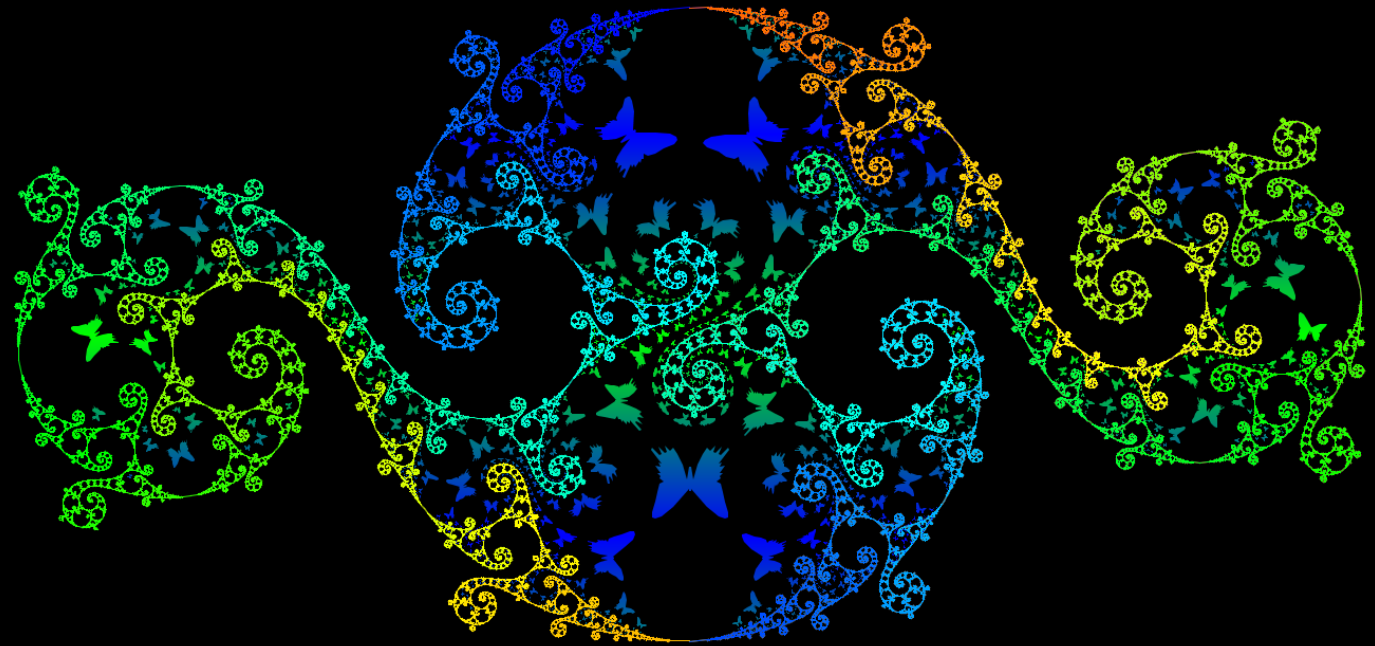
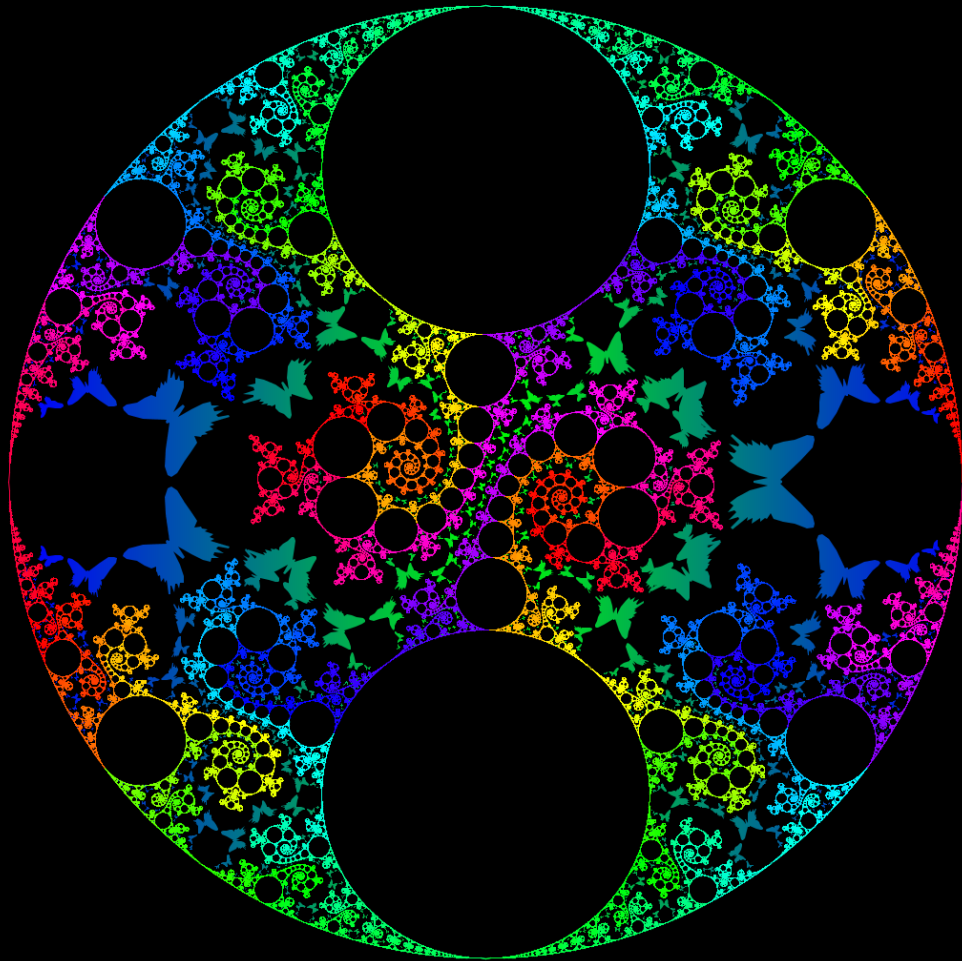


An interactive visualization system on  
a family of Kleinian groups based on  
Schottky groups

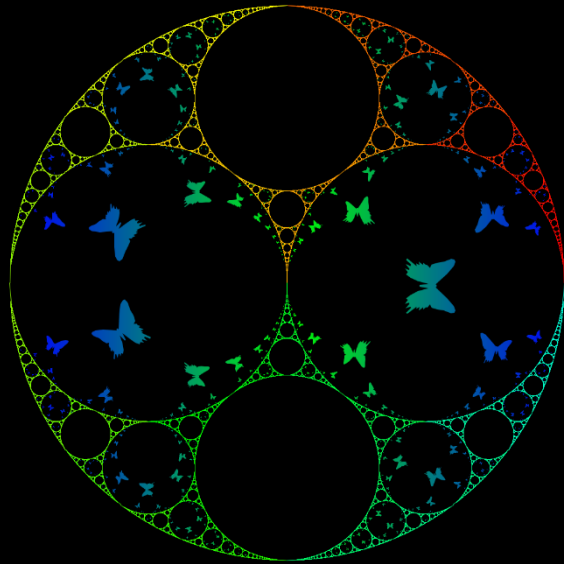
Meiji University  
Kento Nakamura

# Visualization of Kleinian Groups

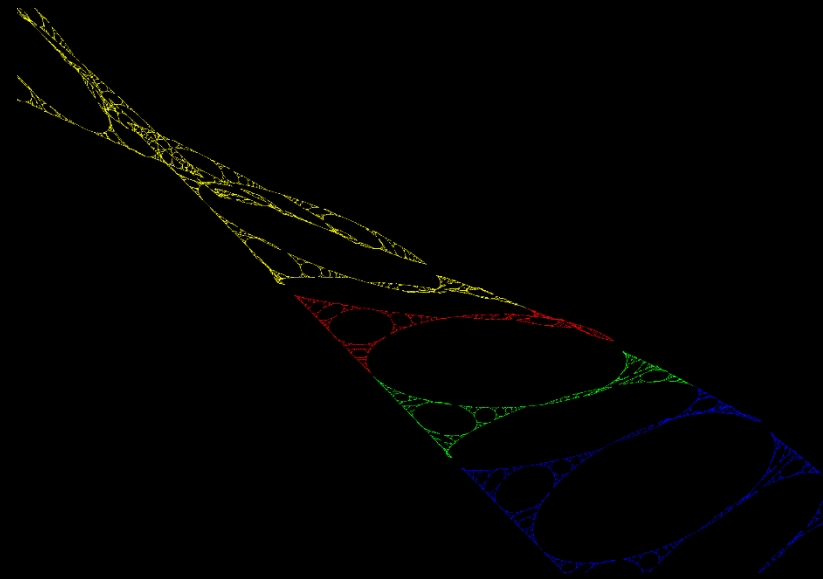


# Generators of Kleinian Groups

- The generators are often given by algebraic expression

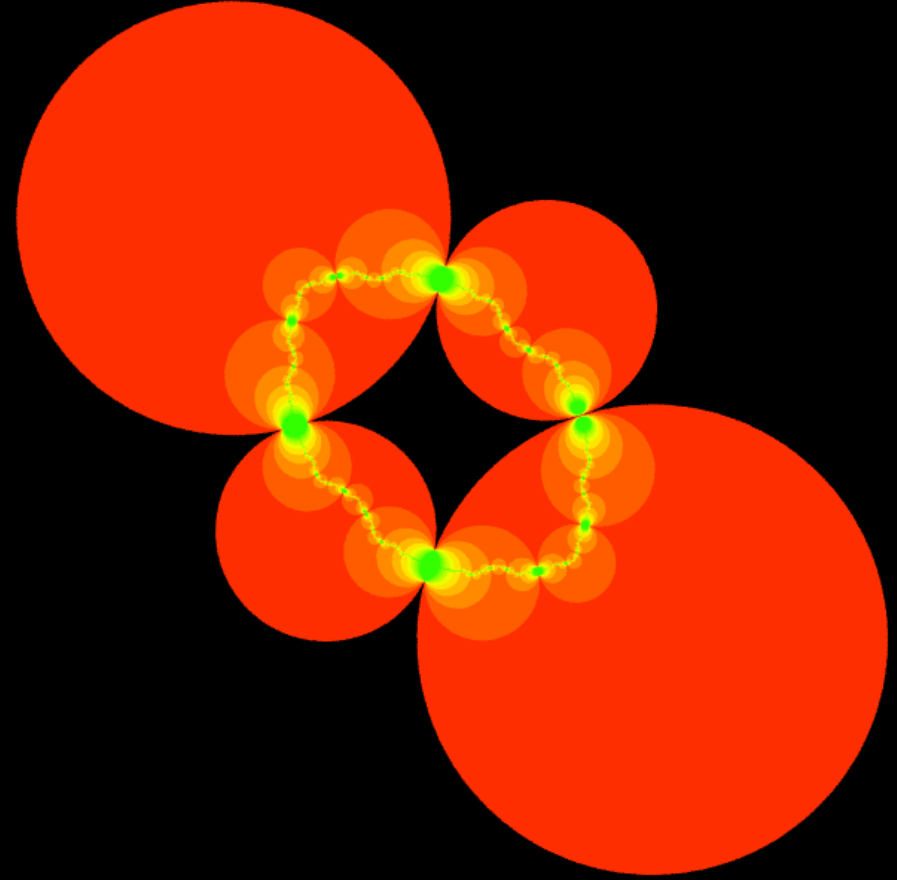
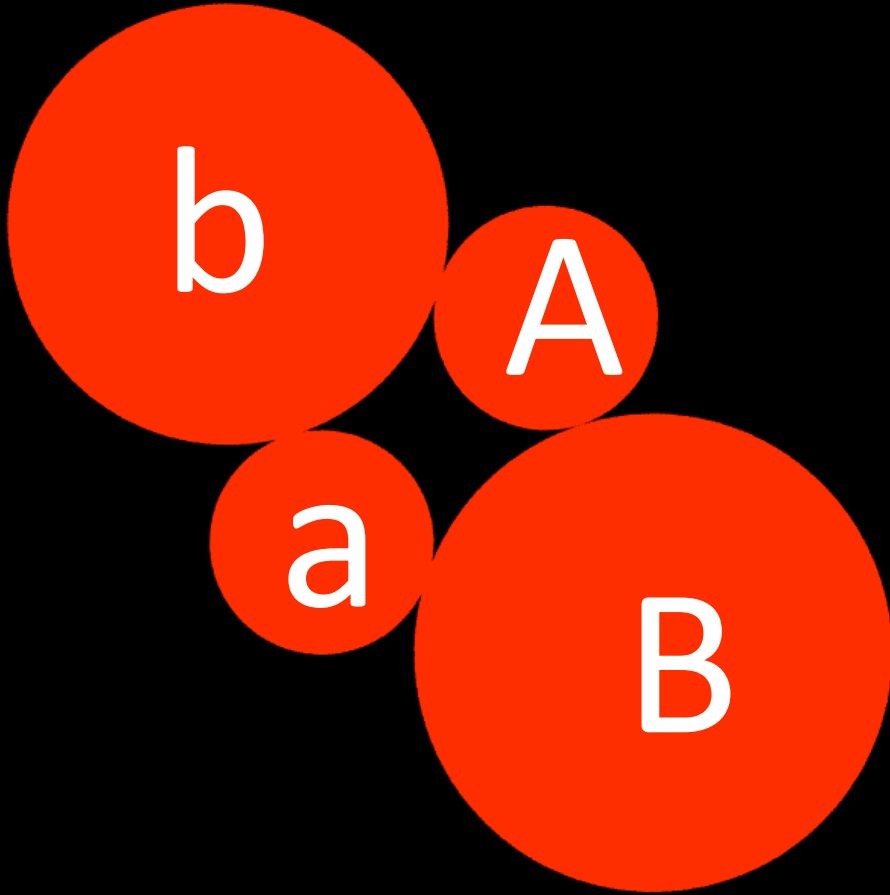


Grandma's Recipe  
(from Indra's Pearls)

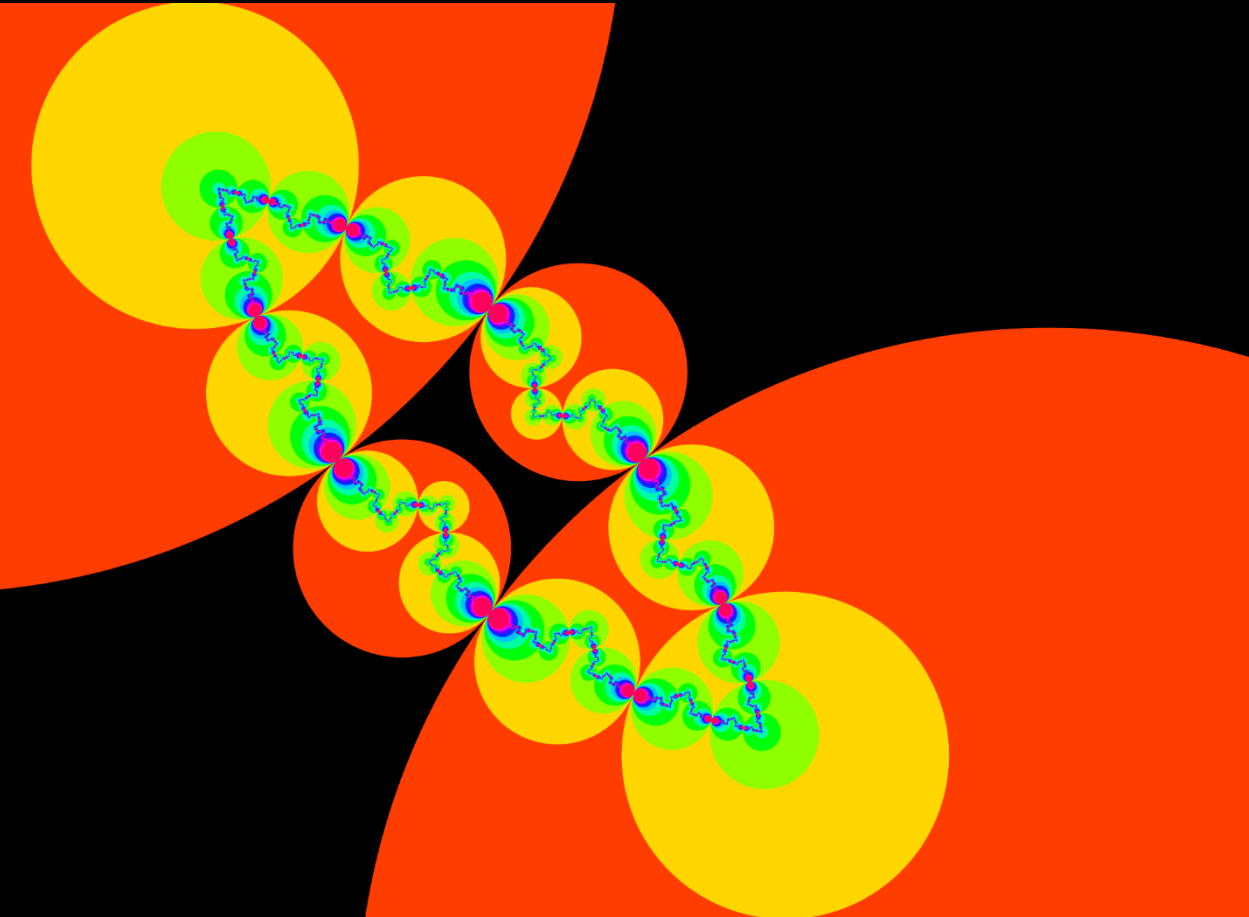


Compound Parabolic  
(defined by Keita Sakugawa)

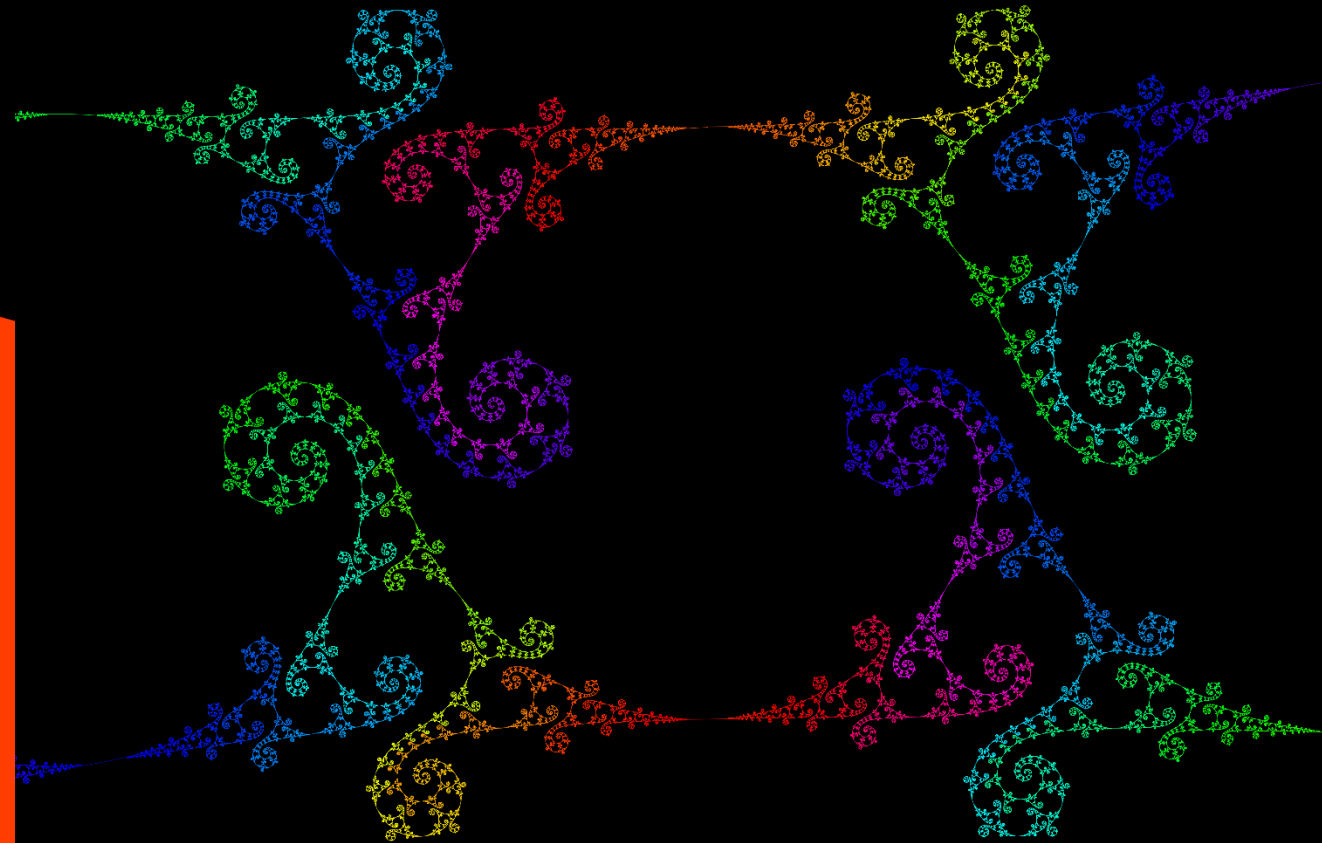
# Schottky groups



# Visualization of Kleinian Groups



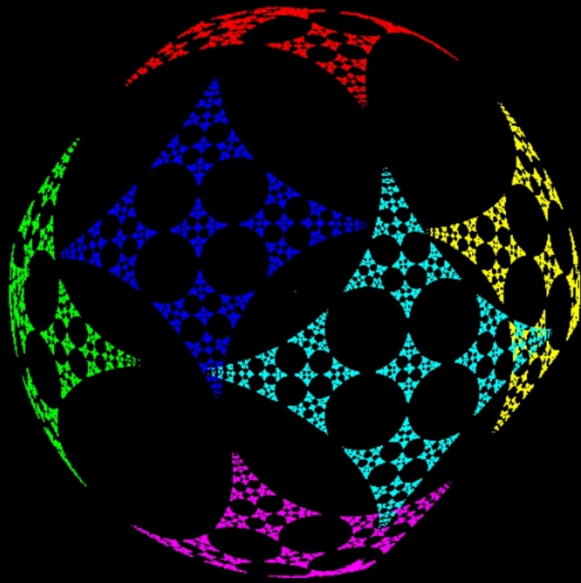
The orbit of Schottky circles



The limit set

# Traditional ways

- Breadth First Search -> Orbit of transformation
- Depth First Search -> The Limit set



The Limit set

# Faults of traversing Cayley graph

- If we increase Schottky circles, computational complexity increases exponentially.
- Traversing the Cayley graph is difficult to parallelize.
- It is difficult to draw a partial image of the limit set.

# The Algorithm



# Iterated Inversion System (IIS)

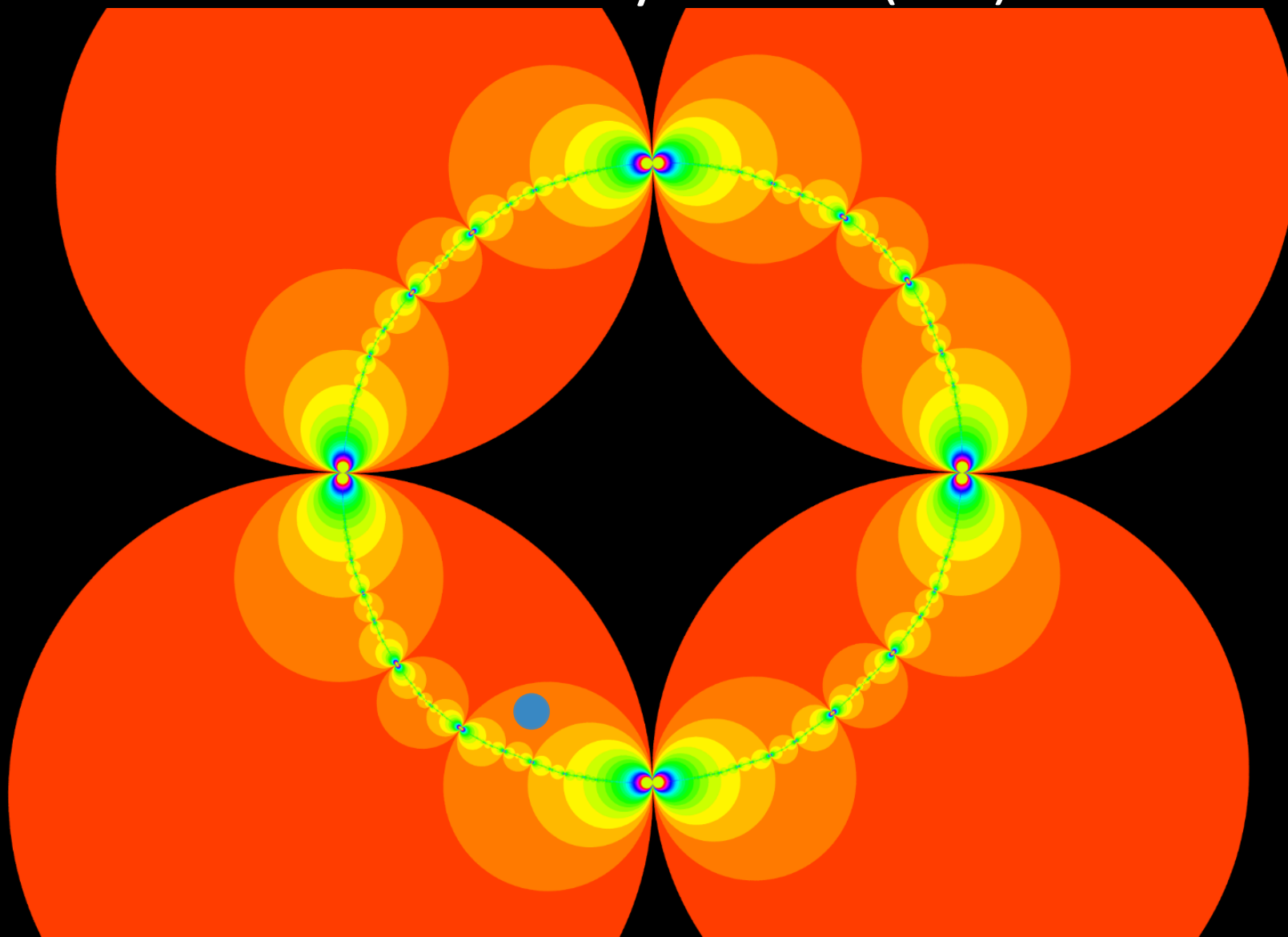


Schottky Circles

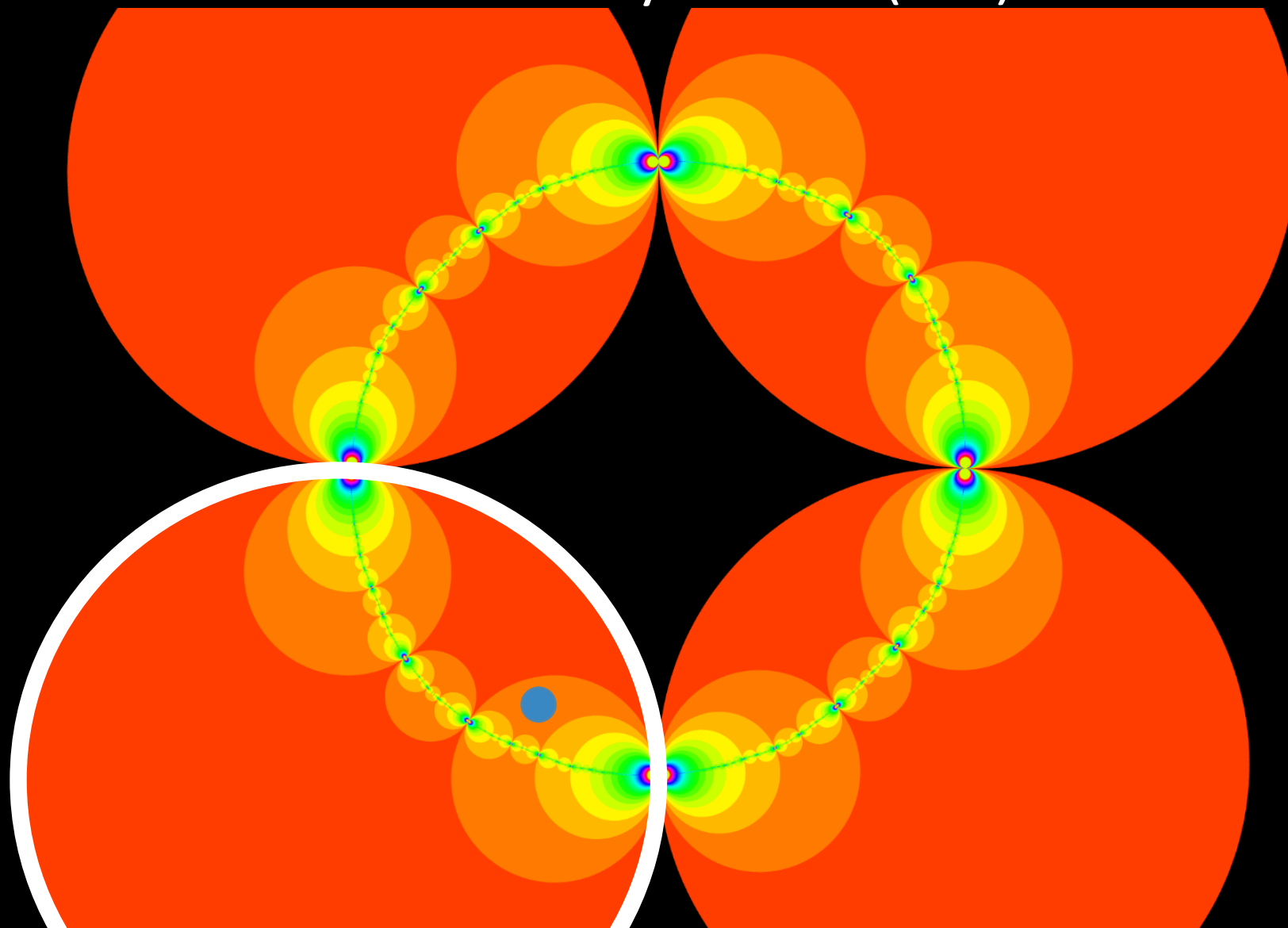
The diagram illustrates an Iterated Inversion System (IIS) on a black background. It features four orange circles arranged in a 2x2 grid. The top-left circle is labeled 'Schottky Circles'. The central area, bounded by the four circles, is labeled 'Exterior area (Fundamental domain)'. The circles are solid orange and overlap slightly at their corners.

Exterior area  
(Fundamental domain)

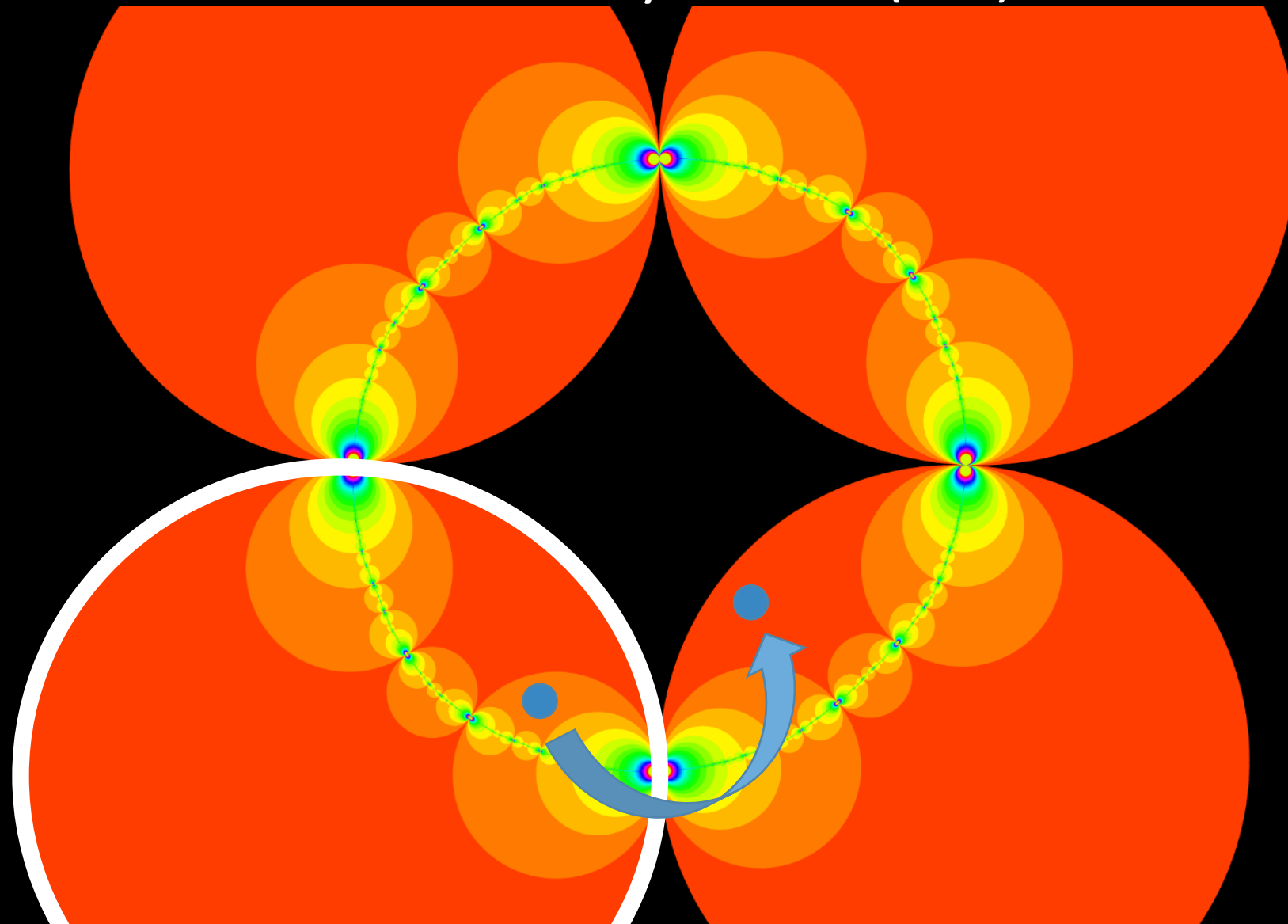
# Iterated Inversion System (IIS)



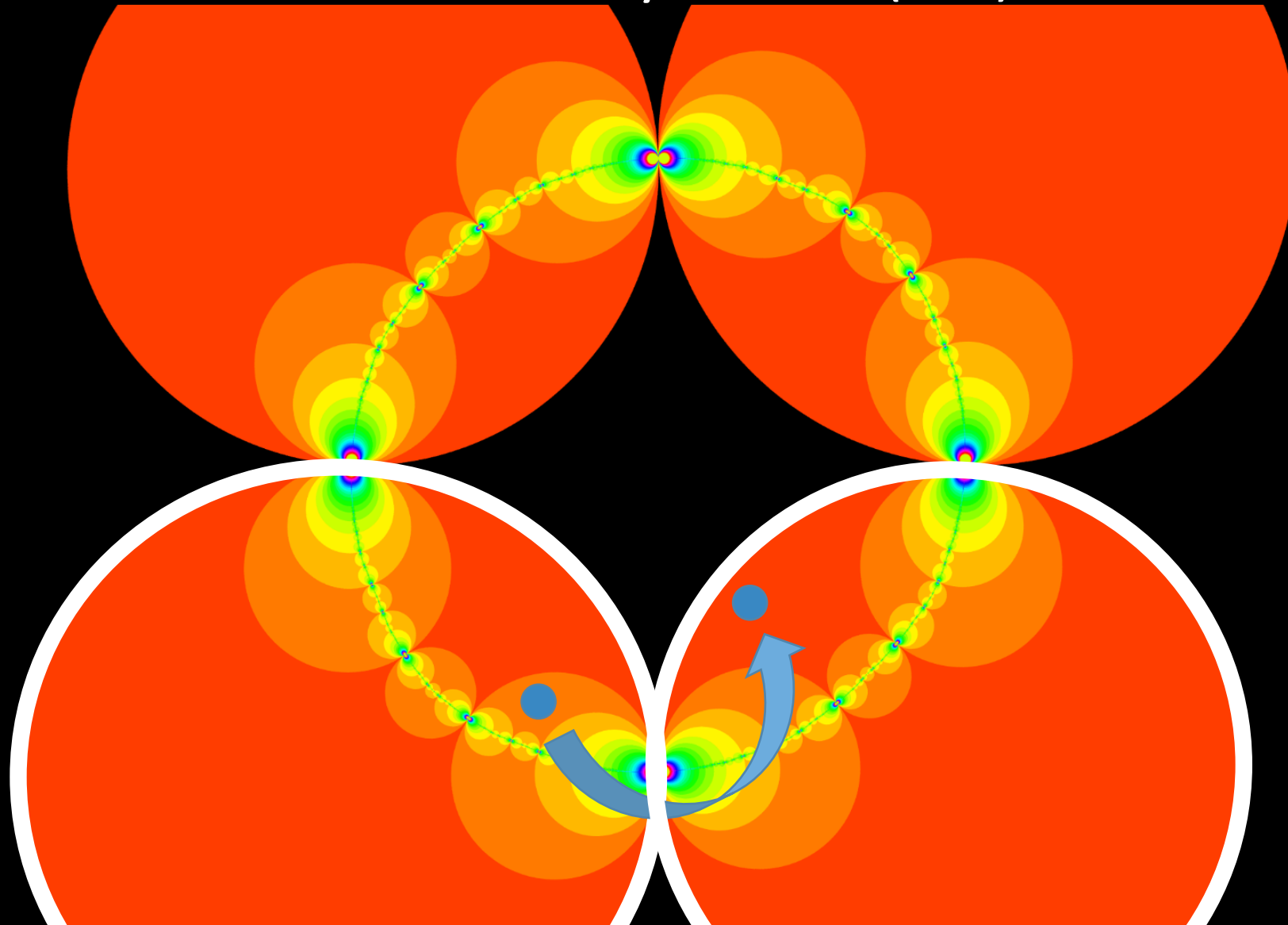
# Iterated Inversion System (IIS)



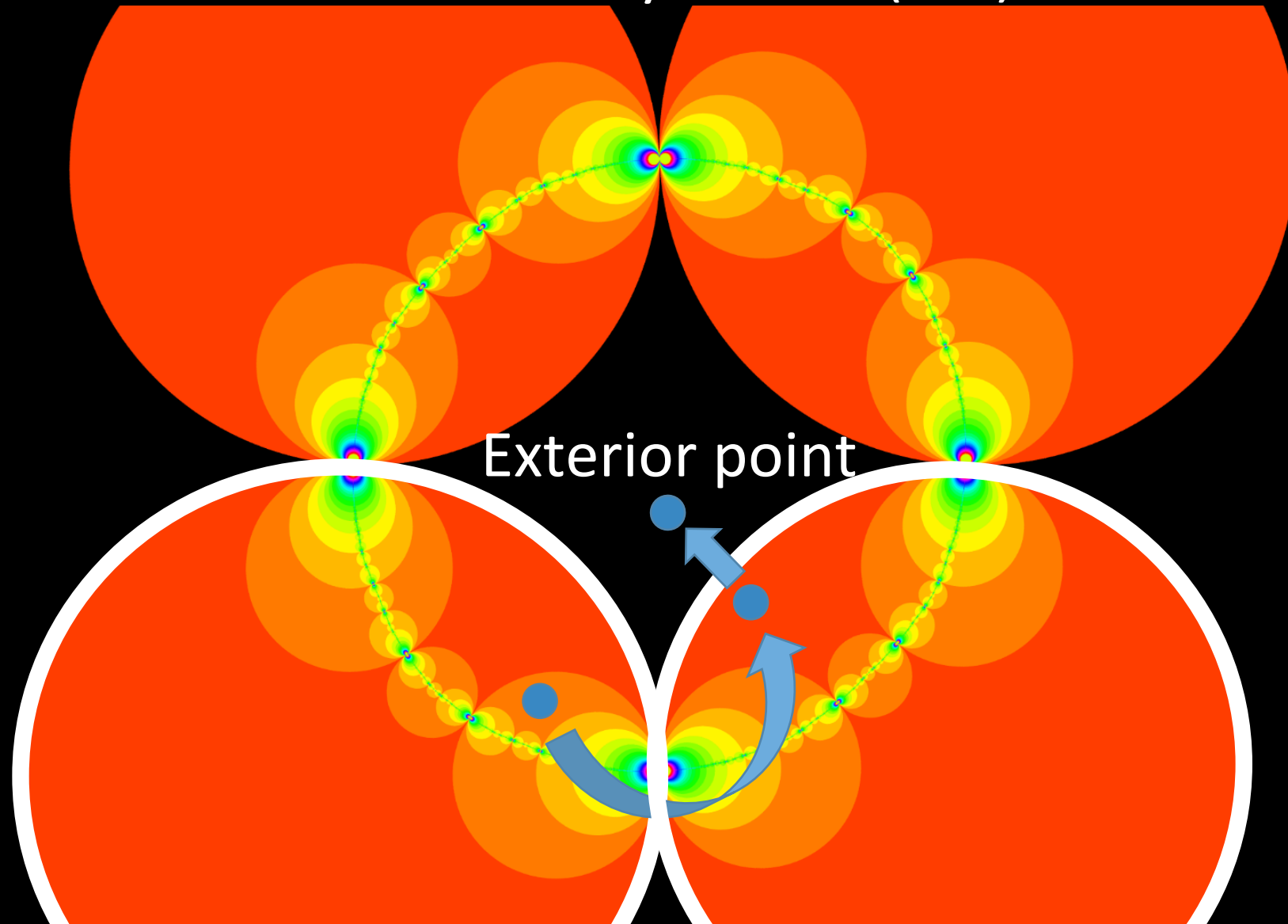
# Iterated Inversion System (IIS)



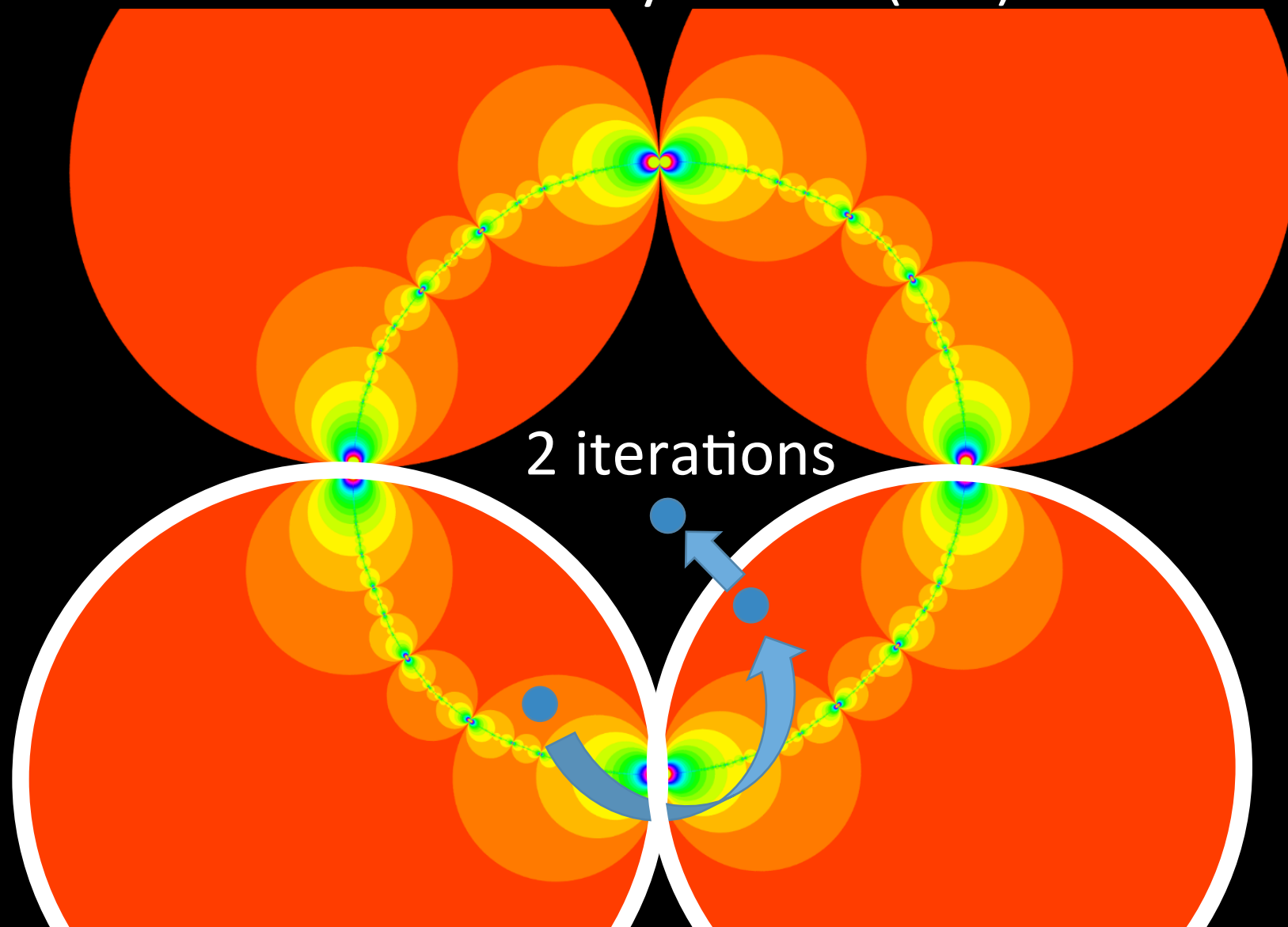
# Iterated Inversion System (IIS)



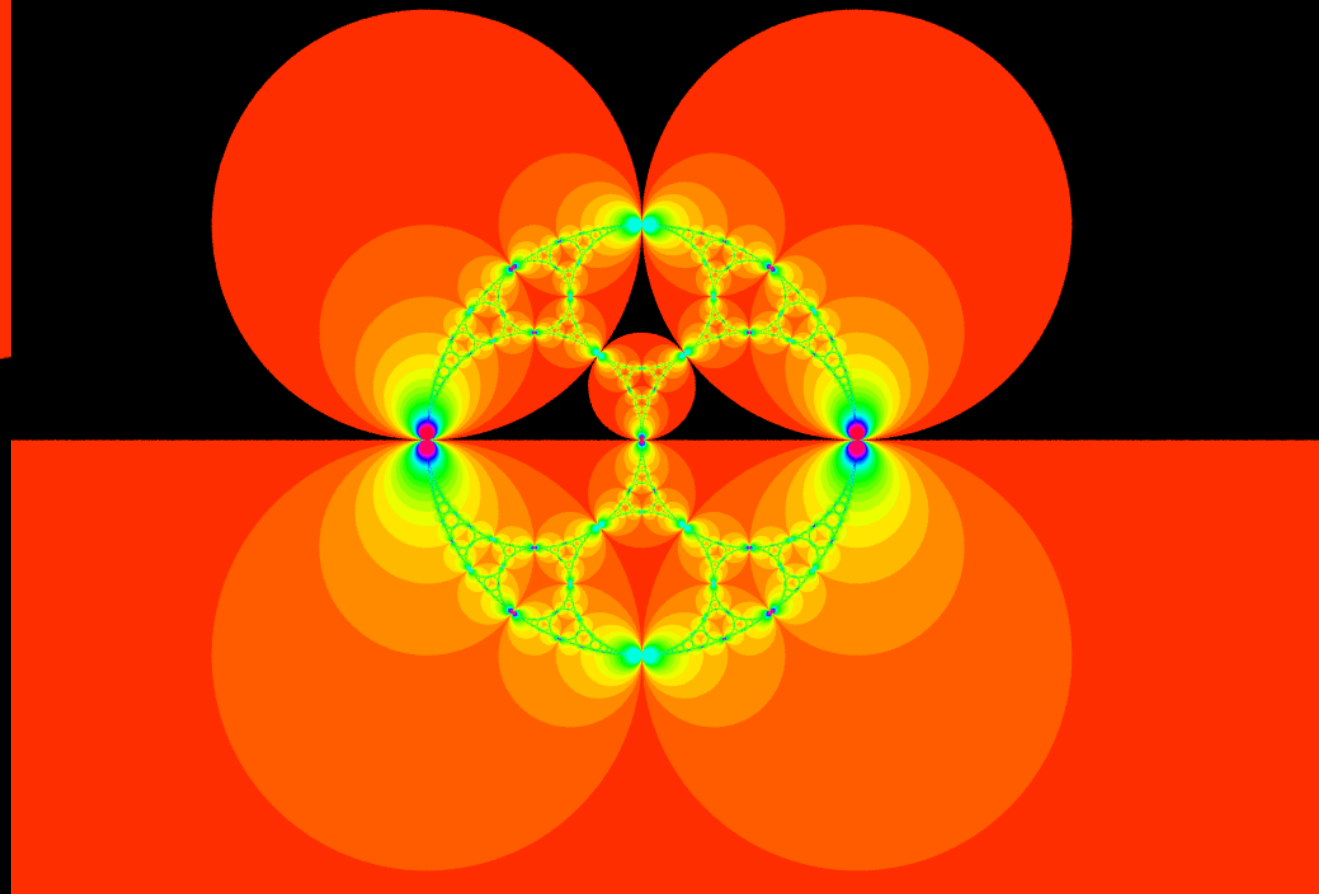
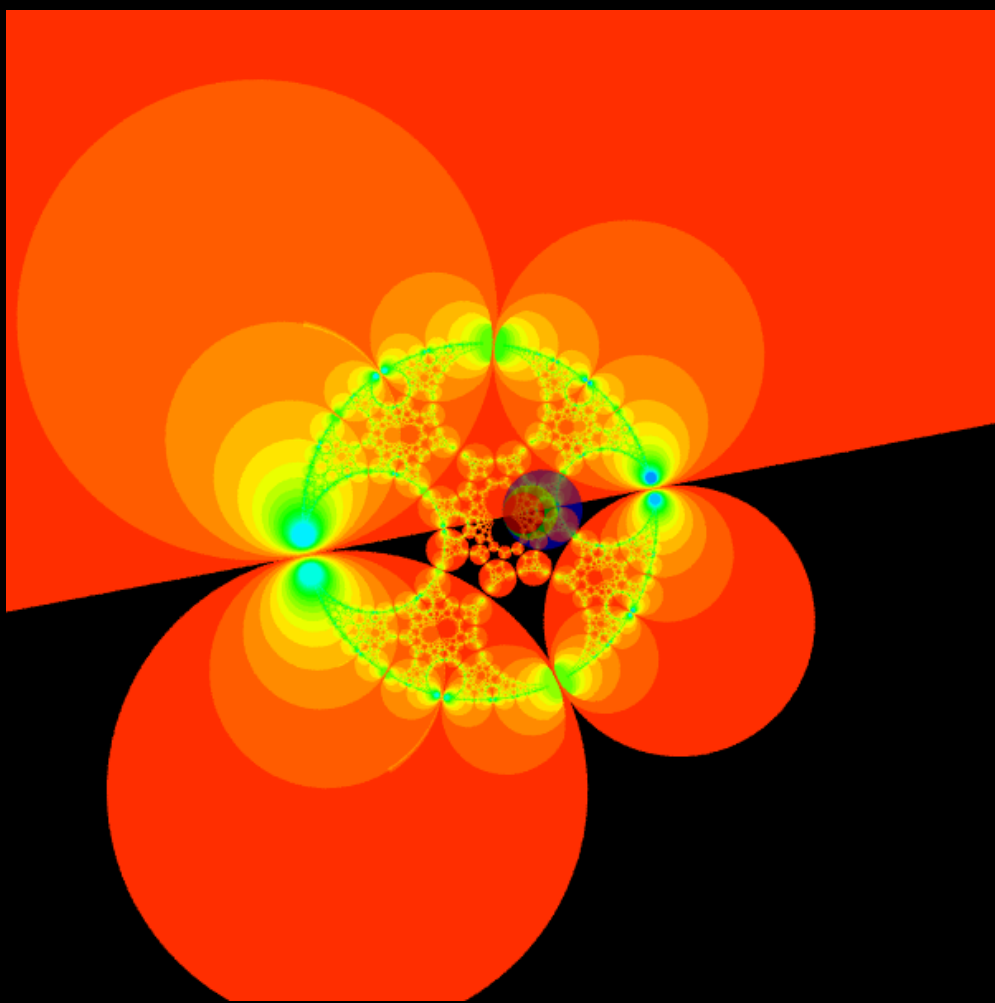
# Iterated Inversion System (IIS)



# Iterated Inversion System (IIS)



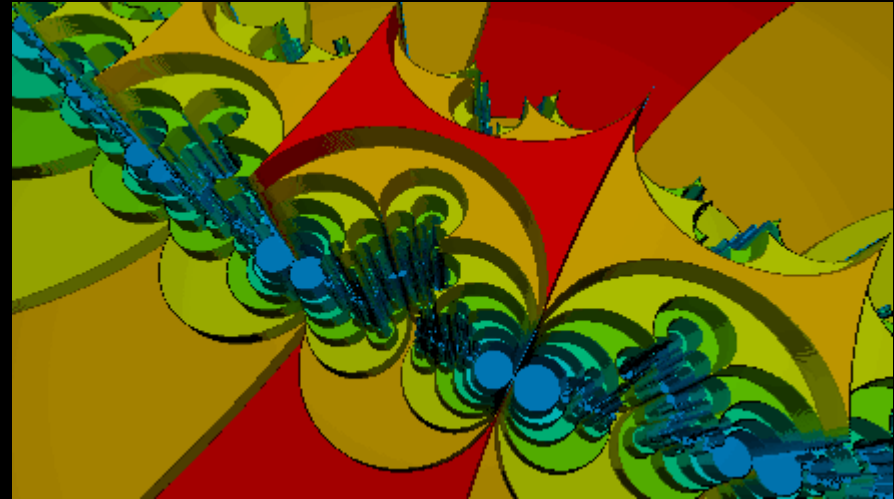
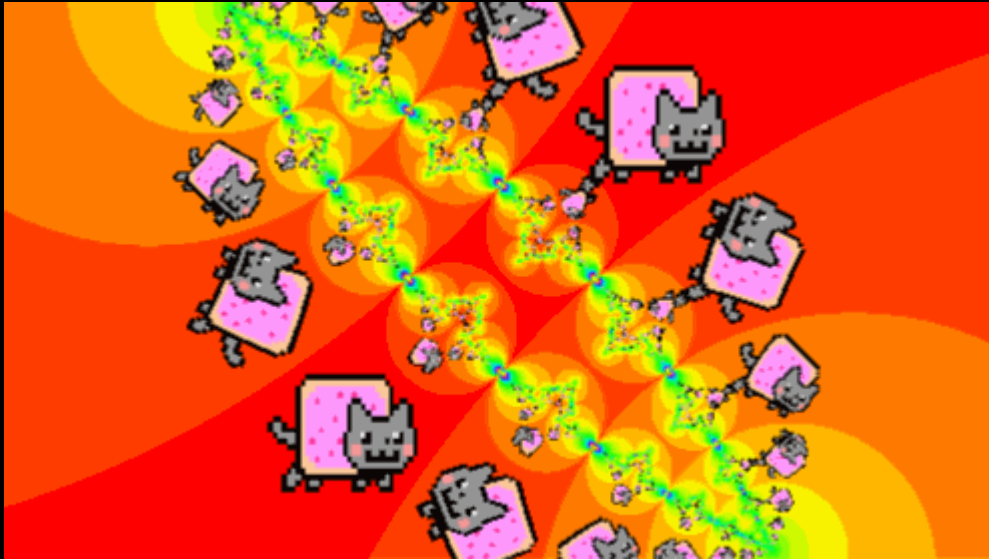
Rendered by Fragment Shader





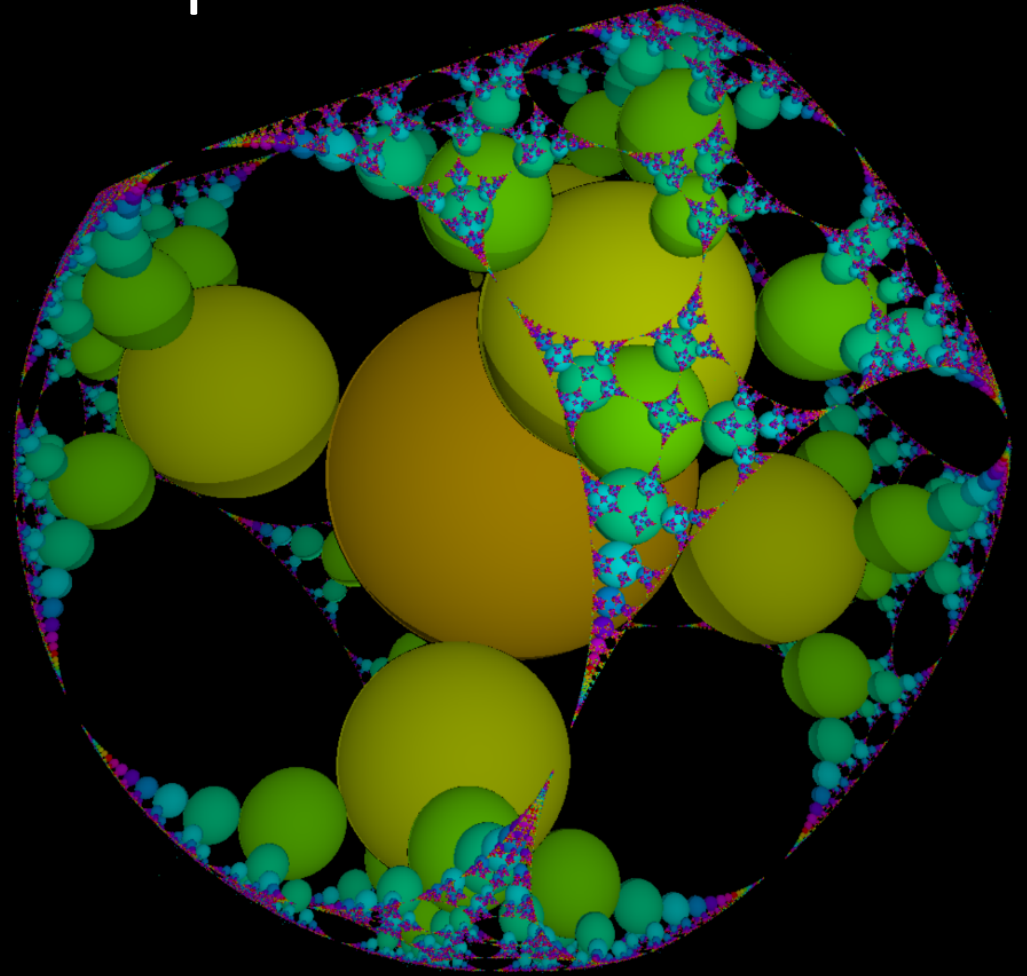
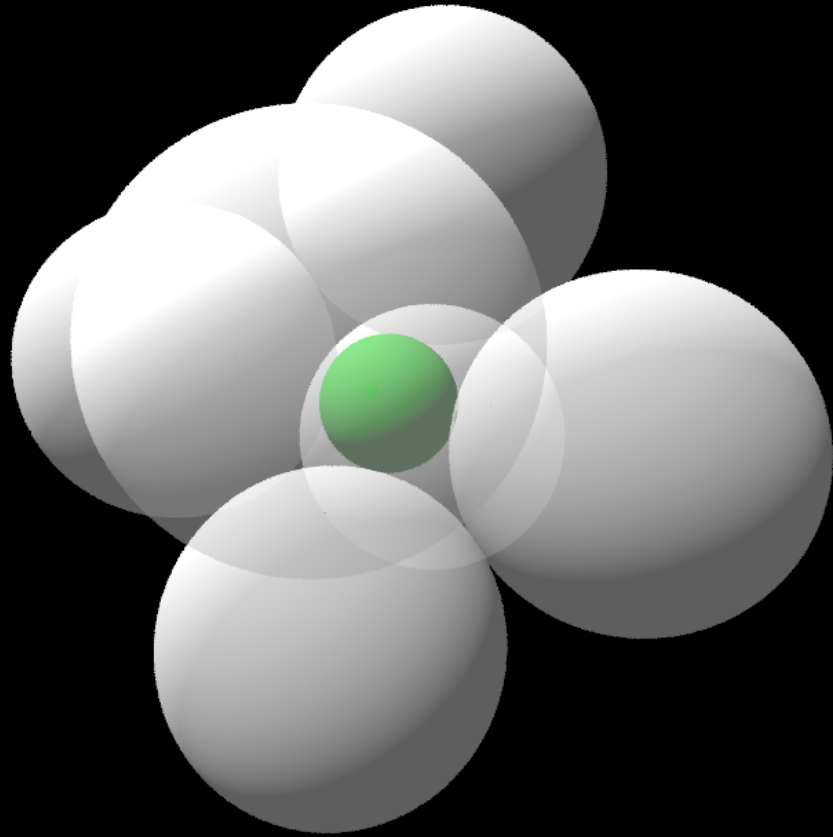
# Applications

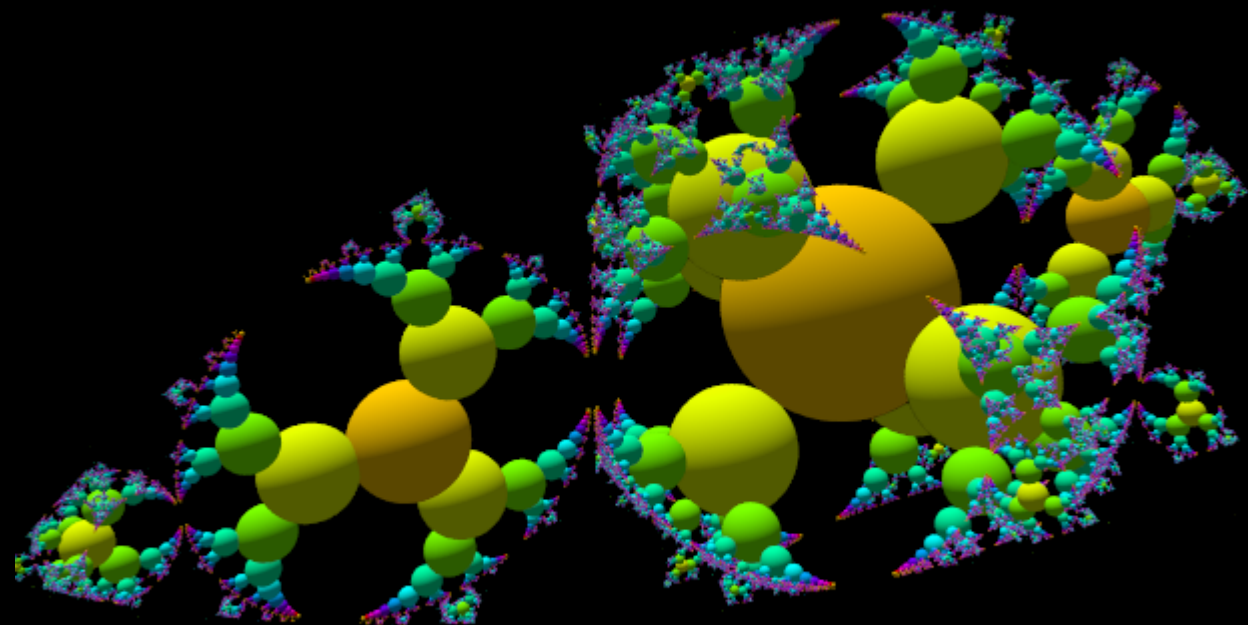
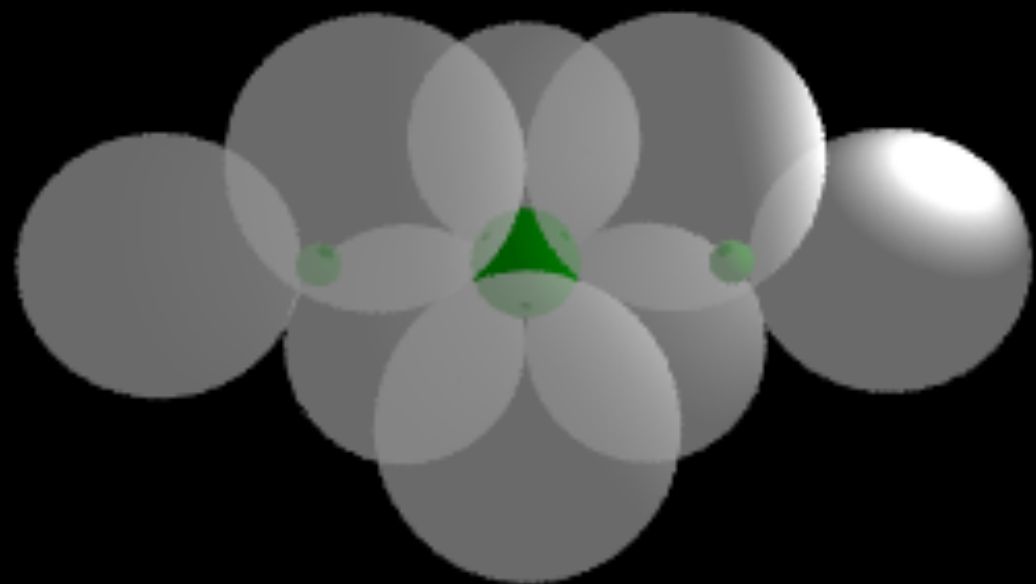
- Bitmap Orbit trap and Terrain raymarching



# 3D Extension

# Schottky Spheres and Base sphere





# A New Algorithm for rendering kissing Schottky groups, Kento Nakamura, Kazushi Ahara Bridges Finland 2016 Short papers

- Paper

<http://archive.bridgesmathart.org/2016/bridges2016-367.html>

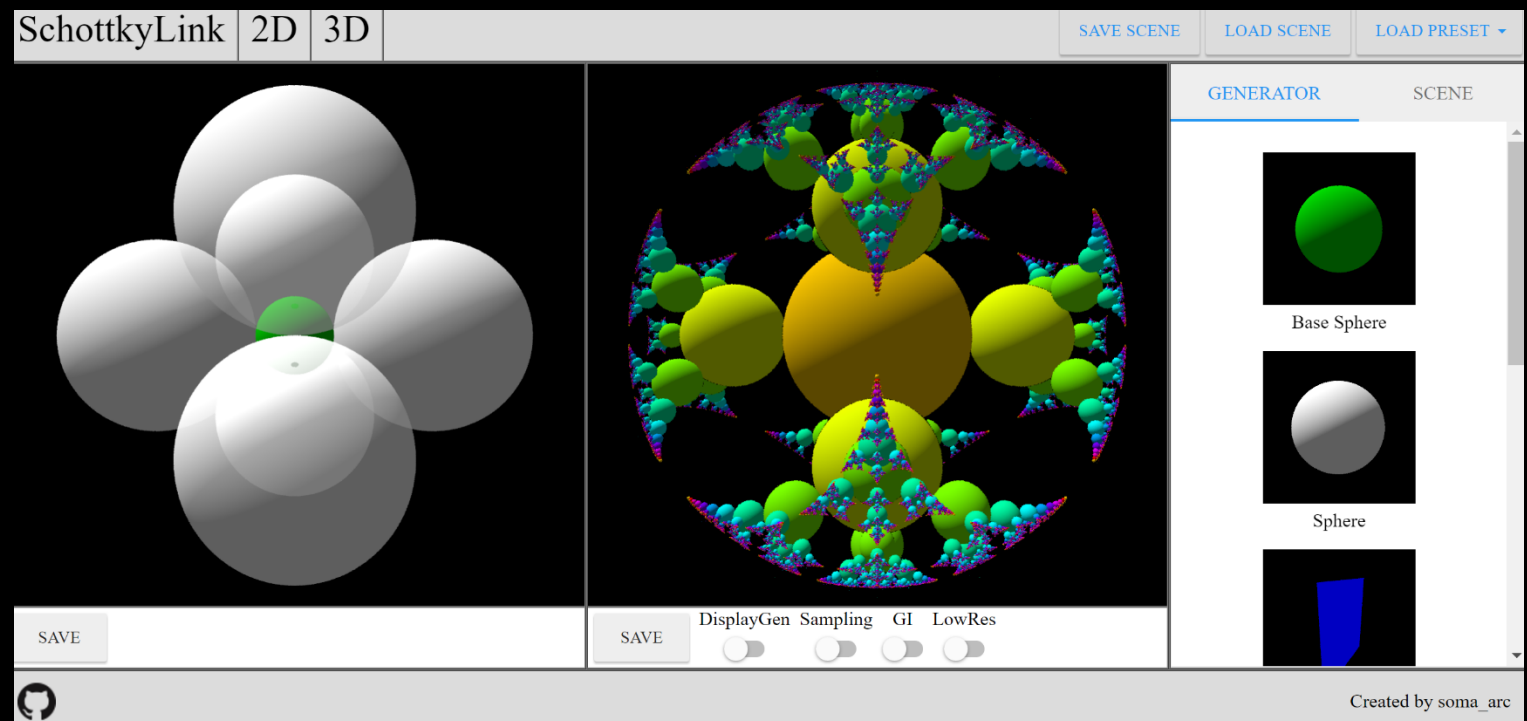
- Slide

[https://speakerdeck.com/soma\\_arc/a-new-algorithm-for-rendering-kissing-schottky-groups](https://speakerdeck.com/soma_arc/a-new-algorithm-for-rendering-kissing-schottky-groups)

The software

# Schottky Link

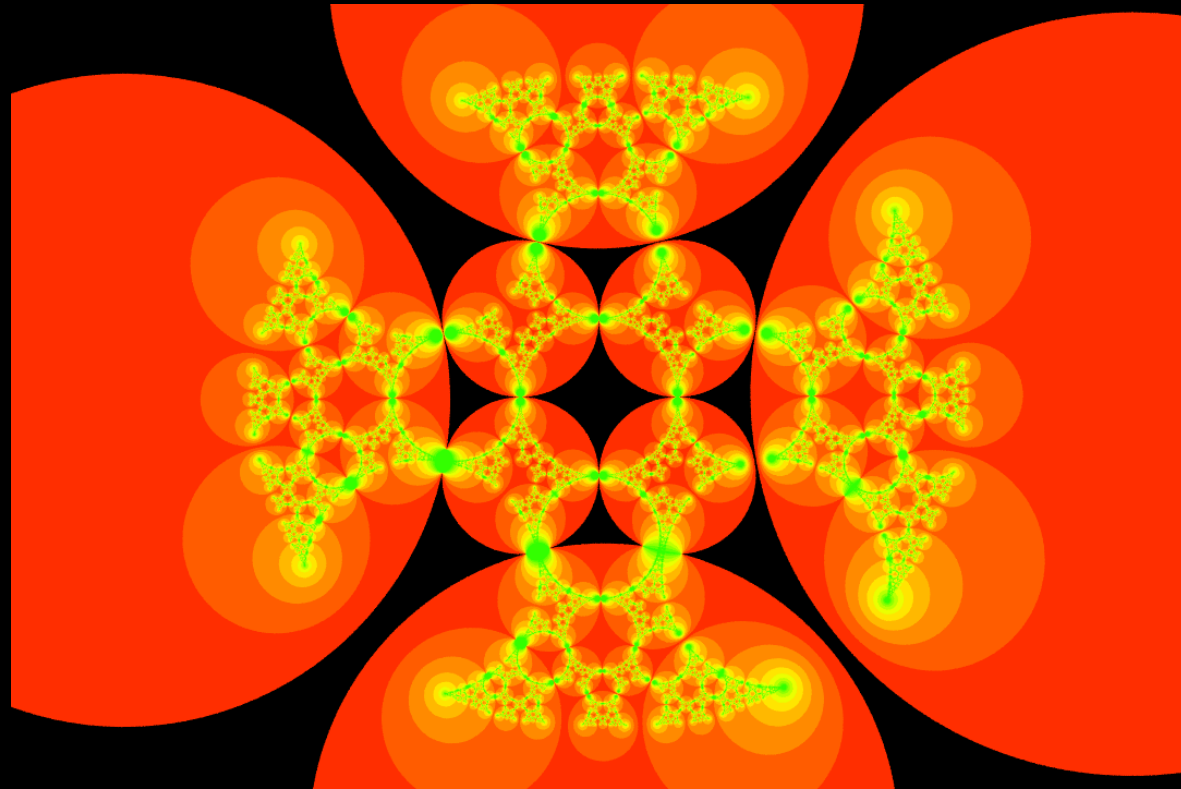
- Web Application ( JavaScript + WebGL )
- URL: [schottky.jp](https://schottky.jp)
- Source: <https://github.com/soma-arc/SchottkyLink>
- License : GPL-3.0



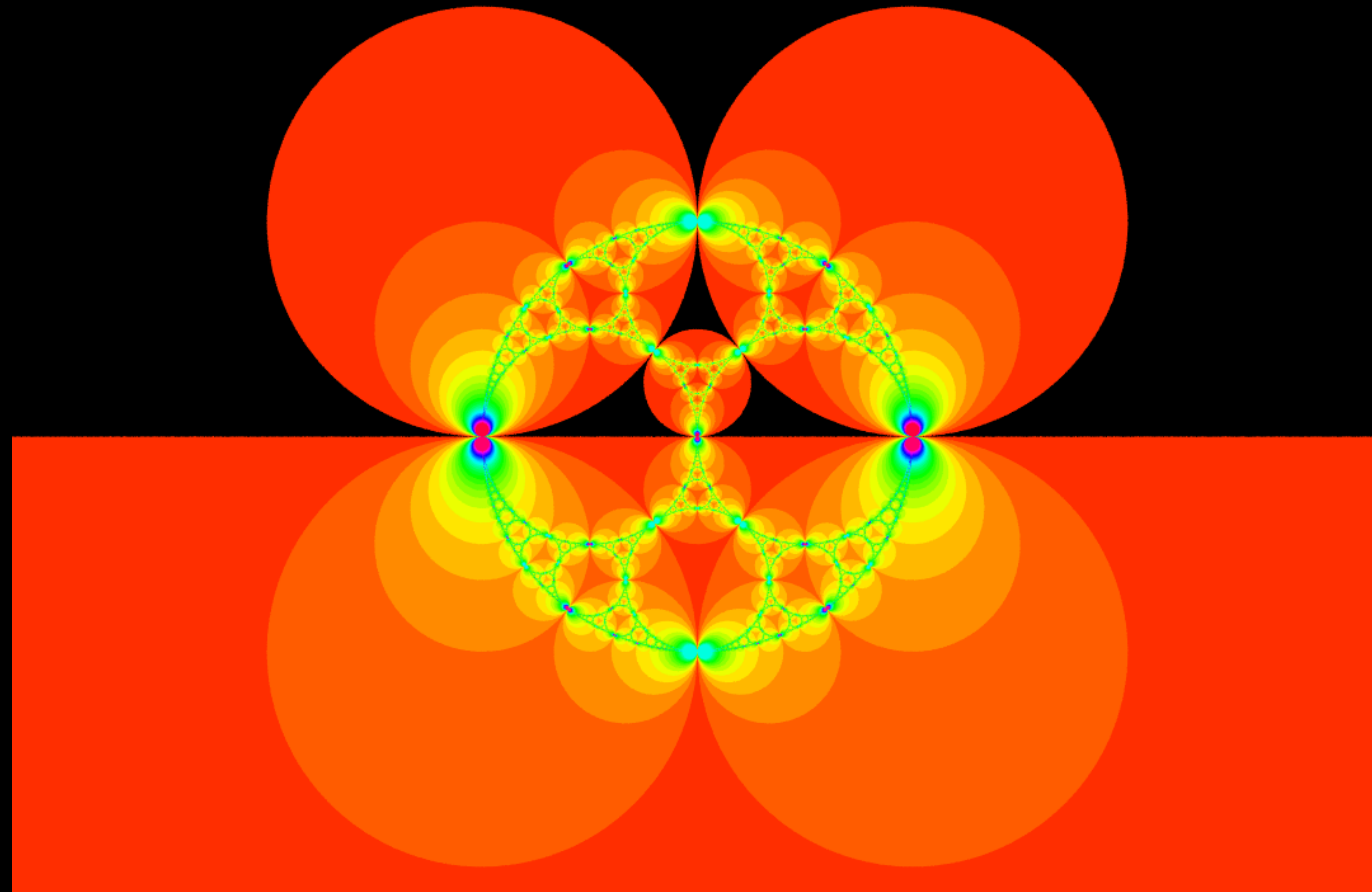
2 Dimensional



# Hyperbolic (Loxodromic)

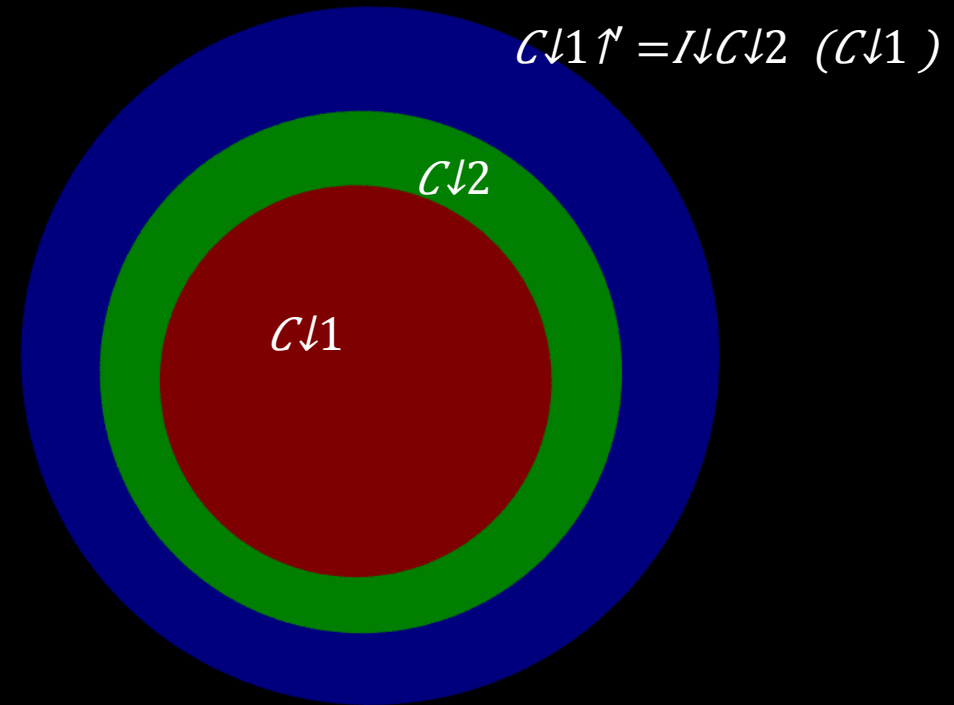


# Parabolic (Inversion of Infinite Circle)

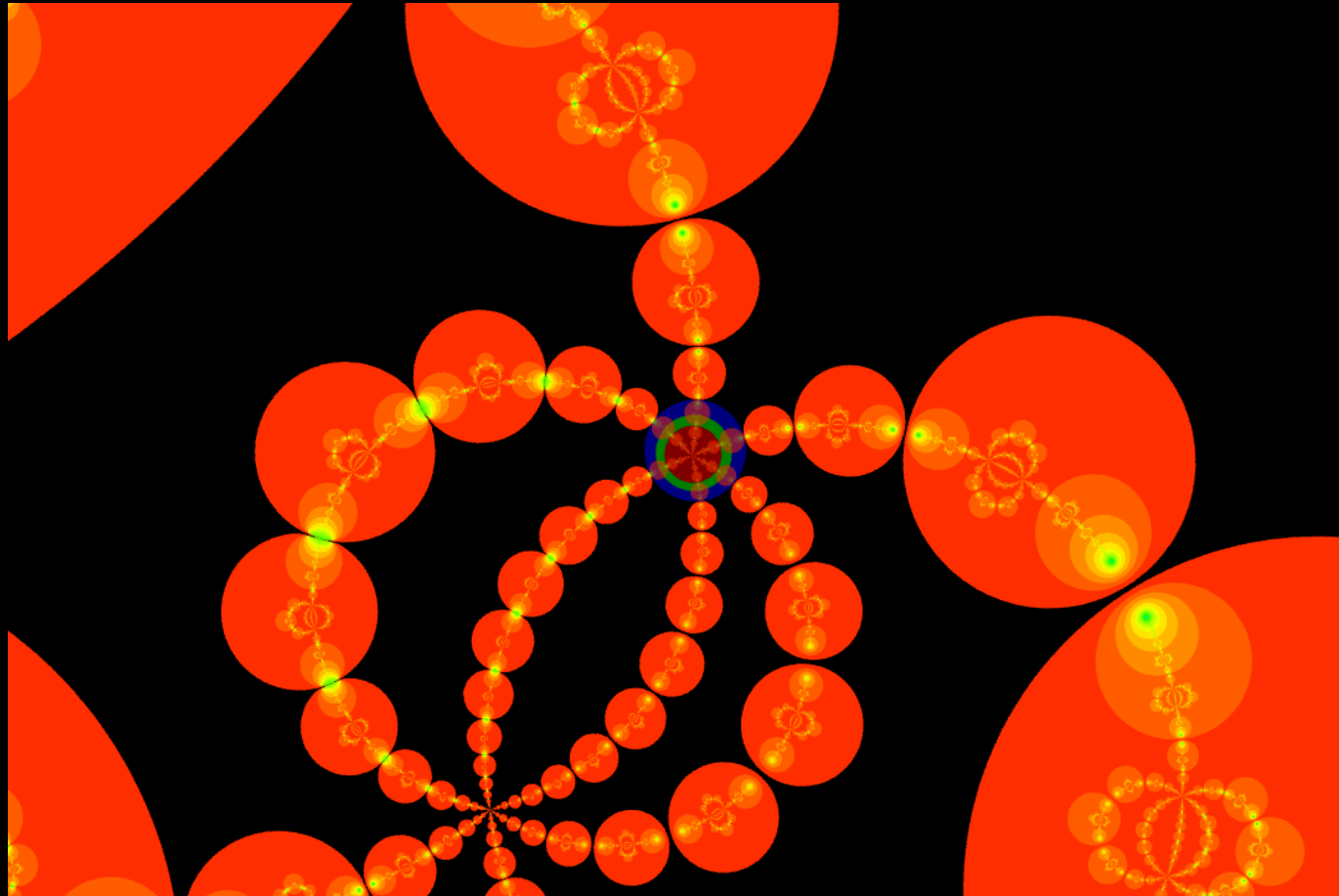


# Hyperbolic (Loxodromic)

*f*  $p$  is inside of  $C_1$   
apply  $I_{C_2} \circ I_{C_1}$   
*f*  $p$  is outside of  $C_1$   
apply  $I_{C_1} \circ I_{C_2}$



# Hyperbolic



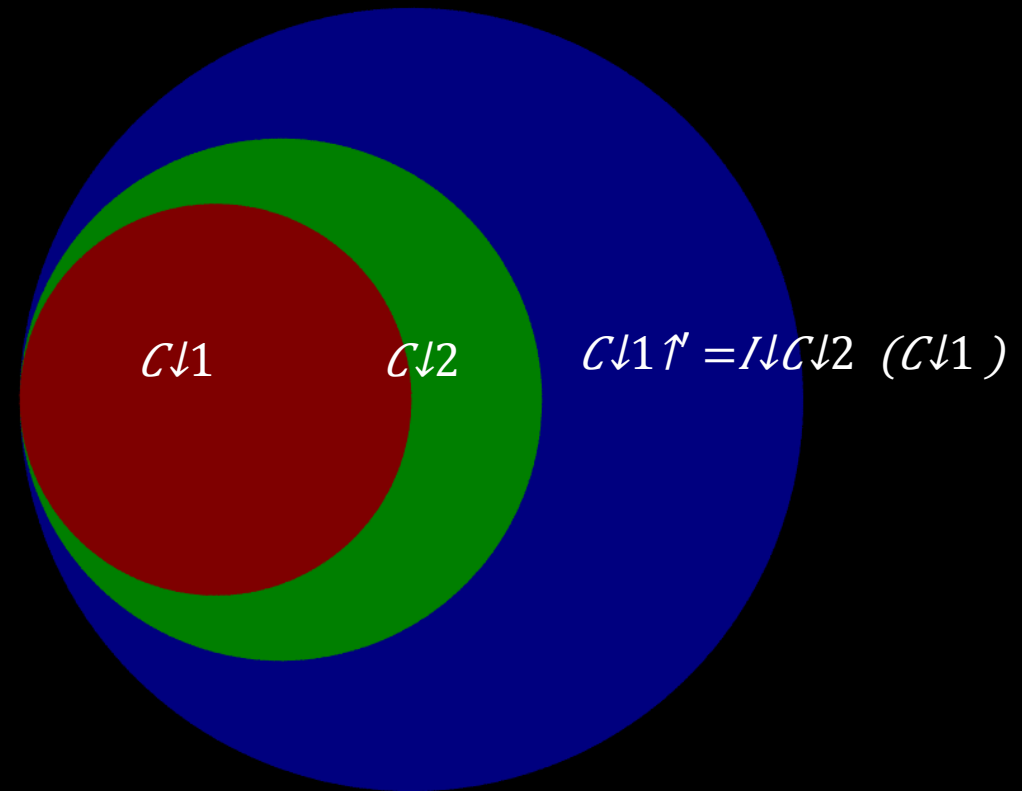
# Parabolic

*if  $p$  is inside of  $C_1$*

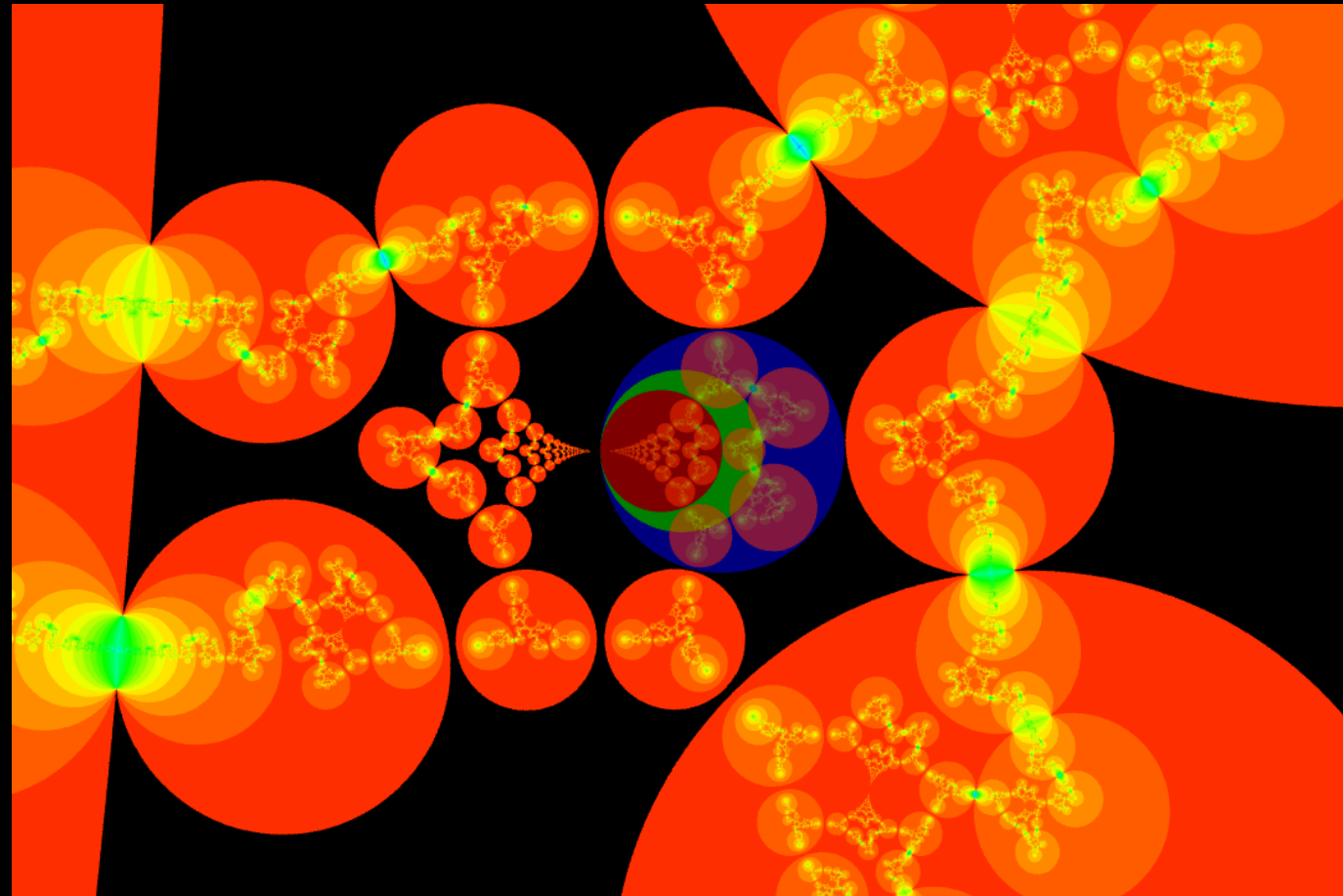
*apply  $I \circ C_2 \circ I^{-1} \circ C_1$*

*if  $p$  is outside of  $C_1$*

*apply  $I \circ C_1 \circ I^{-1} \circ C_2$*



# Parabolic



# Loxodromic

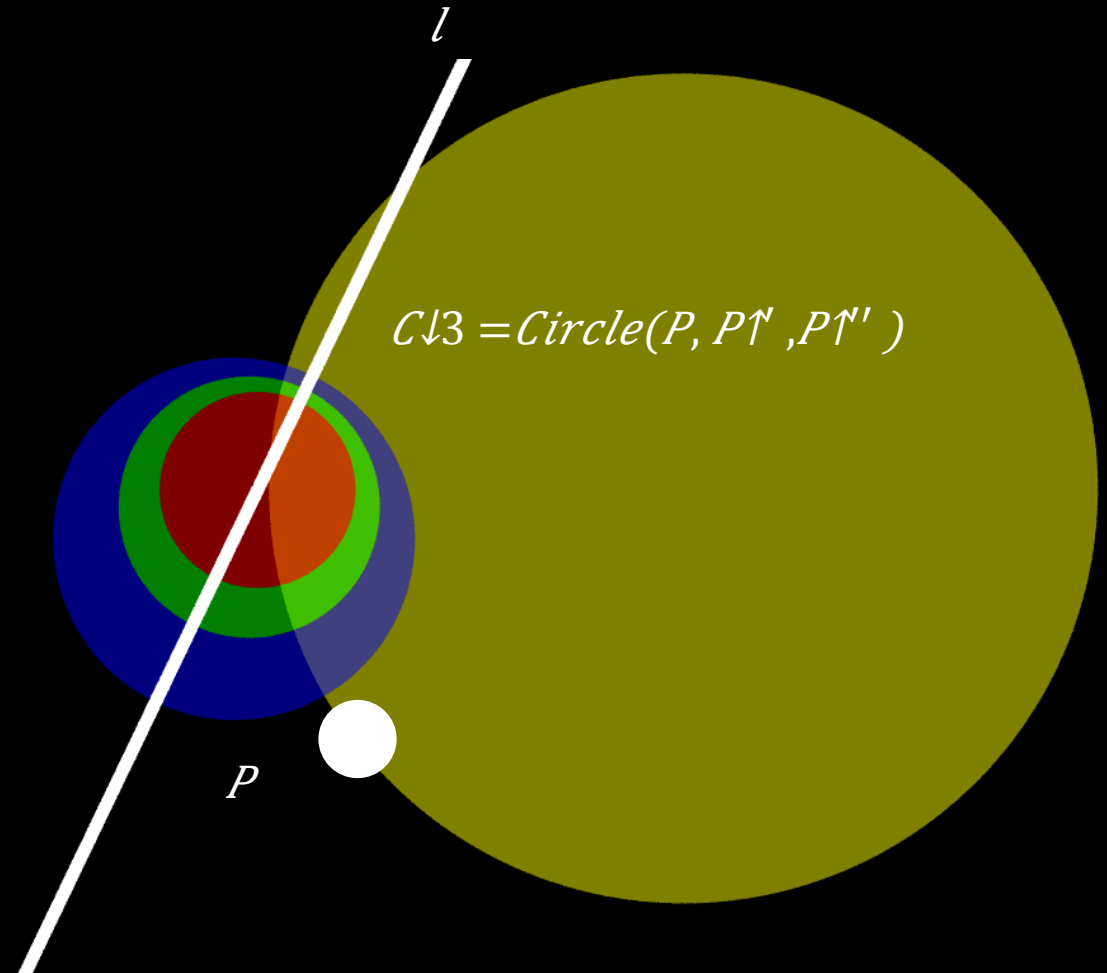
*controlPoint:P*

$P\uparrow = I\downarrow C\downarrow 1 (P)$

$P\uparrow' = I\downarrow C\downarrow 2 (P)$

$l = \text{Line}(C\downarrow 1, C\downarrow 2)$

$C\downarrow 3 = \text{Circle}(P, P\uparrow, P\uparrow')$



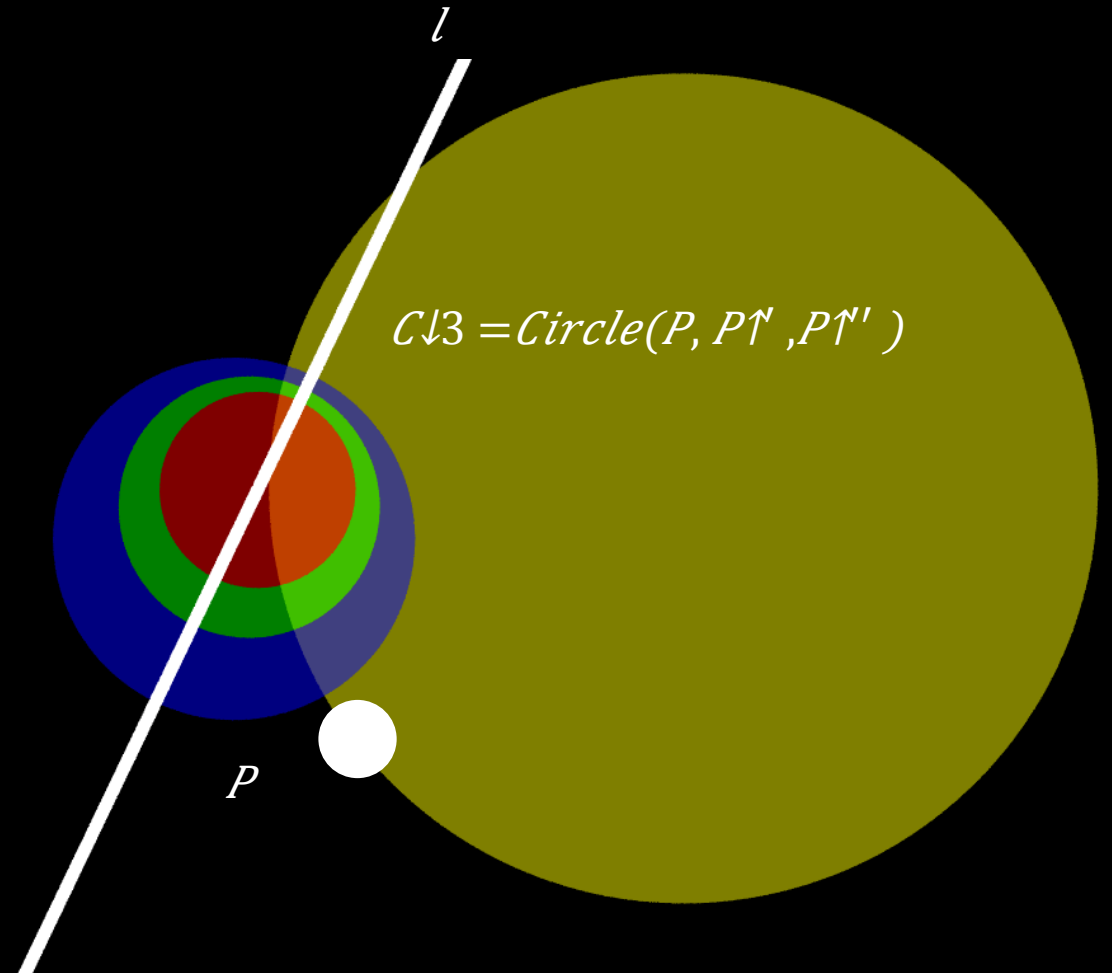
# Loxodromic

*if  $p$  is inside of  $C_1$*

*apply  $I \circ C_2 \circ I \circ C_1 \circ I \circ C_3 \circ I$*

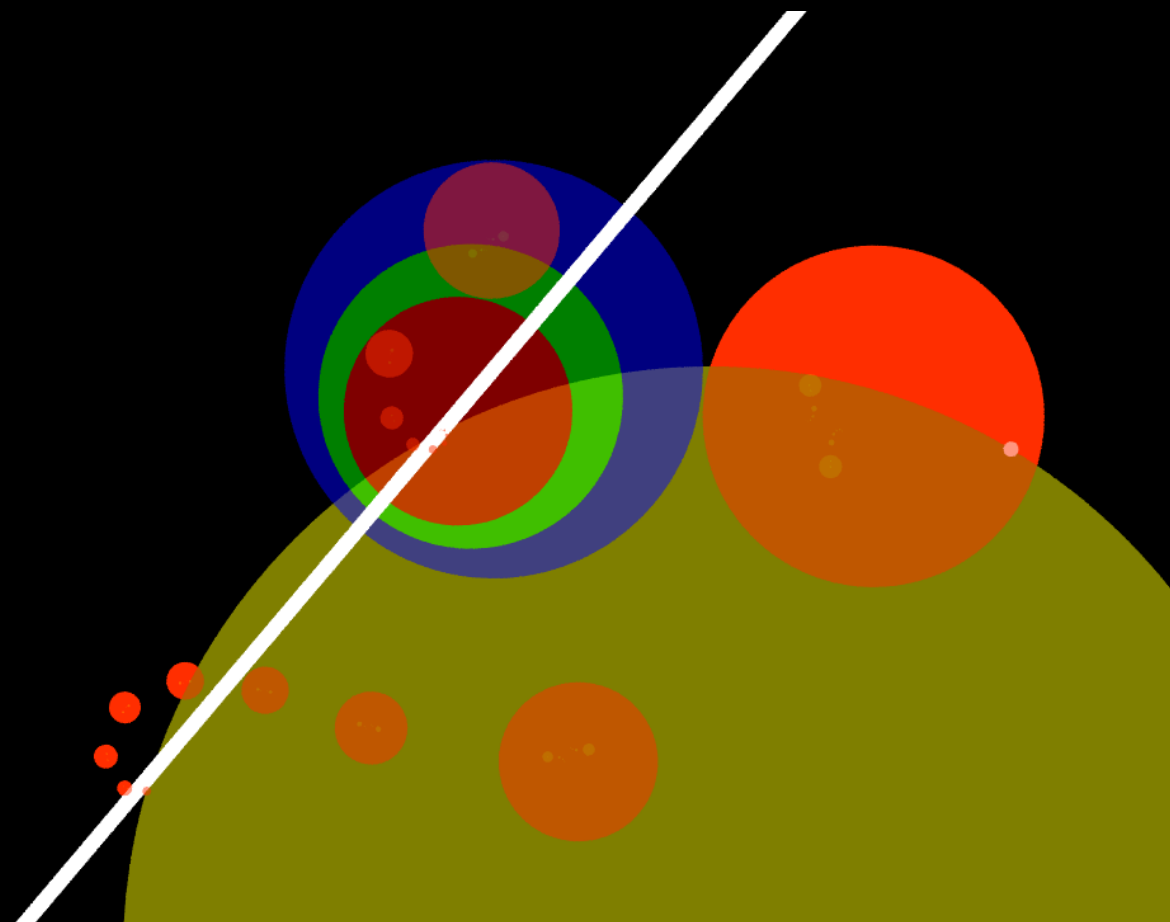
*if  $p$  is outside of  $C_1$*

*apply  $I \circ I \circ C_3 \circ I \circ C_1 \circ I \circ C_2$*



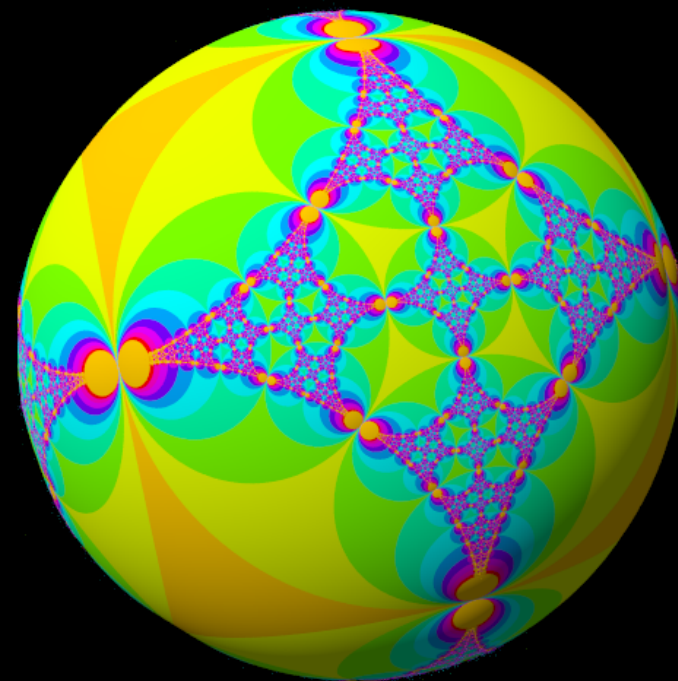
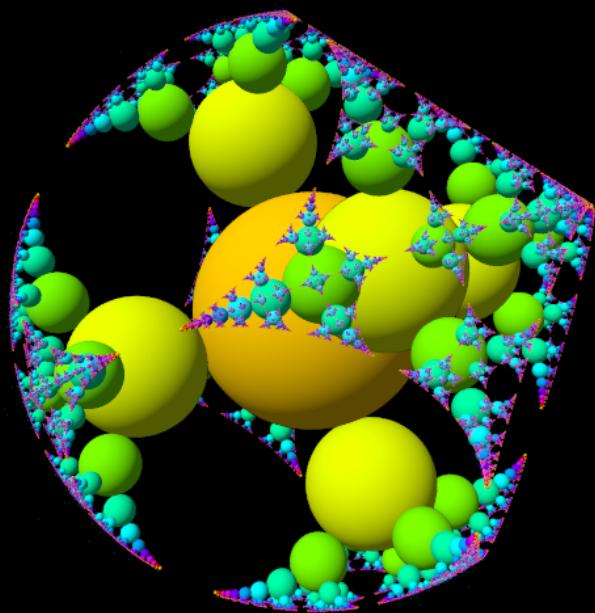
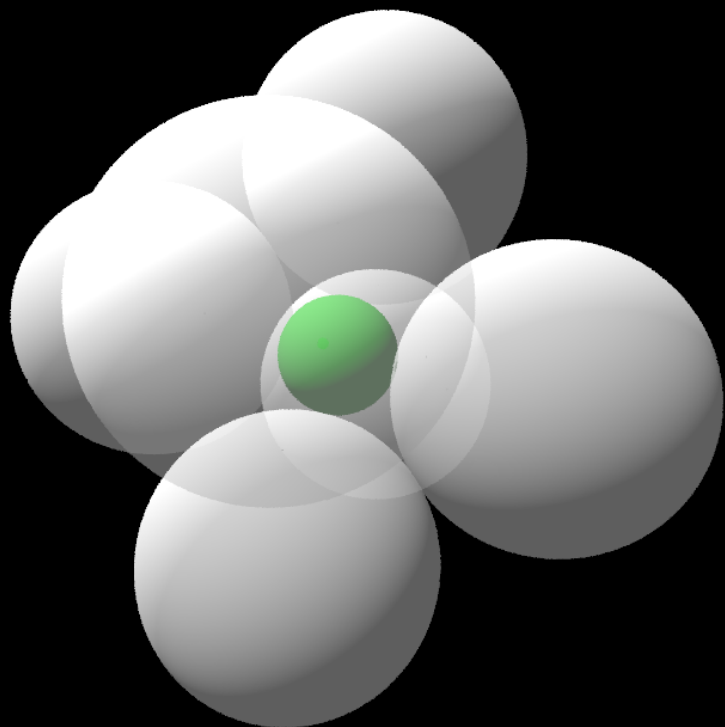


# Loxodromic

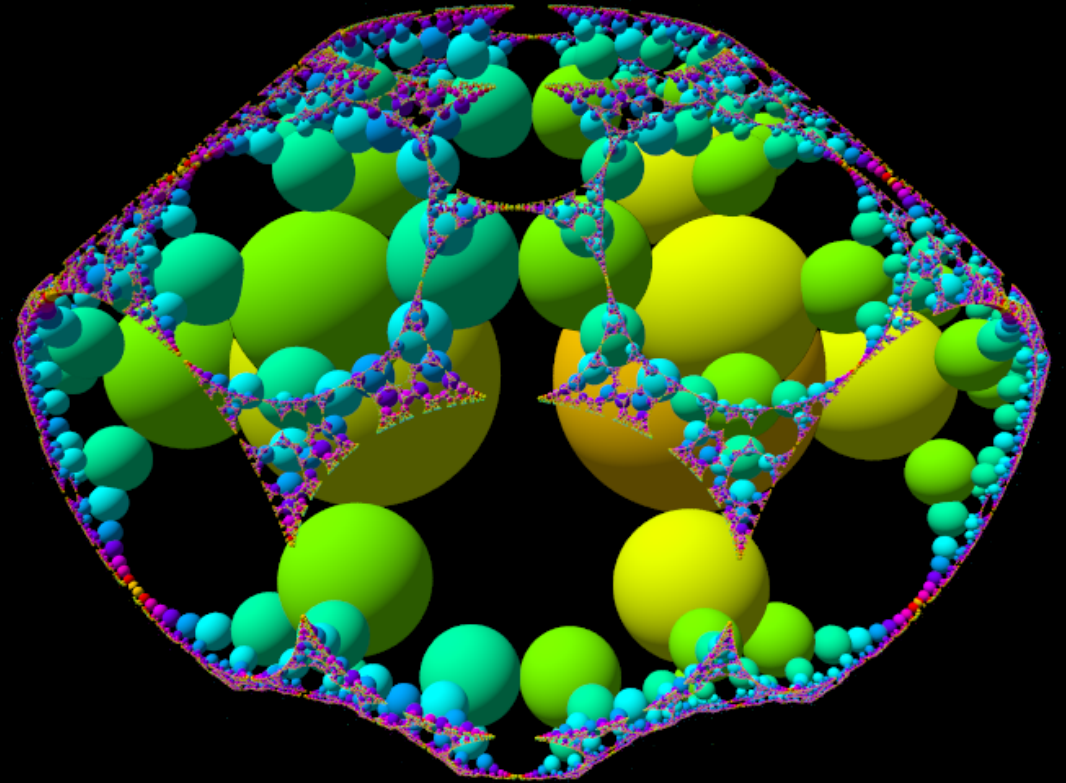
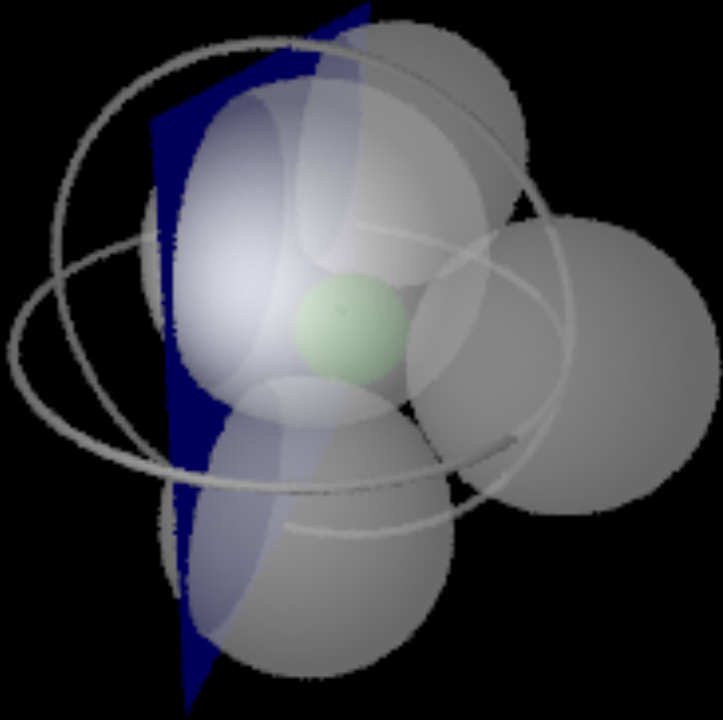


3 Dimensional

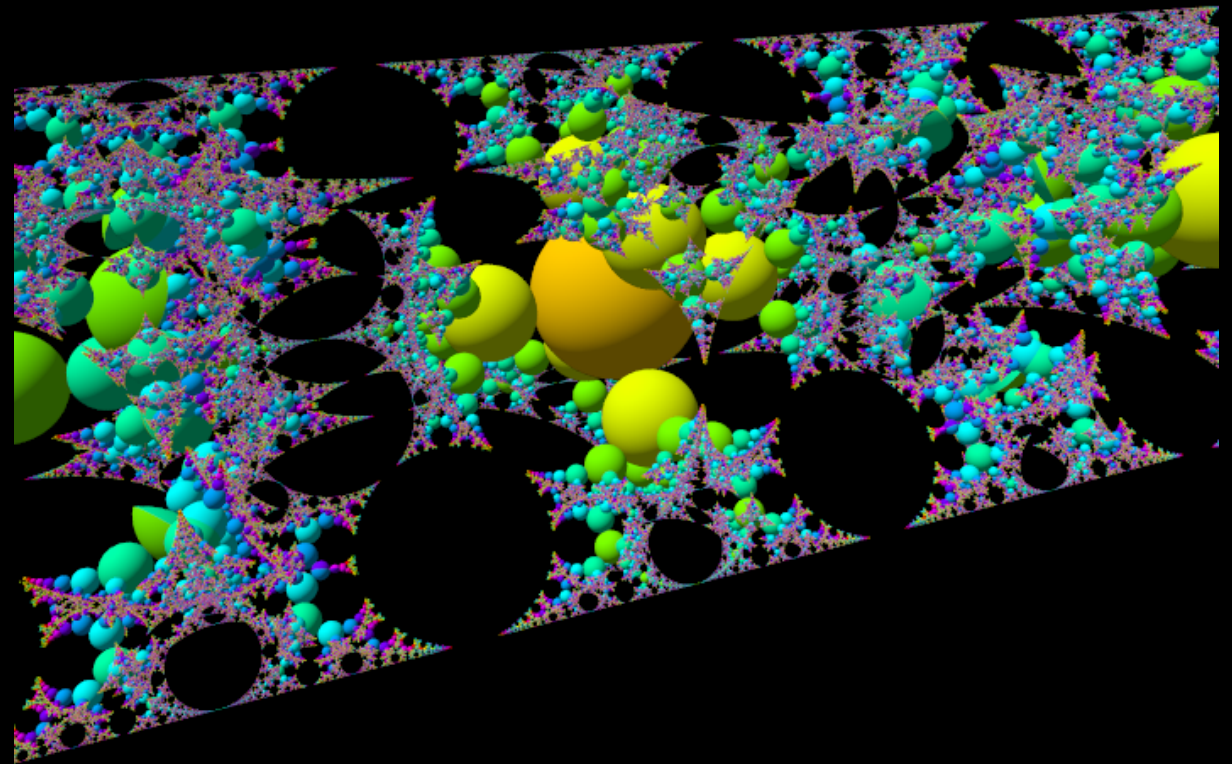
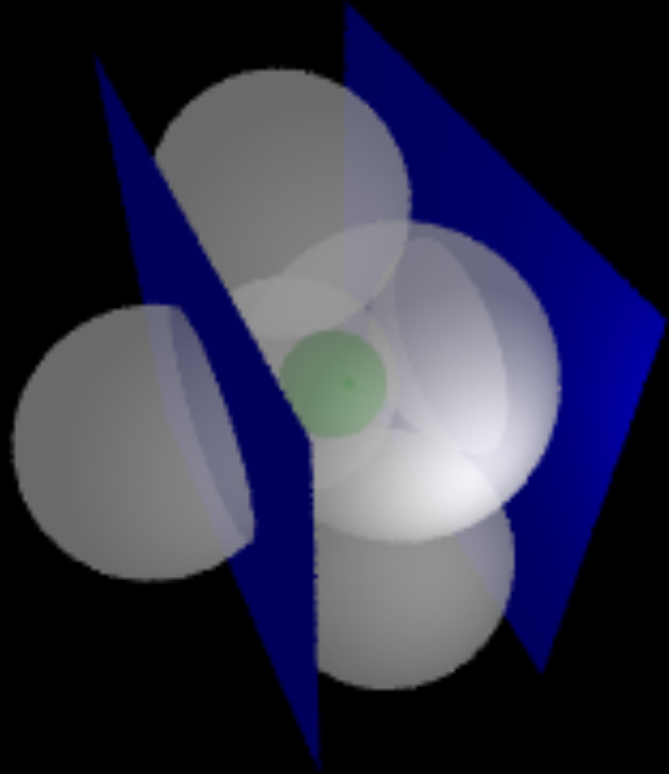
# Hyperbolic



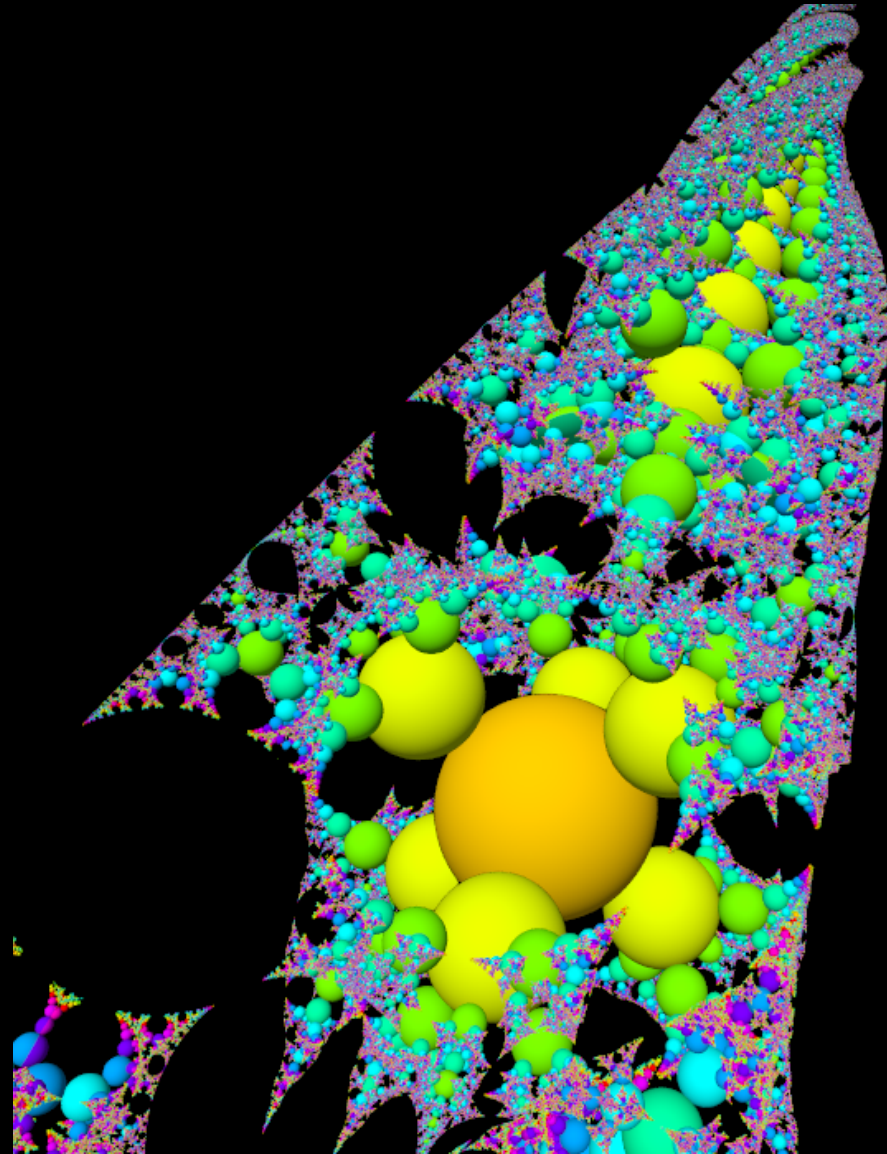
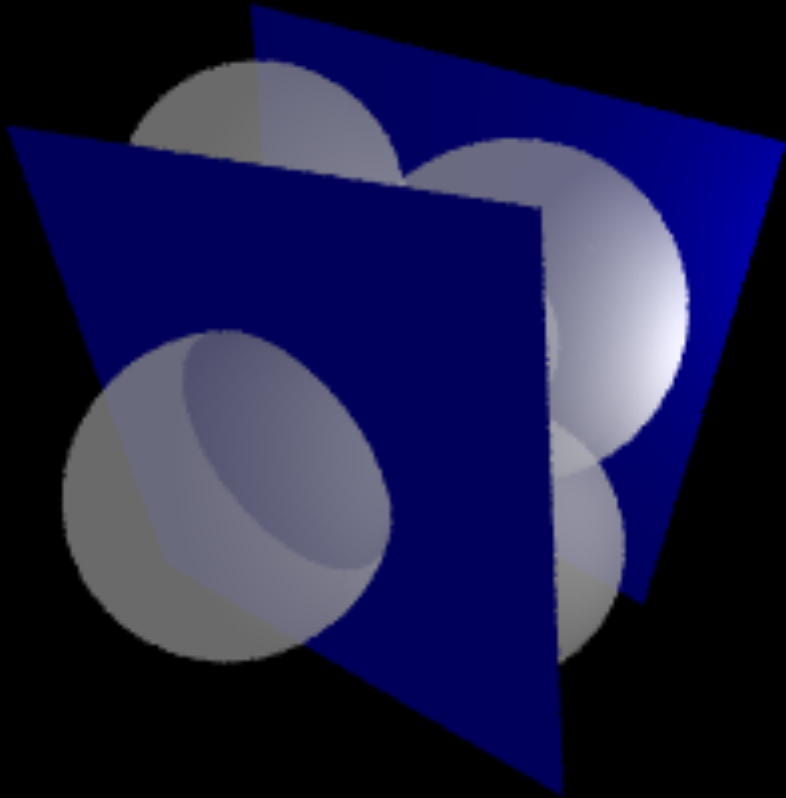
# Parabolic (Inversion of Infinite Sphere)



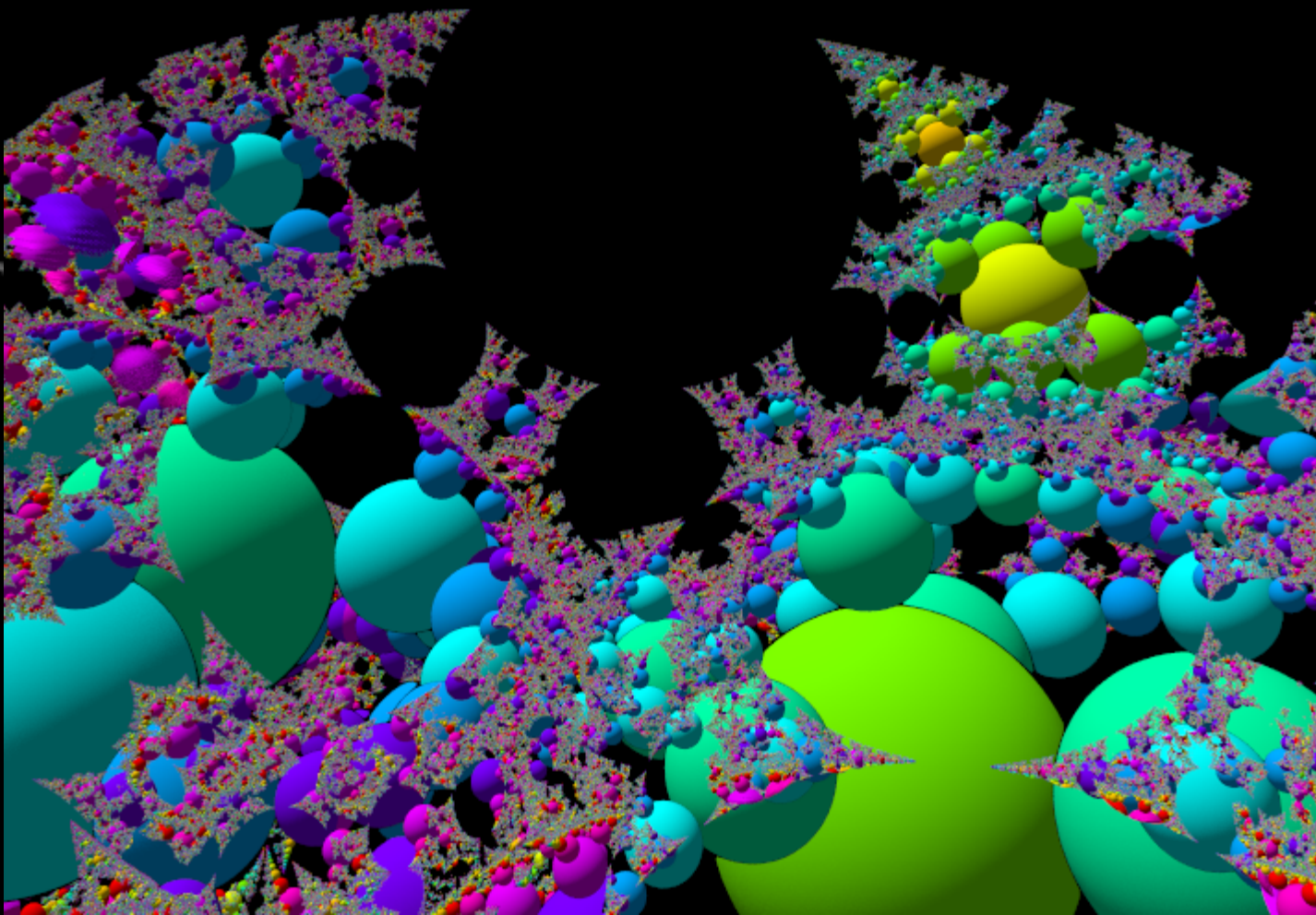
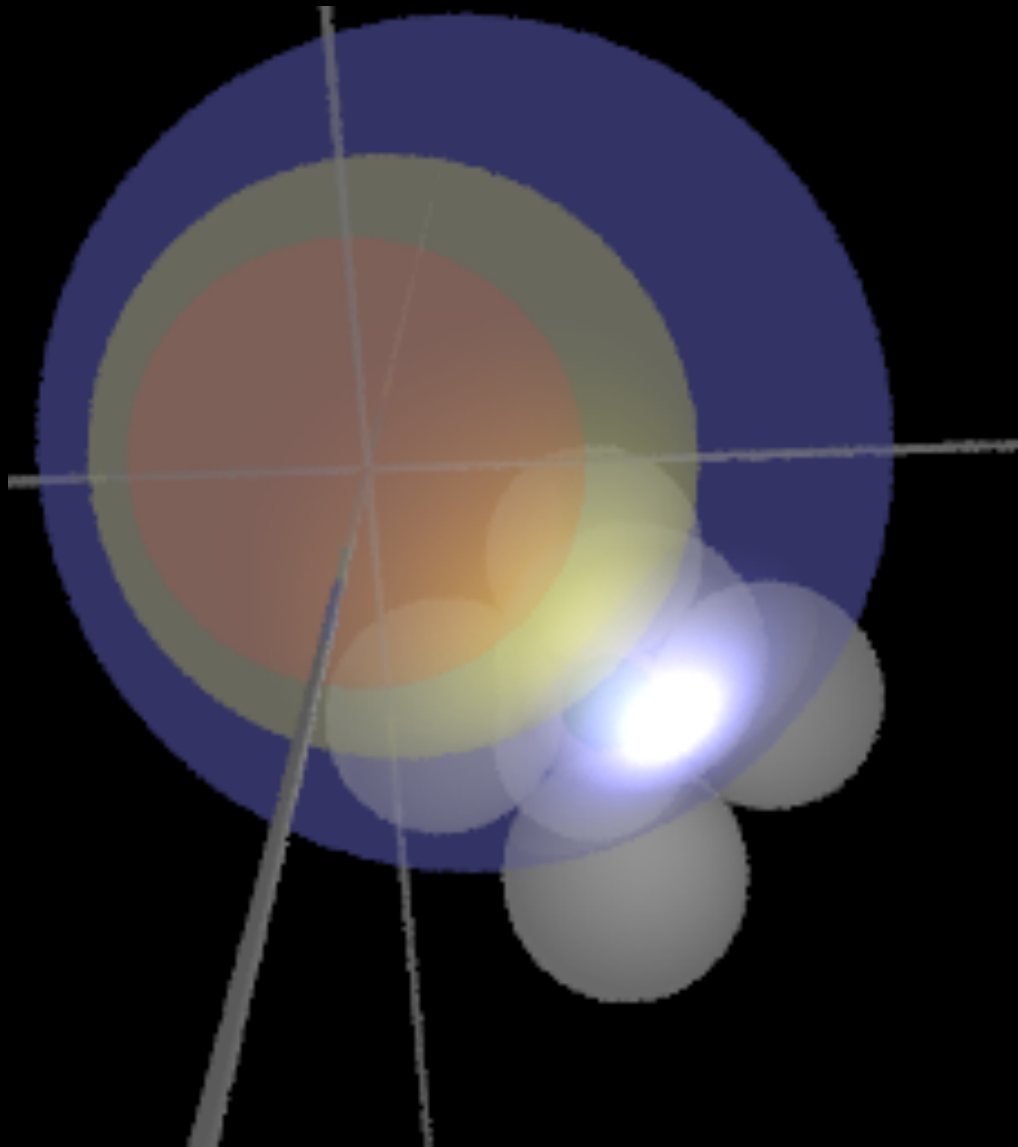
# Parabolic (Translation)



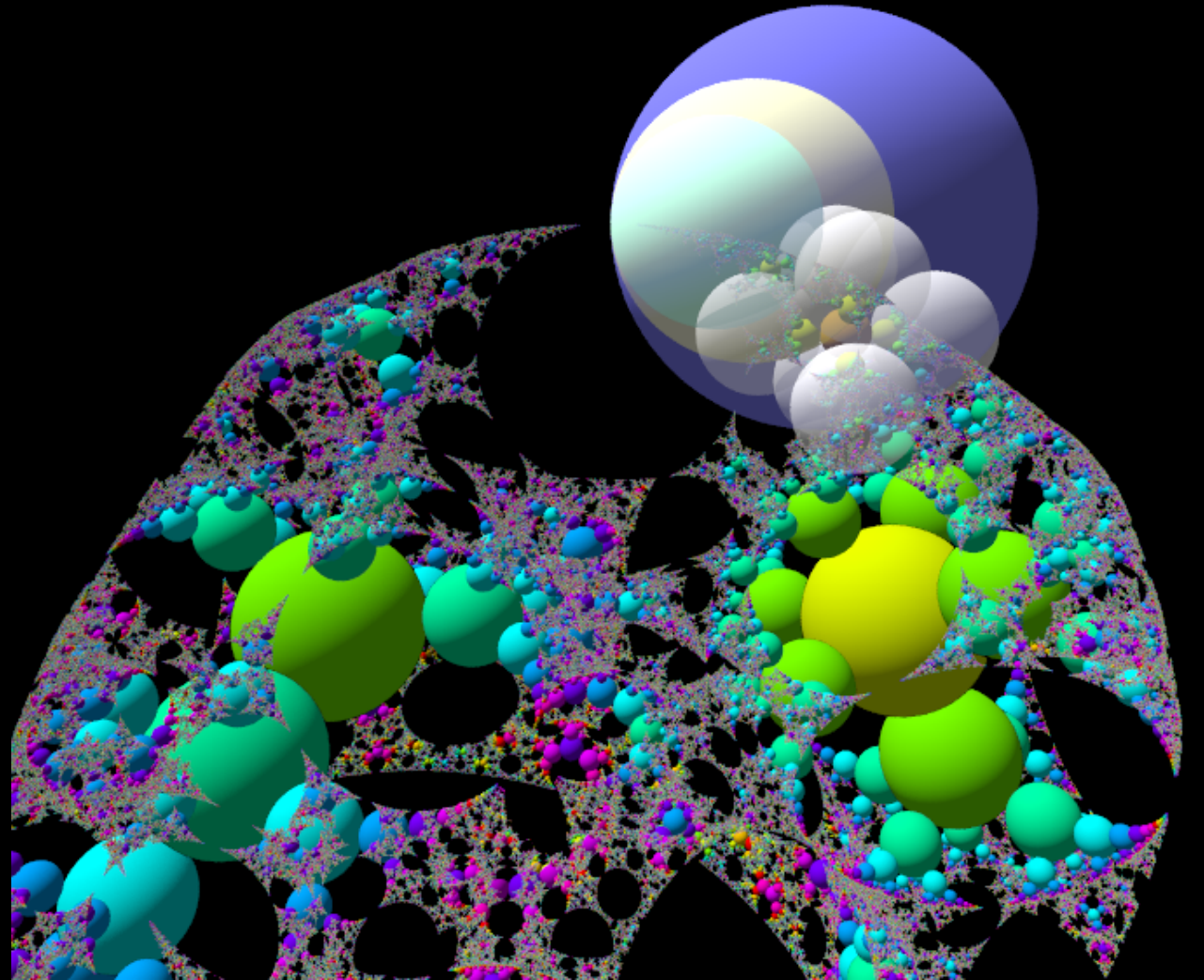
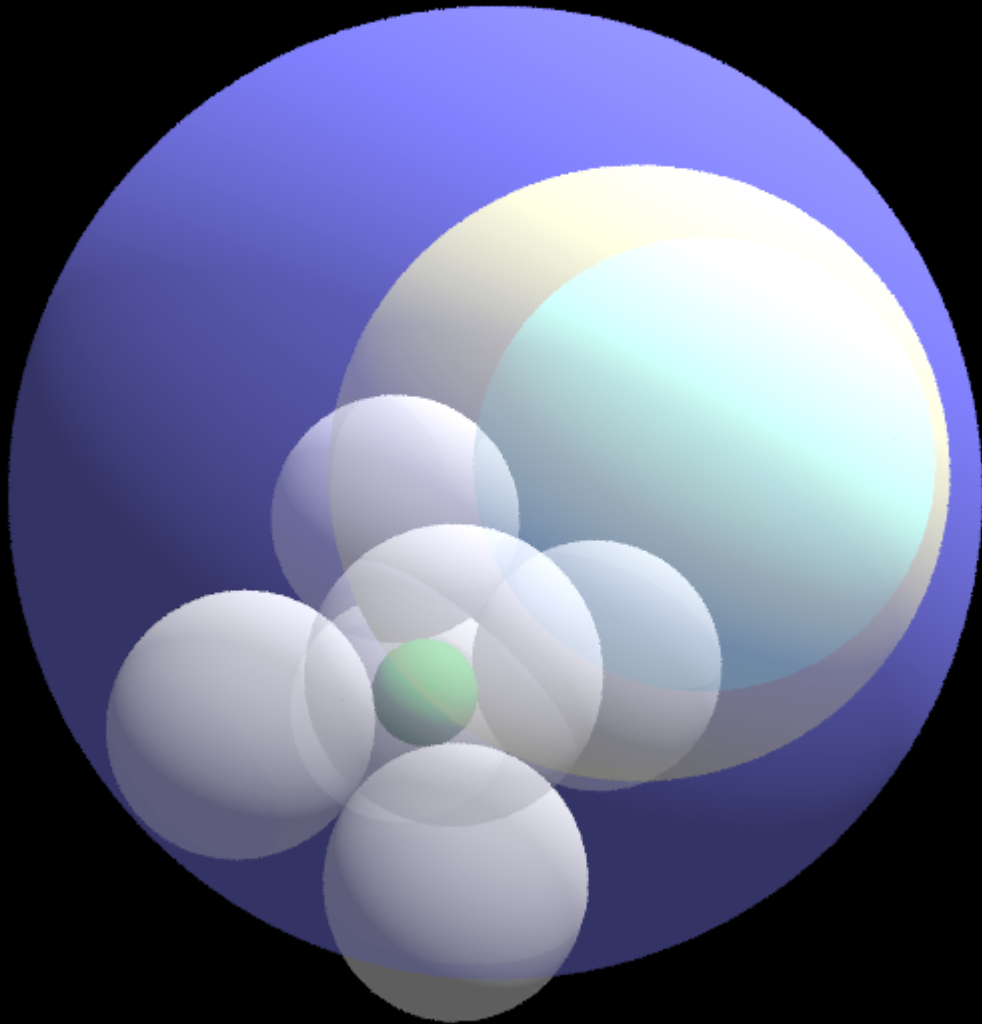
# Compound Parabolic (Translation + Rotation)



Loxodromic



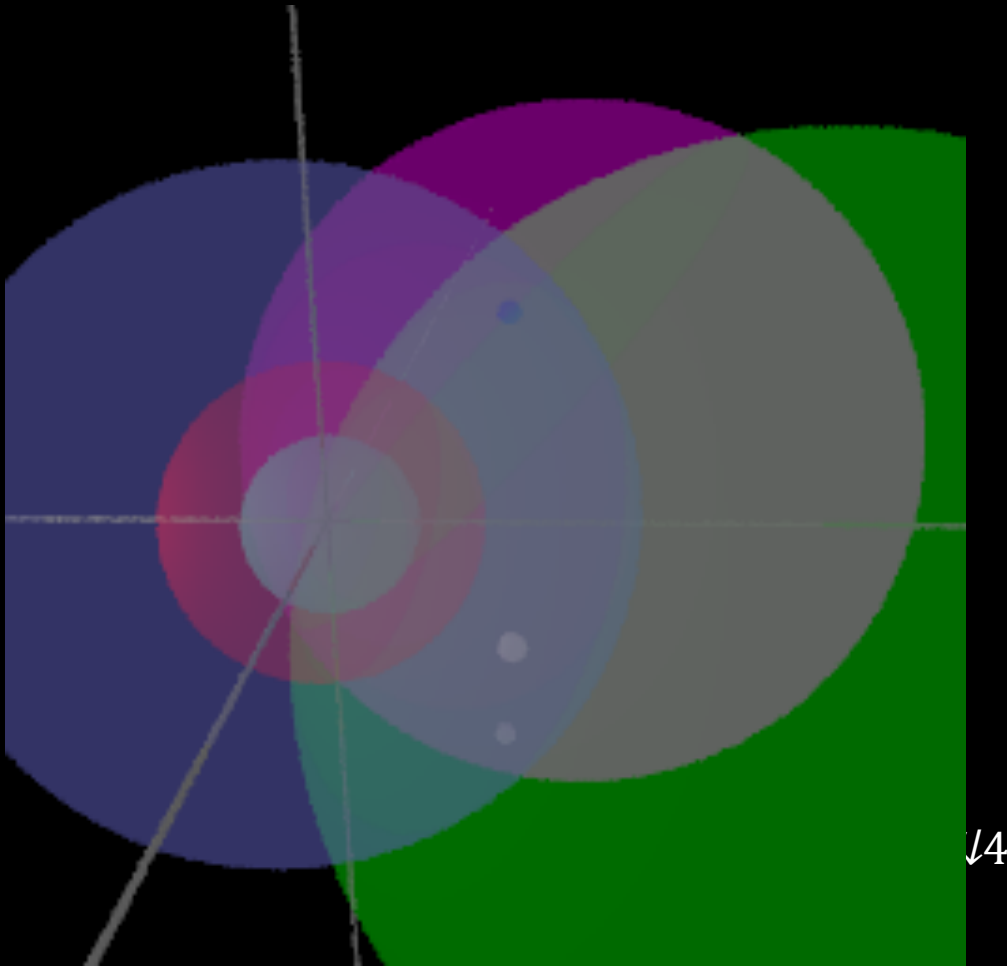
Parabolic





# Compound Loxodromic

$S\downarrow 3$



*controlPoint* :  $P, Q\downarrow 1, Q\downarrow 2$

$P\uparrow = I\downarrow S\downarrow 1 (P)$

$P\uparrow' = I\downarrow S\downarrow 2 (P)$

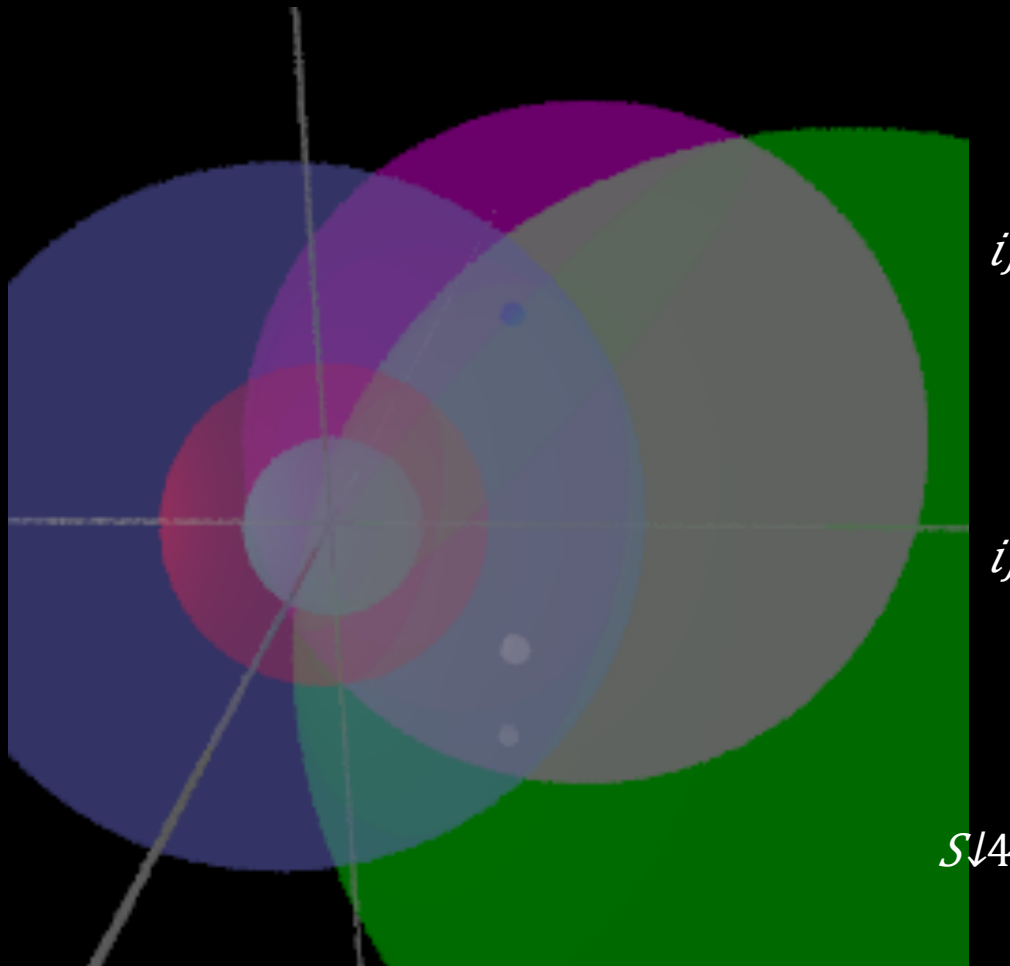
$S\downarrow 3 = Sphere(P, P\uparrow, P\uparrow', Q\downarrow 1)$

$S\downarrow 4 = Sphere(P, P\uparrow, P\uparrow', Q\downarrow 2)$

$S\downarrow 4$

# Compound Loxodromic

$S\downarrow 3$



*if  $p$  is inside of  $S\downarrow 1$*

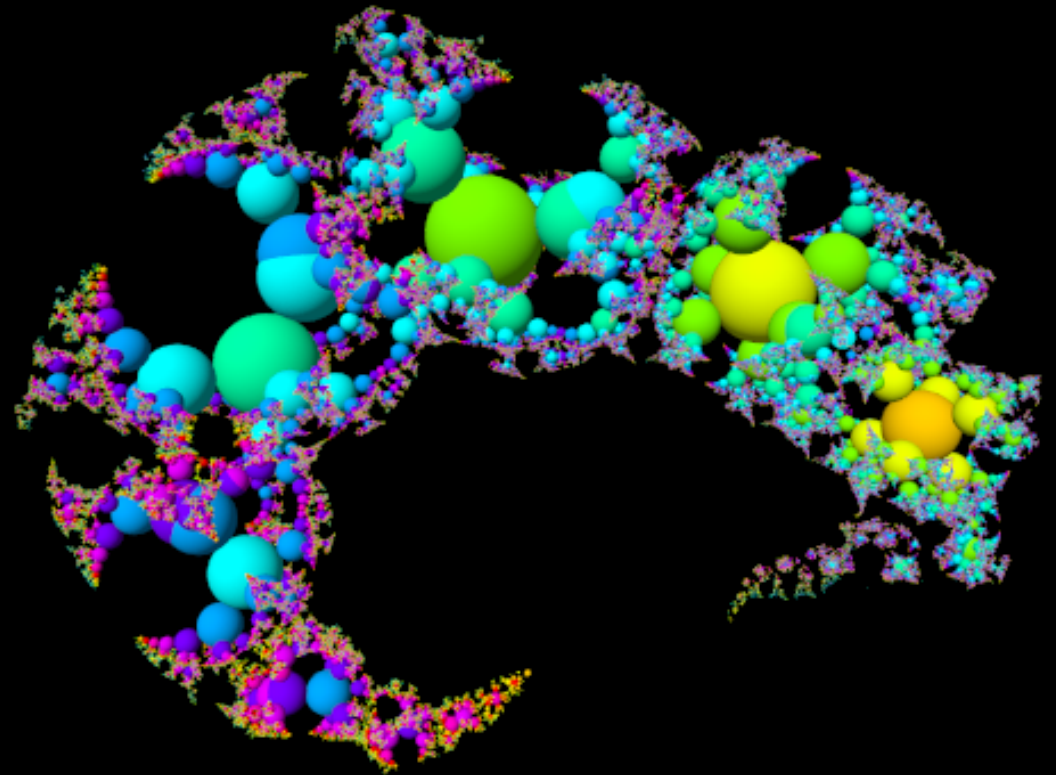
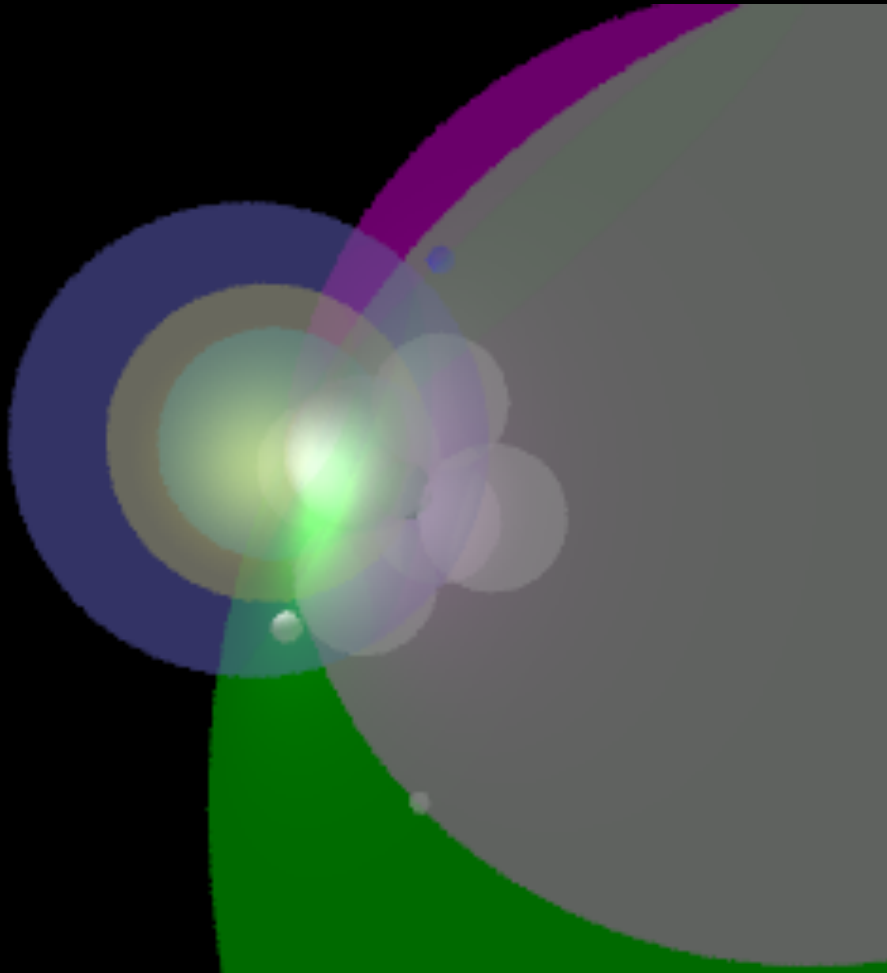
*apply  $I\downarrow S\downarrow 4 \circ I\downarrow S\downarrow 3 \circ I\downarrow S\downarrow 1 \circ I\downarrow S\downarrow 2$*

*if  $p$  is outside of  $S\downarrow 1 \uparrow$*

*apply  $I\downarrow S\downarrow 2 \circ I\downarrow S\downarrow 1 \circ I\downarrow S\downarrow 3 \circ I\downarrow S\downarrow 4$*

$S\downarrow 4$

# Compound Loxodromic



# Summary

# Iterated Inversion System (IIS)

- Iterate inversion until the point enters the fundamental domain
- Parallelization with Fragment Shader in GLSL
- Render orbit of spheres using raymarching

# The software - Schottky Link

- Implement some kind of generators other than simple inversion
- It enables us to visualize complicated Kleinian groups easily
- This system will be helpful to researchers and also fractal artists.
- URL [ schottky.jp ]
- Source Code on GitHub

[<https://github.com/soma-arc/SchottkyLink>]