# What's special about the coins?

Tea talk Huh?





### curve representation

$$\Gamma : \mathbb{I} \subset \mathbb{R} \to \mathbb{R}^2$$
$$\Gamma(t) = (x(t), y(t))$$



• Velocity

$$\vec{v} = \vec{\Gamma}'(t)$$

• Curve reconstruction  $\Gamma(t) = \Gamma(t_o) + \int_{t_o}^t \vec{v}(\tilde{t}) d\tilde{t}$ 

# Natural parameterization

Arc-length coordinate

$$\Gamma(s) = (x(s), y(s))$$
$$ds = \sqrt{dx^2 + dy^2}$$

$$\vec{v} = \vec{\Gamma}'(s) = v\hat{t}$$
$$v = \|\vec{v}\| = 1$$

Length is trivial. Orientation matters.



Velocity has unit speed
Angle-profile representation

 $\{\theta(s)\}$ 

Orientation of the tangent vector.

## Convex curves

- Monotonic angle-profile  $\{\theta(s)\}$
- Angle coordinate  $\Gamma(\theta) = (x(\theta), y(\theta))$
- Velocity

$$\vec{v} = \vec{\Gamma}'(\theta) = v\hat{t}$$
  
 $v = ds/d\theta = r(\theta)$ 

length = radius of curvature. Orientation is trivially given.  $\hat{t}(\theta) = \cos(\theta)\hat{x} + \sin(\theta)\hat{y}$ 



Radius-profile representation

$$\{r(\theta)\}$$

• Curve reconstruction  $\Gamma(\theta) = \Gamma(\theta_o) + \int_{\theta_o}^{\theta} r(\theta) \hat{t}(\tilde{\theta}) d\tilde{\theta}$ 

### So what about the coins?



• How about this manhole?





• Wankel engine?



## Curves of constant width

#### Reuleaux polygons



#### 3D version



### Barbier's theorem

Curves of constant width D have circumference  $\ D\pi$ 



$$\int_0^{2\pi} r(\theta) d\theta = D\pi$$

# proof

Interesting!

# proof

$$r(\theta) + r(\theta + \pi) = D$$
 Huh!

# proof

Huh theorem? :)

$$r(\theta) + r(\theta + \pi) = D$$



Barbier's theorem

$$\int_0^{2\pi} r(\theta) d\theta = D\pi$$