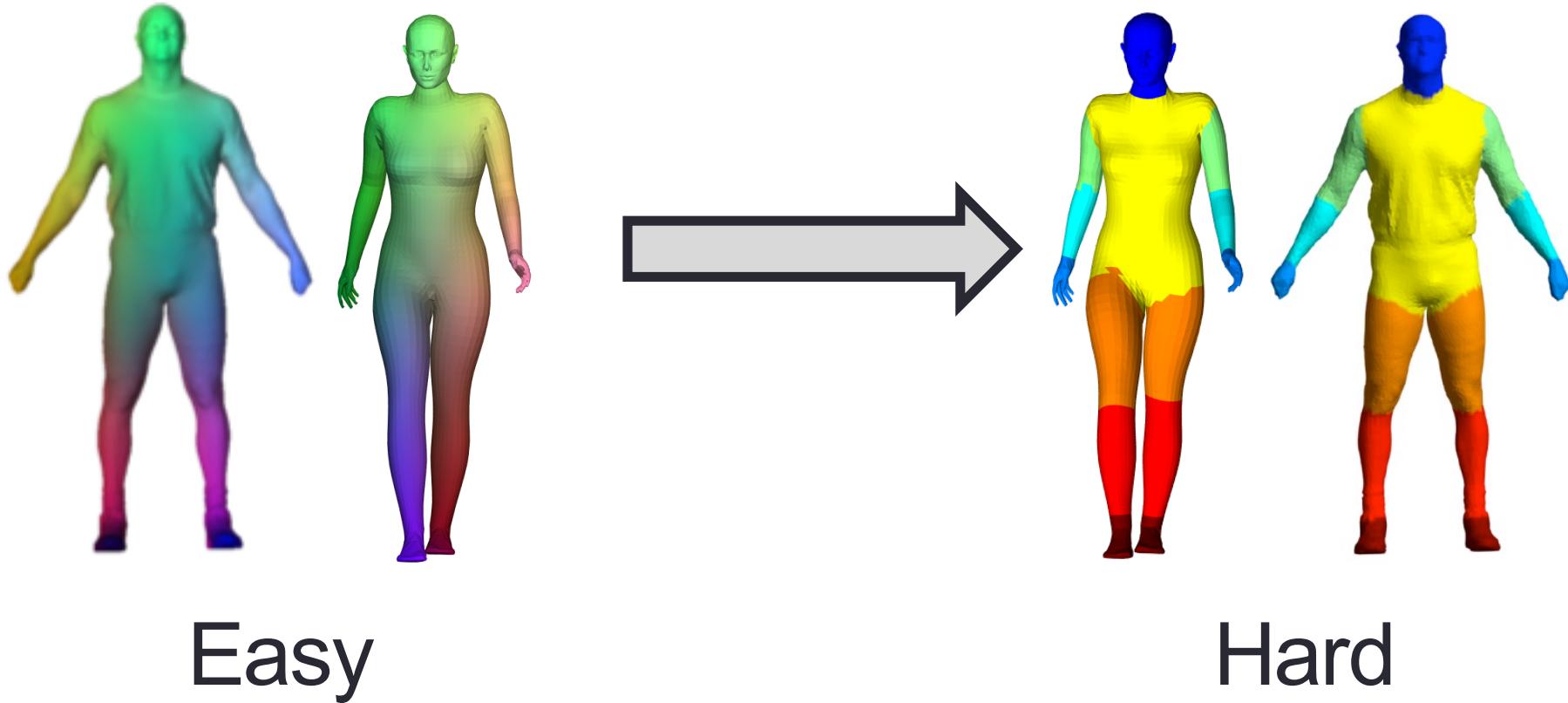


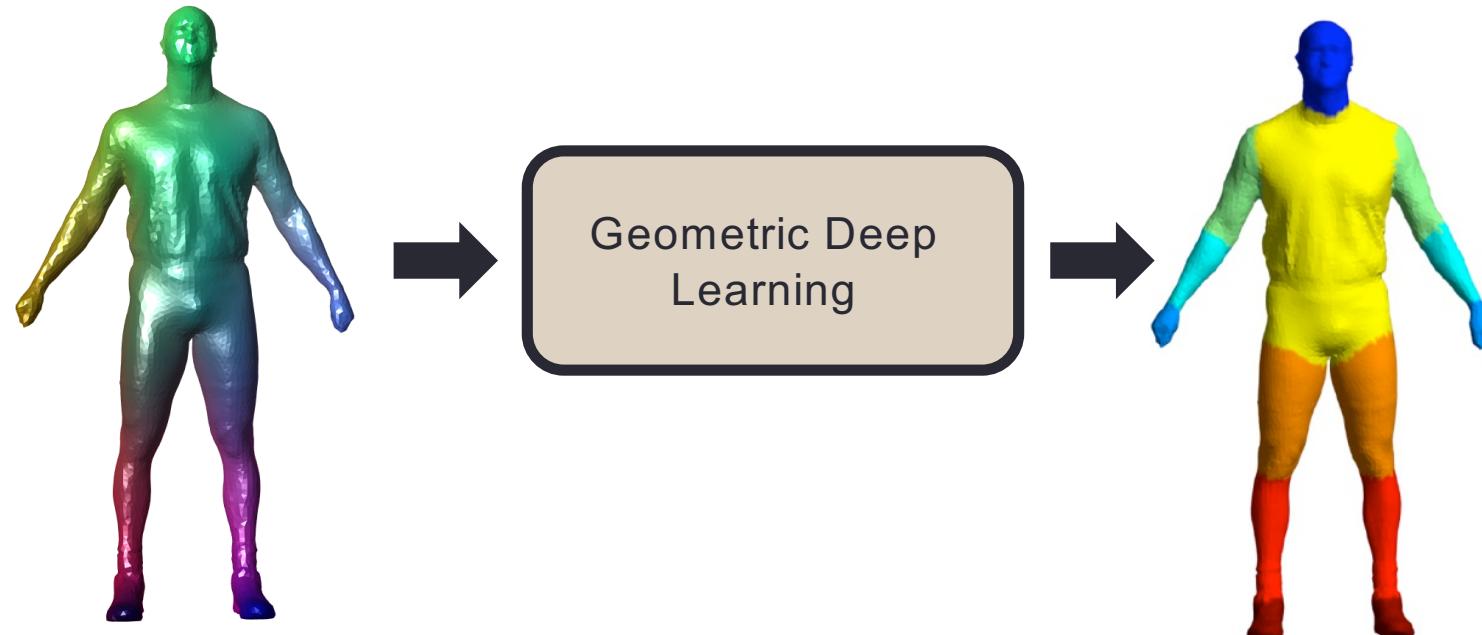
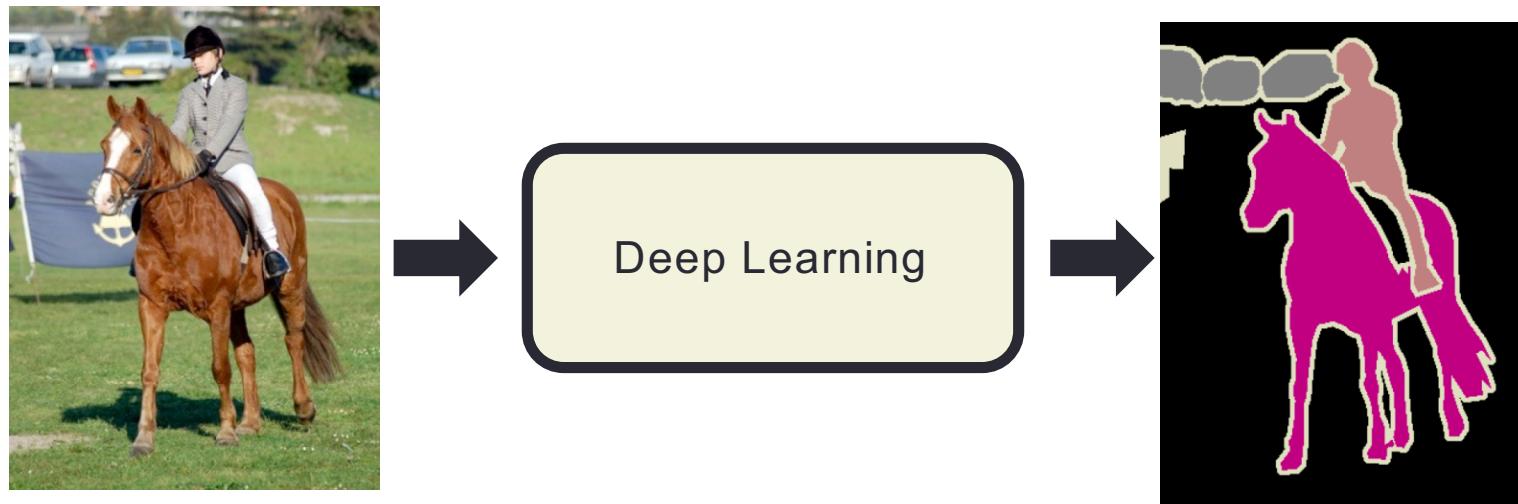
Convolutional neural networks on surfaces via seamless toric covers

Haggai Maron, Meirav Galun, Noam Aigerman, Miri Trope, Nadav Dym, Ersin Yumer,
Vladimir G. Kim, Yaron Lipman



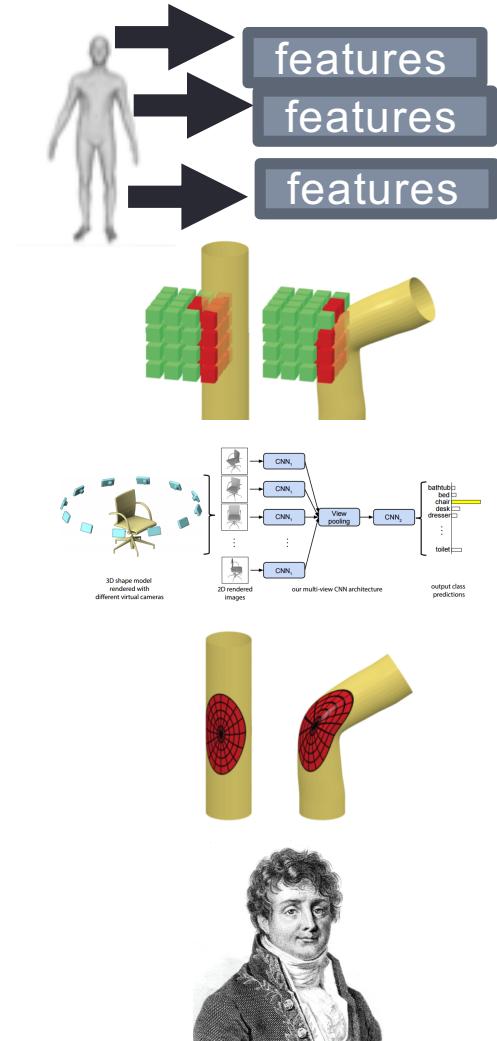
Problem statement





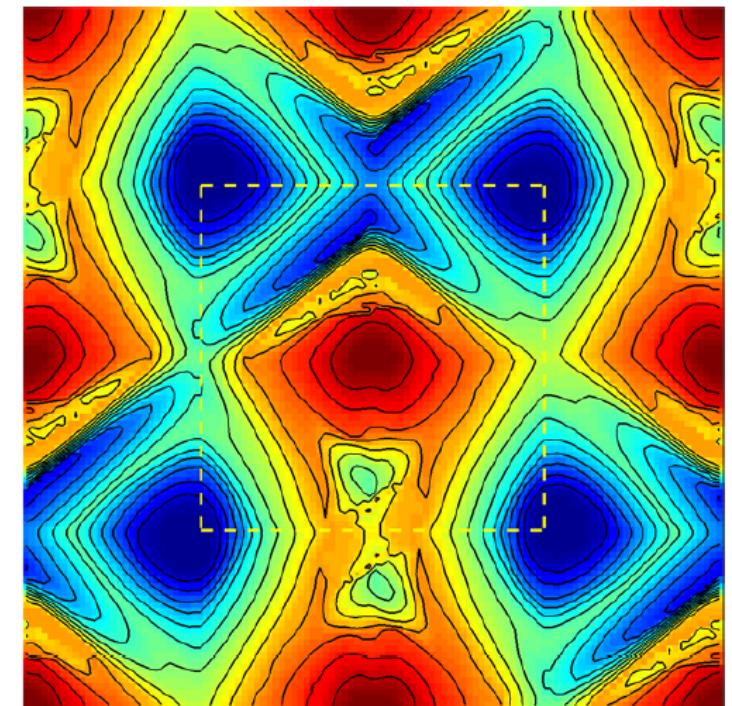
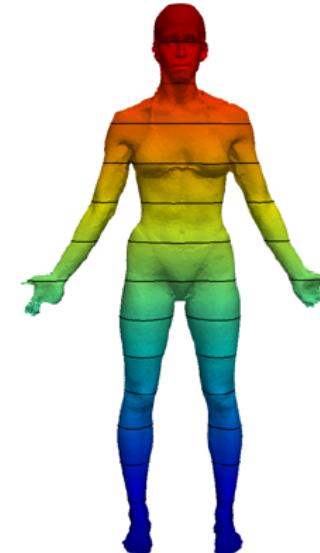
Previous work (1)

- Per-vertex features (Guo et al. 15')
- Volumetric representation (Wu et al. 15')
- Rendering based methods (Su et al. 15')
- Patch based methods (Masci et al. 15', Boscaini et al. 16')
- Learning in the spectral domain (Bruna et al. 13')



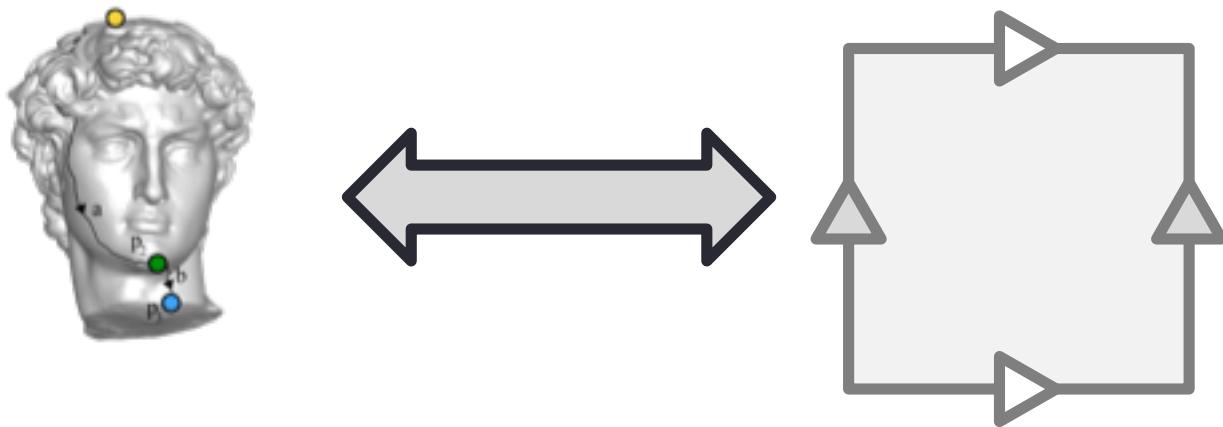
Previous Work (2)

- Parameterization based methods (Sinha et al. 2016)
 - High distortion
 - High dimensional parameterization space

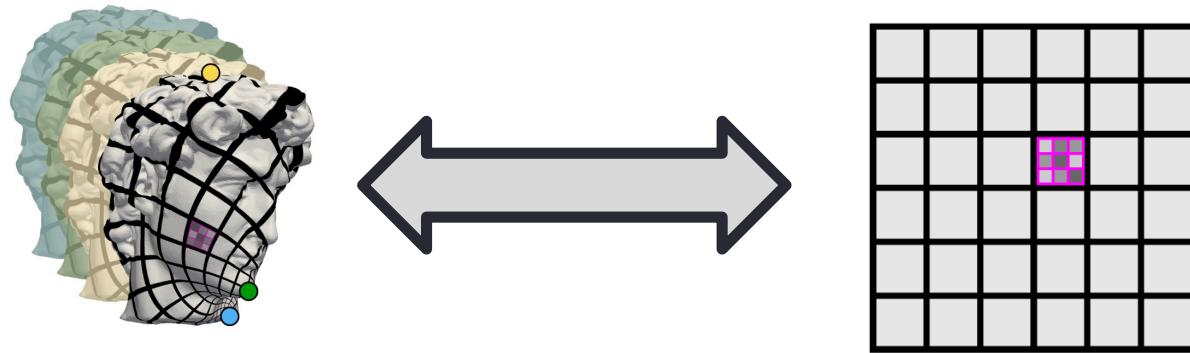


Our approach

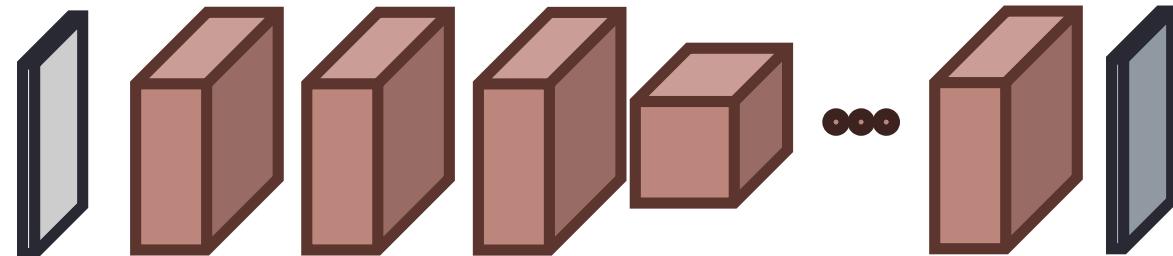
- Map the surface to a flat torus



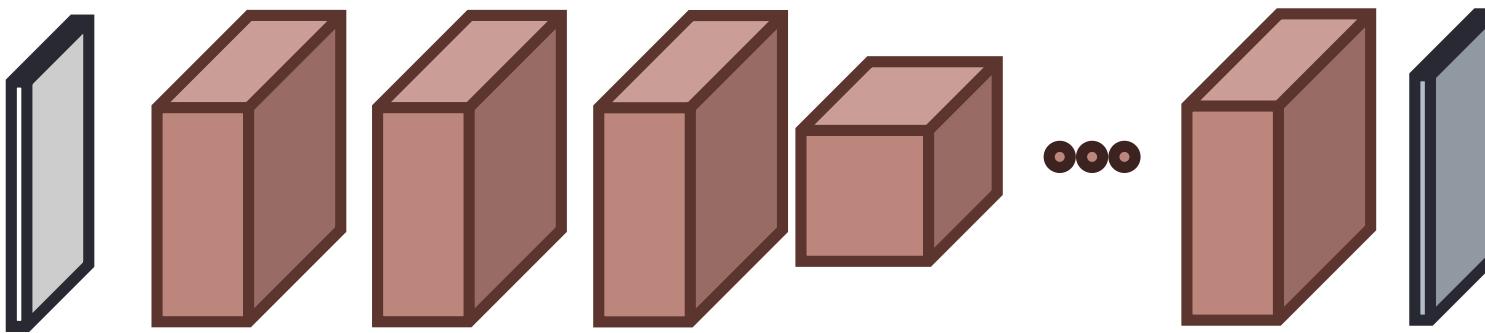
- Use its natural convolution



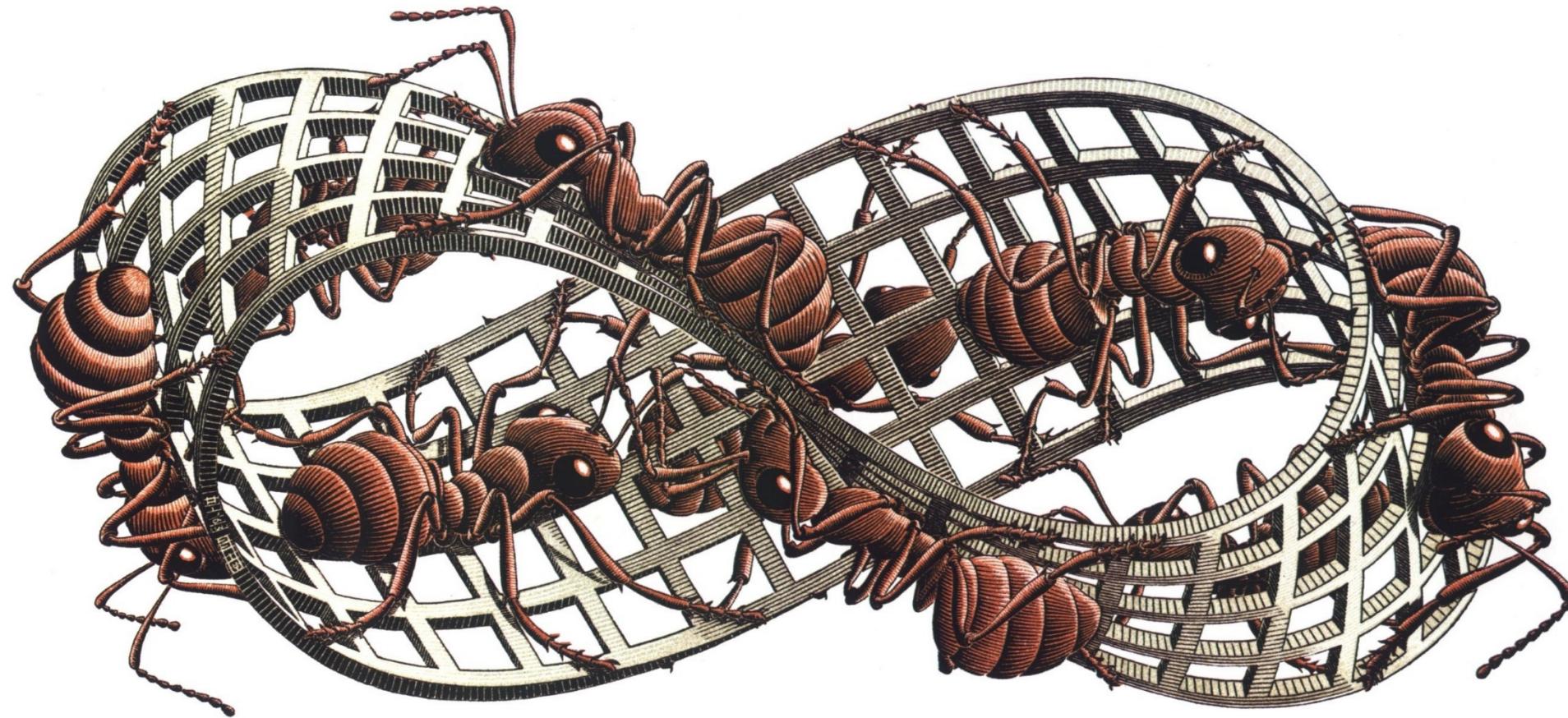
- Use off-the-shelf CNNs for images



What is required to define a CNN?



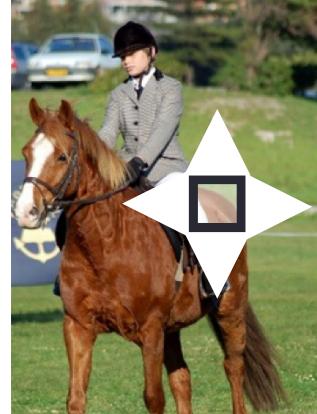
The main idea: how to move on your domain



Möbius Strip II (M.C. Escher, 1963, Woodcut)

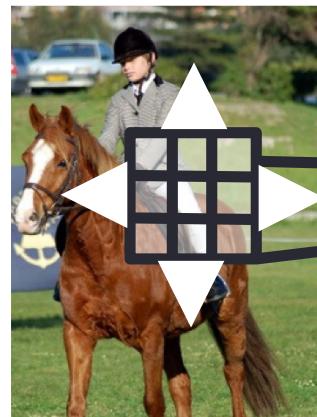
Translations

Two dimensional, commutative
Isometries of \mathbb{R}^2



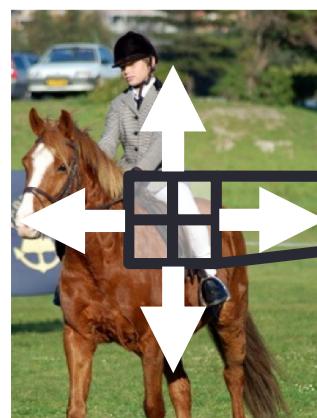
Convolution

Linear
Translation invariant

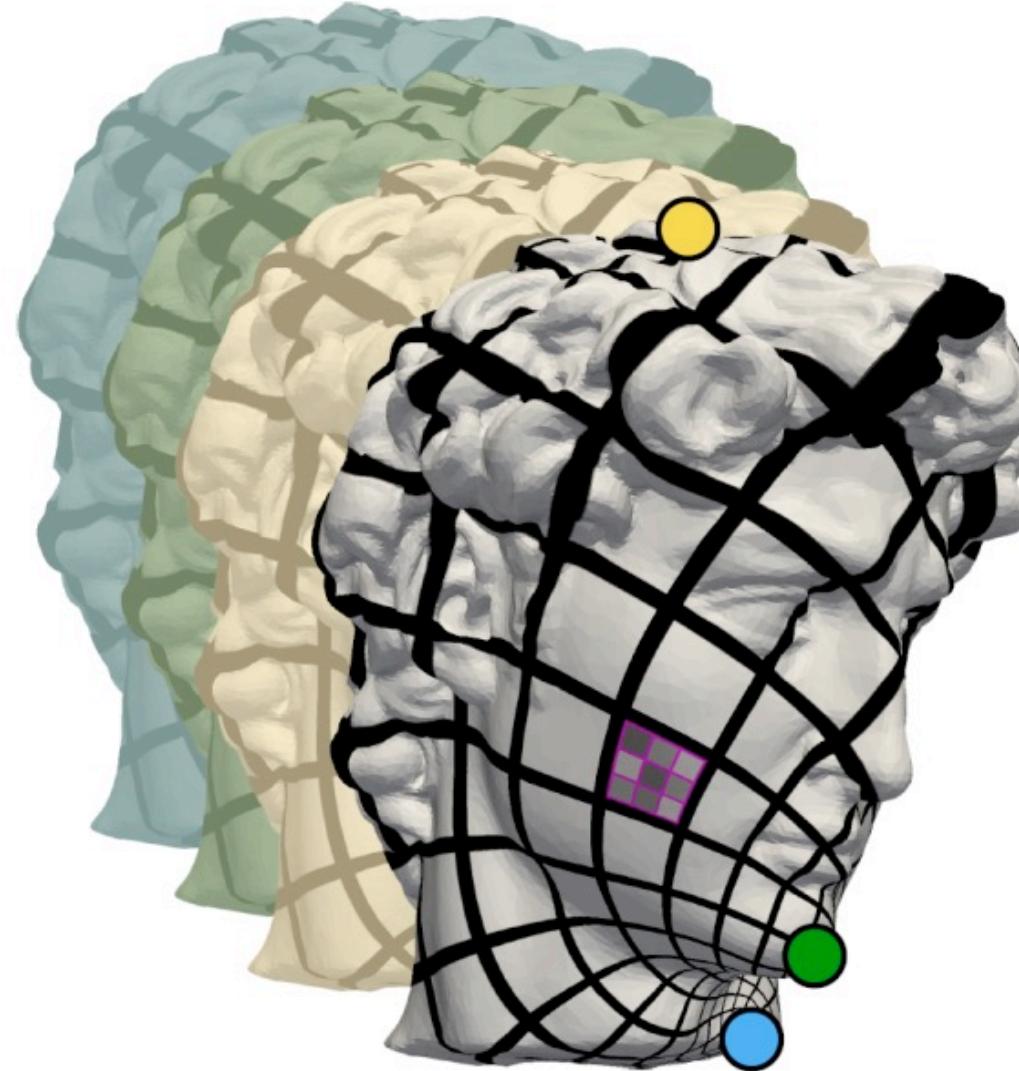


Pooling

Non-linear (max)
Sub-translation invariant

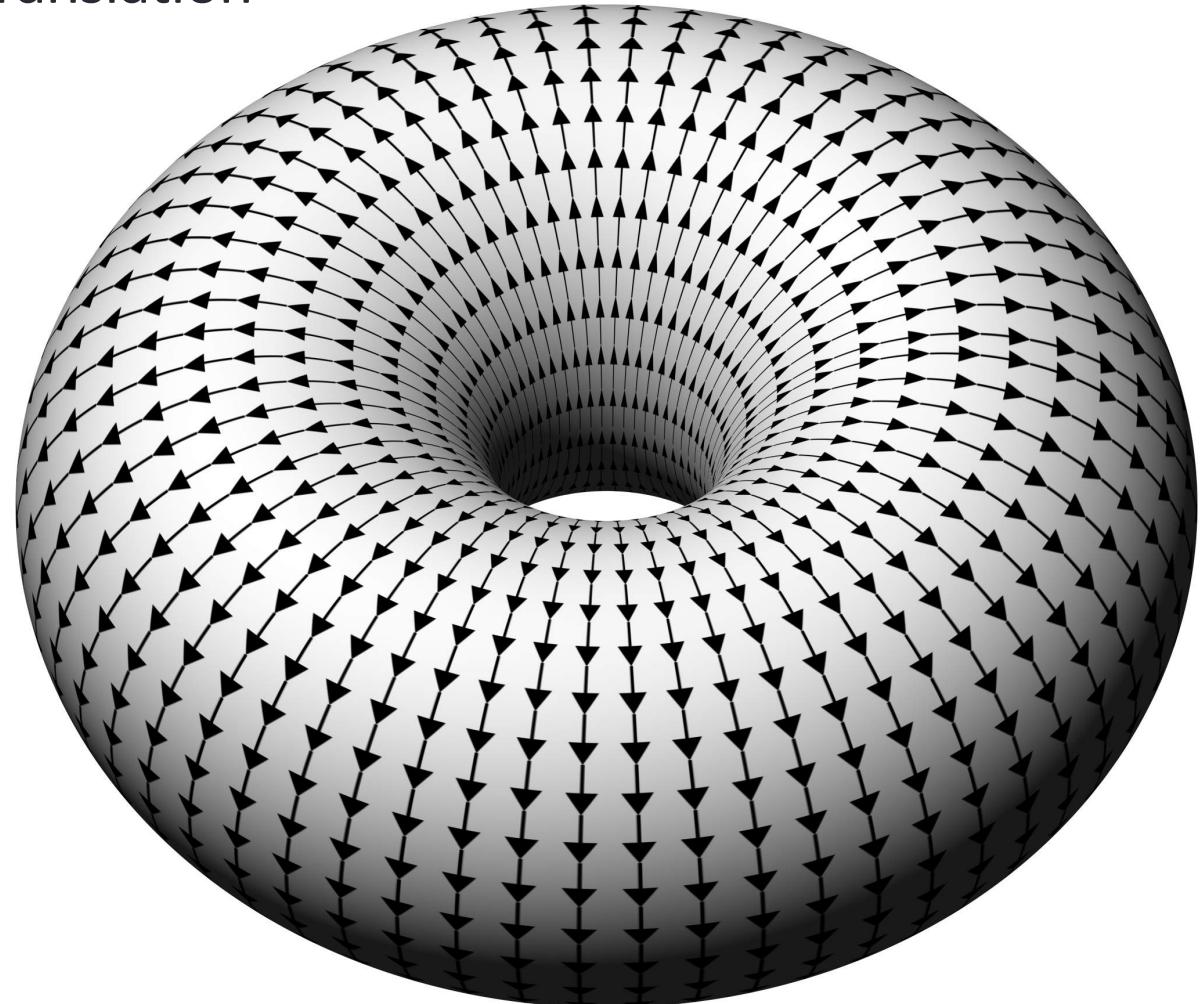
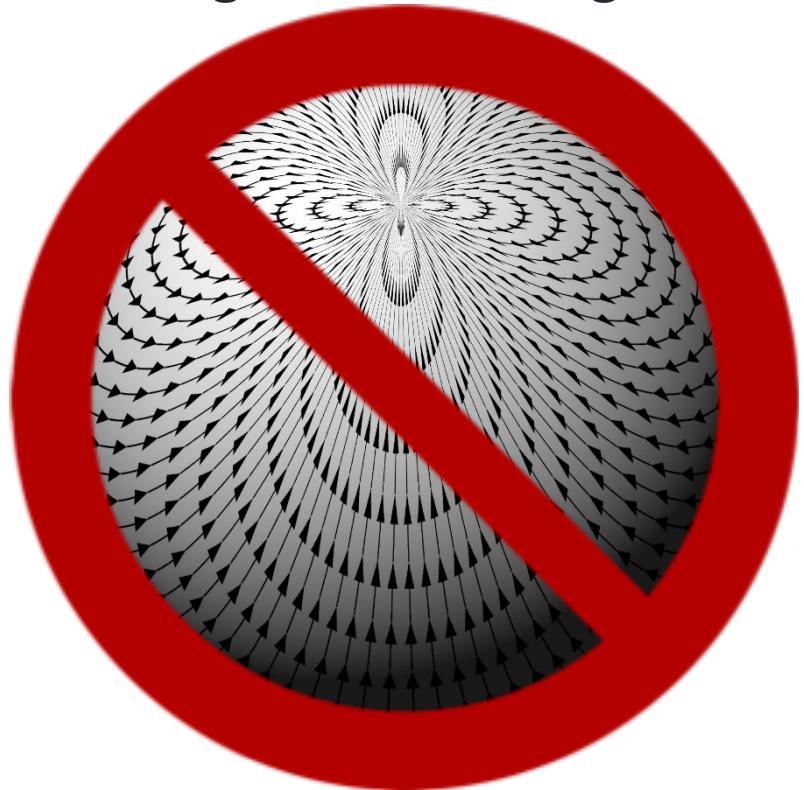


Defining CNNs on surfaces



Translations on surfaces?

- Translation on surface $\stackrel{\text{def}}{=}$ locally Euclidean translation
- Flow along non-vanishing vector fields

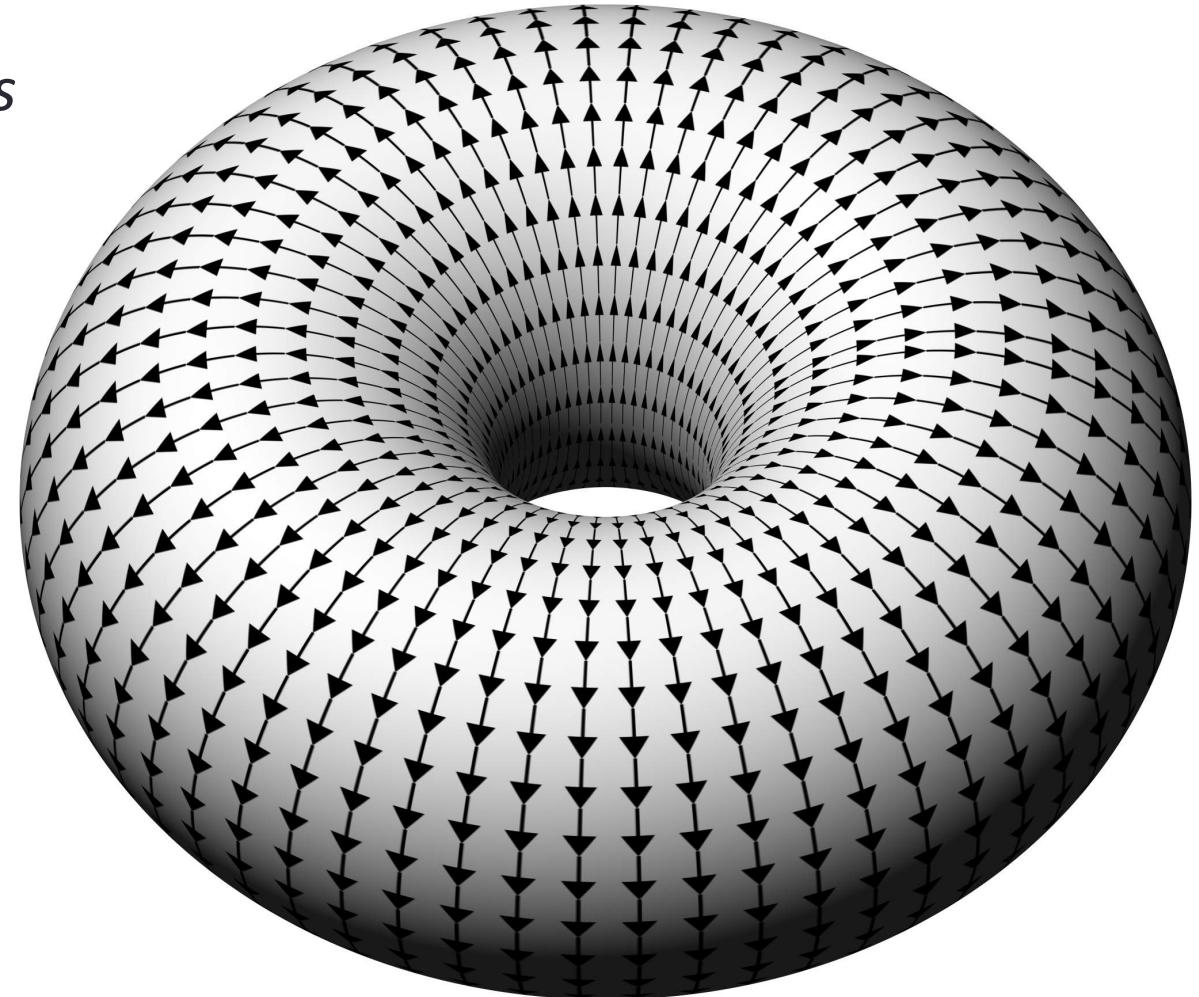
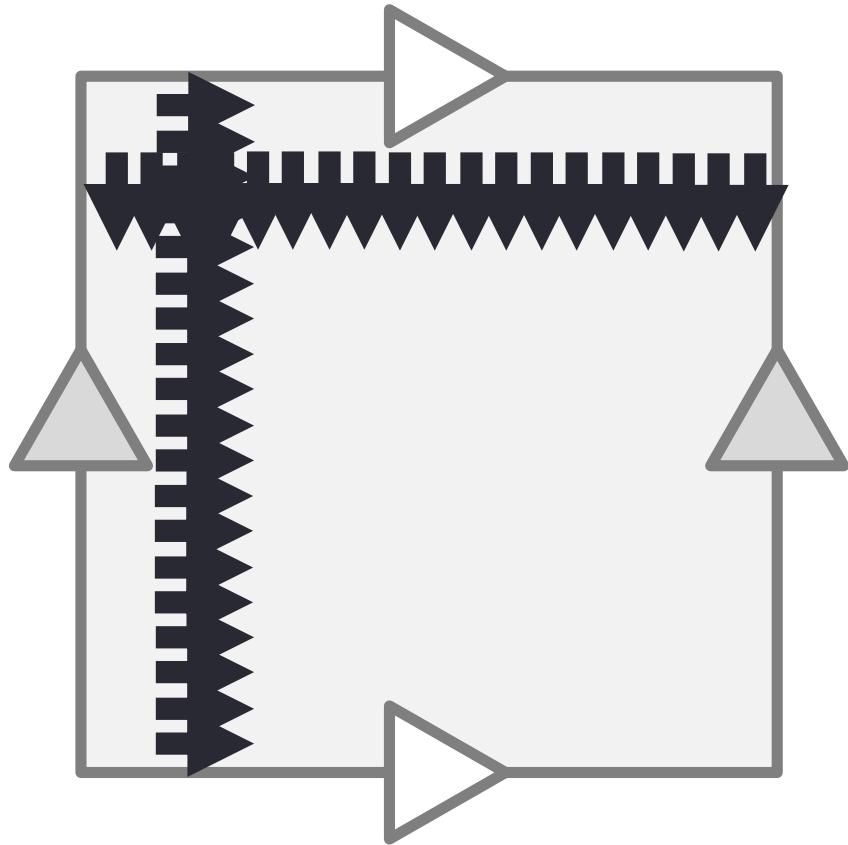


Which compact surfaces
admit non-vanishing vector fields?

Flat torus \mathcal{T}

- Translations “modulo 1”
- Full translation invariance on the *flat torus*

\mathcal{T}



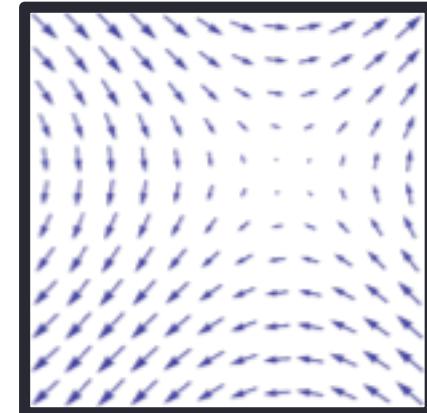
Only the torus!

- Poincaré-Hopf: For a compact orientable surface

Index
of vector field Euler
characteristic

$$\sum_i \text{index}_{x_i} = \chi$$

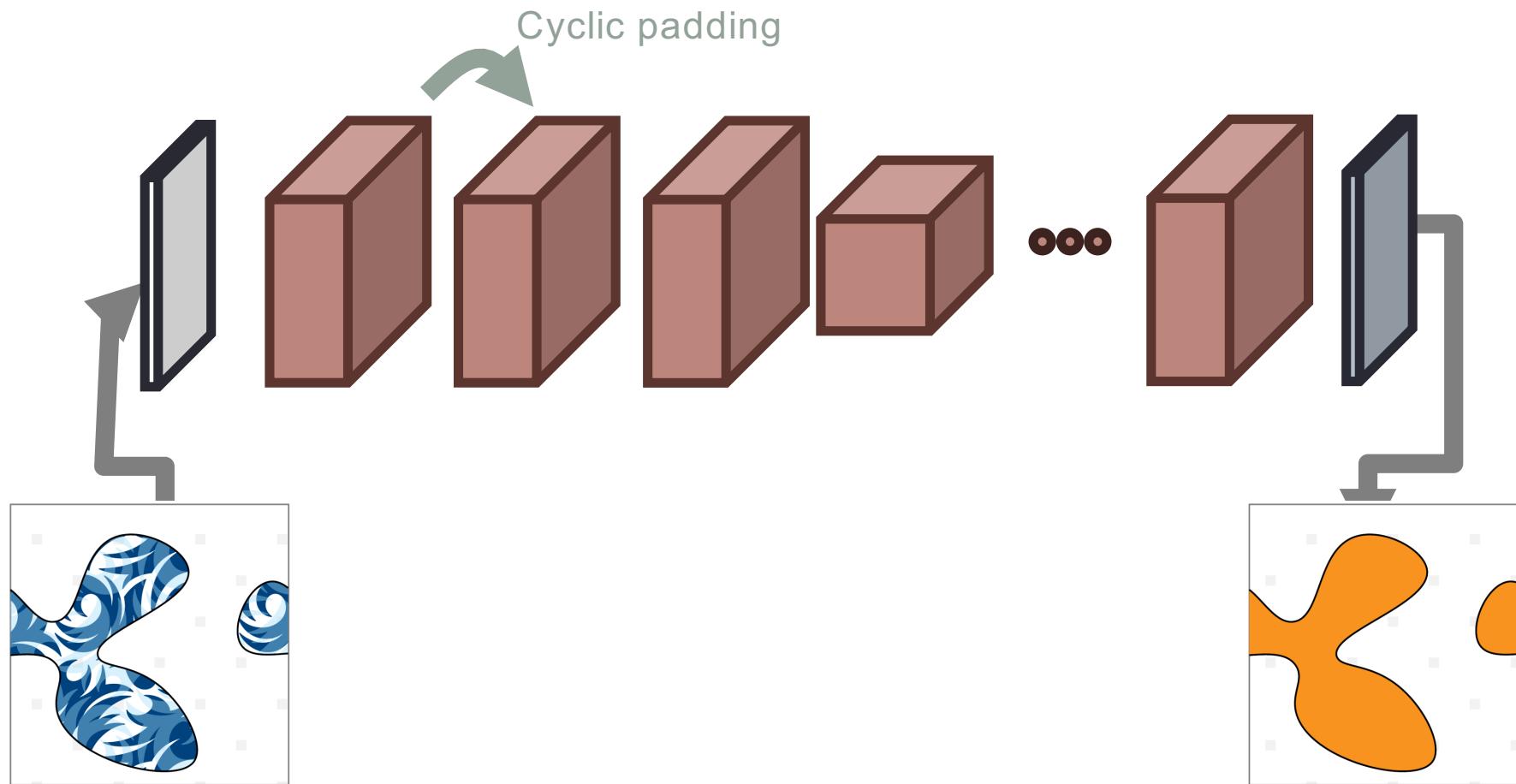
- Index – a measure of the complexity near a vanishing point



- Non-vanishing vector field implies **genus 1 - torus**



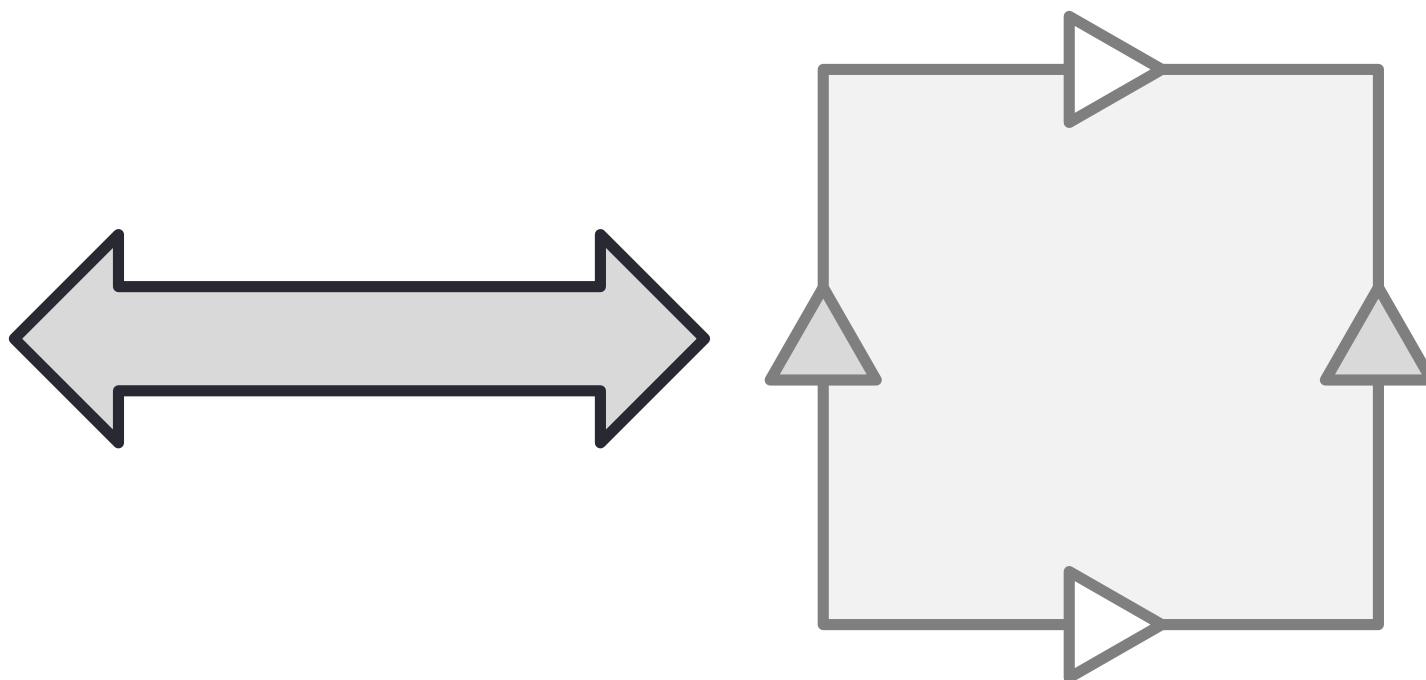
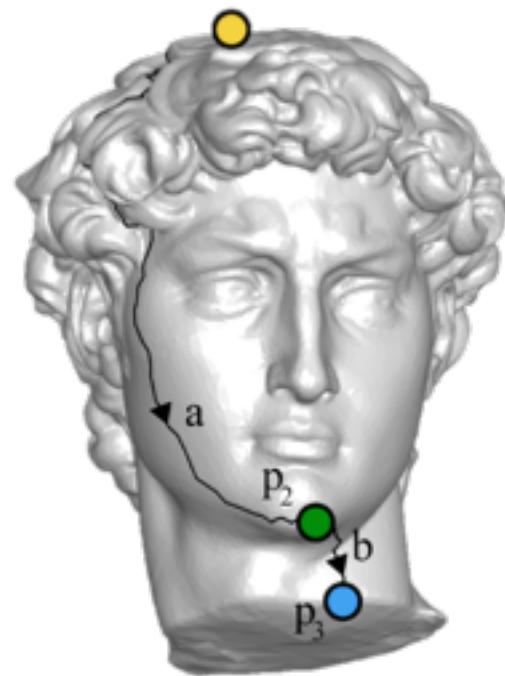
CNN on flat torus



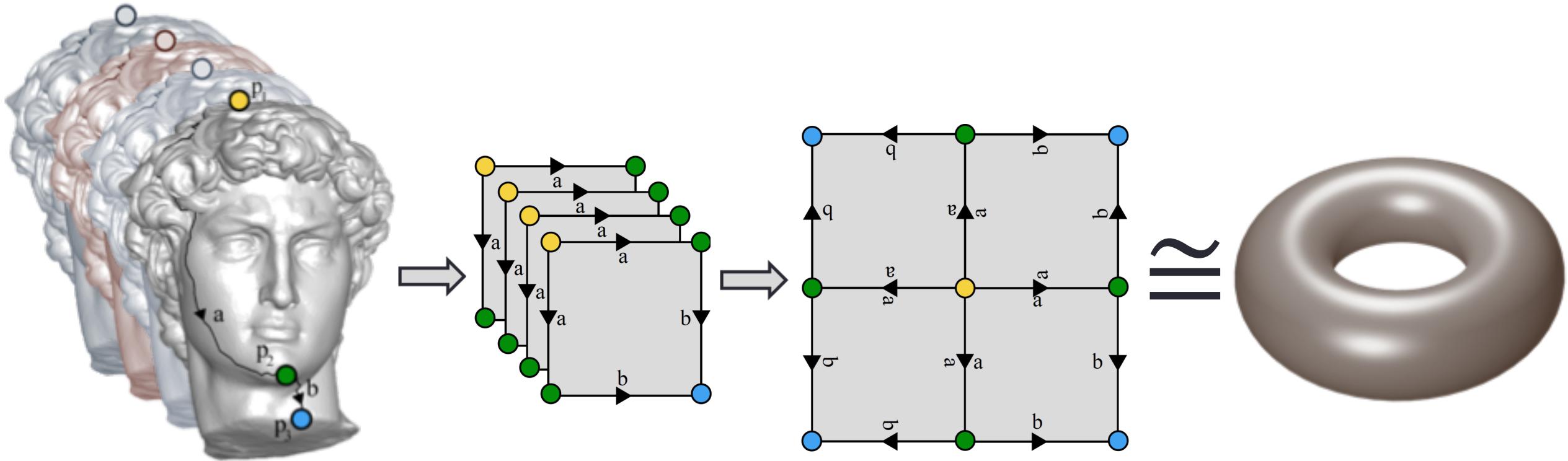
Recap

- CNN is well-defined over flat-torus
- Roadblocks for CNN on sphere-type surfaces
 - ***Topological***: No locally Euclidean translations on spheres
 - ***Geometrical***: The flat torus is flat and our surface is not

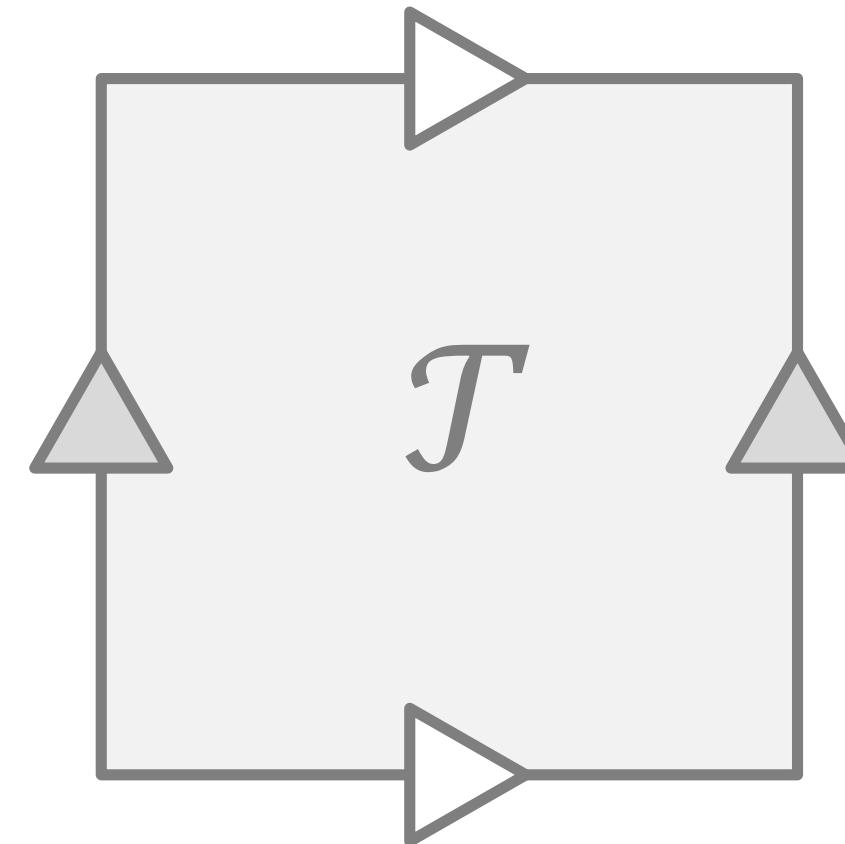
Solution: Map the surface to a flat torus

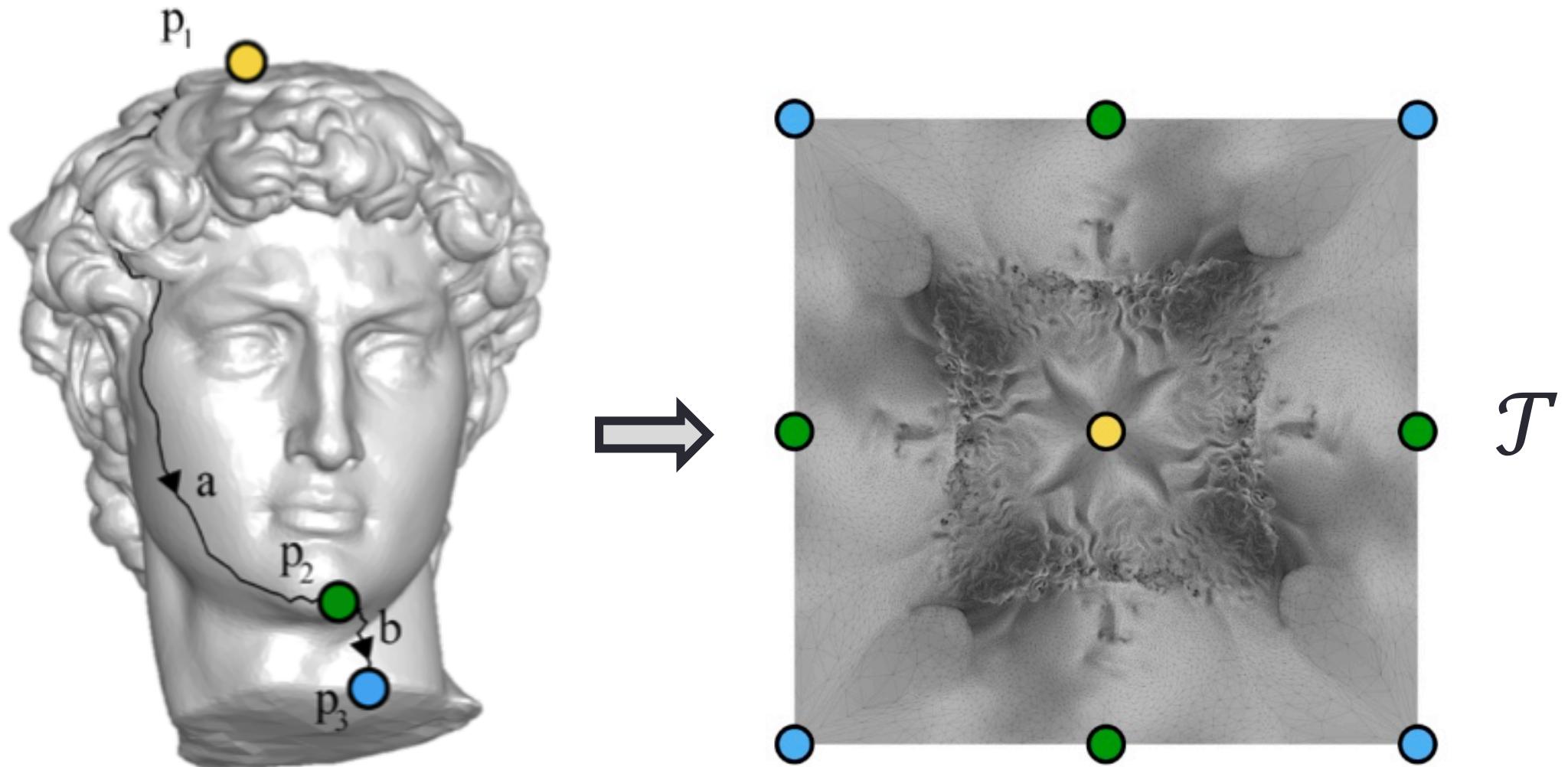


Torus 4-cover

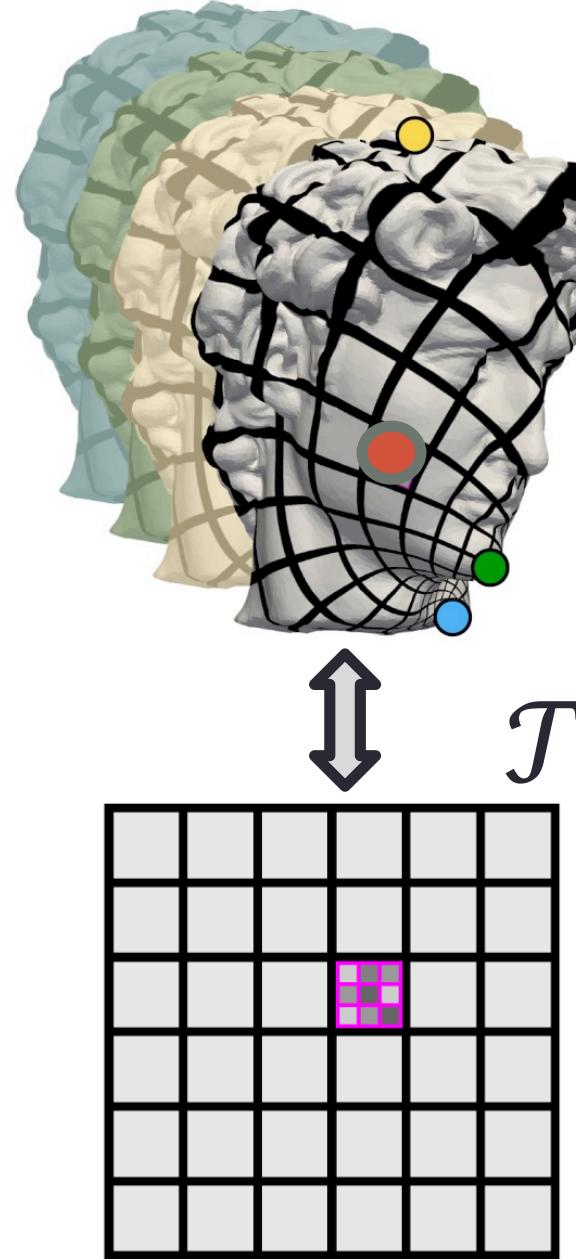


Mapping the Torus to the flat Torus





The pullback translation



Pull-back

Translations: pull-back Euclidean translations

Two dimensional, commutative
Conformal maps

Pull-back convolution

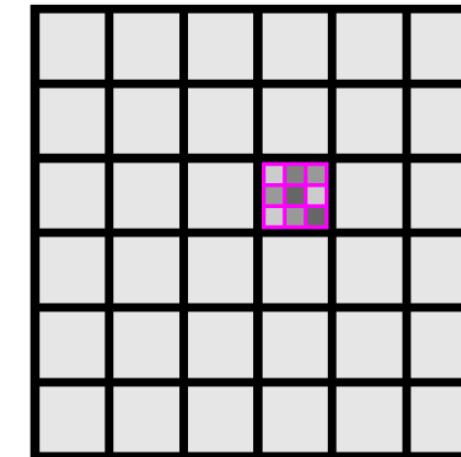
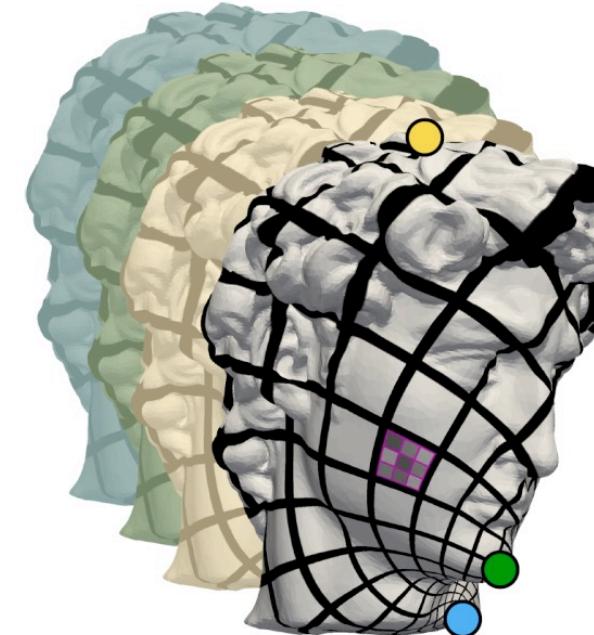
Linear

Theorem: Translation invariance

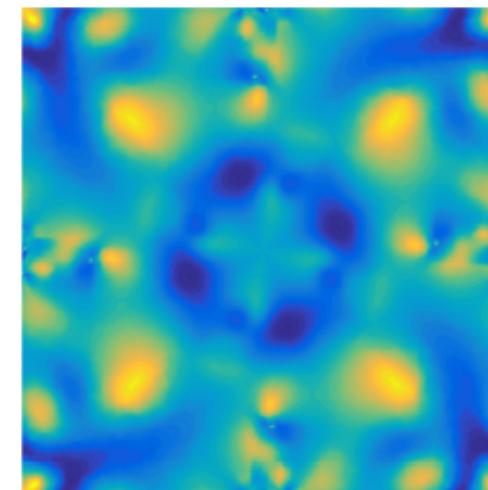
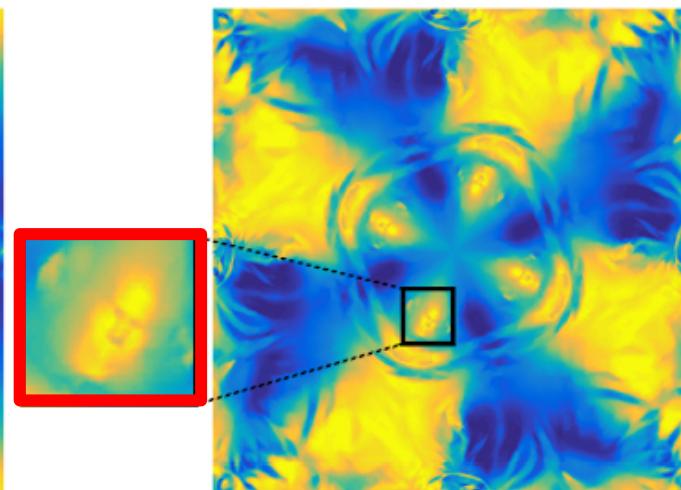
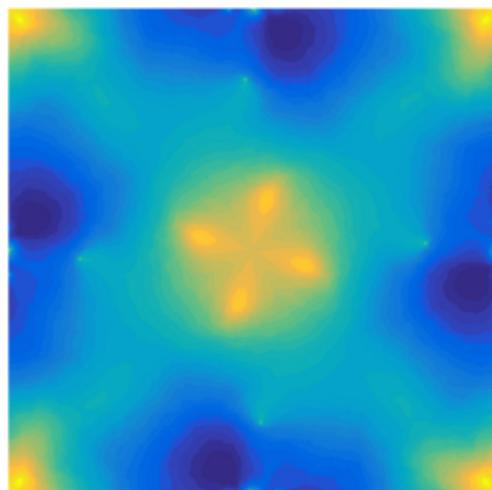
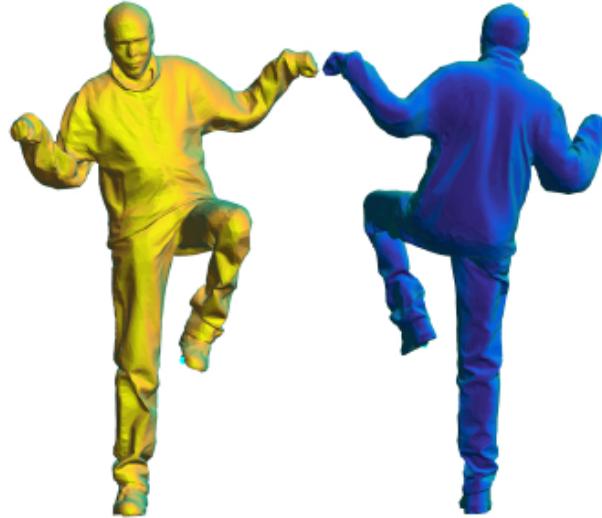
Pull-back pooling

Non-linear (max)

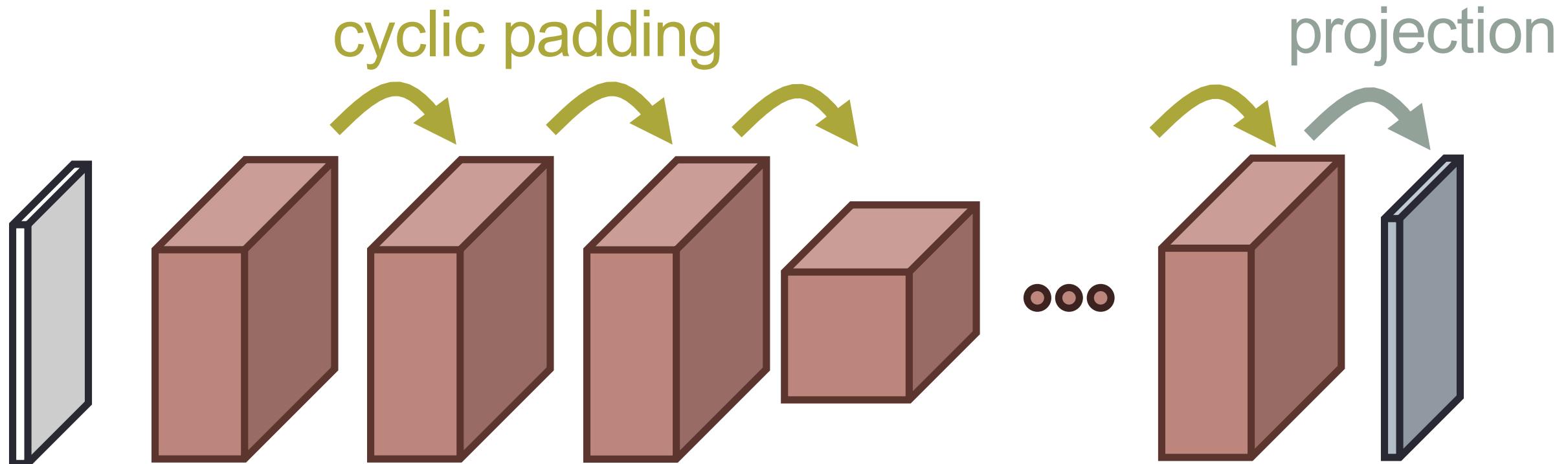
Sub-translation invariant



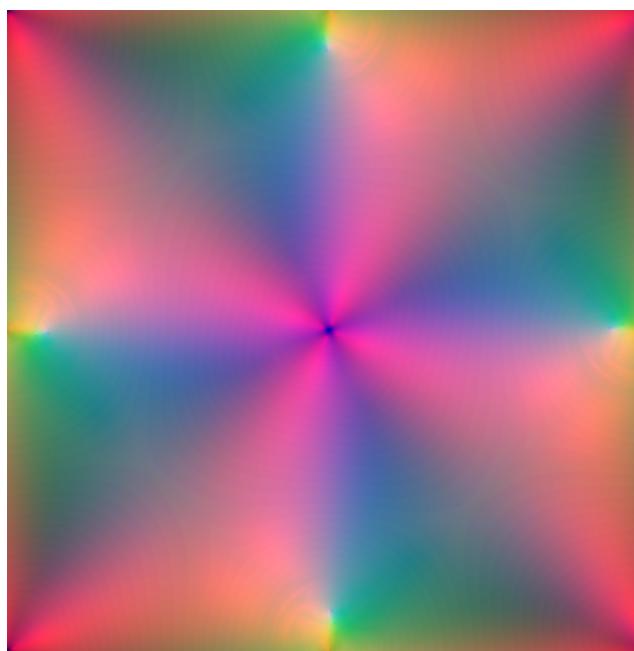
Mapped functions



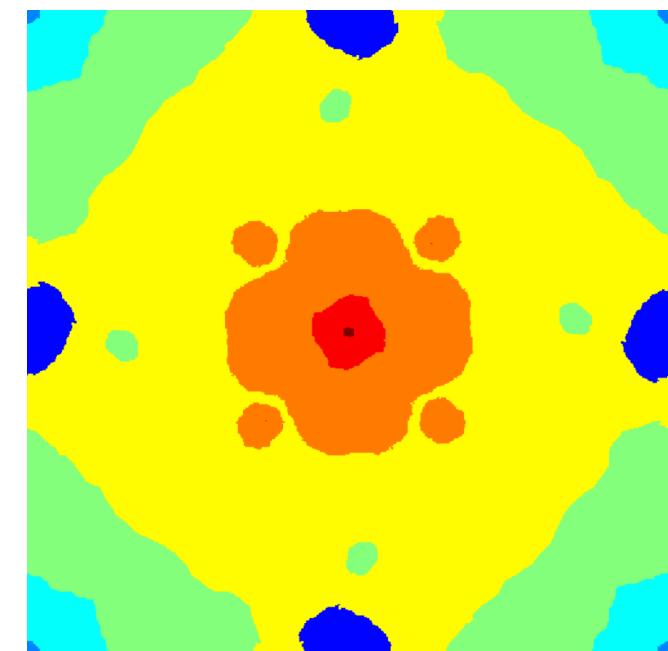
New layers



Data generation



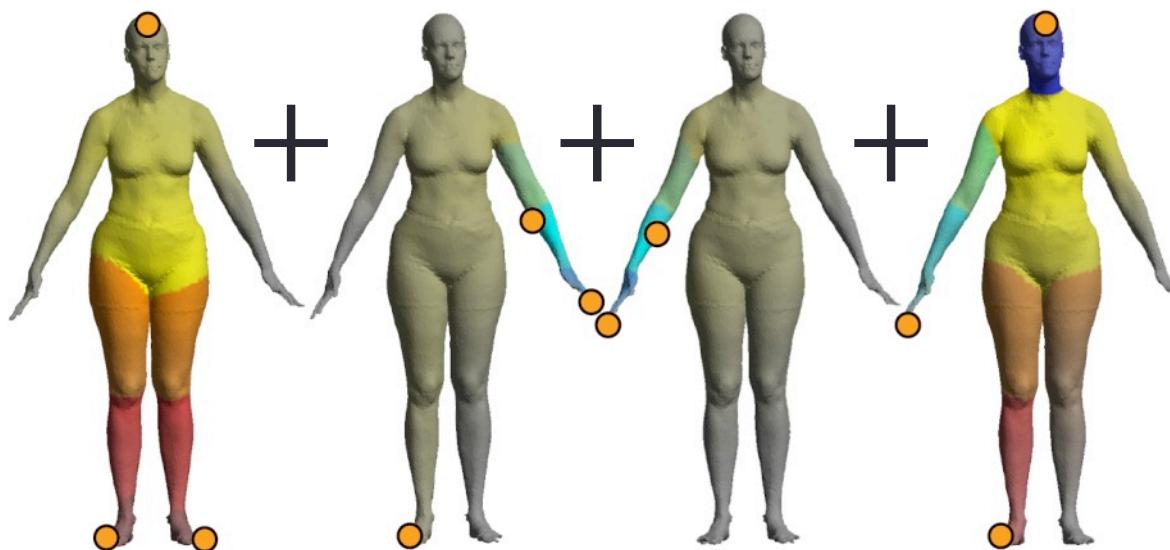
Input image



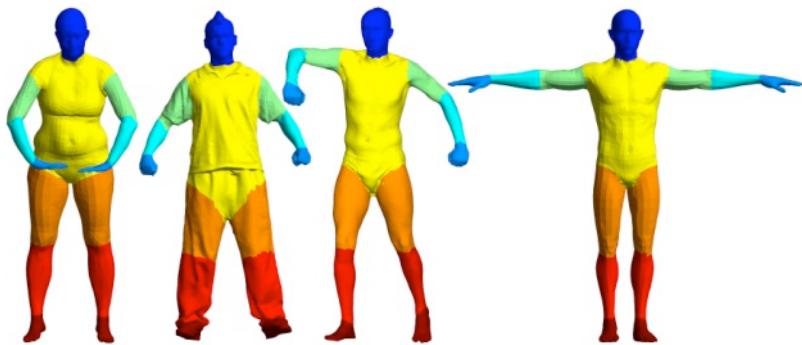
Labels

Test phase

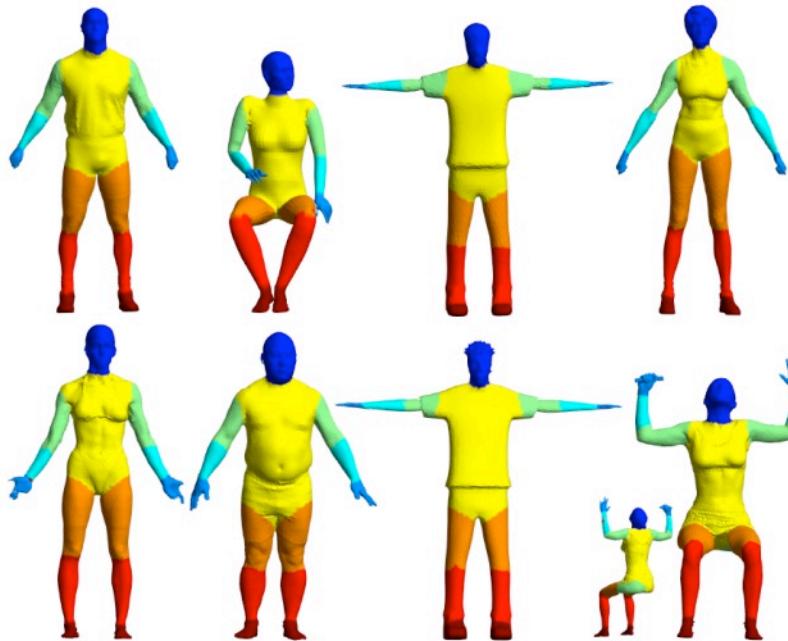
- Aggregation from different triplets
- “Magnifying glass”
- Scale factor as weights



Human body segmentation



Train: 370 models
FAUST, MIT, SCAPE, ADOBE



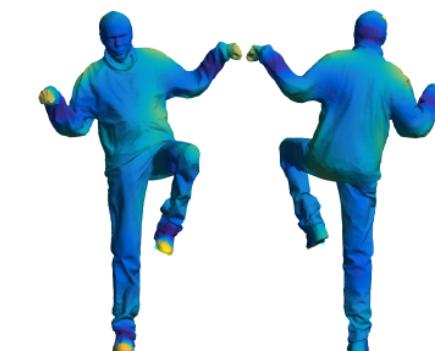
Test: 18 models
SHREC07

Easy functions

- Normals
- Average geodesic distance
- Wave kernel signature

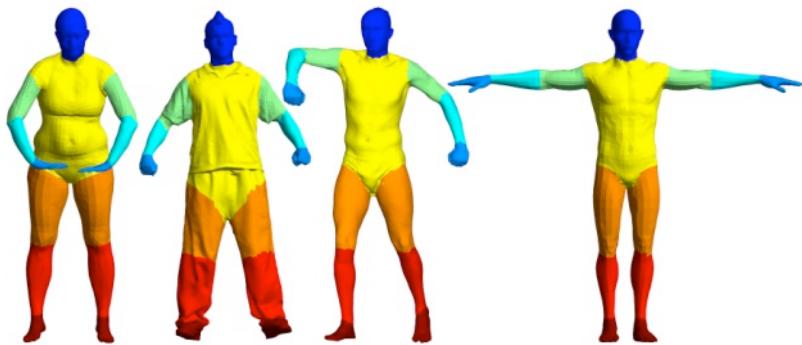


Raw

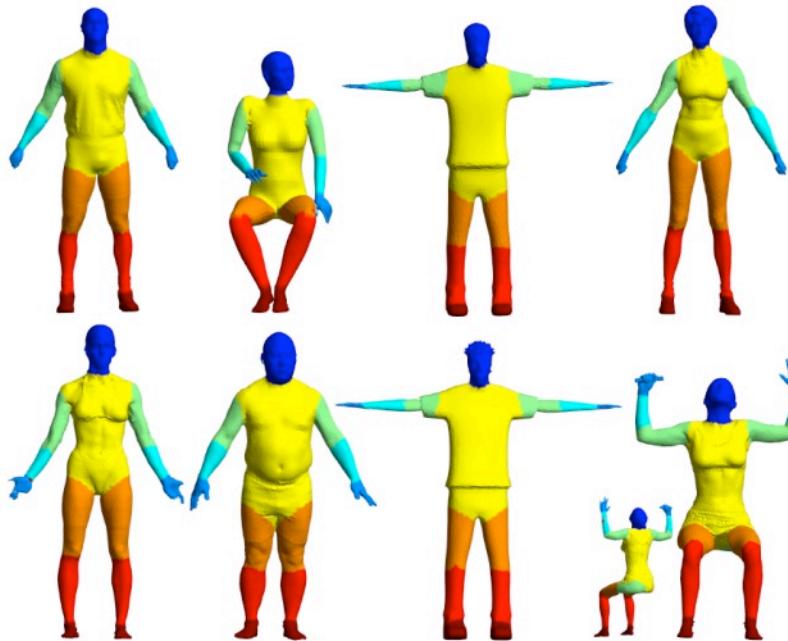


Complex

Human body segmentation

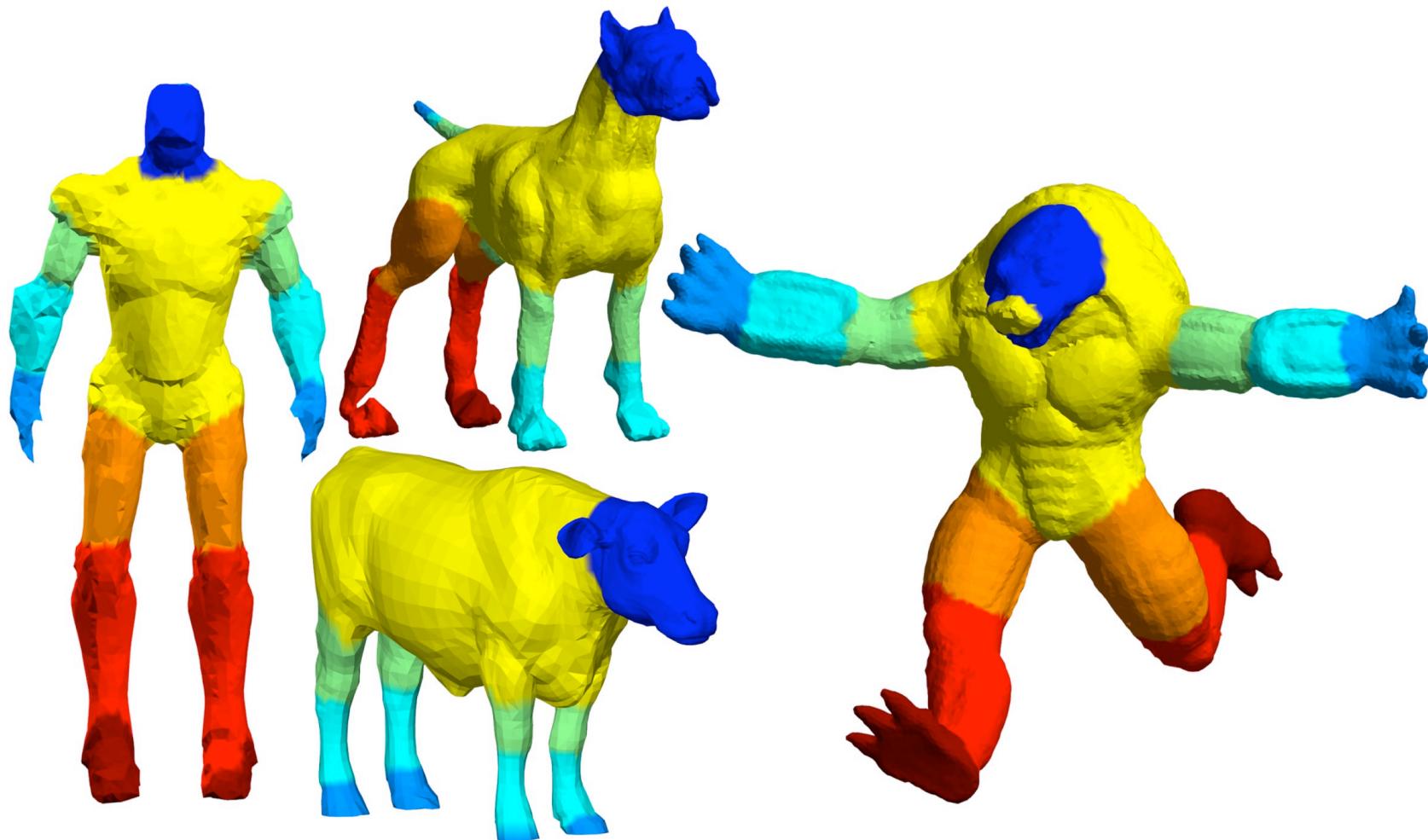


Train: 370 models
FAUST, MIT, SCAPE, ADOBE



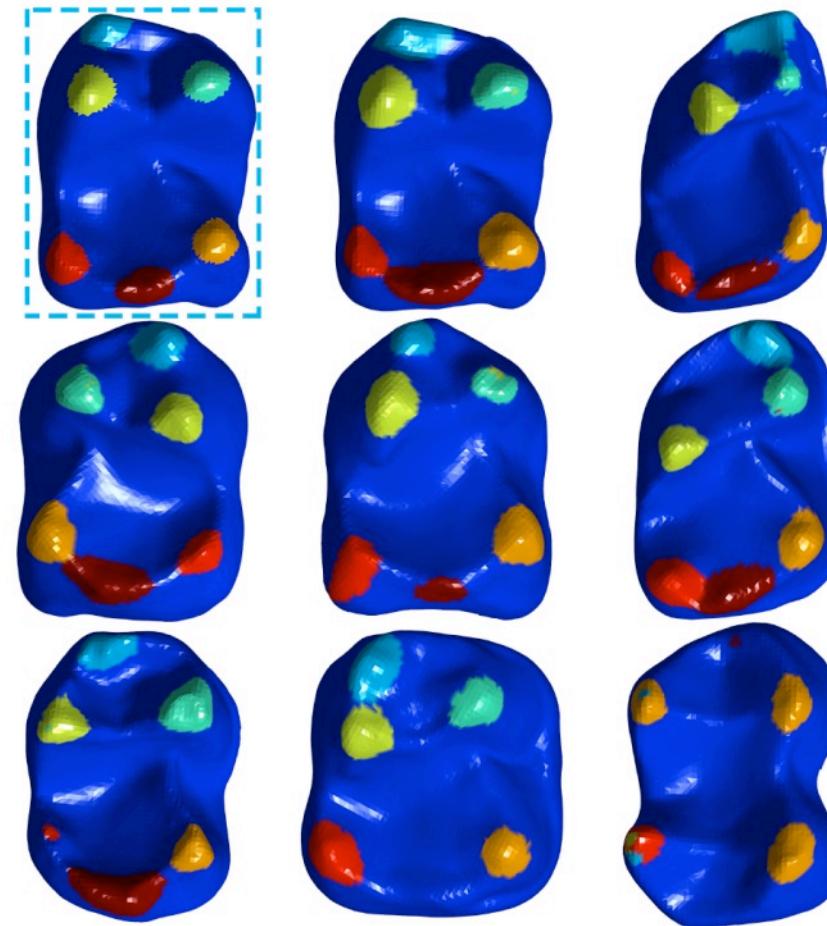
Test: 18 models
SHREC07

CNN applied to other data



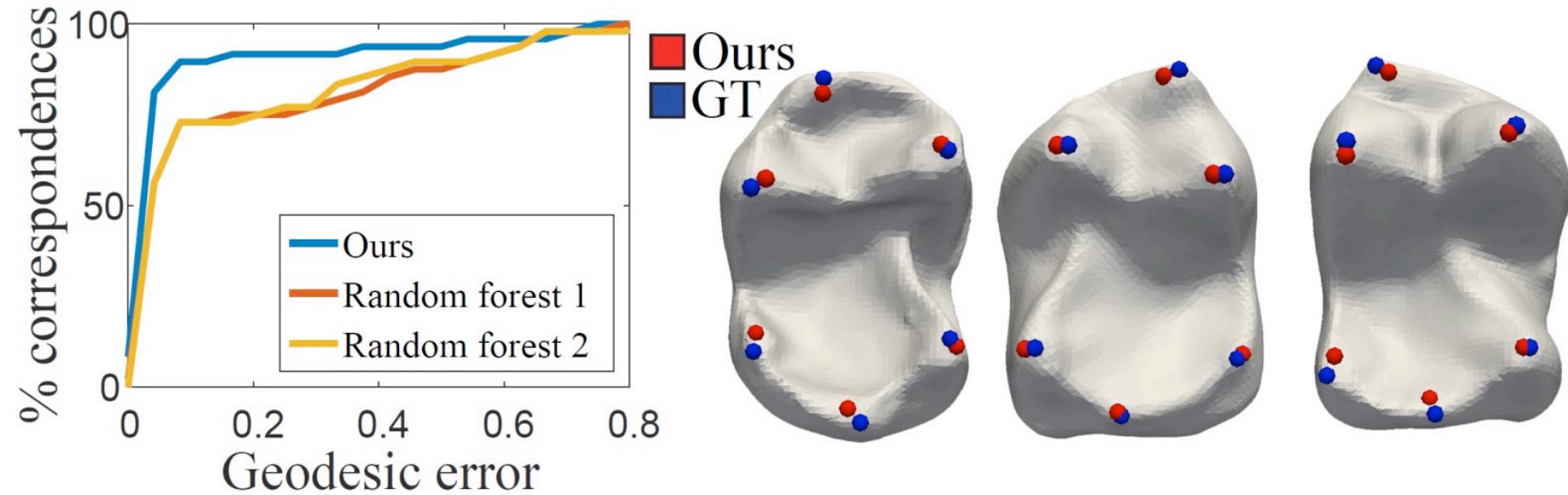
Biological landmarks detection

- Train: 73 teeth from BOYER
- Only curvature and scale factor



Test: 8 teeth from BOYER

Biological landmarks



Biological landmarks



[Aigerman and Lipman 16']

Future applications

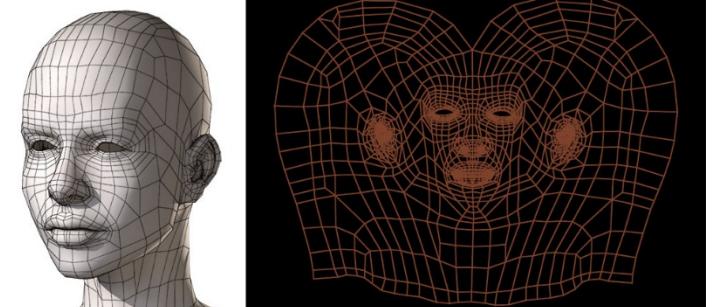
- Texture prediction on surfaces



- BRDF prediction



- UV coordinates learning



Conclusion

- CNN of sphere-type surfaces
 - We defined a meaningful convolution on surfaces
 - Learns from raw features
 - Reusing CNN software for images

Limitations and future work

- Scope: Only sphere type surfaces
- No canonical choice for triplets (and convolutions)
- Learn aggregation operator

The End

- Code is available online: <http://www.wisdom.weizmann.ac.il/~haggaim/>
- Support
 - ERC Starting Grant (SurfComp)
 - Israel Science Foundation
 - I-CORE
- Thanks for listening!

