

# IFT 6113

# APPLICATIONS OF

# CURVATURE

<http://tiny.cc/ift6113>



Mikhail Bessmeltsev

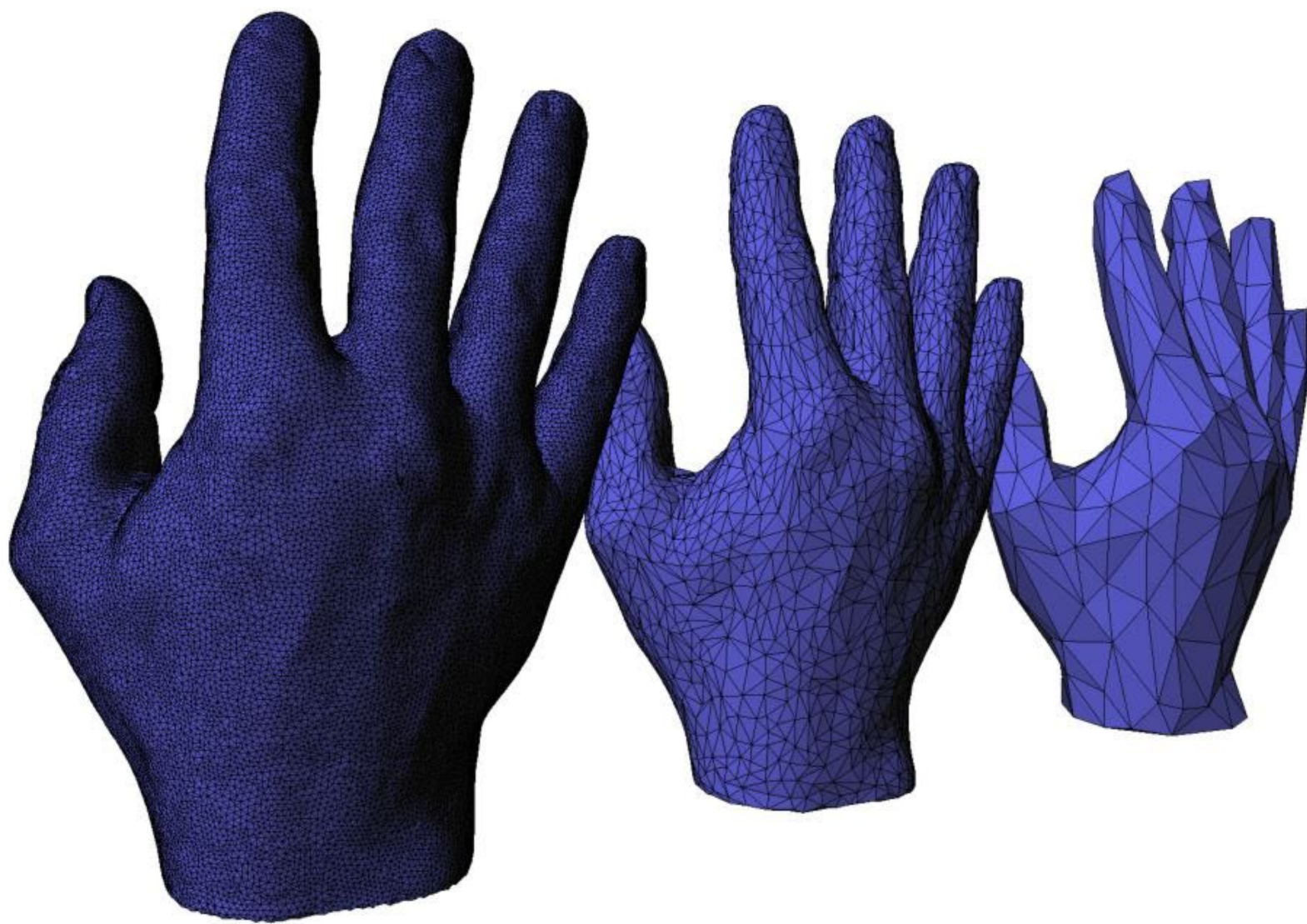
Some slides from Alla Sheffer

# MESH SIMPLIFICATION

Warning: Stone Age Tools  
(but still useful)



Image from Wikipedia



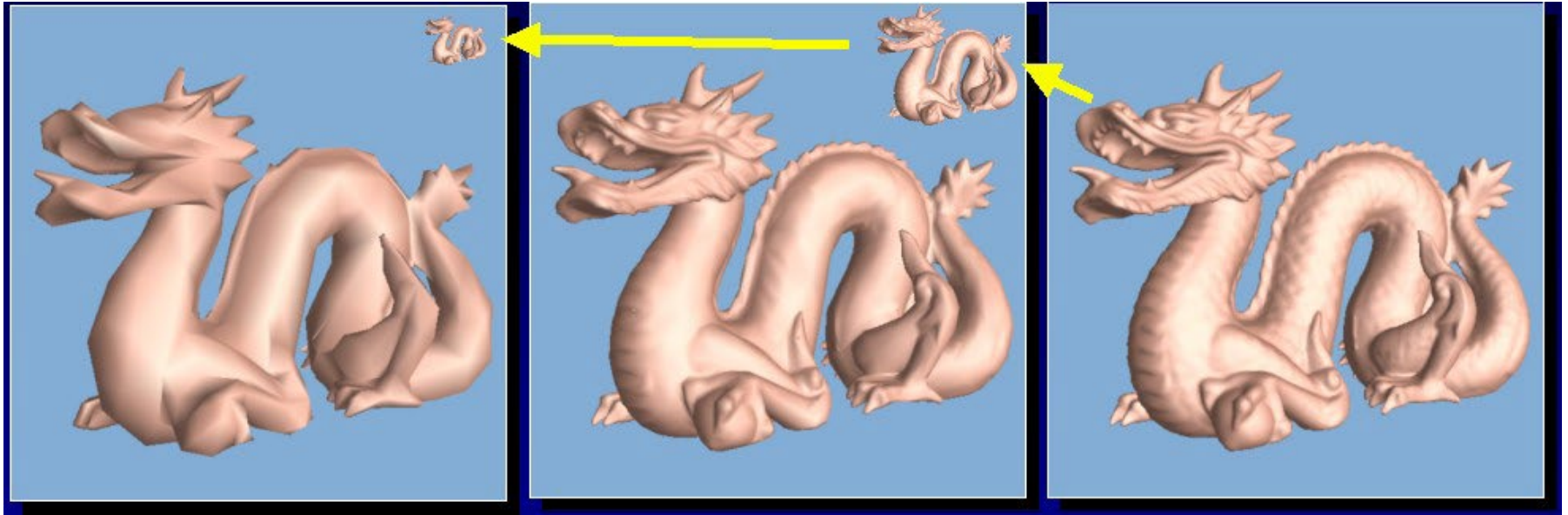
# W h y s i m p l i f y m e s h e s ?

- Faster rendering
- Faster collision detection
- Storage/transmission/etc.



# Why simplify meshes?

Faster rendering: Level of Detail

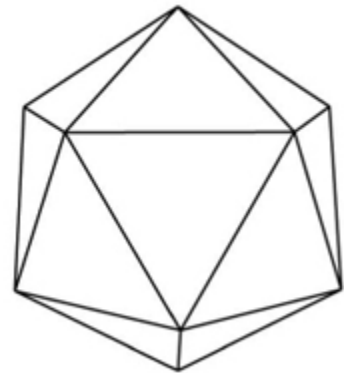
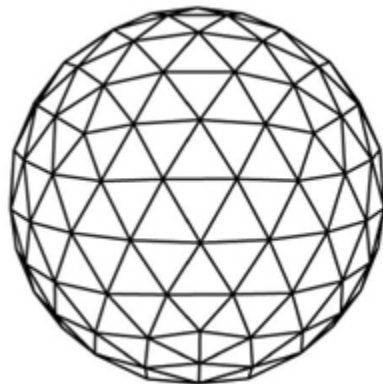
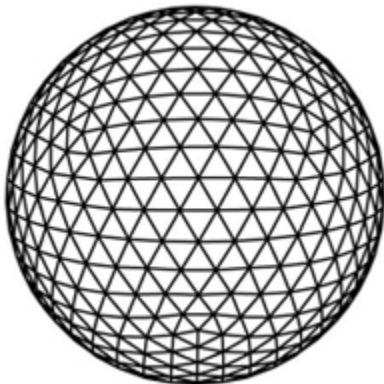


Rough, if the mesh is far

Fine, if the mesh is close

# Requirements

- Reduce # of polygons
- Preserve the shape
  - Geometry
    - Features
  - Topology
  - Other constraints?

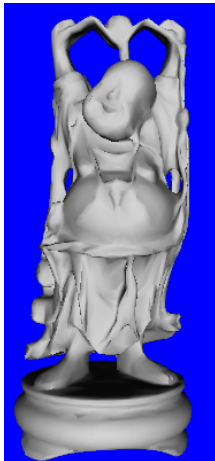


# Complexities

Holes!

Connected components!

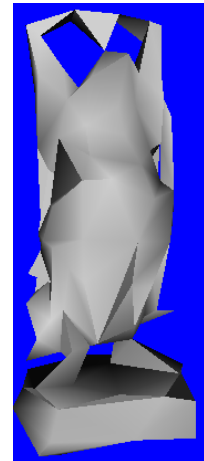
Boundaries!



12,000

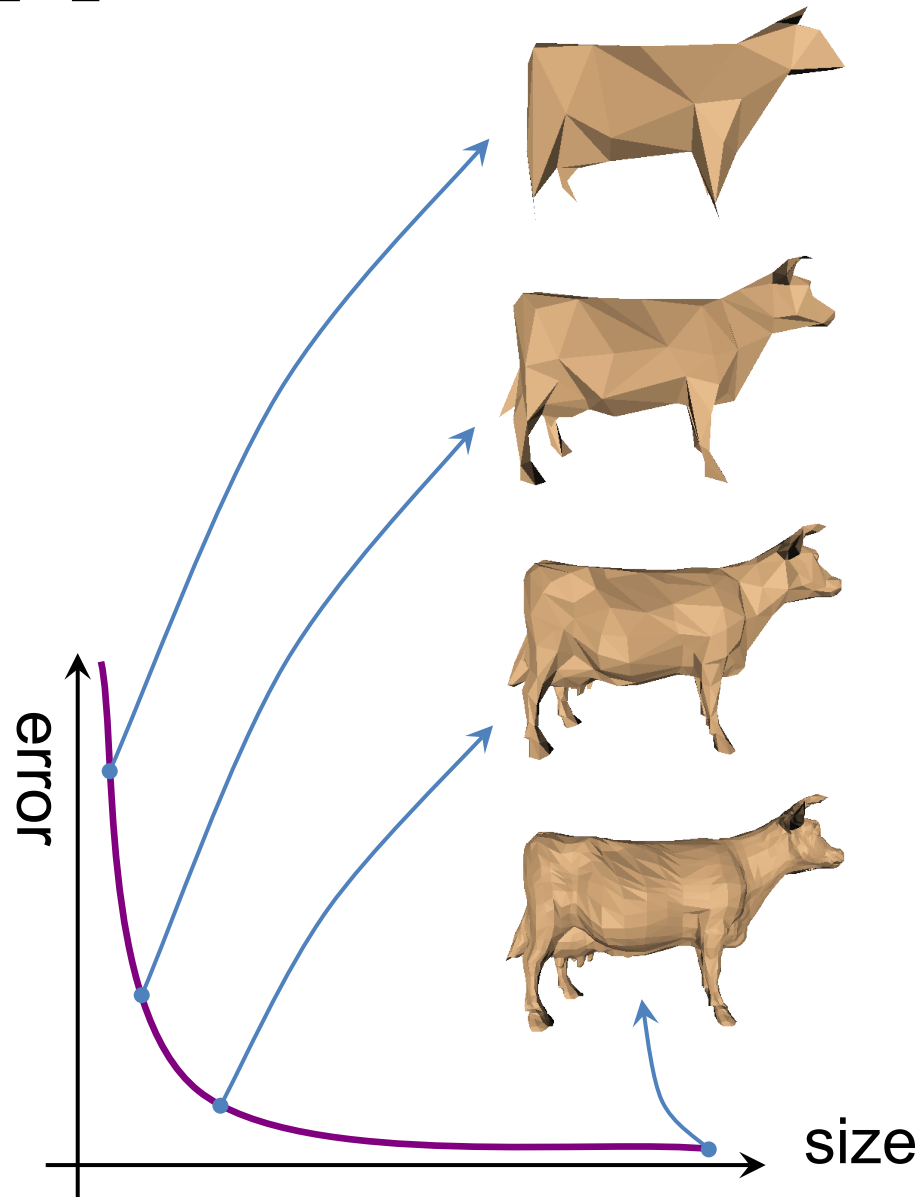


2,000



300

# Approximation error





# Approach : **Local operations**

Removing edges or vertices

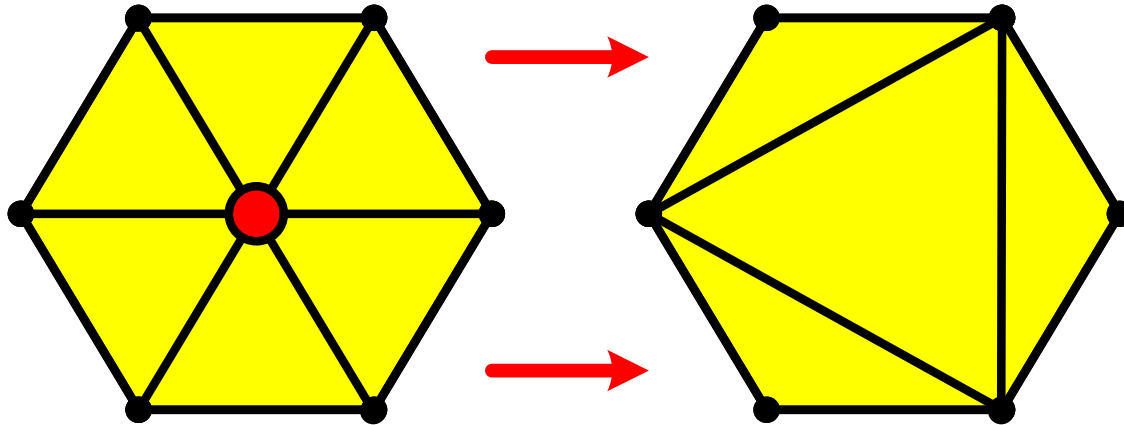
Keeping track of the geometry/topology

Keep score

*how much will we lose if we remove a vertex?*

# Approach

- Each operation introduces error
- Quantify?

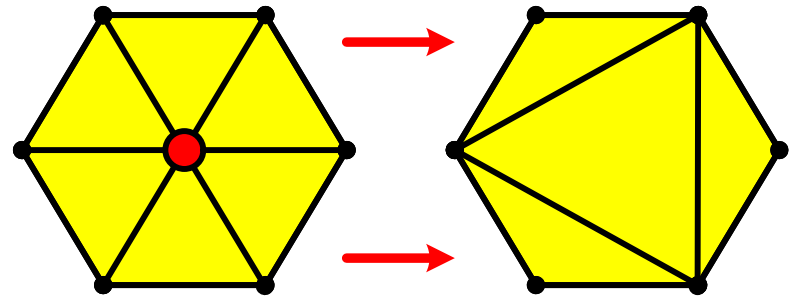


# Decimation

- Vertex removal

$$\#V \rightarrow \#V - 1$$

$$\#F \rightarrow \#F - 2$$



Remove vertex  $\rightarrow$  hole  $\rightarrow$  triangulate

# Decimation

- Vertex removal

$$\#V \rightarrow \#V - 1$$

$$\#F \rightarrow \#F - 2$$

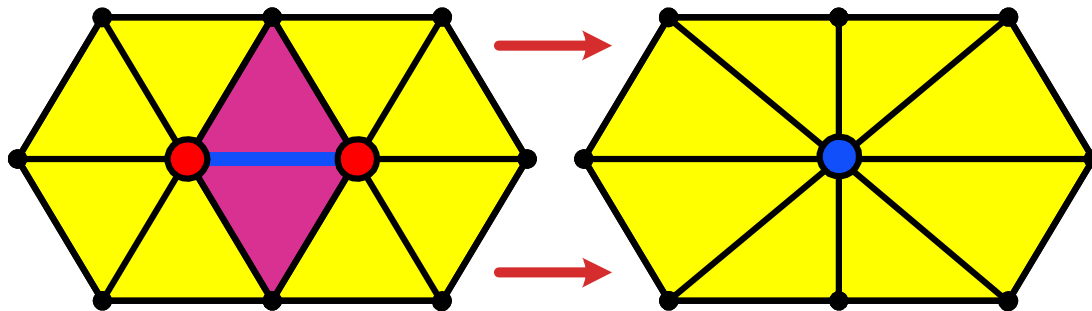


# Decimation

- Edge collapse

$$\#V \rightarrow \#V - 1$$

$$\#F \rightarrow \#F - 2$$

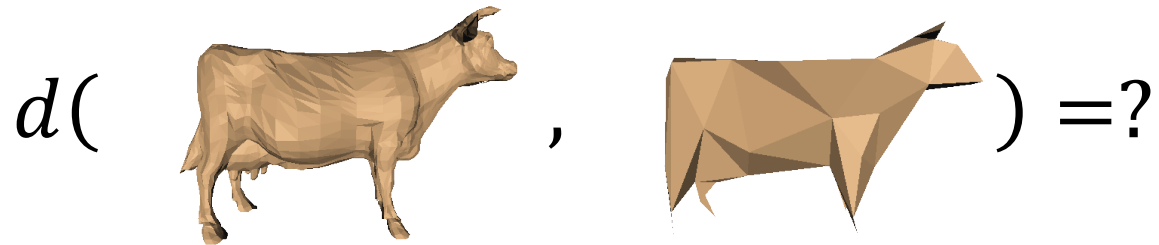


# Measuring error

$$d(\text{[smooth cow]}, \text{[low-poly cow]}) = ?$$

How much did we distort the shape?

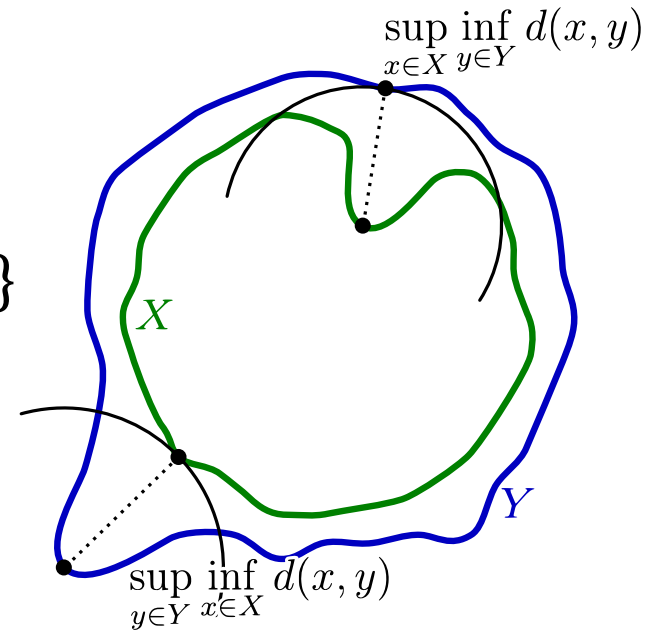
# Measuring error



How much did we distort the shape?

Option: Hausdorff distance

$$d_H(x, y) = \max\left\{\sup_{x \in X} \inf_{y \in Y} d(x, y), \sup_{y \in Y} \inf_{x \in X} d(x, y)\right\}$$



# Measuring error

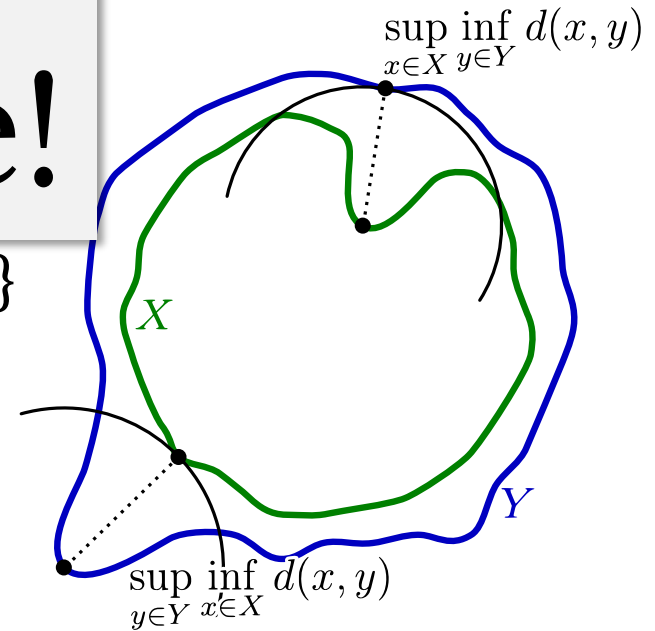
$$d(\text{smooth cow}, \text{poly cow}) = ?$$

How to measure the shape?

Option: Hausdorff

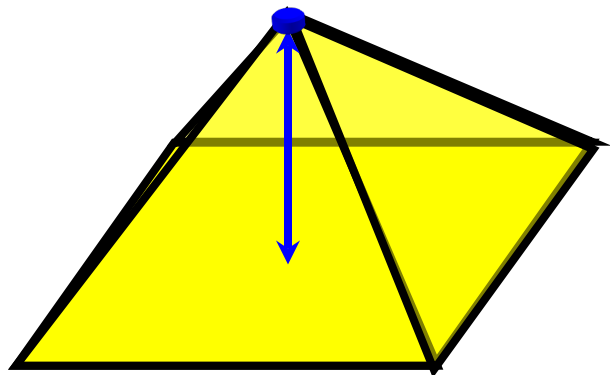
Hard to  
compute!

$$d_H(x, y) = \max\left\{\sup_{x \in X} \inf_{y \in Y} d(x, y), \sup_{y \in Y} \inf_{x \in X} d(x, y)\right\}$$

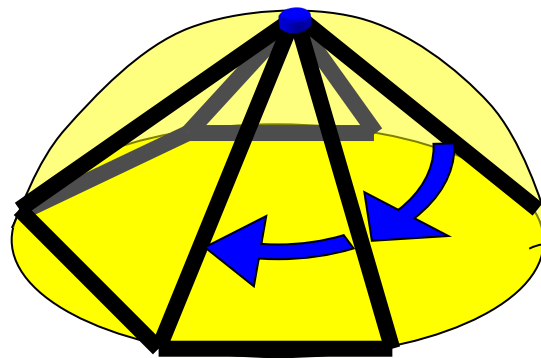




# Local Error Control



Vertex-plane distance



$$2\pi - \sum \alpha_i$$

Curvature

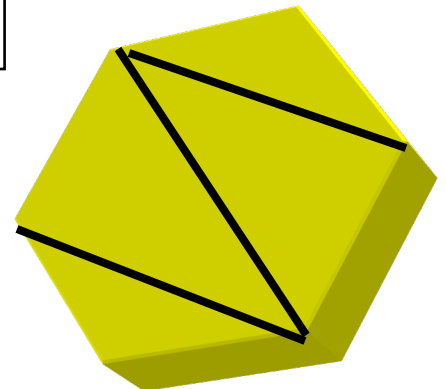
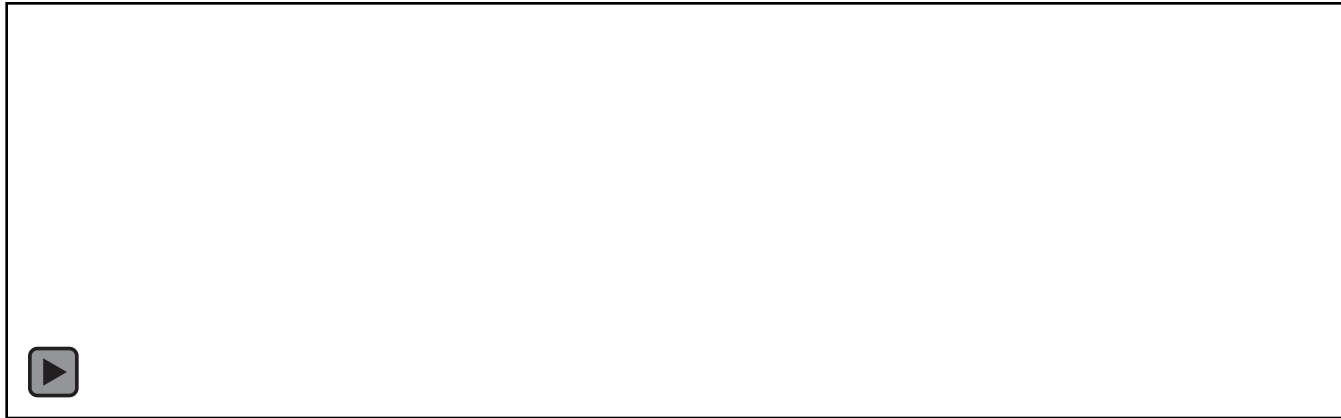
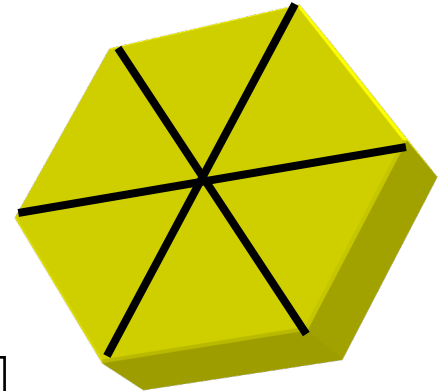
# Algorithm

```
while (nVertices > nTarget)
  e = elementWithMinError()
  process(e) # remove/contract
  preserveStructure()
  updateErrors() # local/global
```

# Data Structures

- Easy access to neighbors
  - Filling holes
  - Computing cost
- Priority queue/heap
  - Quick access to the cheapest element

# Vertex Removal Algorithm



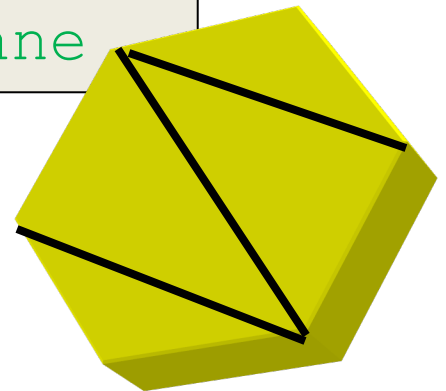
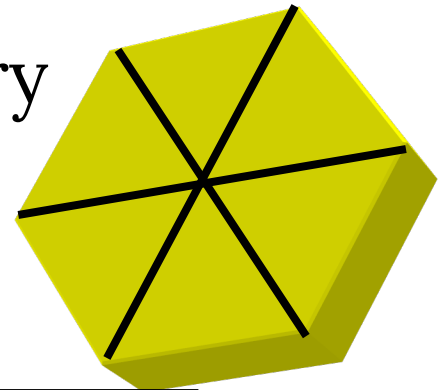


# Vertex Removal Algorithm

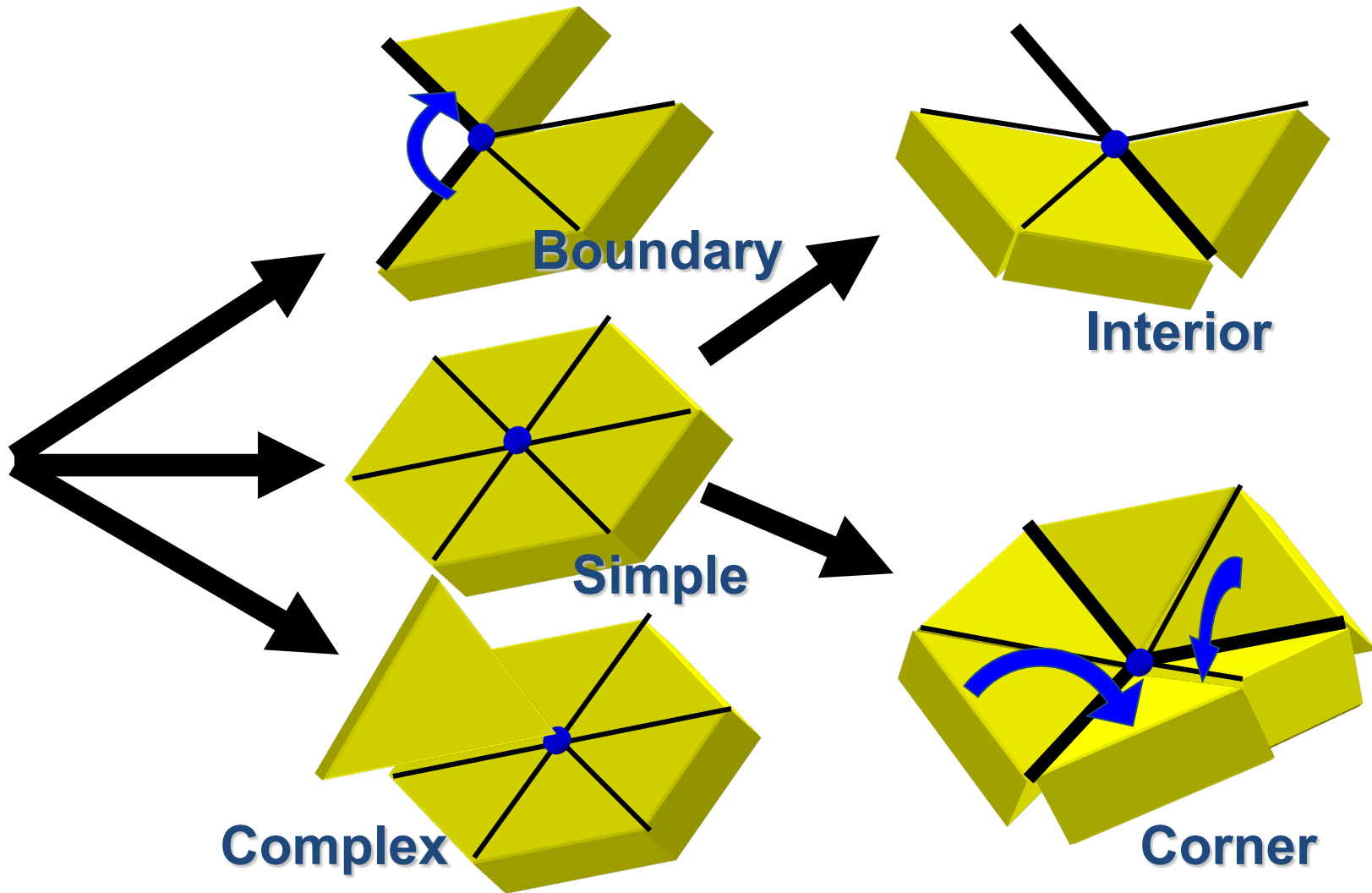
Characterize local topology/geometry

Classify vertices as removable or not

```
while (nVertices > nTarget)
  v = vertexWithMinDistance()
  remove(v)
  triangulateHole()
  updateDistances() #to average plane
```



# Characterizing structure



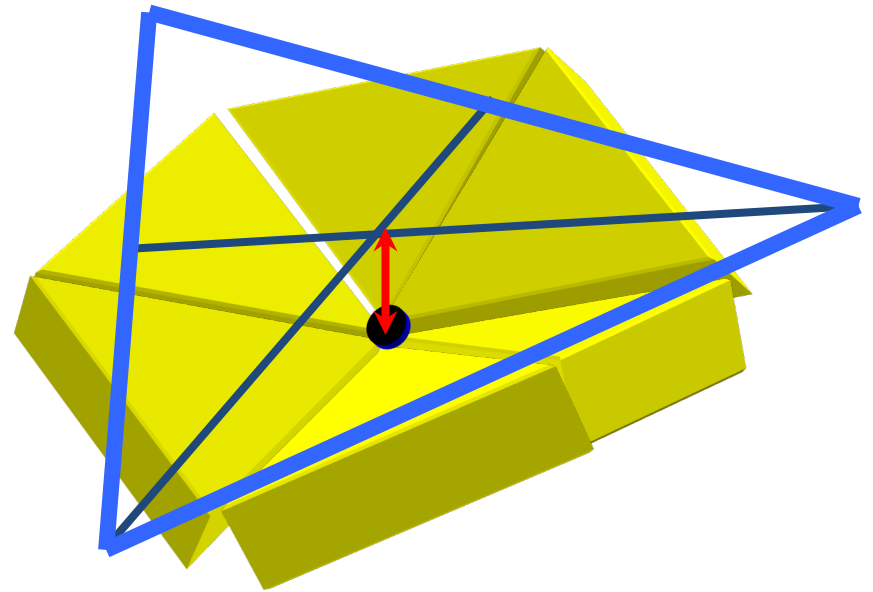
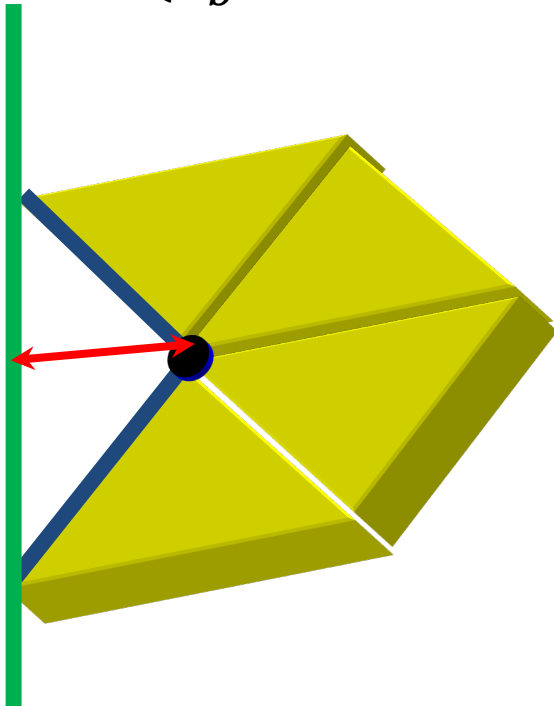
# Decimation Criterion

Simple vertex  $v$ :

$$d(v, \text{face loop average plane}) < E_{MAX}$$

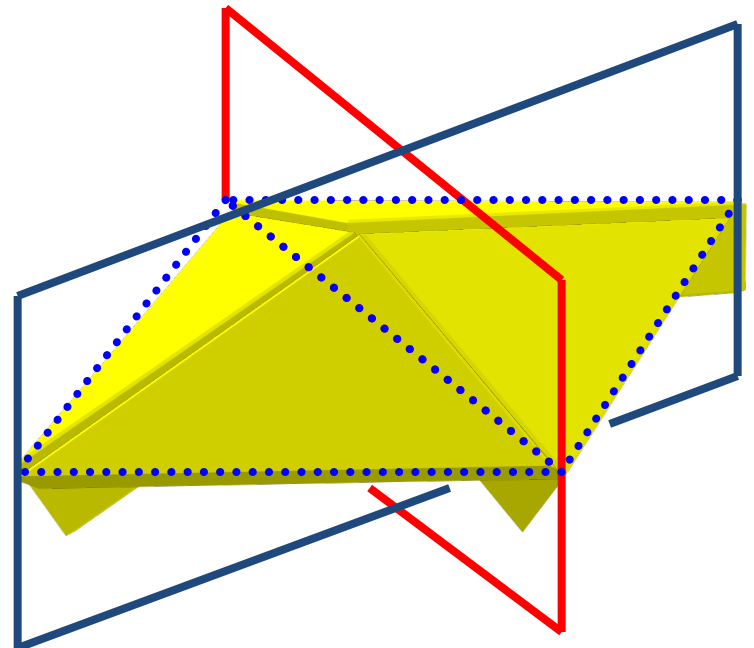
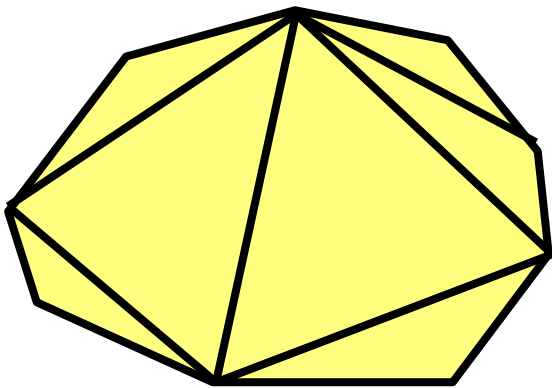
Boundary vertex  $v_b$ :

$$d(v_b, \text{new boundary edge}) < E_{MAX}$$

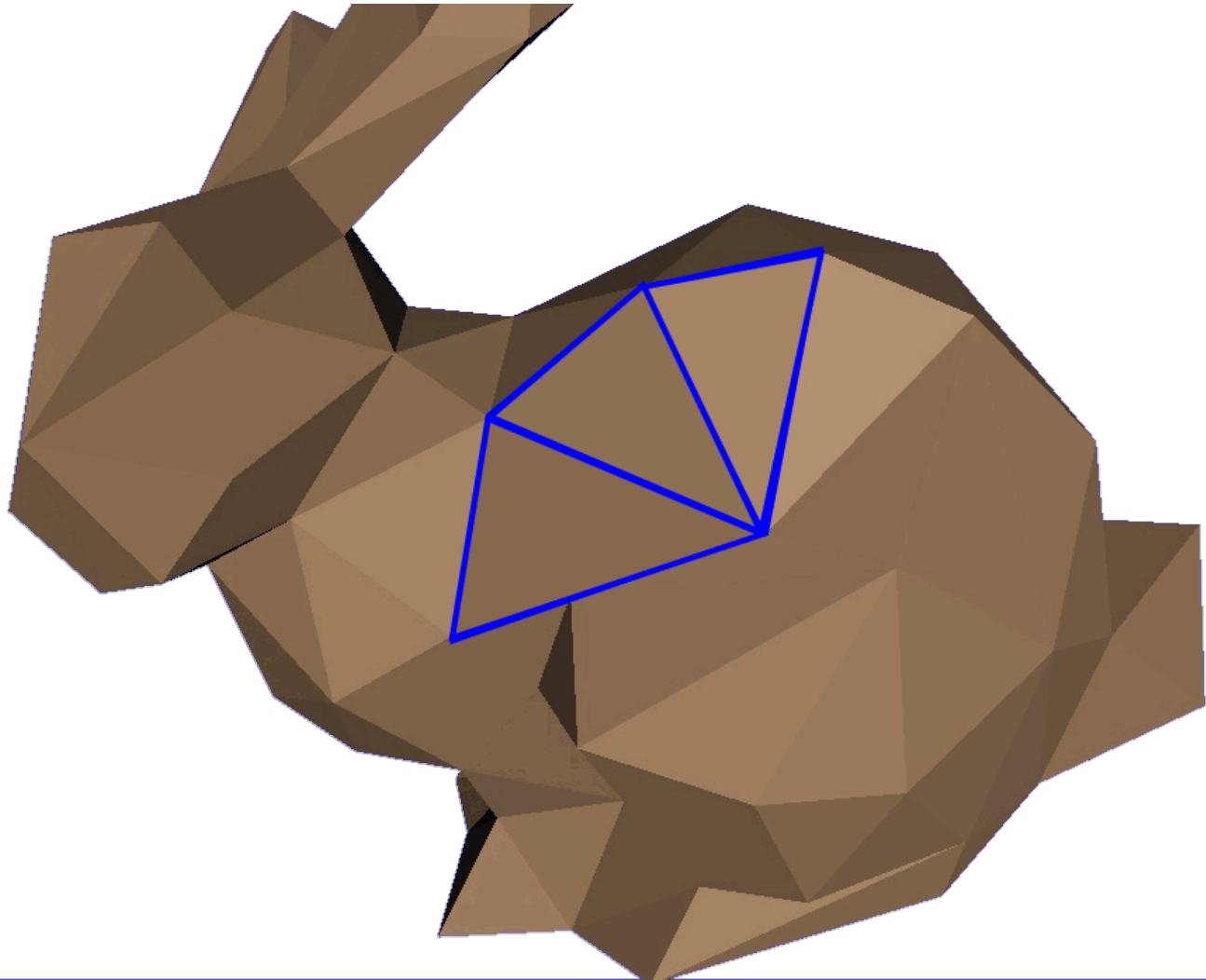


# triangulateHole()

- Non-planar hole!
  - Split loop recursively
  - Split plane orthogonal to the average plane
- Control aspect ratio
- May fail
  - Vertex is not removed



# Example

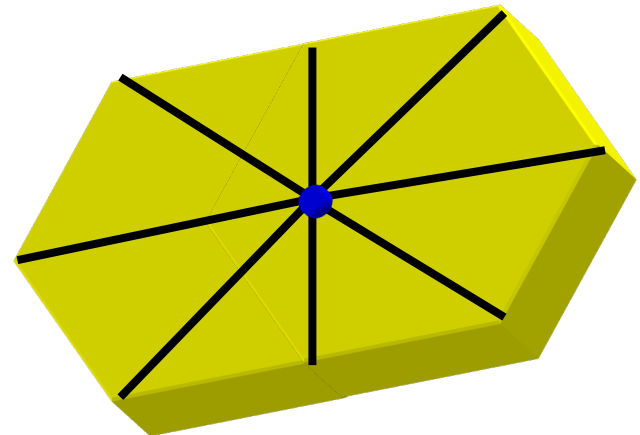
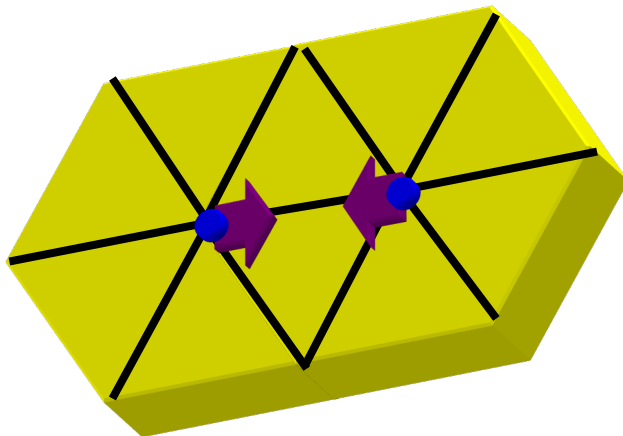
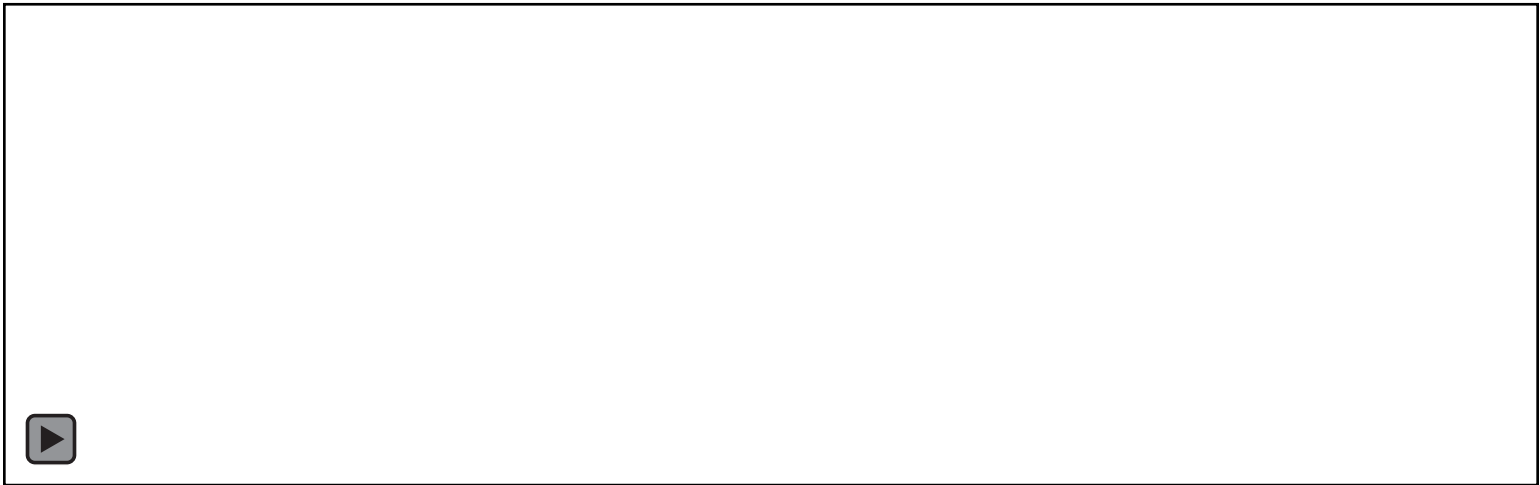


Simplifier

# Pros and Cons

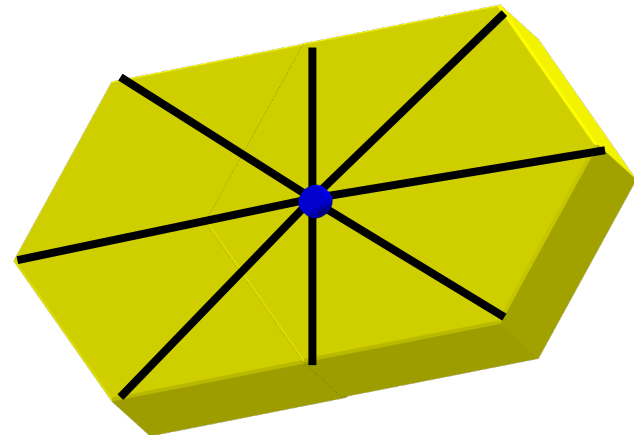
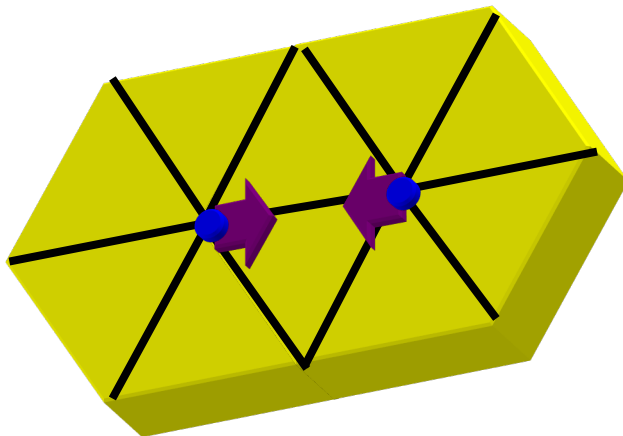
- Pros:
  - Efficient
  - Simple to implement and use
    - Few input parameters to control quality
  - Reasonable approximation
  - Works on very large meshes
  - Preserves topology
  - Vertices are a subset of the original mesh
- Cons:
  - Error is not bounded
    - Local error evaluation causes error to accumulate

# Edge Collapse Algorithm



# Edge Collapse Algorithm

```
while (nVertices > nTarget)
  e = edgeWithMinError()
  v = collapse(e) #returns a vertex
  place(v)
  updateErrors() # local/global
```

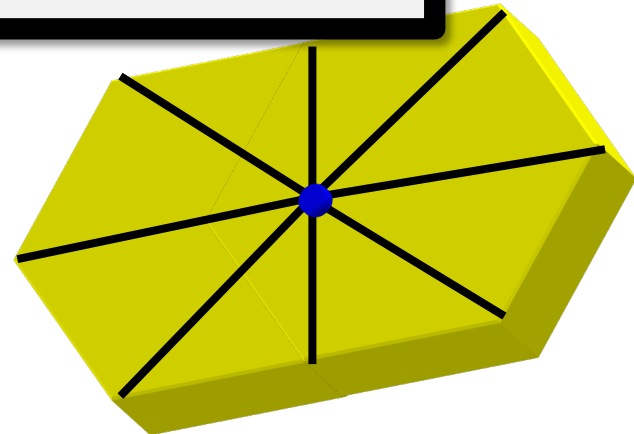
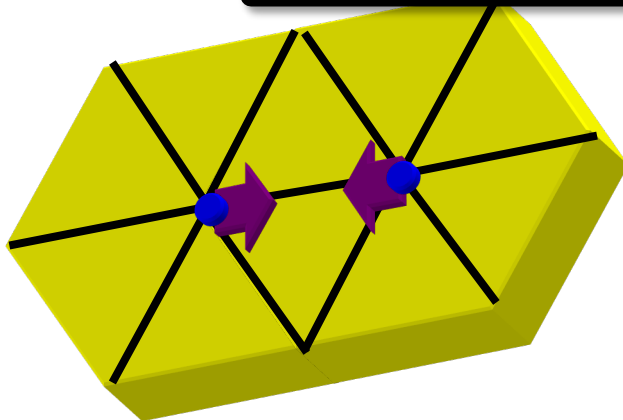




# Edge Collapse Algorithm

```
while (nVertices > nTarget)
  e = edgeWithMinError()
  v = collapse(e) #returns a vertex
  place(v)
  updateErrors() # local/global
```

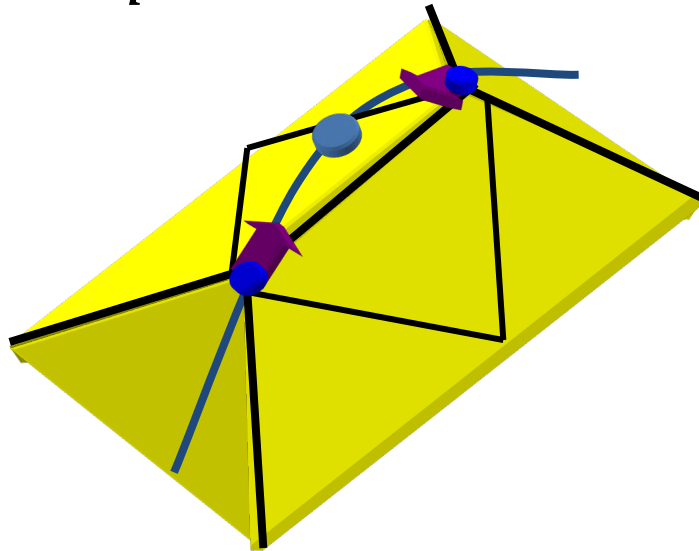
Where should we  
place the vertex?



# Distance Metric: Quadrics

Find the closest point to  
the set of adjacent ~~triangles~~ planes

$$v = \underset{p}{\operatorname{argmin}} d(p, \text{planes}(v))$$



$$v = \operatorname{argmin}_p d(p, \textit{planes}(v))$$

Plane equation

$$Ax + By + Cz + D = 0$$

Squared distance to a plane

$$d(p, \text{plane}) = (Ax + By + Cz + D)^2$$

assuming

$$\|\vec{n}\|^2 = A^2 + B^2 + C^2 = 1$$

Squared distance to a plane

$$d(p, plane) = (Ax + By + Cz + D)^2$$

Squared distance to a plane

$$\begin{aligned} d(\mathbf{x}, \text{plane}) &= (Ax + By + Cz + D)^2 \\ &= (\mathbf{x}^T \mathbf{p})^2 = \mathbf{x}^T \mathbf{p} \mathbf{p}^T \mathbf{x} \end{aligned}$$

$$\mathbf{p} = \begin{pmatrix} A \\ B \\ C \\ D \end{pmatrix}$$

Squared distance to a plane

$$\begin{aligned} d(\mathbf{x}, \text{plane}) &= (Ax + By + Cz + D)^2 \\ &= (\mathbf{x}^T \mathbf{p})^2 = \mathbf{x}^T \mathbf{p} \mathbf{p}^T \mathbf{x} = \mathbf{x}^T \mathbf{K} \mathbf{x} \end{aligned}$$

$$\mathbf{K} = \mathbf{p} \mathbf{p}^T = \begin{pmatrix} A^2 & AB & AC & AD \\ AB & B^2 & BC & BD \\ AC & BC & C^2 & CD \\ AD & BD & CD & D^2 \end{pmatrix} \succeq 0$$

Squared distance to a set of planes

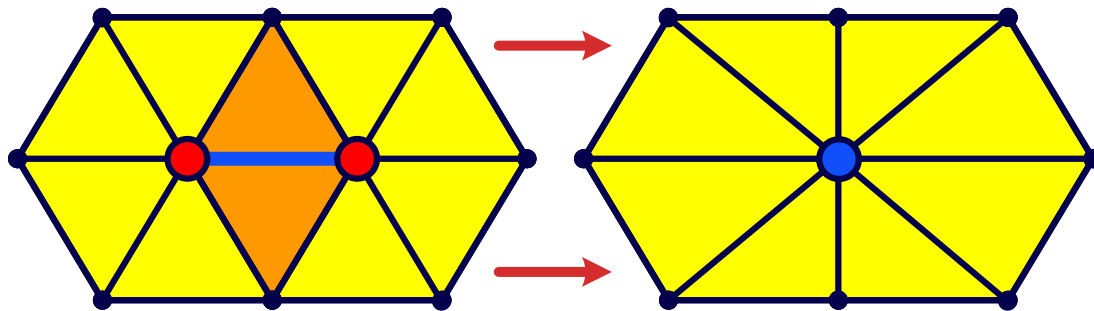
$$\begin{aligned} d(x, \textit{planes}(v)) &= \sum_i d(x, \textit{plane}_i) = \\ &= \sum_i \mathbf{x}^T K_i \mathbf{x} = \mathbf{x}^T \left( \sum_i K_i \right) \mathbf{x} = \\ &= \mathbf{x}^T Q_v \mathbf{x} \end{aligned}$$



place(v)

$$v = \underset{x}{\operatorname{argmin}} x^T Q_v x$$

$Q_v = Q_{v_1} + Q_{v_2}$  #assuming we  
collapsed edge between  $v_1$  and  $v_2$



$$v = \underset{x}{\operatorname{argmin}} \mathbf{x}^T Q_v \mathbf{x}$$

$$\text{s. t. } \mathbf{x} = (x, y, z, 1)^T$$

$$\Rightarrow$$

$$\begin{pmatrix} q_{11} & q_{12} & q_{13} & q_{14} \\ q_{12} & q_{22} & q_{23} & q_{24} \\ q_{13} & q_{23} & q_{33} & q_{34} \\ 0 & 0 & 0 & 1 \end{pmatrix} \mathbf{x} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

# Algorithm

Compute  $Q_v$  for all the mesh vertices

**for each** valid pair

    Compute optimal vertex position

    Compute its error

Store all valid pairs in a priority queue  
(sorted by  $d$ )

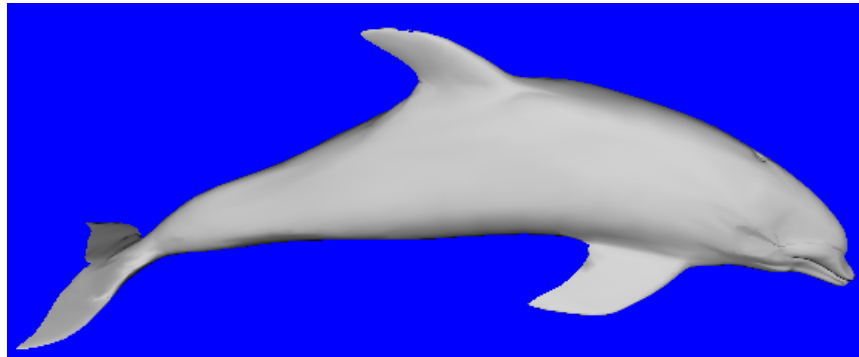
**while** reduction goal not met

    Take an edge from the queue, contract

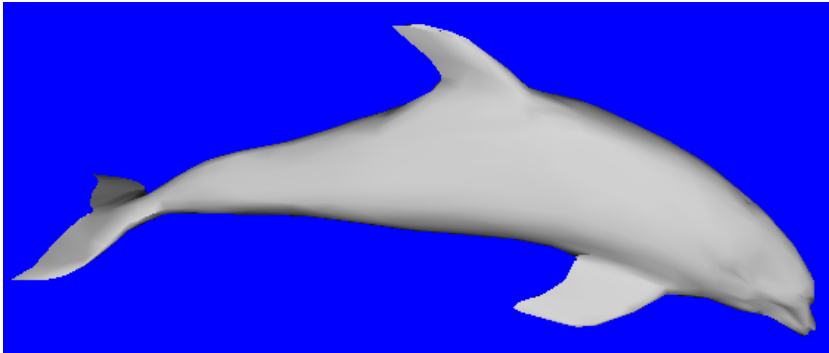
    Update the priority queue with new valid pairs

# Examples

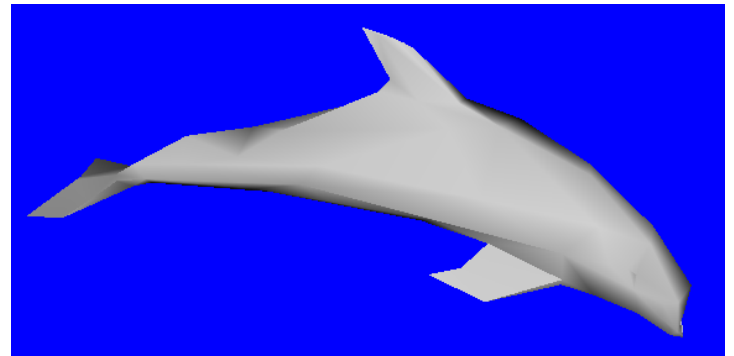
Dolphin (Flipper)



Original - 12,337 faces



2,000 faces



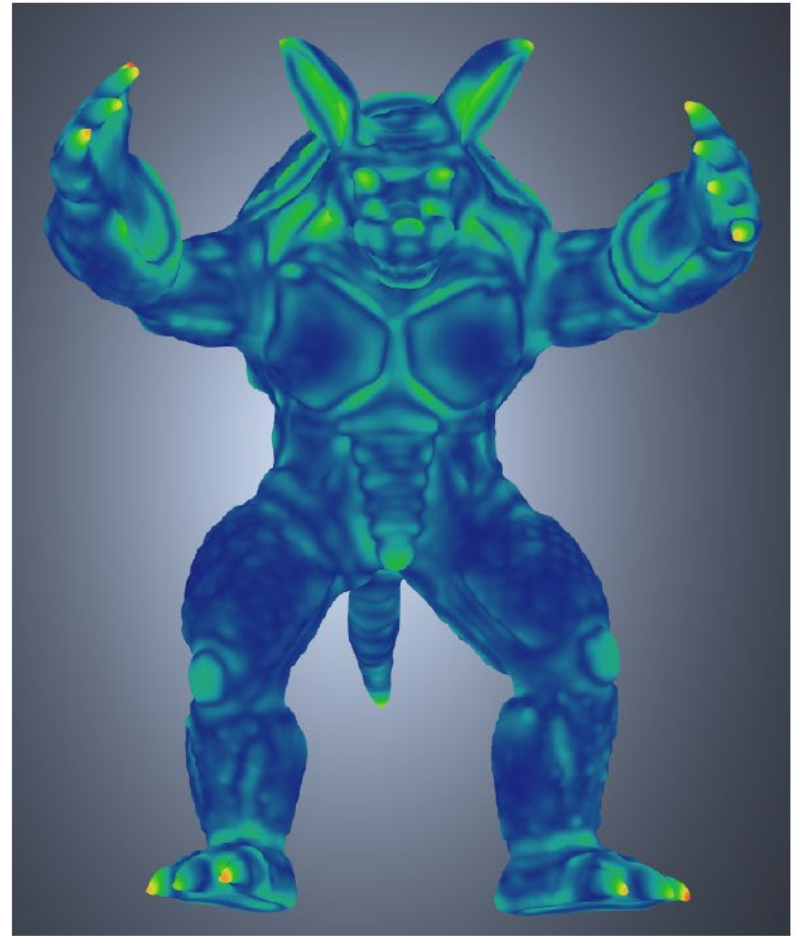
300 faces (142 vertices)

# Pros and Cons

- Pros
  - Error is bounded
  - Allows topology simplification
  - High quality result
  - Quite efficient
- Cons
  - Difficulties along boundaries
  - Difficulties with coplanar planes
  - Introduces new vertices not present in the original mesh

**MESH SALIENCY**

# How to choose a viewpoint to show a mesh?

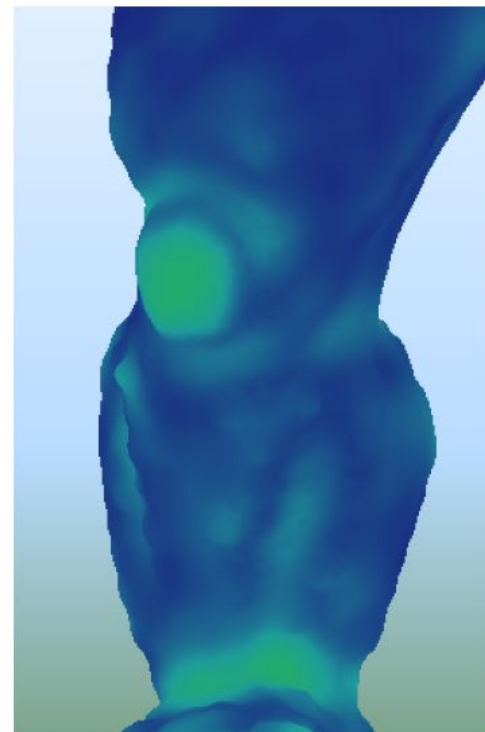
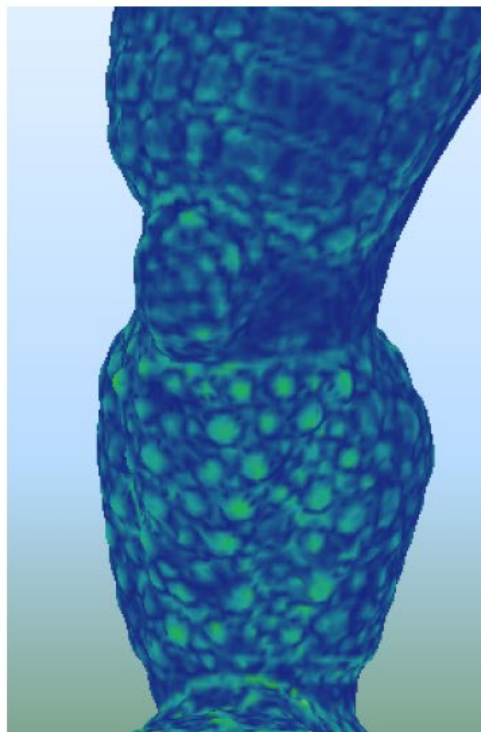
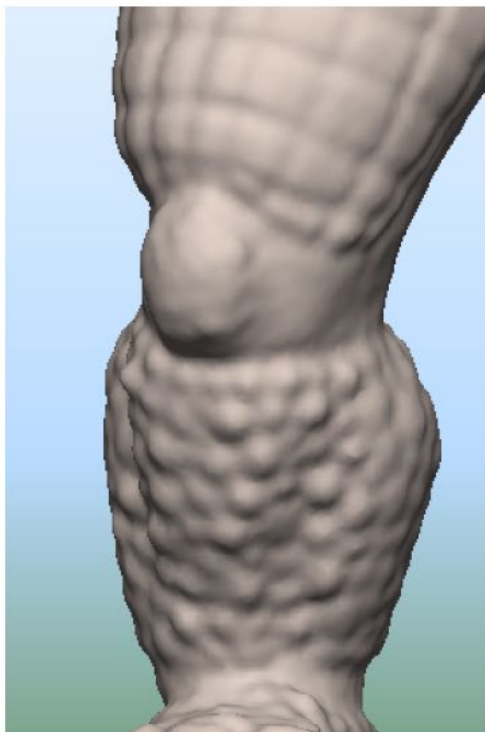


# S a l i e n c y

- Gaussian curvature
- Mean curvature
- Silhouette complexity (?)



# Curvature alone is not enough!

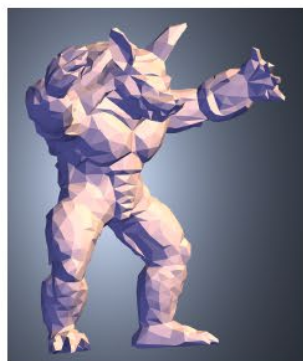


# Idea

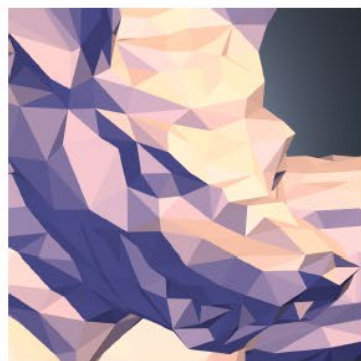
- $k_\sigma$  = Average mean curvature over neighborhood of radius  $\sigma$
- Compute  $|k_\sigma - k_{2\sigma}|$



Original  
(346K triangles)



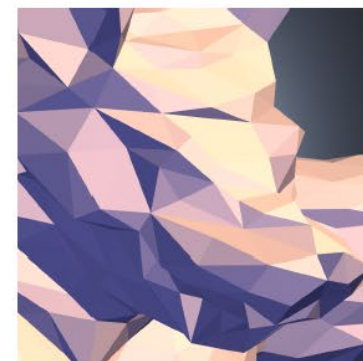
99% simplification  
(3.5K triangles)



98% simplification  
(6.9K triangles)



98.5% simplification  
(5.2K triangles)



99% simplification  
(3.5K triangles)

(a) Simplification by Qslim



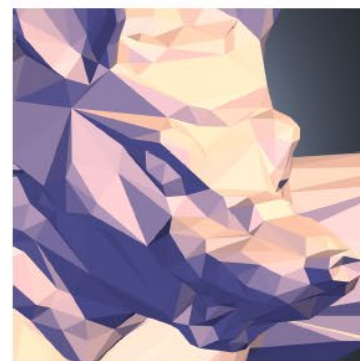
Saliency



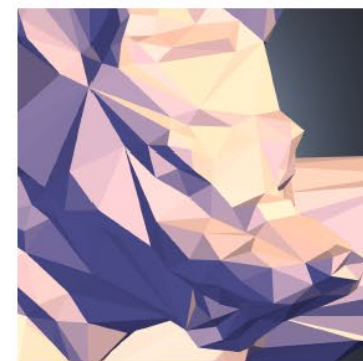
99% simplification  
(3.5K triangles)



98% simplification  
(6.9K triangles)



98.5% simplification  
(5.2K triangles)

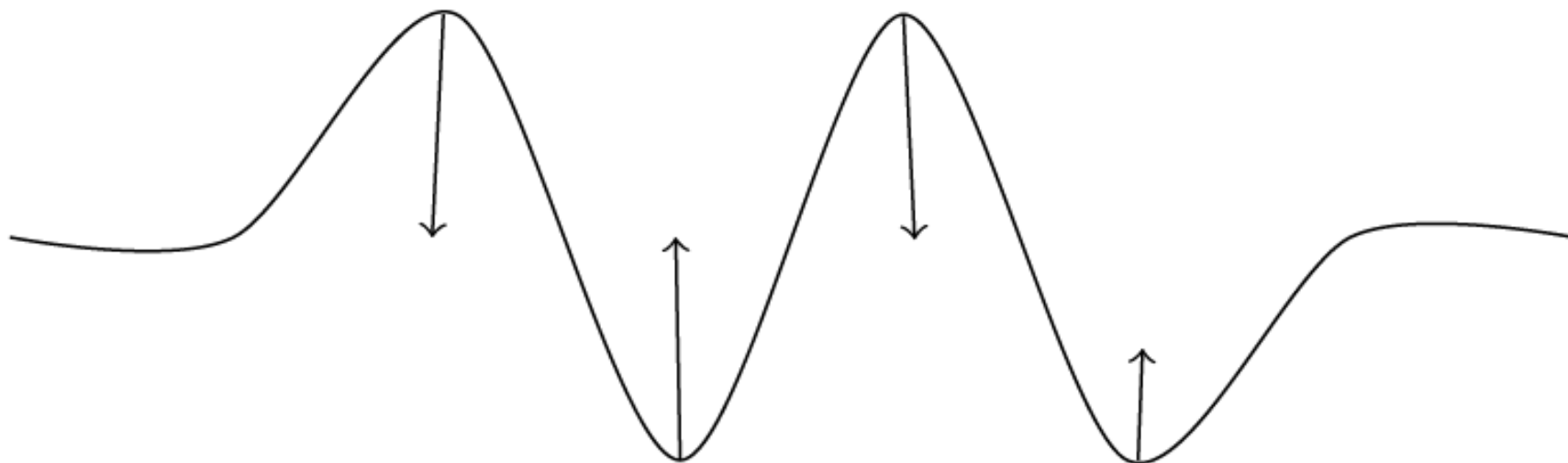


99% simplification  
(3.5K triangles)

(b) Simplification guided by saliency

**MEAN CURVATURE FLOW**

What will happen to the curve?



# Smoothing!

- aka Curve Shortening Flow
- (eventually) Produces convex curves!

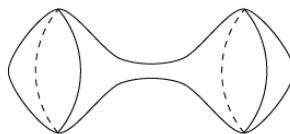


FIGURE 6. The (non-convex) dumbbell will have a “neck-pinch” before the entire surface shrinks away

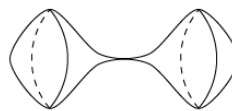


FIGURE 7. At the time of the neck-pinch, most of the surface will remain non-singular, but the diameter of the neck will have shrunk away

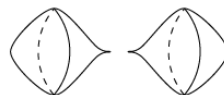
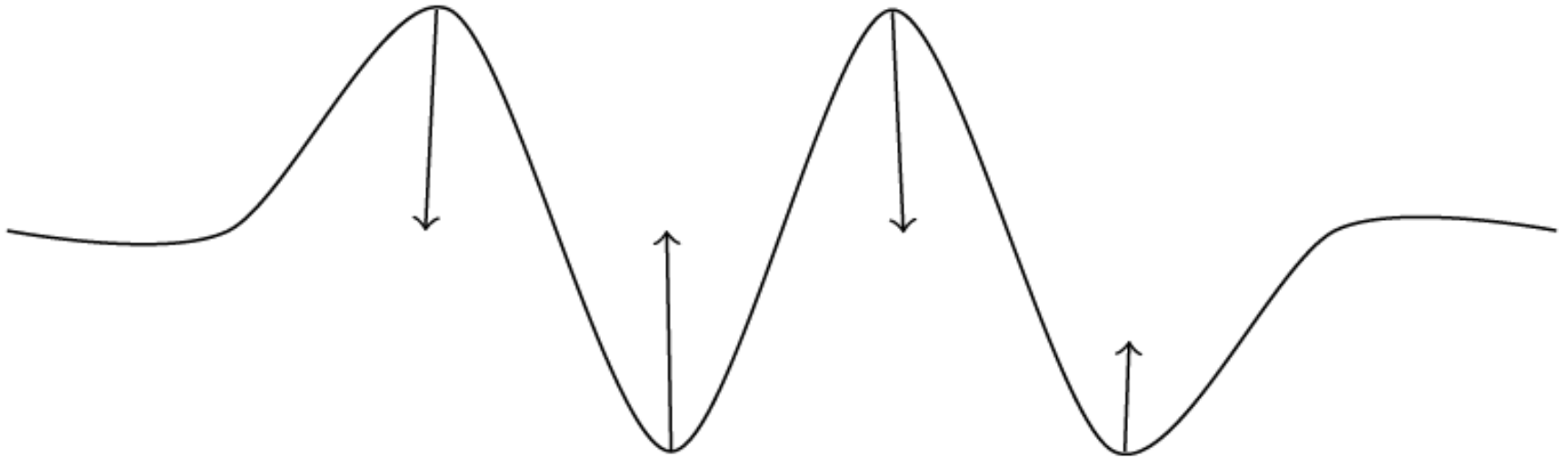


FIGURE 8. It is possible to “continue the flow through the singularity.” It will become smooth immediately after, and then both component will shrink away.

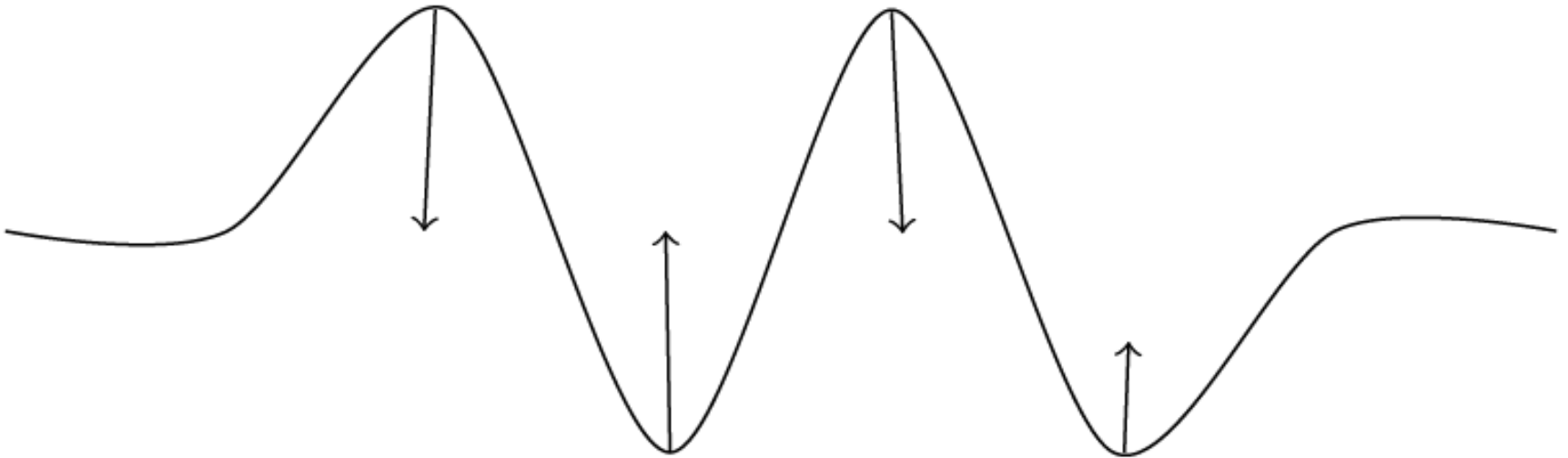
# Formalization

$$\frac{\partial \gamma}{\partial T} = \frac{\partial^2 \gamma}{\partial s^2}$$



# Form alization

$$\frac{\partial \gamma}{\partial T} = \frac{\partial^2 \gamma}{\partial s^2} = k \vec{n}$$





# 3D

## Implicit Fairing of Irregular Meshes using Diffusion and Curvature Flow

Mathieu Desbrun

Mark Meyer

Peter Schröder

Alan H. Barr

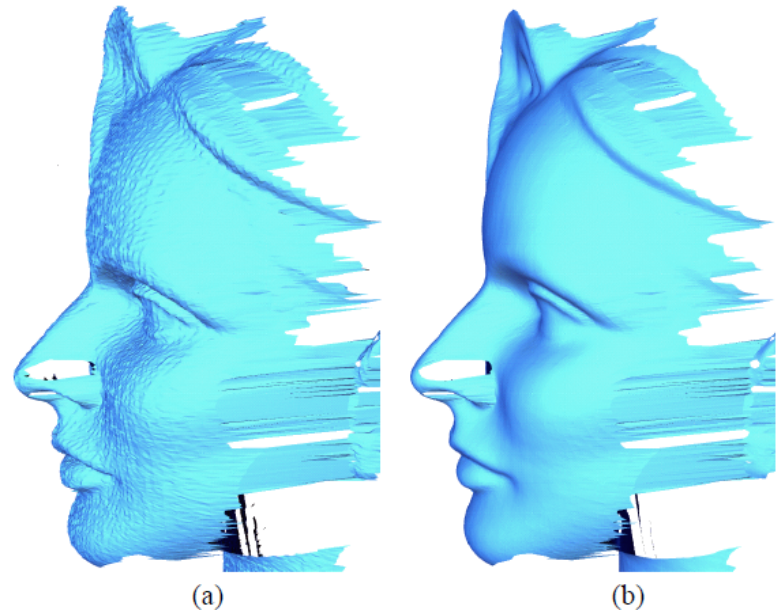
Caltech\*

### Abstract

In this paper, we develop methods to rapidly remove rough features from irregularly triangulated data intended to portray a smooth surface. The main task is to remove undesirable noise and uneven edges while retaining desirable geometric features. The problem arises mainly when creating high-fidelity computer graphics objects using imperfectly-measured data from the real world.

Our approach contains three novel features: an *implicit integration* method to achieve efficiency, stability, and large time-steps; a scale-dependent Laplacian operator to improve the diffusion process; and finally, a robust curvature flow operator that achieves a smoothing of the shape itself, distinct from any parameterization. Additional features of the algorithm include automatic exact volume preservation, and hard and soft constraints on the positions of the points in the mesh.

We compare our method to previous operators and related algorithms, and prove that our curvature and Laplacian operators have several mathematically-desirable qualities that improve the appearance of the resulting surface. In consequence, the new results



# Laplacian smoothing

$$\frac{\partial x_i}{\partial t} = -\bar{\mathbf{K}}_i \mathbf{n}_i$$

$$-\bar{\mathbf{K}} \mathbf{n} = \frac{1}{4A} \sum_{j \in N_1(i)} (\cot \alpha_j + \cot \beta_j) (x_j - x_i)$$

# Laplacian Smoothing

