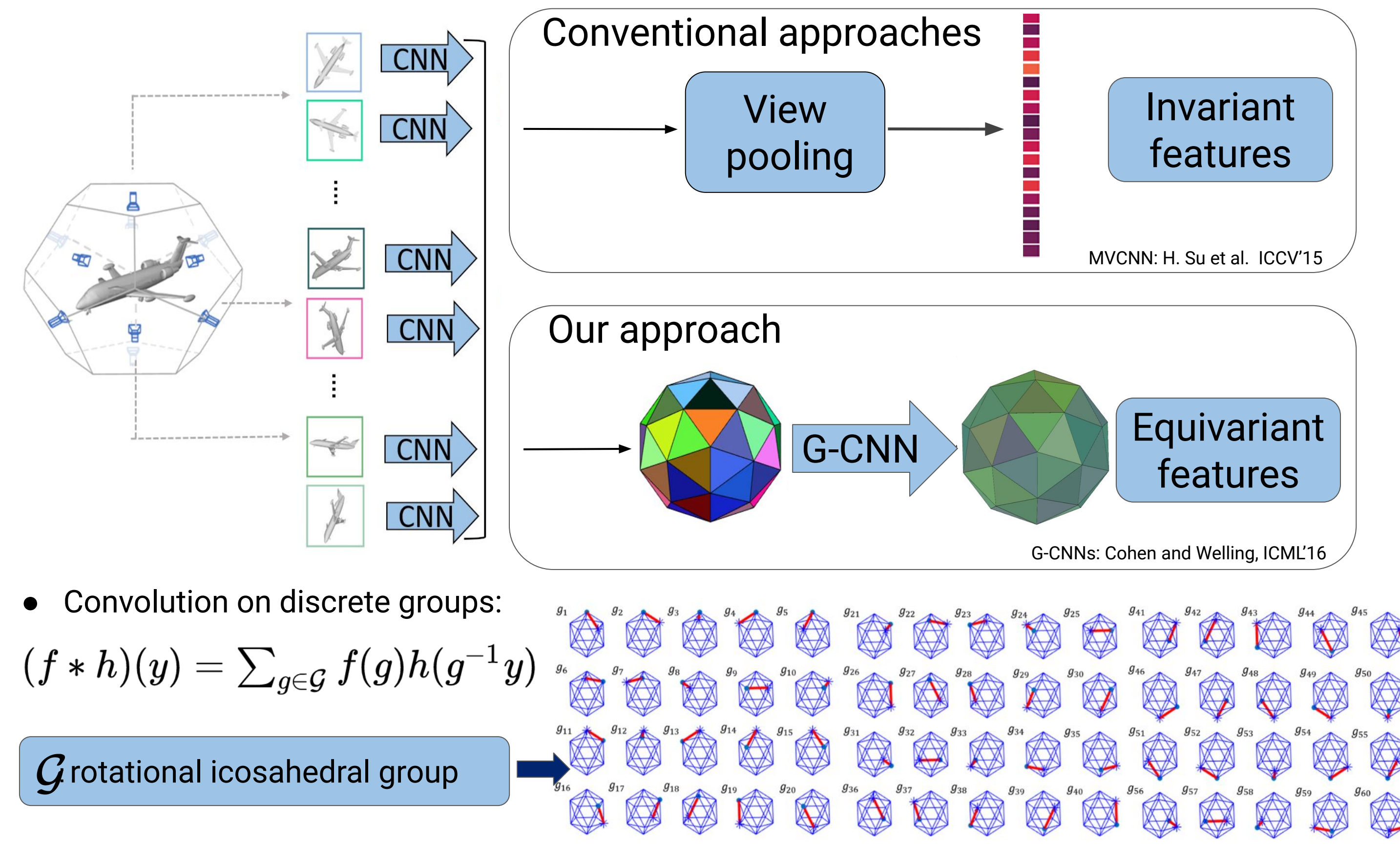




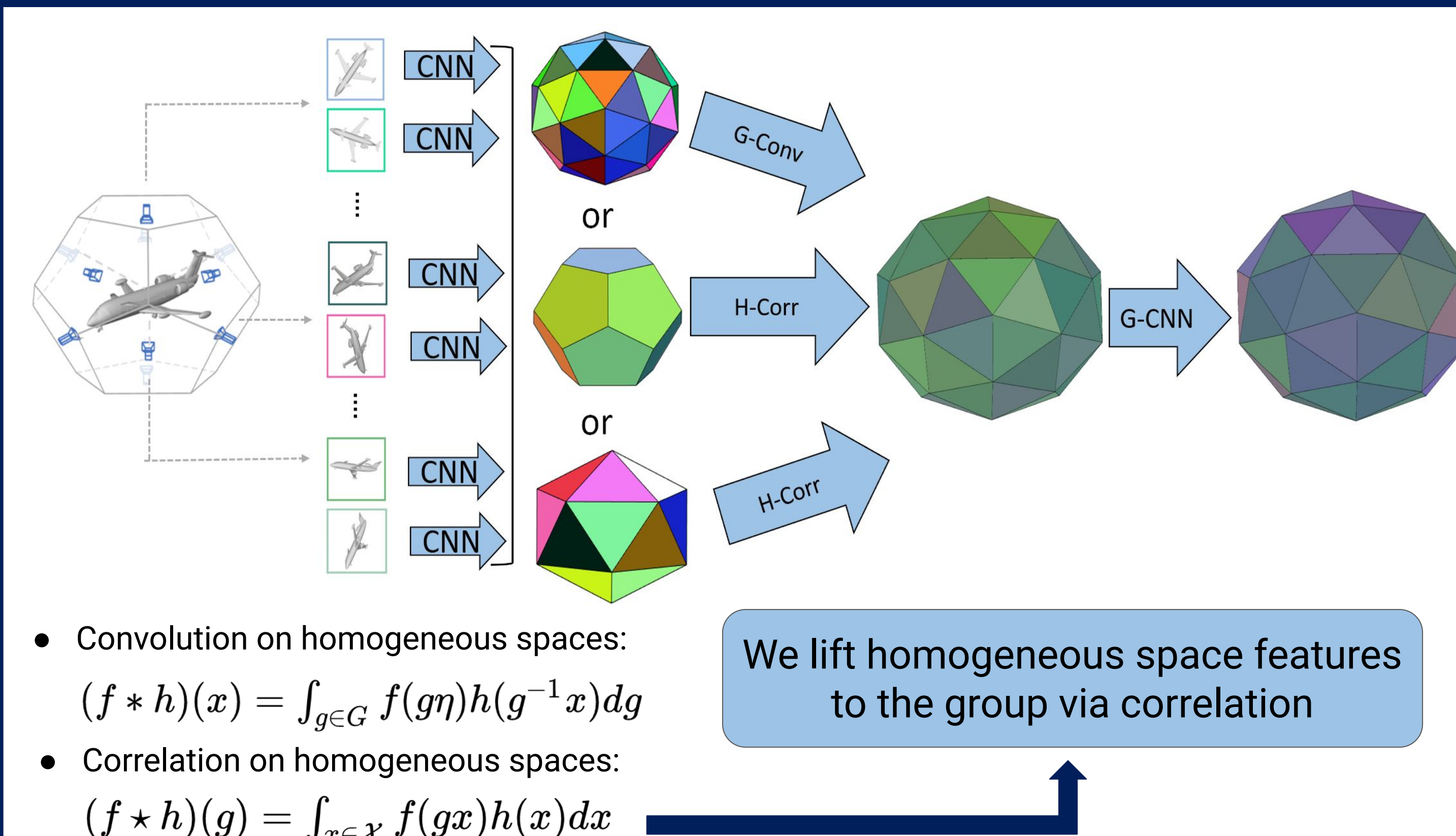
## Introduction

- ❖ Equivariant representations reduce sample and model complexity.
- ❖ In 3D vision, we seek equivariance to the group of 3D rotations,  $SO(3)$ .
  - Currently, this requires specialized architecture and feature topology.
  - State-of-the-art methods use multi-view 2D CNNs and are not equivariant.
- ❖ We propose a group convolutional approach to multi-view aggregation, enabling joint equivariant reasoning over all views.
- ❖ Our model can also operate on homogeneous spaces of the rotation group.
- ❖ Applications to 3D shape analysis and panoramic scene classification.

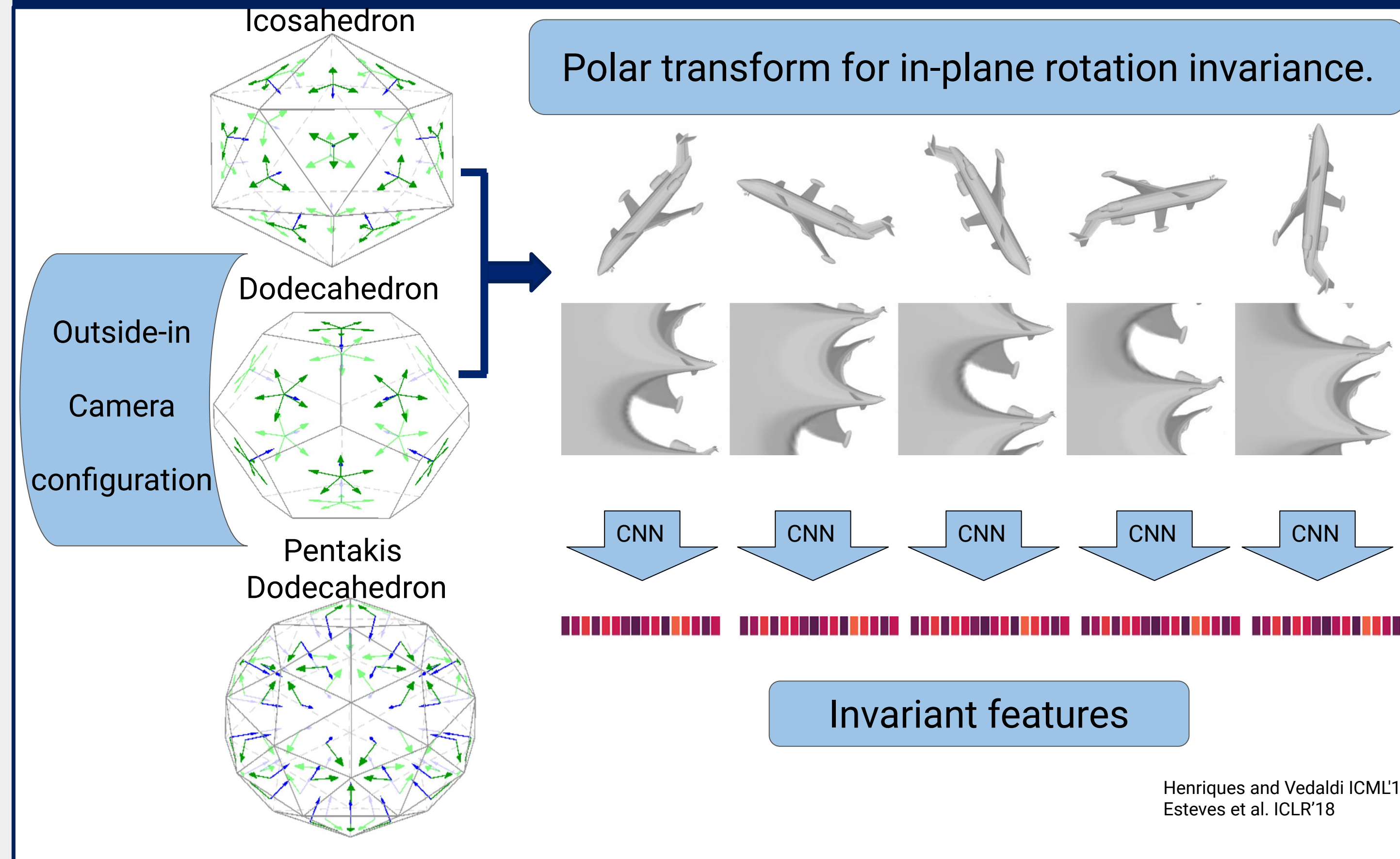
## Multi-View to Equivariant Multi-View Networks



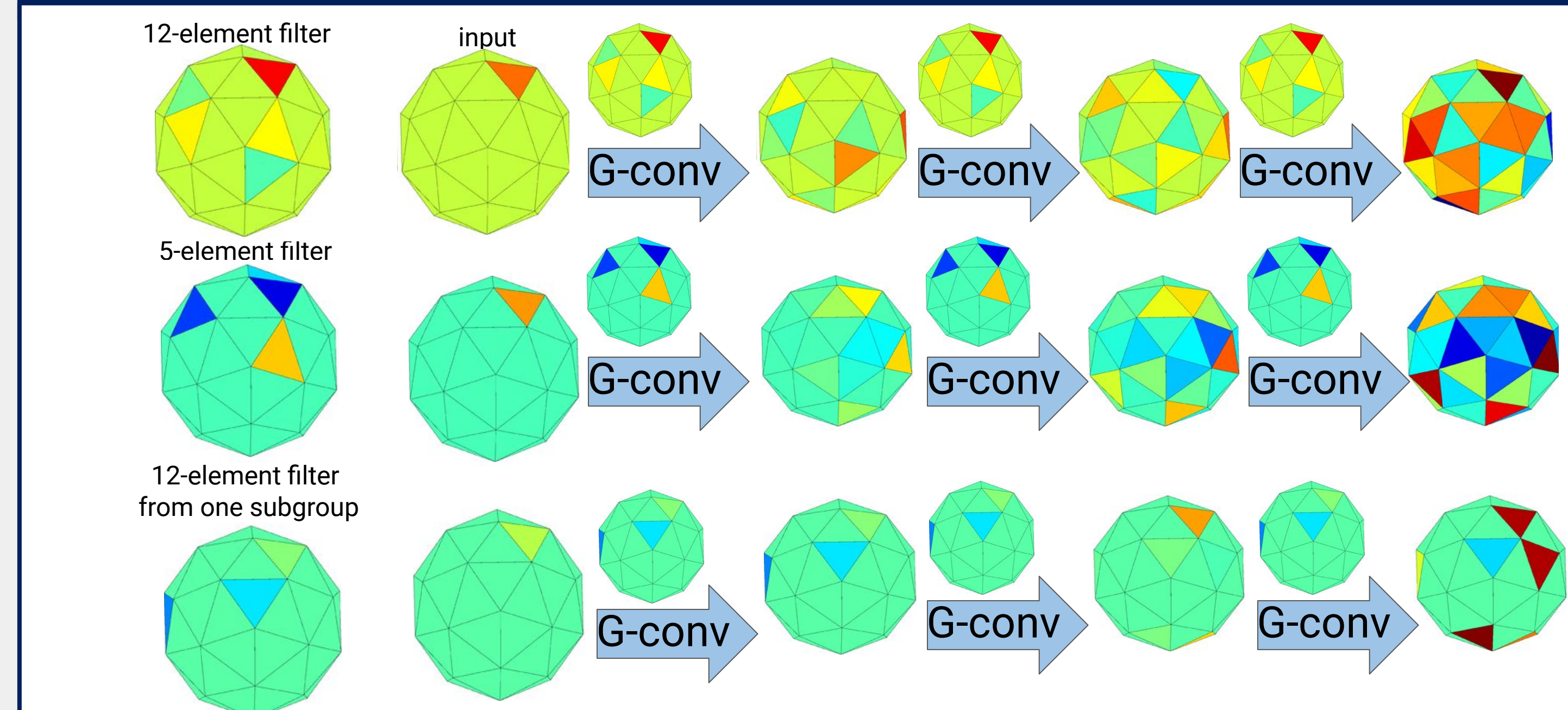
## EMVN on group or homogeneous spaces



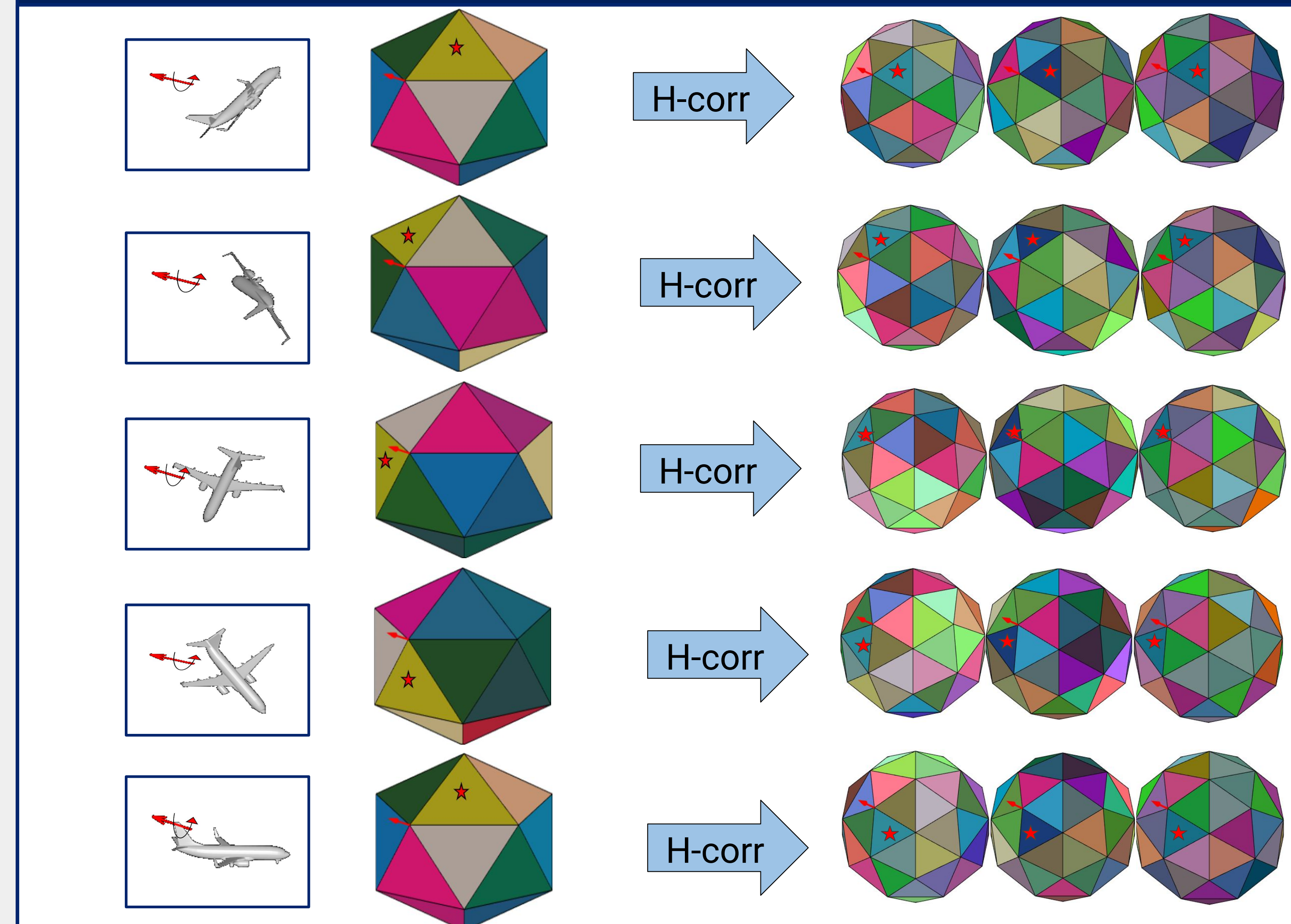
## Variable number of input views



## Localizing filters on the discrete rotation group

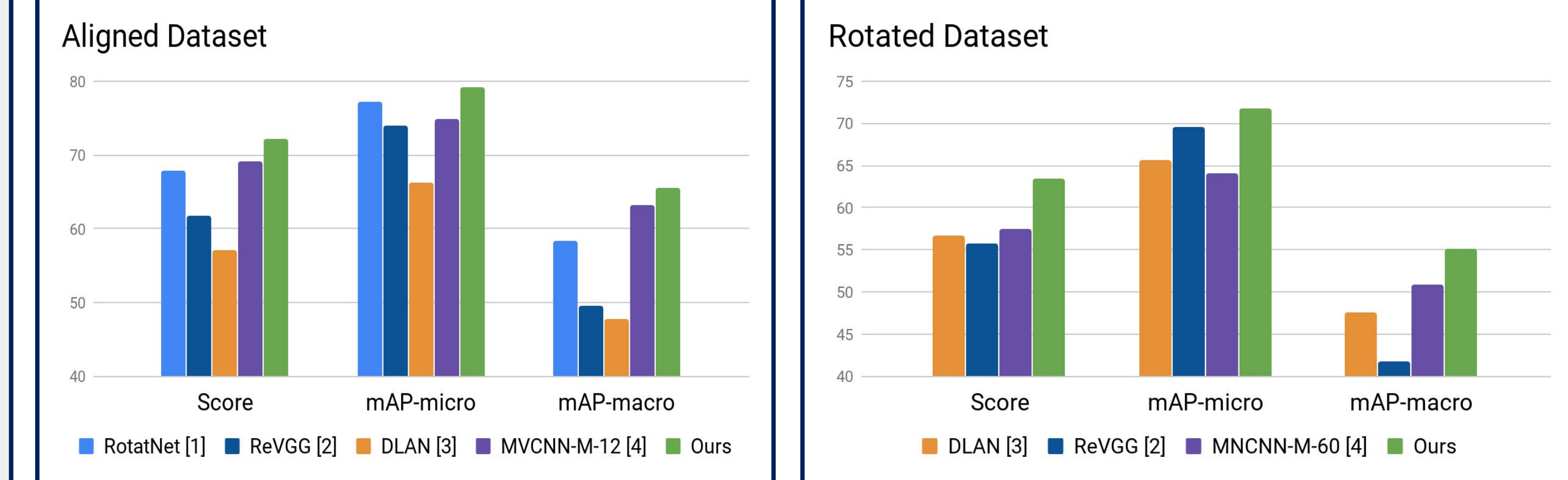


## Equivariance to the discrete rotation group

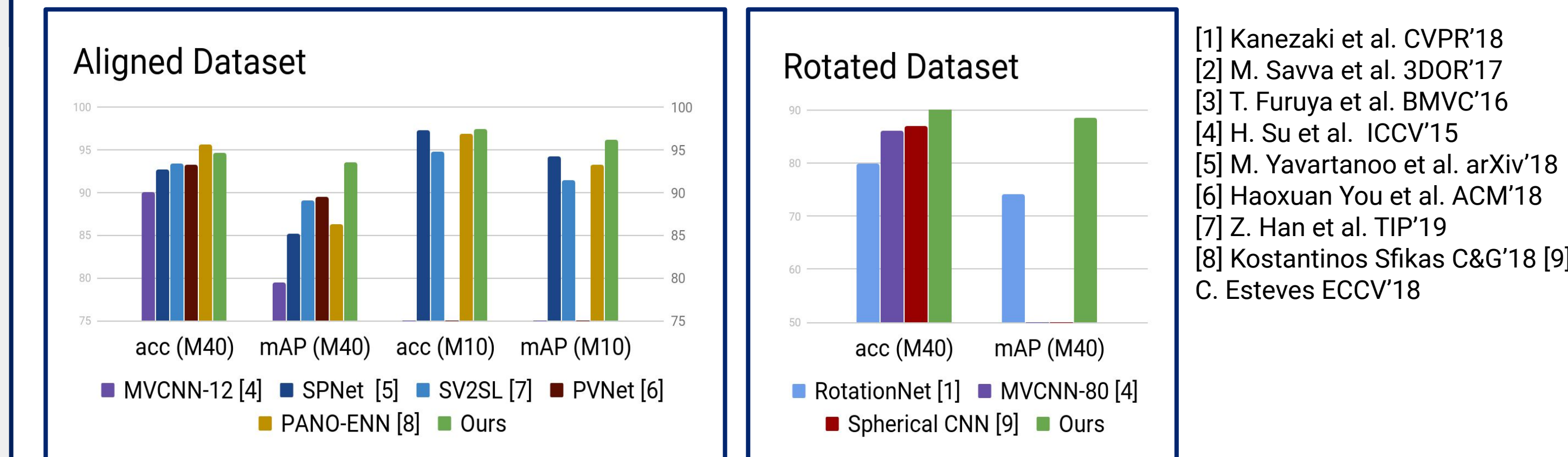


## 3D shape analysis benchmarks

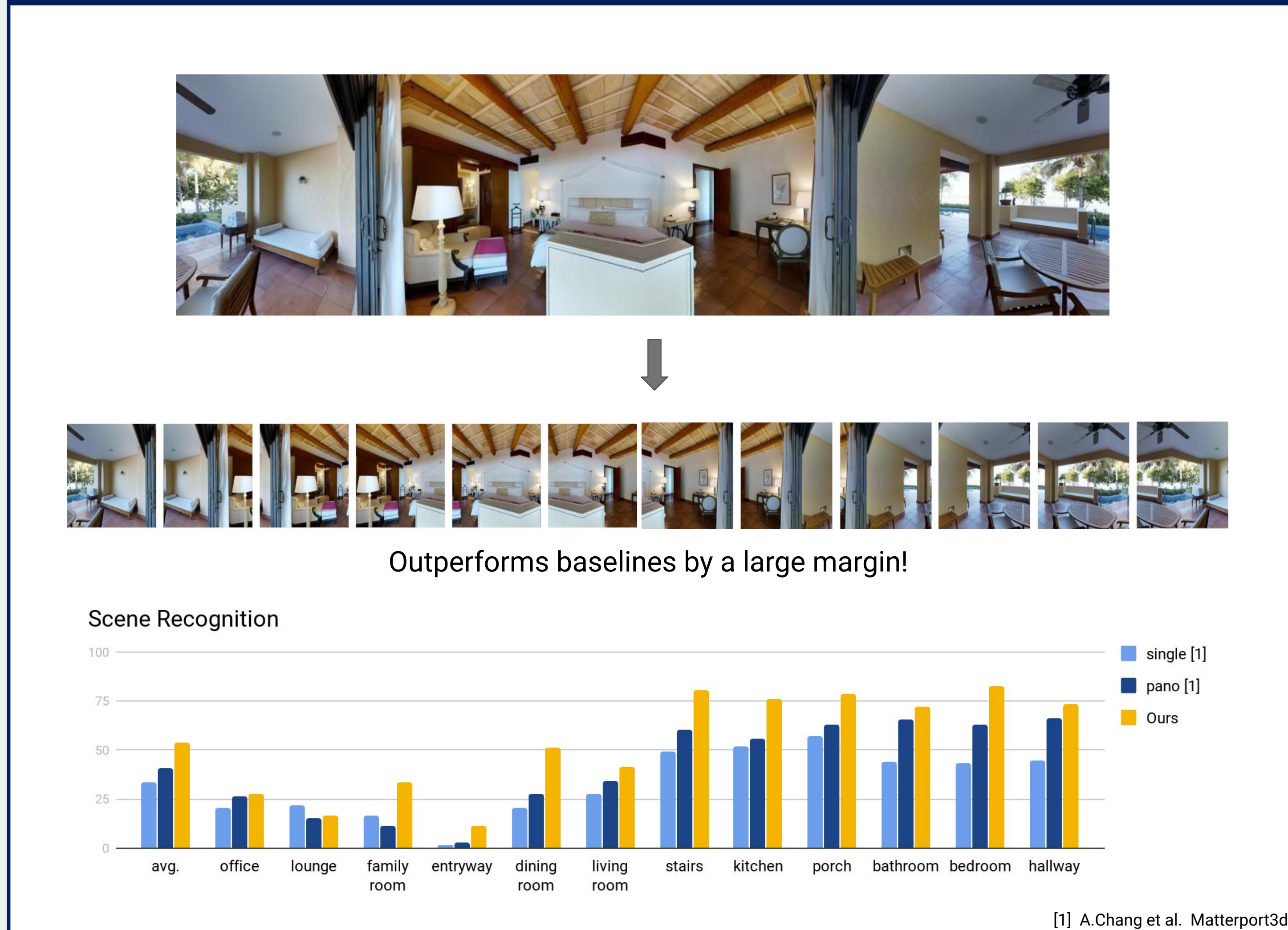
### SHREC'17 3D shape retrieval challenge:



### Modelnet classification and retrieval:



## Panoramic scene recognition (Matterport3D)



## Conclusion

- ❖ We combine the power of conventional CNNs with the robustness of equivariant CNNs, enabling joint equivariant reasoning over multiple views.
- ❖ We surpass the state of the art on several 3D shape analysis benchmarks.
- ❖ Our code is available at <https://github.com/daniilidis-group/emvn>