

First meeting of the Shape Working Group

17/02/2010

Program of the Day

- ▶ **The Participants**
- ▶ **Shapes and related topics**
- ▶ **Talk & discussion 1, by Guillaume Charpiat (Pulsar)**
- ▶ **Coffee break**
- ▶ **Talk & discussion 2, by Stanley Durrleman (Asclepios)**
- ▶ **Conclusion, schedule next meeting, etc.**

This Shape WorkINg Group could become :

- ▶ a **Shape PResentatioN Group**
(where each one makes a presentation about his own works)
- ▶ a **Regular Shape Seminar**
(series of talks by various speakers, to know the latest works)
- ▶ a **SHApe ReadINg Group**
(reading articles, books, to know precisely the state of the art)
- ▶ a **ShapE WorkINg Group**
(where we think and work together to go beyond the state of the art)

Shapes and related topics

- ▶ **Why study shapes ?**
- ▶ **What is a shape ?**
 - ▶ what do we mean by *shape* ?
 - ▶ representation
 - ▶ families, shape spaces
- ▶ **Pairwise shape comparison**
 - ▶ distances
 - ▶ warpings
- ▶ **Where do shapes come from ?**
- ▶ **Shape statistics**
 - ▶ global variations
 - ▶ local scale
- ▶ **Using information about shapes**

Why study shapes ?

- ▶ **because they contain information**
 - ▶ patch-based detection (bounding box)
vs. segmentation (contour)
 - ▶ image/video interpretation : posture/gesture recognition
 - ▶ diagnostic (medical imaging)
 - ▶ ... (application-dependent)
- ▶ **to use them as priors**
 - ▶ image segmentation with shape prior
 - ▶ etc.
- ▶ **to optimize a given property**
 - ▶ aerodynamics (shape of a plane), fluid mechanics
 - ▶ material constraints : shape of a bridge, soap bubbles
 - ▶ acoustics
 - ▶ aesthetics ?

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- ▶ weak notion : "shape" of the **graph of a function** (Fourier, cf Gabor/wavelet for image texture), of an histogram (they "look the same" : distance ? correlation ?)

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 - ▶ **curvature** function (rotation-invariant) : nice for matching (but for segmentation?)
 - ▶ **skeleton**, medial axis
 - ▶ any transformation/description which is one-to-one (or does not lose much information), e.g. Fourier
 - ▶ shapes as **metric spaces** : pairwise distance matrix (with Euclidean norm: invertible! [Boutin]), n -uplets distance matrices ($\forall n \implies$ invertible [Gromov])

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- ▶ **topology**: genus only (pb: handling topological noise; lack of details)

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- ▶ families of nice shapes (curvature bounds, distance to the skeleton)

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- ▶ infinitesimal deformation metric (manifold)
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- ▶ transformation groups : translation/rotation/scaling/affine : $\inf_{g \in G} d(A, gB)$
 - ▶ shapes as metric spaces \implies Gromov-Hausdorff [Memoli]

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Part II : warping, deformation, and embedding

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- ▶ optimization methods
 - ▶ gradient descent (of the warping cost) + multiscale
 - ▶ dynamic time warping
 - ▶ graph-cuts

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- ▶ \implies few shapes available, or no good-quality guaranteed
 - ▶ high intrinsic dimension of shape spaces
 - ▶ no dense training set
 - ▶ introduce priors when defining statistics

Shape statistics

Global variations

- ▶ mean shape, e.g. defined by $\inf_M \sum_i d(M, S_i)^2$
 - ▶ may be several means + computation issues + does not always make sense
- ▶ second order statistics : which variables ?
 - ▶ pb : correspondences between variables/shapes (transport?)
 - ▶ find a variable whose space is fixed, e.g. $\nabla_M d(M, S_i)$ or $m_{M \rightarrow S_i}$
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- ▶ manifold learning techniques
 - ▶ statistics on the high-dimensional manifold of shapes ?
 - ▶ neighborhood : dimension estimation, k-nearest neighbors
 - ▶ spectral techniques : graph Laplacian, Hessian eigenmaps, Isomap
 - ▶ tangent space of shapes : LLE (locally linear embedding)...
 - ▶ using transport & learning the metrics (cf my next talk)

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- ▶ \implies pattern recognition/classification

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- ▶ the issue of **occultation**
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