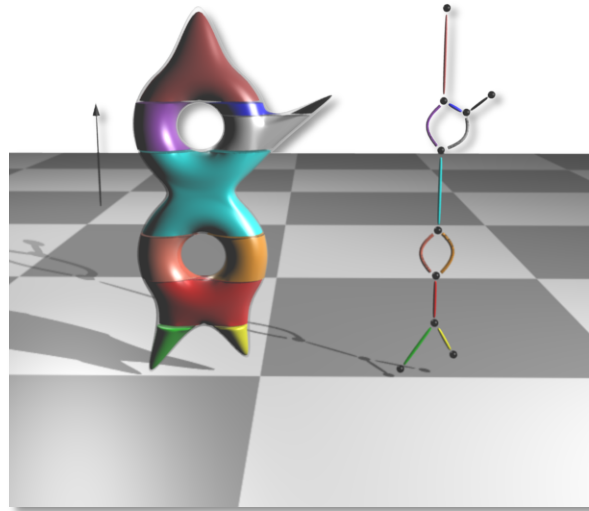


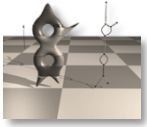


Scalar Field Visualization:

Level-set Topology

Vijay Natarajan
Indian Institute of Science





Acknowledgements

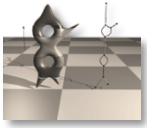


- Visualization and Graphics Lab, IISc
- Harish Doraiswamy (Ph.D.)
- Aneesh Sood (JRF)

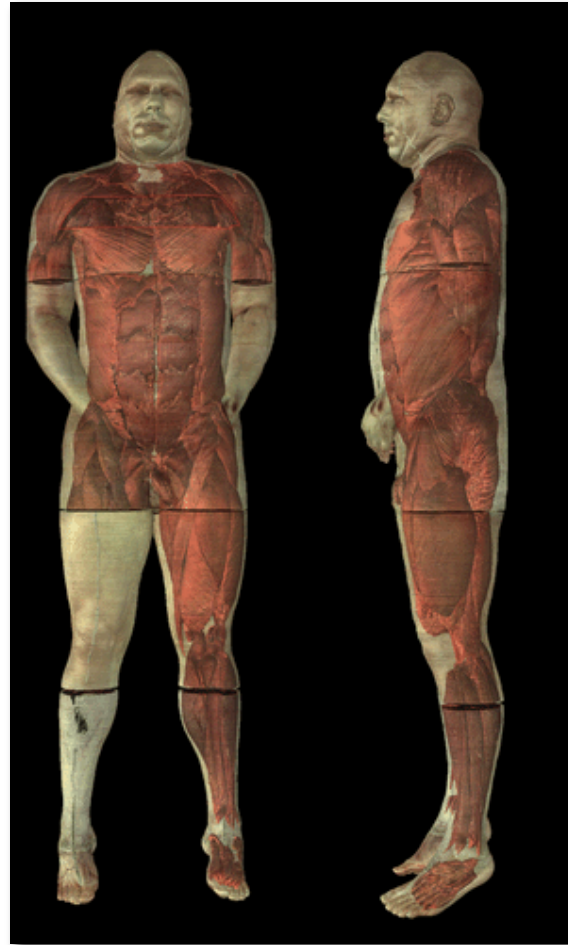


What is Data Visualization?

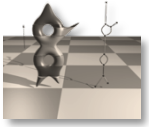
[illegible]



What is Visualization?

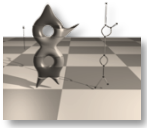


Visible Human
National library of medicine
NIH, USA

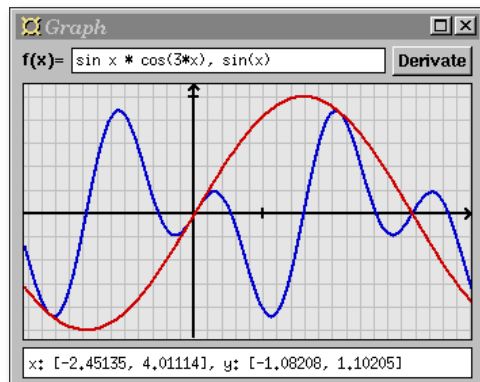


What is Visualization?

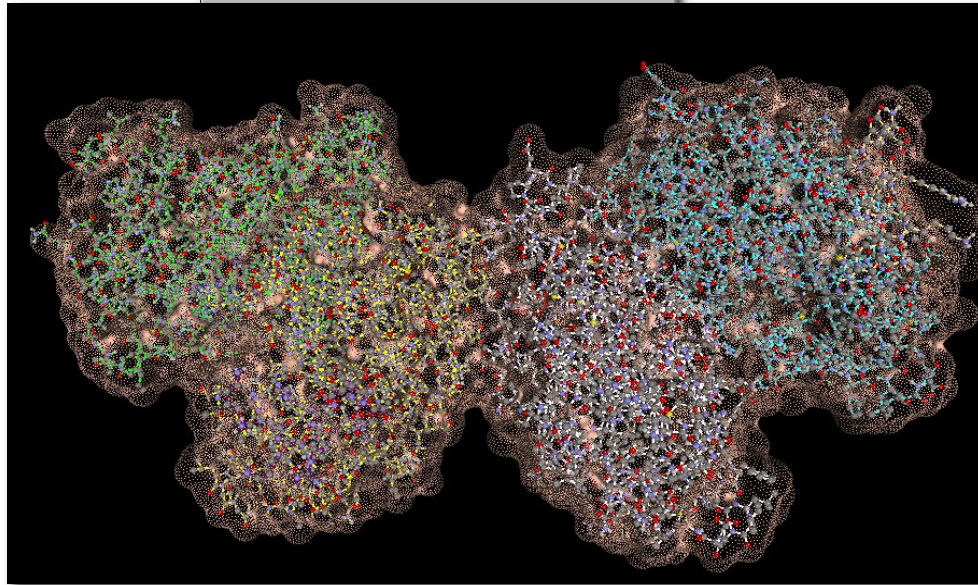
- Study of following questions about data
 - How to gain insight by “looking” at the data?
 - How to convey information by graphical means?

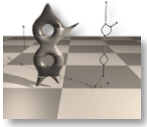


Scientific Visualization

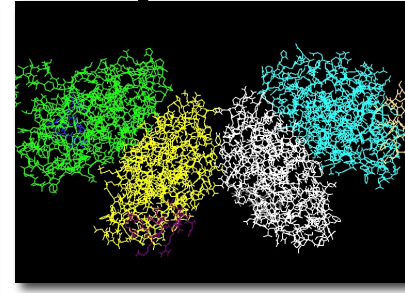
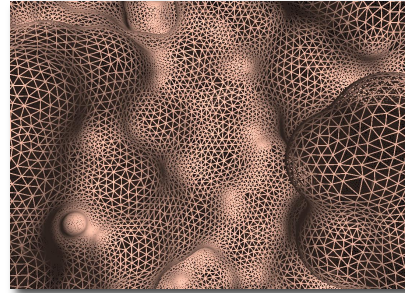


- Data measured over a geometric domain
- **Scientific Data** Visualization

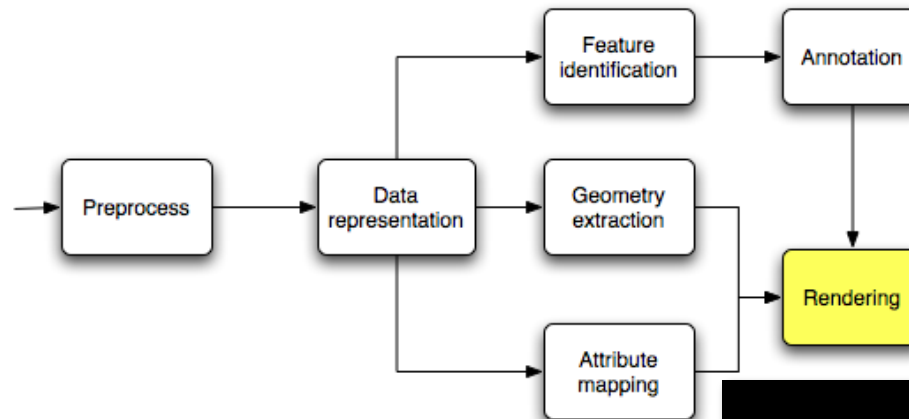




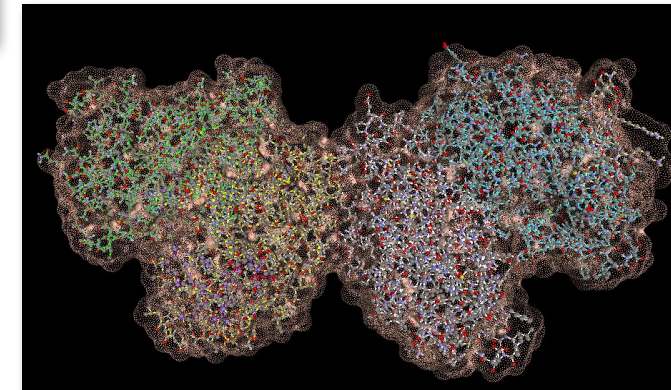
Visualization Pipeline

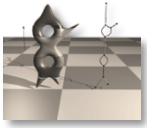


ATOM	54	N	VAL	A	10	12.585	44.269	18.512	1.00	15.04
ATOM	55	CA	VAL	A	10	13.062	45.031	17.341	1.00	13.36
ATOM	56	C	VAL	A	10	12.110	44.089	16.152	1.00	12.91
ATOM	57	O	VAL	A	10	11.847	45.072	15.464	1.00	12.95
ATOM	58	CB	VAL	A	10	14.485	44.662	16.905	1.00	12.86
ATOM	59	CG1	VAL	A	10	14.964	45.478	15.700	1.00	11.53
ATOM	60	CG2	VAL	A	10	15.468	44.862	18.059	1.00	13.35
ATOM	61	N	ALA	A	11	11.531	43.736	15.924	1.00	14.31
ATOM	62	CA	ALA	A	11	10.611	43.525	14.819	1.00	15.15
ATOM	63	C	ALA	A	11	9.361	44.300	15.045	1.00	16.46
ATOM	64	O	ALA	A	11	8.860	44.943	14.089	1.00	14.62
ATOM	65	CB	ALA	A	11	10.181	42.060	14.683	1.00	13.65
ATOM	66	N	ASP	A	12	8.901	44.422	16.309	1.00	17.72
ATOM	67	CA	ASP	A	12	7.697	45.240	16.539	1.00	17.76
ATOM	68	C	ASP	A	12	8.013	46.702	16.371	1.00	16.47
ATOM	69	O	ASP	A	12	7.220	47.462	15.836	1.00	17.45
ATOM	70	CB	ASP	A	12	7.164	45.046	17.948	1.00	20.86
ATOM	71	CG	ASP	A	12	6.425	43.730	18.017	1.00	25.76
ATOM	72	OD1	ASP	A	12	6.163	43.072	16.973	1.00	25.51
ATOM	73	OD2	ASP	A	12	6.118	43.426	19.198	1.00	29.75
ATOM	74	N	TYR	A	13	9.167	47.072	16.893	1.00	16.93
ATOM	75	CA	TYR	A	13	9.620	46.490	16.017	1.00	17.51
ATOM	76	C	TYR	A	13	9.690	46.995	15.304	1.00	17.35
ATOM	77	O	TYR	A	13	9.188	50.005	15.032	1.00	16.65
ATOM	78	CB	TYR	A	13	10.926	48.630	17.610	1.00	17.26
ATOM	79	CG	TYR	A	13	11.250	50.052	17.940	1.00	19.63
ATOM	80	CD1	TYR	A	13	11.778	50.890	16.961	1.00	20.15

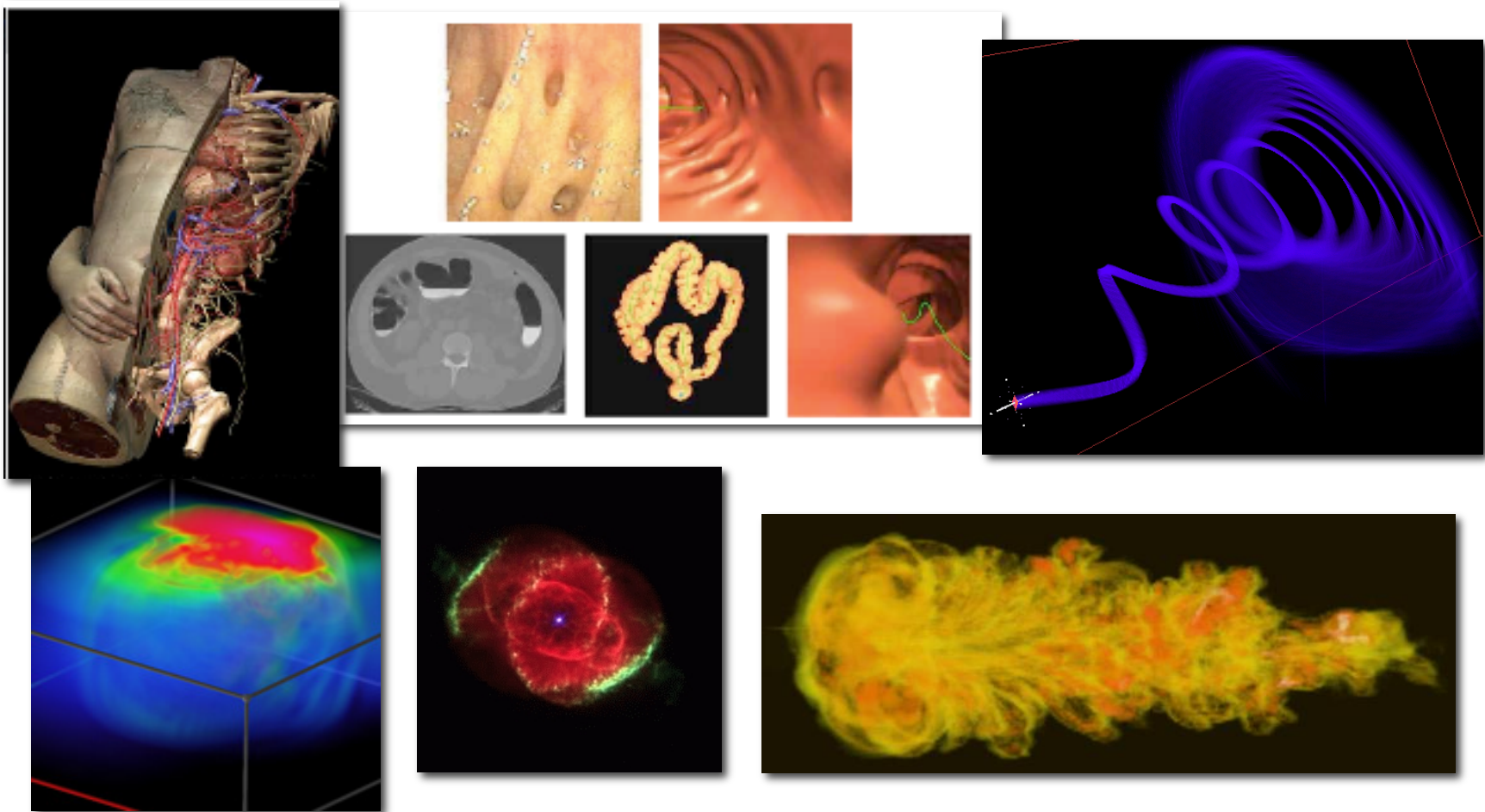


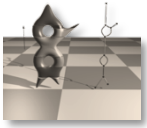
9.50000e-001	7.11270e-001	9.50000e-001	9.88730e-001
7.11270e-001	9.50000e-001	9.11270e-001	7.88730e-001
9.88730e-001	9.50000e-001	7.88730e-001	9.88730e-001
9.88730e-001	7.88730e-001	9.88730e-001	9.11270e-001
7.50000e-001	9.88730e-001	9.50000e-001	7.50000e-001
9.88730e-001	9.88730e-001	7.50000e-001	9.88730e-001
9.11270e-001	7.11270e-001	9.88730e-001	9.50000e-001
7.11270e-001	9.88730e-001	9.88730e-001	7.11270e-001
9.88730e-001	9.11270e-001	6.88730e-001	9.11270e-001
9.50000e-001	6.88730e-001	9.11270e-001	9.88730e-001
6.88730e-001	9.11270e-001	9.11270e-001	6.50000e-001
9.11270e-001	9.50000e-001	6.50000e-001	9.11270e-001



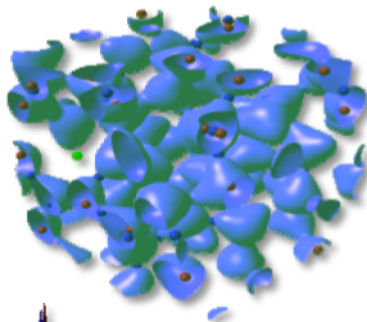
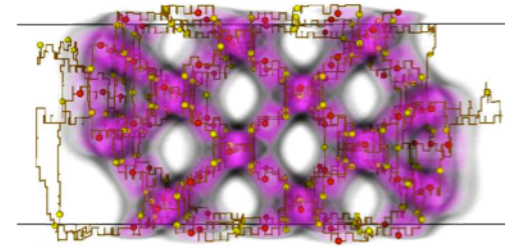
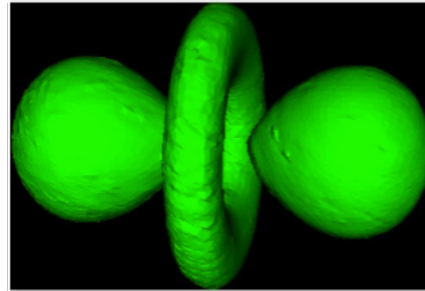
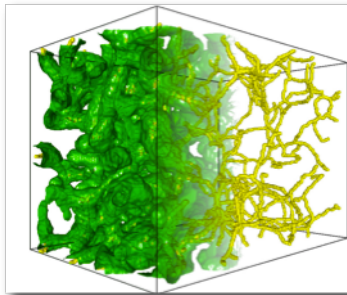


Applications

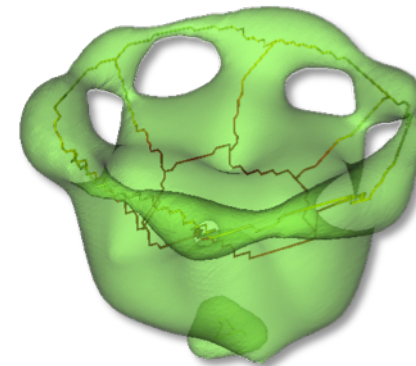
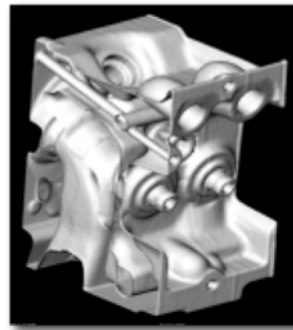
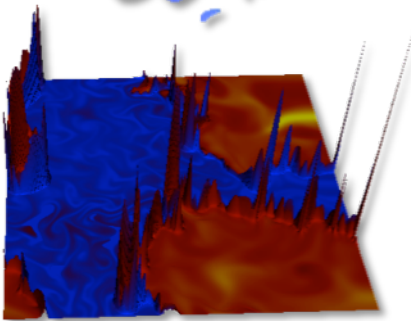
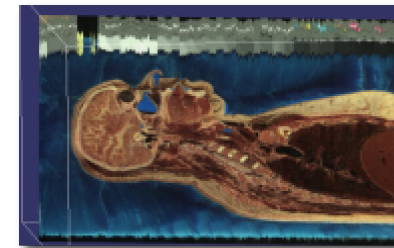


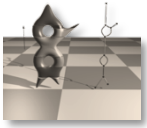


Scalar Functions



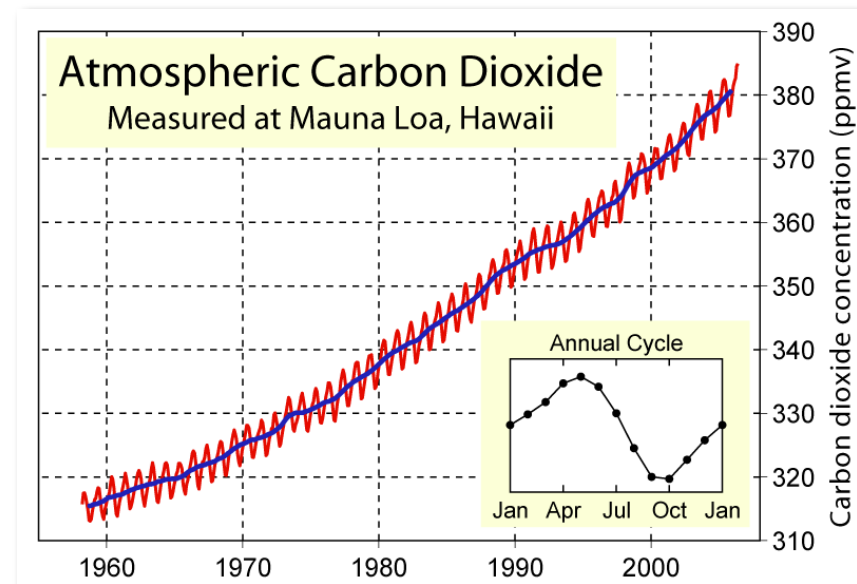
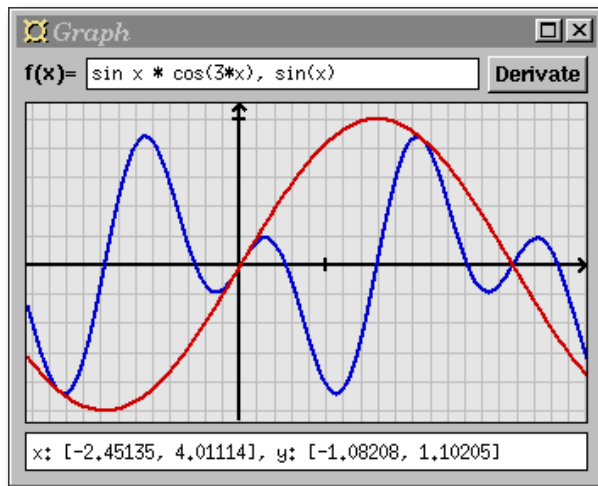
$f : D \rightarrow R$
Scalar functions are ubiquitous
in the representation of
scientific data

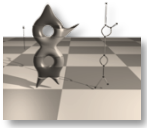




Scalar Field Visualization - 1D

$$f : R \rightarrow R$$

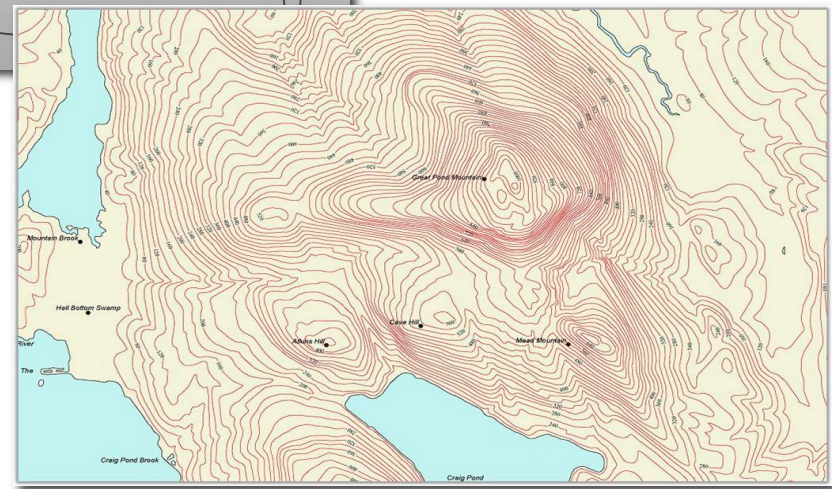
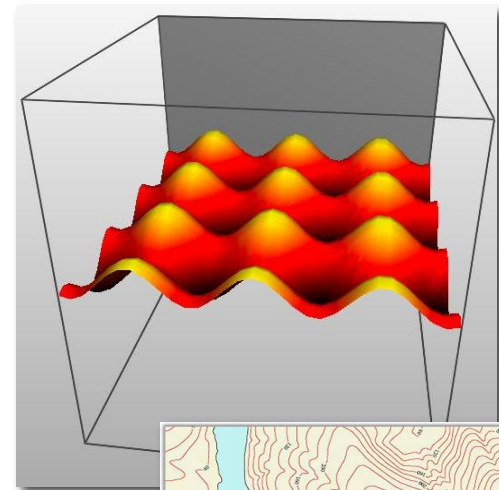


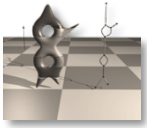


Scalar Field Visualization - 2D

$$f : \mathbb{R}^2 \rightarrow \mathbb{R}$$

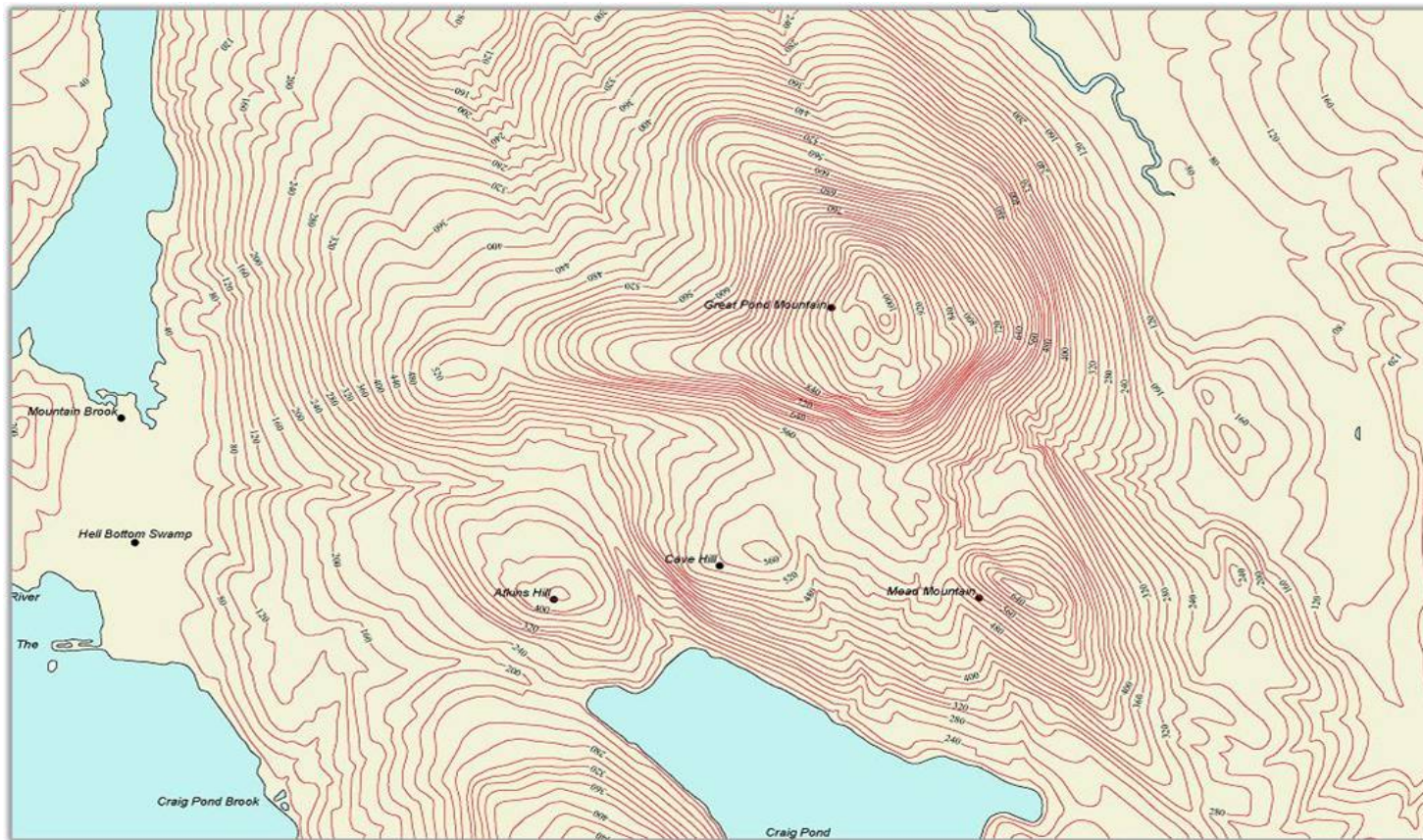
- Surface plot
 - interpret scalar value as height
- Color mapping
 - assign a color to every scalar value
- Contour plot
 - extract curves as pre-image of given scalar value

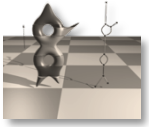




Level Sets

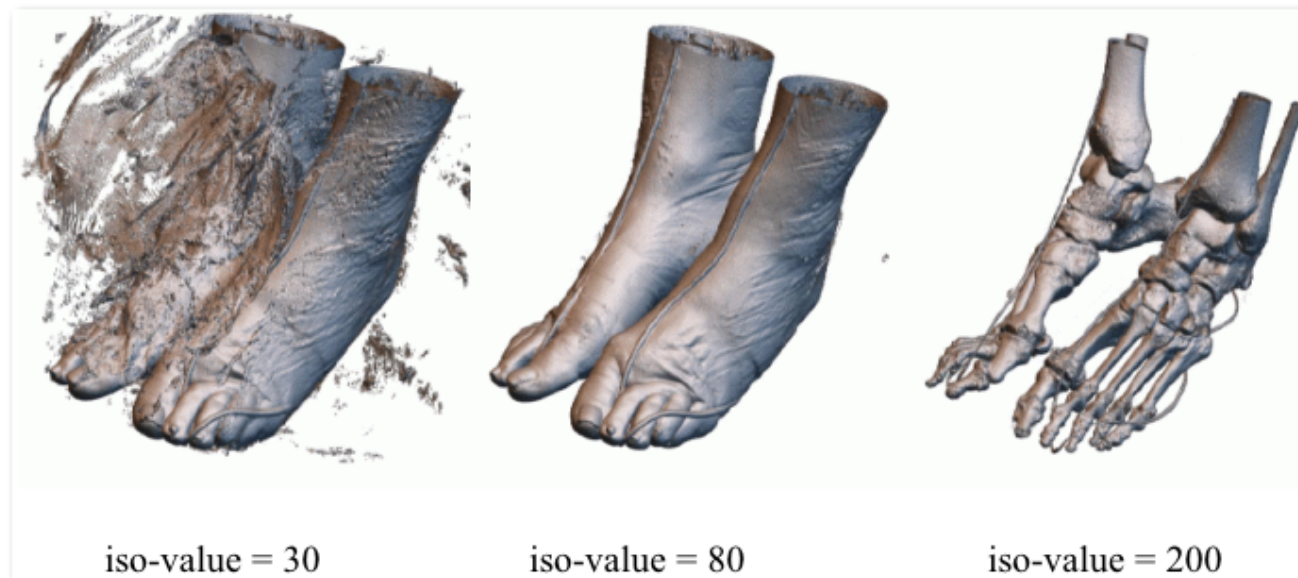
Preimage of an isovalue: Isocontours and Isosurfaces



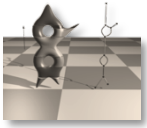


Scalar Field Visualization - 3D

Isosurfacing - 2D Level sets

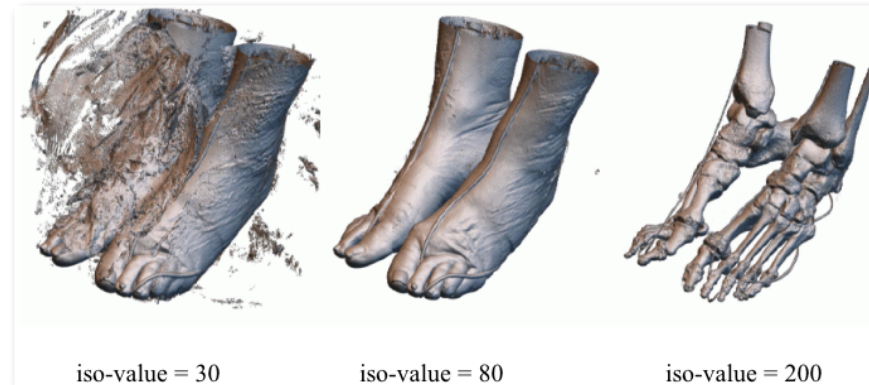
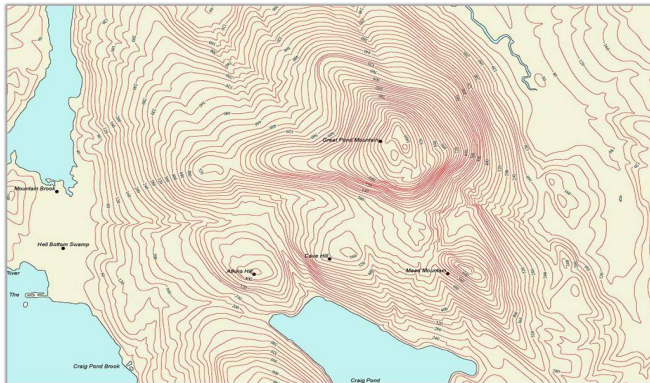


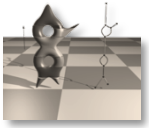
Foot from Visible Human Data
[US NIH and NLM]



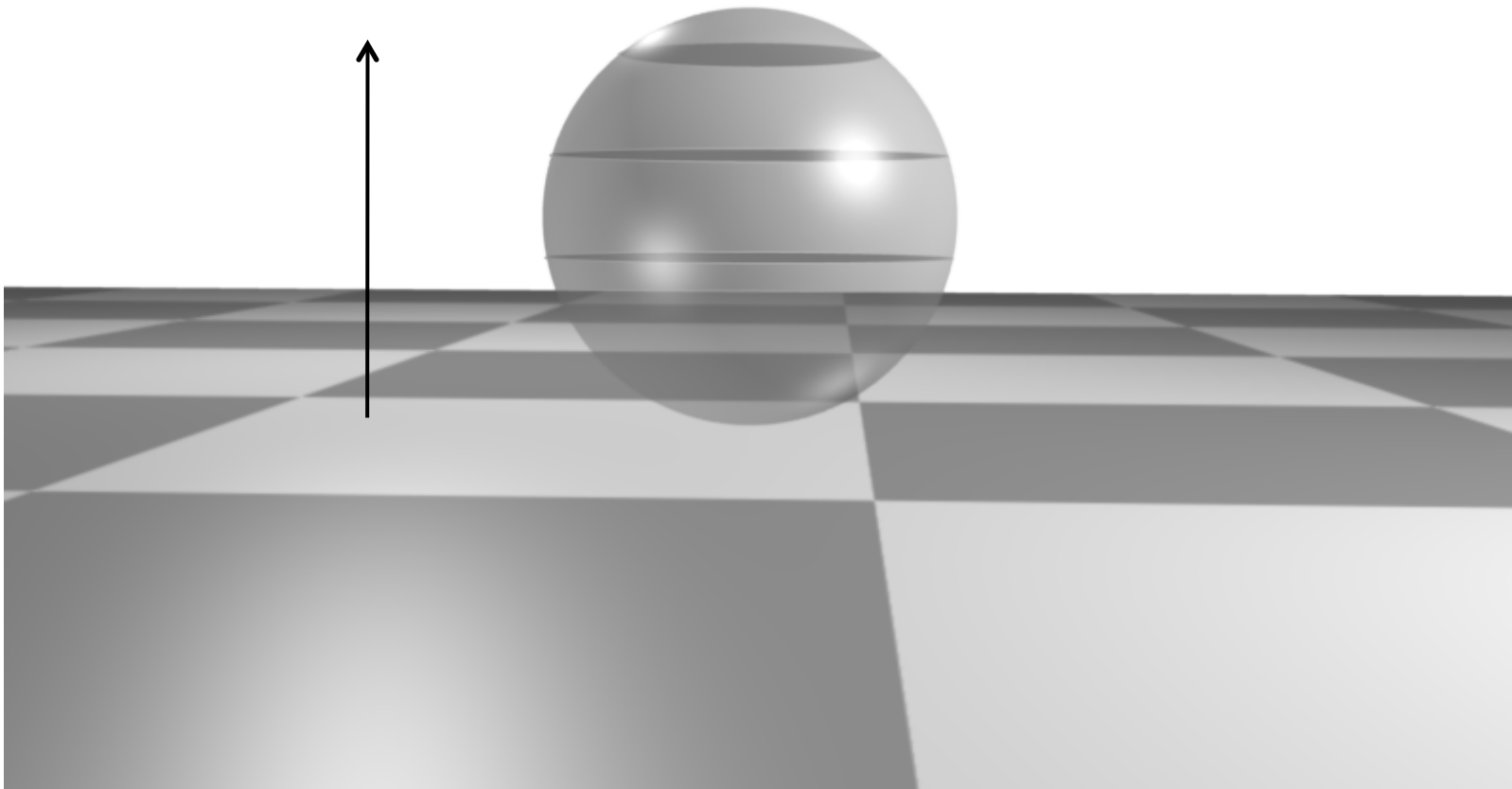
Level sets

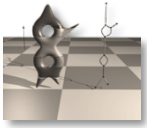
- Q: Which level sets are interesting?
- Q: Summarize the evolution of level sets?



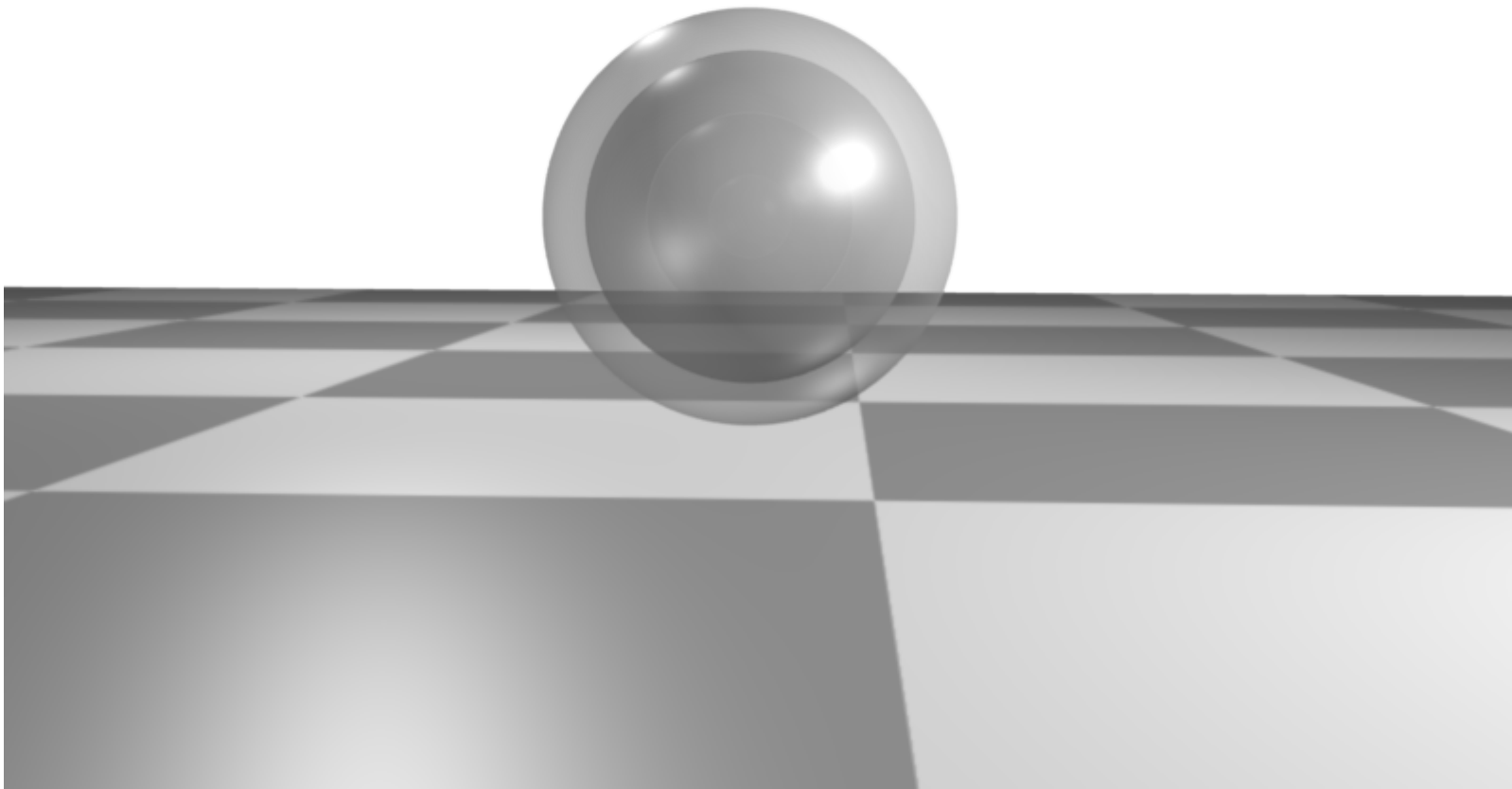


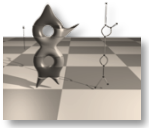
Level Sets



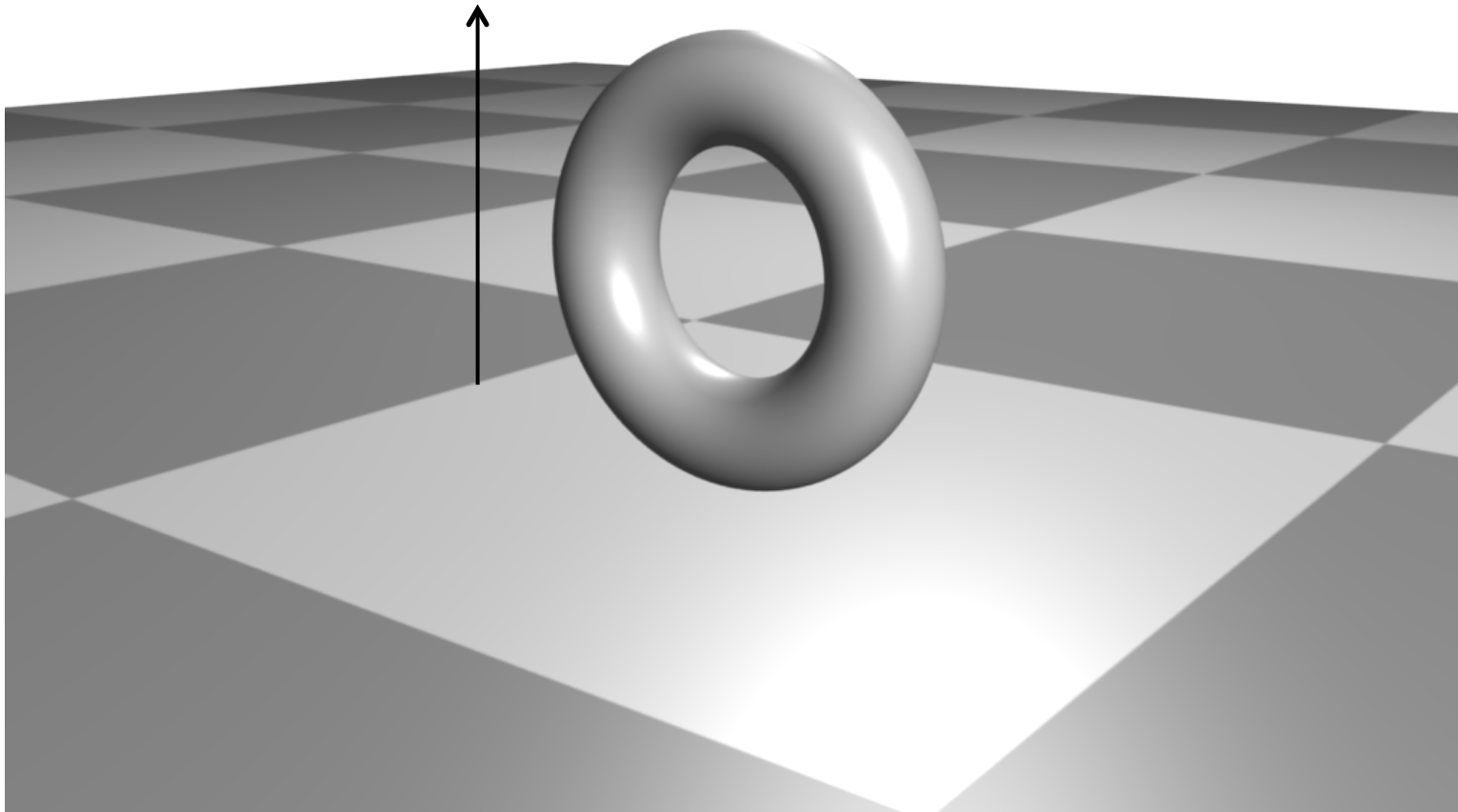


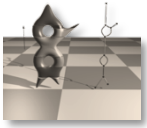
Level Sets



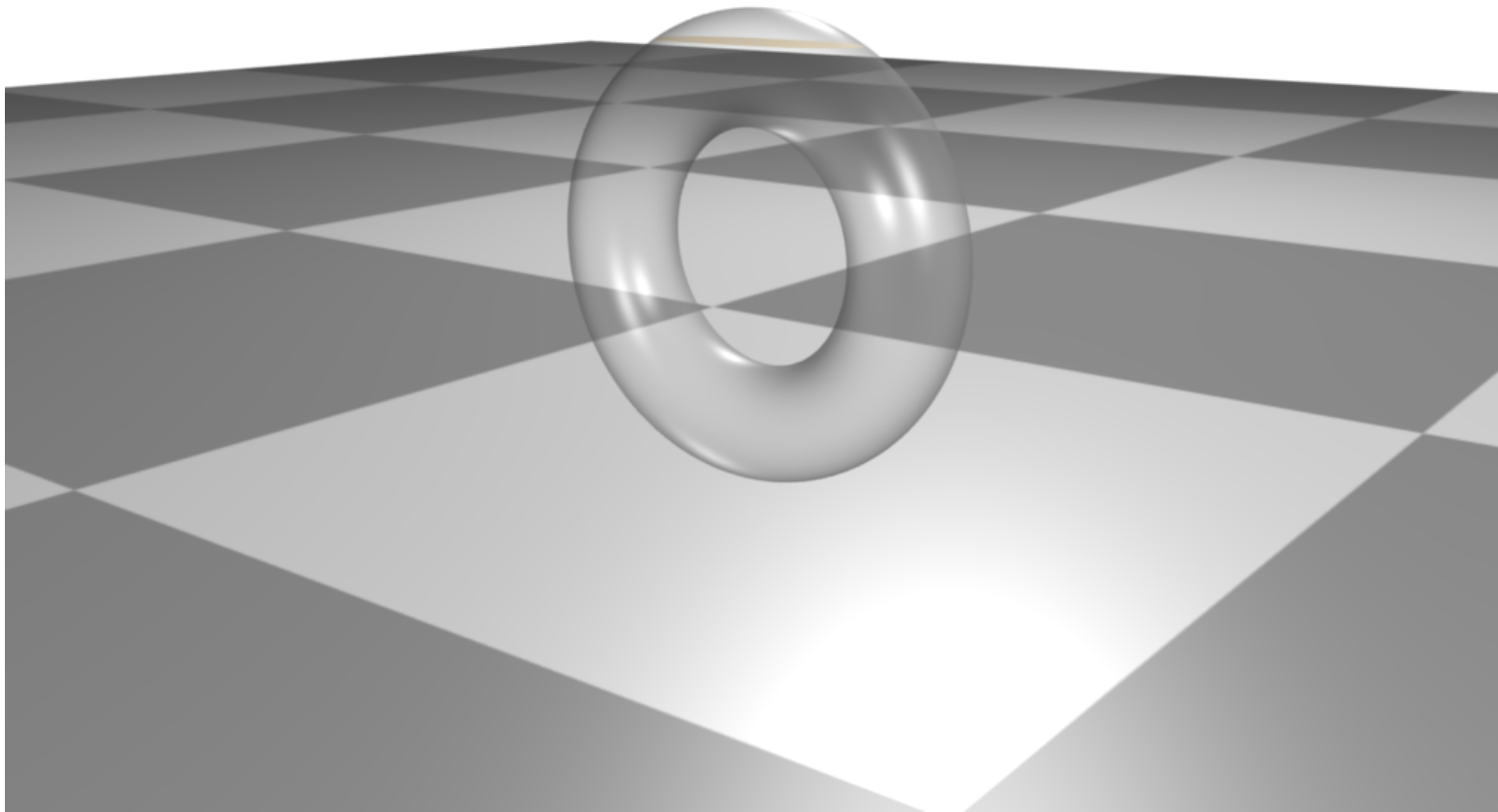


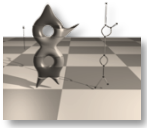
Level Sets



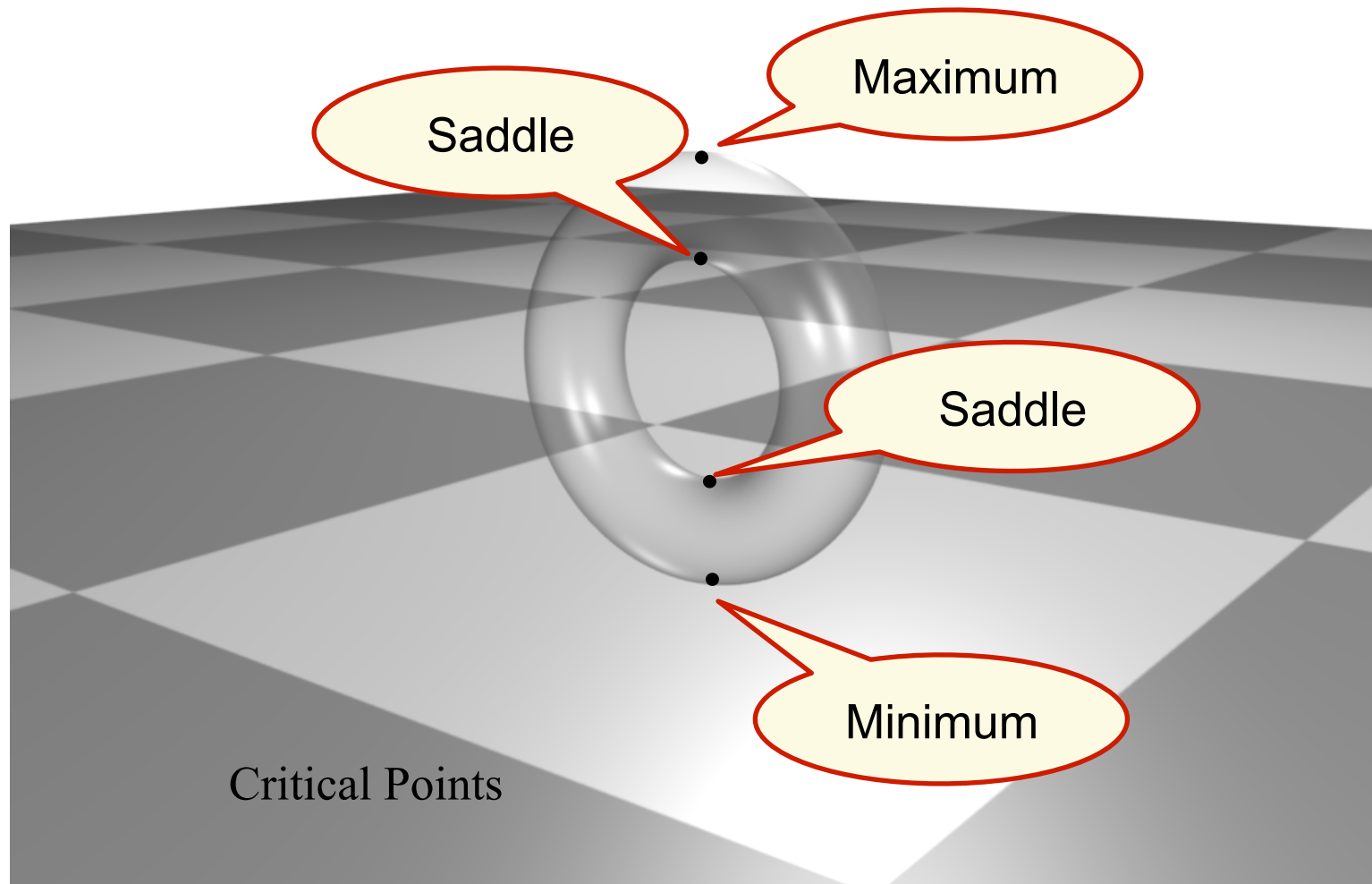


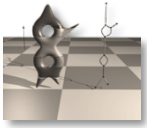
Level Sets



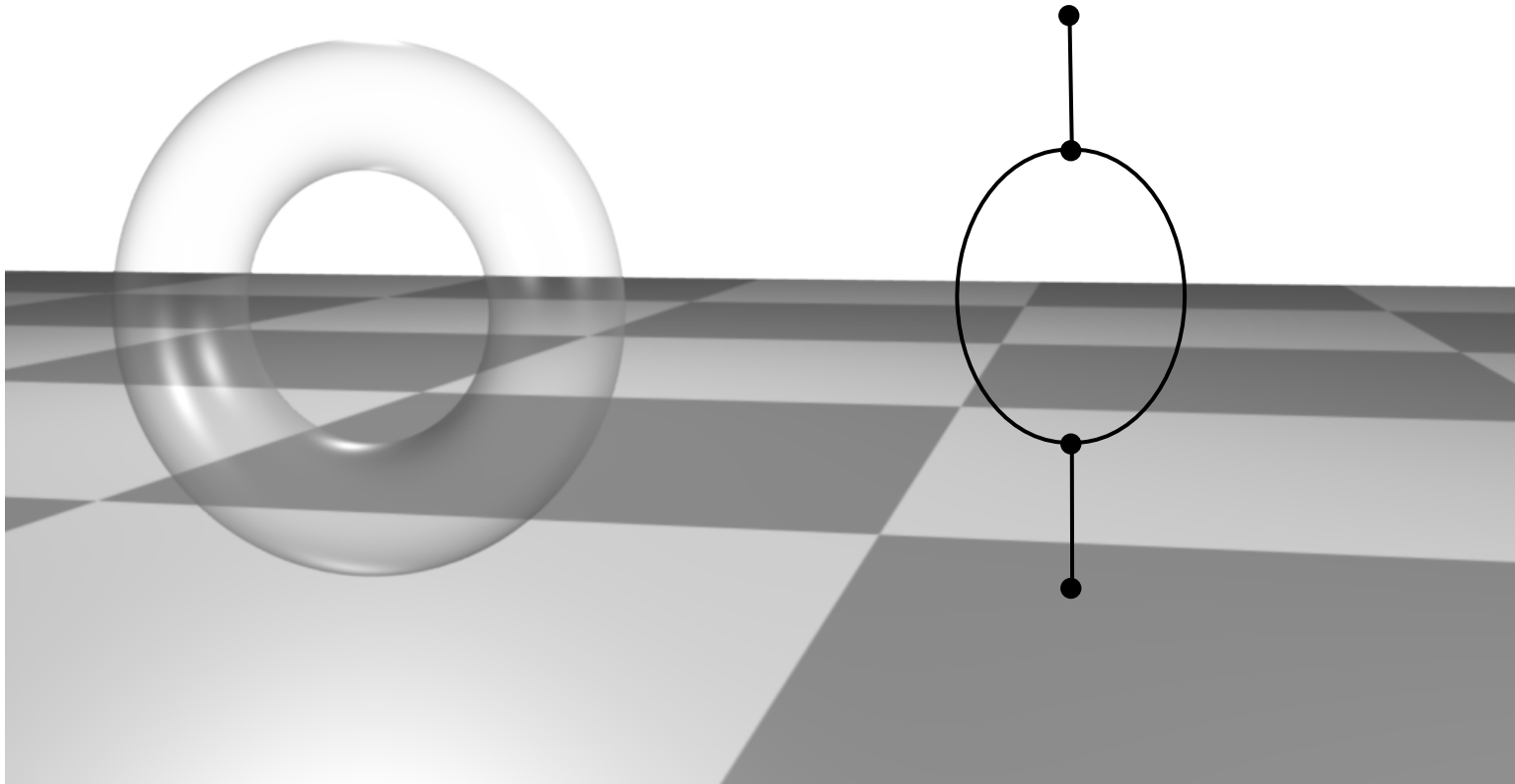


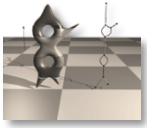
Level Sets





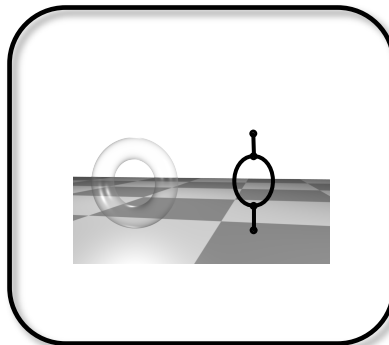
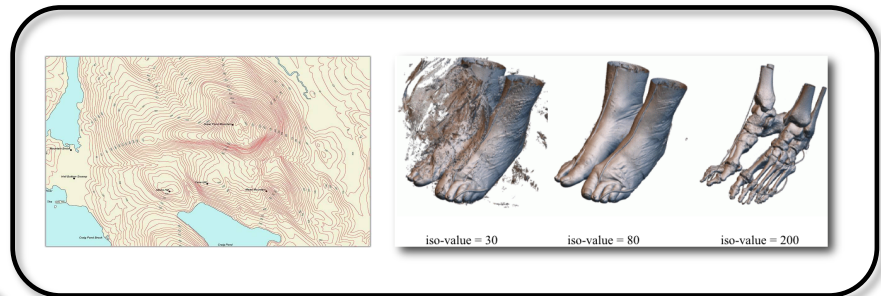
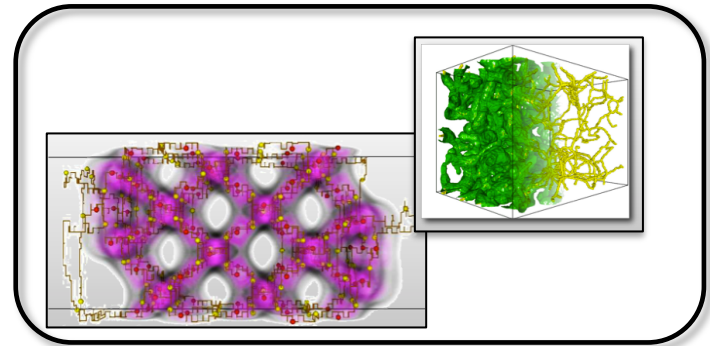
Reeb Graphs

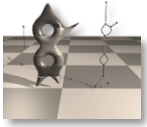




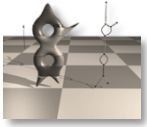
Quick Summary

- Scientific visualization (why? what?)
- Scalar field visualization
- Level sets / isosurfaces
- Topology of level sets
- Reeb graph



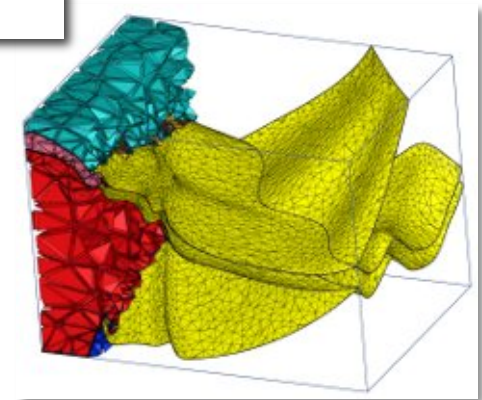
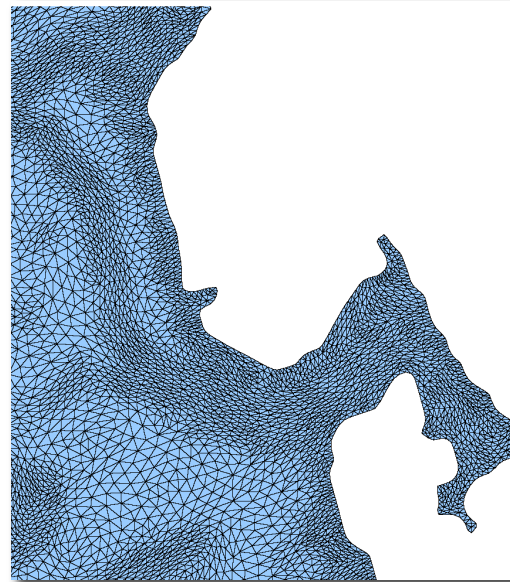


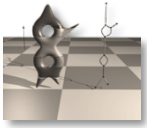
Computing Reeb Graphs



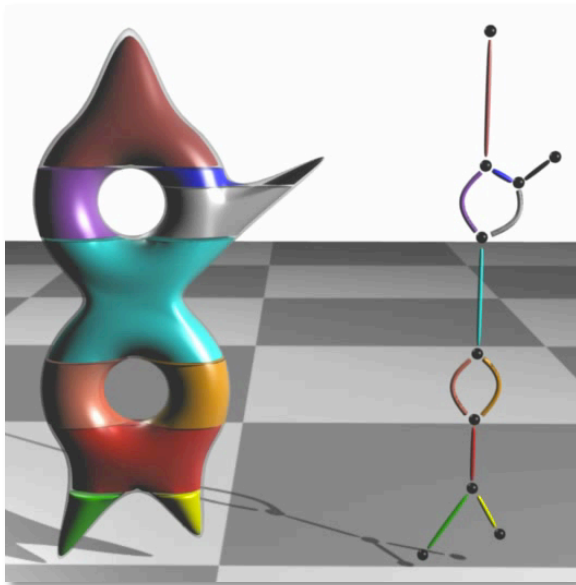
Scalar Data Representation

- Data available as a sample
- Domain represented using a mesh
 - Triangles
 - Tetrahedra
 - k -simplices
- Function specified at vertices of mesh
- Function interpolated within mesh elements

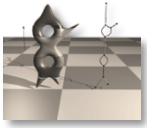




Cylinder Maps



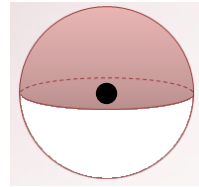
- Cylinders in domain map to arcs in Reeb graph
- Two-step algorithm
 - Locate critical points
 - Connect critical points
- Compare with mapping from individual components of level sets



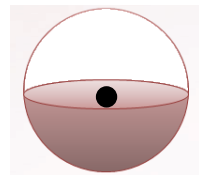
Step I - Locate Critical Points

- Characterization of vertices

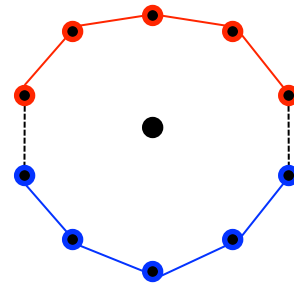
After



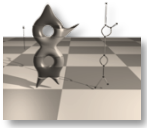
Before



Regular Point



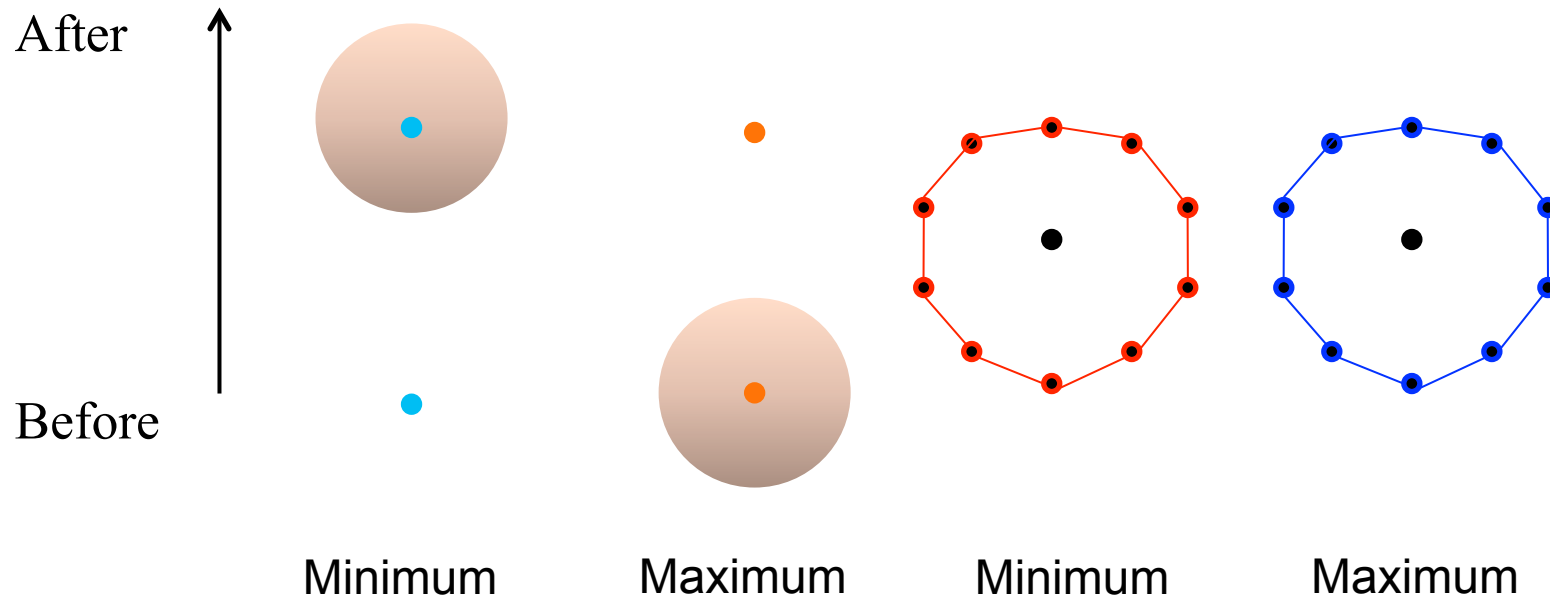
Lower link is a hemisphere / topological disk

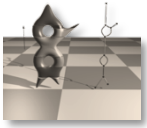


Step I - Locate Critical Points

- Characterization of vertices

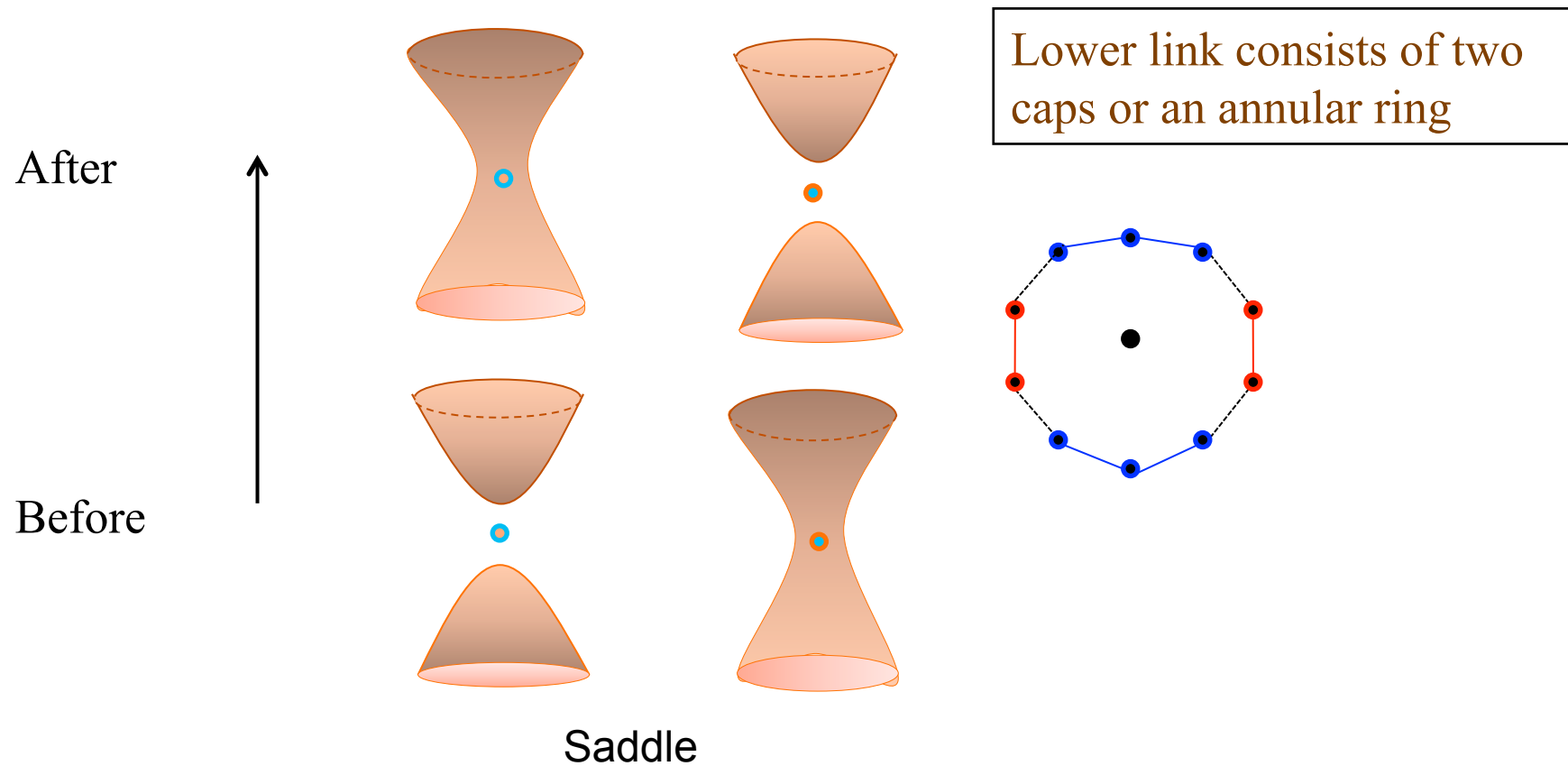
Lower link is empty or a sphere

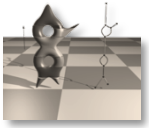




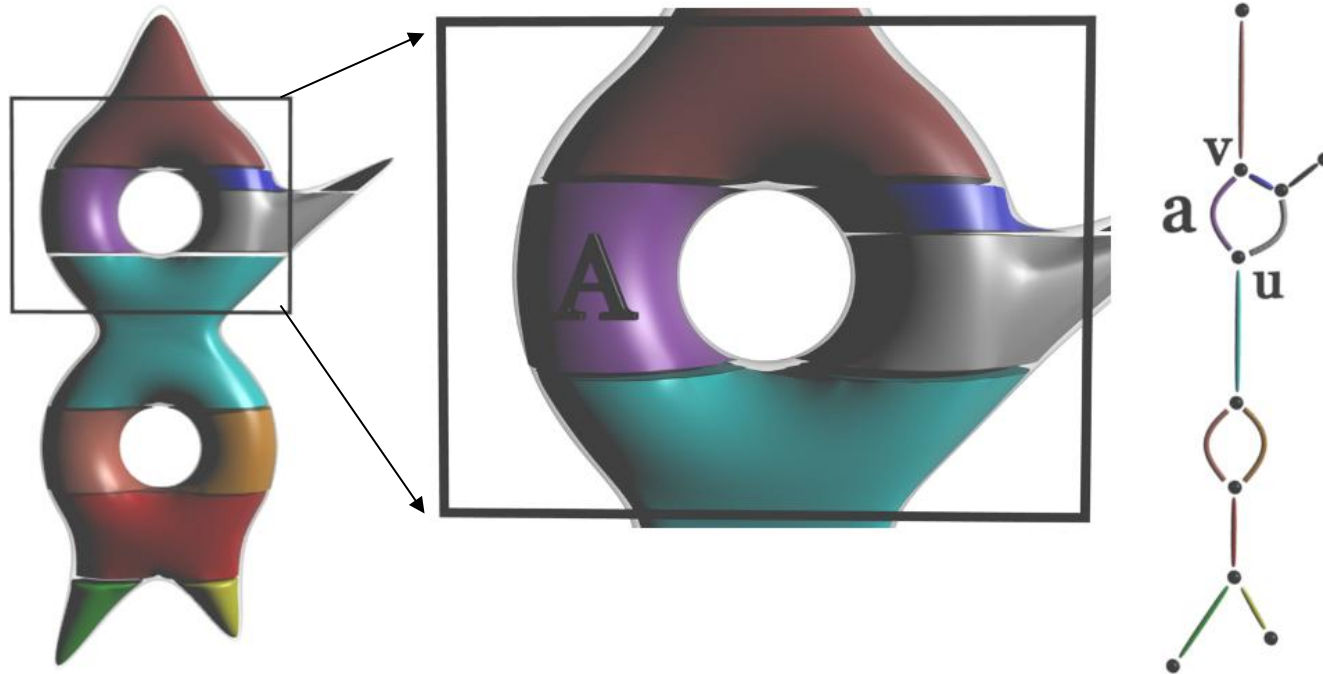
Step I - Locate Critical Points

- Characterization of vertices

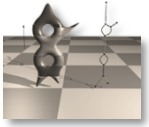




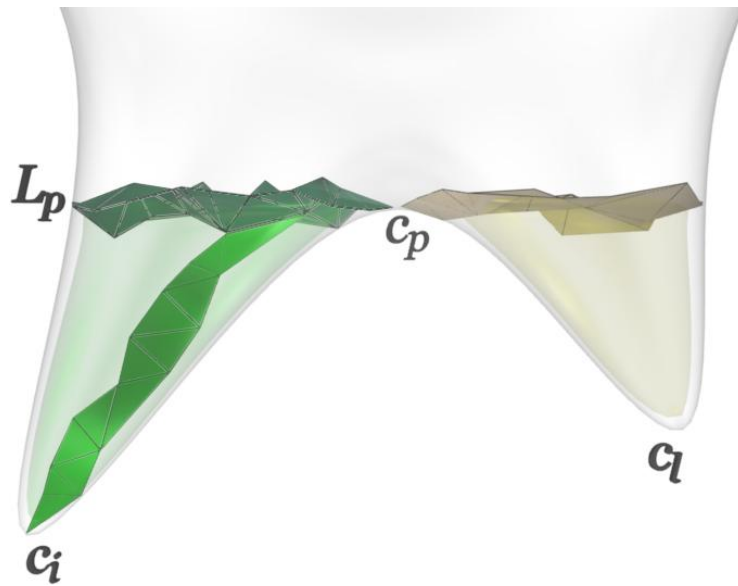
Step II – Connect the Critical Points



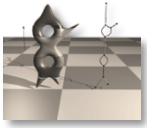
Map each **cylinder** of the input with an arc of the Reeb graph



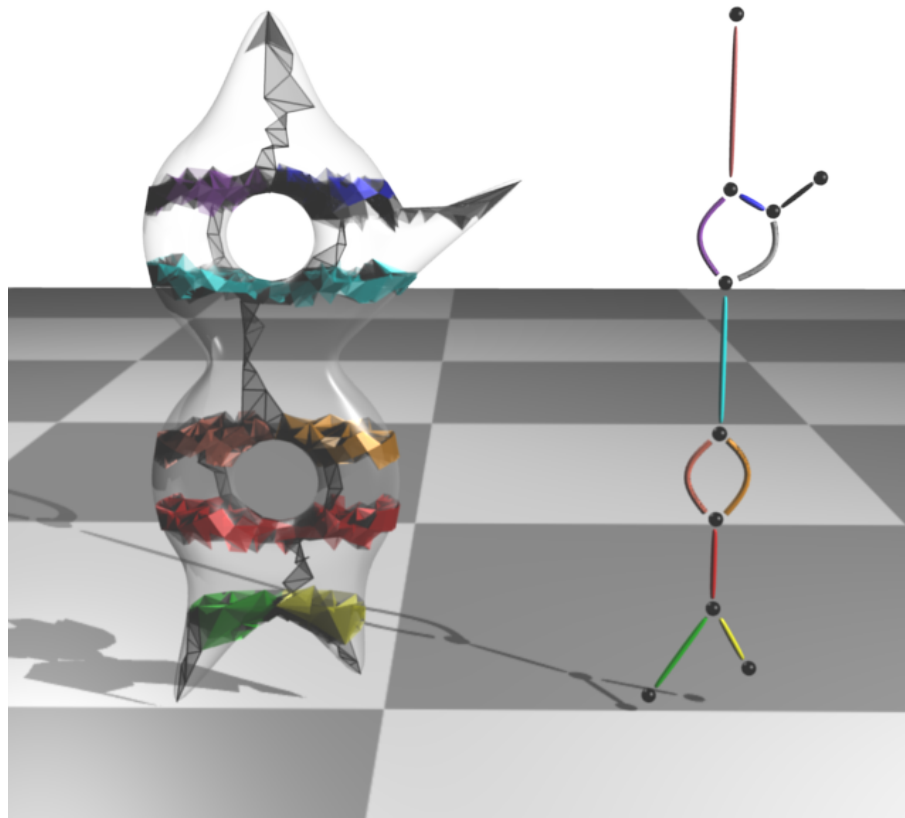
Step II – Connect the Critical Points



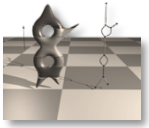
- Cylinder represents evolution of one level set component
- Trace all level set components within a cylinder in an iteration



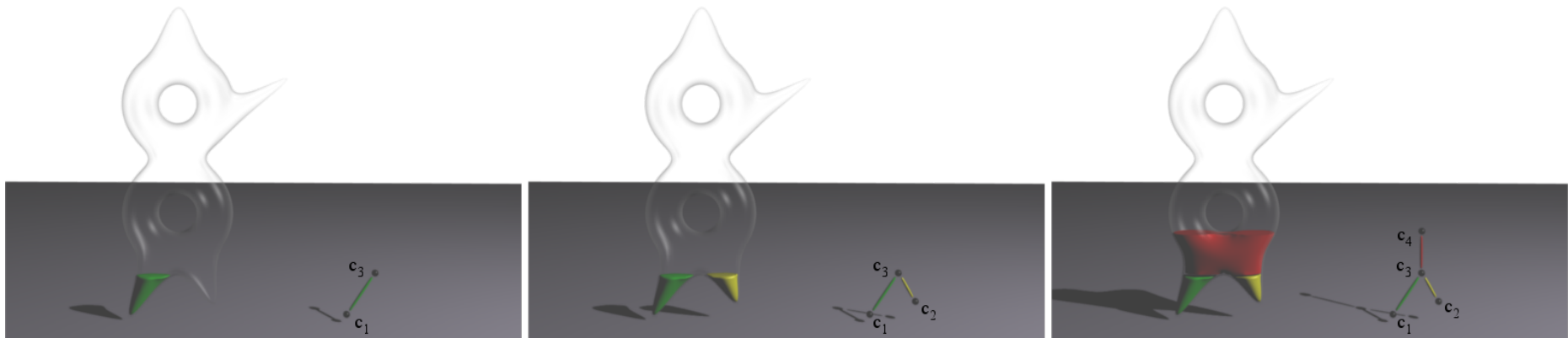
Step II – Connect the Critical Points



- $\mathcal{I}$ -graph: Stores adjacencies between triangles
- For each component
 - Start with a triangle in the component
 - Traverse the edges until a triangle in a critical level set is reached
 - Insert corresponding arc in the Reeb graph



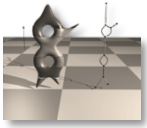
Two step algorithm



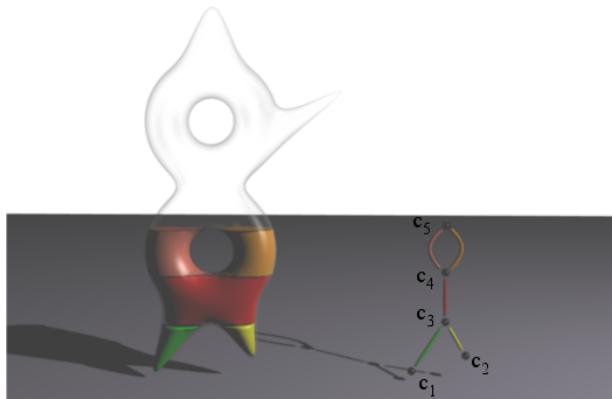
(a)

(b)

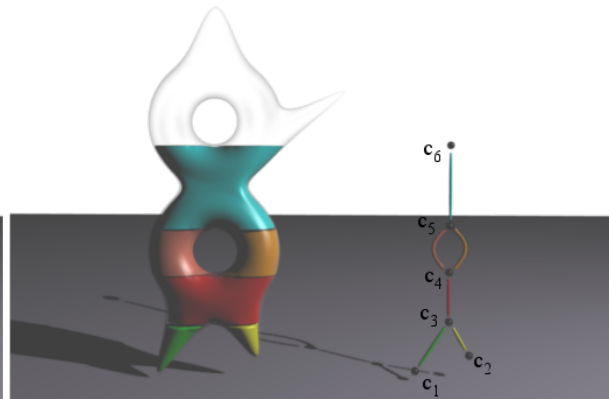
(c)



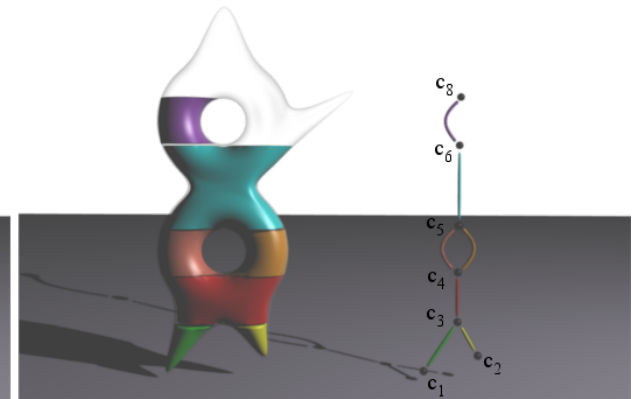
Two step algorithm



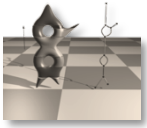
(d)



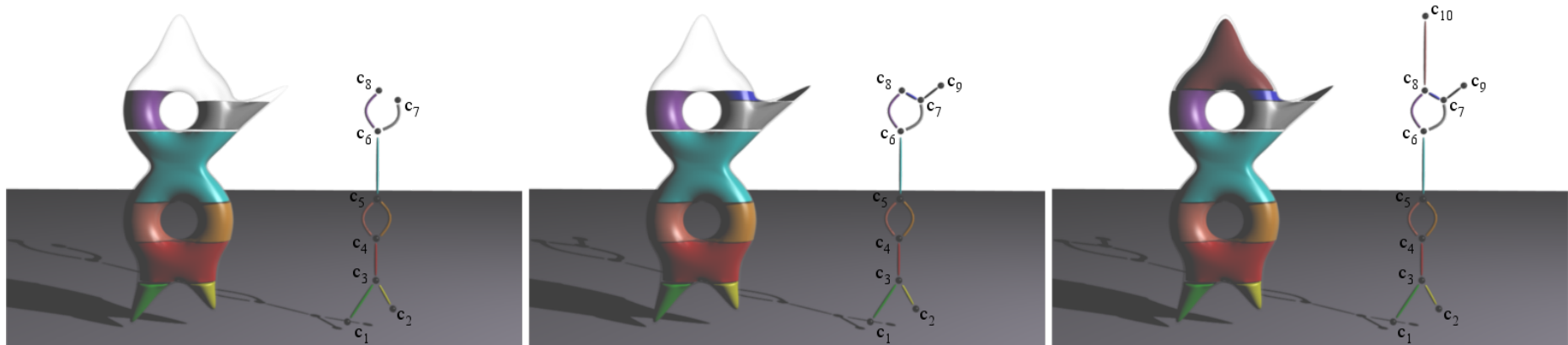
(e)



(f)



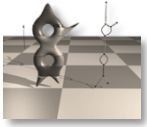
Two step algorithm



(g)

(h)

(i)

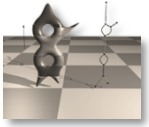


Running Time

- Locating the critical points
 - $O(n)$
 - n – number of triangles
- Sorting critical points
 - $O(t \log t)$
 - t – number of critical points
- Extracting critical level sets
 - $O(l)$
 - l – size of critical level sets
- Connecting the critical points
 - $O(n)$

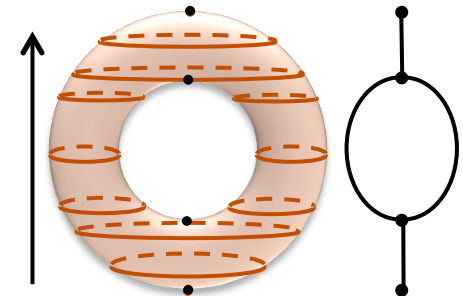
$$O(n + l + t \log t)$$

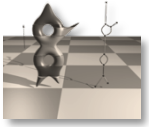
- The algorithm works in higher dimensions without modification



Computing Reeb Graphs: Other Approaches

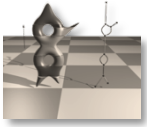
- Sweep domain using level sets
 - Explicit maintenance of level set components
 - 2D PL functions: $O(n \log n)$ [SoCG 2003]
 - d -dim functions, $d > 2$: $O(n^2)$
- Sweep domain in arbitrary order
 - Stitch pieces of Reeb graph during sweep
 - Worst case running time : $O(n^2)$
 - Efficient in practice, specifically for 2D meshes [Pascucci et al., SIGGRAPH 2007]





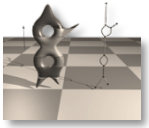
Computing Reeb Graphs: Other Approaches

- Loop-free Reeb graph (contour tree)
 - Track connectivity of sub-level set
 - Efficient union-find implementation
 - d -dim functions : $O(n + t \log t)$ [Carr et al., SODA 2001]
- Loop surgery
 - Perform surgery on domain boundary
 - Computer contour tree on operated domain
 - Very fast in practice [Tierny et al., TVCG 2009]
 - Works only for 3D domains with 1 bdy component



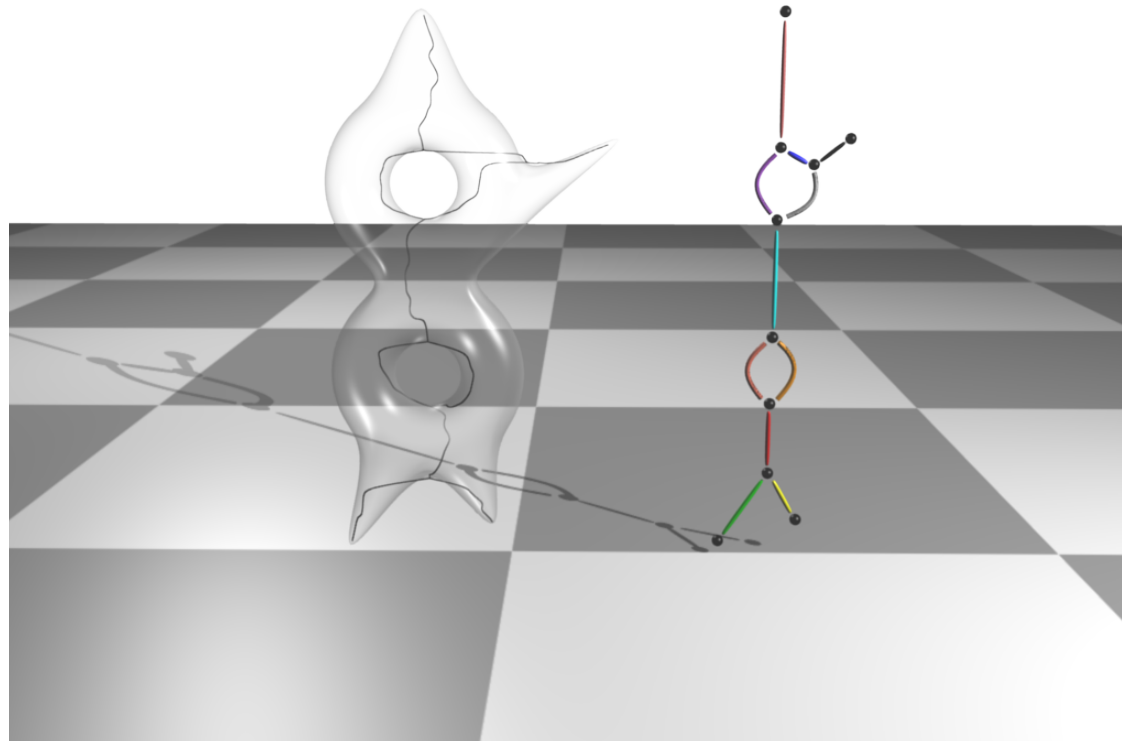
Experimental Results

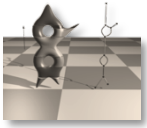
Dimension	Model	# Triangles	# Critical Pts	Time Taken (sec)	
				Two-step Algorithm	Online Algorithm (Pascucci et al.)
2D	Neptune	998840	1757	9.0	1.76
3D	Blunt	451601	827	23.2	118.8
	Post	1243200	132	13.0	481.1
	Bucky Ball	2524284	4378	197.9	9887.0
	Plasma	2646016	2852	396.3	11983.2
	Earthquake	4198057	11888	598.1	15949.1



Reeb Graph Visualization

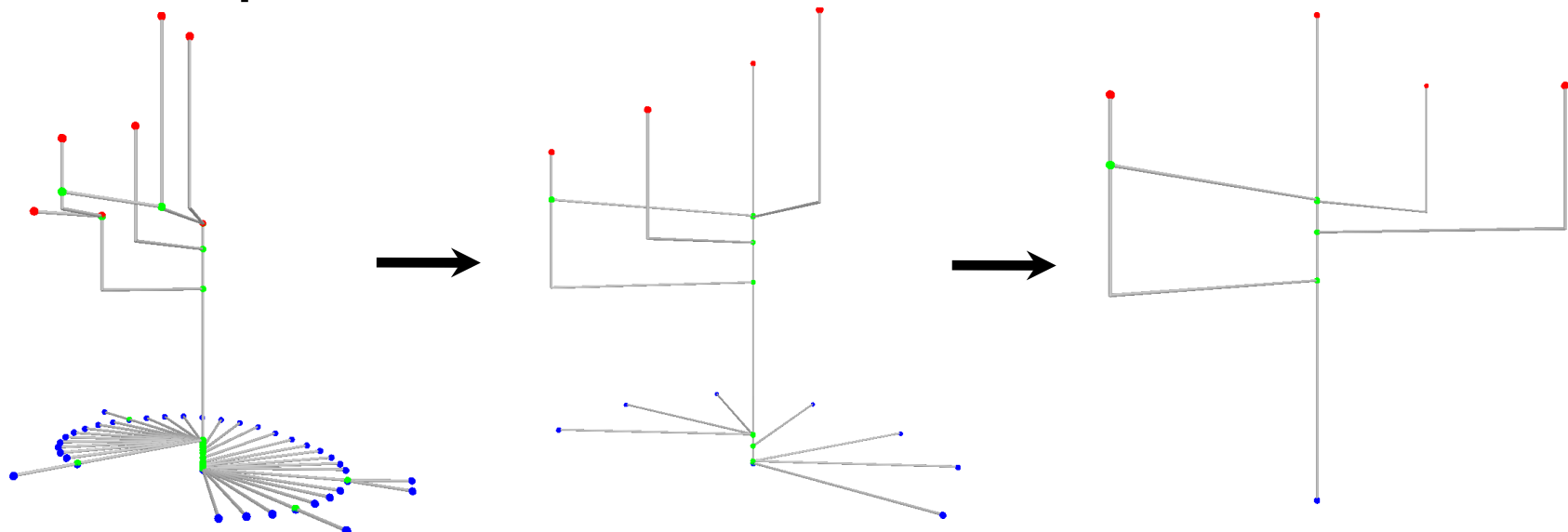
- Embedded Layout





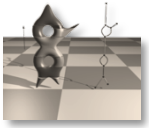
Reeb Graph Visualization

- Radial layout
- Simplification

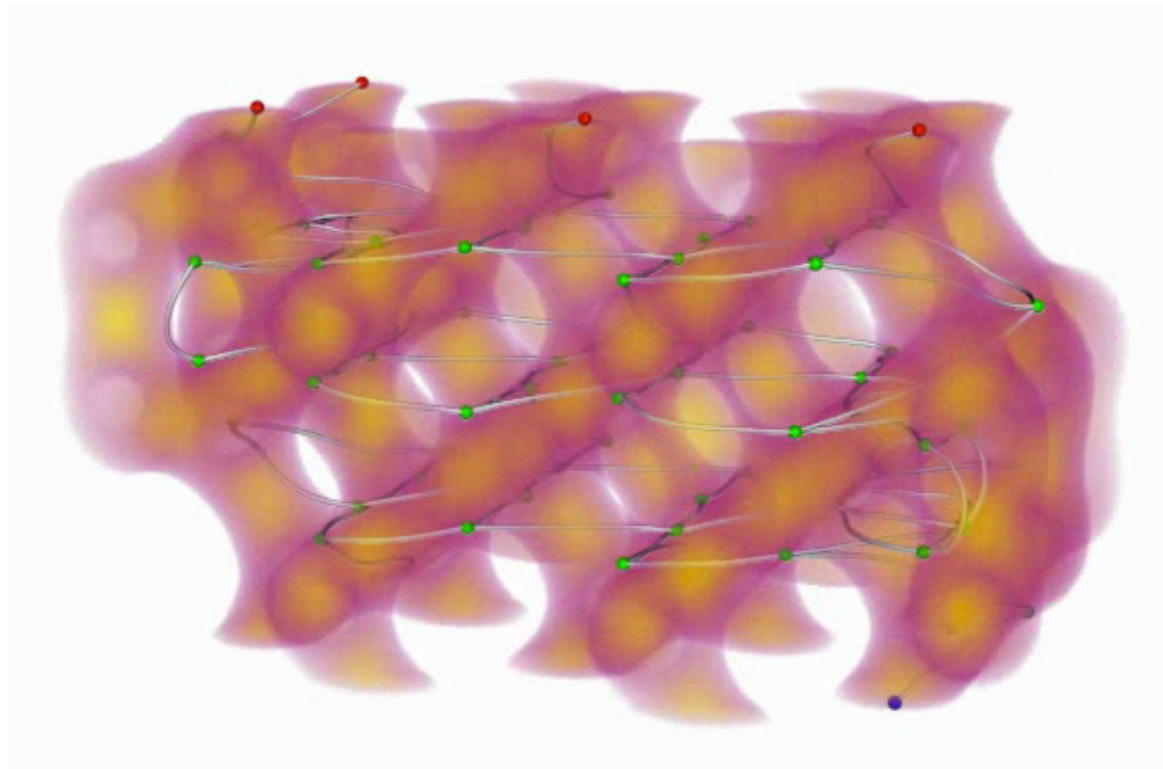


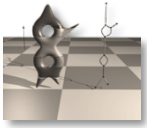
Simplification threshold = 0.005

Simplification threshold = 0.01

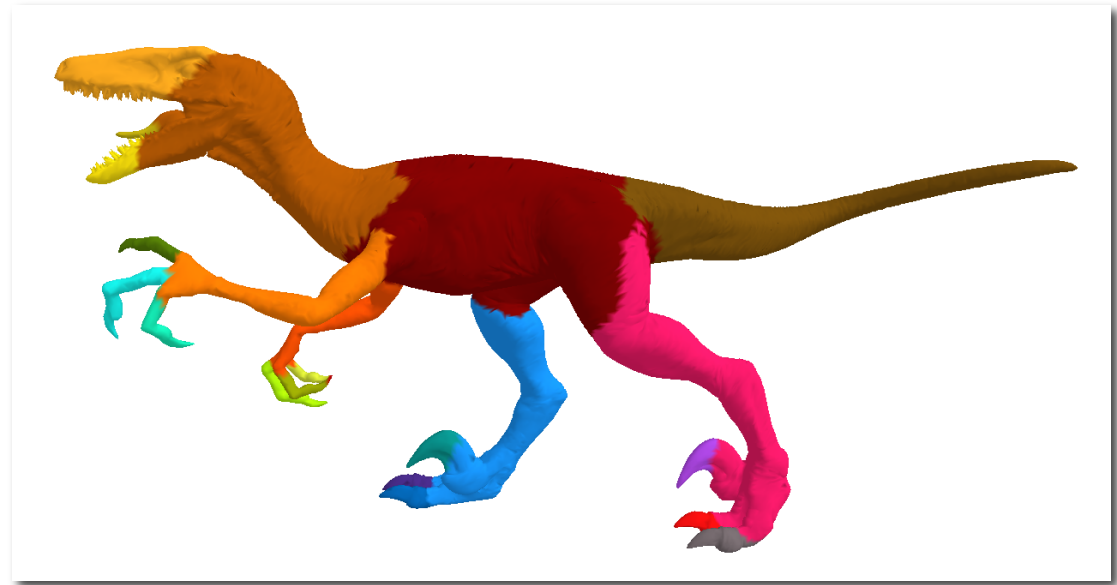


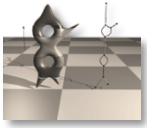
Application: Transfer Function Design



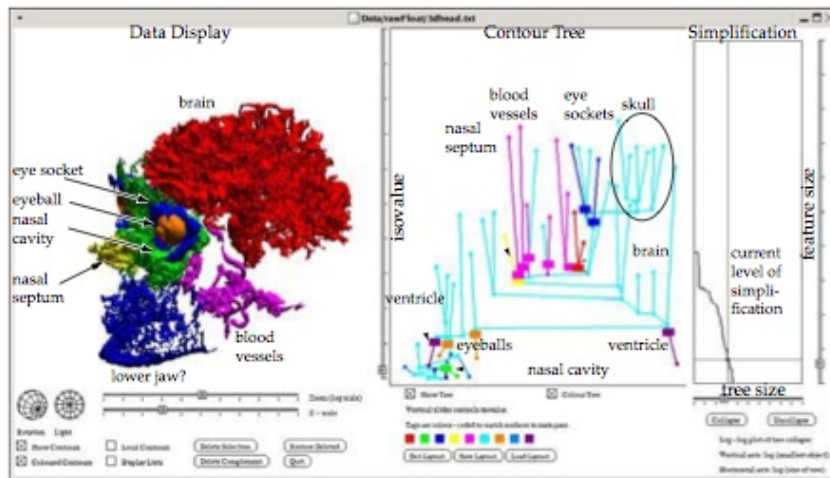


Application: Segmentation

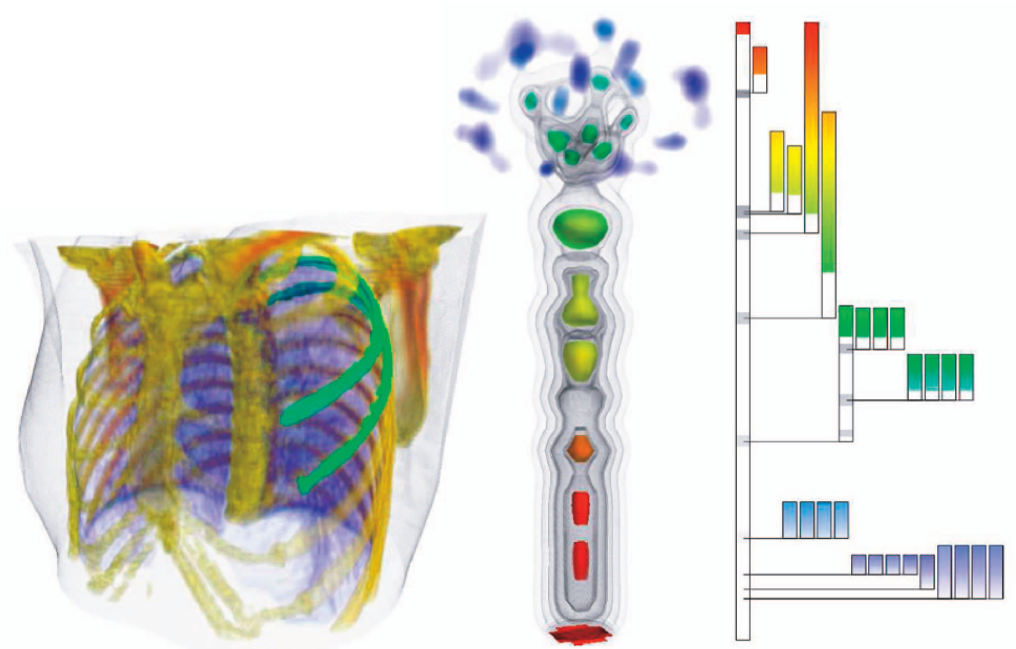




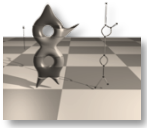
Reeb Graphs - Applications



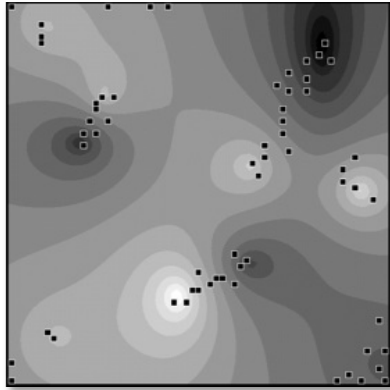
Flexible isosurfaces
[Carr et al., IEEE VIS 2004]



Topology controlled volume rendering
[Weber et al., TVCG 2007]



Reeb Graphs - Applications



Seed sets for isosurfaces

[van Kreveld et al., SoCG 1997]



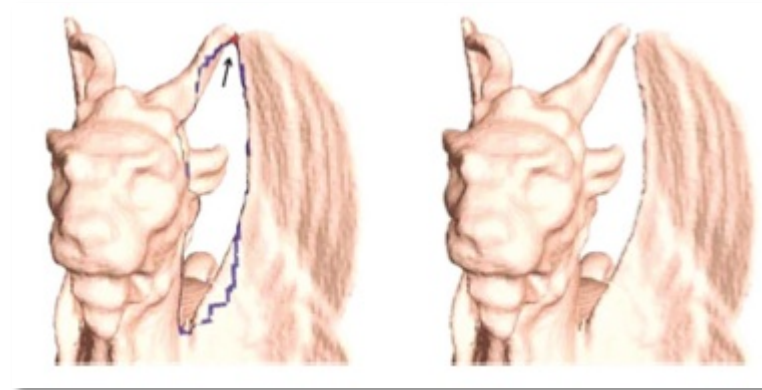
Surface parameterization

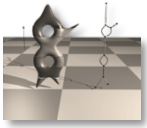
[Zhang et al., TOG 2005]



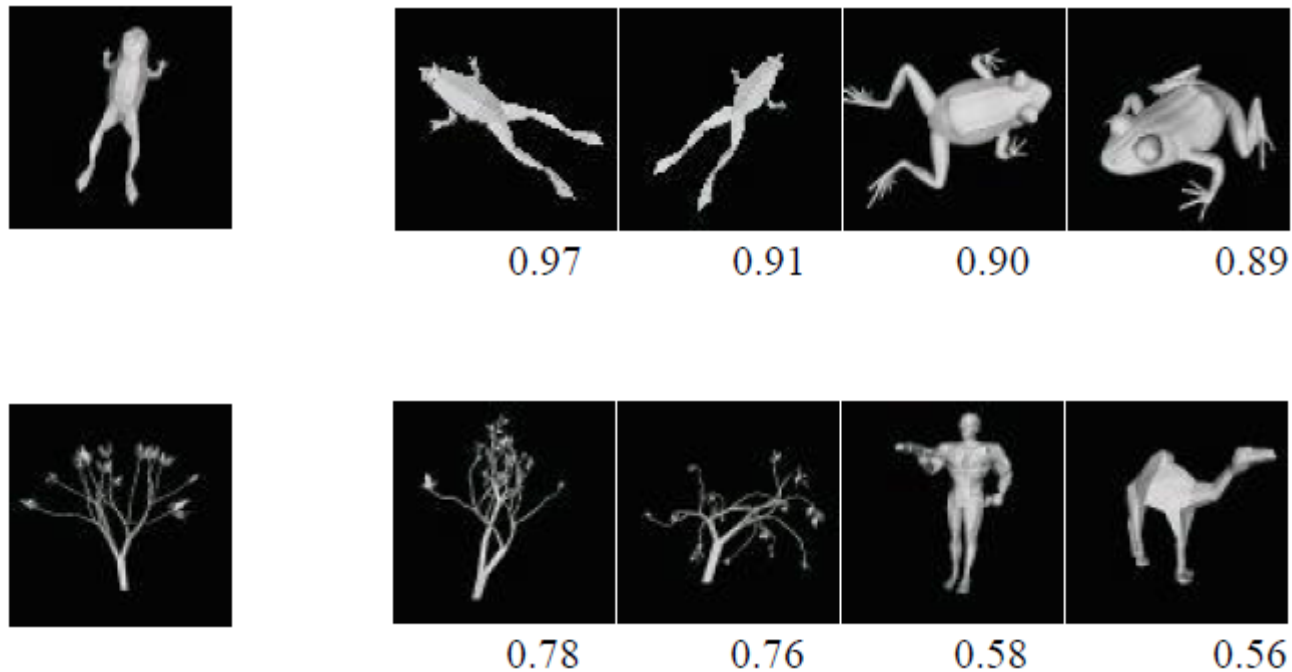
Topological simplification and cleaning

[Wood et al., TOG 2004; Pascucci et al., SIGGRAPH 2007]

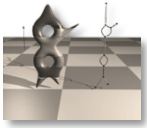




Reeb Graphs - Applications



Topology-based shape matching
[Hilaga et al., SIGGRAPH 2001]

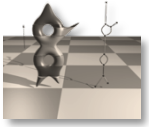


Summary

- **Reeb graphs**: Abstract representation of level set topology
- **Construction**: Near-optimal algorithm based on cylinder maps
- **Applications**: Visualization, data exploration, shape analysis, multiresolution representations

- **Reeb graphs for large data**
- **Parallel algorithms**

Model	# Tri	Time Taken (sec)	
		2-step Algorithm	Online Algorithm (Pascucci et al.)
Bucky Ball	2524284	197.9	9887.0
Plasma	2646016	396.3	11983.2
Earthquake	4198057	598.1	15949.1



Software available at

<http://vgl.serc.iisc.ernet.in>