Analysis of Three-Dimensional Shapes

(IN2238, TU München, Summer 2015)

Dr. Emanuele Rodolà

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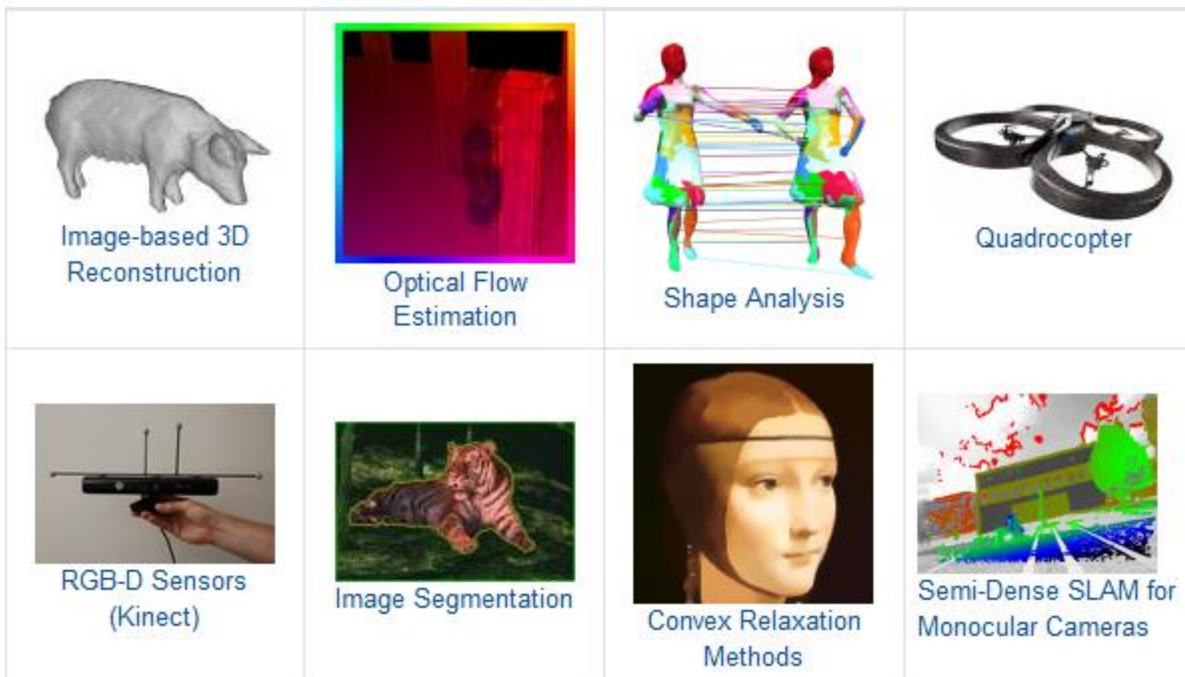
Room 02.09.058, Informatik IX

13.04.2015

Computer Vision Group

5 Post-docs
14 PhD students
Master and bachelor students welcome!

Prof. Dr. Daniel Cremers



Formalities

- **Who?**

TA

Dr. Emanuele Rodolà

Thomas Windheuser

Matthias Vestner

- **Where?** Room 02.09.023, Informatik IX
- **When?** Mondays and Tuesdays 10:00-12:00 *lecture*

  Wednesdays 14:00-16:00 *exercises*

Other formalities

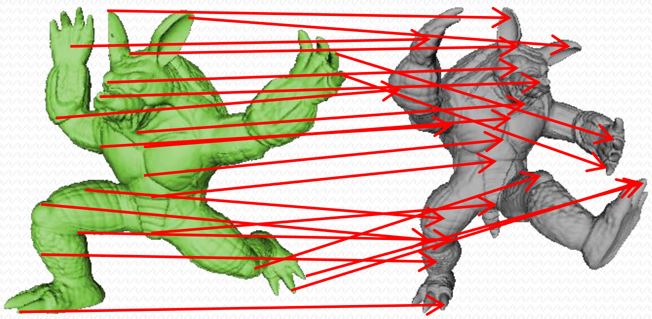
- **Mathematical problems**
- **Programming exercises** (Matlab, C++)
- **Final exam** (written or oral or both – probably oral)
- **Office hours:** send me an e-mail to set up a meeting

- **Textbooks** and **scientific papers** will be suggested throughout the lecture

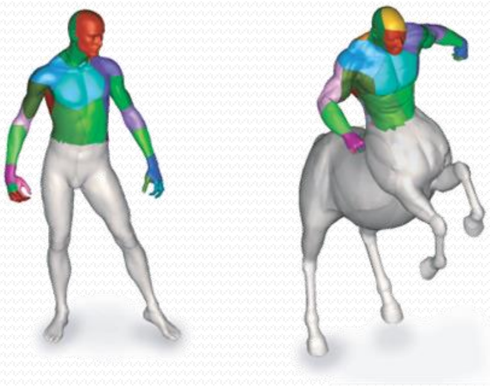
Announcement

- **No lecture on April 14th (Tuesday)**
- **The first exercise sheet is online.**

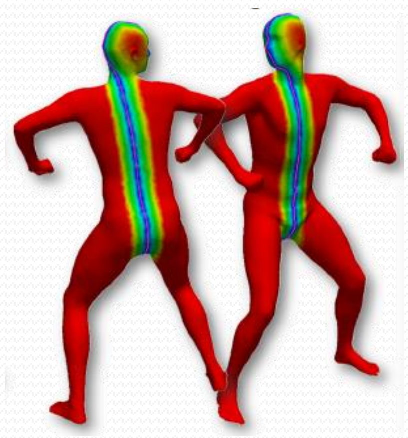
Topics



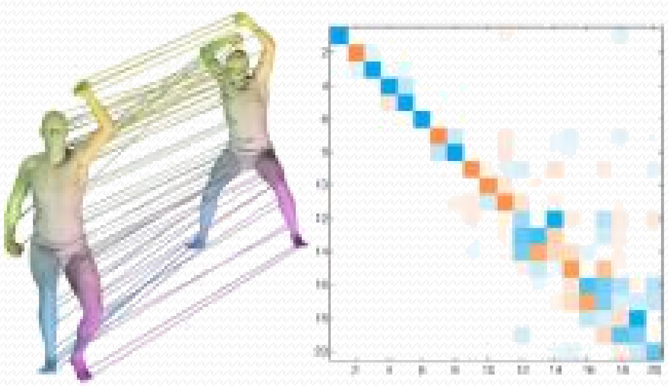
Correspondence



Partial similarity

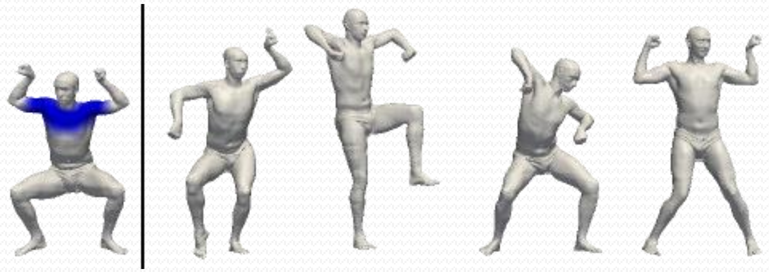


Symmetry



Representation

Topics



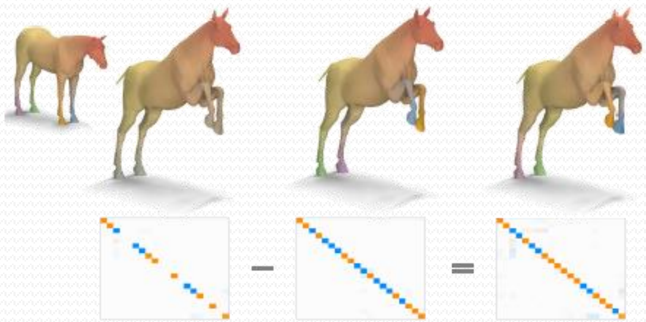
Analysis of shape collections

Feature detection

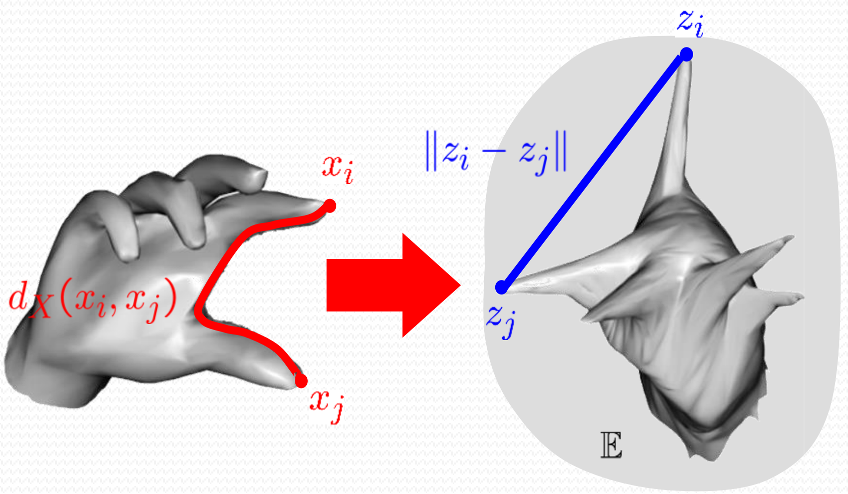
Segmentation

Description

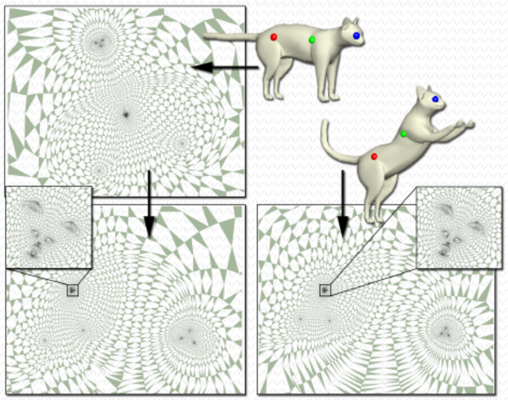
Tools



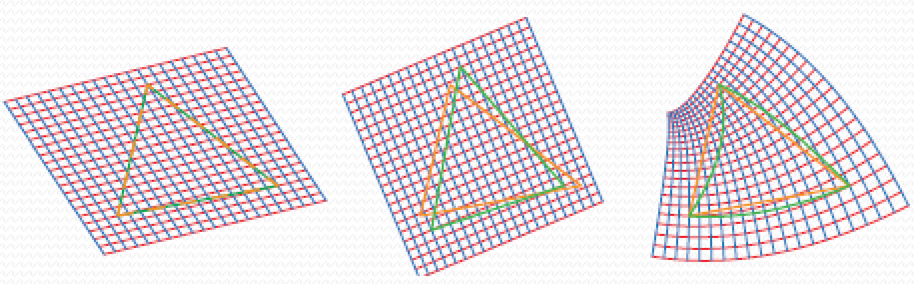
Linear algebra



Metric spaces

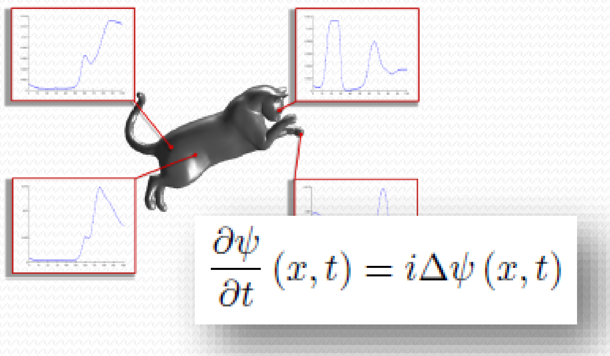


Conformal geometry

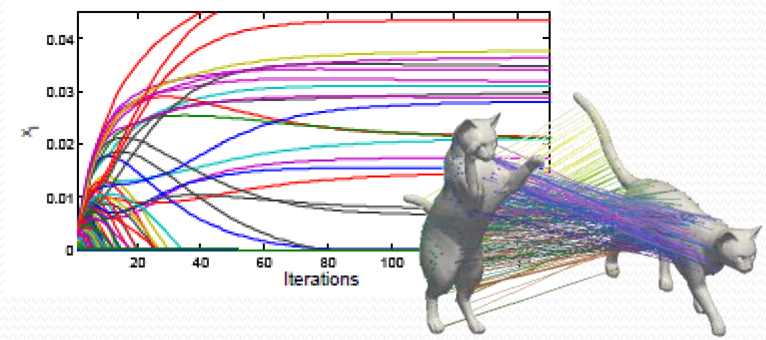


Differential geometry

Tools

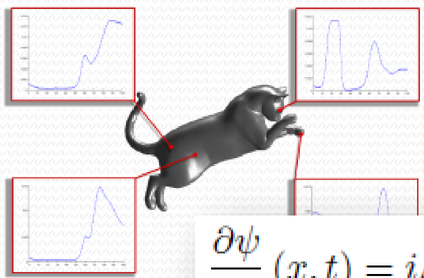


PDEs



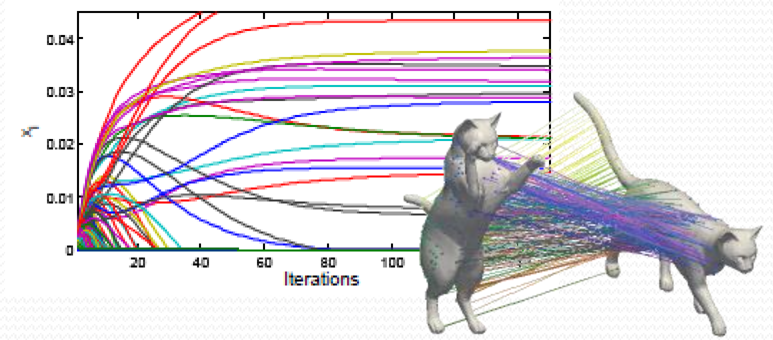
Optimization

Tools



$$\frac{\partial \psi}{\partial t}(x,t) = i\Delta\psi(x,t)$$

PDEs



Optimization

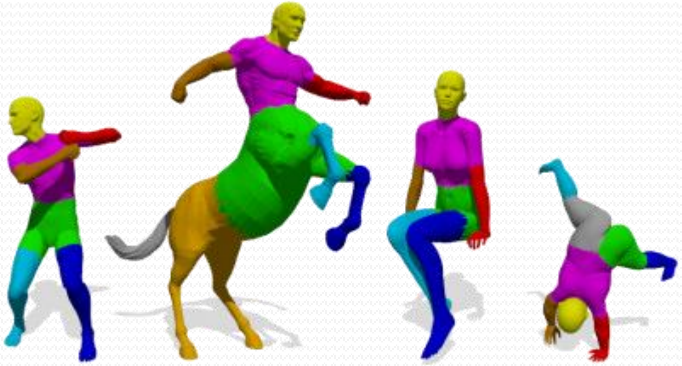
Good news:
90% of the time we will be able to have a visualization of what we are doing!

Seminar

Recent Advances in the Analysis of 3D Shapes (IN2107)

When? Thursdays, 14:00

Where? 02.09.023



First meeting: Apr 16, 14:00

Topic: Region detection and segmentation of shapes

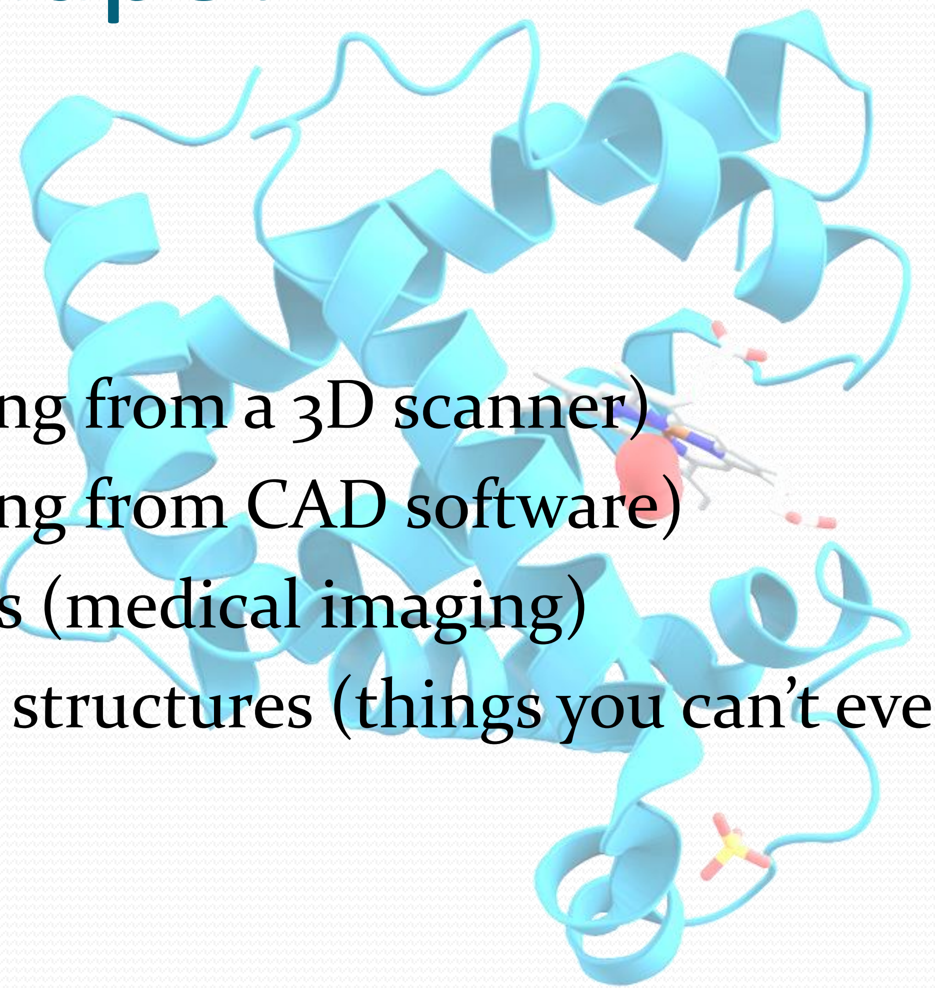
What is a shape?

“There can be no such thing as a mathematical theory of shape. The very notion of shape belongs to the natural sciences.”

J. Koenderink. *Solid Shape*. MIT Press 1990.

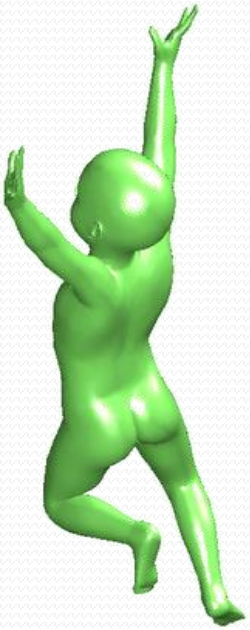
What is a shape?

- Proteins
- Molecules
- 2D Images
- **3D models** (coming from a 3D scanner)
- **3D models** (coming from CAD software)
- Volumetric models (medical imaging)
- More complicated structures (things you can't even visualize)



Shapes vs images: domain

Euclidean
(flat)

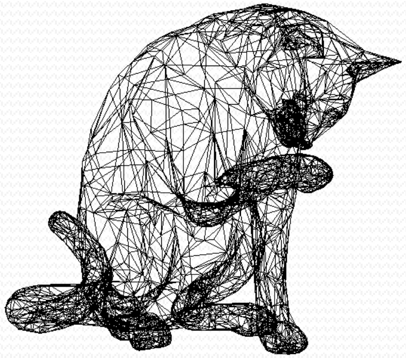


Non-Euclidean
(curved)

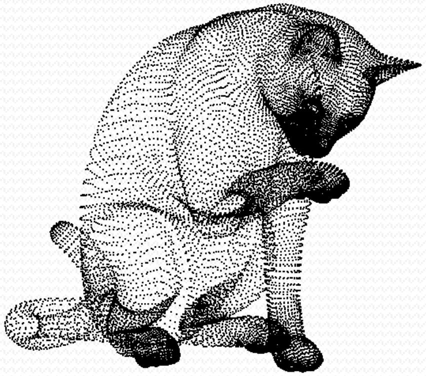
Shapes vs images: representation

Array of pixels
(uniform grid)

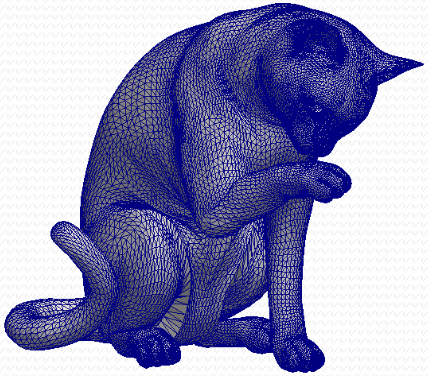
Splines



Graph

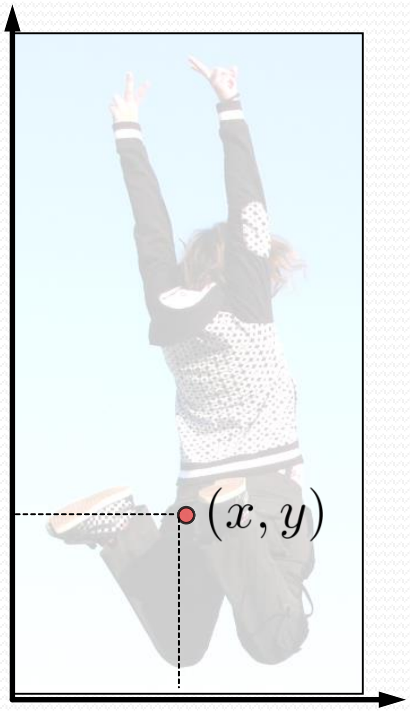


Point cloud

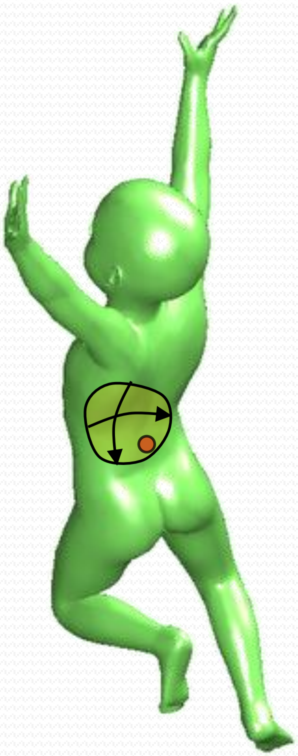


Triangular mesh

Shapes vs images: parametrization

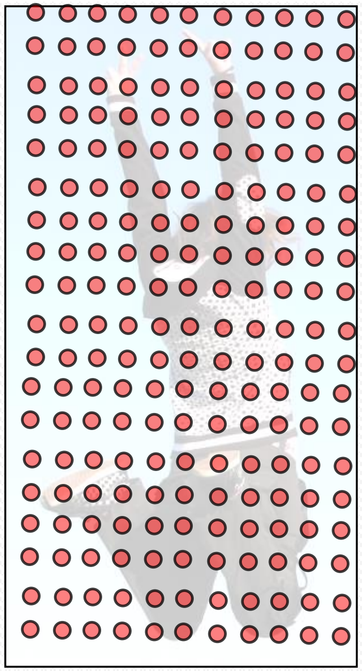


Global

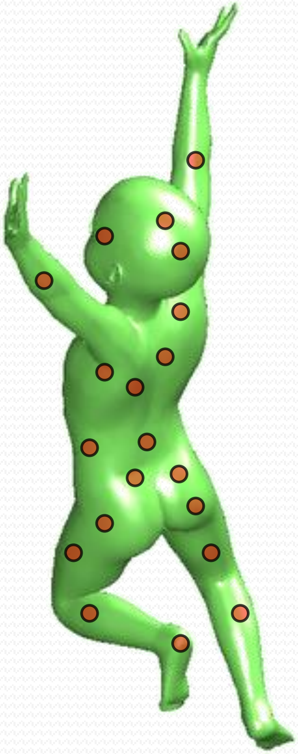


Local

Shapes vs images: sampling



Uniform

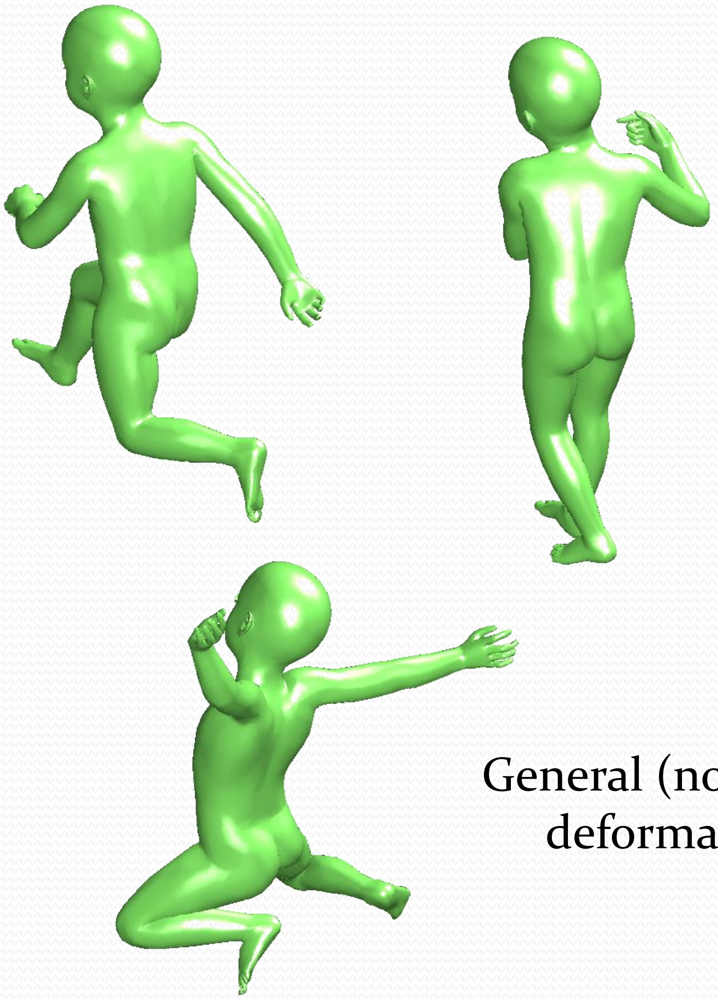


"Uniform" is not well-defined

Shapes vs images: transformations

Perspective

Affine



General (non-rigid) deformations

Shapes vs images: calculus

$\frac{1}{2}$ 

Shapes vs images: calculus

$\frac{1}{2}$  $+ \frac{1}{2}$  $=$

Shapes vs images: calculus

$\frac{1}{2}$  $+ \frac{1}{2}$  $=$ 

Shapes vs images: calculus

$\frac{1}{2}$

$+\ \frac{1}{2}$

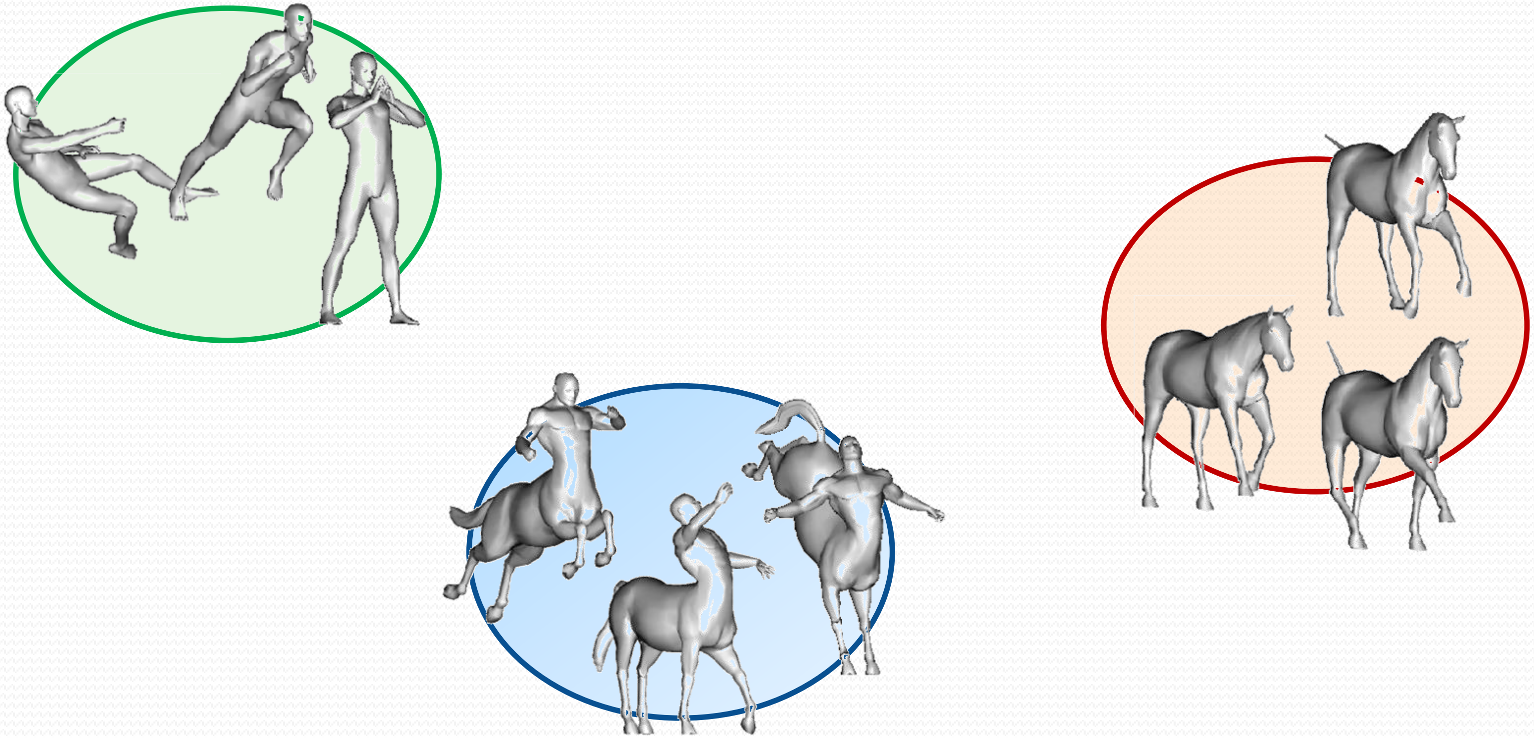
$=$

$\frac{1}{2}$

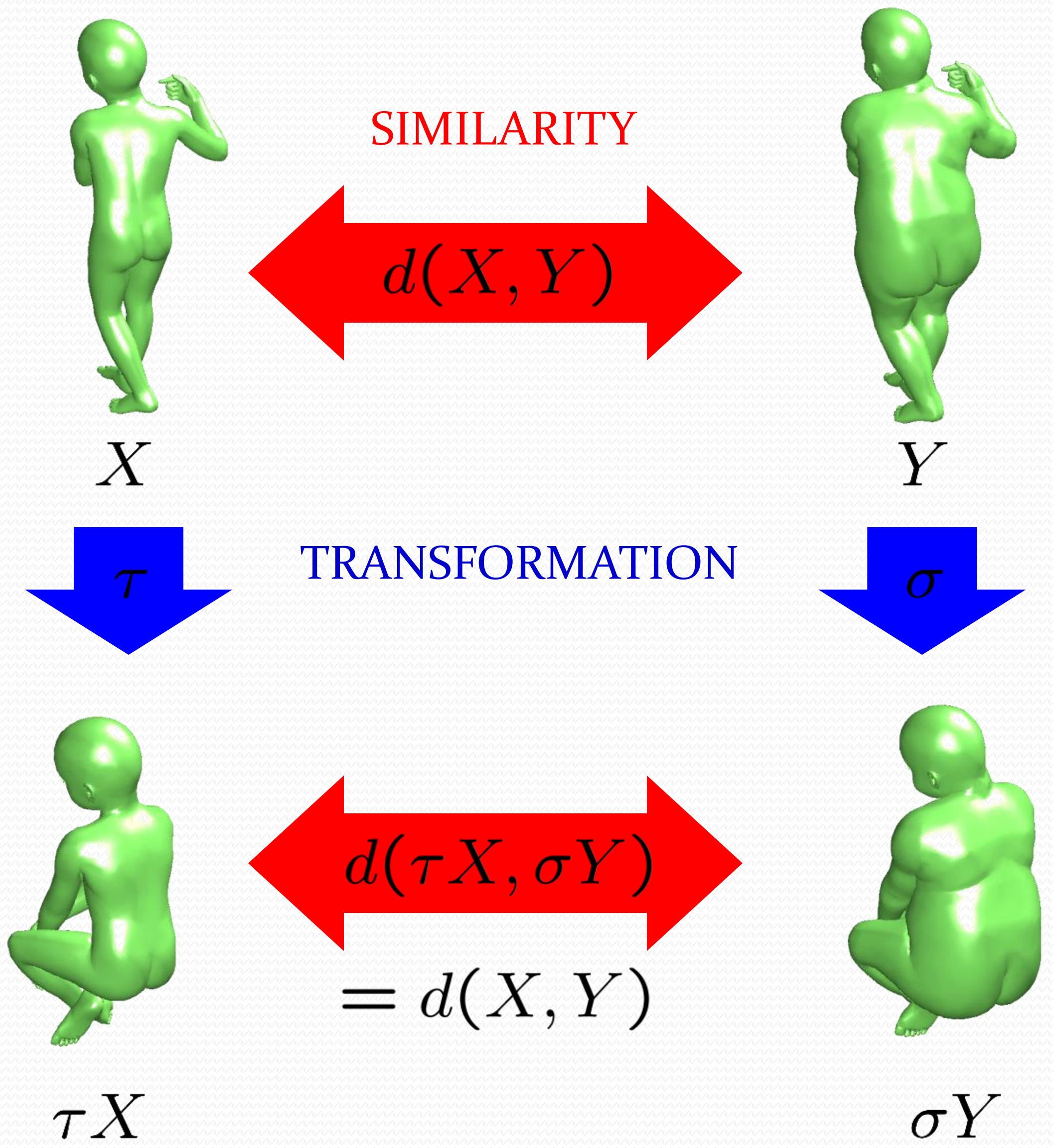
$+\ \frac{1}{2}$

$=\ ?$

Shape similarity

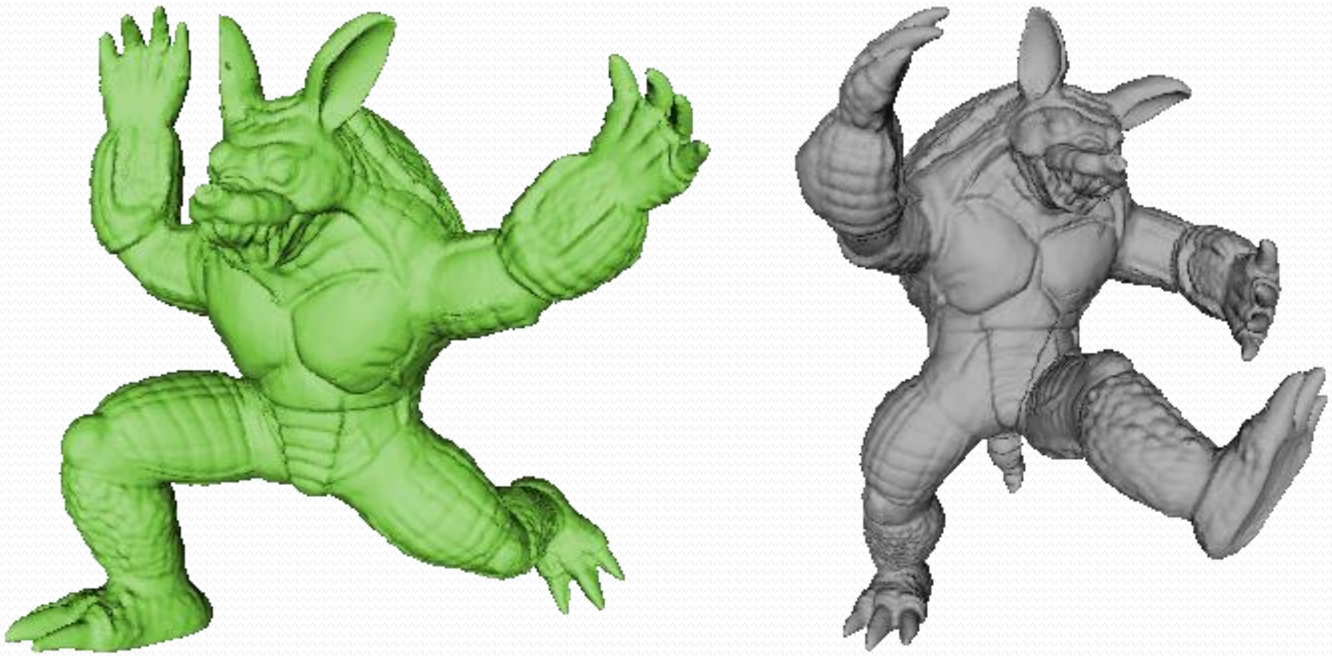


Is there something like a “space of shapes”?


SIMILARITY
$d(X,Y)$
X
Y
TRANSFORMATION
τ
σ
$d(\tau X, \sigma Y)$
$= d(X,Y)$
τX
σY

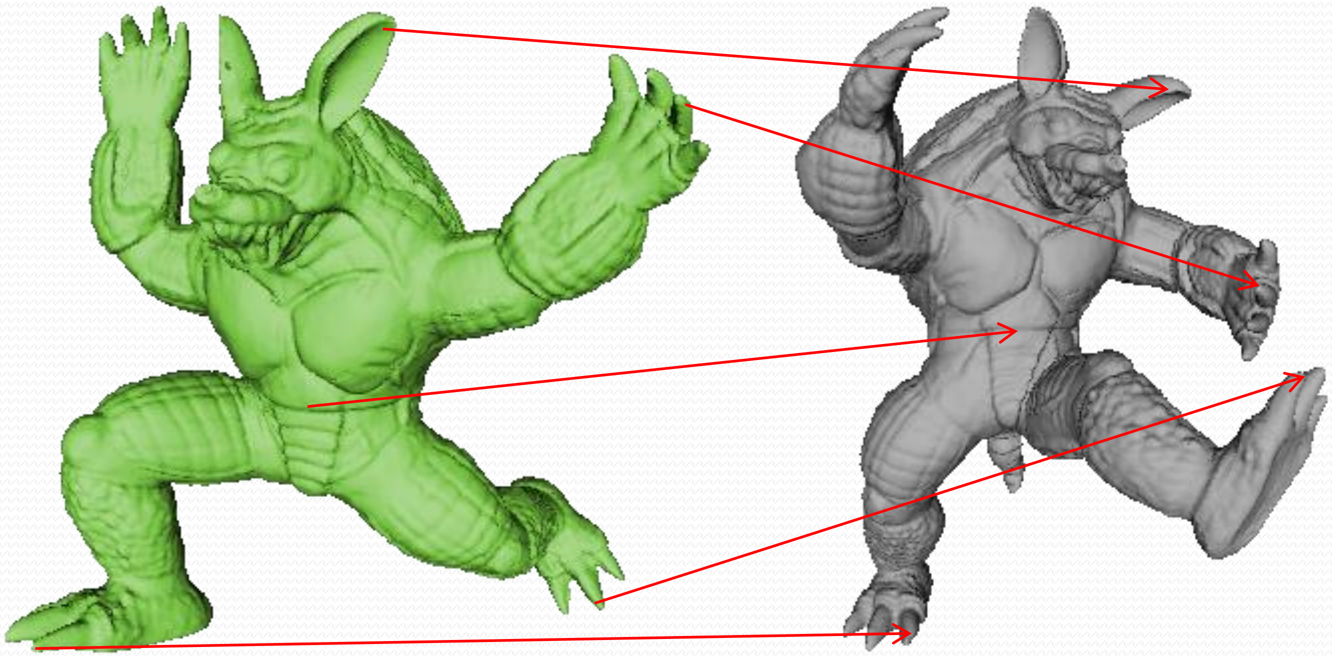
Shape matching

- Given a pair of shapes, let's try to find a **correspondence** between them.

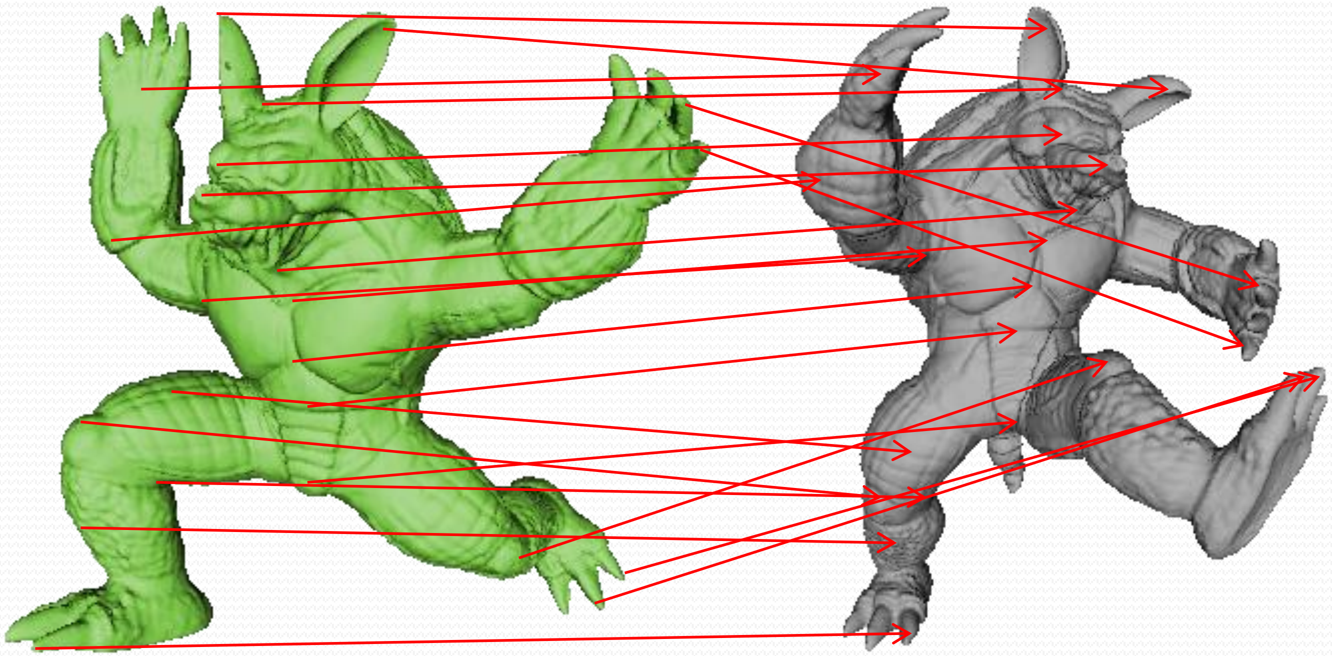


Shape matching

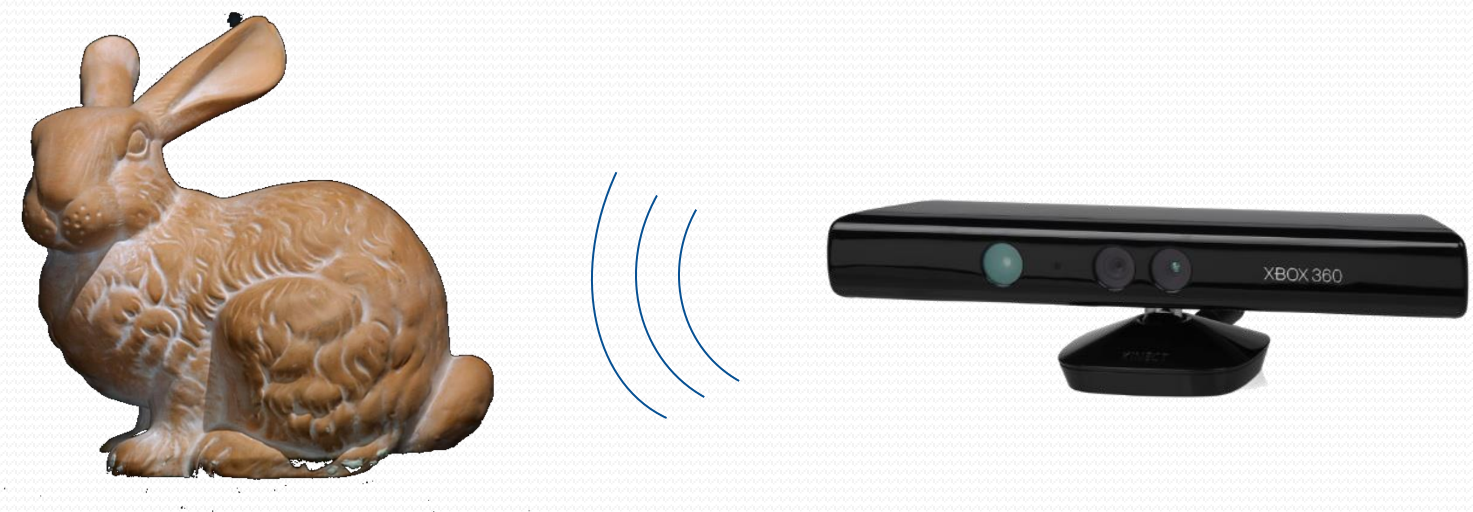
- Find the **best** alignment/map/correspondence.



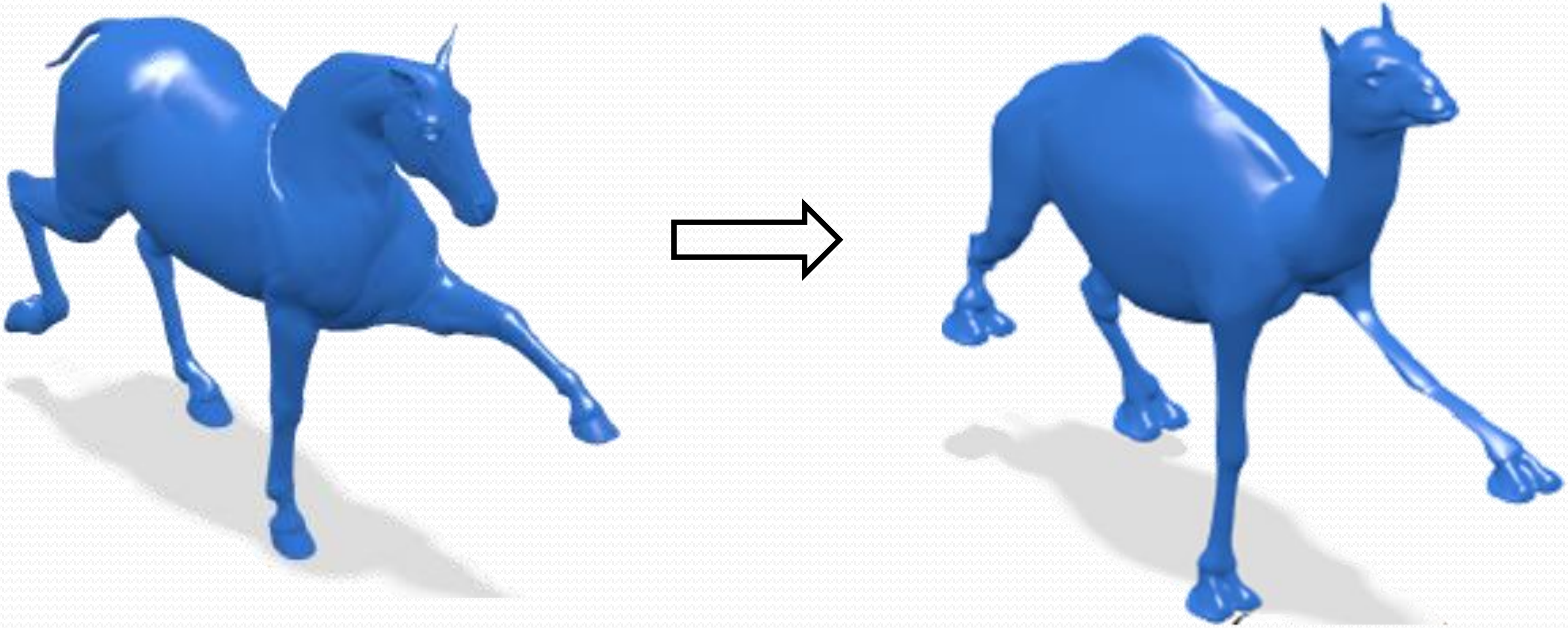
Shape matching



In the real world



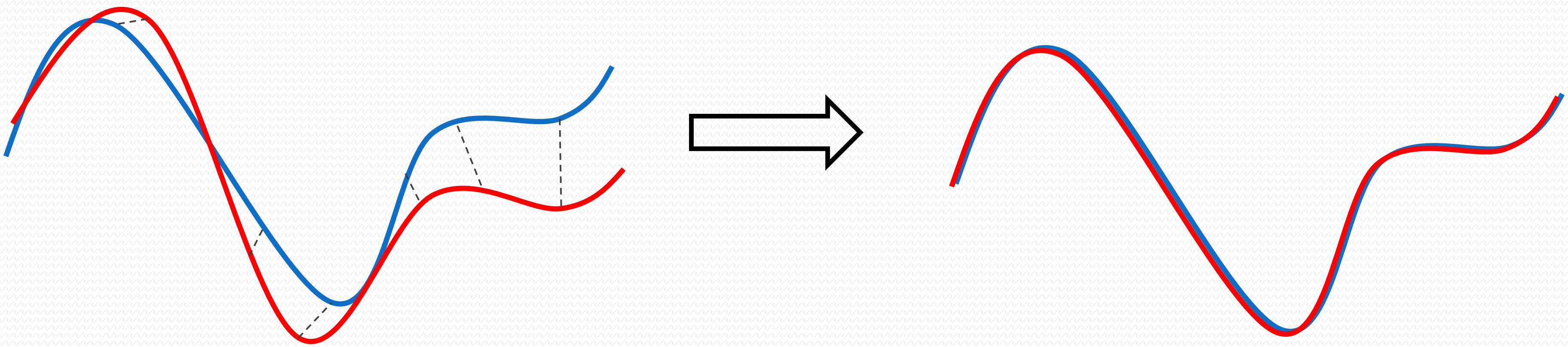
In the real world



Taxonomy

Local	vs.	**Global**
refinement (e.g. ICP)		alignment (search)
Rigid	vs.	**Deformable**
rotation, translation		general deformation
Pair	vs.	**Collection**
two shapes		multiple shapes

Pairwise rigid correspondence



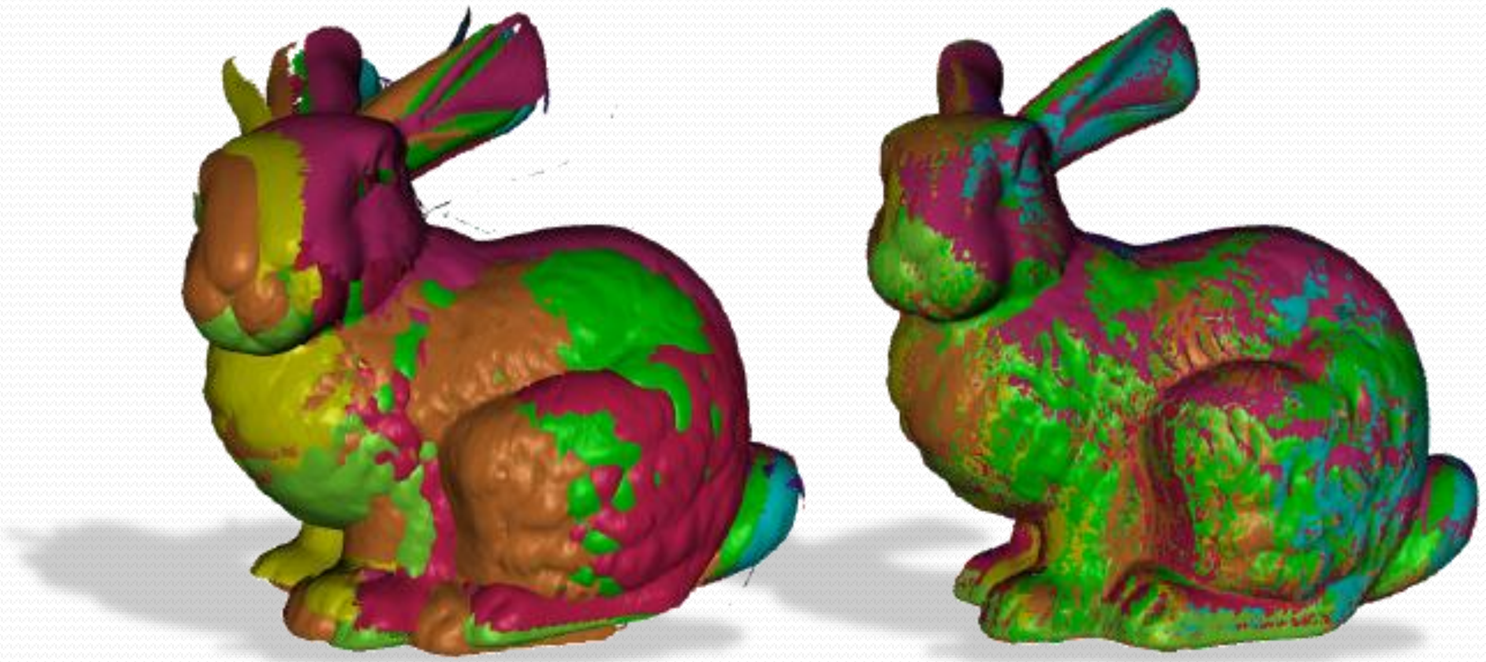
Iterative Closest Point

For a given pair of shapes *M* and *N*, **iterate**:

1. For each $x_i \in M$ find its nearest neighbor $y_i \in N$
2. Find the deformation *R*, *t* minimizing:

$$\sum_{x_i \in M} \left\| Rx_i + t - y_i \right\|$$

Pairwise rigid correspondence



Taxonomy

Local	vs.	**Global**
refinement (e.g. ICP)		alignment (search)
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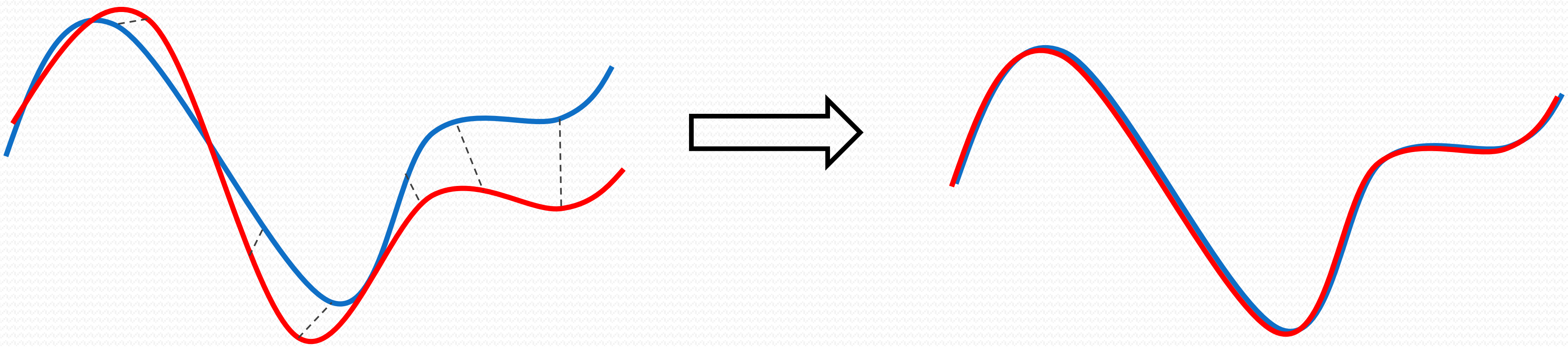
rotation, translation		general deformation
Pair	vs.	**Collection**
two shapes		multiple shapes

Taxonomy

Local refinement (e.g. ICP)	vs.	**Global** alignment (search)
Rigid rotation, translation	vs.	**Deformable** general deformation
Pair two shapes	vs.	**Collection** multiple shapes

Pairwise rigid correspondence



Iterative Closest Point

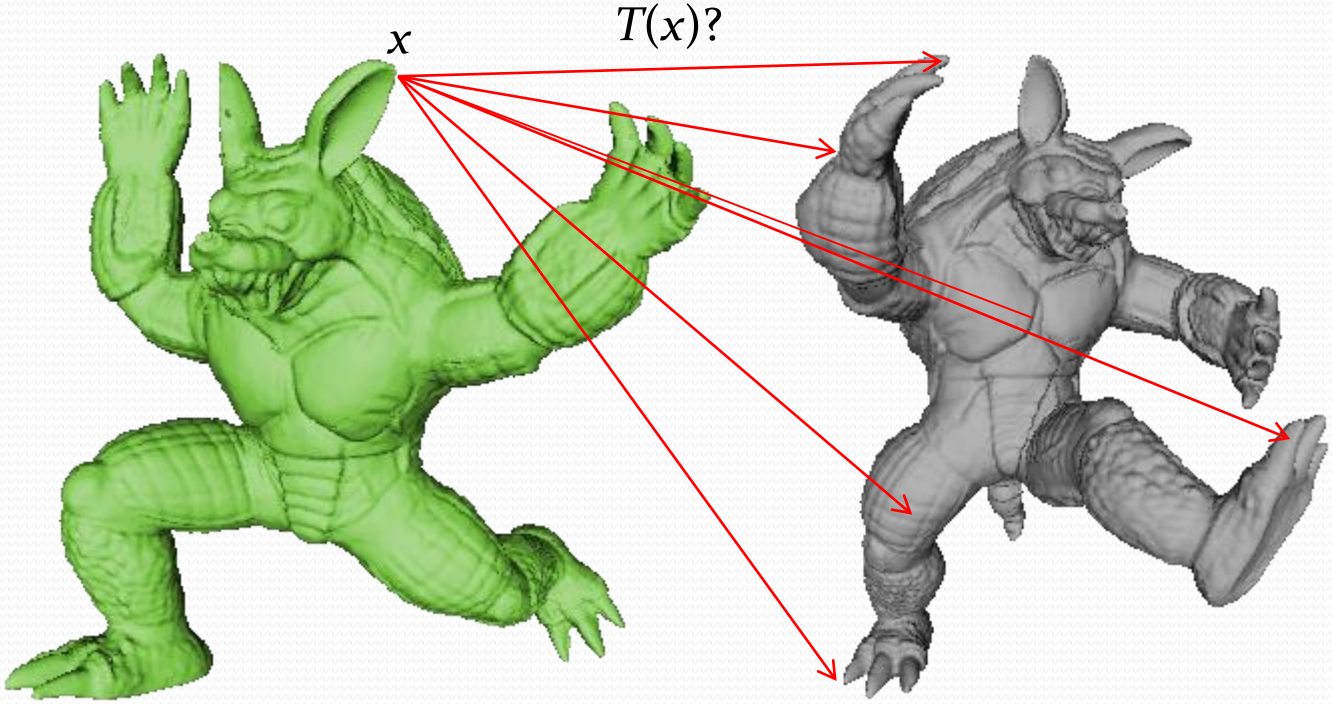
…

…

1. **Find the deformation *R*, *t* minimizing:**

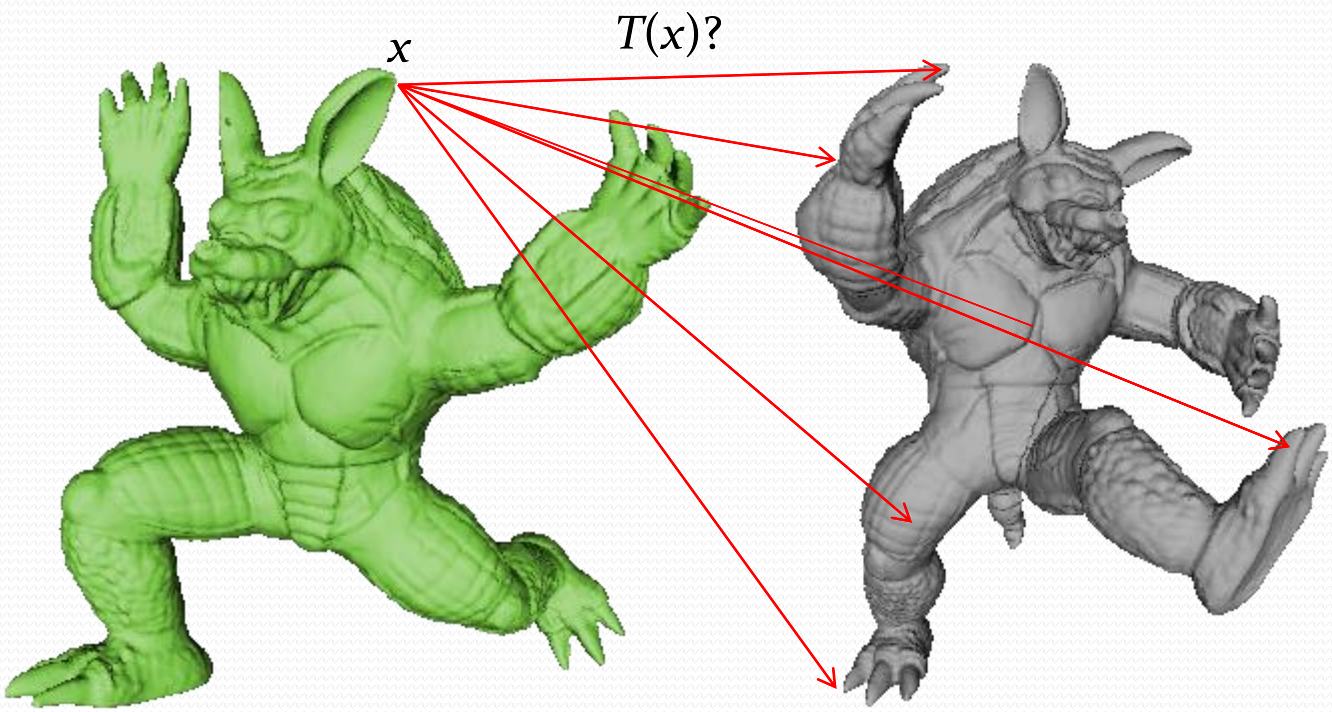
$$\sum_{x_i \in M} \left\| R x_i + t - y_i \right\|$$

Deformable shape matching



- Unlike rigid matching (rotation/translation), there is no *compact representation* to optimize for.

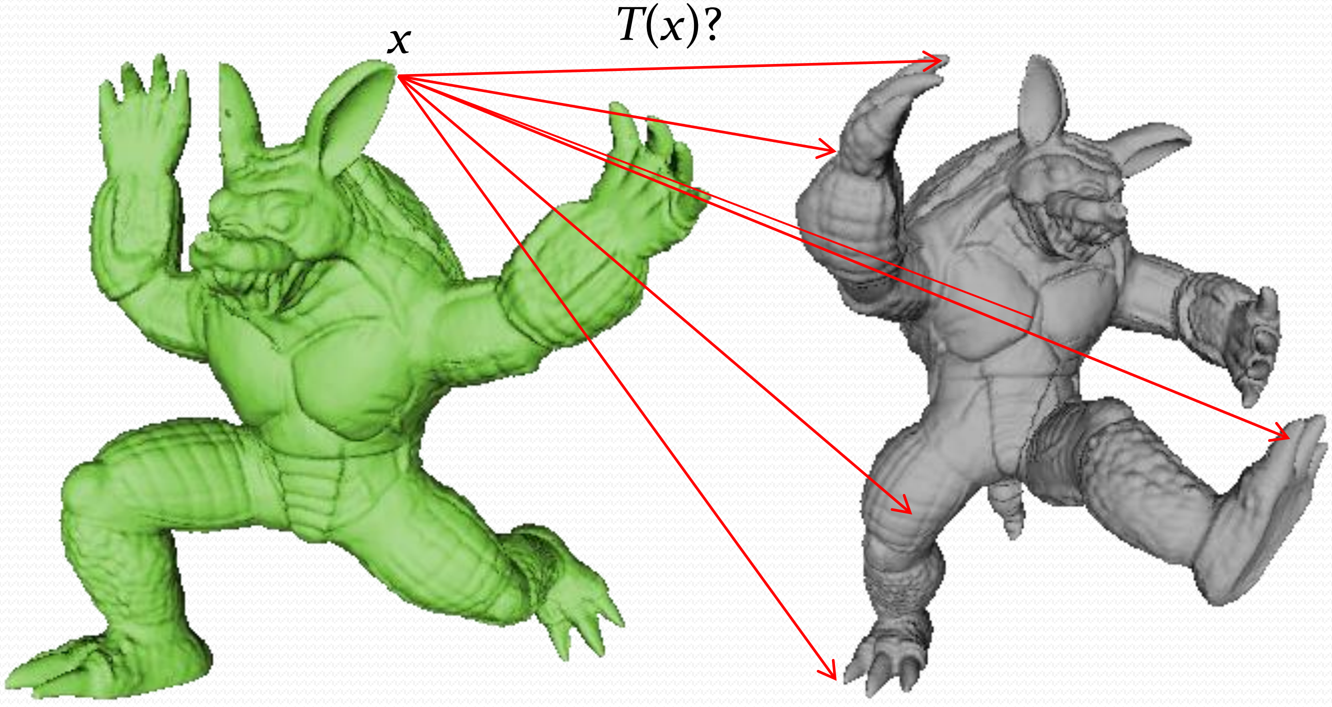
Deformable shape matching



- Instead, directly optimize over all possible point-to-point correspondences.

Signature preservation

$$T_{opt} = \arg\min_{T:M \to N} \sum_{x_i \in M} \left\| S(x_i) - S(T(x_i)) \right\|$$



What signature?

One possibility: Look for similar textures

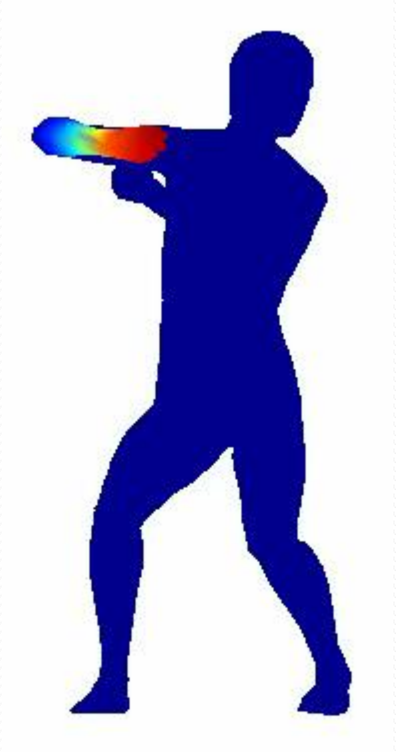
What signature?

Another possibility: Let's look at the geometry!

$$\left(\Delta_X + \frac{\partial}{\partial t}\right) u = 0$$

Heat equation governs the diffusion of heat on manifold *X* over time

Heat diffusion on manifolds

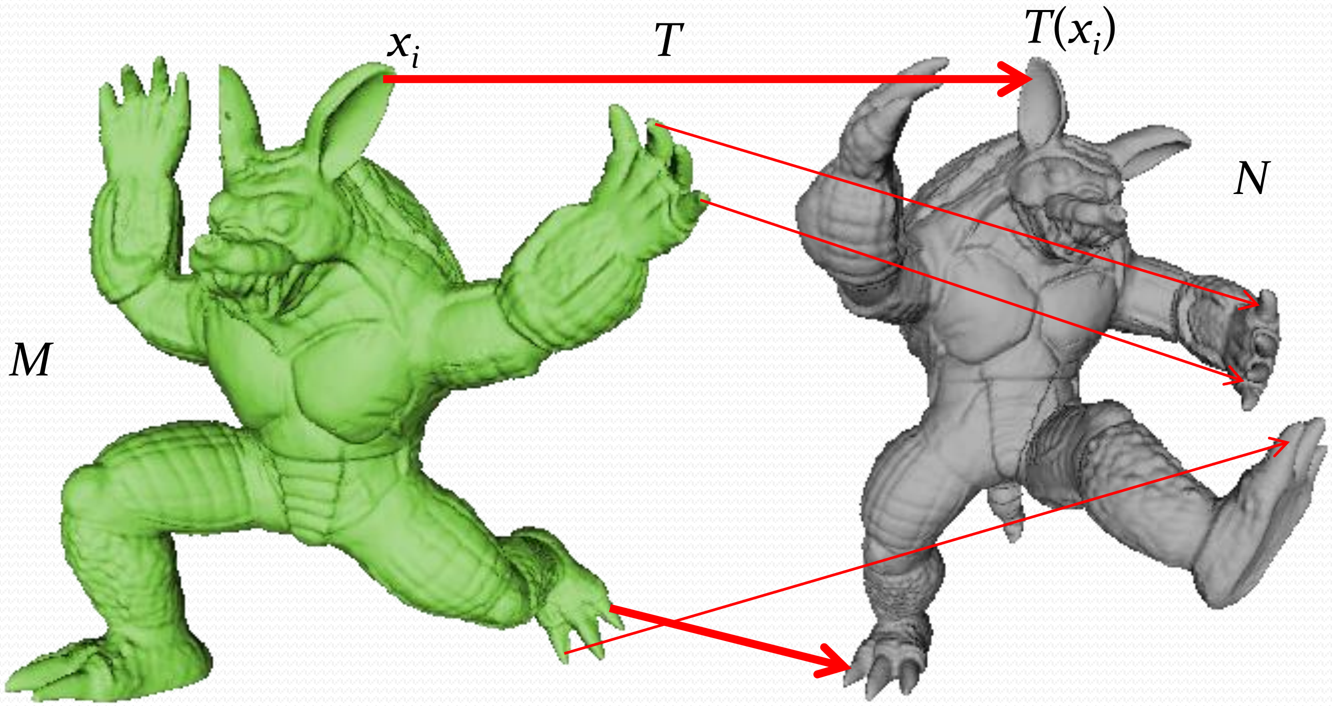


Heat Kernel Signature

Robust to pose variations

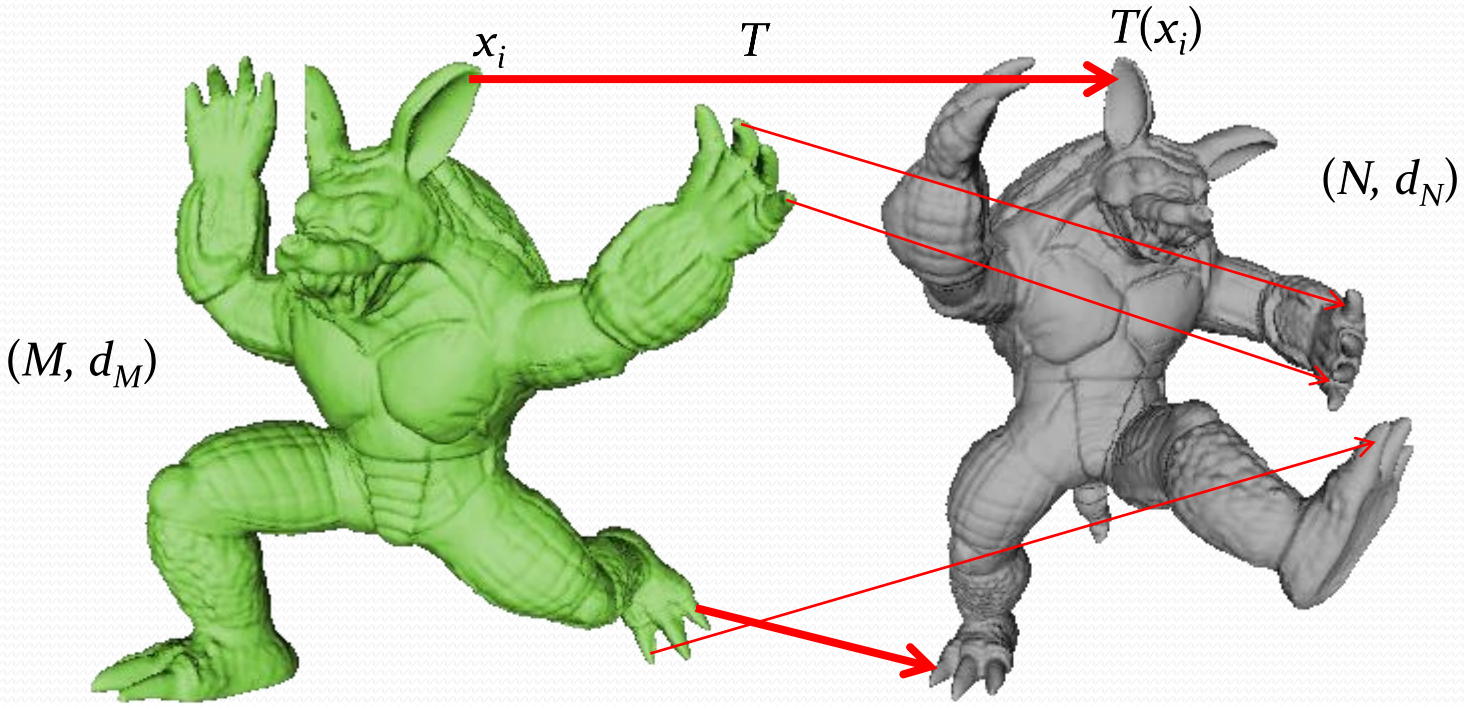
Signature preservation

$$T_{opt} = \underset{T:M \to N}{\arg\min} \sum_{x_i \in M} \left\| S(x_i) - S(T(x_i)) \right\|$$



Metric preservation

$$T_{opt} = \arg \min_{T:M \to N} \sum_{(x_i, x_j) \in M \times M} \left\| d_M(x_i, x_j) - d_N(T(x_i), T(x_j)) \right\|$$



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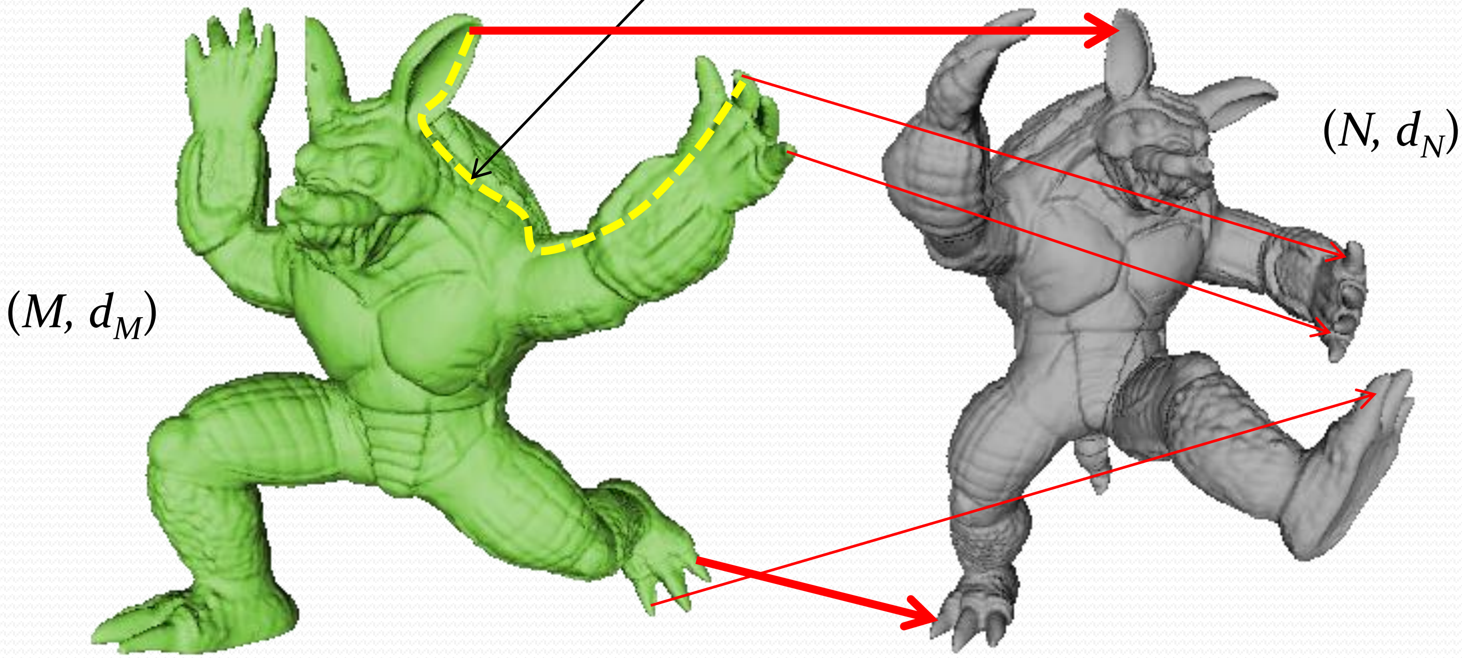

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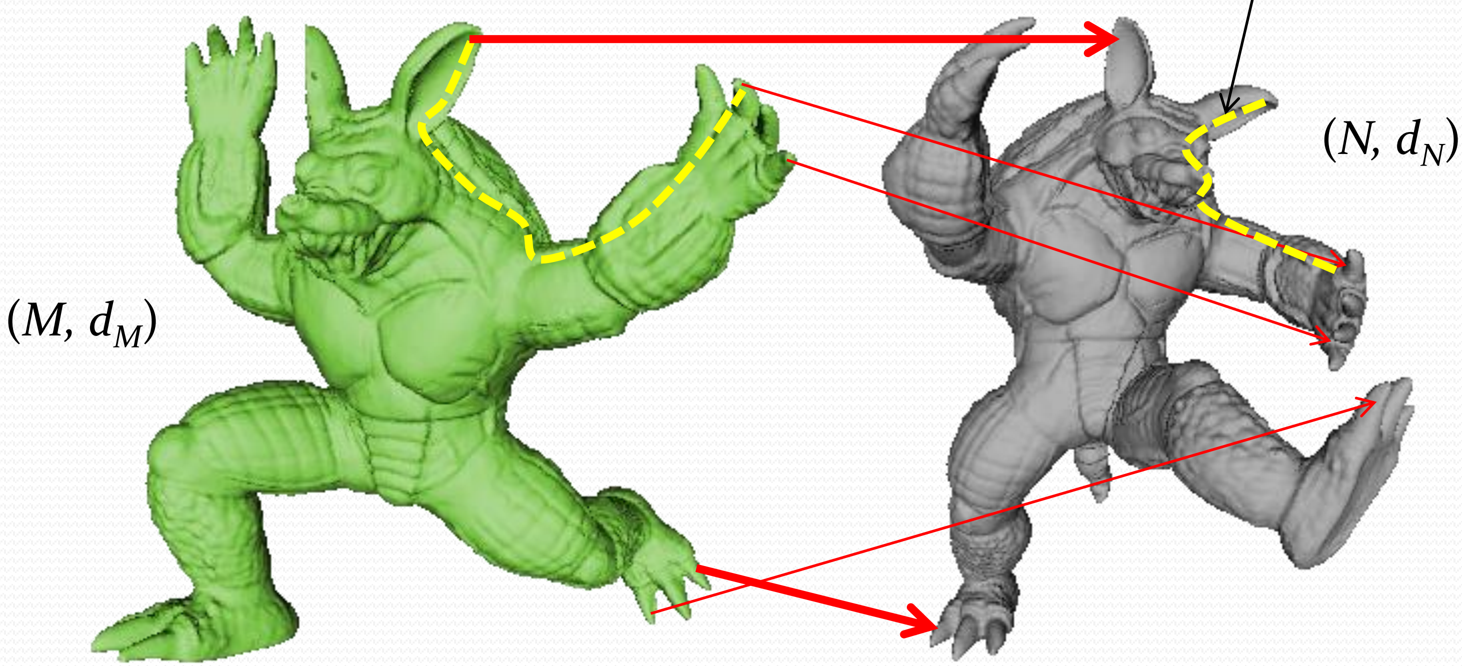

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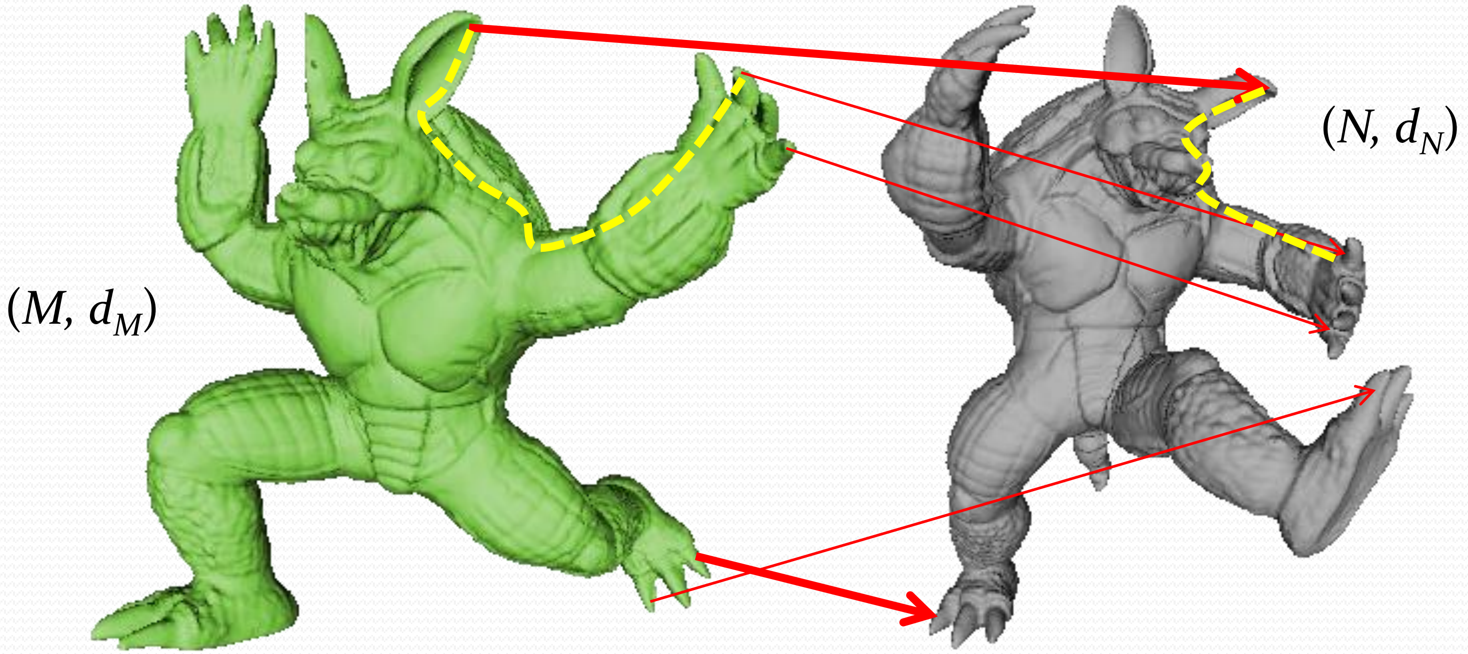

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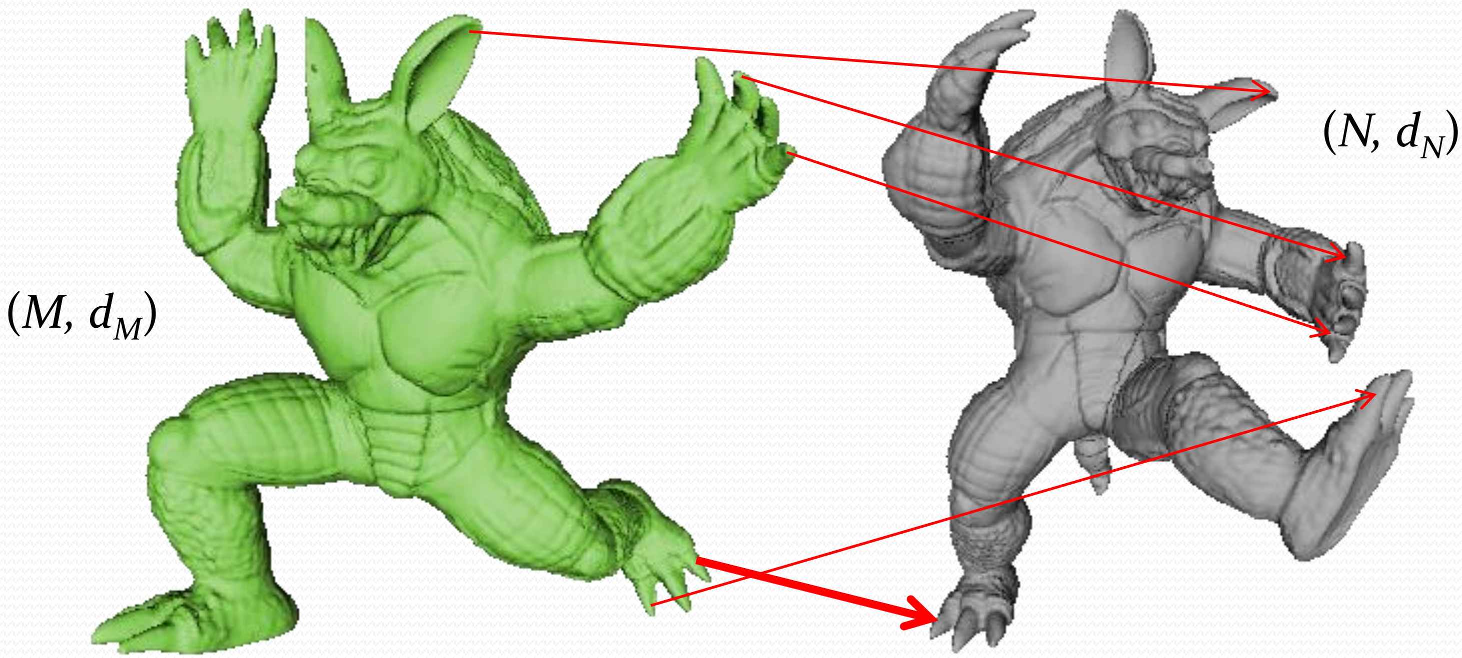

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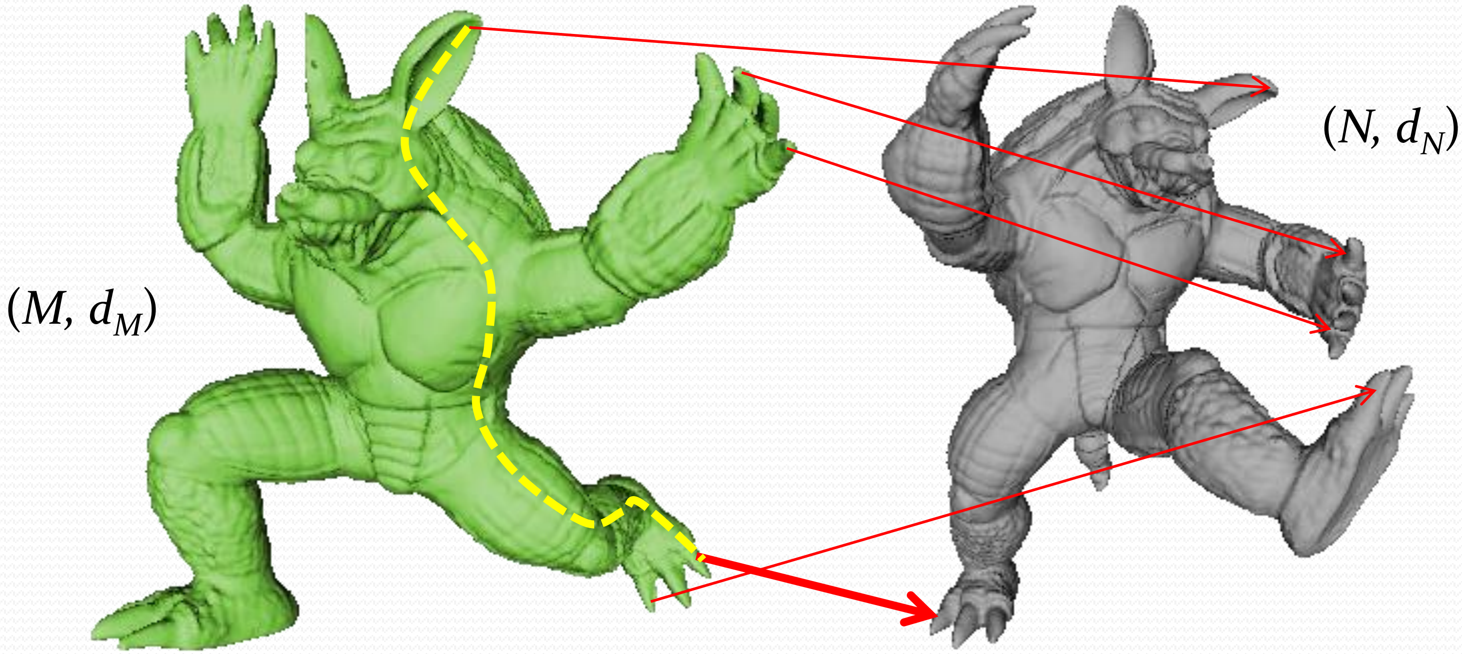

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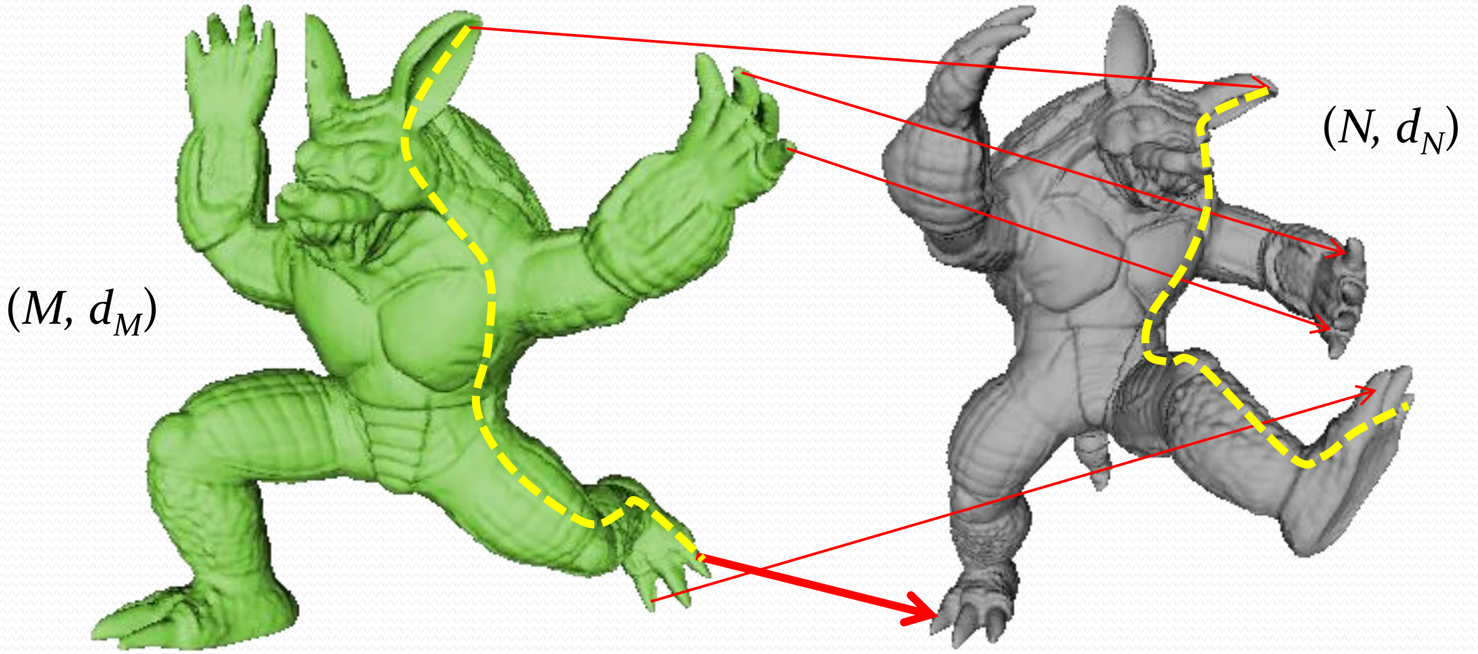

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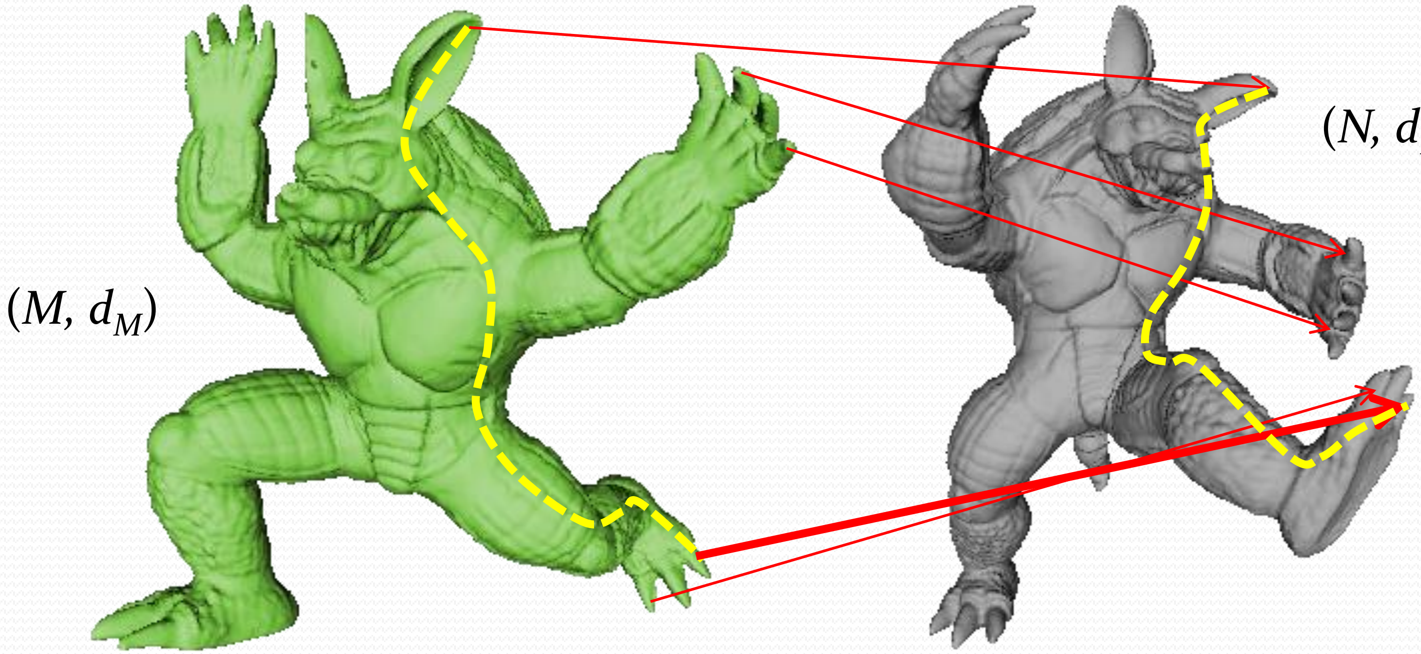

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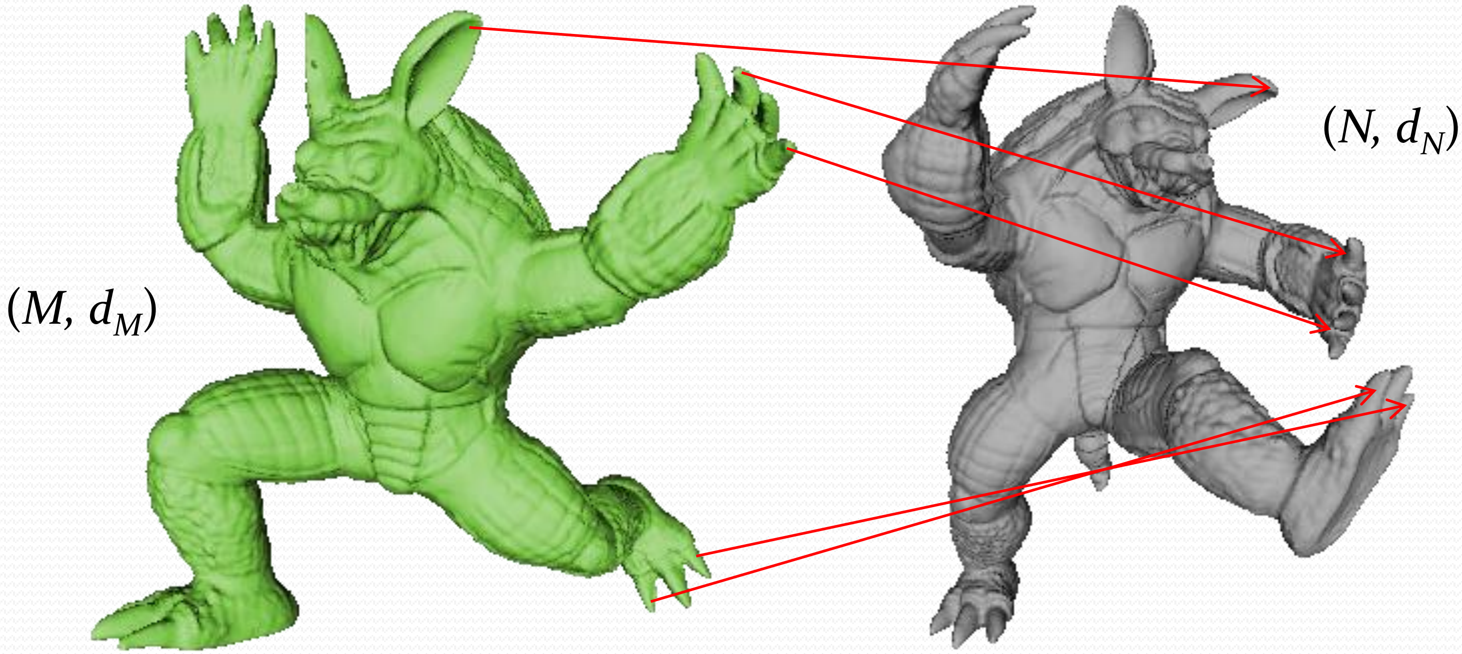
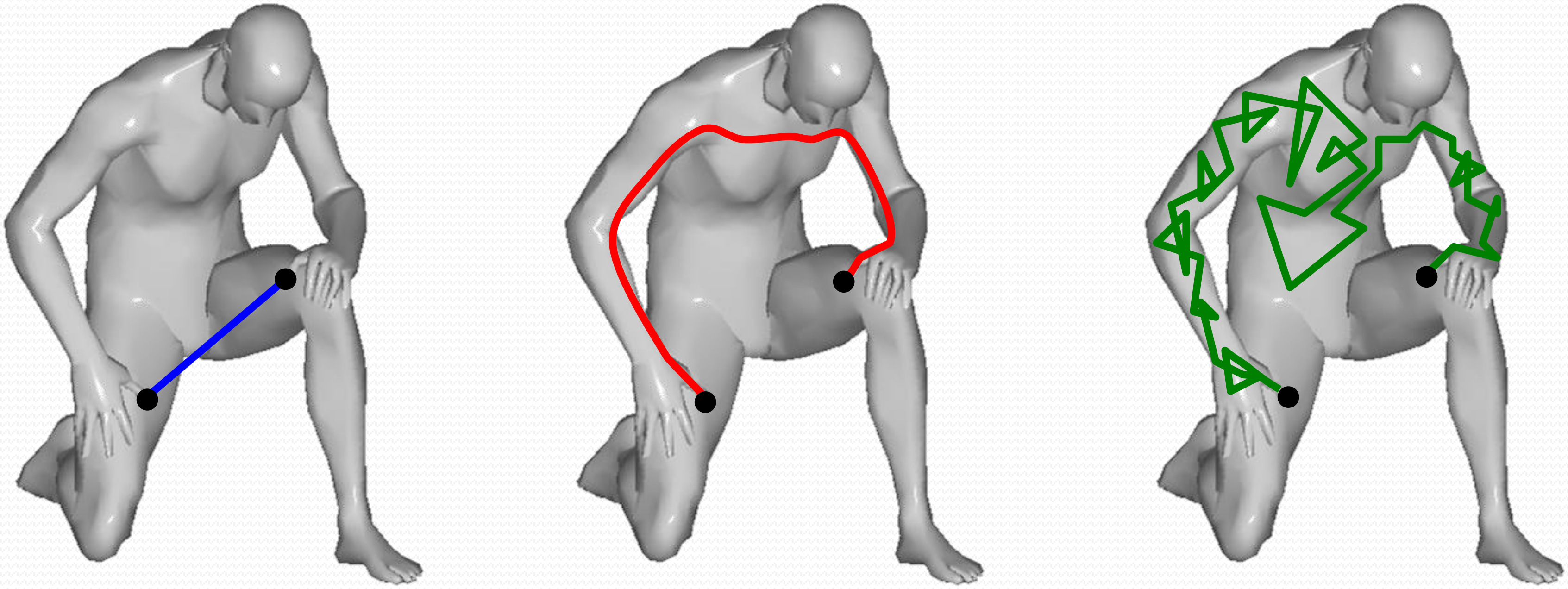
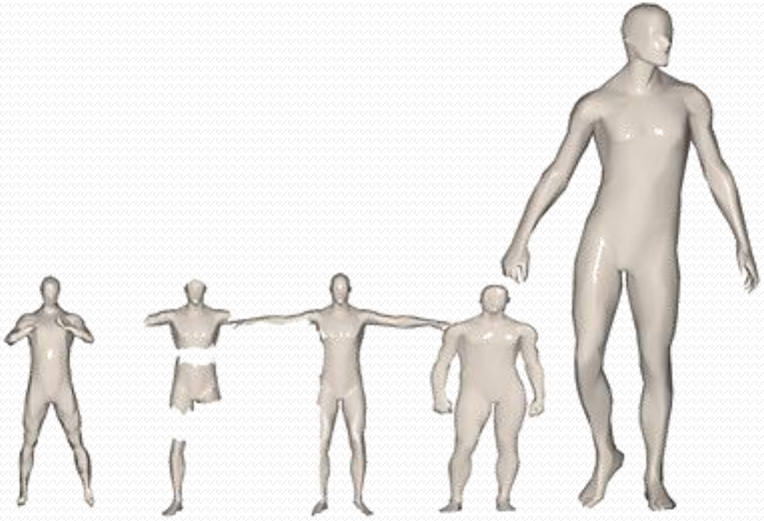


Examples of metrics

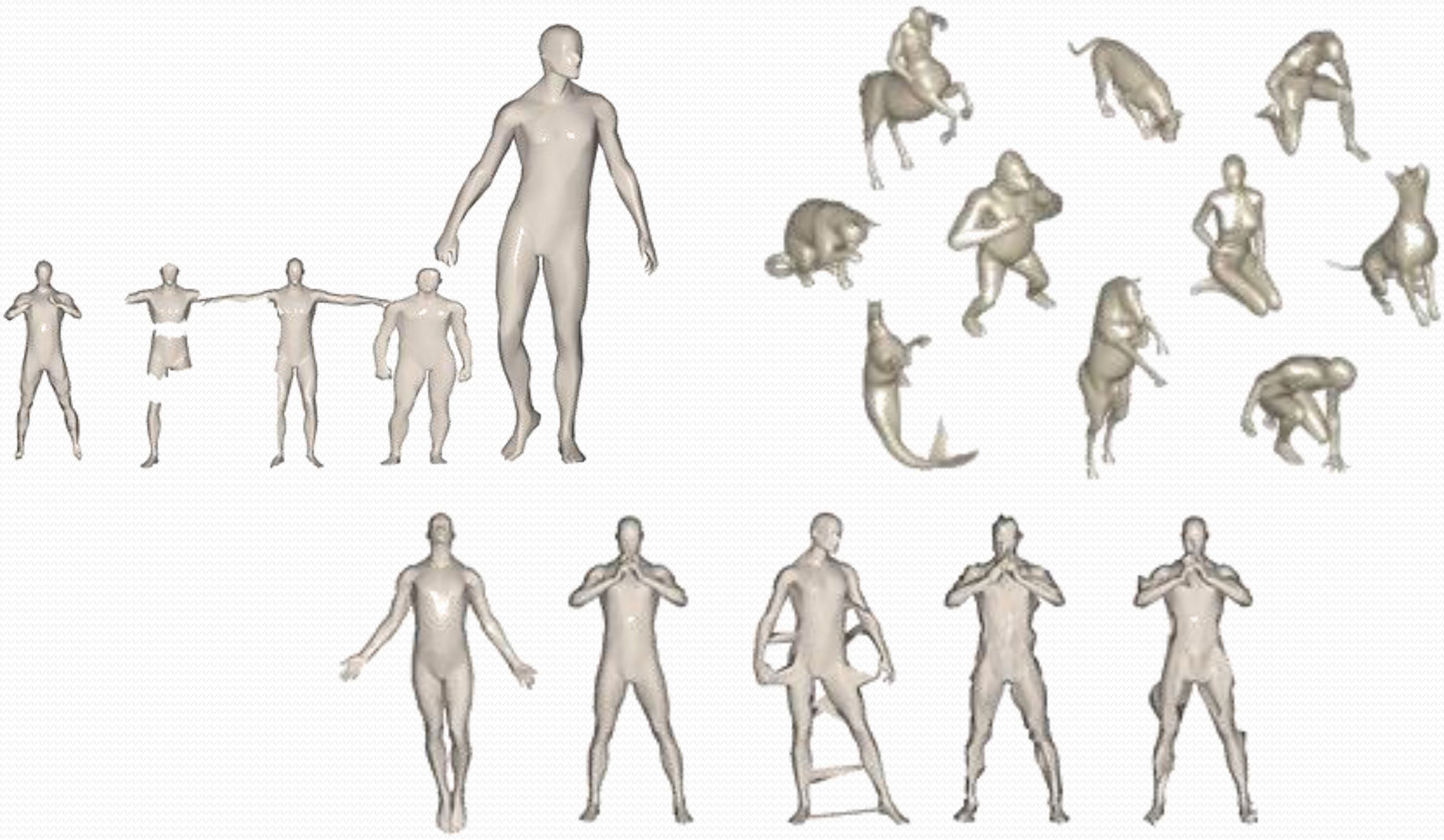


Euclidean **Geodesic** **Diffusion**

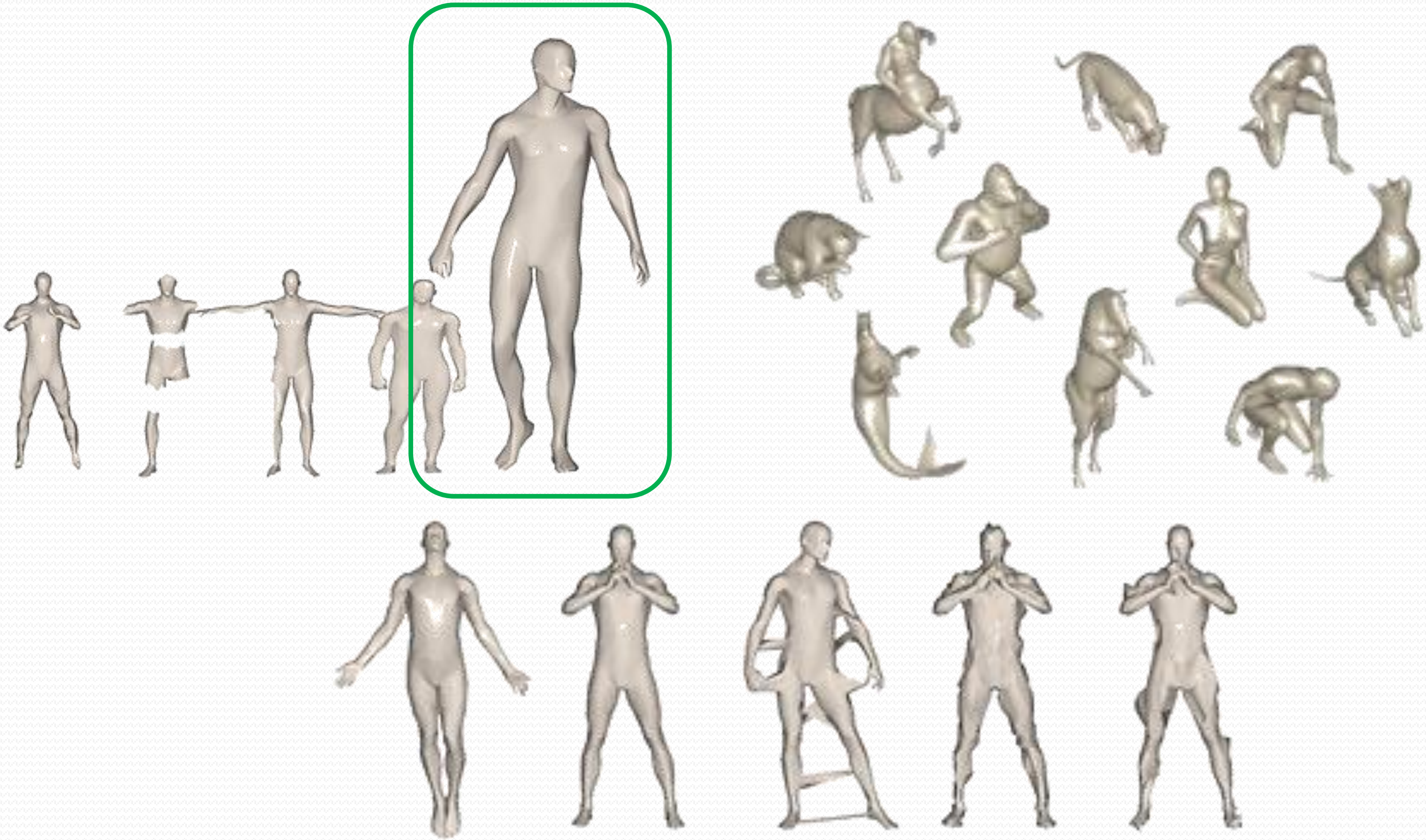
Invariance to what?



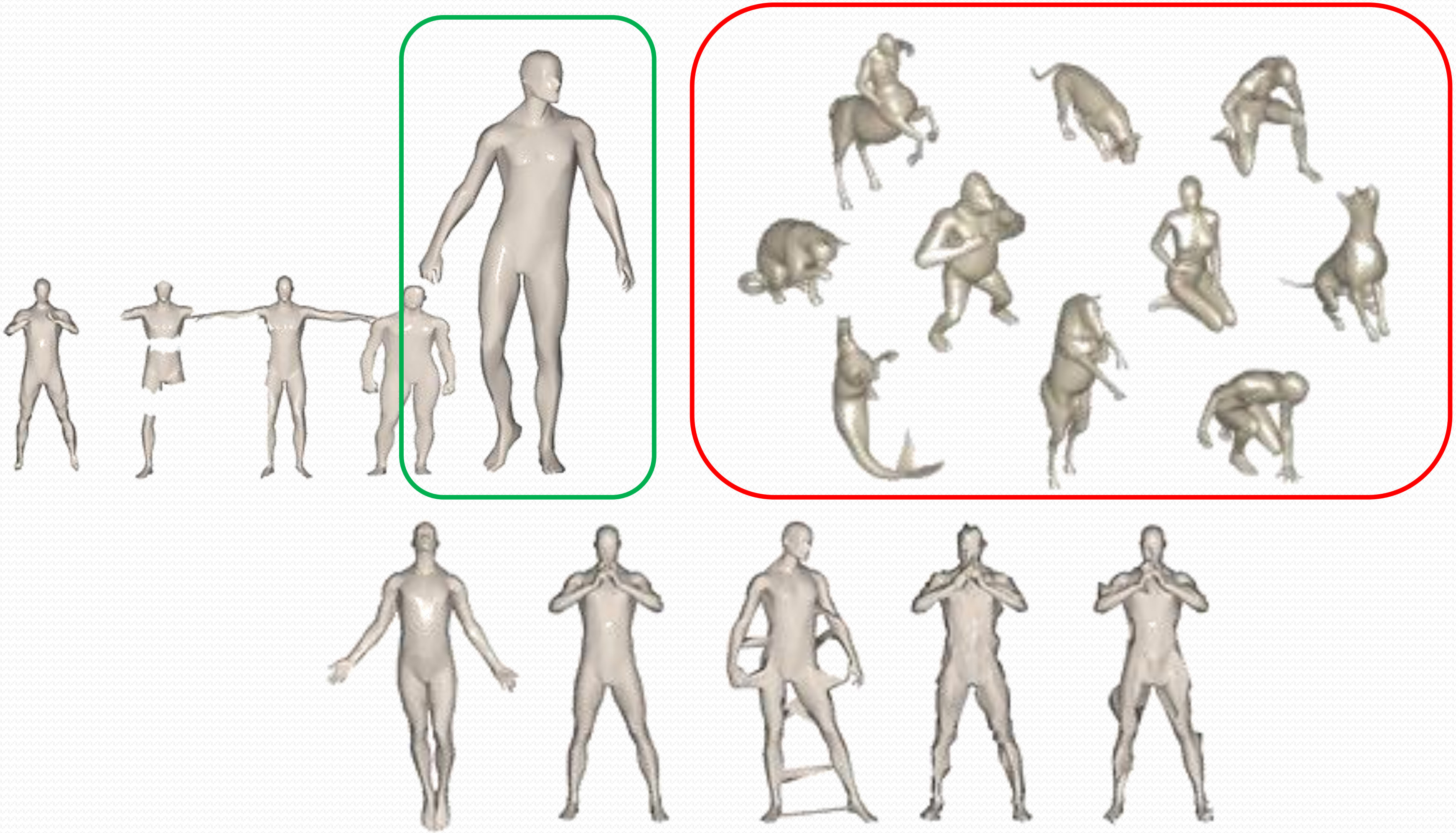
Invariance to what?



Invariance to what?

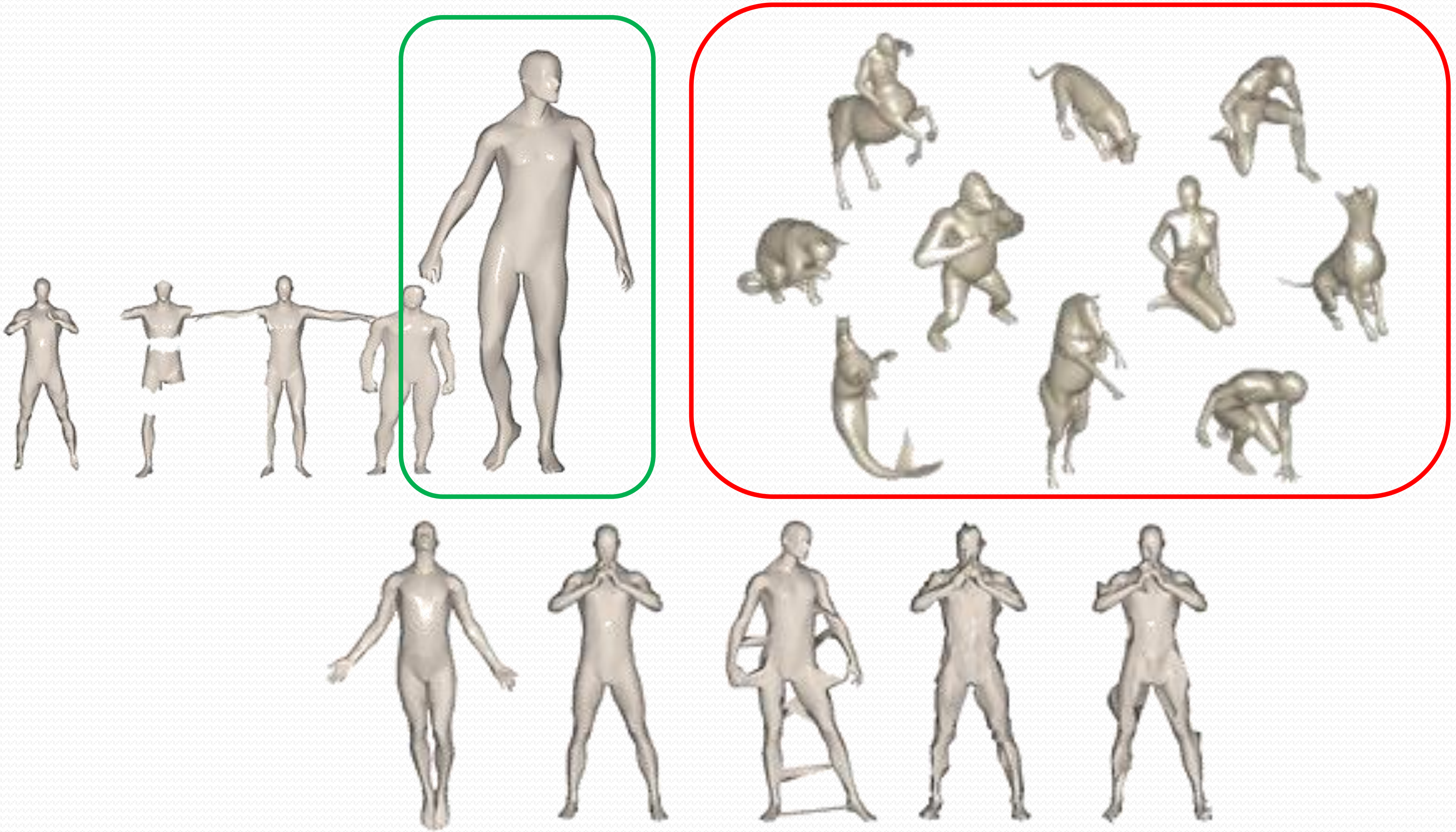


Invariance to what?



Invariance to what?

Shapes belong to other classes!



Inter-class matching, or…

Inter-class matching, or…

Matching a shark to a tornado

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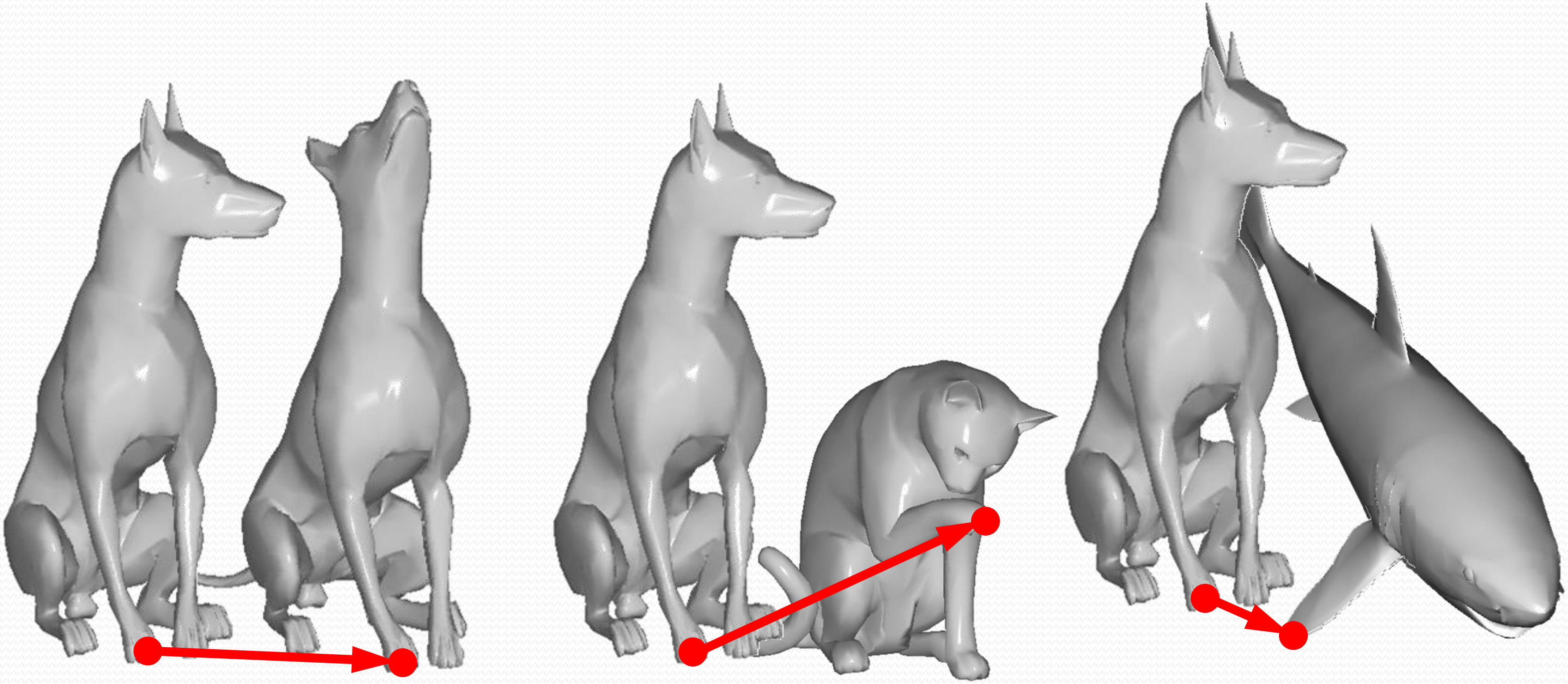


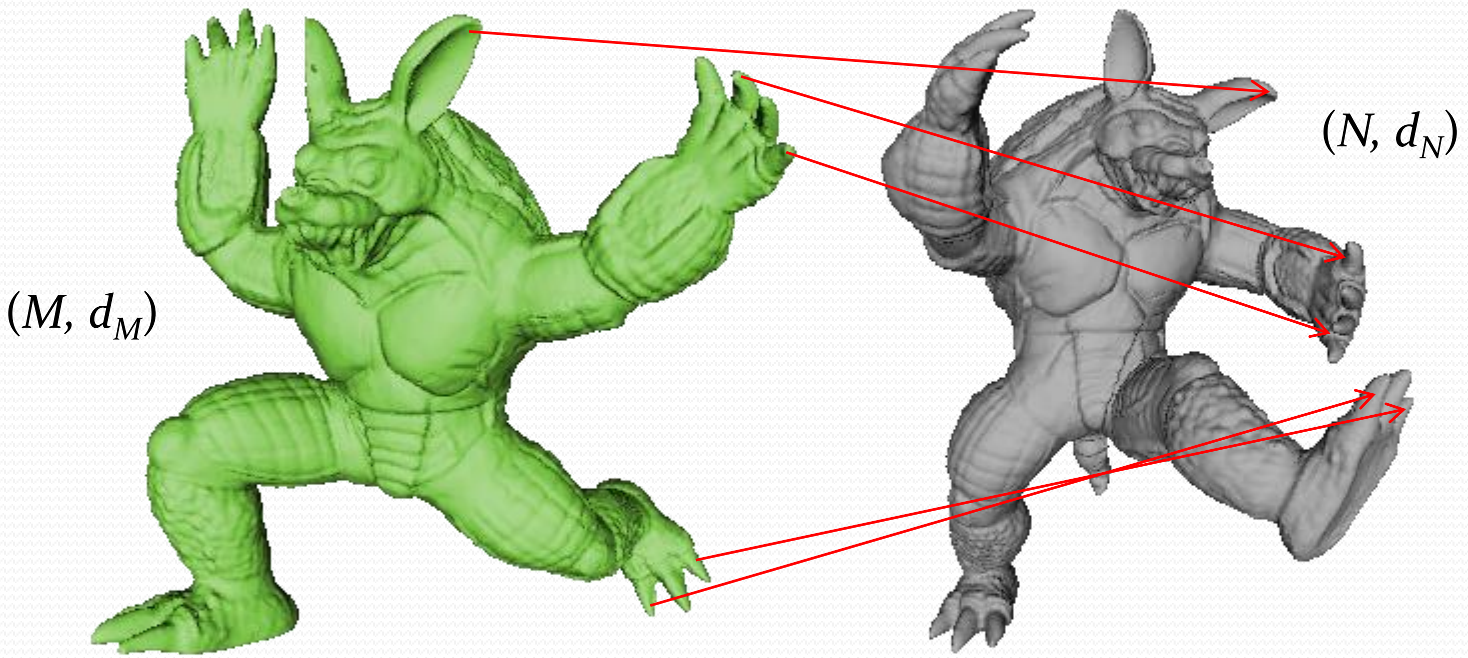
Geometric
“ *accurate* ”

Semantic
“ *makes sense* ”

Aesthetic
“ *beautiful* ”

Gromov-Hausdorff distance

$$T_{opt} = \arg\min_{T:M \to N} \sum_{(x_i, x_j) \in M \times M} \left\| d_M(x_i, x_j) - d_N(T(x_i), T(x_j)) \right\|$$



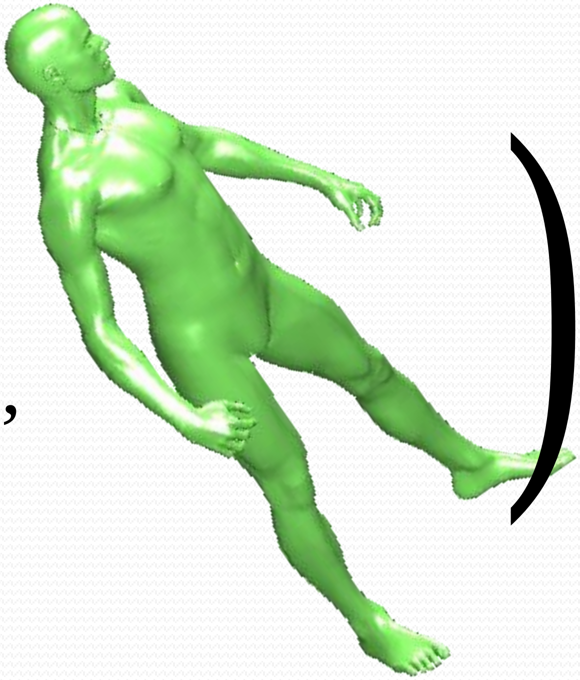
Gromov-Hausdorff distance

- Minimizing the worst-case distortion of the metric caused by the correspondence T is given by:

$$D_{\mathcal{GH}}(M,N) = $$
$$= \min_{T:M\to N} \max_{(x_i,x_j)\in M\times M} \left\| d_M(x_i,x_j) - d_N(T(x_i),T(x_j)) \right\|$$

This is a *true* distance among shapes ☺

Gromov-Hausdorff distance

$D_{\mathcal{GH}}\Bigg($  ,  $\Bigg) = 0$

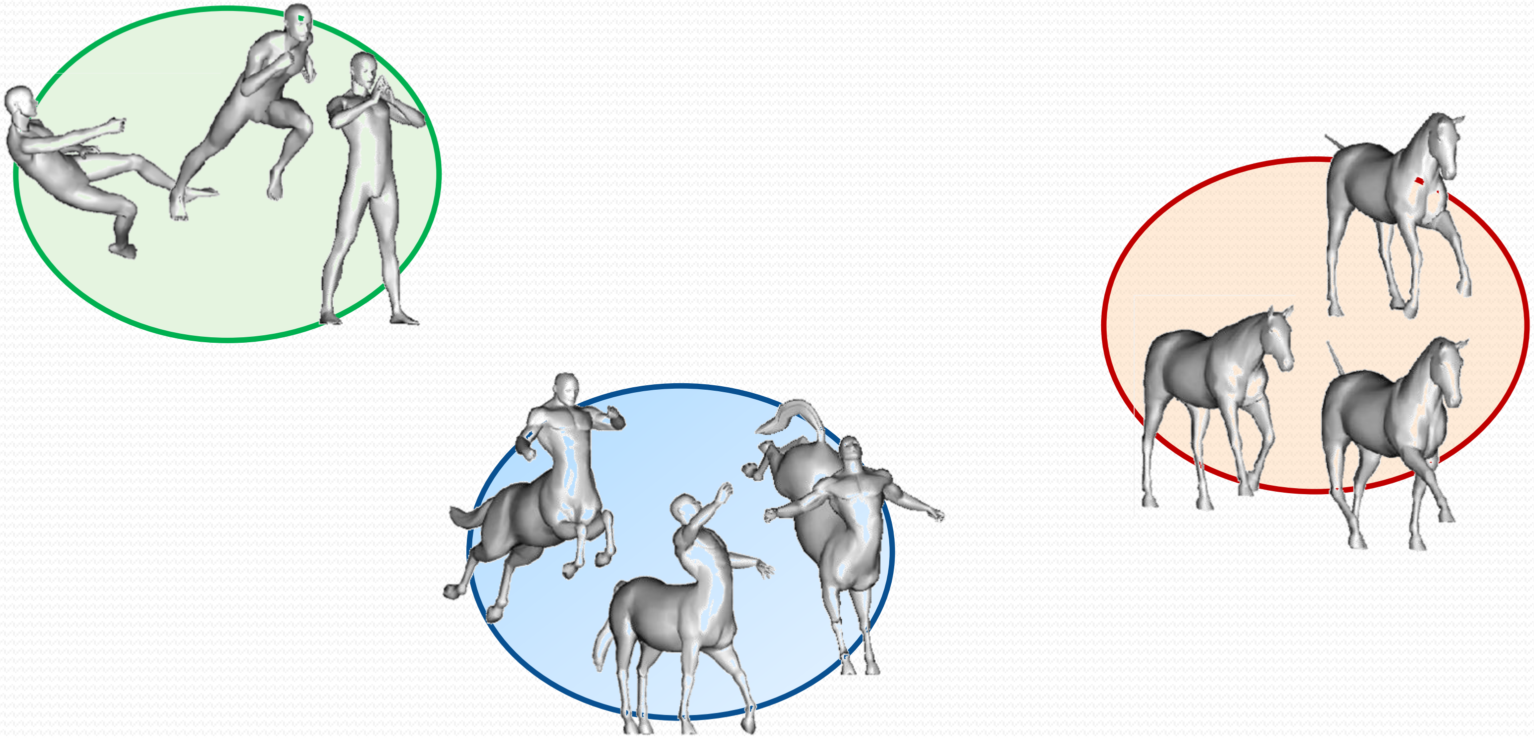
Gromov-Hausdorff distance

$D_{\mathcal{GH}}\Bigg($  ,  $\Bigg) = 0.82$

Gromov-Hausdorff distance

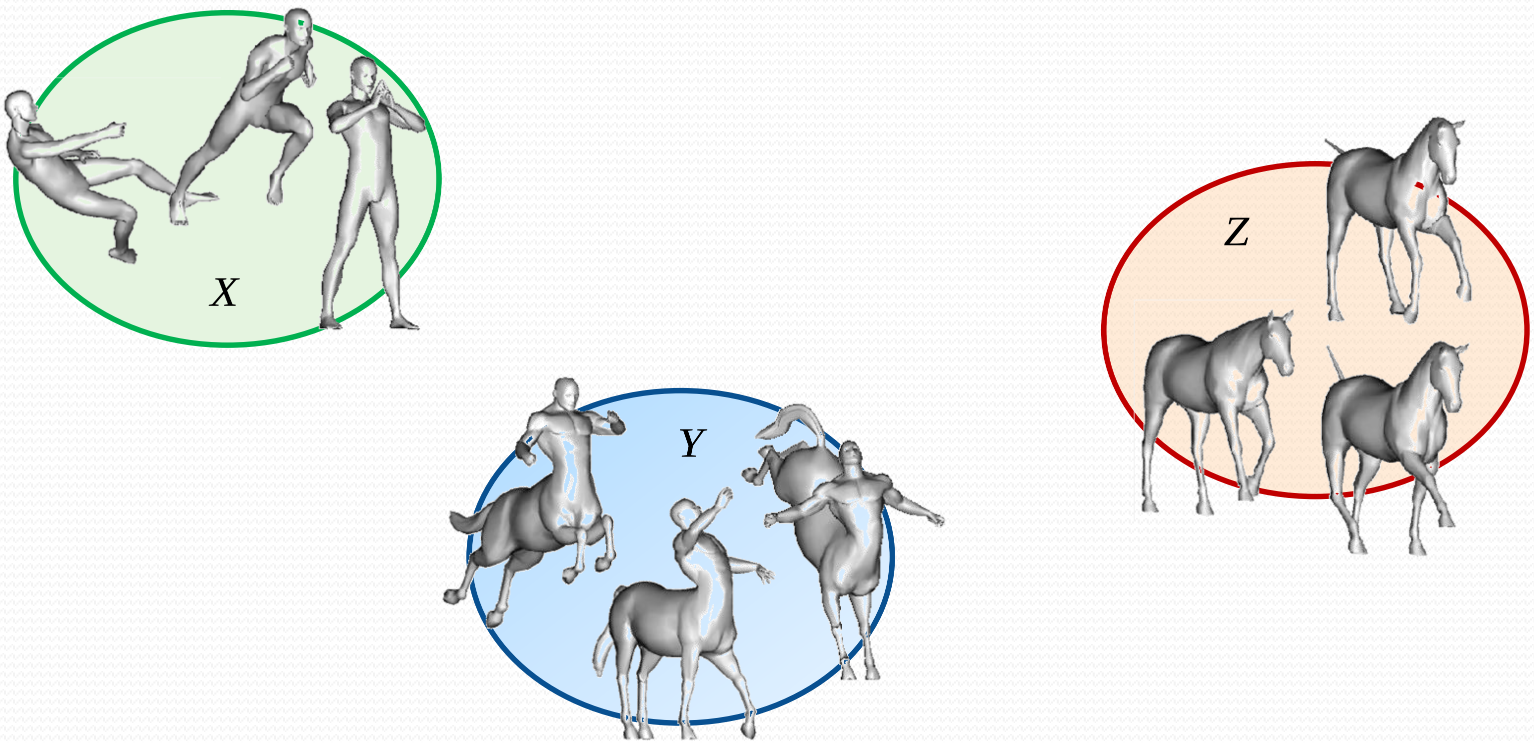
$D_{\mathcal{GH}}\Bigg($  ,  $\Bigg) = 10^{3}$

Space of shapes



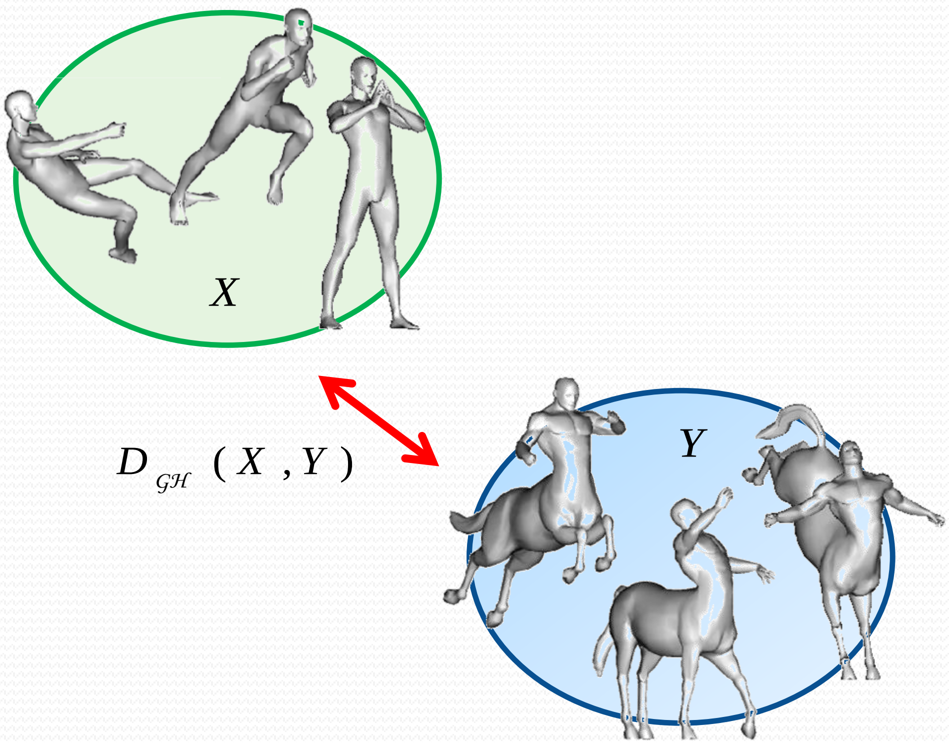
Is there something like a “space of shapes”?

Space of shapes

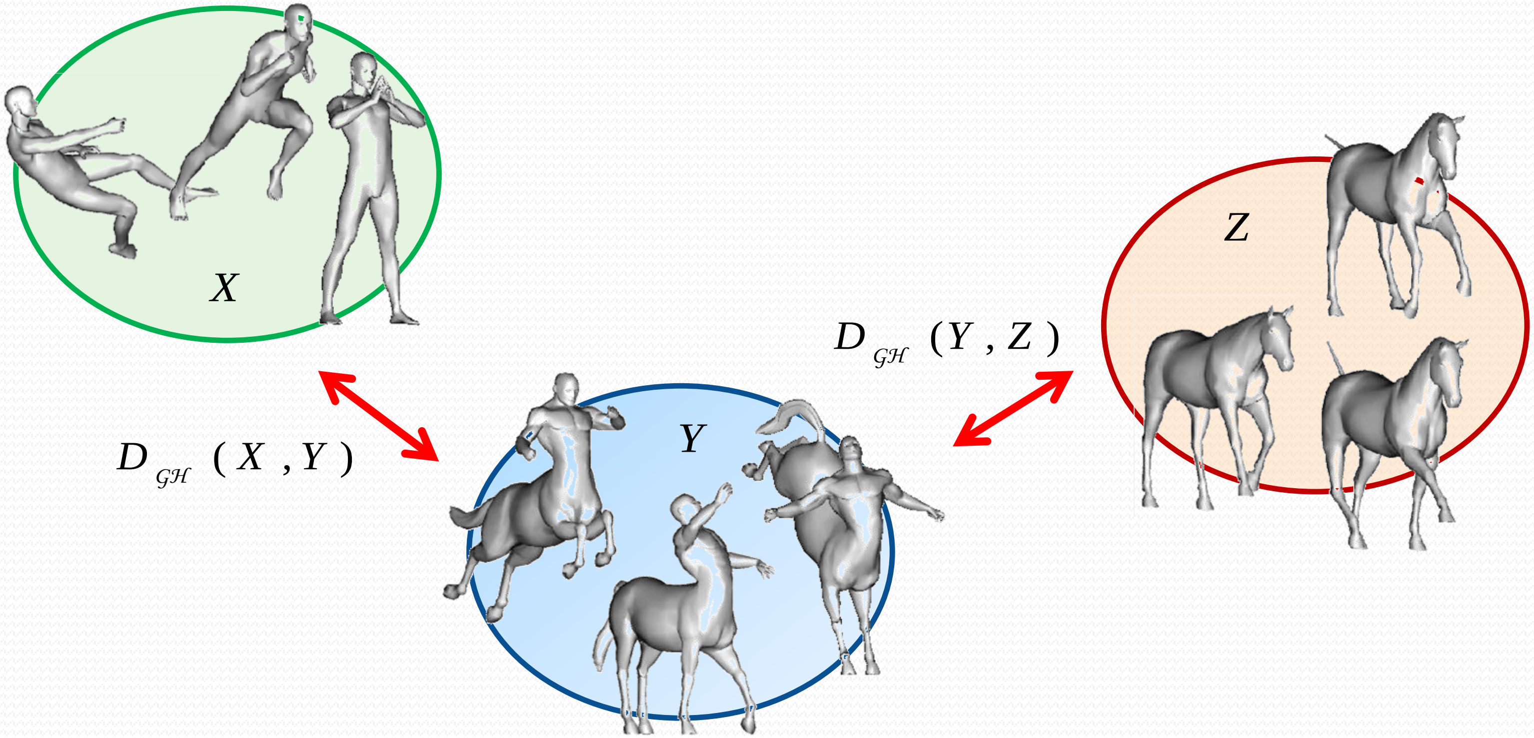


Is there something like a “space of shapes”? **Yes!**

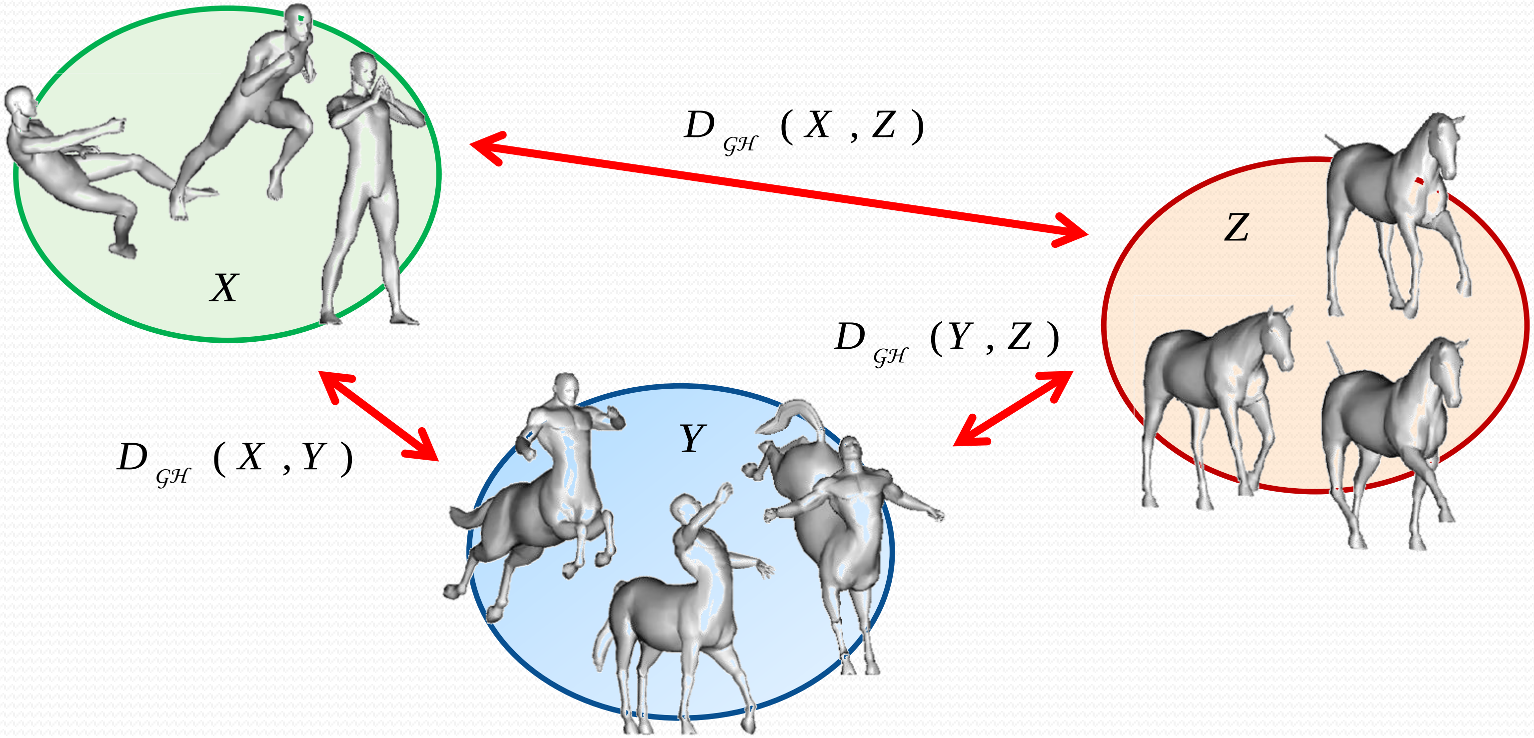
Space of shapes



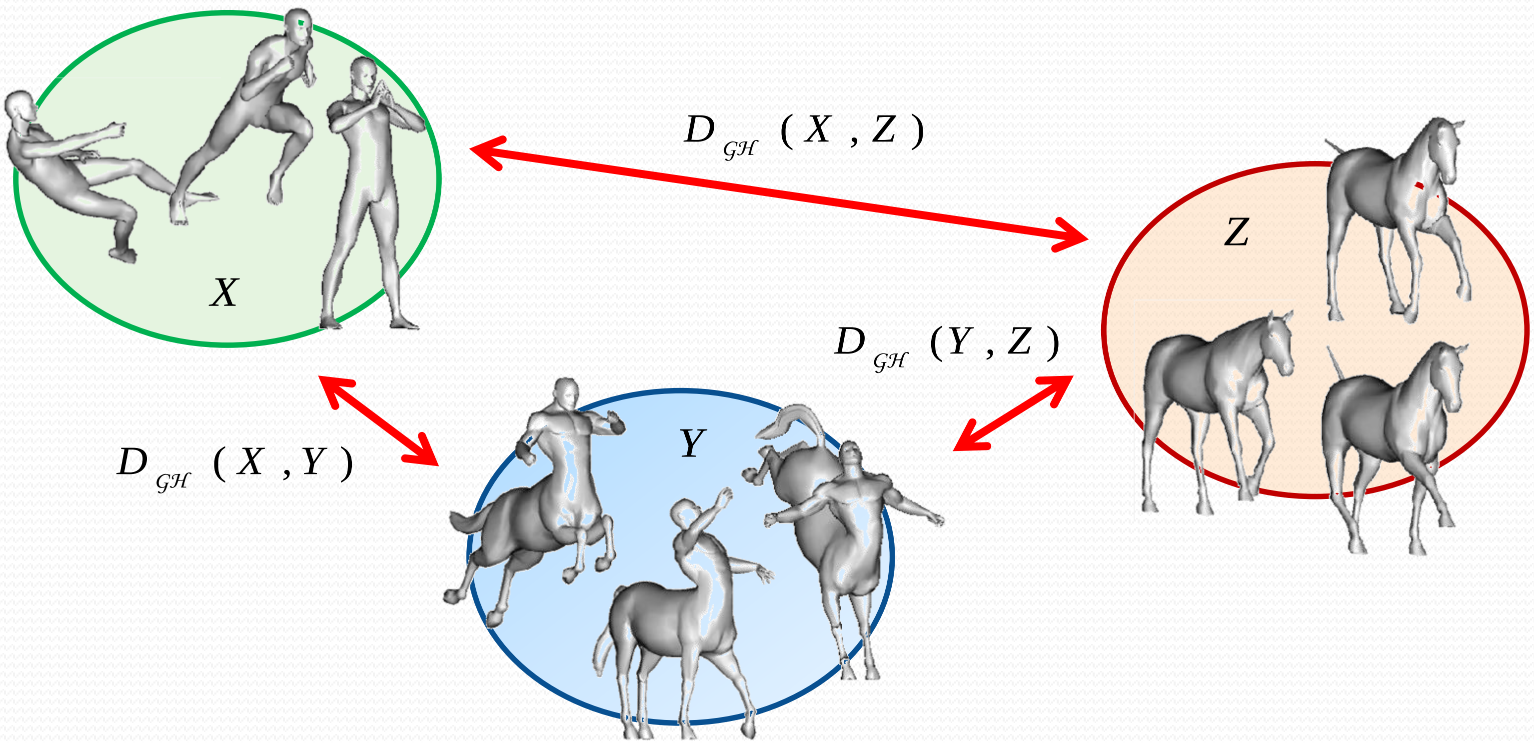
Space of shapes



Space of shapes



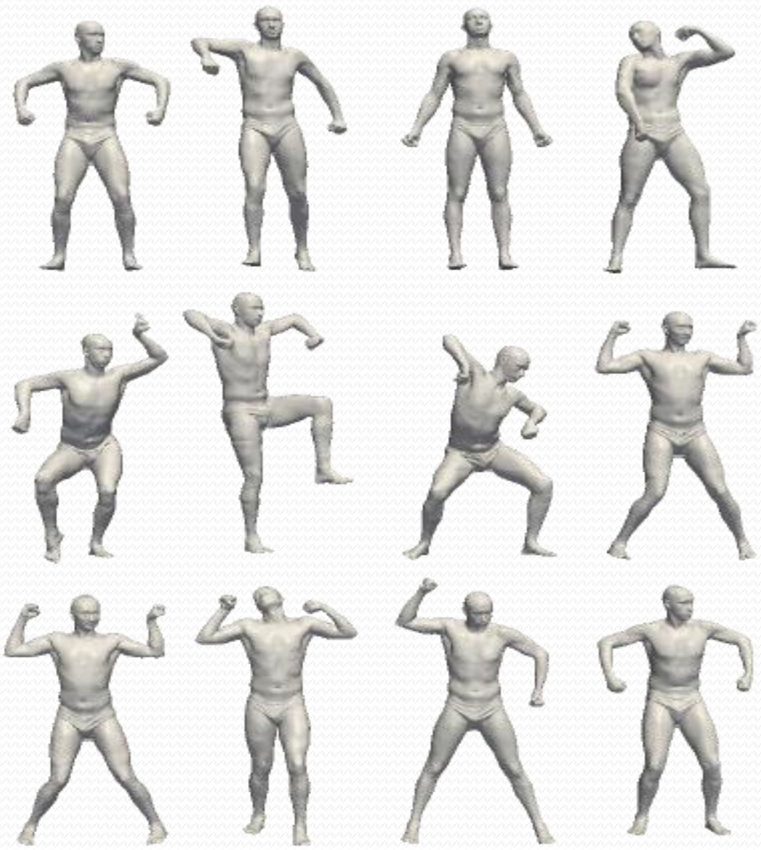
Space of shapes



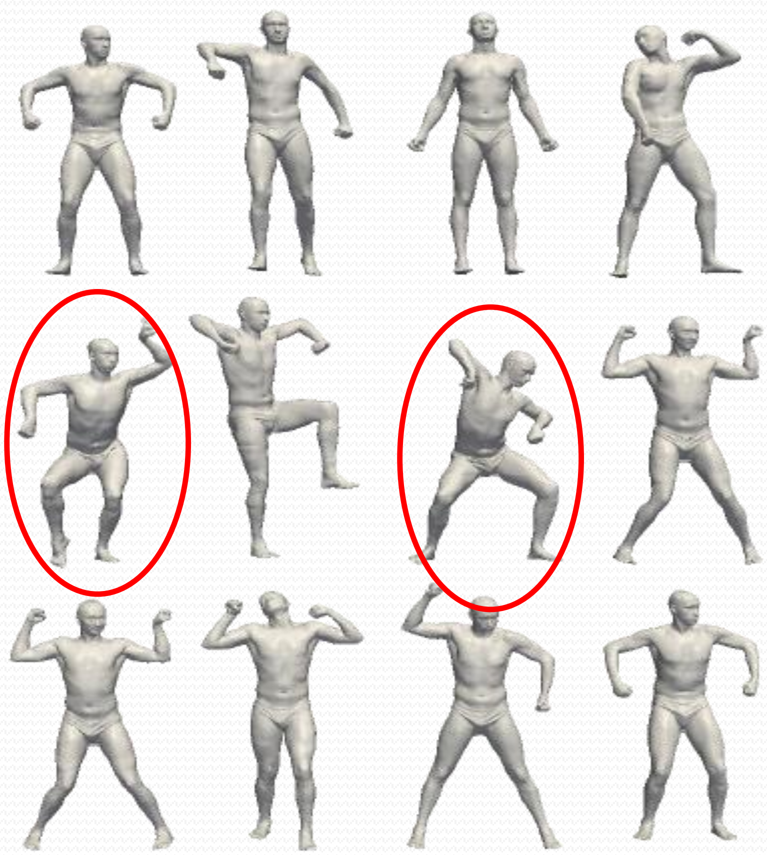
Triangle inequality: $D_{\mathcal{GH}}(X, Y) + D_{\mathcal{GH}}(Y, Z) \geq D_{\mathcal{GH}}(X, Z)$

Beyond two shapes

- Let us consider an entire **collection** of shapes

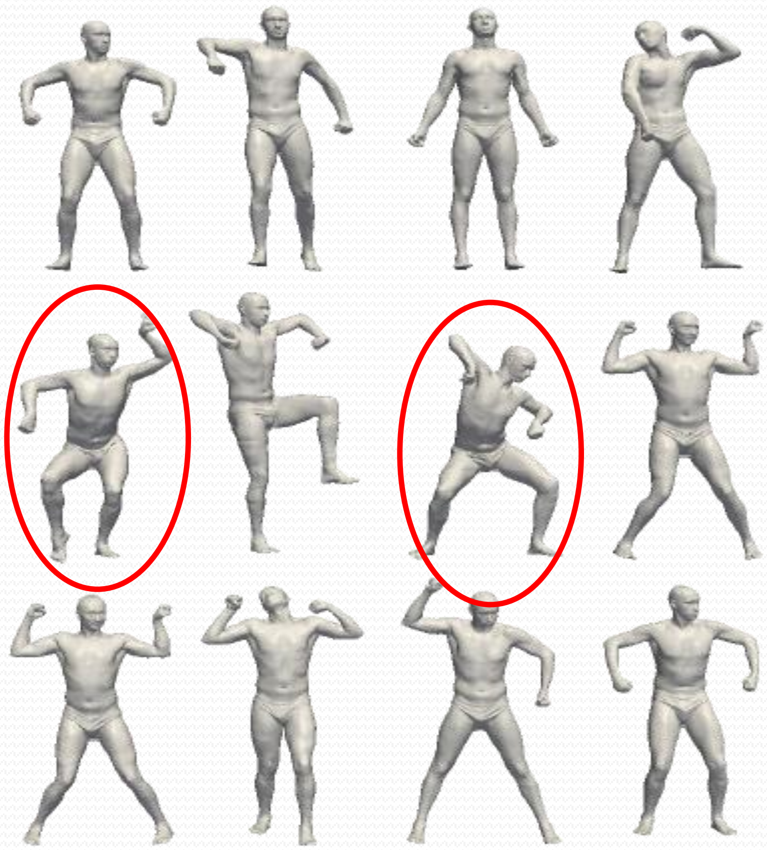


Beyond two shapes



Difficult to match!

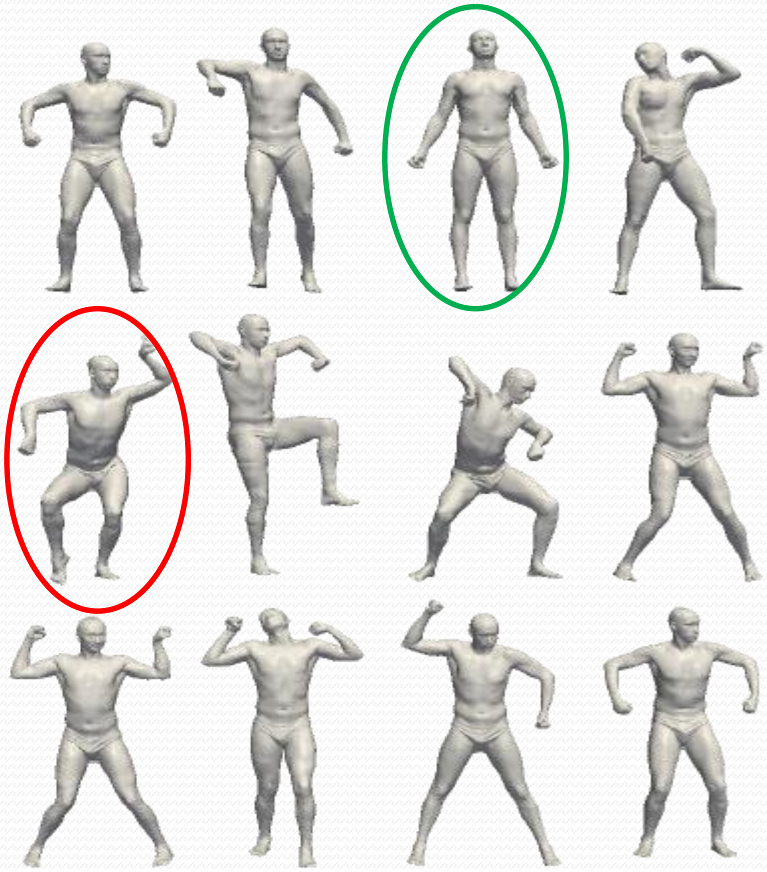
Beyond two shapes



Difficult to match!

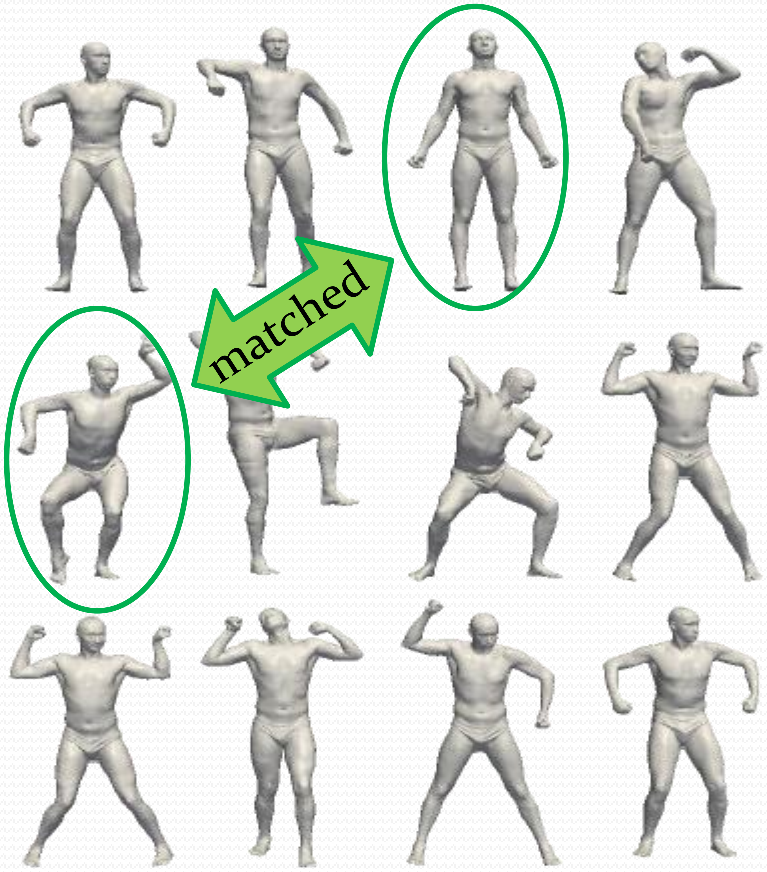
Can we use additional information to produce better correspondences?

Beyond two shapes

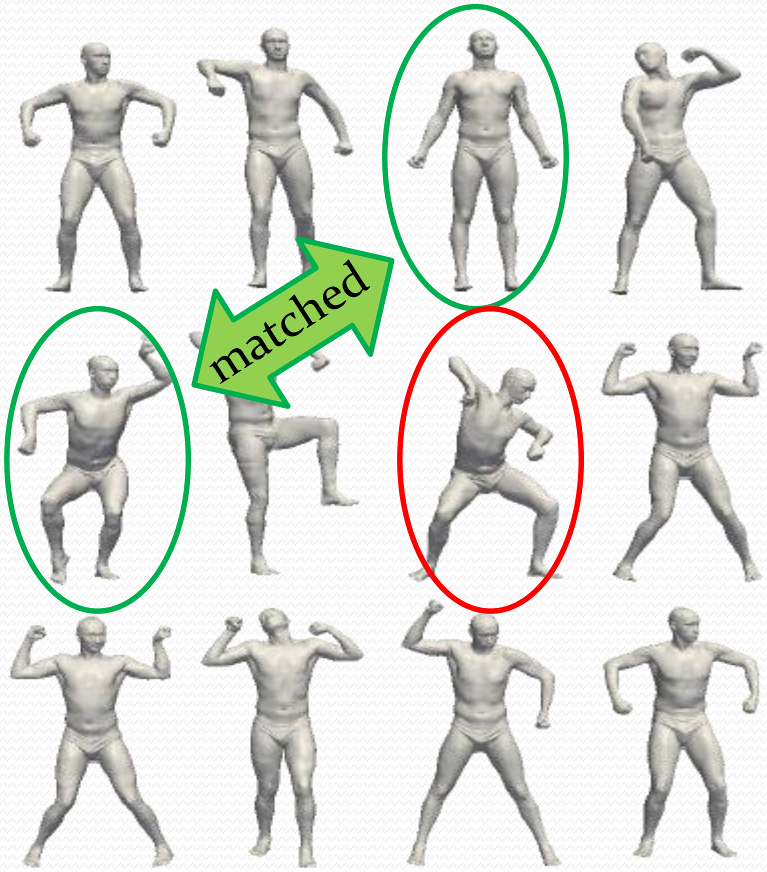


Easier to match!

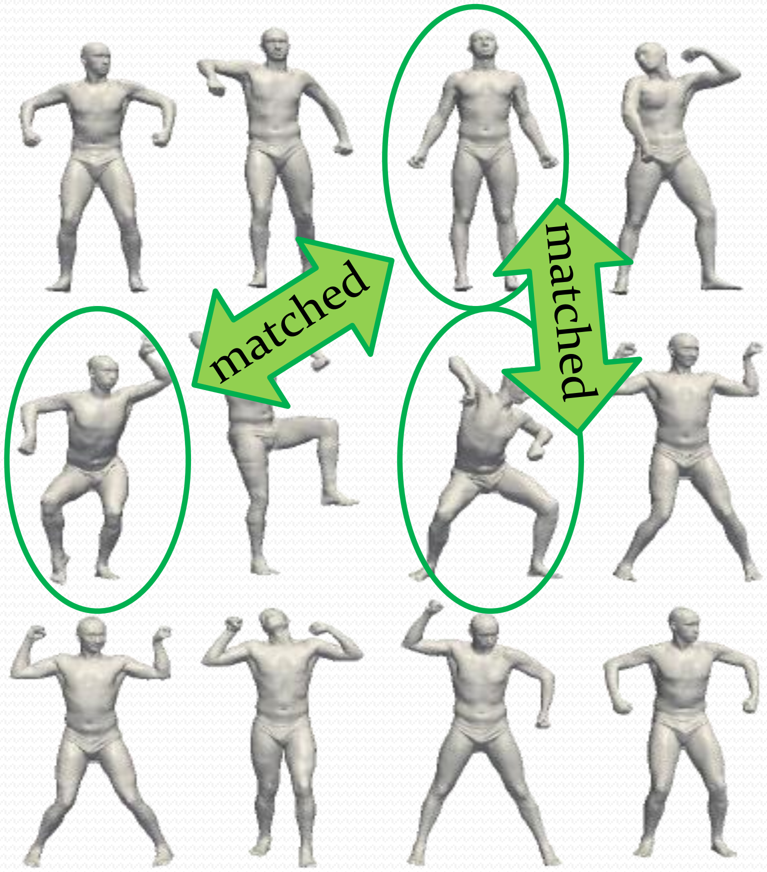
Beyond two shapes



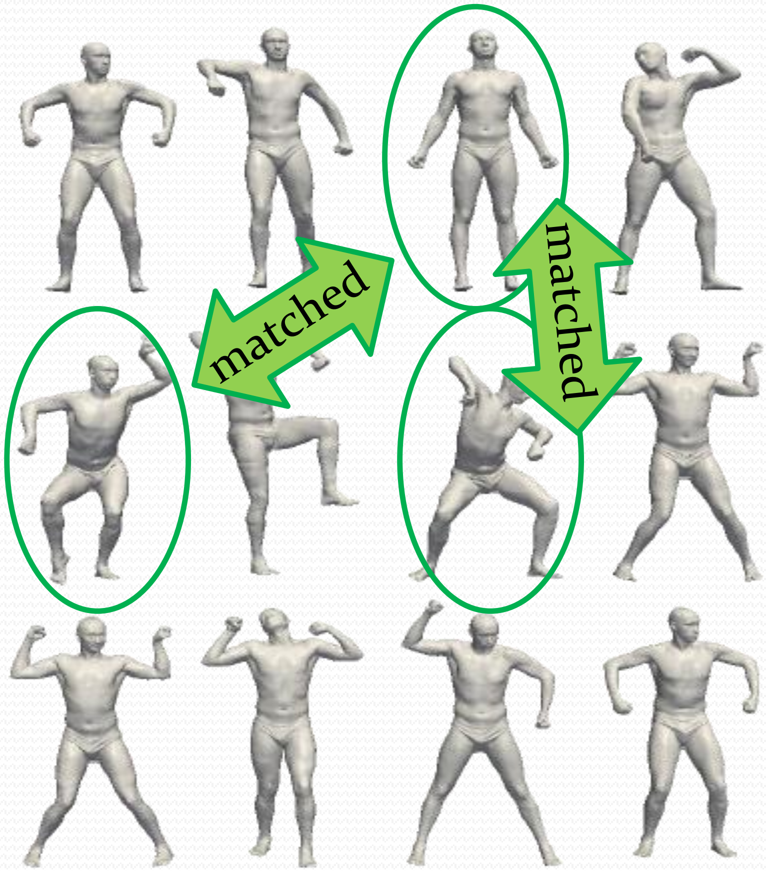
Beyond two shapes



Beyond two shapes

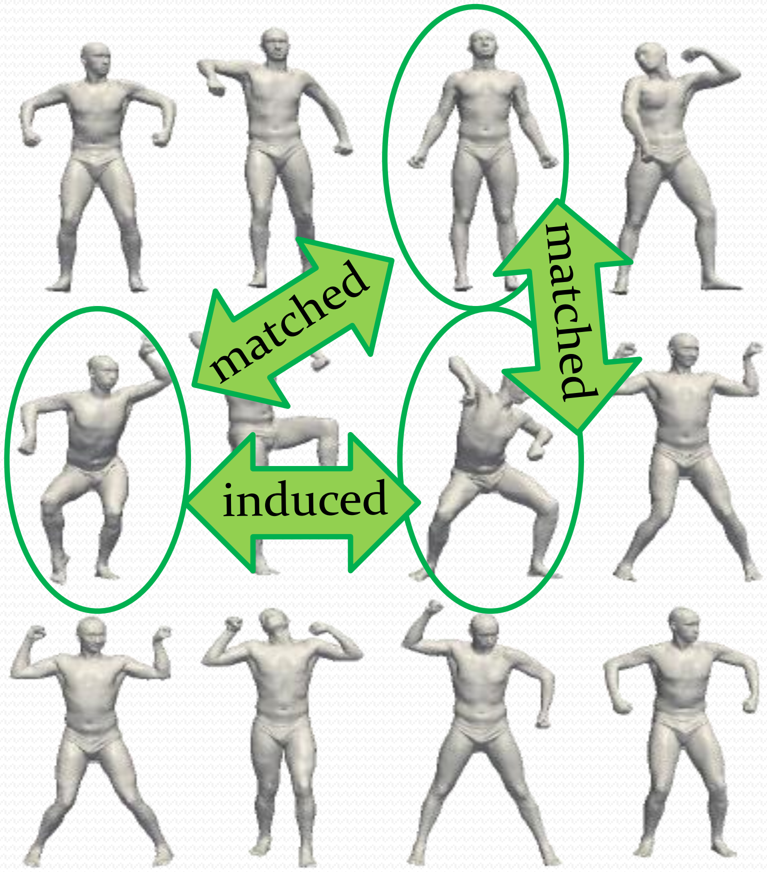


Beyond two shapes



A correspondence can now be induced by transitivity or “triangle consistency”

Beyond two shapes



A correspondence can now be induced by transitivity or "triangle consistency"

Suggested readings

- *Numerical geometry of non-rigid shapes*. Chapter 1 – Introduction.