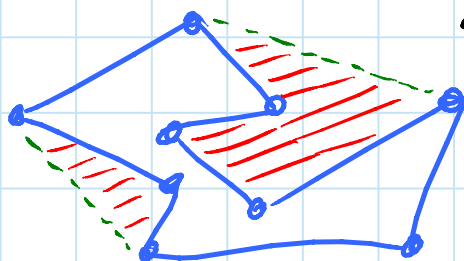


Pocket flipping: closed chains with universal joints are flat-state connected
(follows from Carpenter's Rule ~ alternate approach)

Pocket of 2D polygon = region outside polygon & inside convex hull



Pocket lid = convex-hull edge

Flip = reflect pocket through its lid
= rotate 180° through 3D around the lid

- avoids self-intersection (line of support)
- increases area

"Erdős-Nagy" Theorem: [posed by Erdős 1935]
any polygon always convexifies after finite flips,
no matter how flip sequence is chosen

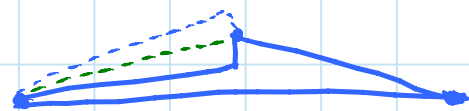
- but can be arbitrarily many:

[Joss & Shannon 1973]

- OPEN: bound # flips in n & $r = \text{max. dist.} / \text{min. dist.}$

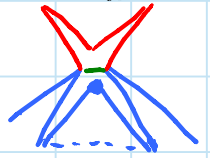
- pseudopolynomial?

[Overmars 1998]



"Proofs" of Erdős-Nagy Theorem: [Demaine, Gassend, O'Rourke, Toussaint 2007]

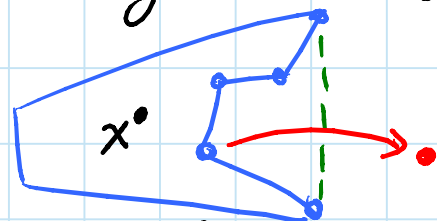
- knowledge
- Nagy 1939 - flawed: " $P^0 \subseteq C^0 \subseteq P^1 \subseteq C^1 \subseteq \dots$ "
(used to "prove" limit polygon convex)
 - Reshetnyak 1957 - correct (though somewhat imprecise)
 - Yusupov 1957 - flawed: "limit convex else flip"
& more subtle error
 - Bing & Kazarinoff 1959 - correct (though somewhat terse)
 - Wegner 1993 - flawed: "move vertex \Rightarrow increase area by incident Δ "



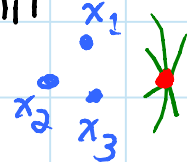
- all → Grünbaum 1995 - omission: why limit polygon is convex
- all → Toussaint 1999/2005 - flawed: "limit convex else flip"
- all → Demaine, Gassend, O'Rourke, Toussaint 2008 - generalization to self-crossing assuming no "hairpins":

Proof of "Erdős-Nagy" Theorem: [Bing & Kazarinoff 1959]
consider an infinite flip sequence & [DGT 2006]

① distance from a vertex to fixed point x inside the polygon (remains so) only increases
- pocket lid is Voronoi diagram of old & new



② each vertex approaches a unique limit
- apply ① to three noncollinear points x_1, x_2, x_3 inside the polygon
- distances from vertex \leq perimeter of polygon/2
 \Rightarrow distances converge
 \Rightarrow vertex approaches intersection of 3 circles



③ turn angle at each vertex converges
- by ②, 3 vertices defining the angle converge
- by ①, vertices do not get closer to each other
- rest by continuity




④ vertex moves infinitely \Rightarrow asymptotically flat
- each move negates sign of turn angle $\Rightarrow \rightarrow \emptyset$

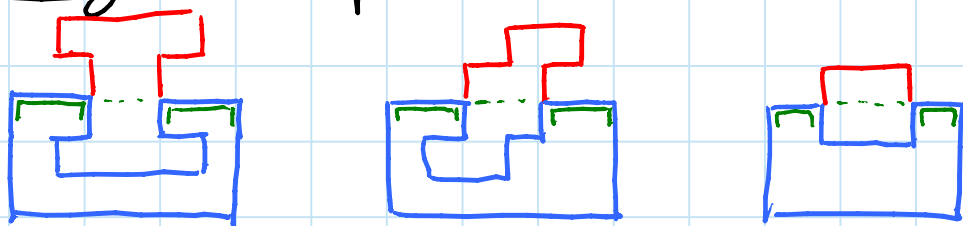
⑤ contradiction
- eventually asymptotically pointed vxs. stop moving
 \Rightarrow attain limit convex hull, but about to flip! \square

Flipturn: rotate pocket 180° in 2D around lid midpoint

- at most $n!$ configurations [Joss & Shannon 1973]
- always $O(n^2)$ flipturns [Aichholzer et al. 2002; Ahn et al. 2000 (diff. model)]
- sometimes $\Omega(n^2)$ flipturns [Biedl 2004]
- final polygon & location determined
- NP-hard to find longest flipturn sequence
- OPEN: finding shortest flipturn sequence? [Aichholzer et al. 2002]

Orthogonal polygons: $< n$ flipturns

- count brackets:  &  (polygon interior on either side)
- allow overlap  $\Rightarrow \leq n$ brackets
- claim # brackets never decreases
(13-case analysis)
- orthogonal flipturn kills two brackets:

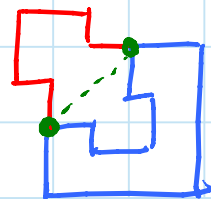


$\Rightarrow \leq n/2$ orthogonal flipturns

- diagonal flipturn kills two vertices:

$\Rightarrow < n/2$ diagonal flipturns

$\Rightarrow < n$ total \square




OPEN: $n - O(1)$ flipturns ever possible?

- best example requires $\frac{5}{6}n - O(1)$

Flipturns: (cont'd)

General polygons: $\leq ns$ if s distinct slopes


- discrete turn angle = $1 + \# \text{slopes between}$ 

- measure total discrete turn angle:

- nondegenerate flipturn

decreases by ≥ 2

- degenerate flipturn doesn't change

- also count brackets: 

- nondegenerate flipturn increases by ≤ 2

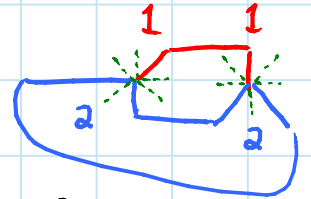
- degenerate flipturn decreases by ≥ 2

- potential function = total disc. angle + $\frac{1}{2} \# \text{brackets}$

- any flipturn decreases by ≥ 1

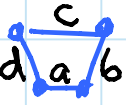
- initially $\leq n(s-1) + n = ns$

□



Deflation: inverse of flip (avoiding crossings)

- conjectured finite [Wegner 1993]
- quadrilaterals with $a+c=b+d$ & $a \neq b \neq c \neq d \neq a$ always deflate infinitely



[Fevens, Hernandez, Mesa, Morin, Soss, Toussaint 2001]

- that's all such quads [Ballinger, PhD 2003]

- no pentagon always deflates infinitely

[Demaine, Demaine, Fevens, Mesa, Soss, Souvaine, Taslakian, Toussaint 2007]

- OPEN: any $n \geq 6$ gon with no flat vertices that always deflates to flat limit?

- any infinite deflation sequence has a unique limit polygon [Hubard & Taslakian 2010]

- OPEN: characterize infinitely deflatable polygons
 - algorithm for testing a sequence?

Pop: flip on 2 incident edges  [Millet 1994]

- can be forced to introduce crossings \Rightarrow allow

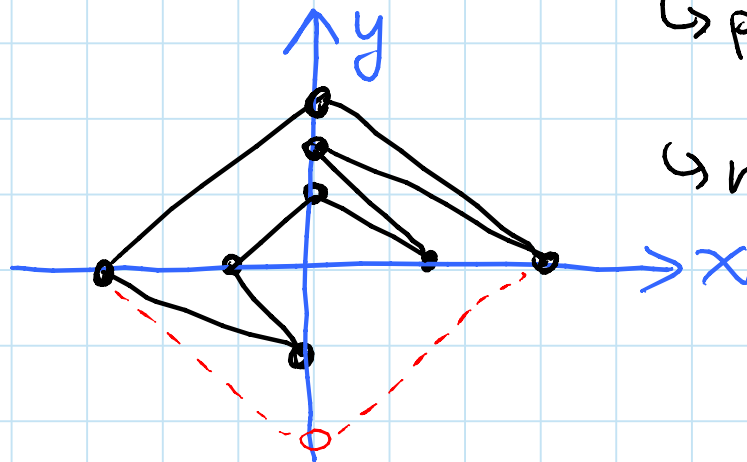
- possible to convexify any polygon

in finitely many pops? [Ballinger & Thurston 2001]


- NO: "alternating" polygons can't be

[Dumitrescu & Hilscher 2009]

vertices alternate between x & y axes



\hookrightarrow preserved
under pops
 \hookrightarrow never convex
for $n > 4$

Popturns: flipturn on 2 incident edges 

- equivalent to pops for equilateral polygons

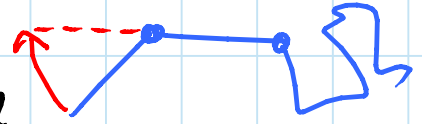
- can convexify any polygon
allowing self-intersection

- characterization of when
possible without crossing

[Aloupis et al. 2007]

Linkages in 4D: [Cocan & O'Rourke 2001]

- every open chain can be straightened in $4D^+$:
- idea: move first bar to "extend" second bar
- then "fuse" that joint.



treating first two bars as one

⇒ effectively $n-1$ bars left; induct

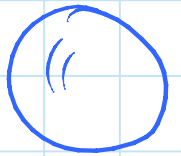
- problem: goal state for first bar might intersect rest of chain

works
in 3D
too!

- if so, just perturb the linkage (actually can just move the vertex to be straightened)

- key: first bar can reach any nonobstructed position

- configurations around joint = points on 3D sphere in 4D (centered at joint)



(analogy: 3D chain, points on usual 2D sphere)

- obstacle = projection of 1D bar onto sphere = 1D arc

- deleting 1D arcs keeps 3D sphere connected (analogy: deleting 0D points from usual 2D sphere)

- every tree can be flattened

- similar technique

- every cycle can be convexified (diff. approach)