3D Semantic Parsing of Large-Scale Indoor Spaces

# Semntic segmentation

#### 27

#### 32

#### 8

# RGB-D segmentation using a set of heuristics for leveraging 3D geometric priors

#### 31

#### 25

# A search-classify based method for segmentation

#### 22

# Multiple depth views

#### 30

#### 15

# Outdoor building parsing

#### 23

# Panoramic RGB-D image using global geometry of the room

#### 42

# Object detection of RGBD

### Treat depth as a fourth channel

###### 14

###### 20

###### 32

###### 27

###### 3

### Use external sources like CAD models

###### 33

# Floor plane estimation

### Based on trajectory crowd sourcing

###### 4

### Reconstructed museum based Hough transform

###### 39

### Similar planar surface assumption

###### 41

### Reconstructed cluttered indoor spaces (required prior)

###### 21

###### 24

### Generated a minimalistic floor plane by triangulation

###### 37

### Reconstructed a building in 3Dgiven monocular images

###### 19

# Detect walls by fitting planar surfaces

#### 41

# Affinity Propagation

#### 11

# LIBLINERA

#### 10

# Structured SVM

#### 36

# S-SVM-CRF

#### 17

#### 18

#### 29