Symmetry in Shapes – Theory and Practice

Intrinsic Symmetry Detection

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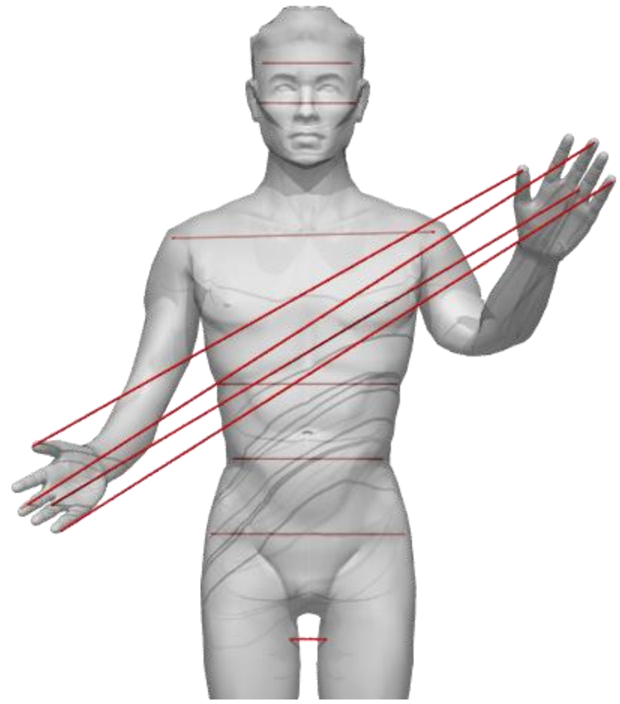
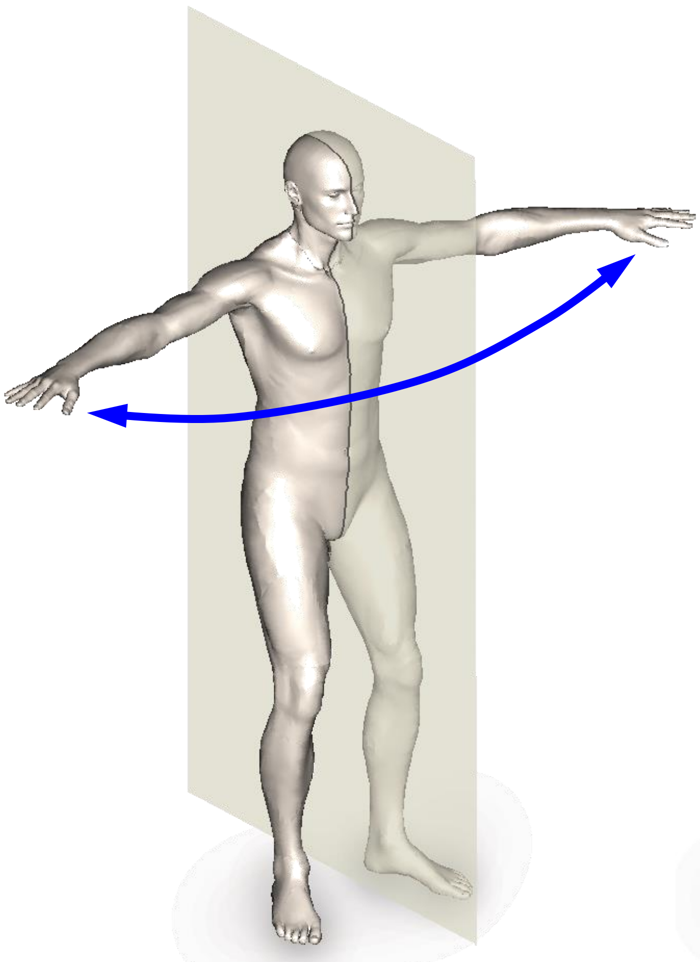
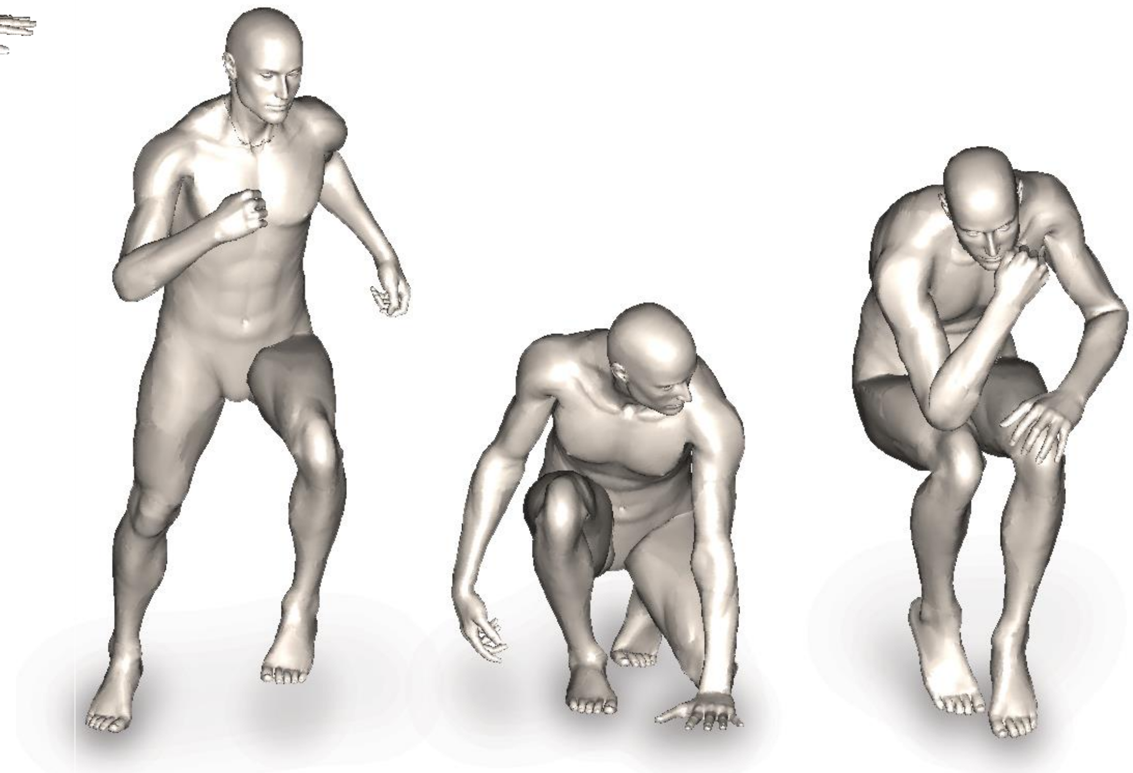


Intrinsic Symmetries

Intuition



I am symmetric.



What about us?

Image source: Bronstein et al.

Problem Formulation

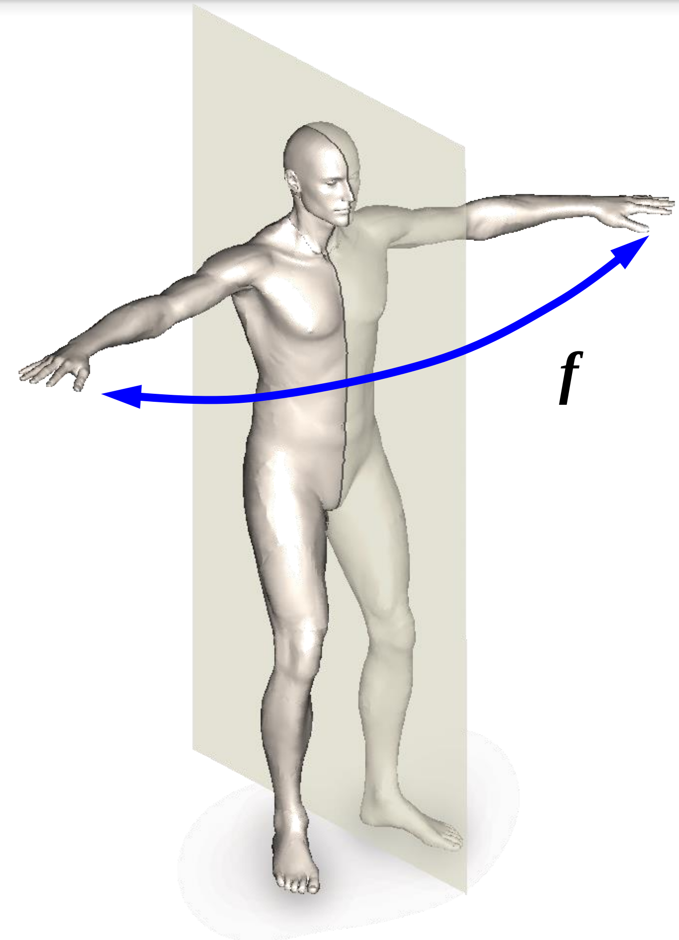
- Shape X is **symmetric**, if there exists a **transformation** f such that $f(X) = X$.

What class of transformations is allowed?

- **Extrinsic**:

  f is a combination of:

  - Rotation,
  - Translation,
  - Reflection,
  - (Scaling)



Bronstein et al.

Problem Formulation

- Shape X is **symmetric**, if there exists

  a **transformation** f

  such that $f(X) = X$.

Bronstein et al.

What class of transformations is allowed?

- **Extrinsic**:

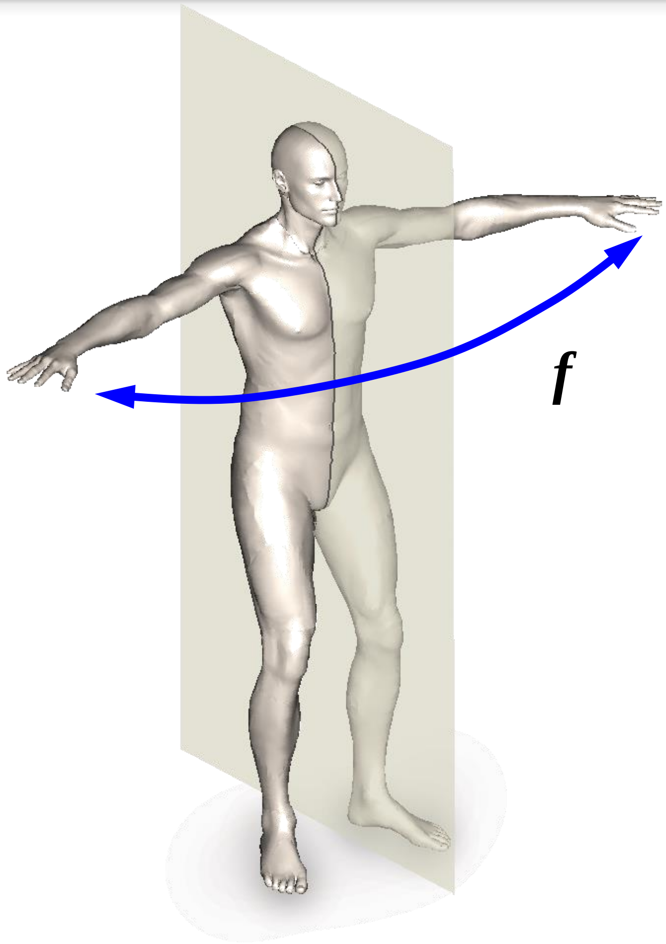
  f is: rotation, translation, reflection

- **Intrinsic?**

Problem Formulation

Fundamental Theorem:

A map $f : \mathbb{R}^3 \to \mathbb{R}^3$ is a combination of translation, rotation, and reflection if and only if it preserves all Euclidean distances.



Problem Formulation

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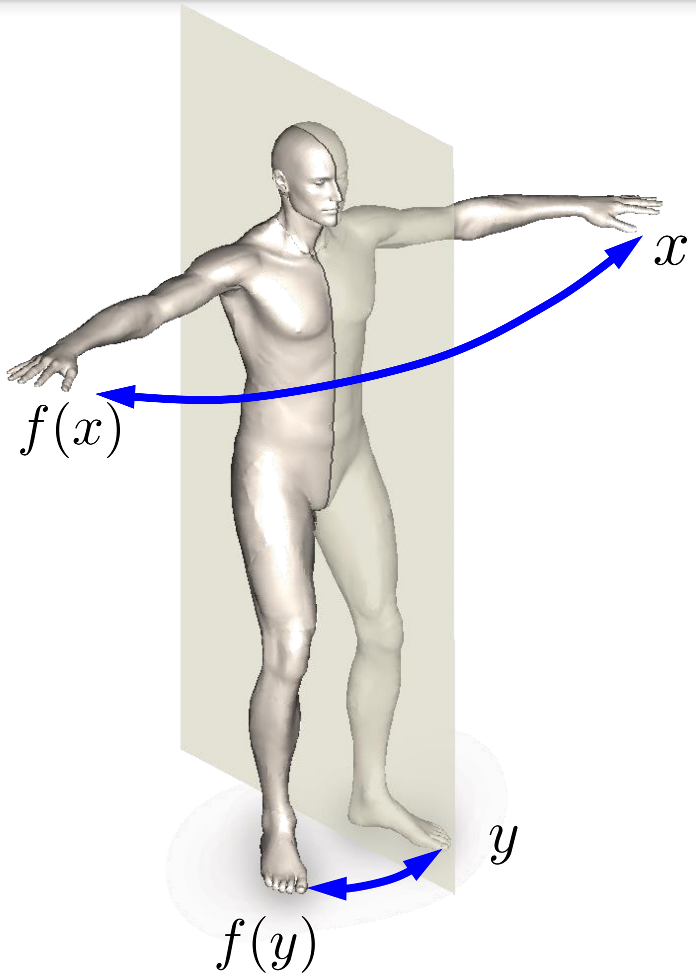
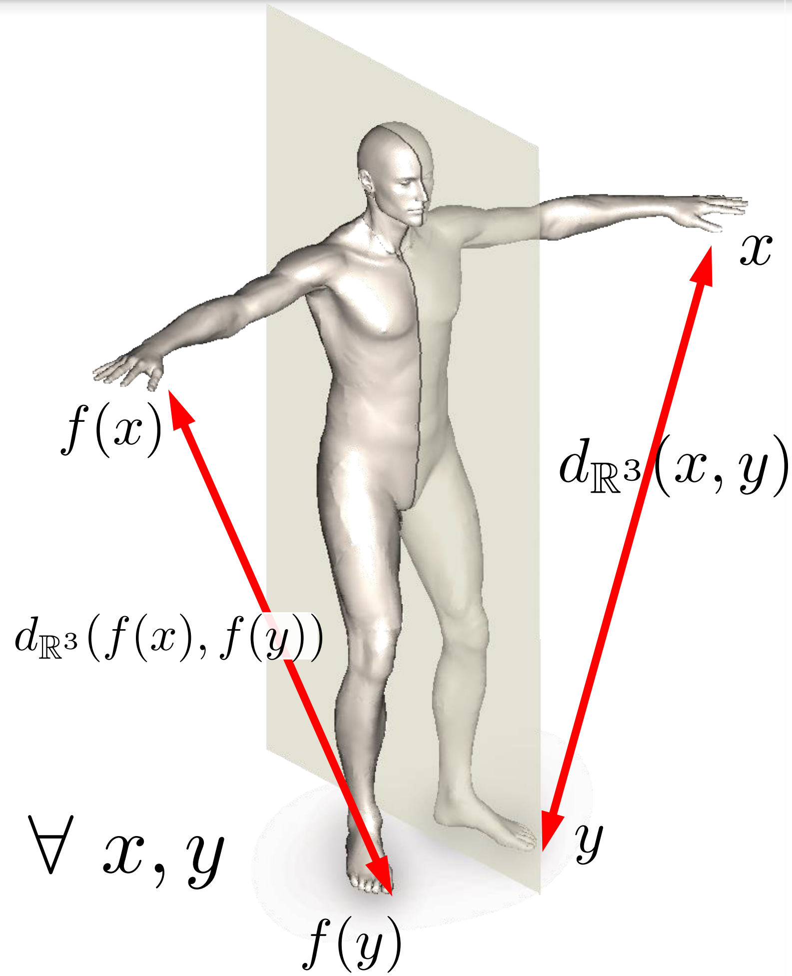


Problem Formulation

Fundamental Theorem:

A map $f : \mathbb{R}^3 \to \mathbb{R}^3$ is a combination of translation, rotation, and reflection if and only if it preserves all Euclidean distances.

$$d_{\mathbb{R}^3}(f(x), f(y)) = d_{\mathbb{R}^3}(x, y) \;\forall\; x, y$$



Extrinsic Formulation

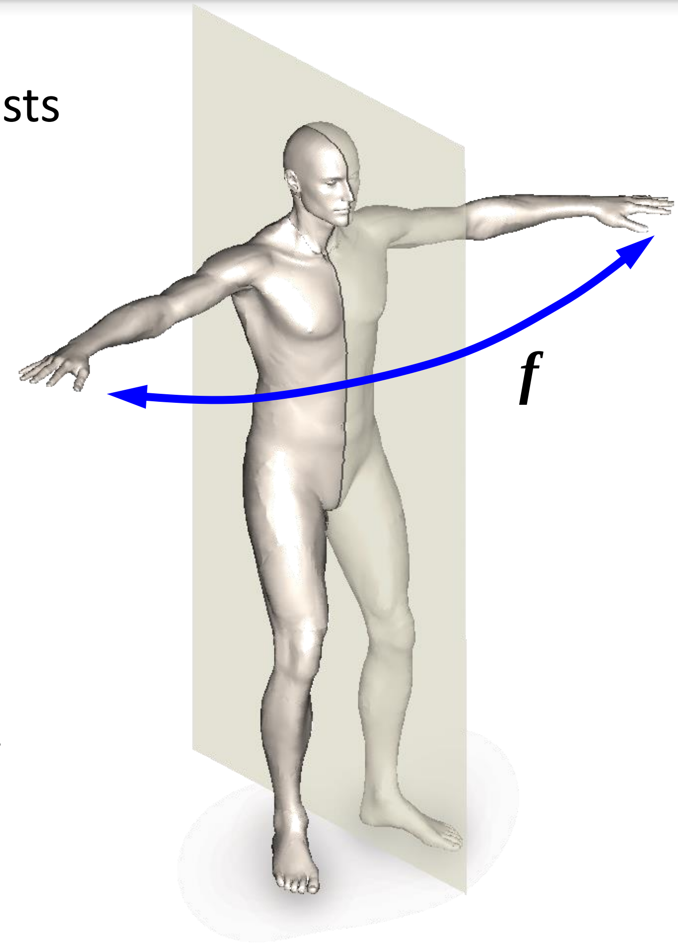
- Shape X is **extrinsically symmetric**, if there exists a **rigid motion** f, such that $f(X) = X$.

Equivalently:

- Shape X is **extrinsically symmetric**, if there exists a map:

$$f : X \to X \text{ s.t.}$$

$$d_{\mathbb{R}^3}(f(x), f(y)) = d_{\mathbb{R}^3}(x, y) \ \forall \ x, y$$



Bronstein et al.

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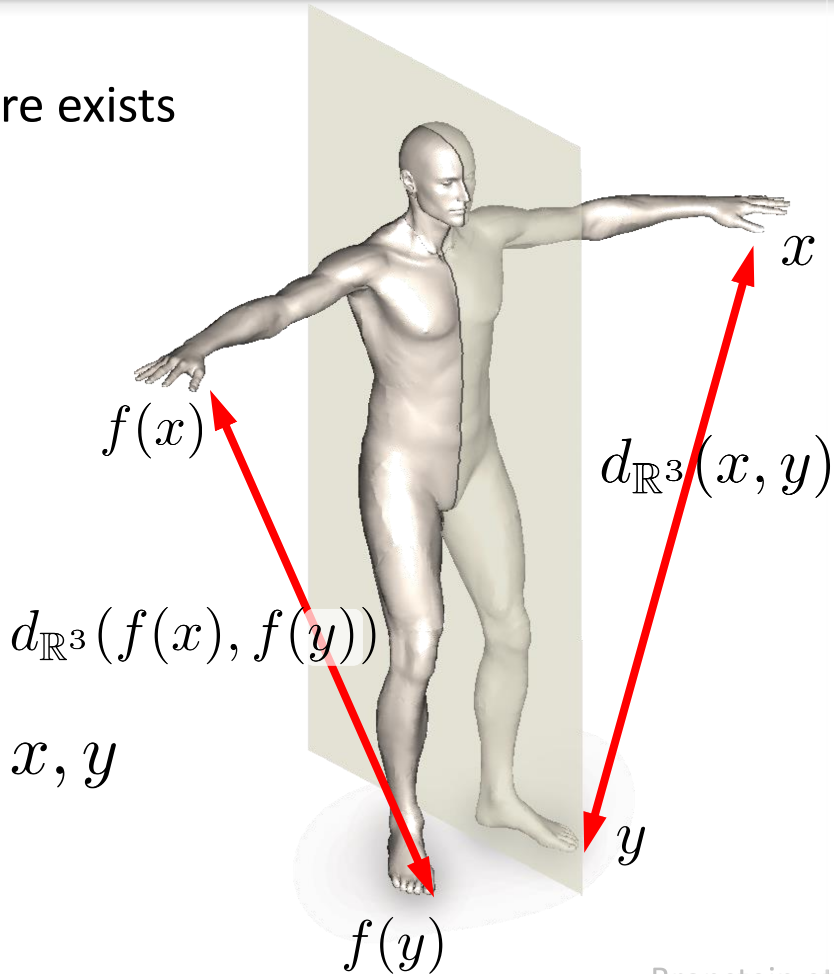


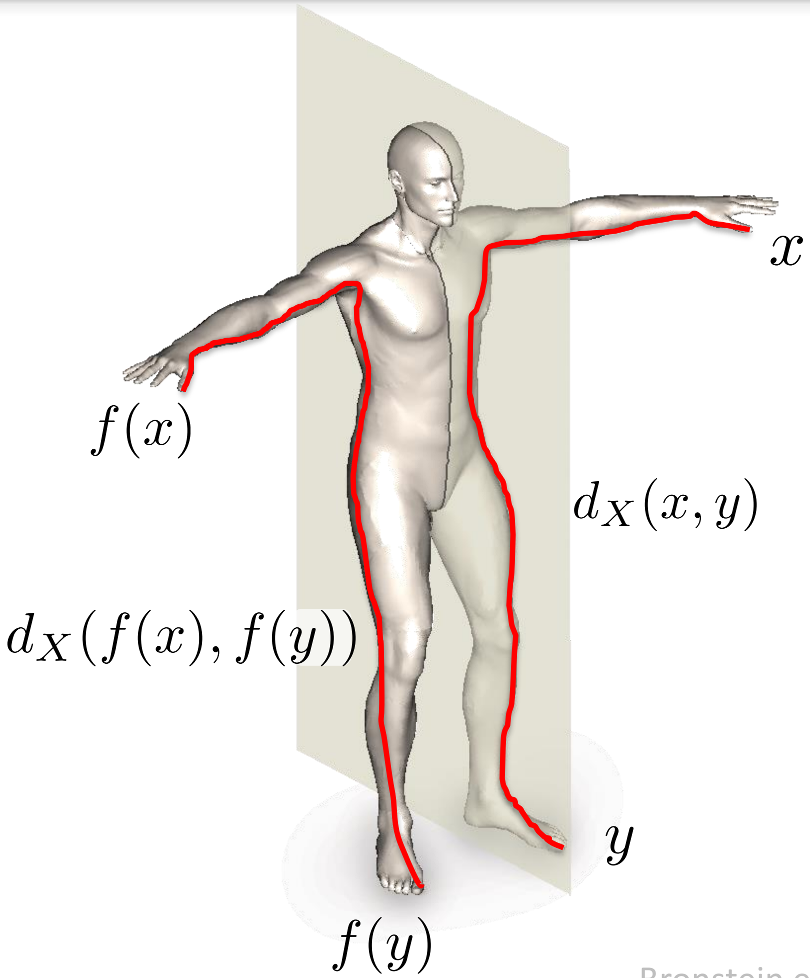
Bronstein et al.

Intrinsic Formulation

- Shape X is **intrinsically symmetric**, if there exists a map:

$$f : X \to X \text{ s.t.}$$

$$d_{\boxed{X}}(f(x), f(y)) = d_{\boxed{X}}(x, y)\ \forall\ x, y$$



Bronstein et al.

Intrinsic Formulation

- Shape X is **intrinsically symmetric**, if there exists a map:

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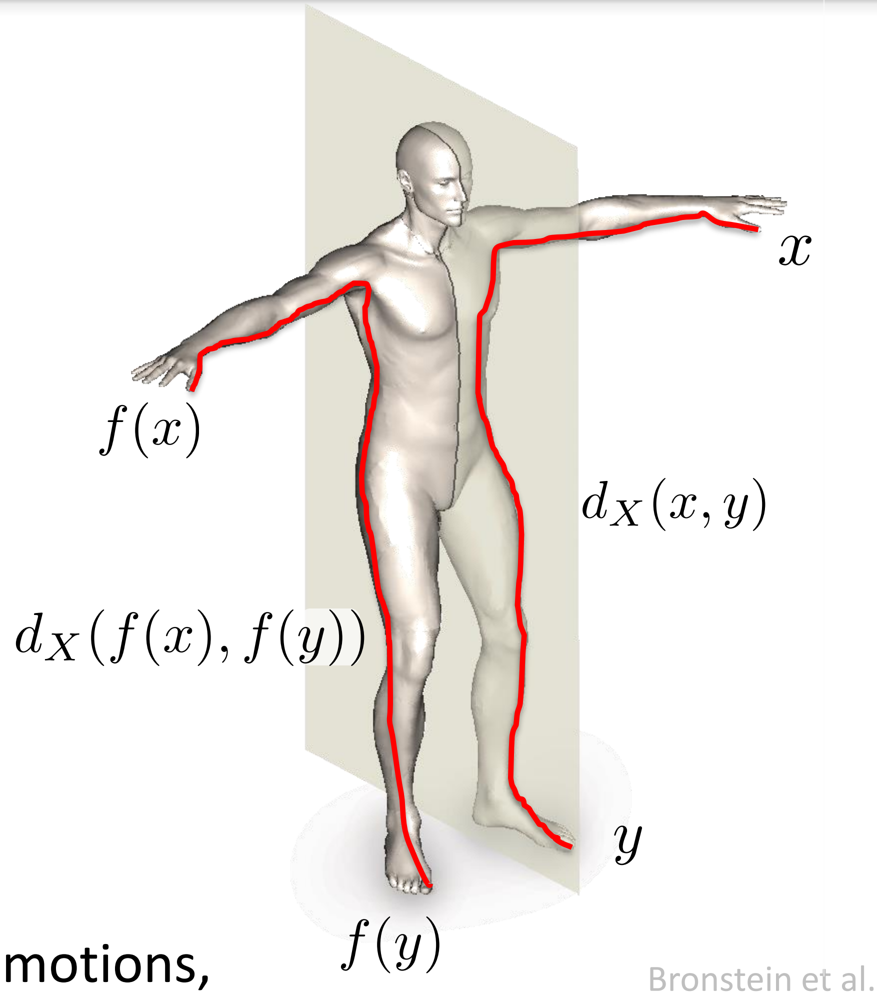
$$d_X(\boxed{f}(x), \boxed{f}(y)) = d_X(x, y) \;\forall\; x, y$$

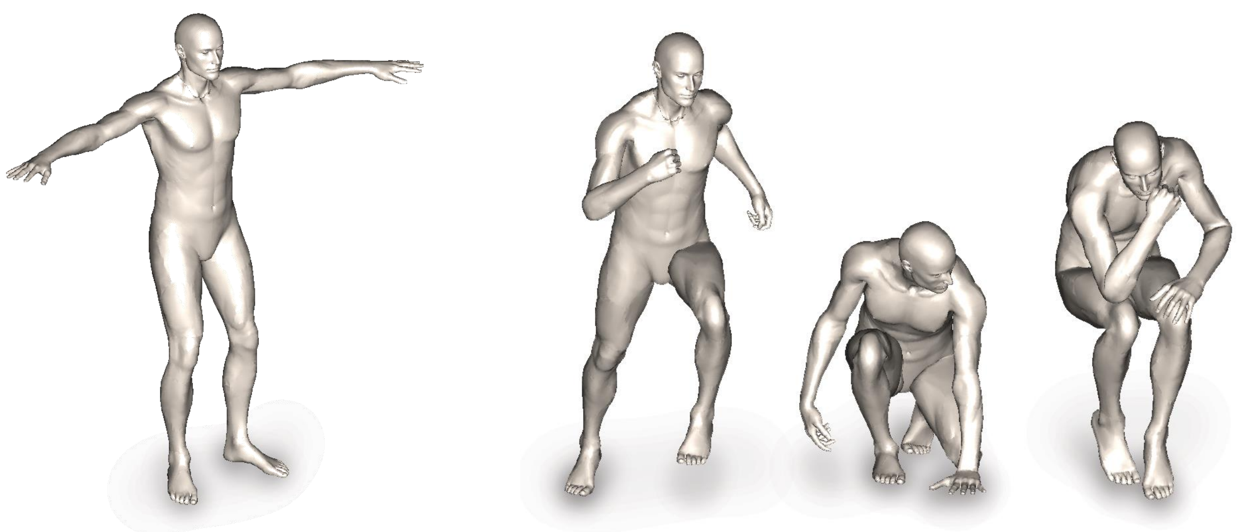


Source of difficulty:

Instead of operating in the space of rigid motions, operate in the space of correspondences.

Intrinsic Formulation

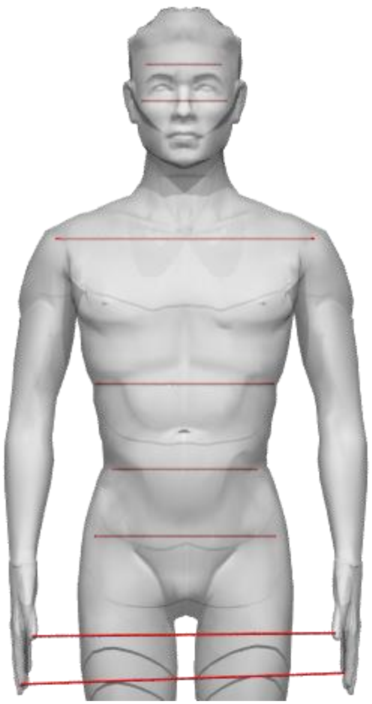
- **Intrinsic Isometries**:
  Shape deformations that preserve intrinsic (geodesic) distances.

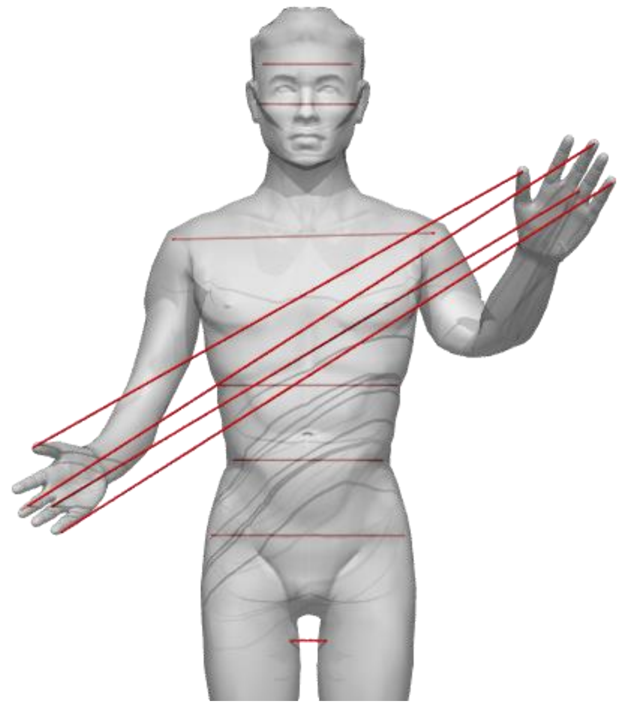


Bronstein et al.

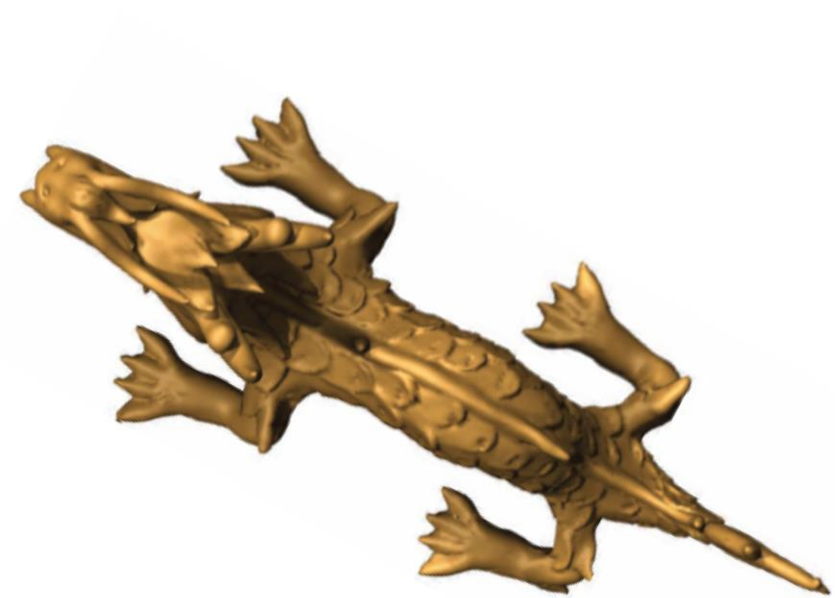
Intrinsic Formulation

- **Intrinsic Symmetries**:
  Self-maps that approximately preserve geodesic distances

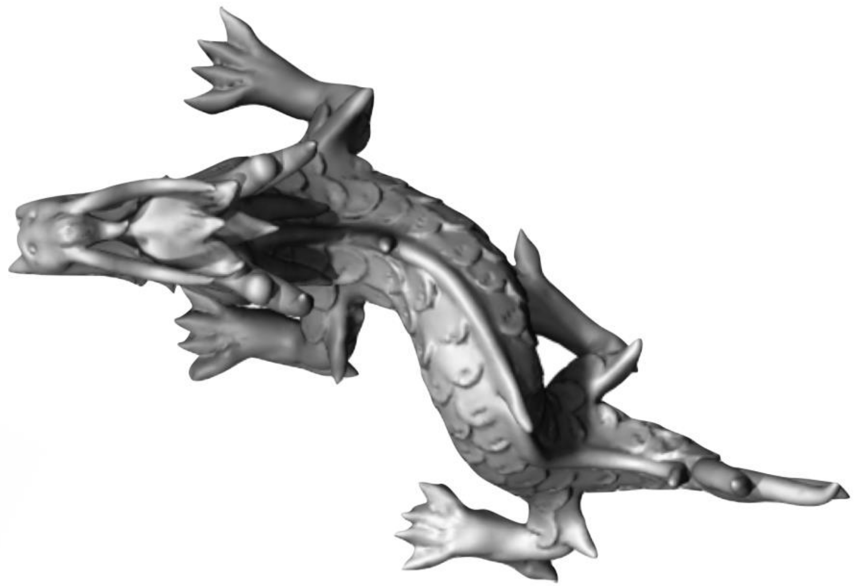




Intrinsic Formulation



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



Mitra et al.

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

Intrinsic Symmetry Detection

1. **Optimization-based approach:**
   Raviv et al., *Symmetries of Non-Rigid Shapes*, *NRTL* 2007, IJCV 2009

2. **Relation to extrinsic symmetries:**
   Ovsjanikov et al., *Global Intrinsic Symmetries of Shapes*, SGP 2008

3. **Relation to conformal maps:**
   Kim et al., *Mobius Transformations for Global Intrinsic Symmetry Analysis*, SGP 2010

4. **Detection of continuous symmetries:**
   Ben-Chen et al., *On Discrete Killing Vector Fields and Patterns on Surfaces*, SGP 2010

Intrinsic Symmetry Detection

Idea:

1. Solve the optimization problem directly:

$$\min_{f:X\to X} \sum_{x,x'\in X} \left(d_X(x,x') - d_X(f(x),f(x'))\right)^2$$

Possible Approach:

GMDS: treat each point as a variable, solve using nonlinear optimization (main difficulty: obtaining the gradient of the energy).

Raviv et al., **Symmetries of Non-Rigid Shapes**., *NRTL* 2007, IJCV 2009

Intrinsic Symmetry Detection

Idea:

1. Solve the optimization problem directly:

$$\min_{f:X\to X} \sum_{x,x'\in X} \left(d_X(x,x') - d_X(f(x),f(x'))\right)^2$$

Difficulties:

1. Energy is non-linear non-convex, need a good initial guess.
2. Optimization is expensive (compute over a small number of points).
3. Want to stay away from the trivial solution.

Raviv et al., **Symmetries of Non-Rigid Shapes**., *NRTL* 2007, IJCV 2009

Intrinsic Symmetry Detection

Initial Guess:

1. Adapt the Global Rigid Matching idea to non-rigid setting:
    1. For each point on the surface find a **non-rigid descriptor**.
    2. Match points with similar descriptors.
    3. Compute the distortion of the partial solution.

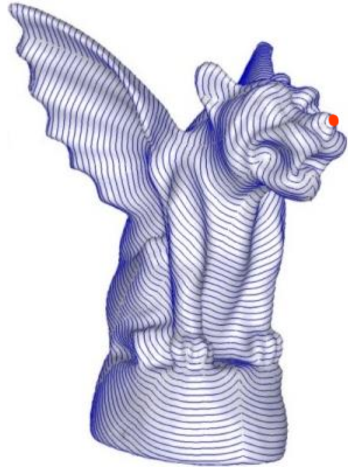
2. Branch and bound global optimum
    1. Incrementally add points to get a partial solution.
    2. If the distortion is greater than the known solution, disregard it.
    3. Depends on the quality of the initial greedy guess.

Raviv et al., **Symmetries of Non-Rigid Shapes**., *NRTL* 2007, IJCV 2009

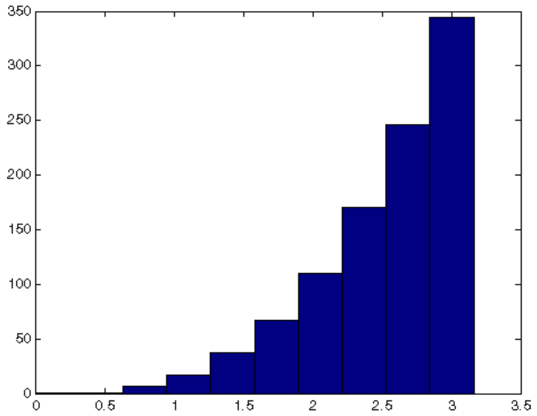
Intrinsic Symmetry Detection

Non-rigid Descriptor:

1. At each point compute the histogram of geodesic distances.



Geodesic level sets



How many points within each level set

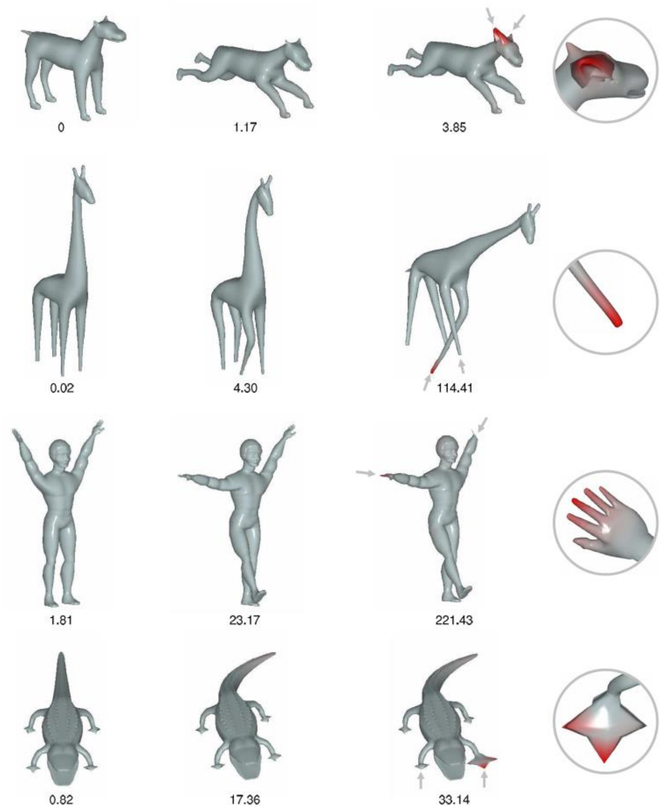
Comparing Descriptors:

1. Non-trivial. Comparing $\|h_i - h_j\|_2$ bad because of binning. Use instead:

$$d(h_i, h_j) = \sqrt{(h_i - h_j)^{\mathrm{T}} A (h_i - h_j)}$$ where A_{mn} distance between bins.

Intrinsic Symmetry Detection

Results:



Limitations:

1. Optimization is expensive.

2. Not easy to explore *multiple* symmetries.

3. Need better descriptor.

Intrinsic Symmetry Detection

- Purely algebraic method for detecting intrinsic symmetries, and point-to-point correspondences.
- Grouping symmetries into discrete classes.
- Main Observation: In a certain space, intrinsic symmetries become extrinsic symmetries.

O., Sun, Guibas, **Global Intrinsic Symmetries of Shapes**, SGP 2008

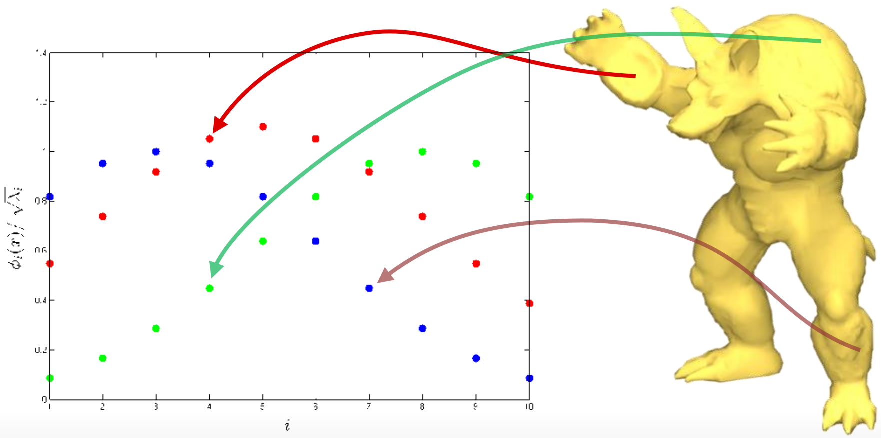
Global Point Signatures

- Given a point x on the surface, its GPS signature:

$$s(x) = \left(\frac{\phi_1(x)}{\sqrt{\lambda_1}}, \frac{\phi_2(x)}{\sqrt{\lambda_2}}, \ldots, \frac{\phi_i(x)}{\sqrt{\lambda_i}}, \ldots \right)$$

Rustamov, 2007

Where $\phi_i(x)$ is the value of the eigenfunction of the Laplace-Beltrami operator at x.

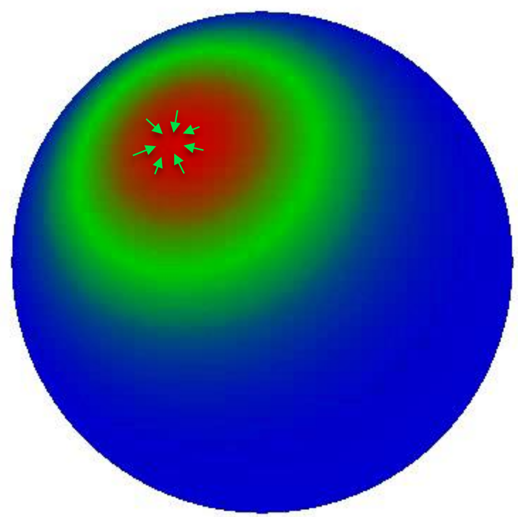


Laplace-Beltrami Operator

Given a compact Riemannian manifold X without boundary, the Laplace-Beltrami operator:

$$\Delta : C^{\infty}(X) \to C^{\infty}(X), \Delta f = \mathrm{div} \nabla f$$

$$\frac{\partial f}{\partial t} = \mathrm{div} \nabla f$$



Laplace-Beltrami Operator

Given a compact Riemannian manifold X without boundary, the Laplace-Beltrami operator $\triangle$:

1. Is invariant under isometric deformations.

2. Characterizes the manifold completely.

3. Has a countable eigendecomposition:

$$\Delta\phi_i = \lambda_i \phi_i$$

   that forms an orthonormal basis for $L^2(X)$.

Laplace-Beltrami Operator

The Laplace-Beltrami operator $\triangle$ Has an eigendecomposition:

$$\Delta\phi_i = \lambda_i\phi_i$$

that forms an orthonormal basis for $L^2(X)$.

$\lambda_0 = 0$ $\lambda_1 = 2.6$ $\lambda_2 = 3.4$ $\lambda_3 = 5.1$ $\lambda_4 = 7.6$

Observations

GPS(X)

$$s(x) = \left(\frac{\phi_1(x)}{\sqrt{\lambda_1}}, \frac{\phi_2(x)}{\sqrt{\lambda_2}}, \ldots, \frac{\phi_i(x)}{\sqrt{\lambda_i}}, \ldots \right)$$

Theorem:

If X has an intrinsic symmetry $f : X \to X$, then GPS(X) has a Euclidean symmetry. I.e.:

$$\|s(x) - s(x')\|_2 = \|s\left(f(x)\right) - s\left(f(x')\right)\|_2 \ \ \forall \ \ x, x' \in X$$

Moreover, restriction to each distinct eigenvalue is symmetric.

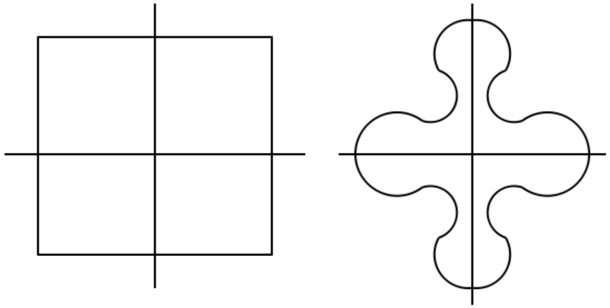
O., Sun, Guibas, **Global Intrinsic Symmetries of Shapes**, SGP 2008

Restricted Signature Space

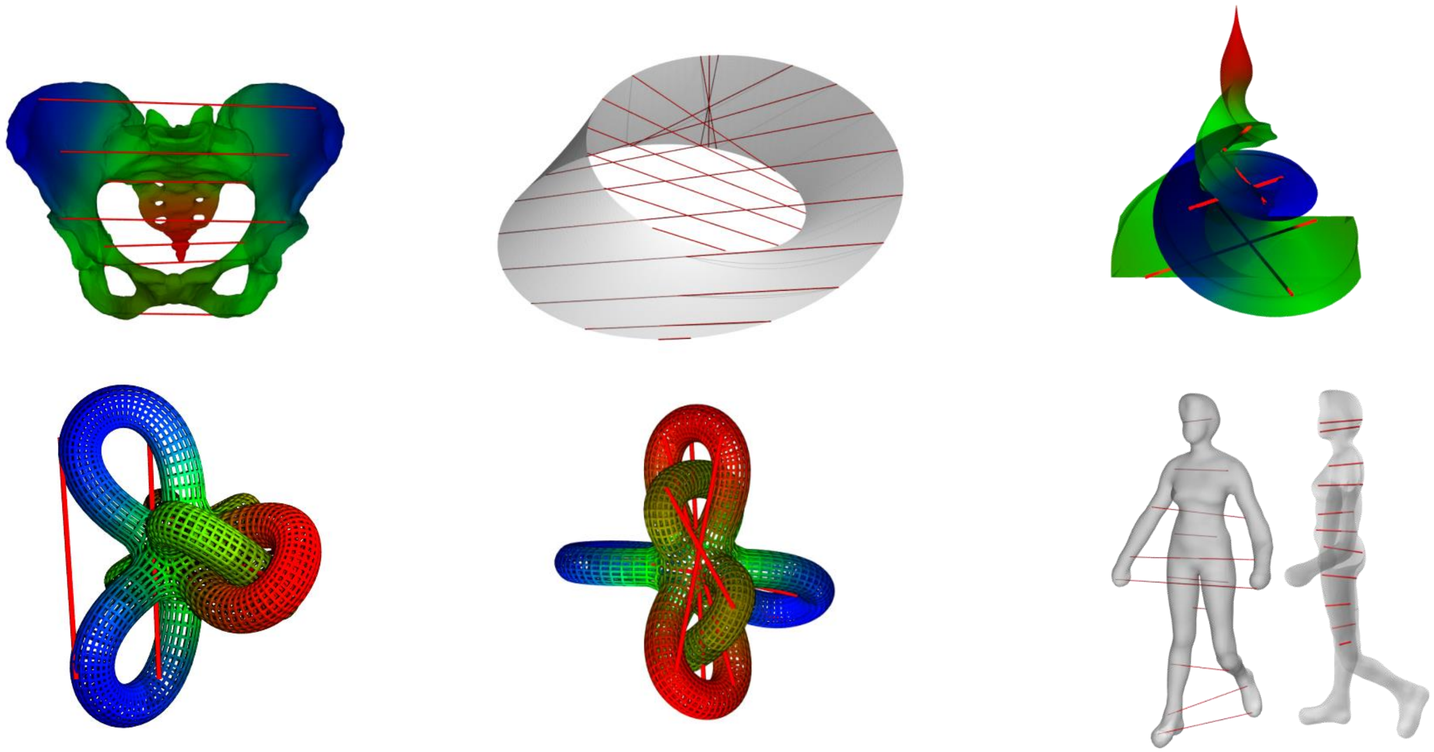
- Only include non-repeating eigenvalues.

- In the restricted space, intrinsic symmetries are reflective symmetries around principal axes:

$$|s_i(f(x))| = |s_i(x)|$$



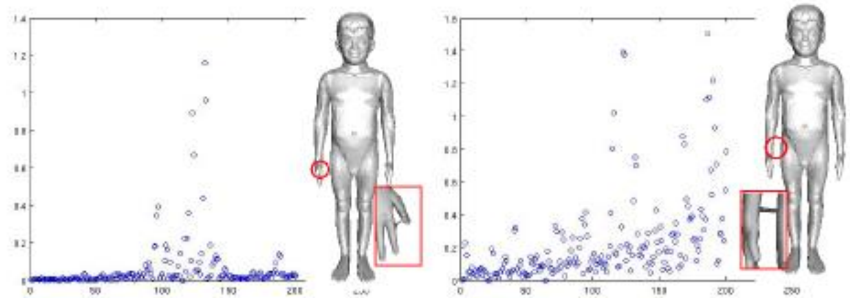
Results



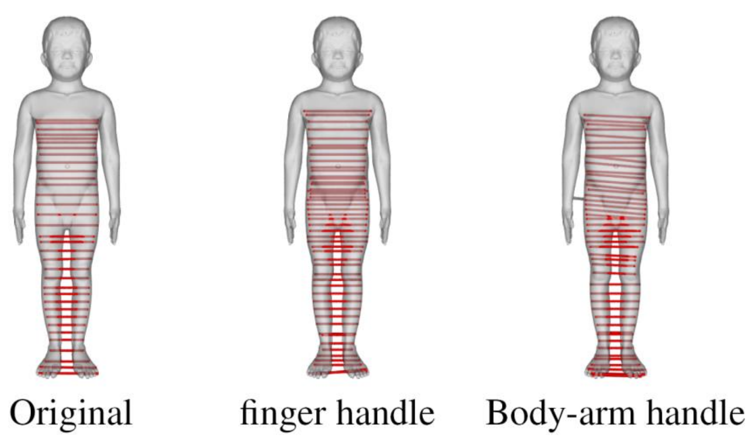
- Euclidean symmetries when present.
- Two different symmetries for human shape.

Topological Noise

- Change in GPS after geodesic shortcuts:

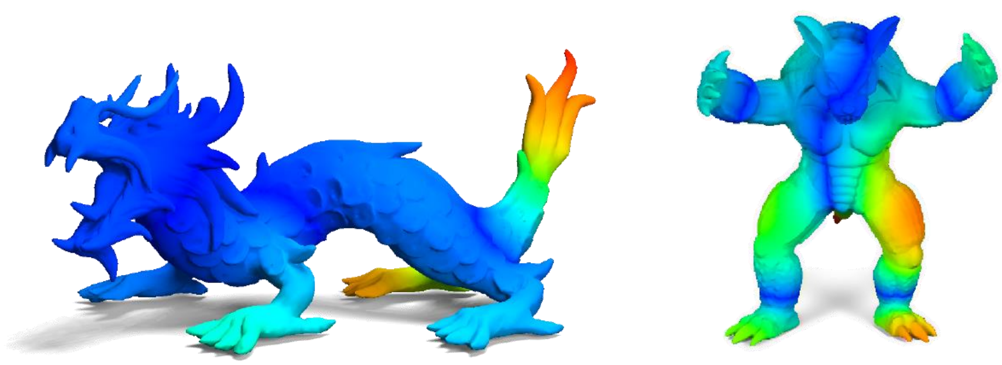


- Correspondences



Limitations

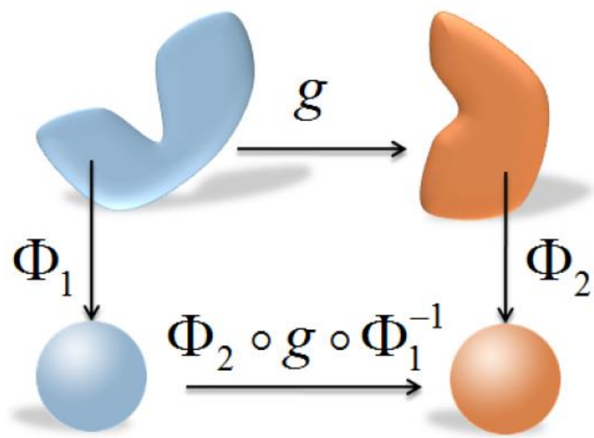
- Can only detect very global symmetries.
- Cannot handle *continuous* symmetries.
- In the discrete setting even non-repeating eigenfunctions can be unstable

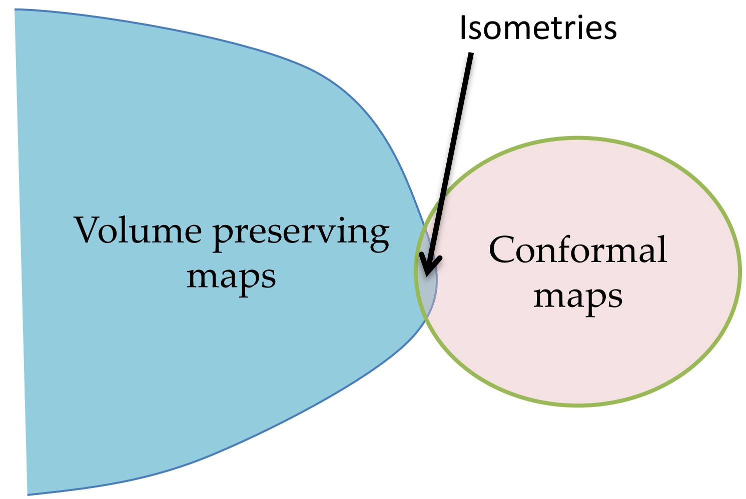


O., Sun, Guibas, **Global Intrinsic Symmetries of Shapes**, SGP 2008

Intrinsic Symmetry Detection

- Möbius Voting:



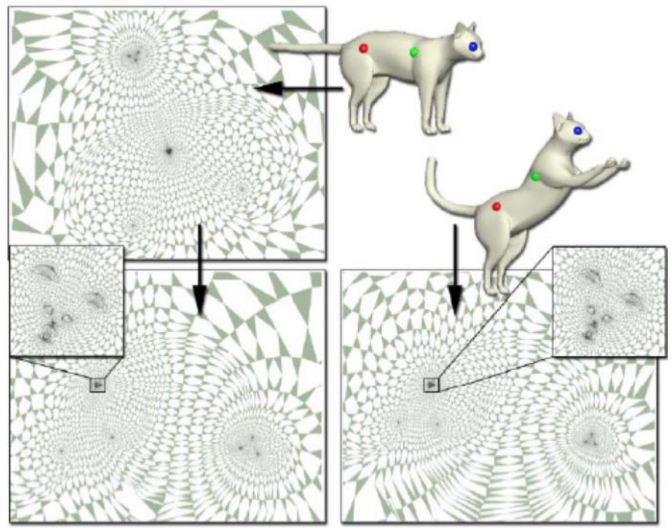


Lipman and Funkhouser SIGGRAPH‘09

Isometries are a subgroup of the group of conformal maps. For genus zero surfaces: 3 correspondences constrain all degrees of freedom, and the optimal transformation has a closed form solution.

Intrinsic Symmetry Detection

- Möbius Voting for shape matching:



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Intrinsic Symmetry Detection

- Möbius Voting-based symmetry detection:

    1) Map the mesh surface to the extended complex plane $\hat{\mathbb{C}}$.
    2) Generate a set of anti-Mobius transformations.
    3) Measure alignment score
    4) Return the best alignment

Iterate

Kim, Lipman, Chen, and Funkhouser **Mobius Transformations for Global Intrinsic Symmetry Analysis**, SGP 2010

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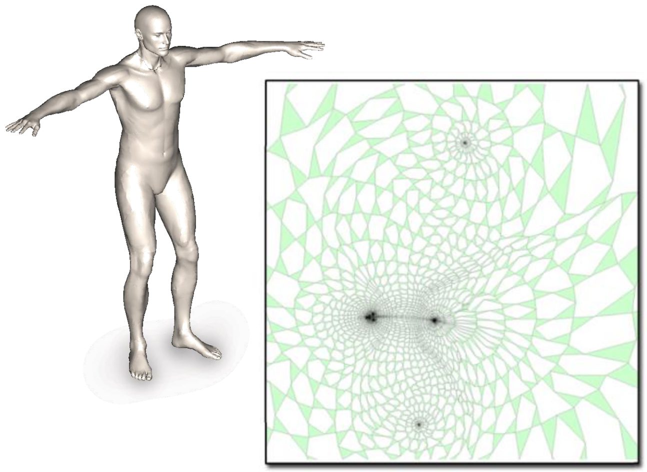

Mid-point uniformisation
(Lipman et al. '09)

Conformal mapping onto the sphere by solving a sparse linear (Laplacian) system

Kim, Lipman, Chen, and Funkhouser **Mobius Transformations for Global Intrinsic Symmetry Analysis**, SGP 2010

Intrinsic Symmetry Detection

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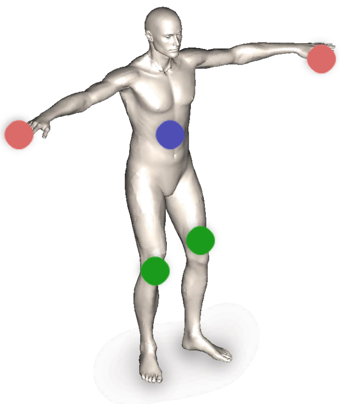

Find likely triplets of correspondences

Use intrinsic *symmetry-invariant descriptors.*

Kim, Lipman, Chen, and Funkhouser **Mobius Transformations for Global Intrinsic Symmetry Analysis**, SGP 2010

Intrinsic Symmetry Detection

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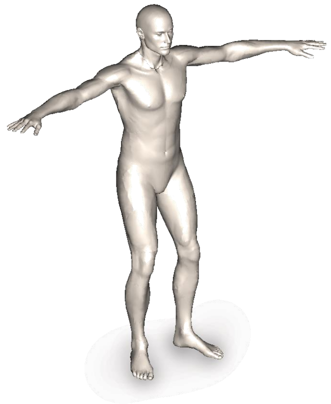

Use the initial triplet to find correspondences between all other points.

Kim, Lipman, Chen, and Funkhouser **Mobius Transformations for Global Intrinsic Symmetry Analysis**, SGP 2010

Intrinsic Symmetry Detection

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Closed form solution in the extended complex plane embedding.

Kim, Lipman, Chen, and Funkhouser **Mobius Transformations for Global Intrinsic Symmetry Analysis**, SGP 2010

Intrinsic Symmetry Detection

- Möbius Voting-based symmetry detection:

Iterate

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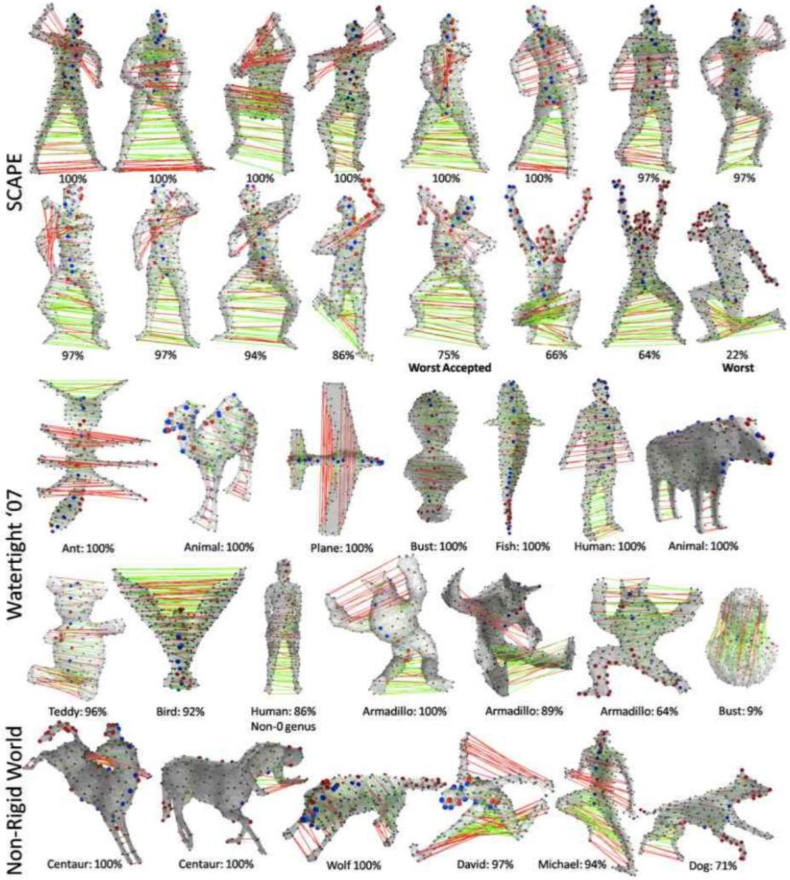
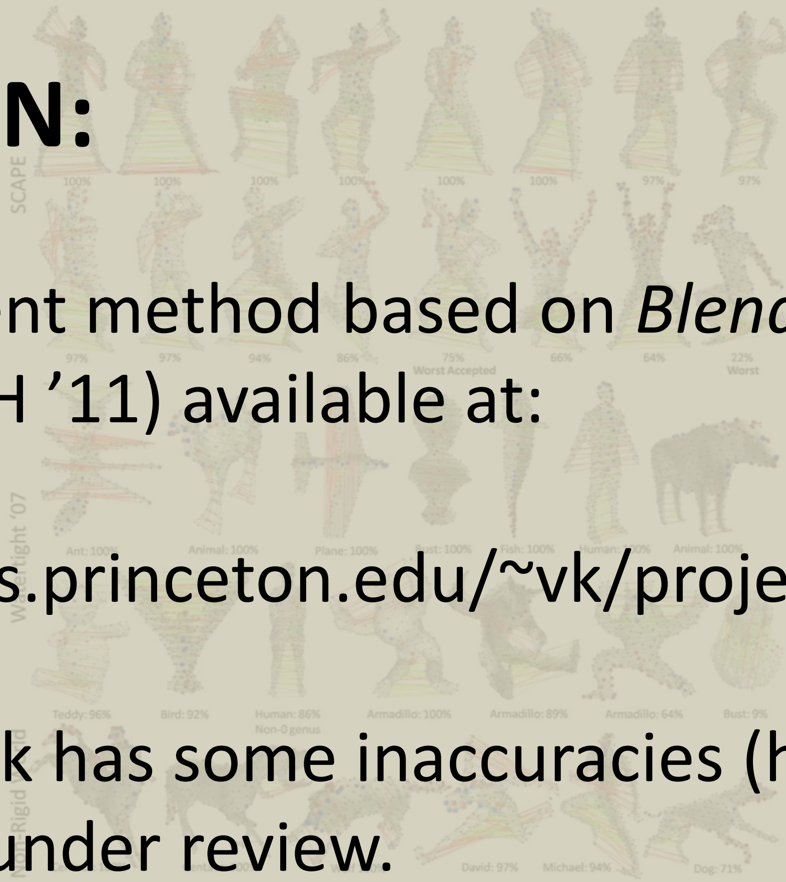
Kim, Lipman, Chen, and Funkhouser **Mobius Transformations for Global Intrinsic Symmetry Analysis**, SGP 2010

Results



- Largest-scale evaluation of an intrinsic symmetry-detection method.
- Benchmark for comparing other methods.

Results



ATTENTION:

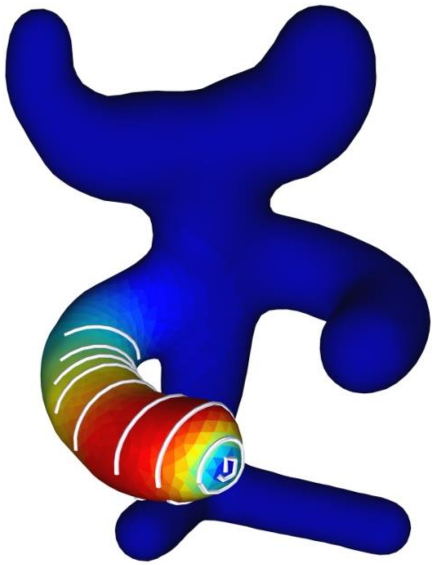
1. More recent method based on *Blended Intrinsic Maps* (SIGGRAPH ’11) available at:

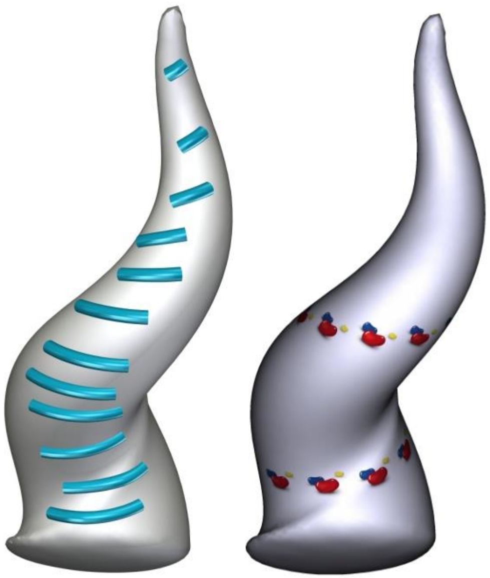
http://www.cs.princeton.edu/~vk/projects/CorrsBlended/

2. Benchmark has some inaccuracies (human labeled), currently under review.

- Largest-scale evaluation of an intrinsic symmetry-detection method.
- Benchmark for comparing other methods.

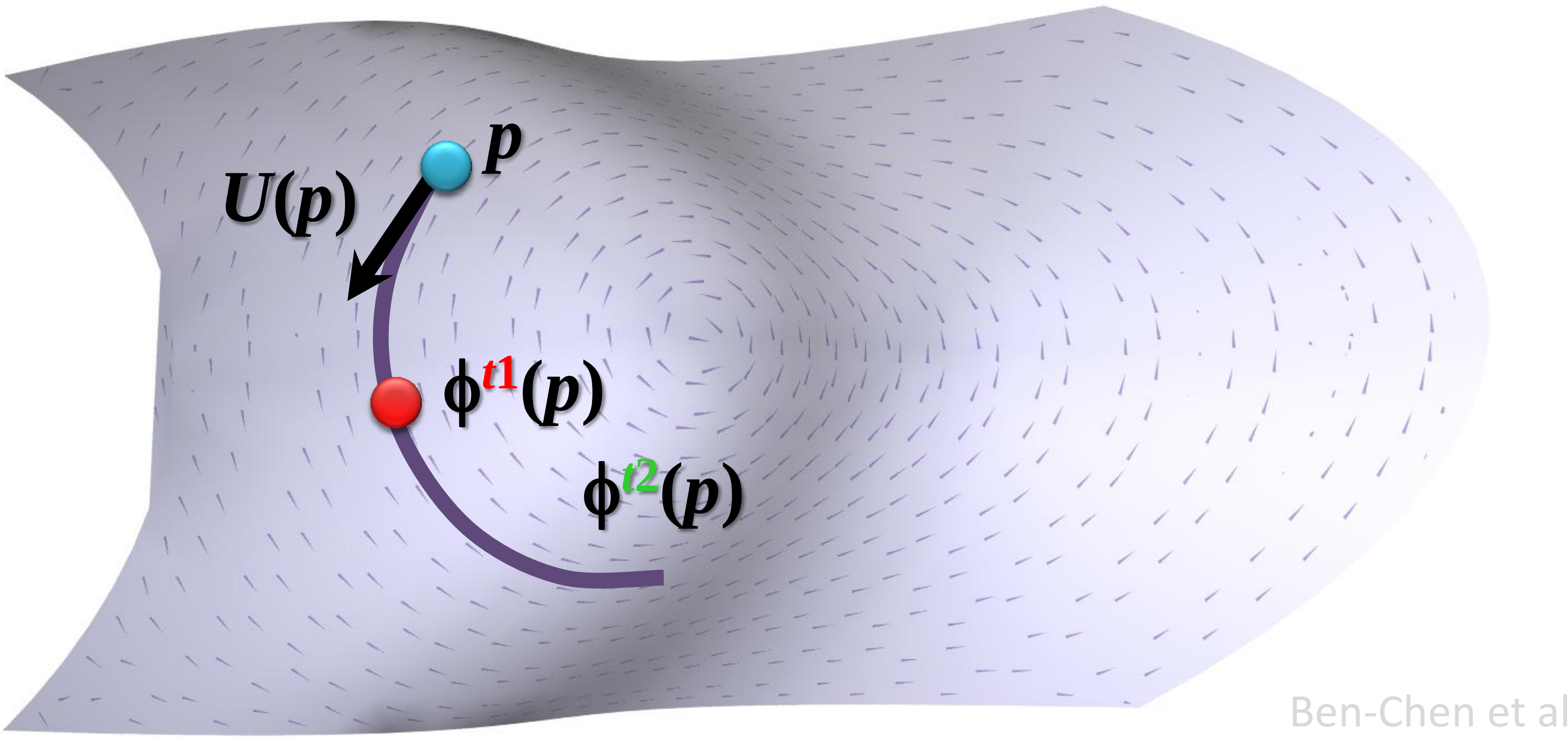
Continuous Intrinsic Symmetries





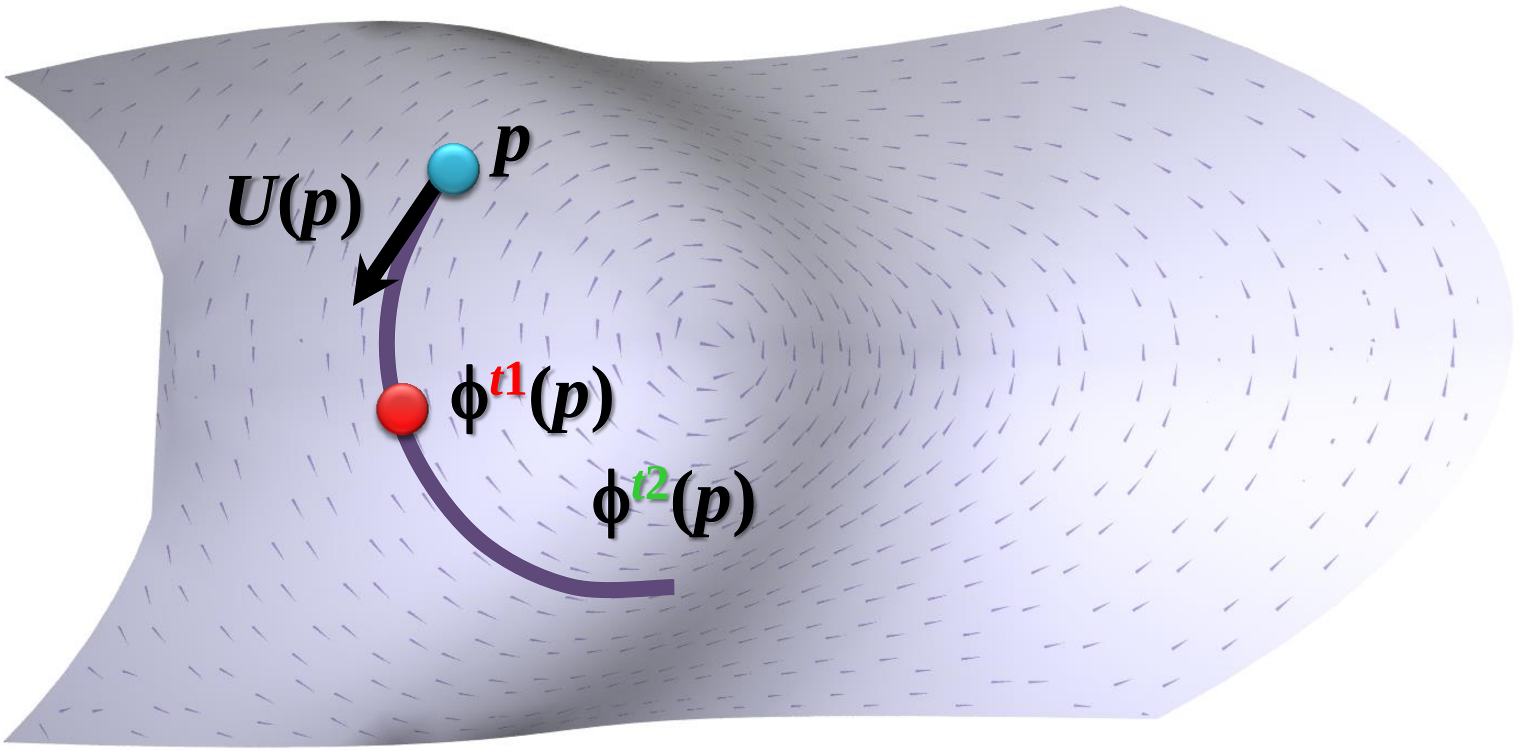
Ben-Chen, Butscher, Solomon, Guibas **On discrete killing vector fields and patterns on surfaces**, SGP 2010

Represent Transformations using Tangent Vector Fields



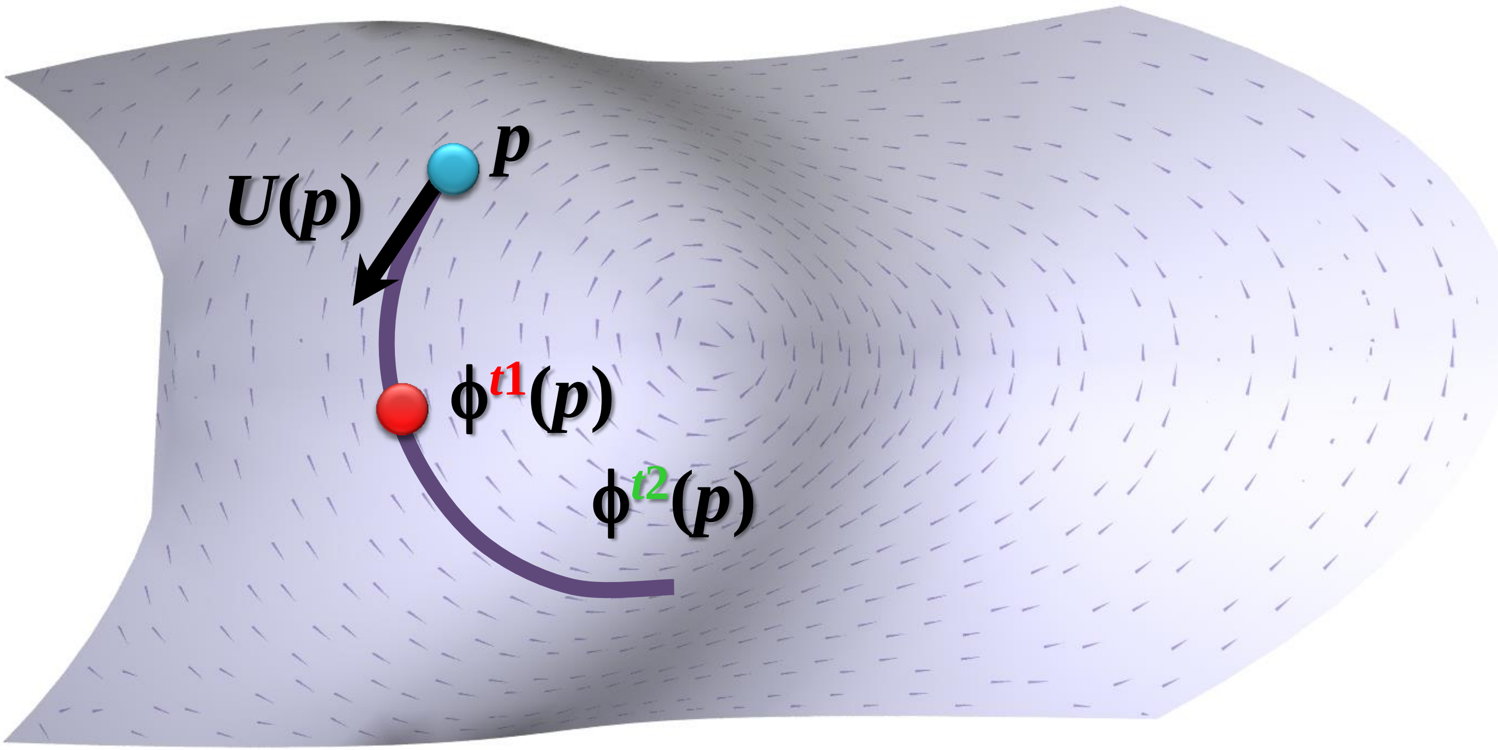
$\phi^t(p)$ – **One-parameter family of mappings generated by the tangent vector field** U

Represent Transformations using Tangent Vector Fields



$$\phi^0(p) = 0 \qquad \frac{d}{dt}\phi^t(p) = U(\phi^t(p))$$

Represent Transformations using Tangent Vector Fields



If $\phi^t(p)$ is an intrinsic isometry for every t then U is a Killing Vector Field (KVF).

Killing Vector Fields (again)

The Killing Equation

- U is a KVF only if:

$$\nabla U + \nabla U^T = 0$$

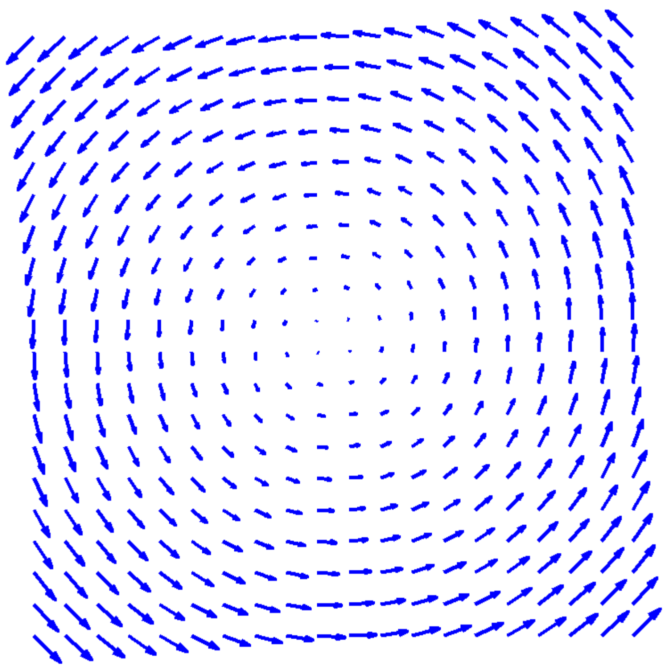
P^n: U = Jacobian matrix

Surface: U = covariant derivative tensor

Killing Vector Fields

A (very) simple example

$U = (u_x(x,y), u_y(x,y)) = (-y, x)$



$$\nabla U = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$$

$$V = \left(v_x, v_y\right)$$

$$\nabla U \cdot V = \left(-v_y, v_x\right)$$

Computing AKVFs

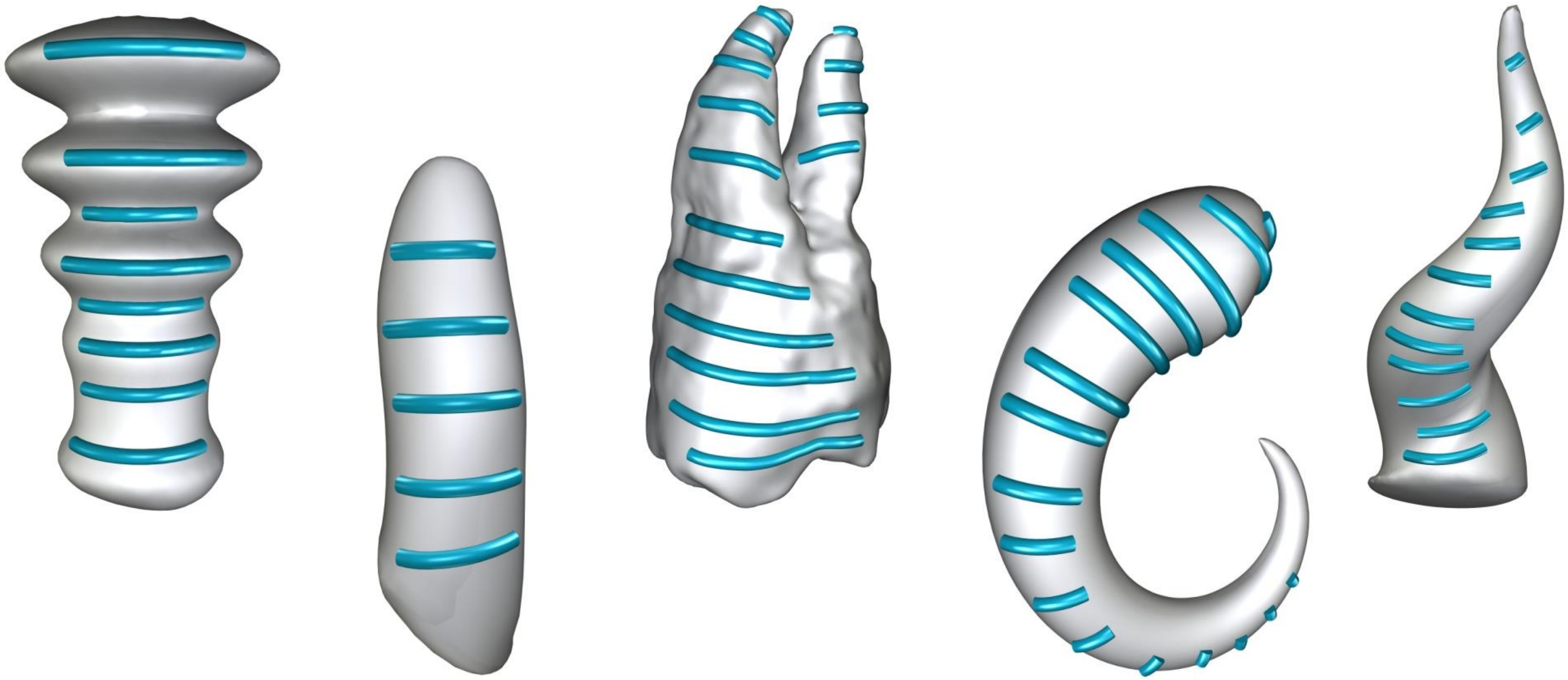
Solve:

$$\min_{U} E_K(U) = \int_M \left|\nabla U + \nabla U^T\right|^2 dv \quad s.t. \int_M |U|^2 \, dv = 1$$

On a triangulated mesh.

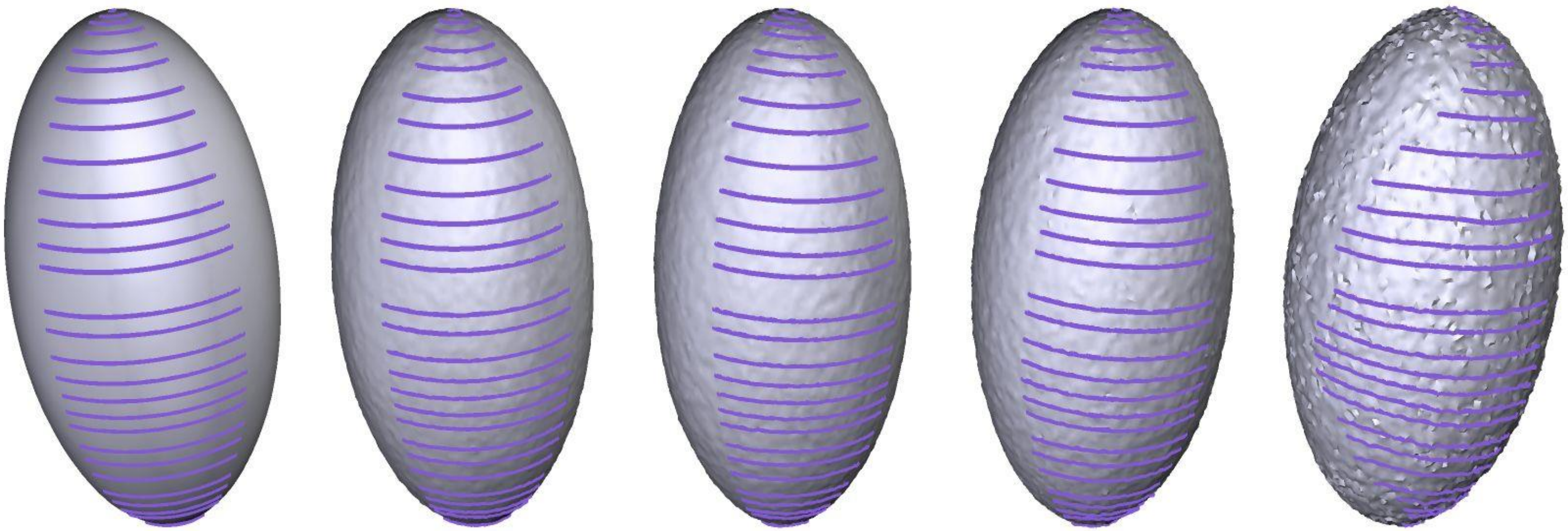
Reformulate using (Discrete) Exterior Calculus. Leads to an eigendecomposition problem.

AKVFs in the Wild



Ben-Chen, Butscher, Solomon, Guibas **On discrete killing vector fields and patterns on surfaces**, SGP 2010

Approximate KVFs
Noise



$\sigma = 0.065$
$E = 0.29$

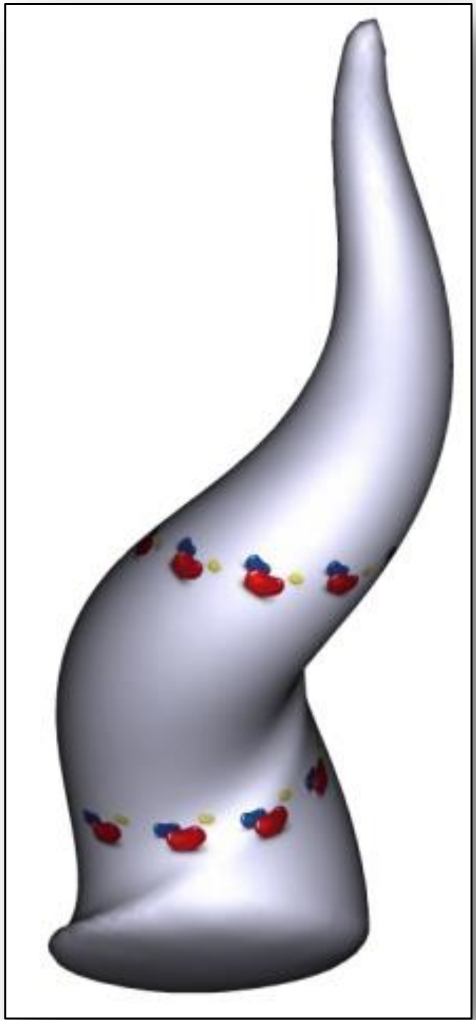
$\sigma = 0.087$
$E = 0.55$

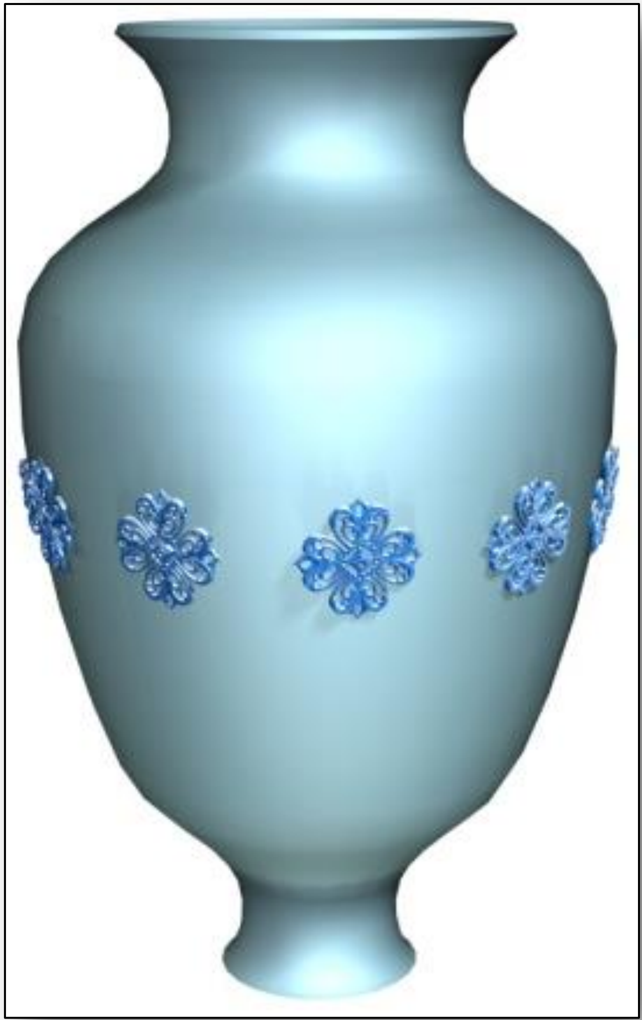
$\sigma = 0.1145$
$E = 1.33$

$\sigma = 0.2$
$E = 6.7$

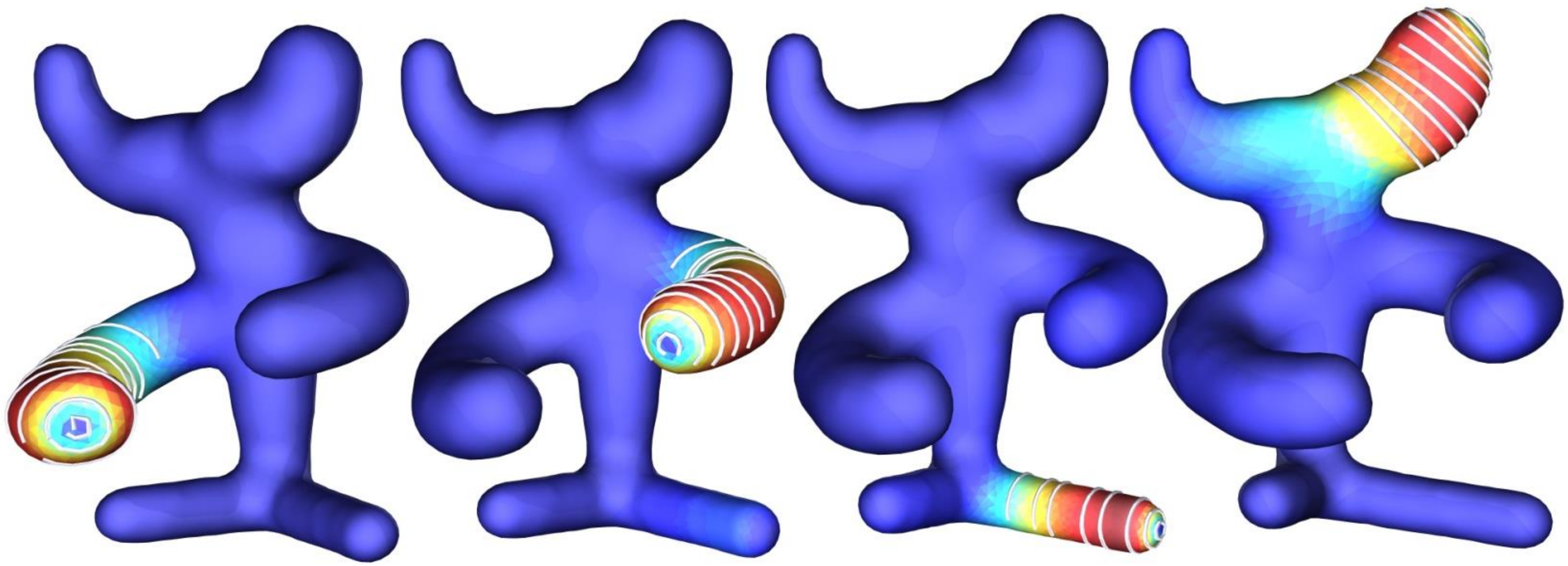
Ben-Chen, Butscher, Solomon, Guibas **On discrete killing vector fields and patterns on surfaces**, SGP 2010

Pattern Generation



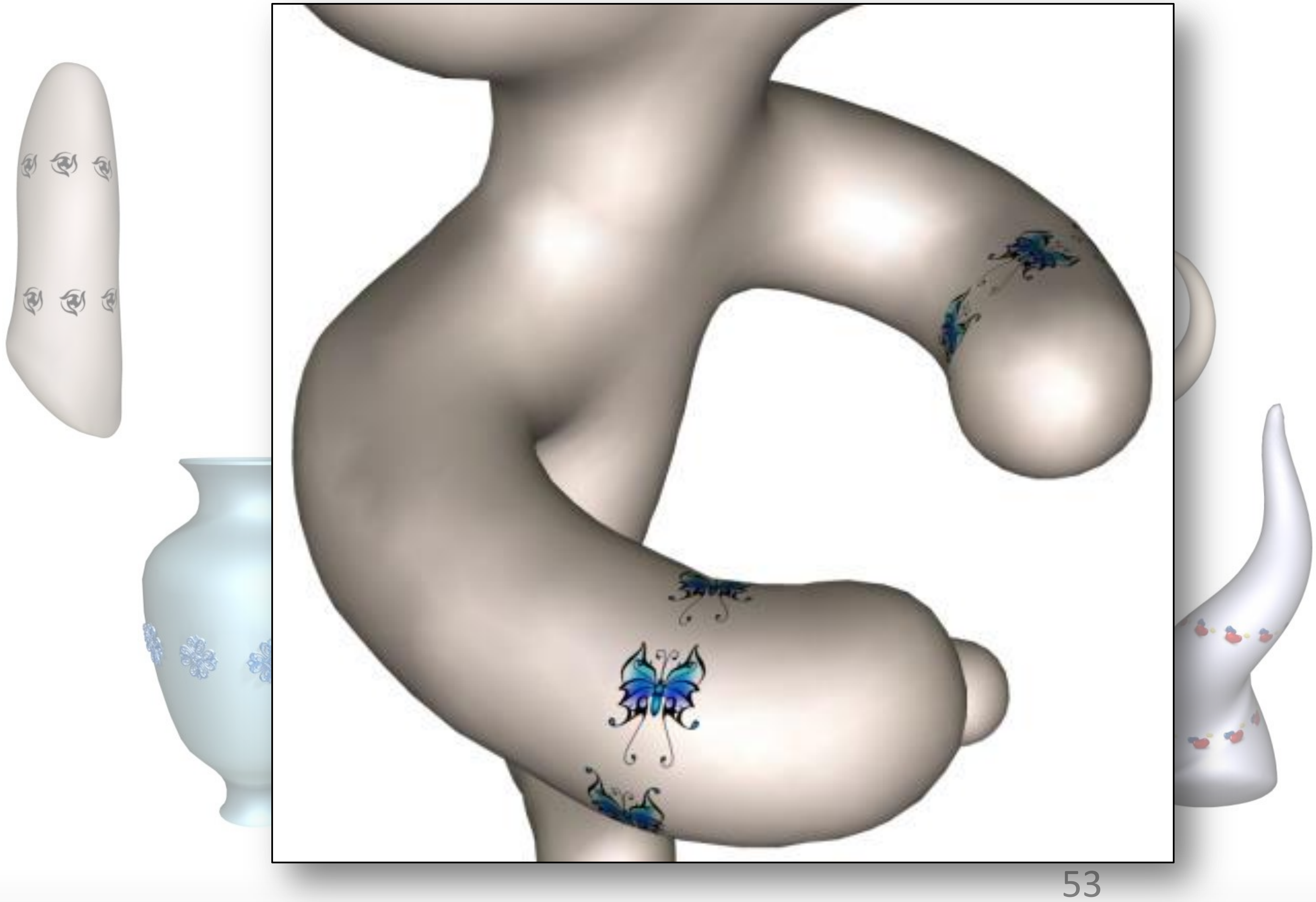


Multiple Continuous Symmetries



First Eigenvector	#2	#3	#4

Pattern Generation



Conclusions

Intrinsic Symmetry Detection:

- Formulated as finding *intrinsic* distance-preserving maps.
- Often solved using isometric matching techniques.
- Theoretically equivalent to extrinsic symmetry detection but in higher dimensional space.
- Continuous symmetries treated with differential methods.

Open problems:

- Good theory for the approximate setting.
- Practical automatic methods.
- Better understanding of the correct deformation space.