Table of Contents

1. Transfer 1
1.1 Introduction 1
1.2 Complex Shape Generation 2
1.3 Object-Oriented Theory of Geometry 3
1.4 Transfer 4
1.5 Human Perception 6
1.6 Serial-Link Manipulators 18
1.7 Object-Oriented Inheritance 20
1.8 Complex Shape Generation 21
1.9 Design 21
1.10 Cognition and Transfer 22
1.11 Transfer in Differential Equations 23
1.12 Scientific Structure 24
1.13 Maximization of Transfer 28
1.14 Primitive-Breaking 28
1.15 The Algebraic Description of Machines 30
1.16 Agent Self-Substitution 30
1.17 Rigorous Definition of Shape 32
1.18 Rigorous Definition of Aesthetics 32
1.19 Shape Generation by Group Extensions 34

2. Recoverability 35
2.1 Geometry and Memory 35
2.2 Practical Need for Recoverability 35
2.3 Theoretical Need for Recoverability 37
2.4 Data Sets 37
2.5 The Fundamental Recovery Rules 39
2.6 Design as Symmetry-Breaking 44
2.7 Computational Vision and Symmetry-Breaking 45
2.8 Occupancy 47
2.9 External vs. Internal Inference 48
2.10 Exhaustiveness and Internal Inference 49

2.11 Externalization Principle 52
2.12 Choice of Metric in the Externalization Principle 58
2.13 Externalization Principle and Environmental Dimensionality 59
2.14 History Symmetrization Principle 61
2.15 Symmetry-to-Trace Conversion 63
2.16 Roots 66
2.17 Inferred Order of the Generative Operations 67
2.18 Symmetry-Breaking vs. Asymmetry-Building 69
2.19 Against the Erlanger Program 71
2.20 Memory 72
2.21 Regularity 73
2.22 Aesthetics 74
2.23 The Definition of Shape 75

3. Mathematical Theory of Transfer, I 77
3.1 Shape Generation by Group Extensions 77
3.2 The Importance of n-Cubes in Computational Vision and CAD 78
3.3 Stage 1: Defining Fibers and Control 80
3.4 Stage 2: Defining the Fiber-Group Product 82
3.5 The Fiber-Group Product as a Symmetry Group 84
3.6 Defining the Action of the Fiber-Group Product on the Data Set 84
3.7 Stage 3: Action of $G(C)$ on the Fiber-Group Product 88
3.8 Transfer as an Automorphism Group 89
3.9 Stage 4: Splitting Extension of the Fiber-Group Product by the Control Group 90
3.10 Wreath Products 91
3.11 The Universal Embdedding Theorems 93
3.12 Nesting vs. Control-Nesting 93
3.13 Stage 5: Defining the Action of $G(F)\textcircled{w}G(C)$ on $F \times C$ 95
3.14 Control-Group Indexes 97
3.15 Up-Keeping Effect of the Transfer Automorphisms 98
3.16 The Direct vs. the Indirect Representation 103
3.17 Transfer as Conjugation 104
3.18 Conjugation and Recoverability 108
3.19 Infinite Control Sets 109
3.20 The Full Structure 110
3.21 The Five Group Actions 112

4. Mathematical Theory of Transfer, II 115
4.1 Introduction 115
4.2 The Iterated Wreath Product 115
4.3 Opening Up 116
4.4 The Group Theory of Hierarchical Detection 118
4.5 Control-Nested τ-Automorphisms 123
4.6 The Wreath Modifier 128

4.7 Iso-Regular Groups 129
4.8 Canonical Plans 131
4.9 Wreath Poly-X Groups 132
4.10 Wreath Covering 133

5. Theory of Grouping 135
5.1 Introduction 135
5.2 Grouping from Wreath Products 135
5.3 Grouping as Algebraic Action 139
5.4 Generative Crystallography 140
5.5 Using the Law of Grouping 141
5.6 Hierarchical Detection in Grouping 145
5.7 Perceptual Relationship between Similar Groupings 146
5.8 Product Ordering 149
5.9 Local-to-Global in a Wreath Product 152
5.10 Perceptual Effect of Inclusion and Omission of Levels 153
5.11 Non-iso-regular Groups 156

6. Robot Manipulators 161
6.1 Three Algebraic Conditions 161
6.2 Object-Centered Frames as Transfer 162
6.3 The Serial-Link Manipulator 165
6.4 The Full Group of a Serial-Link Manipulator 167
6.5 Transfer in the Serial-Link Manipulator 168
6.6 The Full Group of a General-Linked Manipulator 170
6.7 Semi-Rigid Groups 172
6.8 Including Manipulator Shape 173

7. Algebraic Theory of Inheritance 175
7.1 Inheritance 175
7.2 Geometric Inheritance 176
7.3 Theory of Inheritance 177
7.4 Relating Inheritance Diagrams to Algebra 178
7.5 Class Inheritance 179

8. Reference Frames 185
8.1 Reference Objects 185
8.2 Non-coordinate-free Geometry 186
8.3 Processes and Phases 187
8.4 Theory of Reference Objects 188
8.5 The Necessity of Reference Frames 189
8.6 Structure of the 2D Reference Frame 189
8.7 Canonical Plan from the 2D Reference Frame 193
8.8 Organizing Role of the Cartesian Reference Frame 194

8.9 Orientation-and-Form 195
8.10 Cartesian Frame Bundle 200
8.11 External Actions on Frames: Decomposition 203
8.12 The 3D Reference Frame 205
8.13 Assigning Triple-Reflection Structures to Surfaces 207
8.14 Construction Plane 210

9. Relative Motion 213
9.1 Introduction 213
9.2 Theory of Relative Motion 214
9.3 Induced Motion 218
9.4 Inheritance via Extra Frames 221
9.5 Physics 225

10. Surface Primitives 229
10.1 Defining and Classifying Primitives 229
10.2 Level-Continuous Primitives 231
10.3 Sphere and Torus 232
10.4 Cylinder and Cone 233
10.5 Level-Discrete Primitives 234
10.6 Formulation of Primitives to Maximize Transfer and Recoverability 237
10.7 Externalization 238

11. Unfolding Groups, I 239
11.1 Symmetry Group of a Complex Environment 239
11.2 Concatenation as Symmetry-Breaking 240
11.3 Concatenation as Asymmetry-Building 242
11.4 Serial-Link Manipulators as Telescope Groups 248
11.5 Constructive Solid Geometry (CSG) 251
11.6 Boolean Operations as Symmetry-Breaking 252
11.7 Boolean Operations as Telescope Groups 253
11.8 Spatial Group Equivalence of Boolean Operations 254

12. Unfolding Groups, II 257
12.1 Importance of Selection in Generativity 257
12.2 Super-Local Unfolding 258
12.3 Establishing a Target for Super-Local Unfolding 259
12.4 Super-Local Unfolding and Wreath Coverings 263
12.5 The Symmetry Group of a Complex Object 268
12.6 Exploitation of Existing Structure 268
12.7 Cross-Hierarchy in Super-Local Unfolding 268

13. Unfolding Groups, III 271
13.1 Introduction 271
13.2 Symmetry Group of an Apartment 272
13.3 Wreath-Direct Groups 274
13.4 Canonical Unfoldings 278
13.5 Incorporating the Symmetry of Referents 282
13.6 Why Internal Symmetry Groups 284
13.7 Base and Subsidiary Alignment Kernels 284
13.8 Cloning 285
13.9 The Inference Structure 286
13.10 Group Elements 286
13.11 Adding the Anomaly 288
13.12 Adding more Primitives 293
13.13 Multi-index Notation 295
13.14 Symmetry Streaming 296
13.15 Complex Shape Generation 298

14. Mechanical Design and Manufacturing 299
14.1 Introduction 299
14.2 Parametric, Feature-Based, Solid Modeling 299
14.3 A Generative Theory of Physical Features 300
14.4 Datum Features 303
14.5 Parent-Child Structures as Wreath Products 305
14.6 Complex Shape Generation 305
14.7 Review of Part Design 305
14.8 Complex Parts 311
14.9 A Theory of Resolution 311
14.10 A Theory of Sketching 318
14.11 A Mathematical Theory of the Designer's Mental Analysis 318
14.12 Constraints and Unfolding 325
14.13 Theory of the Sketch Plane 326
14.14 Solidity 329
14.15 A Comment on Resolution 329
14.16 Adding Features 330
14.17 Model Structure 334
14.18 Intent Manager 335
14.19 Intent Managers: Gestalt Principles 336
14.20 Slicing as Unfolding 336
14.21 Assembly: Symmetry-Breaking Theory 338
14.22 Unfolding Groups, Boolean Operations, and Assembly 339
14.23 The Designer's Conceptual Planning 343
14.24 Holes through Several Layers 345
14.25 Analogy with Quantum Mechanics 346
14.26 Fiber-Relative Actions 346
14.27 The Full Group of the Robot Serial-Link Manipulator 353
14.28 Machining 357

15. A Mathematical Theory of Architecture 365
15.1 Introduction 365
15.2 The Design Process 366
15.3 Massing Studies 366
15.4 Mass Elements 367
15.5 The Hierarchy of Mass Groups 367
15.6 Symmetry Group of a Massing Structure 368
15.7 Massing Structure and Generativity 374
15.8 Slicing the Massing Study to Create Floorplates 375
15.9 Space Planning: Unfolding of Space Volumes 378
15.10 Space Planning: Unfolding the Boundary and Void Spaces 379
15.11 Unfolding the Room Volumes 380
15.12 Unfolding the Wall Structure 380
15.13 Complex Slicing 381
15.14 Design Development Phase 383
15.15 Choice of Materials 383
15.16 Doors and Windows 384
15.17 Structural Column Grid 386
15.18 Ceiling Grid 388
15.19 Stairs 388
15.20 Shafts 389
15.21 Roof 390
15.22 Development of Accuracy 390
15.23 Construction Documents 391
15.24 Sections and Elevations 391
15.25 Conclusion 393
15.26 Summary of a Mathematical Theory of Architecture 393

16. Solid Structure 397
16.1 Introduction 397
16.2 The Solid Primitives 397
16.3 The Solid n-Cube 398
16.4 The Hyperoctahedral Wreath Hyperplane Group 398
16.5 Cubes as Cartesian Frames 400
16.6 The Symmetry Group of the Solid n-Cube 402
16.7 Solid Interval and Solid Square 409
16.8 The Other Solid Primitives 411
16.9 The Solid Sphere 413
16.10 The Solid Cross-Section Cylinder 413
16.11 The Solid Ruled Cylinder 415
16.12 The Solid Cross-Section Block 416
16.13 The Solid Ruled or Planar Block 417
16.14 The Full Set of Solid Primitives 417
16.15 Externalization in the Solid Primitives 418
16.16 The Unfolding Group of a Solid 420

17. Wreath Formulation of Splines 423
17.1 The Goal of This Chapter 423
17.2 Curves as Machines 428
17.3 Cubic Hermite Curves 429
17.4 Parametrized Surfaces as Machines 432
17.5 Bicubic Hermite Surfaces 433
17.6 Parametrized 3-Solids as Machines 436
17.7 Tricubic Hermite Solid 438
17.8 Final Comment 440

18. Wreath Formulation of Sweep Representations 443
18.1 Sweep Representations 443
18.2 Aesthetics and Sweep Representations 449
18.3 Ray Representations 450
18.4 Multiple Sweeping 453

19. Process Grammar 455
19.1 Introduction 455
19.2 Inference from a Single Shape 455
19.3 Intervening History 461
19.4 Process Grammar 463
19.5 Other Literature 466

20. Conservation Laws of Physics 467
20.1 Wreath Products and Commutators 467
20.2 Transfer in Quantum Mechanics 469
20.3 Symmetries of the Schrödinger Equation 469
20.4 Space-Time Transfer in Quantum Mechanics 470
20.5 Non-solvability of the Galilean Lie Algebra 473
20.6 Semisimple Lie Algebras in Quantum Mechanics 474

21. Music 477
21.1 Introduction 477
21.2 Motival Material 477
21.3 Modulation as a Wreath Product 478
21.4 Psychological Studies of Sequential Structure 479
21.5 Transfer in Musical Sequence Structure 480
21.6 Meter 481
21.7 Algebraic Theory of Meter 485
21.8 Theory of Metrical Movement (Pulse) 489
21.9 Algebraic Structure of Grouping 491

22. Against the Erlanger Program 495
22.1 Introduction 495
22.2 Orientation-and-Form 497
22.3 The Generative Structure of Quadrilaterals 497
22.4 Non-coordinate-freedom 503
22.5 Theorem-Proving in Geometry 506
22.6 The Geometry Hierarchy 507
22.7 Projective Asymmetrization: Extrinsic View 509
22.8 Deriving Projective Coordinate Systems 513
22.9 Non-transitivity of the Geometry Group 517
22.10 Regular Translation Structure 518
22.11 3D Projective Asymmetrization 519
22.12 Against the Erlanger Program: Summary 526

A. Semi-direct Products 531
A.1 Normal Subgroups 531
A.2 Semi-direct Products 533
A.3 The Extending Group H as an Automorphism Group 535
A.4 Multiplication in a Semi-direct Product 536
A.5 Direct Products 537

B. Symbols 539

References 541

Index 549

http://www.springer.com/978-3-540-42717-9

A Generative Theory of Shape
Leyton, M.
2001, XV, 549 p., Softcover
ISBN: 978-3-540-42717-9