

Hexahedral Mesh Structure Visualization and Evaluation

– Supplemental Materials

Kaoji Xu and Guoning Chen *Member, IEEE*

In this document, we provide the pseudo-code for the proposed main sheet extraction algorithm, additional results and some verification of the correctness of the proposed methods.

1 PSEUDO-CODE OF THE MAIN SHEET EXTRACTION ALGORITHM

The following Algorithms 1-4 provide the pseudo-code for our main sheets extraction process.

Algorithm 1: Extract Main Sheets

```

Input: base complex and all its sheets
Output: main sheets
Construct the sheet connectivity graph CG Build a table between each base complex component and a list of base
complex sheets that contain it;
Build a table between each base complex face and a list of base complex sheets that neighboring with it;
foreach sheet do
    Starting from it and get a set of candidate main sheets using DFS and BFS methods described in Algorithms 2
    and 3;
end
Remove redundant subsets using Algorithm 4;
foreach candidate subset of main sheets do
    Calculate the complexity using Equation 2;
end
Return the set that has the maximum average per-sheet complexity;
```

Algorithm 2: Extract Candidate Main Sheets using DFS

```

Input: one sheet, CG
Output: a set of candidate main sheets
Create a result set res;
Create a stack st;
Create a queue q;
Push the input sheet to q;
while not all base complex cells are visited do
    while q is not empty do
        foreach sheet in the current queue do
            Pop one,  $S_i$ ;
            if  $S_i$  is visited or redundant then
                | continue;
                Append  $S_i$  to res;
            foreach base complex cell in  $S_i$  do
                | Set it as visited;
            end
            if all base complex cells are visited then
                | break;
                Get all neighboring sheets of  $S_i$ ,  $N(S_i)$  on CG; Select the sheet has the minimum overlap with
                 $S_i$ , if multiple sheets have the same minimum overlap with  $S_i$ , select  $S_j$  that has more base
                complex cells. Push it to q;
                Remove  $S_i$  from  $N(S_i)$ ;
                if  $N(S_i)$  is not empty then
                    | Push  $(S_i, N(S_i))$  to st;
            end
    end
    if not all base complex cells are visited then
        Get current sheet and its neighboring sheets,  $(S_i, N(S_i))$ , from top of st;
        Select the sheet has the minimum overlap with  $S_i$  from  $N(S_i)$ ; if multiple sheets have the same
        minimum overlap with  $S_i$ , select  $S_j$  that has more base complex cells. Push it to q;
        Remove  $S_i$  from  $N(S_i)$ ;
        if  $N(S_i)$  is empty then
            | Pop the top from st;
    end
    Return res;
```

2 ADDITIONAL RESULTS

Tables 1 provides the complexity values of the extracted main sheets using the proposed method for a number of hex-meshes generated by the *l1*—polycube [2], closed-form polycube [1], and the frame-field [3]

- Kaoji Xu and Guoning Chen are with the University of Houston. E-mails: cotrikxu@gmail.com, gchen16@uh.edu

Manuscript received xx xxx. 201x; accepted xx xxx. 201x. Date of Publication xx xxx. 201x; date of current version xx xxx. 201x. For information on obtaining reprints of this article, please send e-mail to: reprints@ieee.org. Digital Object Identifier: xx.xxxx/TVCG.201x.xxxxxxx

Algorithm 3: Extract Candidate Main Sheets using BFS

```

Input: one sheet, CG
Output: candidate main sheets
Create a result set res;
Create a stack st;
Create a queue q;
Push input sheet to q;
while not all base complex cells are visited do
    while q is not empty do
        foreach sheet in the current queue do
            Pop one,  $S_i$ ;
            if  $S_i$  is visited or redundant then
                | continue;
                Append  $S_i$  to res;
            foreach base complex cell in  $S_i$  do
                | Set it as visited;
            end
            if all base complex cells are visited then
                | break;
                Get neighboring sheets of  $S_i$ ,  $N(S_i)$  on CG;
                Select all sheets that have the minimum overlap with  $S_i$ . Push them to the queue a except the
                ones that have been visited;
                Remove the selected sheets from  $N(S_i)$ ;
                if  $N(S_i)$  is not empty then
                    | Push the pair  $(S_i, N(S_i))$  to st;
            end
    end
    if not all base complex cells are visited then
        Get current sheet and its neighboring sheets,  $(S_i, N(S_i))$ , from the top of st;
        Select the sheets that have the minimum overlap with  $S_i$  from  $N(S_i)$ . Push them to q except the ones
        that have been visited;
        Remove the selected sheet from  $N(S_i)$ ;
        if  $N(S_i)$  is empty then
            | Pop the top from st;
    end
    Return res;
```

Algorithm 4: Remove Redundancy

```

Input: A list of subsets of candidate main sheets
Output: candidate main sheets
foreach set of sheets do
    Sort the sheets in descending order based on the number of base complex cells in the sheet;
    Create a counter of each base complex cell;
    foreach sheet in the current set do
        foreach base complex cell in a given sheet do
            | Increase the counter of base complex cell by 1;
        end
    end
    while true do
        Initialize a local flag, sheetsChanged, to false;
        foreach sheet in the sorted list do
            if all base complex cells in the sheet are visited then
                foreach base complex cell in the sheet do
                    | Decrease the counter of base complex cell by 1;
                end
                Remove the sheet from the sorted list;
                Set sheetsChanged to true;
            end
            if sheetsChanged is false then
                | break;
        end
        if representative sheets are duplicated then
            Remove the representative sheet;
        else
            Recover sorted list to its original order;
        end
```


0.735046/5.88036/8	102	0 2 3 4 6 8 10 12
0.739706/5.91765/8	95	0 1 6 7 8 10 14 15
0.740502/6.66451/9	109	0 1 2 5 8 10 12 14 15
0.747738/7.47738/10	92	0 2 3 4 5 9 10 11 12 13
0.749372/9.99498/8	68	1 3 6 7 9 11 13 14
0.770475/6.1638/8	102	0 1 2 3 5 8 12 14
0.780196/7.80196/10	96	0 2 4 6 9 10 11 12 13 15
0.788132/8.66945/11	113	0 1 2 5 9 10 11 12 13 14 15
0.796691/7.96691/10	99	0 1 6 7 9 10 11 13 14 15
0.800339/8.00339/10	106	0 1 2 3 5 9 11 12 13 14
0.803244/8.03244/10	106	0 2 3 4 6 9 10 11 12 13
0.806162/7.25546/9	123	0 1 2 6 8 10 12 14 15
0.831925/9.15117/11	127	0 1 2 6 9 10 11 12 13 14 15
0.832501/5.8275/7	92	1 2 3 6 8 12 14
0.833052/7.49747/9	96	1 2 3 6 9 11 12 13 14
0.867278/6.93822/8	114	0 2 3 4 5 8 9 12
0.872621/7.85359/9	135	0 2 5 8 9 10 12 14 15
0.920431/7.36345/8	121	0 6 7 8 9 10 14 15
0.928582/7.42866/8	128	0 2 3 5 8 9 12 14
0.930598/8.37538/9	149	0 2 6 8 9 10 12 14 15
0.940332/7.52266/8	128	0 2 3 4 6 8 9 12
0.958598/8.62738/9	137	0 4 5 8 9 10 12 13 15
0.992583/5.9555/6	90	3 6 7 8 9 14
1.00073/9.00654/9	151	0 4 6 8 9 10 12 13 15
1.0095/9.08551/9	151	0 5 8 9 10 12 13 14 15
1.02414/7.169/7	118	2 3 6 8 9 12 14
1.03366/8.26925/8	130	0 3 4 5 8 9 12 13
1.04959/9.44629/9	165	0 6 8 9 10 12 13 14 15
1.07516/8.60129/8	144	0 3 5 8 9 12 13 14
1.08289/8.66314/8	144	0 3 4 6 8 9 12 13
1.15909/8.1136/7	134	3 6 8 9 12 13 14
1.65601/6.62405/4	66	8 9 11 13
0.894972/14.3196/16	292	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

REFERENCES

- [1] X. Fang, W. Xu, H. Bao, and J. Huang. All-hex meshing using closed-form induced polycube. *ACM Trans. Graph.*, 35(4):124, 2016.
- [2] J. Huang, T. Jiang, Z. Shi, Y. Tong, H. Bao, and M. Desbrun. 1-Based Construction of Polycube Maps from Complex Shapes. *ACM Trans. Graph.*, 33(3):25:1–25:11, 2014.
- [3] Y. Li, Y. Liu, W. Xu, W. Wang, and B. Guo. All-hex meshing using singularity-restricted field. *ACM Trans. Graph.*, 31(6):177, 2012.