

Symposium On Geometry Processing 2010

# Möbius Transformations For Global Intrinsic Symmetry Analysis

Vladimir G. Kim

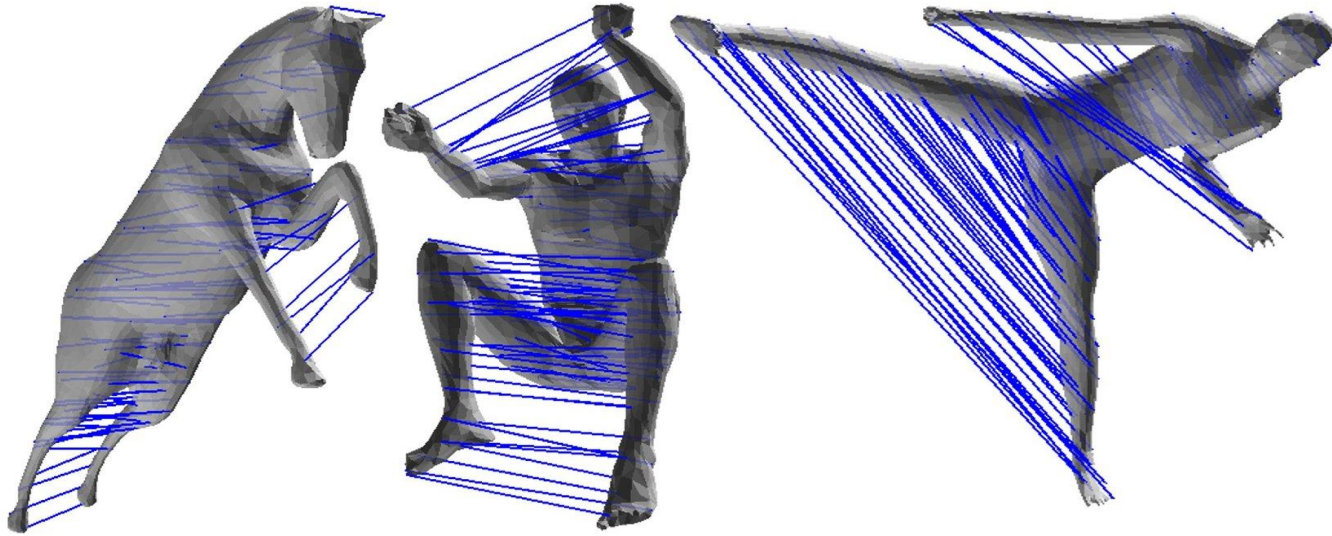
Yaron Lipman

Xiaobai Chen

Thomas Funkhouser

Princeton University

# Goal



- Find a map  $f$  from surface onto itself that preserves geodesic distances

$$f : \mathcal{M} \rightarrow \mathcal{M} \text{ s.t. } d_g(p, q) = d_g(f(p), f(q))$$

# Previous Work

- **Extrinsic Symmetry**
- Intrinsic Symmetry
  - Symmetry Axis
  - Laplace-Beltrami Operator
  - Gromov-Hausdorff Distance
- Inter-Surface Correspondence
  - Möbius Voting



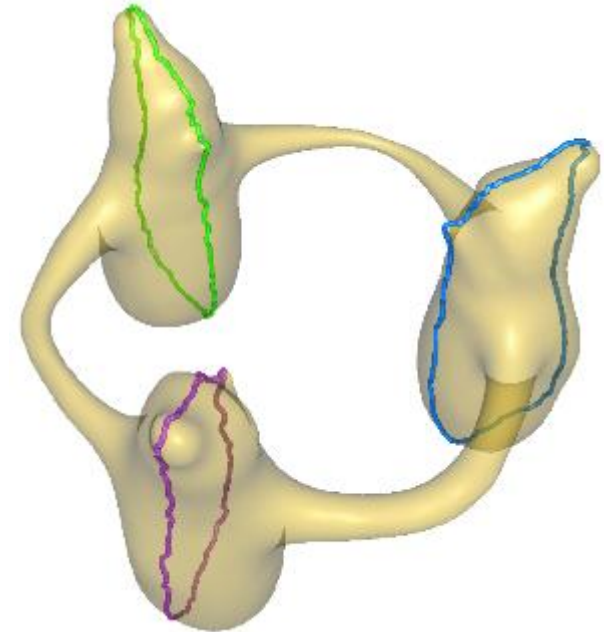
Podolak et al., 2006



Mitra et al., 2006

# Previous Work

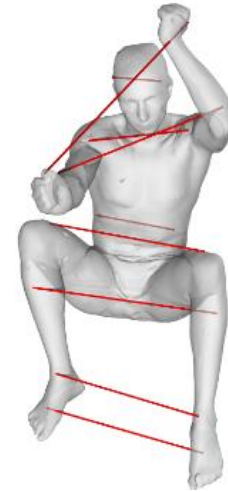
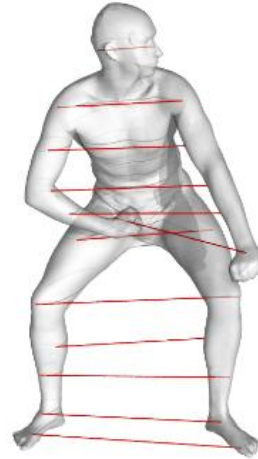
- Extrinsic Symmetry
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Xu et al., 2009

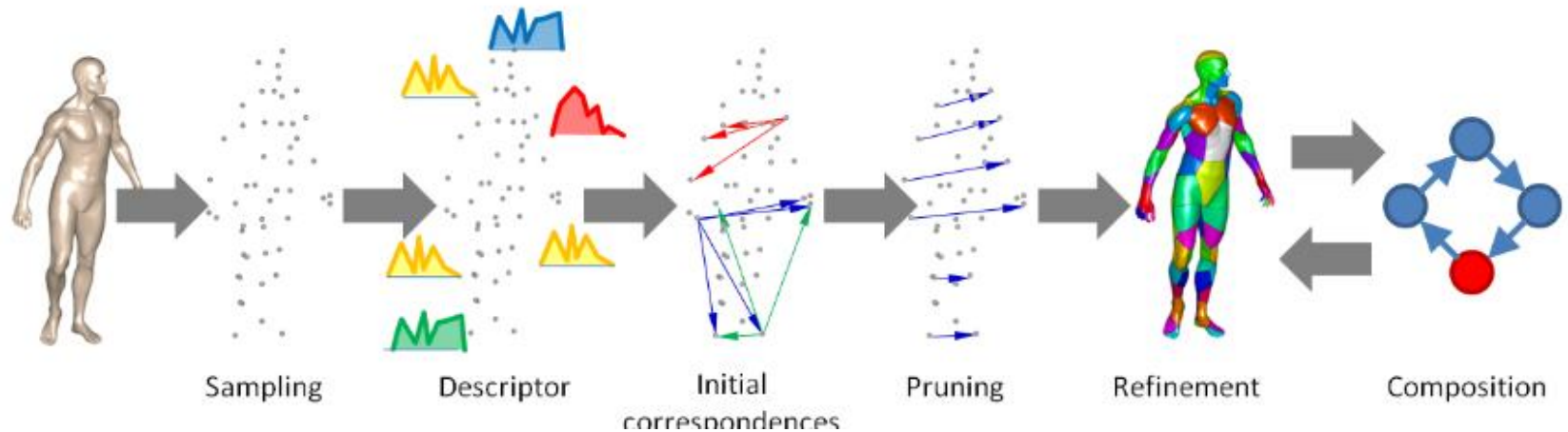
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Ovsjanikov et al. '08

# Previous Work

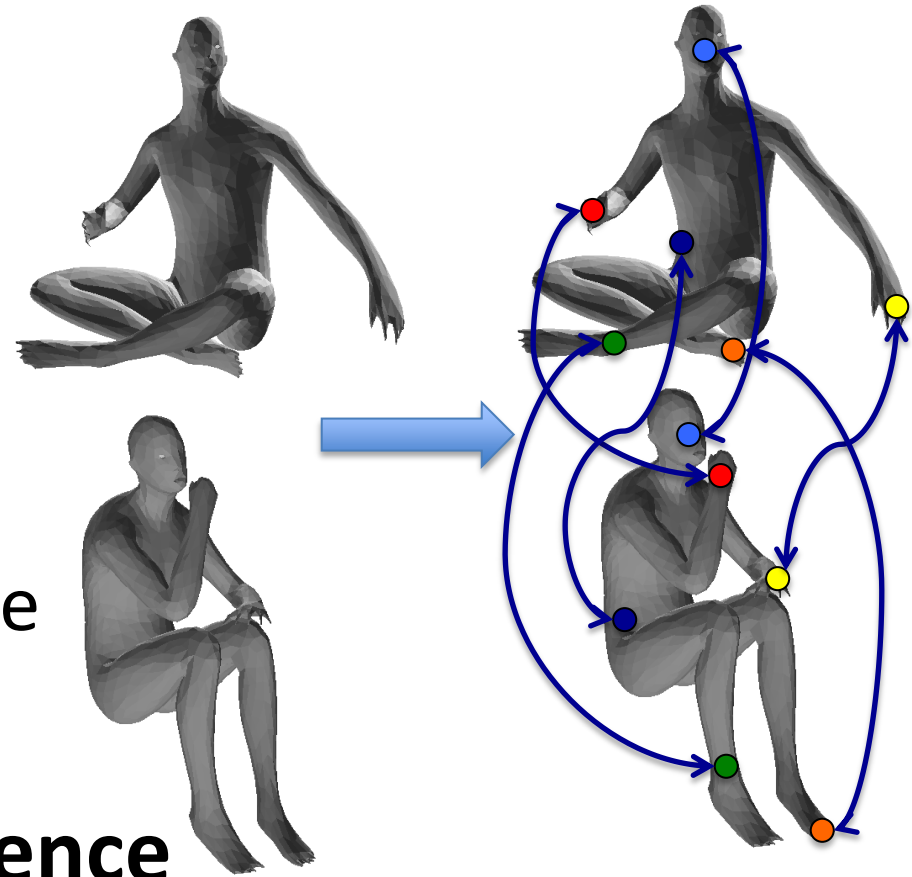


Raviv et al. '10

- **Gromov-Hausdorff Distance**
- Inter-Surface Correspondence
  - Möbius Voting

# Previous Work

- Extrinsic Symmetry
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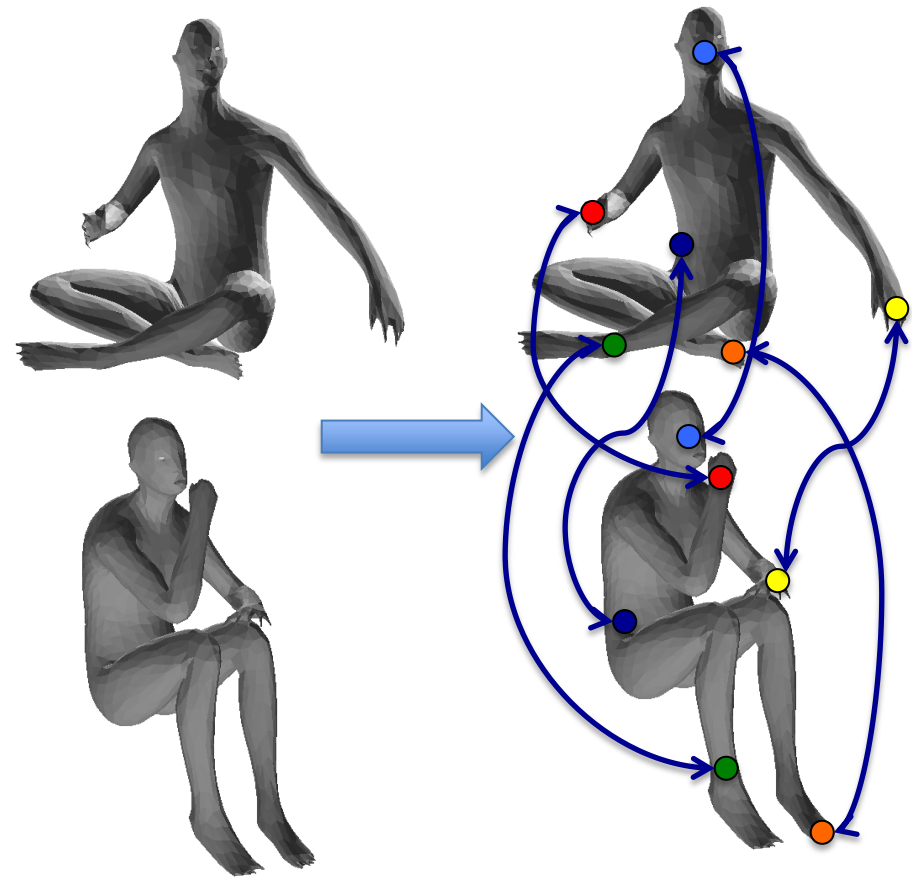
## Möbius Voting

- **Look for an isometry**

- Conformal
- Area-preserving

- **Conformal Maps**

- Mid-edge flattening
- Möbius Transformation
- Defined by 3 correspondences

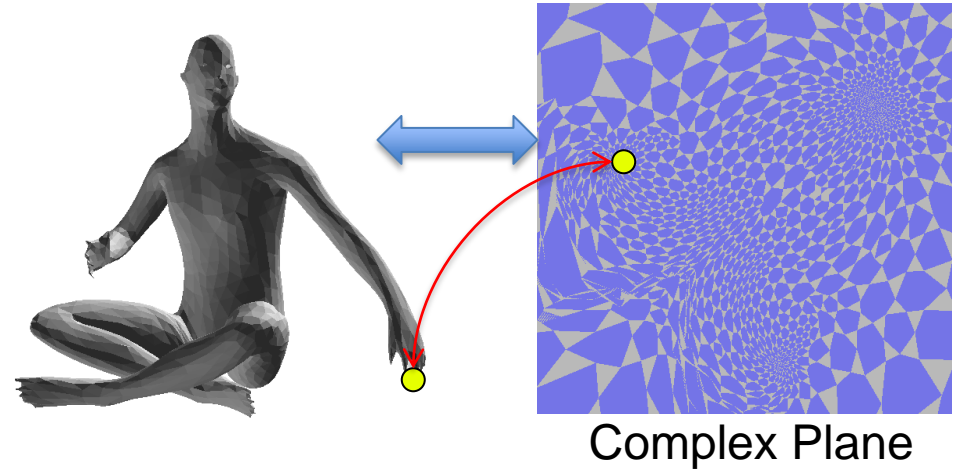




# Previous Work

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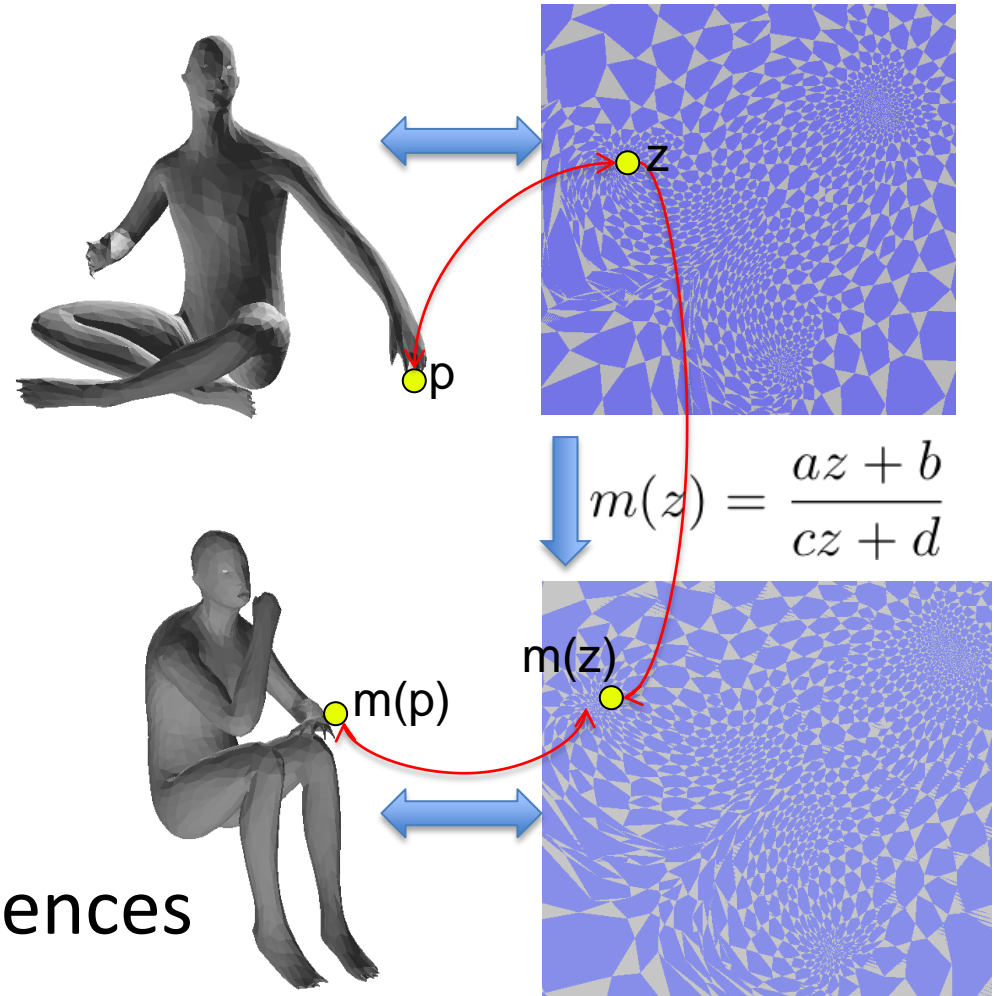
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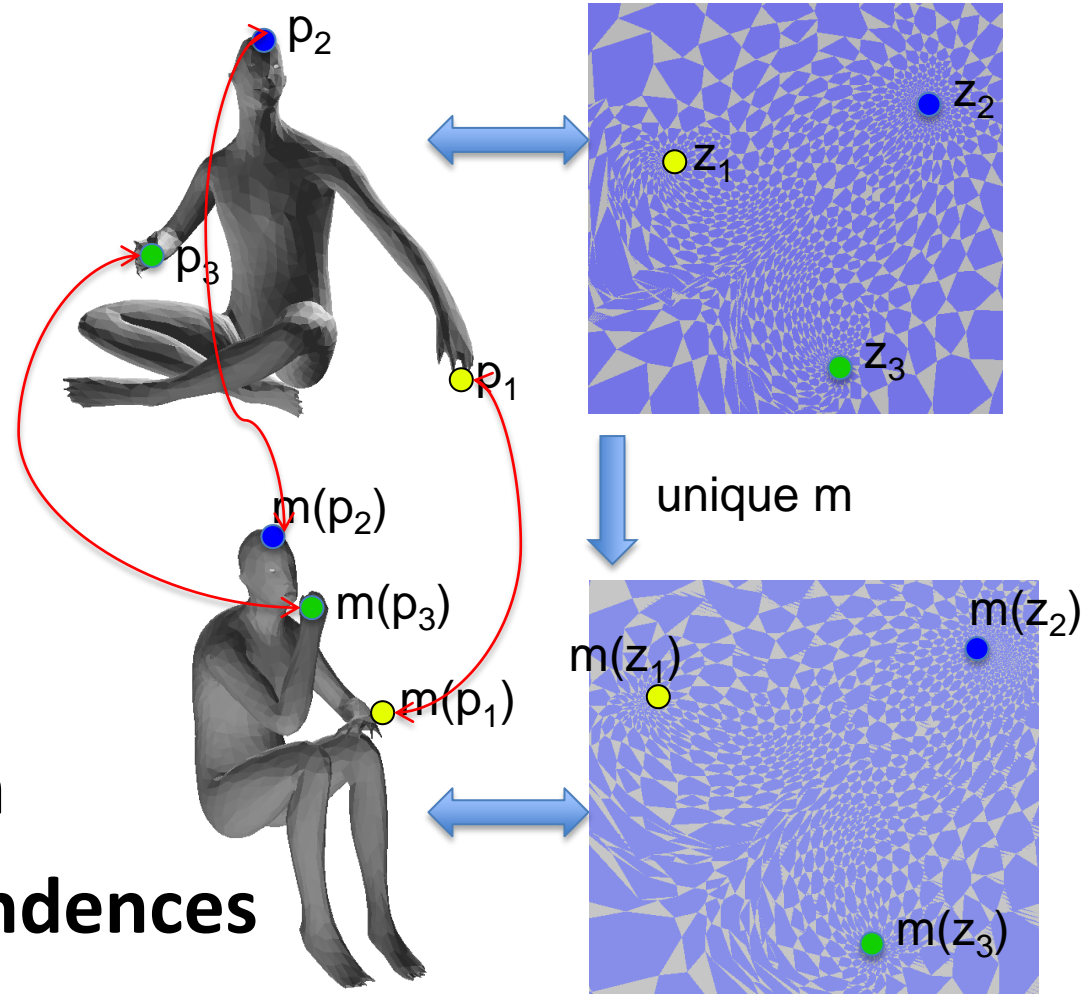
# Previous Work

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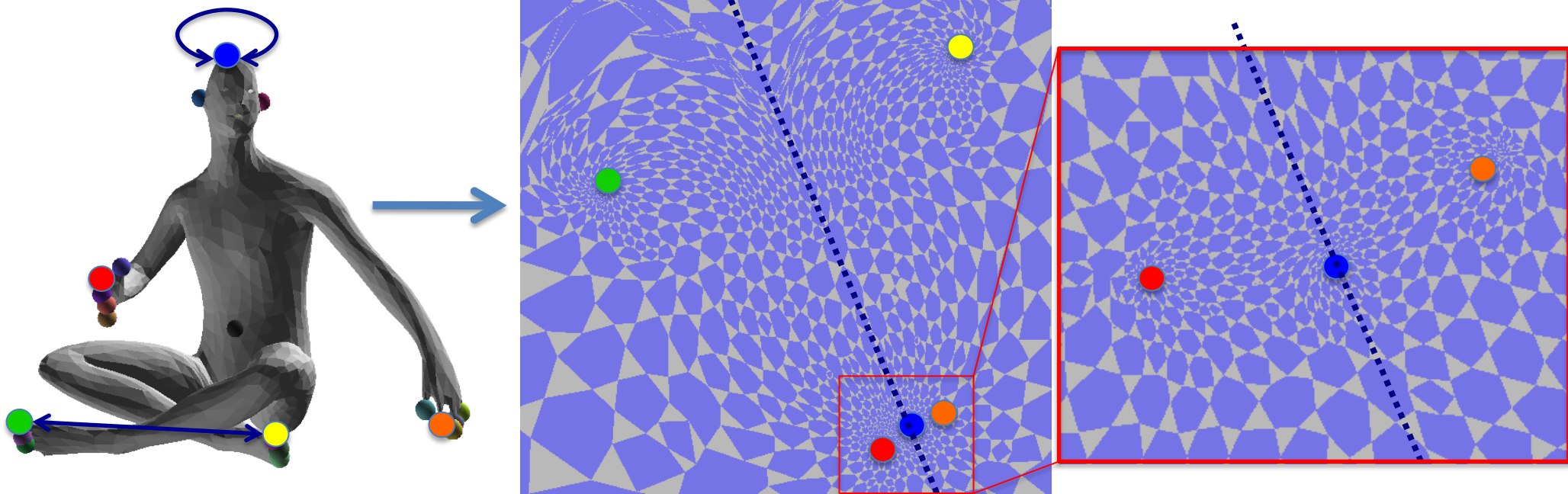
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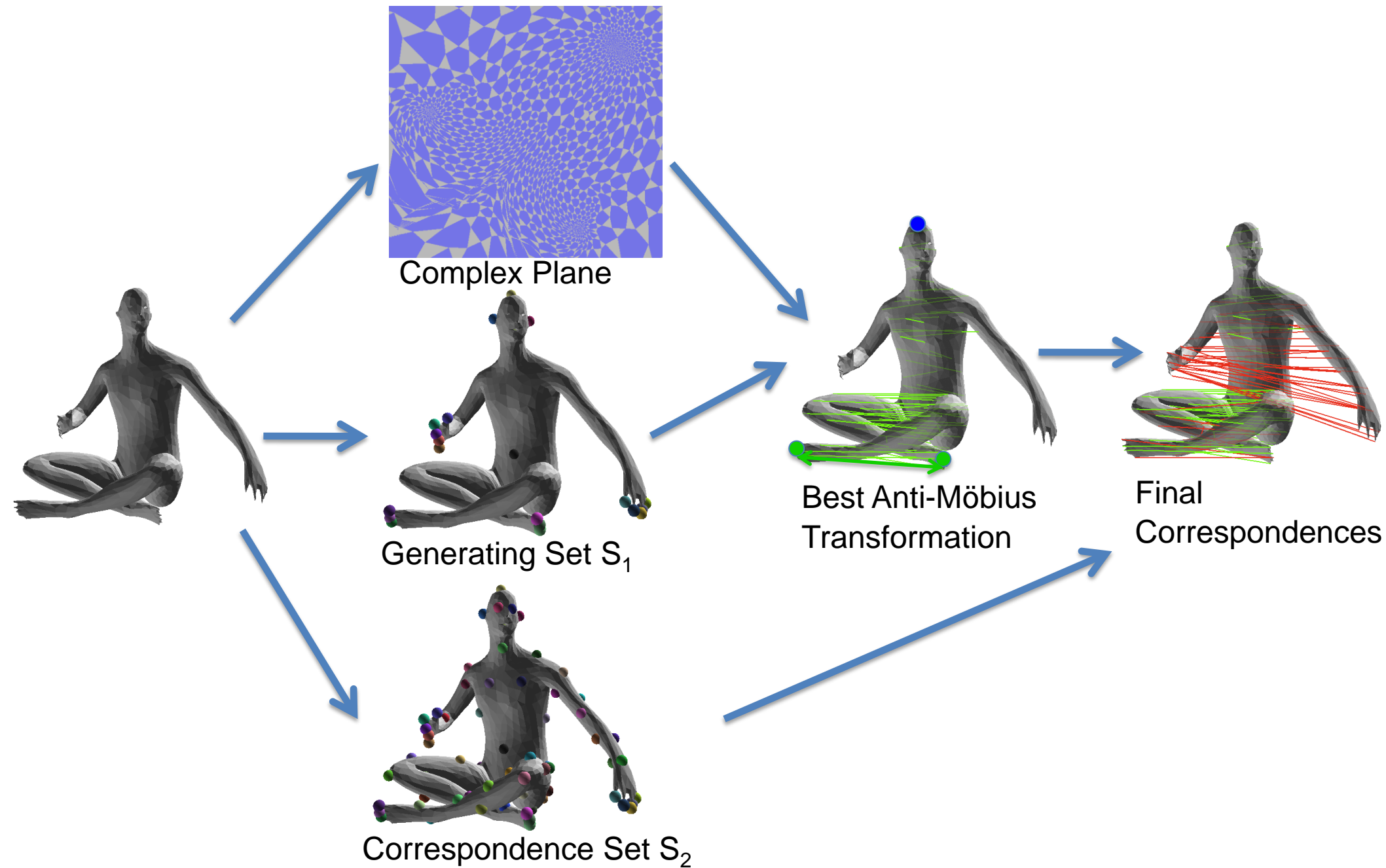


# Our Approach

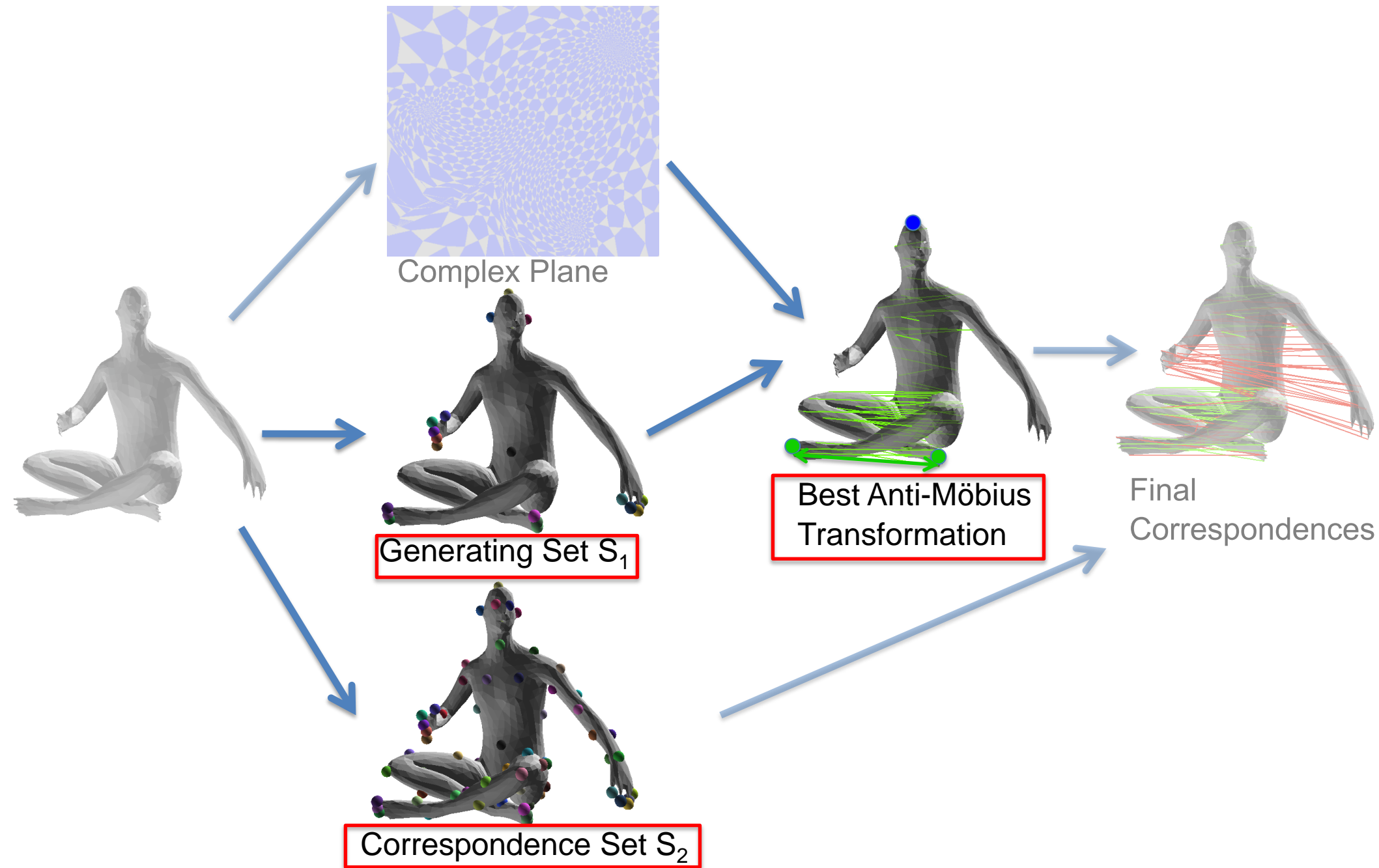
- Look for an Anti-Möbius Transformation that makes intrinsic symmetry extrinsic on complex plane



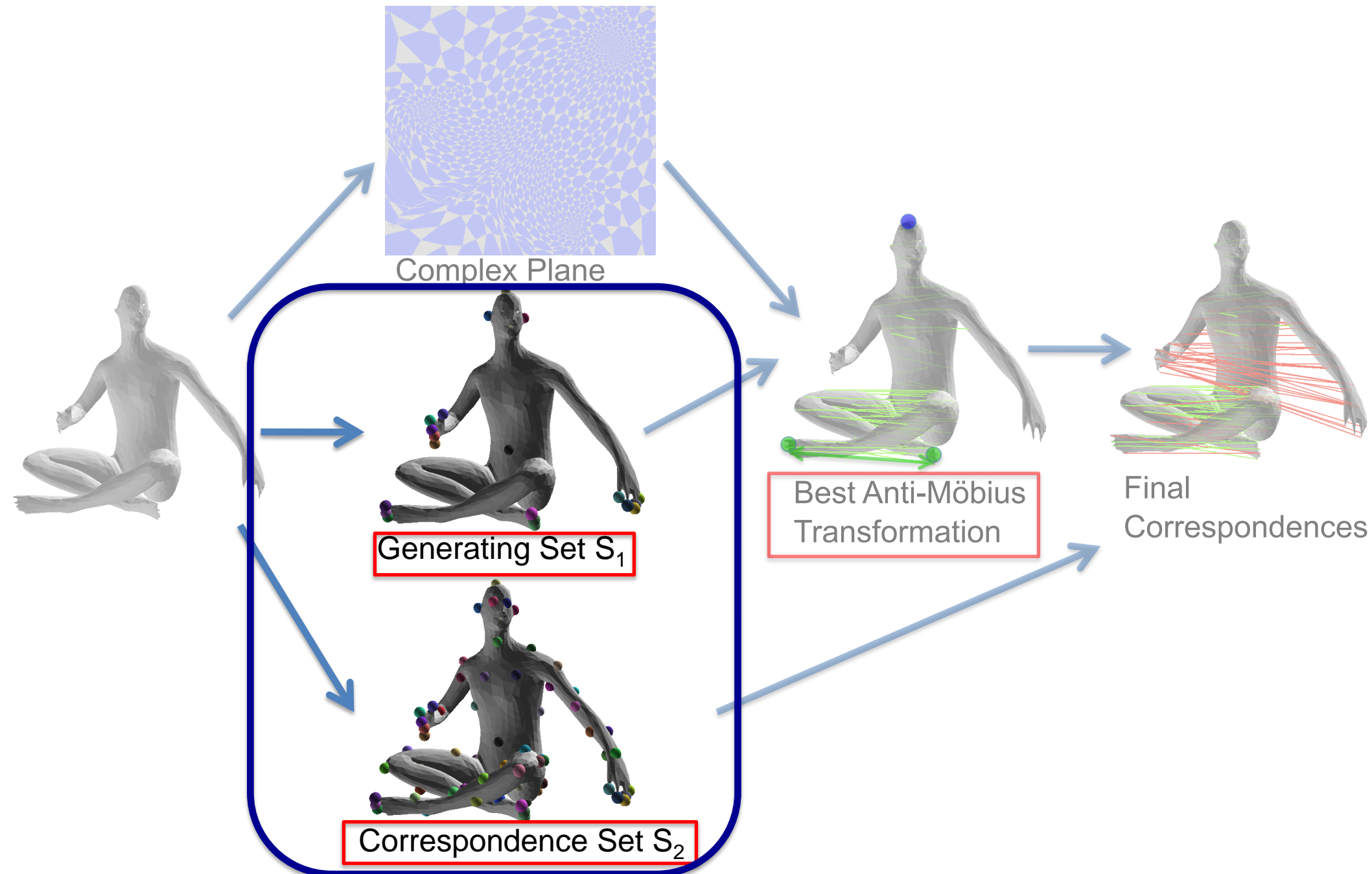
# Pipeline



# Pipeline

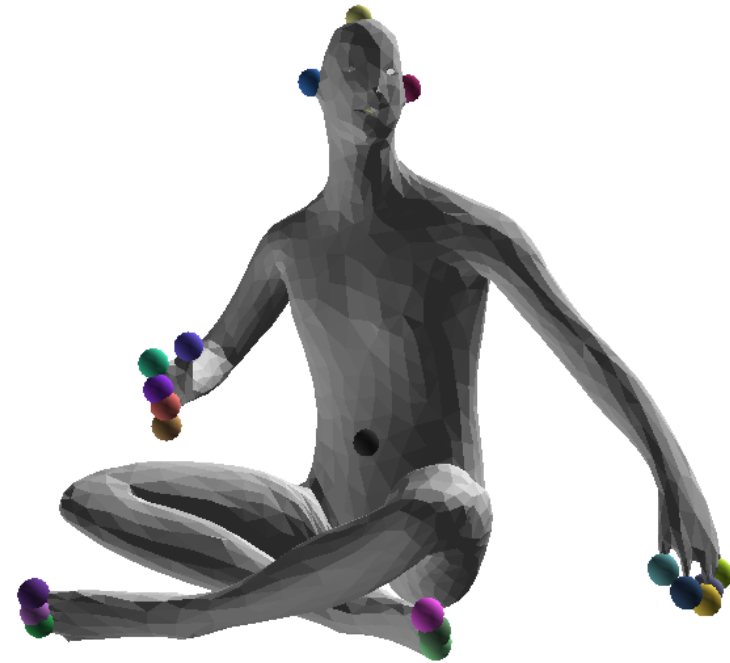


# Finding a Symmetric Point Set



# Finding a Symmetric Point Set

- Goal: need a set containing potential correspondences and stationary points  
e.g. Find a set  $S \subset \mathcal{M}$  invariant under  $f : f(S) = S$
- Approach: use critical points of symmetry invariant function  $\Phi$

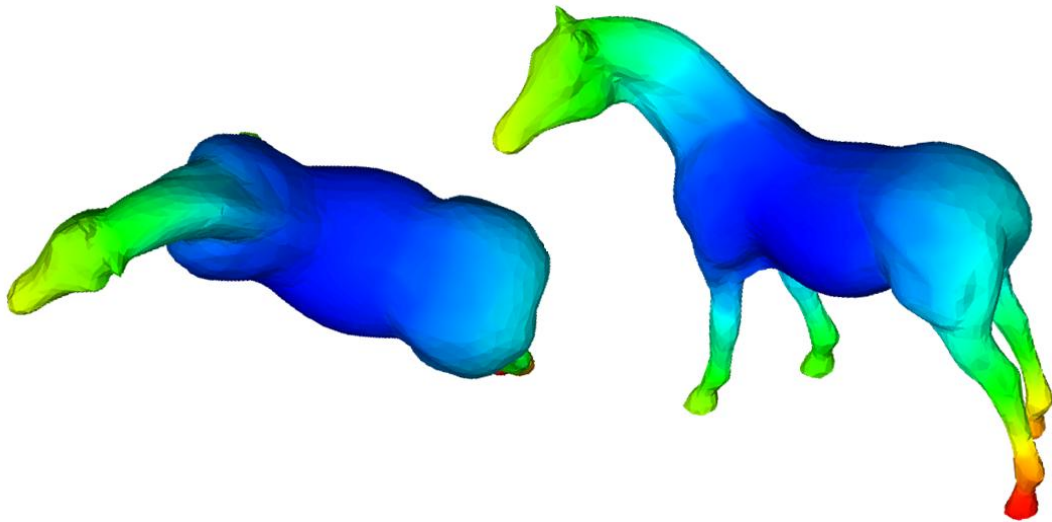




# Finding a Symmetric Point Set

## Example Symmetry Invariant Function

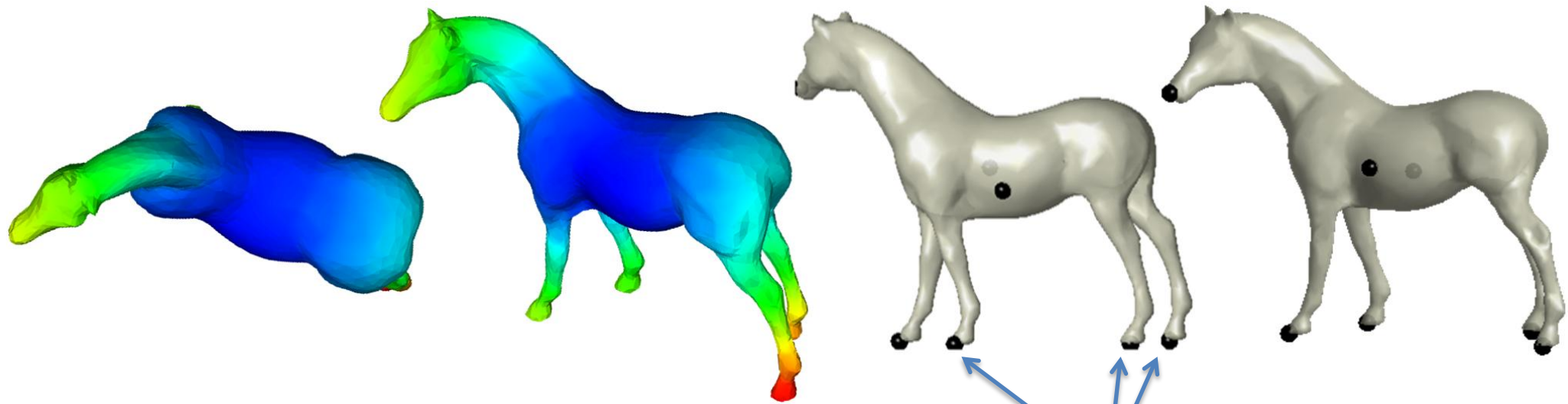
- Average Geodesic Distance  $\Phi_{\text{agd}}(p) = \int_{d_g(p,q)} d_g(p,q) dq$



# Finding a Symmetric Point Set

## Example Symmetry Invariant Function

- Average Geodesic Distance  $\Phi_{\text{agd}}(p) = \int_{d_g(p,q)} d_g(p,q) dq$



- Robust to noise and outliers
- Only few extrema
- Generating Set for Anti-Möbius Transformations

# Finding a Symmetric Point Set Theory

- Symmetry:  $f : \mathcal{M} \rightarrow \mathcal{M}$  s.t.  $d_g(p, q) = d_g(f(p), f(q))$

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Look for critical points

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  - If  $f$  is bilateral reflective, the gradient of  $\Phi$  is parallel to the curve of stationary points of  $f$

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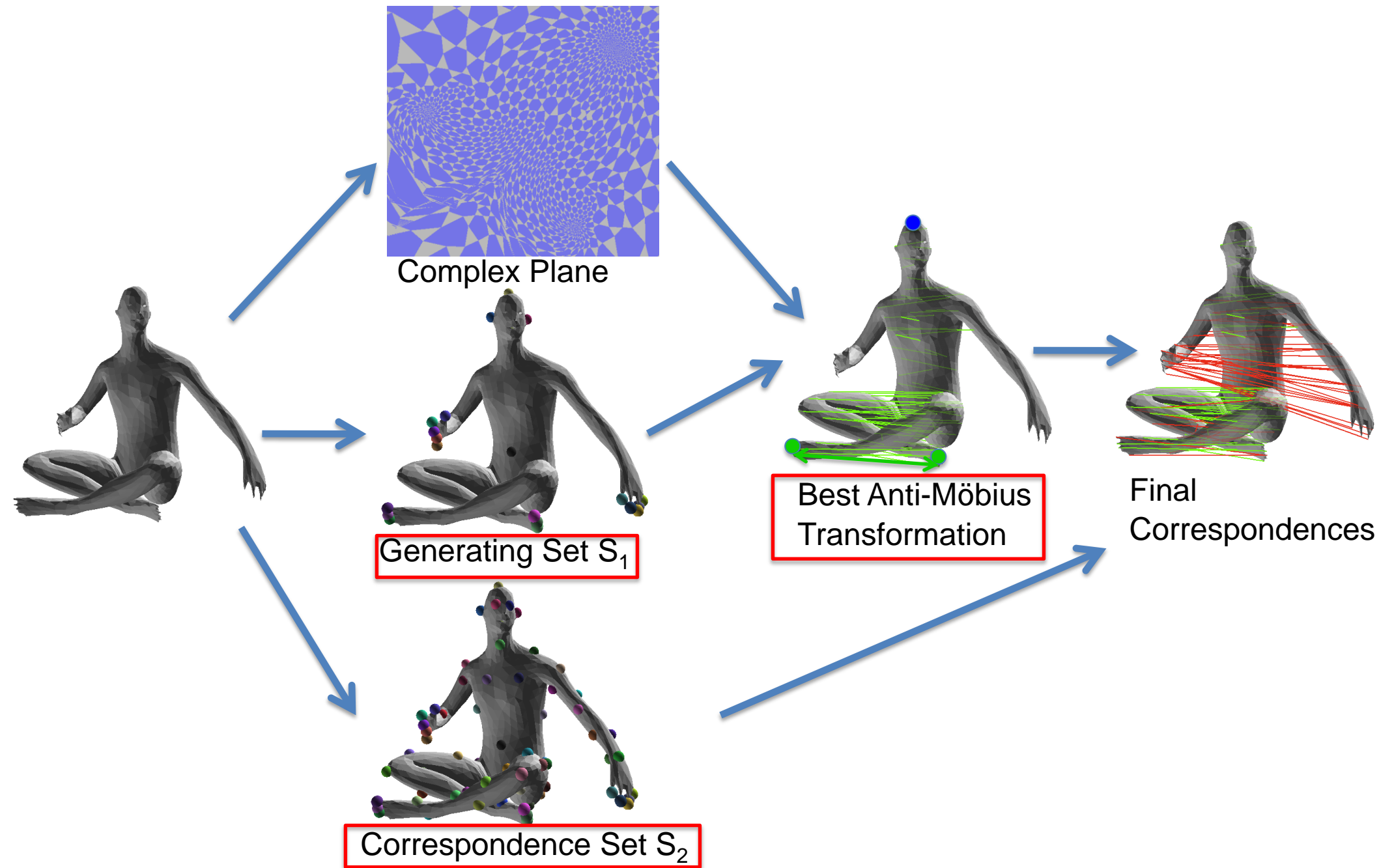
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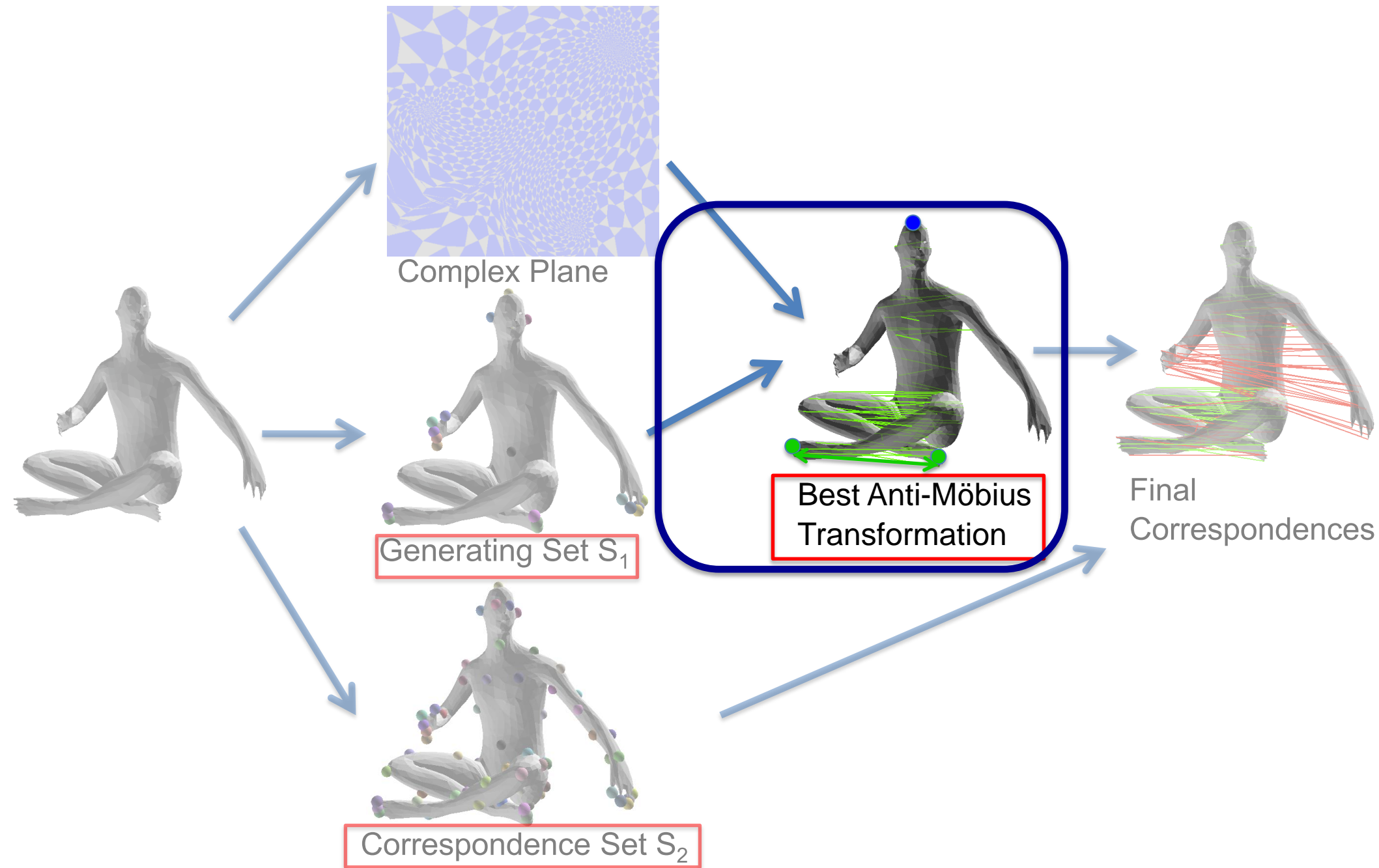
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At least 2 stationary points will have  $\nabla|_p \Phi = 0$
  - For any other symmetry if there is a stationary point it would be a critical point of  $\Phi$

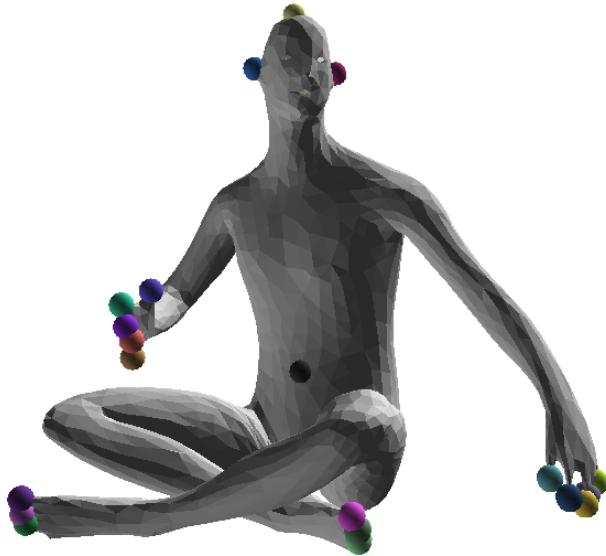
# Pipeline



# Pipeline



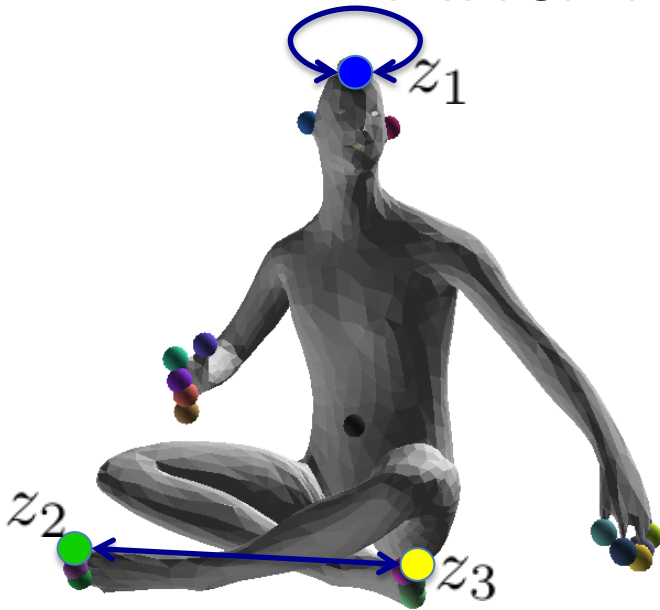
# Searching for the Best Anti-Möbius Transformation



Symmetry Invariant  
Point Set from AGD  
(21 points)

- Goal: find a conformal map that is as isometric as possible
- Approach: use small symmetry invariant set to explore conformal mappings

# Searching for the Best Anti-Möbius Transformation



Symmetry Invariant  
Point Set from AGD  
(21 points)

- **Explore all 3-plets:**

$$z_1 \rightarrow z_1$$

$$z_2 \rightarrow z_3$$

$$z_3 \rightarrow z_2$$

- **Explore all 4-plets:**

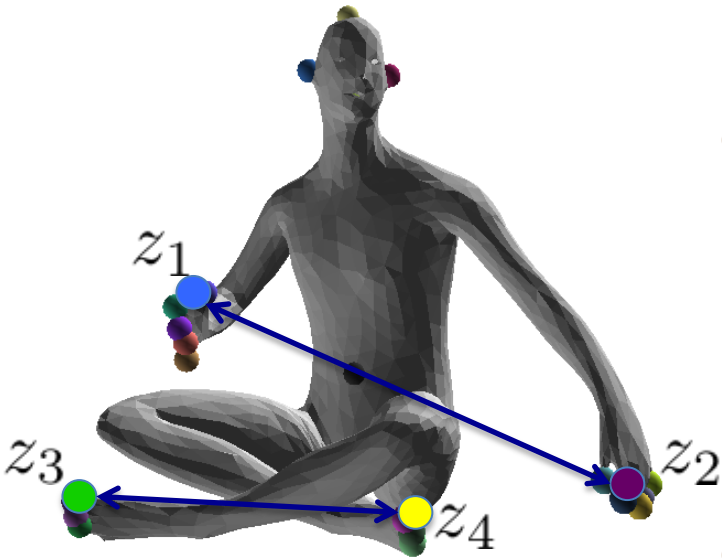
$$z_1 \rightarrow z_2$$

$$z_2 \rightarrow z_1$$

$$z_3 \rightarrow z_4$$

$$z_4 \rightarrow z_3$$

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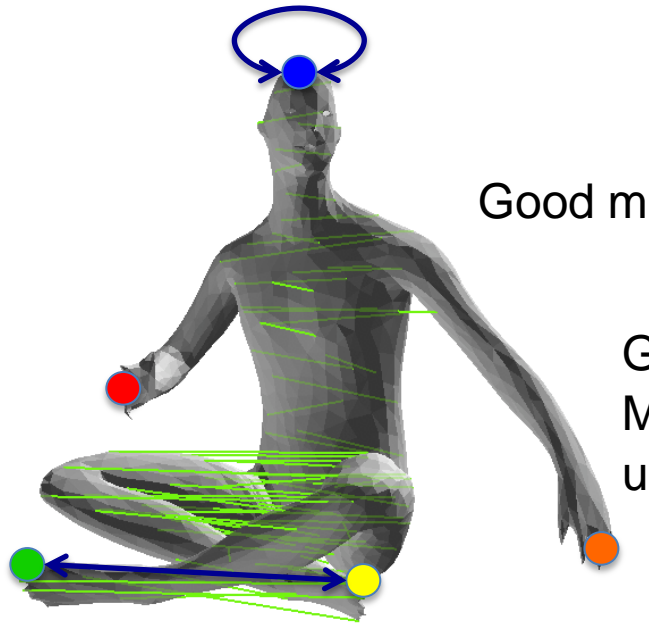
$$z_1 \rightarrow z_2$$

$$z_2 \rightarrow z_1$$

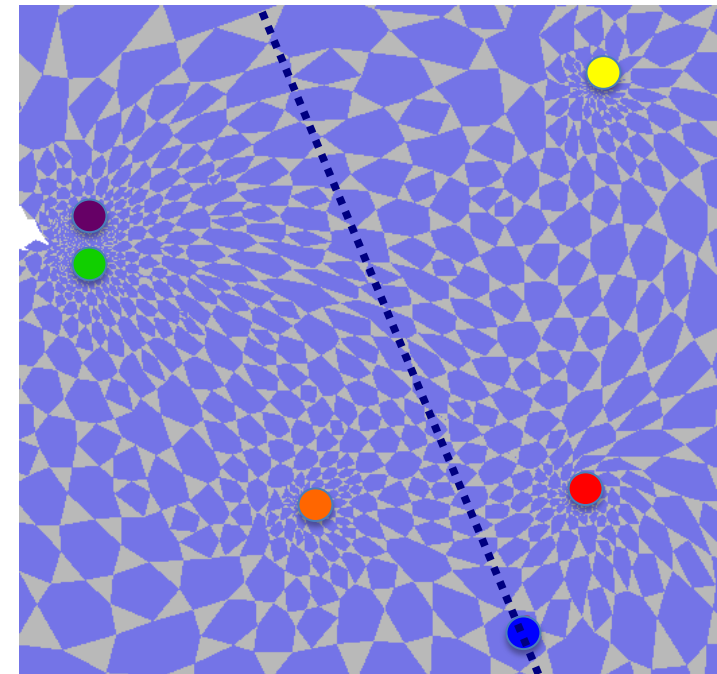
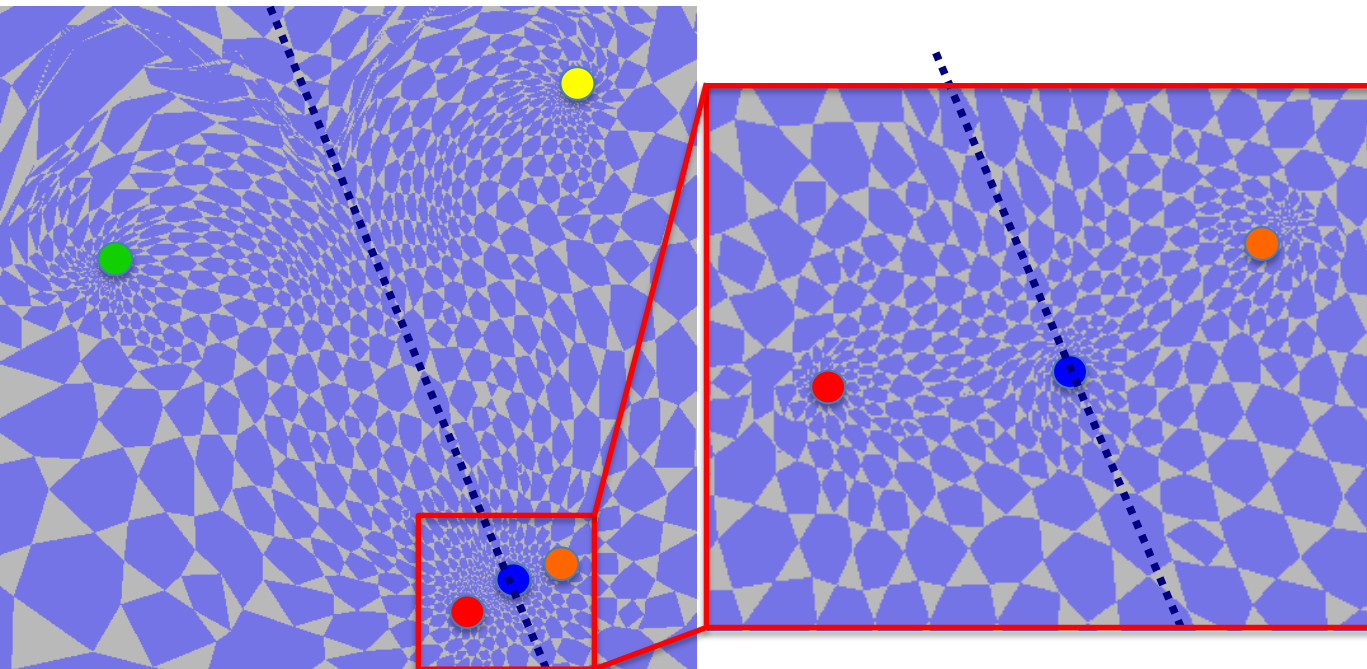
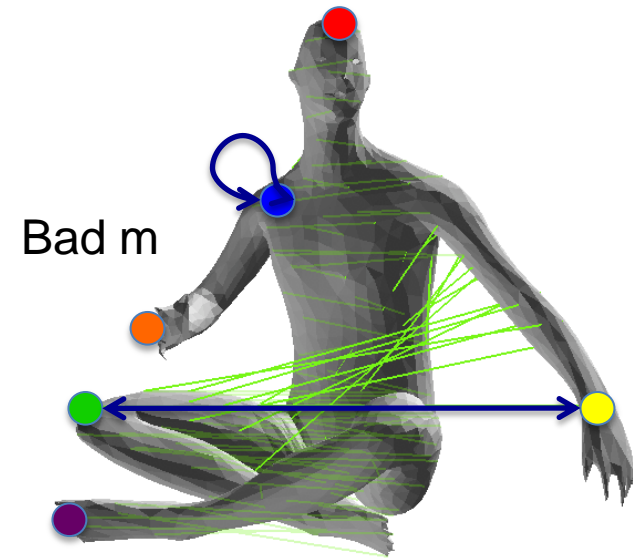
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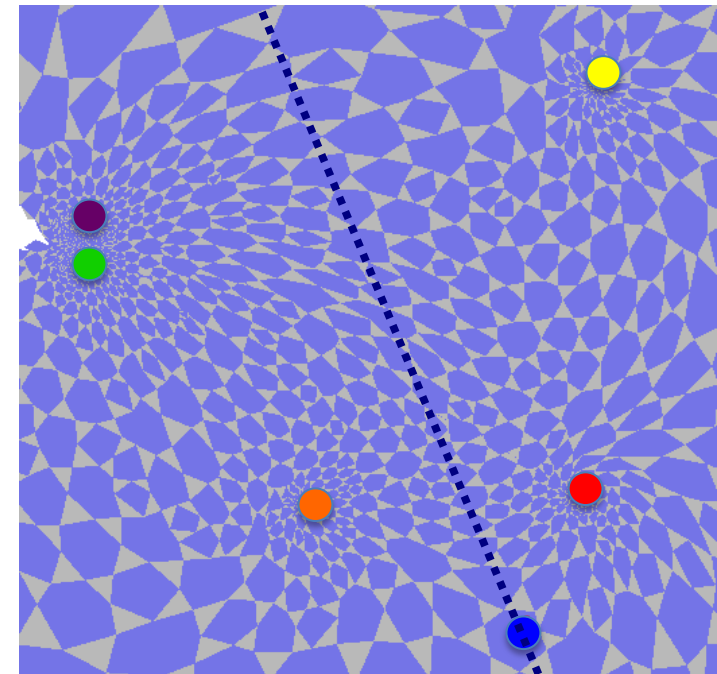
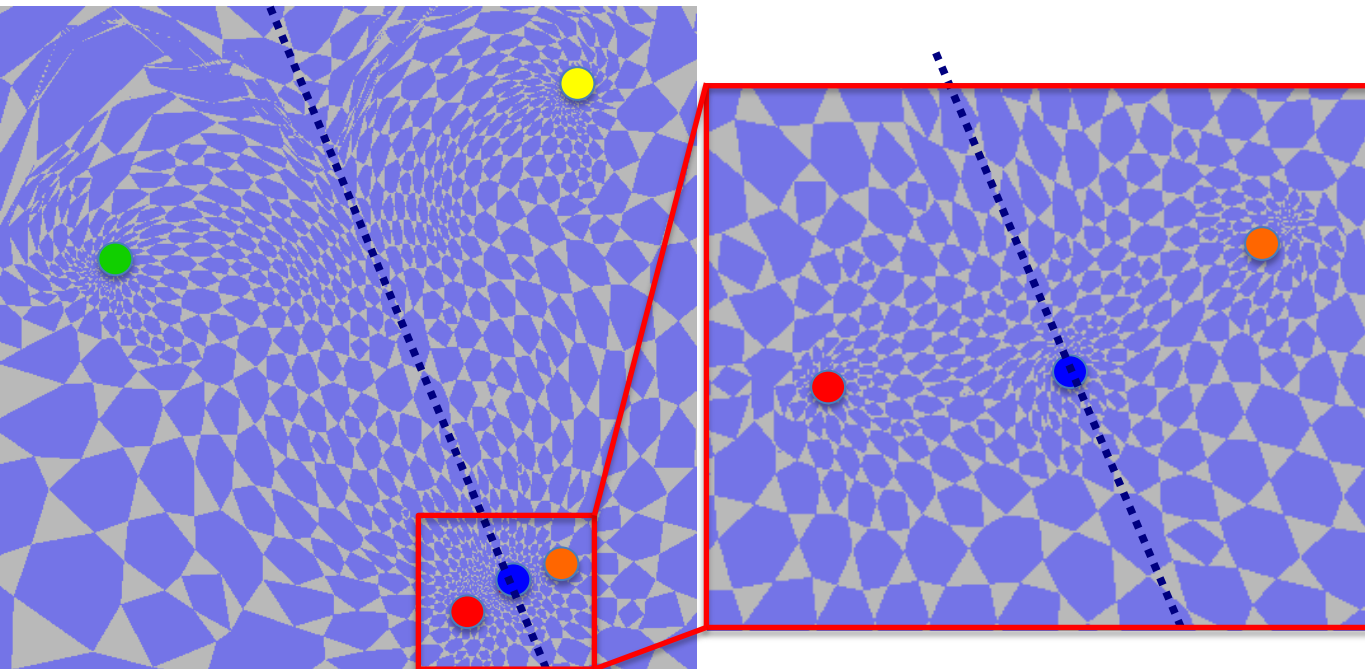
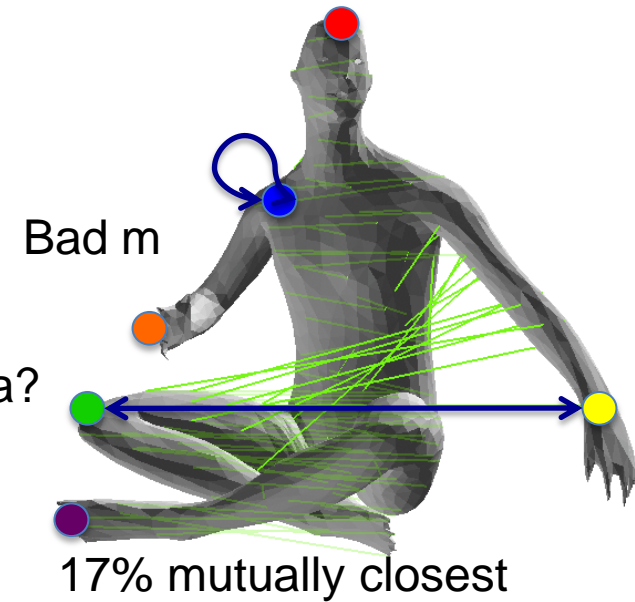
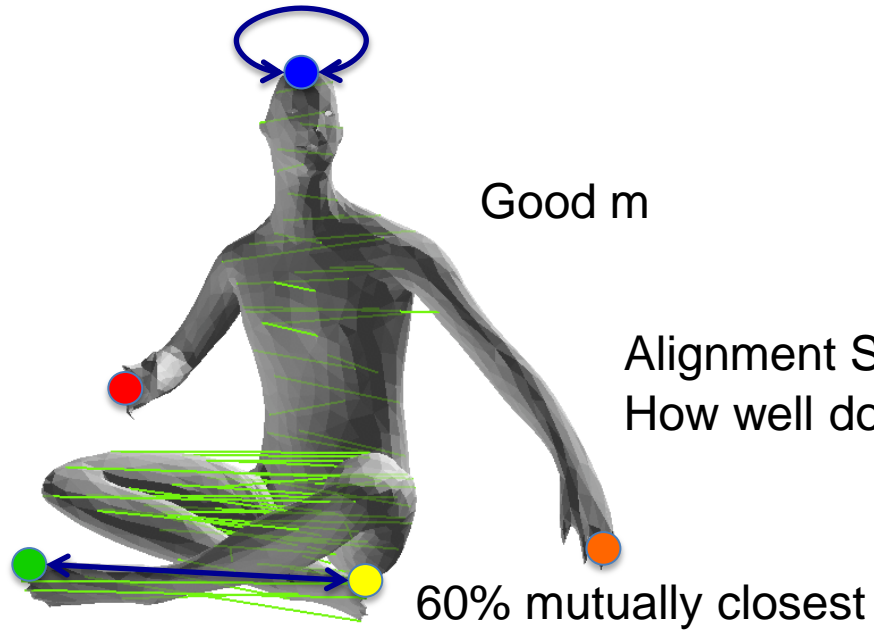
# Best Anti-Mobius Transformation



Green Edges:  
Mutually Closest Neighbors  
under a conformal map defined by  $m$



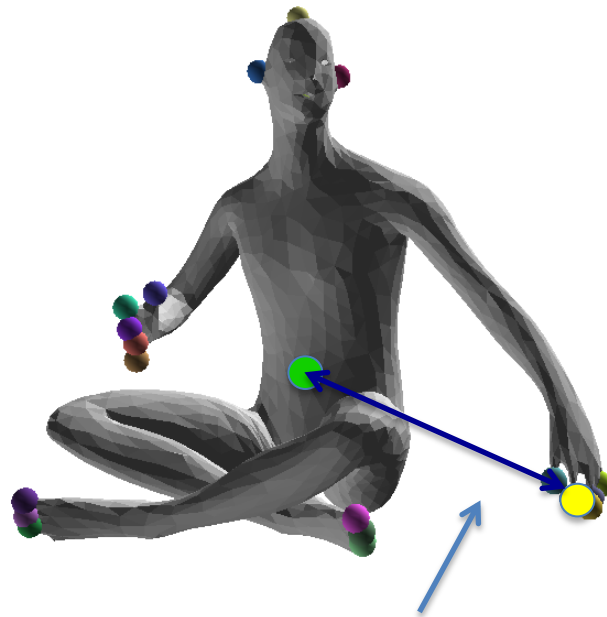
# Best Anti-Mobius Transformation





# Pruning

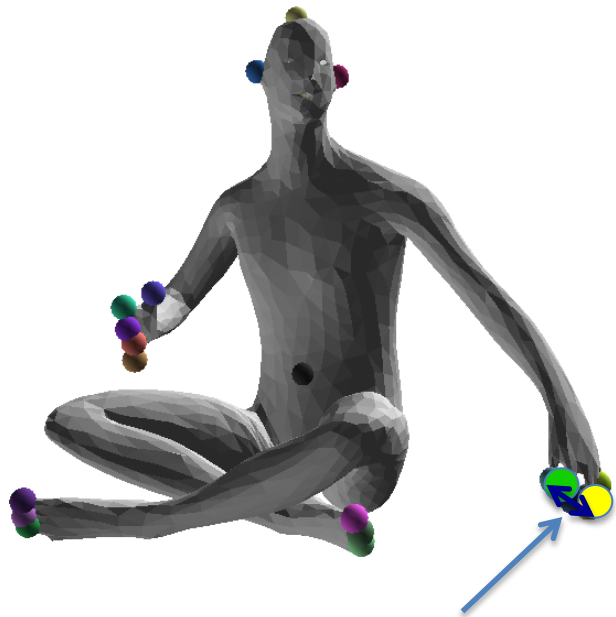
- Ignore a-priory bad mappings
  - **Different AGD values**
  - Too close correspondences
  - Different geodesic distances



Bad correspondence

# Pruning

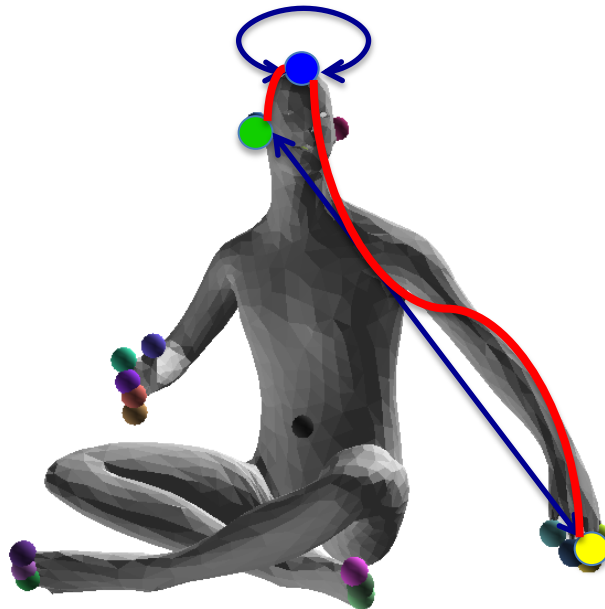
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Bad correspondence

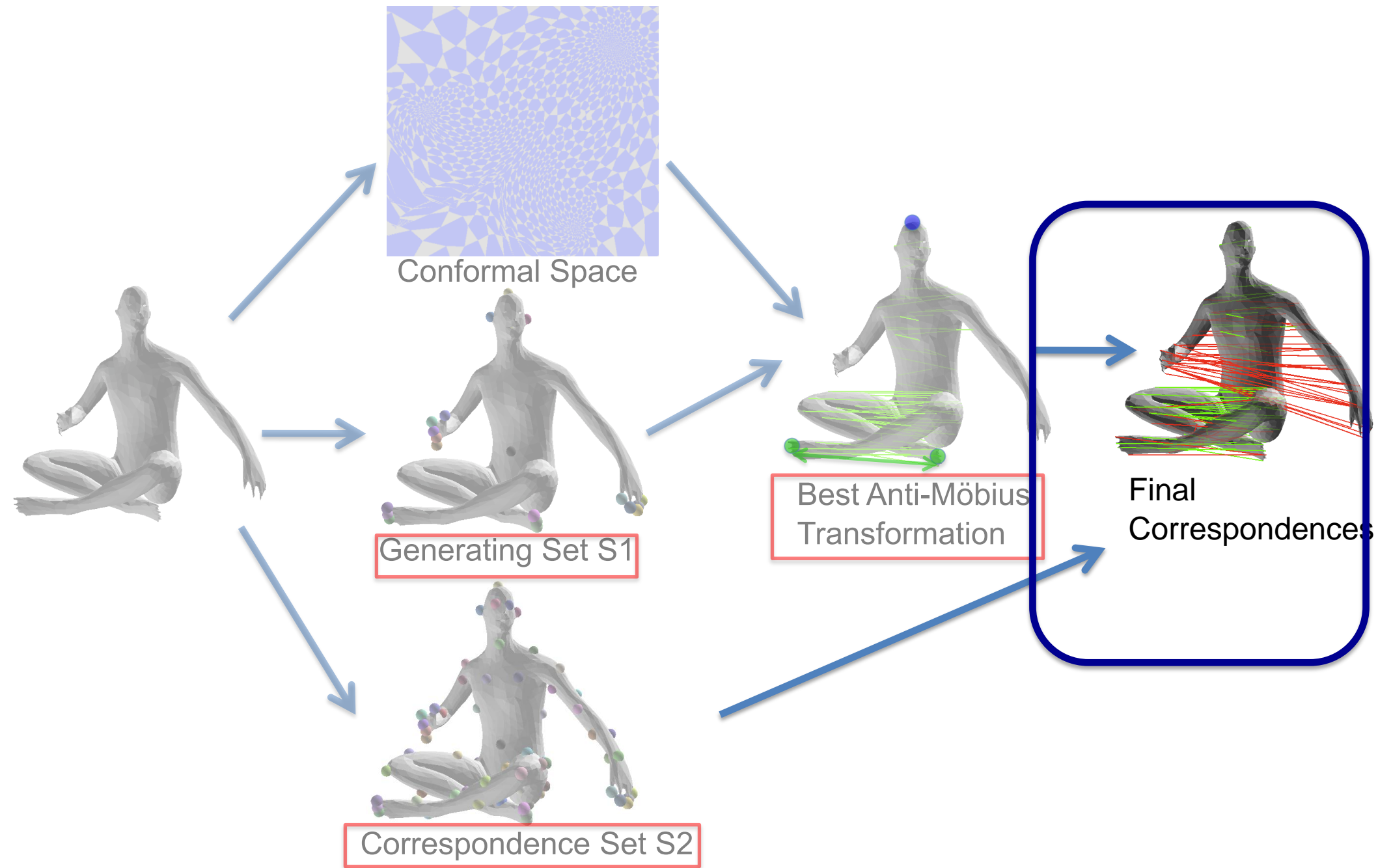
# Pruning

- **Ignore a-priory bad mappings**
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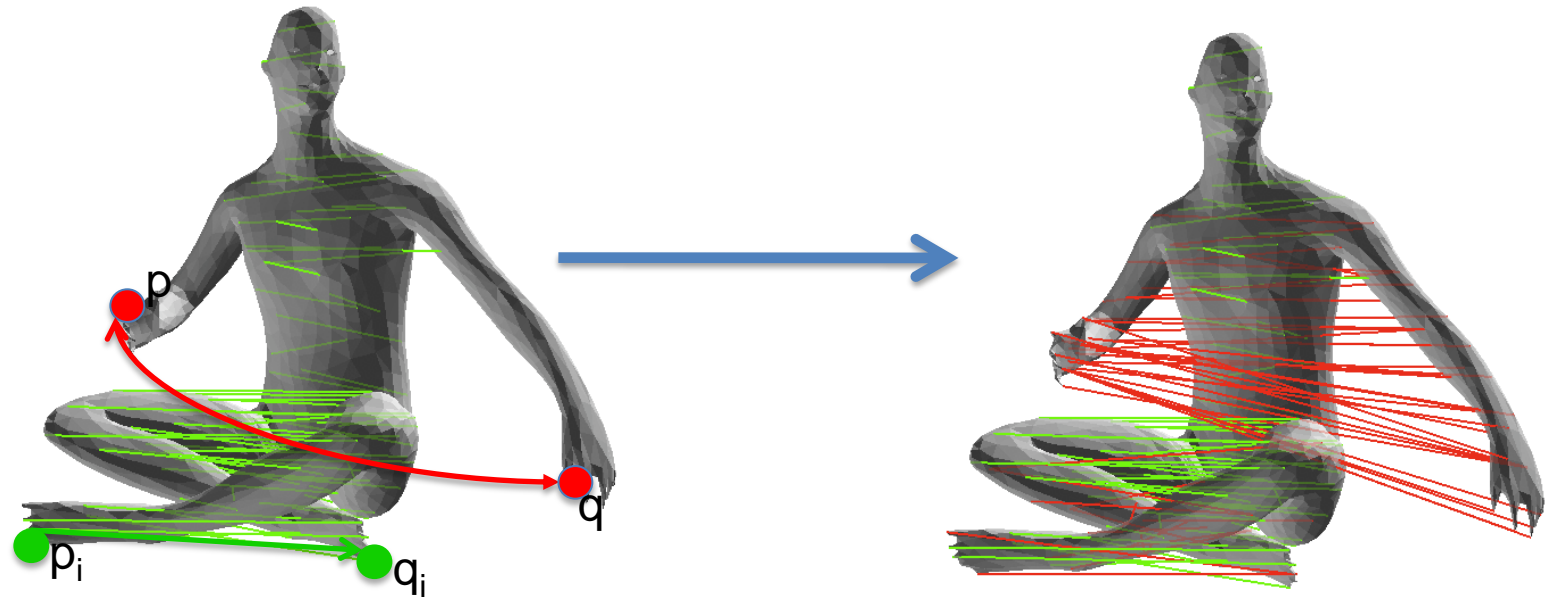


Bad Triplet

# Pipeline



# Final Correspondences

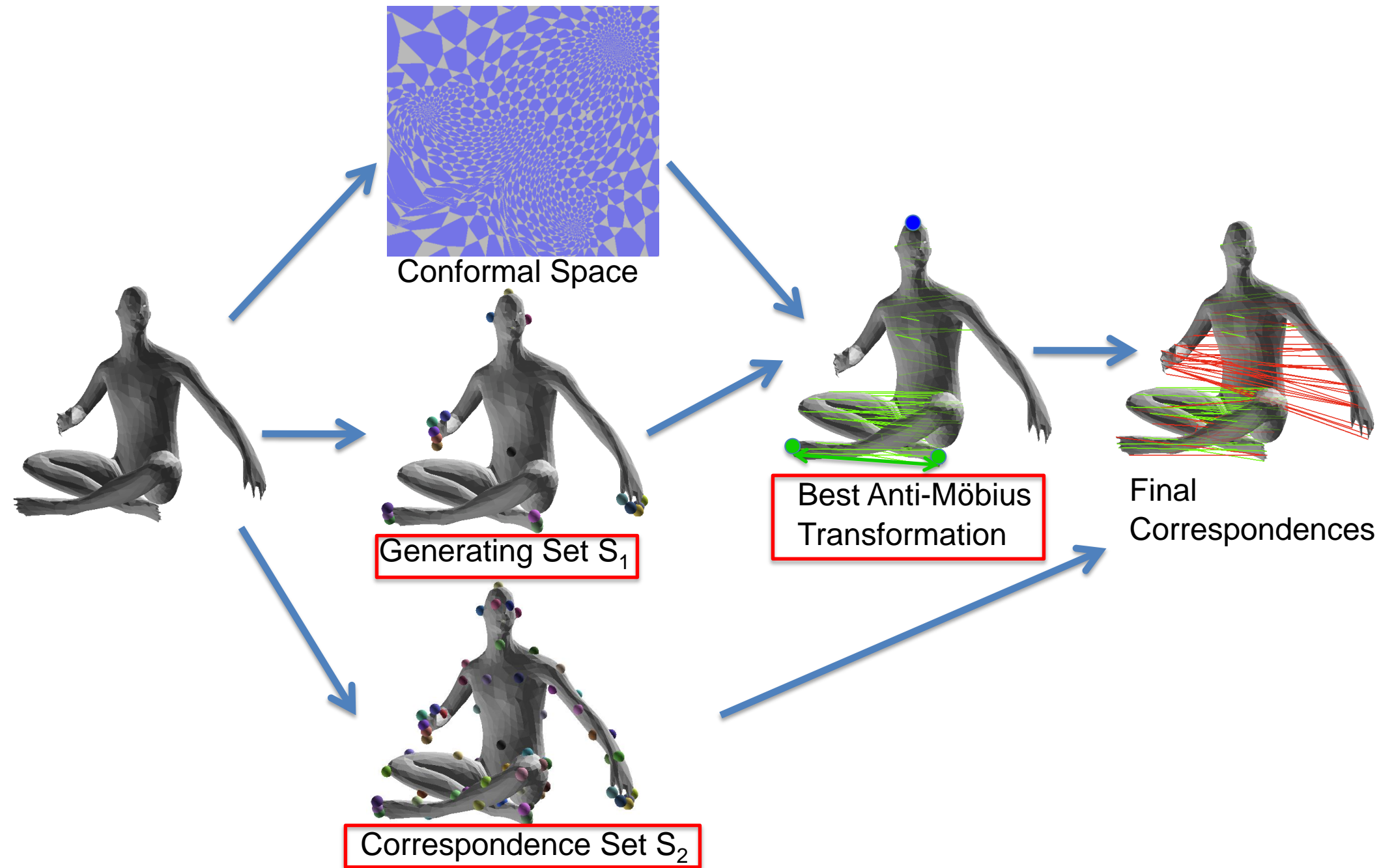


- Goal: Given sparse correspondences:  $(p_i, m(p_i) = q_i)$   
find a correspondence  $q$  for every  $p$
- Approach: For any  $p$ , find  $q$  so that their geodesic distances to sparse set are same

Similar to:

“Efficient computation of isometry-invariant distances between surfaces”. Bronstein et al. 2006

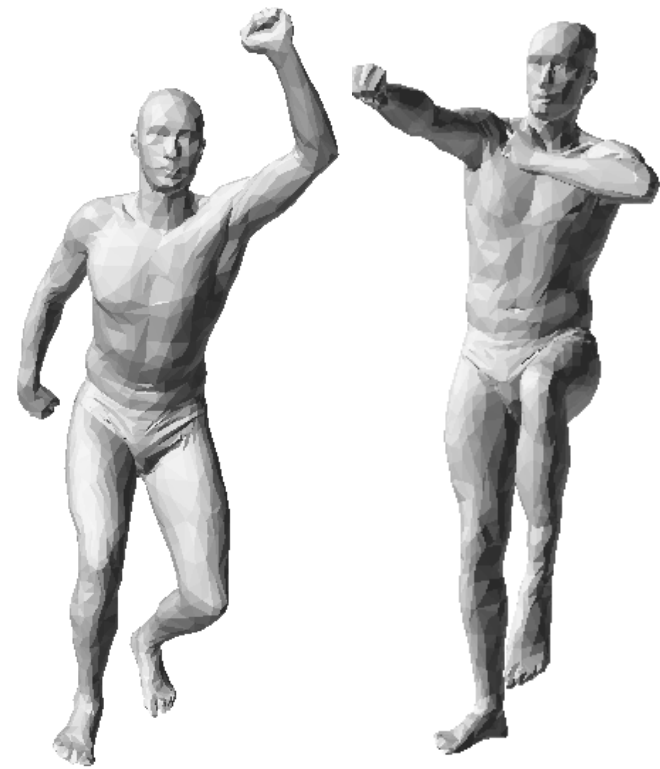
# Pipeline



# Results

## Benchmark

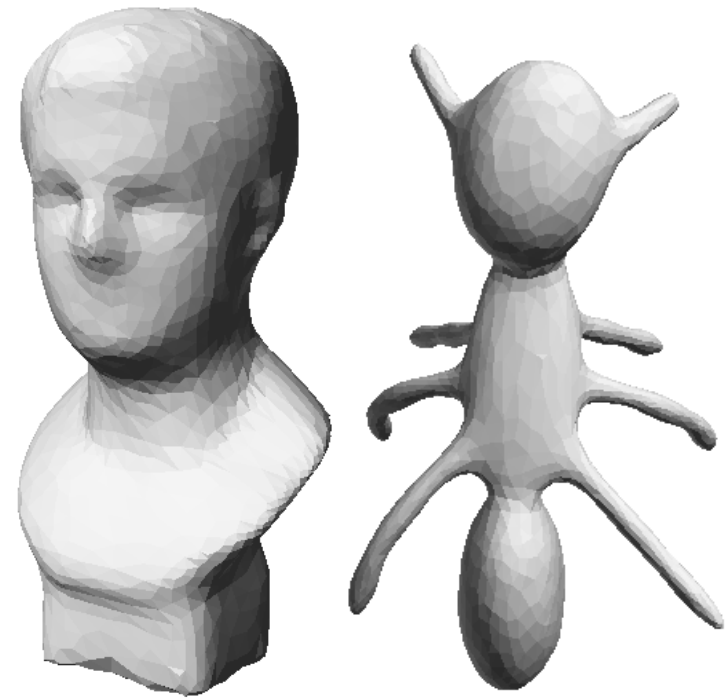
- Goal: quantitatively evaluate performance of our method on 366 models



Scape:  
71 Models



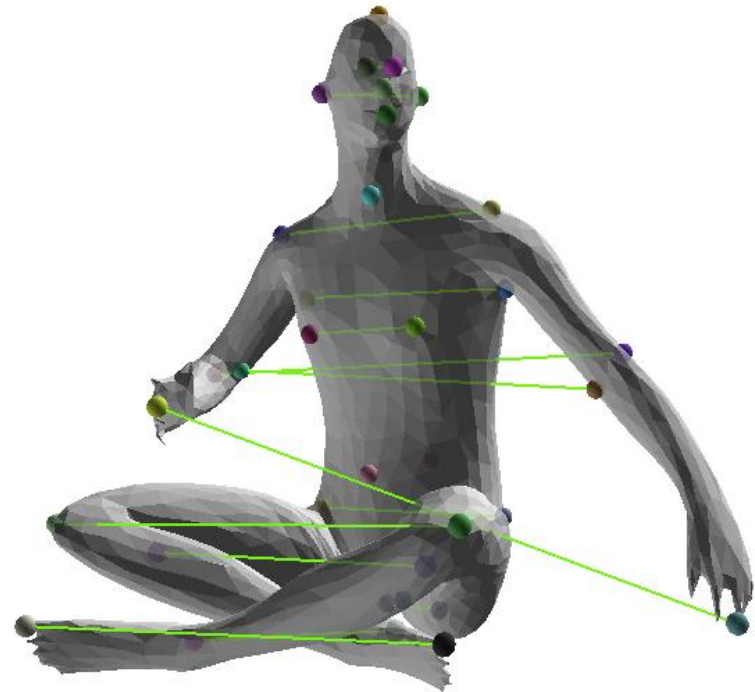
Non-Rigid World:  
75 Models



SHREC, Watertight'07:  
220 models

# Results Benchmark

- **Ground Truth**
- Geodesic Error
- Correspondence Rate
- Mesh Rate
- Results

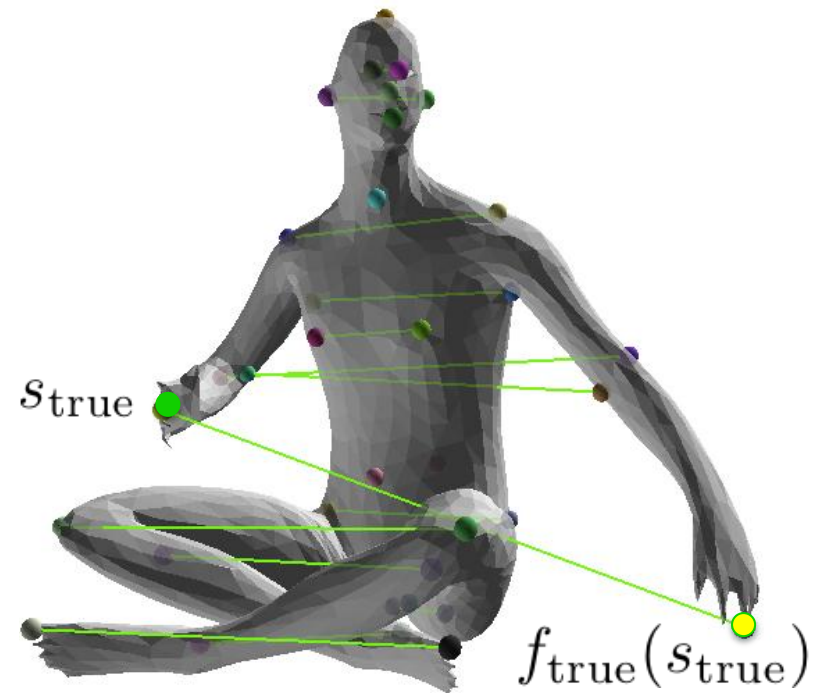


$$f_{\text{true}} : S_{\text{true}} \rightarrow S_{\text{true}}$$



# Results Benchmark

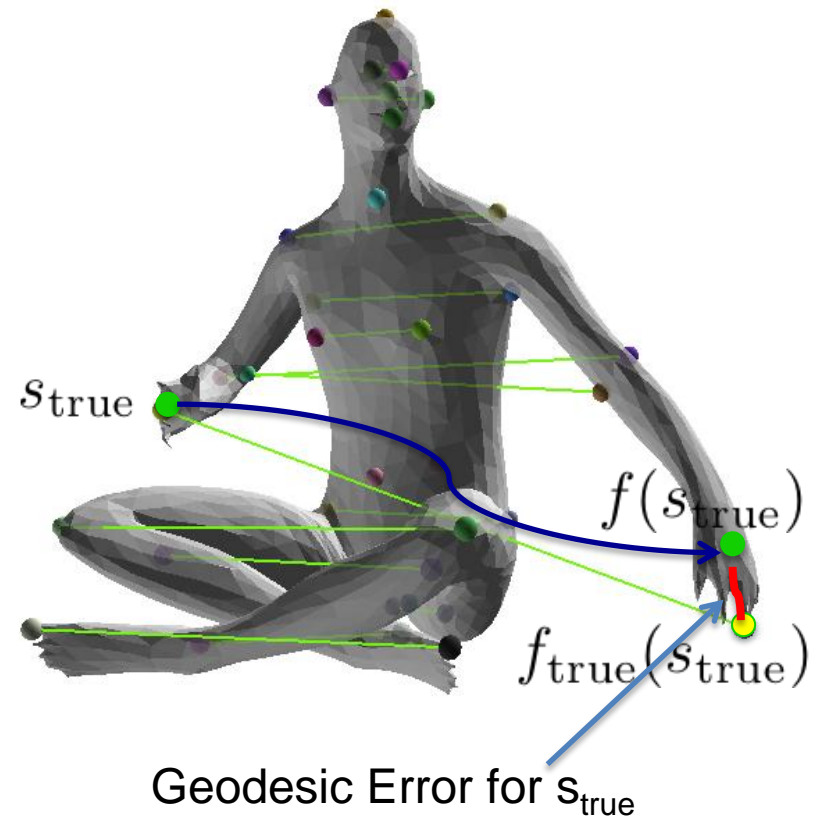
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$$f_{\text{true}} : S_{\text{true}} \rightarrow S_{\text{true}}$$

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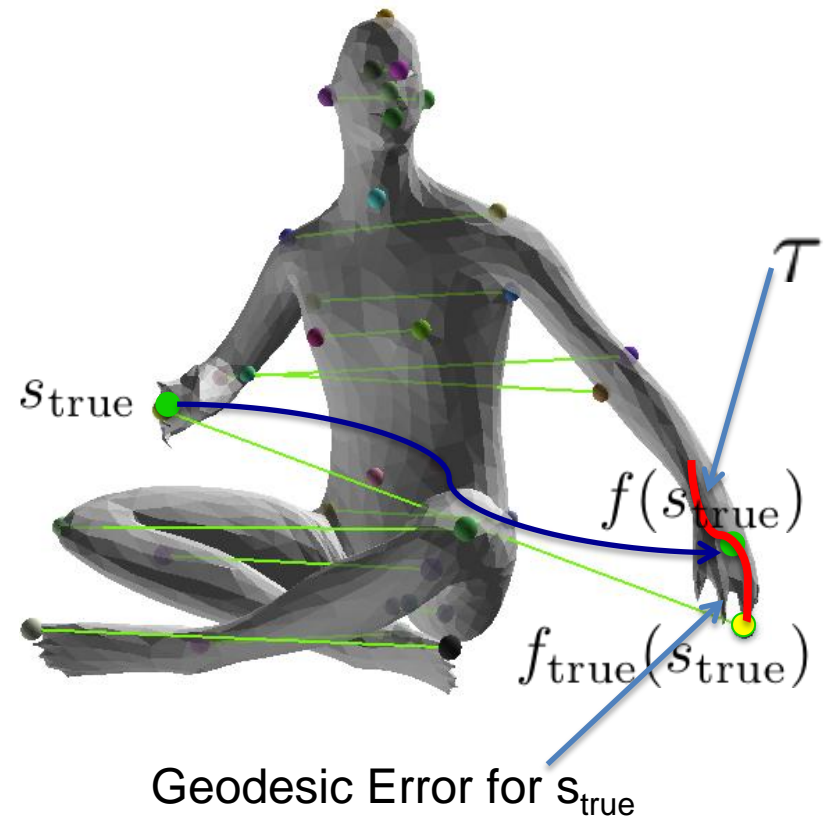
- Ground Truth
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- Correspondence Rate
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- Results



$$\sum_{s_{\text{true}} \in S_{\text{true}}} d_g(f(s_{\text{true}}), f_{\text{true}}(s_{\text{true}}))$$

# Results Benchmark

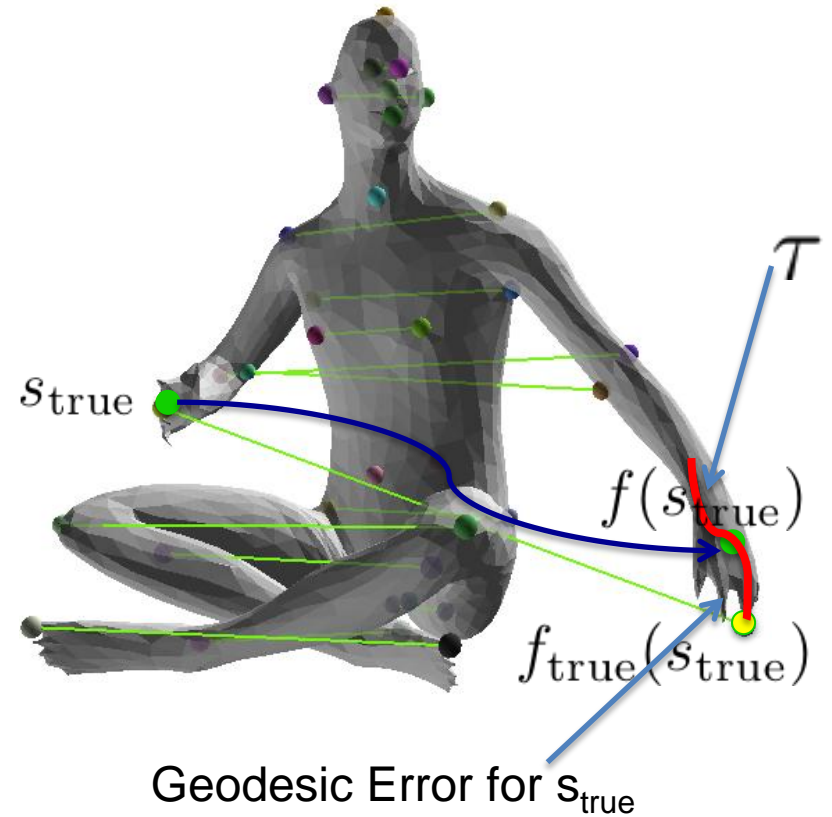
- Ground Truth
- Geodesic Error
- **Correspondence Rate**
- Mesh Rate
- Results



$$d_g(f(s_{\text{true}}), f_{\text{true}}(s_{\text{true}})) < \tau$$

# Results Benchmark

- Ground Truth
- Geodesic Error
- Correspondence Rate
- **Mesh Rate**
- Results



Correspondence Rate > 75%

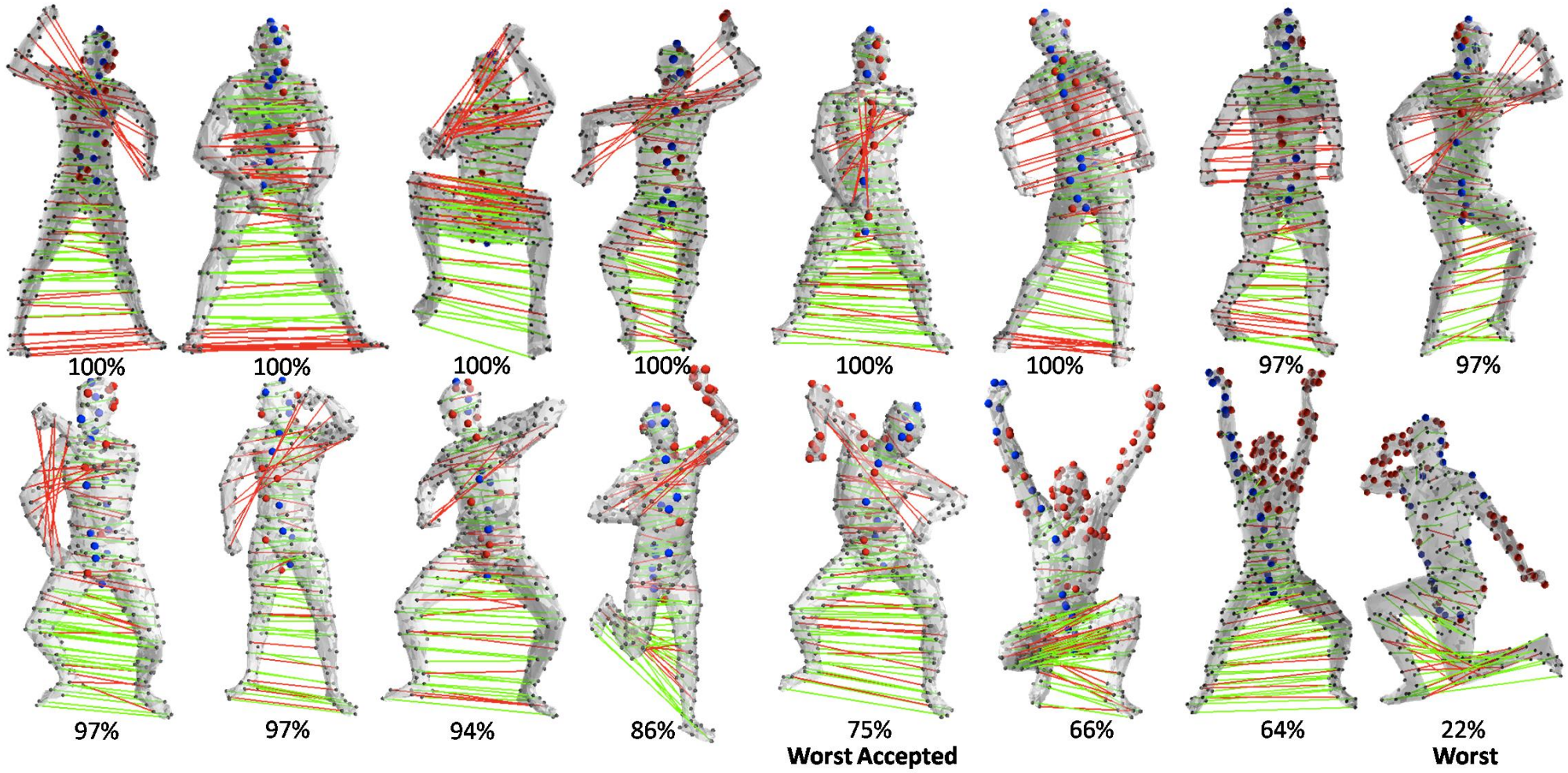
# Results Benchmark

	Non-Rigid World	SCAPE Human	SHREC Watertight	All Data Sets
Geodesic	3.3	4.2	1.93	2.65
Corr rate	85%	82%	83%	83%
Mesh rate	76%	72%	75%	75%

# Results

## Scape

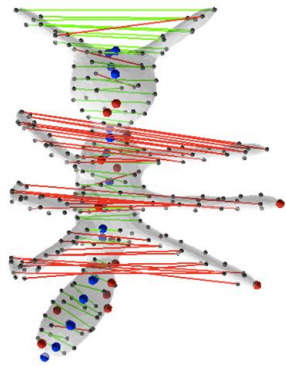
SCAPE



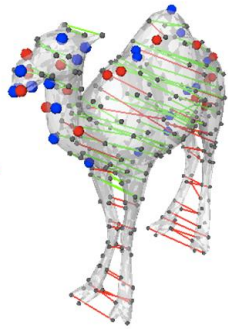
# Results

## Watertight'07, Non-rigid world

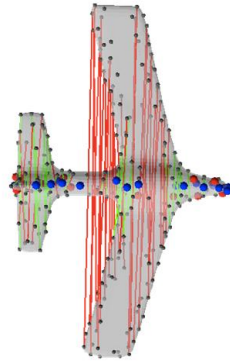
Watertight '07



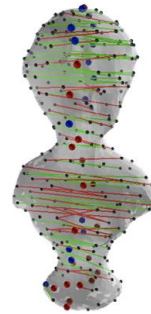
Ant: 100%



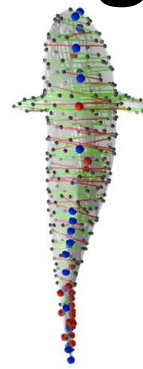
Animal: 100%



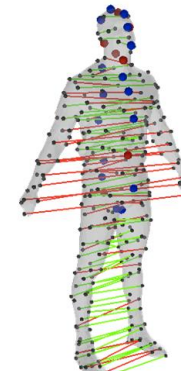
Plane: 100%



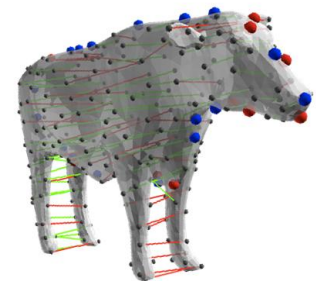
Bust: 100%



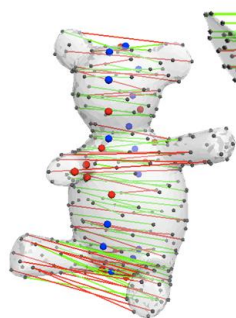
Fish: 100%



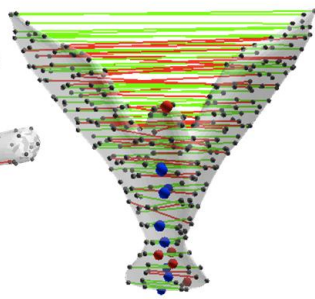
Human: 100%



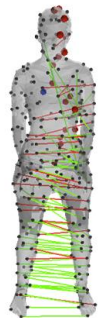
Animal: 100%



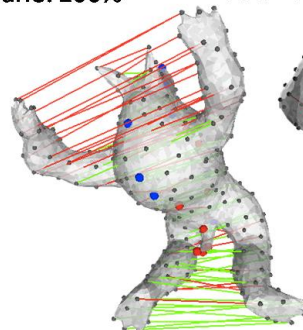
Teddy: 96%



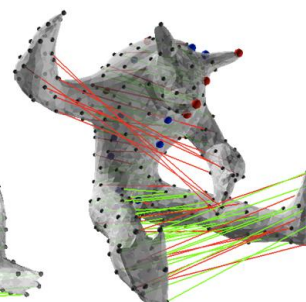
Bird: 92%



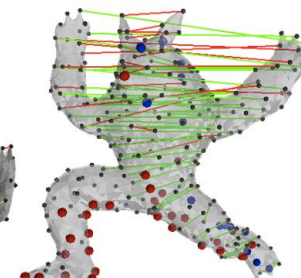
Human: 86%  
Non-0 genus



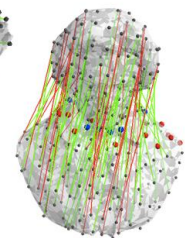
Armadillo: 100%



Armadillo: 89%

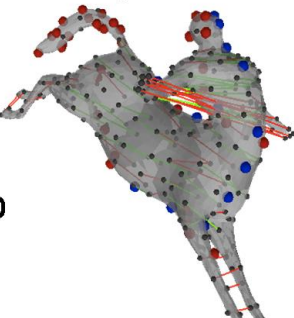


Armadillo: 64%

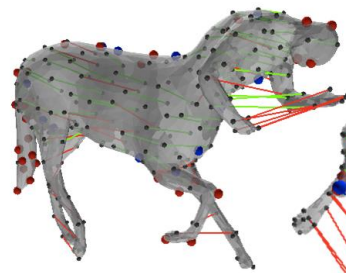


Bust: 9%

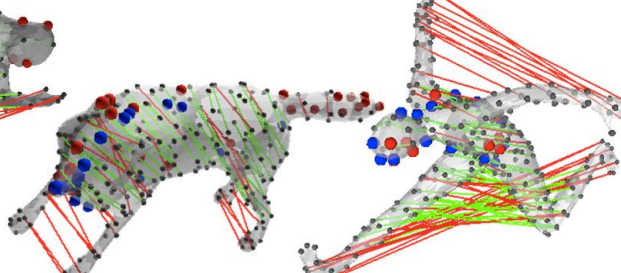
Non-Rigid World



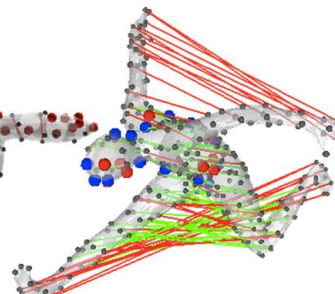
Centaur: 100%



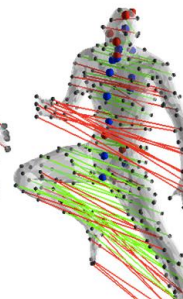
Centaur: 100%



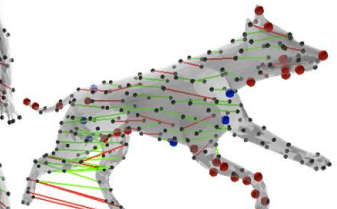
Wolf 100%



David: 97%



Michael: 94%



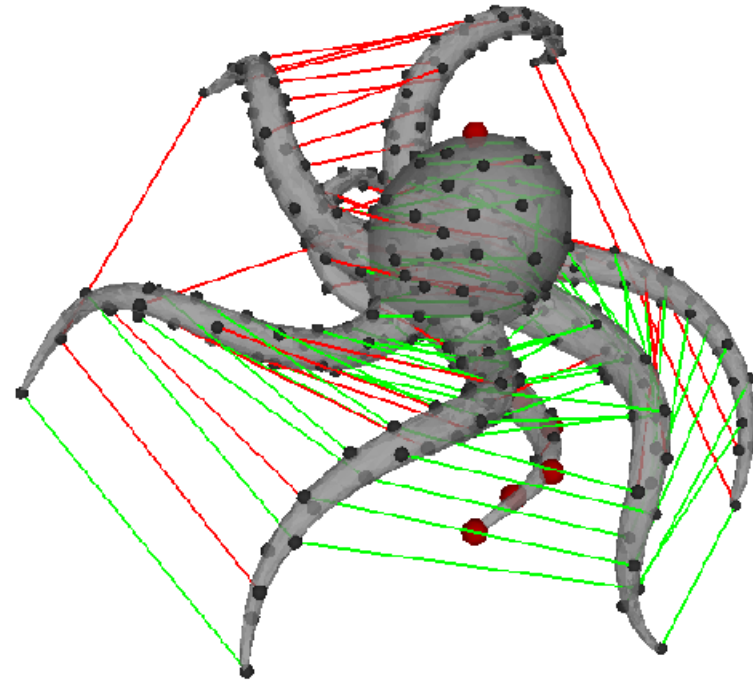
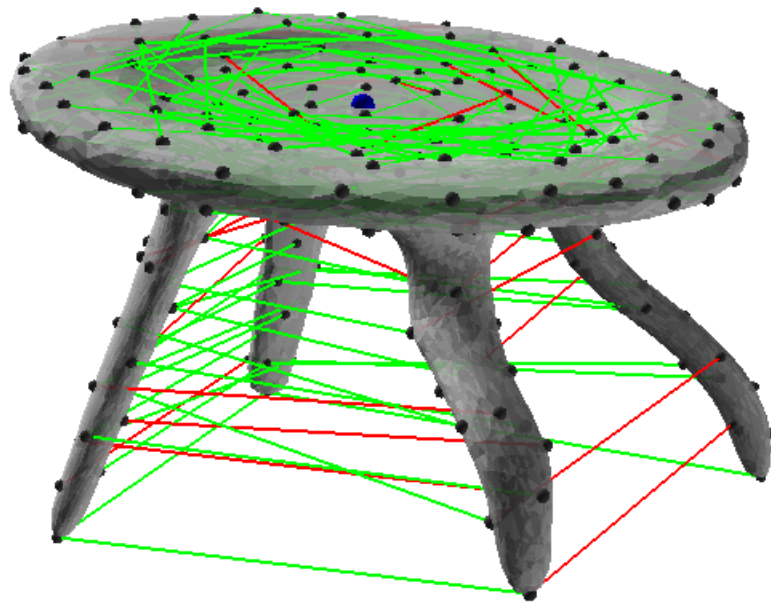
Dog: 71%

# Comparison

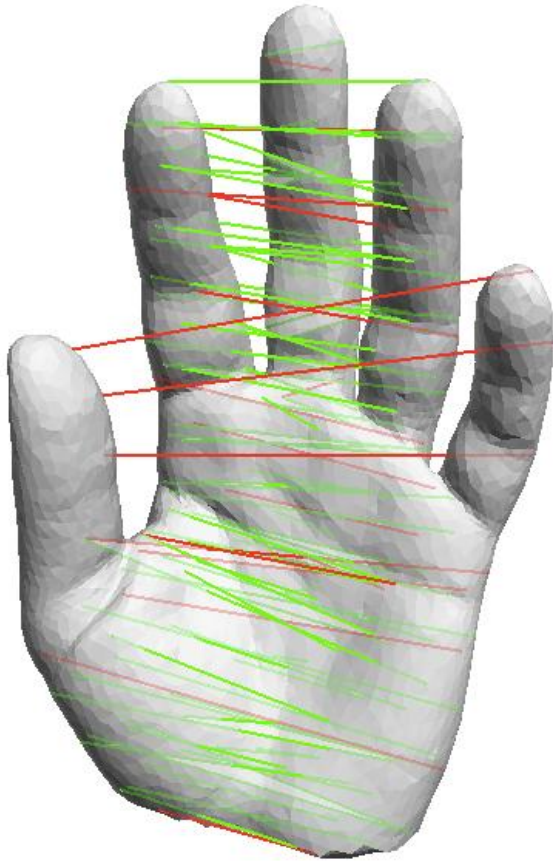
	Our Proposed Method	Mobius Voting (Lipman '09)
Geodesic	3.49	6.78
Corr rate (%)	86%	70%
Mesh rate (%)	72%	51%
Time (s)	25s	310s



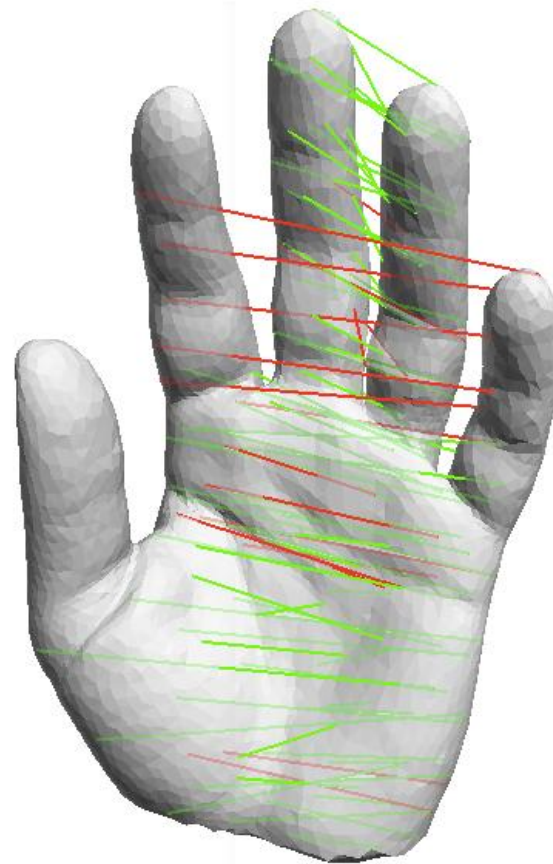
# Rotational Symmetry



# Large-scale outliers



Best Mobius



Second Best Mobius

# Conclusion

- Anti-Möbius Transformations can be used for analysis of intrinsic symmetries
- Method succeeded on 75% of 366 meshes
- Our method improves speed and performance significantly over Möbius Voting

# Limitations

- General partial intrinsic symmetries
  - Alignment error for a conformal map is global
- Symmetry-invariant sets
  - Robustness to noise
  - Various functions (other than AGD)

# Acknowledgements

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  - Rothschild Foundation
- Data
  - Daniela Giorgi and AIM@SHAPE (Watertight'07)
  - Drago Arguelov and Stanford University (SCAPE)
  - Project TOSCA (Non-Rigid World)

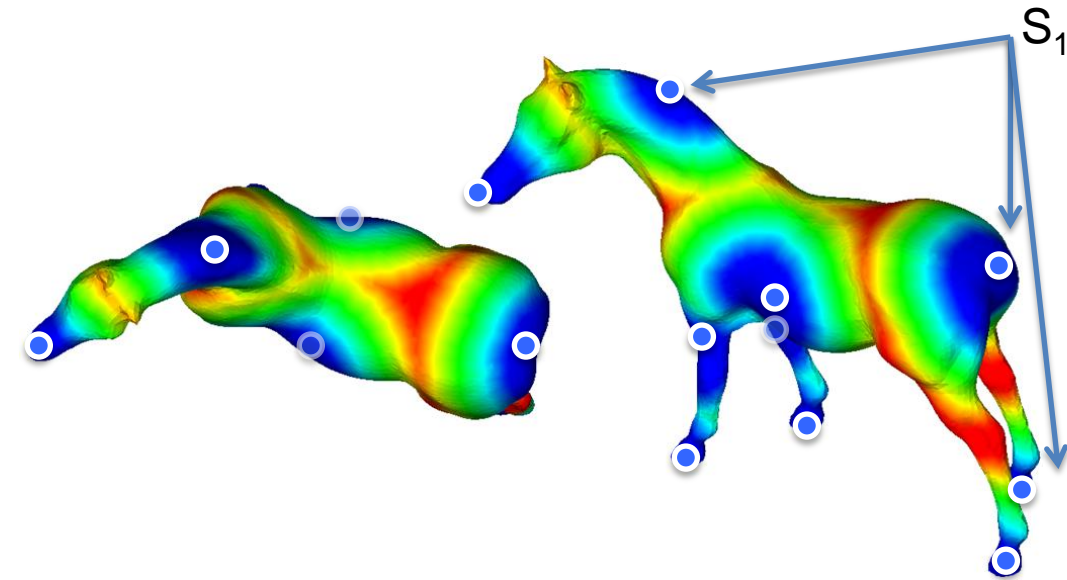
# Online

- More data and results:

<http://www.cs.princeton.edu/~vk/IntrinsicSymmetry/>

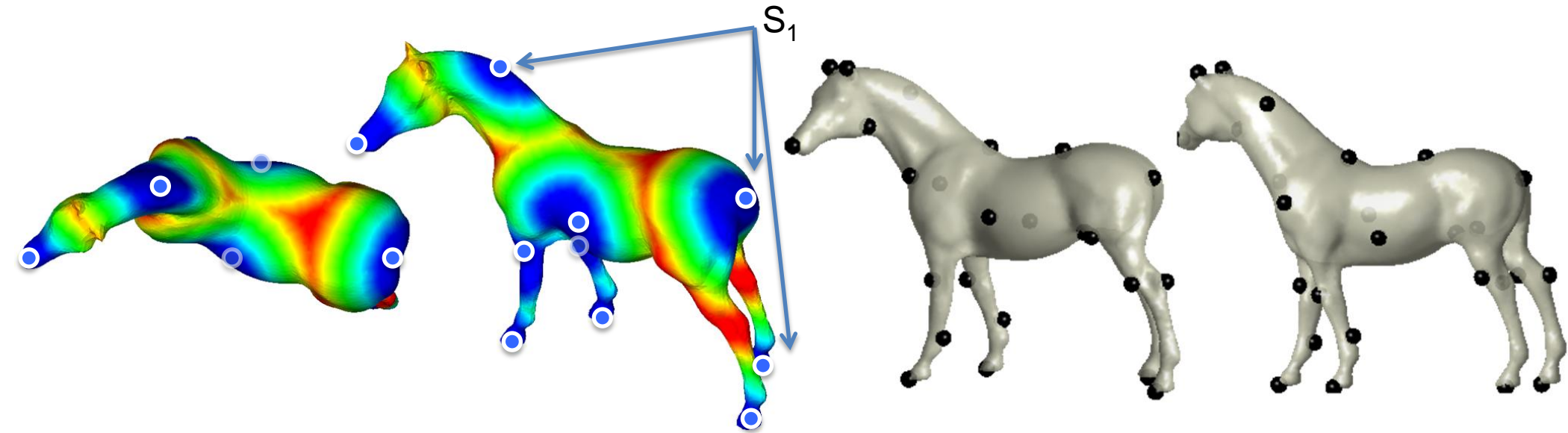
# Finding a Symmetric Point Set

- Minimal Geodesic Distance  $\Phi_{\text{mgd}}(p; S_1) = \min_{q \in S_1} d_g(p, q)$



# Finding a Symmetric Point Set

- Minimal Geodesic Distance  $\Phi_{\text{mgd}}(p; S_1) = \min_{q \in S_1} d_g(p, q)$



- Can apply iteratively to construct set of arbitrary size
- Less robust
- Correspondence Set