

Prior-free 3D Object Tracking

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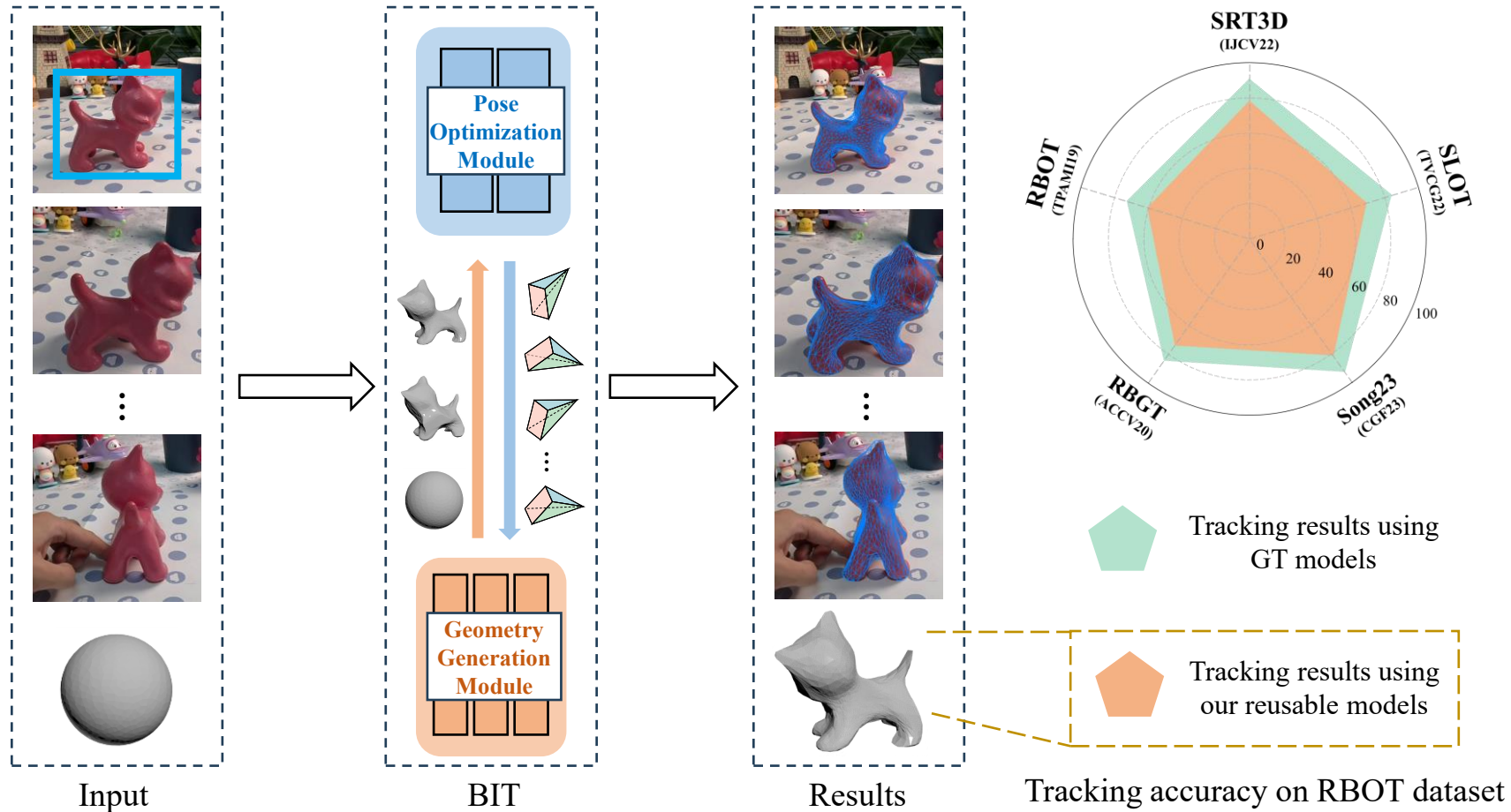
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<https://github.com/songxiuqiang/BIT.git>



Problem Dependence on pre-given **model priors** or **training priors** from annotated data limits the flexibility of 3D object tracking.

Key Idea Automatically generates necessary information for tracking in a **prior-free** manner.

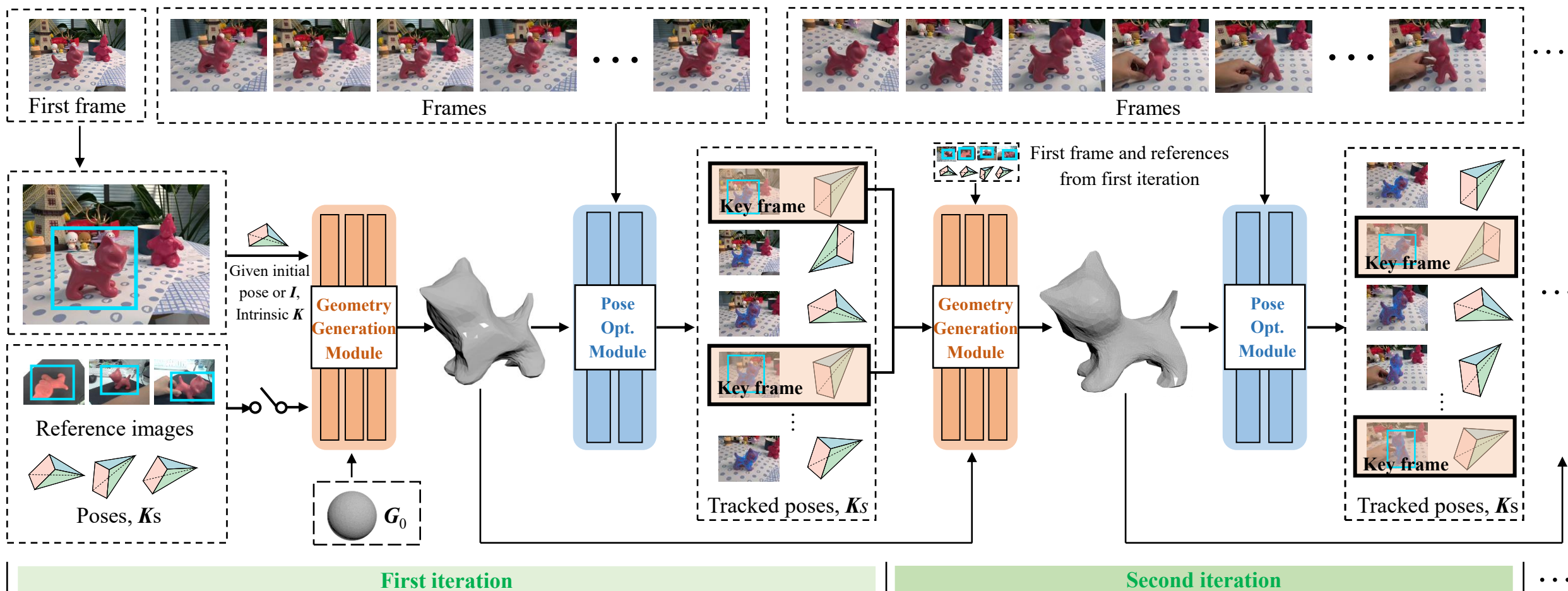


We propose a prior-free tracking method called BIT that is both model-free and training-free.



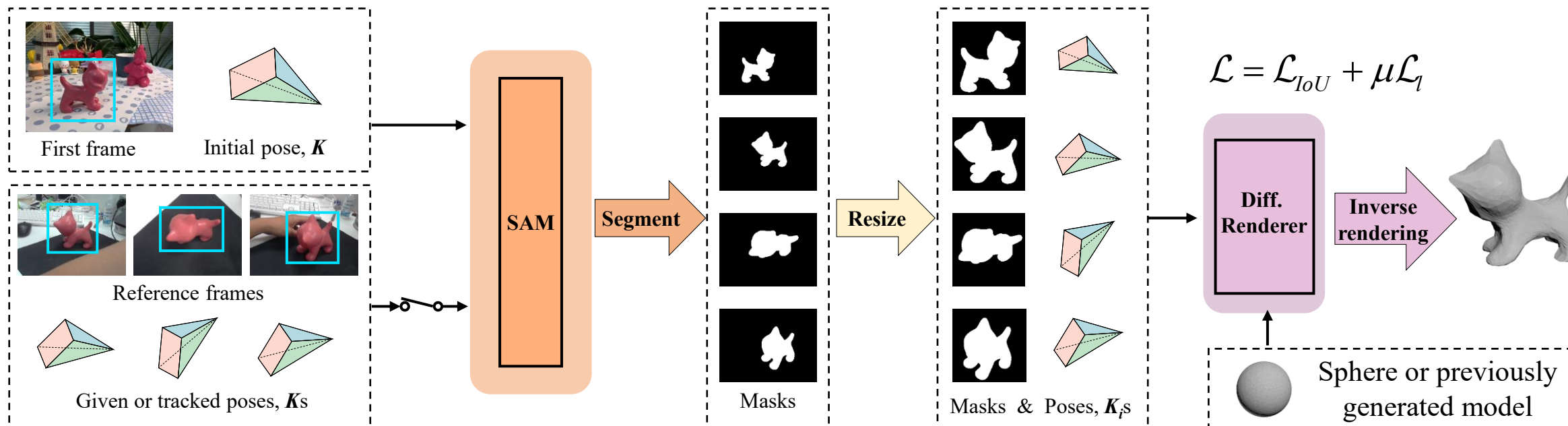
Overview

Overview



Overview of our method BIT.

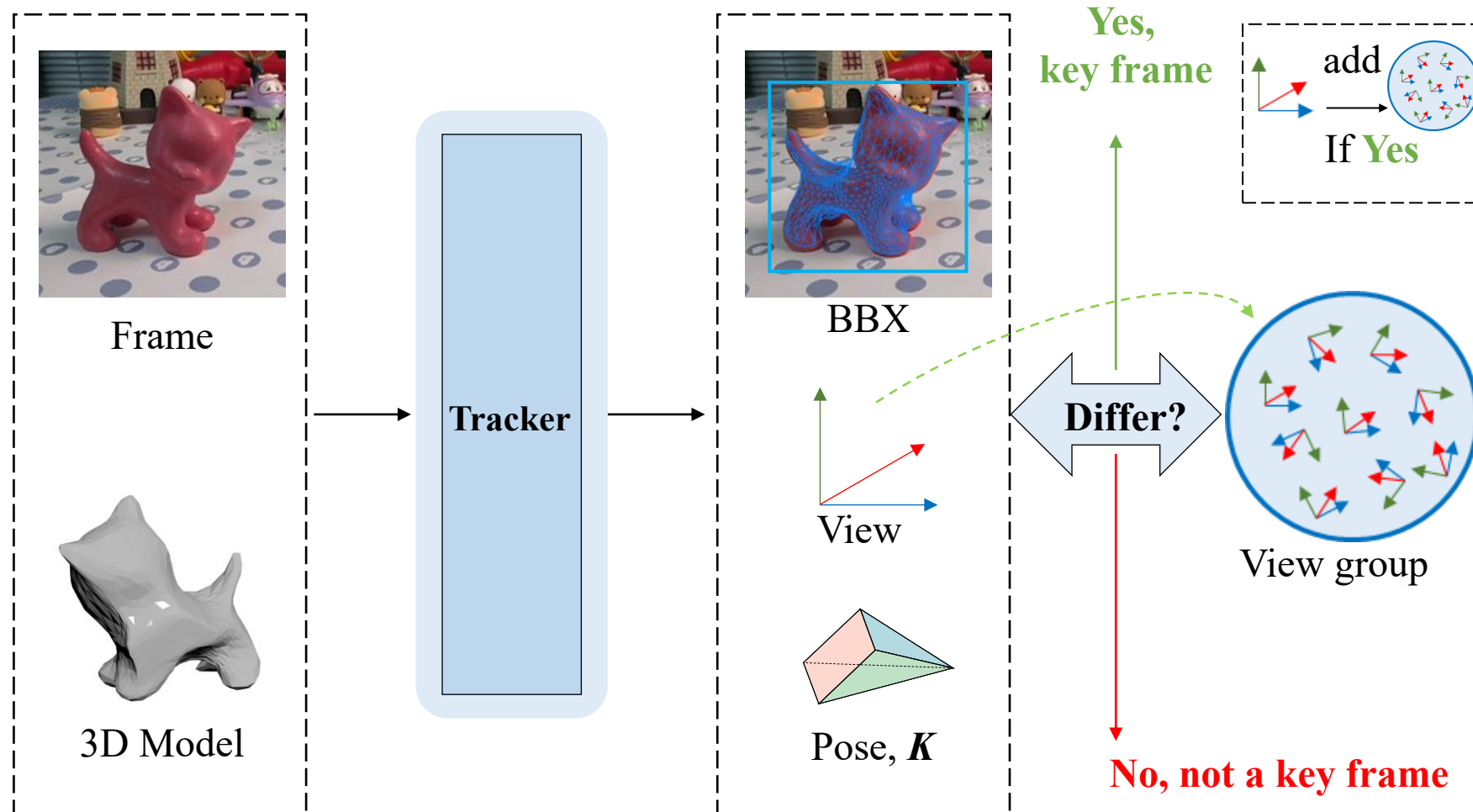
Geometry Generation Module



The geometry generation module.

Pose Optimization Module

Pose Optimization Module



The pose optimization module, which can track the object' s pose and generate key frames for the geometry generation module.



Experiments

Experiments on the MOPED Dataset



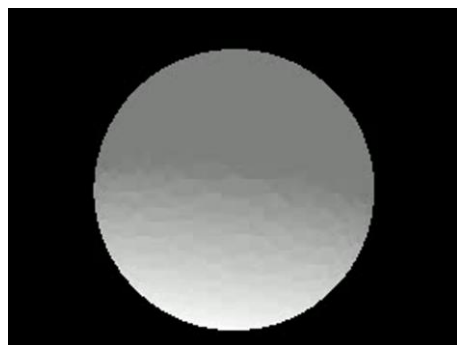
Equipment: Desktop computer with 12700 CPU and a single 3080 GPU (10GB VRAM)

Tracking results on the MOPED dataset under the ADD-AUC (0-10 cm, 0.1 cm step)

Method	Input	Training	Model	Refers	black_drill	duplo_dude	rinse_aid	toy_plane	vim_mug	Avg.↑
PoseRBPF [1]†	RGB-D*	✓	✓	✗	75.3	84.1	<u>87.2</u>	48.6	59.0	70.8
LatentFusion [13]†	RGB-D	✓	✗	✓	89.4	<u>88.9</u>	67.4	82.9	40.0	73.7
LatentFusion [13]‡	RGB-D	✓	✗	✓	74.1	75.4	63.0	55.0	38.3	61.1
PVNet [14]‡	RGB	✓	✓	✗	49.5	43.3	72.9	48.6	67.9	56.4
Gen6D [9]‡	RGB	✓	✗	✓	64.9	59.2	72.0	69.8	51.0	63.4
Ours(0)	RGB	✗	✗	✗	63.1	69.7	80.5	76.2	<u>81.4</u>	<u>74.2</u>
Ours(3)	RGB	✗	✗	✓	<u>82.9</u>	89.9	88.3	<u>81.7</u>	88.4	86.2



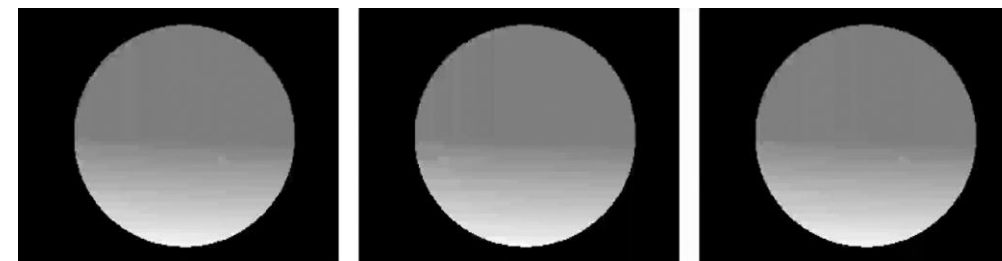
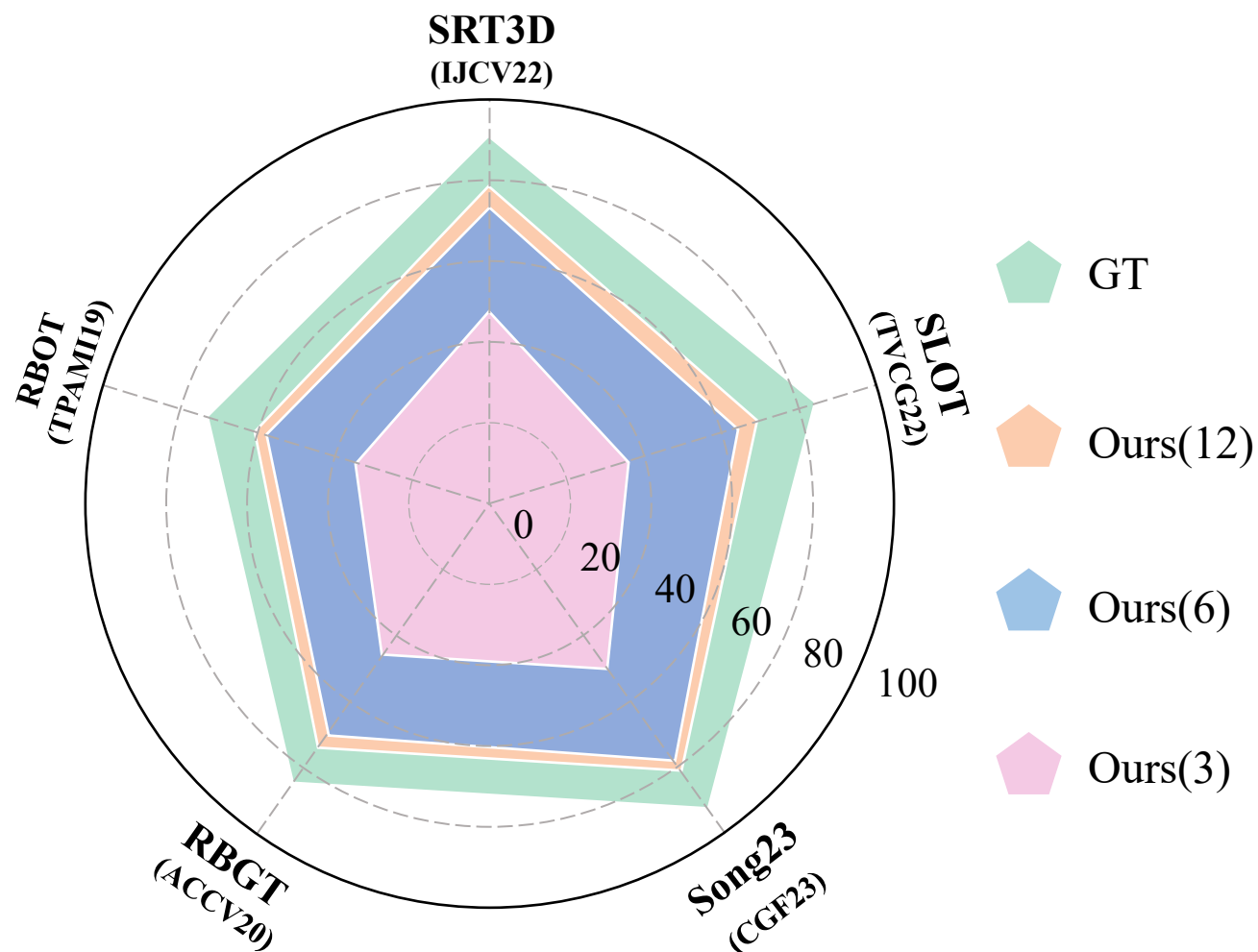
No reference frames



Given 3 reference frames



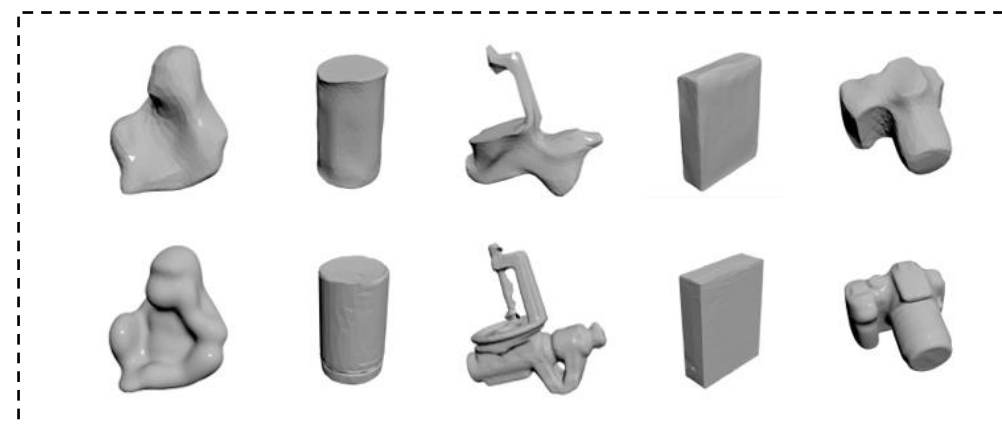
Experiments on the RBOT Dataset



Ours(3)

Ours(6)

Ours(12)



The generated (first row) models and the GT models (second row)

Experiments on the Read-world Scenes



No reference frames



Given 6 reference frames





Thanks!