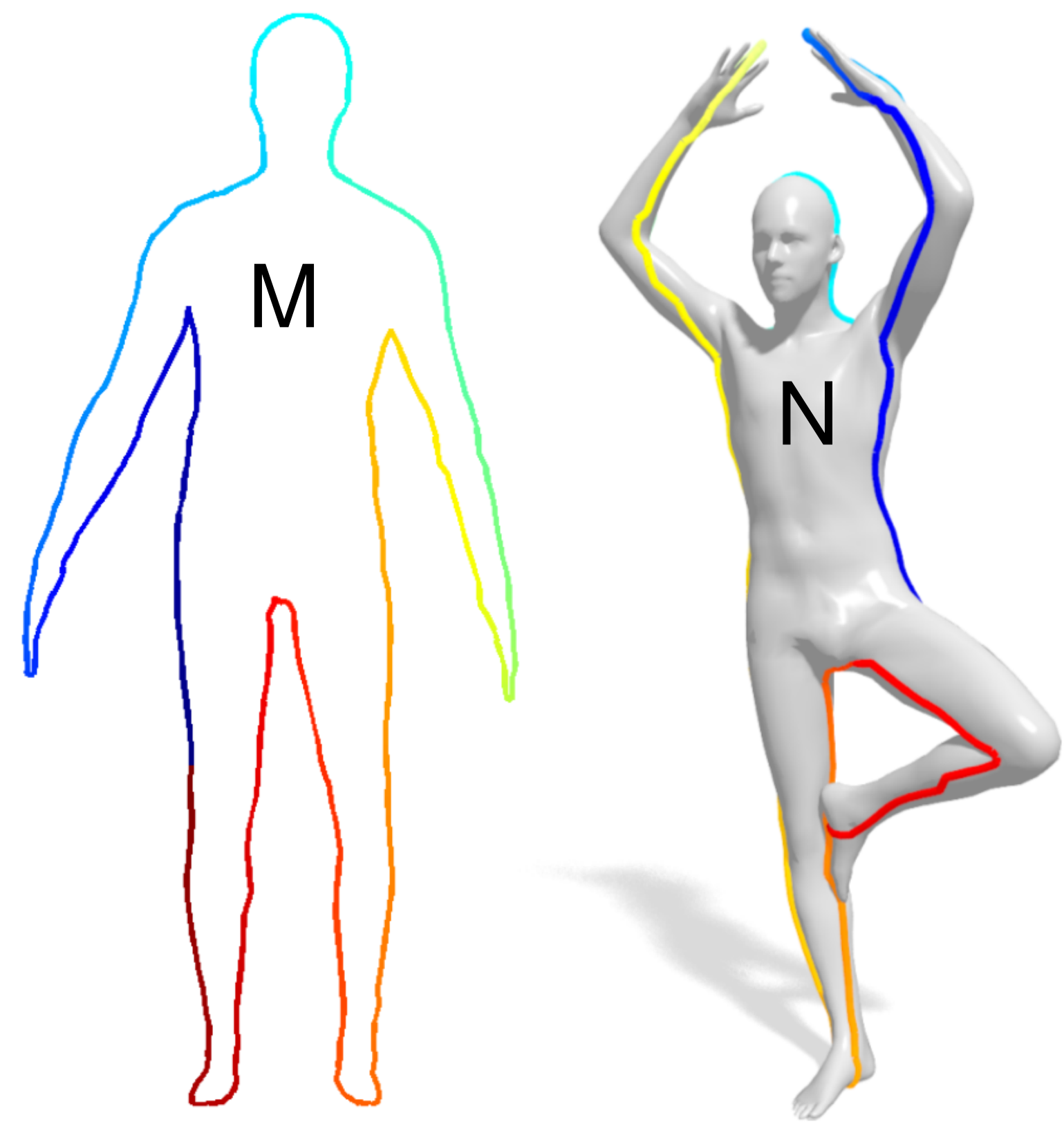


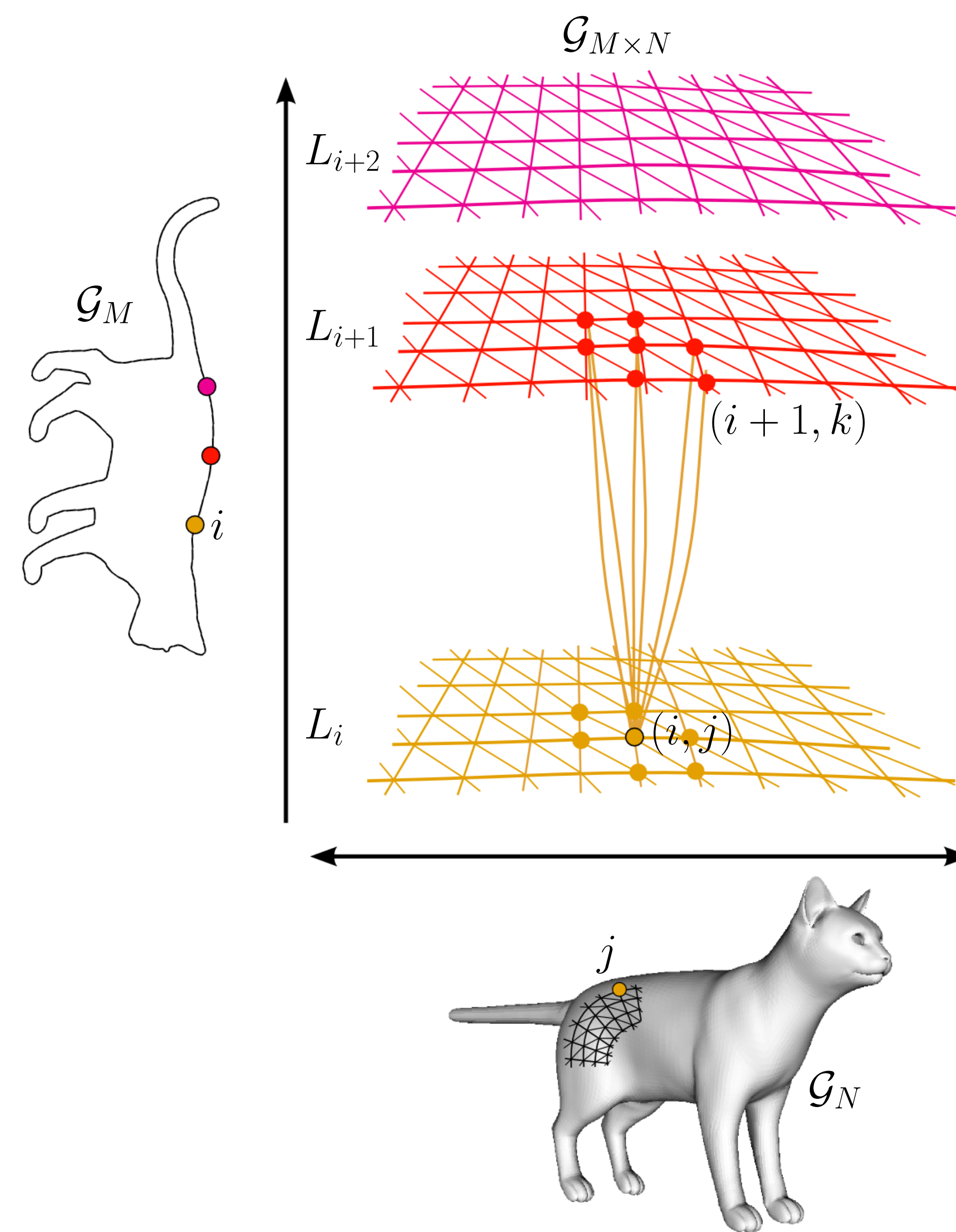
The Task

Finding a **continuous** matching $\varphi: M \rightarrow N$ between a 2D *template shape* M (with m nodes) and a 3D *model shape* N (with n nodes).



Product Manifold

Each node in the product manifold represents a match between a point on M and N . The graph is constructed such that each path through it results in a continuous matching.



Energy Formulation

Given two comparable features f_M, f_N we minimize the following energy:

$$E(\varphi) = \int_{\Gamma_\varphi} \text{dist}(f_M(s_1), f_N(s_2)) ds \quad (1)$$

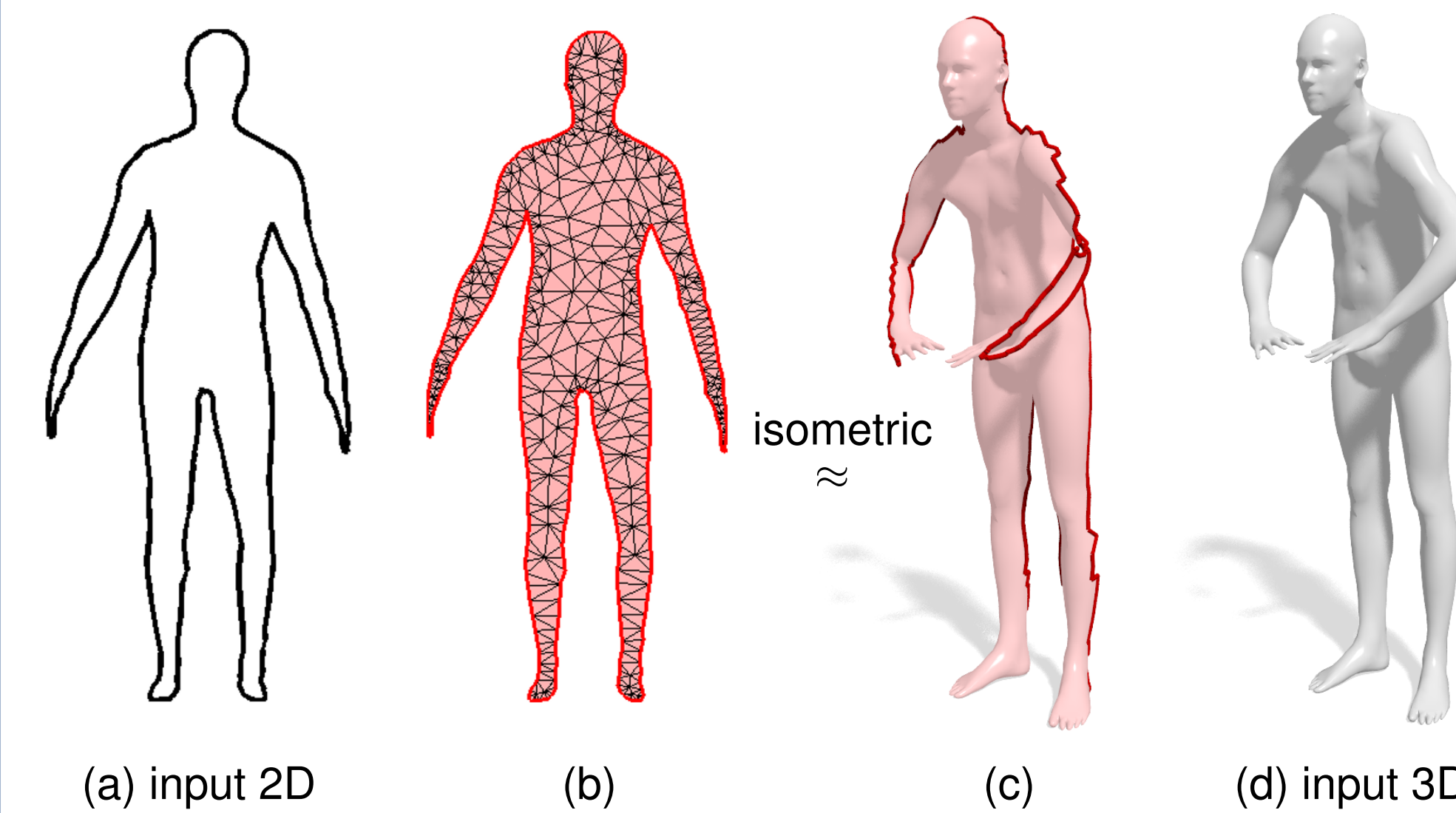
where $\Gamma_\varphi \subset M \times N$ denotes the graph of φ .

$$\arg \min_{\varphi} E(\varphi) \quad (2)$$

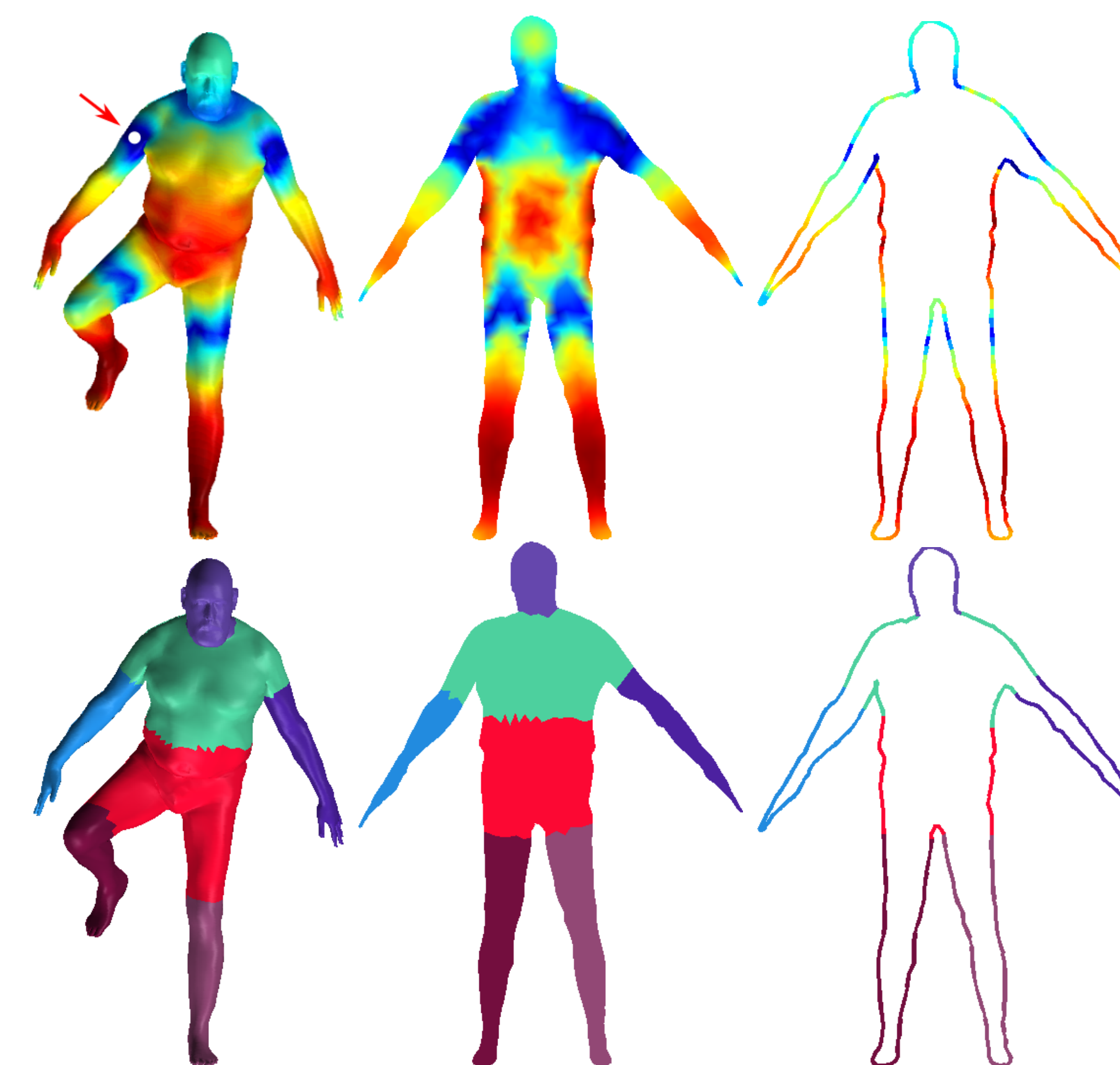
boils down to a **shortest path problem** on the three-dimensional **product manifold** solvable by the Dijkstra algorithm [1,2] and sped up by a branch-and-bound approach [3].

Spectral Features

We use the scaled HKS, the WKS and Consensus Segmentations as features.



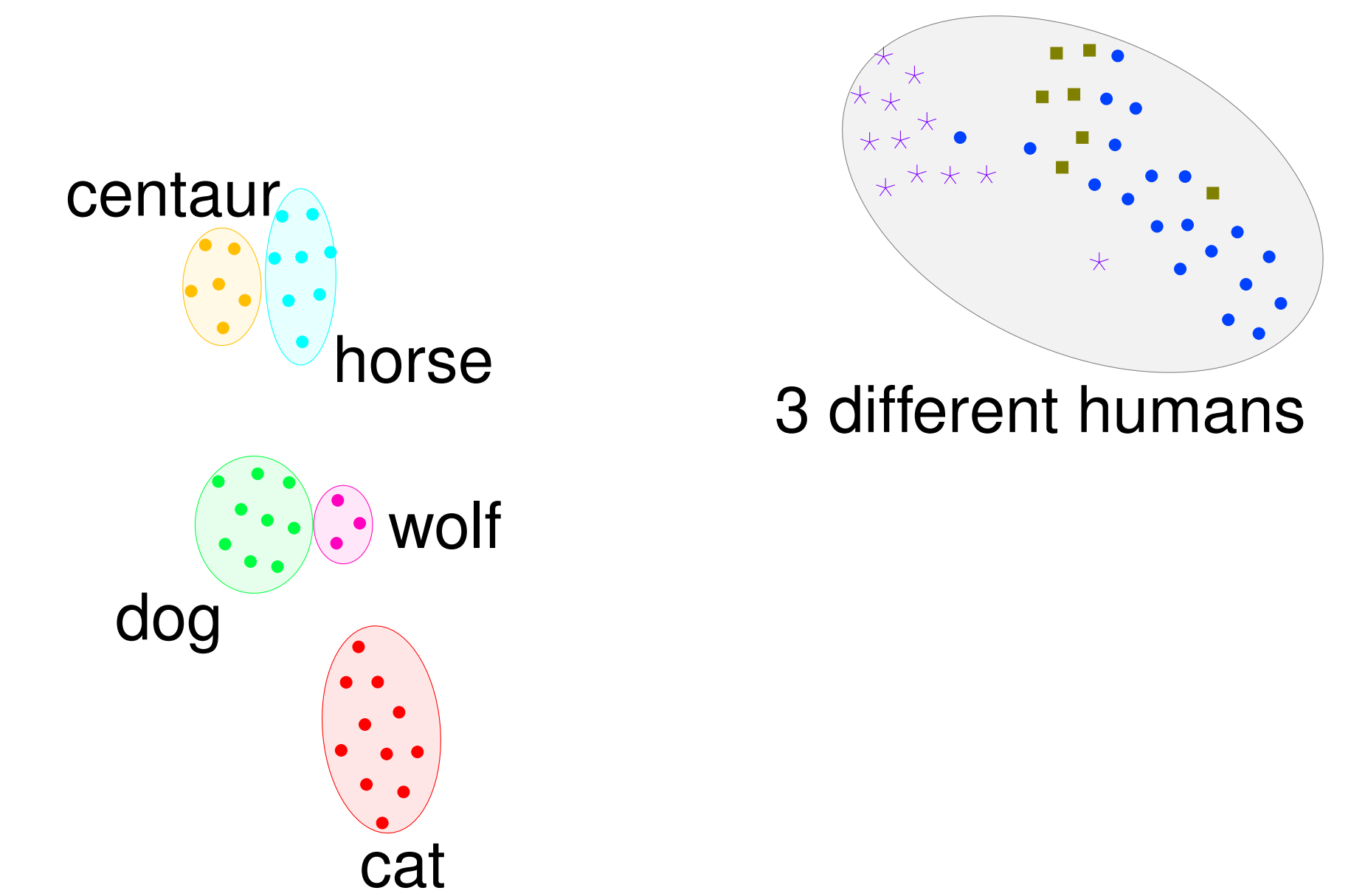
Assumption: Sketches represent all discriminative extremities of the 3D shape.



Retrieval Results

The evaluation was done on the whole TOSCA data set and templates of each null pose.

	Ours	ShapeDNA [4]	Consensus [5]
cat	1.0000	0.1310	0.1050
human	1.0000	0.9078	0.6532
dog	1.0000	0.1066	0.3330
horse	0.5062	0.0611	0.0629
wolf	1.0000	0.0379	0.0302
MAP	0.9012	0.2489	0.2369



Embedding produced using all pairwise matching energies by tSNE.

References

- [1] E. W. Dijkstra. A Note on Two Problems in Connexion with Graphs. Numerische Mathematik, 1959.
- [2] T. Schoenemann and D. Cremers. Globally Optimal Image Segmentation with an Elastic Shape Prior. In Proc. ICCV, 2007.
- [3] B. Appleton and C. Sun. Circular Shortest Paths by Branch and Bound. Pattern Recognition, 2003.
- [4] M. Reuter, F.-E. Wolter and N. Peinecke. Laplace-Beltrami Spectra as 'Shape-DNA' of Surfaces and Solids. Comput. Aided Design, 2006.
- [5] E. Rodolà, S. Rota Bulò and D. Cremers. Robust Region Detection via Consensus Segmentation of Deformable Shapes. Computer Graphics Forum, 2014.

Contact



More information can be found at vision.in.tum.de/~laehner/Elastic2D3D/ (including C++ Code and the data set)
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Contributions

- **Fully automated** Shape Matching method
- **Continuous** matching
- **Globally optimal** solution
- Runtime: $\mathcal{O}(mn^2 \log(n))$
- Comparable 2D and 3D features

Matchings

