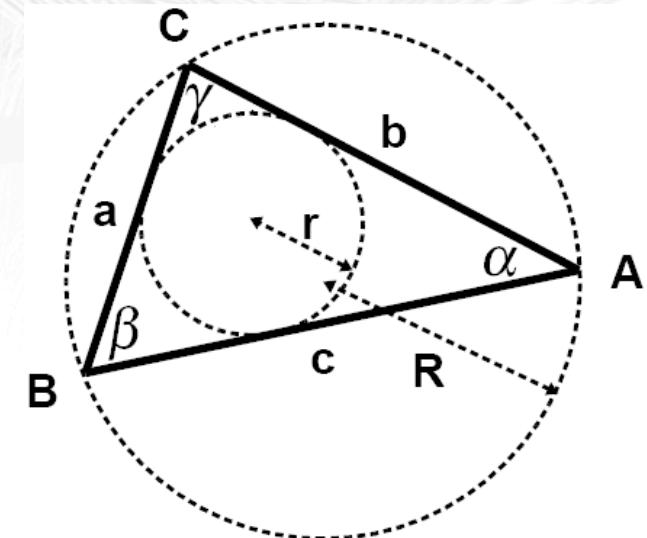
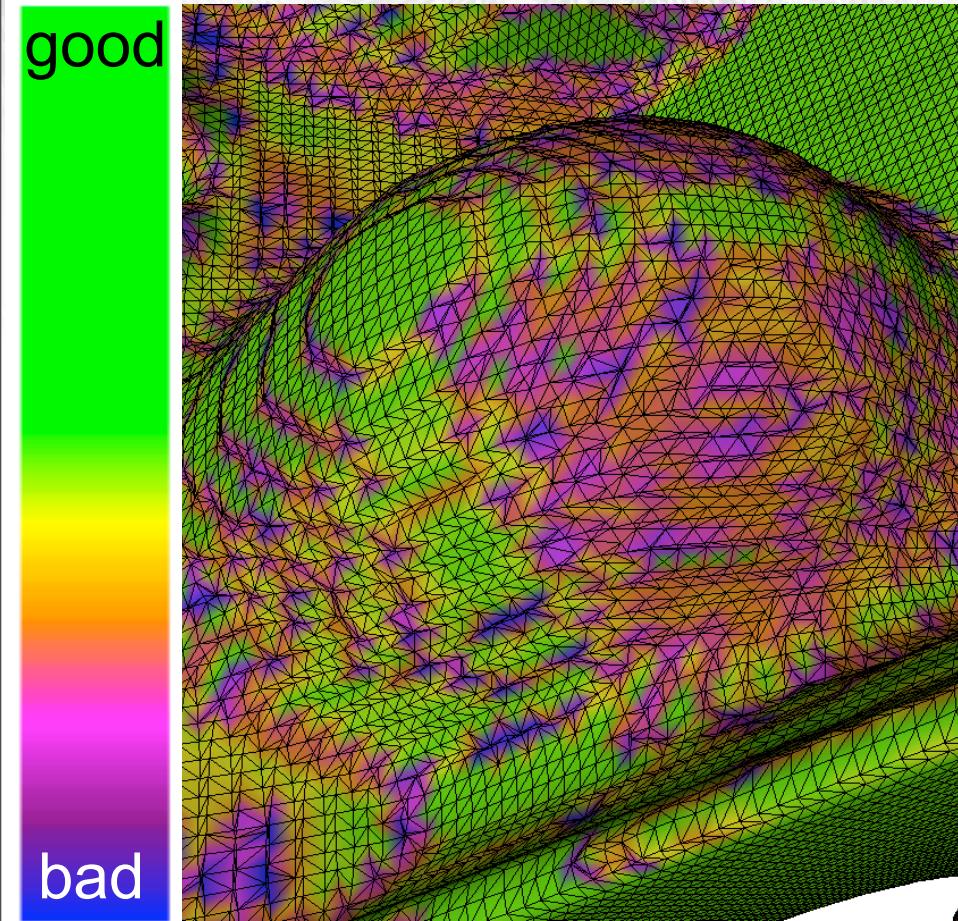




# Edge Groups: An Approach to Understanding the Mesh Quality of Marching Methods

Carlos A. Dietrich, Carlos Scheidegger  
João L. D. Comba, Luciana Porcher Nedel, Cláudio T. Silva

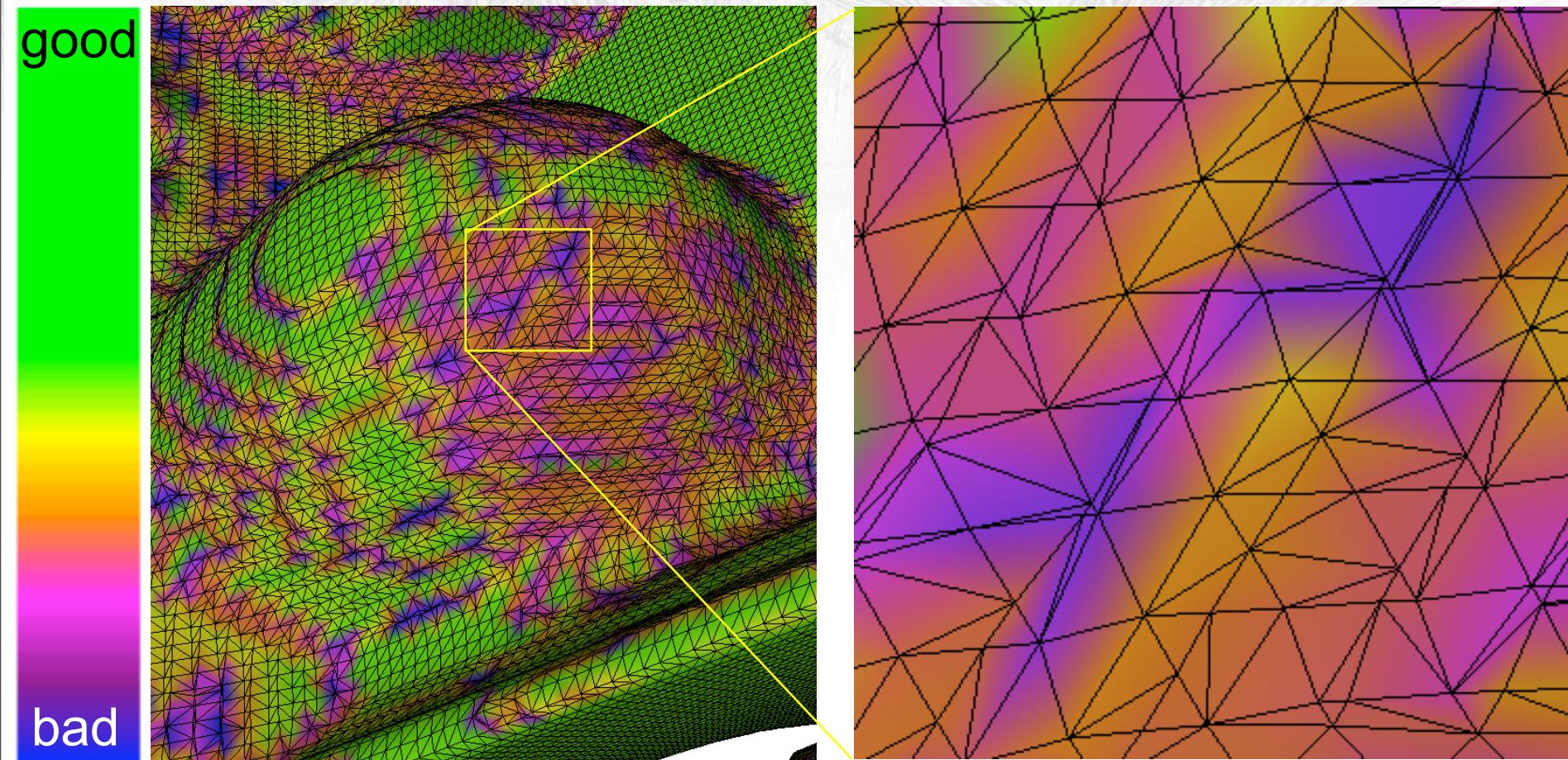
# Triangle Quality of Marching Cubes



***Radii ratio ( $2r/R$ )***

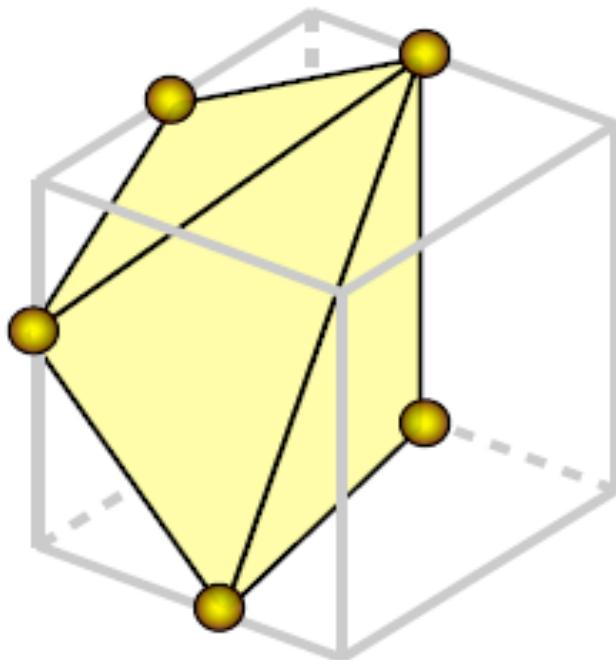
# Triangle Quality of Marching Cubes

- Mostly good quality triangles. But some very poor quality triangles



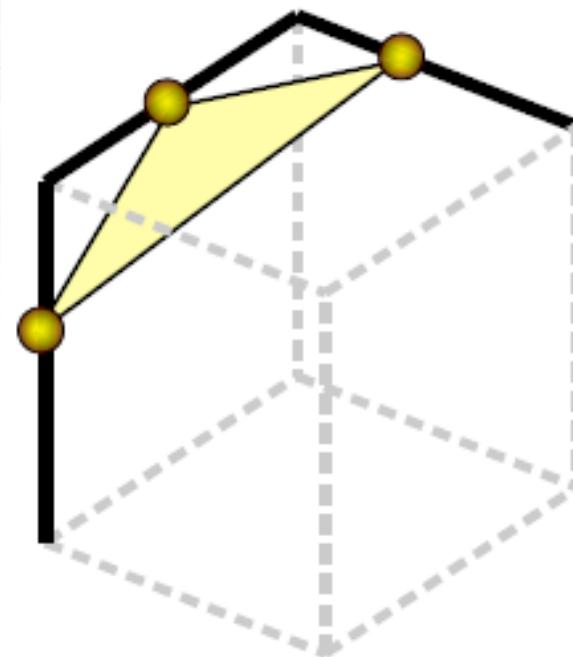
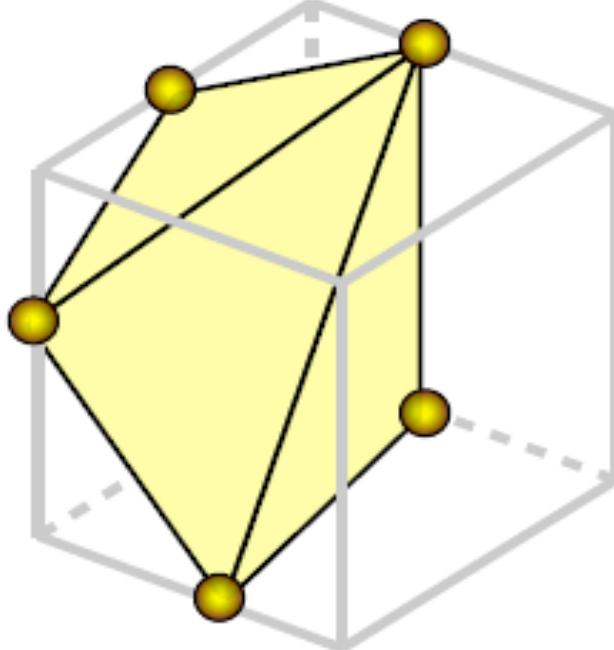
# Triangle Quality of Marching Cubes

- In this work we propose a way to understand why this happens.



# Triangle Quality of Marching Cubes

- Look at each triangle individually

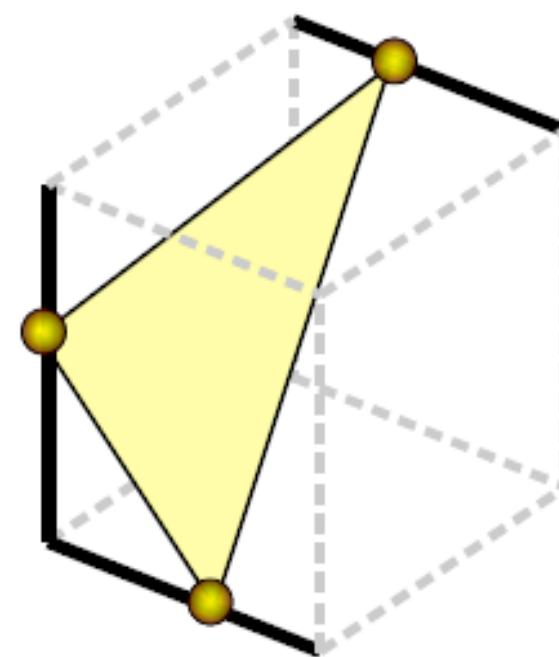
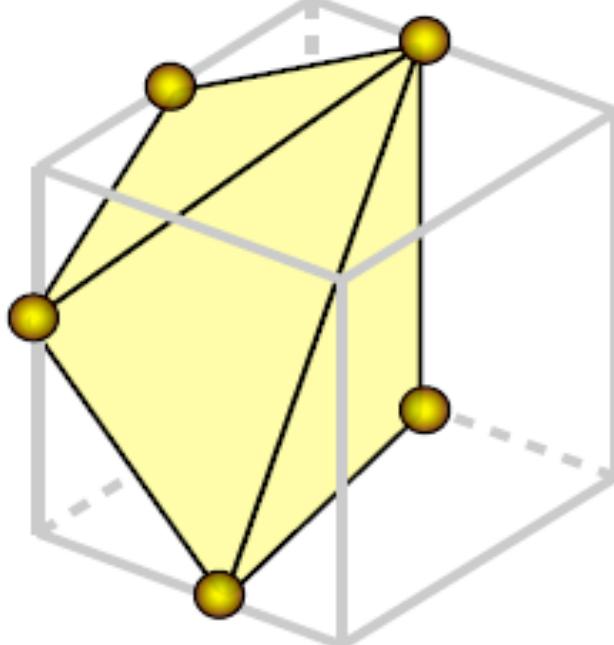


## Important Observation:

Each triangle generated by MC has vertices only over active edges. Therefore, it **does not** generate arbitrary triangles

# Triangle Quality of Marching Cubes

- Look at each triangle individually

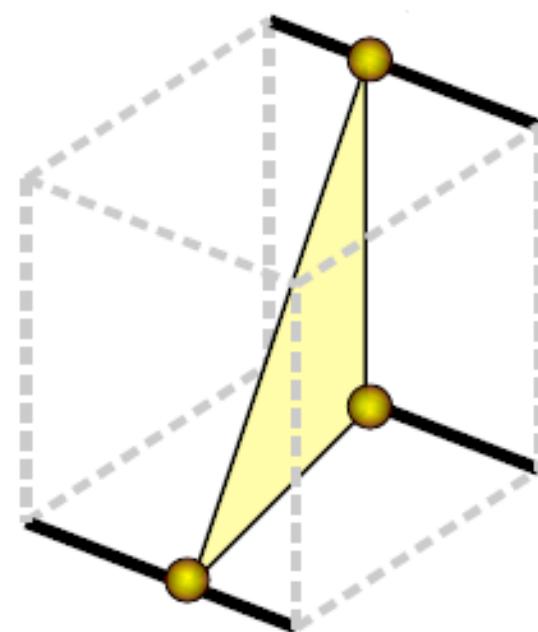
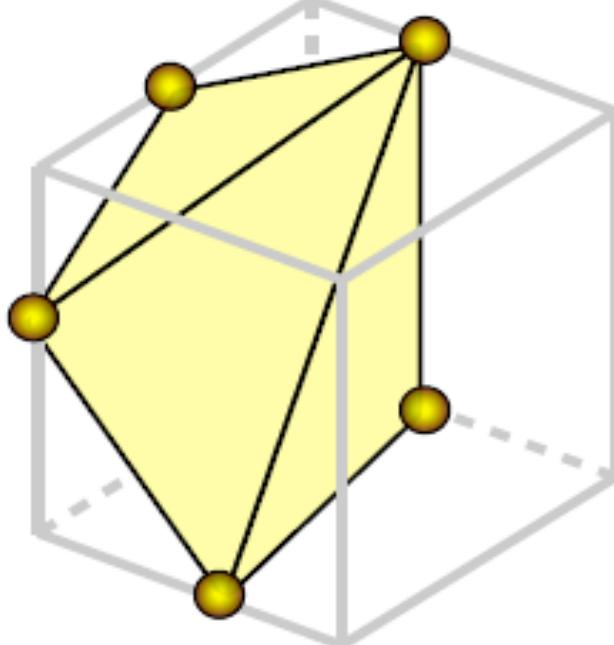


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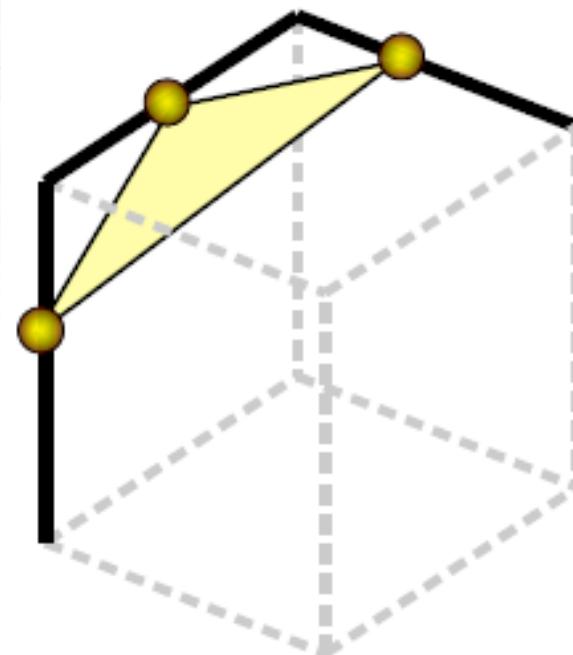
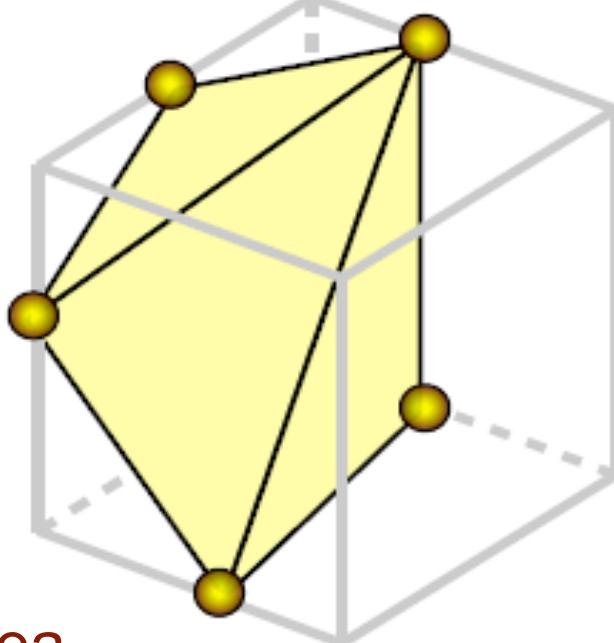


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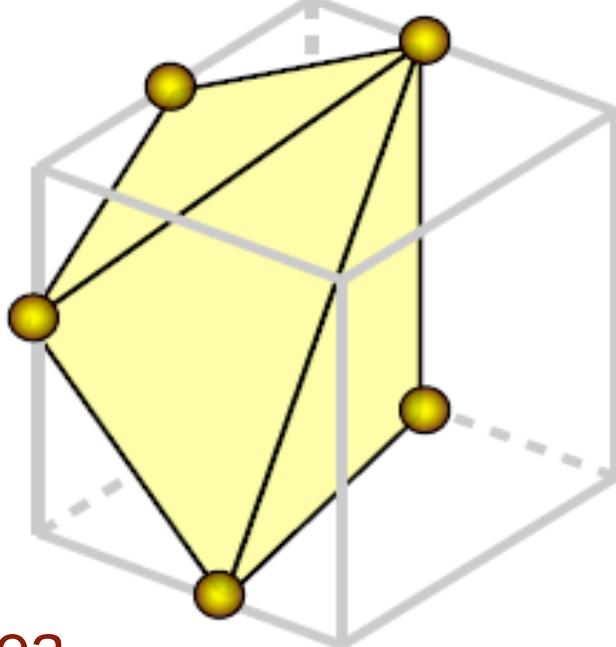


Idea

Since three **active edges** define a triangle, we could evaluate all possible triangles generated by such **configuration**

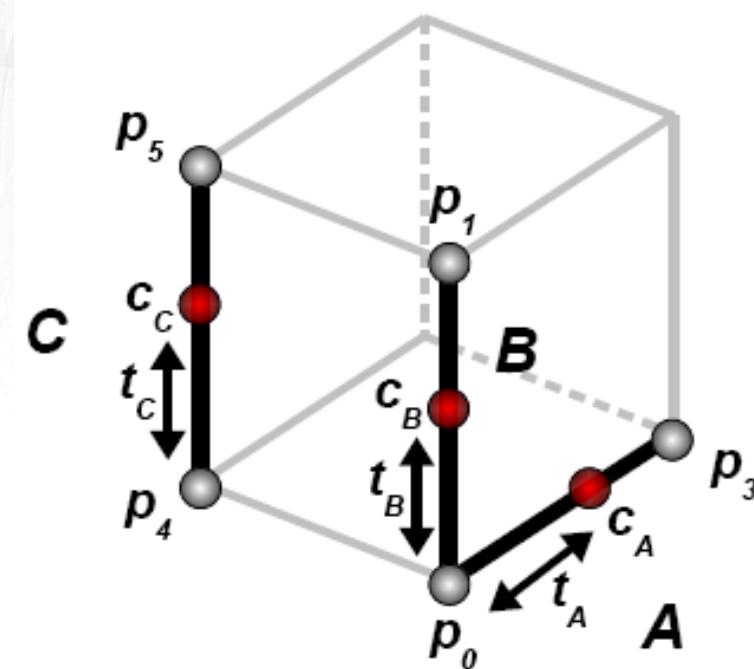
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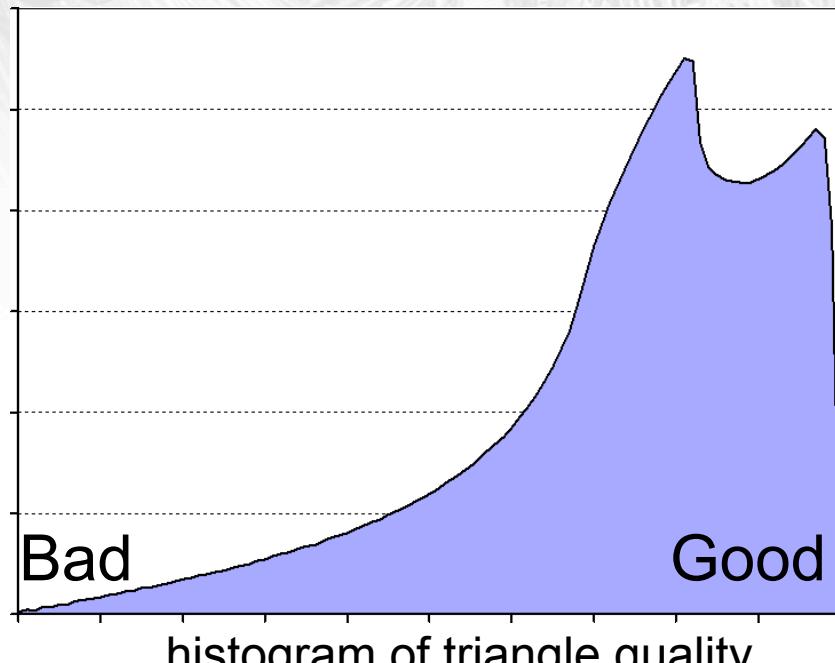
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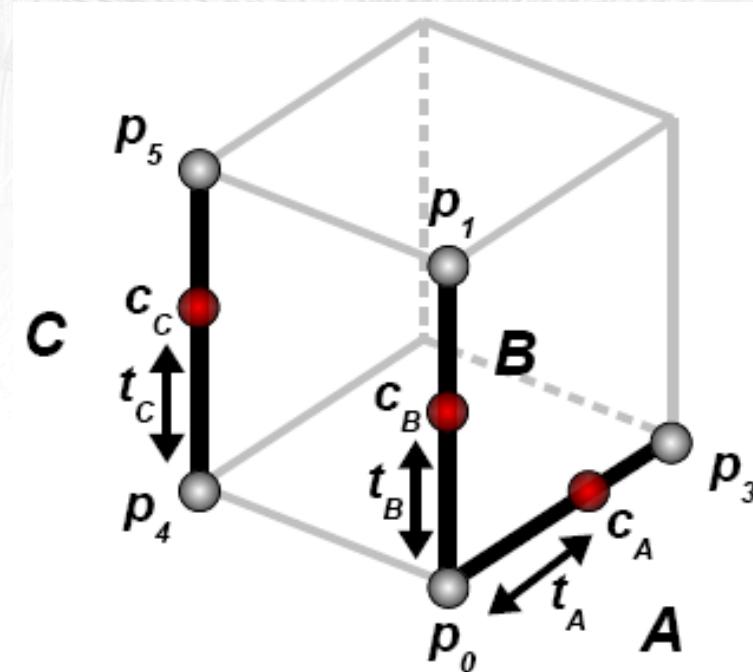
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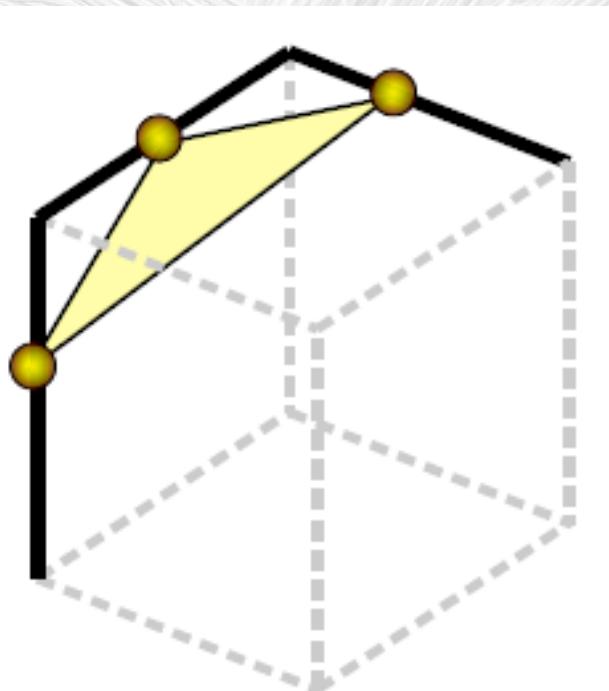
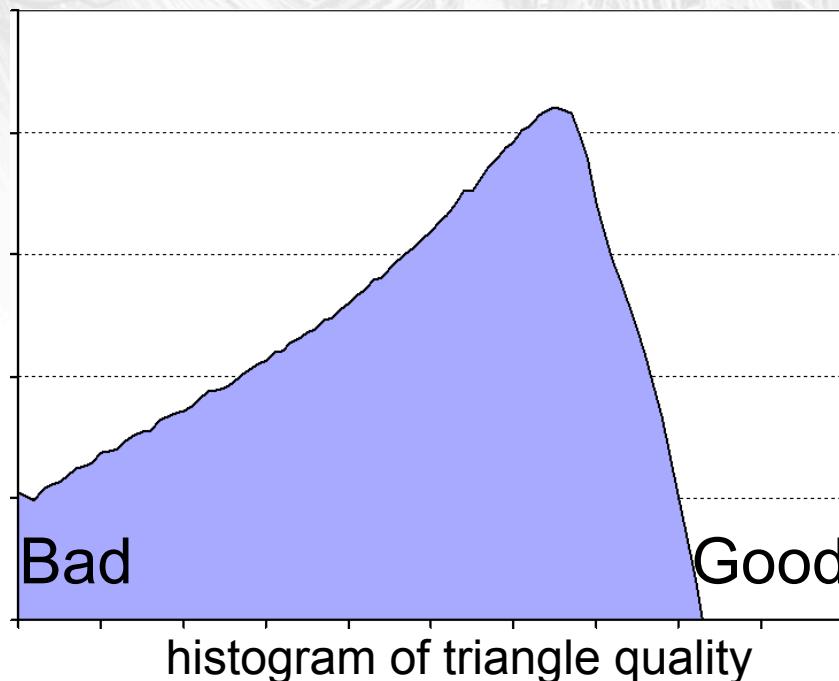
Idea

Since three **active edges** define a triangle, we could evaluate all possible triangles generated by such **configuration**



# Triangle Quality of Marching Cubes

- Several conclusions can be derived



Interesting Observation

This configuration is responsible for the worst triangles of MC !!!

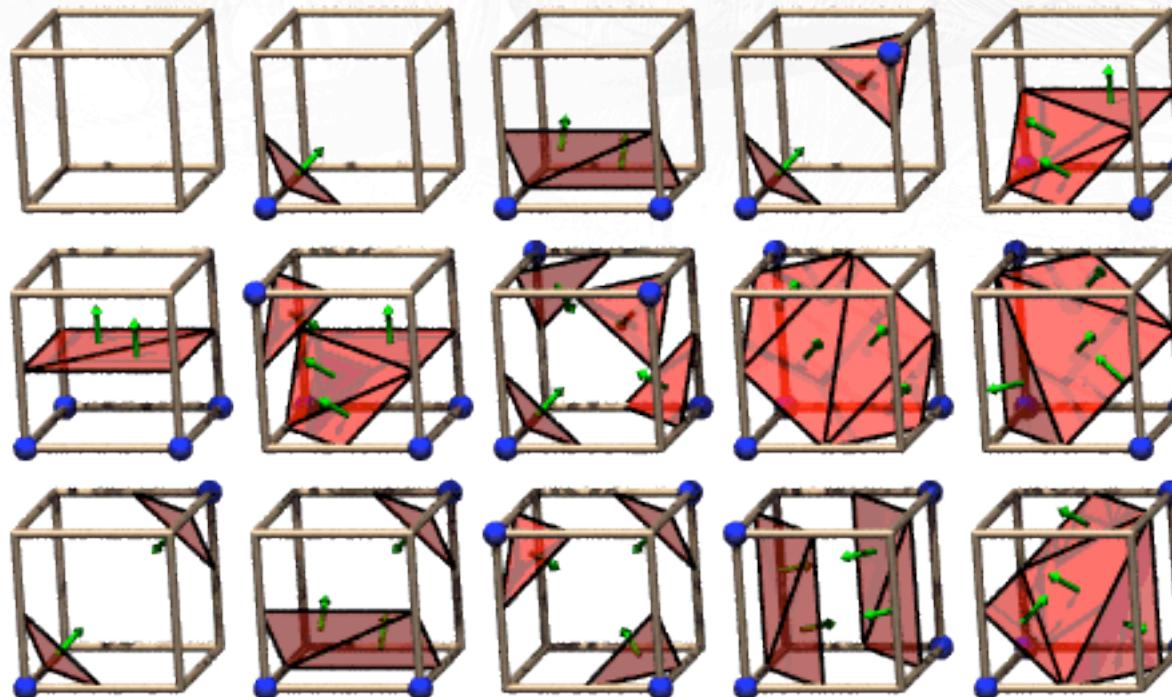
# Triangle Quality of Marching Cubes



- Other Questions to answer:
  - How many cases of edge configurations ?

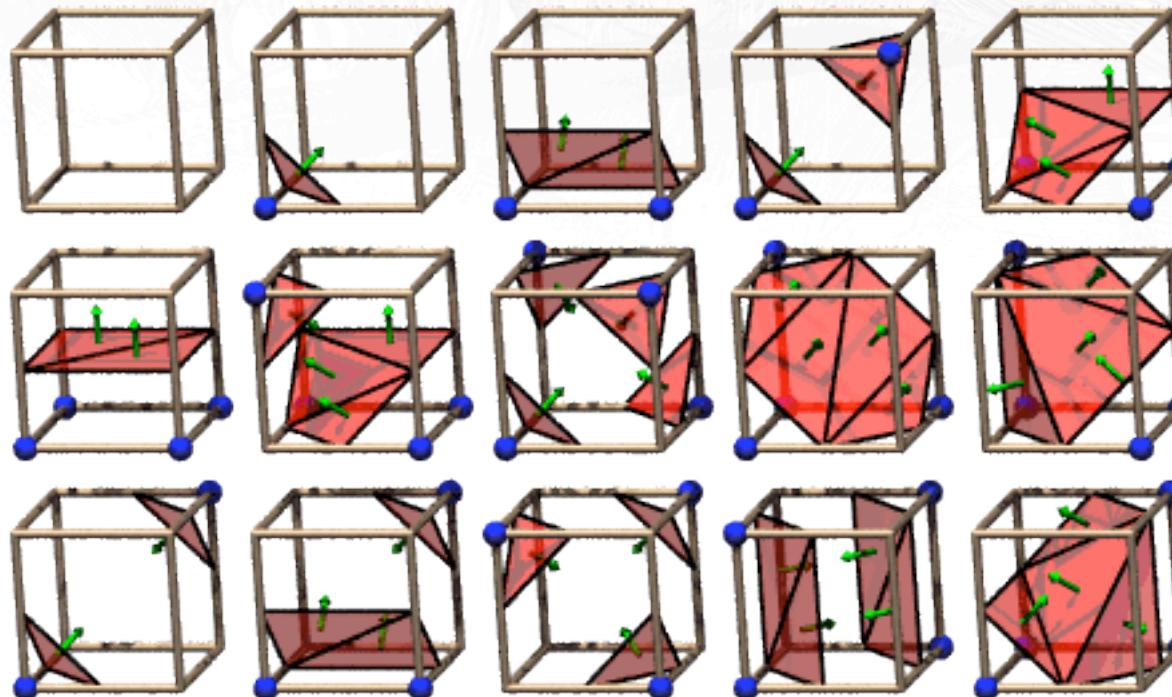
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  - Is it similar to Marching Cubes Cases Enumeration ?



# Triangle Quality of Marching Cubes

- Other Questions to answer:
  - How many cases of edge configurations ?
  - Is it similar to Marching Cubes Cases Enumeration ? YES, but at edge level



# Outline

- Motivation
- Edge Groups in Cubic Cells
- Improving Triangle Quality Based on Edge Groups
- Results
- Conclusions

# Edge Groups in Cubic Cells



- Counting Cases in MC
  - [Lorensen and Cline 87] 15 cases based on inspection
  - [Nielson et al 2002] 23 cases by rotation only
  - [Banks et al 2004] formal proof using group theory

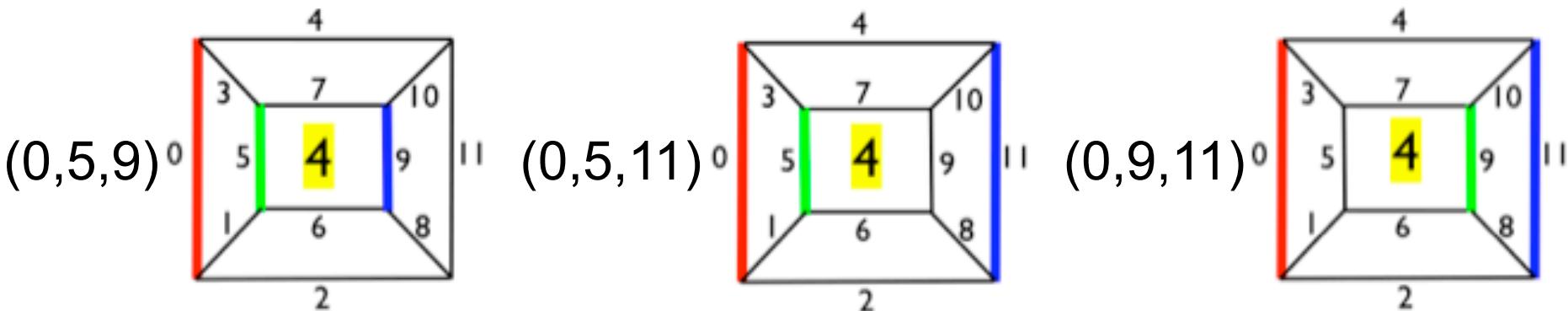
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  - Edge configuration ( $e_0, e_1, e_2$ ): 3 different edges of the cube
  - **Edge (Symmetry) Group**: collection of edge configurations that can be transformed into another by symmetry transformations (e.g. rotations and improper reflections)

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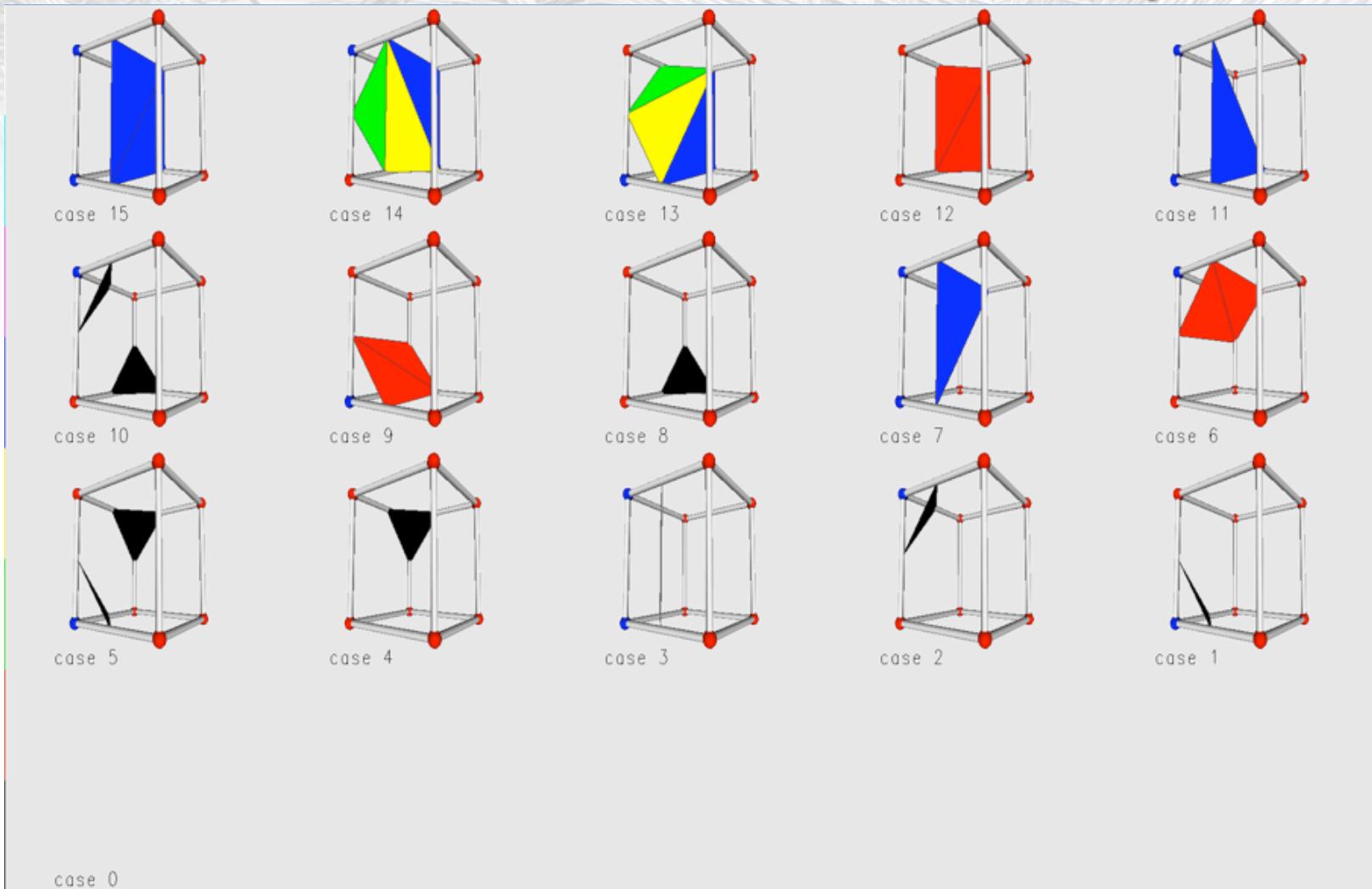


# Counting Cases in Edge Groups

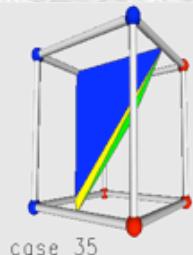


- True to the original Marching Cubes paper, we first did it by inspection too
- How ?

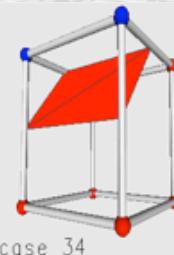
# Edge Groups in the MC table



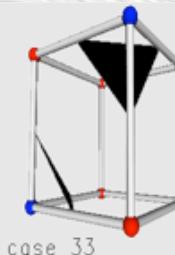
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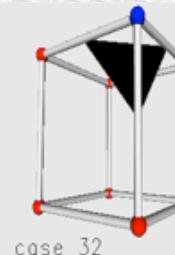
case 35



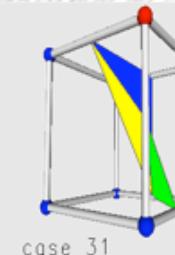
case 34



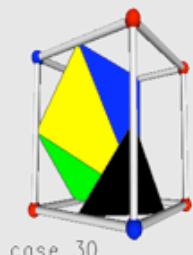
case 33



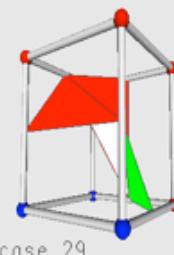
case 32



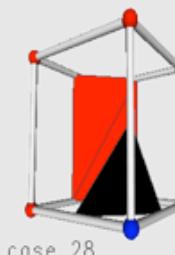
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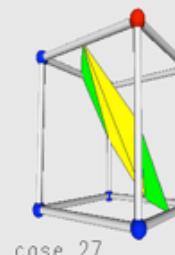
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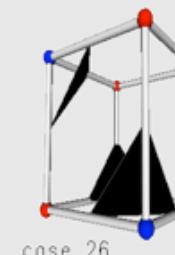
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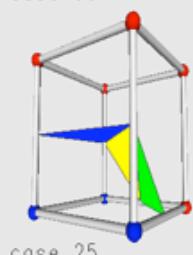
case 28



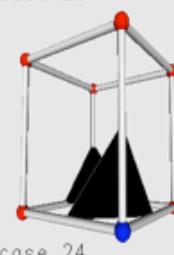
case 27



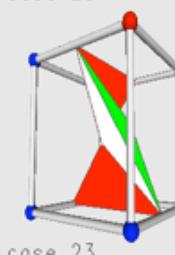
case 26



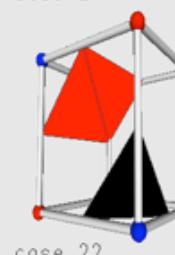
case 25



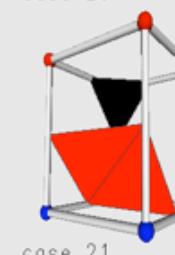
case 24



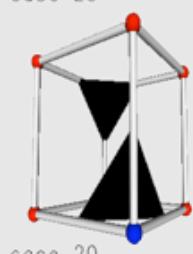
case 23



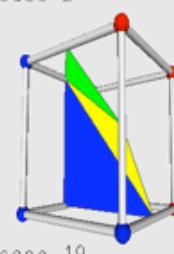
case 22



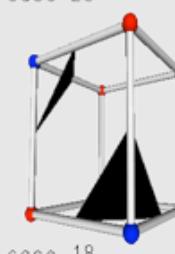
case 21



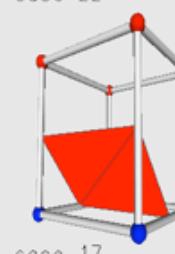
case 20



case 19



case 18

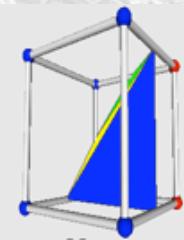


case 17

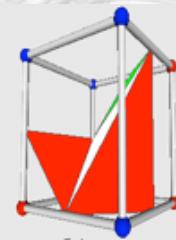


case 16

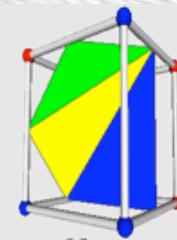
# Edge Groups in the MC table



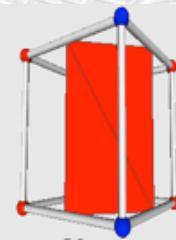
case 55



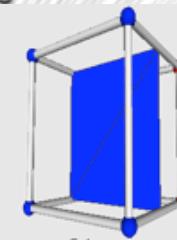
case 54



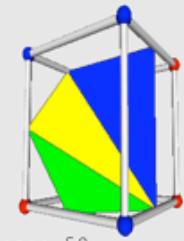
case 53



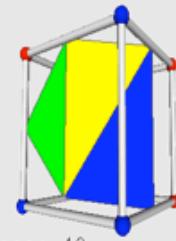
case 52



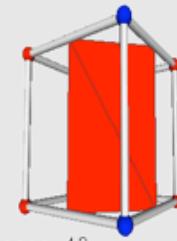
case 51



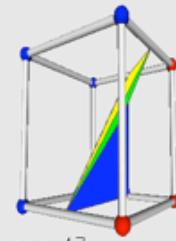
case 50



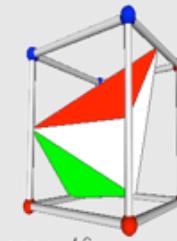
case 49



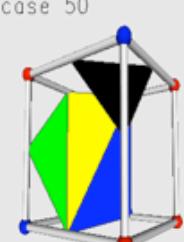
case 48



case 47



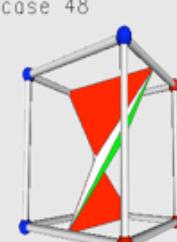
case 46



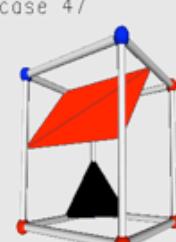
case 45



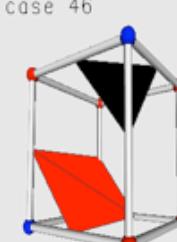
case 44



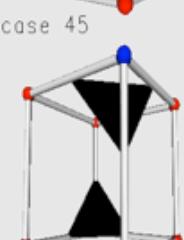
case 43



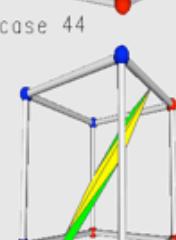
case 42



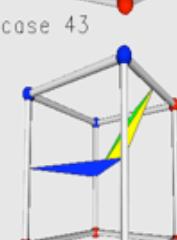
case 41



case 40



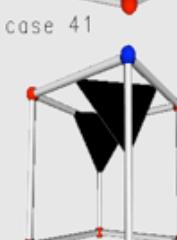
case 39



case 38

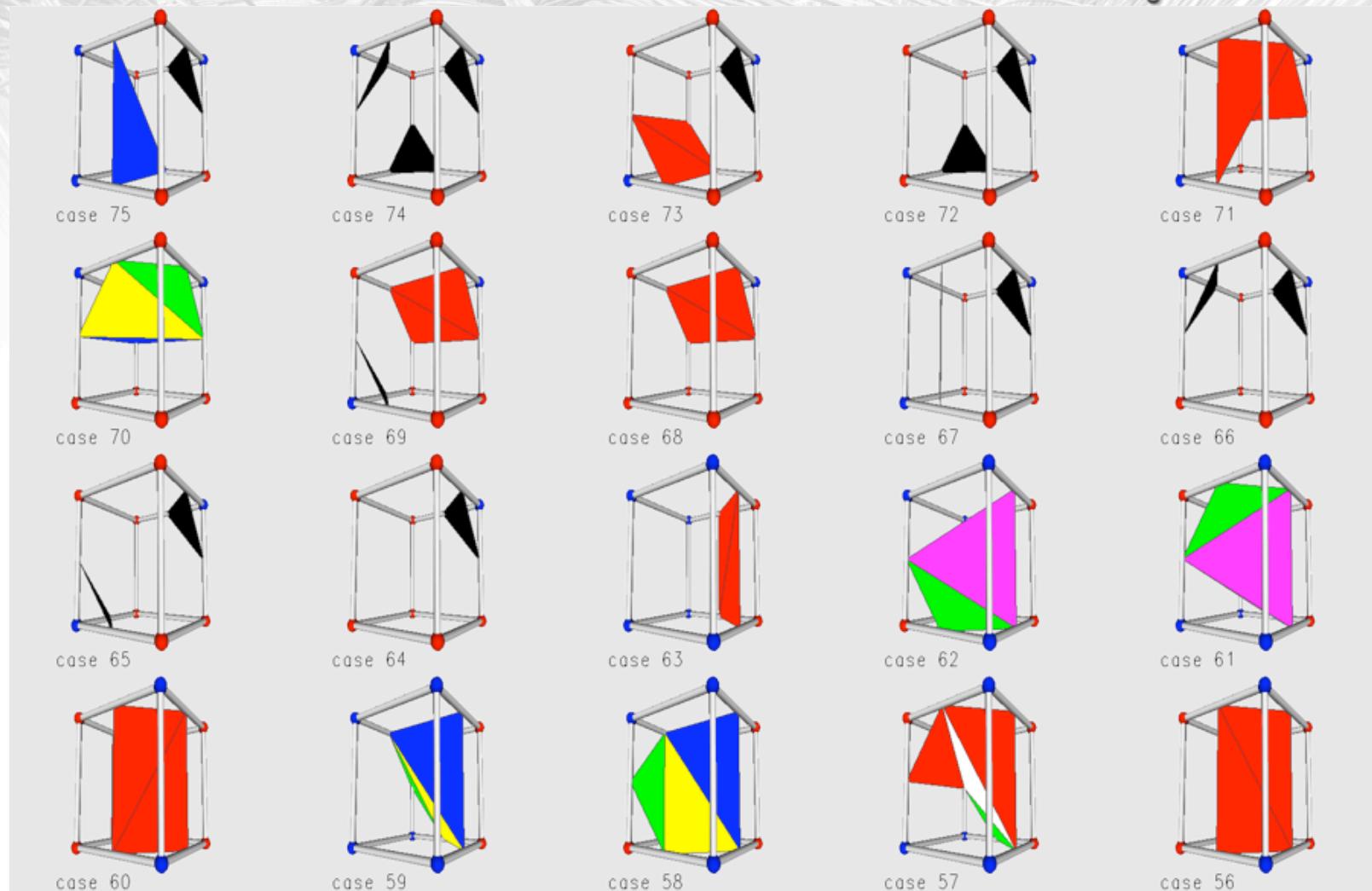


case 37

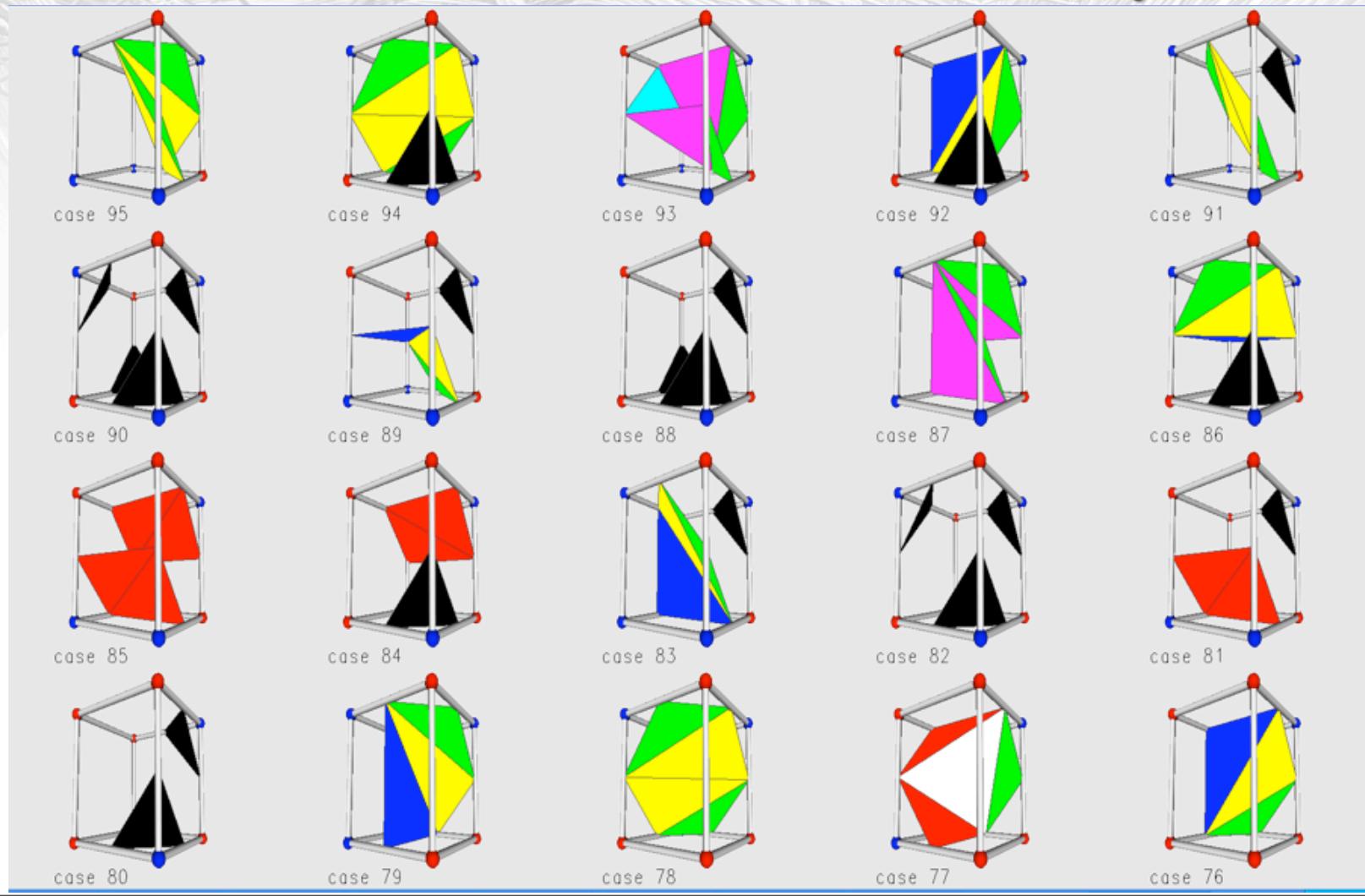


case 36

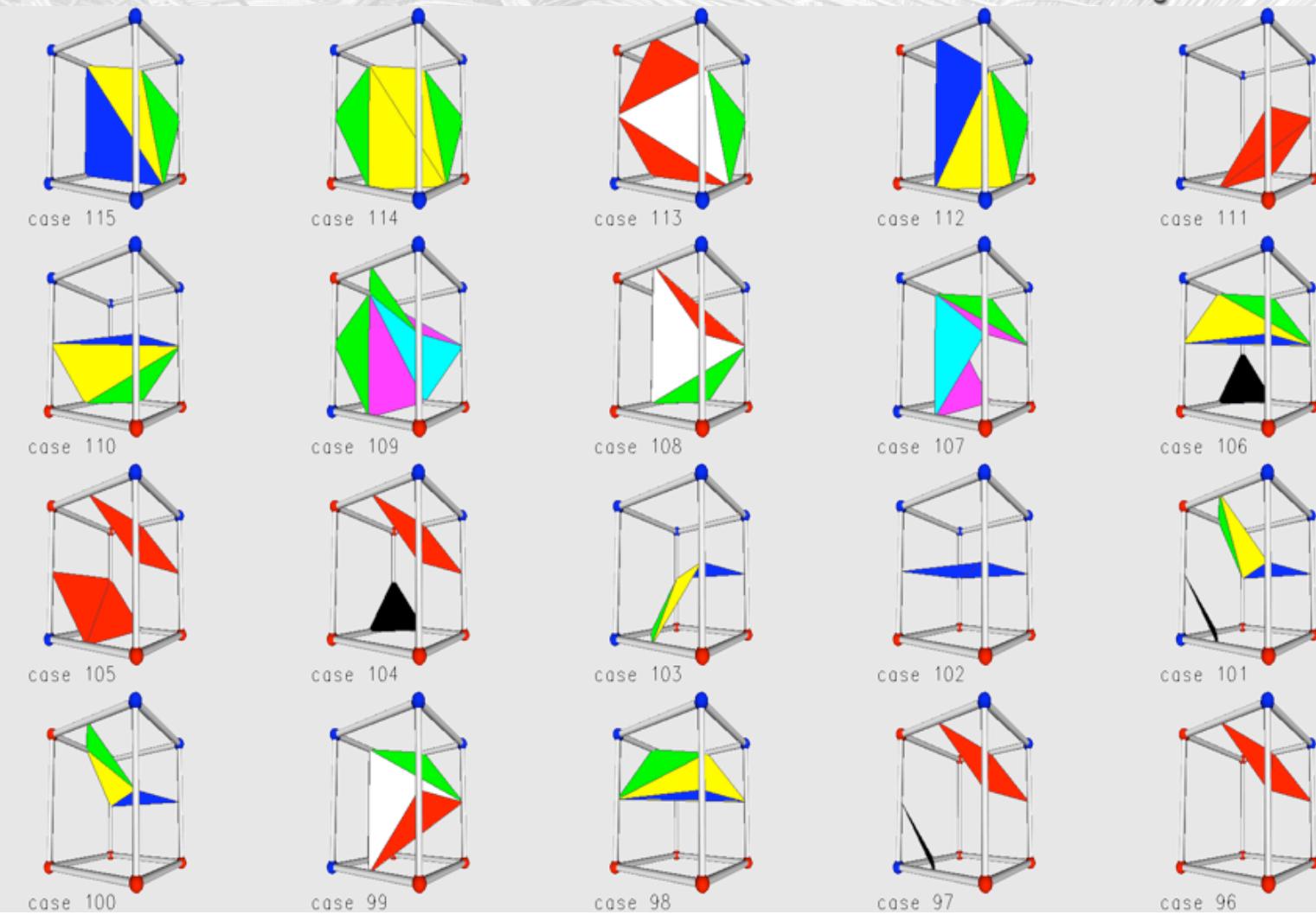
# Edge Groups in the MC table



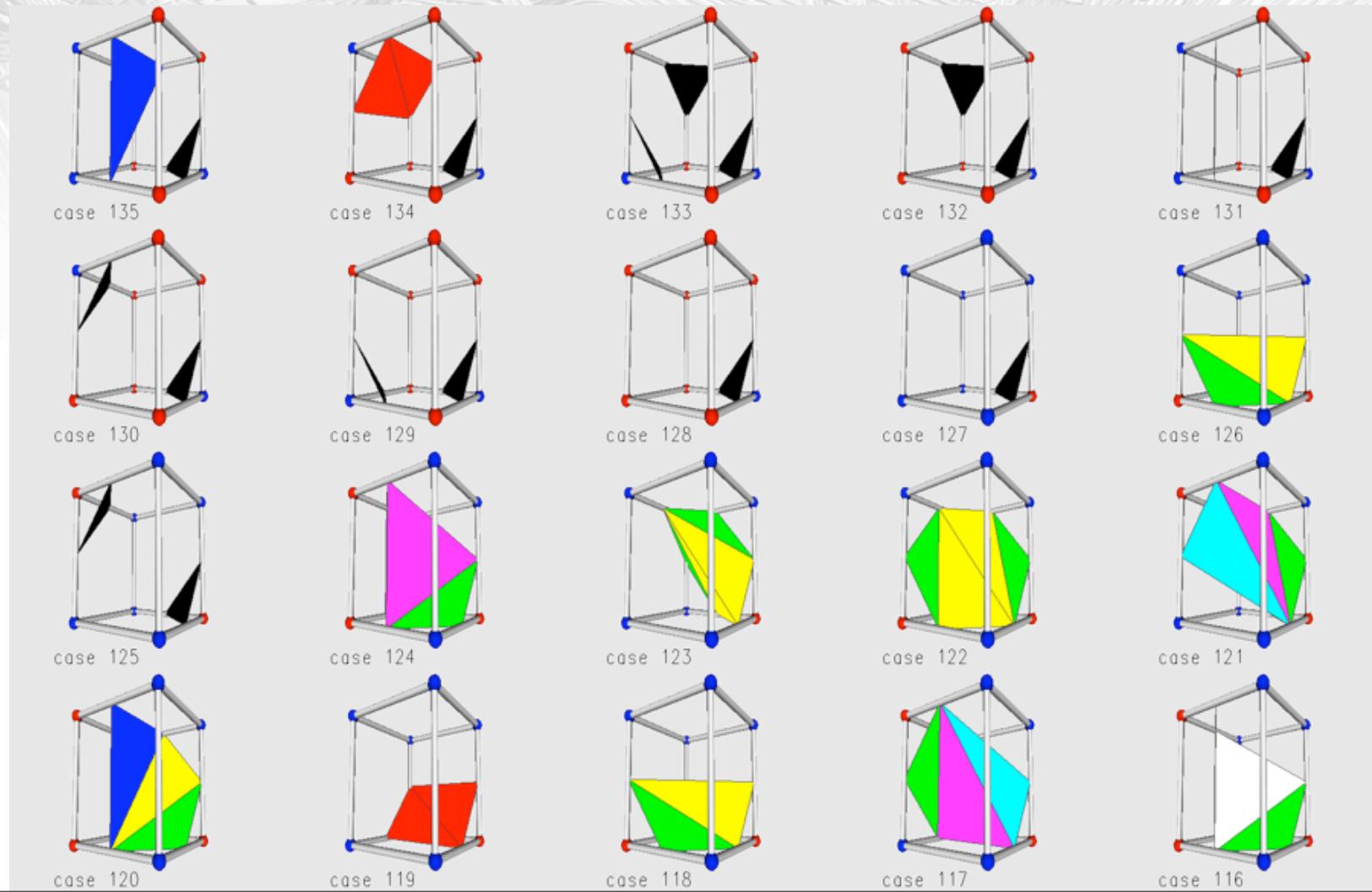
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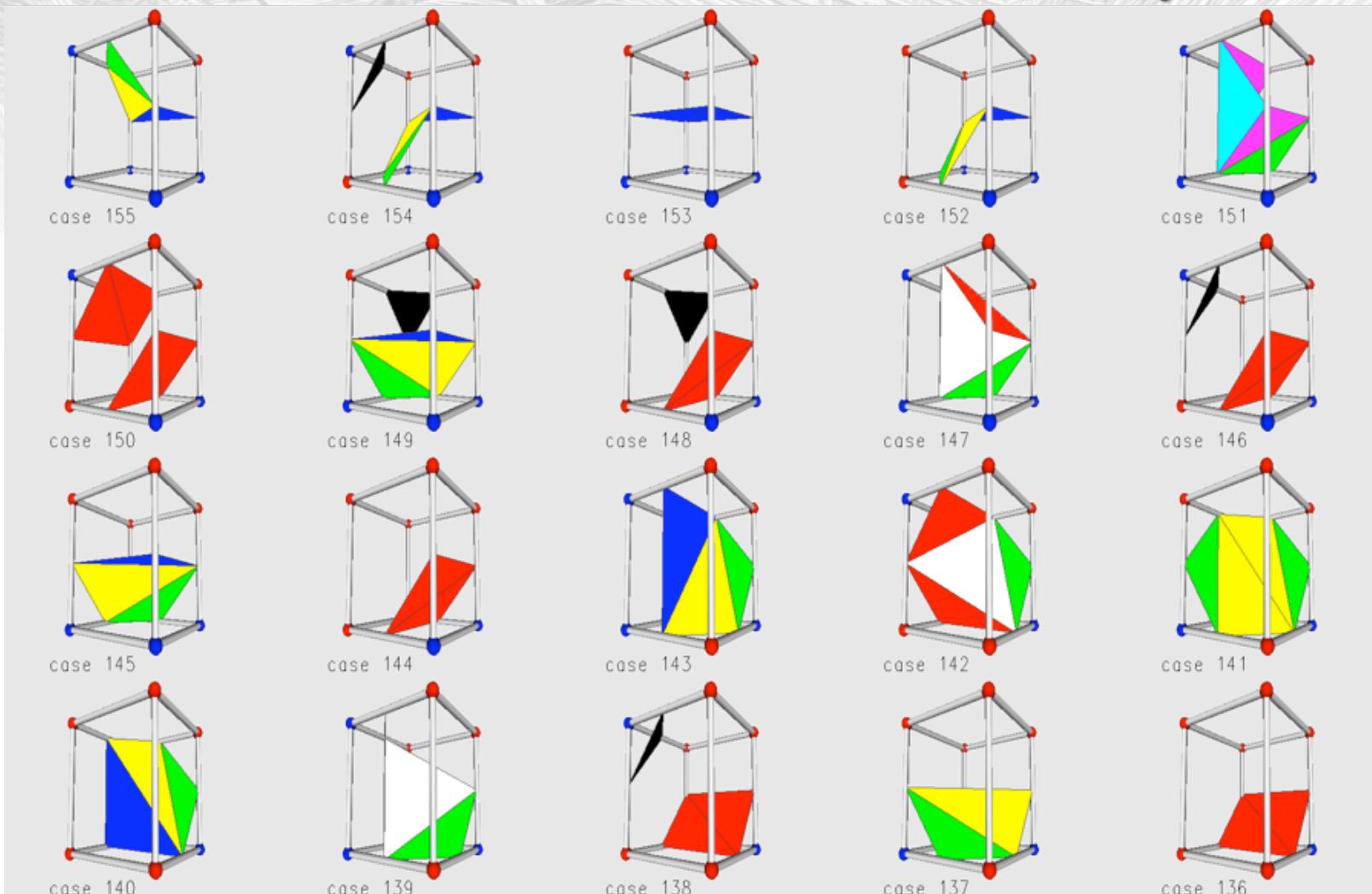
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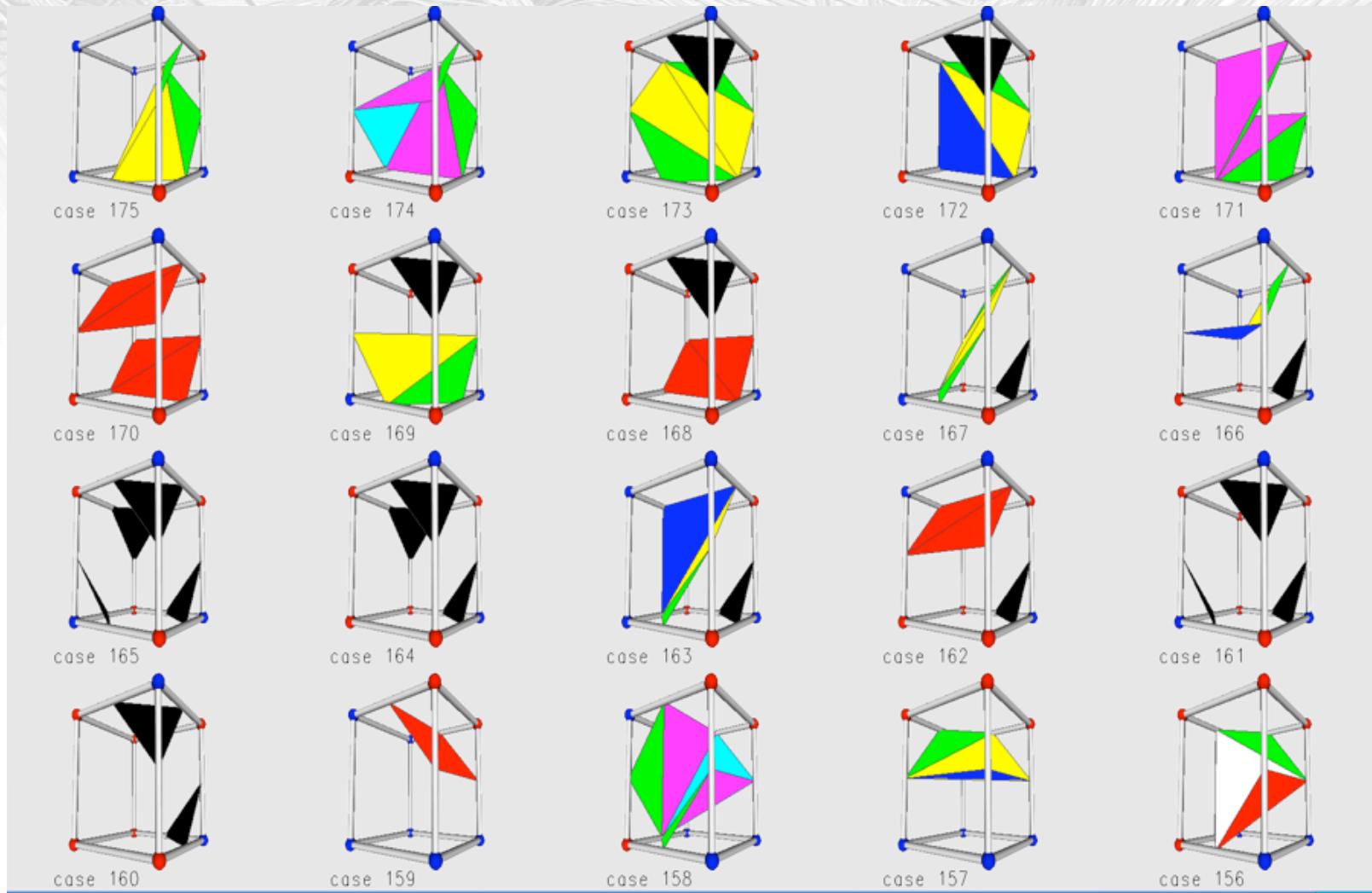
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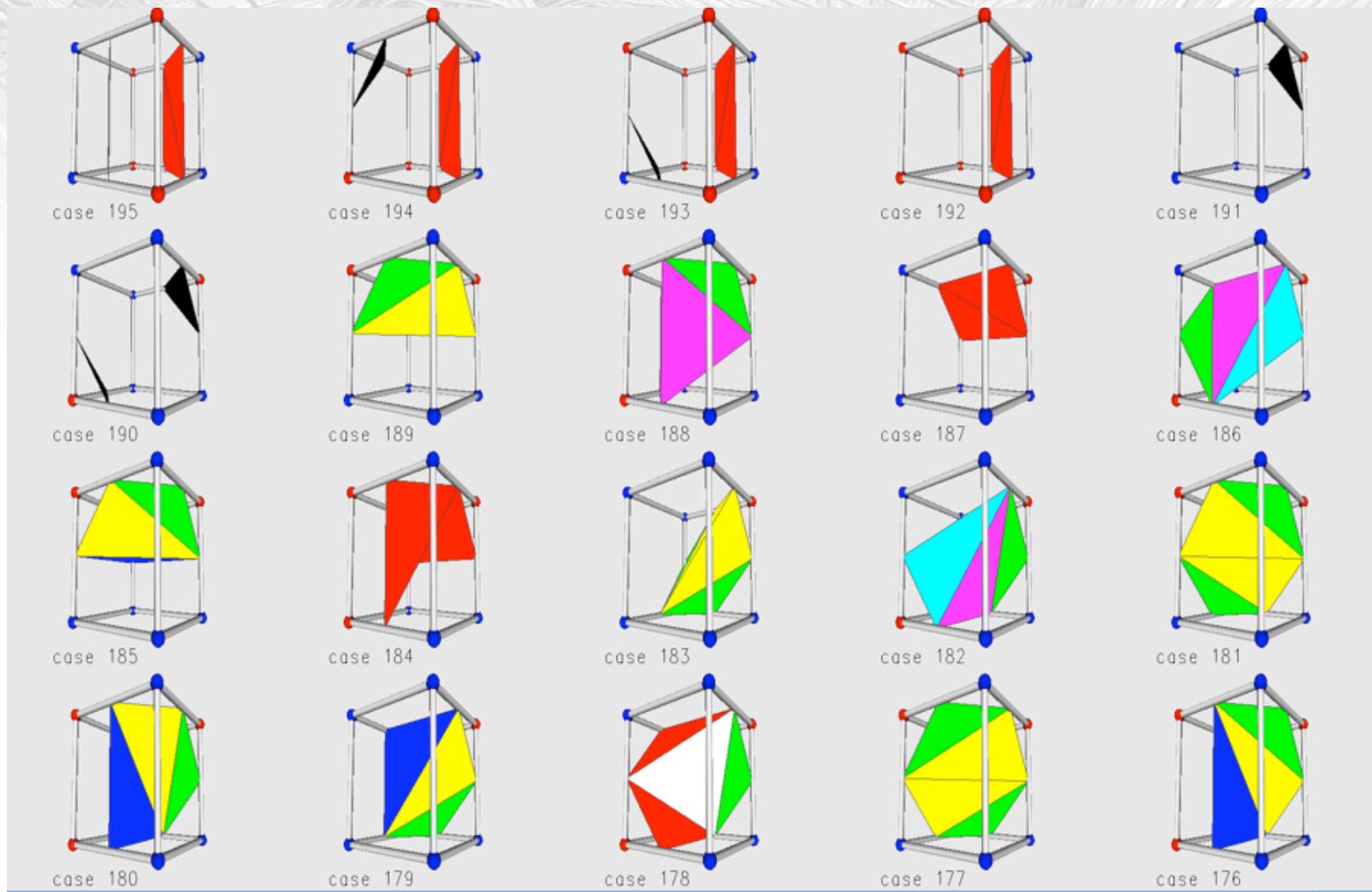
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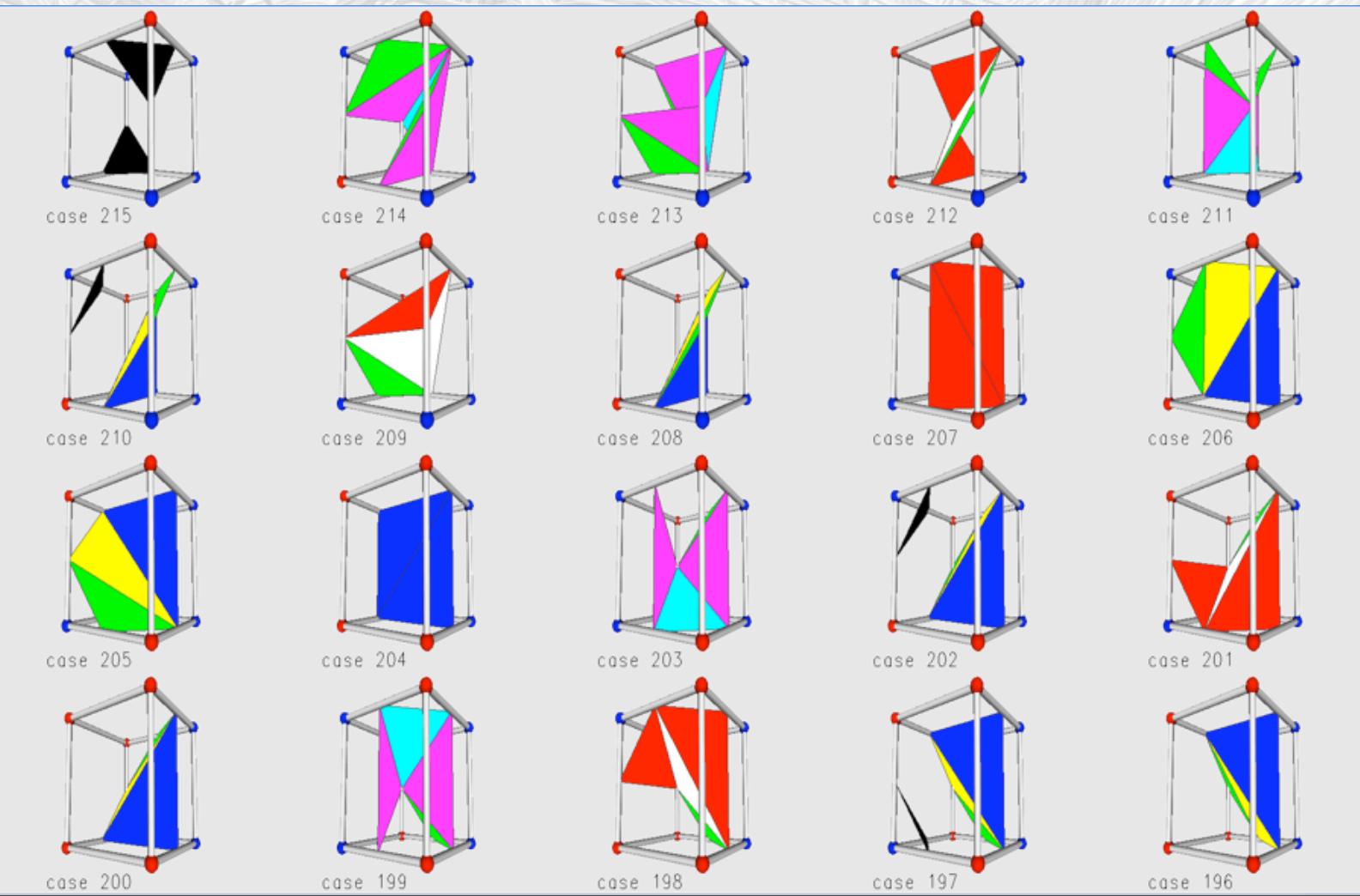
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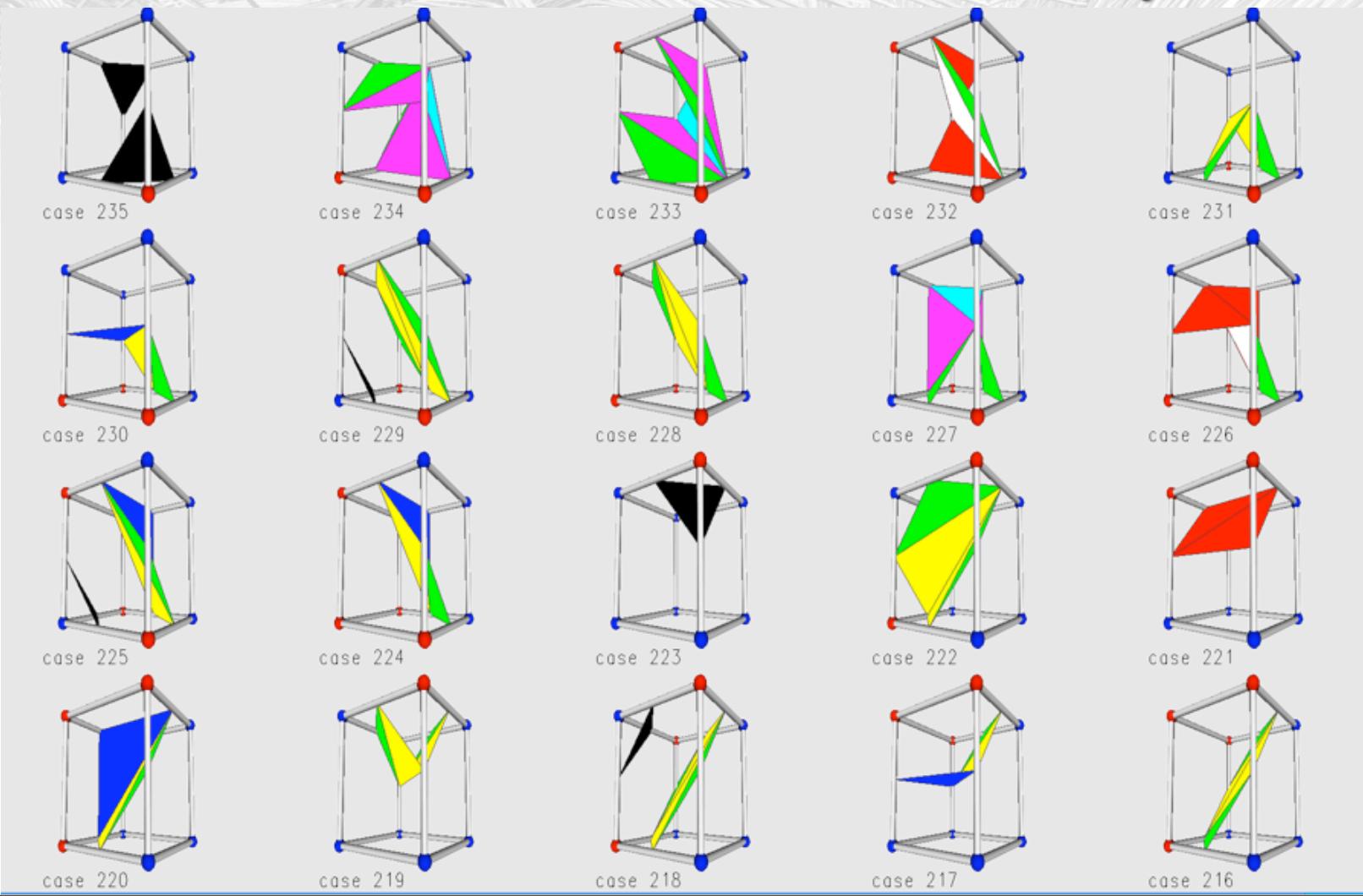
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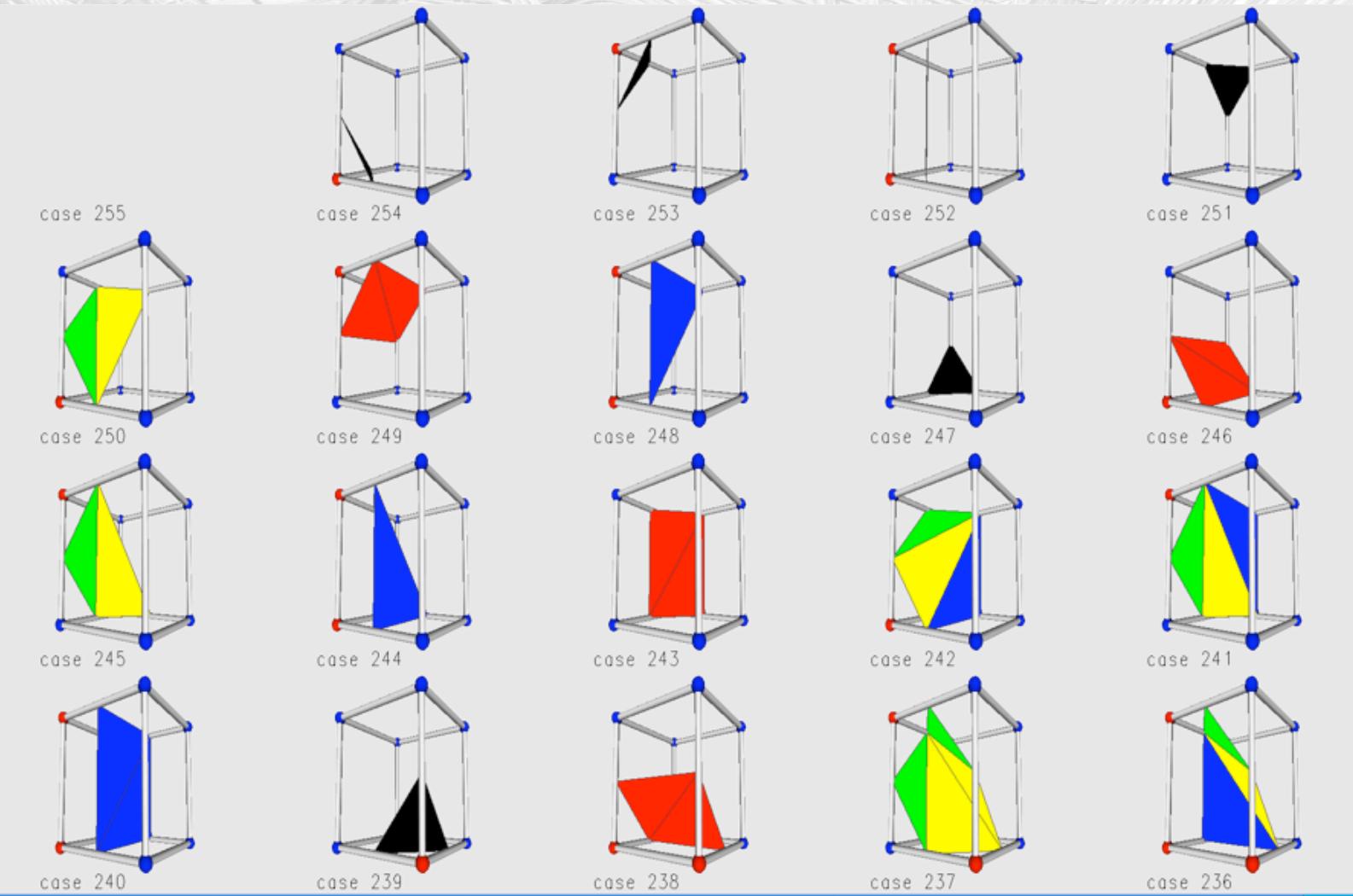
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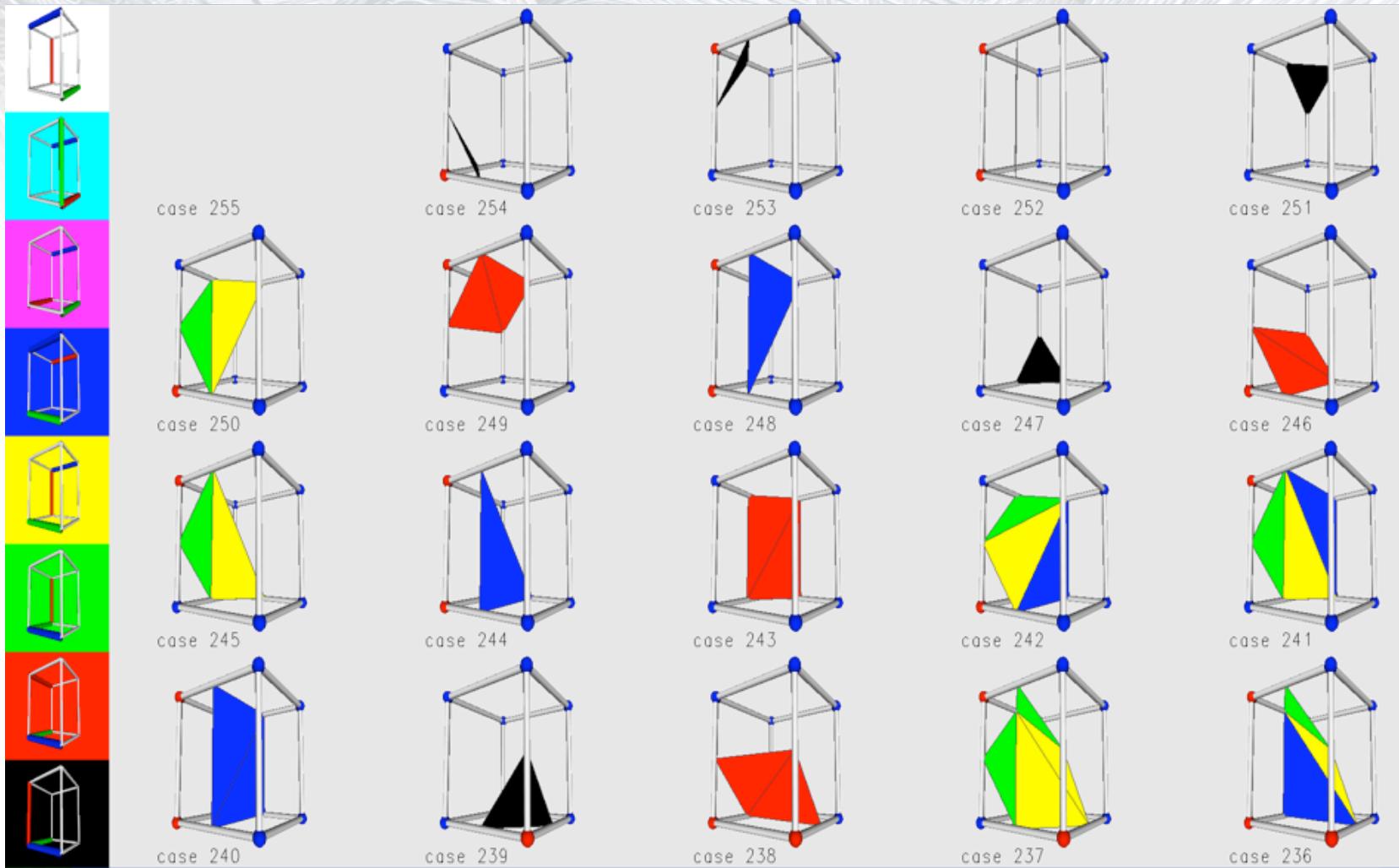
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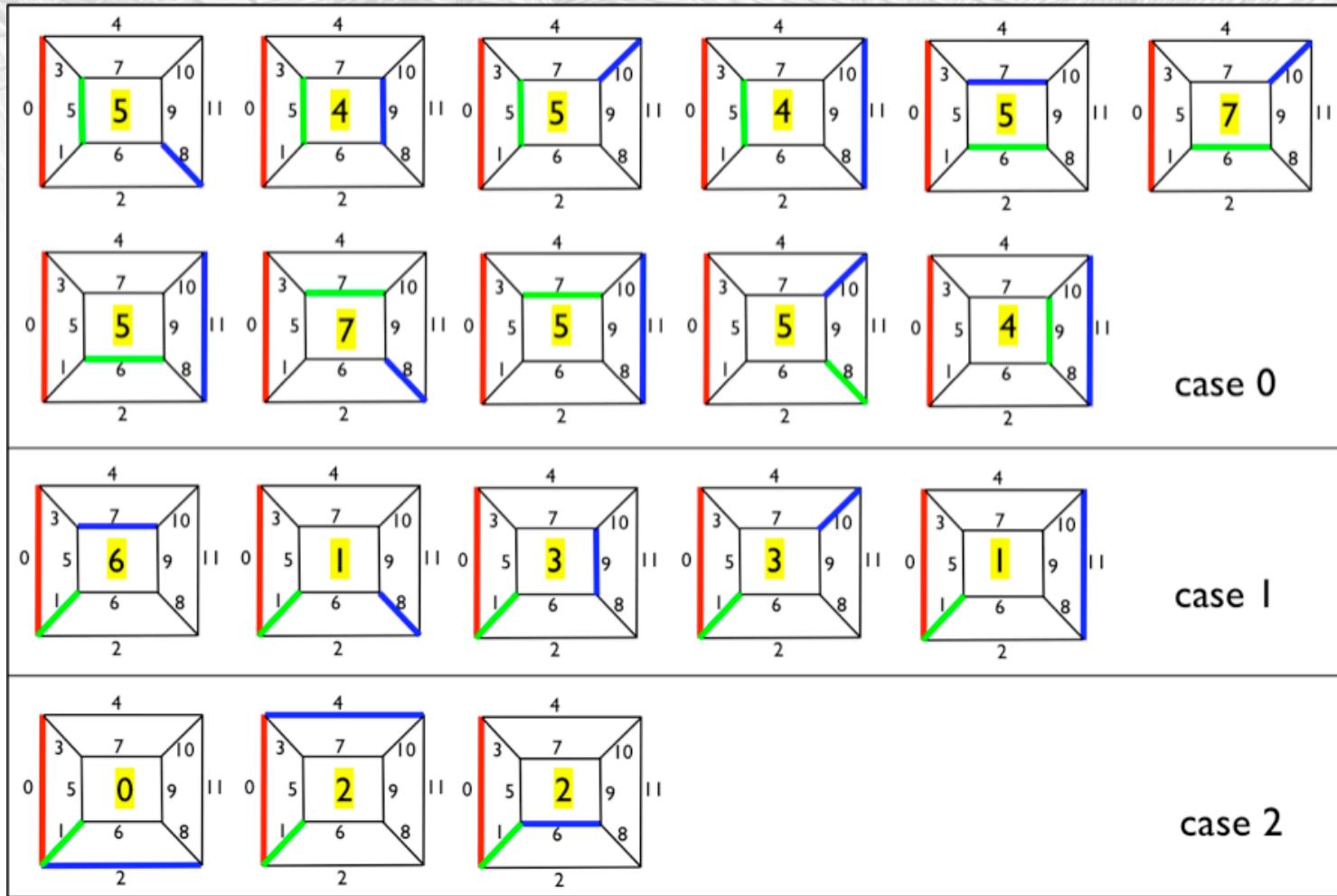
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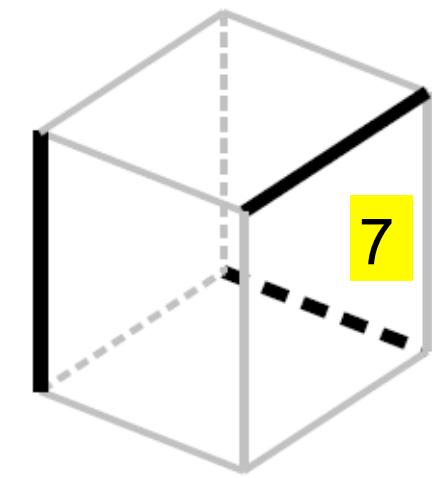
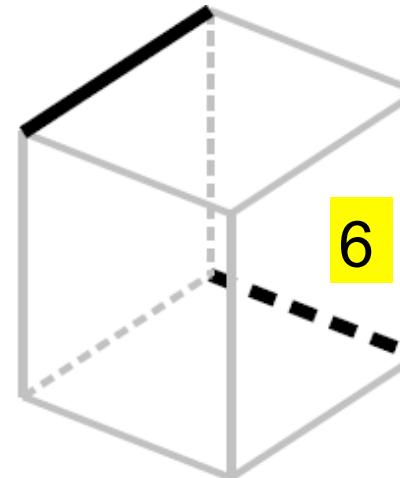
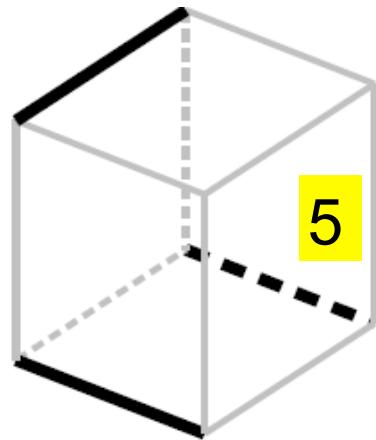
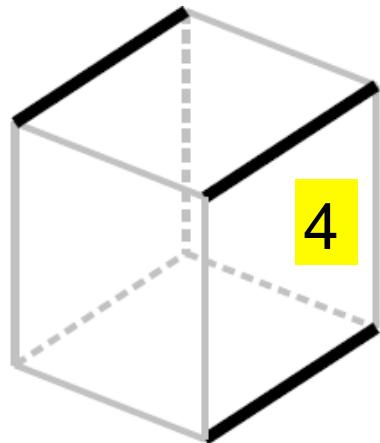
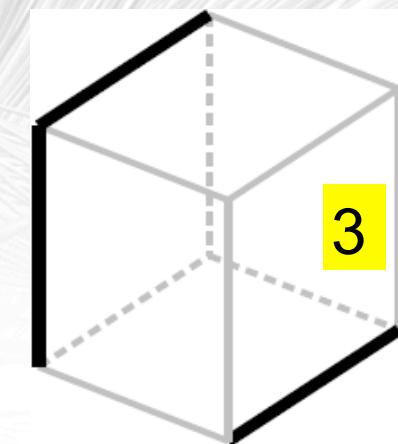
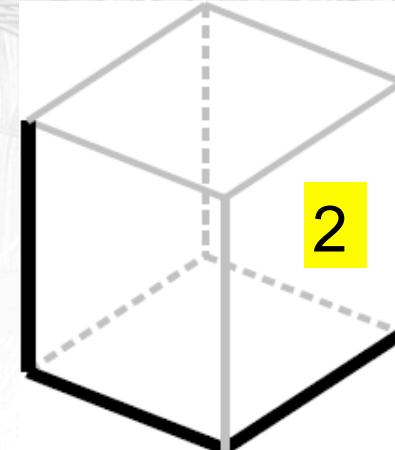
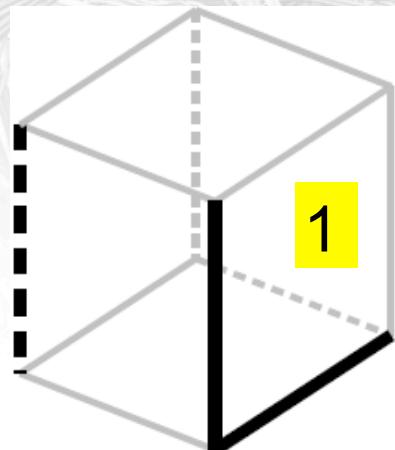
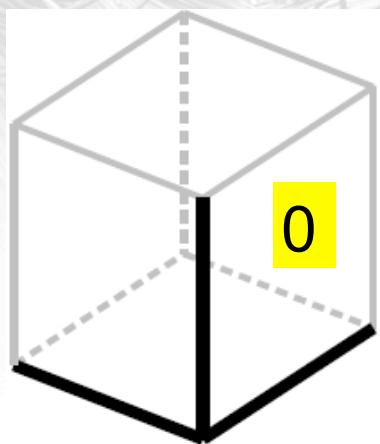
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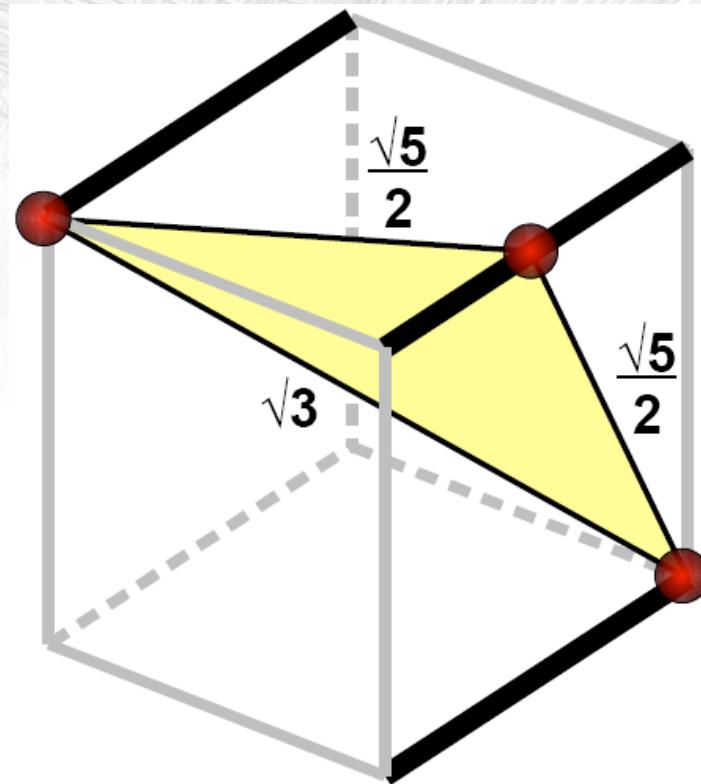
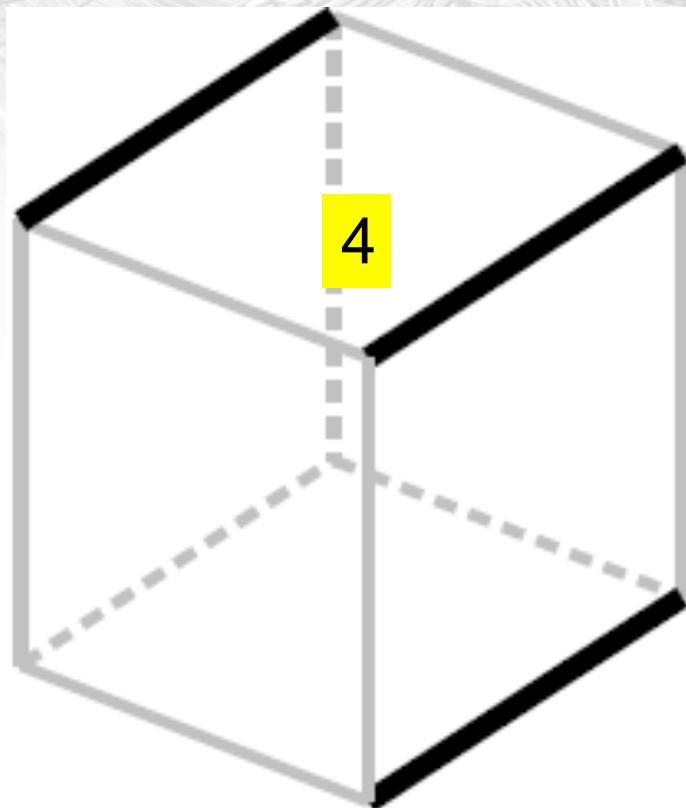
# Edge Groups proof (paper)



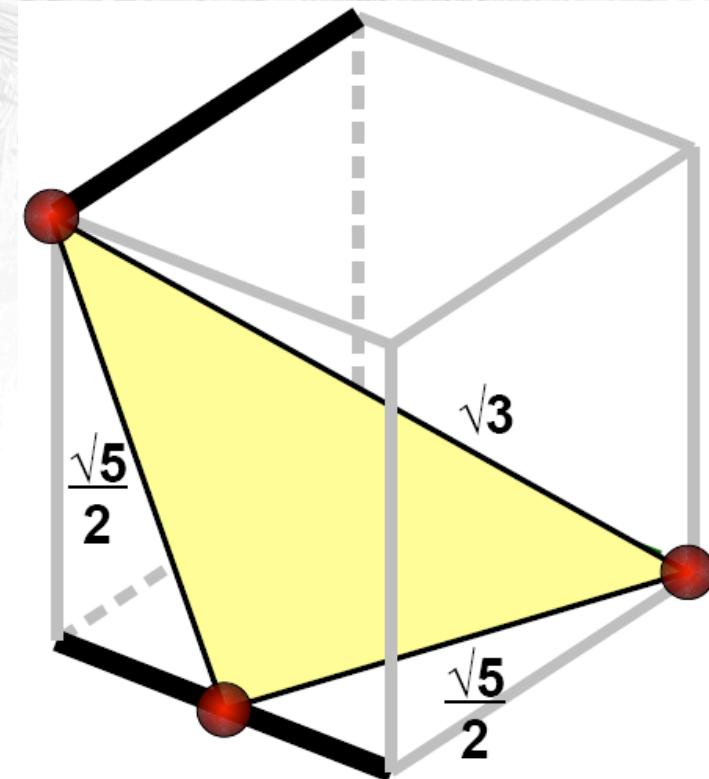
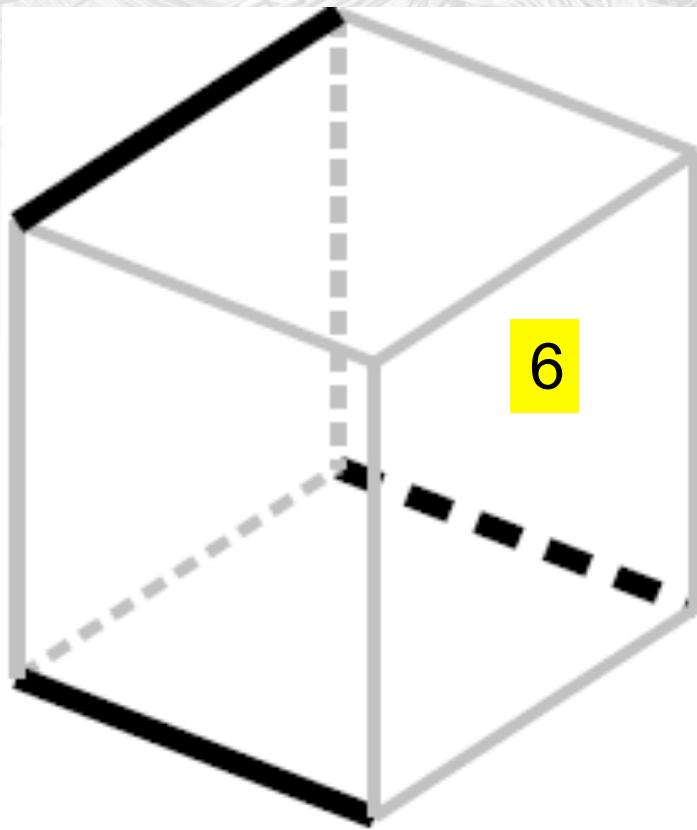
# 8 Edge Groups in Cubic Cells



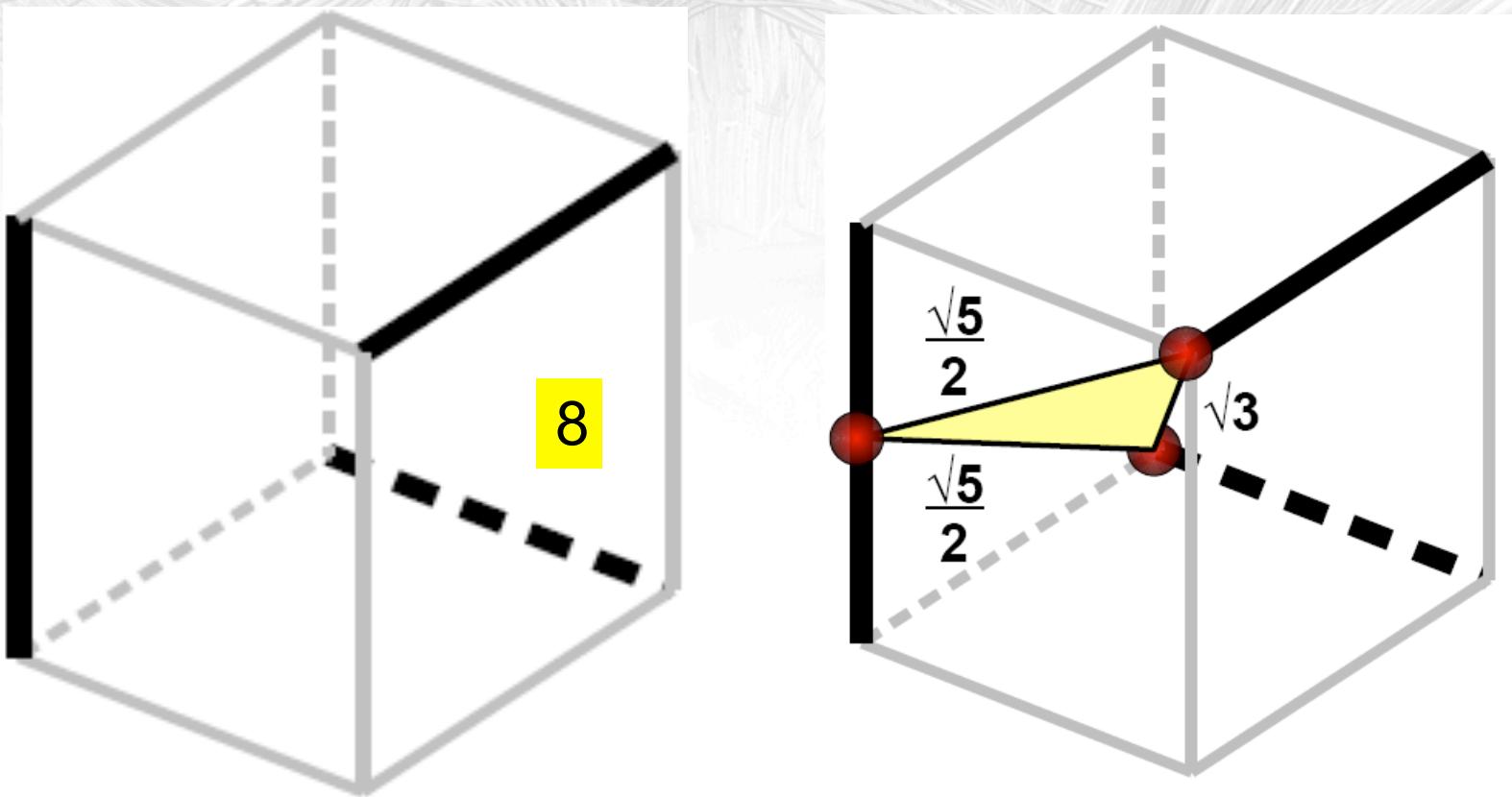
# Triangle quality analysis: Worst triangle of case 4



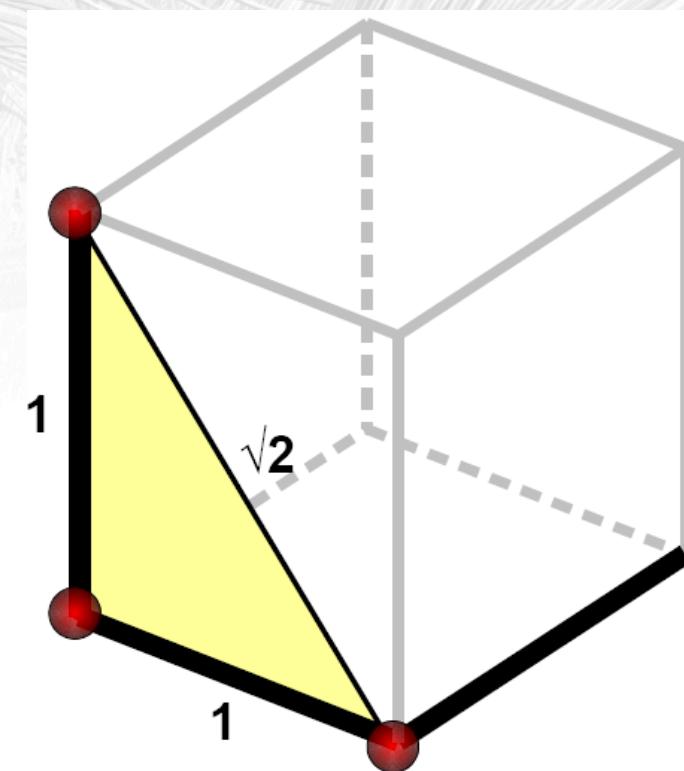
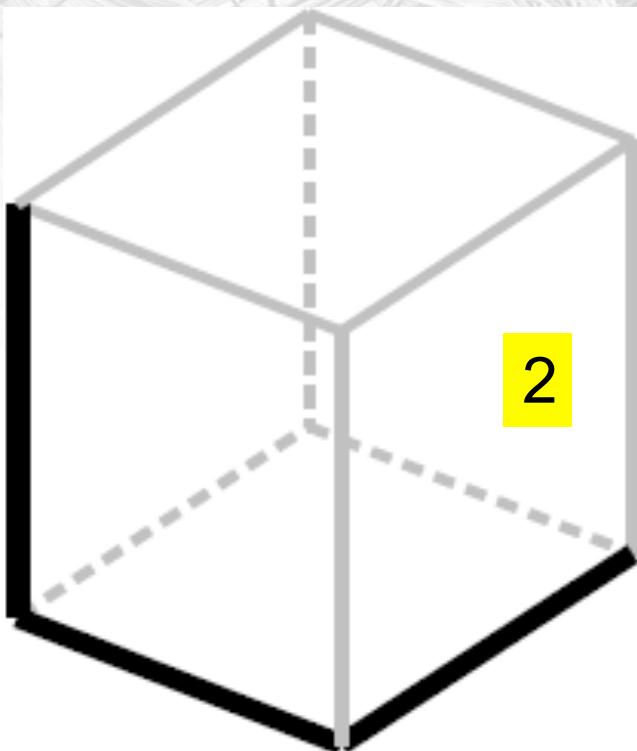
# Triangle quality analysis: Worst triangle of case 6



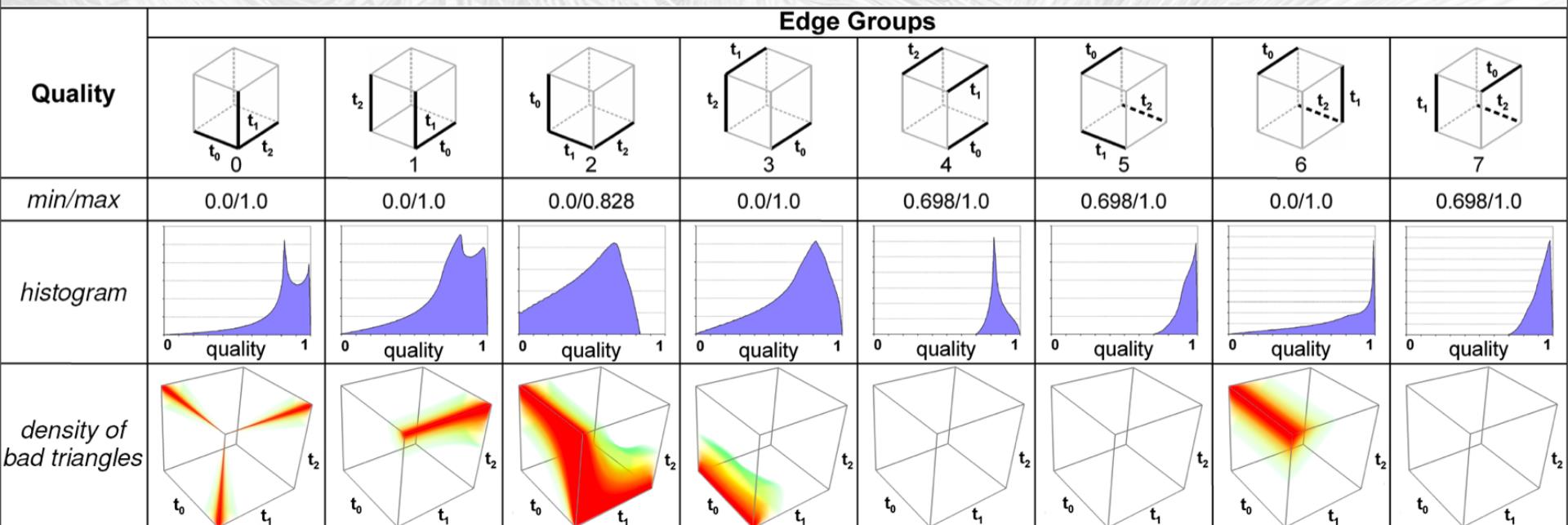
# Triangle quality analysis: Worst triangle of case 8



# Triangle quality analysis: Best triangle of case 2

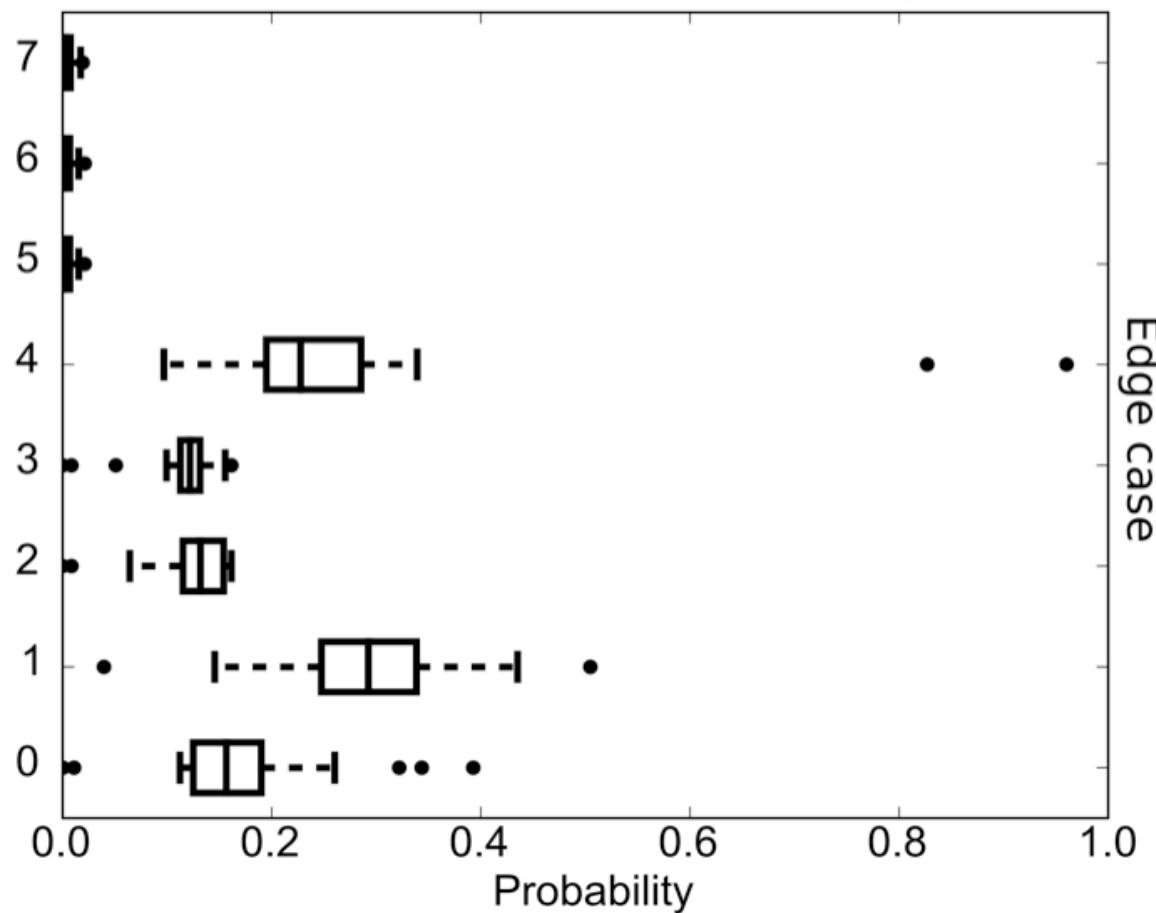


# Triangle Quality Analysis: Edge Groups



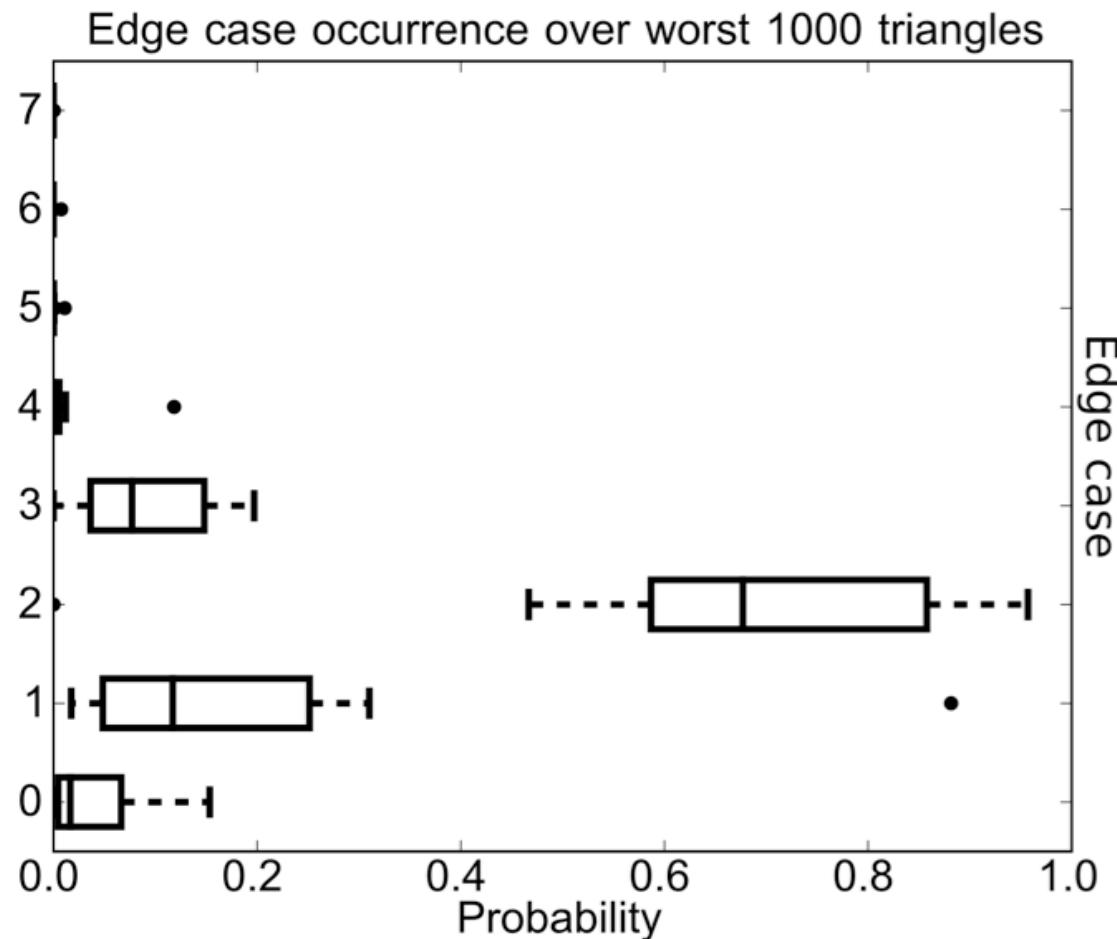
# Edge Groups Occurrence

Edge case occurrence over all triangles



30 datasets

# Interesting Observation: Edge Group 2 dominates



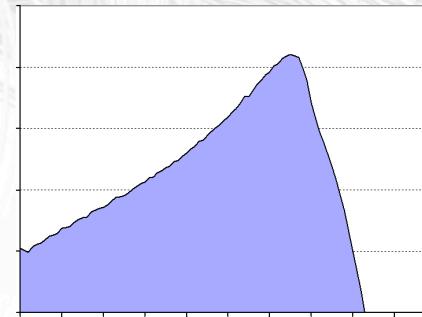
30 datasets

# Outline

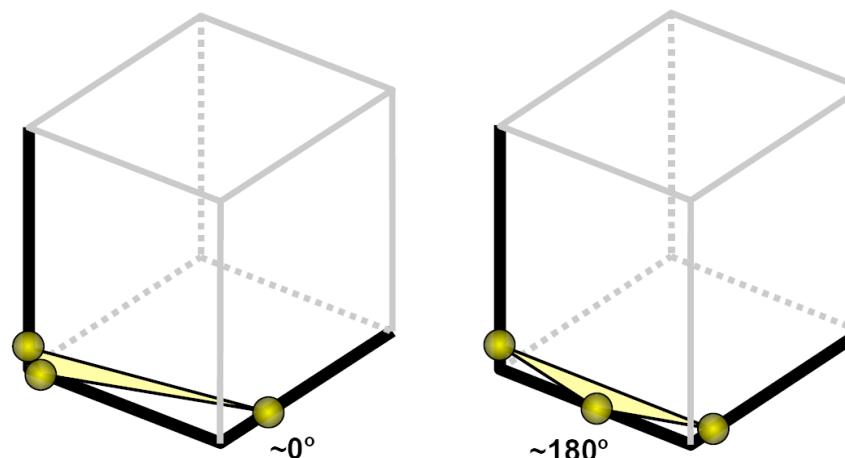
- Motivation
- Edge Groups in Cubic Cells
- Improving Triangle Quality Based on Edge Groups
- Results
- Conclusions

# Improving Triangle Quality based on Edge Groups

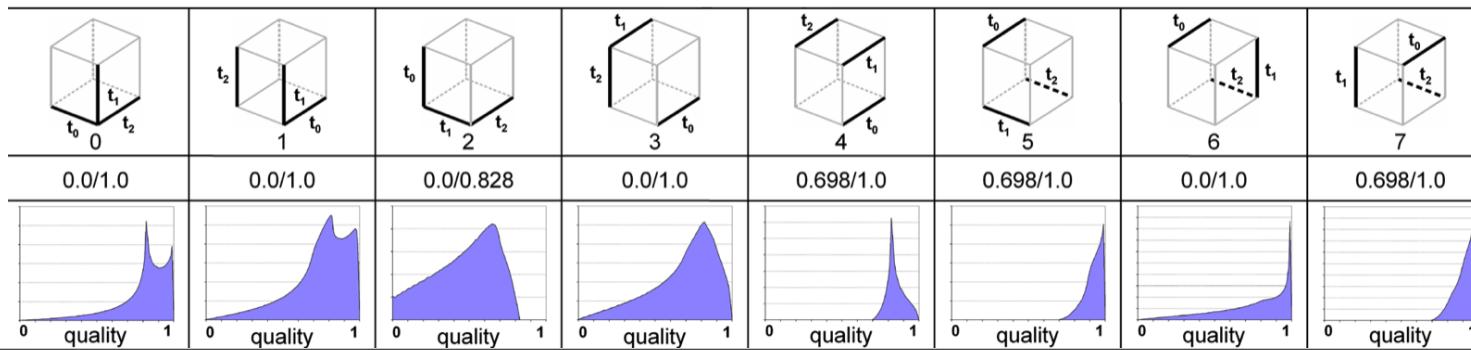
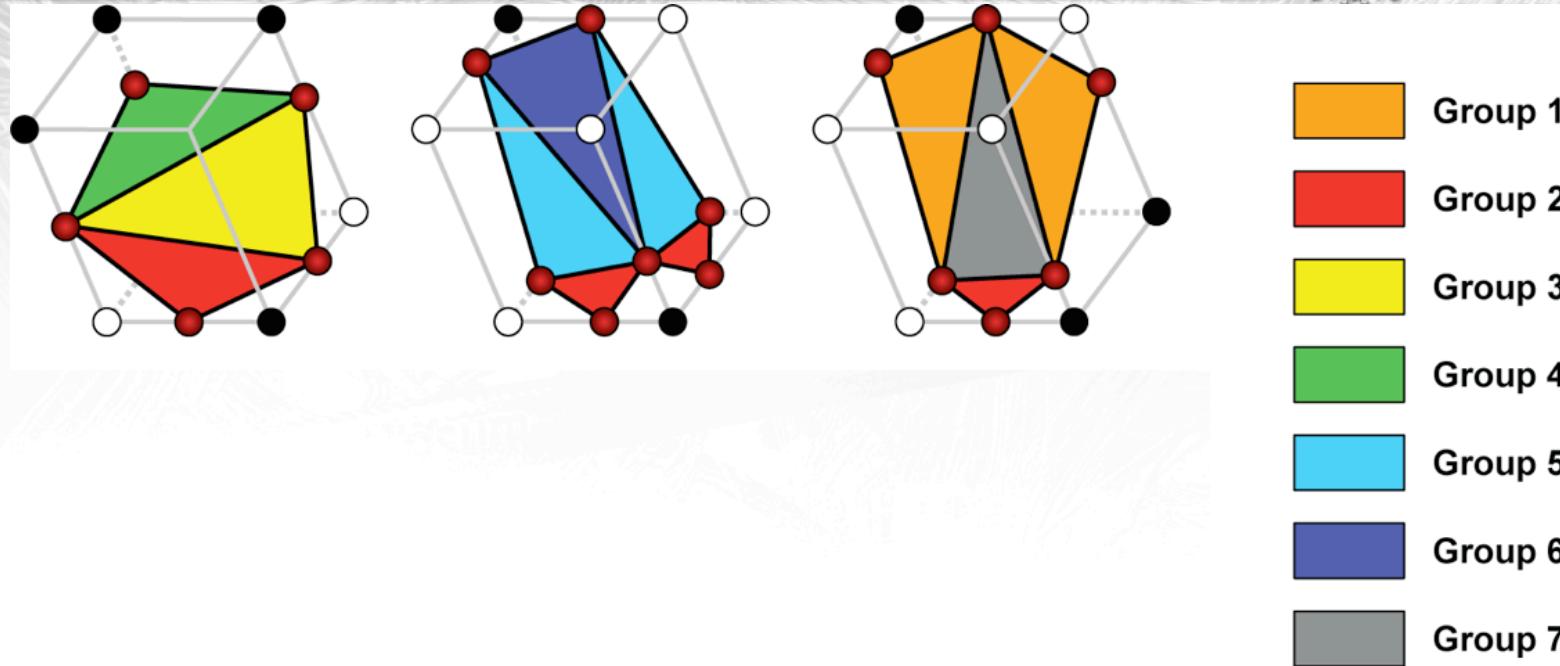
- Observation 1 : Edge Group 2 generates the worst triangles
  - Changing the MC table



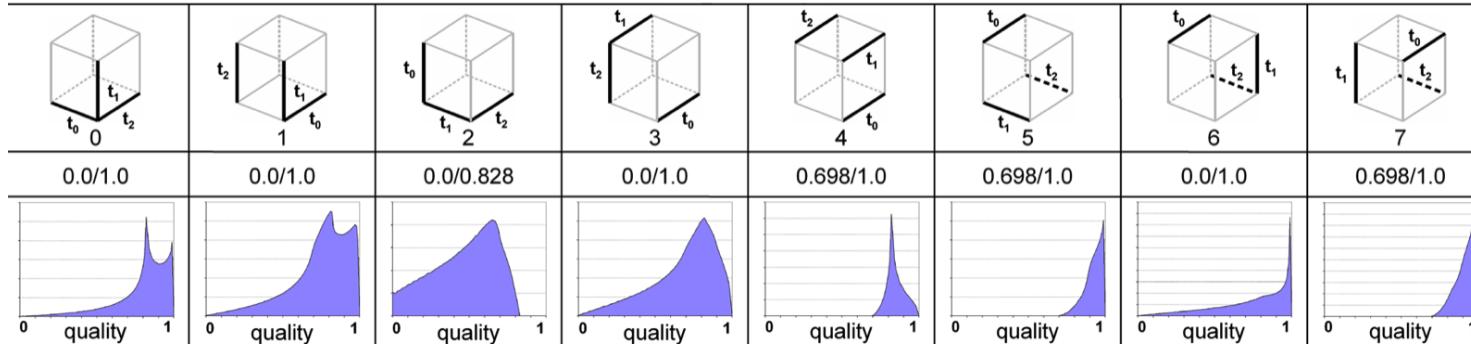
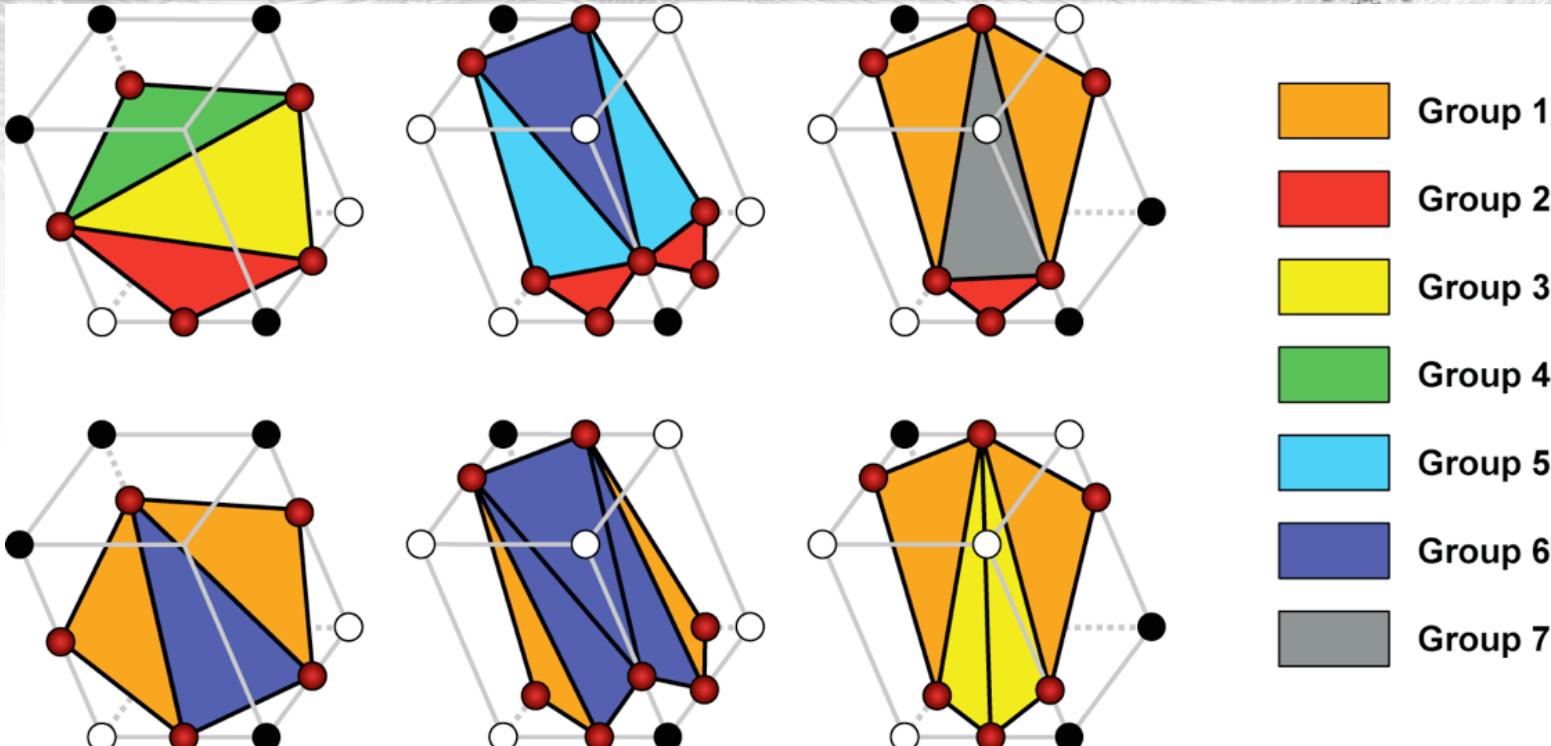
- Observation 2: Bad triangles when isosurface is parallel to the edge
  - Edge transformations using Macet [Dietrich et al 2009]



# Improvement 1: Changing MC Table

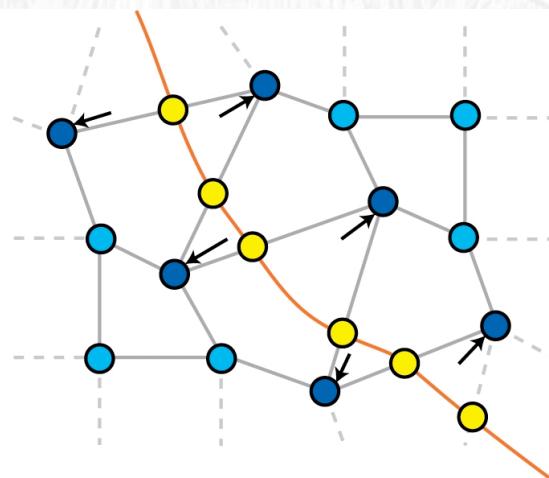
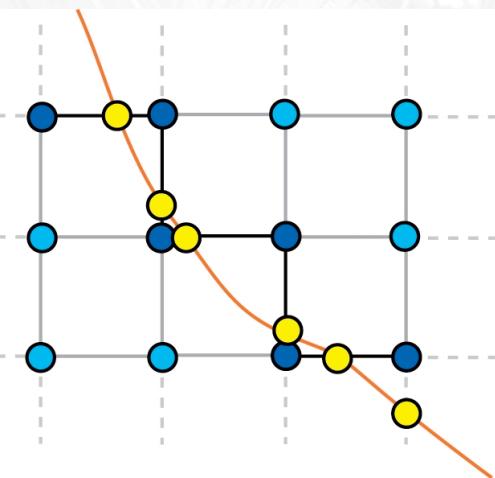


# Improvement 1: Changing MC Table

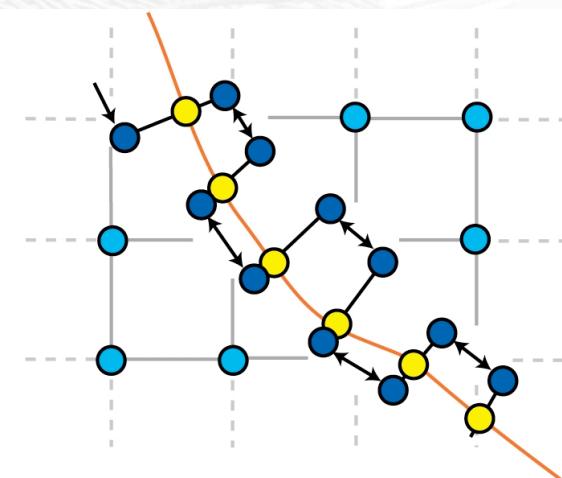


# Improvement 2: Edge Transformations using Macet

- Macet [Dietrich et al 2009]
  - Edge transformations alter positions of grid points in MC



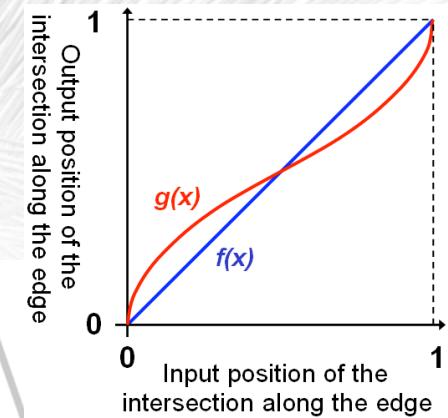
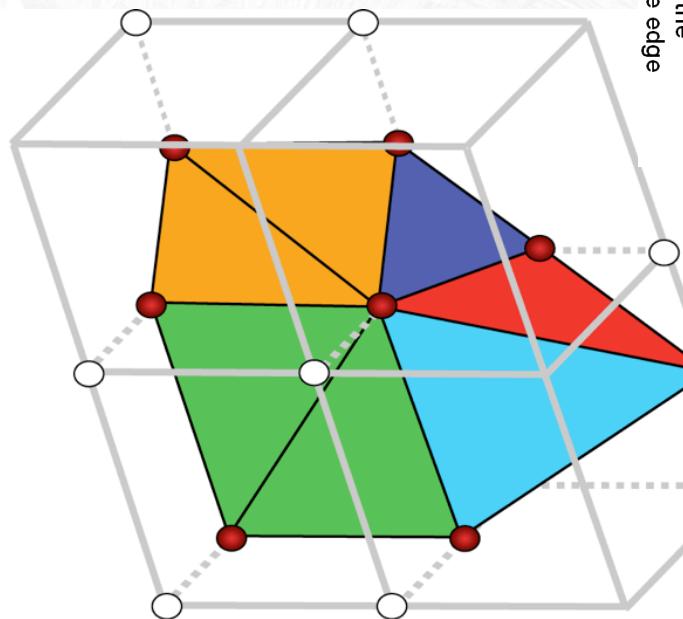
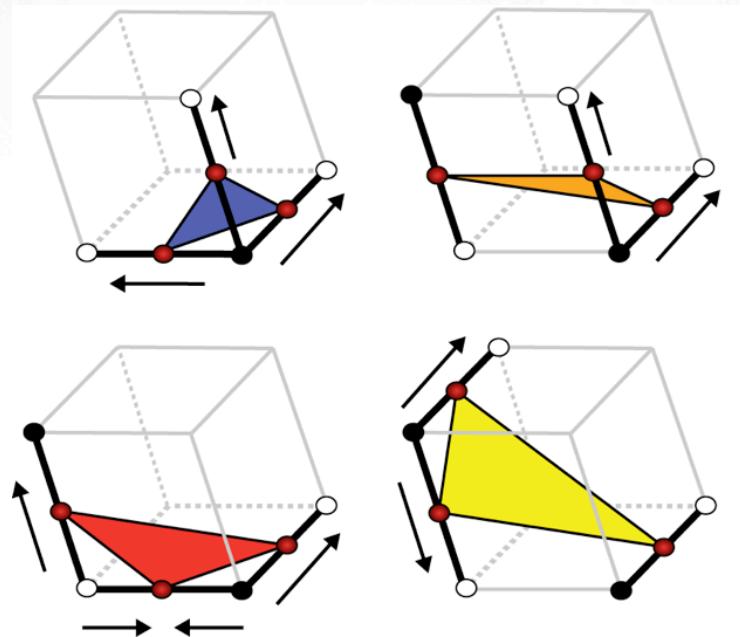
Gradient  
Transformation



Tangent  
Transformation

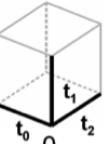
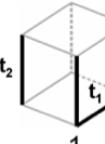
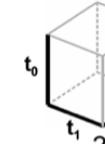
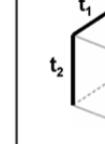
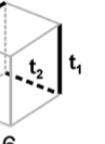
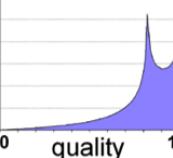
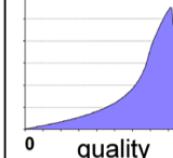
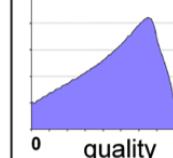
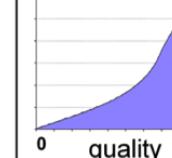
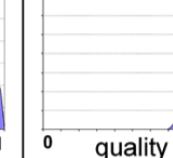
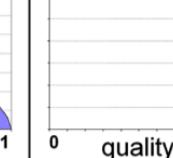
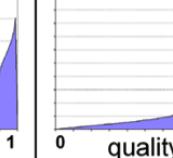
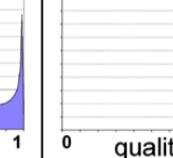
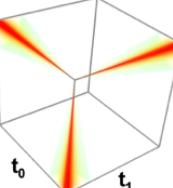
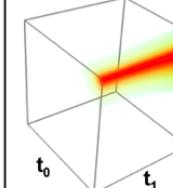
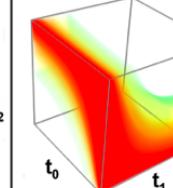
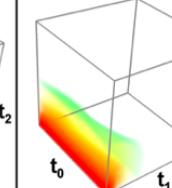
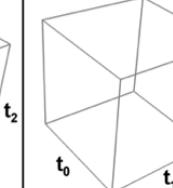
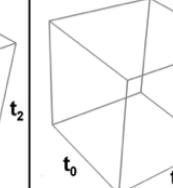
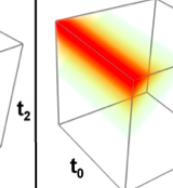
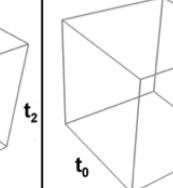
# Improvement 2: Edge Transformations using Macet

- Displacement of Intersection Vertices



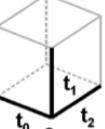
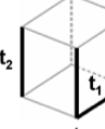
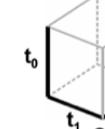
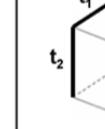
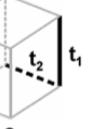
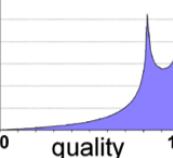
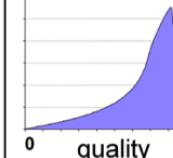
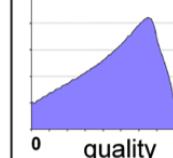
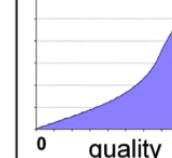
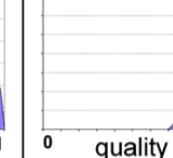
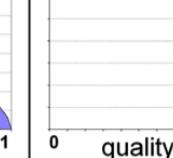
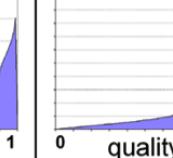
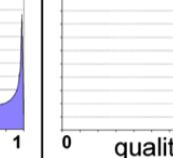
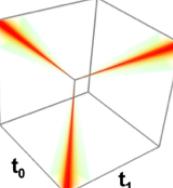
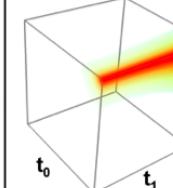
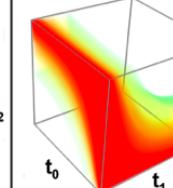
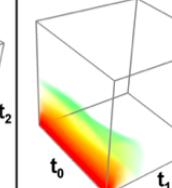
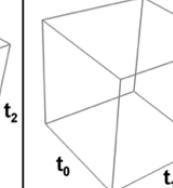
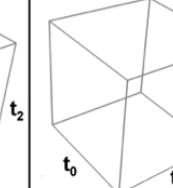
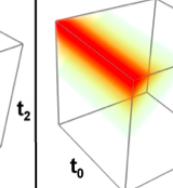
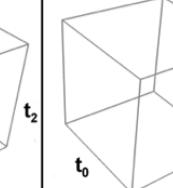
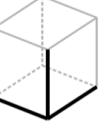
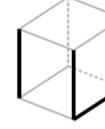
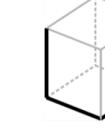
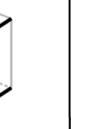
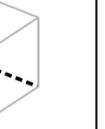
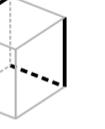
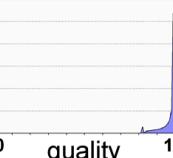
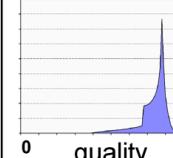
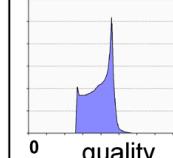
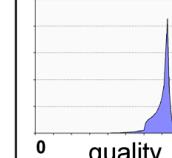
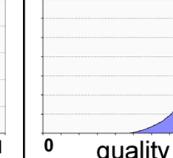
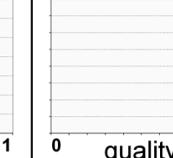
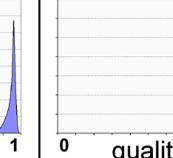
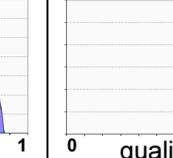
# Improvement 2: Edge Transformations using Macet

VisWeek 08

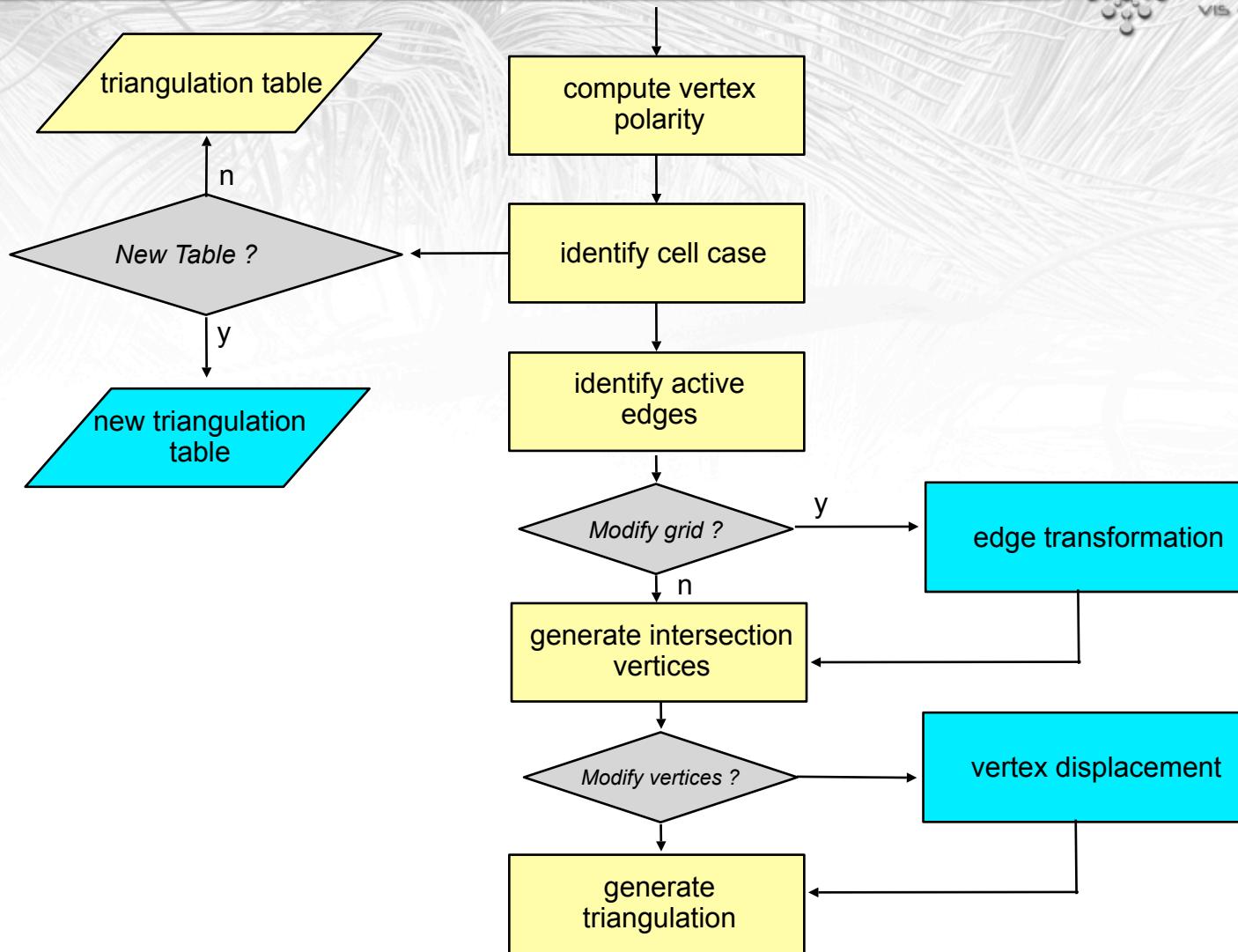
Quality	Edge Groups							
								
min/max	0.0/1.0	0.0/1.0	0.0/0.828	0.0/1.0	0.698/1.0	0.698/1.0	0.0/1.0	0.698/1.0
histogram								
density of bad triangles								

# Improvement 2: Edge Transformations using Macet

VisWeek 08

Quality	Edge Groups							
								
min/max	0.0/1.0	0.0/1.0	0.0/0.828	0.0/1.0	0.698/1.0	0.698/1.0	0.0/1.0	0.698/1.0
histogram								
density of bad triangles								
Quality	Edge Groups							
								
min/max	0.828/1.0	0.395/0.865	0.272/0.598	0.417/0.791	0.464/0.93	0.788/0.989	0.756/0.881	0.978/1.0
histogram								

# Summary of Changes to Marching Cubes Code



# Outline

- Motivation
- Edge Groups in Cubic Cells
- Improving Triangle Quality Based on Edge Groups
- **Results**
- Conclusions

# Results

	Original MC Old Table	Macet Old Table	Original MC New Table	Macet New Table Displacements
Silicium @ 140.5	0.00157			
Engine @ 49.5	0.00042			
Bonsai @ 49.5	0.00013			
Lobster @ 49.5	0.00088			

# Results

	Original MC Old Table	Macet Old Table	Original MC New Table	Macet New Table Displacements
Silicium @ 140.5	0.00157		0.01792	
Engine @ 49.5	0.00042		0.00080	
Bonsai @ 49.5	0.00013		0.00152	
Lobster @ 49.5	0.00088		0.00153	

# Results

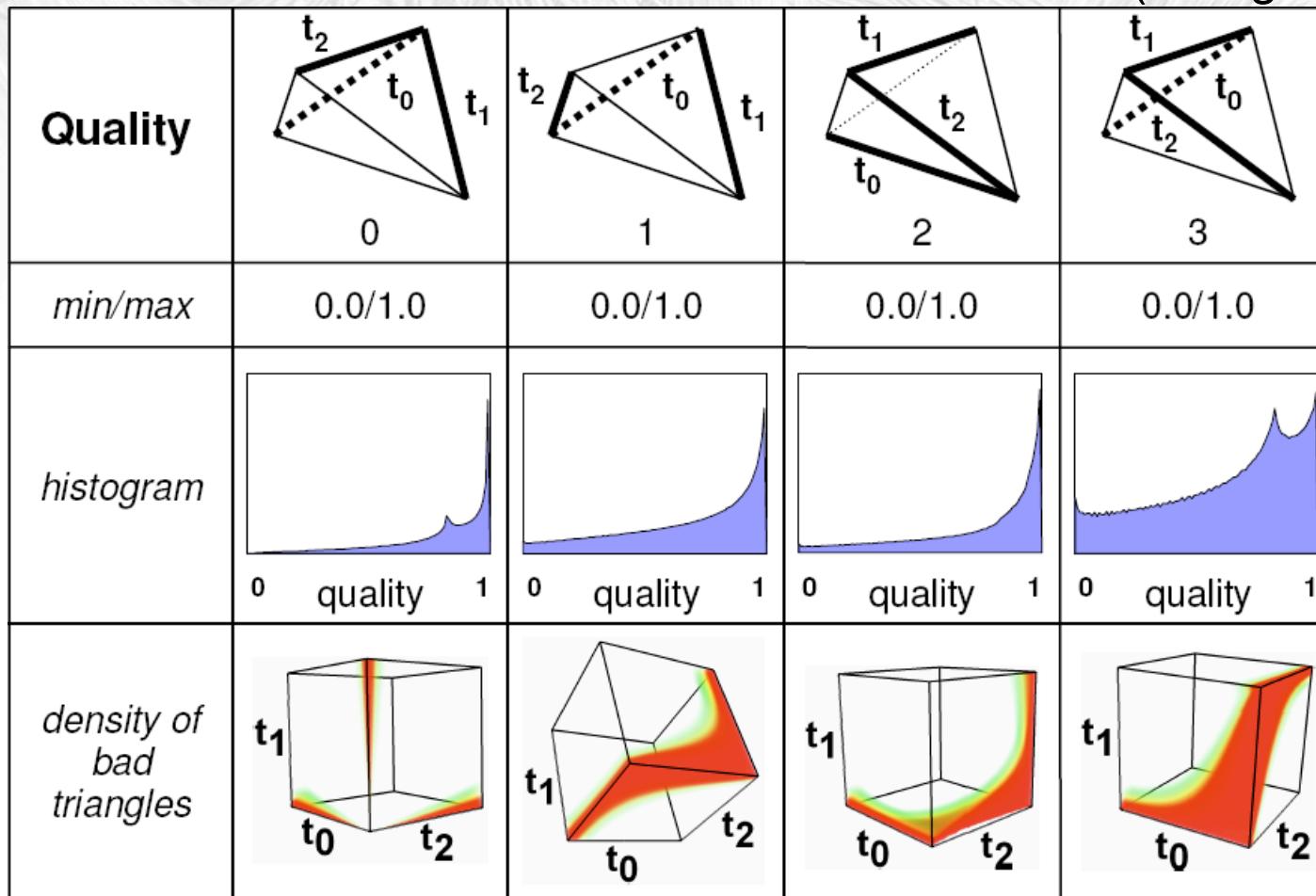
	Original MC Old Table	Macet Old Table	Original MC New Table	Macet New Table Displacements
Silicium @ 140.5	0.00157	0.199	0.01792	
Engine @ 49.5	0.00042	0.235	0.00080	
Bonsai @ 49.5	0.00013	0.102	0.00152	
Lobster @ 49.5	0.00088	0.116	0.00153	

# Results

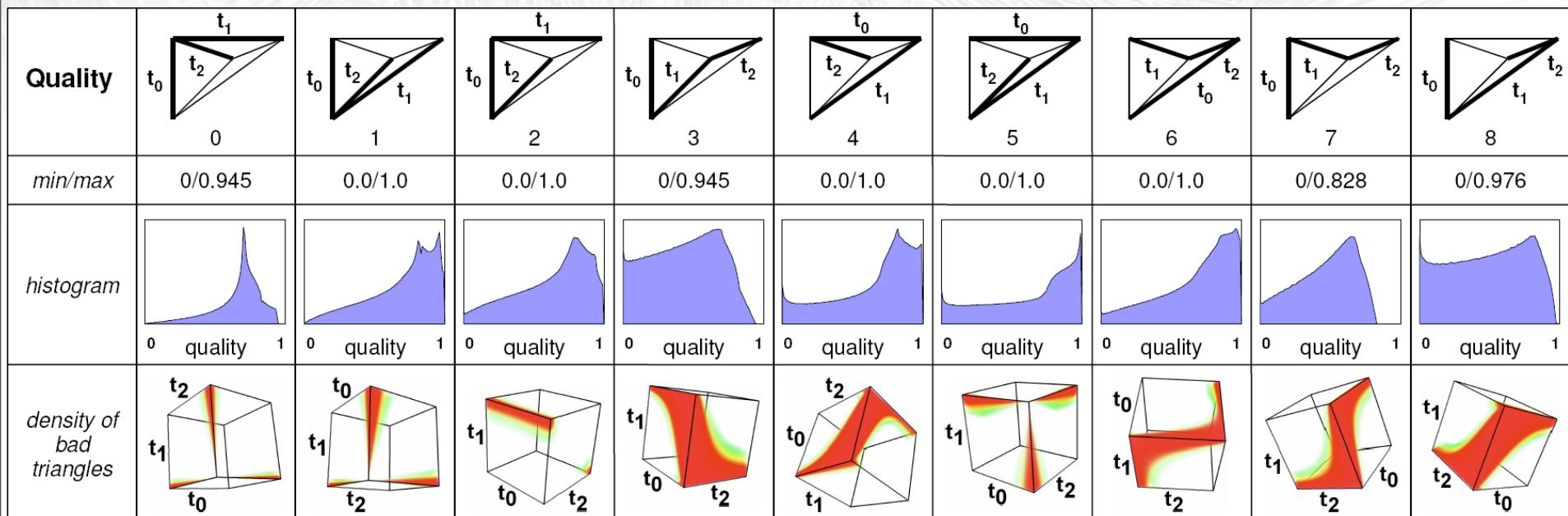
	Original MC Old Table	Macet Old Table	Original MC New Table	Macet New Table Displacements
Silicium @ 140.5	0.00157	0.199	0.01792	0.344
Engine @ 49.5	0.00042	0.235	0.00080	0.293
Bonsai @ 49.5	0.00013	0.102	0.00152	0.195
Lobster @ 49.5	0.00088	0.116	0.00153	0.247

# Edge Groups in Tetrahedra Cells

- Extensions to tetrahedra cells      BCC Tetrahedra (4 Edge Groups)



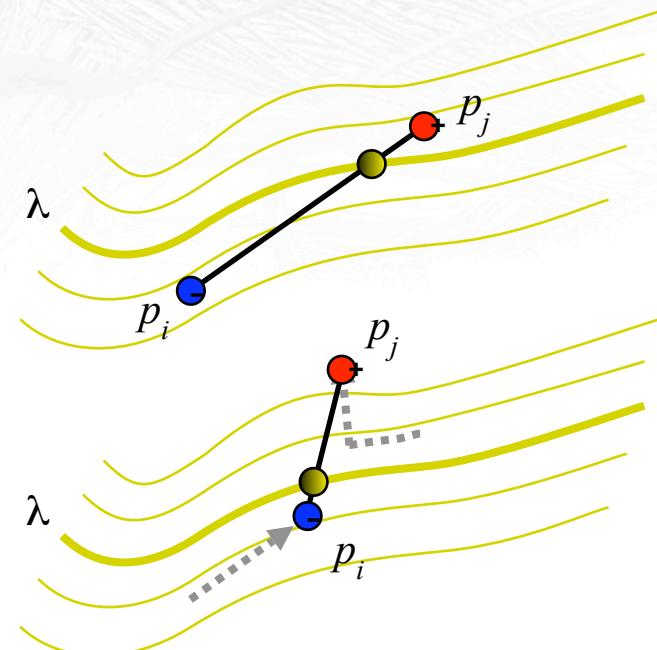
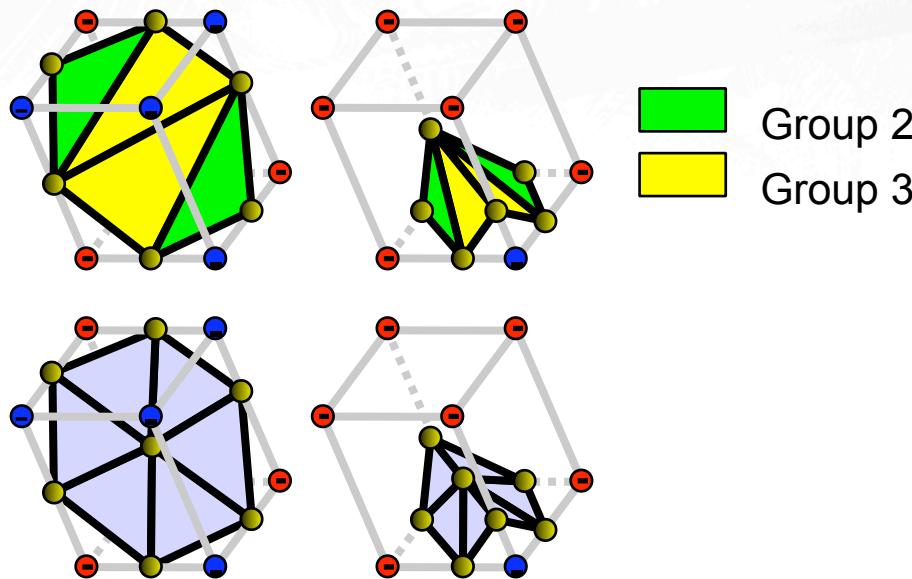
# Edge Groups in Tetrahedra Cells



Kuhn Tetrahedra (9 Edge Groups)

# Ongoing Work

- Unified Edge Transformations Macet (Technical Report coming soon)
  - Single Edge Transformation
  - Optional Vertex Displacement
  - More efficient, more quality



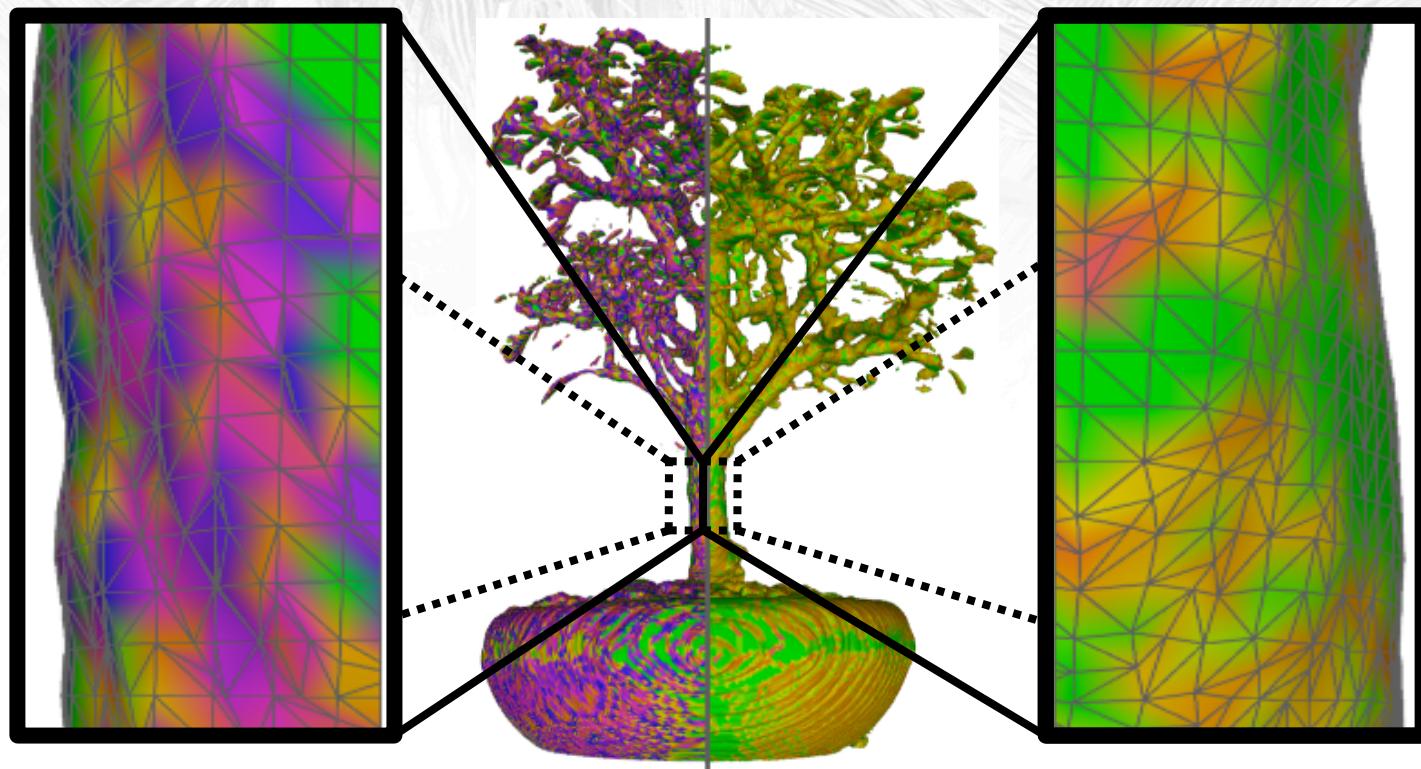
# Latest Quality and Performance Results

- Unified Edge Transformations Macet

	MC		Unified Macet	
	<i>time</i>	<i>quality</i>	<i>time</i>	<i>quality</i>
<i>Bonsai</i>	<b>1.4</b>	<b>0.0002</b>	<b>9.9</b>	<b>0.32</b>
<i>Engine</i>	<b>1.1</b>	<b>0.0002</b>	<b>8.6</b>	<b>0.35</b>
<i>Hydrogen</i>	<b>0.15</b>	<b>0.069</b>	<b>0.7</b>	<b>0.52</b>
<i>Laçador</i>	<b>0.7</b>	<b>4.8e-7</b>	<b>2</b>	<b>0.37</b>
<i>Neghip</i>	<b>0.07</b>	<b>0.0031</b>	<b>0.64</b>	<b>0.38</b>
<i>Siliicium</i>	<b>0.03</b>	<b>0.0009</b>	<b>0.38</b>	<b>0.41</b>

# Demo

- Side-by-side comparison: MC x Unified Macet



Marching Cubes

Macet

# Conclusions

- Main contributions:
  - Edge groups proposal and analysis in MC:
    - Histogram analysis of each individual case
    - Case 2 generates the worst triangles
  - Modifications in MC
    - Change of MC table
    - Improvements and Validation of Macet
  - Reproducibility (open source):
    - <http://www.sci.utah.edu/~cscheid/vis2008/edge-groups> (Vistrails)

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# Questions ?

