Geometry-Informed Material Recognition

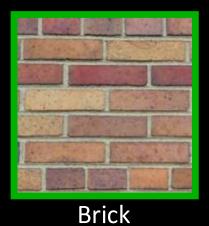
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Problem Statement

We want to use image and 3D geometry to recognize materials in real-world scenes.

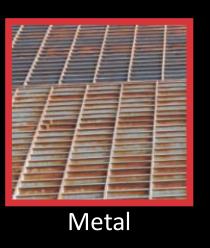




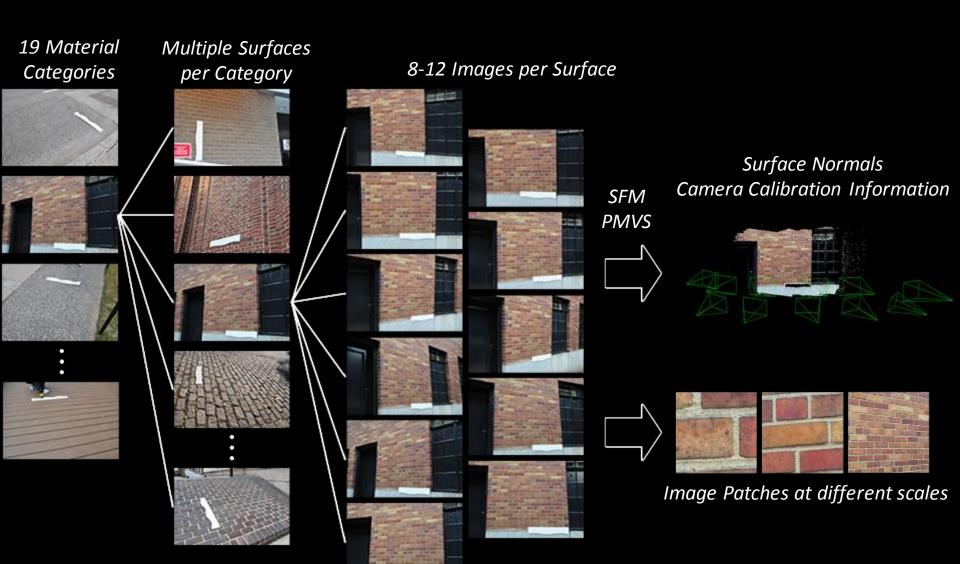








GeoMat Dataset: Focus Scale



GeoMat Dataset: Scene Scale

160 Images of a construction site

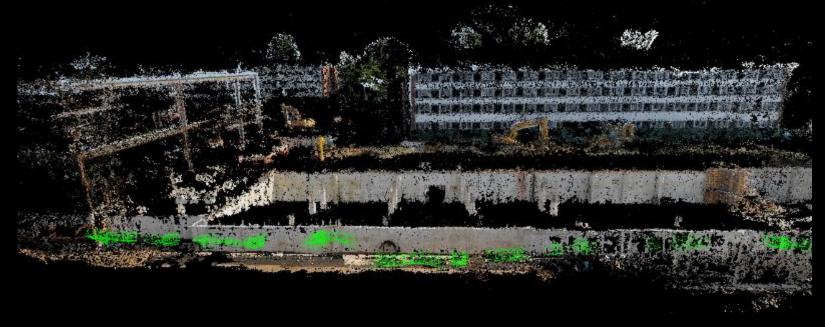






160 calibrated cameras

900,000+ labeled 3D points with normal vectors

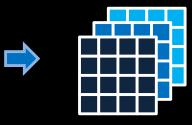


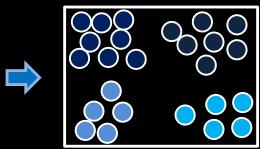
Using Geometry to Aid Material Recognition

Normal Vectors

Independent Modeling (N3D)

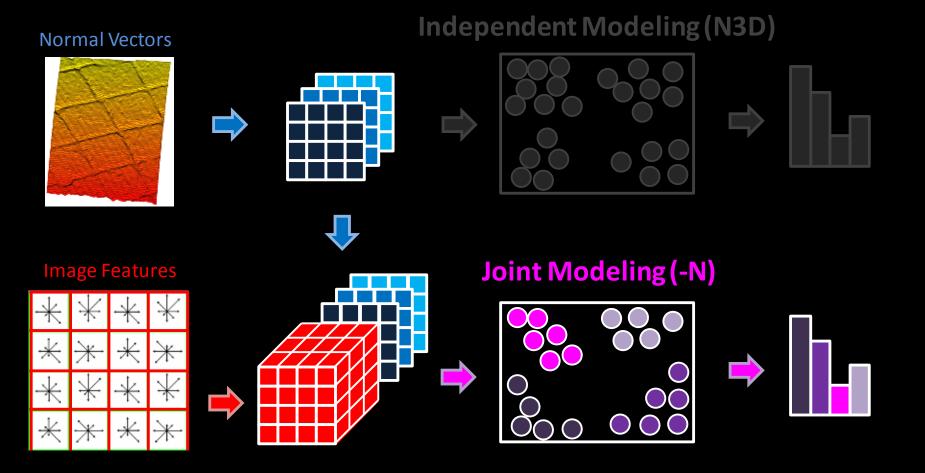




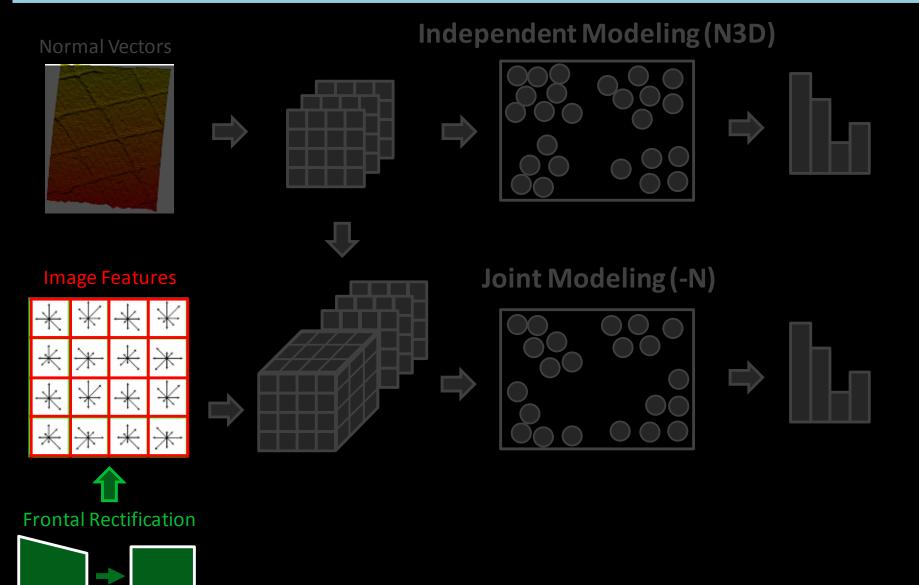




Using Geometry to Aid Material Recognition



Using Geometry to Aid Material Recognition



3D Geometry helps with categories with similar appearance but different geometry.

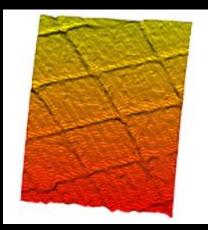
Paving



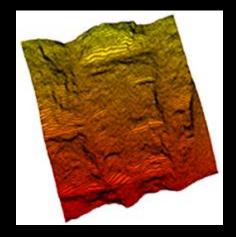
Often confused with 2D

Stone - Limestone





Correctly classified with 3D



Both joint (-N) and independent (N3D) representations improve mean classification accuracy.

	-	+N3D
FV + CNN	68.92	72.08
FV-N + CNN	73.80	73.84

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Best 2D (FV+CNN)
Best 3D (FV-N+CNN+N3D)

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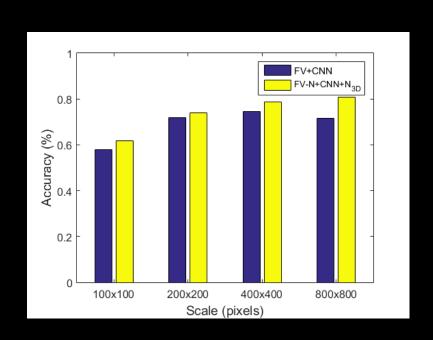
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Best 3D (FV-N+CNN+N3D)

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Geometry improves classification accuracy across scales and viewing directions.



Thanks