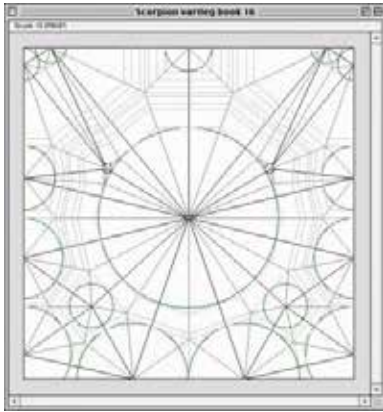


A Quick Introduction to Computational Origami

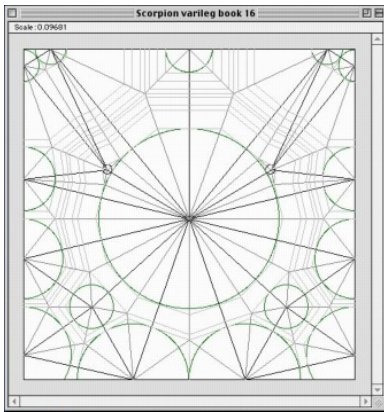


Images courtesy of Dr. Robert Lang

Eric Shaffer
Department of Computer Science
University of Illinois at Urbana-Champaign

The Power of Computation

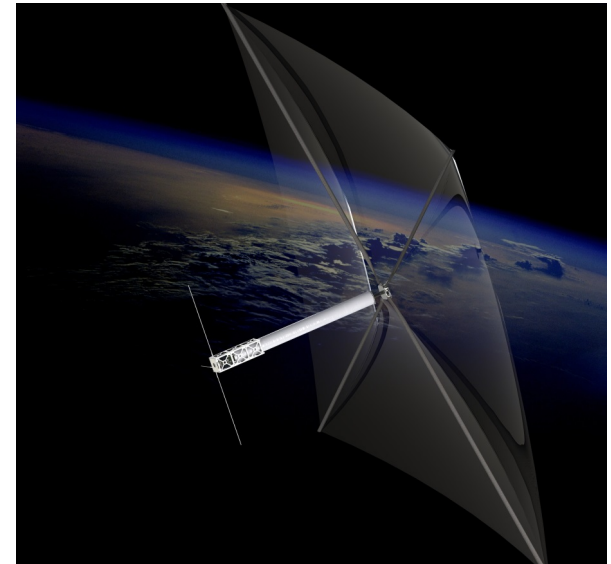
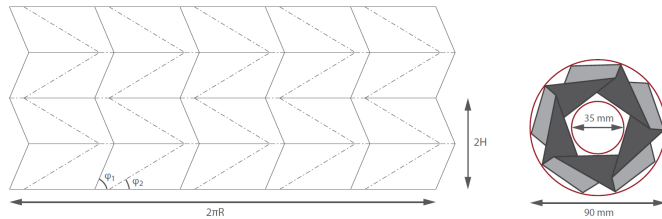
- ▣ Origami has undergone a revolution thanks to computation



- ▣ An algorithmic approach and computational tools
 - ▣ Robert Lang: TreeMaker (can compute crease pattern for a particular class of origami base)
 - ▣ Tomohiro Tachi: Origamizer and Freeform Origami
- ▣ Enable people to create art of amazing complexity

Origami Engineering

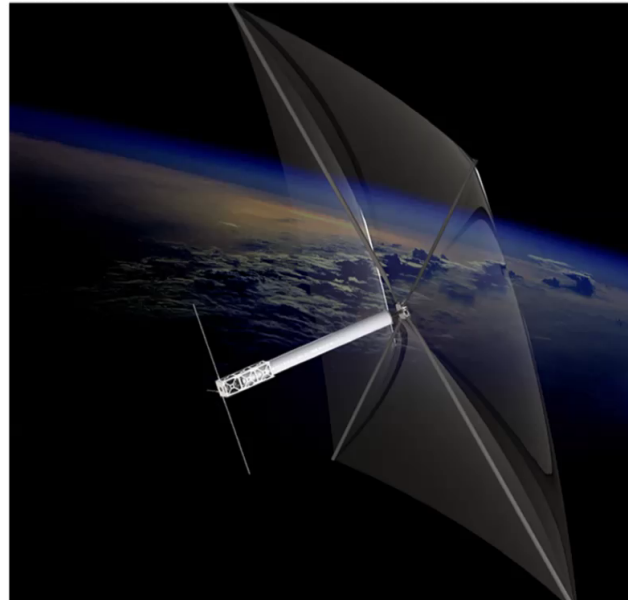
- ▣ Origami has shockingly varied applications
 - ▣ Robotics – arms, Transformers
 - ▣ Manufacturing – sheet metal construction
 - ▣ Bio/Medical – stents, drug delivery, protein folding
 - ▣ Architecture – collapsible structures
- ▣ Satellite Sail
 - ▣ Used to de-orbit satellites
 - ▣ Uses inflatable origami mast
 - ▣ Small on delivery, large on deployment
 - ▣ Foldability, minimal material deformation, small diameter



Images courtesy of Dr. Mark Schenk

Origami Mast

Inflatable Origami Mast



Images courtesy of Dr. Mark Schenk

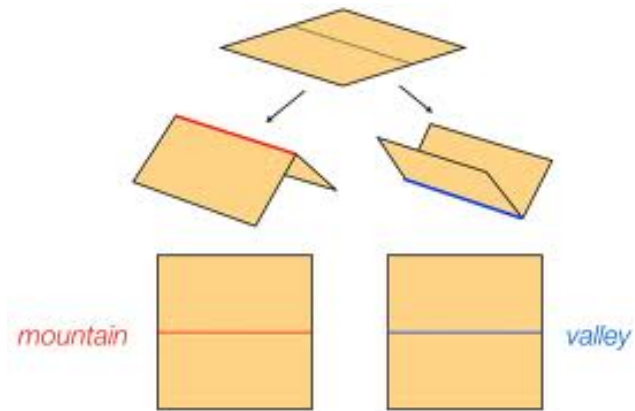
What questions do we want to answer?

- ▣ **Foldability:** Which crease patterns can be folded?
 - ▣ Flattened into parallel layers of paper squashed into the plane
 - ▣ Can we develop an algorithm to decide this?

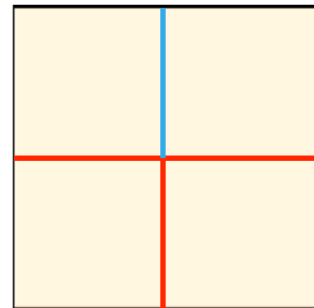
- ▣ **Design:** Can we find a crease pattern to generate a given final shape?
 - ▣ Efficient stick-figures [TreeMaker]
 - ▣ 2D Polygon
 - ▣ 3D Polyhedron

Mountain and Valley Folds

- Two kinds of fold
 - Mountain -
 - Valley -..



- Do some origami:

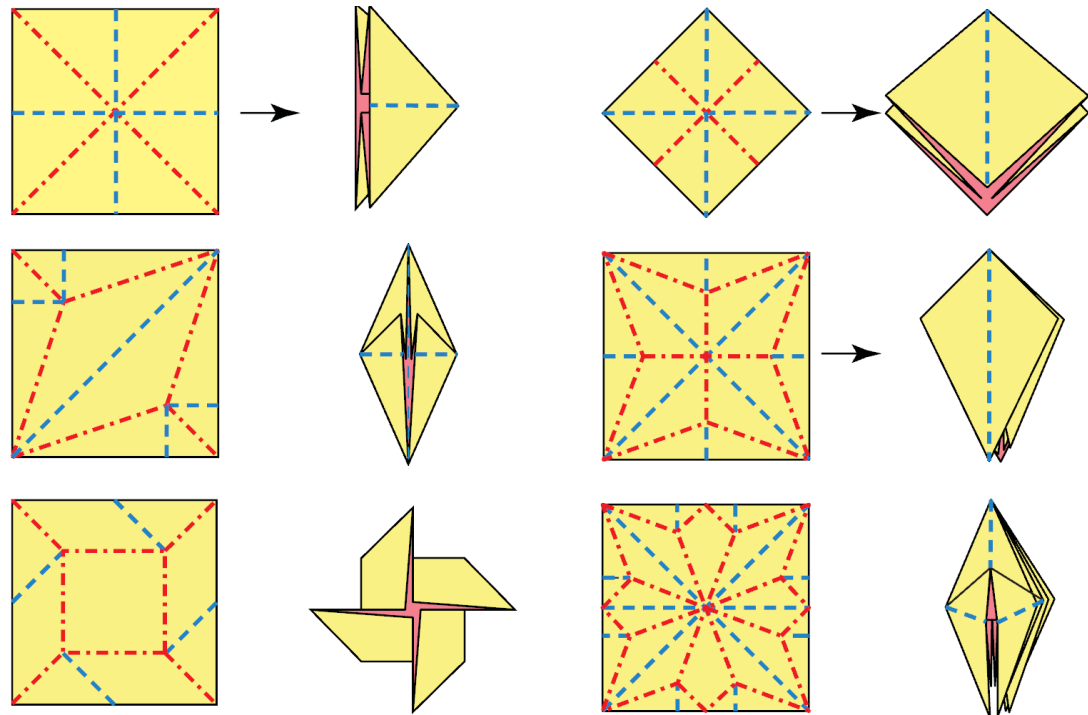


Flat Foldability

▣ Origami usually produces a 3D object

▣ In intermediate stages, it is often folded flat in the plane

▣ **Flat Foldability**
Able to be configured in flat parallel sheets



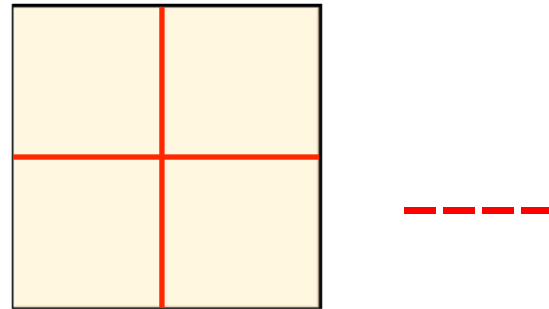
If a pattern is flat-foldable then...

- Let's look for rules that must be true if a pattern is flat-foldable
 - These are called NECESSARY conditions
 - They can't tell is if a pattern is flat-foldable (SUFFICIENT)
 - But if a pattern fails to follow the rule, then it is not flat-foldable
- Fold a flat pattern with a single vertex in the middle....what rules can you come up with?
- You have 5 minutes.....

If a pattern is flat-foldable then...

- What can we say about the number of creases going through the central point in a flat folding?

- What about this pattern?

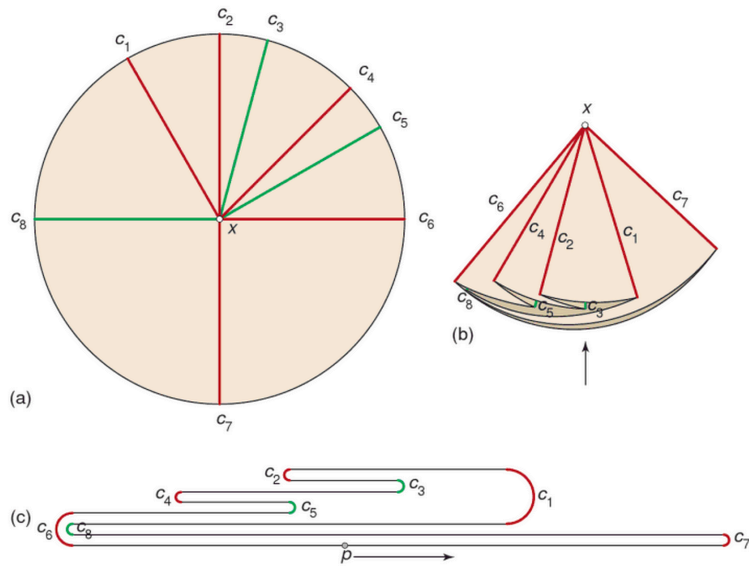


If a pattern is flat-foldable then...

- What can we say about the number of mountain creases and valley creases going through the central point in a flat folding?

The Maekawa-Justin Theorem

If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$

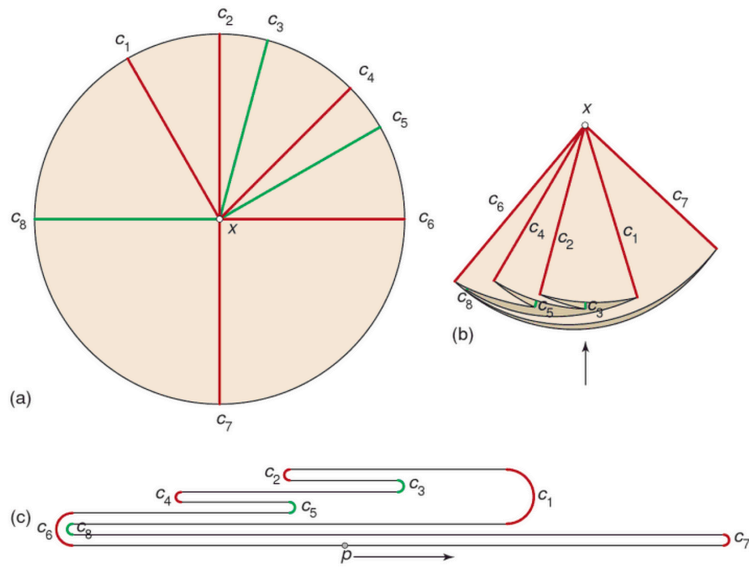


Imagine you are bug walking around the folded paper

You start walking from point p

The Maekawa-Justin Theorem

If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$

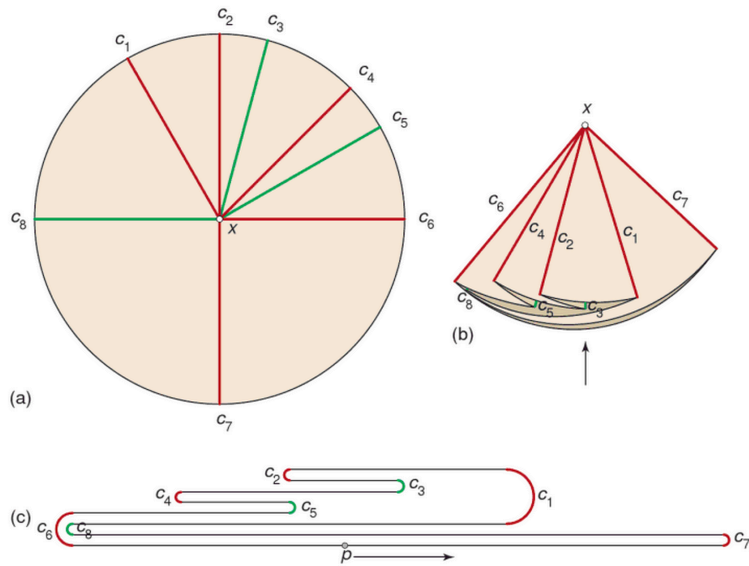


Every time you hit a Mountain fold your direction changes by how many degrees?

Every time you hit a Valley fold your direction changes by how many degrees?

The Maekawa-Justin Theorem

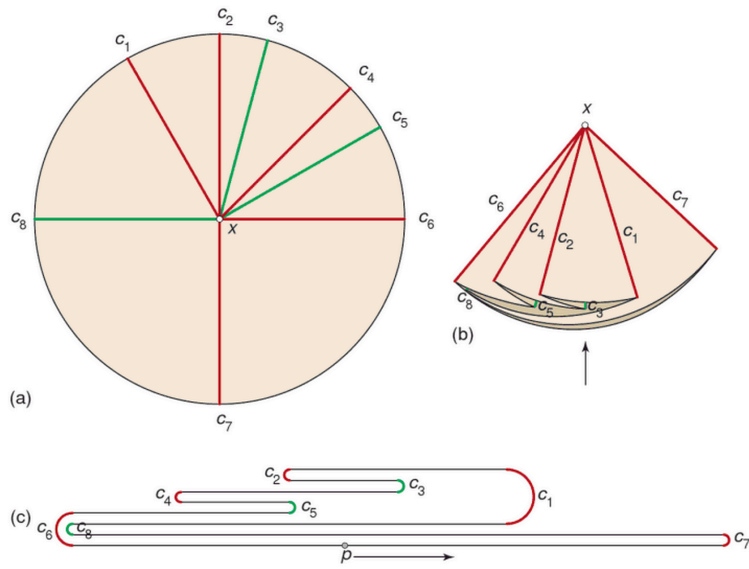
If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$



When you get back to P , by how many degrees has your direction changed?

The Maekawa-Justin Theorem

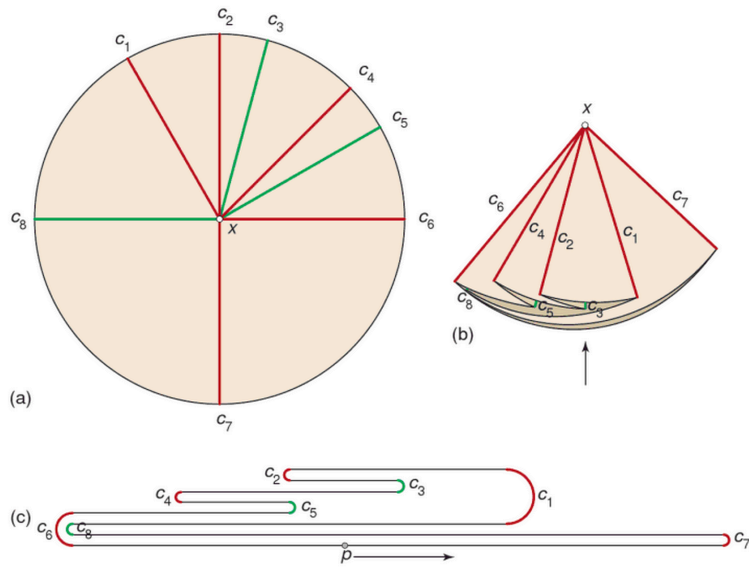
If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$



$$(180 \times M) - (180 \times V) = 360$$

The Maekawa-Justin Theorem

If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$

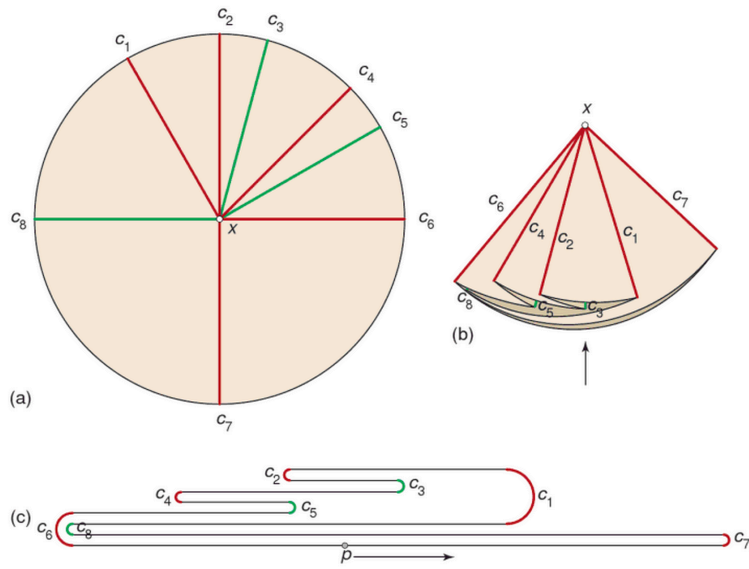


$$(180 \times M) - (180 \times V) = 360$$

$$180 (M - V) = 360$$

The Maekawa-Justin Theorem

If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$



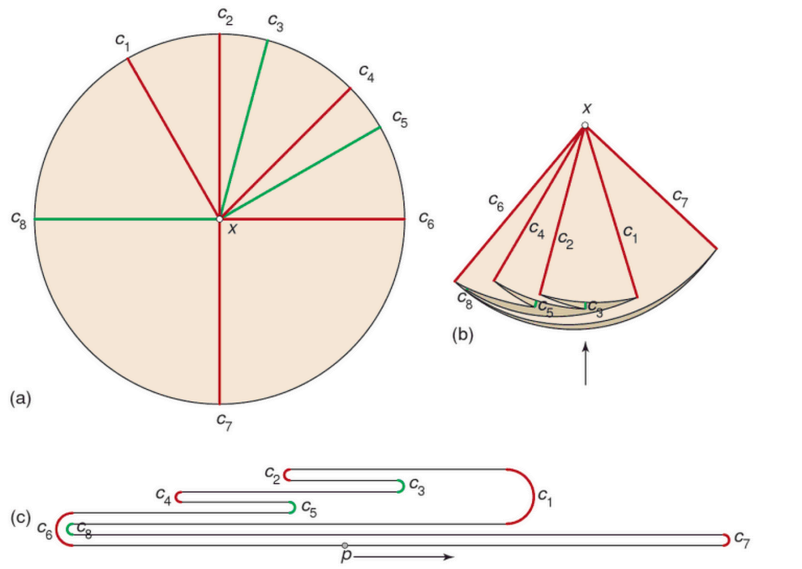
$$(180 \times M) - (180 \times V) = 360$$

$$180 (M - V) = 360$$

$$(M - V) = 2$$

The Maekawa-Justin Theorem

If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$



$$(180 \times M) - (180 \times V) = 360$$

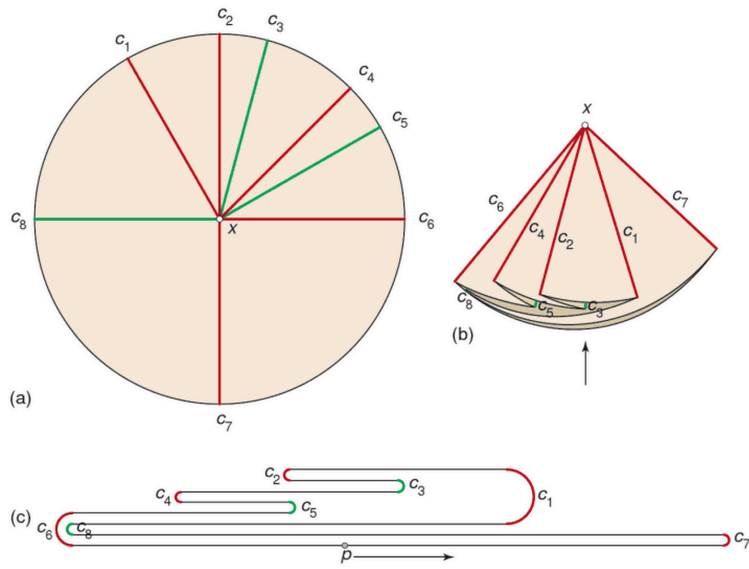
$$180 (M - V) = 360$$

$$(M - V) = 2$$

$$M = V + 2$$

The Maekawa-Justin Theorem

If M mountain creases and V valley creases meet a vertex of a flat folding then $M=V+2$ or $V=M+2$



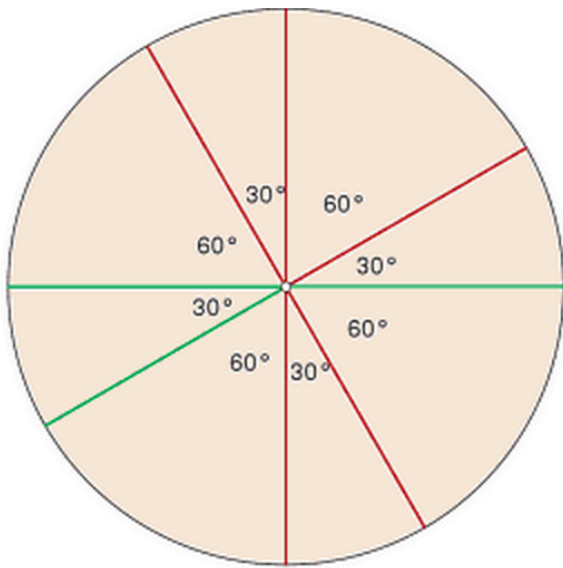
How do we know $V=M+2$ is possible?

What happens if you flip the paper?

The Maekawa-Justin Theorem

- Suppose I wrote a program to determine if the M-J Theorem holds for a sequence of n folds. About how many instructions would the program need to execute?

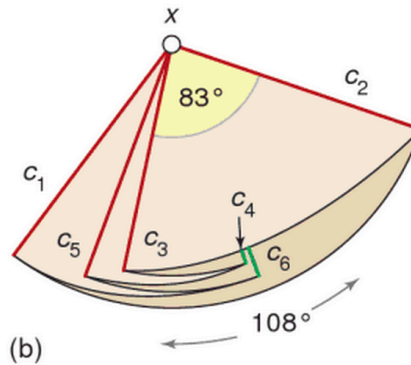
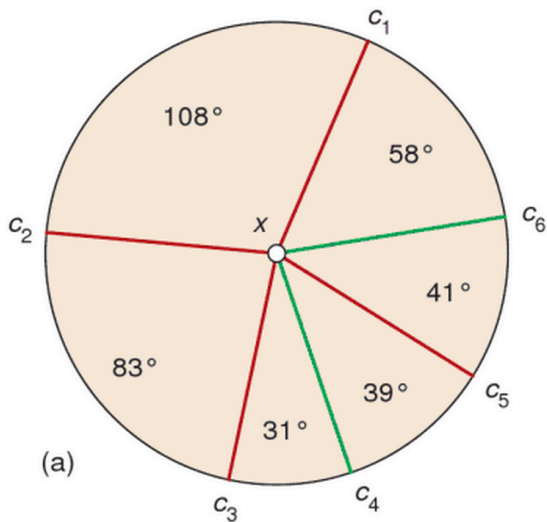
A Necessary Condition is not Enough



Is this crease pattern flat-foldable?

Does $M-V = 2$?

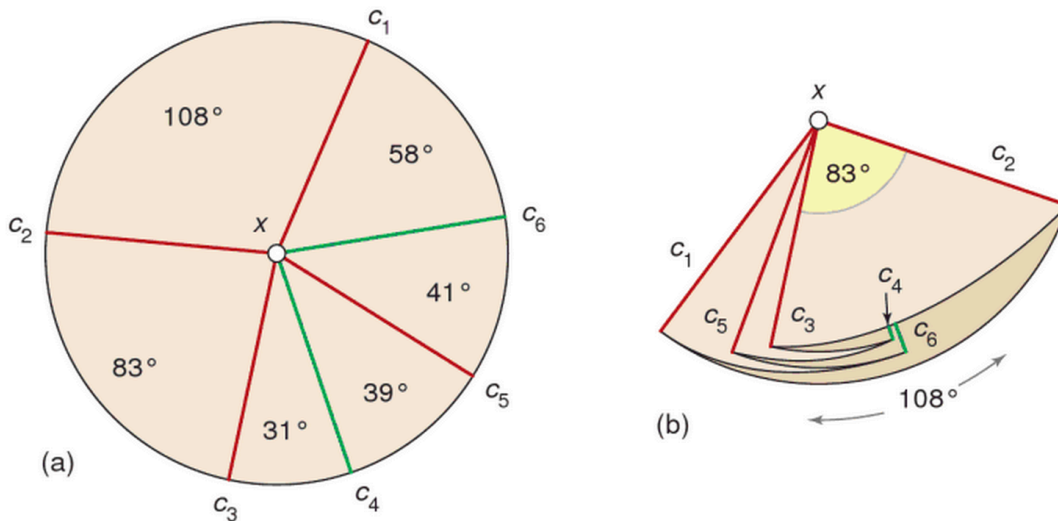
The Kawasaki-Justin Theorem



$$\theta_1 _ \theta_2 _ \theta_3 _ \theta_4 _ \dots + \theta_{n-1} _ \theta_n = 0^\circ$$

Can you fill in the blanks with + and/or - in a way that makes the statement true?

The Kawasaki-Justin Theorem

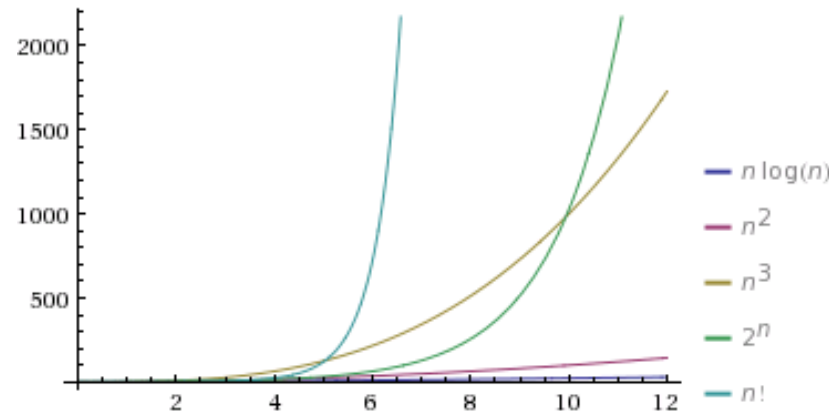


Let θ_i be the angles formed by creases incident to a vertex.

A set of an even number of creases that meet at a vertex folds flat if and only if $\theta_1 - \theta_2 + \theta_3 - \theta_4 + \dots + \theta_{n-1} - \theta_n = 0^\circ$

What does “hard to compute” mean?

- Informally, it means that the time required to compute the answer grows really rapidly as a function of the input
- For example, if we have a problem that involves n creases and it takes 2^n instructions to find an answer
- If the number of instructions is given by a polynomial function, like n^2 , then the computation is generally not considered to be hard



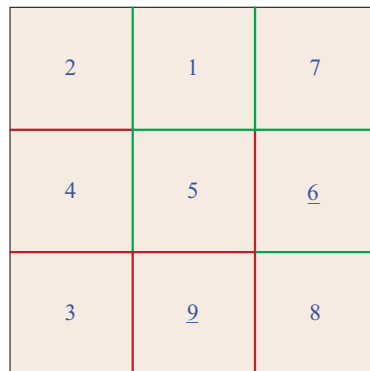
Graph taken from
<https://stackoverflow.com/questions/16388759/slowest-computational-complexity-big-o>

Origami is hard

- ▣ There is no known algorithm for deciding foldability in polynomial time
- ▣ The problem is NP-Hard which means if there were a fast solution, we could solve a lot of other problems quickly as well...
- ▣ Finding a fast solution to an NP-Hard problem would be one of the greatest mathematical discoveries. Ever.

Open Problem

- An origami *map* is a regular grid of squares
 - each crease marked as a mountain or valley fold.

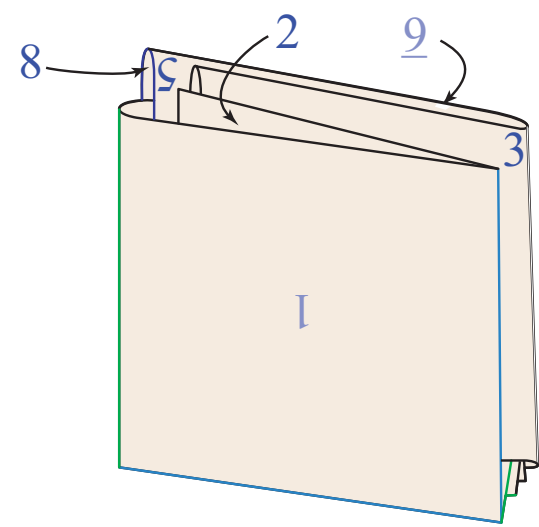


- Is there an efficient algorithm for determining if a given rectangular map can fold flat?
- Answer is unknown even for the **2 x n** case

And the solution...

2	1	7
4	5	<u>6</u>
3	<u>9</u>	8

(a)



(b)

Unattributed images and figures are taken from the excellent book:

How To Fold It: The Mathematics of Linkages, Origami, and Polyhedra.

By Joseph O'Rourke.

Cambridge University Press, 177 pages. ISBN 978-0521145473. 2011.