



IPFormer: Visual 3D Panoptic Scene Completion with Context-Adaptive Instance Proposals





Project Page

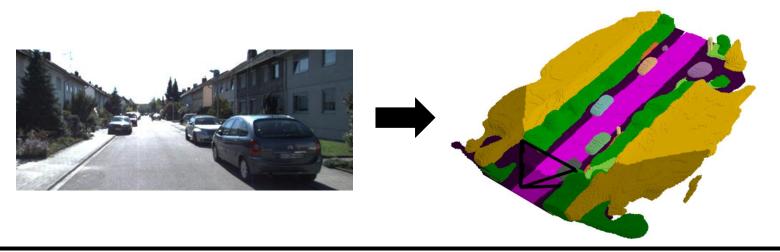
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Task Description

From a single image, infer the complete 3D structure of a scene as a voxel grid, including both visible and occluded regions. Every voxel carries

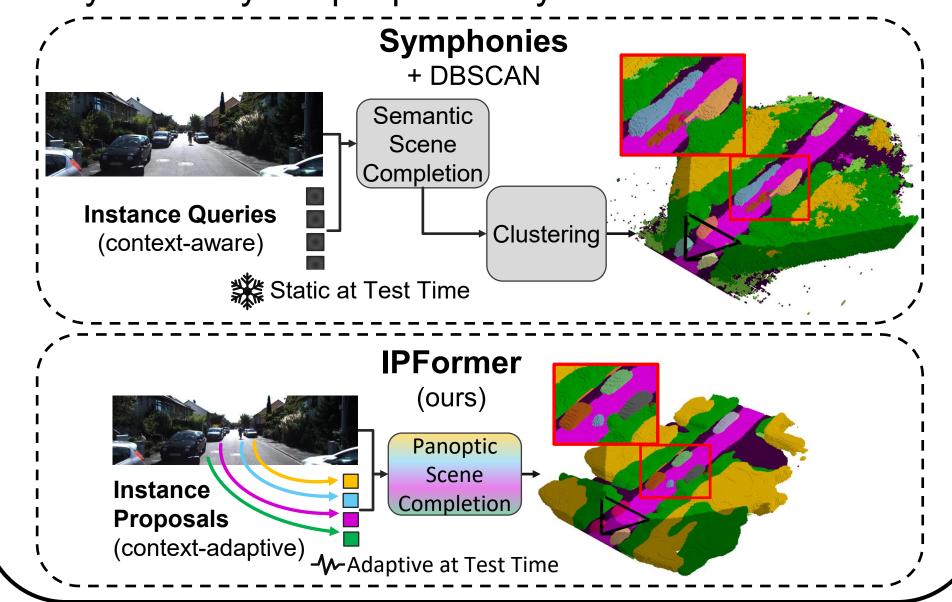
- 1. binary occupancy
- 2. a **semantic** label
- 3. an **instance** ID to group countable objects



Challenges

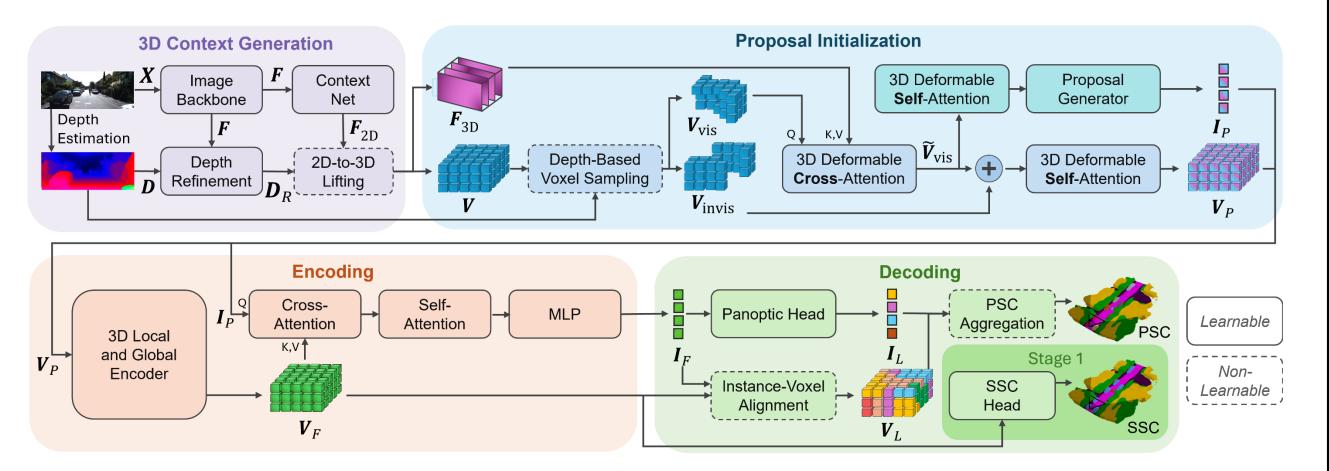
Previous methods

- 1. only infer occupancy and semantics in an end-toend fashion (Semantic Scene Completion), but require subsequent, time-consuming Euclidean clustering to retrieve individual instances.
- 2. reconstruct objects using a fixed set of learned queries that are updated with image context during training, but remain static at test time and thus fail to dynamically adapt specifically to the observed scene.



Our Approach

Our method (1) addresses Panoptic Scene Completion in an end-to-end fashion, and (2) initializes object queries as instance proposals that dynamically adapt specifically to the observed scene at train and test time.



Specifically, we

- . propose a dual-head architecture and a two-stage training scheme that effectively guides the latent space toward occupancy and semantics before **instance** registration.
- 2. introduce a visibility-based sampling strategy, which utilizes visible voxels and respective image context to adaptively initialize instance proposals.

Quantitative Results

In-Domain Performance:

	PSC Metrics									SSC N	Metrics		
	All				Thing			Stuff					
Method	PQ [†] ↑	PQ↑	SQ↑	RQ↑	PQ↑	SQ↑	RQ↑	PQ↑	SQ↑	RQ↑	IoU↑	mIoU↑	Runtime [s] \downarrow
MonoScene [4] + DBSCAN	10.12	3.43	15.15	5.33	0.51	7.36	0.87	5.56	20.81	8.57	36.80	11.31	4.51
Symphonies [21] + DBSCAN	11.69	3.75	26.09	5.95	1.07	27.65	1.76	5.70	24.95	8.99	41.92	15.02	4.54
OccFormer [63] + DBSCAN	11.25	4.32	24.19	6.69	0.68	21.47	1.15	6.96	26.16	10.73	36.43	13.51	4.70
CGFormer [59] + DBSCAN	14.39	6.16	48.14	9.48	2.20	44.46	3.47	9.03	50.82	<u>13.86</u>	45.98	16.89	4.70
IPFormer (ours)	14.45	6.30	41.95	9.75	<u>2.09</u>	42.67	<u>3.33</u>	9.35	41.43	14.43	40.90	<u>15.33</u>	0.33
	•				•			•			<u> </u>		•

Out-of-Domain Zero-Shot Generalization Performance:

PSC Metrics										SSC Metrics	
All					Thing		Stuff				
$\mathbf{P}\mathbf{Q}^{\dagger}\uparrow$	PQ↑	SQ↑	RQ↑	PQ↑	SQ↑	RQ↑	PQ↑	SQ↑	RQ↑	IoU↑	mIoU↑
						~					
14.39	6.16	48.14	9.48	2.20	44.46	3.47	9.03	50.82	13.86	45.98	16.89
14.45	6.30	41.95	9.75	2.09	42.67	3.33	9.35	41.43	14.43	40.90	15.33
8.44	1.08	17.82	1.87	0.53	20.06	0.96	1.48	16.19	2.54	28.11	9.44
9.41	1.23	24.68	2.16	0.52	22.76	0.95	1.68	25.89	2.93	28.74	$\boldsymbol{9.53}$
41.37%	82.47%	62.98%	80.28%	75.91%	54.89%	72.34%	83.61%	68.15%	81.67%	38.88%	44.09%
34.88%	80.48%	41.19%	77.85%	75.12%	46.64%	71.53%	82.03%	37.52%	79.69%	29.73%	37.81%
	8.44 9.41 41.37%	$PQ^{\dagger}\uparrow$ $PQ\uparrow$ 14.39 6.16 14.45 6.30 8.44 1.08 9.41 1.23 41.37% 82.47%	$PQ^{\dagger}\uparrow$ $PQ\uparrow$ $SQ\uparrow$ 14.39 6.16 48.14 14.45 6.30 41.95 8.44 1.08 17.82 9.41 1.23 24.68 41.37% 82.47% 62.98%	$PQ^{\dagger} \uparrow$ $PQ \uparrow$ $SQ \uparrow$ $RQ \uparrow$ 14.39 6.16 48.14 9.48 14.45 6.30 41.95 9.75 8.44 1.08 17.82 1.87 9.41 1.23 24.68 2.16 41.37% 82.47% 62.98% 80.28%	All $\mathbf{PQ}^{\dagger}\uparrow$ $\mathbf{PQ}\uparrow$ $\mathbf{SQ}\uparrow$ $\mathbf{RQ}\uparrow$ $\mathbf{PQ}\uparrow$ 14.39 6.16 48.14 9.48 2.20 14.45 6.30 41.95 9.75 2.09 8.44 1.08 17.82 1.87 0.53 9.41 1.23 24.68 2.16 0.52 41.37% 82.47% 62.98% 80.28% 75.91%	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c c c c c c c c c c c c c c c c c c c $

