Reeb graph
Definition

Given:

- a manifold $\mathcal{M}$;
- a Morse function $f\colon \mathcal{M} \to \mathbb{R}$ with distinct critical values;

the **Reeb graph** of f is the 1-dimensional simplicial complex

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

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

The **segmentation map** is the quotient map

$$\Phi\colon \mathcal{M} \longrightarrow \mathcal{R}(f).$$

Reeb graph

Desired algorithm

Input:

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

Output:

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

  graph + segmentation map

Time complexity:

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

  #vertices + #edges + #triangles

Parallelizable.

Reeb graph

Geometry of critical points

There are three kinds of critical points:

- (local) **maximums**
  $\rightsquigarrow$ Link^+ empty;
- (local) **minimums**
  $\rightsquigarrow$ Link^- empty;
- **saddles**
  $\rightsquigarrow$ Link^- or Link^+ disconnected.

How to detect them on a PL manifold?

Given a vertex v, the **star** of v is the union of all simplices containing v.
The **link** of v is the boundary of its star.

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

$$\mathrm{Link}^-(v) = \{x \in \mathrm{Link}(v) : f(x) < f(v)\}$$

Reeb graph

Significance of critical points

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

- **Maximums** and **minimums**
  $\rightsquigarrow$ 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

Sequential algorithm

Informal description

- Process the vertices of the mesh by **increasing** value of f.
- Construct the Reeb graph $\mathcal{R}(f)$ incrementally.
- While sweeping upwards, keep:
  - the **partial Reeb graph** constructed so far;
  - the current **level set** $f^{-1}(r)$.

    each connected component corresponds to an open edge of the partial Reeb graph

- When processing a vertex, **update** the level set and the Reeb graph accordingly.

Sequential algorithm

The preimage graph

The level set $f^{-1}(r)$ can be represented by an abstract **graph** G_r:

- **nodes** $\rightsquigarrow$ edges of the mesh $\mathcal{M}$;
- **edges** $\rightsquigarrow$ triangles of $\mathcal{M}$ intersecting $f^{-1}(r)$.

a triangle connects its two sides intersecting $f^{-1}(r)$

Updating G_r

- **Trigger**: update when $r = f(v)$ for some vertex v.

from $G_{r-\epsilon}$ to $G_{r+\epsilon}$

- **Action**: process each triangle $\mathcal{T}$ of $\mathrm{Star}(v)$ separately.
  1. v is the lower vertex of $\mathcal{T}$.
  2. v is the middle vertex of $\mathcal{T}$.
  3. v is the upper vertex of $\mathcal{T}$.