MOT & Reconstruction

- New pipeline working SAM-6D
  - OOM
- BlenderProc
  - Synthetic Dataset
- Github Repository

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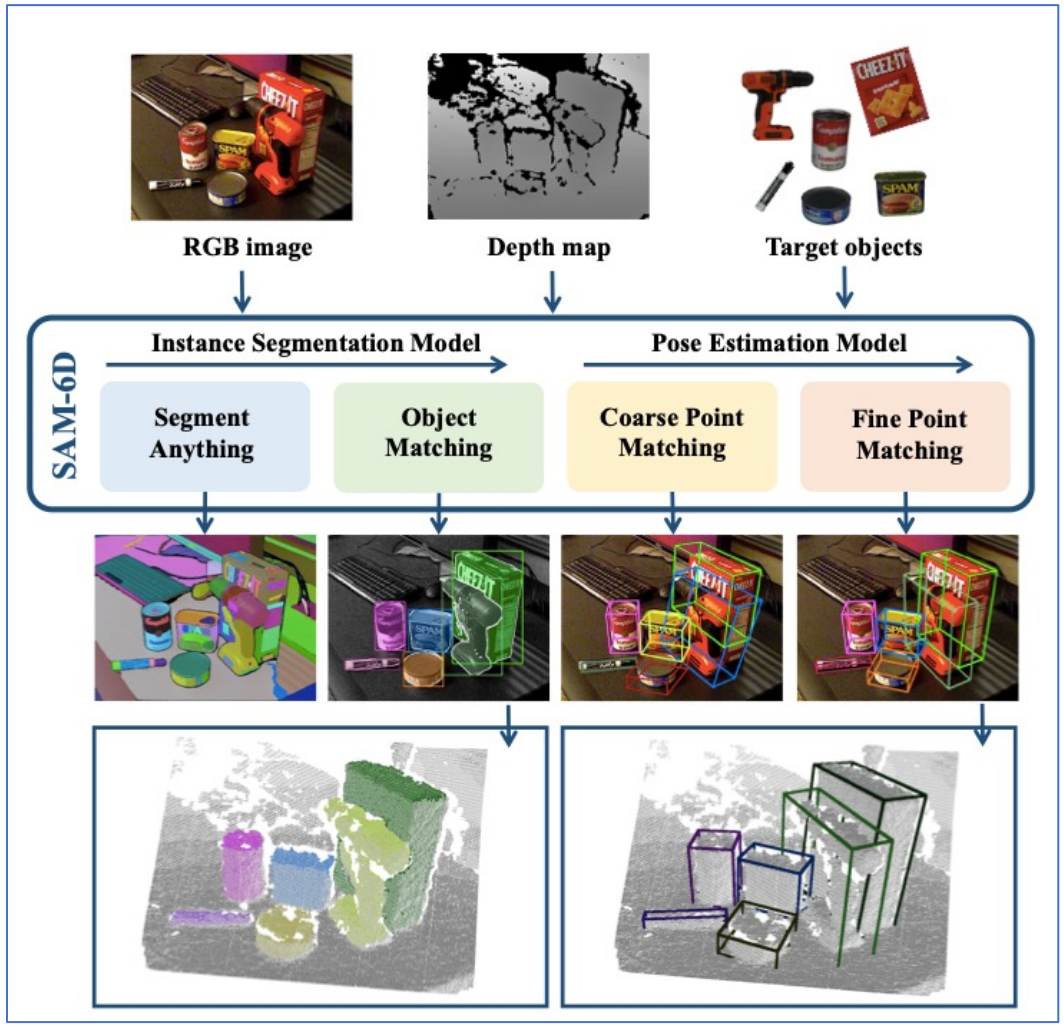

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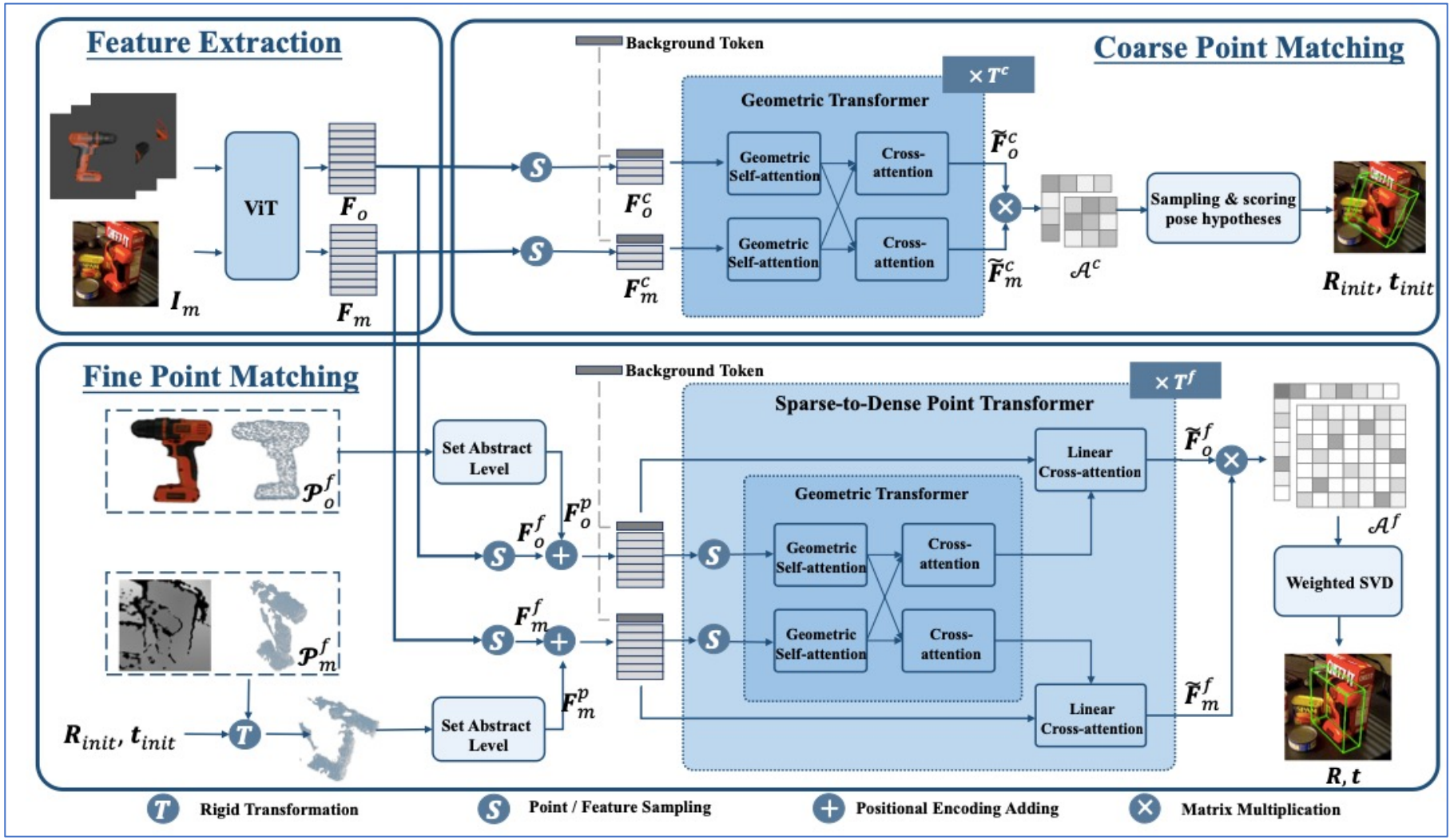

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  - Demo works
  - GPU goes OOM with any other different cad model

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```
# model
print("=> creating model ...")
MODEL = importlib.import_module(cfg.model_name)
model = MODEL.Net(cfg.model)
model = model.cuda()
model.eval()
checkpoint = os.path.join(os.path.dirname((os.path.abspath(__file__))), 'checkpoints', 'sam-6d-
gorilla.solver.load_checkpoint(model=model, filename=checkpoint)
```

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```
print("=> running model ...")
with torch.no_grad():
    input_data['dense_po'] = all_tem_pts.repeat(ninstance,1,1)
    input_data['dense_fo'] = all_tem_feat.repeat(ninstance,1,1)
    out = model(input_data)

if 'pred_pose_score' in out.keys():
    pose_scores = out['pred_pose_score'] * out['score']
else:
    pose_scores = out['score']
pose_scores = pose_scores.detach().cpu().numpy()
pred_rot = out['pred_R'].detach().cpu().numpy()
pred_trans = out['pred_t'].detach().cpu().numpy() * 1000
```

MOT & Reconstruction

- BlenderProc
  - Great tool to work with BOP challenge pipelines

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- BlenderProc
  - Great tool to work with BOP challenge pipelines
    - bop_challenge folder with code to generate synthetic scenes in BOP format
      - RGB, D, accurate cam_K, masks, GT poses

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