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# EFM3D: A Benchmark for Measuring Progress Towards 3D Egocentric Foundation Models



JULIAN STRAUB



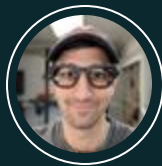
Daniel DeTone



Tianwei Shen



Nan Yang



Chris Sweeney



Richard Newcombe

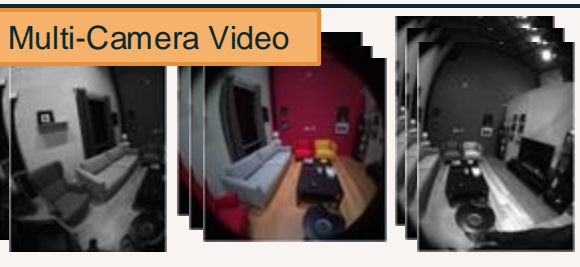


Reality Labs Research (RL-R)

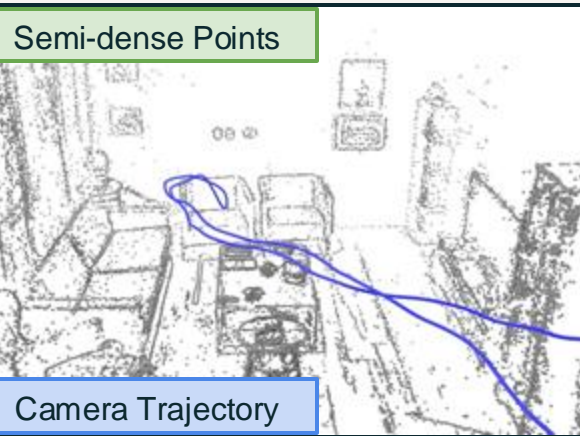


# Egocentric Data is a New Category of Data

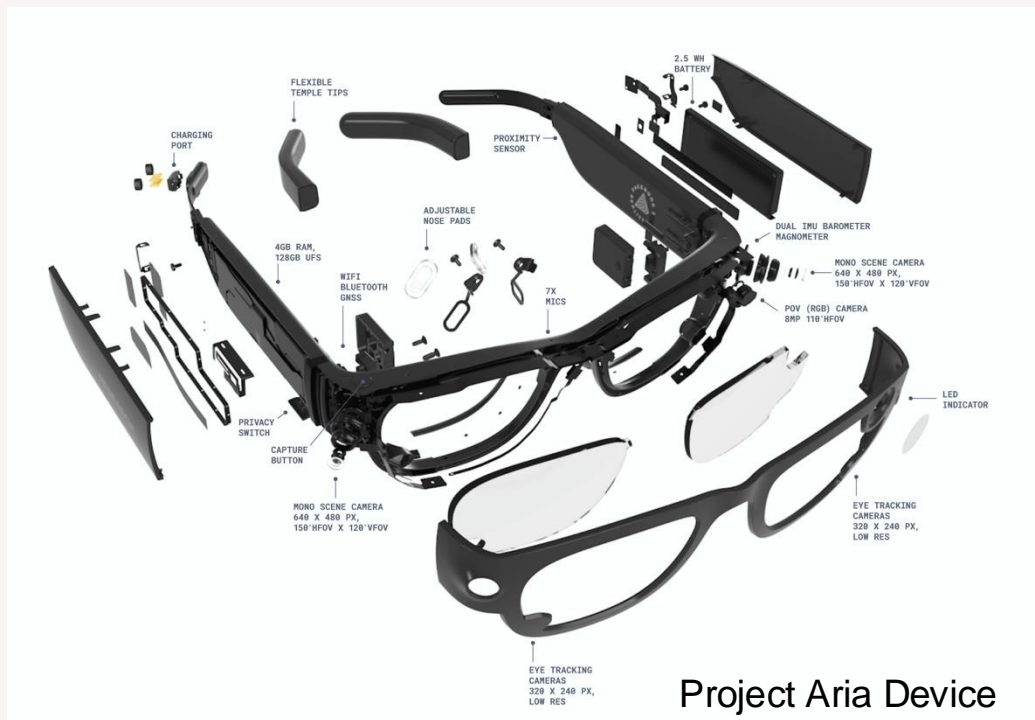
Multi-Camera Video



Semi-dense Points



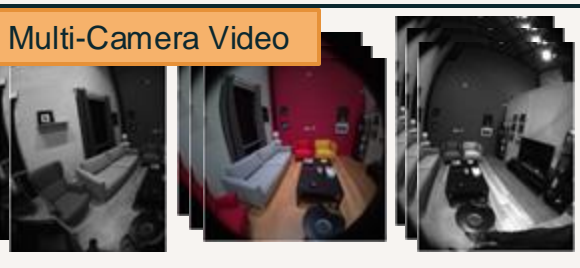
Camera Trajectory



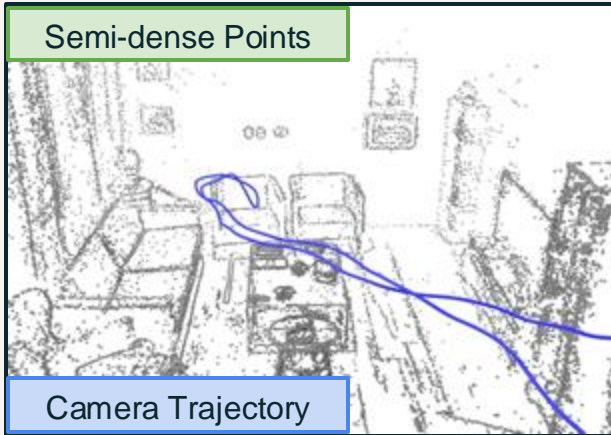
Project Aria Device

# Egocentric Data is a New Category of Data

Multi-Camera Video



Semi-dense Points



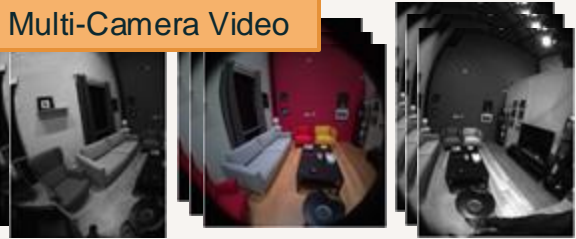
Camera Trajectory

Key Properties of Egocentric data:

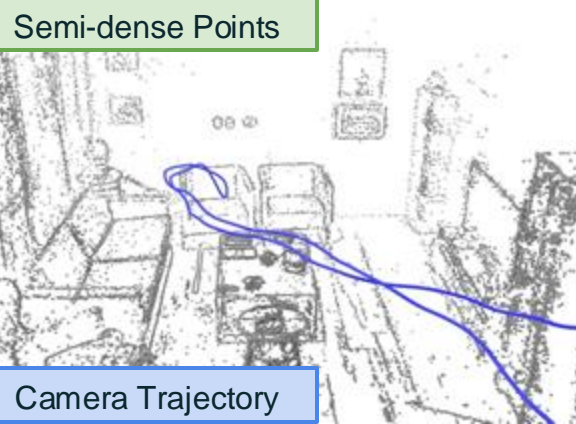
- Always-On
- Head-worn Natural Human Motion
- Partial Observations
- No Dense Depth
- Dynamic

# Egocentric Data is a New Category of Data

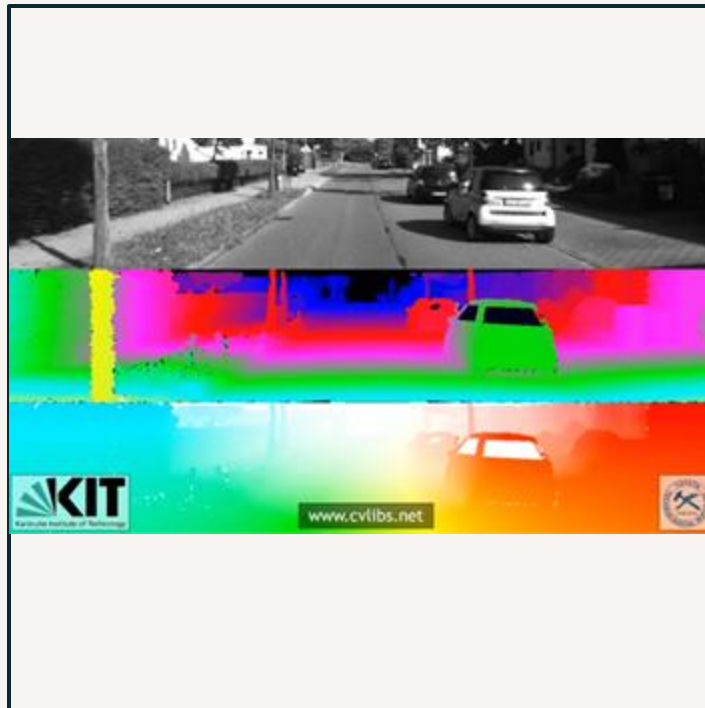
Multi-Camera Video



Semi-dense Points



Camera Trajectory



Autonomous Car Data



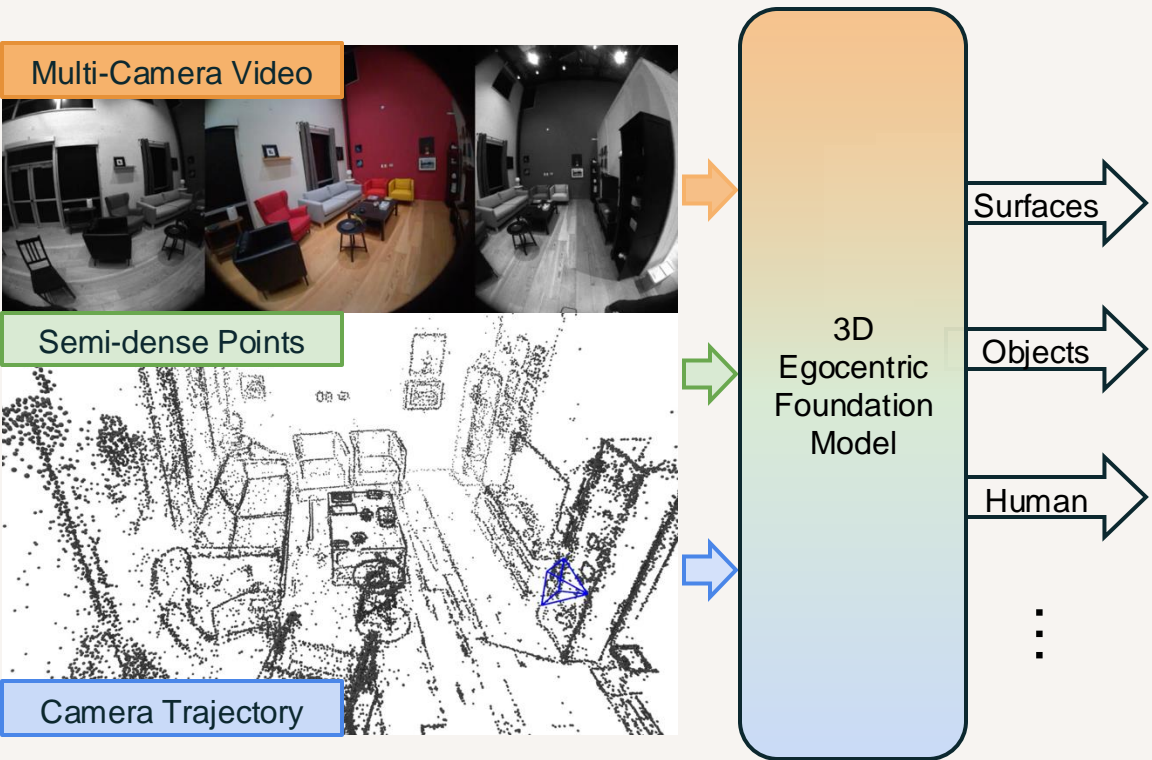
RGBD Indoor Scanning Data

Egocentric Data

Egocentric Spatial AI is like shrinking autonomous cars 20x, their AI compute power by 1000x and flying them around all day long in 3D everywhere humans go, indoors and out, not just 2D roads.

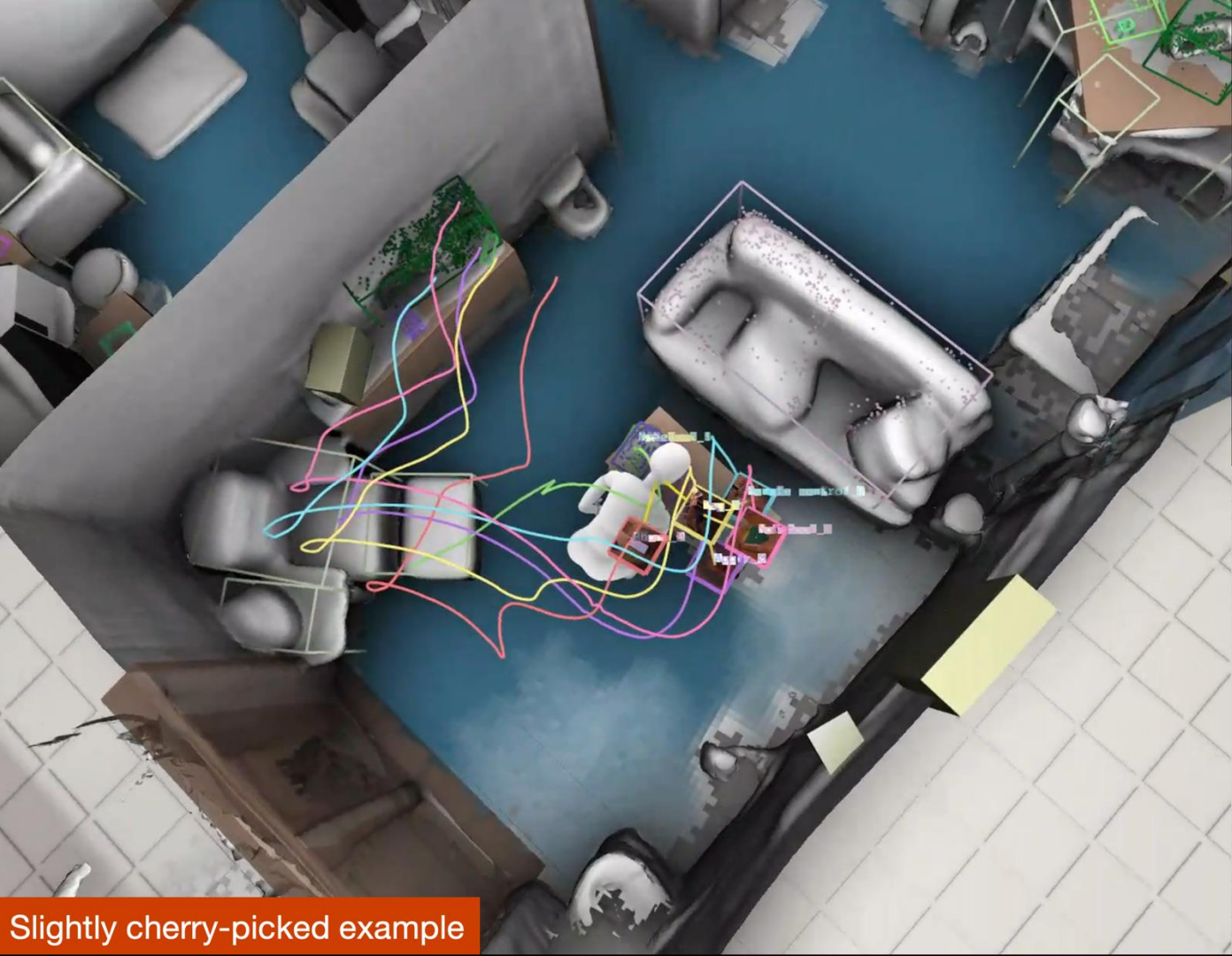


# 3D Egocentric Foundation Models



## Key Properties

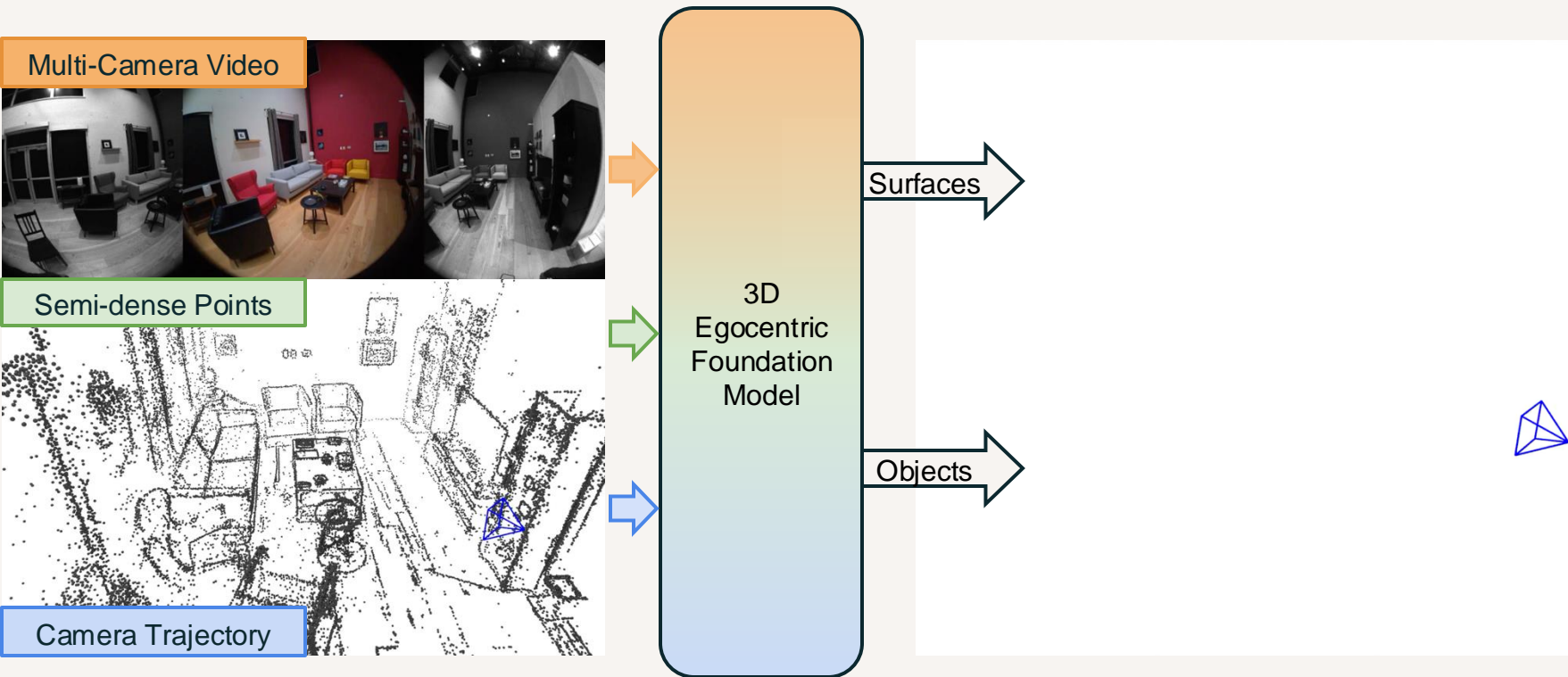
- Strong Learned Priors
- Scalable Incremental Inference
- Persistent Representation



Slightly cherry-picked example



# 3D Egocentric Foundation Models

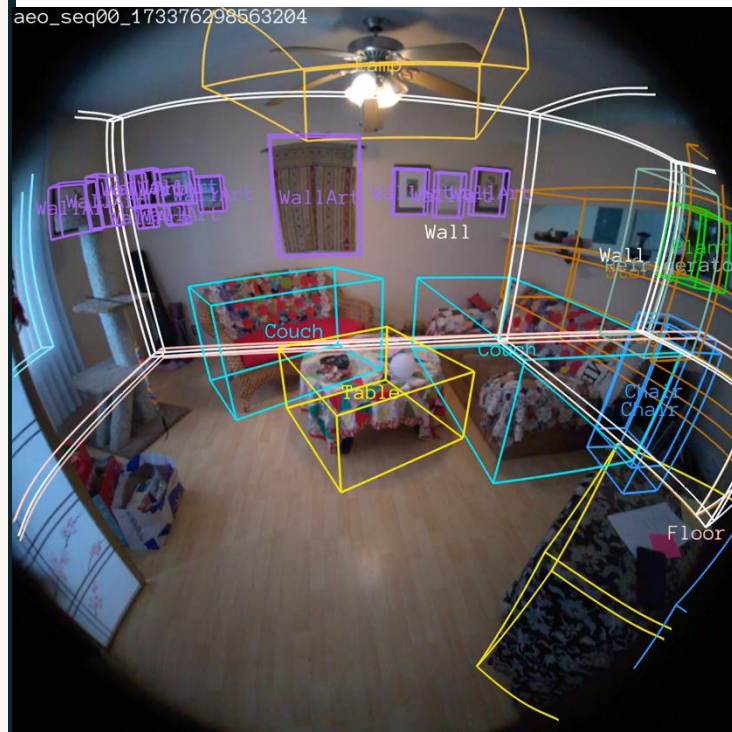


# EFM3D Benchmark

## Egocentric 3D Reconstruction



## Egocentric 3D Object Detection



# Aria Simulated Environments (ASE)

## Training and Benchmarking Egocentric 3D Object Detection and Surface Estimation

10k scenes, 160h Project Aria recordings, 580k 3D OBBs, 29 classes

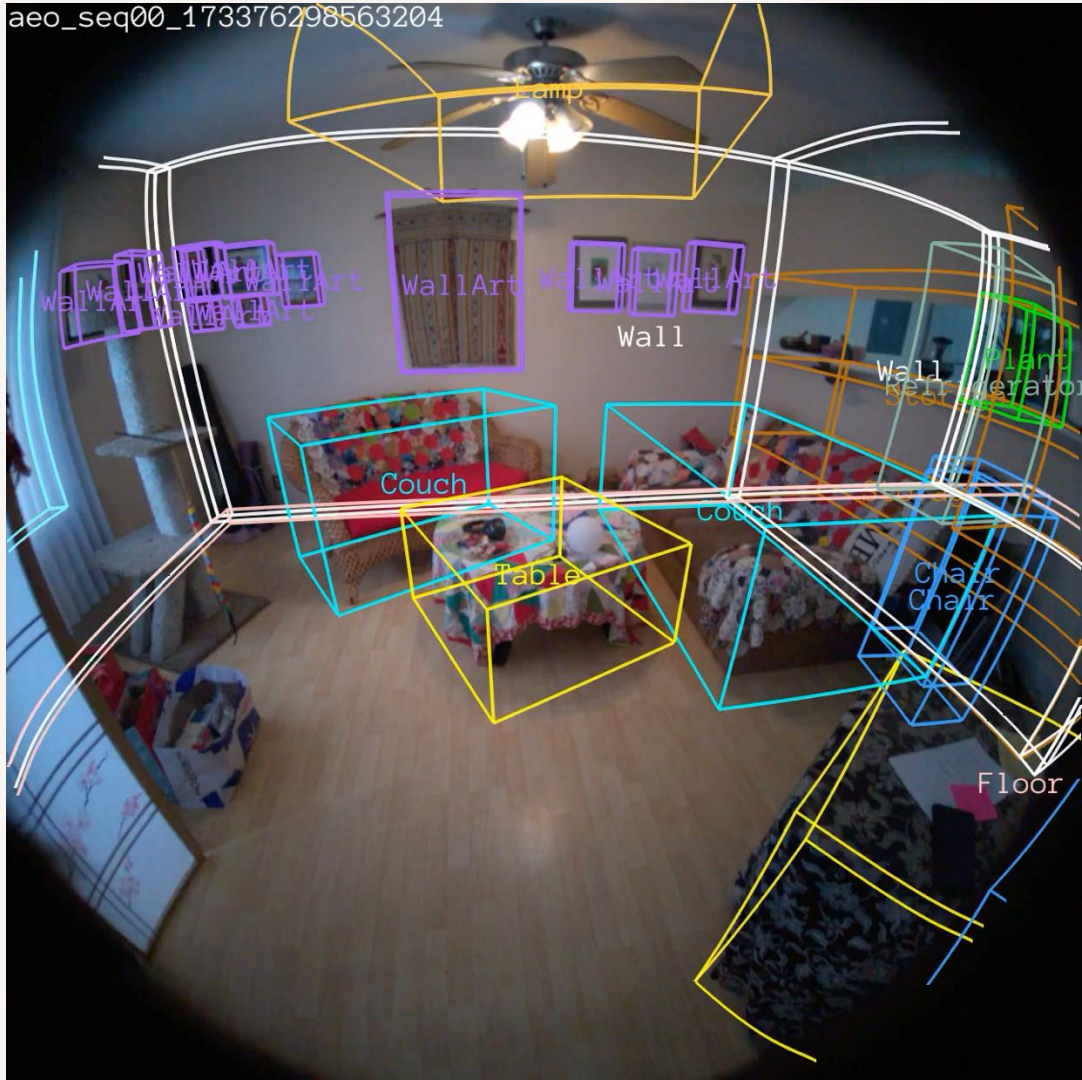


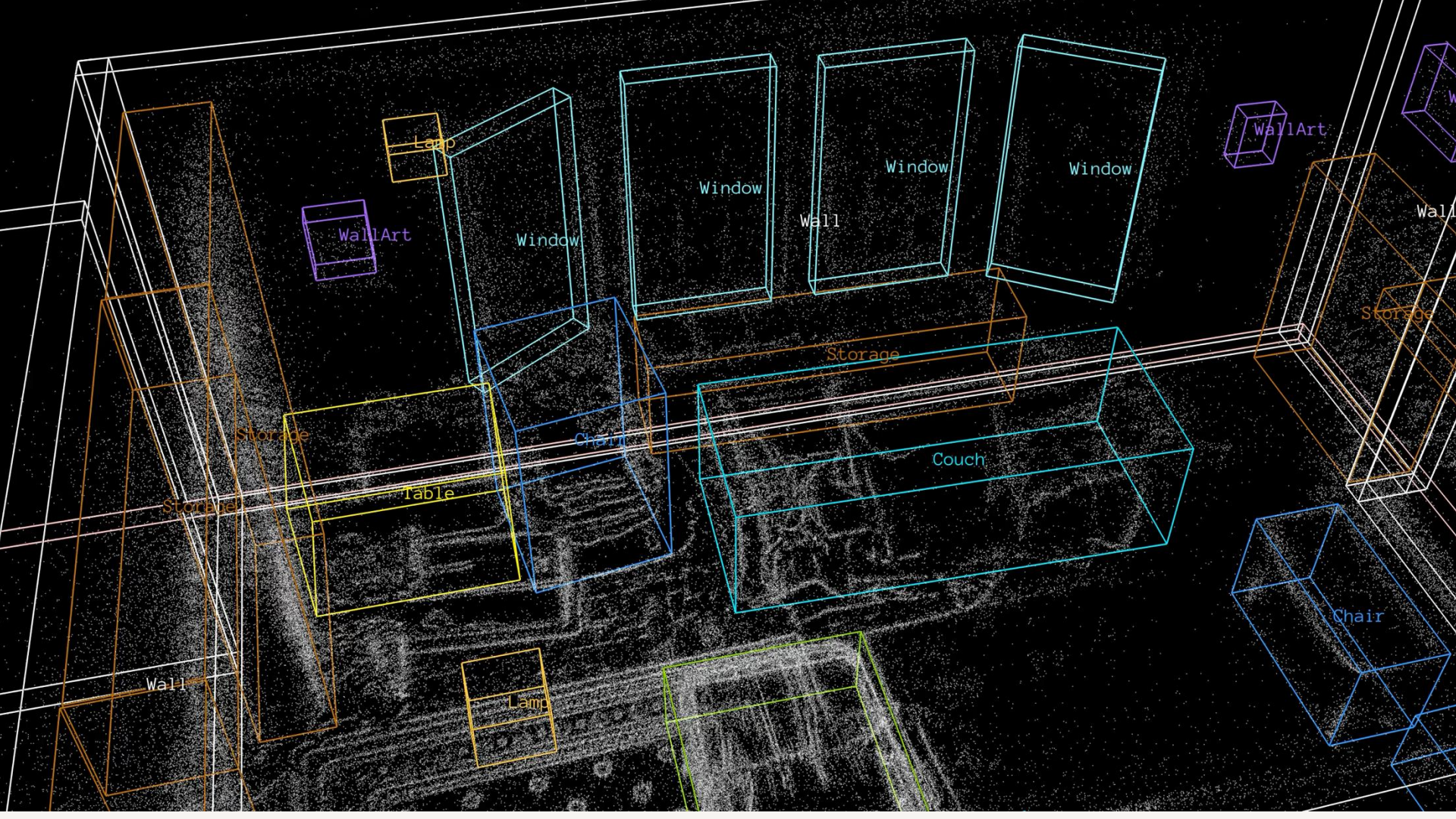
# Aria Everyday Objects (AEO)

## Benchmarking Egocentric 3D Object Detection

25 scenes, 45min Project Aria recordings,  
1037 3D OBBs, 17 classes

<https://www.projectaria.com/datasets/aeo/>







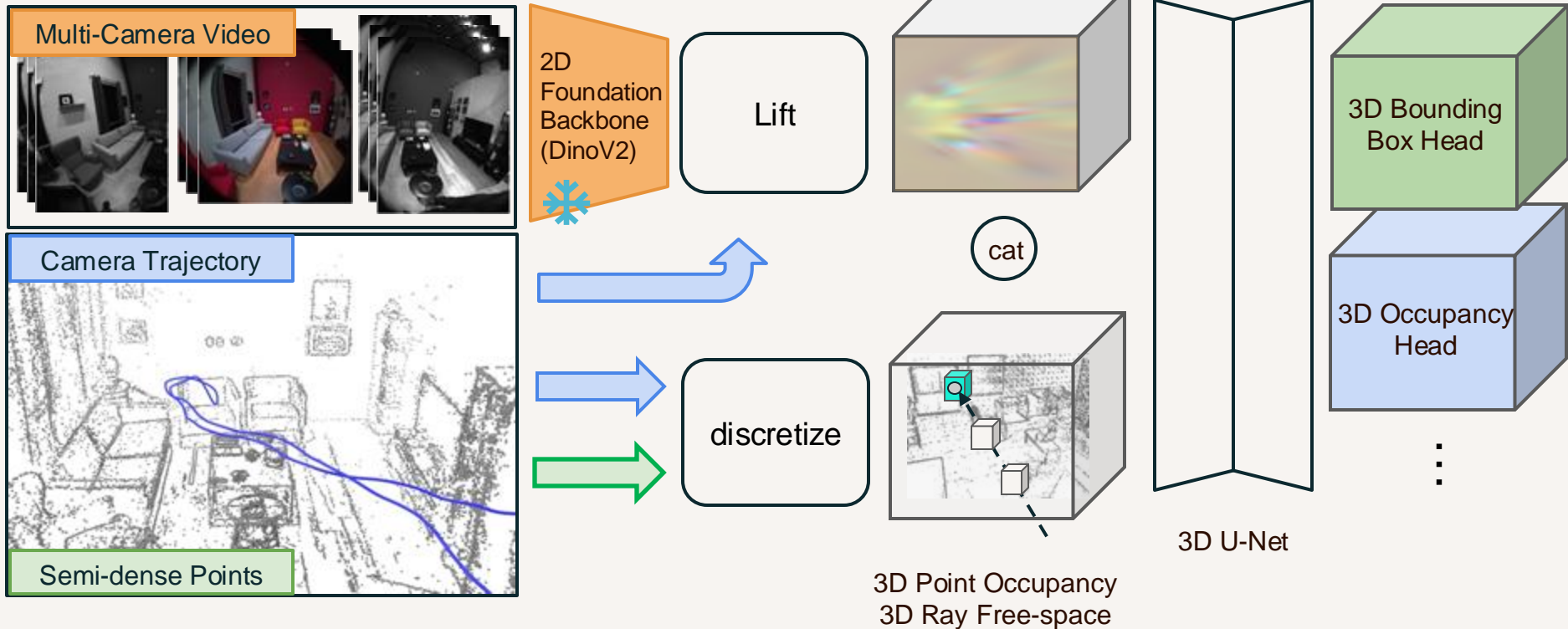
# Aria Digital Twin (ADT)

## Benchmarking Egocentric 3D Surface Estimation

1 scene, 12min of Project Aria  
data across 6 trajectories

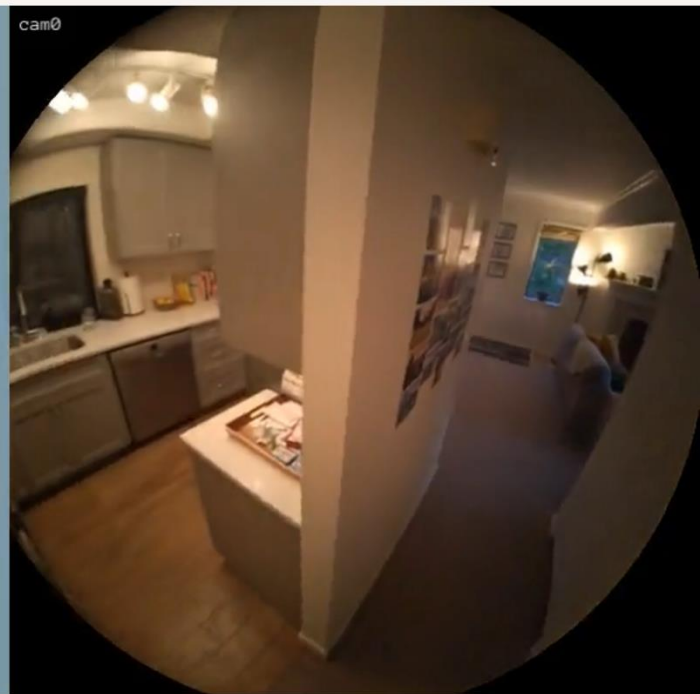


# Egocentric Voxel Lifting (EVL) Model



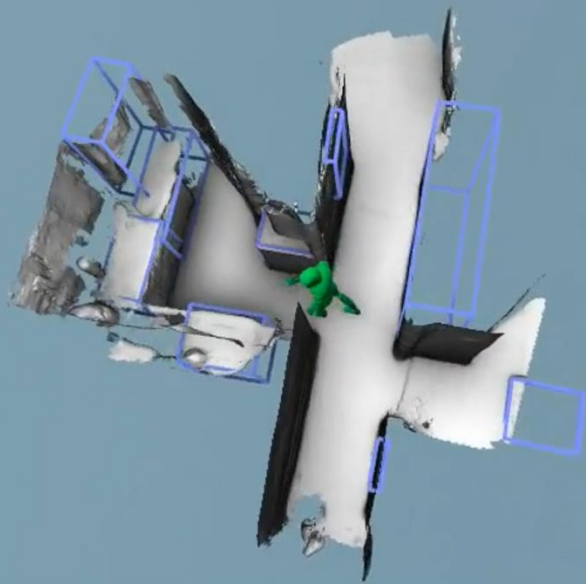


# EVL Inputs



Note that the Project Nymeria human mannequin in green is not part of the input and only shown for reference.

# EVL Outputs



**EVL + TSDF Fusion + 3DBB Tracking**

# Benchmarking EVL and other Baselines on EFM3D

# EFM3D - Object Detection Benchmark

	Train Set	Modality	Decoder	ASE mAP Snippet	ASE mAP Sequence	AEO mAP Sequence
Cube R-CNN	OTS	frame	2D CNN	0.01	0.02	0.05
Cube R-CNN	ASE	frame	2D CNN	0.21	0.36	0.08
ImVoxelNet	ASE	snippet	3D CNN	0.30	0.64	0.15
3DETR	ASE	pts	Transformer	0.24	0.33	0.16
<b>EVL (ours)</b>	ASE	snip+pts	3D CNN	<b>0.40</b>	<b>0.75</b>	<b>0.22</b>

Lots of Opportunity for Improvement 😊



GT



ImVoxelNet

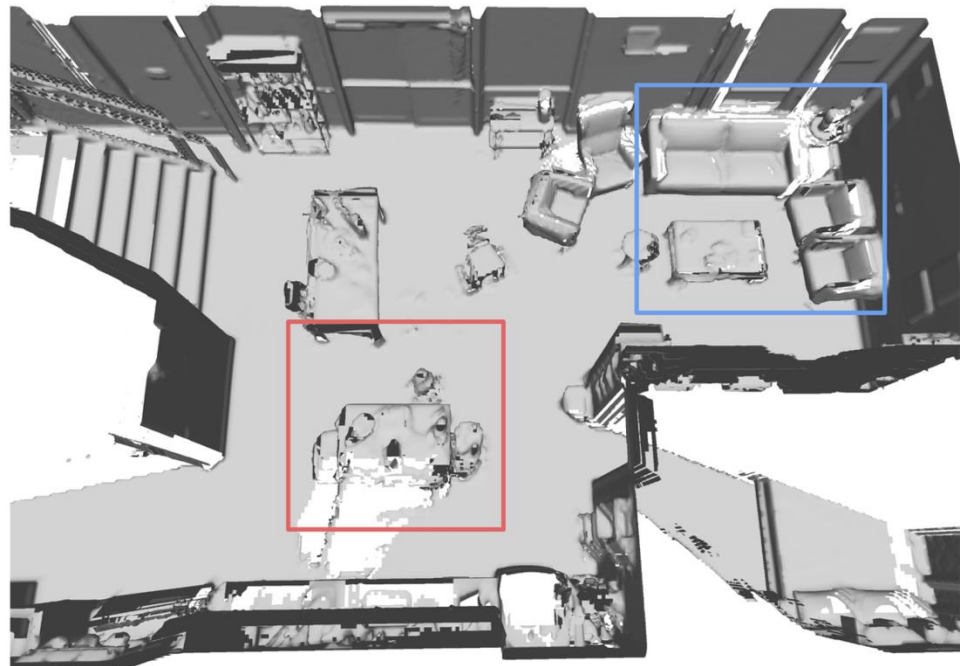


EVL

# EFM3D - Surface Reconstruction Benchmark



GT Mesh

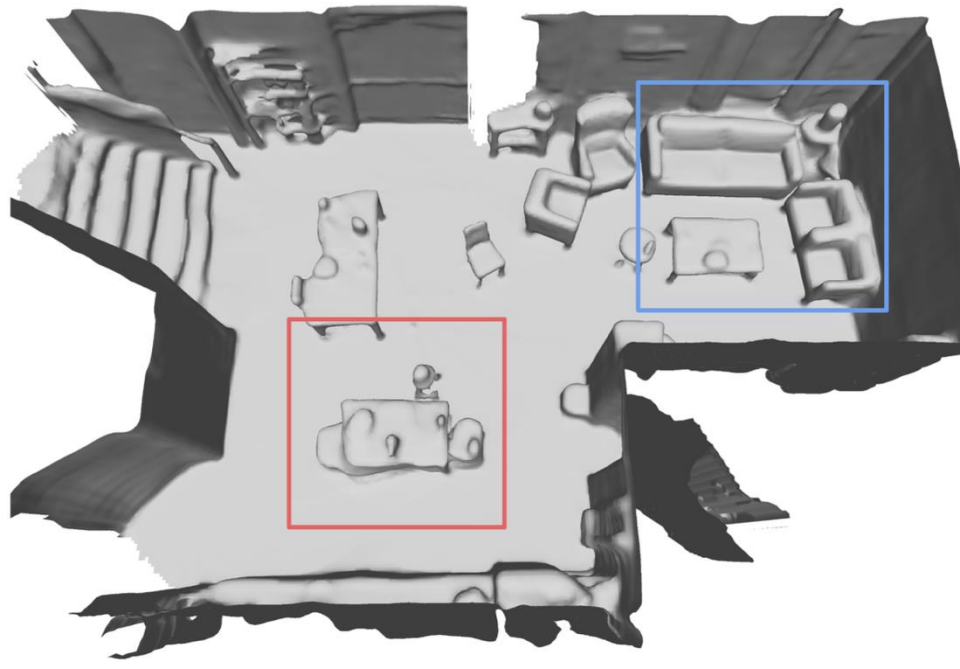


Fused GT Depth

# EFM3D - Surface Reconstruction Benchmark

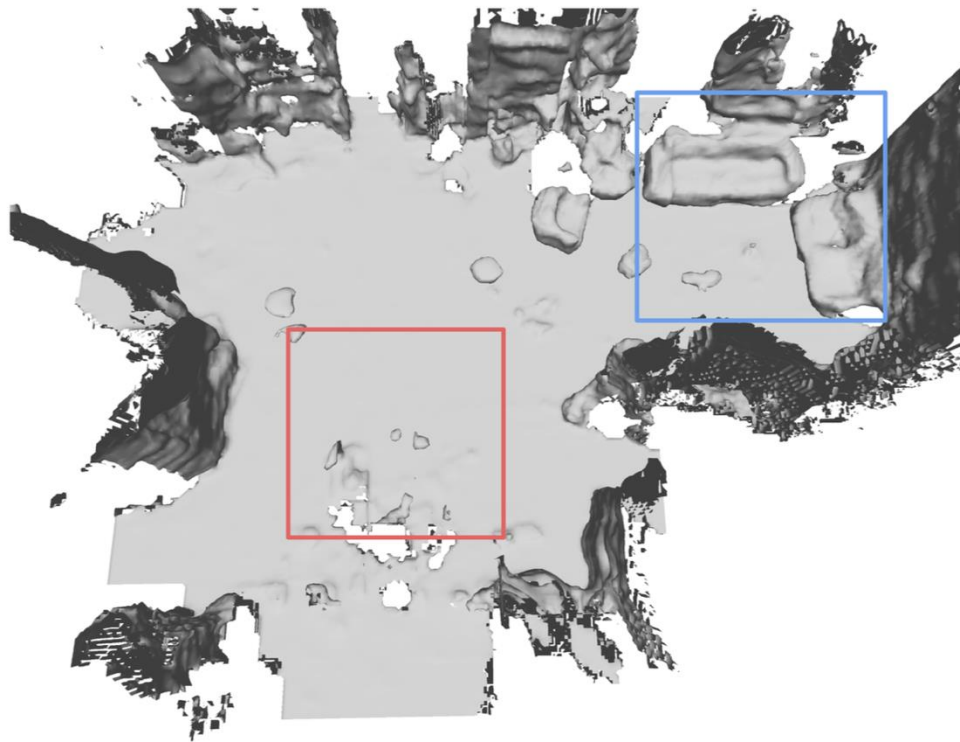


GT Mesh

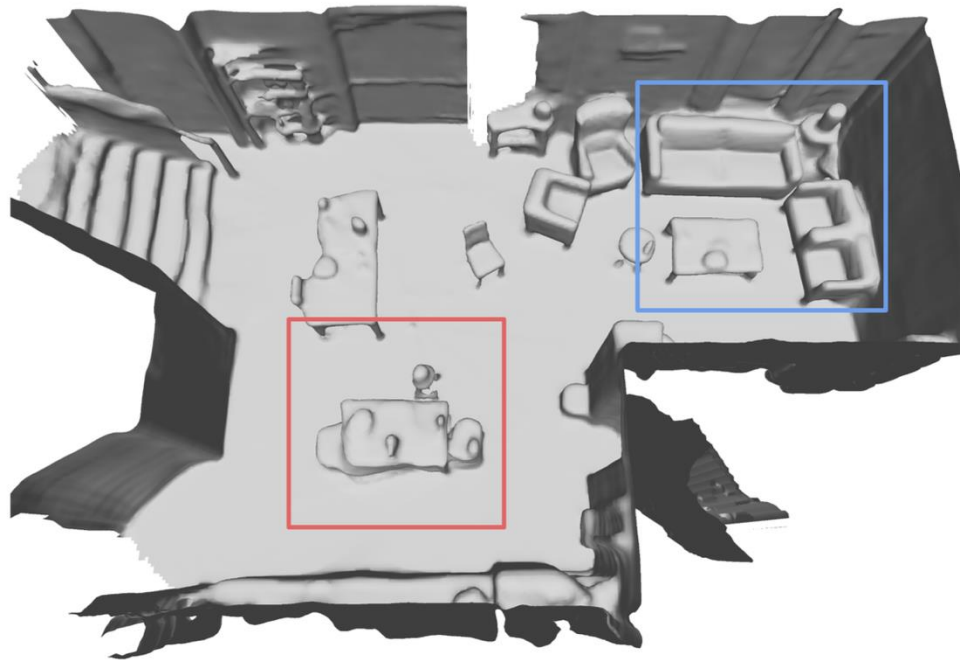


EVL

# EFM3D - Surface Reconstruction Benchmark

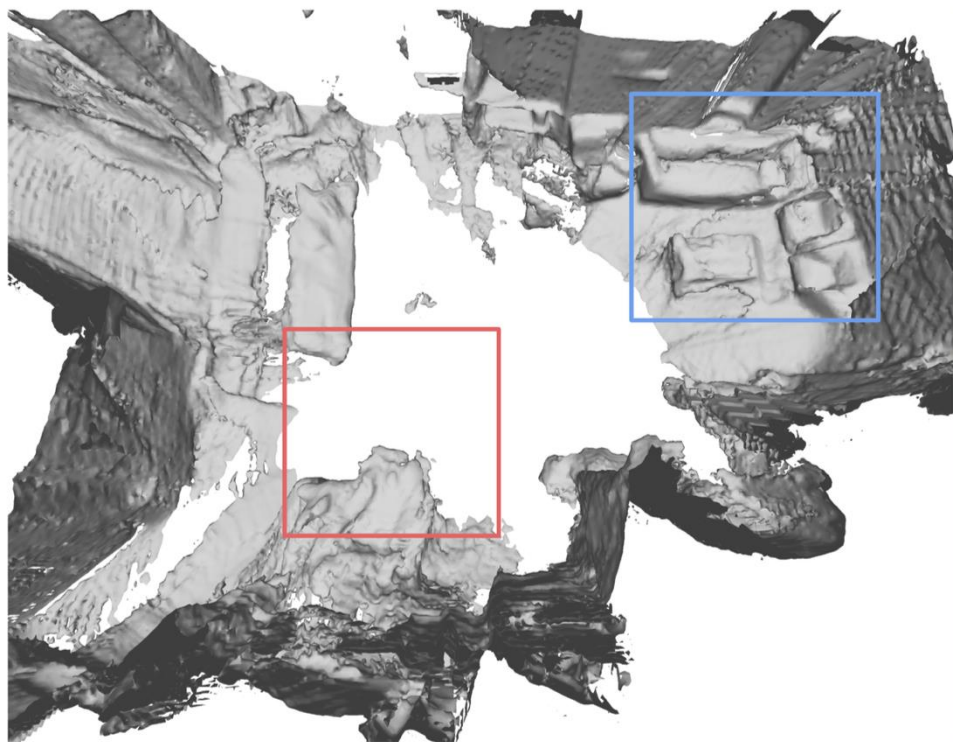


Neural Recon  
(retrained on ASE)

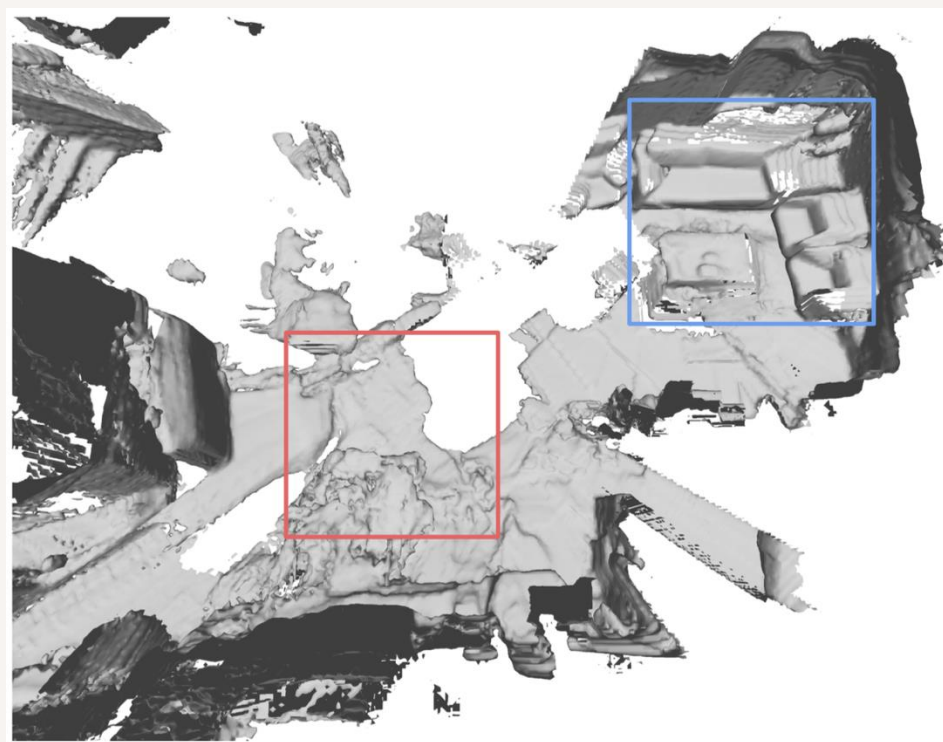


EVL

# EFM3D - Surface Reconstruction Benchmark



Zoe Depth (OTS)



SimpleRecon (OTS)

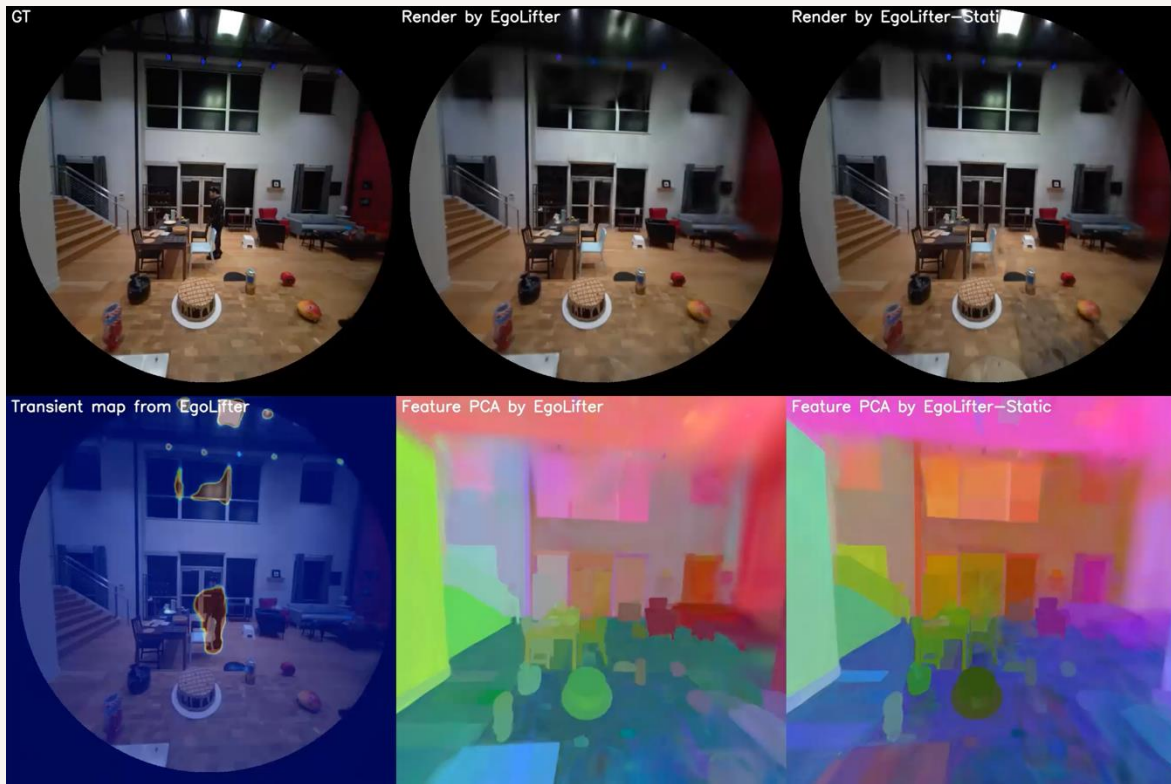


# What about Nerfs or Gaussian Splats (GS)?

- Sparse Partial Views are hard without learned priors.
- Dynamics in Egocentric Data lead to "fog" Artifacts.

*"EgoLifter: Open-world 3D Segmentation for Egocentric Perception"*

**Poster Session 1 on Tuesday**

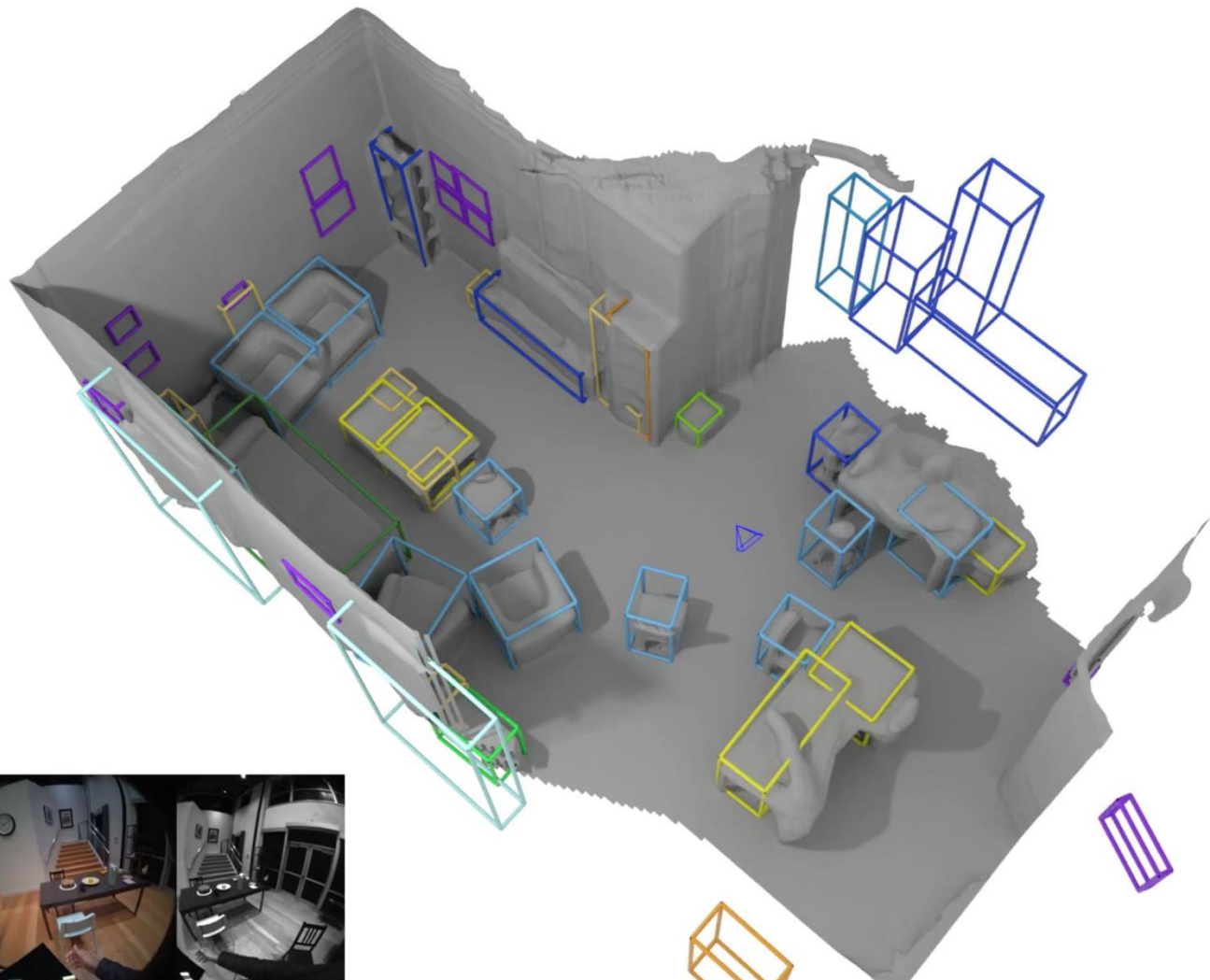


Learned Dynamics Masks

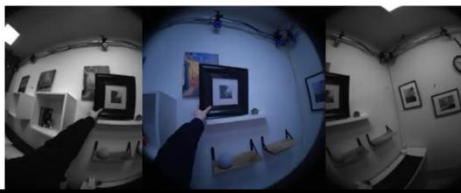
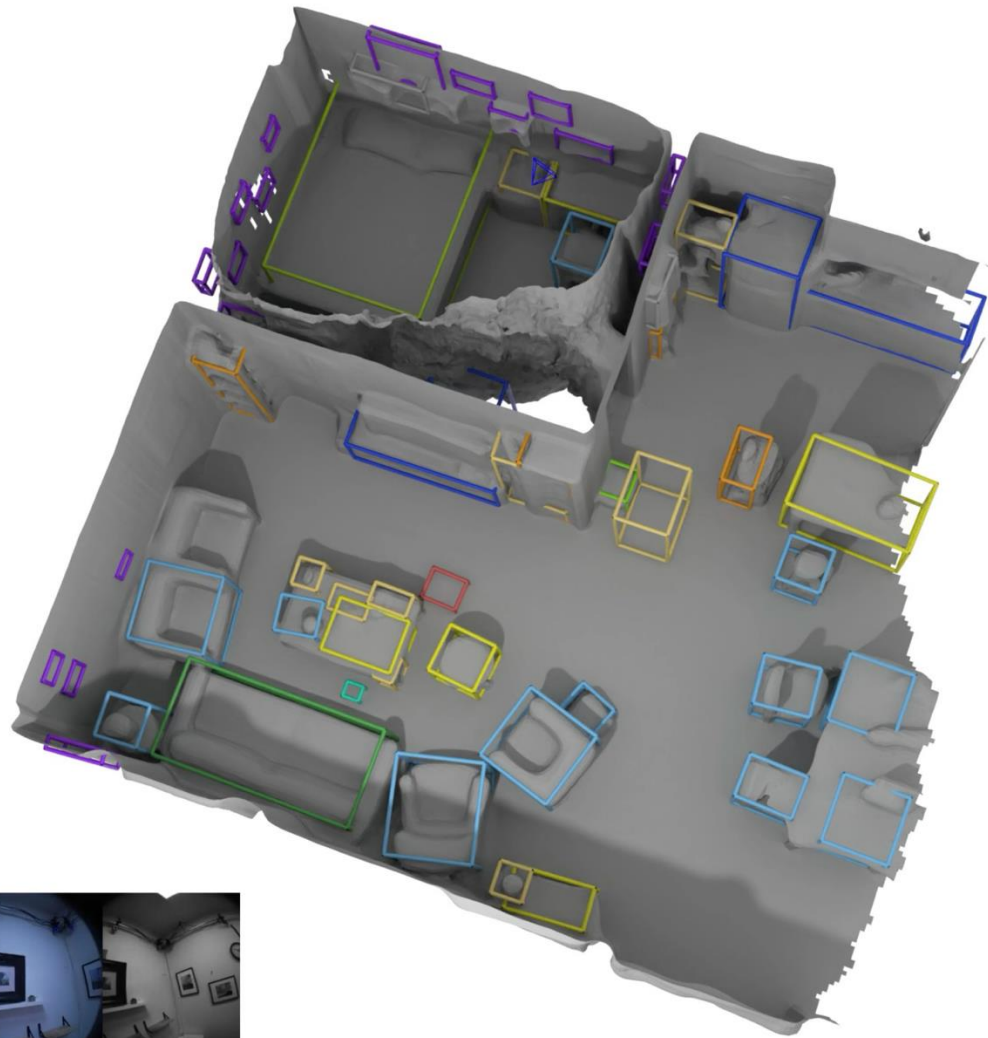
EgoLifter Using Mask

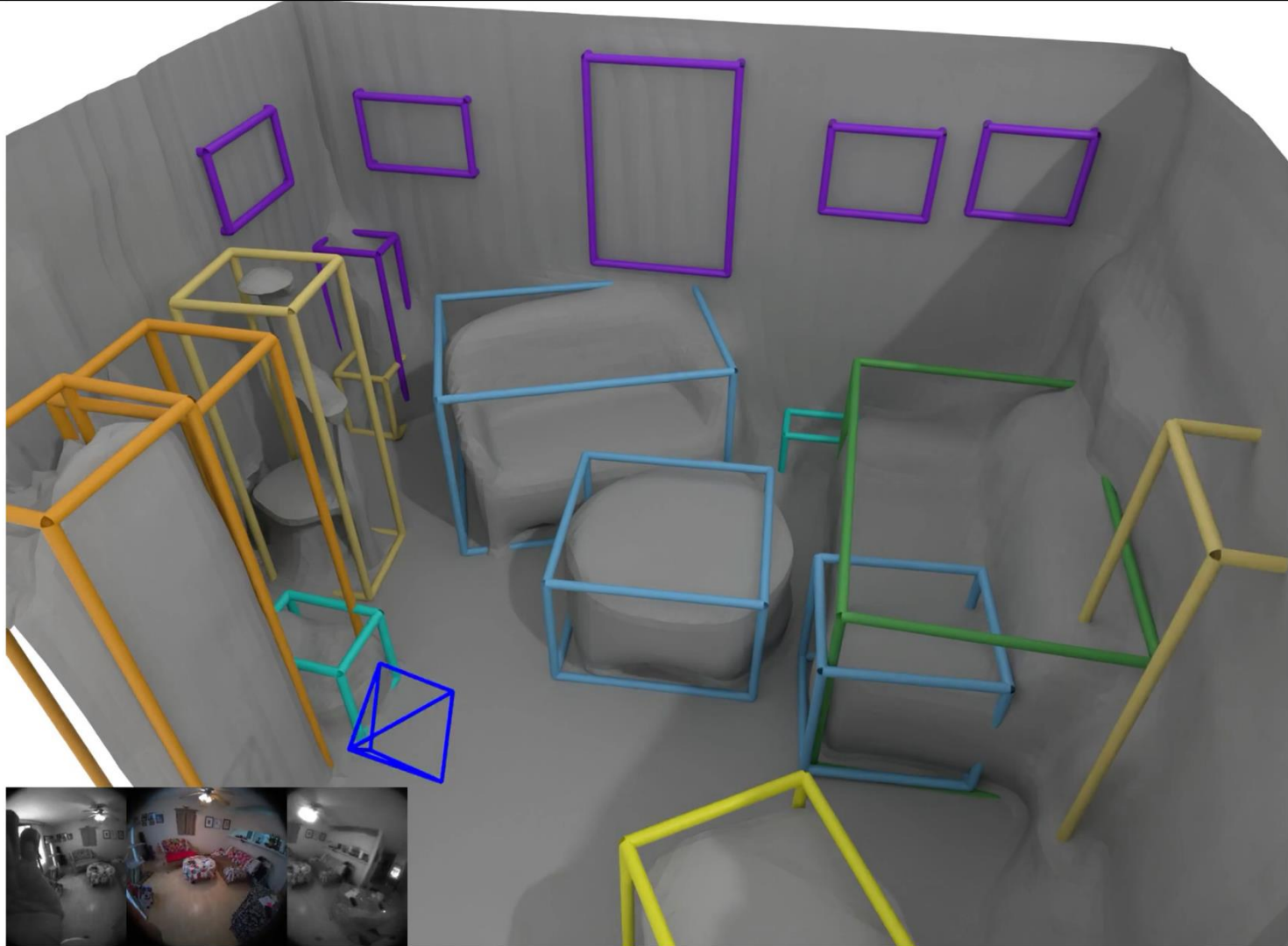
Baseline GS

# Probing EVL Sim-to-Real Performance on Project Aria Data



ADT  
indoor  
scene

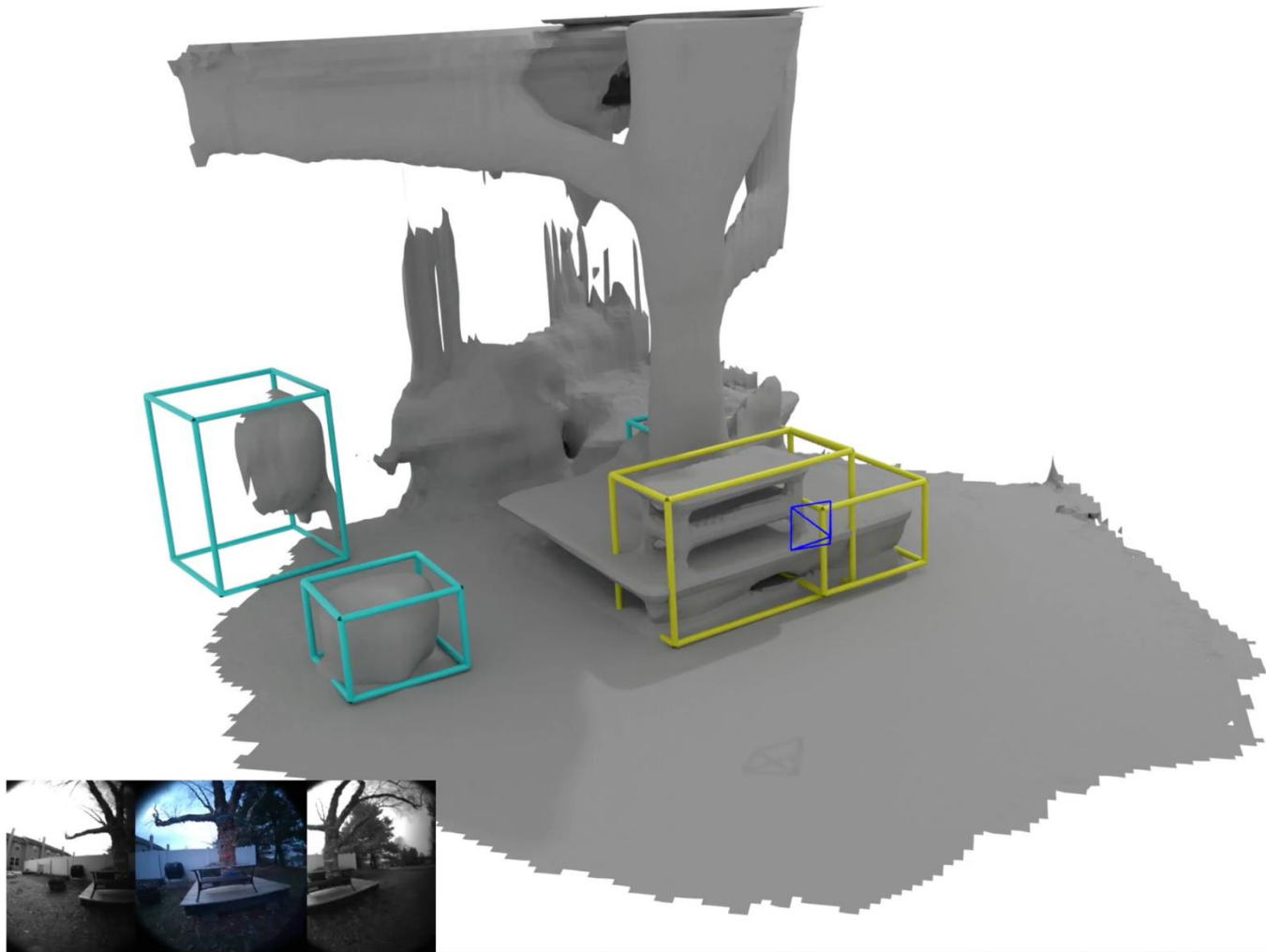




AEO  
indoor  
scene

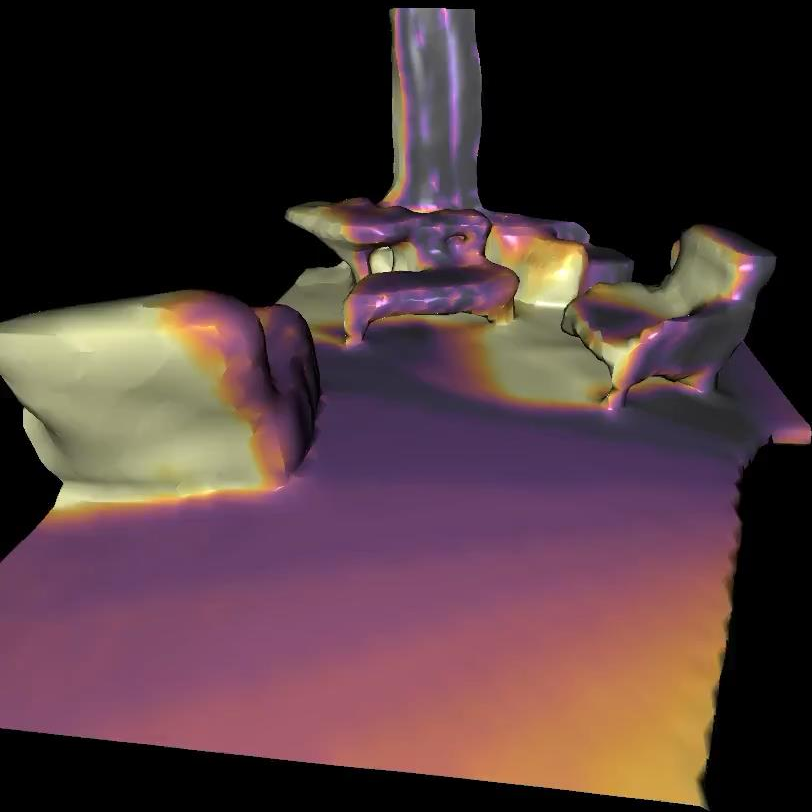


AEO  
outdoor  
scene

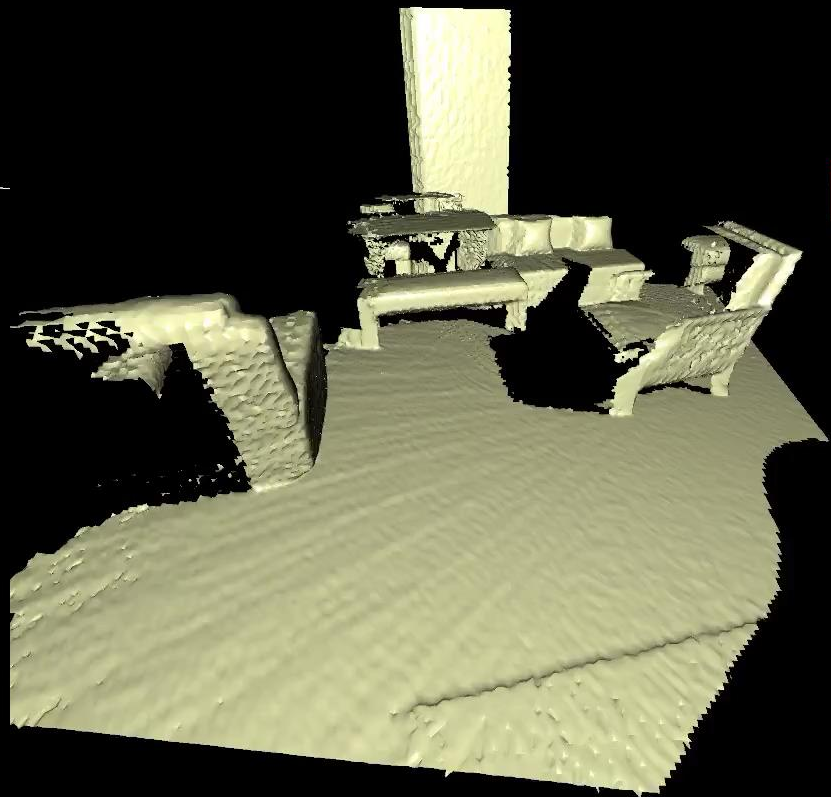


Scalability via learned priors and  
incremental fusion.

EVL Fused Mesh

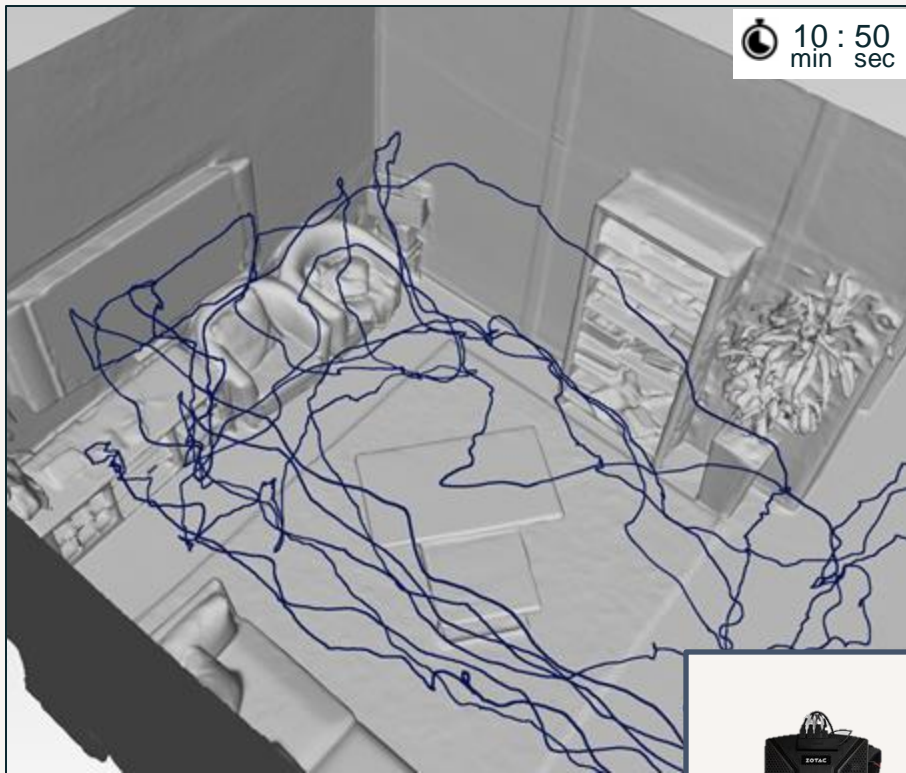


GT Depth Fused Mesh



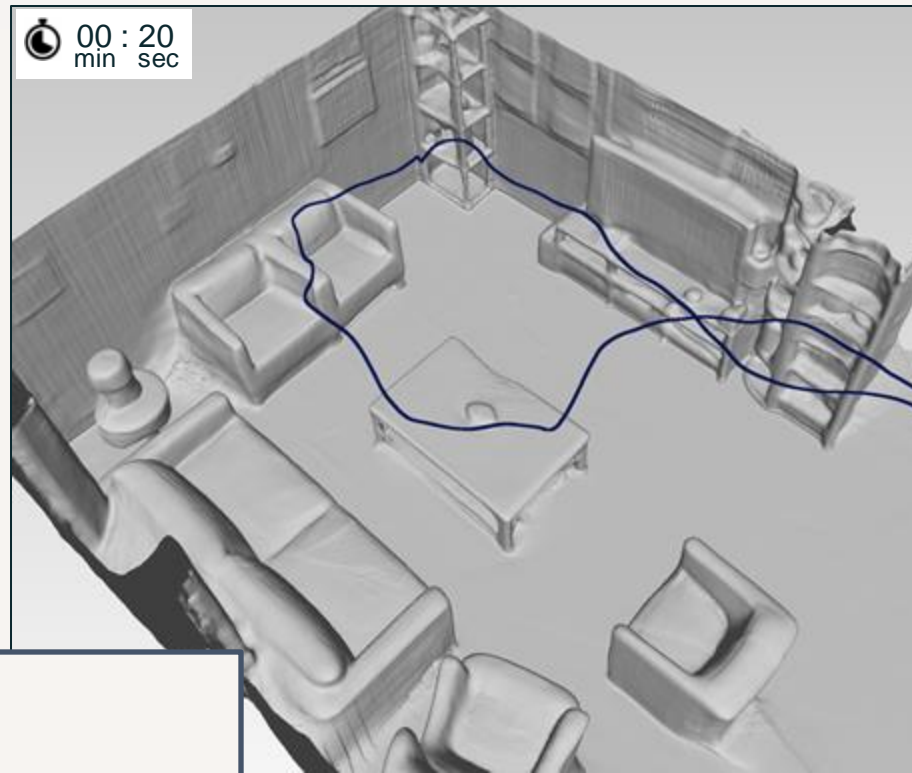


## Replica

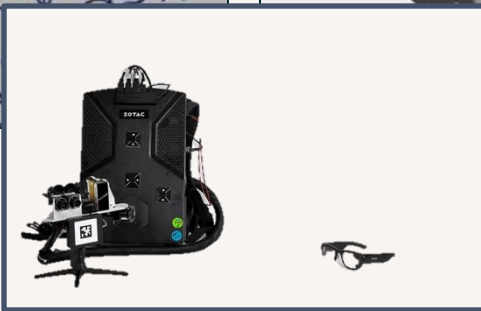


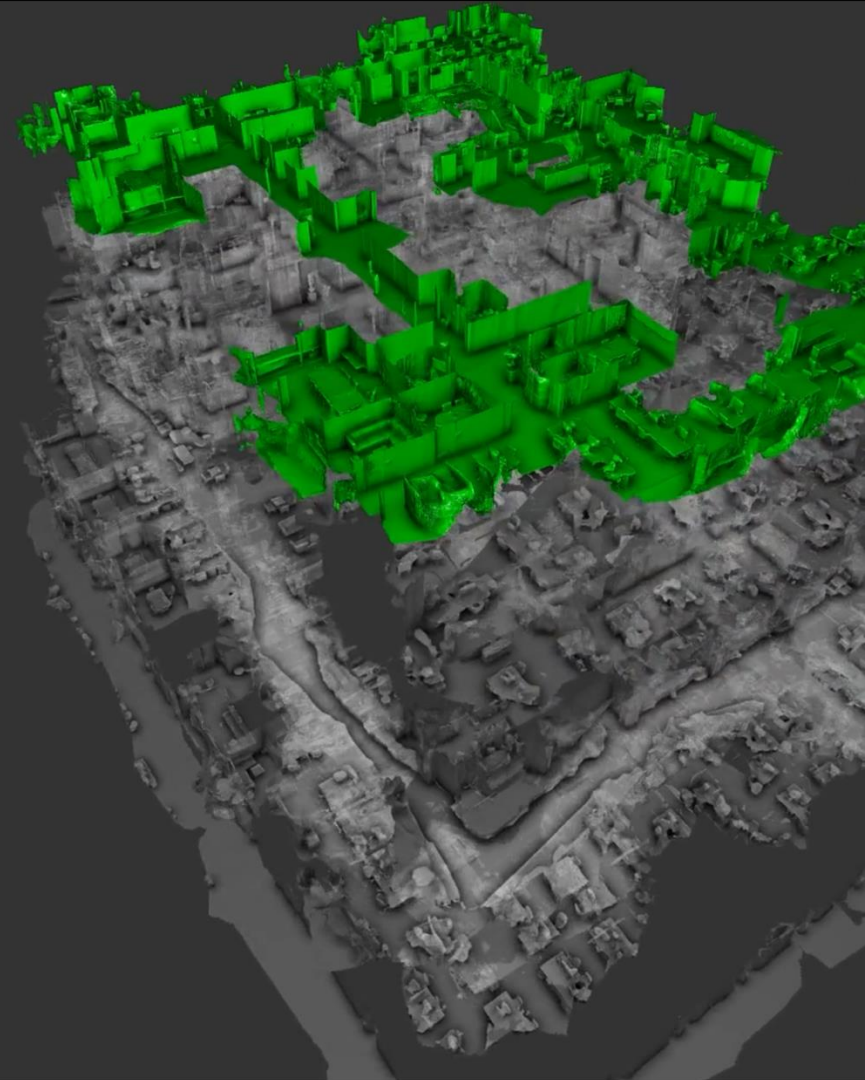
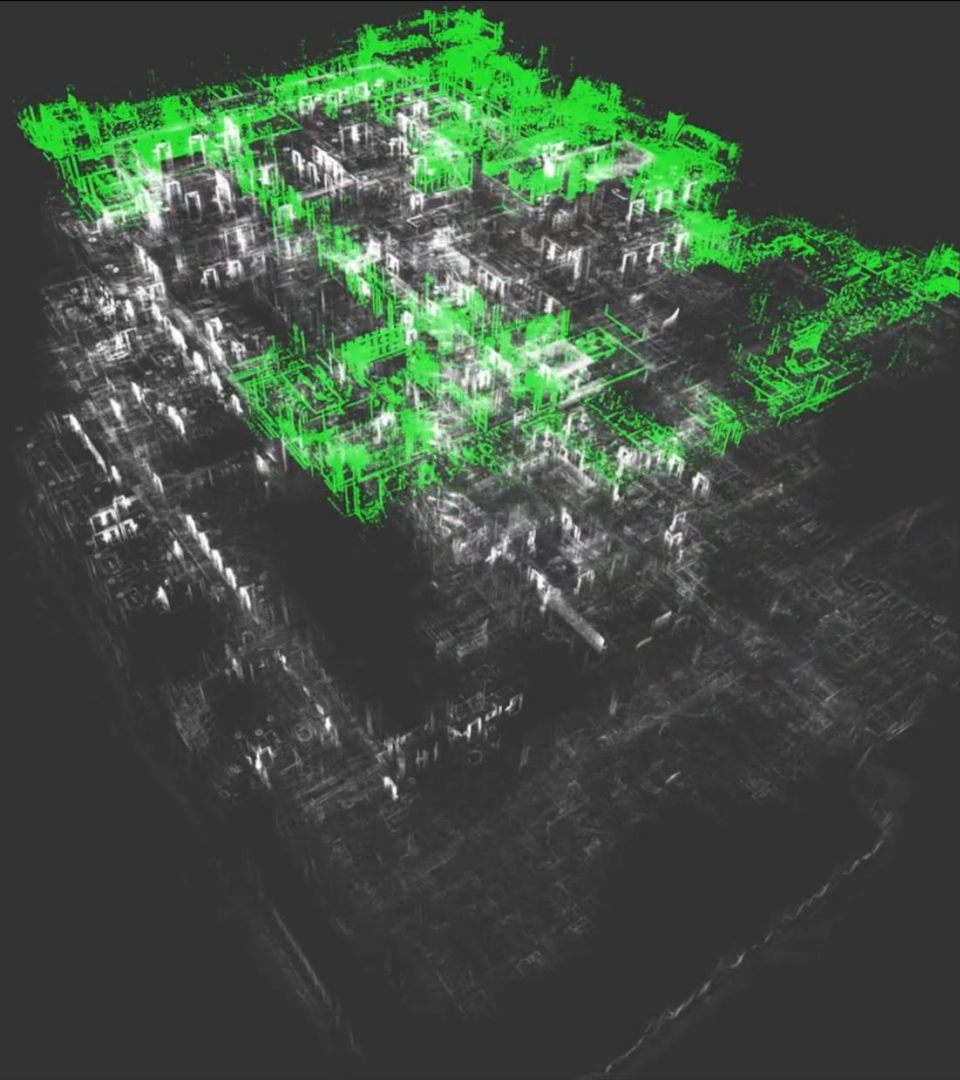
Camera + Depth Sensor +  
Dedicated Scanning Motion

## EVL

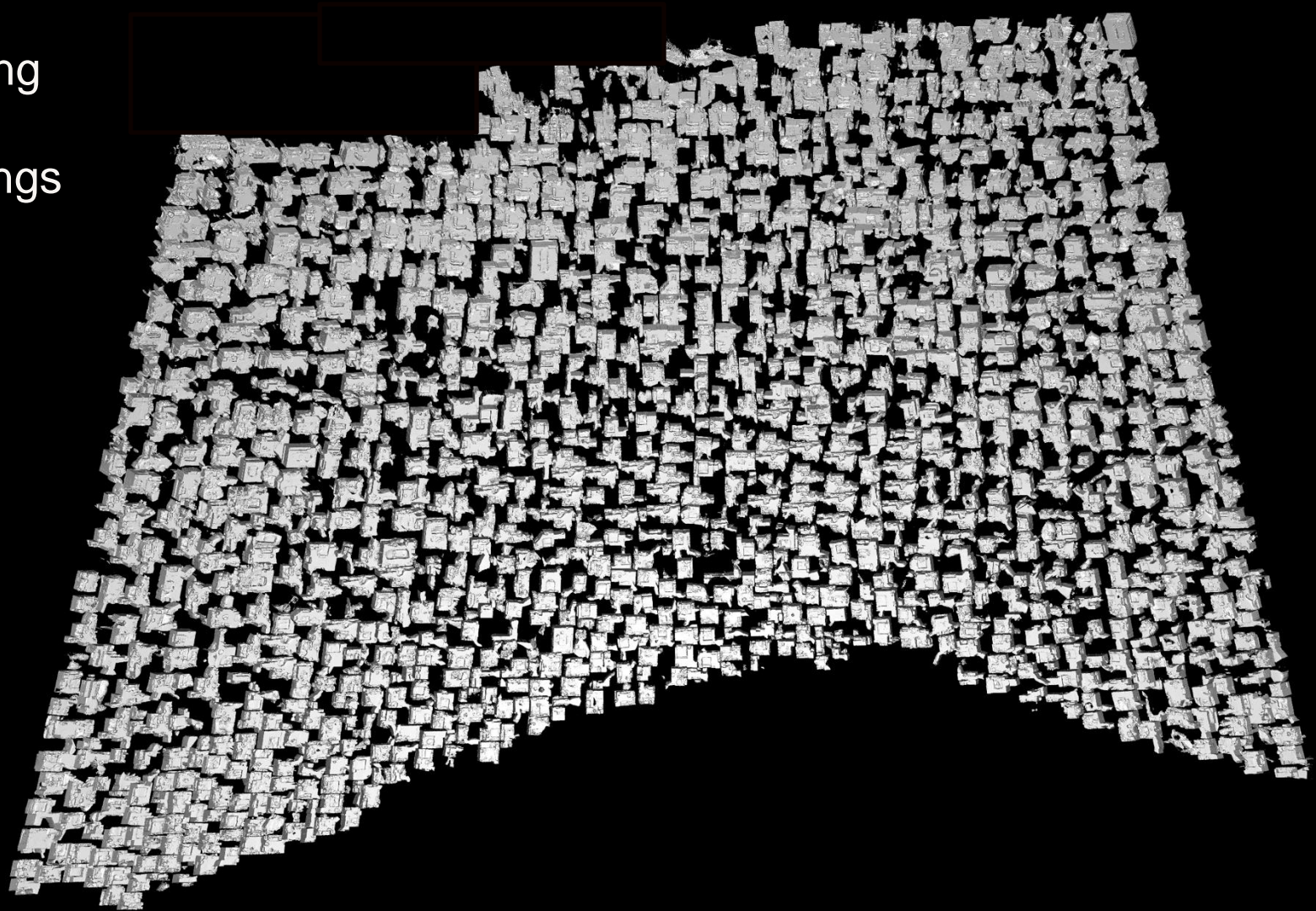


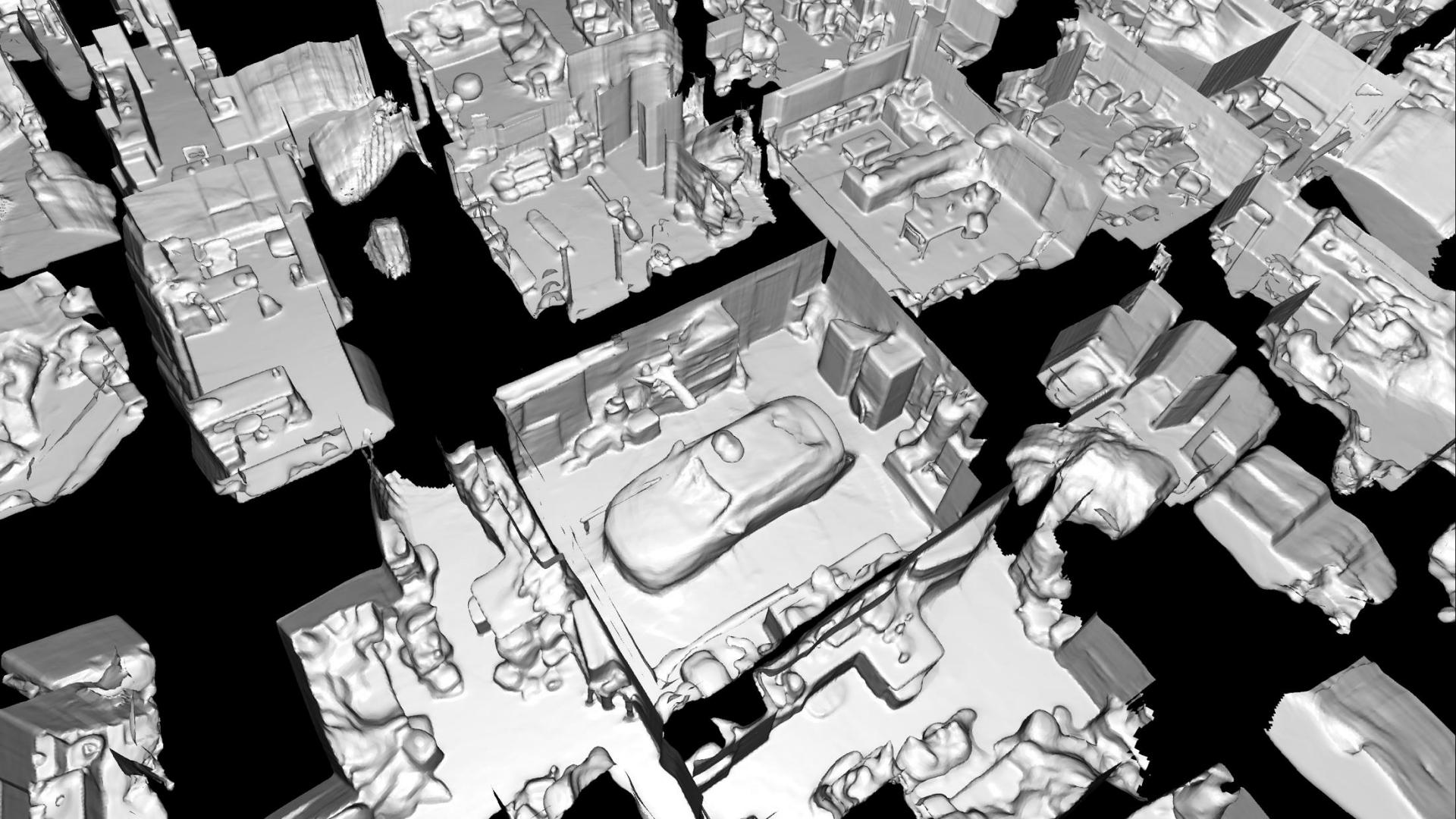
Aria + Casual Motion + EVL





Reconstructing  
1000 Project  
Aria Recordings









# Sneak Peak: Appearance and Semantics

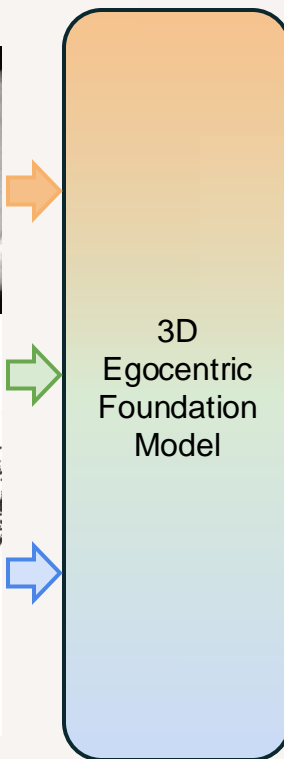
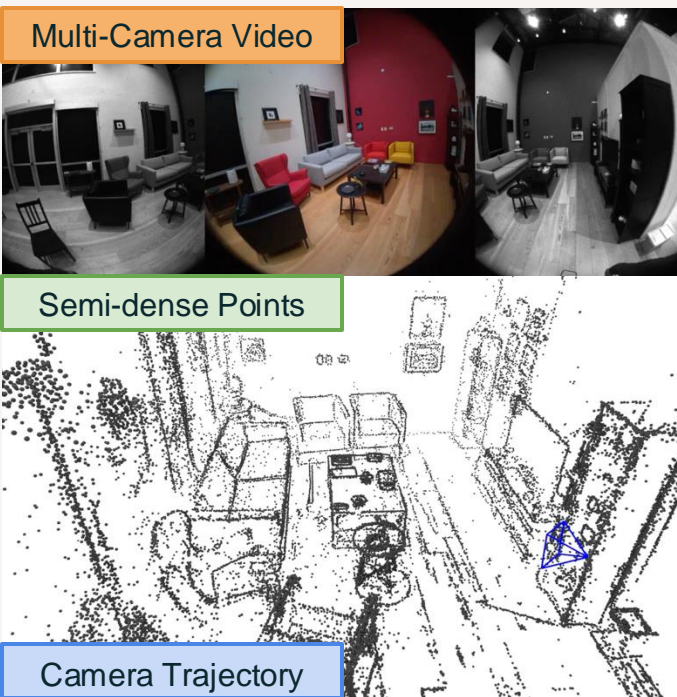
HDR RGB



Semantics



# Conclusion



Surfaces

Objects



Egocentric data brings novel challenges:

- always-on sensor data
- human motion and partial observations
- dynamics

3D EFMs can address these:

- strong priors anchored in 3D
- incremental fusion into a persistent state



# EFM3D Benchmark and EVL Model are Out Now!

- EFM3D Benchmark <https://www.projectaria.com/research/efm3d/>
- Aria Everyday Objects (AEO) <https://www.projectaria.com/datasets/aeo/>
- EVL Model <https://github.com/facebookresearch/efm3d/>

