

Shape Descriptors I

Thomas Funkhouser
CS597D, Fall 2003
Princeton University



3D Representations



What properties are required for analysis and retrieval?

Property	Editing	Display	Analysis	Retrieval
Intuitive specification	Yes	No	No	No
Guaranteed continuity	Yes	No	No	No
Guaranteed validity	Yes	No	No	No
Efficient boolean operations	Yes	No	No	No
Efficient rendering	Yes	Yes	No	No
Accurate	Yes	Yes	?	?
Concise	?	?	?	Yes
Structure	Yes	Yes	Yes	Yes

Shape Analysis Problems

Examples:

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- **Retrieval**
- Recognition
- Classification
- Clustering



Query



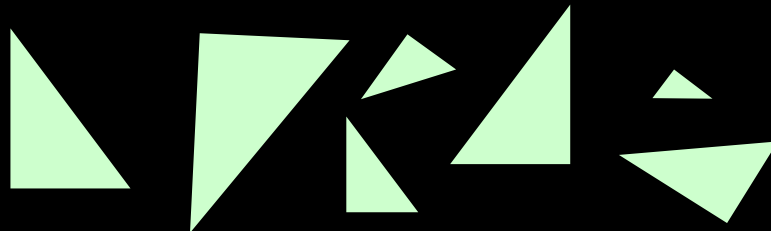
Ranked Matches

“How can we find 3D models best matching a query?”

Shape

Definition from Merriam-Webster’s Dictionary:

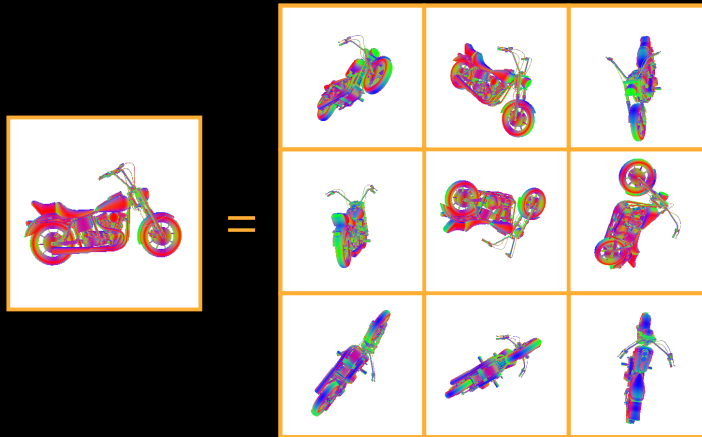
- **a** : the visible makeup characteristic of a particular item or kind of item
- **b** : spatial form or contour



Shape



Shape is independent of similarity transformation
(rotation, scale, translation, mirror)



Shape Similarity



Need a shape distance function $d(A,B)$ that:

- matches our intuitive notion of shape similarity
- can be computed robustly and efficiently

Perhaps, shape distance function should be a metric:

- Non-negative: $d(A,B) \geq 0$ for all A and B
- Identity: $d(A,B) = 0$ if and only if $A=B$
- Symmetry: $d(A,B) = d(B,A)$ for all A and B
- Triangle inequality: $d(A,B) + d(B,C) \geq d(A,C)$

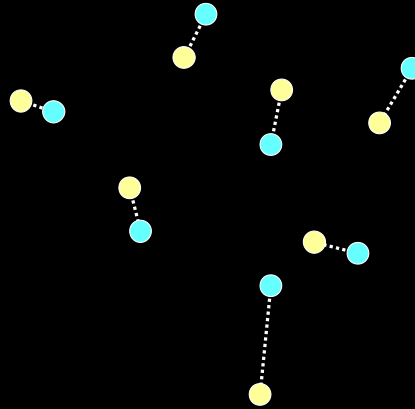
Example Distance Functions



L_p norm:

Hausdorff distance:

Others (Fréchet, etc.)



Shape Matching



Compute shape distance function for pair of 3D models

- Can matching two objects
- Can find most similar object among a small set



Are these the same chair?

Shape Retrieval



Find 3D models with shape most similar to query

- Searching large database must take less than $O(n)$



Is this blue chair in the database?

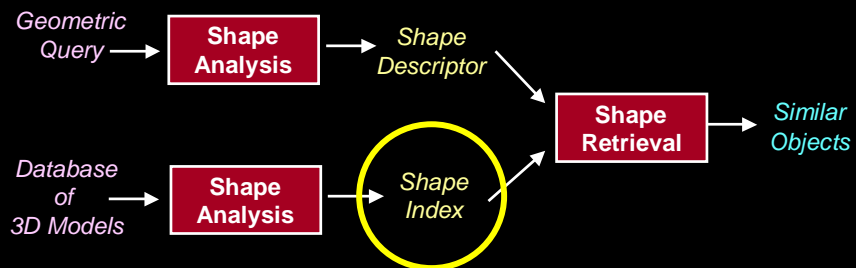


Fig. 2. The dataset of 25 3D models of chairs

Shape Retrieval

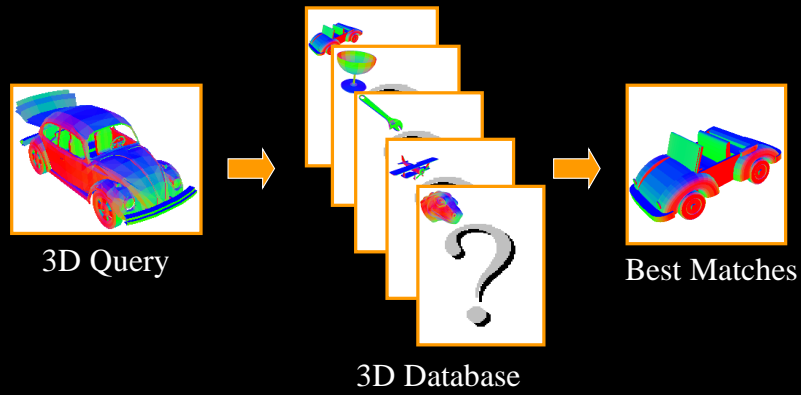


Build searchable shape index



Shape Retrieval

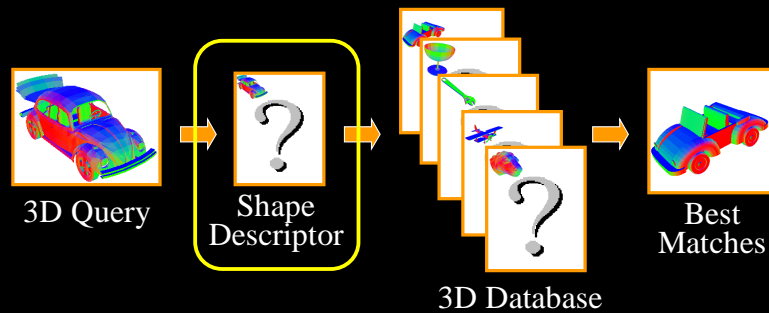
Find 3D models with shape similar to query



Challenge

Need shape descriptor that is:

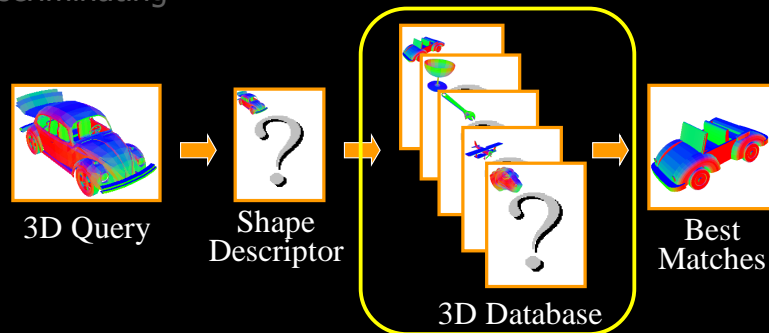
- Concise to store
- Quick to compute
- Efficient to match
- Discriminating



Challenge

Need shape descriptor that is:

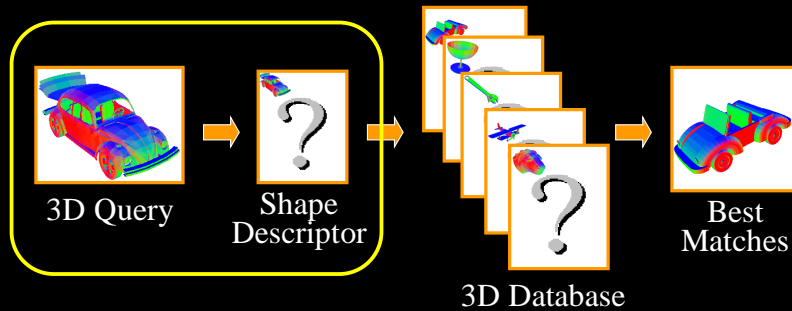
- ∅ Concise to store
- Quick to compute
- Efficient to match
- Discriminating



Challenge

Need shape descriptor that is:

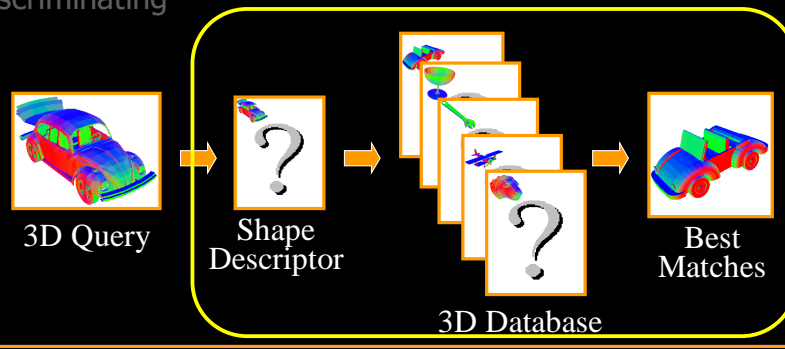
- Concise to store
- ∅ Quick to compute
- Efficient to match
- Discriminating



Challenge

Need shape descriptor that is:

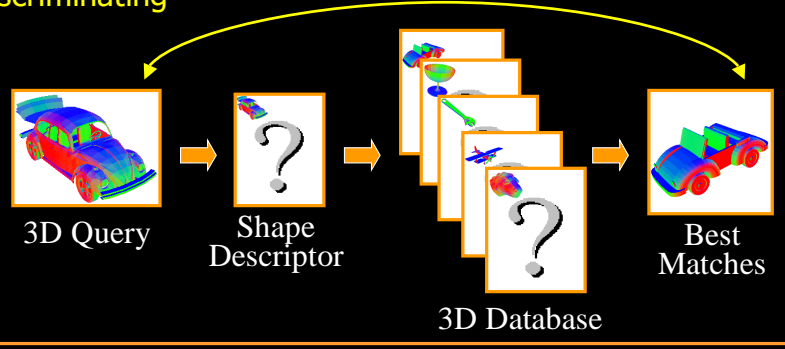
- Concise to store
- Quick to compute
- Ø **Efficient to match**
- Discriminating



Challenge

Need shape descriptor that is:

- Concise to store
- Quick to compute
- Efficient to match
- Ø **Discriminating**



Challenge



Need shape descriptor that is:

- Concise to store
- Quick to compute
- Efficient to match
- Discriminating
- **Ø Invariant to transformations**
 - Insensitive to noise
 - Insensitive to topology
 - Robust to degeneracies



Different Transformations
(translation, scale, rotation, mirror)

Challenge

Image courtesy of
Ramamoorthi et al.

Need shape descriptor that is:

- Concise to store
- Quick to compute
- Efficient to match
- Discriminating
- Invariant to transformations
- **Ø Insensitive to noise**
 - Insensitive to topology
 - Robust to degeneracies



Scanned Surface

Challenge

Images courtesy of
Viewpoint & Stanford

Need shape descriptor that is:

- Concise to store
- Quick to compute
- Efficient to match
- Discriminating
- Invariant to transformations
- Insensitive to noise
- Ø Insensitive to topology
- Robust to degeneracies



Different Genus



Different Tessellations

Challenge

Images courtesy of
Utah & De Espana

Need shape descriptor that is:

- Concise to store
- Quick to compute
- Efficient to match
- Discriminating
- Invariant to transformations
- Insensitive to noise
- Insensitive to topology
- Ø Robust to degeneracies



No Bottom!



&*Q?@#A%!

Taxonomy of Shape Descriptors



Structural representations

- Skeletons
- Part-based methods
- Feature-based methods

Statistical representations

- Voxels, moments, wavelets, ...
- Attributes, histograms, ...
- Point descriptors

Taxonomy of Shape Descriptors

Images courtesy of
Amenta & Osada

Structural representations

- Skeletons
- Part-based methods
- Feature-based methods



Statistical representations

- Voxels, moments, wavelets, ...
- Attributes, histograms, ...
- Point descriptors



Taxonomy of Shape Descriptors

Image courtesy of
De Espona

Structural representations

- Skeletons
- Part-based methods
- Feature-based methods



Statistical representations

- Voxels, moments, wavelets, ...
- Attributes, histograms, ...
- Point descriptors

Taxonomy of Shape Descriptors



Structural representations

- Skeletons
- Part-based methods
- Feature-based methods



Statistical representations

- Voxels, moments, wavelets, ...
- Attributes, histograms, ...
- Point descriptors

Statistical Shape Descriptors



Alignment-dependent

- Voxels
- Wavelets
- Moments
- Extended Gaussian Image
- Spherical Extent Function
- Spherical Attribute Image

Alignment-independent

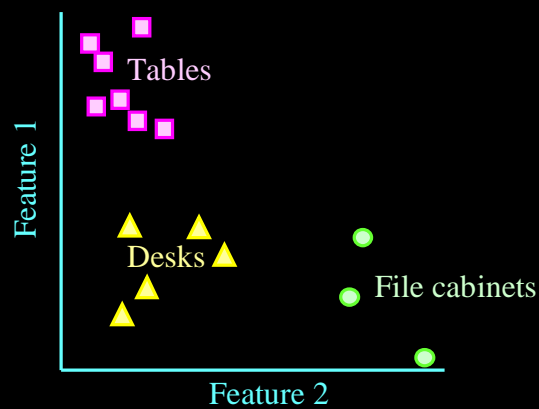
- Shape histograms
- Harmonic descriptor
- Shape distributions

Feature Vectors

Image courtesy of
Mao Chen

Map shape onto point in multi-dimensional space

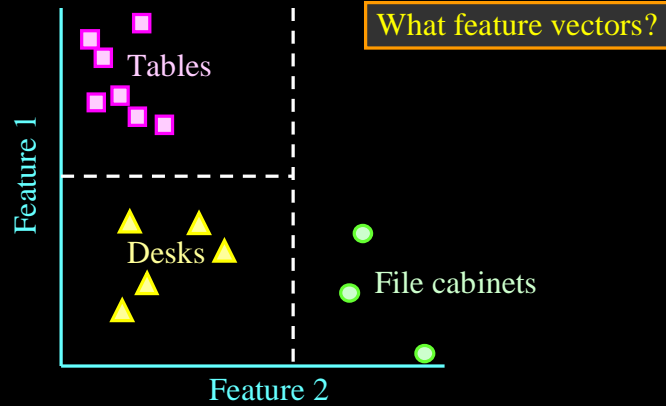
- Similarity measure is distance in feature space



Feature Vectors

Image courtesy of
Mao Chen

Cluster, classify, recognize, and retrieve similar feature vectors using standard methods



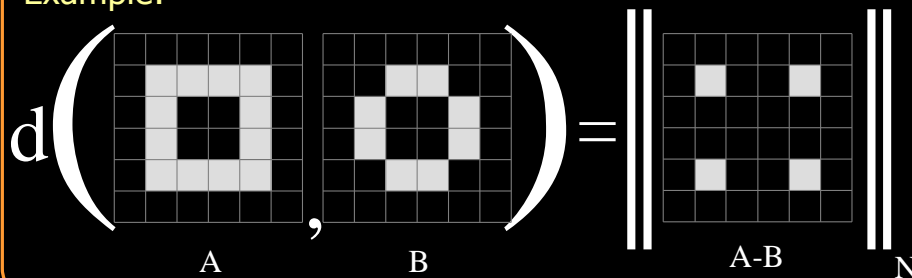
Voxels



Use voxel values as feature vector (shape descriptor)

- Feature space has N^3 dimensions (one dimension for each voxel)
- $d(A,B) = ||A-B||_N$

Example:

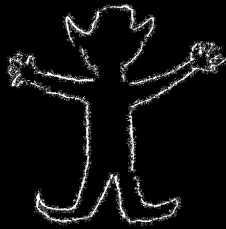


Voxels

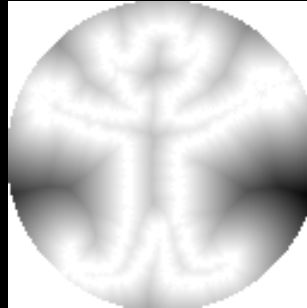
Image courtesy of
Misha Kazhdan

Can store distance transform (DT) in voxels

- $\|A-DT(B)\|_1$ represents sum of distances from every point on surface of A to closest point on surface of B



Surface



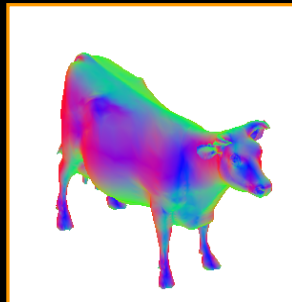
Distance Transform

Voxels

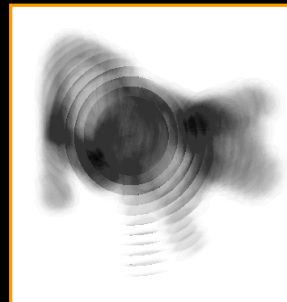
Image courtesy of
Misha Kazhdan

Can store distance transform (DT) in voxels

- $\|A-DT(B)\|_1$ represents sum of distances from every point on surface of A to closest point on surface of B



Surface



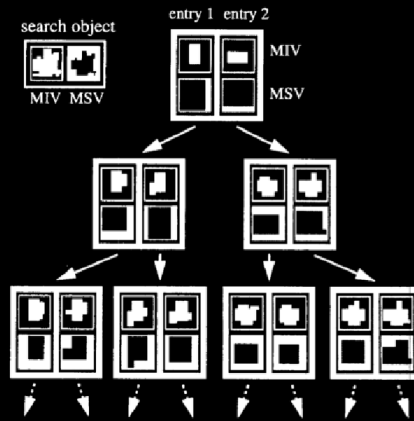
Distance Transform

Voxels

Image courtesy of
Daniel Keim, SIGMOD 1999

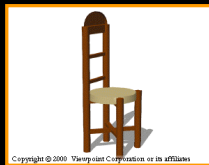
Can build hierarchical search structure

- e.g., interior nodes store MIV and MSV



Voxel Retrieval Experiment

Test database is Viewpoint household collection
1,890 models, 85 classes



153 dining chairs



25 livingroom chairs



16 beds



12 dining tables



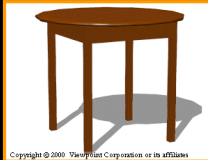
8 chests



28 bottles



39 vases



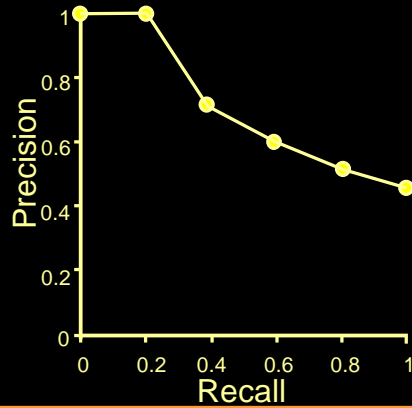
36 end tables

Evaluation Metric



Precision-recall curves

- Precision = $\text{retrieved_in_class} / \text{total_retrieved}$
- Recall = $\text{retrieved_in_class} / \text{total_in_class}$



Evaluation Metric



Precision-recall curves

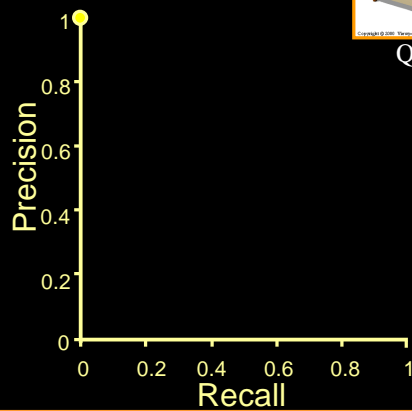
- Precision = $0 / 0$
- Recall = $0 / 5$



Query



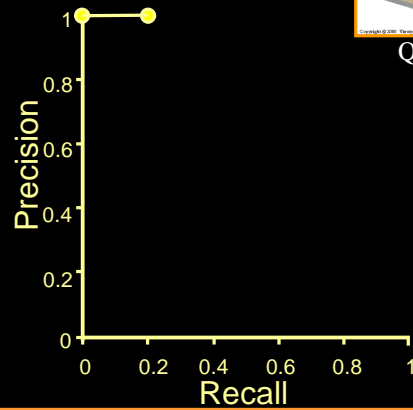
Ranked Matches



Evaluation Metric

Precision-recall curves

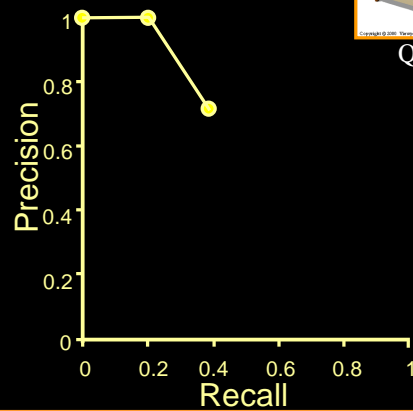
- Precision = 1 / 1
- Recall = 1 / 5



Evaluation Metric

Precision-recall curves

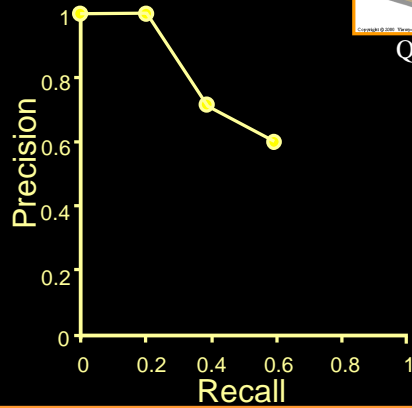
- Precision = 2 / 3
- Recall = 2 / 5



Evaluation Metric

Precision-recall curves

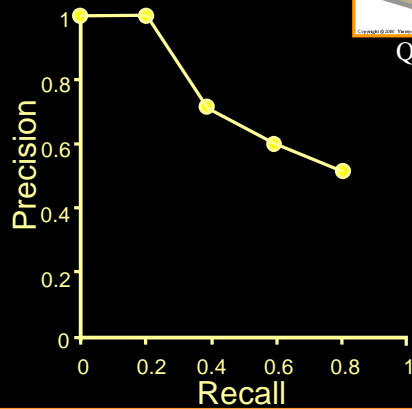
- Precision = 3 / 5
- Recall = 3 / 5



Evaluation Metric

Precision-recall curves

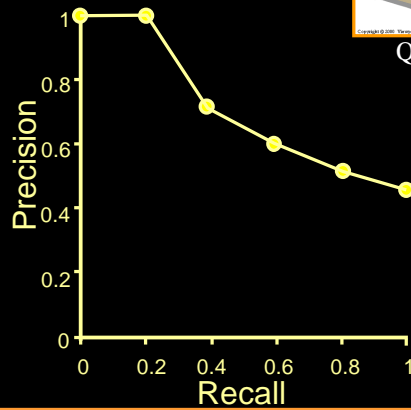
- Precision = 4 / 7
- Recall = 4 / 5



Evaluation Metric

Precision-recall curves

- Precision = 5 / 9
- Recall = 5 / 5



Query



Ranked Matches

Voxel Retrieval Experiment

Test database is Viewpoint household collection
1,890 models, 85 classes



153 dining chairs



25 livingroom chairs



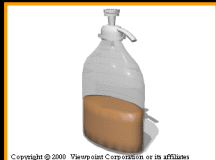
16 beds



12 dining tables



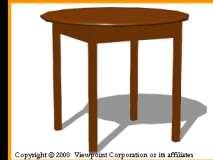
8 chests



28 bottles

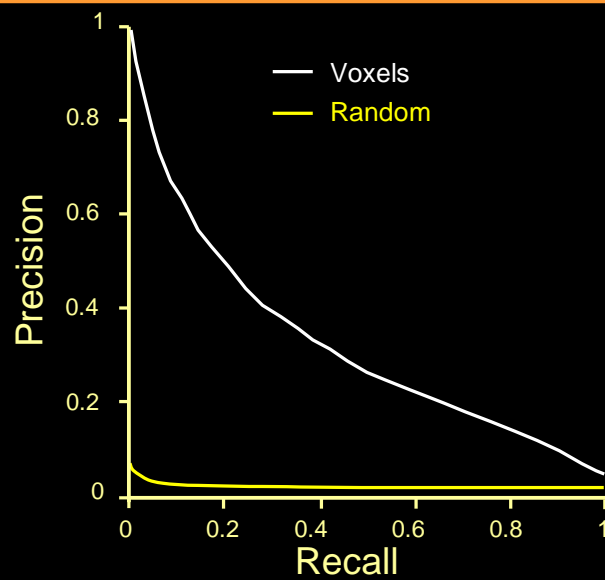


39 vases



36 end tables

Voxel Retrieval Results



Voxels

Properties

- ü Discriminating
- ü Insensitive to noise
- ü Insensitive to topology
- ü Robust to degeneracies
- ü Quick to compute
- Efficient to match?
- X Concise to store
- X Invariant to transforms

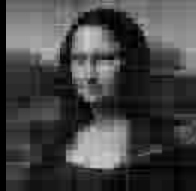
Wavelets

Image courtesy of
Jacobs, Finkelstein, & Salesin

Define shape with wavelet coefficients



16,000 coefficients



400 coefficients



100 coefficients



20 coefficients

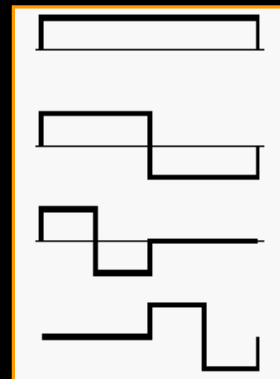


Wavelets

Jacobs, Finkelstein, & Salesin
SIGGRAPH 95

Descriptor 1:

- Given an $N \times N \times N$ grid, generate an $N \times N \times N$ array of the wavelet coefficients for the standard Haar basis functions



Wavelets

Jacobs, Finkelstein, & Salesin
SIGGRAPH 95

Descriptor 1:

- Given an $N \times N \times N$ grid, generate an $N \times N \times N$ array of the wavelet coefficients for the standard Haar basis functions

Descriptor 2:

- **Truncate:** Find the m largest coefficients and set all others equal to zero
- **Quantize:** Set the non-zero coefficients to $+1$ or -1 depending on their sign

Jackie Chan Example

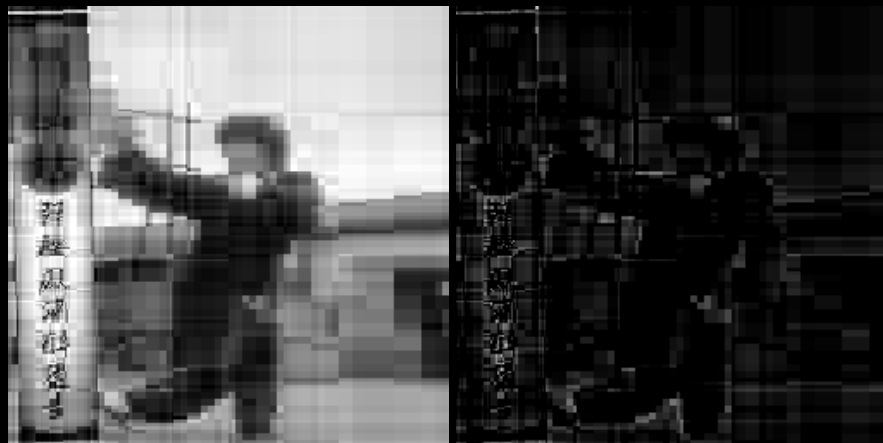
Original Image (256x256)



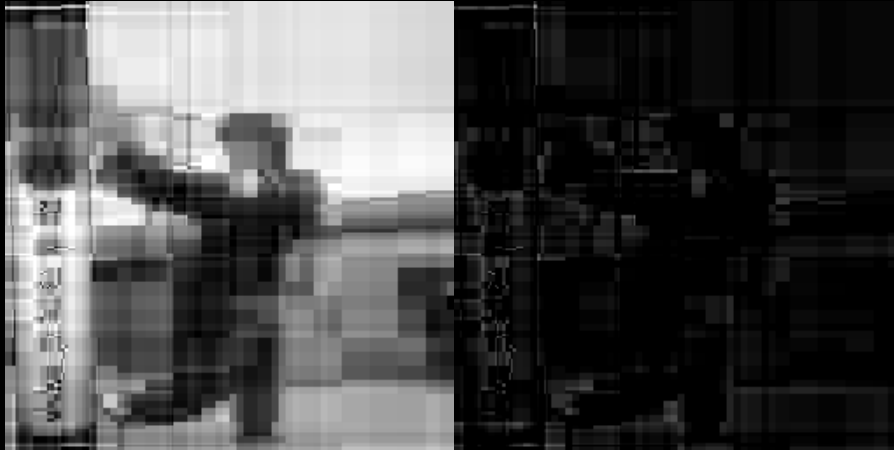
Truncated And Quantized to 5000



Truncated And Quantized to 1000



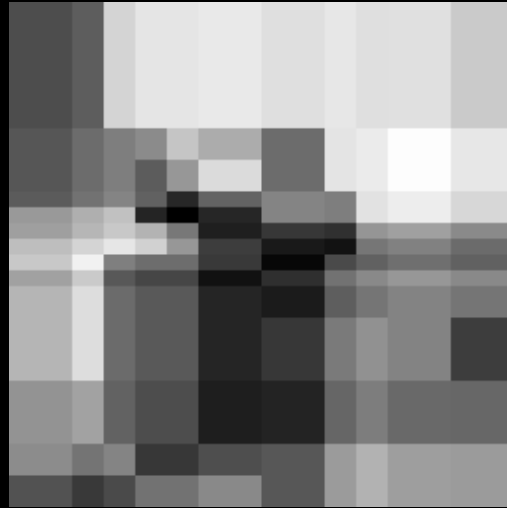
Truncated And Quantized to 500



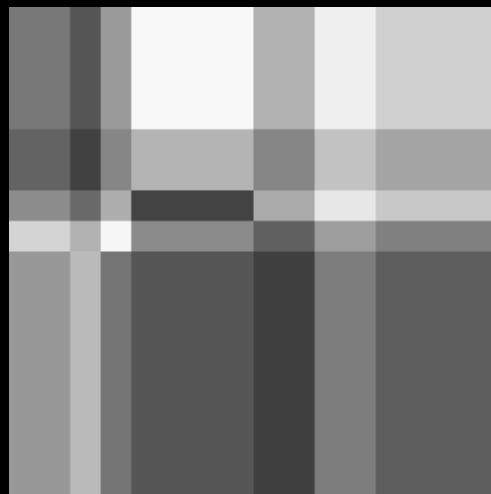
Truncated 100



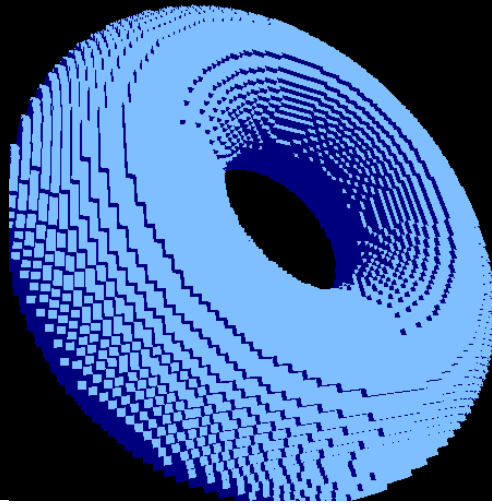
Truncated 50



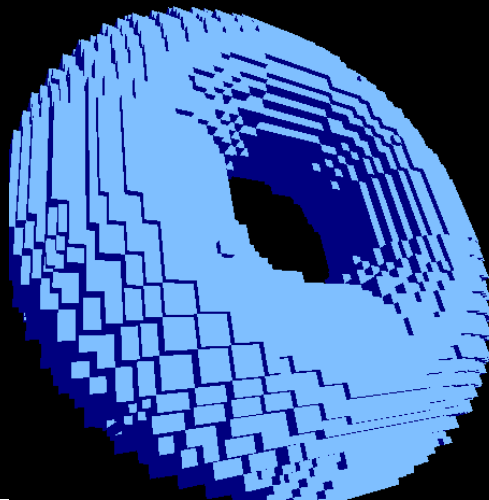
Truncated 10



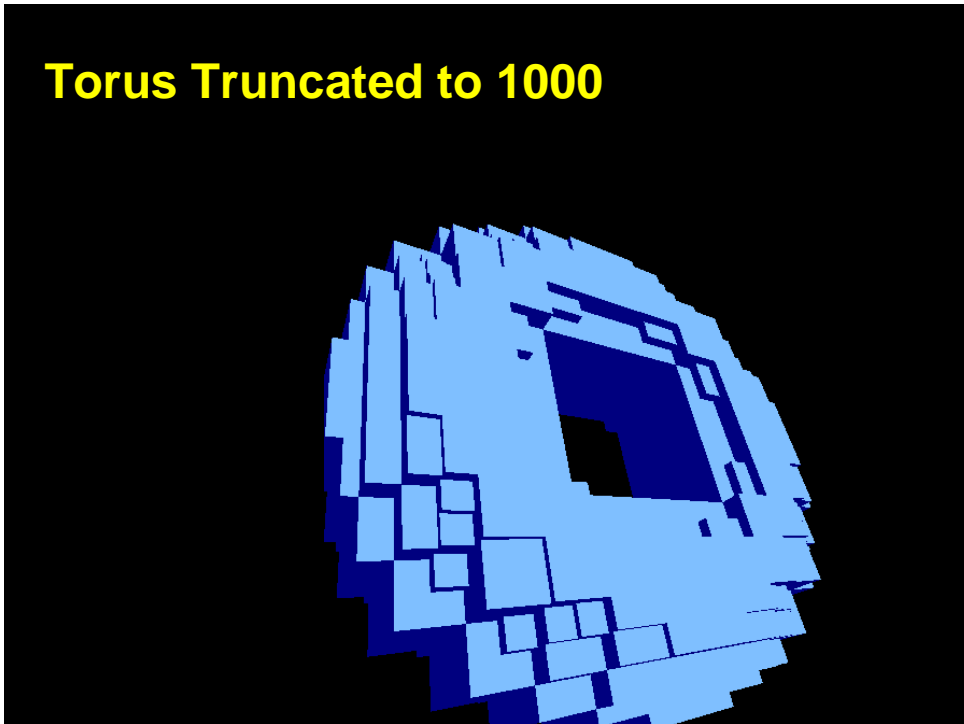
Torus Example



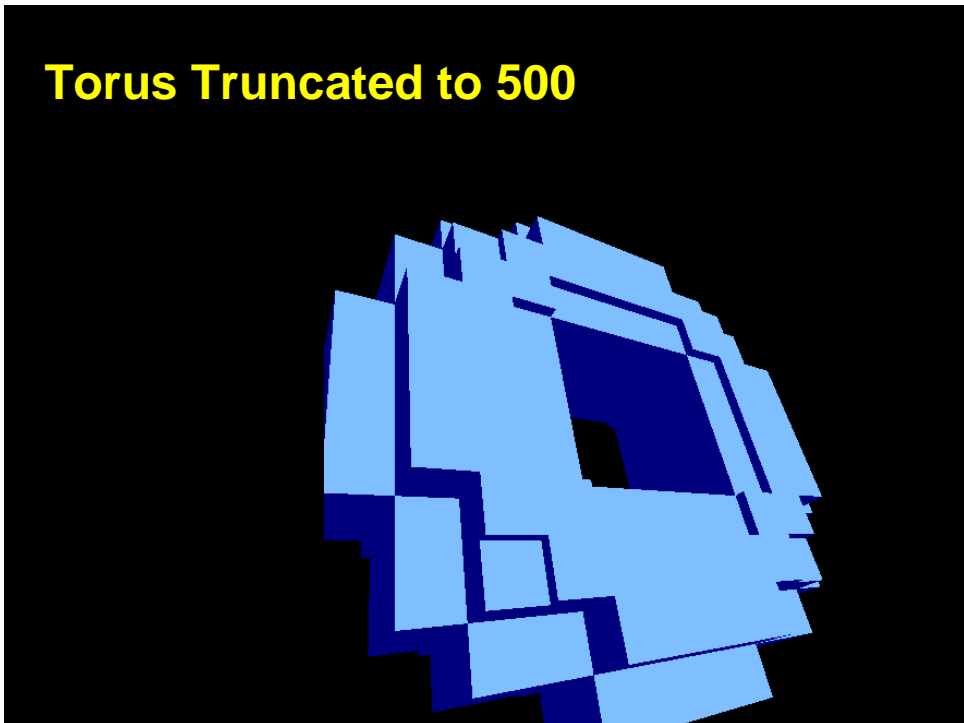
Torus Truncated to 5000



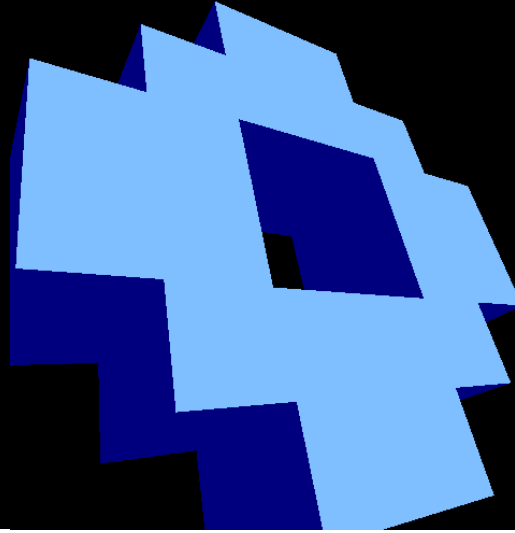
Torus Truncated to 1000



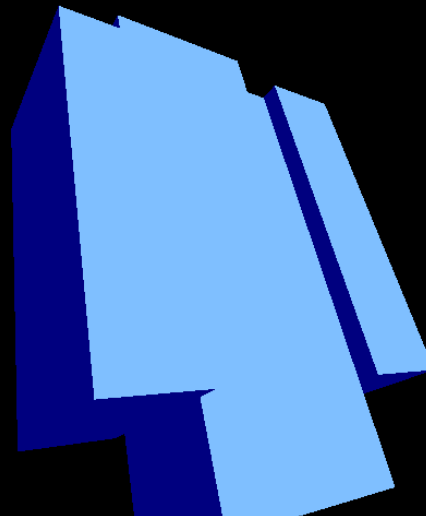
Torus Truncated to 500



Torus Truncated to 100



Torus Truncated to 50



Wavelets

Jacobs, Finkelstein, & Salesin
SIGGRAPH 95

Distance Function 1:

- The query metric is defined by:

$$d(A, B) = \sum_{i,j,k} w_{i,j,k} \|A[i, j, k] - B[i, j, k]\|$$

where $A[i,j,k]$ and $B[i,j,k]$ are the truncated and quantized coefficients and $w_{i,j,k}$ are weights, fine tuned to the database.

Wavelets

Jacobs, Finkelstein, & Salesin
SIGGRAPH 95

Distance Function 2:

- The query metric can be approximated by:

$$d(A, B) = \sum_{i,j,k:A(i,j,k) \neq 0} w_{i,j,k} (A[i, j, k] \neq B[i, j, k])$$

to enable efficient indexing and search.

Wavelets

Jacobs, Finkelstein, & Salesin
SIGGRAPH 95

Properties

- ü Insensitive to noise
- ü Insensitive to topology
- ü Robust to degeneracies
- ü Quick to compute
- ü Efficient to match
- ü Concise to store
- Discriminating?
- X Invariant to transforms



Moments

Define shape by moments of inertia:

$$m_{pqr} = \int_{\text{surface}} x^p y^q z^r dx dy dz$$

Moments Retrieval Experiment



Test database is Viewpoint household collection
1,890 models, 85 classes



153 dining chairs



25 livingroom chairs



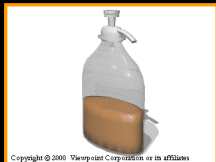
16 beds



12 dining tables



8 chests



28 bottles

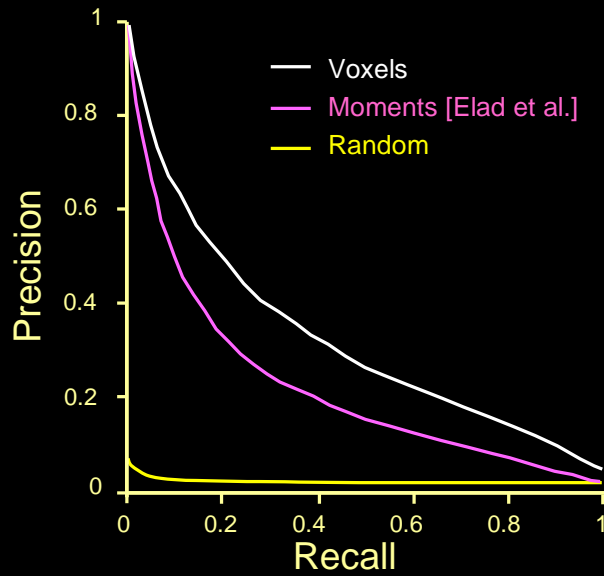


39 vases

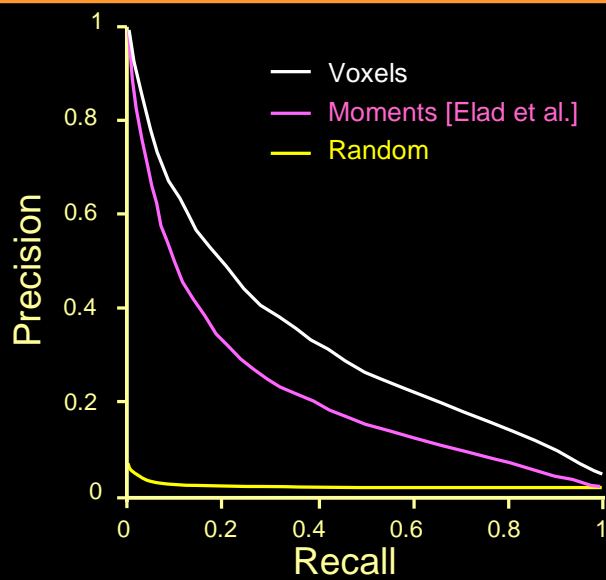


36 end tables

Moments Retrieval Results



Moments Retrieval Results



Moments

Properties

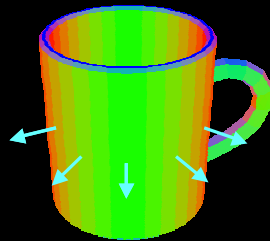
- ü Insensitive to topology
- ü Robust to degeneracies
- ü Quick to compute
- ü Efficient to match
- ü Concise to store
- X Insensitive to noise
- X Invariant to transforms
- X Discriminating

Extended Gaussian Image

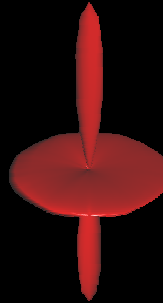


Define shape with histogram of normal directions

- Invertible for convex objects
- Spherical function



3D Model

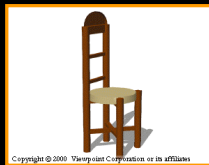


EGI

EGI Retrieval Experiment



Test database is Viewpoint household collection
1,890 models, 85 classes



153 dining chairs



25 livingroom chairs



16 beds



12 dining tables



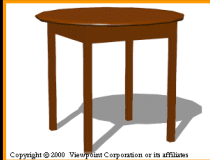
8 chests



28 bottles

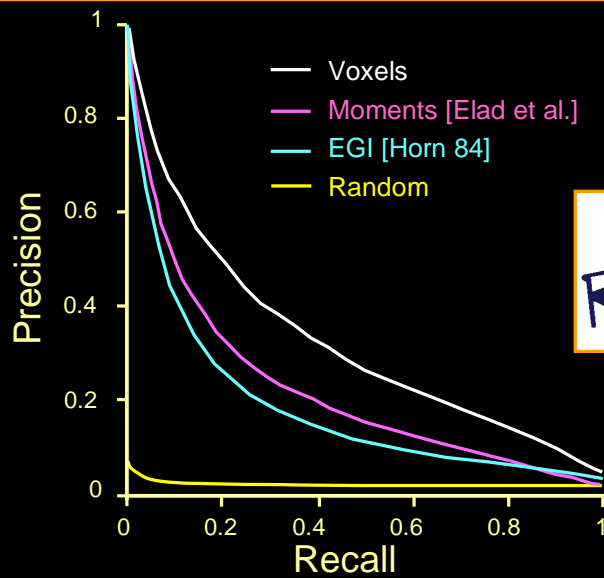


39 vases



36 end tables

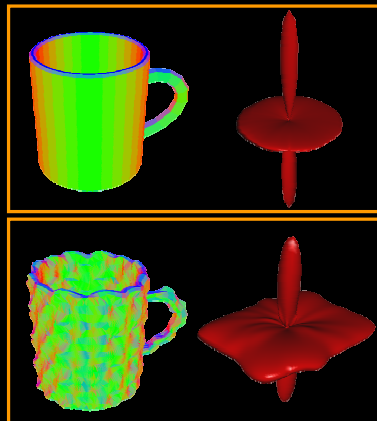
EGI Retrieval Results



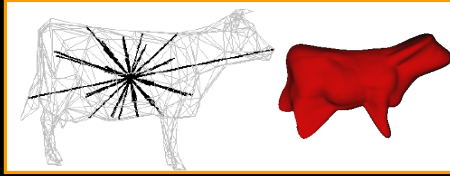
Extended Gaussian Images

Properties

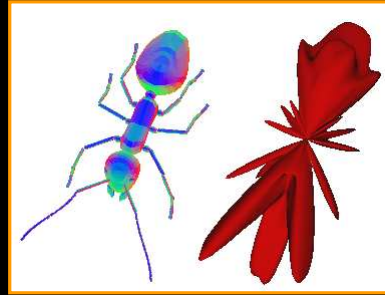
- ü Insensitive to topology
- ü Quick to compute
- ü Efficient to match
- ü Concise to store
- X Insensitive to noise
- X Robust to degeneracies
- X Invariant to transforms
- X Discriminating



Other Rotation-Dependent Descriptors



Spherical Extent Functions
(Vranic & Saupe, 2000)



Shape Histograms (sectors)
(Ankerst, 1999)