

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



- Compute local clustering coefficient (*lcc*) for each point
- Measures connectivity of a vertex to its neighbors

 $lcc = \frac{2 \,(\# \, of \, edges \, between \, neighbors)}{(\# \, of \, neighbors)(\# \, of \, neighbors - 1)}$



- 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

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



This material is based upon work supported by the National Science Foundation under Grant No. IIS-1252921 and No. IIS-1349074.