

Table 1: The FPS of PolyDiffuse counts both the MapTR proposal generator and the GS-DM. The running time in this table is measured on a single Nvidia RTX A5000 GPU. The PolyDiffuse here is retrained during rebuttal and has a slightly better performance than Table.2 of the main paper.

Matching Criterion →			Chamfer distance					+ Ordered angle distance			
Method	Stages	Steps	FPS	AP_p	AP_d	AP_b	mAP	AP_p	AP_d	AP_b	mAP
MapTR	1	1	14.3	55.8	60.9	61.1	59.3	46.1	43.4	41.9	43.8
+PolyDiffuse	2	2	6.3	56.8	59.8	60.9	59.2	50.3	48.2	44.3	47.6
+PolyDiffuse	2	5	4.8	58.1	59.7	61.2	59.6	51.8	49.5	45.4	48.9
+PolyDiffuse	2	10	3.4	58.2	59.7	61.3	59.7	52.0	49.5	45.4	49.0

Table 2: The FPS of PolyDiffuse counts both the RoomFormer proposal generator and the GS-DM. The running time is measured with a single Nvidia RTX A5000 GPU. The same PolyDiffuse model is used as the Table.1 of the main paper.

Evaluation Level →				Room			Corner			Angle		
Method	Stages	Steps	FPS	Prec.	Rec.	F1	Prec.	Rec.	F1	Prec.	Rec.	F1
RoomFormer	1	1	29.9	96.3	96.2	96.2	89.7	86.7	88.2	85.4	82.5	83.9
+PolyDiffuse	2	2	11.7	96.9	96.4	96.6	90.3	87.1	88.7	85.8	82.8	84.3
+PolyDiffuse	2	5	7.1	98.5	97.9	98.2	92.5	89.0	90.7	90.3	86.9	88.6
+PolyDiffuse	2	10	4.4	98.7	98.1	98.4	92.8	89.3	91.0	90.8	87.4	89.1

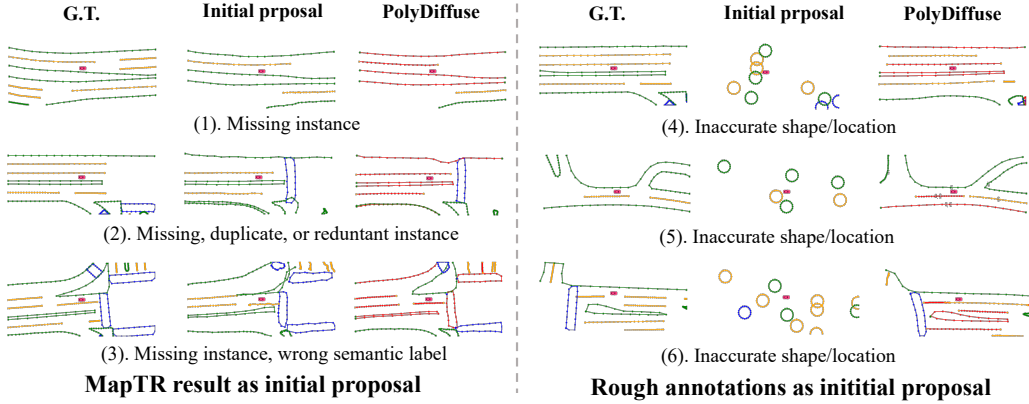


Figure 1: Failure examples of PolyDiffuse on the HD mapping task. We mark a predicted map element by red color if it is a true positive under both the Chamfer distance and the order-aware angle distance matching criteria. The thresholds used here are 1.0m and 10° , respectively. See the text in the global response for discussions and analyses.

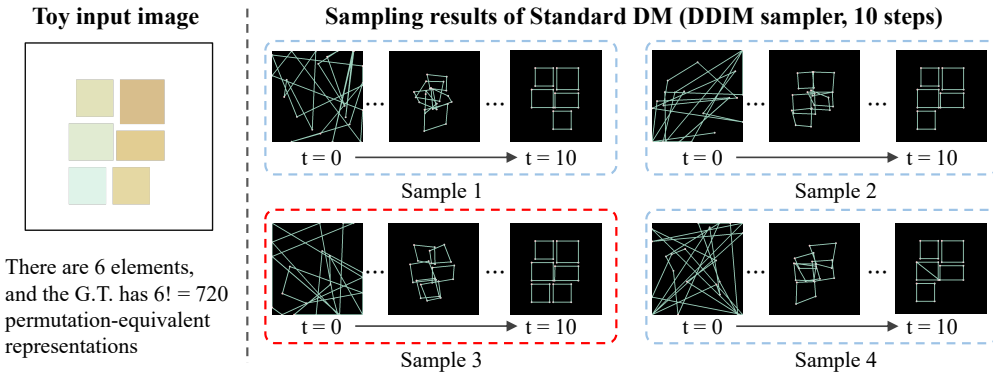


Figure 2: A simple toy experiment of using a standard DM to fit a single data sample with 6 elements. Four sampling results with *different initial noises* are shown. The DDIM sampler is used with 10 denoising steps. Only one of the four samples (*i.e.*, Sample 3) gets the correct final result due to the challenges induced by the set ambiguity, as explained in the main paper.