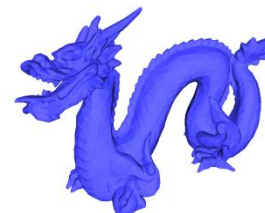
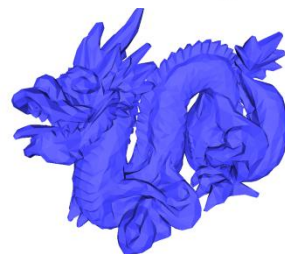
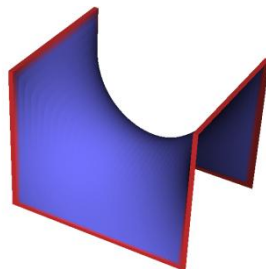
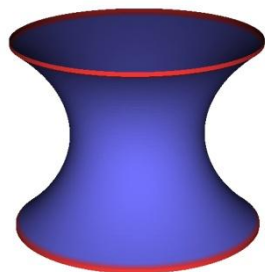
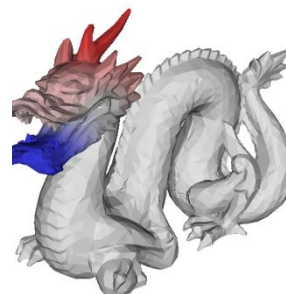
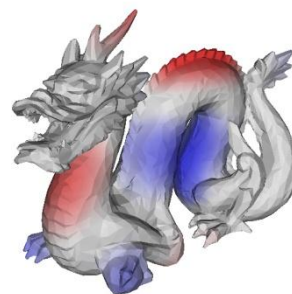
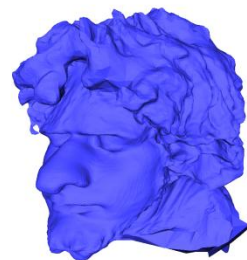
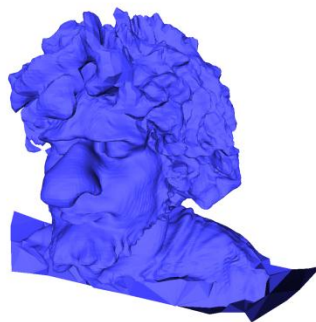
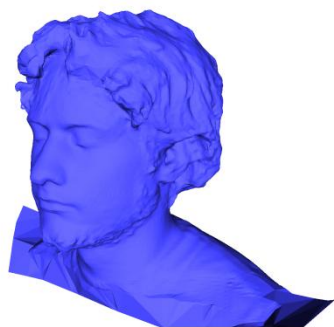


Assignment 4

Mesh Laplacians and Applications



Laplacians

- Discussed in the differential geometry chapter of the mesh processing book.
- Discretizations:
 - Uniform Laplacian (page 44)

$$\Delta f(v_i) = \frac{1}{|\mathcal{N}_1(v_i)|} \sum_{v_j \in \mathcal{N}_1(v_i)} (f_j - f_i)$$

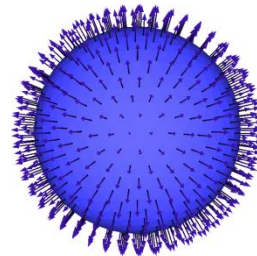
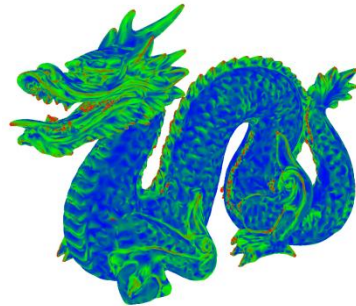
- Cotangent Laplacian (page 46, Assignment 1)

$$\Delta f(v_i) := \frac{1}{2A_i} \sum_{v_j \in \mathcal{N}_1(v_i)} (\cot \alpha_{i,j} + \cot \beta_{i,j}) (f_j - f_i).$$

Laplacians

- Properties:
 - Meancurvature normal property

$$\Delta_S \mathbf{x} = -2H\mathbf{n}.$$

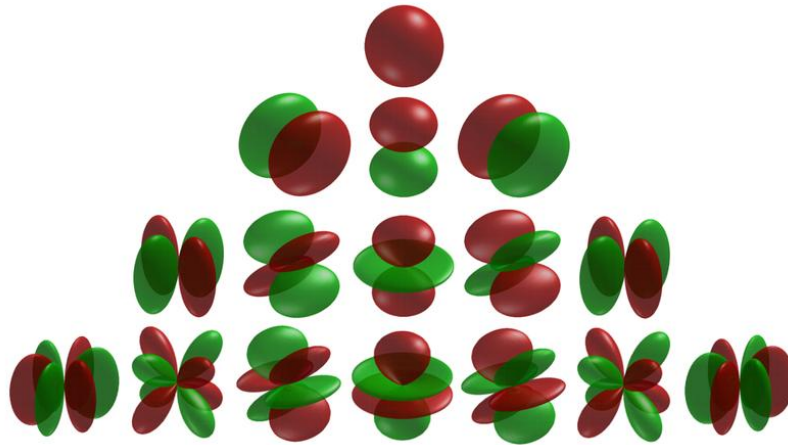


Only true for
the Laplacian
associated to S!!

Where \mathbf{x} are the positional surface coordinates of the surface S , Δ_S is the Laplacian associated to S , H is the mean curvature

Laplacians

- Properties:
 - Very interesting eigenfunctions!

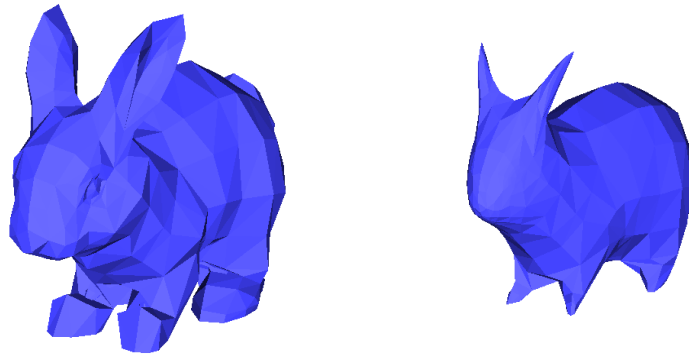


Laplacians: Pros and Cons

- Uniform Laplacian:
 - Simple to implement
 - Numerically stable, as its definition does not take triangle shapes into count.
 - Only a coarse approximation of the Laplace operator
- Cotangent Laplacian:
 - Better approximation of the Laplace operator
 - Degenerates when the triangles degenerate too much.

Implicit Smoothing

- Scheme discussed in the lecture.
- Problem: shrinking!



- Solution: rescale mesh such that the volume is preserved, i.e. scale the mesh with

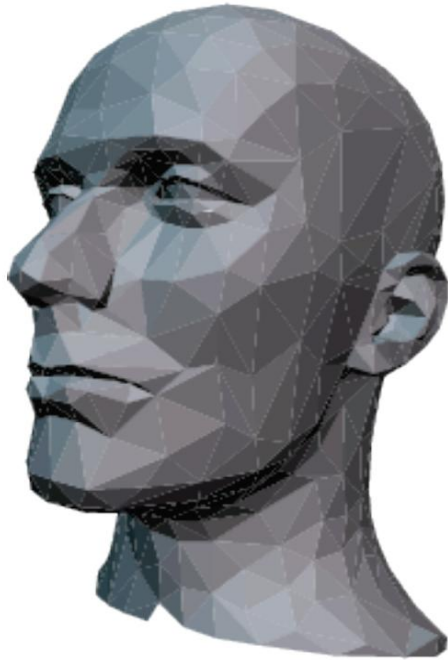
$$\left(\frac{vol_{old}}{vol_{new}} \right)^{1/3}$$

Implicit Smoothing

- Volume of a mesh

$$\sum_{\text{triangles}\{p1,p2,p3\}} \langle p1, p2 \times p3 \rangle / 6$$

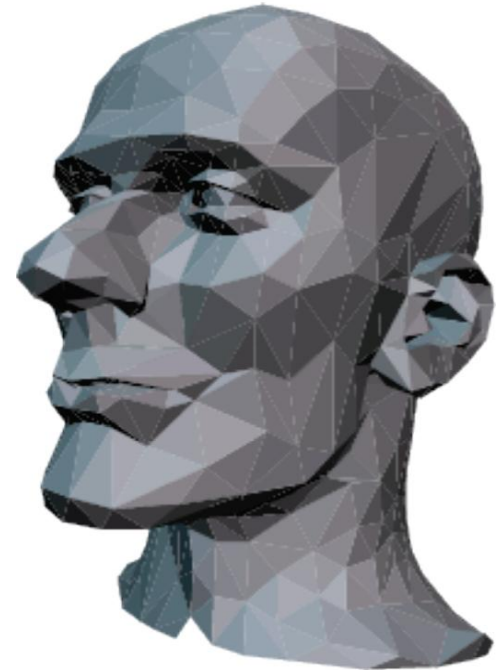
Unsharp Masking



Input



Smoothed



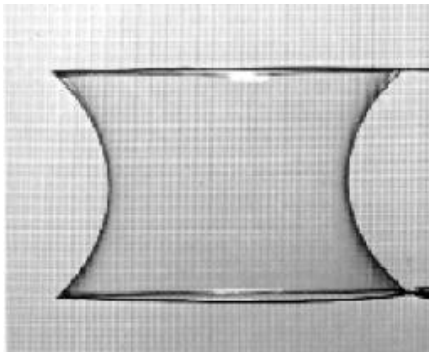
Enhanced details

$(\text{input} - \text{smoothed}) * s + \text{smoothed},$
 $s > 1$

<http://www.multires.caltech.edu/pubs/irrsb.pdf>

Minimal Surfaces

- Examples



- Surface area is minimal under some (boundary) constraints

Minimal Surfaces

<http://rkneufeld.wordpress.com/2010/10/27/minimal-surfaces-and-the-area-functional-2/>

- Theory

- Area functional:

$$A(S) = \int_S dA$$

- Perturbation by some ϕ

$$A(S + t\phi) \quad t \in \mathbb{R}$$

- Surface is minimal if

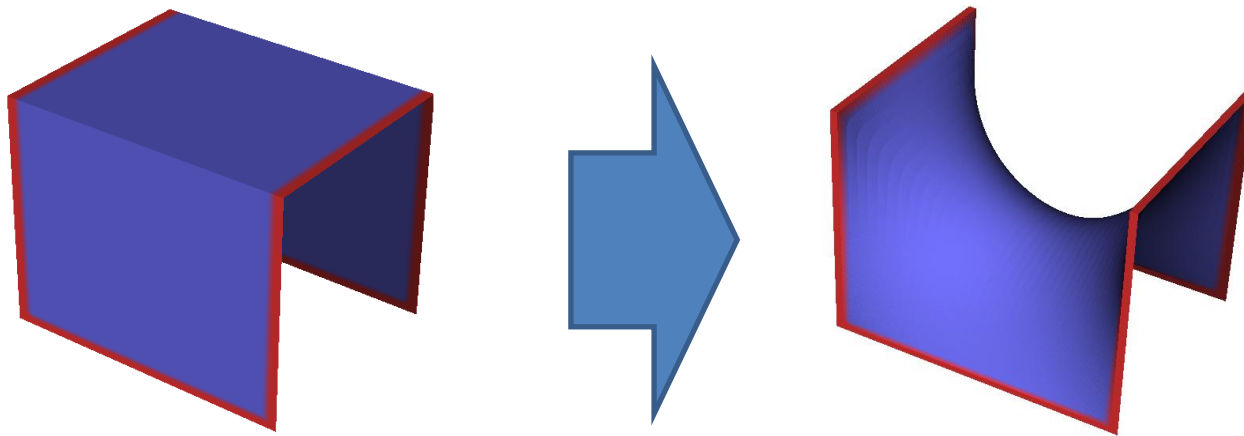
$$\frac{\partial}{\partial t} A(S + t\phi) = 0 \quad \text{for all perturbations } \phi$$

- Some Math later....

$$\Rightarrow \text{mean curvature}(A) = 0$$

Minimal Surfaces

- Your task:
 - Input: a mesh with the correct connectivity
 - Output: mesh with same boundary and zero mean curvature.



Minimal Surfaces

- Algorithm : Input mesh S with positions (x,y,z)
 - Solve for zero curvature mesh using the mesh Laplacian L_S

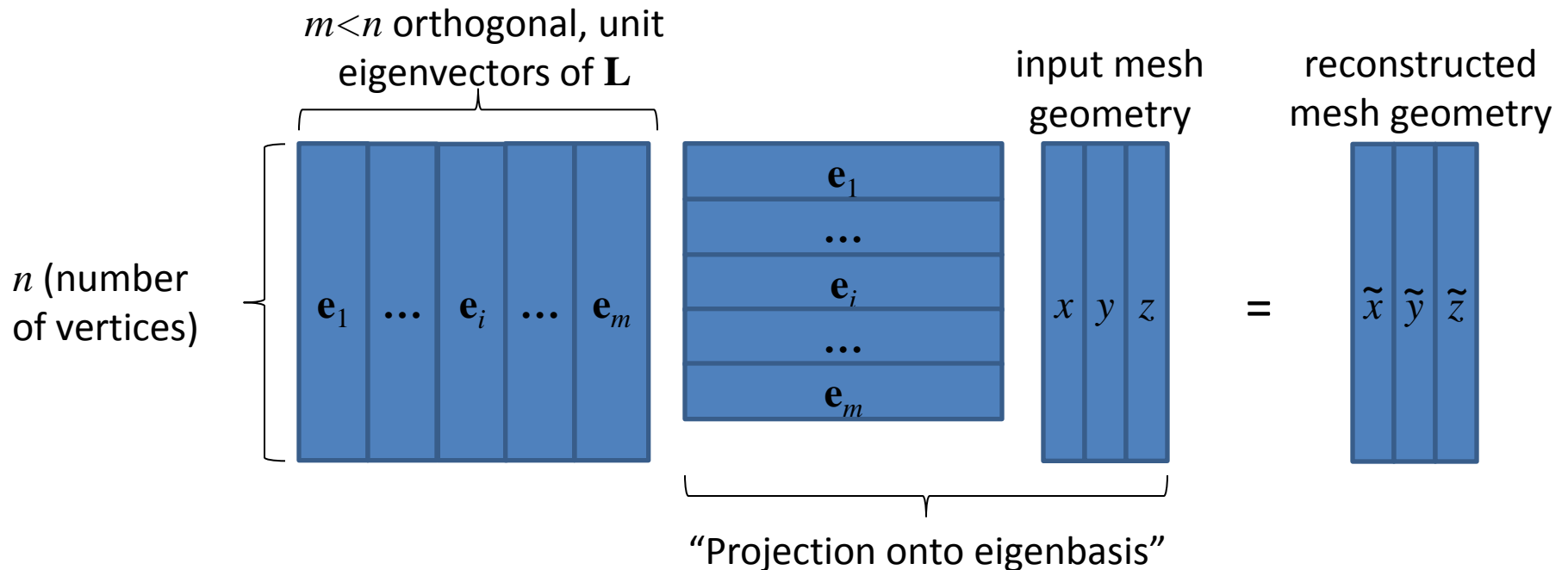
$$L_S(x', y', z') = 0 \quad \text{inside the mesh}$$

$$I(x', y', z') = (x, y, z) \quad \text{On the mesh boundary}$$

- Update: $(x,y,z) \leftarrow (x',y',z')$
- Recompute L_S , solve again, until convergence.

Spectral Mesh Processing

- In General:
 - Compute eigenvectors/ values of Laplacian
 - Reproject onto this new basis



Spectral Mesh Processing

- Problem:
 - Need symmetric Laplacian matrix
 - To guarantee existence of real eigenvectors.
- Adapt cotangent matrix:
 - Instead of

$$\Delta_{ij} = -\frac{1}{\mathcal{A}_i}(\cotan(P) + \cotan(Q))$$

$$\Delta_{ii} = -\sum_{j \neq i} \Delta_{ij}$$

- Use

$$\Delta_{ij} = -\frac{1}{\sqrt{\mathcal{A}_i \mathcal{A}_j}}(\cotan(P) + \cotan(Q))$$

$$\Delta_{ii} = -\sum_{j \neq i} \Delta_{ij}$$

Spectral Mesh Processing

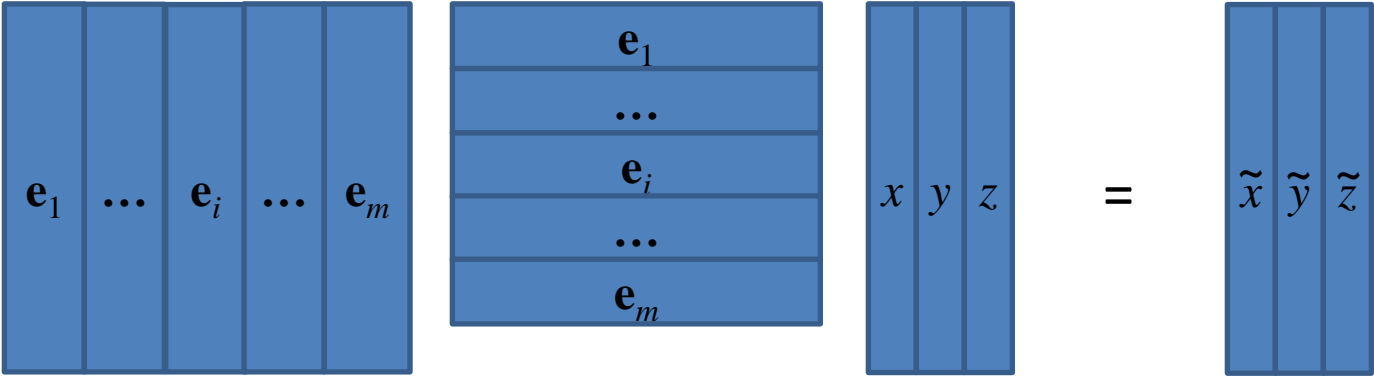
- Eigen vectors and eigenvalues
 - Relation to frequencies

$$freq = \sqrt{|Eigenvalue|}$$

- Low frequencies = coarse shape
 - High frequencies = details
 - Spectral filtering, steal image from paper.

Spectral Mesh processing

- Spectral Filtering. Instead of only projecting onto the eigenfunctions, increase/decrease importance of some frequencies

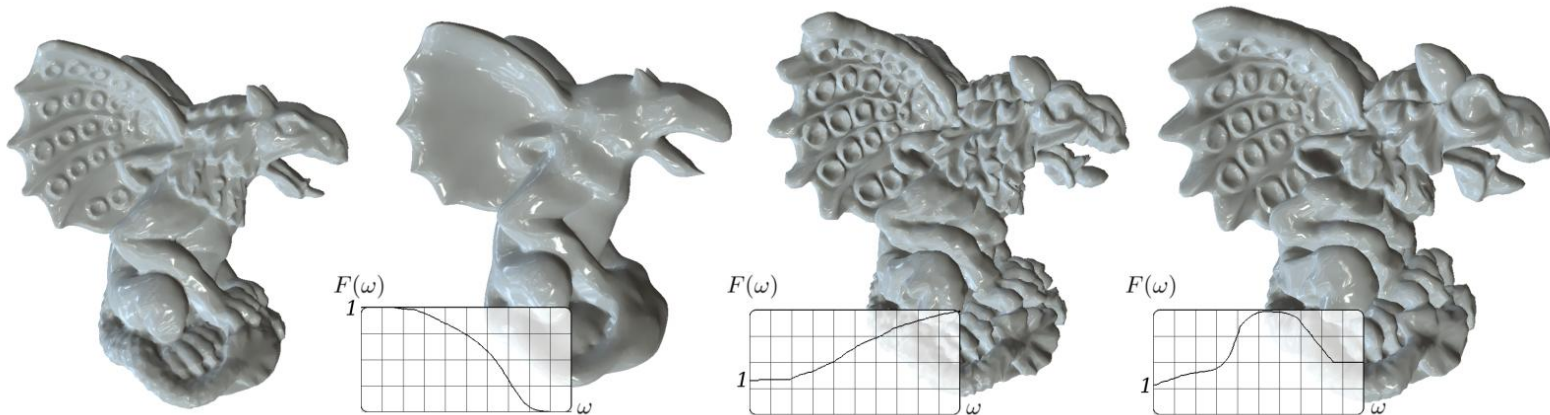


$$\begin{pmatrix} e_1 & \cdots & e_n \end{pmatrix} \begin{pmatrix} f(\text{freq}(e_1)) & & \\ & f(\text{freq}(e_2)) & \\ & & \ddots \\ & & & f(\text{freq}(e_n)) \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} \tilde{x} \\ \tilde{y} \\ \tilde{z} \end{pmatrix}$$

$$(e_1 \ \cdots \ e_n) \begin{pmatrix} f(\text{freq}(e_1)) & & \\ & f(\text{freq}(e_2)) & \\ & & \ddots \\ & & & f(\text{freq}(e_n)) \end{pmatrix} \begin{pmatrix} e_1 \\ \vdots \\ e_n \end{pmatrix} (x, y, z) = (\tilde{x}, \tilde{y}, \tilde{z})$$

Spectral Mesh Processing

- Example filters.



$$\omega = \sqrt{|Eigenvalue|}$$

The Numerical Side.....

- Linear equations:
 - SciPy Solver: Slow and reliable
 - JMTSolver: Fast, but does not always converge.
 - For this assignment the JMTSolver usually does the job.
- Eigenvalue decomposition:
 - SCIPYEVD.java
 - Calls Python script
 - Works only for small ($< 10'000 \times 10'000$) matrices.

Questions?

