

PointNet++: Deep Hierarchical Feature Learning on Point Sets in a Metric Space

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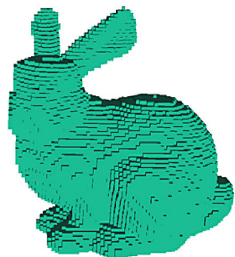
3D Data vs. 2D Data



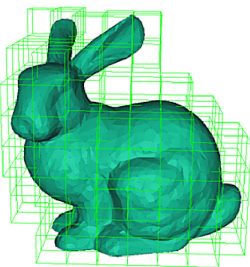
Image

Regular Data

128^3



Voxel

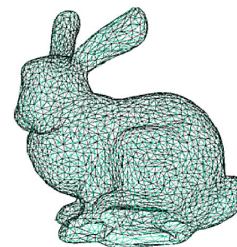


Octree

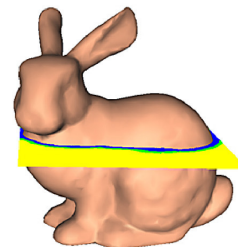


Point Cloud

Irregular Data



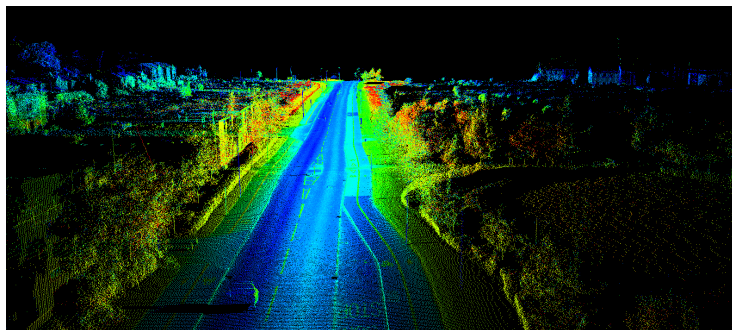
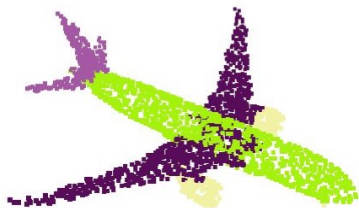
Mesh



SDF

Point Cloud

- ❖ Simplest, only points, no connectivity;
- ❖ (x, y, z) coordinates, with some features (normal, curvature, etc.)
- ❖ Easy to get directly from existing devices;
- ❖ Might be the only thing you can get directly from existing devices...



Problem Setting: Learning on Point Cloud

- ❖ **A set of 3D points** $M = \{P_i | i = 1, \dots, n\} \subseteq \mathbb{R}^n$; for PointNet and PointNet++
 - ❖ A distance metric d ;
 - ❖ $\mathcal{X} = (M, d)$ is a discrete metric space;
- > for PointNet++
- ❖ Learn function f that take \mathcal{X} as input and produce information regarding \mathcal{X} .

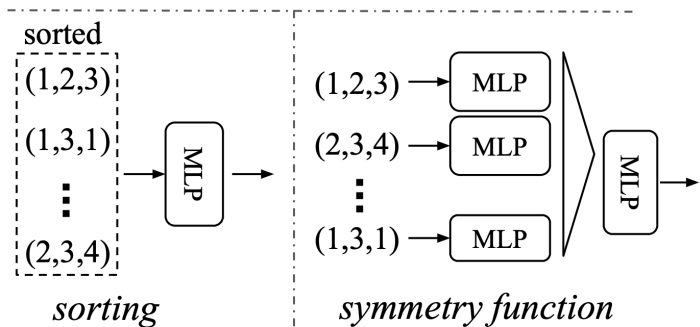
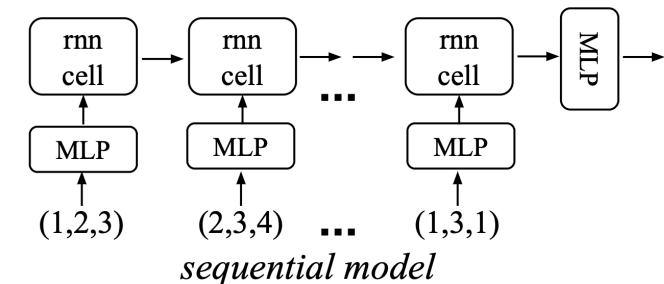
Properties of Desired Network

❖ Tackle **unordered** point set;

❖ Permutation Invariance;



❖ Transformation equivariance;



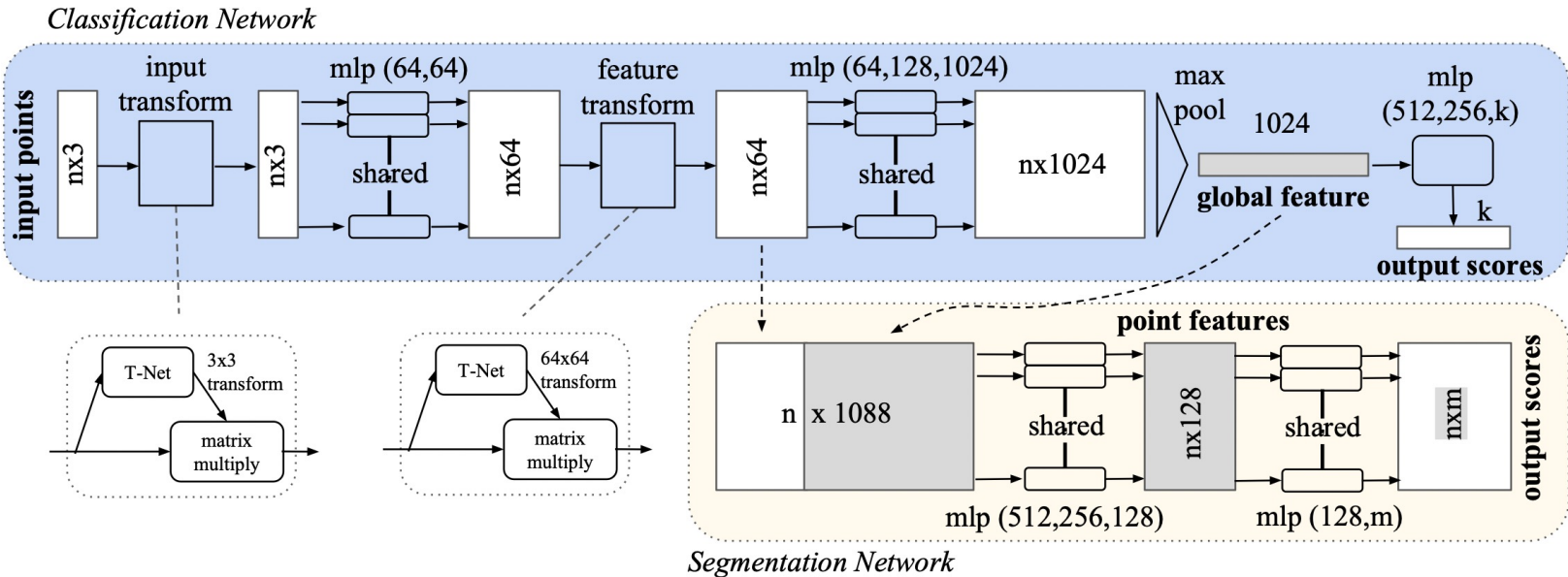
PointNet

- ❖ Fundamental idea: approximate a general function defined on a point set by applying a symmetric function on transformed elements in the set:

$$f(\{x_1, \dots, x_n\}) = \gamma \left(\underset{\text{MLP}}{\text{MAX}_{i=1, \dots, n}} \{h(x_i)\} \right)$$

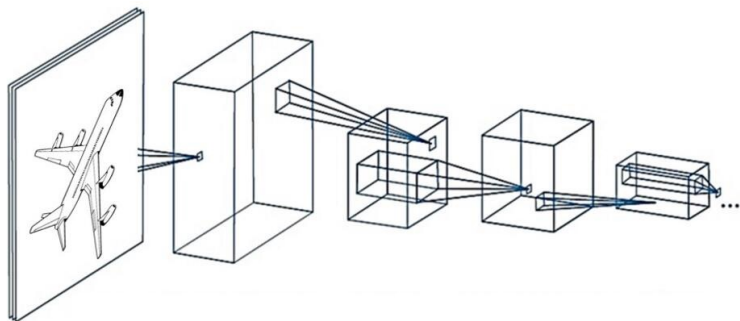
- ❖ Symmetric function: $f(x_1, x_2, \dots, x_n) \equiv f(x_{\pi_1}, x_{\pi_2}, \dots, x_{\pi_n}), x_i \in \mathbb{R}^d$

PointNet

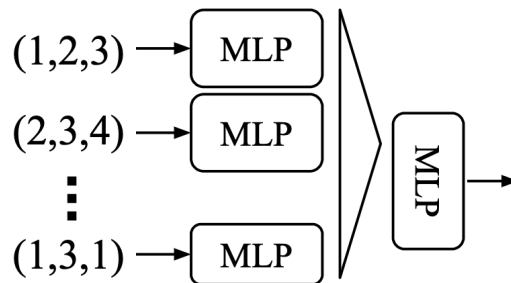


Limitation of PointNet

- ❖ Only **global** feature, no **local** context for each point.



CNN

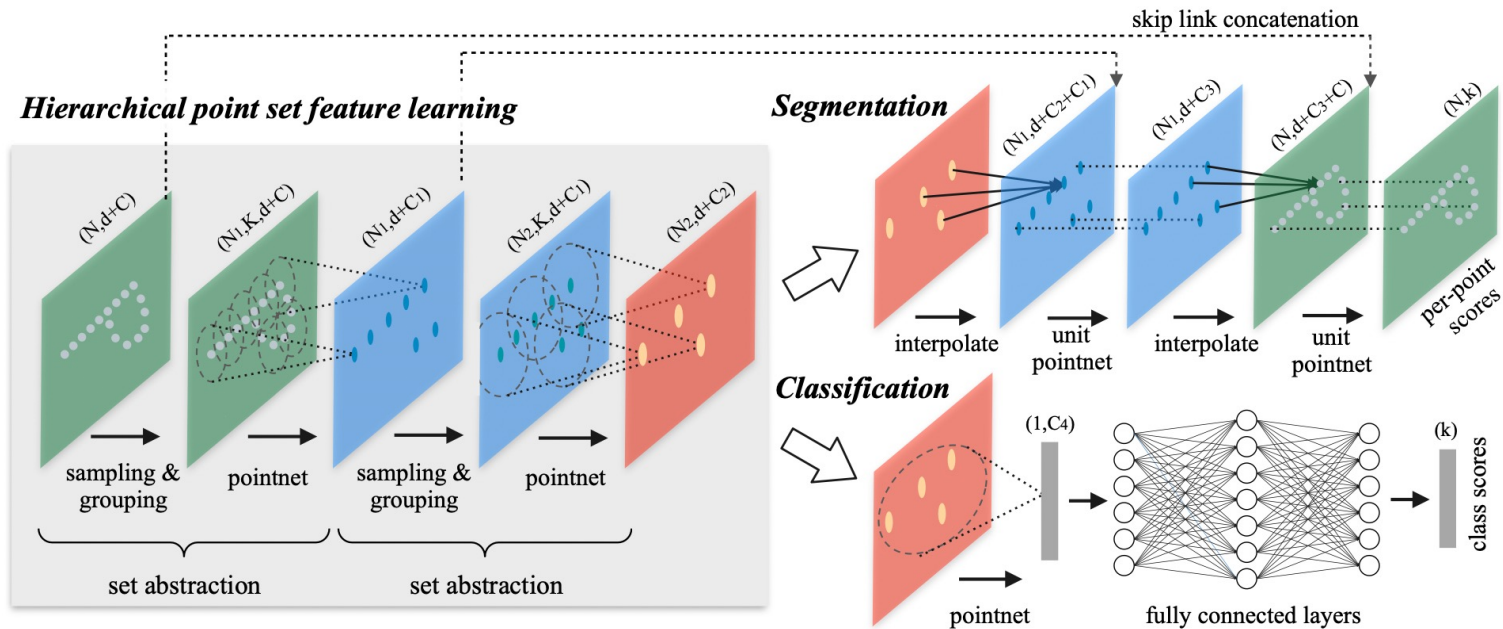


symmetry function

PointNet

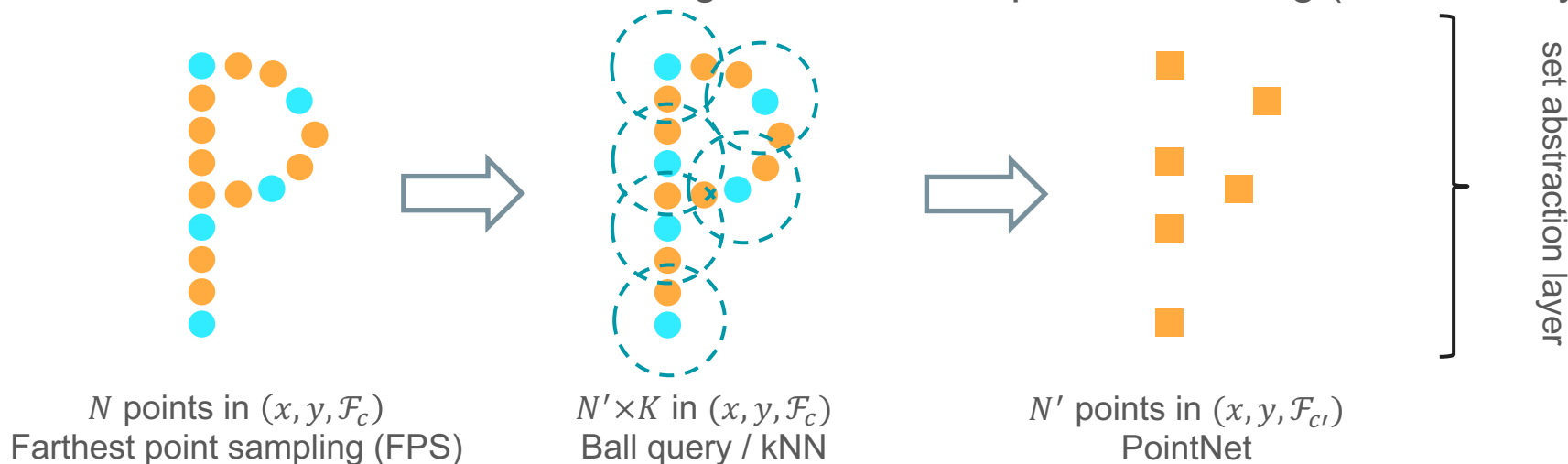
PointNet++

- ❖ Fundamental idea: hierarchical point set feature learning.



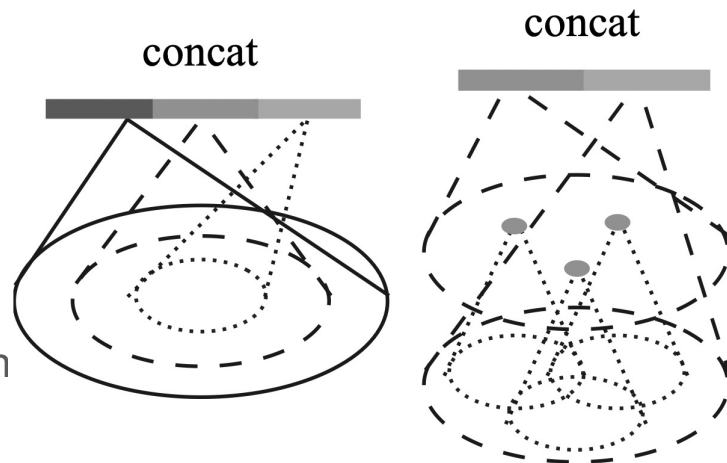
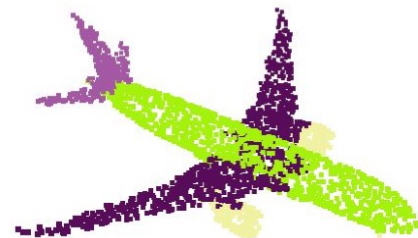
Hierarchical Point Set Feature Learning

- ❖ Sample anchor points (sampling layer);
- ❖ Find neighboring points of each anchor points (grouping layer);
- ❖ Use PointNet as basic building block for local pattern learning (PointNet layer).



Density Adaptive PointNet Layer

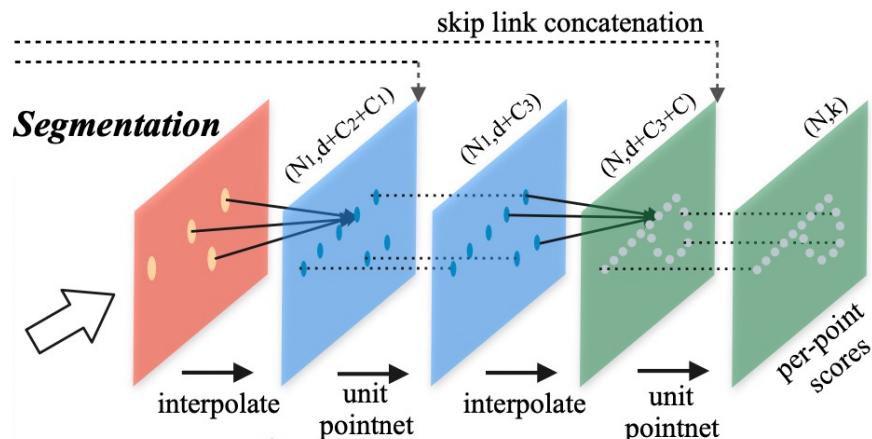
- ❖ More challenge: non-uniform density in point cloud.
- ❖ Multi-scale grouping (MSG)
 - ❖ Apply grouping layers with different scales
 - ❖ Random input dropout
- ❖ Multi-resolution grouping (MRG)
 - ❖ At layer L_i , summarizing features from lower level and process all raw points in the local region



Hierarchical Feature Propagation

❖ Challenge: for segmentation task, we want features of **all** the original points.

❖ $f^{(j)}(x) = \frac{\sum w_i(x) f_i^{(j)}}{\sum w_i(x)}$, where $w_i(x) = \frac{1}{d(x, x_i)^p}$, $j = 1, \dots, C$



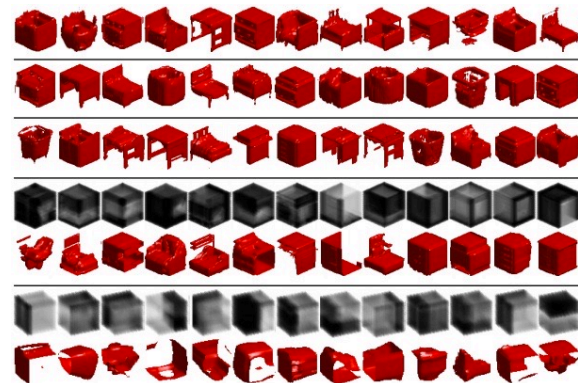
Experimental Setup

❖ Datasets

- ❖ MNIST: 2D images;
- ❖ ModelNet40: 3D CAD models;
- ❖ SHREC15: Shape in non-Euclidean metric space (non-rigid);
- ❖ ScanNet: Indoor scenes;

❖ Metrics

- ❖ Error rate / Accuracy



Experimental Results

❖ On MNIST and ModelNet40

Method	Error rate (%)
Multi-layer perceptron [24]	1.60
LeNet5 [11]	0.80
Network in Network [13]	0.47
PointNet (vanilla) [20]	1.30
PointNet [20]	0.78
Ours	0.51

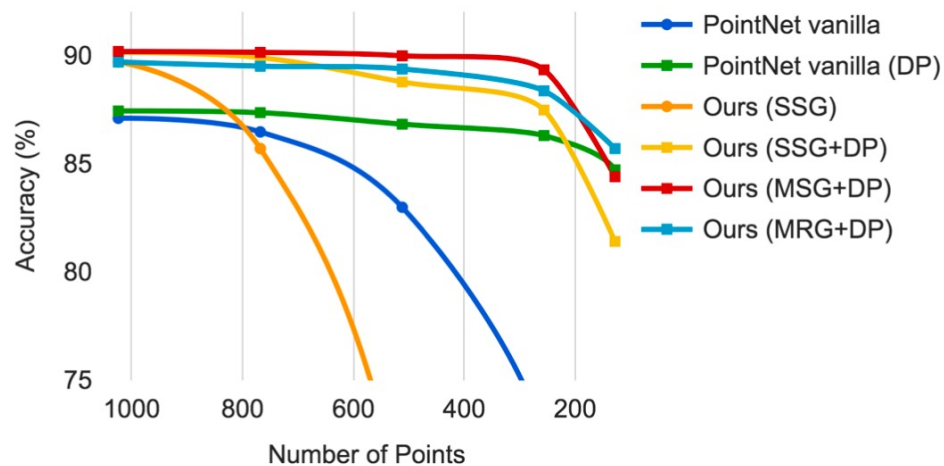
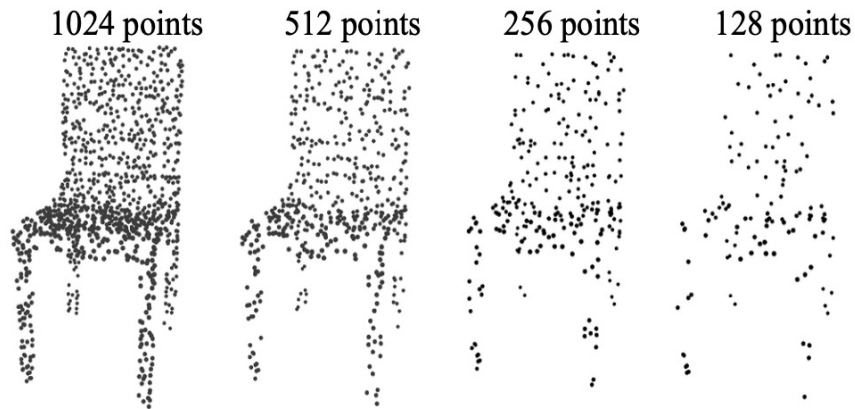
Table 1: MNIST digit classification.

Method	Input	Accuracy (%)
Subvolume [21]	vox	89.2
MVCNN [26]	img	90.1
PointNet (vanilla) [20]	pc	87.2
PointNet [20]	pc	89.2
Ours	pc	90.7
Ours (with normal)	pc	91.9

Table 2: ModelNet40 shape classification.

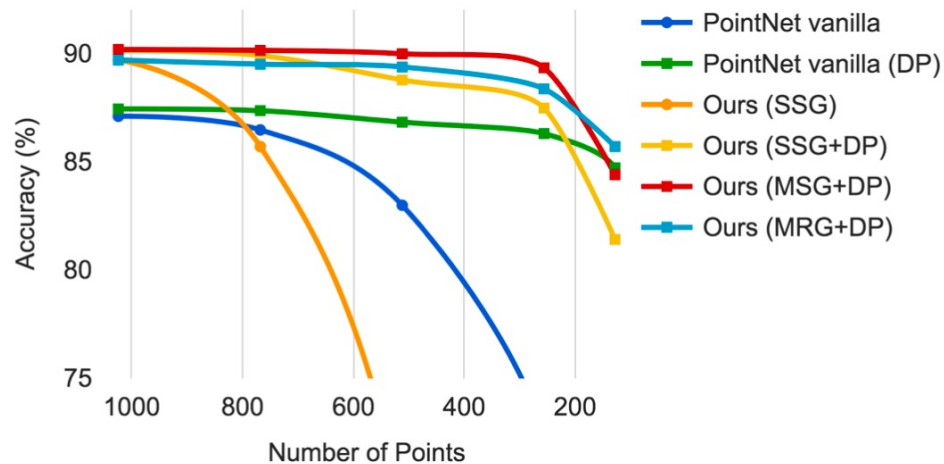
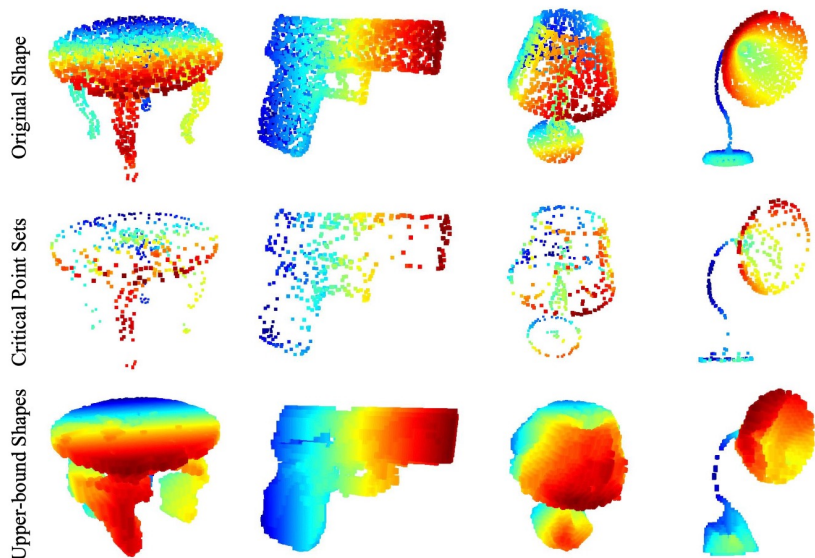
Experimental Results

❖ On robustness to sampling density variation



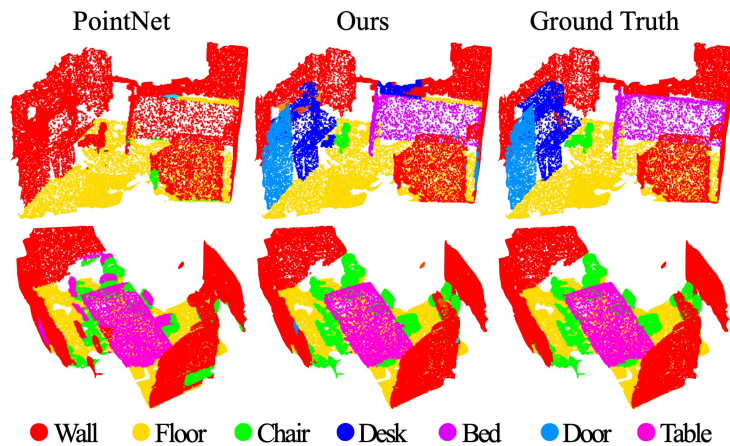
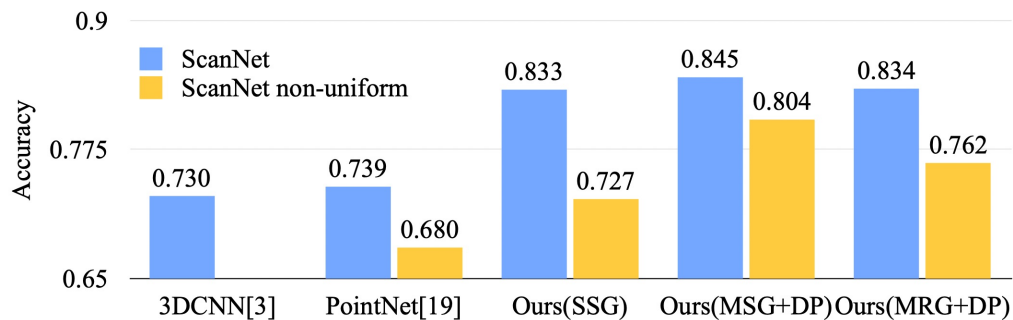
Experimental Results

❖ On robustness to sampling density variation



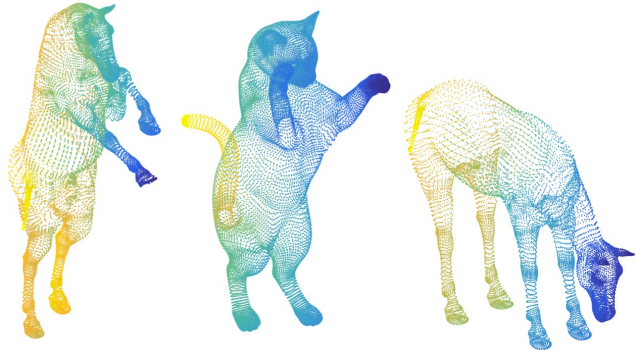
Experimental Results

❖ On large scale point cloud analysis



Experimental Results

- ❖ On non-Euclidean metric space
 - ❖ distance metric d ;
 - ❖ Intrinsic features: geodesic distance, WKS, HKS, Gaussian curvature ...



(a) Horse (b) Cat (c) Horse

	Metric space	Input feature	Accuracy (%)
DeepGM [14]	-	Intrinsic features	93.03
Ours	Euclidean	XYZ	60.18
	Euclidean	Intrinsic features	94.49
	Non-Euclidean	Intrinsic features	96.09

Experimental Results

❖ kNN v.s. Ball Query

kNN (k=16)	kNN (k=64)	radius (r=0.1)	radius (r=0.2)
89.3	90.3	89.1	90.7

❖ Farthest Point Sampling

Feature difference std.	Accuracy std.
0.021	0.0017

❖ Time and Space Complexity

	PointNet (vanilla) ¹	PointNet ¹	Ours (SSG)	Ours (MSG)	Ours (MRG)
Model size (MB)	9.4	40	8.7	12	24
Forward time (ms)	11.6	25.3	82.4	163.2	87.0

Conclusion and Open Issues

- ❖ An effective hierarchical learning network on point cloud.
 - ❖ Sampling & Grouping Layer;
 - ❖ Non-uniform point sampling;
 - ❖ Feature propagation.
- ❖ State-of-the-art performance.

- ❖ How to sample better local regions? (VoxelNet)
- ❖ How to propagate point features? (EdgeConv, RS-CNN, etc.)
- ❖ ...

Extended Readings

- ❖ Maturana, Daniel, and Sebastian Scherer. "Voxnet: A 3d convolutional neural network for real-time object recognition." 2015 IEEE/RSJ international conference on intelligent robots and systems (IROS). IEEE, 2015.
- ❖ Qi, Charles R., et al. "PointNet: Deep learning on point sets for 3d classification and segmentation." Proceedings of the IEEE conference on computer vision and pattern recognition. 2017.
- ❖ Wang, Yue, et al. "Dynamic graph CNN for learning on point clouds." Acm Transactions On Graphics (tog) 38.5 (2019): 1-12.
- ❖ Liu, Yongcheng, et al. "Relation-shape convolutional neural network for point cloud analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2019.
- ❖ Zhou, Yin, and Oncel Tuzel. "Voxelnet: End-to-end learning for point cloud based 3d object detection." Proceedings of the IEEE conference on computer vision and pattern recognition. 2018.

Summary

- ❖ 3D data and point cloud
- ❖ PointNet
 - ❖ Limitation: only global feature, no local context.
- ❖ PointNet ++
 - ❖ A hierarchical design using grouping and sampling;
 - ❖ Learning on non-uniform sampling density;
 - ❖ Feature propagation.
- ❖ State-of-the-art results on point cloud processing.