



SeeThrough: Finding Chairs in Heavily Occluded Indoor Scene Images

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Goal: extract 3D scene mock up from single image
(focused on chairs and other highly occluded
objects)

Context is Important



Global context



Local context



No context

Context is Important



Global context

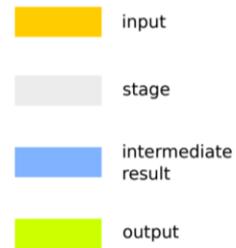
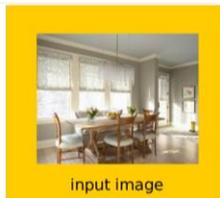


Local context

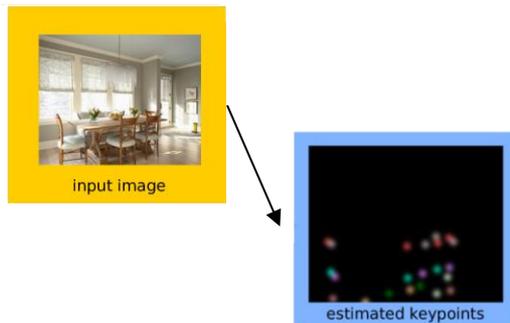


No context

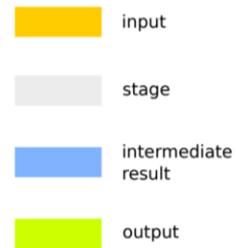
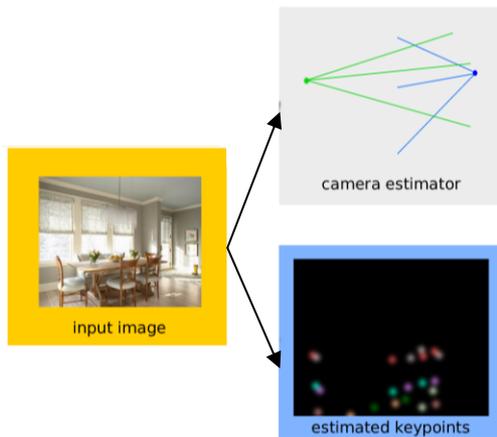
Pipeline



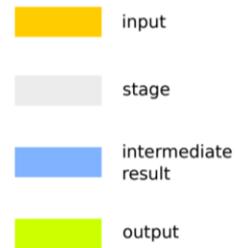
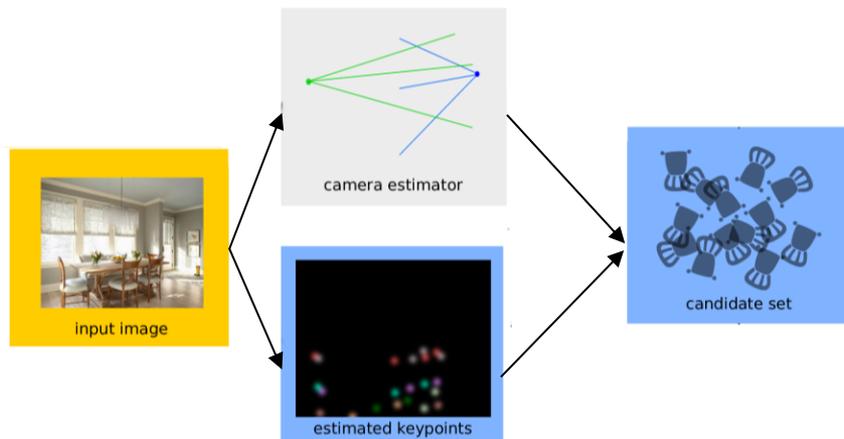
Pipeline



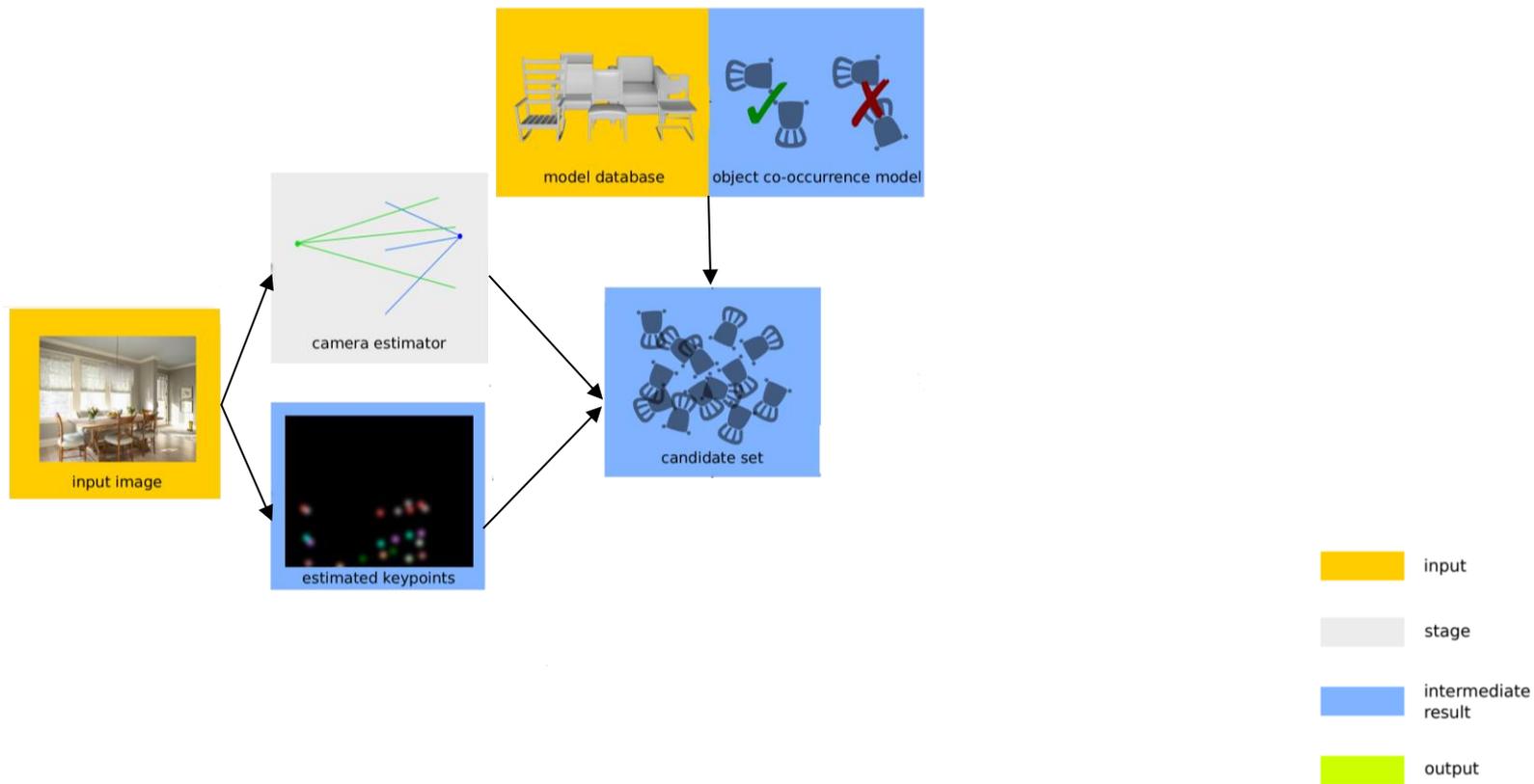
Pipeline



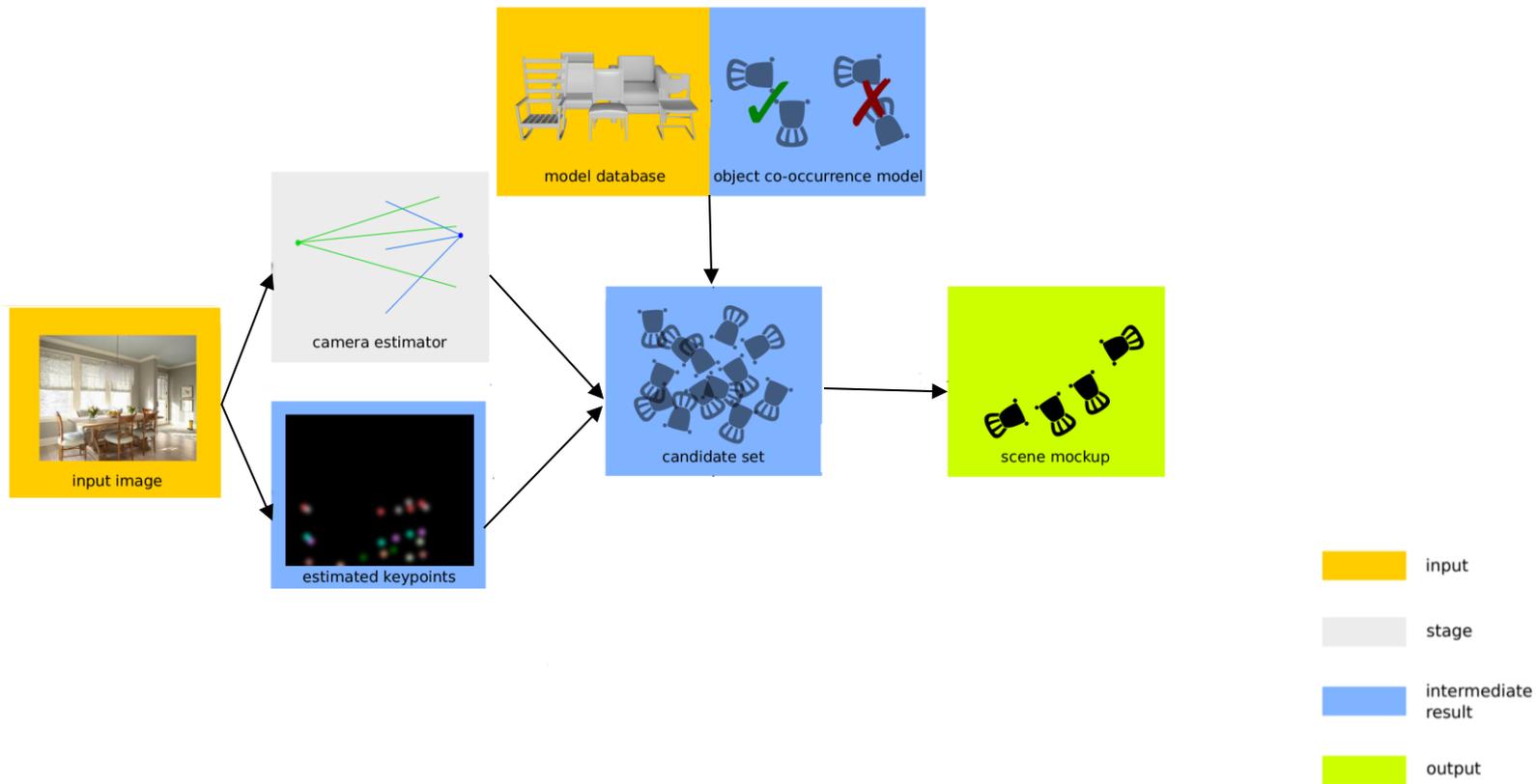
Pipeline



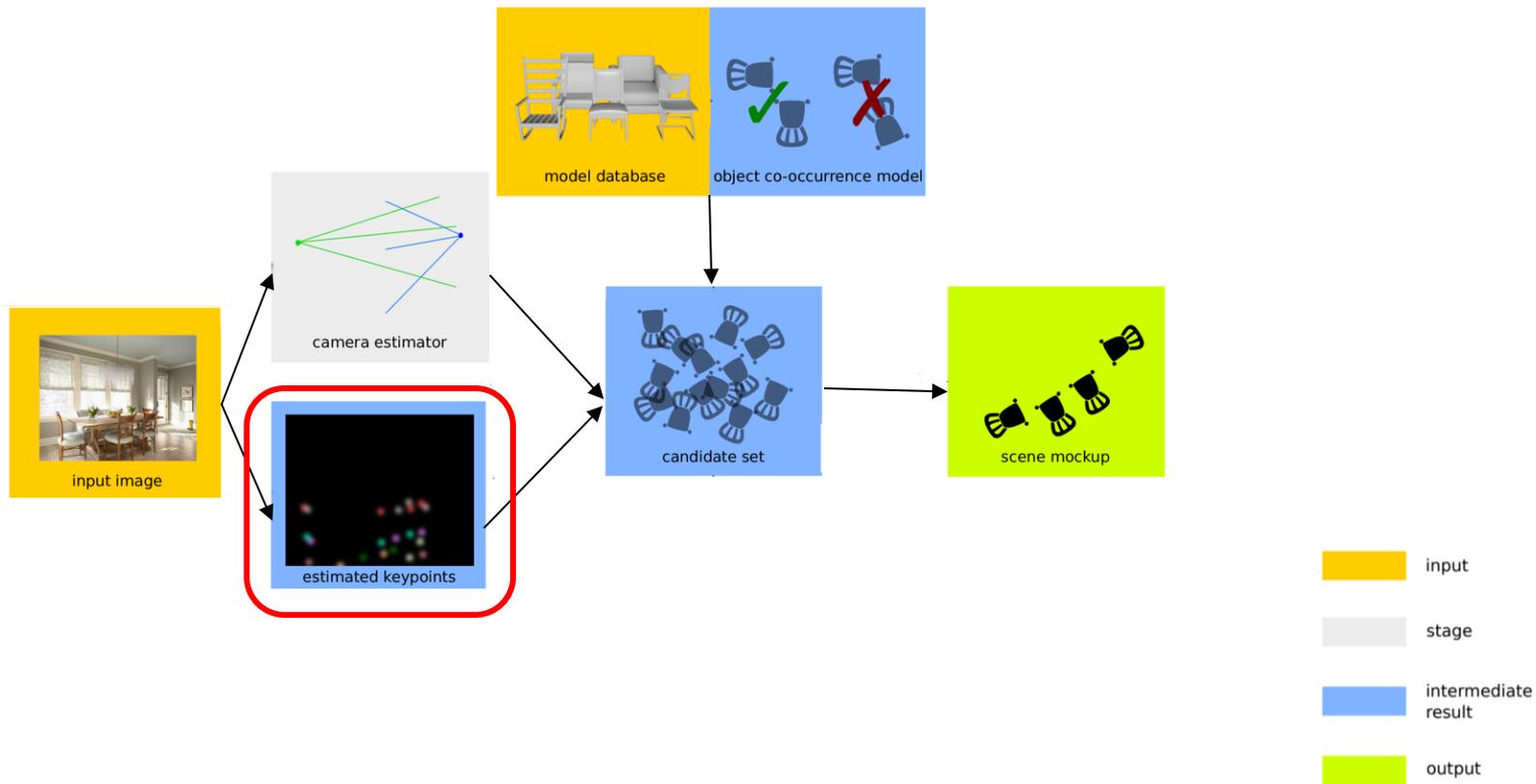
Pipeline



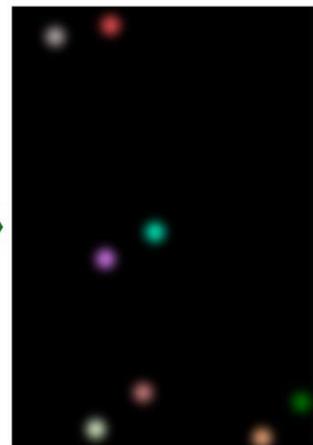
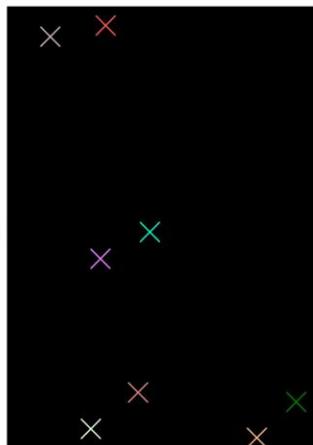
Pipeline



Pipeline



Keypoint estimation





Input image



Objectnet3D Ground truth annotation



Selecting Vertices of the overlaid CAD model

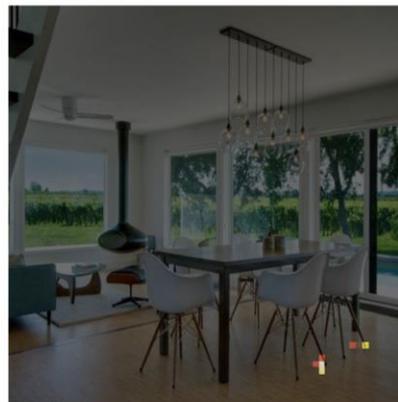
Keypoint thresholding



Ground truth keypoints



Network output

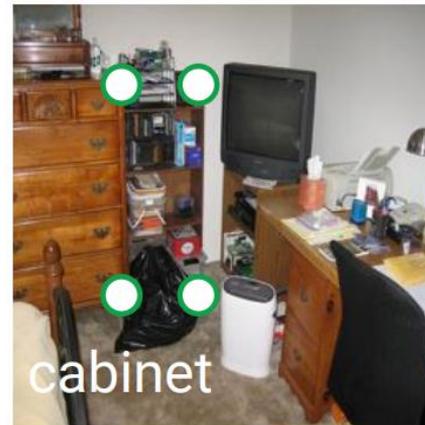


After thresholding

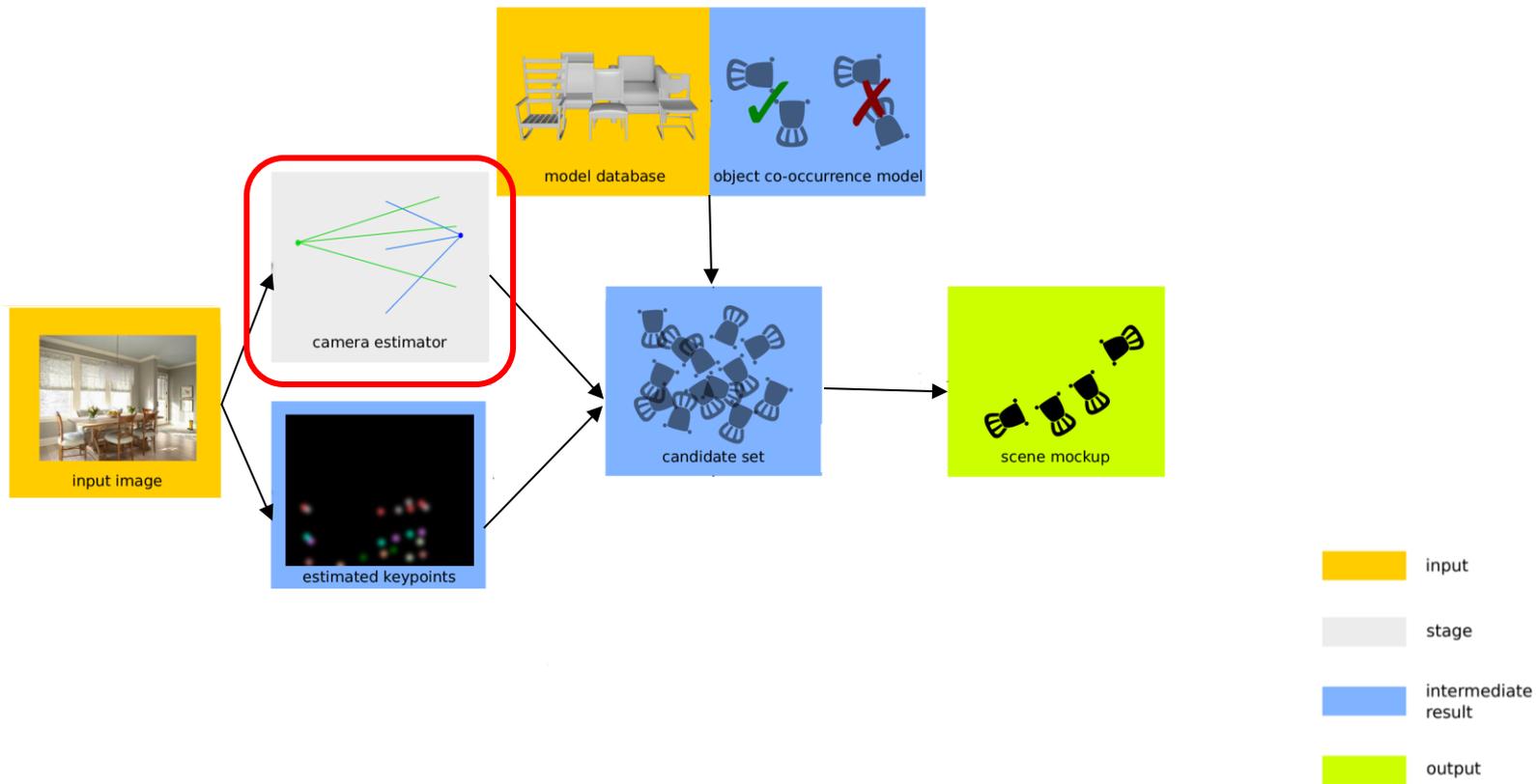


Local maxima

Keypoint thresholding

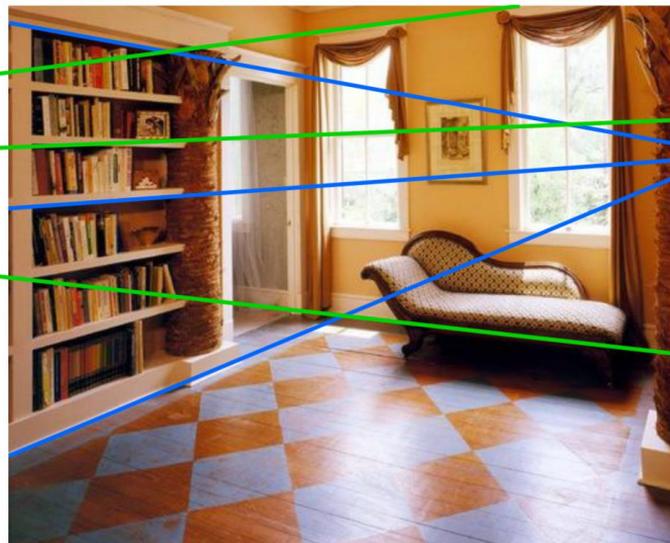


Pipeline



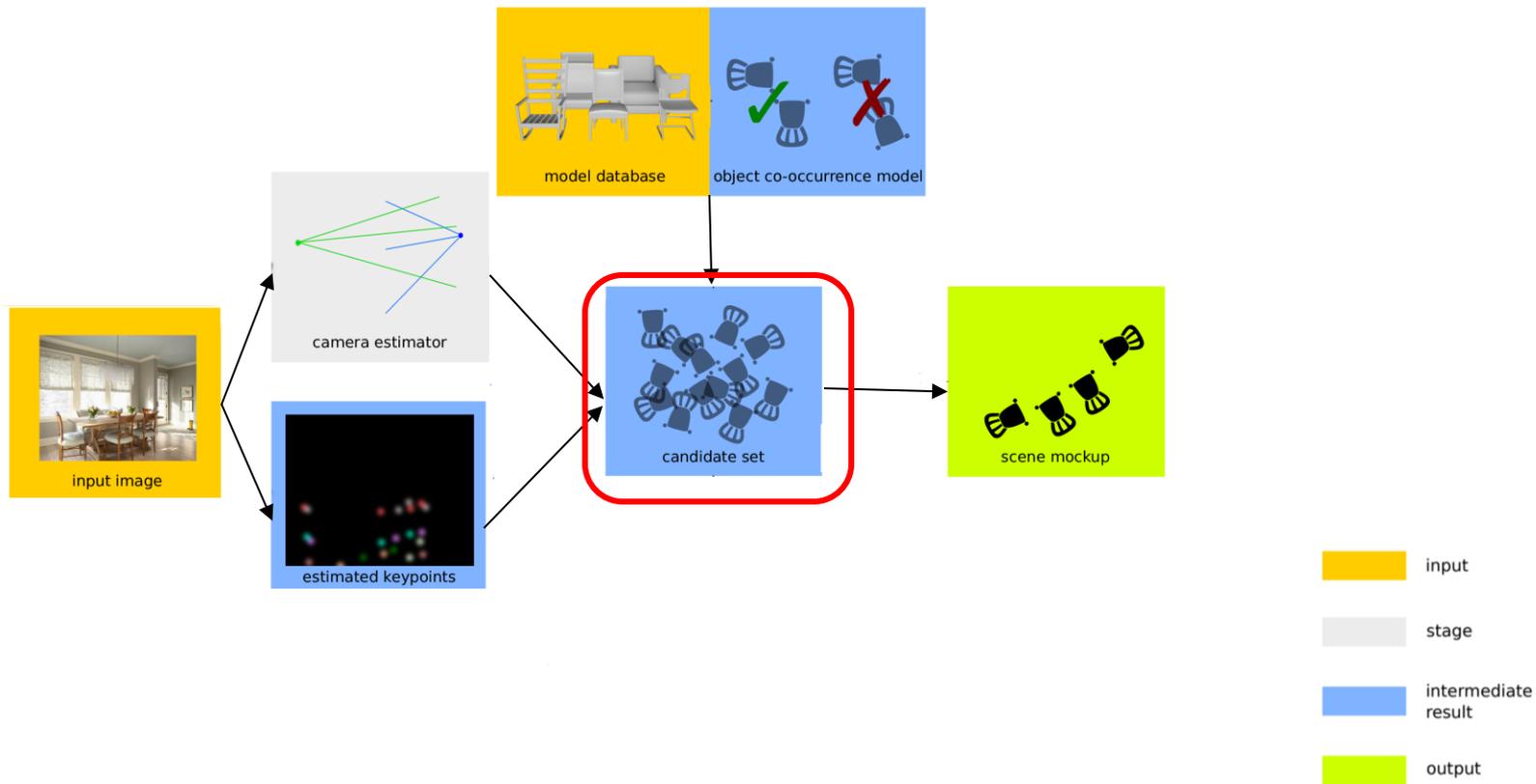
Vanishing point estimation

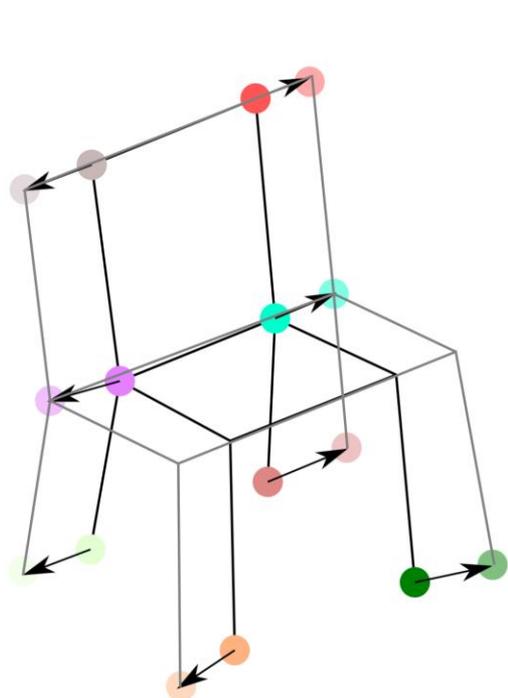
VP1



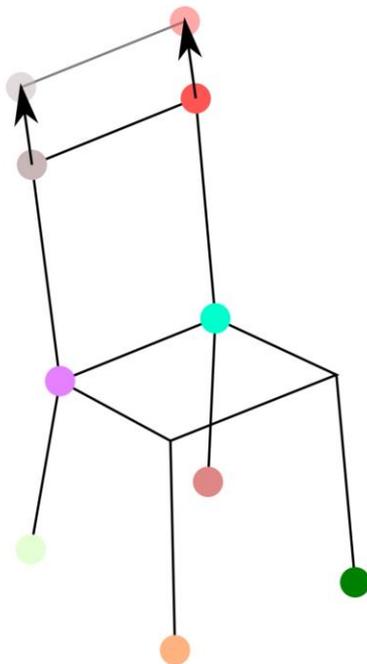
VP2

Pipeline

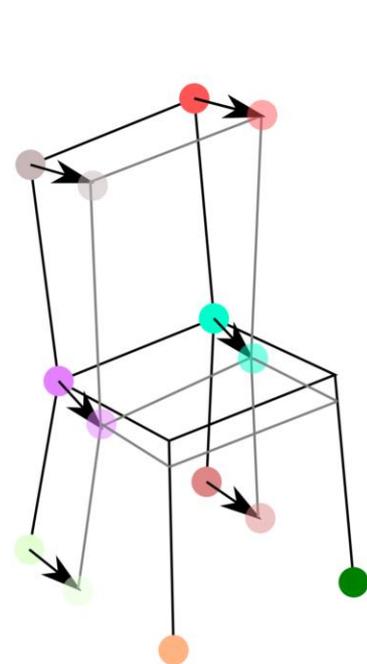




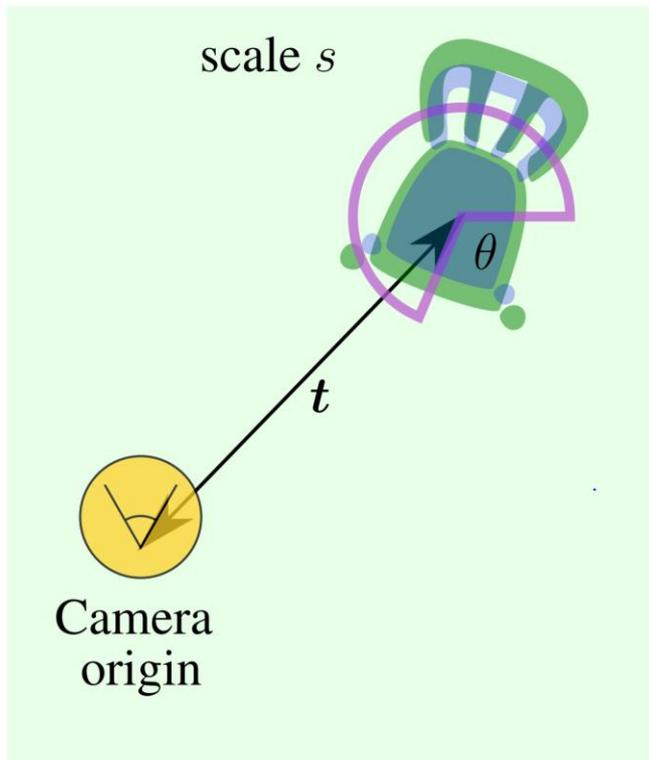
PCA dimension 1



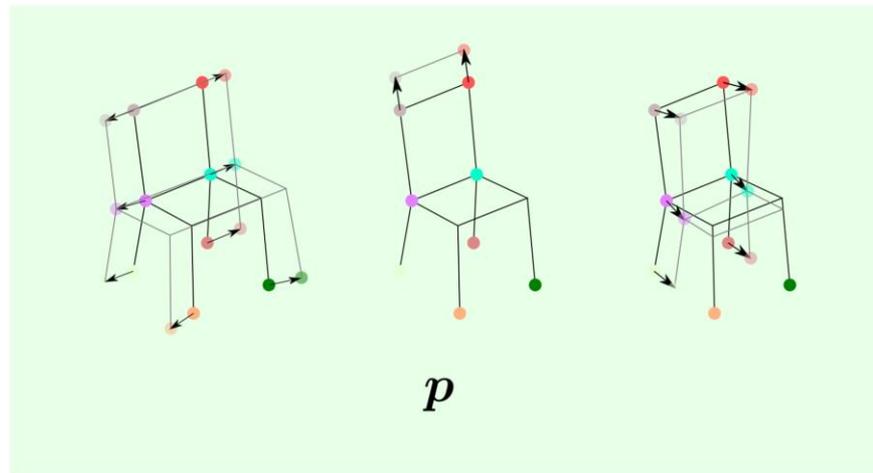
PCA dimension 2



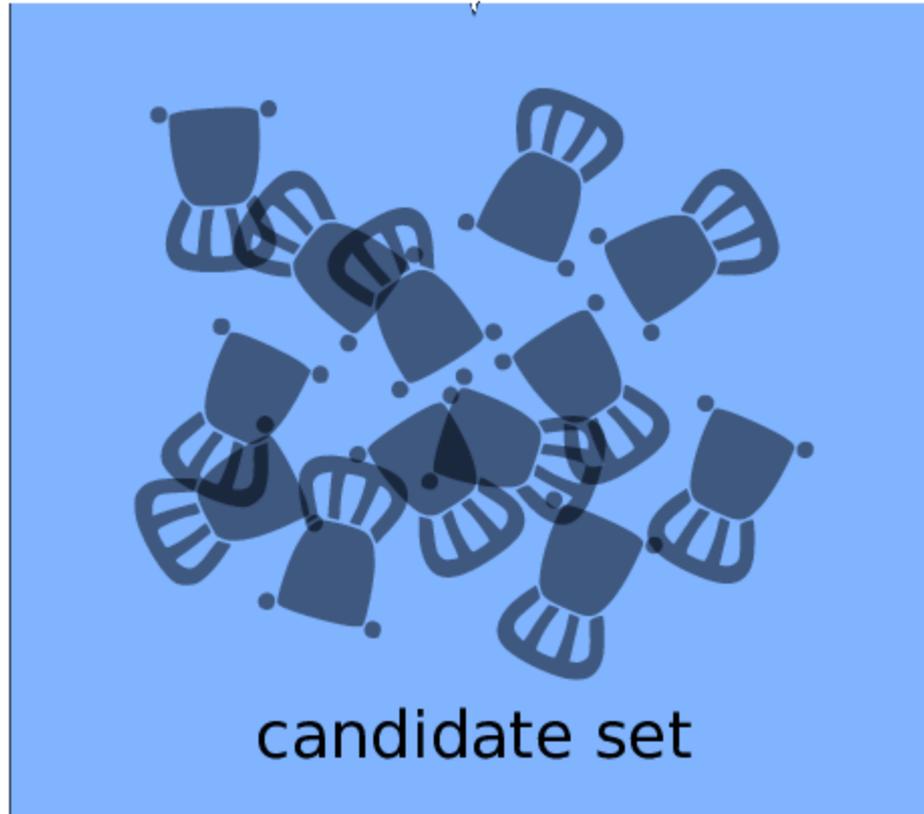
PCA dimension 3



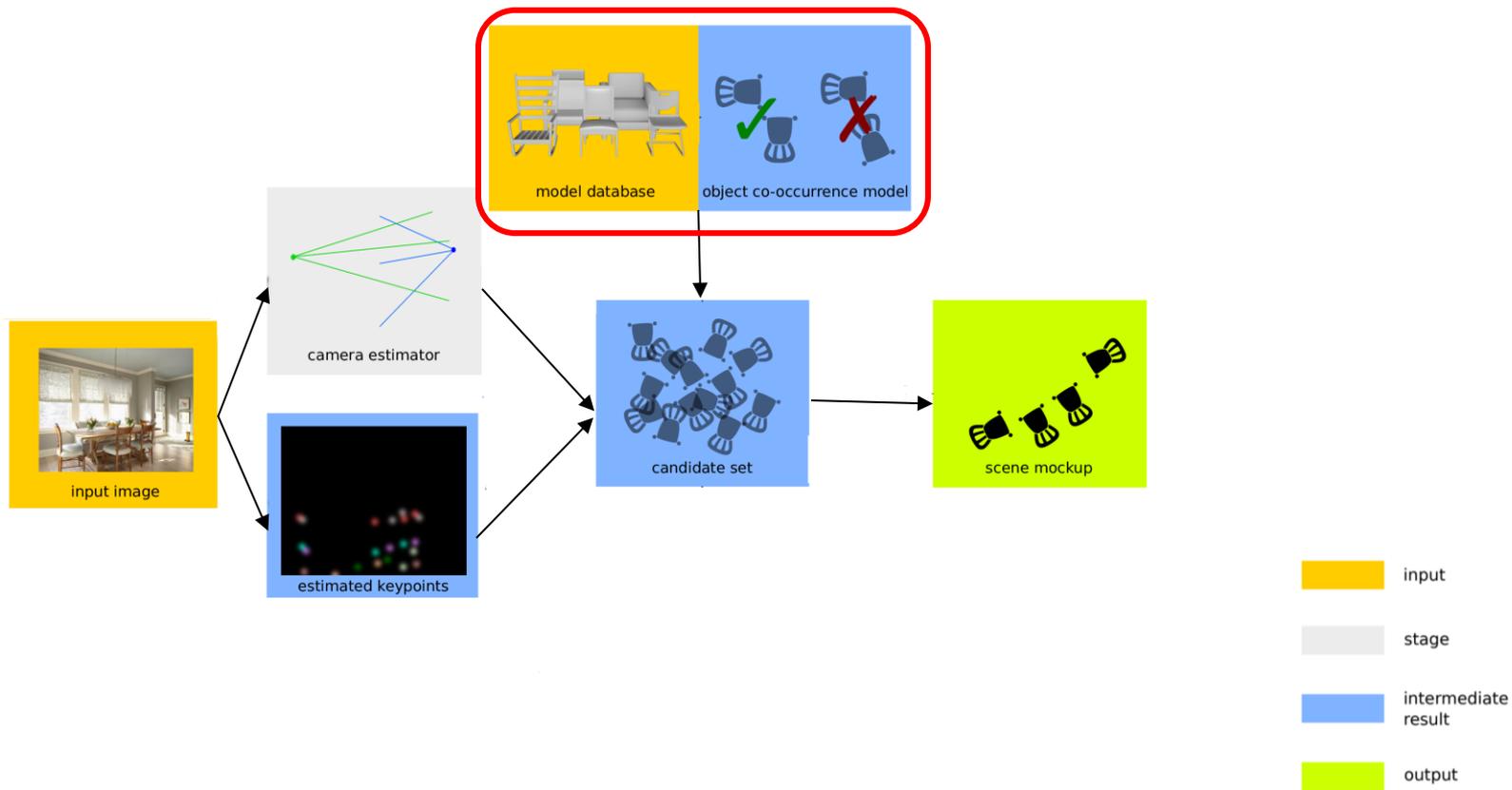
Transform parameters

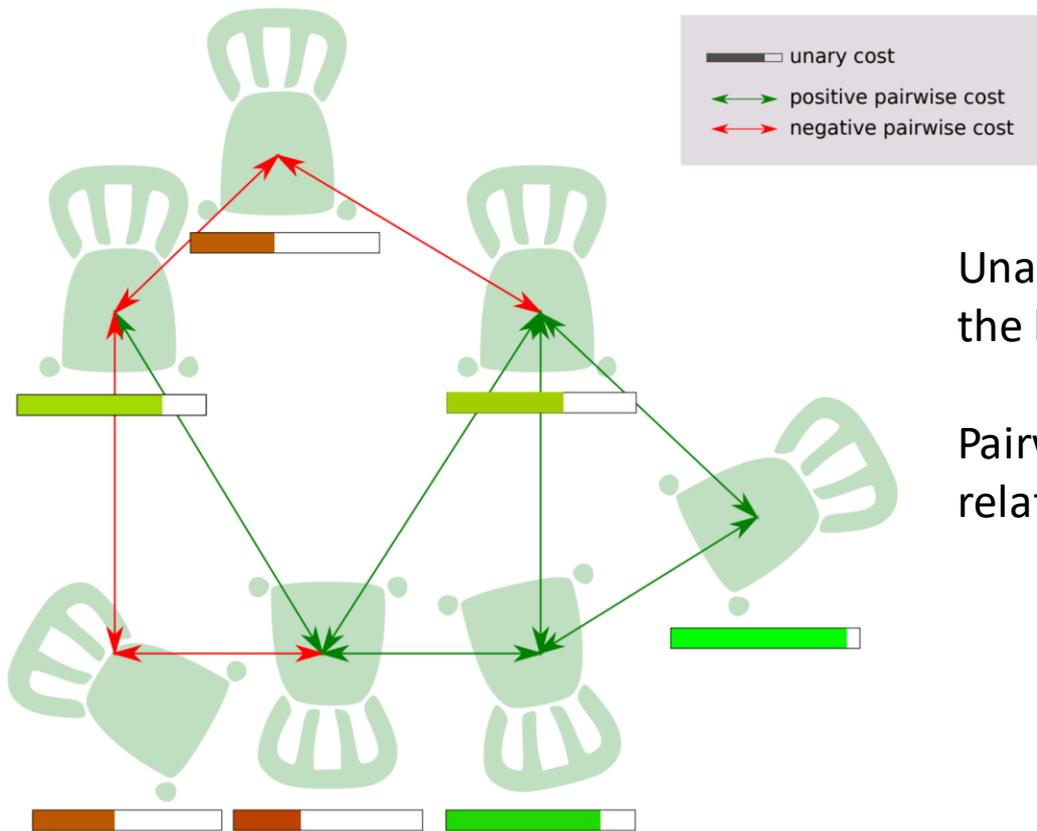


Template parameters



Pipeline

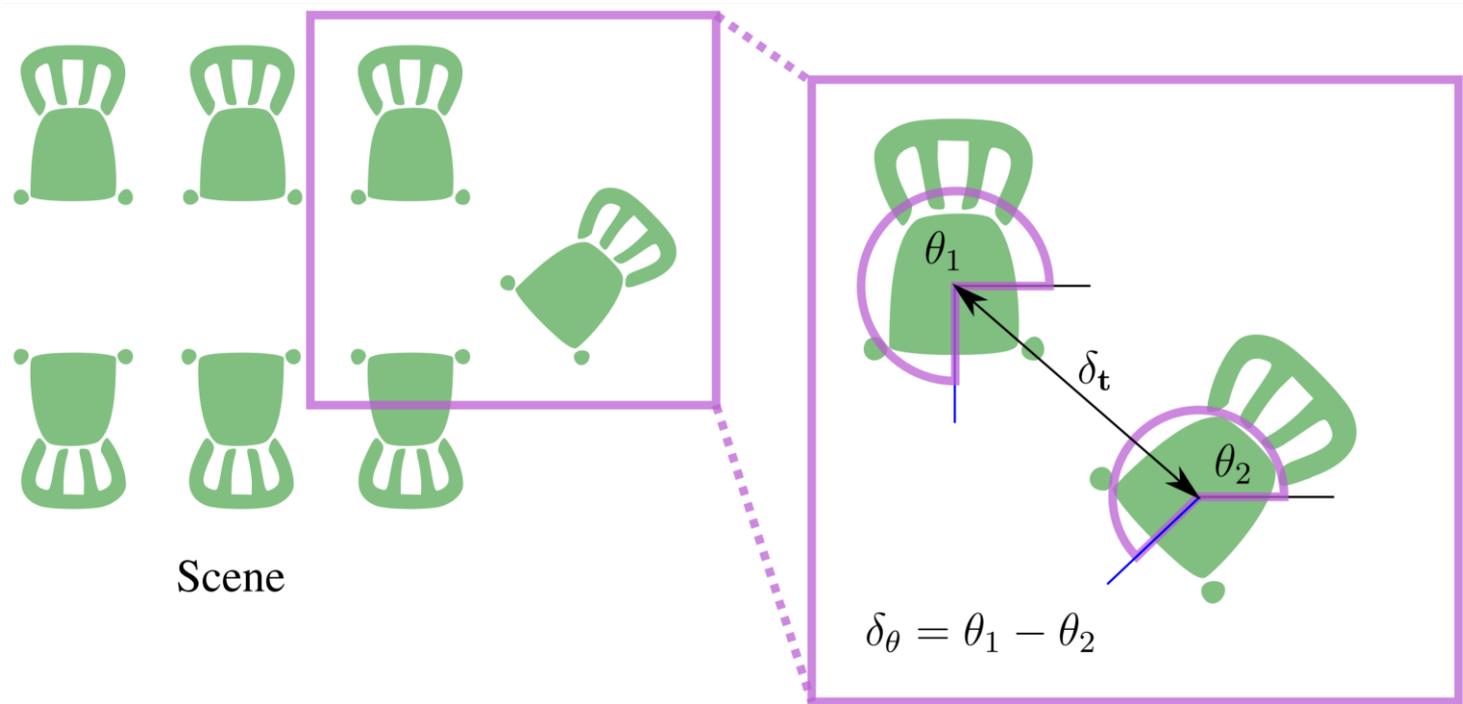




Unary Costs: measure how well the key points explain the object

Pairwise Costs: Capture relationship between objects

Relative transform



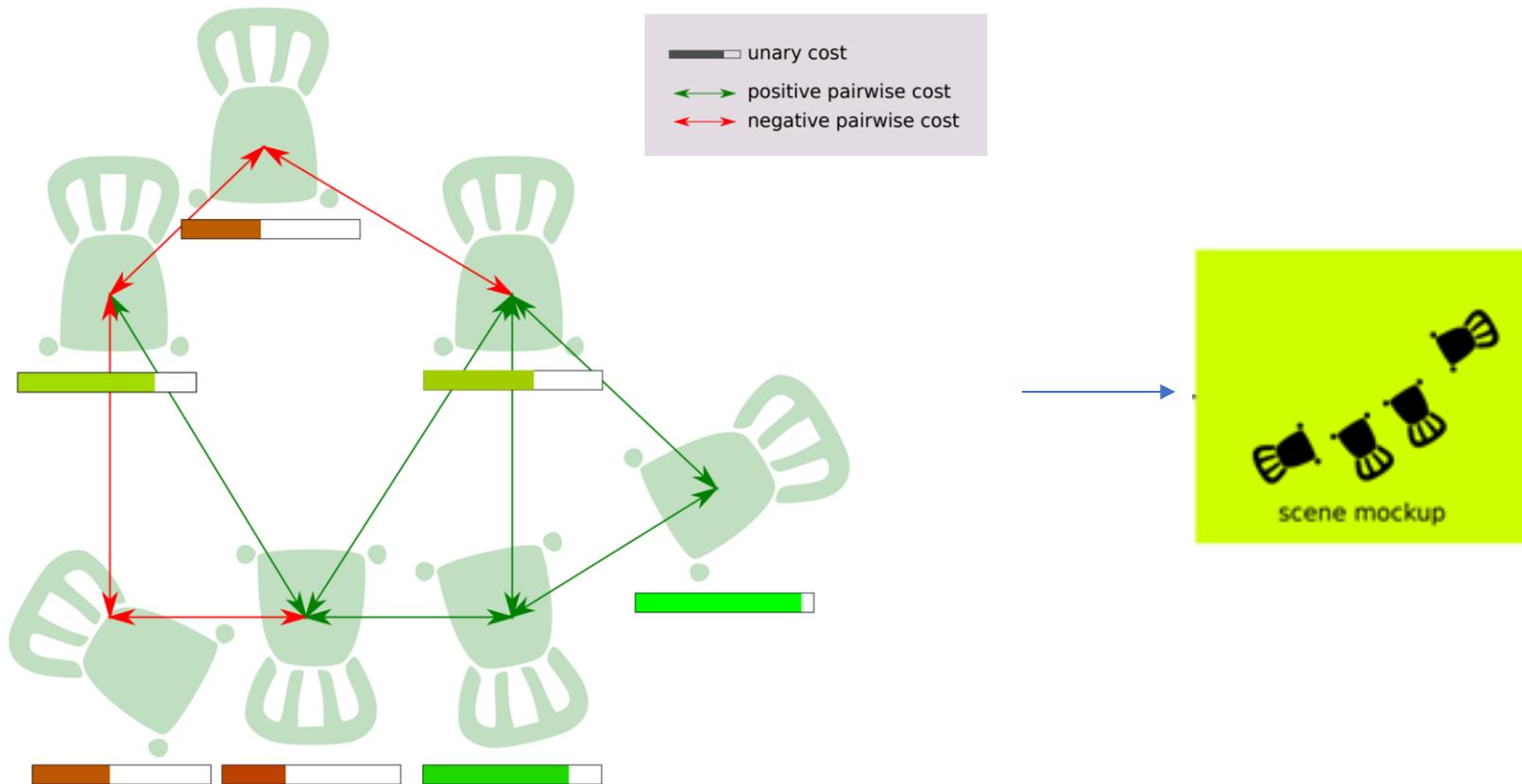
Scene

Relative transform

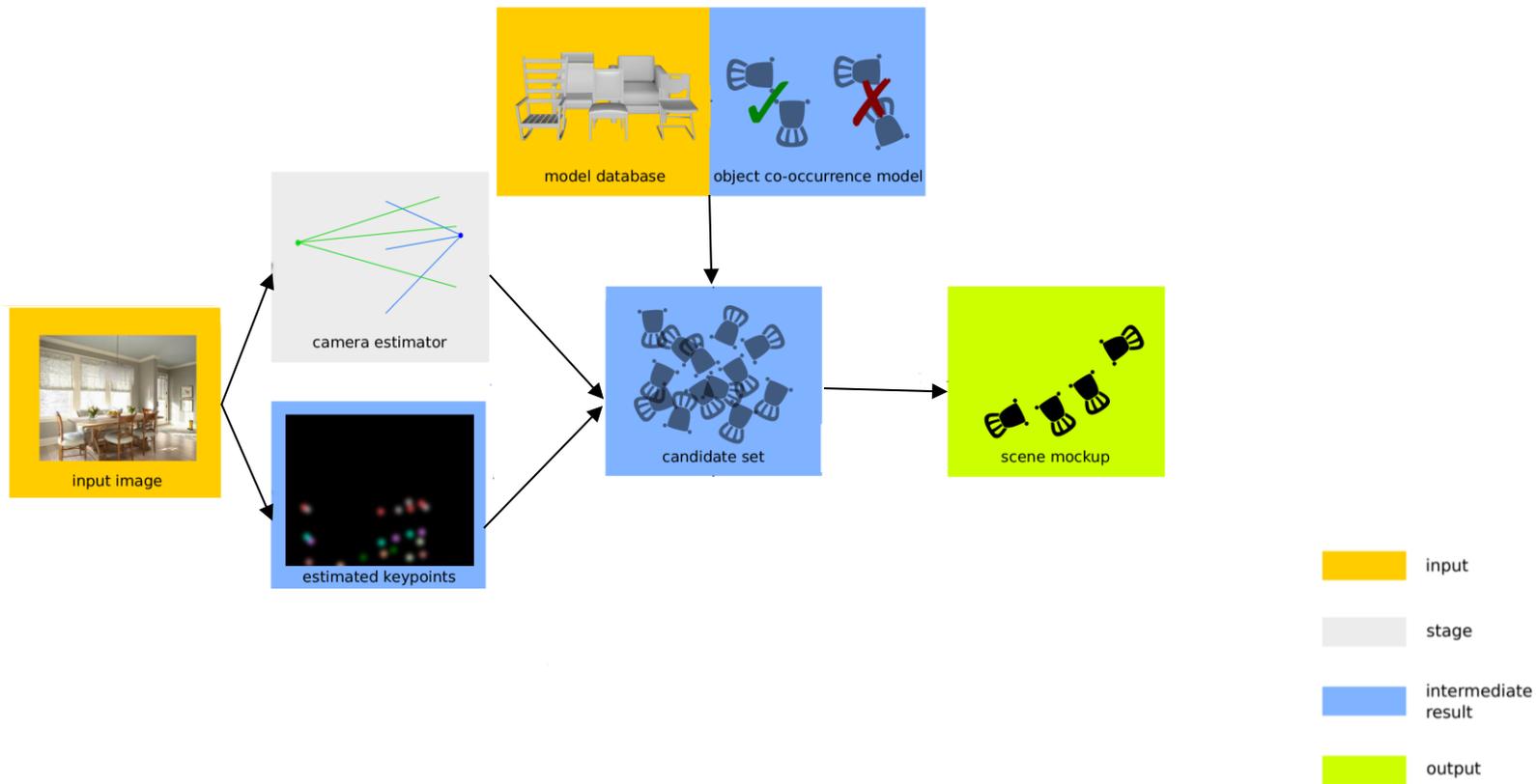
δ_θ Relative Rotation

δ_t Relative Translation

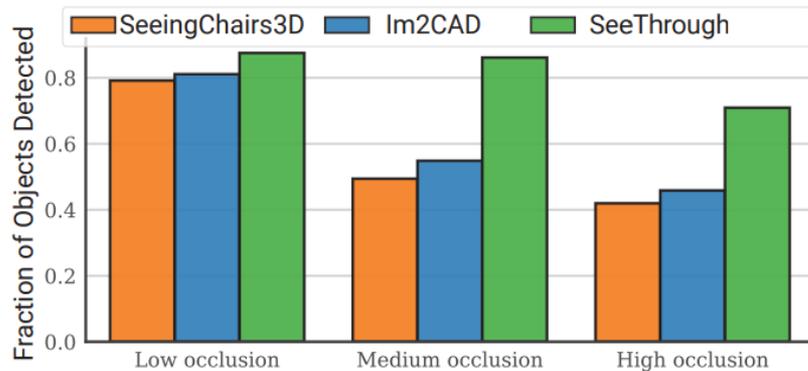
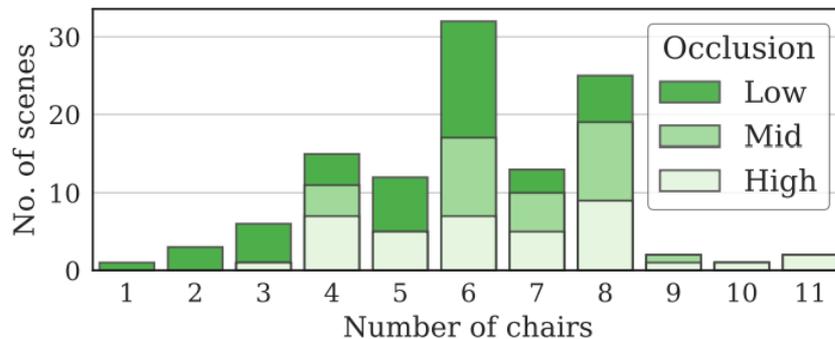
Candidate selection

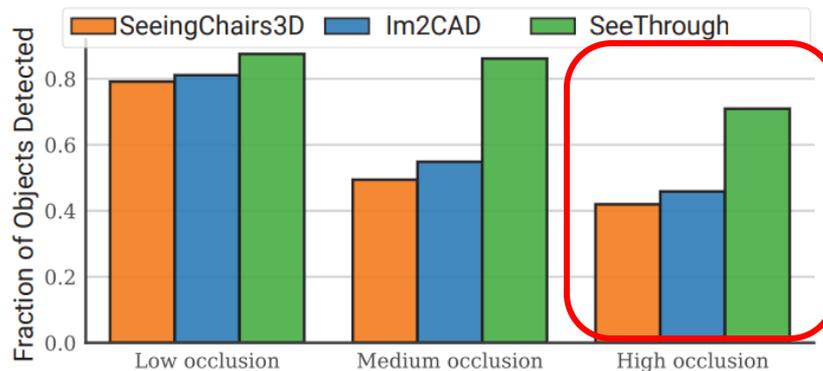
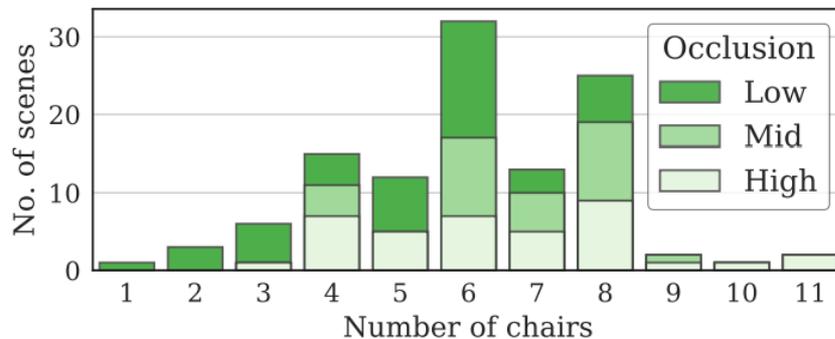


Pipeline

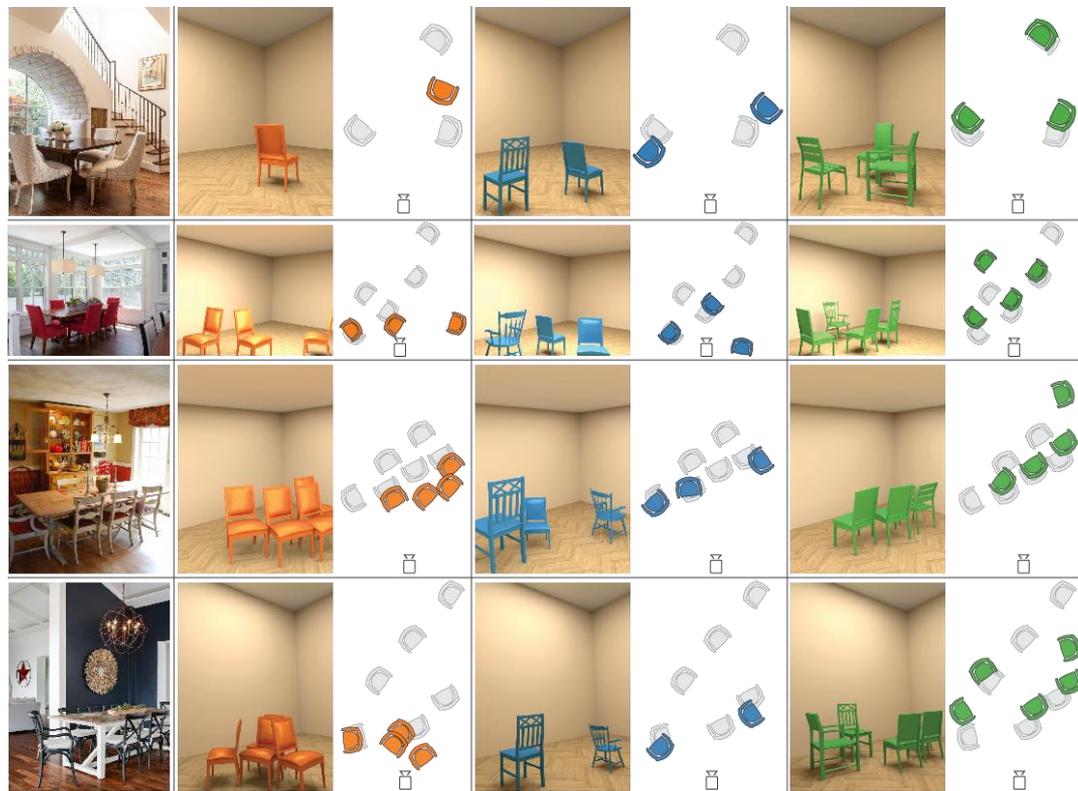


Results





Results



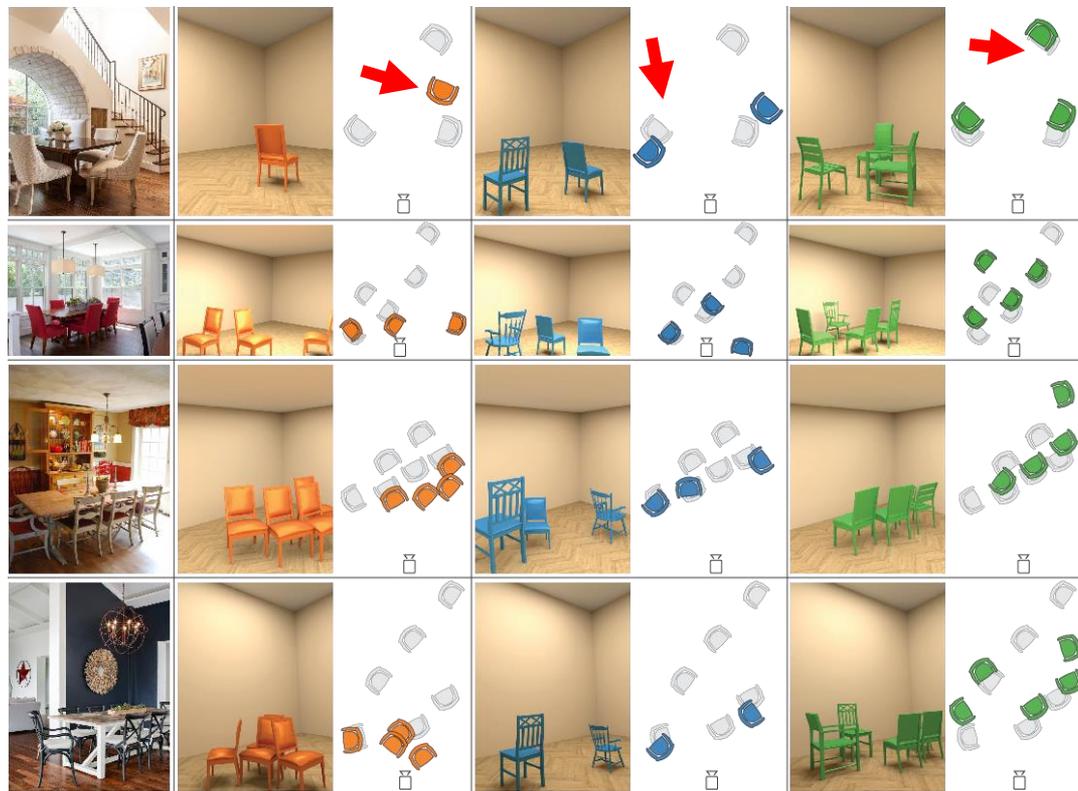
Real World Images

SeeingChairs

Im2CAD

Ours

Results



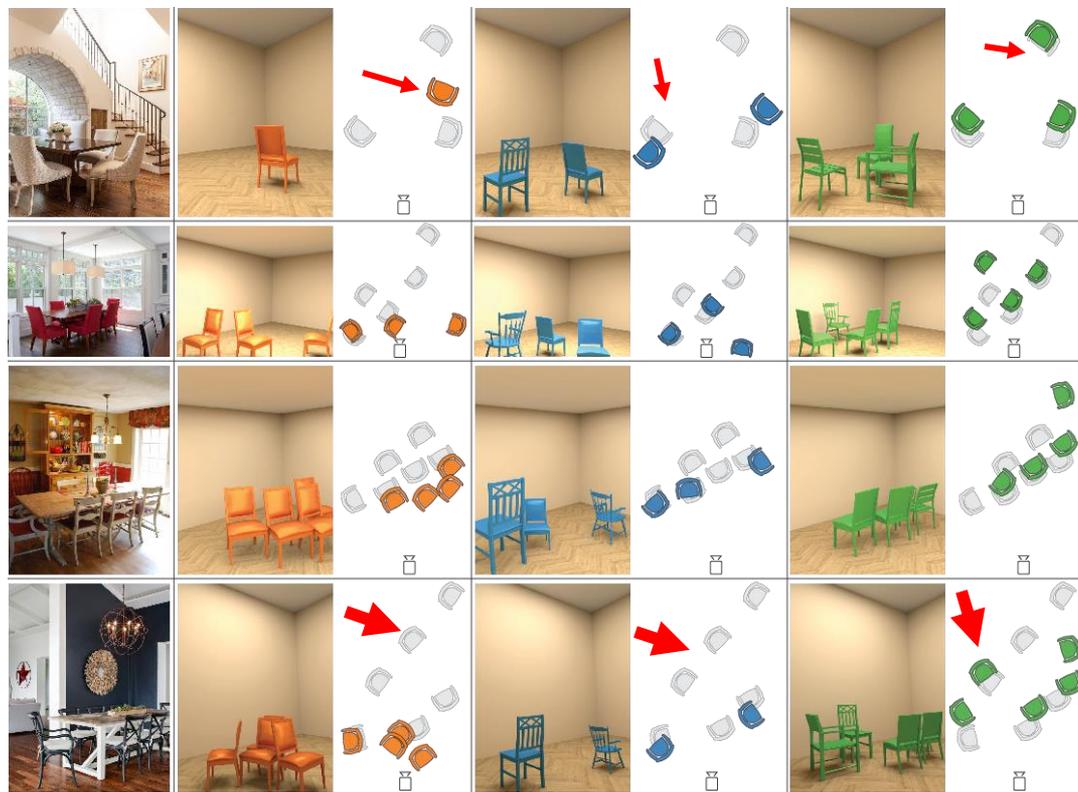
Real World Images

SeingChairs

Im2CAD

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Real World Images

SeeingChairs

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Ours

Performance comparison

	AvgMaxIoU (precision)	AvgMaxIoU (recall)	AvgMaxIoU (F1)	
3D-INN [128] + FasterRCNN [94]	0.316	0.150	0.198	
SeeingChairs [6]	0.195	0.128	0.149	
Ours	0.386	0.250	0.293	
	PercCorrect (precision)	PercCorrect (recall)	PercCorrect (F1)	
3D-INN [128] + FasterRCNN [94]	0.263	0.124	0.165	
SeeingChairs [6]	0.071	0.043	0.052	
Ours	0.298	0.167	0.207	
	PercCorrectFull (precision)	PercCorrectFull (recall)	PercCorrectFull (F1)	
3D-INN [128] + FasterRCNN [94]	0.04	0.015	0.021	
SeeingChairs [6]	0.013	0.007	0.009	
Ours	0.285	0.161	0.198	
	AvgMax2DIoU (precision)	AvgMax2DIoU (recall)	AvgMax2DIoU (F1)	AngleDiff (in degrees)
3D-INN [128] + FasterRCNN [94]	0.526	0.336	0.401	55.8
SeeingChairs [6]	0.372	0.325	0.341	11.4
Ours	0.628	0.470	0.525	7.3

Goal: extract 3D scene mock up from single image (focused on chairs and other highly occluded objects)

Main insight: cases with significant occlusion can be improved by using high-level contextual knowledge about how scenes “work”

Main result: resulting scene mock ups significantly better than combinations of state-of-the-art methods which are reliant on object detection algorithms.

- First, we plan to extend the evaluation to more classes of objects beyond those considered.
- Second, one can explore higher fidelity models to better recover fine scale features in the recovered models.
- Finally, we would like to explore templates that can express a broader understanding of the multi-object spatial relationships including symmetry and regularity.

Acknowledgement

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Thank You

Code available:

geometry.cs.ucl.ac.uk/projects/2018/seethrough/paper_docs/Code_Data.zip

