Recent Trends in 3D Computer Vision and Deep Learning

Introductory meeting Winter Semester 2019/20

PD Dr. Habil. Federico Tombari Fabian Manhardt, Johanna Wald

Goals

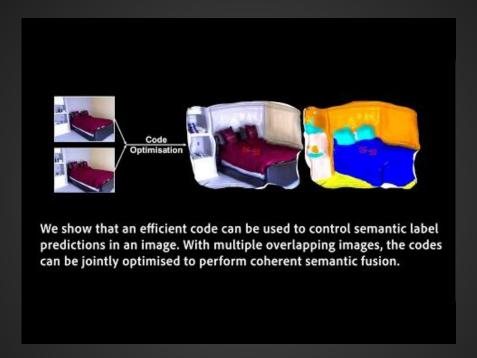
- You are going to learn:
 - about relevant recent trends in the field of 3D Computer Vision and Deep Learning
 - how to read and understand a scientific article
 - how to write a scientific report
 - how to give a talk to an audience, and deal with related questions afterwards

Topics Covered

Papers will cover different aspects of the topic

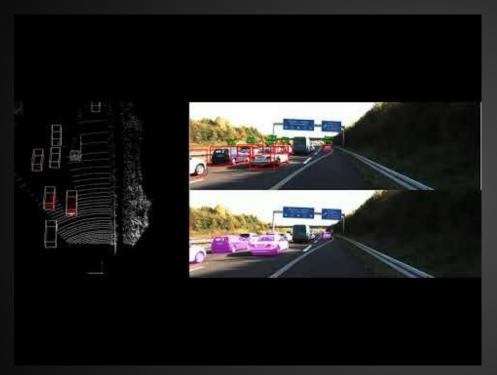
- Pose Estimation (6D Object / Human)
- Neural 3D Rendering
- SLAM
- 3D Scene Understanding
- Object & Scene Reconstruction / Completion

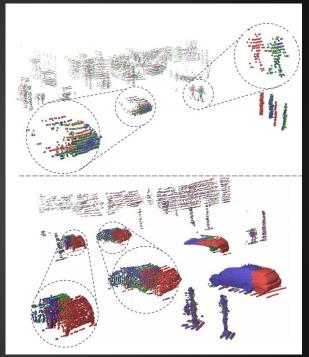
SLAM



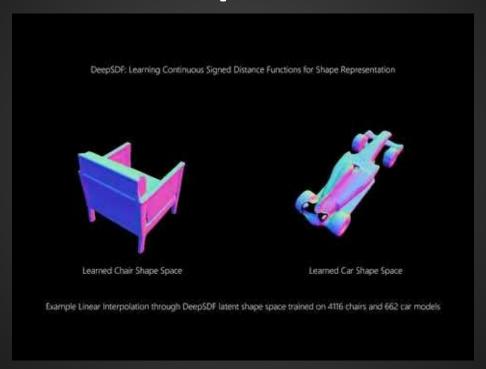
S. Zhi, M. Bloesch, S. Leutenegger, A. J. Davison, *SceneCode: Monocular Dense Semantic Reconstruction using Learned Encoded Scene Representations* CVPR 2019

3D Scene Understanding





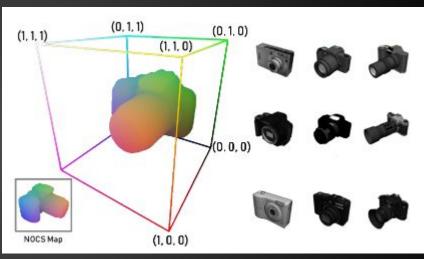
3D Object Reconstruction and Scene Completion



J. J. Park, P. Florence, J. Straub, R. Newcombe, and S. Lovegrove *DeepSDF: Learning Continuous Signed Distance Functions for Shape Representation* CVPR 2019

6D Object Pose Estimation

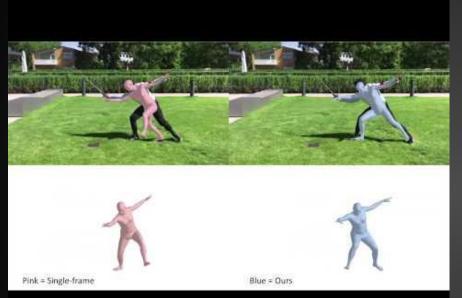




C. Wang, D. Xu, Y. Zhu, R. M.-M., C. Lu, L. Fei-Fei, and S. Savarese "DenseFusion: 6D Object Pose Estimation by Iterative Dense Fusion" CVPR 2019

H. Wang, S. Sridhar, J. Huang, J. Valentin, S. Song, and L. J. Guibas "Normalized Object Coordinate Space for Category-Level 6D Object Pose and Size Estimation" CVPR 2019

Human Pose, Shape and Motion Recovery



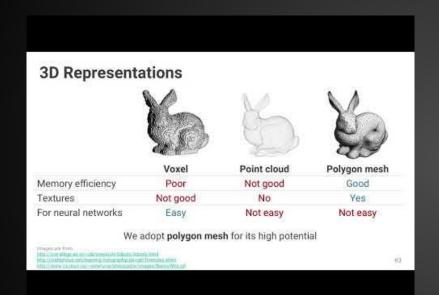


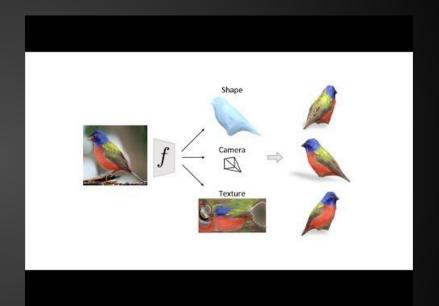
Kanazawa, Angjoo, Jason Y. Zhang, Panna Felsen, and Jitendra Malik. "Learning 3d human dynamics from video." In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, pp. 5614-5623. 2019.

Peng, Xue Bin, Angjoo Kanazawa, Jitendra Malik, Pieter Abbeel, and Sergey Levine. "Sfv: Reinforcement learning of physical skills from videos." In SIGGRAPH Asia 2018 Technical Papers, p. 178. ACM, 2018.

C.-H. Chen, A. Tyagi, A. Agrawal, D. Drover, R. MV, S. Stojanov, and J. M. Rehg "Unsupervised 3D Pose Estimation with Geometric Self-Supervision" CVPR 2019.

Neural 3D Rendering





H. Kato, Y. Ushiku and T. Harada "Neural 3D Mesh Renderer" CVPR 2018

A. Kanazawa, S. Tulsiani, A. A. Efros and J. Malik "Learning Category-Specific Mesh Reconstruction from Image Collections" ECCV 2018 H. Yao, T. M. H. Hsu, J.-Y. Zhu, J. Wu, A. Torralba, W. T. Freeman and J. B. Tenenbaum "3D-Aware Scene Manipulation via Inverse Graphics" NeurIPS 2018

Seminar Schedule

- Sessions are on Wednesday, 10am-noon
- Three presentations per session (aiming for 5 sessions in total)
- The list of papers will be available after the matching session first come first served
- Seminarraum 03.13.010

Presentation

- Each presentation is 20 minutes + 10 minutes for Q&A
- Based on slides (Powerpoints and Latex are provided on the website)
- The presentation should cover all relevant aspects of the paper
 - Introduction and state of the art
 - Main contribution(s)
 - Experimental results
 - Discussion, summary and future work
- The presentation should be self-contained
- All students are expected to attend all presentations and interact during Q&A (this will influence your final mark)

Report

- The report should summarize the paper in the way it has been presented during the talk
- Language: English
- Max 8 pages
- Template also on course webpage
- Once ready, send the report to supervisor, within two weeks from the day of the presentation

Evaluation criteria

- Quality of presentation (both regarding slides and speech)
- Quality of the report
- Comprehension of the scientific contents of the presented work
- Interaction and participation during the other talks