

Cross-Domain 3D Equivariant Image Embeddings

Carlos Esteves



Avneesh Sud



Zhengyi Luo



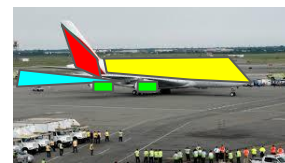
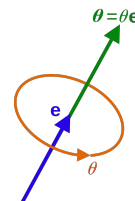
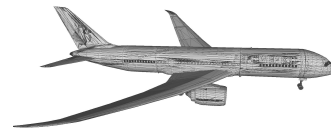
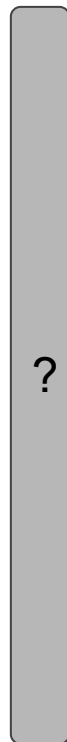
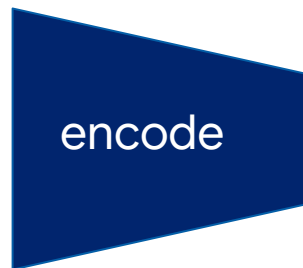
Kostas Daniilidis



Ameesh Makadia



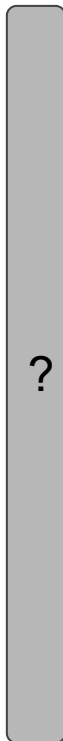
Universal image embeddings



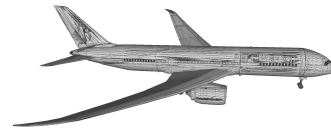
Why is this hard?



encode



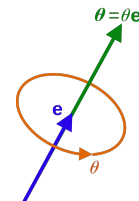
reconstruction



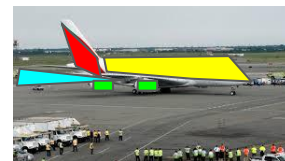
view synthesis



pose estimation



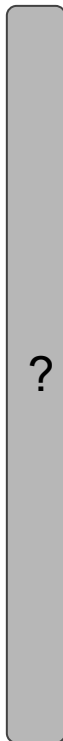
segmentation



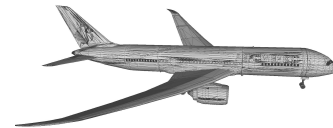
Why is this hard?



encode



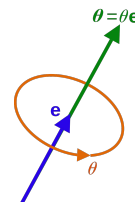
reconstruction



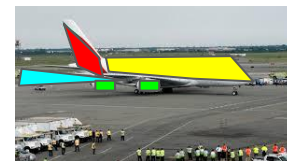
view synthesis



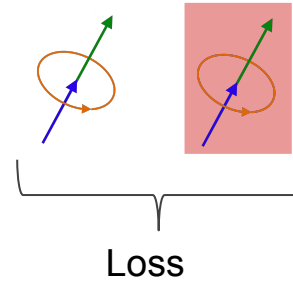
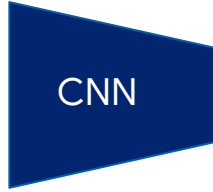
pose estimation



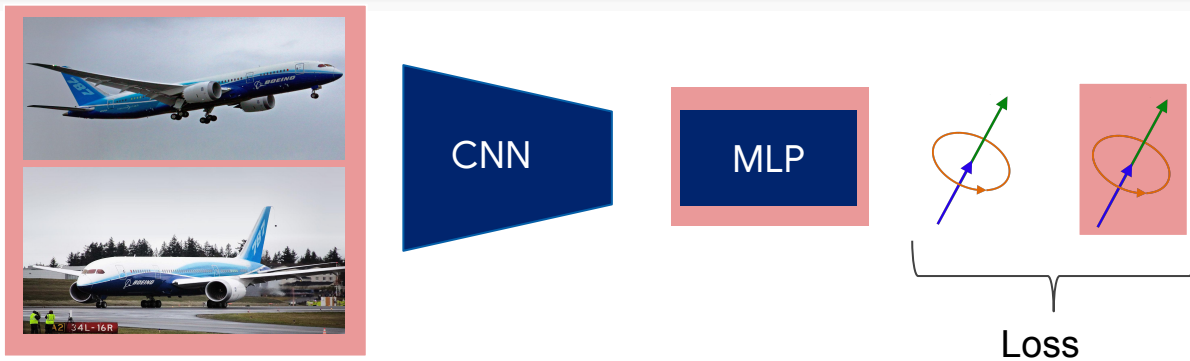
segmentation



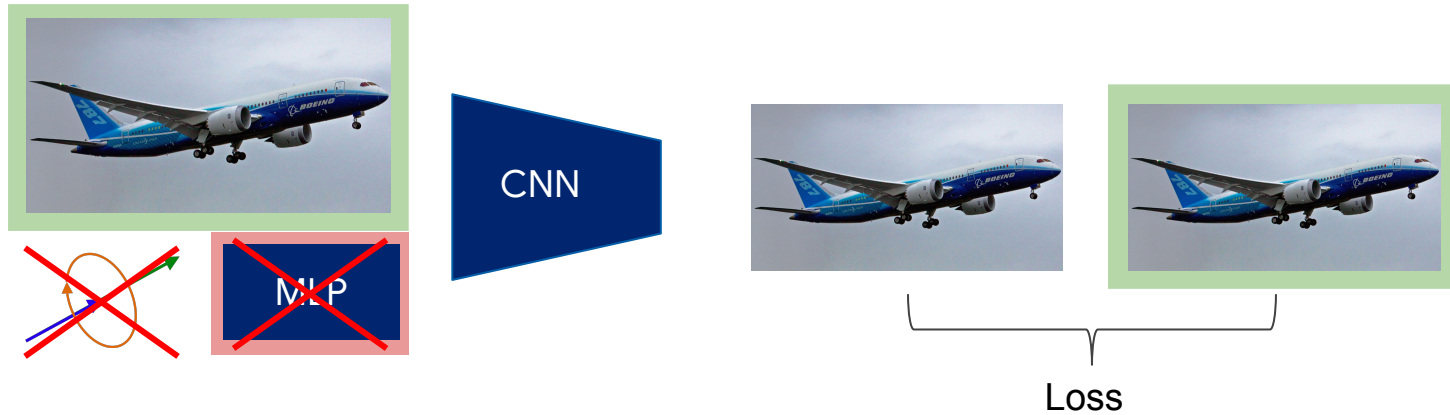
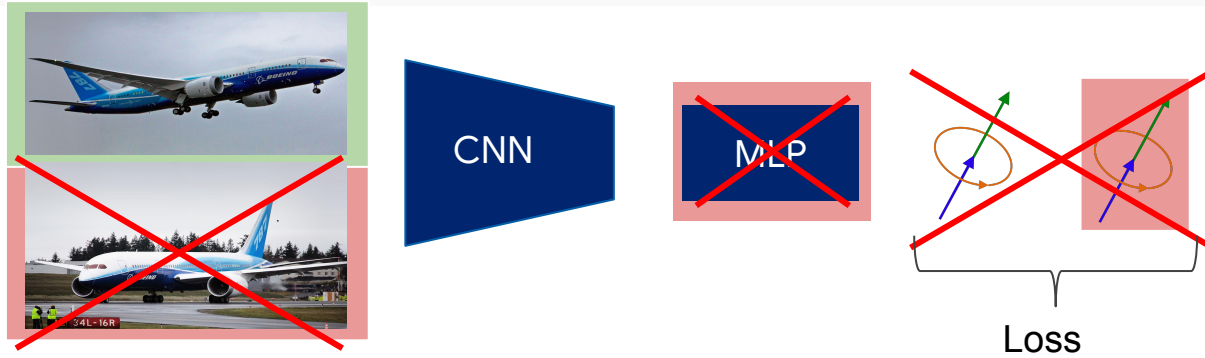
Conventional approaches



Conventional approaches



Our approach

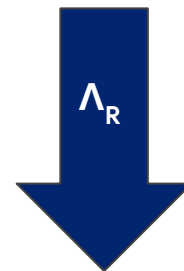
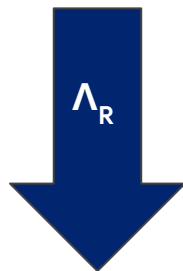


3D equivariant embeddings



encode

?



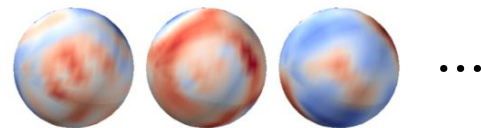
encode

?

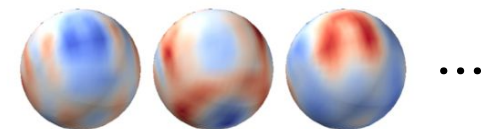
Embeddings on the sphere!



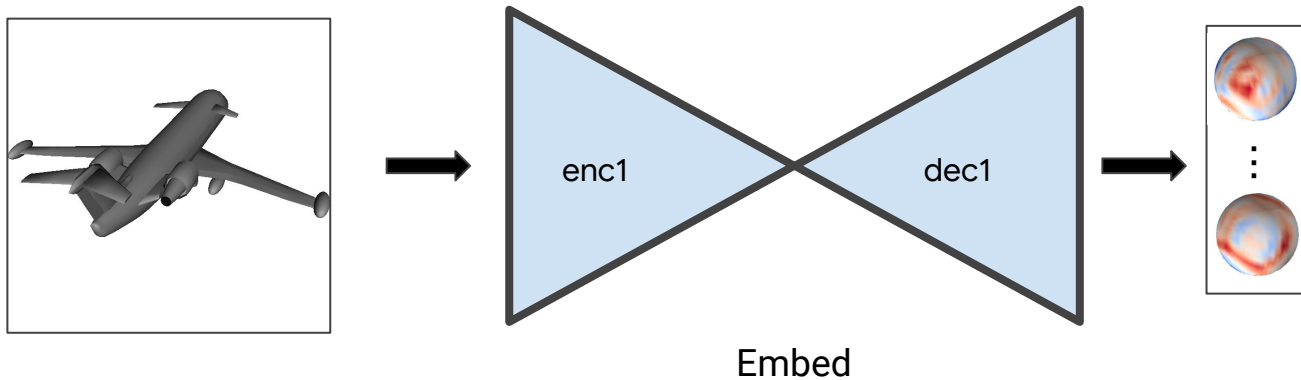
encode



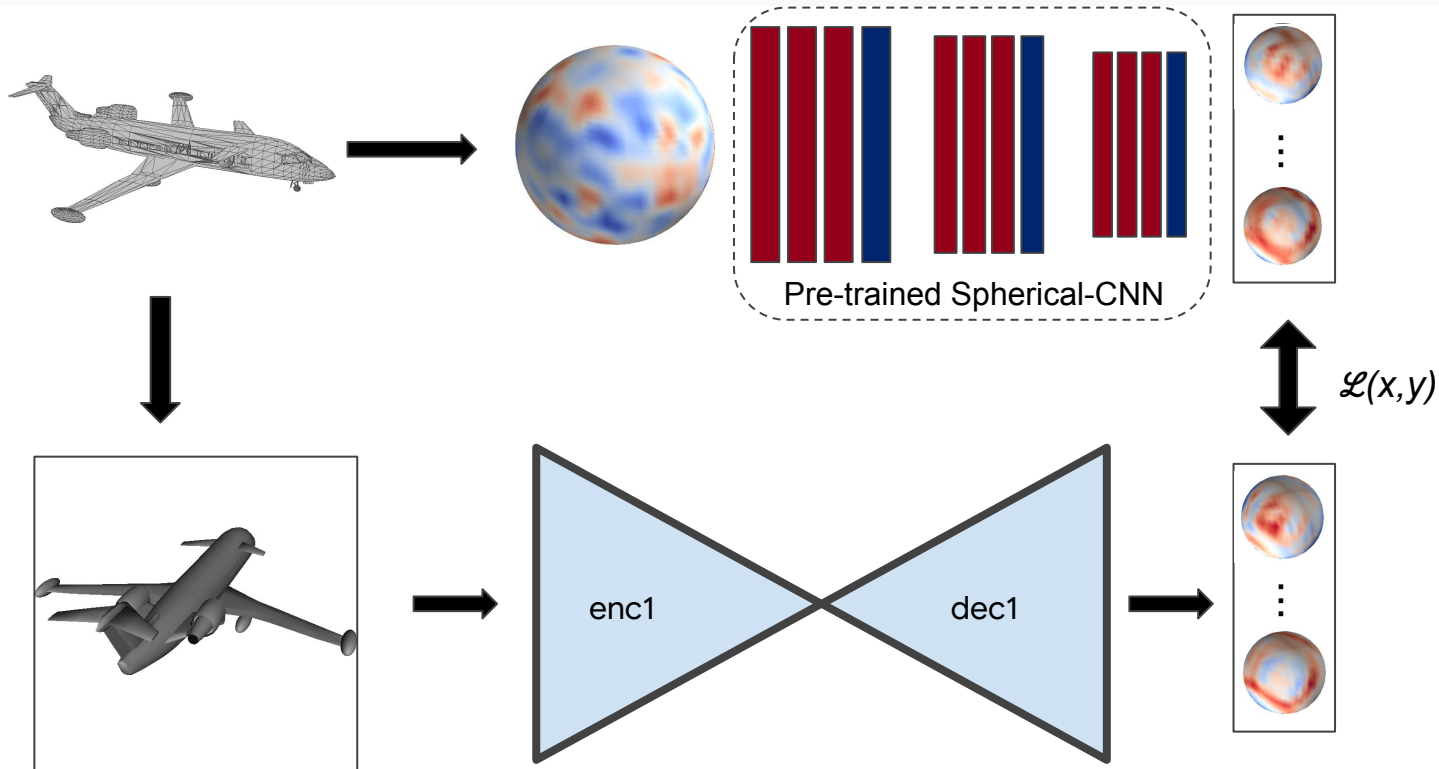
encode



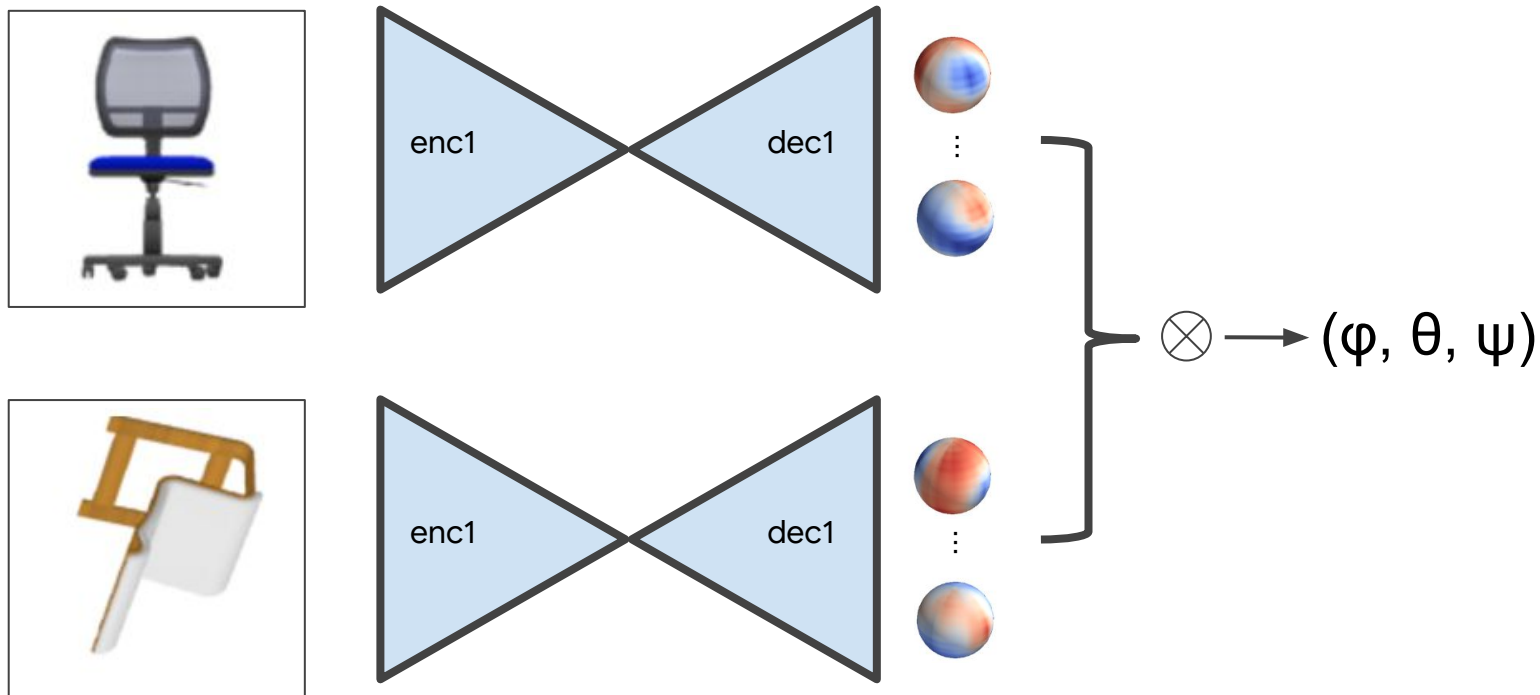
How to learn cross-domain embeddings?



What is the supervision?



Relative pose estimation

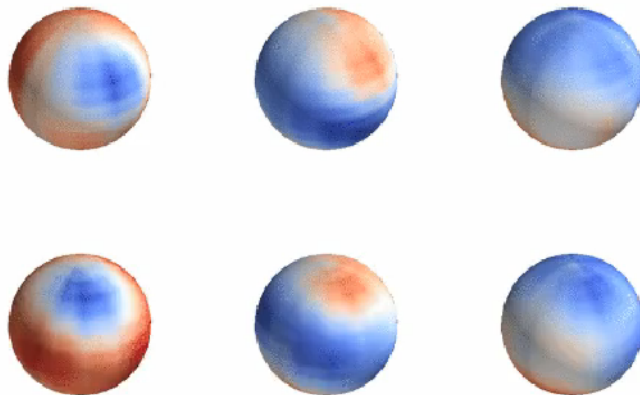
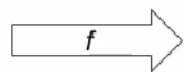
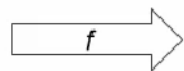


No pose regression/supervision!

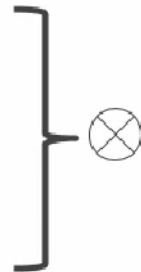
Relative pose estimation



Inputs



Embeddings



R

R^T



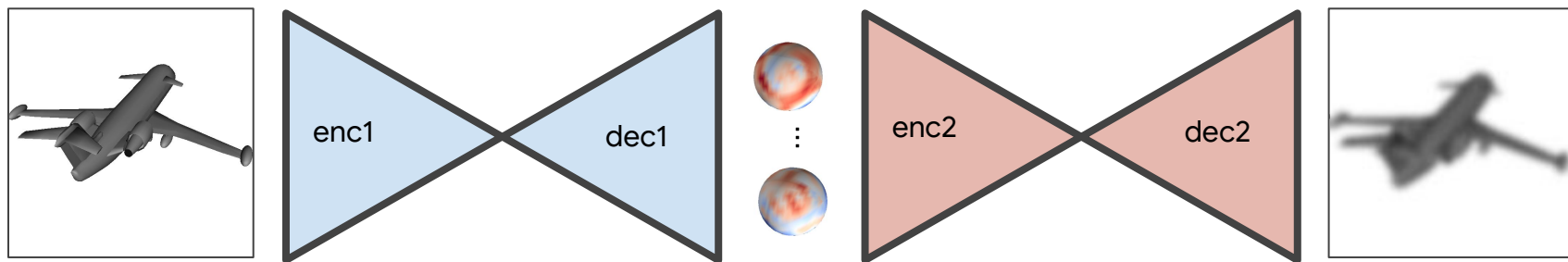
A to pose of B
B to pose of A

Results on real images from ObjectNet3D



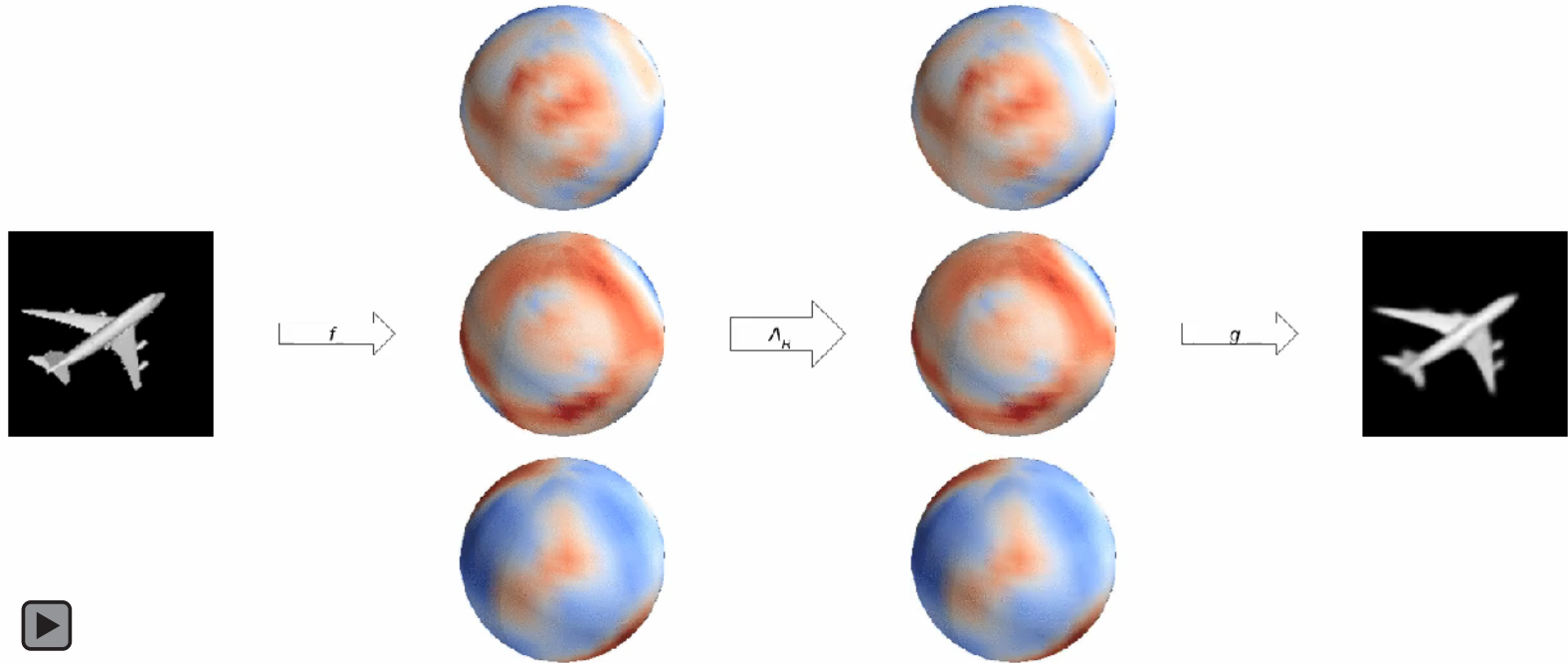
Ours: **13.75 deg**, Regression: 36.52 deg (median error).

Novel view synthesis



Training time: reconstruct the input

Novel view synthesis



Test time: generate any view from any other view

Conclusion

A novel approach to learning geometric image embeddings

- equivariant to 3D rotations
- needs only unaligned meshes as training inputs
- generalizes to geometric tasks without typical task-specific supervision
 - e.g. no pose or view synthesis supervision
- avoids the difficulties of traditional approaches
 - e.g. no pose regression or full 3D structure prediction

Cross Domain 3D Equivariant Image Embeddings

06:30 -- 09:00 PM @ Pacific Ballroom #25

