

Computational Spectral Geometry: The Inverse Problem in Applications

Arianna Rampini



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SAPIENZA
UNIVERSITÀ DI ROMA

Outline

- The inverse eigenvalue problem
- Methods: optimization
- Methods: data-driven approaches
- Applications

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CAN ONE HEAR THE SHAPE OF A DRUM?

MARK KAC, The Rockefeller University, New York

To George Eugene Uhlenbeck on the occasion of his sixty-fifth birthday

“La Physique ne nous donne pas seulement
l’occasion de résoudre des problèmes . . . , elle nous
fait présentir la solution.” H. POINCARÉ.

«Can one hear the shape of the drum?»



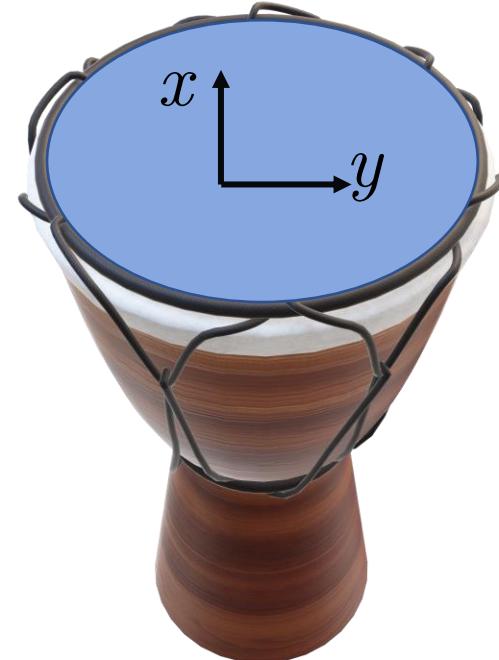
«Can one hear the shape of the drum?»

Wave equation:

$$\Delta u(x, y; t) = -\frac{\partial^2 u(x, y; t)}{\partial t^2}$$

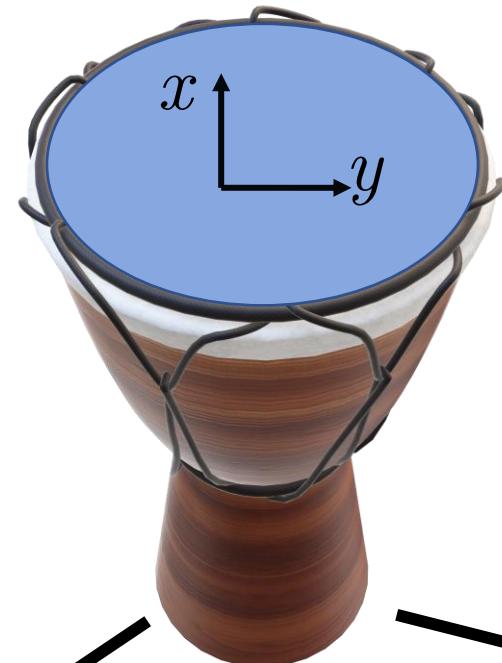
$u(x, y; t)$ is the displacement field at point (x, y) and time t

Δ is the Laplacian

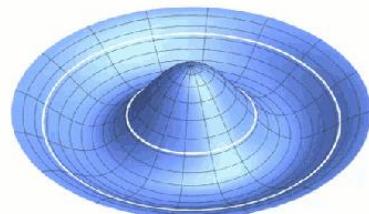


Eigenvalue problem for the Laplacian

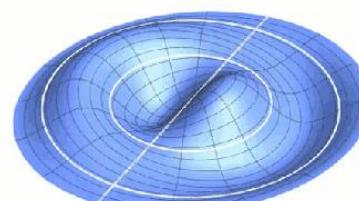
$$\Delta\phi = \lambda\phi$$



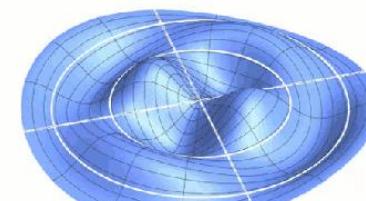
Eigenfunctions



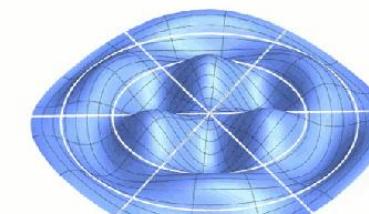
ϕ_1



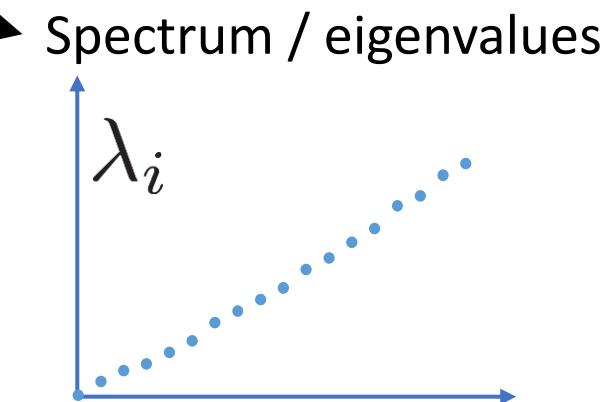
ϕ_2



ϕ_3



ϕ_4



Why the eigenvalue problem?

$$\Delta u = -\frac{\partial^2 u}{\partial t^2}$$

$$\Delta \phi f = -\frac{\partial^2 \phi f}{\partial t^2}$$

$$\frac{\Delta \phi}{\phi} = -\frac{f''}{f} \quad -\frac{f''}{f} = \lambda$$
$$\Delta \phi = \lambda \phi$$
$$f(t) = e^{it\sqrt{\lambda}}$$

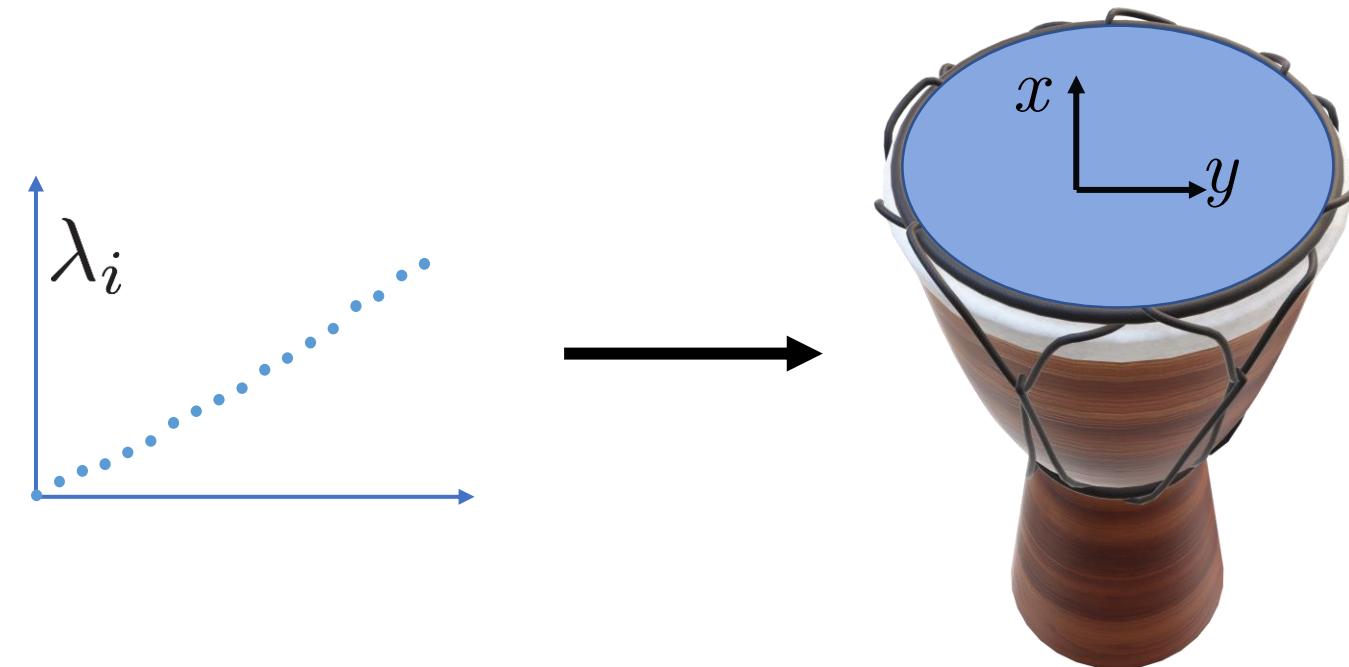
$$u(x, y; t) = \phi(x, y) f(t)$$

Laplacian
eigenfunction

Oscillating function
with frequency λ

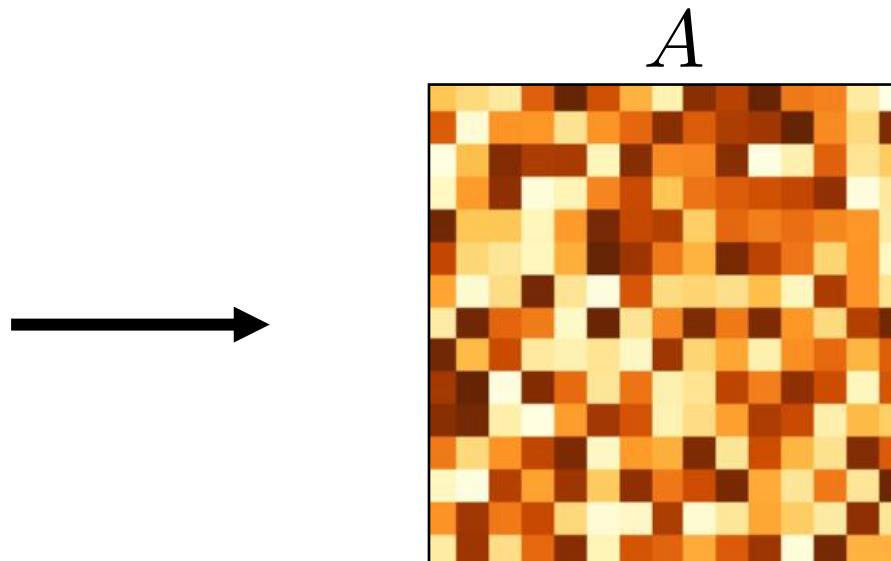
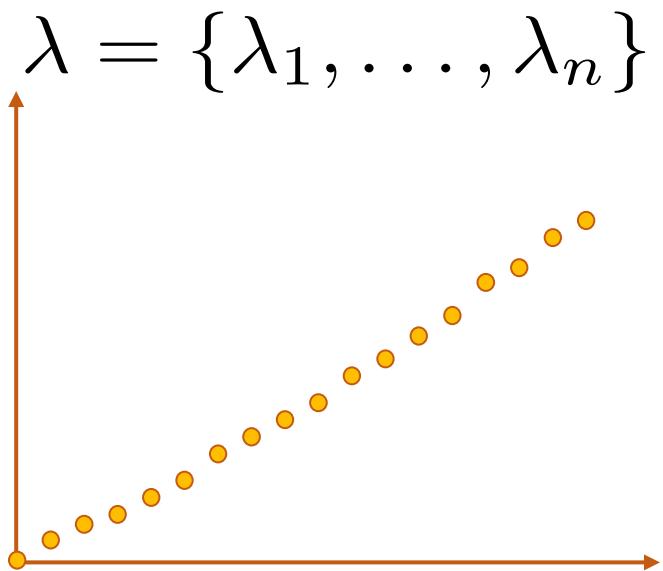
Hearing the shape of the drum

Reconstruction of a domain from its Laplacian eigenvalues



The inverse eigenvalue problem

Reconstruction of a matrix from prescribed spectral data:



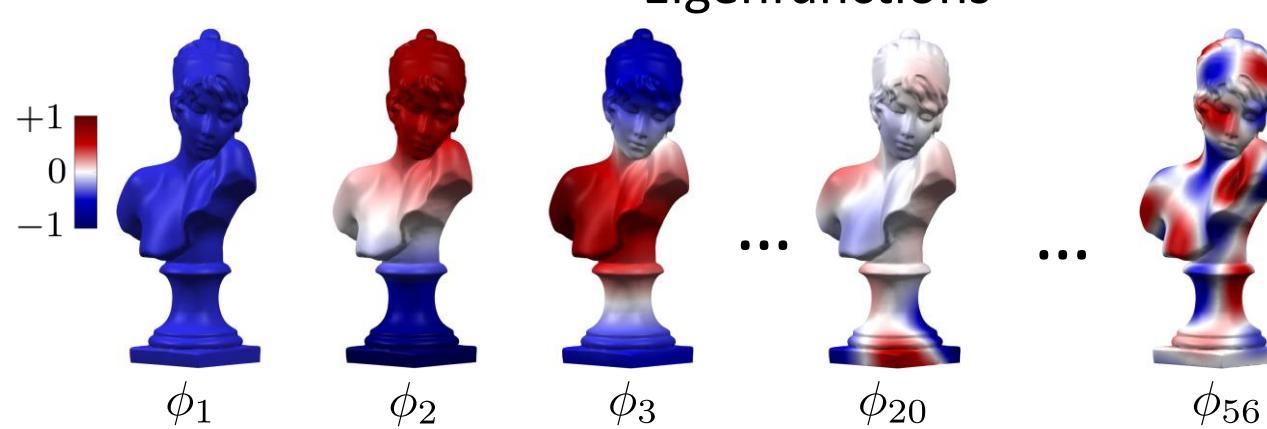
$$\sigma(A) = \lambda$$

Our drum



The eigenvalue problem on shapes

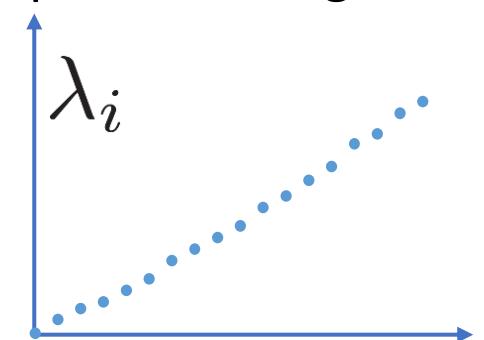
$$\Delta\phi_i(x) = \lambda_i\phi_i(x)$$



Eigenfunctions

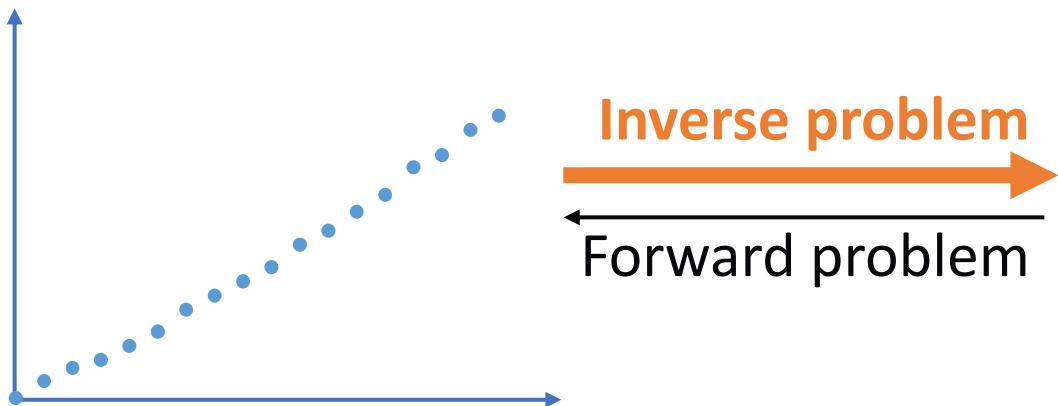


Spectrum / eigenvalues



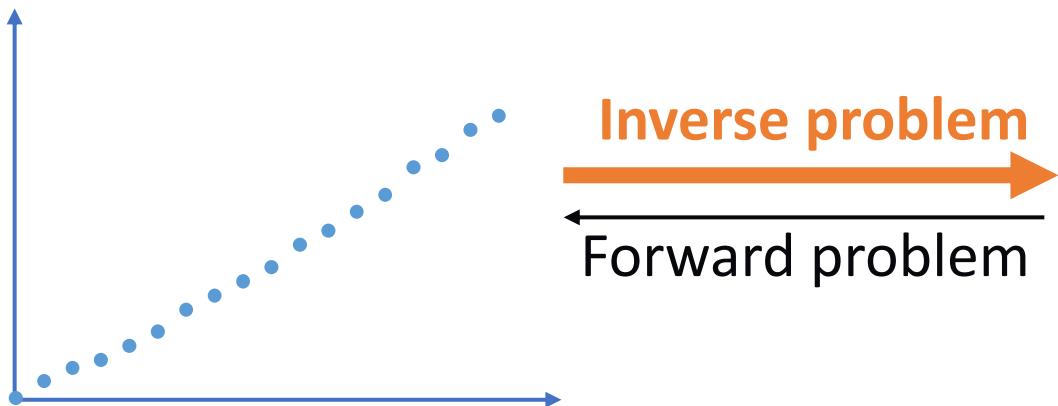
Solvability

Can we recover the shape from the eigenvalues?



Computability

...how?

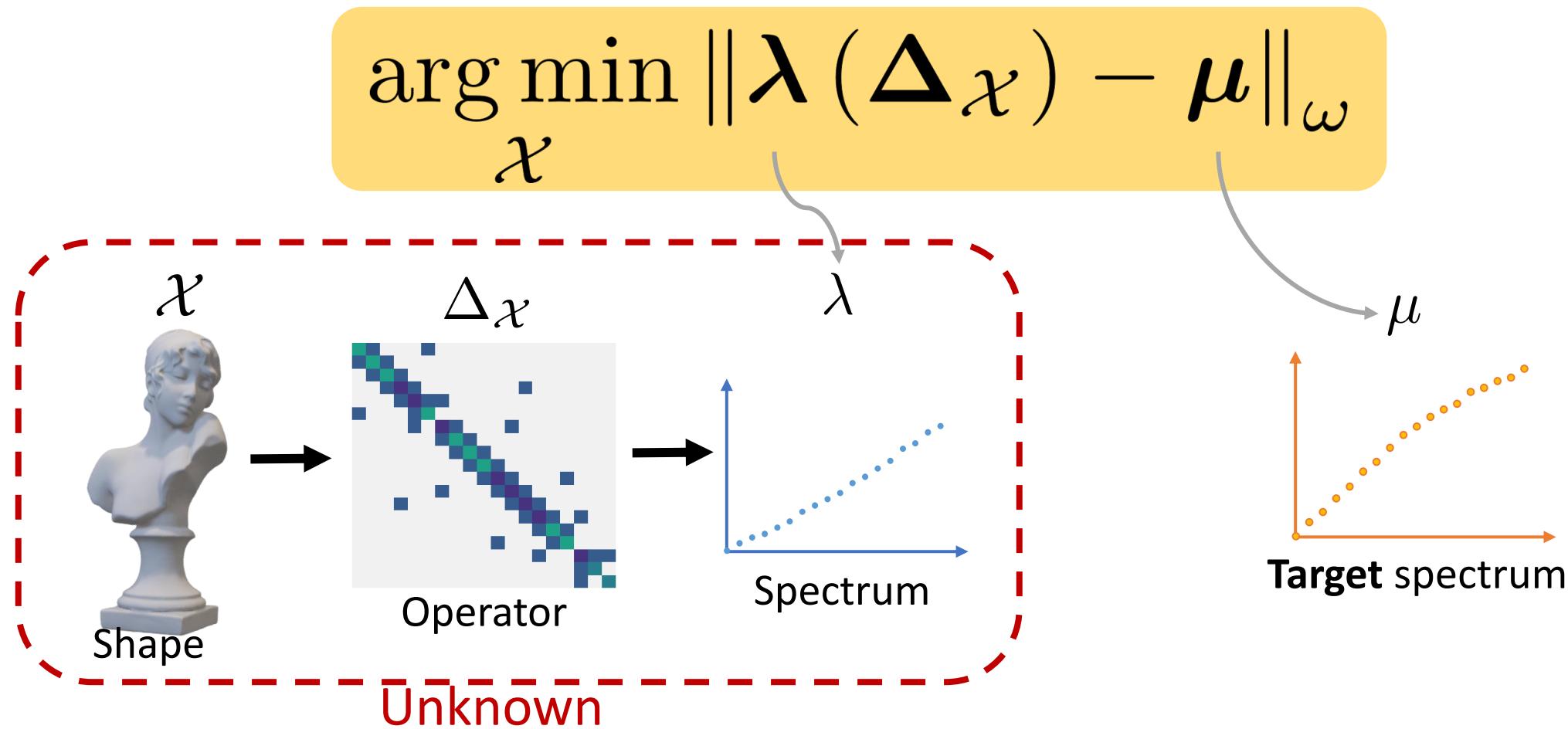


Outline

- The inverse eigenvalue problem
- **Methods: optimization**
- Methods: data-driven approaches
- Applications

Isospectralization

Optimization directly on the **3D coordinates**:



Optimization

- The spectrum is differentiable

If \mathbf{A} is a real and symmetric matrix, λ_i and \mathbf{v}_i are eigenvalues and eigenvectors of \mathbf{A} , then:

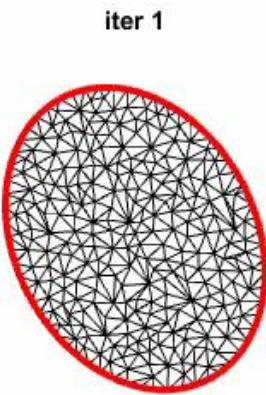
$$\partial \lambda_i = \mathbf{v}_i^T \partial(\mathbf{A}) \mathbf{v}_i$$

- Gradient-based minimization algorithm (Adam optimizer)

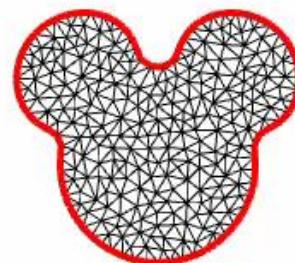
Mickey from spectrum

$$\arg \min_{\chi} \|\lambda(\Delta_\chi) - \mu\|_\omega$$

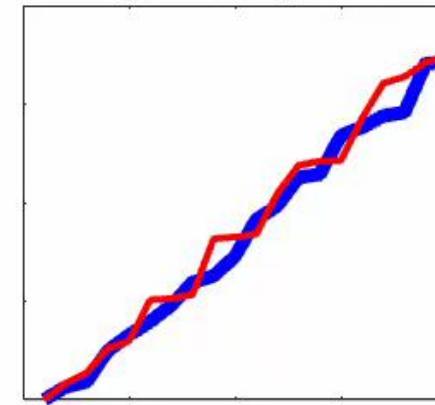
1



Target shape



Eigenvalues alignment

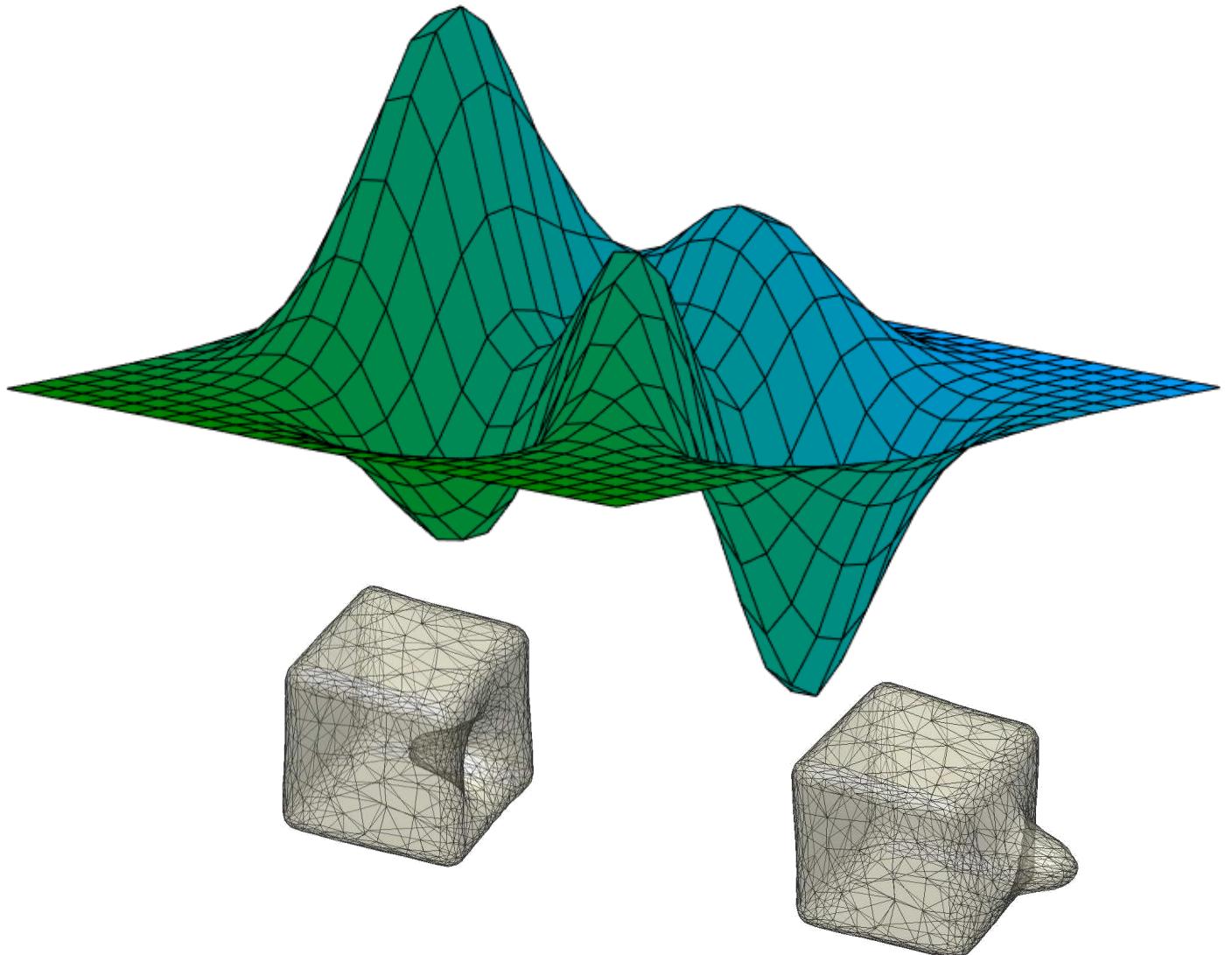


3D: several local minima

symmetries and isometries



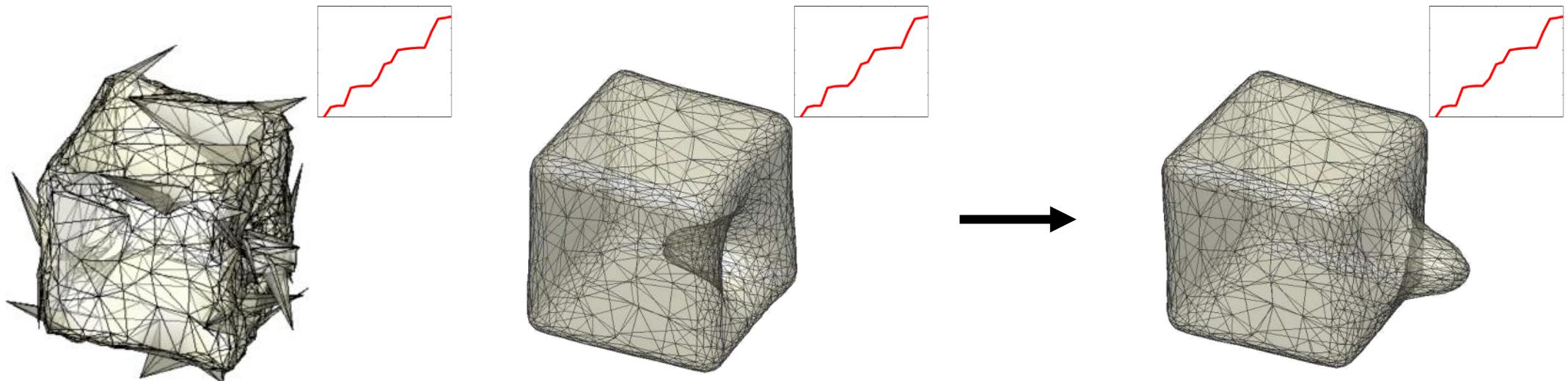
existence of several
local minima in the
isospectralization problem



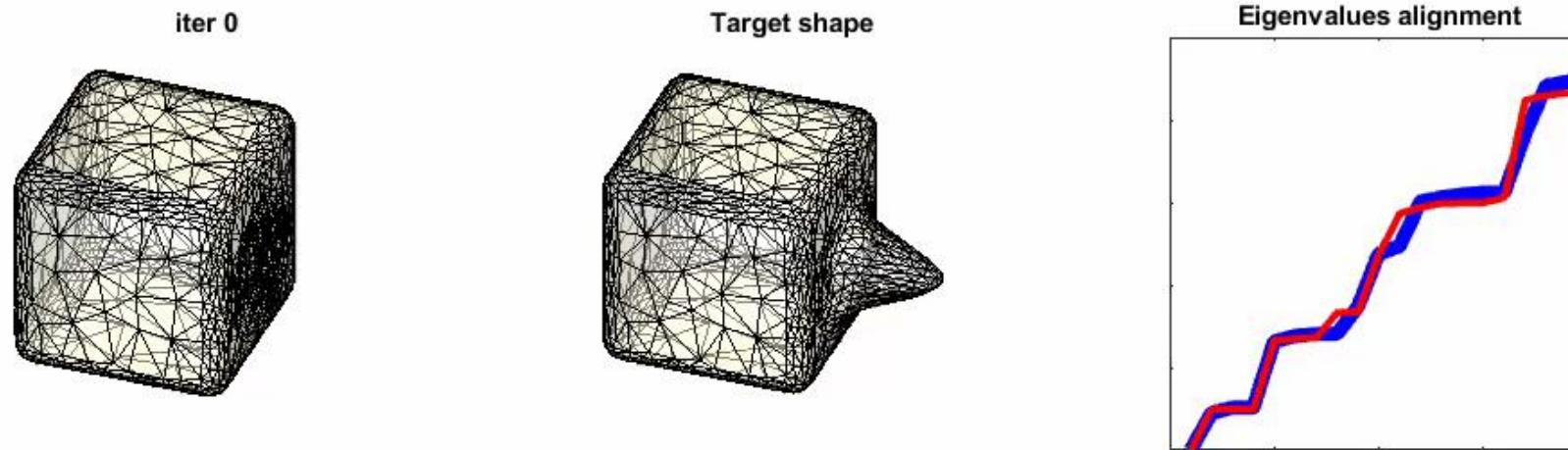
Regularizers

$$\min_{\mathbf{X} \in \mathbb{R}^{n \times d}} \|\lambda(\Delta(\mathbf{X})) - \mu\|_\omega + \rho_X(\mathbf{X})$$

To promote smoothness and maximize volume:



Isospectralization on surfaces

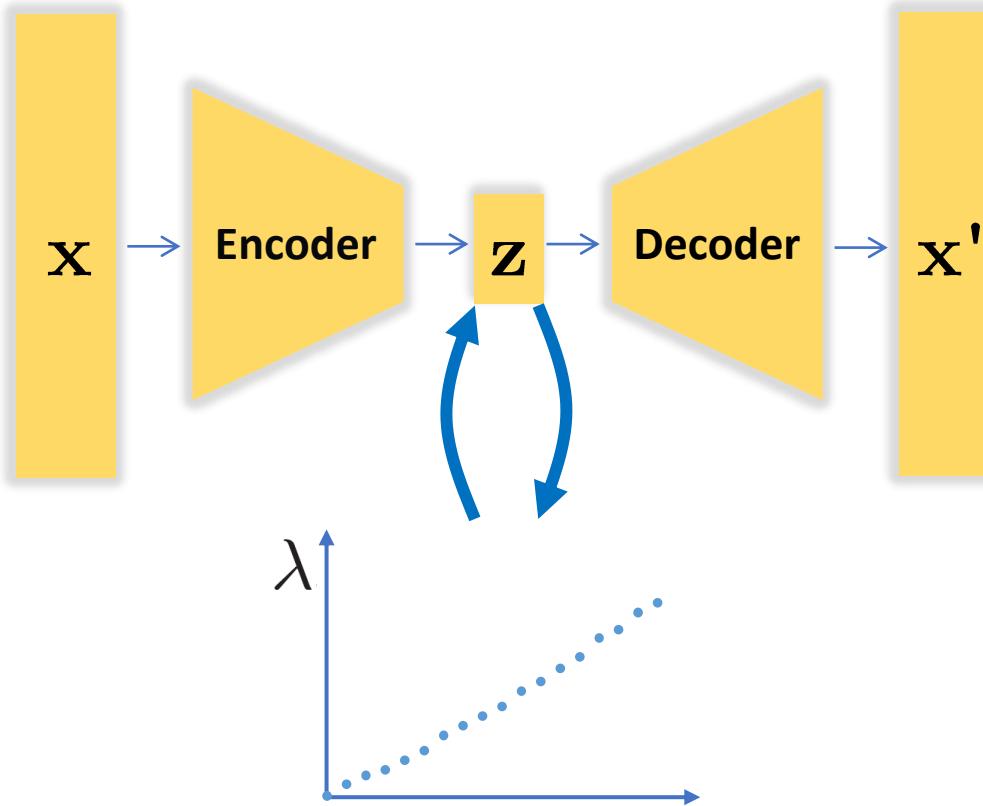


Outline

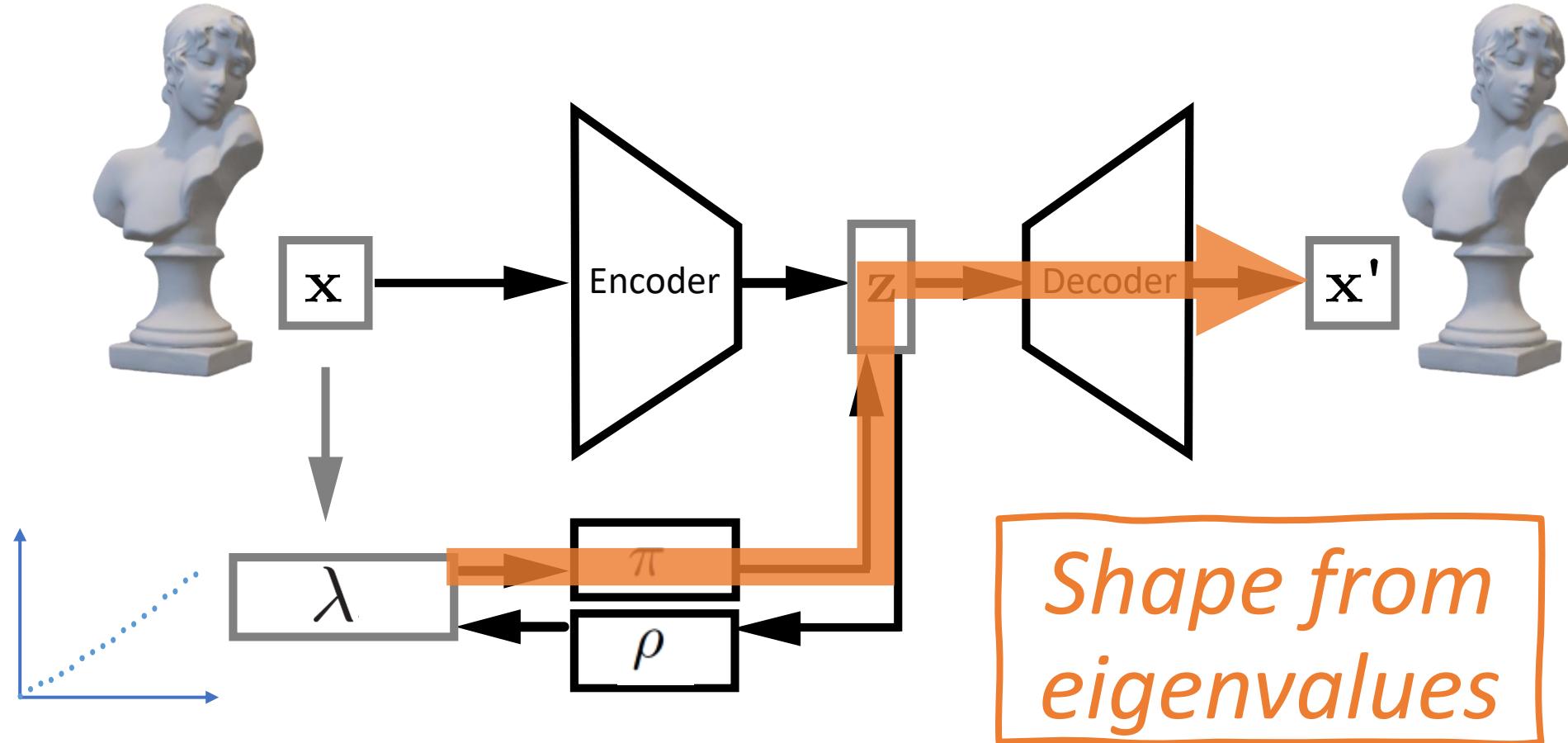
- The inverse eigenvalue problem
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Learning to hear shapes

We can use a **cycle-consistent module** to map latent vectors to spectra:

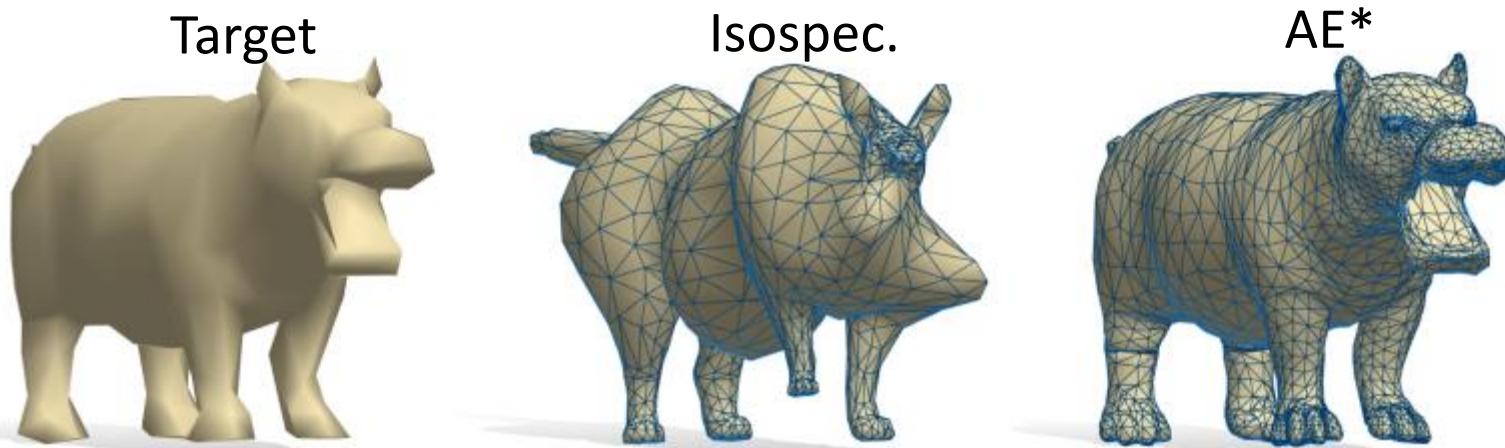


Learning to hear shapes



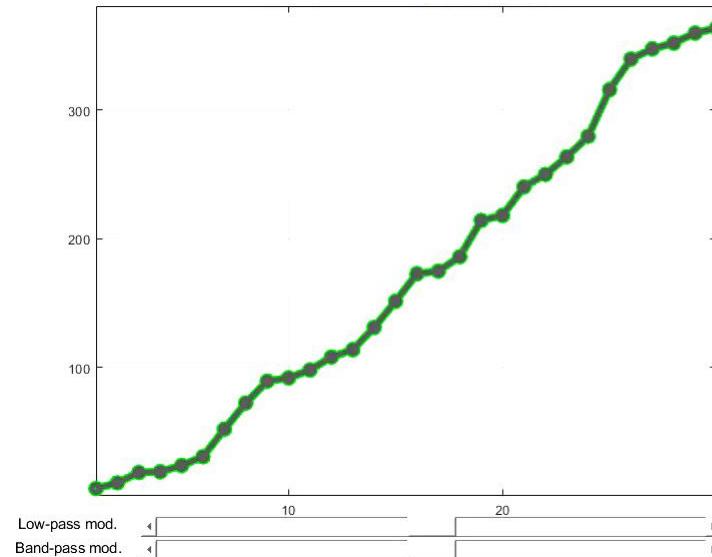
Pros of data-driven approach

- Fast: *instant* recovery
- Accuracy
- No dependence from initialization
- Larger meshes and point clouds
- No need of regularizers



Pros of data-driven approach

Input: **spectrum**

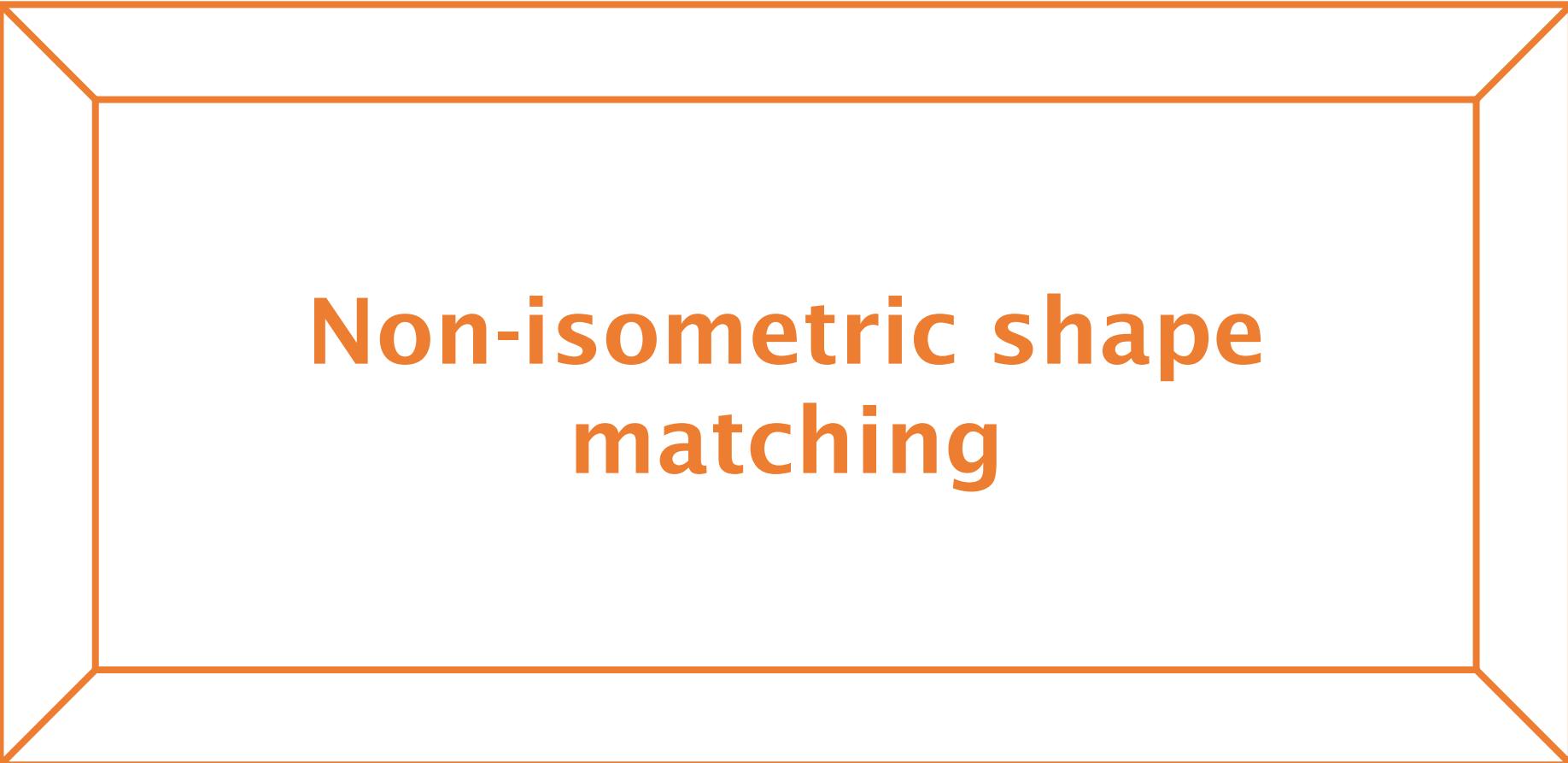


Output: **shape**



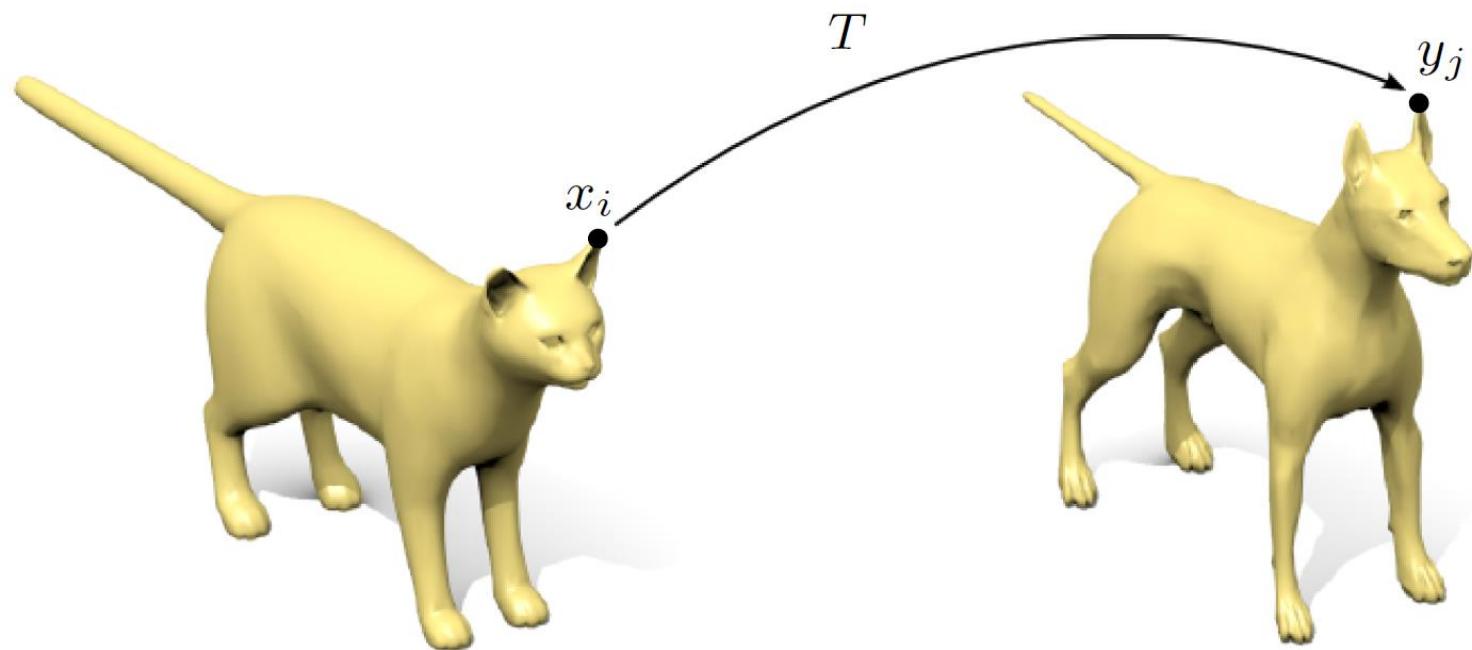
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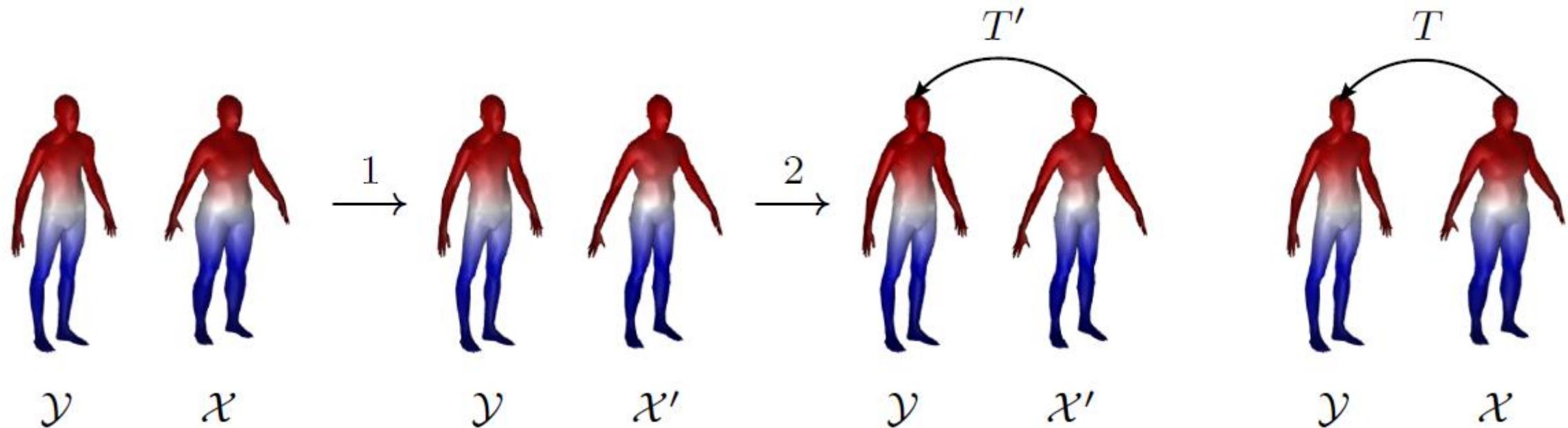
Non-isometric shape matching

Goal



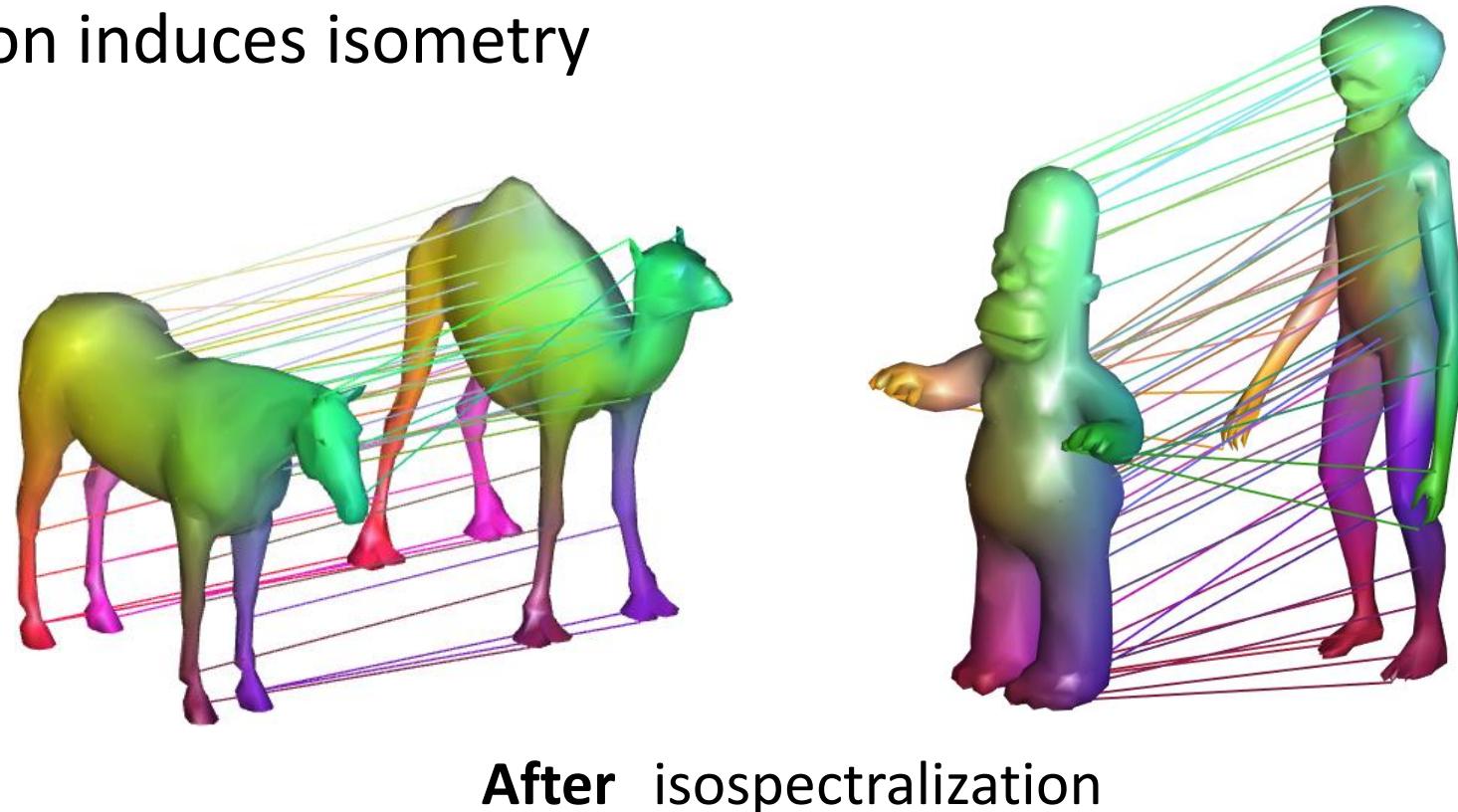
Isospectralization

- Preprocessing step in Functional Map based matching algorithms
- Isospectralization induces isometry

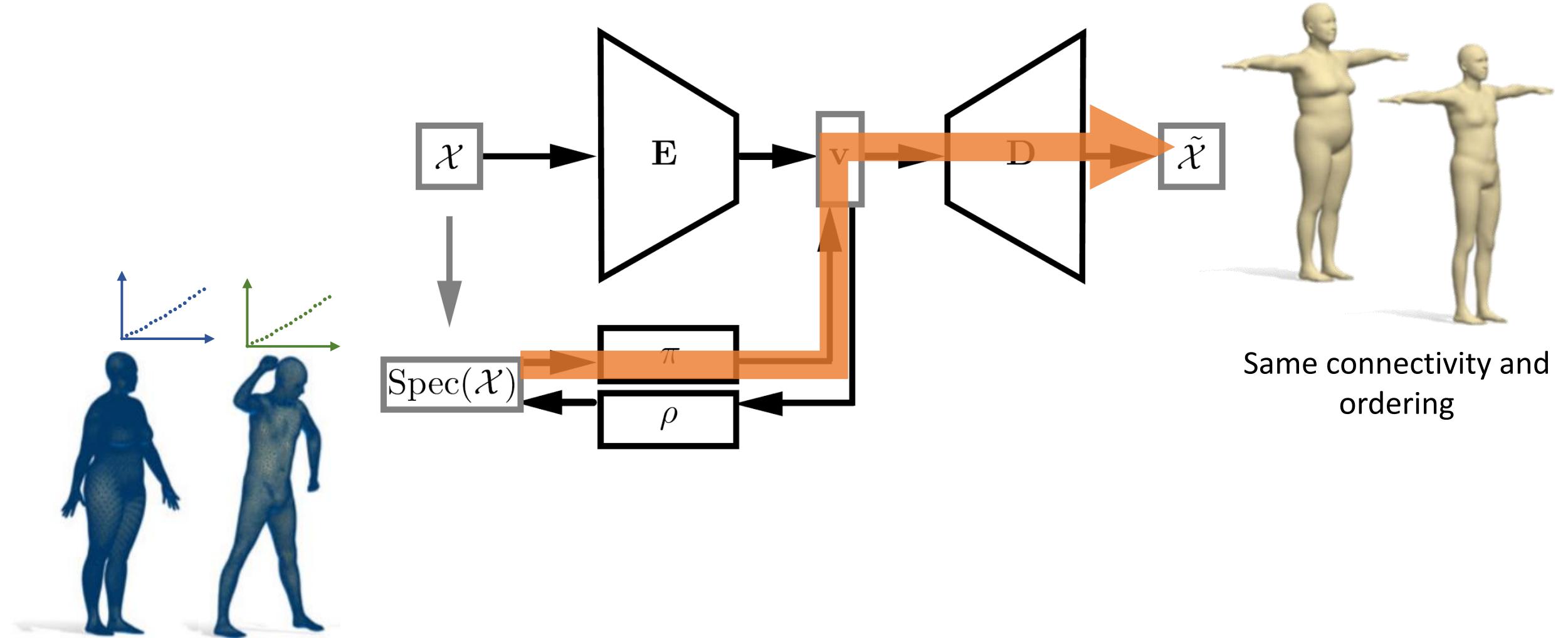


Isospectralization

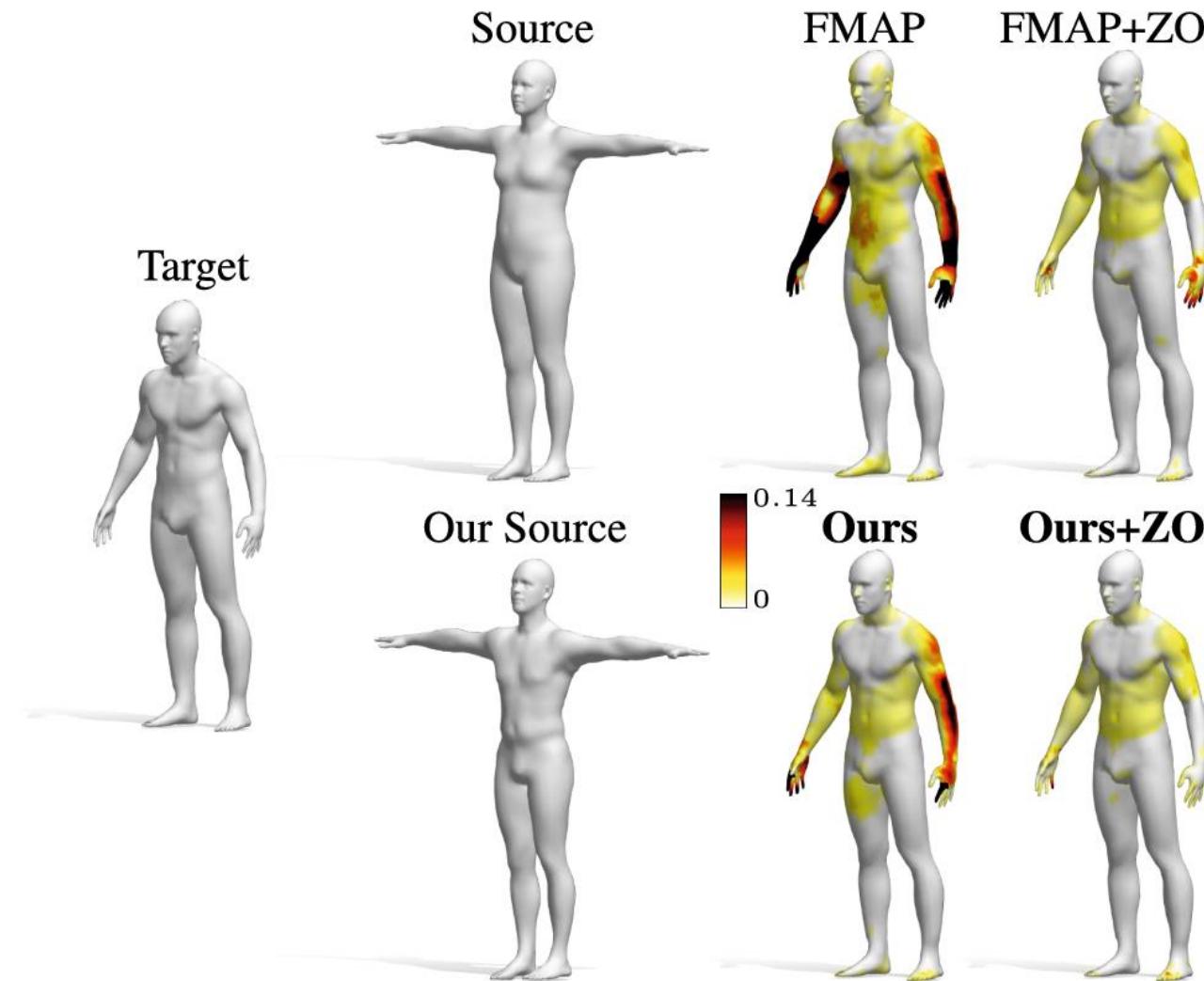
- Preprocessing step in Functional Map based matching algorithms
- Isospectralization induces isometry



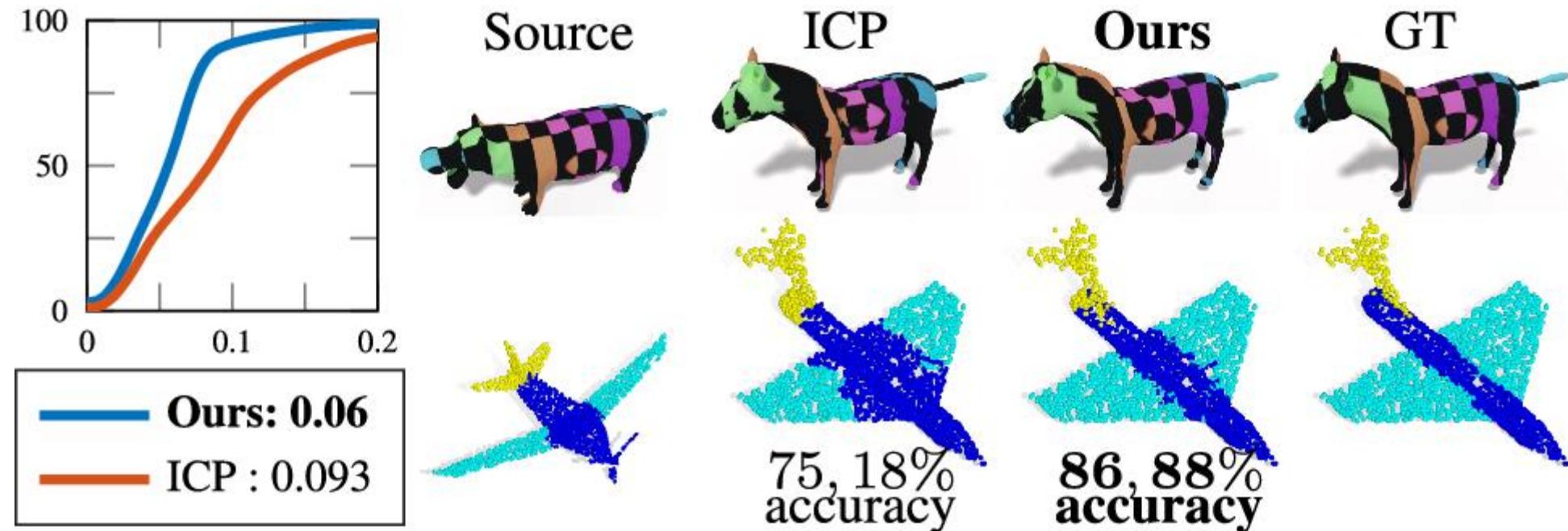
Data-driven approach



Results



Results: segmentation and texture transfer

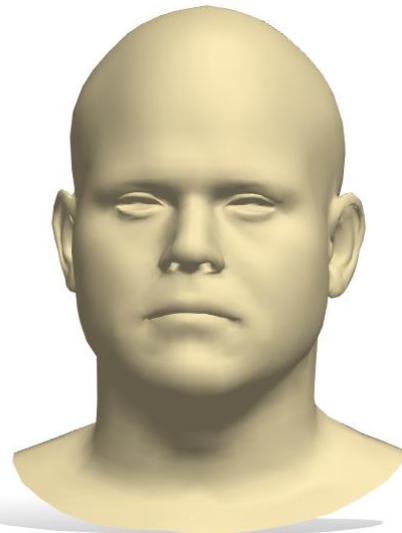




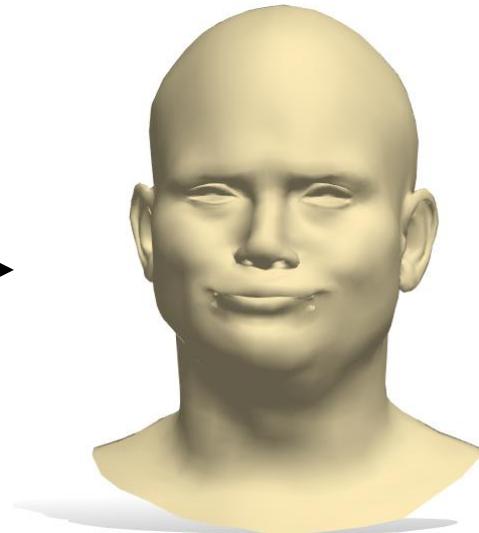
Style transfer

Goal

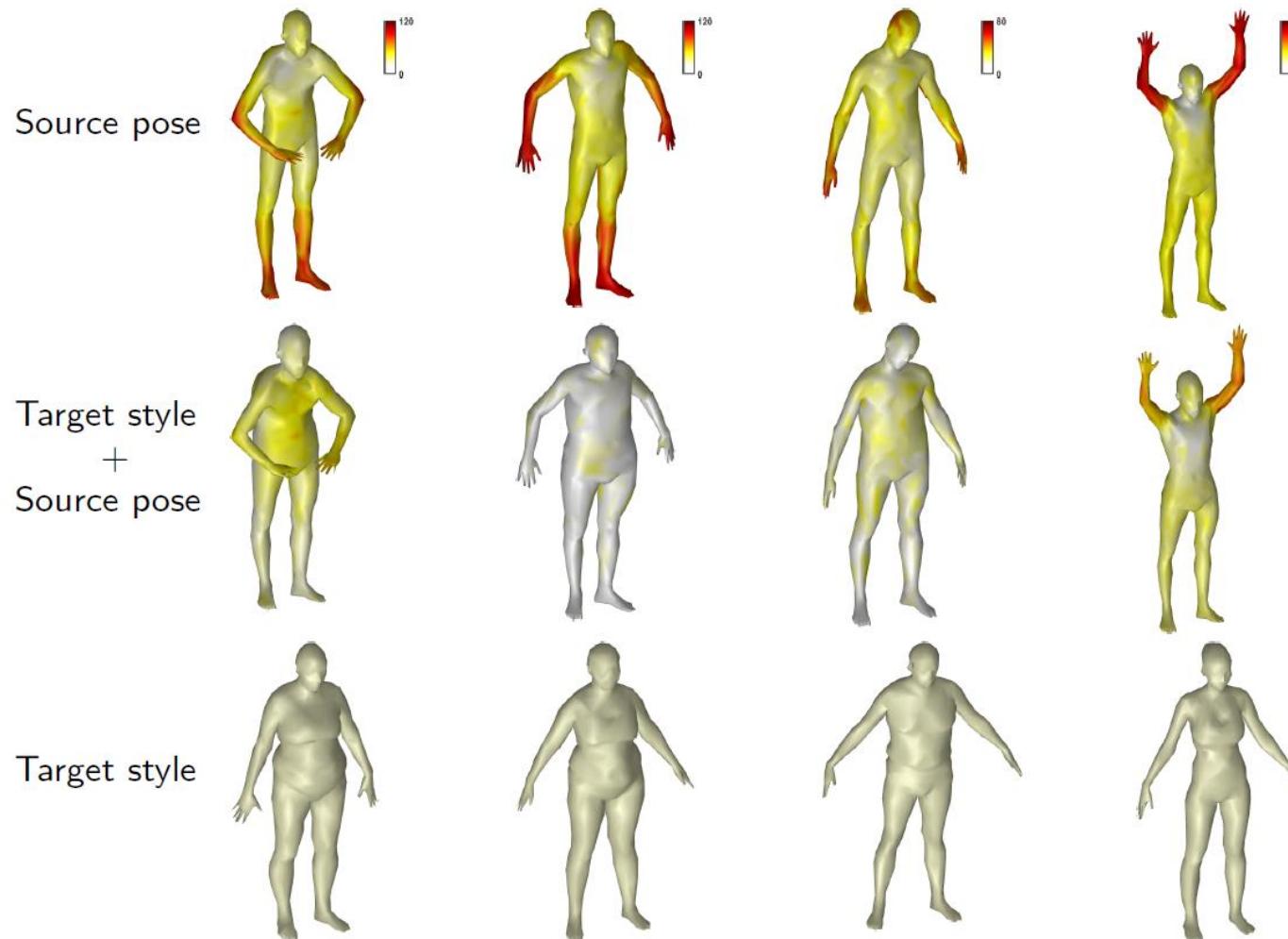
Input: **pose and style donors**



Output: **new shape**

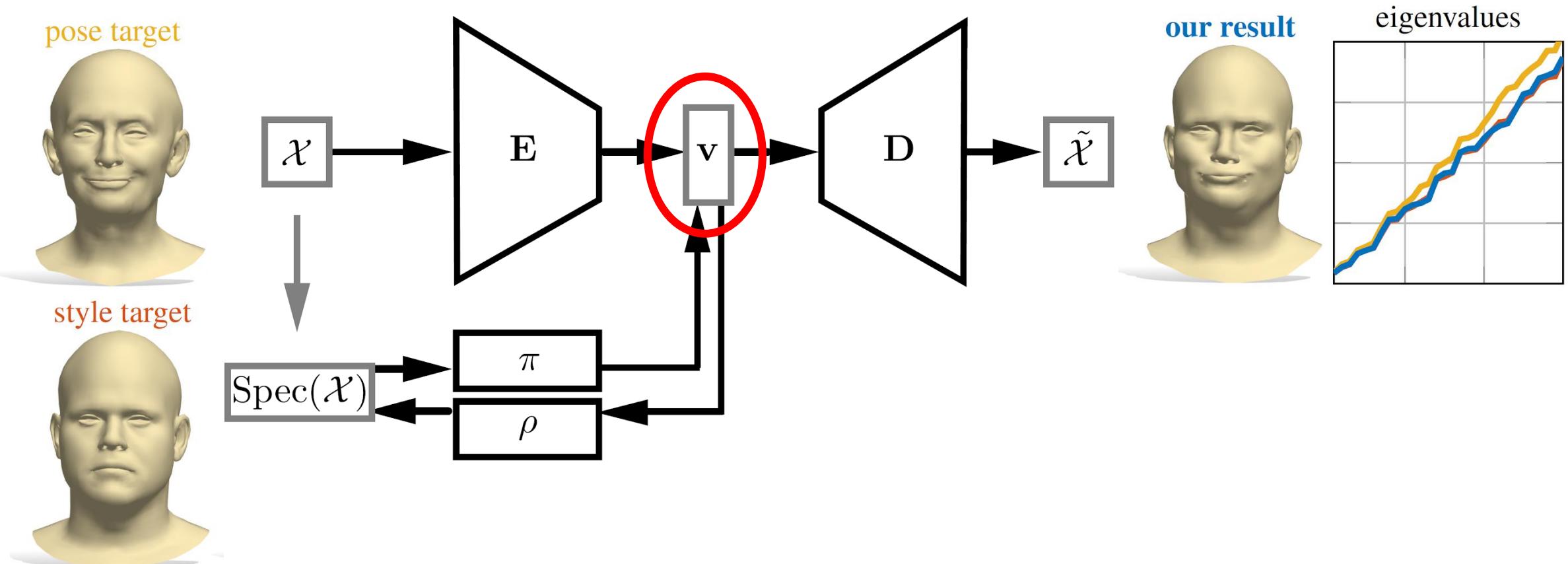


Isospectralization

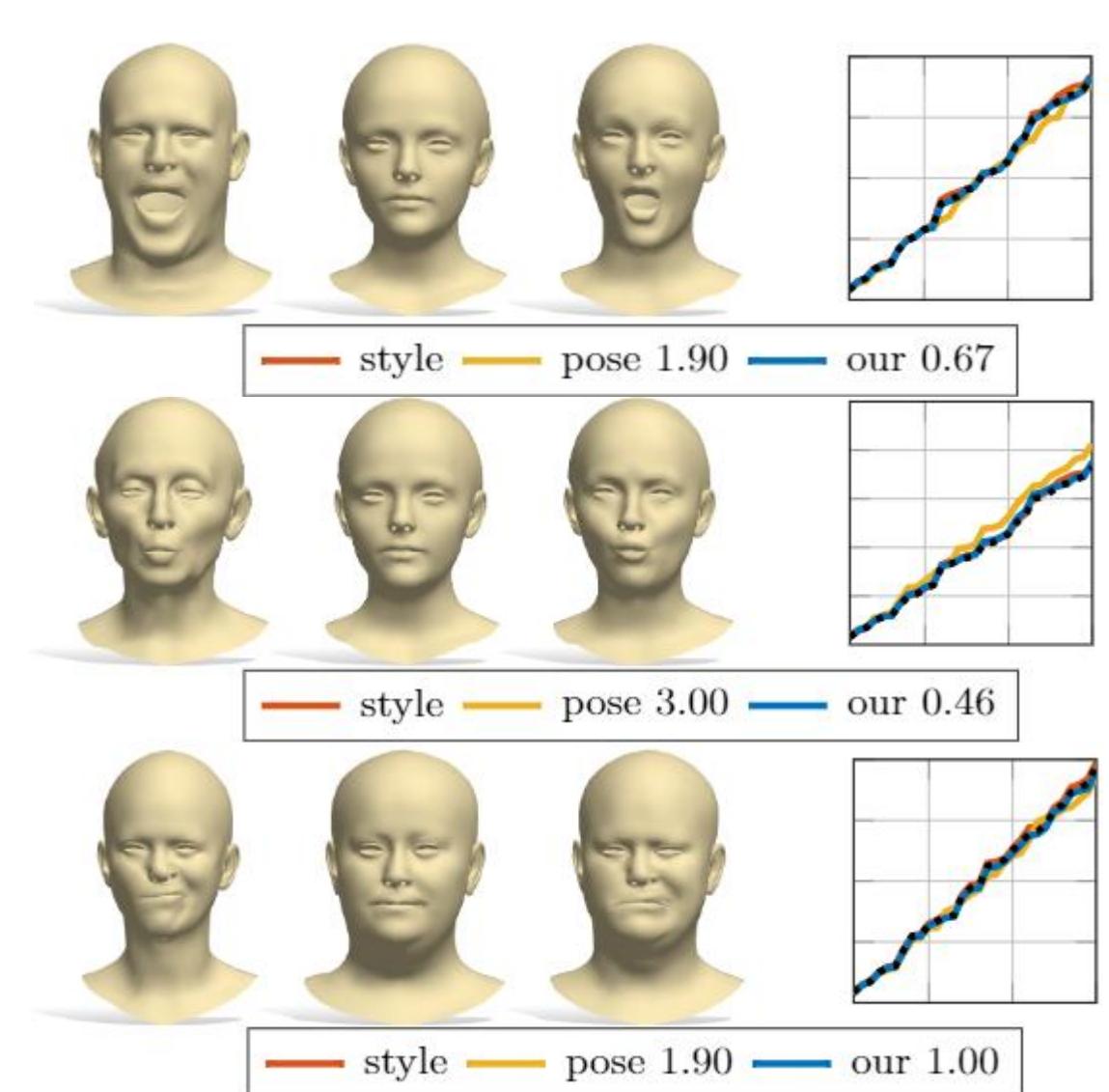
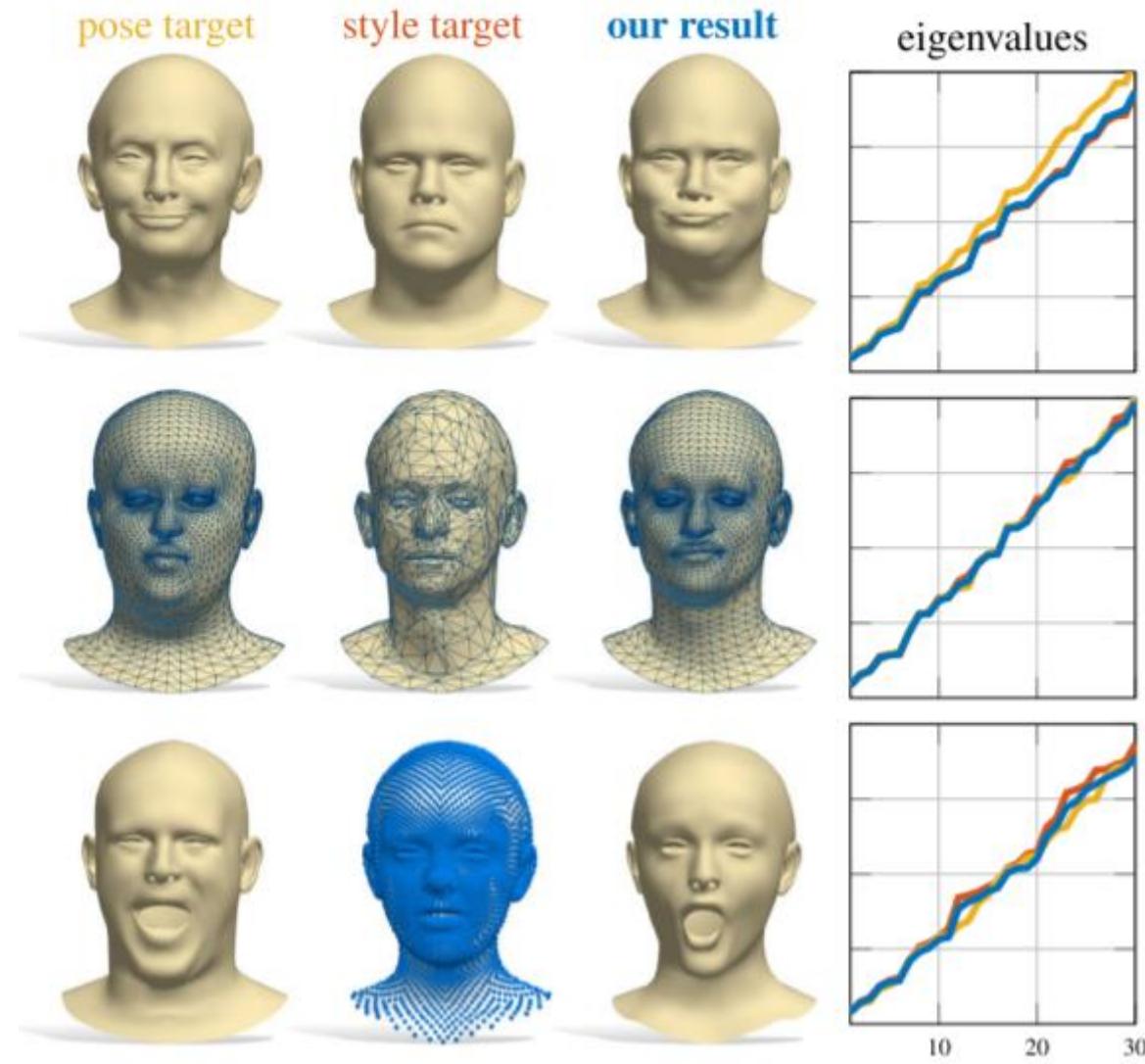


Data-driven approach

$$\min_{\mathbf{v}} \|\text{Spec}(\mathcal{X}_{\text{style}}) - \rho(\mathbf{v})\|_2^2 + w \|\mathbf{v} - E(\mathcal{X}_{\text{pose}})\|_2^2$$

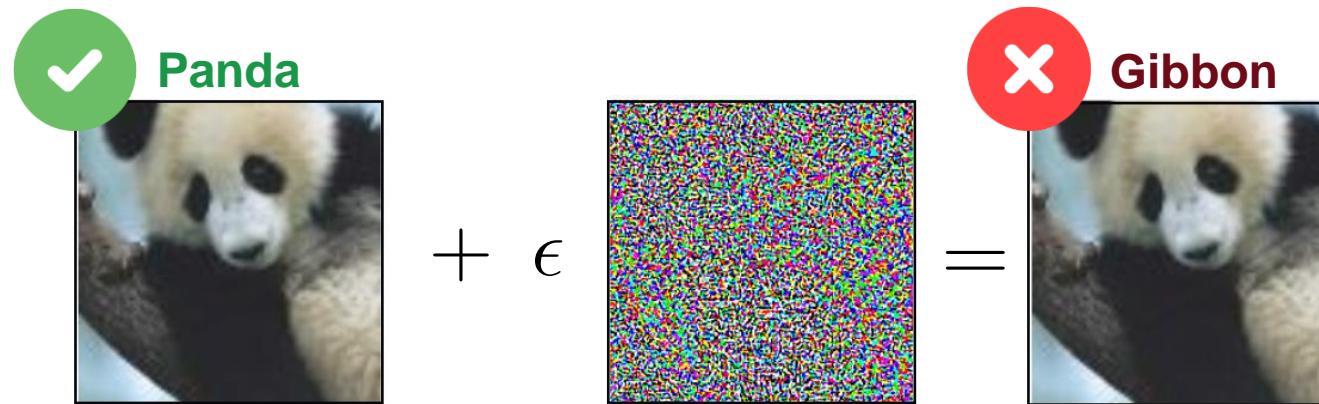


Results

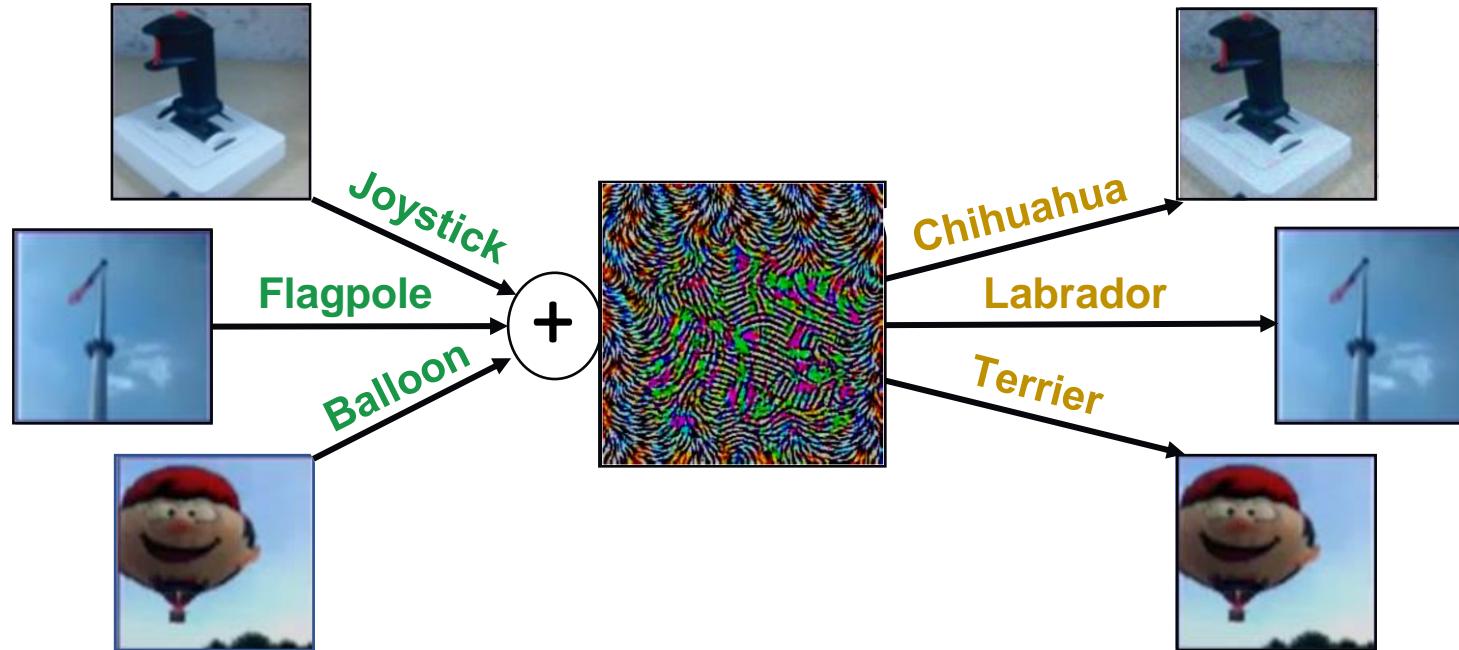


Adversarial attacks

Adversarial attacks

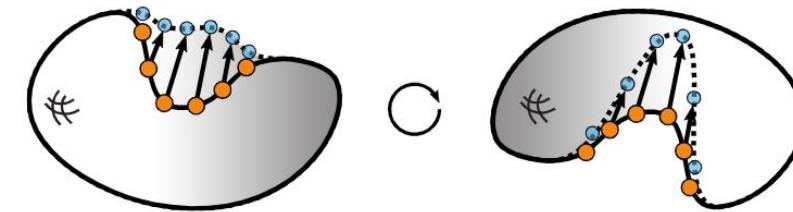


Universal adversarial attacks



Universal attacks for deformable shapes

An extrinsic perturbation needs correspondence and can not be *deformation-invariant*.

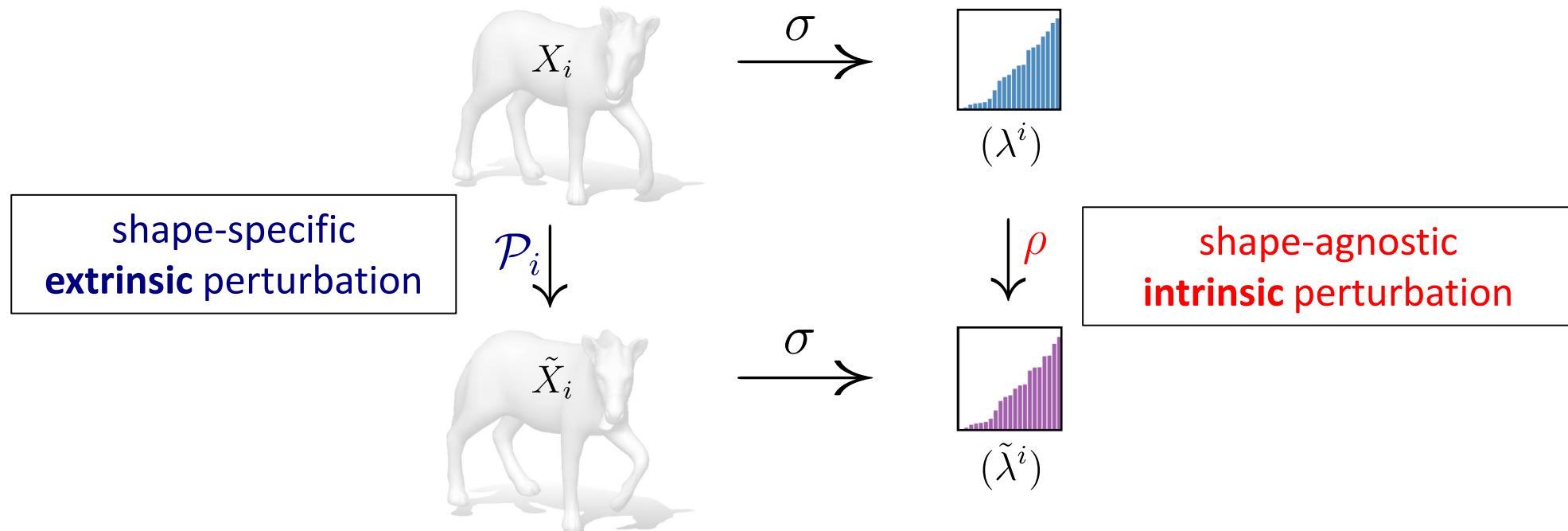


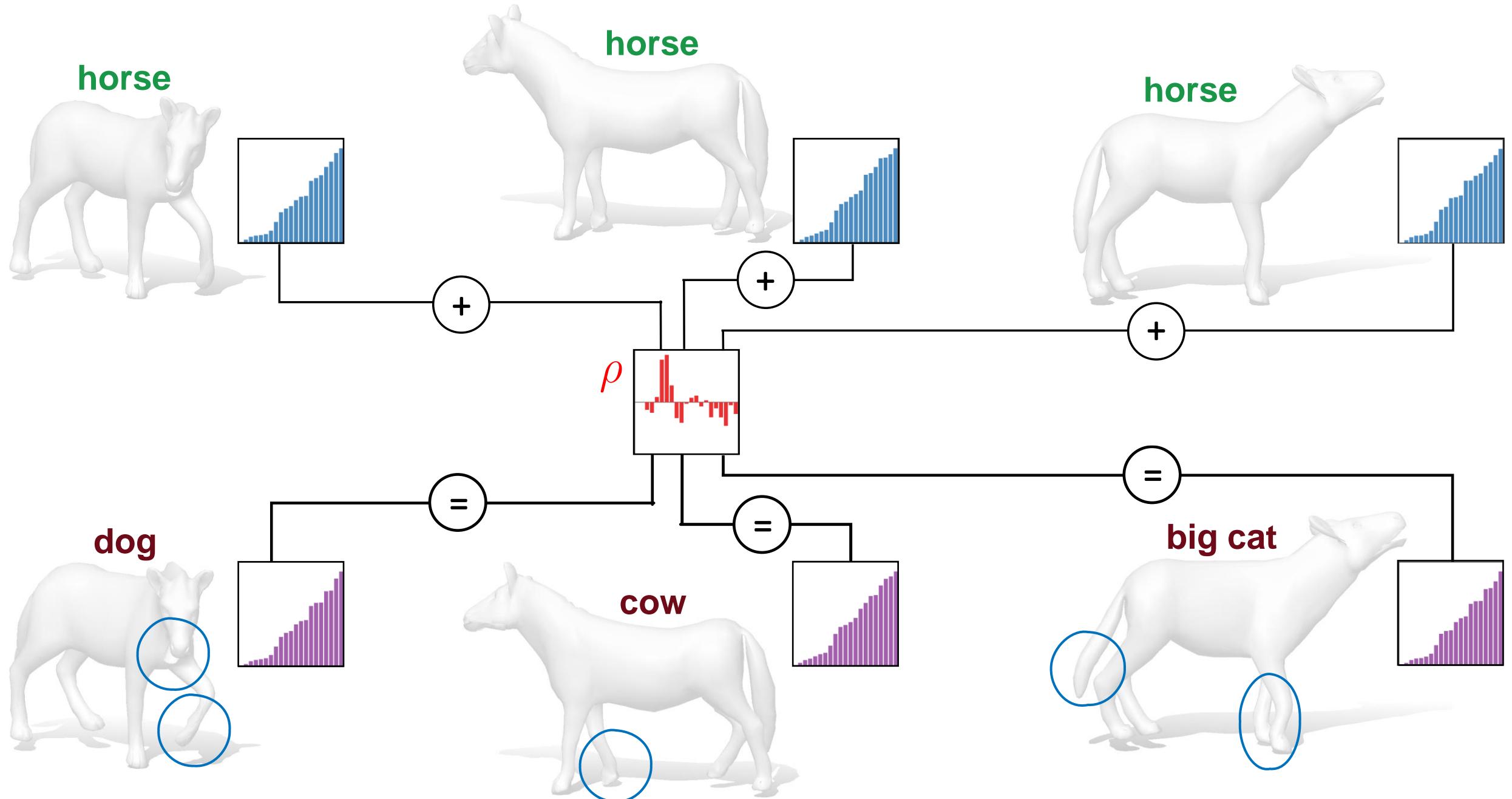
C



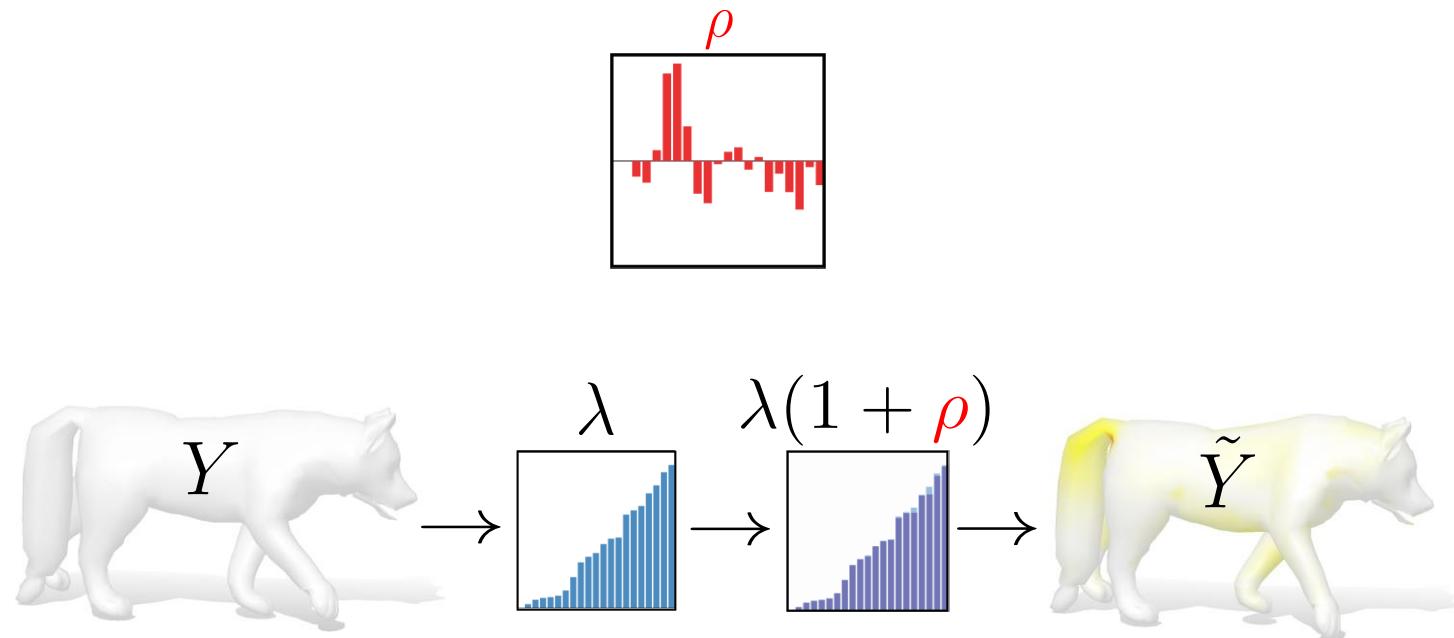
spectral domain

Perturbation in the spectral domain

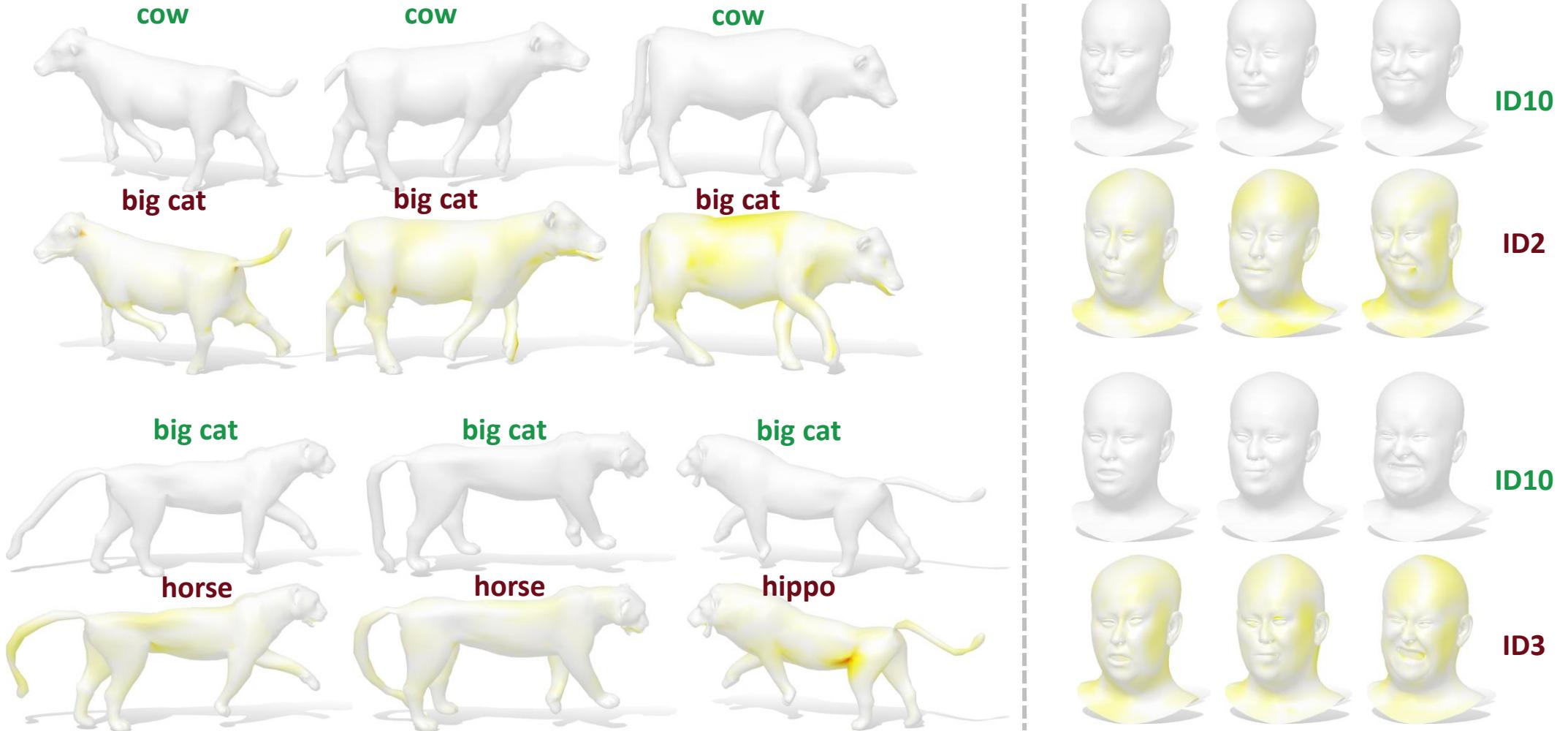




Generalization to unseen shapes



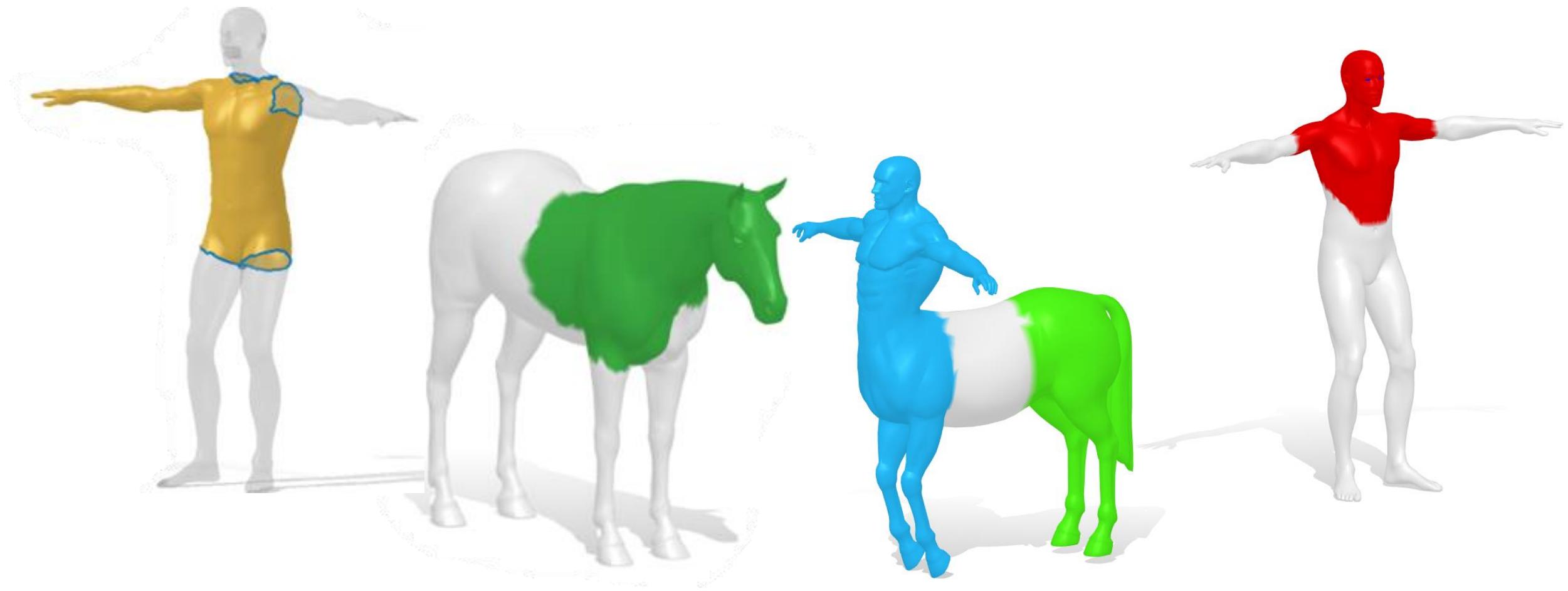
Examples



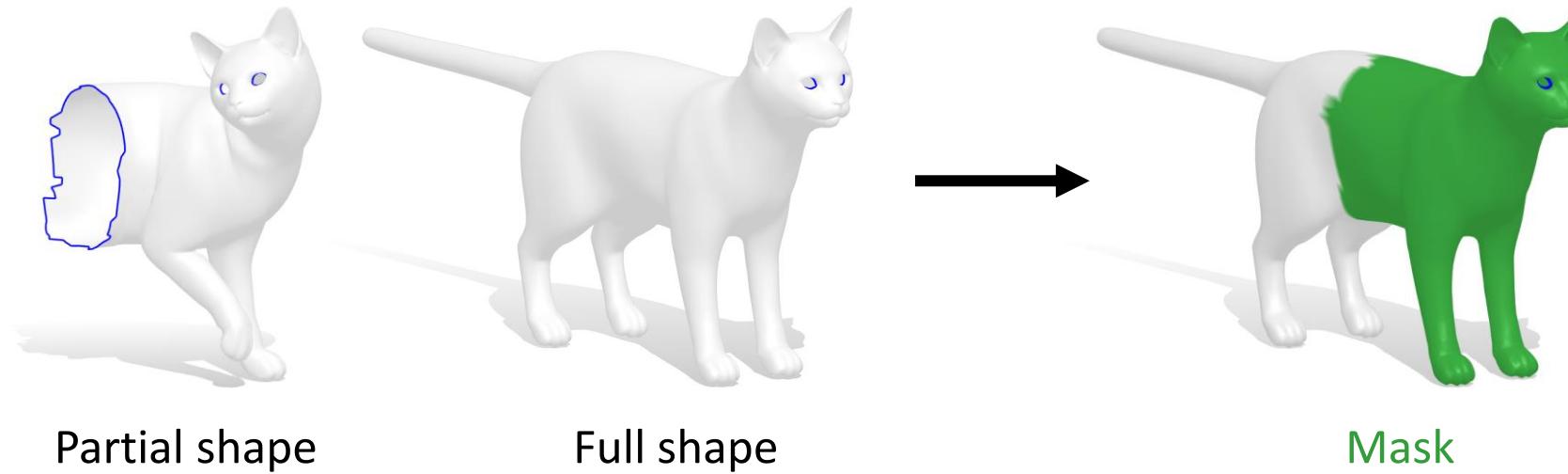
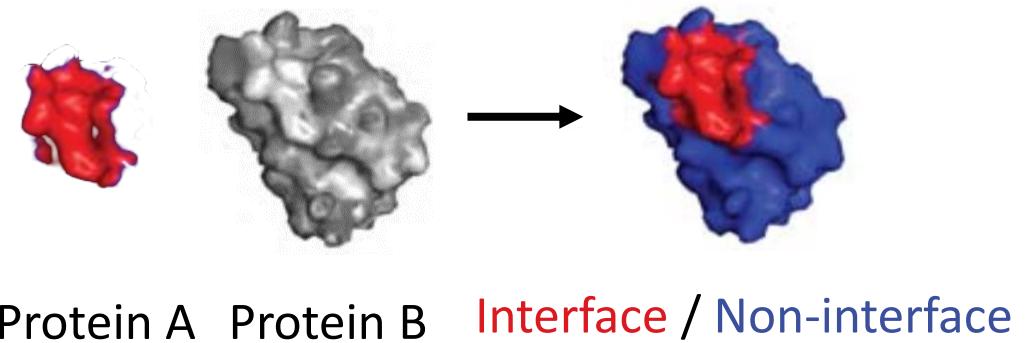
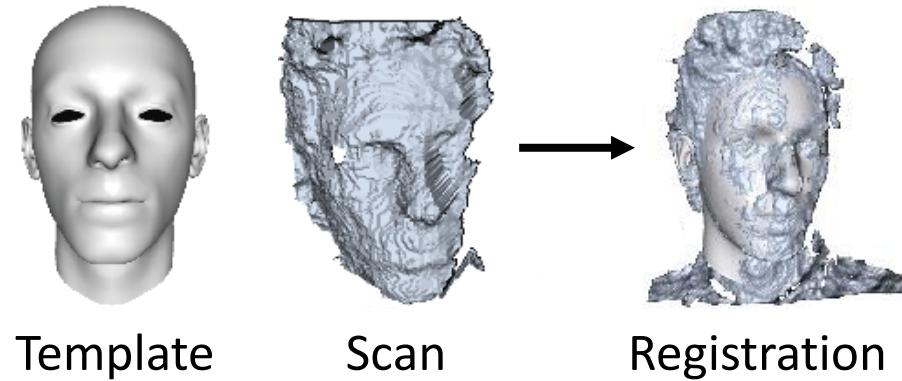


Partial shape localization

Subregion of a given shape

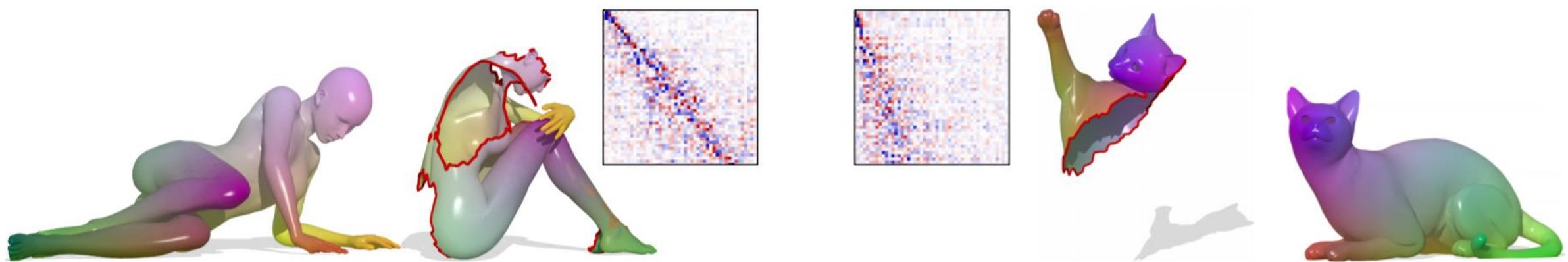


Motivation

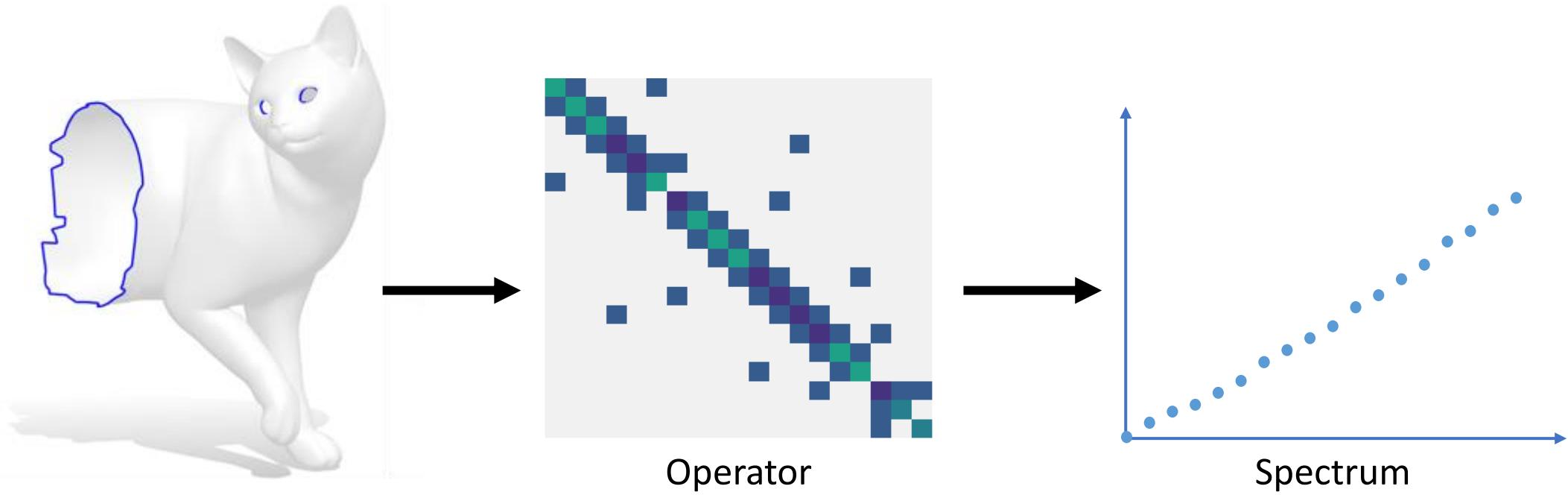


Remark

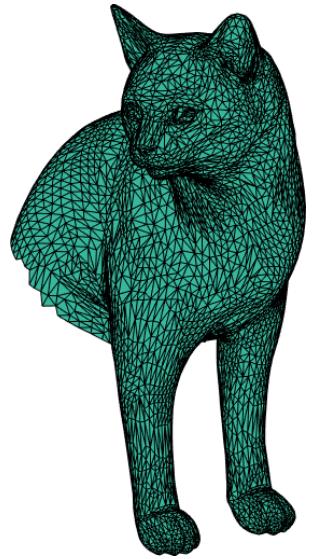
- Spectral quantities can be used to analyze partialities of 3D objects



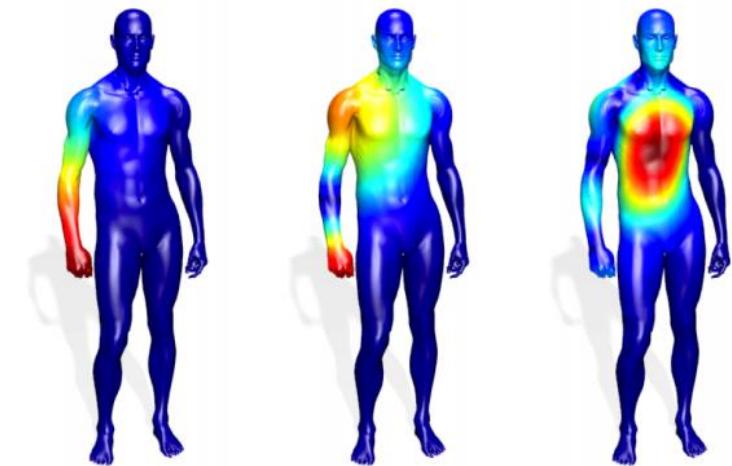
Which operator?



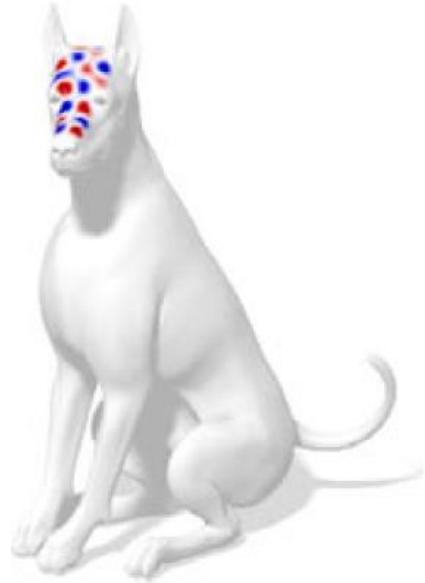
Which operator?



Laplacian of the patch
[“Computing Discrete Minimal Surfaces and Their Conjugates”](#),
U. Pinkall et al. 1993.



Hamiltonian
[“Hamiltonian operator for spectral shape analysis”](#),
Y. Choukroun et al. 2018.

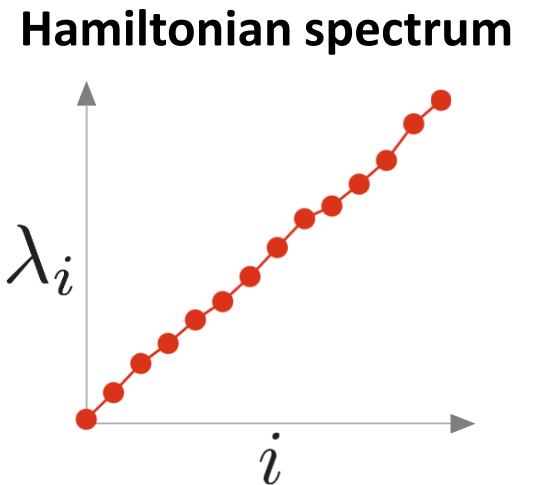
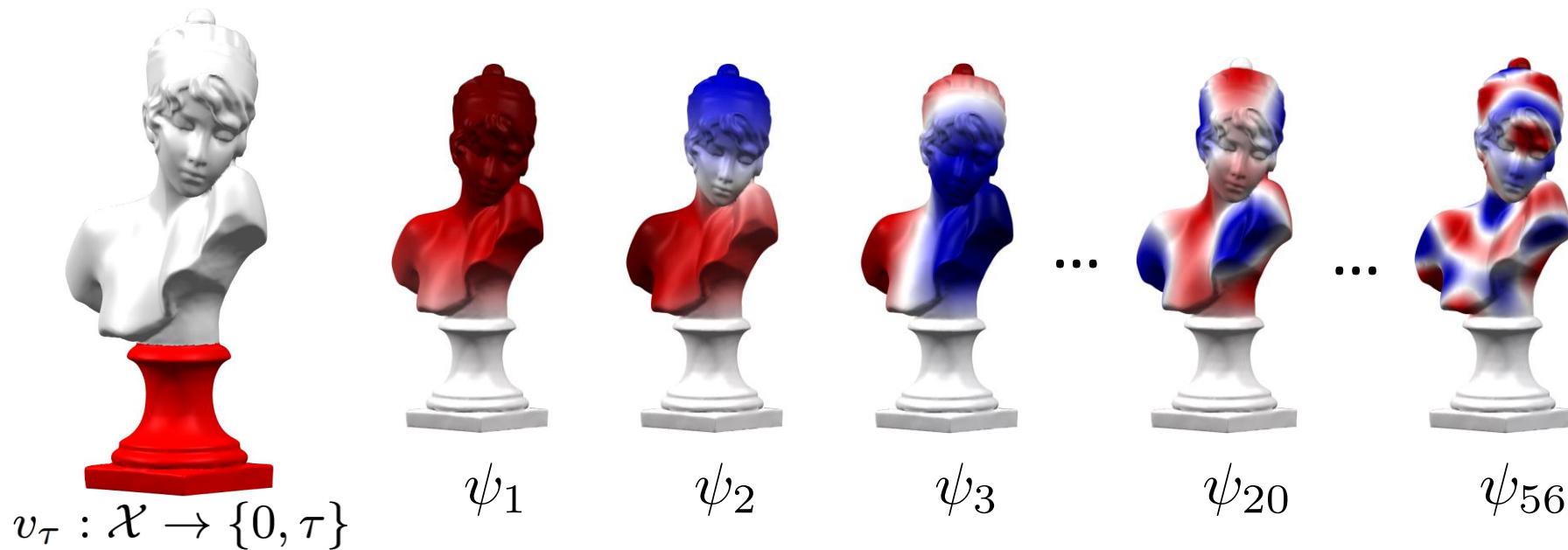


LMH
[“Localized Manifold Harmonics for Spectral Shape Analysis”](#),
S. Melzi et al. 2018.

The Hamiltonian operator

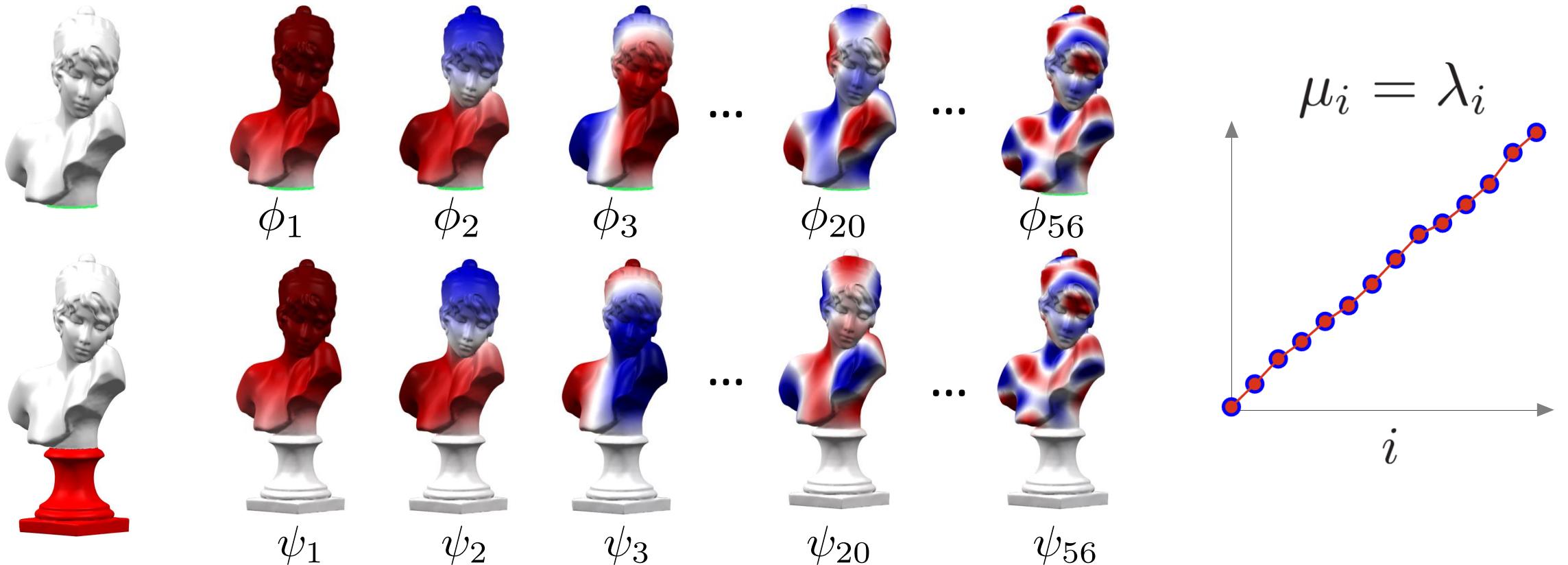
$$H\psi_i(x) = \lambda_i\psi_i(x)$$

Step potential

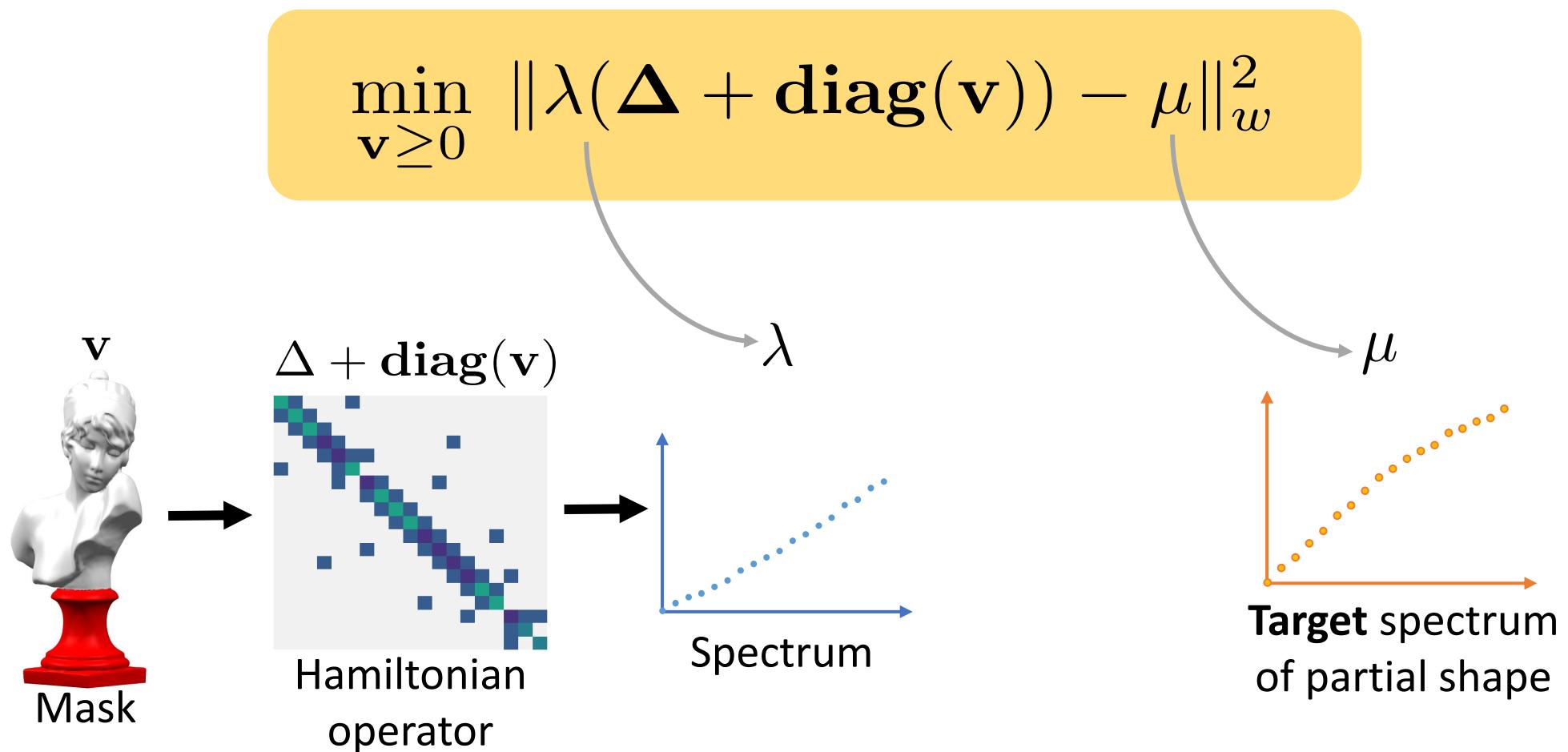


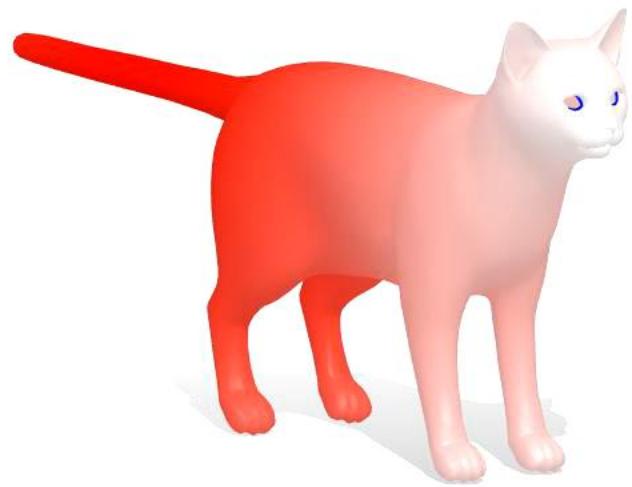
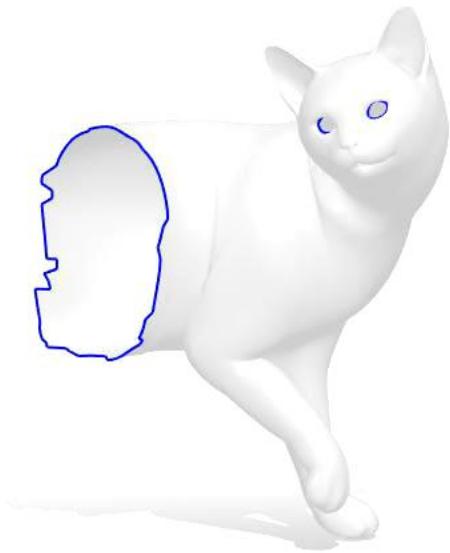
The Hamiltonian operator

Theorem: There exists a step potential for which the Hamiltonian on the full shape and the LBO on the partial shape share the **same spectrum**:

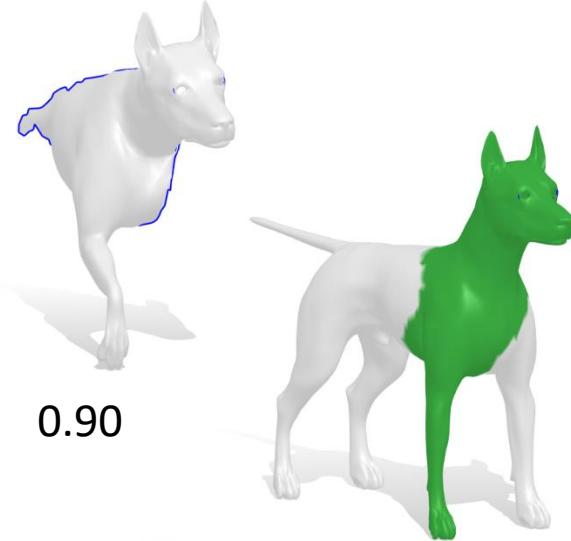


Optimization problem

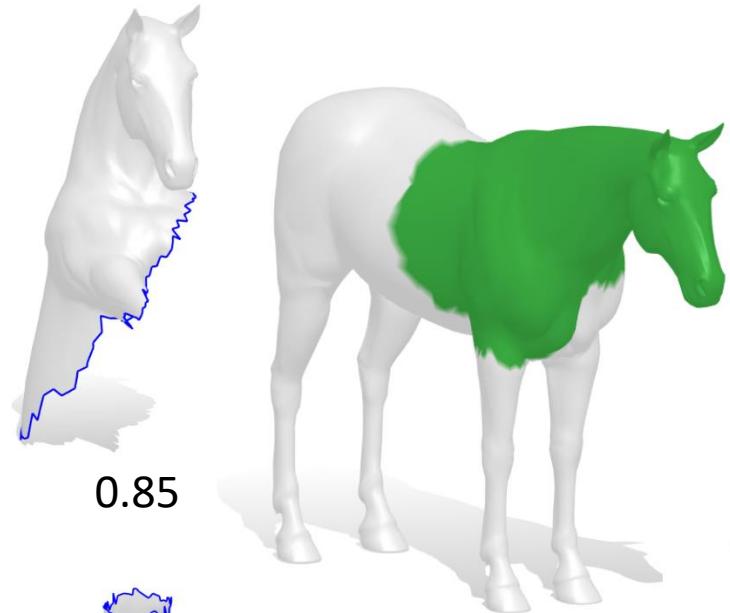




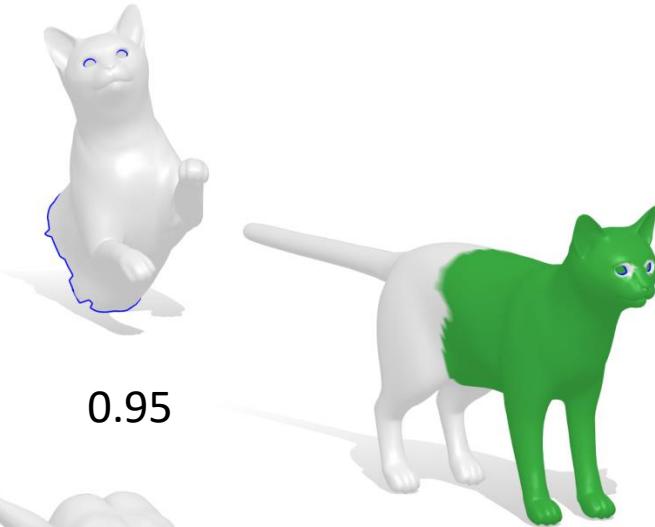
Examples



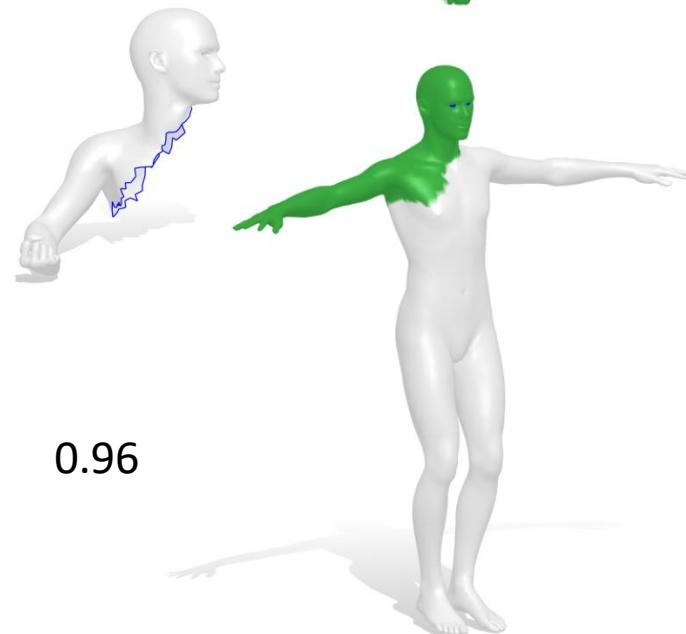
0.90



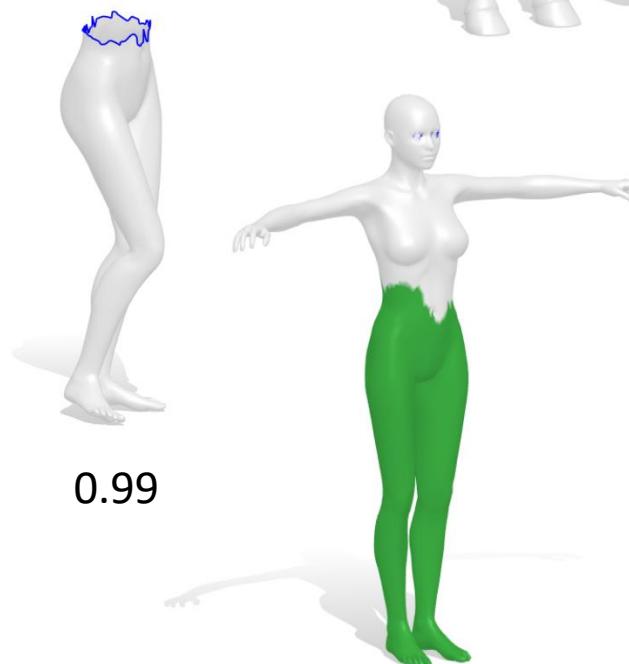
0.85



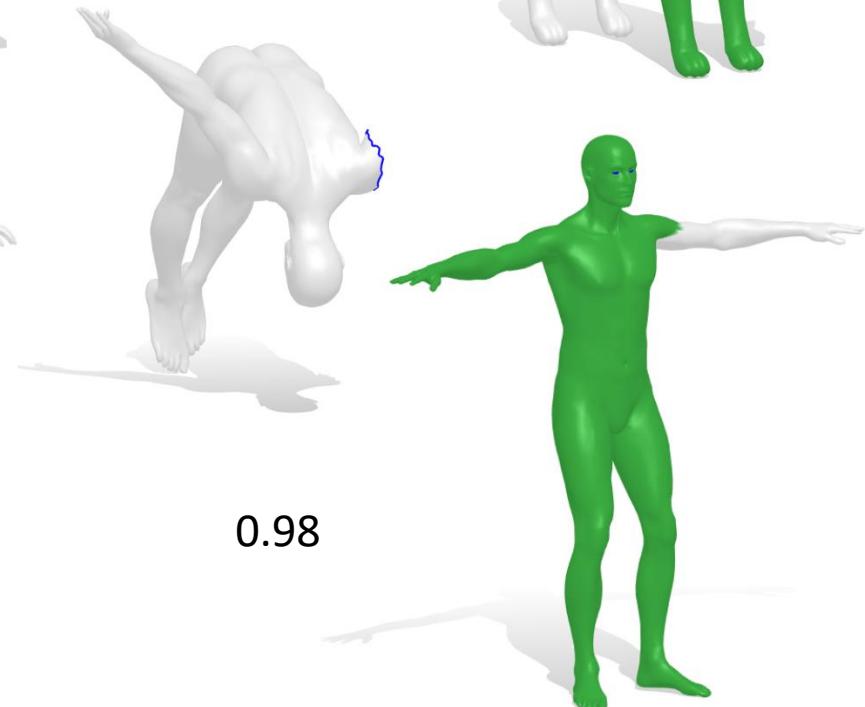
0.95



0.96



0.99

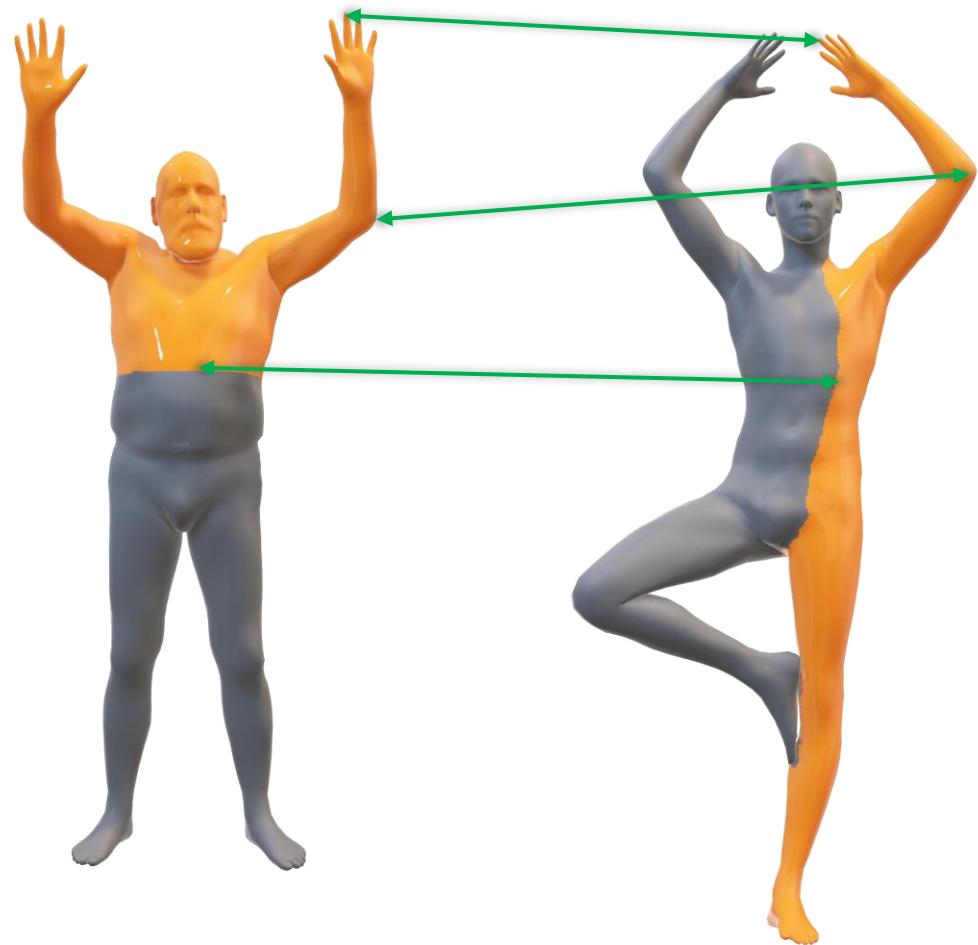


0.98

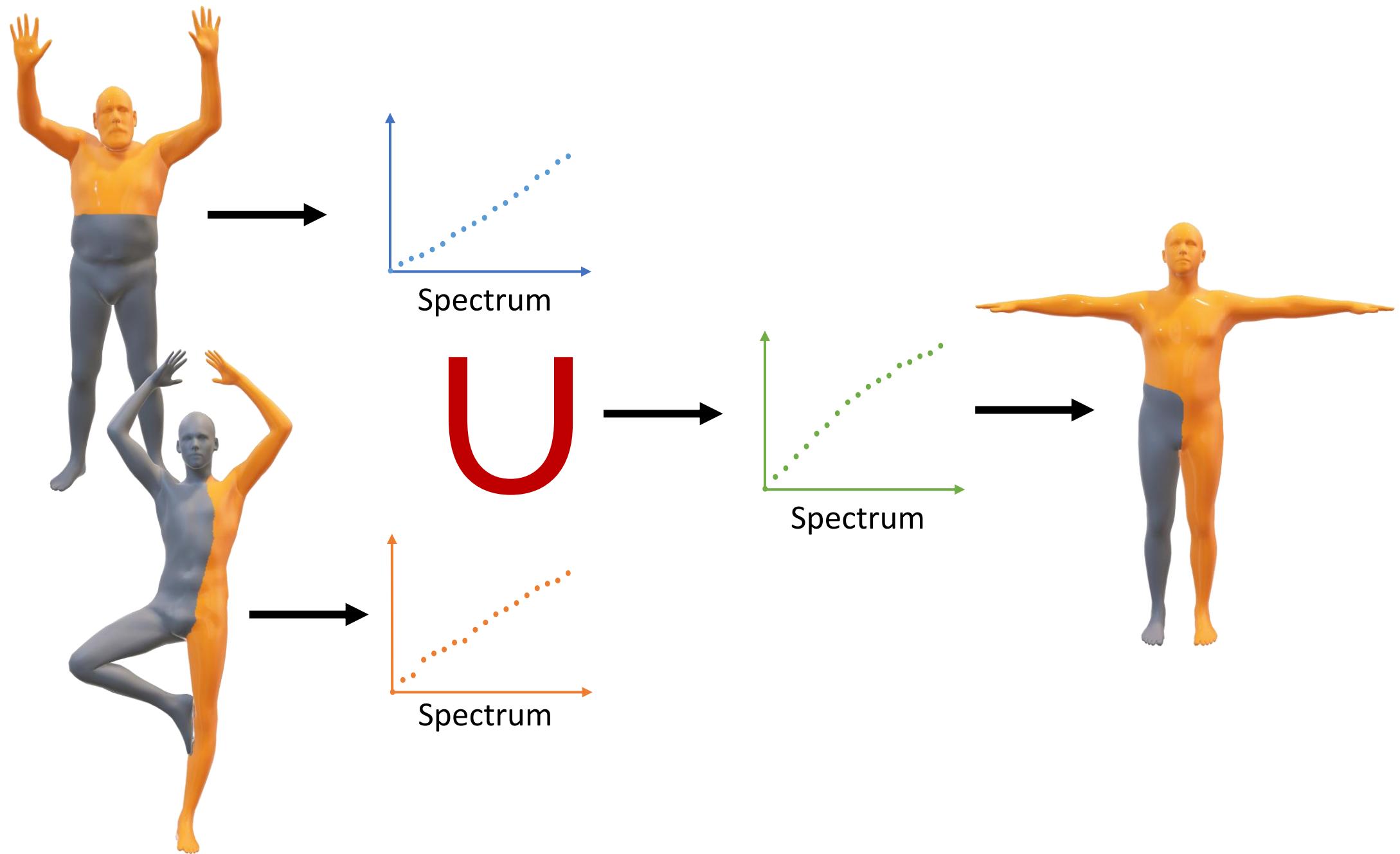
Set operations



Typical pipeline

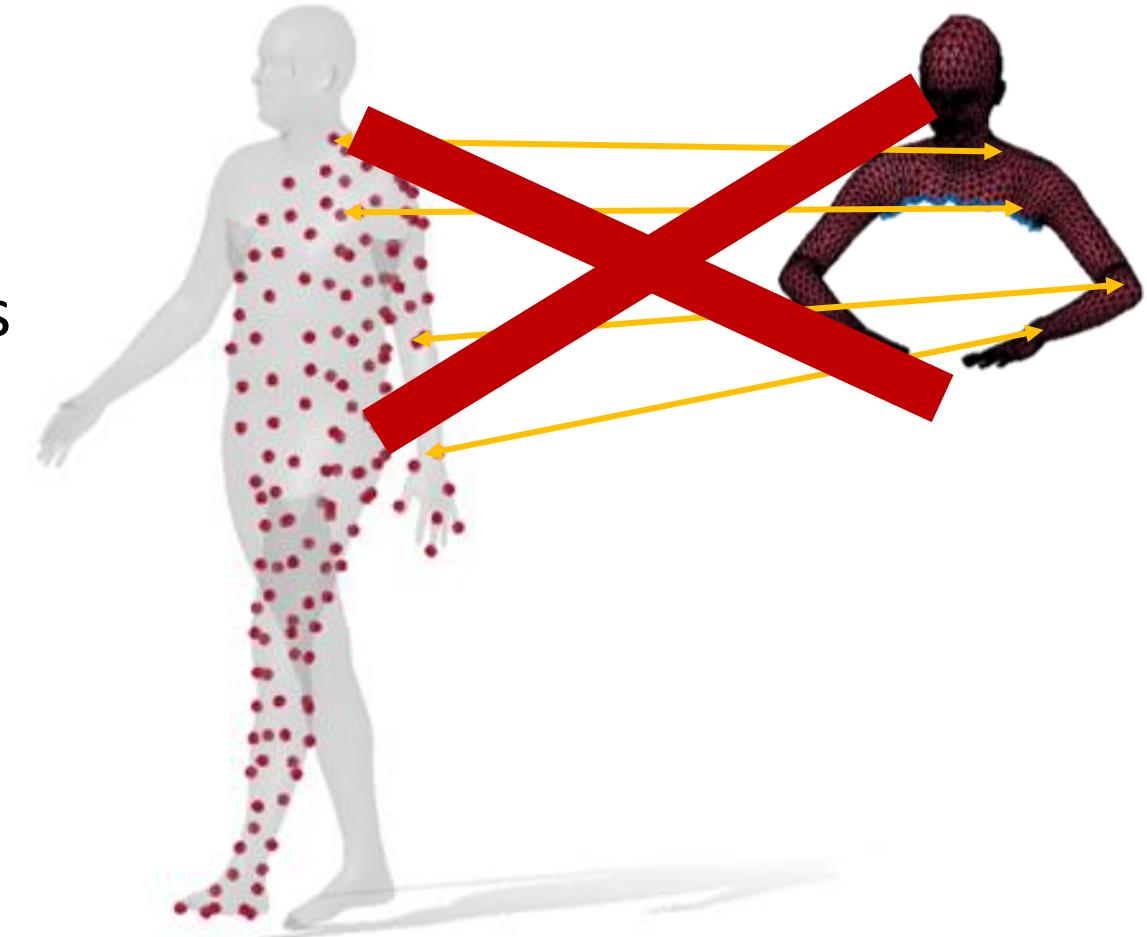


1. Find partial correspondence
2. Extract non-rigid transformation
3. Merge partial views into a consistent discretization

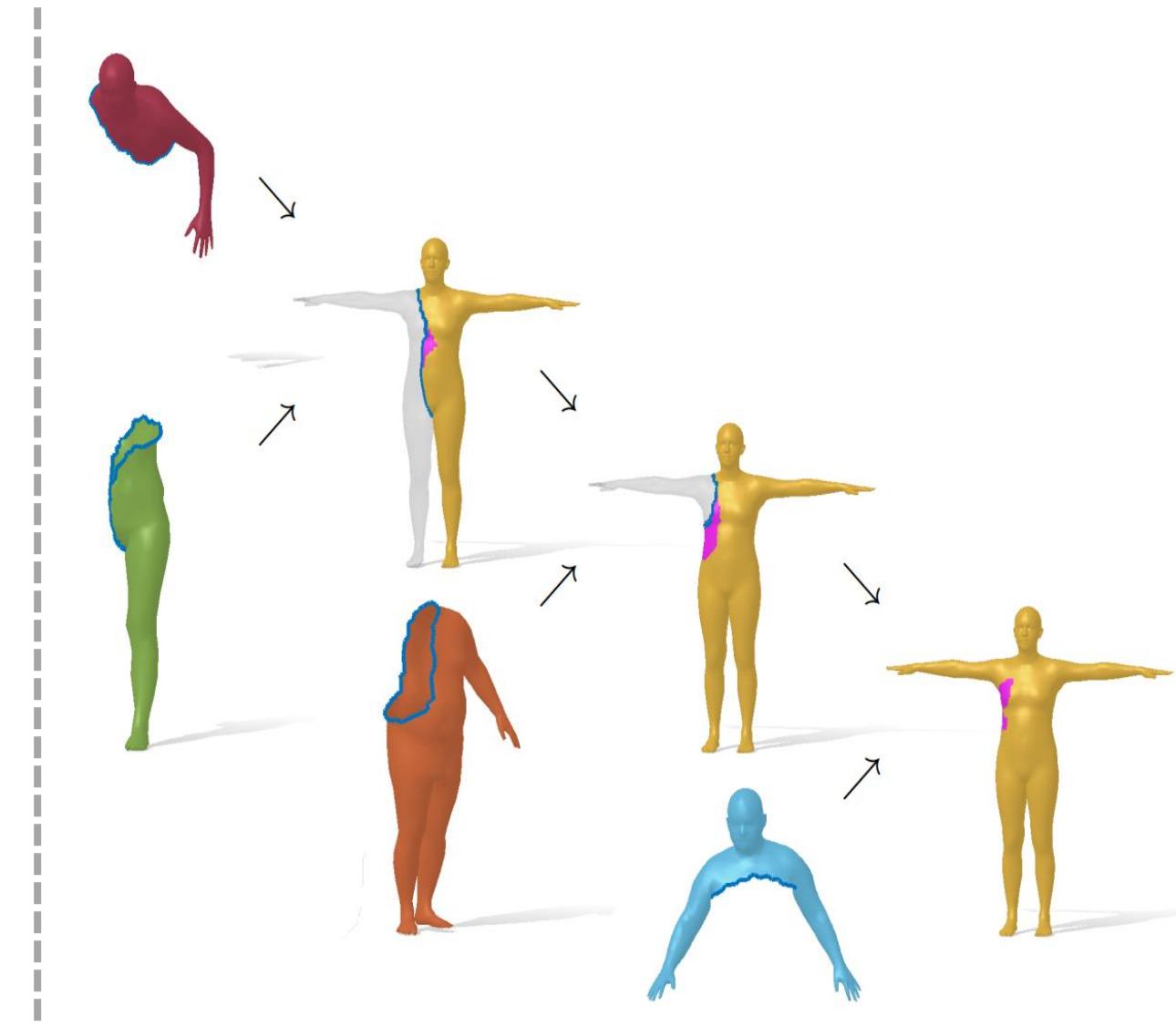
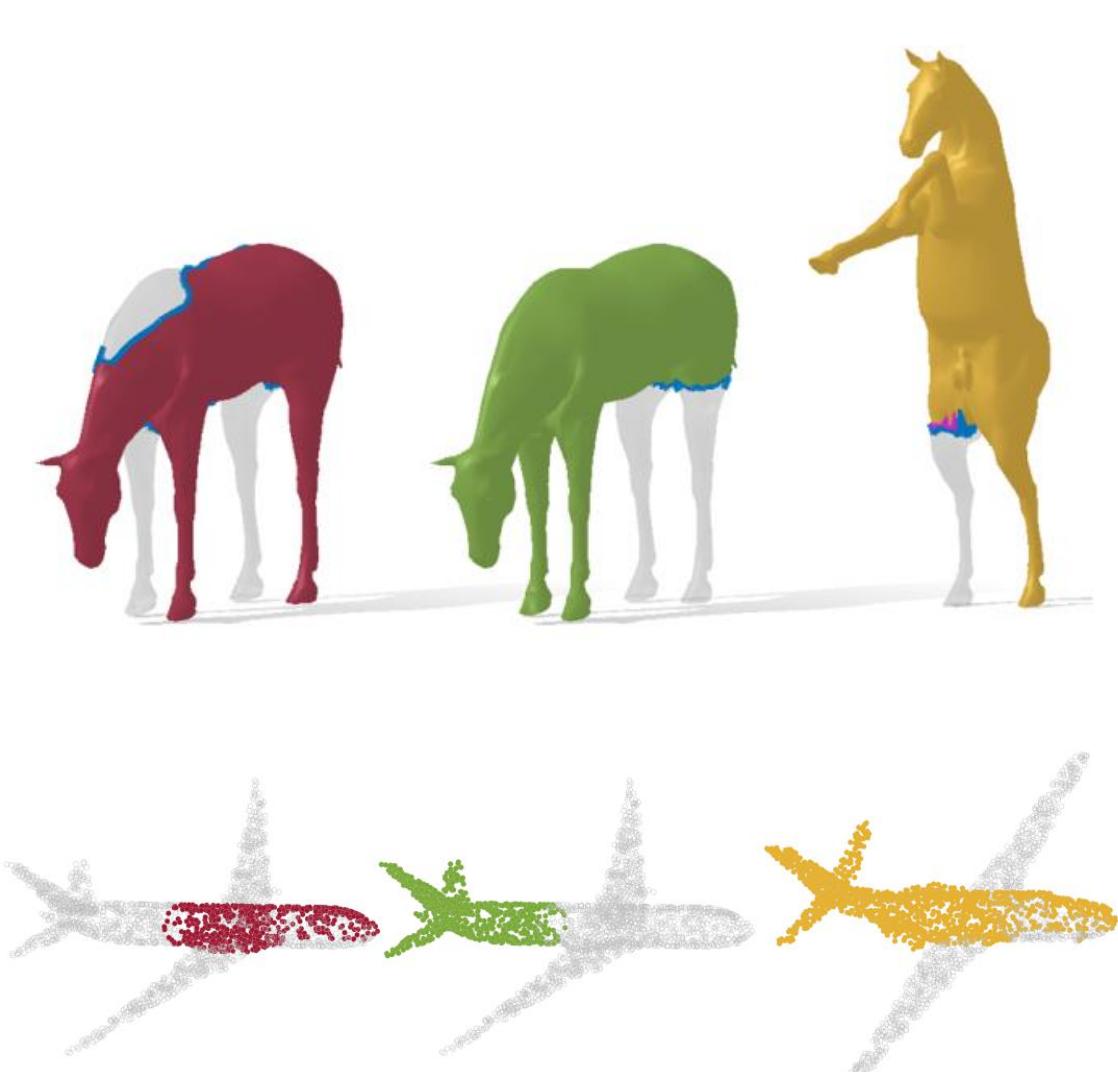


The spectrum is the right tool

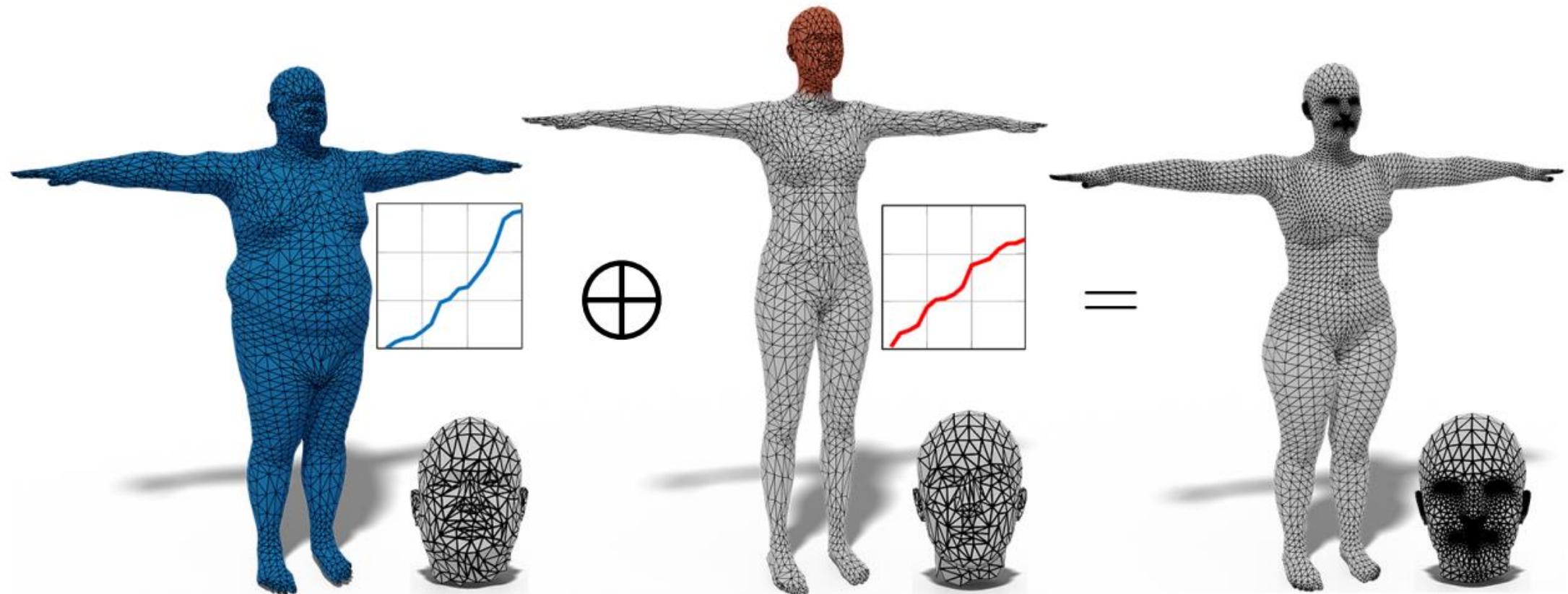
- Invariant to isometries
- Invariant to different representations
- Does not require a correspondence



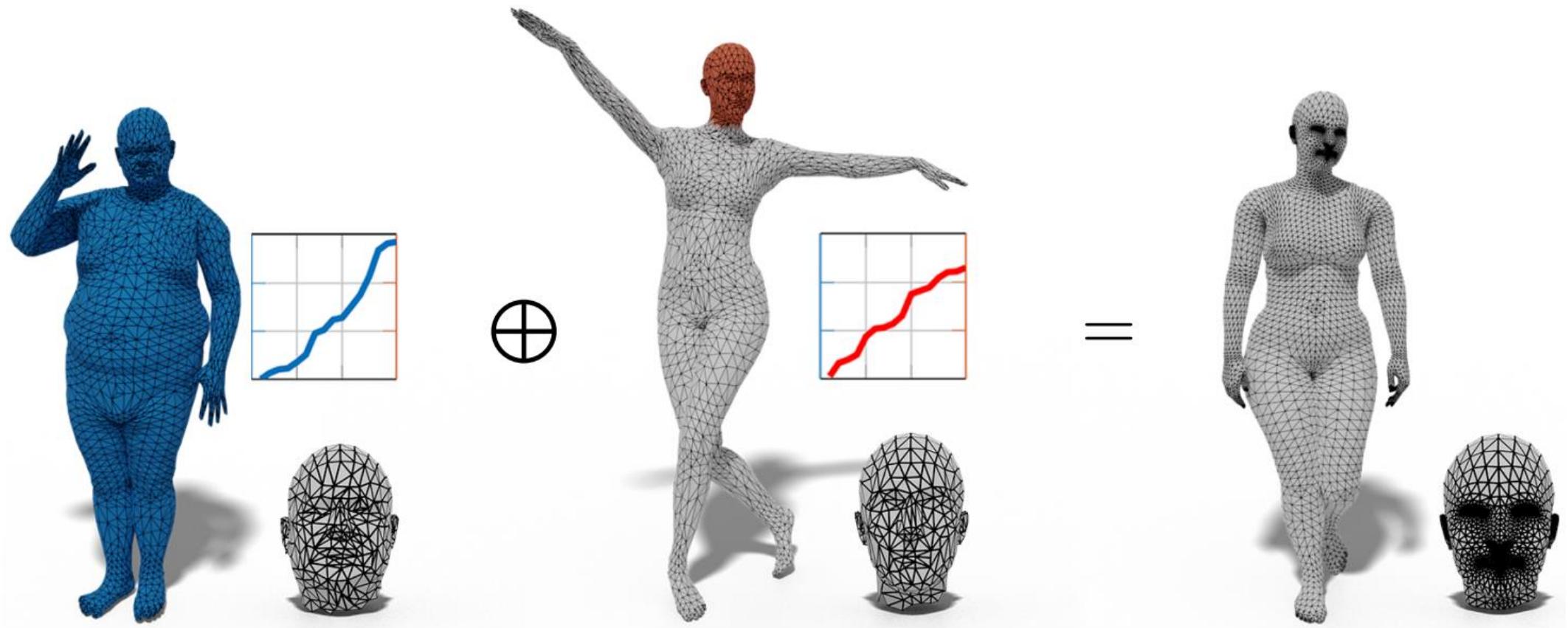
Results



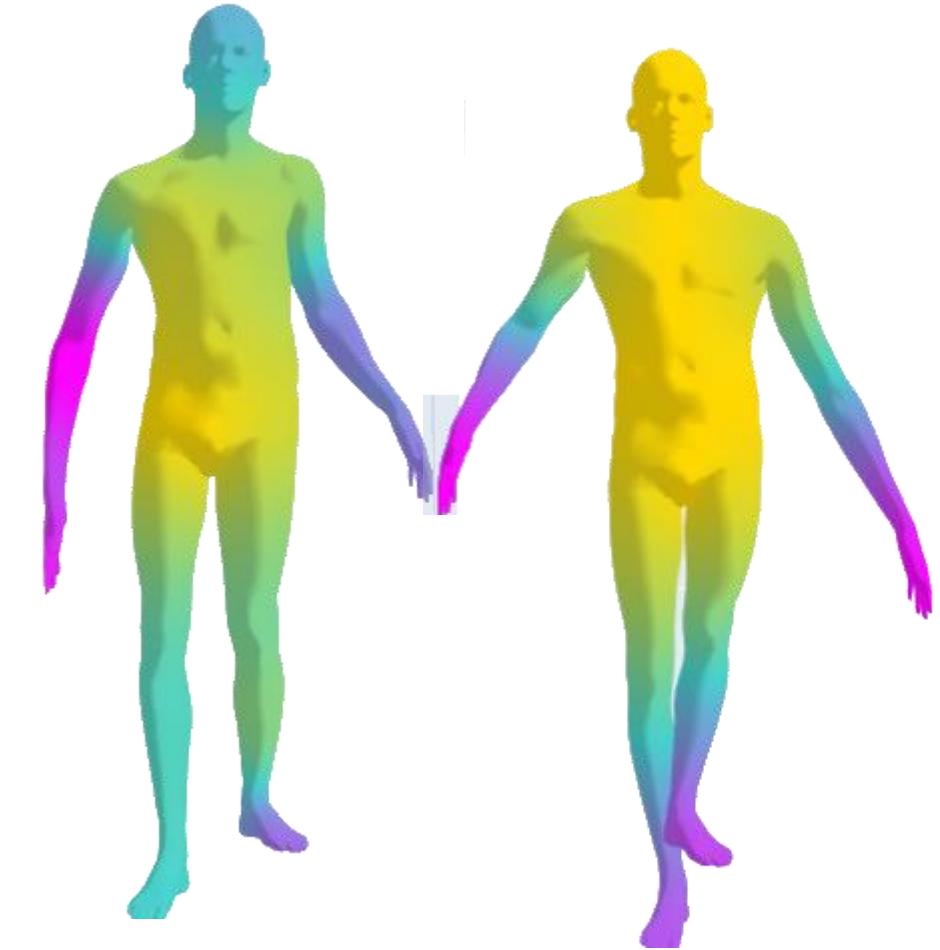
Shape generation



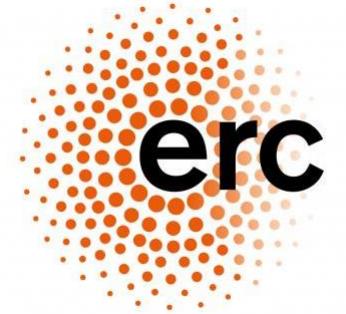
Shape generation



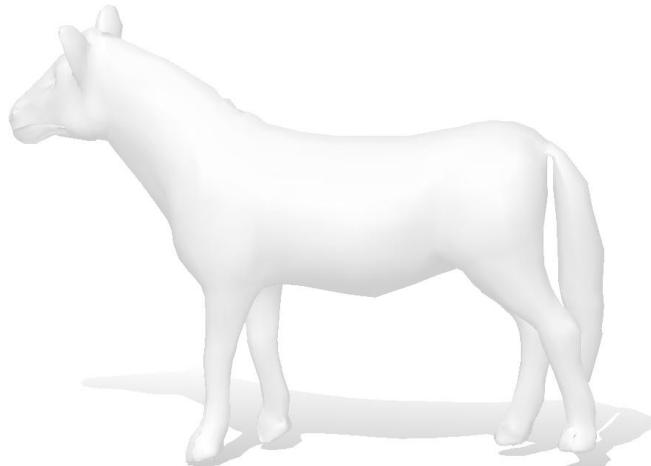
Hearing shapes with PyTorch



https://github.com/AriannaRampini/InverseSpectralGeometry_3DVTutorial



Thank you!



Special thanks to S. Melzi, E. Postolache and L. Moschella for some of these slides