

# 3D Metric Fields

## Optimizing Frame Fields in a new Metric

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# Presentation Overview

## ① Problem Statement

Hexahedral Meshing

Seamless Maps

Frame Fields

## ② Frame Field Control

Metric Fields

Measuring Smoothness in new Metric

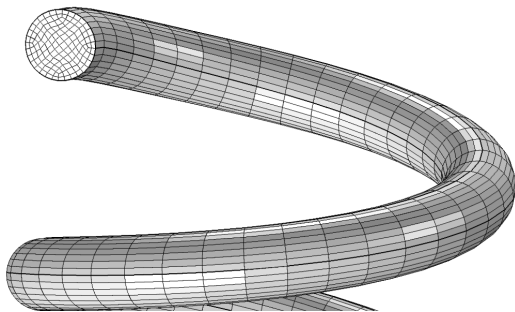
## ③ Discretization

## ④ Experiments

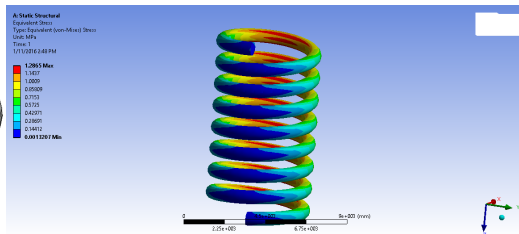
# Problem Statement

# Representation of geometry

Geometry needs to be represented in computers for applications



(a) Hexahedral mesh of spring [COMSOL]



(b) Stress simulation on spring [ANSYS]

Automatic good hexahedral mesh generation currently not robust

# Seamless Maps

Research approach:

Search for seamless map  $\phi : \mathcal{M} \subset \mathbb{R}^3 \rightarrow \mathbb{R}^3$  which maps the object smoothly into  $\mathbb{R}^3$

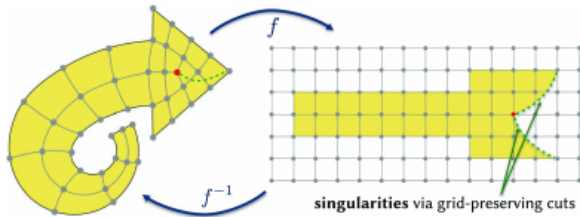


Figure: Integer-Grid map [Pietroni et al., 2022]

Direct search for "good quality" map is infeasible  $\rightarrow$  hard mixed-integer non-convex optimization problem

# Search for Seamless Maps

We want:

$$\phi : \mathcal{M} \rightarrow \mathbb{R}^3$$

Idea: Take the Jacobian

$$\nabla \phi : \mathcal{M} \rightarrow \mathbb{R}^{3 \times 3}$$

and search for an approximation  $F \approx \nabla \phi$ . We call  $F : \mathcal{M} \rightarrow \mathbb{R}^{3 \times 3}$  a **frame field**. A **frame** locally represents the deformed edges of a cube.

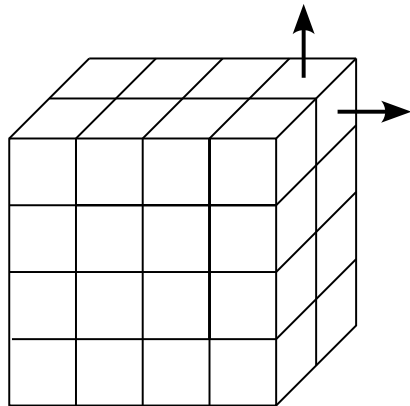
# Frame Fields

Goals for our frame field:

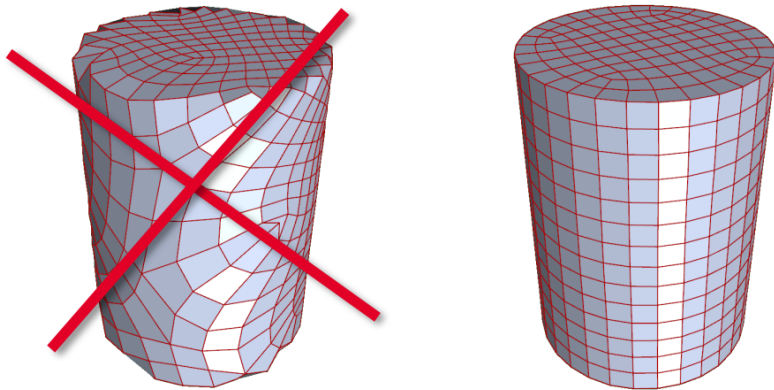
- Smoothness
- Boundary Alignment: One column should match with surface normal

Think of  $F$  as three vector fields  $F_i : \mathbb{R}^3 \rightarrow \mathbb{R}^3$

$$F = \begin{pmatrix} | & | & | \\ F_1 & F_2 & F_3 \\ | & | & | \end{pmatrix}$$



# Frame Fields



**Figure:** Left: Missing Boundary Alignment, not smooth. Right: Smooth + Boundary Aligned [Bommes, 2023]



# Optimization Approach

- Goal: Smooth Frame Field + Boundary Aligned
- We measure smoothness with the Dirichlet Energy

$$E(F) = \int_{\mathcal{M}} \|\nabla F\|^2 dV \quad (1)$$

# Frame Field Control

# Controlling frames

- For orthonormal frame field  $F^T F = \text{Id}$ , extracted elements are unit cubes
- Add metric field  $g$  for control of frames

$$g : \mathcal{M} \rightarrow \mathbb{R}^{3 \times 3}$$

- $g$ -orthonormality  $F^T g F = \text{Id}$

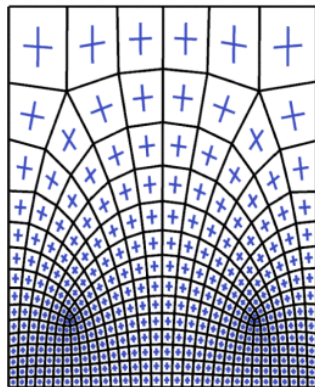


Figure: Under new metric  $g$ , lengths at the top are the same lengths as at the bottom [Fang et al., 2023]

# Space deformation

- Metric  $g$  measures deformation of space
- Cannot use euclidean smoothness measure
- $g$  defines infinitesimal rotation  $\omega$

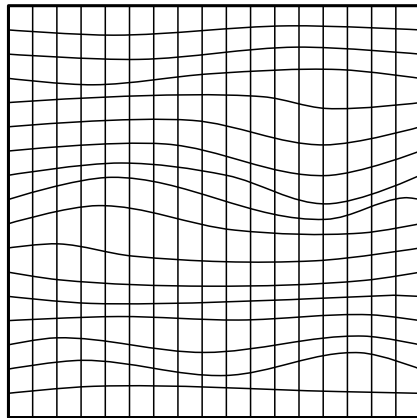
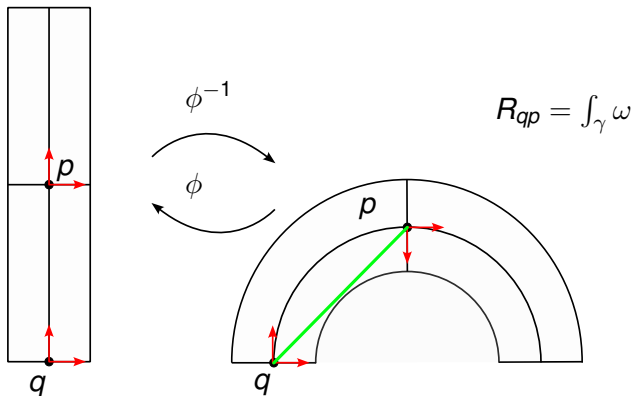


Figure: Metric  $g$  deforms the space, "straight" in  $g$  is not straight in euclidean metric

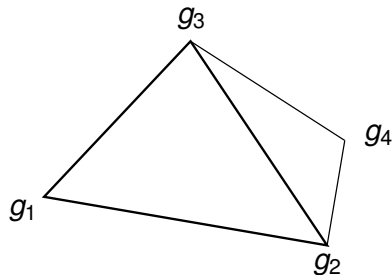
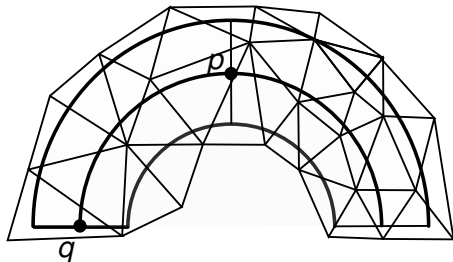
# Measuring Smoothness in new Metric



**Figure:** Under the metric induced by  $\phi$ , the frame at  $q$  is parallel to  $p$ . To compare them, we need to recover how  $p$  is rotated under  $\omega$ .

# Discretization

# Discretizing metric field



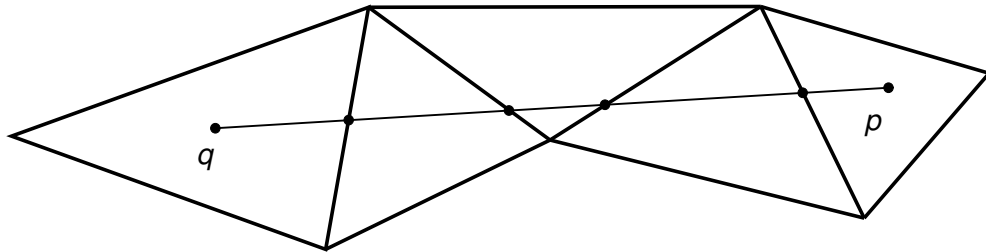
We store the object with a tetrahedral mesh and store the metrics at the vertices. Within the tet, we linearly interpolate with barycentric coordinates.

$$g = \alpha g_1 + \beta g_2 + \gamma g_3 + \delta g_4$$

with  $\alpha + \beta + \gamma + \delta = 1$  and  $\alpha, \beta, \gamma, \delta \geq 0$

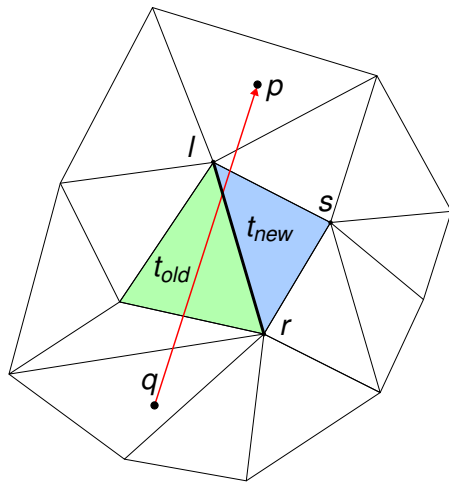
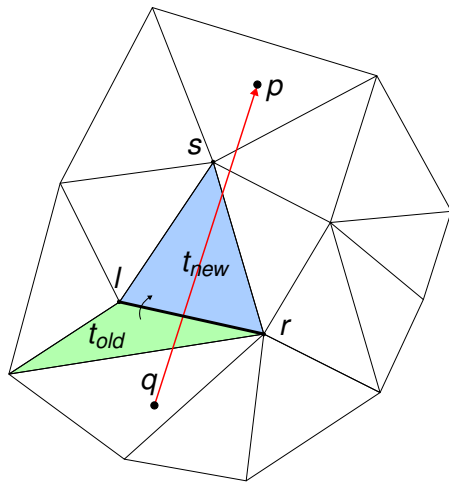
# Walking on a triangulation

- Problem: When integrating from  $q$  to  $p$ , need to use appropriate metric field.
- Need to find all tets that the line segment from  $q$  to  $p$  lies in to do integration in correct field





# Walking on a triangulation



# Putting all together

- 1 Store metric field at vertices
- 2 Minimize discretized Dirichlet energy with minimizer

$$E(F) = \int_{\mathcal{M}} \|\nabla F\|^2 dV \longrightarrow E(F) = \sum_{i,j} w_{ij} \|F_i - F_j\|^2 \quad (2)$$

- 3 modify with rotation coefficient to align in new metric

$$E(F) = \sum_{q,p} w_{ij} \|R_{qp} F_q - F_p\|^2 \quad (3)$$

# Experiments

$$g = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

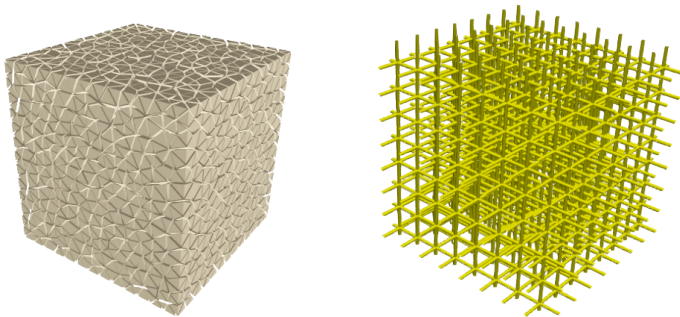
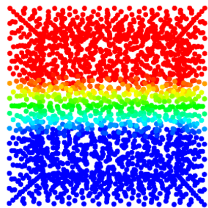
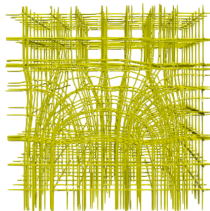


Figure: Constant metric everywhere, constant frame field

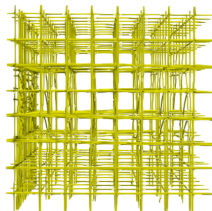
$$g(z) = \begin{cases} \text{diag}(1, 1, 1) & 0 < z < 1/3 \\ \text{diag}(27z - 8, 1, 27z - 8) & 1/3 < z < 2/3 \\ \text{diag}(10, 1, 10) & 2/3 < z < 1 \end{cases} \quad (4)$$



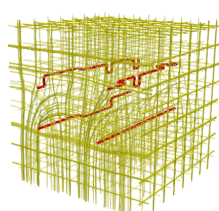
(a)



(b)



(c)



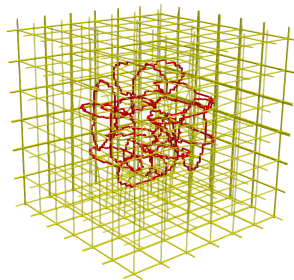
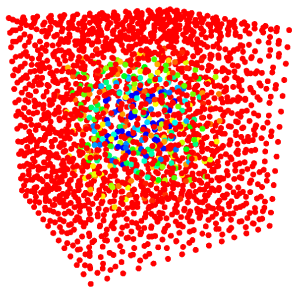
(d)

Figure: Constant-linear-constant metric


# Experiments

$$g(z) = \begin{cases} \text{diag}(1, 1, 1) & 0 < z < 1/3 \\ \text{diag}(h(z), h(z), h(z)) & 1/3 < z < 2/3 \\ \text{diag}(10, 10, 10) & 2/3 < z < 1 \end{cases} \quad (5)$$

with  $h(z) = 27z - 8$



# References

 [Pietroni et al. \(2022\)](#)  
Hex-Mesh Generation and Processing: A Survey  
*ACM Transaction on Graphics*

 [Fang et al. \(2023\)](#)  
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*IEEE Transactions on Visualization and Computer Graphics.*

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# The End

Questions? Comments?