

Generalized Multidimensional Scaling

Isometry-invariant partial surface matching

Andrei Militaru

Technische Universität München

November 23, 2016

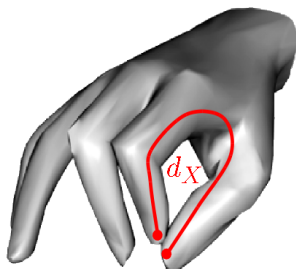
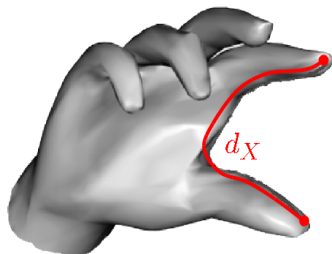
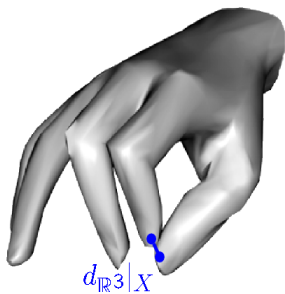
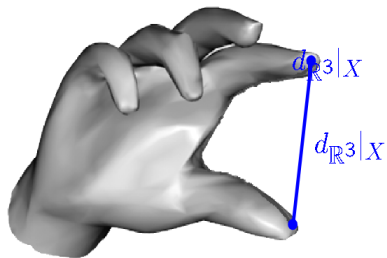
- The goal of this algorithm is to compute the the minimum-distortion mapping between two surfaces.
- A practical use would be for face recognition

Definition

A **Metric Space** is an ordered pair (M, d) , where M is a set and d is a function $d : M \times M \rightarrow \mathbb{R}$ with the following properties:

- 1 $d(x, y) \geq 0$
- 2 $d(x, y) = 0 \Leftrightarrow x = y$
- 3 $d(x, y) = d(y, x)$
- 4 $d(x, y) \leq d(x, z) + d(z, y)$

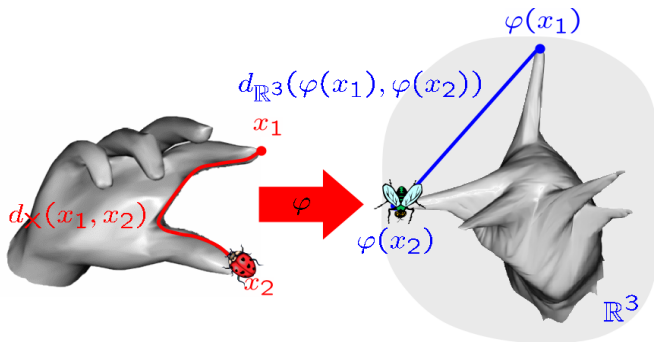
Metric Space



Isometry

Definition

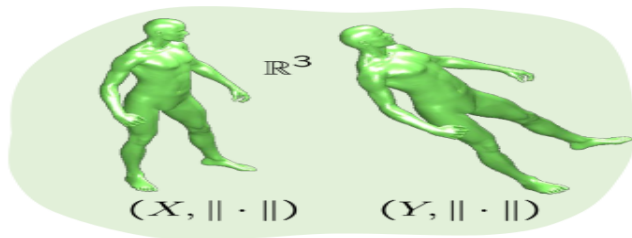
Let X and Y be two metric spaces with metrics d_X and d_Y . A function $\varphi : X \rightarrow Y$ is called an isometry if for every $a, b \in X$ $d_X(a, b) = d_Y(\varphi(a), \varphi(b))$



Iterative Closest Point

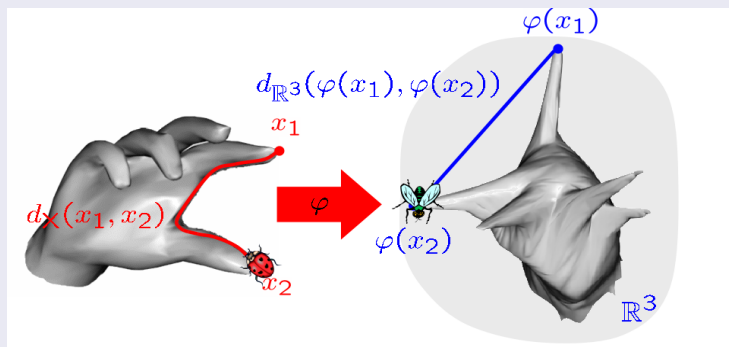
Definition

Iterative Closest Point is an algorithm used to determine the best rigid motion (\mathbf{R}, \mathbf{t}) in order to align two shapes. Basically, it is a matching method where only **Euclidean** isometries are allowed.



Multidimensional scaling (MDS)

Canonical Form



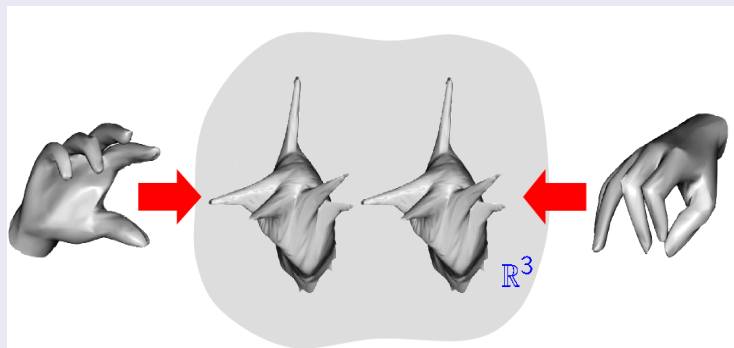
Definition

- **Multidimensional Scaling** is an algorithm that determines the level of similarity between two shapes by minimizing the following *stress* function for both shapes.

- $$\sigma(\phi; D_{S_N}) = \frac{1}{N} \cdot \sum_{i>j} (d_{\mathbb{R}^m}(\phi(s_i), \phi(s_j)) - d_S(s_i, s_j))^2$$

Multidimensional scaling (MDS)

Canonical Form



A distance between shapes

Metric properties

- 1 $d(S, Q) \geq 0$
- 2 $d(S, Q) = 0 \Leftrightarrow S$ and Q are isometric
- 3 $d(S, Q) = d(Q, S)$
- 4 $d(R, Q) \leq d(R, S) + d(S, Q)$

Good similarity measure

- $d(S, Q) \leq \epsilon \Rightarrow S$ and Q are ϵ -isometric

A distance between shapes

Partial matching

- Given S' a patch of S then $d(S', S) = 0$

Sampling consistency

- Given S^r a finite r -covering of S , $\lim_{r \rightarrow 0} d(S^r, Q) = d(S, Q)$

Efficiency

- d should be efficiently computable, or at least efficiently approximated

Hausdorff distance

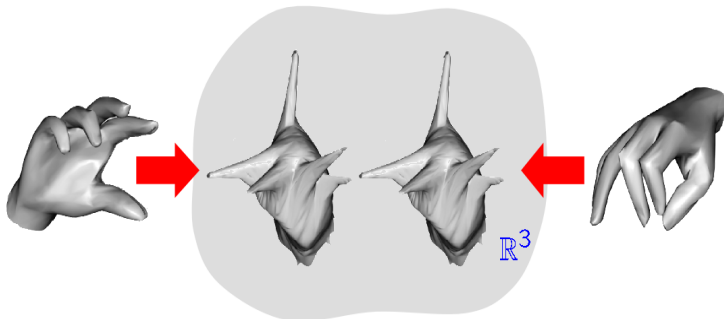
- The **Hausdorff** distance measures how far two subsets of a metric space are from each other.
- $d_H(X, Y) = \max(\sup_{x \in X} \inf_{y \in Y} d(y, x), \sup_{y \in Y} \inf_{x \in X} d(x, y))$

Gromov Hausdorff distance

Gromov Hausdorff distance

- The **Gromov Hausdorff** distance measures how far two compact metric spaces are from being isometric.

- $d_{GH}(S, Q) = \inf_{Z, \phi, \psi} d_H^Z(\phi(S), \psi(Q))$



Concept

- The **Gromov Hausdorff** distance takes into account all possible metric spaces for mapping the canonical form.
- **GMDS** takes only the second space in order to project the Canonical Form
- $d_{GH}(S, Q) = \inf d_H^Q(\phi(S), Q)$

General Multidimensional Scaling

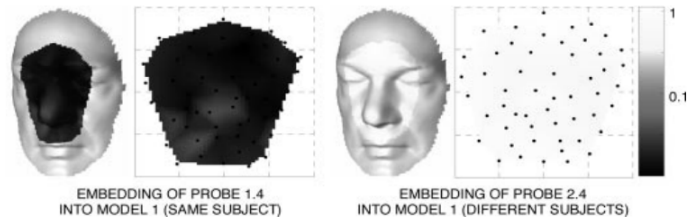
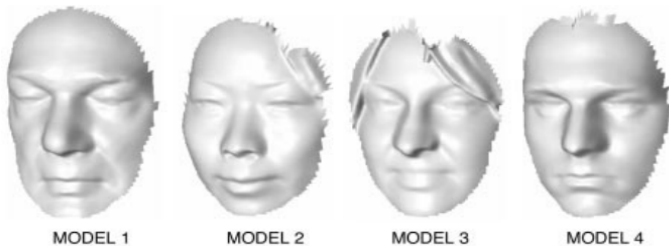
Algorithm

- $\sigma_p(\mathbf{U}; D_{Q_N}; d_S) = (\sum_{j>i} ((d_S(u_i, u_j) - d_Q(q_i, q_j)))^p)^{\frac{1}{p}}$
- $U^{(k+1)} = P_U(U^k - \alpha^k \nabla_U \sigma_p(U^{(k)}))$

Descent direction



Results



Questions?