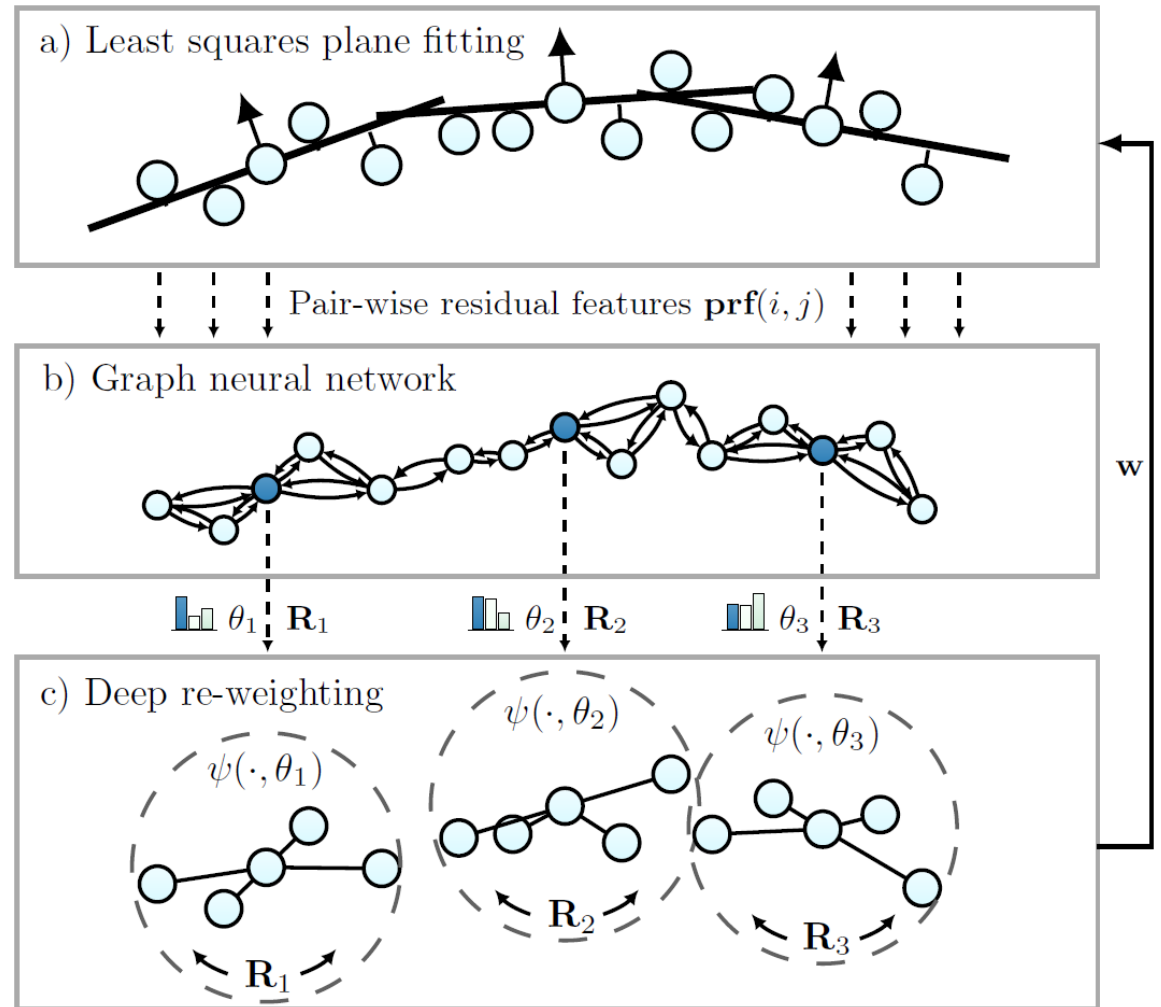


Deep Iterative Surface Normal Estimation

Jan Eric Lenssen
Christian Osendorfer
Jonathan Masci

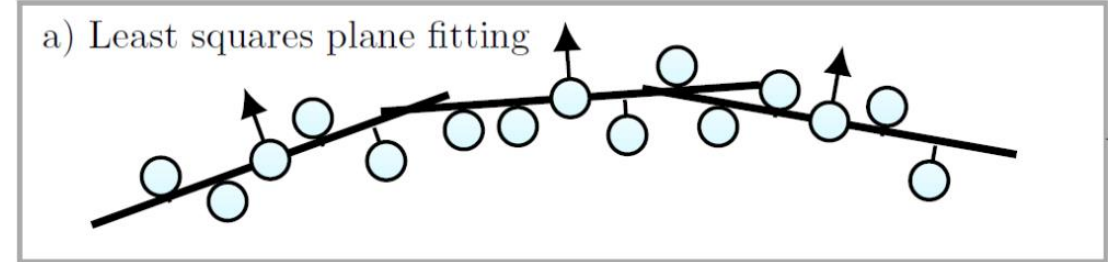
CVPR 2020 Oral Talk



Surface Normal Estimation as Least-Squares

- Unoriented normal estimation

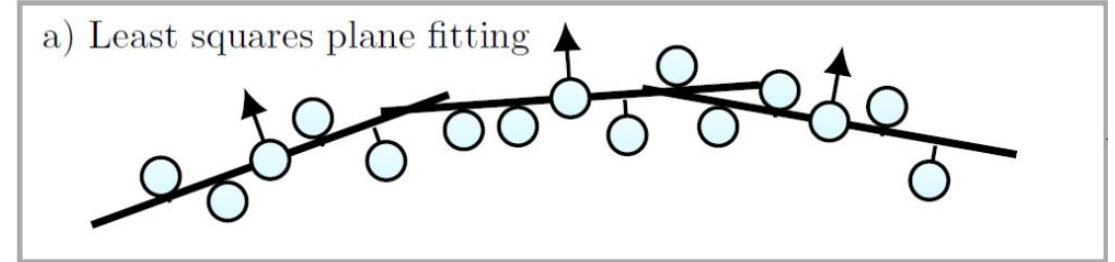
$$\mathbf{n}_i^* = \arg \min_{\mathbf{n}: |\mathbf{n}|=1} \sum_{j \in \mathcal{N}(i)} \underbrace{\|\mathcal{P}(i)_j \cdot \mathbf{n}\|^2}_{\text{Squared point-plane distance}}$$



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- Weighted least squares

$$\mathbf{n}_i^* = \arg \min_{\mathbf{n}: |\mathbf{n}|=1} \sum_{j \in \mathcal{N}(i)} \underbrace{w_{i,j}}_{\text{Weight for each point in each neighborhood}} \|\mathcal{P}(i)_j \cdot \mathbf{n}\|^2$$

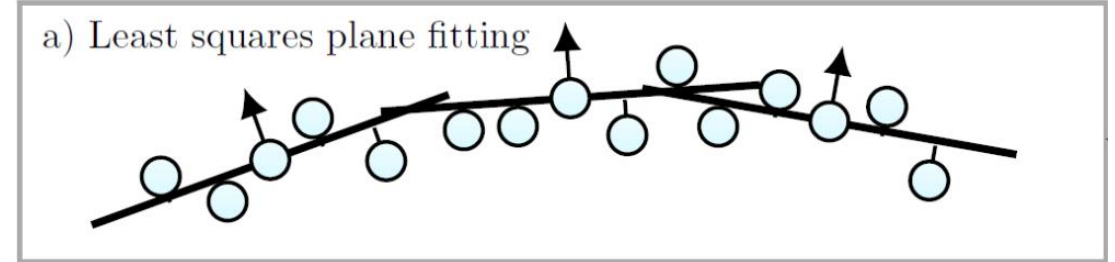
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Examples:

- Iterative re-weighted least squares

$$w_{i,j}^l = s(\mathbf{r}_{i,j}^{l-1})$$

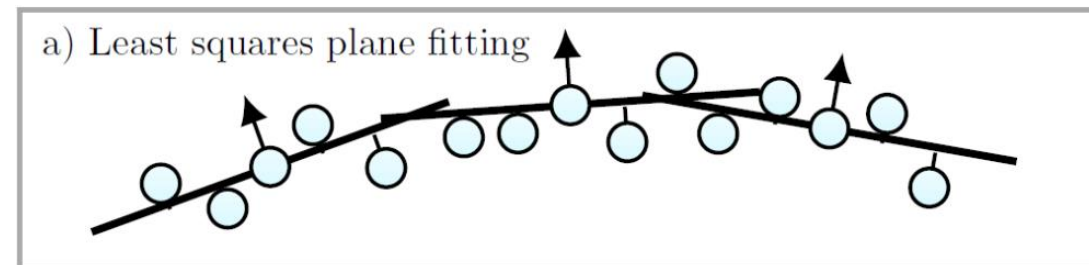
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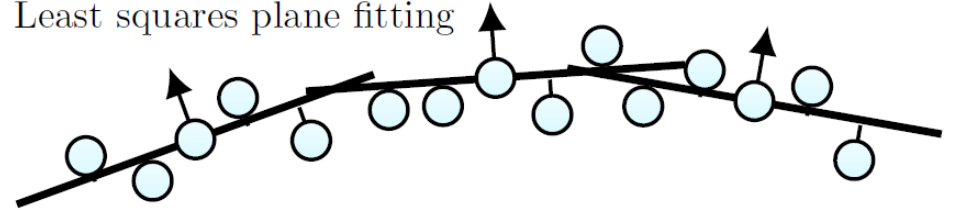
- Anisotropic Kernel

$$w_{i,j}^l = \psi(\mathbf{p}_j - \mathbf{p}_i)$$

Deep Kernel Re-Weighting

- Robustness to outliers
- Equivariance to rotation
- Recovering sharp details

a) Least squares plane fitting



Deep Kernel Re-Weighting

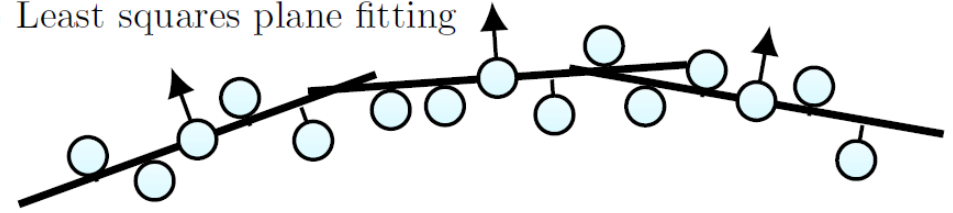
- Robustness to outliers
- Equivariance to rotation
- Recovering sharp details

$$w_{i,j} = \psi(\underbrace{\mathbf{R}_i}_{\text{Rotation matrix}}(\mathbf{p}_j - \mathbf{p}_i), \underbrace{\theta_i}_{\text{Latent kernel parameterization}})$$

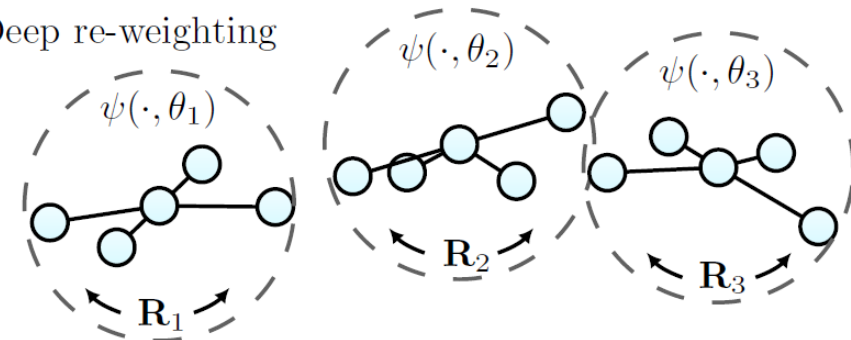
Rotation matrix

Latent kernel parameterization

a) Least squares plane fitting

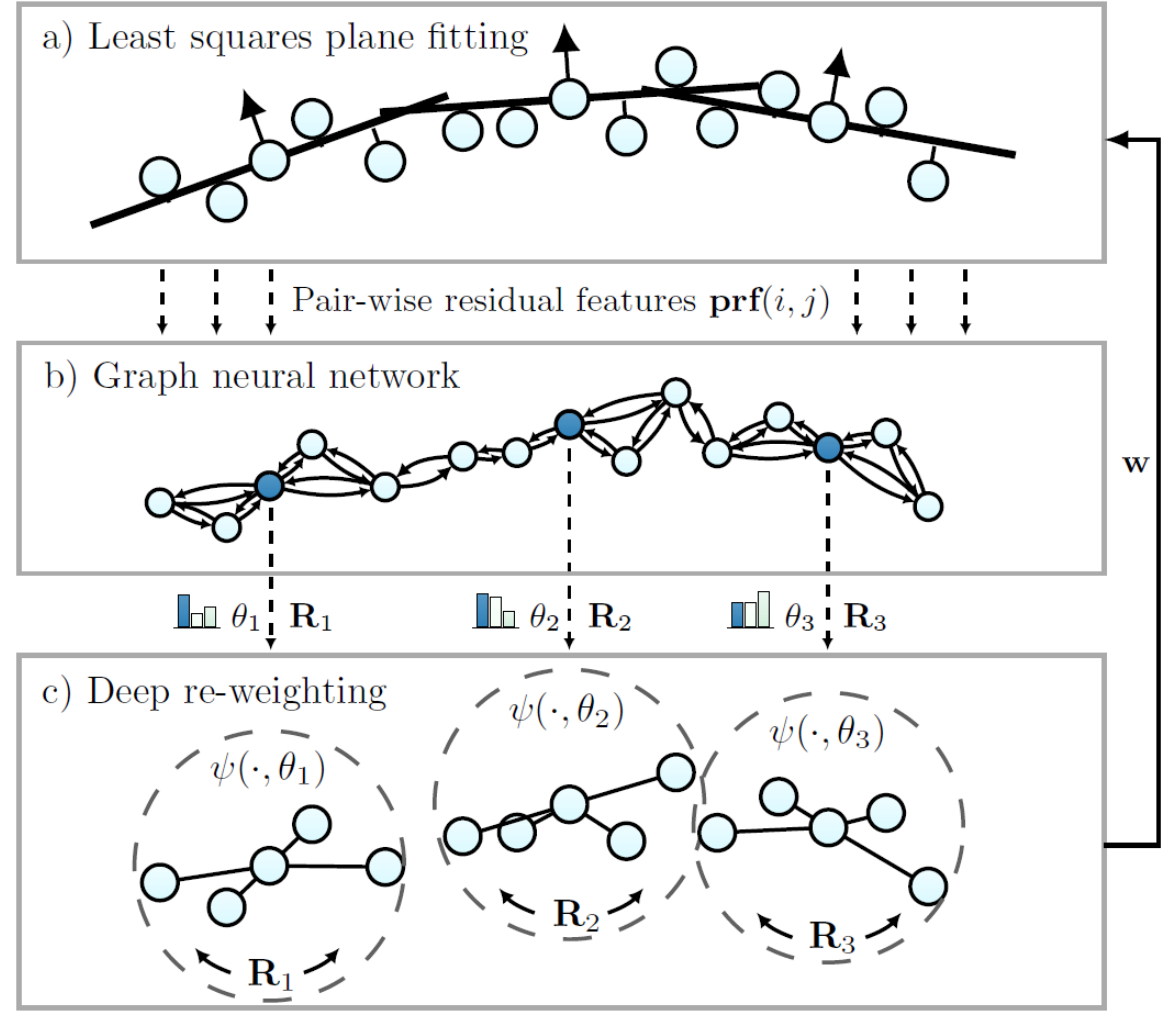
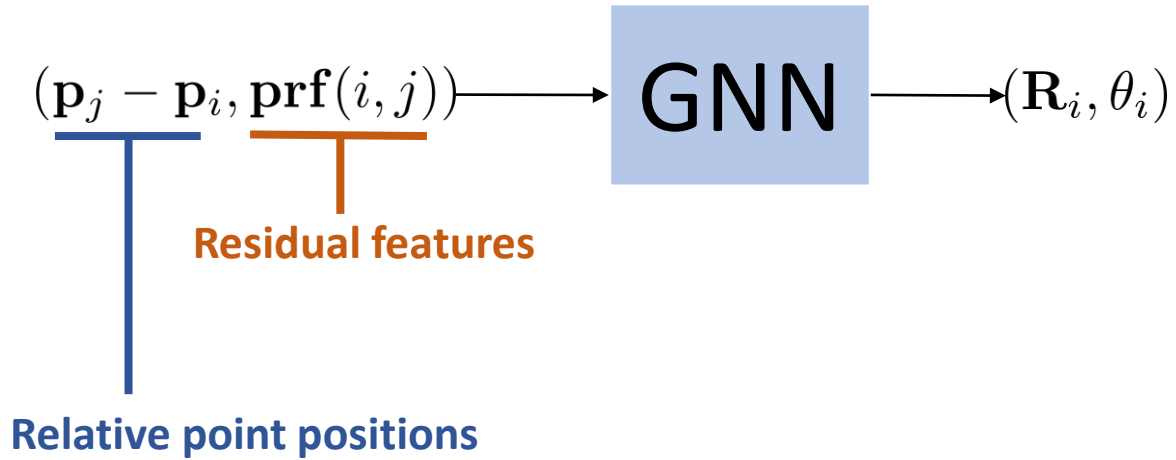


c) Deep re-weighting

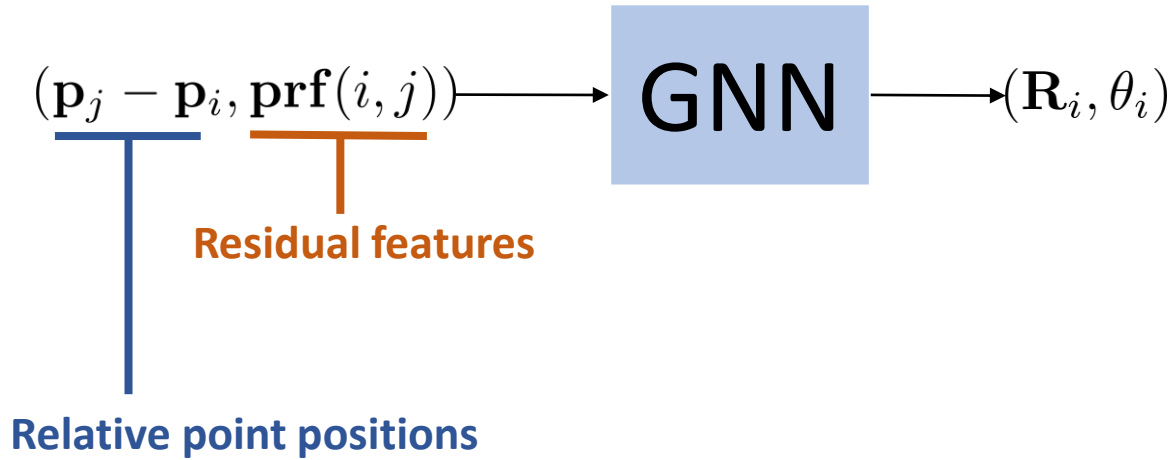


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GNN and Training

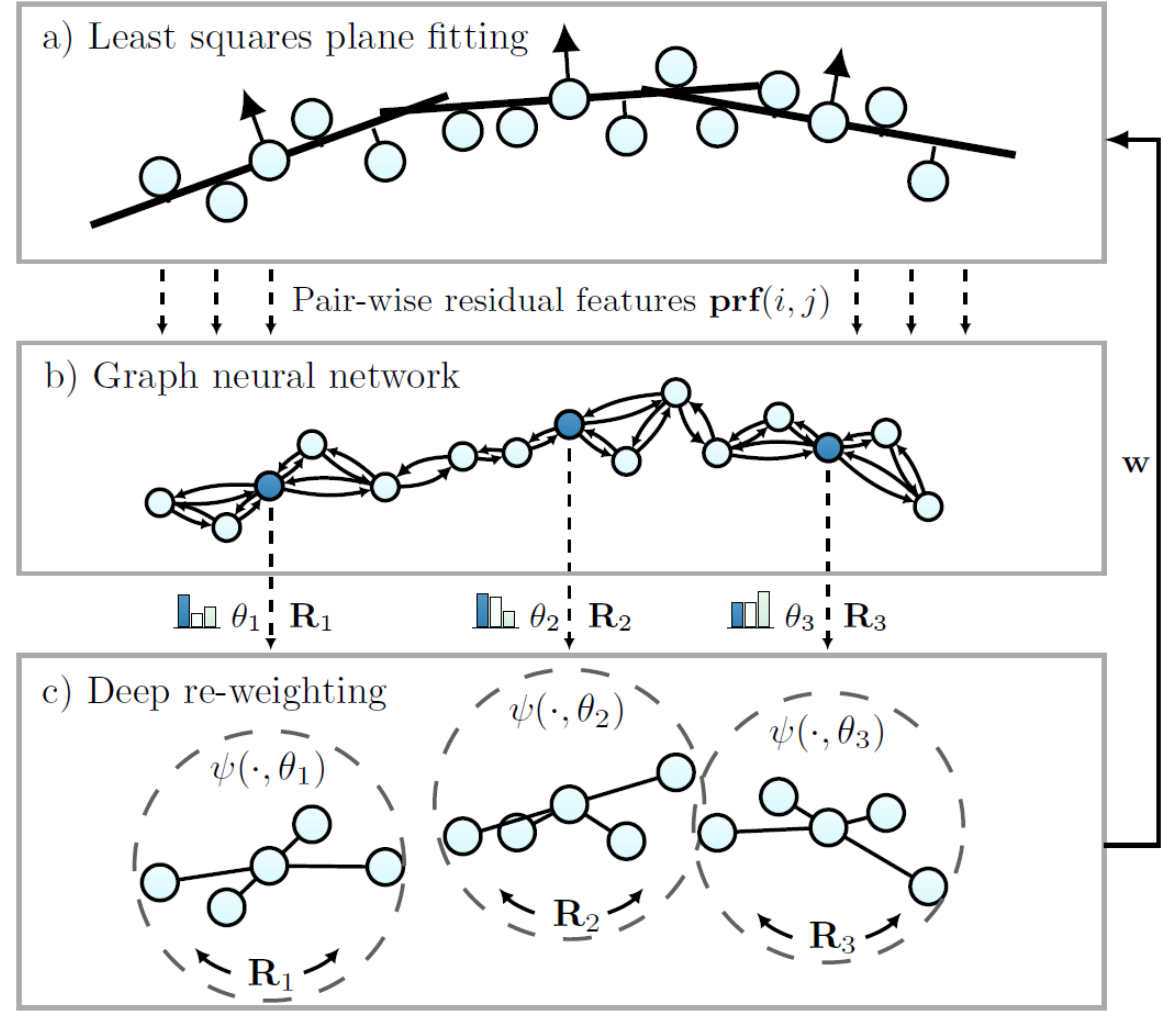


GNN and Training

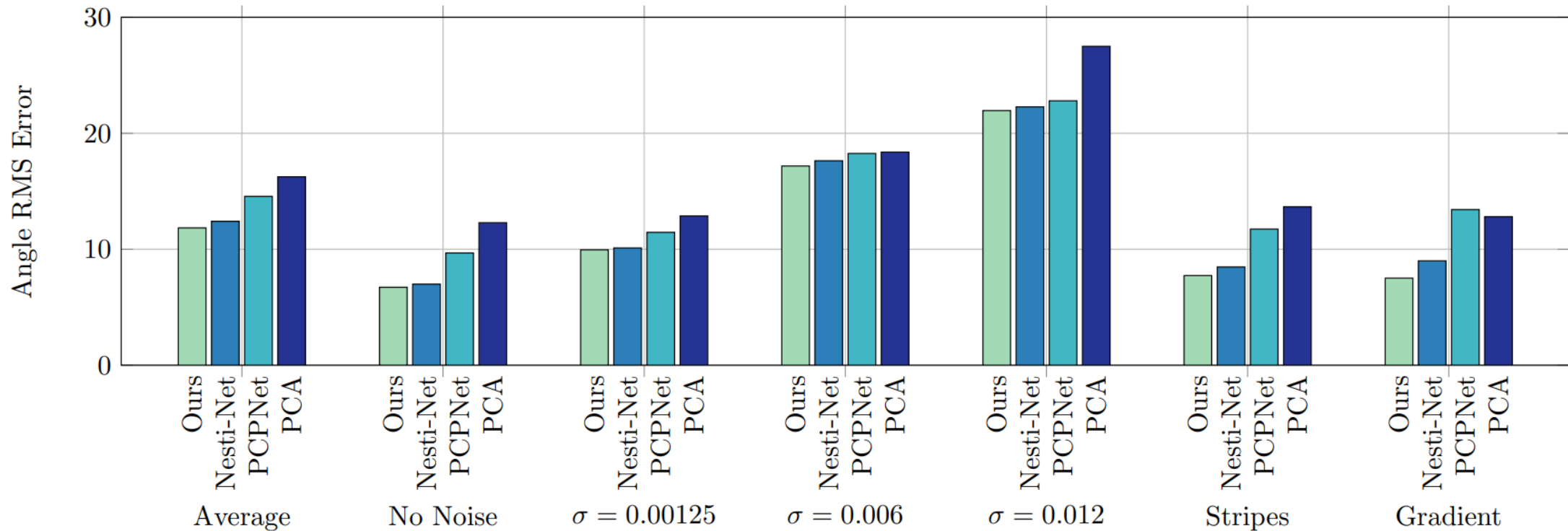


GNN Properties:

- Permutation invariance
- Handling of varying neighborhood size
- Locality

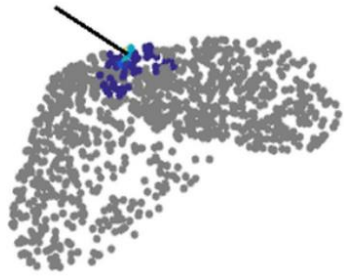


Accuracy and Speed

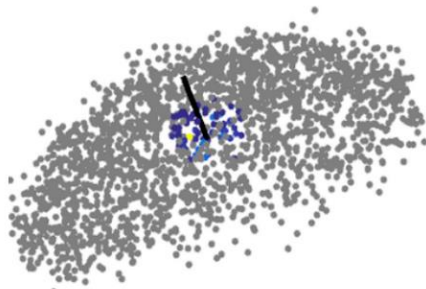
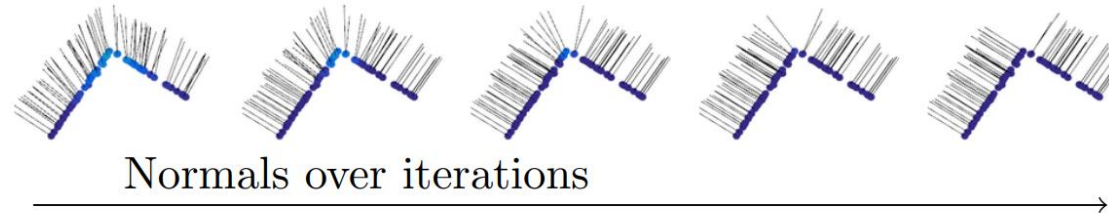
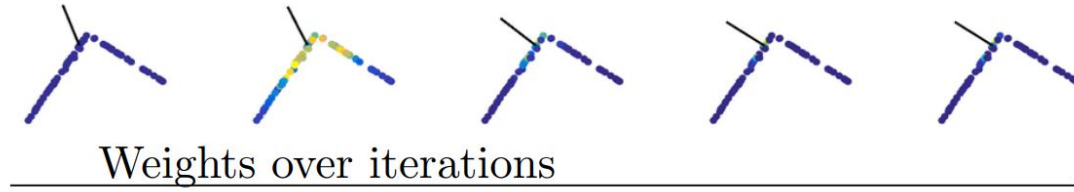


	Ours	Nesti-Net	PCPNet
Number of network parameters	7981	179M	22M
Execution time for 100k points	3.57 s	1350 s	470 s
Relative execution time	1×	378×	131×

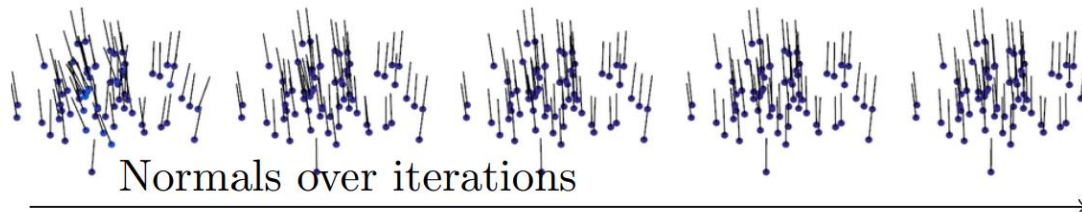
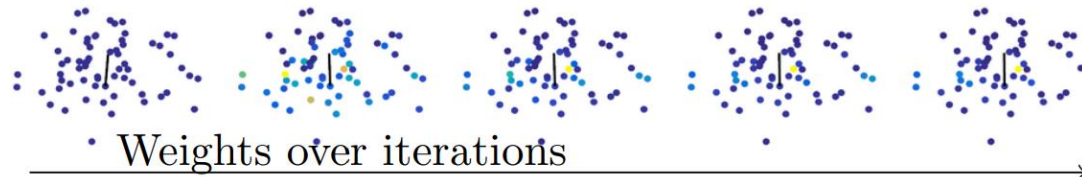
Interpreting the Results



Sharp Edge



Noisy Surface



Thank you
and enjoy
CVPR ☺

