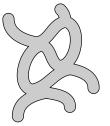
Definition

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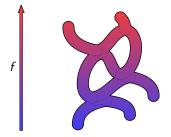
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Definition

Given:

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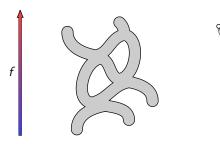


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$$\mathcal{R}(f) = \mathcal{M}/\sim$$
.



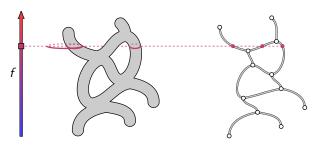
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$$x \sim y \text{ if } f(x) = f(y) \text{ and they belong to the same connected component of } f^{-1}(f(x))$$



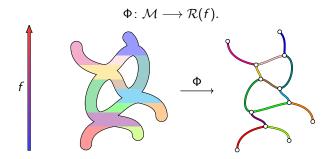
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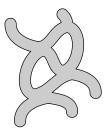
The **segmentation map** is the quotient map



Desired algorithm

Input:

ightharpoonup a PL manifold ${\cal M}$



Desired algorithm

Input:

a PL manifold M
 → a triangulated mesh M;



Desired algorithm

Input:

- a PL manifold M
 → a triangulated mesh M;
- ightharpoonup a non-degenerate PL scalar field f on ${\mathcal M}$



Desired algorithm

Input:

- ightharpoonup a PL manifold ${\cal M}$
 - \rightsquigarrow a triangulated mesh \mathcal{M} ;
- ightharpoonup a non-degenerate PL scalar field f on ${\cal M}$
 - \rightsquigarrow a scalar value f(v) for each vertex v of \mathcal{M} .
 - pairwise different, in order to ensure non-degeneracy; this can be achieved by random perturbations



Desired algorithm

Input:

- a PL manifold M
 → a triangulated mesh M;
- ▶ a non-degenerate PL scalar field f on \mathcal{M} \rightsquigarrow a scalar value f(v) for each vertex v of \mathcal{M} .

Output:

▶ the augmented Reeb graph $\mathcal{R}(f)$.

► graph + segmentation map



Desired algorithm

Input:

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 → a triangulated mesh M;
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Time complexity:

 \triangleright $O(m \cdot \log m)$, where m is the size of the 2-skeleton of \mathcal{M} .

#vertices + #edges + #triangles

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Parallel.

Geometry of critical points

There are three kinds of critical points:

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There are three kinds of critical points:

▶ (local) maxima



Geometry of critical points

There are three kinds of critical points:

- ► (local) maxima
- ► (local) minima





Geometry of critical points

There are three kinds of critical points:

- ► (local) maxima
- ▶ (local) minima
- saddles







Geometry of critical points

There are three kinds of critical points:

► (local) maxima

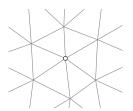
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saddles



How to detect them on a PL manifold?



Geometry of critical points

There are three kinds of critical points:

- ► (local) maxima
- ► (local) minima
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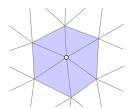






How to detect them on a PL manifold?

Given a vertex v, the star of v is the union of all simplices containing v.



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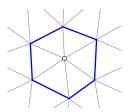






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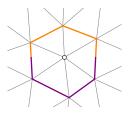


How to detect them on a PL manifold?

Given a vertex v, the star of v is the union of all simplices containing v.

$$Link^{+}(v) = \{x \in Link(v) : f(x) > f(v)\}$$

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Geometry of critical points

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- (local) minima
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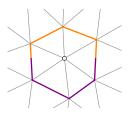


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Geometry of critical points

There are three kinds of critical points:

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 ~> Link⁺ empty;
- ► (local) minima ~> Link⁻ empty;
- saddles





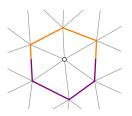


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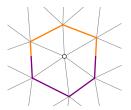


How to detect them on a PL manifold?

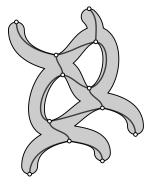
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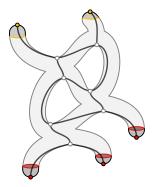


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► Maxima and minima \rightsquigarrow nodes of valence 1 (leaves).



The critical points of f are closely related to the topology of the Reeb graph $\mathcal{R}(f)$.

- **Maxima** and **minima** → nodes of valence 1 (leaves).
- **Saddles** \rightsquigarrow nodes of valence ≥ 2 .
 - ▶ Join saddles: multiple components below.
 - **Split saddles**: multiple components above.

non-mutually exclusive in dimension ≥ 3

