

## Accepted Manuscript

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PII: S0045-7825(18)30309-8  
DOI: <https://doi.org/10.1016/j.cma.2018.06.011>  
Reference: CMA 11949

To appear in: *Comput. Methods Appl. Mech. Engrg.*

Received date: 7 February 2018  
Revised date: 5 June 2018  
Accepted date: 6 June 2018

Please cite this article as: A. Badías, I. Alfaro, D. González, F. Chinesta, E. Cueto, Reduced order modeling for physically-based augmented reality, *Comput. Methods Appl. Mech. Engrg.* (2018), <https://doi.org/10.1016/j.cma.2018.06.011>

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# Reduced order modeling for physically-based augmented reality<sup>☆</sup>

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## Abstract

In this work we explore the possibilities of reduced order modeling for augmented reality applications. We consider parametric reduced order models based upon separate (affine) parametric dependence so as to speedup the associated data assimilation problems, which involve in a natural manner the minimization of a distance functional. The employ of reduced order methods allows for an important reduction in computational cost, thus allowing to comply with the stringent real time constraints of video streams, i.e., around 30 Hz. Examples are included that show the potential of the proposed technique in different situations.

*Keywords:* Model order reduction, data assimilation, augmented reality.

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<sup>☆</sup>This work has been supported by the Spanish Ministry of Economy and Competitiveness through Grants number DPI2017-85139-C2-1-R and DPI2015-72365-EXP and by the Regional Government of Aragon and the European Social Fund, research group T88.

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