Learning to generate Signed Distance Fields from Voxels

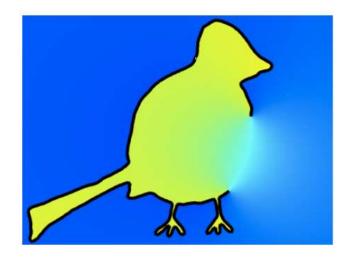
Amlan Kar, Yihuan Mao

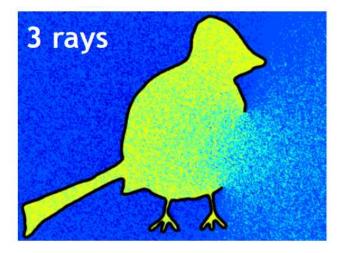
Overview

- Input: meshes
- Output : signed distance field
- Signed distance
 - Pseudonormal test
 - Ray cast
- Inside-outside segmentation
 - Get the sign from signed distance
 - Generalized winding number

Main problems

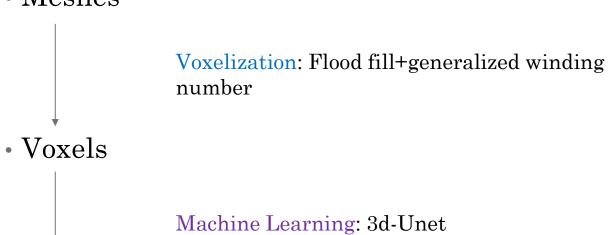
- Large scale data
 - n*n*n voxels
 - | F |
- Robustness on bad meshes





Our solution

Meshes



• SDF (signed distance field)

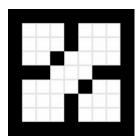
Data

• Data source: Thingi10K



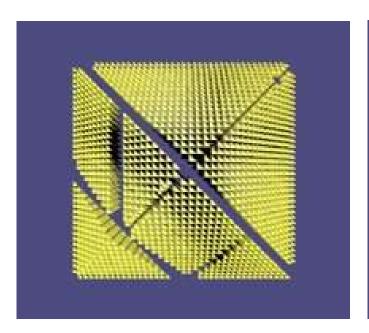
First step: Voxelization

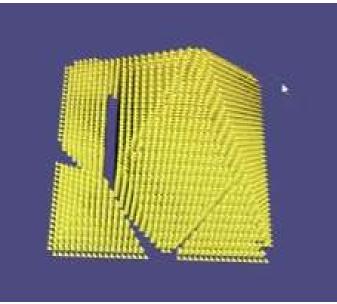
1. Flood fill



- 2. Inside-outside segmentation
 - Applied only on boundary

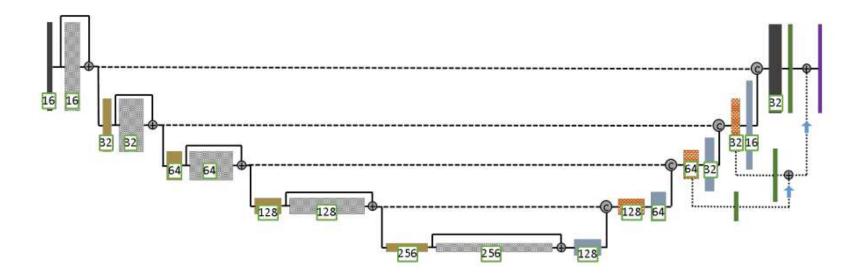
First step: Voxelization





Second step: Learn SDF

• Model: 3d-Unet

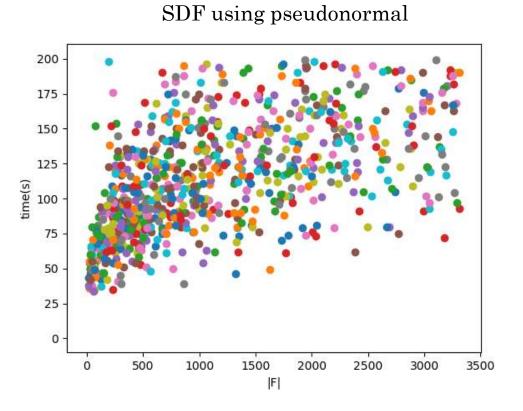


Comparison

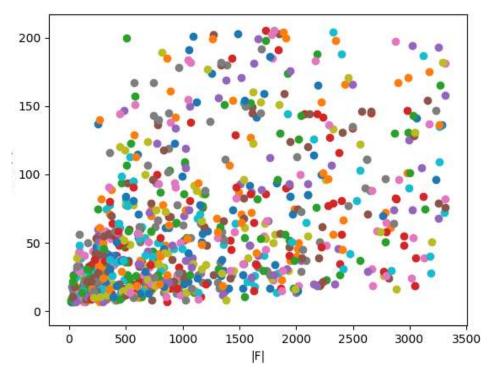
	Pseudonor mal test	Ray cast	Voxelization+machine learning	
Robustness on bad mashes	Not robust	Not robust More reliable when sample more	Voxelization: Robust using generalized winding number	ML:
Time complexity	O(n ³ *log F)	O(n ³ *log F)	O(n ^{2*} F +n ³) (GWN)	O(c*n³) Large const c
			Accelerate mainly in the term $n^{2*} F $	

Time consumption



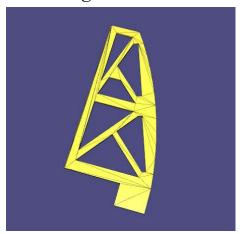


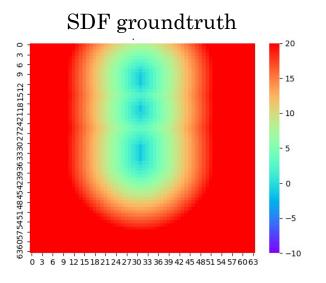
SDF using voxelization+ML

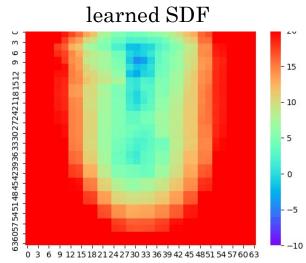


Results

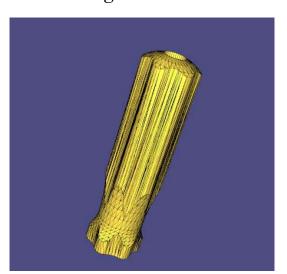
original mesh



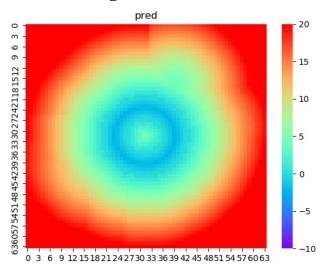




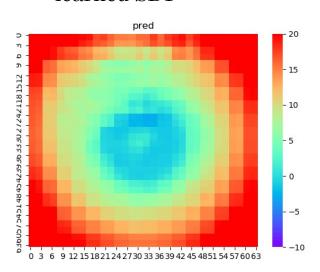
original mesh



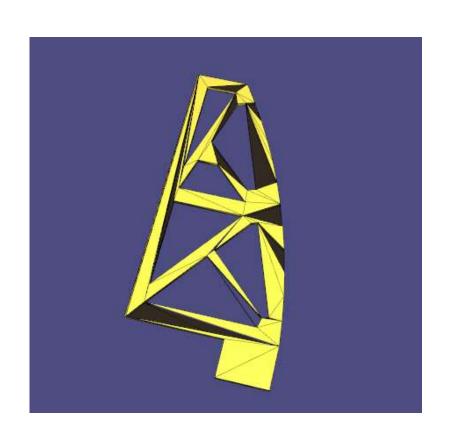
SDF groundtruth

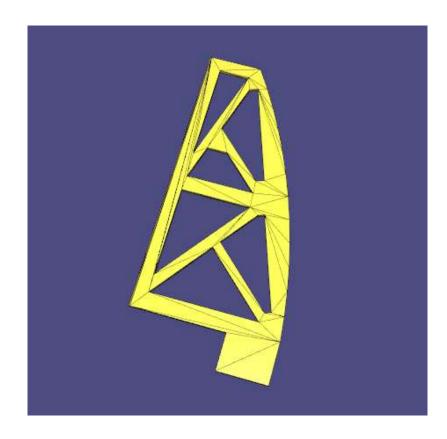


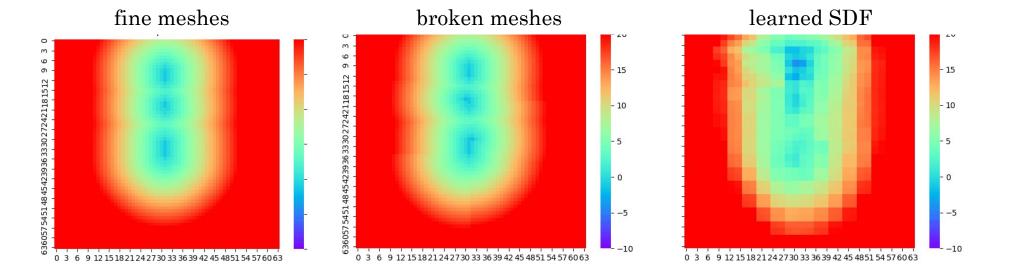
learned SDF



Performance on bad meshes





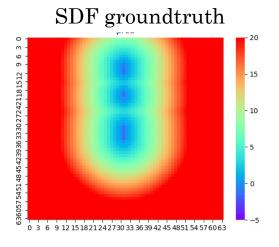


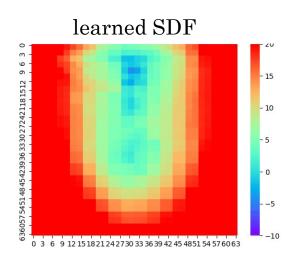
Truncated signed distance field(TSDF)

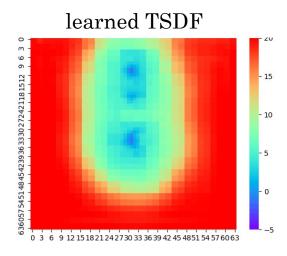
- Clamp the sdf between a smaller interval
- 3 | 3 | 3 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -3 | -3 | -3
- Obtain better performance near the boundary

MSE Loss

	SDF	TSDF
Train loss	7.3	2.6
Test loss	9.62	3.7







Future steps

- Parallel processing
- More data augmentation

