

Local Barycentric Coordinates

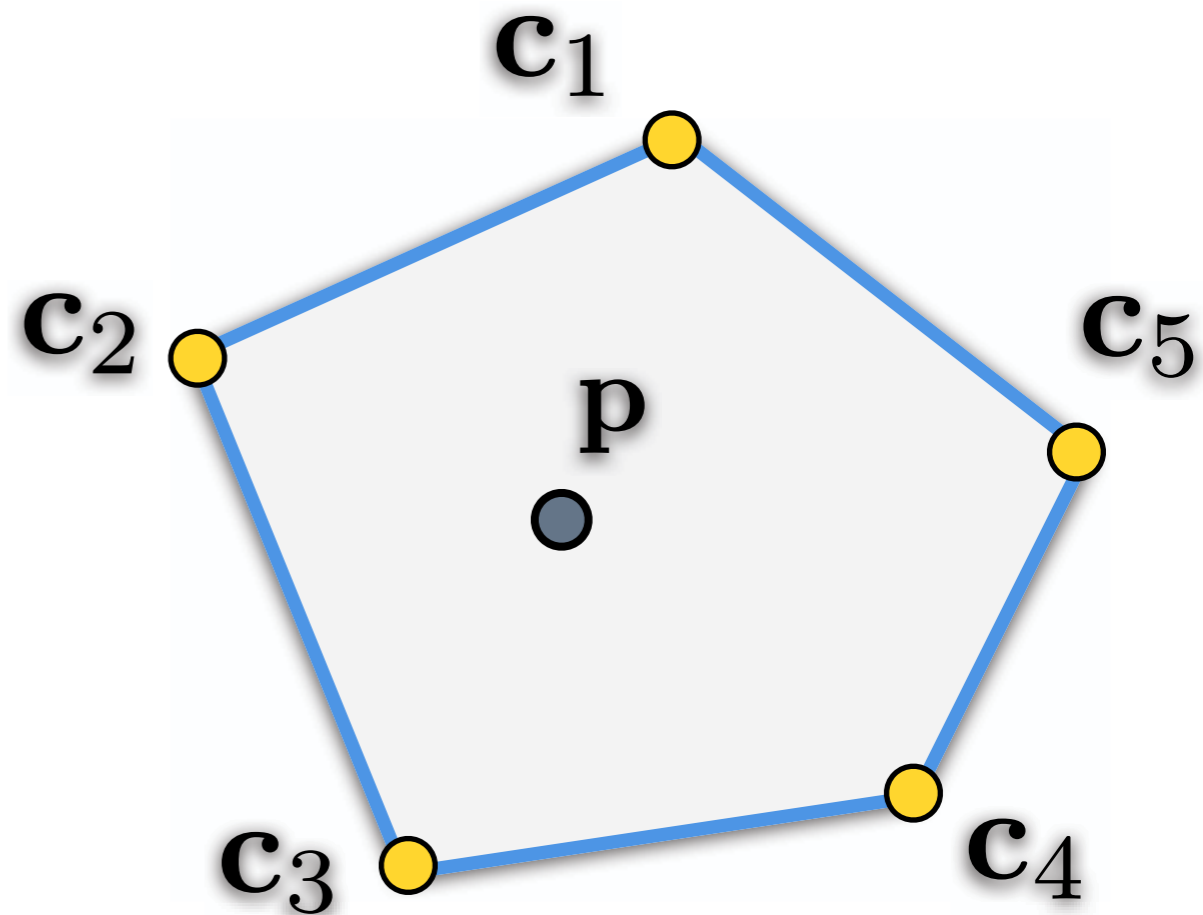


Juyong Zhang	USTC
Bailin Deng	EPFL
Zishun Liu	USTC
Giuseppe Patanè	CNR-IMATI
Sofien Bouaziz	EPFL
Kai Hormann	USI
Ligang Liu	USTC



Introduction

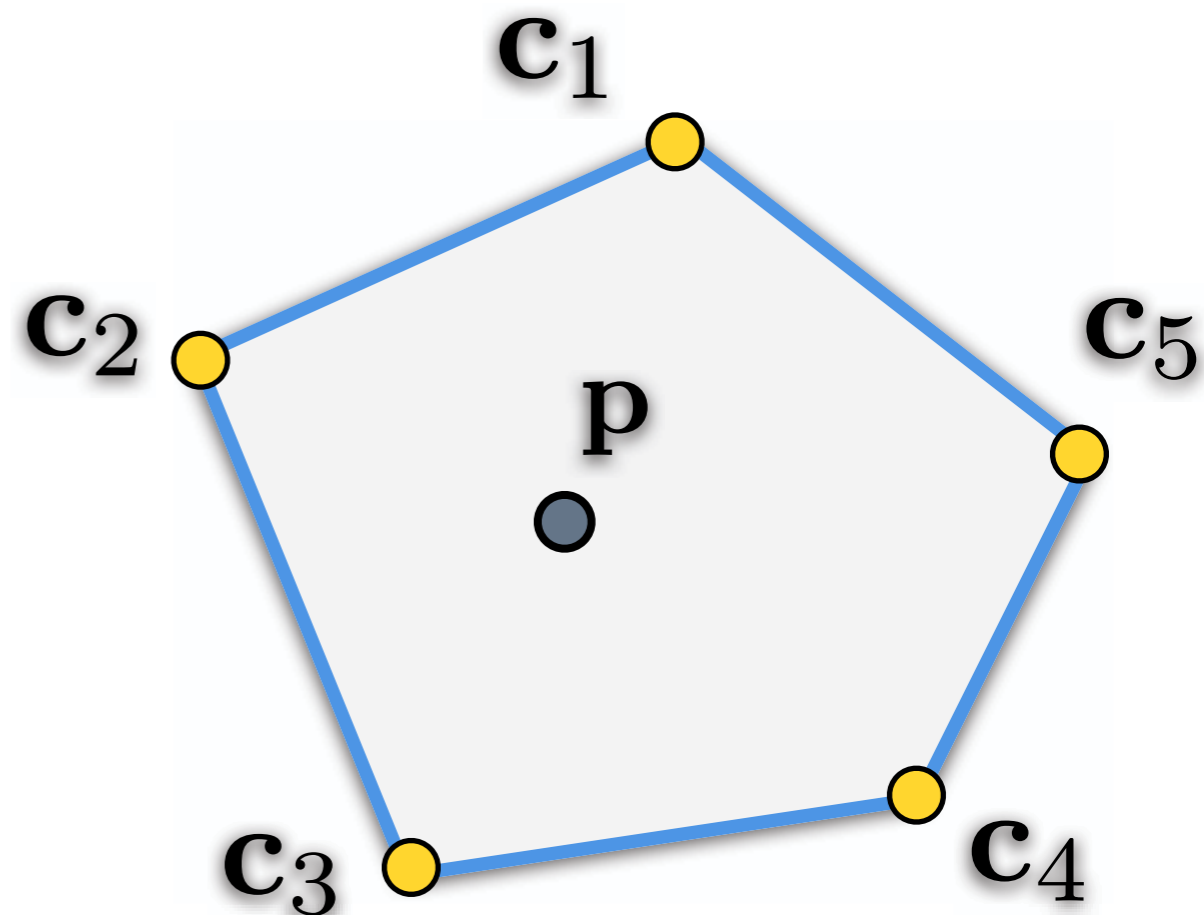
- Given a point p inside a polygon with vertices $\{c_i\}$



Introduction

- Given a point \mathbf{p} inside a polygon with vertices $\{\mathbf{c}_i\}$
- Barycentric coordinates $\{w_i\}$ of \mathbf{p} :

$$\mathbf{p} = \sum_i w_i \mathbf{c}_i, \quad \sum_i w_i = 1$$



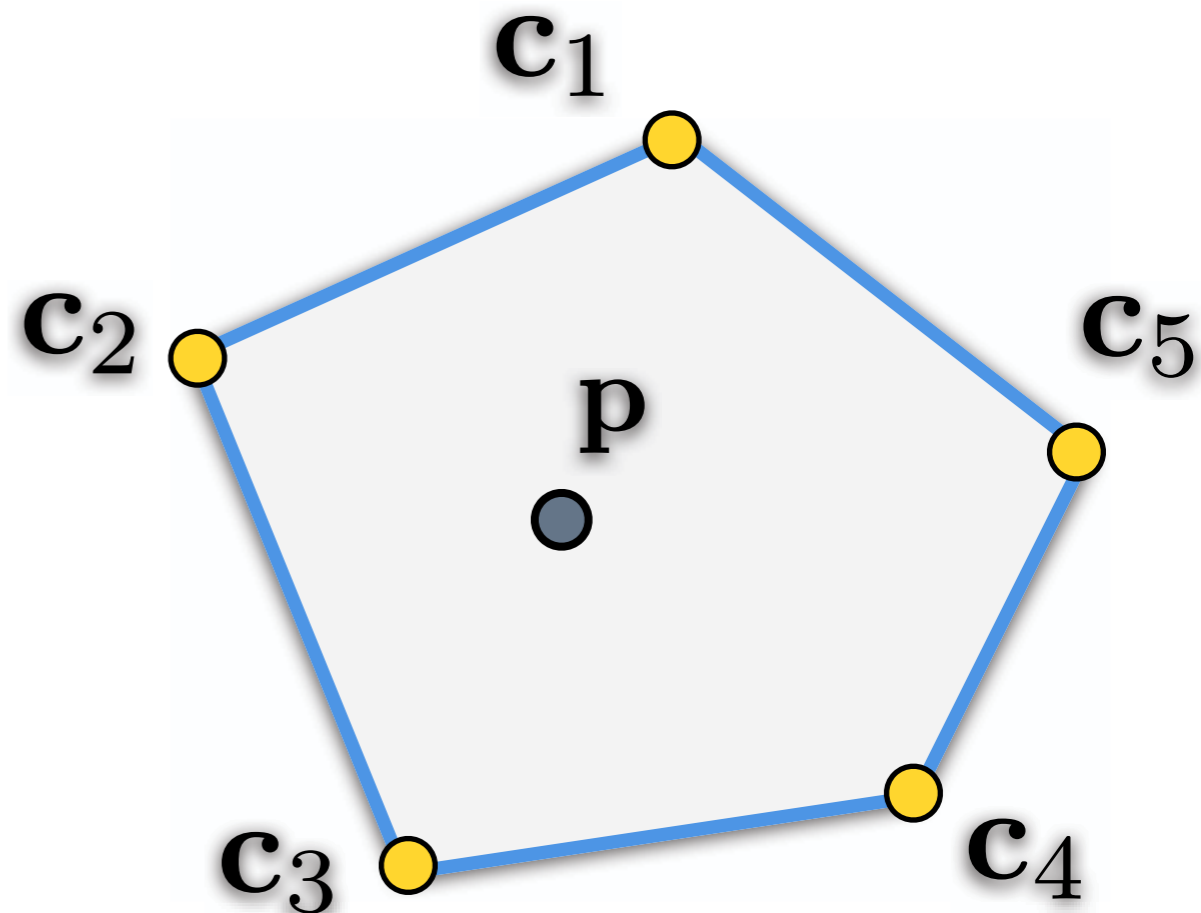
Introduction

- Given a point \mathbf{p} inside a polygon with vertices $\{\mathbf{c}_i\}$

- Barycentric coordinates $\{w_i\}$ of \mathbf{p} :

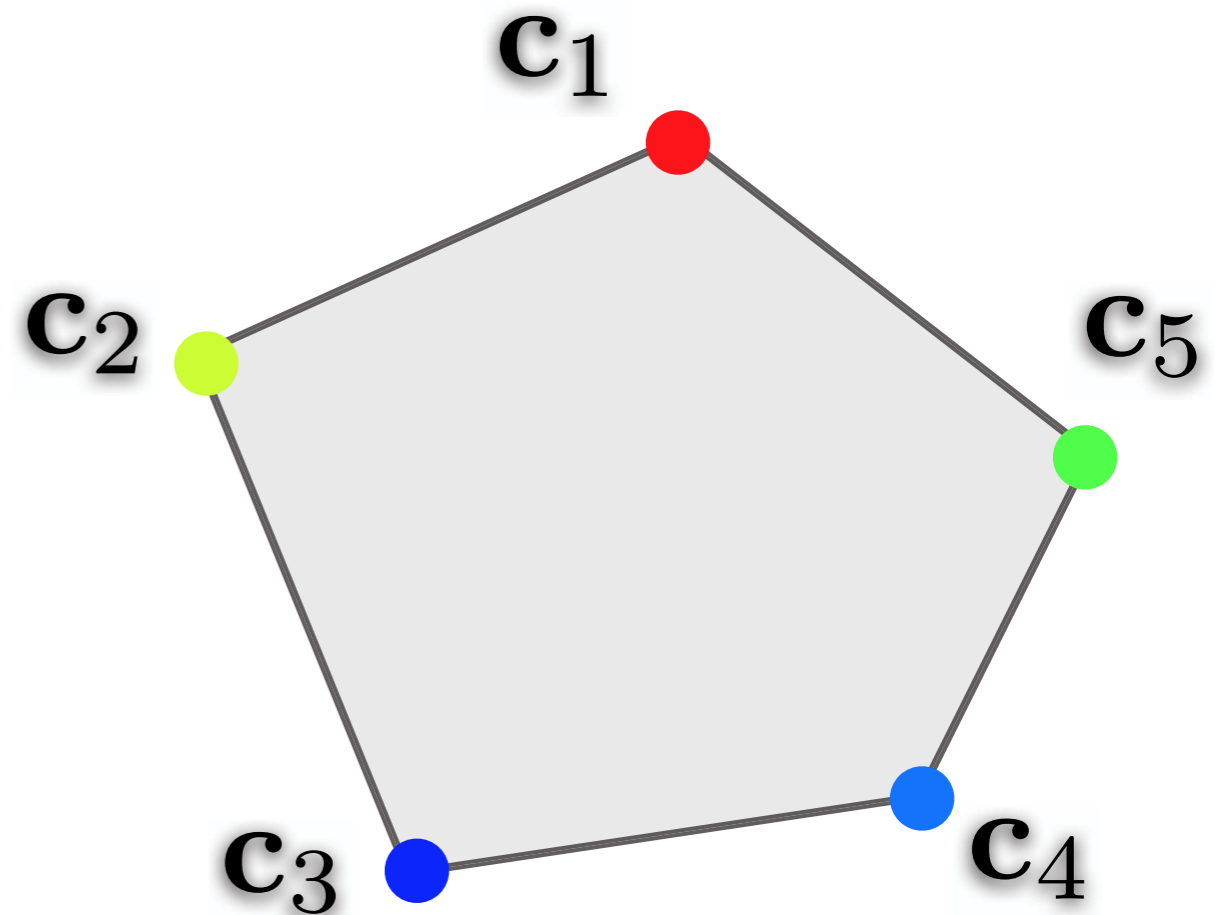
$$\mathbf{p} = \sum_i w_i \mathbf{c}_i, \quad \sum_i w_i = 1$$

functions inside the polygon



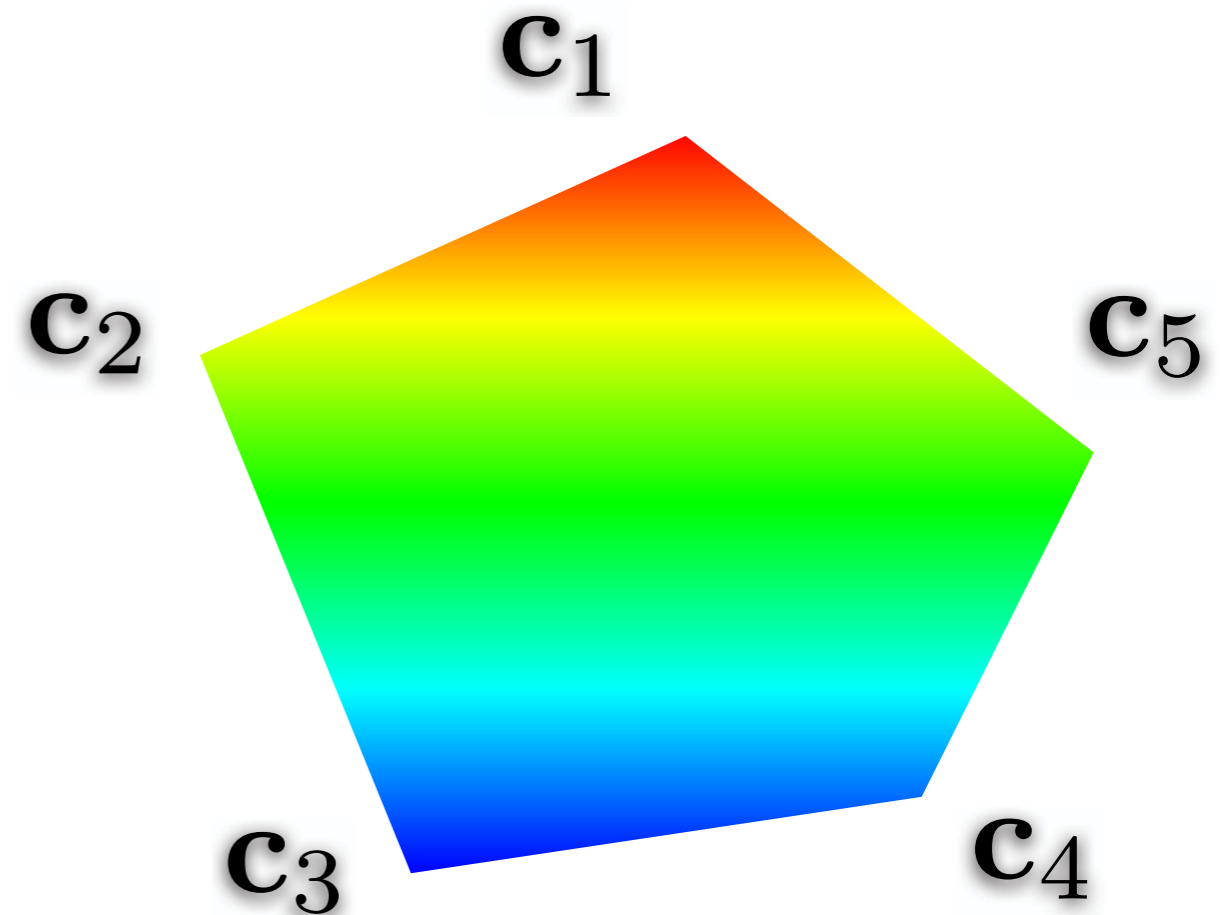
Introduction

- Application: interpolation



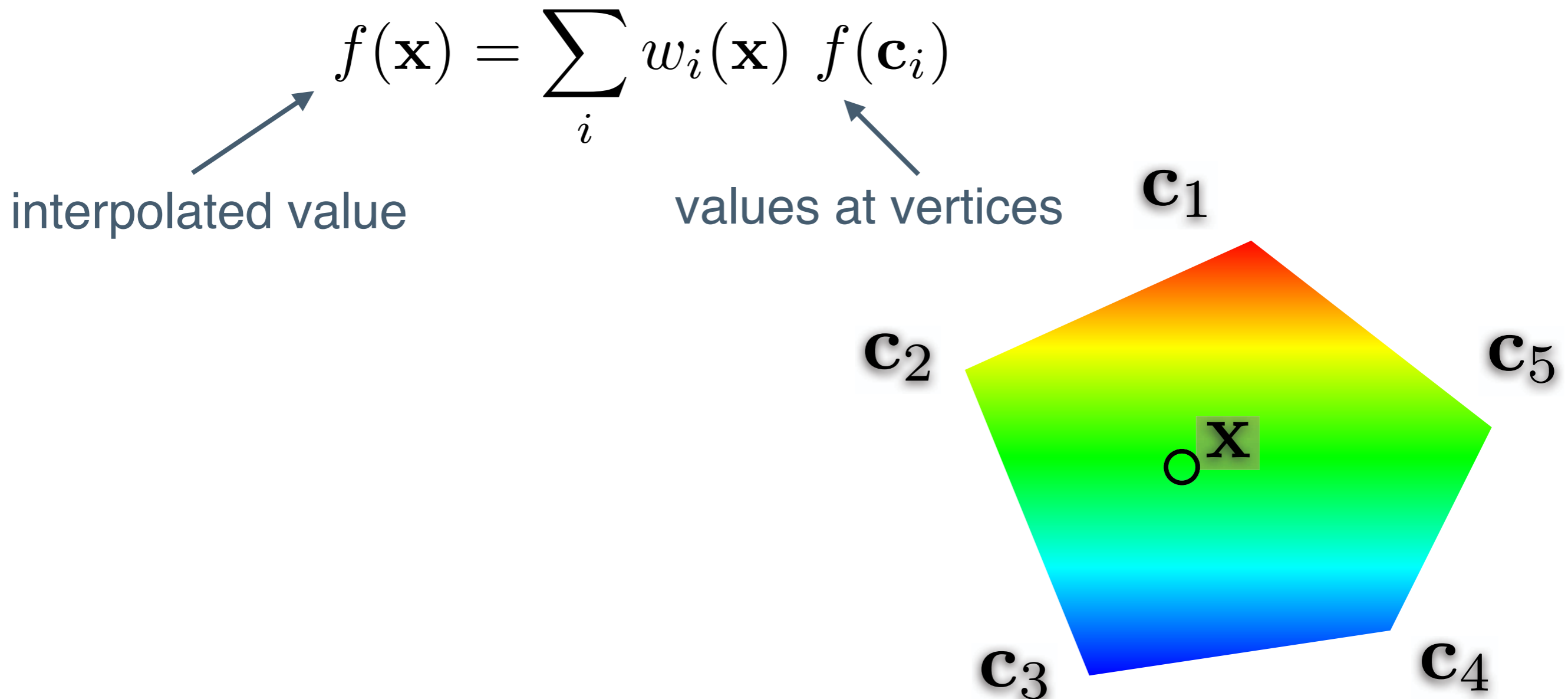
Introduction

- Application: interpolation



Introduction

- Application: interpolation

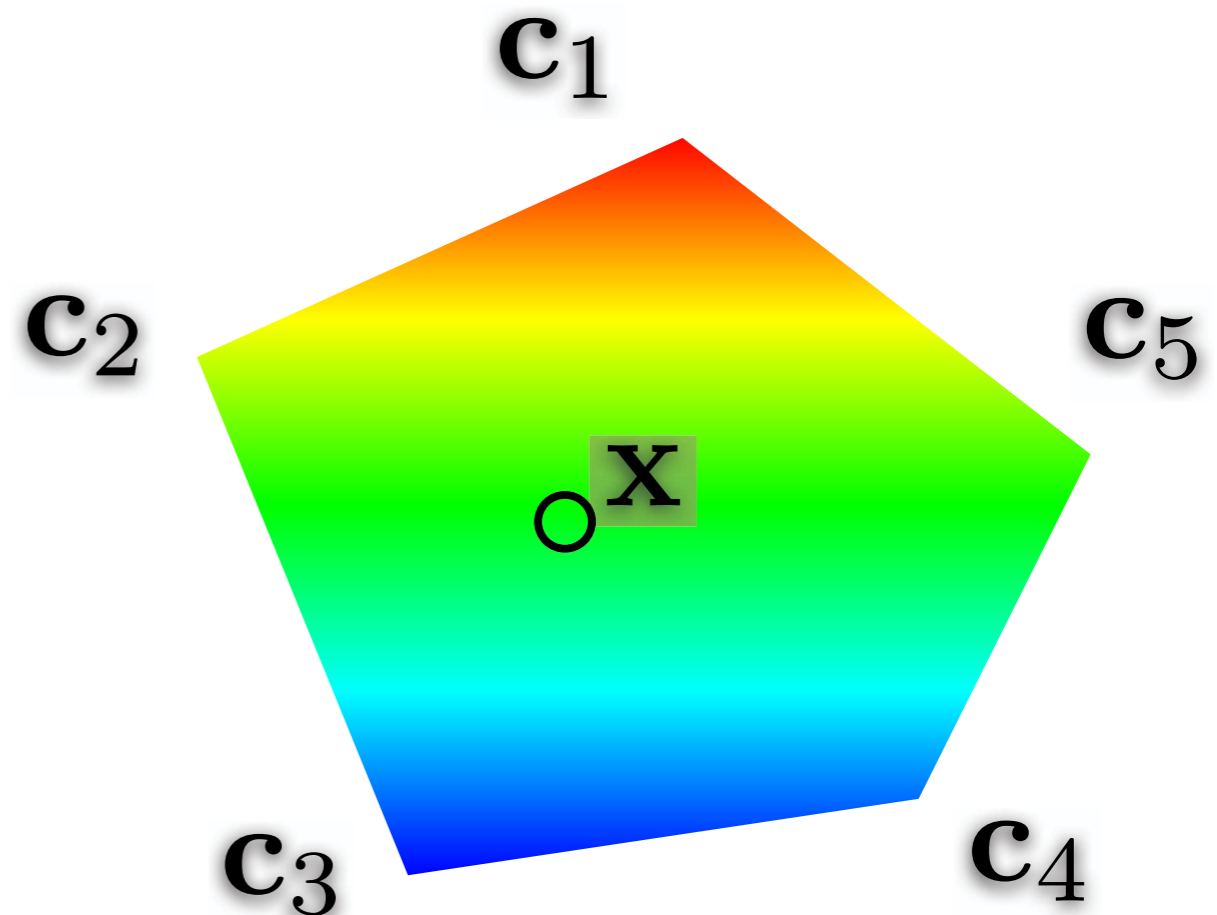


Introduction

- Application: interpolation

$$f(\mathbf{x}) = \sum_i w_i(\mathbf{x}) f(\mathbf{c}_i)$$

barycentric coordinates



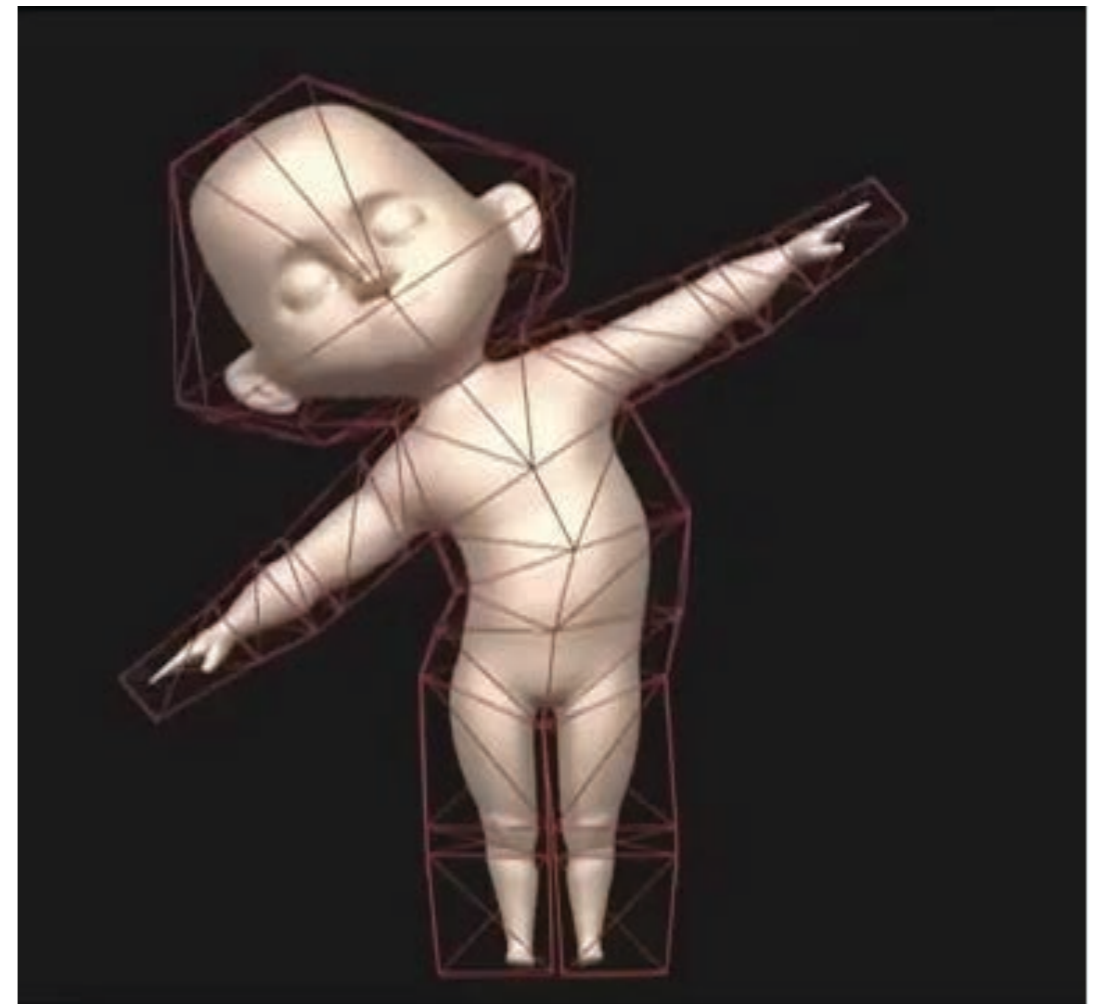
Introduction

- Cage based deformation

$$\mathbf{d}(\mathbf{x}) = \sum_i w_i(\mathbf{x}) \mathbf{d}(\mathbf{c}_i)$$

cage vertex deformation

deformation field
inside the cage



Global Deformation

- Global influence



Mean Value Coordinates
(MVC)

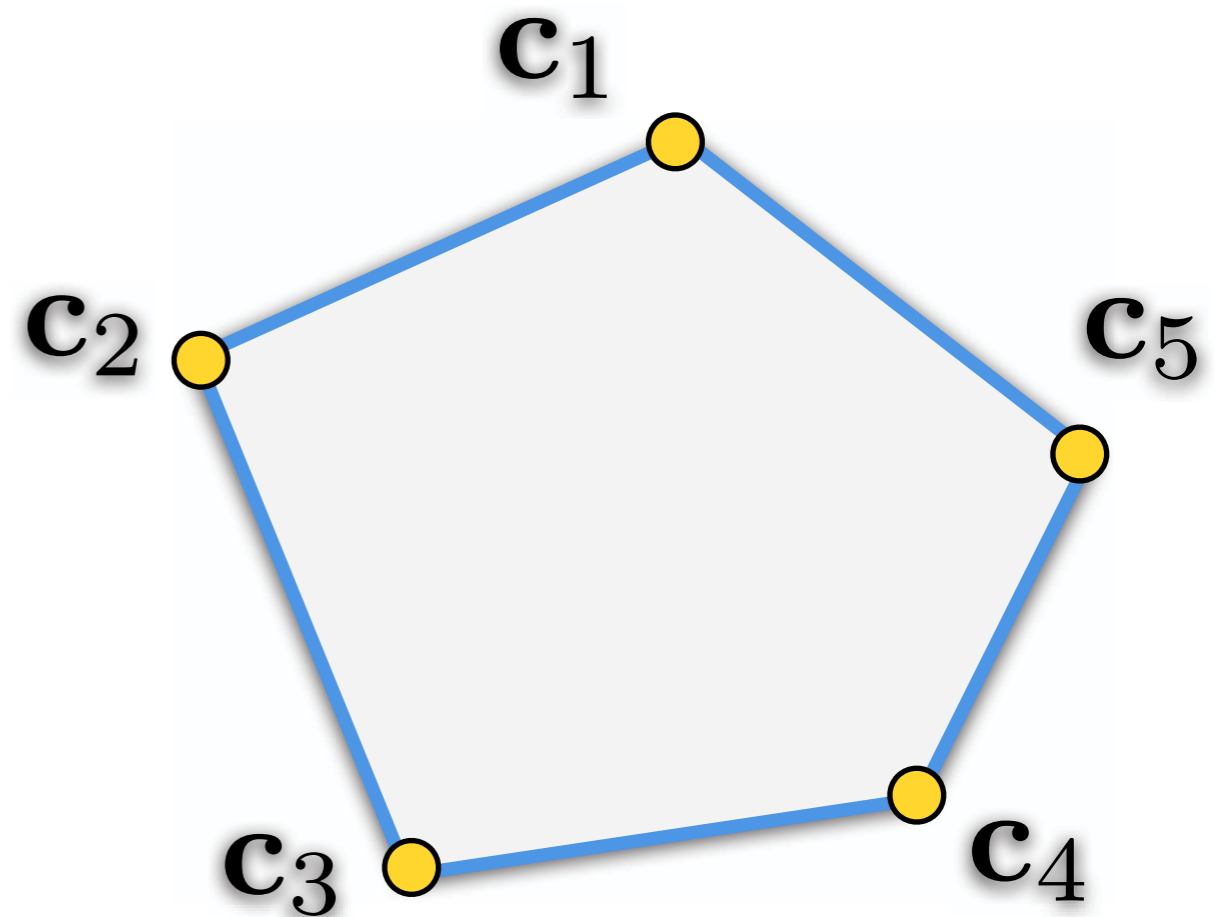
Our Goal: Local Control

- Control points influence nearby regions only



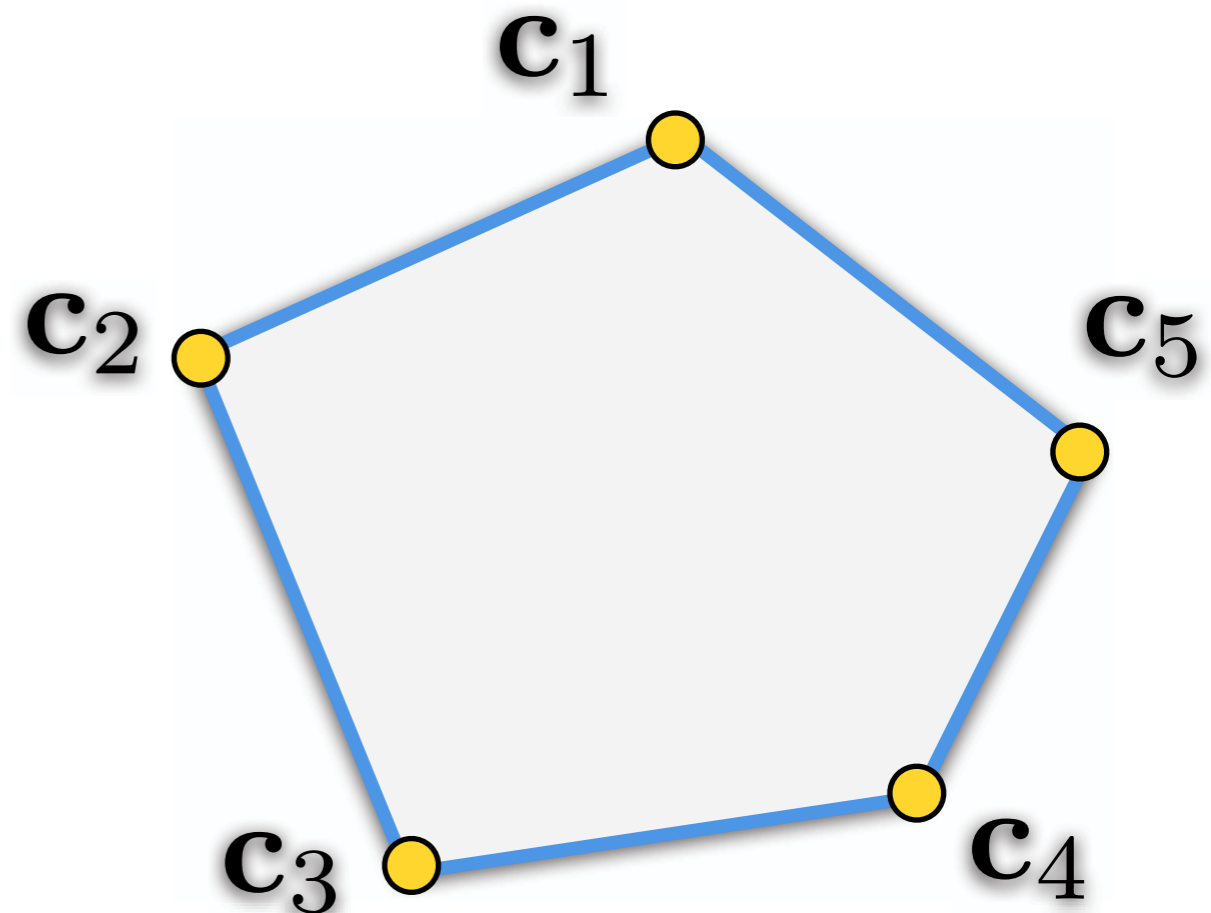
Problem Formulation

- Input: control cage with vertices $\{c_i\}$

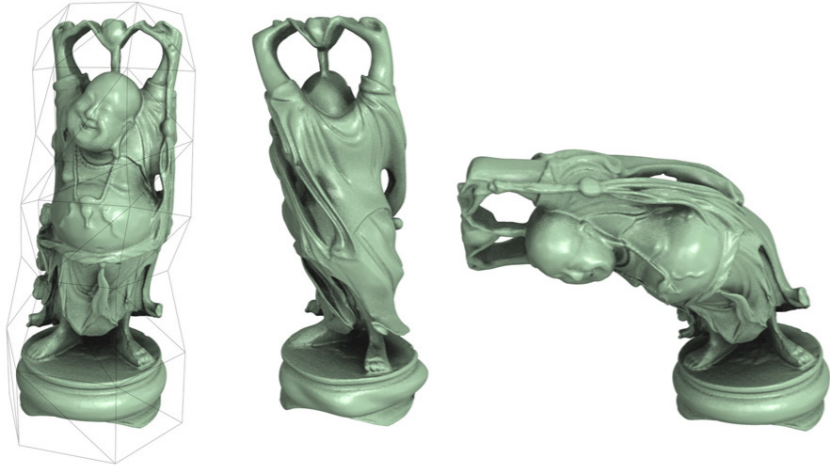


Problem Formulation

- Input: control cage with vertices $\{c_i\}$
- Output: barycentric coordinate functions $\{w_i(\mathbf{x})\}$ with local influence

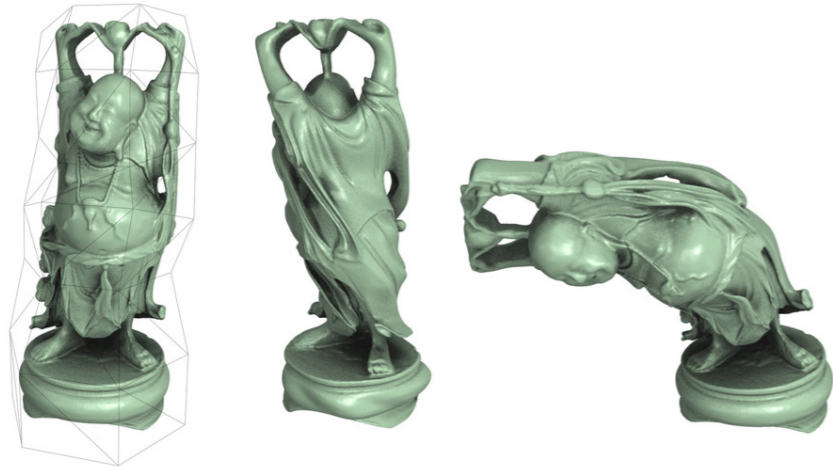


Previous Work

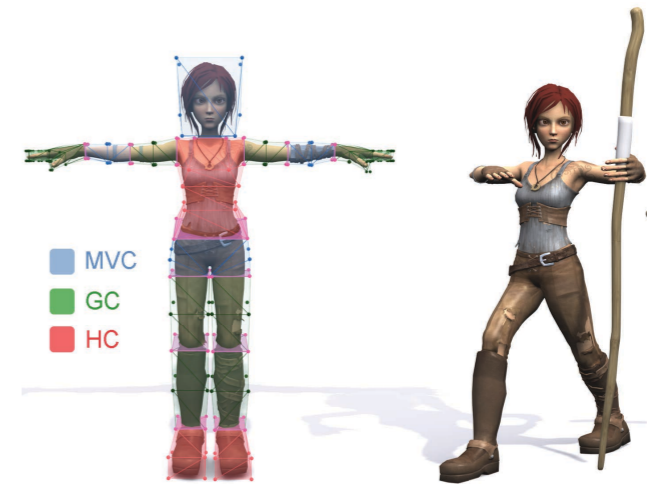


Poisson-based Weight Reduction
[Landreneau & Schaefer 2009]

Previous Work

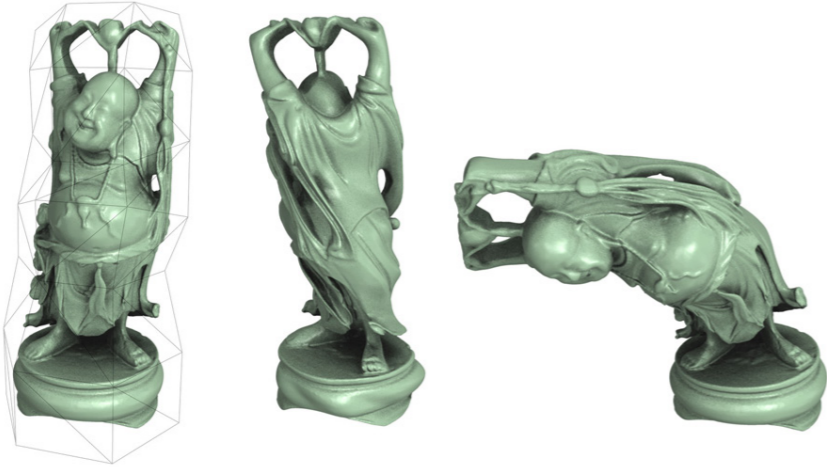


Poisson-based Weight Reduction
[Landreneau & Schaefer 2009]



*Cages
[García et al. 2013]

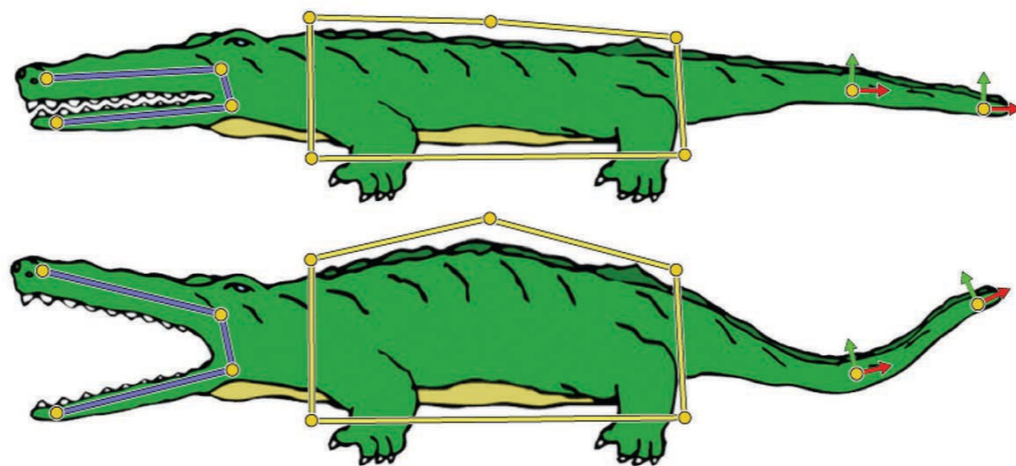
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Poisson-based Weight Reduction
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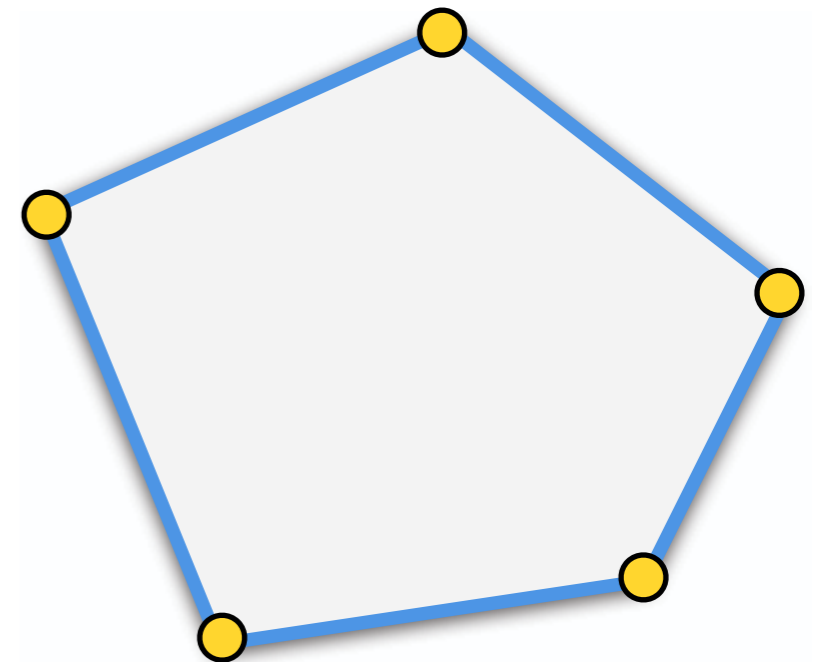
*Cages
[García et al. 2013]



Bounded Biharmonic Weights (BBW)
[Jacobson et al. 2011]

Optimization Approach

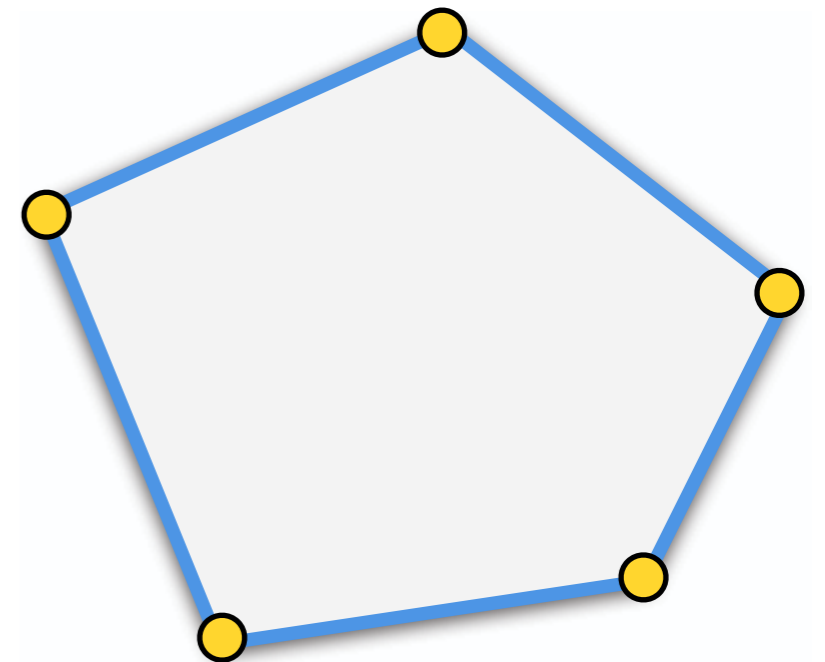
- $\min_{w_1, \dots, w_n} F(w_1, \dots, w_n)$ subject to some constraints:



Optimization Approach

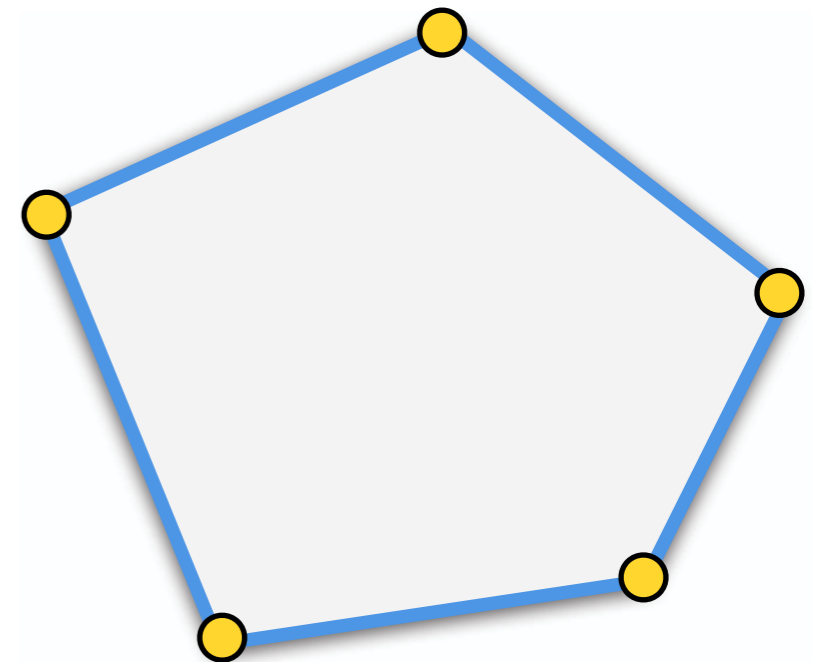
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$$- \sum_{i=1}^n w_i(\mathbf{x}) \mathbf{c}_i = \mathbf{x}, \quad \sum_{i=1}^n w_i(\mathbf{x}) = 1$$



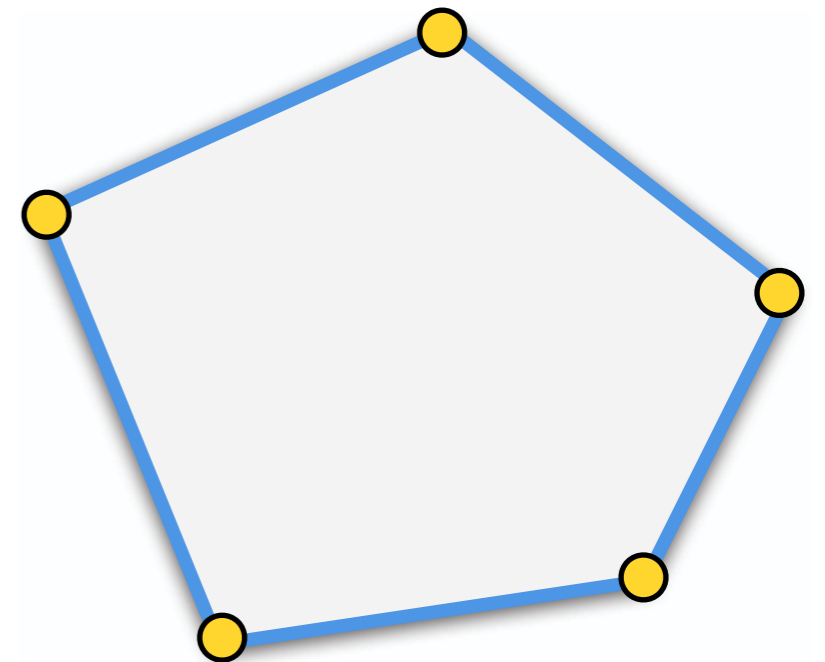
Optimization Approach

- $\min_{w_1, \dots, w_n} F(w_1, \dots, w_n)$ subject to some constraints:
 - $\sum_{i=1}^n w_i(\mathbf{x}) \mathbf{c}_i = \mathbf{x}, \quad \sum_{i=1}^n w_i(\mathbf{x}) = 1$
 - $w_i \geq 0$



Optimization Approach

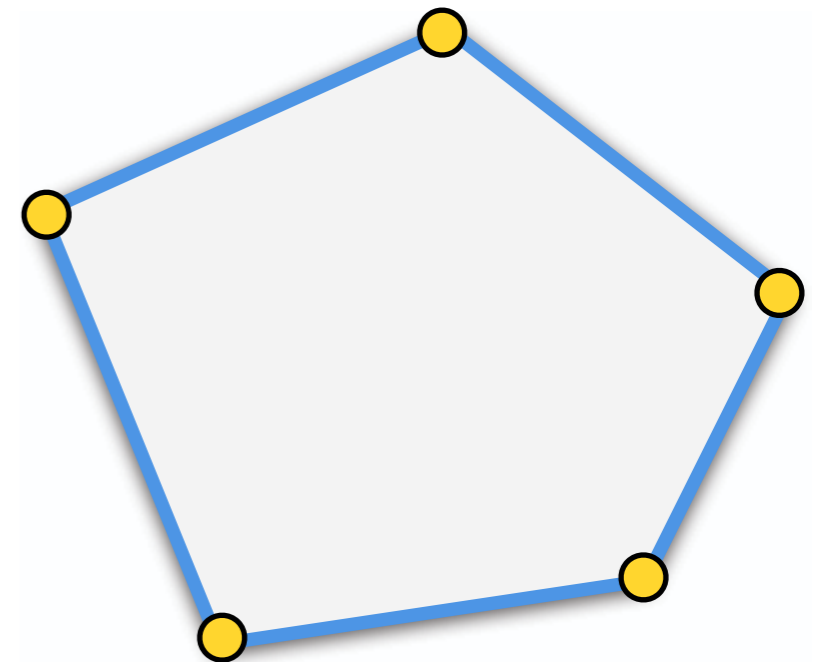
- $\min_{w_1, \dots, w_n} F(w_1, \dots, w_n)$ subject to some constraints:
 - $\sum_{i=1}^n w_i(\mathbf{x}) \mathbf{c}_i = \mathbf{x}, \quad \sum_{i=1}^n w_i(\mathbf{x}) = 1$
 - $w_i \geq 0$
 - $w_i(\mathbf{c}_j) = \begin{cases} 1, & \text{if } i = j \\ 0, & \text{otherwise} \end{cases}$
 - w_i linear on cage edges



Optimization Approach

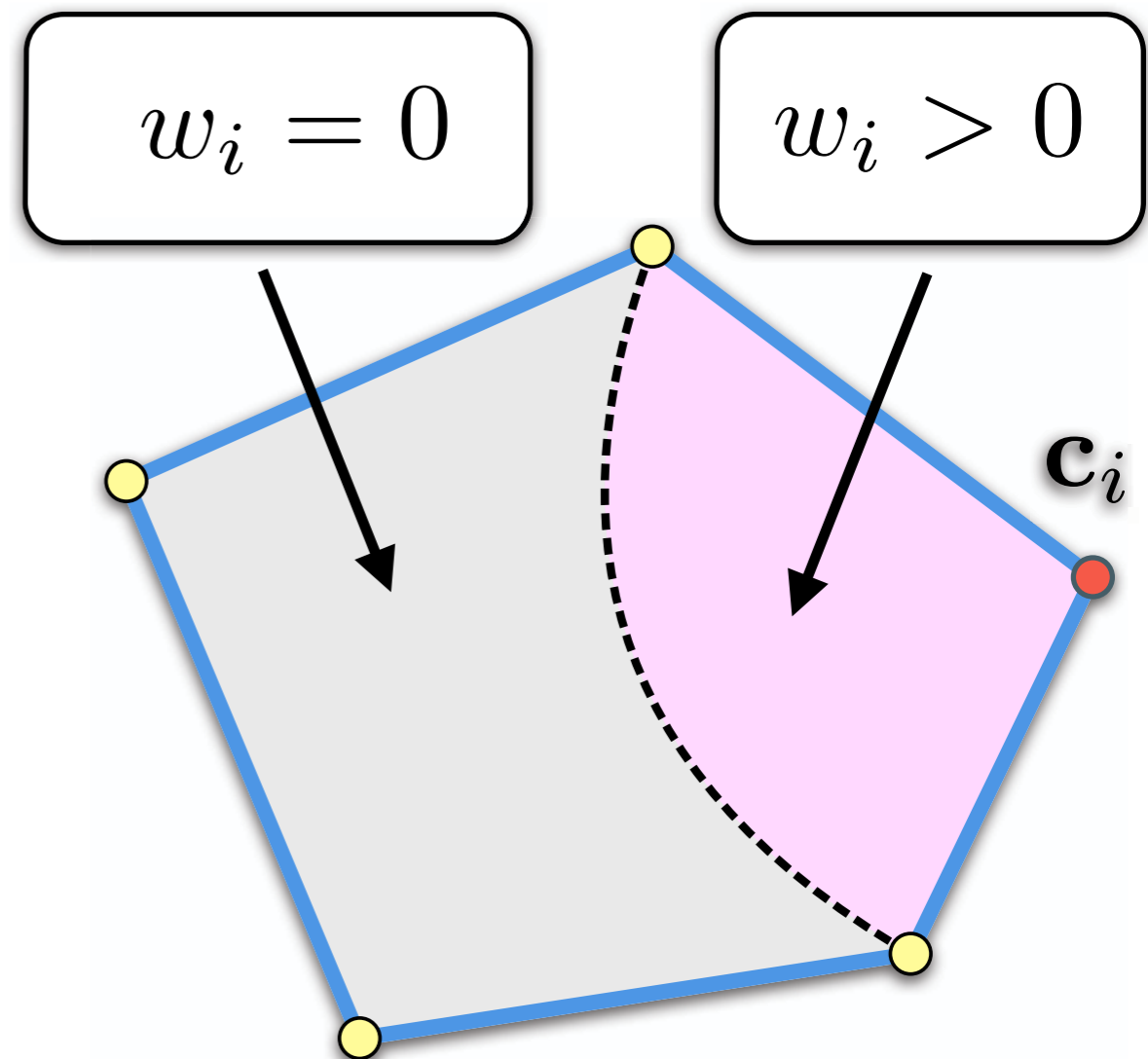
- $\min_{w_1, \dots, w_n} F(w_1, \dots, w_n)$ subject to some constraints:

Convex functional inducing locality



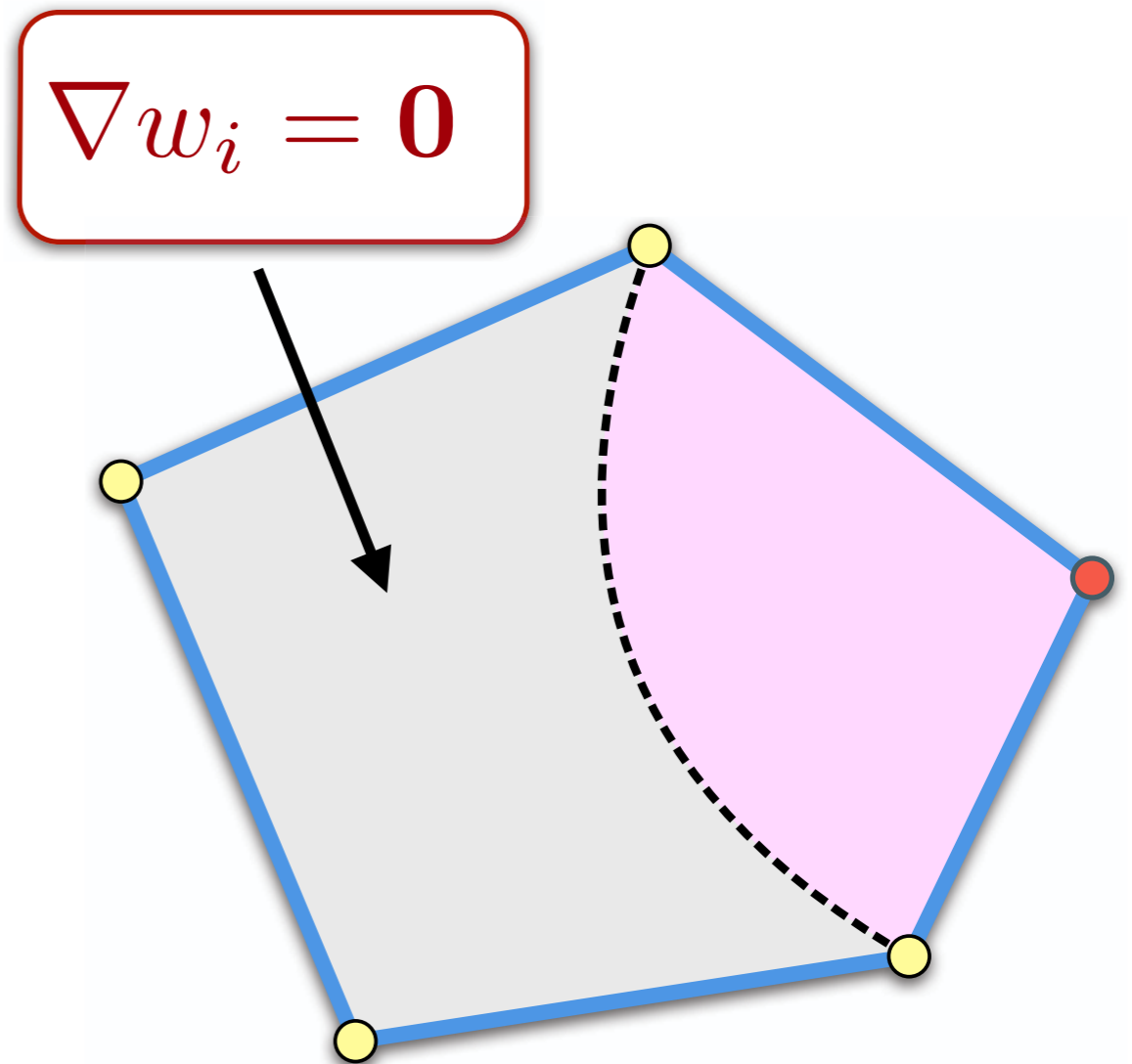
Local Influence

- Function w_i for control vertex \mathbf{c}_i



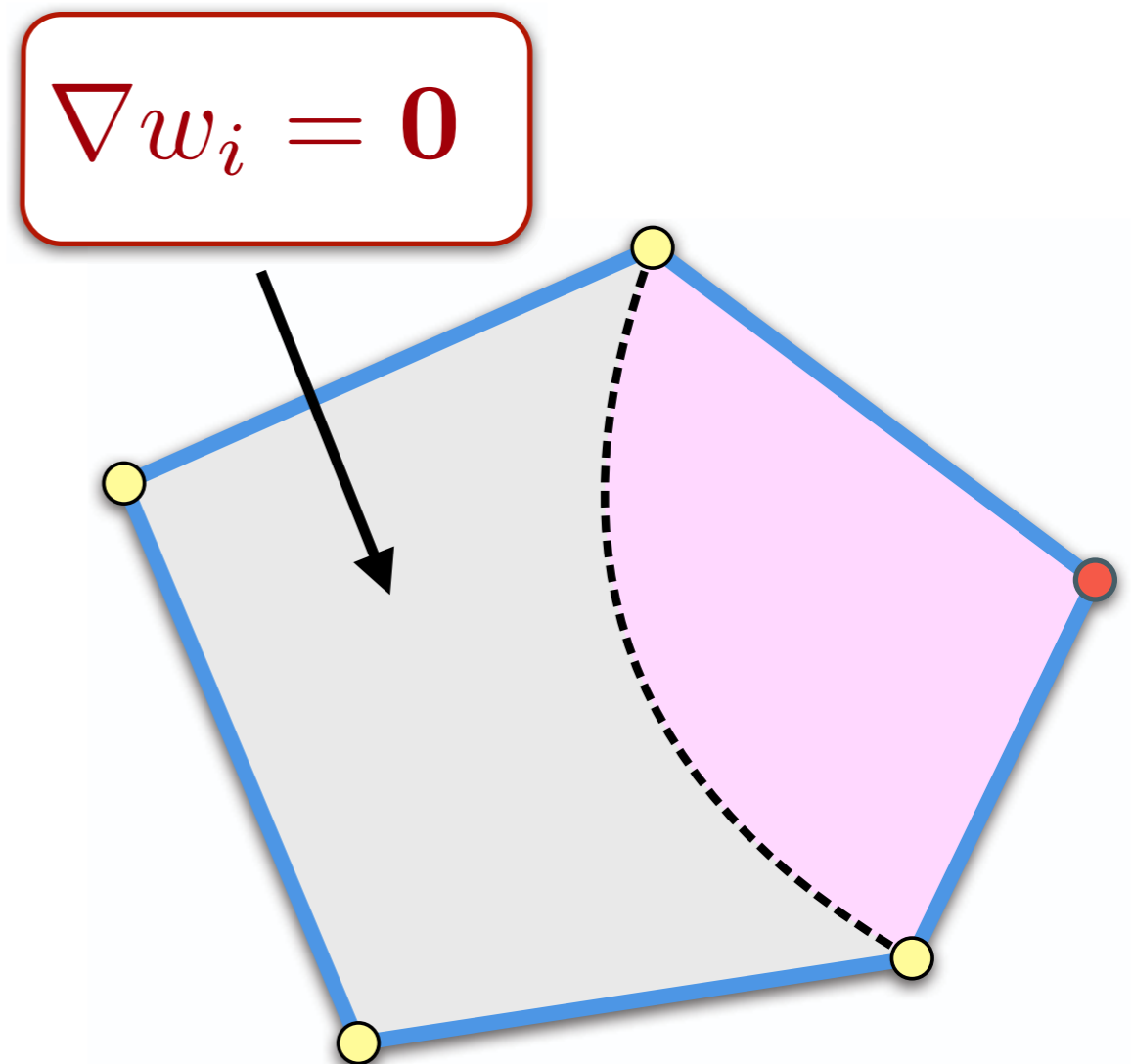
Condition for the Gradient

- Function w_i for control vertex \mathbf{c}_i



Condition for the Gradient

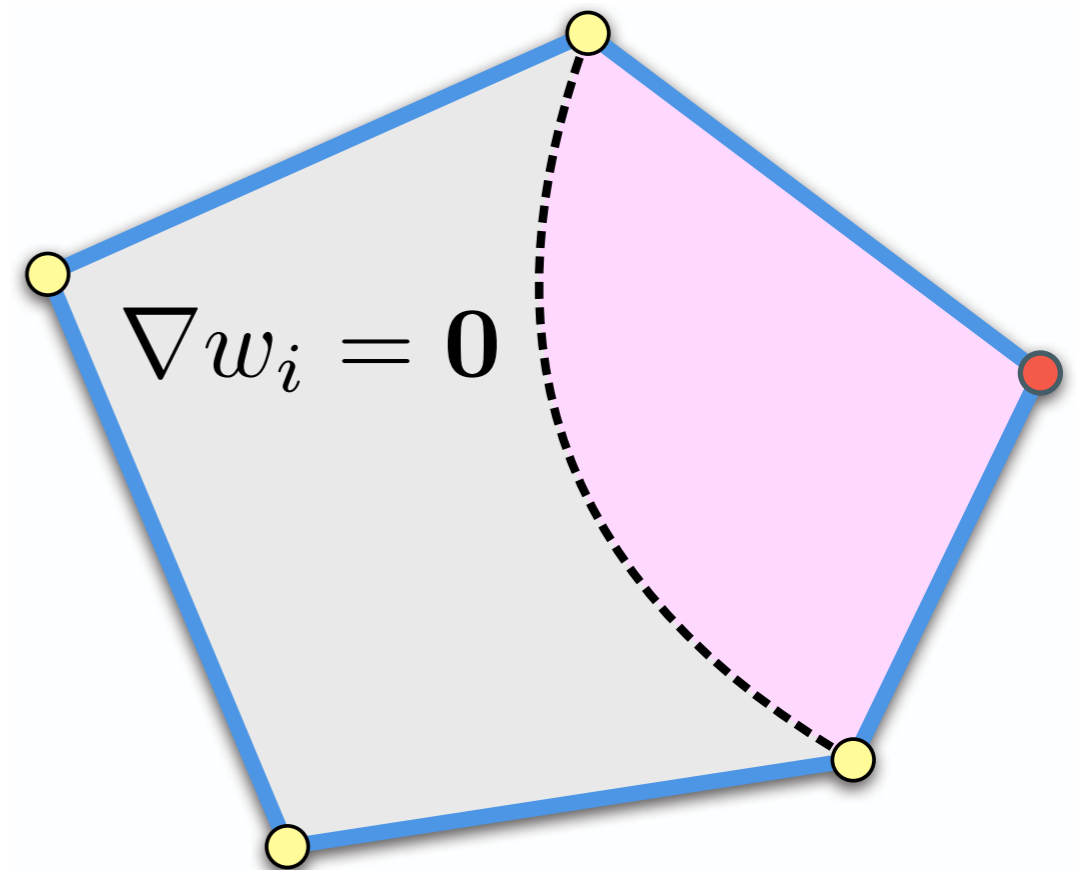
Necessary condition: large region with zero gradient



Condition for the Gradient

Necessary condition: large region with zero gradient

$$\min \int |\nabla w_i(\mathbf{x})| d\mathbf{x}$$

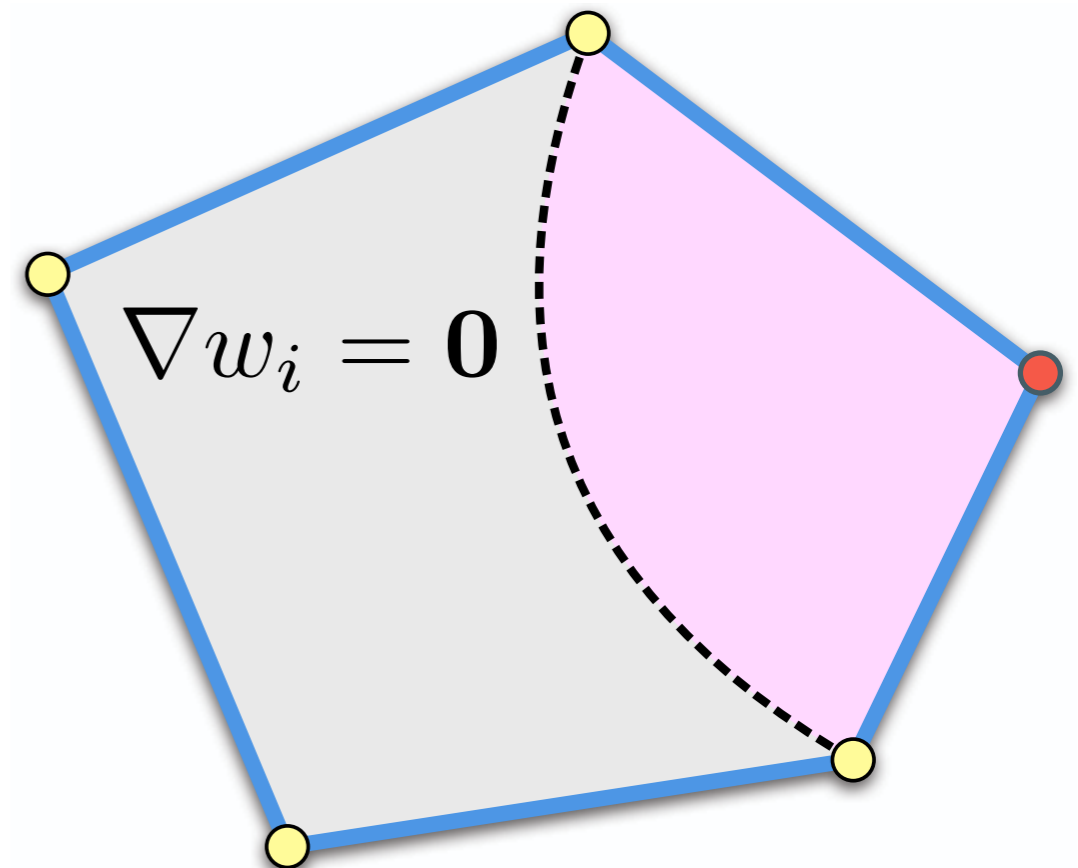


Condition for the Gradient

Necessary condition: large region with zero gradient

$$\min \int |\nabla w_i(\mathbf{x})| d\mathbf{x}$$

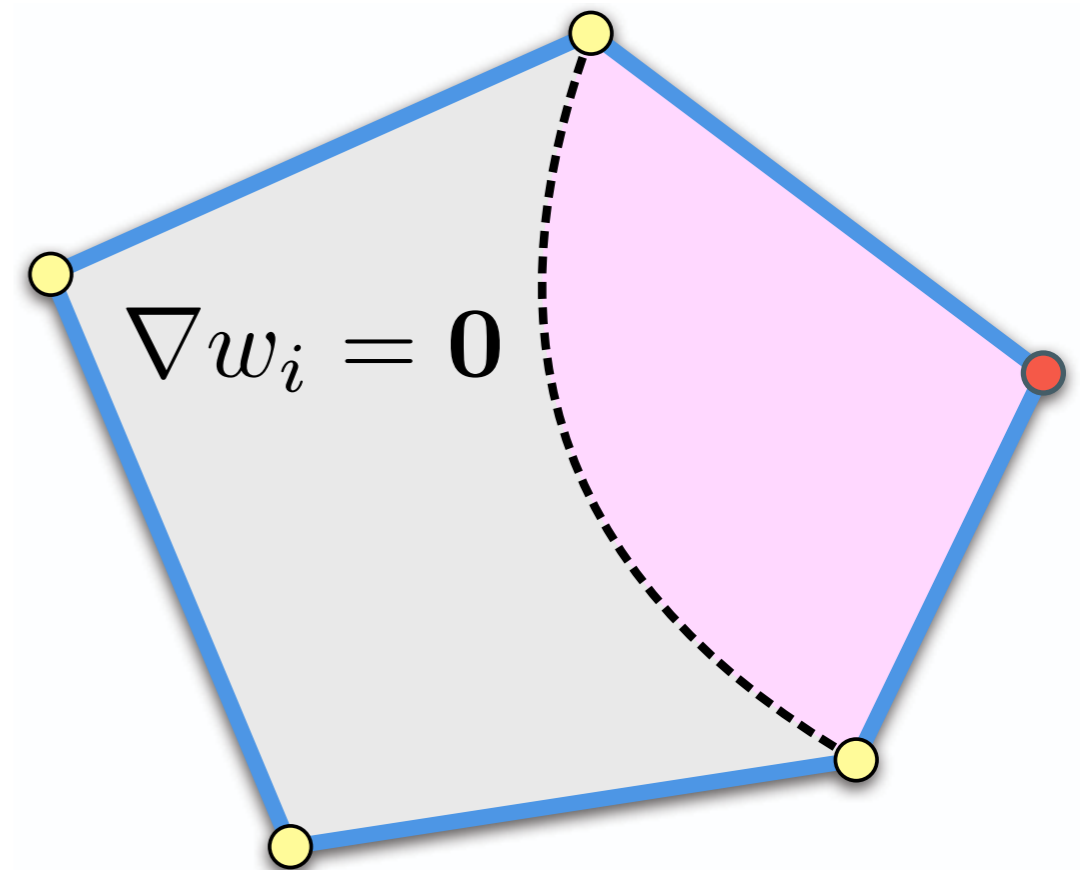
Total variation of w_i :
convex functional



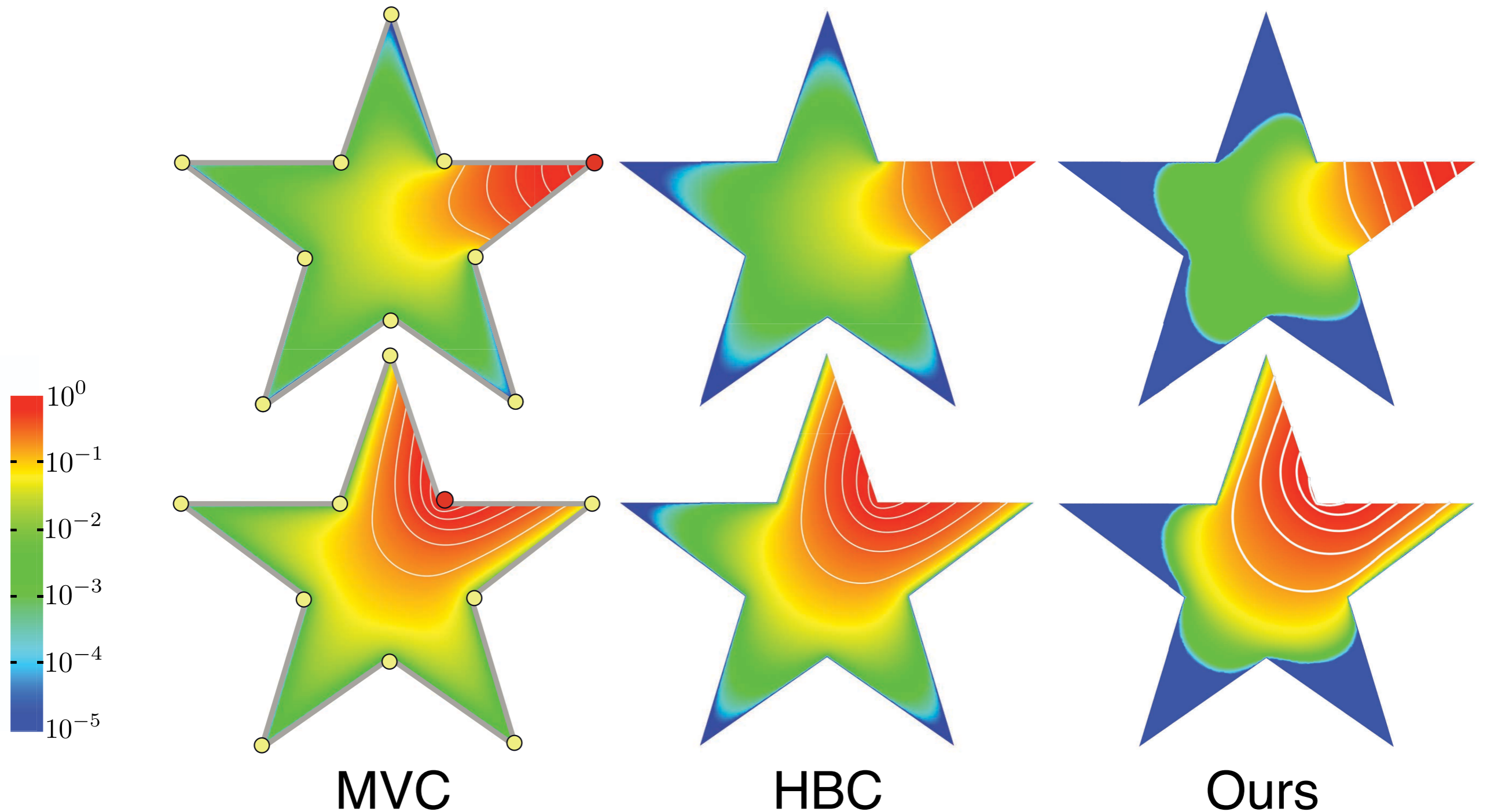
Condition for the Gradient

Target functional:

$$F = \sum_{i=1}^n \int |\nabla w_i(\mathbf{x})| d\mathbf{x}$$

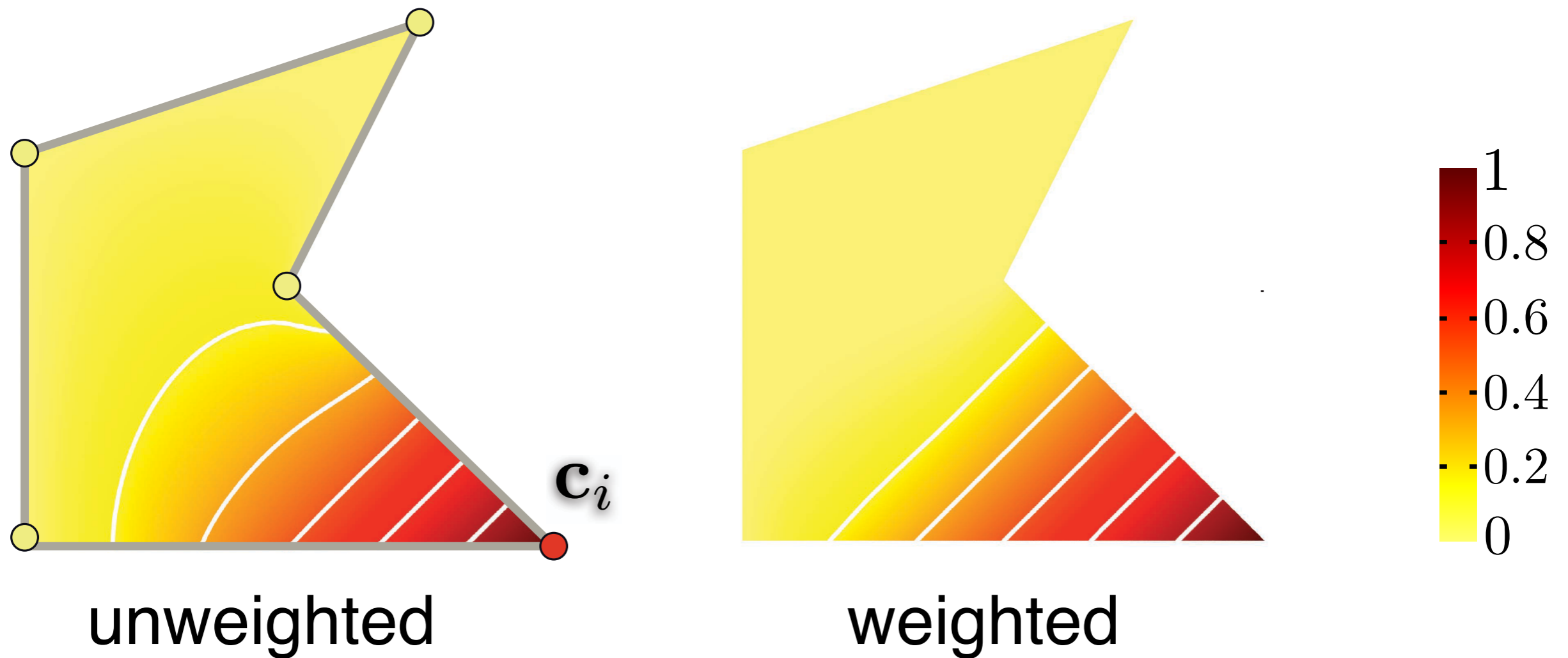


Comparison



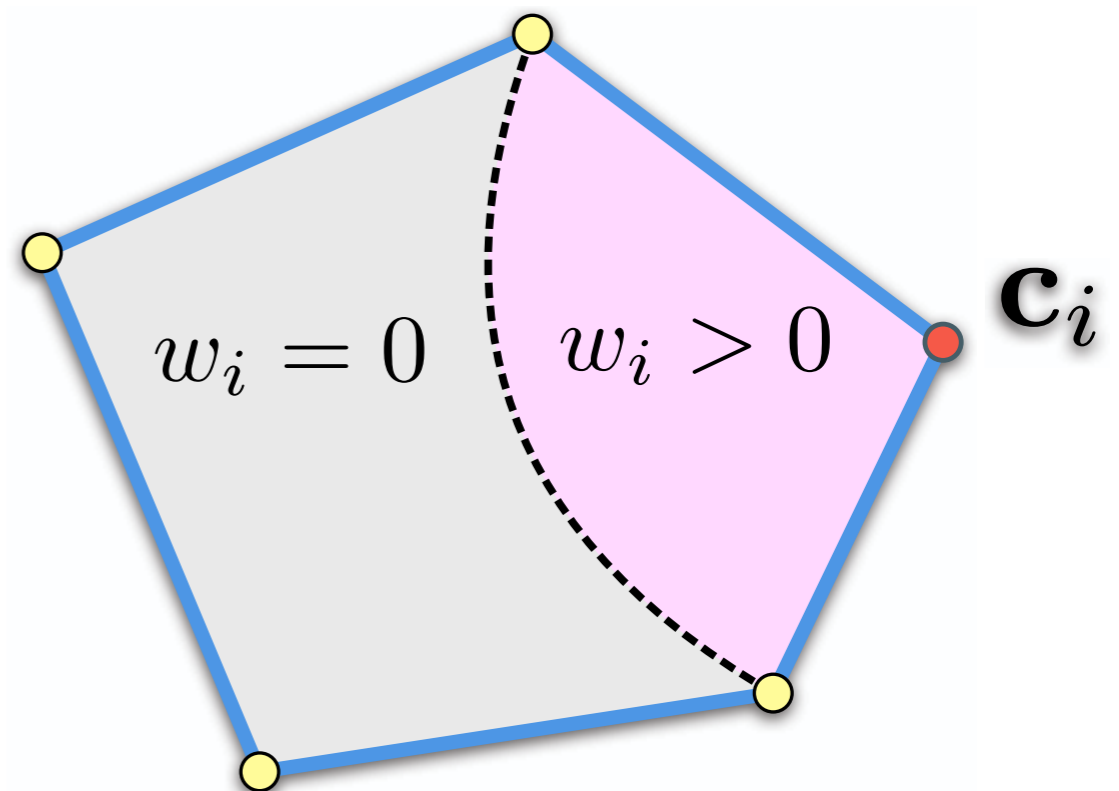
Weighted Total Variation

- Extension: more locality using weighted total variation



Controlling Locality

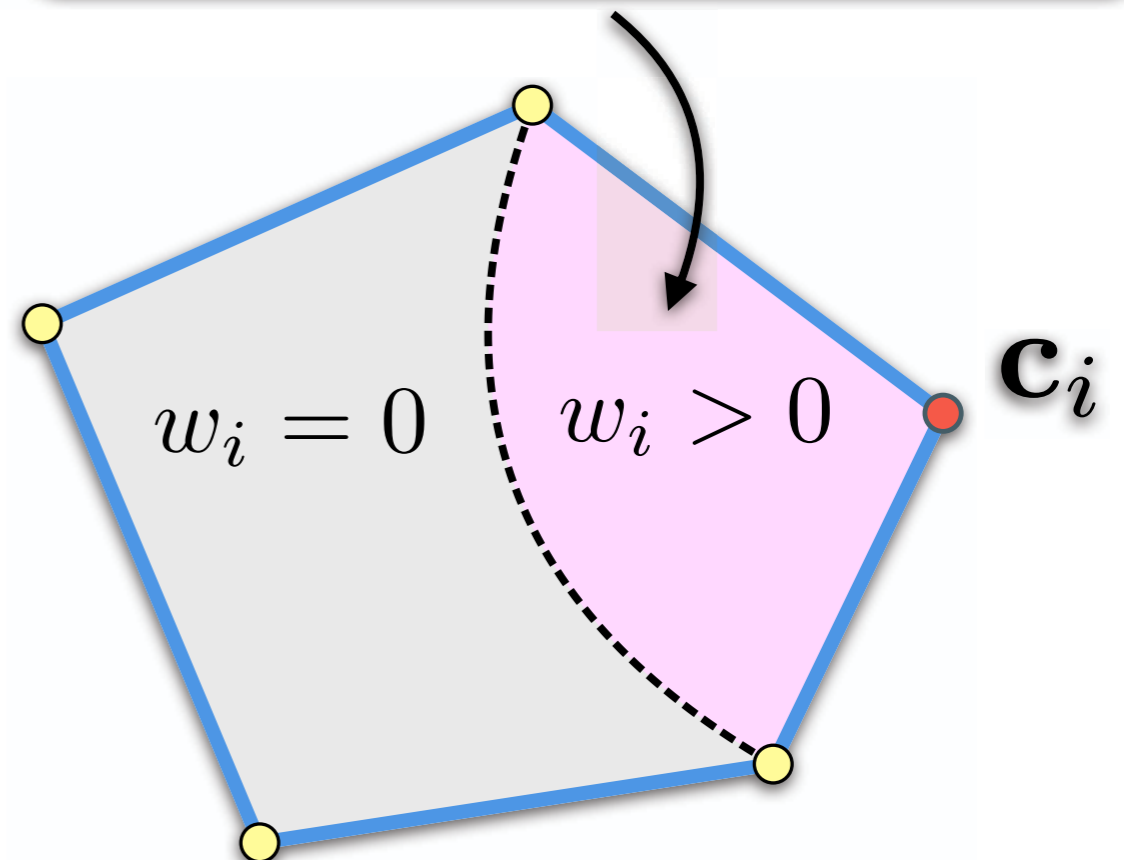
- Local influence: w_i decreases to zero quickly



Controlling Locality

- Local influence: w_i decreases to zero quickly

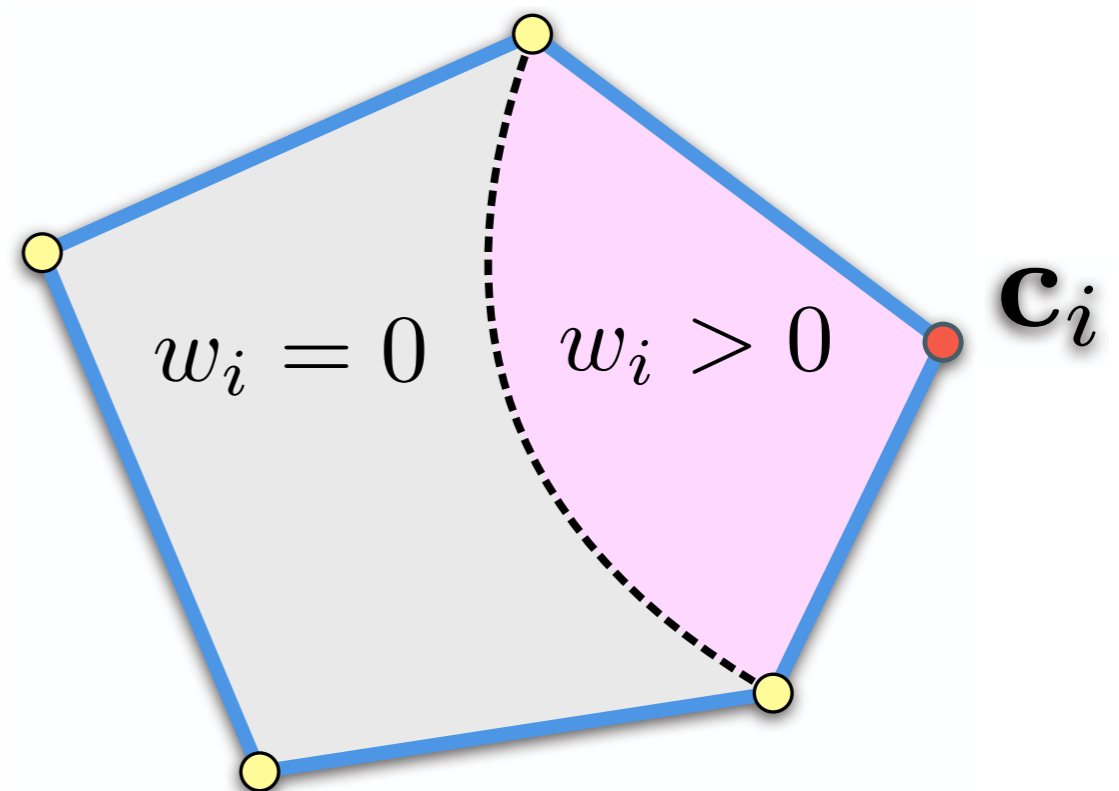
Requires large gradients!



Controlling Locality

Total variation:

$$\int |\nabla w_i(\mathbf{x})| d\mathbf{x}$$

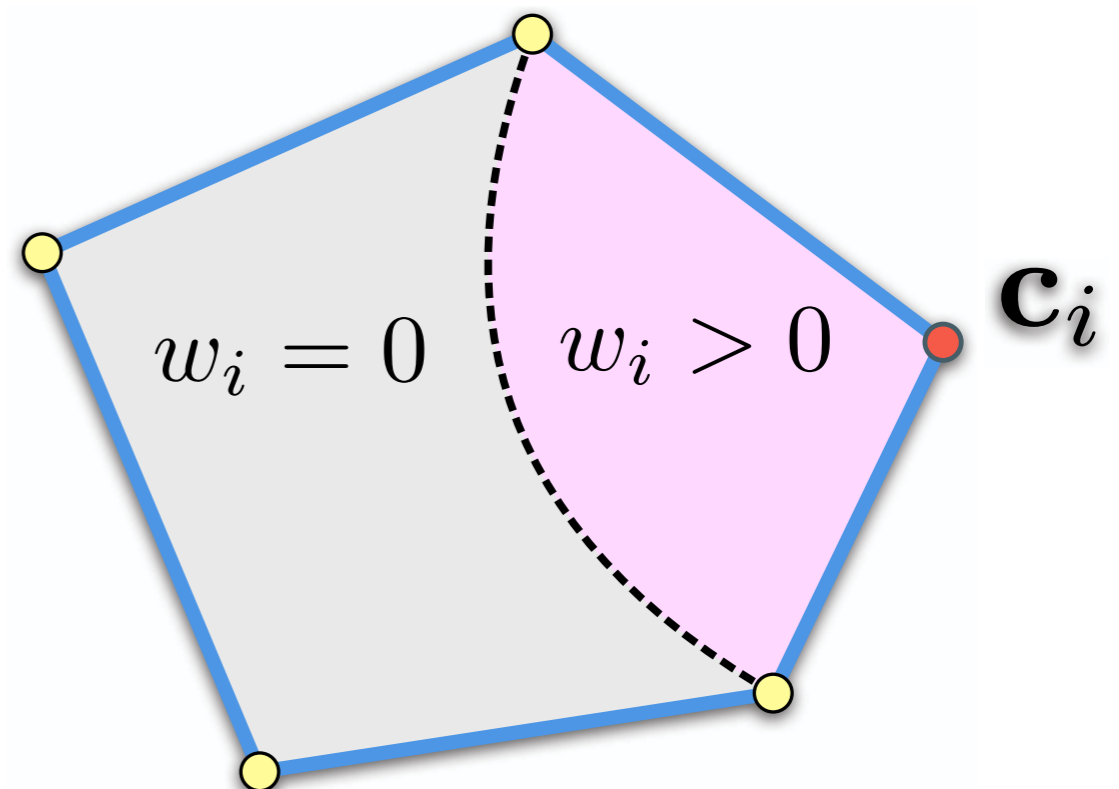


Controlling Locality

Total variation:

$$\int |\nabla w_i(\mathbf{x})| dx$$

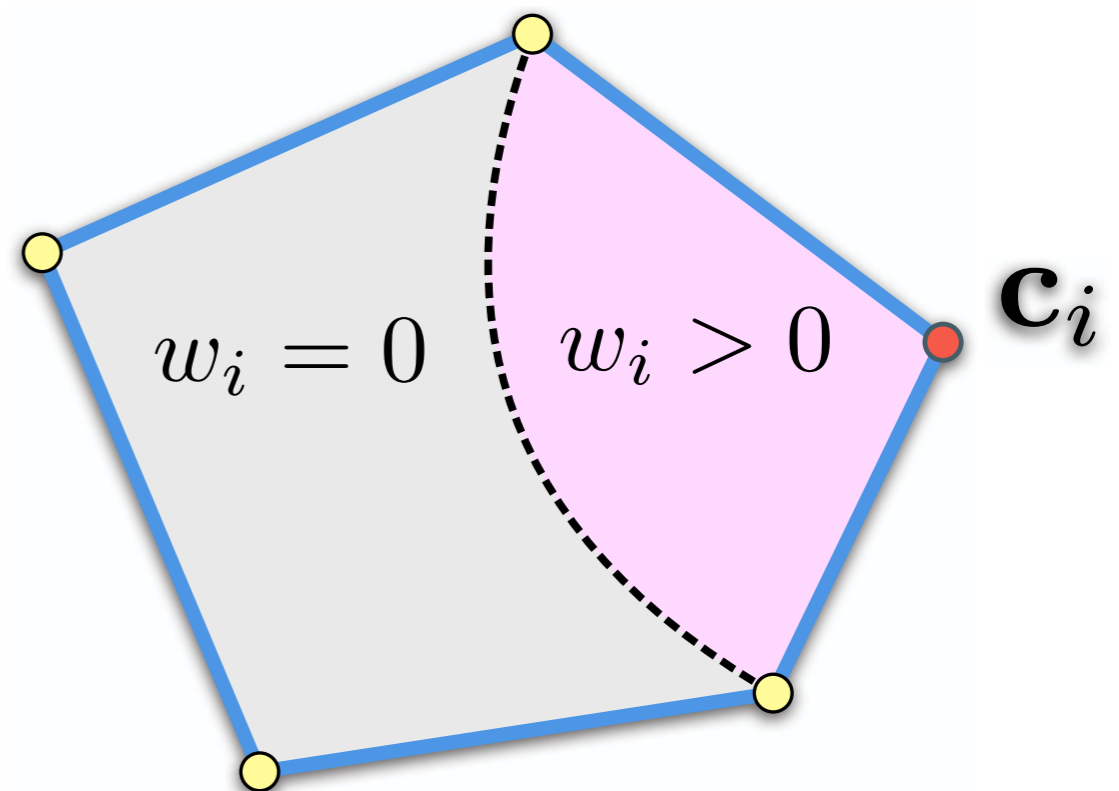
Same penalty everywhere



Controlling Locality

Weighted total variation:

$$\int \phi_i(\mathbf{x}) |\nabla w_i(\mathbf{x})| d\mathbf{x}$$



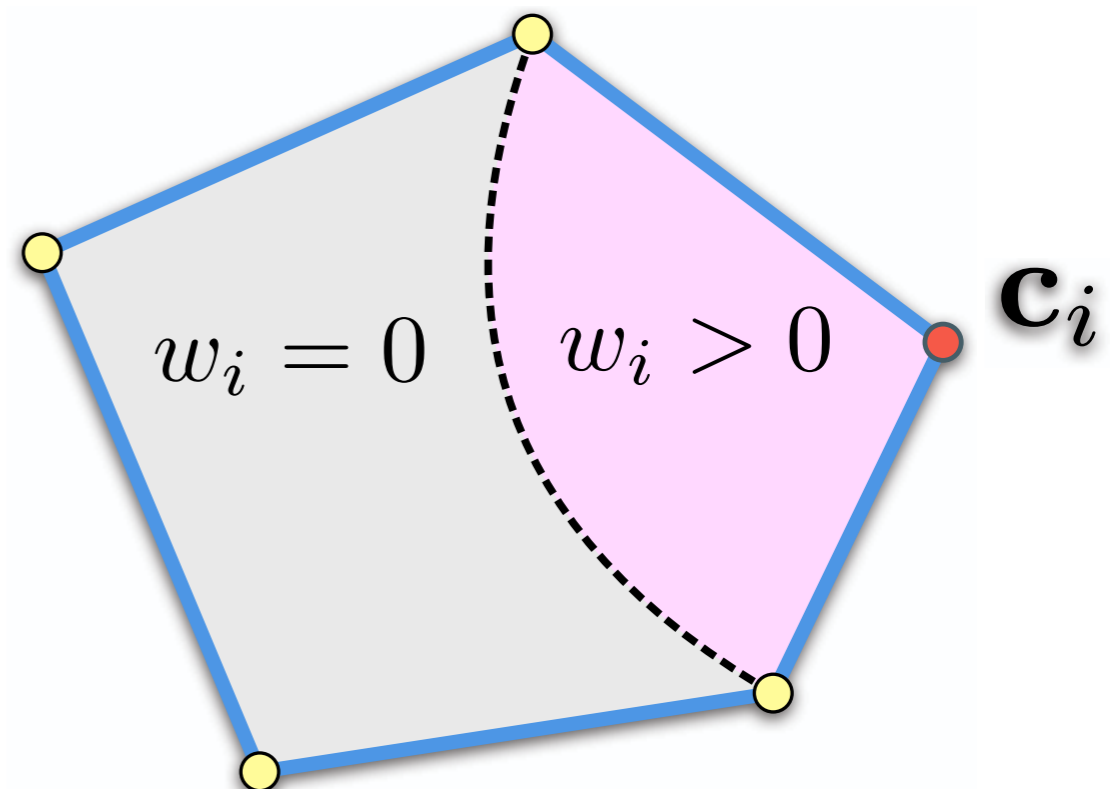
Controlling Locality

Weighted total variation:

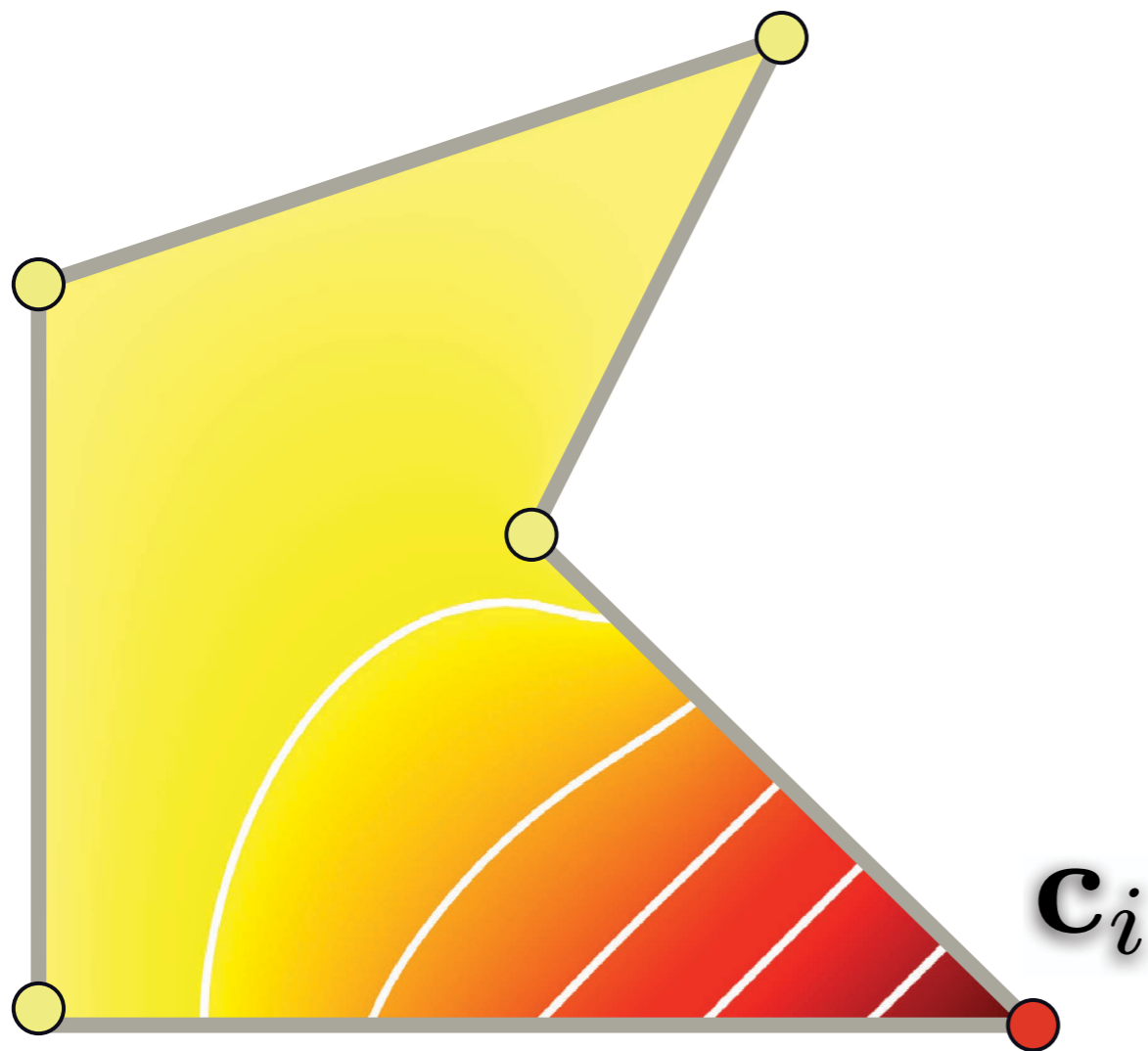
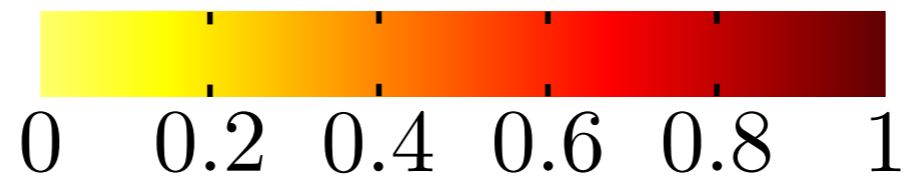
$$\int \phi_i(\mathbf{x}) |\nabla w_i(\mathbf{x})| d\mathbf{x}$$



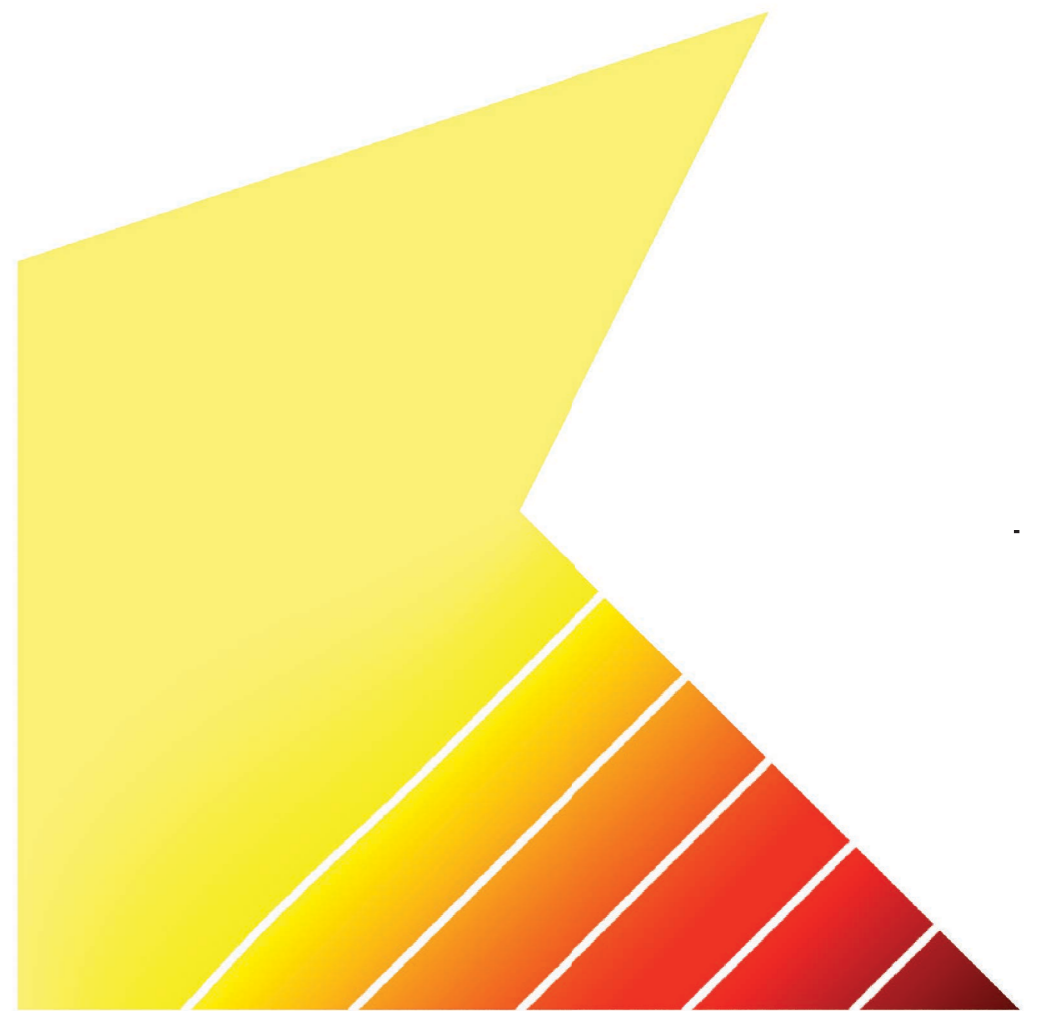
Monotonically increasing w.r.t.
geodesic distance to cage vertex



Comparison



$$\phi_i(\mathbf{x}) = 1$$

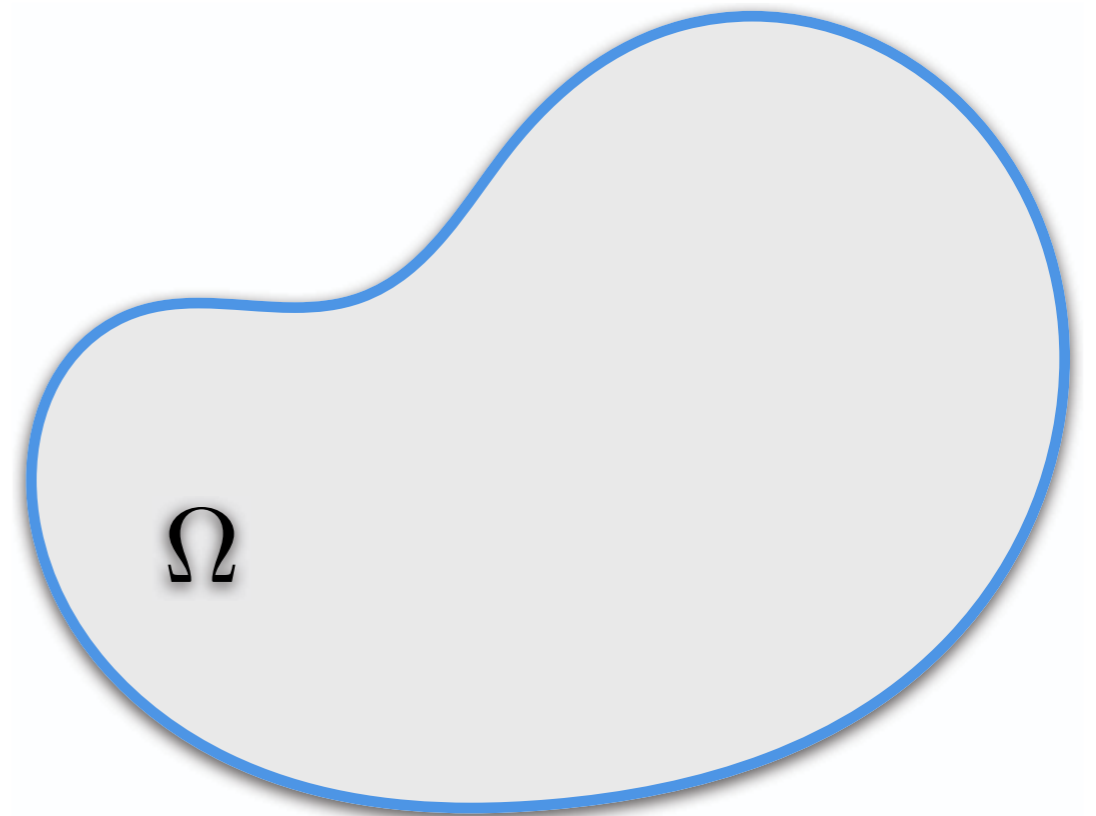


$$\phi_i(\mathbf{x}) = [d_i(\mathbf{x})]^2$$

Geometry of Total Variation

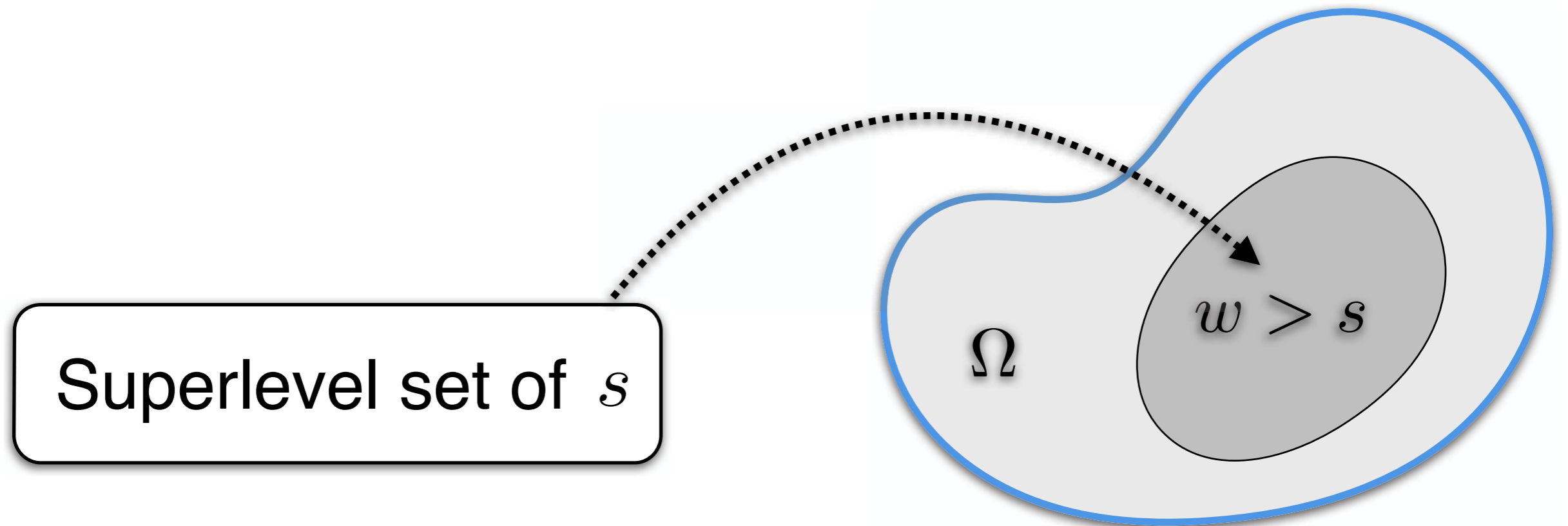
Geometry of Total Variation

- Scalar function w defined on domain Ω



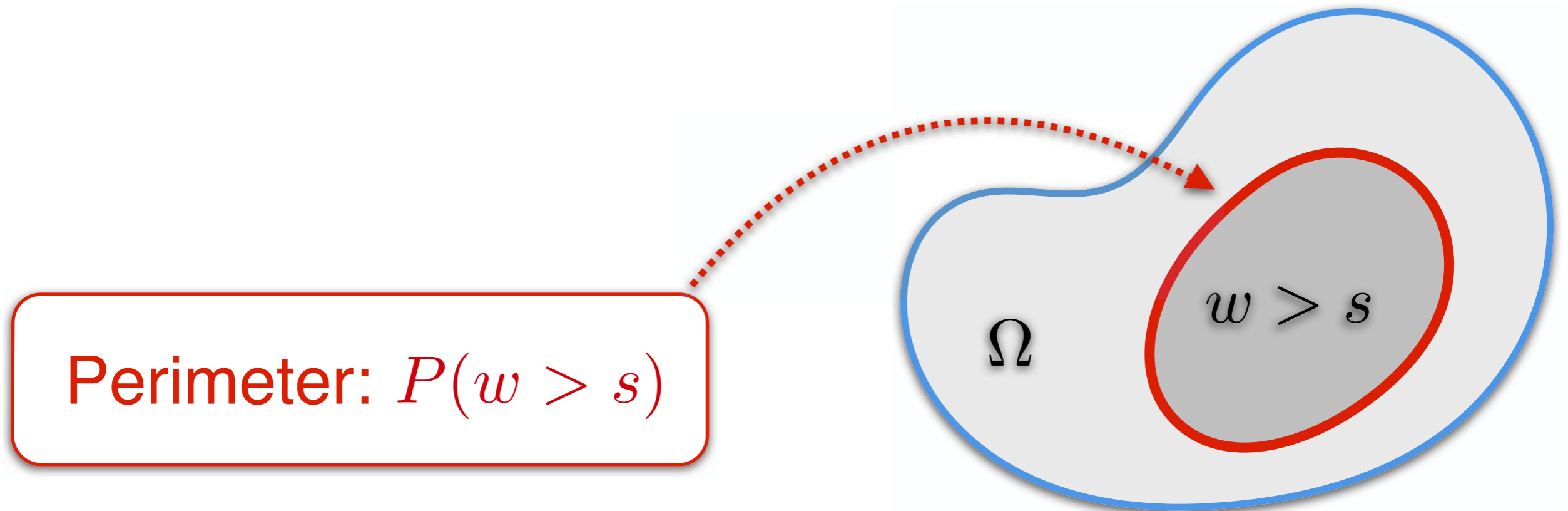
Geometry of Total Variation

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Geometry of Total Variation

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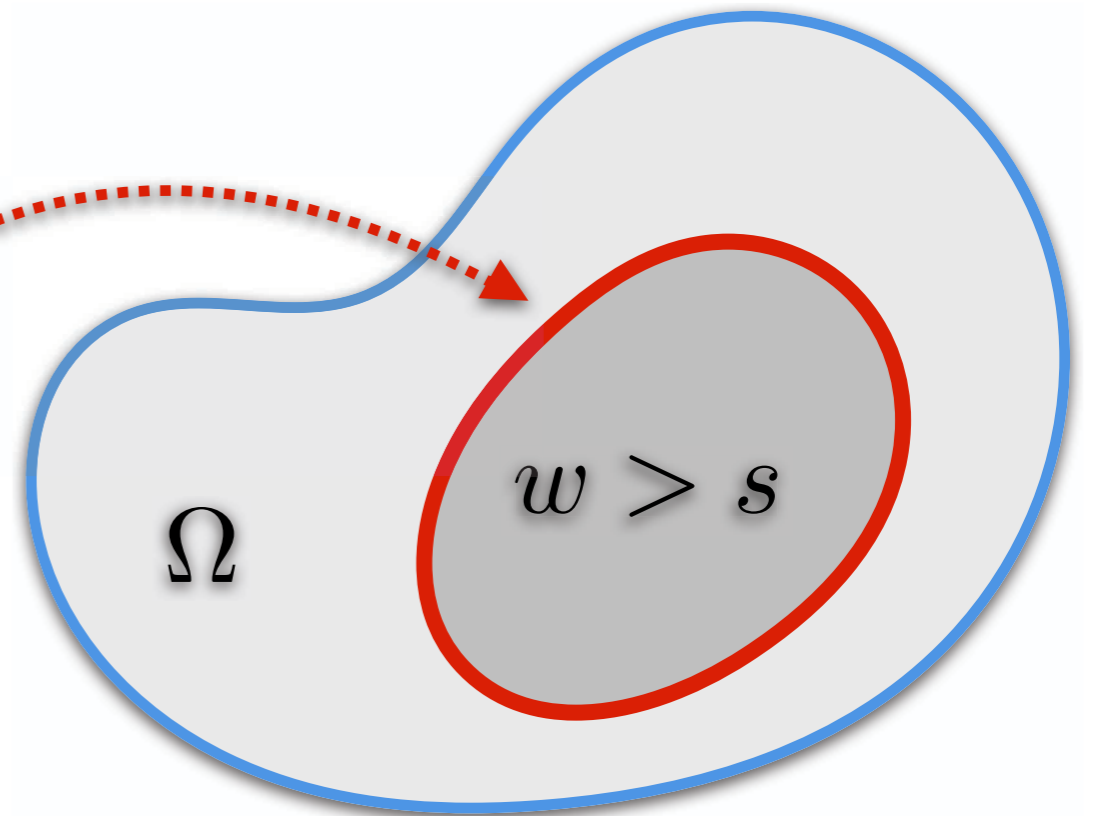


Geometry of Total Variation

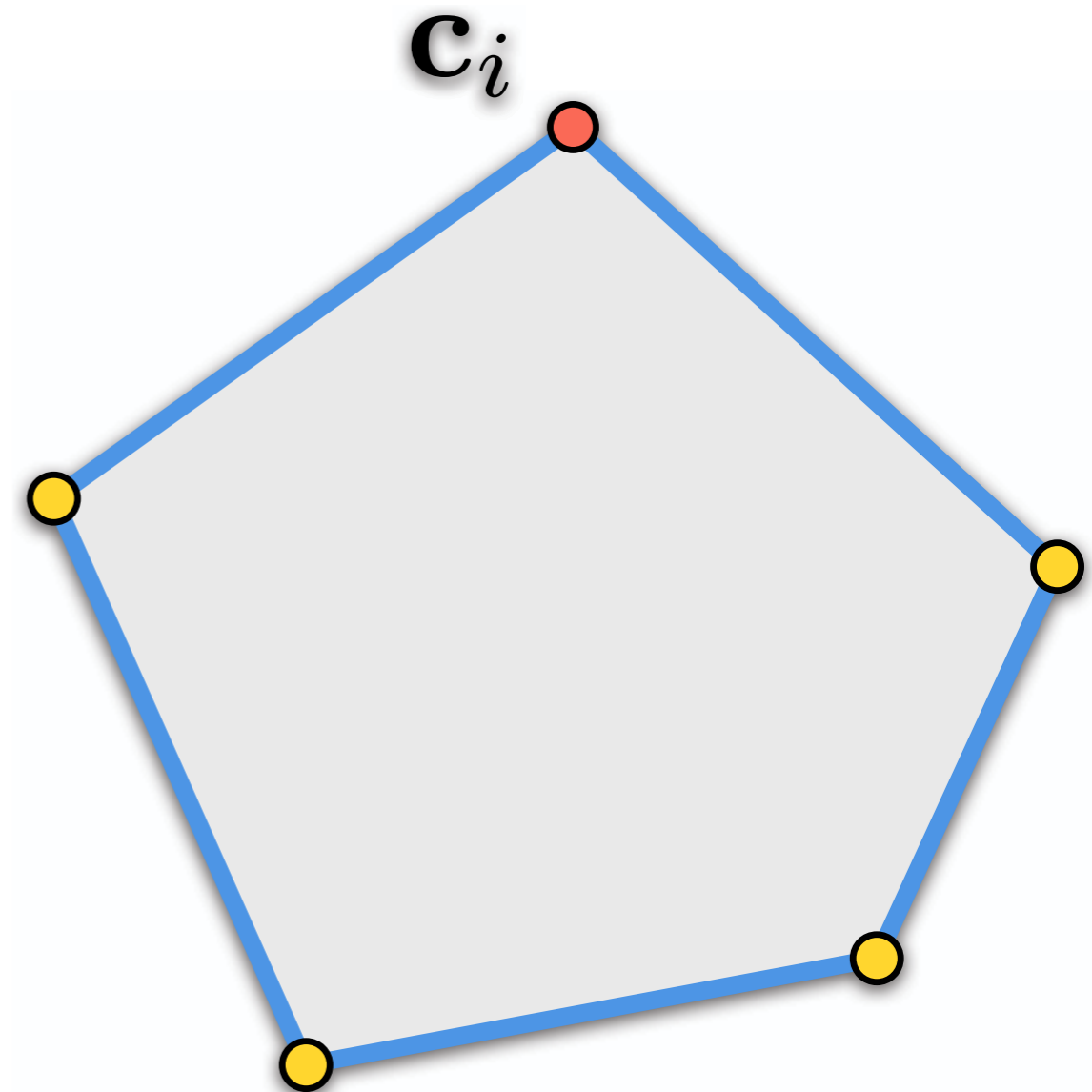
- Coarea formula:

$$\int_{\Omega} |\nabla w_i(\mathbf{x})| d\mathbf{x} = \int_{-\infty}^{+\infty} P(w > s) ds$$

Perimeter: $P(w > s)$

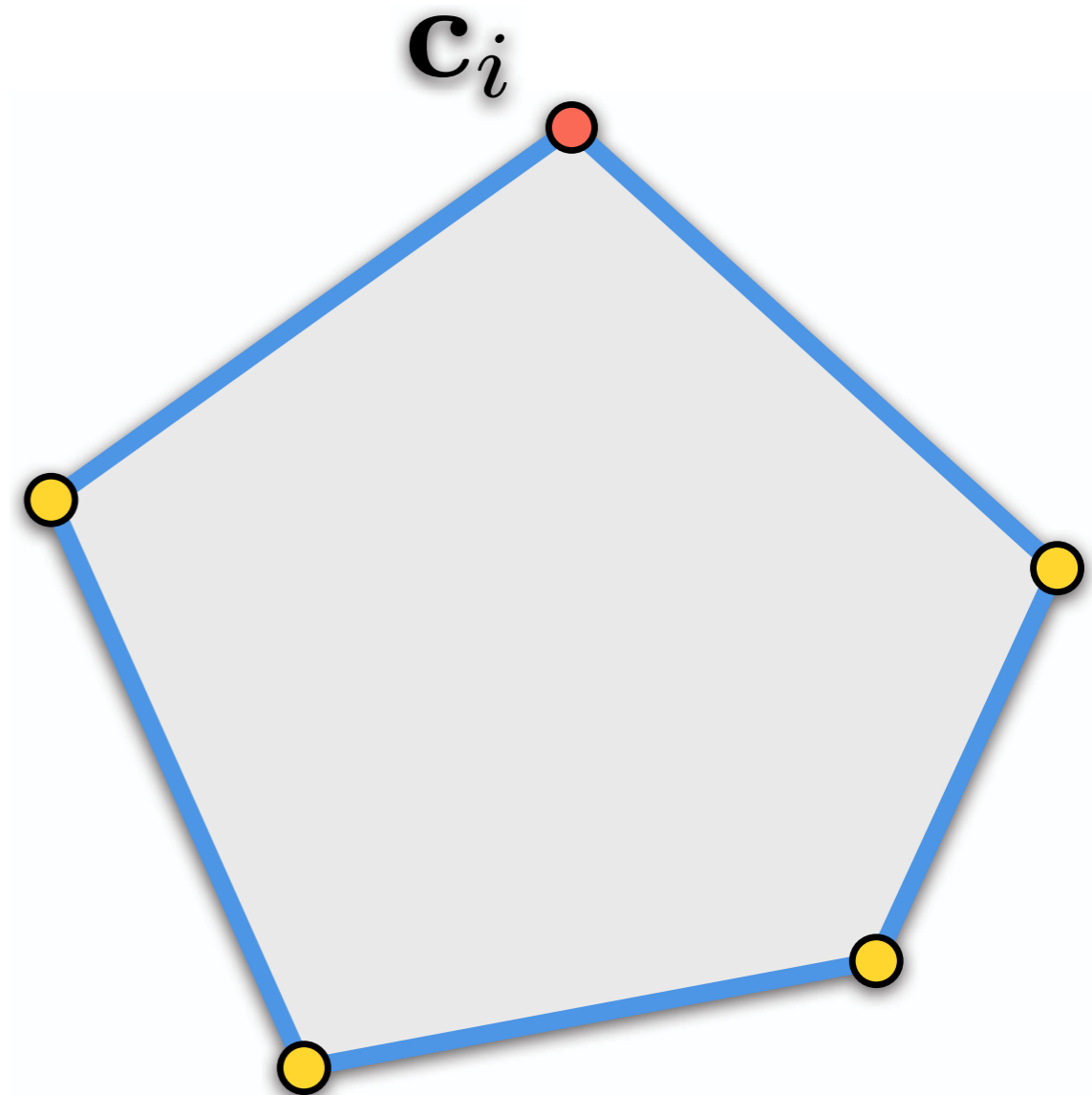


Geometry of Total Variation



Geometry of Total Variation

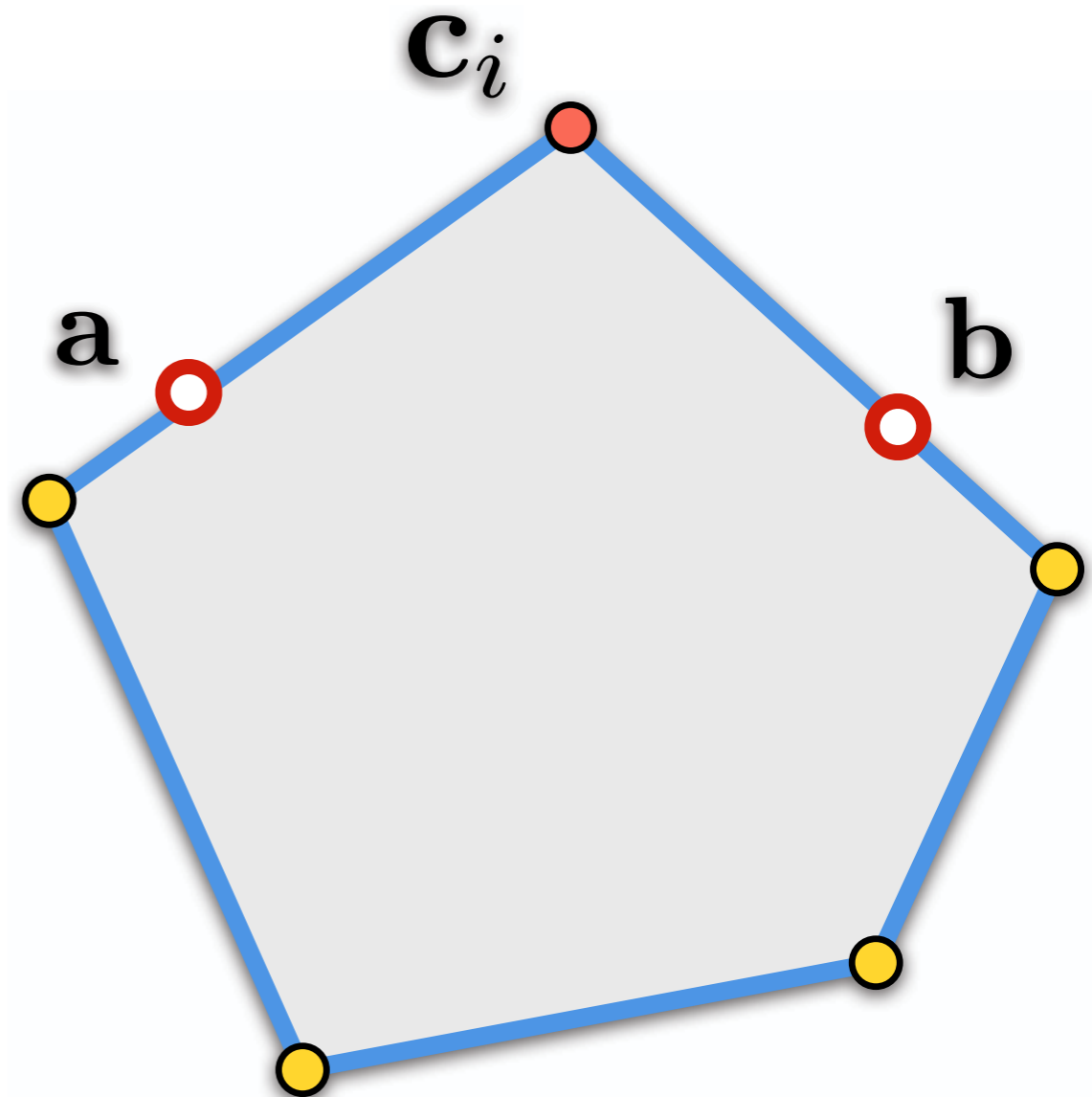
Superlevel set of w_i for $s \in [0, 1)$:



Geometry of Total Variation

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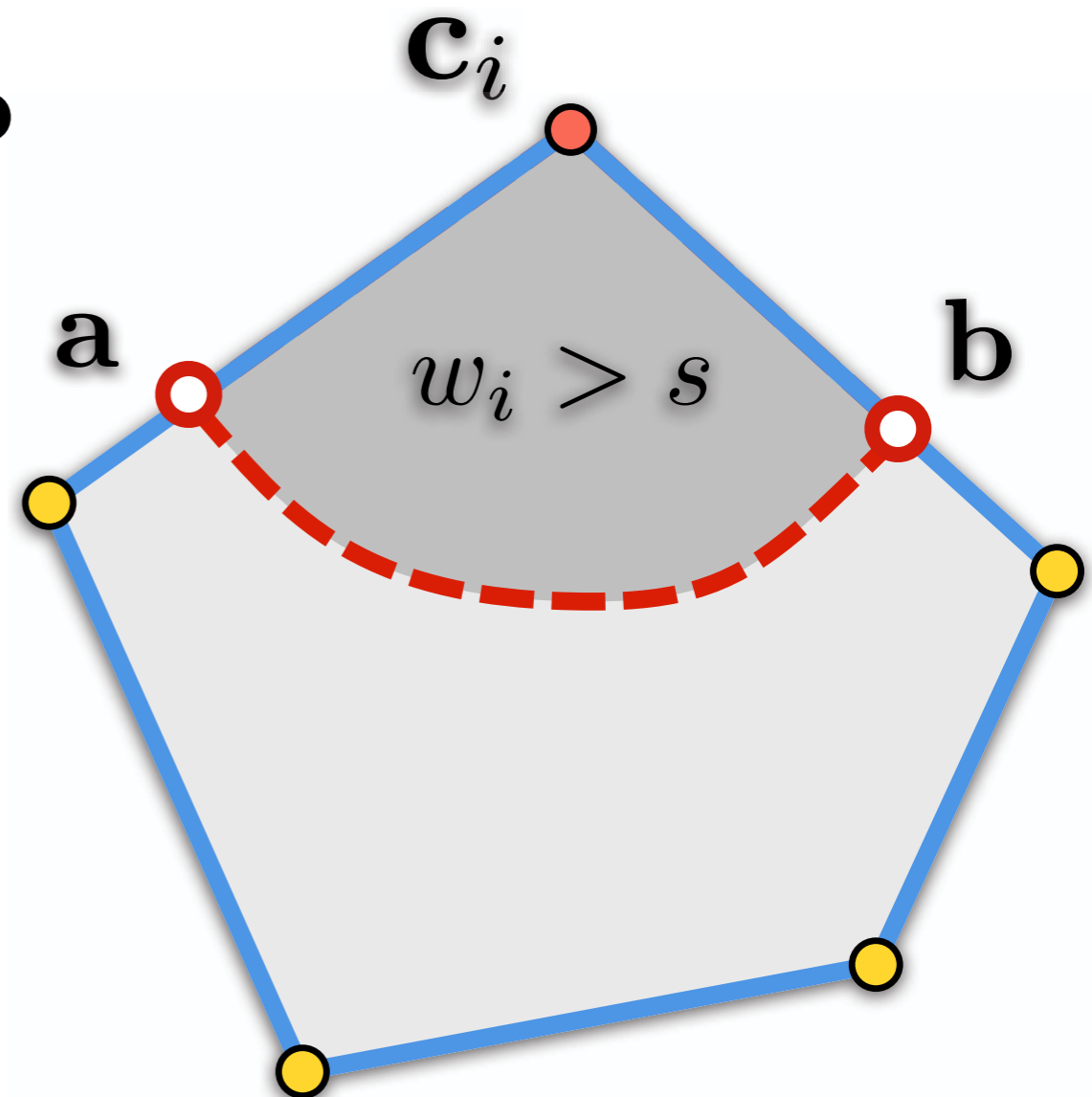
$$- w_i(\mathbf{a}) = w_i(\mathbf{b}) = s$$



Geometry of Total Variation

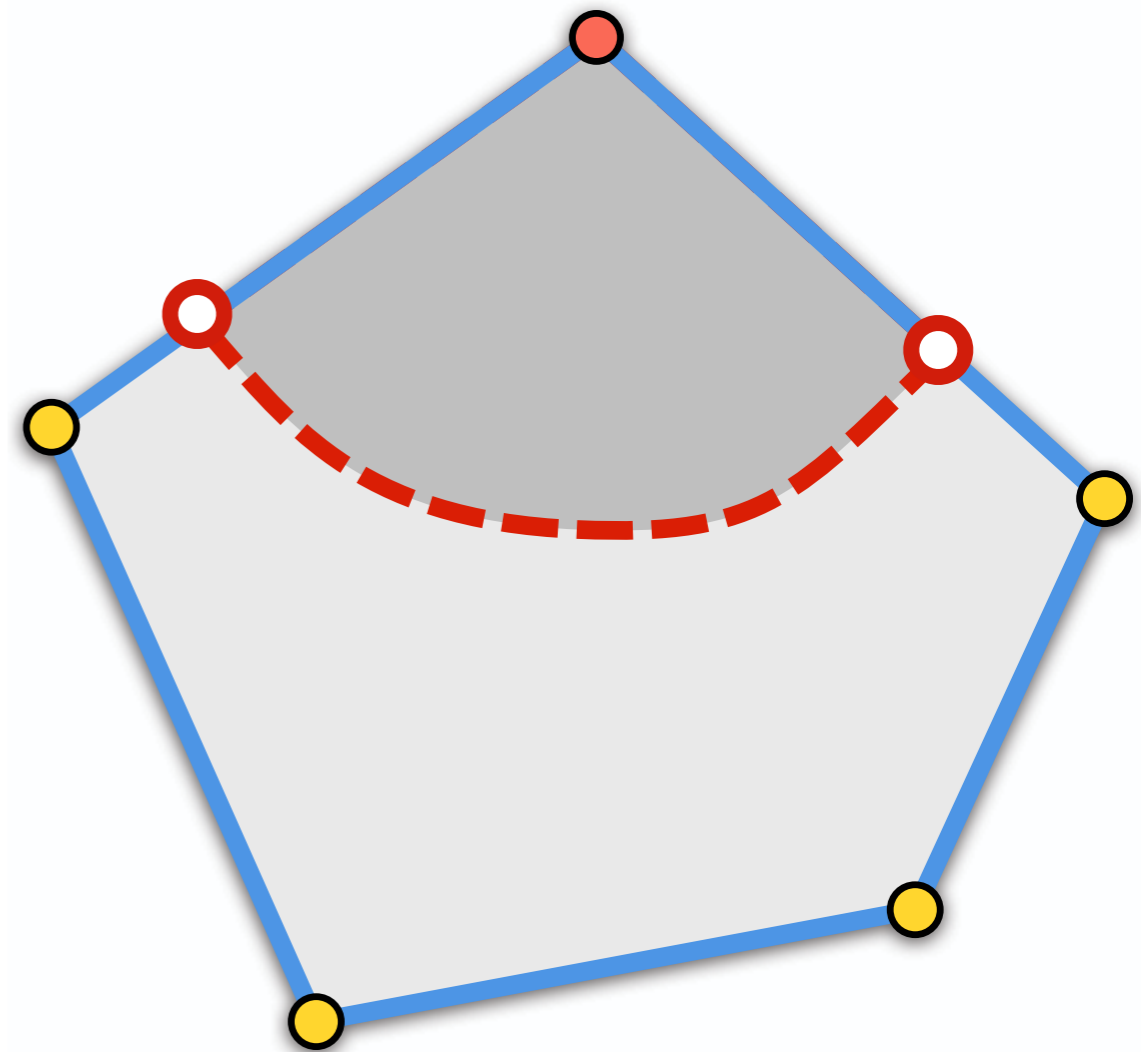
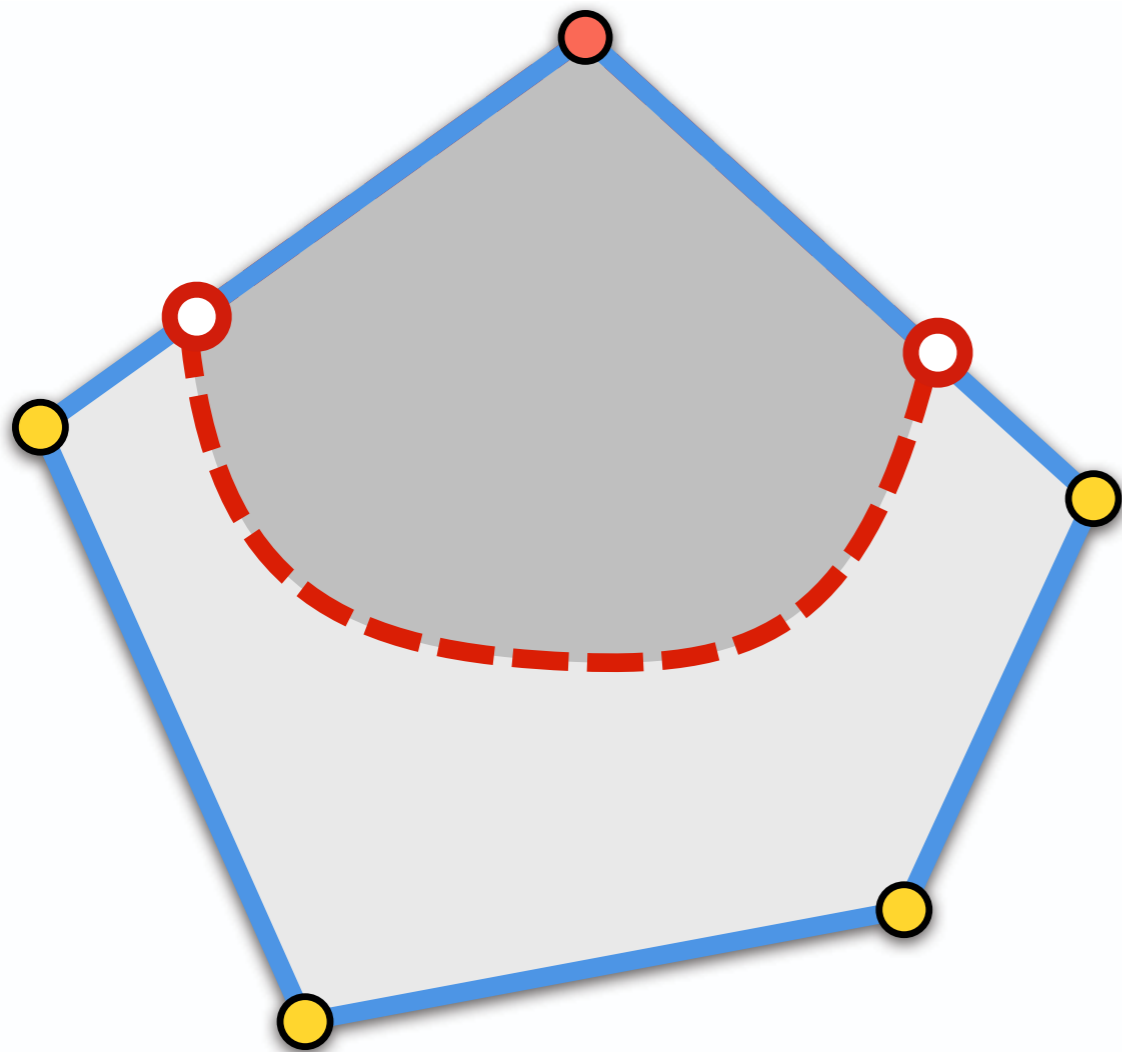
Superlevel set of w_i for $s \in [0, 1)$:

- $w_i(\mathbf{a}) = w_i(\mathbf{b}) = s$
- boundary curve connects \mathbf{a} , \mathbf{b}



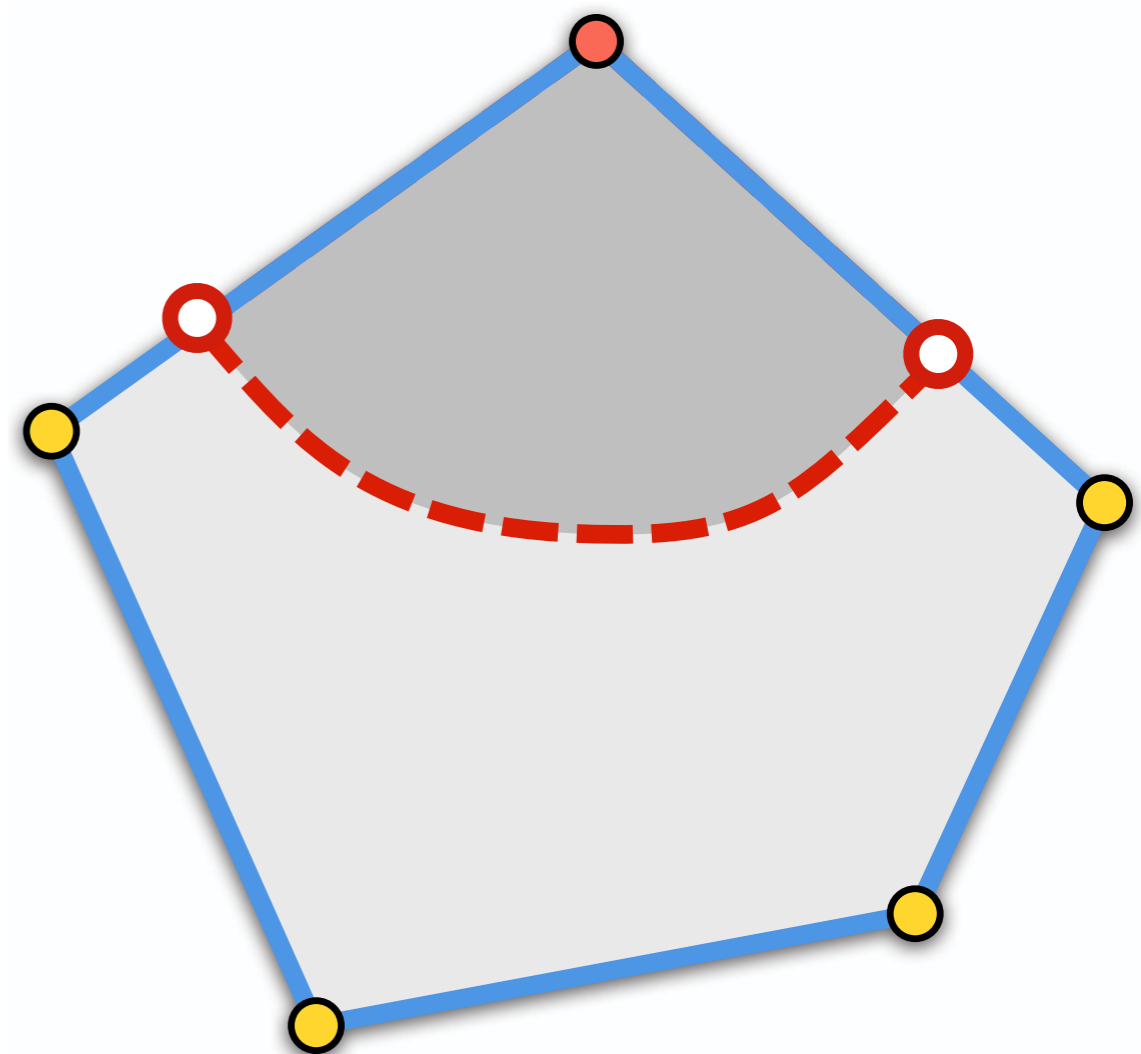
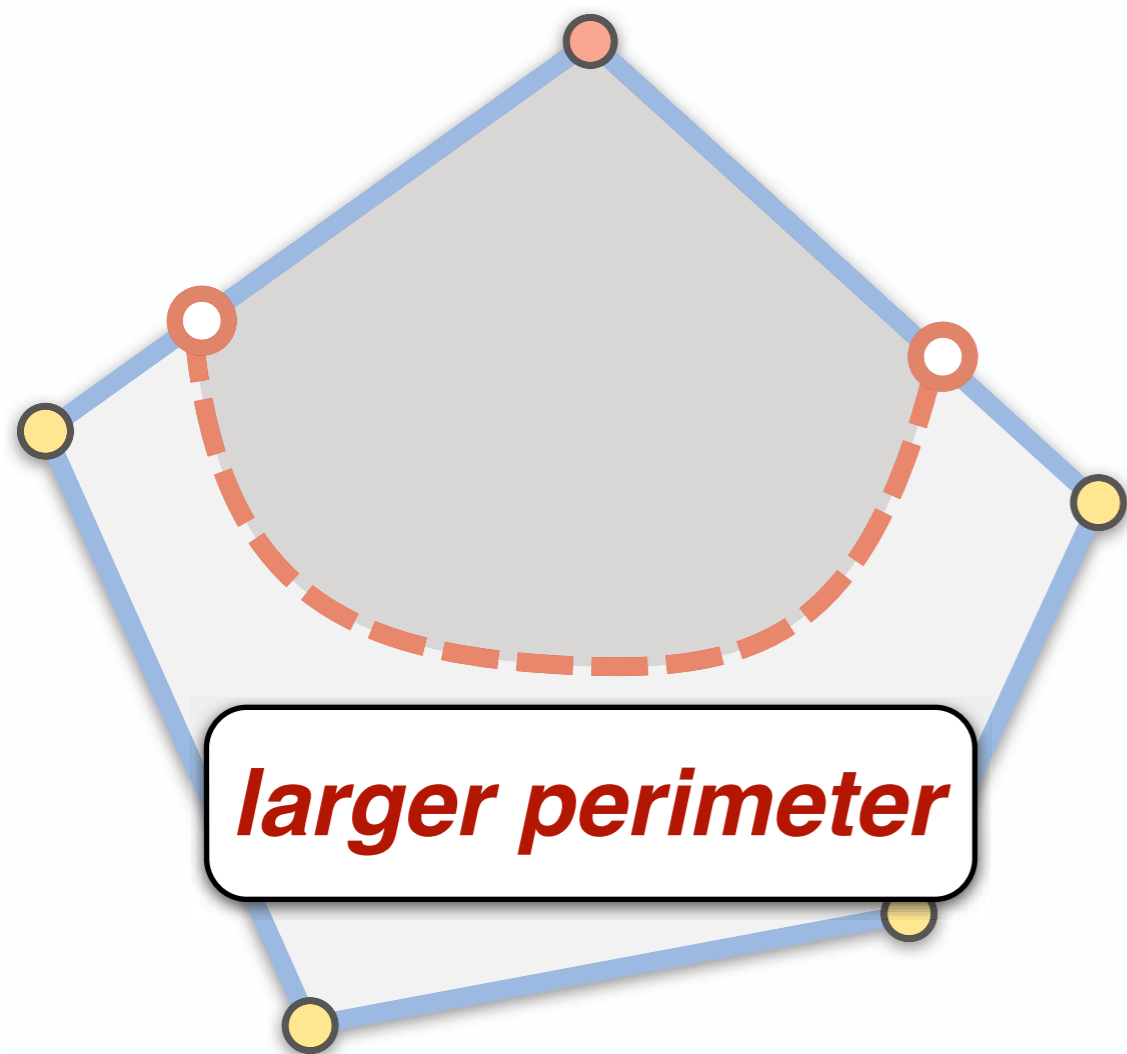
Geometry of Total Variation

- Penalizing the superlevel set area



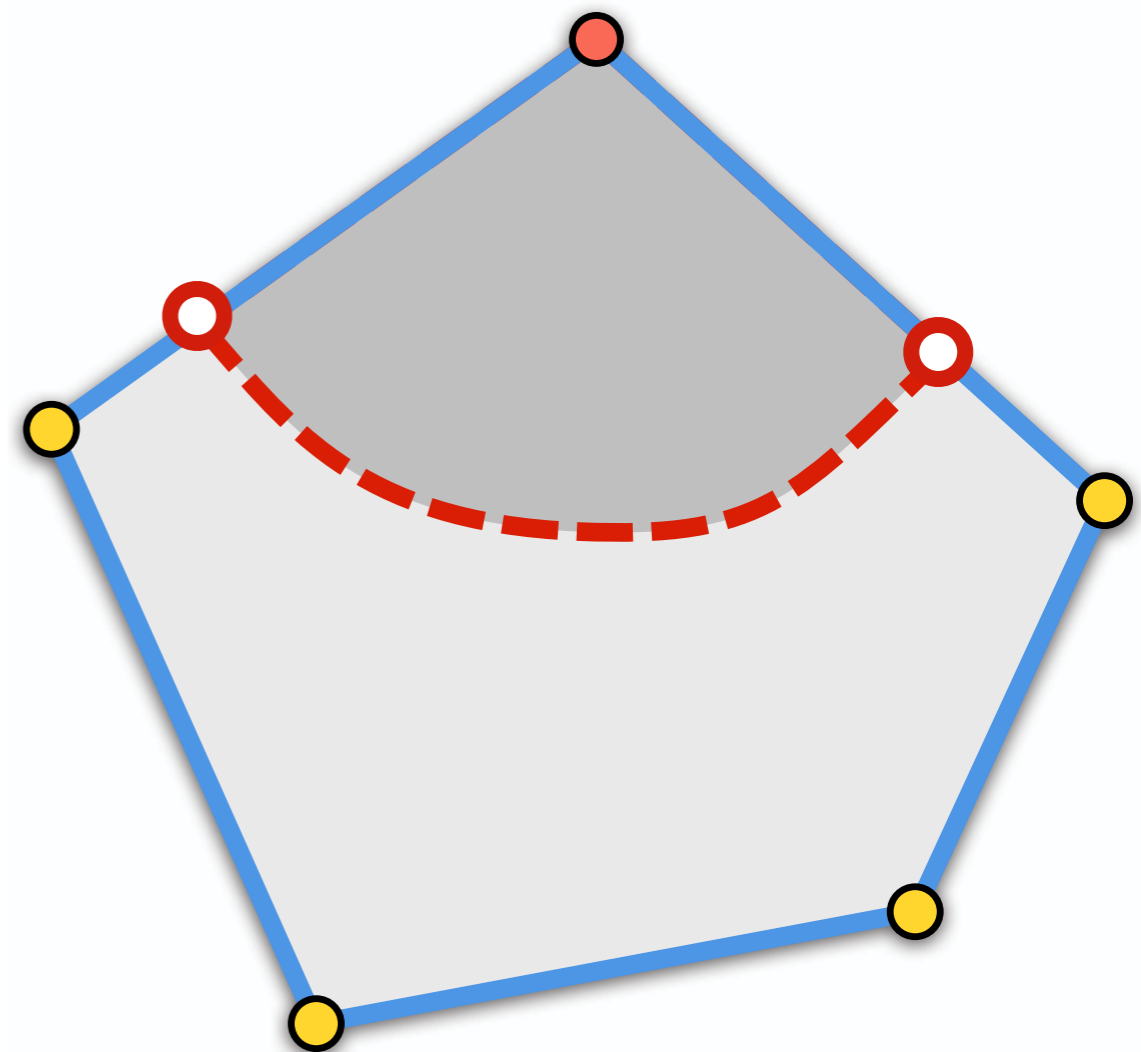
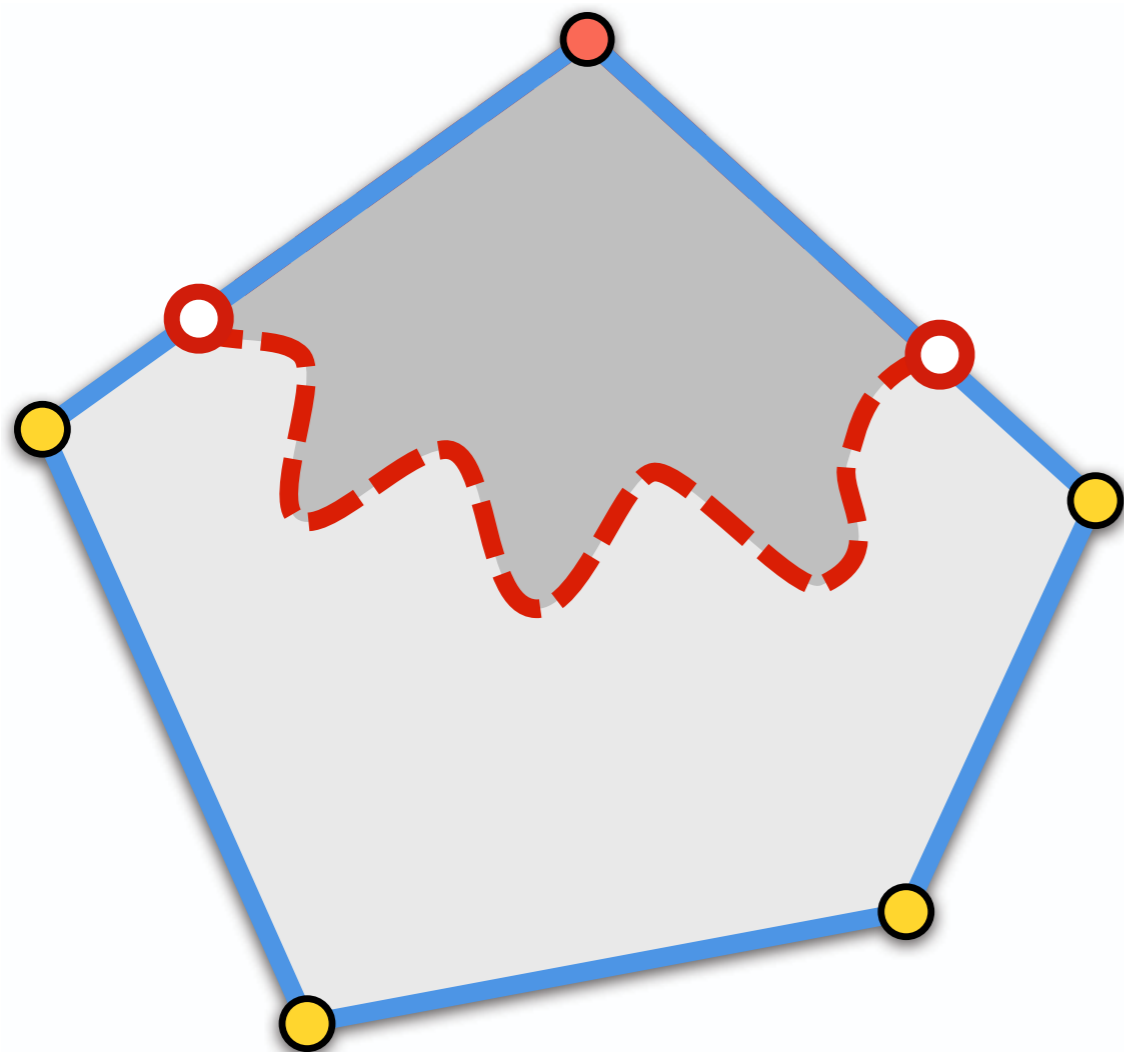
Geometry of Total Variation

- Penalizing the superlevel set area



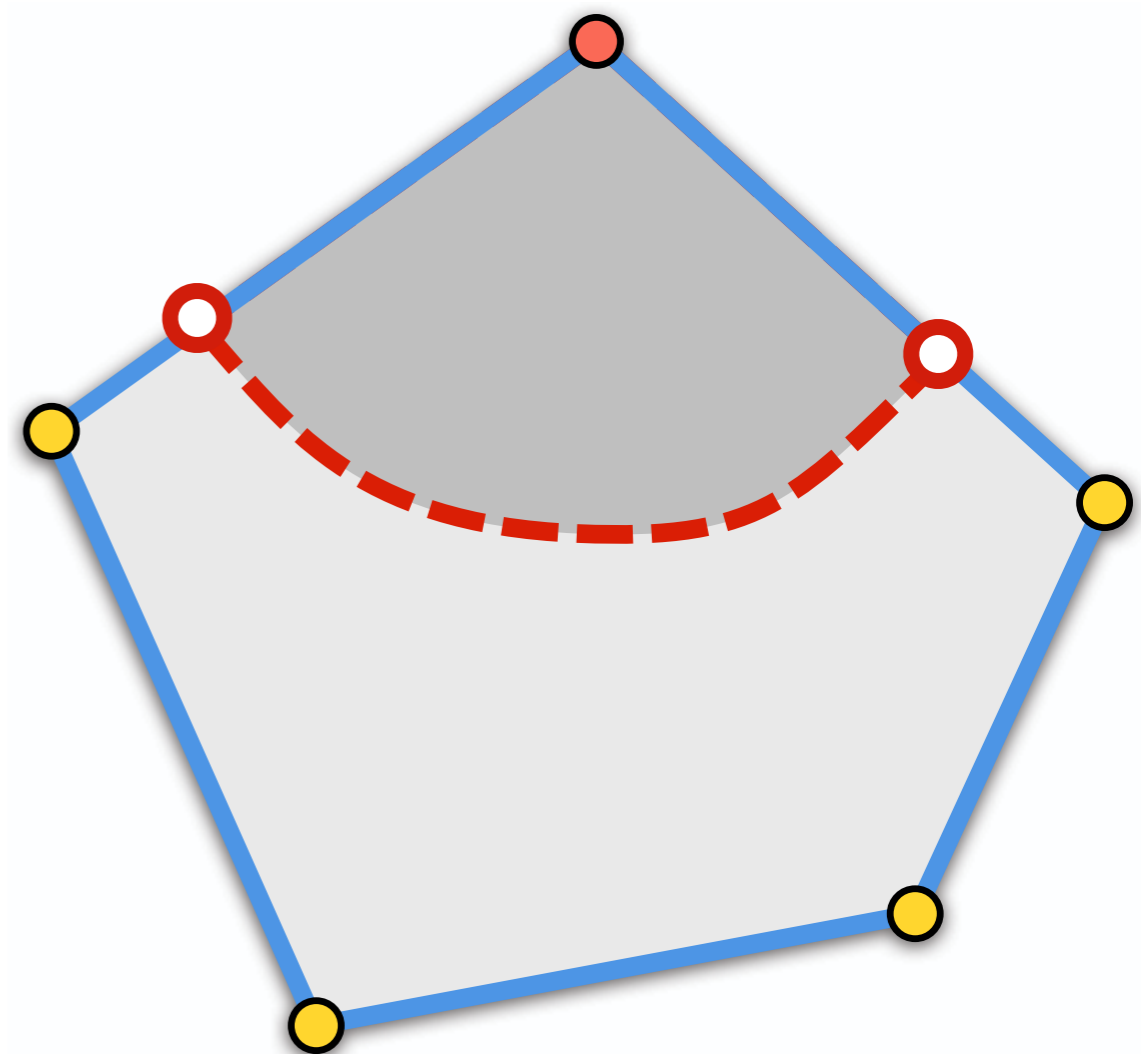
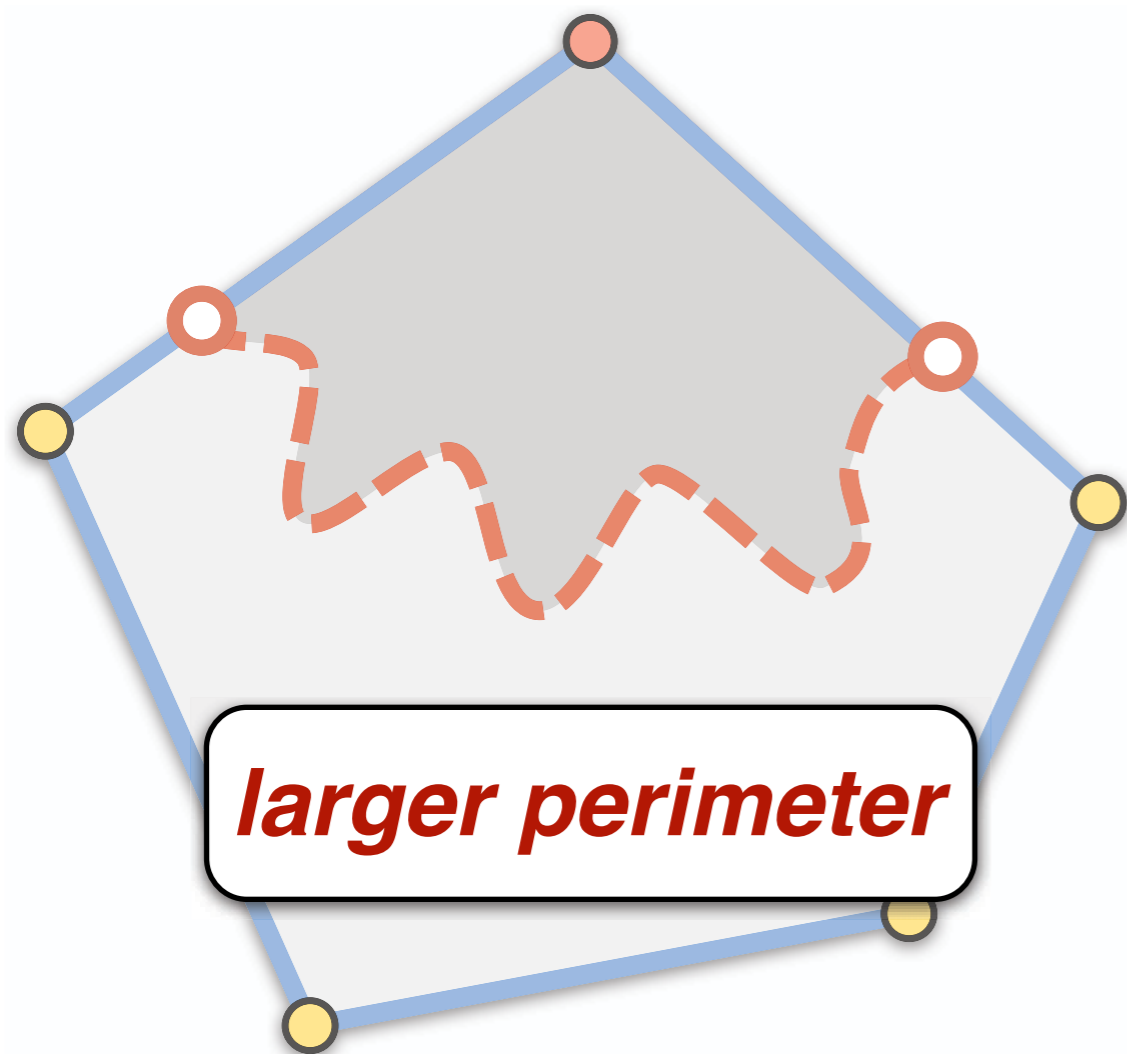
Geometry of Total Variation

- Regularizing the boundary curve



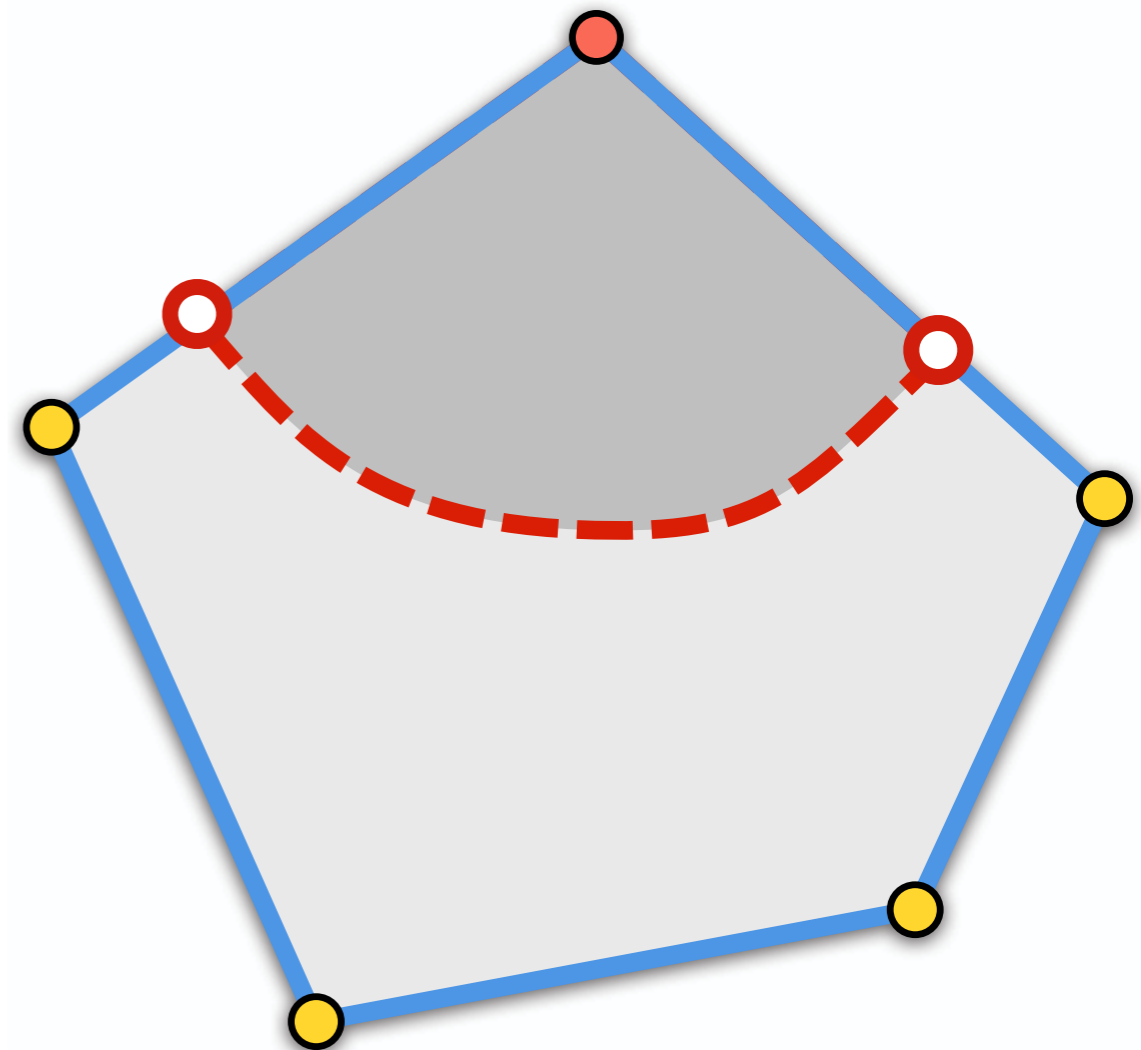
Geometry of Total Variation

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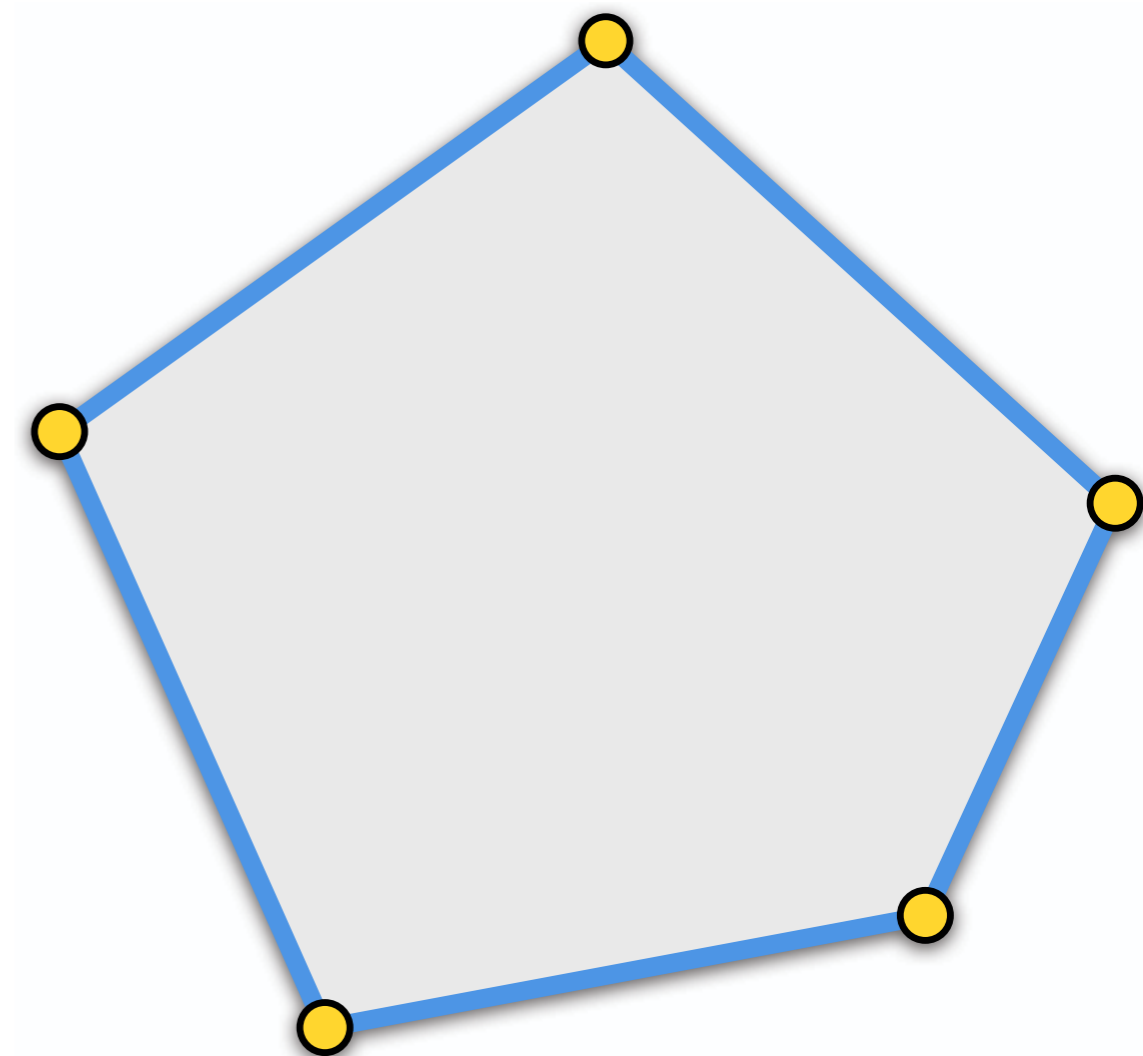


Geometry of Total Variation

- Total variation
 - penalize superlevel set size
 - regularize level set curves

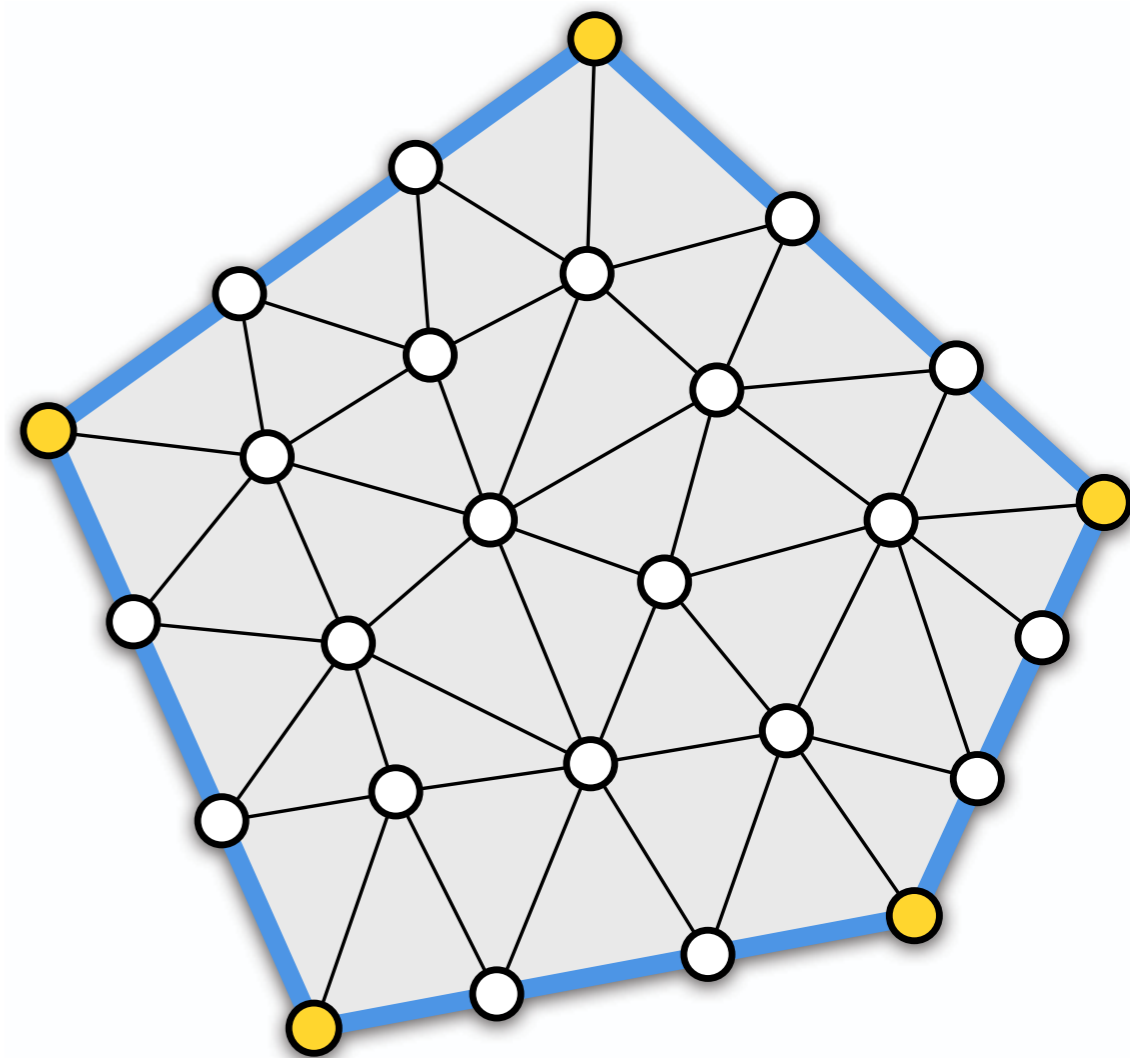


Numerical Optimization



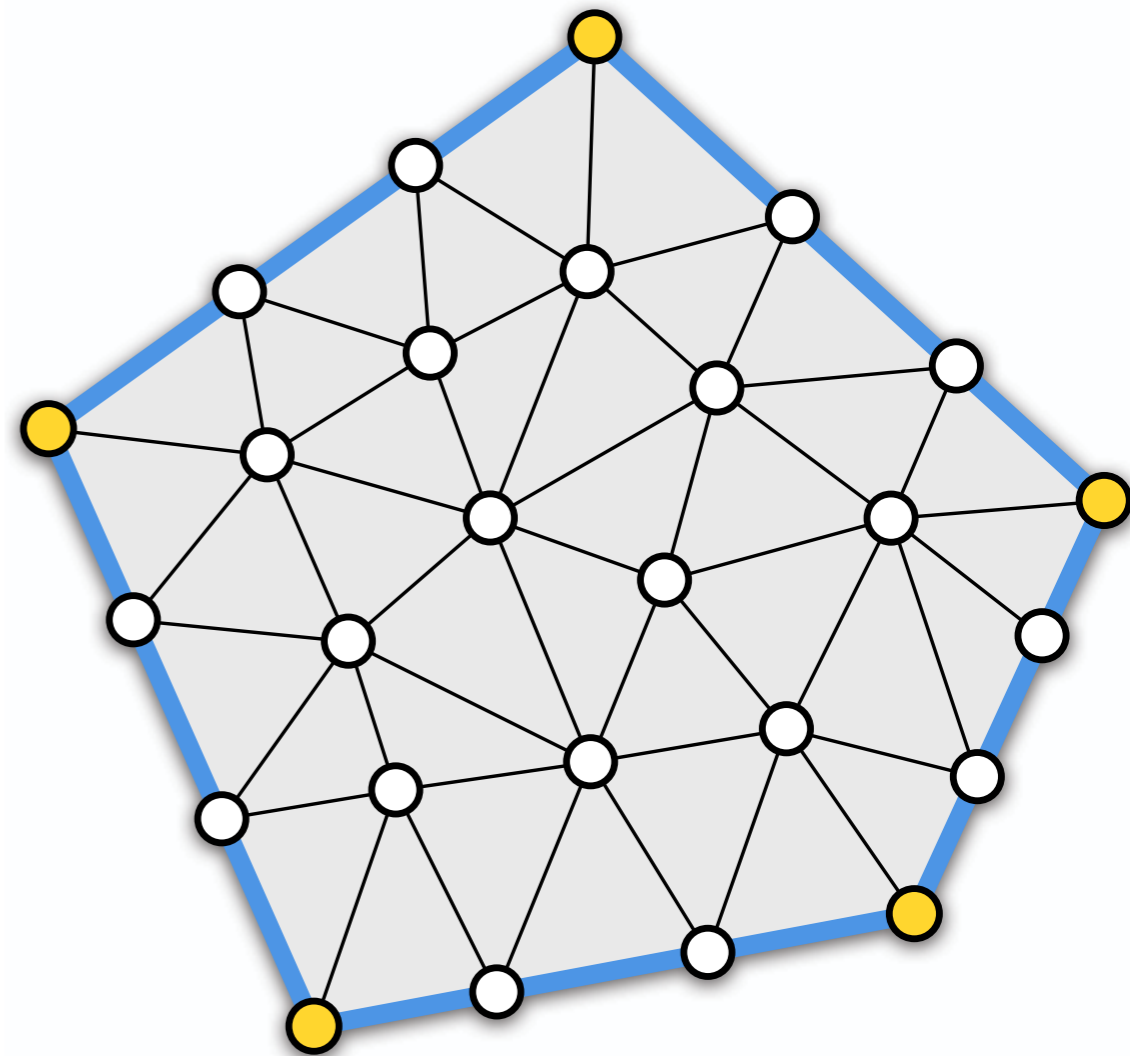
Numerical Optimization

- Discretization: triangulated domain



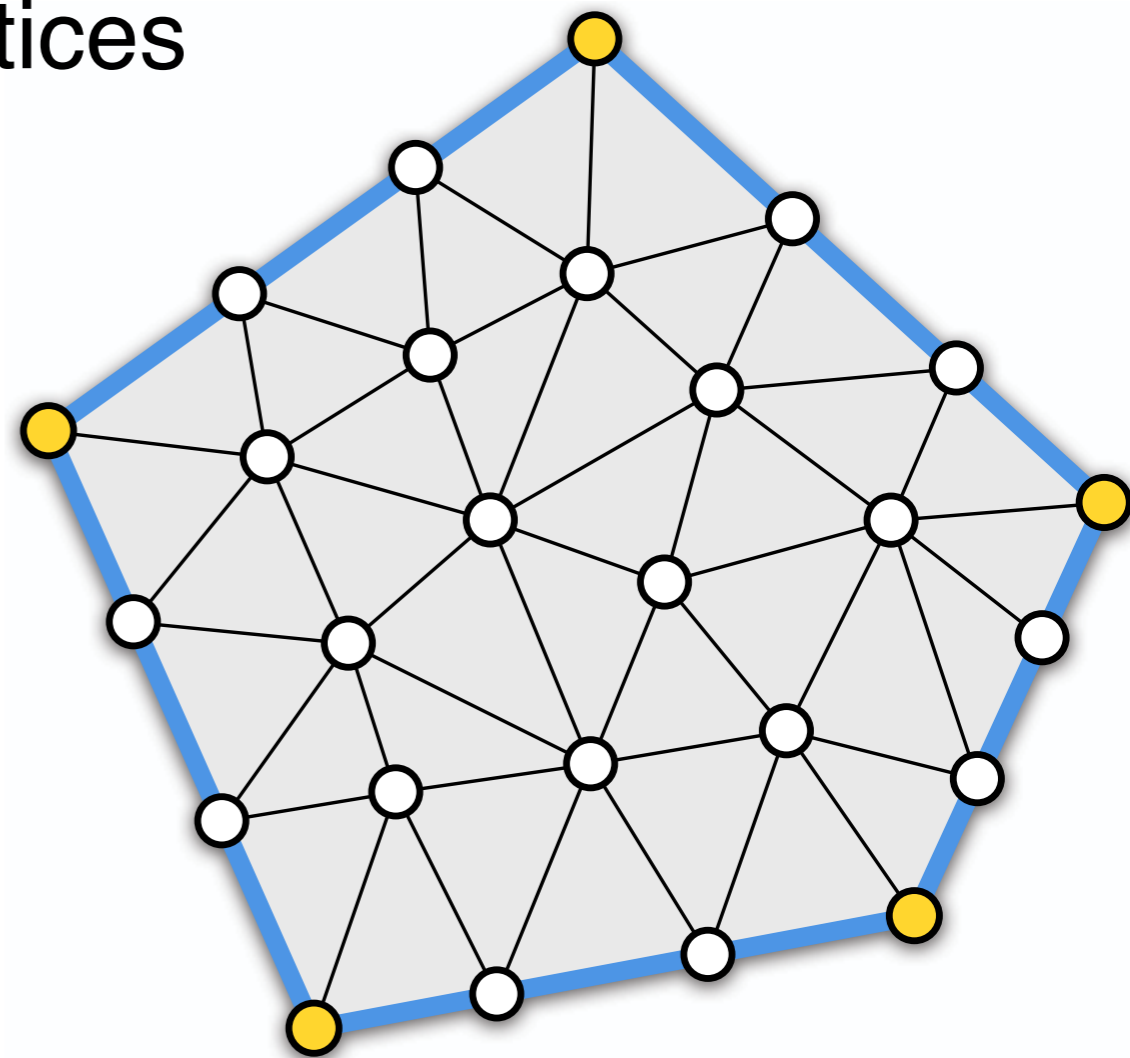
Numerical Optimization

- Discretization: triangulated domain
- Piecewise linear functions



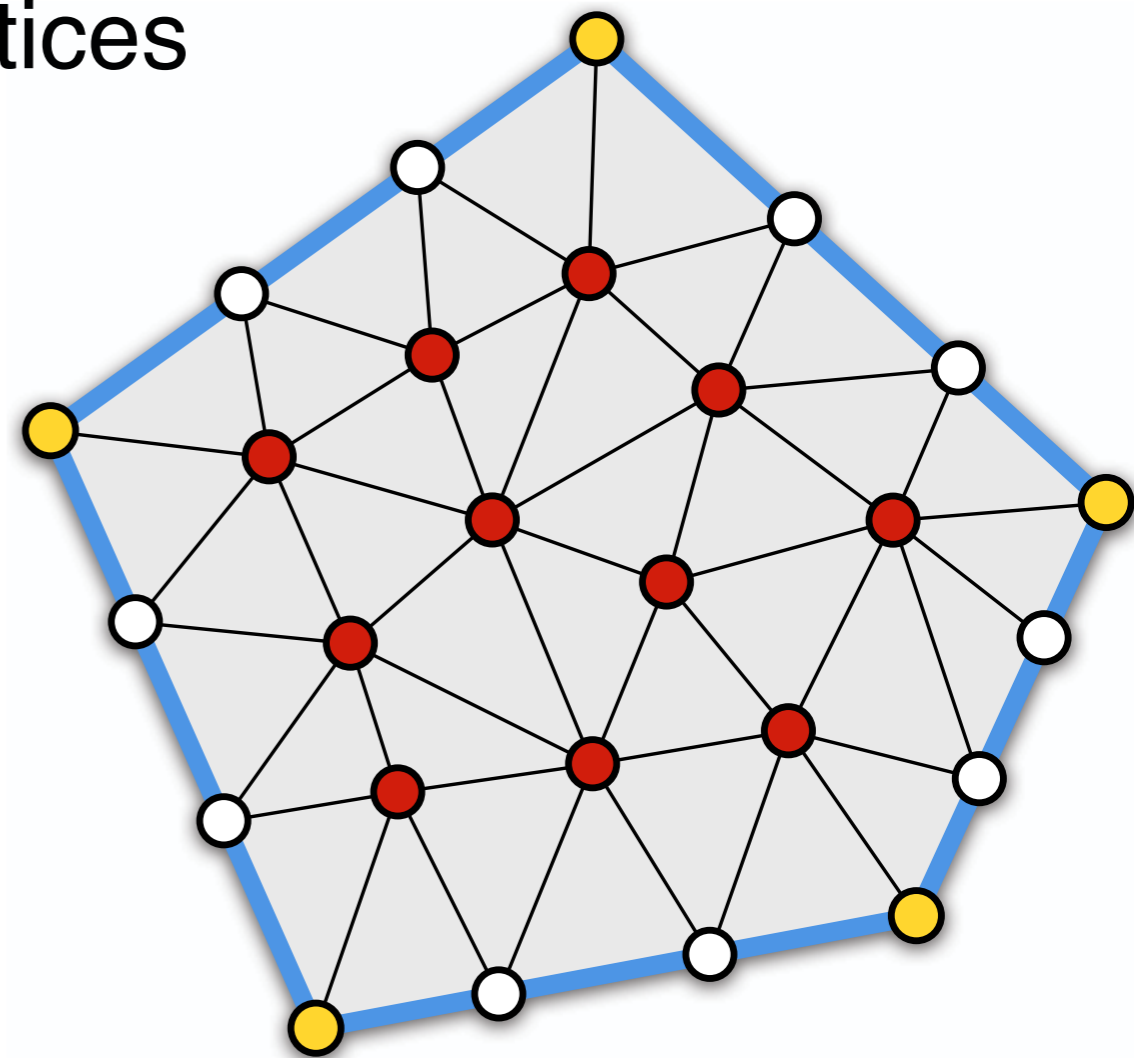
Numerical Optimization

- Discretization: triangulated domain
- Piecewise linear functions
 - determined by values at vertices



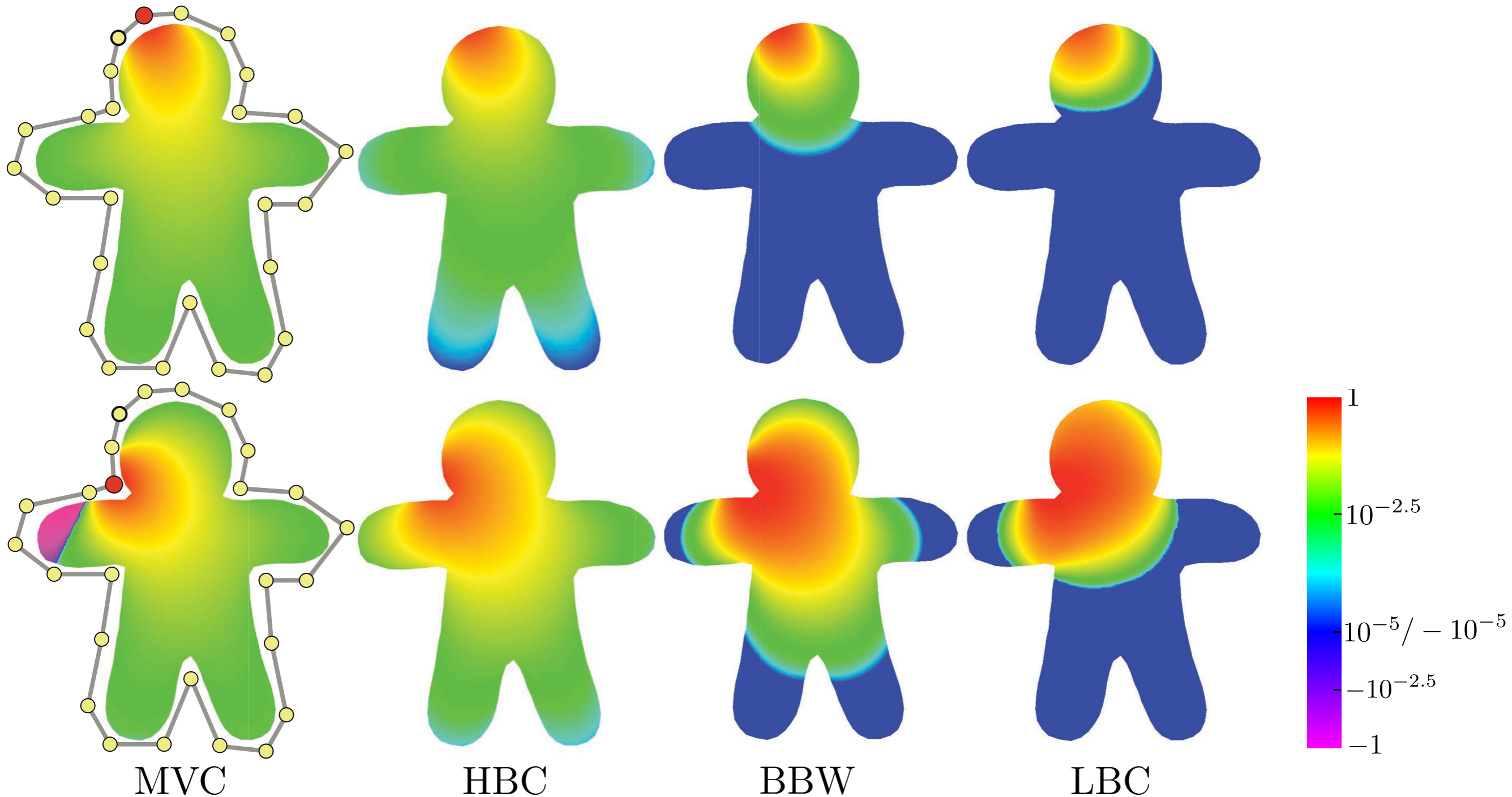
Numerical Optimization

- Discretization: triangulated domain
- Piecewise linear functions
 - determined by values at vertices



Convex optimization for
values at interior vertices

Comparison

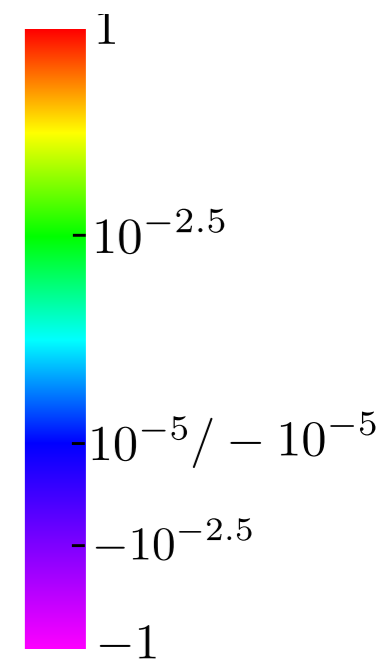
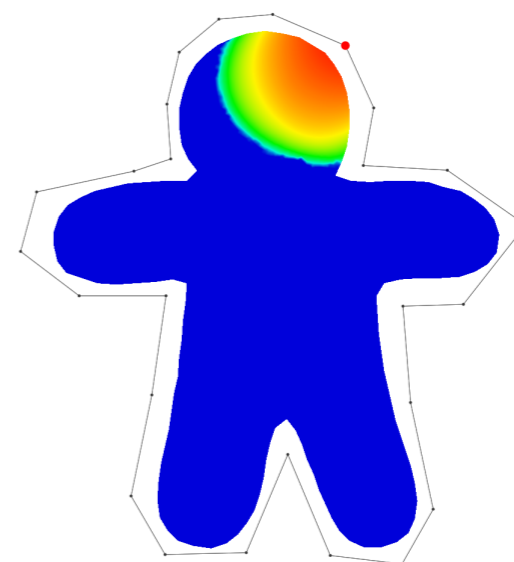
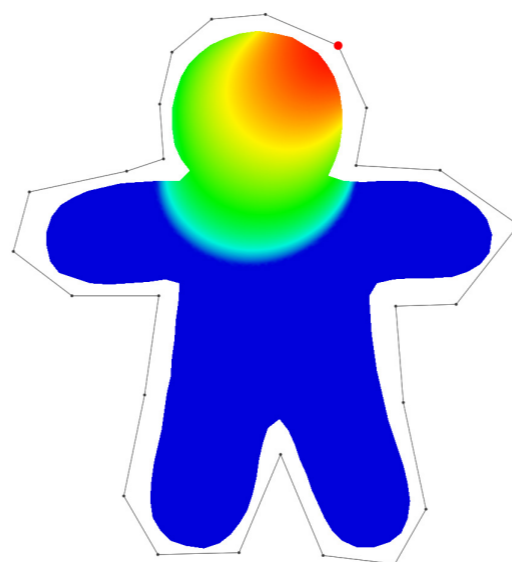
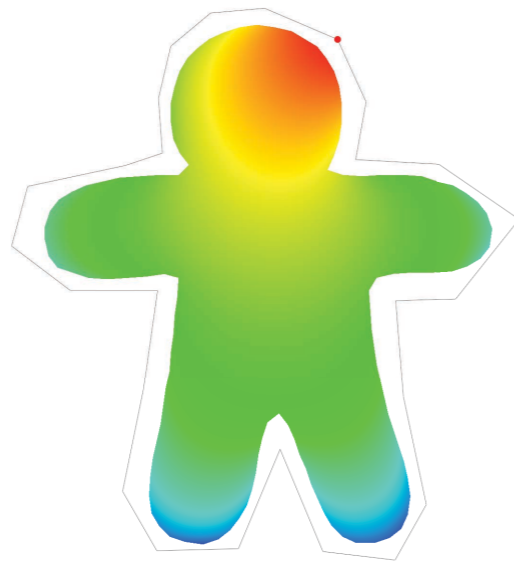
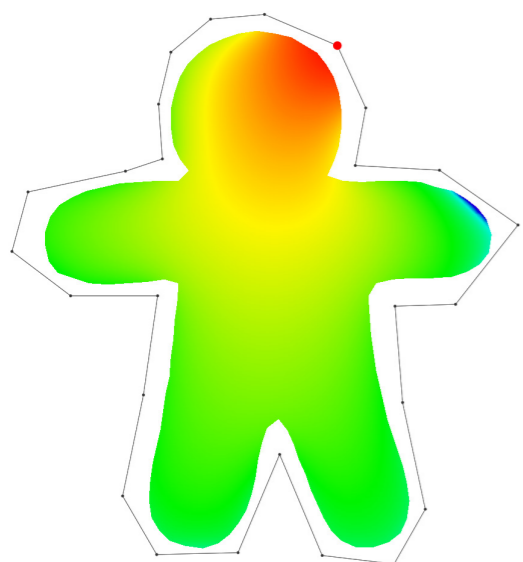
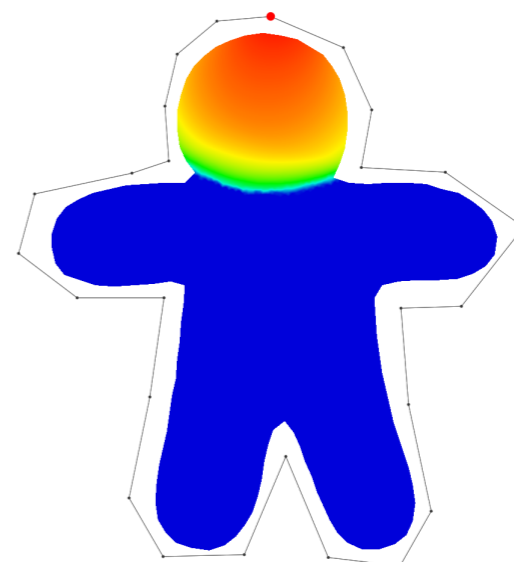
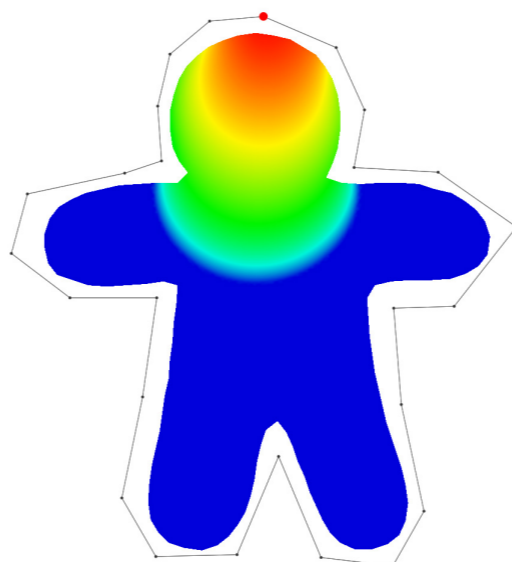
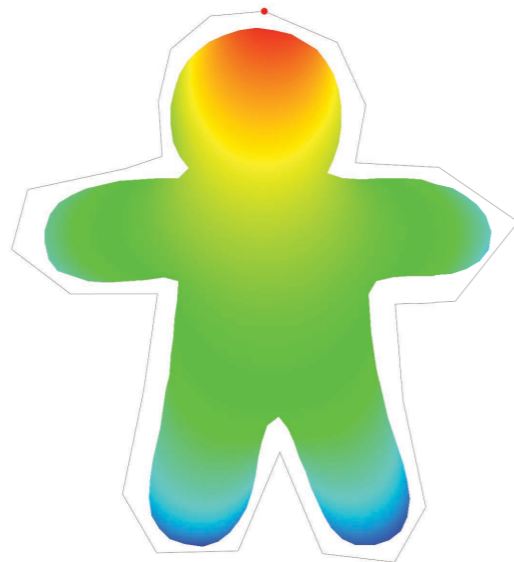
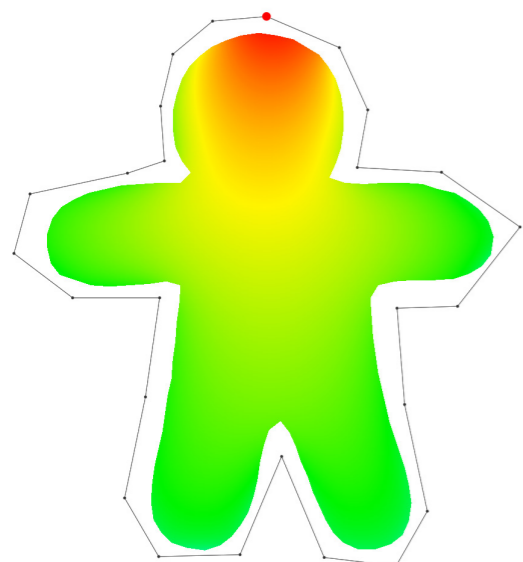
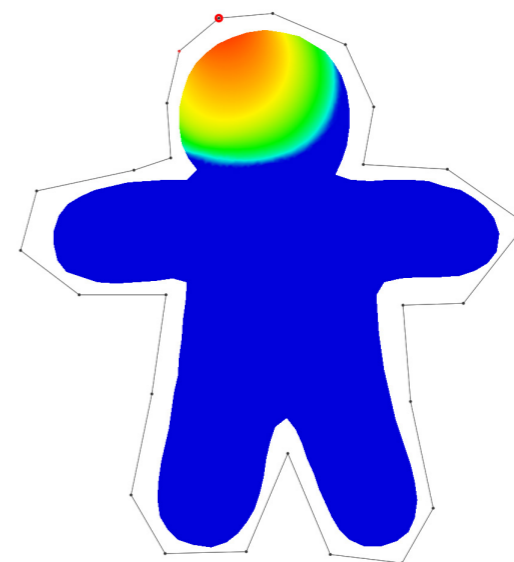
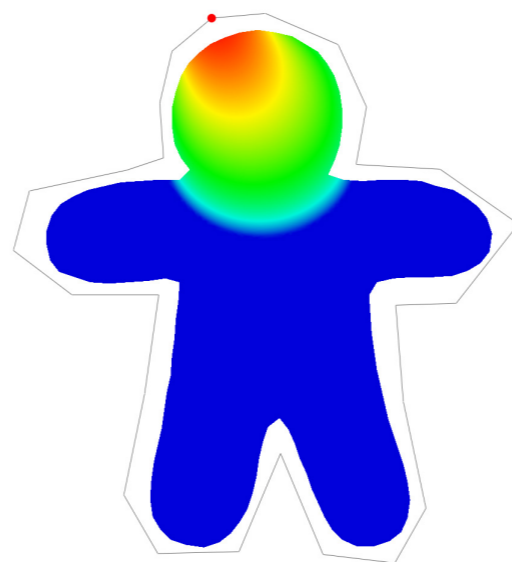
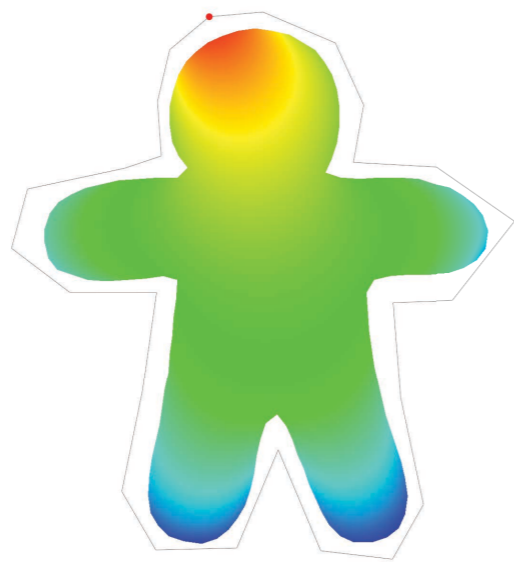
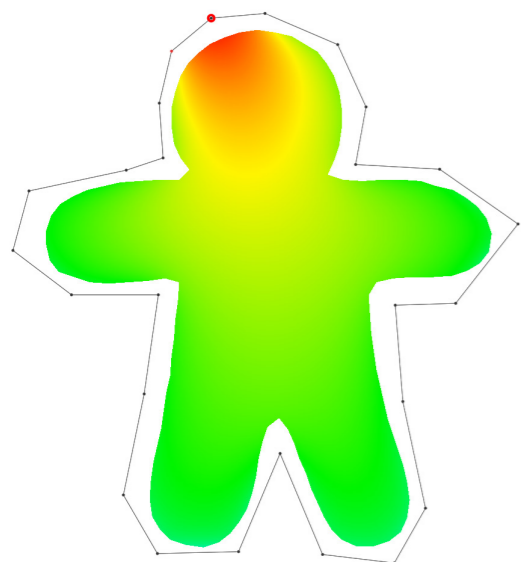


MVC

HBC

BBW

LBC





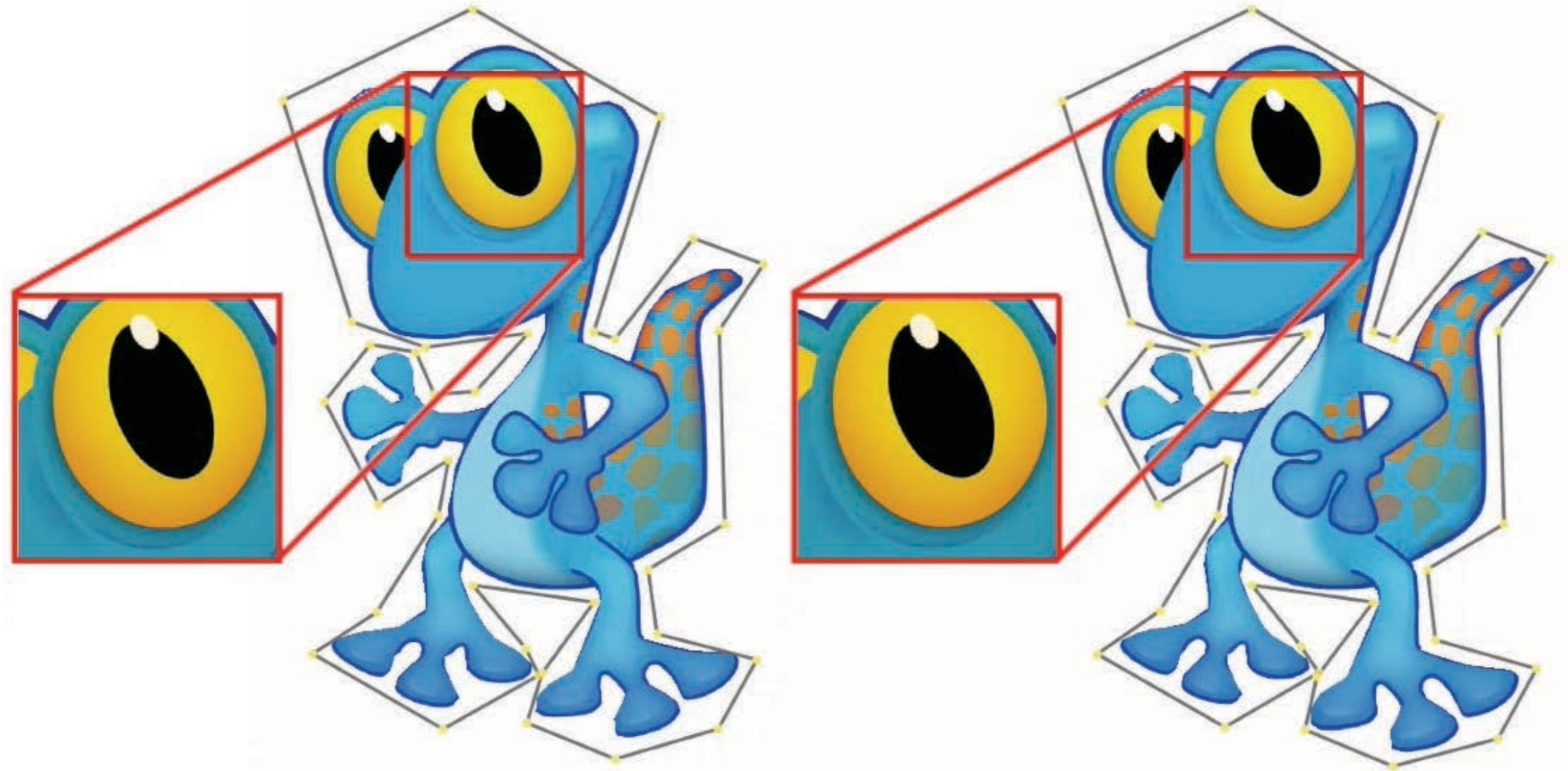
MVC



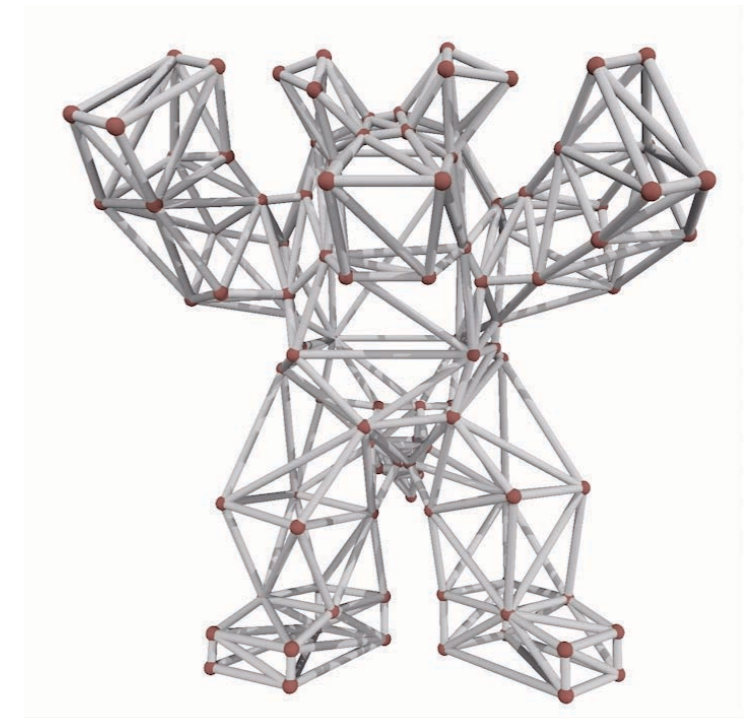
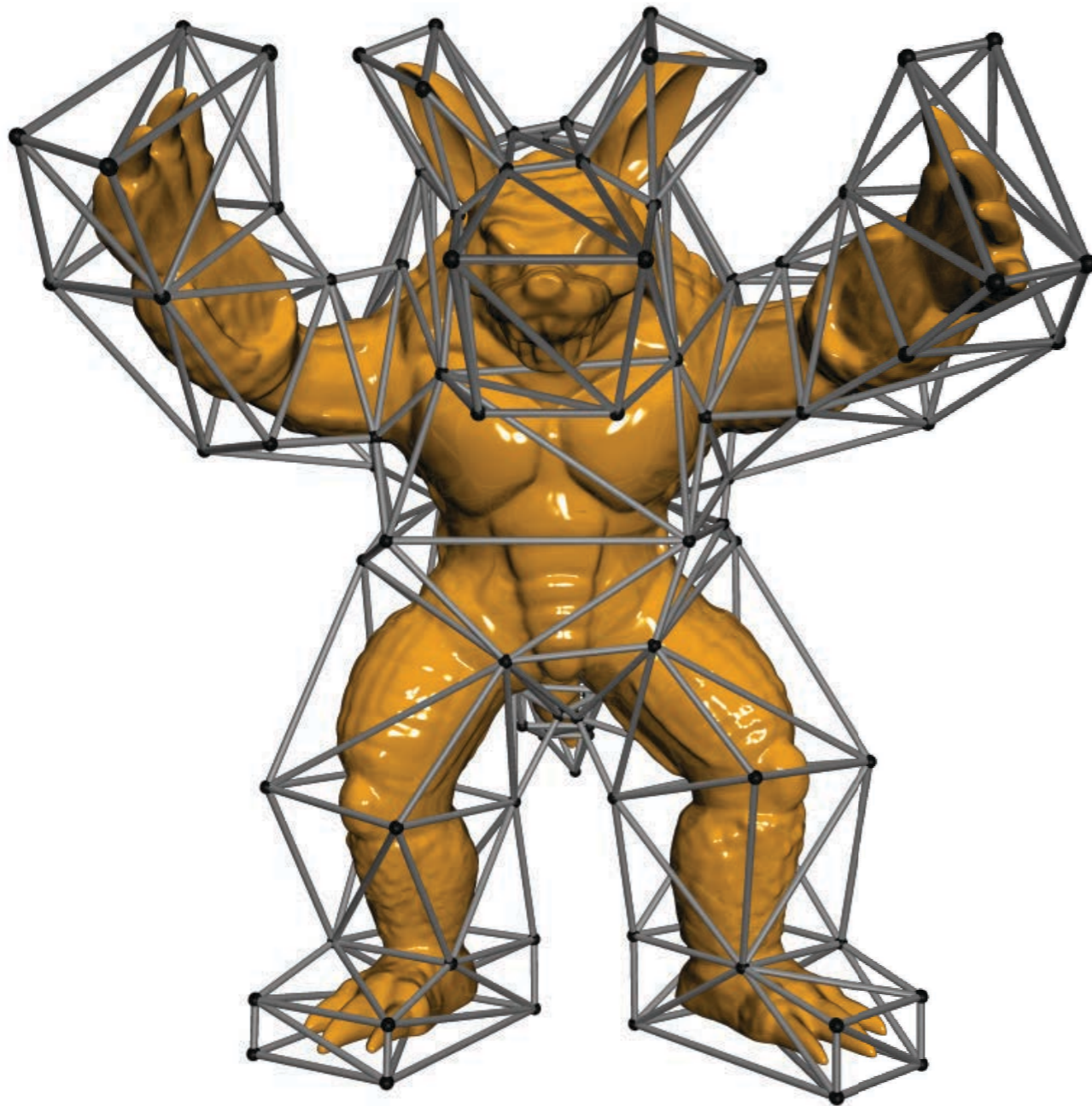
LBC

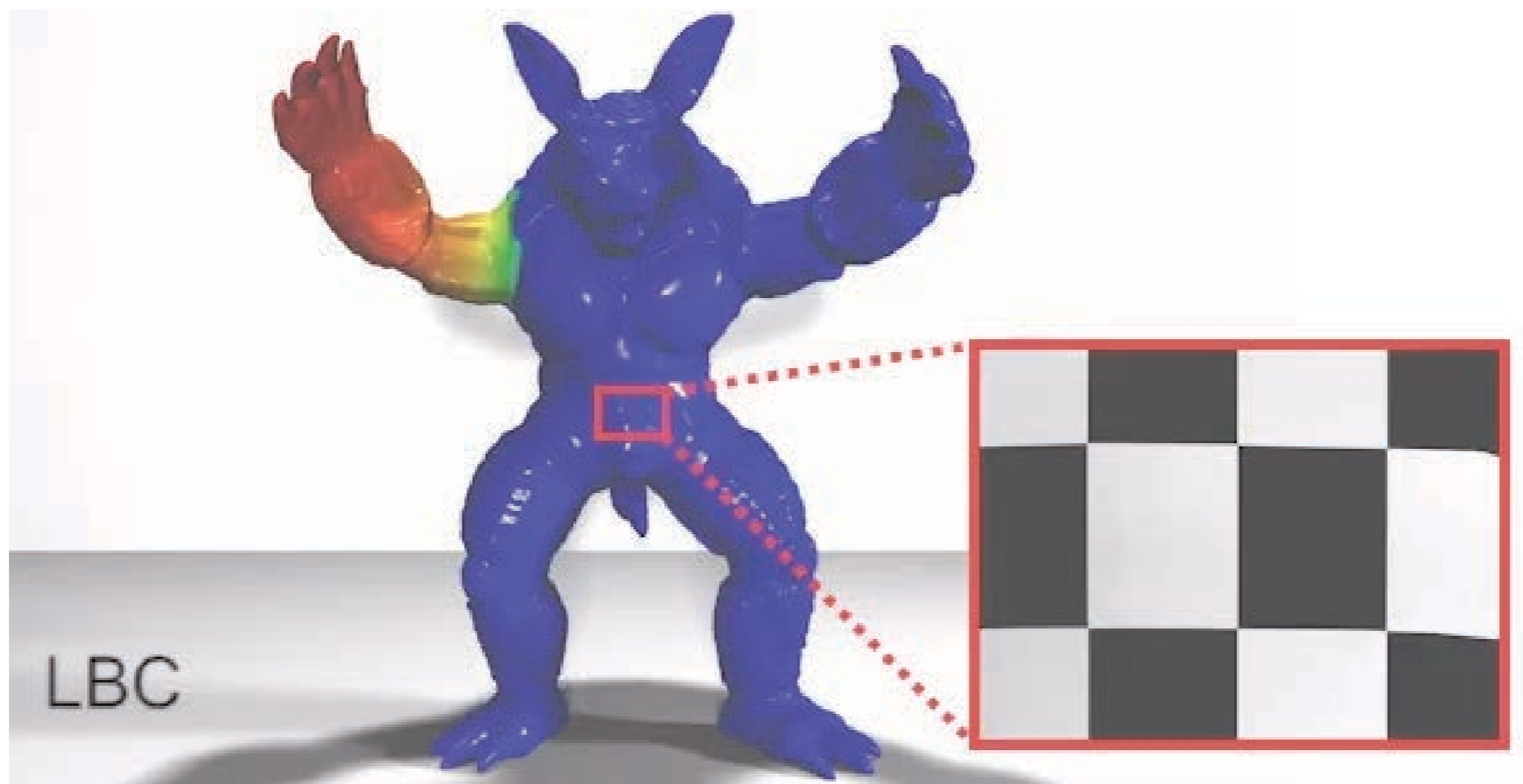
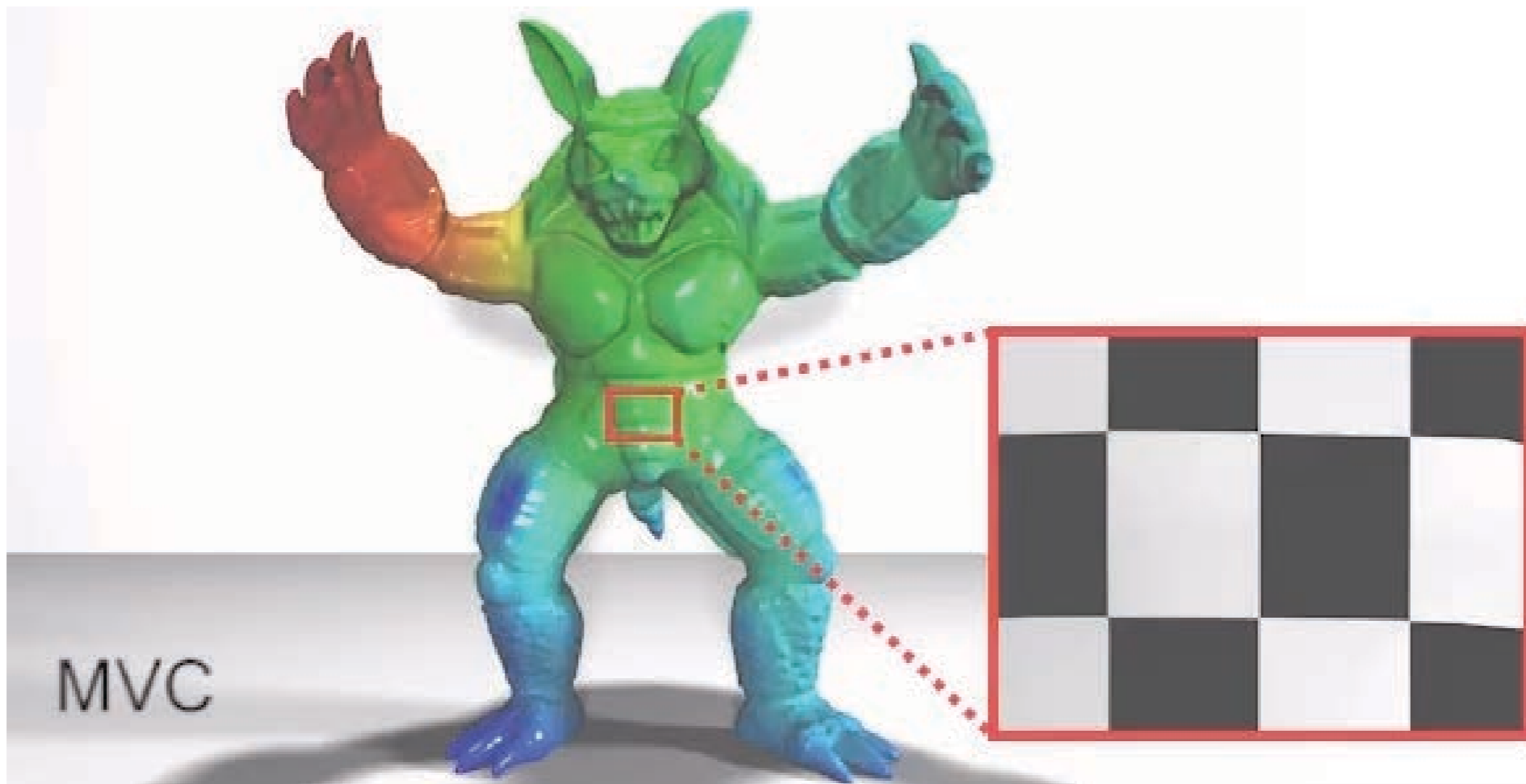
MVC

LBC

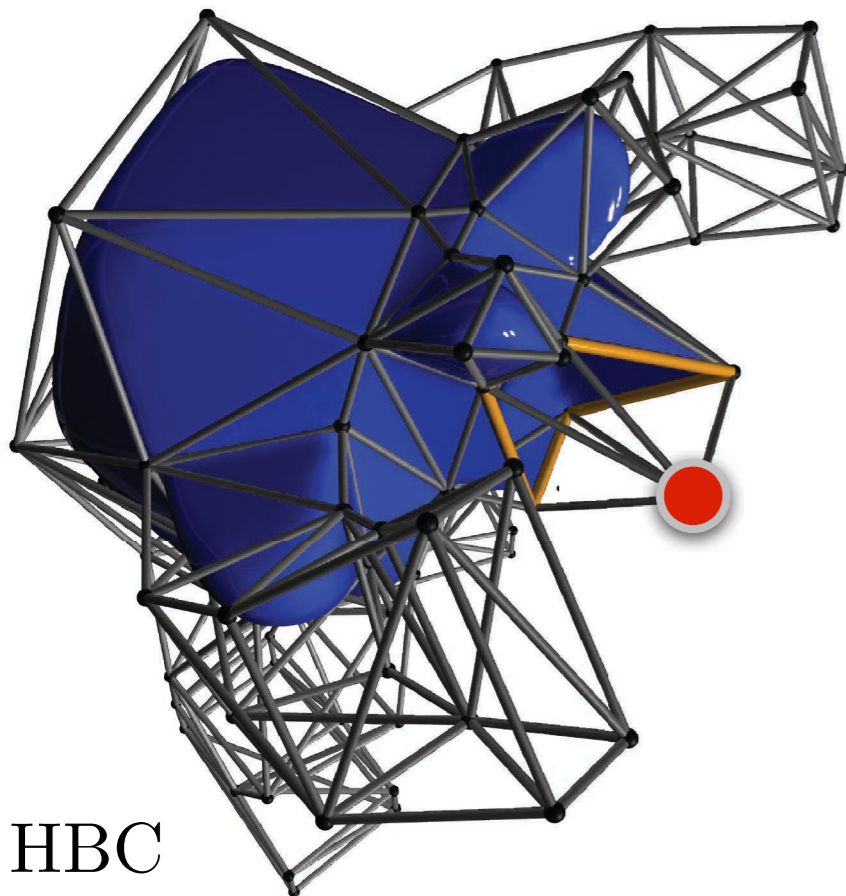
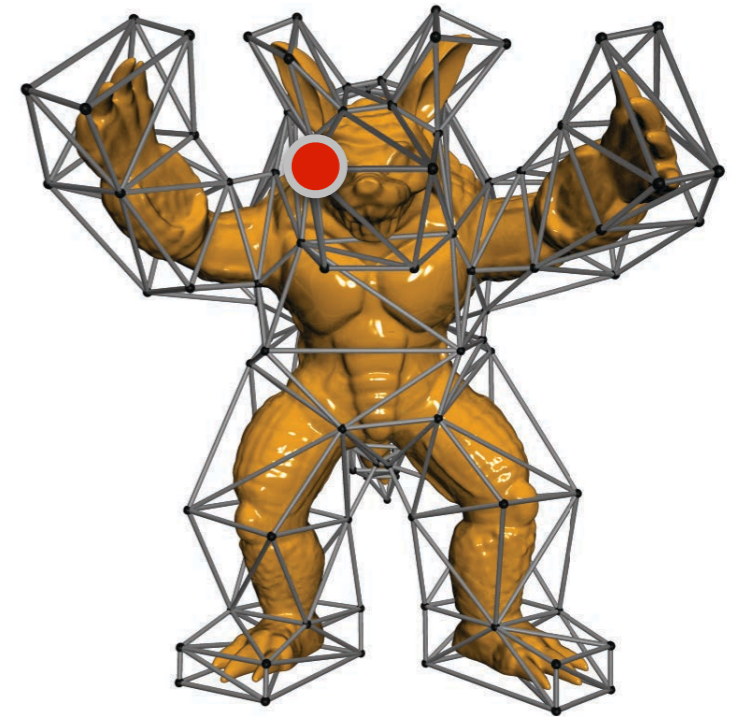


3D Example

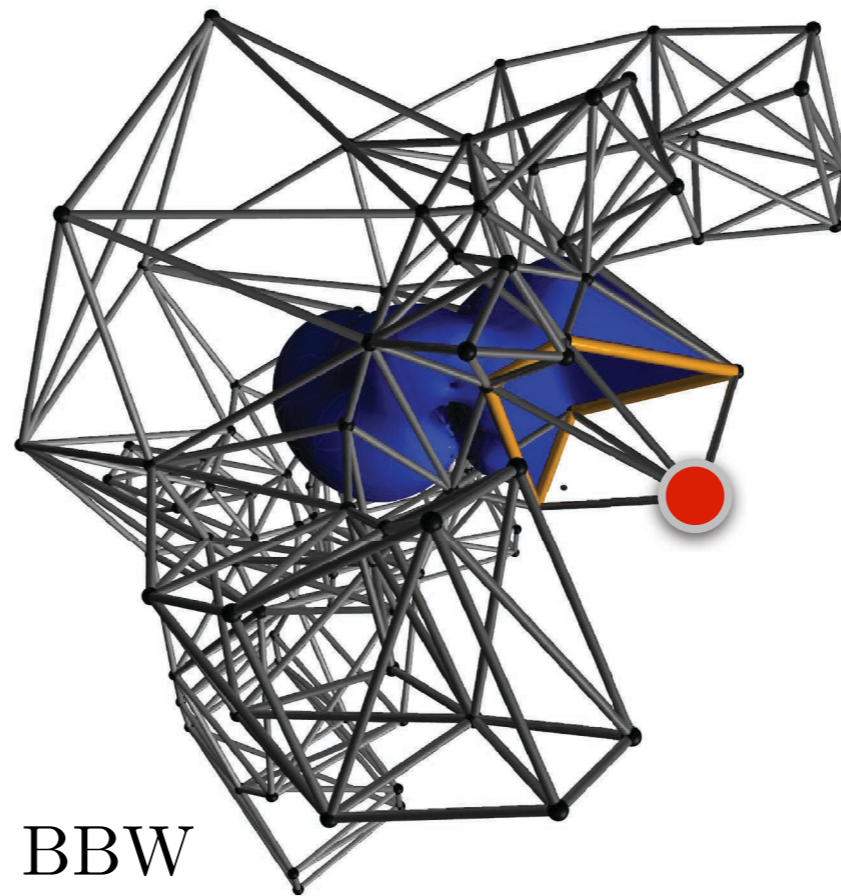




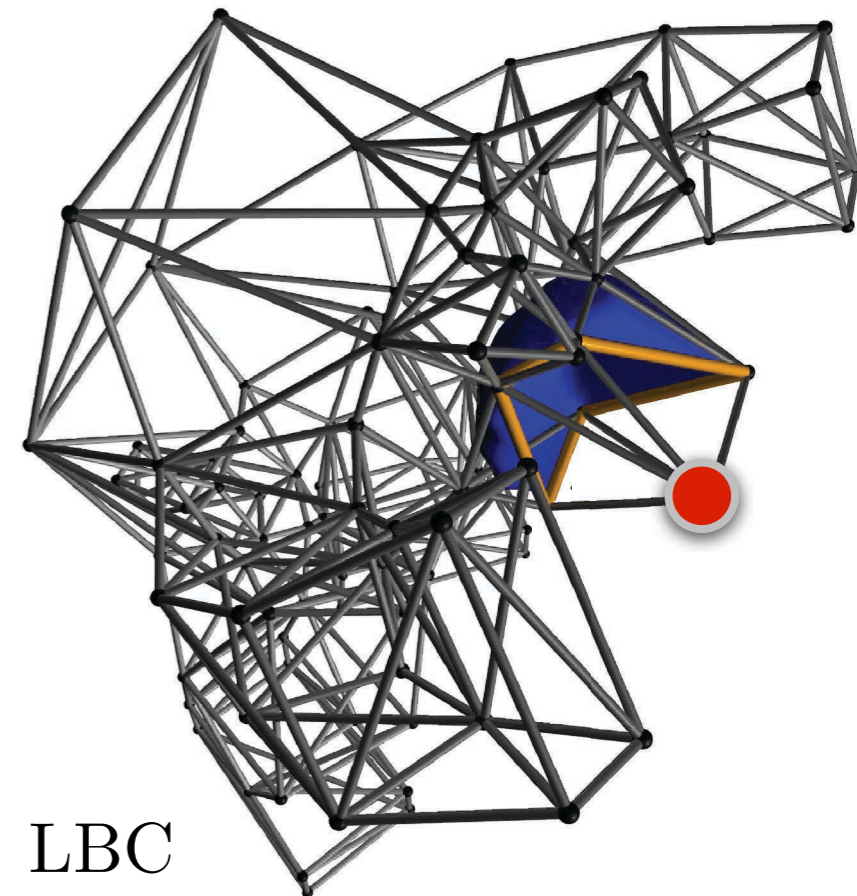
Superlevel set of $10^{-3}/n$



HBC



BBW



LBC

Weight Reduction

- Cage based deformation: matrix multiplication

$$\mathbf{W} \mathbf{C} = \mathbf{P}$$

Weight Reduction

new positions of
control points

$$\mathbf{W} \mathbf{C} = \mathbf{P}$$

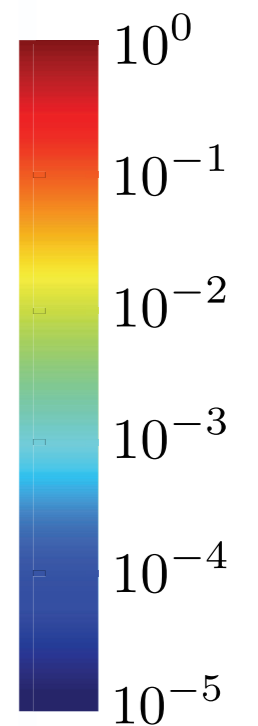
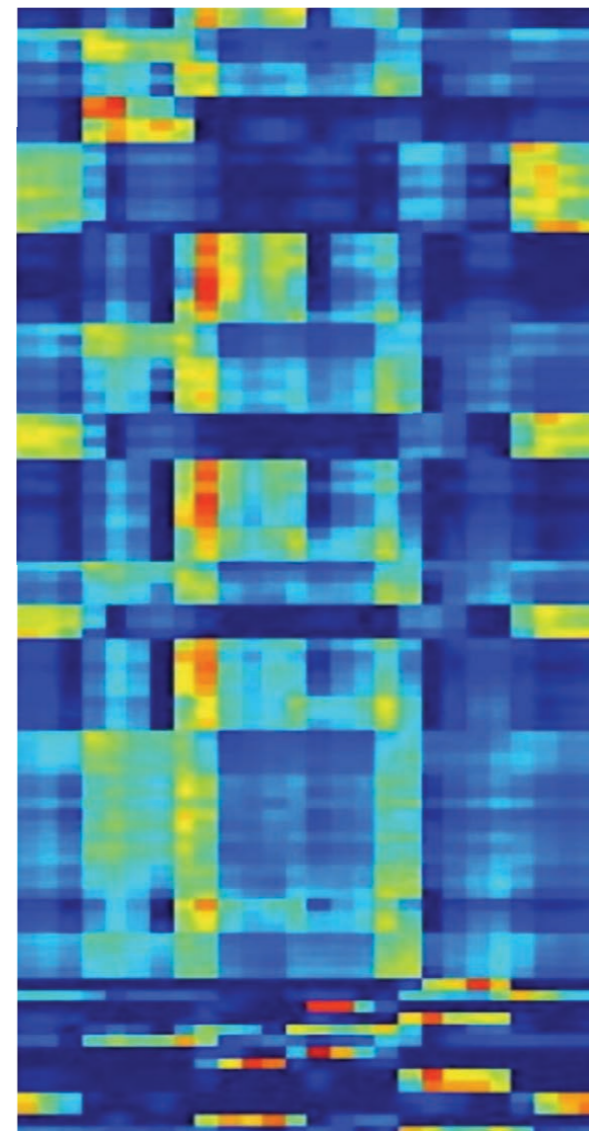
barycentric coordinates of
sample points

new positions of
sample points

Weight Reduction

- Global influence: dense matrix

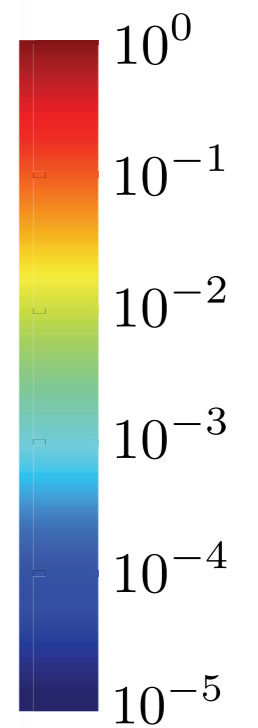
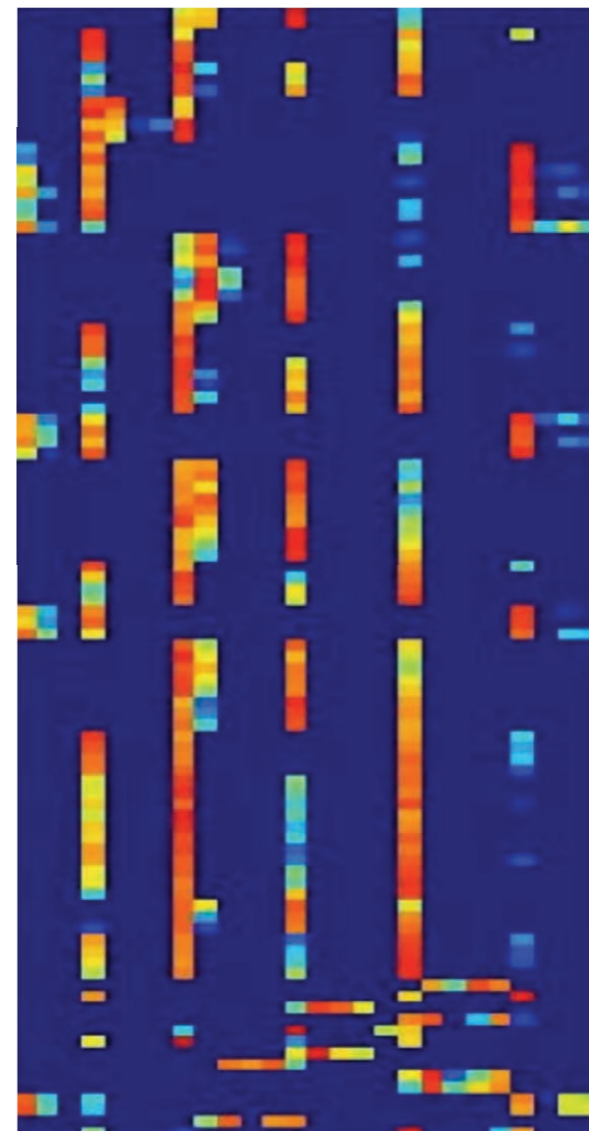
W :



Weight Reduction

- Local influence: sparse matrix

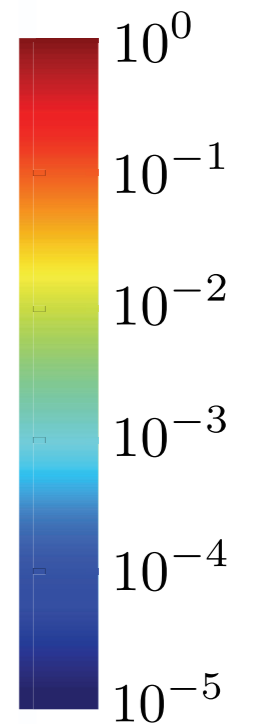
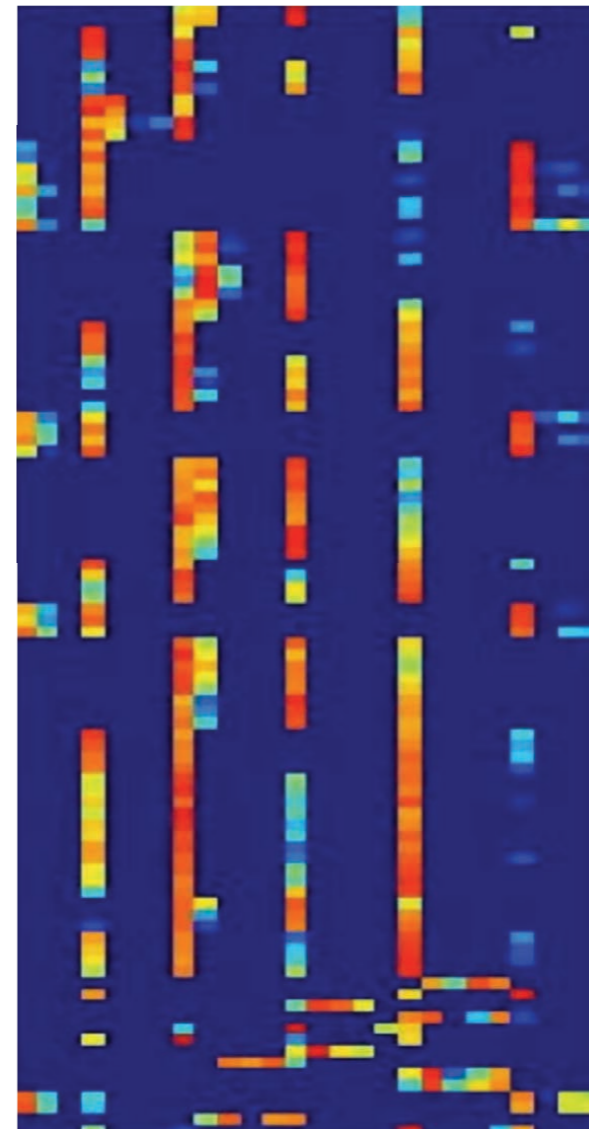
W :



Weight Reduction

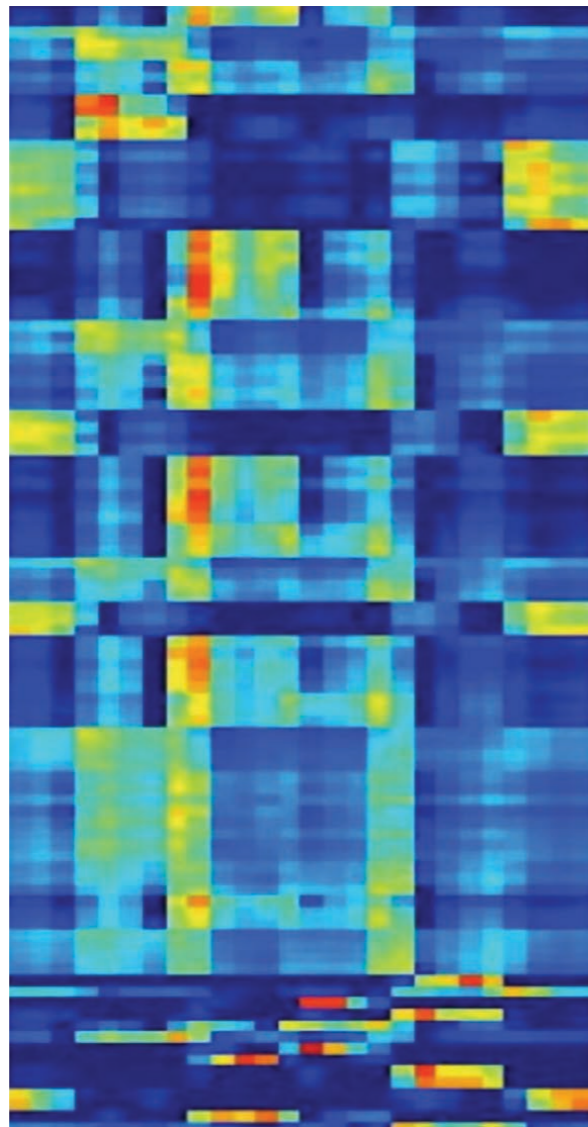
- Local influence: sparse matrix
 - lower memory footprint
 - faster multiplication

W :



Weight Reduction

- Store LBC values



Memory Storage

Deformation Time

100%

MVC

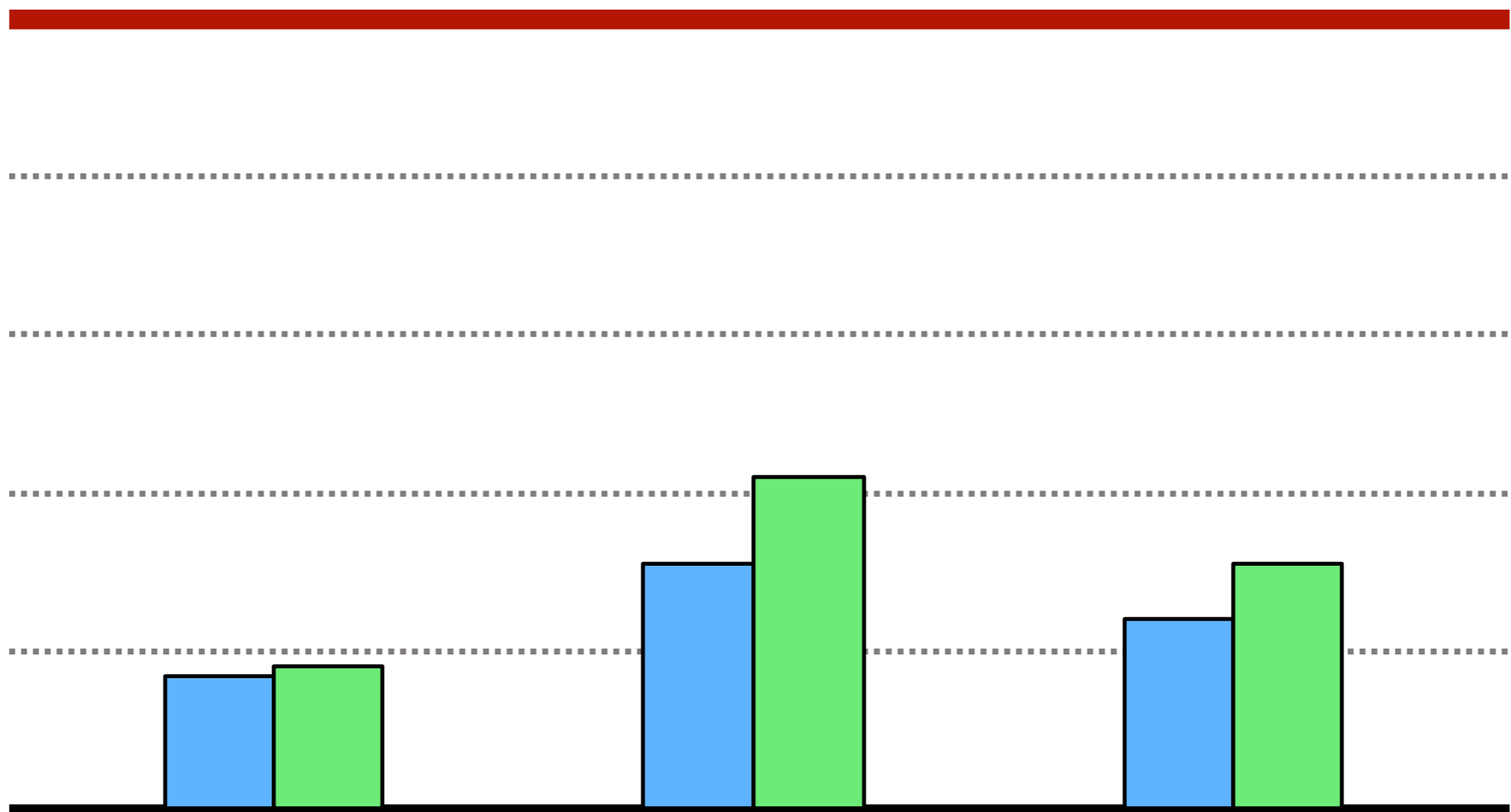
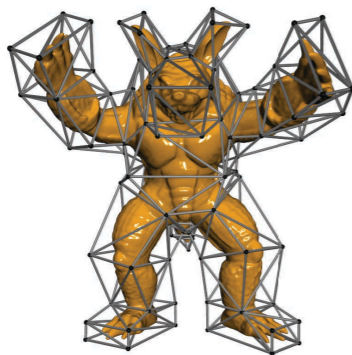
80%

60%

40%

20%

0%



Limitation

- Less smoothness: C^1 almost everywhere



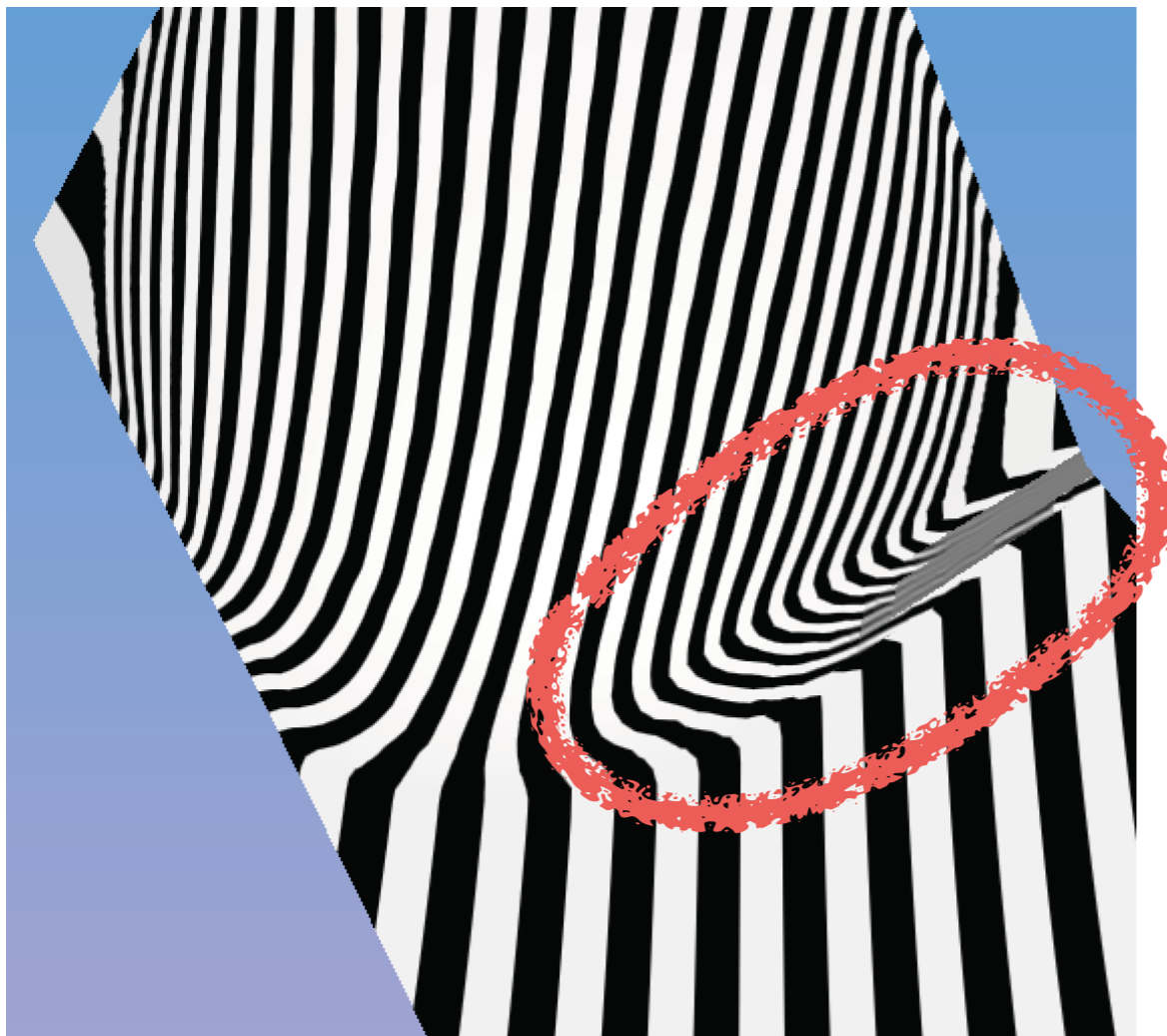
LBC



BBW

Limitation

- Less smoothness: C^1 almost everywhere



LBC

Conclusion

- Local barycentric coordinates by convex optimization
- Total variation induces locality via superlevel set perimeters

Future Work

- Higher order continuity
- Fundamental question: how local can smooth barycentric coordinates become?

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Thank You!



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