Fundamentals of Computer Graphics

Mesh processing I

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Adjacency matrices

The mesh connectivity can be encoded in adjacency matrices

Let $|V| = n$, $|E| = e$, $|F| = m$ for a mesh $M = (V, E, F)$

Adjacency matrices: Vertex-to-vertex

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The vertex-to-vertex adjacency is defined as the $n \times n$ binary matrix:

$$\mathbf{A} = \begin{pmatrix} 0 & 1 & 0 & \cdots & 1 \\ \vdots & \cdots & \cdots & \cdots & \vdots \\ \vdots & \cdots & \cdots & \cdots & \vdots \\ 1 & 0 & 1 & \cdots & 0 \end{pmatrix}$$

where $a_{ij} = 1$ if vertex v_i is connected to v_j (that is, $e_{ij} \in E$)

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- The diagonal is always 0
- $\mathbf{A}$ is symmetric
- Each row and column has at least one 1 (that is, $\sum_{ij} a_{ij} = e$)

Adjacency matrices: Vertex-to-triangle

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- Each row has at least one 1 (each vertex belongs to some triangle)
- Each column sums up to 3 (each triangle has exactly 3 vertices)

Adjacency matrices: Vertex-vertex co-occurrence

Consider the product:

$$\mathbf{P}\mathbf{P}^\top = \begin{pmatrix} 1 & 0 & 0 & \cdots & 0 & 1 & 1 \\ \vdots & \cdots & \cdots & \cdots & \cdots & \cdots & \vdots \\ \vdots & \cdots & \cdots & \cdots & \cdots & \cdots & \vdots \\ 0 & 1 & 0 & \cdots & 1 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & \cdots & \cdots & 0 \\ 0 & \cdots & \cdots & 1 \\ 0 & \cdots & \cdots & 0 \\ \vdots & \cdots & \cdots & \vdots \\ 0 & \cdots & \cdots & 1 \\ 1 & \cdots & \cdots & 0 \\ 1 & \cdots & \cdots & 1 \end{pmatrix}$$

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- All other values are 0 ($e_{ij} \notin E$), 1 (boundary), or 2 (interior)

Adjacency matrices: Triangle-to-triangle

Consider the product:

$$\mathbf{P}^\top \mathbf{P} = \begin{pmatrix} 1 & \cdots & \cdots & 0 \\ 0 & \cdots & \cdots & 1 \\ 0 & \cdots & \cdots & 0 \\ \vdots & \cdots & \cdots & \vdots \\ 0 & \cdots & \cdots & 1 \\ 1 & \cdots & \cdots & 0 \\ 1 & \cdots & \cdots & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 & \cdots & 0 & 1 & 1 \\ \vdots & \cdots & \cdots & \cdots & \cdots & \cdots & \vdots \\ \vdots & \cdots & \cdots & \cdots & \cdots & \cdots & \vdots \\ 0 & 1 & 0 & \cdots & 1 & 0 & 1 \end{pmatrix}$$

which is a $m \times m$ matrix

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- All other values are 0 (non-adjacent triangles)

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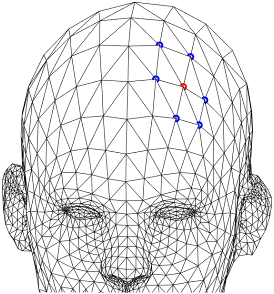
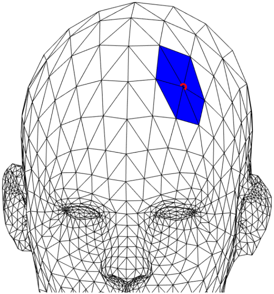
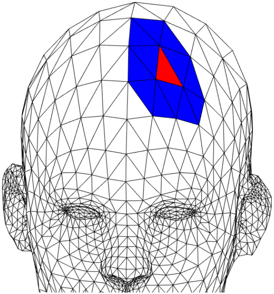
Examples: Adjacency



vertex-to-vertex



vertex-to-triangle



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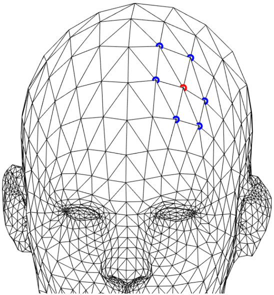

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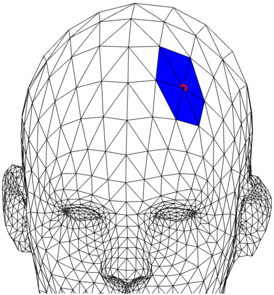
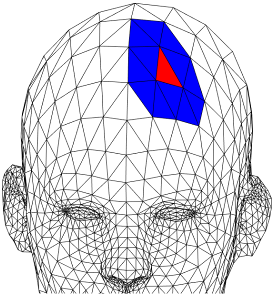


vertex-to-triangle



triangle-to-triangle

In general we have $m \approx 2n$, and with n in the order of several thousands these adjacency matrices can be very large (quadratic in n)

It is advisable to use sparse data structures to store them

Adjacency matrices: Powers

The k-th power of $\mathbf{A}$ corresponds to composing $\mathbf{A}$ with itself $k \geq 1$ times

For example, for $k = 2$:

$$\mathbf{A}^2 = \mathbf{A}\mathbf{A} = \begin{pmatrix} 0 & 1 & 0 & \cdots & 1 \\ \vdots & \ldots & \ldots & \ldots & \vdots \\ \vdots & \ldots & \ldots & \ldots & \vdots \\ 1 & 0 & 1 & \cdots & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 & 0 & \cdots & 1 \\ \vdots & \ldots & \ldots & \ldots & \vdots \\ \vdots & \ldots & \ldots & \ldots & \vdots \\ 1 & 0 & 1 & \cdots & 0 \end{pmatrix}$$

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The result is a $n \times n$ matrix encoding 2nd order adjacency

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- The k-th power of vertex-to-triangle is given by $\mathbf{A}^k\mathbf{P}$

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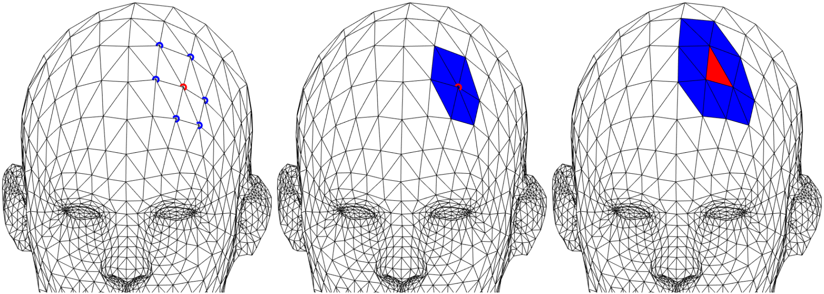
Manipulating adjacency is useful in many tasks relying upon local context

Examples: Powers

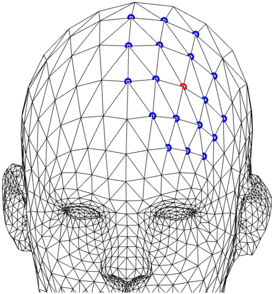


vertex-to-vertex $k = 1$

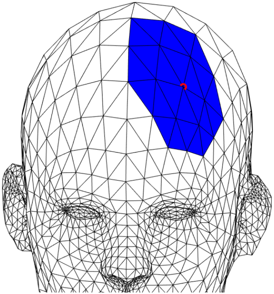
vertex-to-triangle $k = 1$

triangle-to-triangle $k = 1$

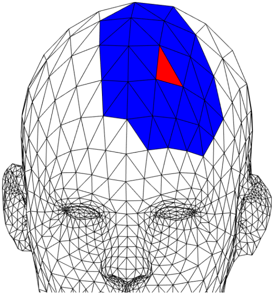
Examples: Powers



vertex-to-vertex
$k = 2$

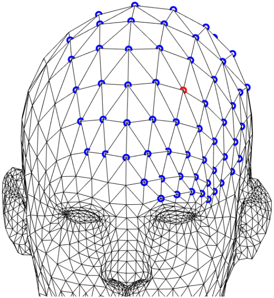


vertex-to-triangle
$k = 2$

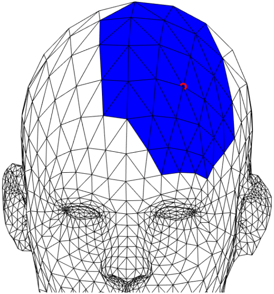


triangle-to-triangle
$k = 2$

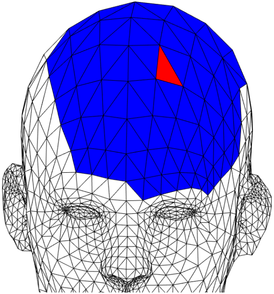
Examples: Powers



vertex-to-vertex
$k = 3$



vertex-to-triangle
$k = 3$



triangle-to-triangle
$k = 3$

Adjacency matrices as operators

We can see adjacency matrices as operators when applied to functions

For example, $\mathbf{g} = \mathbf{A}\mathbf{f}$ yields a vertex-based function g defined as:

$$g(v_i) = \sum_{e_{ij} \in E} f(v_j)$$

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On this observation, one can construct new operators such as $\mathbf{I} - \mathbf{A}$:

$$g(v_i) = f(v_i) - \sum_{e_{ij} \in E} f(v_j)$$

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And similarly for triangle-based functions

Adjacency matrices: Point clouds

Adjacency is a general notion that can be extended to point clouds

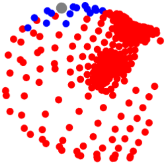
(Such notions of adjacency can of course be used on meshes as well)

Adjacency matrices: Point clouds

Adjacency is a general notion that can be extended to point clouds

For example, use Euclidean distance within a threshold τ:

$$a_{ij} = \begin{cases} 1 & \text{if } \|\mathbf{v}_i - \mathbf{v}_j\|_2 \leq \tau \\ 0 & \text{otherwise} \end{cases}$$



(Such notions of adjacency can of course be used on meshes as well)

Adjacency matrices: Point clouds

Adjacency is a general notion that can be extended to point clouds

For example, use Euclidean distance within a threshold τ:

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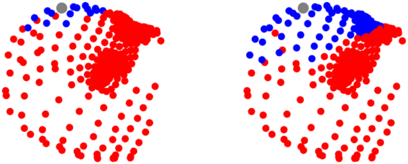
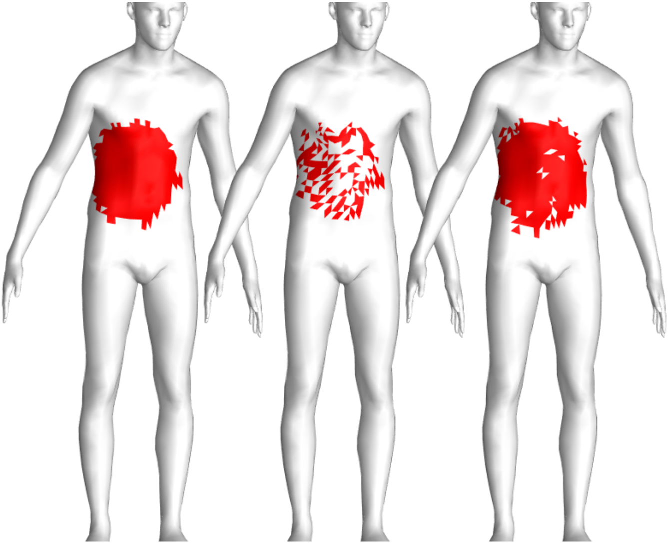


$k = 1$ $\qquad$ $k = 2$

Similarly to before, $\mathbf{A}^k$ encodes k-th order adjacency

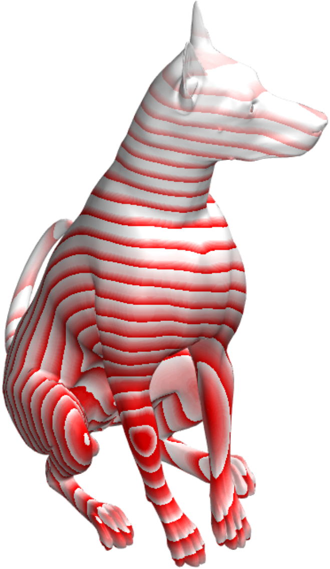
(Such notions of adjacency can of course be used on meshes as well)

Example: Hole filling

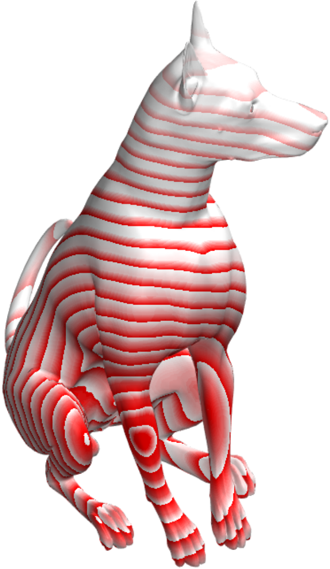


original $\mathbf{f}$ noisy $\tilde{\mathbf{f}}$ denoised $\mathbf{A}\tilde{\mathbf{f}}$

Shortest paths



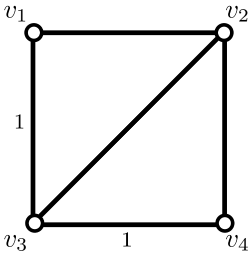
Shortest paths



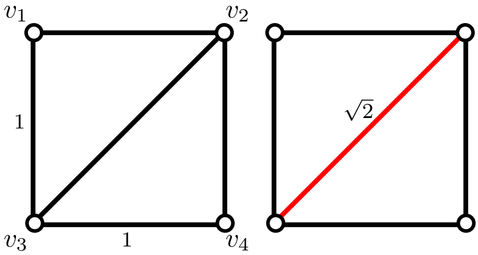
Euclidean

Geodesic

Shortest paths on a graph



Shortest paths on a graph



$$\sqrt{2} = d(v_2, v_3)$$

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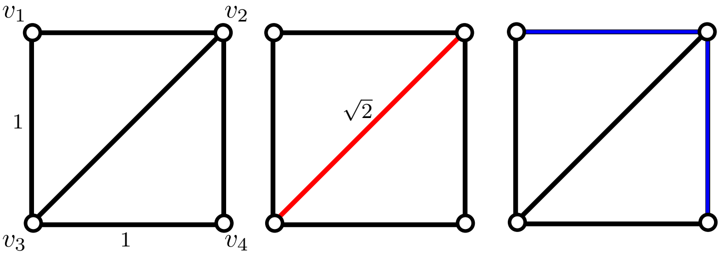

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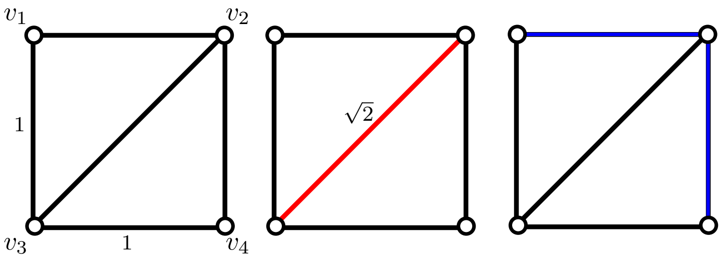

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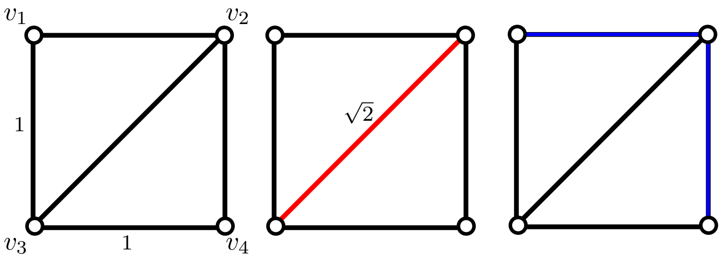
Shortest paths along edges provide upper bounds to exact geodesics

Shortest paths on a graph



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- Still useful with high resolution meshes or for local distances

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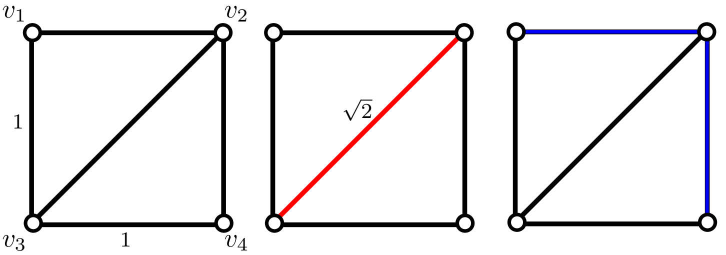

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Shortest paths along edges provide upper bounds to exact geodesics

- Still useful with high resolution meshes or for local distances
- Solved by Dijkstra's algorithm on the mesh graph

Graph Laplacian

Given a mesh graph $G = (V, E)$, consider this condition on vertex v_i:

$$\mathbf{v}_i - \frac{1}{d_i} \sum_{j:(i,j)\in E} \mathbf{v}_j = 0$$

where d_i is the valence of v_i

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$$L_{ij} = \begin{cases} 1 & \text{if } i = j \\ -\frac{1}{d_i} & \text{if } e_{ij} \in E \\ 0 & \text{otherwise} \end{cases}$$

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also known as the graph Laplacian of G; we get to:

$$\mathbf{LV} = \mathbf{0}$$

Least squares meshes

Is there an embedding satisfying $\mathbf{LV} = \mathbf{0}$?

- Trivial embedding $\mathbf{V} = \mathbf{0}$

Least squares meshes

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Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Least squares meshes

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- Trivial embedding $\mathbf{V} = \mathbf{0}$
- One-dimensional subspace $\mathrm{span}(\mathbf{1})$

Assume $m \geq 1$ anchor vertices $v_s \in \mathcal{A}$ with known 3D position

Then, consider the linear system:

$$\begin{pmatrix} \mathbf{L} \\ \mathbf{A} \end{pmatrix} \mathbf{V} = \mathbf{b}$$

where

$$a_{ij} = \begin{cases} 1 & \text{if } v_j \in \mathcal{A} \\ 0 & \text{otherwise} \end{cases} \quad , \quad b_k = \begin{cases} (0,0,0) & k \leq n \\ \mathbf{v}_{s_{k-n}} & n < k \leq n+m \end{cases}$$

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Least squares meshes

$$\begin{pmatrix} \mathbf{L} \\ \mathbf{A} \end{pmatrix} \mathbf{V} \approx \mathbf{b}$$

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Least squares meshes

$$\min_{\mathbf{V}\in\mathbb{R}^{n\times 3}} \| \begin{pmatrix} \mathbf{L} \\ \mathbf{A} \end{pmatrix} \mathbf{V} - \mathbf{b} \|_2^2$$

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Least squares meshes

$$\min_{\mathbf{V}\in\mathbb{R}^{n\times 3}} \|\mathbf{L}\mathbf{V}\|_2^2 + \sum_{i=1}^{n+m} \|\mathbf{v}_i - \mathbf{b}_i\|_2^2$$

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Least squares meshes

$$\min_{\mathbf{V}\in\mathbb{R}^{n\times 3}} \|\mathbf{L}\mathbf{V}\|_2^2 + \sum_{v_i\notin\mathcal{A}} \|\mathbf{v}_i\|_2^2 + \sum_{v_i\in\mathcal{A}} \|\mathbf{v}_i - \mathbf{b}_i\|_2^2$$

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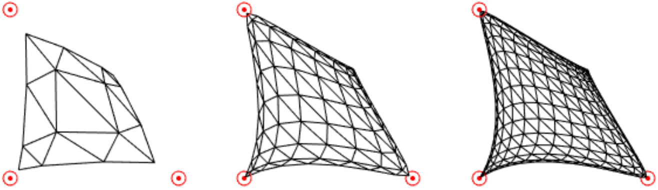
Least squares meshes

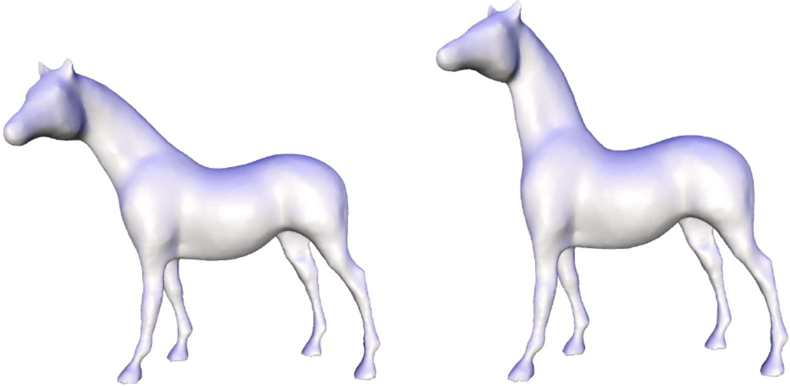
$$\min_{\mathbf{V}\in\mathbb{R}^{n\times 3}} \|\mathbf{LV}\|_2^2 + \sum_{v_i \notin \mathcal{A}} \|\mathbf{v}_i\|_2^2 + \sum_{v_i \in \mathcal{A}} \|\mathbf{v}_i - \mathbf{b}_i\|_2^2$$



- Anchor constraints are not satisfied exactly
- At higher resolution, error distributes better among the constraints

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Least squares meshes



Move the anchor positions to do shape modeling

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Exercise: Least squares meshes

Implement the example in Figure 4 from:

Sorkine and Cohen-Or, "Least-squares meshes". Proc. SMI, 2004

Midterm

Monday 5 November, same room and time as always

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Evaluation:

- Take it as a self-evaluation – will not be used in the final grade!
- May be used as a basis for the oral examination

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What:

- Multiple choice as well as open questions
- Covers everything we did, today included
- No coding questions, expect mathematics