

EDM: Equirectangular Projection-Oriented Dense Kernelized Feature Matching

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CVPR 2025

Fri 13 Jun 5PM -7PM, ExHall D Poster #92



Problem Definition

Goal: Dense Feature Matching in indoor environments using omnidirectional images

Challenges of Indoor Scenes

- Textureless regions
- Repetitive Patterns
- Prevalent Occlusions



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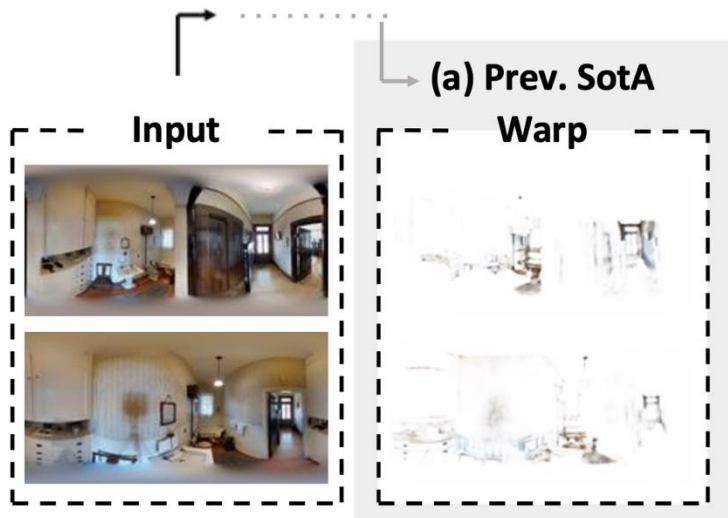


360 cameras can capture global information from a single image.



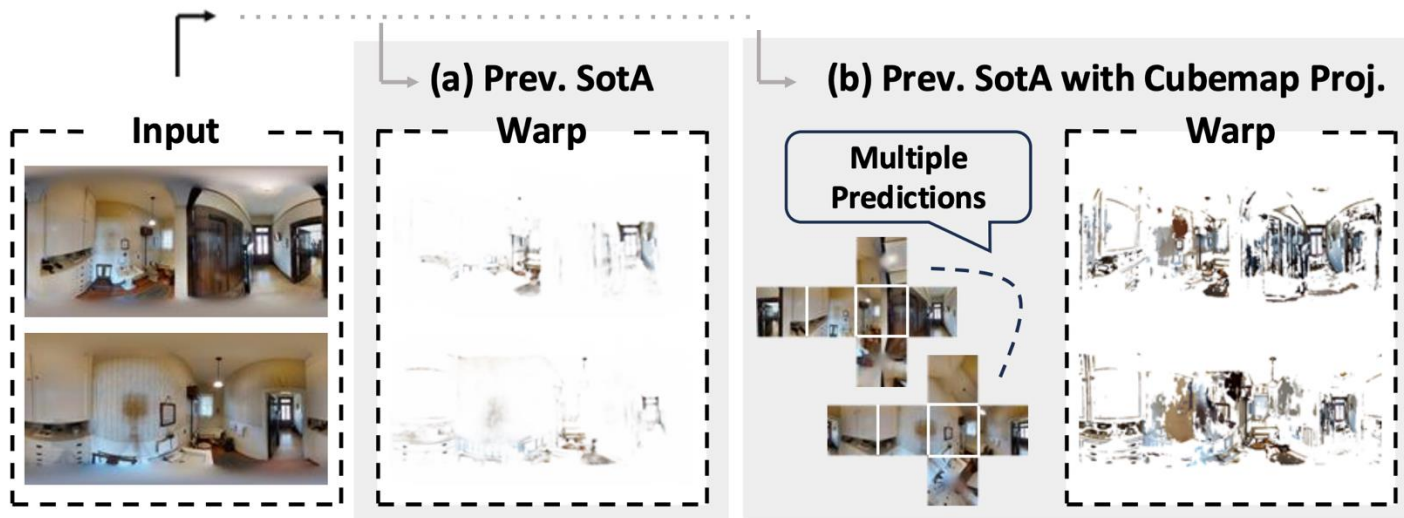
Background and Motivation

- Equirectangular Projection Images have inherent distortion.
- Previous SOTA [1] struggle to achieve accurate matching due to distortion.



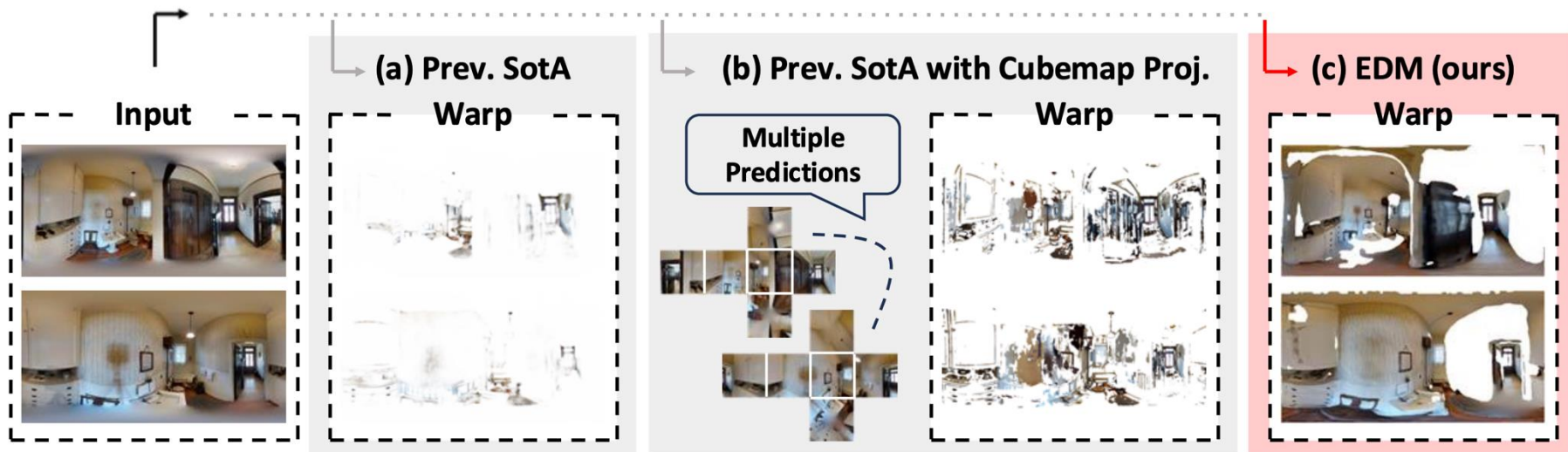
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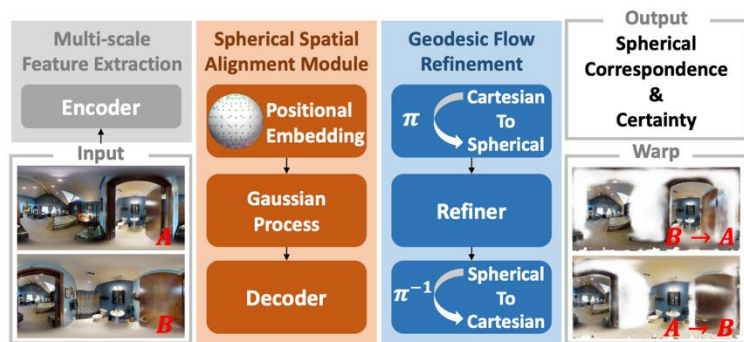
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Method

- First learning-based dense matching algorithm for 360 images
- Network Architecture

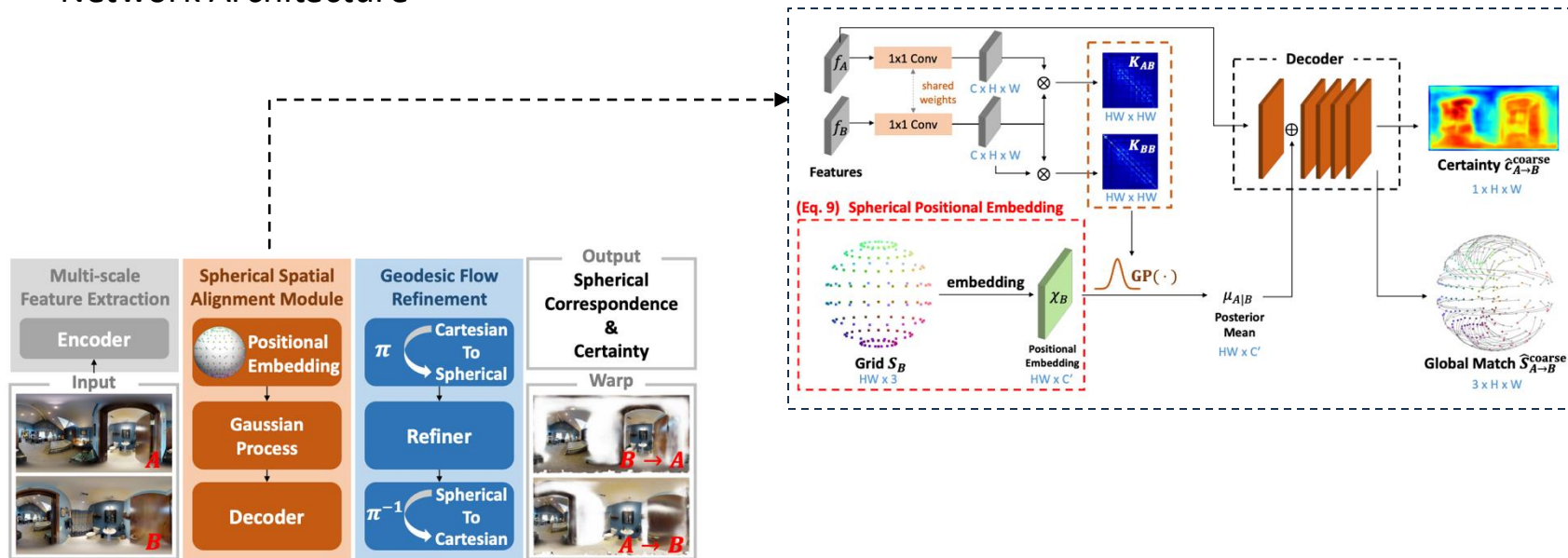


$$\begin{cases} S^x = \sin(\theta) \cos(\phi) \\ S^y = \sin(\theta) \sin(\phi) \\ S^z = \cos(\theta) \end{cases} \quad \begin{cases} \theta = \arctan\left(\frac{S^x}{S^y}\right) \\ \phi = \arcsin\left(\frac{S^z}{|S|}\right) \end{cases}$$



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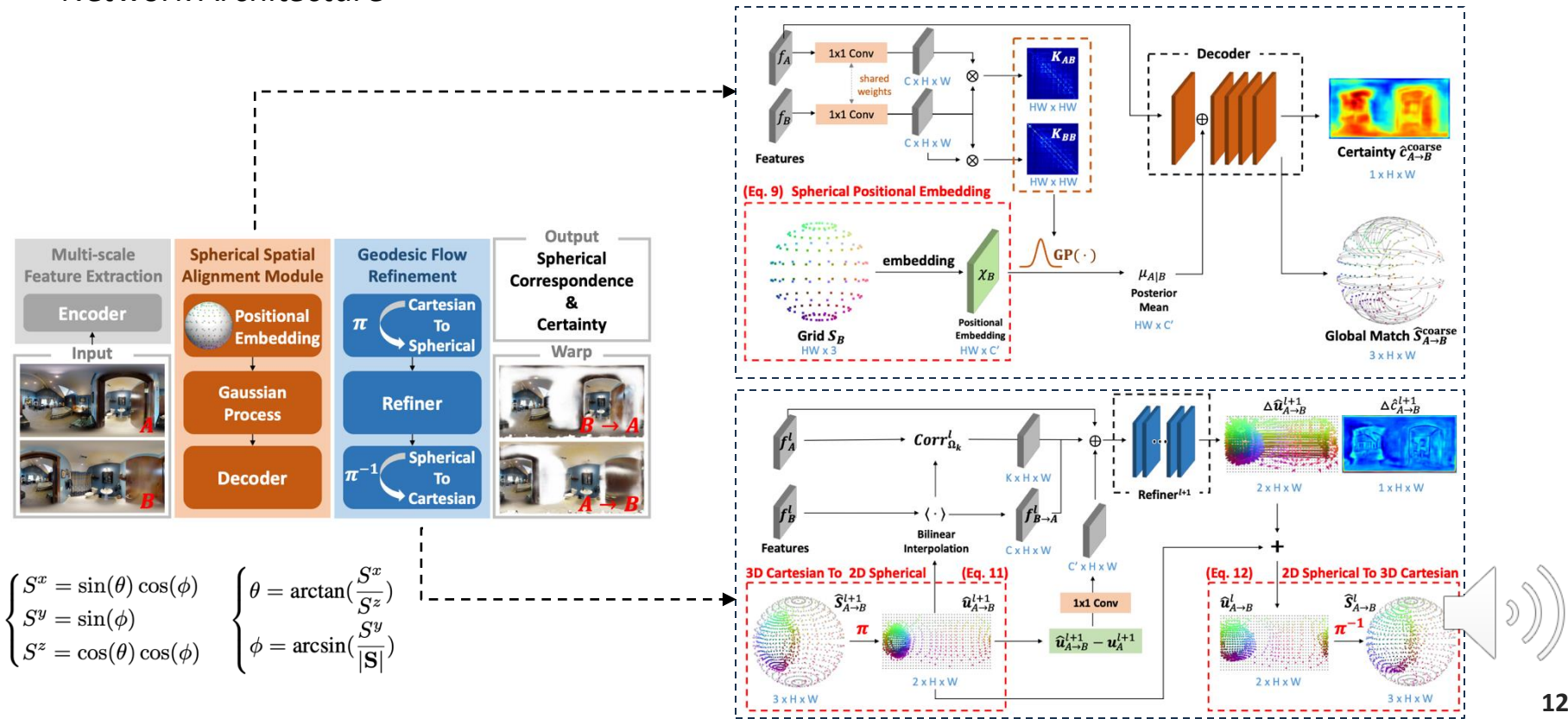


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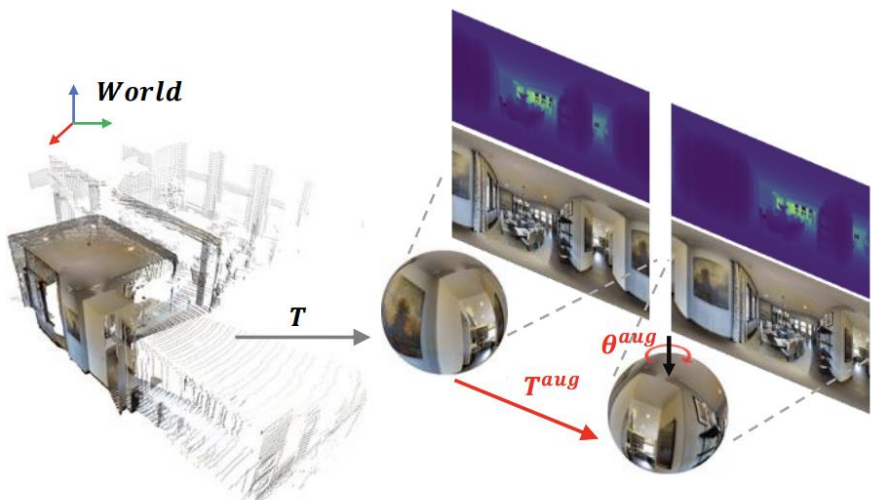
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Quantitative Results

- Rotational Augmentation



$$\begin{cases} I_A \leftarrow I_A \langle \pi \left(T_A^{aug} \pi^{-1} (I_A^{grid}) \right) \rangle \\ D_A \leftarrow D_A \langle \pi \left(T_A^{aug} \pi^{-1} (D_A^{grid}) \right) \rangle \\ T_A \leftarrow T_A T_A^{aug} \end{cases}$$



Quantitative Results

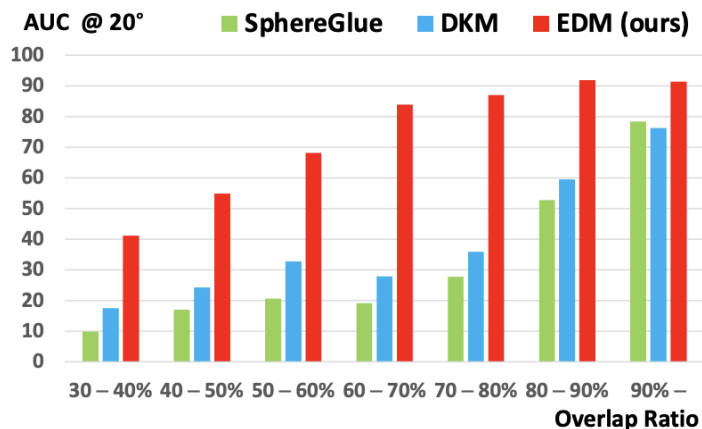
- Rotational Augmentation

Method	Image	Feature	AUC		
			@5°	@10°	@20°
SPHORB [69]	ERP	sparse	0.38	1.41	3.99
SphereGlue [19]	ERP	sparse	11.29	19.95	31.10
DKM [15]	persepctive	dense	18.43	28.50	38.44
RoMa [16]	perspective	dense	12.45	22.37	34.24
EDM (ours)	ERP	dense	45.15	60.99	73.60

Table 1. Quantitative comparison on Matterport3D with recent algorithms. EDM improves AUC@5° by 26.72.

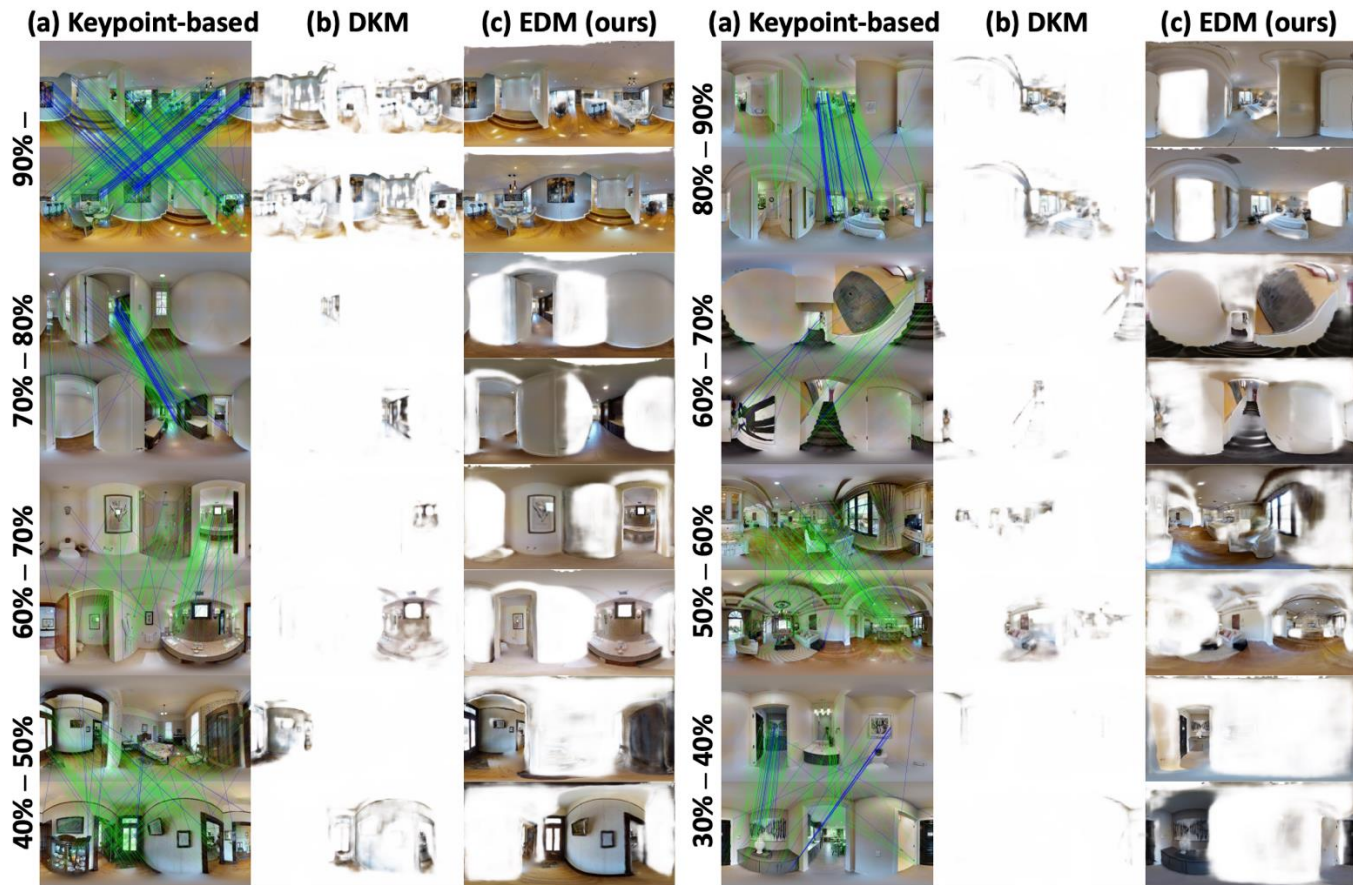
Method	Image	Feature	AUC		
			@5°	@10°	@20°
SPHORB [69]	ERP	sparse	0.14	1.01	4.08
SphereGlue [19]	ERP	sparse	11.25	22.41	36.57
DKM [15]	perspective	dense	12.46	22.18	34.13
RoMa [16]	perspective	dense	11.48	22.52	37.07
EDM (ours)	ERP	dense	55.08	71.65	82.72

Table 2. Quantitative comparison on Stanford2D3D with recent algorithms. EDM improve AUC@5° by 42.62.



Qualitative Results

- Matching



Downstream Task

- Triangulation $AX = b$.

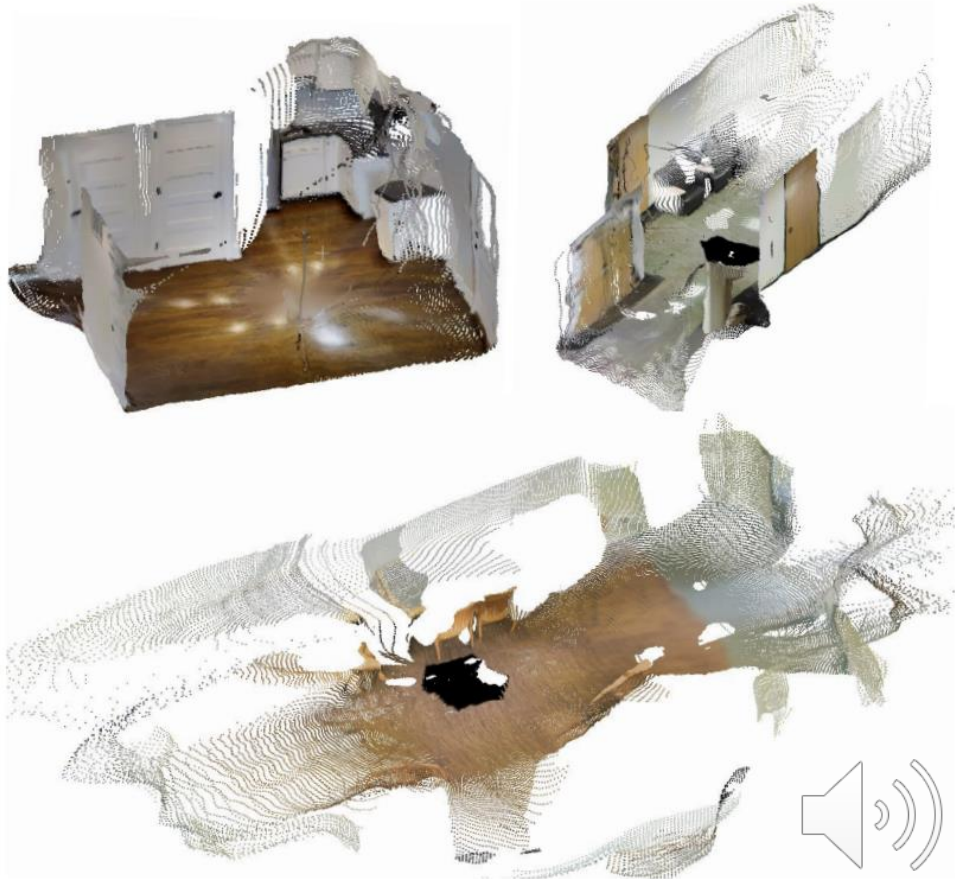
$$\mathbf{S} \times (R(\mathbf{X} - \mathbf{C})) = \mathbf{0},$$

$$S^x \mathbf{r}^{3T}(\mathbf{X} - \mathbf{C}) - S^z \mathbf{r}^{1T}(\mathbf{X} - \mathbf{C}) = 0,$$

$$S^y \mathbf{r}^{3T}(\mathbf{X} - \mathbf{C}) - S^z \mathbf{r}^{2T}(\mathbf{X} - \mathbf{C}) = 0,$$

$$S^x \mathbf{r}^{2T}(\mathbf{X} - \mathbf{C}) - S^y \mathbf{r}^{1T}(\mathbf{X} - \mathbf{C}) = 0,$$

$$A = \begin{pmatrix} S_{\mathcal{M}}^x \mathbf{r}_{\mathcal{M}}^{3T} - S_{\mathcal{M}}^z \mathbf{r}_{\mathcal{M}}^{1T} \\ S_{\mathcal{M}}^y \mathbf{r}_{\mathcal{M}}^{3T} - S_{\mathcal{M}}^z \mathbf{r}_{\mathcal{M}}^{2T} \\ S_{\mathcal{N}}^x \mathbf{r}_{\mathcal{N}}^{3T} - S_{\mathcal{N}}^z \mathbf{r}_{\mathcal{N}}^{1T} \\ S_{\mathcal{N}}^y \mathbf{r}_{\mathcal{N}}^{3T} - S_{\mathcal{N}}^z \mathbf{r}_{\mathcal{N}}^{2T} \end{pmatrix} \mathbf{b} = \begin{pmatrix} (S_{\mathcal{M}}^x \mathbf{r}_{\mathcal{M}}^{3T} - S_{\mathcal{M}}^z \mathbf{r}_{\mathcal{M}}^{1T}) \mathbf{C}_{\mathcal{M}} \\ (S_{\mathcal{M}}^y \mathbf{r}_{\mathcal{M}}^{3T} - S_{\mathcal{M}}^z \mathbf{r}_{\mathcal{M}}^{2T}) \mathbf{C}_{\mathcal{M}} \\ (S_{\mathcal{N}}^x \mathbf{r}_{\mathcal{N}}^{3T} - S_{\mathcal{N}}^z \mathbf{r}_{\mathcal{N}}^{1T}) \mathbf{C}_{\mathcal{N}} \\ (S_{\mathcal{N}}^y \mathbf{r}_{\mathcal{N}}^{3T} - S_{\mathcal{N}}^z \mathbf{r}_{\mathcal{N}}^{2T}) \mathbf{C}_{\mathcal{N}} \end{pmatrix}$$



Thank you

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