Soft Constraints for Vector Field Design

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This note describes how to add "soft constraints" to the algorithm described in Crane et al, Trivial Connections on Discrete Surfaces (SGP 2010). By soft constraints we mean that the user provides an additional guidance vector field $\tilde{\beta} \in \mathbb{R}^{|F|}$ and a weight $\lambda > 0$ that determines the influence of this vector field in the final solution; $\lambda = 0$ means that the guidance vector field will have no influence.

Let $\tilde{x} \in \mathbb{R}^{|E|}$ be the discrete connection corresponding to $\tilde{\beta}$, i.e., the smallest difference between angles β_i and β_j along each oriented dual edge e_{ij}^* . The optimization problem originally presented in Equation 2 now becomes

$$\min_{x} \quad ||x||^2 + \lambda ||x - x_0||^2$$

s.t.
$$Ax = -b.$$

In other words, we penalize the deviation of x from the guidance vector field x_0 ; λ controls the strength of the penalty term. The task now is to transform this problem into one that can be solved more easily, i.e., by just a standard linear solve. To do so, we expand the objective function and then complete the square as follows:

$$||x||^{2} + \lambda ||x - x_{0}||^{2} = (1 + \lambda)||x||^{2} - 2\lambda x^{T} x_{0} + \lambda ||x_{0}||^{2}$$
$$= ||(1 + \lambda)^{1/2} x - \frac{\lambda x_{0}}{(1 + \lambda)^{1/2}}||^{2} + (\lambda - \frac{\lambda^{2}}{1 + \lambda})||x_{0}||^{2}.$$

The second term is independent of the choice of x and can therefore be omitted. To simplify the remaining term, we define

$$a := \sqrt{1 + \lambda}$$

and

$$y := \frac{\lambda}{\sqrt{1+\lambda}} x_0$$

at which point our optimization problem becomes

$$\min_{x} ||ax - y||^2$$
s.t. $Ax = -b$.

This problem can be further simplified by making the change of variables

$$z := ax - y$$
,

which means that

$$x = \frac{1}{a}(y+z)$$

and hence the linear constraint Ax=b becomes Az=-ab-Ay. Finally, letting c:=-ab-Ay we get the optimization problem

$$\min_{z} \quad ||z||^2$$
s.t. $Az = c$,

whose form is identical to the original problem, i.e., we need only find the minimum 2-norm solution to a sparse linear system. To summarize, the overall procedure is:

- I. Compute $a \leftarrow \sqrt{1+\lambda}$.
- II. Compute $y \leftarrow \frac{\lambda}{\sqrt{1+\lambda}} x_0$.
- III. Compute $c \leftarrow -ab Ay$.
- IV. Find the minimum 2-norm solution z^* to Az = c (using sparse QR).
- V. Recover the final solution $x \leftarrow \frac{1}{a}(y+z)$.

Note that computationally each of these steps is quite cheap (the most expensive one being the linear solve, as usual).