Statement of Leadership  
Fuhua (Frank) Cheng

I believe

Only a department with strong cohesion has the full potential to excel.

I will ensure

• Everybody is properly compensated, and
• Nobody is left behind.

Under my leadership

• Everybody will have a chance to be involved in department business, and all committee members will be rotated;
• You will know everything of our department, including budget, personnel, resources, and funding opportunities;
• You set the rules on how people should be evaluated and evaluations are based strictly on those rules.

Management Style:

• Transparent, bottom-up policy making
• Top-down, lead-by-example implementation

Vision:

• The future of this department must be visual, communication, bio, and financial computing based, and multi-disciplinary relevant, with a significant portion of its research focused on issues related to security, public health, entertainment, and regional interests.
• Our goal is to reach the top 40 ranking in ten years.
Strong Leadership Points:

• **Team Management Experience**
  Have managed various academic and professional R&D teams in United States, Japan, and Taiwan. In particular,
  Managed a 25-member R&D team for Olympus, Japan, for a year
  Managed an 8- to 22-member R&D team for Amchael Graphics, United States, for more than 10 years

• **Entrepreneurship**
  Co-owner of a successful software company for more than 10 years.
  Business performance was recognized at both the state and national levels

• **University Service Experience**
  University senator for three years.
  Familiar with all university functions and mechanisms.

• **Technical Leadership**
  Capable of performing timely and reliable technical tasks to provide decision makers with the data they need to make important decisions
  Capable of designing sophisticated systems to meet expectation of highly demanding industry giants
  Capable of setting up an important product development plan and leading the team to finish the development of the product
Statement of Research
Fuhua (Frank) Cheng

1. Research Interests
My research interests are in graphics and geometric modeling, with special emphasis on computation techniques for rendering and geometric problems, and modeling of geometric shapes.

My work covers geometric/solid modeling, CAD/CAM, reverse engineering, finite-element mesh generation, biomedical imaging, and collaborative CAD.

2. Research Achievements
My major research achievements include:

• Development of first hardware device for curve generation/rendering

    A special hardware, based on parallel subdivision, supports fast and numerically stable generation/rendering of parametrically defined curves. This work won me the prestigious Dr. Sun Yat-Sen Technology Invention Award in 1985.

• Development of a new spline scheme

    Each degree $n$ spline basis function is composed of polynomials of degree $n - 1$ and $n$ alternately. A degree $n$ parametric alternate spline curve is composed of curve segments of degree $n - 1$ and $n$ alternately and, yet, the curve is $C^{n-1}$ continuous. Therefore, it provides the same kind of smoothness of a degree $n$ B-spline curve but with smaller construction and generation cost.

• Initiated a new research area: Parallel B-Spline Algorithms

    Publication of the above paper started a research area called Parallel B-Spline Algorithms. The area is still active today.

• Discovering B-Splines are digital filters

    By observing that B-Spline curves and surfaces can be viewed digital filters, it is now possible to use digital filter techniques to solve geometric problems such as curve and surface fitting.
• **Development of a new shape design technique called INTERPROXIMATION**


  A new shape design technique by combining interpolation and approximation into a single process. It allows a user to design a curve using both points and regions, instead of just points.

• **Best result in Parallel B-Spline Algorithms**


  The best result in Parallel B-Spline Algorithms is achieved by the above paper by showing that constant time performance is possible for surface fitting problem.

• **Most efficient rendering technique for trimmed NURBS surfaces**


  A tessellation-based, rendering technique for trimmed NURBS surfaces. The new technique provides solutions to two major problems in trimmed NURBS surface rendering: *Computational efficiency and numerical stability* and *crack problem*. A version of this algorithm has been implemented in micro code in IBM’s Risc machines.

• **Constrained shape scaling techniques**


  A technique to hold significant features of a model unchanged while globally or locally alternating (scaling) it. This technique provides the design industry with the capability of globally or locally modifying an existing model in length, height, or width without affecting certain significant features and, consequently, avoiding expansive redesign process.
• **Error control for subdivision surfaces**
  - "Matrix based Subdivision Depth Computation for Extra-Ordinary Catmull-Clark Subdivision Surface Patches" (with G. Chen), Lecture Notes in Computer Science, Vol. 4077, Springer, 545-552.

With the above results, Catmull-Clark subdivision surfaces can be used for CAD/CAM applications now. This is important because Catmull-Clark subdivision surfaces include B-spline and NURBS surfaces as special cases. Therefore, if one can control the precision of a Catmull-Clark subdivision surface, then a universal representation for all CAD/CAM applications can be developed and a universal language for all CAD/CAM applications can be adopted.

• **Parametrization of Catmull-Clark subdivision surfaces**

The above work improves J. Stam’s SIGGRAPH paper by giving a representation with only half the basis functions. Besides, all the basis functions are explicitly given, not look-up tables are needed. So, a complete parametrization technique of Catmull-Clark subdivision surfaces is finally available.

My other contributions include:

• *Adaptive Rendering/Tessellation of Subdivision Surfaces*
• *Texture Mapping for Subdivision Surfaces*
• *Adaptive Subdivision of Subdivision Surfaces*
• *Streamline Modeling*
• *Collaborative CAD*
• *Label-driven subdivision*
• *Knot Reduction of NURBS Representation*
• *Bessel Interpolation*
• *Rate of Convergence*
• *Curve/surface fairing*
• *Shape Reproducing and Shape Preserving Interpolation*
• *Parametric blending*
3. **Current Research Projects:**

Three research projects are undergoing now. These include:

2. "Portable Digital Mouth and Occlusion Reproducing", KSTC (144-401-07-015), 4/1/07-3/31/09, $150,000.
Statement of Teaching
Fuhua (Frank) Cheng

A. Teaching

1. Reflective Statement

My teaching has three goals: (1) to make sure that students understand the course materials well, (2) to make sure that students know how to use/apply the materials they learn in class, and (3) to make sure that the students are evaluated fairly.

To achieve the first goal,

- I use a motivation-driven approach in my lecture, i.e., I give the background and applications of the result first, and then explain the theory that leads to the result.
- I give many examples in my notes (see, e.g., my CS535 and CS633 notes).
- I encourage the students to be involved and active during lectures. (However, for those who find it difficult to do so, I welcome them to ask questions or make comments after class.)
- I make all my class notes available online so that, instead of copying my notes in class, they can closely follow my lectures on course materials. (My class notes such as CS633, CS631, CS535, and CS321 have been used by some of my students and colleagues in their own classes.)

To achieve the second goal,

- I give applications for each covered result.
- I provide students with sample programs to help them initiate their work (see my web pages).
- I encourage students to share their ideas.
- I award students with extra credit if they have new ideas on assignments.

To achieve the third goal,

- I always let the students know at the outset of the course exactly what is expected. I clearly specify the requirements of the course such as materials to be covered, grading policy, program requirements (see, e.g., my CS535 and CS633 Programming Requirements), late penalty, and numerical scale to be used in the evaluation, on the first day of class.
- I provide students with solution sets for all homework assignments and exams (see my web pages) so they would not only know the solutions to the questions, but also know if their works are graded fairly.

I have different expectations for graduate and undergraduate students though. For an undergraduate or programming-extensive course, the students are evaluated based on two subjects: programming assignments and tests. I usually put equal weight on both sides so the effort of the students can be evaluated fairly. However, I encourage students to do critical thinking and they get extra credit if they do so such as providing comments or improvement on existing techniques. For a seminar course or advanced topics, I evaluate the students mainly based on the quality of the work, i.e., I will follow the numerical scale, but a student with good ideas will get more extra credit than the ones who don’t.
2. **Courses taught recently**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Level</th>
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<tbody>
<tr>
<td>CS633</td>
<td>Computer Animation</td>
<td>G</td>
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<tr>
<td>CS535</td>
<td>Intermediate Computer Graphics</td>
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<tr>
<td>CS321</td>
<td>Intro. Numerical Methods</td>
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<tr>
<td>CS275</td>
<td>Discrete Mathematics</td>
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3. **Student Evaluation (recent three semesters)**

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<tr>
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<td>Spring</td>
<td>Fall</td>
<td>Spring</td>
<td>Fall</td>
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<td>3.3</td>
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<td>3.3</td>
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<td>3.6</td>
<td>3.7</td>
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<td>5 Grading fair</td>
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<td>3.6</td>
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<td>6 Distributing assignments evenly</td>
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<td>3.4</td>
<td>3.5</td>
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<td>7 Assignments graded promptly</td>
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<td>3.2</td>
<td>3.6</td>
<td>4.0</td>
<td></td>
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<tr>
<td>21 Quality of teaching</td>
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<td>3.8</td>
<td>4.0</td>
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</table>
B. Advising

1. Reflective Statement

My goal in advising a project or a thesis is to ensure that the student knows how to set up a target and how to develop a strategy to reach that target. The target must be very specific and the strategy must be practical. The idea is to let the student know how to play a game by him/her-self and to what extent that he/she should keep trying before giving up. I help the student with the technical part initially after he/she has successfully performed background study, target selecting, and strategy design.

My advising in pre-registration meetings with the students will ensure that (1) students understand the requirement of a computer science major in addition to the college and university requirements, and (2) each student develops an appropriate course plan for each semester. This will be achieved by going through a checklist with the student and showing him/her the best combination for the semester.

2. Students Advised - Post Docs (past three years)

   • Jianbao Wu
     Qualification: PhD, Mathematics, August 2007, University of Georgia
     (Thesis: Spherical Splines for Hermite Interpolation and Surface Design)
     Area of Research: Subdivision surface based Offseting
     Starting Date: November 2007
     Supported Period: November 2007 - present (supported by NSF grant DMI-0422126).
     Publication: None

3. Students Advised - PhD Students (past three years)

   • Shuhua Lai
     Area of Research: Subdivision surface based one-piece representation
     Starting Date: January 2003
     Supported Period: January 2003 - May 2006 (supported by NSF grant DMS-0310645).
     Current Status: Assistant Professor, Virginia State University
     Publication: six journal papers, seven conference papers
     Graduation Date: September 2006
     • Fengtao Fan
       Area of Research: Shape Reconstruction using Subdivision Surfaces
       Starting Date: August 2006
       Publication: four conference papers (in preparation).
       Supported period: August 2006 - present (supported by NSF grant DMI-0422126).
       Anticipated Graduation Date: May 2009.

4. Students Advised - MS Students (past three years)

   • Jidong Qu
     Masters Project: Shape Modeling using Subdivision Surfaces
     Date of graduation: March 2005.
   • Gang Chen
     Masters Thesis: Subdivision Depth Computation for Extra-ordinary Patches
Publication: one Journal paper (Subdivision Depth Computation for Subdivision Surfaces)
Supported period: August 2004 - December 2005 (supported by NSF grants DMS-0310645 and DMI-0422126).
Date of graduation: December 2005.

- **Conglin Huang**
  Masters Project: *Curvature Estimation for Triangular Meshes based on Local Parametrization*
  Current Status: *theory development stage*
  Supported period: January 2007 - present (supported by KSTC grant 144-401-07-015).
  Date of graduation: May 2008.

- **Jiaxi Wang**
  Masters Project: *Shape Reconstruction using Doo-Sabin Subdivision Surfaces*
  Current Status: *implementation stage*
  Supported period: August 2007 - present (supported by KSTC grant 144-401-07-015).
  Date of graduation: February 2008.