

Dürer:
Polyhedra and Shadows

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- Conference: **500 Years of Melancholia in Mathematics**
- NYU Polytechnic, Brooklyn, NY
- Organizers: David and Gregory Chudnovsky
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Credits

Masud Hasan and Anna Lubiw, Equiprojective Polyhedra, Computational Geometry **40** (2008), 148–155.
+ (related talk slides)

M. Hasan, M. N. Hossain, A. Lopez-Ortiz, S. Nusrat, A. Quader, N. Rahman, Some new equiprojective polyhedra, arXiv:1009.2252

J. C. Lagarias and Yusheng Luo, Moser's shadow problem, arXiv:1310.4345

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Albrecht Dürer-1

- Albrecht Dürer (1471–1528) born in Imperial Free City of Nürnberg
- Hungarian: **Ajtós**= “door”. Germanized to: **Thürer**. Father was a jeweler.
- Learned trade of goldsmith and jeweler, apprenticed 1486 to Michel Wolgemut, painter and woodcut designer.
- Four years travel starting 1490 to Ulm, Konstanz, Basel, Colmar, Strasbourg, returned home 1494. Married Agnes Frey.

Dürer-2

- Second trip abroad 1494–1495 to Augsburg, Trento, Venice. Dürer's first trip to Italy. Met painter and printmaker Jacopo de' Barberi in Venice.
- Studied mathematics books 1495 in Nürnberg:
[Euclid's *Elements*](#) ,
[Vitruvius](#) on architecture,
[Leone Battista Alberti](#) (1404–1472) on laws of perspective,
[Luca Pacioli](#) (1445–1517) on theory of proportion.
- Second trip to Italy 1505-1507, Venice. Lent money for trip by lifelong friend [Willibald Pirckheimer](#) (1470-1530). Dürer was now famous. Possible side trip to meet Luca Pacioli.

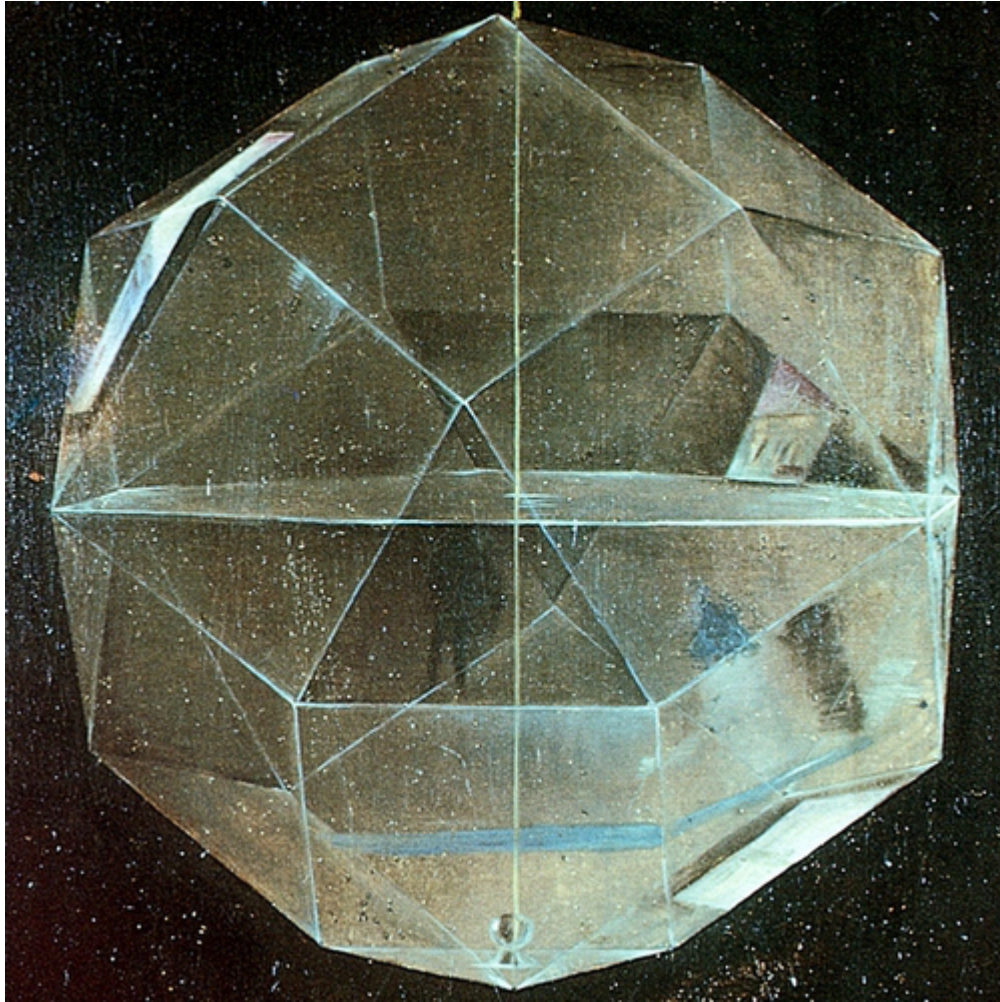
Jacopo de' Barbari (1460/1470-before 1516)

- Jacopo de' Barbari, Italian painter, engraver and printmaker. A portrait of mathematician Fra Luca Pacioli, dated 1495, attributed to him.
- Famous for large woodcut view of Venice viewed from the air, taking three years to cut in late 1490's, publisher patent dated 1500.
- He emigrated to Germany in 1500. Was in Nürnberg 1500–1501, met Dürer there. Later worked in Netherlands. Pension from Archduchess Margaret of Brussels 1611.

Luca Pacioli (1445–1517)

- Fra [Luca Bartolomeo de' Pacioli](#), a Franciscan friar, wrote 600 page book, *Summa de arithmetica, geometrica, proportioni et proportionlità*, Venice 1494. First written treatment of double entry bookkeeping. The book incorporated work of [Piero della Francisca](#) (ca 1415–1492).
- Pacioli knew of archimedean polyhedra, had models constructed in wood and glass.
- He was in Milan, 1497–1499, Florence 1499-1506, instructing Leonardo da Vinci on mathematics. Book: *De Divina Proportione*, written 1490's, published 1509 Venice. Illustrated by Leonardo da Vinci, many polyhedra.







Dürer self portrait(1500)

de' Barbari Map of Venice



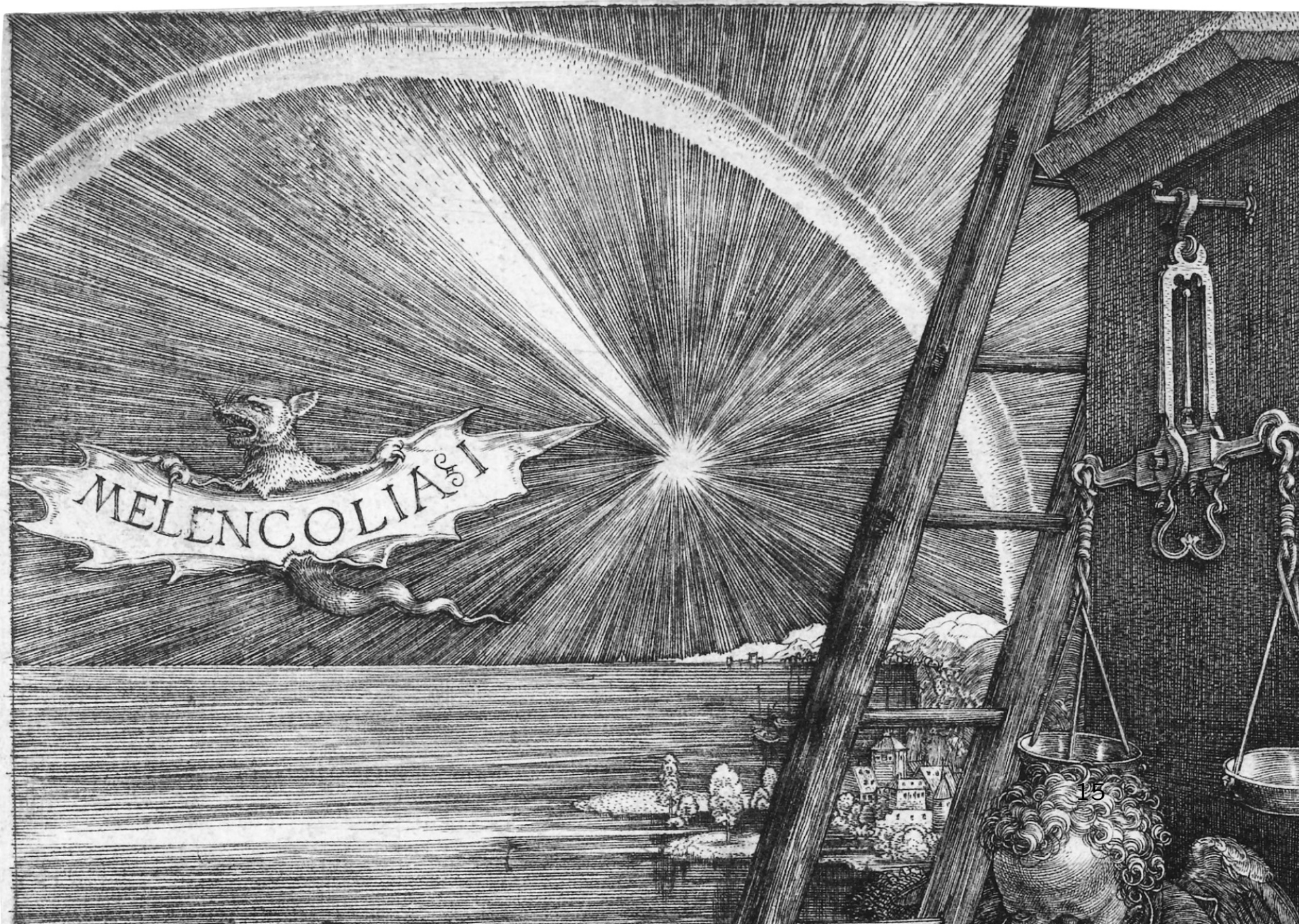
Dürer-3

- In 1508 Dürer started collecting materials for mathematics and applications to arts.
Viewpoint: art must be based upon science—in particular, upon mathematics, as the most exact logical and graphically constructive of the sciences
- Work for Holy Roman emperor Maximilian I, starting 1512. Made emperor's portrait in 1518.
- In 1513–1514 produced three famous engravings, including “Melencolia I”



Dürer-4: Melencolia I

- The engraving is packed full of images of significance. There is an angel— contemplative or brooding? There is a putto: a secular symbol, often of a passion.
- There is a bat with a slogan, and an emaciated dog. A comet and a rainbow.
- There is a large polyhedron. It appears approximately a cube with two opposite corners cut off; two triangular faces, six pentagonal faces. (But not exactly so.)
- There is a magic square.



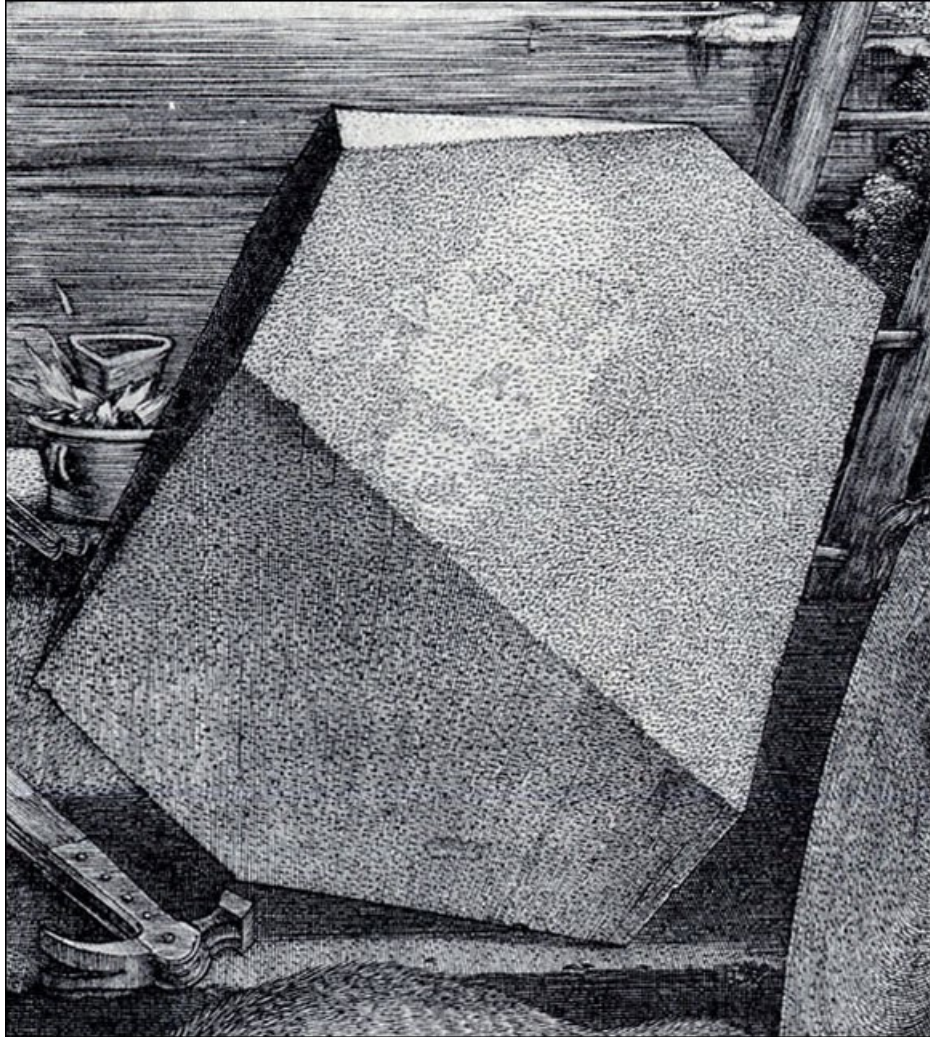
MELENCOLIA I

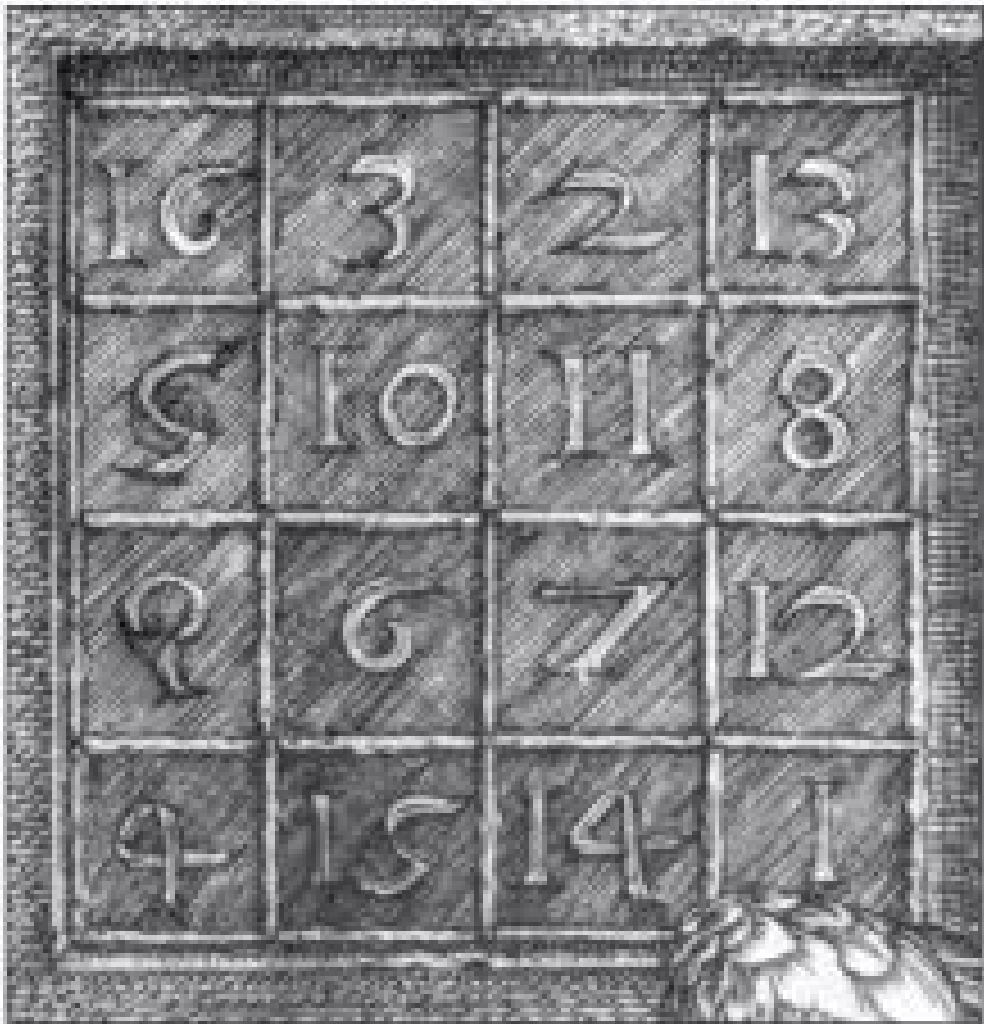


Putto

courtesy of www.albrecht-durer.org







Melancholy of Cornelius Agrippa-1

- Cornelius Agrippa ([Heinrich Cornelius Agrippa von Nettesheim](#))(1486–1535) a German occult writer, astrologer and alchemist.

[“occult” = hidden from view]

- Agrippa studied in 1510 with [Johannes Trithemius](#) (1462–1516), Benedictine abbot and cryptographer.
- Agrippa’s manuscript of magic and alchemy “De occulta philosophia libri tres”, copies circulated in 1510. Rewritten many times, published 1531.

Melancholy of Cornelius Agrippa-2

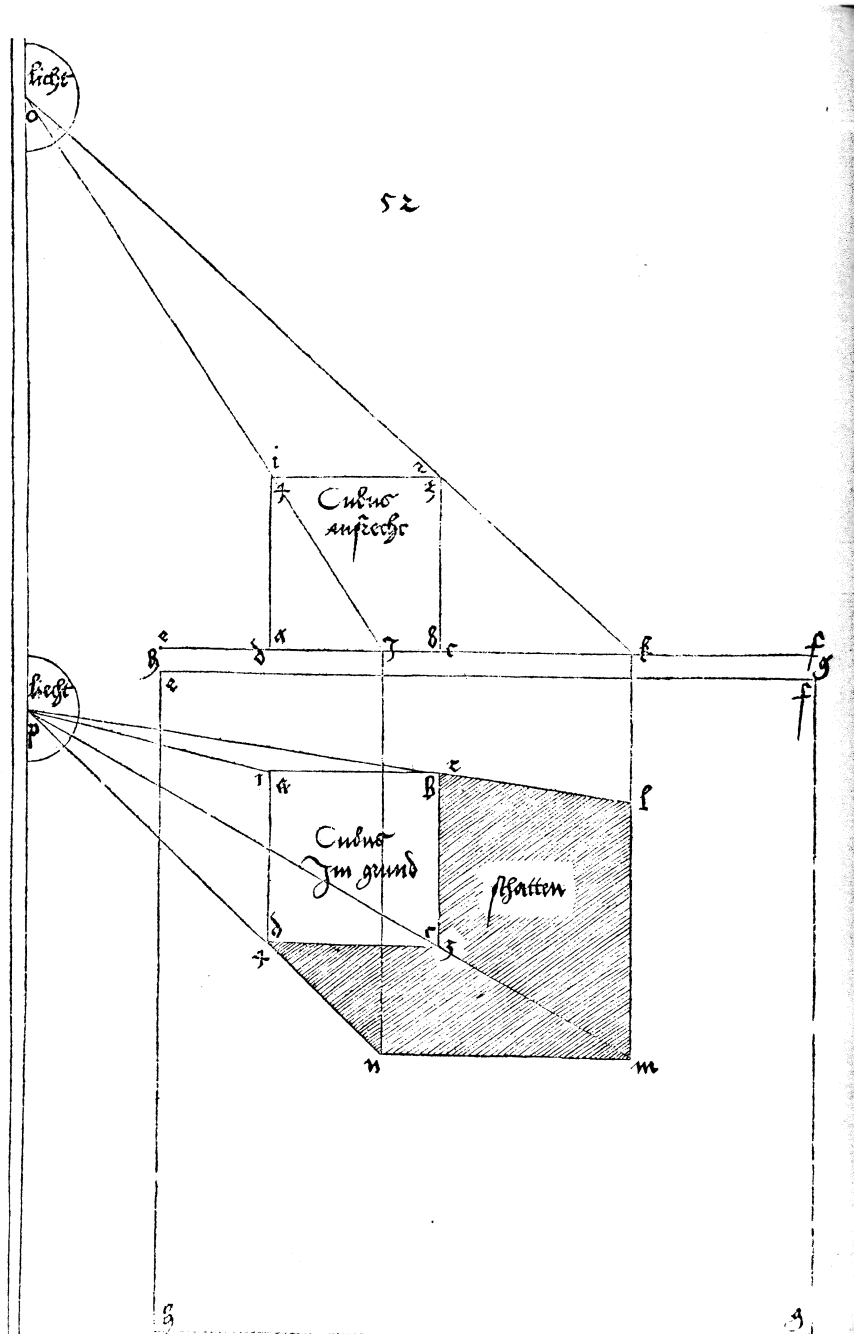
- Several kinds of Melancholy: *inspired melancholy* comes in three grades: *of imagination*, *of reason*, and *of intellect*. “Melencolia I” may signify the first of these.
- [Erwin Panofsky](#): engraving expresses the frustration of creation, suffering at being unable to express its visions, melancholy inactivity
- [Dame Frances Yates](#): The angel in Melencolia I is in an intense visionary trance of creativity.

Dürer-5

- Trip to Netherlands 1520, to collect a pension, and search for de' Barbari manuscript. In ill health on return to Nürnberg 1520. Later work: students, writing, publishing.
- Book: *Unterweisung der Messung mit dem Zirkel und Richtscheit*, 1525
[First German book on mathematics in vernacular.]
- Book: On fortifications 1527.
- Book: Four books on human proportion, in proofsheets at his death in 1528.

Dürer-6: Book “Unterweisung” 1525

- Book 1. Construction of curves: Archimedes spiral, logarithmic spiral, conchoid
- Book 2. Construction of regular polygons, with cutout models, trisects the angle (approximately)
- Book 3. Pyramids, cylinders, solid bodies, sundials
- Book 4. Five Platonic solids, semi-regular polyhedra. Theory of shadows and of perspective.



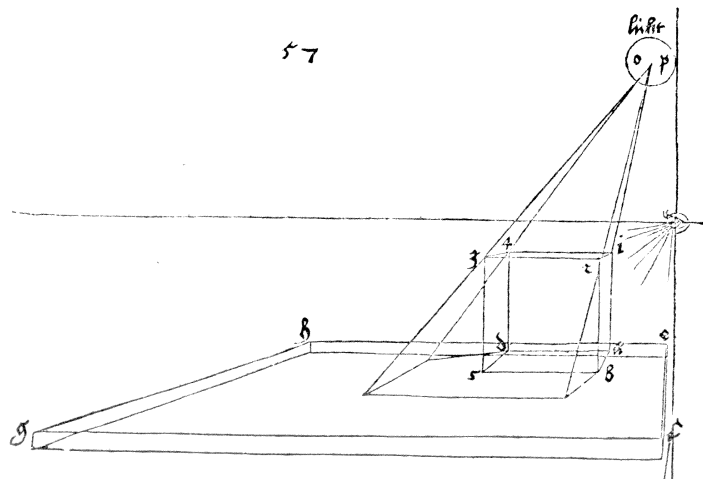
S du nimm die for beschribnen meynung vor augen sibest vnd ver:stest sie / so nimm ein ander pa
 pir vnd reiß dar auf zwo kreus linien zu rechten wickeln vnd in der mit da sie sich durch ein
 ander schleiffen da setz den puncten des augz das stet hie an stat der forigen vier augen / zu di
 sem puncten des augz müssen alle höhe / nideren / tieffen vnd preyten auf peden seytten gebracht vnd gi
 sent werden die dy forigen streym linien anzeygen.

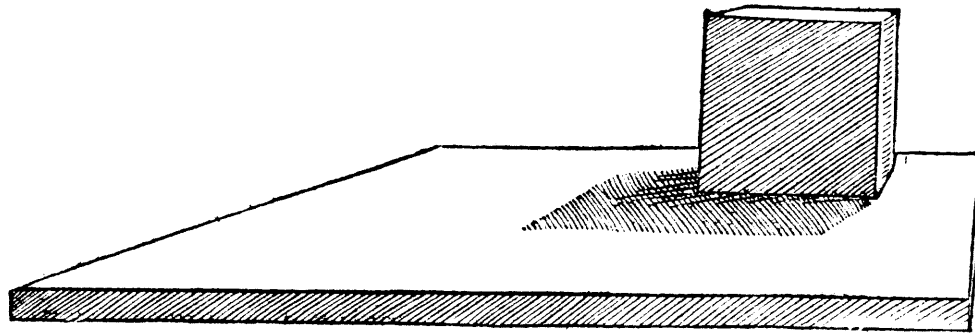
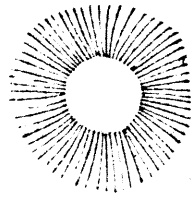
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 aufrechten grund / den anderen zu dem nider gedruckten.

Nimm nimm den circel den du brauchen wilt zu dem aufgezognen grund / vñ setz in mit dem einen fuess
 auf die forgemachte lini der superficies in das aug das da gehört zu dem aufgezognen grund / vñ mit
 dem anderen fuess setz in auf der obgedachten lini in die streym linien die da auß dem weyteren aug in
 den puncten des liechs. o. gezogen ist vnd behalt diese höch.

Darnach nimm den anderen circel / vnd setz in auf der superficies oder durchsichtigē lini in das ander
 aug das da gehört zu dem nider gedruckten grund / vnd den anderen fuess setz wider auf der durchsich
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 ist also trag diese zwen puncten mit den zweyen circelen zúsamman zu deiner nachfolgetten kreus lini
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 stet diese zwen puncten kumen in einen puncten den zeychen dann mit den zweyen pußtaben. o. p. wo
 du in hin setz. Also thū in mit allen streym linien die da auf der durchsichtigen lini durch streycken /
 vnd nimm wie for gemelt alle jr höch vnd nideren von dem oberen aug mit dem ersten circel / des gleich
 en thū in mit dem anderen circel auf der durchsichtigen lini bey dem vnderen aug / nimm alle preyten
 von den durch streycketen streym linien wie weyt sie von dem aug auf der seytten stet / die trag dan all zu
 dem aug deiner kreus lini / so fallen albeg die zwen punctē die auf der durchsichtigenn lini genummer
 werden pey peden augen des aufgezognen vnd nider gedruckten grundes in einen puncten / wie hoch
 nider oder weyt sie auf einer seytten stet sollen / die bezeychen dann wo sie hin fallen albeg mit jren pu
 ßtaben oder zifferen / vnd wo ich von der durchsichtigen lini rede / da verstē albeg die superficies die zu
 reggt bey den gründen aufrechten gezogen ist.

Darnach zeuch die gemachte puncten mit gestrackten linien zúsamman / so sichst du was darauf wirt /
 vnd auß disen dingen erfert du wo alle eck eins weilichen dings stet soll / auch die da von dem aug nie
 gesehen mügen werde / das ist hie mit plint:rißten angezeygt. Wie ich das hernach pey feiner kreus
 lini engentlich hab aufgerissen / aber dargezē vber hab ich solichs allein was gesehe wirt aufgerissen /
 vnd den schatten ein wenig mit der schraffirung angezeygt dich darnach zu richten / dis ist der reche
 grund des abstelens was zu der malerey gehört.



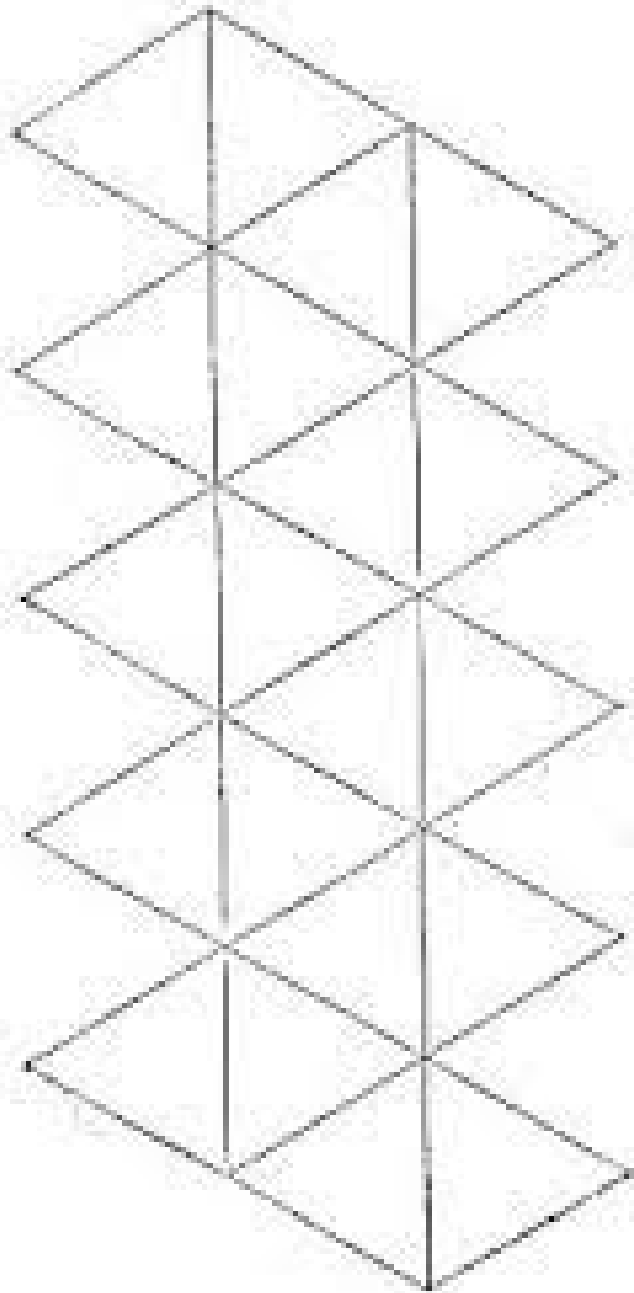


S Ermach wil ich durch ein anderen vnd neheren weg/ gleych das for beschriben ding abgestol
len/in das gemel pingen. Durch ein solichen weg.

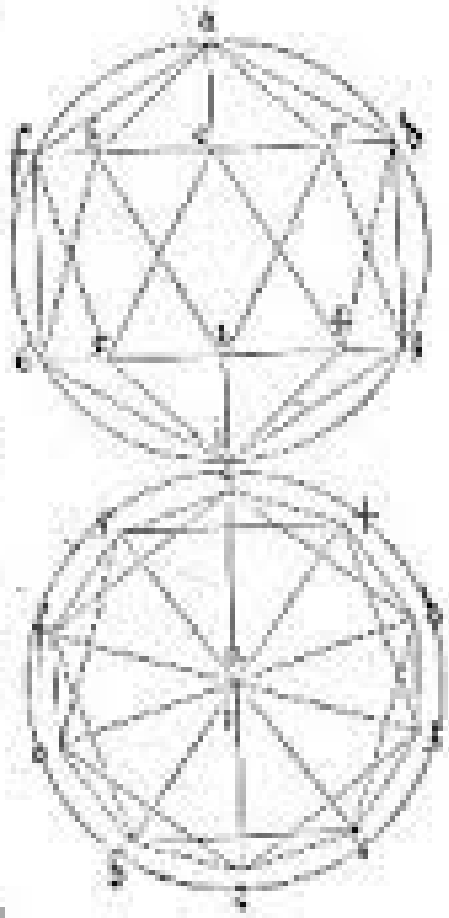
Ich leg vber zwerch ein lini in der leng der forigen. e. f. g. h. des forderen aufgezognen grun
des/die da an stat einer gesterten ebnen ist /vnd setz ein nahet aug auf der seyten ob der lini /wie dann
das for auf dem puncten des aug der kreuz linien stet pey dem for beschriben ding.

So das gemacht ist /als dann zeuch ich auß disem aug zwo gerad lini an pede ort der nider gelegten
lini. e. f. g. h. die machen vnden zwey eck /vnd der stierung sind drey seyten gemacht die ich vierecket ab
stelen will. Nun must du die hinder seyten wissen zu machen /wie hoch sie vber sich stengt/dz sind also.

Stell ein ander aug auf die seyte in der weyte wie dz bey dem for beschribne grund stet /aber gleych in
der hoch wie das neher aug. Auß disem aug zeuch zwo gerad linien an bede ort der fürgelegten lini
en. Demnach zeuch ich auß disem aug zwo gerad linien an bede ort der fürgelegten lini



3)



2. Polyhedra and Shadows

- One may consider the shadows of a polyhedron cast onto a flat screen behind it. The shadow will be a polygon, having a finite number of corners k .
- *First model.* View shadows coming from a finite point source of light. (Projective geometry)
- *Second model.* View shadows from a source at infinity (parallel light rays) projected onto a screen perpendicular to rays. This is orthogonal projection. (Euclidean geometry)

Mathematical Polyhedra-1

- A *bounded polyhedron* or *polytope* P is the smallest convex set containing a given finite set of points S in n -space (The minimal such set $S =$ vertices of P .)
- Smallest convex set P containing $S = \{\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_n\}$ is the set of all points $\mathbf{x} := \lambda_1 \mathbf{v}_1 + \lambda_2 \mathbf{v}_2 + \dots + \lambda_n \mathbf{v}_n$ with nonnegative weights λ_i with $\lambda_1 + \lambda_2 + \dots + \lambda_n = 1$.
- This set P is called the *convex hull* of S .

Mathematical Polyhedra-2

- (Bounded) polygons are the 2-dimensional version of the convex hull construction,
- (Bounded) polyhedra are the 3-dimensional version of convex hull construction.

Mathematical Polyhedra-3

- A (possibly unbounded polyhedron P is the set cut out as the intersection of a finite number of half-spaces. Half spaces are specified by linear inequalities

$$a_1x_1 + a_2x_2 + \cdots + a_nx_n \leq b.$$

- This construction may give unbounded objects. If they are bounded they coincide with convex hull construction.
- Use of coordinates here is anachronistic: due to *René Descartes* (1596–1650)

Uses of Polyhedra and Shadows

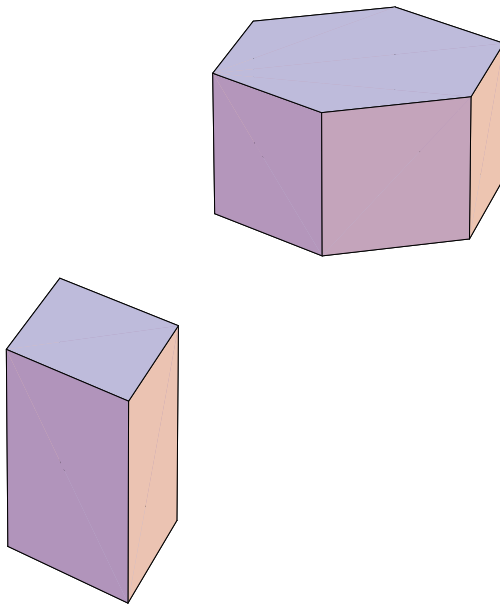
- Mathematical Optimization: Linear Programming
(Shadow Vertex Algorithm)
- Robotics: Motion Planning
- Fraud Detection: Funny shadows

3. Equiprojective Polyhedra

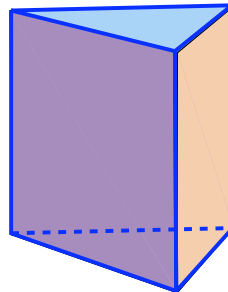
- **Definition** A polyhedron P is *equiprojective* if its orthogonal projection (“shadow”) to a plane is a k -gon in every direction not parallel to a face of P .
- That is, all shadows cast by parallel light rays (from infinity) avoiding a finite set of directions have the same number of edges k . (The finite set of “bad” directions have fewer edges.)
- Concept introduced by [G. Shephard](#) (1968)

Definition

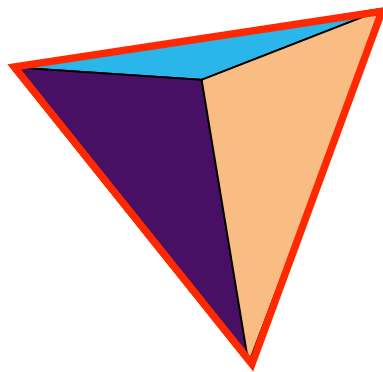
Convex polyhedron P is k -equiprojective if all orthogonal projections, except those parallel to faces of P , are k -gons.



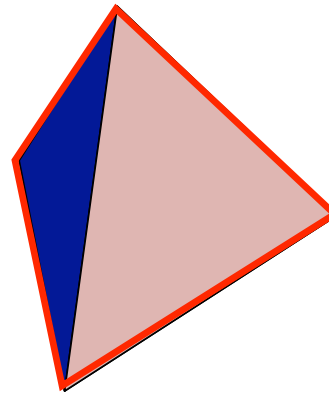
Any k -gonal prism is
 $(k + 2)$ -equiprojective



The Tetrahedron is Not Equiprojective



3-sided



4-sided

Equiprojective Polyhedra-2

- **Theorem.** Any k -gonal prism is $(k + 2)$ -equiprojective, for $k \geq 3$.
- The case $k = 6$ includes the cube, as a kind of 4-gonal prism with extra symmetries.
- **Theorem** (Hasan et al 2010) *Any equiprojective polyhedron has two faces that are parallel.*
- The k -gonal prism can be chosen to have exactly one set of parallel faces.

3. Equiprojective Polyhedra-Characterization-1

- *Idea:* Rotating an equiprojective polyhedron, at a point where one edge disappears a new parallel edge must appear.
- Such new edges can be on the same face or on a different face; they need not always have the same length.
- Call a “compensating pair” a collection of two such pairs, with opposite orientations:
(edge, face it belongs to) [“Before pair” and “After pair”]

3. Equiprojective Polyhedra-Characterization-2

- *Abstract Euclidean combinatorial graph:* Graph of vertices, edges, faces, edges oriented clockwise on outside of each face, parallel edges marked, parallel faces marked.
- **Theorem.** (Hasan- Lubiw 2008) A polyhedron P is equiprojective if and only if its abstract Euclidean combinatorial graph has a partition into compensating pairs.
- **Theorem.** (Hasan-Lubiw 2008) Given a polyhedron P with n edges, there is an $O(n)$ algorithm to determine if it is equiprojective, starting from its associated abstract Euclidean combinatorial type.

3. Equiprojective Polyhedra-Characterization-3

- **Corollary.** For each given n and k there are finitely many different (abstract Euclidean combinatorial) types of equiprojective polyhedra having n edges and of equiprojectivity k .
- Note: n edges on a polyhedron P implies that it has at most n vertices and at most n faces. In addition, either n vertices or n faces on P implies at most n^2 edges.

4. Moser Shadow Problem-1

- Leo Moser (1921–1970) born in Vienna, emigrated to Canada, received Ph.D. with Alfred Brauer, Univ. North Carolina in 1950.
- Moser formulated a well known problem list in Discrete and Combinatorial Geometry in the 1960's. It had 50 problems.
- **Moser Shadow Problem.** (1966) *Estimate the largest $f(n)$ such that every convex polyhedron of n vertices has an orthogonal projection onto the plane with n vertices on the 'outside'.*

Moser Shadow Problem-2

- **Definition.** The *Shadow number* $s(P)$ of polyhedron P is the maximal number of vertices on any shadow it casts, using parallel light rays from infinity. [A screen perpendicular to light rays displays orthogonal projection.]
- **Definition.** For a given number of vertices n on a polyhedron, the *shadow function* $f(n)$ is the minimal shadow number of any polyhedron having n vertices
- **Moser Shadow Problem.** Determine the behavior of $f(n)$ as $n \rightarrow \infty$. Is it unbounded?

Moser Shadow Problem-3

- For an equiprojective polyhedron P , its equiprojectively number k equals its shadow number $s(P)$.
- The shadow number $s(P)$ is an invariant of Euclidean geometry. It is unchanged by Euclidean motions of space. *But it can be changed by projective transformations.*

Moser Shadow Problem-4

- **Definition.** The *(projective) shadow number* $s^*(P)$ is the largest number of vertices on any shadow it casts from a point source (not at infinity).
- *Fact.* $s^*(P) \geq s(P)$.
- **Definition.** The *(projective) shadow function* $f^*(n)$ is the minimal projective shadow number over all bounded polyhedra having n vertices.
- *Fact.* $f^*(n) \geq f(n)$.

Moser Shadow Problem-5

- Moser construction: The shadow function $f(n)$ is no larger than $C \log n$. According to R. K. Guy, Moser believed this was the right answer. But then, 20 years later:

- **Theorem.** (Chazelle, Edelsbrunner, Guibas 1989)
For $n \geq 5$ the *projective shadow function* $f^*(n)$ satisfies

$$C_1 \frac{\log n}{\log \log n} \leq f^*(n) < C_2 \frac{\log n}{\log \log n}.$$

for certain positive constants C_1, C_2 .

- The construction for the upper bound is not obvious.

Moser Shadow Problem-6

- **Corollary.** (CEG, 1989) The shadow function satisfies

$$f(n) \leq C_2 \frac{\log n}{\log \log n}.$$

- Recently a full answer to the Moser problem was found. It differs for bounded and unbounded polyhedra!

Moser Shadow Problem-7: Bounded Polyhedron Case

- **Theorem.** For $n \geq 5$ the *shadow number* $f_b(n)$ restricted to bounded polyhedra satisfies

$$C'_1 \frac{\log n}{\log \log n} \leq f_b(n) < C'_2 \frac{\log n}{\log \log n}.$$

for certain positive constants C'_1, C'_2 .

- This result is implicit in the CEG paper, but is not explicitly stated there.
- In work with Yusheng Luo, we recently found a modified reduction method leading to this result, which also applies to the unbounded polyhedron case.

Moser Shadow Problem-8: Unbounded Polyhedron Case

- **Theorem.** (J. L., Yusheng Luo 2013) For $n \geq 5$ the *shadow number* $f(n)$ allowing unbounded polyhedra satisfies

$$f(n) \leq 6.$$

- Unbounded polyhedra with arbitrarily many vertices do exist.

Zen Rock Garden: a hidden stone



The End

- This topic of shadows illustrates the aphorism:

Ars Longa, Vita Brevis

- Thank you for your attention!