

Pos3R: 6D Pose Estimation for Unseen Objects Made Easy

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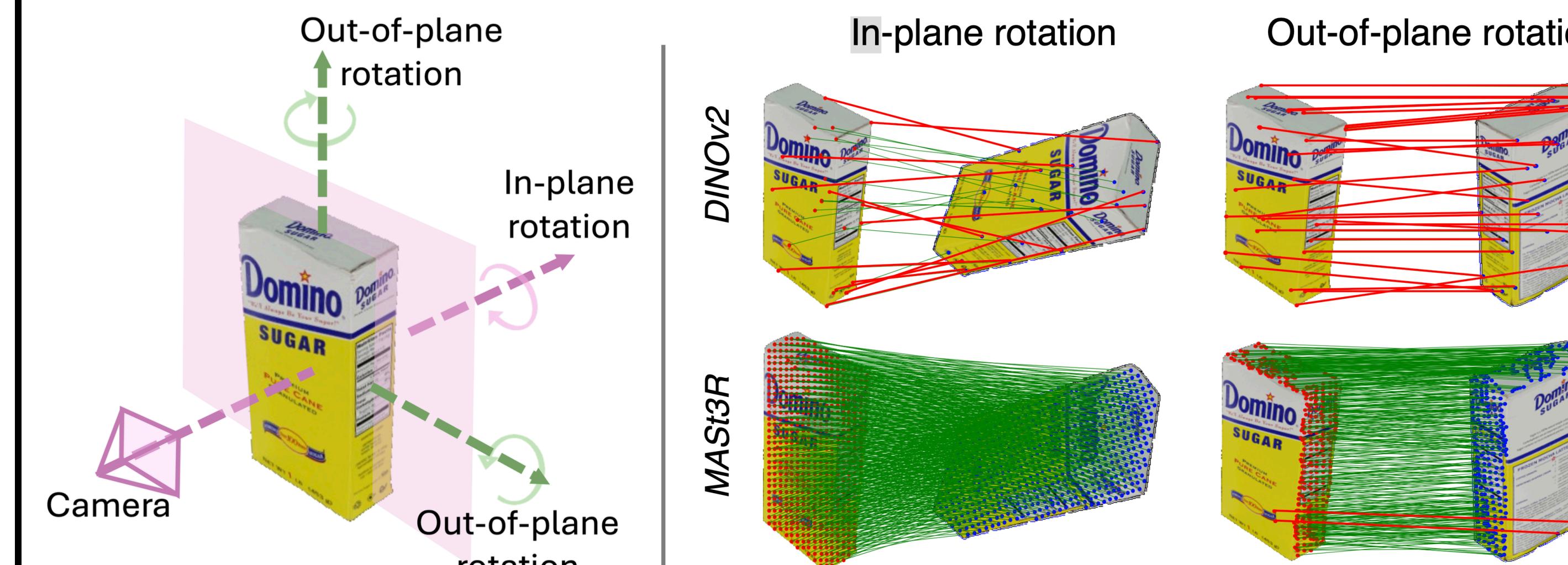
I. Unseen Object Pose Estimation

- Task Definition: Training Free, RGB, and CAD Model
 - Training-free pipelines offer adaptability to unseen objects
 - Model-based 6D localization estimates object pose from a 3D CAD model and an RGB image

II. Why Use a 3D Foundation Model?

- Motivation
 - 2D foundation models (e.g., DINOv2) have been shown to be effective at training-free pose estimation, but are not consistent under significant 3D transformations
 - 3D foundation models (e.g., MASt3R) predict 3D-consistent features, which we show to be useful for pose estimation

III. Correspondence Matching Quality



- DINOv2 produces inconsistent matches under out-of-plane rotations since it was not trained under these transformations
- MASt3R provides dense and stable correspondences

III. Pos3R

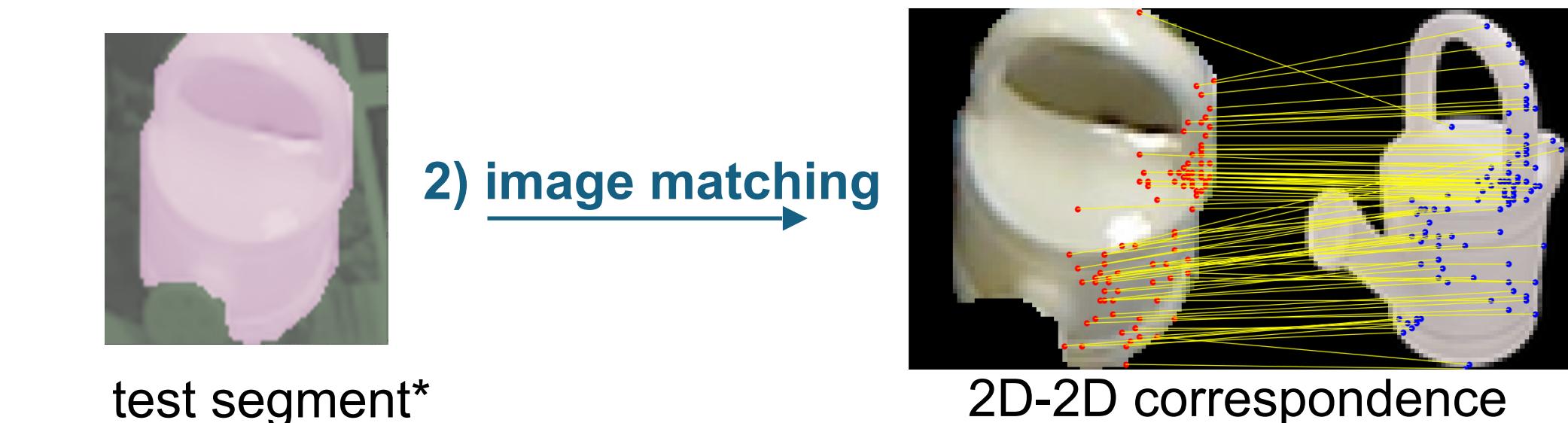
- Pos3R: Training-Free and Fast — Render, Match, Fit

Step 1: Template Rendering



- Eight base template, covering essential orientations
- For each, five in-plane (axial) rotations are generated around the camera's principal axis.

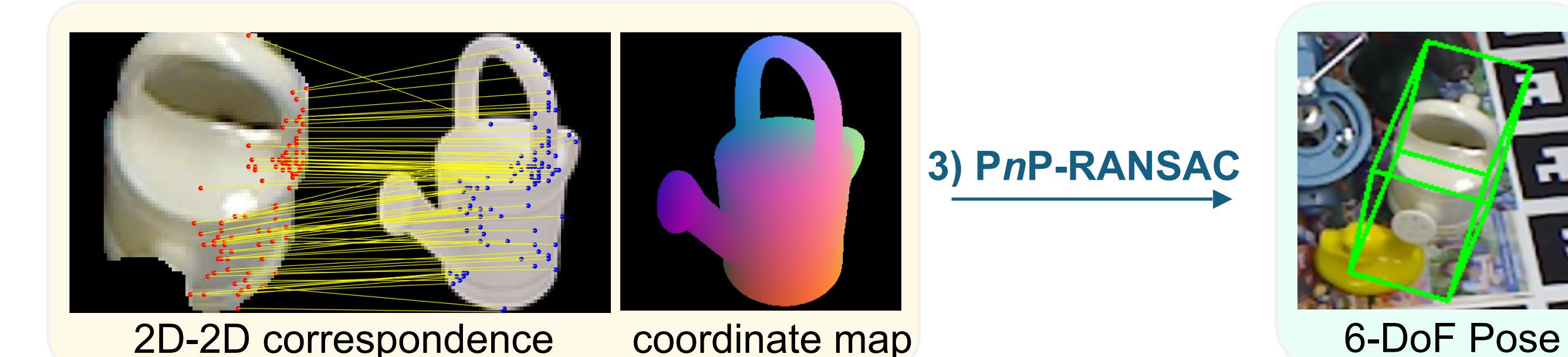
Step 2: Image Matching



* provided by CNOS (Cnos: A strong baseline for cad-based novel object segmentation)

- MASt3R produces dense 2D correspondences between test segment and every template
- Similarity is computed by summing feature similarities across correspondences

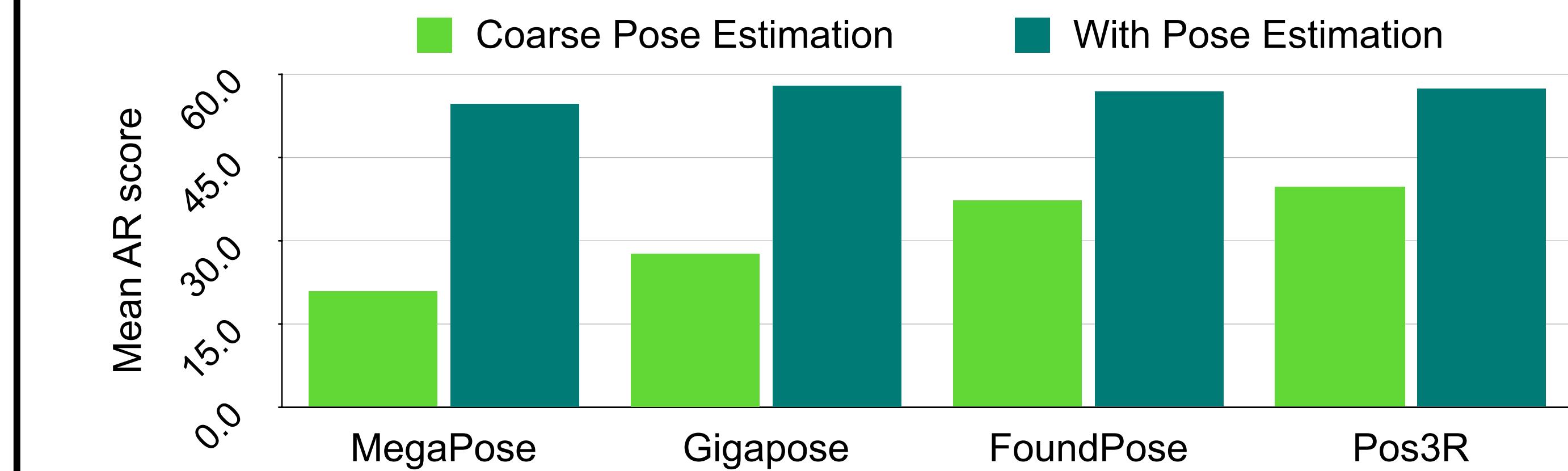
Step 3: Pose Fitting



- The template with the highest score is selected
- 3D coordinate map provides 2D-3D matches for PnP to estimate pose

IV. Experiments

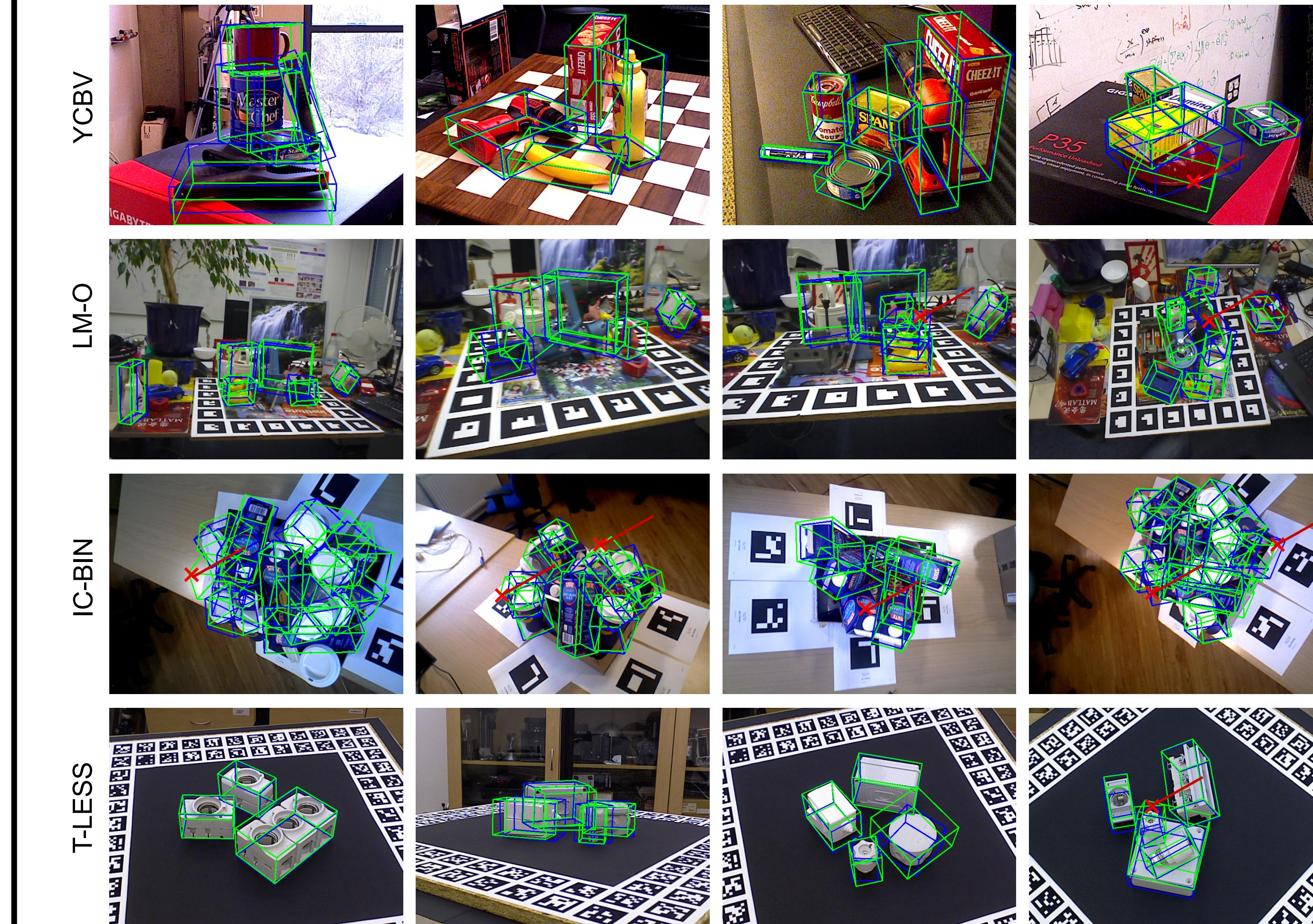
- Performance Comparison on the BOP Challenge



- Pos3R outperforms other methods in coarse pose estimations
- With pose refiner provided by MegaPose, Pos3R remains competitive

- Qualitative Results of 6D Pose Estimates

blue indicates ground truth; green indicates the estimate



- Pos3R is robust to crowding, lighting changes, and texture-less objects
- Limitation: heavy occlusion (X) poses a challenge