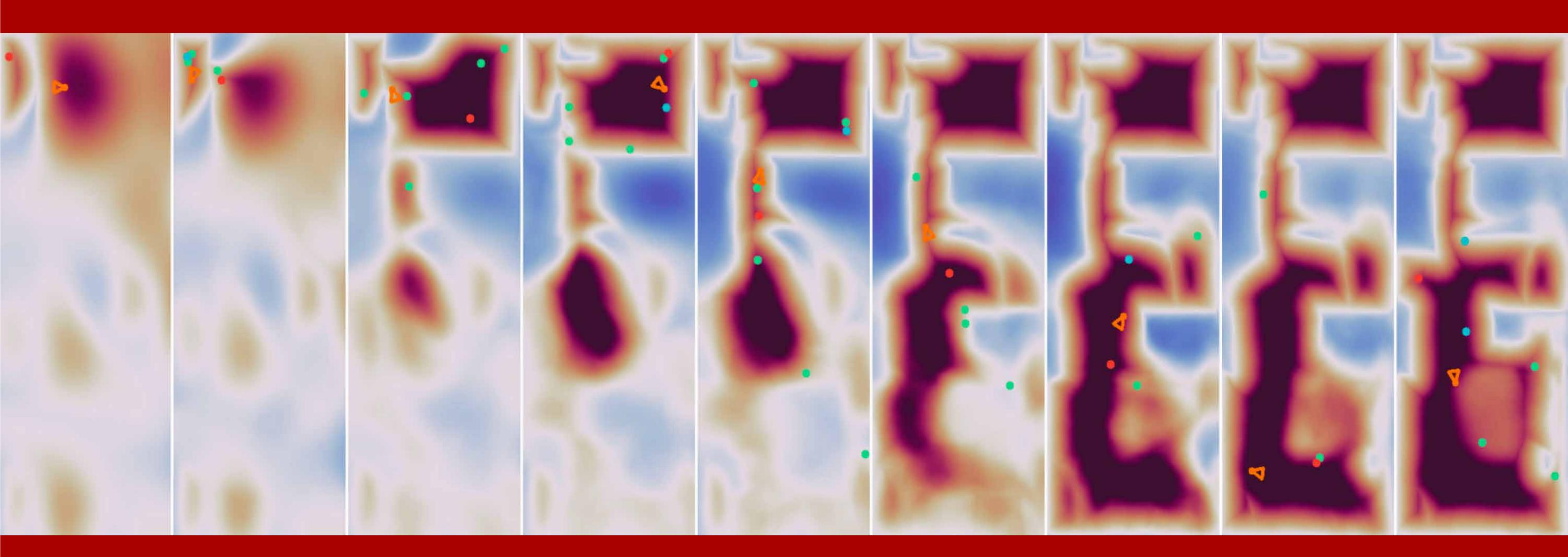




Active Neural Mapping ICCV23

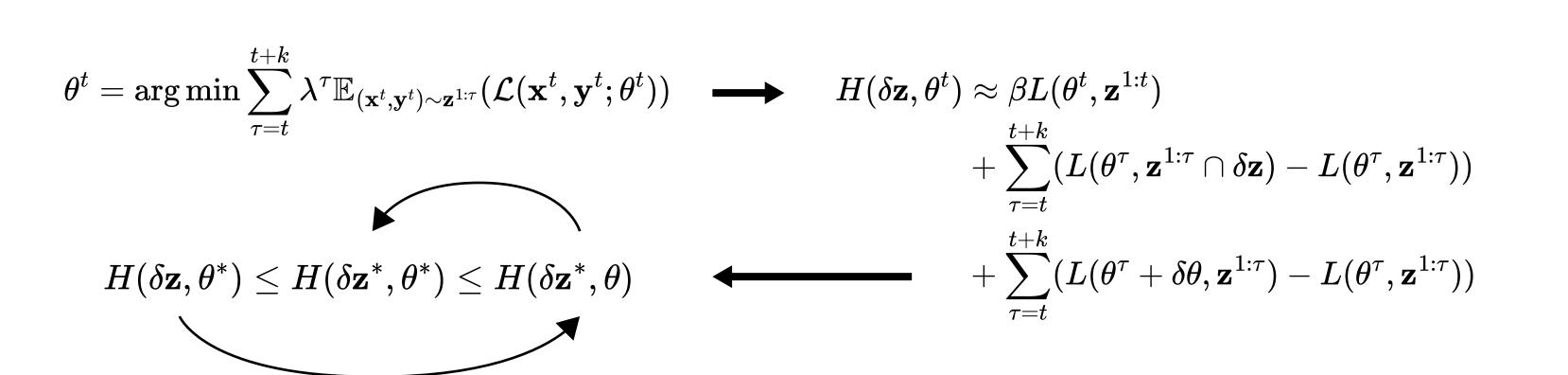


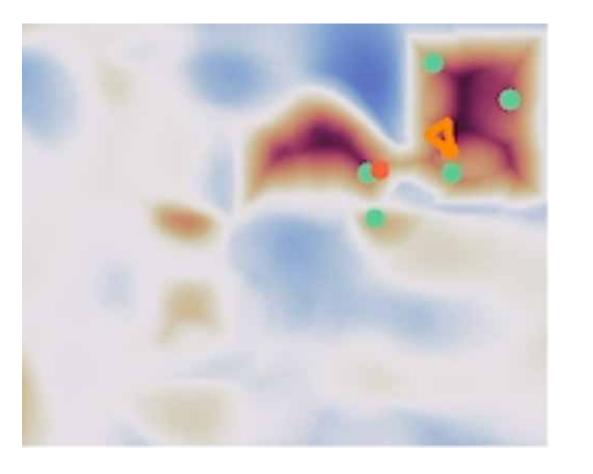
Zike Yan, Haoxiang Yang, Hongbin Zha

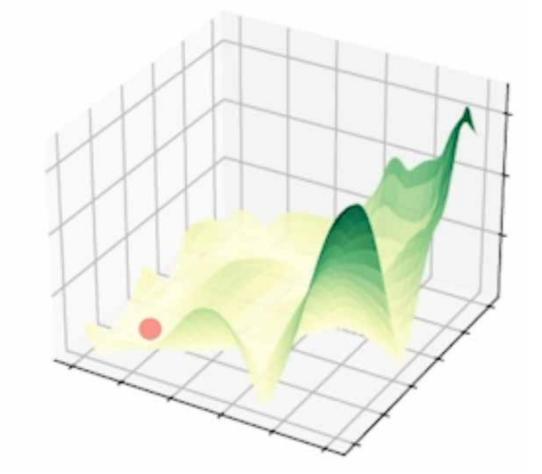


TARGET: Reconstructing a **3D neural field on-the-fly** with an **actively-exploring** mobile agent to best represent the scene

FORMULATION A continual learning perspective of the neural field optimization



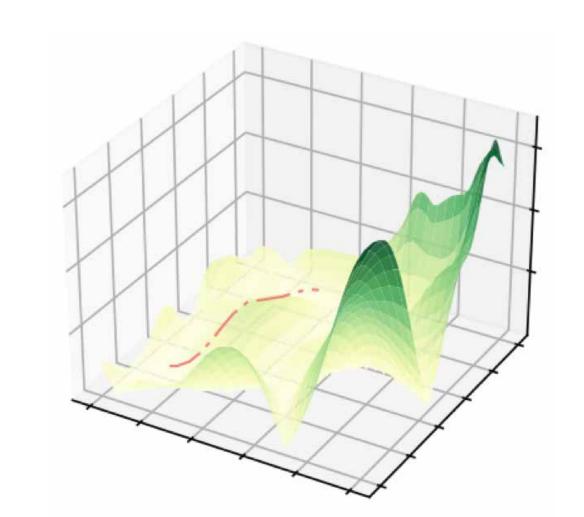


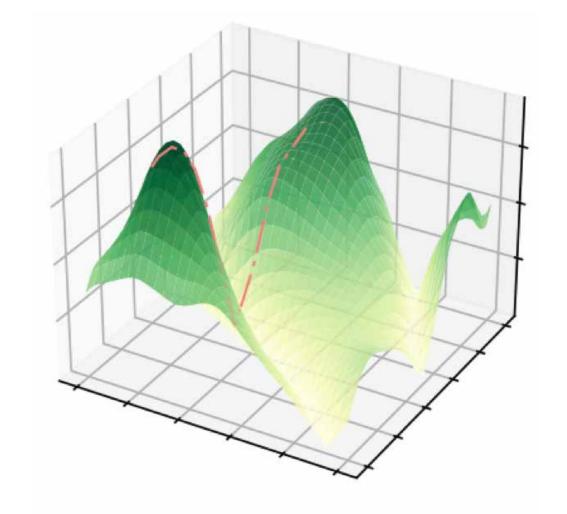


Local equilibrium point can be achieved by first maximizing the generalization, and then minimizing the next-best-view with the most distribution shifts and then optimizing the neural field given new data

SOLUTION

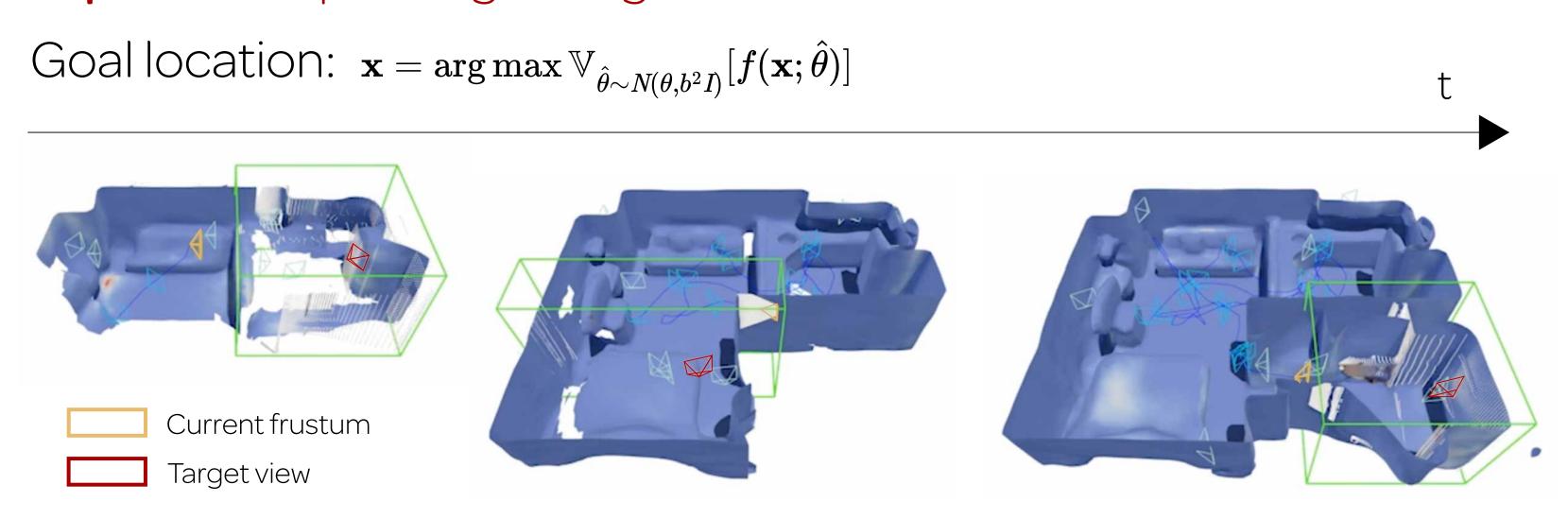
Through the lens of loss landscape





True zero-crossing point: flat basin False-positive zero-crossing point: sharp ridge

Exploration: pushing the agent toward the unstable minima

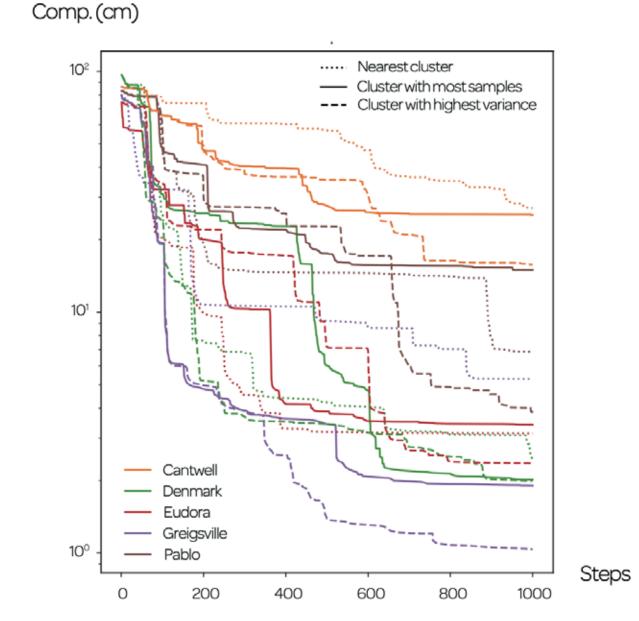


RESULTS

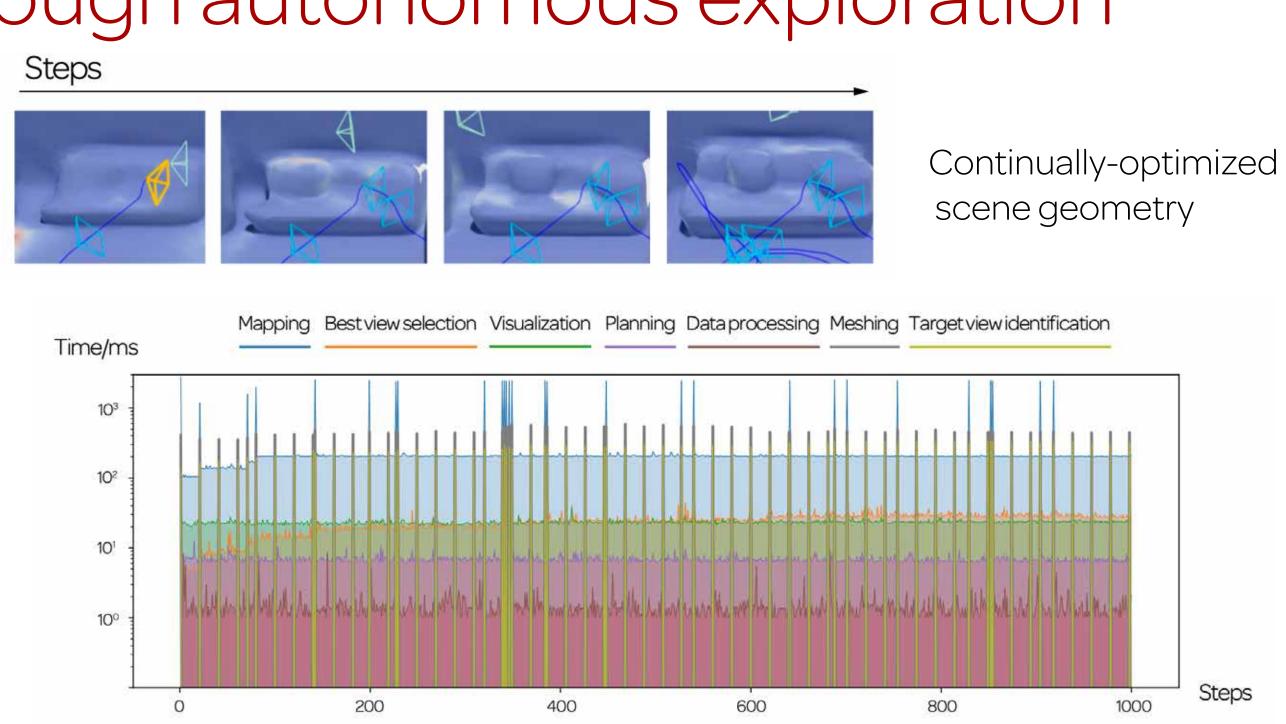
Scene geometry recovery through autonomous exploration

| | Gibson | | MP3D | |
|--------|-------------|---------------------------|-------------|------------------------------|
| | Comp. ↑ (%) | Comp. \downarrow (cm) | Comp. ↑ (%) | Comp. ↓ (<i>cm</i>) |
| Random | 45.80 | 34.48 | 45.67 | 26.53 |
| FBE | 68.30 | 15.42 | 68.53 | 9.78 |
| UPEN | 63.30 | 19.13 | 69.09 | 10.60 |
| OccAnt | 61.88 | 32.25 | 71.72 | 9.40 |
| Ours | 80.48 | 7.44 | 73.15 | 9.11 |

The coverage of the actively-captured data



The coverage of the actively-captured data



The runtime of each module