## Recovering Correct Reconstructions from Indistinguishable Geometry Jared Heinly, Enrique Dunn, Jan-Michael Frahm University of North Carolina at Chapel Hill



## Contributions

- Method is a post-process step to existing structure-frommotion (SfM) pipelines
- Efficiently split reconstruction into consistent sub-models
- Recover correct reconstruction by merging sub-models


## Input



Image Set


Match Graph


3D Model

## Results



| Dataset Name | \# Cameras | \# Points | Time | Time [1] |
| :---: | :---: | :---: | :---: | :---: |
| San Marco (using iconics) | 3372 | 410592 | 3.0 m | 5.6 m |
| Brandenburg Gate | 50 | 8046 | 18 s | 12 s |
| Arc de Triomphe | 192 | 32708 | 1.7 m | 2.7 m |
| Giotto's Campanile | 211 | 52620 | 4.4 m | 22.5 m |

[1] Heinly, Dunn, Frahm, "Correcting for Duplicate Scene Structure in Sparse 3D Reconstruction", ECCV 2014

## Local Clustering Coefficient

Camera
Graph

3D Point Co-occurrence Graph


- Construct point co-occurrence graph
- Take union of co-occurrence entries for 3D points that are spatial neighbors in 2D images
- Compute local clustering coefficient (lcc) for each point
- Measures connectivity of a vertex to its neighbors
$l c c=\frac{2(\# \text { of edges between neighbors })}{(\# \text { of neighbors })(\# \text { of neighbors }-1)}$


## Model Splitting

- Iteratively remove points with lowest lcc from co-occurrence graph, and discard an edge from the camera graph when all of its points have been removed
- Stop removing points when the camera graph no longer forms a single connected component
- Analyze correctness of split in the camera graph using overlapping correspondences

- If non-negligible overlap, identify indistinguishable points
- Expand indistinguishable point set to inliers and nearby 2D image points
- Re-split reconstruction using updated indistinguishable point set

Model Merging


- Find camera pairs from match graph that were not used in final 3D model
- Propose similarity transform to align sub-models by sampling unused camera pairs

