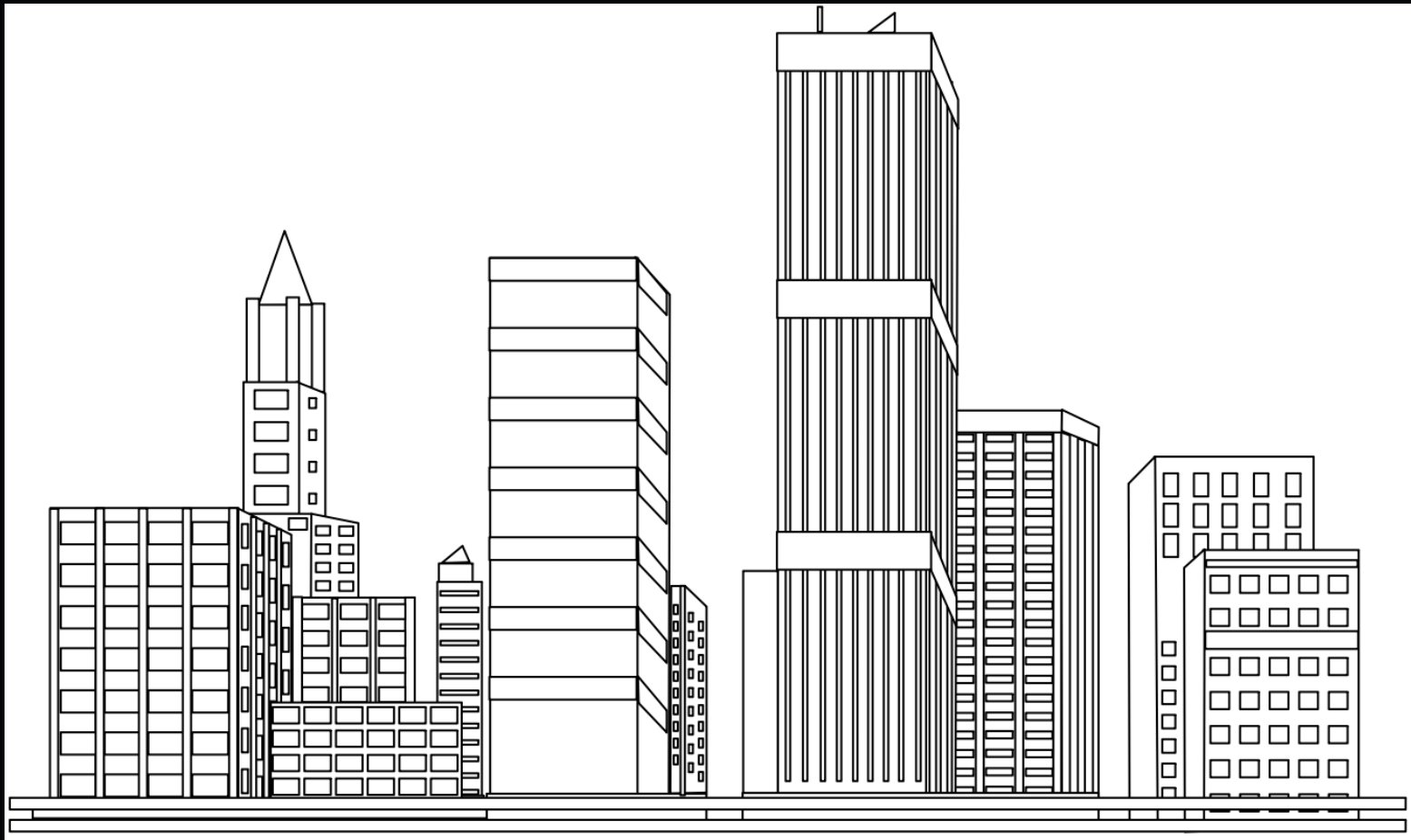


Liangliang Nan<sup>1</sup>, Andrei Sharf<sup>2</sup>, Ke Xie<sup>1</sup>, Tien-Tsin Wong<sup>3</sup>  
Oliver Deussen<sup>4</sup>, Daniel Cohen-Or<sup>5</sup>, Baoquan Chen<sup>1</sup>

<sup>1</sup> SIAT, China    <sup>2</sup> Ben Gurion Univ., Israel    <sup>3</sup> CUHK, China  
<sup>4</sup> Konstanz Univ., Germany    <sup>5</sup> Tel Aviv Univ, Israel

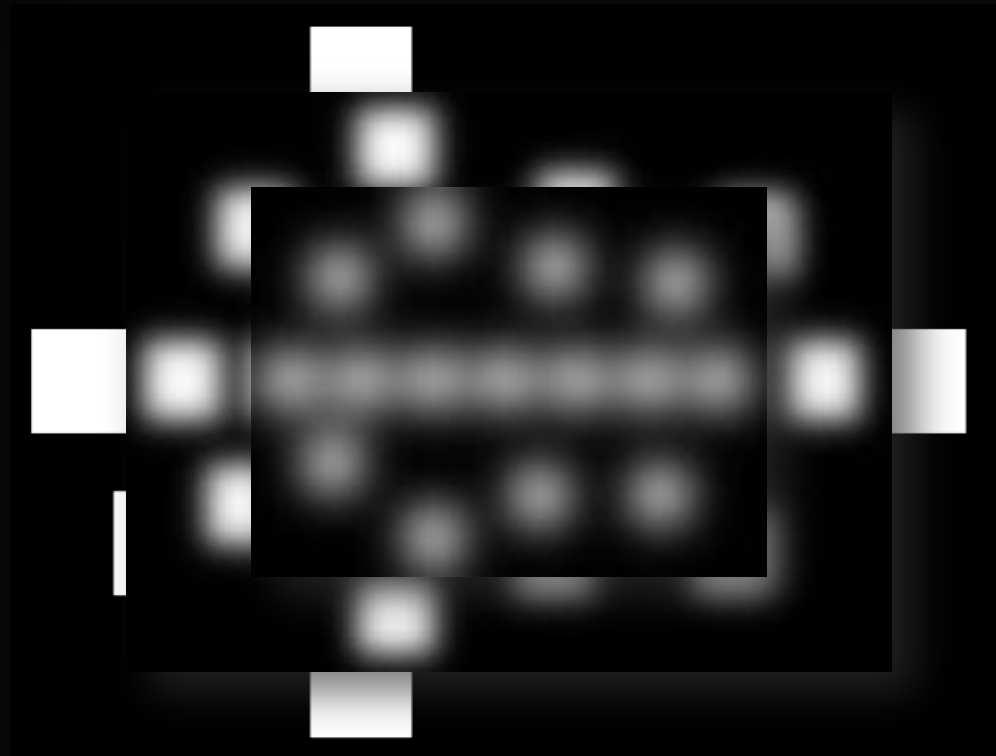
# Conjoining Gestalt Rules for Abstraction of Architectural Drawings

# Conjoining Gestalt Rules for Abstraction of Architectural Drawings



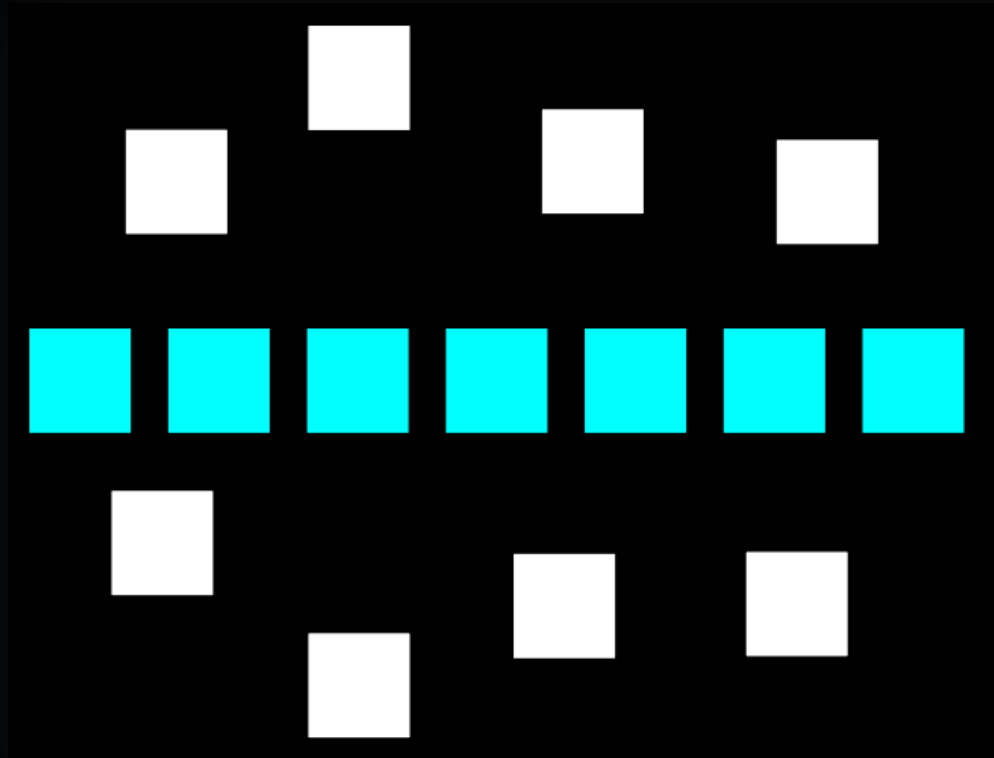


# How to group ?



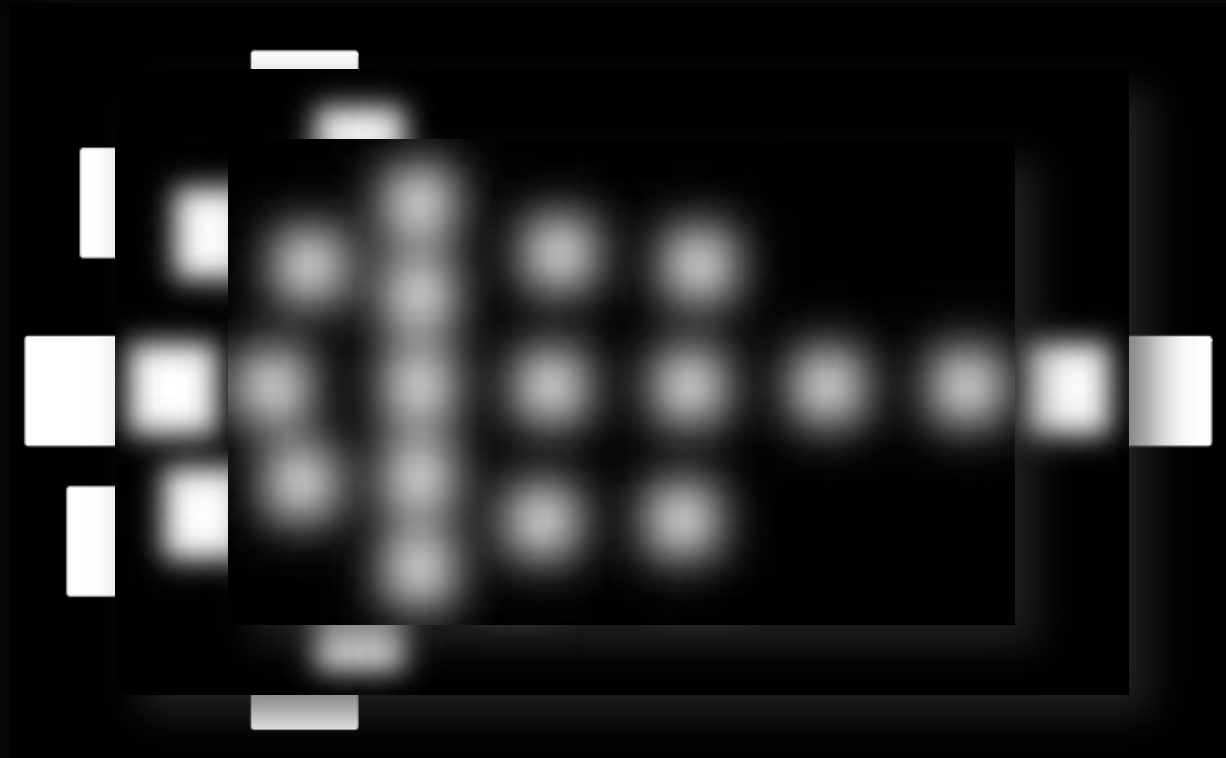


# How to group ?



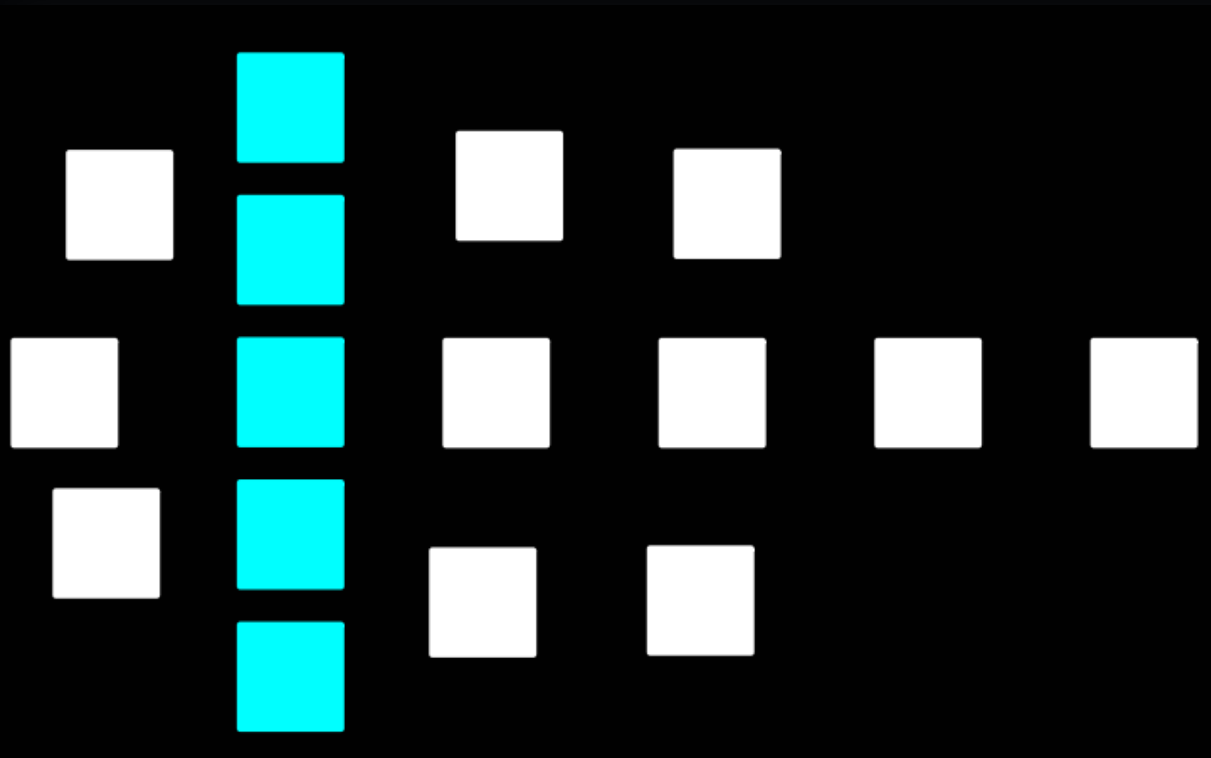


# How to group ?



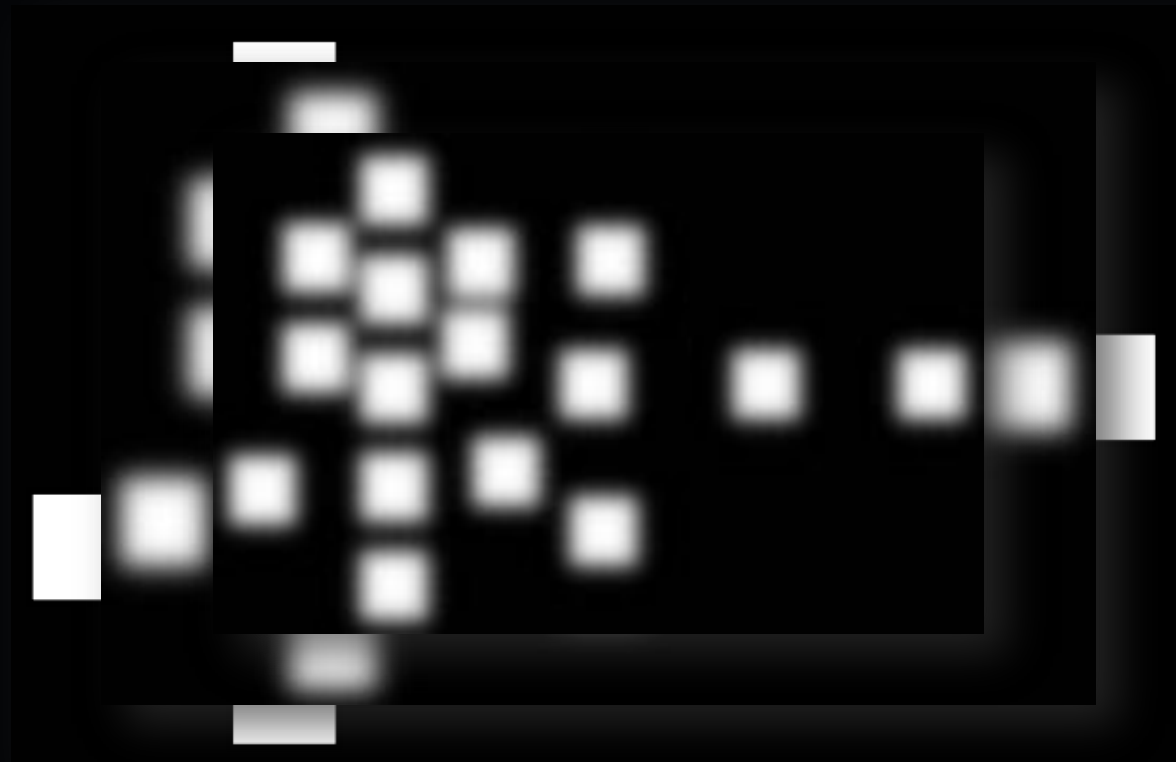


# How to group ?



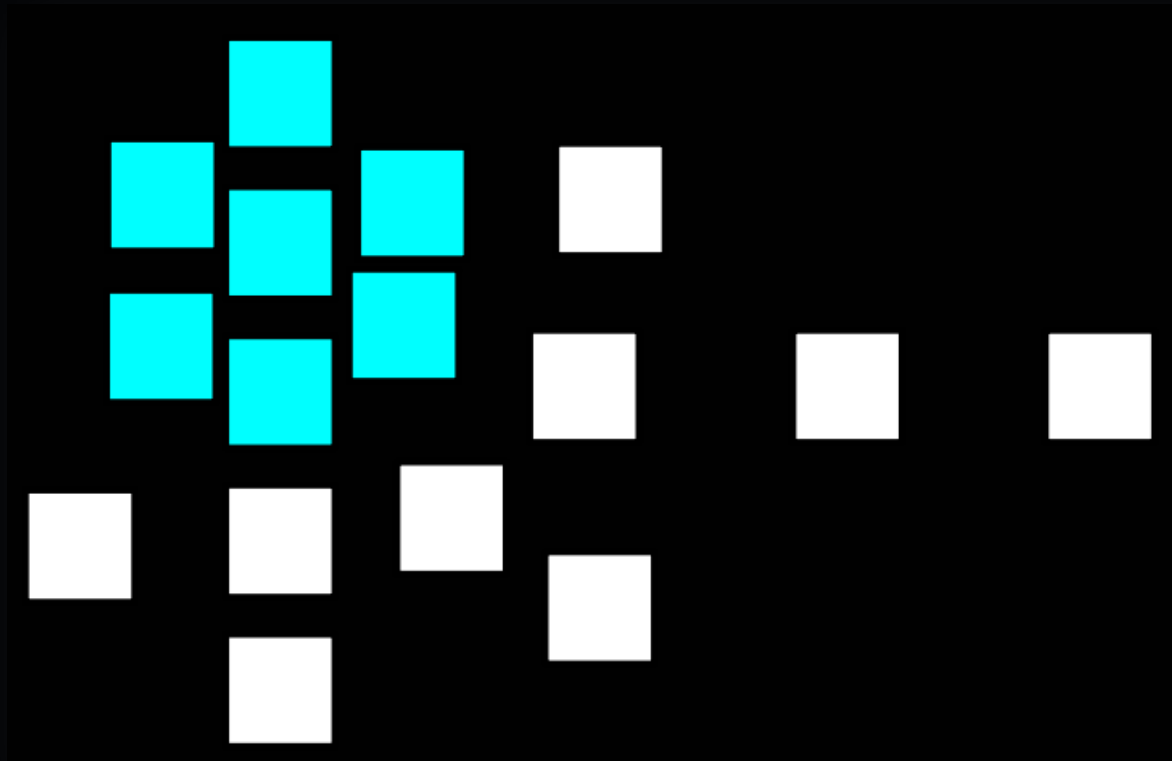


# How to group ?



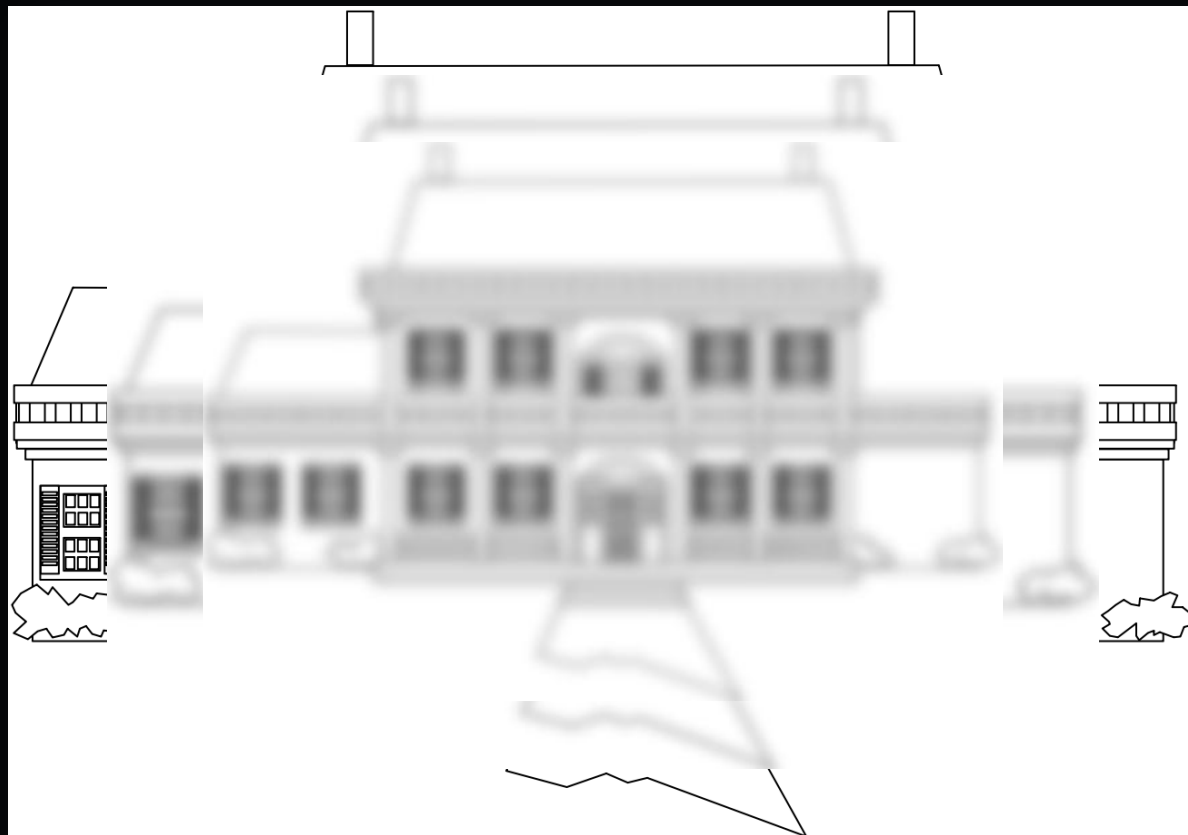


# How to group ?

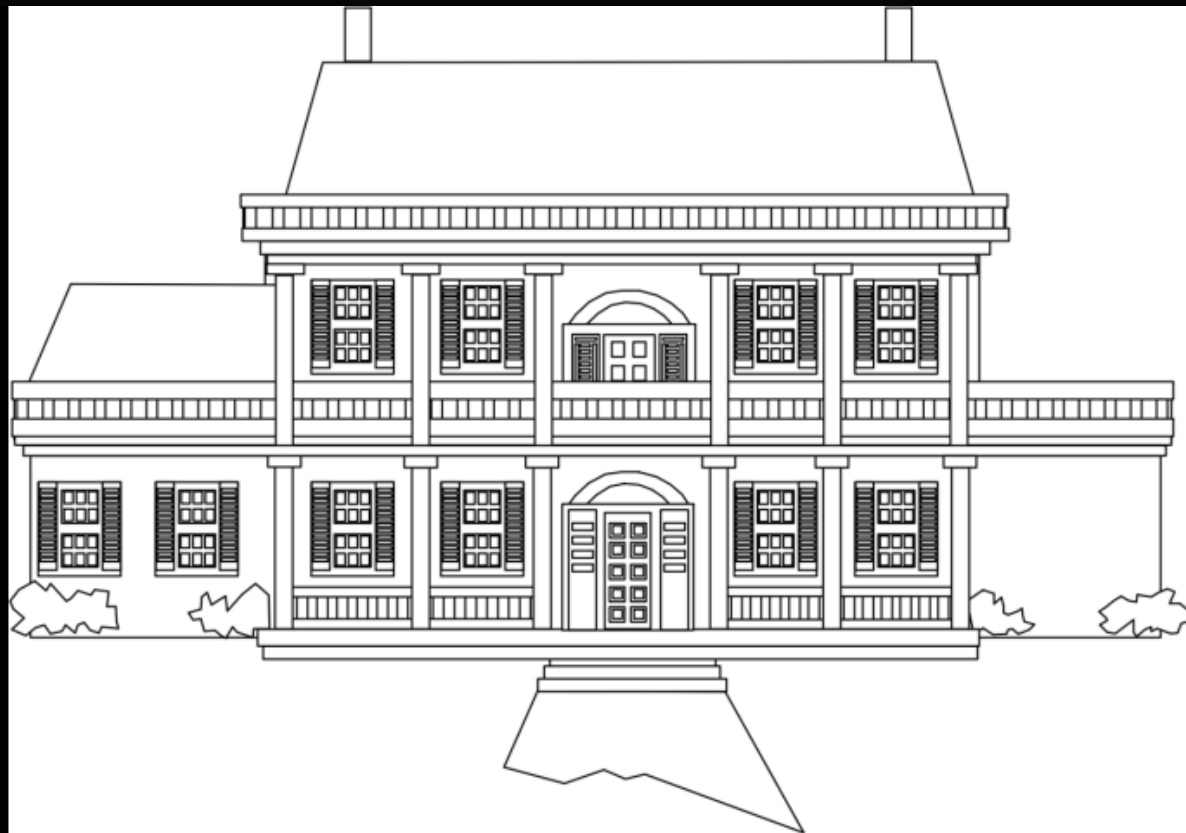




# How to group ?



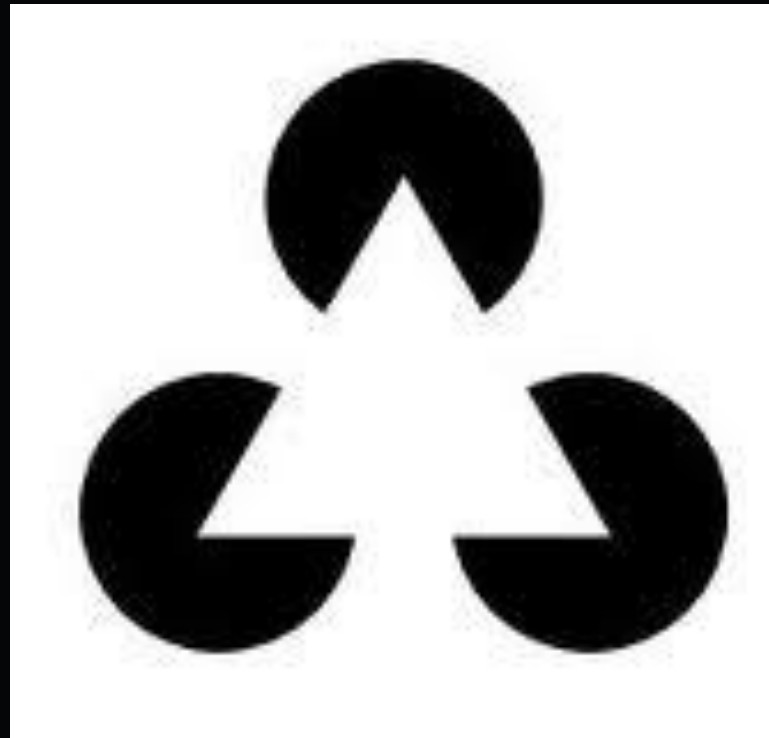
# Our Result





# What is Gestalt ?

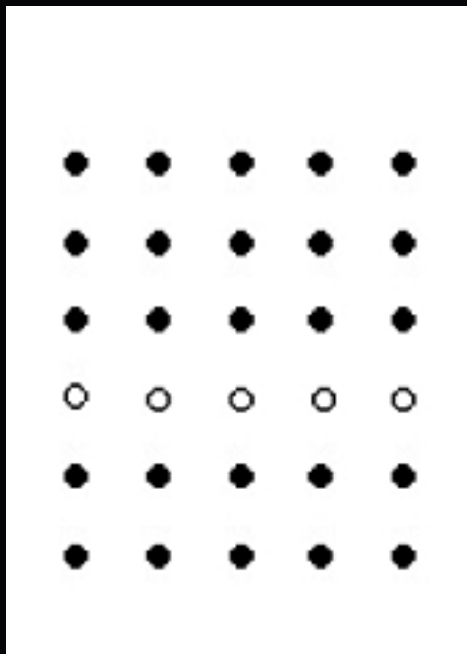
Human visual system group objects into forms and create internal representations for them. - [Wertheimer 1923]





# Conjoining Gestalts

Interactions between different Gestalt principles.  
The same scene might have different interpretations

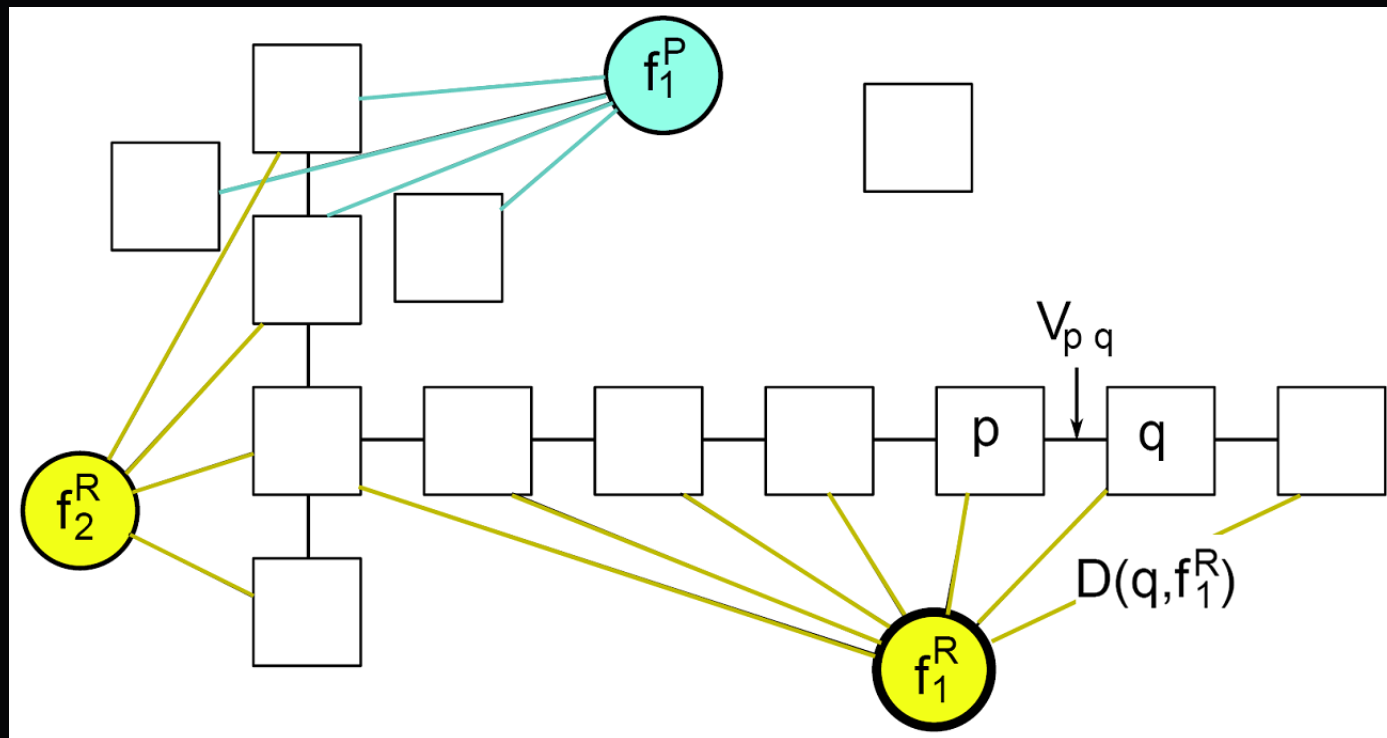


[Kanizsa 1980]



# Modeling Conjoining Gestalts

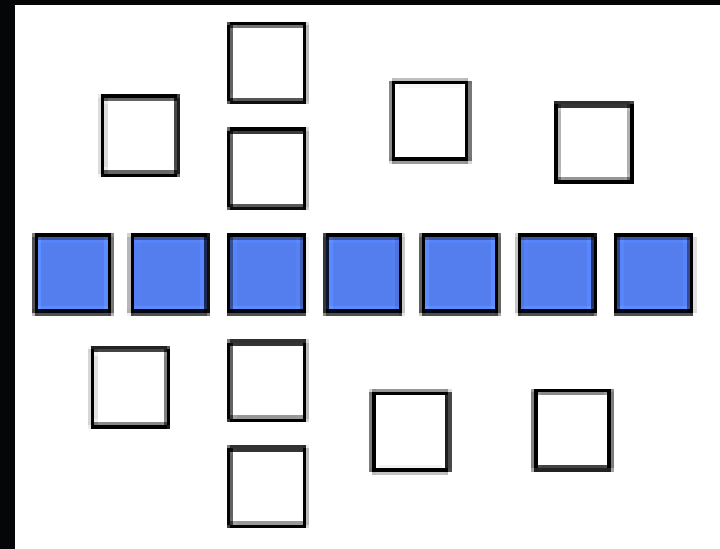
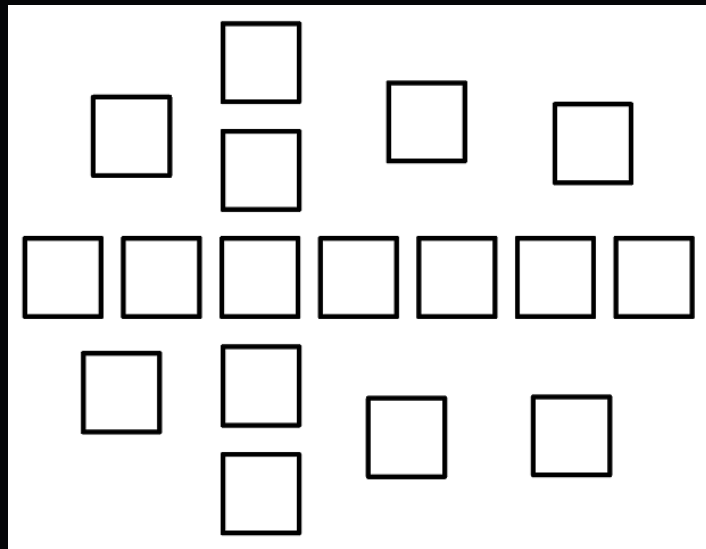
- **Contribution**
  - Computational model
  - Abstraction of architectural drawings





# The Gestalts we consider

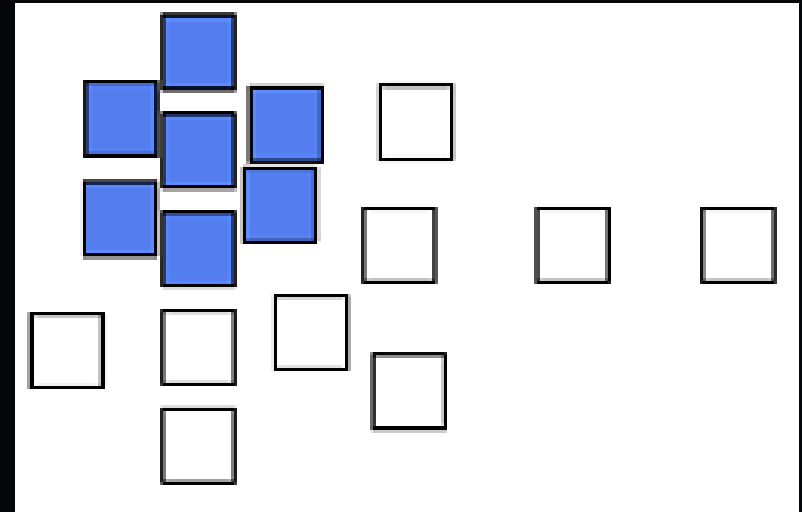
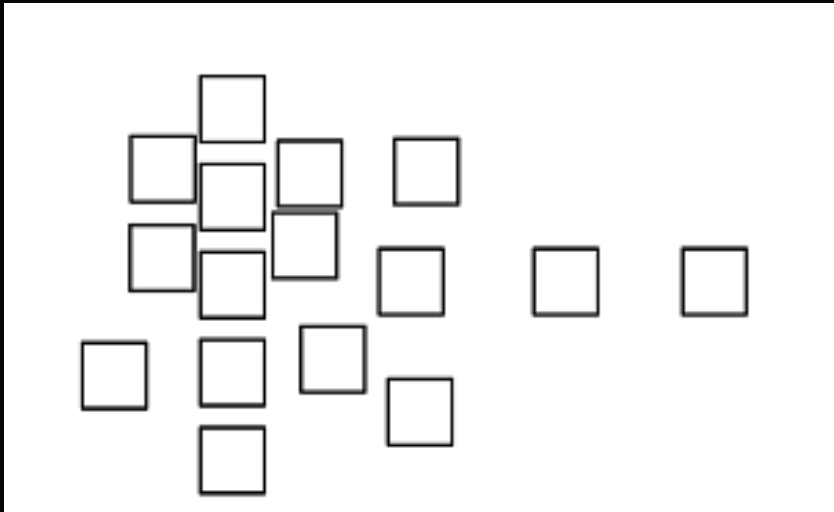
- Regularity





# The Gestalts we consider

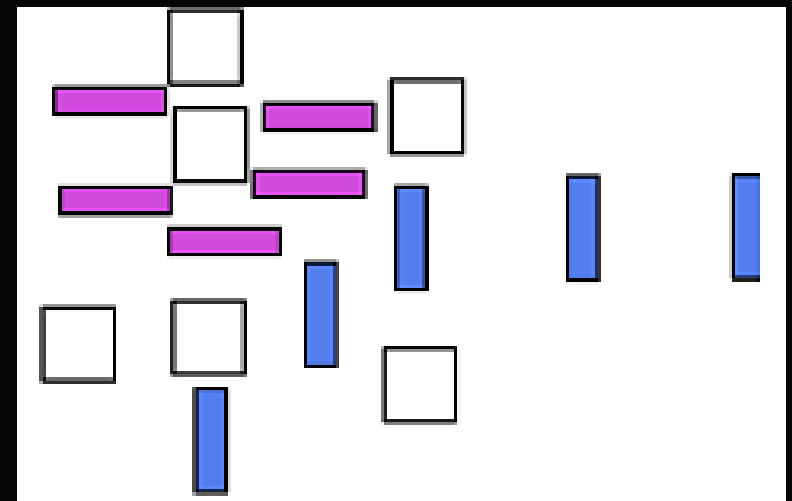
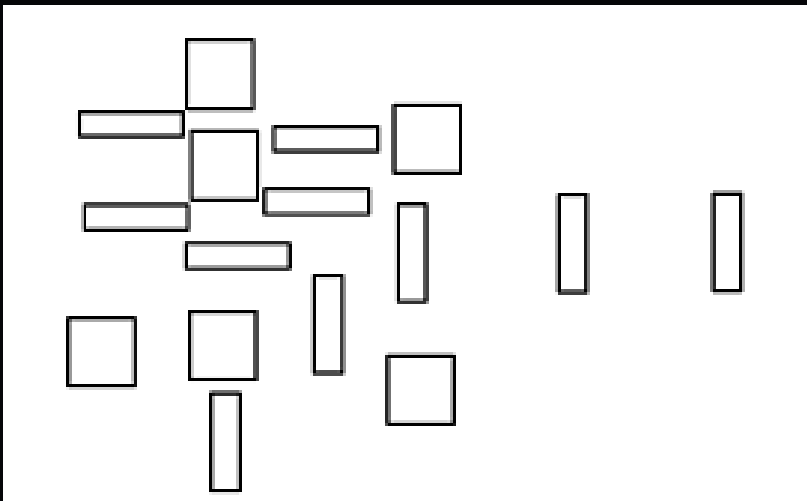
- Proximity



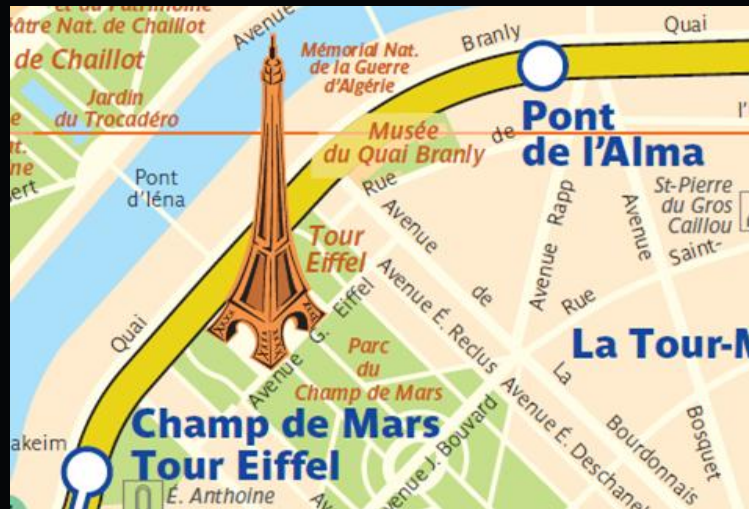
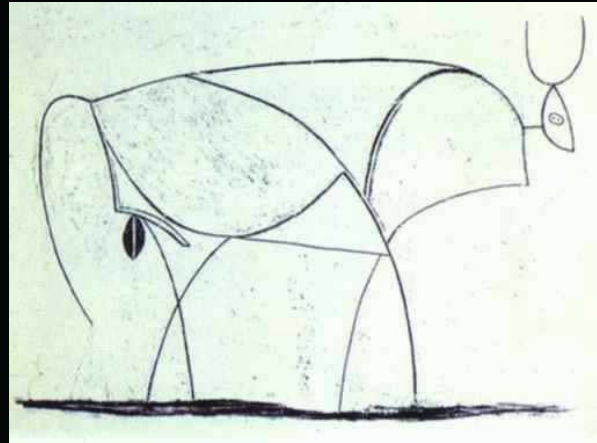


# The Gestalts we consider

- **Similarity**



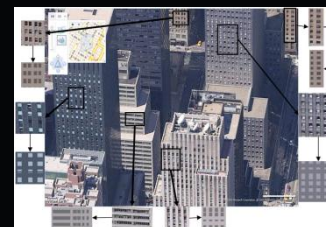
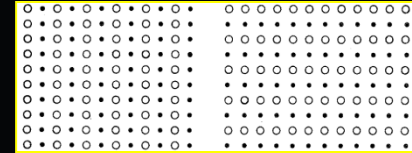
# Abstraction





# Related Work

- Qualitative and empirical studies  
[Wertheimer 1923]
- Quantification of Gestalt principles and their interactions. [Desolneux et al. 2002], [Cao et al. 2007], [Kubovy and van den Berg 2008]
- Perceptual principle based abstraction  
[DeCarlo and Santella 2002], [Barla et al. 2005; 2006], [Mi et al. 2009]
- Stroke density based simplification  
[Grabli et al. 2004], [Shesh and Chen 2008]
- Building representation  
[Loya et al. 2008], [Adabala et al. 2009]



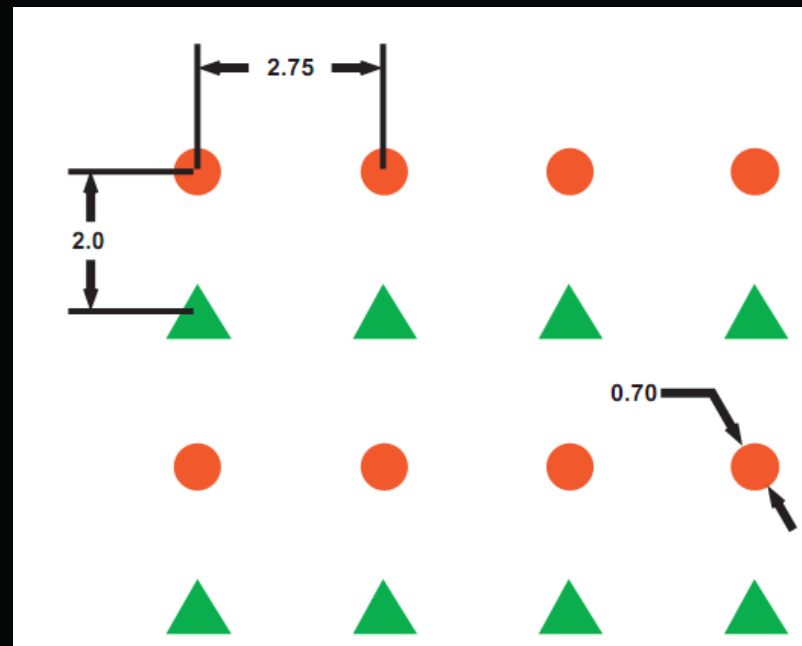


# Related Work

Quantification and interaction of two Gestalt principles:

**Similarity VS. Proximity**

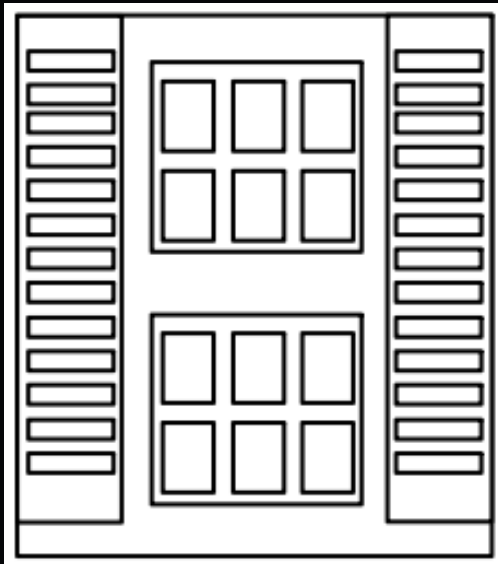
[Kubovy and van den Berg 2008]



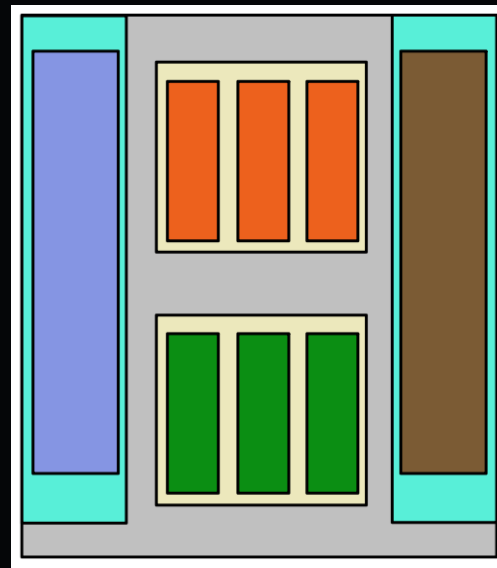


# Ambiguities in Conjoining Gestalts

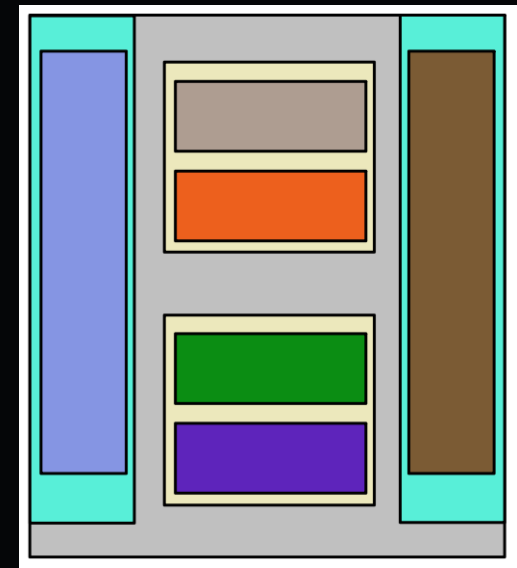
Different interpretations



input



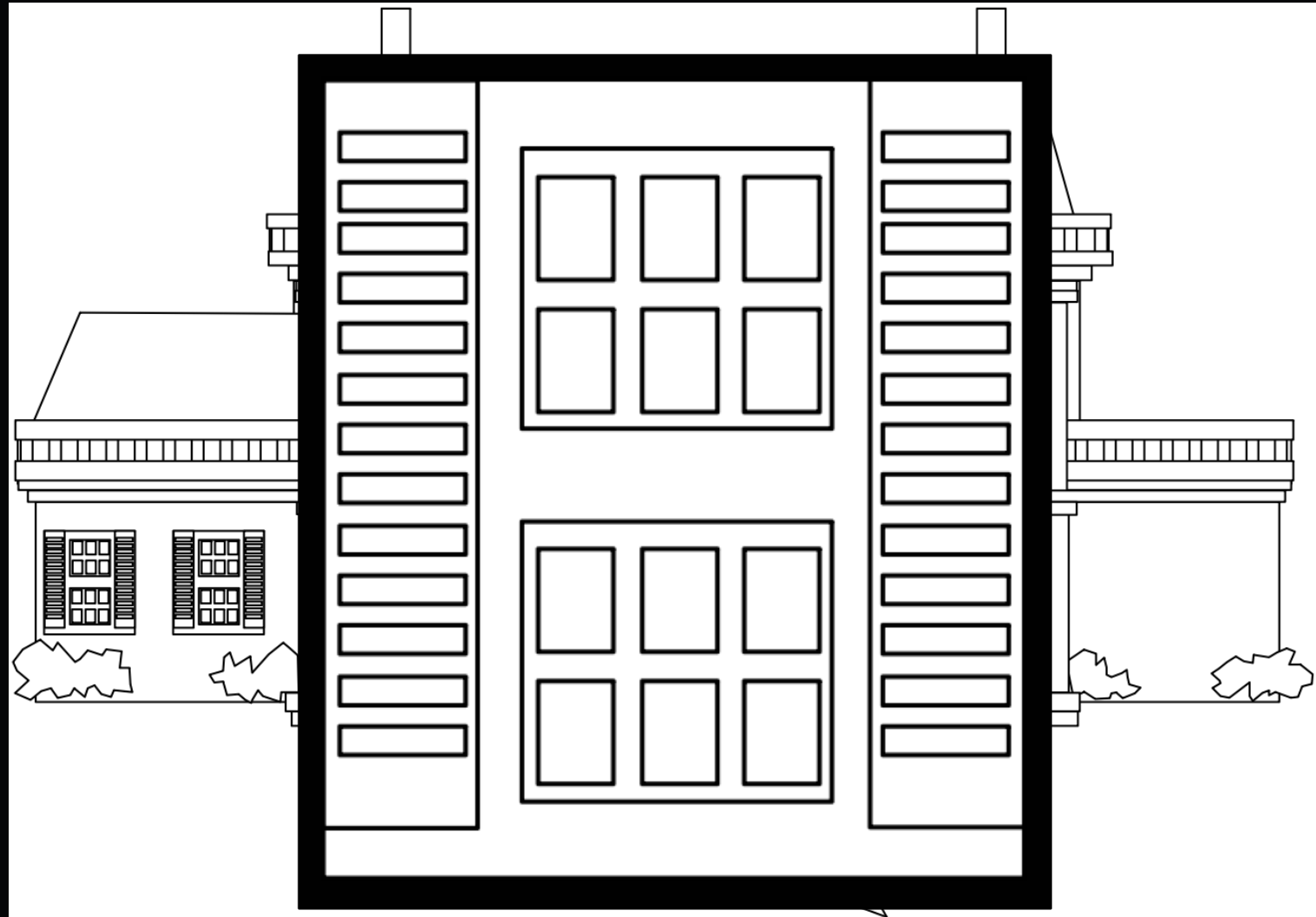
vertical regularity



horizontal regularity

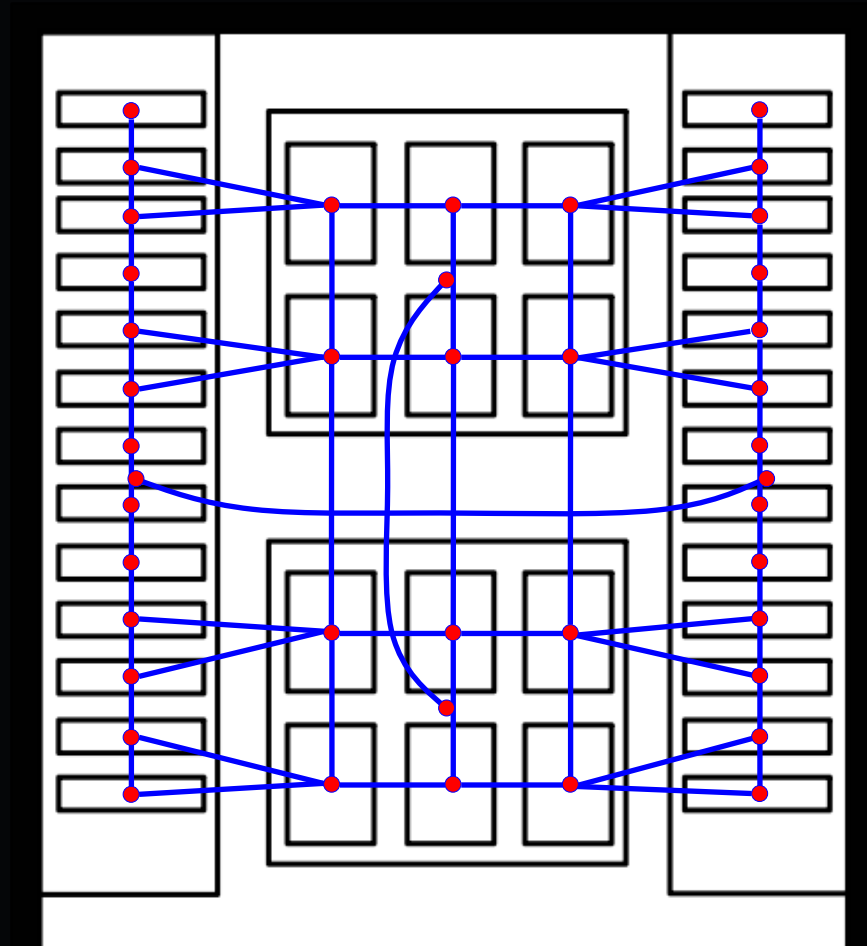


# Proximity Graph Structure





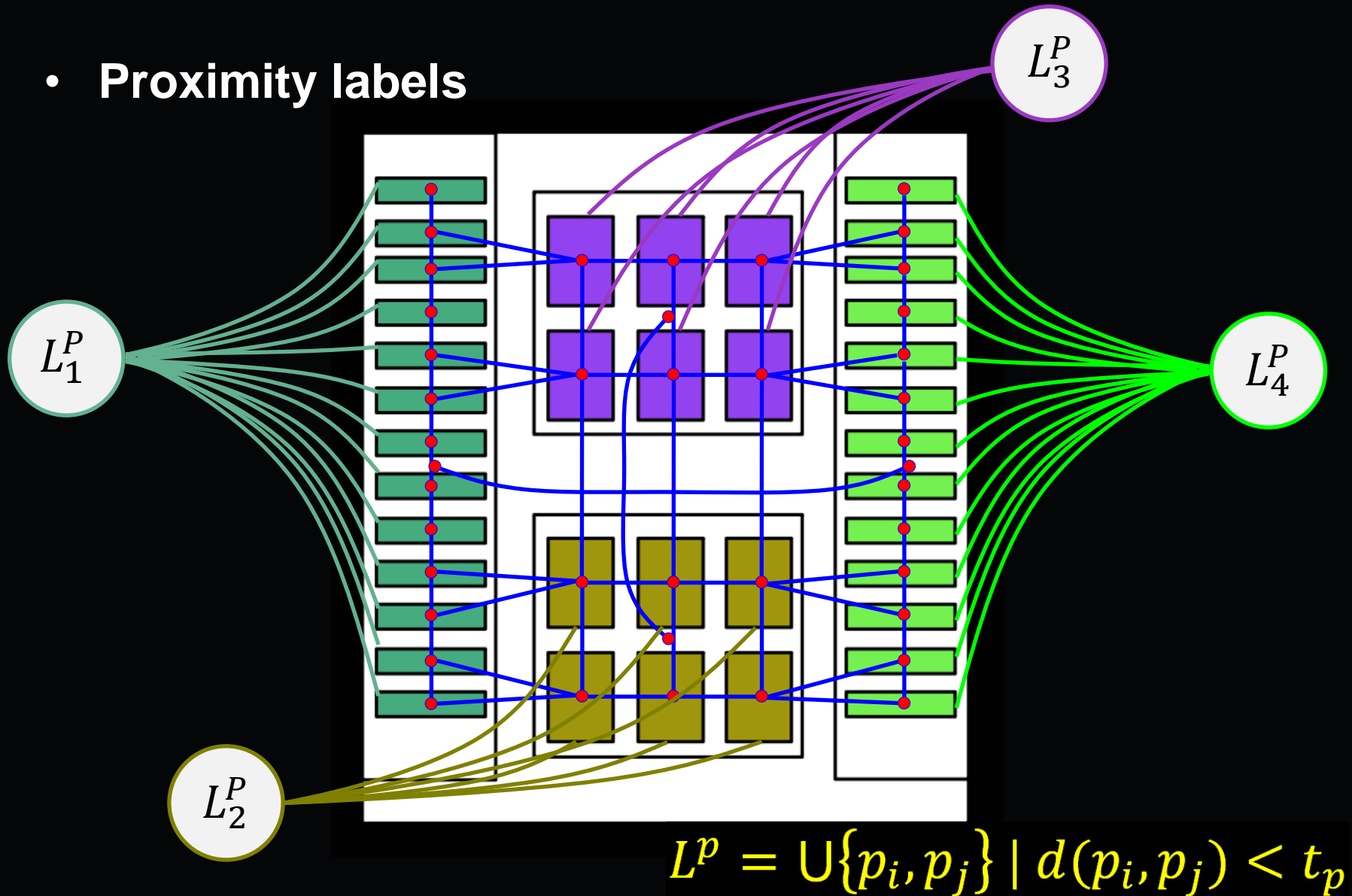
# Proximity Graph Structure





# Optimization via Graph Cut

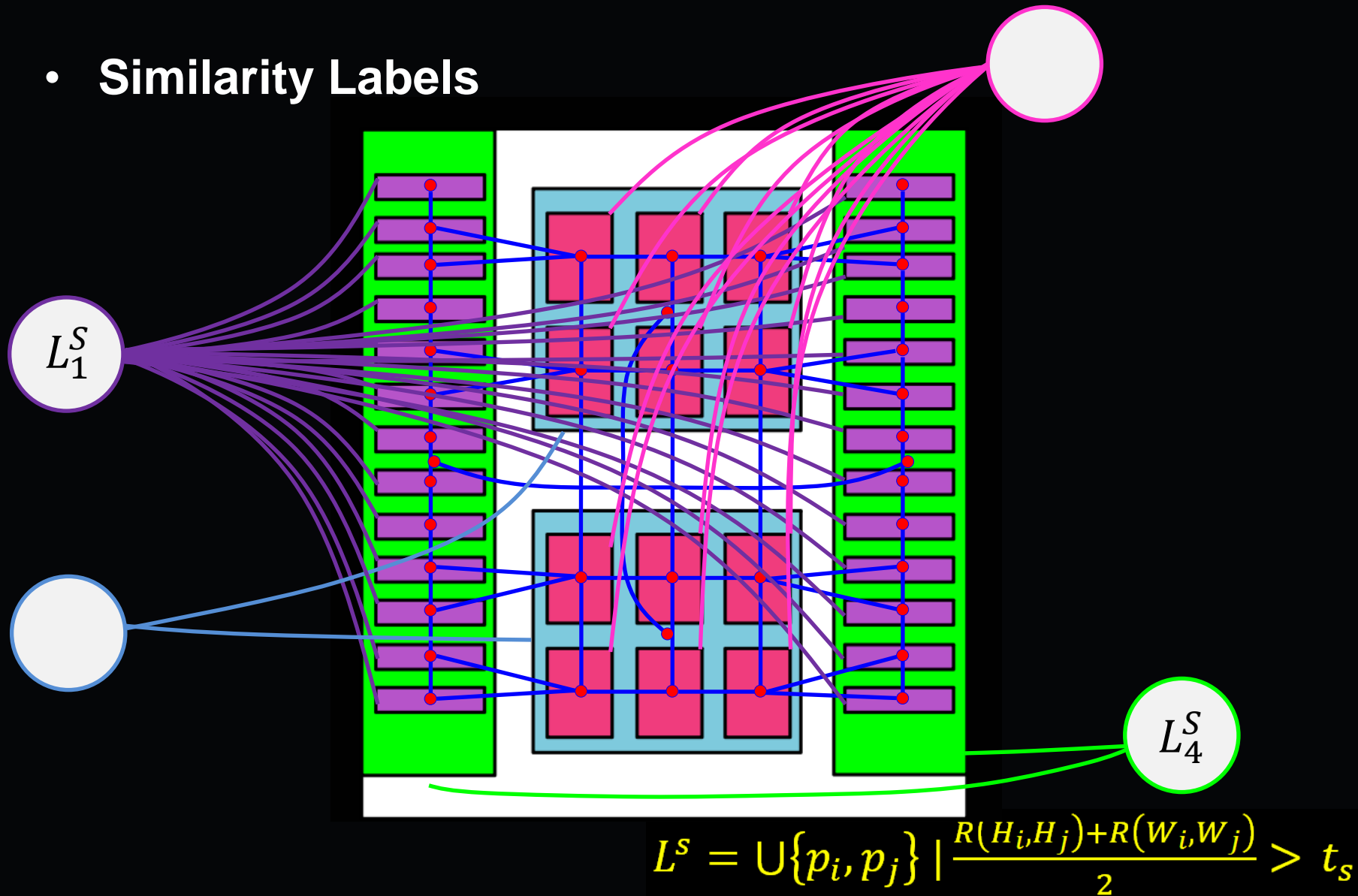
- Proximity labels





# Optimization via Graph Cut

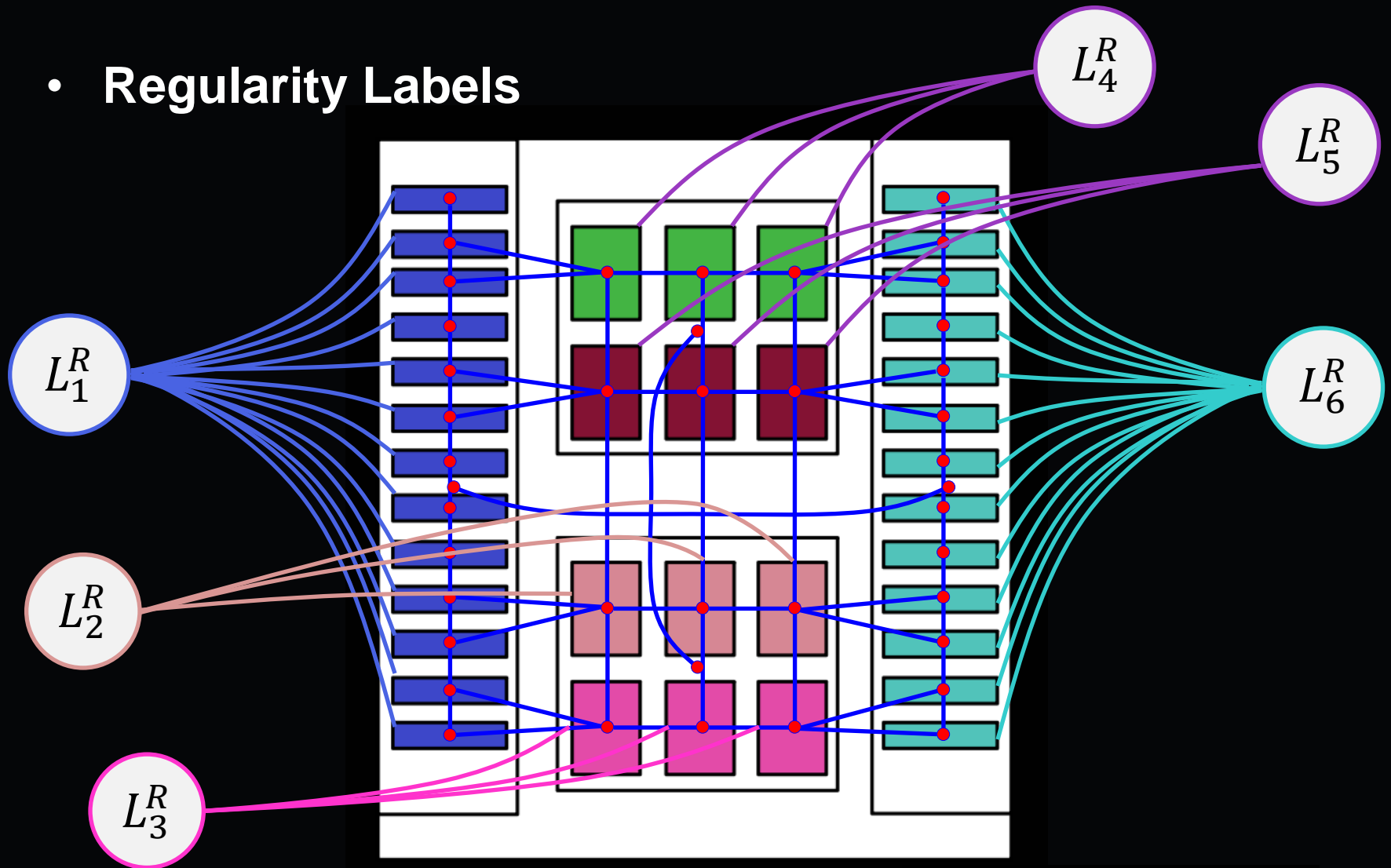
- Similarity Labels





# Optimization via Graph Cut

- Regularity Labels

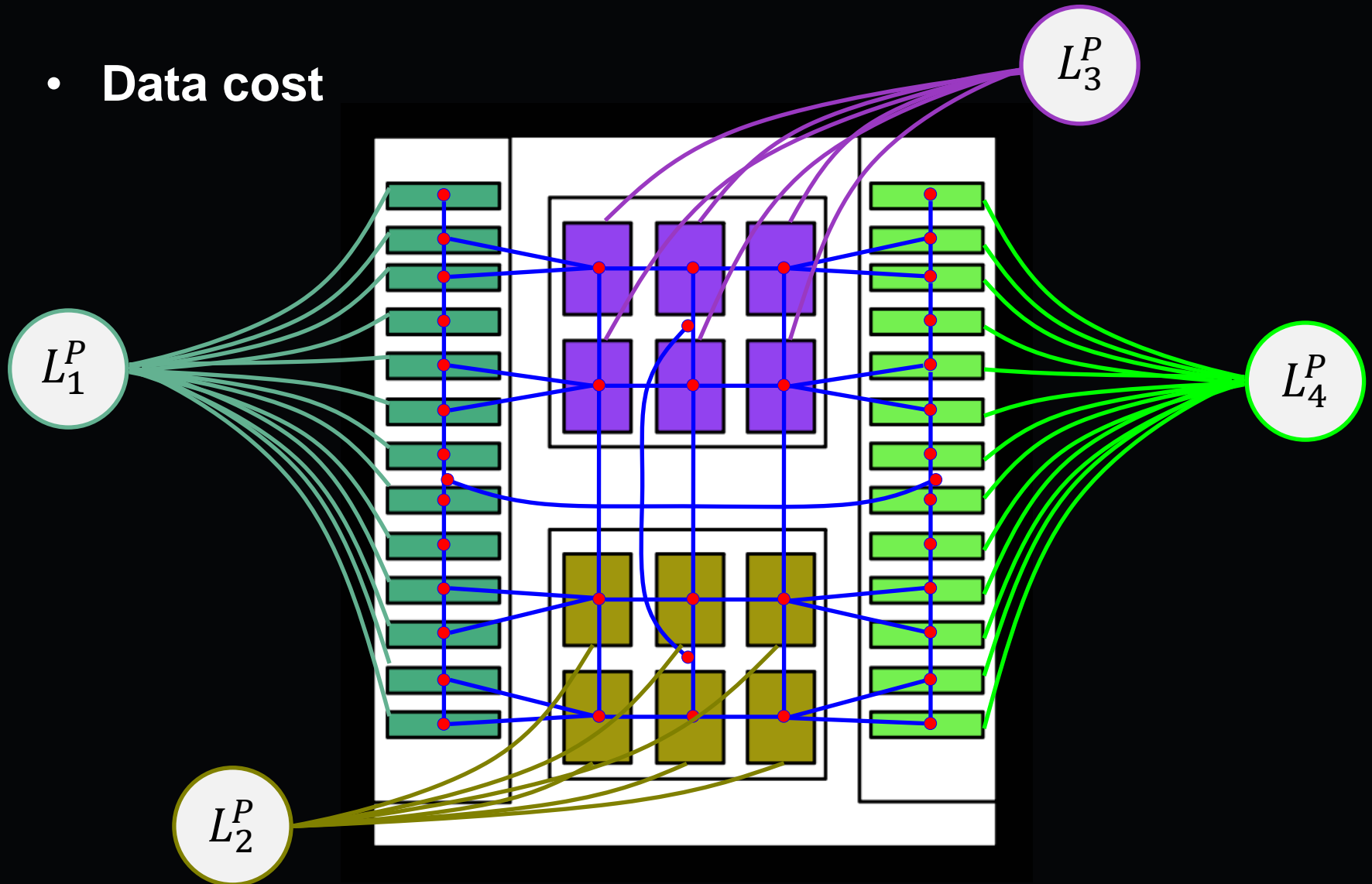


$$L^R = \cup \{p_i\} \mid \xi(p_i) > t_r$$



# Optimization via Graph Cut

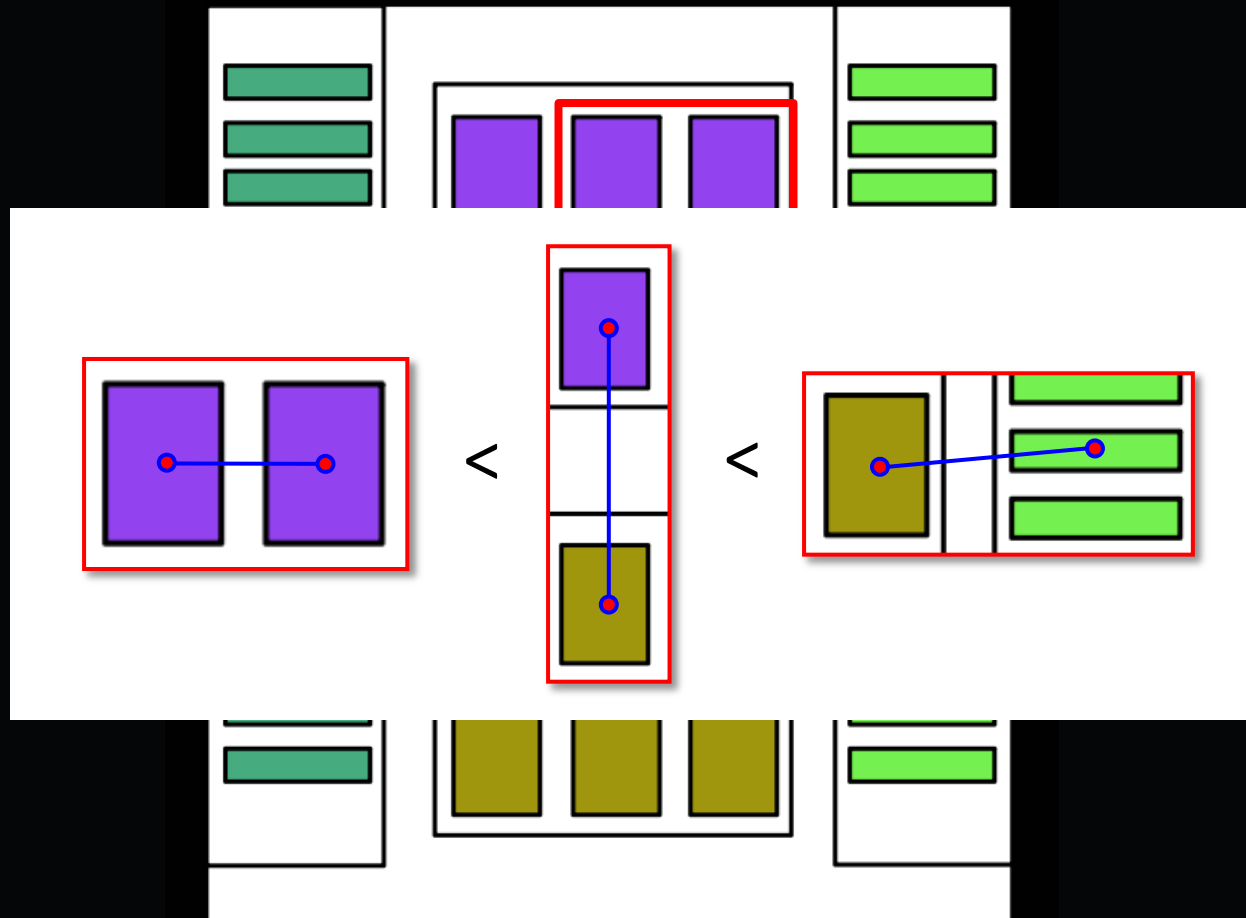
- Data cost





# Optimization via Graph Cut

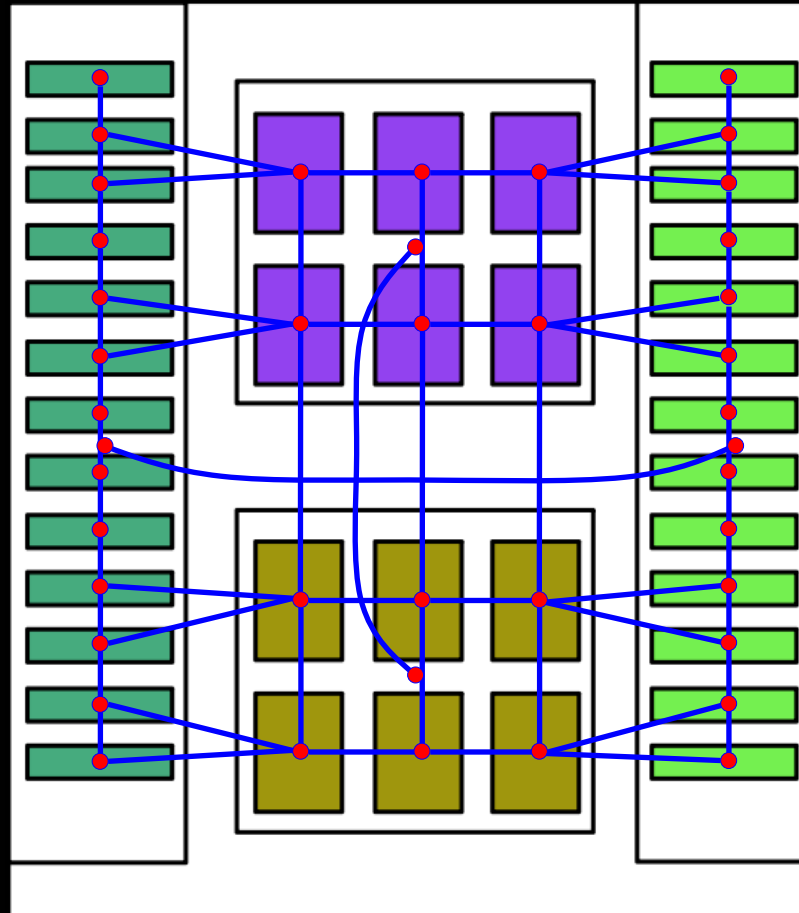
- Smooth cost





# Optimization via Graph Cut

- Label cost





# Optimization via Graph Cut

Overall energy function

$$E(f) = \underbrace{\sum_{p \in P} D(p, f)}_{\text{Data cost}} + \underbrace{\sum_{p, q \in N} V_{p, q}}_{\text{Smooth cost}} + \underbrace{\sum_{l \in L} h_l \cdot \delta_l(f)}_{\text{Label cost}}$$

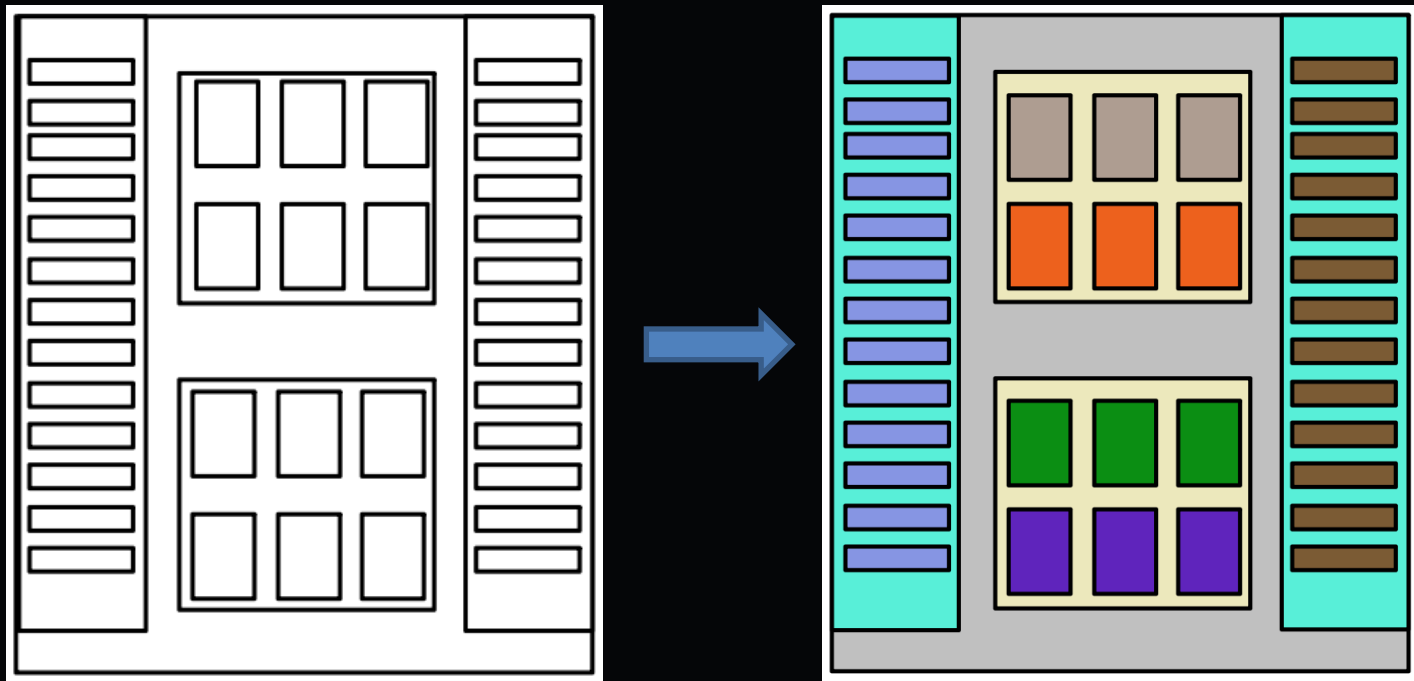
Multi-label normalized graph-cut

[DeLong et al. 2010]



# Optimization via Graph Cut

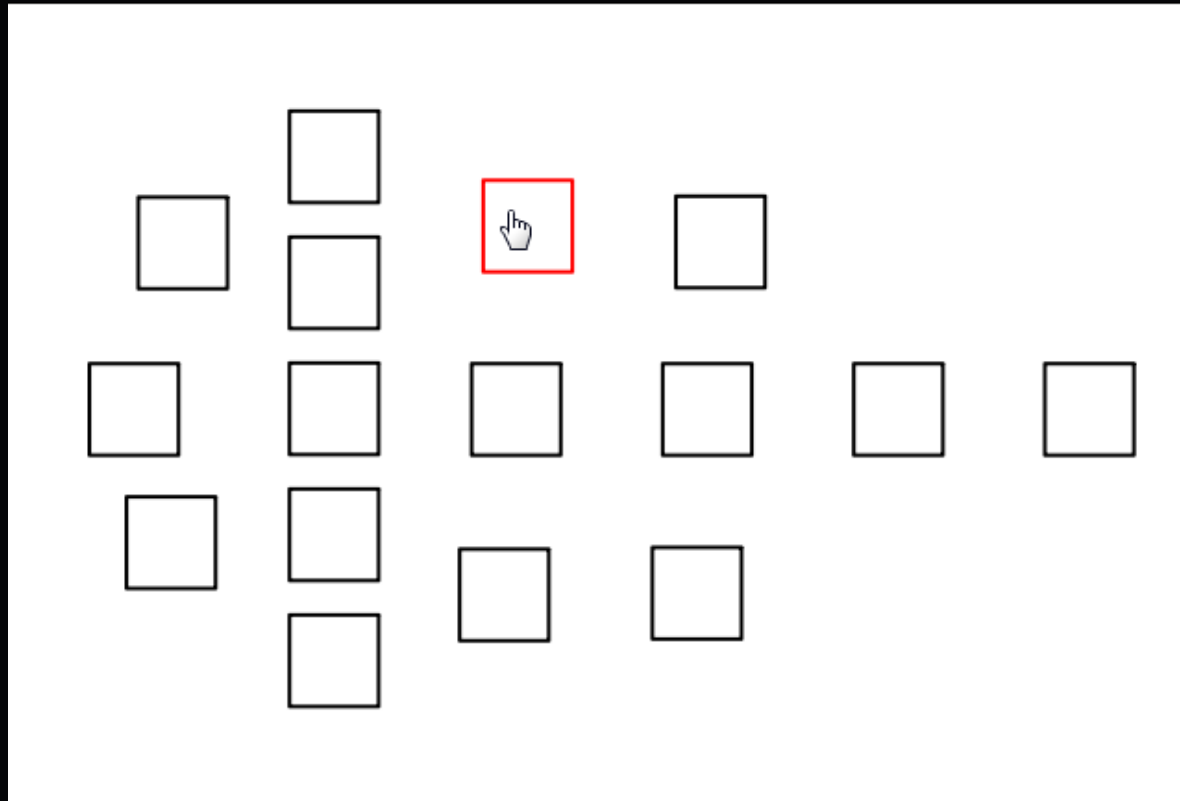
Groupings complying with Gestalt principles





# Computation Results

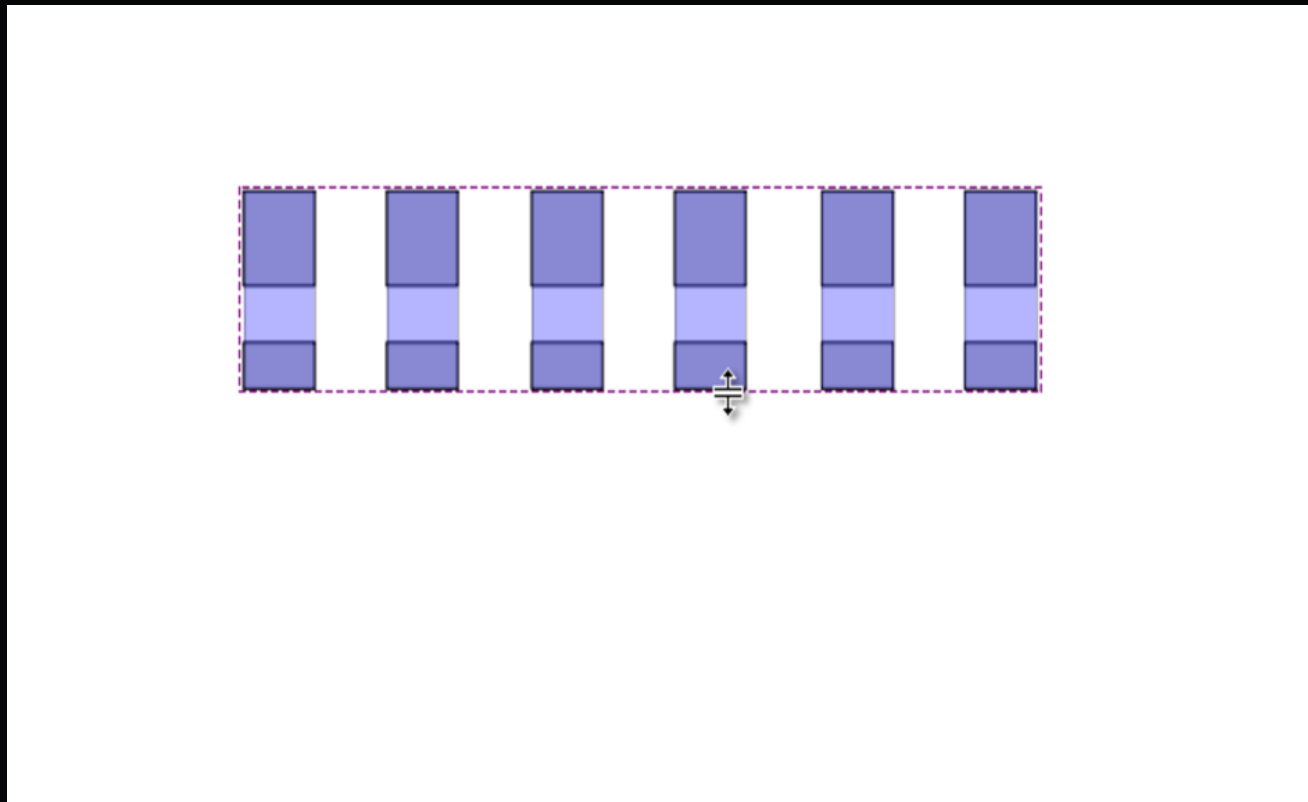
Regularity VS. Proximity





# Computation Results

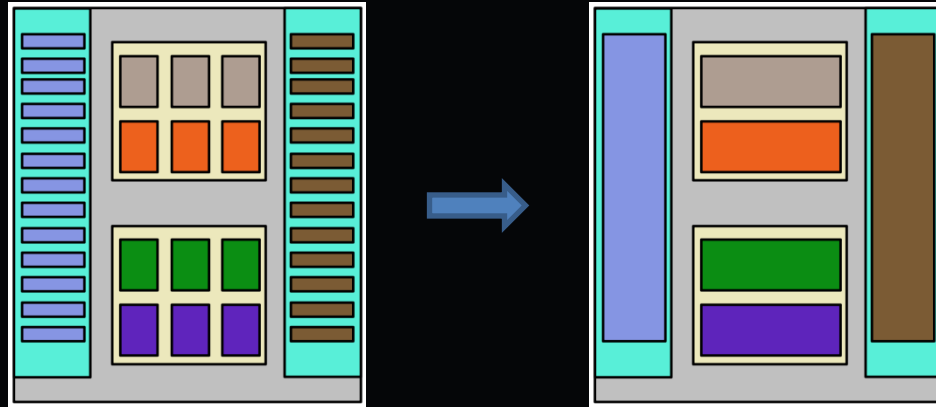
Similarity VS. Proximity



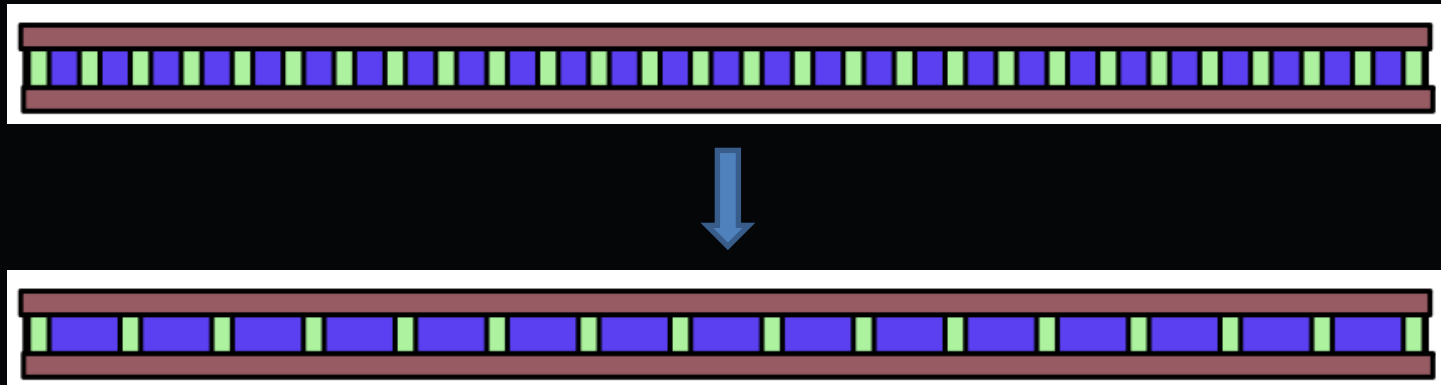


# Visual Abstraction

Embracing



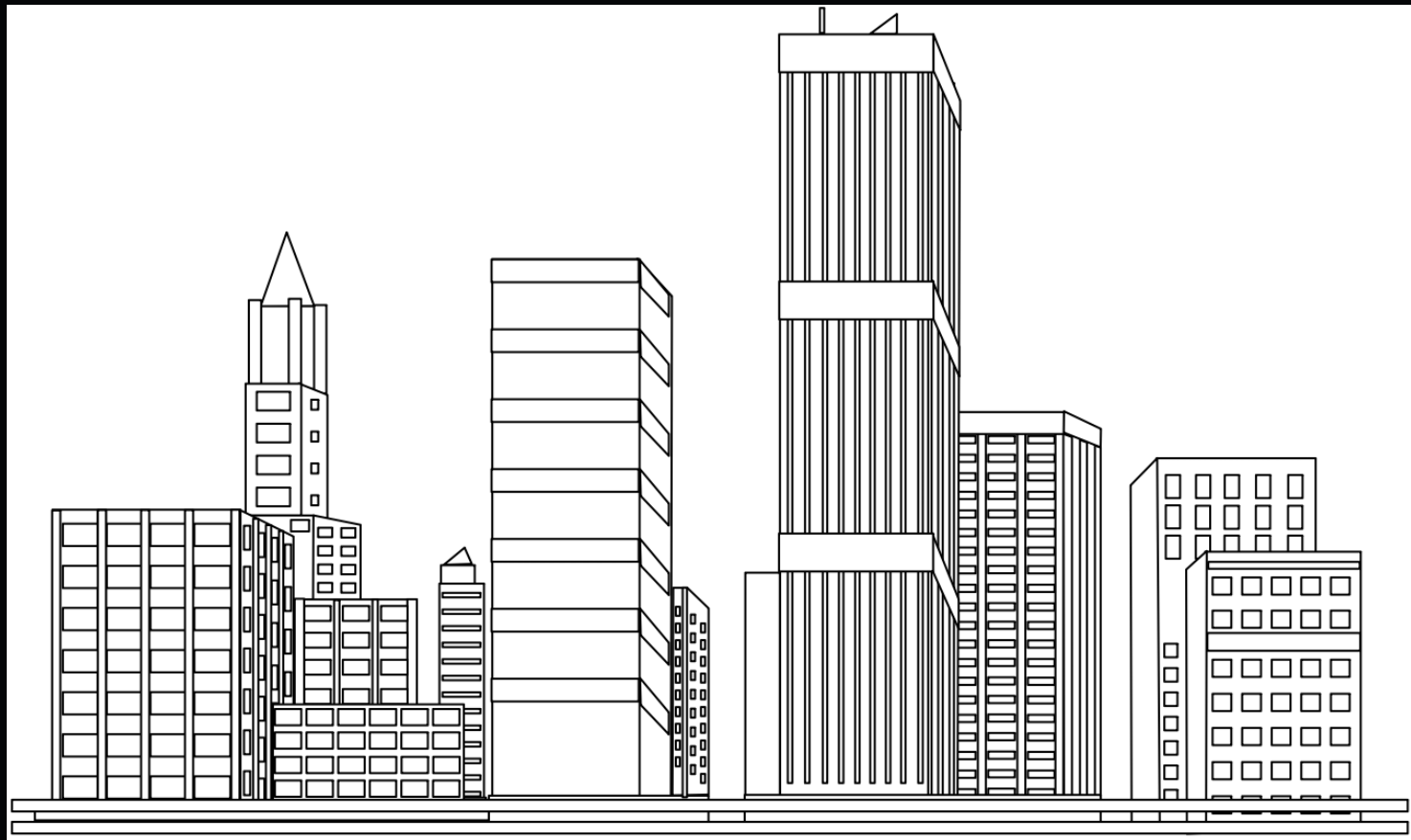
Summarization



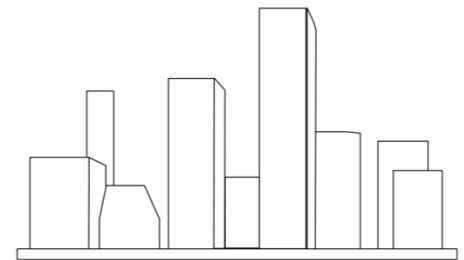
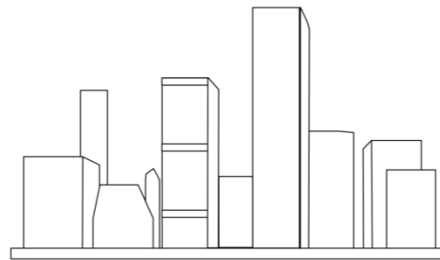
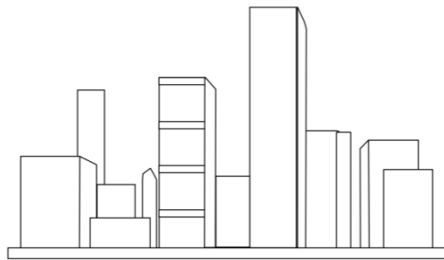
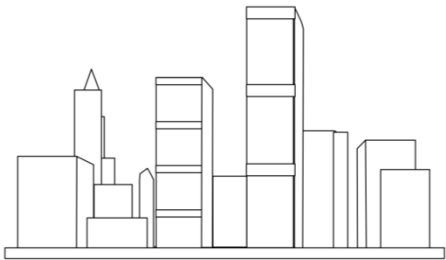
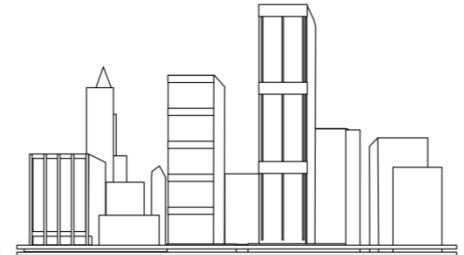
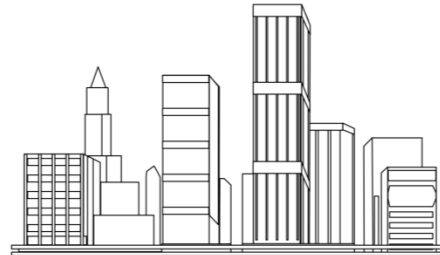


# Level of Detail

Progressively simplified results



# Results



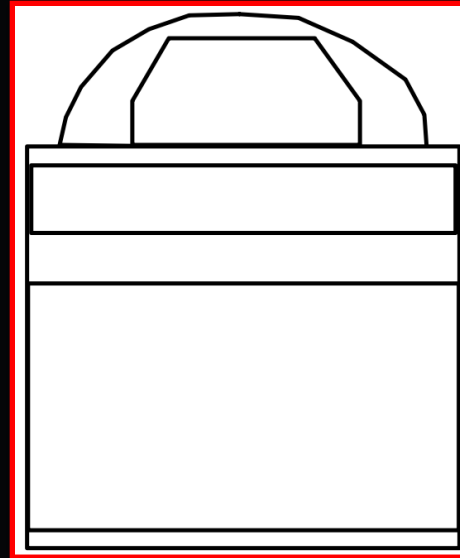
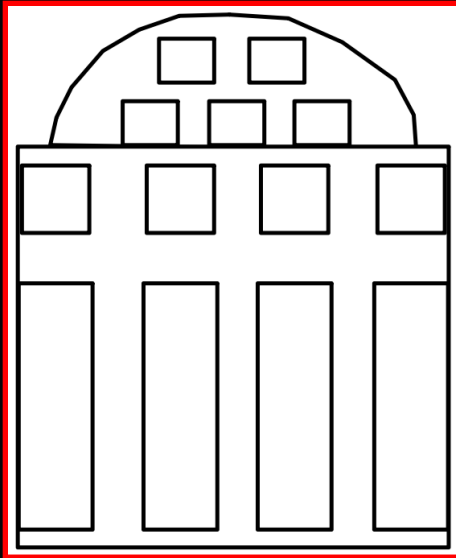


# Results



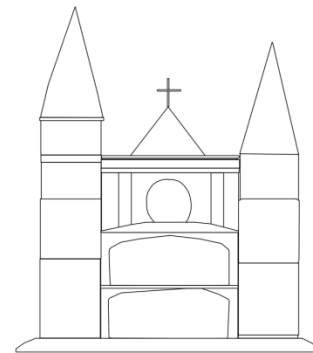
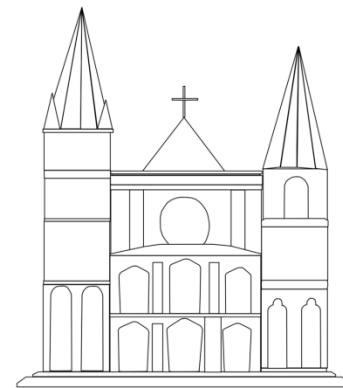
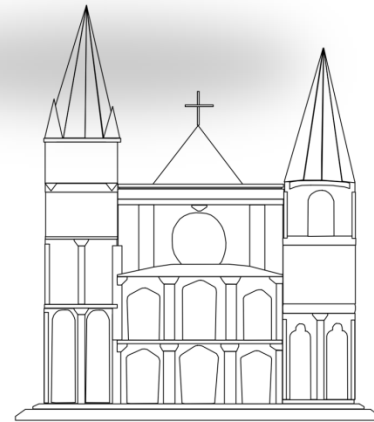
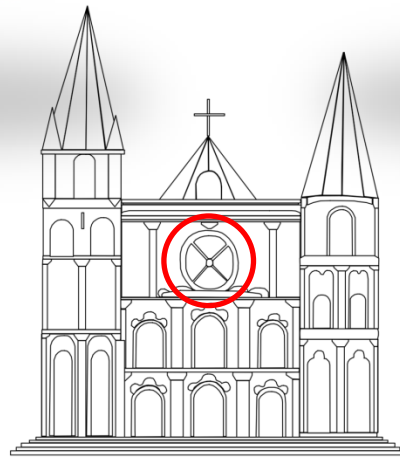
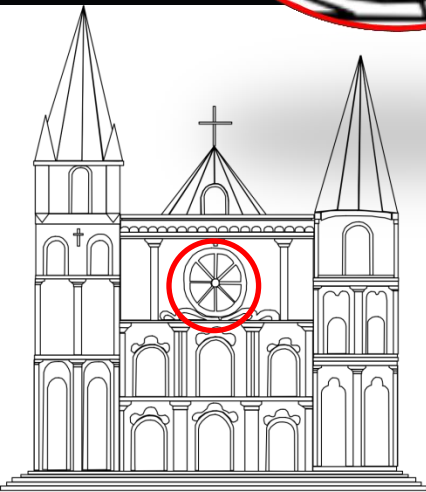
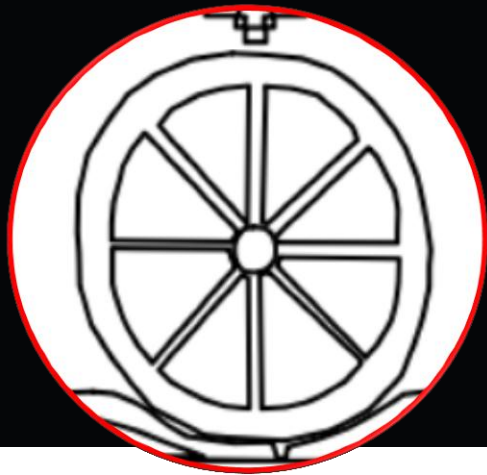


# Results



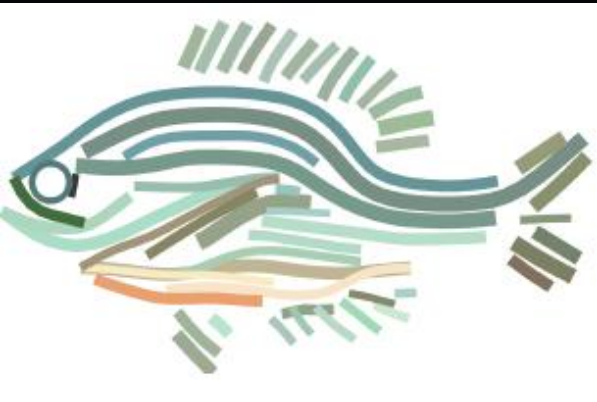
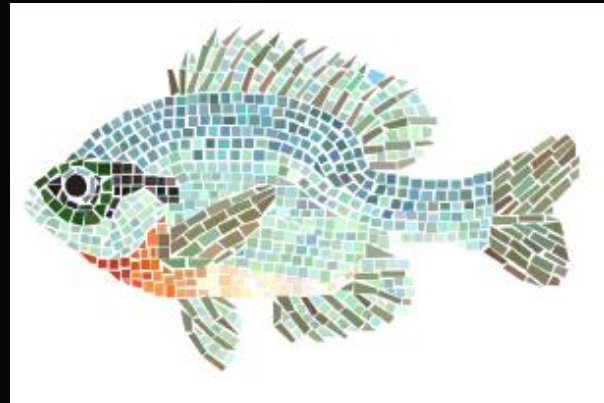


# Results





# Extension to Mosaics





# Extension to Mosaics





# Conclusion

- Computational framework
- Abstraction of architectural drawings
- Attempt extension to mosaics

谢谢！