

# To cut or to fill: a global optimization approach to topological simplification

DAN ZENG<sup>1</sup>, ERIN CHAMBERS<sup>2</sup>, DAVID LETSCHER<sup>2</sup>, TAO JU<sup>1</sup>

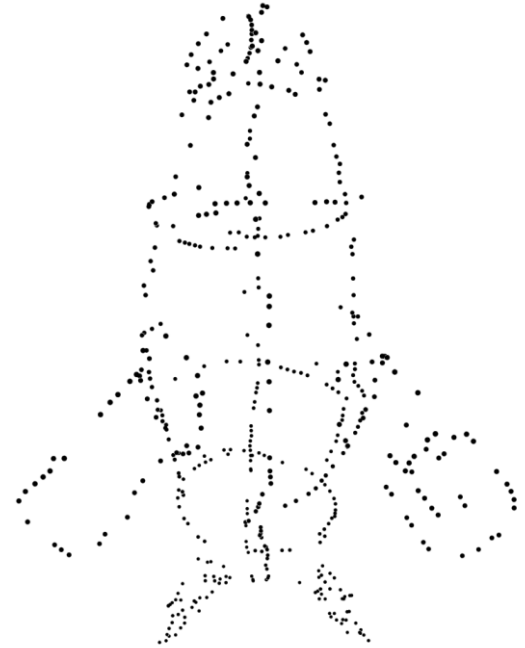
<sup>1</sup> Washington University in St. Louis

<sup>2</sup> Saint Louis University

# Motivation



CT Scan

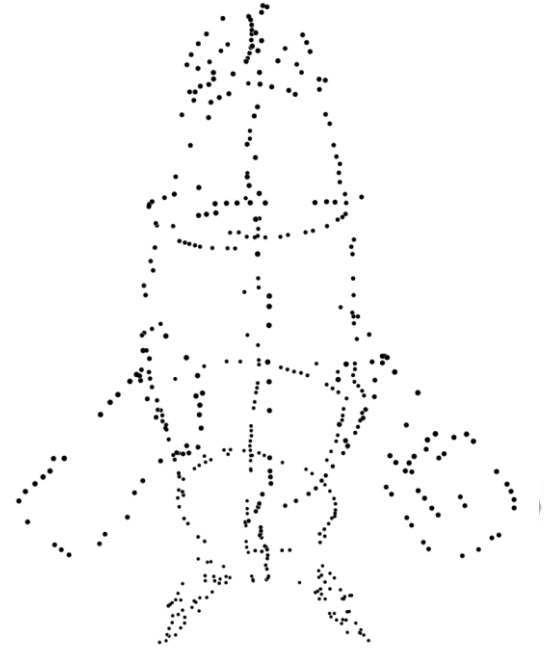


Point cloud

# Motivation

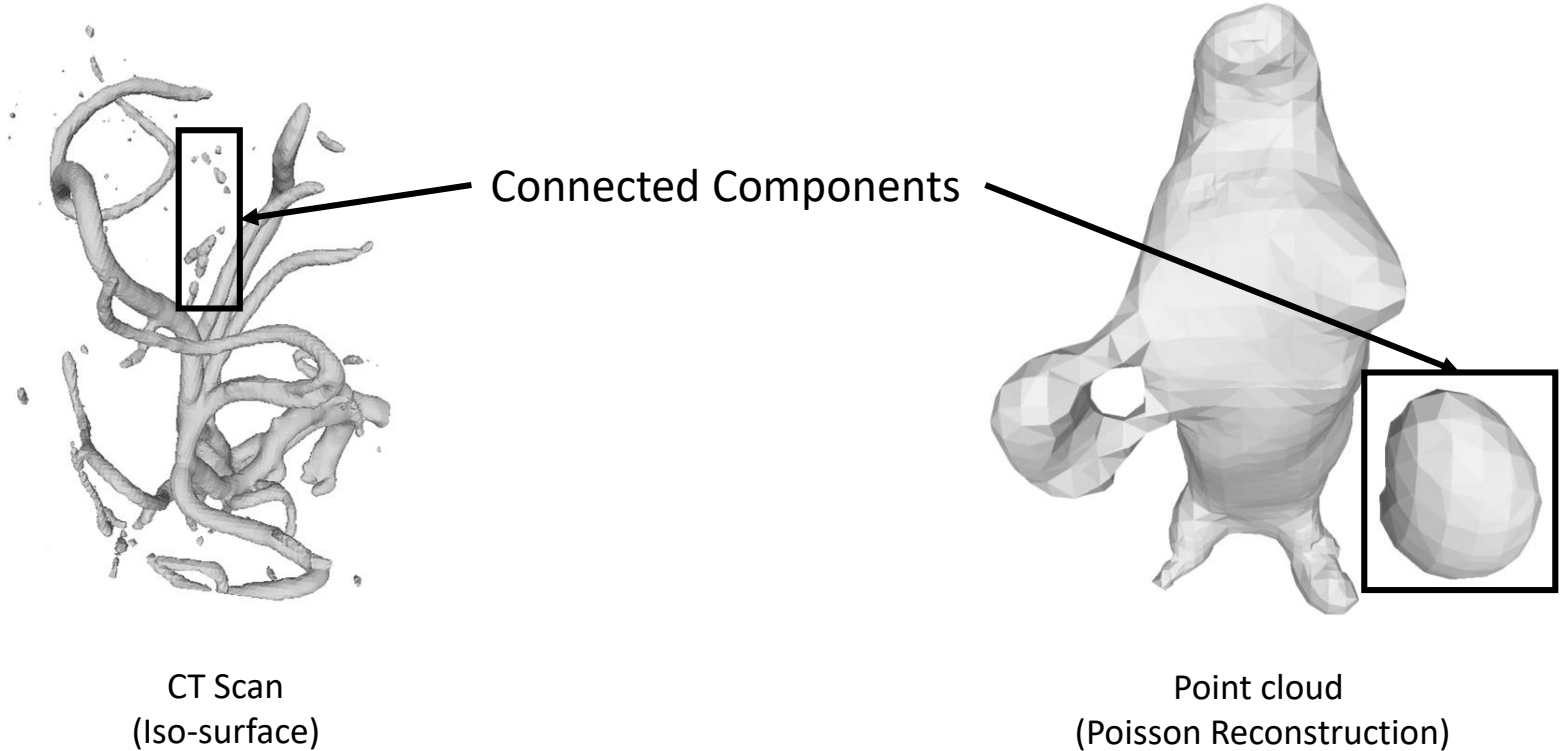


CT Scan  
(Iso-surface)

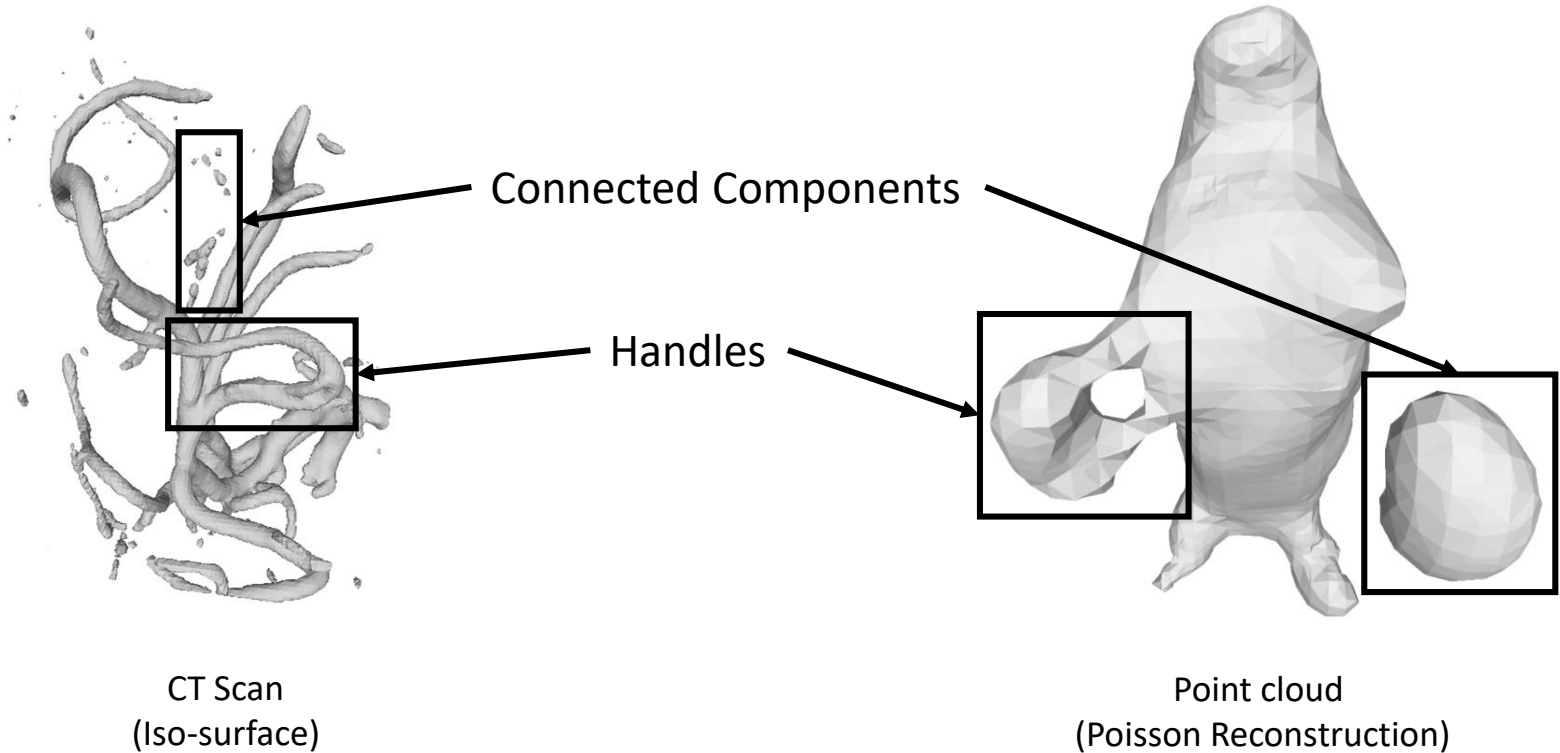


Point cloud  
(Poisson Reconstruction)

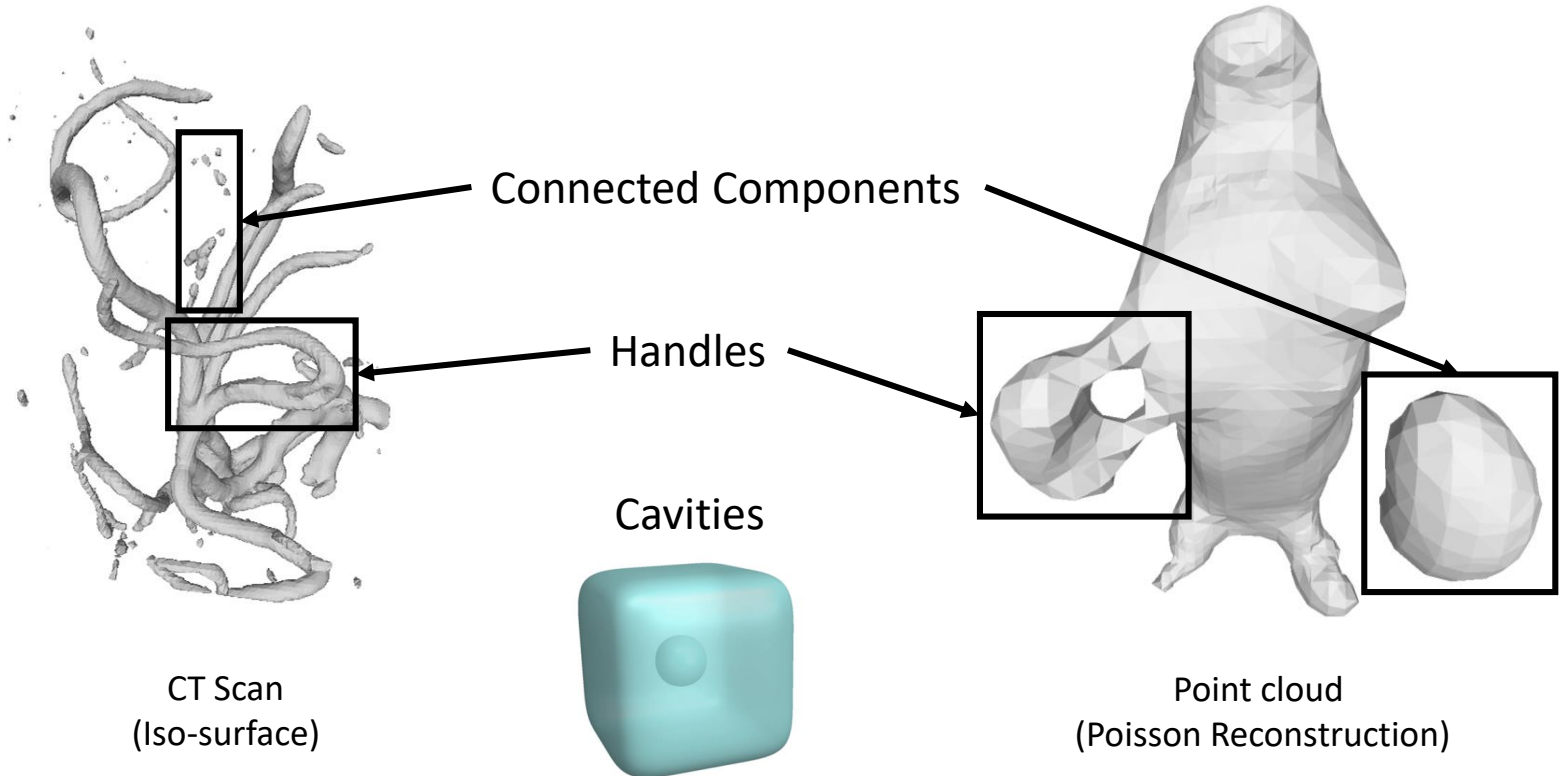
# Motivation



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# Cutting and Filling

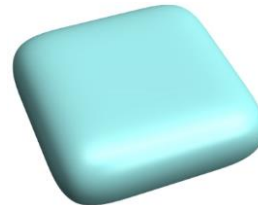
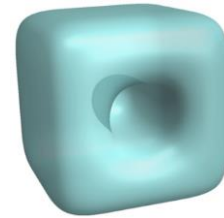
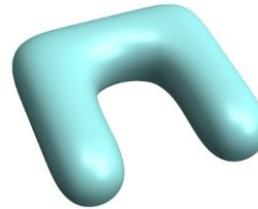
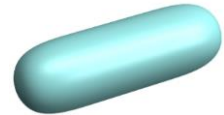
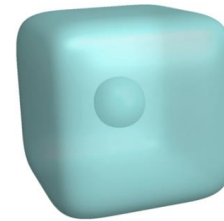
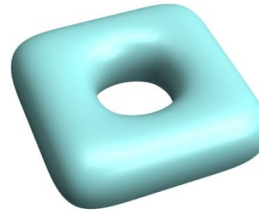
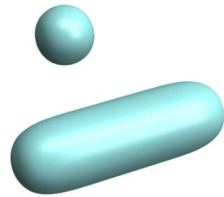
Connected Components

Handle

Cavity

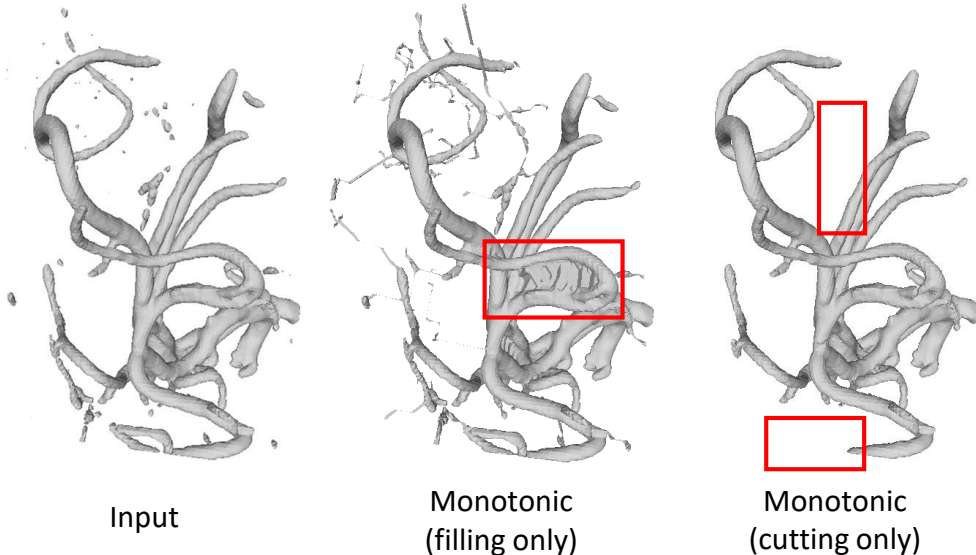
**Cutting**

**Filling**



# Related works

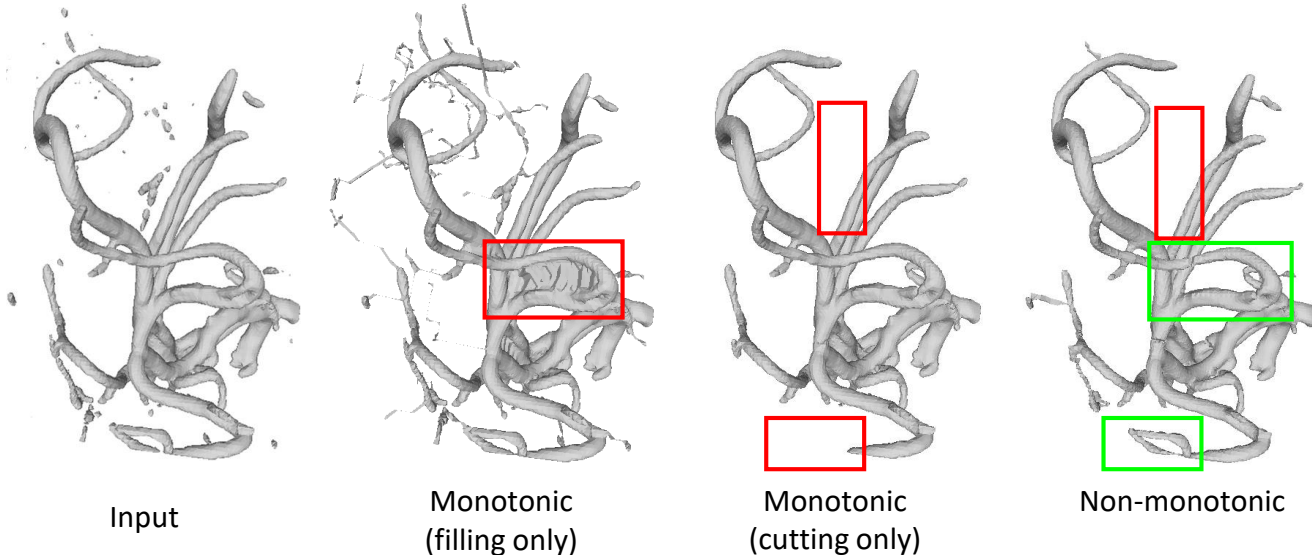
- **Monotonic** methods: only cutting, or only filling
  - [Chen et al. 2006], [Shattuck et al. 2001], [Han et al. 2002], [Zhou et al. 2007], [Nooruddin et al. 2003]  
[Bischoff et al. 2002], [Kriegeskorte et al. 2001], [Sczymzak et al. 2003], [Chambers et al. 2018]
  - Result in very large geometric changes





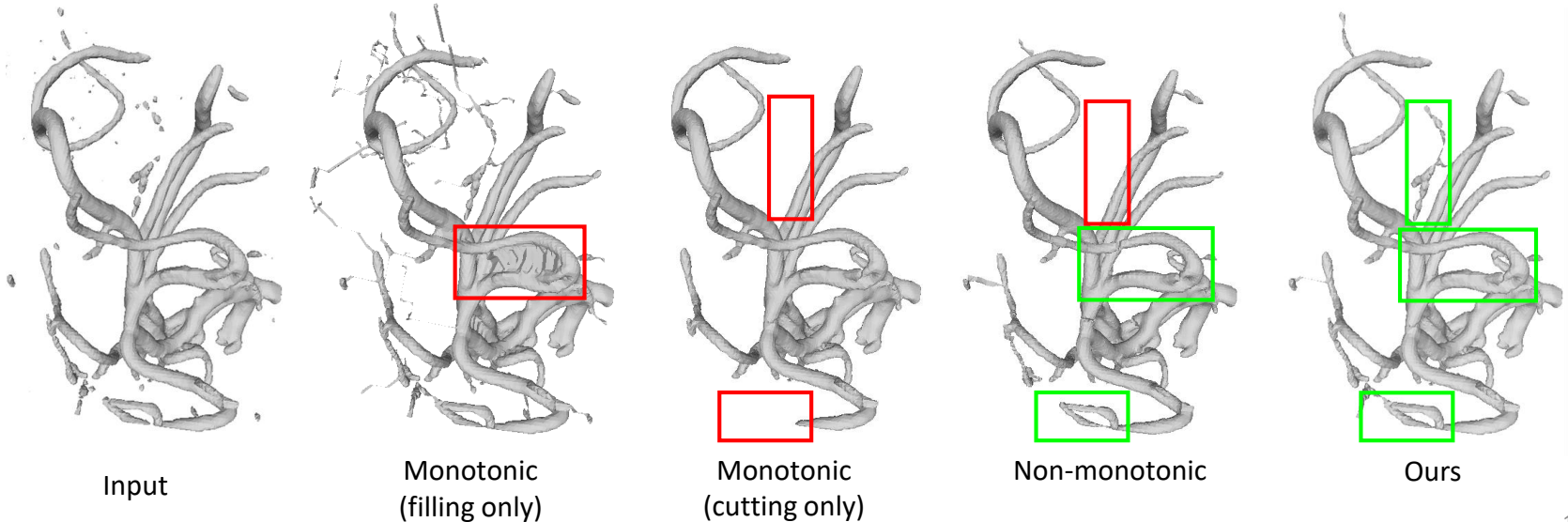
# Related works

- **Non-Monotonic** methods: both cutting and filling
  - [Wood et al. 2004], [Kriegeskorte and Goebel 2001], [Ségonne et al. 2007], [Ju et al. 2007]
  - Existing methods apply greedy heuristics and can still result in excessive changes



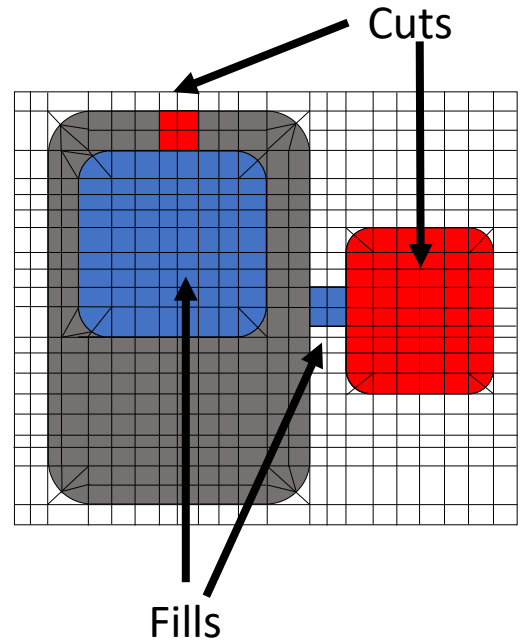
# Contributions

- A **non-monotonic** algorithm
  - Attempts to find the **globally optimal** set of cuts and fills that maximally simplifies topology while minimizing geometric changes



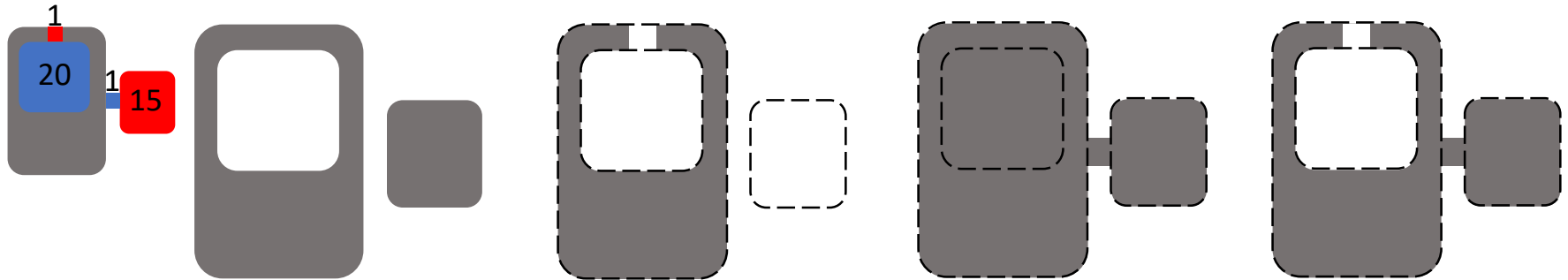
# Input

- Shape represented as a cell complex
  - 2D: pixels, triangles, etc.
  - 3D: voxels, tetrahedra, etc.
- Cuts and fills
  - Cells to be removed or added to the shape
  - Each cut or fill cell is associated with a geometric cost
  - Can be obtained using existing monotonic simplification methods



# Goal

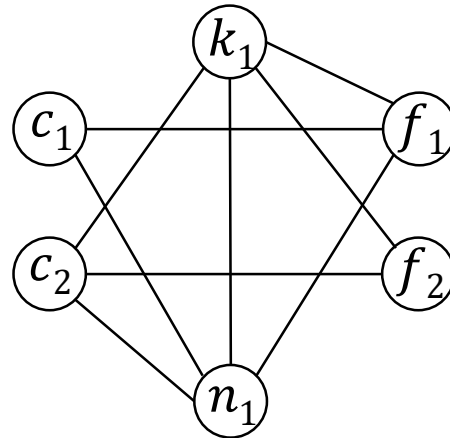
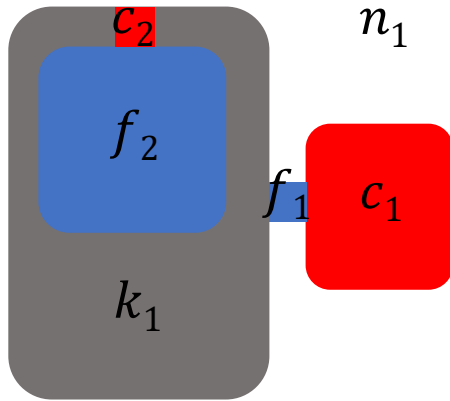
- Find a subset of the cuts and fills that
  - Minimizes the total number of topological features (1<sup>st</sup> priority)
  - Minimizes the total geometric cost (2<sup>nd</sup> priority)



	Input	Only cutting	Only filling	Optimal
# components:	2	1	1	1
# cavities:	1	0	0	0
# geometric cost:	0	16	21	2

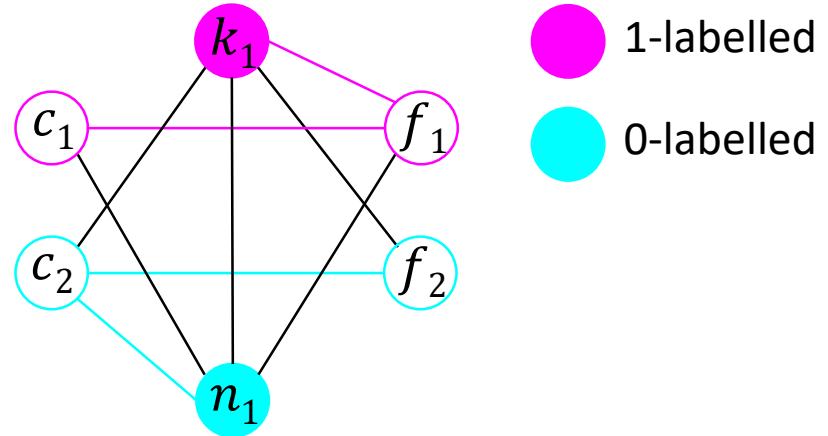
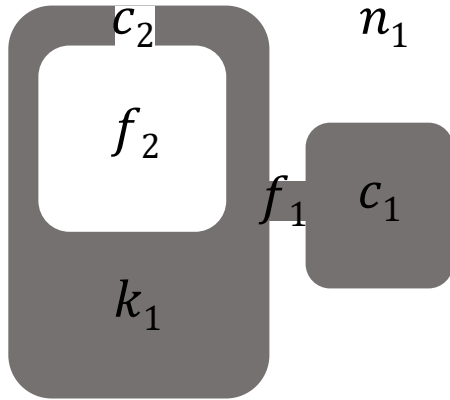
# Graph formulation

- Representing partitioning of space into regions of different types
  - Cut and fill nodes: connected components of cuts and fills
  - Kernel nodes: connected components of shape minus cuts
  - Neighborhood nodes: connected components of background minus fills



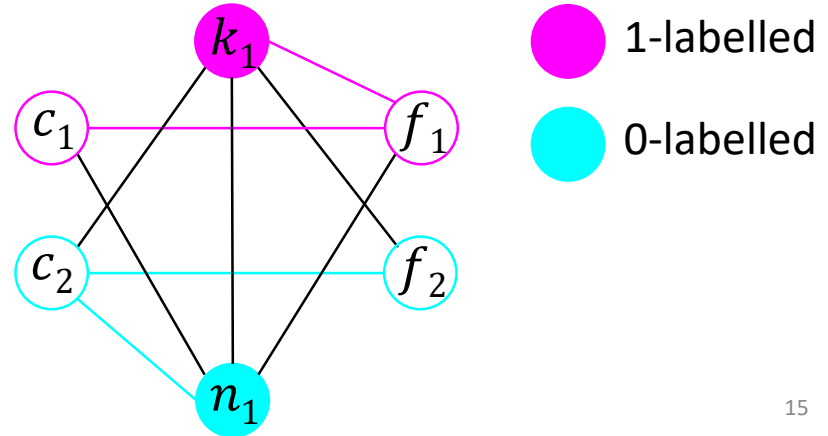
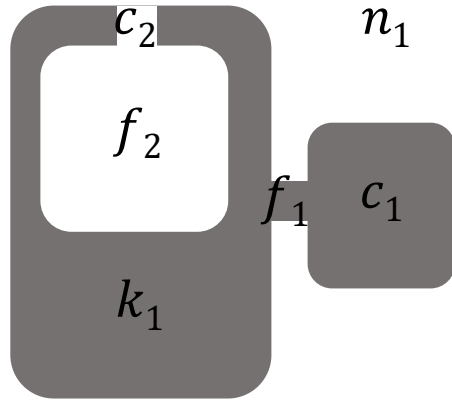
# Graph formulation

- 1/0 labelling of nodes represents selection of cuts and fills
  - 1-labelled fill nodes and 0-labelled cut nodes are selected
  - Kernel nodes are labelled 1, neighborhood nodes labelled 0



# Graph formulation

- A node-wise cost is defined for each cut or fill node
  - Obtained from the Euler characteristic and geometric cost of the node

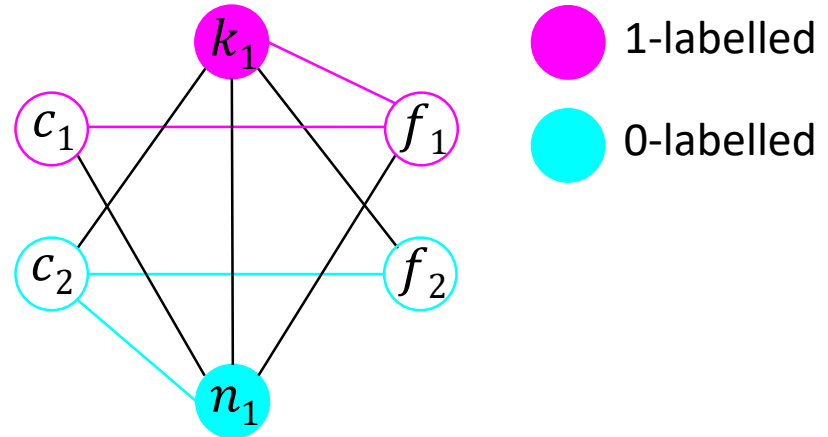


# Graph formulation

- Problem: Find a 1/0 labelling that minimizes the sum of:
  - Number of connected components of the 1-labelled and 0-labelled subgraphs
  - Total labelling costs of all nodes

# 1-labelled components: 1

# 0-labelled components: 1





# Graph Labelling

- Treat connectivity as constraints, instead of an energy term
  - Constrain both 0/1-labelled subgraphs to be *as connected as possible*
  - Solve the connectivity-constrained labelling problem using Steiner Tree

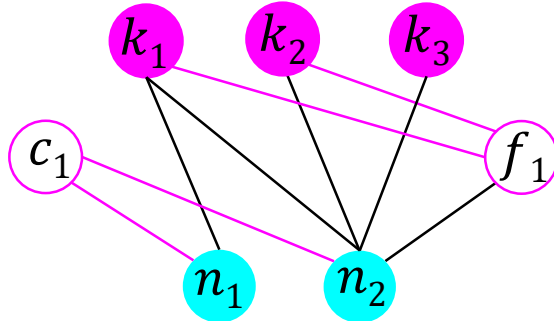
# Graph Labelling

- Reachable sets
  - A set of kernel (resp. neighborhood) nodes that are connected when all cut and fill nodes are labelled 1 (resp. 0).

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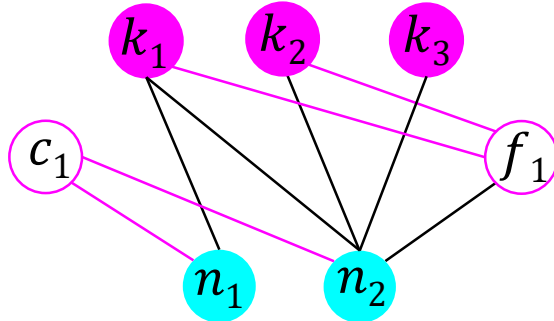


{ k1, k2 } and { k3 } are reachable sets

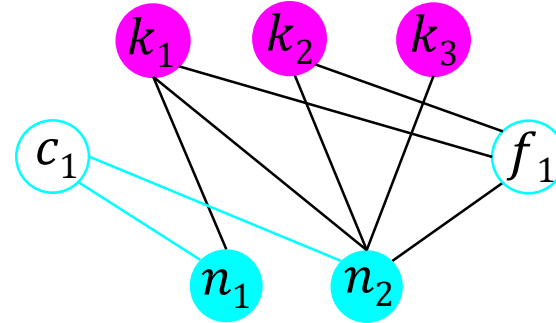
# Graph Labelling

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{  $k_1, k_2$  } and {  $k_3$  } are reachable sets

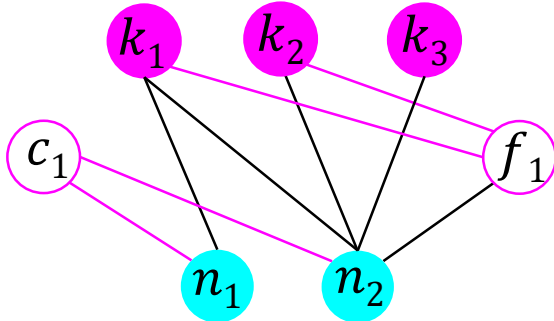


{  $n_1, n_2$  } are in reachable set

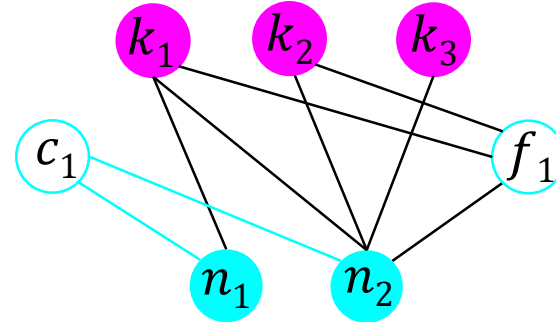
# Graph Labelling

- Reachable sets

- A set of kernel (resp. neighborhood) nodes that are connected when all cut and fill nodes are labelled 1 (resp. 0).
- Such that any reachable set of kernel (resp. neighborhood) nodes are connected in the 1(resp. 0)-labelled subgraph



$\{k_1, k_2\}$  and  $\{k_3\}$  are reachable sets



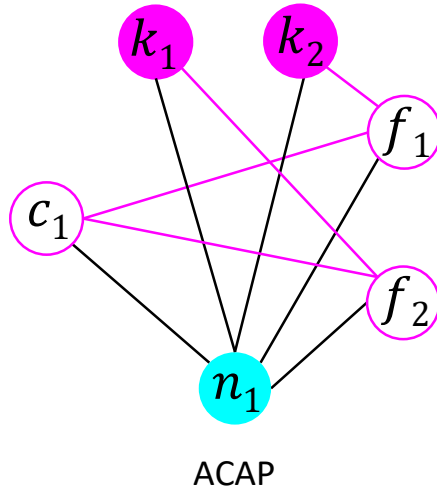
$\{n_1, n_2\}$  are in reachable set

# Graph Labelling

- As-connected-as-possible (ACAP) labelling
  - Minimizes the total labelling cost
  - Such that any reachable set of kernel (resp. neighborhood) nodes are connected in the 1(resp. 0)-labelled subgraph

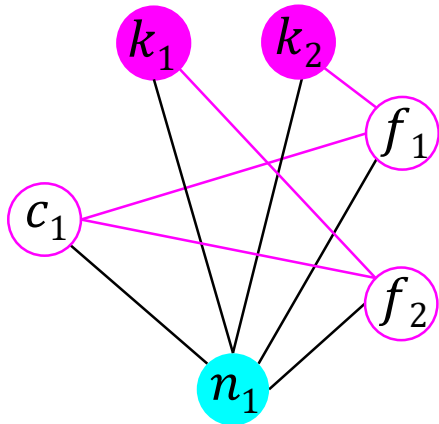
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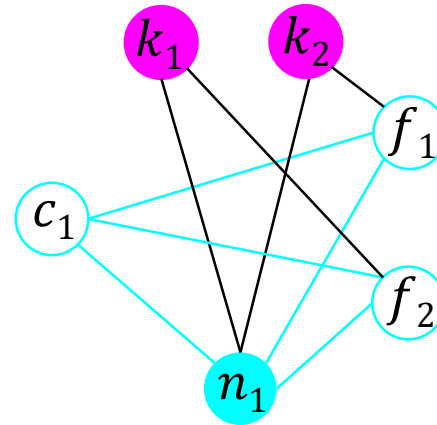


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ACAP

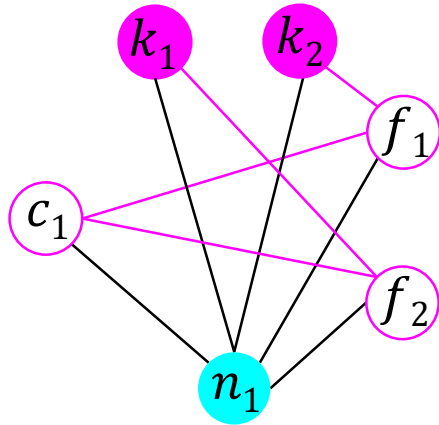


Not ACAP

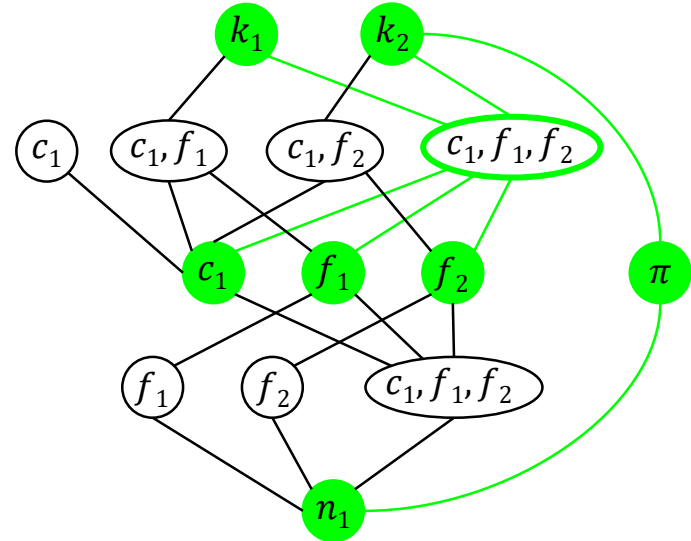


# Graph Labelling

- ACAP labelling as Node-Weighted Steiner Tree (NWST) problem
  - Solution of ACAP labelling, if exists, can be found by NWST on an augmented graph

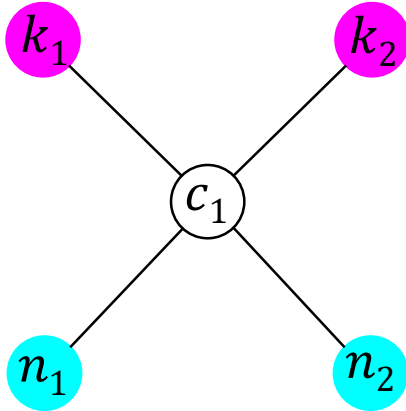


Augmented Graph (see paper for details)



# Graph Labelling

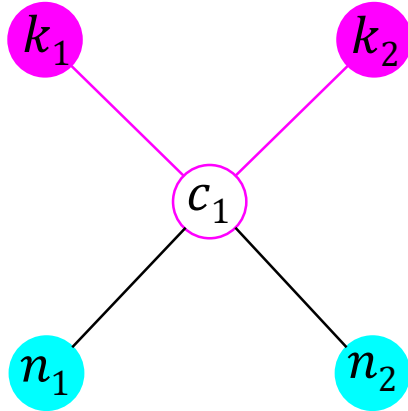
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  - An example is a double-articulation node



# Graph Labelling

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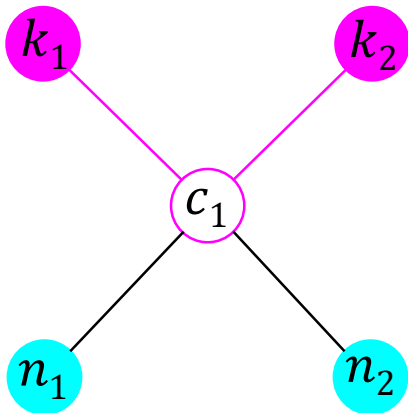
Cut  $c_1$  is critical to connect the reachable kernel nodes



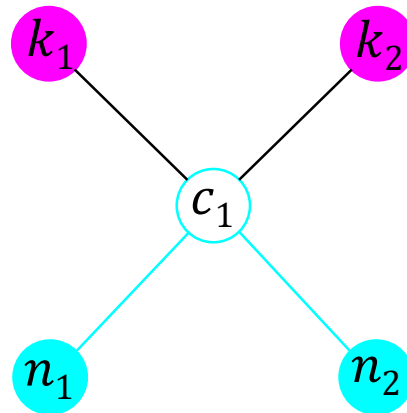
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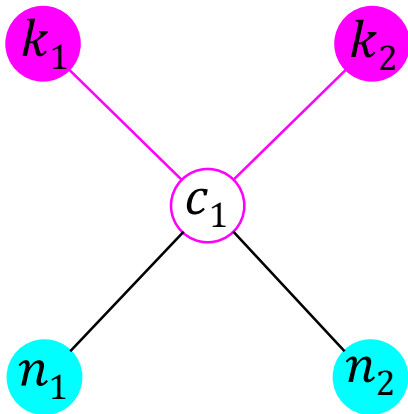
$c_1$  is also critical to connect the reachable neighborhood nodes



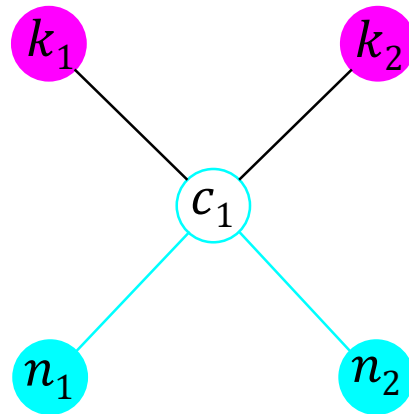
# Graph Labelling

- ACAP labelling may not have a solution
  - An example is a double-articulation node
  - NWST would return a conflicting label of a cut/fill node

Cut  $c_1$  is critical to connect the reachable kernel nodes

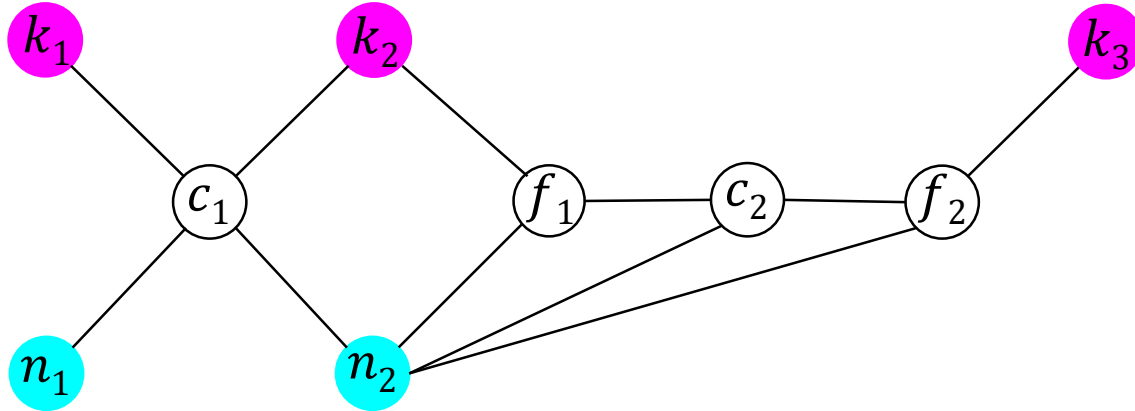


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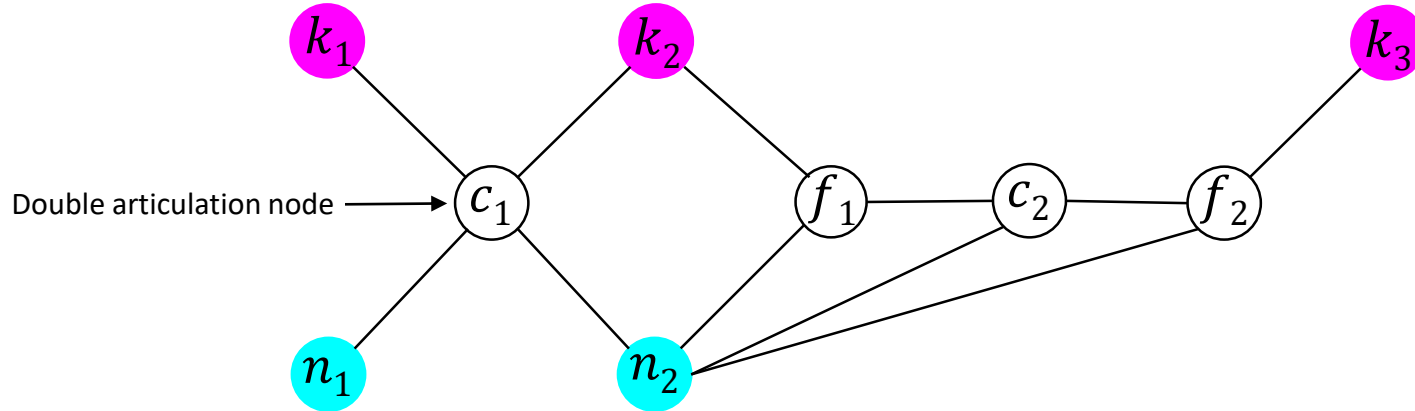
# Graph Labelling

- Iterative labelling



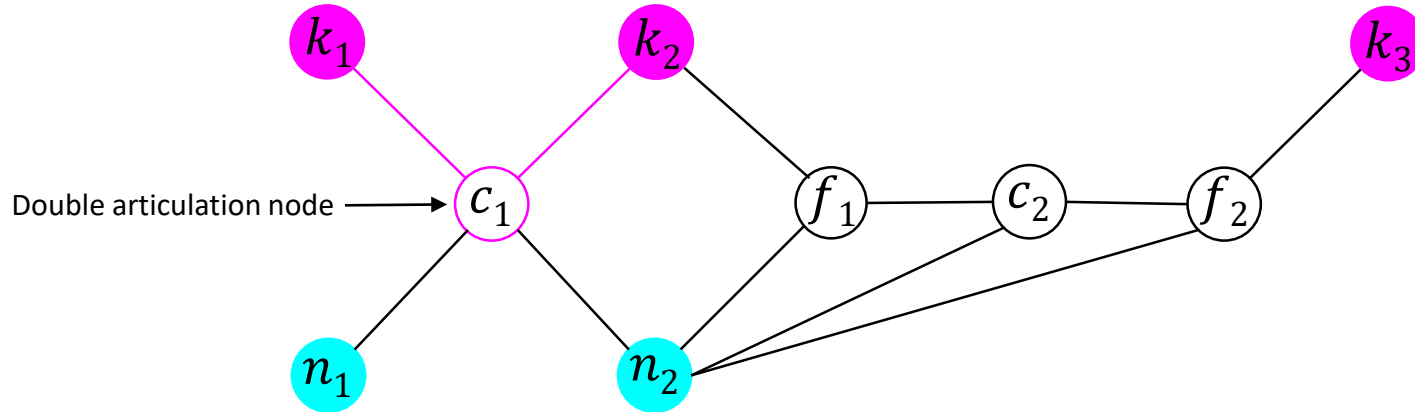
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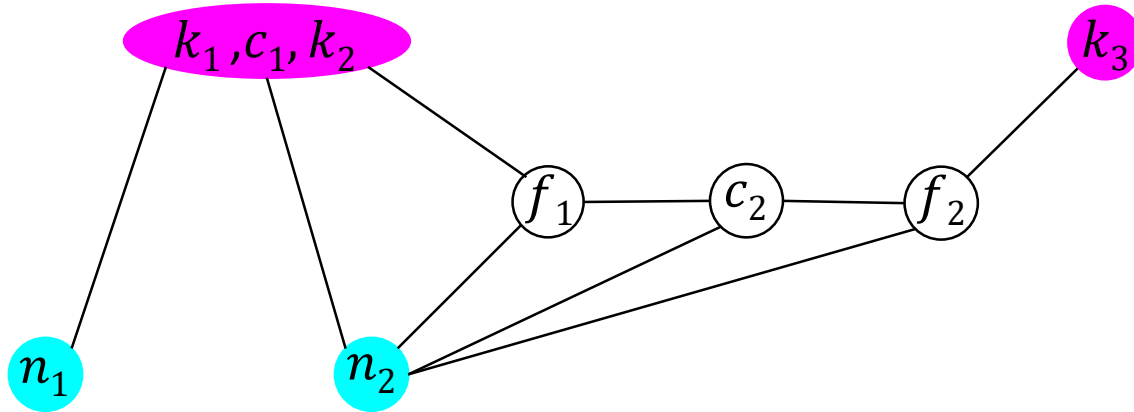
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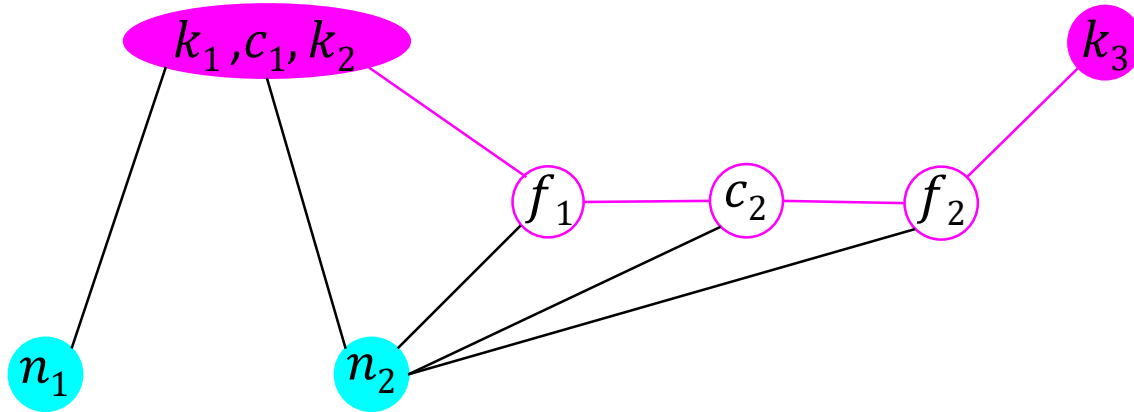
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  - Solve ACAP labelling (via NWST)



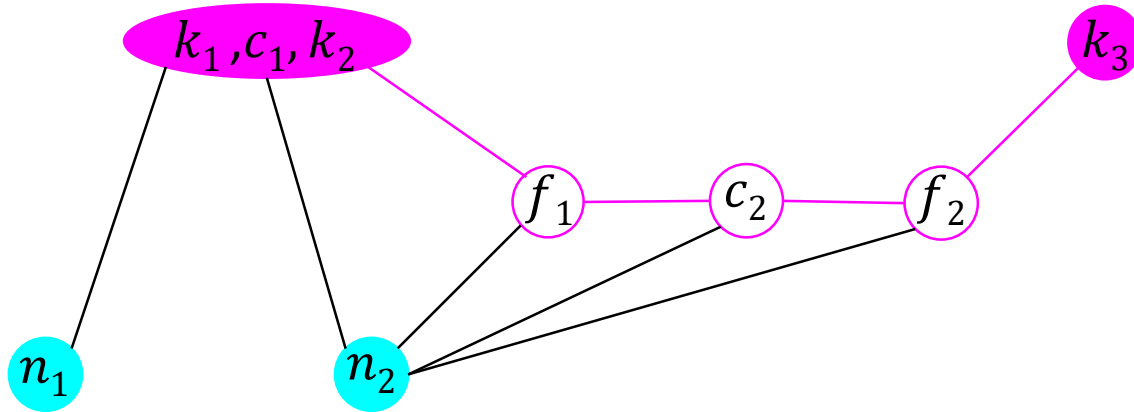
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# Graph Labelling

- Iterative labelling
  - Greedily label double-articulation nodes
  - Solve ACAP labelling (via NWST)
  - Return the solution if no node has conflicting labels; otherwise greedily label such node, and repeat

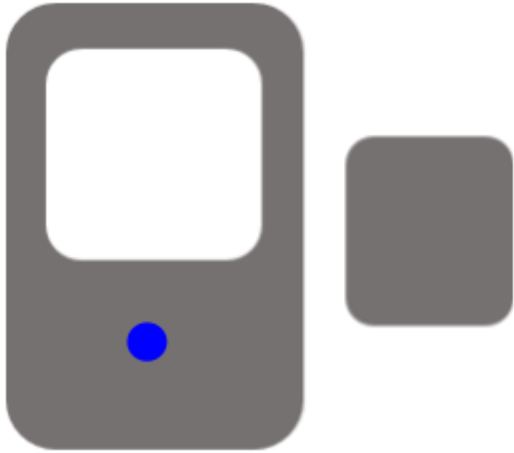


# Results

- Input shapes represented as voxels
- Cuts and fills computed by two different (monotonic) methods:

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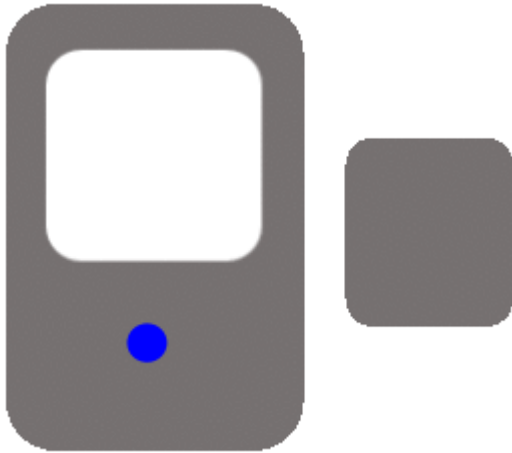
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Inflation/deflation

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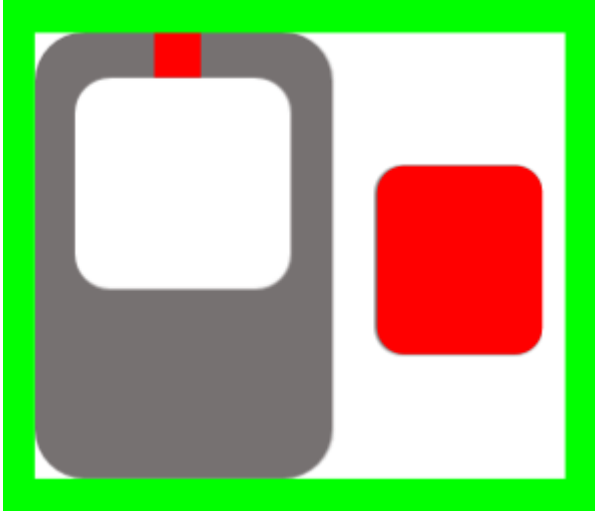
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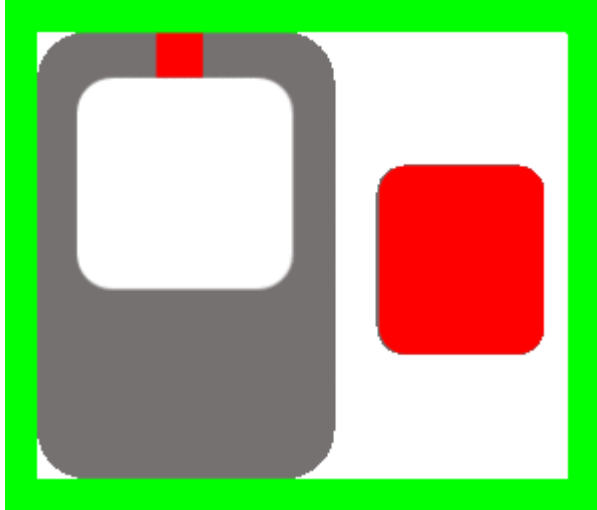
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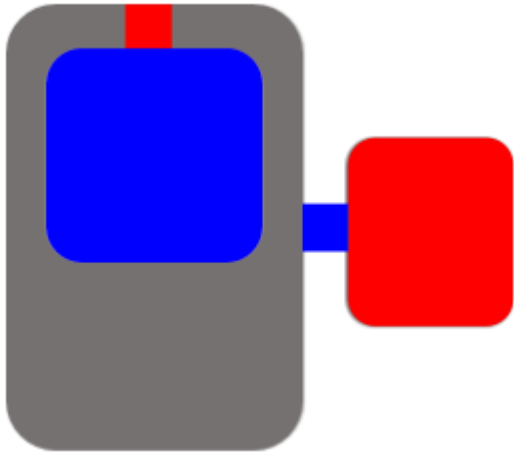


Inflation/deflation

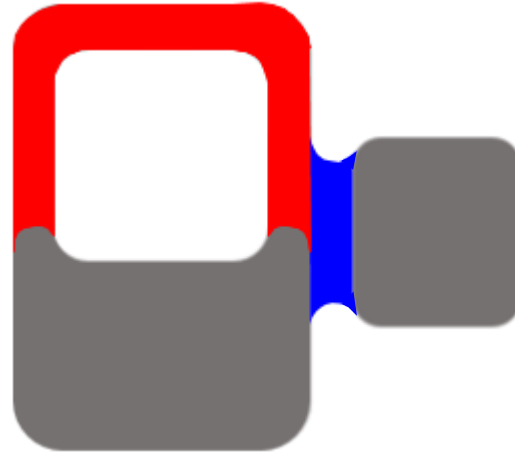


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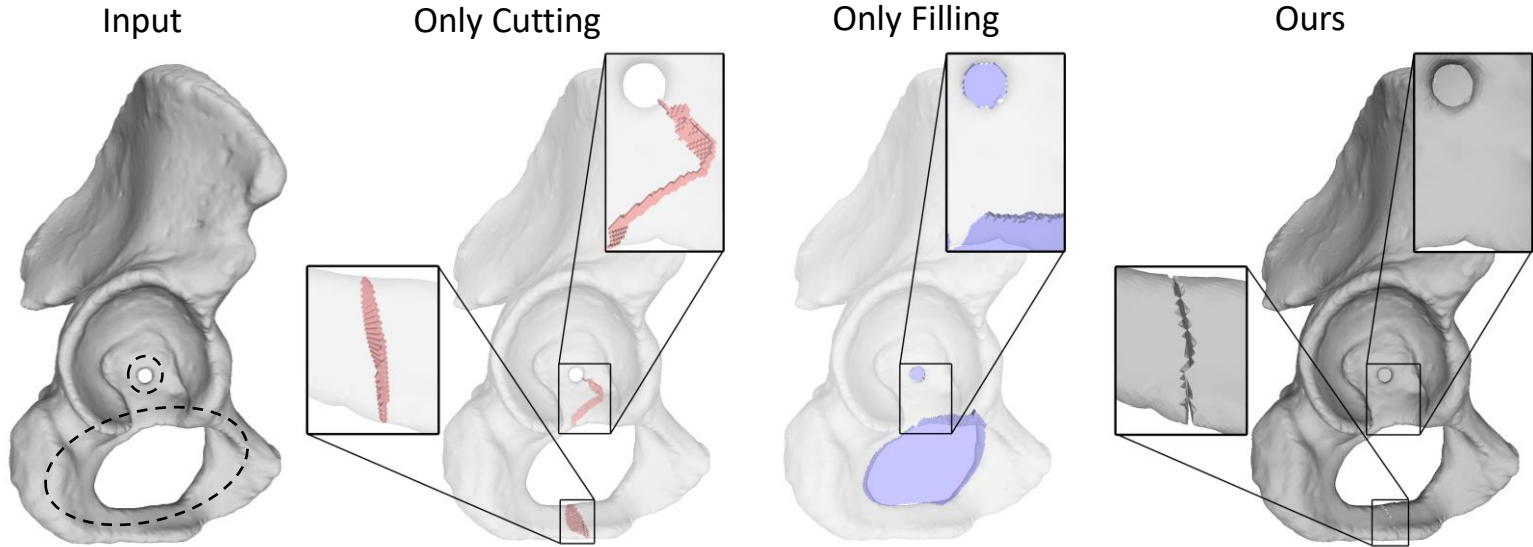
Inflation/deflation



Opening/closing

# Results

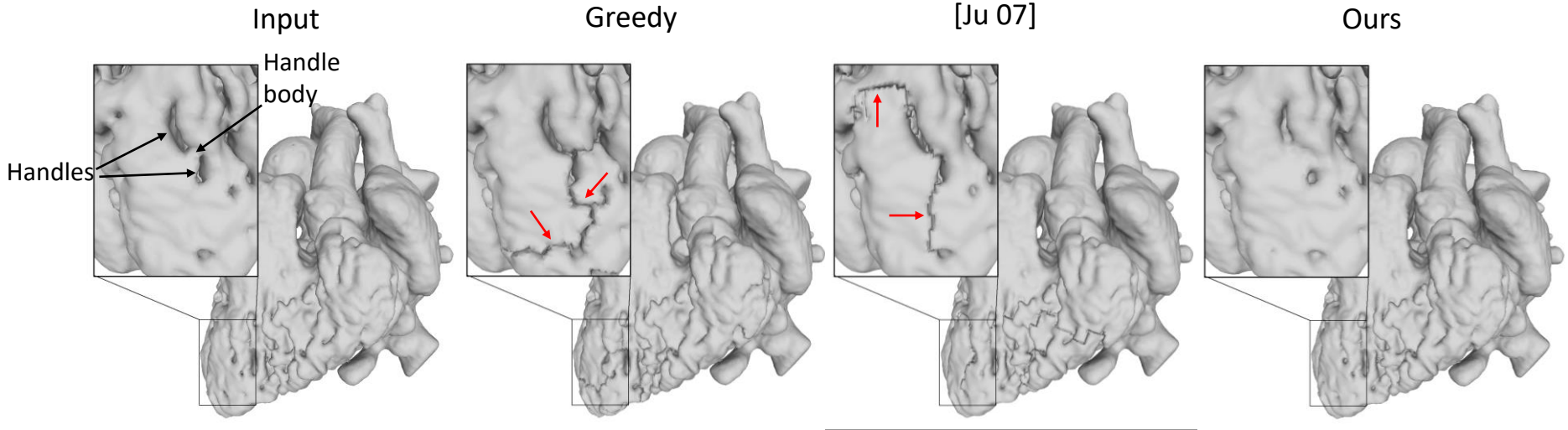
- Hip model (inflation/deflation cuts and fills)



Components:	1	1	1	1
Handles:	2	0	0	0
Cavities:	0	0	0	0
Geometric cost:	0	756	6591	397

# Results

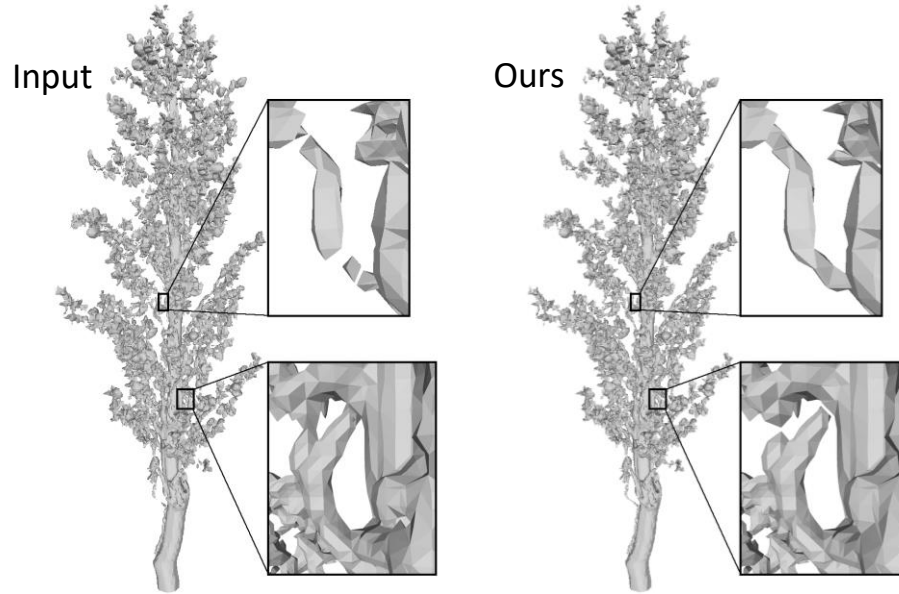
- Heart CT Scan (inflation/deflation cuts and fills)



	Input	Greedy	[Ju 07]	Ours
Components:	2	1	1	1
Handles:	215	4	0	0
Cavities:	13	0	0	0
Geometric cost:	0	2738	N/A	902

# Results

- Sorghum Panicle CT Scan (inflation/deflation cuts and fills)



Components: 1749  
 Handles: 871  
 Cavities: 1

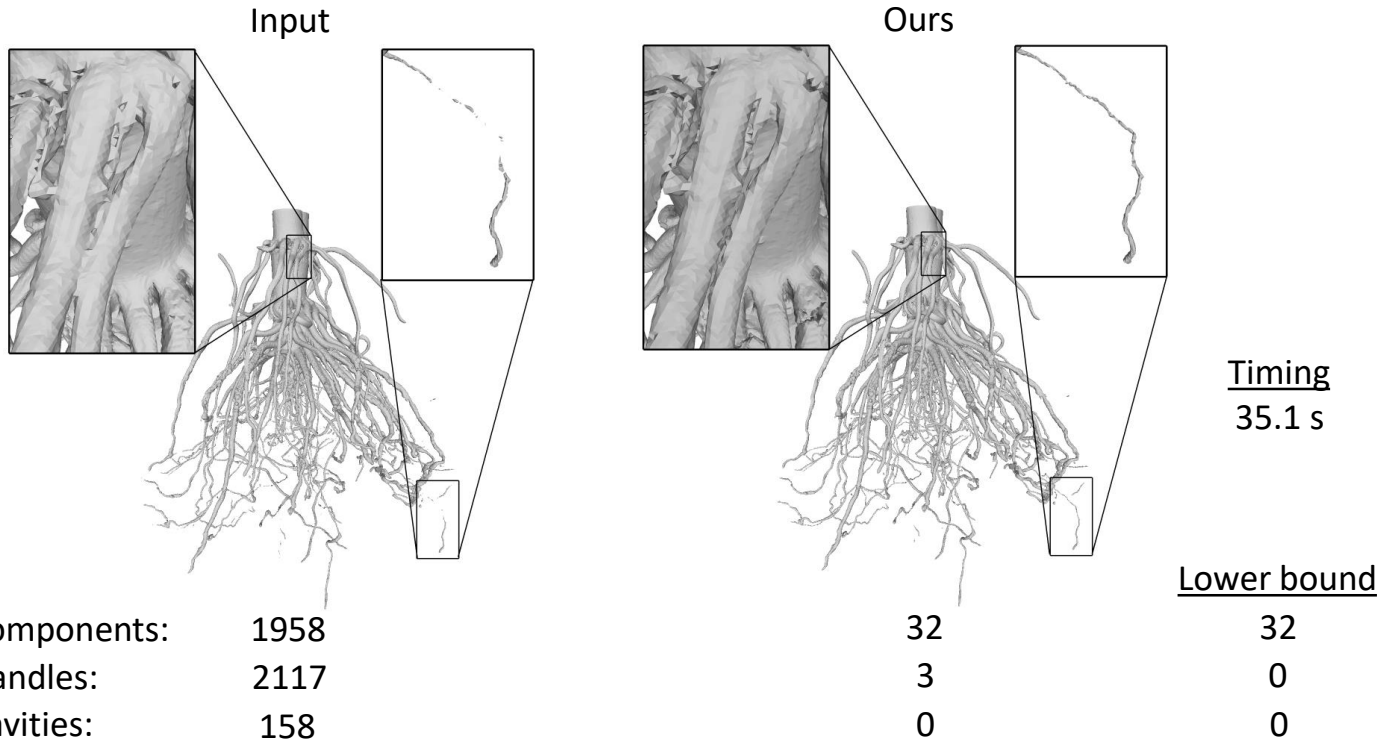
22  
 16  
 0

Timing  
 5.5 s

Lower bound  
 20  
 10  
 0

# Results

- Corn root CT Scan (inflation/deflation cuts and fills)



# Conclusion

- Summary: a global optimization algorithm which attempts to maximally simplify topology, while minimizing geometric change

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- Future work:
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- Future work:
  - Explore more effective and efficient optimization methods
  - Compute better cuts and fills
  - Allow user control over the target topology
- Website: <https://danzeng8.github.io/topo-simplifier/>
  - Paper, code, examples, discussion