

Example of IEEEtran.cls, adapted for Sibgrapi 2014

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Fig. 1. Teasing result of our method: from this data input (left), the relevant feature are extracted using our technique (middle), producing effective result (right).

Abstract—With the recent evolution of certain applications, there is a growing need for methods of this kind...

This paper proposes exactly the right solution for this sub-problem in terms of several criterions. It introduces techniques for this and that tasks, improving this characteristic of the results. It further opens to a wider range of applications, as the experiments related in this paper confirms.

Keywords—one or two words; separated by semicolon; from specific; to generic fields;

I. INTRODUCTION

In the general context of this field, a certain kind of application has recently aggregated values for the following reasons. However, existing approaches to produce good results for this application do not perform optimally yet, being limited to certain aspects and requiring too much resources to be actually used.

Contributions: This paper proposes a different approach to overcome those difficulties. By introducing and adapting those techniques to this context, we achieve significant improvements on the recent results. In particular, our method can handle this kind of data, and reduces the resource requirements. In our experiments, we evaluate a gain of $xx\%$ and could observe several interesting results that validate and delimit our approach.

A. Related work

We can roughly classify the approaches used for our application in three categories: first category, second category, and last category.

Approaches in the first category were introduced by Pierre [1] using this and that techniques.



(a) First step

(b) Second step

(c) Result

Fig. 2. Technique overview

B. Technique overview

Para o desenvolvimento desse nosso trabalho, percebemos que métodos de edição de superfícies têm uma participação forte na área de Modelagem Geométrica. Podemos visualizar esse tipo de atividade em aplicações envolvendo indústrias ou manipulação de desenhos artísticos.

Durante muitos anos, a abordagem utilizada na literatura, envolvia uma representação baseada em superfícies paramétricas [2], que podem ter uma generalização para domínios de base não regular usando técnicas de subdivisão [3].

Com o crescimento da divulgação dos Scanners 3D, a obtenção de geometrias de superfícies de objetos reais ficou

acessível [?]. Porém, esses novos tipos de superfícies apresentam uma amostragem densa e não suave, não sendo os métodos de edição de superfícies já existentes. Devido à isso, houve o surgimento de novas ferramentas para edição desses tipos de superfícies

Fig. 2.

II. TECHNICAL BACKGROUND

In this section, we detail this classical technique. The reader can find a more complete exposition in the work of Paul [1].

A. Important concept

An *important concept* is a type of object:

Definition 1 (Important concept). *Given this and that, an object X is an important concept if it respects the following properties...*

B. Usual adaptation

This concept has been used for applications similar to ours [1], using the following formulation...

III. NEW TECHNIQUE OR TECHNIQUE ADAPTATION

Our technique aims at obtaining that result. It particularly suits to the problem since it is formulated as...

A. Formulation

B. Solution

C. Initialization and tuning

IV. IMPLEMENTATION

In order to reduce the resources needed for our method, we use the following implementation strategy.

A. Solver

B. Result display

V. EXPERIMENTS

We validate our technique through a series of experiments.

First experiment: The first experiment checks this aspect of our method on perfect examples.

Second experiment: The second experiment checks the speedup obtained by the implementation strategy compared to previous technique [1].

Third experiment: The last experiment test our method on real data.

VI. RESULTS AND DISCUSSION

We performed the above-mentioned experiments on the following type of data: ... For each data, we used the following tuning parameters of our method.

A. Performances

We report on Table I the performances of our technique on a computer at xxGhz with this graphic card. We observe that our technique outperforms previous approaches on this kind of data, and an equivalent result on this other kind of data.

TABLE I
PERFORMANCES RESULTS: TIMINGS ARE EXPRESSED IN MILLISECONDS.

Data	Size	Ours	Previous	Gain
Data 1	50	0.1	1 000	$\times 10^3$
Data 2	100	0.2	2 000	$\times 10^3$
Data 3	500	0.8	10 000	$\times 10^3$
Data 4	1 000	1.2	20 000	$\times 10^3$
Data 5	5 000	1.9	100 000	$\times 10^4$
Data 6	10 000	2.1	200 000	$\times 10^4$



Fig. 3. Quality assessment

B. Quality

As observed on Fig. 3, our method achieve good results in this situation. This can be measured by this criterion, and the results are reported on Table II.

C. Limitation

As mentioned in Section III, we expect our method to suit better this kind of data. On the other kind, this particularity does not fit into our formulation for this and that reason. Indeed, this can be observed in the results of Fig. 3. We plan to improve for that kind of data in future work. However, our technique performed well on this data, which does not respect our condition, since this other aspect reduced the negative impact of its characteristic.

VII. CONCLUSION

In this paper, we introduced this technique and showed that it is particularly appropriate for that application. We obtained this and that improvements, and plan to extend this application in that direction in future work.

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TABLE II
QUALITY MEASURES: TIMINGS ARE EXPRESSED IN MILLISECONDS.

Images	PSNR	MSE
Image 1	40.2	0.02
Image 2	30.9	1.02
Image 3	20.1	0.18