Audio-Visual Floorplan Reconstruction

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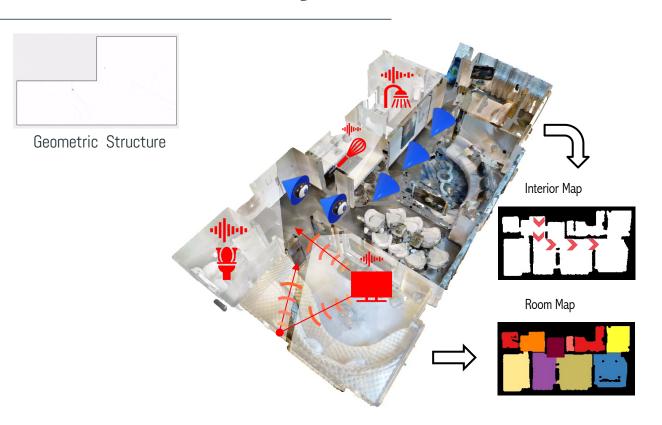
Walk through an Active Household



Walk through an Active Household



Walk through an Active Household



Problem Formulation

Video with Audio



Sequence of RGB Frames
Sequence of Audio Clips



Binary Map



Free space, Small Objects

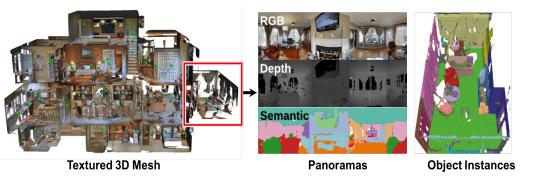
N-channel Map



Room Labels

Data Generation - Visual

Matterport3D Dataset: 85 Home Environments

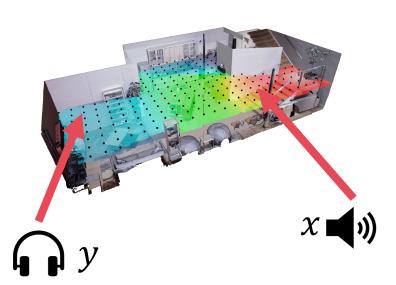


Habitat-Sim to generate RGB-sequences



Data Generation - Audio

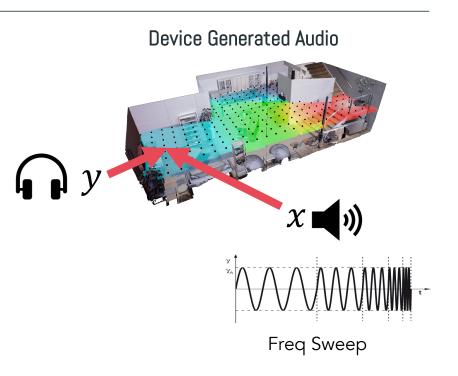
SoundSpaces Dataset

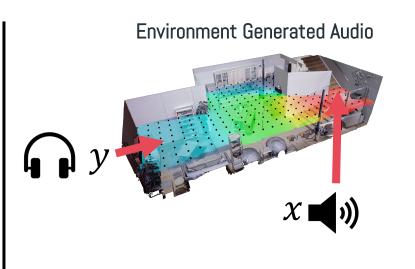


- Impulse Responses (IR) for a dense grid of source-receiver positions
- Ambisonics and Binaural IRs

$$y = x \circledast IR$$

Data Generation - Audio



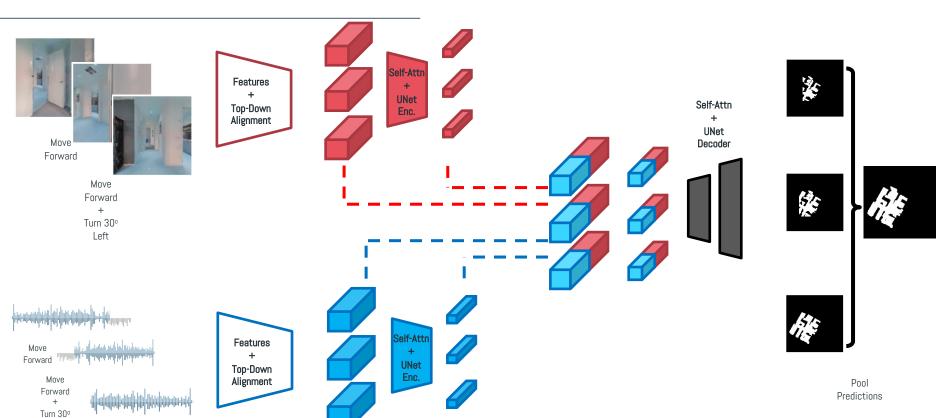




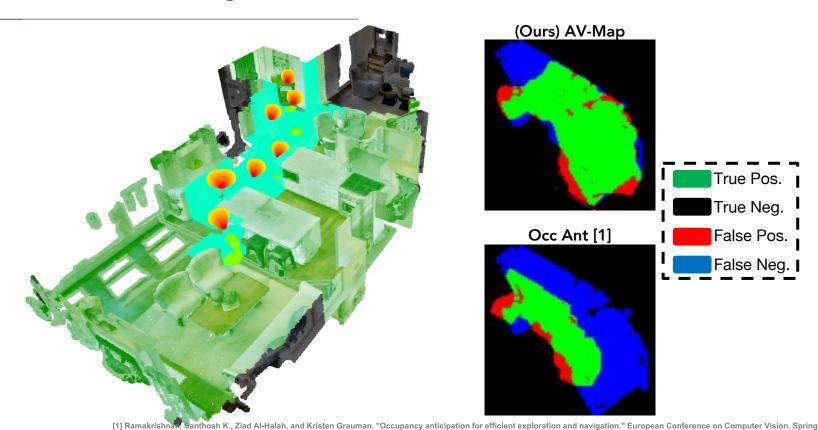
Telephone ring, flush, keyboard, ...

AV Map Model

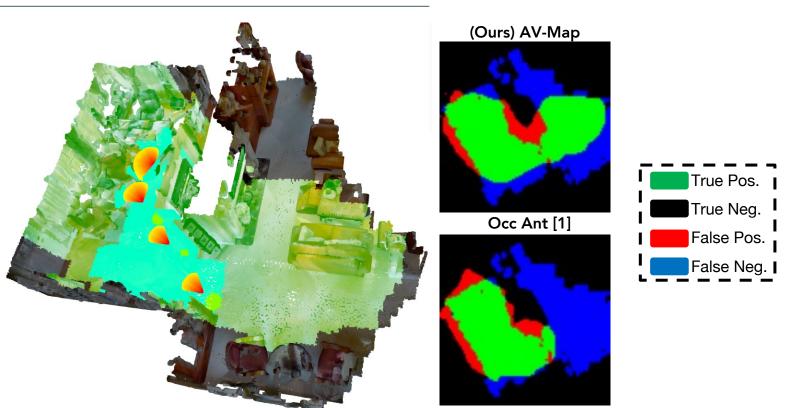
Left



Interior Map Predictions

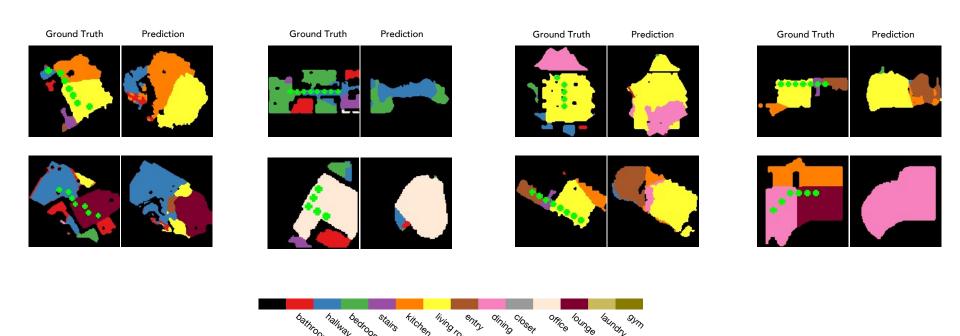


Interior Map Predictions

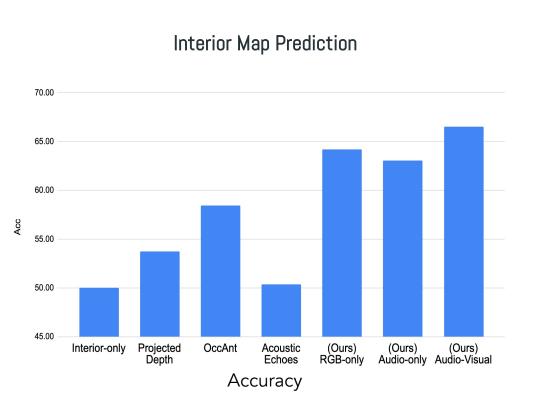


[1] Ramakrishnan, Santhosh K., Ziad Al-Halah, and Kristen Grauman. "Occupancy anticipation for efficient exploration and navigation." European Conference on Computer Vision. Springer, Cham, 2020

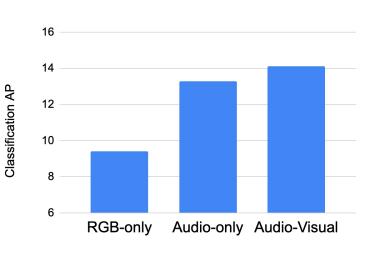
Room Map Predictions



Quantitative Results (See paper for details)



Room Map Prediction



Thank you for Listening!

Checkout the website for video demos with audio: http://www.cs.cmu.edu/~spurushw/publication/avmap/

