Zooming and Panning Around a Complex 2D Display

- Standard (Euclidean) geometry zooming forces much of the information off the screen.
- This eliminates the context from the zoomed-in display.
- This problem can be solved with hyperbolic methods if we are willing to give up Euclidean geometry.
Usual Zooming in Euclidean Space

Zooming in Polar Hyperbolic Space
Overall theme: something divided by something a little bigger

\[ R' = \frac{R}{R+K} \]

\[ X' = R' \cos \Theta' \]
\[ Y' = R' \sin \Theta' \]

Because \( R' = \frac{R}{R+K} \), then:
\[ \lim_{K \to 0} R' = 1 \]
\[ \lim_{K \to \infty} R' = 0 \]

Polar Hyperbolic Equations Don’t Actually Need to use Trig

\[ R = \sqrt{X^2 + Y^2} \]
\[ \Theta = \tan^{-1} \left( \frac{Y}{X} \right) \]
\[ R' = \frac{R}{R+K} \]

\[ X' = R' \cos \Theta = \frac{R}{R+K} \times \frac{X}{R} = \frac{X}{R+K} \]
\[ Y' = R' \sin \Theta = \frac{R}{R+K} \times \frac{Y}{R} = \frac{Y}{R+K} \]

Coordinates moved to outer edge when \( K = 0 \)
Coordinates moved to center when \( K = \infty \)
Cartesian Hyperbolic Equations – Treat X and Y Independently

\[
\begin{align*}
\text{Polar } & \\
X' &= \frac{X}{R+K} \\
Y' &= \frac{Y}{R+K} \\
\text{Cartesian } & \\
X' &= \frac{X}{\sqrt{X^2 + K^2}} \\
Y' &= \frac{Y}{\sqrt{Y^2 + K^2}}
\end{align*}
\]

Coordinates moved to outer edge when \( K = 0 \)
Coordinates moved to center when \( K = \infty \)
The Problem with T-Intersections

Your code computes the hyperbolic transformation here and here, and OpenGL draws a straight line between them. But, this point had its hyperbolic transformation computed separately, and doesn’t match up with the straight line.

This kind of situation is called a T-intersection, and crops up all the time in computer graphics.
A Solution to the T-Intersection Problem

Break this line up into several (many?) sub-pieces, and perform the Hyperbolic Transformation on each intermediate point.

\[ P(t) = (1 - t)P_0 + tP_1 \]

\[ t = 0, .01, .02, .03, \ldots \]

This makes that straight line into a curve, as it should be. But, how many line segments should we use?

A More Elegant Approach is to Recursively Subdivide

```plaintext
void DrawHyperbolicLine( P0, P1 )
{
    Compute point \( A = \frac{P_0 + P_1}{2} \).
    Convert point A to Hyperbolic Coordinates, calling it \( A' \).
    Convert \( P_0 \) and \( P_1 \) to Hyperbolic Coordinates \( P_{0}' \), \( P_{1}' \).
    Compute point \( B' = \frac{P_{0}' + P_{1}'}{2} \).
    Compare \( A' \) and \( B' \).
    if( they are "close enough" )
    {
        Draw the line \( P_{0}'-P_{1}' \).
    }
    else
    {
        DrawHyperbolicLine( \( P_0, A' \) );
        DrawHyperbolicLine( \( A, P_1 \) );
    }
}
```

Subdividing to render a curve correctly is a recurring theme in computer graphics.
Hyperbolic Corvallis (Streets, Buildings, Parks)

Kelley Engineering Center

http://www.sott.net/articles/show/215021-Hyperbolic-map-of-the-internet-will-save-it-from COLLAPSE