

# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	The Input . . . . .	2
1.2	Issues in Shape Description . . . . .	2
1.2.1	Criteria for shape description . . . . .	2
1.2.2	Choosing segmented surface descriptions . . . . .	4
1.3	Issues of Recognition . . . . .	5
1.3.1	Description of models . . . . .	5
1.3.2	Matching primitives and algorithms . . . . .	6
1.4	Questions for the Research . . . . .	7
1.5	The Contribution of the Research . . . . .	8
1.6	Organization of the Book . . . . .	8
<b>2</b>	<b>Survey of Previous Work</b>	<b>11</b>
2.1	Survey of Shape Descriptions . . . . .	11
2.1.1	Volume descriptions . . . . .	12
2.1.2	Curve/line descriptions . . . . .	13
2.1.3	Surface descriptions . . . . .	14
2.1.4	Summary . . . . .	17
2.2	Survey of Recognition Systems . . . . .	17
2.2.1	3DPO . . . . .	18
2.2.2	Nevatia and Binford . . . . .	18
2.2.3	ACRONYM . . . . .	19
2.2.4	Extended Gaussian Image (EGI) . . . . .	21
2.2.5	Oshima and Shirai . . . . .	21
2.2.6	Grimson and Lozano-Pérez . . . . .	22
2.2.7	Faugeras and Hebert . . . . .	23
2.2.8	Bhanu . . . . .	24
2.2.9	Ikeuchi . . . . .	25
2.2.10	Summary . . . . .	26
<b>3</b>	<b>Surface Segmentation and Description</b>	<b>27</b>
3.1	Curvature Properties and Surface Discontinuities . . . . .	27

3.2	Detecting Surface Features . . . . .	30
3.2.1	Method 1: using directional curvatures and scale-space tracking . . . . .	32
3.2.2	Method 2: using principal curvatures at a single scale . . . . .	39
3.2.3	Method 3: using anisotropic filtering . . . . .	40
3.3	Space Grouping . . . . .	42
3.4	Spatial Linking . . . . .	42
3.5	Segmentation into Surface Patches . . . . .	43
3.6	Surface Fitting . . . . .	45
3.7	Object Inference . . . . .	47
3.7.1	Labeling boundaries . . . . .	47
3.7.2	Occlusion and connectivity . . . . .	50
3.7.3	Inferring and describing objects . . . . .	50
3.8	Representing Objects by Attributed Graphs . . . . .	52
3.8.1	Node attributes . . . . .	53
3.8.2	Link attributes . . . . .	53
<b>4</b>	<b>Object Recognition</b> . . . . .	<b>55</b>
4.1	Representation of Models . . . . .	55
4.2	Overview of the Matching Process . . . . .	55
4.3	Module 1: Screener . . . . .	58
4.4	Module 2: Graph Matcher . . . . .	59
4.4.1	Compatibility between nodes of the model view and scene graph . . . . .	61
4.4.2	Compatibility between two pairs of matching nodes . . . . .	62
4.4.3	Computing the geometric transform . . . . .	64
4.4.4	Modifications based on the geometric transform . . . . .	66
4.4.5	Measuring the goodness of a match . . . . .	67
4.5	Module 3: Analyzer . . . . .	67
4.5.1	Splitting objects . . . . .	68
4.5.2	Merging objects . . . . .	69
4.6	Summary . . . . .	71
<b>5</b>	<b>Experimental Results</b> . . . . .	<b>73</b>
5.1	The Models . . . . .	73
5.2	A Detailed Case Study . . . . .	82
5.2.1	Search nodes expanded in recognition . . . . .	82
5.3	Results for Other Scenes . . . . .	94
5.4	Parallel Versus Sequential Search . . . . .	108
5.5	Unknown Objects . . . . .	115
5.6	Occlusion . . . . .	115

<b>6</b>	<b>Discussion and Conclusion</b> . . . . .	<b>121</b>
6.1	Discussion . . . . .	121
6.1.1	Problems of segmentation . . . . .	121
6.1.2	Problems of approximation . . . . .	123
6.2	Contribution . . . . .	123
6.3	Future Research . . . . .	125
6.3.1	From surface to volume . . . . .	125
6.3.2	Applications . . . . .	126
<b>A</b>	<b>Directional Curvatures</b> . . . . .	<b>127</b>
<b>B</b>	<b>Surface Curvature</b> . . . . .	<b>131</b>
<b>C</b>	<b>Approximation by Quadric Surfaces</b> . . . . .	<b>133</b>
	<b>Bibliography</b> . . . . .	<b>135</b>