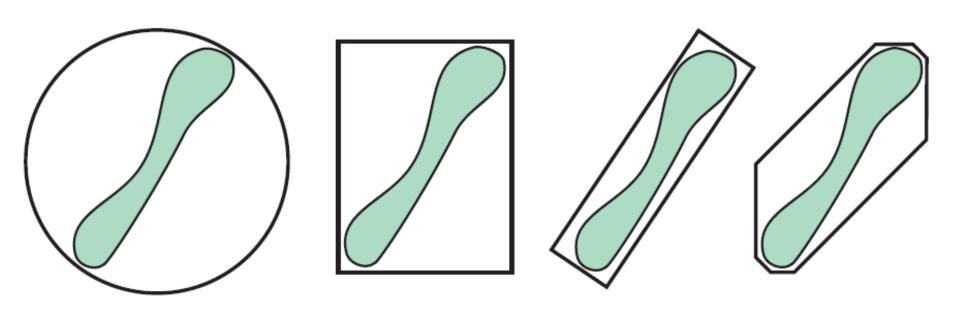
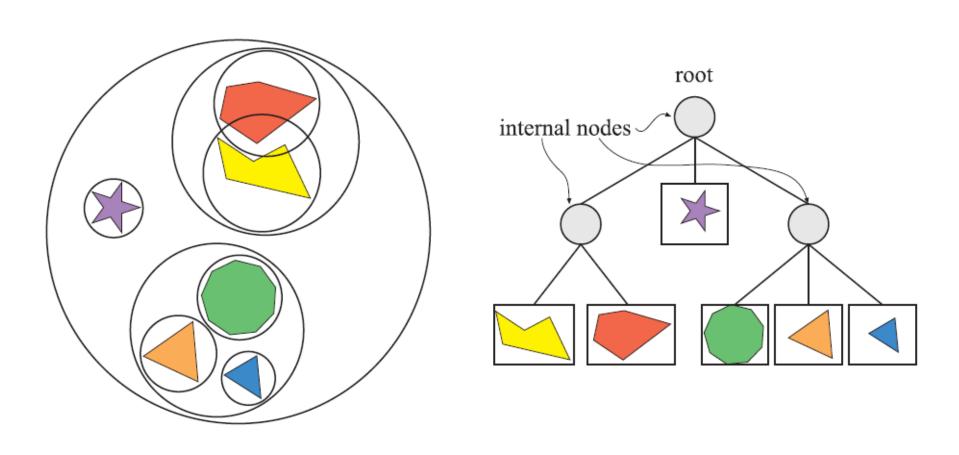
Bounding Volume Hierarchy

Myung-Soo Kim
Seoul National University
http://cse.snu.ac.kr/mskim
http://3map.snu.ac.kr

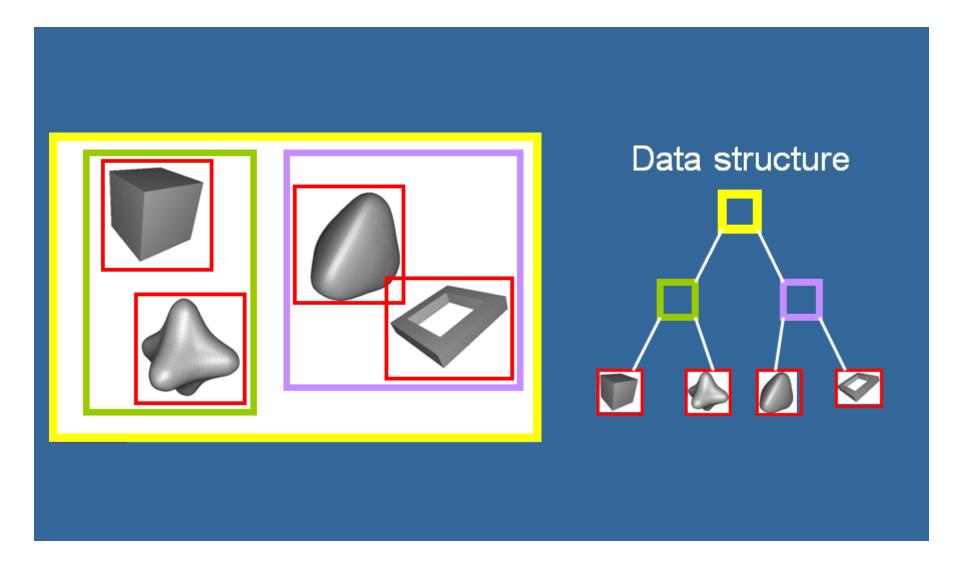
Bounding Volumes



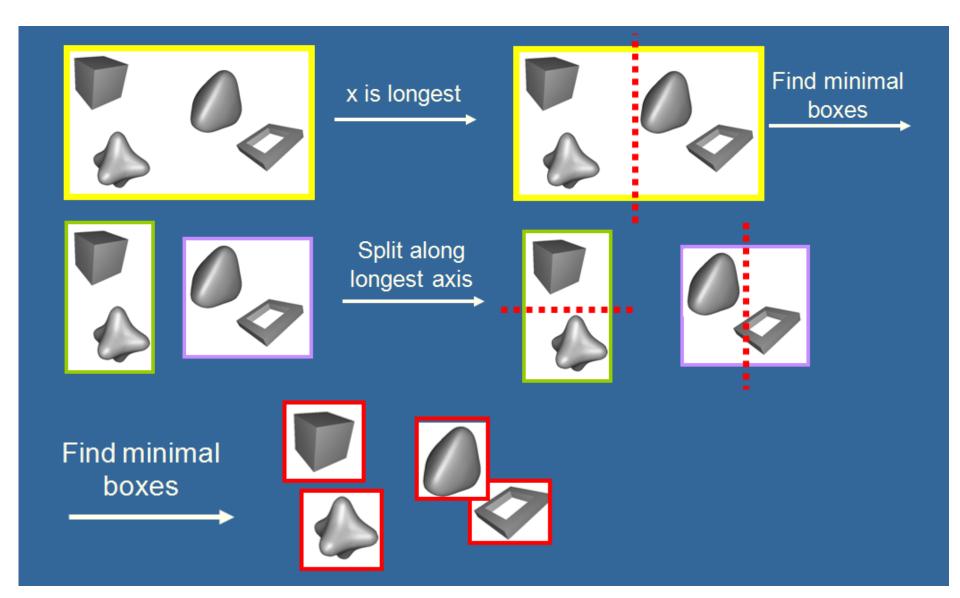
Bounding Volume Hierarchy



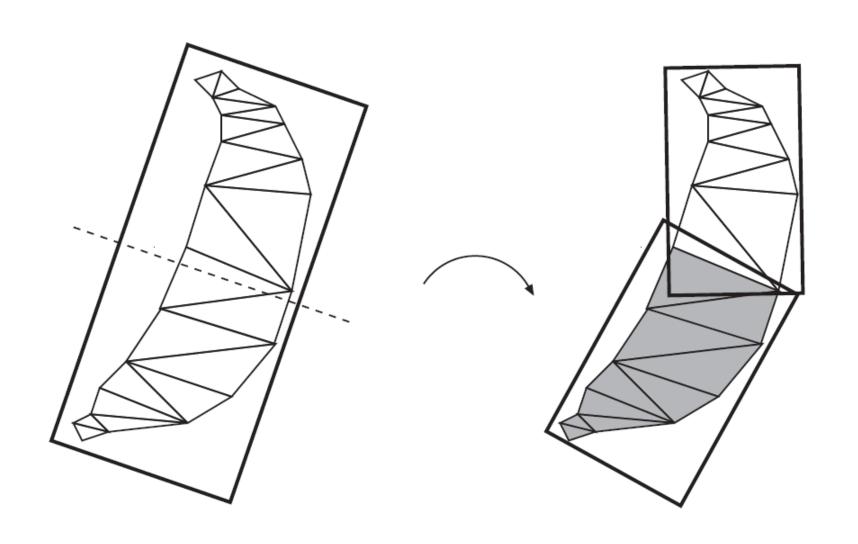
Bounding Volume Hierarchy



BVH Construction for AABB



OBB Construction

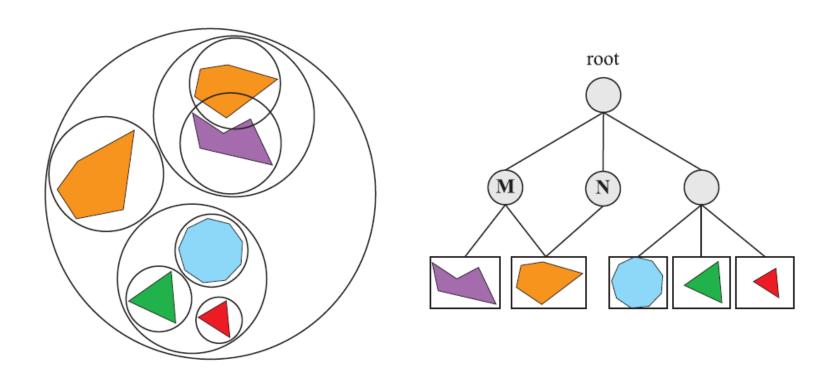


BVH Complexity

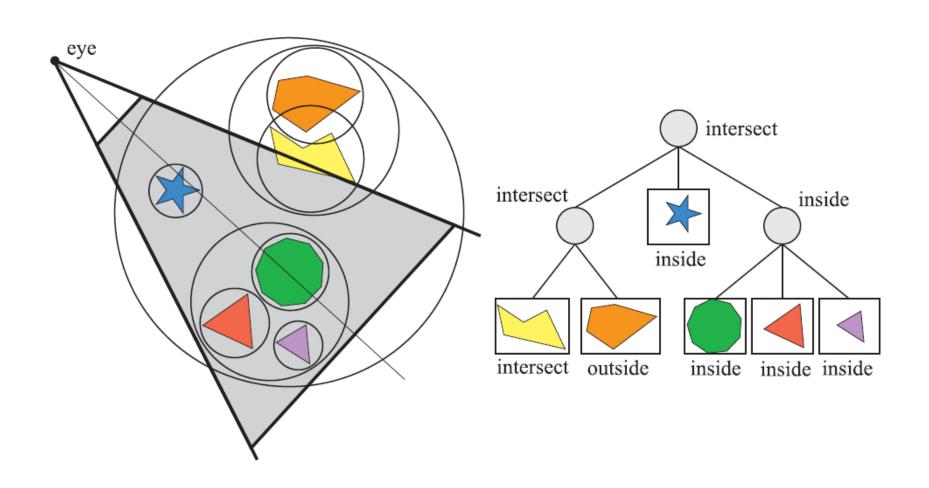
Model	Triangles	Size of BVH	Mean and std	Comp.
	(M)	(MB)	of depth of leaves	time (min)
Hugo	0.02	2	16, 1.7	0.03
Bunny	0.07	8	17, 0.8	0.26
Dragon	0.8	108	21, 1.6	3
1M power plant	1.1	139	23,2.9	6
Turbine	1.7	220	22, 0.7	8
Lucy	28	4,811	37,3.4	34

Table 1: Benchmark Models: Model complexity, sizes of BVHs, mean and standard deviation(std) of depth of leaf nodes, and computation time to compute cache-oblivious layouts are shown.

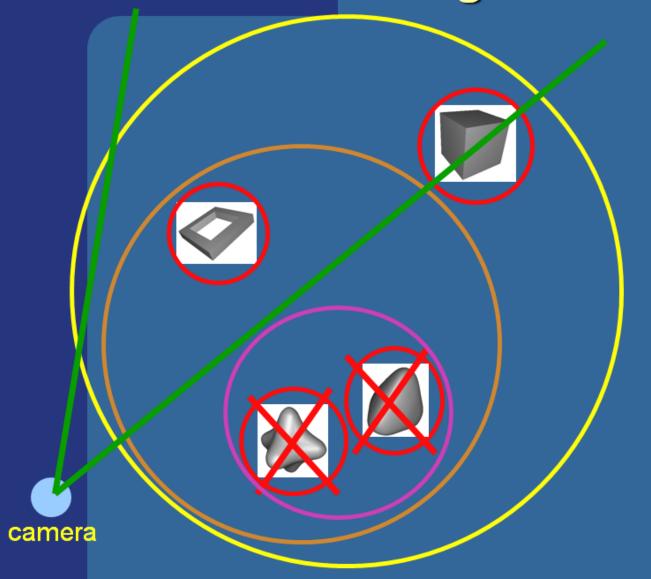
Scene Graph

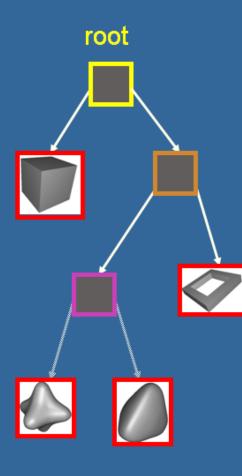


View Frustum Culling



Example of Hierarchical View Frustum Culling





When $A = \{0\}$,

A and $B + \mathbf{p}$ intersect

$$\Leftrightarrow A \cap (B + \mathbf{p}) \neq \emptyset$$

$$\Leftrightarrow$$
 0 = b + p (for some b \in B)

$$\Leftrightarrow \mathbf{p} = -\mathbf{b} \in -B = \{-\mathbf{b} \mid \mathbf{b} \in B\}$$

When $A = \{a\}$,

$$A \cap (B + p) \neq \emptyset \Leftrightarrow a = b + p$$

$$\Leftrightarrow \mathbf{p} = \mathbf{a} - \mathbf{b} \in \mathbf{a} - B = {\mathbf{a} - \mathbf{b} \mid \mathbf{b} \in B}$$

When $A = \{a\}$, $A \cap (B + p) \neq \emptyset \Leftrightarrow a = b + p$ $\Leftrightarrow p = a - b \in a - B = \{a - b \mid b \in B\}$

When A is a set of points,

$$A \cap (B + \mathbf{p}) \neq \emptyset$$

 \Leftrightarrow $\mathbf{a} = \mathbf{b} + \mathbf{p}$ (for some $\mathbf{a} \in A$ and $\mathbf{b} \in B$)

$$\Leftrightarrow$$
 p = **a** - **b** \in $A - B = \{$ **a** - **b** \mid **a** \in A , **b** \in $B\}$

Minkowski Sum/Difference

$$A + B = \{a + b \mid a \in A, b \in B\}$$

$$A - B = \{a - b \mid a \in A, b \in B\}$$

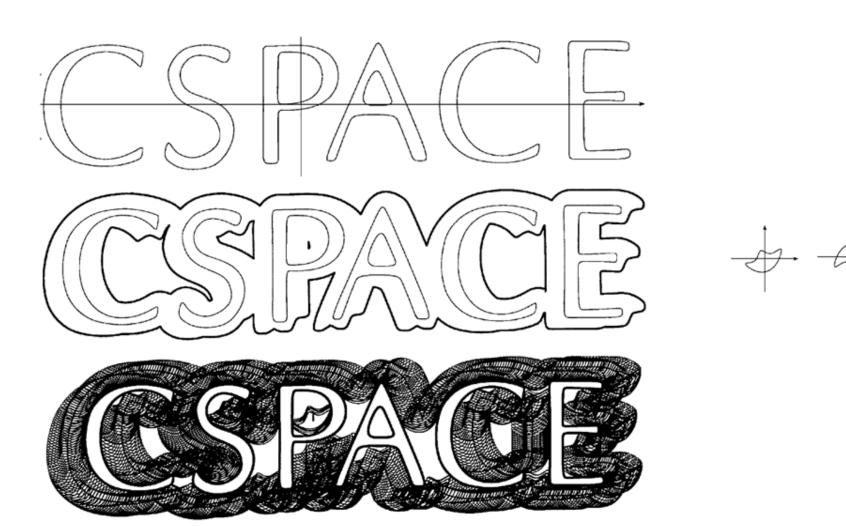
$$A \cap (B + p) \neq \emptyset$$

$$a = b + p$$

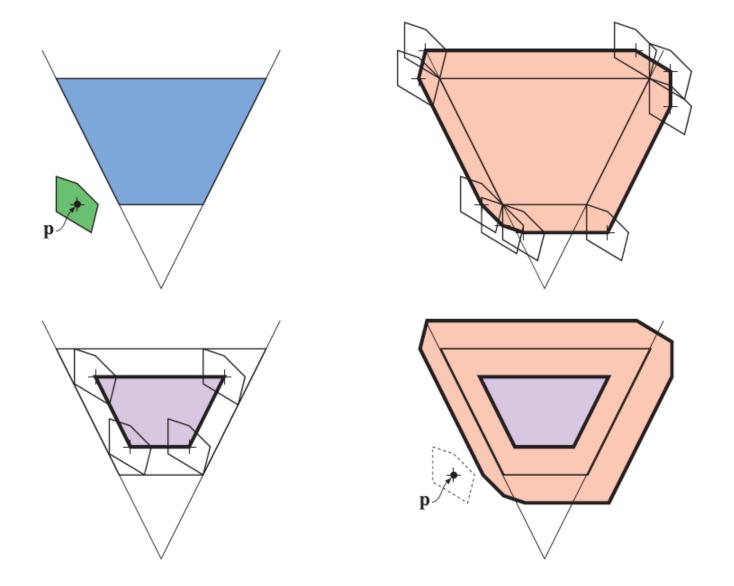
$$p = a - b$$

$$p \in A - B$$

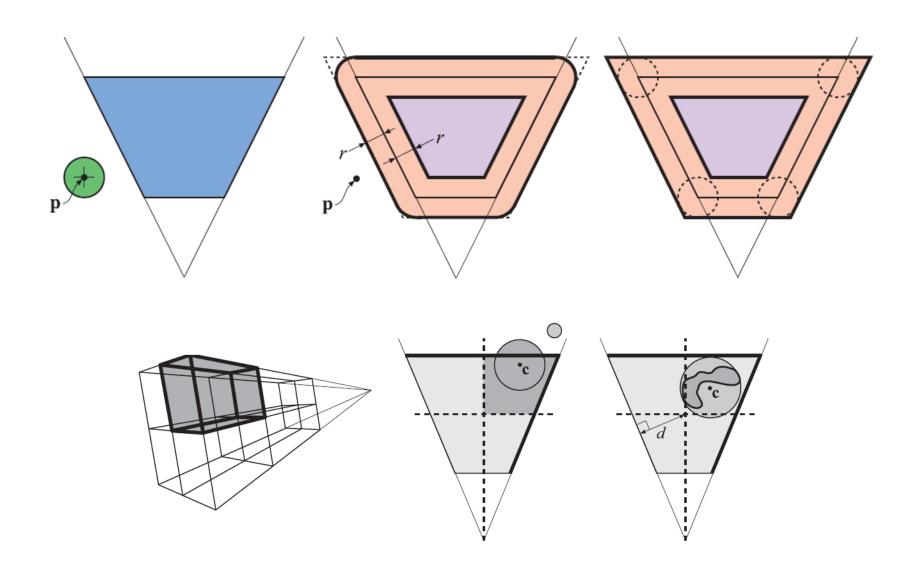
Collision-Avoidance Motion Planning



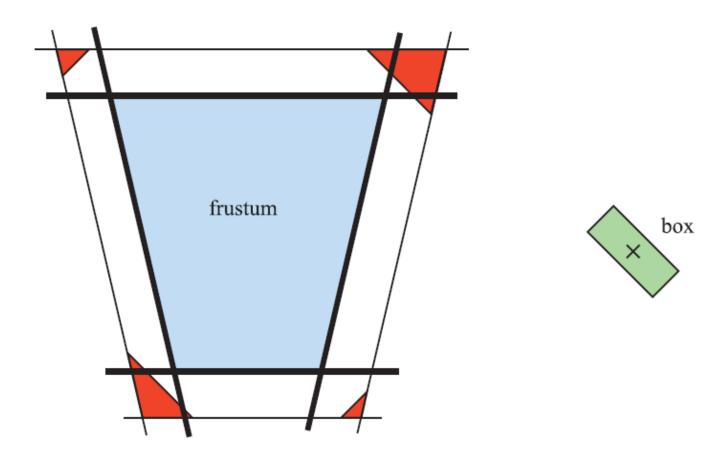
View Frustum Intersection



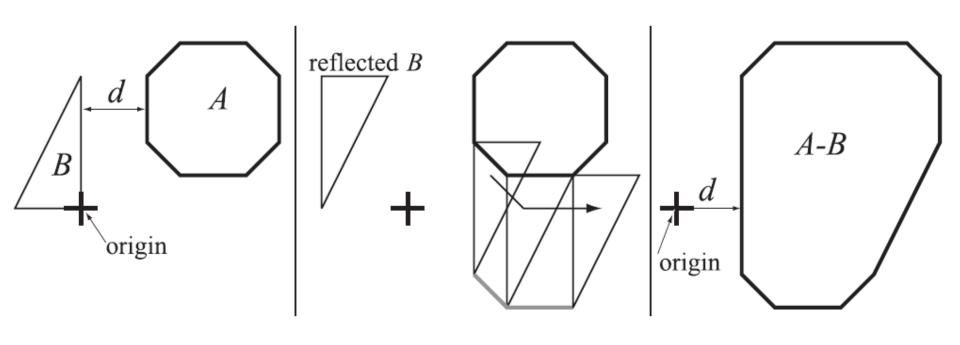
View Frustum Intersection



Frustum/Box Intersection



Distance Queries



$$A - B = \{a - b \mid a \in A, b \in B\}$$

GJK Algorithm for Convex Obj.

