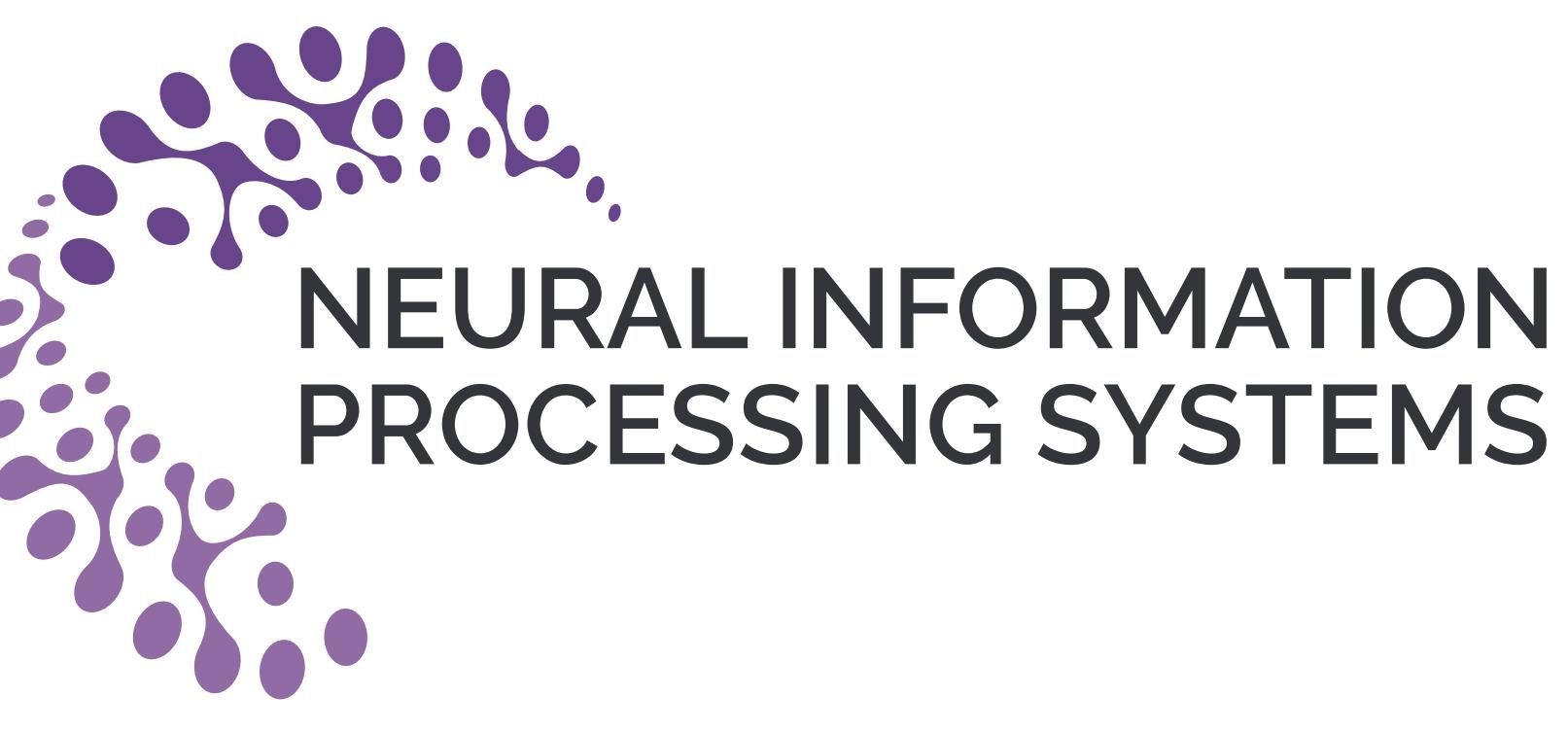


Estimating Generic 3D Room Structures from 2D Annotations

Denys Rozumnyi Stefan Popov Kevis-Kokitsi Maninis Matthias Nießner Vittorio Ferrari



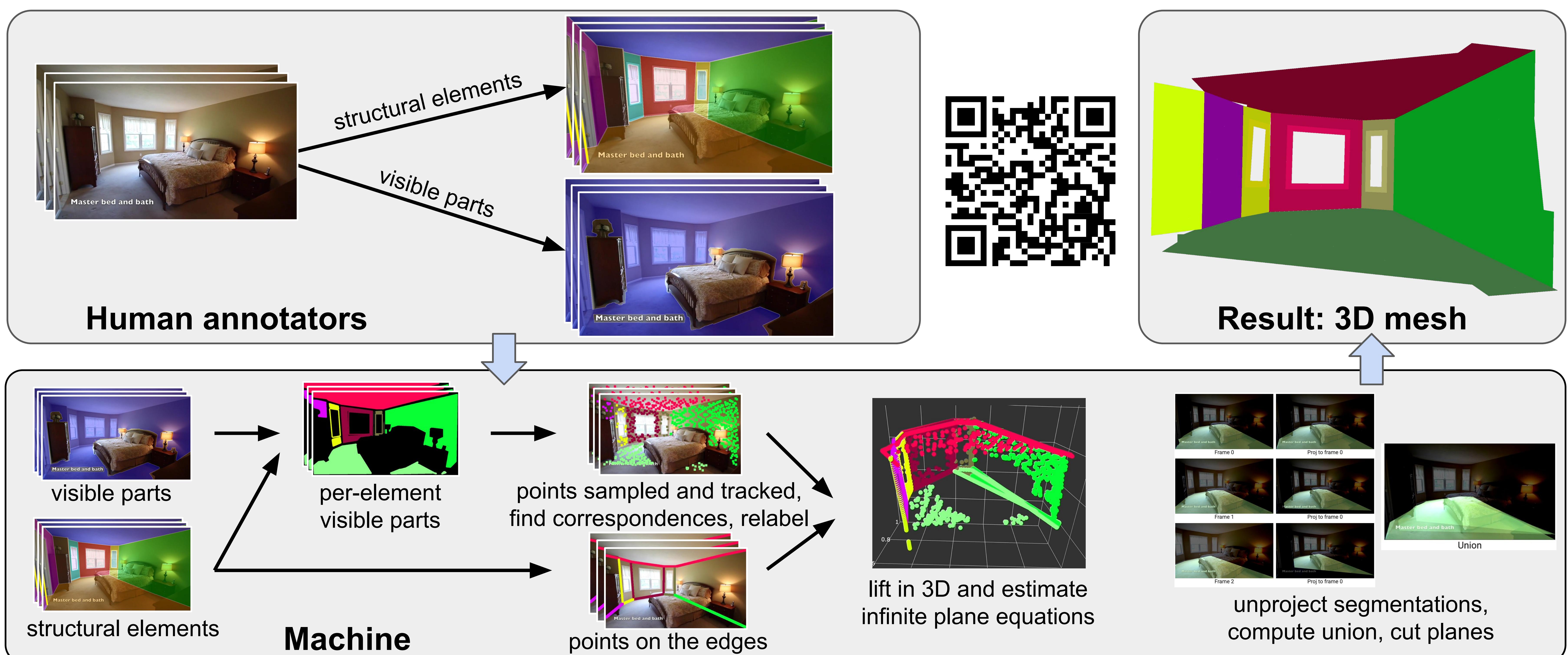
Introduction

Goal: Create 3D room layouts from RGB video (no depth) → commonly available

Method: create 3D room layouts only from 2D annotations → easy for humans!

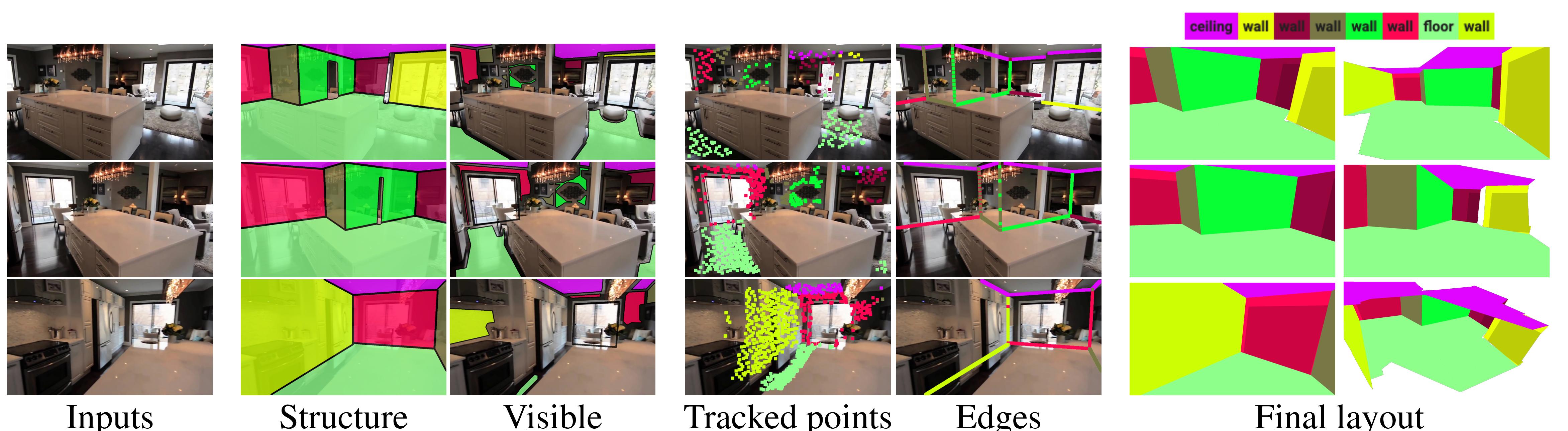
- Few (real) prior datasets, all requiring special acquisition devices (RGB-D, pano)

- The dataset is released here: <https://github.com/google-research/cad-estate>



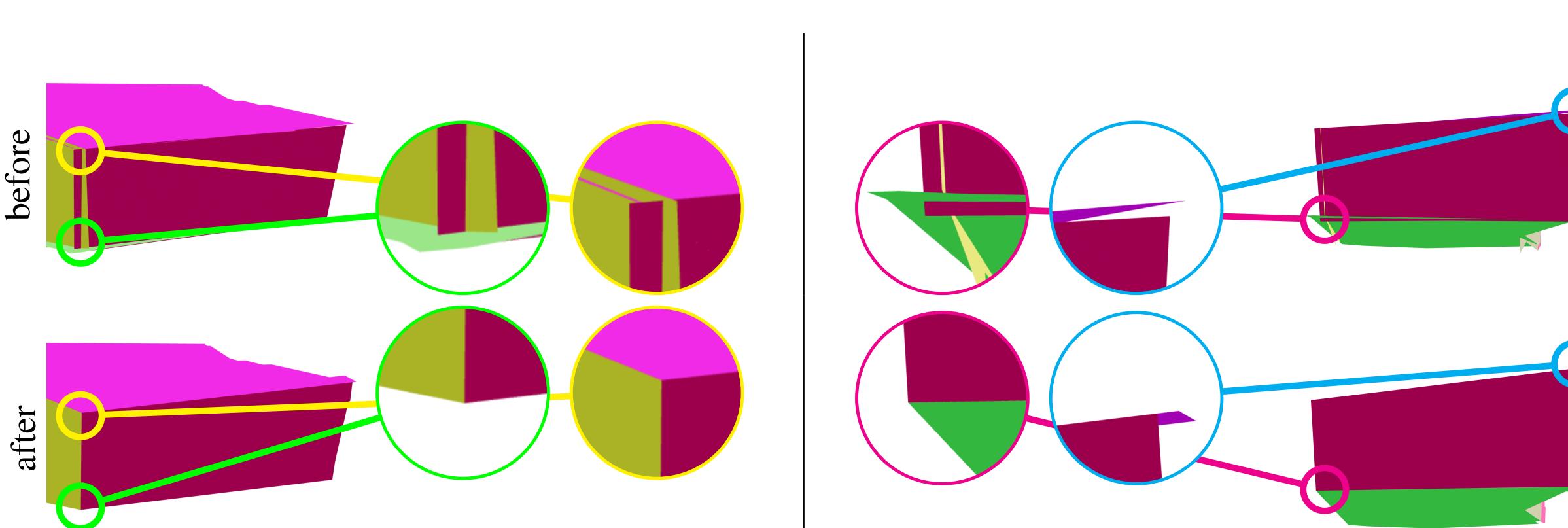
Method

Given an input video and manual 2D annotations of structural elements and their visible parts, we combine **point tracks fitting**, **edge matching**, and **perpendicularity** constraints to generate a 3D room layout.



Spatial extent refinement

before
We cut hanging walls extending outside the room boundary, and fill in the holes between neighboring planes (blue).
after



Evaluation

- Low depth errors *and* very high IoU values → high quality reconstructions
- Automatic quality control:
reject reconstructions with IoU < 0.8
→ IoU and depth worse when turned off
→ works well
- Run method many times and select automatically based on IoU
→ indirectly minimize depth error → good to have many runs
- We train and evaluate a baseline method [31] that performs at the state-of-the-art on the existing datasets, with a low error around 6% – 7%.
- Instead, it performs much worse on our dataset (26%), demonstrating it offers a harder challenge than the previous ones

	Runs	RE10k	ScanNet [11]	
		IoU↑	IoU↑	↓
Ours (full method)	100	0.89	0.90	0.22
Ours (no quality control)	100	0.83	0.85	0.30
Ours (no quality control)	30	0.81	0.84	0.33
Ours (no quality control)	1	0.72	0.79	0.36

	LSUN dataset [66]	Hedau dataset [19]	Our dataset
	Pixel Error (%)↓	Pixel Error (%)↓	Pixel Error (%)↓
Hedau <i>et al.</i> [19]	24.23	21.20	-
Mallya <i>et al.</i> [35]	16.71	12.83	-
DeLay [12]	10.63	9.73	-
CFILE [45]	7.57	8.67	-
Zhang <i>et al.</i> [68]	6.58	12.70	-
ST-PIO [71]	5.29	6.60	-
Lin <i>et al.</i> [31] (baseline)	6.25	7.41	26.3

Input annotations and final reconstructions

