

# 1 OpenMask3D: Open-Vocabulary 3D Instance Segmentation - Rebuttal Tables and Figures

Method	Novel Classes			Base Classes			All Classes			
	AP	AP <sub>50</sub>	AP <sub>25</sub>	AP	AP <sub>50</sub>	AP <sub>25</sub>	AP	AP <sub>50</sub>	AP <sub>25</sub>	tail (AP)
OpenScene [46] (2D Fusion)	7.6	10.3	12.3	11.1	<b>15.0</b>	17.7	8.5	11.6	13.8	6.1
OpenScene [46] (3D Distill)	1.8	2.3	2.7	10.1	13.4	15.4	4.1	5.3	6.1	0.4
OpenScene [46] (2D/3D Ensemble)	2.4	2.8	3.3	10.4	13.7	16.3	4.6	5.8	6.8	0.9
OpenMask3D (Ours)	<b>10.4</b>	<b>12.9</b>	<b>15.3</b>	<b>12.1</b>	<b>15.0</b>	<b>17.9</b>	<b>10.9</b>	<b>13.5</b>	<b>16.0</b>	<b>10.0</b>

**Table 1: 3D instance segmentation results using masks from mask module trained on ScanNet20 annotations, evaluated on the ScanNet200 dataset [51].** We identify 53 classes (such as chair, folded chair, table, dining table ...) that are semantically close to the original ScanNet20 classes, and group them as “Base”. Remaining 147 classes are grouped as “Novel”. We also report results on the full set of labels, titled “All”.

Model	AP	AP <sub>50</sub>	AP <sub>25</sub>	Levels	Ratio of Exp.	AP	AP <sub>50</sub>	AP <sub>25</sub>
<i>Open-vocabulary</i>								
OpenScene [46] (2D Fusion)	10.9	15.6	17.3	1	0.1	11.3	16.0	20.2
OpenScene [46] (3D Distill)	8.2	10.5	12.6	3	0.1	<b>13.1</b>	<b>18.4</b>	<b>24.2</b>
OpenScene [46] (2D/3D Ensemble)	8.2	10.4	13.3	5	0.1	12.8	17.6	22.6
OpenMask3D (rendered RGB-D)	11.6	14.9	18.4	3	0.05	12.9	18.1	23.5
2 OpenMask3D (fast config.)	11.9	17.1	23.3	3	0.1	<b>13.1</b>	<b>18.4</b>	<b>24.2</b>
OpenMask3D (base config.)	<b>13.1</b>	<b>18.4</b>	<b>24.2</b>	3	0.2	12.8	17.7	22.9

**Table 2: 3D instance segmentation results on the Replica dataset.**

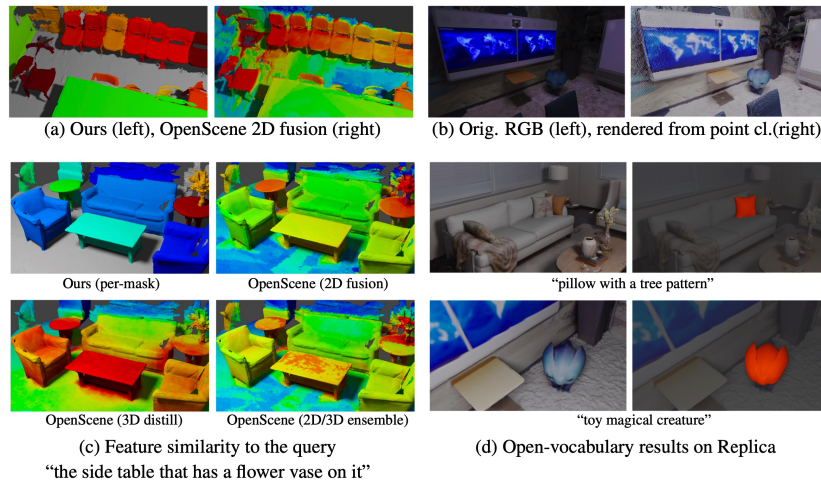
**Table 3: Ablation study of the multi-scale cropping hyperparameters on the Replica dataset.**

Model	Checkpoints	Memory
<i>OpenMask3D (ours)</i>		
SAM [30]	ViT-H	8 GB
SAM [30]	ViT-B	4 GB
CLIP [49]	ViT-L/14@336px	4 GB
3OpenScene [46]		
OpenSeg [15]	from [46] repository	> 30 GB <sup>1</sup>

Function	Checkpoints	Time
<i>OpenMask3D (ours)</i>		
SAM.set_image() [30]	ViT-H	0.497
SAM.predict() [30]	ViT-H	0.006
SAM.set_image() [30]	ViT-B	0.109
SAM.predict() [30]	ViT-B	0.005
CLIP.preprocess() [49]	ViT-L/14@336px	0.004
CLIP.encode_image() [49]	ViT-L/14@336px	0.015
<i>OpenScene [46]</i>		
OpenSeg.predict() [15]	from [46] repository	0.917 s

**Table 4: Memory requirements of foundation models used in OpenMask3D and OpenScene [46].**

**Table 5: Time requirements for atomic operations of foundation models. Values collected as averages during the computation of features for a scene of ScanNet200.**



**Figure 1: Qualitative results (best viewed on a screen)**