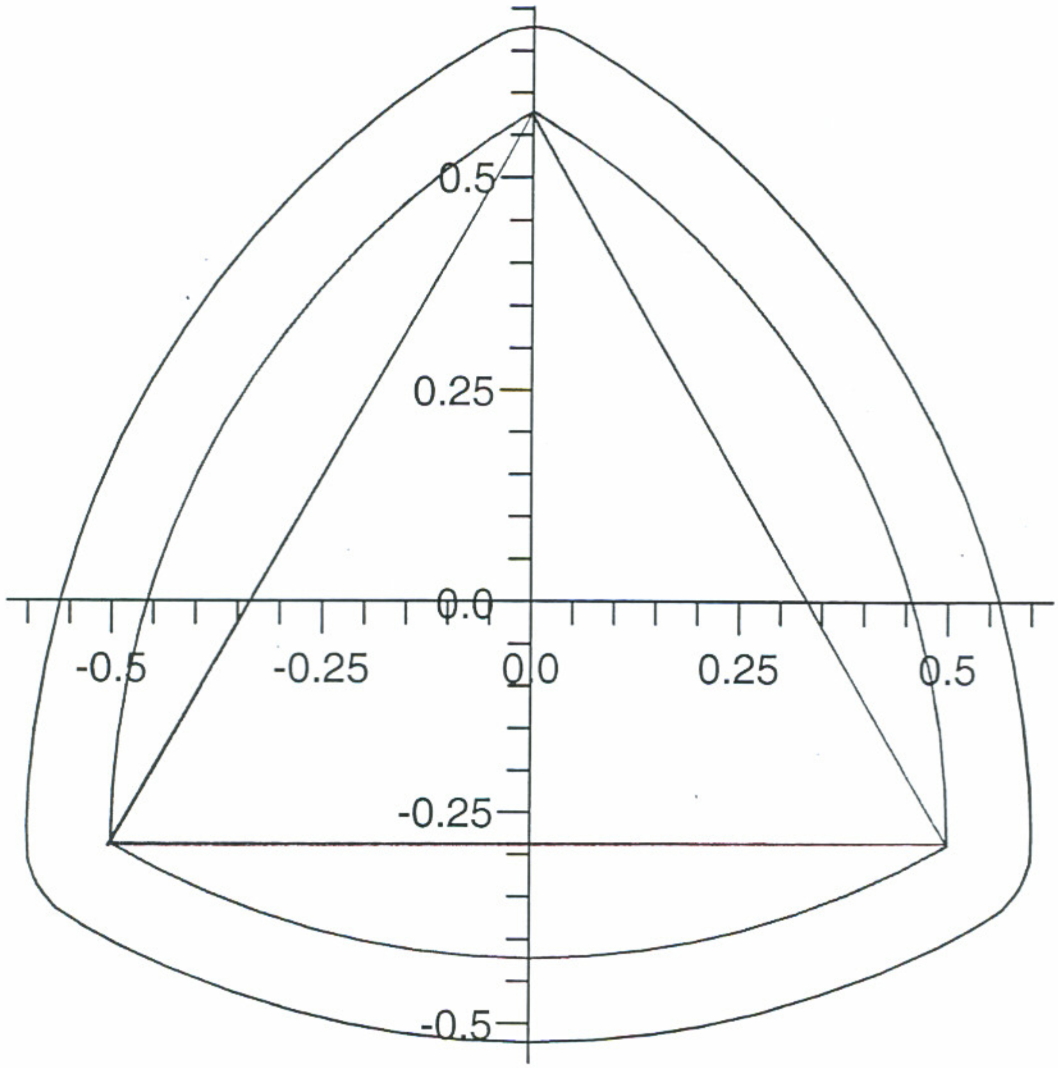


Fig. 1.1 : Reuleaux triangle and its smoothing

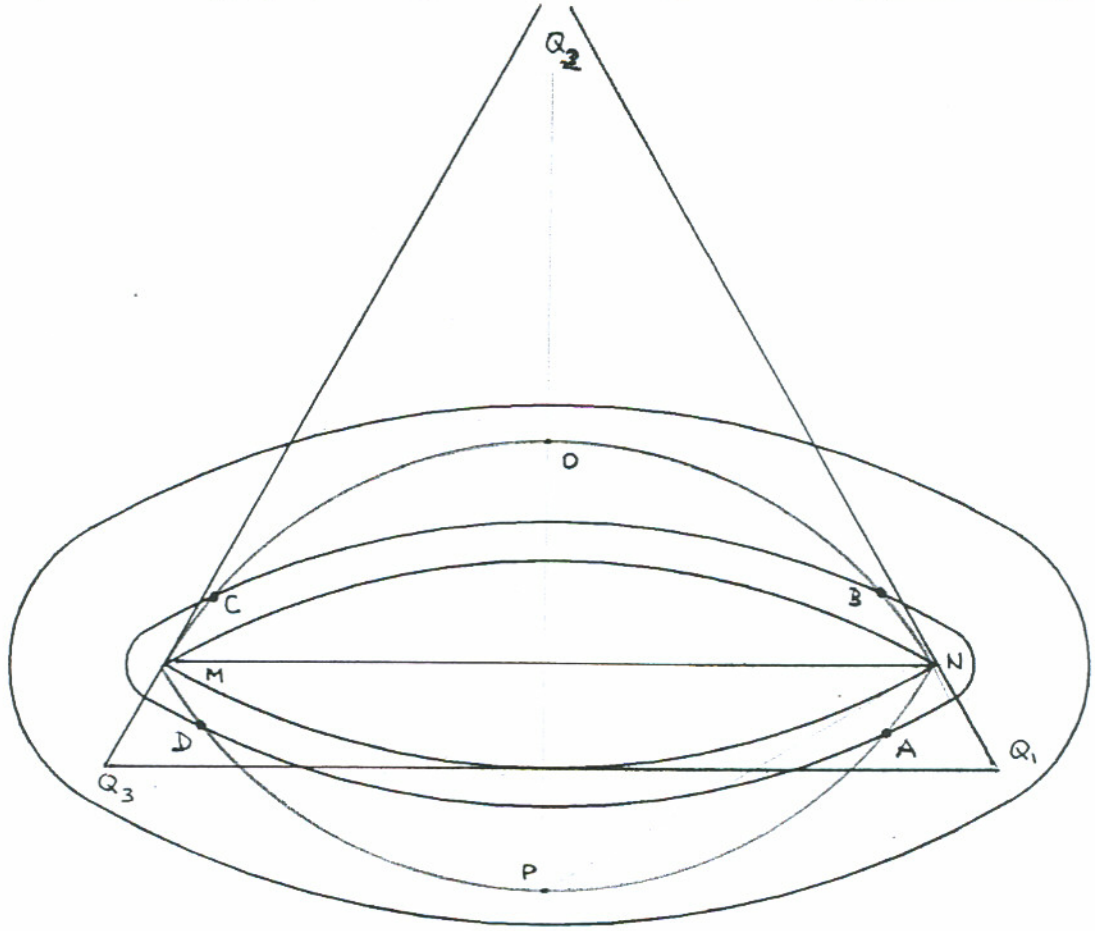


Fig. 1.2

CONSTANT-HEIGHT BIANGLE

ε- NEIGHBORHOODS (ε SMALL, ε LARGE)

LOCUS OF NORMAL INTERSECTIONS ($\widehat{MON}$, $\widehat{MPN}$)

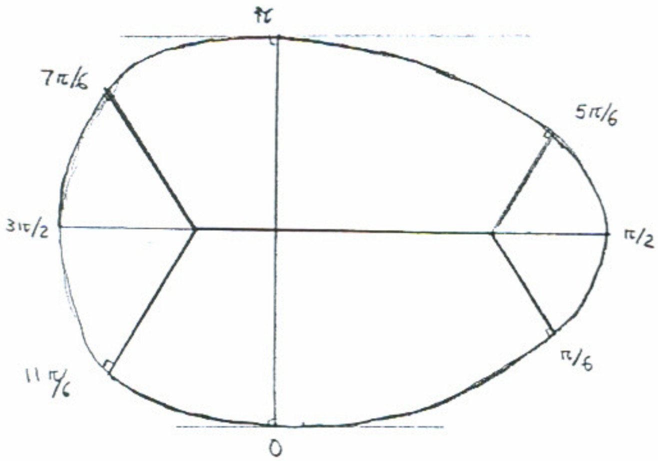


Fig 4.3

(symmetric w.r.t. horizontal)

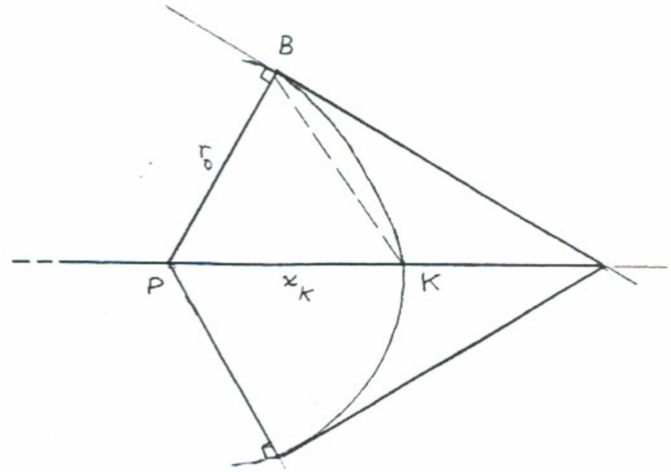


Fig. 4.4

(symmetric w.r.t. horizontal)

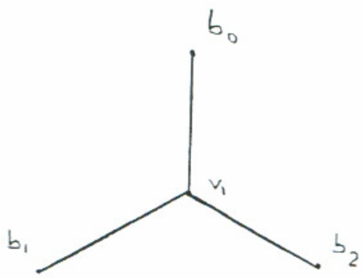


Fig. 2.3 (a)

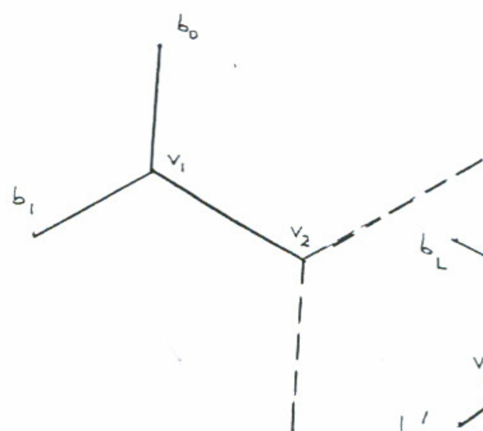
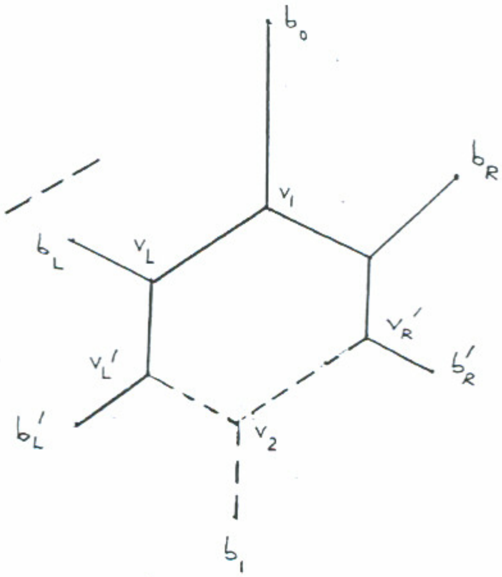


Fig. 2.3 (b)



(angles = 2π/3, lengths unimportant)

Fig 2.3 (c)

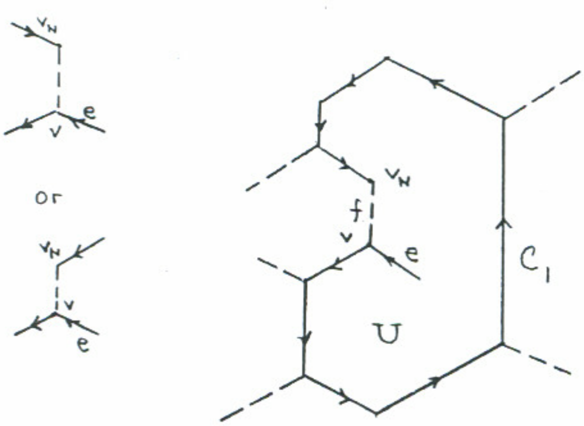


Fig. 2.1

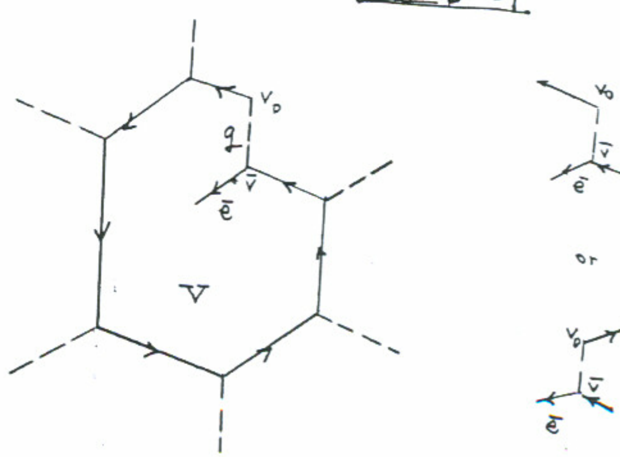
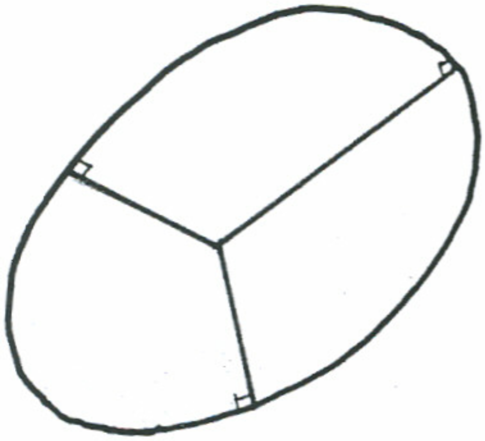


Fig. 2.2

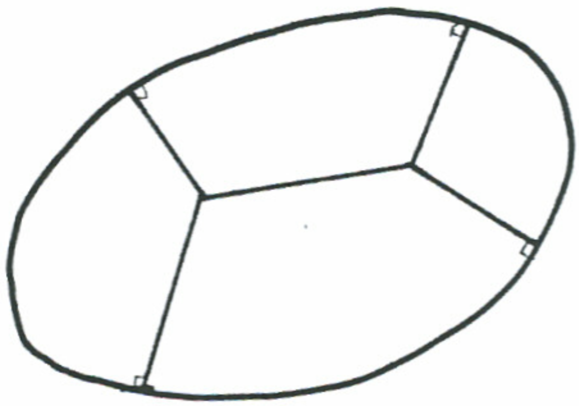
$\boxed{\text{Fig. 2.4}}$

1. In a strictly convex domain, there are <u>only</u> <u>3</u> <u>types</u>:

'TRIODE'



'DOUBLE TRIODE'



'HEXAGONAL CELL'

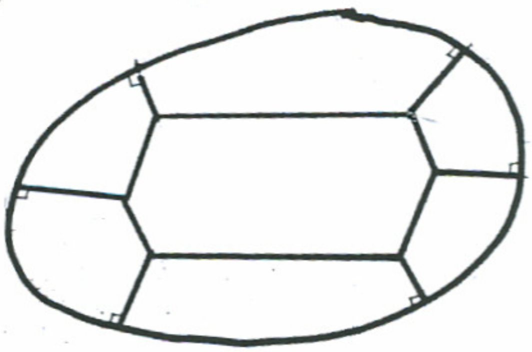
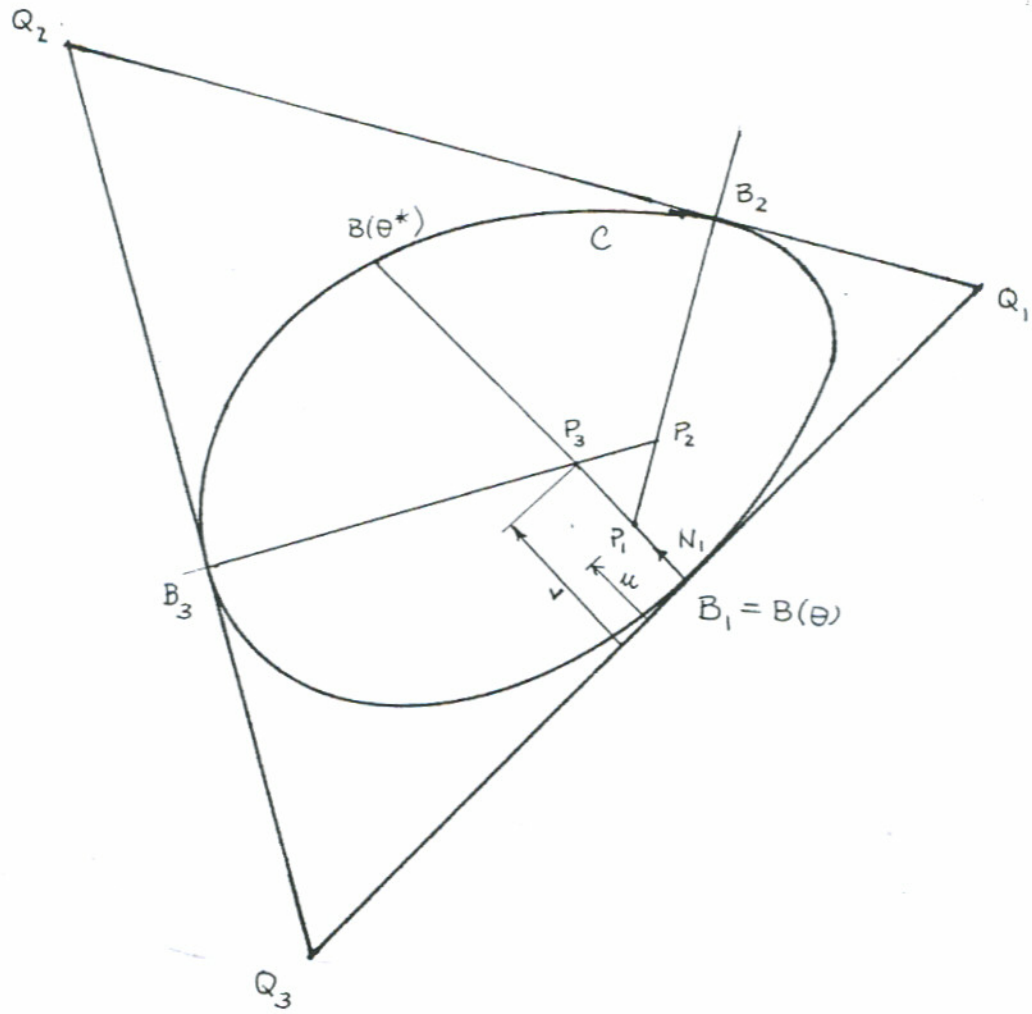


Fig. 3.1 TRIODES AND THE HEIGHT FUNCTION



height: $h(\theta) = -\left\{ \langle B_1, N_1 \rangle + \langle B_2, N_2 \rangle + \langle B_3, N_3 \rangle \right\}$

$$h'(\theta) = u(\theta) - v(\theta)$$

Fig 3.1

Fig. 3.2

The constant-height briangle and its locus of intersections

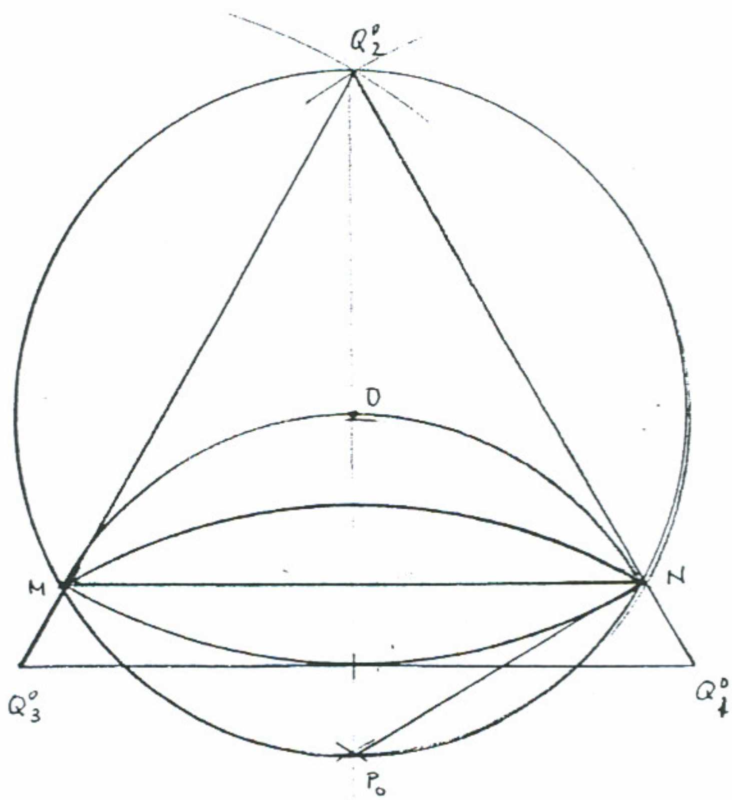
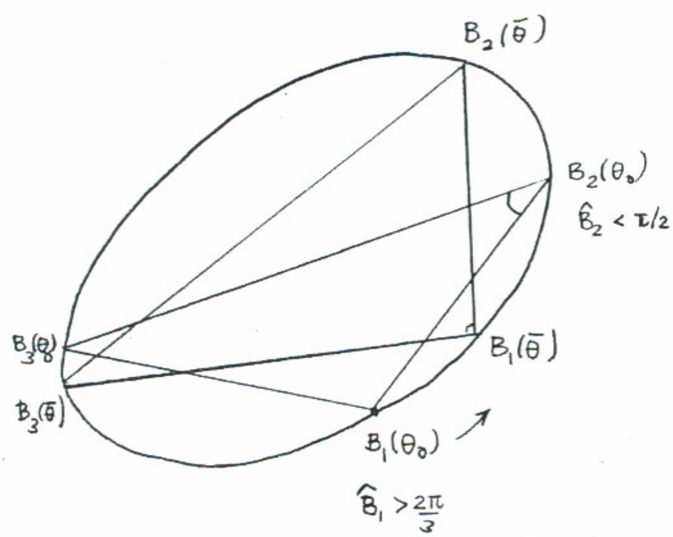


Fig. 3.3



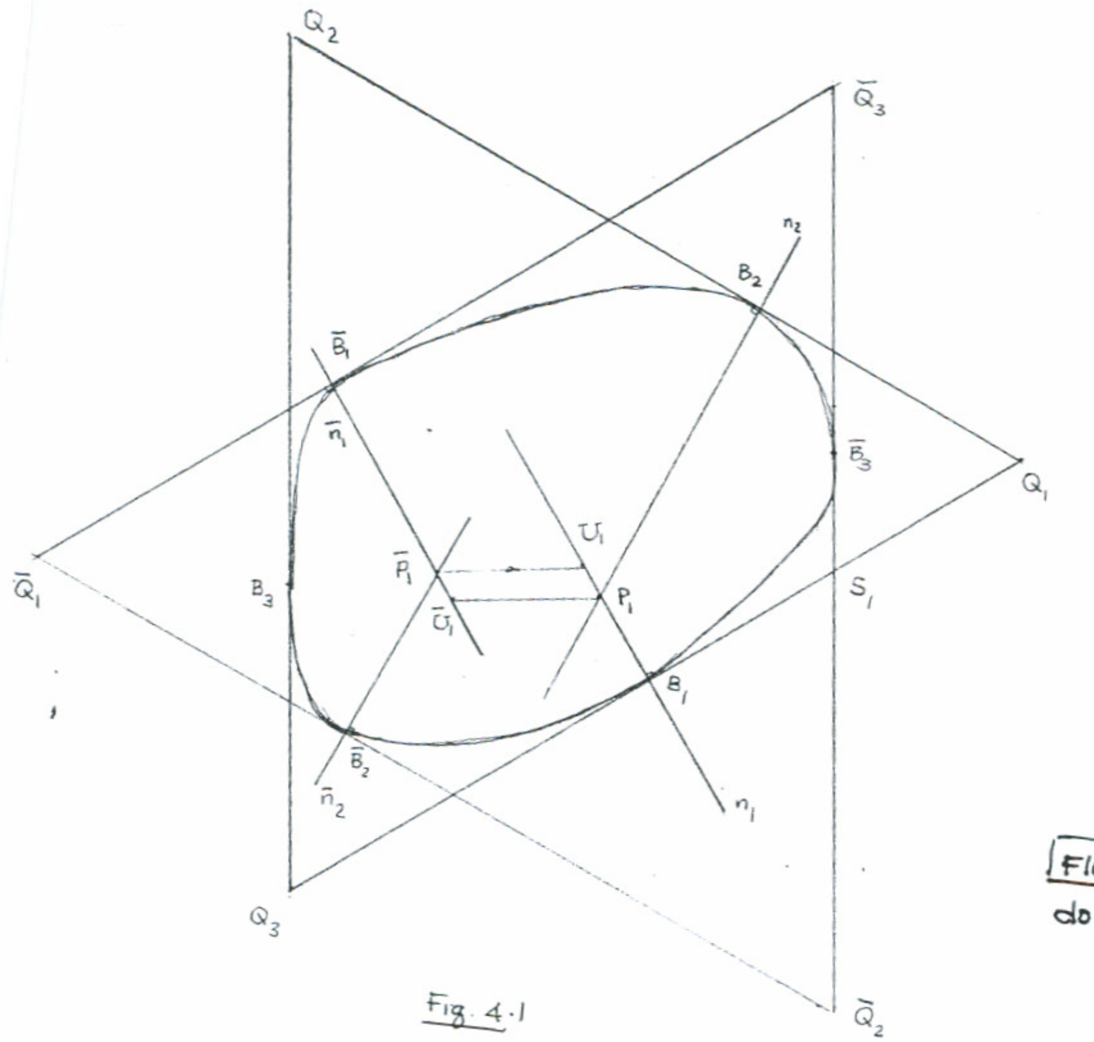


Fig. 4.1

FIG. 4.1

double triode configorations

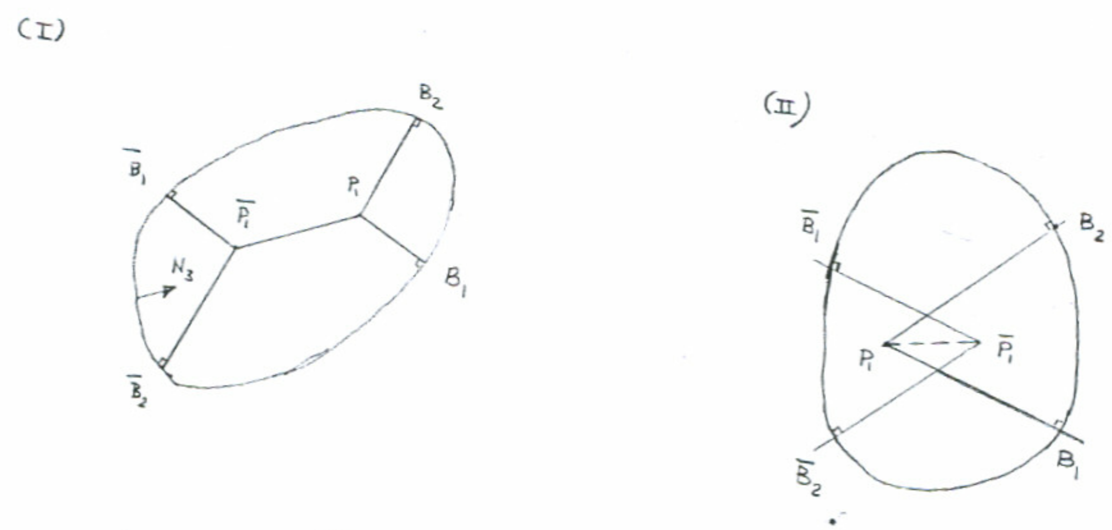
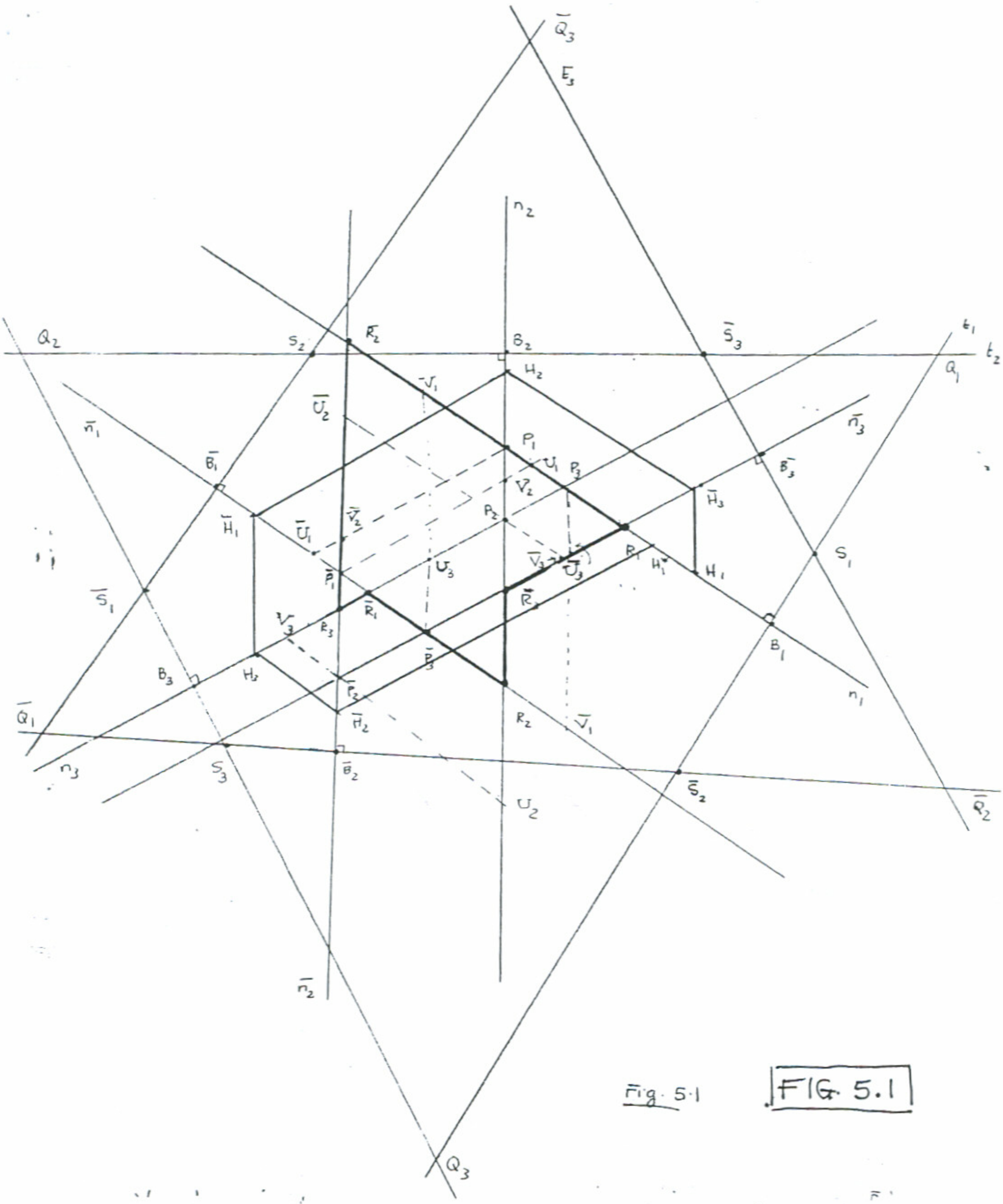


Fig. 4.2

why $w<0$ is needed

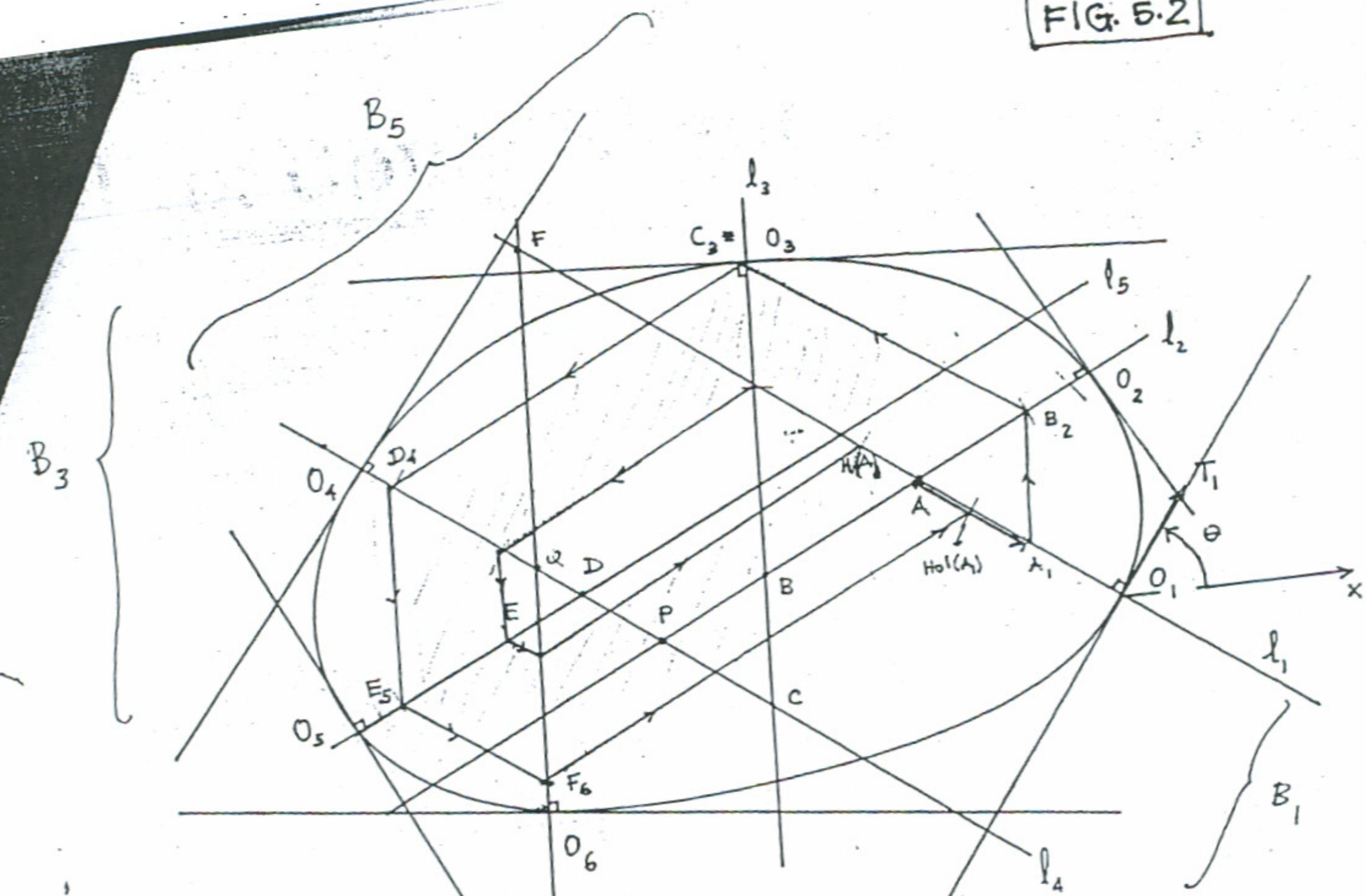


Q2
S2
R2
B2
H2
S3
t1
t2
Q1
n2
E3
Q3
n1
n3
S1
B1
H1
H3
P1
P2
P3
U1
U2
U3
V1
V2
V3
R1
R3
B3

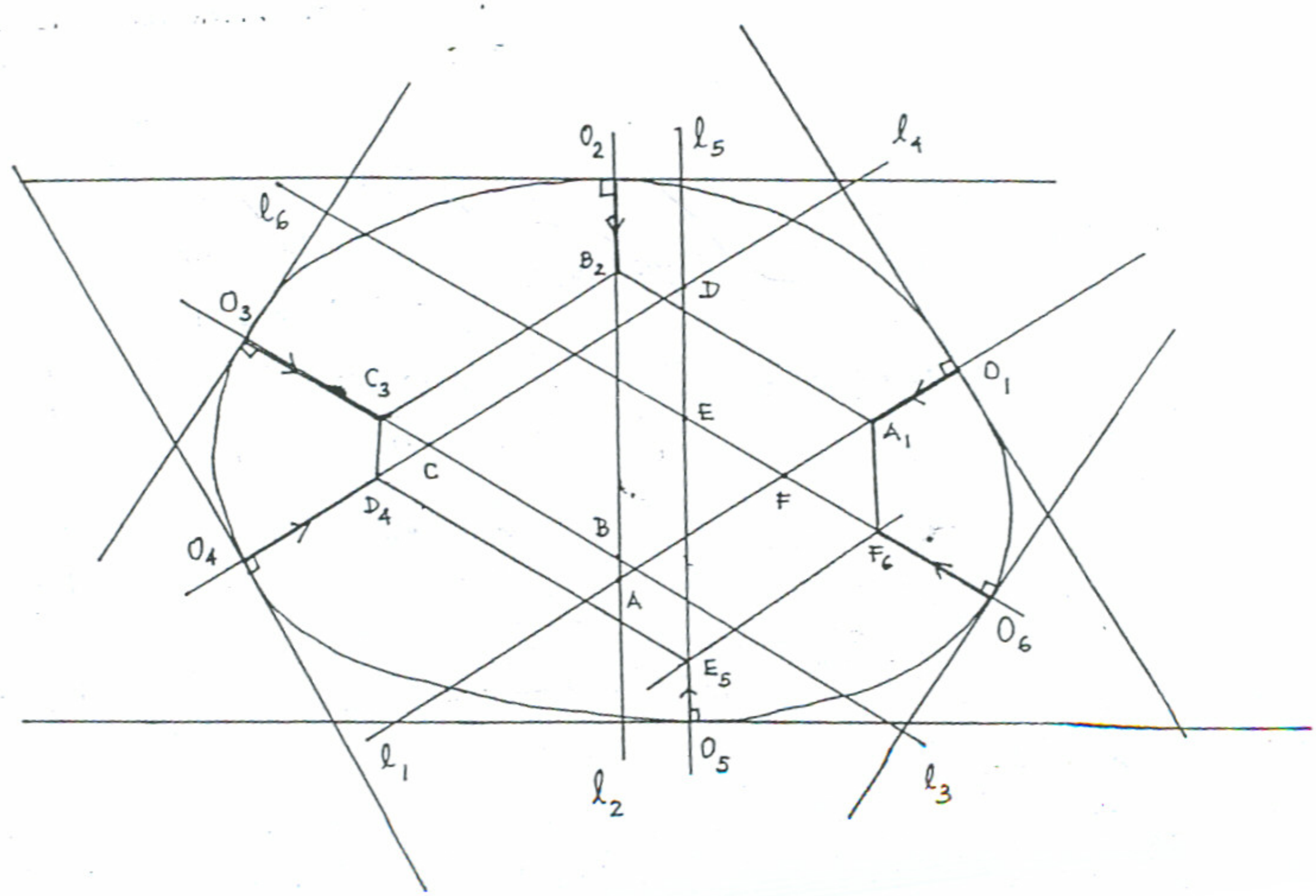
Fig. 5.1

FIG. 5.1

FIG. 5.2



(a) holonomy ≠ 0



(b) example w/ hol = 0

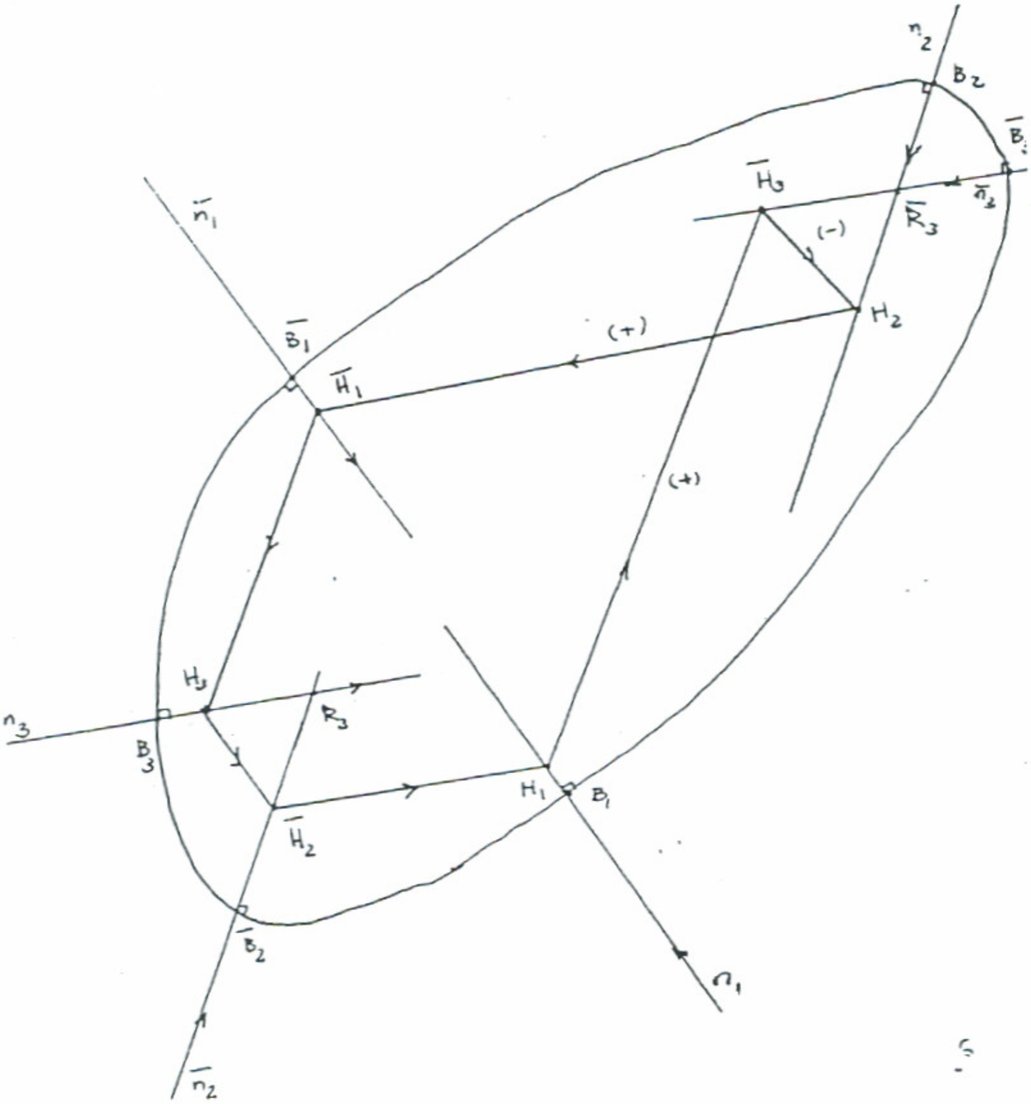

n2
B2
H3
R3
n3
n1
B1
H1
(+)
(-)
H2
(+)
H3
R3
n3
B3
H2
H1
B1
B2
n1
n2

FIG. 5.3

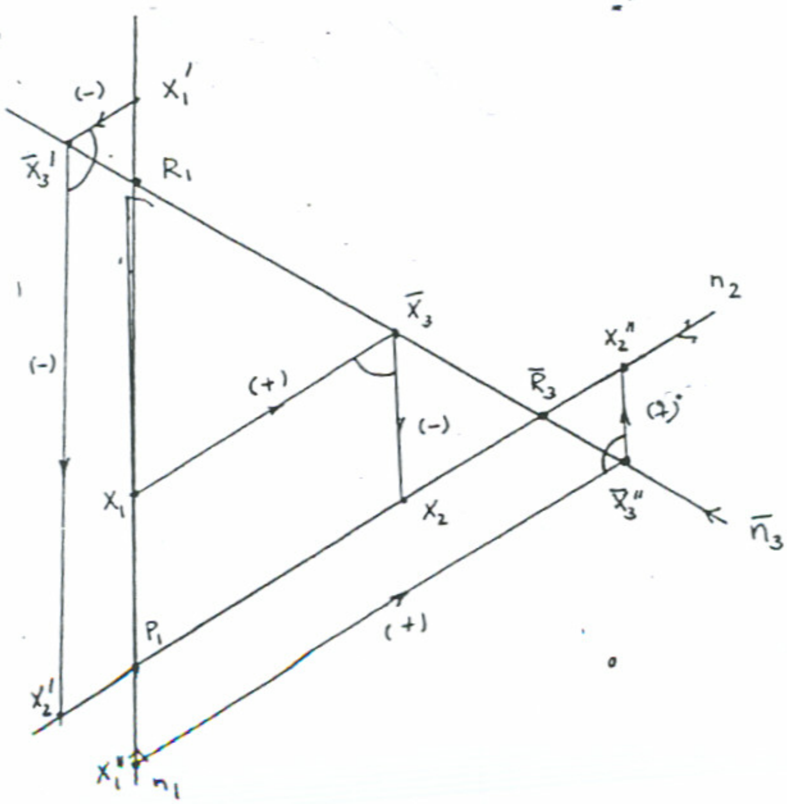
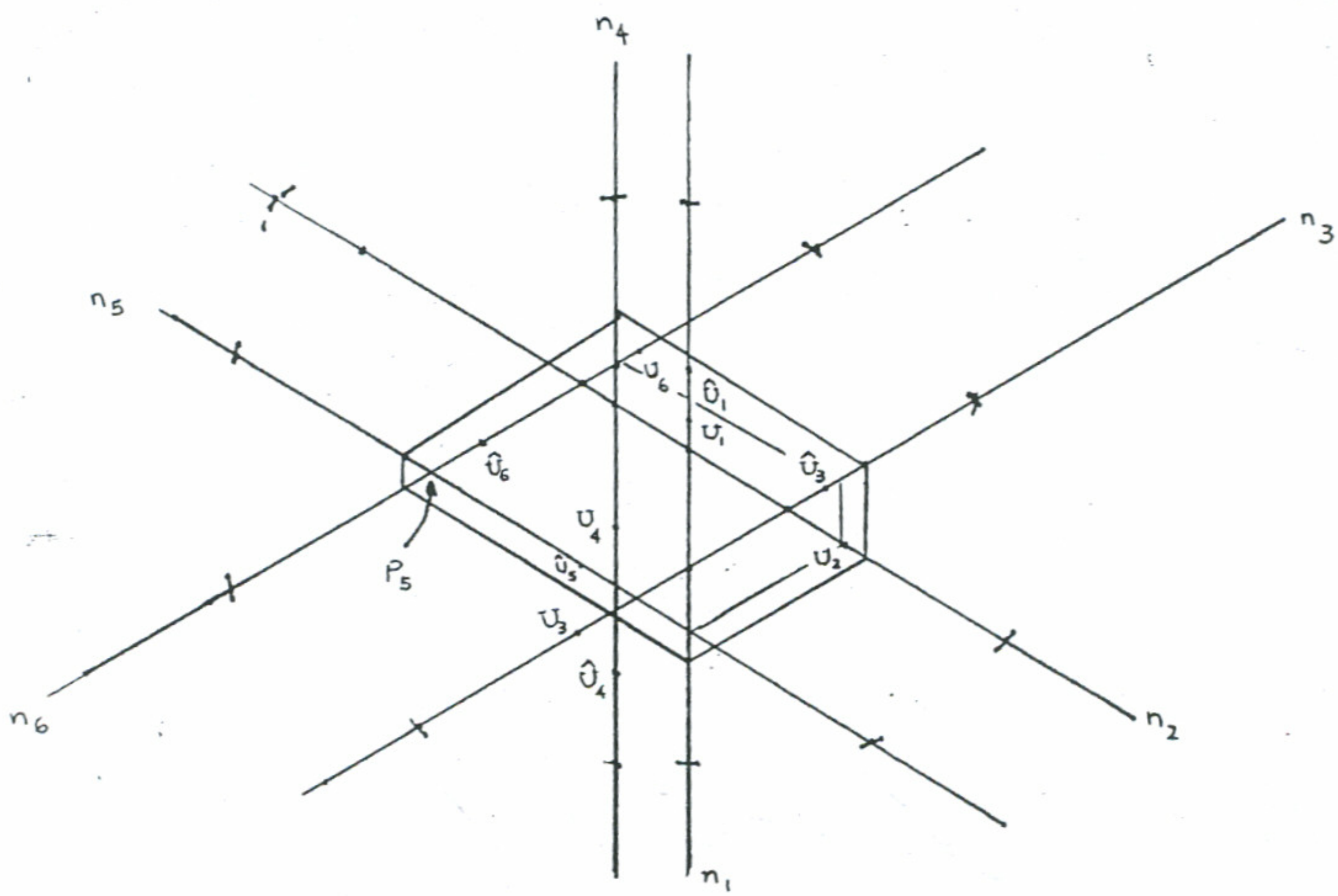

(-)
X1'
X3'
R1
(-)
X3
(+)
(-)
R3
X2"
n2
(?)
X1
X2
X3"
n3
P1
(+)
X2'
X1"
n1

FIG. 5.4

EXAMPLE WITH ZERO HOLONOMY



- Hexagonal cell based on P_5^-
- Limit (degenerate) cell : $P_5 S_5 U_2 \hat{U}_3 S_4$

Fig. 5.5