





Wireframe Representation

Our representation of wireframes is based on the notation from graph theory:

- Let W = (V, E) be a wireframe;
- *V* is the set of junction indices; •
- $E \subseteq V \times V$ is the set of lines;
- For each $\forall i \in V$: p_i represents its coordinate in image space.

Why Wireframe?

- Editable CAD representation;
- Clean geometry from priors of man-made environments;
- Compact, easy for content sharing and transmission;
- High-level structuralized features, as opposed to local features such as SIFT or line segments;
- Now possible with recent advances in deep learning.

Applications









(c) 3D Editing

Previous Methods [1,2,3]

- Two-stage algorithms
- First, use neural networks to predict pixelwise heat maps
- Next, apply heuristic algorithms to turn the pixel-wise heat maps into a vectorized format



Datasets and Settings

- Experiments on ShanghaiTech dataset [1];
 - Training set: **5,000** images;
 - Testing set: **462** images;
- Trains and tests on a single NVIDIA GTX 1080Ti.





End-to-End Wireframe Parsing

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Related Work

Our Method (L-CNN)

- End-to-end trainable
- Directly outputs vectorized wireframe, including junctions and lines
- Easy to implement in modern neural network frameworks

Qualitative Measures



(b) AFM [3] (c) Wireframe [1] (d) L-CNN (e) Ground Truth (a) LSD [2]





	sAP ¹⁰	mAP ^J	AP ^H	$\mathbf{F}^{\mathbf{H}}$
LSD [2]	/	/	52.0	61.0
Wireframe [1]	5.1	40.9	67.8	72.6
AFM [3]	24.4	23.3	69.5	77.2
L-CNN	62.9	59.3	83.0	81.2

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