

# A Flexible Tool for Shape Analysis

## IDP Presentation

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## 1 Demo Time

## 2 Class Overview

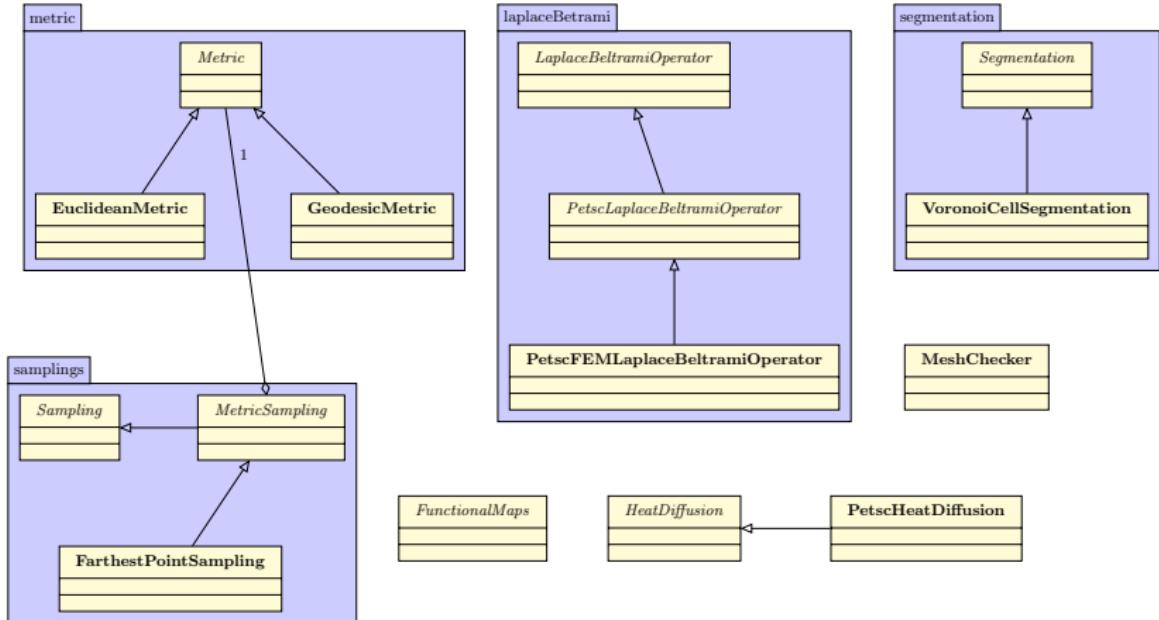
## 3 Customs

## 4 PETSc and SLEPc

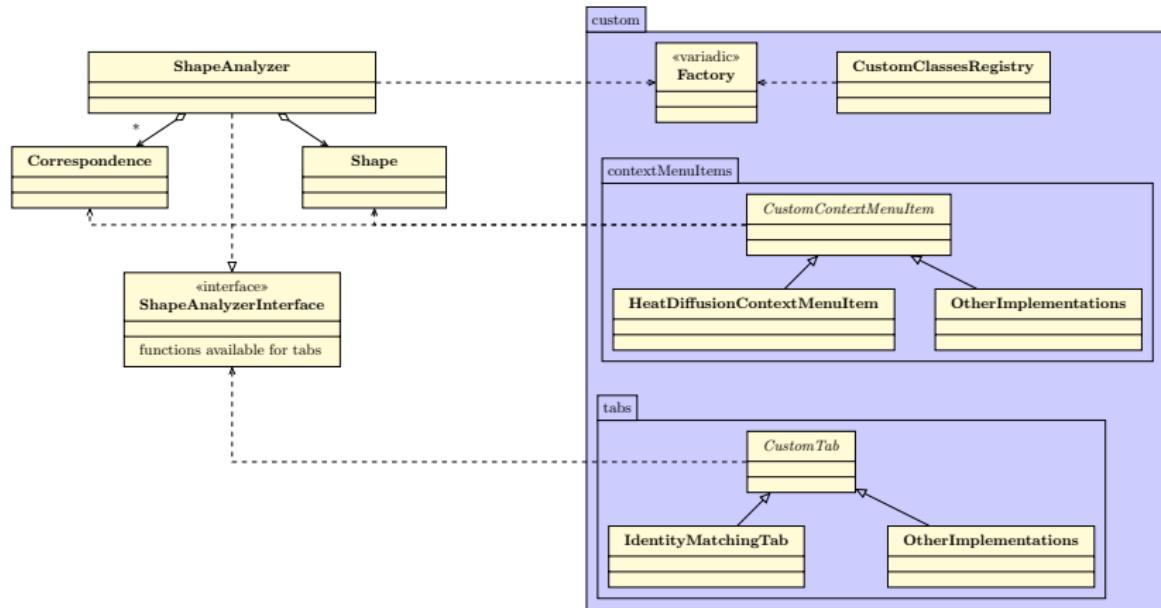
## 5 A Function Transfer Tab

## Demo Time

# Class Diagram: Domain



# Class Diagram: View



# CustomContextMenuItem

or

# CustomTab?

```
template<class T = Metric>
class VoronoiCellsContextMenuItem : public CustomContextMenuItem
{
public:
VoronoiCellsContextMenuItem<T>
(shared_ptr<Shape> shape, ShapeAnalyzerInterface* shapeAnalyzer)
: CustomContextMenuItem(shape, shapeAnalyzer) { }

virtual void onClick(vtkIdType pointId, vtkIdType faceId,
QWidget* parent) {
(...)}}

};
```

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(...) }

};
```

```
virtual void onClick(...)  {
    bool ok;
    vtkIdType source = QInputDialog::getInt(...);
    if (!ok) { return; }
    (...)

    if(ok) {
        try {
            auto m = make_shared<T>(shape_);
            auto fps = make_shared<FarthestPointSampling>(shape_,
                m, source, numberOfSegments);
            VoronoiCellSegmentation segmentation(shape_, m, fps);
            shape_->setColoring(segmentation.getSegments(),
                Shape::Coloring::Type::PointSegmentation);
        } catch(metric::MetricError& e) {
            QMessageBox::warning(parent, "Exception", e.what());
        }}}
```

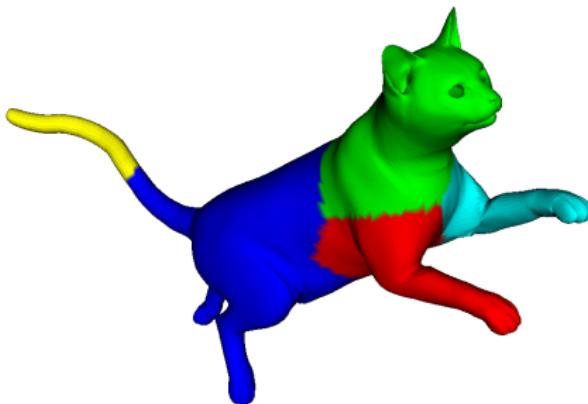
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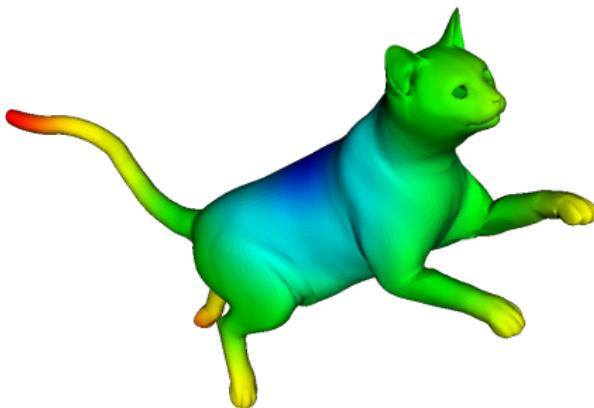
- PointSegmentation
- FaceSegmentation
- PointRGB
- FaceRGB
- PointScalar
- FaceScalar



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- PointSegmentation
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- PointScalar
- FaceScalar



## ■ Constructor signature:

- `HashMap<vtkActor*, shared_ptr<Shape>& shapes`
- `HashMap<shared_ptr<PointCorrespondence>, bool>& pointCorrespondences`
- `HashMap<shared_ptr<FaceCorrespondence>, bool>& faceCorrespondences`
- `ShapeAnalyzerInterface* shapeAnalyzer`

## ■ Abstract functions:

- `void onShapeAdd(Shape* shape)`
- `void onShapeEdit(Shape* shape)`
- `void onShapeDelete(Shape* shape)`
- `void onClear()`

```
template<class T, class... Args>
class Factory { ... }

typedef Factory<CustomContextMenuItem, shared_ptr<Shape>,
    ShapeAnalyzerInterface*> CustomContextMenuFactory;

typedef Factory<CustomTab, const HashMap<vtkActor*>,
    shared_ptr<Shape>&,
    const HashMap<shared_ptr<PointCorrespondence>, bool>&,
    const HashMap<shared_ptr<FaceCorrespondence>, bool>&,
    ShapeAnalyzerInterface*> CustomTabFactory;
```

```
template<class T, class... Args>
class Factory { ... }

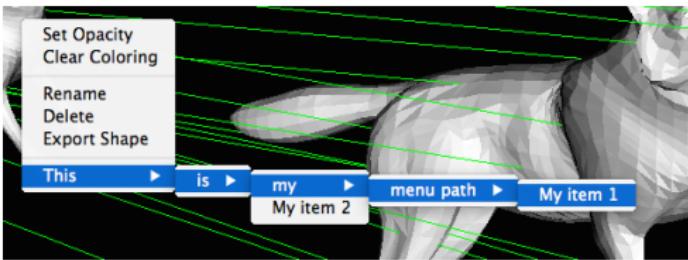
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```

```
struct CustomClassesRegistry {
    static void registerContextMenuItems() {
        CustomContextMenuItemFactory::getInstance()->Register<
            MyMenuItemClass>("key", "My_Menu_Label");
    }
    static void registerTabs() {
        CustomTabFactory::getInstance()->Register<MyTabClass>("key", "My_Tab_Label");
    }
}
```

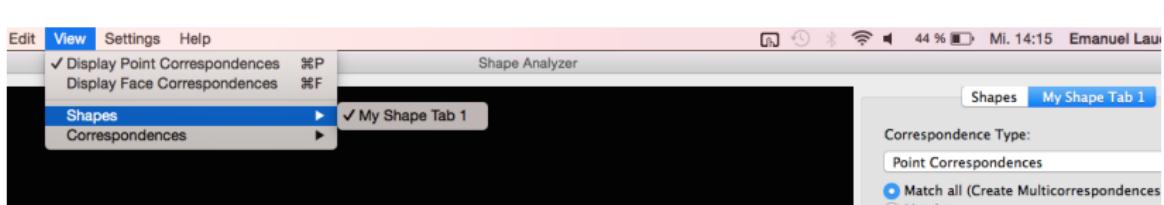
```
static void registerContextMenuItems() {
    CustomContextMenuFactory::getInstance()->Register<
        ExtractSegmentMenuItem>("extract_segment",
        "This>>is>>my>>menu_path>>My_item_1");

    CustomContextMenuFactory::getInstance()->Register<
        VoronoiCellsMenuItem<GeodesicMetric>>("voronoicells_geodesic",
        "This>>is>>My_item_2");
}
```



```
static void registerTabs() {
    CustomTabFactory::getInstance()->Register<IdentityMatchingTab>("identity_matching", "Shapes>>My\Shape\Tab\1");

    CustomTabFactory::getInstance()->Register<
        ShapeInterpolationTab>("shape_interpolation", "Correspondences>>My\Correspondences\Tab\1");
}
```



- PETSc: (Sparse) linear algebra (e.g. matrix vector multiplication, linear systems, ...)
- SLEPc: (Sparse) eigenvalue solver (builds up on PETSc)
- Heavily used in the "Computational Science and Engineering" community for solving PDEs (e.g. Computational Fluid Dynamics)
- Based on MPI (therefore well suited for distributed HPCs)
- Can also be used with CUDA and cuBLAS (instead of MPI).
- Drawback: Coding is kinda' low level :(

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$$\mathbf{b} := \mathbf{A} \cdot \mathbf{a}$$

```
// Initialize matrix A
int n = 10;
int m = 15;
Mat A;
MatCreateSeqDense(PETSC_COMM_SELF, n, m, NULL, &A);
for(PetscInt i = 0; i < n; i++) {
    for(PetscInt j = 0; j < m; j++) {
        PetscReal aij = rand();
        MatSetValue(A, i, j, aij, INSERT_VALUES);
    }
}
MatAssemblyBegin(A, MAT_FINAL_ASSEMBLY);
MatAssemblyEnd(A, MAT_FINAL_ASSEMBLY);
```

$$\mathbf{b} := \mathbf{A} \cdot \mathbf{a}$$

```
//Initialization of the vectors a and b
Vec a, b;
MatGetVecs(A, &a, &b);
for(PetscInt i = 0; i < size; i++) {
    VecSetValue(a, i, rand(), INSERT_VALUES);
}
VecAssemblyBegin(a);
VecAssemblyEnd(a);
```

$$\mathbf{b} := \mathbf{A} \cdot \mathbf{a}$$

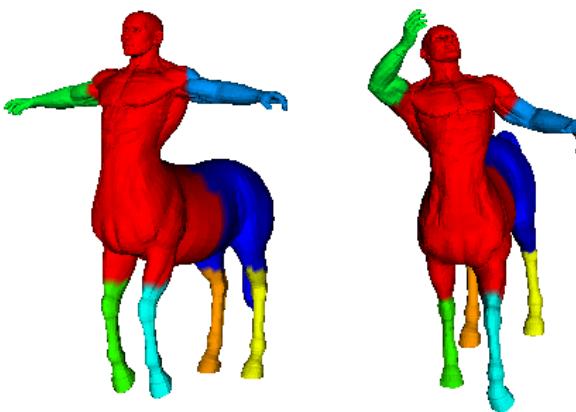
```
// Actual computation
MatMult(A, a, b);
VecView(b, PETSC_VIEWER_STDOUT_SELF);
MatDestroy(&A);
VecDestroy(&a);
VecDestroy(&b);
```

$$\mathbf{x} = a \cdot \mathbf{x} + \mathbf{y}$$

```
ierr = VecCUDACopyToGPU(xin);CHKERRQ(ierr);
ierr = VecCUDACopyToGPU(yin);CHKERRQ(ierr);
try {
    cusp::blas::axpy(*((Vec_CUDA*)xin->spptr)->GPUarray,
                     *((Vec_CUDA*)yin->spptr)->GPUarray,
                     alpha
    );
    yin->valid_GPU_array = PETSC_CUDA_GPU;
    ierr = WaitForGPU();
    CHKERRQCUDA(ierr);
} catch(char *ex) { /*...*/ }
```

Goal: Transfer a function  $f : V_M \rightarrow \mathbb{R}$  from shape  $M$  to shape  $N$ .  
(Please note:  $M = (V_M := \{v_1, v_2, \dots, v_n\}, T_M)$  and therefore  $f \in \mathbb{R}^n$ )

Assumption:  $M$  and  $N$  are related by an *isometry*  
(Ovsjanikov et al. 2012)



$$f = \sum_{i=1}^n a_i \phi_i \in \mathbb{R}^n$$

First guess (Canonical basis of  $\mathbb{R}^n$ ):  $\phi_i := \delta_{ij}$

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## Question

Is this really a good idea? Answer: Nope!

Transferring a function  $f$  from  $M$  to  $N$  requires the correspondence Matrix  $C \in \mathbb{R}^{n \times n}$  (But that is what we are looking for)

Better choice: Eigenvectors  $\{\phi_i^M\}_{i=1}^n \subset \mathbb{R}^n$  and  $\{\phi_i^N\}_{i=1}^n \subset \mathbb{R}^n$  of the Laplace-Beltrami operators  $\Delta_M = M_M^{-1} \cdot L_M \in \mathbb{R}^{n \times n}$  and  $\Delta_N = M_N^{-1} \cdot L_N \in \mathbb{R}^{n \times n}$



## Property 1

If two shapes  $M, N$  are related by a perfect isometry, their Laplace-Beltrami eigenvectors are the same up to two sign flip.

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## Property 2

If the signal  $f$  is sufficiently smooth we can represent it accurately (enough) by the first 20 eigenvectors:

$$f \approx \sum_{i=1}^{20} a_i \phi_i \in \mathbb{R}^n$$

## Idea

Transfer  $f$  from  $M$  to  $N$  by projecting it onto Laplace-Beltrami eigenbasis  $\{\phi_i^M\}_{i=1}^{20}$  and flip signs of coefficients accordingly:

$$\langle \phi_i^M, f \rangle_{M_M} = \langle \phi_i^M, \sum_{j=1}^{20} a_j \phi_j^M \rangle_{M_M} = \sum_{j=1}^{20} a_j \langle \phi_i^M, \phi_j^M \rangle_{M_M} = a_i$$

$$t(f) = \sum_{i=1}^{20} b_i \phi_i^N = \sum_{i=1}^{20} \underbrace{c_{ii} a_i}_{b_i} \phi_i^N \quad \text{with } c_{ii} \in \{-1, 1\}$$

## Idea

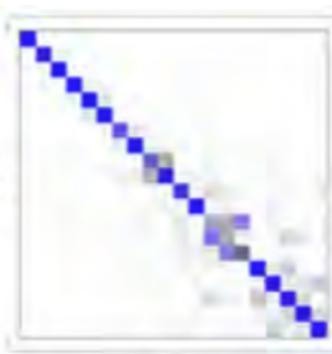
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$$t(f) = \underbrace{C \cdot a}_{=b} \cdot \phi^N \quad \text{with } C \in \mathbb{R}^{20 \times 20}, C \text{ diagonal}$$

Caveat: Since we never deal with perfect isometries,  $C$  is not perfectly diagonal:



**C**

Assume we are given a set of corresponding constraint functions represented as 20-dimensional vectors of coefficients  $a_i^\top, b_i^\top \in \mathbb{R}^{20}$ :



$$\min_C \underbrace{\frac{1}{2} \|B - CA\|_F^2}_{\text{data term}} + \lambda \underbrace{|W \circ C|_1}_{\text{regularizer}}$$

First guess: Squared distance from diagonal:  $W_{ij} := 10 \cdot (i - j)^2$   
Better:

$$W_{ij} := \min\{|i - j|, 1\} \cdot \left(100 - \left(\frac{\min\{i, j\}}{20}\right)^3 \cdot 100\right)$$



$$\min_{C,O} \frac{1}{2} \|B - CA - O\|_F^2 + \lambda |W \circ C|_1 + \mu \|O\|_{2,1}$$

where  $\|O\|_{2,1} := \sum_{i=1}^I \|o_i^\top\|_2$  (Pokrass et al. 2013)

$$\min_{C,O} \underbrace{\frac{1}{2} \|B - CA - O\|_F^2}_{\text{differentiable}} + \underbrace{\lambda |W \circ C|_1 + \mu \|O\|_{2,1}}_{\text{not differentiable}}$$

- Whole function convex
- Optimization by Forward-Backward Splitting (Generalized projected gradient descent)



## Demo time



**Thank you for your attention!**