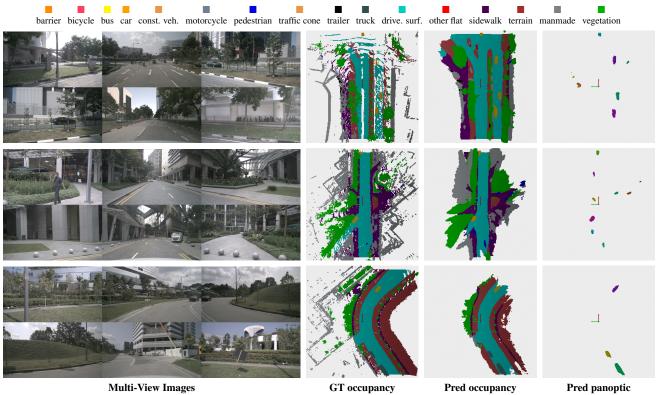
## Camera-Only 3D Panoptic Scene Completion for Autonomous Driving through Differentiable Object Shapes

## Supplementary Material

## A. Detailed results and additional qualitative examples

This section provides more detailed results on the Occupancy task of Occ3D-nuScenes. Tables 5 and 6 provide IoU numbers for each individual *things* and *stuff* class, respectively. We also provide additional qualitative results in Figure 5.



**Multi-View Images** 

GT occupancy

Figure 5. Additional qualitative results of our model OffsetOcc.

Pred panoptic

Method	Image Backbone	Temporal	Train w/ mask	Evaluate w/ mask	mIoU	IoU	bicycle	sud –	car	const. veh.	motorcycle	pedestrian	traffic cone	■ trailer	truck
MonoScene [2]	R101-DCN	X	×	1	6.1	-	4.3	4.9	9.4	5.7	4.0	3.0	5.9	4.4	7.2
BEVDet [9]	R101-DCN	X	×	1	19.4	-	0.2	32.3	34.5	13.0	10.3	10.4	6.3	8.9	23.6
OccFormer [46]	R101	X	×	1	21.9	-	12.3	34.4	39.2	14.4	16.4	17.2	9.3	13.9	26.4
BEVFormer [20]	R101-DCN	1	×	✓	26.9	-	17.9	40.4	42.4	7.4	23.9	21.8	21.0	22.4	30.7
TPVFormer [10]	R101-DCN	1	×	✓	27.8	-	13.7	40.8	45.9	17.2	20.0	18.8	14.3	26.7	34.2
CTF-Occ [34]	R101-DCN	×	×	✓	28.5	-	20.6	38.3	42.2	16.9	24.5	22.7	21.0	23.0	31.1
SparseOcc [24]	R50	1	×	✓	30.9	-	-	-	-	-	-	-	-	-	-
PanoOcc [40]	R101-DCN	1	×	1	32.5	-	<u>27.2</u>	43.5	48.7	<u>23.0</u>	<u>31.2</u>	27.6	<u>28.6</u>	26.6	38.3
TPVFormer <sup>‡</sup> [10]	R50	1	1	1	34.2	66.8	17.7	40.9	47.0	15.1	20.5	24.7	24.7	24.3	29.3
OccFormer <sup>‡</sup> [46]	R50	X	1	✓	37.4	<u>70.1</u>	18.2	42.8	50.3	24.0	20.8	22.9	21.0	31.9	38.1
BEVFormer [20]	R101-DCN	✓	1	1	<u>39.2</u>	-	24.9	<u>47.6</u>	<u>54.5</u>	20.2	28.8	28.0	25.7	<u>33.0</u>	<u>38.6</u>
PanoOcc [40]	R101-DCN	1	1	1	44.5	75.0	29.6	49.4	55.5	23.3	33.3	30.6	31.0	34.4	42.6
OffsetOcc (Ours) OffsetOcc (Ours)	R101 R101	X X	× ×	√ X	28.0	43.9 24.9	21.6	39.0 27.9	43.3 30.6	18.3 11.2	21.8 12.2		14.2 6.2		30.3

Table 5. **3D Occupancy prediction performance on the Occ3D-nuScenes dataset** *things* **classes.** "Temporal" indicates that the model uses past frames when generating predictions. "Train w/ mask" and "Evaluate w/ mask" indicate whether the model has been trained using the camera mask and whether the performance has been measured using the camera mask, respectively. ‡ indicates performance measured by [26]. Best performance is **bolded** and second best is underlined.

Method	Image Backbone	Temporal	Train w/ mask	Evaluate w/ mask	mIoU	IoU	■ others	barrier	drive. suf.	other flat	<ul><li>sidewalk</li></ul>	terrain	manmade	<ul> <li>vegetation</li> </ul>
MonoScene [2]	R101-DCN	X	X	1	6.1	-	1.8	7.2	14.9	6.3	7.9	7.4	1.0	7.6
BEVDet [9]	R101-DCN	×	×	1	19.4	-	4.4	30.3	52.3	24.6	26.1	22.3	15.0	15.1
OccFormer [46]	R101	X	X	1	21.9	-	5.9	30.3	51.0	31.0	34.7	22.7	6.8	7.0
BEVFormer [20]	R101-DCN	✓	X	1	26.9	-	5.8	37.8	55.4	28.4	36.0	28.1	20.0	17.7
TPVFormer [10]	R101-DCN	1	X	1	27.8	-	7.2	38.9	55.6	35.5	37.6	30.7	19.4	16.8
CTF-Occ [34]	R101-DCN	X	X	1	28.5	-	8.1	39.3	53.3	33.8	38.0	33.2	20.8	18.0
SparseOcc [24]	R50	✓	X	1	30.9	-	-	-	-	-	-	-	-	-
PanoOcc [40]	R101-DCN	1	×	1	32.5	-	<u>10.8</u>	46.9	58.0	38.9	38.2	32.3	15.6	16.4
TPVFormer <sup>‡</sup> [10]	R50	1	1	1	34.2	66.8	7.7	44.0	79.3	40.6	48.5	49.4	32.6	29.8
OccFormer <sup>‡</sup> [46]	R50	X	1	1	37.4	<u>70.1</u>	9.2	45.8	80.1	38.2	50.8	<u>54.3</u>	46.4	<u>40.2</u>
BEVFormer [20]	R101-DCN	1	1	1	39.2	-	10.1	<u>47.9</u>	82.0	<u>40.6</u>	<u>50.9</u>	53.0	43.9	37.2
PanoOcc [40]	R101-DCN	1	1	1	44.5	75.0	11.7	50.5	83.3	44.2	54.4	56.0	<u>45.9</u>	40.4
OffsetOcc (Ours)	R101	×	×	1	28.0	43.9	3.7	35.7	61.2	30.5	38.1	36.4	19.3	22.6
OffsetOcc (Ours)	R101	×	×	×	17.2	24.9	2.3	19.5	36.9	20.1	22.9	17.8	11.3	16.8

Table 6. **3D Occupancy prediction performance on the Occ3D-nuScenes dataset** *stuff* **classes.** "Temporal" indicates that the model uses past frames when generating predictions. "Train w/ mask" and "Evaluate w/ mask" indicate whether the model has been trained using the camera mask and whether the performance has been measured using the camera mask, respectively. ‡ indicates performance measured by [26]. Best performance is **bolded** and second best is <u>underlined</u>.