Analysis of Three-Dimensional Shapes E. Rodolà, T. Windheuser, M. Vestner Summer Semester 2015 Computer Vision Group Institut für Informatik Technische Universität München

## Weekly Exercises 8

Room: 02.09.023 Wed, 17.06.2015, 14:15-15:45

Submission deadline: Tue, 16.06.2015, 23:59 to windheus@in.tum.de Please send in only Latex-PDF. If you have hand-written solutions, please hand them in during the lecture.

## Functional maps

We will in the following denote by  $\{\psi_i\}$  the standard basis (hat functions) and by  $\{\phi_i\}$  the basis of Laplace Beltrami eigenfunctions.

**Exercise 1** (One Point). One way to convert a functional map  $T_F$  to a point to point mapping is to apply  $T_F$  to special functions on the first shape, associated with the vertices (*indicator functions*) and then look for the indicator function on the second shape that is most similar (in the  $L^2$ -sense) to the image.

- 1. Calculate the  $L^2$ -norm of the function  $f = \sum a_i \phi_i^M$  in terms of the coefficient-vector a.
- 2. Show that if we choose the indicator functions to be Diracs  $\delta_j = M^{-1}e_j$  we can find the most similar indicator functions by comparing the columns of the matrix  $C\Phi_M^T$  with the columns of  $\Phi_N^T$ . Your calculations should start with

$$\left\| T_F(\delta_i^M) - \delta_j^N \right\|_{L^2(N)} = \dots$$

## Programming: Functional Maps

Exercise 2 (Two points). Download and expand the file ex8.zip from the lecture website. Modify the files spectralFM.m, fmToVertexMap.m and optimalFM.m to implement the functions as explained below. You can run the script exercise.m to test and visualize your solutions.

spectralFM.m The function C = spectralFM(P) accepts a functional map P and returns an equivalent functional map C.

Functional map P is given as an n-by-n matrix and transforms the coordinates  $\alpha \in \mathbb{R}^n$  of a real-valued function on mesh M1 with respect to the basis of hat functions  $\{\psi_i^{\text{M1}}\}_i$  into the coordinates  $\beta \in \mathbb{R}^n$  of a real-valued function on mesh M2 with respect to the basis of hat functions  $\{\psi_i^{\text{M2}}\}_i$ . I. e. let  $f = \sum_i \alpha_i \phi_i^{\text{M1}}$  be a function on M1 and let  $g = \sum_i \beta_i \phi_i^{\text{M2}}$  the image of P at f, then  $\beta = \text{P}\alpha$ .

Functional map C should be an (almost) equivalent representation of P, where the functions are given as coordinates with respect to the eigen basis of the Laplace-Beltrami operator. I. e. C should be a k-by-k matrix.

What additional arguments will functions spectralFM(...) need? Please modify the script exercise.m accordingly.

fmToVertexMap.m The function c = fmToVertexMap(C, Phi1, Phi2) takes a functional map  $C \in \mathbb{R}^{k \times k}$  between the two eigenspaces represented by matrices Phi1, Phi2  $\in \mathbb{R}^{n \times k}$  and should return a point-to-point map represented by vector  $\mathbf{c} \in \{1, \dots, n\}^n$  that assigns to each vertex on mesh 1 a corresponding vertex on mesh 2 by the following optimization problem:

$$\mathsf{c}_i = rg\min_j \left\| \mathsf{C} \; \mathsf{Phil}_i^{ op} - \mathsf{Phil}_j^{ op} 
ight\|_2^2,$$

where  $\mathsf{Phil}_i^{\mathsf{T}}$  is the transposed of *i*-th row of matrix  $\mathsf{Phil}$  and  $\mathsf{Phil}_j^{\mathsf{T}}$  is the transposed of *j*-th row of matrix  $\mathsf{Phil}$ . Keep in mind that this point-to-point map is not necessarily injective.

Use matlab functions KDTreeSearcher and knnsearch to implement the function efficiently.

optimalFM.m Given some K vertex correspondences between two shapes the function C = optimalFM(c, Phi1, M1, Phi2, M2) should compute an optimal functional map  $C \in \mathbb{R}^{k \times k}$  in the least-squares sense as described in the lecture. The correspondences are given by matrix  $\mathbf{c} \in \{1, \dots, n\}^{K \times 2}$ , such that the i-th correspondence associates the  $\mathbf{c}_{i,1}$ -th vertex on shape 1 to the  $\mathbf{c}_{i,2}$ -th vertex on shape 2. Phi1, M1, Phi2, M2 are the eigenbasis and mass matrices for shape 1 and shape 2.

You can assume  $K \geq k$ . How can you construct vectors  $a_i, b_i \in \mathbb{R}^k$  from the given correspondences?