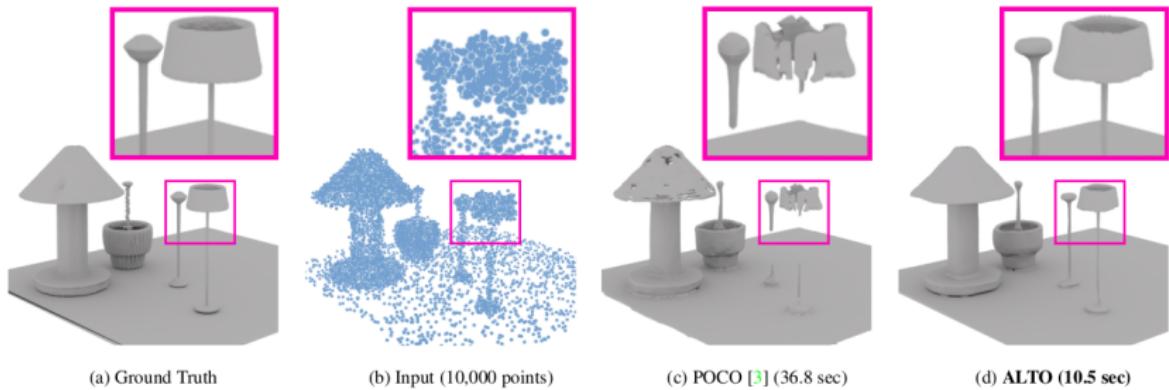


# ALTO: Alternating Latent Topologies for Implicit 3D Reconstruction

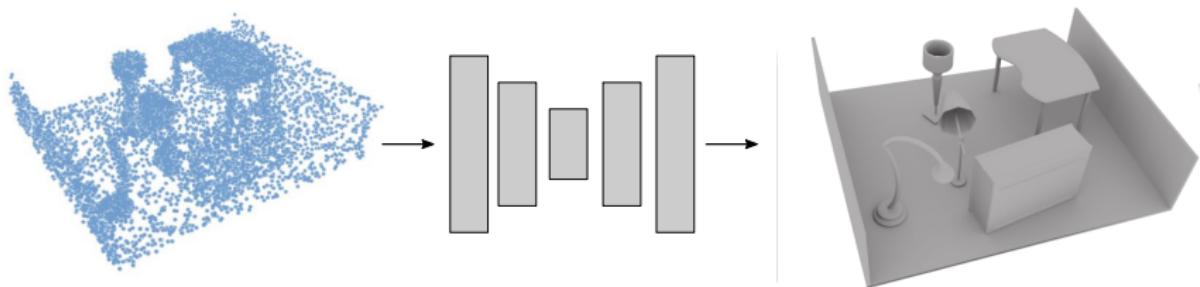
Zhen Wang<sup>1\*</sup> Shijie Zhou<sup>1\*</sup> Jeong Joon Park<sup>2</sup> Despoina Paschalidou<sup>2</sup>  
Suya You<sup>3</sup> Gordon Wetzstein<sup>2</sup> Leonidas Guibas<sup>2</sup> Achuta Kadambi<sup>1</sup>

<sup>1</sup> University of California, Los Angeles <sup>2</sup> Stanford University  
<sup>3</sup> DEVCOM Army Research Laboratory

<https://visual.ee.ucla.edu/alto.htm/>

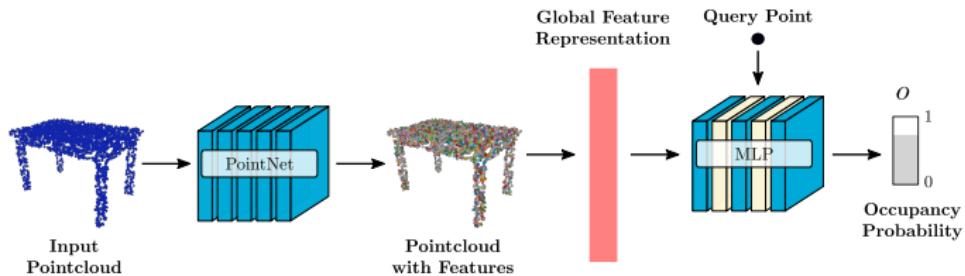


# Problem Statement

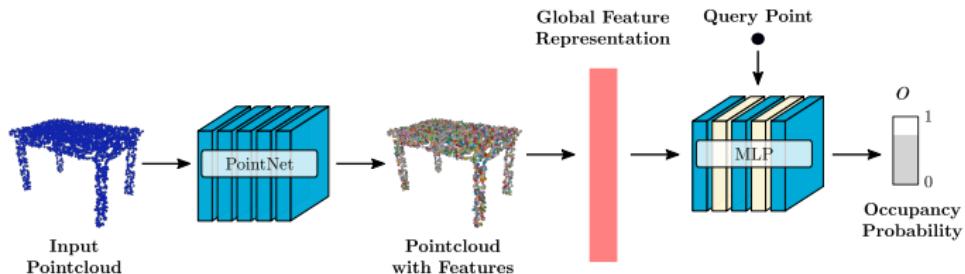


Can we recover 3D geometries of high fidelity given a (noisy) pointcloud as input?

# Implicit Neural Representations for 3D Reconstructions

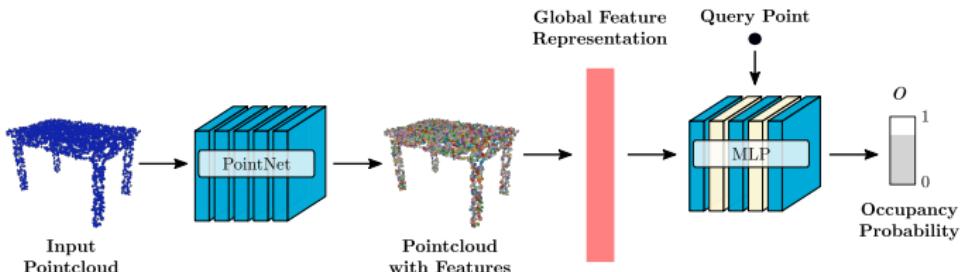


# Implicit Neural Representations for 3D Reconstructions

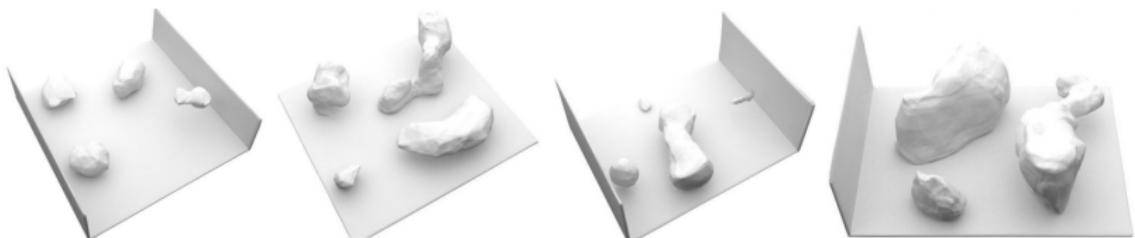


- ✓ Results in **continuous representations**

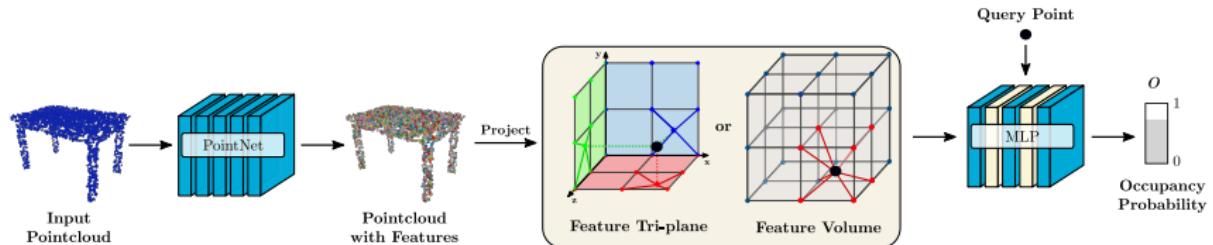
# Implicit Neural Representations for 3D Reconstructions



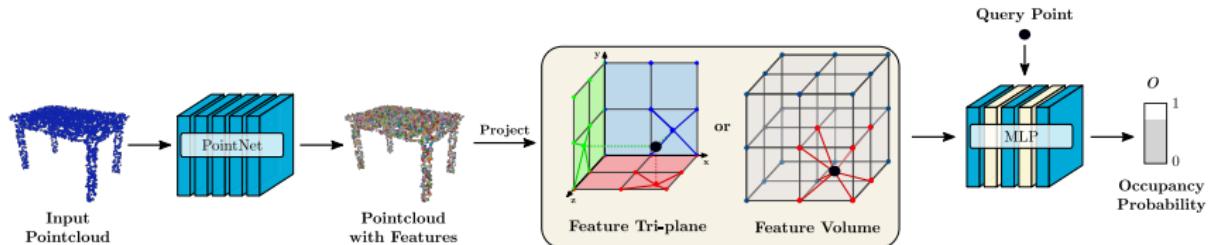
- ✓ Results in **continuous representations**
- ✗ The global latent code yields **overly smooth geometries**
- ✗ Fully connected layers are not **translation equivariant**



# Implicit Neural Representations for 3D Reconstructions

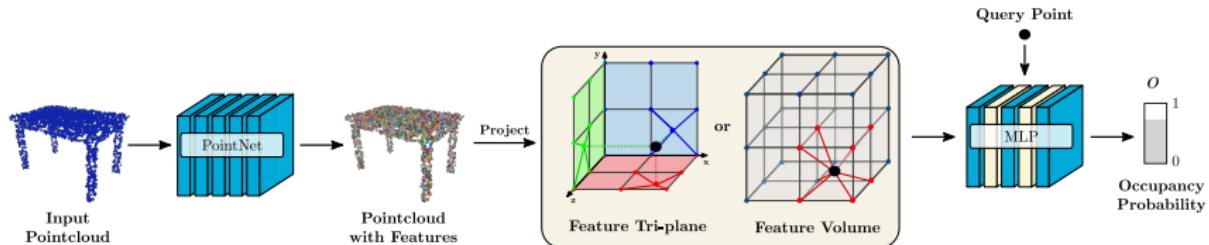


# Implicit Neural Representations for 3D Reconstructions

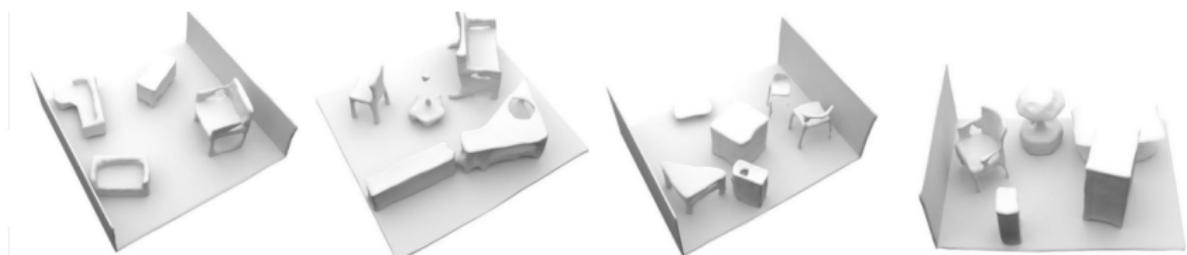


- ✓ Utilizing **local features** recovers more detailed geometries

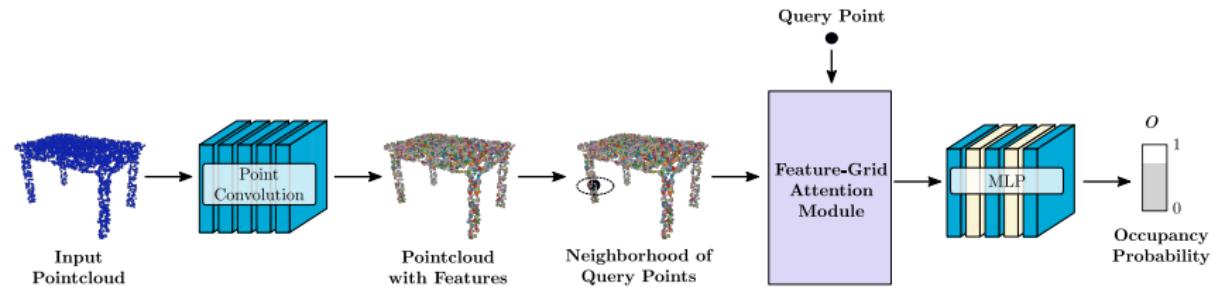
# Implicit Neural Representations for 3D Reconstructions



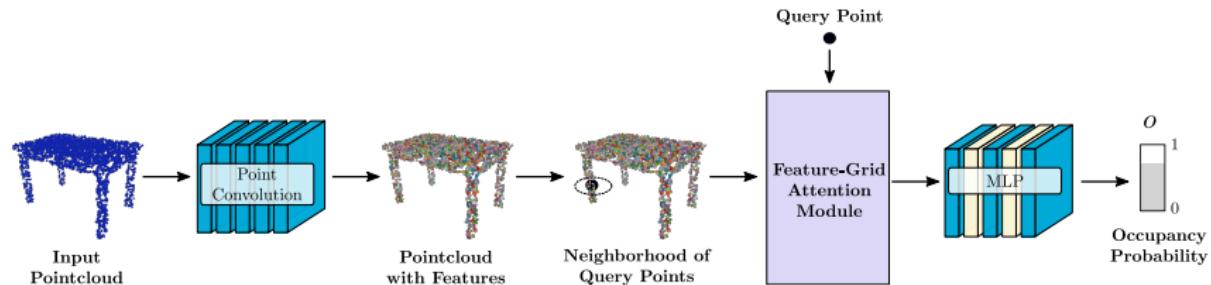
- ✓ Utilizing local features recovers more detailed geometries
- ✗ Latent vectors are uniformly distributed in space
- ✗ Struggles to capture fine-grained geometries around the surface boundaries



# Implicit Neural Representations for 3D Reconstructions

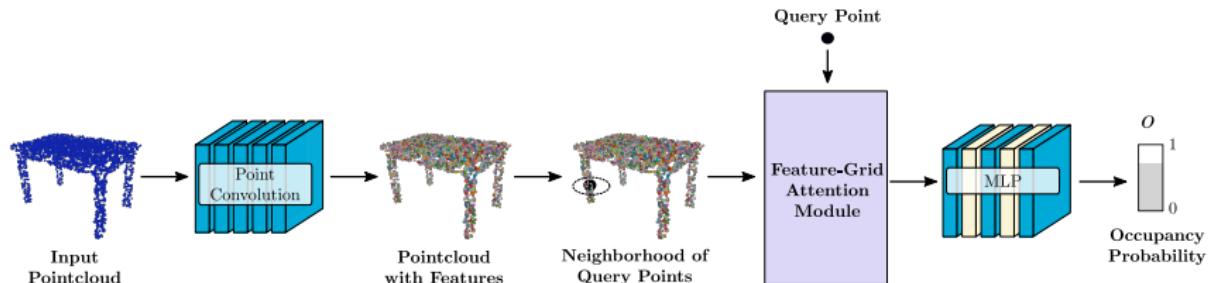


# Implicit Neural Representations for 3D Reconstructions

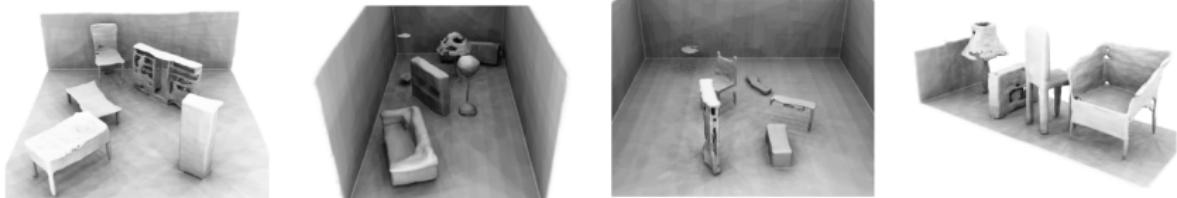


- ✓ The latent vectors are concentrated around the surface boundaries

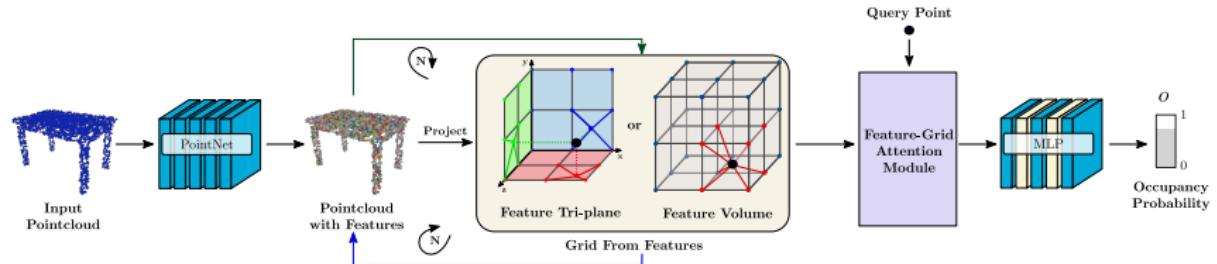
# Implicit Neural Representations for 3D Reconstructions



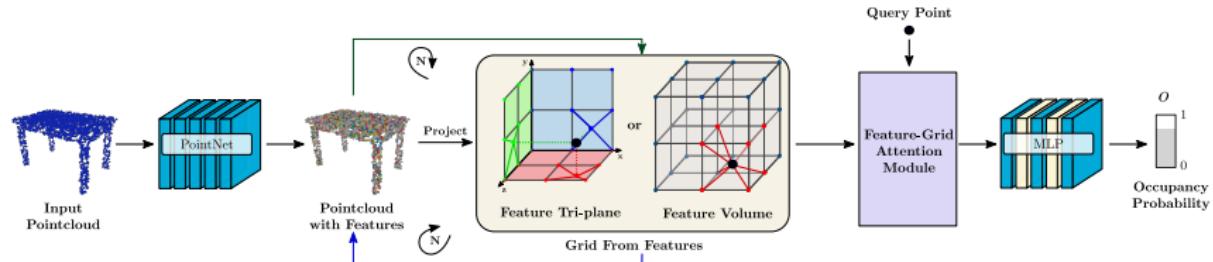
- ✓ The latent vectors are concentrated around the surface boundaries
- ✗ Very slow inference time
- ✗ Struggles to capture fine-grained geometries



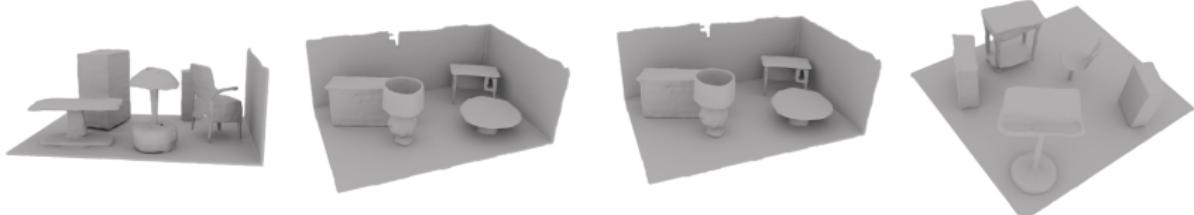
# Our Implicit Neural Representation for 3D Reconstructions



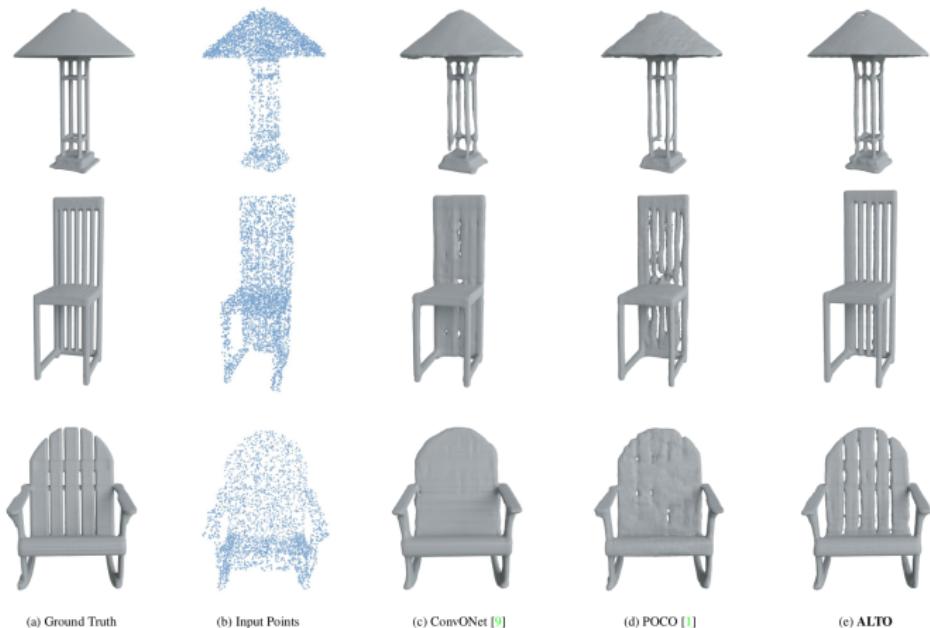
# Our Implicit Neural Representation for 3D Reconstructions



- ✓ Utilizing **local features** recovers more detailed geometries
- ✓ Our model can reconstruct a 3D scene up to **10× faster**
- ✓ Can capture **fine-grained geometries**

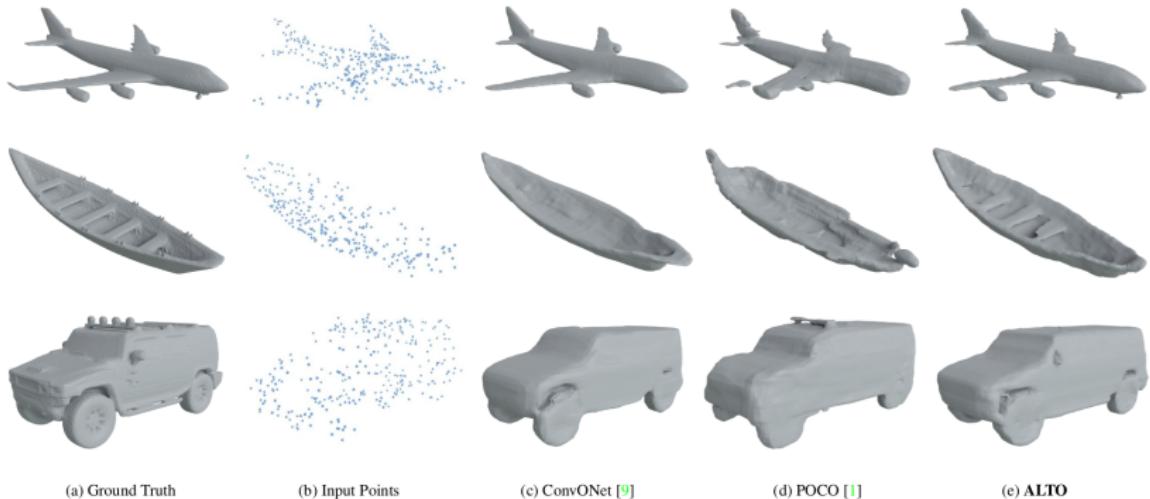


# Object-Level Reconstruction on ShapeNet



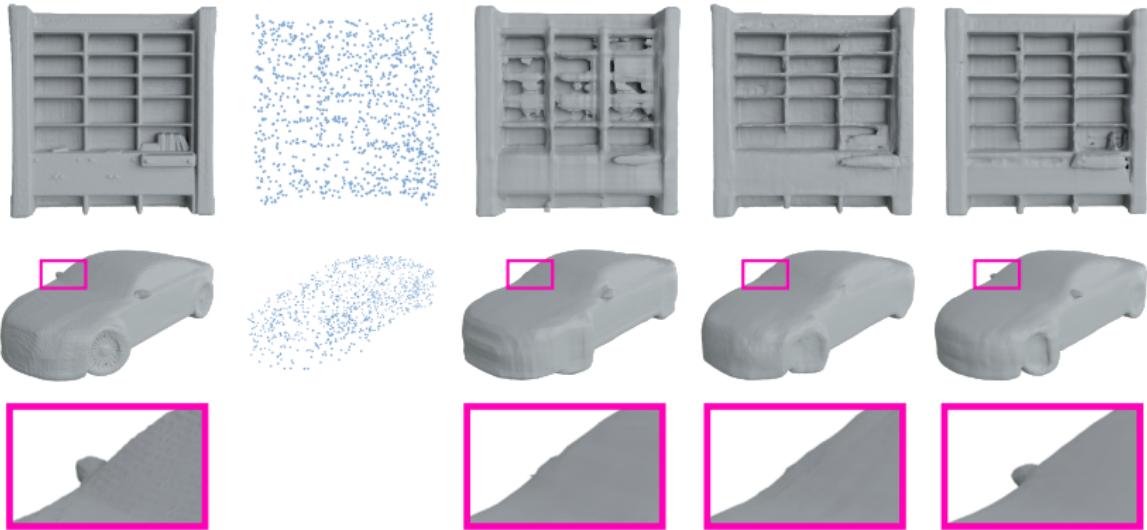
Object-level reconstructions using 3k points as input

# Object-Level Reconstruction on ShapeNet

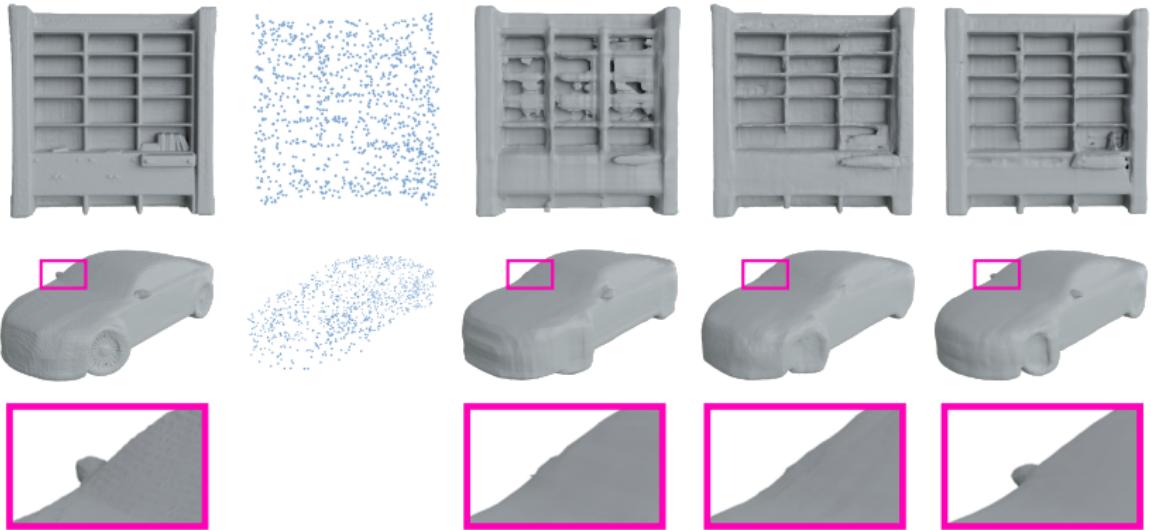


Object-level reconstructions using 300 points as input

# Attention to Detail

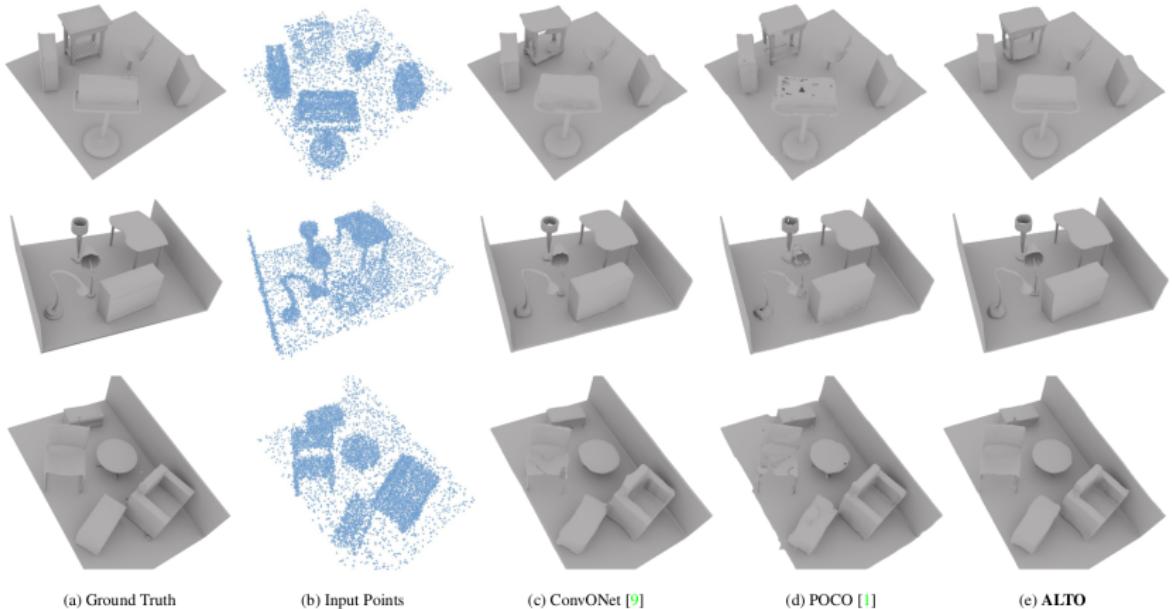


# Object-Level Reconstruction on ShapeNet



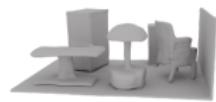
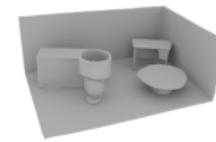
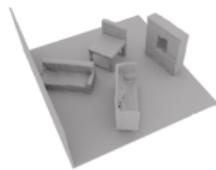
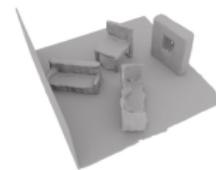
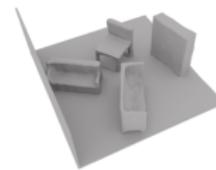
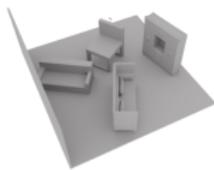
Method	Input points 3K				Input points 1K				Input points 300			
	IoU ↑	Chamfer- $L_1$ ↓	NC↑	F-score↑	IoU ↑	Chamfer- $L_1$ ↓	NC↑	F-score↑	IoU ↑	Chamfer- $L_1$ ↓	NC↑	F-score↑
ONet [41]	0.761	0.87	0.891	0.785	0.772	0.81	0.894	0.801	0.778	0.80	0.895	0.806
ConvONet [49]	0.884	0.44	0.938	0.942	0.859	0.50	0.929	0.918	0.821	0.59	0.907	0.883
POCO [3]	0.926	<b>0.30</b>	0.950	<b>0.984</b>	0.884	0.40	0.928	0.950	0.808	0.61	0.892	0.869
ALTO	<b>0.930</b>	<b>0.30</b>	<b>0.952</b>	0.980	<b>0.905</b>	<b>0.35</b>	<b>0.940</b>	<b>0.964</b>	<b>0.863</b>	<b>0.47</b>	<b>0.922</b>	<b>0.924</b>

# Scene-Level Reconstruction on Synthetic Rooms



Scene-level reconstructions using 10k points as input

# Scene-Level Reconstruction on Synthetic Rooms



(a) Ground Truth

(b) Input Points

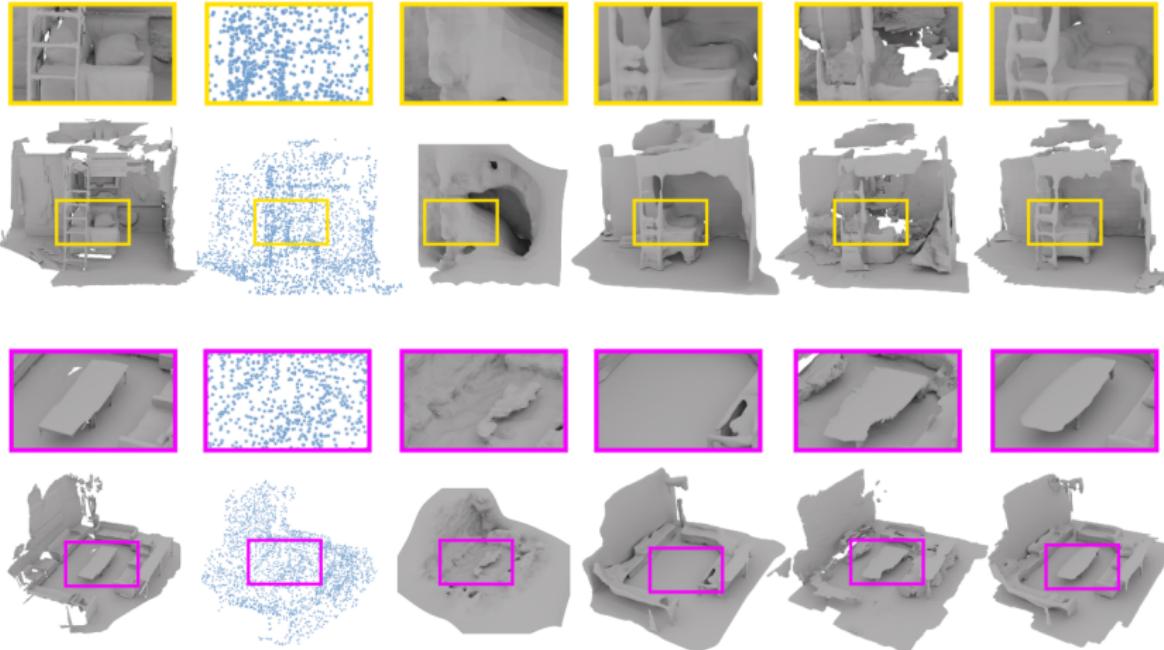
(c) ConvONet [9]

(d) POCO [1]

(e) ALTO

Scene-level reconstructions using 3k points as input

# Generalization on ScanNet-v2



(a) Ground Truth

(b) Input Points

(c) SPSR [33]

(d) ConvONet [49]

(e) POCO [3]

(f) ALTO

# Scene-Level Reconstruction on Synthetic Rooms

Method	IoU $\uparrow$	Chamfer- $L_1 \downarrow$	NC $\uparrow$	F-score $\uparrow$
ONet [41]	0.475	2.03	0.783	0.541
SPSR [33]	-	2.23	0.866	0.810
SPSR trimmed [33]	-	0.69	0.890	0.892
ConvONet [49]	0.849	0.42	0.915	0.964
DP-ConvONet [37]	0.800	0.42	0.912	0.960
POCO [3]	0.884	0.36	0.919	0.980
ALTO	<b>0.914</b>	<b>0.35</b>	<b>0.921</b>	<b>0.981</b>

Quantitative Evaluation on Synthetic Room  
Dataset using 10k points as input

# Scene-Level Reconstruction on Synthetic Rooms

Method	IoU $\uparrow$	Chamfer- $L_1 \downarrow$	NC $\uparrow$	F-score $\uparrow$
ONet [41]	0.475	2.03	0.783	0.541
SPSR [33]	-	2.23	0.866	0.810
SPSR trimmed [33]	-	0.69	0.890	0.892
ConvONet [49]	0.849	0.42	0.915	0.964
DP-ConvONet [37]	0.800	0.42	0.912	0.960
POCO [3]	0.884	0.36	0.919	0.980
ALTO	<b>0.914</b>	<b>0.35</b>	<b>0.921</b>	<b>0.981</b>

Method	$N_{\text{Train}}=10\text{K}, N_{\text{Test}}=3\text{K}$		$N_{\text{Train}}=N_{\text{Test}}=3\text{K}$	
	Chamfer- $L_1 \downarrow$	F-score $\uparrow$	Chamfer- $L_1 \downarrow$	F-score $\uparrow$
ConvONet [49]	1.01	0.719	1.16	0.669
POCO [3]	0.93	0.737	1.15	0.667
ALTO	<b>0.87</b>	<b>0.746</b>	<b>0.92</b>	<b>0.726</b>

Generalization Capability on ScanNet

Quantitative Evaluation on Synthetic Room  
Dataset using 10k points as input

# Scene-Level Reconstruction on Synthetic Rooms

Method	IoU $\uparrow$	Chamfer- $L_1 \downarrow$	NC $\uparrow$	F-score $\uparrow$
ONet [41]	0.475	2.03	0.783	0.541
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POCO [3]	0.884	0.36	0.919	0.980
ALTO	<b>0.914</b>	<b>0.35</b>	<b>0.921</b>	<b>0.981</b>

Method	$N_{\text{Train}}=10\text{K}, N_{\text{Test}}=3\text{K}$		$N_{\text{Train}}=N_{\text{Test}}=3\text{K}$	
	Chamfer- $L_1 \downarrow$	F-score $\uparrow$	Chamfer- $L_1 \downarrow$	F-score $\uparrow$
ConvONet [49]	1.01	0.719	1.16	0.669
POCO [3]	0.93	0.737	1.15	0.667
ALTO	<b>0.87</b>	<b>0.746</b>	<b>0.92</b>	<b>0.726</b>

Generalization Capability on ScanNet

Quantitative Evaluation on Synthetic Room  
Dataset using 10k points as input

Method	# Parameters	Inference time (s)
ConvONet [49]	4,166,657	1.6
POCO [3]	12,790,454	36.1
ALTO	4,787,905	3.6

Runtime Comparison

Thank you for your attention!