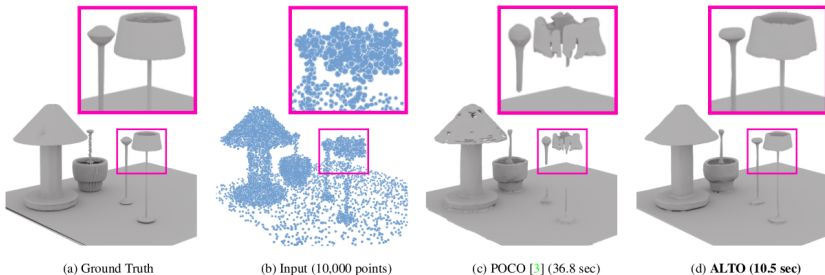


ALTO: Alternating Latent Topologies for Implicit 3D Reconstruction

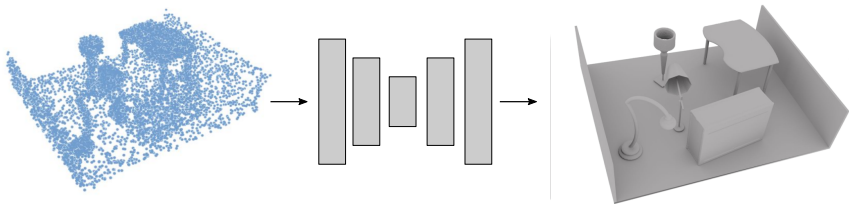
Zhen Wang^{1*} Shijie Zhou^{1*} Jeong Joon Park² Despoina Paschalidou²
Suya You³ Gordon Wetzstein² Leonidas Guibas² Achuta Kadambi¹

¹ University of California, Los Angeles ² Stanford University
³ DEVCOM Army Research Laboratory

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

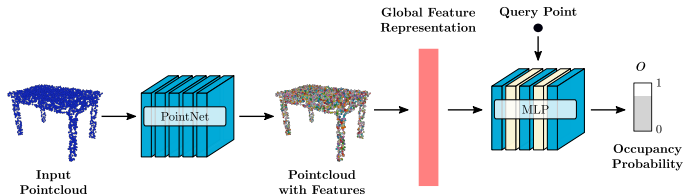


Problem Statement

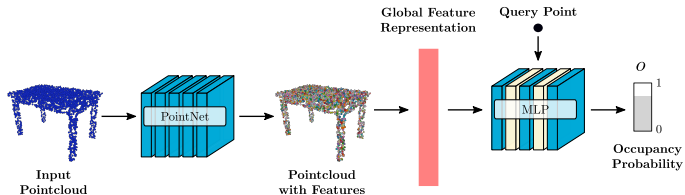


Can we recover 3D geometries of high fidelity given a (noisy) pointcloud as input?

Implicit Neural Representations for 3D Reconstructions

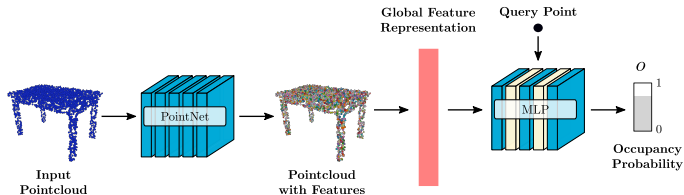


Implicit Neural Representations for 3D Reconstructions

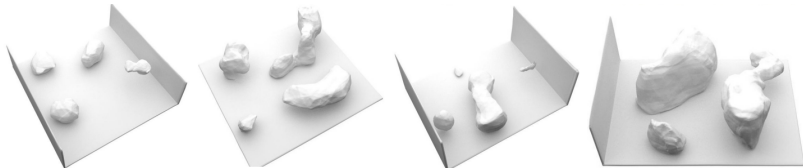


✓ Results in **continuous representations**

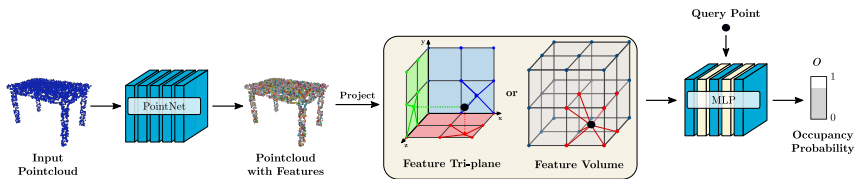
Implicit Neural Representations for 3D Reconstructions



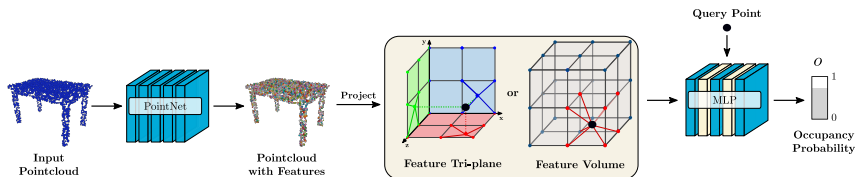
- ✓ Results in **continuous representations**
- ✗ The **global latent code** yields **overly smooth geometries**
- ✗ Fully connected layers are not **translation equivariant**



Implicit Neural Representations for 3D Reconstructions

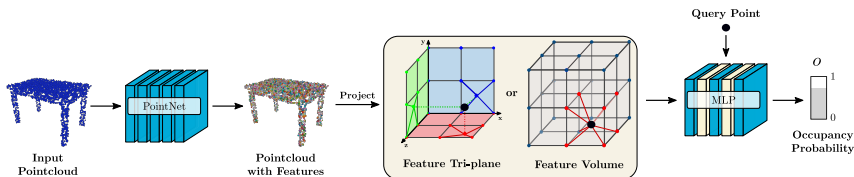


Implicit Neural Representations for 3D Reconstructions

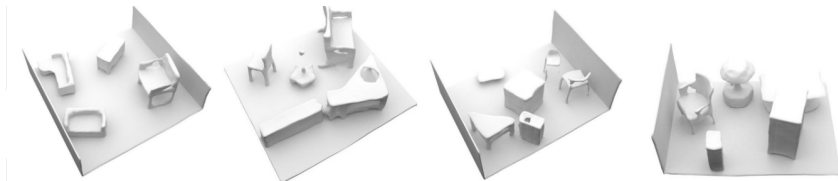


✓ Utilizing **local features** recovers more detailed geometries

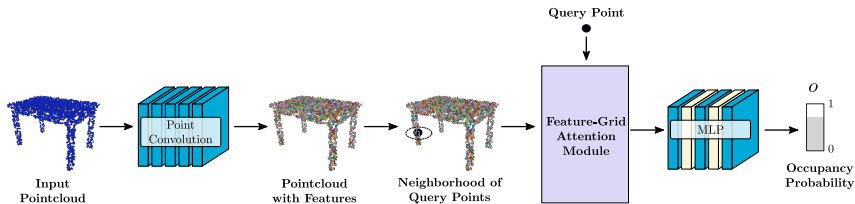
Implicit Neural Representations for 3D Reconstructions



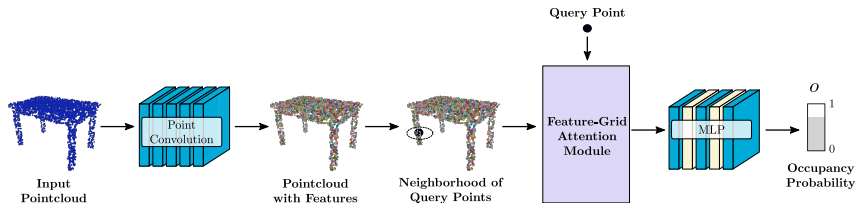
- ✓ Utilizing **local features** recovers more detailed geometries
- ✗ Latent vectors are **uniformly distributed in space**
- ✗ Struggles to capture **fine-grained geometries around the surface boundaries**



Implicit Neural Representations for 3D Reconstructions

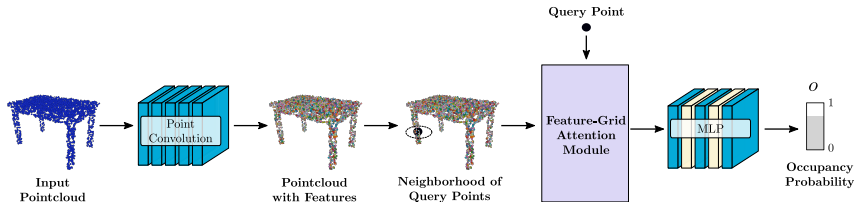


Implicit Neural Representations for 3D Reconstructions

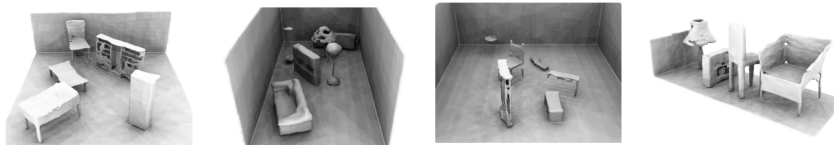


✓ The latent vectors are concentrated around the surface boundaries

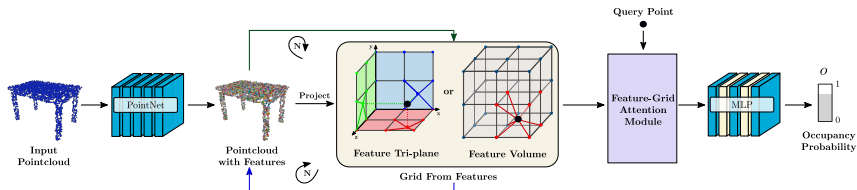
Implicit Neural Representations for 3D Reconstructions



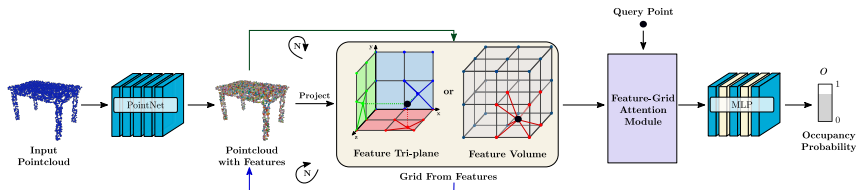
- ✓ The latent vectors are concentrated around the surface boundaries
- ✗ Very slow inference time
- ✗ Struggles to capture fine-grained geometries



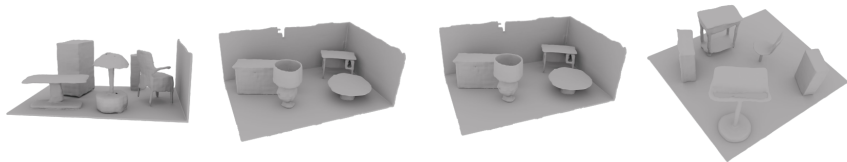
Our Implicit Neural Representation for 3D Reconstructions



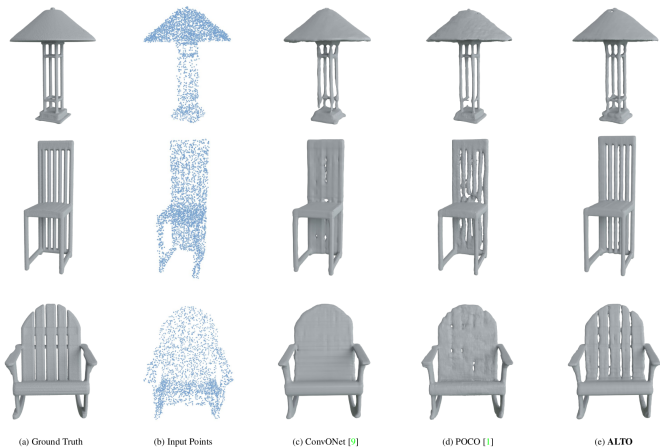
Our Implicit Neural Representation for 3D Reconstructions



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

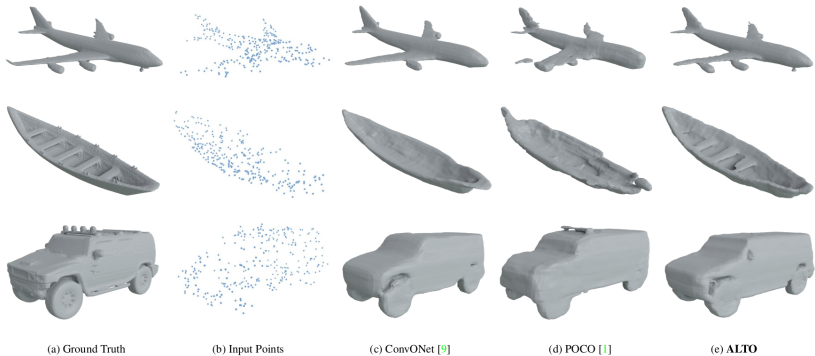


Object-Level Reconstruction on ShapeNet



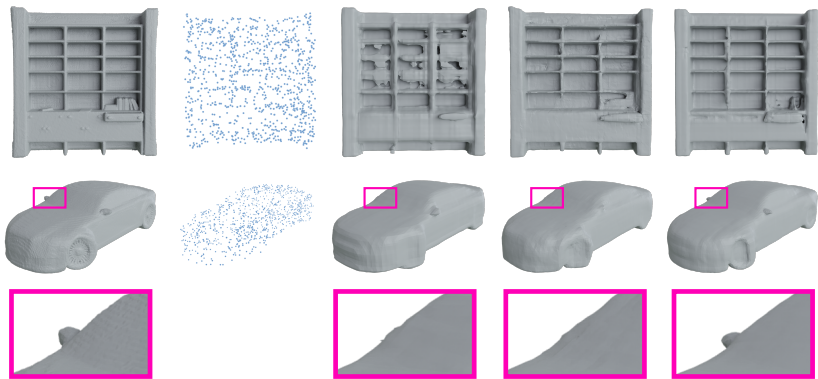
Object-level reconstructions using 3k points as input

Object-Level Reconstruction on ShapeNet

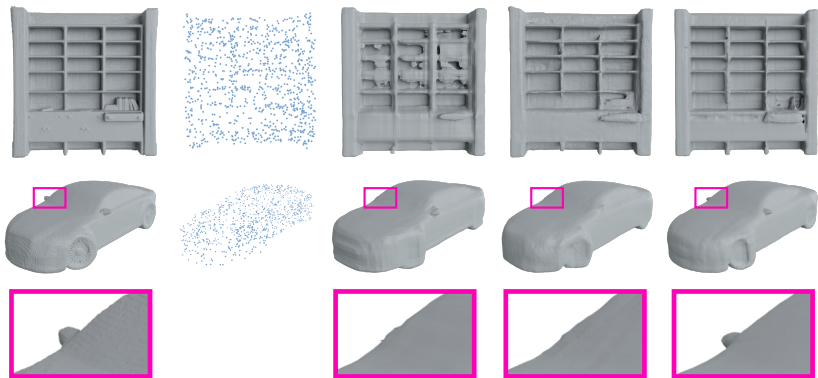


Object-level reconstructions using 300 points as input

Attention to Detail

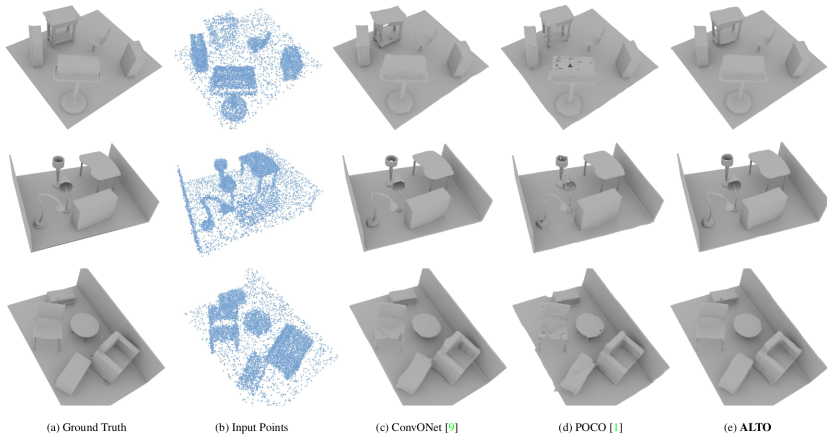


Object-Level Reconstruction on ShapeNet



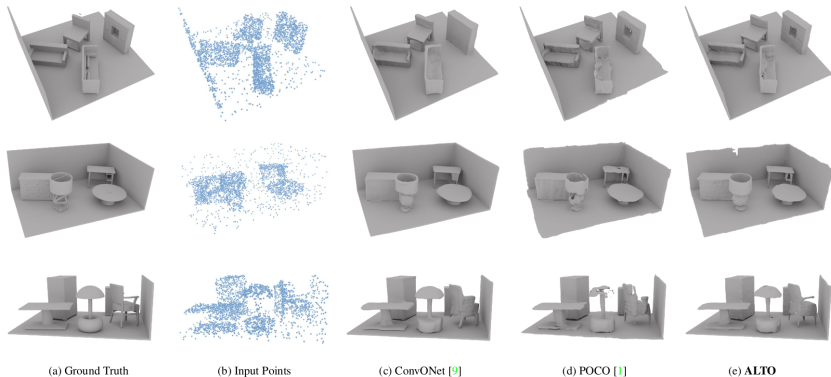
Method	Input points 3K				Input points 1K				Input points 300			
	IoU \uparrow	Chamfer- L_1 \downarrow	NC \uparrow	F-score \uparrow	IoU \uparrow	Chamfer- L_1 \downarrow	NC \uparrow	F-score \uparrow	IoU \uparrow	Chamfer- L_1 \downarrow	NC \uparrow	F-score \uparrow
ONet [41]	0.761	0.87	0.891	0.785	0.772	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	0.30	0.950	0.984	0.884	0.40	0.928	0.950	0.808	0.61	0.892	0.869
ALTO	0.930	0.30	0.952	0.980	0.905	0.35	0.940	0.964	0.863	0.47	0.922	0.924

Scene-Level Reconstruction on Synthetic Rooms



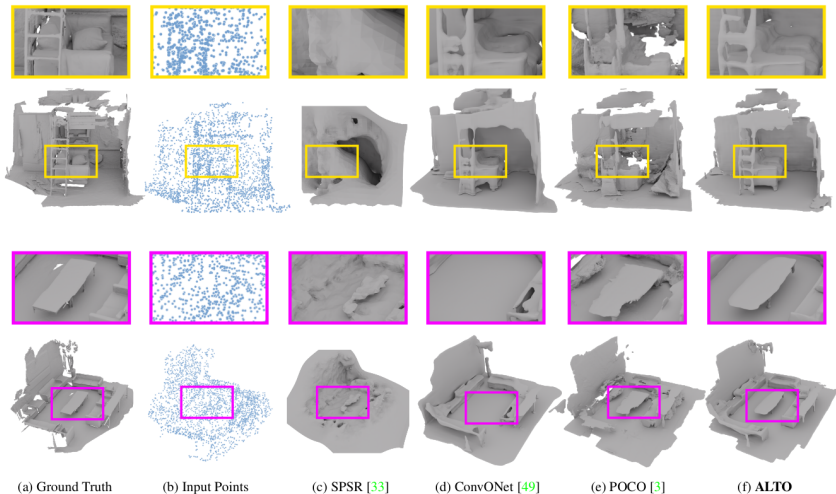
Scene-level reconstructions using 10k points as input

Scene-Level Reconstruction on Synthetic Rooms



Scene-level reconstructions using 3k points as input

Generalization on ScanNet-v2



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	0.914	0.35	0.921	0.981

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	0.914	0.35	0.921	0.981

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	0.87	0.746	0.92	0.726

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
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	0.914	0.35	0.921	0.981

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	0.87	0.746	0.92	0.726

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!