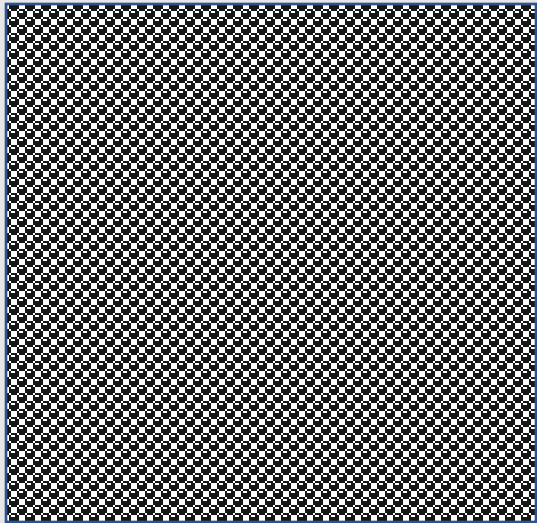


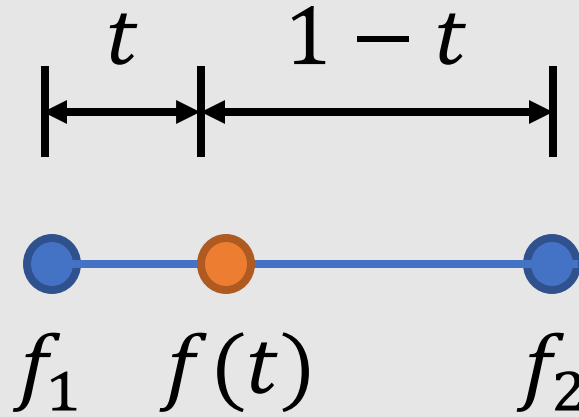
# **Grid & Mesh Interpolation**

# Continuum Approximation

- Drastically reducing degrees of freedom (DoFs)



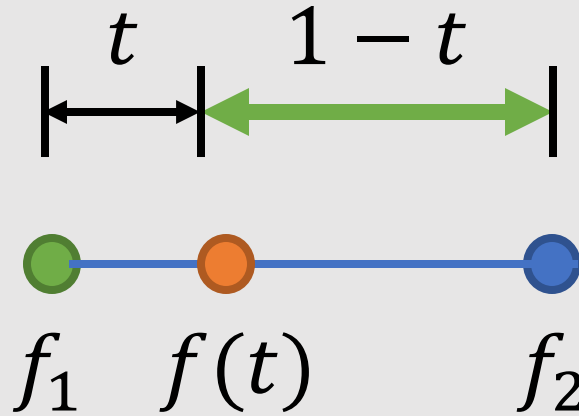
# Linear Interpolation (1D)



$$f(0) = f_1$$

$$f(1) = f_2$$

# Linear Interpolation (1D)



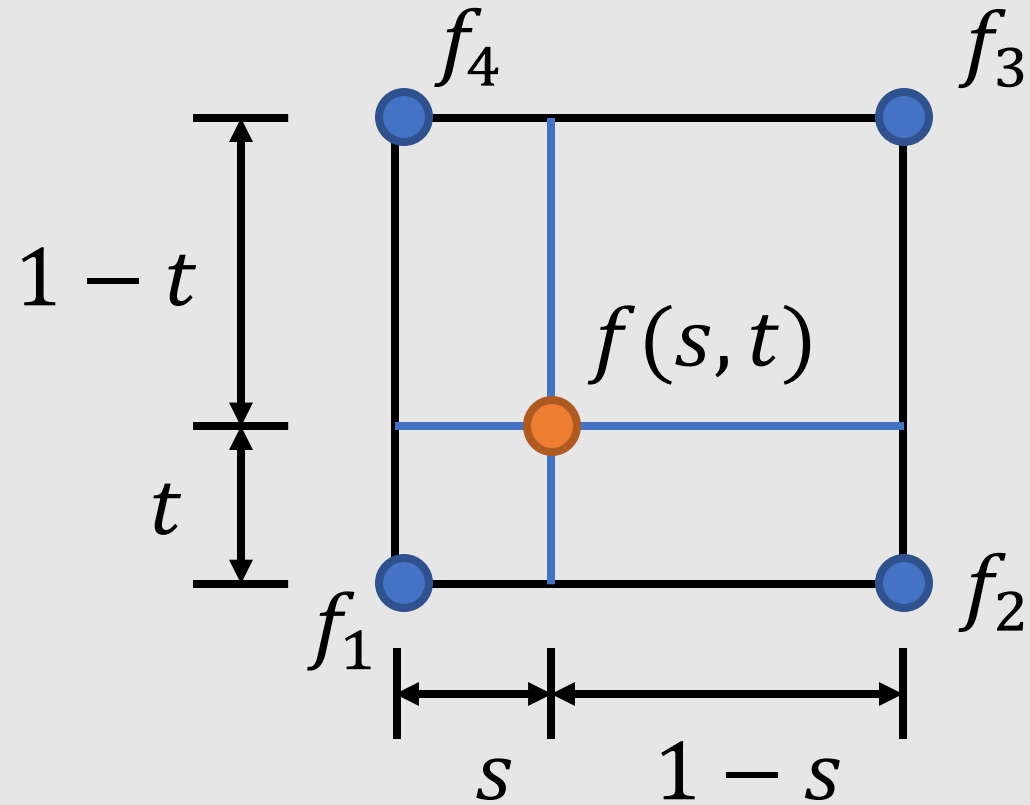
$$f(0) = f_1$$

$$f(1) = f_2$$

Weights sums to 1

$$f(t) = (1 - t)f_1 + tf_2$$

# Bilinear Interpolation (2D)



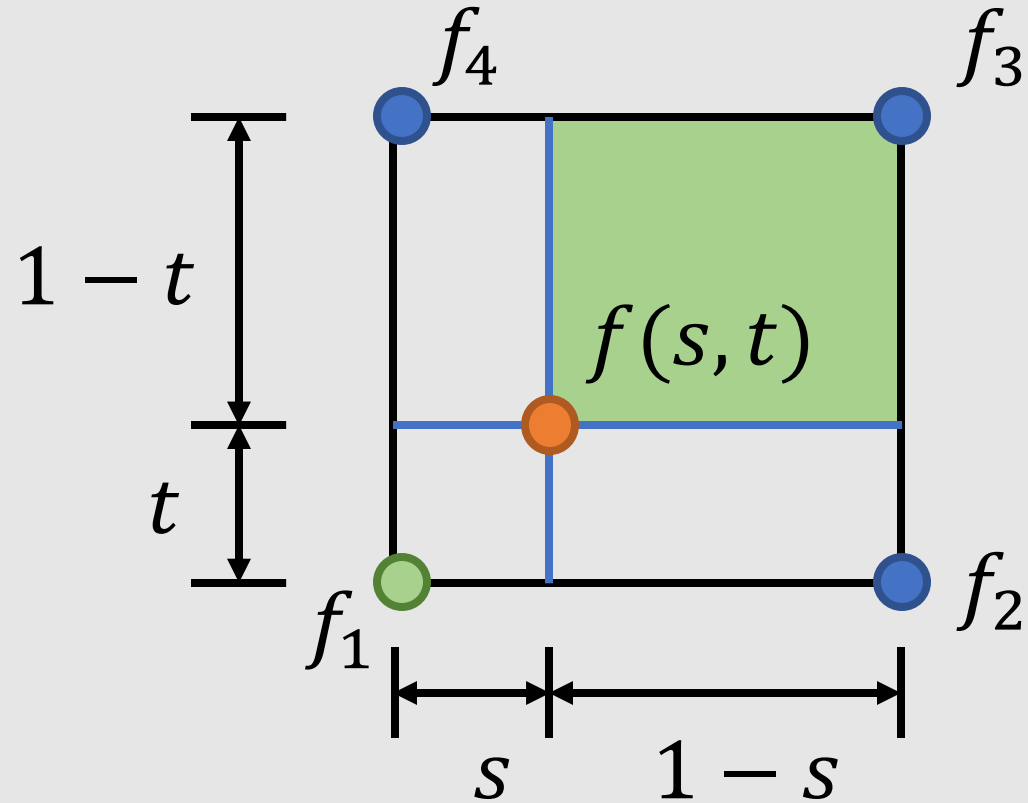
$$f(0,0) = f_1$$

$$f(1,0) = f_2$$

$$f(1,1) = f_3$$

$$f(0,1) = f_4$$

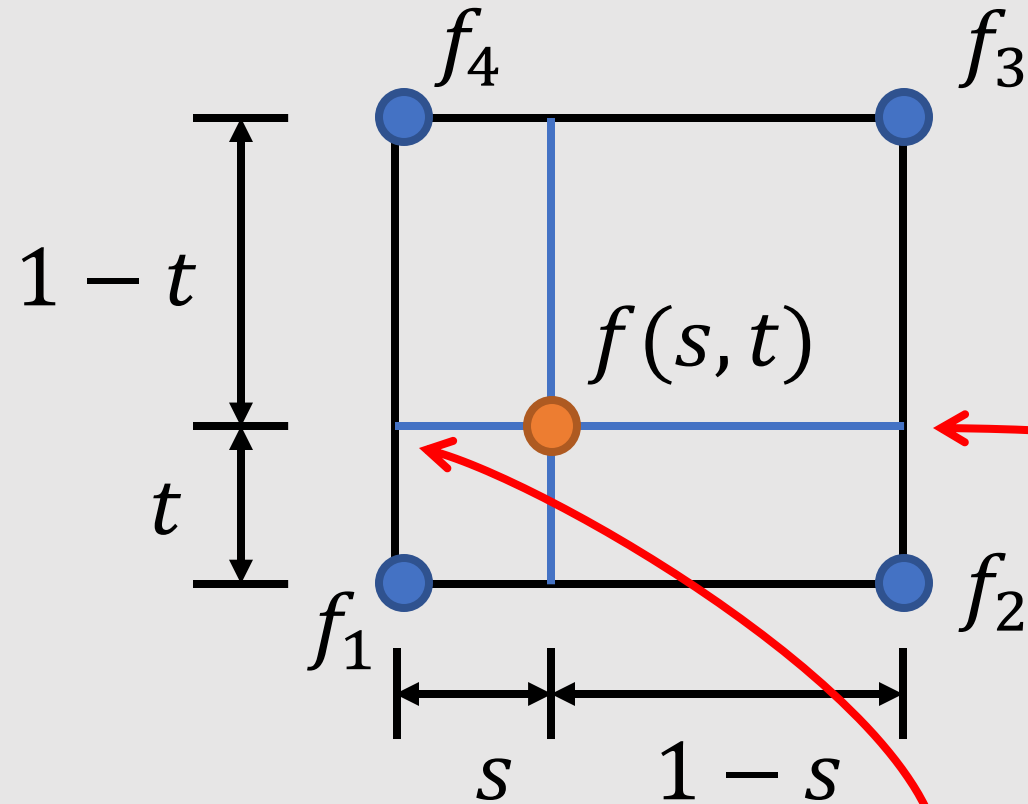
# Bilinear Interpolation (2D)



Weights sums to 1

$$f(s, t) = (1 - s)(1 - t)f_1 + s(1 - t)f_2 + stf_3 + (1 - s)tf_4$$

# Bilinear Interpolation (2D)

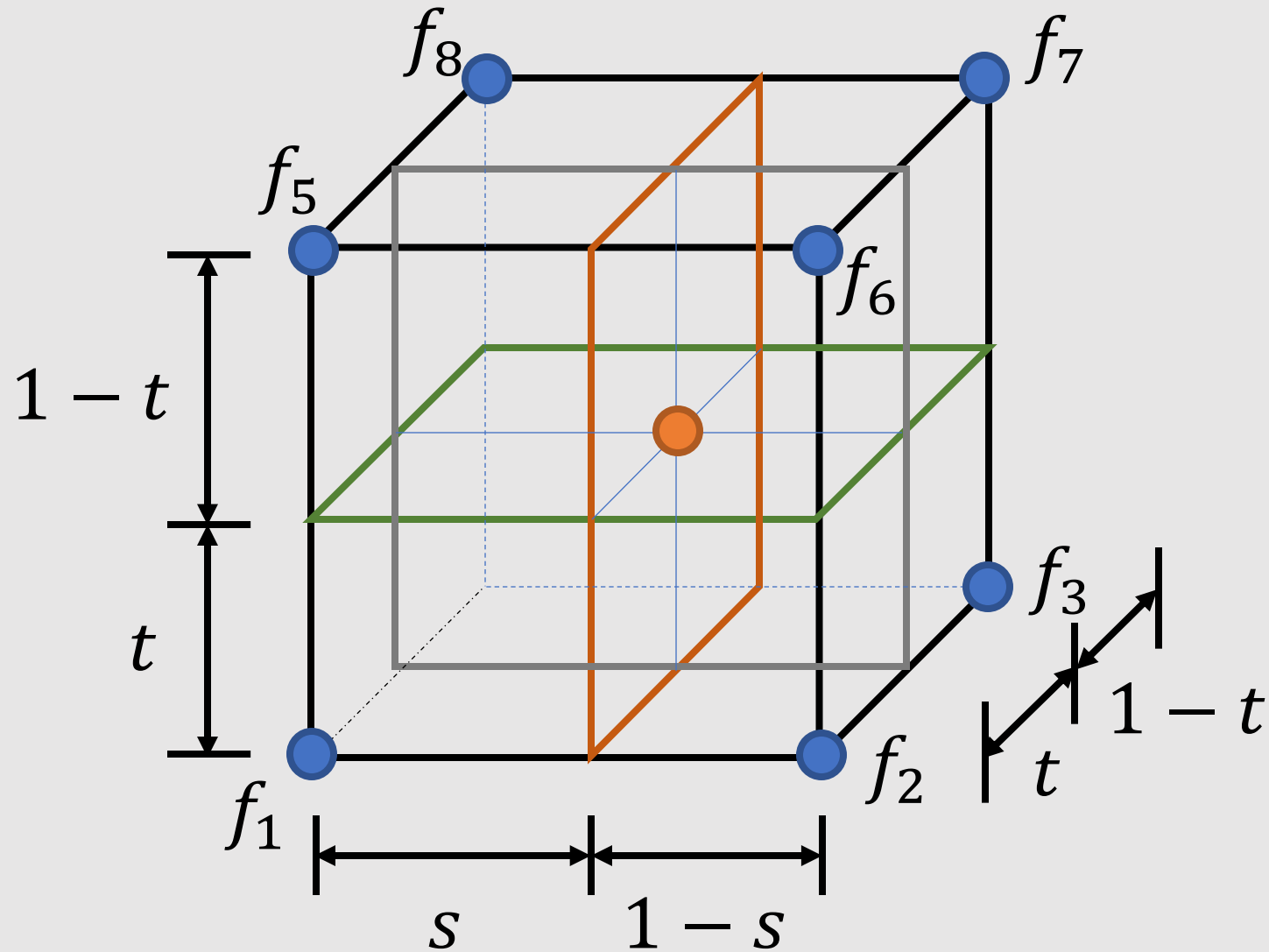


$f(s, t)$  is Linear in horizontal & vertical directions (not in an oblique direction)

$$f(s, t) = (1 - s)[(1 - t)f_1 + tf_4] + s[(1 - t)f_2 + tf_3]$$

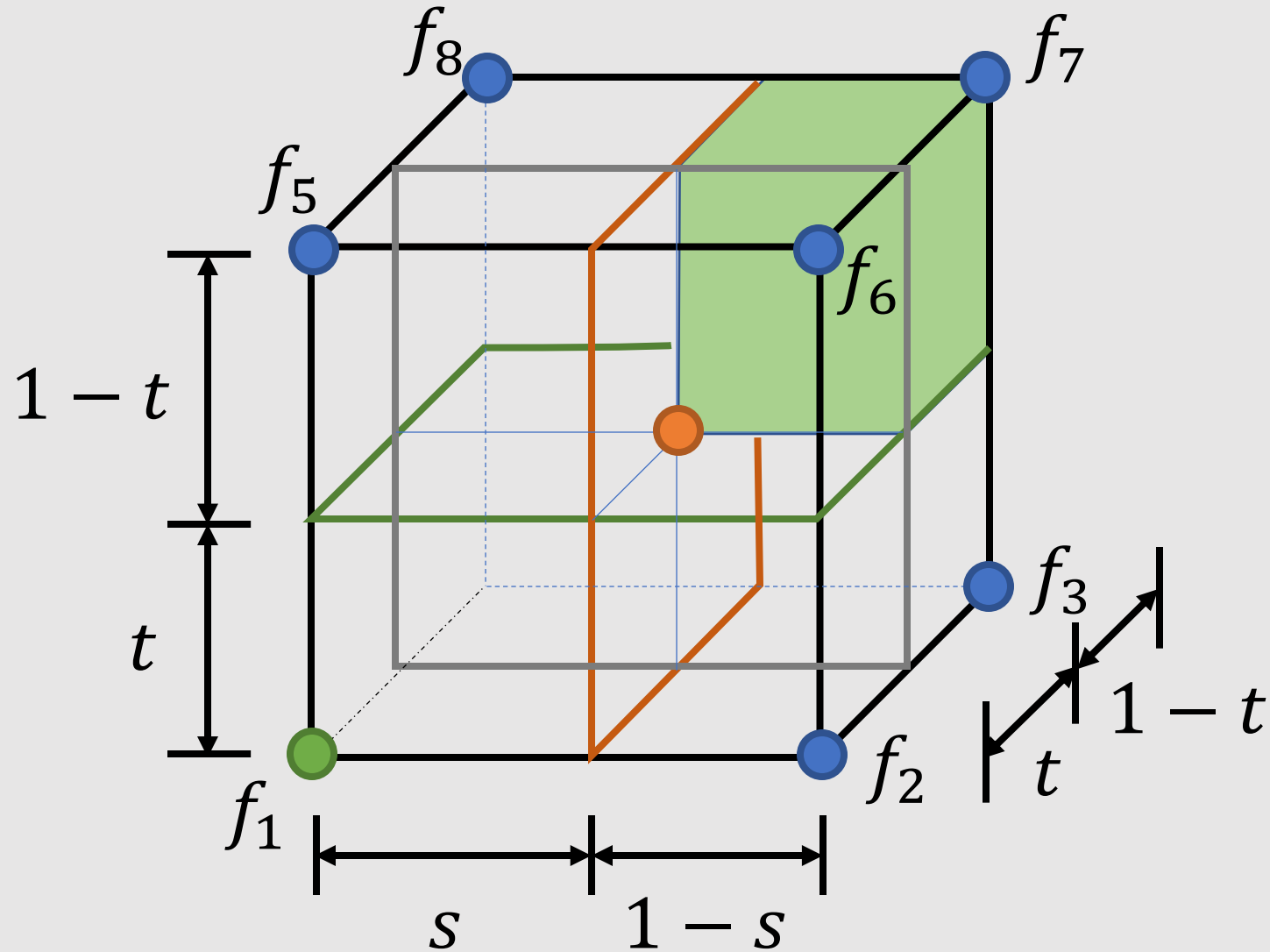
# Trilinear Interpolation (3D)

$$\begin{aligned} f(s, t, u) = & (1-s)(1-t)(1-u)f_1 + \\ & s(1-t)(1-u)f_2 + \\ & st(1-u)f_3 + \\ & (1-s)t(1-u)f_4 + \\ & (1-s)(1-t)uf_5 + \\ & s(1-t)uf_6 + \\ & stuf_7 + \\ & (1-s)tu f_8 \end{aligned}$$



# Trilinear Interpolation (3D)

$$\begin{aligned} f(s, t, u) = & (1-s)(1-t)(1-u)f_1 + \\ & s(1-t)(1-u)f_2 + \\ & st(1-u)f_3 + \\ & (1-s)t(1-u)f_4 + \\ & (1-s)(1-t)uf_5 + \\ & s(1-t)uf_6 + \\ & stuf_7 + \\ & (1-s)tu f_8 \end{aligned}$$



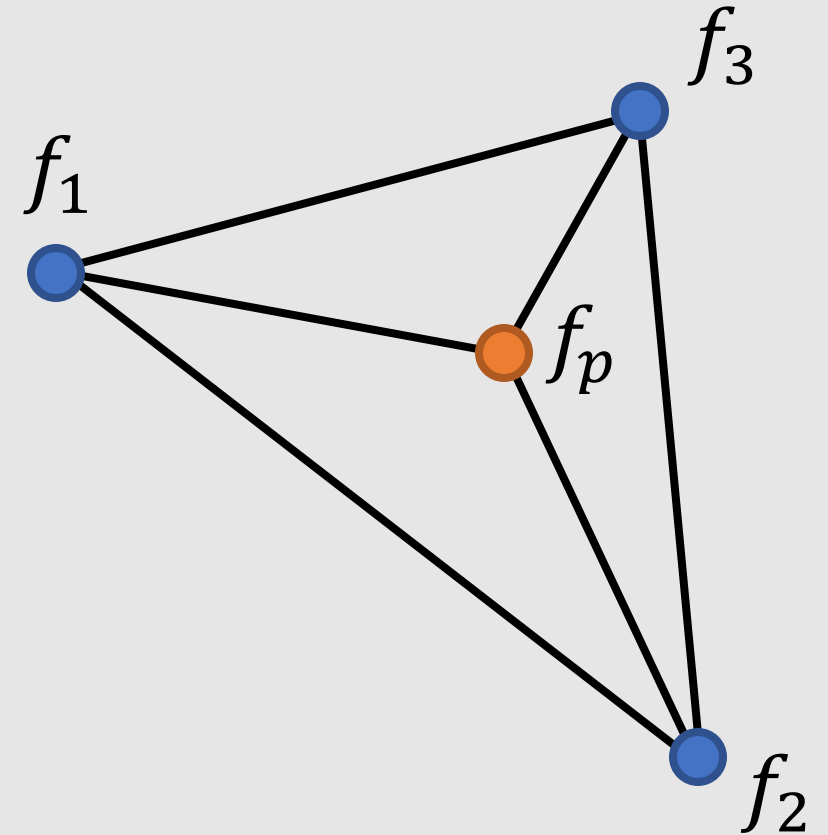
# Barycentric Coordinates for a Triangle

$$f_p = f(L_1, L_2, L_3) = L_1 f_1 + L_2 f_2 + L_3 f_3$$

$$L_1 = \frac{Area(p, 2, 3)}{Area(1, 2, 3)}$$

$$L_2 = \frac{Area(1, p, 3)}{Area(1, 2, 3)}$$

$$L_3 = \frac{Area(1, 2, p)}{Area(1, 2, 3)}$$



# Barycentric Coordinates for a Tetrahedron

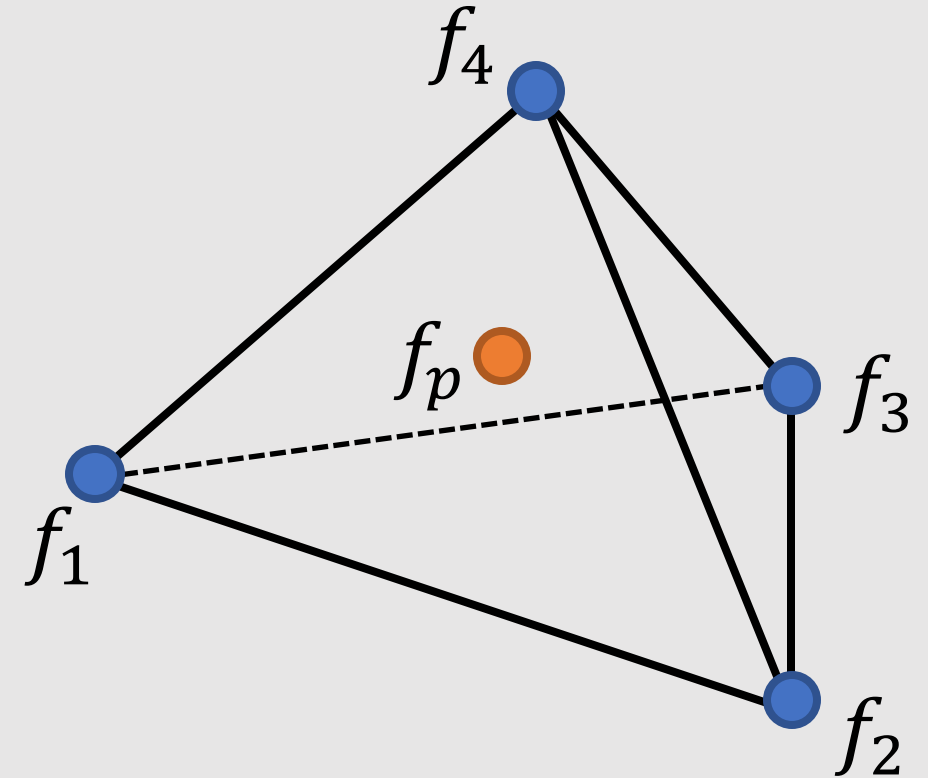
$$\begin{aligned} f_p &= f(L_1, L_2, L_3, L_4) \\ &= L_1 f_1 + L_2 f_2 + L_3 f_3 + L_4 f_4 \end{aligned}$$

$$L_1 = \frac{\text{Volume}(p, 2, 3, 4)}{\text{Volume}(1, 2, 3, 4)}$$

$$L_2 = \frac{\text{Volume}(1, p, 3, 4)}{\text{Volume}(1, 2, 3, 4)}$$

$$L_3 = \frac{\text{Volume}(1, 2, p, 4)}{\text{Volume}(1, 2, 3, 4)}$$

$$L_4 = \frac{\text{Volume}(1, 2, 3, p)}{\text{Volume}(1, 2, 3, 4)}$$



# Barycentric Coordinates for a Tetrahedron

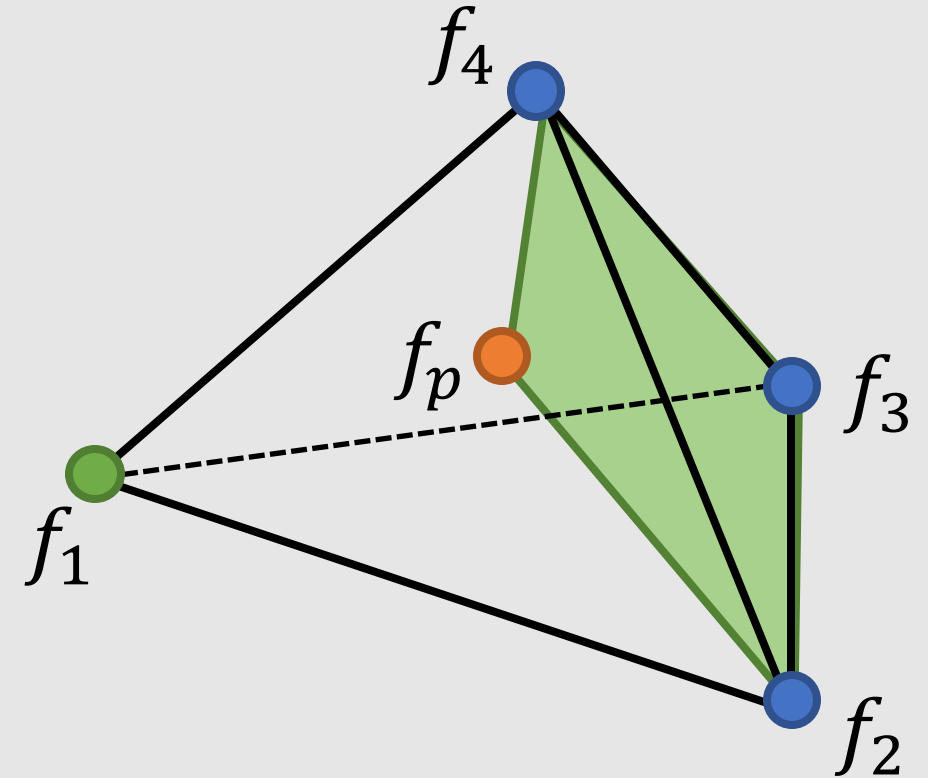
$$\begin{aligned} f_p &= f(L_1, L_2, L_3, L_4) \\ &= L_1 f_1 + L_2 f_2 + L_3 f_3 + L_4 f_4 \end{aligned}$$

$$L_1 = \frac{\text{Volume}(p, 2, 3, 4)}{\text{Volume}(1, 2, 3, 4)}$$

$$L_2 = \frac{\text{Volume}(1, p, 3, 4)}{\text{Volume}(1, 2, 3, 4)}$$

$$L_3 = \frac{\text{Volume}(1, 2, p, 4)}{\text{Volume}(1, 2, 3, 4)}$$

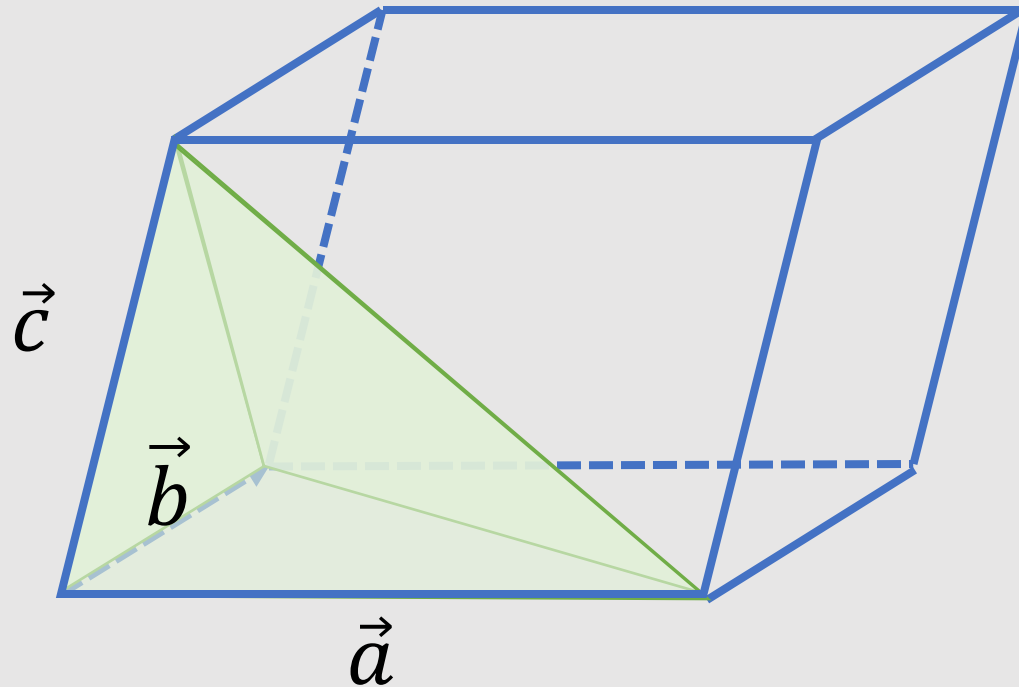
$$L_4 = \frac{\text{Volume}(1, 2, 3, p)}{\text{Volume}(1, 2, 3, 4)}$$



# **Differentiation of Interpolated Values**

# Volume of Tetrahedron from Parallelepiped

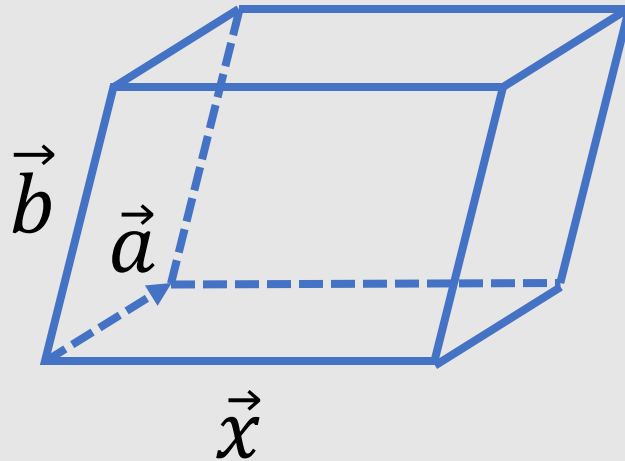
- Volume of parallelepiped:  $V = \vec{a} \cdot (\vec{b} \times \vec{c})$
- Volume of tetrahedron:  $V = 1/6 \vec{a} \cdot (\vec{b} \times \vec{c})$



# Differential of Scalar Triple Product

$$\begin{aligned} W(\vec{x}) &= \vec{b} \cdot (\vec{a} \times \vec{x}) \\ &= \vec{x} \cdot (\vec{b} \times \vec{a}) \end{aligned}$$

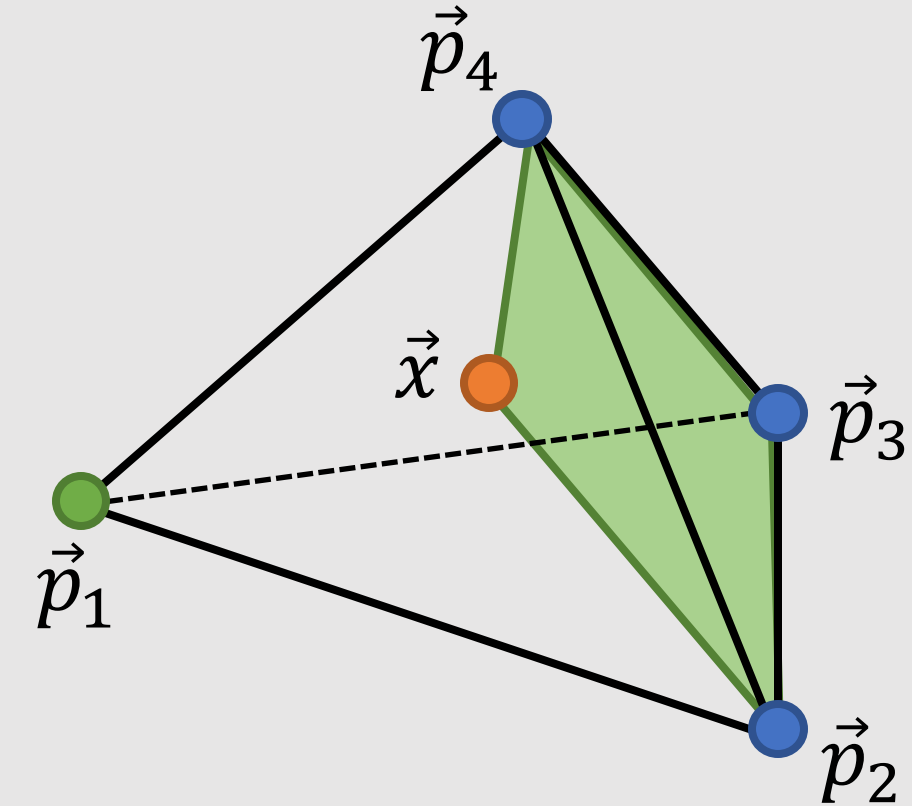
$$\frac{\partial W}{\partial \vec{x}} = \vec{b} \times \vec{a}$$



The volume is **linear**  
to the position



# Volume of Tetrahedron



$$L_1 = \frac{\text{Volume}(\vec{x}, \vec{p}_2, \vec{p}_3, \vec{p}_4)}{\text{Volume}(\vec{p}_1, \vec{p}_2, \vec{p}_3, \vec{p}_4)}$$

$$\begin{aligned} \text{Volume}(\vec{x}, \vec{p}_2, \vec{p}_3, \vec{p}_4) \\ = 1/6 (\vec{x} - \vec{p}_2) \cdot \{(\vec{p}_4 - \vec{p}_2) \times (\vec{p}_3 - \vec{p}_2)\} \end{aligned}$$

$$\frac{\partial L_1}{\partial \vec{x}} = \frac{1/6 (\vec{p}_4 - \vec{p}_2) \times (\vec{p}_3 - \vec{p}_2)}{\text{Volume}(\vec{p}_1, \vec{p}_2, \vec{p}_3, \vec{p}_4)}$$

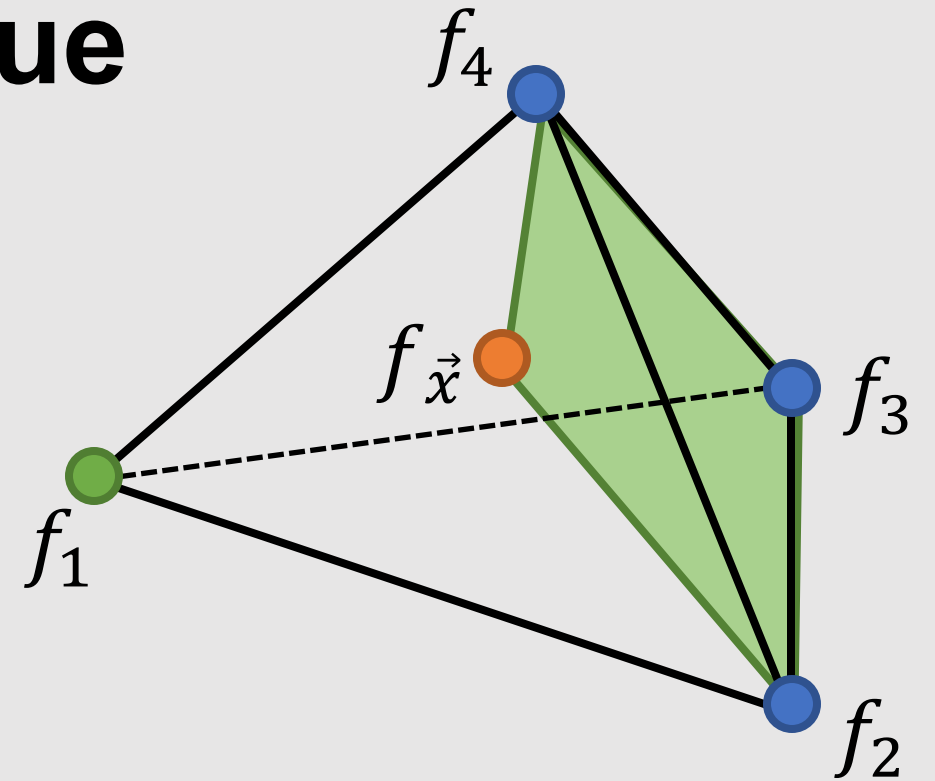
# Gradient of Interpolated Value

$$\begin{aligned} f_{\vec{x}} &= f(L_1, L_2, L_3, L_4) \\ &= L_1 f_1 + L_2 f_2 + L_3 f_3 + L_4 f_4 \end{aligned}$$



differentiation

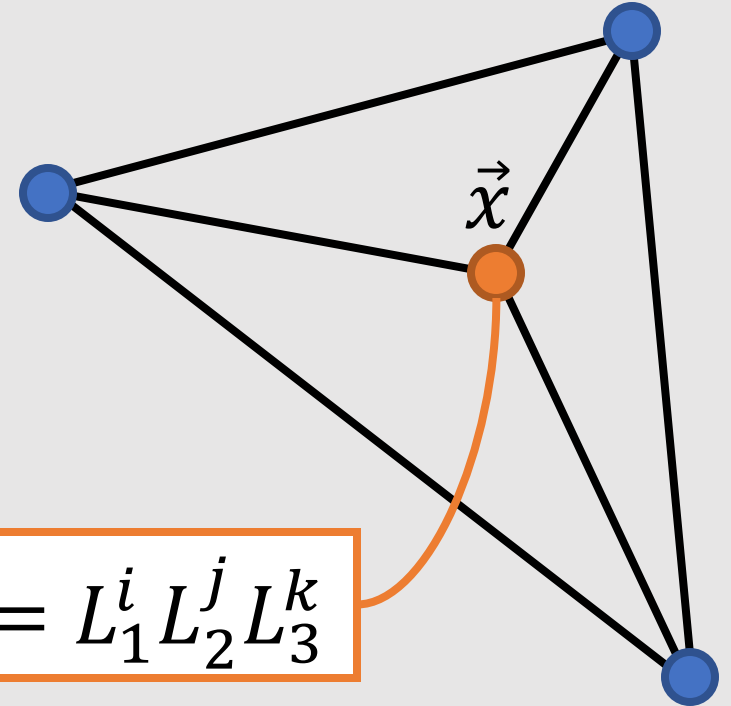
$$\frac{\partial f_{\vec{x}}}{\partial \vec{x}} = \frac{\partial L_1}{\partial \vec{x}} f_1 + \frac{\partial L_2}{\partial \vec{x}} f_2 + \frac{\partial L_3}{\partial \vec{x}} f_3 + \frac{\partial L_4}{\partial \vec{x}} f_4$$



# **Integration of Polynomial over Simplex**

# Integration Rule for Triangle

$$\int_{\vec{x} \in \text{Tri}} L_1^i L_2^j L_3^k d\vec{x} = \frac{2! i! j! k! \text{Area}}{(2 + i + j + k)!}$$



$$f(\vec{x}) = L_1^i L_2^j L_3^k$$

# Example of Integration over Triangle

$$\int_{\vec{x} \in Tri} L_1 d\vec{x} = \int_{\vec{x} \in Tri} L_1^1 L_2^0 L_3^0 d\vec{x} = \frac{2! 1! 0! 0! Area}{(2 + 1 + 0 + 0)!} = \frac{1}{3} Area$$

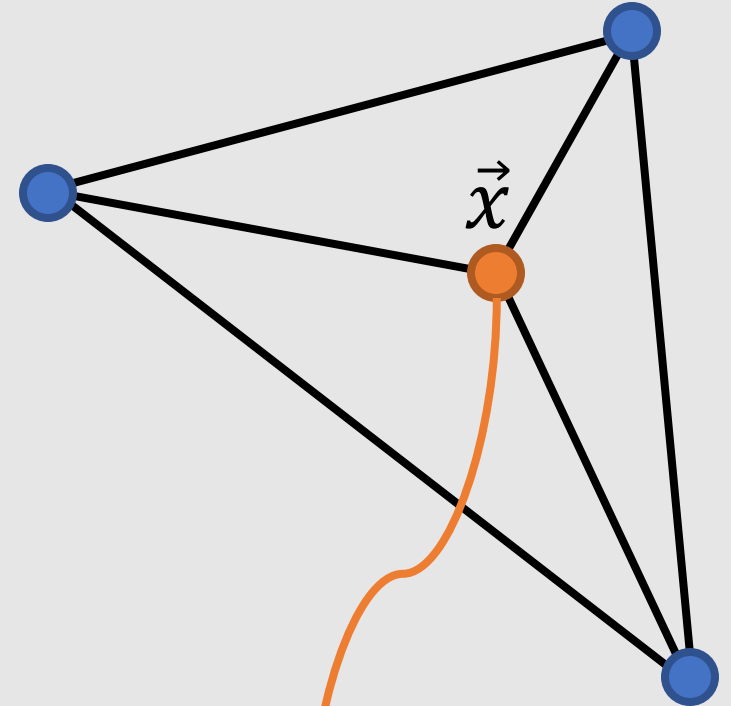
$$\int_{\vec{x} \in Tri} L_1^2 d\vec{x} = \int_{\vec{x} \in Tri} L_1^2 L_2^0 L_3^0 d\vec{x} = \frac{2! 2! 0! 0! Area}{(2 + 2 + 0 + 0)!} = \frac{1}{6} Area$$

$$\int_{\vec{x} \in Tri} L_1 L_2 d\vec{x} = \int_{\vec{x} \in Tri} L_1^1 L_2^1 L_3^0 d\vec{x} = \frac{2! 1! 1! 0! Area}{(2 + 1 + 1 + 0)!} = \frac{1}{12} Area$$

$$\int_{\vec{x} \in Tri} L_a L_b d\vec{x} = \frac{1}{12} Area (1 + \delta_{ab})$$

# Center of The Gravity of a Triangle in 3D

$$\begin{aligned}\vec{p}_{cg} &= \frac{1}{Area} \int_{\vec{x} \in \text{Tri}} \vec{x} d\vec{x} \\ &= \frac{1}{Area} \int_{\vec{x} \in \text{Tri}} L_1 \vec{p}_1 + L_2 \vec{p}_2 + L_3 \vec{p}_3 d\vec{x} \\ &= \frac{1}{3} (\vec{p}_1 + \vec{p}_2 + \vec{p}_3)\end{aligned}$$



$$\vec{x} = L_1 \vec{p}_1 + L_2 \vec{p}_2 + L_3 \vec{p}_3$$

# Inertia Tensor of a Triangle in 3D

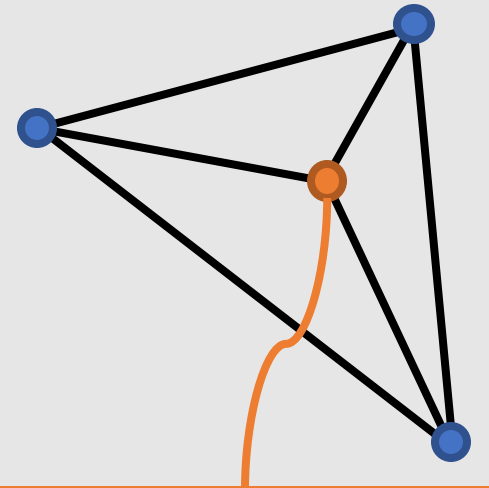
$$I_{in} = \int_{\vec{x} \in \text{Tri}} -\text{Skew}(\vec{x}) \text{Skew}(\vec{x}) d\vec{x}$$

$$= \int_{\vec{x} \in \text{Tri}} -\text{Skew}(L_1 \vec{p}_1 + L_2 \vec{p}_2 + L_3 \vec{p}_3) \text{Skew}(L_1 \vec{p}_1 + L_2 \vec{p}_2 + L_3 \vec{p}_3) d\vec{x}$$

$$= \int_{\vec{x} \in \text{Tri}} \sum_{1 \leq a \leq 3} \sum_{1 \leq b \leq 3} -\text{Skew}(L_a \vec{p}_b) \text{Skew}(L_a \vec{p}_b) d\vec{x}$$

$$= \sum_{1 \leq a \leq 3} \sum_{1 \leq b \leq 3} -\text{Skew}(\vec{p}_a) \text{Skew}(\vec{p}_b) \int_{\vec{x} \in \text{Tri}} L_a L_b d\vec{x}$$

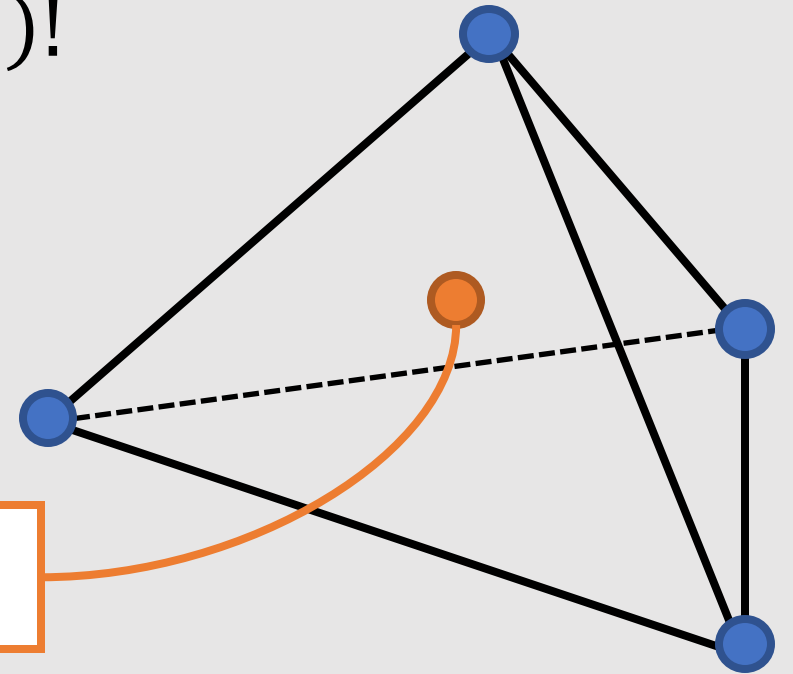
$$= \sum_{1 \leq a \leq 3} \sum_{1 \leq b \leq 3} (\vec{p}_a^T \vec{p}_b I - \vec{p}_a \otimes \vec{p}_b) \frac{\text{Area}}{12} (1 + \delta_{ab})$$



$$\vec{x} = L_1 \vec{p}_1 + L_2 \vec{p}_2 + L_3 \vec{p}_3$$

# Integration Rule for Tetrahedron

$$\int_{\vec{x} \in \text{Tet}} L_1^i L_2^j L_3^k L_4^l d\vec{x} = \frac{3! i! j! k! l! \text{Volume}}{(3 + i + j + k + l)!}$$



$$\vec{f}(\vec{x}) = L_1^i L_2^j L_3^k L_4^l$$

# Example of Integration over Tetrahedra

$$\int_{\vec{x} \in Tet} L_1 d\vec{x} = \int_{\vec{x} \in Tri} L_1^1 L_2^0 L_3^0 L_4^0 d\vec{x} = \frac{3! 1! 0! 0! 0! Volume}{(3 + 1 + 0 + 0 + 0)!} = \frac{1}{4} Volume$$

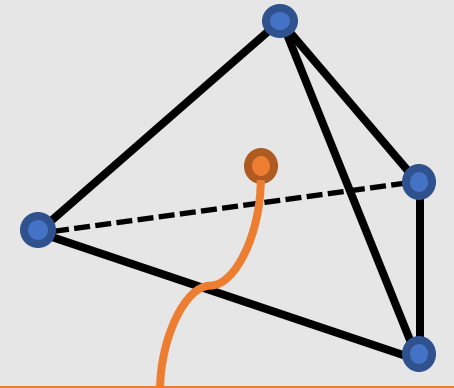
$$\int_{\vec{x} \in Tet} L_1^2 d\vec{x} = \int_{\vec{x} \in Tri} L_1^2 L_2^0 L_3^0 L_4^0 d\vec{x} = \frac{3! 2! 0! 0! 0! Volume}{(3 + 2 + 0 + 0 + 0)!} = \frac{1}{10} Volume$$

$$\int_{\vec{x} \in Tet} L_1 L_2 d\vec{x} = \int_{\vec{x} \in Tri} L_1^1 L_2^1 L_3^0 L_4^0 d\vec{x} = \frac{2! 1! 1! 0! 0! Volume}{(3 + 1 + 1 + 0 + 0)!} = \frac{1}{20} Volume$$

$$\int_{\vec{x} \in Tet} L_a L_b d\vec{x} = \frac{1}{20} Volume (1 + \delta_{ab})$$

# Inertia Tensor of a Tetrahedron

$$\begin{aligned}
 I_{in} &= \int_{\vec{x} \in Tet} -\text{Skew}(\vec{x})\text{Skew}(\vec{x})d\vec{x} \\
 &= \int_{\vec{x} \in Tet} -\text{Skew}(L_1\vec{p}_1 + L_2\vec{p}_2 + L_3\vec{p}_3 + L_4\vec{p}_4)\text{Skew}(L_1\vec{p}_1 + L_2\vec{p}_2 + L_3\vec{p}_3 + L_4\vec{p}_4)d\vec{x} \\
 &= \int_{\vec{x} \in Tet} \sum_{1 \leq a \leq 4} \sum_{1 \leq b \leq 4} -\text{Skew}(L_a\vec{p}_b)\text{Skew}(L_a\vec{p}_b)d\vec{x} \\
 &= \sum_{1 \leq a \leq 4} \sum_{1 \leq b \leq 4} -\text{Skew}(\vec{p}_a)\text{Skew}(\vec{p}_b) \int_{\vec{x} \in Tet} L_a L_b d\vec{x} \\
 &= \sum_{1 \leq a \leq 4} \sum_{1 \leq b \leq 4} (\vec{p}_a^T \vec{p}_b I - \vec{p}_a \otimes \vec{p}_b) \frac{Volume}{20} (1 + \delta_{ab})
 \end{aligned}$$

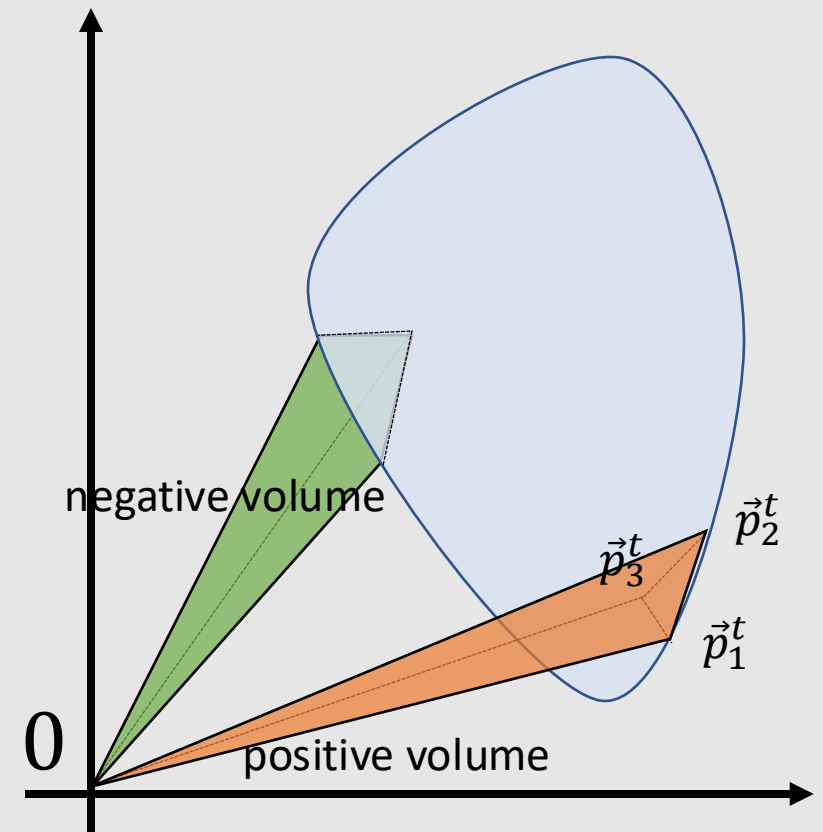


$$\vec{x} = L_1\vec{p}_1 + L_2\vec{p}_2 + L_3\vec{p}_3 + L_4\vec{p}_4$$

# Inertia Tensor of a Solid 3D **Triangle** Mesh

- Summing over inertia tensors of **tetrahedra** connecting the **origin** of the coordinate and the **three corner points** of the triangle

$$I_{inertia} = \sum_{t \in Tri} I_{inertia}(0, \vec{p}_1^t, \vec{p}_2^t, \vec{p}_3^t)$$

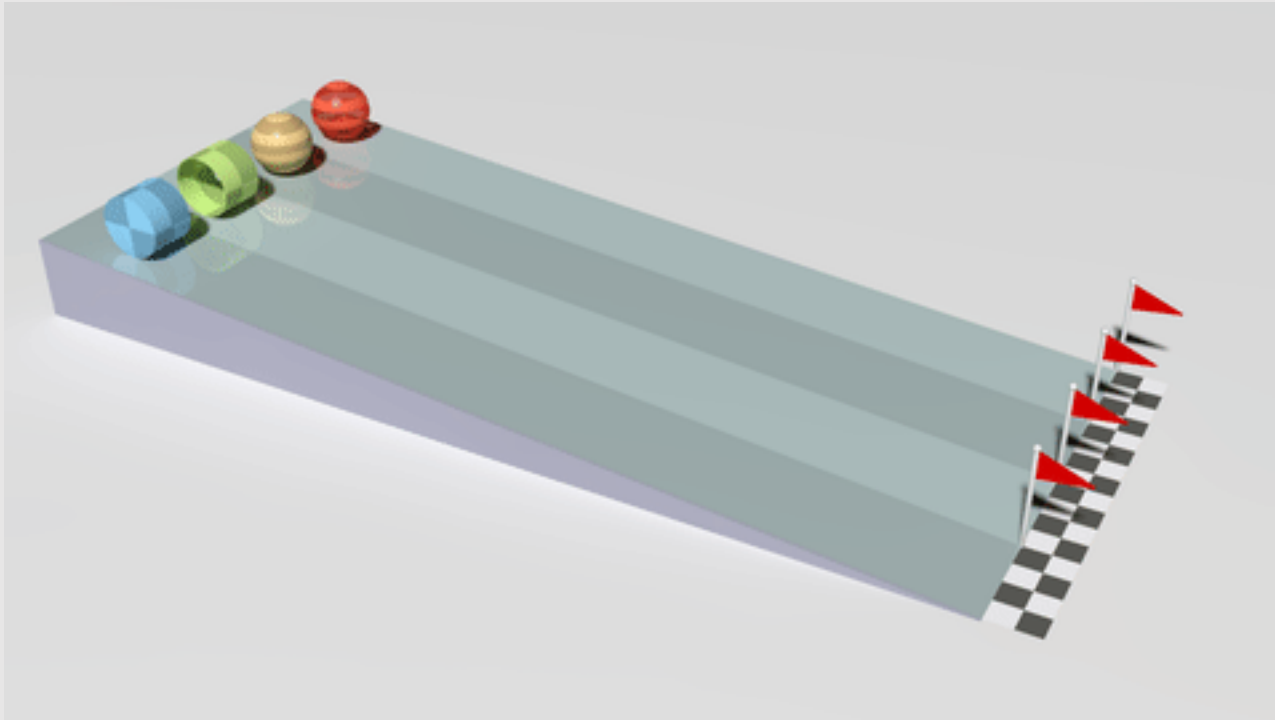
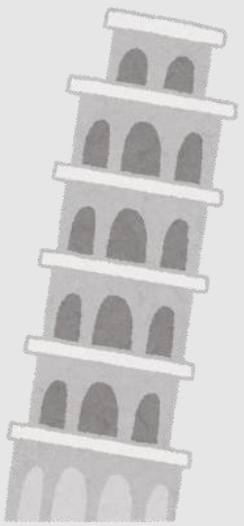


# Inertia Tensor = How Hard to Rotate

Same radius, same mass,  
different speed!?



Galileo Galilei



$$\mathcal{K} = \frac{1}{2} M \|\vec{v}_{cg}\|^2 + \frac{1}{2} \vec{\Omega}^T I_{in} \vec{\Omega}$$