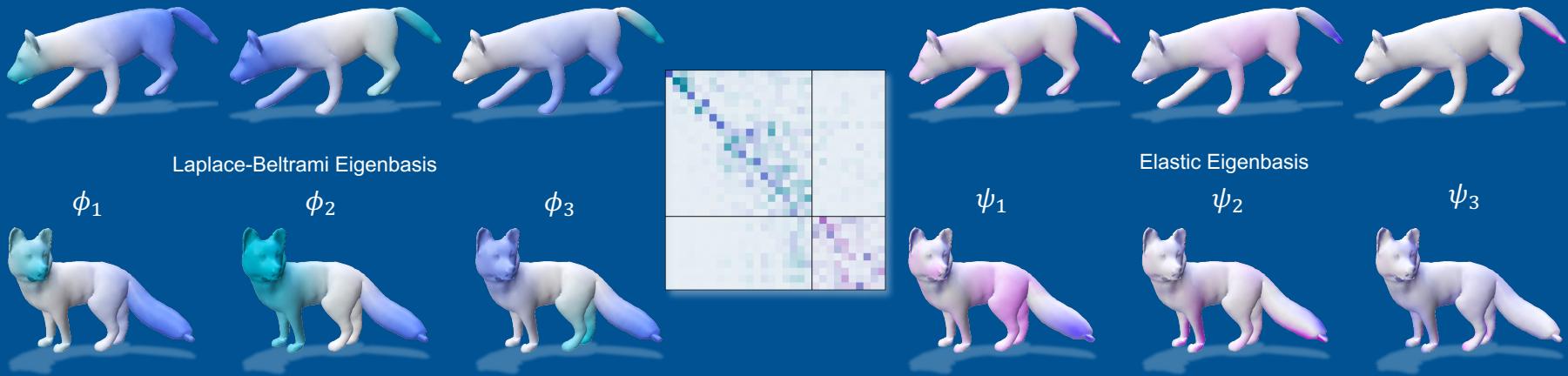


Hybrid Functional Maps

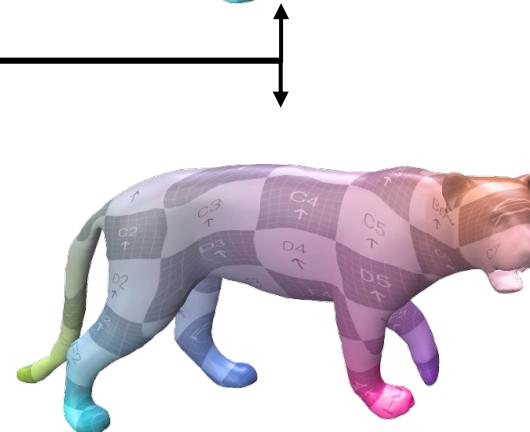
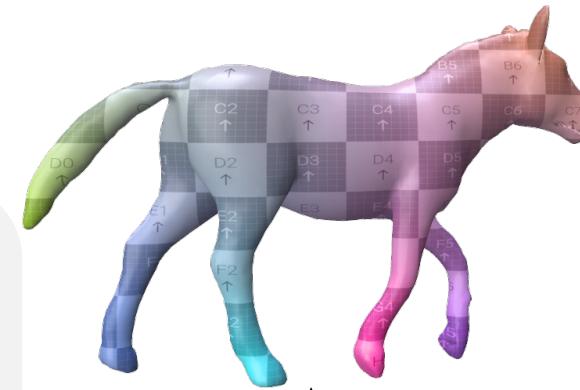
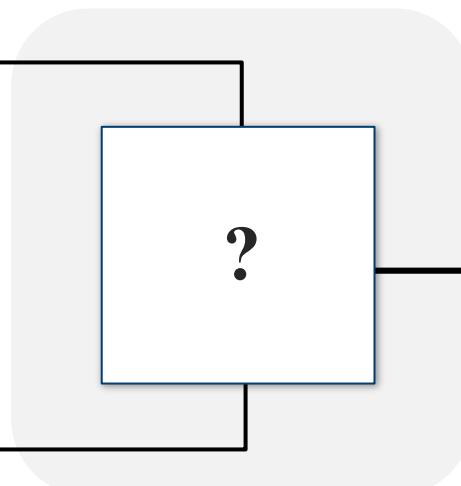
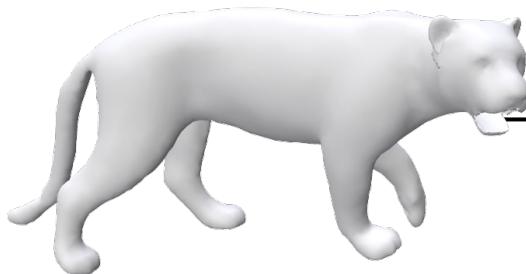
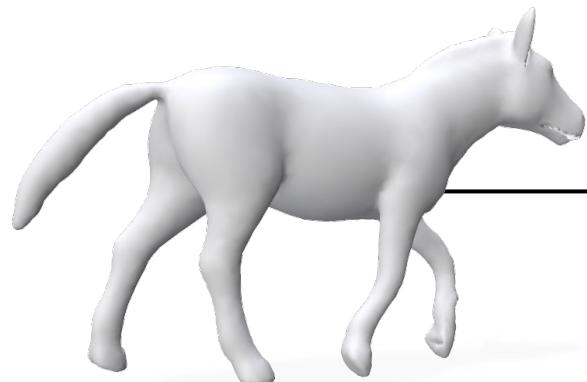
for Crease-Aware Non-Isometric Shape Matching



Lennart Bastian* Yizheng Xie* Nassir Navab Zorah Lähner

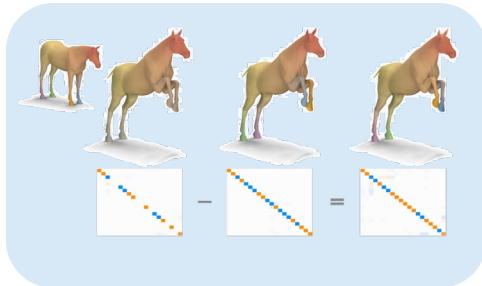
Goal: Non-isometric Shape Matching

Input Shapes

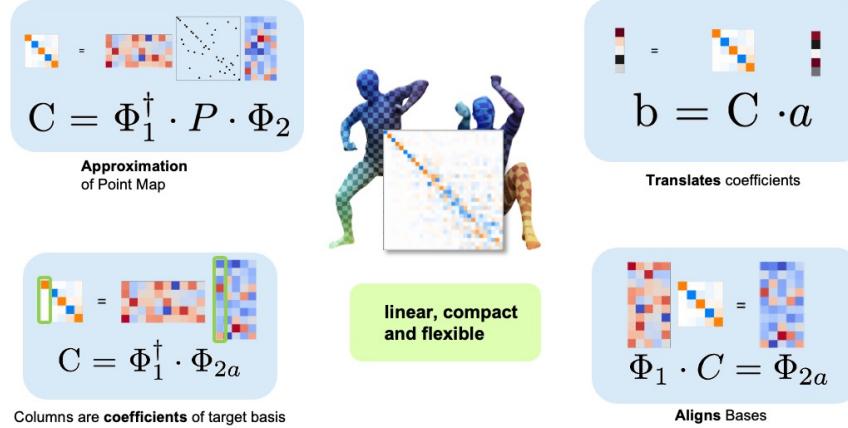


Output Dense Correspondences

Background Work



Functional Maps [Ovsjanikov et al. 2012]

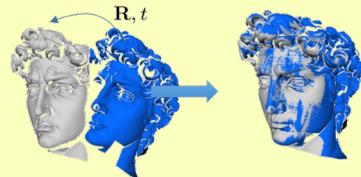


Ovsjanikov, M., Ben-Chen, M., Solomon, J., Butscher, A., & Guibas, L. (2012). Functional maps: a flexible representation of maps between shapes. ACM Transactions on Graphics (ToG), 31(4), 1-11.

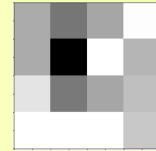
Sharp, N., Attaiki, S., Crane, K., & Ovsjanikov, M. (2022). Diffusionnet: Discretization agnostic learning on surfaces. ACM Transactions on Graphics (TOG), 41(3), 1-16.

Rigid Alignment

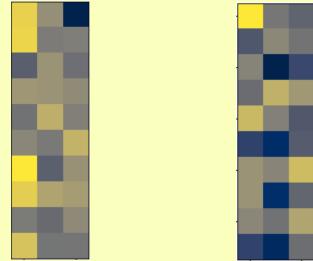
Rigid



$4 \times 4 \text{ Rt}$

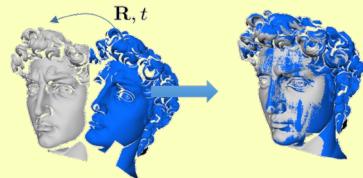


aligns
xyz
coordinates



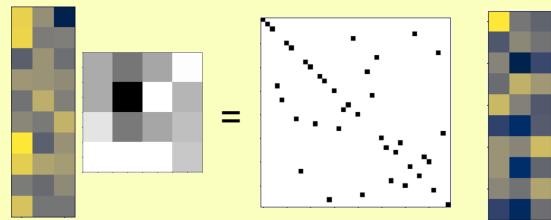
Rigid Alignment

Rigid



$4 \times 4 \text{ Rt}$

aligns
xyz
coordinates


$$\begin{matrix} & \end{matrix} = \begin{matrix} & \end{matrix}$$

Rigid Alignment

Iteration 0

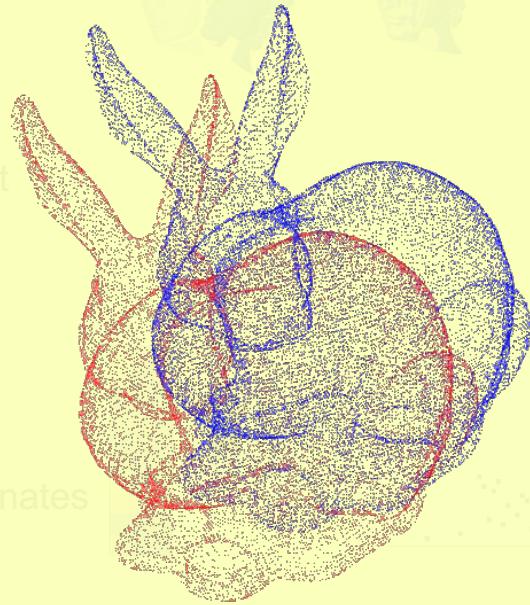
Rigid

$4 \times 4 R t$

aligns

xyz

coordinates



Ovsjanikov, M., Corman, E., Bronstein, M., Rodolà, E., Ben-Chen, M., Guibas, L., ... & Bronstein, A. (2016). Computing and processing correspondences with functional maps. In *SIGGRAPH ASIA 2016 Courses* (pp. 1-60).⁹

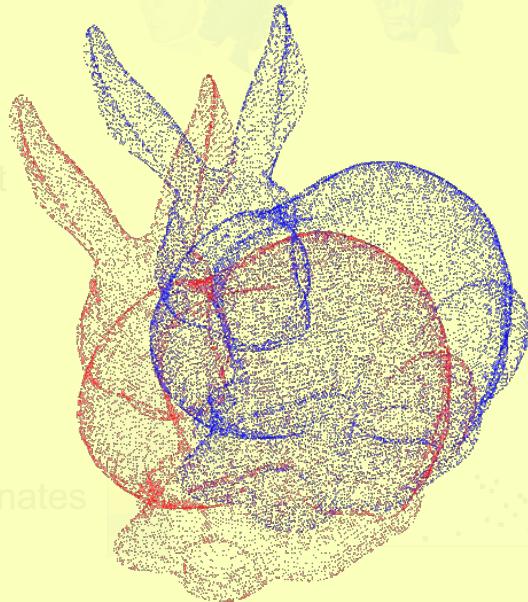
Rigid Alignment

Iteration 0

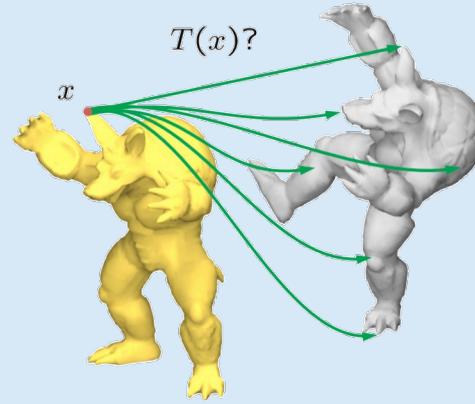
Rigid

$4 \times 4 R t$

aligns
xyz
coordinates



$T(x) ?$

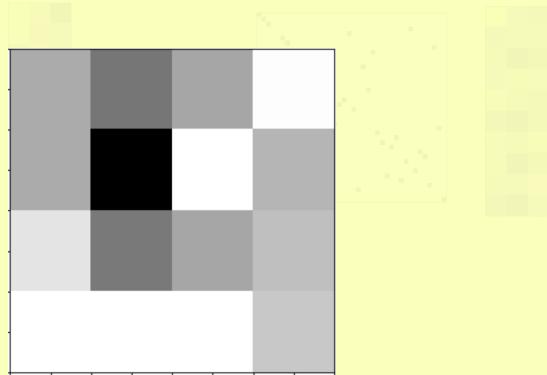


Non-rigid, can we have a similarly compact representation?

Compact Representation

Rigid
 $4 \times 4 R t$

aligns
xyz
coordinates



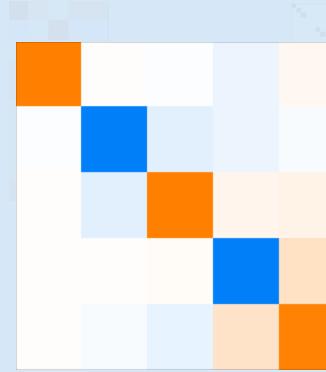
Alignment to
correspondences

Rigid

Search for
Nearest Neighbor
in xyz
coordinates

Non-rigid
 $k \times k C$

aligns
spectral
embeddings



Alignment to
correspondences

Non-Rigid
Search for
Nearest Neighbor
spectral
embeddings

Rigid Alignment

Iteration 0

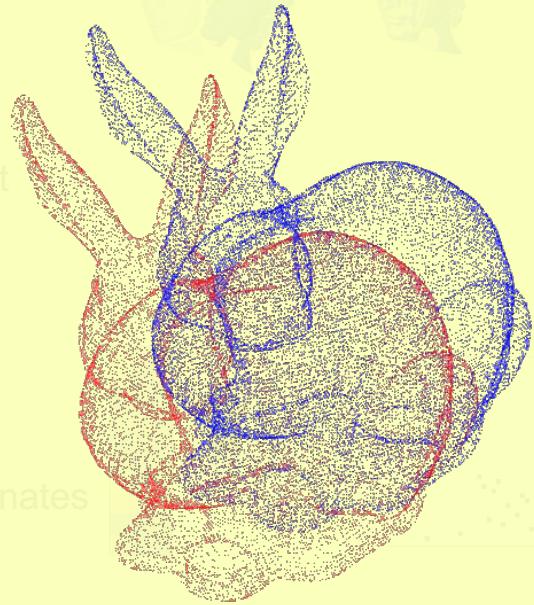
Rigid

$4 \times 4 R t$

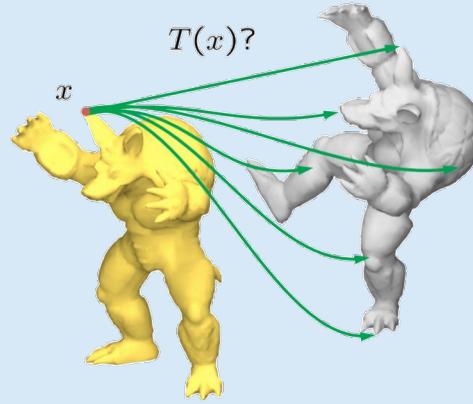
aligns

xyz

coordinates



$T(x) ?$



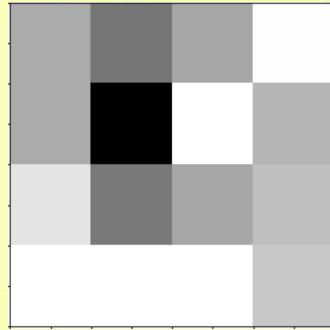
Point to Point, NP hard Problem

Spectral Rigid Alignment

Rigid

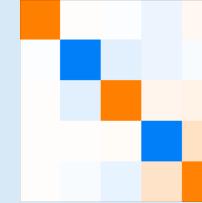
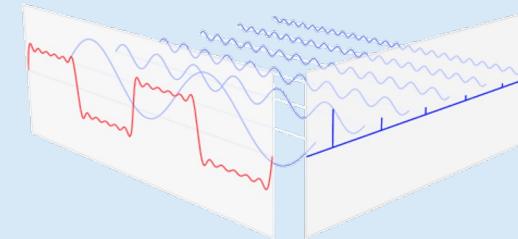


$4 \times 4 R t$



aligns
xyz
coordinates

Rigid Alignment



Functional Map

Fourier Image analysis:

Discretized 2D Grid / Image

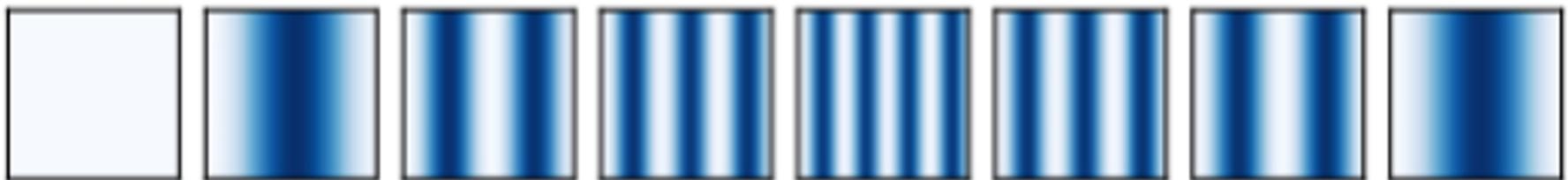
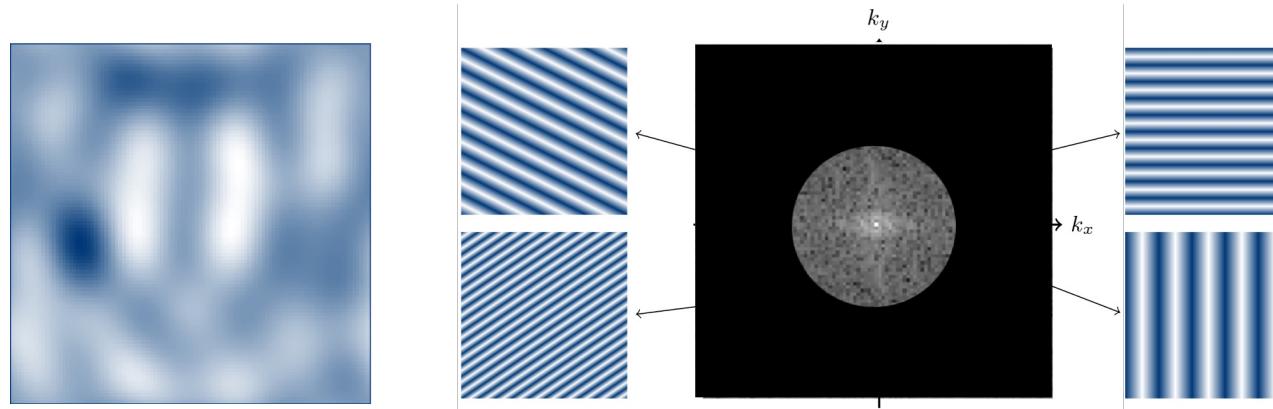
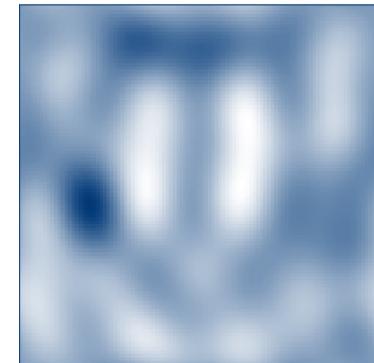
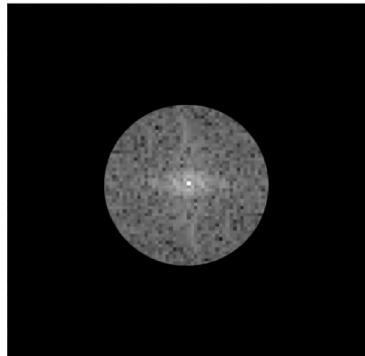


Image compression:

Truncated coefficients to only low frequency

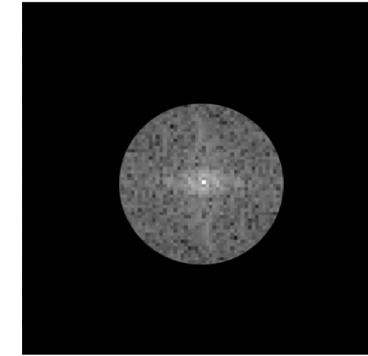
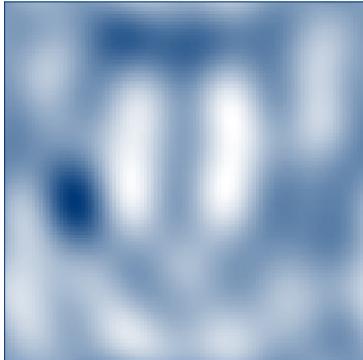




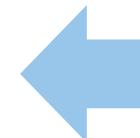
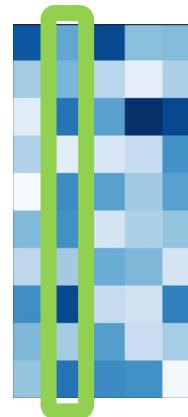
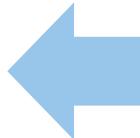
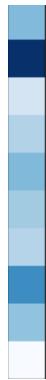
$$a = \Phi^{-1} \cdot f$$



From an image, project to spectral coefficients

 f

=

 a 

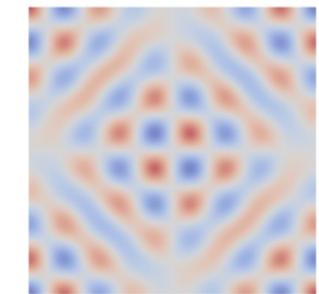
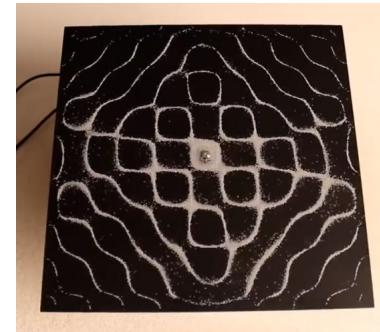
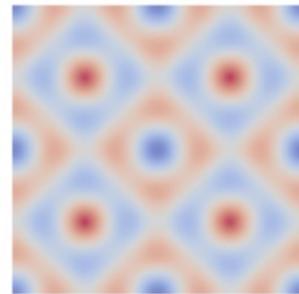
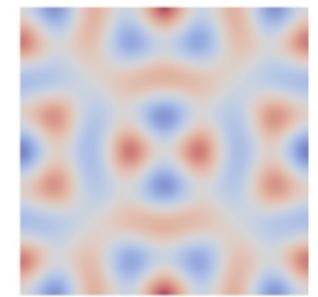
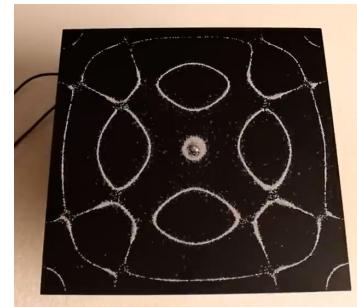
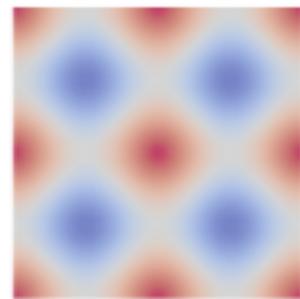
Each column vector represents an entire image

Fourier Basis Functions are **orthogonal**

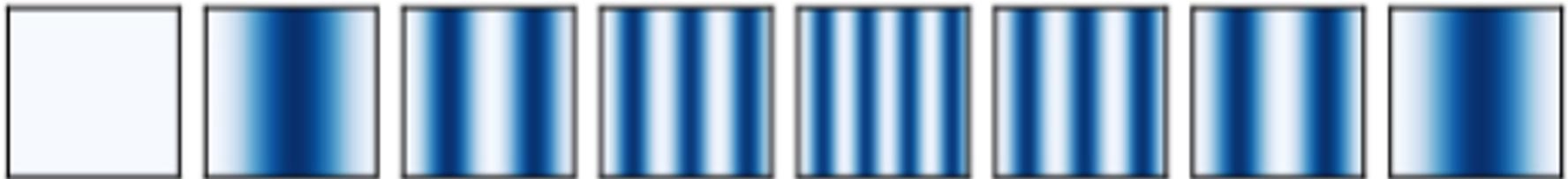
From coefficients to reconstructed image

345 hz

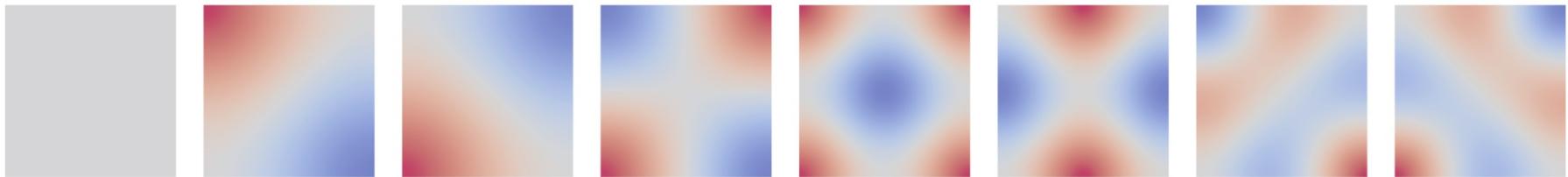


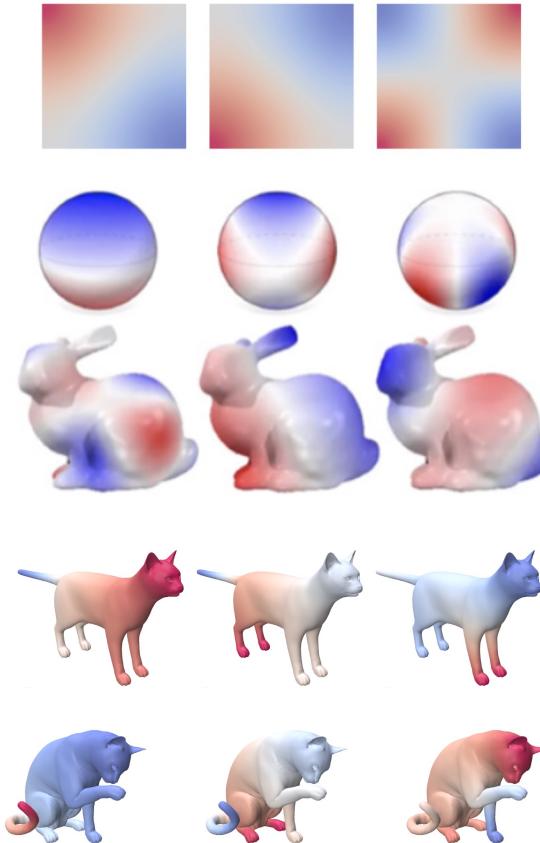


Chladni plate patterns

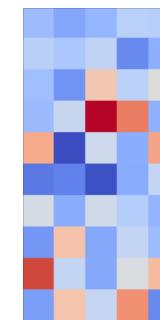
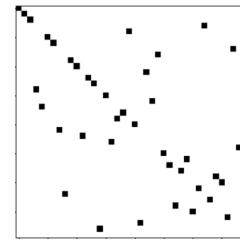
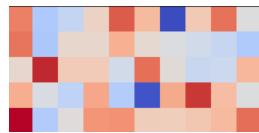


Eigenfunctions of the Laplace-Beltrami Operator



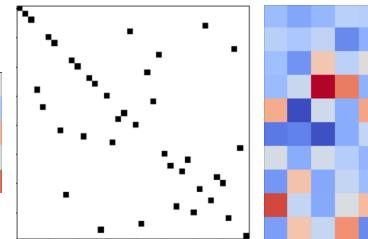
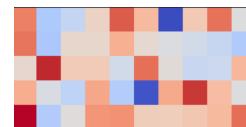


LBO Basis functions are defined for any shape surface





=



**A functional map
is a rank-k
approximation of
a point map**

$$\mathbf{C} = \Phi_1^\dagger \cdot P \cdot \Phi_2$$



$$\begin{matrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{matrix} = \begin{matrix} \text{color gradient} & \text{color gradient} \\ \text{color gradient} & \text{color gradient} \end{matrix} + \begin{matrix} \text{diagonal} & \text{diagonal} \\ \text{diagonal} & \text{diagonal} \end{matrix}$$

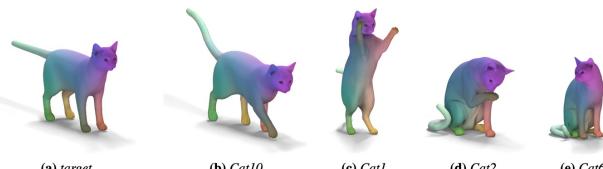
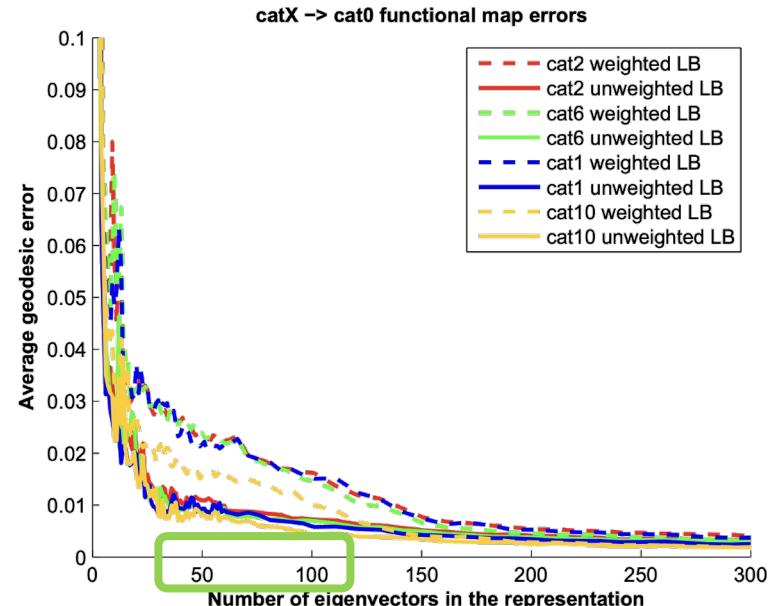
$$P = \Phi_1 \cdot C \cdot \Phi_2^\dagger$$

**A functional map
is a rank-k
approximation of
a point map**

Accuracy of the Functional Map

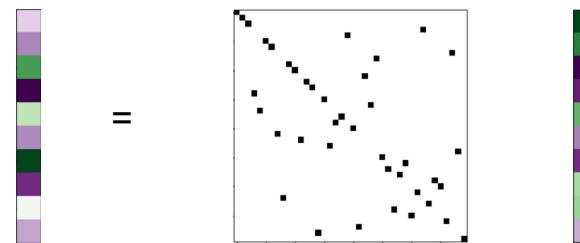
Average mapping error vs. number of basis used

- In practice, somewhere between 20 to 100 basis are sufficient



Ovsjanikov, M., Ben-Chen, M., Solomon, J., Butscher, A., & Guibas, L. (2012). Functional maps: a flexible representation of maps between shapes. *ACM Transactions on Graphics (ToG)*, 31(4), 1-11.

Focus on the **input** and
output of the matrix



**A point map transfer functions between
two shapes**

Focus on the **input** and
output of the matrix



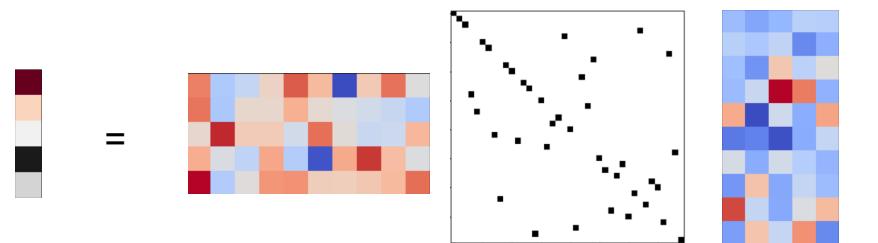
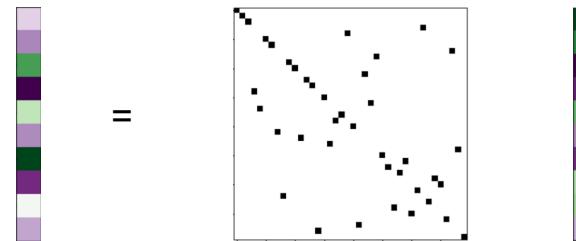
$$\begin{array}{c|c|c} \text{Input Vector} & = & \text{Matrix} & \text{Output Vector} \\ \hline \begin{matrix} \text{Row 1} \\ \vdots \\ \text{Row n} \end{matrix} & & \begin{matrix} \text{Row 1} \\ \vdots \\ \text{Row n} \end{matrix} & \begin{matrix} \text{Row 1} \\ \vdots \\ \text{Row n} \end{matrix} \end{array}$$

The diagram illustrates the matrix multiplication process. On the left, a vertical vector (the input) is multiplied by a square matrix in the middle. The result is a vertical vector on the right (the output). The input vector is composed of several colored segments, and the output vector is also composed of colored segments. The matrix in the center is a sparse square matrix with black dots representing non-zero elements.

$$\begin{array}{c|c|c} \text{Input Image} & = & \text{Matrix} & \text{Output Image} \\ \hline \text{Image A} & & \text{Matrix} & \text{Image B} \\ \hline \begin{matrix} \text{Row 1} \\ \vdots \\ \text{Row n} \end{matrix} & & \begin{matrix} \text{Row 1} \\ \vdots \\ \text{Row n} \end{matrix} & \begin{matrix} \text{Row 1} \\ \vdots \\ \text{Row n} \end{matrix} \end{array}$$

The diagram illustrates the matrix multiplication process for images. On the left, a horizontal image (the input) is multiplied by a square matrix in the middle. The result is a horizontal image on the right (the output). The input image is a colorful grid of small squares. The output image is a grid of squares with a different color pattern. The matrix in the center is a sparse square matrix with black dots representing non-zero elements.

Focus on the **input** and
output of the matrix



Focus on the **input** and **output** of the matrix



$$= \begin{array}{c} \text{[matrix with 10 columns and 10 rows]} \\ \text{[matrix with 10 columns and 10 rows]} \end{array}$$

$$\begin{matrix} \textcolor{darkgray}{\square} \\ \textcolor{brown}{\square} \\ \textcolor{lightgray}{\square} \\ \textcolor{black}{\square} \\ \textcolor{darkgray}{\square} \end{matrix} = \begin{matrix} \textcolor{orange}{\square} & & & & \\ & \textcolor{blue}{\square} & \textcolor{lightblue}{\square} & \textcolor{cyan}{\square} & \\ & & \textcolor{orange}{\square} & \textcolor{blue}{\square} & \textcolor{lightorange}{\square} \\ & & & \textcolor{blue}{\square} & \textcolor{orange}{\square} \\ & & & & \textcolor{orange}{\square} \end{matrix}$$

Focus on the **input** and
output of the matrix

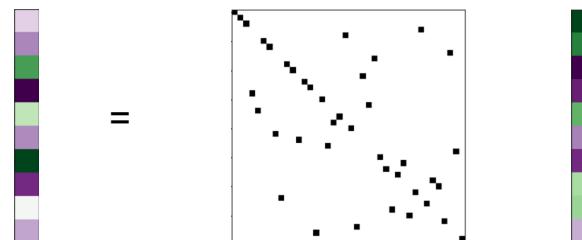


$$\begin{array}{c} \text{vertical bar with colored segments} \\ = \\ \text{matrix with sparse black dots} \\ = \\ \text{vertical bar with colored segments} \end{array}$$

$$\begin{array}{c} \text{vertical bar with colored segments} \\ = \\ \text{matrix with colored blocks} \\ = \\ \text{vertical bar with colored segments} \end{array}$$

**A functional map translates coefficients of
functions between two shapes**

Focus on the **input** and **output** of the matrix



Spatial
domain

A point map transfer functions between two shapes



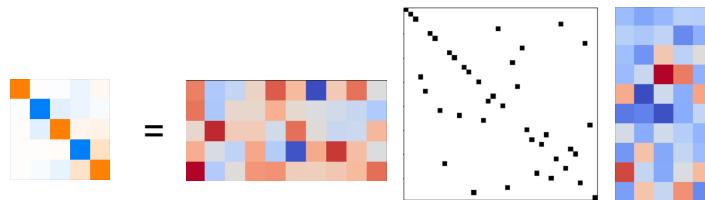
Spectral
domain

A functional map translates coefficients of functions between two shapes

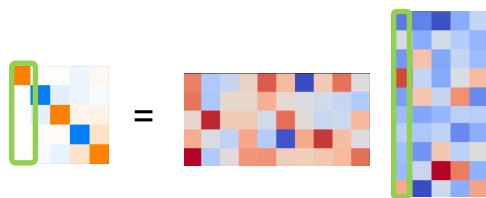
$$\mathbf{b} = \mathbf{C} \cdot \mathbf{a}$$

$$\begin{array}{c} \text{Diagram showing a 4x4 matrix with colored blocks (orange, blue, red) followed by an equals sign, then a 4x4 matrix with colored blocks, then a 4x4 matrix with black dots on the diagonal, then another 4x4 matrix with colored blocks.} \\ = \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \end{array}$$
$$\mathbf{C} = \Phi_1^\dagger \cdot P \cdot \Phi_2$$

$$\begin{array}{c} \text{Diagram showing a 4x4 matrix with colored blocks (orange, blue, red) followed by an equals sign, then a 4x4 matrix with colored blocks, then a green bracket on the left side of the matrix, then another 4x4 matrix with colored blocks.} \\ = \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \quad \left[\begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \right] \quad \begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix} \end{array}$$
$$\mathbf{C} = \Phi_1^\dagger \cdot \Phi_{2a}$$


$$\begin{matrix} \text{Sparse Diagonal} \\ \text{Matrix} \end{matrix} = \begin{matrix} \text{Colored Blocks} \\ \text{Matrix} \end{matrix} \cdot \begin{matrix} \text{Sparse Matrix} \\ \text{Matrix} \end{matrix} \cdot \begin{matrix} \text{Colored Blocks} \\ \text{Matrix} \end{matrix}$$

$$C = \Phi_1^\dagger \cdot P \cdot \Phi_2$$


$$\begin{matrix} \text{Colored Blocks} \\ \text{Matrix} \end{matrix} = \begin{matrix} \text{Colored Blocks} \\ \text{Matrix} \end{matrix} \cdot \begin{matrix} \text{Sparse Matrix} \\ \text{Matrix} \end{matrix}$$

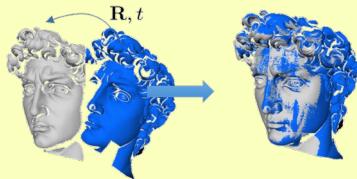
$$C = \Phi_1^\dagger \cdot \Phi_{2a}$$


$$\begin{matrix} \text{Colored Blocks} \\ \text{Matrix} \end{matrix} \cdot \begin{matrix} \text{Sparse Diagonal} \\ \text{Matrix} \end{matrix} = \begin{matrix} \text{Colored Blocks} \\ \text{Matrix} \end{matrix}$$

$$\Phi_1 \cdot C = \Phi_{2a}$$

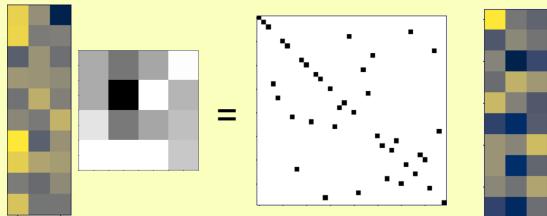
Spectral Rigid Alignment

Rigid

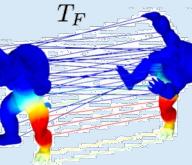


$4 \times 4 \text{ Rt}$

aligns
xyz
coordinates

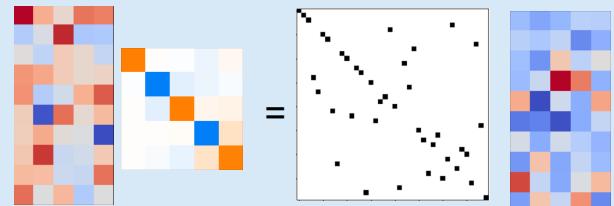

$$\begin{matrix} \text{xyz} \\ \text{coordinates} \end{matrix} \xrightarrow{\quad \text{Rigid Transformation} \quad} \begin{matrix} \text{spectral} \\ \text{embeddings} \end{matrix}$$

Non-rigid



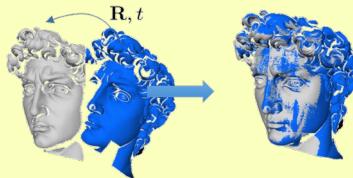
$k \times k \text{ C}$

aligns
spectral
embeddings

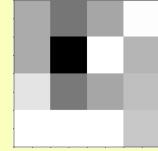

$$\begin{matrix} \text{spectral} \\ \text{embeddings} \end{matrix} \xrightarrow{\quad \text{Non-rigid Transformation} \quad} \begin{matrix} \text{aligned spectral} \\ \text{embeddings} \end{matrix}$$

Spectral Rigid Alignment

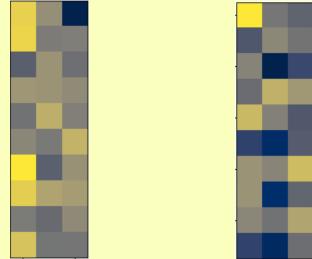
Rigid



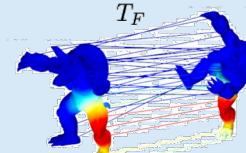
$4 \times 4 \text{ Rt}$



aligns
xyz
coordinates



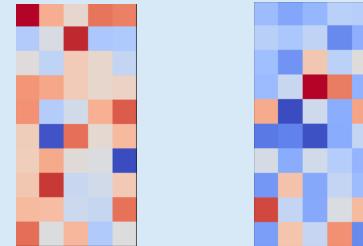
Non-rigid



$k \times k \text{ C}$

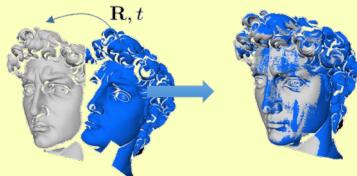


aligns
spectral
embeddings



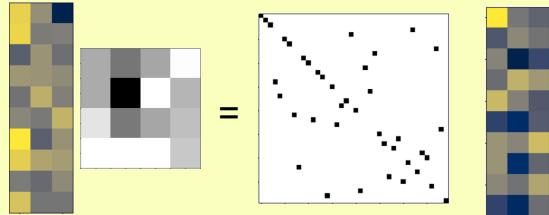
Spectral Rigid Alignment

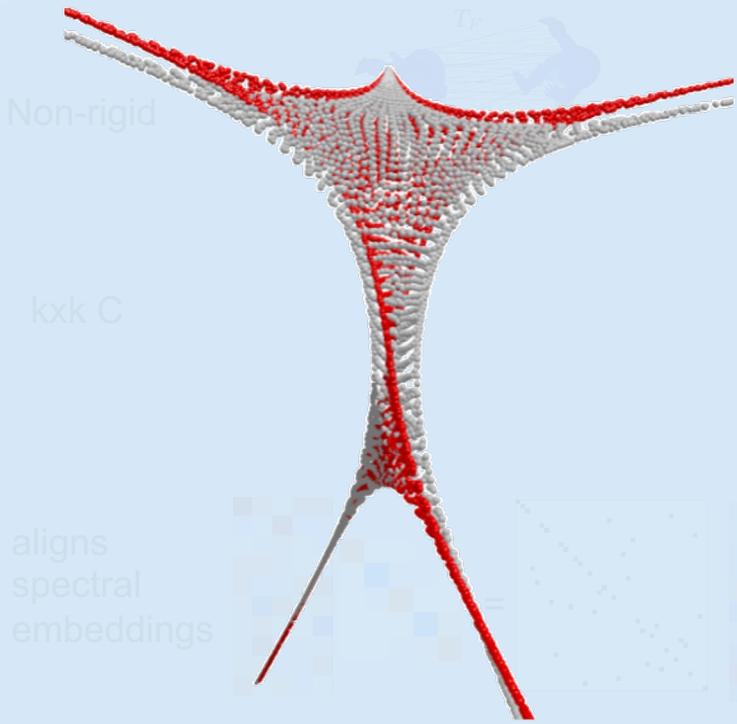
Rigid



$4 \times 4 \text{ Rt}$

aligns
xyz
coordinates


$$\begin{matrix} & \\ & \end{matrix} = \begin{matrix} & \\ & \end{matrix}$$

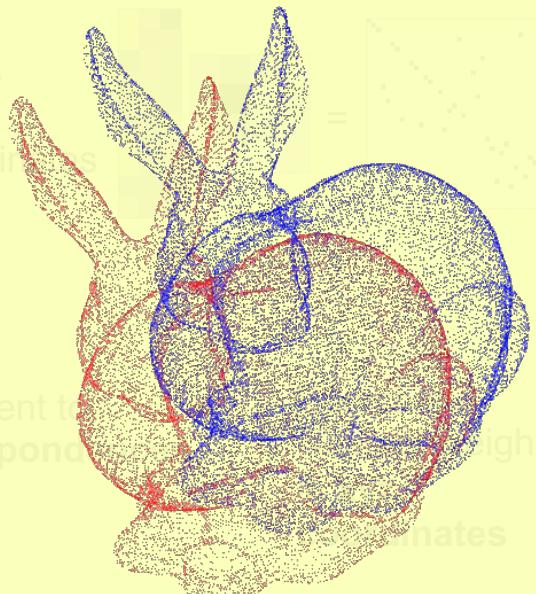


Iterative Closest Point

Rigid
4x4 Rt

Iteration 0

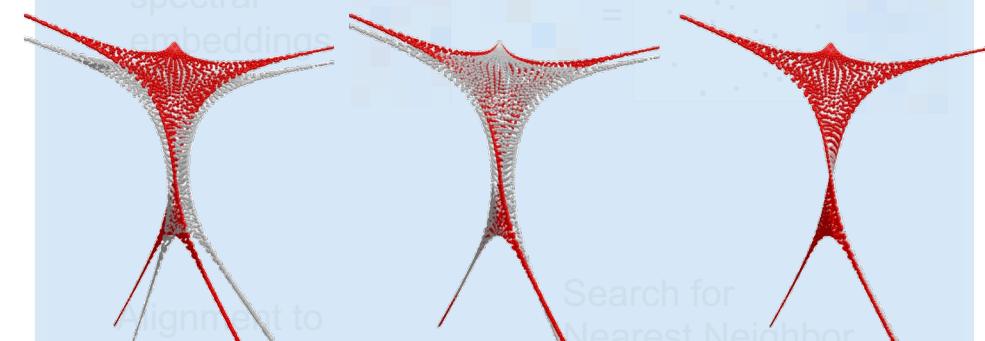
aligns
xyz
coordinates



Alignment to
correspondences

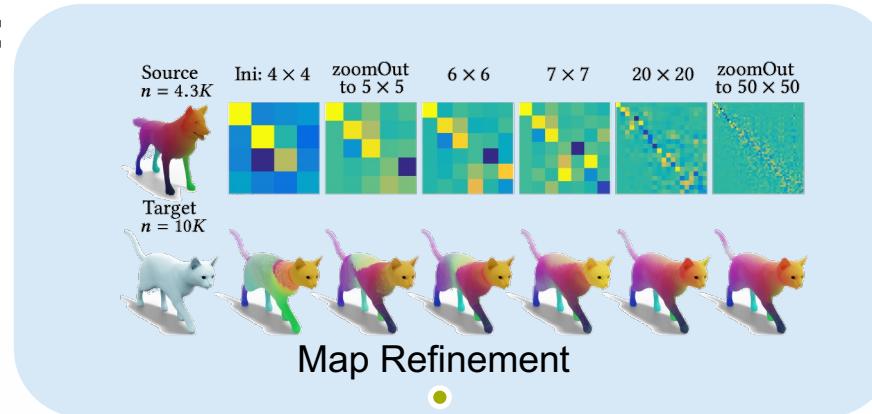
Non-rigid
kxk C

aligns
spectral
embeddings

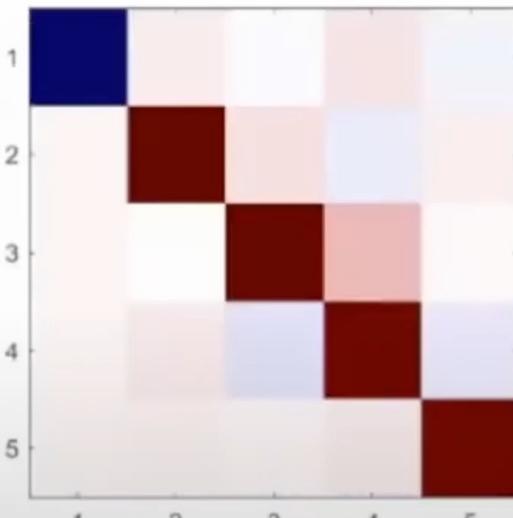


Search for
Nearest Neighbor
In spectral
embeddings

Map Refinement: ZoomOut



2019

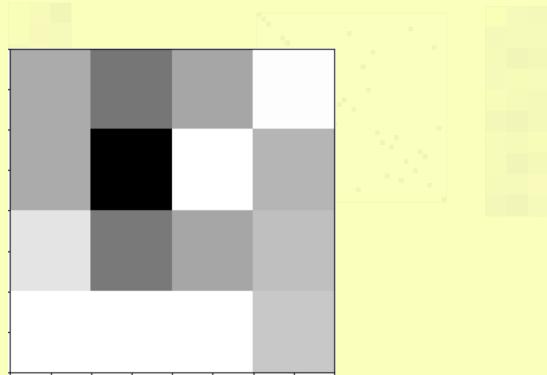


Spectral Rigid Alignment

Rigid
4x4 Rt

aligns
xyz
coordinates

Alignment to
correspondences

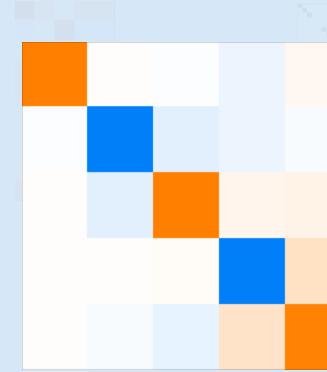


Search for
Nearest Neighbor
in xyz
coordinates

Non-rigid
kxk C

aligns
spectral
embeddings

Alignment to
correspondences



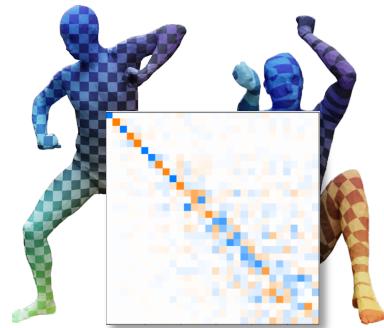
Search for
Nearest Neighbor
In spectral
embeddings

Functional Maps

$$\begin{matrix} \text{Matrix} \\ \times \end{matrix} = \begin{matrix} \text{Matrix} \\ \times \end{matrix} \begin{matrix} \text{Point Map} \\ \times \end{matrix}$$

$$C = \Phi_1^\dagger \cdot P \cdot \Phi_2$$

Approximation
of Point Map



linear, compact
and flexible

$$\begin{matrix} \text{Vector} \\ \times \end{matrix} = \begin{matrix} \text{Matrix} \\ \times \end{matrix} \begin{matrix} \text{Vector} \\ \times \end{matrix}$$

$$b = C \cdot a$$

Translates coefficients

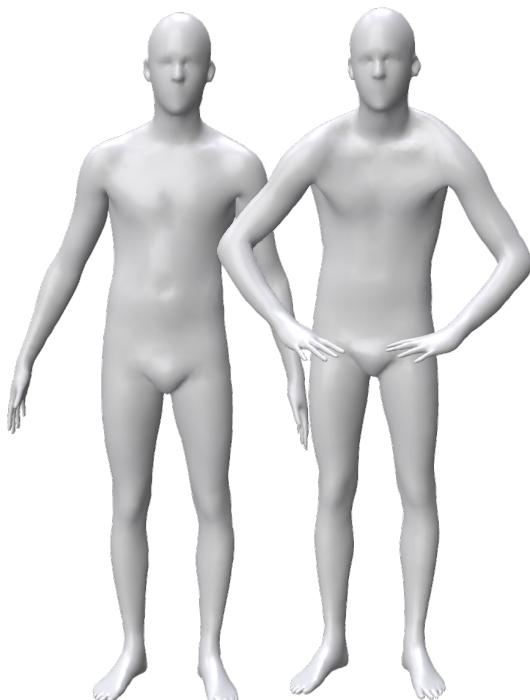
$$\begin{matrix} \text{Matrix} \\ \times \end{matrix} \begin{matrix} \text{Matrix} \\ \times \end{matrix} = \begin{matrix} \text{Matrix} \\ \times \end{matrix}$$

$$\Phi_1 \cdot C = \Phi_2 a$$

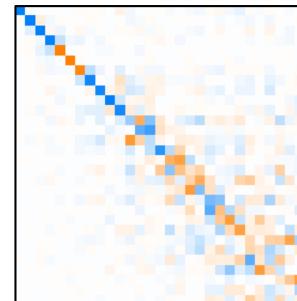
Aligns Bases

What is the magic?

Eigenfunctions of Laplace-Beltrami Operator



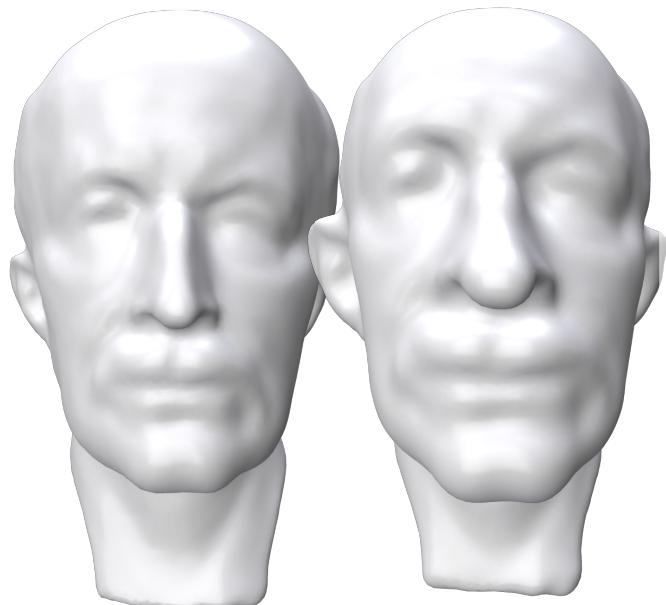
Invariance under non-rigid isometric deformations



Basis functions exhibit similar patterns, which can be matched

isometric

What is the magic?



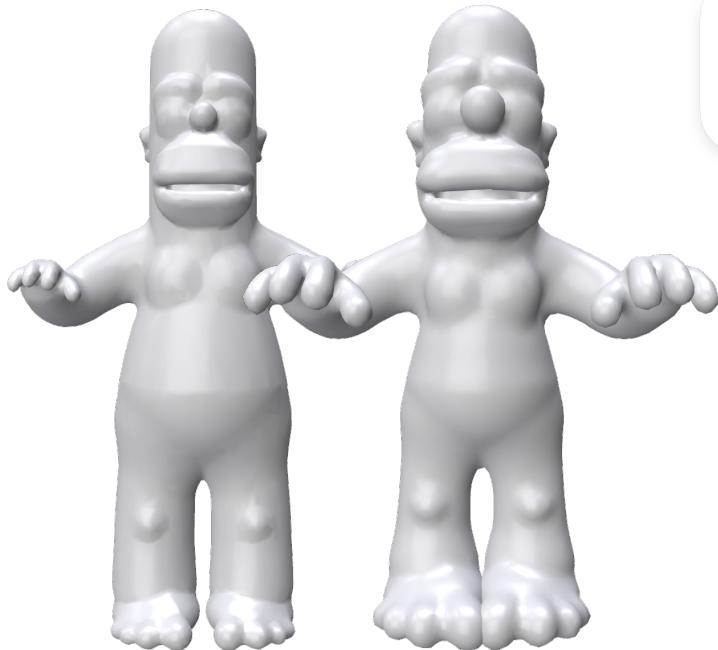
Invariance under non-rigid isometric deformations



Basis functions exhibit similar patterns, which can be matched

Non-isometric

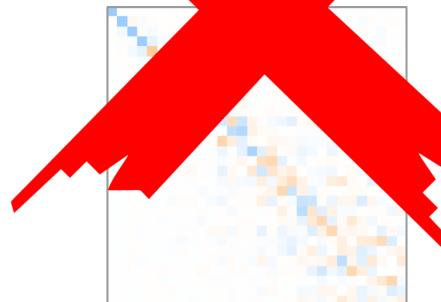
What is the magic?



Non-isometric

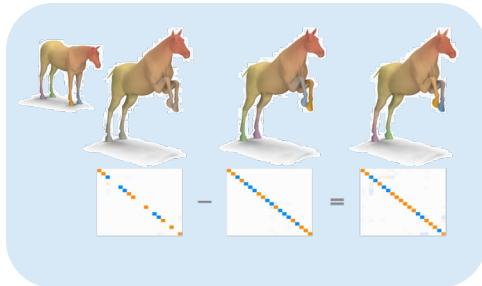


Invariance under rigid isometric deformations

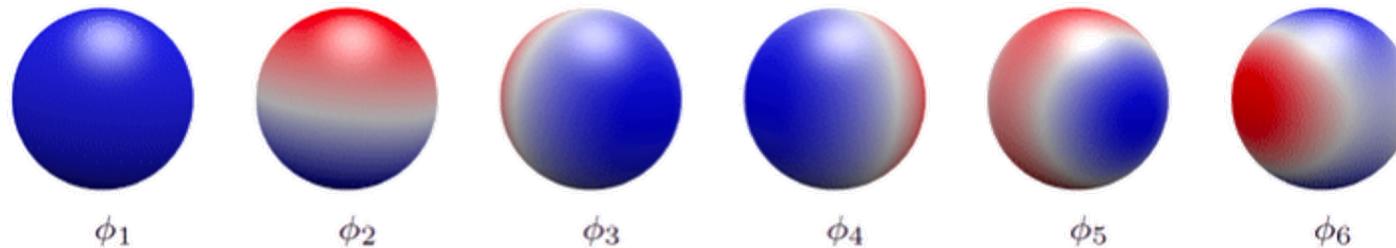
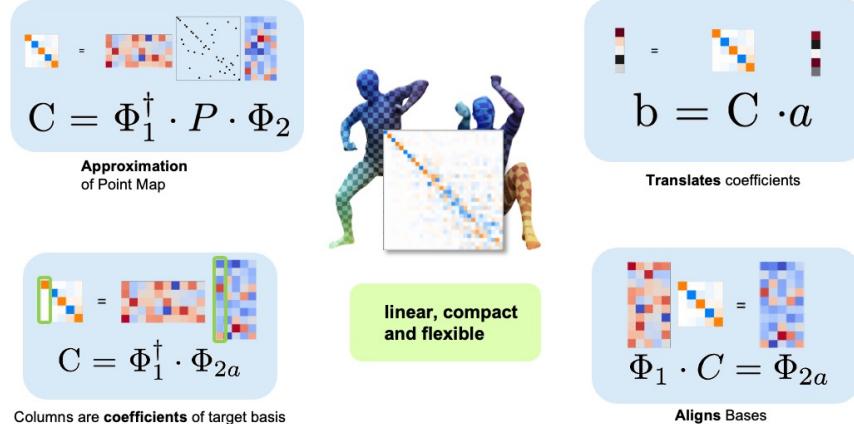


Basis functions exhibit similar patterns, which can be matched

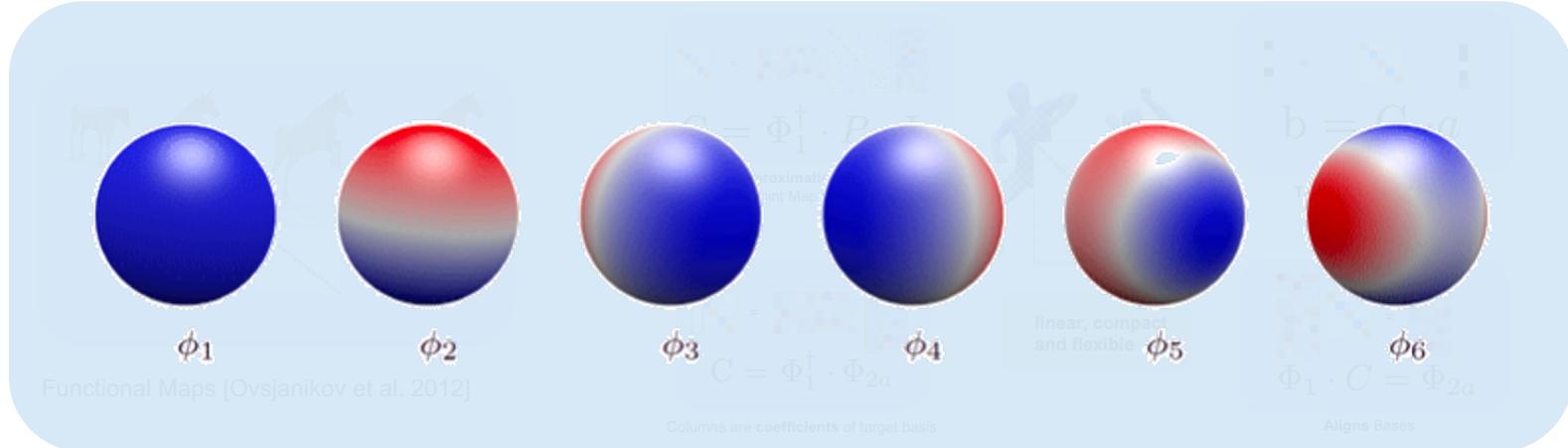
Background Work



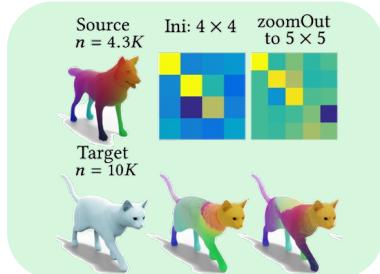
Functional Maps [Ovsjanikov et al. 2012]



Background Work



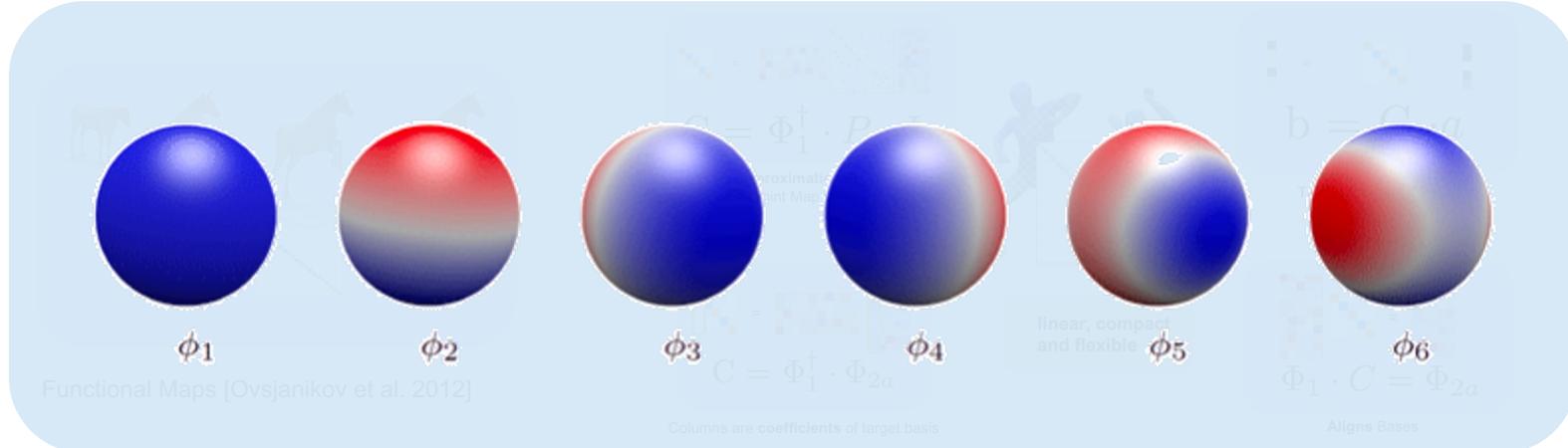
axiomatic



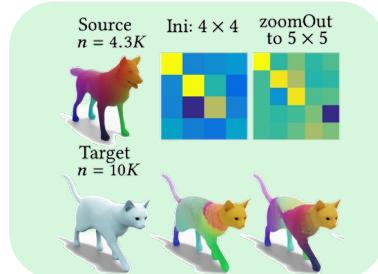
ZoomOut [Melzi et al. 2019]

Melzi, Simone, Jing Ren, Emanuele Rodola, Abhishek Sharma, Peter Wonka, and Maks Ovsjanikov. "Zoomout: Spectral upsampling for efficient shape correspondence." *arXiv preprint arXiv:1904.07865* (2019).

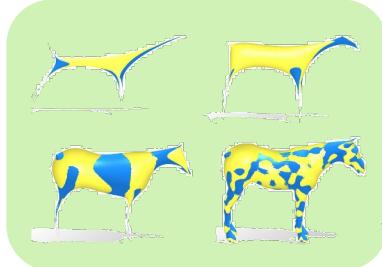
Background Work



axiomatic

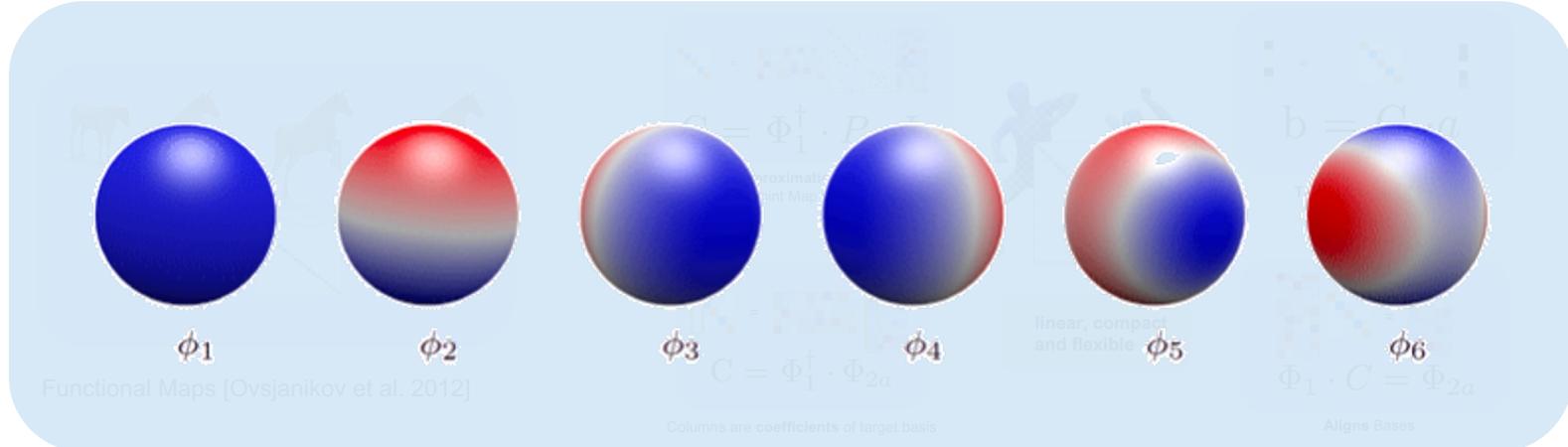


ZoomOut [Melzi et al. 2019]

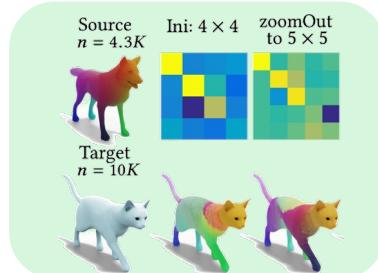


Smooth Shells [Eisenberger et al. 2020]

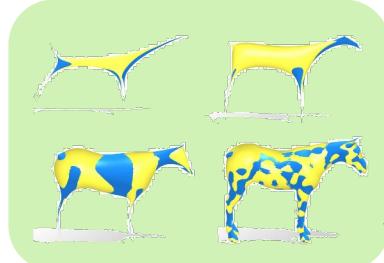
Background Work



axiomatic



ZoomOut [Melzi et al. 2019]



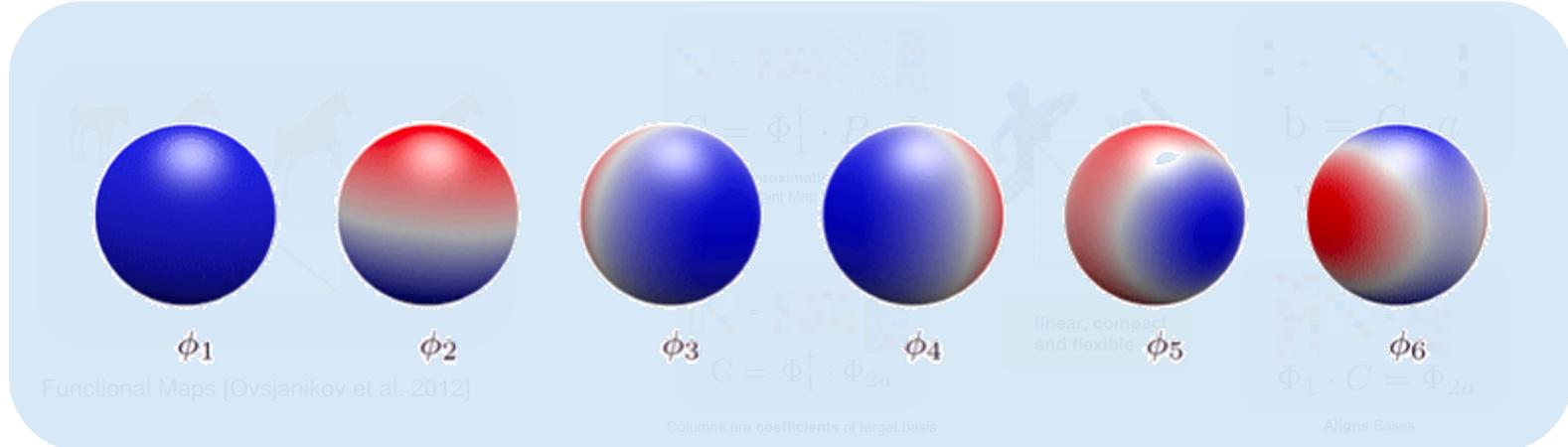
Smooth Shells [Eisenberger et al. 2020]

supervised

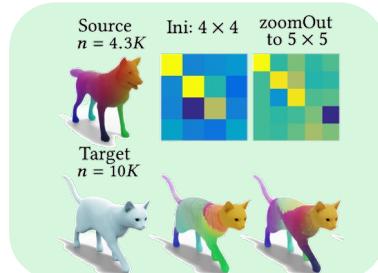


GeomFmaps [Donati et al. 2020]

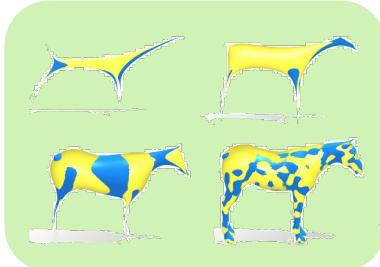
Background Work



axiomatic



ZoomOut [Melzi et al. 2019]



Smooth Shells [Eisenberger et al. 2020]

supervised

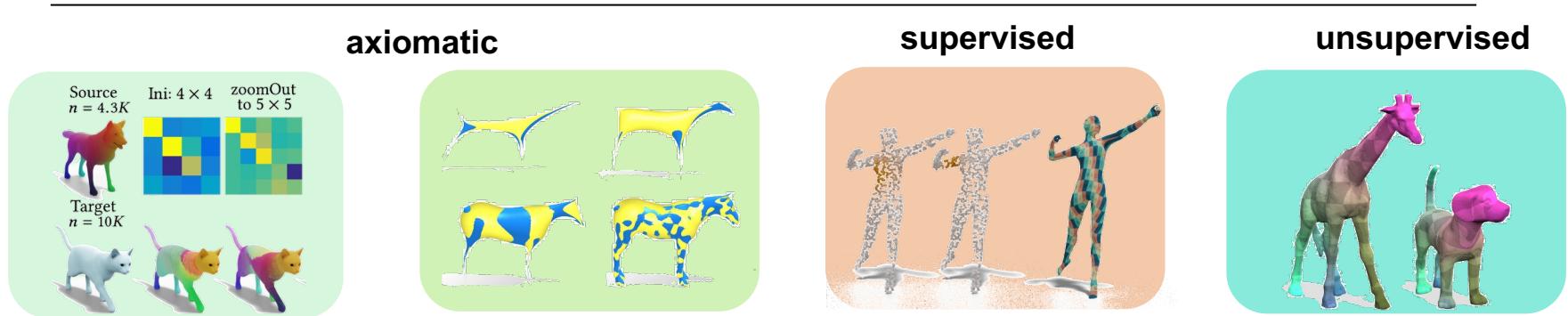
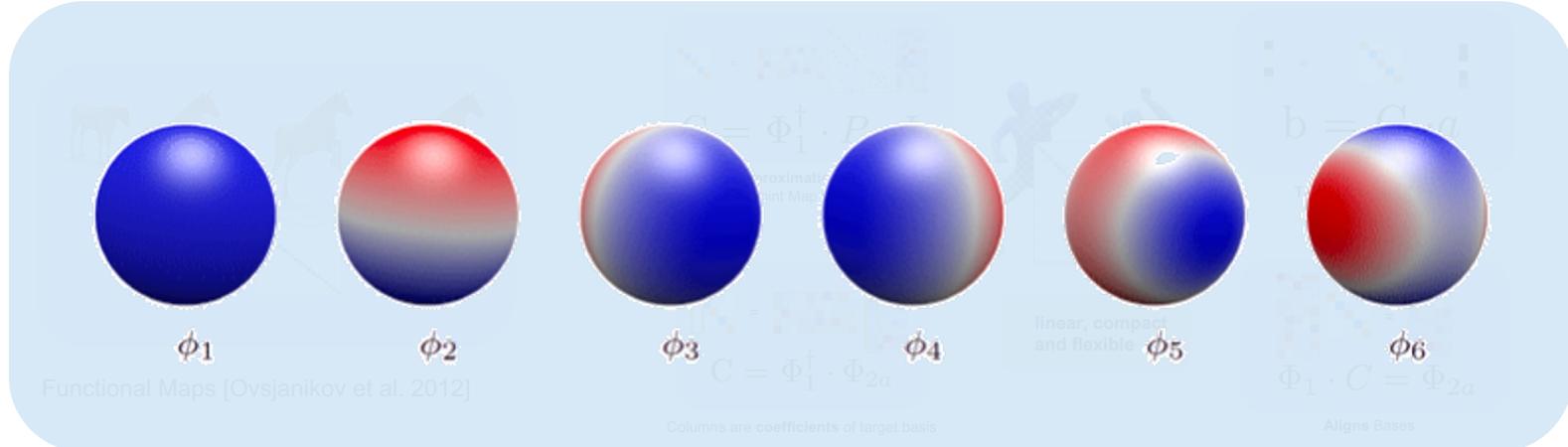


GeomFmaps [Donati et al. 2020]



ULRSSM [Cao et al. 2023]

Background Work



ZoomOut [Melzi et al. 2019]

Cao, D., Roetzer, P., & Bernard, F. (2023). Unsupervised learning of robust spectral shape matching. ACM Transactions on Graphics (TOG).

<https://doi.org/10.1145/3592107>

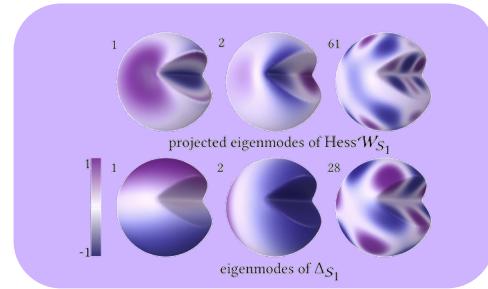
Smooth Shells [Eisenberger et al. 2020]

GeomFmaps [Donati et al. 2020]

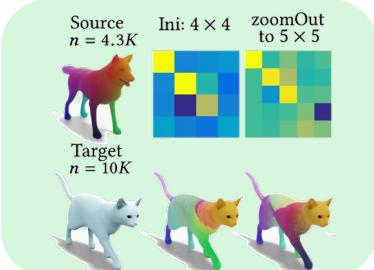
ULRSSM [Cao et al. 2023]

Background Work

- **Crease Awareness**
- **Non-orthogonal Basis**
- **Generalized FMap Framework**

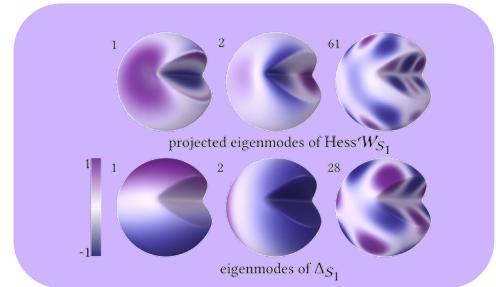


An Elastic Basis [Hartwig et al. 2023]

axiomatic	supervised	unsupervised
 <p>Source $n = 4.3K$ Target $n = 10K$</p> <p>Ini: 4×4 zoomOut to 5×5</p> <p>ZoomOut [Melzi et al. 2019]</p>	 <p>Smooth Shells [Eisenberger et al. 2020]</p>	 <p>GeomFmaps [Donati et al. 2020]</p>
 <p>ULRSSM [Cao et al. 2023]</p>		

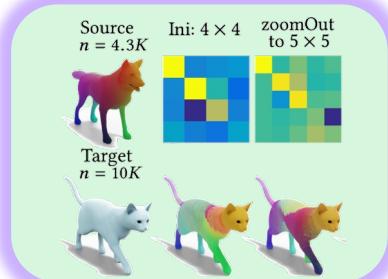
Background Work

- Crease Awareness
- Non-orthogonal Basis
- Generalized FMap Framework

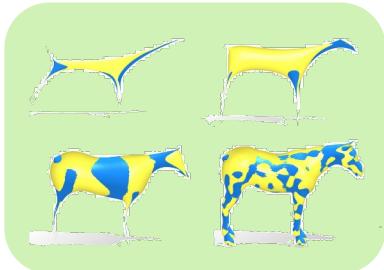


An Elastic Basis [Hartwig et al. 2023]

axiomatic



ZoomOut [Melzi et al. 2019]



Smooth Shells [Eisenberger et al. 2020]

supervised



GeomFmaps [Donati et al. 2020]

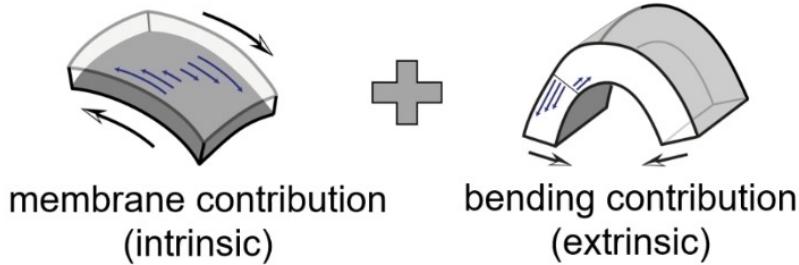
unsupervised



ULRSSM [Cao et al. 2023]

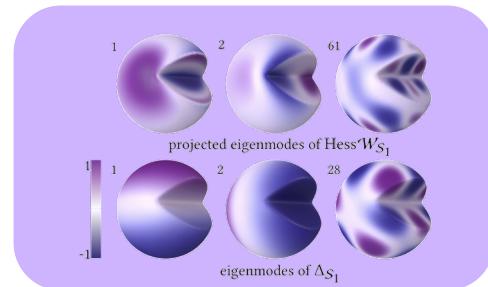
An Elastic Basis

Elastic Energy



$$\mathcal{W}_{\mathcal{S}}[\psi] = \mathcal{W}_{\text{mem}}[\psi] + \mathcal{W}_{\text{bend}}[\psi],$$

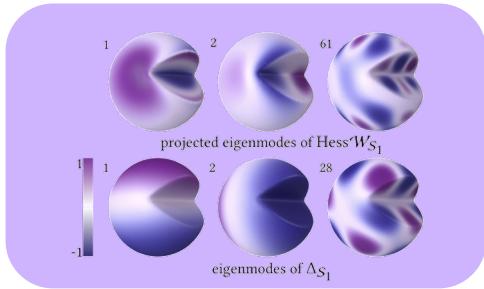
for a deformation $\psi \in (\mathcal{F}(\mathcal{S}))^3$



An Elastic Basis [Hartwig et al. 2023]

An Elastic Basis

$\text{Hess } \mathcal{W}_S[\text{Id}]$



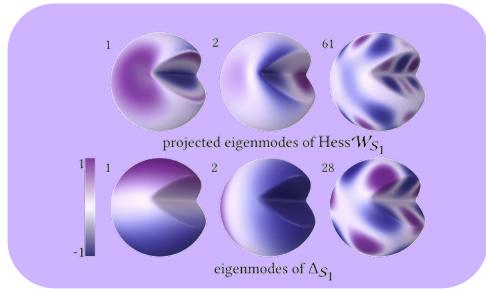
An Elastic Basis [Hartwig et al. 2023]

An Elastic Basis

solutions of the eigenfunction problem

$$\text{Hess } \mathcal{W}_S[\text{Id}] \psi_i = \lambda_i \psi_i$$

[Hildebrandt et al. 2010]



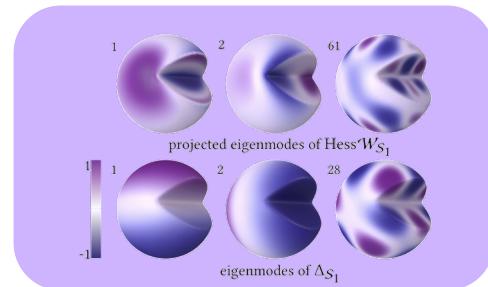
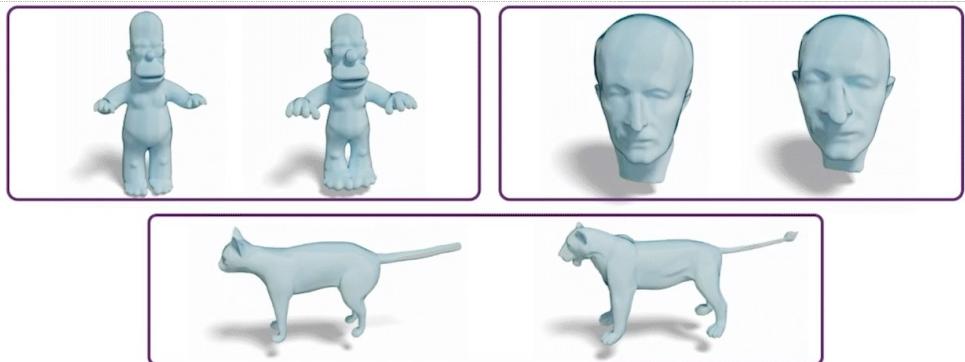
An Elastic Basis [Hartwig et al. 2023]

An Elastic Basis

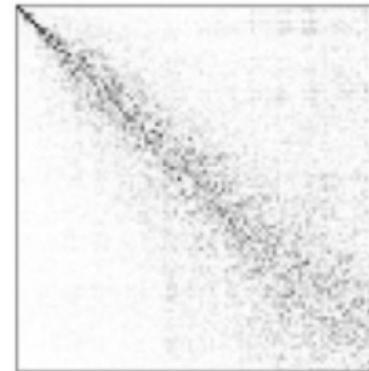
solutions of the eigenfunction
problem

$$\text{Hess } \mathcal{W}_S[\text{Id}] \psi_i = \lambda_i \psi_i$$

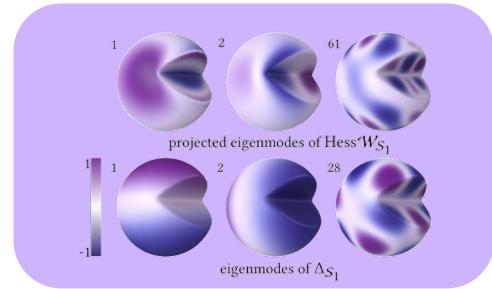
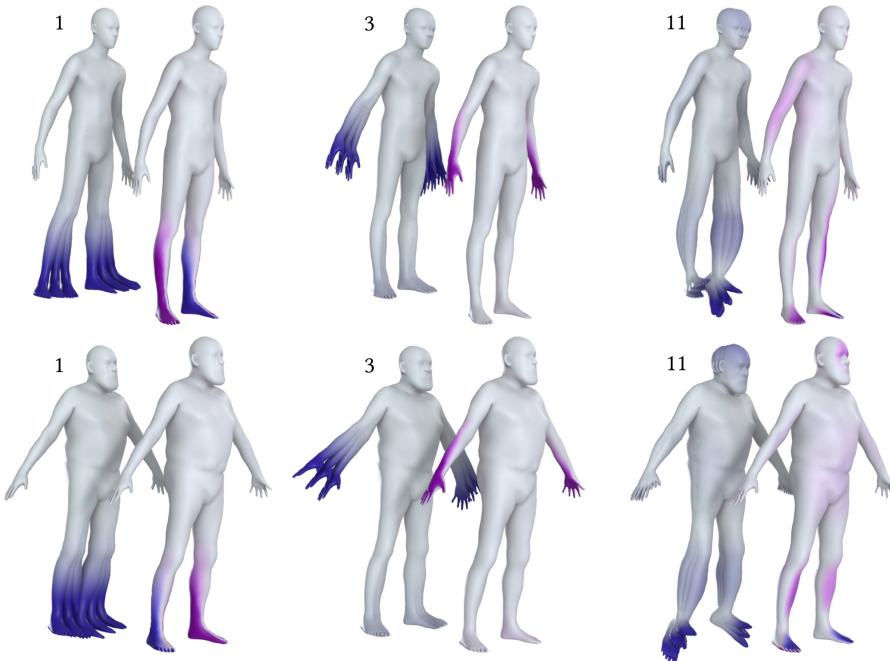
[Hildebrandt et al. 2010]



An Elastic Basis [Hartwig et al. 2023]



An Elastic Basis



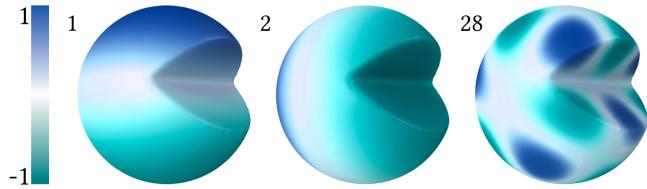
An Elastic Basis [Hartwig et al. 2023]

projection on vertex normals

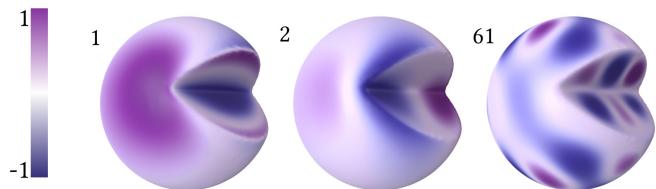
$$\phi_i \in \mathcal{F}(\mathcal{S})$$

ϕ_1, ϕ_2, \dots , not orthogonal

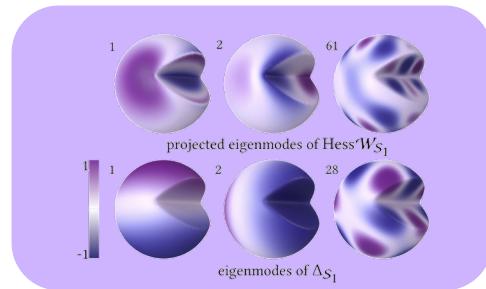
An Elastic Basis



Classical LB Basis: purely intrinsic



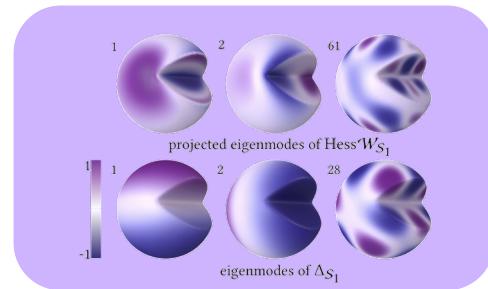
Elastic Basis: extrinsic aware



An Elastic Basis [Hartwig et al. 2023]

An Elastic Basis

- Non-orthogonal Basis
- Generalized FMap Framework



An Elastic Basis [Hartwig et al. 2023]

Generalized FMap Framework

$$\Phi_k^T M \Phi_k = I$$

Mass matrix w.r.t. the reduced basis

$$\Phi_k^T M \Phi_k = M_k$$

Generalized FMap Framework

$$\Phi_k^T M \Phi_k = I$$

Mass matrix w.r.t. the reduced basis

$$f = \Phi_k x \quad g = \Phi_k y$$

$$\begin{aligned} \langle f, g \rangle_M &= f^T M g \\ &= (\Phi_k x)^T M (\Phi_k y) \end{aligned}$$

$$= x^T y$$

Scalar dot product

$$\Phi_k^T M \Phi_k = M_k$$

$$f = \Phi_k x \quad g = \Phi_k y$$

$$\begin{aligned} \langle f, g \rangle_M &= f^T M g \\ &= (\Phi_k x)^T M (\Phi_k y) \end{aligned}$$

$$= x^T M_k y$$

Generalized FMap Framework



$$\begin{aligned}\Phi_k^\dagger &= (\Phi_k^T M \Phi_k)^{-1} \Phi_k^T M \\ &= \Phi_k M\end{aligned}$$

Pseudo-inverse

$$\begin{aligned}\Phi_k^\dagger &= (\Phi_k^T M \Phi_k)^{-1} \Phi_k^T M \\ &= M_k^{-1} \Phi_k M\end{aligned}$$

$$C_{12} = \Phi_1^\dagger P_{12} \Phi_2$$

Functional Map

$$C_{12} = \Phi_1^\dagger P_{12} \Phi_2$$

$$\langle x, C_{12}y \rangle = \langle C_{12}^* x, y \rangle$$

Adjoint

$$C_{12}^* = C_{12}^T$$

$$\langle x, C_{12}y \rangle_{M_{1,k}} = \langle C_{12}^* x, y \rangle_{M_{2,k}}$$

$$C_{12}^* = M_{2,k}^{-1} C_{12}^T M_{1,k}$$

Generalized FMap Framework

$$\|C_{12}\|_F^2 = \text{tr}(C_{12}^T C_{12})$$

Frobenius Norm

Operator Norm

$$\begin{aligned}\|C_{12}\|_{HS}^2 &= \text{tr}(C_{12}^* C_{12}) \\ &= \|M_{1,k}^{\frac{1}{2}} C_{12} M_{2,k}^{-\frac{1}{2}}\|_F^2\end{aligned}$$

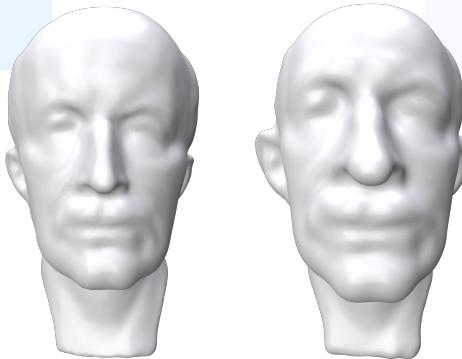
Hilbert-Schmidt Norm

Generalized FMap Framework

$$\|C_{12}\|_F^2 = \text{tr}(C_{12}^T C_{12})$$

Frobenius Norm

Operator Norm



$$\|C_{12}\|_{M_{2,k}}^2 = \text{tr}(M_{2,k})$$

$$\begin{aligned}\|C_{12}\|_{HS}^2 &= \text{tr}(C_{12}^* C_{12}) \\ &= \|M_{1,k}^{\frac{1}{2}} C_{12} M_{2,k}^{-\frac{1}{2}}\|_F^2\end{aligned}$$

Hilbert-Schmidt Norm

$$\|C_{12}\|_{HS}^2 = \text{tr}(M_{2,k}^{-1} M_{1,k})$$

Generalized FMap Framework adapted to ZoomOut



$$\|C_{12}C_{12}^T - I\|_F$$

ZoomOut
Objective

$$\|C_{12}C_{12}^* - I\|_{HS}$$

while spectrally upsampling

1. Correspondence

$$\Phi_1 \quad \Phi_2 C_{12}^T$$

Via Nearest Neighbor Search



2. Functional Map

$$C_{12} = \Phi_1^\dagger P_{12} \Phi_2$$

ZoomOut
Algorithm

while spectrally upsampling

1. Correspondence

$$\Phi_1 M_{1,k}^{-\frac{1}{2}} \quad \Phi_2 C_{12}^* M_{1,k}^{-\frac{1}{2}}$$

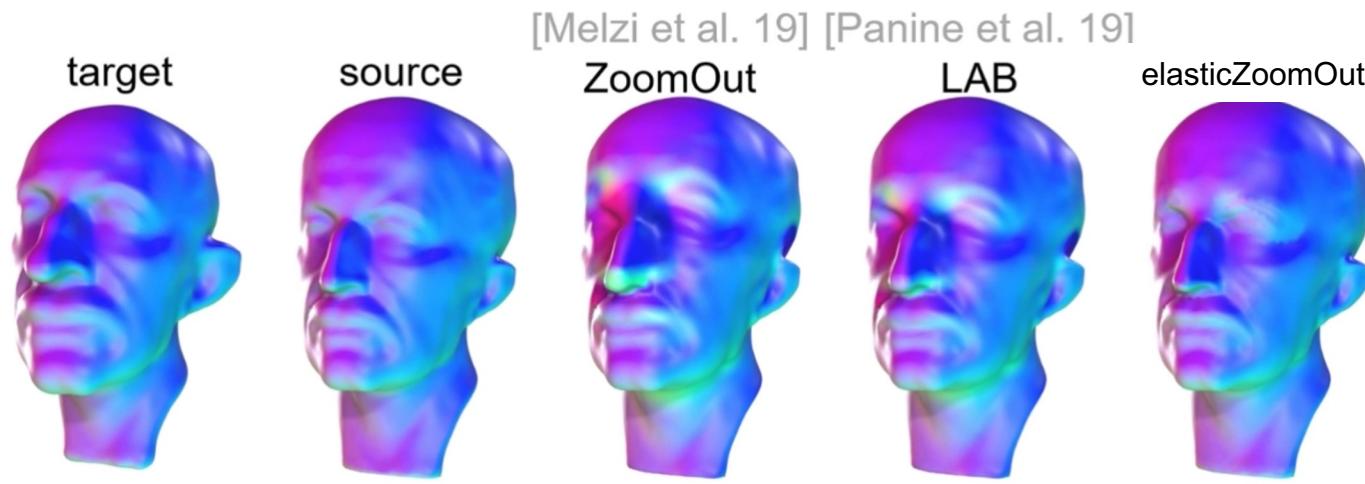
Via Nearest Neighbor Search

2. Functional Map

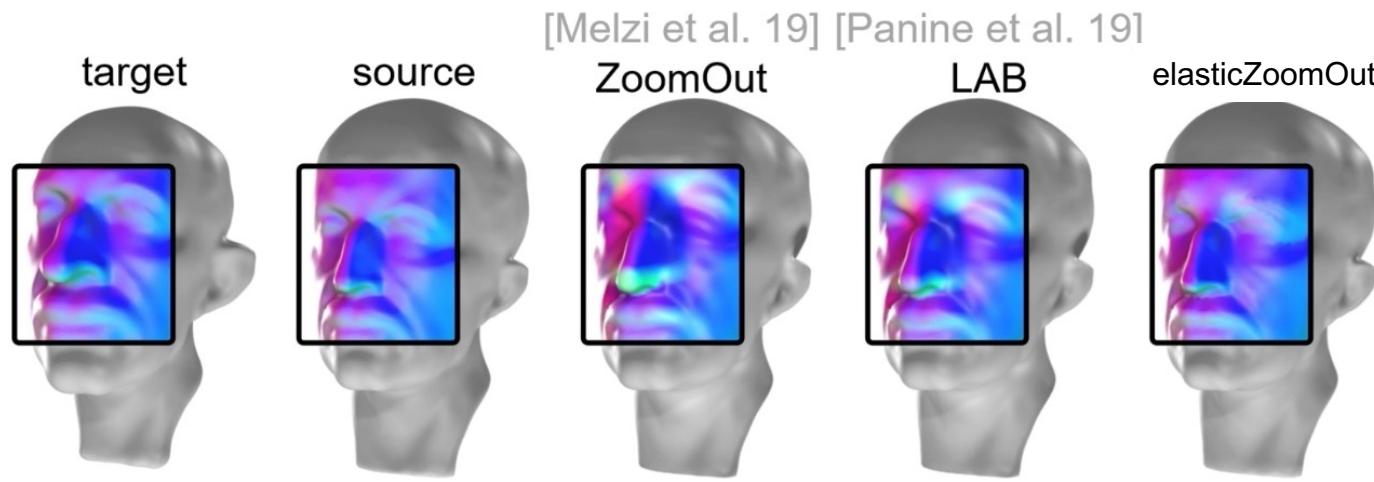
$$C_{12} = \Phi_1^\dagger P_{12} \Phi_2$$



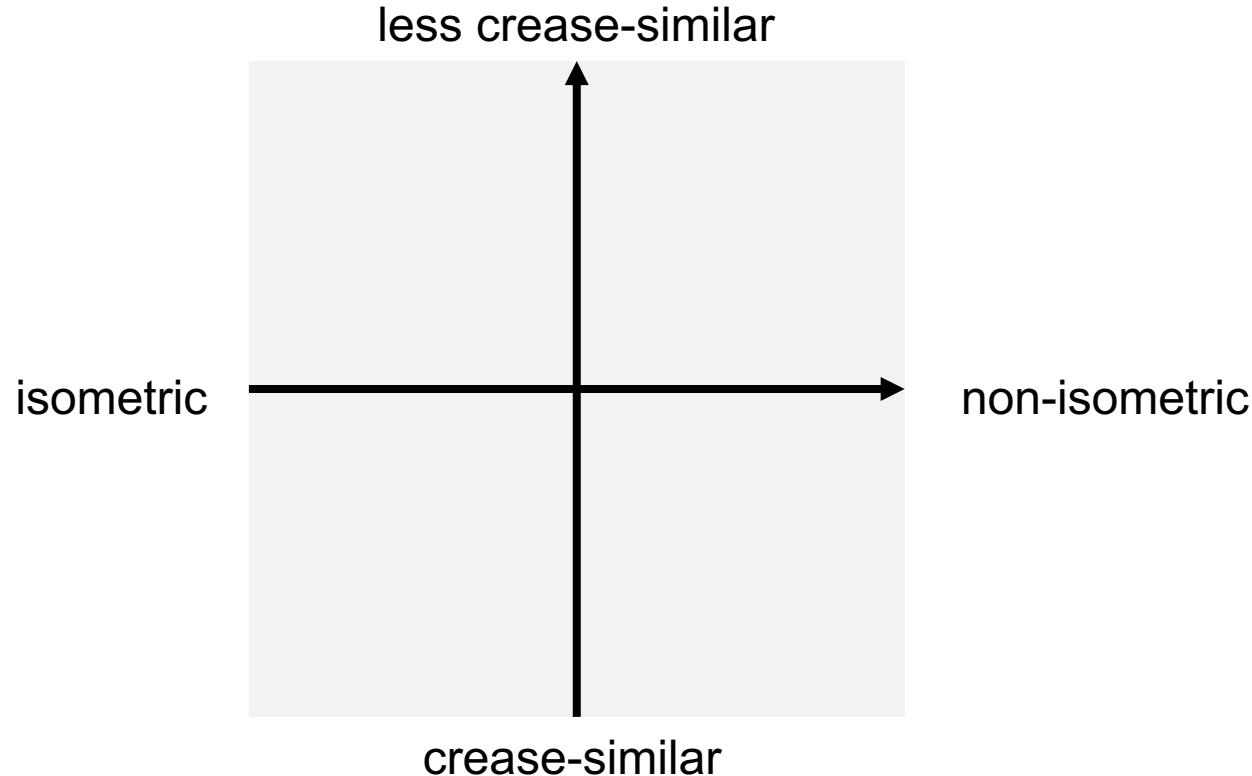
Generalized FMap Framework adapted to ZoomOut



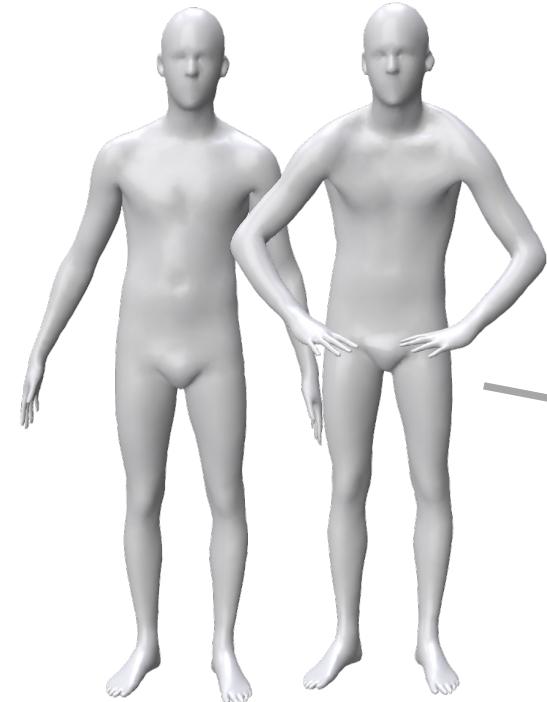
Generalized FMap Framework adapted to ZoomOut



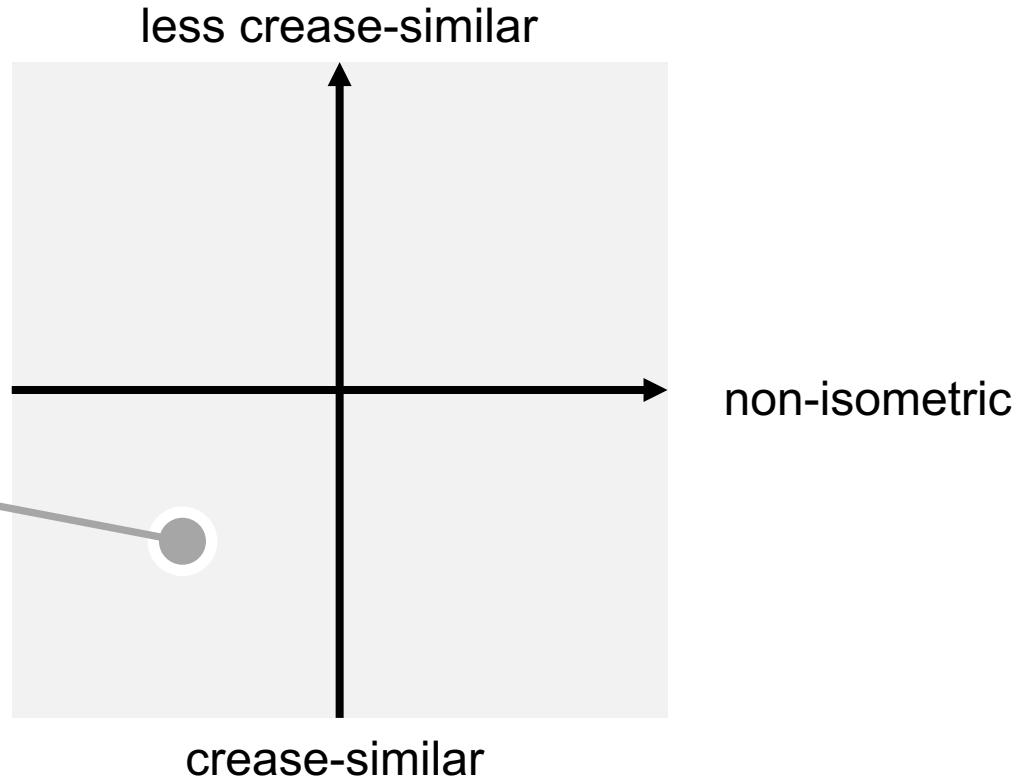
Challenge



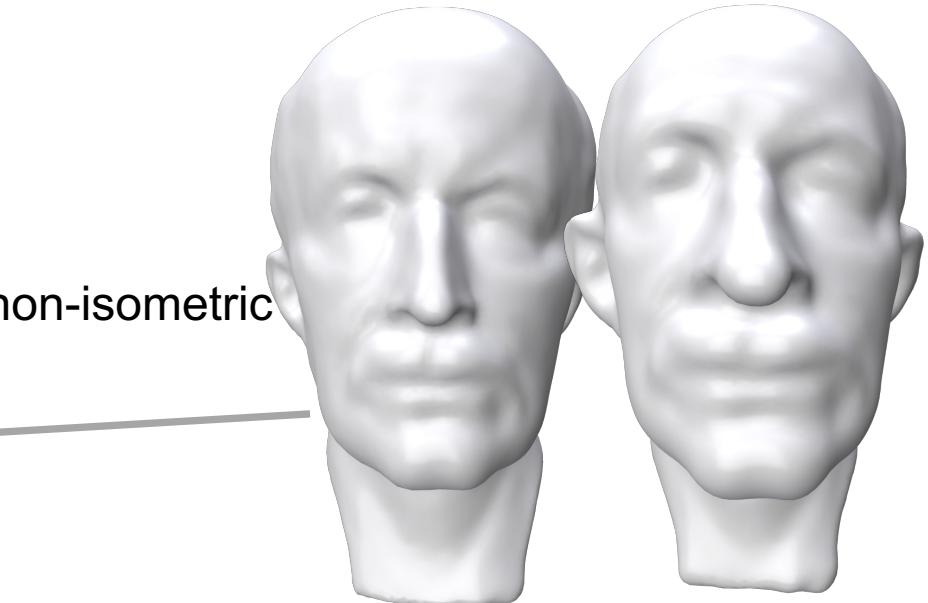
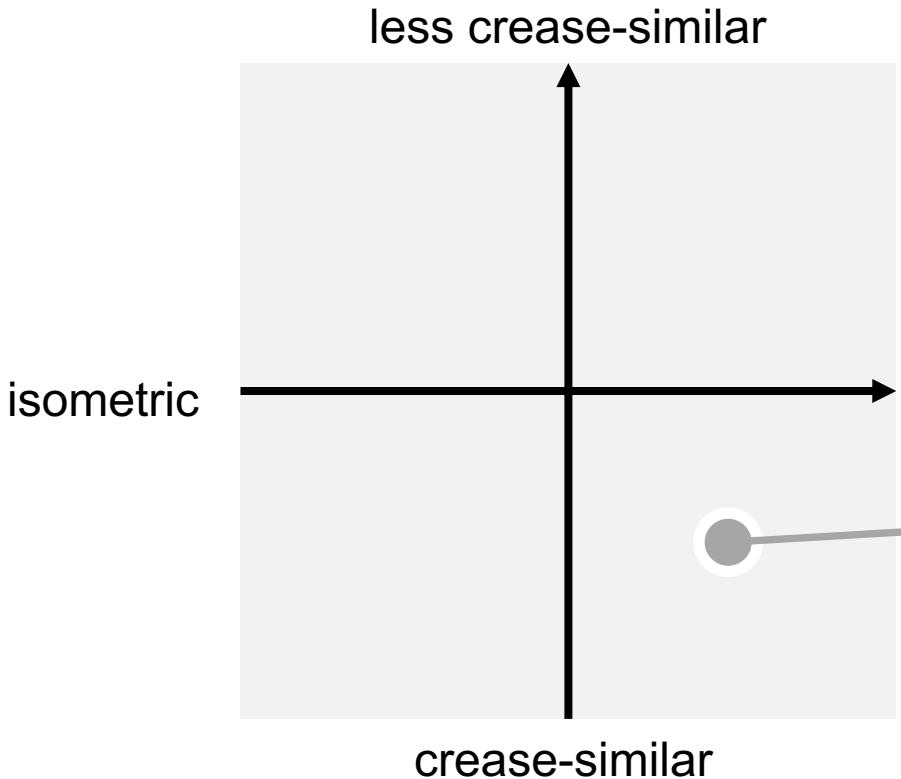
Challenge



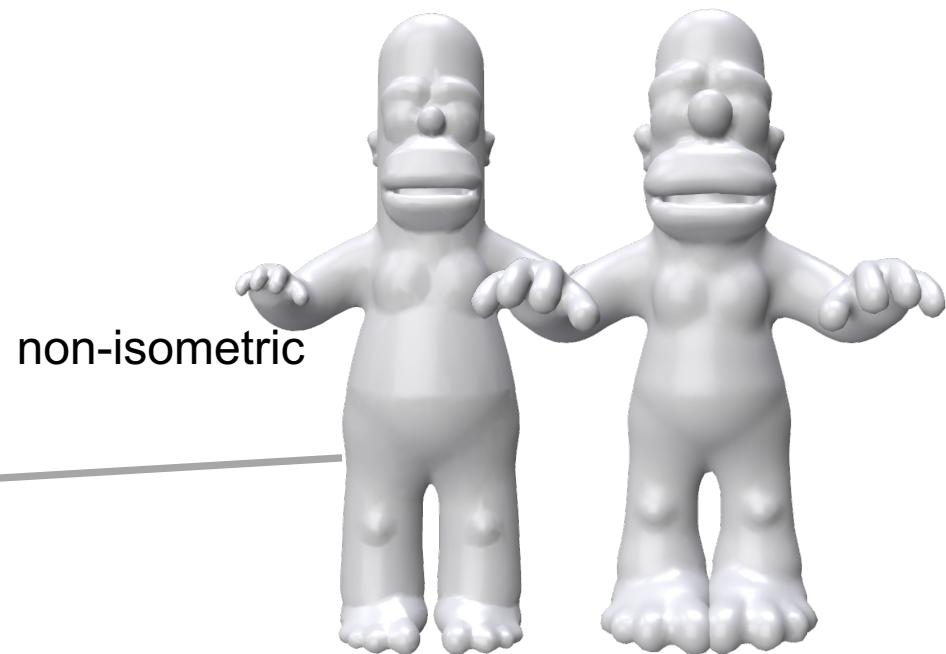
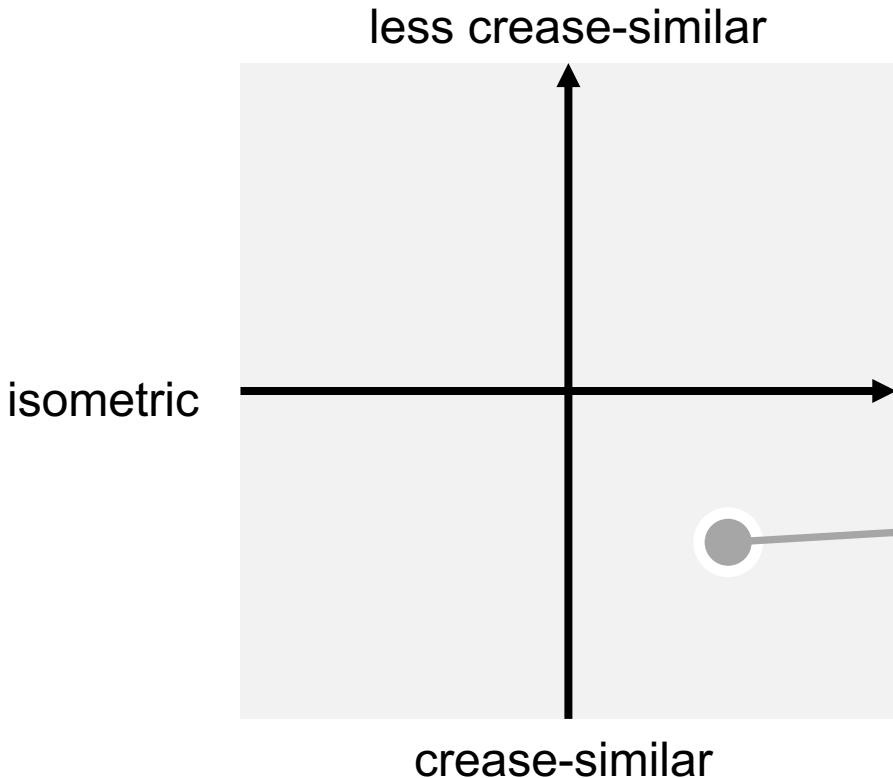
isometric



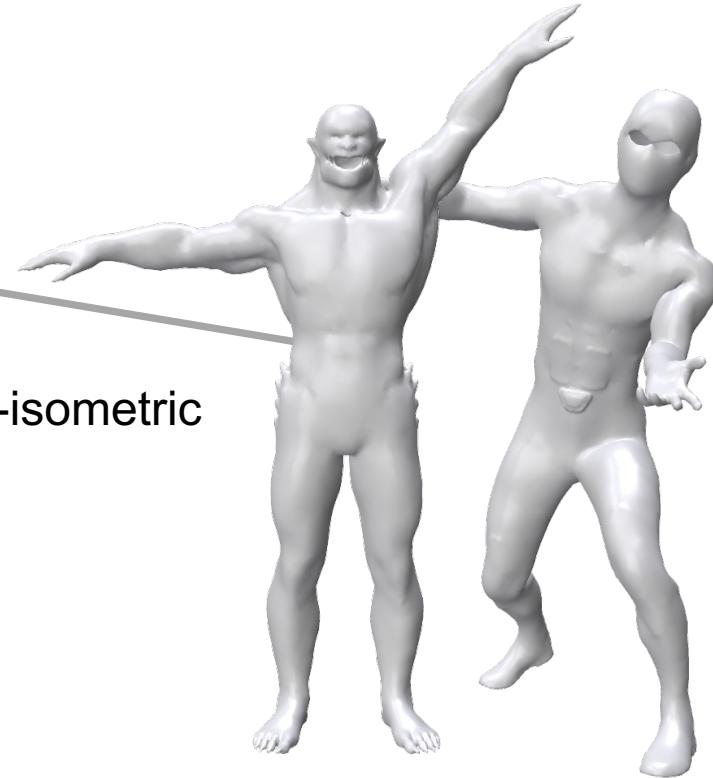
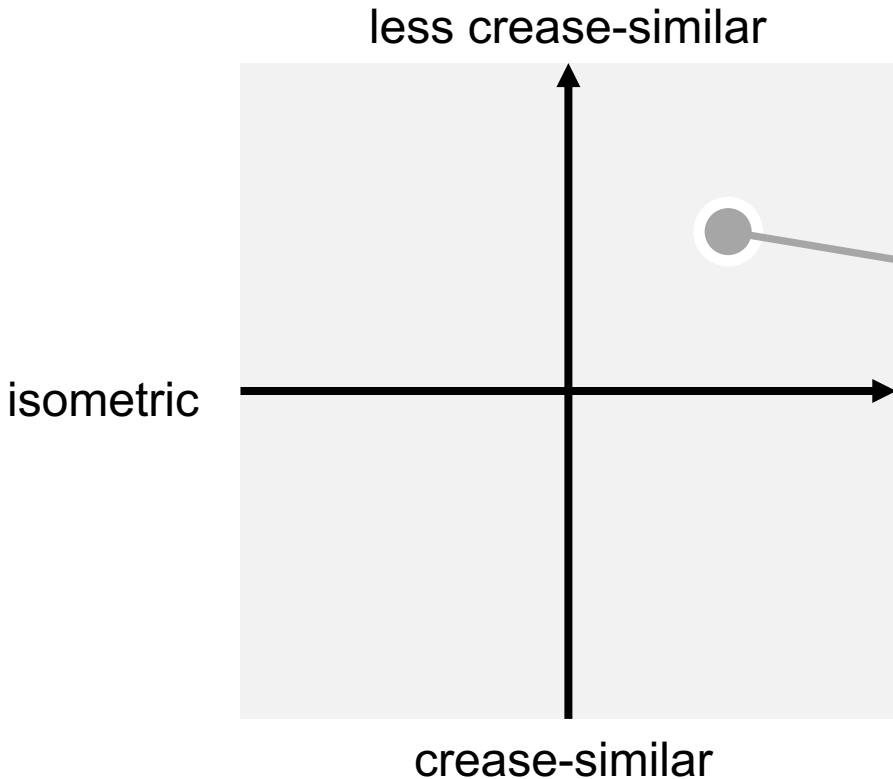
Challenge



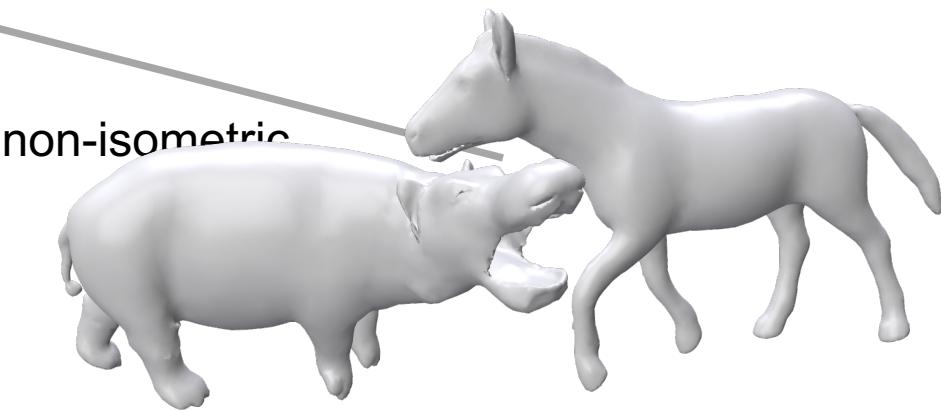
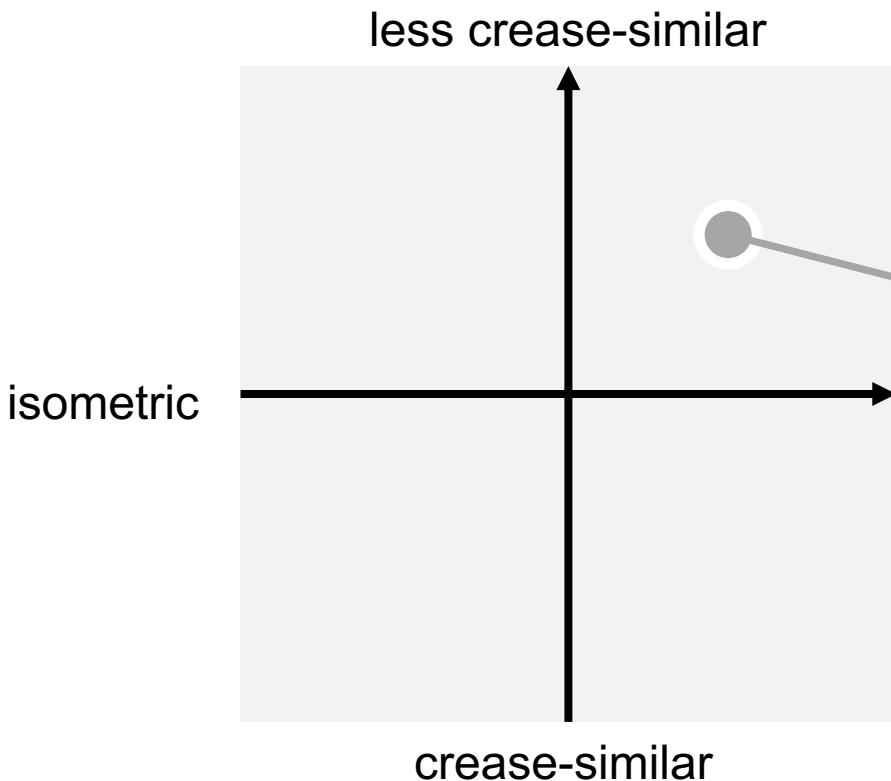
Challenge



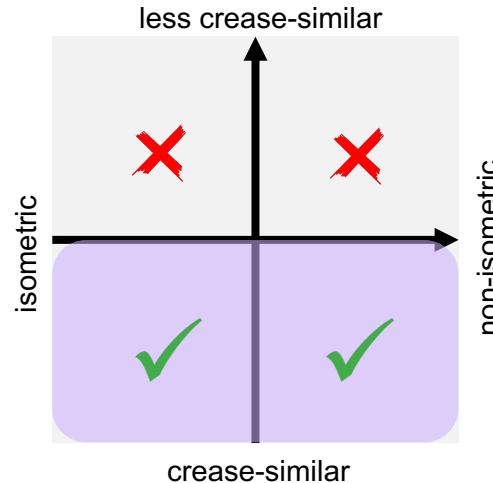
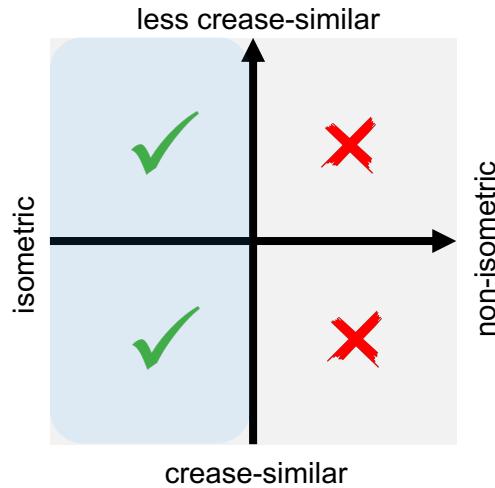
Challenge



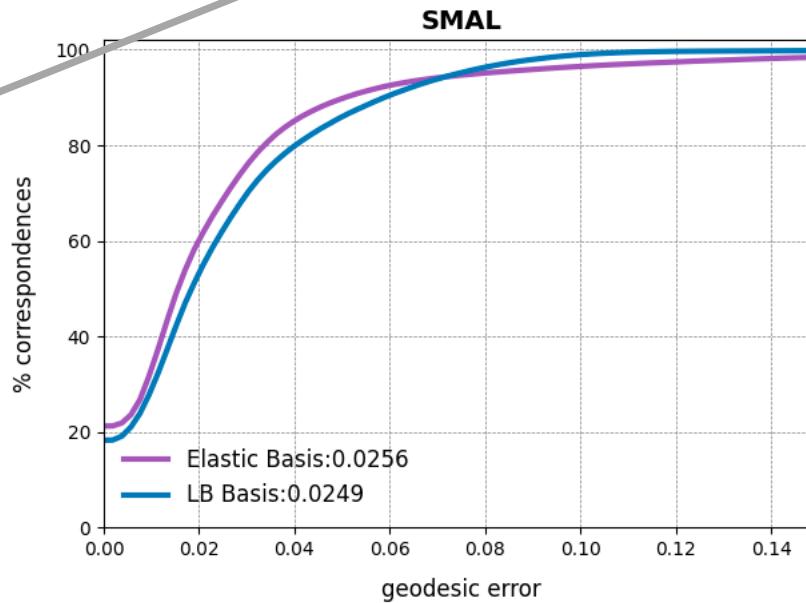
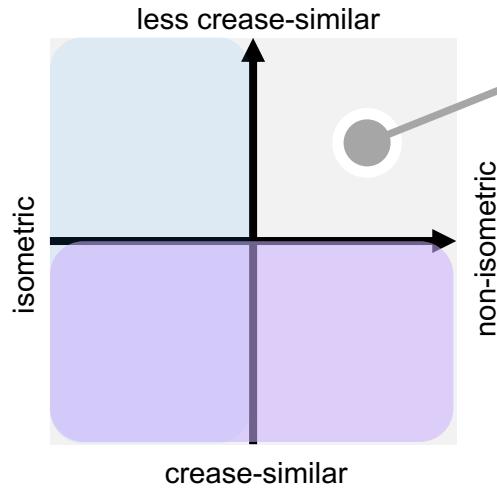
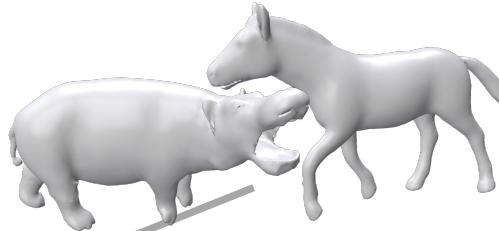
Challenge



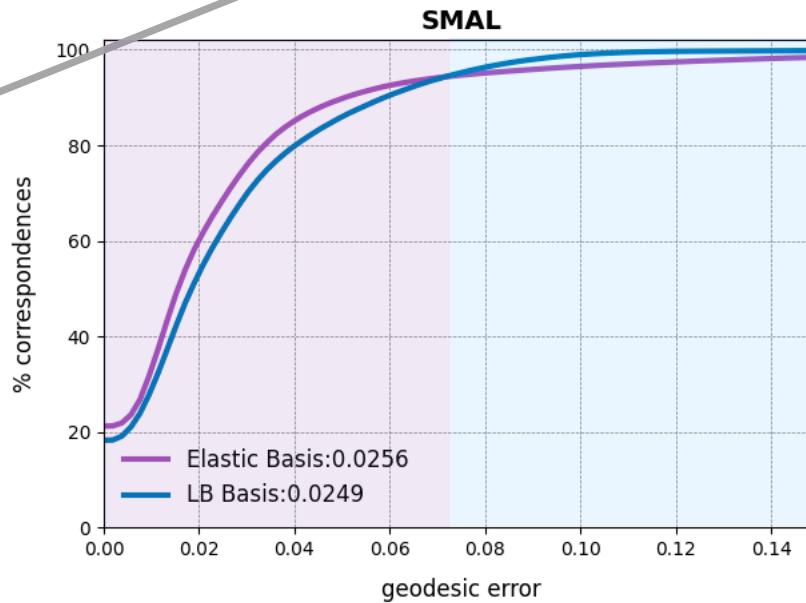
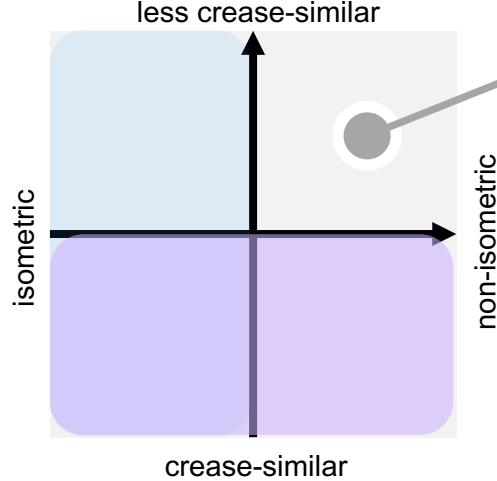
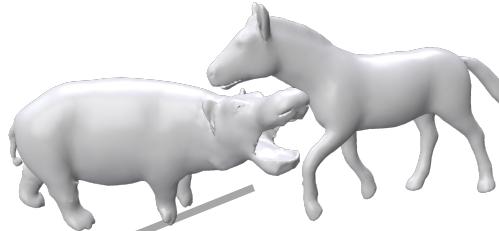
Challenge



Challenge



Challenge



Solution



Laplace-Beltrami Eigenbasis

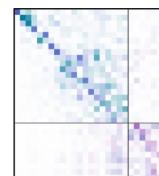
ϕ_1



ϕ_2



ϕ_3



Hybrid Functional Map



Elastic Eigenbasis

ψ_1



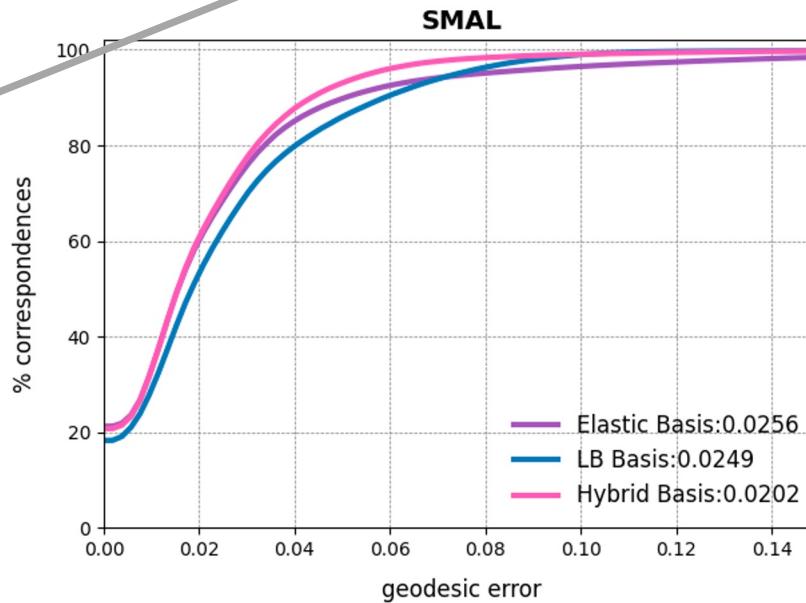
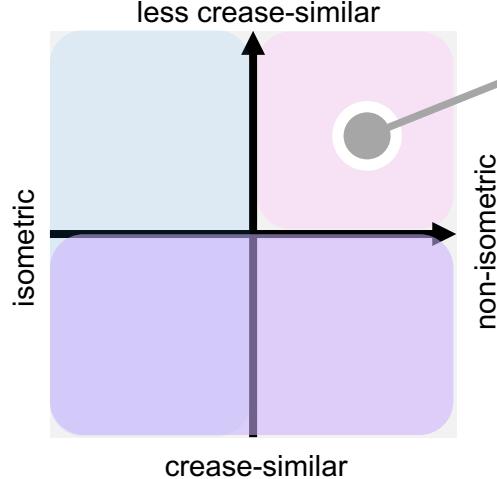
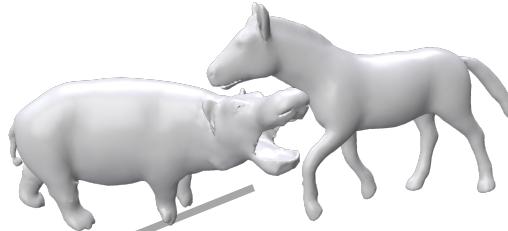
ψ_2



ψ_3

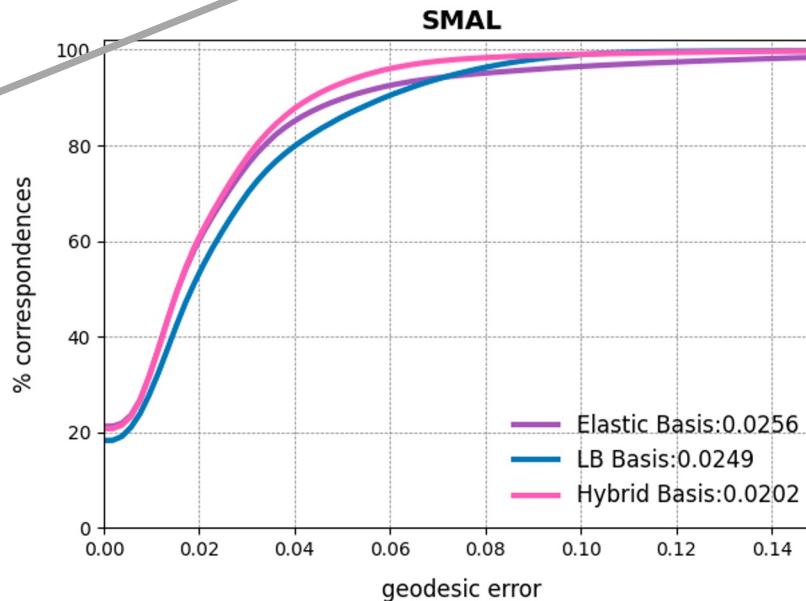
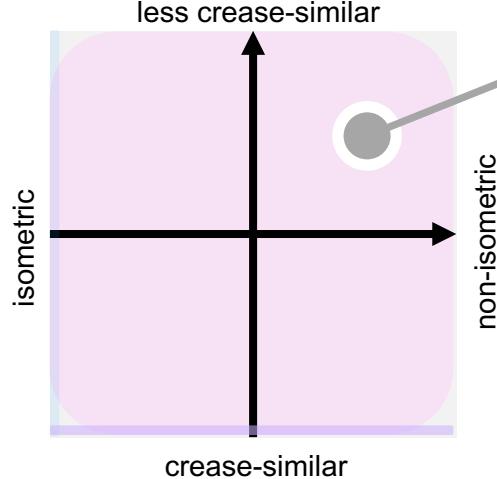
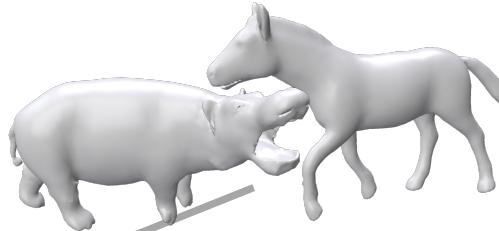


Challenge



TODO:GT Reconst title:
60 vs 60 vs 40_20basis

Challenge



Choice of Hybrid Basis

Top k Basis



ϕ_1

ϕ_2

ϕ_3

ϕ_4

ϕ_5

ϕ_6



ϕ_1

ϕ_2

ϕ_3

ϕ_4

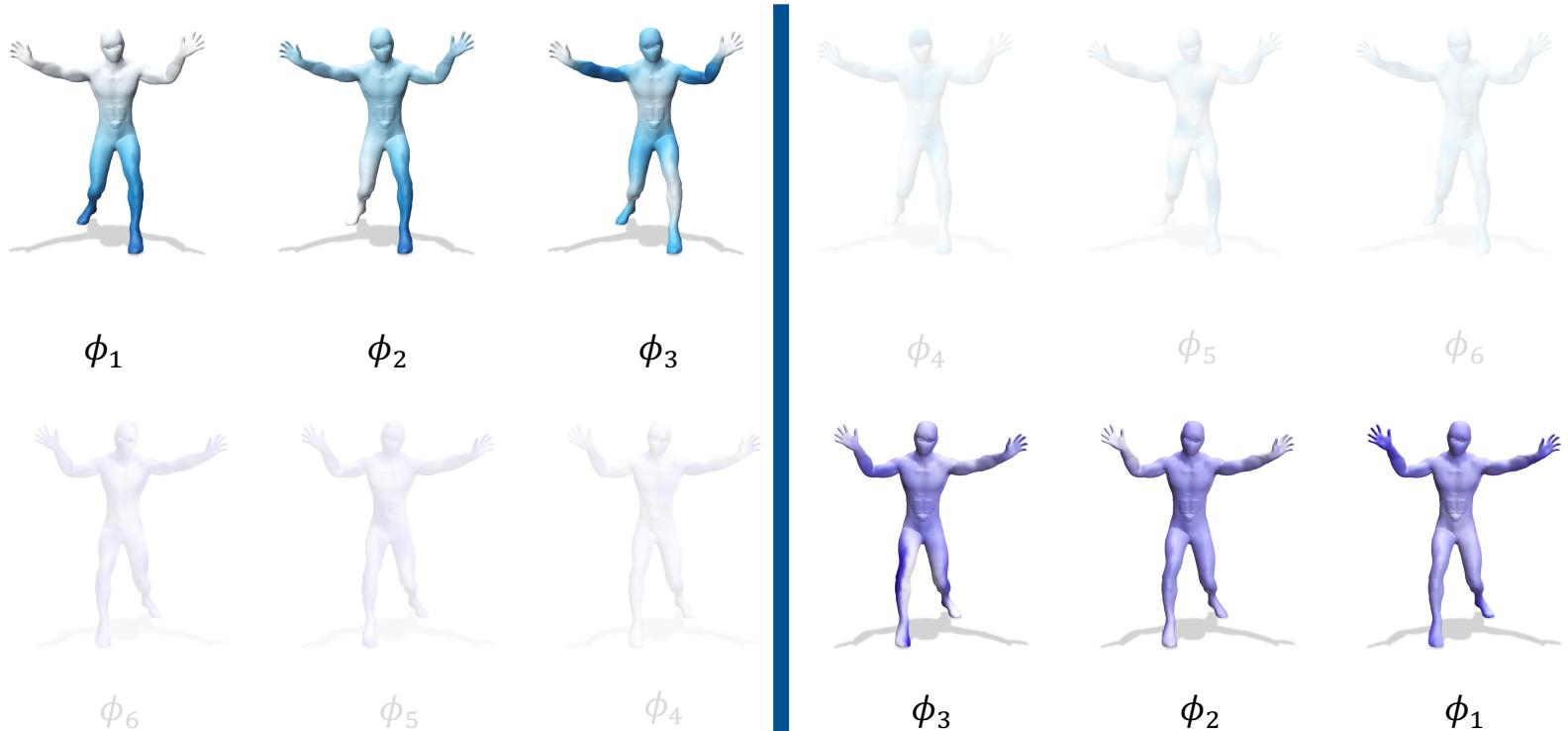
ϕ_5

ϕ_6

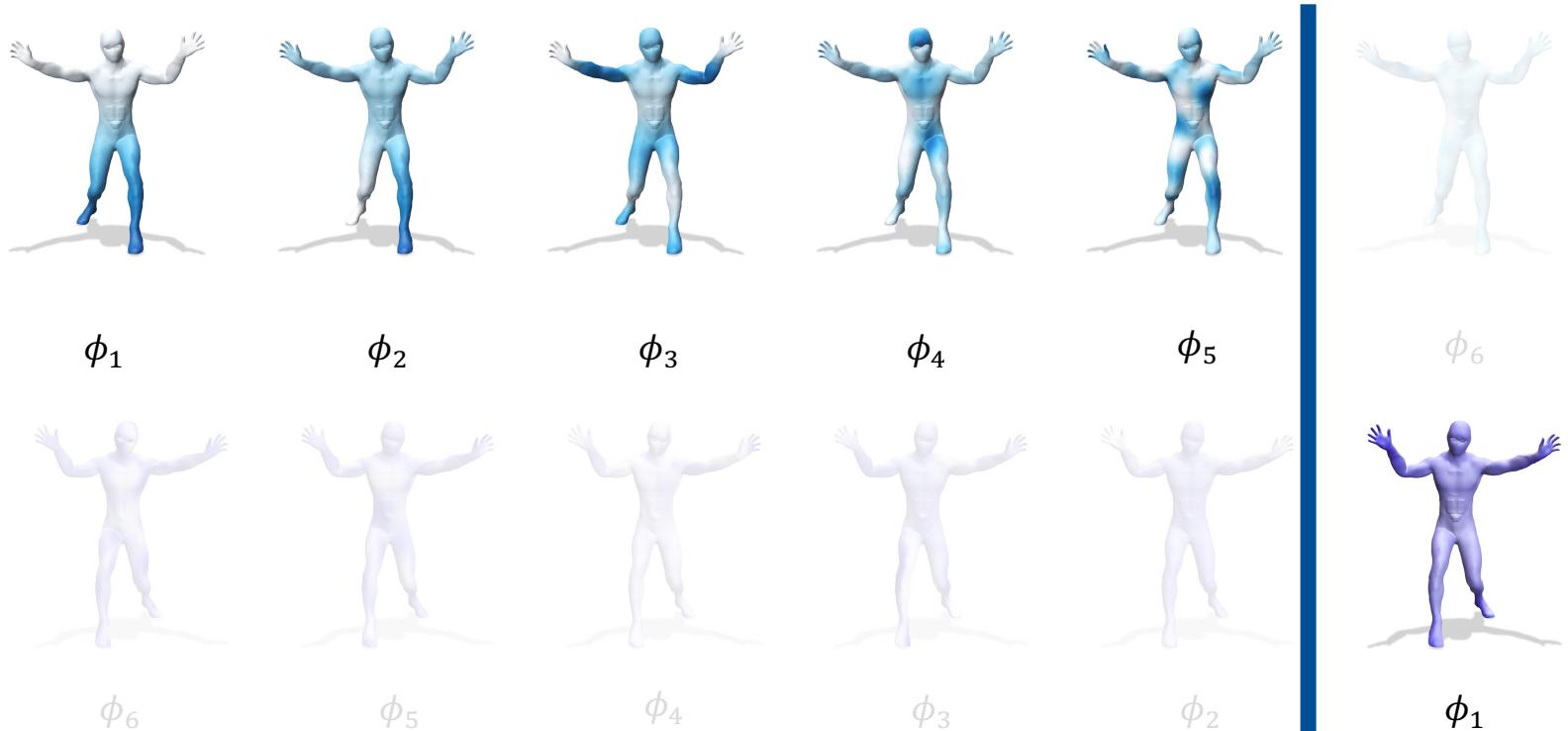
Choice of Hybrid Basis

 ϕ_1 ϕ_2 ϕ_3 ϕ_4 ϕ_5 ϕ_6  ϕ_6 ϕ_5 ϕ_4 ϕ_3 ϕ_2 ϕ_1

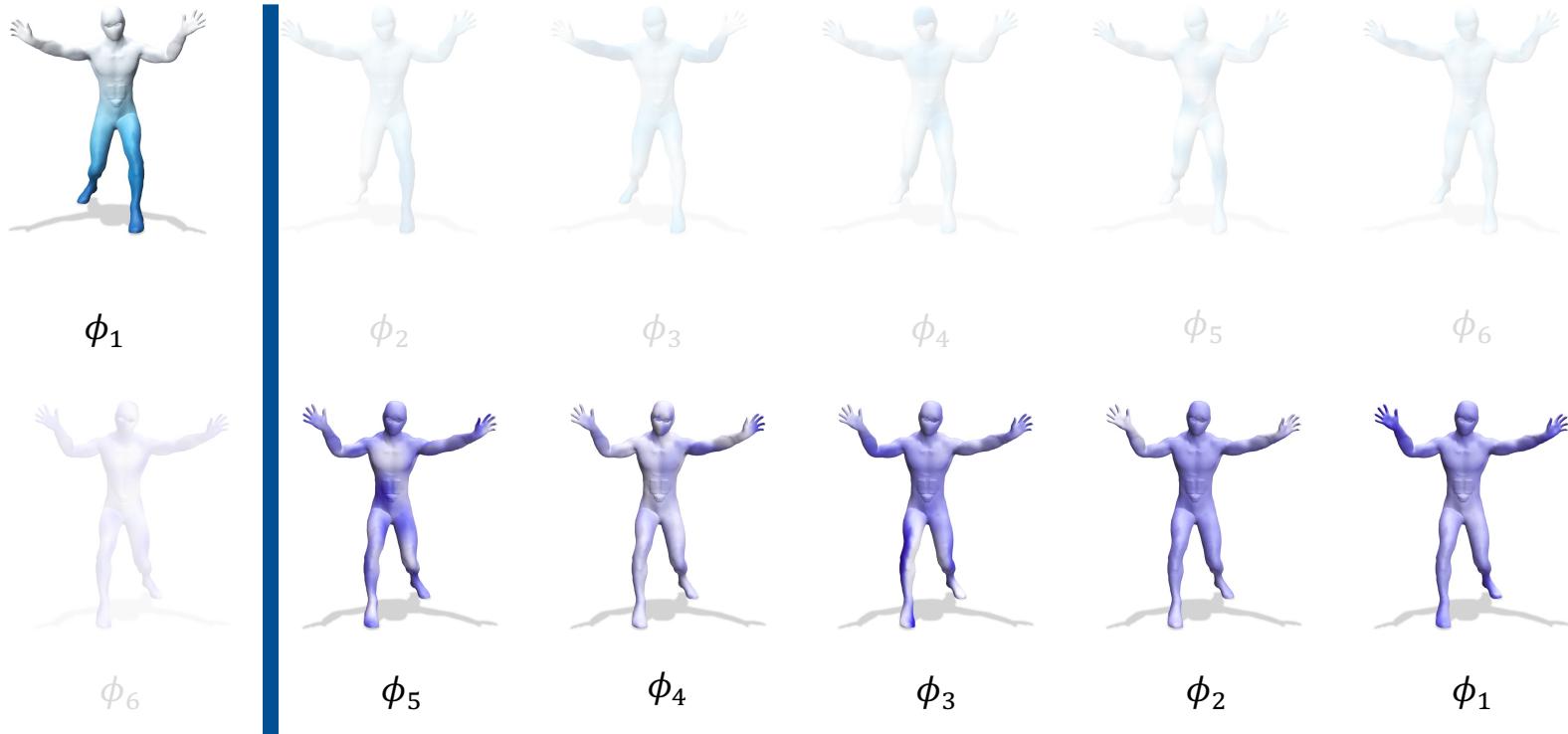
Choice of Hybrid Basis



Choice of Hybrid Basis



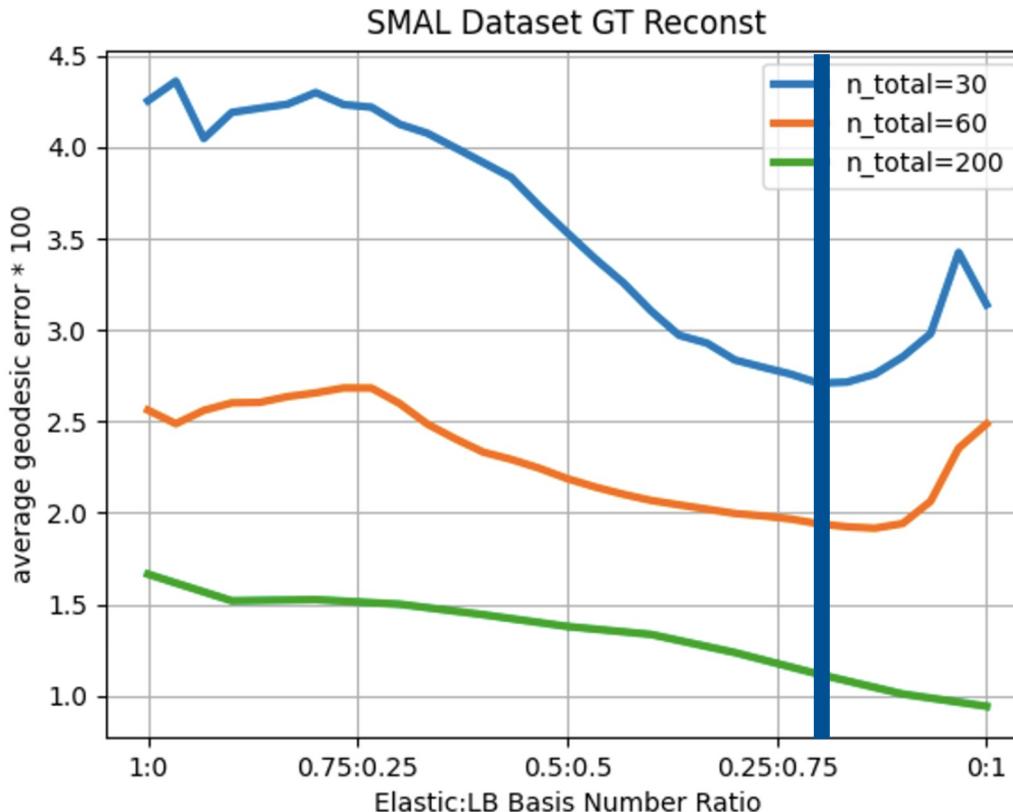
Choice of Hybrid Basis



Choice of Hybrid Basis

 ϕ_1  ϕ_2  ϕ_3  ϕ_4  ϕ_5  ϕ_6  ϕ_6  ϕ_5  ϕ_4  ϕ_3  ϕ_2  ϕ_1

Choice of Hybrid Basis

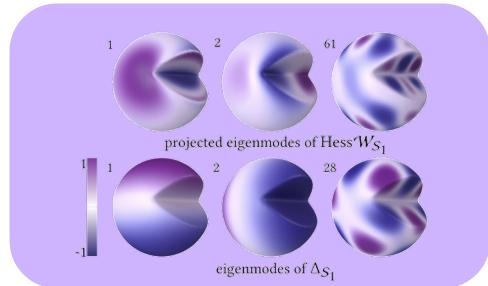


This provides some intuition

But GT Reconst doesn't tell a full story

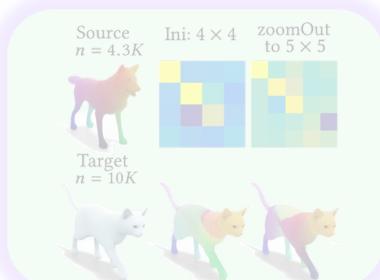
Can it work in the learned setting?

- Generalized FMap Framework

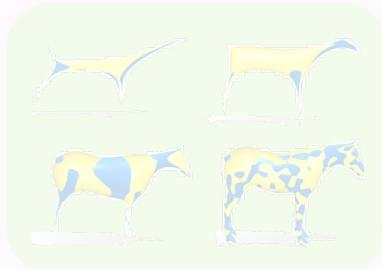


An Elastic Basis [Hartwig et al. 2023]

Deep Functional Map Methods



ZoomOut [Melzi et al. 2019]



Smooth Shells [Eisenberger et al. 2020]

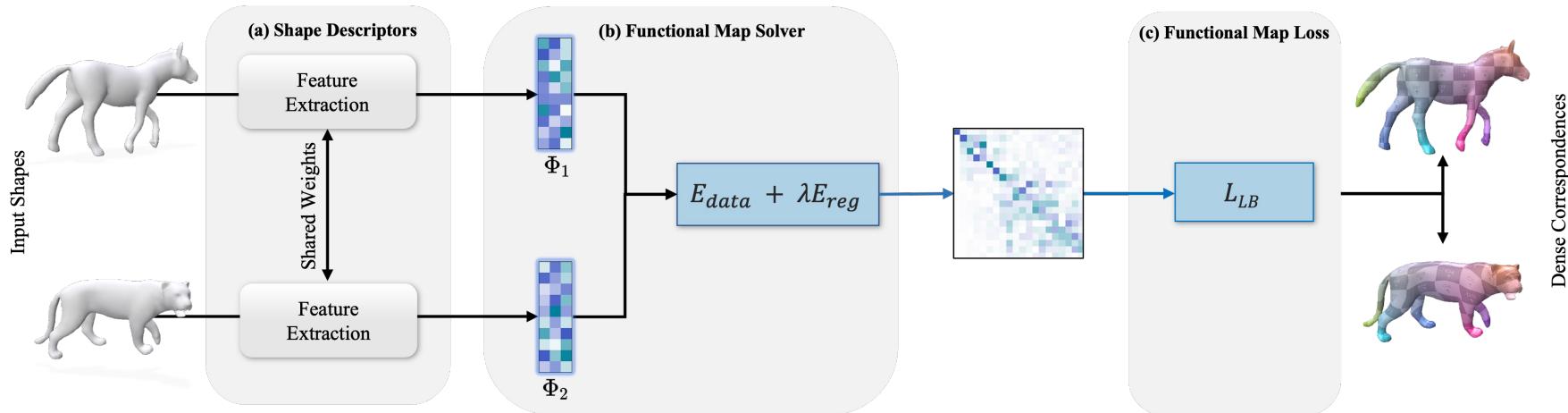


GeomFmaps [Donati et al. 2020]

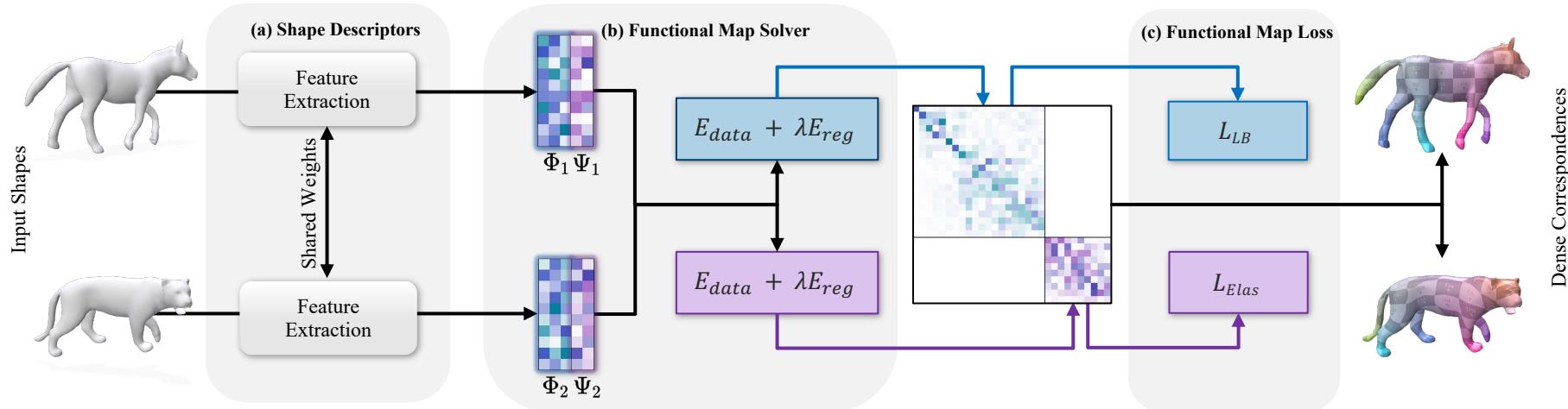


ULRSSM [Cao et al. 2023]

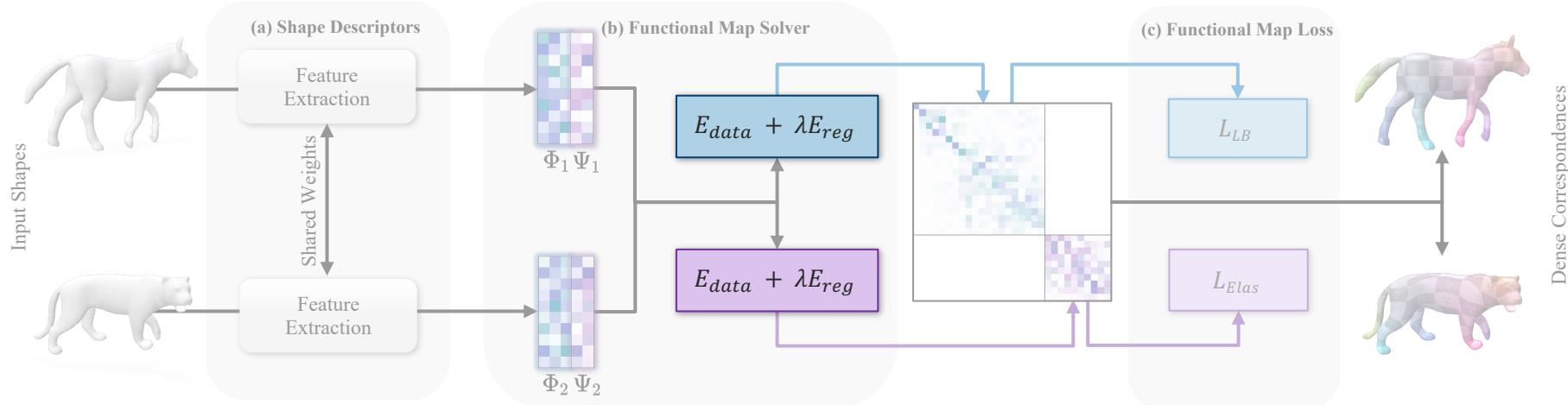
Classical Deep Functional Map Pipeline



Hybrid Deep Functional Map Pipeline



Regularized Functional Map Solver



Regularized Functional Map Solver

$$C^* = \arg \min_C E(C) = E_{\text{data}}(C) + \lambda E_{\text{reg}}(C)$$

$$E_{\text{data}}(C) = \|CD_{\Phi_1} - D_{\Phi_2}\|_F^2$$

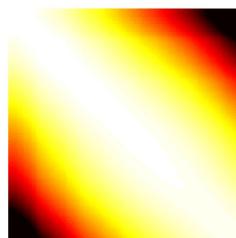
$$E_{\text{reg}}(C) = \|C\Lambda_1 - \Lambda_2 C\|_F^2$$

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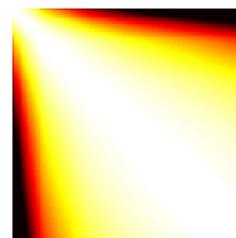
$$E_{\text{data}}(C) = \|CD_{\Psi_1} - D_{\Psi_2}\|_{M_{k,2}}^2$$

$$E_{\text{reg}}(C) = \|C\Lambda_1 - \Lambda_2 C\|_{HS}^2$$

Linear Operators Commutativity:
Standard Laplacian or Resolvent



Standard Laplacian.



Resolvent

Regularized Functional Map Solver

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$$A = D_{\Phi_1}$$

$$B = D_{\Phi_2}$$

$$\Delta_{ij} = (\Lambda_1(j) - \Lambda_2(i))^2$$

$$CAA^T + \lambda \Delta \cdot C = BA^T$$

$$(AA^T + \lambda \text{diag}(\Lambda_1(j) - \Lambda_2(i))^2)c_i = Ab_i$$

Solve for C row wise, result in solving
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$$\|CD_{\Psi_1} - D_{\Psi_2}\|_{M_{k,2}} = \|\sqrt{M_{k,2}}(CD_{\Psi_1} - D_{\Psi_2})\|_F$$

$$\|C\Lambda_1 - \Lambda_2 C\|_{HS} = \|\sqrt{M_{k,2}}(C\Lambda_1 - \Lambda_2 C)\sqrt{M_{k,1}^{-1}}\|_F$$

$$\text{vec}(ABC) = (C^\top \otimes A) \text{vec}(B)$$

$$\begin{aligned}&\|\sqrt{M_{k,2}}(CD_{\Psi_1} - D_{\Psi_2})\|_F \\&= \|vec(\sqrt{M_{k,2}}CD_{\Psi_1}) - vec(\sqrt{M_{k,2}}D_{\Psi_2})\|_2 \\&= \|((\sqrt{M_{k,2}}D_{\Psi_1})^\top \otimes I)vec(C) - vec(\sqrt{M_{k,2}}D_{\Psi_2})\|_2\end{aligned}$$

Regularized Functional Map Solver

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$$A = (\sqrt{M_{k,2}}D_{\Psi_1})^\top \otimes I$$

$$B = \sqrt{M_{k,2}}D_{\Psi_2}$$

$$\zeta = (\Lambda_1 \sqrt{M_{k,1}^{-1}}) \otimes \sqrt{M_{k,2}} - \sqrt{M_{k,1}^{-1}} \otimes (\sqrt{M_{k,2}} \Lambda_2)$$

$$CAA^T + \lambda \Delta \cdot C = BA^T$$

$$(A^\top A + \lambda \zeta^\top \zeta) vec(C) = A^\top vec(B)$$

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Solve for C using Kronecker product and vectorizations, results in a single $k^2 \times k^2$ linear system

$$CAA^T + \lambda \Delta \cdot C = BA$$

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Regularized Functional Map Solver

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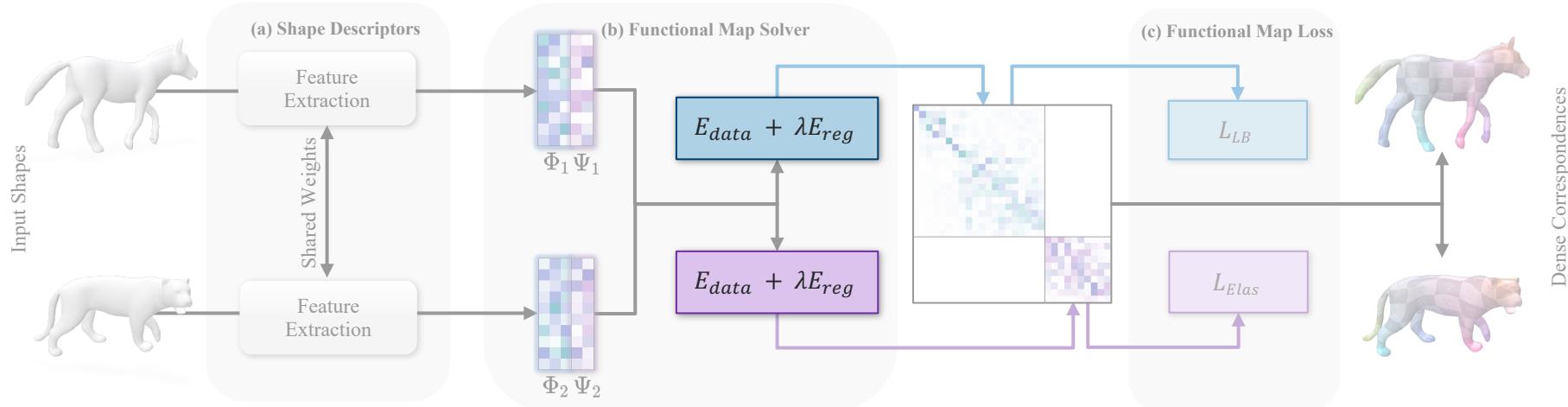
Solve for C row wise, result in solving
 k times $k \times k$ linear system

Solve for C using Kronecker product
and vectorizations, results in a single
 $k^2 \times k^2$ linear system

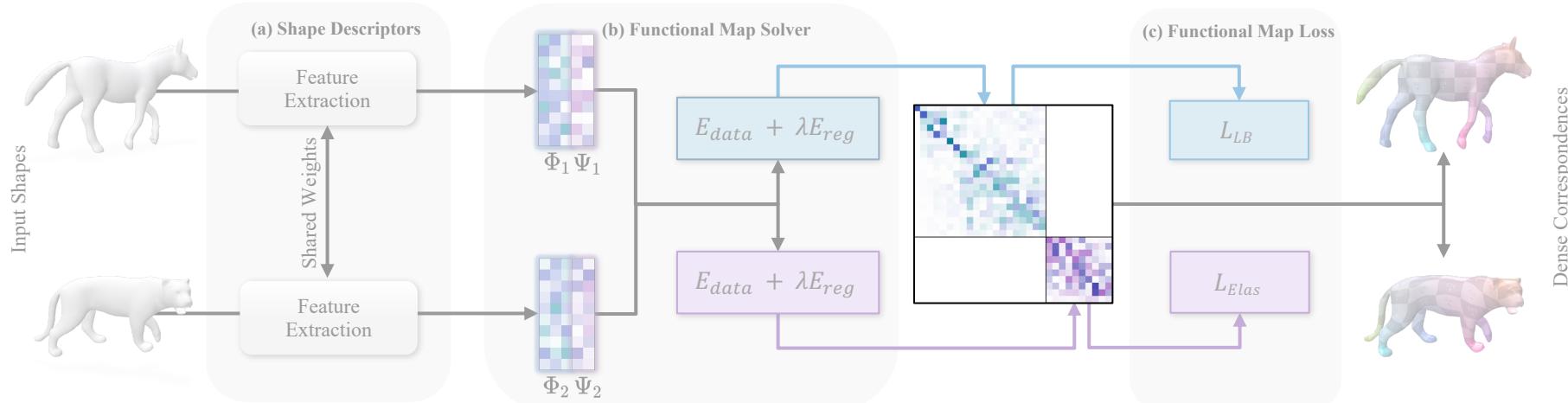
For $k < 100$, this is still feasible

For $k > 100$, prohibitively expensive

Regularized Functional Map Solver



Map Block Separation

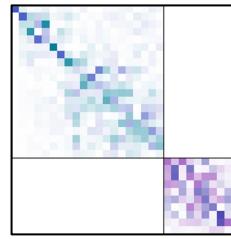
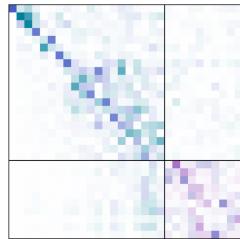


Motivations:

Map Block Separation

Motivations:

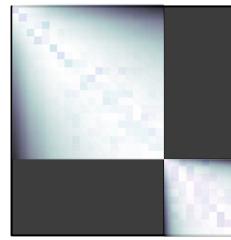
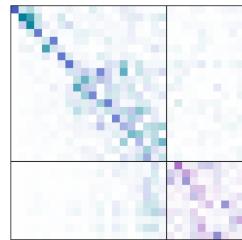
1. Regularization



Map Block Separation

Motivations:

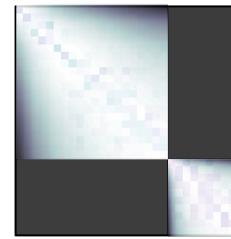
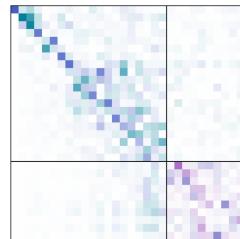
1. Regularization



Map Block Separation

Motivations:

1. Regularization



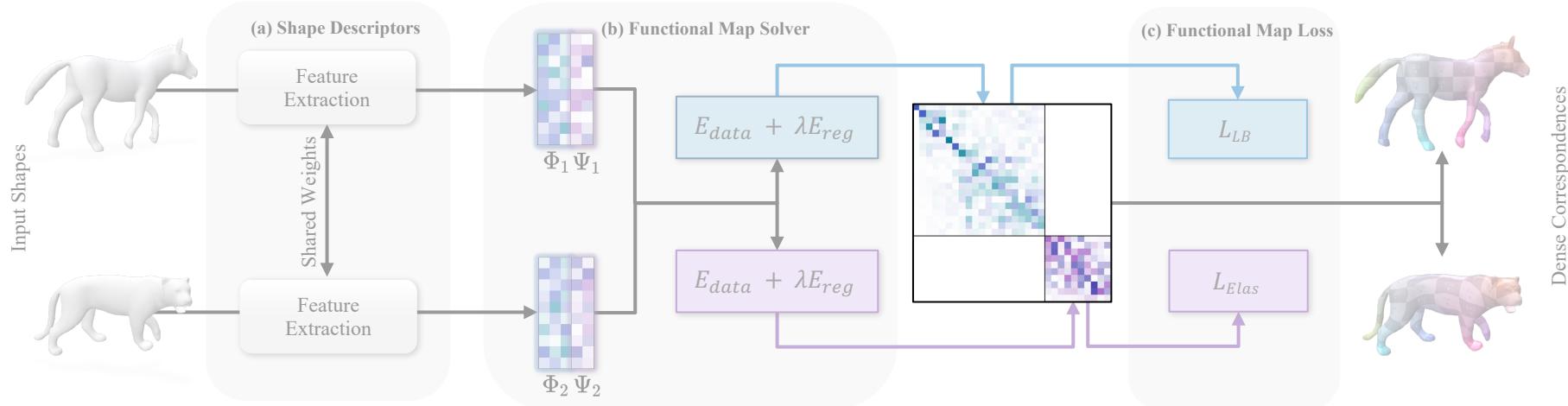
2. Computation

Solve for C using Kronecker product and vectorizations, results in a single $k^2 \times k^2$ linear system

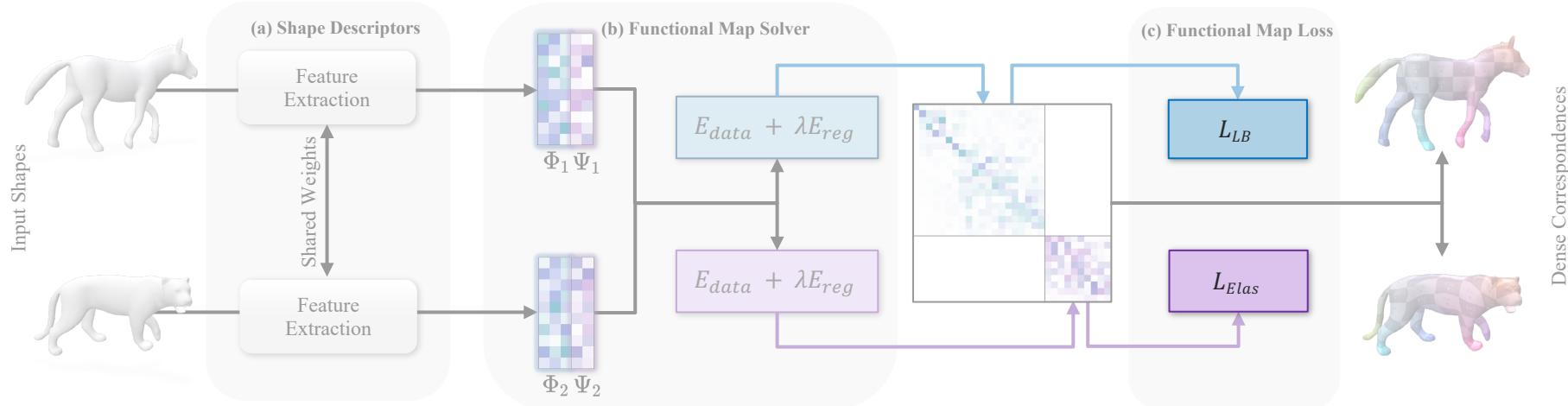
For $k < 100$, this is feasible

For $k > 100$, prohibitively expensive

Map Block Separation



Functional Map Loss



Functional Map Loss

$$\mathcal{L}_{\text{LB}} = \|C - C_{\text{gt}}\|_F^2$$

$$\begin{aligned}\mathcal{L}_{\text{Ela}} &= \|C - C_{\text{gt}}\|_{\text{HS}}^2 \\ &= \|\sqrt{M_{k,2}}(C - C_{\text{gt}})\sqrt{M_{k,1}^{-1}}\|_F^2\end{aligned}$$



GeomFmaps [Donati et al. 2020]

Functional Map Loss

$$\mathcal{L}_{\text{orth}} = \|C_{12}^* C_{12} - I\|_F^2 + \|C_{21}^* C_{21} - I\|_F^2$$

$$L_{\text{bij}} = \|C_{12} C_{21} - I\|_F^2 + \|C_{21} C_{12} - I\|_F^2$$

$$\mathcal{L}_{\text{couple}} = \|C_{12} - \Phi_2^\dagger \Pi_{21} \Phi_1\|_F^2 + \|C_{21} - \Phi_1^\dagger \Pi_{12} \Phi_2\|_F^2$$

$$\mathcal{L}_{\text{orth}} = \|C_{12}^* C_{12} - I\|_{HS}^2 + \|C_{21}^* C_{21} - I\|_{HS}^2$$

$$L_{\text{bij}} = \|C_{12} C_{21} - I\|_{HS}^2 + \|C_{21} C_{12} - I\|_{HS}^2$$

$$\mathcal{L}_{\text{couple}} = \|C_{12} - \Psi_2^\dagger \Pi_{21} \Psi_1\|_{HS}^2 + \|C_{21} - \Psi_1^\dagger \Pi_{12} \Psi_2\|_{HS}^2$$



ULRSSM [Cao et al. 2023]

Functional Map Loss

$$\mathcal{L}_{\text{orth}} = \|C_{12}^* C_{12} - I\|_F^2 + \|C_{21}^* C_{21} - I\|_F^2$$

$$L_{\text{bij}} = \|C_{12} C_{21} - I\|_F^2 + \|C_{21} C_{12} - I\|_F^2$$

$$\mathcal{L}_{\text{couple}} = \|C_{12} - \Phi_2^\dagger \Pi_{21} \Phi_1\|_F^2 + \|C_{21} - \Phi_1^\dagger \Pi_{12} \Phi_2\|_F^2$$

$$\mathcal{L}_{\text{orth}} = \|C_{21}^* C_{21} - I\|_F^2 + \|C_{12}^* C_{12} - I\|_F^2$$

$$L_{\text{bij}} = \|C_{12} C_{21} - I\|_F^2 + \|C_{21} C_{12} - I\|_F^2$$

$$\begin{aligned} \mathcal{L}_{\text{couple}} = & \left\| \sqrt{M_{k,2}} (C_{12} - \Psi_2^\dagger \Pi_{21} \Psi_1) \sqrt{M_{k,1}^{-1}} \right\|_F^2 \\ & + \left\| \sqrt{M_{k,1}} (C_{21} - \Psi_1^\dagger \Pi_{12} \Psi_2) \sqrt{M_{k,2}^{-1}} \right\|_F^2 \end{aligned}$$



ULRSSM [Cao et al. 2023]

Implementation Details

Final Total Loss:

$$\mathcal{L}_{\text{total}} = \alpha \mathcal{L}_{\text{LB}} + \mu \beta \mathcal{L}_{\text{Ela}}$$

$$\alpha = \frac{1}{2} \cdot \frac{k^2}{(k-l)^2} \quad \beta = \frac{1}{2} \cdot \frac{k^2}{l^2}$$



- Normalizing Factors

Implementation Details

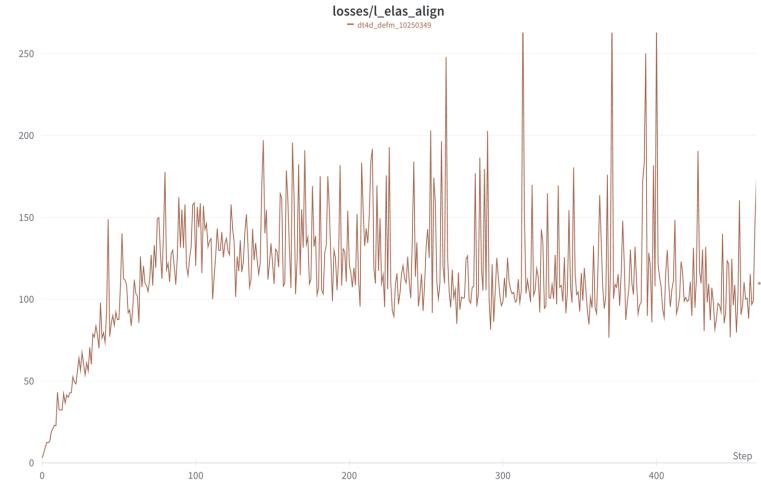
Final Total Loss:

$$\mathcal{L}_{\text{total}} = \alpha \mathcal{L}_{\text{LB}} + \mu \beta \mathcal{L}_{\text{Elas}}$$

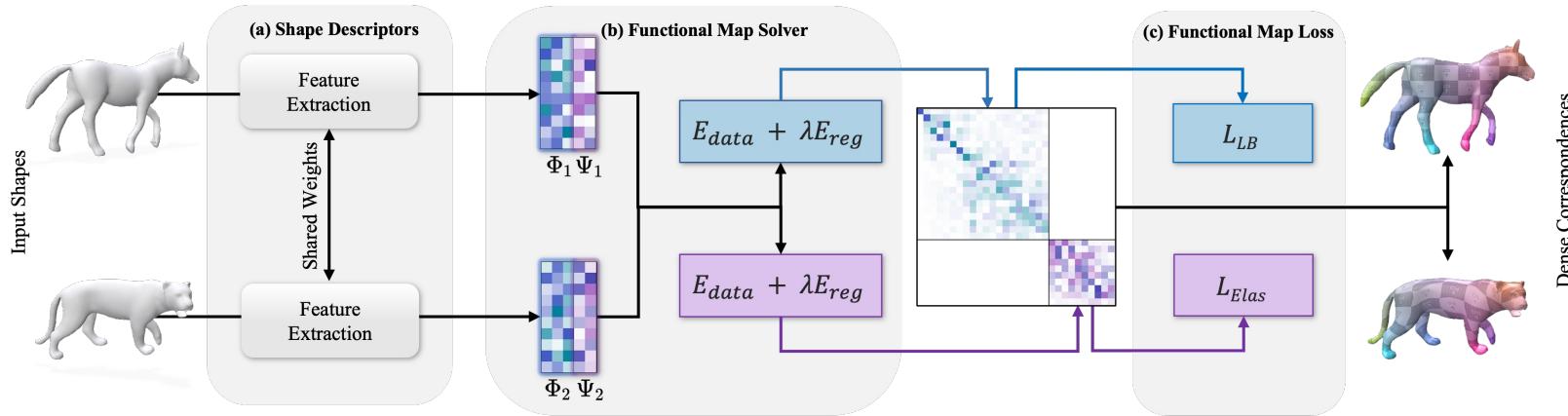
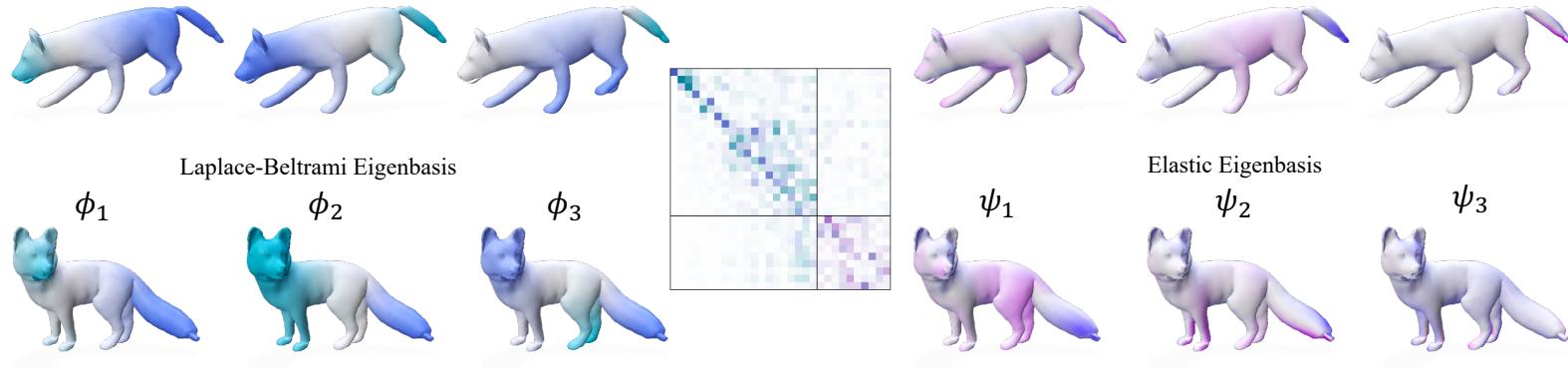
$$\alpha = \frac{1}{2} \cdot \frac{k^2}{(k-l)^2}$$

$$\beta = \frac{1}{2} \cdot \frac{k^2}{l^2}$$

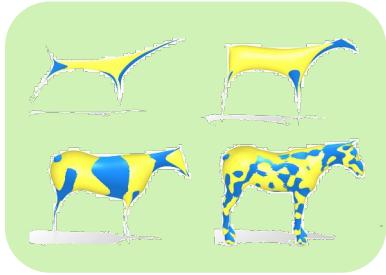
- Normalizing Factors
- Additional Linearly increasing Elastic Loss over the first 2000 iters



That's everything



Results: it works



Smooth Shells [Eisenberger et al. 2020]

Axiomatic

		FAUST	SCAPE	SHREC'19 [†]	SMAL	DT4D-H intra-class	DT4D-H inter-class	TOPKIDS
<i>Axiomatic</i>	ZoomOut [33]	6.1	7.5	-	38.4	4.0	29.0	33.7
	DiscreteOp [41]	5.6	13.1	-	38.1	3.6	27.6	35.5
	Smooth Shells [16]	2.5	4.2	-	30.0	1.1	6.3	10.8
	Hybrid Smooth Shells (ours)	2.6	4.2	-	28.4	x	x	7.5
<i>Sup.</i>	FMNet [27]	11.0	33.0	-	42.0	9.6	38.0	-
	GeomFMaps [13]	2.6	3.0	7.9	8.4	2.1	4.3	-
	Hybrid GeomFMaps (ours)	2.4	2.8	5.6	7.6	2.3	4.2	-
<i>Unsupervised</i>	Deep Shells [17]	1.7	2.5	21.1	29.3	3.4	31.1	13.7
	DUO-FMNet [15]	2.5	4.2	6.4	6.7	2.6	15.8	-
	AttentiveFMaps-Fast [25]	1.9	2.1	6.3	5.8	1.2	14.6	28.5
	AttentiveFMaps [25]	1.9	2.2	5.8	5.4	1.7	11.6	23.4
	SSCDFM [48]	1.7	2.6	3.8	5.4	1.2	6.1	-
	ULRSSM [10]	1.6	1.9	4.6	3.9	0.9	4.1	9.2
	Hybrid ULRSSM (ours)	1.4	1.8	4.1	3.3	1.0	3.5	5.1

Results: it works



GeomFmaps [Donati et al. 2020]

Supervised Learning

		FAUST	SCAPE	SHREC'19 [†]	SMAL	DT4D-H		TOPKIDS
						intra-class	inter-class	
Axiomatic	ZoomOut [33]	6.1	7.5	-	38.4	4.0	29.0	33.7
	DiscreteOp [41]	5.6	13.1	-	38.1	3.6	27.6	35.5
	Smooth Shells [16]	2.5	4.2	-	30.0	1.1	6.3	10.8
	Hybrid Smooth Shells (ours)	2.6	4.2	-	28.4	x	x	7.5
Sup.	FMNet [27]	11.0	33.0	-	42.0	9.6	38.0	-
	GeomFMaps [13]	2.6	3.0	7.9	8.4	2.1	4.3	-
	Hybrid GeomFMaps (ours)	2.4	2.8	5.6	7.6	2.3	4.2	-
Unsupervised	Deep Shells [17]	1.7	2.5	21.1	29.3	3.4	31.1	13.7
	DUO-FMNet [15]	2.5	4.2	6.4	6.7	2.6	15.8	-
	AttentiveFMaps-Fast [25]	1.9	2.1	6.3	5.8	1.2	14.6	28.5
	AttentiveFMaps [25]	1.9	2.2	5.8	5.4	1.7	11.6	23.4
	SSCDFM [48]	1.7	2.6	3.8	5.4	1.2	6.1	-
	ULRSSM [10]	1.6	1.9	4.6	3.9	0.9	4.1	9.2
	Hybrid ULRSSM (ours)	1.4	1.8	4.1	3.3	1.0	3.5	5.1

Results: it works

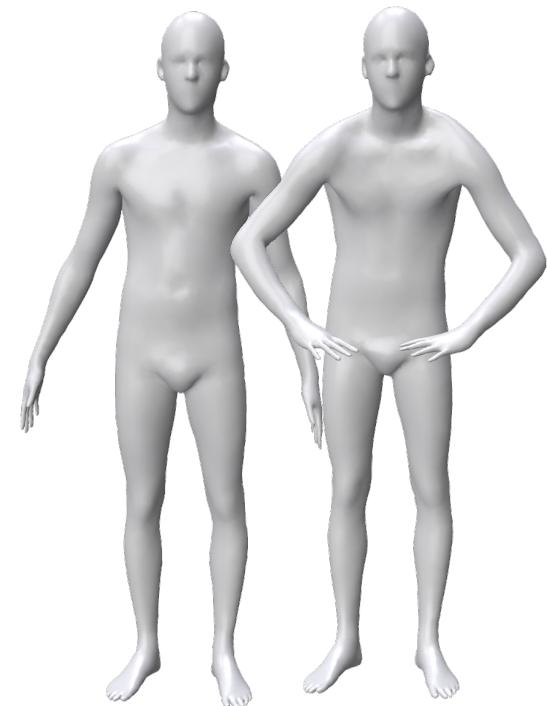


ULRSSM [Cao et al. 2023]

Unsupervised Learning

		FAUST	SCAPE	SHREC'19 [†]	SMAL	DT4D-H		TOPKIDS
						intra-class	inter-class	
Axiomatic	ZoomOut [33]	6.1	7.5	-	38.4	4.0	29.0	33.7
	DiscreteOp [41]	5.6	13.1	-	38.1	3.6	27.6	35.5
	Smooth Shells [16]	2.5	4.2	-	30.0	1.1	6.3	10.8
	Hybrid Smooth Shells (ours)	2.6	4.2	-	28.4	x	x	7.5
Sup.	FMNet [27]	11.0	33.0	-	42.0	9.6	38.0	-
	GeomFMaps [13]	2.6	3.0	7.9	8.4	2.1	4.3	-
	Hybrid GeomFMaps (ours)	2.4	2.8	5.6	7.6	2.3	4.2	-
Unsupervised	Deep Shells [17]	1.7	2.5	21.1	29.3	3.4	31.1	13.7
	DUO-FMNet [15]	2.5	4.2	6.4	6.7	2.6	15.8	-
	AttentiveFMaps-Fast [25]	1.9	2.1	6.3	5.8	1.2	14.6	28.5
	AttentiveFMaps [25]	1.9	2.2	5.8	5.4	1.7	11.6	23.4
	SSCDFM [48]	1.7	2.6	3.8	5.4	1.2	6.1	-
	ULRSSM [10]	1.6	1.9	4.6	3.9	0.9	4.1	9.2
	Hybrid ULRSSM (ours)	1.4	1.8	4.1	3.3	1.0	3.5	5.1

Results: it works



Near-Isometric

	FAUST	SCAPE	SHREC'19 [†]	SMAL	DT4D-H		TOPKIDS
					intra-class	inter-class	
<i>Axiomatic</i>	ZoomOut [33]	6.1	7.5	-	38.4	4.0	29.0
	DiscreteOp [41]	5.6	13.1	-	38.1	3.6	27.6
	Smooth Shells [16]	2.5	4.2	-	30.0	1.1	6.3
	Hybrid Smooth Shells (ours)	2.6	4.2	-	28.4	x	x
<i>Sup.</i>	FMNet [27]	11.0	33.0	-	42.0	9.6	38.0
	GeomFMaps [13]	2.6	3.0	7.9	8.4	2.1	4.3
	Hybrid GeomFMaps (ours)	2.4	2.8	5.6	7.6	2.3	4.2
<i>Unsupervised</i>	Deep Shells [17]	1.7	2.5	21.1	29.3	3.4	31.1
	DUO-FMNet [15]	2.5	4.2	6.4	6.7	2.6	15.8
	AttentiveFMaps-Fast [25]	1.9	2.1	6.3	5.8	1.2	14.6
	AttentiveFMaps [25]	1.9	2.2	5.8	5.4	1.7	11.6
	SSCDFM [48]	1.7	2.6	3.8	5.4	1.2	6.1
	ULRSSM [10]	1.6	1.9	4.6	3.9	0.9	4.1
	Hybrid ULRSSM (ours)	1.4	1.8	4.1	3.3	1.0	3.5
							5.1

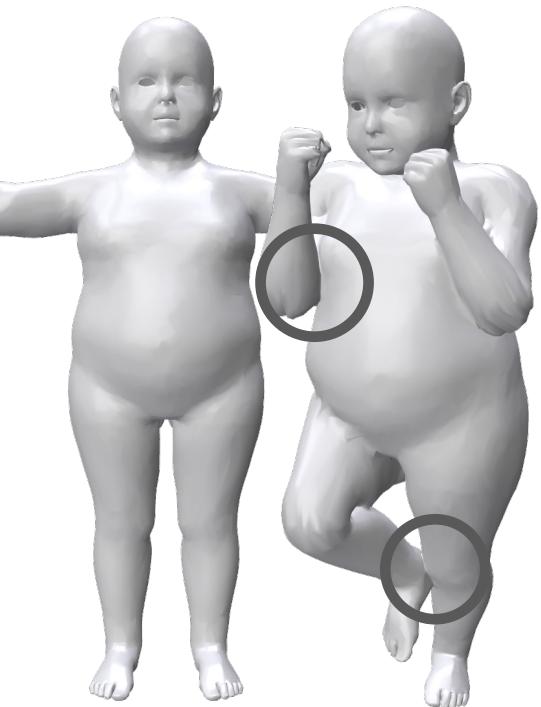
Results: it works



Non-Isometric

		FAUST	SCAPE	SHREC'19 [†]	SMAL	DT4D-H	TOPKIDS
					intra-class	inter-class	
Axiomatic	ZoomOut [33]	6.1	7.5	-	38.4	4.0	29.0
	DiscreteOp [41]	5.6	13.1	-	38.1	3.6	27.6
	Smooth Shells [16]	2.5	4.2	-	30.0	1.1	6.3
	Hybrid Smooth Shells (ours)	2.6	4.2	-	28.4	x	x
Sup.	FMNet [27]	11.0	33.0	-	42.0	9.6	38.0
	GeomFMaps [13]	2.6	3.0	7.9	8.4	2.1	4.3
	Hybrid GeomFMaps (ours)	2.4	2.8	5.6	7.6	2.3	4.2
Unsupervised	Deep Shells [17]	1.7	2.5	21.1	29.3	3.4	31.1
	DUO-FMNet [15]	2.5	4.2	6.4	6.7	2.6	15.8
	AttentiveFMaps-Fast [25]	1.9	2.1	6.3	5.8	1.2	14.6
	AttentiveFMaps [25]	1.9	2.2	5.8	5.4	1.7	11.6
	SSCDFM [48]	1.7	2.6	3.8	5.4	1.2	6.1
	ULRSSM [10]	1.6	1.9	4.6	3.9	0.9	4.1
	Hybrid ULRSSM (ours)	1.4	1.8	4.1	3.3	1.0	3.5

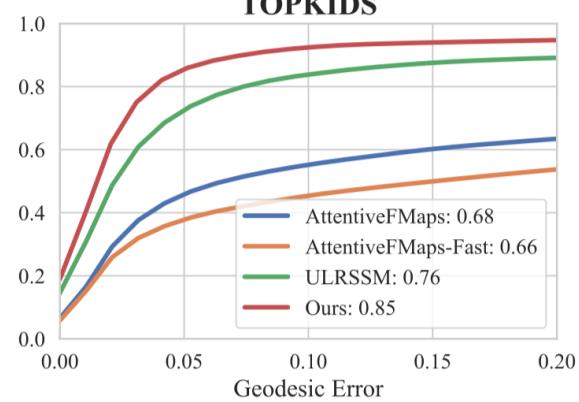
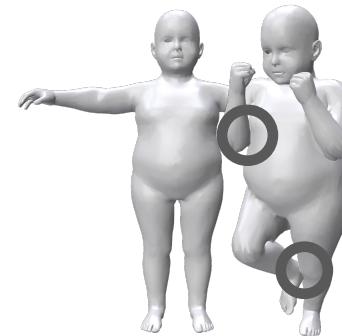
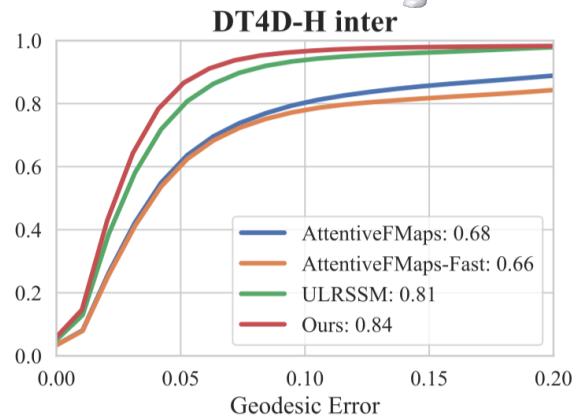
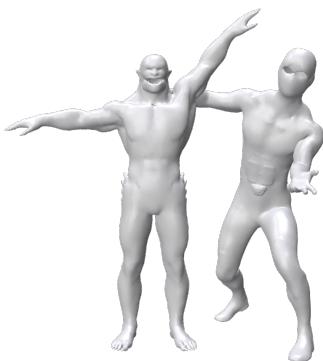
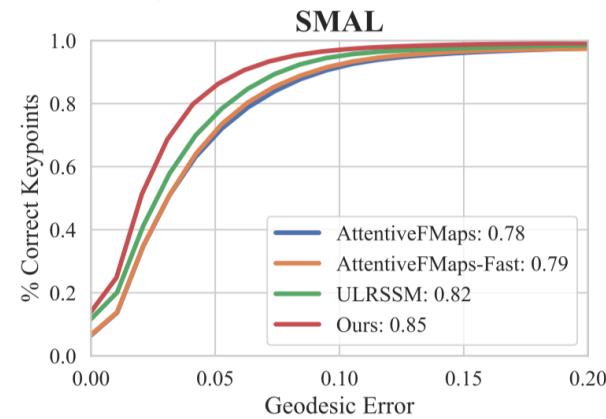
Results: it works



Topologically Noisy

		FAUST	SCAPE	SHREC'19 [†]	SMAL		TOPKIDS
					intra-class	inter-class	
<i>Axiomatic</i>	ZoomOut [33]	6.1	7.5	-	38.4	4.0	29.0
	DiscreteOp [41]	5.6	13.1	-	38.1	3.6	27.6
	Smooth Shells [16]	2.5	4.2	-	30.0	1.1	6.3
	Hybrid Smooth Shells (ours)	2.6	4.2	-	28.4	x	x
<i>Sup.</i>	FMNet [27]	11.0	33.0	-	42.0	9.6	38.0
	GeomFMaps [13]	2.6	3.0	7.9	8.4	2.1	4.3
	Hybrid GeomFMaps (ours)	2.4	2.8	5.6	7.6	2.3	4.2
	Deep Shells [17]	1.7	2.5	21.1	29.3	3.4	31.1
<i>Unsupervised</i>	DUO-FMNet [15]	2.5	4.2	6.4	6.7	2.6	15.8
	AttentiveFMaps-Fast [25]	1.9	2.1	6.3	5.8	1.2	14.6
	AttentiveFMaps [25]	1.9	2.2	5.8	5.4	1.7	11.6
	SSCDFM [48]	1.7	2.6	3.8	5.4	1.2	6.1
	ULRSSM [10]	1.6	1.9	4.6	3.9	0.9	4.1
	Hybrid ULRSSM (ours)	1.4	1.8	4.1	3.3	1.0	3.5
							5.1

Results: it works



Results: it works

More Accurate Crease lines alignments



Source



Target



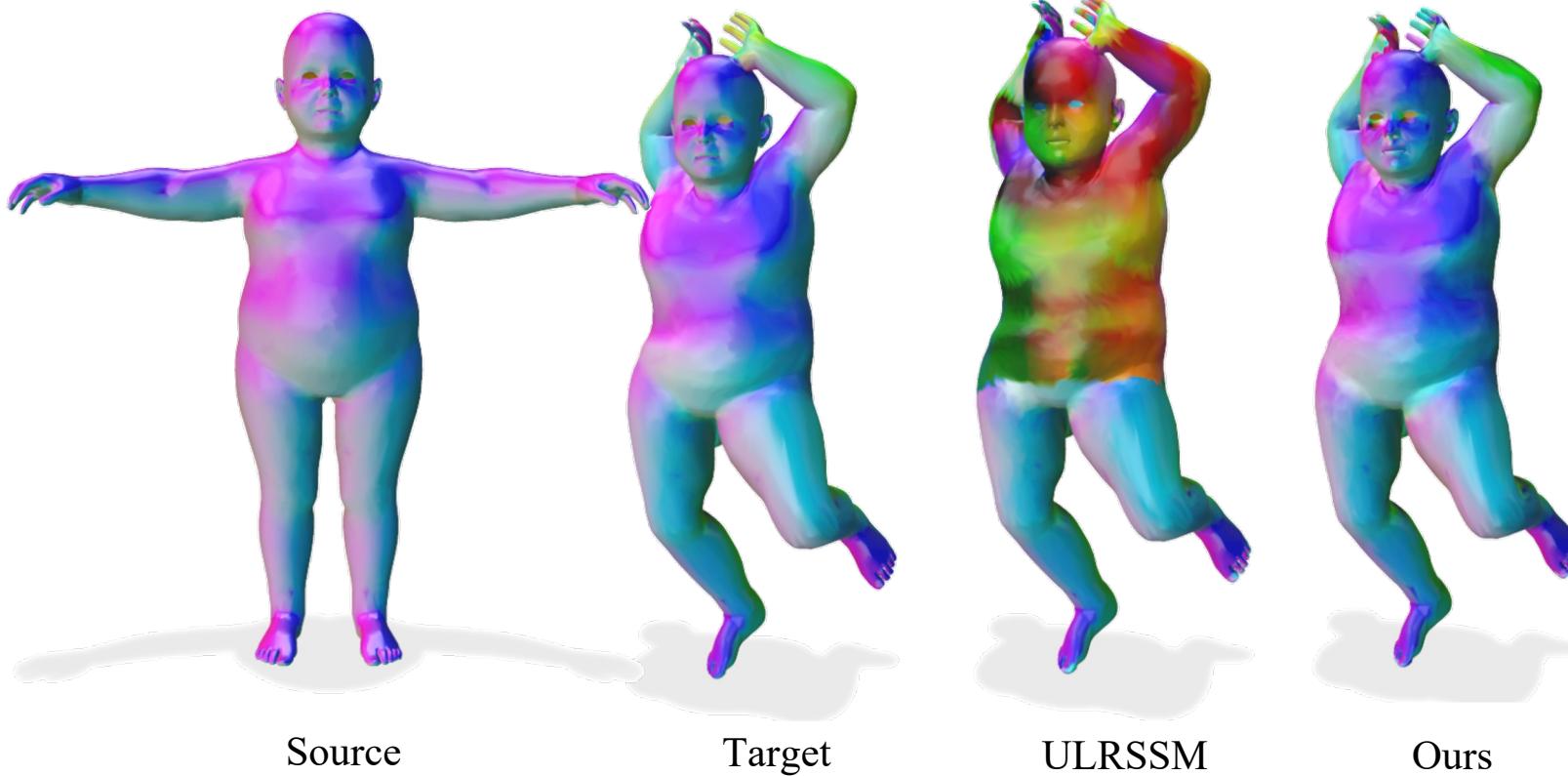
ULRSSM



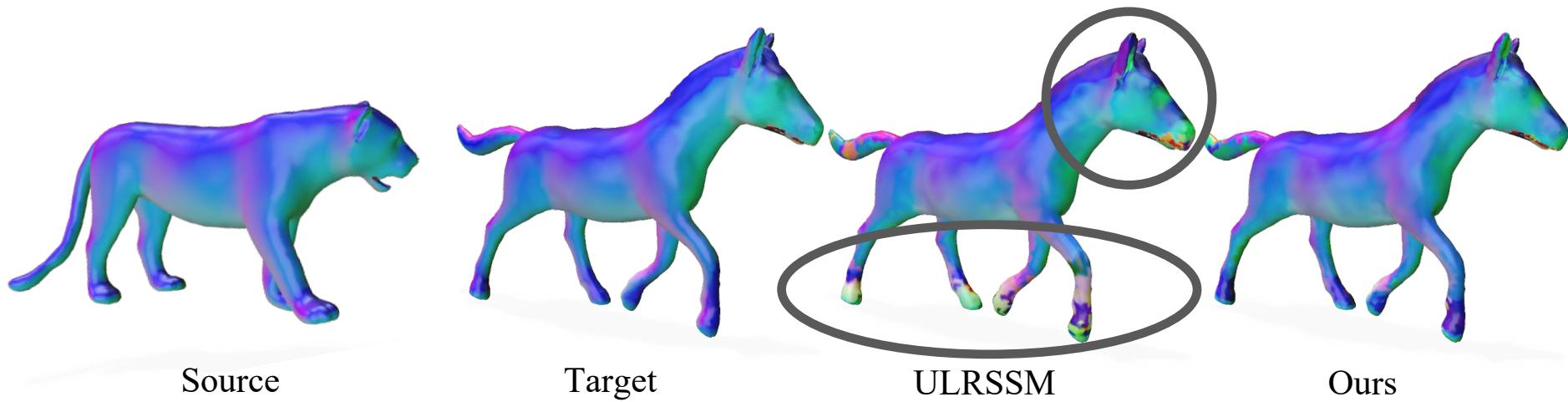
Ours

Results: it works

Reliable under topological noise

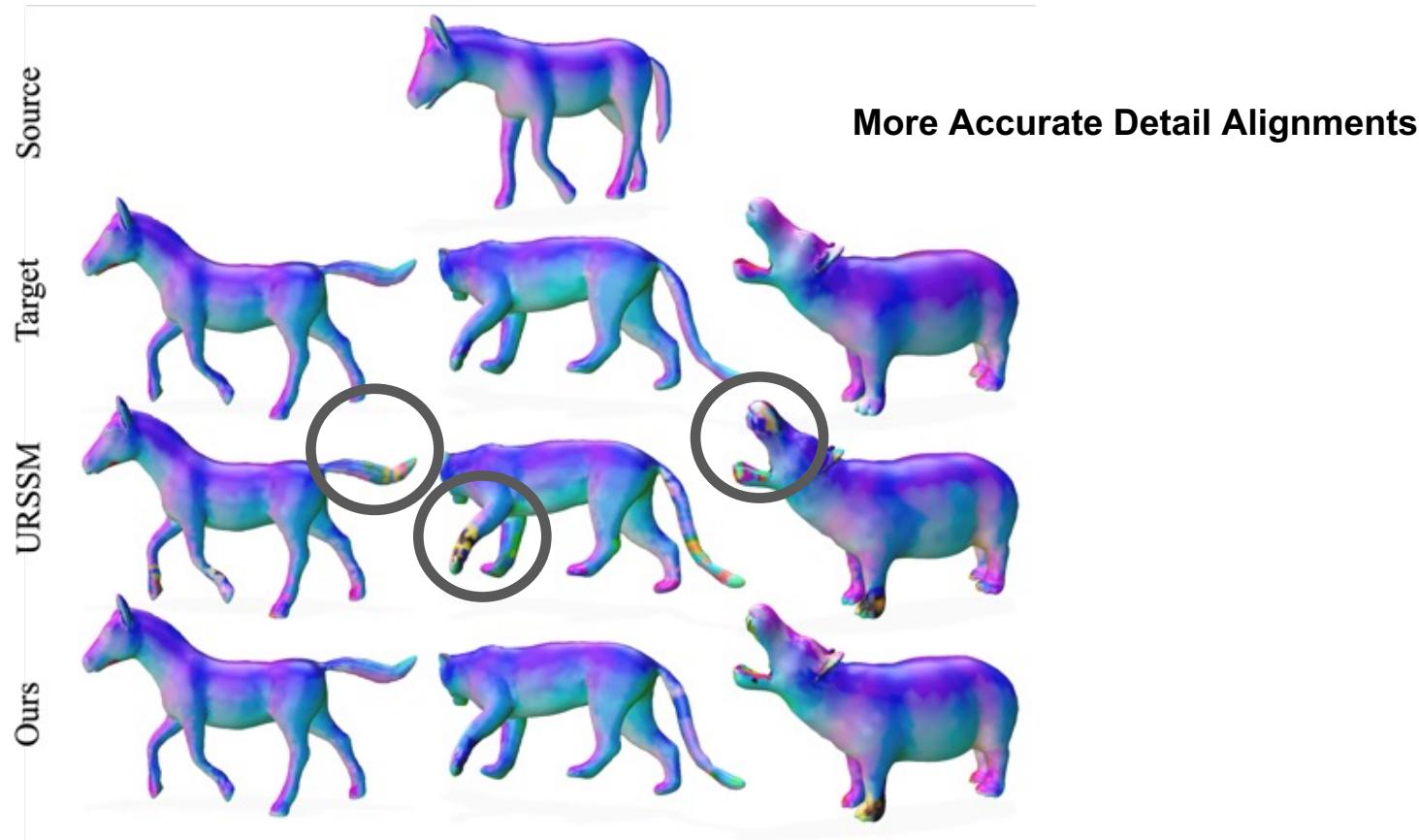


Results: it works

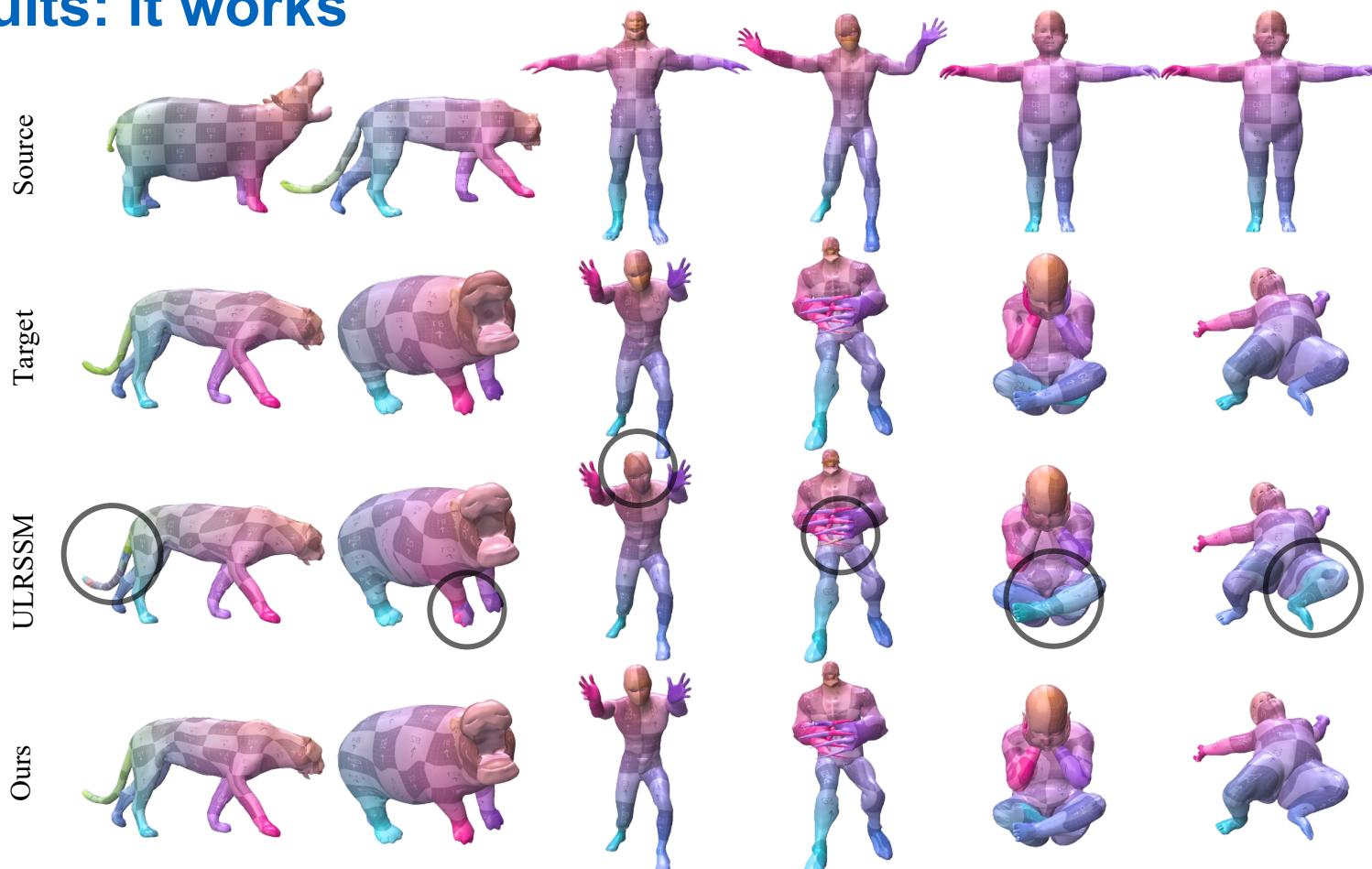


Accurate thin structure of the legs and detail alignments on the face

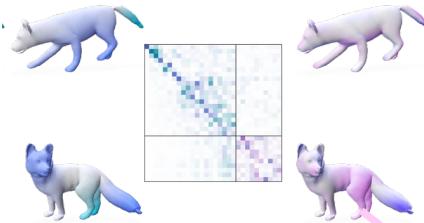
Results: it works



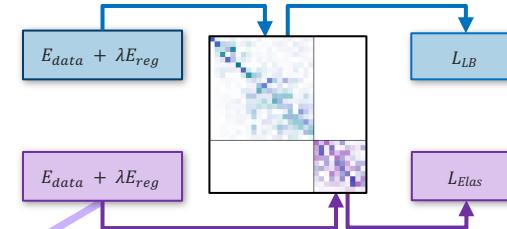
Results: it works



Ablation Studies



Our Hybrid Functional Map

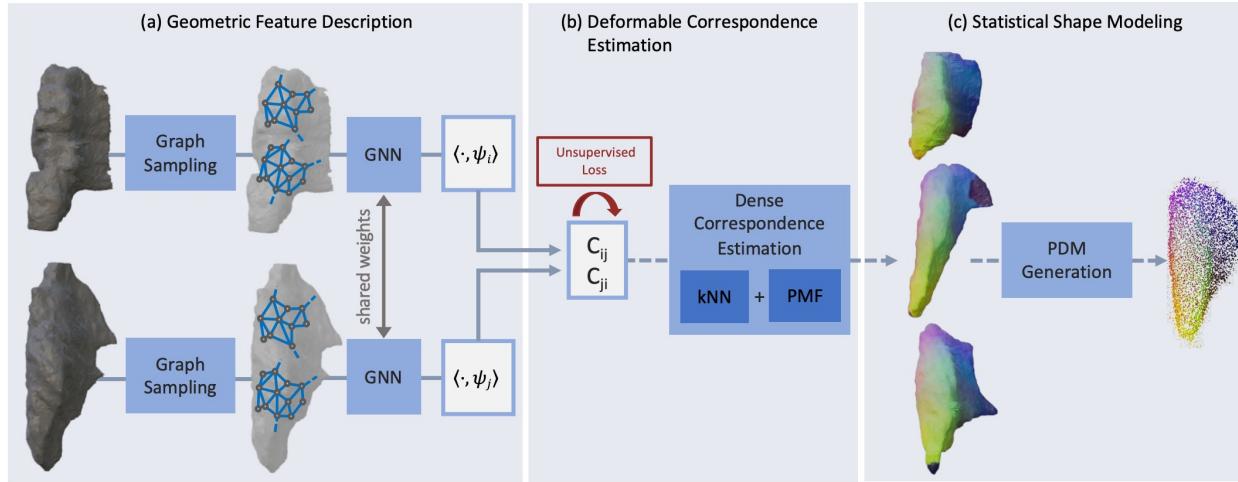


Our Generalized Framework Adaptation

LBO	Elastic	Elastic Stabil.	Geo. error ($\times 100$)
✗	✓	✗	40.2 ± 0.80
✗	✓	Orthog.	5.75 ± 1.20
✓	✗	✗	5.15 ± 0.99
✓	✓	✗	4.37 ± 1.57
✓	✓	Orthog.	4.33 ± 0.56
✓	✓	Weight. Norm	3.83 ± 0.74

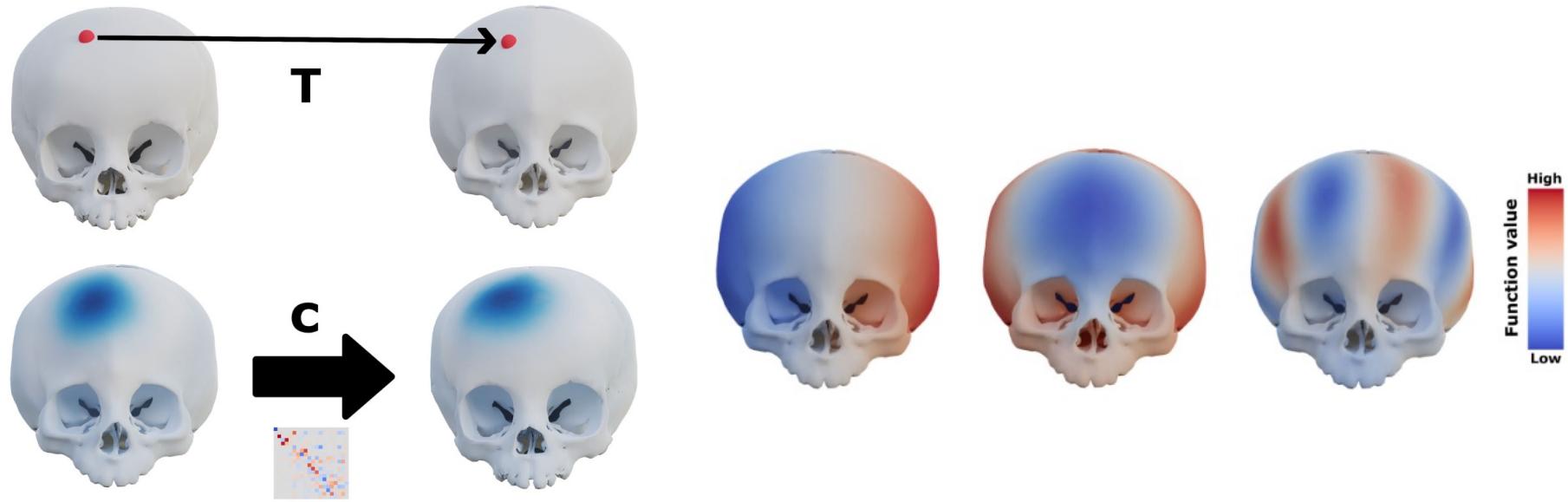
Ablation table: ULRSSM on SMAL Dataset

Applications to Medical Domain



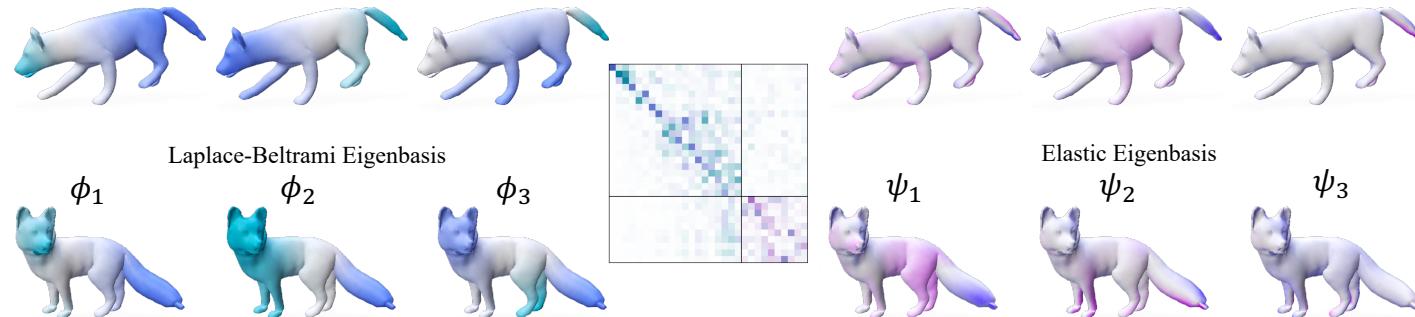
S3M: Scalable Statistical Shape Modeling through Unsupervised Correspondences

Applications to Medical Domain

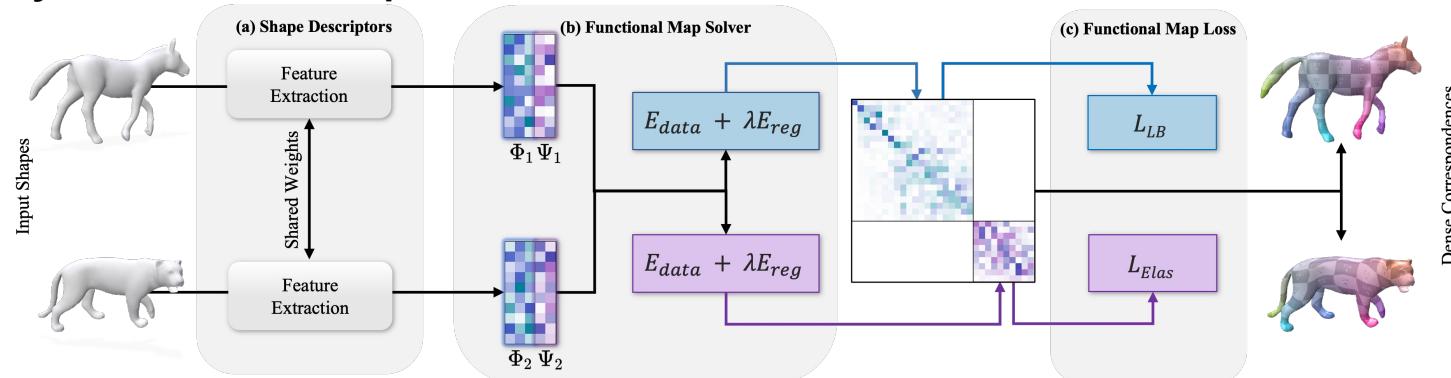


Assessing craniofacial growth and form without landmarks:
A new automatic approach based on spectral methods

takeaways: that's everything



- **Hybrid Functional Maps**



- **Generalized Framework for Deep Functional Map systems with non-orthogonal basis**

Potential future directions

- 1. Deformations and interpolations**
- 2. More hybrid basis/Fmap (eg. learned basis, complex Fmap, ...)**
- 3. Partial shape matching**
- 4. ...**

Donati, N., Corman, E., Melzi, S., & Ovsjanikov, M. (2022, February). Complex functional maps: A conformal link between tangent bundles. In *Computer Graphics Forum* (Vol. 41, No. 1, pp. 317-334).

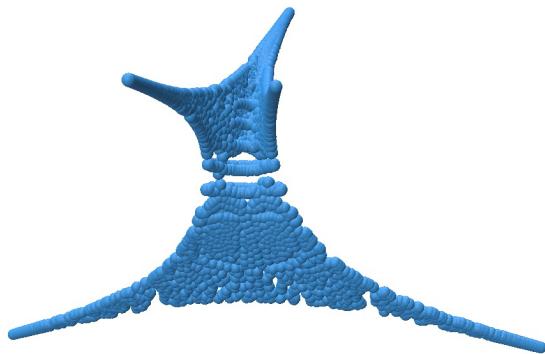
Marin, R., Rakotosaona, M. J., Melzi, S., & Ovsjanikov, M. (2020). Correspondence learning via linearly-invariant embedding. *Advances in Neural Information Processing Systems*, 33, 1608-1620.

Donati, Nicolas, Etienne Corman, and Maks Ovsjanikov. "Deep orientation-aware functional maps: Tackling symmetry issues in shape matching." *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*. 2022.

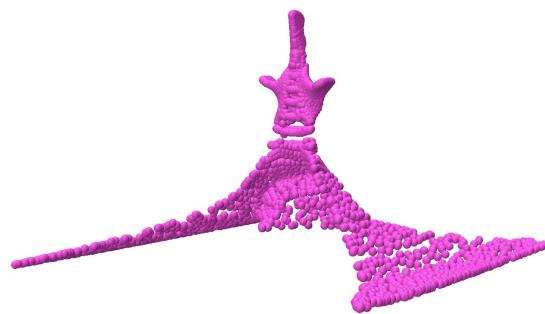
Thanks!

discussions





LB first 3 Embedding



LB first 2 Embedding
+
Elas first 1 Embedding



Elas first 3 Embedding