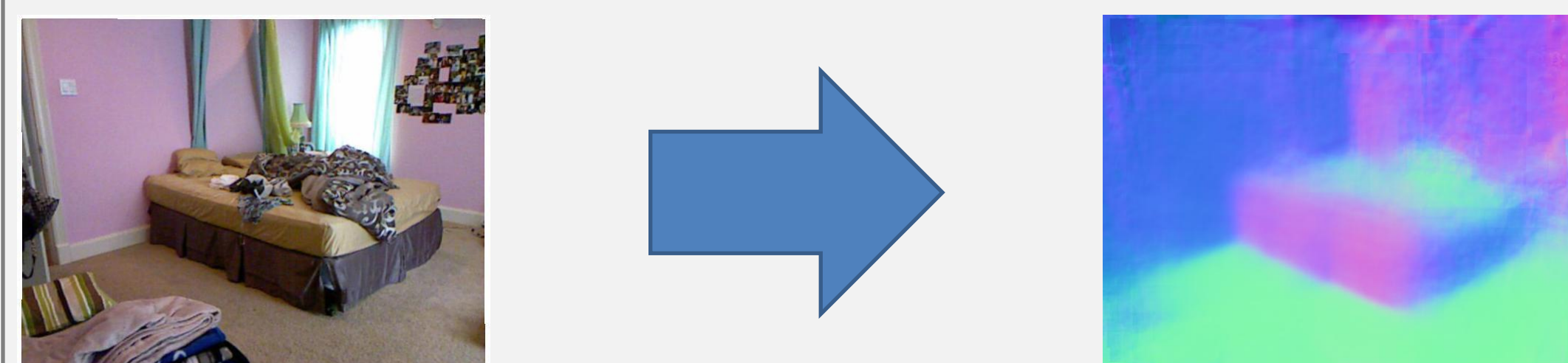


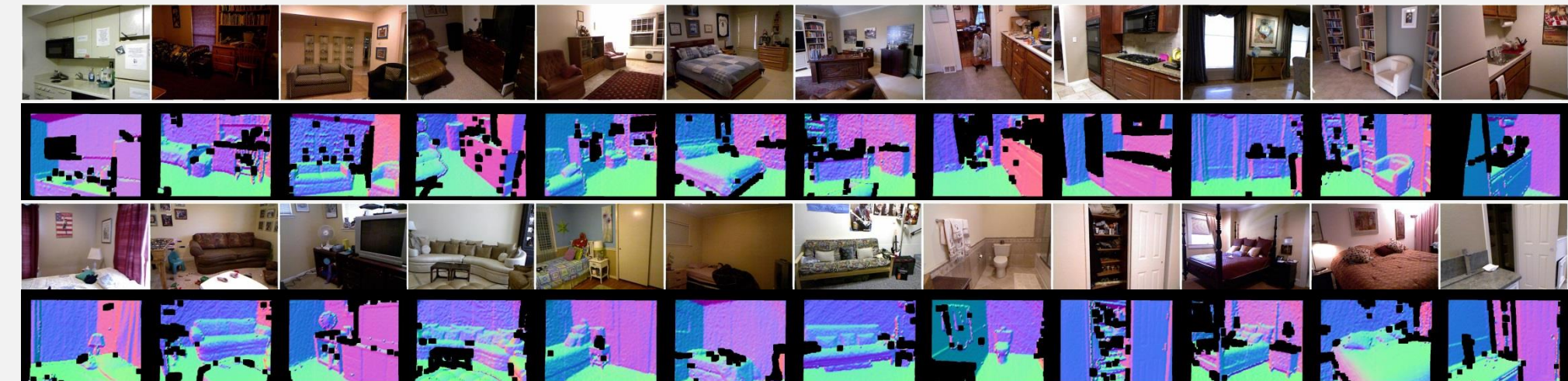
Task: 3D Understanding



What are the right primitives?

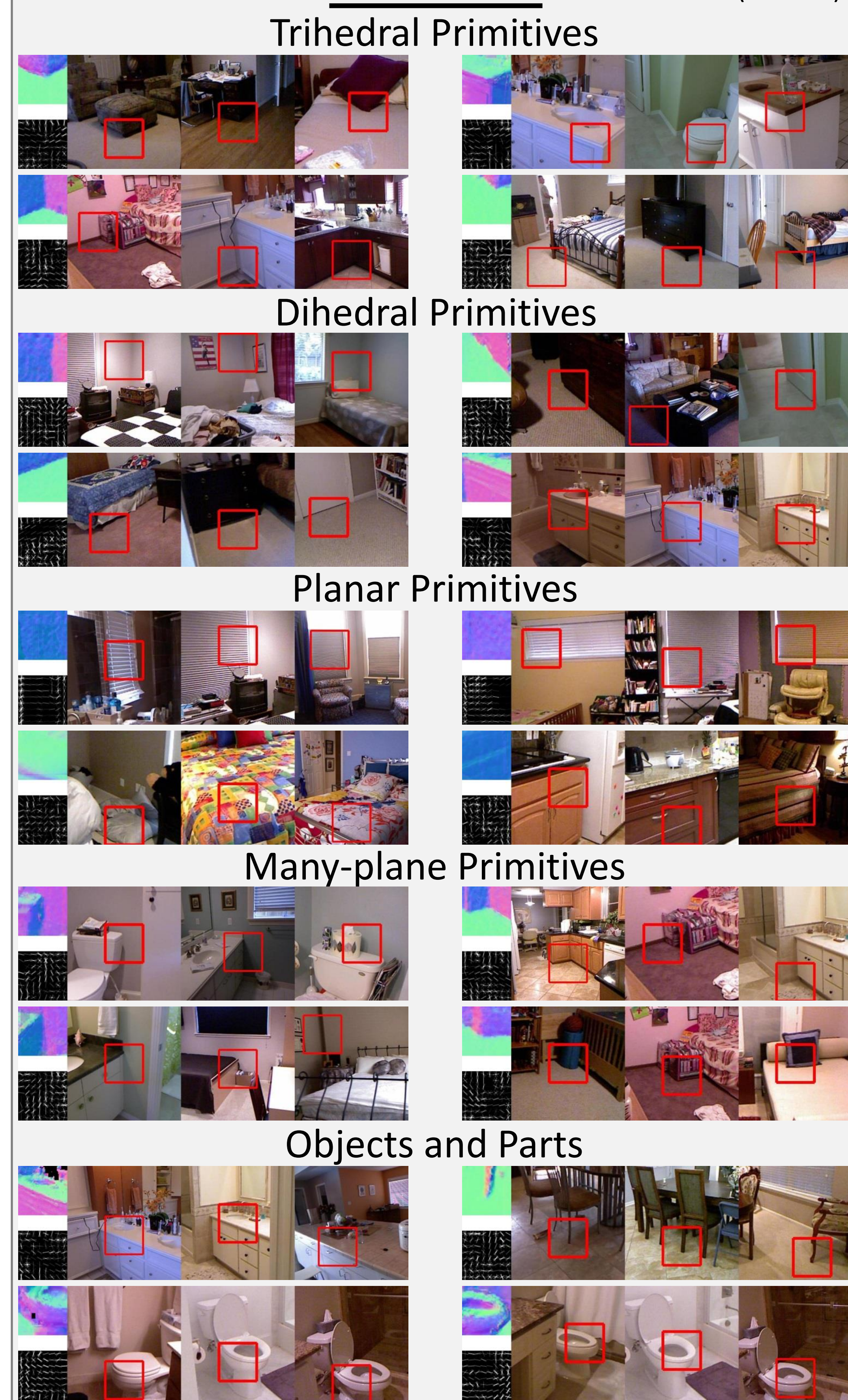
Our answer: any region that is
Visually *Discriminative*
Geometrically *Informative*

Goal: Discover primitives in large-scale RGBD Data



Results

(NYU v2)



Learning

Components: Detector (w) Canonical Form (N) Primitive Instances (y)

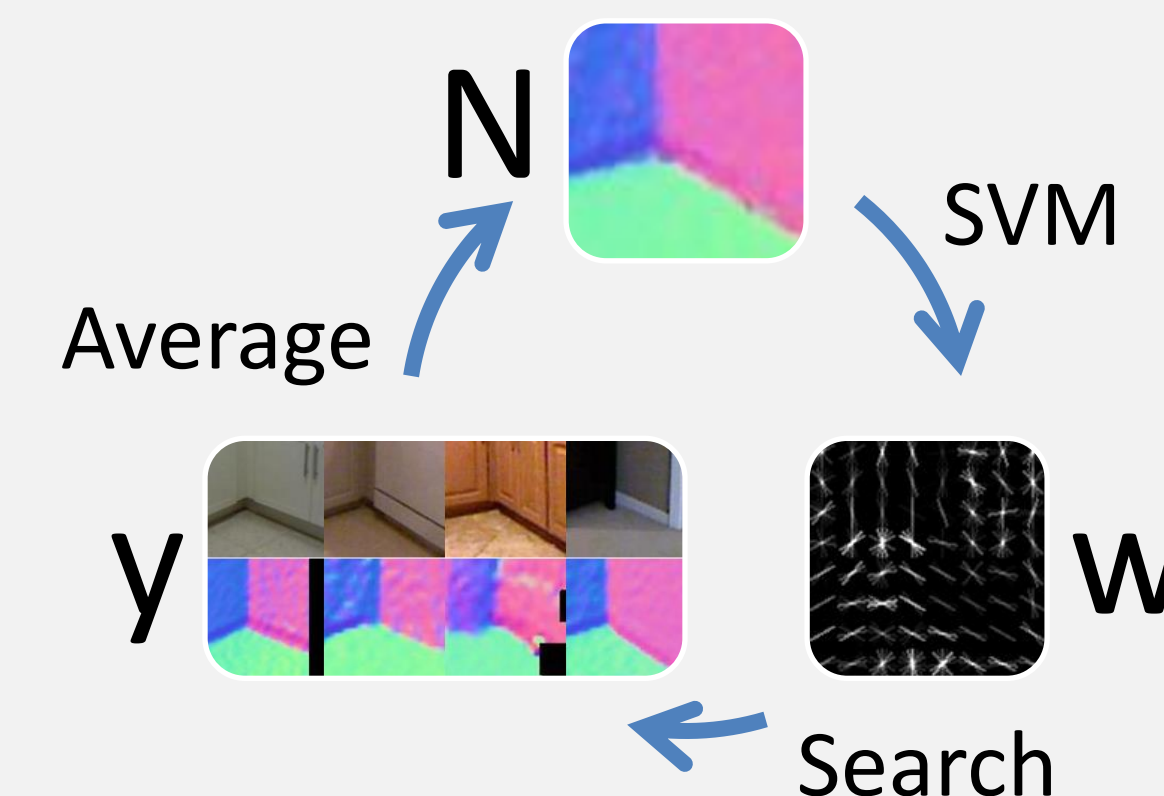
Formulation

$$\min_{y, w, N} R(w) + \sum_{i=1}^m \left[c_1 y_i \Delta(N, x_i^G) + c_2 L(w, N, x_i^A, y_i) \right]$$

Regularization
Geometric Consistency Enforces: *Informative*
Misclassification Loss Enforces: *Discriminative*

Hard to optimize directly – use iterative approach
Alternates *discriminative* (learning detector) and *informative* (updating canonical form)

Iterative Solution



Search: Scan training set for top detections
Average: Average per-pixel surface normals
SVM: Train a linear SVM to detect instances

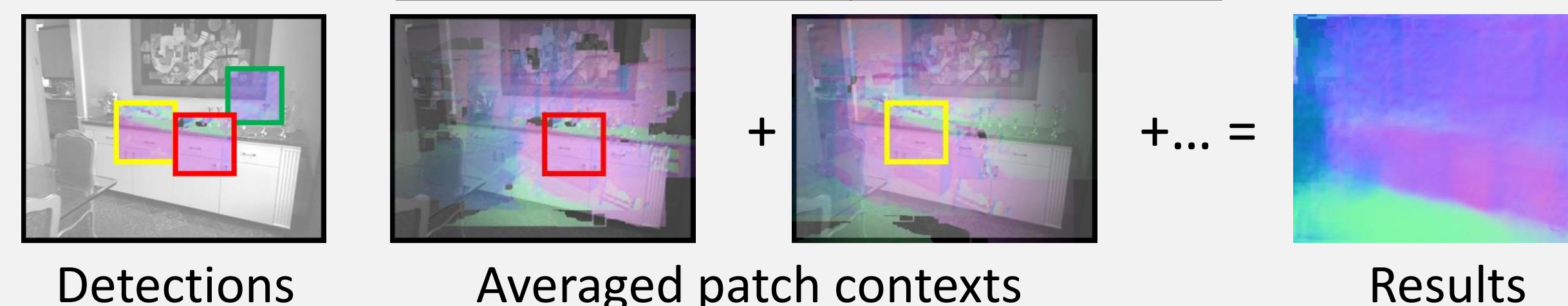
Initialization (y): Cluster hundreds of thousands of random patches in normal and HOG space.

Inference

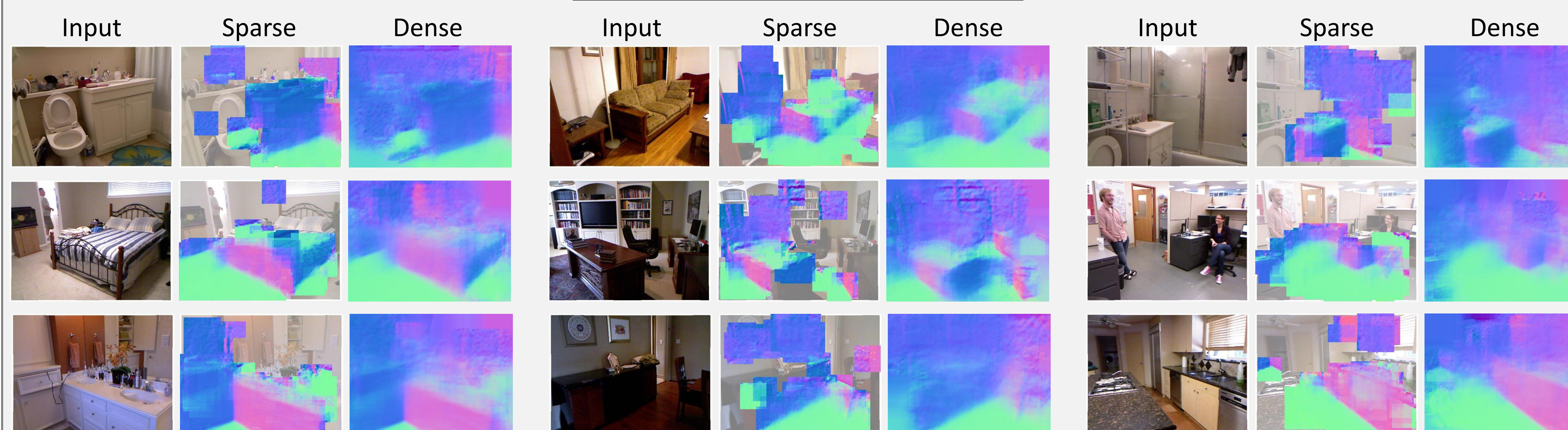
Sparse: Transfer canonical form



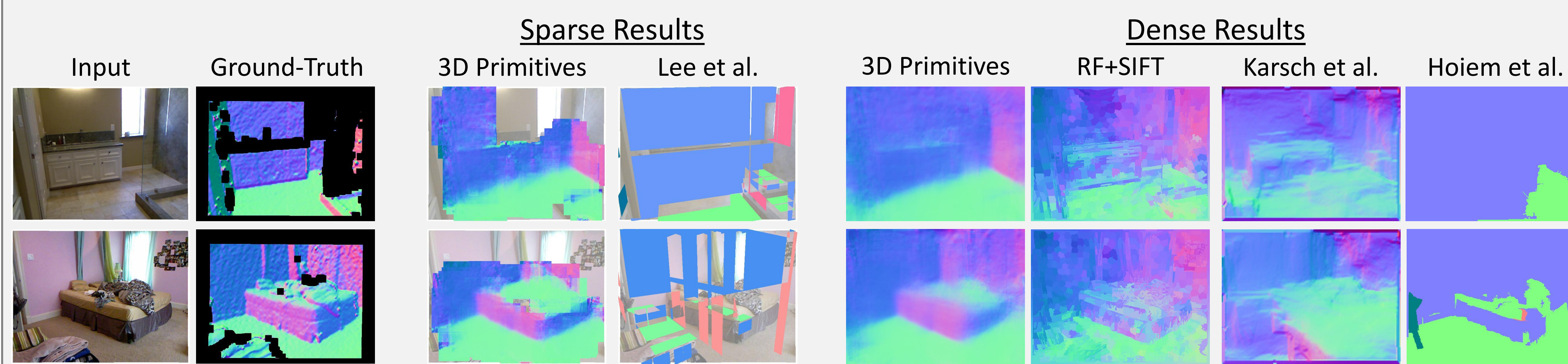
Dense: Transfer patch context



Qualitative Results



Qualitative Comparison

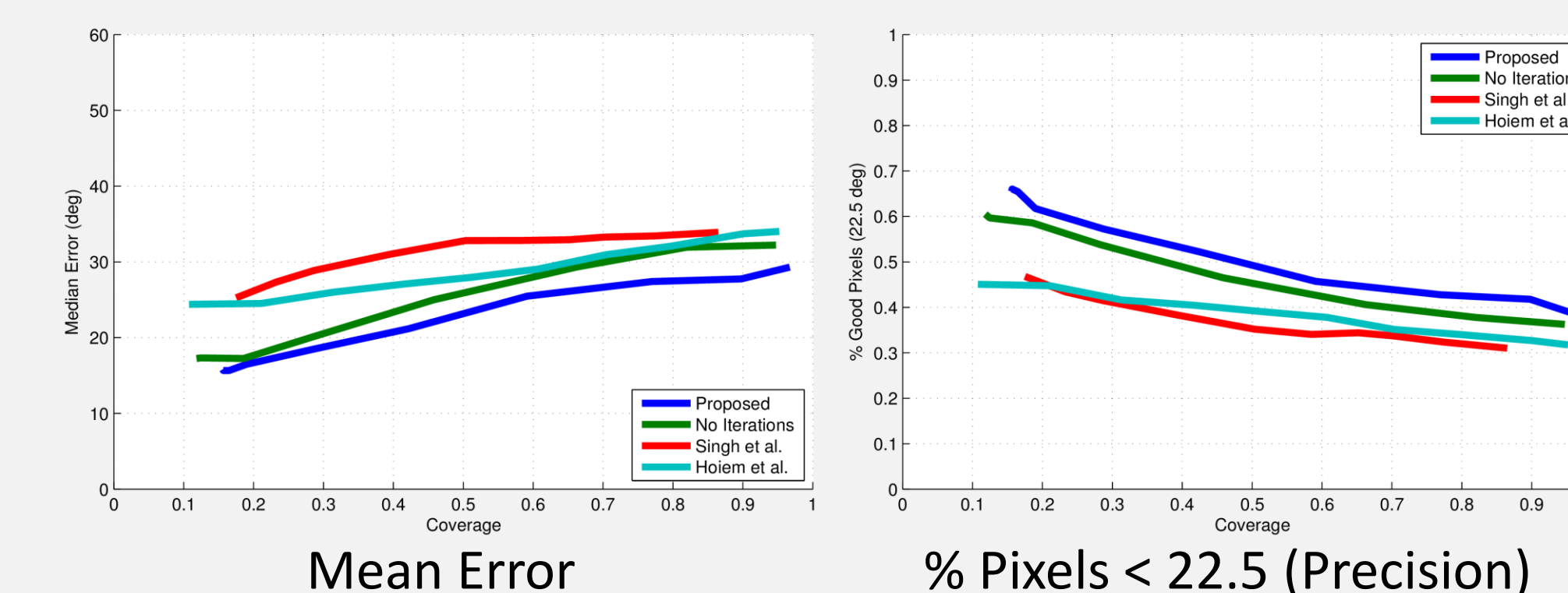


Quantitative Results

4-way split on NYU Depth v2
Per-pixel evaluation criterion: angular error

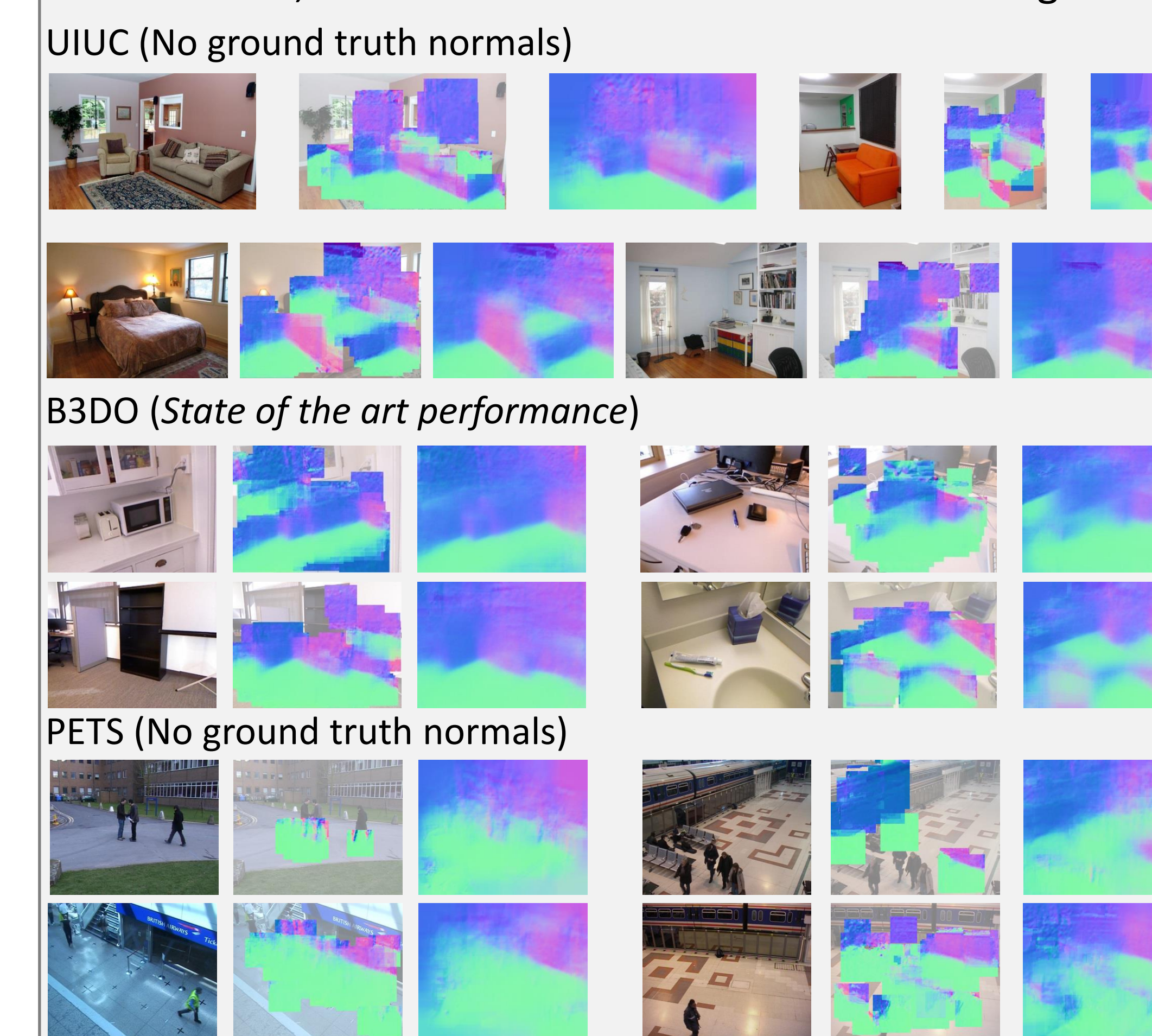
	Manhattan-World Techniques			Non-Manhattan-World Techniques				3DP
	Lee '09	Hedau '10	3DP	Karsch '12	Saxena '08	Hoiem '07	Singh '12	
Mean (°)	44.9	41.2	33.5	40.8	47.1	41.2	35.0	33.0
Median (°)	34.6	25.5	18.0	37.8	42.3	34.8	32.4	28.3
RMSE (°)	54.8	55.1	46.6	46.9	56.3	49.3	40.6	40.0
Pct. <11.25°	24.8	33.2	34.7	7.9	11.2	9.0	11.2	18.8
Pct. <22.5°	40.5	47.7	55.0	25.8	28.0	31.7	32.1	40.7
Pct. <30°	46.7	53.0	61.2	38.2	37.4	43.9	45.8	52.4

Performance (Error) vs. Coverage (% Pixels Predicted)



Cross-Dataset Results

Train on NYU, test on other data with identical settings.



Code Available!

tinyurl.com/3DPrimitives
Already in use at CMU as a feature!