

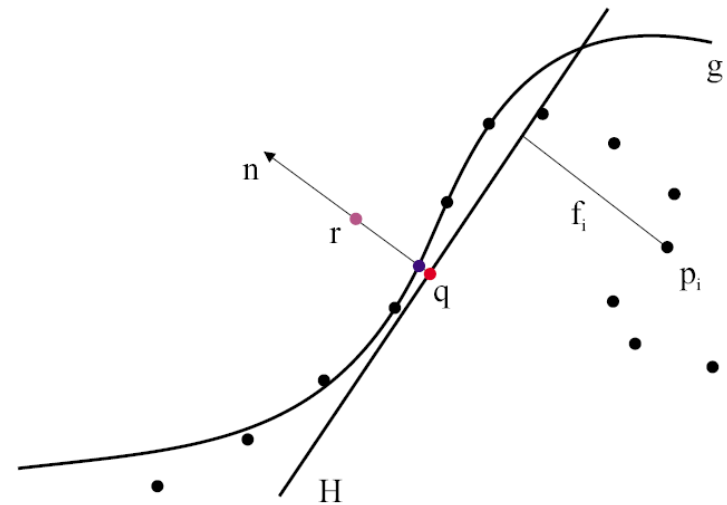
# 'Point Set Surfaces' implementation 2

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# Projection procedure

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- ▶ Reference domain
  - ▶ Find a local reference plane 'H' for 'r'
  - ▶ Minimize a local weighted sum of square distances of 'p' to the plane
- ▶ Local map
  - ▶ Compute a local bivariate polynomial approximation to the surface



# Revision – reference domain

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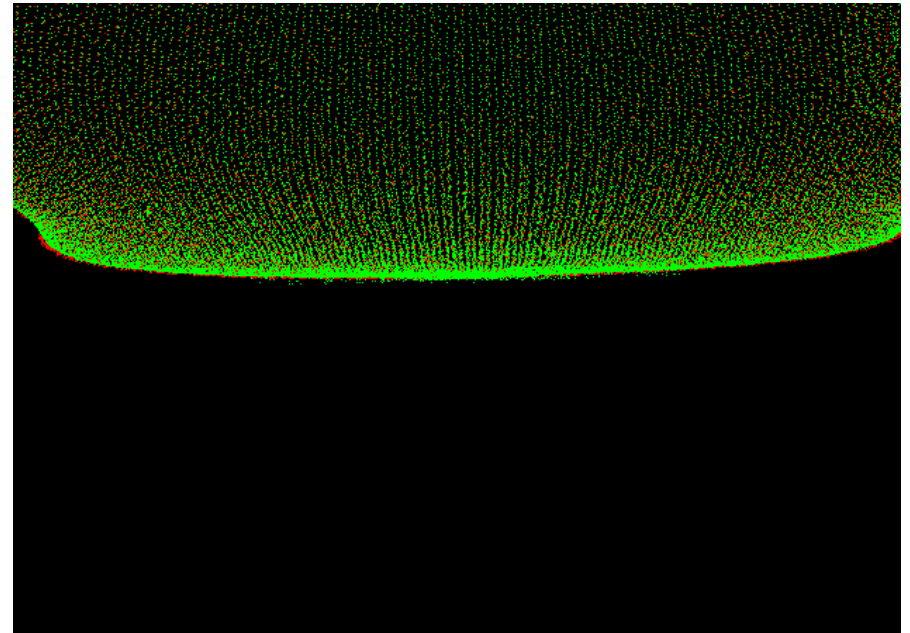
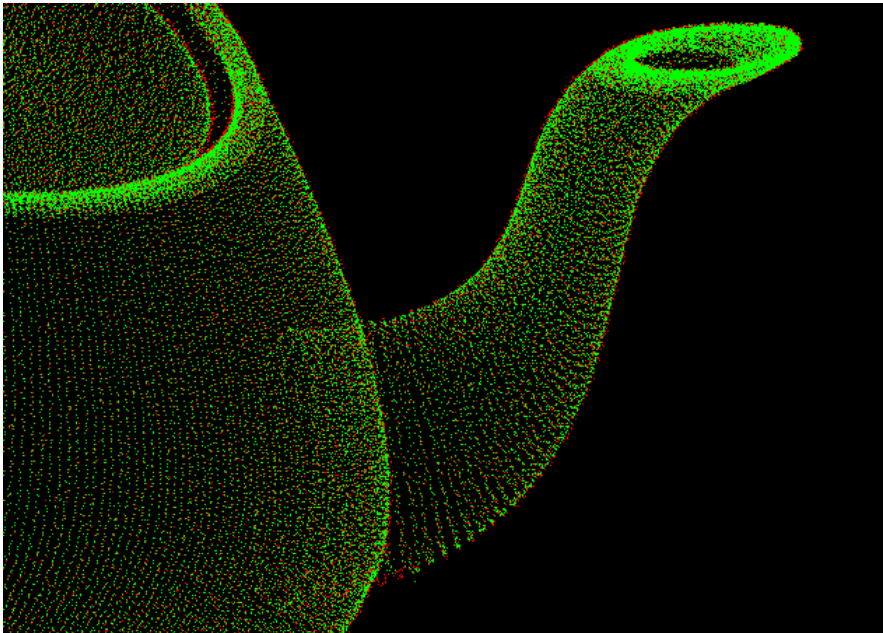
- ▶ minimization  $\sum_{i=1}^N \langle n, p_i - r - tn \rangle^2 \theta(\|p_i - r - tn\|)$   $\min_{\|n\|=1} n^T B n$
- ▶ At first, get the Eigenvector of  $b_{jk} = \sum_i \theta_i (p_{i_j} - r_j) (p_{i_k} - r_k)$  that corresponds to the smallest Eigenvalue
  - ▶ We can get initial normal ‘n’
  - ▶ And then get the ‘t’ for the initial normal ‘n’
    - ▶ ‘t’ is in  $-H/2 \sim H/2$
  - ▶ At second, execute powell iteration for ‘n’
    - ▶ ‘t’ is fixed
    - ▶ There are many local minimum. We have to find the one that has smallest ‘t’



# Result

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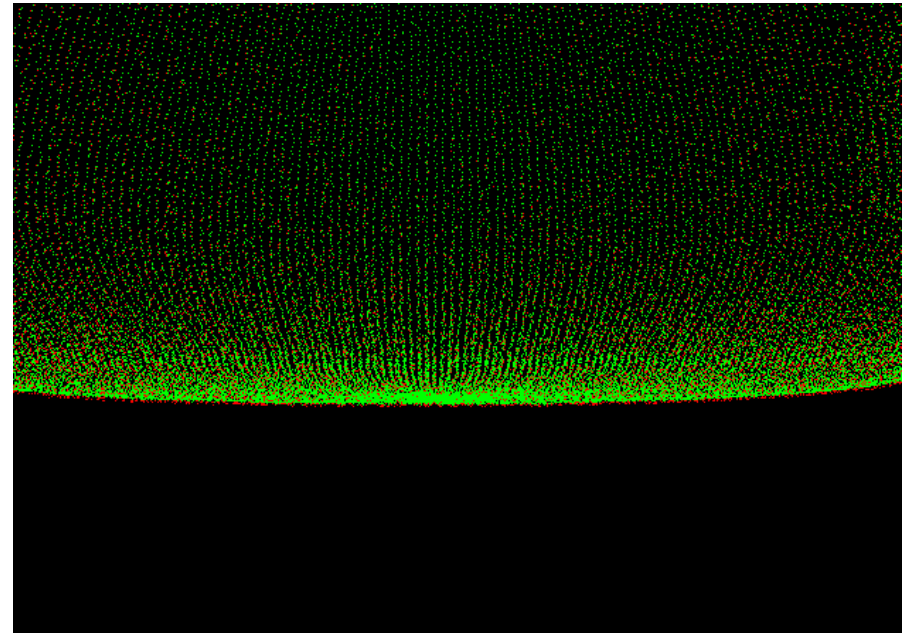
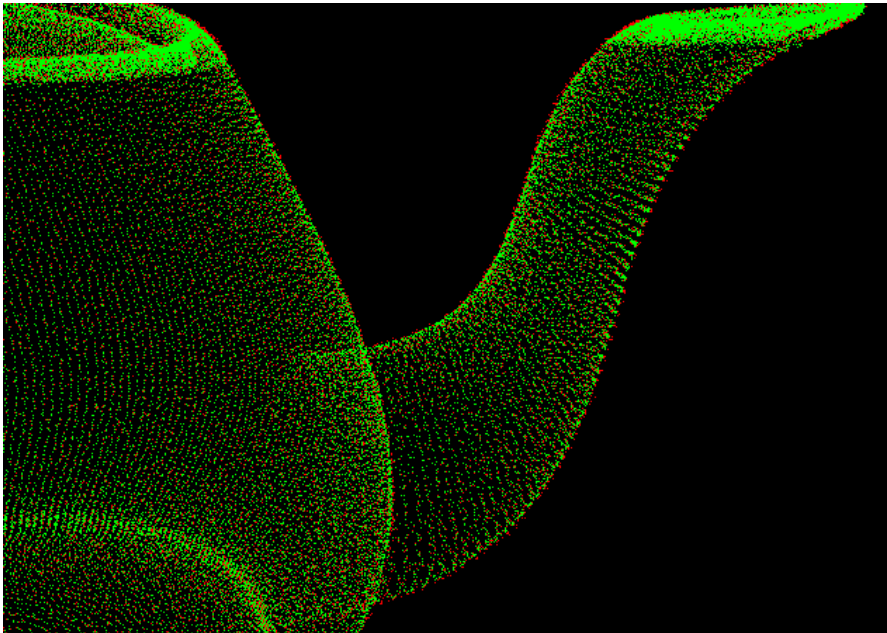
- ▶ Old version, teapot(131330 vertices), 80 nearest points
  - ▶ About 174 secs
  - ▶ There are some errors



# Result

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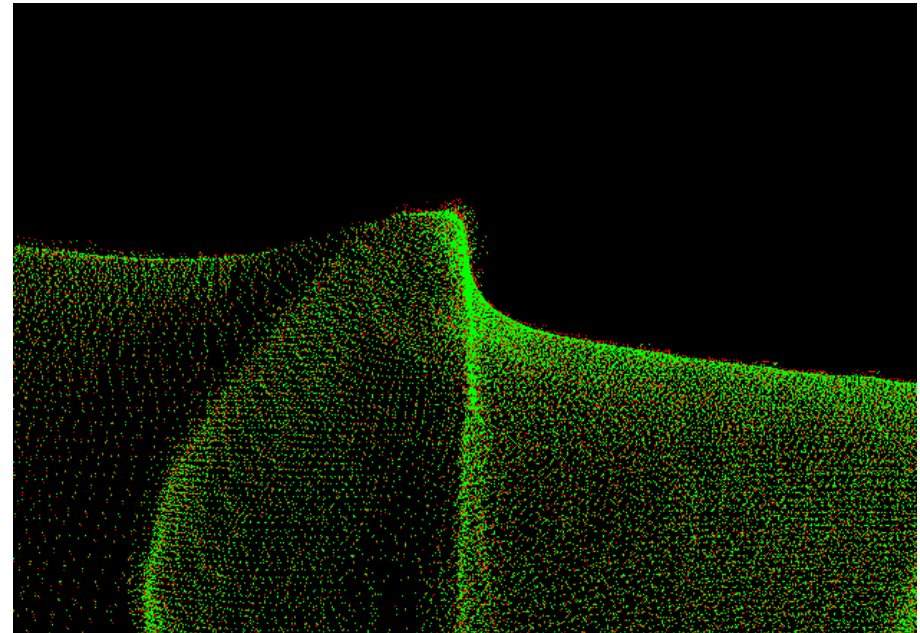
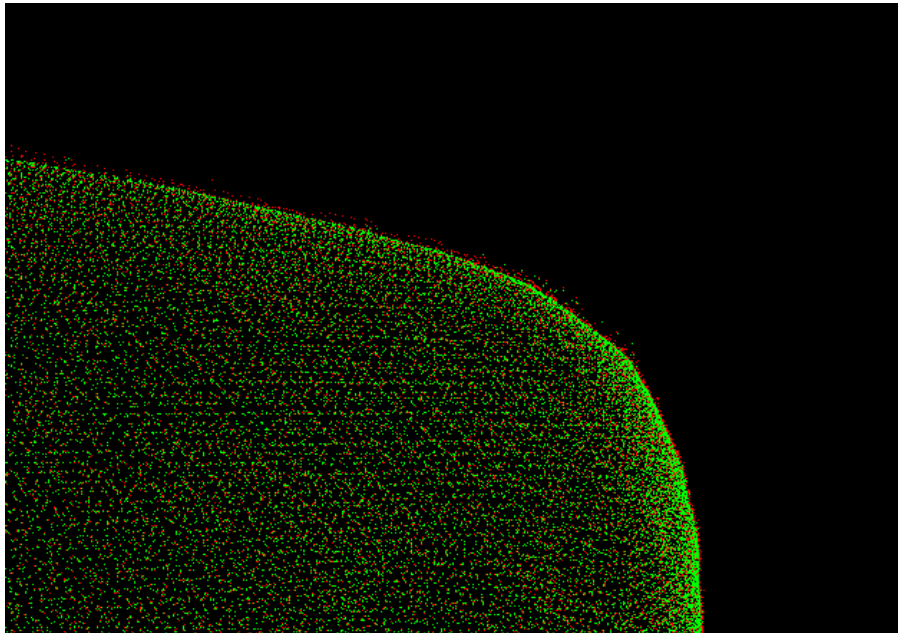
- ▶ New version, teapot(131330 vertices), 80 nearest points
  - ▶ About 99 secs => much faster
  - ▶ Better quality



# Result

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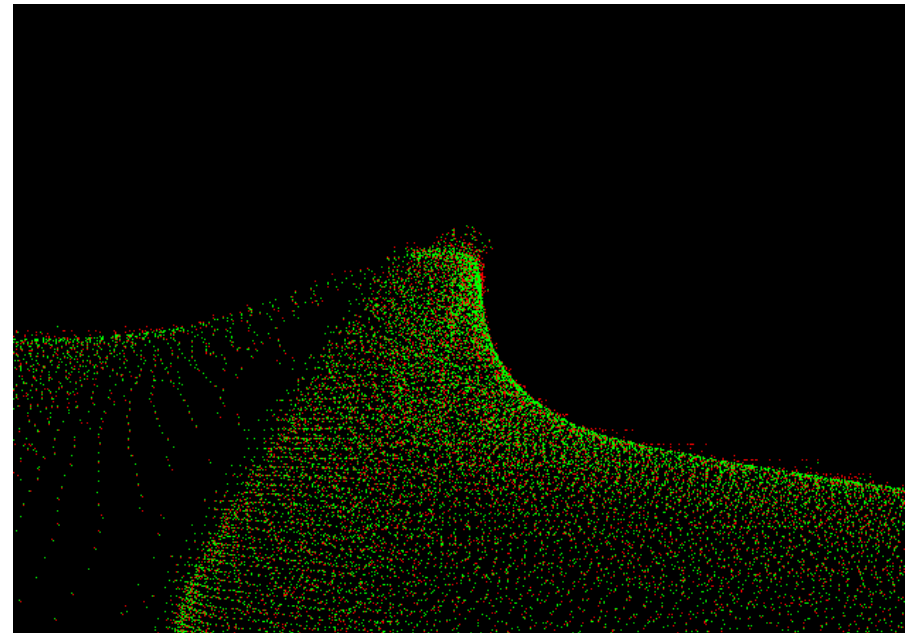
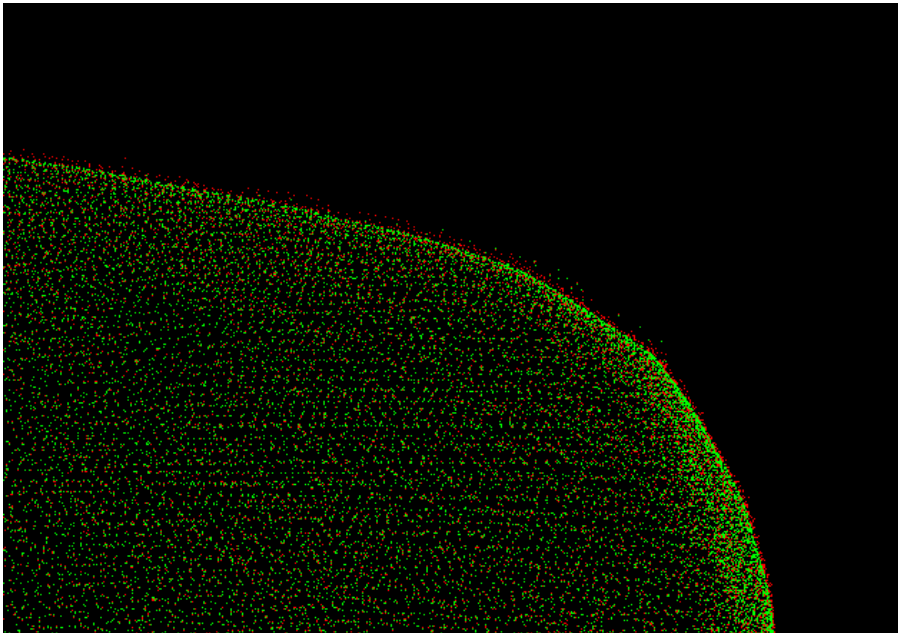
- ▶ Old version, too noisy model(167424 vertices), 80 nearest points
  - ▶ About 260 secs



# Result

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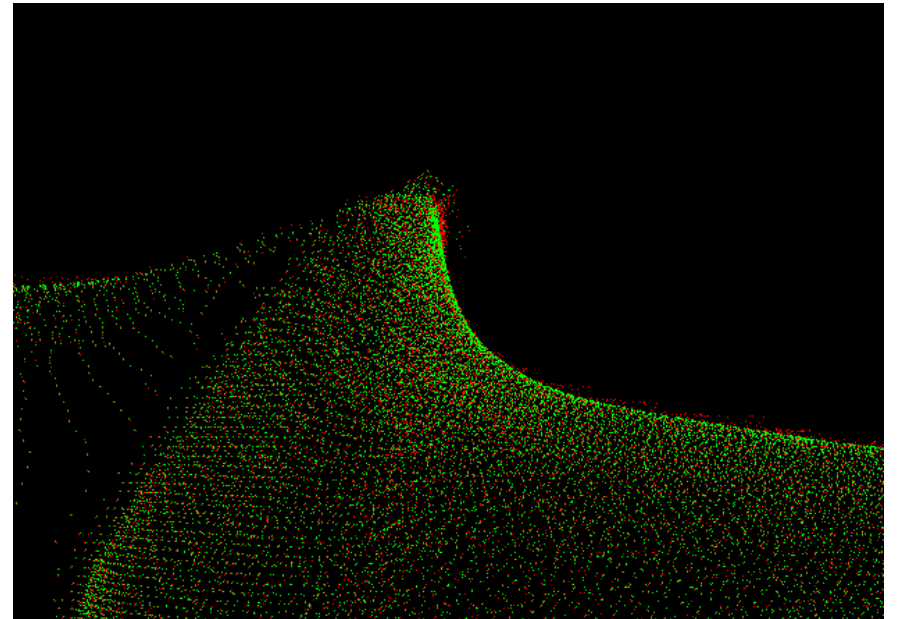
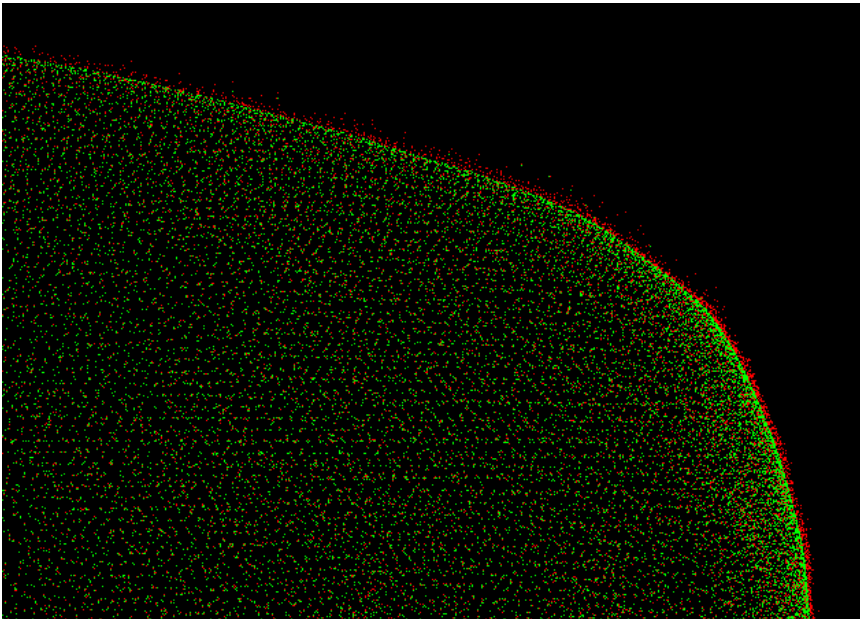
- ▶ New version, too noisy model(167424 vertices), 80 nearest points
  - ▶ About 119 secs, better quality



# Result

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- ▶ New version, too noisy model(167424 vertices), 400 nearest points
  - ▶ For better quality, it needs more nearest points
  - ▶ about 645 secs

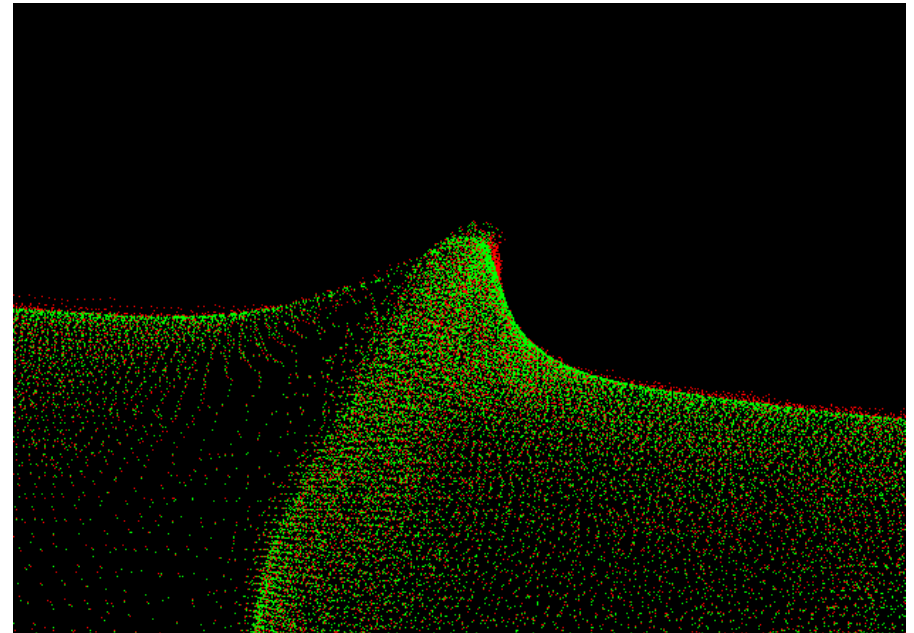
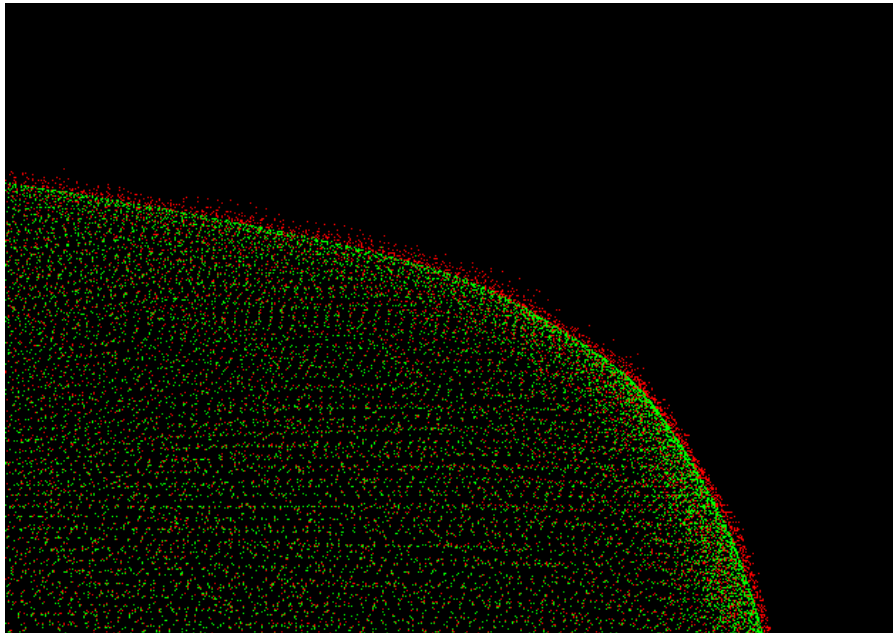




# Result

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- ▶ New version, too noisy model(167424 vertices), 400 nearest points, larger H value(1.0)
  - ▶ Needs to adjust several parameters
  - ▶ About 632 secs



# Further work

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- ▶ New data structure
  - ▶ Use grid
    - ▶ Neglect distance 'd' => distance that weight function becomes zero
    - ▶ Grid cell size is  $2*d$ , so a maximum 8 cells is needed
  - ▶ Each cell is organized as an Octree
    - ▶ Leaf nodes contain nearest points 'p'
    - ▶ Inner nodes contain some information
      - Number of points in the subtree
      - Centroid of the subtree
      - If the nodes's dimension is much smaller than its distance to 'r', the centroid is used for computing the coefficients
      - Whole nodes can be neglected if the distance is larger than 'd'
  - ▶ when you get the nearest points, include 'r' itself

