

SIGGRAPH2014 NATURALLY DIGITAL



The Mileful international Counterrance and Exhibititions on Computer Chaphiles and Interactive Techniques



Indexing 3D Scenes Using the Interaction Bisector Surface

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How do we describe the spatial relationships between these pairs of objects?



"surround"

"tucked under"

"hook on"

How can we quantify these spatial relationships?



Previous Representations of Spatial Relationships



1. Contact [Fisher et al. 2011]

2. Distance [Fisher et al. 2010]

d



3. Relative direction [Fisher et al. 2010]

Limitation of Previous Presentations

Distances between object centres for these two scenes are quite similar:



Objective

 Quantify spatial relationships by Interaction Bisector Surface (IBS)



Medial Axis and IBS



Previous Representation vs IBS

Distance between object centres:



Interaction Bisector Surface (IBS):



Objective

Apply our new representation IBS to 3D scenes analysis







Scene classification

Scene structure construction

Retrieval

Overview

- Basics of IBS
 - Computation
 - Features
- Applications
 - Scene classification
 - Scene structure analysis
 - Spatial relationship based retrieval



Computation of IBS



IBS Between Two Objects



IBS Between Multiple Objects





IBS Features

- Features of IBS which are useful for scene analysis:
 - Topological features (Betti numbers)
 - Geometric features (distance, direction, PFH)

Topological Features: Betti Numbers

b1: number of loops b2: number of closed surfaces



Topological Features



 $b_1 = 0$ $b_2 = 0$





 $b_1 = 1$ $b_2 = 0$



 $b_1 = 3$ $b_2 = 0$

 $b_1 = 0$

b2 = 1



Geometric Features



*PFH: Point Feature Histogram [Rusu et al. 2008]

Overview

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Classification

Database



Resulting confusion matrix







Query: Results:



Query: Results:



Query: Results:



Evaluation of Retrieval Results



Precision



Our method

Recall

Conclusion

• IBS is a rich representation of spatial relationships between objects in 3d scenes



Limitations and Future Work

- Limitations
 - The computational cost is higher
 - Only focus on spatial relationship

- Future work
 - Extra features (labels, object geometry)
 - Whole scene retrieval
 - Character-object interaction

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