## Surface Segmentation of Under-sampled Meshes

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## Outline

Motivation for using segmentation Initial foray: Regions of constant curvature \# Normalized cuts review \% Our affinity measure \% Future work

## Motivation for Using Segmentation

\# Project objective

- Detecting and recognizing military and civilian vehicles in forested areas using range data
\# Assumptions
a. Frequent non-sampling of entire vehicle "faces"
a Data near crease edges will be highly under-sampled
\% Why segmentation
Exploits assumption that we will tend to see large portions of faces if we see much of it at all
- Takes the focus away from the crease edges
. Does not rely on seeing the entire surface


## Regions of Constant Curvature

シ Curvature computation by estimated biquadratic surface fits (note: assumes addilitive IID Gaussian noise in the normal direction)


Find the local neighborhood
a PCA $\rightarrow$ local coordinate system

$$
(u, v, w)
$$

a. Least squares biquadratic fit

$$
w=S(u, v)=a_{1} u^{2}+a_{2} u v+a_{3} v^{2}+a_{4} u+a_{5} v+a_{6}
$$

* Analytical calculation of mean and Gaussian curvature at ( $0,0, \mathrm{~S}(0,0)$ )
シ Segments: contiguous groups of vertices having the "same" curvature



## Regions of Constant Curvature (2)

\#nder-sampling causes a problem...


## Regions of Constant Curvature:

## Sample (Problematic) Segmentations



Note: Magenta denotes segments with highly-inconsistent curvature values ("junk" segments)

## Normalized Cuts

\% The idea (density example)

\% Inputs, abstractly
Graph that connects similar nodes (vertices)
An "affinity" measure for each graph arc
シ Output
A balanced segmentation of the graph

## Our Affinity Measure: <br> What Kind of Affinity Function Do We Want?

## Input Data:

Aforementioned-Style
Desired


## Our Affinity Measure:

## Our Affinity Function

so, we wish to find:

* $\operatorname{affinity~}(p, q) \propto$ $\min \left(P\left[\left(p, n_{p}\right) \in S_{q}\right], \quad P\left[\left(q, n_{q}\right) \in S_{p}\right]\right)$
- $p:=$ a sampled surface point
- $n_{p}:=$ surface normal estimated at point $p$
- $S_{q}$ := a local biquadratic surface estimated for point $q$ (the " $\in$ " operator means "arose from")
- $\sigma_{q}:=$ RMS error in computing $S_{q}$
$P\left[\left(p, n_{p}\right) \in S_{q}\right]=P\left[p \in S_{q}\right] P\left[n_{p} \in S_{q} \mid p \in S_{q}\right]$



## Our Affinity Measure:

## Position Probability

\# By a previous assumption, all of the position error is in the $w$ direction, and is distributed as a Gaussian with a variance of $\sigma_{q}{ }^{2}$.
\# $P\left[p \in S_{q} \mid \sigma_{q}\right] \propto$

$$
\exp \left(-d_{p}^{2} / 2 \sigma_{q}^{2}\right)
$$

where $d_{p}=\left|p_{w}-S_{q}\left(p_{u}, p_{v}\right)\right|$

## Our Affinity Measure:

## Normal Probability

\# The error in the normal measurements can be modeled in 2D as:

$$
\begin{aligned}
d_{n} & =\left|\sin \left(\angle n_{p}\right)-\sin \left(\angle n_{r}\right)\right| \\
& =\left|\left[n_{p}\right]_{u}-\left[n_{r}\right]_{u}\right|
\end{aligned}
$$

where

$$
\begin{aligned}
& r:=\left[\begin{array}{lll}
p_{u} & p_{v} & S_{q}\left(p_{u}, p_{v}\right)
\end{array}\right]^{T} \\
& n_{r}:=\text { The normal calculated from } S_{q} \text { at point } r .
\end{aligned}
$$

シ Extending to 3D,

$$
\begin{aligned}
& P\left[n_{p} \in S_{q} \mid p \in S_{q}\right] \propto \\
& \quad \exp \left(\left[-\left(\left[n_{r}\right]_{u}-\left[n_{p}\right]_{u}\right)^{2}-\left(\left[n_{r}\right]_{v}-\left[n_{p}\right]_{v}\right)^{2}\right] / 4 \sigma_{g}{ }^{2}\right)
\end{aligned}
$$

## Our Affinity Measure: <br> Initial Results

## Future Work

\# Other affinity measures
a more rigorous derivation of $P\left[n_{p} \in S_{q} \mid p \in S_{q}\right]$
Testing on more data
a objects
a Circling vs. double fly-by

- Varying degrees of clutter
\% Object recognition
a The proof must be in the pudding...


## References

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