

Efficient Nearest Neighbor Search Using Dynamic Programming

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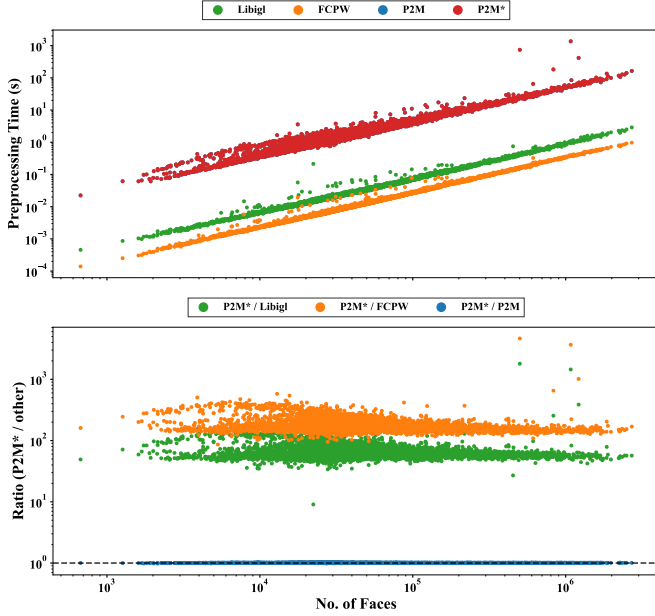


Fig. S1. Preprocessing time comparison for point-to-mesh distance computation on the ABC dataset.

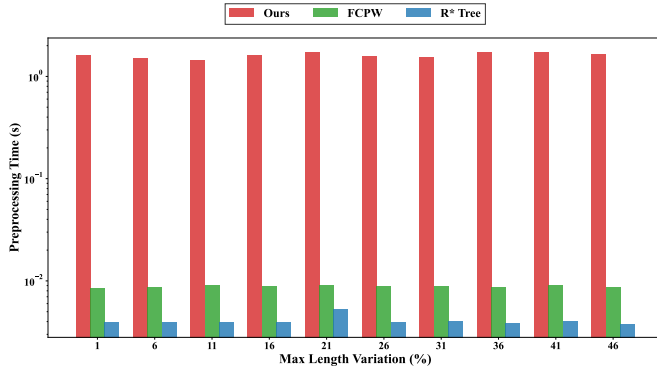


Fig. S2. Point-to-segments distance preprocessing performance comparison with varying maximum segment lengths.

TABLE S1
PREPROCESSING TIME COMPARISON (IN SECONDS) OF DIFFERENT METHODS FOR POINT-TO-MESH DISTANCE COMPUTATION ON STANDARD MODELS.

	camel	bunny	armadillo	dragon	sponza	kitten	lucy
Faces	19510	69451	99976	249882	262267	268896	525814
Libigl	0.011	0.050	0.081	0.175	0.171	0.193	0.367
FCPW	0.005	0.017	0.026	0.072	0.087	0.078	0.163
P2M	0.873	3.917	5.077	11.30	12.41	11.60	22.36
P2M*	0.876	3.926	5.095	11.37	12.48	11.65	22.54