

Improving Viewpoint-Independent Object-Centric Representations through Active Viewpoint Selection

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Object-Centric Learning in Multi-Viewpoint Scenes



Goal: Represent a multi-viewpoint scene as a set of objects and a set of viewpoints



Viewpoint Selection Strategy



Multi-Viewpoint Images



- t=1 t=2 t=3 t=4 t=5 t=6 t=7 t=8
- Random Selection
 - Observation Set: t = 1, 4, 5, 8
 - Example: OCLOC [1]

- Sequential Selection
 - Observation Set: t = 3, 4, 5, 6
 - Example: SIMONe [2]
- Active Selection: Select the next observation viewpoint for each scene based on the information of the observed images

[1] Yuan et al. Unsupervised learning of compositional scene representations from multiple unspecified viewpoints. AAAI 2022.[2] Kabra et al. Simone: View-invariant, temporally-abstracted object representations via unsupervised video decomposition. NeurIPS 2021.

Active Viewpoint Selection



Goal: Iteratively select viewpoints from the unknown set to form a small yet informative observation set, enabling effective training with fewer images



Active Viewpoint Selection





Active Viewpoint Selection





Active Viewpoint Selection Strategy

Experiments: Unsupervised Object Segmentation











ShapeNet

8

Experiments: Compositional Generation





(b) Multi-Viewpoint Interpolation

Experiments: Novel Viewpoint Synthesis







- We propose a multi-viewpoint object-centric learning model with an active viewpoint selection strategy.
- Our model achieves outstanding performance in unsupervised object segmentation and image generation.
- Compared to random viewpoint selection, our active selection strategy significantly enhances viewpoint-independent object-centric representations, improving scene understanding.
- The model can also predict images from unknown viewpoints and generate images from novel viewpoints.