

# Factored Facade Acquisition using Symmetric Line Arrangements

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Hao Li

Columbia  
University

Thibaut Weise

EPFL



Columbia Computer Graphics Group  
COLUMBIA UNIVERSITY

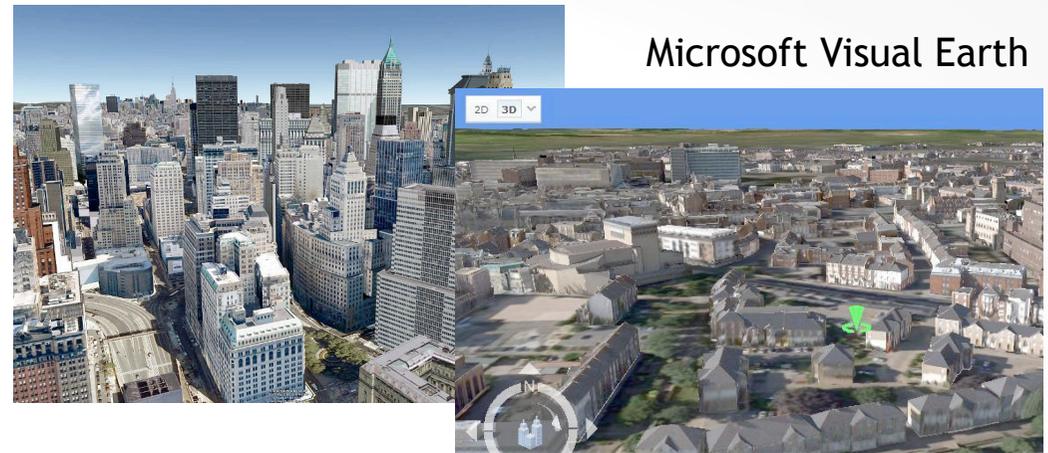
Mark Pauly

EPFL

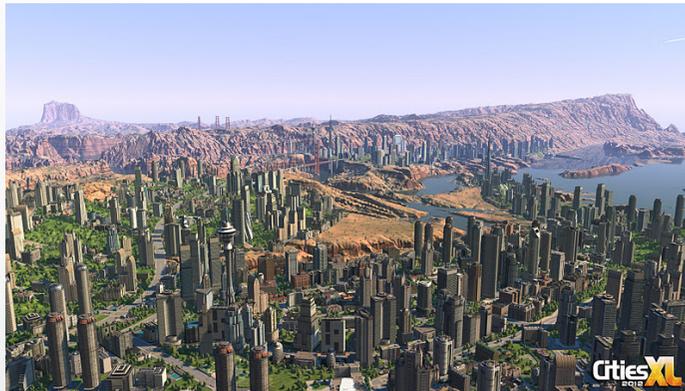
# 3D Reconstruction of Urban Scenes



urban design



mapping and navigation



content creation



virtual tours

# State of the Art

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## Multi-View Stereo

# State of the Art

## Multi-View Stereo



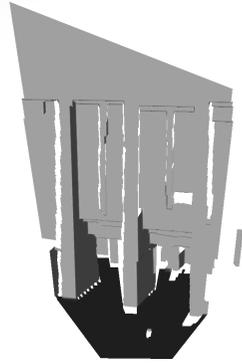
Furukawa et al.  
CVPR'07

# State of the Art

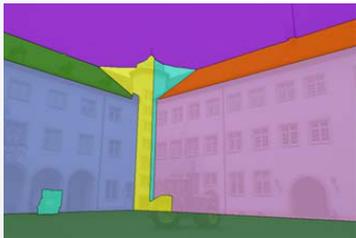
## Multi-View Stereo



Furukawa et al.  
CVPR'07



Furukawa et al.  
CVPR'09



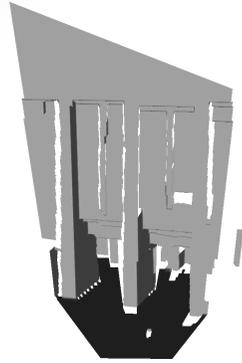
Sinha et al.  
ICCV'09

# State of the Art

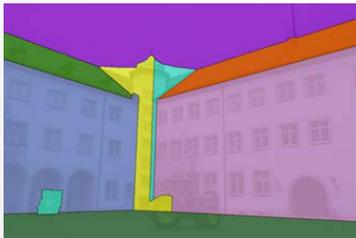
## Multi-View Stereo



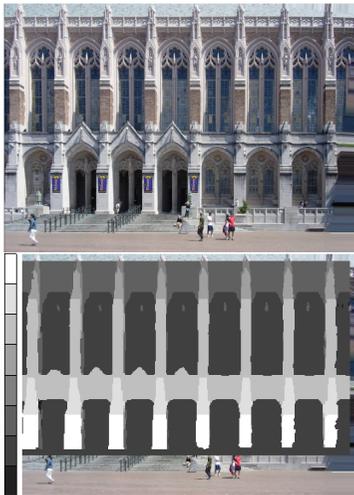
Furukawa et al.  
CVPR'07



Furukawa et al.  
CVPR'09



Sinha et al.  
ICCV'09



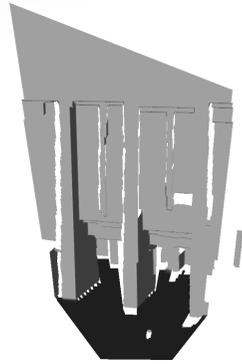
Wu et al.  
CVPR'11

# State of the Art

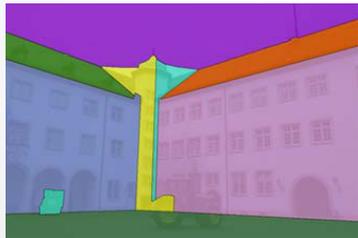
## Multi-View Stereo



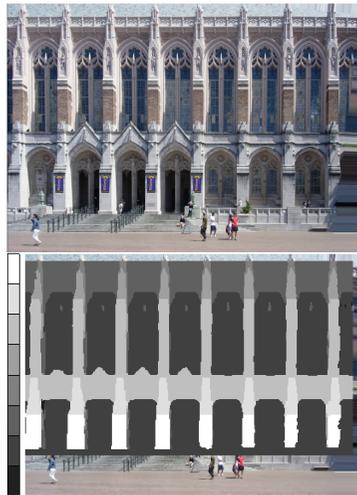
Furukawa et al.  
CVPR'07



Furukawa et al.  
CVPR'09

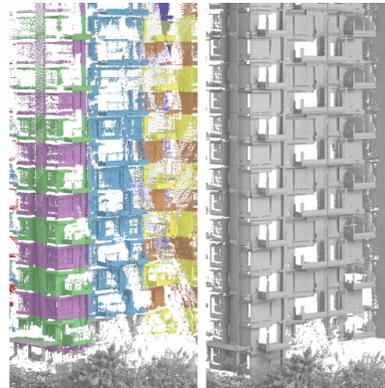


Sinha et al.  
ICCV'09



Wu et al.  
CVPR'11

## Other Data Sources



Zheng et al.  
Siggraph'10



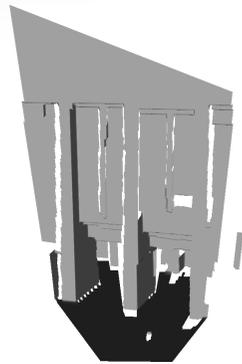
Li et al.  
ICCV'11

# State of the Art

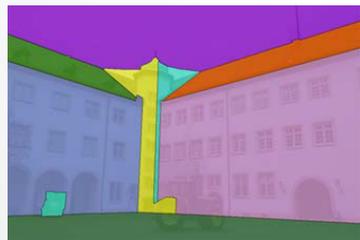
## Multi-View Stereo



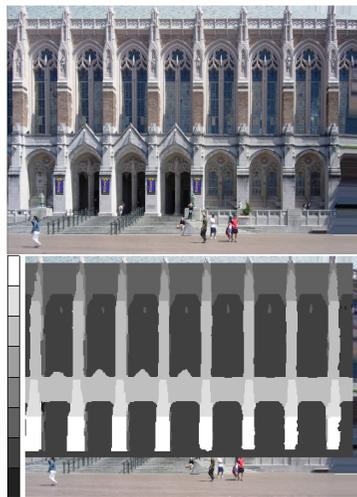
Furukawa et al.  
CVPR'07



Furukawa et al.  
CVPR'09

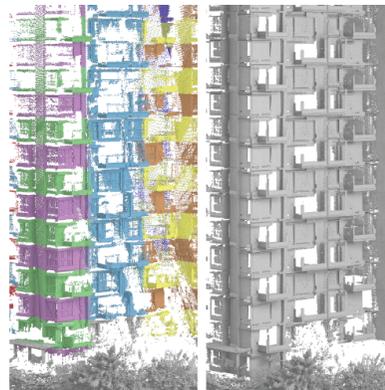


Sinha et al.  
ICCV'09



Wu et al.  
CVPR'11

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Zheng et al.  
Siggraph'10

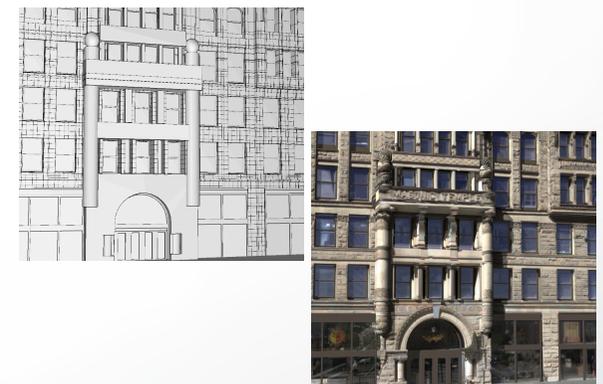


Li et al.  
ICCV'11

## Procedural Modeling



Muller et al.  
Siggraph'08



Xiao et al.  
Siggraph'08

# Challenges

# Challenges



tall buildings

# Challenges



tall buildings



textureless regions

# Challenges



tall buildings



textureless regions



strong variation in illumination

# Challenges



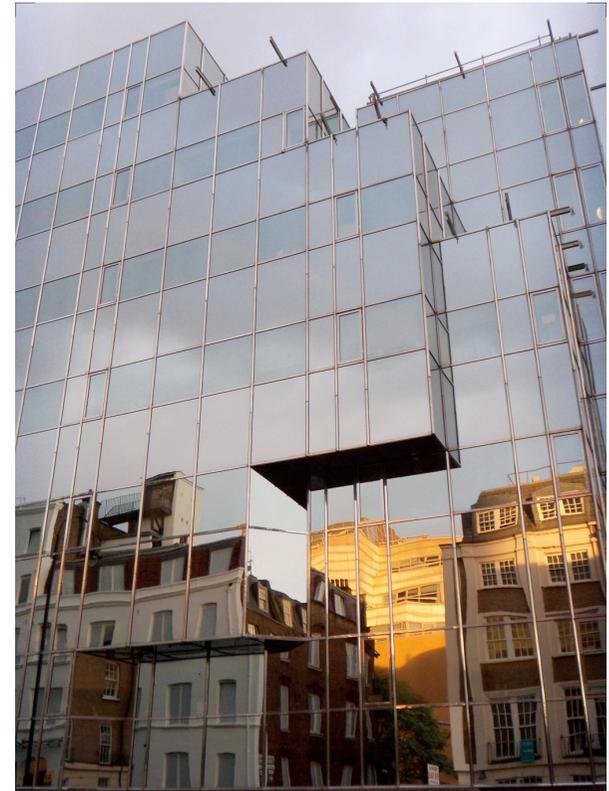
tall buildings



textureless regions



strong variation in illumination



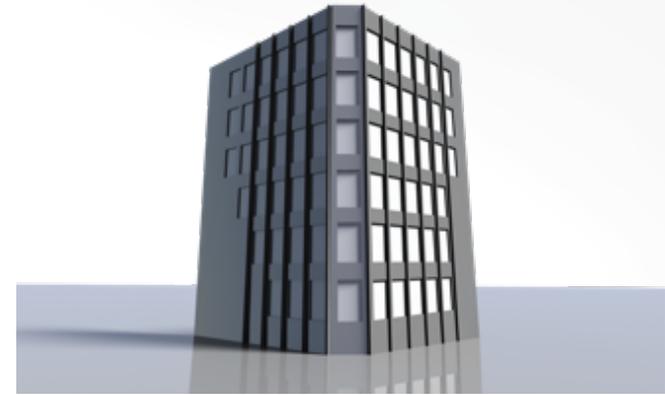
reflective surfaces

# Our Algorithm

# Our Algorithm



input images

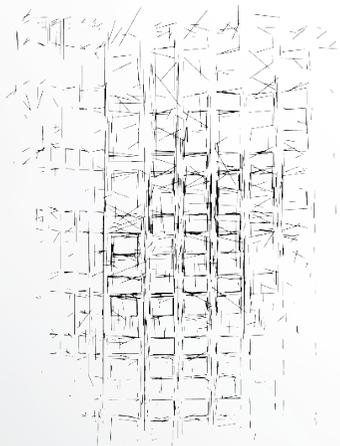


output reconstruction

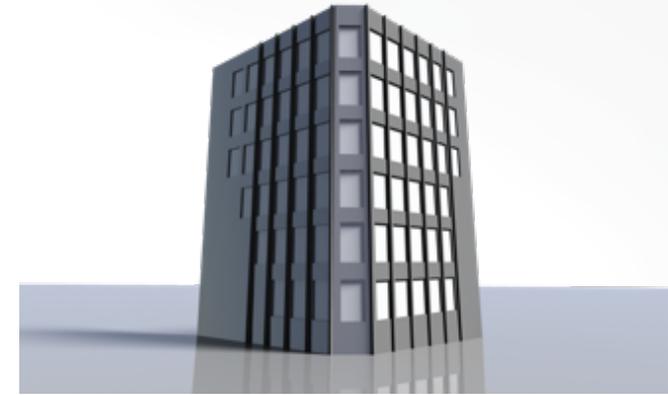
# Our Algorithm



input images



3D lines

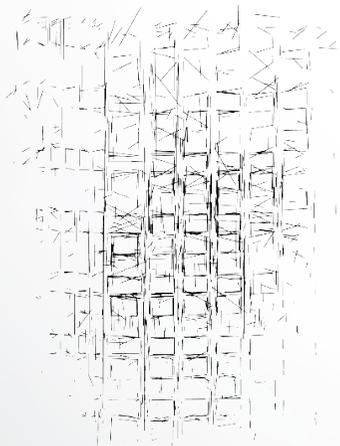


output reconstruction

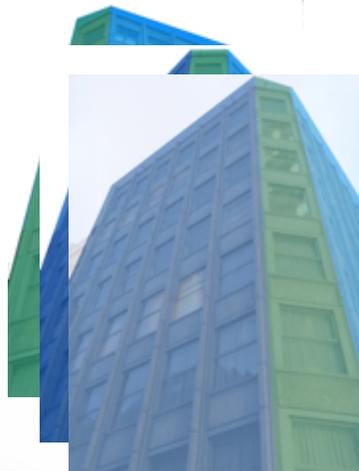
# Our Algorithm



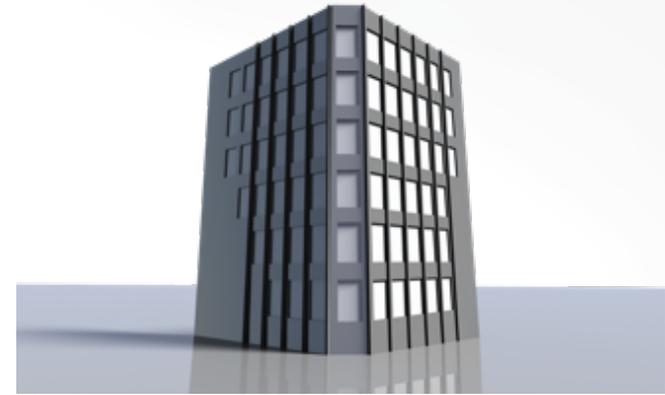
input images



3D lines



plane fitting

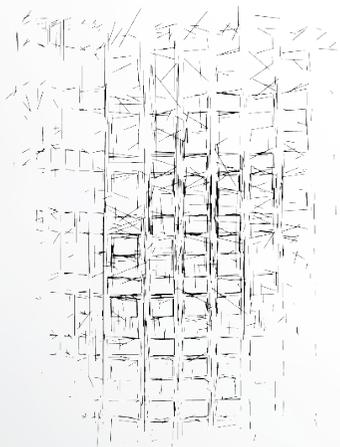


output reconstruction

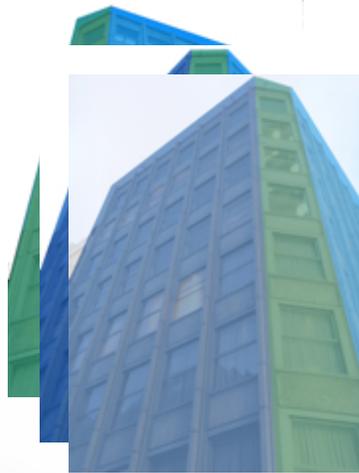
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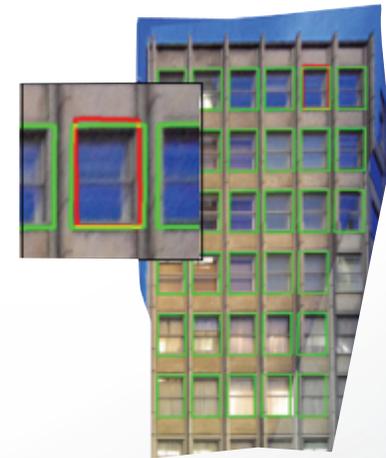
input images



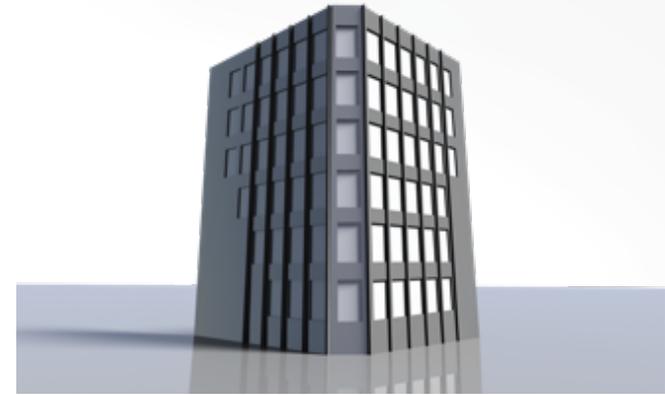
3D lines



plane fitting



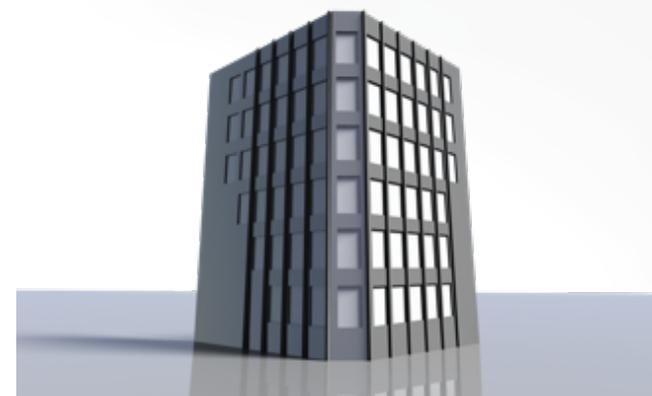
structure detection



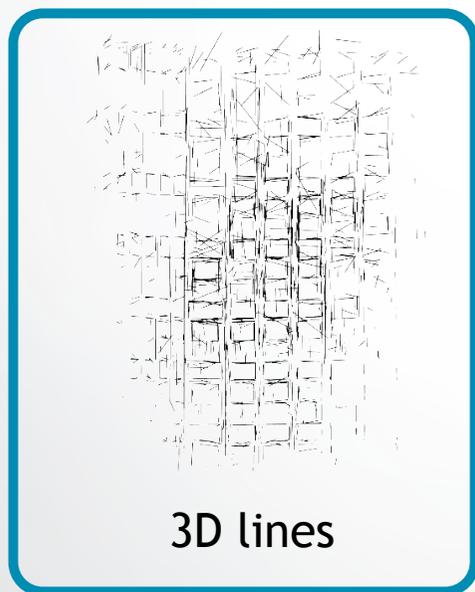
output reconstruction



input images



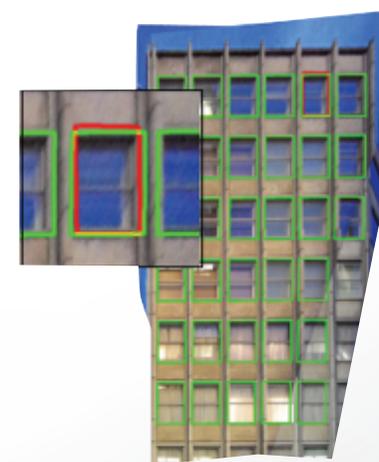
output reconstruction



3D lines



plane fitting



structure detection

# 3D Line Reconstruction

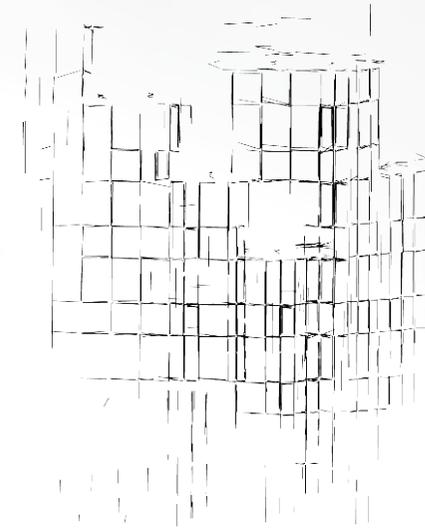


2D edges

...

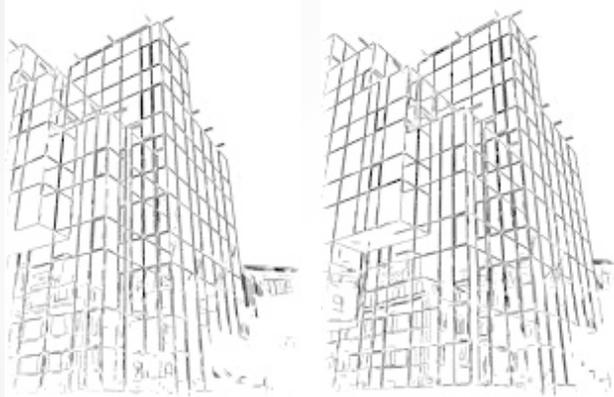


multi-view stereo  
on the edges →



3D lines

# 3D Line Reconstruction

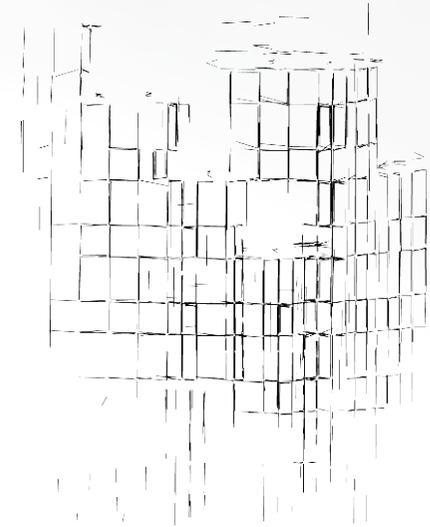


2D edges

...



multi-view stereo  
on the edges →

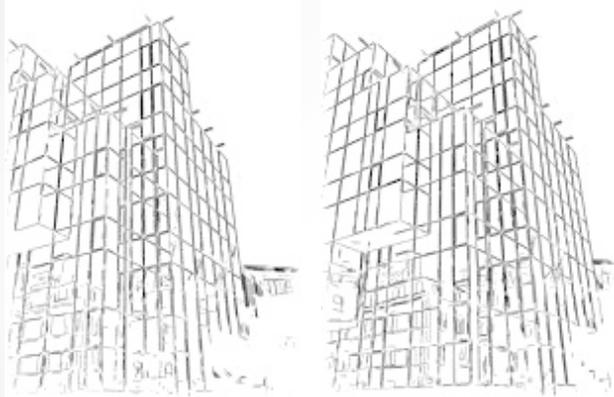


3D lines



input image

# 3D Line Reconstruction

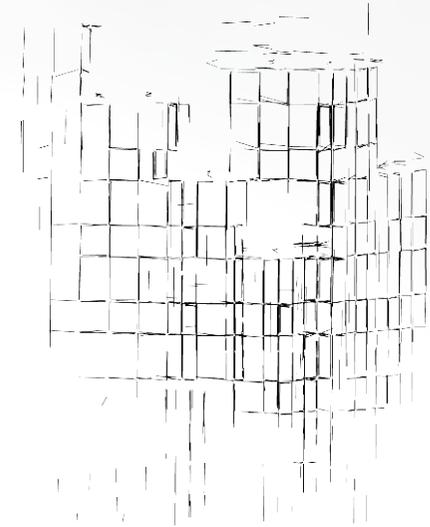


2D edges

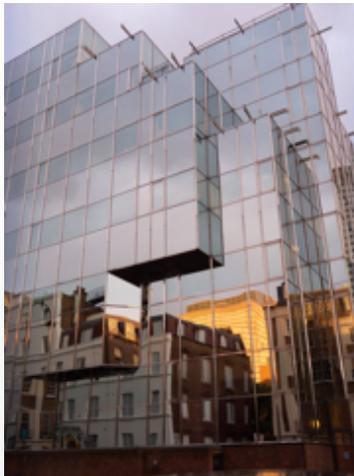
...



multi-view stereo  
on the edges →



3D lines

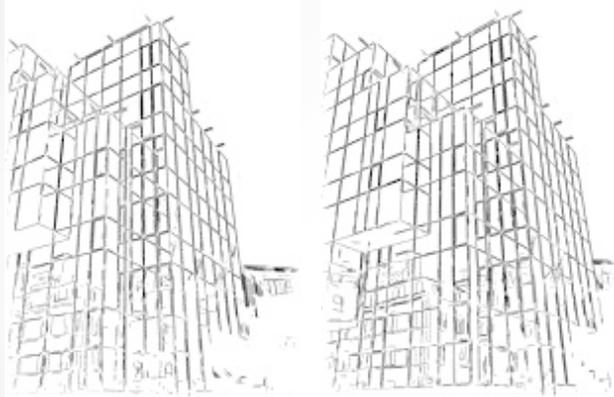


input image



2D edges

# 3D Line Reconstruction

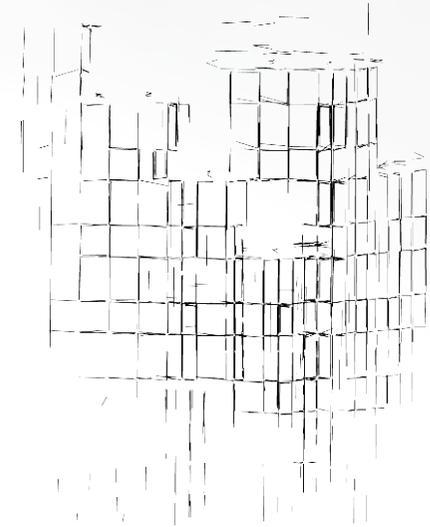


2D edges

...



multi-view stereo  
on the edges →



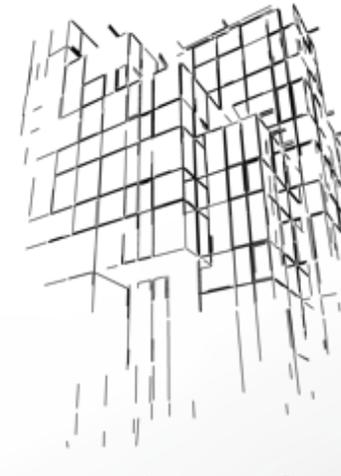
3D lines



input image

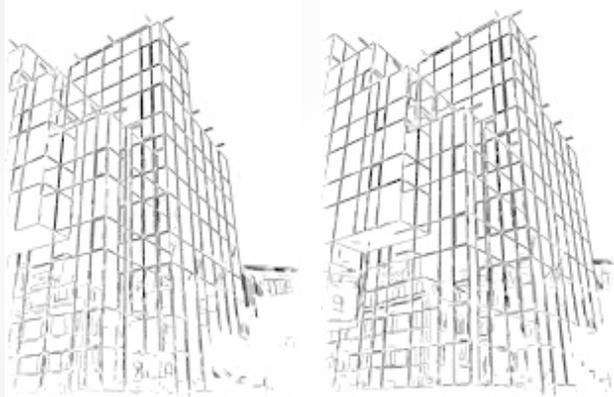


2D edges



projected  
3D lines

# 3D Line Reconstruction

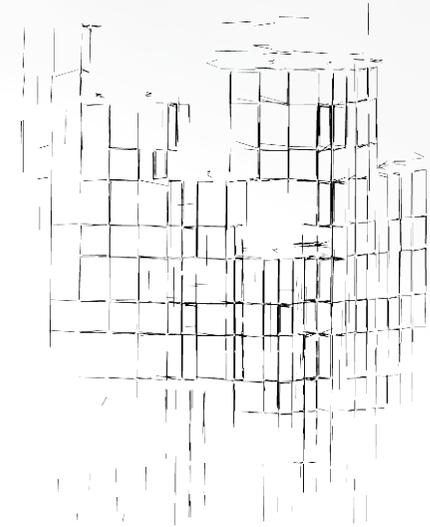


2D edges

...



multi-view stereo  
on the edges →



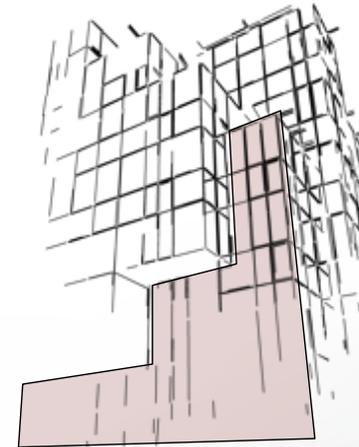
3D lines



input image



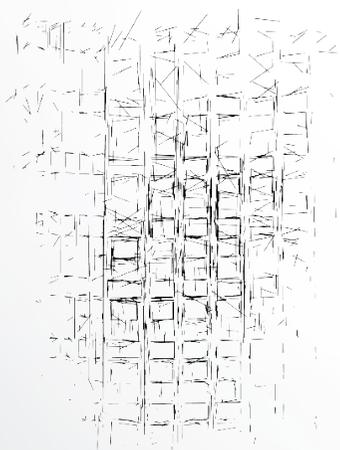
2D edges



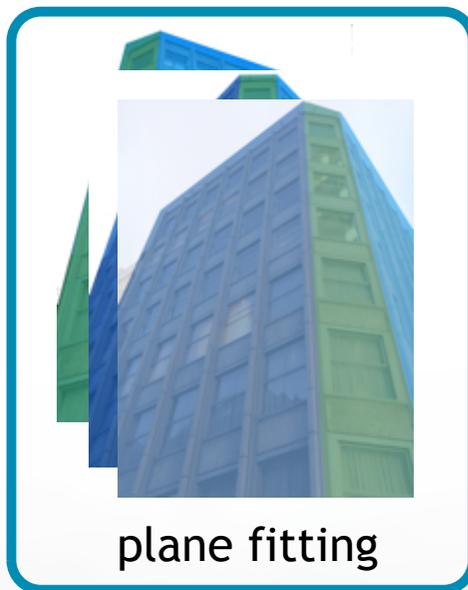
projected  
3D lines



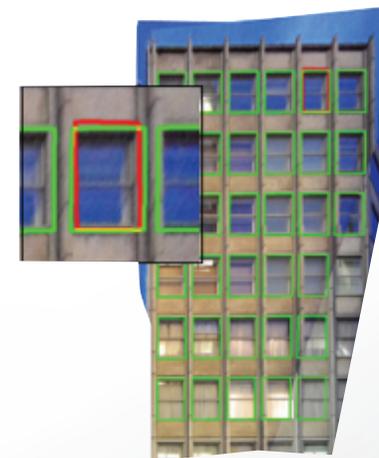
input images



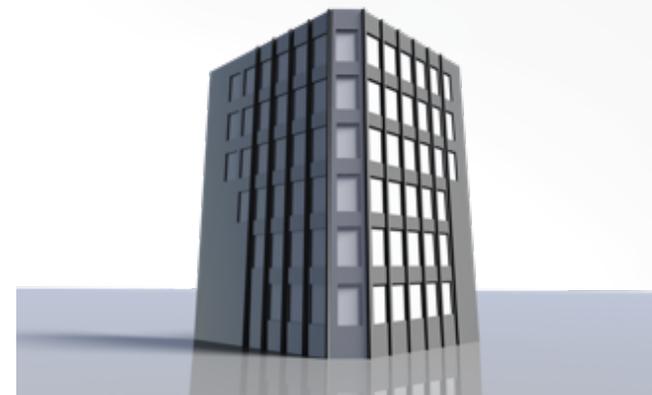
3D lines



plane fitting



structure detection



output reconstruction

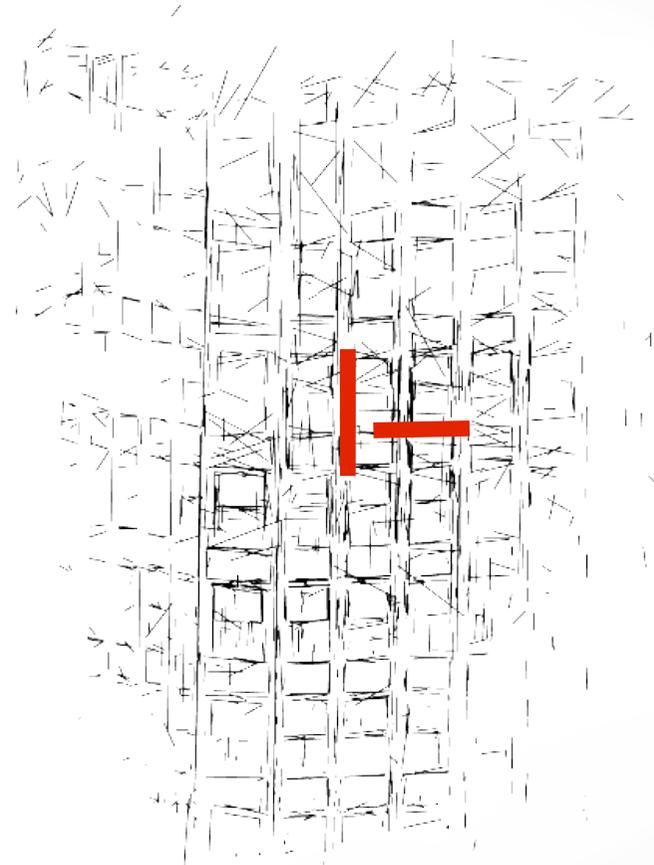
# Candidate Plane Generation

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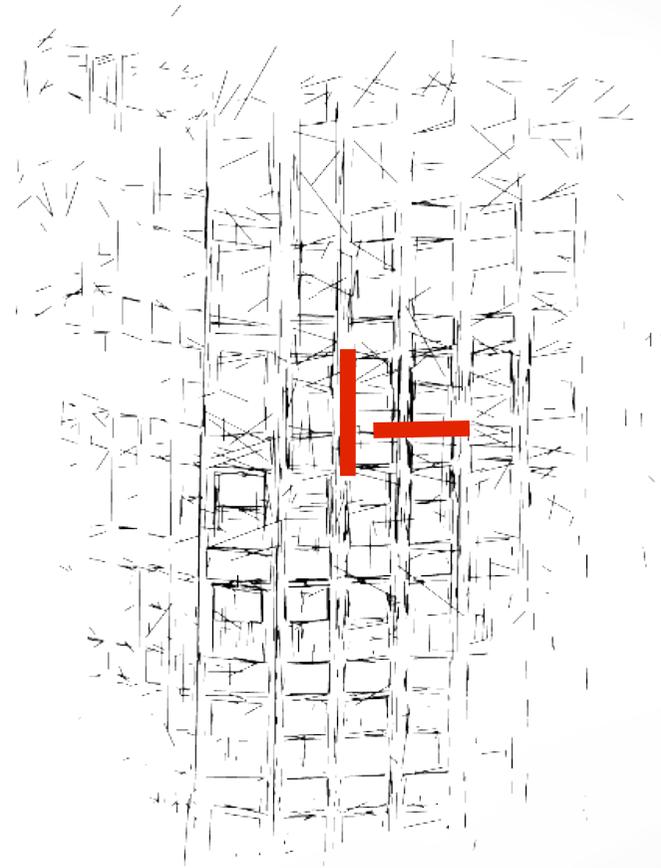
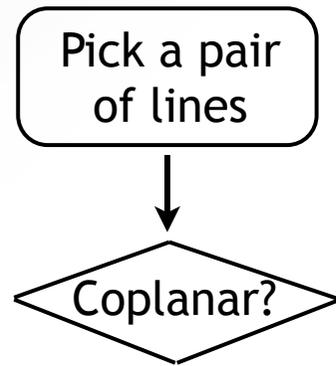
Pick a pair  
of lines

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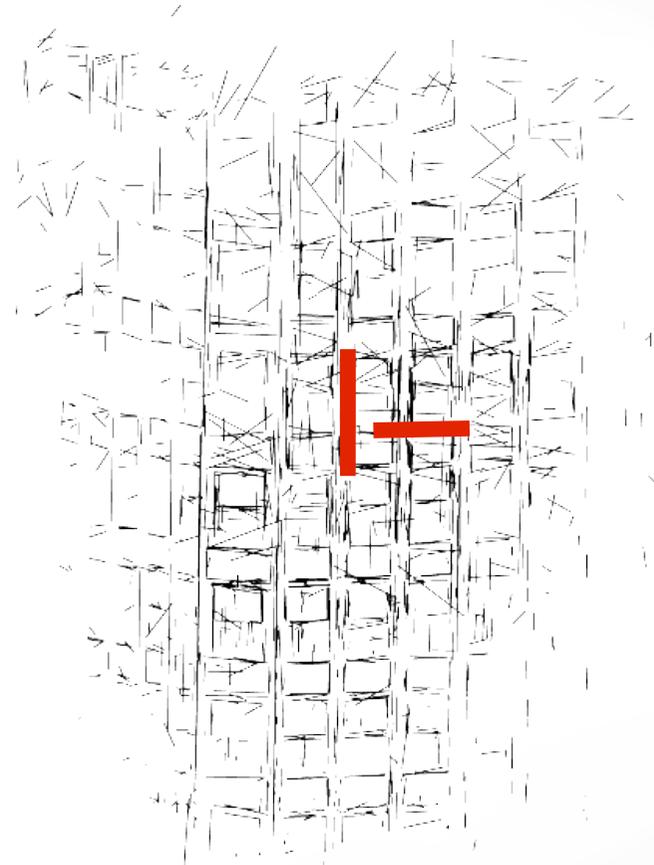
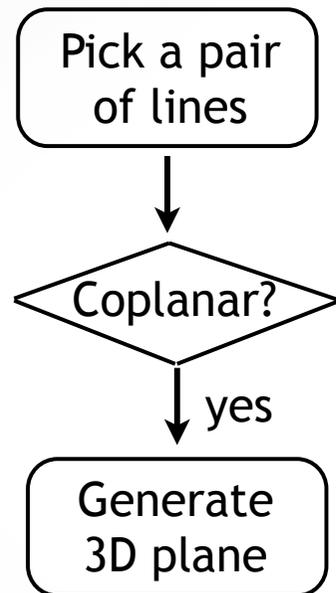
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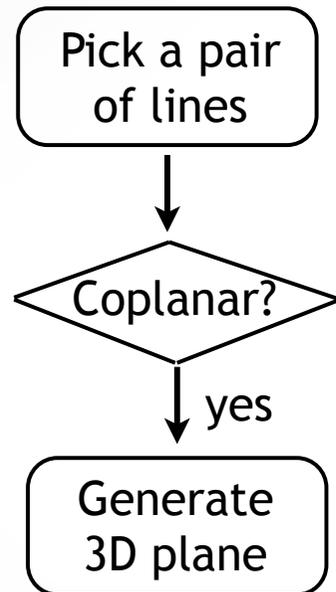
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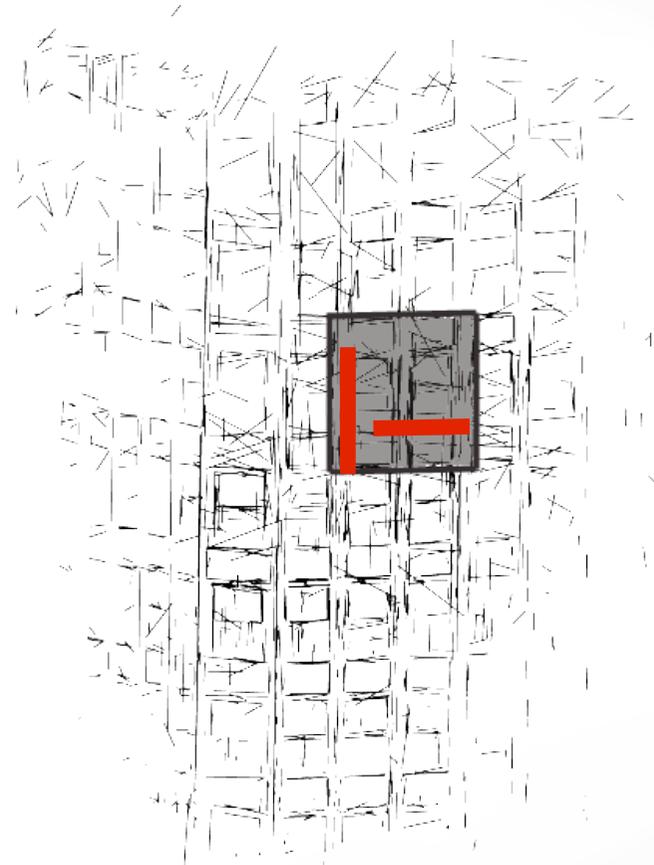
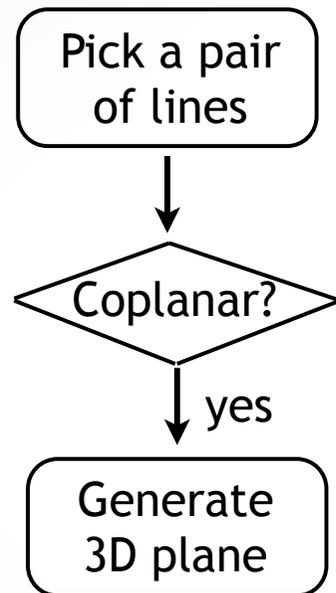
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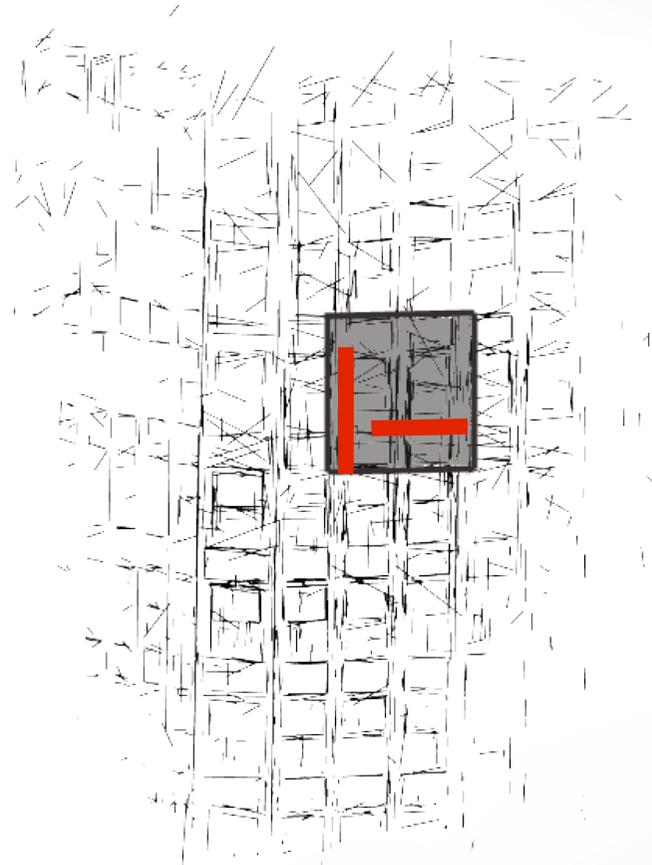
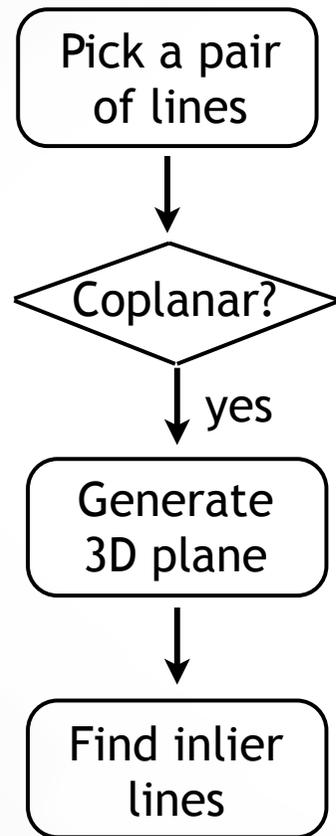
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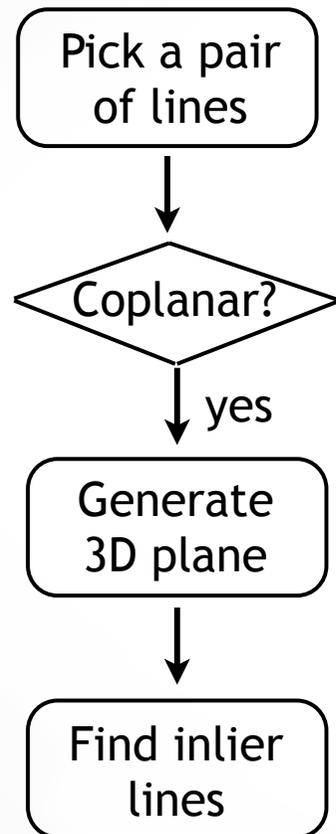
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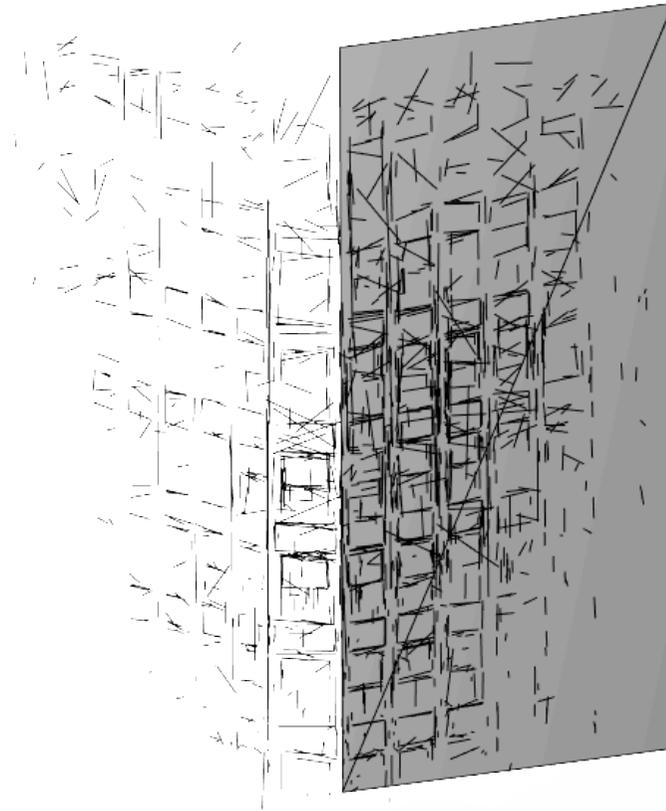
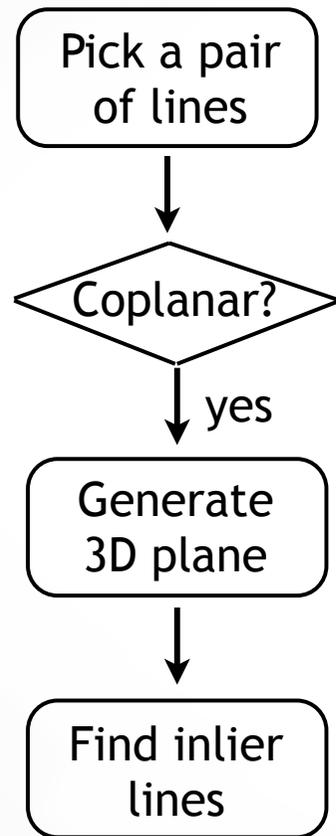
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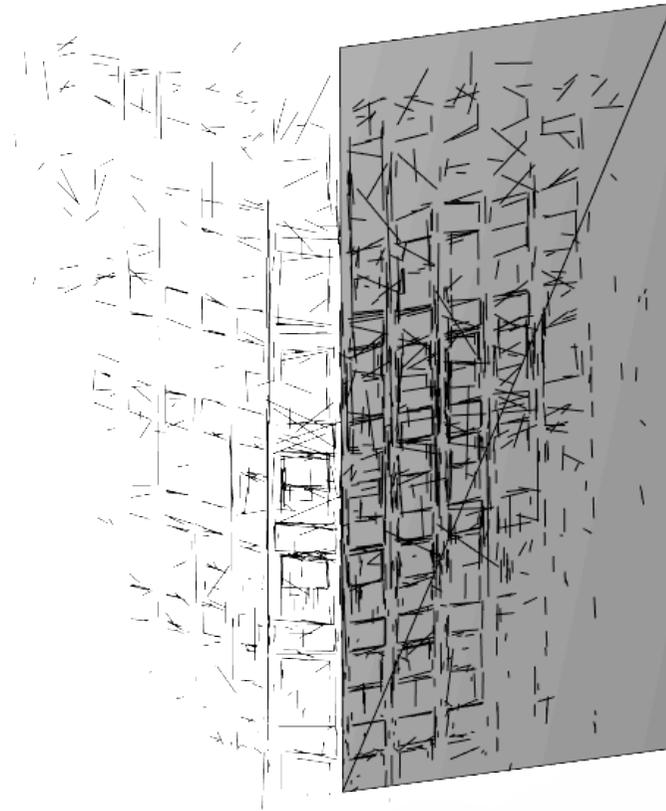
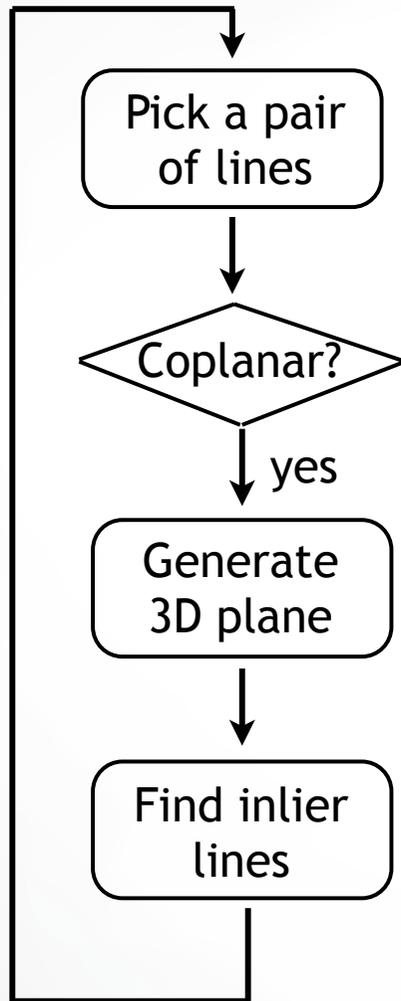
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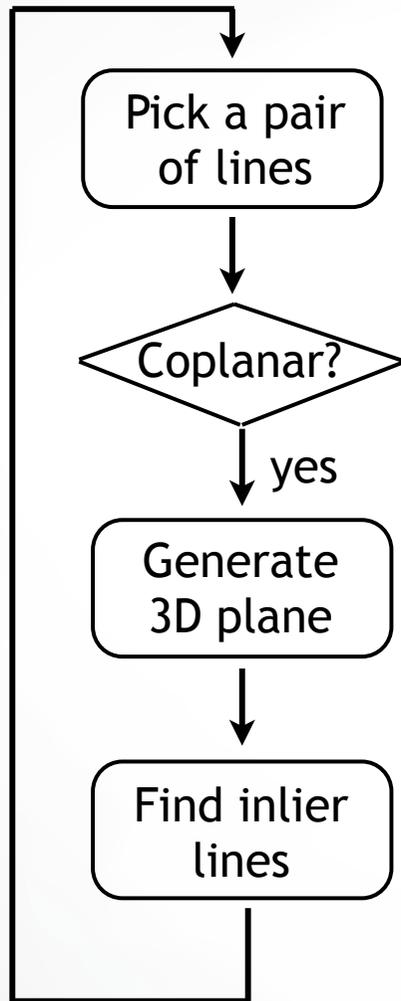
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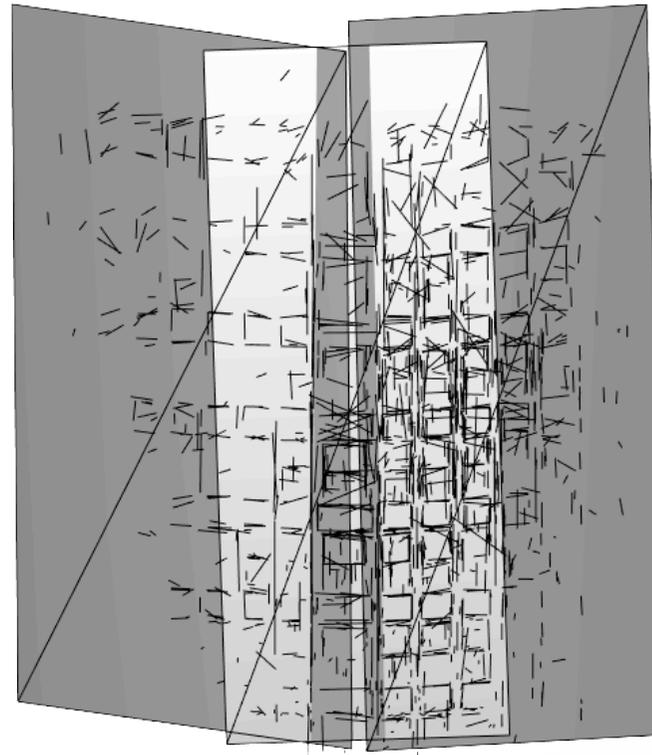
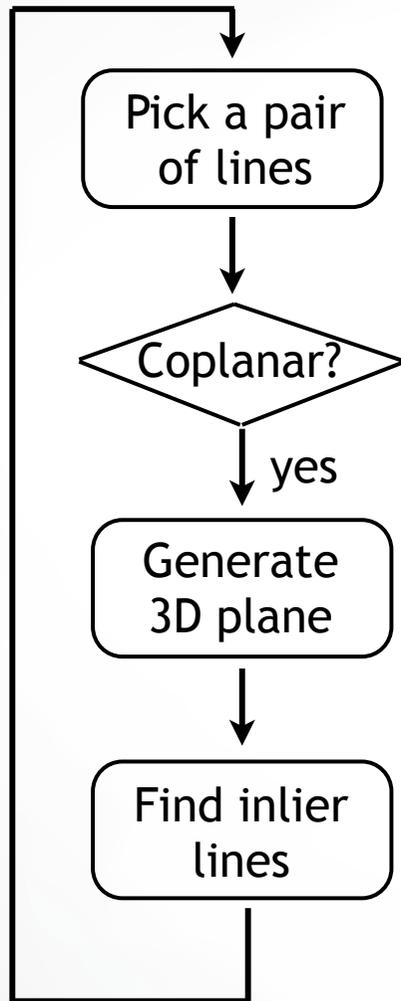
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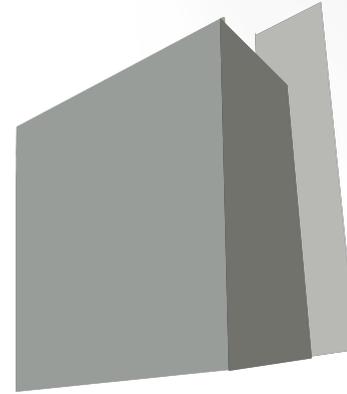
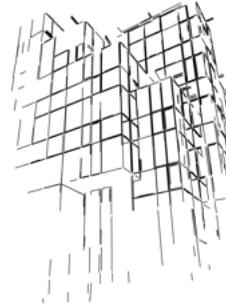
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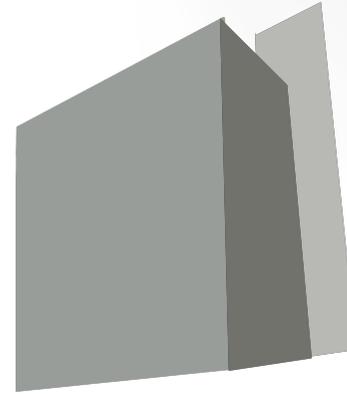
# Candidate Plane Generation



# Image Segmentation

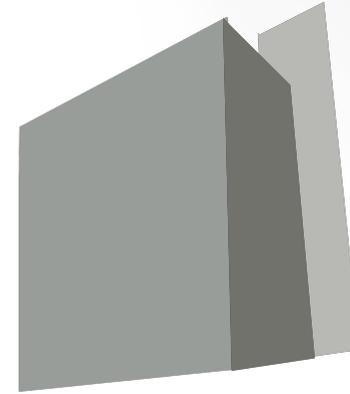
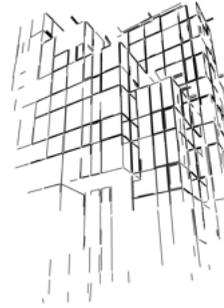


# Image Segmentation



What is the most likely plane assignment for each pixel?

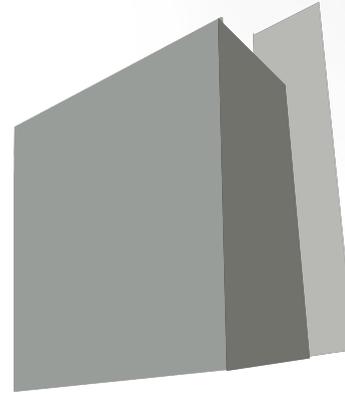
# Image Segmentation



What is the most likely plane assignment for each pixel?

$$E = \sum_{p \in I_i} E_{data}(h_p) + \alpha \sum_{\{p,q\} \in N_p} E_{smooth}(h_p, h_q)$$

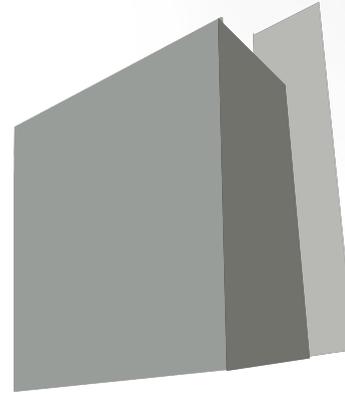
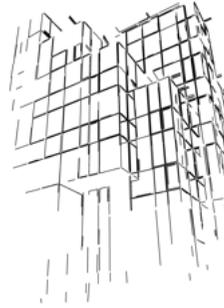
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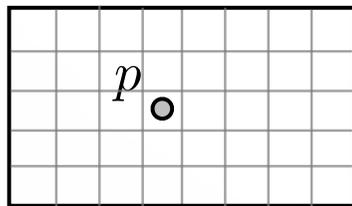
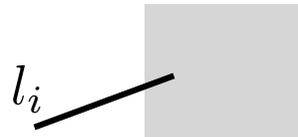
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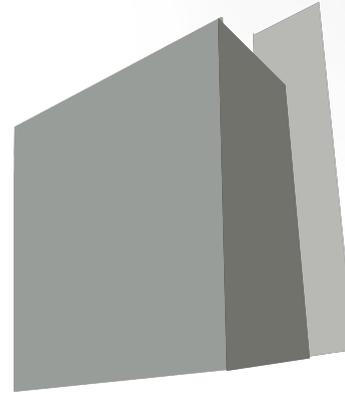
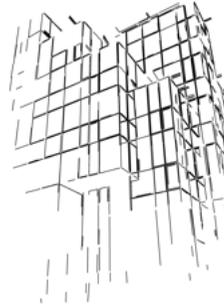


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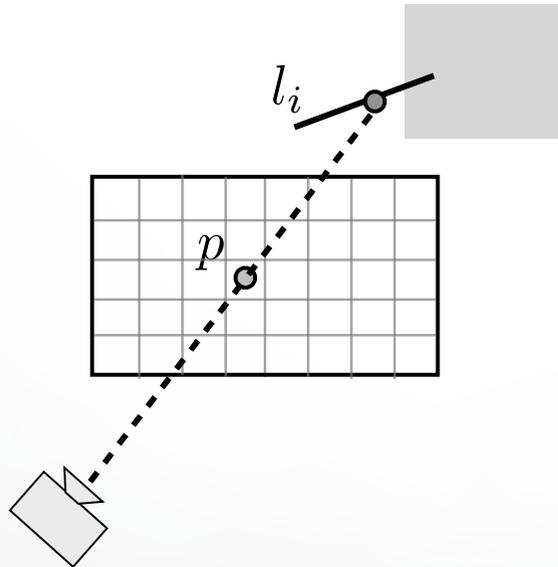


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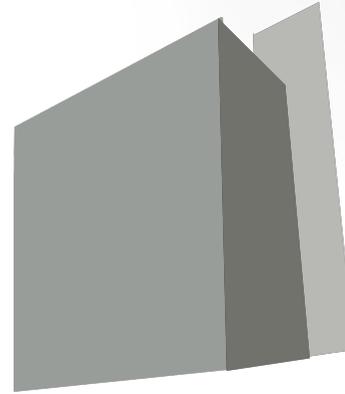
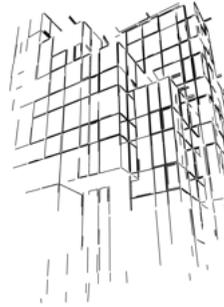


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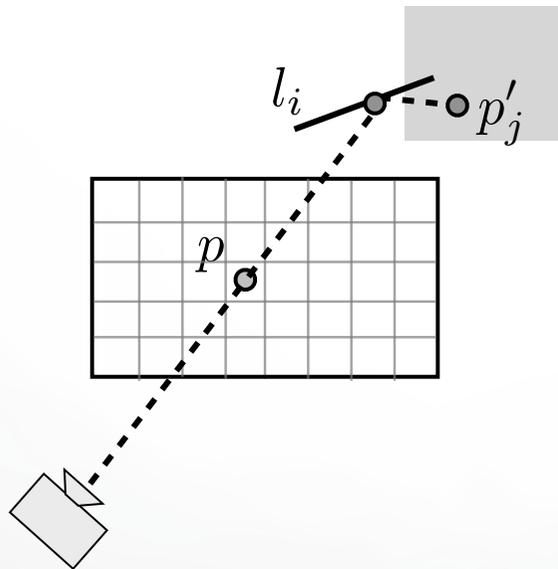


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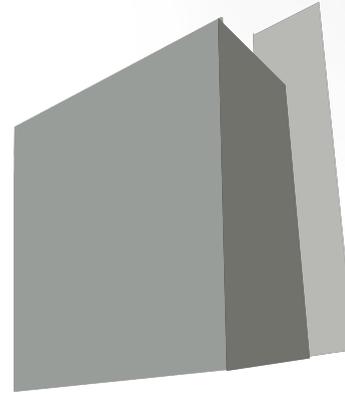
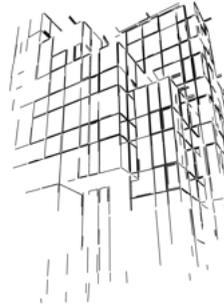


What is the most likely plane assignment for each pixel?

$$E = \sum_{p \in I_i} E_{data}(h_p) + \alpha \sum_{\{p, q\} \in N_p} E_{smooth}(h_p, h_q)$$

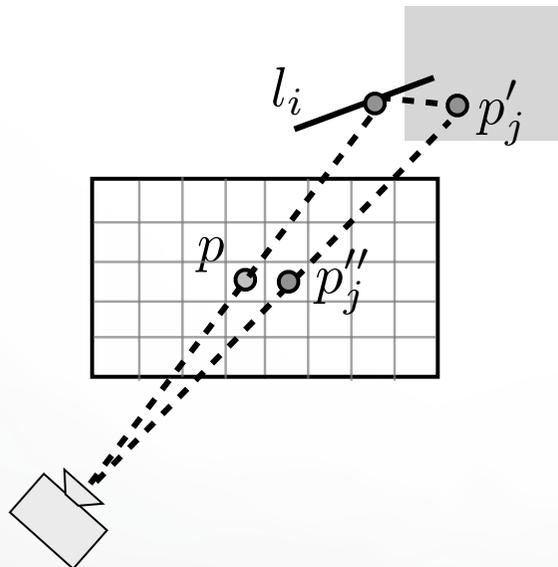


# Image Segmentation

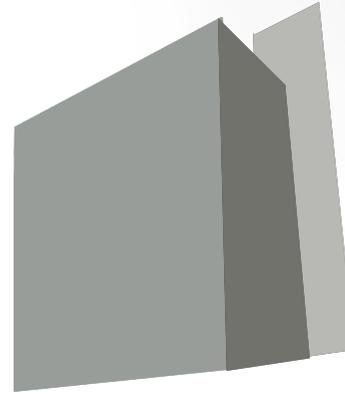
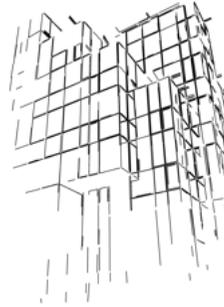


What is the most likely plane assignment for each pixel?

$$E = \sum_{p \in I_i} E_{data}(h_p) + \alpha \sum_{\{p,q\} \in N_p} E_{smooth}(h_p, h_q)$$

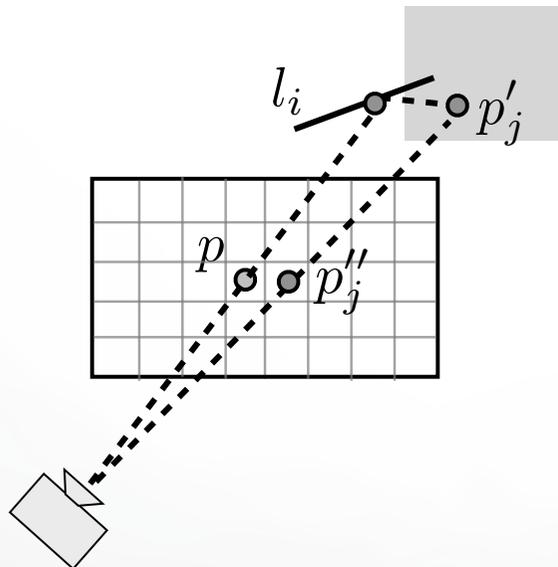


# Image Segmentation

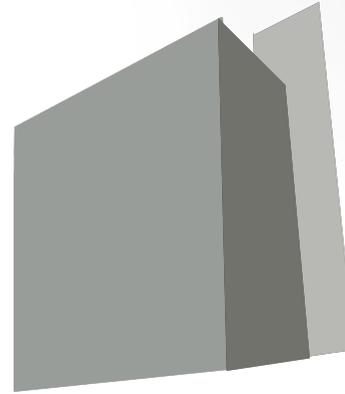
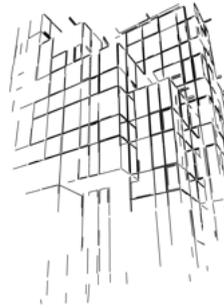


What is the most likely plane assignment for each pixel?

$$E = \sum_{p \in I_i} E_{data}(h_p) + \alpha \sum_{\{p,q\} \in N_p} E_{smooth}(h_p, h_q)$$

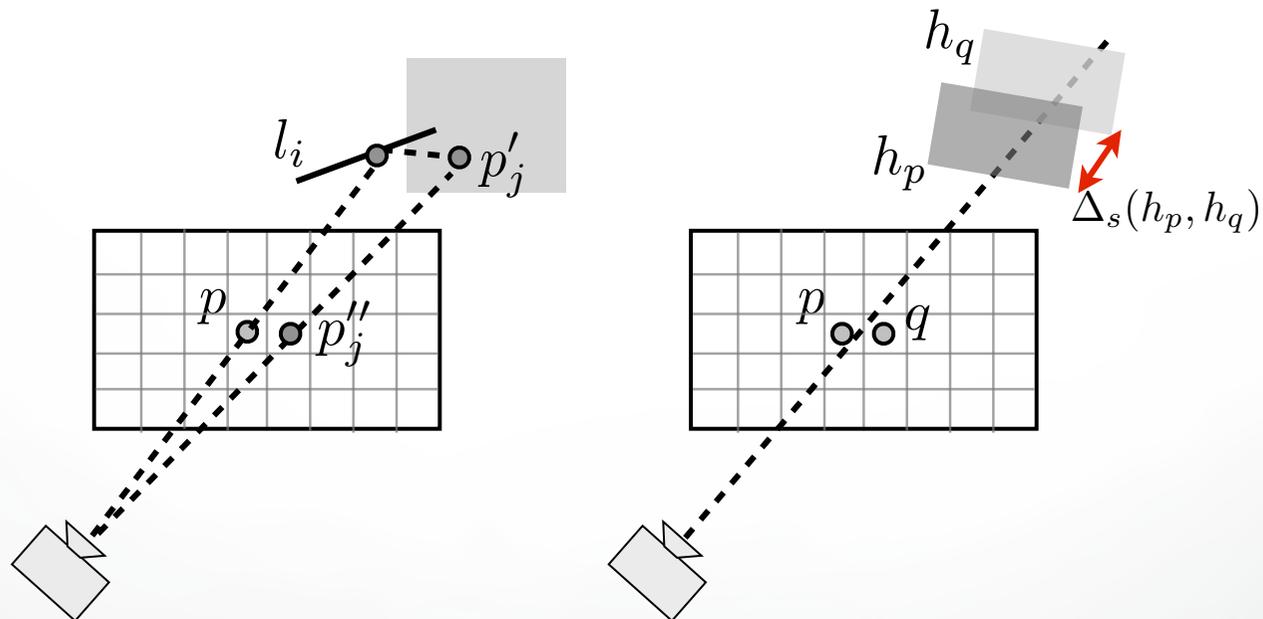


# Image Segmentation

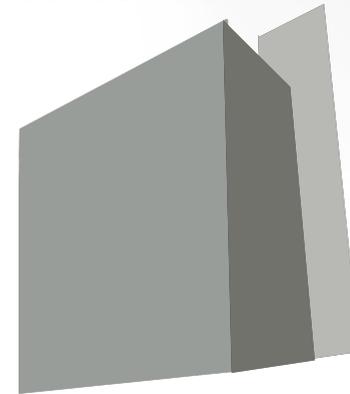
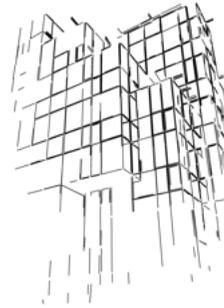


What is the most likely plane assignment for each pixel?

$$E = \sum_{p \in I_i} E_{data}(h_p) + \alpha \sum_{\{p, q\} \in N_p} E_{smooth}(h_p, h_q)$$

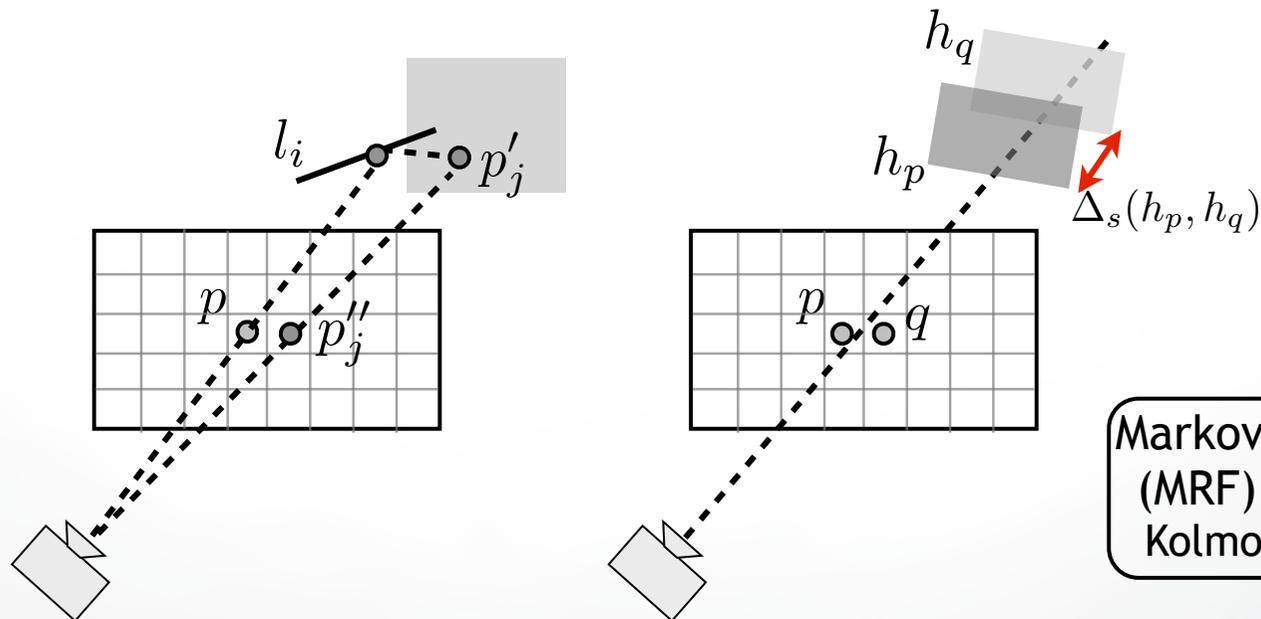


# Image Segmentation



What is the most likely plane assignment for each pixel?

$$E = \sum_{p \in I_i} E_{data}(h_p) + \alpha \sum_{\{p, q\} \in N_p} E_{smooth}(h_p, h_q)$$



Markov Random Field  
(MRF) Optimization  
Kolmogorov Pami'06

# Refined Segmentation



input



MRF optimization

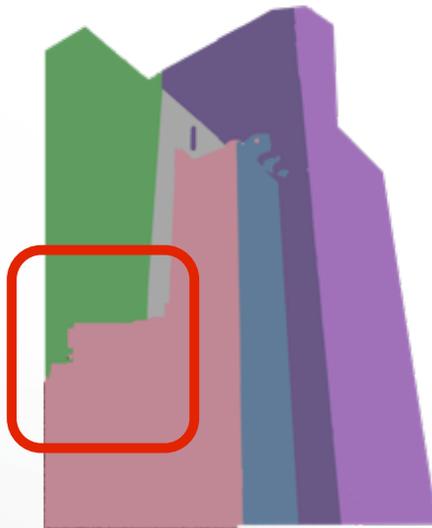
# Refined Segmentation



input



MRF optimization



plane intersections

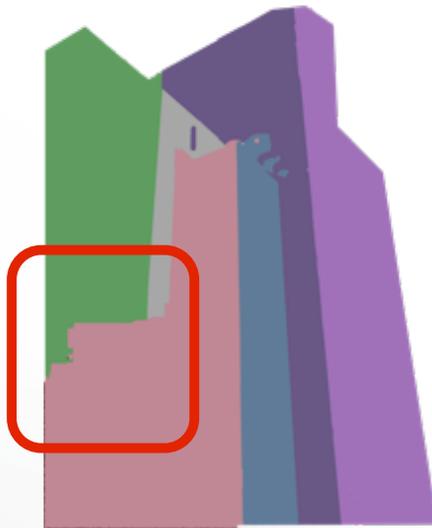
# Refined Segmentation



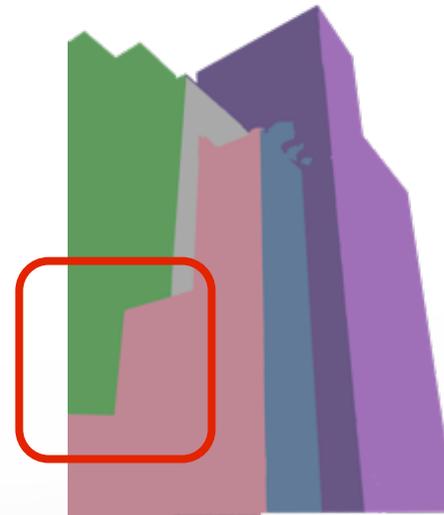
input



MRF optimization



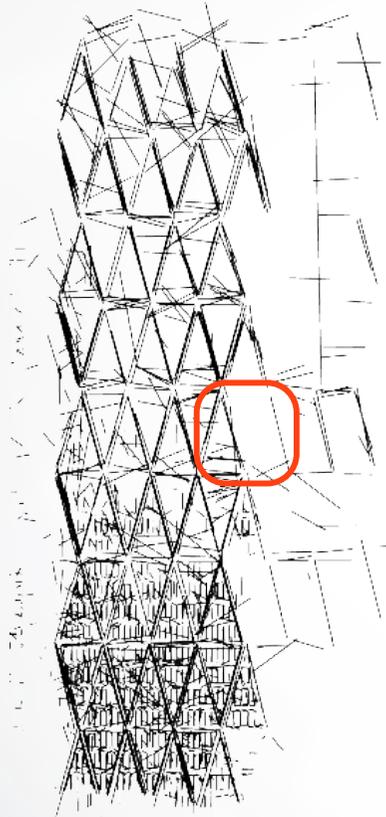
plane intersections



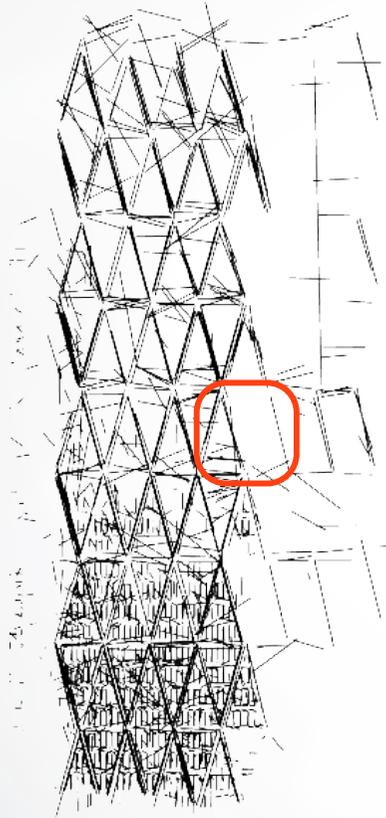
user correction

# User Assistance

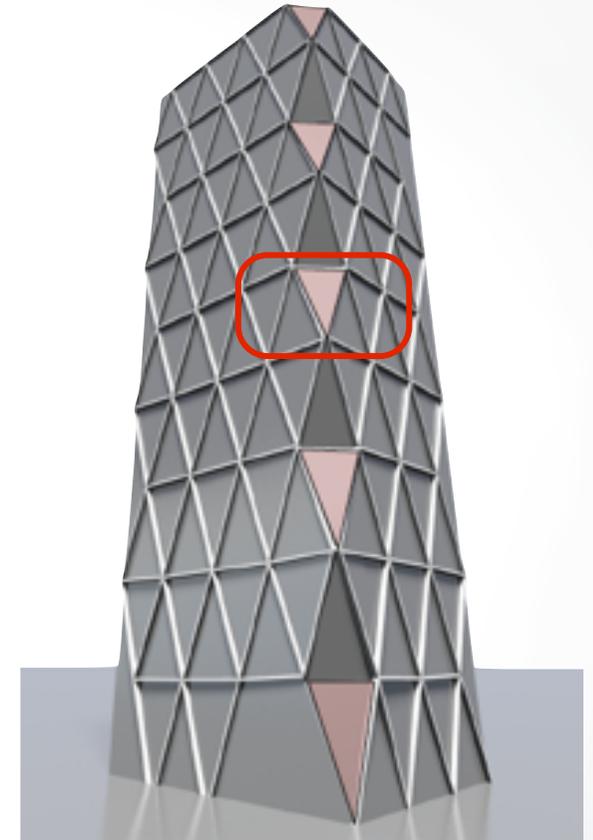
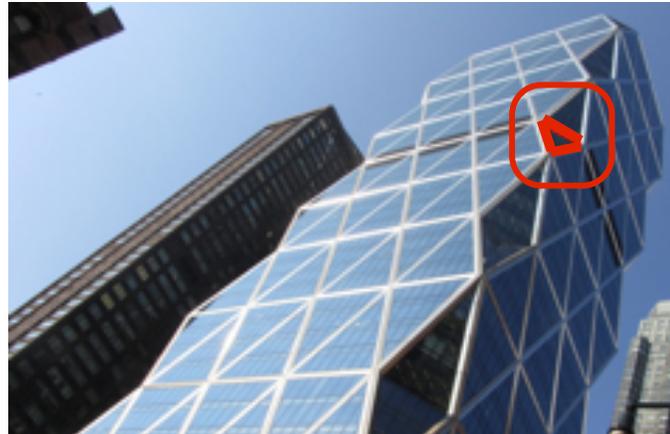
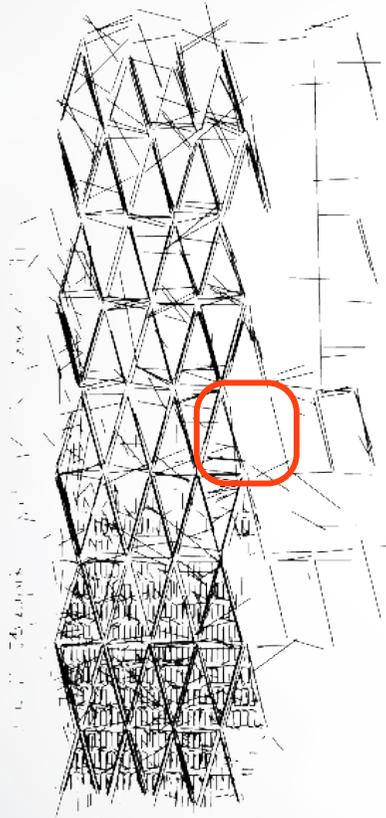
# User Assistance



# User Assistance

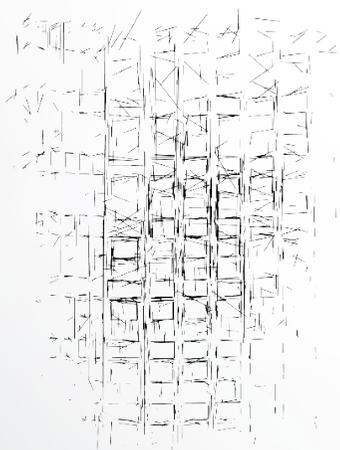


# User Assistance





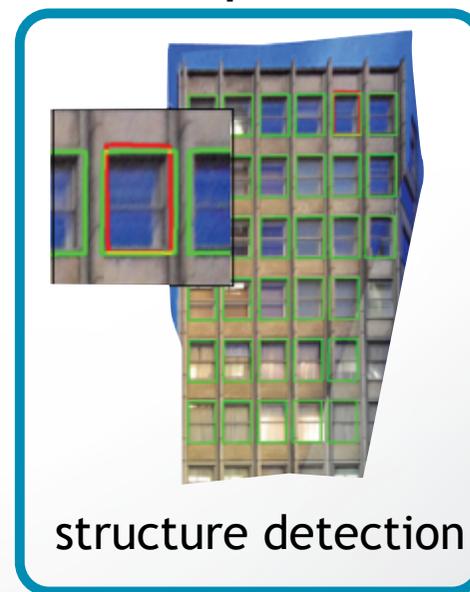
input images



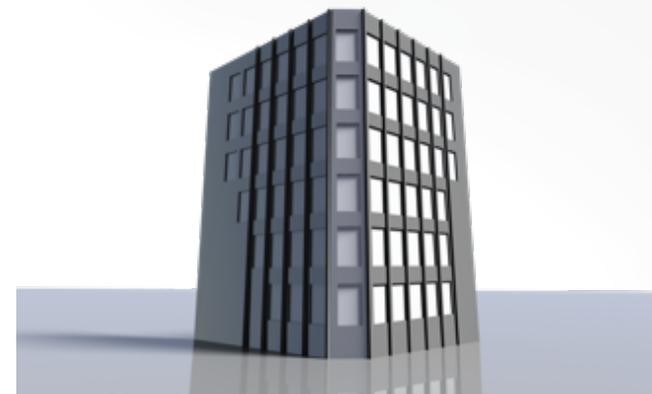
3D lines



plane fitting



structure detection



output reconstruction

# Symmetry Detection

# Symmetry Detection



Wu et al. CVPR'10

# Symmetry Detection



Wu et al. CVPR'10



user-guided selection

# Symmetry Detection



Wu et al. CVPR'10



user-guided selection



texture-based similarity

# Symmetry Detection



Wu et al. CVPR'10



user-guided selection



texture-based similarity



feature-line similarity

# Symmetry Detection



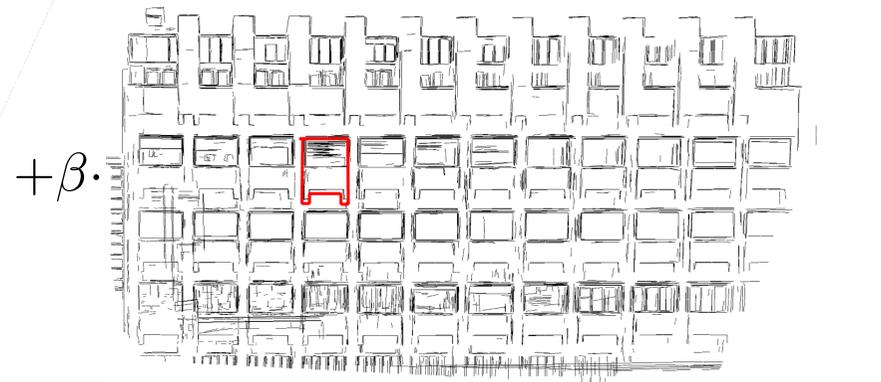
Wu et al. CVPR'10



user-guided selection



texture-based similarity

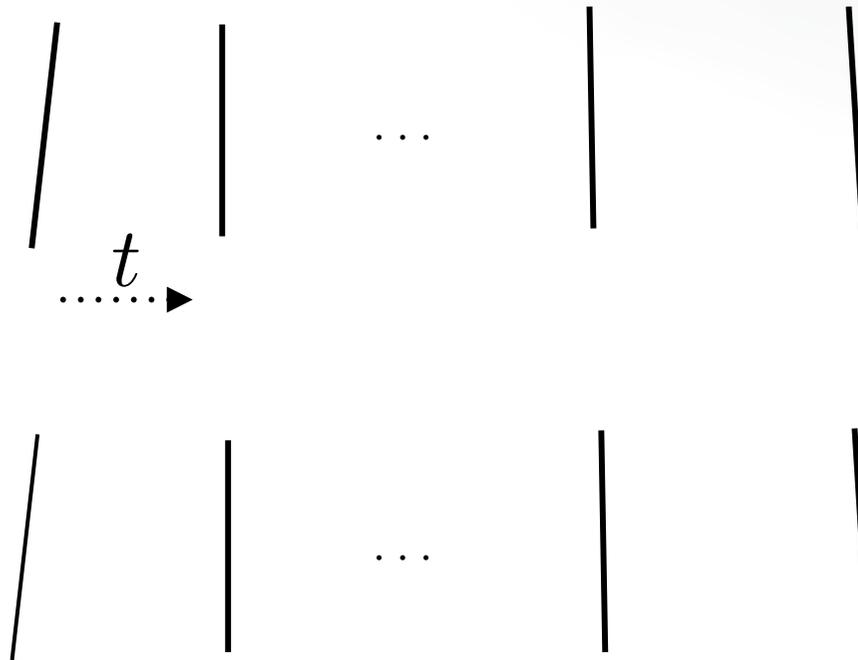
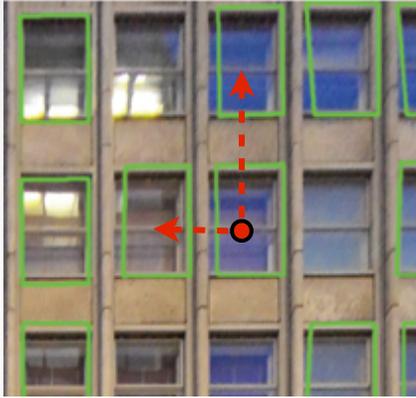


feature-line similarity

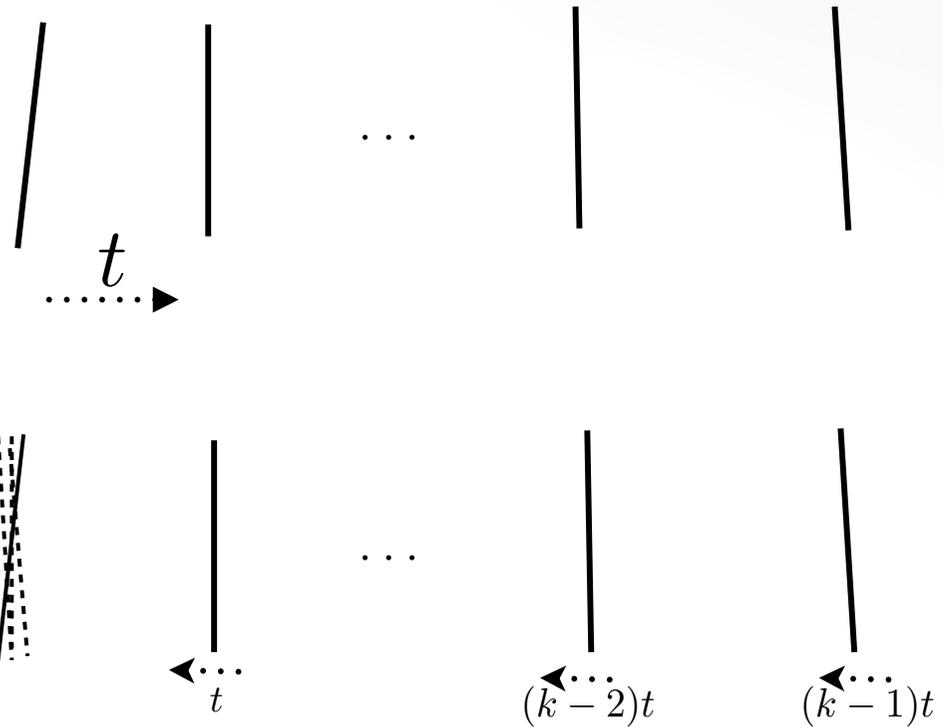
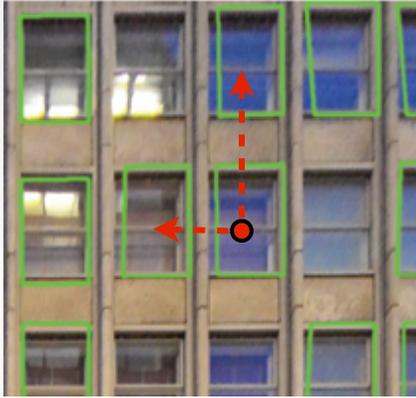
# Symmetry Refinement



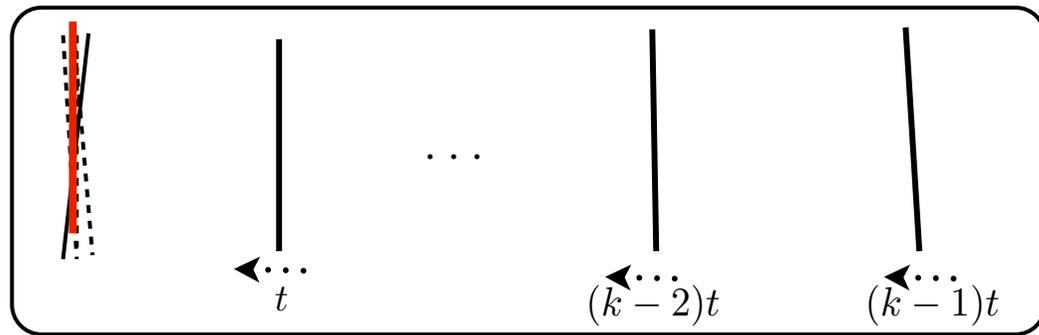
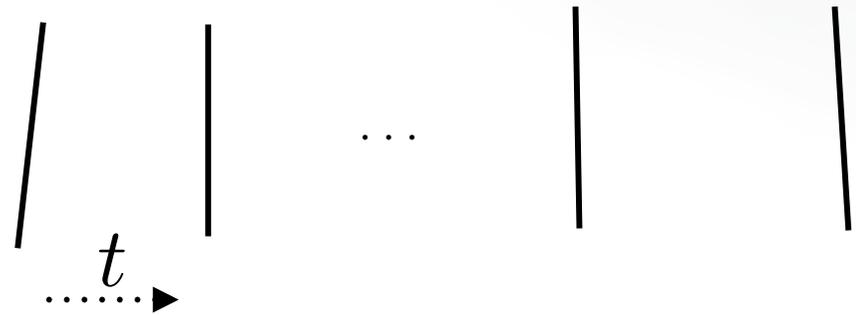
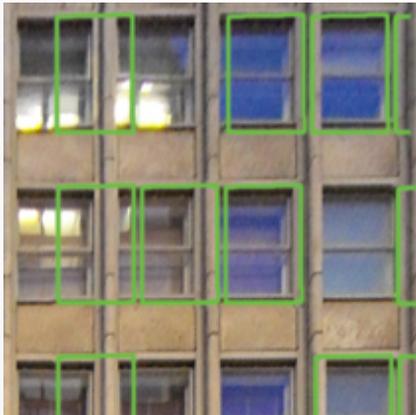
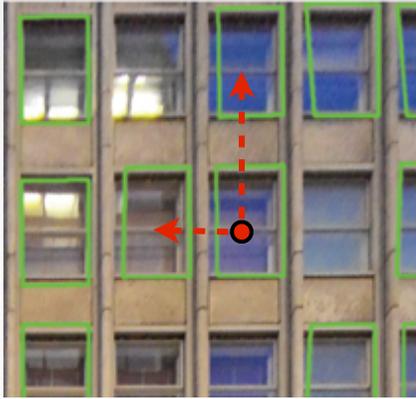
# Symmetry Refinement



# Symmetry Refinement



# Symmetry Refinement



Line Fitting



# Structure Completion

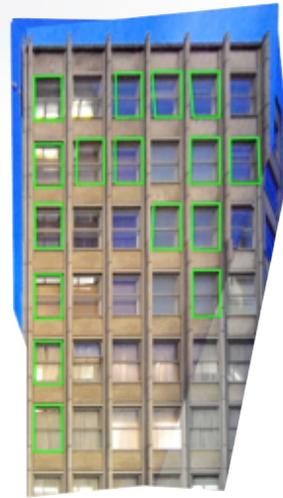


input

# Structure Completion



input

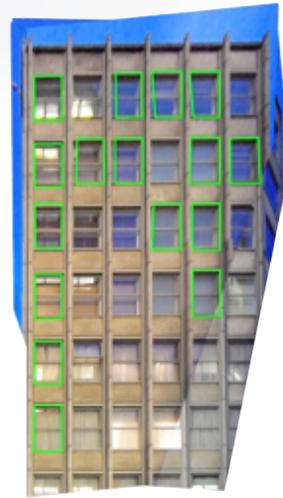


initial detection

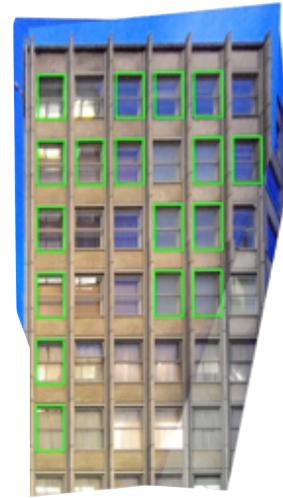
# Structure Completion



input



initial detection

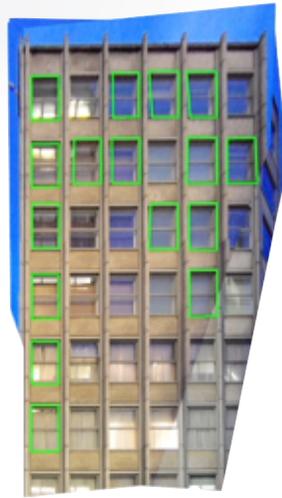


initial refinement

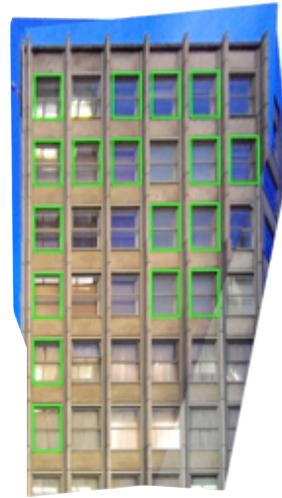
# Structure Completion



input



initial detection



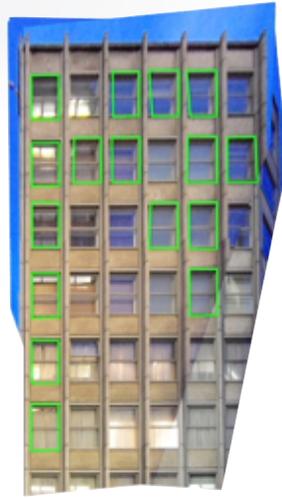
initial refinement

projected 3D lines

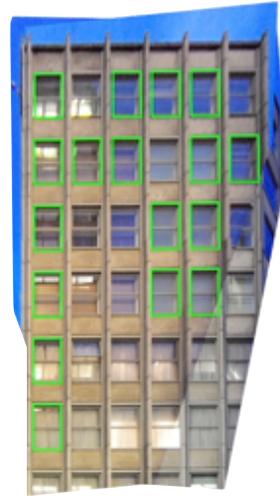
# Structure Completion



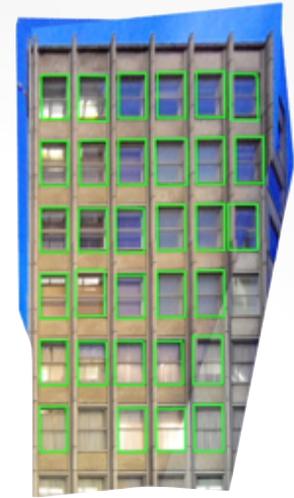
input



initial detection



initial refinement



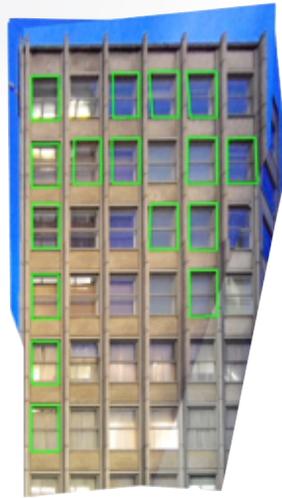
completion

projected 3D lines

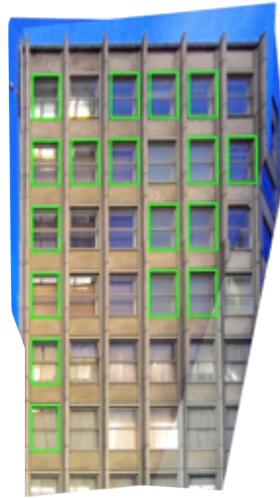
# Structure Completion



input

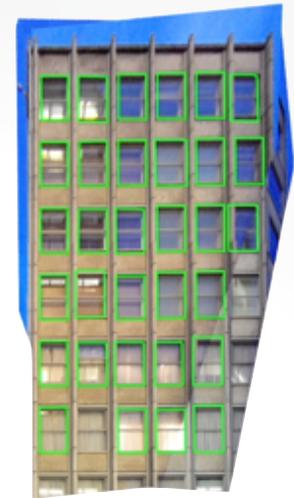


initial detection



initial refinement

projected 3D lines



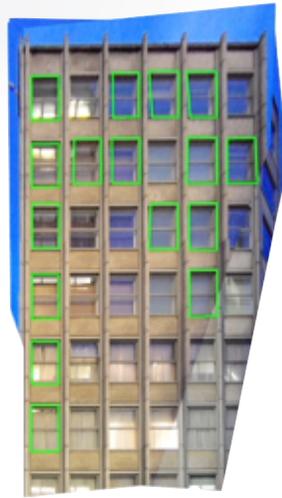
completion

2D lines

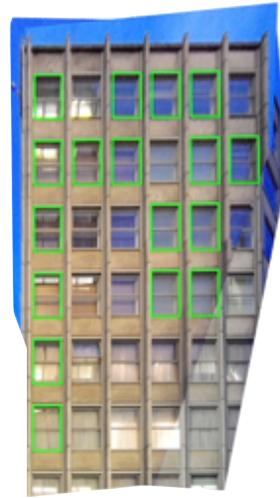
# Structure Completion



input

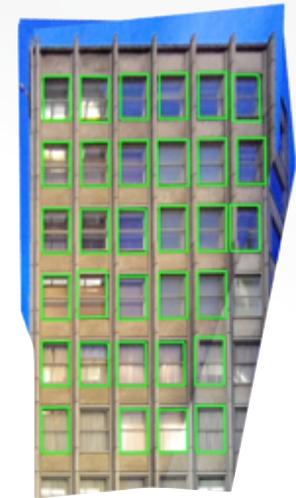


initial detection



initial refinement

projected 3D lines



completion

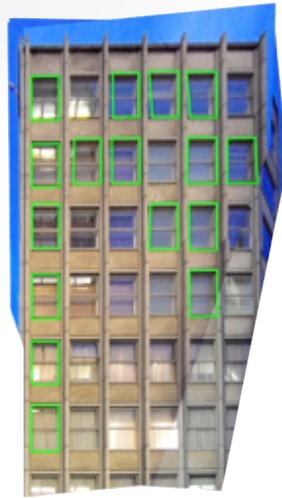
2D lines

final refinement:

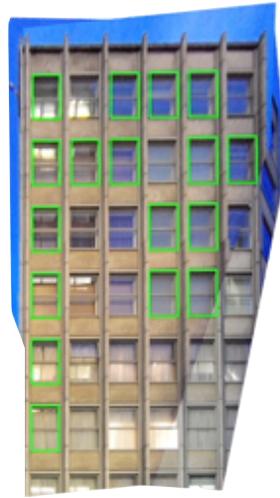
# Structure Completion



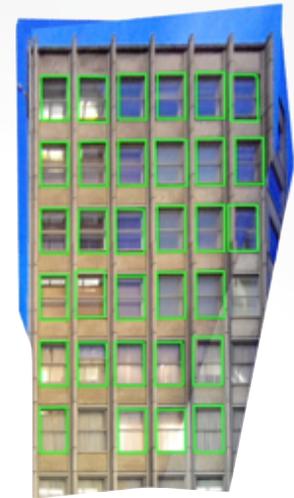
input



initial detection



initial refinement



completion

projected 3D lines

2D lines

final refinement:

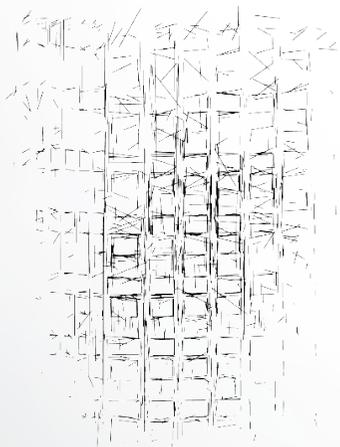


repetition completion

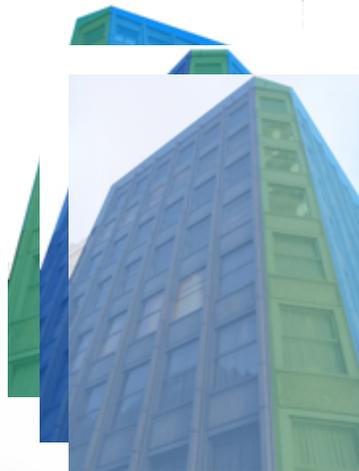




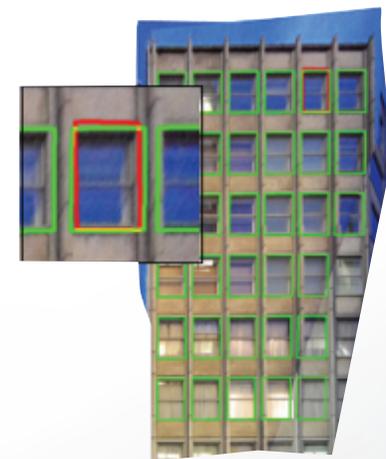
input images



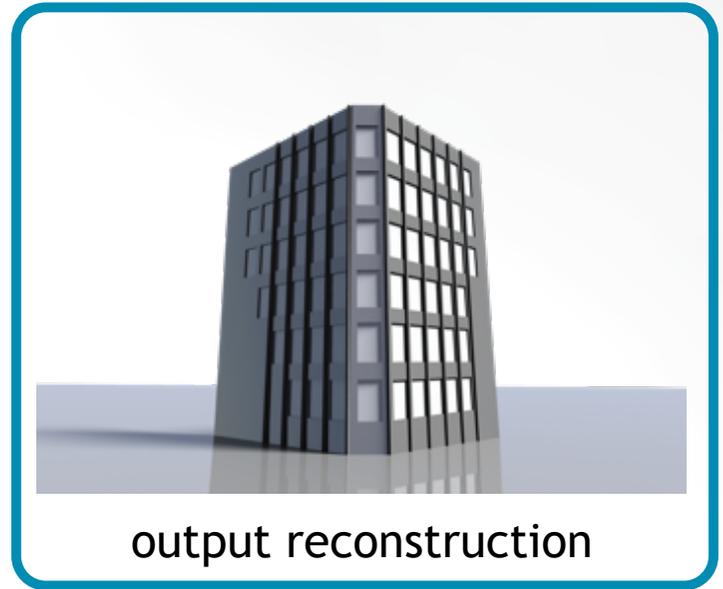
3D lines



plane fitting



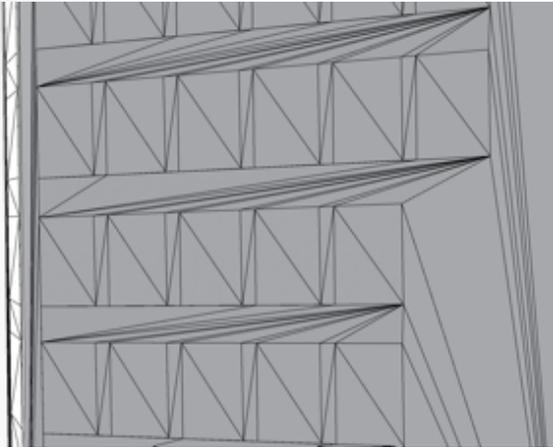
structure detection



output reconstruction

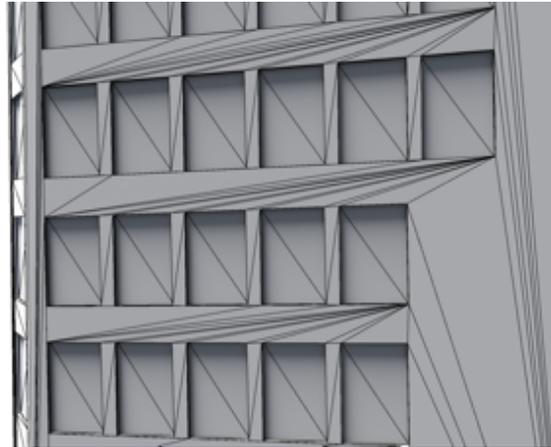
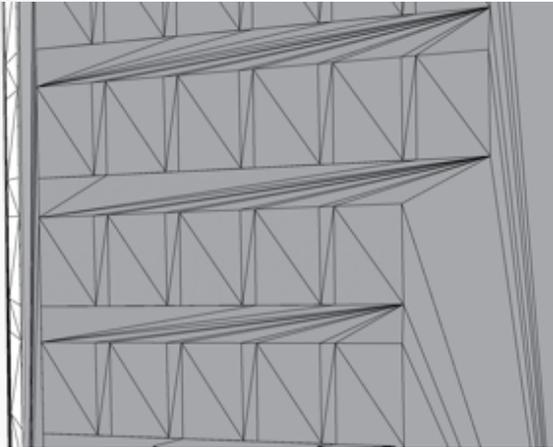
# Procedural Depth Refinement

# Procedural Depth Refinement



no user edit

# Procedural Depth Refinement

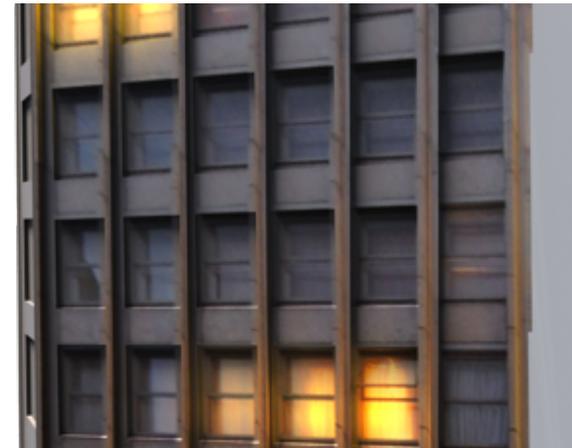
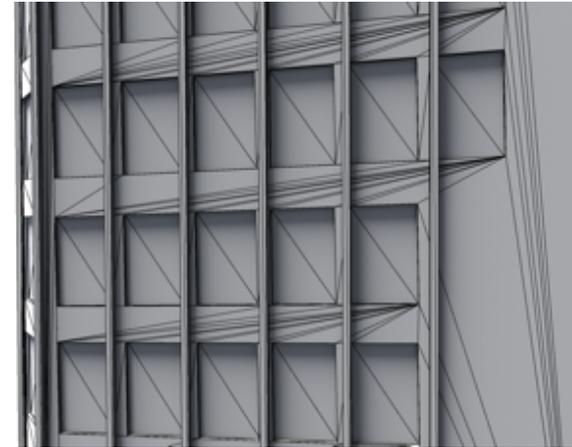
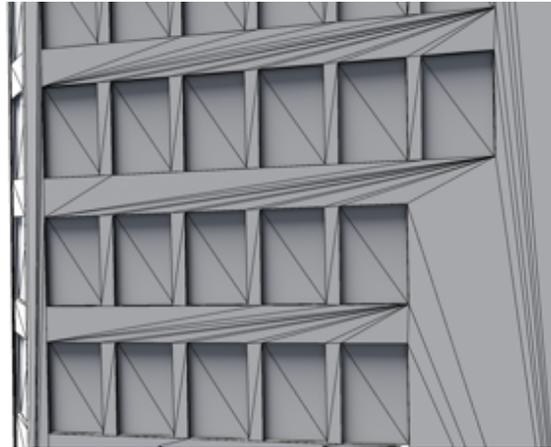
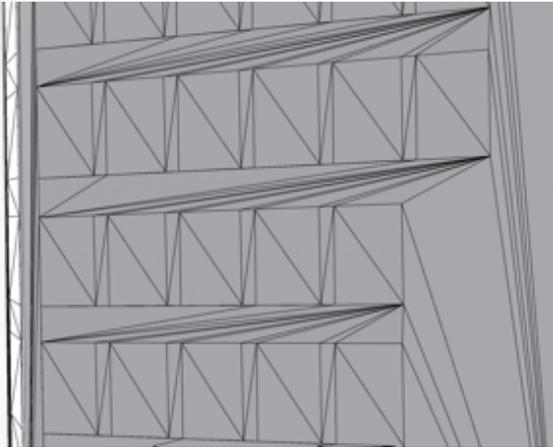


no user edit



window extrusion

# Procedural Depth Refinement



no user edit

window extrusion

beam extrusion

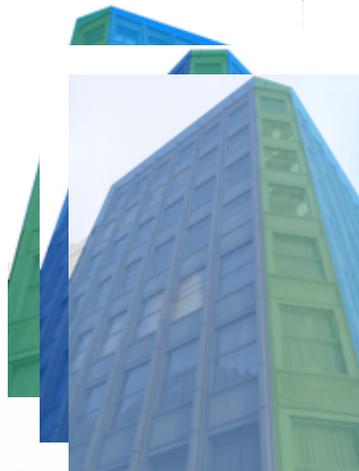
# Summary



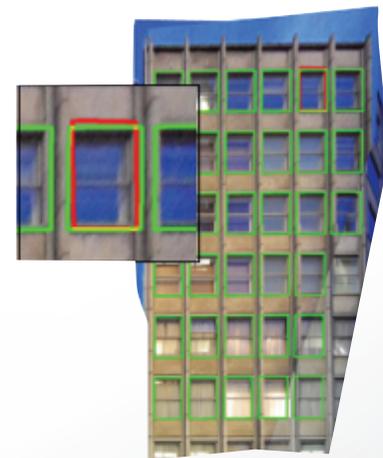
input images



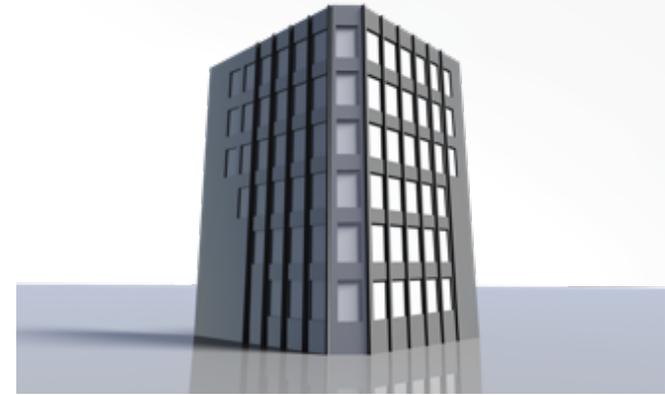
3D lines



plane fitting



structure detection

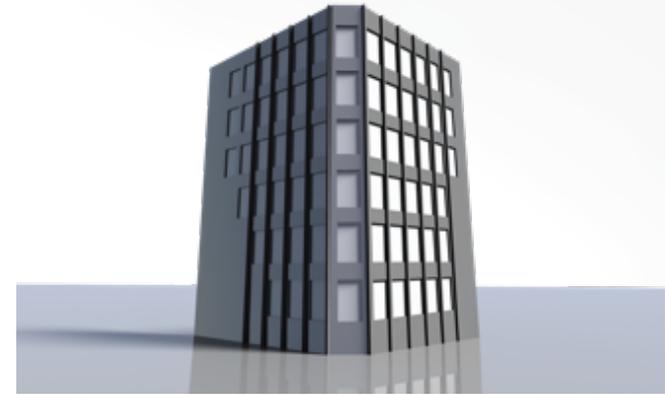


output reconstruction

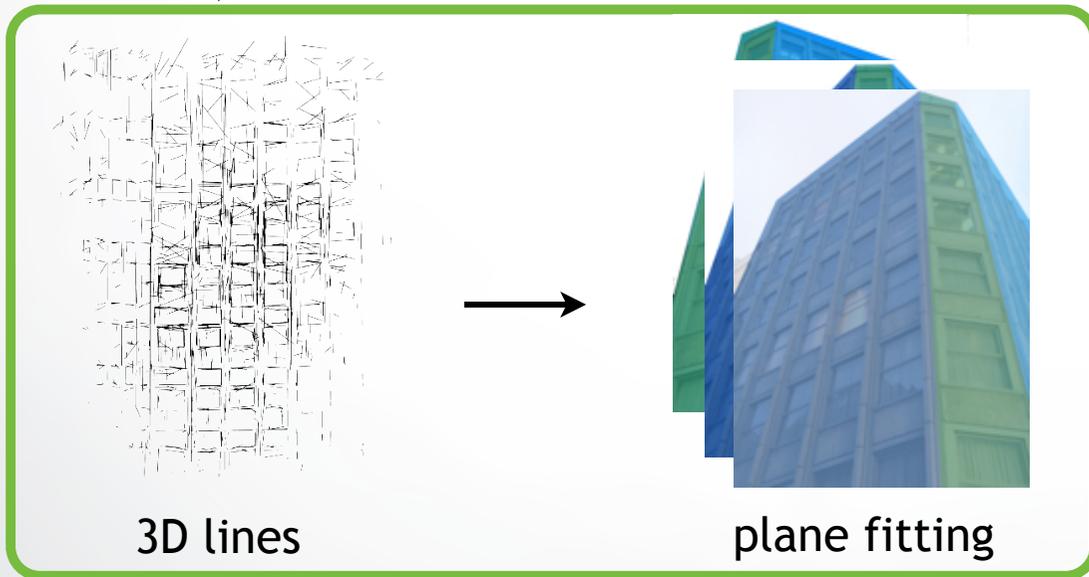
# Summary



input images



output reconstruction



3D lines

plane fitting

geometric priors



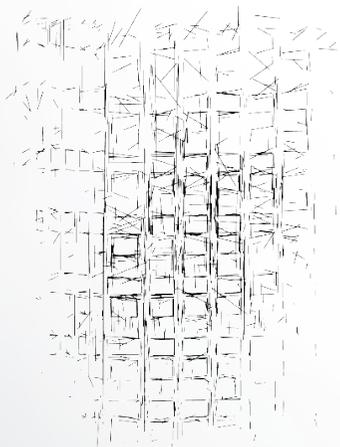
structure detection

structural priors

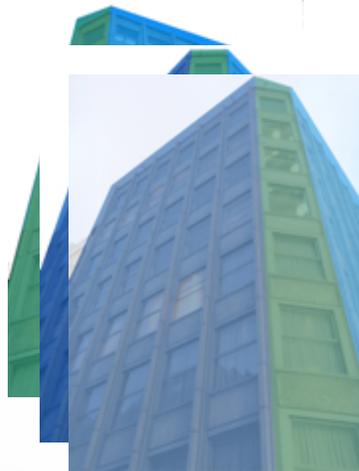
# Summary



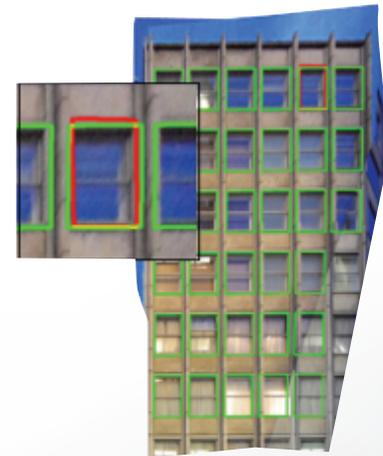
input images



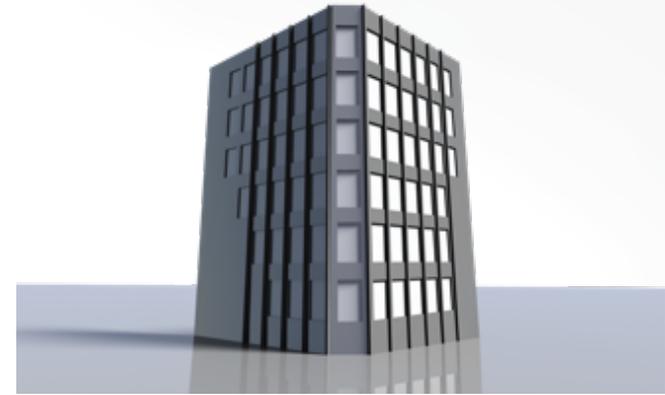
3D lines



plane fitting



structure detection

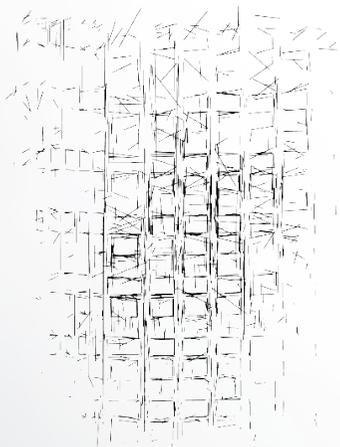


output reconstruction

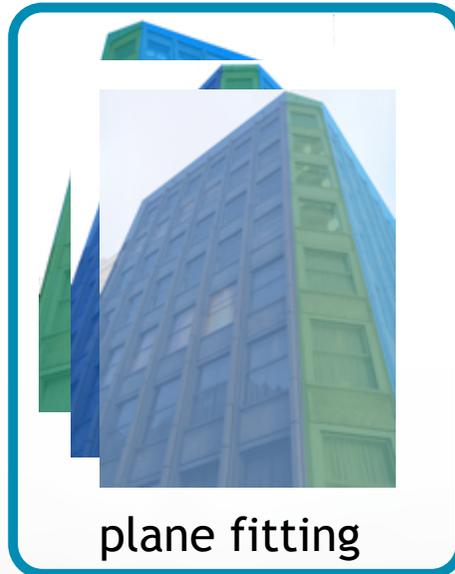
# Summary



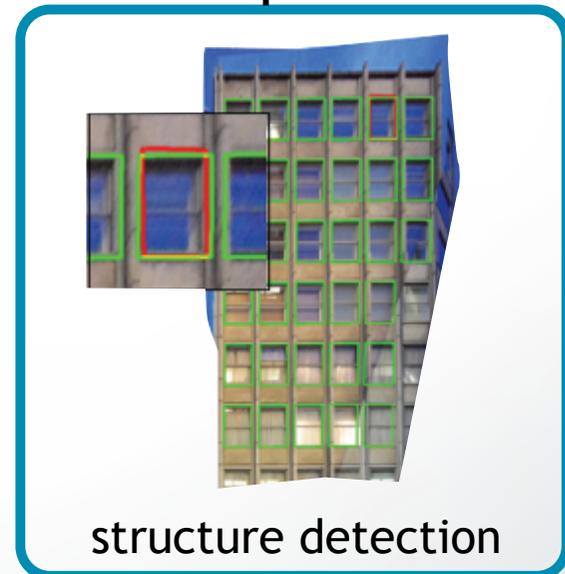
input images



3D lines



plane fitting



structure detection

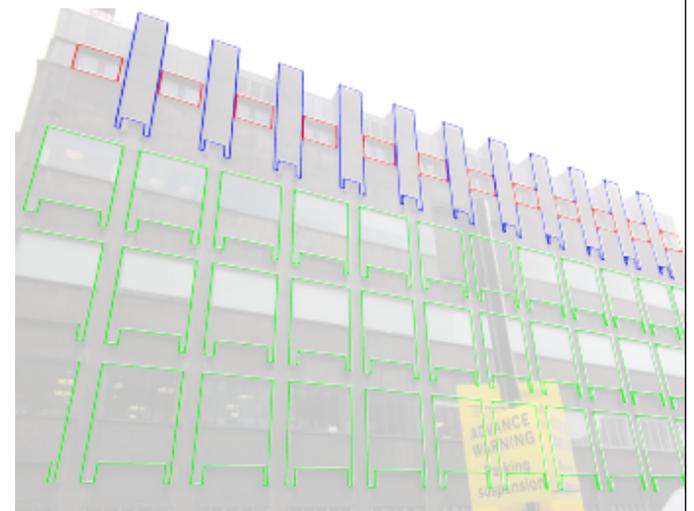
user assistance



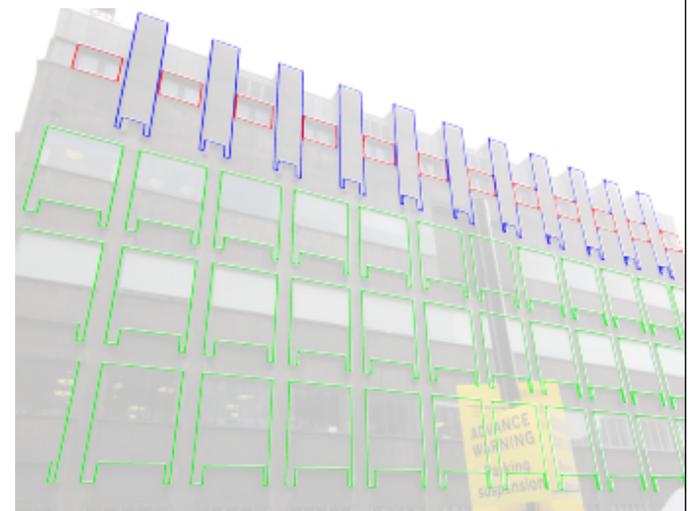
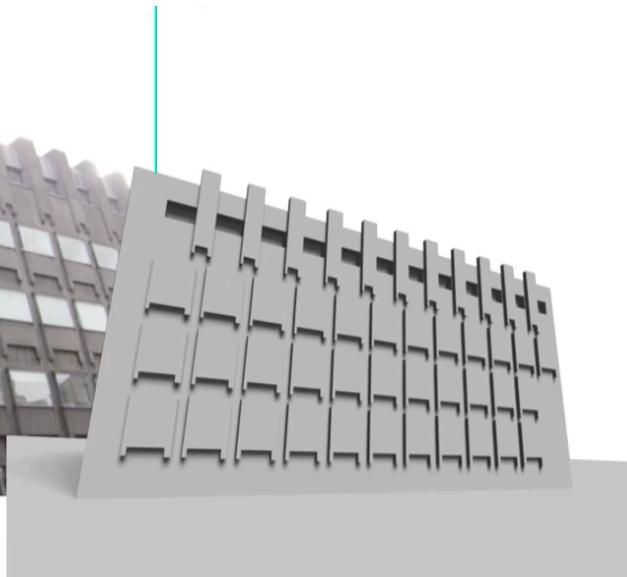
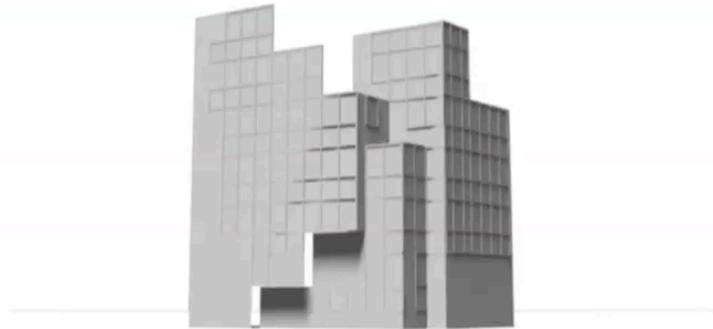
output reconstruction

# Results

# Results



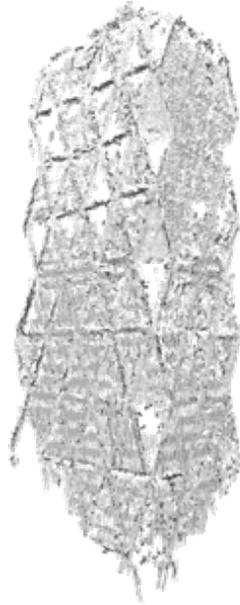
# Results



# Comparison to PMVS



input



PMVS  
Furukawa et al. '09

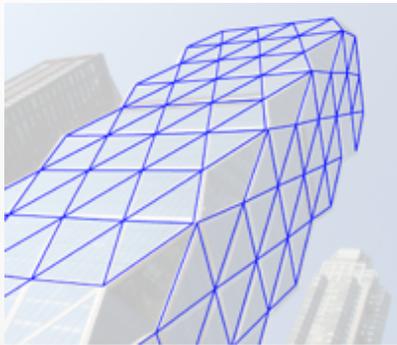


PMVS + Poisson

# Comparison to PMVS



input



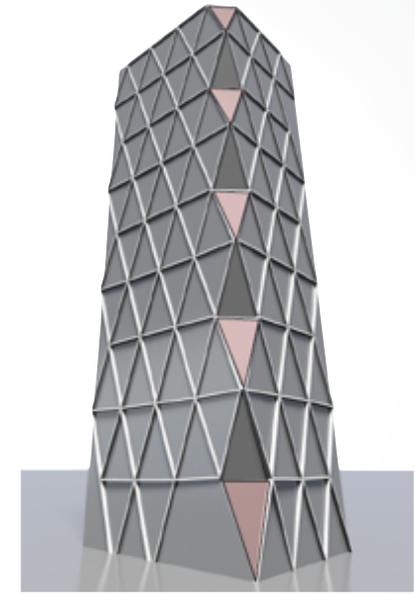
repetition detection



PMVS  
Furukawa et al. '09



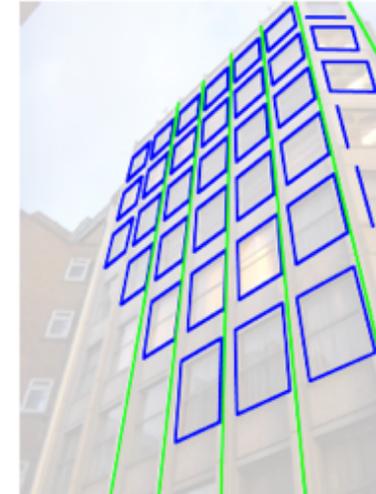
PMVS + Poisson



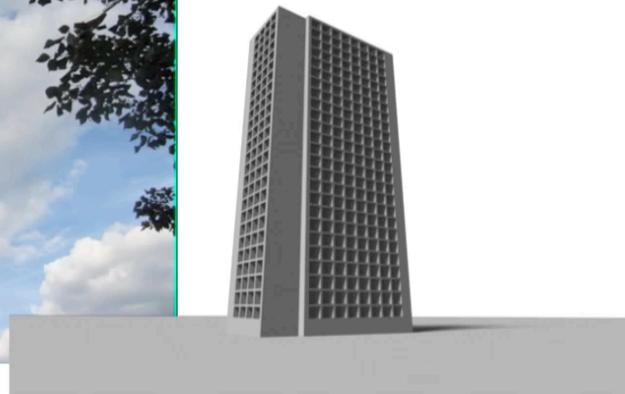
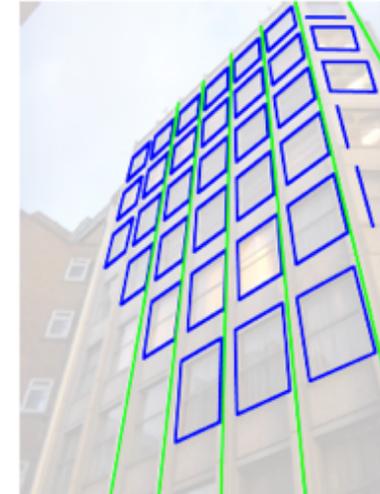
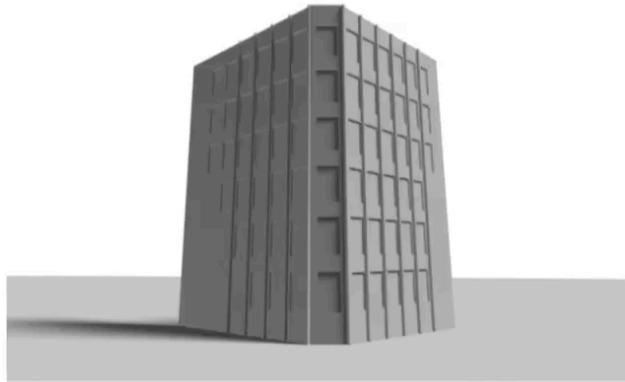
our reconstruction

# More Results

# More Results

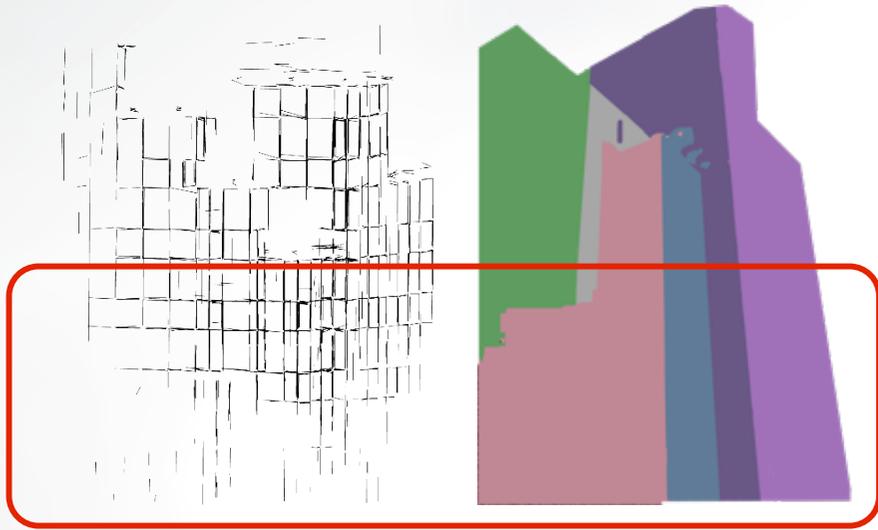


# More Results



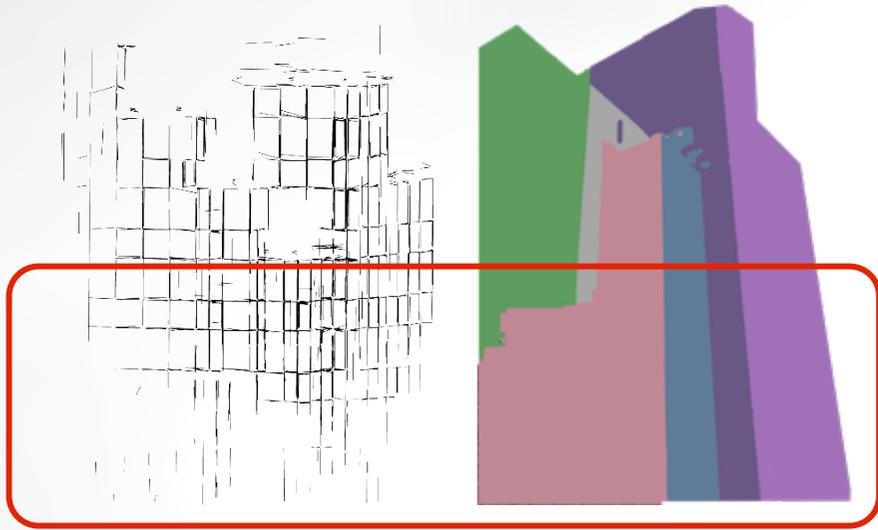
# Limitations

# Limitations



insufficient lines

# Limitations

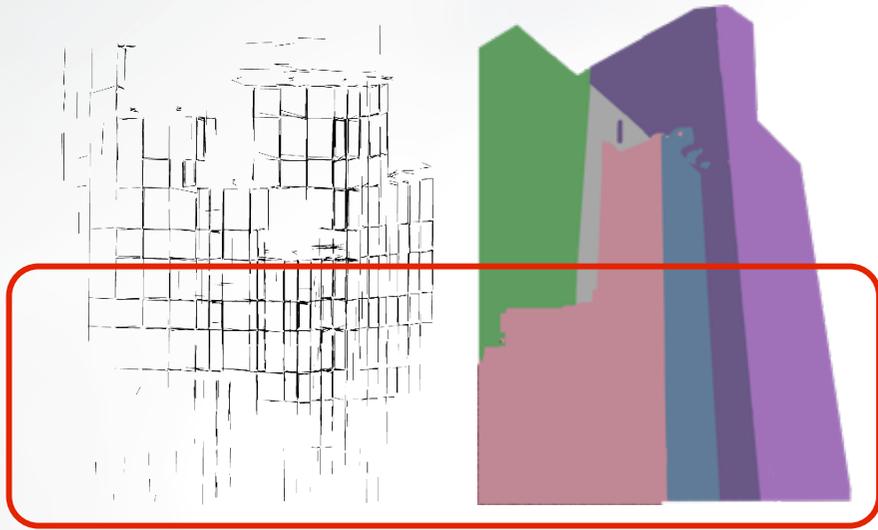


insufficient lines



variations in repetitions

# Limitations



insufficient lines

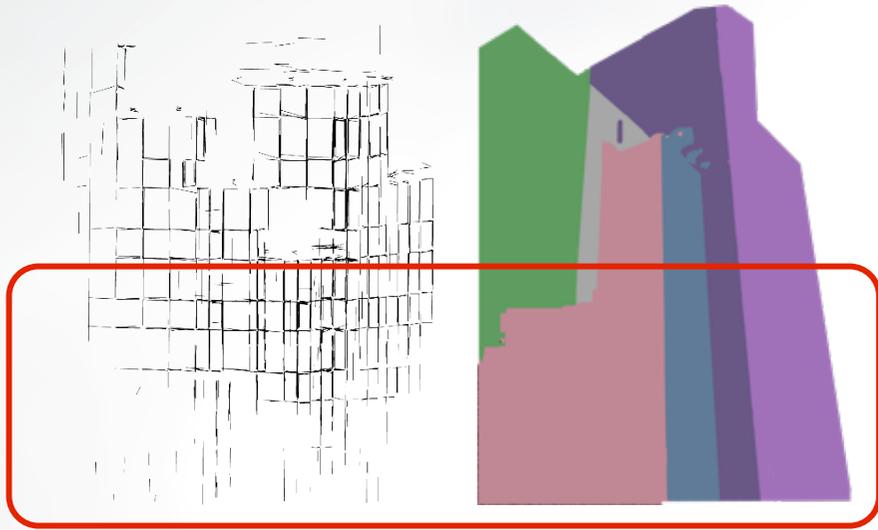


variations in repetitions



curved features

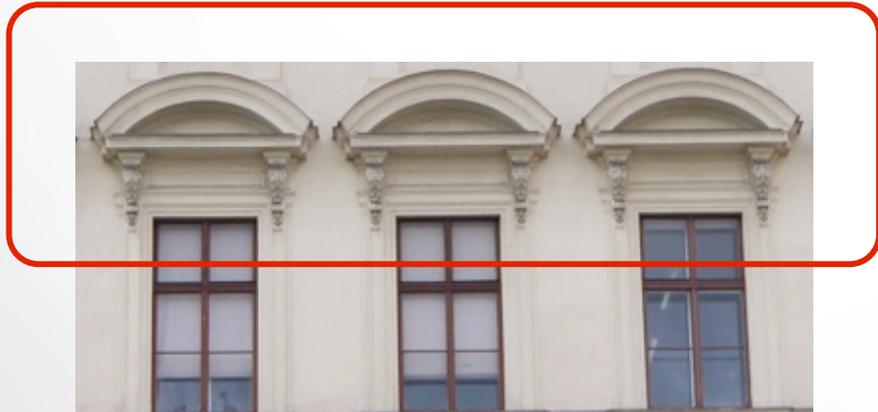
# Limitations



insufficient lines



variations in repetitions



curved features



no repetitions

# What's Next?



building colonies



similar architecture style



Structure-from-Motion

# Acknowledgements

ERC Starting Grant 257453 COSYM

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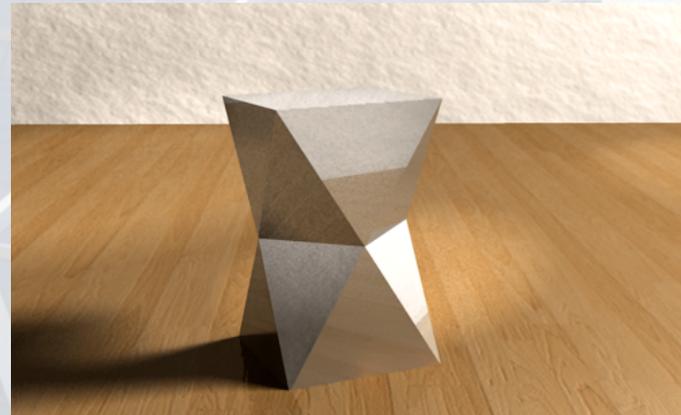
Marie Curie Career Integration Grant 303541

# Thanks...

# ?



input



output

<http://www.duygu-ceylan.com/duygu-ceylan/symmFacade.html>