

Geodesics and Fast Marching Methods

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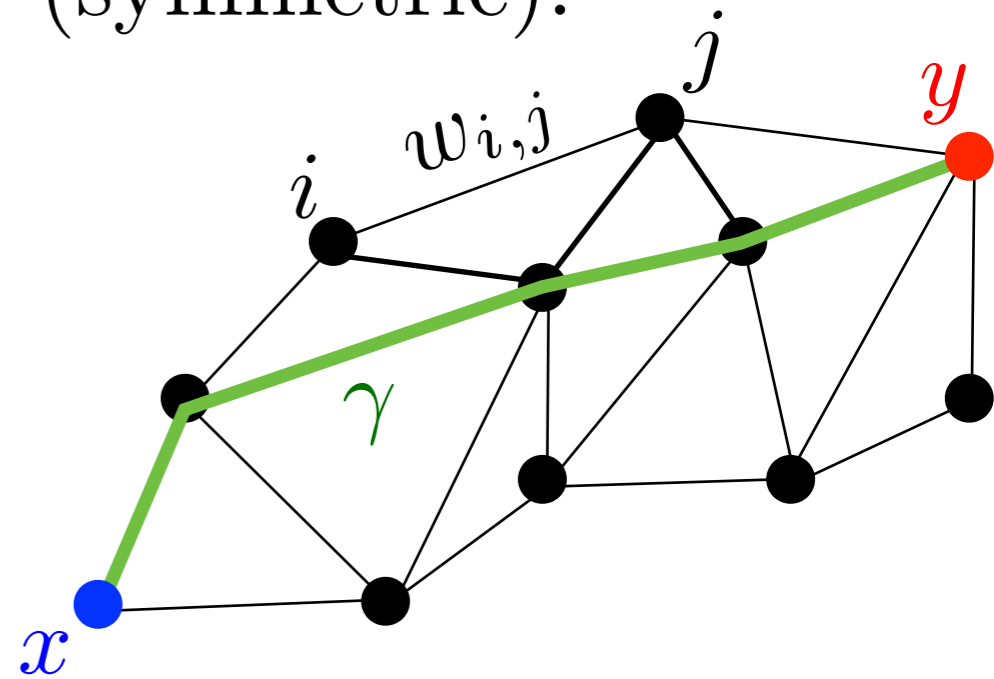


Geodesic computation on a graph

Graph: (V, E) , $V = \{1, \dots, n\}$, $E \subset V^2$ (symmetric).

Cost: $(w_{i,j})_{(i,j) \in E}$, $w_{i,j} > 0$.

Path: $\gamma = (\gamma_1, \dots, \gamma_K)$, $(\gamma_k, \gamma_{k+1}) \in E$.



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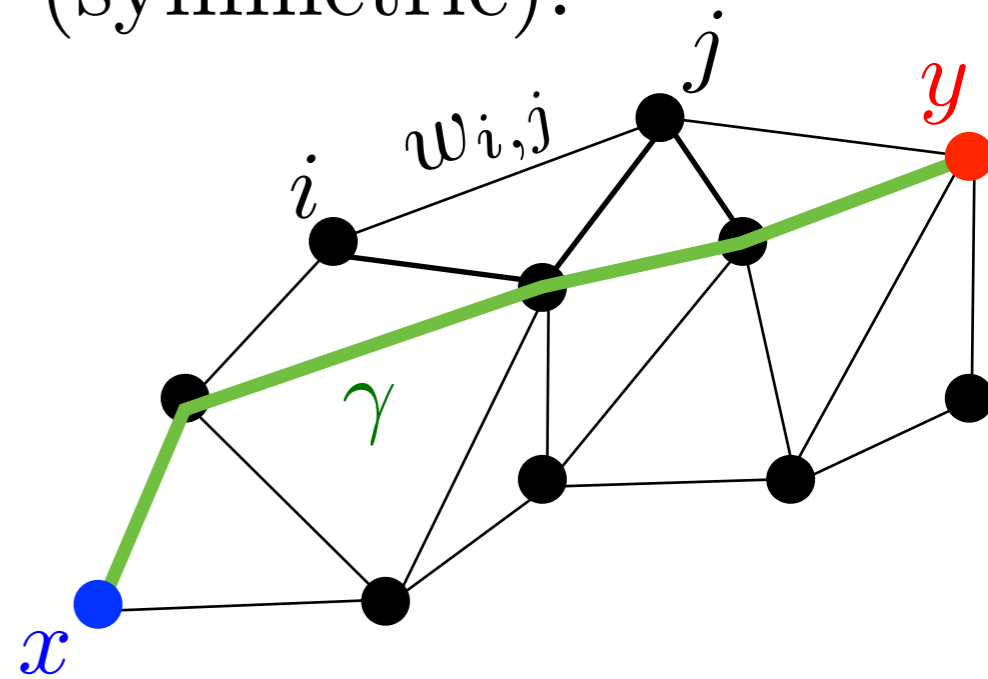
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Geodesic distance:

$$d(x, y) = \min_{\gamma_1=x, \gamma_K=y} L(\gamma).$$



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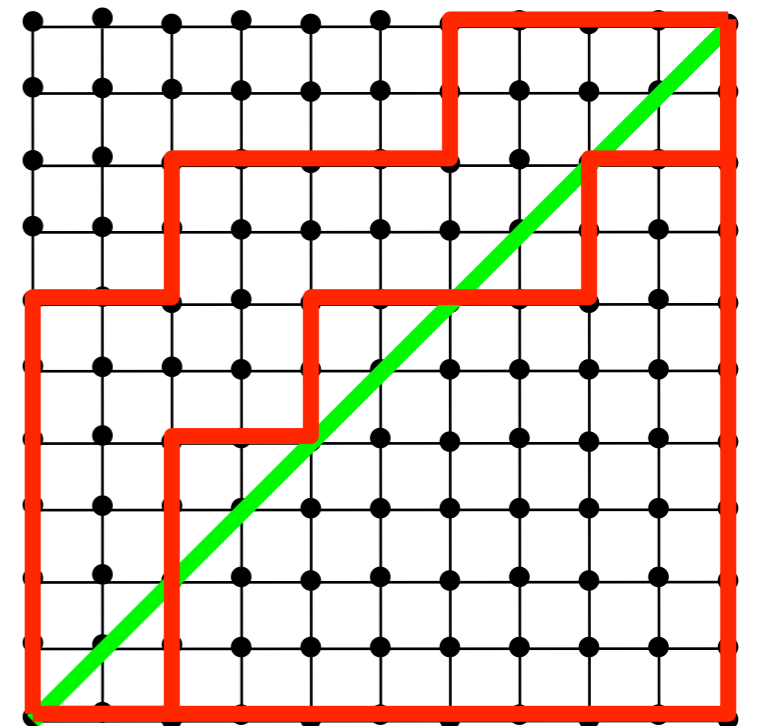
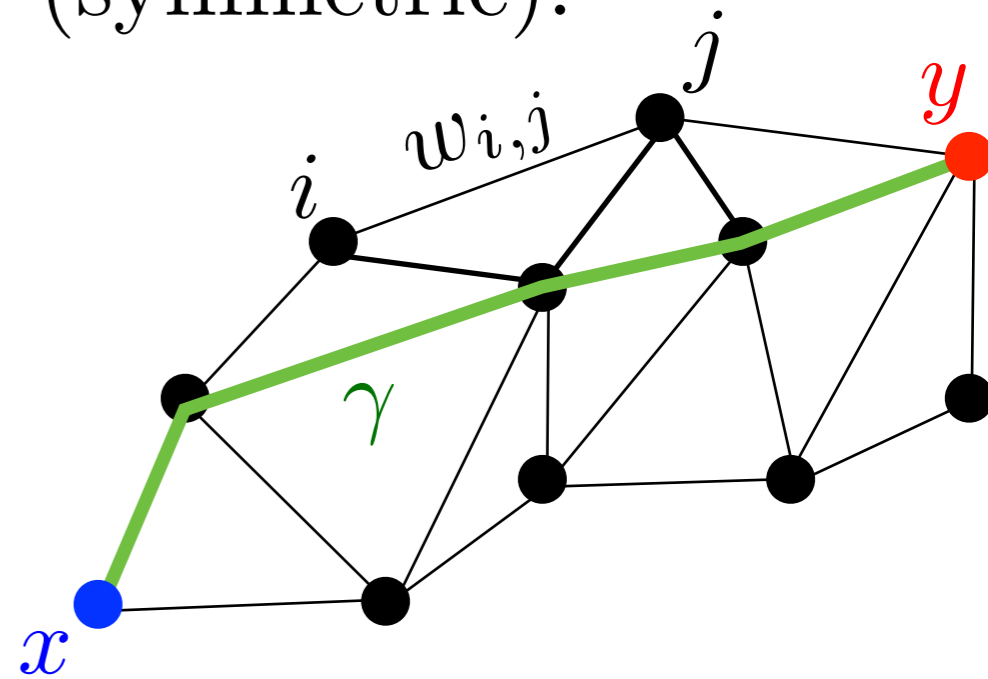
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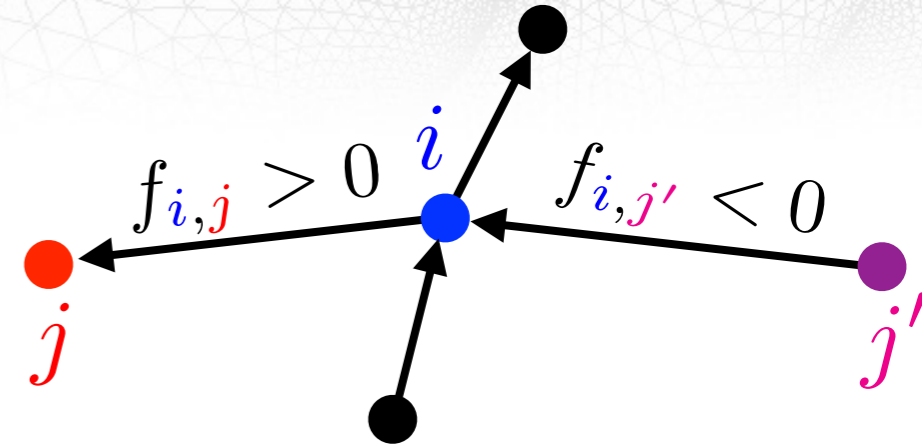
Difficulty: metrification error.



Connections with Maxflow Problems

Flow on edge: $f_{j,i} = -f_{i,j}$.

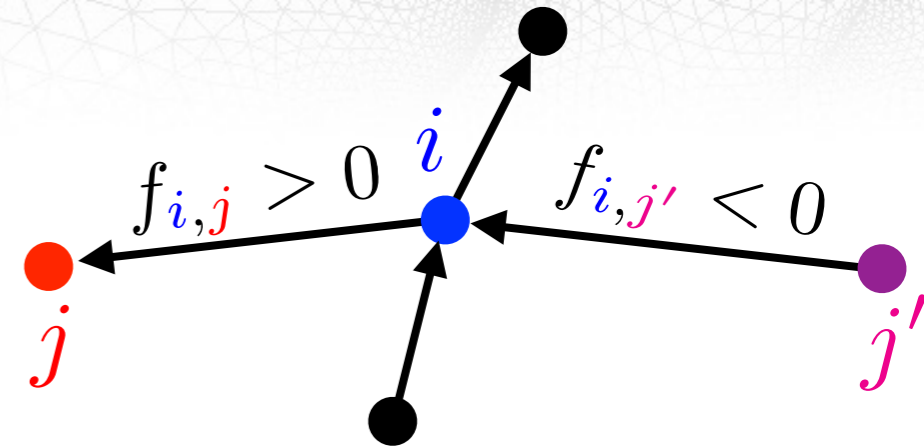
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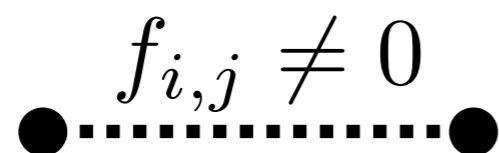
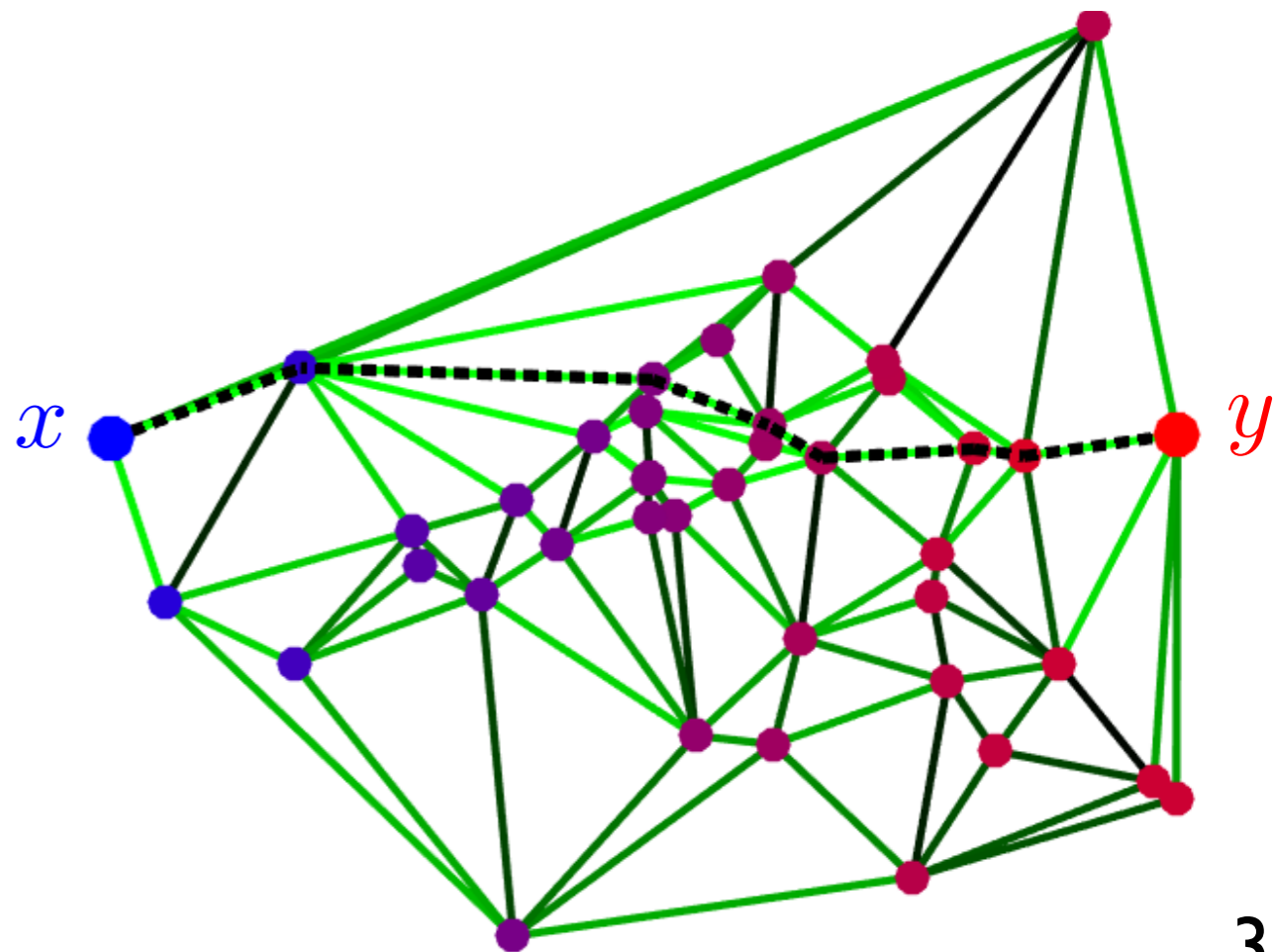
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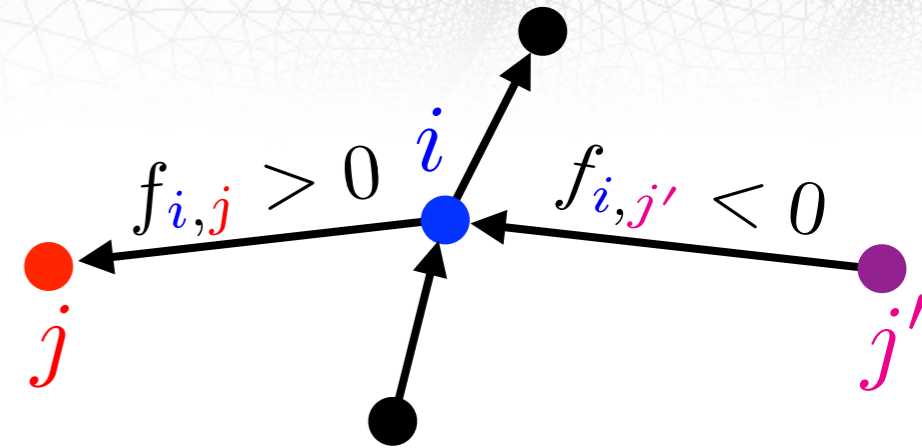
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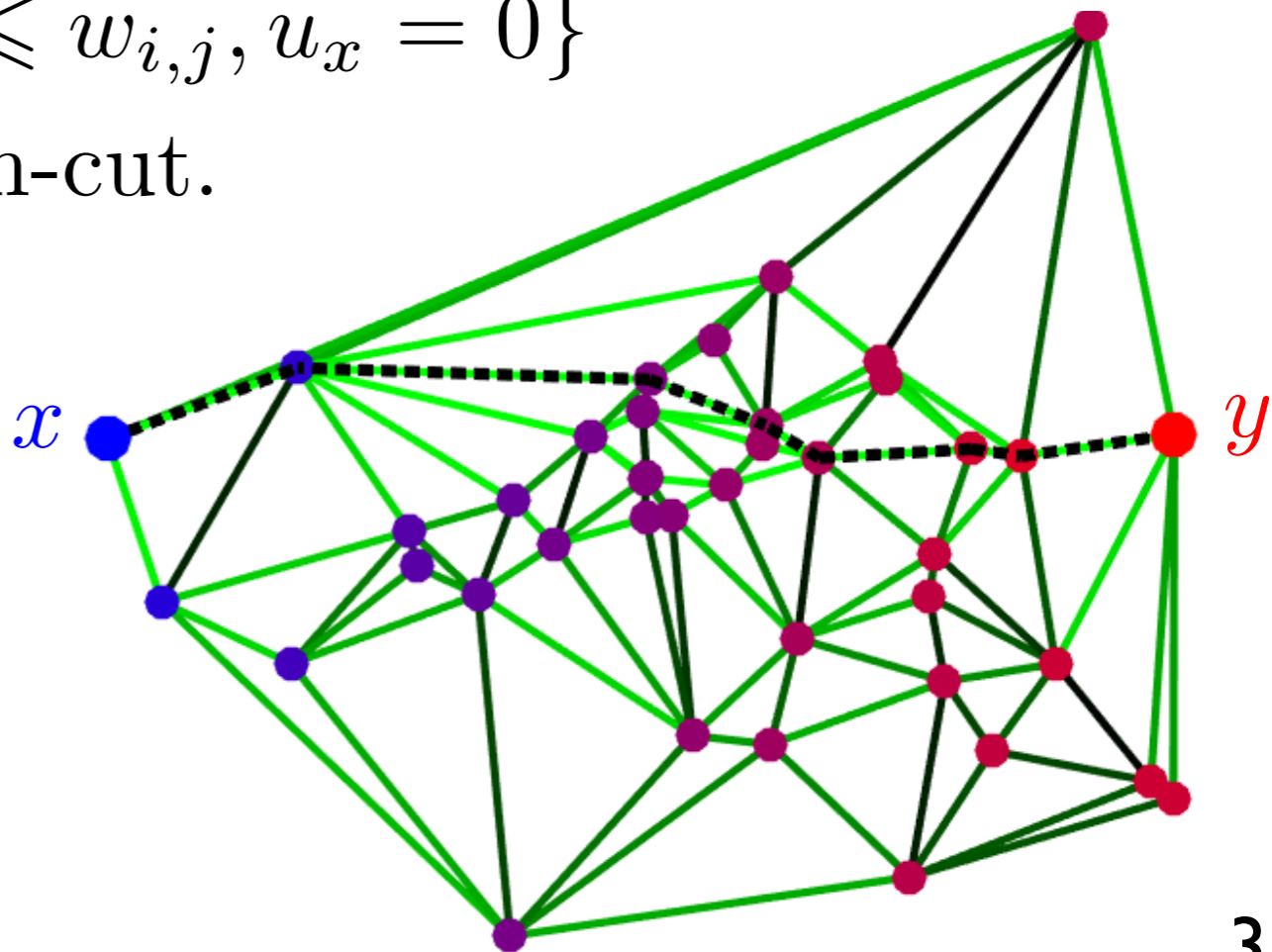
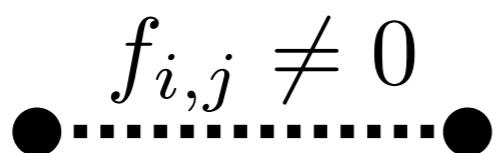
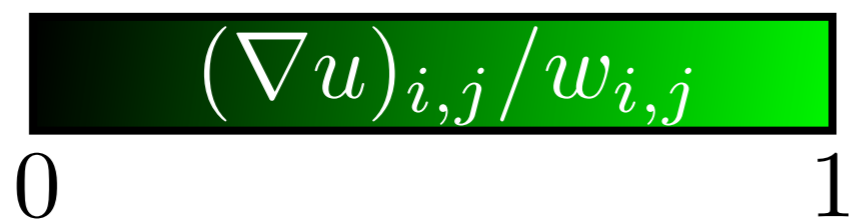


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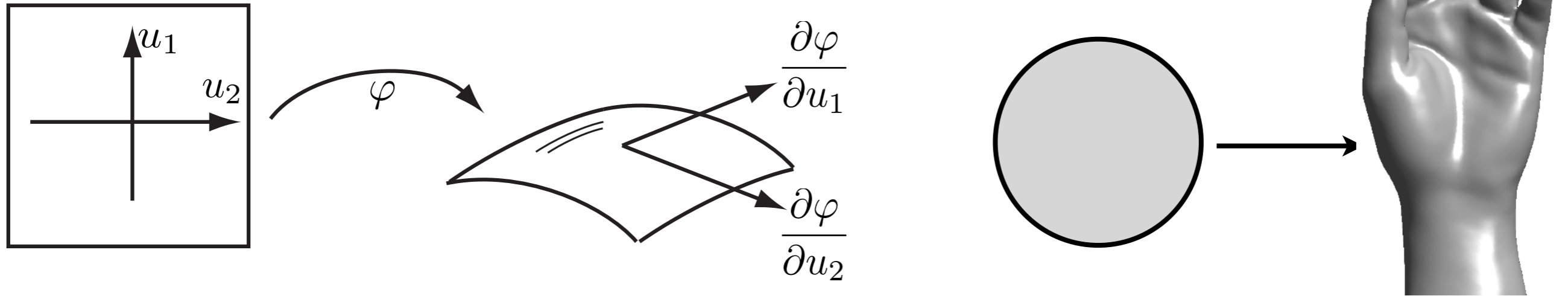
$$= \max_{u \in \mathbb{R}^N} \left\{ u_y ; |(\nabla u)_{i,j}| \leq w_{i,j}, u_x = 0 \right\}$$

→ recast as min-cut.



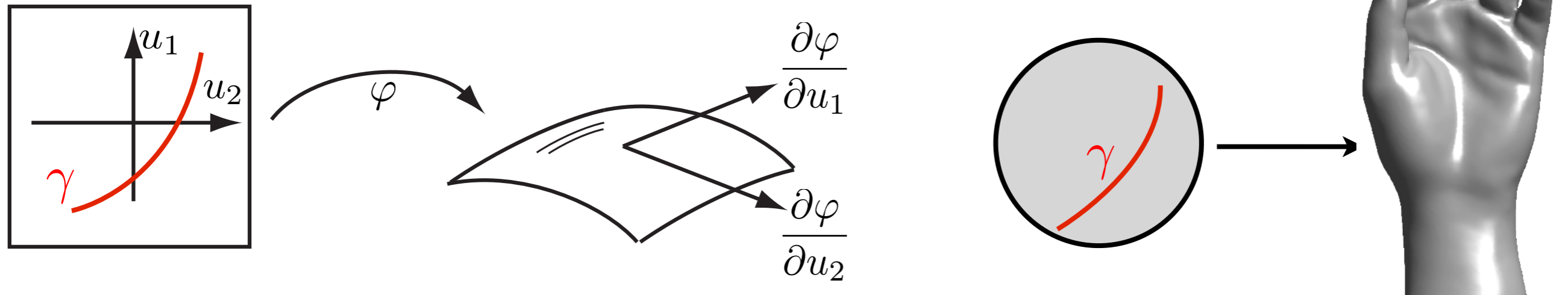
Parametric Surfaces

Parameterized surface: $u \in \mathbb{R}^2 \mapsto \varphi(u) \in \mathcal{M}$.



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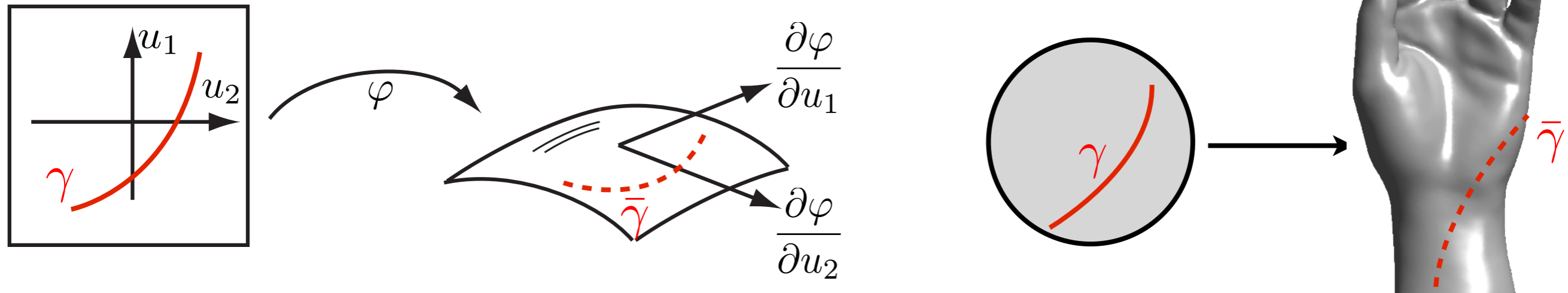
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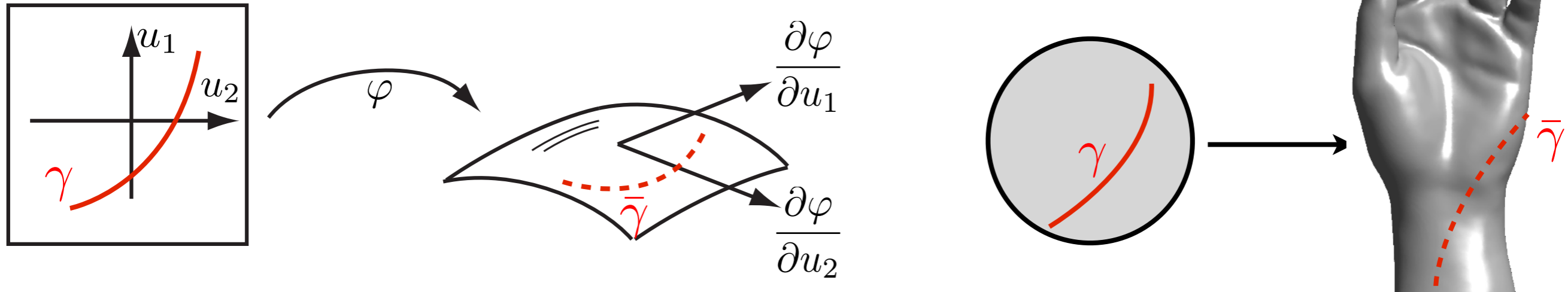


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For an embedded manifold $\mathcal{M} \subset \mathbb{R}^n$:

First fundamental form: $I_\varphi = \left(\left\langle \frac{\partial \varphi}{\partial u_i}, \frac{\partial \varphi}{\partial u_j} \right\rangle \right)_{i,j=1,2}$.

Length of a curve

$$L(\gamma) \stackrel{\text{def.}}{=} \int_0^1 \|\bar{\gamma}'(t)\| dt = \int_0^1 \sqrt{\gamma'(t) I_{\gamma(t)} \gamma'(t)} dt.$$

Riemannian Manifold

Riemannian manifold: $\mathcal{M} \subset \mathbb{R}^n$ (locally)

Riemannian metric: $H(x) \in \mathbb{R}^{n \times n}$, symmetric, positive definite.

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Image processing: image I , $W(x)^2 = (\varepsilon + \|\nabla I(x)\|)^{-1}.$

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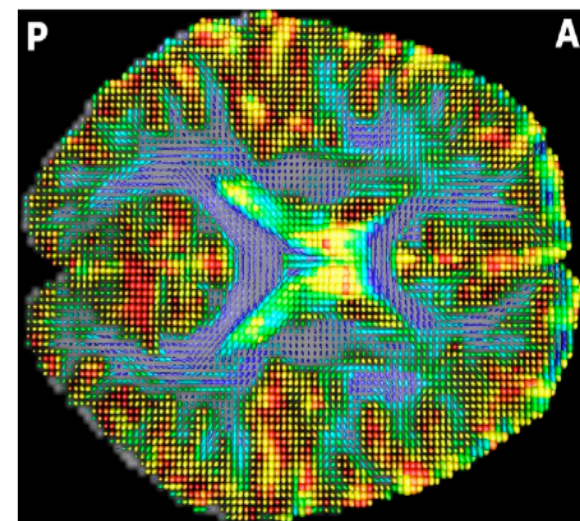
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DTI imaging: $\mathcal{M} = [0, 1]^3$, $H(x)$ =diffusion tensor.

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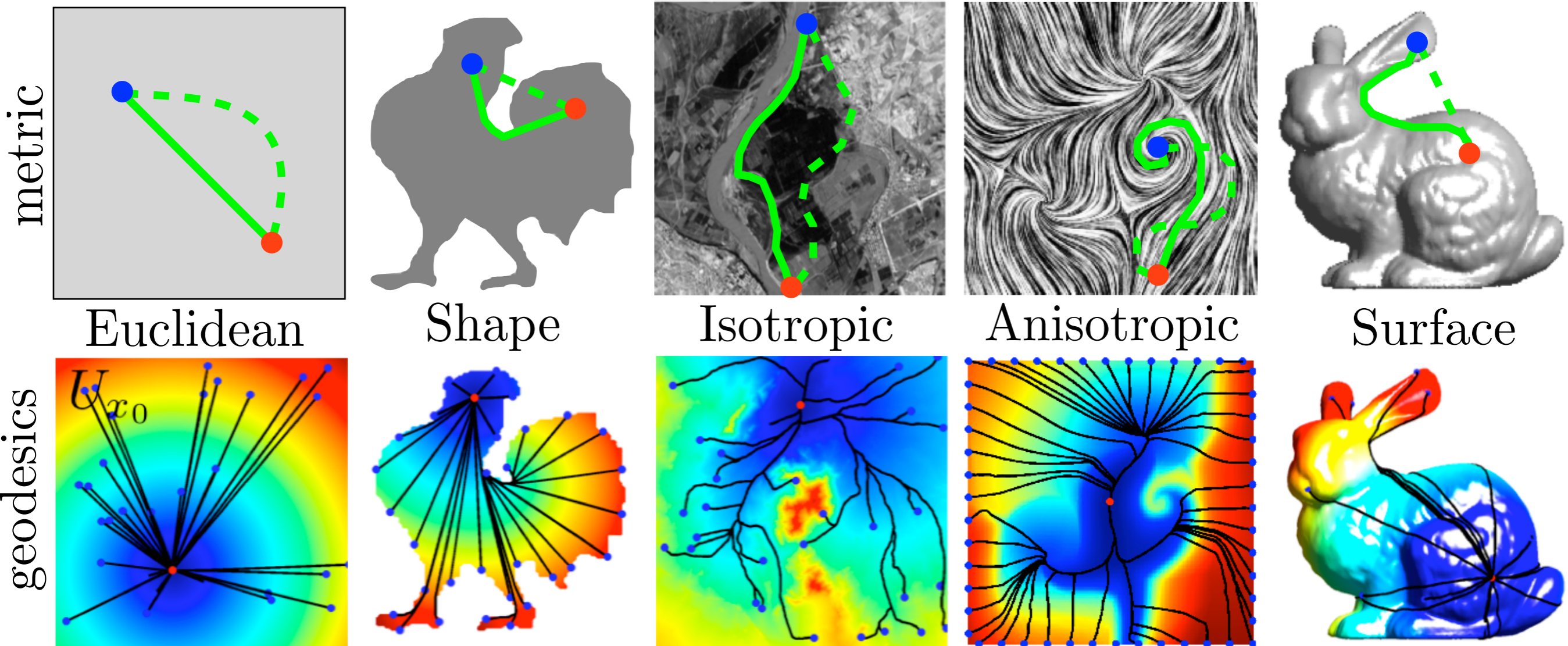
Geodesic Distances

Geodesic distance metric over $\mathcal{M} \subset \mathbb{R}^n$

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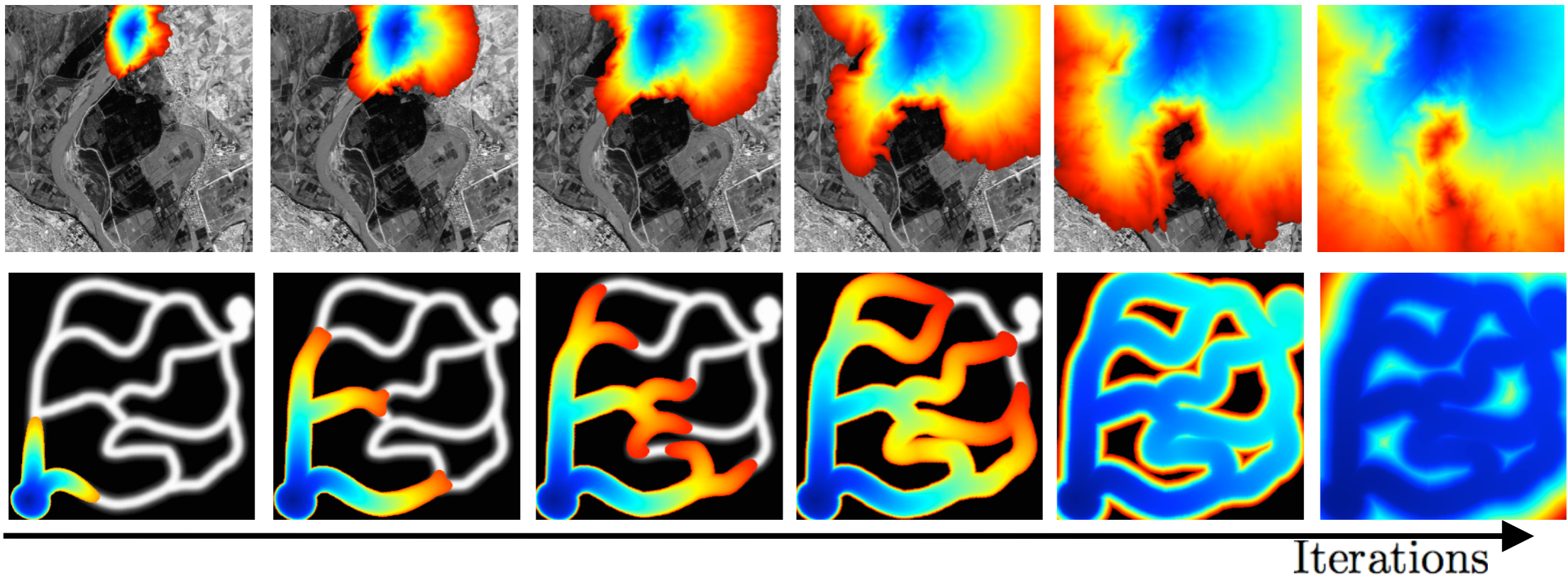
Geodesic curve: $\gamma(t)$ such that $L(\gamma) = d_{\mathcal{M}}(x, y)$.

Distance map to a starting point $x_0 \in \mathcal{M}$: $U_{x_0}(x) \stackrel{\text{def.}}{=} d_{\mathcal{M}}(x_0, x)$.



What's Next?

Laurent Cohen: Dijkstra and Fast Marching algorithms.



Jean-Marie Mirebeau: anisotropy and adaptive stencils.

