

Topological Dimension of Shapes from Discrete Samples

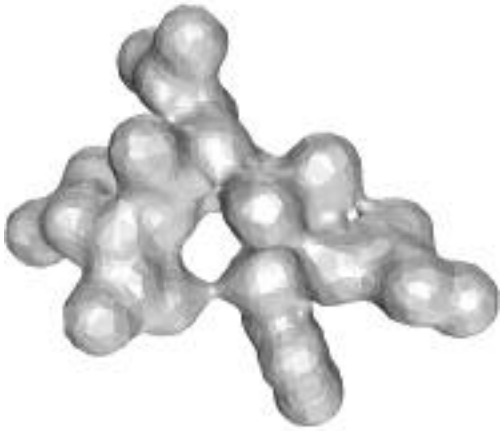
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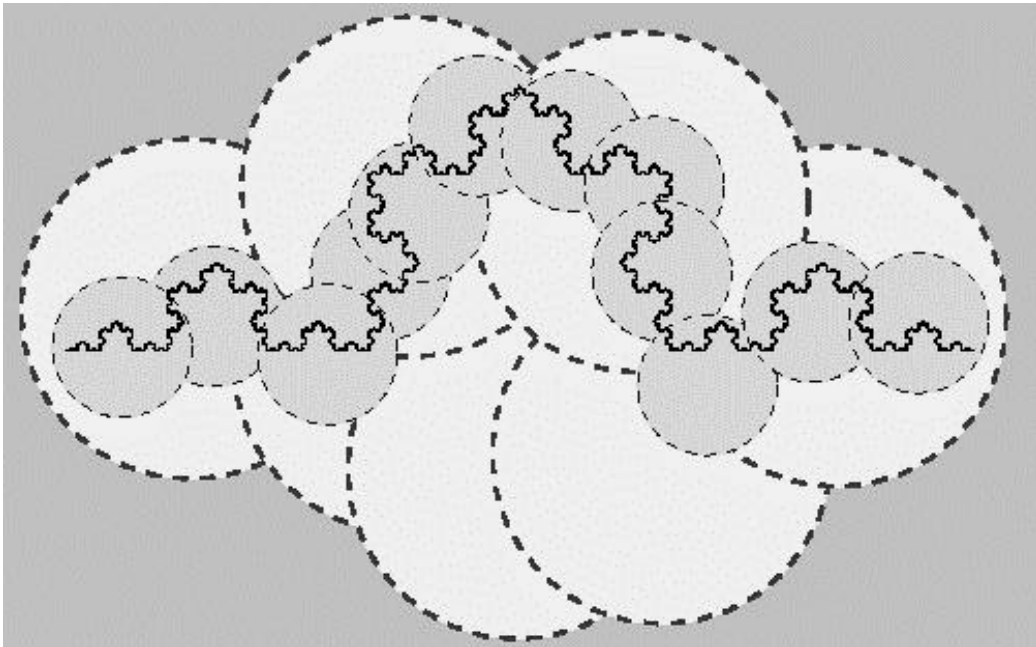
Shapes

- Shapes for us are smooth compact manifolds embedded in an Euclidean space.



Topological Dimension

- \mathcal{C} is a refinement of covering C of X
- X has topological dimension d if each point in X is covered with at most $d+1$ sets in \mathcal{C} and d is the smallest

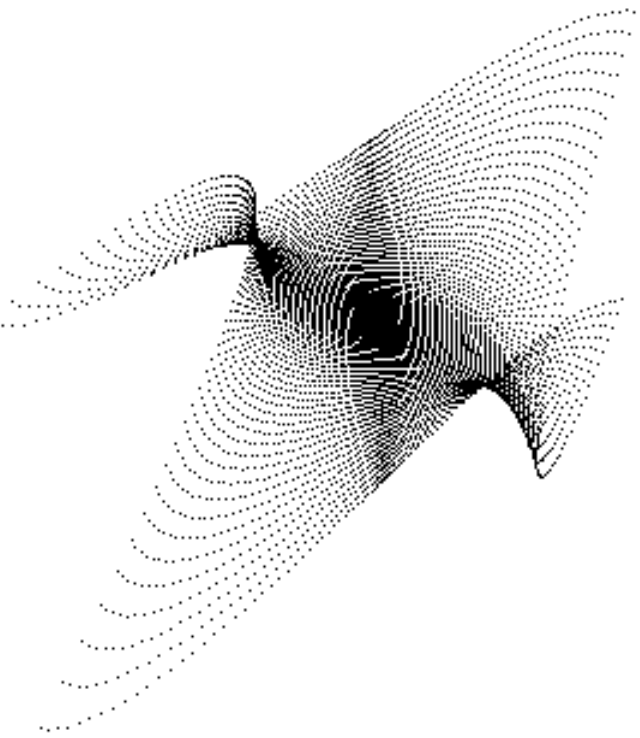


Koch curve:

Topological dimension

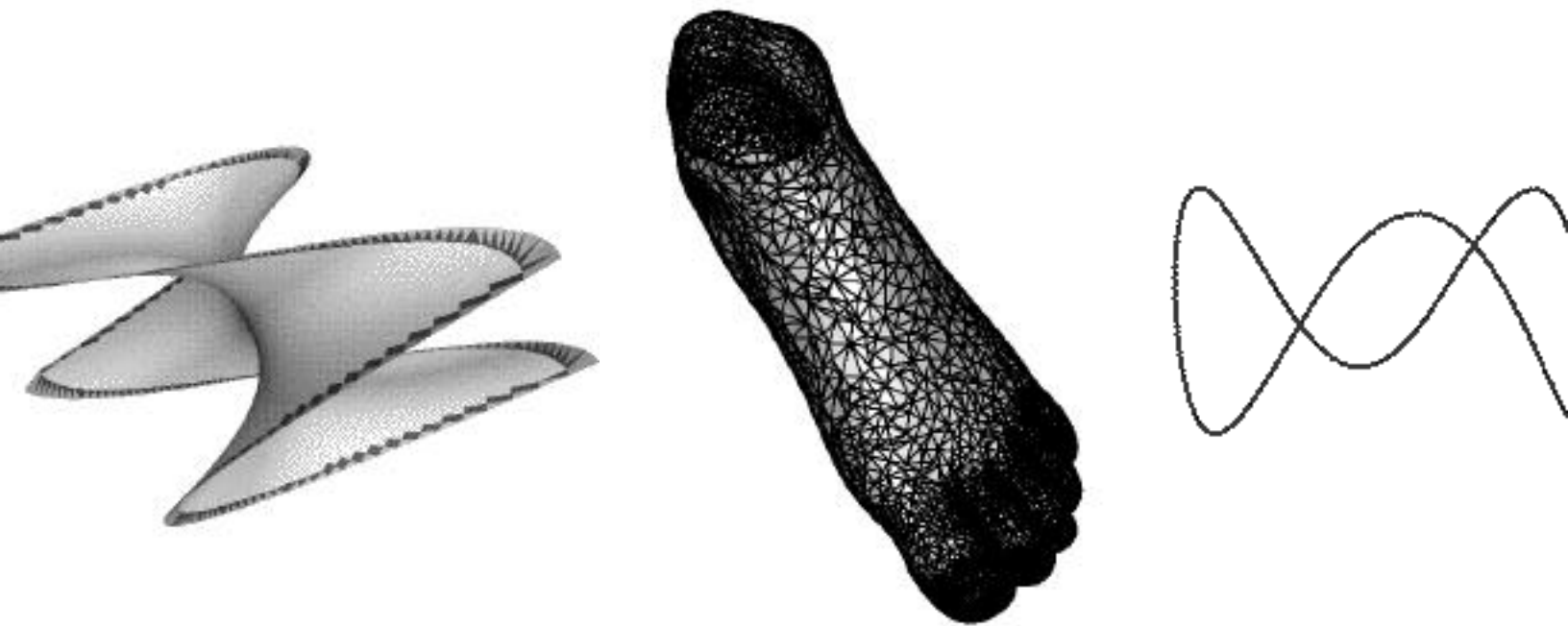
Fractal dimension: 1.26

Sampling



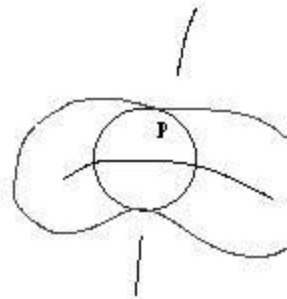
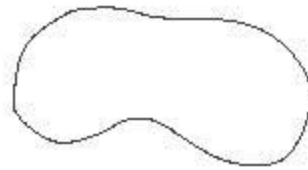
Motivations

- Manifold learning
- Shape reconstruction

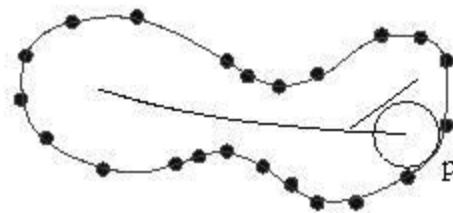


Local feature size and sampling

- Medial axis A
- Local feature size $f : \mathbb{R}^d \rightarrow \mathbb{R}$,
 $f(p)$ is the smallest distance to A

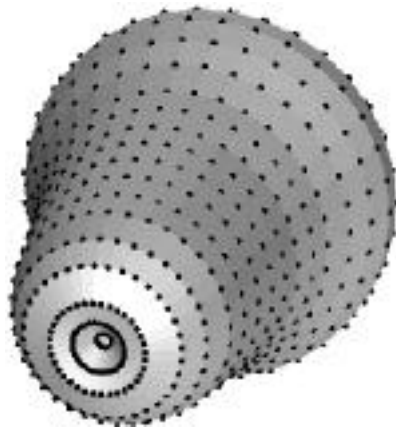


- ϵ -sampling [ABE98]
- $d(p)$: Euclidean distance of p to nearest sample



- $d(p)/f(p)$

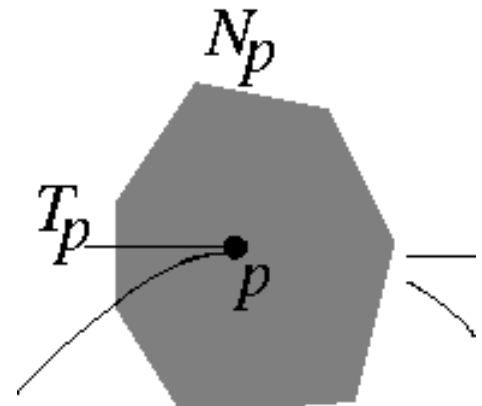
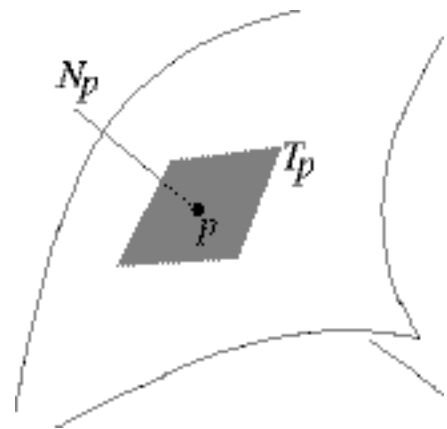
Sampling and Ambiguity



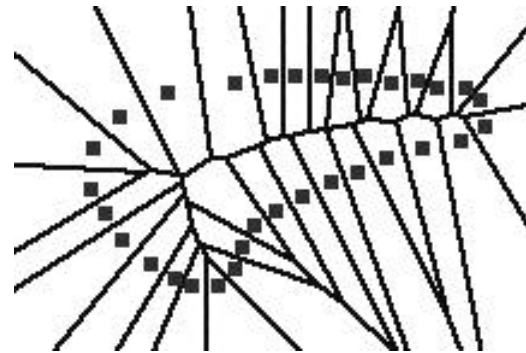
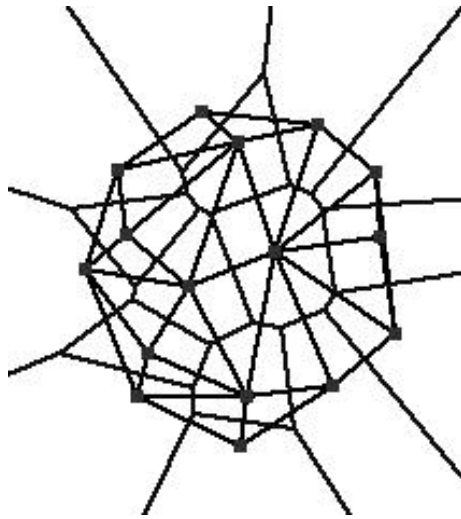
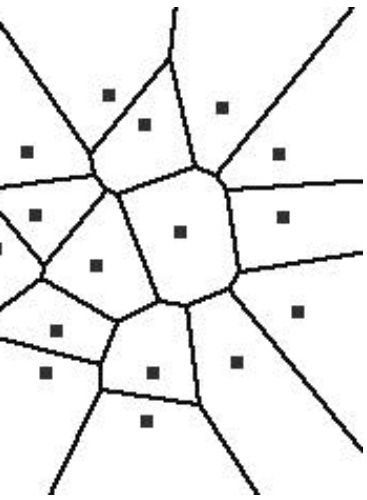
- (Δ, Δ) -sampling
- Δ -sampling and all samples are $> \Delta$ away
- $\Delta/2 < \Delta < \Delta$

Tangent and Normal Spaces

- Space spanned by tangents $T(p)$
- Space spanned by normals $N(p)$



Voronoi Diagram / Delaunay triangulation



Tangent and Normal Polytopes

- $T^\circ(p) = V(p) \quad T(p)$
- $N^\circ(p) = V(p) \quad N(p)$

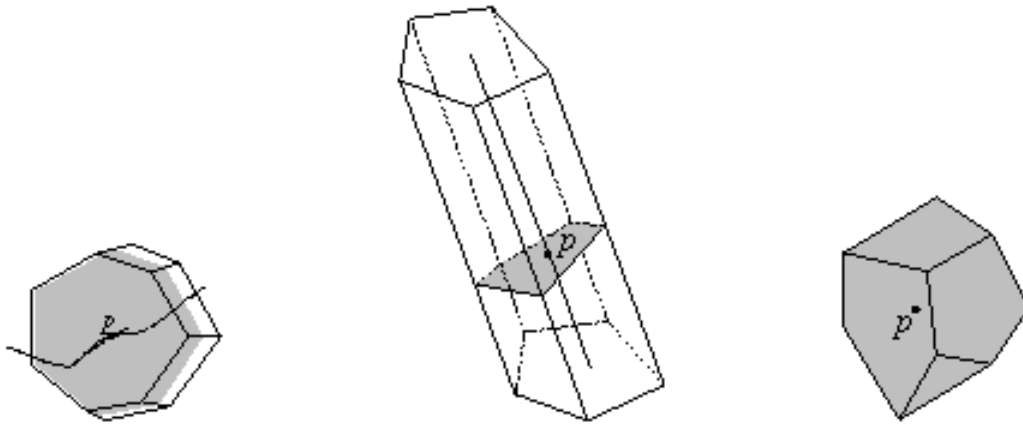
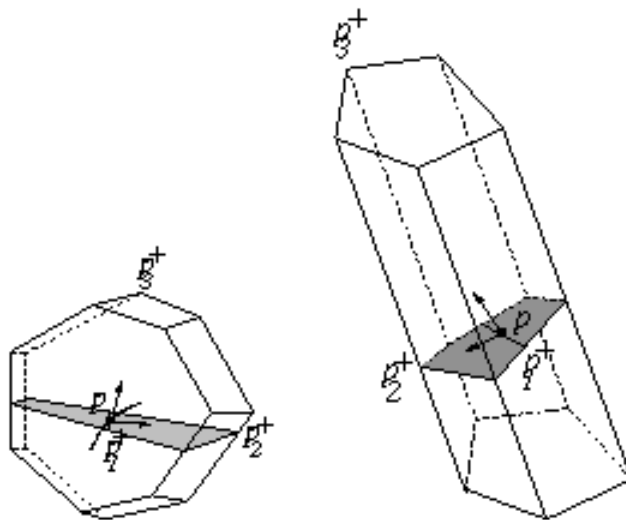


Figure 2: Tangent and normal polytopes of a sample on a curve (left), surface (middle) and solid (right).

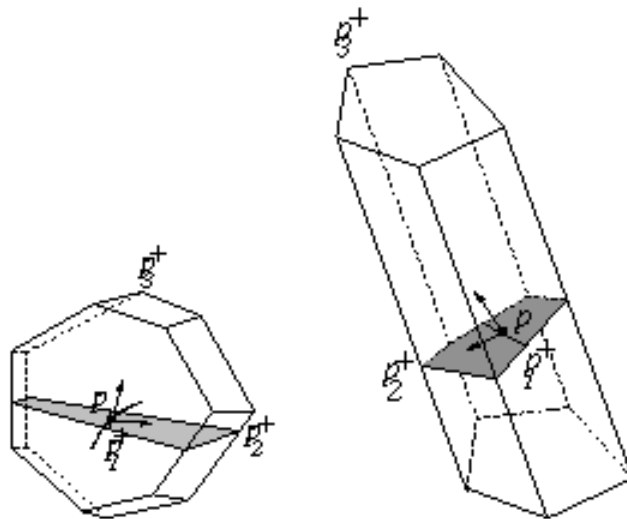
Voronoi Subpolytopes

- $V(p,i) \subset V(p), 1 \leq i \leq d$
- pole p_i^+
- pole vector $v(p,i)$



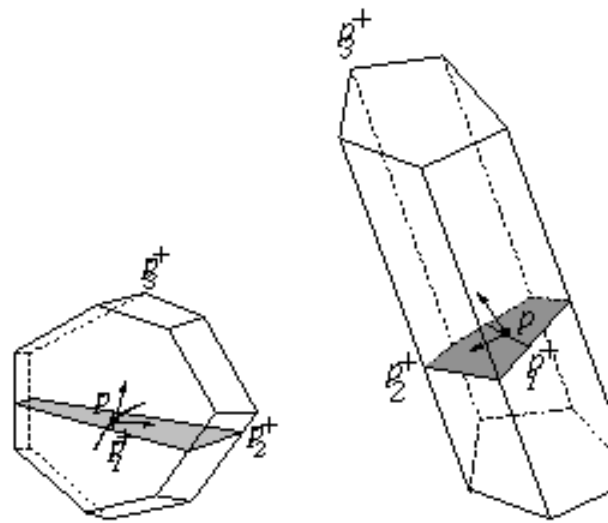
Heights

- pole vector $v(p,i)$
- heights $H(p,i) = \|v(p,i)\|$



Idea

- M is a k -manifold in \mathbb{R}^d ,
 P is an (ϵ, δ) -sample
- heights $H(p,i)$ are small
for $1 \leq i \leq k$ and big for $k > i$
- Compare with $H(p,1)$



Normal Lemma

Lemma 1 *If $v \in V(p, i)$ for $k < i \leq d$ and $\|v - p\| > \mu f(p)$.
Then $\exists \mathbf{n}(p) \in N(p)$ so that*

$$\angle(\mathbf{n}(p), (v - p)) \leq \sin^{-1} \frac{\varepsilon}{\mu(1 - \varepsilon)} + \sin^{-1} \frac{\varepsilon}{1 - \varepsilon}.$$

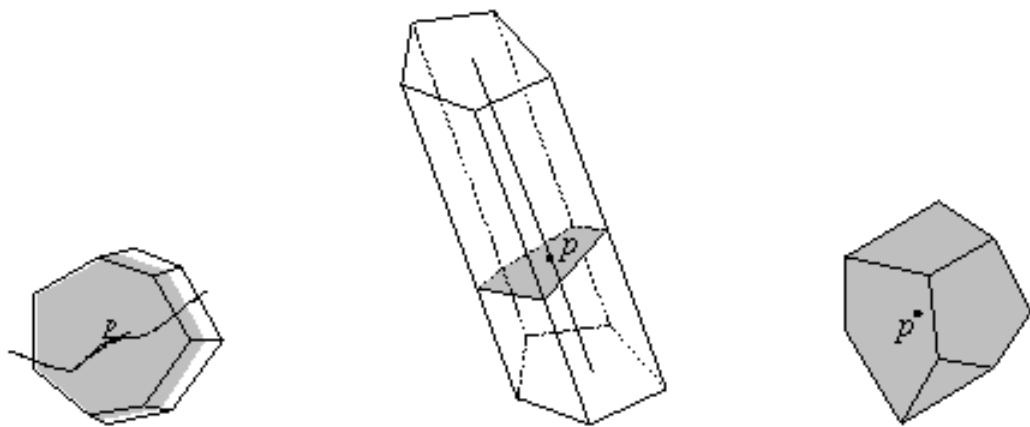
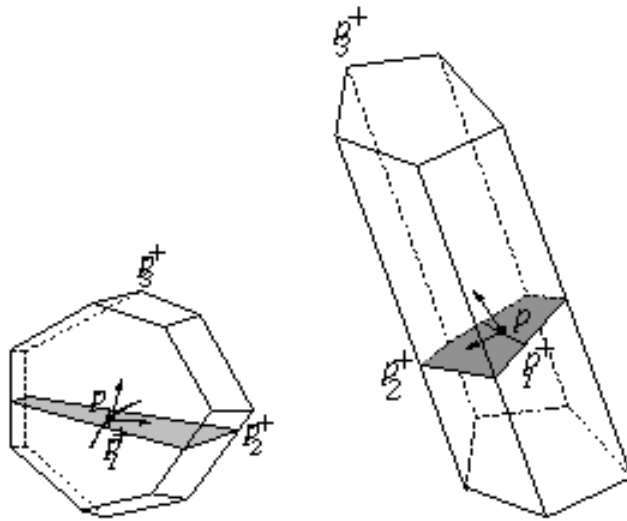


Figure 2: Tangent and normal polytopes of a sample on a curve (left), surface (middle) and solid (right).

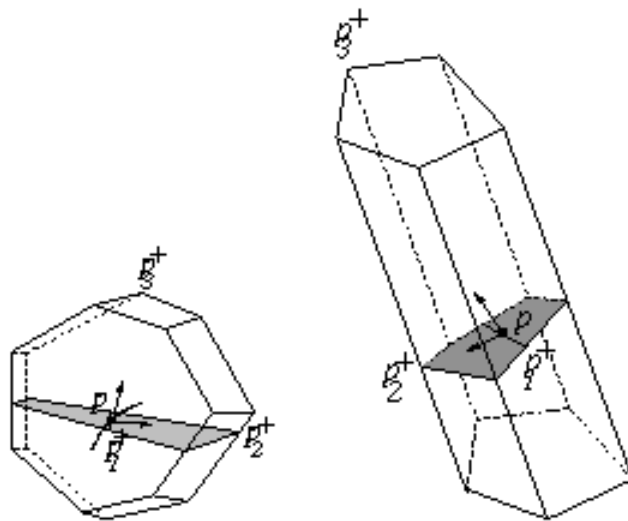
Height Lemma

Lemma 2 $H(p, i) \geq f(p)$ for $k < i \leq d$.



Pole-Normal Lemma

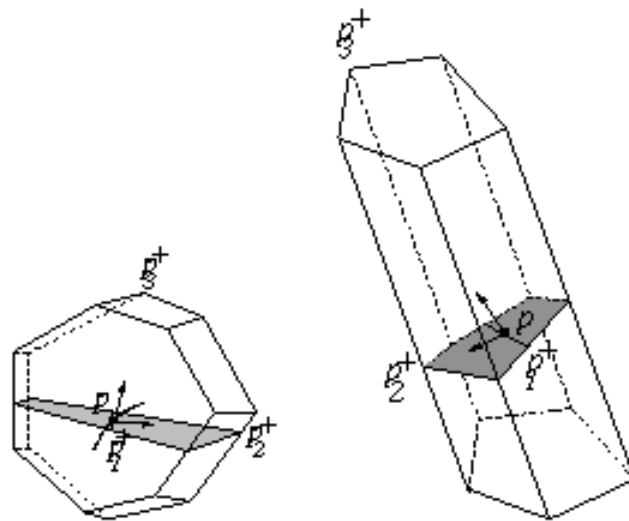
Lemma 3 $\exists \mathbf{n}(p) \in N(p)$ for each pole vector $\mathbf{v}(p, i)$, $k < i \leq d$ so that $\angle(\mathbf{v}(p, i), \mathbf{n}(p)) \leq \alpha = 2 \sin^{-1} \frac{\varepsilon}{1-\varepsilon}$.



Small-Height Lemma

Lemma 4 *Let $x \in bd(V(p, i))$ where $i \leq k$. We must have*

$$\frac{\delta}{2}f(p) \leq \|x - p\| \leq \frac{\varepsilon}{1 - \varepsilon} \sec\left(\frac{\alpha}{2}(1 + 4\sqrt{d - k})\right)f(p)$$



Height Theorem

Theorem 1 *Let $p \in P$ be any point derived from a manifold of dimension k embedded in \mathbb{R}^d where P is an (ε, δ) -sample. Then following conditions hold:*

1. $H(p, i) \geq f(p)$ for $k < i \leq d$
2. $\frac{\delta}{2}f(p) \leq H(p, i) \leq \frac{\varepsilon}{1-\varepsilon} \sec\left(\frac{\alpha}{2}(1 + 4\sqrt{d-k})\right)f(p)$ for $1 \leq i \leq k$.

Ratio gap for

$$\begin{aligned}\frac{H(p, 1)}{H(p, i)} &\geq \frac{\delta(1 - \varepsilon)}{2\varepsilon \sec\left(\frac{\alpha}{2}(1 + 4\sqrt{d - k})\right)} \\ &> \frac{(1 - \varepsilon)}{4 \sec\left(\frac{\alpha}{2}(1 + 4\sqrt{d - k})\right)} \\ &= \Omega(1) \text{ for } 1 \leq i \leq k,\end{aligned}$$

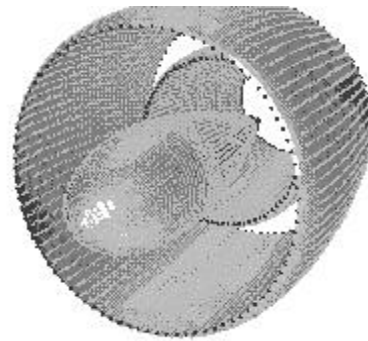
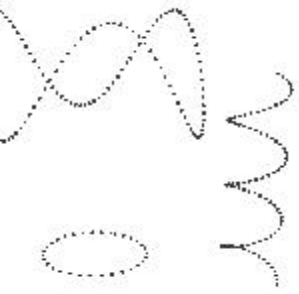
and

$$\begin{aligned}\frac{H(p, 1)}{H(p, i)} &\leq \left(\frac{\varepsilon}{1 - \varepsilon}\right) \sec\left(\frac{\alpha}{2}(1 + 4\sqrt{d - k})\right) \\ &= O(\varepsilon) \text{ for } k < i \leq d.\end{aligned}$$

Algorithm Dimension

```
DIMENSION ( $P, \rho, d$ )
1  Compute  $V(P)$ 
2  for all  $p \in P$ 
3    compute  $H(p, 1), \dots, H(p, d)$ 
4     $i := d$ 
5    while  $H(p, 1)/H(p, i) < \rho$ 
6       $i := i - 1$ 
7    endwhile
8     $\dim(p) := i$ 
9  endfor
```

Experiments



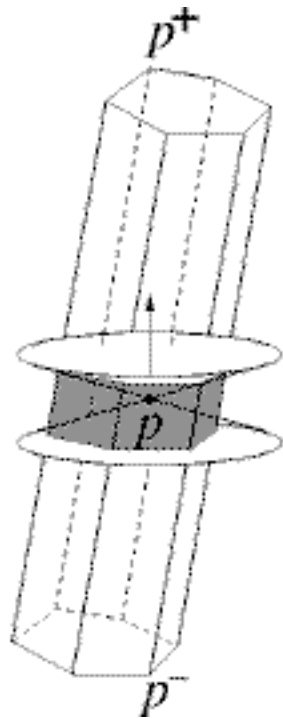
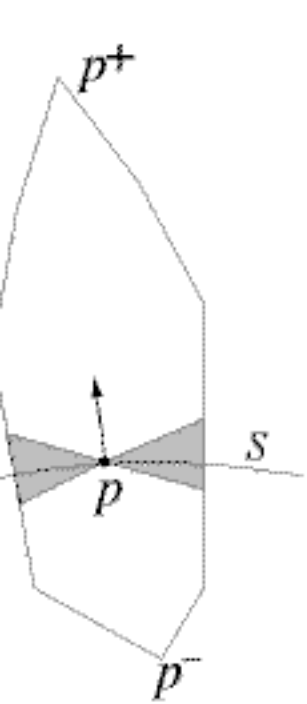
- CGAL library
- $\epsilon = 0.3$

object	number of points	DIMENSION time (sec.)	COCONESHAPe time (sec.)
CURVES	259	2	2
BALL	805	4	1
CACTUS	3280	46	47
ENGINE	11360	237	138
TORUS	19090	466	42
FOOT	20021	110	106
SCENE	29285	227	189

Shape Reconstruction

- Compute a simplicial complex K with $\text{dist}(|K|, M) = O(\epsilon)$ times local feature size
- In \mathbb{R}^2 and \mathbb{R}^3 , $|K|$ and M are homeomorphic

Cocone $C(p)$



- $C(p)$: x in $V(p)$ making angle $< \pi/8$ with $V(p, k)$
- Compute all dual simplices to $(d-k)$ -dimensional Voronoi edges intersecting $C(p)$

CoconeShape

COCONESHAPe (P, ρ)

- 1 Compute $V(P)$
- 2 DIMENSION(P)
- 3 $T := \emptyset$
- 4 **for** all $p \in P$
- 5 Let $k := \dim(p)$
- 6 Compute $V(p, k)$ and $C(p)$
- 7 Compute F , the $d - k$ dimensional Voronoi faces
intersected by $C(p)$
- 8 $T := T \cup \text{dual}(F)$
- 9 **endfor**
- 10 Output T

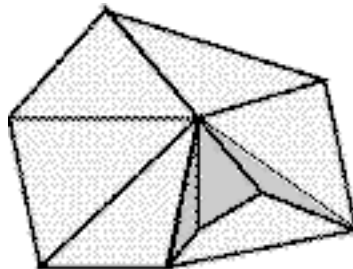
Shape Distance Theorem

Theorem 2 *Each $x \in |K|$ is within $O(\varepsilon)f(p)$ from a $p \in$*

Follows from normal and small-height Lemma

Manifold Extraction(?)

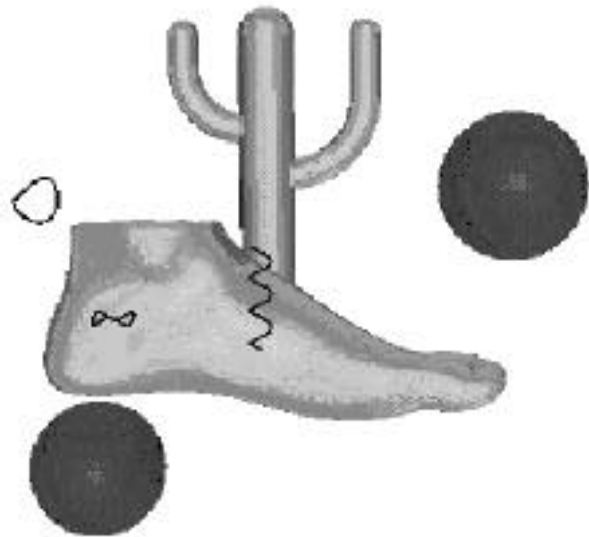
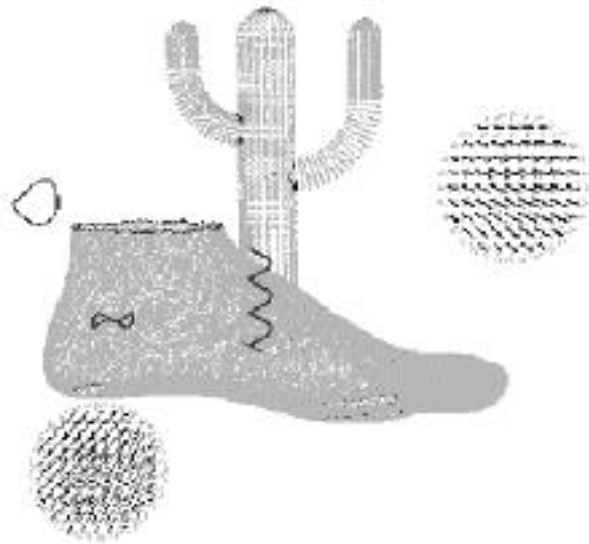
- How to extract a k -manifold out of K ?
- Manifold extraction in \mathbb{R}^3
 - Pruning
 - Walking



Homeomorphism(?)

?

Experimental Results



Result in \mathbb{R}^4

- $w = x^2 + y^2 + z^2$
- $11 \times 11 \times 11$ grid (1331 points)
- 3d points 615, 2d points 582, 1d points 134
- Ideally 637, 578, 116

Conclusions

- If k is known, CoconeShape works
- Boundaries can be handled?
- Manifold extraction?
- Immersion instead of embedding?
- Avoid Voronoi computation?