



#### Tutorial

## Symmetry in Shapes Theory and Practice

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# Overview

- Introduction
  - Motivation
  - Classification

- Methods
  - Extrinsic
  - Intrinsic

Applications

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# Classification

Global vs. Partial



(a) complete symmetry group on parts of a shape







(c) partial rotational symmetry

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## Classification

- Global vs. Partial
- Exact vs. Approximate







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Methods

# Classification

- Global vs. Partial
- Exact vs. Approximate
- Intrinsic vs. Extrinsic



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## **Methods Gallery**



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## **Global vs. Partial**

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## **Global vs. Partial**



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## **Global vs. Partial**



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### **Extrinsic vs. Intrinsic**



Extrinsic symmetries depend on the embedding of the object in space.

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#### **Extrinsic vs. Intrinsic**



Extrinsic symmetries depend on the embedding of the object in space.

Intrinsic symmetries are defined with respect to an intrinsic metric of the surface.

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translations Bokeloh et al. 2011

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translations Bokeloh et al. 2011



rotations reflections Martinet et al. 2006

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translations Bokeloh et al. 2011



rotations reflections Martinet et al. 2006



similarity transforms Gal et al. 2006

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## **Intrinsic Symmetries**



#### point-to-point correspondences Ovsjanikov et al. 2008

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## **Intrinsic Symmetries**





point-to-point correspondences Ovsjanikov et al. 2008

partial intrinsic reflectional symmetries Xu et al. 2009

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## **Intrinsic Symmetries**







point-to-point correspondences Ovsjanikov et al. 2008

partial intrinsic reflectional symmetries Xu et al. 2009 intrinsic regularities Mitra et al. 2009

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Gal et al. 2009



Berner et al. 2009

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pairwise Kim et al. 2010

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pairwise Kim et al. 2010



segmentation Mitra et al. 2006

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pairwise Kim et al. 2010



segmentation Mitra et al. 2006



symmetry groups Pauly et al. 2008

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pairwise Kim et al. 2010



symmetry groups Pauly et al. 2008

hierarchy Wang et al. 2011

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slippable regions Gelfand et al. 2004

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docking sites Bokeloh et al. 2010



**Physical Object** 

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Symmetry encodes Redundancy



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Symmetry encodes Redundancy



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Symmetry encodes Redundancy



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"100 Random Points"

| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

"A 10x10 Regular Grid of Points"

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"100 Random Points"

|   | 0           | 0           | 0           | 0           | 0           | 0           | 0           | 0            | 0               | 0           |   |
|---|-------------|-------------|-------------|-------------|-------------|-------------|-------------|--------------|-----------------|-------------|---|
|   | 0           | 0           | 0           | 0           | 0           | 0           | 0           | 0            | 0               | 0           |   |
|   | 0           | 0           | 0           | 0           | 0           | 0           | 0           | 0            | 0               | 0           |   |
|   | 0           | 0           | 0           | 0           | 0           | 0           | 0           | 0            | 0               | 0           | Ì |
|   |             | , I         | nfc         | ٦rr         | ทว          | tic         | n           | $\mathbf{C}$ | רר <sup>י</sup> | tont        | I |
|   |             |             |             | <u>л</u>    |             |             |             |              |                 | 10111       |   |
| - | °           | 0           | 0           | •           | о<br>•      | °           | 0           | о<br>0       | 。<br>。          | °           |   |
|   | 0<br>0       | 。<br>。          | 0<br>0      |   |
|   | 0<br>0<br>0  | 0<br>0<br>0     | 0<br>0<br>0 |   |

"A 10x10 Regular Grid of Points"

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#### Symmetry is absence of information



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Difficult

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#### Difficult

Which parts are symmetric —> objects are not pre-segmented

#### Difficult

- Which parts are symmetric —
  objects are not pre-segmented
- Space of transforms: rotation, translation, scaling, etc.

#### Difficult

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- Space of transforms: rotation, translation, scaling, etc.
- Brute force search is not feasible

#### Difficult

- Which parts are symmetric —> objects are not pre-segmented
- Space of transforms: rotation, translation, scaling, etc.
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#### Easy

#### Difficult

- Which parts are symmetric —> objects are not pre-segmented
- Space of transforms: rotation, translation, scaling, etc.
- Brute force search is not feasible

#### Easy

Proposed symmetries — easy to validate

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## **Relation to Shape Matching**

General setup

Global registration

Local registration (refinement)

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### **Symmetry Detection**

M

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 $M_1$ 

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 $M_1$ 

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## **Matching with Translation**



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## **Matching with Translation**



# $M_1 \approx T(M_2)$ T: translation

 $M_2$ 

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## **Matching with Rigid Transforms**



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## **Matching with Rigid Transforms**



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## **Partial Matching**



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## **Partial Matching**

 $M_1$ 



 $M_2$ 

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## Local vs. Global Matching

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### Local vs. Global Matching



#### global registration

any rigid transform

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#### Local vs. Global Matching



# global registration

any rigid transform

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#### *local registration* nearly aligned

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#### Local vs. Global Matching





# *global registration* any rigid transform

*local registration* nearly aligned

# Given $M_1, \ldots, M_n$ , find $T_2, \ldots, T_n$ such that $M_1 \approx T_2(M_2) \cdots \approx T_n(M_n)$

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 How many point-pairs are needed to *uniquely* define a rigid transform?

 How many point-pairs are needed to *uniquely* define a rigid transform?

> $\mathbf{p}_1 
> ightarrow \mathbf{q}_1$  $\mathbf{p}_2 
> ightarrow \mathbf{q}_2$  $\mathbf{p}_3 
> ightarrow \mathbf{q}_3$

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 How many point-pairs are needed to *uniquely* define a rigid transform?

 $\mathbf{p}_1 
ightarrow \mathbf{q}_1 \ \mathbf{p}_2 
ightarrow \mathbf{q}_2 \ \mathbf{p}_3 
ightarrow \mathbf{q}_3 \ R\mathbf{p}_i + t pprox \mathbf{q}_3$ 

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 How many point-pairs are needed to *uniquely* define a rigid transform?



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### **Pairwise Rigid Registration Goal**

Align two partially-overlapping meshes, given initial guess for relative transform



[@Rusinkiewicz]

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Methods

### **Pairwise Rigid Registration Goal**

Align two partially-overlapping meshes, given initial guess for relative transform



[@Rusinkiewicz]

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If correct correspondences are known, can find correct relative rotation/translation



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#### How to find correspondences:

- User input?
- Feature detection?
- Signatures?

#### How to find correspondences:

User input? Feature detection? Signatures?



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#### **Assume: Closest points as corresponding**

$$\mathbf{p}_i 
ightarrow \mathcal{C}(\mathbf{p}_i)$$



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#### ... and iterate to find alignment

#### Iterative Closest Points (ICP) [Besl and McKay 92]

**Converges if starting poses are** *close enough* 



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• Select (e.g., 1000) random points

- Select (e.g., 1000) random points
- Match each to closest point on other scan, using data structure such as k-d tree

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- Reject pairs with distance > k times median

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- Select (e.g., 1000) random points
- Match each to closest point on other scan, using data structure such as k-d tree
- Reject pairs with distance > k times median
- Construct error function:

$$E := \sum (R\mathbf{p}_i + t - \mathbf{q}_i)^2$$

• Minimize (closed for  $\stackrel{\imath}{m}$  solution in [Horn 87])

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#### **ICP Variants**

#### Variants of basic ICP

- 1. Selecting source points (from one or both meshes)
- 2. Matching to points in the other mesh
- 3. Weighting the correspondences
- 4. Rejecting certain (outlier) point pairs
- 5. Assigning an error metric to the current transform
- 6. Minimizing the error metric w.r.t. transformation



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Reflection

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- Reflection
- Rotation + translation

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- Reflection
- Rotation + translation
- Uniform scaling







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• Feature selection

$$\mathcal{F}(M) = \mathcal{F}(T(M))$$

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• Feature selection

$$\mathcal{F}(M) = \mathcal{F}(T(M))$$

• Aggregation

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• Feature selection

$$\mathcal{F}(M) = \mathcal{F}(T(M))$$

• Aggregation

• Extraction

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surface curvature Gal et al. 2006

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surface curvature Gal et al. 2006 line features Bokeloh et al. 2009

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#### generalized even moments Martinet et al. 2006

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generalized even moments Martinet et al. 2006



shape diameter functions (SDF) Shapira et al. 2008

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Killing vector fields Ben-Chen et al. 2010 generalized even moments Martinet et al. 2006



shape diameter functions (SDF) Shapira et al. 2008

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global point signatures (GPS)

Rustamov 2007

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shape diameter functions (SDF) Shapira et al. 2008

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[Gal et al. 2006]

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• Features: quadratic patch parameters



[Gal et al. 2006]

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• Features: quadratic patch parameters



[Gal et al. 2006]

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• Features: quadratic patch parameters

• Aggregation: geometric hashing



[Gal et al. 2006]

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• Features: quadratic patch parameters

• Aggregation: geometric hashing



[Gal et al. 2006]

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• Features: quadratic patch parameters

Aggregation: geometric hashing

• *Extraction:* pre-segmentation



[Gal et al. 2006]

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[Podolak et al. 2006]

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• Features:



[Podolak et al. 2006]

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• Features:



[Podolak et al. 2006]

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• Features:

• Aggregation: FFT in transform domain



[Podolak et al. 2006]

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• Features:

• Aggregation: FFT in transform domain



[Podolak et al. 2006]

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• Features:

• Aggregation: FFT in transform domain

• Extraction: clustering, region growing



[Podolak et al. 2006]

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A computational representation that describes all planar symmetries of a shape



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A computational representation that describes all planar symmetries of a shape



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A computational representation that describes all planar symmetries of a shape



#### Perfect Symmetry

Symmetry = 1.0

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A computational representation that describes all planar symmetries of a shape





Symmetry = 0.3

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A computational representation that describes all planar symmetries of a shape





Symmetry = 0.2

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A computational representation that describes all planar symmetries of a shape

$$d(M,T) = \left\| \frac{M - T(M)}{2} \right\|$$



#### Symmetry = 0.2

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[Mitra et al. 2006]

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• Features: curvatures



[Mitra et al. 2006]

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• Features: curvatures



[Mitra et al. 2006]

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• Features: curvatures

• Aggregation: transform domain analysis



[Mitra et al. 2006]

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• Features: curvatures

• Aggregation: transform domain analysis



[Mitra et al. 2006]

Symmetry in Shapes: Theory and Practice

• Features: curvatures

• Aggregation: transform domain analysis

• *Extraction:* region growing



[Mitra et al. 2006]

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#### **Reflective Symmetry**



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#### **Reflective Symmetry**



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transformation space

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transformation space

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transformation space

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transformation space

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transformation space

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transformation space

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transformation space

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transformation space

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transformation space

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transformation space

Height of cluster — size of patch

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transformation space

- Height of cluster  $\longrightarrow$  size of patch
- Spread of cluster —> level of approximation

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## Pipeline



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## Pipeline



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## Pipeline



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## **Rigid Transformations**



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## **Rigid Transformations**



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## **Mean-Shift Clustering**





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## **Detection Results: Dragon**



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## **Detection Results: Dragon**





detected symmetries

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## **Detection Results: Dragon**





detected symmetries



correction field

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## **Insight: Global to Local Problem**



#### (Euclidean) symmetry in spatial domain

#### cluster(s) in transform domain

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## **Symmetrization: Bunny**





# Contraction

Transformation Space

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[Bokeloh et al. 2009]

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• Features: slippage analysis



[Bokeloh et al. 2009]

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• Features: slippage analysis



[Bokeloh et al. 2009]

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• Features: slippage analysis

• Aggregation: locally coherent line arrangements



[Bokeloh et al. 2009]

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• Features: slippage analysis

• Aggregation: locally coherent line arrangements



[Bokeloh et al. 2009]

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• *Features:* slippage analysis

• Aggregation: locally coherent line arrangements

• *Extraction:* simultaneous refinement



[Bokeloh et al. 2009]

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## **Algorithm Pipeline**



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## **Symmetry Detection**



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## **Line Features**



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## **Symmetry Detection**



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## **Symmetry Detection**



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[Pauly et al. 2008]

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• Features: curvatures



[Pauly et al. 2008]

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• Features: curvatures



[Pauly et al. 2008]

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• Features: curvatures

• Aggregation: transform domain model extraction



[Pauly et al. 2008]

Symmetry in Shapes: Theory and Practice

• Features: curvatures

• Aggregation: transform domain model extraction



[Pauly et al. 2008]

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• Features: curvatures

• Aggregation: transform domain model extraction

• *Extraction:* simultaneous refinement



[Pauly et al. 2008]

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Input Model

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**Regular Structures** 

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## **Model Estimation**



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## **Model Estimation**





density plot of pair-wise transformations

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## **Model Estimation**





# density plot of pair-wise transformations

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# **Optimization in Transform Domain**



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# **Optimization in Transform Domain**



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## **Structure Discovery**



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## **Structure Discovery**



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## **Structure Discovery**



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## **Chambord Castle**



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# **Chambord Castle**



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# **Chambord Castle**



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[Lipman et al. 2009]

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[Lipman et al. 2009]

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[Lipman et al. 2009]

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[Lipman et al. 2009]

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[Lipman et al. 2009]

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[Lipman et al. 2009]

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#### finding cliques amounts to spectral analysis on similarity matrix

[Lipman et al. 2009]

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## **Symmetry-factored Segmentation**



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finding cliques amounts to spectral analysis on similarity matrix

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# **Multi-scale Symmetry Detection**



[Xu et al. 2012]

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