

3D Reconstruction with Spatial Memory

Supplementary Material

6. Additional details

Training loss. The confidence loss as in DUST3R [81] is:

$$\mathcal{L}_{\text{conf}} = \sum_t \sum_{i \in \mathcal{V}} C_t^i \mathcal{L}_{\text{reg}}(i) - \alpha \log C_t^i, \quad (10)$$

where $\mathcal{V}$ is the set of all valid pixels. The confidence C_t^i is an exponential function of the raw output of the network $\hat{C}_t^i$:

$$C_t^i = 1 + \exp(\hat{C}_t^i) \quad (11)$$

In confidence loss $\mathcal{L}_{\text{conf}}$, α controls the total confidence score the model needs to distribute to the loss of each pixel. Since the regions with larger depths usually have a larger loss, the model assigns more confidence weight to regions with smaller depths. This loss shares a similar spirit to other depth representations, e.g., inverse depth, which gives more weight to pixels with smaller depth. However, instead of explicitly encoding the depth, this confidence loss let the model learn the weight function along the training. Our scale loss is defined as:

$$\mathcal{L}_{\text{scale}} = \max(0, \bar{X} - \bar{X}_{\text{gt}}), \quad (12)$$

where $\bar{X}$ and $\bar{X}_{\text{gt}}$ are the average distance of all predicted and ground-truth points to the origin. The scale loss encourages the predicted scale to be smaller than the GT scale to prevent the model from learning trivial solutions.

To tune the hyper-parameter α , we find that the best way is to ensure the overall training loss becomes smaller than 0 after 30% of epochs. A typical sign of choosing the α that is not big enough is the $\mathcal{L}_{\text{scale}}$ becomes quite large along the training. This indicates that some pixels with large depths make the model predict the trivial solutions. We find that $\alpha \geq 0.4$ achieves the best results in our case.

Curriculum training. Given the minimal and maximum sampling interval T_{min} and T_{max} between adjacent frames, our curriculum sampling can be written as:

$$T = T_{\text{min}} + \eta_a (T_{\text{max}} - T_{\text{min}}), \quad (13)$$

where η_a is the active ratio of the training ratio η :

$$\eta_a = \begin{cases} \min(1, 2\eta) & \text{if } \eta < 0.75 \\ \max(0.5, 4 - 4\eta) & \text{otherwise} \end{cases} \quad (14)$$

7. Additional analysis

Ablation study on view selection. Since the confidence function in Eq. 11 tends to over-weight patches with higher

Method	Acc↓		Comp↓		NC↑	
	Mean	Med.	Mean	Med.	Mean	Med.
Ours* (exp)	3.099	1.361	2.247	0.993	0.731	0.835
Ours*	2.902	1.273	2.120	0.937	0.732	0.836

Table 4. **Ablation study on view selection.** Ours* (exp): exponential confidence function for view selection as in DUST3R [81]. Ours*: sigmoid confidence function for view selection.

datasets	Method	Acc↓		Comp↓		NC↑	
		Mean	Med.	Mean	Med.	Mean	Med.
7scenes	Dust3R[†]	0.0286	0.0123	0.0280	0.0091	0.6681	0.7683
	Dust3R^{ours}	0.0278	0.0117	0.0247	0.0101	0.6775	0.7842
	Ours	0.0342	0.0148	0.0241	0.0085	0.6635	0.7625
7scenes (FV)	Dust3R[†]	0.0279	0.0133	0.0276	0.0108	0.7630	0.8841
	Dust3R^{ours}	0.0242	0.0114	0.0249	0.0106	0.7785	0.9003
	Ours	0.0239	0.0111	0.0247	0.0103	0.7768	0.8985
NRGBD	Dust3R[†]	0.0544	0.0251	0.0315	0.0103	0.8024	0.9529
	Dust3R^{ours}	0.0644	0.0246	0.0396	0.0110	0.8041	0.9623
	Ours	0.0691	0.0315	0.0291	0.0110	0.7775	0.9371
NRGBD (FV)	Dust3R[†]	0.0591	0.0266	0.0409	0.0136	0.8305	0.9556
	Dust3R^{ours}	0.0606	0.0252	0.0407	0.0143	0.8439	0.9630
	Ours	0.0611	0.0254	0.0392	0.0135	0.8330	0.9593

Table 5. **Ablation study on Dust3R^{ours} on indoor scene.**

datasets	Method	Acc↓		Comp↓		NC↑	
		Mean	Med.	Mean	Med.	Mean	Med.
DTU	Dust3R[†]	2.296	1.297	2.158	1.002	0.747	0.848
	Dust3R^{ours}	3.386	1.469	2.228	1.017	0.734	0.837
	Ours*	2.902	1.273	2.120	0.937	0.732	0.836
DTU (FV)	Dust3R[†]	2.511	1.484	2.661	1.230	0.788	0.883
	Dust3R^{ours}	3.875	1.869	2.916	1.438	0.777	0.874
	Ours* (FV)	3.055	1.600	2.878	1.345	0.781	0.878

Table 6. **Ablation study on Dust3R^{ours} on DTU.**

confidence, we instead use the sigmoid function for view selection of the offline reconstruction. The overall confidence function becomes:

$$C = \frac{C_1 - 1}{C_1} + \frac{C_2 - 1}{C_2}. \quad (15)$$

The difference in performance is illustrated in Tab. 4.

Ablation study on DUST3R in Spann3R. Since our model inherits from the network architecture of DUST3R [81], we can directly compare the performance of the ViT encoder with two decoders in our model, denoted as DUST3R^{ours}, with the original DUST3R. As shown in Tab. 5 and Tab. 6, even though we re-purpose the two decoders, DUST3R^{ours} still shows on-par median accuracy and completion and consistent better normal consistency compared to DUST3R[†]

Scene	Method	Acc↓		Comp↓		NC↑	
		Mean	Med.	Mean	Med.	Mean	Med.
chess03	Dust3R [†]	0.0270	0.0093	0.0180	0.0055	0.6351	0.7144
	Ours	0.0237	0.0072	0.0193	0.0052	0.6505	0.7389
chess05	Dust3R [†]	0.0335	0.0141	0.0178	0.0080	0.6352	0.7156
	Ours	0.0229	0.0073	0.0142	0.0058	0.6413	0.7249
pumpkin01	Dust3R [†]	0.0337	0.0133	0.0292	0.0123	0.7302	0.8509
	Ours	0.0271	0.0131	0.0205	0.0087	0.7068	0.8258
pumpkin07	Dust3R [†]	0.0193	0.0055	0.0132	0.0052	0.6793	0.7860
	Ours	0.0178	0.0062	0.0164	0.0060	0.6832	0.7929
stairs01	Dust3R [†]	0.0636	0.0357	0.1023	0.0193	0.6475	0.7476
	Ours	0.0739	0.0421	0.0672	0.0151	0.6507	0.7496
stairs04	Dust3R [†]	0.0475	0.0212	0.0900	0.0174	0.6446	0.7335
	Ours	0.0390	0.0160	0.0357	0.0069	0.6588	0.7589
fire03	Dust3R [†]	0.0112	0.0044	0.0096	0.0042	0.6539	0.7474
	Ours	0.0089	0.0042	0.0086	0.0039	0.6523	0.7454
fire04	Dust3R [†]	0.0104	0.0037	0.0111	0.0037	0.6515	0.7408
	Ours	0.0086	0.0034	0.0098	0.0036	0.6556	0.7472
office02	Dust3R [†]	0.0462	0.0179	0.0381	0.0145	0.6819	0.7957
	Ours	0.0403	0.0187	0.0223	0.0124	0.6843	0.7969
office06	Dust3R [†]	0.0257	0.0152	0.0218	0.0094	0.7195	0.8477
	Ours	0.0879	0.0414	0.0420	0.0154	0.6731	0.7823
office07	Dust3R [†]	0.0270	0.0132	0.0224	0.0126	0.6864	0.7944
	Ours	0.0269	0.0127	0.0232	0.0101	0.6740	0.7772
office09	Dust3R [†]	0.0351	0.0165	0.0281	0.0102	0.6777	0.7854
	Ours	0.0791	0.0279	0.0541	0.0192	0.6579	0.7560
redkit03	Dust3R [†]	0.0250	0.0112	0.0183	0.0087	0.6983	0.8186
	Ours	0.0367	0.0203	0.0158	0.0075	0.6765	0.7849
redkit04	Dust3R [†]	0.0184	0.0069	0.0235	0.0059	0.6570	0.7509
	Ours	0.0242	0.0083	0.0179	0.0061	0.6532	0.7467
redkit06	Dust3R [†]	0.0240	0.0127	0.0170	0.0075	0.6533	0.7442
	Ours	0.0285	0.0120	0.0214	0.0087	0.6404	0.7229
redkit12	Dust3R [†]	0.0191	0.0068	0.0161	0.0074	0.6423	0.7271
	Ours	0.0257	0.0091	0.0178	0.0076	0.6364	0.7211
redkit14	Dust3R [†]	0.0216	0.0087	0.0197	0.0080	0.6332	0.7106
	Ours	0.0187	0.0086	0.0171	0.0070	0.6427	0.7264
heads01	Dust3R [†]	0.0256	0.0056	0.0082	0.0037	0.6983	0.8180
	Ours	0.0267	0.0082	0.0098	0.0043	0.7056	0.8288
Avg.	Dust3R [†]	0.0286	0.0123	0.0280	0.0091	0.6681	0.7683
	Ours	0.0342	0.0148	0.0241	0.0085	0.6635	0.7625

Table 7. Per-scene results on 7scenes dataset.

on indoor scene reconstruction. This opens up the possibility of combining optimization-based techniques in Dust3R with Spann3R within one set of model parameters. Additionally, the inferior results on DTU datasets might be due to 1) Our training set only consists of a small fraction of object-centric scenes. 2) Dust3R uses an internal pair selection model, which can potentially boost the performance of the object-centric scenes. In contrast, we use a simple strategy of random sampling.

Per-scene performance. We show a per-scene break-

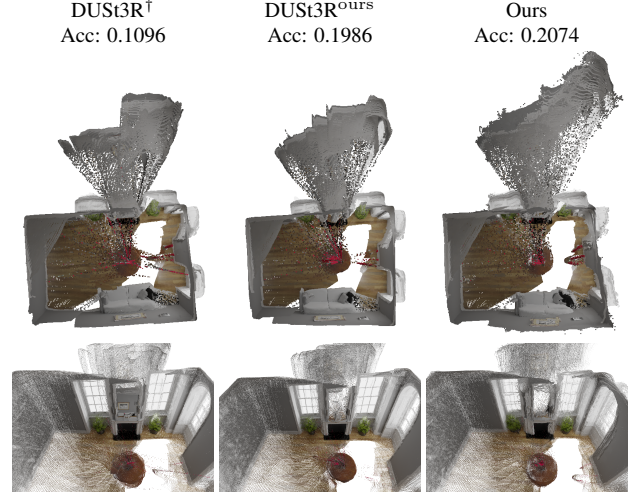


Figure 10. **Qualitative example of outlier scene on NRGBD.** Due to the presence of the mirror, only Dust3R[†] reconstructs the geometry of the mirror and produces fewer floaters. We hypothesize this is due to more synthetic training data used in Dust3R.

Scene	Method	Acc↓		Comp↓		NC↑	
		Mean	Med.	Mean	Med.	Mean	Med.
SC	Dust3R [†]	0.0731	0.0370	0.0296	0.0107	0.7404	0.9018
	Ours	0.0740	0.0359	0.0249	0.0106	0.7234	0.8779
CK	Dust3R [†]	0.0553	0.0252	0.0242	0.0113	0.8167	0.9706
	Ours	0.0916	0.0356	0.0310	0.0139	0.7811	0.9460
GWR	Dust3R [†]	0.1097	0.0348	0.0342	0.0170	0.8198	0.9625
	Ours	0.2074	0.0646	0.0499	0.0224	0.7628	0.9262
MA	Dust3R [†]	0.0220	0.0154	0.0158	0.0090	0.8126	0.9728
	Ours	0.0250	0.0173	0.0160	0.0077	0.8089	0.9677
GR	Dust3R [†]	0.0330	0.0232	0.0554	0.0086	0.8003	0.9534
	Ours	0.0486	0.0341	0.0529	0.0101	0.7816	0.9423
Kit.	Dust3R [†]	0.0965	0.0438	0.0656	0.0177	0.8157	0.9732
	Ours	0.0649	0.0359	0.0333	0.0132	0.8140	0.9683
WR	Dust3R [†]	0.0300	0.0170	0.0119	0.0071	0.7866	0.9352
	Ours	0.0426	0.0270	0.0169	0.0081	0.7500	0.9022
BR	Dust3R [†]	0.0476	0.0211	0.0343	0.0061	0.7460	0.9162
	Ours	0.0472	0.0215	0.0255	0.0067	0.7613	0.9312
TG	Dust3R [†]	0.0228	0.0084	0.0130	0.0054	0.8838	0.9911
	Ours	0.0207	0.0119	0.0120	0.0065	0.8150	0.9719
Avg.	Dust3R [†]	0.0544	0.0251	0.0315	0.0103	0.8024	0.9529
	Ours	0.0691	0.0315	0.0291	0.0110	0.7775	0.9371

Table 8. Per-scene results on NRGBD dataset.

down of quantitative results in Tab. 7 and Tab. 8. Our method achieves competitive per-scene results compared to Dust3R. However, in some challenging scenes, our model might produce more outliers compared to Dust3R, which leads to a higher accuracy score. Fig 10 shows an example on the NRGBD dataset, where the scene contains a mirror. This leads our model to produce more outliers and eventually leads to twice higher accuracy compared to Dust3R.

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