

2017 368 1 P M MWF COMPUTER VISION

#### Project 6 mark distribution



Total

### Paper 3: ScanNet (CVPR 2017)

Has everything!

Stereo, geometry reconstruction, dataset generation, mturk, classification, CNNs, dataset retrieval – oh my.

#### How does a depth camera work?

Stereo in infrared.



#### Stereo correspondence

- Let x be a point in left image, x' in right image
- Epipolar relation
  - x maps to epipolar line l'
  - x' maps to epipolar line l





#### How does a depth camera work?

Stereo in infrared.



#### Time of Flight



#### ScanNet: Richly-annotated 3D Reconstructions of Indoor Scenes

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> Stanford University Princeton University Technical University of Munich

> > CVPR 2017 (Spotlight)

BundleFusion: Real-time Globally Consistent 3D Reconstruction using Online Surface Re-integration

> Angela Dai<sup>1</sup> Matthias Nießner<sup>1</sup> Michael Zollhöfer<sup>2</sup> Shahram Izadi<sup>3</sup> Christian Theobalt<sup>2</sup>

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(contains audio)

### The final illusion...

... is a transformation.

#### January 2017...



# We learned about image formation.

Light, color, frequency, and filtering.

If I feed my CNN images with more than 3 spectral responses, will it still learn a compressed 3-dimensional basis for color?

## We learned about camera geometry.

Camera calibration, stereo, multi-view geometry.

Is human perceptual shape understanding more like photogrammetry or more like database learning?

## We learned about features and matching.

Gradients, local interest points, motion models, model fitting.

My brain can compute correspondence so quickly, but it's a pretty rough approximate – maybe we can simulate this to speed up feature matching?

# We learned about recognition.

Supervised and unsupervised learning, detection, classification, validation.

Maybe I can use dimensionality reduction as a pre-process to factor out the illumination variance in my small dataset.,.

### We learned about ConvNets.

Neural networks, regularization, inception.

If we can fool a CNN easily by tweaking gradients, but not a human, then what visual information am I not yet modeling?

### Modeling visual inference problems.

Your MATLAB-fu is also better.

### What's next?

### Spring 2018: CSCI 2951-I

- Computer Vision for Graphics and Interaction
- Read state of the art papers + present + discuss
- Learn how to read a paper
- Learn *how* to present a paper
- Open-ended project

Inferring physically-meaningful models. How does augmented reality work?



#### Please give us feedback

- I will put up an anon Google form; please let me & the TAs known what you liked / what we can improve.
- The Critical Review