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Thesis and dissertation template PUC-Rio

Tese de Doutorado

Thesis presented to the Programa de Pós-graduação em Informática of PUC-Rio in partial fulfillment of the requirements for the degree of Doutor em Informática.

Advisor: Prof. Marcelo Gattass

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Abstract

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The acquisition of triangular meshes typically introduces undesired noise...

Keywords

Geometry Processing; Mesh Denoising; Adaptive Patches.

Resumo

Ritchie, Dennis; Gattass, Marcelo. **Modelo de tese e dissertação PUC-Rio**. Rio de Janeiro, 2018. 16p. Tese de Doutorado – Departamento de Informática, Pontifícia Universidade Católica do Rio de Janeiro.

A aquisição de malhas triangulares normalmente introduz ruídos indesejados...

Palavras-chave

Procesamento Geométrico; Remoção de ruído de malha; Vizinhança adaptativa.

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List of Abbreviations

ADI – Análise Digital de Imagens

BIF – *Banded Iron Formation*

... – ...

1 Introduction

Nowadays 3D surface models are used in several fields and industries such as medicine, engineering, entertainment, geo-exploration, architecture, cultural heritage and so on. These models can be acquired from a variety of sources like 3D scanning, 3D imaging, multi-view stereo reconstruction, CAD modeling, etc. The data generated by these techniques should be processed to be available for production or any task where it can be used (visualization, simulation, animation, interaction, etc.). This processing step is called digital geometry processing which is a field of computer science that uses mathematical models and algorithms [1]. Figure 1.1 shows some examples of noisy meshes.

This document is structured as follows. In Chapter 2 we present some previous work relevant to our problem. In Chapter 3 we explain our proposal. In Chapter 4 we show our results. Finally, in Chapter 5 we present our conclusion and future work.

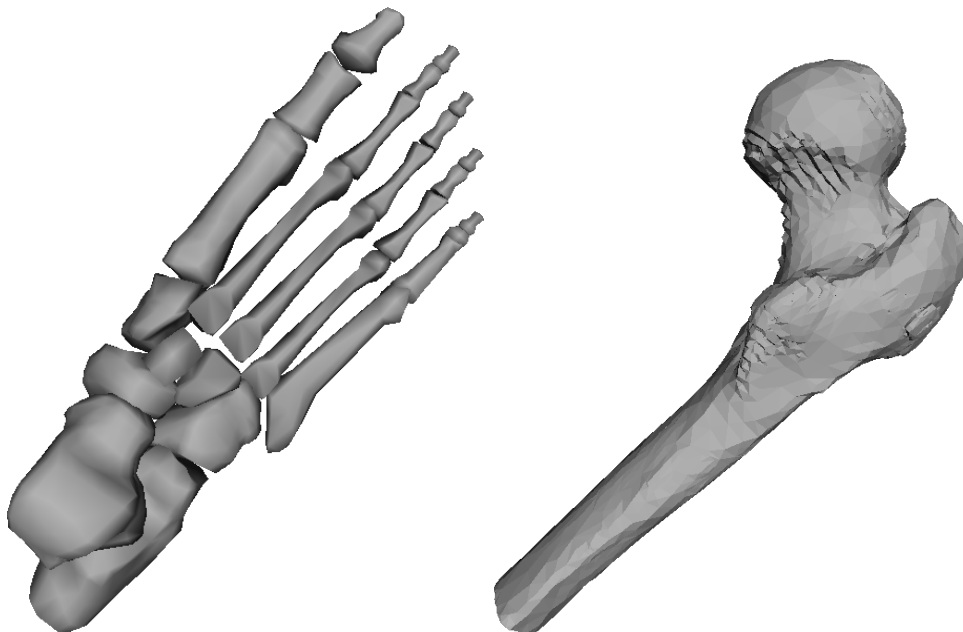


Figure 1.1: Meshes generated from medical data. Data obtained from the AIM@SHAPE Shape Repository [2]

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Previous Work

Early smoothing methods tried to minimize...

3 Proposal

Equation example 1:

$$\begin{aligned} \min_u \int_{x_i \in X} \int_{x_j \in X} q_{ij} u_i u_j da da + \int_{x_i \in X} \|x' - x_i\| u_i da \\ s.t. \quad u \in [0, 1] \quad \wedge \quad \int_{x_i \in X} u da = a_0, \end{aligned} \quad (3-1)$$

Equation exmample 2:

$$\begin{aligned} \min_{\mathbf{u}} \alpha \mathbf{u}^T \mathbf{A}^T \mathbf{Q} \mathbf{A} \mathbf{u} + \beta \mathbf{d}^T \mathbf{a}' \mathbf{A} \mathbf{u} + \gamma \mathbf{u}^T \mathbf{G}^T \mathbf{G} \mathbf{u} + \delta \mathbf{f}^T \mathbf{a}' \mathbf{A} \mathbf{u} \\ s.t. \quad \mathbf{0} \leq \mathbf{u} \leq \mathbf{1} \wedge \mathbf{a}^T \mathbf{u} = a_0. \end{aligned} \quad (3-2)$$

Equation example 3:

$$\mathbf{G} = (g_{ij}) = \begin{cases} \sum_{f_k \in N_f(f_i)} l_{ik} & i = j \\ -l_{ij} & e_{ij} \in E \\ 0 & \text{otherwise} \end{cases} \quad (3-3)$$

4 Results

Table example. Table 4.1 shows results.

Table 4.1: Results for devil mesh

	Mean Vertex Dis- tance	L2 Vertex Based	Mean Quadric	MSAE	L2 Nor- mal Based	Tangential	Mean Discrete Curva- ture	Area Error	Volume Error
[4]	0.061277	0.110973	0.236219	19.697900	0.055170	0.047678	0.090284	0.051443	0.045645
[5]	0.001293	0.002800	0.002289	21.237300	0.021589	0.013026	0.087991	0.000364	0.002621
[6]	0.001439	0.002880	0.003540	14.043200	0.012654	0.008911	0.055849	0.007806	0.000582
[7]	0.000713	0.001537	0.001824	12.171400	0.009654	0.005781	0.054567	0.005617	0.000425
[3]	0.002531	0.004560	0.007108	13.830100	0.017459	0.010314	0.114528	0.001686	0.001786
[8]	0.001623	0.003079	0.005048	10.454200	0.015233	0.008054	0.094668	0.002629	0.001326
[9]	0.000737	0.001548	0.001493	16.880800	0.014129	0.006974	0.079952	0.000209	0.002375
Ours	0.000987	0.001902	0.002686	11.574200	0.010632	0.006796	0.075106	0.003970	0.000722

4.1 Comparison

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Conclusion and future work

We proposed an algorithm for triangular mesh denoising with detail preservation...

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