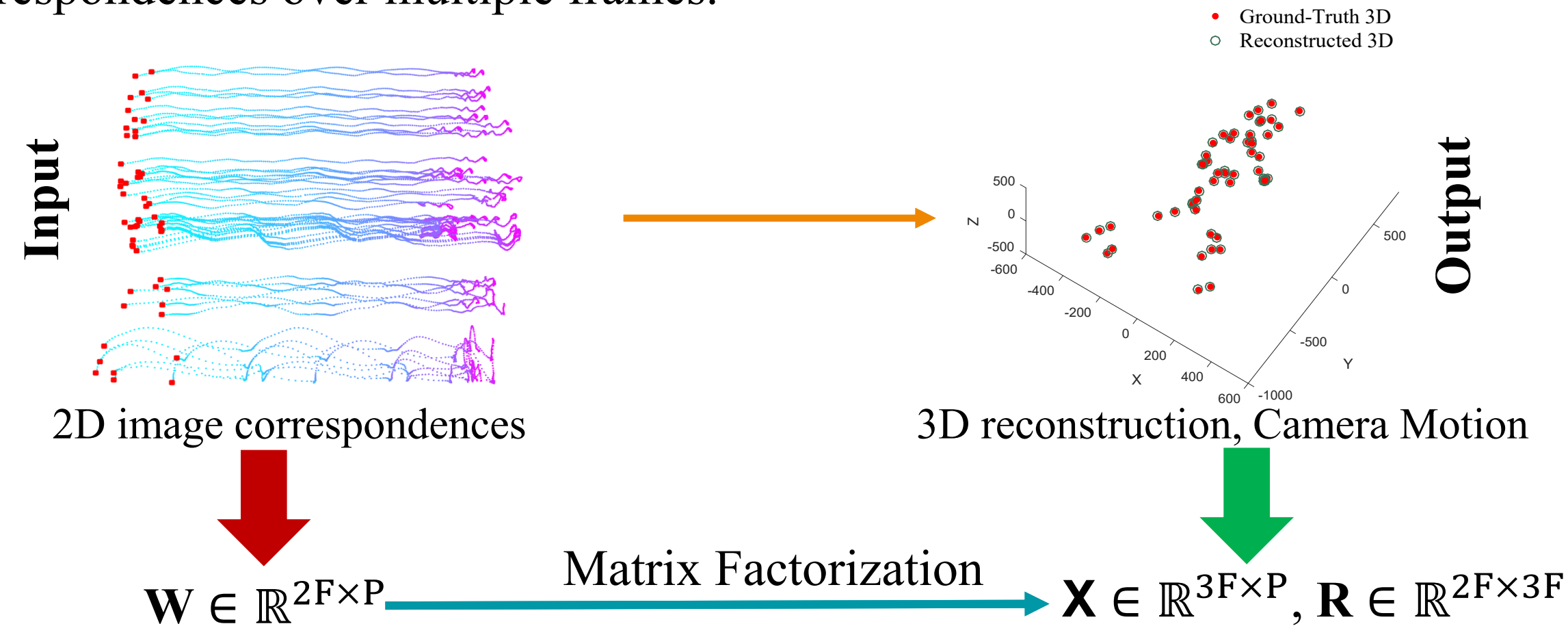


GOAL

- 3D reconstruction of a non-rigidly deforming object using image feature correspondences over multiple frames.



MOTIVATION

- Reinvestigate, improve and enhance the understanding and performance of the classical non-rigid structure from motion factorization.
- Discover novel patterns for solving non-rigid structure from motion with minimal assumptions. Not only for theoretical curiosity but also for practical application.
- Conventional Deep neural network approaches has not shown remarkable progress for this inverse problem.
- Evaluation of progress in non-rigid structure from motion since the seminal matrix factorization work.

ASSUMPTION

- The deforming shape lies in a low-rank space.
- Orthographic camera model.

ORGANIC PRIORS

- Definition:** Intermediate priors that reside in the factorized matrices, which are the results of natural mathematical steps in NRSfM matrix factorization. Such priors carry over within the intermediate factorized matrices, and its existence is independent of camera motion and shape deformation type.
- For rotation estimation:** column triplets in the correction matrix.
- For shape estimation:** singular values in the initial pseudo inverse shape.

CONTRIBUTIONS

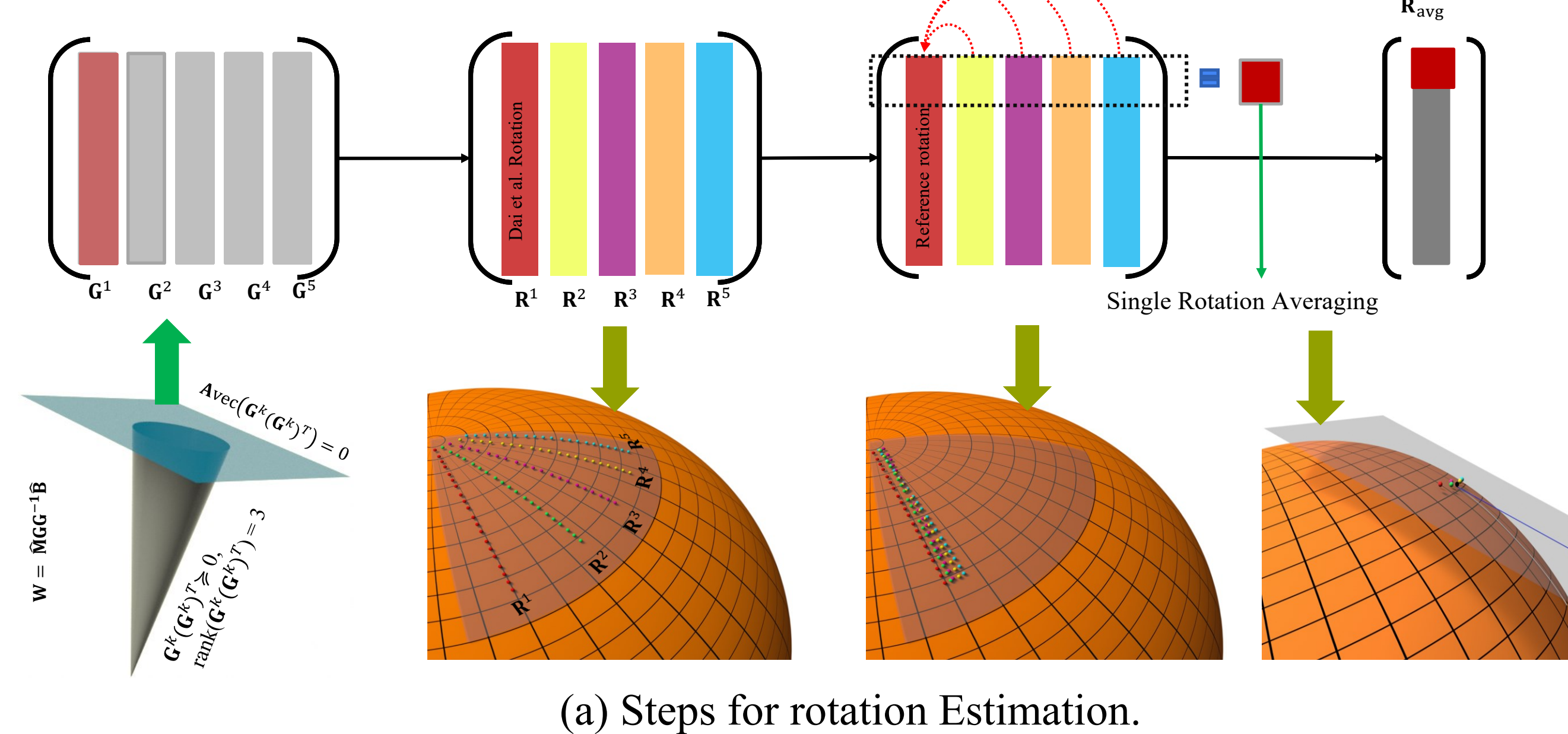
- A methodical approach for solving NRSfM that provides outstanding results using simple matrix factorization under low-rank shape assumption.
- An approach that endorses the use of organic prior rather than extraneous priors or assumptions. Our method introduce single rotation averaging to estimate better rotation while being free from smooth camera motion heuristics.
- A different setup for low-rank shape optimization is proposed. We present a blend of partial sum minimization of singular values theory and weighted nuclear norm optimization for shape recovery. We observed that the proposed optimization better exploits the introduced organic shape priors and yields shape reconstruction superior to other NRSfM matrix factorization methods.

PROPOSED APPROACH

Master Equation

$$W = RX; \quad \widehat{M}\widehat{B} = \text{factorize}(W) \text{ where } \widehat{M} \in \mathbb{R}^{2F \times 3K}, \widehat{B} \in \mathbb{R}^{3K \times P}$$

Rotation Estimation



- Recover $G^k \in \mathbb{R}^{3K \times 3}$ using $\text{svd}(Q_k)$ and its corresponding $R^k \in \mathbb{R}^{2F \times 3}$.
- Map $R^k \in \mathbb{R}^{2F \times 3}$ to $\tilde{R}^k \in \mathbb{R}^{3F \times 3}$ via cross product (correcting for sign).
- Register per frame rotation assuming R^1 as the reference.
- Perform per frame single rotation averaging « Weiszfeld approach » to estimate rotation.
- Arrange the recovered rotation $R^{\text{avg}} \in \mathbb{R}^{3F \times 3}$ into block diagonal structure $R \in \mathbb{R}^{2F \times 3F}$.

Structure Estimation

$$\underset{X, X^\#}{\text{minimize}} \frac{1}{2} \|W - RX\|_F^2 + \mu \|X^\#\|_{*,\theta} \quad \text{subject to: } X^\# = \phi(X)$$

$$\text{where, } \theta_i = \frac{\xi}{\sigma_i(X^\#_{\text{init}}) + \gamma}; \quad \xi, \gamma \text{ are small positive constant; } X^\#_{\text{init}} = \text{pinv}(R)W$$

« Further Observation: First singular value of recovered $X^\#_{\text{init}}$ is generally good. »
Preserve it during minimization.

Combination WNN [2] and PSVT minimization.

$$\underset{X, X^\#}{\text{minimize}} \frac{1}{2} \|W - RX\|_F^2 + \mu \|X^\#\|_{r=1,\theta} \quad \text{subject to: } X^\# = \phi(X)$$

KEY REFERENCES

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- S.Kumar, "Non-rigid structure from motion: Prior-free factorization method revisited" IEEE, WACV 2020, pages 51–60 (R-BMM).
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- Iglesias, J.P., Olsson, C., Valtonen Örnhog, M.: "Accurate optimization of weighted nuclear norm for non-rigid structure from motion" ECCV 2020, pages 21–37 (AOW).
- Jensen, S.H.N., Doest, M.E.B., Aanaes, H., Del Bue, A. "A benchmark and evaluation of non-rigid structure from motion" International Journal of Computer Vision (IJCV) 129(4), 882–899 (2021).

STATISTICAL EVALUATION

| Dataset ↓ / Method → | MP [42] | PTA [3] | CSF1 [18] | CSF2 [20] | KSTA [19] | PND [36] | CNS [37] | BMM [13] | R-BMM [28] | Ours |
|----------------------|---------|---------|---------------|-----------|-----------|---------------|---------------|----------|------------|------------------------|
| Drink | 0.0443 | 0.0250 | 0.0223 | 0.0223 | 0.0156 | 0.0037 | 0.0431 | 0.0266 | 0.0119 | 0.0071 (K = 12) |
| Pickup | 0.0667 | 0.2369 | 0.2301 | 0.2277 | 0.2322 | 0.0372 | 0.1281 | 0.1731 | 0.0198 | 0.0152 (K = 12) |
| Yoga | 0.2331 | 0.1624 | 0.1467 | 0.1464 | 0.1476 | 0.0140 | 0.1845 | 0.1150 | 0.0129 | 0.0122 (K = 10) |
| Stretch | 0.2585 | 0.1088 | 0.0710 | 0.0685 | 0.0674 | 0.0156 | 0.0939 | 0.1034 | 0.0144 | 0.0124 (K = 11) |
| Dance | 0.2639 | 0.2960 | 0.2705 | 0.1983 | 0.2504 | 0.1454 | 0.0759 | 0.1864 | 0.1491 | 0.1209 (K = 4) |
| Face | 0.0357 | 0.0436 | 0.0363 | 0.0314 | 0.0339 | 0.0165 | 0.0248 | 0.0303 | 0.0179 | 0.0145 (K = 7) |
| Walking | 0.5607 | 0.3951 | 0.1863 | 0.1035 | 0.1029 | 0.0465 | 0.0396 | 0.1298 | 0.0882 | 0.0816 (K = 8) |
| Shark | 0.1571 | 0.1804 | 0.0081 | 0.0444 | 0.0160 | 0.0135 | 0.0832 | 0.2311 | 0.0551 | 0.0551 (K = 3) |

(a) e_{3D} Performance Comparison on Motion Capture Dataset [3].

| Method Type → | Sparse NRSfM Methods | | | | | Dense NRSfM Methods | | | | | | |
|---------------|----------------------|---------|-----------|-----------|----------|---------------------|---------|----------|-----------|---------------|---------|---------------|
| | MP [42] | PTA [3] | CSF1 [18] | CSF2 [20] | BMM [13] | Ours | DV [15] | SMSR [5] | CMDR [17] | GM [29] | ND [47] | Ours |
| Face Seq.1 | 0.0926 | 0.1559 | 0.5325 | 0.4677 | 0.4263 | 0.0624 | 0.0531 | 0.1893 | - | 0.0443 | - | 0.0624 |
| Face Seq.2 | 0.0819 | 0.1503 | 0.9266 | 0.7909 | 0.6062 | 0.0451 | 0.0457 | 0.2133 | - | 0.0381 | - | 0.0451 |
| Face Seq.3 | 0.1057 | 0.1252 | 0.5274 | 0.5474 | 0.0784 | 0.0279 | 0.0346 | 0.1345 | 0.0373 | 0.0294 | 0.0450 | 0.0279 |
| Face Seq.4 | 0.0717 | 0.1348 | 0.5392 | 0.5292 | 0.0918 | 0.0419 | 0.0379 | 0.0984 | 0.0369 | 0.0309 | 0.0490 | 0.0419 |

(b) e_{3D} Performance Comparison on Garg et al. dense face sequence.

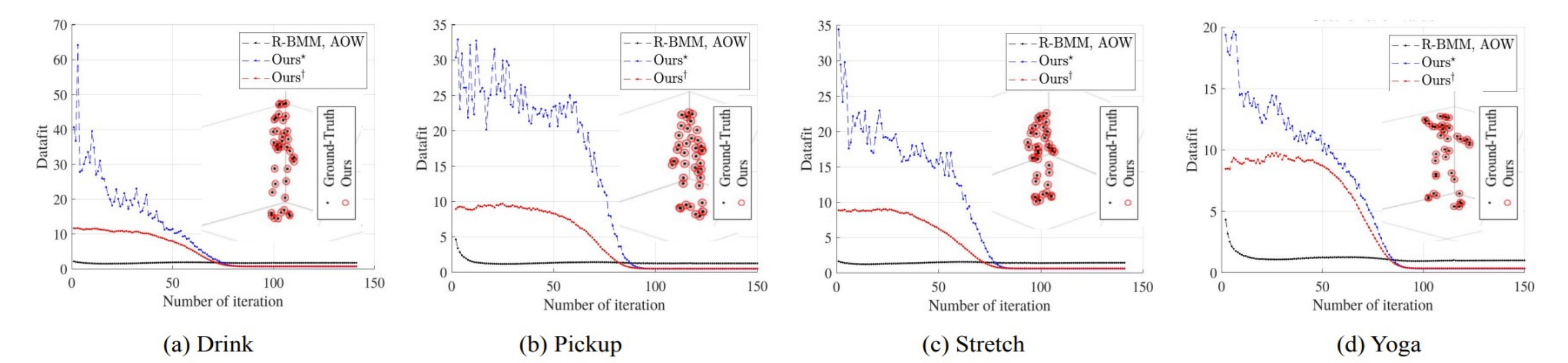
| Data | BMM [13] | R-BMM [28] | AOW [24] | BP [41] | Ours |
|-------------|----------|------------|----------|-------------|----------------------|
| Articulated | 18.49 | 16.00 | 15.03 | 16.10 | 12.18 (K = 8) |
| Balloon | 10.39 | 7.84 | 8.05 | 8.29 | 6.29 (K = 5) |
| Paper | 8.94 | 10.69 | 10.45 | 6.70 | 8.86 (K = 2) |
| Stretch | 10.02 | 7.53 | 9.01 | 7.66 | 6.36 (K = 6) |
| Tearing | 14.23 | 16.34 | 16.20 | 11.26 | 10.91 (K = 6) |

(c) Robust RMSE on NRSfM Challenge Dataset (Jensen et al. [5])

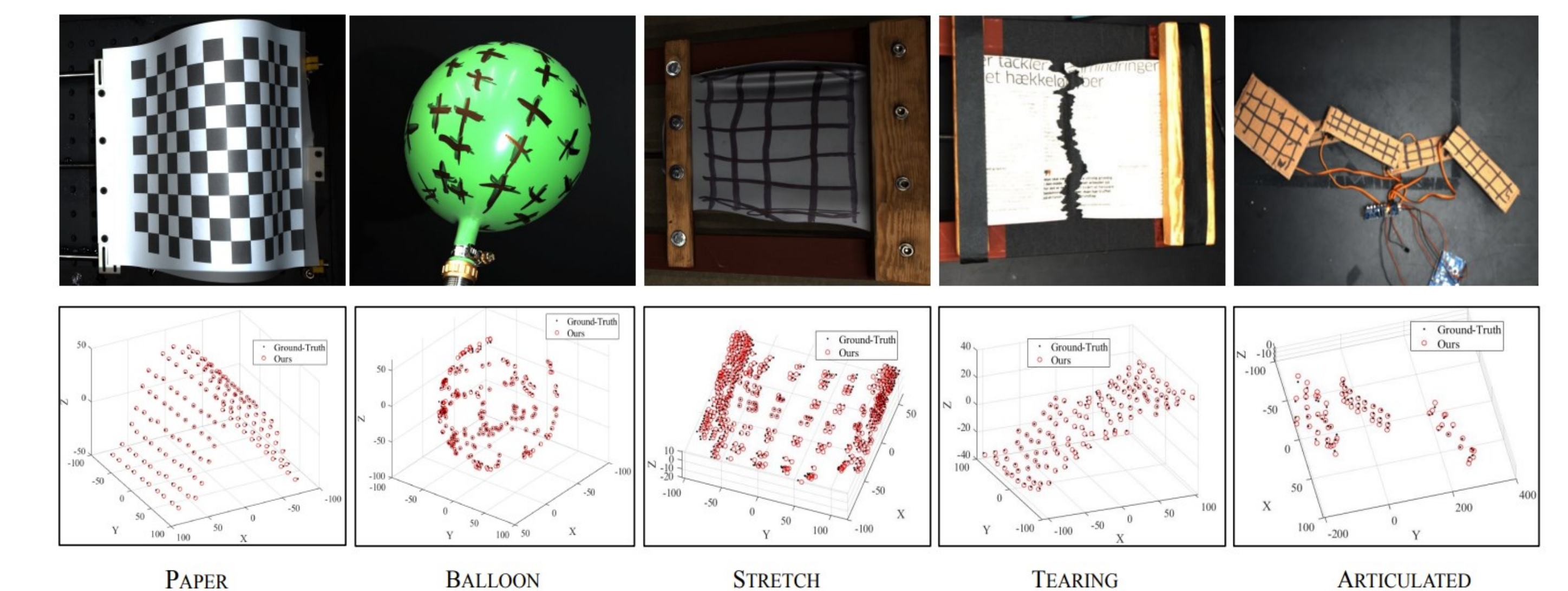
$$e_{3D} = \frac{1}{F} \sum_{i=1}^F \frac{\|x_i^{est} - x_i^{gt}\|_F}{\|x_i^{gt}\|_F} \quad \text{Robust RMSE: } m(X^{gt}, X^{est}) = \sqrt{\frac{1}{FP} \sum_{i,j} t(X_{i,j}^{gt}, X_{i,j}^{est})}$$

*Note: Reference number present in the above tables can be traced from the paper's main draft references.

QUALITATIVE RESULTS



(a) Qualitative Results on Motion Capture Dataset [3].



(b) Qualitative Results on NRSfM Challenge Dataset (Jensen et al. [5])