



Notes for PA5: Deformable Registration to a Statistical Shape Model

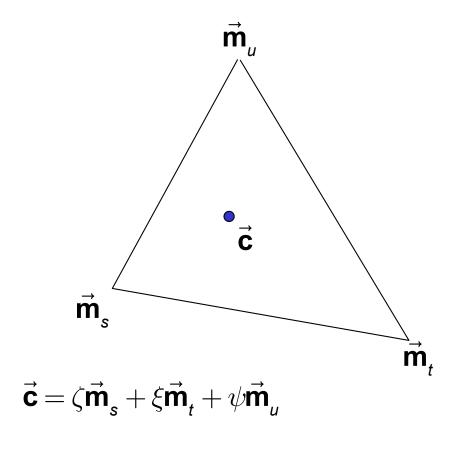


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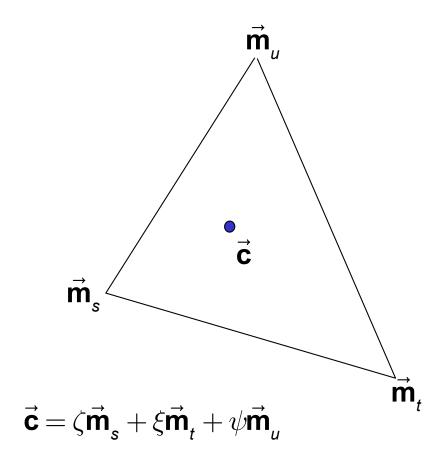
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Barycentric Coordinates of Deforming Triangle



Barycentric Coordinates of Deforming Triangle



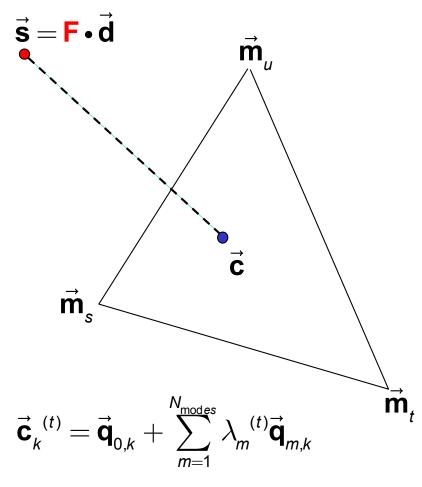
$$egin{aligned} \vec{\mathbf{m}}_s &= \vec{\mathbf{m}}_{0,s} + \sum_{m=1}^{N_{ ext{modes}}} \lambda_m^{(t)} \vec{\mathbf{m}}_{m,s} \ \vec{\mathbf{m}}_t &= \vec{\mathbf{m}}_{0,t} + \sum_{m=1}^{N_{ ext{modes}}} \lambda_m^{(t)} \vec{\mathbf{m}}_{m,t} \ \vec{\mathbf{m}}_u &= \vec{\mathbf{m}}_{0,u} + \sum_{m=1}^{N_{ ext{modes}}} \lambda_m^{(t)} \vec{\mathbf{m}}_{m,u} \end{aligned}$$

$$\vec{\mathbf{q}}_{\mathrm{m,k}} = \zeta_{\mathrm{k}} \vec{\mathbf{m}}_{\mathrm{m,s}} + \xi_{\mathrm{k}} \vec{\mathbf{m}}_{\mathrm{m,t}} + \psi_{\mathrm{k}} \vec{\mathbf{m}}_{\mathrm{m,u}}$$

$$\vec{\mathbf{c}}_{k}^{(t)} = \vec{\mathbf{q}}_{0,k} + \sum_{m=1}^{N_{ ext{modes}}} \lambda_{m}^{(t)} \vec{\mathbf{q}}_{m,k}$$



Deformable Registration to SSM

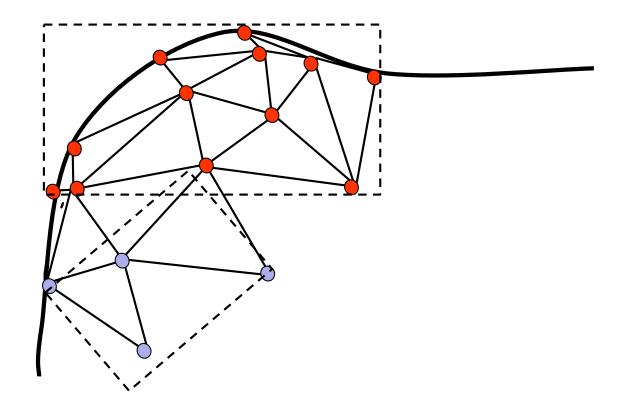


Step 1 For sample points, find closest matches to current mesh

Step 2 Solve $\mathbf{F} \cdot \vec{\mathbf{d}}_k \approx \vec{\mathbf{q}}_{0,k} + \sum_{m=1}^{N_{\text{modes}}} \lambda_m^{(t)} \vec{\mathbf{q}}_{m,k}$ for \mathbf{F} and/or $\lambda_m^{(t)}$

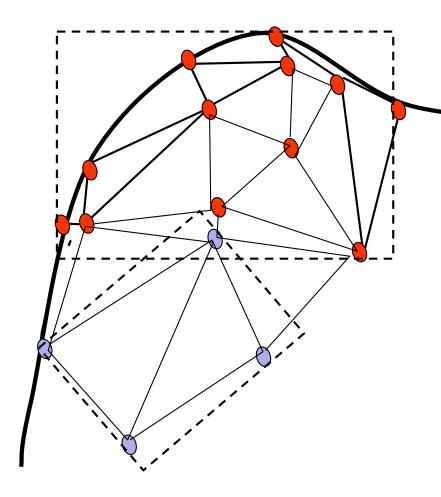
- Step 3 If change the shape parameters then update bounding boxes
- Step 4 Iterate to convergence

Updating Bounding Boxes





Updating Bounding Boxes



Note: Updated bounding boxes may increase overlap. However, this is generally OK, since some small loss of efficiency is acceptable. You can occasionally rebuild the whole tree if it becomes an issue.

