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**CS688: Web-Scale Image Retrieval**  
**Completing 3D Object Shape from  
One Depth Image (CVPR 2015)**

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**Jason Rock, Tanmay Gupta, Justin Thorsen et al.**

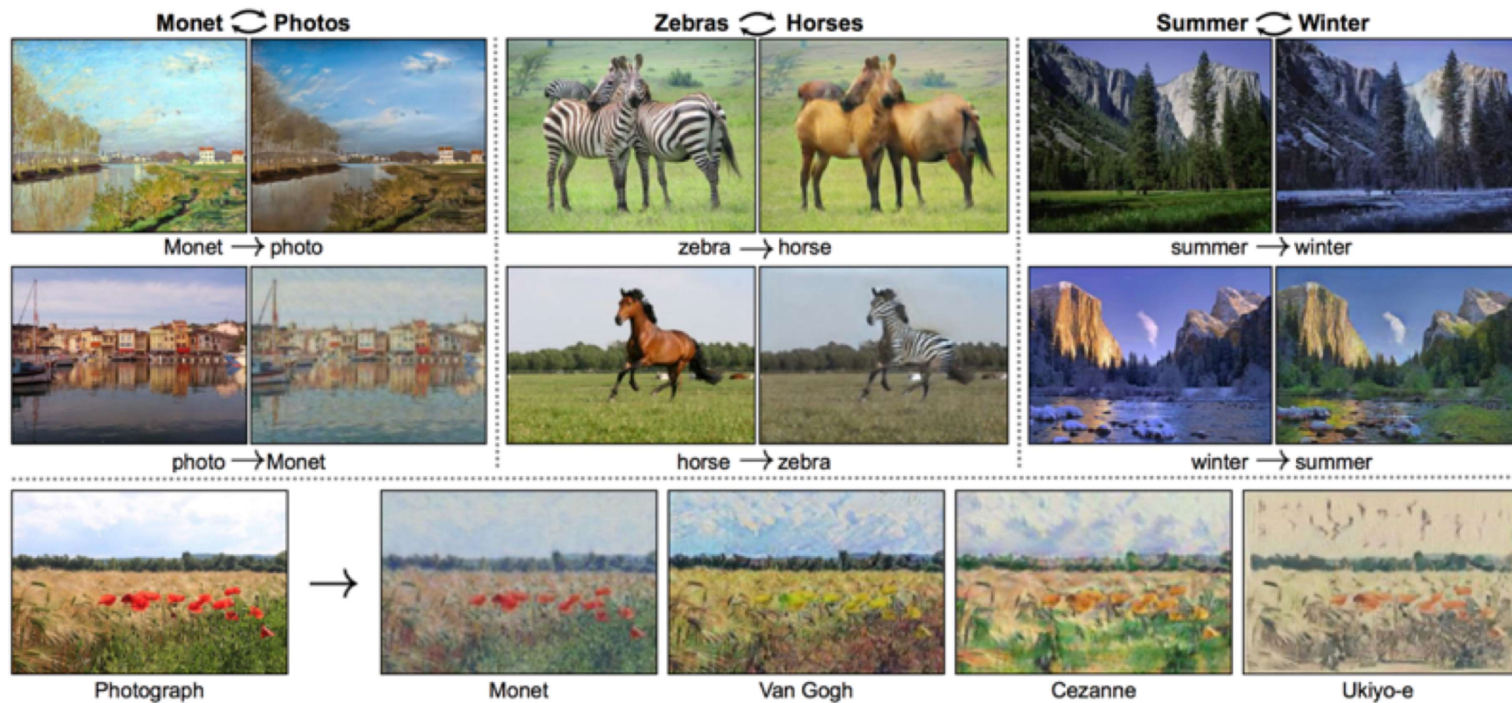
**Taehee Kim**  
**(20184269, 김태희)**

**KAIST**



# Review: CycleGAN

- Generate paired image without its pair



# Purpose

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- **Reconstruct 3D object from observed depthmap**



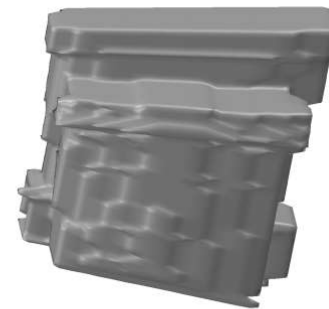
(a) Query Depthmap



(b) Query Mesh  
(Ground Truth)



(c) Pointcloud Mesh



(d) Reconstruct Baseline

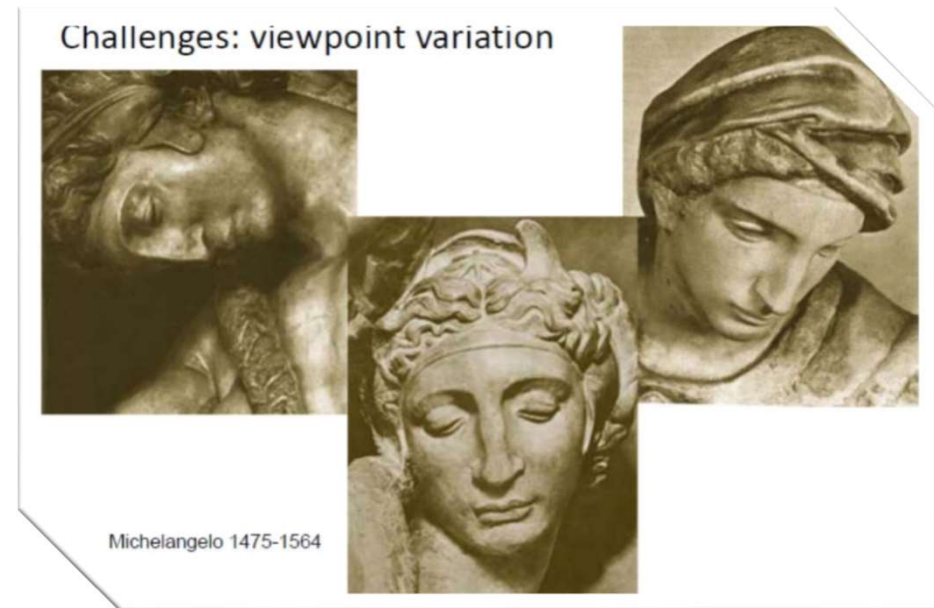


(e) Ours

# Relation with Image Retrieval

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- **RGB-D object classification**
- **3D structure aware object identification**
- **Depthmap retrieval in its pipeline**

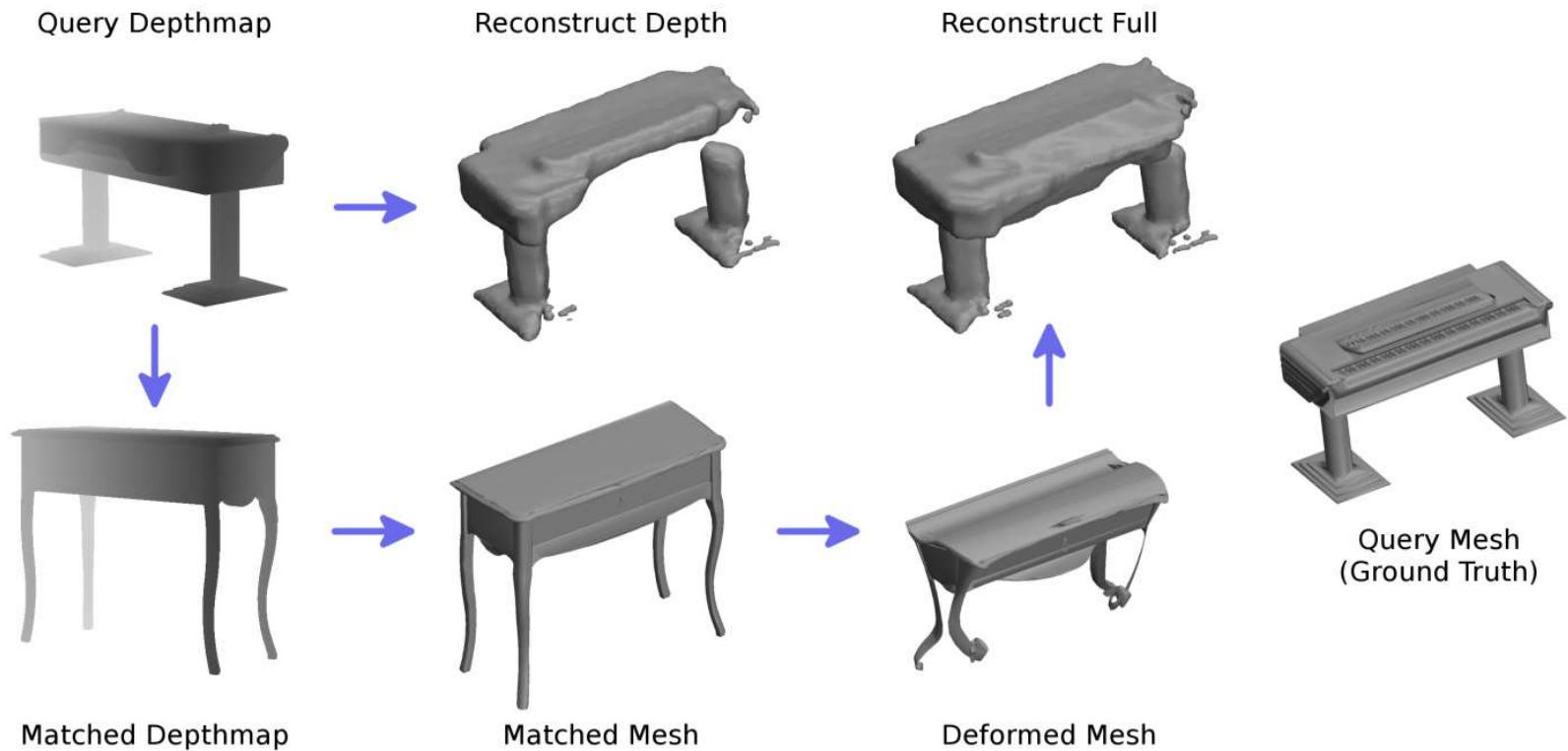


# Pipeline Overview

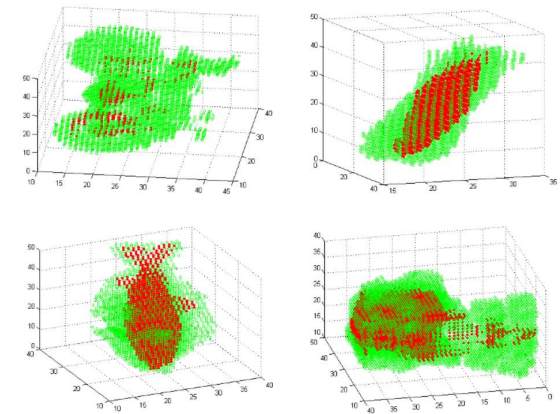
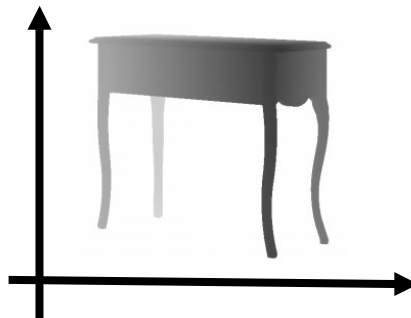
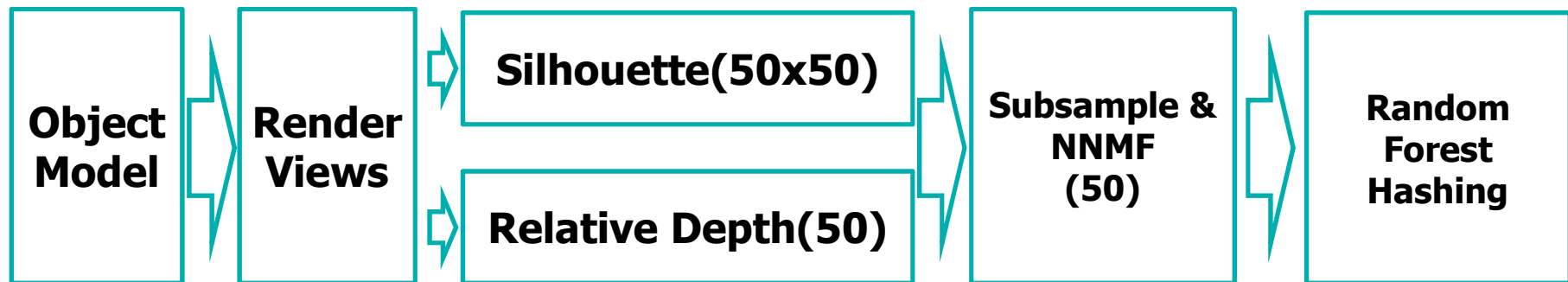
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- **Matching –**
  - retrieve similar 3D model in database
- **Deformation –**
  - deform 3D model to make it similar to query
- **Completion –**
  - predict unobserved voxels

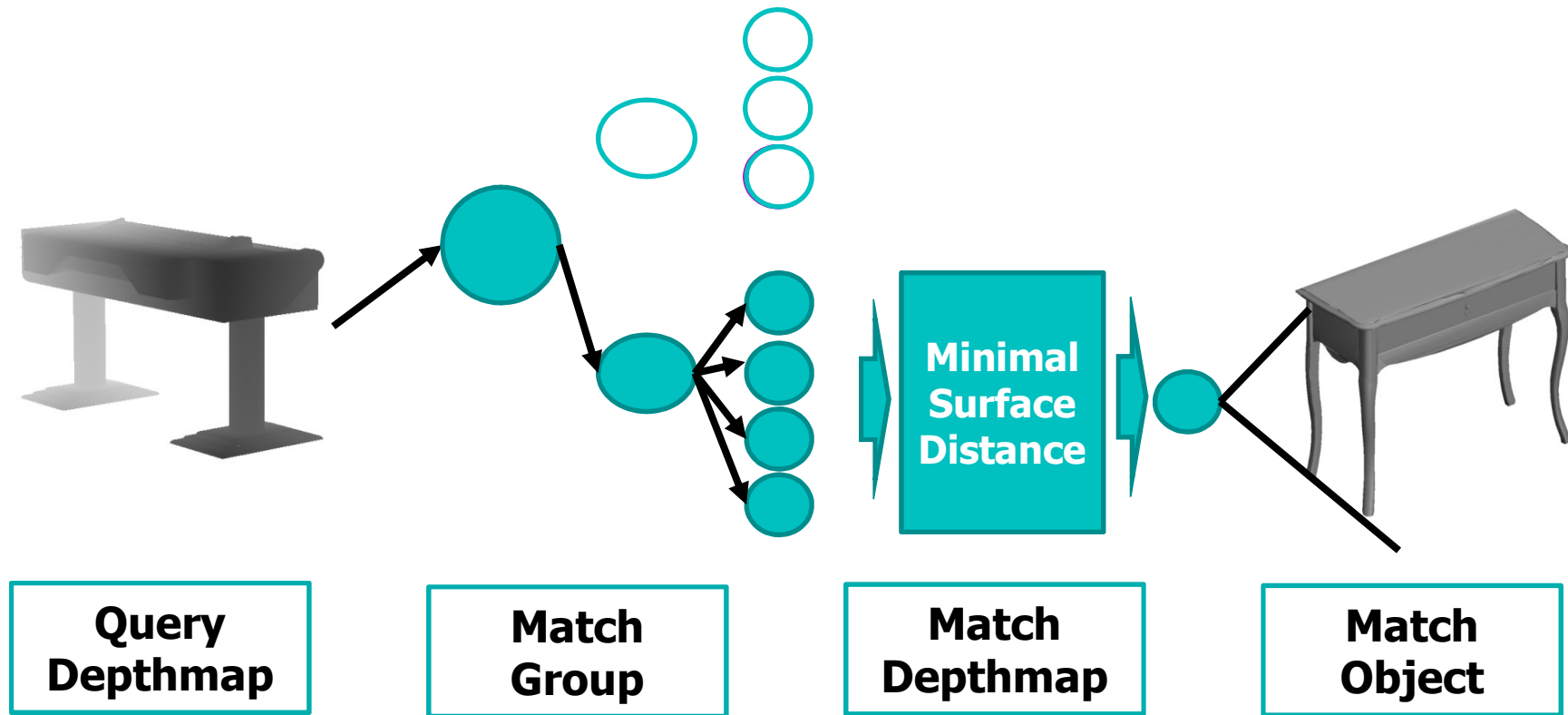
# Pipeline Overview



# Matching: Training



# Matching: Retrieval

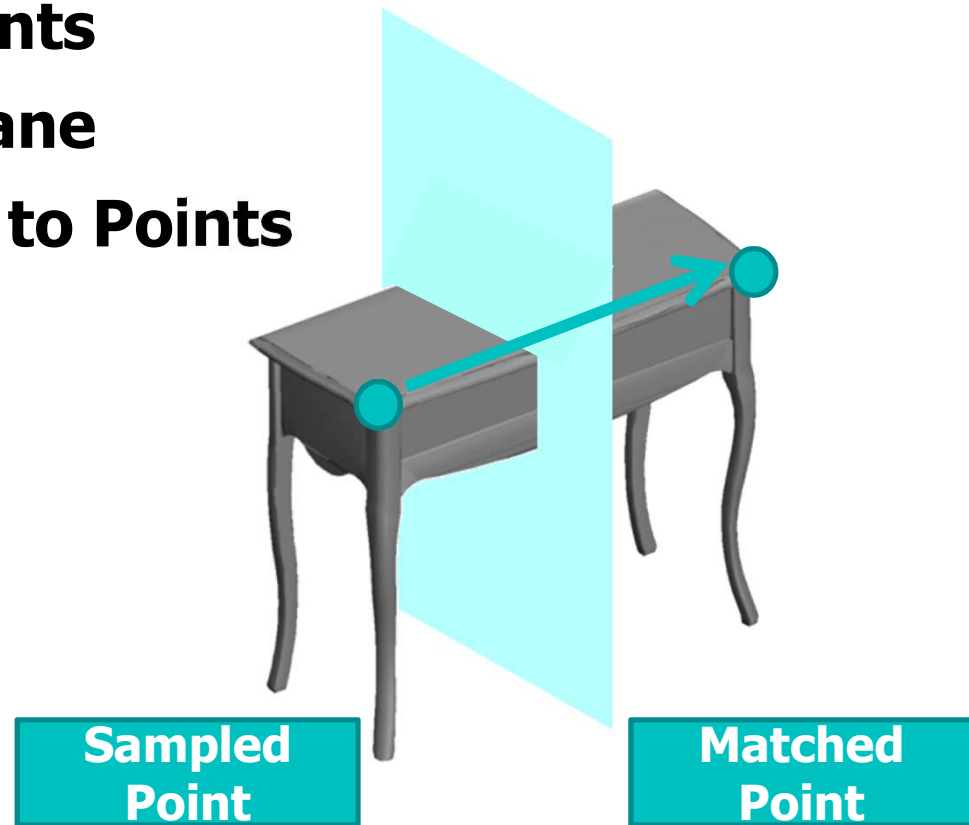




# Deformation: Symmetry Detection

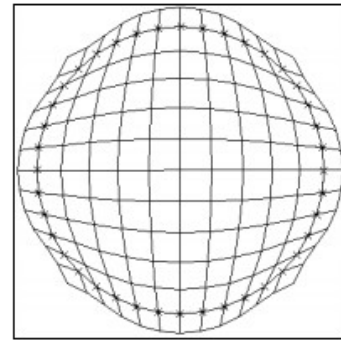
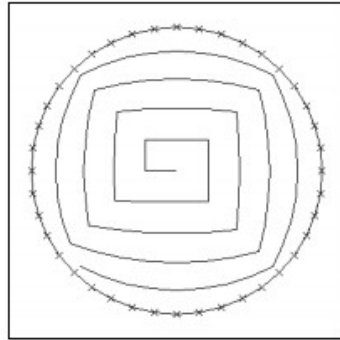
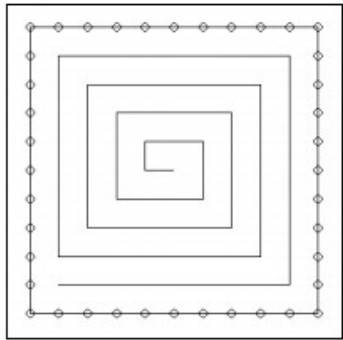
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1. Find Major Symmetry Planes
2. Model Surface -> Points
3. Match Points over Plane
4. Distribute Symmetry to Points

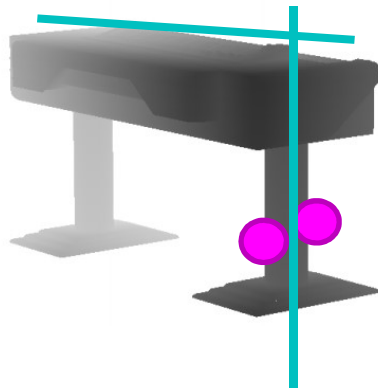
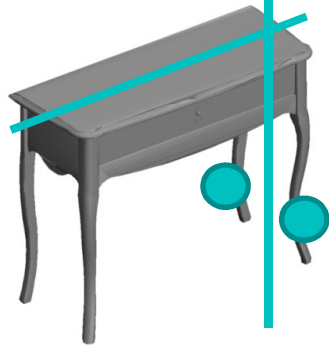


# Deformation: Thin Plate Spline

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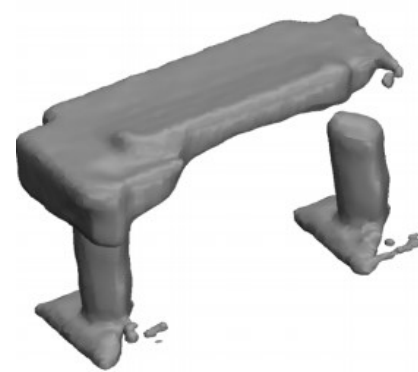
From Tsai et al.



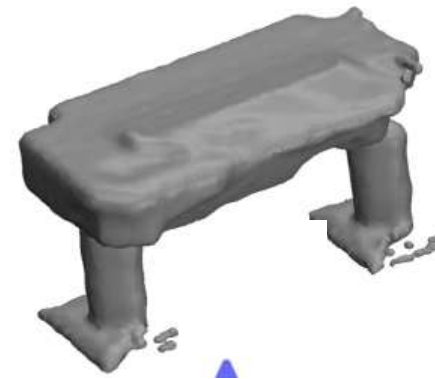
# Completion: Cues for Voxels

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- Voxels near observed depth points
- Voxels requiring large rotation



- Symmetry reflection from matched mesh
- Voxels from matched mesh
- Depth distance
- Point distance

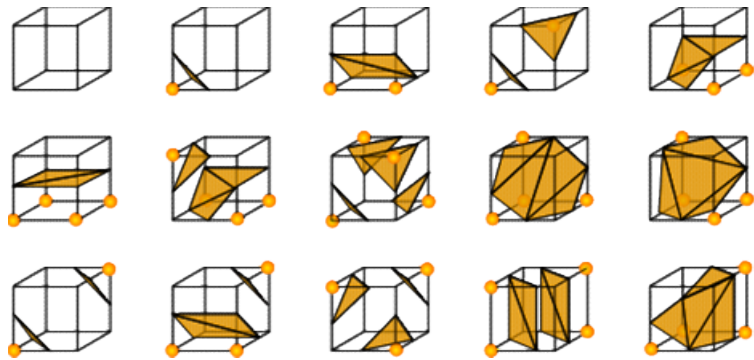


# Completion: Voxel Prediction

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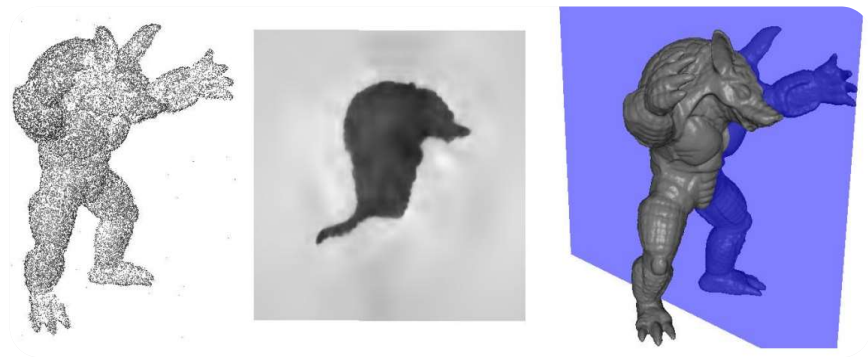
- 1. Boosted decision tree -> Confidence of each voxel**
- 2. Fit to observations**
- 3. Smoothing**

# Completion: Voxels to Surface



from wiki.

**Marching Cubes**



From Kazhdan et al.

**Poisson Reconstruction**

# Evaluation

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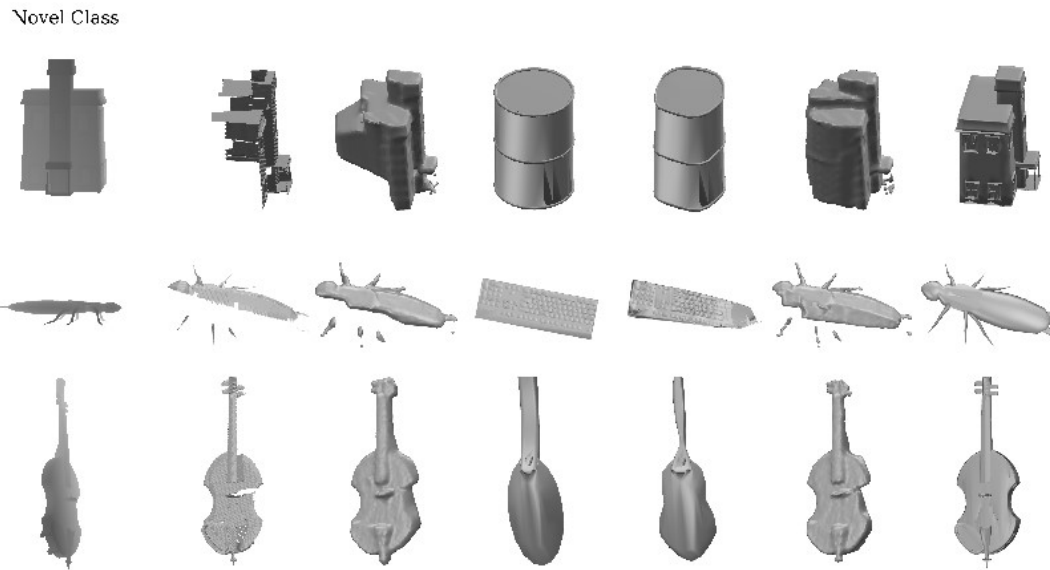
- **SHREC12 mesh classification dataset**
- **3 Kinds of Problems :**
  - 1. Novel View**
  - 2. Novel Model**
  - 3. Novel Category**
- **Performance Metric:**
  - 1. Intersection over union(large->better)**
  - 2. Surface distance(small->better)**

# Evaluation Result

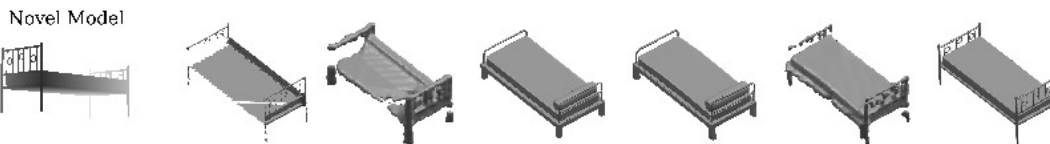
Voxel I/U		Baseline	Reconstruct Depth	Matched Mesh	Aligned	Deformed	Reconstruct Full
Novel Class	Mean	0.164	0.425	0.224	0.243	0.265	<b>0.439</b>
	Median	0.138	0.429	0.177	0.207	0.236	<b>0.459</b>
Novel Model	Mean	0.124	0.424	0.302	0.349	0.368	<b>0.490</b>
	Median	0.107	0.408	0.249	0.289	0.322	<b>0.489</b>
Novel View	Mean	0.185	0.453	0.453	0.525	0.537	<b>0.565</b>
	Median	0.174	0.439	0.430	0.523	0.544	<b>0.582</b>
Surface Distance		Baseline	Reconstruct Depth	Matched Mesh	Aligned	Deformed	Reconstruct Full
Novel Class	Mean	0.292	<b>0.030</b>	0.057	0.065	0.057	<b>0.030</b>
	Median	0.286	<b>0.025</b>	0.053	0.058	0.048	<b>0.025</b>
Novel Model	Mean	0.264	0.028	0.039	0.042	0.037	<b>0.022</b>
	Median	0.267	0.022	0.033	0.035	0.029	<b>0.018</b>
Novel View	Mean	0.241	0.032	0.030	0.029	0.025	<b>0.023</b>
	Median	0.241	0.026	0.025	<b>0.019</b>	0.025	<b>0.019</b>

# Examples

Novel Class



Novel Model



Novel View



Query      Pointcloud Mesh    Reconstruct Depth    Matched Mesh    Deformed Mesh    Res.    Gnd. T.



# More Examples

