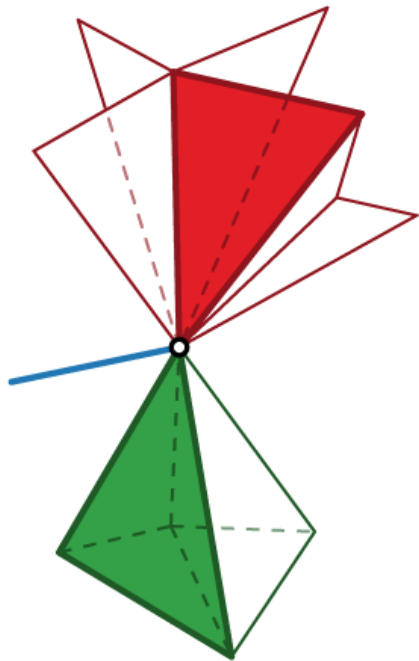


# IA\*:

## AN ADJACENCY-BASED REPRESENTATION FOR NON-MANIFOLD SIMPLICIAL SHAPES IN ARBITRARY DIMENSIONS



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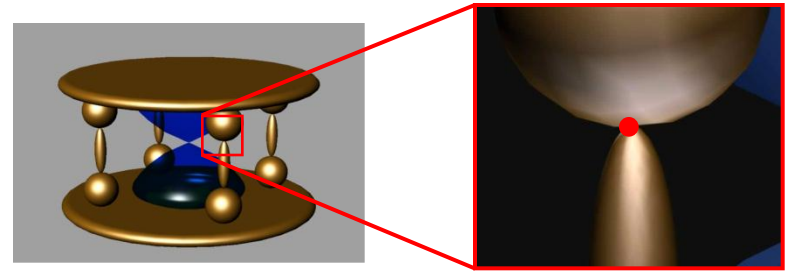
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# MOTIVATION



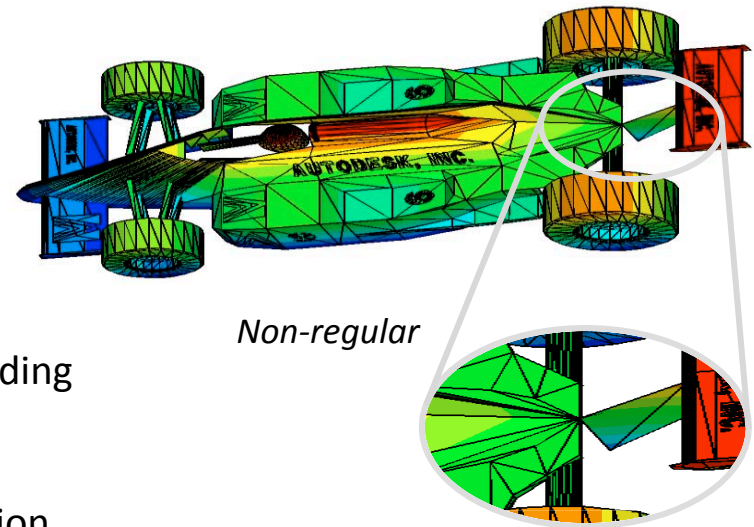
*Non-manifold singularity*

## ➤ Generalized digital shapes:

- are discretized through ***simplicial complexes*** over an arbitrary underlying domain
- can contain ***non-manifold*** singularities
- can contain ***non-regular*** parts of different dimensionalities

## ➤ Arise in many processes

- Intentional
  - e.g. idealization process, shape understanding
- Unintentional
  - e.g. during mesh generation or manipulation



*Non-regular*

# DATA STRUCTURES FOR SIMPLICIAL MESHES

## Taxonomy (*partial*)

- *Dimension-specific vs. dimension-independent*
- *Manifold vs. non-manifold vs. non-regular*
- *Incidence-based vs. adjacency-based*
- *Efficient support for topological relations*

# TOPOLOGICAL RELATIONS

- Describe the *connectivity* of the mesh's elements

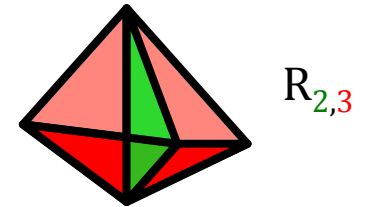
$R_{p,q}$  – Boundary relations ( $p < q$ )

- Set of  $q$ -simplices that are a face of a given  $p$ -simplex



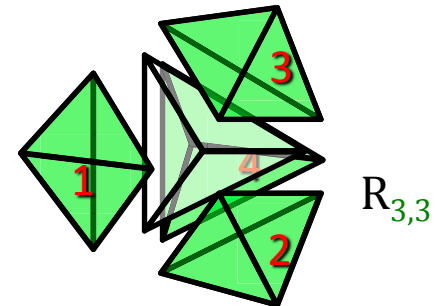
$R_{q,p}$  – Co-boundary relations ( $p < q$ )

- Set of simplices that have a given simplex as a face



$R_{p,p}$  – Adjacency relations

- Set of  $p$ -simplices that adjacent to a given simplex along a  $p-1$  face ( $p > 0$ )
- Set of vertices connected by an edge ( $p=0$ )



# IA\*: GENERALIZED INDEXED DATA STRUCTURE WITH ADJACENCIES

- *Adjacency-based* representation
- *General shapes*
  - Allows manifold, non-regular and non-manifold
- *Dimension-independent*
  - $d$ -dimensional shapes in  $\mathbb{R}^n$ ,  $d \leq n$
  - Agnostic about **embedding** in underlying space
- **Efficient retrieval** of all topological relations
- **Scalable** with respect to manifold case
  - No overhead in manifold regions
- Supports **shape editing** operations
- **Compact encoding**
  - with respect to the state of the art

# REPRESENTATION

## ➤ Entities

➤ Vertices

➤ **Top simplices**

➤ Simplices not on boundary of another simplex

➤ Encoded in terms of their vertices

## ➤ Topological Relations

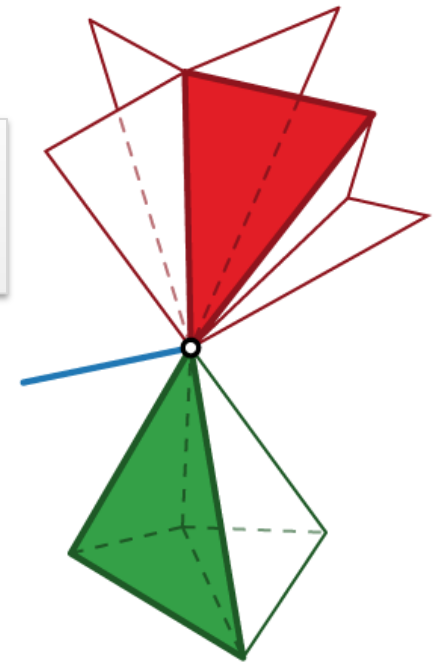
➤  $R_{k,0}^*$  – Boundary relations for **top**  $k$ -simplices ( $k > 0$ )

➤  $R_{0,k}^*$  – Partial co-boundary relations for vertices ( $k > 0$ )  
One top simplex in each  $(k-1)$ -connected component in link

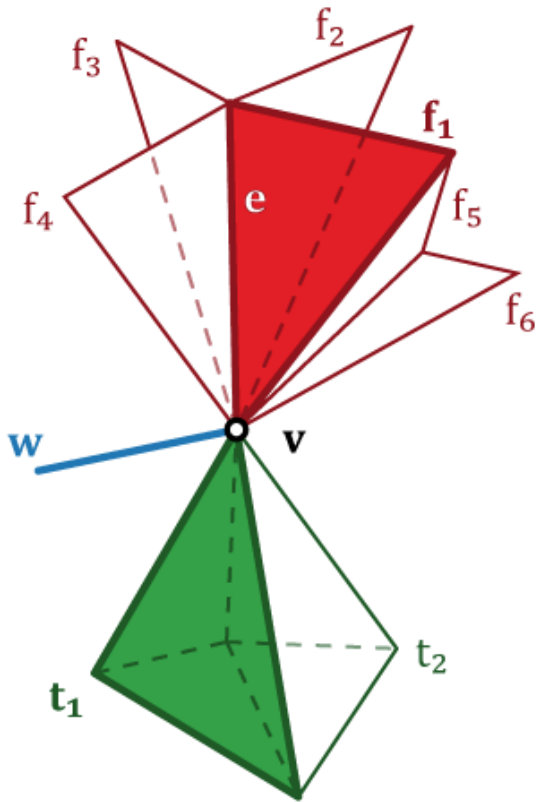
➤  $R_{k,k}^*$  – Adjacency relations for **top**  $k$ -simplices ( $k > 1$ )

➤  $R_{k-1,k}^*$  – Partial co-boundary relations for non-manifold  $k-1$  simplices incident to top  $k$ -simplices ( $k > 1$ )

1 top edge  
5 top triangles  
2 top tetrahedra



# EXAMPLE



$$R^*_{0,1}(v) = \{w\}$$

$$R^*_{0,2}(v) = \{f_1\}$$

$$R^*_{0,3}(v) = \{t_1\}$$

$$R^*_{2,2}(f_1) = \{R^*_{1,2}(e), f_5, \emptyset\}$$

$$R^*_{1,2}(e) = \{f_1, f_2, f_3, f_4\}$$

**Key observation:** Encode collection of top  $p$ -simplices incident to a non-manifold  $p-1$  simplex as a single unit

# STORAGE RESULTS (HIGHLIGHTS)

- Compared to state of the art
  - *Dimension-independent, incidence-based* representation
    - IG** – Incidence Graph
    - IS** – Incidence Simplicial
  - *Dimension-specific, adjacency-based* representation
    - TS** – Triangle-Segment ( $d=2$  in  $\mathbb{R}^3$ )
    - NMIA** – Non-manifold incidence-based data structure with Adjacencies ( $d=3$  in  $\mathbb{R}^3$ )
- Testbed of 62 datasets
  - $d=\{2,3\}$  in  $\mathbb{R}^3$
  - *manifold, non-manifold and non-regular*



# STORAGE RESULTS (HIGHLIGHTS)

$d=2$  in  $R^3$

- ~1.8 times *smaller* than **IG**
- ~1.5 times *smaller* than **IS**
- 
- ~5% *smaller* than **TS**

$d=3$  in  $R^3$

- ~3.2 times smaller than **IG**
- ~2.2 times smaller than **IS**
- 
- ~3% smaller than **NMIA**

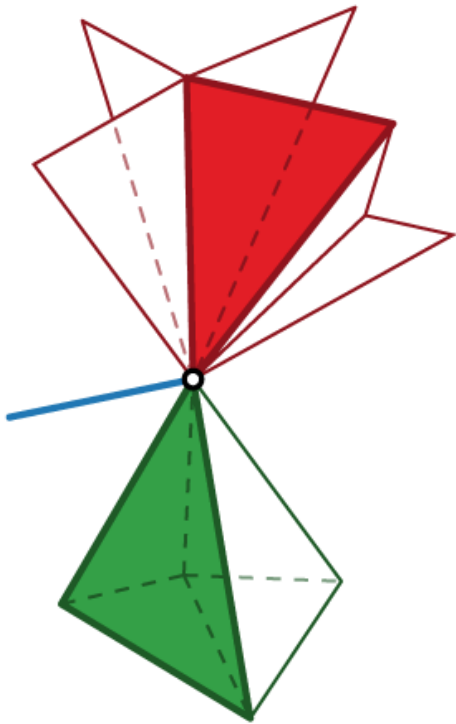
➤ IA\* is most compact in all cases

# QUERYING RESULTS (HIGHLIGHTS)

- Boundary relations
  - Expressed as *tuples* of vertices in constant time
  - 15% *faster* than state of the art incidence-based representations
- Co-boundary relations
  - $R_{0,k}(v)$  – Retrieved w.r.t top simplices incident to vertex in time linear in star of vertex
    - 20-30% *faster* in 2D; 30-60% faster in 3D
  - $R_{j,k}(\sigma)$  – based on retrieval of a vertex in boundary of  $\sigma$ 
    - 10-15% *slower* than incidence-based representations
- Adjacency relations
  - $R_{k,k}(\sigma)$  – combine boundary and co-boundary relations
  - Time is linear in number of simplices in star of a vertex of  $\sigma$

# CONCLUSION

- First *adjacency-based, dimension-independent* approach for *general simplicial meshes*
- Most compact topological representation for general meshes
  - No storage overhead with respect to **IA** data structure when presented with manifold dataset
- Does not encode non-top simplices
  - Might not be applicable in certain applications
    - e.g. finite element analysis
- Supports editing operations (not discussed)
  - Vertex-pair contraction
- Plan to release as part of C++ open source meshing library
  - **Mangrove TDS**



# THANK YOU

Anonymous reviewers

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