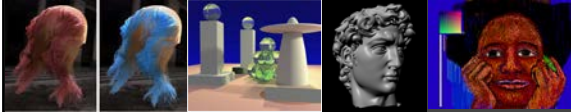


Advanced Computer Graphics

CSE 163 [Spring 2017], Lecture 7

Ravi Ramamoorthi

<http://www.cs.ucsd.edu/~ravr>



To Do

- Assignment 1, Due Apr 28
 - Any last minute issues or difficulties?
- Starting Geometry Processing
 - Assignment 2 due May 19
 - This lecture starts discussing relevant content
 - Please START EARLY. Can do most after this week
 - Contact us for difficulties, help finding partners etc.

Motivation

- A polygon mesh is a collection of triangles
- We want to do operations on these triangles
 - E.g. walk across the mesh for simplification
 - Display for rendering
 - Computational geometry
- Best representations (mesh data structures)?
 - Compactness
 - Generality
 - Simplicity for computations
 - Efficiency

Mesh Data Structures

Desirable Characteristics 1

- Generality – from most general to least
 - Polygon soup
 - Only triangles
 - 2-manifold: ≤ 2 triangles per edge
 - Orientable: consistent CW / CCW winding
 - Closed: no boundary
- Compact storage

Mesh Data Structures

Desirable characteristics 2

- Efficient support for operations:
 - Given face, find its vertices
 - Given vertex, find faces touching it
 - Given face, find neighboring faces
 - Given vertex, find neighboring vertices
 - Given edge, find vertices and faces it touches
- These are adjacency operations important in mesh simplification (homework), many other applications

Outline

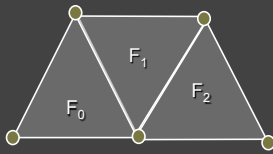
- *Independent faces*
- *Indexed face set*
- Adjacency lists
- Winged-edge
- Half-edge

Overview of mesh decimation and simplification

Independent Faces

Faces list vertex coordinates

- Redundant vertices
- No topology information

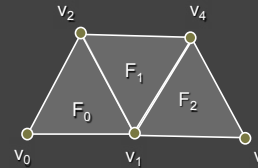


Face Table

$F_0: (x_0, y_0, z_0), (x_1, y_1, z_1), (x_2, y_2, z_2)$
 $F_1: (x_3, y_3, z_3), (x_4, y_4, z_4), (x_5, y_5, z_5)$
 $F_2: (x_6, y_6, z_6), (x_7, y_7, z_7), (x_8, y_8, z_8)$

Indexed Face Set

- Faces list vertex references – “shared vertices”
- Commonly used (e.g. OFF file format itself)
- Augmented versions simple for mesh processing



Vertex Table

$v_0: (x_0, y_0, z_0)$
 $v_1: (x_1, y_1, z_1)$
 $v_2: (x_2, y_2, z_2)$
 $v_3: (x_3, y_3, z_3)$
 $v_4: (x_4, y_4, z_4)$

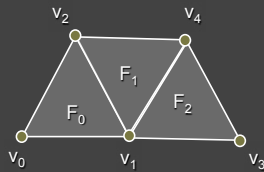
Face Table

$F_0: 0, 1, 2$
 $F_1: 1, 4, 2$
 $F_2: 1, 3, 4$

Note CCW ordering

Indexed Face Set

- Storage efficiency?
- Which operations supported in $O(1)$ time?



Vertex Table

$v_0: (x_0, y_0, z_0)$
 $v_1: (x_1, y_1, z_1)$
 $v_2: (x_2, y_2, z_2)$
 $v_3: (x_3, y_3, z_3)$
 $v_4: (x_4, y_4, z_4)$

Face Table

$F_0: 0, 1, 2$
 $F_1: 1, 4, 2$
 $F_2: 1, 3, 4$

Note CCW ordering

Efficient Algorithm Design

- Can *sometimes* design algorithms to compensate for operations not supported by data structures
- Example: per-vertex normals
 - Average normal of faces touching each vertex
 - With indexed face set, vertex $\rightarrow$ face is $O(n)$
 - Naive algorithm for all vertices: $O(n^2)$
 - Can you think of an $O(n)$ algorithm?

Efficient Algorithm Design

- Can *sometimes* design algorithms to compensate for operations not supported by data structures
- Example: per-vertex normals
 - Average normal of faces touching each vertex
 - With indexed face set, vertex $\rightarrow$ face is $O(n)$
 - Naive algorithm for all vertices: $O(n^2)$
 - Can you think of an $O(n)$ algorithm?
- Useful to augment with vertex $\rightarrow$ face adjacency
 - For all vertices, find adjacent faces as well
 - Can be implemented while simply looping over faces

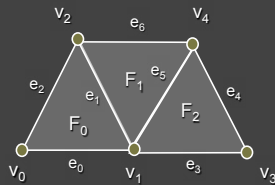
Outline

- Independent faces
- Indexed face set
- Adjacency lists
- Winged-edge
- Half-edge

Overview of mesh decimation and simplification

Full Adjacency Lists

- Store all vertex, face, and edge adjacencies



Edge Adjacency Table

$e_0: v_0, v_1; F_0, \emptyset; \emptyset, e_2, e_1, \emptyset$
 $e_1: v_1, v_2; F_0, F_1; e_5, e_0, e_2, e_6$
 $\vdots$

Face Adjacency Table

$F_0: v_0, v_1, v_2; F_1, \emptyset, \emptyset; e_0, e_2, e_1$
 $F_1: v_1, v_2, v_4; \emptyset, F_0, F_2; e_5, e_1, e_6$
 $F_2: v_1, v_3, v_4; \emptyset, F_1, \emptyset; e_4, e_5, e_3$

Vertex Adjacency Table

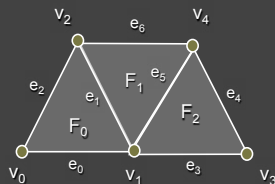
$v_0: v_1, v_2; F_0; e_0, e_2$
 $v_1: v_3, v_4, v_2, v_0; F_2, F_1, F_0; e_3, e_5, e_1, e_0$
 $\vdots$

Full adjacency: Issues

- Garland and Heckbert claim they do this
- Easy to find stuff
- Issue is storage
- And updating everything once you do something like an edge collapse for mesh simplification
- I recommend you implement something simpler (like indexed face set plus vertex to face adjacency)

Partial Adjacency Lists

- Store some adjacencies, use to derive others
- Many possibilities...



Edge Adjacency Table

$e_0: v_0, v_1; F_0, \emptyset; \emptyset, e_2, e_1, \emptyset$
 $e_1: v_1, v_2; F_0, F_1; e_5, e_0, e_2, e_6$
 $\vdots$

Face Adjacency Table

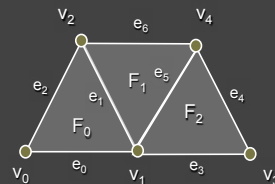
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 $F_2: v_1, v_3, v_4; \emptyset, F_1, \emptyset; e_4, e_5, e_3$

Vertex Adjacency Table

$v_0: v_1, v_2; F_0; e_0, e_2$
 $v_1: v_3, v_4, v_2, v_0; F_2, F_1, F_0; e_3, e_5, e_1, e_0$
 $\vdots$

Partial Adjacency Lists

- Some combinations only make sense for closed manifolds



Edge Adjacency Table

$e_0: v_0, v_1; F_0, \emptyset; \emptyset, e_2, e_1, \emptyset$
 $e_1: v_1, v_2; F_0, F_1; e_5, e_0, e_2, e_6$
 $\vdots$

Face Adjacency Table

$F_0: v_0, v_1, v_2; F_1, \emptyset, \emptyset; e_0, e_2, e_1$
 $F_1: v_1, v_2, v_4; \emptyset, F_0, F_2; e_5, e_1, e_6$
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Vertex Adjacency Table

$v_0: v_1, v_2; F_0; e_0, e_2$
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Outline

- Independent faces
- Indexed face set
- Adjacency lists
- Winged-edge
- Half-edge

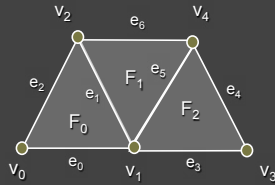
Overview of mesh decimation and simplification

Winged, Half Edge Representations

- Idea is to associate information with edges
- Compact Storage
- Many operations efficient
- Allow one to walk around mesh
- Usually general for arbitrary polygons (not triangles)
- But implementations can be complex with special cases relative to simple indexed face set++ or partial adjacency table

Winged Edge

- Most data stored at edges
- Vertices, faces point to one edge each



Edge Adjacency Table

$e_0: v_0, v_1; F_0, \emptyset; \emptyset, e_2, e_1, \emptyset$
 $e_1: v_1, v_2; F_0, F_1; e_5, e_0, e_2, e_6$
 $\vdots$

Face Adjacency Table

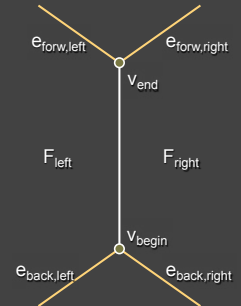
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 $F_2: v_1, v_3, v_4; \emptyset, F_1, \emptyset; e_4, e_3, e_6$
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Vertex Adjacency Table

$v_0: v_1, v_2; F_0, e_0, e_1$
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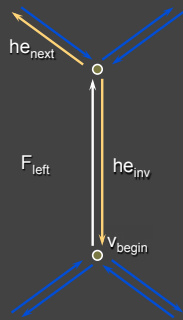
Winged Edge

- Each edge stores 2 vertices, 2 faces, 4 edges – fixed size
- Enough information to completely “walk around” faces or vertices
- Think how to implement
 - Walking around vertex
 - Finding neighborhood of face
 - Other ops for simplification



Half Edge

- Instead of single edge, 2 directed “half edges”
- Makes some operations more efficient
- Walk around face very easily (each face need only store one pointer)

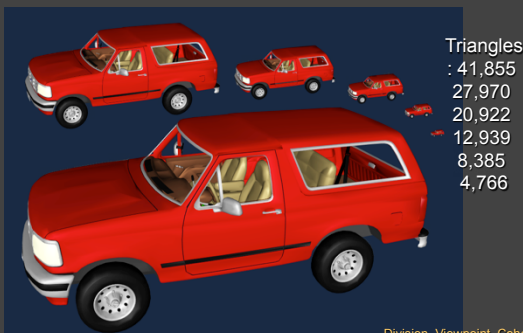


Outline

- Independent faces
- Indexed face set
- Adjacency lists
- Winged-edge
- Half-edge

Overview of mesh decimation and simplification

Mesh Decimation



Triangles
 : 41,855
 27,970
 20,922
 12,939
 8,385
 4,766

Division, Viewpoint, Cohen

Mesh Decimation

- Reduce number of polygons
 - Less storage
 - Faster rendering
 - Simpler manipulation
- Desirable properties
 - Generality
 - Efficiency
 - Produces “good” approximation



Michelangelo's St. Matthew
 Original model: ~400M polygons

Primitive Operations

Simplify model a bit at a time by removing a few faces

- Repeated to simplify whole mesh

Types of operations

- Vertex cluster
- Vertex remove
- Edge collapse (main operation used in assignment)

Vertex Cluster

- Method
 - Merge vertices based on proximity
 - Triangles with repeated vertices can collapse to edges or points
- Properties
 - General and robust
 - Can be unattractive if results in topology change



Vertex Remove

- Method
 - Remove vertex and adjacent faces
 - Fill hole with new triangles (reduction of 2)
- Properties
 - Requires manifold surface, preserves topology
 - Typically more attractive
 - Filling hole well not always easy



Edge Collapse

- Method
 - Merge two edge vertices to one
 - Delete degenerate triangles
- Properties
 - Special case of vertex cluster
 - Allows smooth transition
 - Can change topology



Mesh Decimation/Simplification

Typical: greedy algorithm

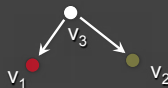
- Measure error of possible “simple” operations (primarily edge collapses)
- Place operations in queue according to error
- Perform operations in queue successively (depending on how much you want to simplify model)
- After each operation, re-evaluate error metrics

Geometric Error Metrics

- Motivation
 - Promote accurate 3D shape preservation
 - Preserve screen-space silhouettes and pixel coverage
- Types
 - Vertex-Vertex Distance
 - Vertex-Plane Distance
 - Point-Surface Distance
 - Surface-Surface Distance

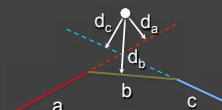
Vertex-Vertex Distance

- $E = \max(|v_3 - v_1|, |v_3 - v_2|)$
- Appropriate during topology changes
 - Rossignac and Borrel 93
 - Luebke and Erikson 97
- Loose for topology-preserving collapses



Vertex-Plane Distance

- Store set of planes with each vertex
 - Error based on distance from vertex to planes
 - When vertices are merged, merge sets
- Ronfard and Rossignac 96
 - Store plane sets, compute max distance
- Error Quadrics – Garland and Heckbert 97
 - Store quadric form, compute sum of squared distances



Point-Surface Distance

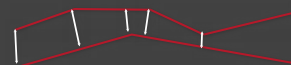
- For each original vertex, find closest point on simplified surface
- Compute sum of squared distances



Surface-Surface Distance

Compute or approximate maximum distance between input and simplified surfaces

- Tolerance Volumes - Guéziec 96
- Simplification Envelopes - Cohen/Varshney 96
- Hausdorff Distance - Klein 96
- Mapping Distance - Bajaj/Schikore 96, Cohen et al. 97



Geometric Error Observations

- Vertex-vertex and vertex-plane distance
 - Fast
 - Low error in practice, but not guaranteed by metric
- Surface-surface distance
 - Required for guaranteed error bounds



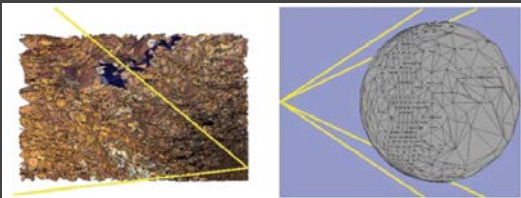
Mesh Simplification

Advanced Considerations

- Type of input mesh?
- Modifies topology?
- Continuous LOD?
- Speed vs. quality?

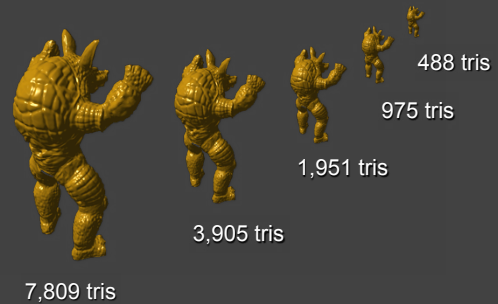
View-Dependent Simplification

- Simplify dynamically according to viewpoint
 - Visibility
 - Silhouettes
 - Lighting



Hoppe

Appearance Preserving



Caltech & Stanford Graphics Labs and Jonathan Cohen

Summary

- Many mesh data structures
 - Compact storage vs ease, efficiency of use
 - How fast and easy are key operations
- Mesh simplification
 - Reduce size of mesh in efficient quality-preserving way
 - Based on edge collapses mainly
- Choose appropriate mesh data structure
 - Efficient to update, edge-collapses are local
- Fairly modern ideas (last 15-20 years)
 - Think about some of it yourself, see papers given out
 - We will cover simplification, quadric metrics next