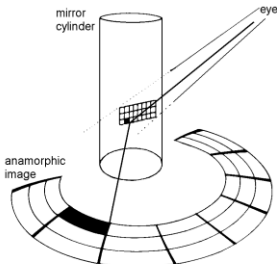


Pattern Matching in Mirror Anamorphosis

by Dirk Remmelzwaal

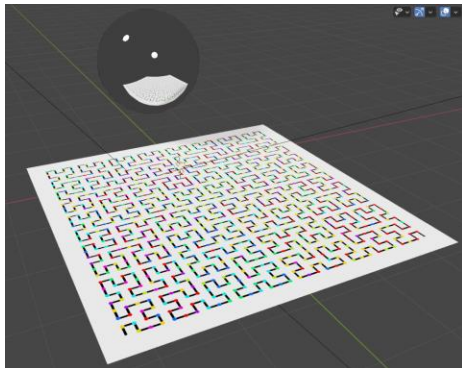
Problem Definition

- Finding a mapping from a source to its reflected image
- Labour-intensive when lacking information on mirror topology
- Existing pattern matching solutions are not robust in this context



Christian Ucke, Technical University Munich

Scene Layout

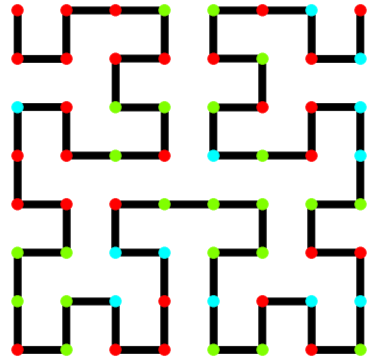


Blender scene used: a reflective sphere and a textured plane. A rod is added on second iteration. The pattern parameters are $n=8$, $k=5$

Solution

1 Dimensionality reduction

- Dimensionality reduction from 2D to 1D using Hilbert curve
- Variable pattern density on a local and global scale



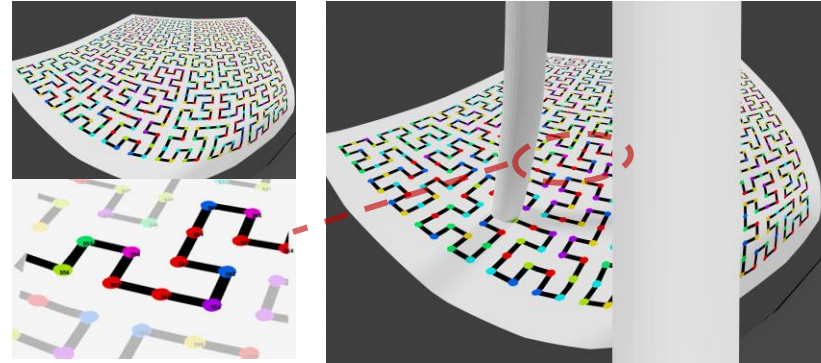
Instance of pattern with $n=3$ colours. Each substring of length $k=5$ or greater is globally unique

2 Global uniqueness

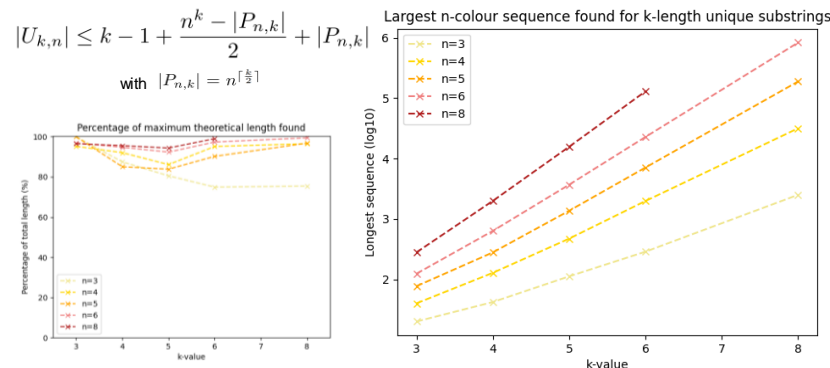
- Markers along the Hilbert curve
- Use of a finite set of n colours
- Any substring of a minimum length k should be unique
- Cannot determine traversal order: must be mirror-resilient

Results

- Ability to match nearly all markers to their correct location
- Even with major obstruction, still able to identify majority of points



- Sequences generated using depth-first search
- Upper bound mathematically defined for sequence length $|U_{k,n}|$
- For high values of k , closely approximates upper bound



Conclusion

- Pattern matching can successfully be applied in mirror anamorphosis
- Using only local adjacency, a globally unique region can be identified
- Sequences can be defined which are unique on given substring lengths
- Sequence lengths approach their upper bounds for larger minimum unique substrings

Future Work

- Inferring unconnected colour markers
- Varying Hilbert curve depth for different regions
- Establishing a robust colour set
- Use marker shape for additional mapping info
- Add regionally exclusive sequences to pattern
- "Banned" sequences to detect false positives



CSE-3000 (Research Project)

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