Tutorial:
Real-Time Collision Detection for Dynamic Virtual Environments

Bounding Volume Hierarchies

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Outline

• Introduction
• Bounding Volume Types
• Hierarchy
  • Hierarchy Construction
  • Hierarchy Update
  • Hierarchy Traversal
• Comparison Rigid-Deformable Objects
• Examples and Conclusion
Introduction

Problem of Collision Detection:

Object representations in simulation environments do not consider impenetrability.

**Collision Detection:** Detection of interpenetrating objects.

The problem is encountered in

- computer-aided design and machining (CAD/CAM),
- robotics,
- automation, manufacturing,
- computer graphics,
- animation and computer simulated environments.
Definition of Bounding Volume Hierarchy (BVH):
Each node of a tree is associated with a subset of primitives of the objects together with a bounding volume (BV) that encloses this subset with the smallest instance of some specified class of shape.

Examples of BVs:
- Spheres
- Discrete oriented polytopes (k-DOPs)
  - Axis-aligned bounding boxes (AABB)
  - Object-oriented bounding boxes (OBB)

Use these BVs as simplified surface representation for fast approximate collision detection test:
- Check bounding volumes to get the information whether bounded objects could interfere.
- Avoid checking all object primitives against each other.
- Assumption that collisions between objects are rare.
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Bounding Volumes

**Spheres** are represented by center \( \vec{x} \) and radius \( r \).

Two spheres do not overlap if

\[
(\vec{x}_1 - \vec{x}_2) \cdot (\vec{x}_1 - \vec{x}_2) > (r_1 + r_2)^2
\]
**Bounding Volumes**

**Sphere as bounding volume:**

- **good choice**
- **bad choice**

**Discrete oriented polytopes (k-DOP)** are a generalization of axis aligned bounding boxes (AABB) defined by \( k \) hyperplanes with normals in discrete directions (\( n_k: n_k \in \{0, \pm 1\} \))

- \( k \)-DOP is defined by \( k/2 \) pairs of min, max values in \( k \) directions.

- Two \( k \)-DOPs do not overlap, if the intervals in one direction do not overlap.
Bounding Volumes

Different $k$-DOPs:

- 6-DOP (AABB)
- 14-DOP
- 18-DOP
- 26-DOP

Optimal choice: 14-DOP as bounding volume:

- optimal choice
- also good choice
Bounding Volumes

Object oriented bounding boxes (OBB) can be represented by the principal axes of a set of vertices. These axes have no discrete orientation. They move together with the object.

The axes are given by the Eigenvectors of the covariance matrix:

Centre of vertices \( \bar{x}_i \):

\[
\bar{x}_i = \frac{1}{n} \sum_{i=1}^{n} x_i
\]

Covariance matrix:

\[
C = \frac{1}{n} \sum_{i=1}^{n} (x_i - \bar{x})(x_i - \bar{x})^T
\]

\[
\mu = \bar{x}_i - \bar{x}
\]

Bounding Volumes

OBB overlap test:

A and B do not overlap if:

\[ \exists L : |T \cdot L| > p_A + p_B \]

Problem: Find direction of \( L \)
• Principal axes of an object are not always a good choice for the main axes of an OBB!
• Inhomogeneous vertex distribution can cause bad OBBs.

Bounding Volumes

Better approximation, higher build and update costs

Smaller computational costs for overlap test
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Bounding Volume Hierarchy

To further accelerate collision detection:
- use hierarchy over bounding volumes
- nodes contain bounding volume information
- leaves additionally contain information on object primitives
Hierarchy Construction

**Parameters**

- Bounding volume
- Type of tree (binary, 4-ary, k-d-tree, …)
- Bottom-up/top-down
- Heuristic to subdivide/group object primitives or bounding volumes
- How many primitives in each leaf of the BV tree

**Goals**

- Balanced tree
- Tight-fitting bounding volumes
- Minimal redundancy (primitives in more than one BV per level)

**Hierarchy Construction**

**Bottom-Up**

- Start with object-representing primitives
- Fit a bounding volume to given number of primitives
- Group primitives and bounding volumes recursively
- Stop in case of a single bounding volume at a hierarchy level

**Top-Down**

- Start with object
- Fit a bounding volume to the object
- Split object and bounding volume recursively according to heuristic
- Stop, if all bounding volumes in a level contain less than \( n \) primitives
**Top-Down Node-split:**
- Split $k$-DOP using heuristic:
  - Try to minimize volume of children (Zachmann VRST02).
  - Split along the longest side of the $k$-DOP (Mezger et al. WSCG03).
- The splitting continues until $n$ single elements remain per leaf.

**Bottom-Up Node-grouping:**
- Group nodes using heuristic:
  - Try to get round-shaped patches by improving a shape factor for the area (Volino et al. CGF94).
- Group until all elements are grouped and the root node of the hierarchy is reached.
Updating is necessary in each time step due to movement/deformation of simulated object.

Difference between rigid and deformable objects:
- For rigid objects: transformations can be applied to complete object.
- For deformable objects: all BVs need to be updated separately.
  - Update is possible top-down or bottom-up.
  - To avoid a complete update of all nodes in each step, different update strategies have been proposed.

Some object transformations can be simply applied to all elements of the bounding-volume tree:

**Spheres**
- Translation, rotation

**Discrete Orientation Polytopes**
- Translation, no rotation
  (discrete orientations of \(k\) hyperplanes for all objects)

**Object-Oriented Bounding Boxes**
- Translation, rotation
  (box orientations are not fixed)
Hierarchy Update

Larsson and Akenine-Möller (EG 2001):

- If many deep nodes are reached, bottom-up update is faster.
- For only some deep nodes reached, top-down update is faster.

-> Update top half of hierarchy bottom-up
-> only if non-updated nodes are reached update them top-down.

- Reduction of unnecessarily updated nodes!
- Leaf information of vertices/faces has to be stored also in internal nodes -> higher memory requirements.

Hierarchy Update

Mezger et al. (WSCG 2003):

- Inflate bounding volumes by a certain distance depending on velocity.

Update is only necessary if enclosed objects moved farther than that distance.

-> Fewer updates necessary.
-> More false positive collisions of BVs.
Hierarchy Traversal

**Binary trees:**

Minimize probability of intersection as fast as possible:

- Test node with smaller volume against the children of the node with larger volume.

**4-ary Trees:**

Higher order trees:

- Fewer nodes
- Total update costs are lower
- Recursion depth during overlap tests is lower, therefore lower memory requirements on stack
Comparison – Collision Detection for Rigid and Deformable Objects

**Rigid Objects:**
- use OBBs as they are usually tighter fitting and can be updated by applying translations and rotations.
- update complete BVH by applying transformations
- usually small number of collisions occur

**Deformable Object:**
- use DOPs as update costs are lower than for OBBs
- update by refitting or rebuilding each BV separately (top-down, bottom-up)
- high number of collisions may occur
- Self-collisions need to be detected
- use higher order trees (4-ary, 8-ary)
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Example
Interactive Cutting and Sewing

Conclusions

- BVHs are well-suited for animations or interactive applications, since updating can be done very efficiently.

- BVHs can be used to detect self-collisions of deformable objects while applying additional heuristics to accelerate this process.

- BVHs work with triangles or tetrahedrons which allow for a more sophisticated collision response compared to a pure vertex-based response.

- Optimal BVH and BV dependent on application (collision or proximity detection) and type of objects (rigid / deformable object)
Thank you! 

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