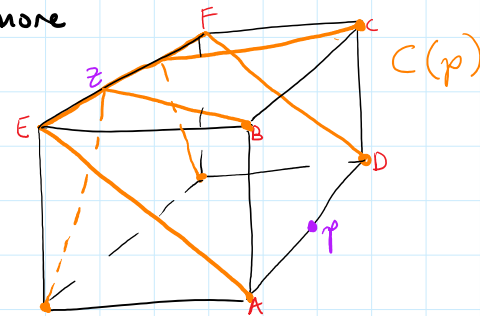


CUT LOCUS: The cut locus $C(x)$ is the closure of the set of all points y to which there is more than one shortest path to x .



ALGORITHMS FOR CUT LOCUS

Imagine pouring paint on the surface of polyhedron P , starting at x . Paint flows at constant speed in all directions.

Keep track of the frontier, and $C(x)$ is the set of points where the "wave fronts" meet.

Discretize a sequence of events.

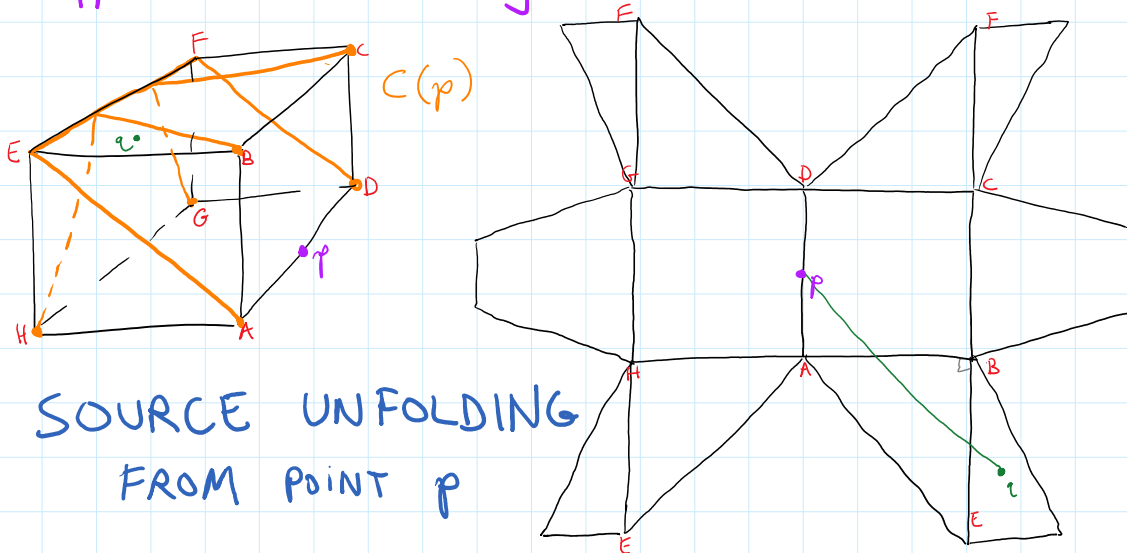
← generalization of Dijkstra's algorithm for computing all shortest paths on a graph

1987: $O(n^2 \log n)$ implementation

1997: $O(n^2)$

2008: $O(n \log n)$

What happens if we cut along the cut locus?

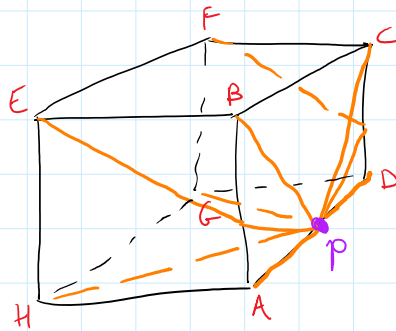


SOURCE UNFOLDING FROM POINT p

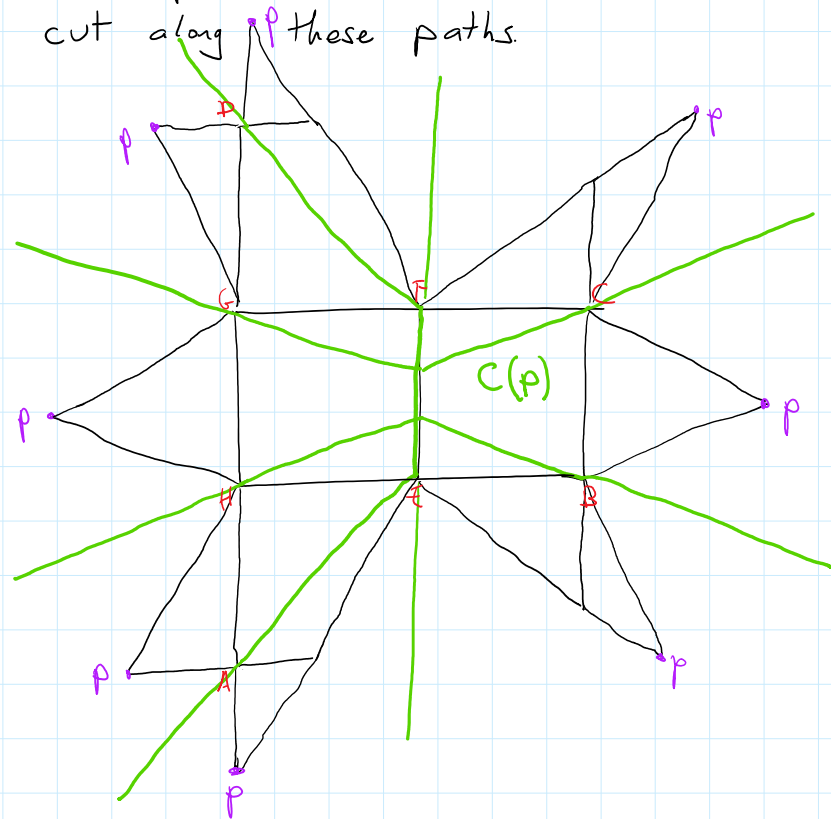
STAR UNFOLDING

Fix $x \in P$. Find the shortest path from x to each vertex of P , and cut along these paths.

EXAMPLE:



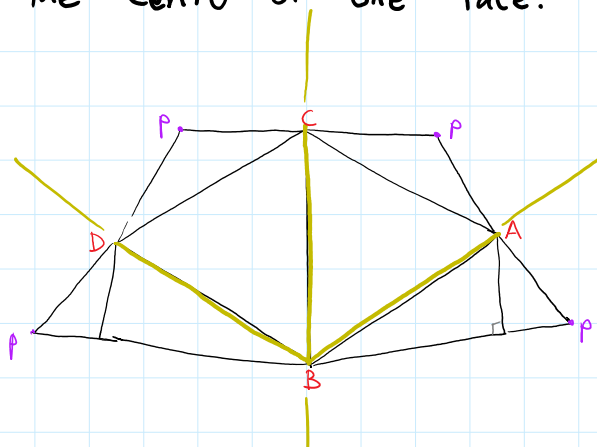
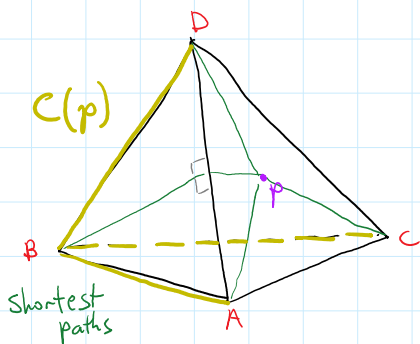
This point p is not generic, meaning there is not a unique shortest path from p to each vertex



FACT: The cut locus $C(p)$ is the Voronoi diagram of the images of p in the star unfolding.

restricted to the interior of the unfolding

EXAMPLE: Draw the star unfolding of a regular tetrahedron, with p the center of one face.



What is known about unfoldings:

	edge unfoldings (nets)	general unfoldings
convex polyhedra	<u>open question!</u>	YES
nonconvex polyhedra	NO	<u>open question</u>

Some classes of convex polyhedra are known to have nets:

- prisms (right prisms & oblique prisms)
- pyramids
- domes
- deltahedra: surface composed entirely of equilateral triangles