

# Discrete calculus model of Ambrosio-Tortorelli's functional

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Workshop Phase-field models of fracture  
Banff International Research Station

# Collaborators



Marion Foare



David Coeurjolly



Pierre Gueth



Hugues Talbot



Nicolas Bonneel

# A versatile tool for piecewise smooth image and geometry processing

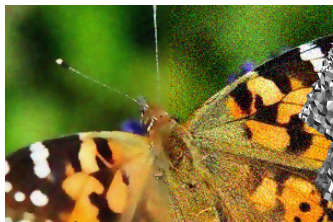
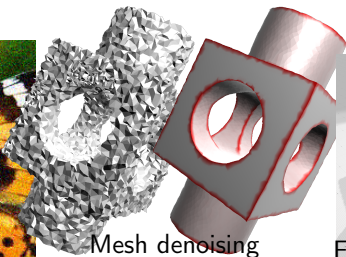
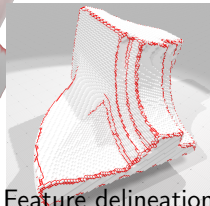


Image restoration



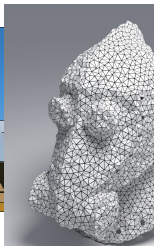
Mesh denoising



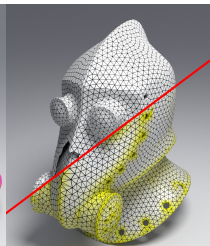
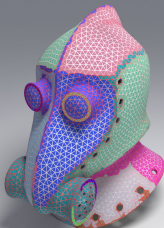
Feature delineation



Image segmentation



Mesh segmentation



Mesh inpainting

# Discrete calculus model of Ambrosio-Tortorelli's functional

Ambrosio-Tortorelli's functional

A brief introduction to discrete calculus

A discrete calculus model of AT

Applications

# Mumford-Shah functional

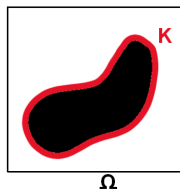
[Mumford and Shah, 1989]

## Mumford-Shah functional for image restoration

We minimize

$$\mathcal{MS}(K, u) = \underbrace{\alpha \int_{\Omega \setminus K} |u - g|^2 \, dx}_{\text{fidelity term}} + \underbrace{\int_{\Omega \setminus K} |\nabla u|^2 \, dx}_{\text{smoothness term}} + \lambda \underbrace{\mathcal{H}^1(K \cap \Omega)}_{\text{discontinuities length}}$$

- $\Omega$  the image domain
- $g$  the input image
- $u$  a piecewise smooth approximation of  $g$
- $K$  the set of discontinuities
- $\mathcal{H}^1$  the Hausdorff measure



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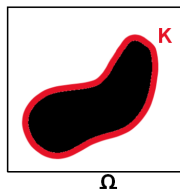
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# Mumford-Shah functional

[Mumford and Shah, 1989]

## Notably difficult to minimize

Many relaxations and convexifications have been proposed.

- Total Variation [Rudin et al., 1992] and its variants
- Multi-phase level sets [Vese and Chan, 2002] and follow-ups
- Discrete graph approaches  
[Boykov et al., 2001, Boykov and Funka-Lea, 2006]
- Calibration method [Alberti et al., 2003] and associated algorithms  
[Pock et al., 2009, Chambolle and Pock, 2011]
- Ambrosio-Tortorelli functional [Ambrosio and Tortorelli, 1992]
- convex relaxations of AT [Kee and Kim, 2014]

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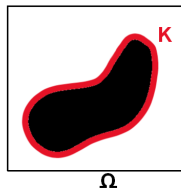


# Ambrosio-Tortorelli functional

[Ambrosio and Tortorelli, 1992]

$$AT_\varepsilon(u, v) = \alpha \int_{\Omega} |u - g|^2 \, dx + \int_{\Omega} v^2 |\nabla u|^2 \, dx + \lambda \int_{\Omega} \varepsilon |\nabla v|^2 + \frac{1}{\varepsilon} \frac{(1 - v)^2}{4} \, dx$$

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- $v$  a smooth approximation of  $1 - \chi_K$
- ✓ whole domain integration
- ✓ no Hausdorff measure

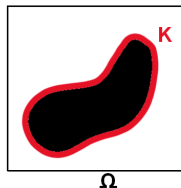


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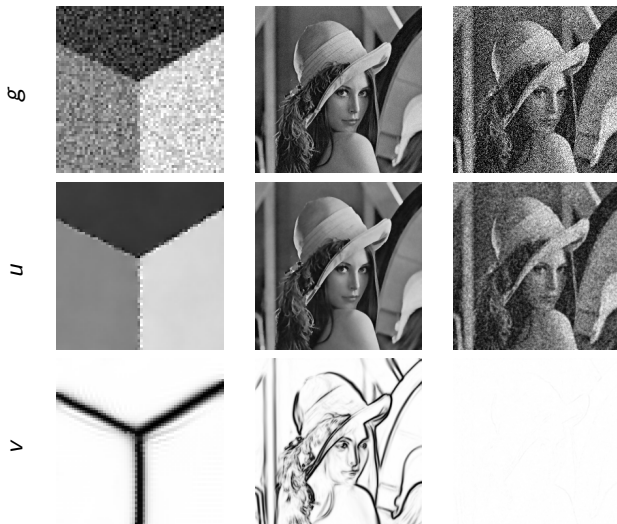
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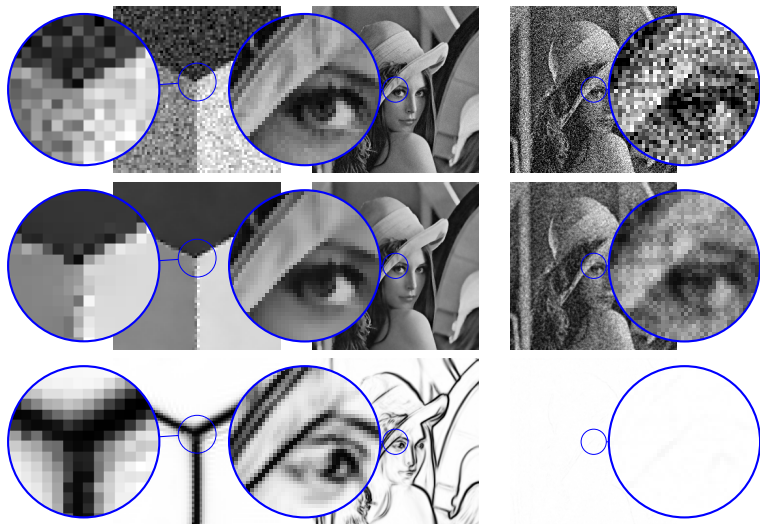


$$\Gamma\text{-convergence: } AT_\varepsilon \xrightarrow[\varepsilon \rightarrow 0]{\Gamma} \mathcal{MS}$$

# Finite differences implementation

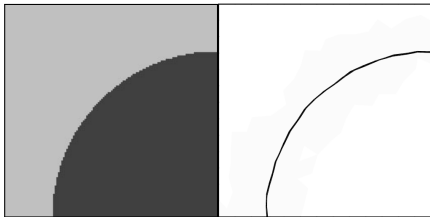


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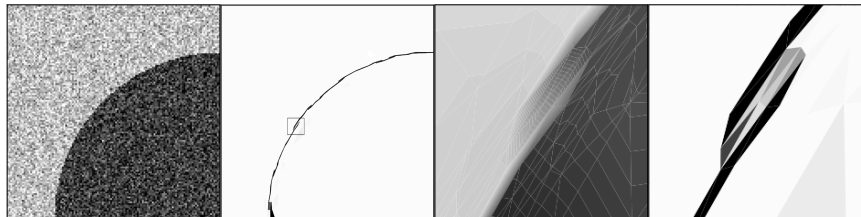
# Finite elements implementation

- ▶ Proposed in [Bourdin and Chambolle, 2000]



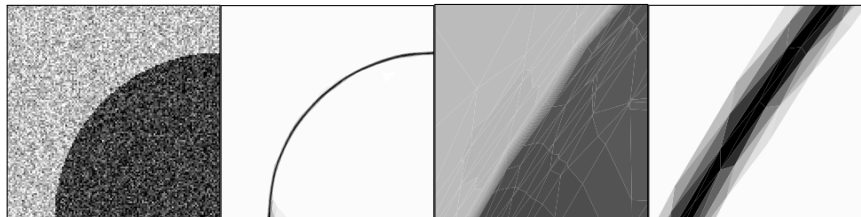
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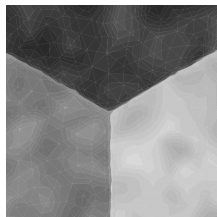
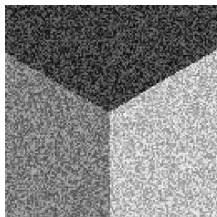
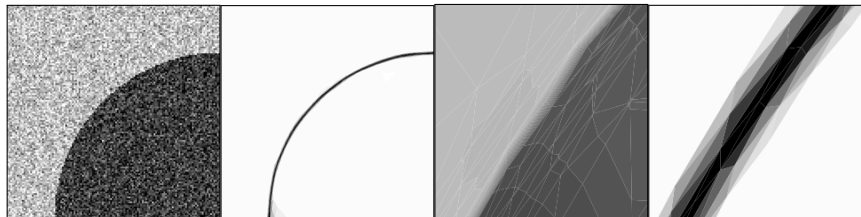
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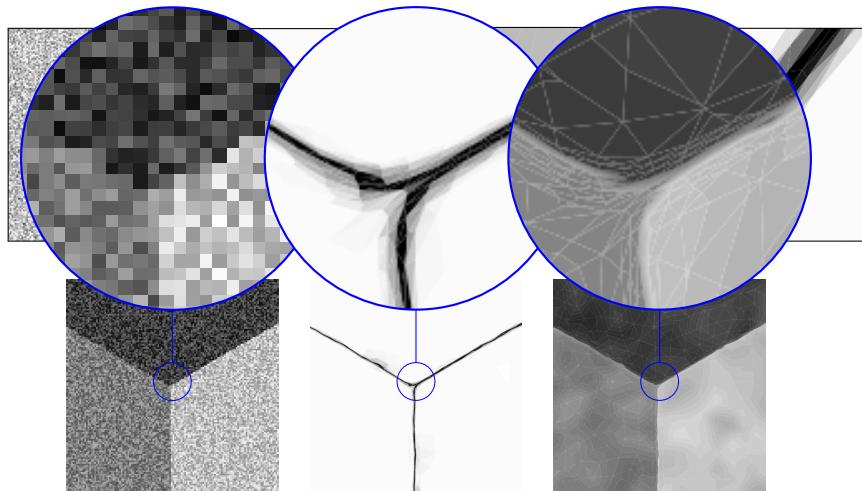
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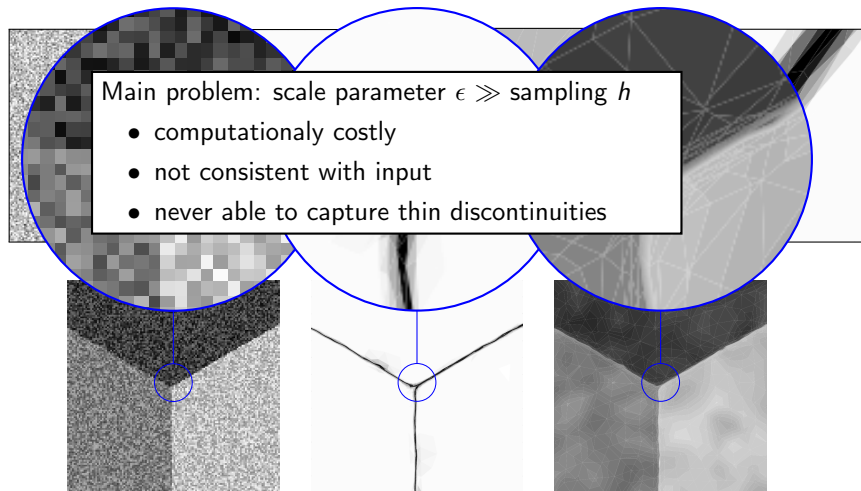
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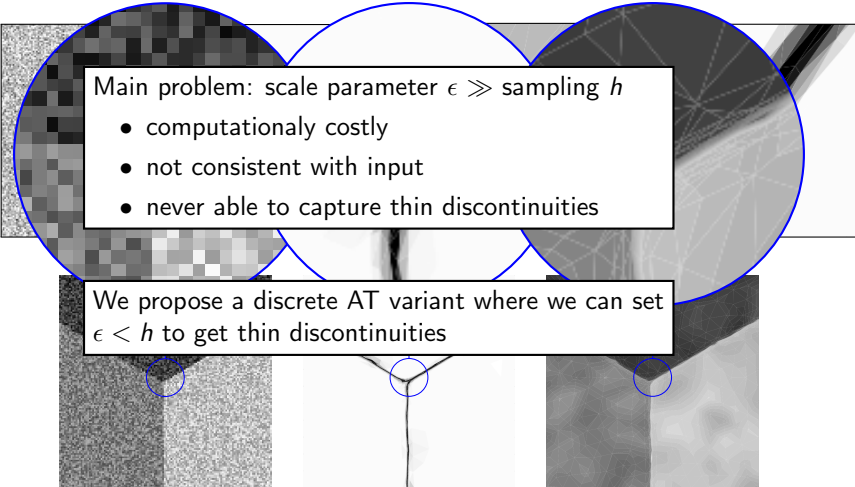
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Main problem: scale parameter  $\epsilon \gg$  sampling  $h$

- computationally costly
- not consistent with input
- never able to capture thin discontinuities

We propose a discrete AT variant where we can set  $\epsilon < h$  to get thin discontinuities

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Ambrosio-Tortorelli's functional

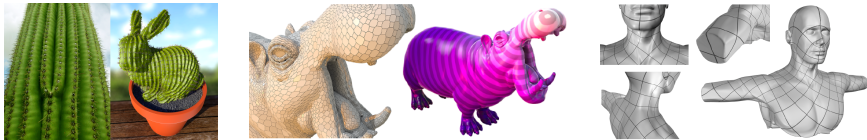
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Applications

# Discrete Calculus

Computer graphics, geometry processing, shape optimization



(Images: Knöppel et al. 2015, Crane et al. 2013, Springborn et al. 2010)

Discrete exterior calculus [Desbrun, Hirani, Leok, ...]

Discrete differential calculus [Polthier, Pinkall, Bobenko, ...]

Discrete calculus [Grady, Polimeni, ...]

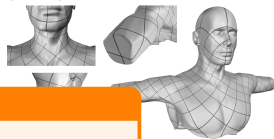
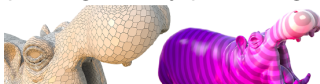
Graph and network analysis, image processing, fluid simul.



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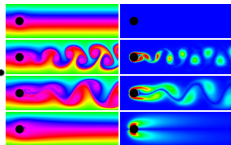
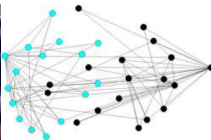
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## Discrete exterior calculus (DEC)

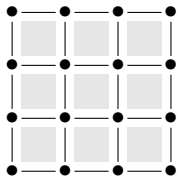
- no discretization, discrete by nature
- keep algebraic properties of calculus, exact Stokes' theorem
- reduces to matrix/vectors
- works without embedding, just metric
- "any" cell complex, arbitrary dimension

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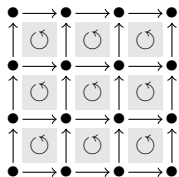
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## Cell complex, chains, boundary, forms



- *cell complex*  $K$ : vertices, edges, faces (pixels)

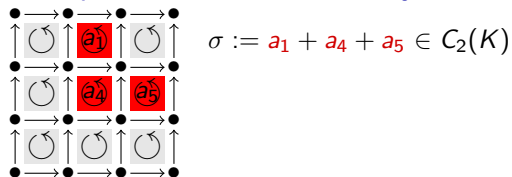
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- *cell complex*  $K$ : vertices, edges, faces (pixels) with orientation

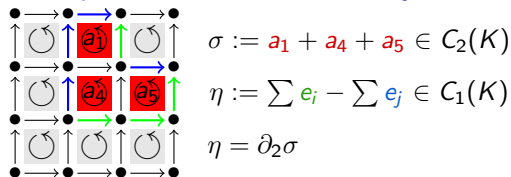


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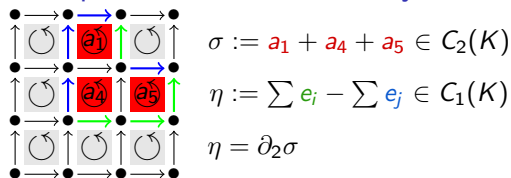
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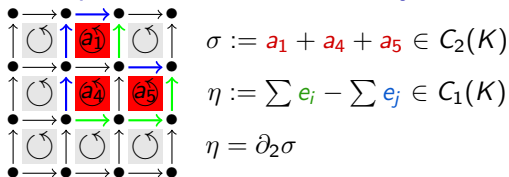
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- *discrete k-forms*: elements of  $C^k(K) := \text{Hom}(C_k(K), \mathbb{R})$ 
  - ▷ 0-forms: functions, i.e. a value per vertex
  - ▷ 1-forms: differential forms/vector field, i.e. a value per edge
  - ▷ 2-forms: area forms, i.e. a value per face

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- *Integral*  $\int_\sigma \alpha =$  pairing  $k$ -form  $\alpha$  with  $k$ -chain  $\sigma$

$$\int_\sigma \alpha := \alpha(\sigma) = \sum_i a_i \alpha(c_i) \quad \text{if } \sigma = \sum_i a_i c_i$$

## Exterior derivative, Stokes theorem

- *exterior derivative* defined by duality:  $\mathbf{d}_k : C^k(K) \rightarrow C^{k+1}(K)$

$$(\mathbf{d}_k \alpha^k)(\sigma_{k+1}) := \alpha^k(\partial_{k+1} \sigma_{k+1})$$

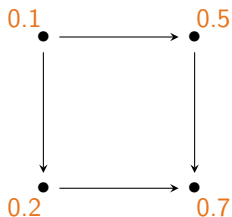
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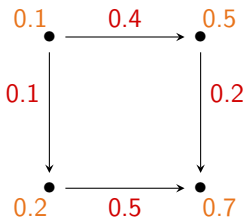
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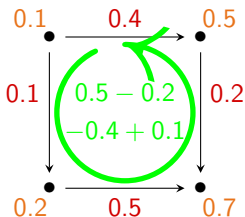
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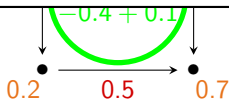
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thus (discrete) Stokes theorem is trivial by definition

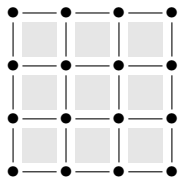
$$\int_{\sigma} \mathbf{d}\alpha = \int_{\partial\sigma} \alpha$$

for  $\sigma$  any  $k$ -chain and  $\alpha$  any  $k-1$ -form

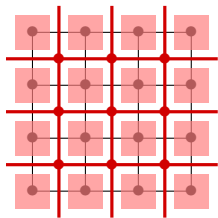


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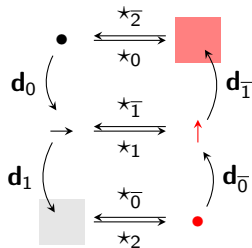
# Dual cell complex, Hodge star, calculus



complex  $K$



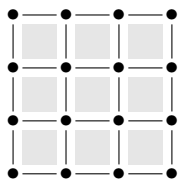
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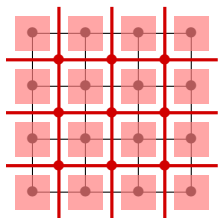
primal dual

- Hodge duality created with dual/orthogonal structure

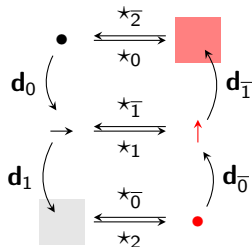
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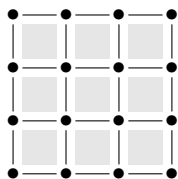
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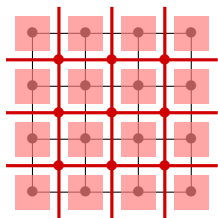
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- anti-derivatives  $\mathbf{d}_{\bar{k}}$  are derivatives in dual complex
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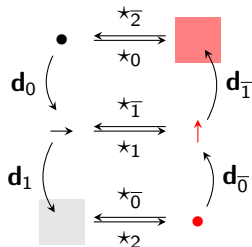
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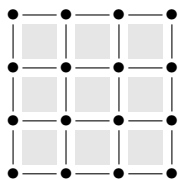
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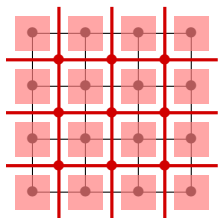
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- Hodge stars  $\star_k$  transport  $k$ -forms to dual  $2 - k$ -forms
  - ▷ diagonal matrices incorporating metric information
  - ▷ e.g.  $\star_k \mathbf{1} = \alpha$  is the area  $2$ -form  $dA$

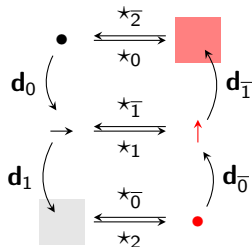
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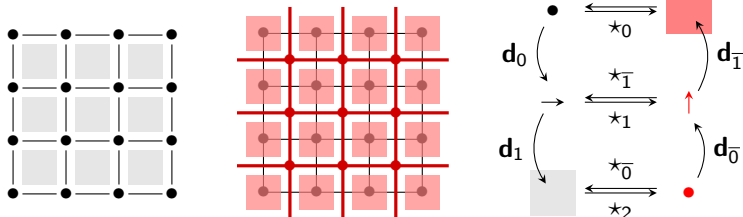
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  - ▷ in matrix form  $\mathbf{d}_{\bar{k}}^T := \mathbf{d}_{n-1-k}$
- Hodge stars  $\star_k$  transport  $k$ -forms to dual  $2 - k$ -forms
  - ▷ diagonal matrices incorporating metric information
  - ▷ e.g.  $\star_k \mathbf{1} = \alpha$  is the area  $2$ -form  $dA$
- wedge products satisfy algebraic properties (Leibniz rules ... )
  - ▷  $\alpha \wedge \beta := \text{diag}(\alpha)\beta$ , for  $\alpha \in C^k(K), \beta \in C^{2-k}(\bar{K})$ ,
  - ▷  $f \wedge \gamma := \text{diag}(\mathbf{M}_{01}f)\gamma$ , for  $f \in C^0(K), \gamma \in C^1(K) \dots$

## Dual cell complex, Hodge star, calculus



Almost all the calculus is built from the previous operators

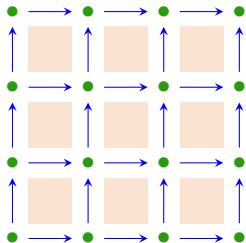
- codifferentials  $\delta_1 := -\star_2 \mathbf{d}_1 \star_1$ ,  $\delta_2 := -\star_1 \mathbf{d}_0 \star_2$ ,
- Laplacian  $\Delta := \delta_1 \mathbf{d}_0$
- Edge Laplacian  $\Delta_1 := \mathbf{d}_0 \delta_1 + \delta_2 \mathbf{d}_1$ ,
- musical ops : Vector field  $\xrightarrow{b}$  1-form  $\xrightarrow{\sharp}$  Vector field
- gradient  $\nabla f := (\mathbf{d}_0 f)^\sharp$
- divergence  $\operatorname{div} \mathbf{V} := \delta_1 \mathbf{V}^b$
- $L^2$  inner-product  $(\alpha, \beta)_{\Omega, k} := \int_{\Omega} \alpha \wedge \star_k \beta$ , for  $\alpha, \beta$   $k$ -forms

▷  $f \wedge \gamma := \operatorname{diag}(\mathbf{M}_{01} f) \gamma$ , for  $f \in C^0(K), \gamma \in C^1(K) \dots$



# Discrete formulation of AT

On faces and vertices

$$AT_\varepsilon(u, v) = \alpha \int_\Omega |u - g|^2 \, dx + \int_\Omega v^2 |\nabla u|^2 \, dx + \lambda \int_\Omega \varepsilon |\nabla v|^2 + \frac{1}{4\varepsilon} (1 - v)^2 \, dx$$



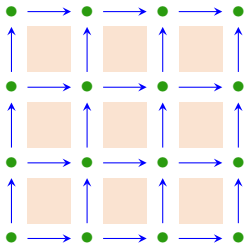
We choose :

- functions  $u, g$  to live on faces 
  - ▷  $u, g$  are **2-forms**
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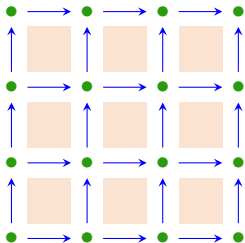
$$AT_\varepsilon^{2,0}(u, v) = \alpha (u - g, u - g)_{\Omega, 2}$$





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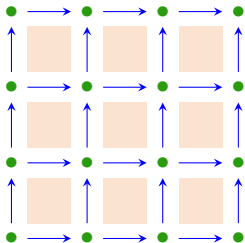
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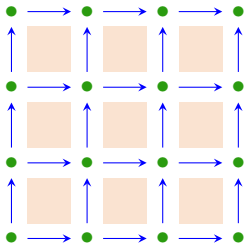
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Cross term mixing  $u$  and  $v$

$$\int_{\Omega} v^2 |\nabla u|^2 \, dx = (\mathbf{v} \delta_2 \mathbf{u}, \mathbf{v} \delta_2 \mathbf{u})_{\Omega,1}$$

- $\mathbf{v} \delta_2 \mathbf{u} = \mathbf{v} \wedge \delta_2 \mathbf{u} = \text{diag}(\mathbf{M}_{01} \mathbf{v}) \delta_2 \mathbf{u}$

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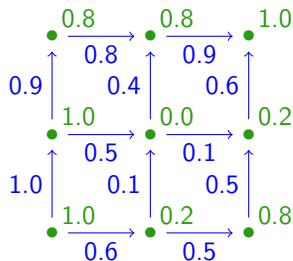
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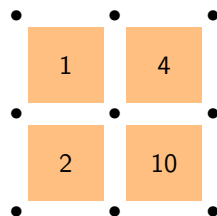
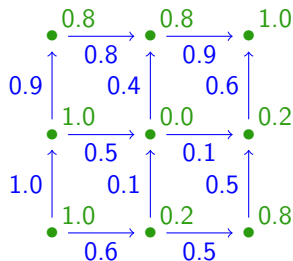
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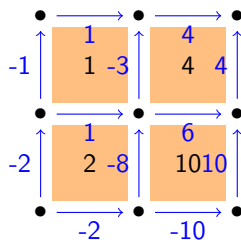
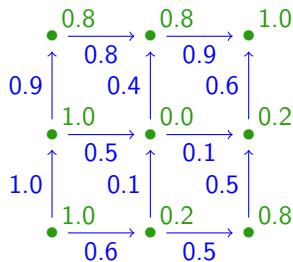
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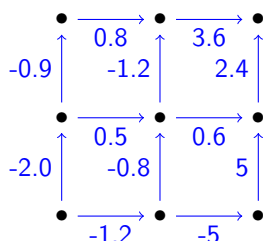
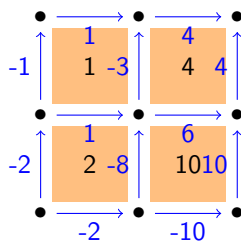
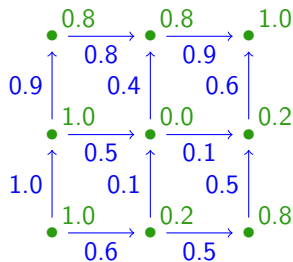


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# Discrete calculus model of Ambrosio-Tortorelli's functional

Ambrosio-Tortorelli's functional

A brief introduction to discrete calculus

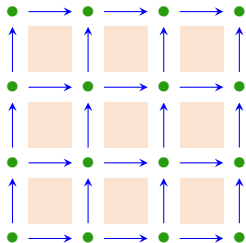
A discrete calculus model of AT

Applications



# Discrete formulation of AT

On faces and vertices

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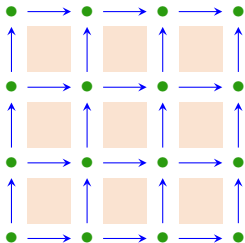
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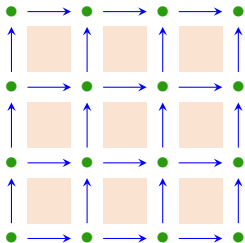
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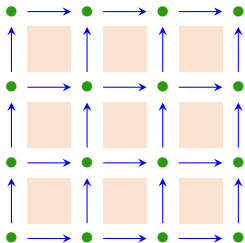
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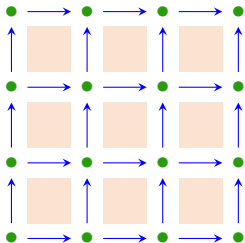
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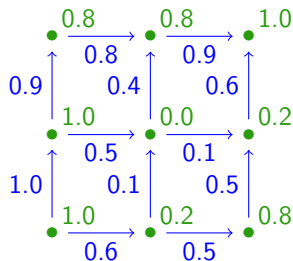
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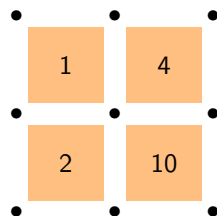
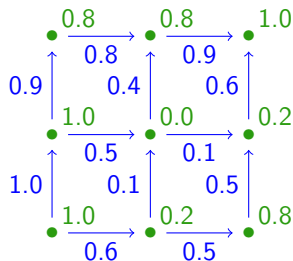
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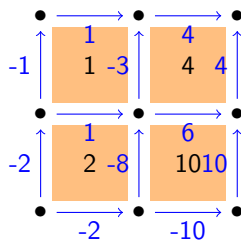
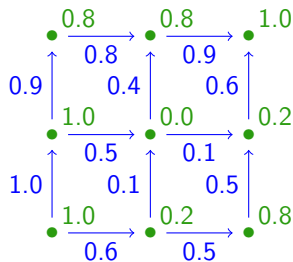
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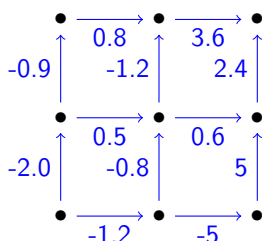
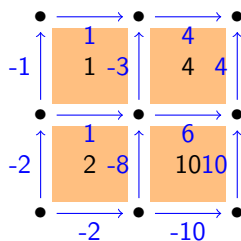
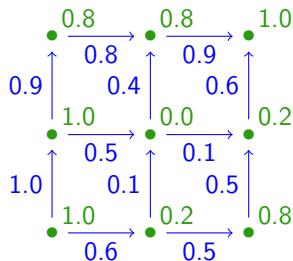
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$$\begin{aligned} \text{AT}_\varepsilon^{2,0}(\mathbf{u}, \mathbf{v}) = & \alpha (\mathbf{u} - \mathbf{g}, \mathbf{u} - \mathbf{g})_{\Omega,2} + (\text{diag}(\mathbf{M}_{01}\mathbf{v})\delta_2\mathbf{u}, \text{diag}(\mathbf{M}_{01}\mathbf{v})\delta_2\mathbf{u})_{\Omega,1} \\ & + \lambda\varepsilon (\mathbf{d}_0\mathbf{v}, \mathbf{d}_0\mathbf{v})_{\Omega,1} + \frac{\lambda}{4\varepsilon} (\mathbf{1} - \mathbf{v}, \mathbf{1} - \mathbf{v})_{\Omega,0} \end{aligned}$$

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$$\begin{aligned} \text{AT}_\varepsilon^{2,0}(\mathbf{u}, \mathbf{v}) &= \alpha (\mathbf{u} - \mathbf{g})^\top \mathbf{G}_2 (\mathbf{u} - \mathbf{g}) + \mathbf{u}^\top \mathbf{B}'^\top \text{diag}(\mathbf{M}_{01}\mathbf{v})^2 \mathbf{G}_1 \mathbf{B}' \mathbf{u} \\ &\quad + \lambda\varepsilon \mathbf{v}^\top \mathbf{A}^\top \mathbf{G}_1 \mathbf{A} \mathbf{v} + \frac{\lambda}{4\varepsilon} (\mathbf{1} - \mathbf{v})^\top \mathbf{G}_0 (\mathbf{1} - \mathbf{v}) \end{aligned}$$

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- Euler-Lagrange:  $\min_{\mathbf{u}, \mathbf{v}} \text{AT}_\varepsilon^{2,0} \Rightarrow \frac{d\text{AT}_\varepsilon^{2,0}}{d\mathbf{u}} = 0$  and  $\frac{d\text{AT}_\varepsilon^{2,0}}{d\mathbf{v}} = 0$
- $\text{AT}_\varepsilon^{2,0}$  is **quadratic** in  $\mathbf{u}$  and in  $\mathbf{v}$



## Discrete formulation of AT

$$\begin{aligned} \text{AT}_\varepsilon^{2,0}(\mathbf{u}, \mathbf{v}) &= \alpha (\mathbf{u} - \mathbf{g}, \mathbf{u} - \mathbf{g})_{\Omega,2} + (\text{diag}(\mathbf{M}_{01}\mathbf{v})\delta_2\mathbf{u}, \text{diag}(\mathbf{M}_{01}\mathbf{v})\delta_2\mathbf{u})_{\Omega,1} \\ &\quad + \lambda\varepsilon (\mathbf{d}_0\mathbf{v}, \mathbf{d}_0\mathbf{v})_{\Omega,1} + \frac{\lambda}{4\varepsilon} (\mathbf{1} - \mathbf{v}, \mathbf{1} - \mathbf{v})_{\Omega,0} \end{aligned}$$

- with matrices  $\mathbf{A} := \mathbf{d}_0$ ,  $\mathbf{B}' := \delta_2$ ,  $\mathbf{G}_k := \star_k$ .

$$\begin{aligned} \text{AT}_\varepsilon^{2,0}(\mathbf{u}, \mathbf{v}) &= \alpha (\mathbf{u} - \mathbf{g})^\top \mathbf{G}_2 (\mathbf{u} - \mathbf{g}) + \mathbf{u}^\top \mathbf{B}'^\top \text{diag}(\mathbf{M}_{01}\mathbf{v})^2 \mathbf{G}_1 \mathbf{B}' \mathbf{u} \\ &\quad + \lambda\varepsilon \mathbf{v}^\top \mathbf{A}^\top \mathbf{G}_1 \mathbf{A} \mathbf{v} + \frac{\lambda}{4\varepsilon} (\mathbf{1} - \mathbf{v})^\top \mathbf{G}_0 (\mathbf{1} - \mathbf{v}) \end{aligned}$$

- Euler-Lagrange:  $\min_{\mathbf{u}, \mathbf{v}} \text{AT}_\varepsilon^{2,0} \Rightarrow \frac{d\text{AT}_\varepsilon^{2,0}}{d\mathbf{u}} = 0$  and  $\frac{d\text{AT}_\varepsilon^{2,0}}{d\mathbf{v}} = 0$
- $\text{AT}_\varepsilon^{2,0}$  is **quadratic** in  $\mathbf{u}$  and in  $\mathbf{v}$
- We solve alternatively for  $\mathbf{u}$  and  $\mathbf{v}$  the sparse linear systems:

$$\begin{cases} \left[ \alpha \mathbf{G}_2 - \mathbf{B}'^\top \text{diag}(\mathbf{M}_{01}\mathbf{v})^2 \mathbf{G}_1 \mathbf{B}' \right] \mathbf{u} = \alpha \mathbf{G}_2 \mathbf{g}, \\ \left[ \frac{\lambda}{4\varepsilon} \mathbf{G}_0 + \lambda\varepsilon \mathbf{A}^\top \mathbf{G}_1 \mathbf{A} + \mathbf{M}_{01}^\top \text{diag}(\mathbf{B}'\mathbf{u})^2 \mathbf{G}_1 \mathbf{M}_{01} \right] \mathbf{v} = \frac{\lambda}{4\varepsilon} \mathbf{G}_0 \mathbf{1}. \end{cases}$$

## Discrete formulation of AT: vectorial data

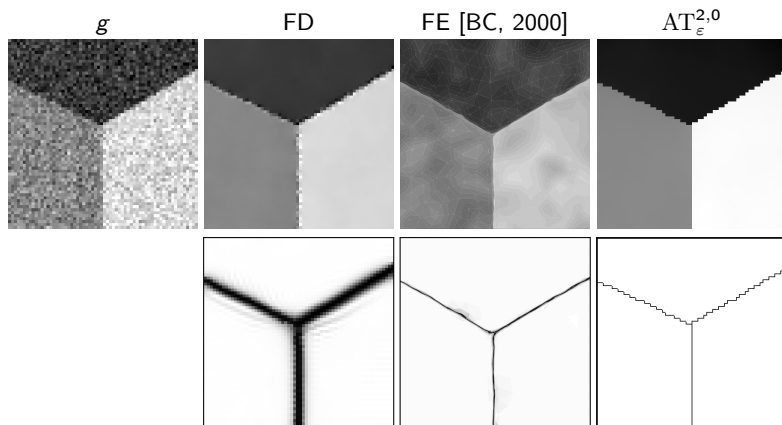
$$\begin{aligned} \text{AT}_\epsilon^{2,0}(\mathbf{u}_1, \dots, \mathbf{u}_n, \mathbf{v}) &= \alpha \sum_i (\mathbf{u}_i - \mathbf{g}_i, \mathbf{u}_i - \mathbf{g}_i)_{\Omega,2} \\ &\quad + \sum_i (\text{diag}(\mathbf{M}_{01}\mathbf{v})\delta_2 \mathbf{u}_i, \text{diag}(\mathbf{M}_{01}\mathbf{v})\delta_2 \mathbf{u}_i)_{\Omega,1} \\ &\quad + \lambda \epsilon (\mathbf{d}_0 \mathbf{v}, \mathbf{d}_0 \mathbf{v})_{\Omega,1} + \frac{\lambda}{4\epsilon} (\mathbf{1} - \mathbf{v}, \mathbf{1} - \mathbf{v})_{\Omega,0} \end{aligned}$$

- We solve alternatively for the  $\mathbf{u}_i$  and  $\mathbf{v}$  the sparse linear systems:

$$\begin{cases} \forall i \in \{1, \dots, n\}, \left[ \alpha \mathbf{G}_2 - \mathbf{B}'^T \text{diag}(\mathbf{M}_{01}\mathbf{v})^2 \mathbf{G}_1 \mathbf{B}' \right] \mathbf{u}_i = \alpha \mathbf{G}_2 \mathbf{g}_i, \\ \left[ \frac{\lambda}{4\epsilon} \mathbf{G}_0 + \lambda \epsilon \mathbf{A}^T \mathbf{G}_1 \mathbf{A} + \mathbf{M}_{01}^T (\sum_i \text{diag}(\mathbf{B}' \mathbf{u}_i)^2) \mathbf{G}_1 \mathbf{M}_{01} \right] \mathbf{v} = \frac{\lambda}{4\epsilon} \mathbf{G}_0 \mathbf{1}. \end{cases}$$

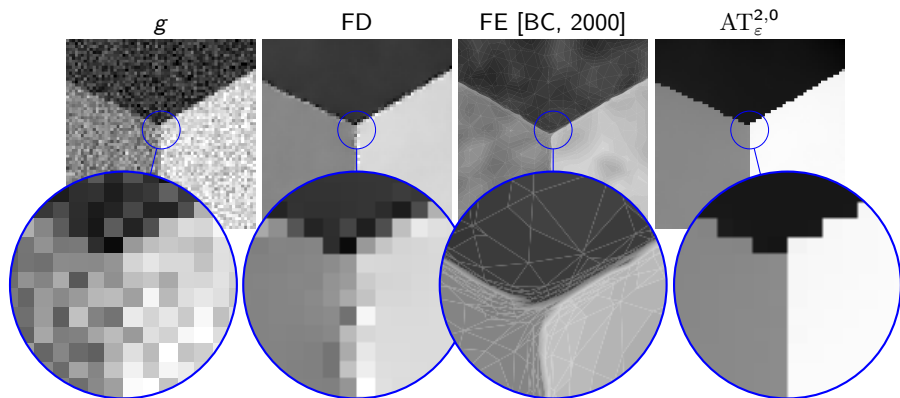
- Our algorithm progressively decreases  $\epsilon$  to get a better chance of capturing the optimum
  - ▷  $\epsilon$  follows typically sequence 2, 1, 0.5, 0.25 (for  $h = 1$  sampling)
  - ▷ results on  $\mathbf{u}$  and  $\mathbf{v}$  are starting point for next  $\epsilon$

# Image restoration on toy examples



- systems are solved using Cholesky decomposition (Eigen)
- $\epsilon$  takes the successive values 2, 1, 0.5, 0.25, for sampling step  $h = 1$ .

# Image restoration on toy examples



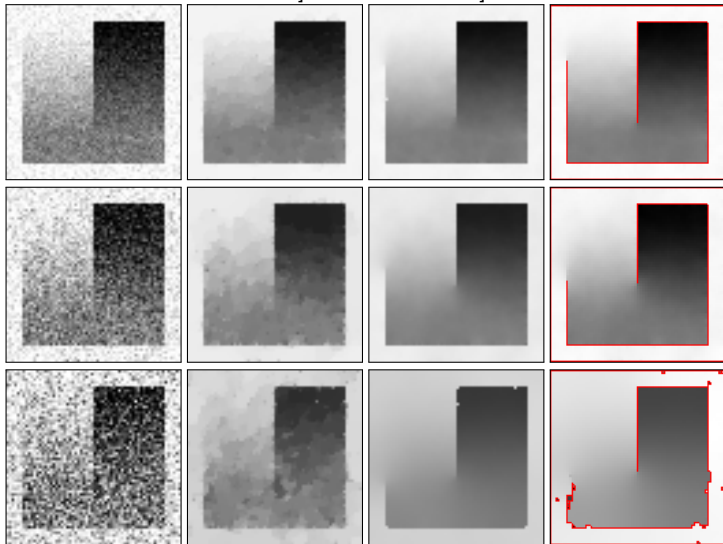
- systems are solved using Cholesky decomposition (Eigen)
- $\epsilon$  takes the successive values 2, 1, 0.5, 0.25, for sampling step  $h = 1$ .

$g$

TV [ Duran et al.  
2013 ]

[ Strek. et al.  
2014 ]

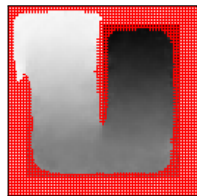
$AT_{\epsilon}^{2,0}$



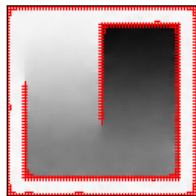
## Influence of parameter $\varepsilon$

$$AT_\varepsilon(u, v) = \alpha \int_{\Omega} |u - g|^2 \, dx + \int_{\Omega} v^2 |\nabla u|^2 \, dx + \lambda \int_{\Omega} \varepsilon |\nabla v|^2 + \frac{1}{\varepsilon} \frac{(1 - v)^2}{4} \, dx$$

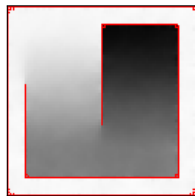
- $\Gamma$ -convergence parameter
- Controls the **thickness of the contours**
  - ▷ large  $\varepsilon$  convexifies  $AT$  and helps to detect the discontinuities;
  - ▷ as  $\varepsilon$  goes to 0, the discontinuities become thinner and thinner.



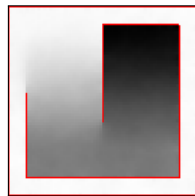
$\varepsilon = 2 \searrow 2$



$\varepsilon = 2 \searrow 1$



$\varepsilon = 2 \searrow 0.5$



$\varepsilon = 2 \searrow 0.25$

# Discrete calculus model of Ambrosio-Tortorelli's functional

Ambrosio-Tortorelli's functional

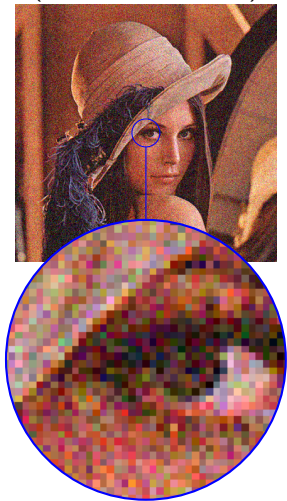
A brief introduction to discrete calculus

A discrete calculus model of AT

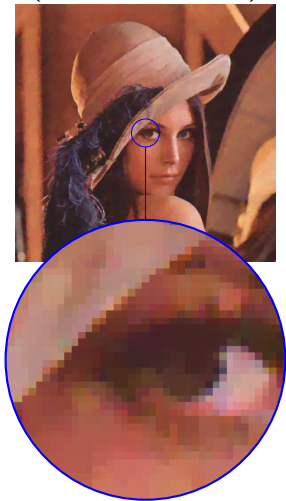
**Applications**

# Image restoration / denoising

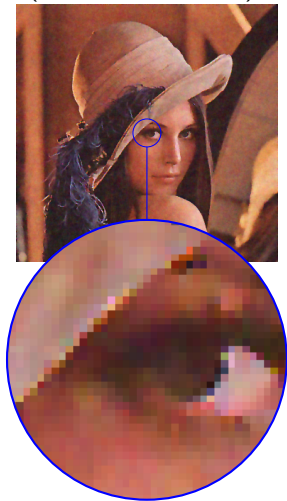
$g$   
(PSNR = 20.23 dB)



TV  
(PSNR = 29.36 dB)



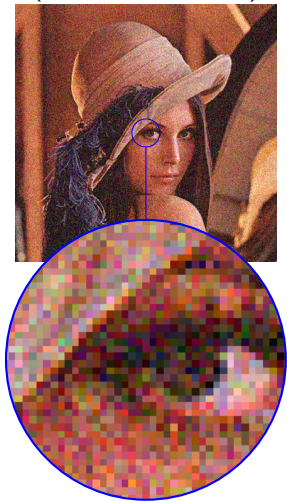
$AT_{\epsilon}^{2,0}$   
(PSNR = 29.03 dB)



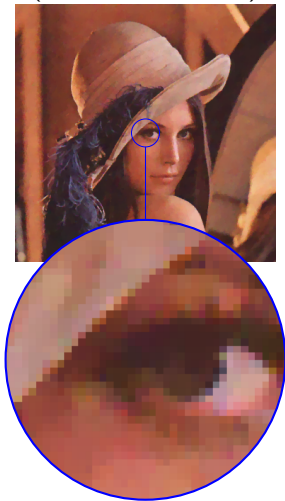


# Image restoration / denoising

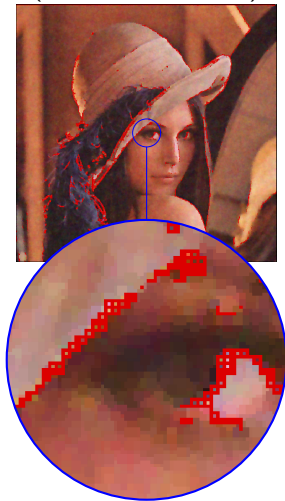
$g$   
(PSNR = 20.23 dB)



TV  
(PSNR = 29.36 dB)



$AT_{\epsilon}^{2,0}$   
(PSNR = 29.03 dB)



# Scale-space given by $\alpha$ and $\lambda$ and image segmentation



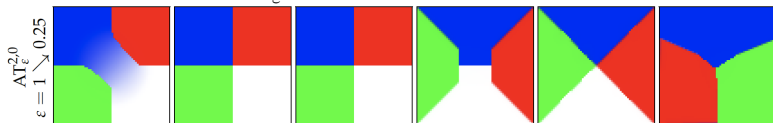
for decreasing  $\lambda$

# Image inpainting (on toy example)

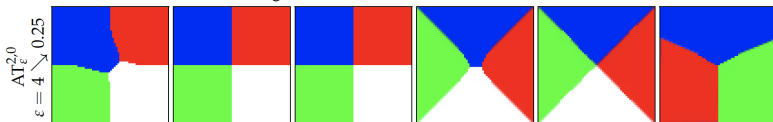
- mask (in black) : domain  $M$  where data  $g$  (in color) is unknown
- $\alpha(x) := \{\alpha \in \Omega \setminus M, 0 \text{ elsewhere}\}$
- initialization:  $u$  random in  $M$ ,  $= g$  in  $\Omega \setminus M$



$AT_{\epsilon}^{2,0}$  with  $\epsilon$  from 1 to 0.25



$AT_{\epsilon}^{2,0}$  with  $\epsilon$  from 4 to 0.25



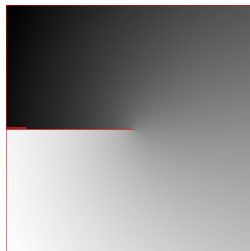
## Image inpainting (on classical crack-tip example)



$g$



mask  $M$



$AT_{\epsilon}^{2,0}$ ,  $\alpha = 1$ ,  $\lambda = 0.0024$

- Decreasing sequence of  $\lambda$  (irreversibility !?)
- same result as [Pock, Bishof, Cremers, Pock 2009], based on MS relaxation of [Alberti, Bouchitté, Dal Maso 2003]
- result independent of initialization as long as first  $\epsilon$  is big enough ( $\epsilon$  from 4 to 0.25 here, for image of size  $110 \times 110$ ).

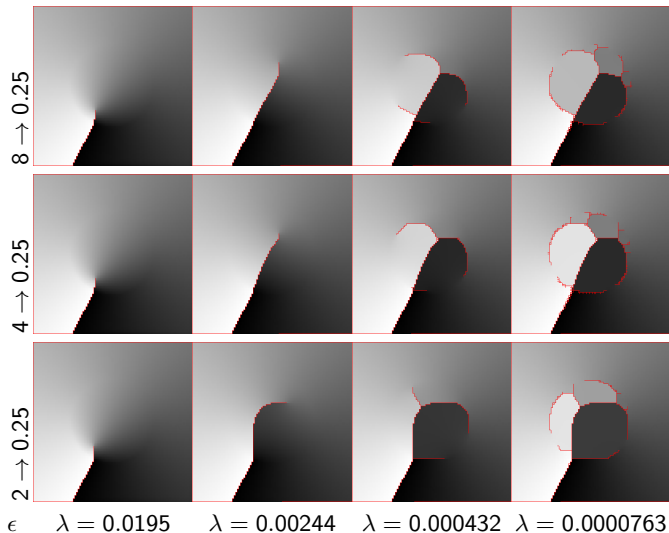
# Image inpainting (crack-tip + decreasing $\lambda$ )



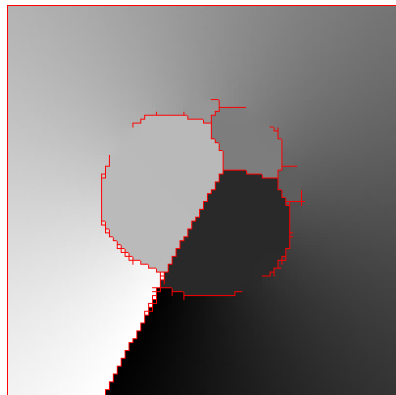
mask  $M$



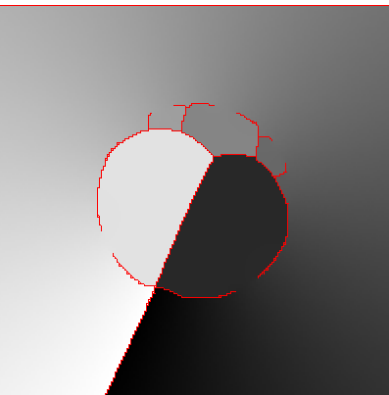
$\alpha = 1$



# Image inpainting (crack-tip + changing resolution)



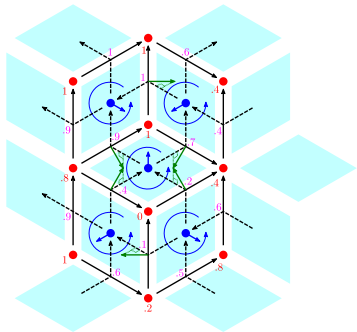
$100 \times 100$   
 $\lambda = 0.0000763$   
 $\alpha = 1$



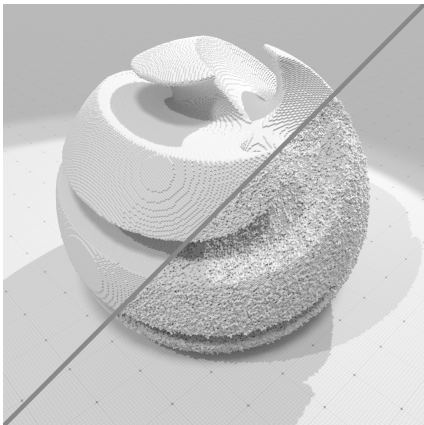
$200 \times 200$   
 $\lambda = 0.0000381$   
 $\alpha = 1$

# Feature delineation on digital surfaces

digital surface = boundary of set of voxels



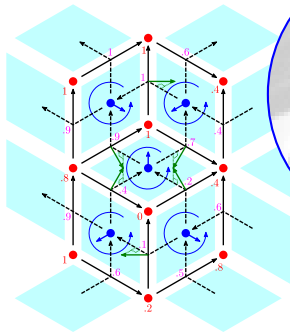
same discrete calculus  
same  $AT_{\epsilon}^{2,0}$



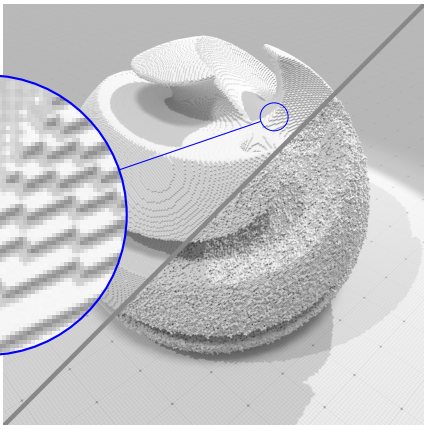
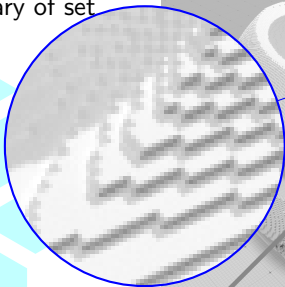
Input: normal vector field  $\mathbf{g}$  estimated by Integral Invariant digital normal estimator.

# Feature delineation on digital surfaces

digital surface = boundary of set  
of voxels



same discrete calculus  
same  $AT_{\epsilon}^{2,0}$



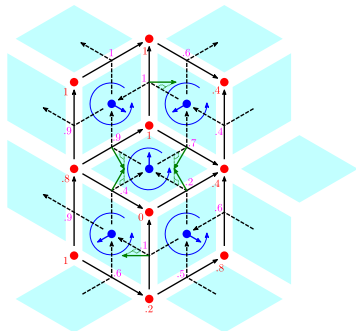
Input: normal vector field  $\mathbf{g}$  estimated  
by Integral Invariant digital normal  
estimator.



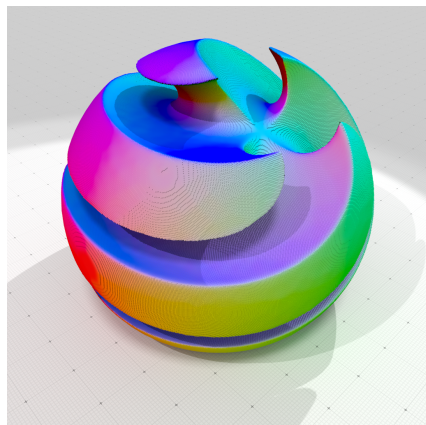


# Feature delineation on digital surfaces

digital surface = boundary of set  
of voxels



same discrete calculus  
same  $AT_{\epsilon}^{2,0}$

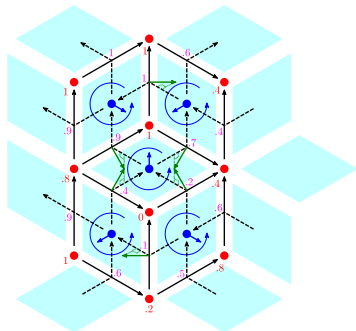


Input: normal vector field  $\mathbf{g}$  estimated  
by Integral Invariant digital normal  
estimator.

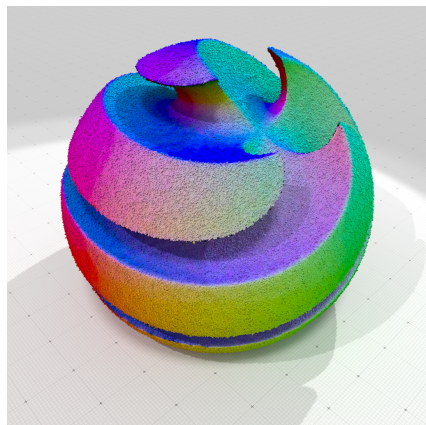
Output: piecewise smooth normals  
 $(u_i)_{i=1,2,3}$  and features  $\mathbf{v}$

# Feature delineation on digital surfaces

digital surface = boundary of set of voxels



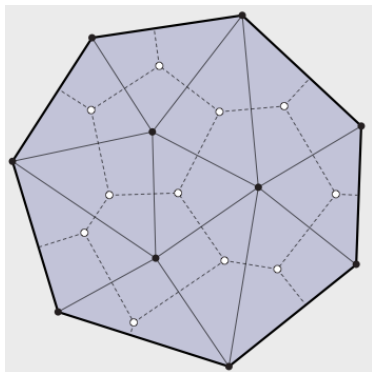
same discrete calculus  
same  $AT_{\epsilon}^{2,0}$



Input: normal vector field  $\mathbf{g}$  estimated by Integral Invariant digital normal estimator.

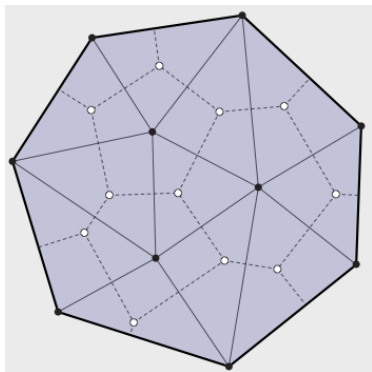
Output: piecewise smooth normals  $(u_i)_{i=1,2,3}$  and features  $\mathbf{v}$

# Discrete calculus on triangulated mesh



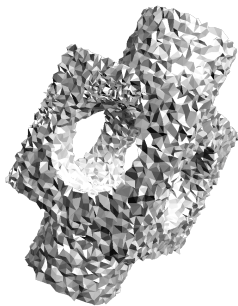
- dual mesh  $\perp$  primal mesh
- dual vertex = center of triangle circumcircle
- Hodge stars are no more trivial but still diagonal matrices
- $\star_0(v) := \text{Area}(\text{dual}(v))$
- $\star_1(e) := \text{length}(\text{dual}(e))/\text{length}(e)$
- $\star_2(t) := 1/\text{Area}(t)$
- otherwise same discrete calculus

# Discrete calculus on triangulated mesh



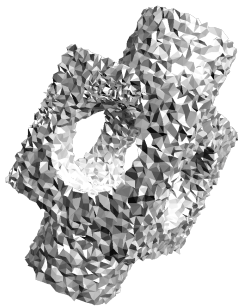
- dual mesh  $\perp$  primal mesh
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- Hodge stars are no more trivial but still diagonal matrices
- $\star_0(v) := \text{Area}(\text{dual}(v))$
- $\star_1(e) := \text{length}(\text{dual}(e))/\text{length}(e)$
- $\star_2(t) := 1/\text{Area}(t)$
- otherwise same discrete calculus
- $AT_\varepsilon^{2,0}$  is then the same !

# Mesh denoising



0. Bad mesh with positions  $\mathbf{x}^0$ ,  $k \leftarrow 0$

# Mesh denoising

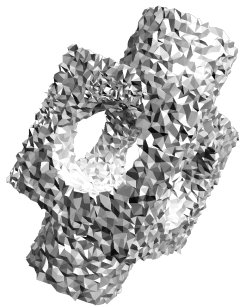


0. Bad mesh with positions  $\mathbf{x}^0$ ,  $k \leftarrow 0$



1.  $\mathbf{g}$  = normals from  $\mathbf{x}^{(k)}$ , Hodge stars from  $\mathbf{x}^{(k)}$

# Mesh denoising



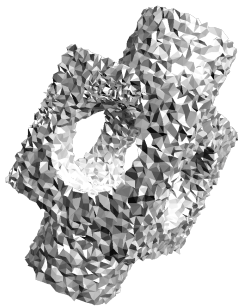
0. Bad mesh with positions  $\mathbf{x}^0$ ,  $k \leftarrow 0$

1.  $\mathbf{g}$  = normals from  $\mathbf{x}^{(k)}$ , Hodge stars from  $\mathbf{x}^{(k)}$

2.  $AT_{\epsilon}^{2,0}$  to get piecewise smooth normals  $\mathbf{u}^{(k)}$



# Mesh denoising



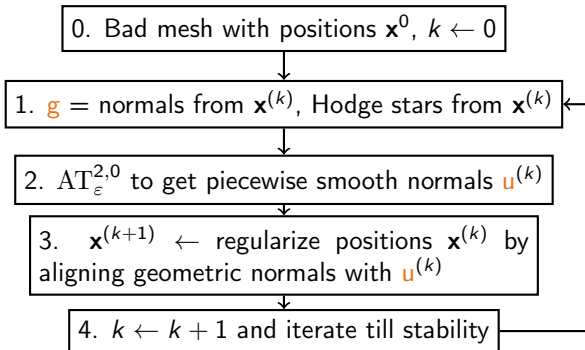
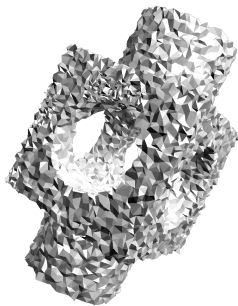
0. Bad mesh with positions  $\mathbf{x}^0$ ,  $k \leftarrow 0$

1.  $\mathbf{g}$  = normals from  $\mathbf{x}^{(k)}$ , Hodge stars from  $\mathbf{x}^{(k)}$

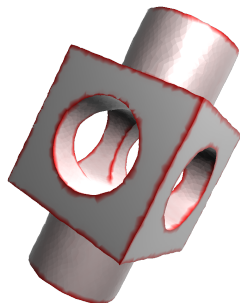
2.  $AT_{\epsilon}^{2,0}$  to get piecewise smooth normals  $\mathbf{u}^{(k)}$

3.  $\mathbf{x}^{(k+1)} \leftarrow$  regularize positions  $\mathbf{x}^{(k)}$  by aligning geometric normals with  $\mathbf{u}^{(k)}$

# Mesh denoising



# Mesh denoising



0. Bad mesh with positions  $\mathbf{x}^0$ ,  $k \leftarrow 0$

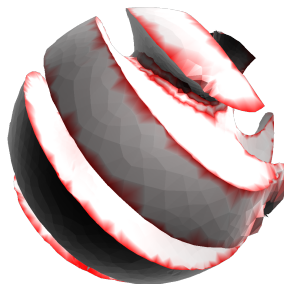
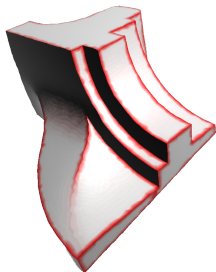
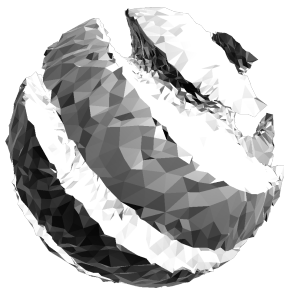
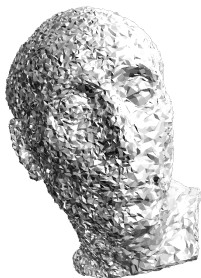
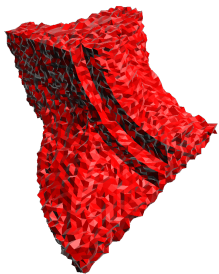
1.  $\mathbf{g}$  = normals from  $\mathbf{x}^{(k)}$ , Hodge stars from  $\mathbf{x}^{(k)}$

2.  $AT_{\epsilon}^{2,0}$  to get piecewise smooth normals  $\mathbf{u}^{(k)}$

3.  $\mathbf{x}^{(k+1)} \leftarrow$  regularize positions  $\mathbf{x}^{(k)}$  by aligning geometric normals with  $\mathbf{u}^{(k)}$

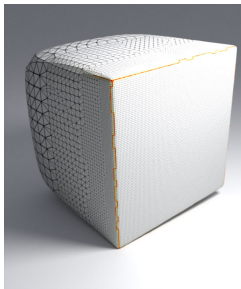
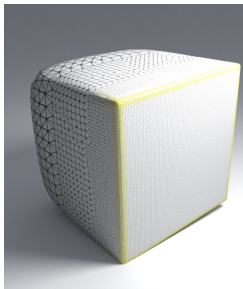
4.  $k \leftarrow k + 1$  and iterate till stability

## Mesh denoising (a few results)

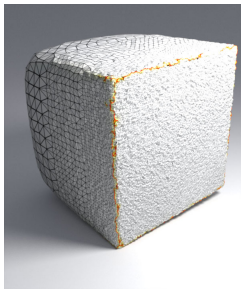
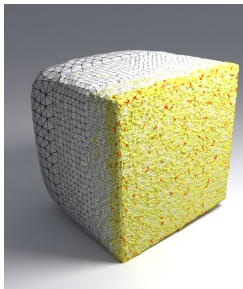


# Mesh denoising (Comparison with FEM)

noise free



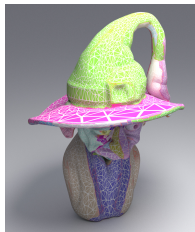
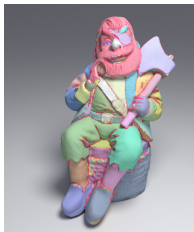
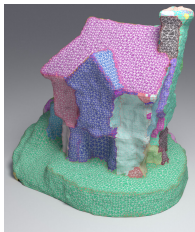
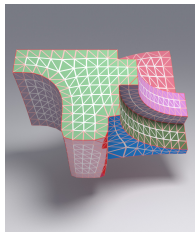
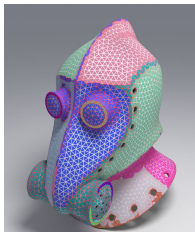
with noise



FEM [Tong and Tai 2016]

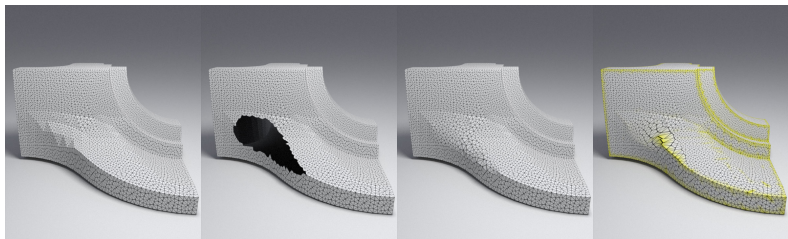
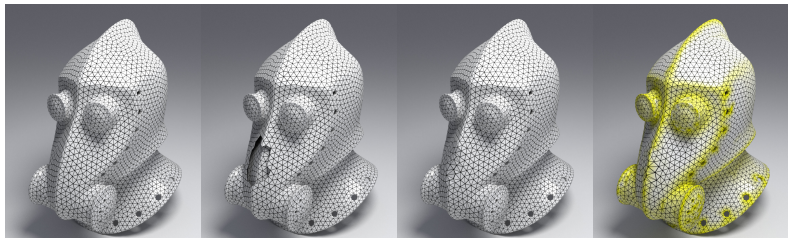
our approach

# Mesh segmentation



- $\nu$  is used as a probability of edge merge in a graph connected component algorithm

# Mesh inpainting



Original

Missing area

CGAL filling

Our inpainting

# Conclusion

- Discrete calculus model of AT recovers discontinuities
  - ▷ usual “phase-field” ones → **thin** discontinuities
- very generic formulation: 2D images, digital surfaces, triangulated meshes, graph structures, 3D hexahedral, tetrahedral or mixed meshes, ...
- opens a wide range of applications
  - ▷ image processing
  - ▷ 3D geometry processing
- open-source C++ code available, mostly on [dgta1.org](http://dgta1.org), otherwise on [github.com](https://github.com)
- reasonable computation times: from seconds to a few minutes



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