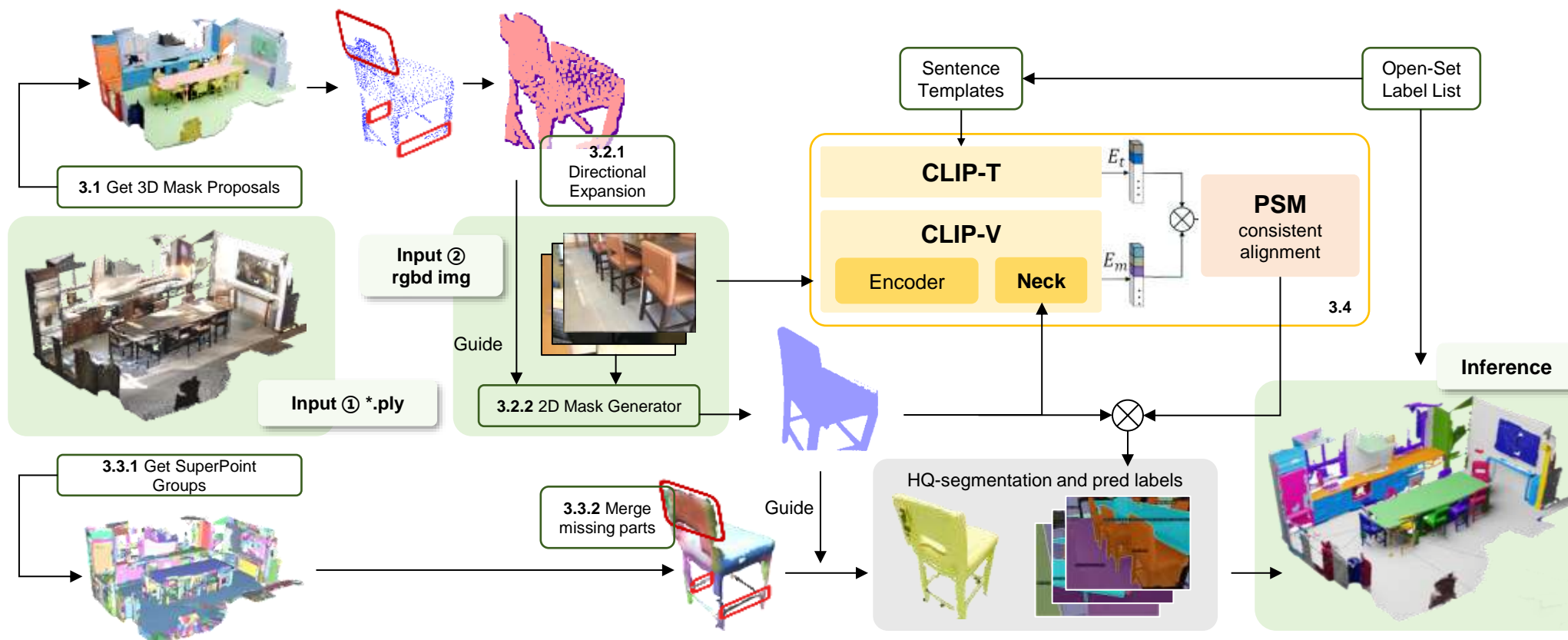




MOSS: Mask-Oriented Open-Set for 3D Scene Segmentation using Superpoint

Nov 2024 - ?



Task Background

- Traditional methods rely on densely annotated 3D scenes.
- Have to utilize supervision from ground truth labels.
- 3D Annotation is **Time-consuming** and **Expensive!**



Input 3D
Geometry



Annotated
3D scenes

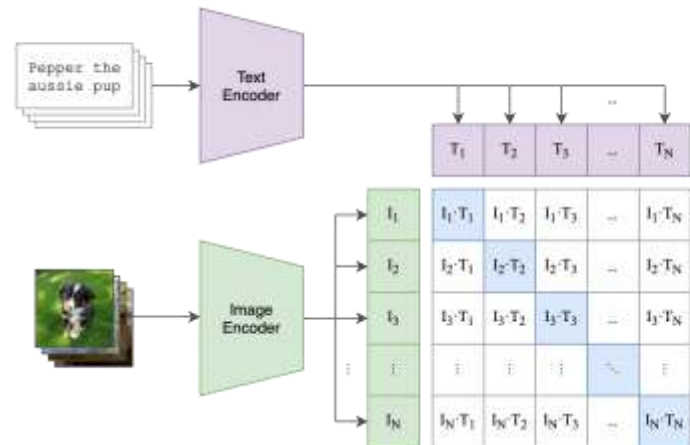
Task Background

Meanwhile computer vision is going through a transition from the previous **closed-set** perception to **open-set** perception:

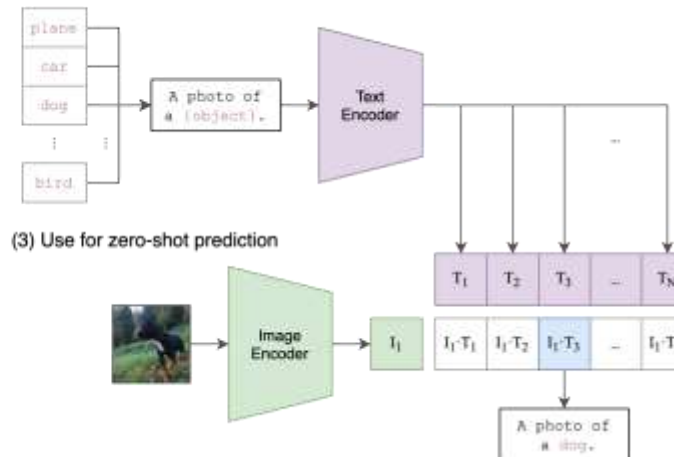
Closed-set: only handles predefined classes during training and has limited capability in dynamic world

Open-set: understands unseen, diverse and free-flowing language, mimicking how humans naturally interact with the world and each other

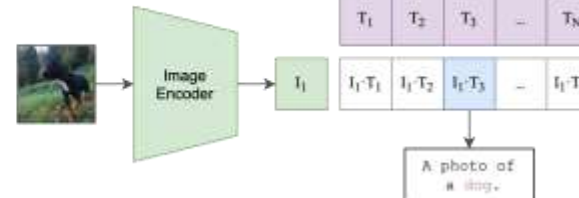
(1) Contrastive pre-training



(2) Create dataset classifier from label text



(3) Use for zero-shot prediction

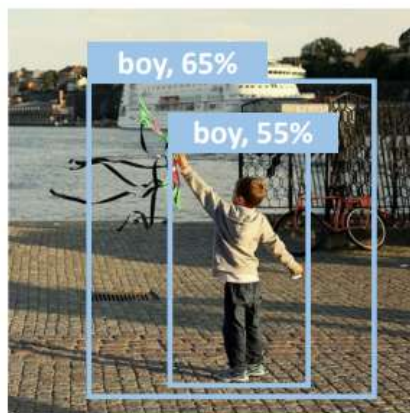


2D open-set tasks can now understand new concepts, perform accurate segmentation and detection, and handle complex tasks requiring reasoning.

Motivation

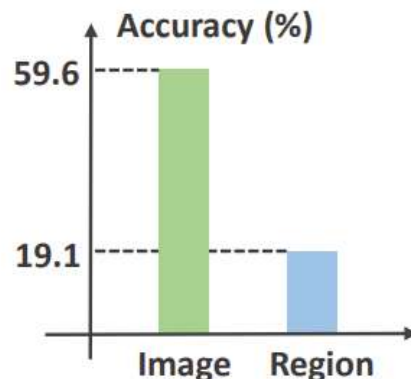
- Previous methods simply use the original CLIP model without addressing its regional limitations.
- Directly applying it for object detection leads to poor performance due to domain shift, as CLIP was trained to match whole images to text descriptions, without capturing fine-grained alignment between image regions and text spans.

Cropped image regions recognized by CLIP

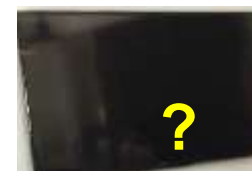
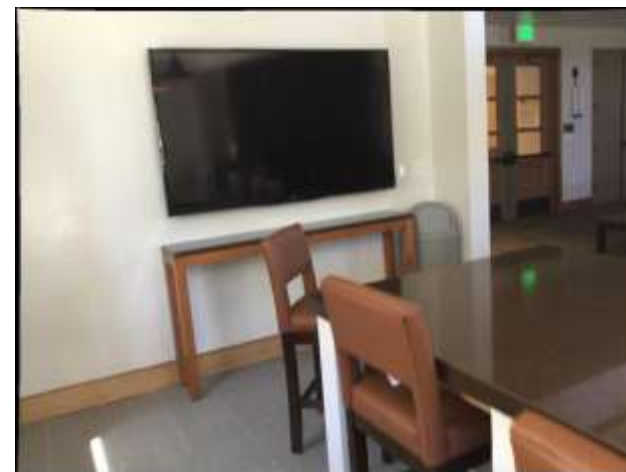


a

Image classification (ImageNet)
Region classification (LVIS)



b

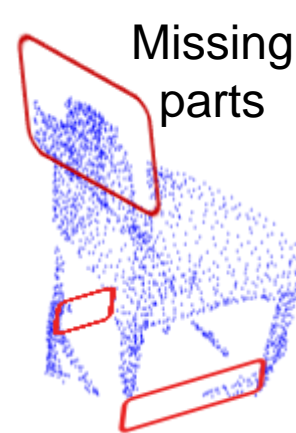
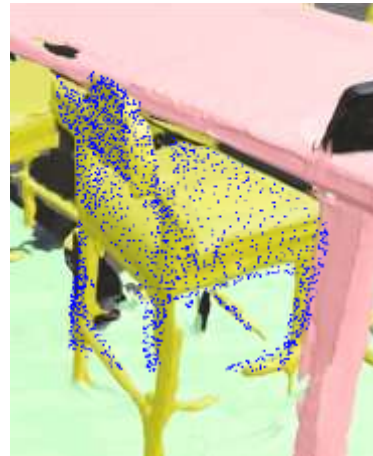


Motivation

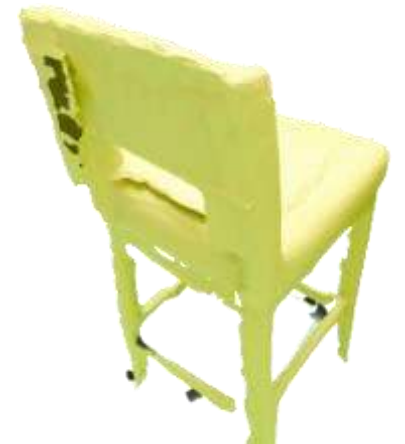
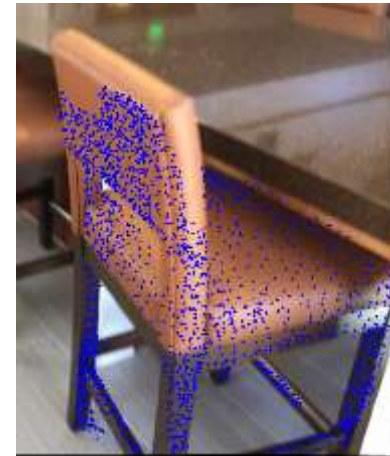
- Most existing work heavily relies on the mask proposals generated by pre-trained 3D models (like Mask3D), where the quality of these masks directly affects the performance of instance segmentation.
- However, open-set tasks should not be constrained by closed-set models. Additionally, prior knowledge from 2D segmentation models can alleviate the limitations observed in current 3D class performance.



Mask3D



3D Points to 2D Pixels

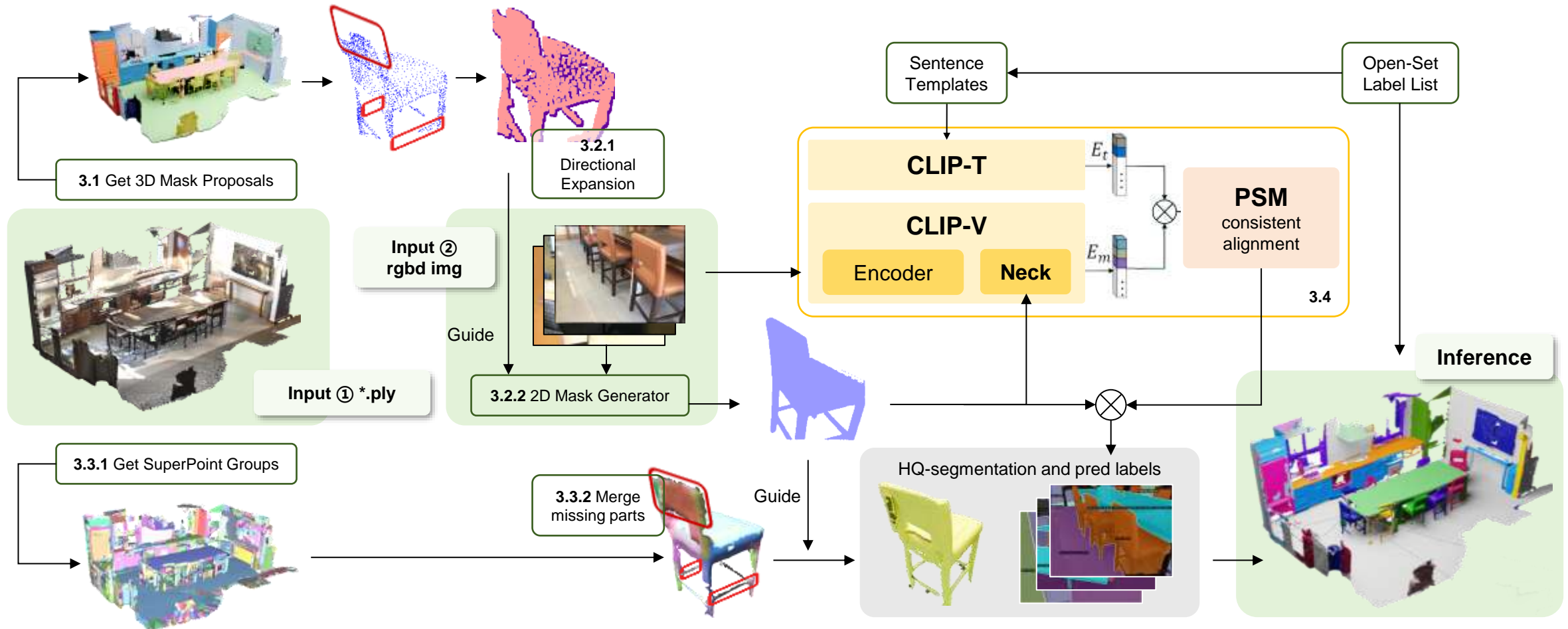


Ground truth

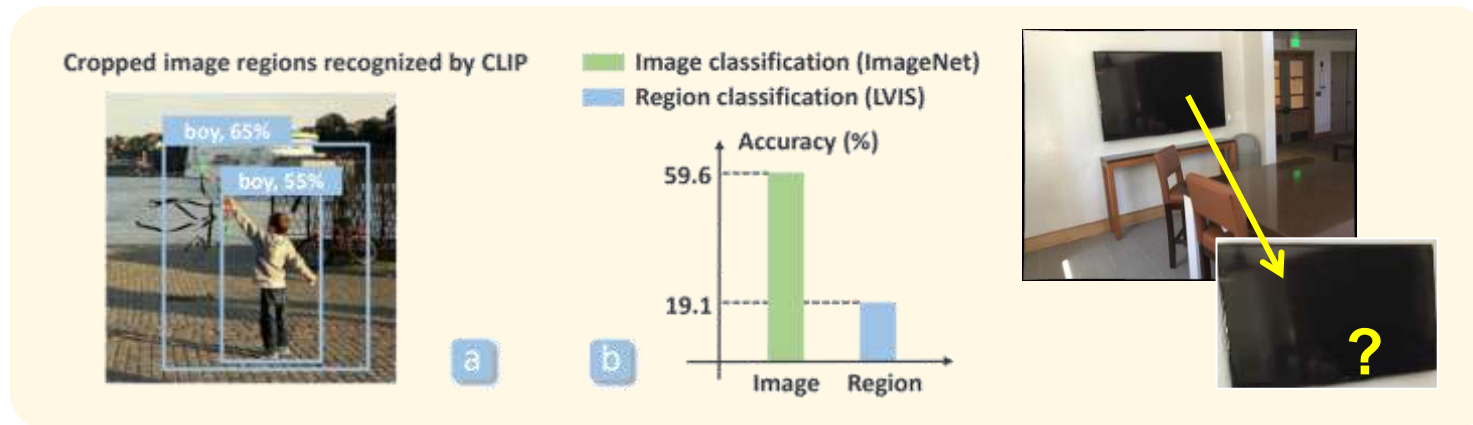
Contributions

- We proposed **MOSS**, a mask-based framework for open-set 3D scene semantic segmentation that enables efficient cross-dimensional feature transfer and inference.
- We enhanced the frame by implementing **global information input with mask** constraints to strengthen attention.
- We employed **a density-guided dilation algorithm** to optimize the matching precision between 2D and 3D masks.
- We also introduce a novel method to enhance 3D mask proposals, which leverages 2D prior knowledge to perform **back-projection** on a 3D pre-trained model. This approach guides **the capture of superpoint clusters** in the 3D scene, thereby improving the quality of the output results of **fine-tuning the close-set model result**.

Our Proposed MOSS



Our Proposed MOSS - Contribution1



Input a cropped image:

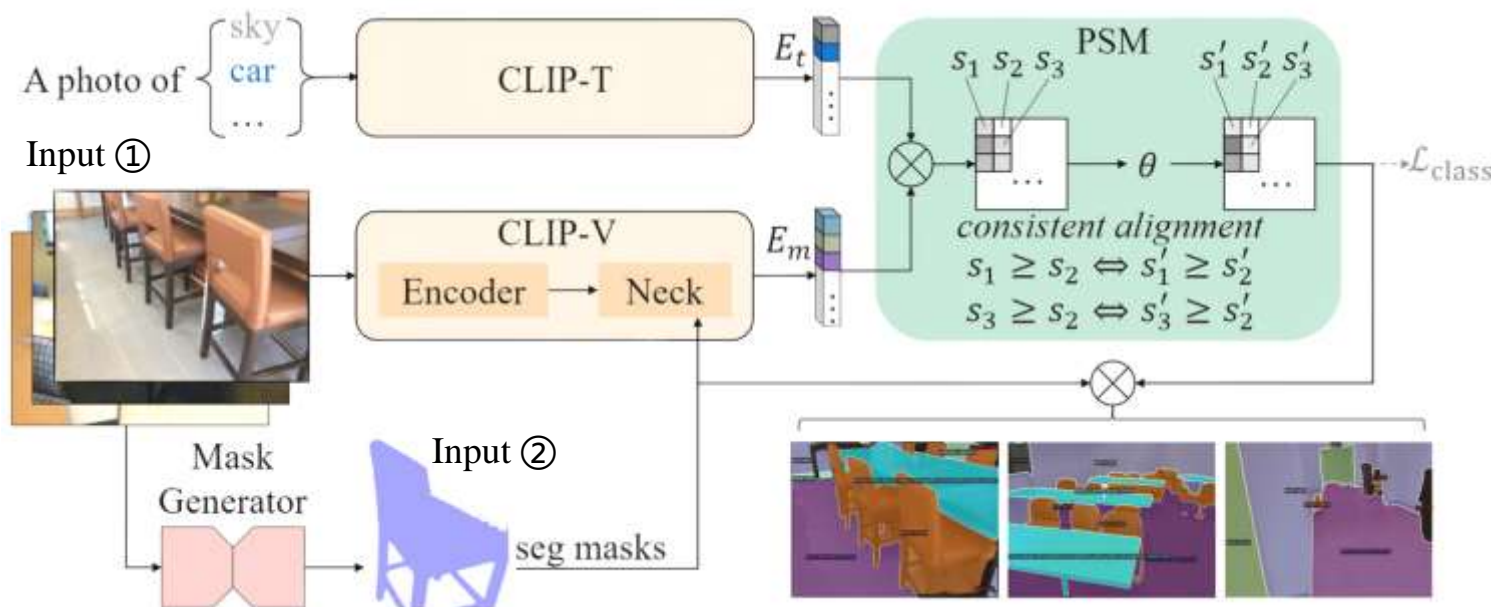
- Cropped regions lack global information.

Input a purely global image:

- Fail to localize the areas that need to be understood.
- Lead to **inconsistencies in the granularity of classification**, where the level of detail may be too fine or too coarse to align with the designated regions of the mask proposal.

Input both global images and masks:

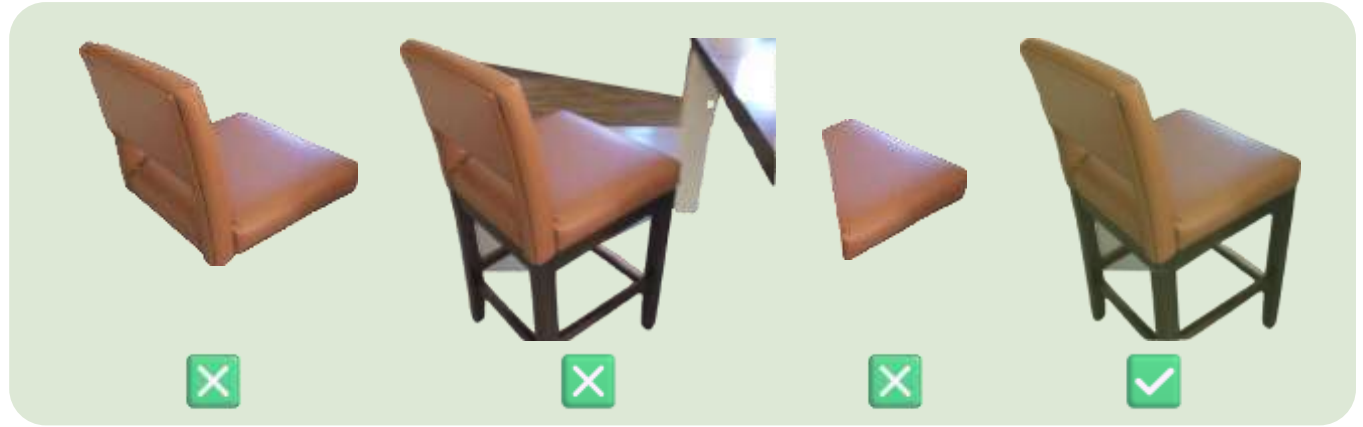
- Constrain regions requiring enhanced understanding.
- Obtain contextual information to improve inference accuracy.



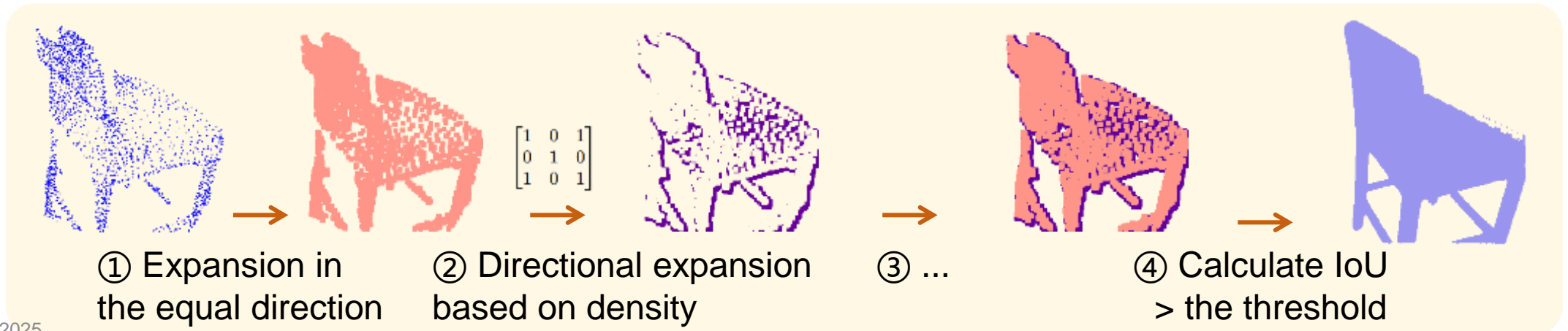
- **How to obtain a high-quality 2D mask?**

Our Proposed **MOSS** - Contribution2

Density-based Directional Expansion Algorithm



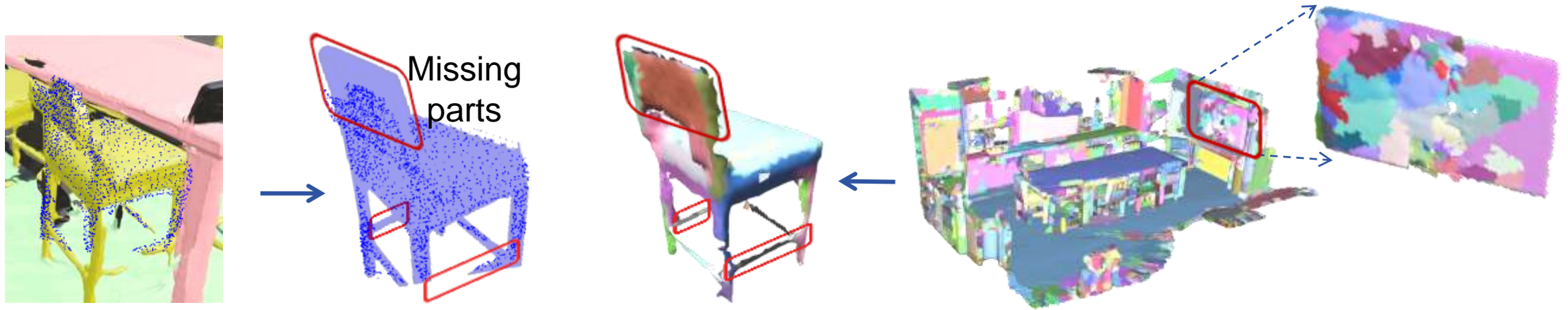
IOU?
The number of pixels does not correspond



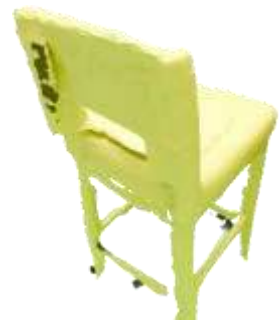
- **What else can a high-quality 2D mask offer?**

Our Proposed MOSS - Contribution3

Fine-Tuning of 3D Mask Proposals based on SuperPoints



- The coarse 3D mask proposal has missing areas compared to the ground truth.
- The prior knowledge from the 2D can fill these gaps.
- Pixels from the 2D mask are projected to 3D, and the matching points are added to the 3D mask.

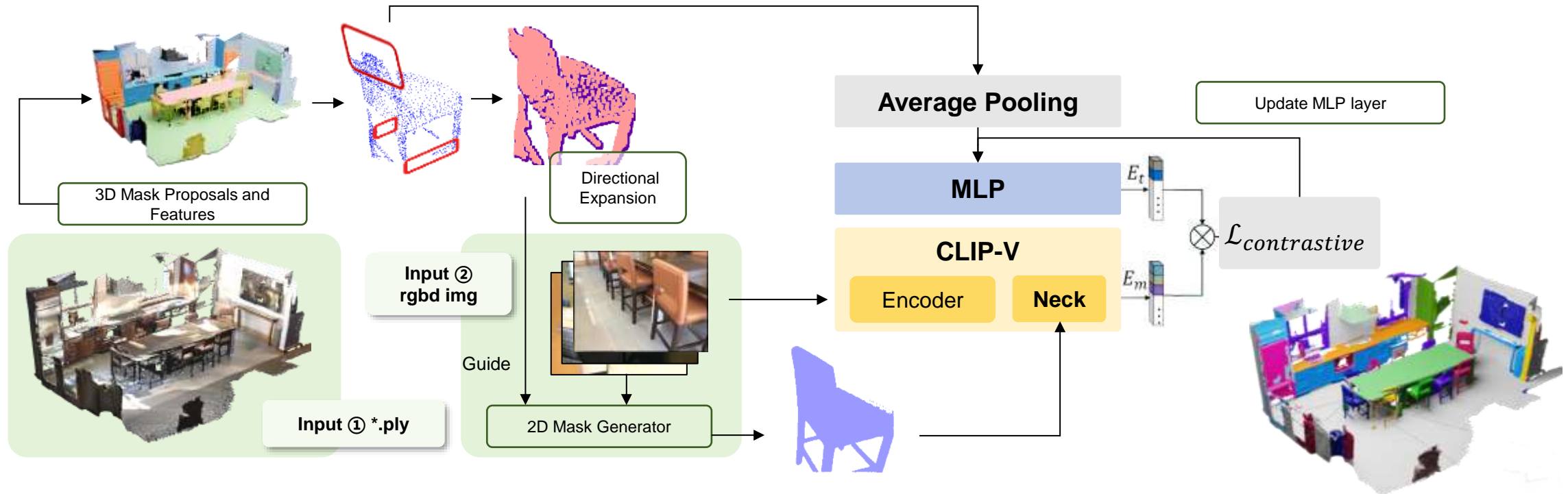


Ground truth

- To improve efficiency, the raw point cloud is transformed into superpoint clusters.
- SuperPoints: points are grouped into geometrically homogeneous regions.
- Instead of individual points, superpoint clusters are used as the unit for merging.

- **Can we accelerate the Inference Process?**

Our Proposed MOSS – Contribution4



Knowledge distillation:

- We first obtain the 3D point cloud features from the output of Mask3D
- For each 3D proposal, we apply average pooling to derive its 3D feature vector
- We then use a multilayer perceptron (MLP) to map it into the image-text embedding space of CLIP
- To train the MLP layer, we employ a **contrastive loss** function on the dataset, optimizing the alignment between the 3D and 2D mask embeddings.

Experiments & Results (Imcomplete)

Method	mAP	mAP50	mAP25	head	comm	tail
Mask3D (Closed Vocab.)	26.9	36.2	41.4	39.8	21.7	17.9
SAM3D	6.1	14.2	21.3	7	6.2	4.6
OVIR-3D	13	24.9	32.3	14.4	12.7	11.7
Open3DIS	23.7	29.4	32.8	27.8	21.2	21.8
OpenScene (2D Fusion)	11.7	15.2	17.8	13.4	11.6	9.9
OpenScene (3D Distill)	4.8	6.2	7.2	10.6	2.6	0.7
OpenScene (2D-3D Ens.)	5.3	6.7	8.1	11	3.2	1.1
OpenMask3D	15.4	19.9	23.1	17.1	14.1	14.9
OpenMask3D	16.2	21.3	24.8	22.2	13.4	12.5
Open3DIS	18.6	23.1	27.3	24.7	16.9	13.3
Open-YOLO 3D	<u>24.7</u>	<u>31.7</u>	<u>36.2</u>	<u>27.8</u>	<u>24.3</u>	<u>21.6</u>
MOSS(Ours)	27.1	36.3	41.7	30.6	25.9	24.6

* The experimental results are still being updated
(hyperparameters are being finalized)

Phase Summary & Next Work

- Tasks in the 2D domain can successfully guide 3D spatial understanding tasks;
- The instance matching between 2D and 3D in the form of masks works effectively
- Conduct experiments with additional datasets;
- Attempt to replace the black-box CLIP model with an integrated VLM (Visual-Language Model) during the inference phase;
- Optimize code details to reduce the inference time per scene.