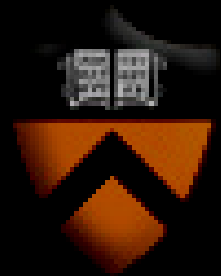


Introduction to Shape Analysis

Thomas Funkhouser

Princeton University

COS 526, Fall 2014



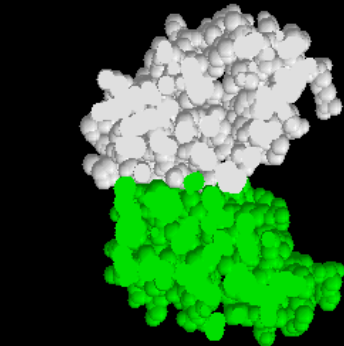
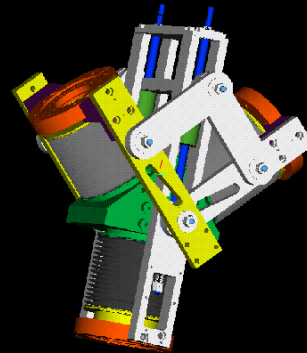
Motivation



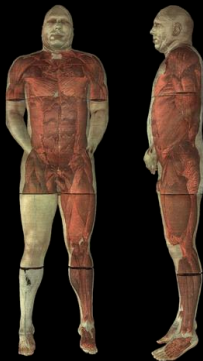
Large repositories of 3D data are becoming available



Computer Graphics



Molecular Biology



Medicine



Cultural Heritage



Computer Vision



Lecture Outline

Introduction

Applications

Problems

- Feature detection



Lecture Outline

Introduction

Applications ←

Problems

- Feature detection

Applications



Examples:

- Computer graphics
- Geometric modeling
- Archaeology
- Urban planning
- Paleontology
- Molecular bio
- Medicine
- Art

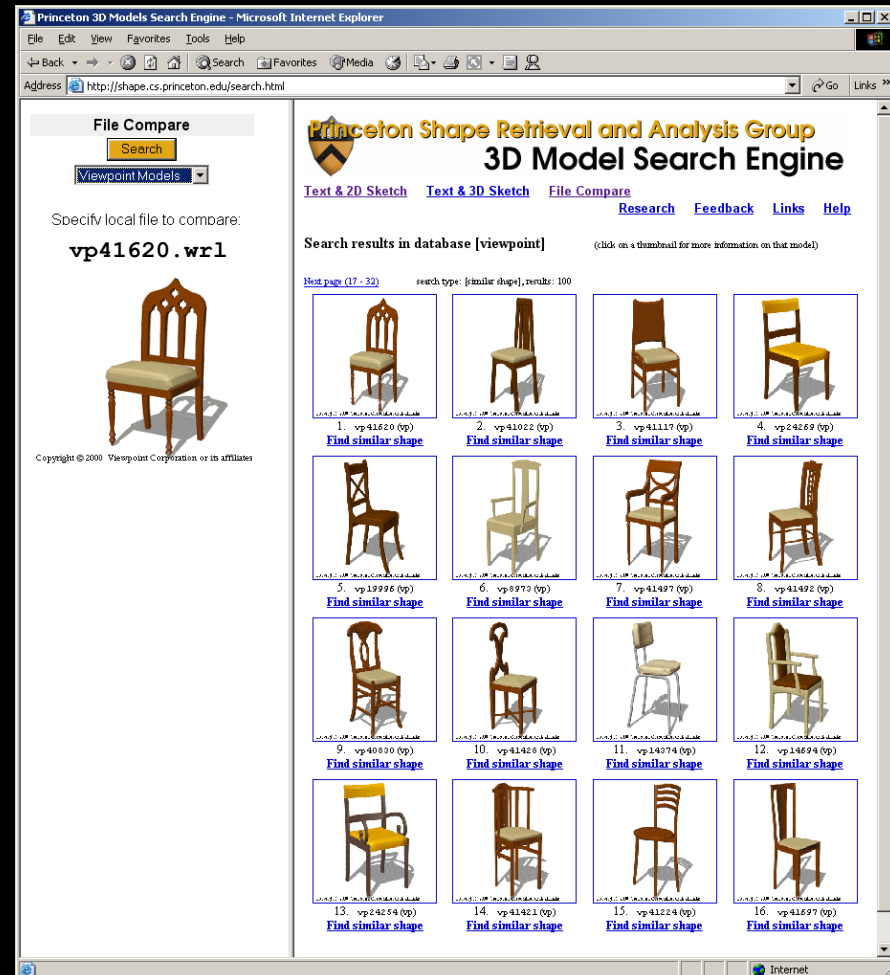
Applications



Examples:

➤ Computer graphics

- Geometric modeling
- Archaeology
- Urban planning
- Paleontology
- Molecular bio
- Medicine
- Art

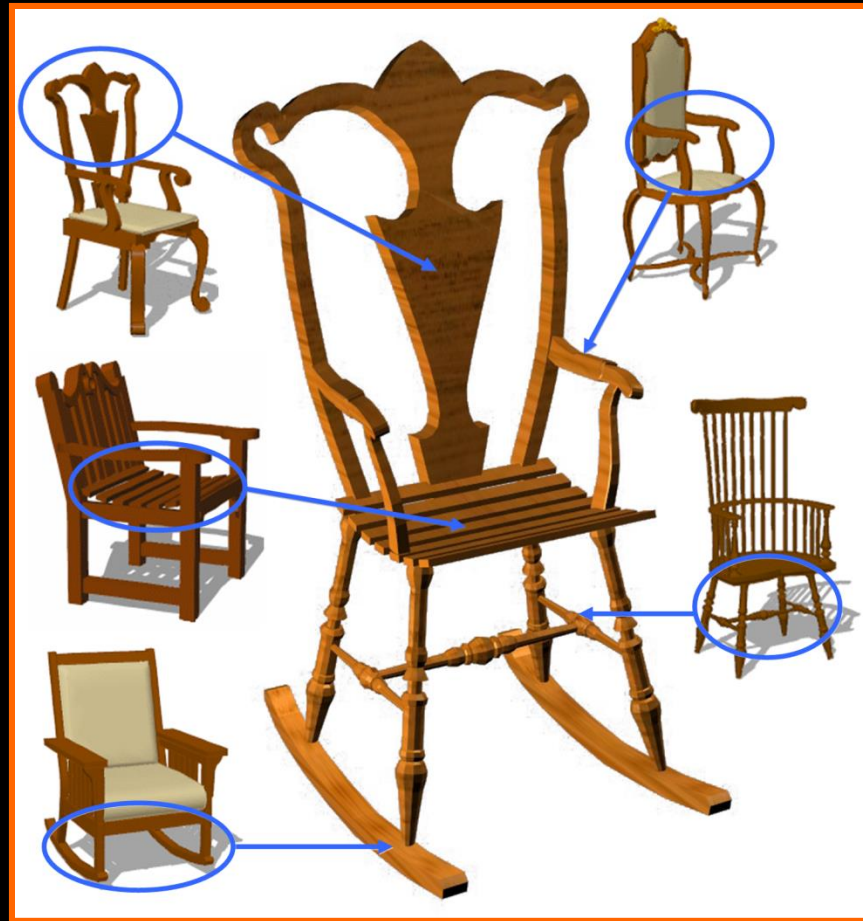


Applications



Examples:

- Computer graphics
- **Geometric modeling**
- Archaeology
- Urban planning
- Paleontology
- Molecular bio
- Medicine
- Art



Applications



Examples:

- Computer graphics
- Geometric modeling
- **Archaeology**
- Urban planning
- Paleontology
- Molecular bio
- Medicine
- Art



Reconstructing Frescoes from Thera
(Weyrich, Brown, Rusinkiewicz, et al.)

Applications



Examples:

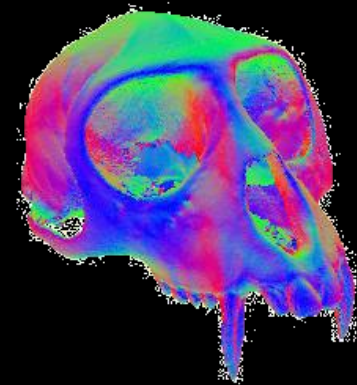
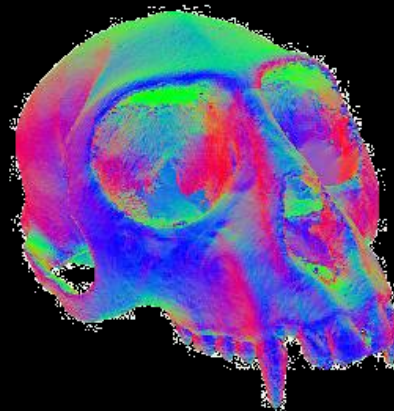
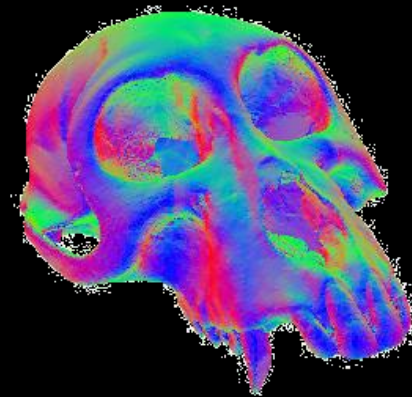
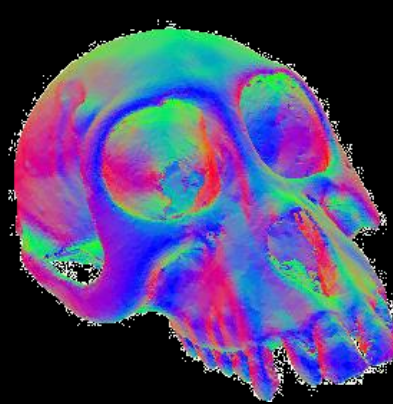
- Computer graphics
- Geometric modeling
- Archaeology
- **Urban planning**
- Paleontology
- Molecular bio
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- Art



Applications

Examples:

- Computer graphics
- Geometric modeling
- Archaeology
- Urban planning
- **Paleontology**
- Molecular bio
- Medicine
- Art

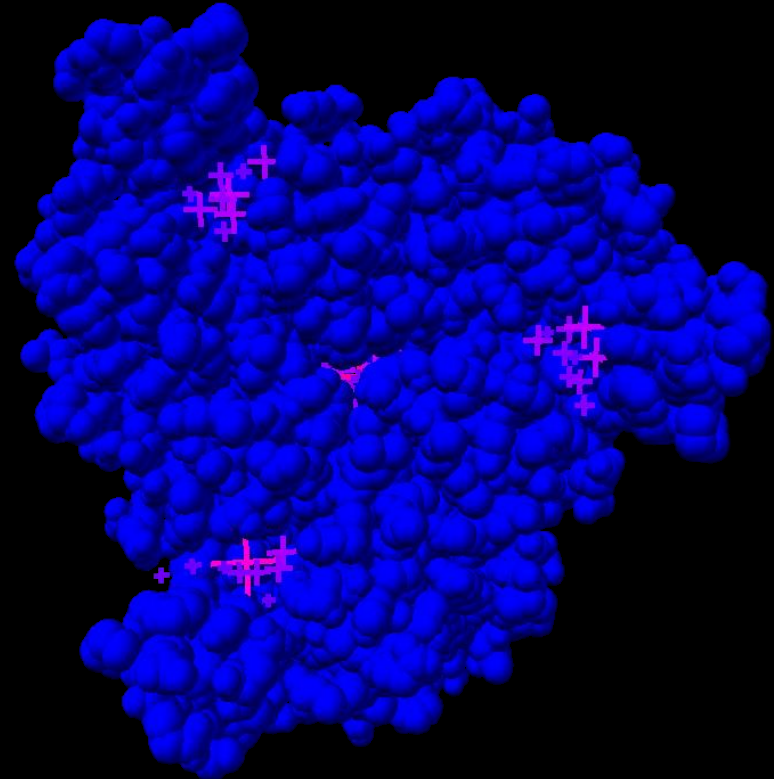


Applications

Image courtesy of
Ilya Vakser, GRAMM

Examples:

- Computer graphics
- Geometric modeling
- Archaeology
- Urban planning
- Paleontology
- **Molecular bio**
- Medicine
- Art

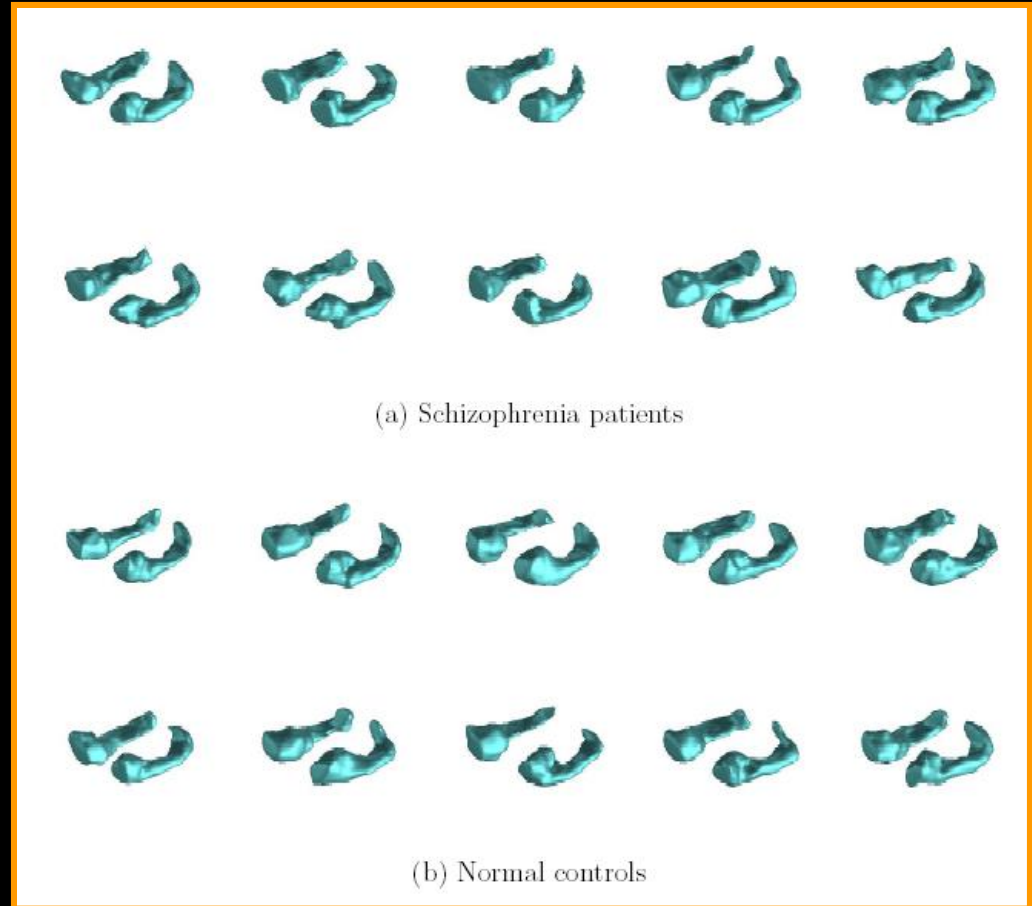


Applications

Image courtesy of
Polina Golland, MIT

Examples:

- Computer graphics
- Geometric modeling
- Archaeology
- Urban planning
- Paleontology
- Molecular bio
- **Medicine**
- Art



Hippocampus-amygdala study in schizophrenia

Applications

Examples:

- Computer graphics
- Geometric modeling
- Archaeology
- Urban planning
- Paleontology
- Molecular bio
- Medicine

➤ Art





Lecture Outline

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Applications

Problems ←

- Feature detection



Shape Analysis Problems

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Recognition
- Classification
- Clustering
- Retrieval

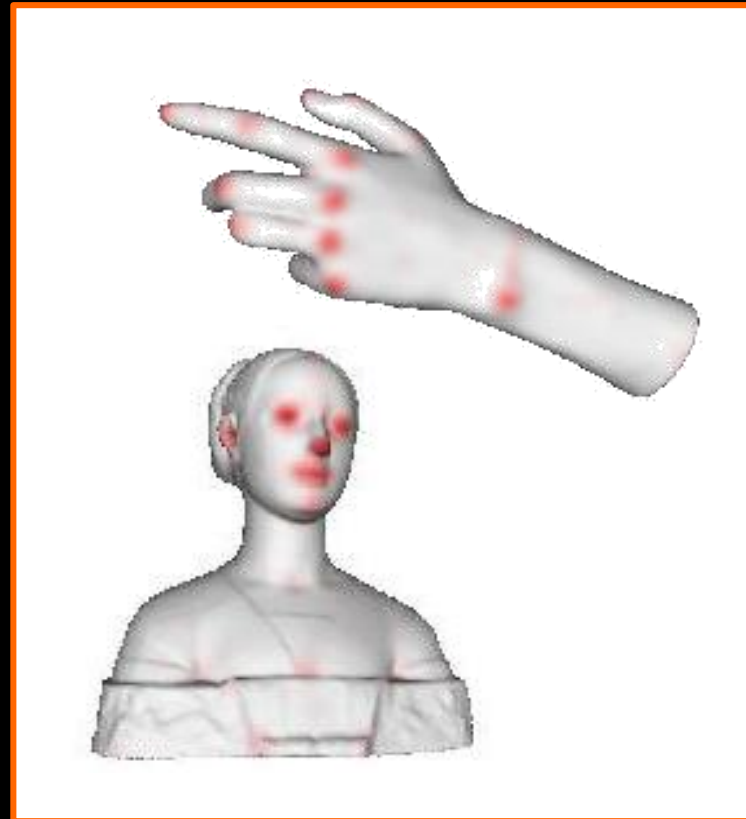


Shape Analysis Problems

Examples:

➤ **Feature detection**

- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering



Schelling Points

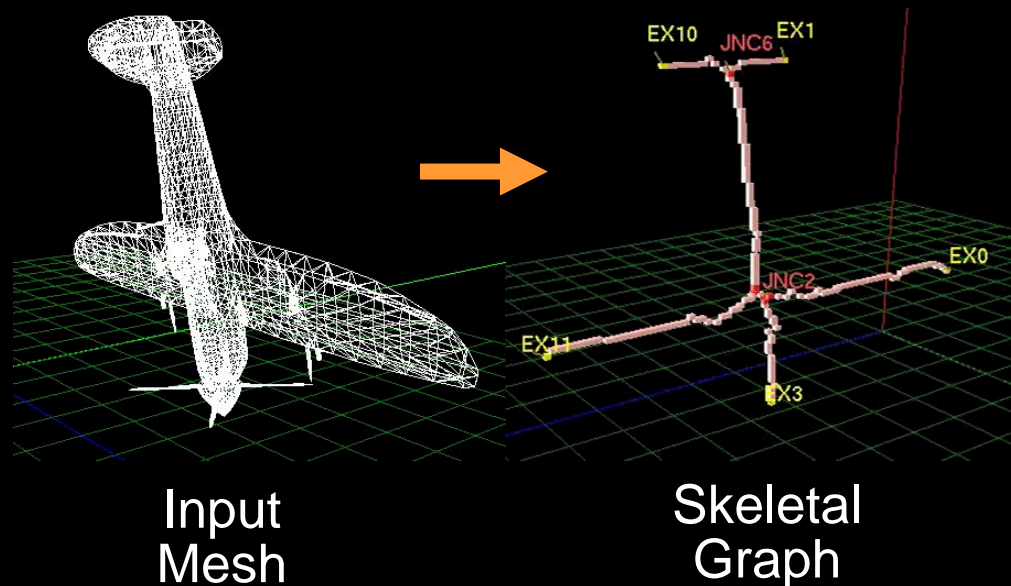
“How can we find significant geometric features robustly?”



Shape Analysis Problems

Examples:

- Feature detection
- **Segmentation**
- Labeling
- Registration
- Matching
- Retrieval
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- Classification
- Clustering

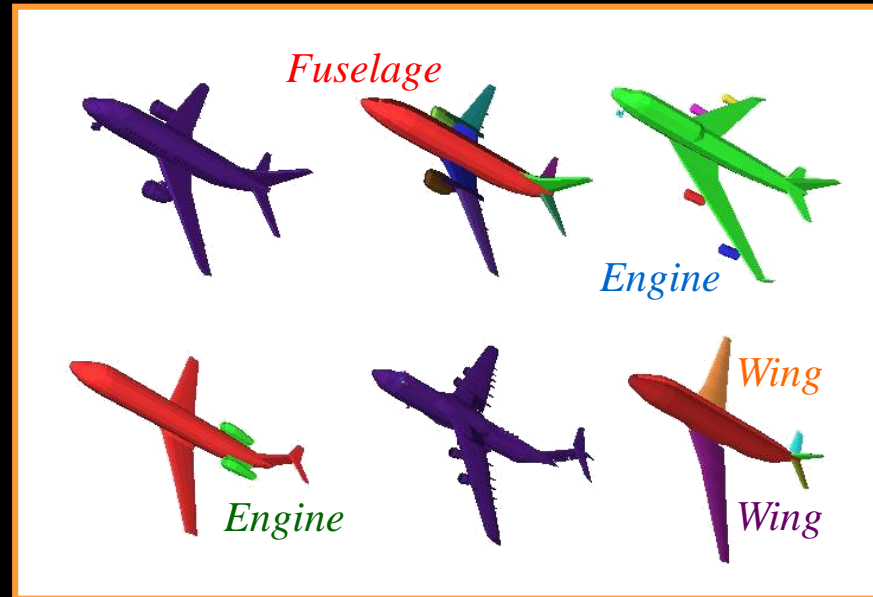


“How can we decompose a 3D model into its parts?”

Shape Analysis Problems

Examples:

- Feature detection
- Segmentation
- **Labeling**
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering



Semantic Labels

(Golovinskiy, Lee, et al.)

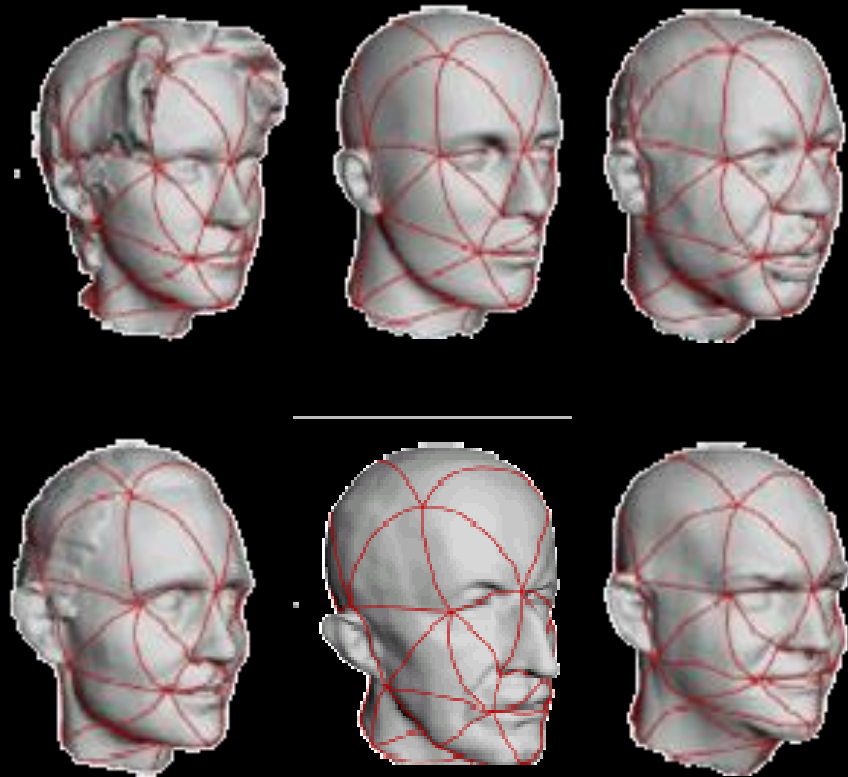
“How can we decompose a 3D model into its parts?”

Shape Analysis Problems

Images courtesy of
Emil Praun

Examples:

- Feature detection
- Segmentation
- Labeling
- **Registration**
- Matching
- Retrieval
- Recognition
- Classification
- Clustering



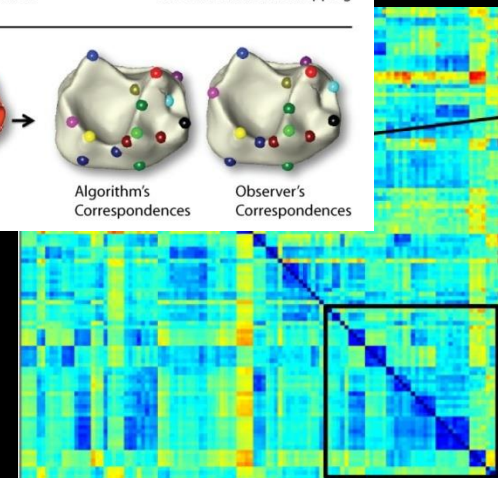
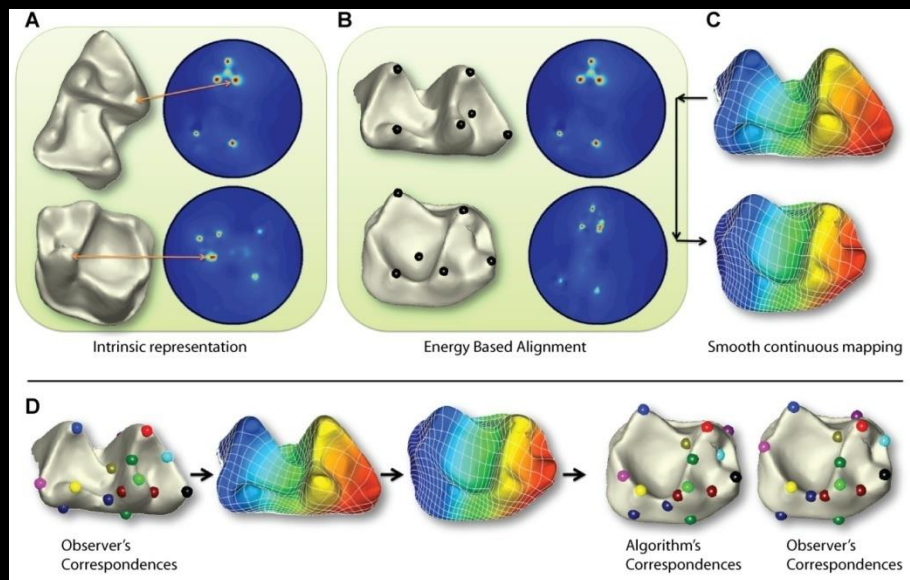
“How can we align features of 3D models?”



Shape Analysis Problems

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- **Matching**
- Retrieval
- Recognition
- Classification
- Clustering



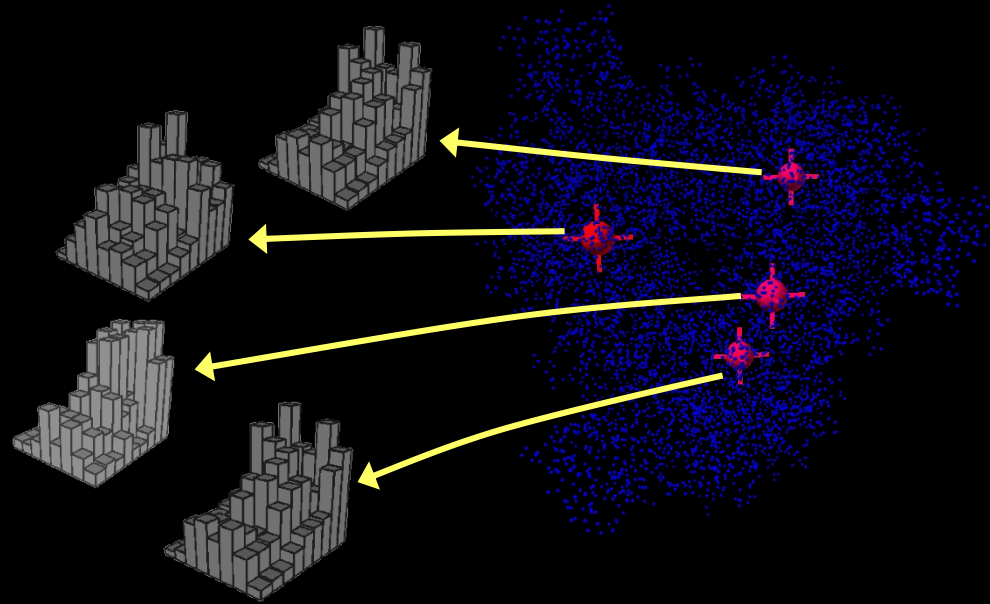
“How can we compute a measure of geometric similarity?”



Shape Analysis Problems

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- **Retrieval**
- Recognition
- Classification
- Clustering



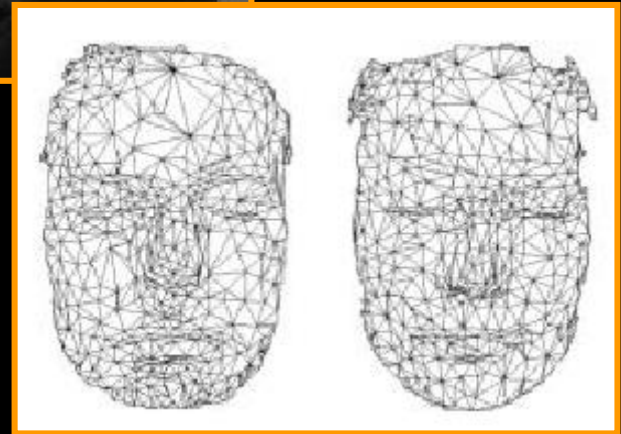
Harmonic Shape Descriptors

“How can we find similar 3D shapes in a database?”

Shape Analysis Problems

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- **Recognition**
- Classification
- Clustering



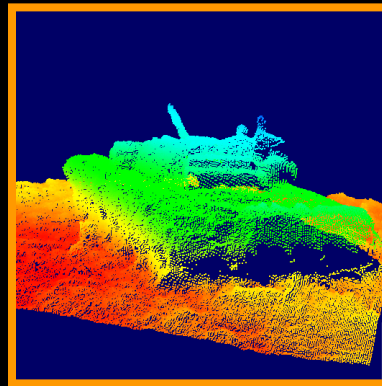
“How can we find a given 3D model in a large database?”

Shape Analysis Problems

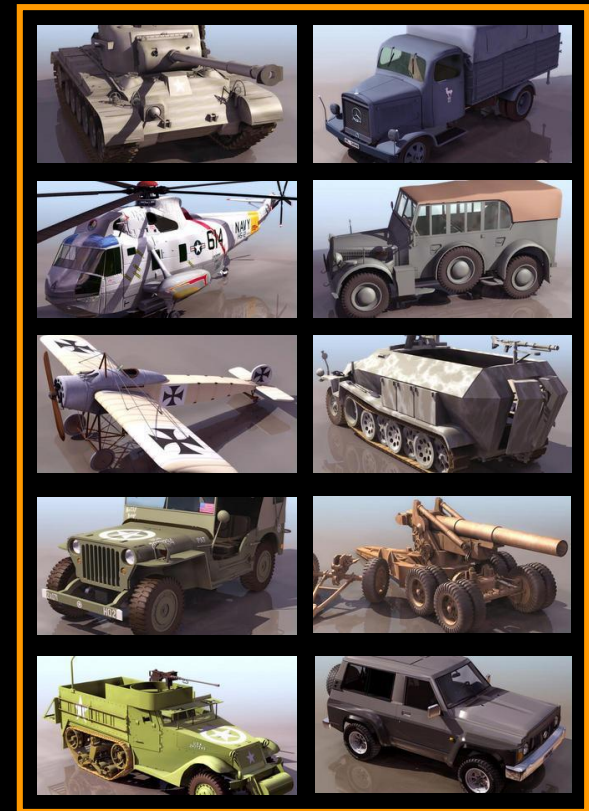
Images courtesy of
Darpa E3D Project

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- **Classification**
- Clustering



Query



Classes

“How can we determine the class of a 3D model?”

Shape Analysis Problems

Images courtesy of
Viewpoint

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering



“How can we learn classes of 3D models automatically?”

A Quick Diversion ...

Images courtesy of
Georgia Tech and
www.dreamhorse.com

Which is harder to analyze?



3D Model



2D Image



Lecture Outline

Introduction

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Problems

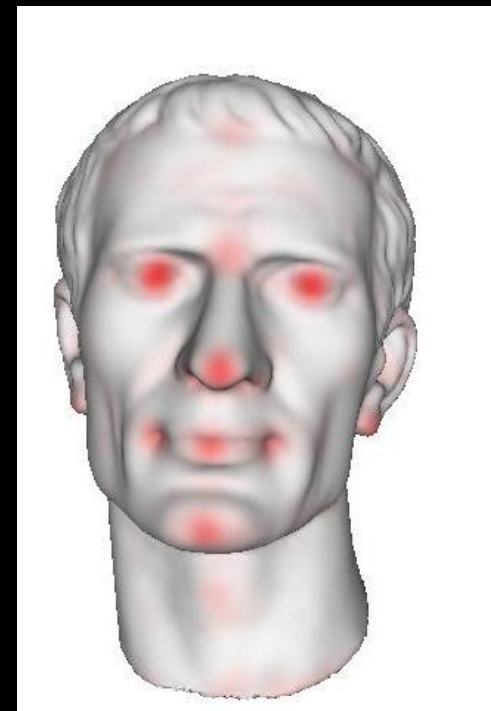
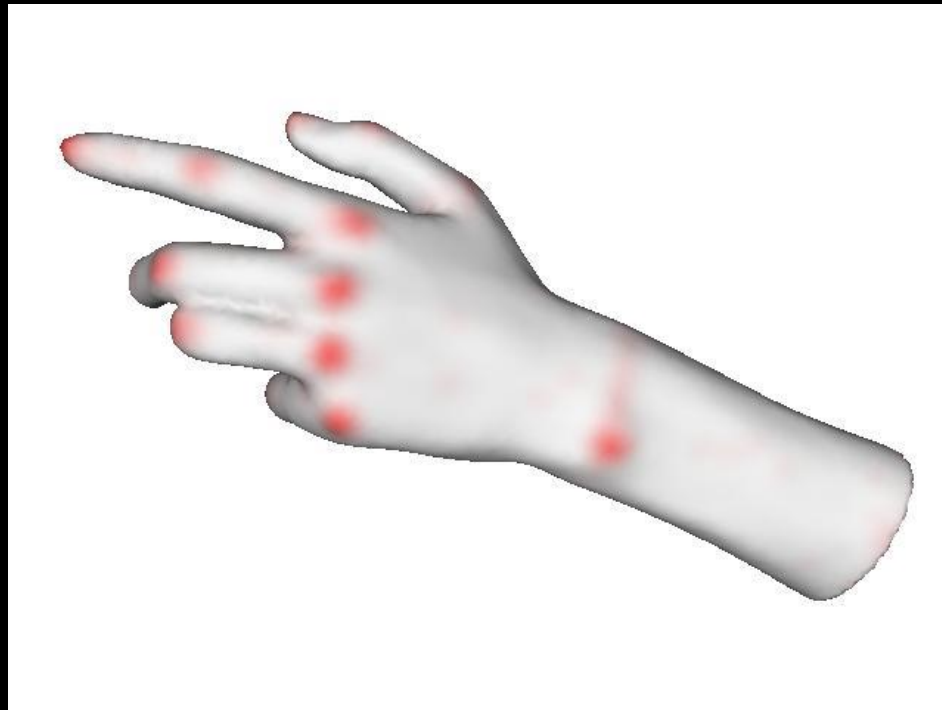
- Feature detection ←

Features



Definition (Merriam-Webster)"

- "a prominent characteristic"

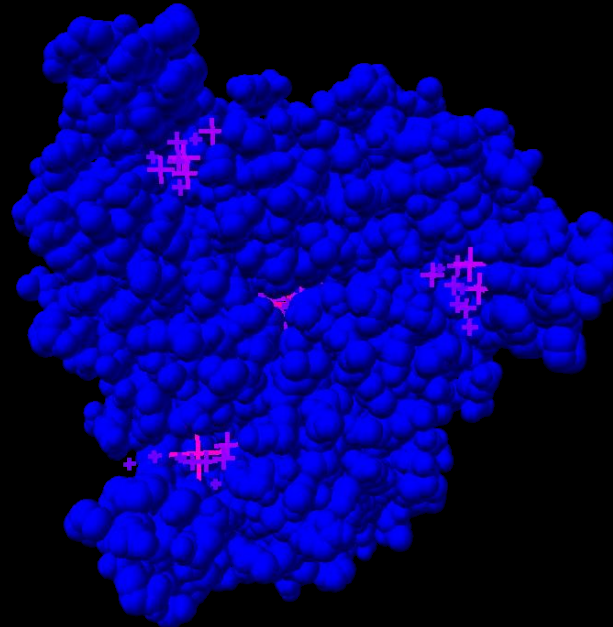




Point Features

Applications:

- Maintaining shape features as process mesh
- Matching shape features as align meshes
- Reasoning about part decomposition
- Visualization
- etc.

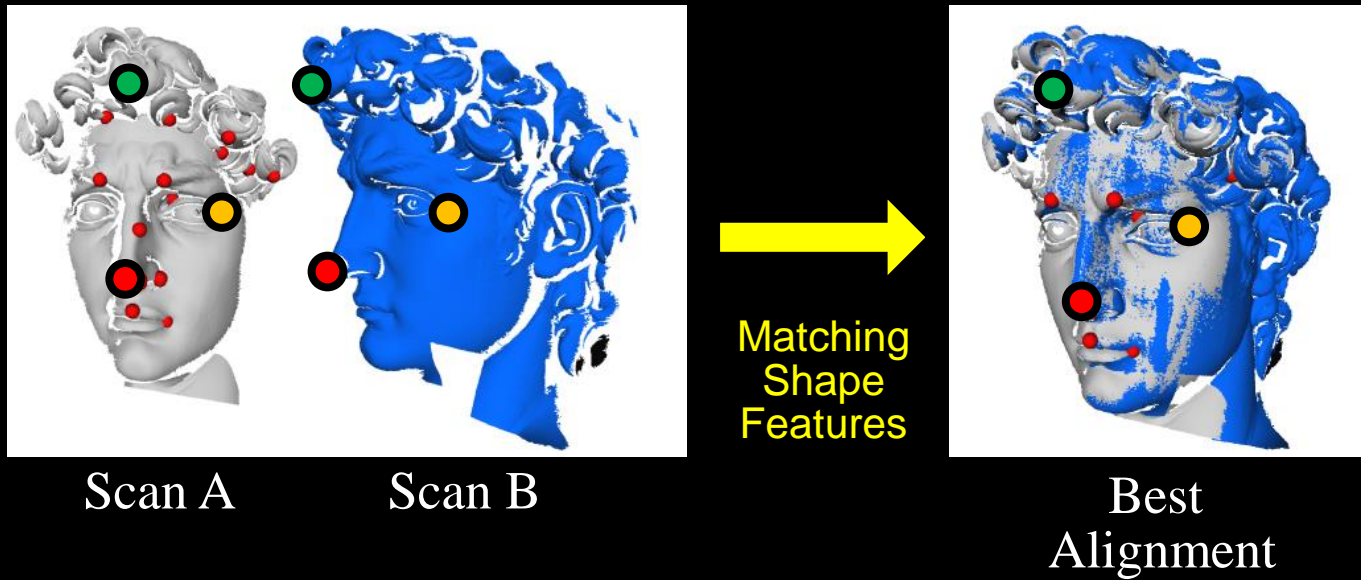




Point Features

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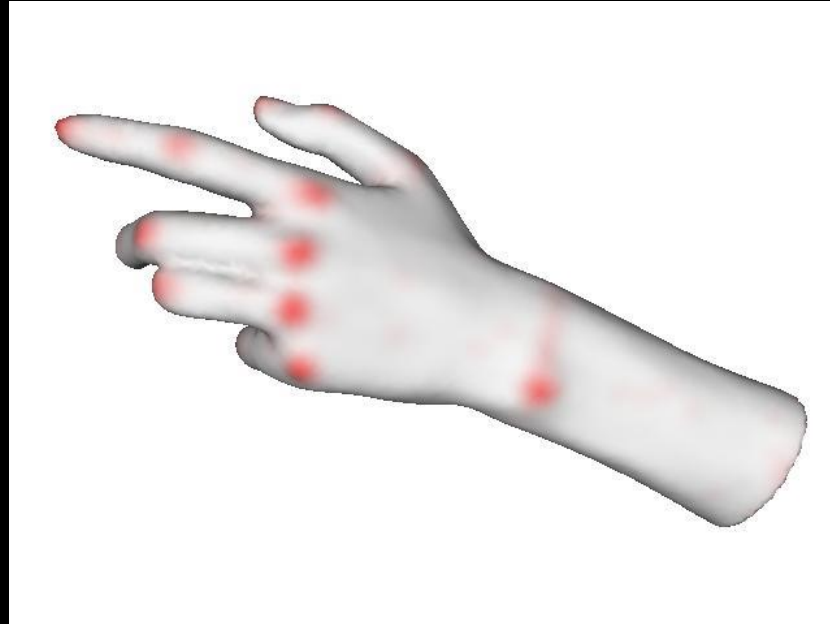




Point Feature Detection

Goals:

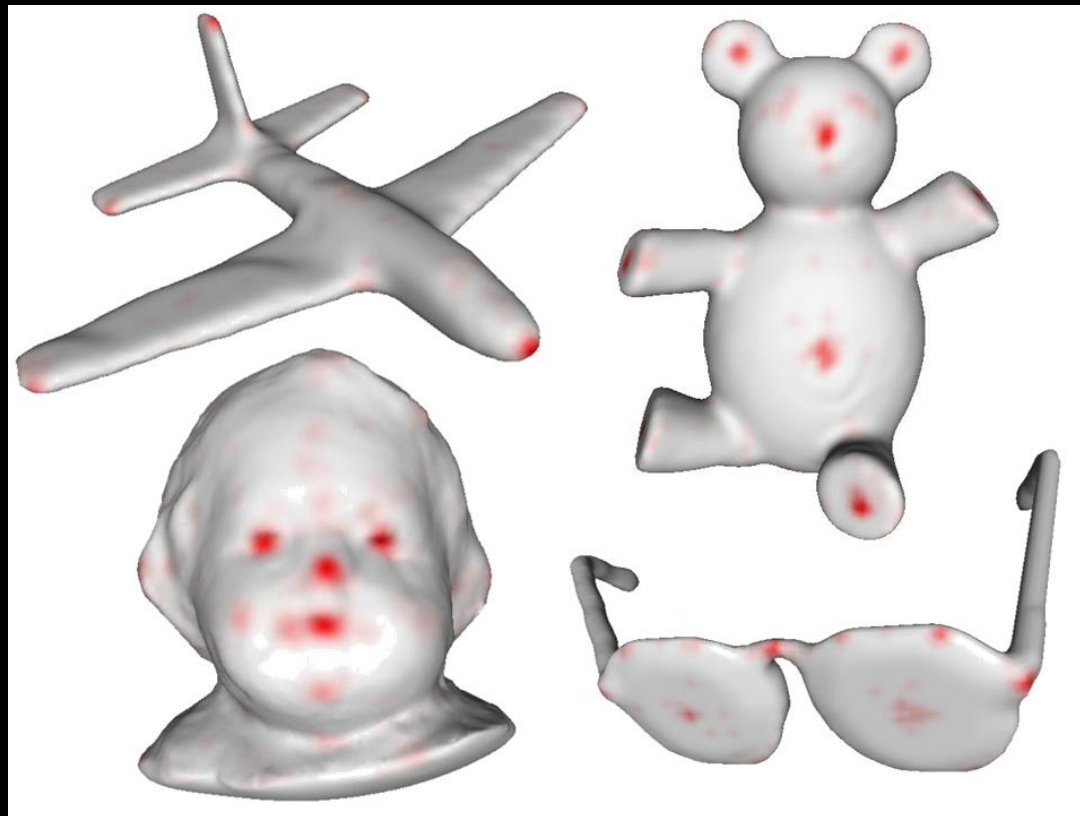
- Invariant to transformations
- Robust to small surface deviations (holes, noise, etc.)
- Common across different surfaces in same class
- Semantic?



Point Feature Detection



Algorithmic methods to detect feature points?





Point Feature Detection

Some relevant properties

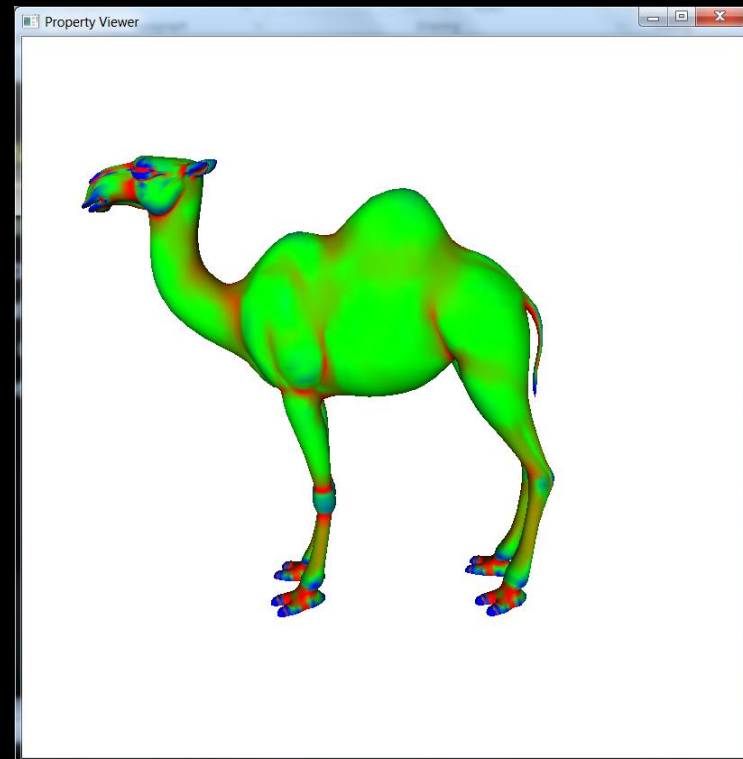
Average geodesic distance

Gauss curvature

Differences of curvature

Shape diameter function

etc.

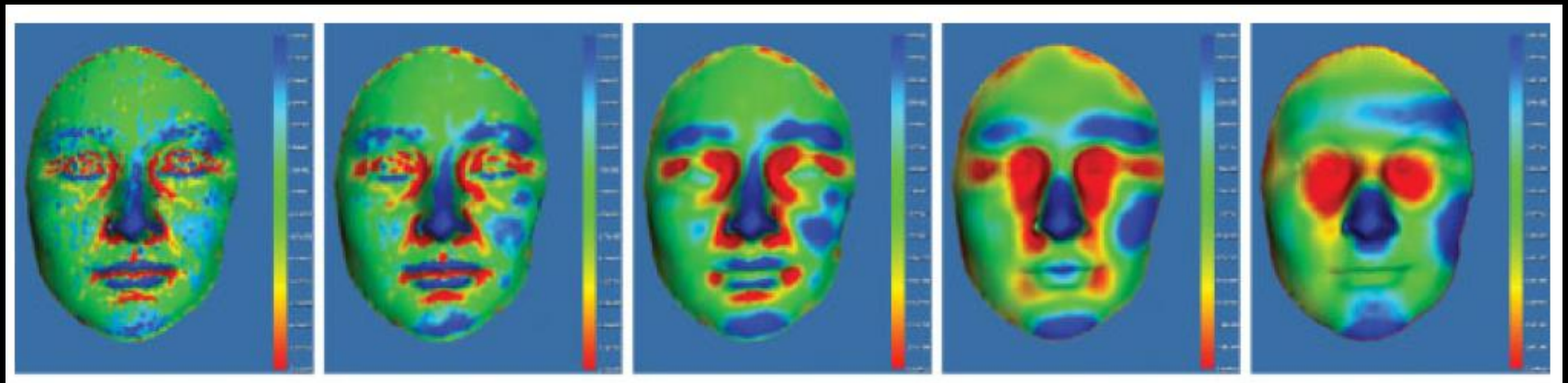


Point Feature Detection



Multiscale methods

Many methods consider scale-space persistence



Feature Point Study



Ask people on the Amazon Mechanical Turk

The screenshot shows a web browser window with the address bar displaying "points.cs.princeton.edu/mturk/labstudy-step2.php". The main content area features a 3D model of a human figure with several green dots placed on its face, neck, and torso, representing feature points. To the right of the model is a task interface titled "Task 5/19: Point Counter" with a large blue number "17" indicating the current count. Below the counter is a section titled "Available Operations" which lists instructions for point creation and deletion, camera motion and control, and review and submission steps. A "Submit" button is located at the bottom right of the interface.

Select Points Likely to Be S... x

points.cs.princeton.edu/mturk/labstudy-step2.php

Task 5/19: Point Counter

17

Available Operations

Point Creation & Deletion
To add a point under the cursor:
Press the "a" or "Ins" key
To delete a point under the cursor:
Press the "d" or "Del" key

Camera Motion & Control:
To rotate object:
Hold left button & move mouse
To scale object:
Hold middle button & move mouse
To translate object:
Hold right button & move mouse
To select origin for rotation & scale
Press space key with cursor over point on object

Review & Submission:
To review selected points before submitting
Click the "View Points" button
To go back and edit points after viewing them
Click the "Edit Points" button
To submit your final answer
Click the "Submit" button

Submit



Key question

How should we ask people which points are salient?



Key question

How should we ask people which points are salient?

- “Please select salient points”



Key question

How should we ask people which points are salient?

- “Please select salient points”
- Please select a pattern of points from which another person can recognize the object's class by viewing only those points



Key question

How should we ask people which points are salient?

- “Please select salient points”
- Please select a pattern of points from which another person can recognize the object's class by viewing only those points

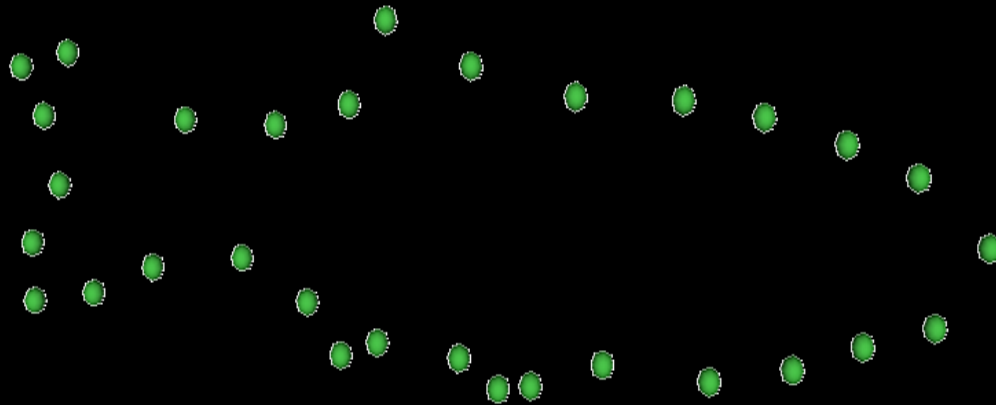




Key question

How should we ask people which points are salient?

- “Please select salient points”
- Please select a pattern of points from which another person can recognize the object's class by viewing only those points



Schelling approach



We asked people to:

- Please select points that you think other people will select

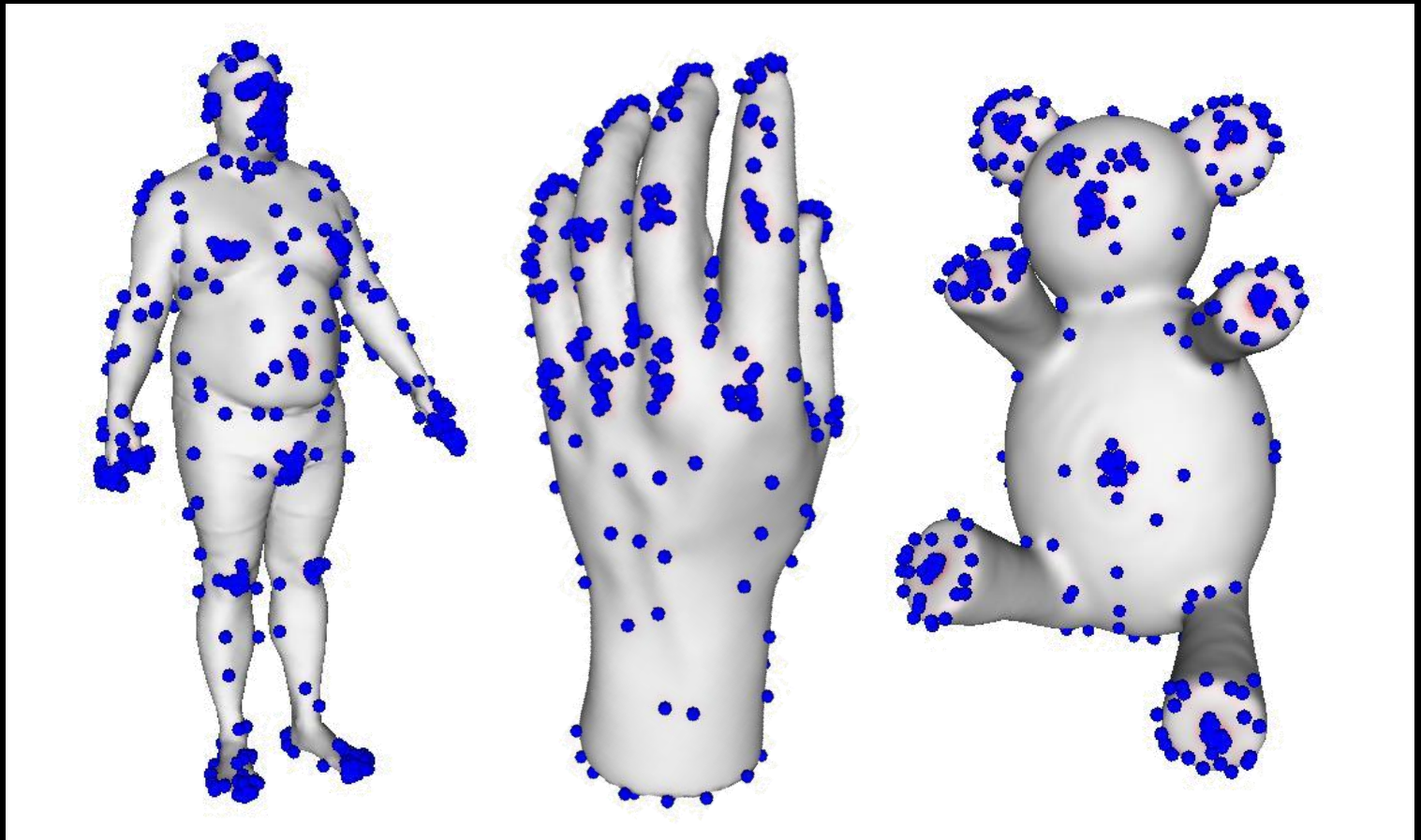
Based on the "focal point" theory of [Schelling60]

- A solution that people tend to use in the absence of communication, because it seems natural, special or relevant to them

Schelling Feature Points



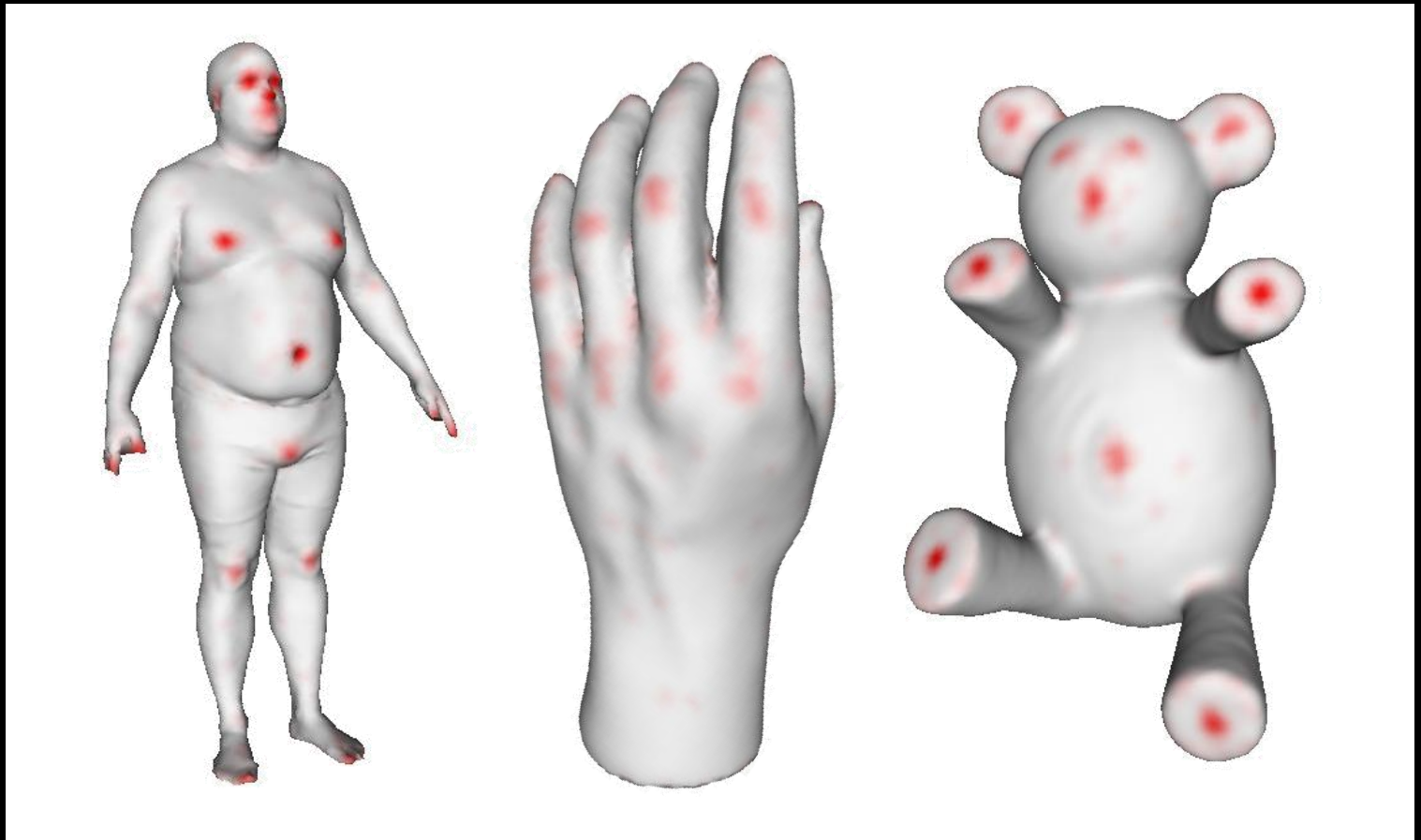
Schelling feature points



Schelling Feature Points



Schelling feature point distributions



Relation with geometric properties?



Local properties

- Curvatures
- Mesh Saliency
- HKS at small t

Global properties

- HKS at large t
- SDF [Shapira 08]
- Symmetry
- Segment Center
- AGD
- Etc.

Relation with geometric properties?

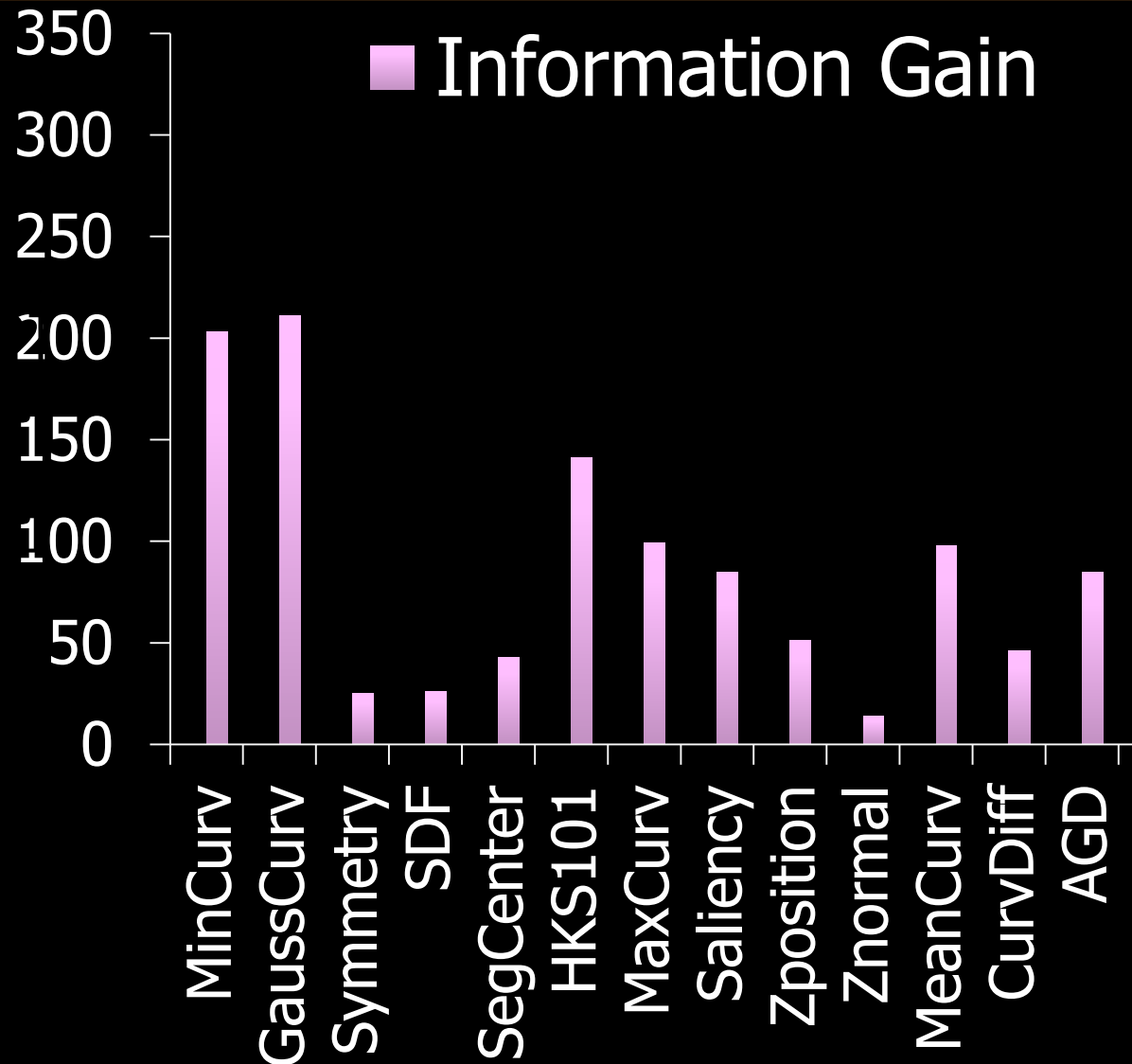


Local properties

- Curvatures
- Mesh Saliency
- HKS at small t

Global properties

- HKS at large t
- SDF [Shapira 08]
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Relation with geometric properties?

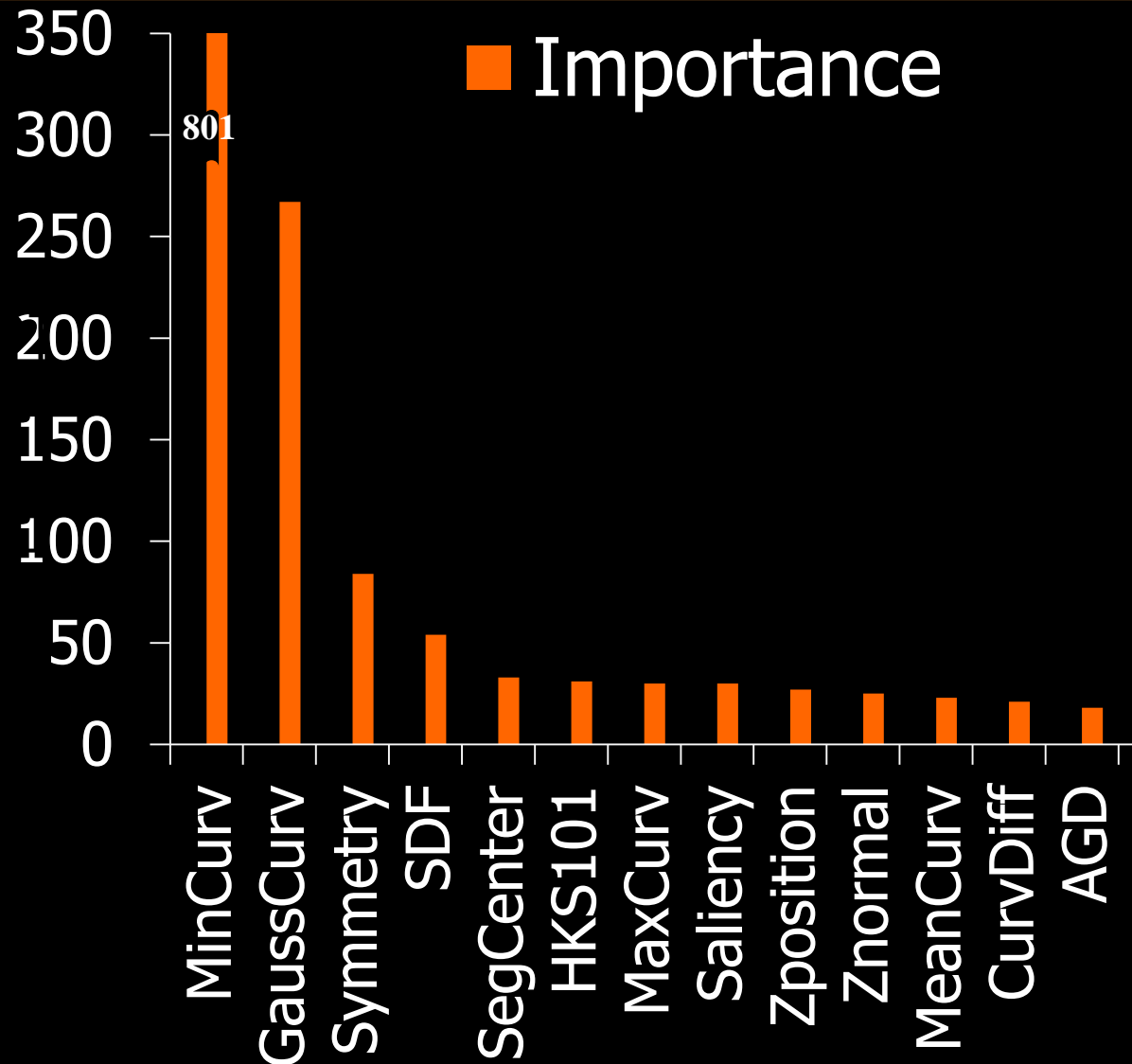


Local properties

- Curvatures
- Mesh Saliency
- HKS at small t

Global properties

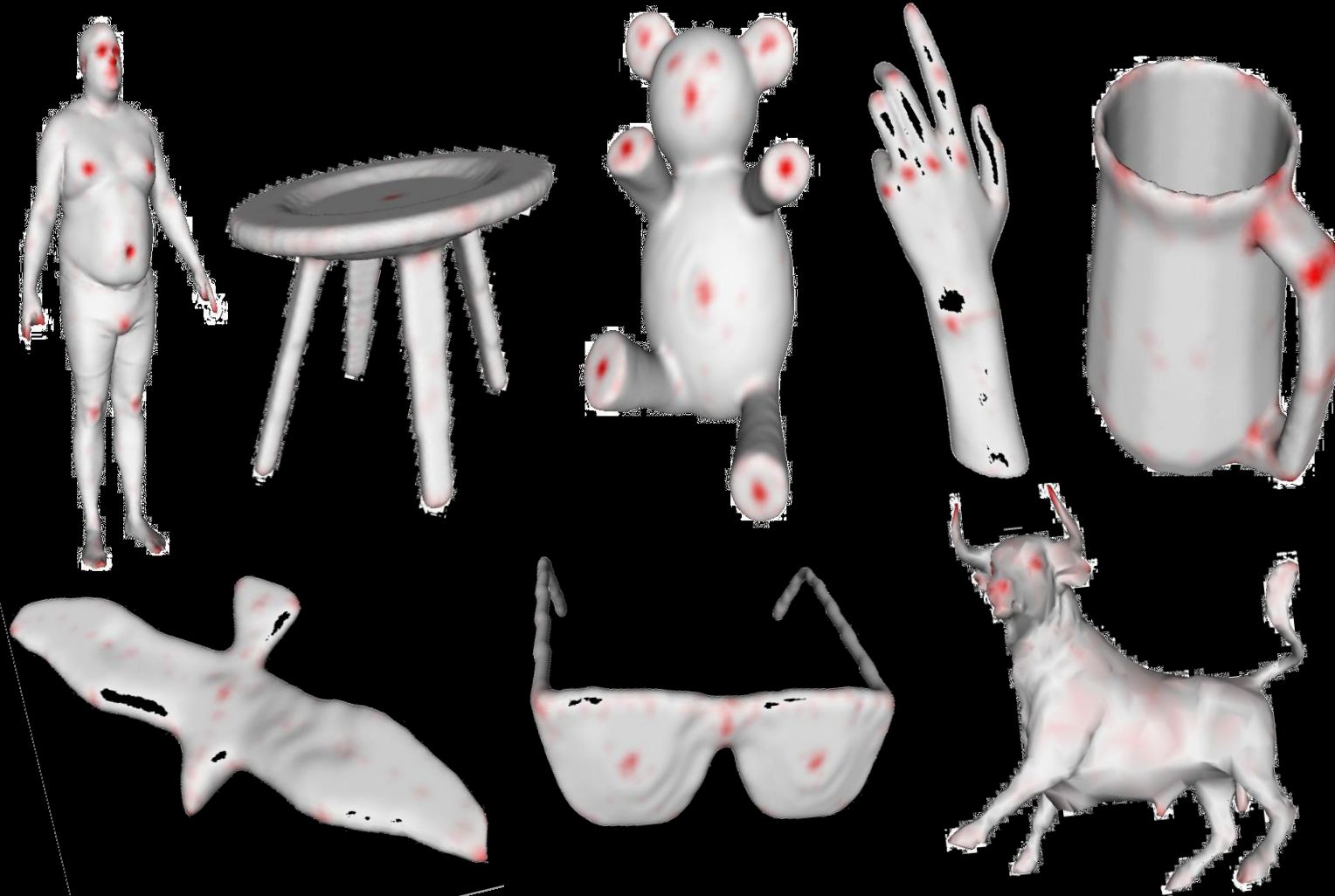
- HKS at large t
- SDF [Shapira 08]
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- Segment Center
- AGD
- Etc.



Relation with geometric properties?



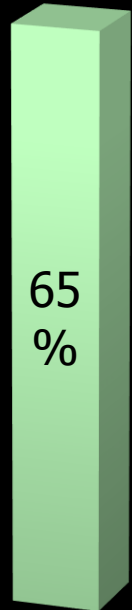
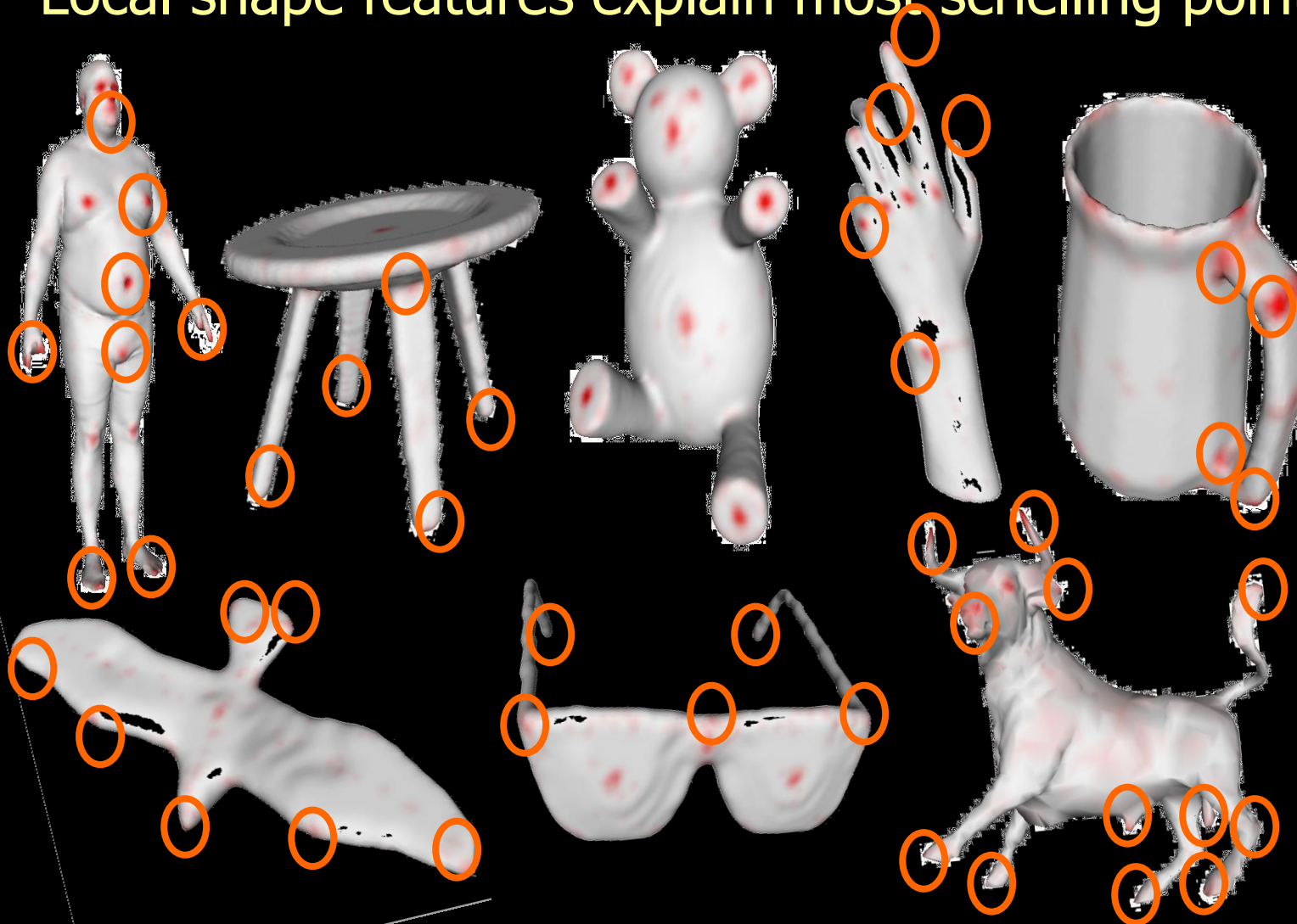
Schelling point distribution



Relation with geometric properties?



Local shape features explain most schelling points

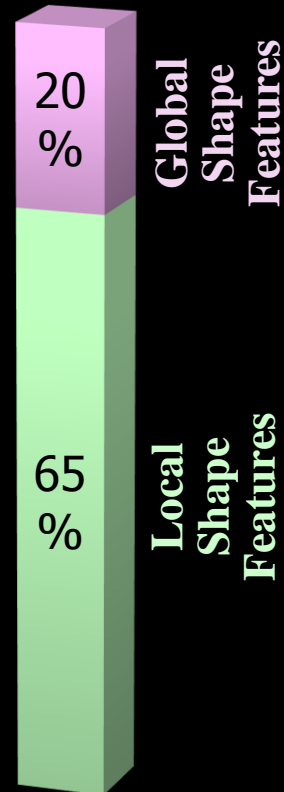


Local
Shape
Features

Relation with geometric properties?



Global shape features explain $\sim 20\%$ more

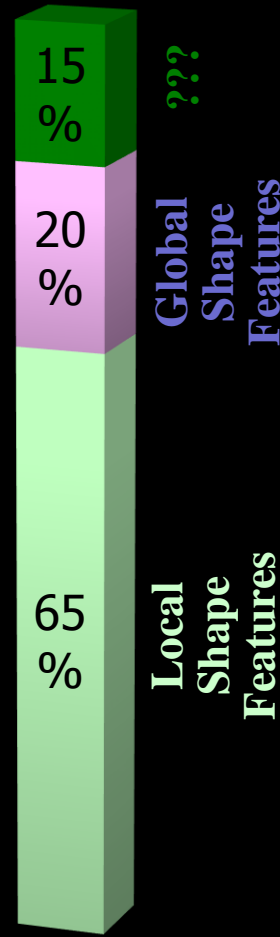
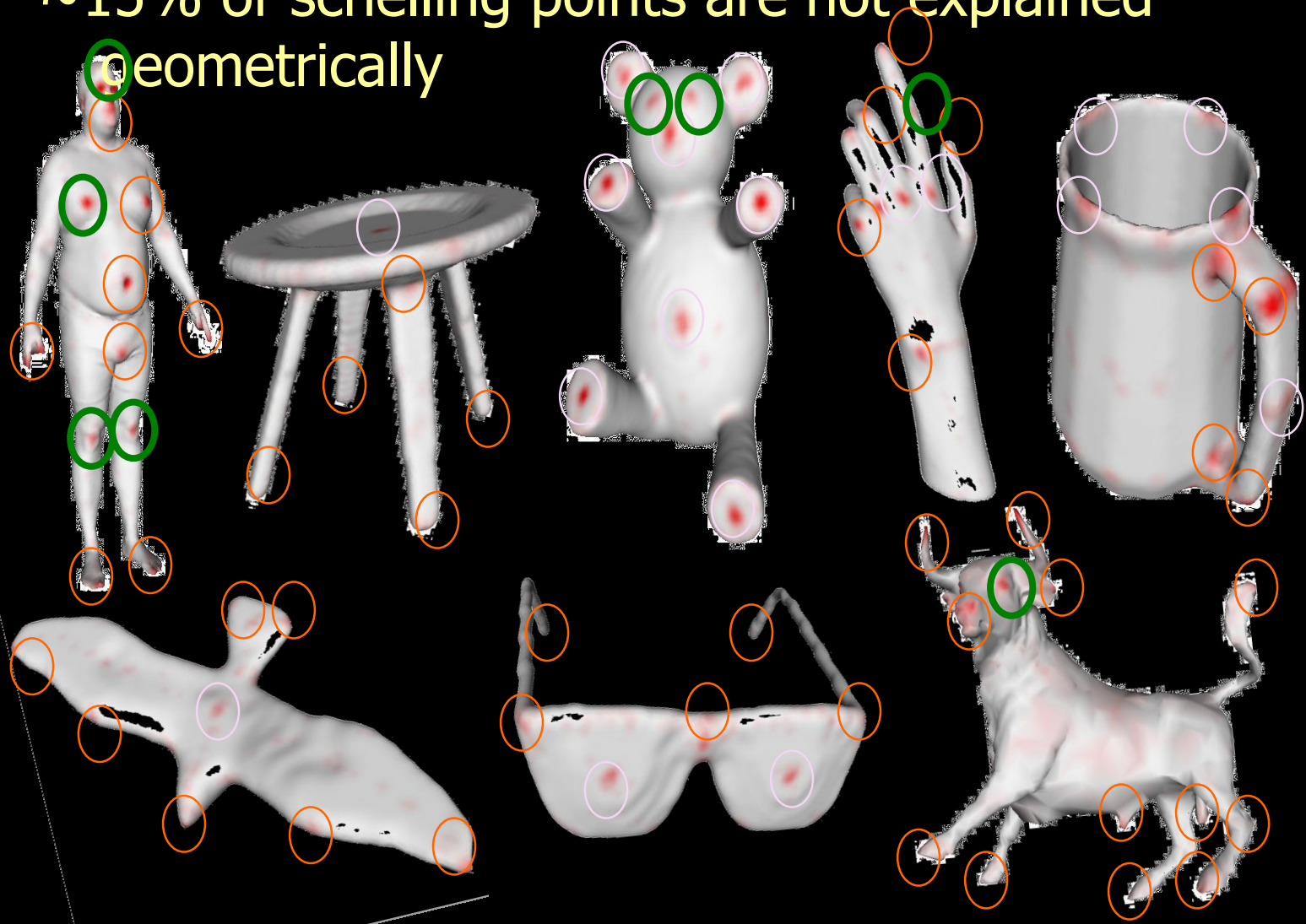




Relation with geometric properties?

~15% of schelling points are not explained

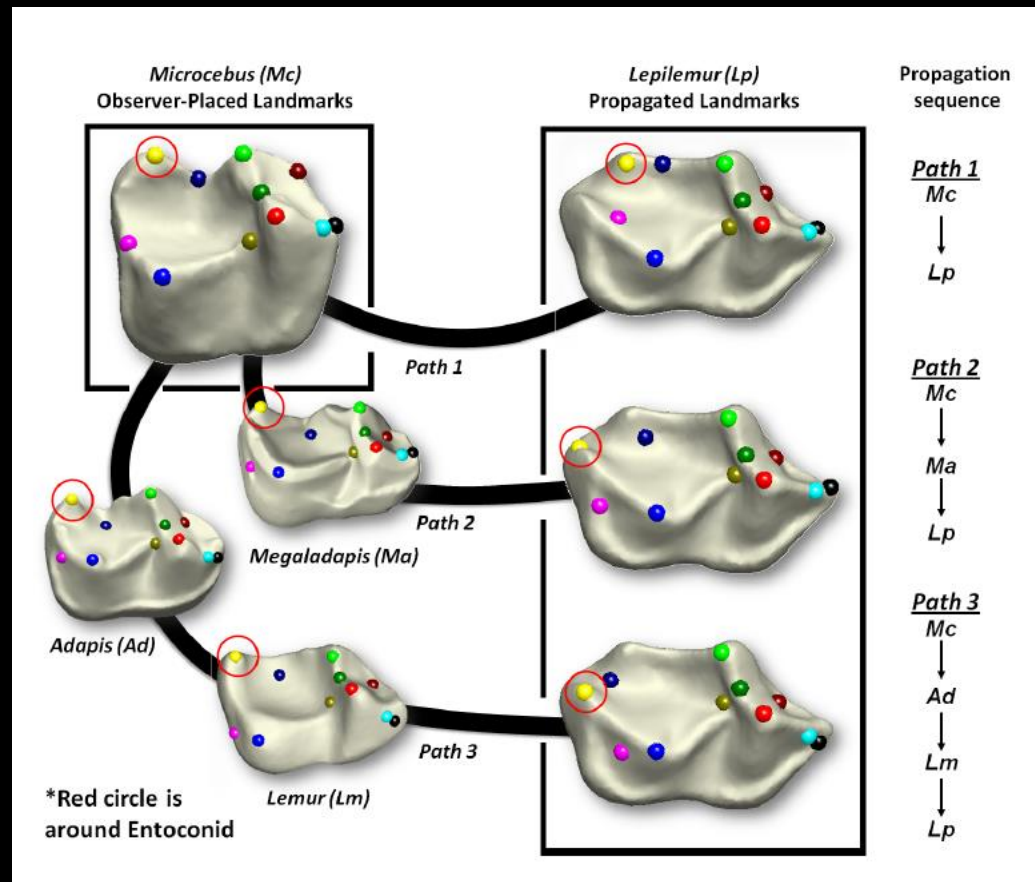
geometrically



Summary



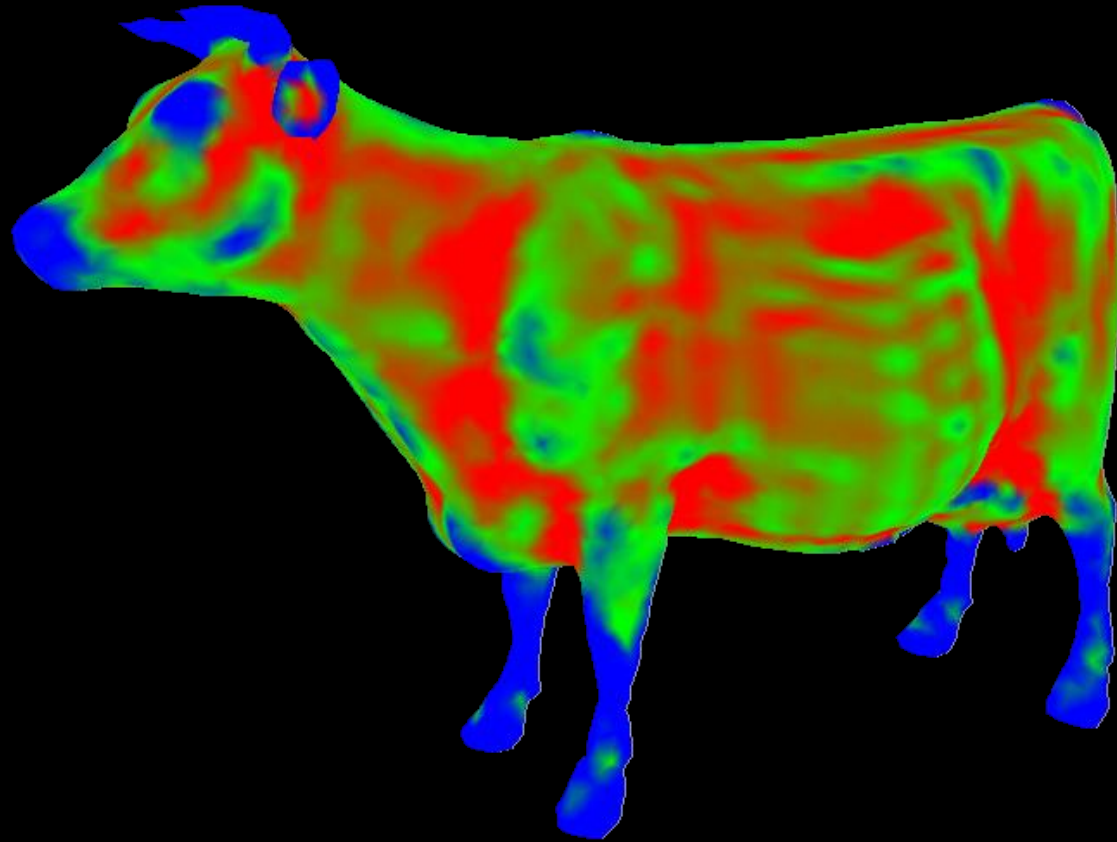
Geometric analysis can yield insights into features and relationships in 3D surface data



Extra Slides

Curvature

Curvature



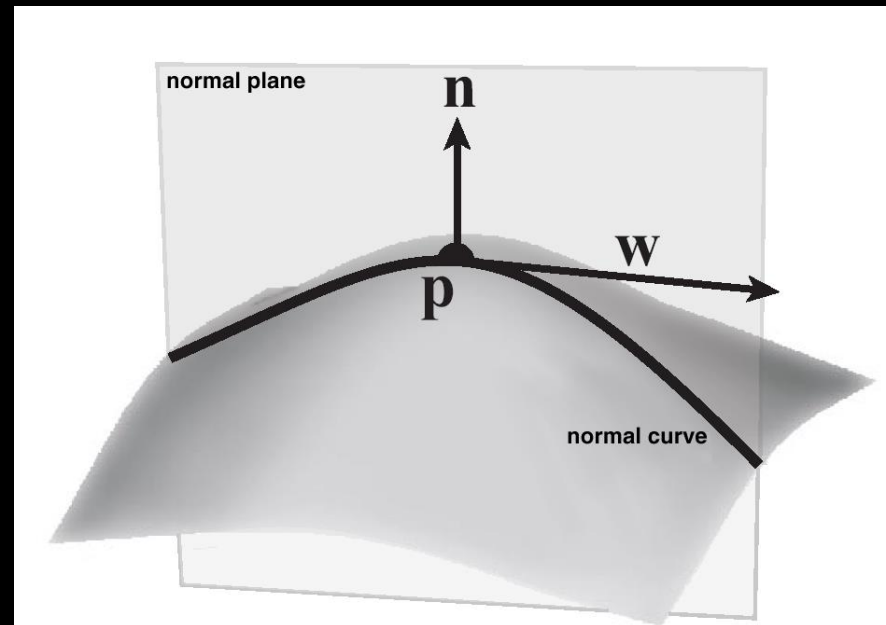


Curvature

Curvature κ of a curve is reciprocal of radius of circle that best approximates it

Defined at a point \mathbf{p} in a direction \mathbf{w}

Line has $\kappa = 0$

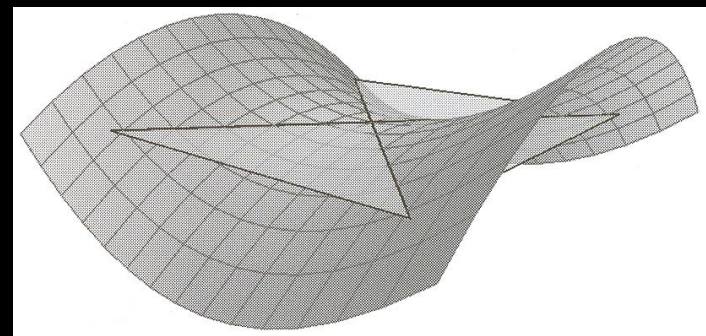




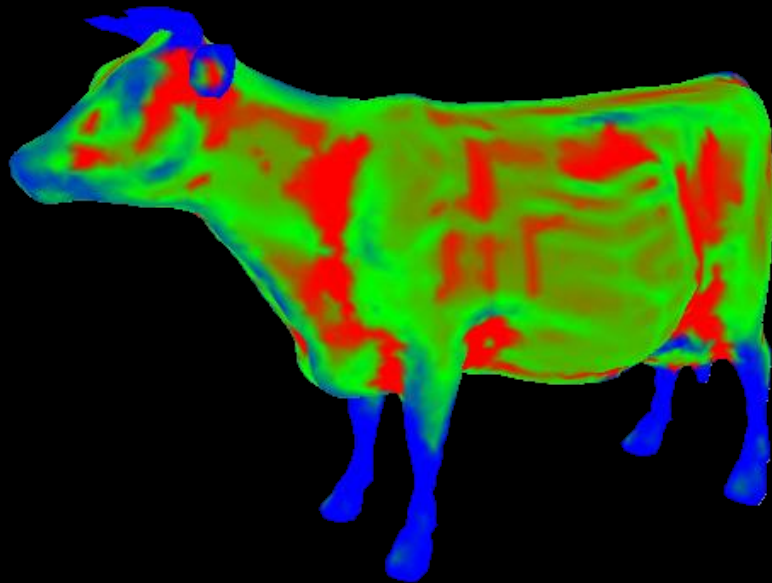
Principal Curvatures

The curvature at a point varies between some minimum and maximum – these are the *principal curvatures* κ_1 and κ_2

They occur in the *principal directions* d_1 and d_2 which are perpendicular to each other

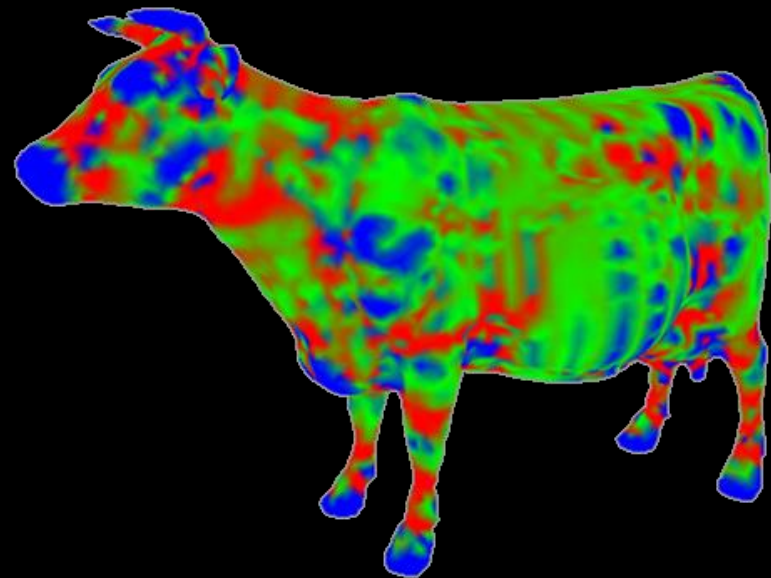


Principal Curvatures



Minimum Curvature

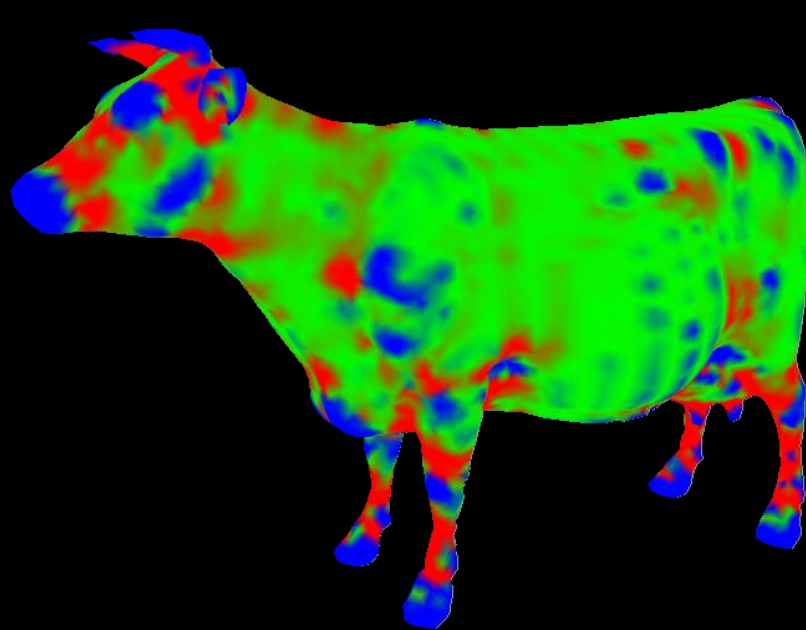
K_1



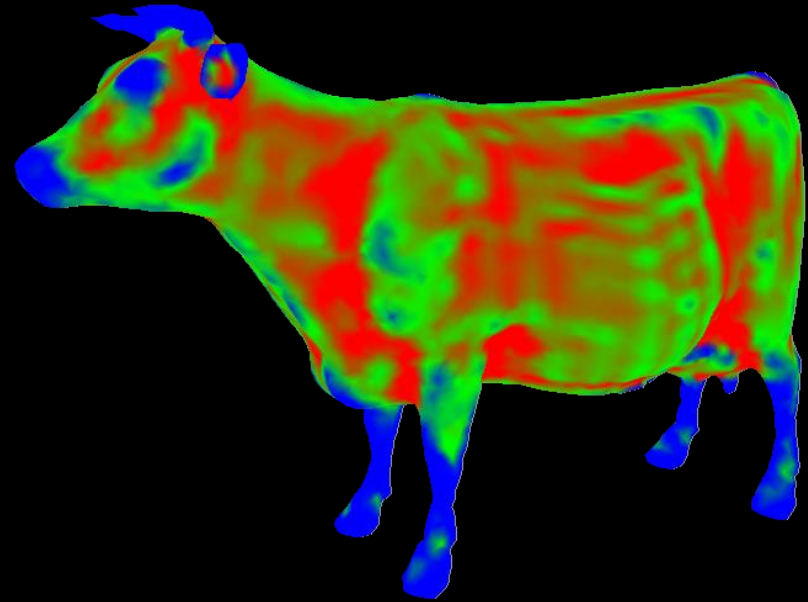
Maximum Curvature

K_2

Gaussian and Mean Curvature



Gauss Curvature
 $K = \kappa_1 \kappa_2$



Mean Curvature
 $H = \frac{1}{2} (\kappa_1 + \kappa_2)$

What Does Curvature Tell Us?



Planar points:

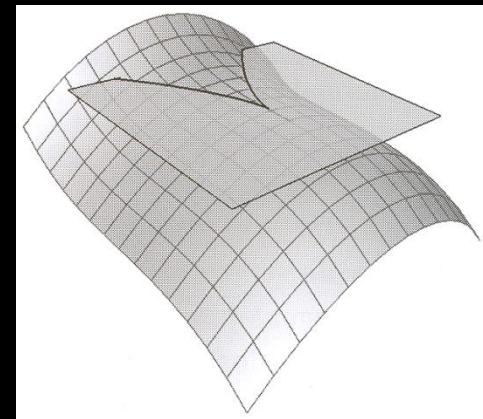
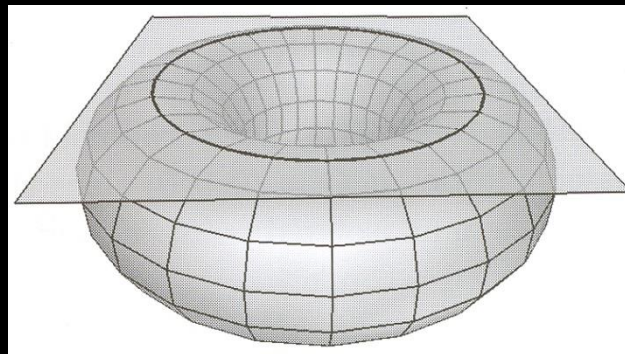
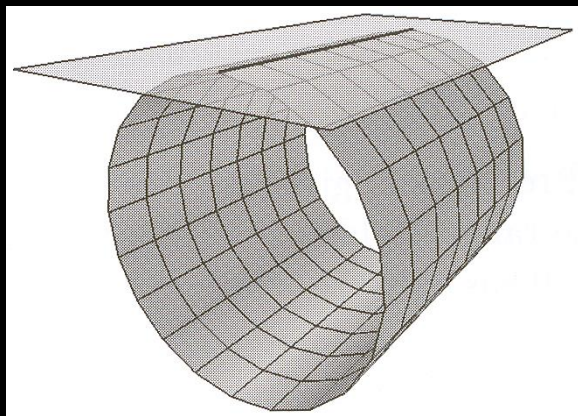
- Zero Gaussian curvature and zero mean curvature
- Tangent plane intersects surface at infinity points



What Does Curvature Tell Us?

Parabolic points:

- Zero Gaussian curvature, non-zero mean curvature
- Tangent plane intersects surface along 1 curves

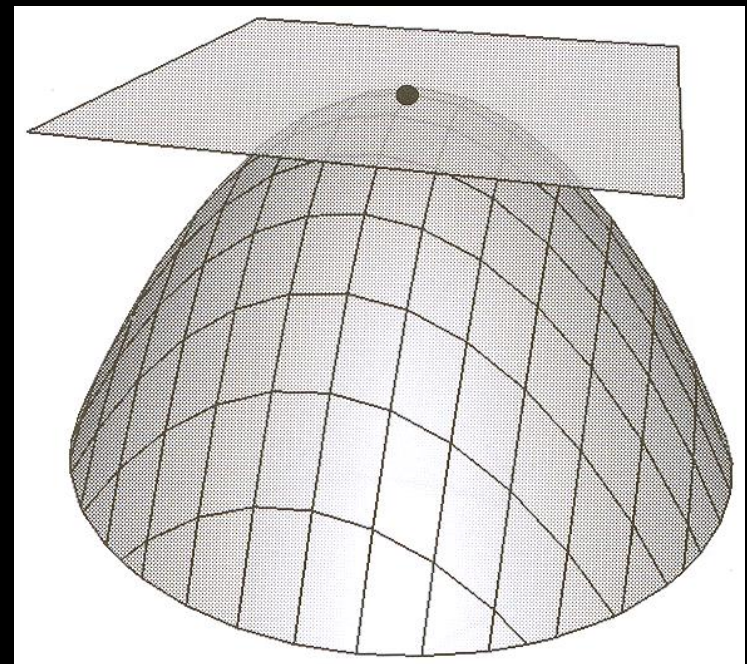




What Does Curvature Tell Us?

Elliptical points:

- Positive Gaussian curvature
- Convex/concave depending on sign of mean curvature
- Tangent plane intersects surface at 1 point

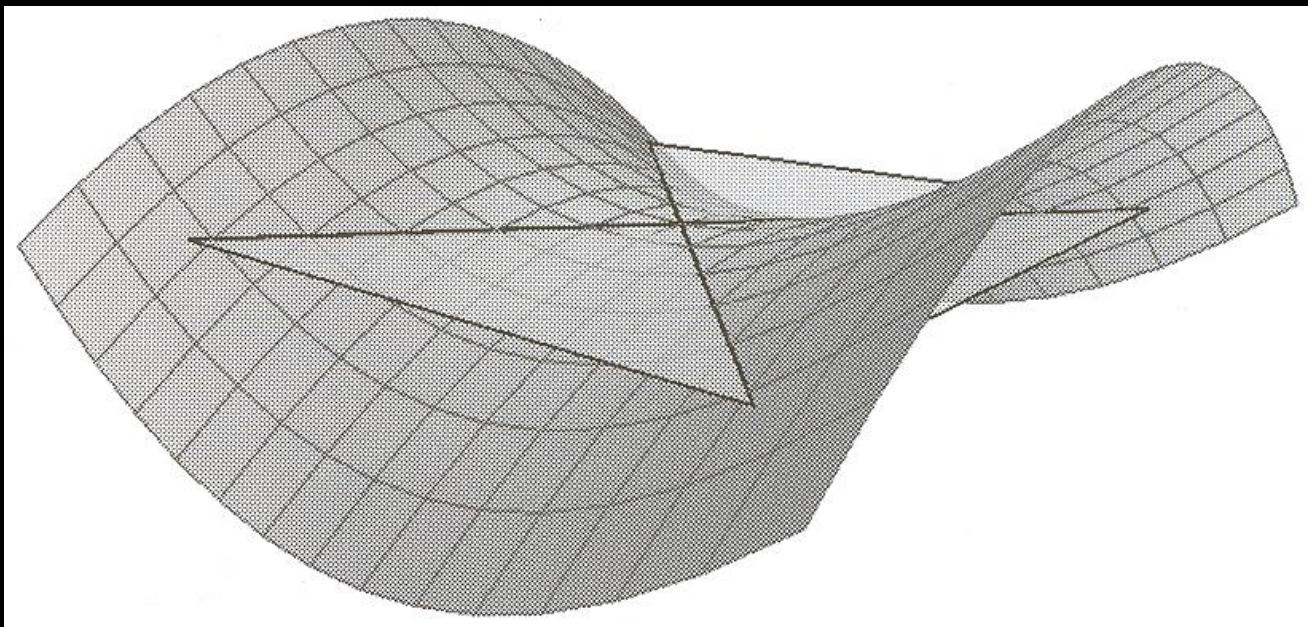




What Does Curvature Tell Us?

Hyperbolic points:

- Negative Gaussian curvature
- Tangent plane intersects surface along 2 curves

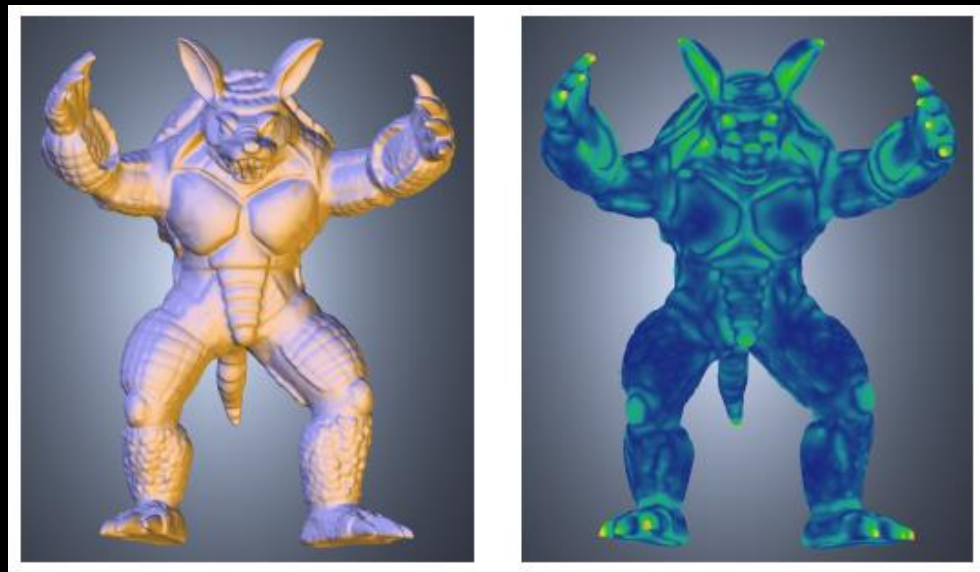




What Does Curvature Tell Us?

Mesh Saliency:

- Motivated by models of perceptual saliency
- Difference between mean curvature blurred with σ and blurred with 2σ



Principal Component Analysis (PCA)

Principal Component Analysis (PCA)

Tensor voting

- Extract points $\{q_i\}$ in neighborhood
- Compute covariance matrix M
- Analyze eigenvalues and eigenvectors of M (via SVD)
- Eigenvectors are Principal Axes

$$\mathbf{M} = \frac{1}{n} \sum_{i=1}^n \begin{bmatrix} q_i^x q_i^x & q_i^x q_i^y & q_i^x q_i^z \\ q_i^y q_i^x & q_i^y q_i^y & q_i^y q_i^z \\ q_i^z q_i^x & q_i^z q_i^y & q_i^z q_i^z \end{bmatrix}$$

Covariance Matrix

$$\mathbf{M} = \mathbf{U} \mathbf{S} \mathbf{U}^t$$

$$\mathbf{S} = \begin{bmatrix} \lambda_a & 0 & 0 \\ 0 & \lambda_b & 0 \\ 0 & 0 & \lambda_c \end{bmatrix} \quad \mathbf{U} = \begin{bmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{bmatrix}$$

Eigenvalues & Eigenvectors

Principal Component Analysis (PCA)

Tensor voting

- Extract points $\{q_i\}$ in neighborhood
- Compute covariance matrix M
- Analyze eigenvalues and eigenvectors of M (via SVD)

$$\mathbf{M} = \frac{1}{n} \sum_{i=1}^n \begin{bmatrix} q_i^x q_i^x & q_i^x q_i^y & q_i^x q_i^z \\ q_i^y q_i^x & q_i^y q_i^y & q_i^y q_i^z \\ q_i^z q_i^x & q_i^z q_i^y & q_i^z q_i^z \end{bmatrix}$$

Covariance Matrix

$$\mathbf{M} = \mathbf{U} \mathbf{S} \mathbf{U}^t$$

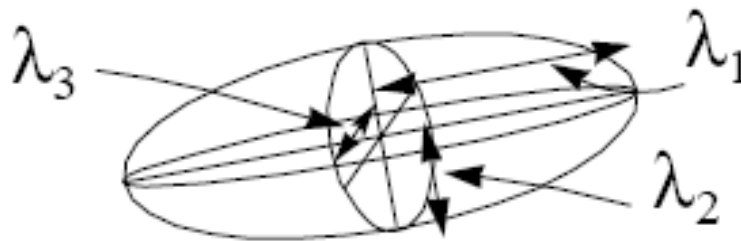
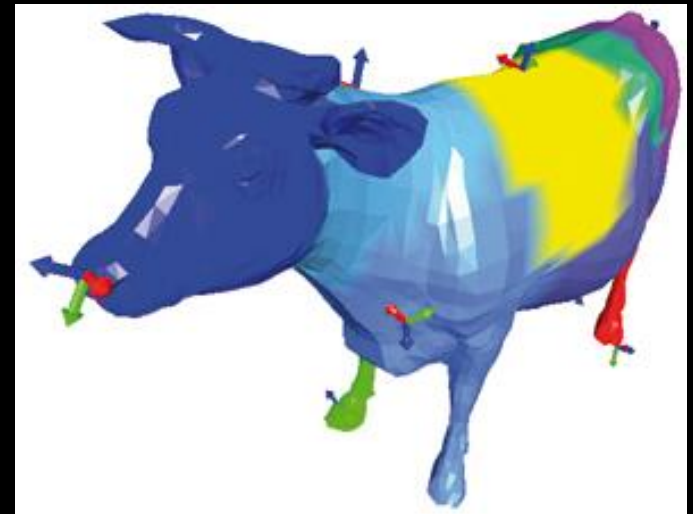
$$\mathbf{S} = \begin{bmatrix} \lambda_a & 0 & 0 \\ 0 & \lambda_b & 0 \\ 0 & 0 & \lambda_c \end{bmatrix} \quad \mathbf{U} = \begin{bmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{bmatrix}$$

Eigenvalues & Eigenvectors

Principal Component Analysis (PCA)

Eigenvectors are
“Principal Axes of Inertia”

Eigenvalues are variances
of the point distribution in
those directions





What Does PCA Tell Us?

Provides estimate of normal direction

- Eigenvector (principal axis) associated with smallest eigenvalue

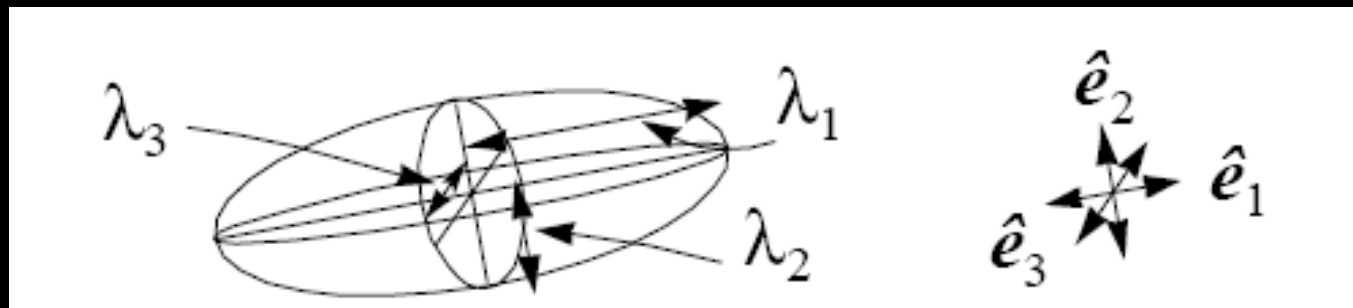
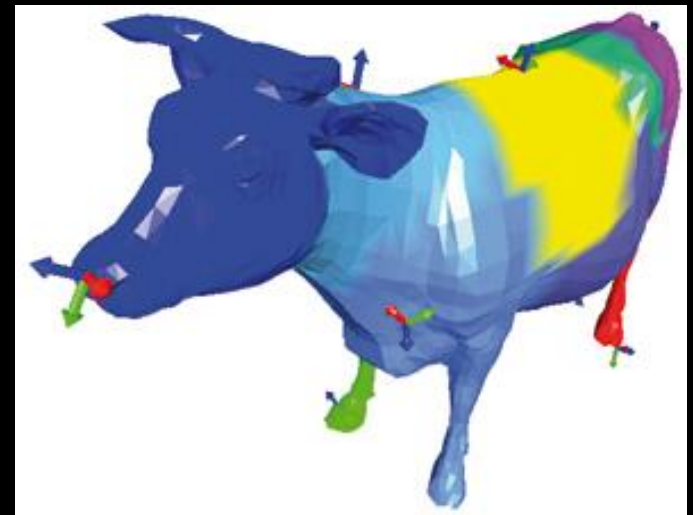




What Does PCA Tell Us?

Helps us construct a local coordinate frame for every point

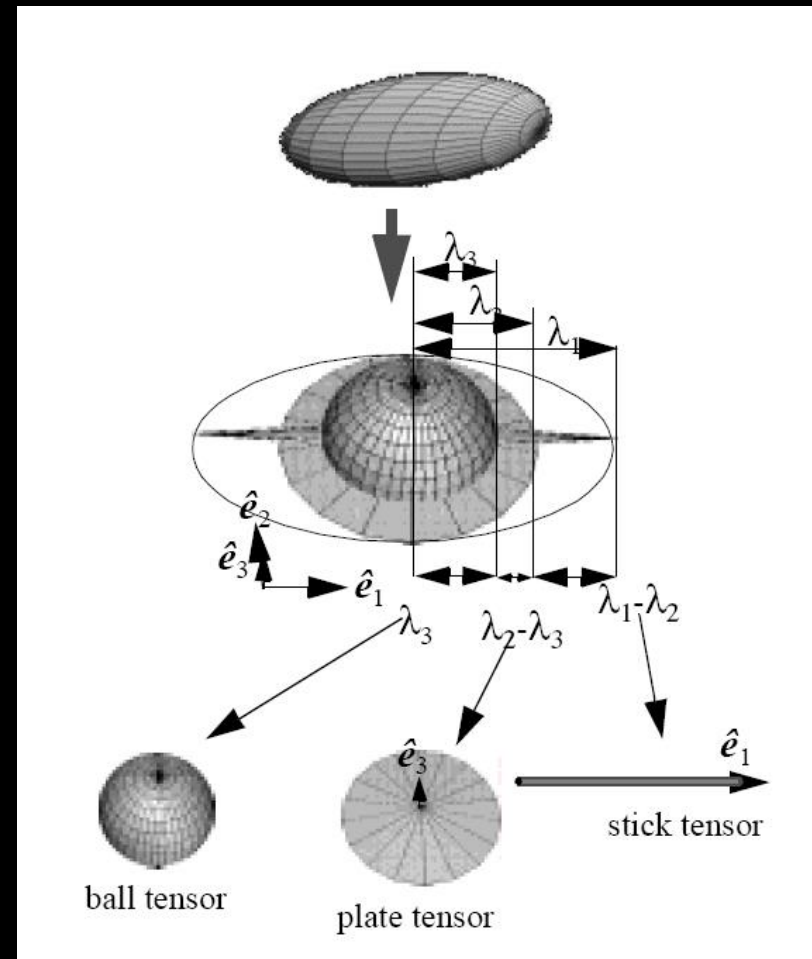
- Map \hat{e}_1 to X axis
- Map \hat{e}_2 to Y axis
- Map \hat{e}_3 to Z axis





What Does PCA Tell Us?

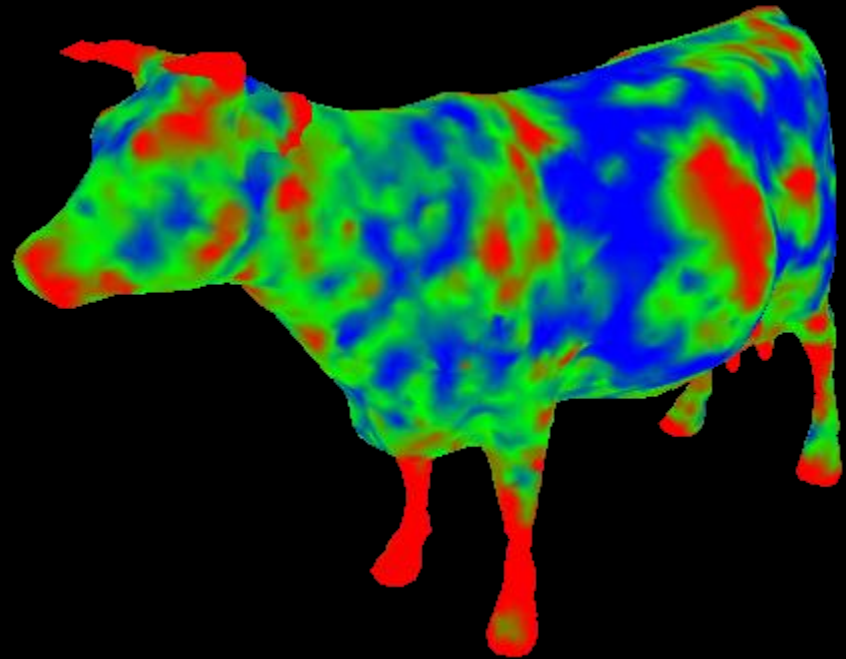
Helps differentiate
nearly plane-like,
from stick-like,
from sphere-like,
etc.





What Does PCA Tell Us?

Helps differentiate
nearly plane-like,
from stick-like,
from sphere-like,
etc.



$$\lambda_2 / (\lambda_1 + \lambda_2 + \lambda_3)$$