

# A Mixture of Manhattan Frames: Beyond the Manhattan World

**Julian Straub**

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Massachusetts Institute of Technology

March 31, 2018



# Motivation: Scene Prior for Man-made Environments

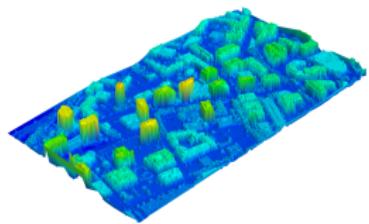
RGB-D Kinect



Kintinuous [Whelan 2012]



Aerial LiDAR



Small Scale

Large Scale

# Motivation: Scene Prior for Man-made Environments

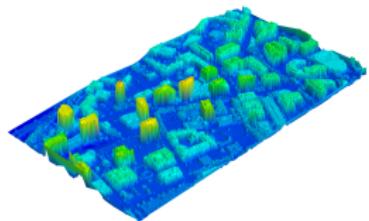
RGB-D Kinect



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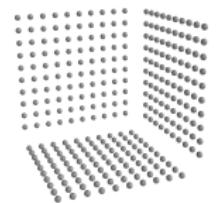
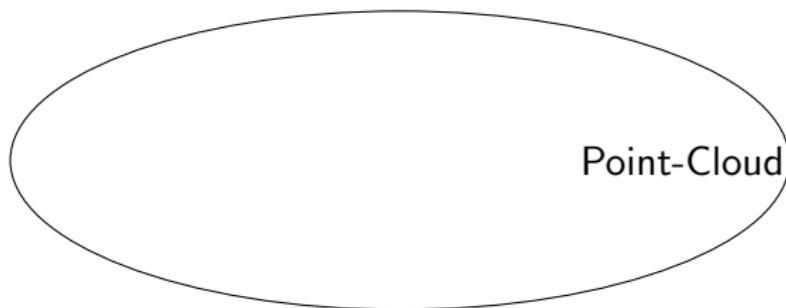
Small Scale

Large Scale

Scene prior facilitates **scene understanding and reconstruction**.

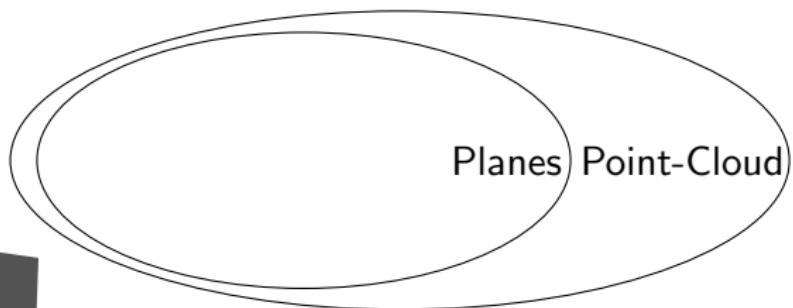
# Different Scene Representations

Real World  $\approx$

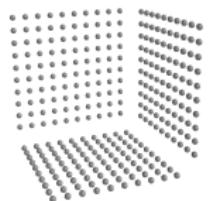


# Different Scene Representations

Real World  $\approx$



[Triebel 2005, Stückler 2008,  
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# Different Scene Representations



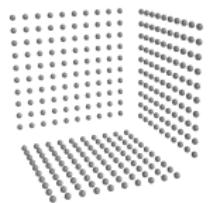
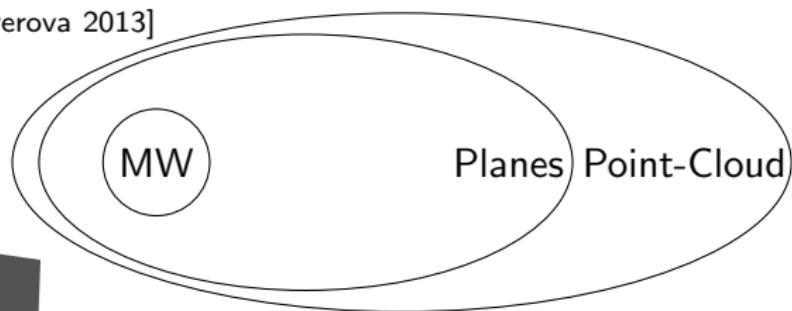
Manhattan World (MW)

[Coughlan 1999, Delage 2007,  
Furukawa 2009, Neverova 2013]

Real World  $\approx$



[Triebel 2005, Stückler 2008,  
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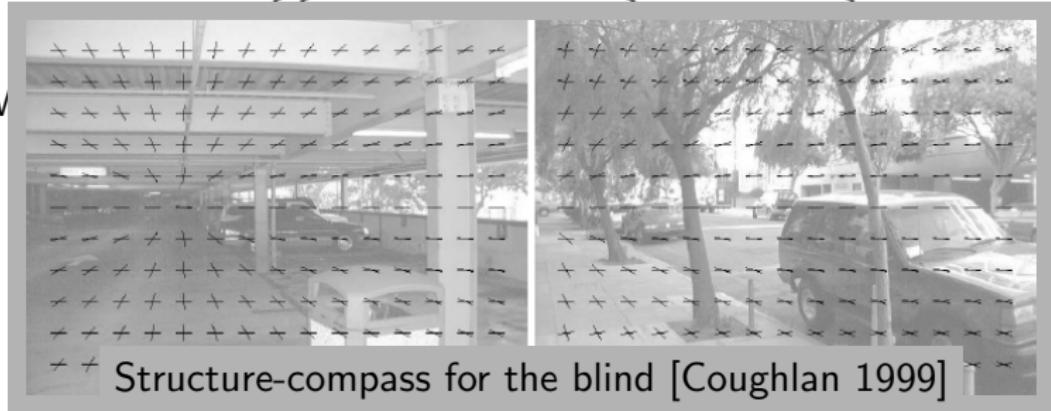
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Manhattan World (MW)

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Real V

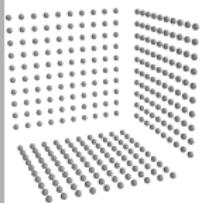
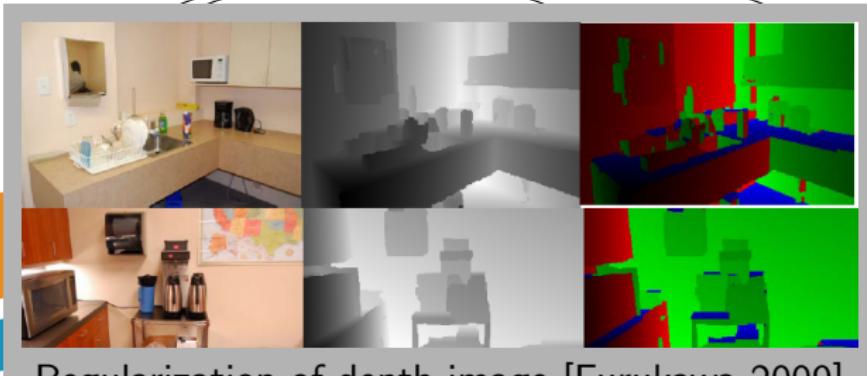


# Different Scene Representations



Manhattan World (MW)  
[Coughlan 1999, Delage 2007,  
Furukawa 2009, Neverova 2013]

Real World



# Different Scene Representations

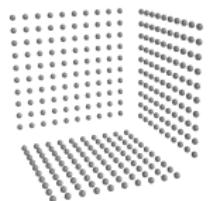


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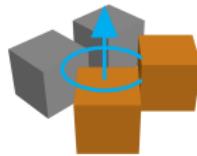
Real World  $\approx$



Single image 3D reconstruction [Delage 2007]



# Different Scene Representations



Manhattan World (MW)

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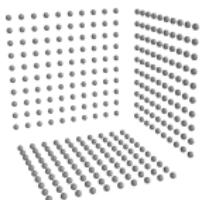
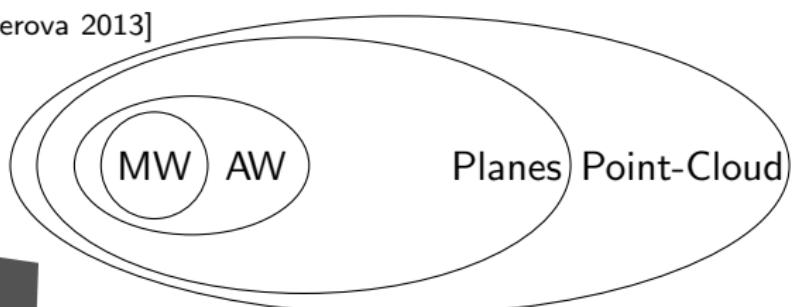
Atlanta World (AW)

[Schindler 2004]

Real World  $\approx$



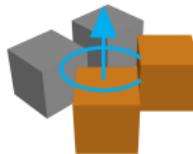
[Triebel 2005, Stückler 2008,  
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# Different Scene Representations



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[Coughlan 1999, Delage 2007,  
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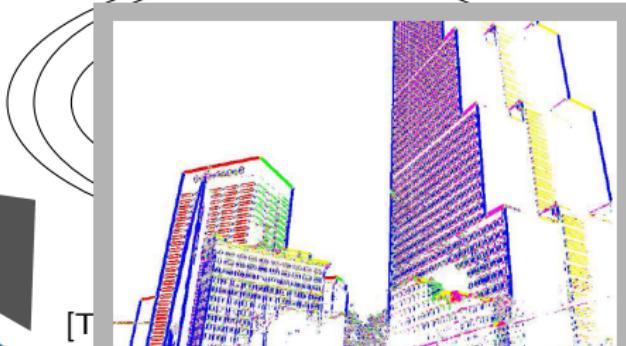
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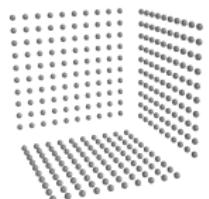


[T]

Structure-compass for robot [Schindler 2004]



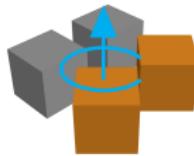
nt-Cloud



# Different Scene Representations



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Atlanta World (AW)  
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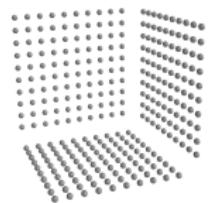
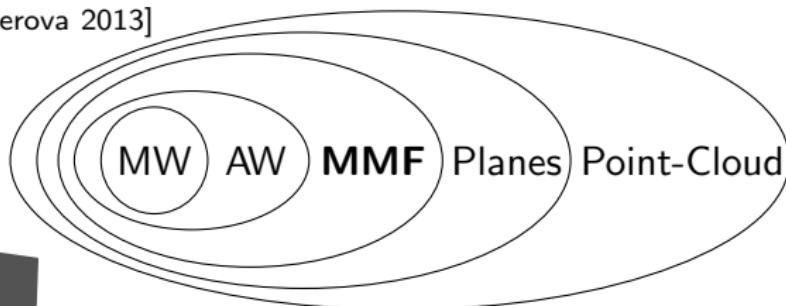


Mixture of Manhattan Frames (MMF)  
[this work]

Real World  $\approx$



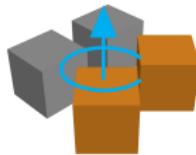
[Triebel 2005, Stückler 2008,  
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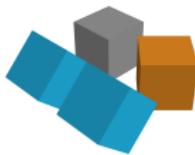
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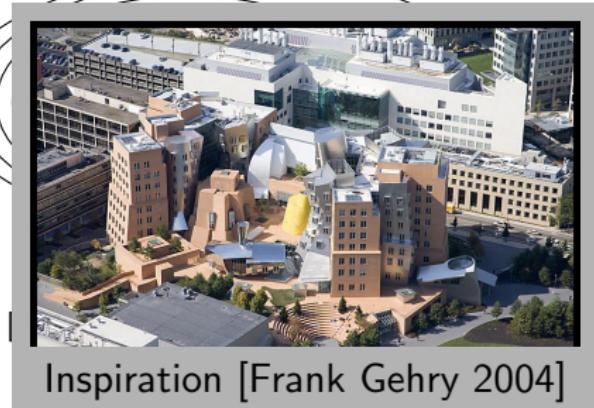


Atlanta World (AW)  
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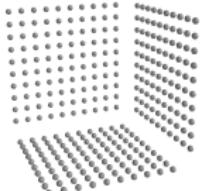


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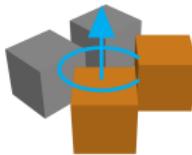
t-Cloud



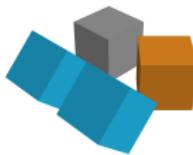
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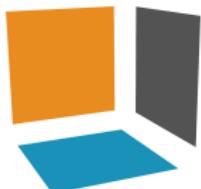


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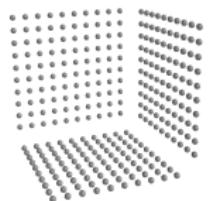
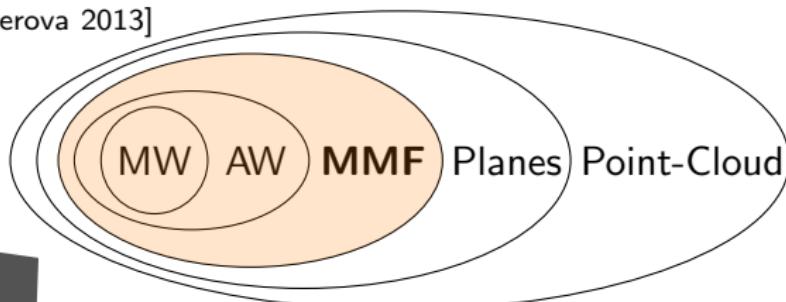


Mixture of Manhattan Frames (MMF)  
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Real World  $\approx$



[Triebel 2005, Stückler 2008,  
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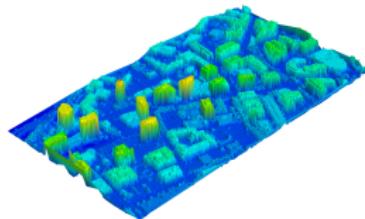
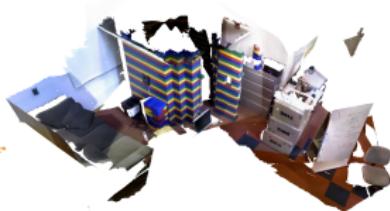


The **MMF generalizes the MW and AW models**  
to describes complex man-made scenes.

# Scene Structure and Distribution of Normals

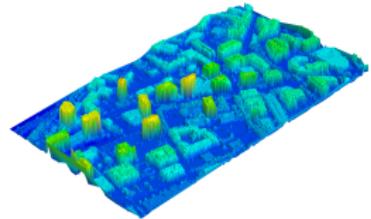
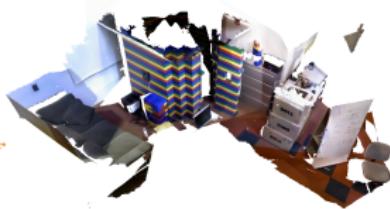


Small Scale



Large Scale

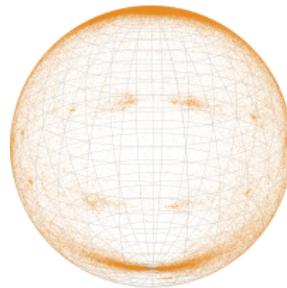
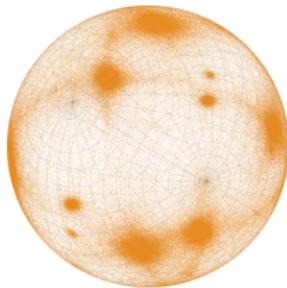
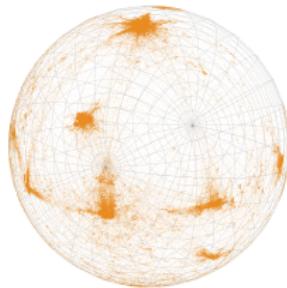
# Scene Structure and Distribution of Normals



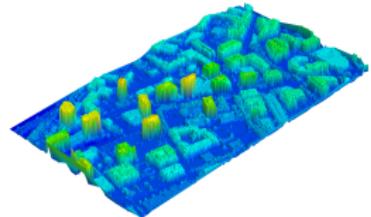
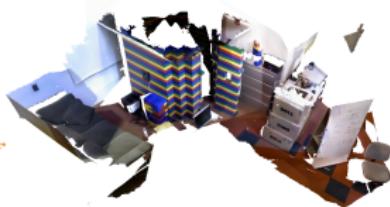
Small Scale

Large Scale

Represent Normals as Points on Unit Sphere



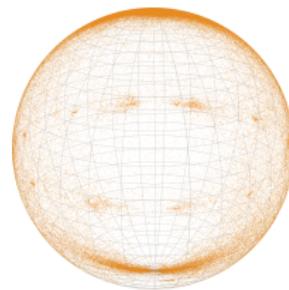
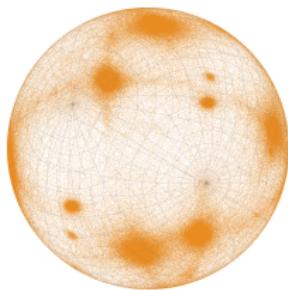
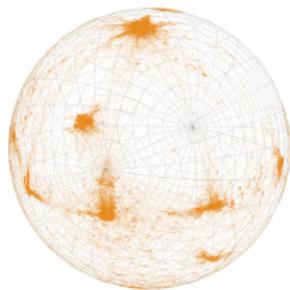
# Scene Structure and Distribution of Normals



Small Scale

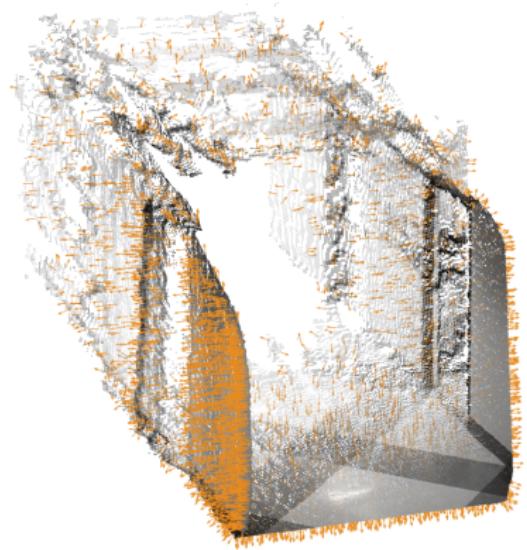
Large Scale

Represent Normals as Points on Unit Sphere



**scene structure → distribution of normals**

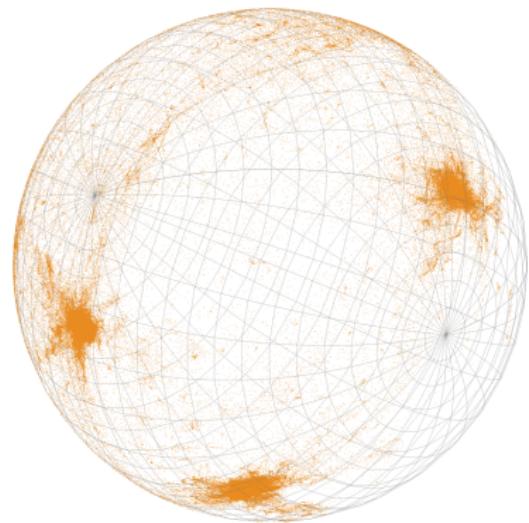
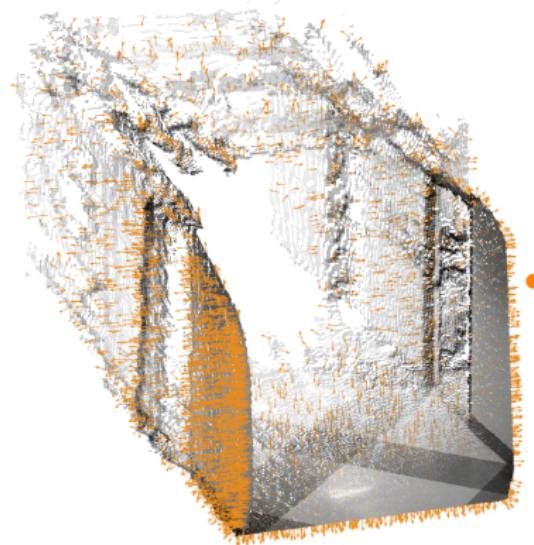
# Input Data – a Closer Look



Point-Cloud & Normals



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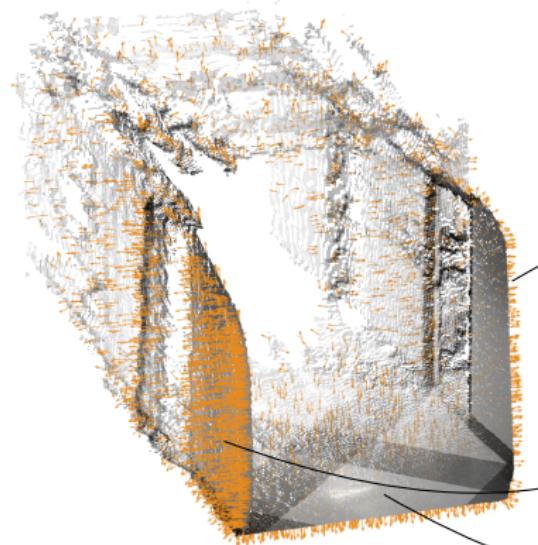


Point-Cloud & Normals

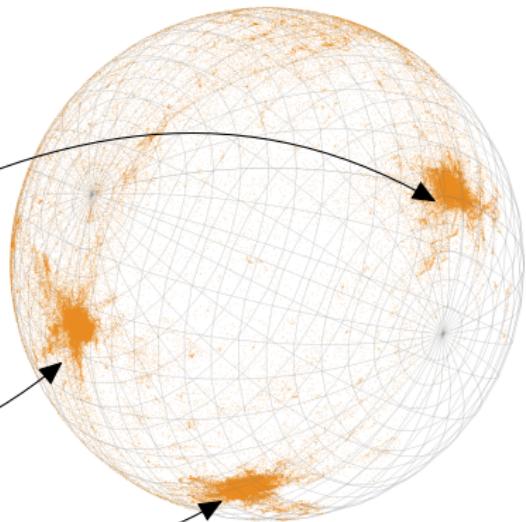


Normals represented as  
points on unit sphere

# Input Data – a Closer Look

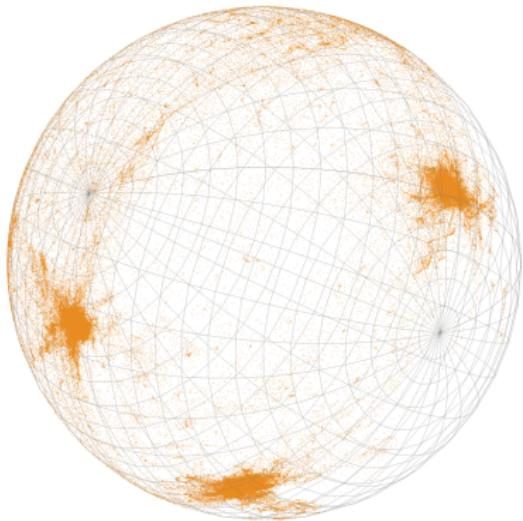
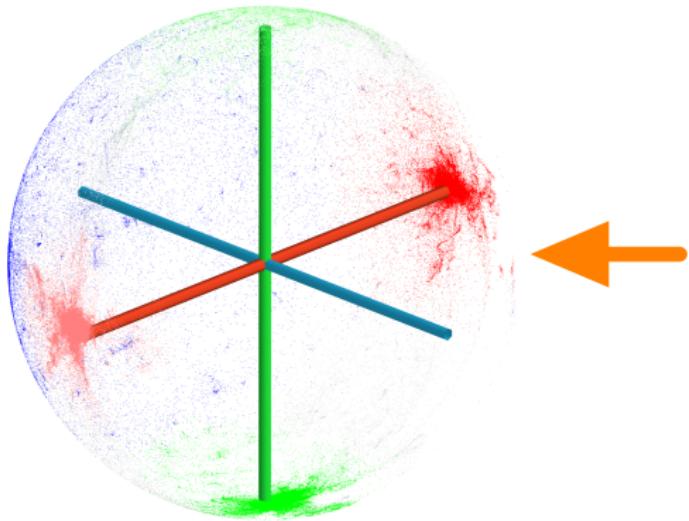


Point-Cloud & Normals



Normals represented as  
points on unit sphere

# Manhattan Frame



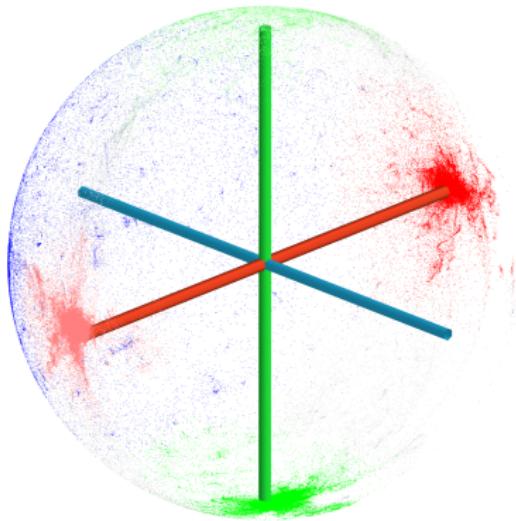
Manhattan Frame (MF)  
of rotation  $R \in \text{SO}(3)$

Normals represented as  
points on unit sphere



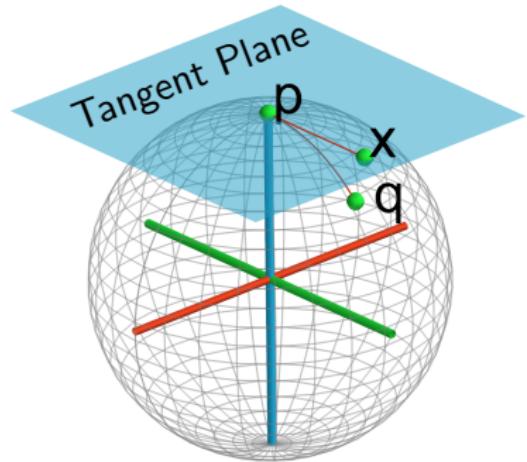
MF Axis Assignments

# Manhattan Frame



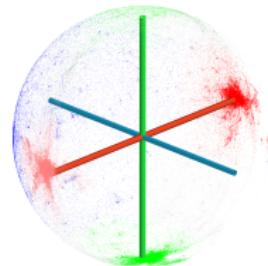
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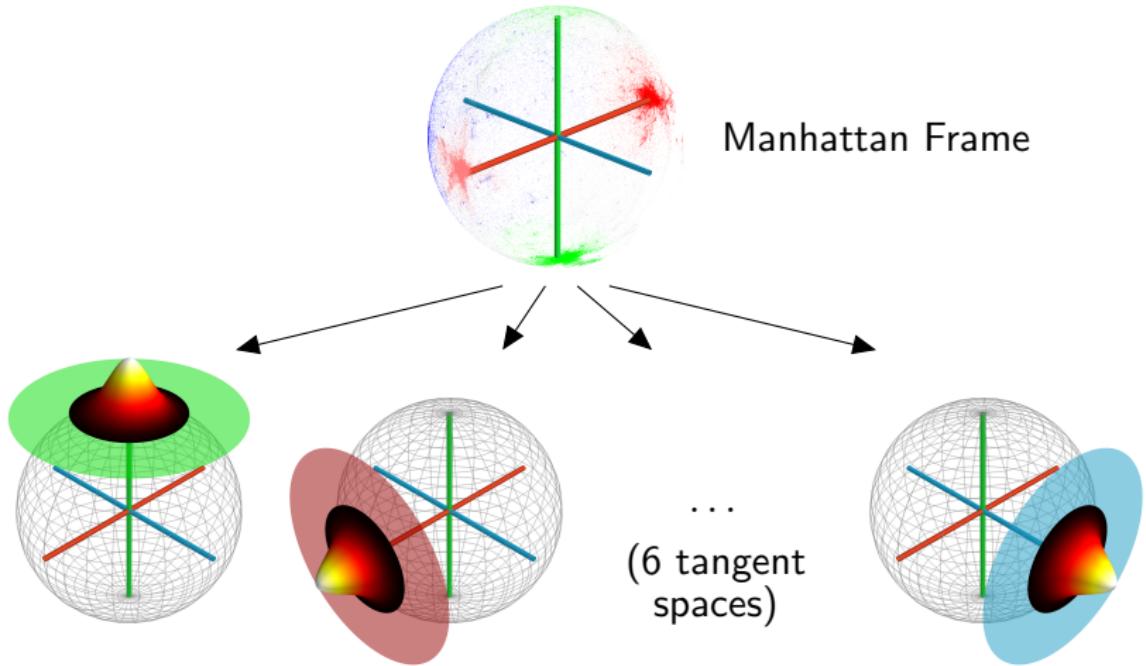
Geometry of  
the unit sphere

# Distribution of Normals on MF Axes



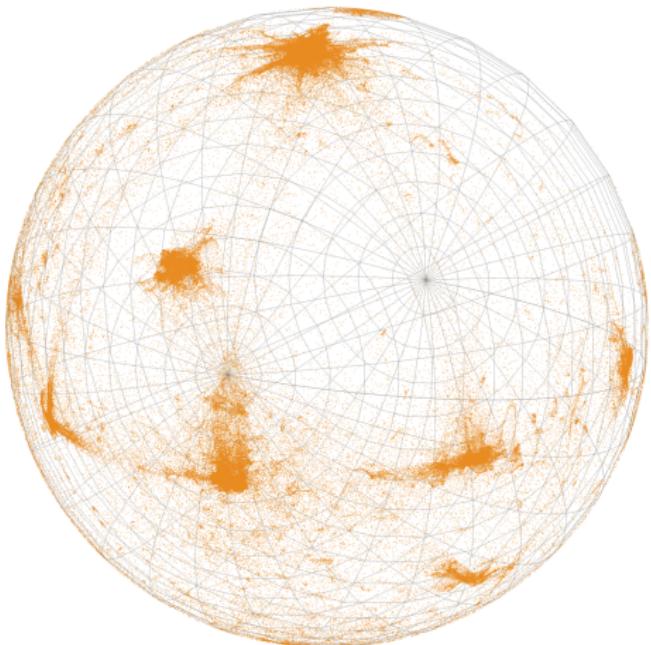
Manhattan Frame

# Distribution of Normals on MF Axes

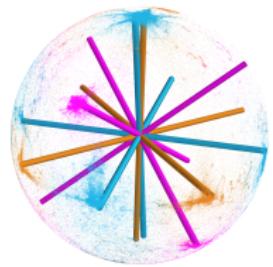
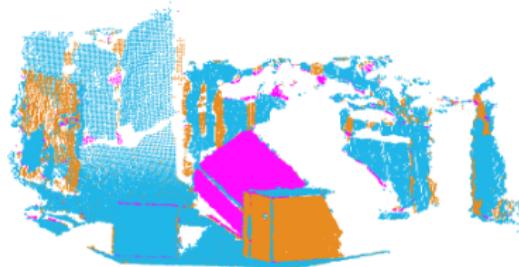


Normals are modeled as **Gaussian** in the **tangent spaces**.

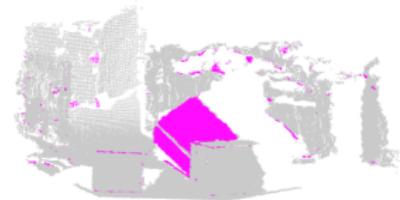
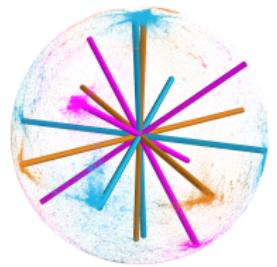
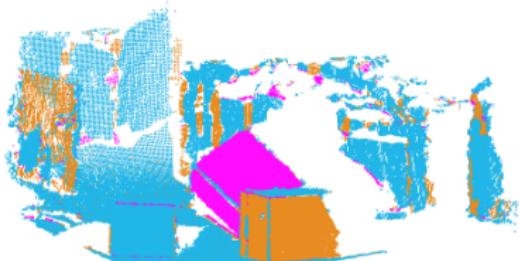
# Scenes with Multiple Manhattan Frames



# Mixture of Manhattan Frames



# Mixture of Manhattan Frames



MF 1



MF 2



MF 3

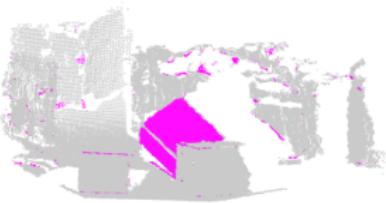
# Manhattan Frame: Mixture over Axes Distributions



MF 1

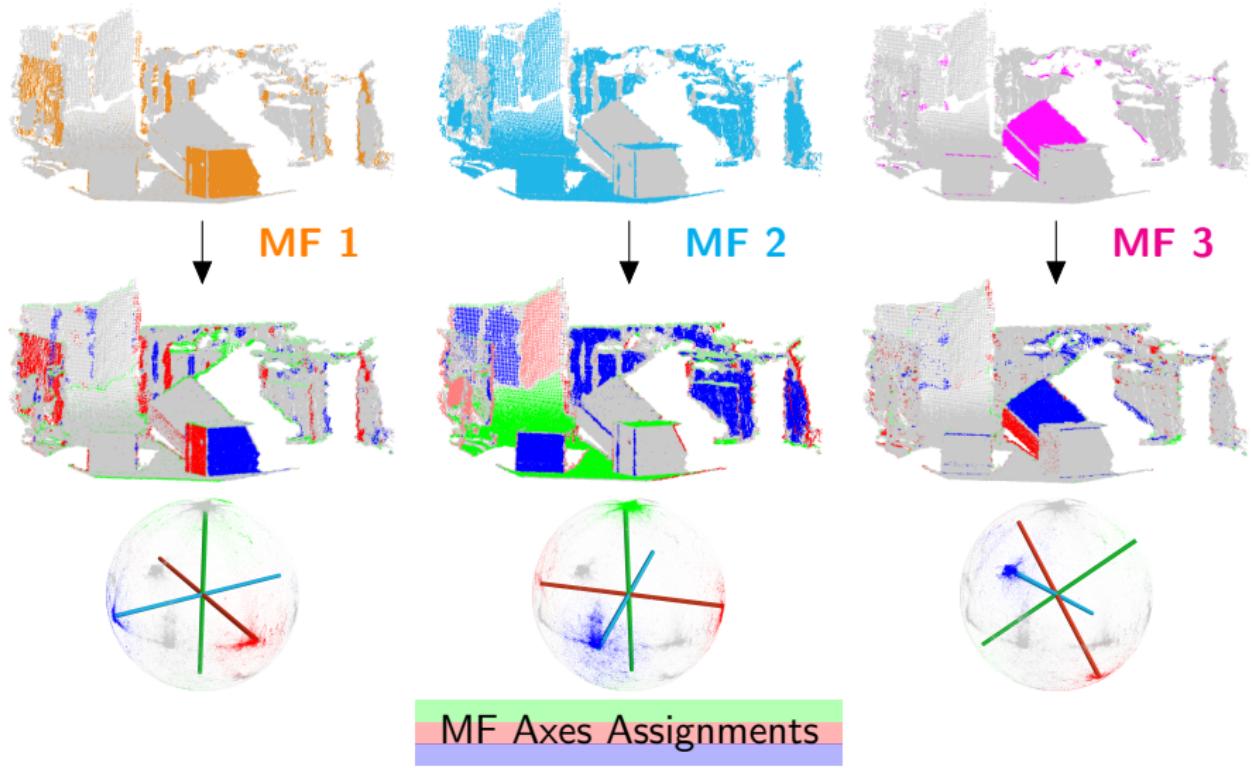


MF 2

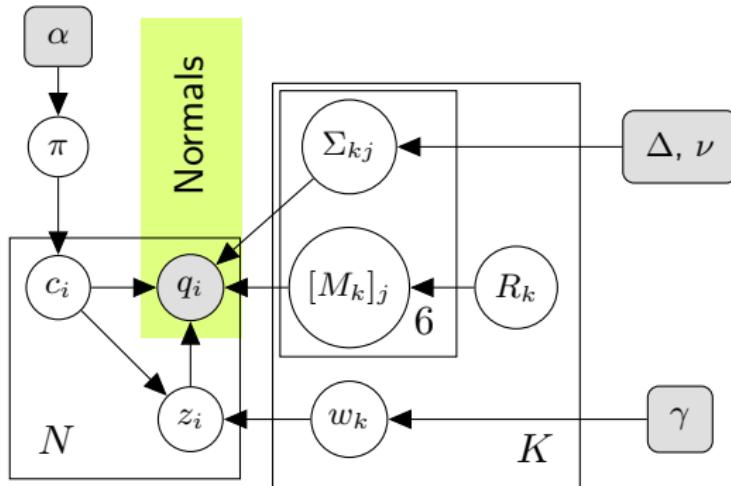


MF 3

# Manhattan Frame: Mixture over Axes Distributions



# Mixture of Manhattan Frames Model



$R_k$ : rotations of MFs;

$[M_k]_j$ :  $j$ th axis of  $k$ th MF;

$q_i$ : normals;

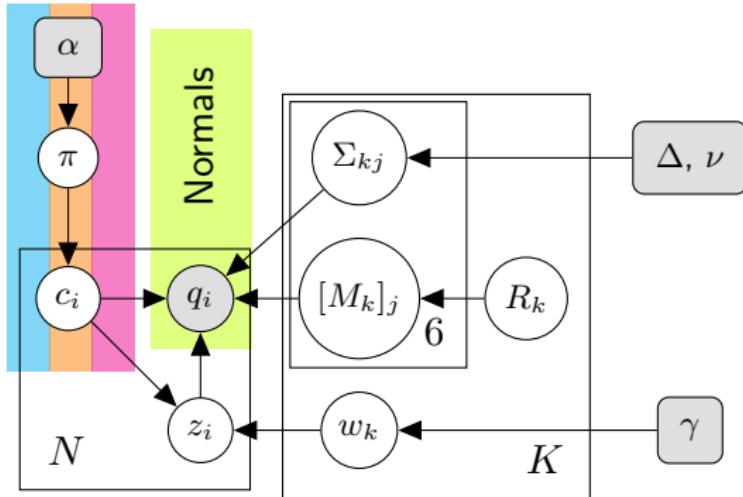
$z_i$ : associations to MF axes;

$c_i$ : association to MFs;

$\Sigma_{kj}$  : covariance

# Mixture of Manhattan Frames Model

## MF Associations



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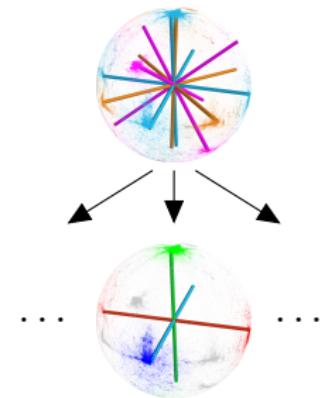
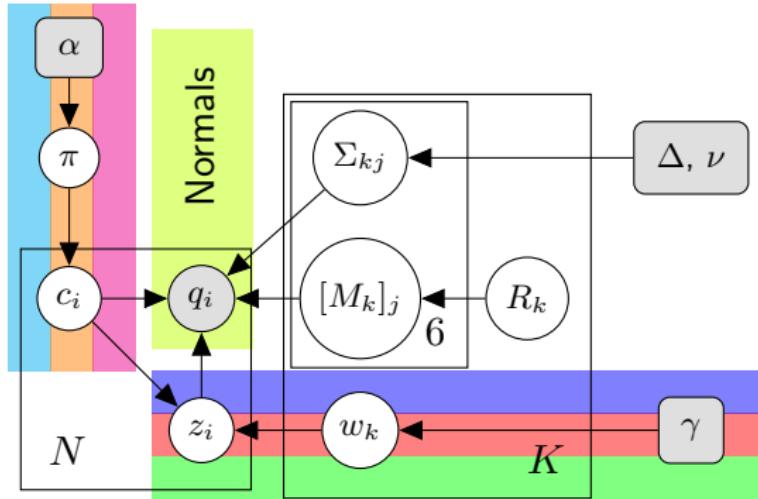
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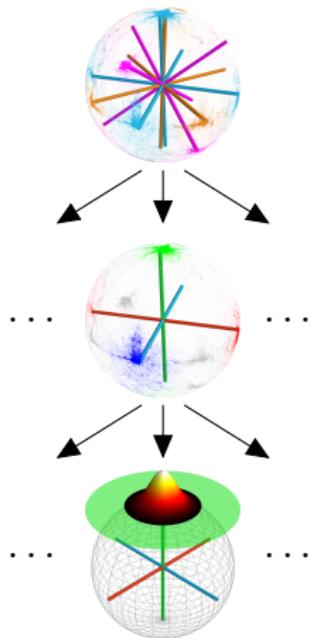
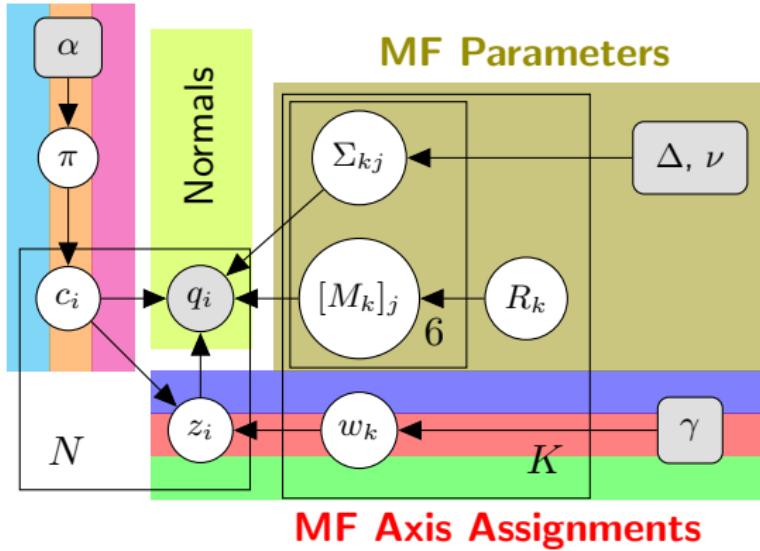
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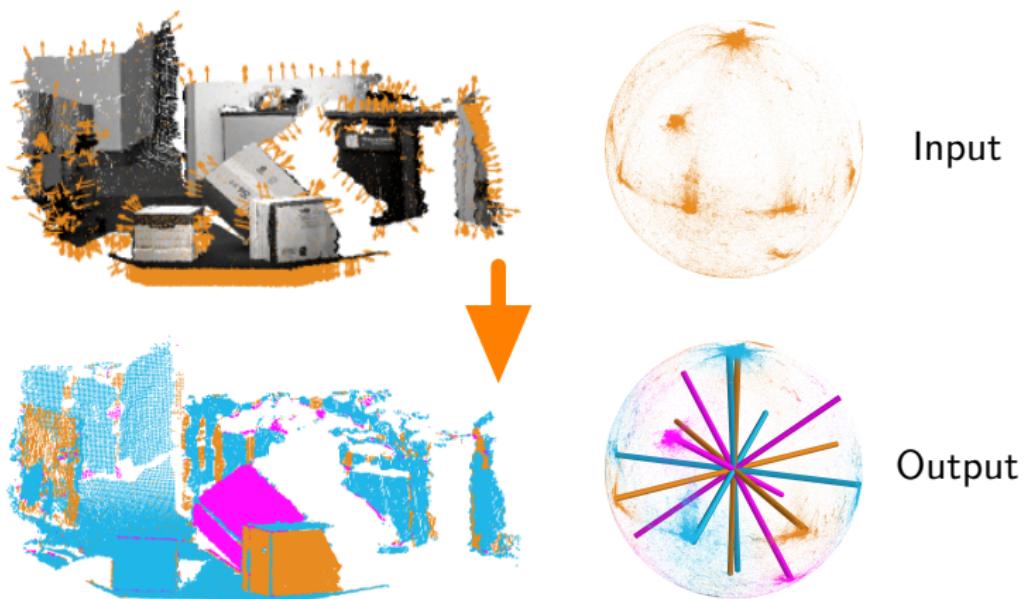
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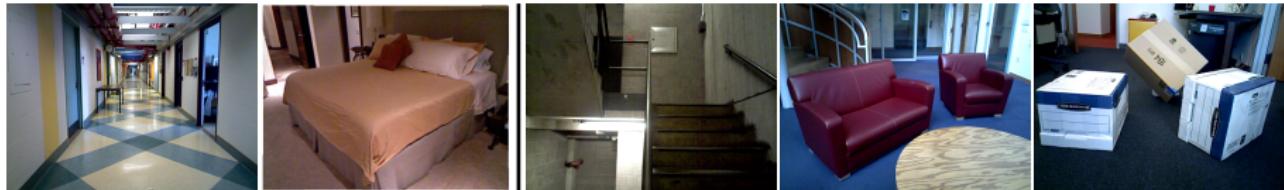
$\Sigma_{kj}$  : covariance

# Inference



Gibbs sampling with **Metropolis-Hastings split-merge** proposals.

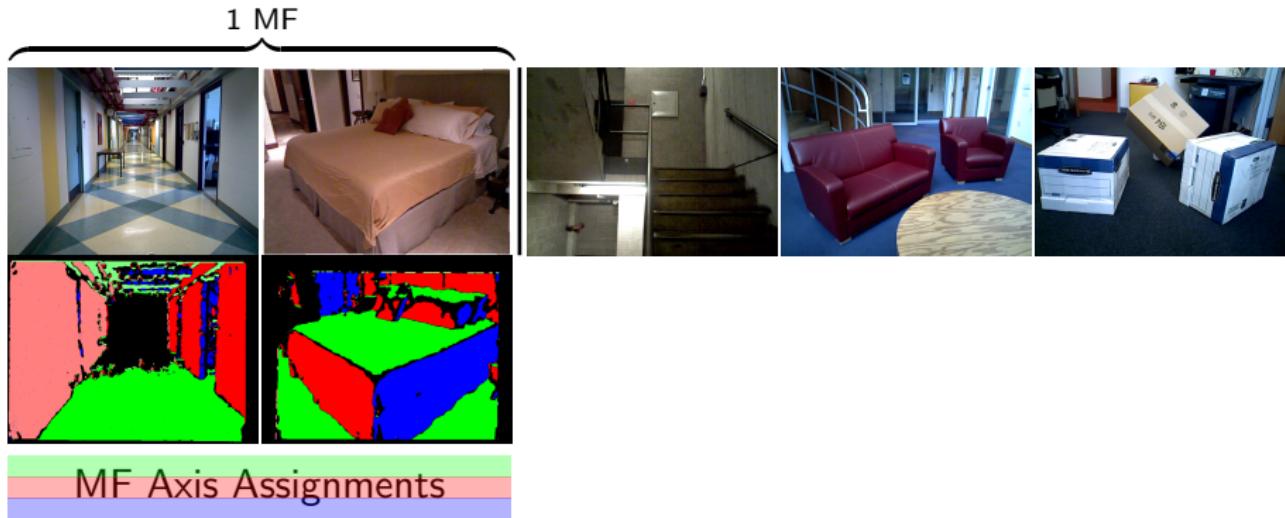
# Results: MMF Models from Depth Images



All results starting from  $K_0 = 6$  initial MFs.

Black: missing depth data due to sensor's range limitations.

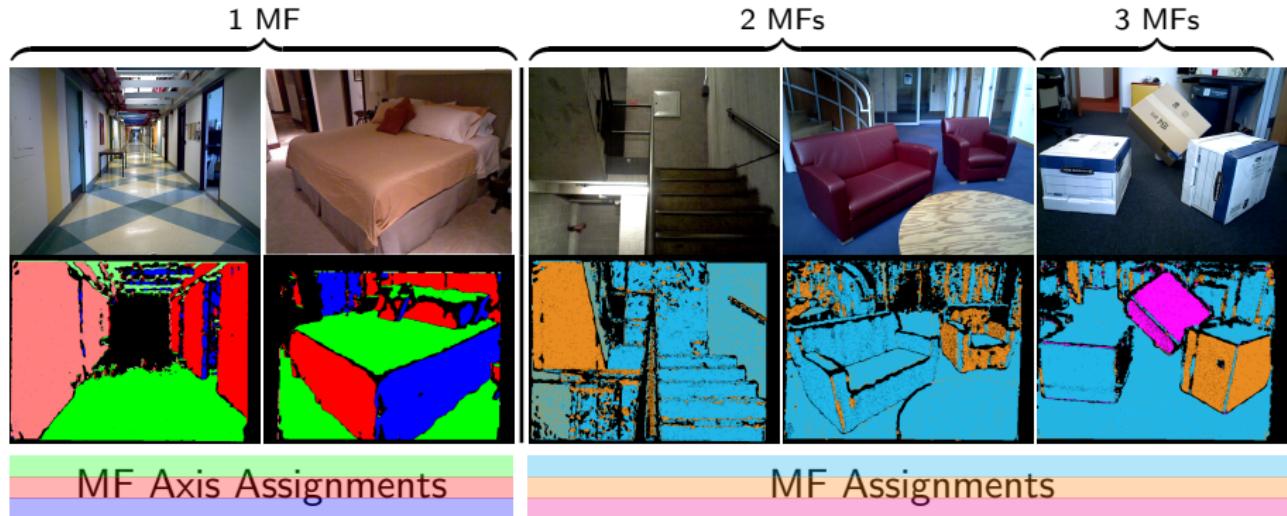
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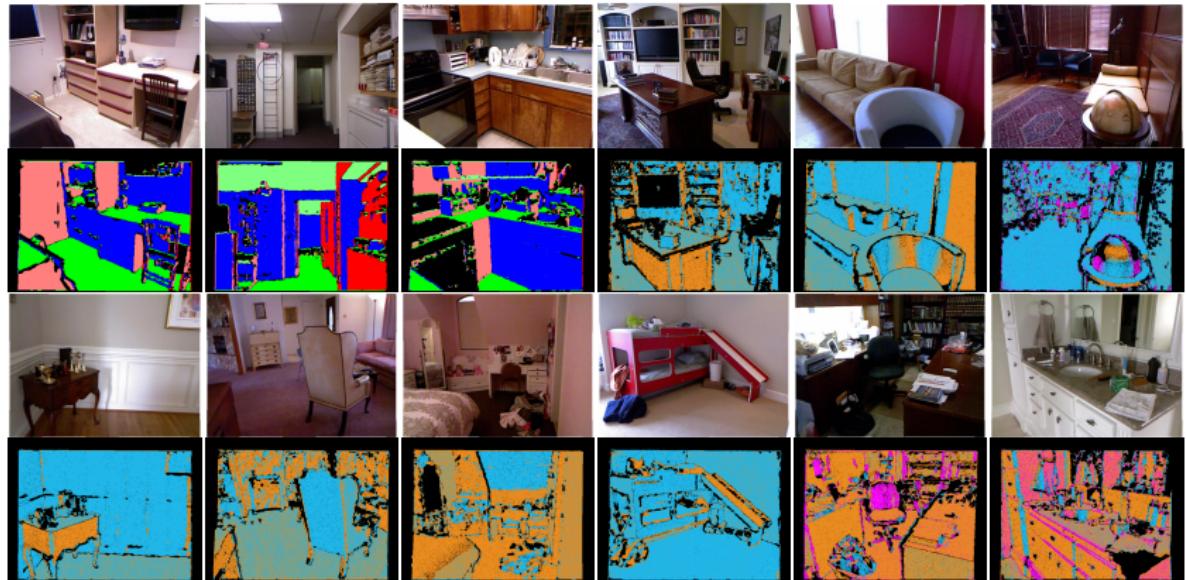


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# Statistics over NYU V2.0 Dataset

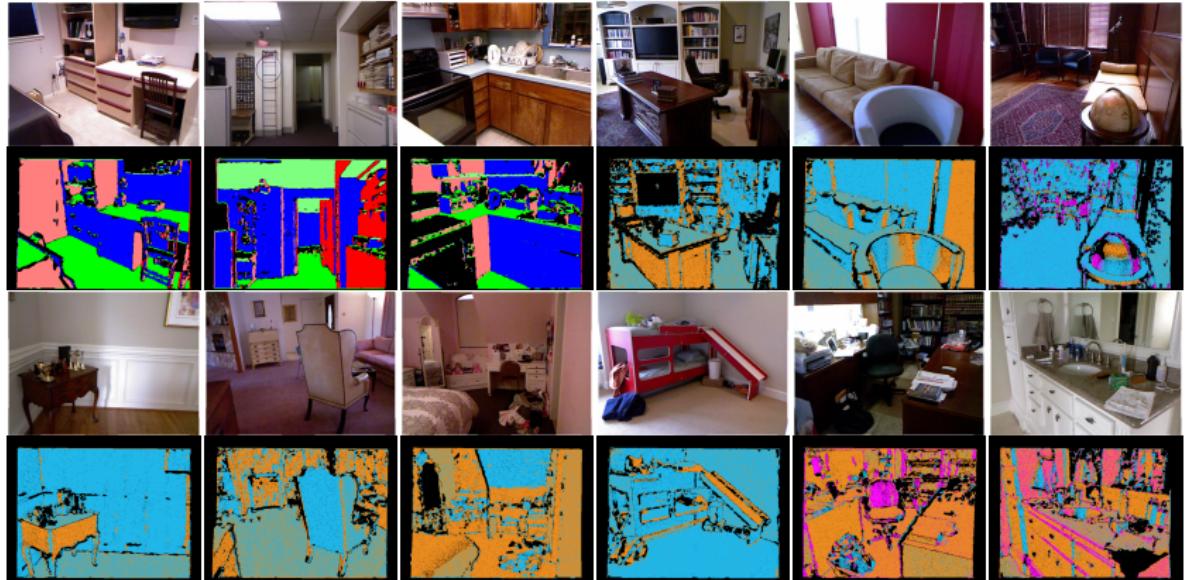
Evaluation over 1449 scenes from the NYU V2.0 dataset [Silberman 2012]:



- **Number  $K$  of MFs inferred correctly:** 80.5% of scenes ( $K_0 = 6$ ).

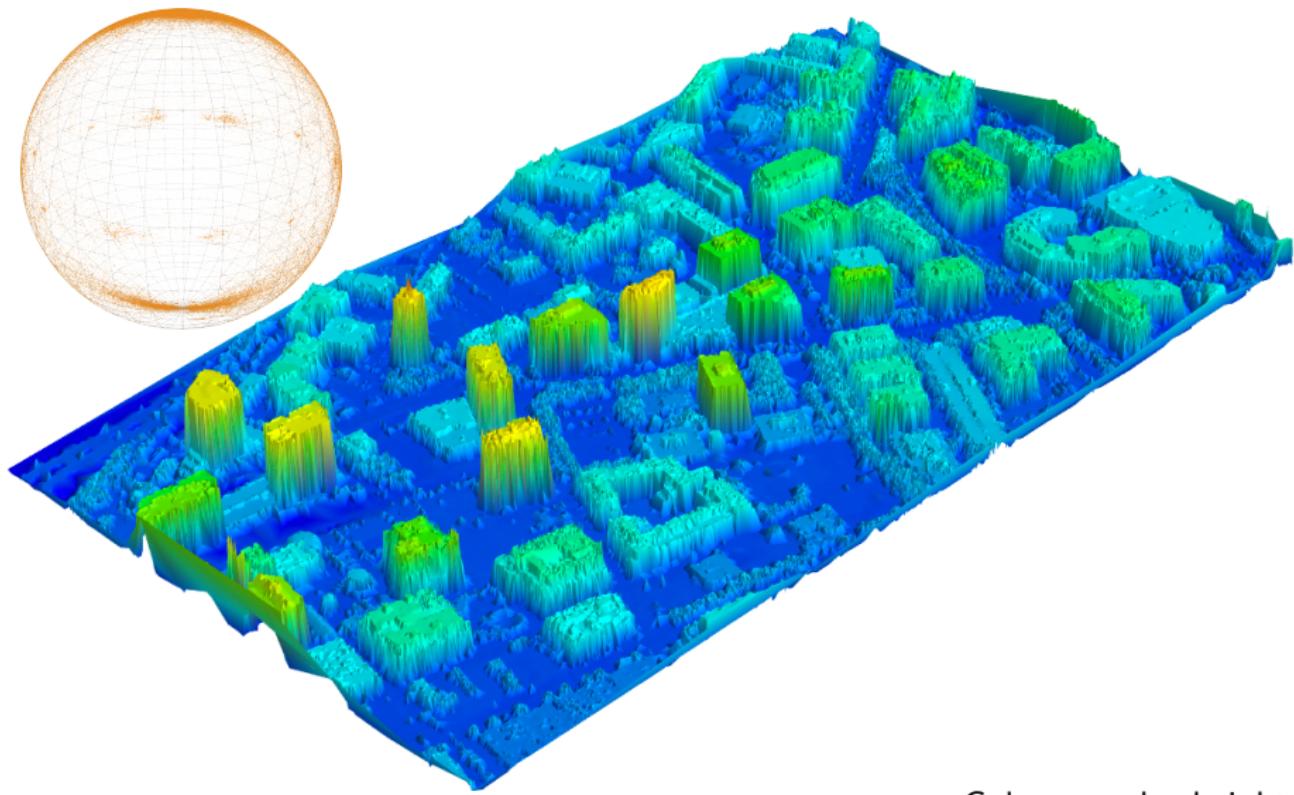
# Statistics over NYU V2.0 Dataset

Evaluation over 1449 scenes from the NYU V2.0 dataset [Silberman 2012]:



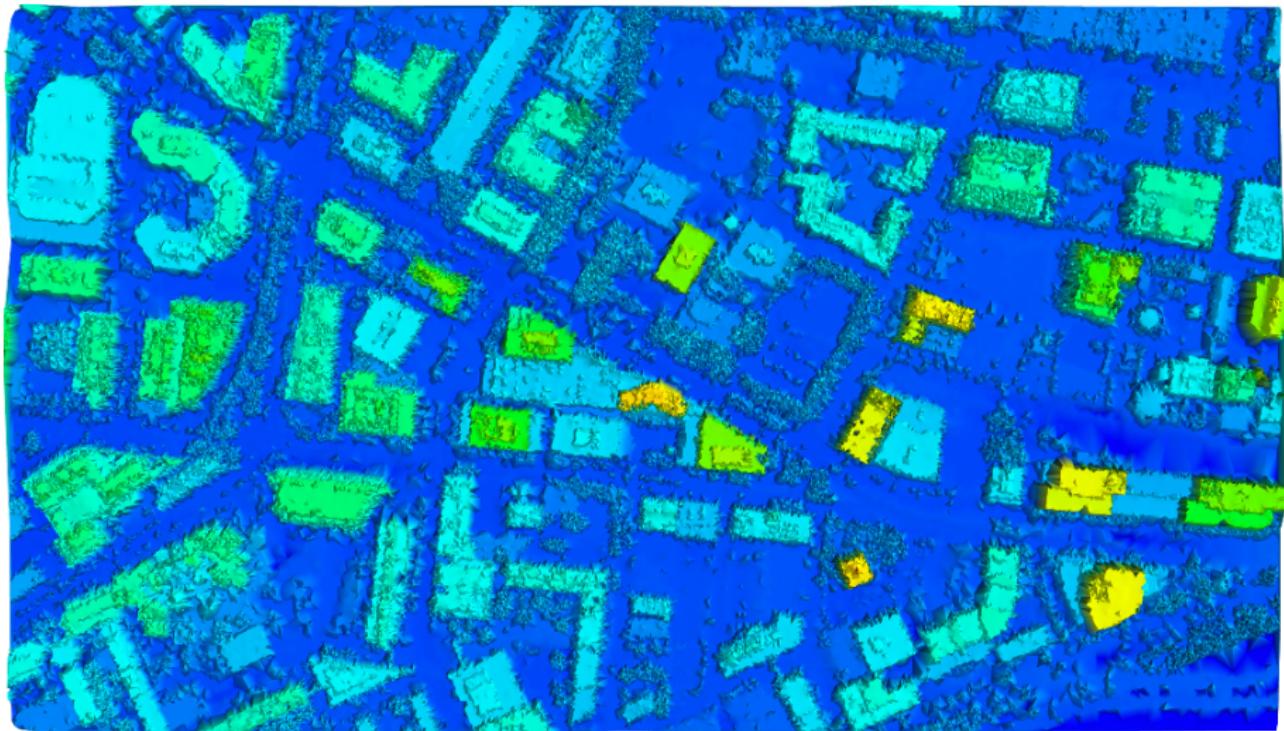
- **Number  $K$  of MFs inferred correctly:** 80.5% of scenes ( $K_0 = 6$ ).
- **Robustness to initial  $K$ :** convergence repeatedly to the same  $K$  in 95.3% of the scenes ( $K_0 = 3$  and  $K_0 = 6$ ).

# MMF Inference on Cambridge LiDAR Dataset



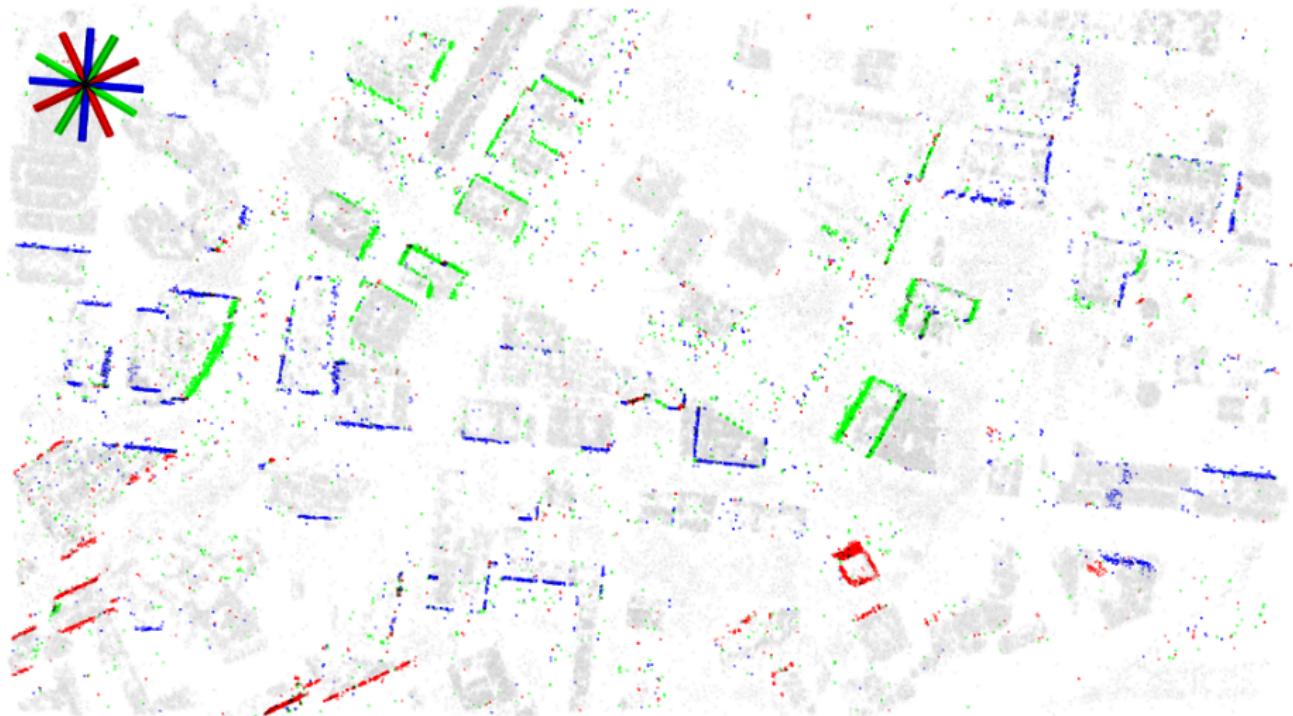
Color encodes height.

# MMF Inference on Cambridge LiDAR Dataset



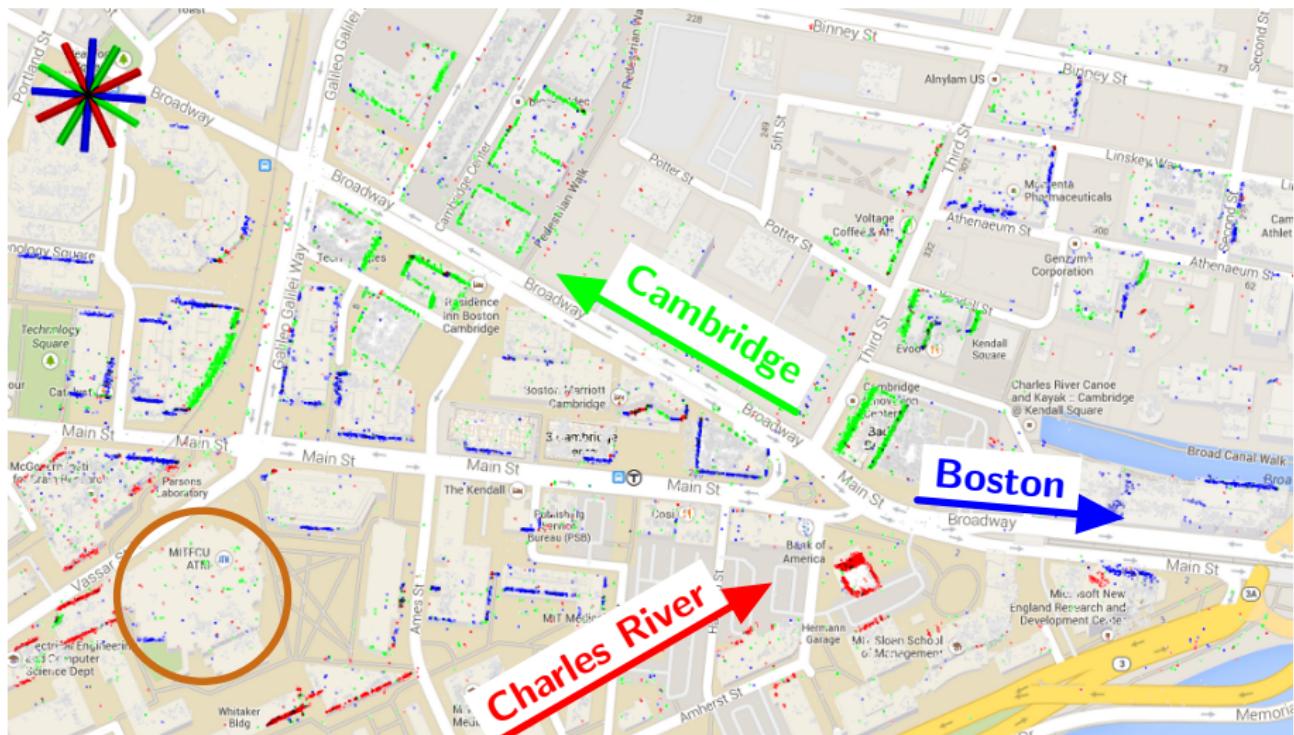
Color encodes height.

# MMF Inference on Cambridge LiDAR Dataset



Color encodes association to MF; Grey: upward normals.

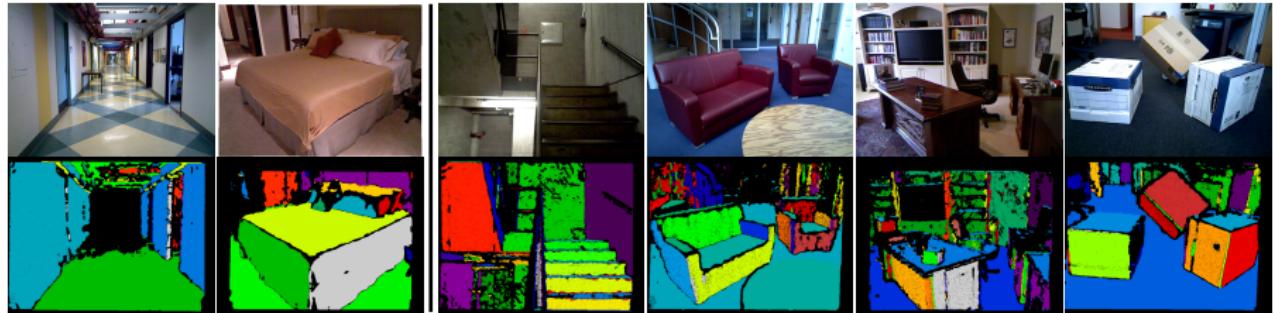
# MMF Inference on Cambridge LiDAR Dataset



Color encodes association to MF; Grey: upward normals.

# Applications

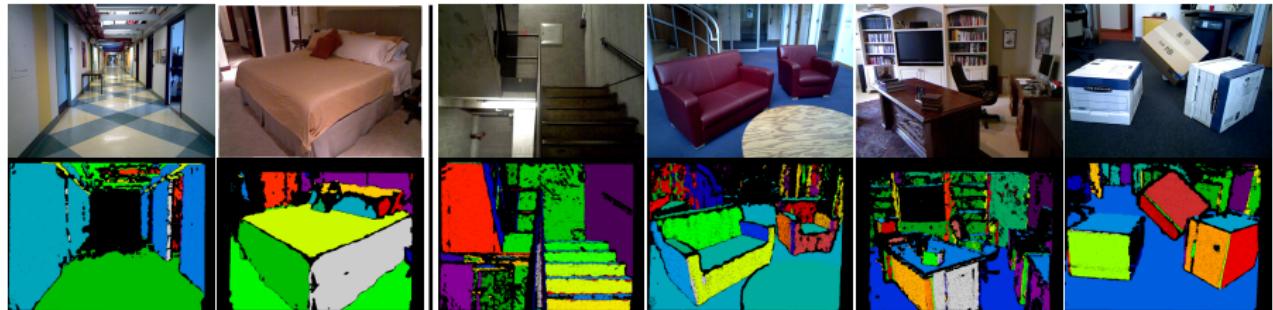
**Plane segmentation:** straightforward using MMF



# Applications



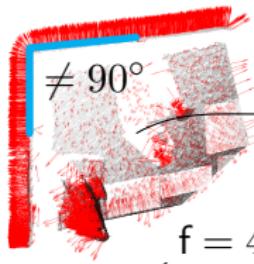
**Plane segmentation:** straightforward using MMF



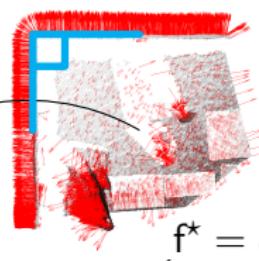
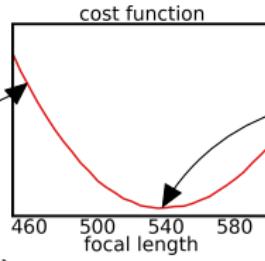
**Focal-length calibration** of depth cameras



scene



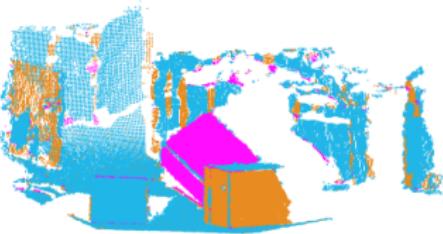
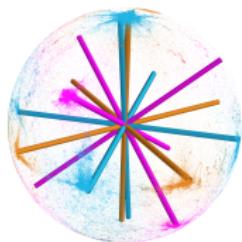
$f = 460$   
(top view)



$f^* = 540$   
(top view)

# Conclusion and Outlook

- **Novel probabilistic model** for describing complex man-made scenes
- **Full 3D rotation estimation** for all MFs
- **Adaptive number of MFs** through split/merge proposals



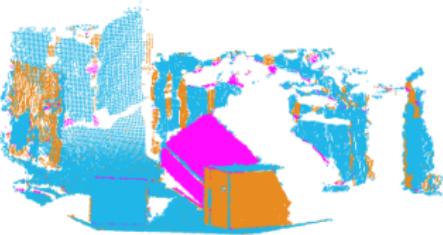
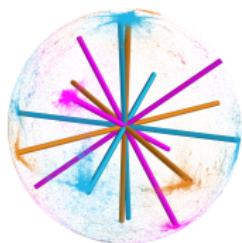
Find paper and code at



<http://people.csail.mit.edu/jstraub/>

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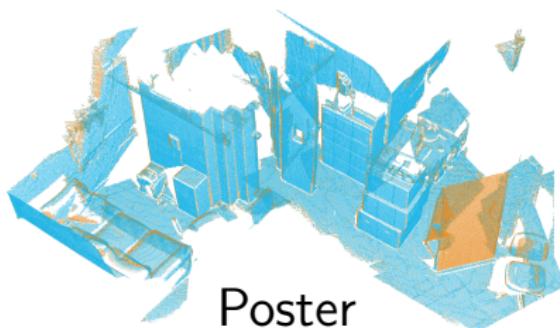


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Next: Use MMF for **higher-level reasoning** and **scene reconstruction**.

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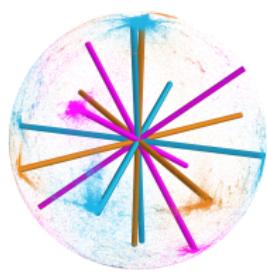
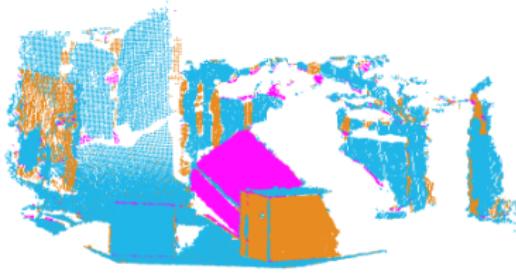
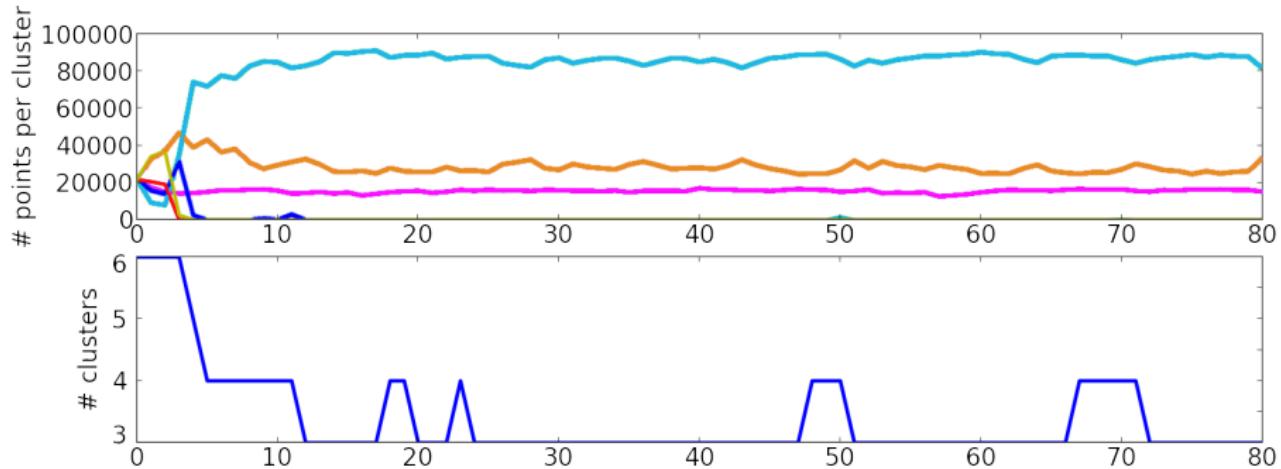
Find paper and code at



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Next: Use MMF for **higher-level reasoning** and **scene reconstruction**.

# Inference Example

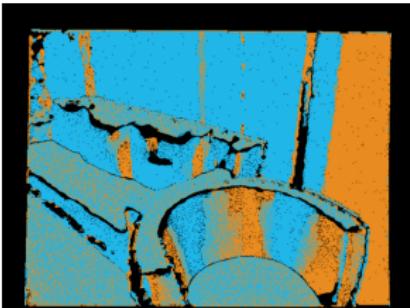


# Round Objects

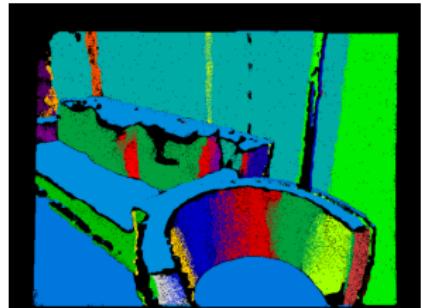
Round objects → great circle on unit sphere.



(a) RGB image of scene



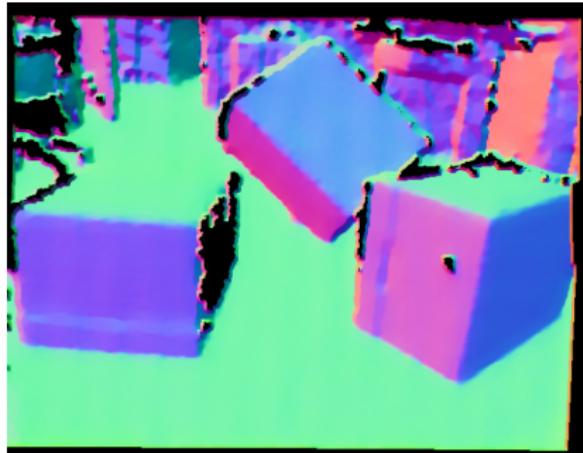
(b) MF Association



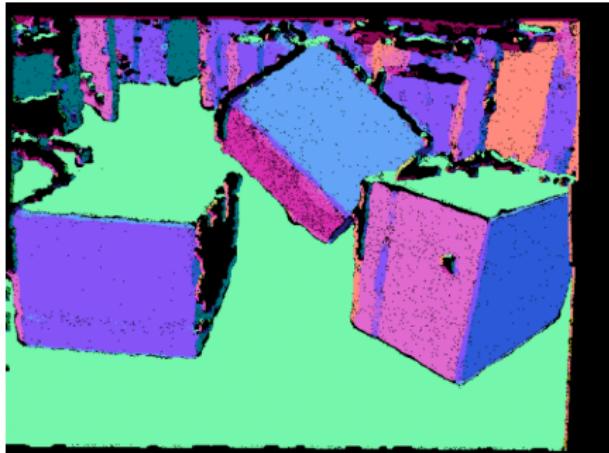
(c) Plane Segmentation

# Applications

**Normal Correction** through pooling of normals across the whole scene

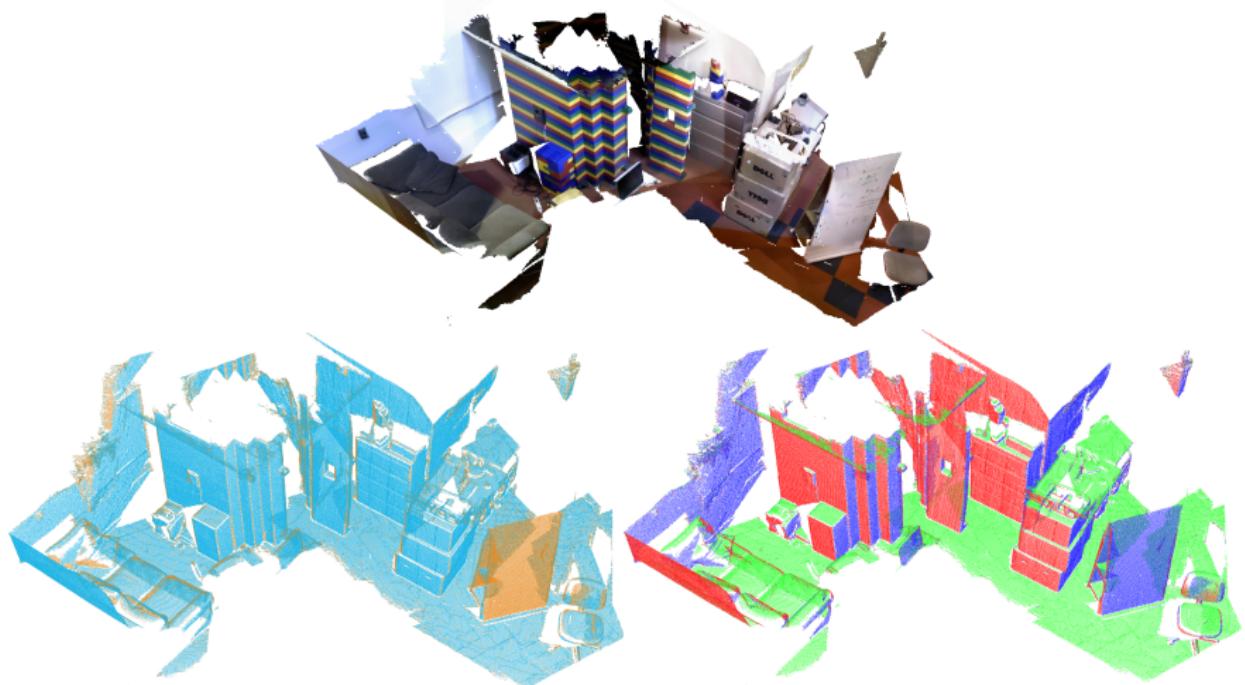


(a) Original Normals



(b) Corrected Normals

# MMF Inference on Kintinuous Mesh Data



**Figure:** MMF extracted from a mesh obtained using Kintinuous [Whelan 2012]