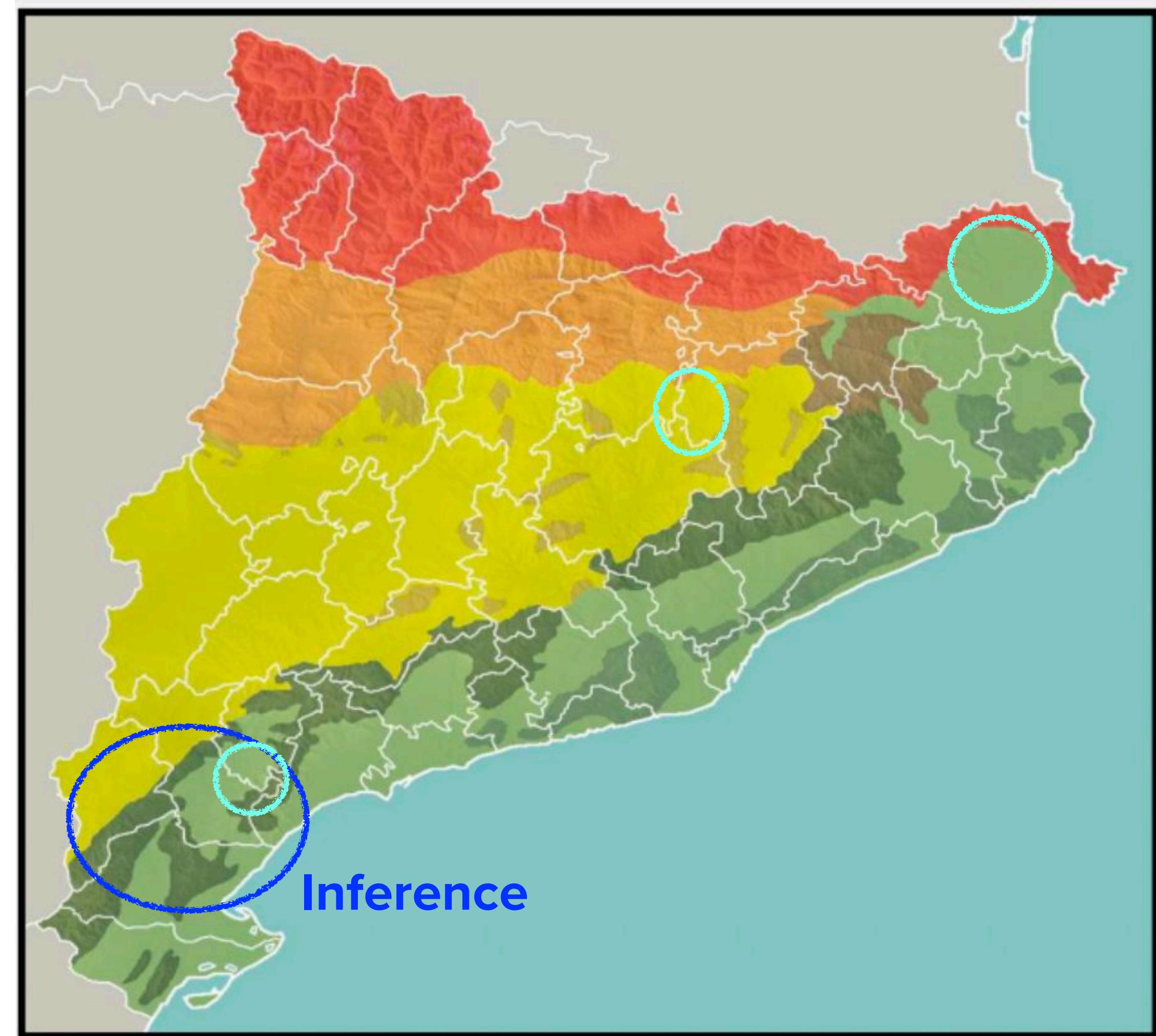
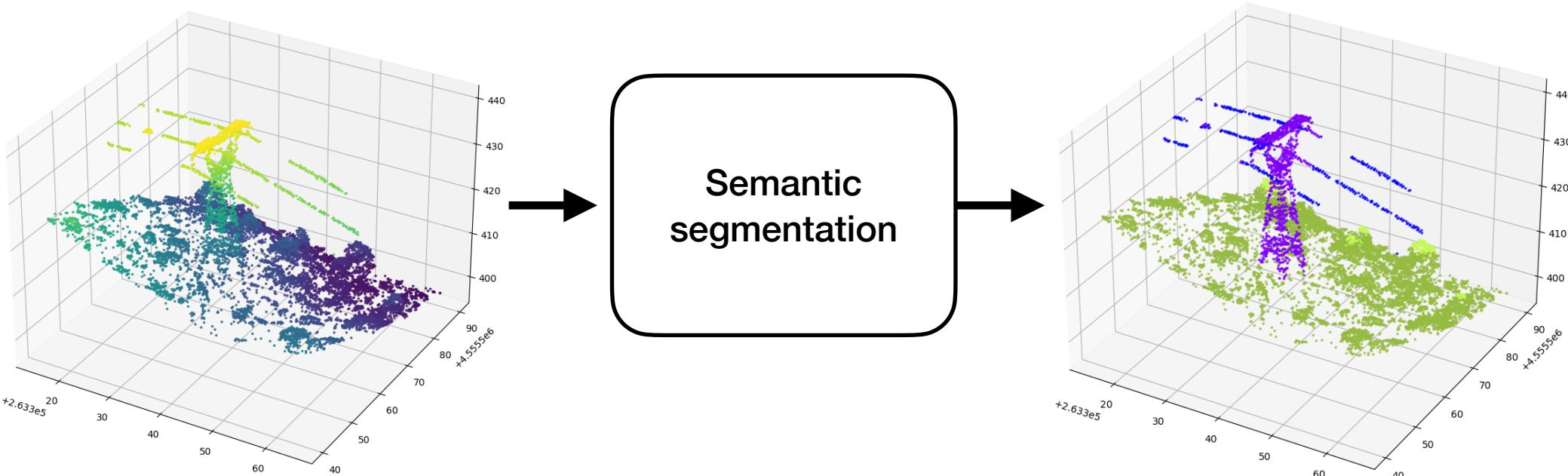


# **Into the world of unstructured 3D data**

**Mariona Carós**



# Industrial PhD



Labeled  
data



UNIVERSITAT DE  
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Institut  
Cartogràfic i Geològic  
de Catalunya



# Semantic segmentation of a LiDAR scene

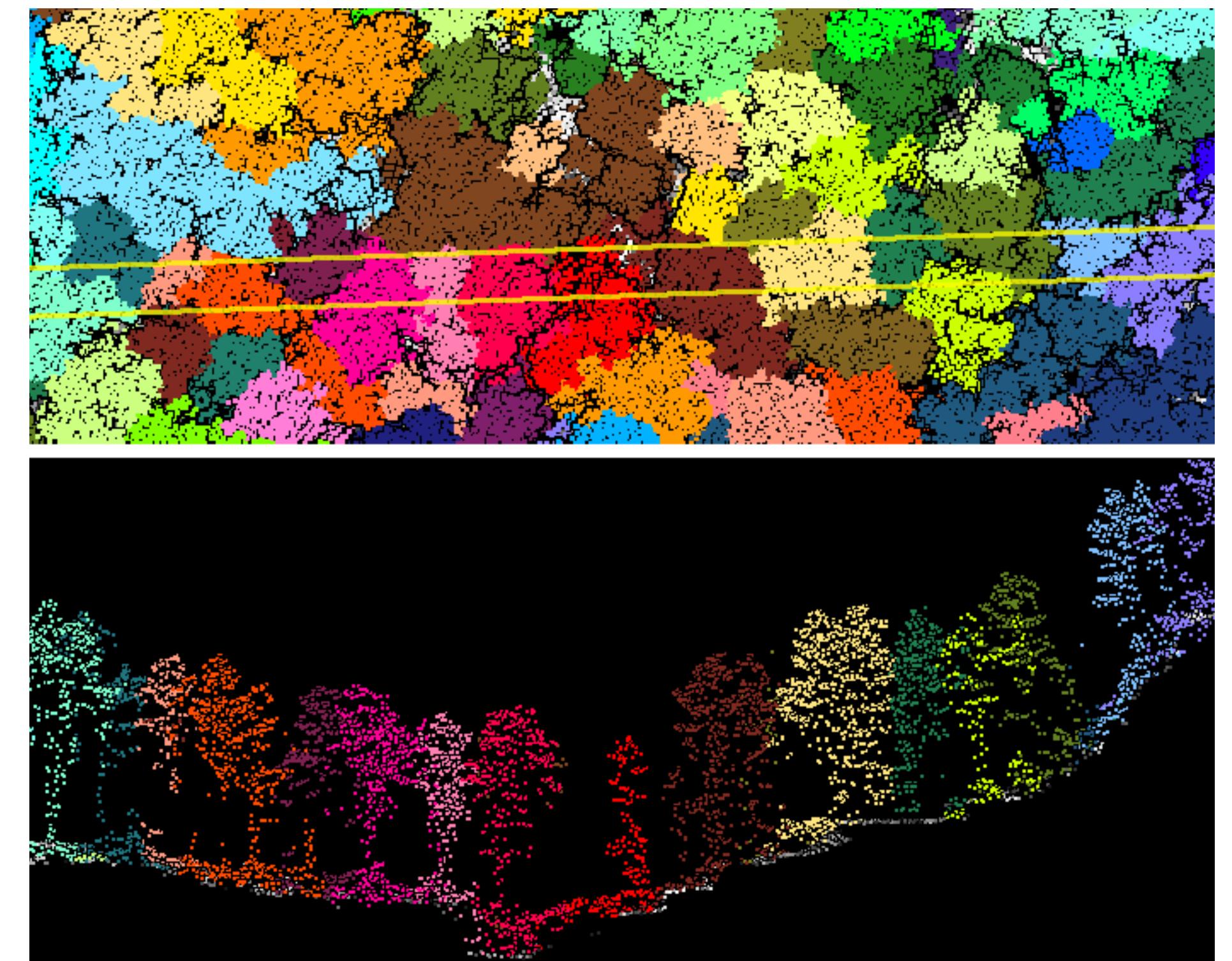
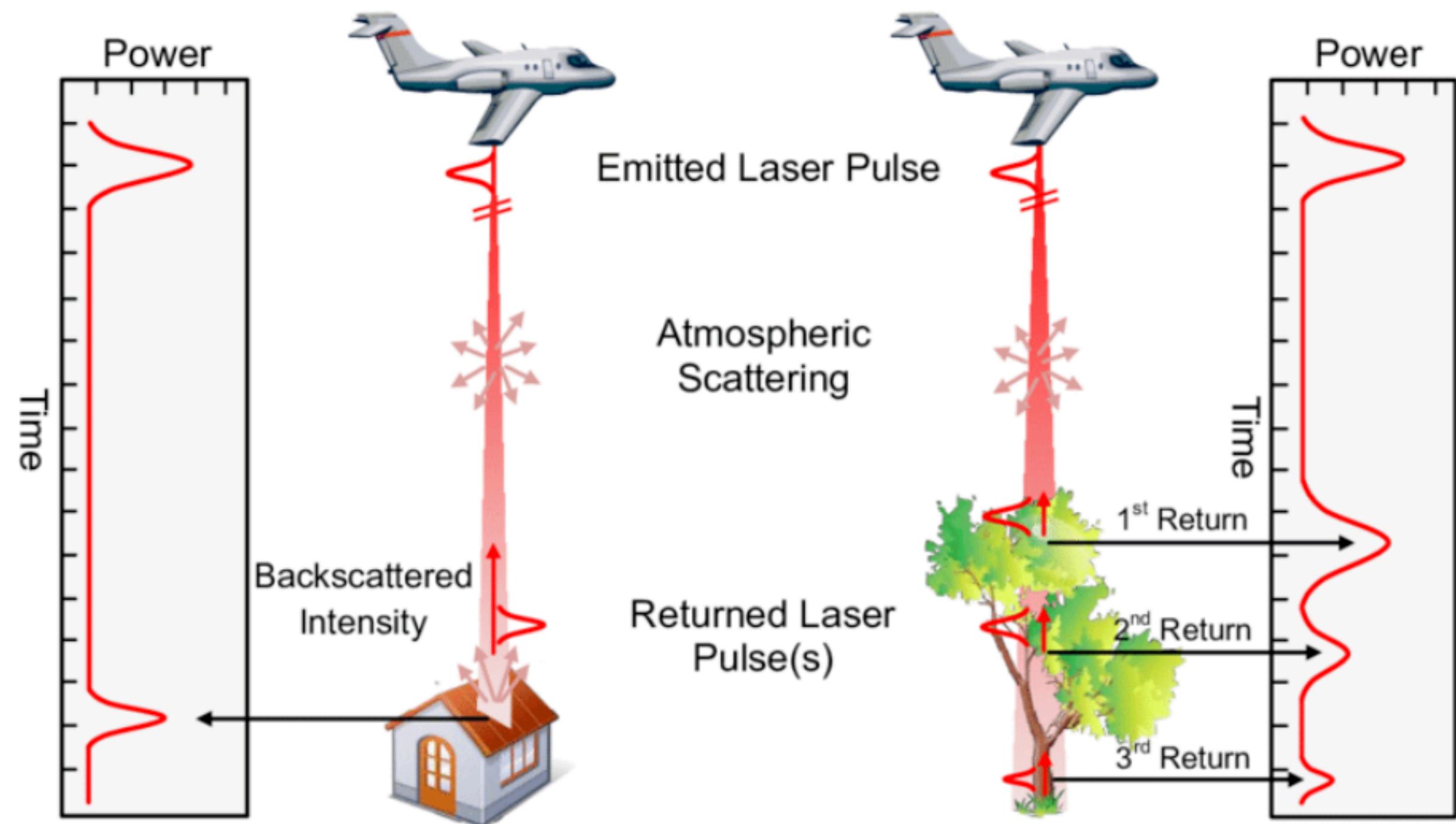


# Segmentation of power lines and wind turbines



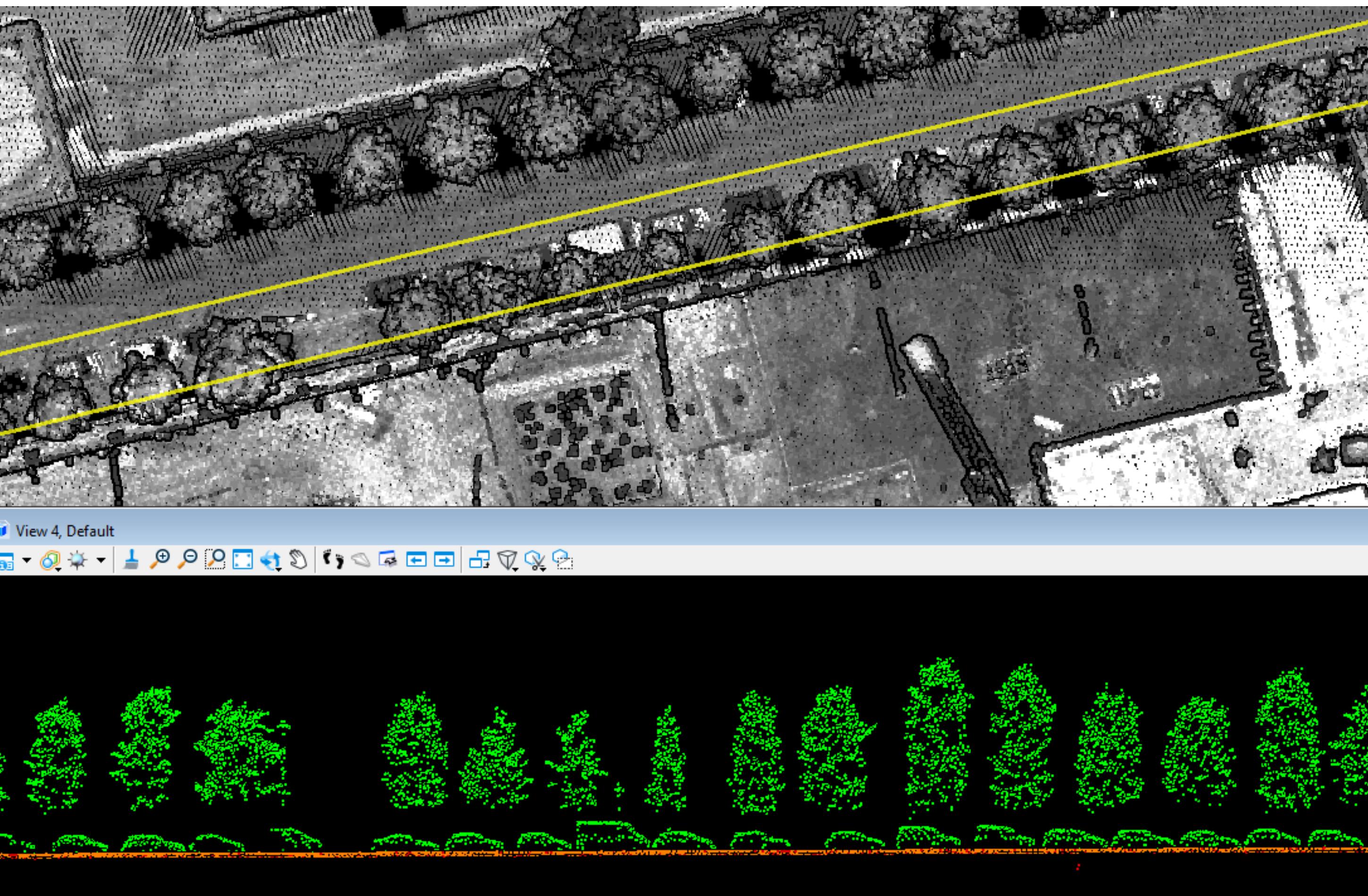
# LiDAR multi-return capability

- Lidar sensors get multiple returns from a single laser pulse. This capability allows the creation of detailed vertical profiles of the surveyed area and helps in distinguishing between different surfaces and objects.



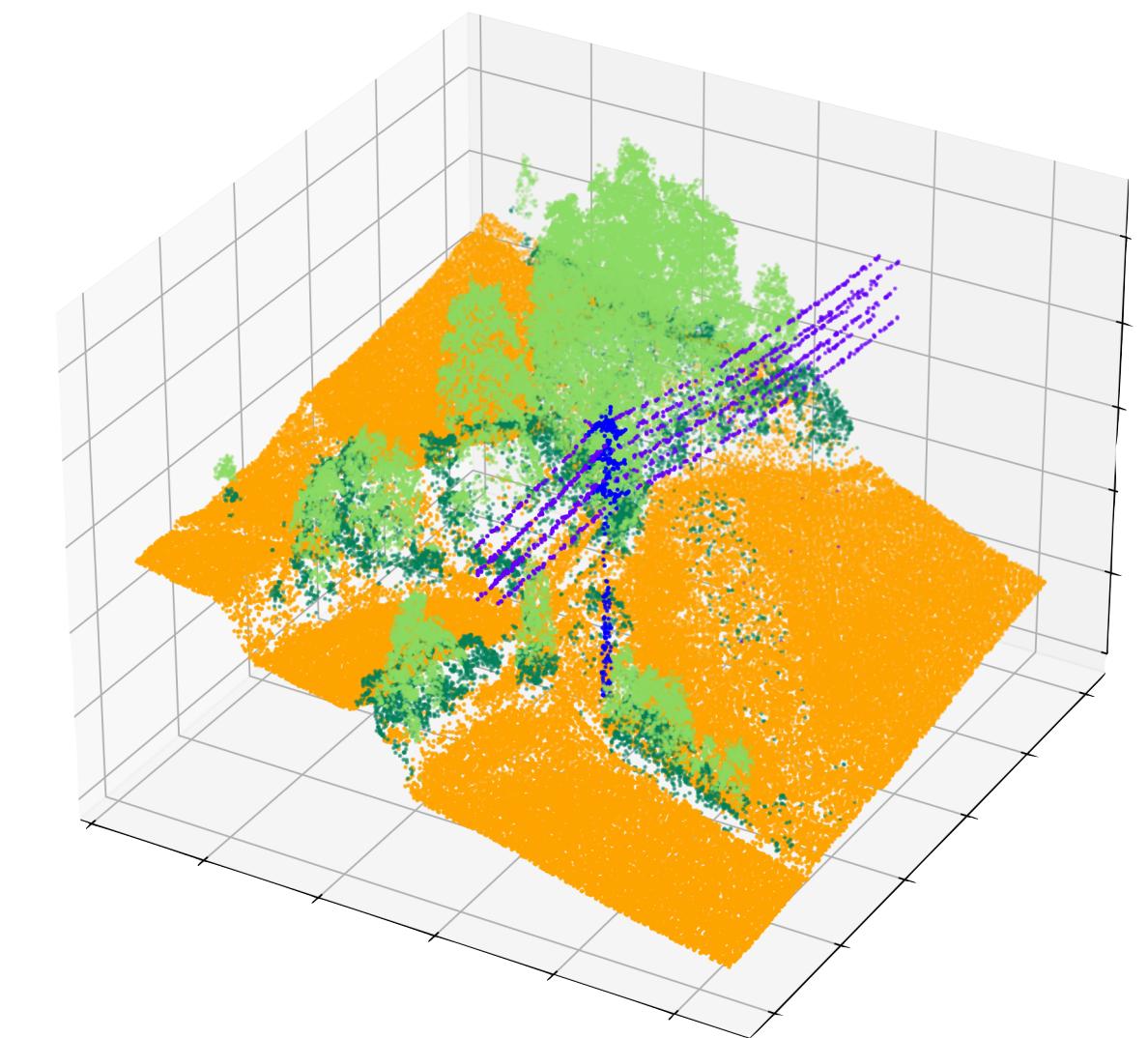
# LiDAR data

- High spatial accuracy
  - Our sensor has a precision of 5cm
- High resolution
  - Each scene have millions of points
- Represented as a point cloud
  - Point features
    - coordinates x, y, z
    - intensity
    - RGB
    - near infrared



# Properties of point sets

- **Invariance under transformations.** The learned representation of the point set should be invariant to rotation, translation or scale.
- **Unordered.** Unlike pixel arrays in images, point cloud is a set of points without specific order.
- **Local structures.** The points are from a space with a distance metric. Points are not isolated, and neighboring points form a meaningful subset.
- **The points are not uniformly distributed in a voxel.** Incorporating these points into a 3D tensor is challenging due to their non-uniform distribution within the voxel.

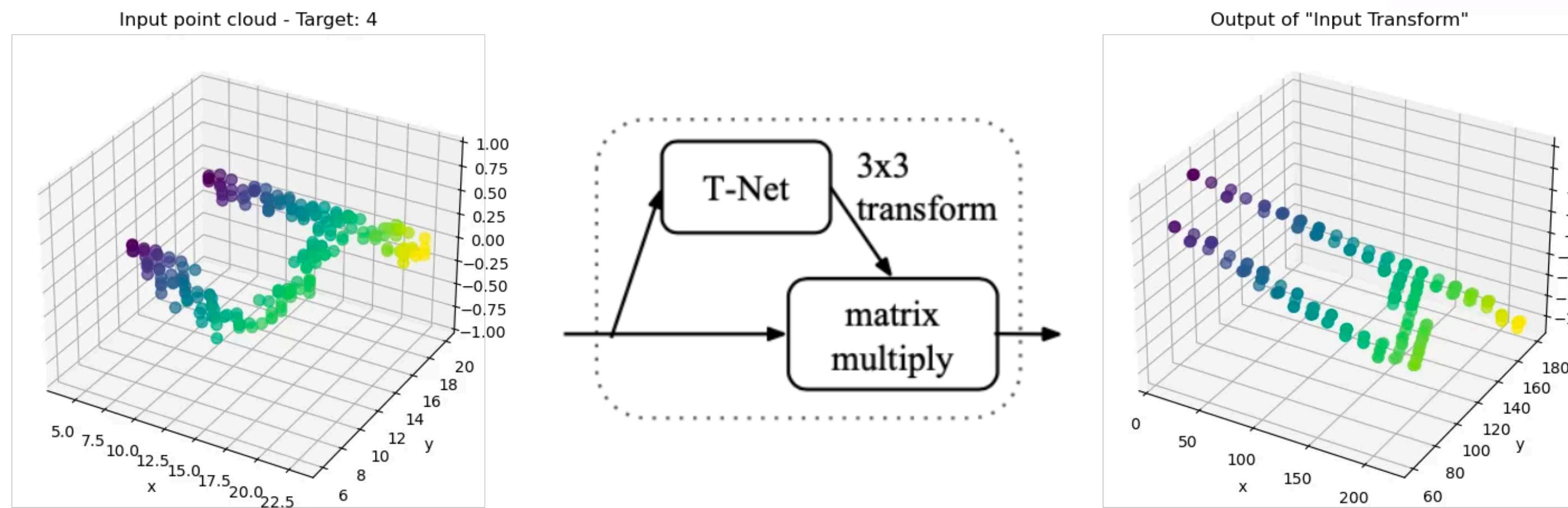
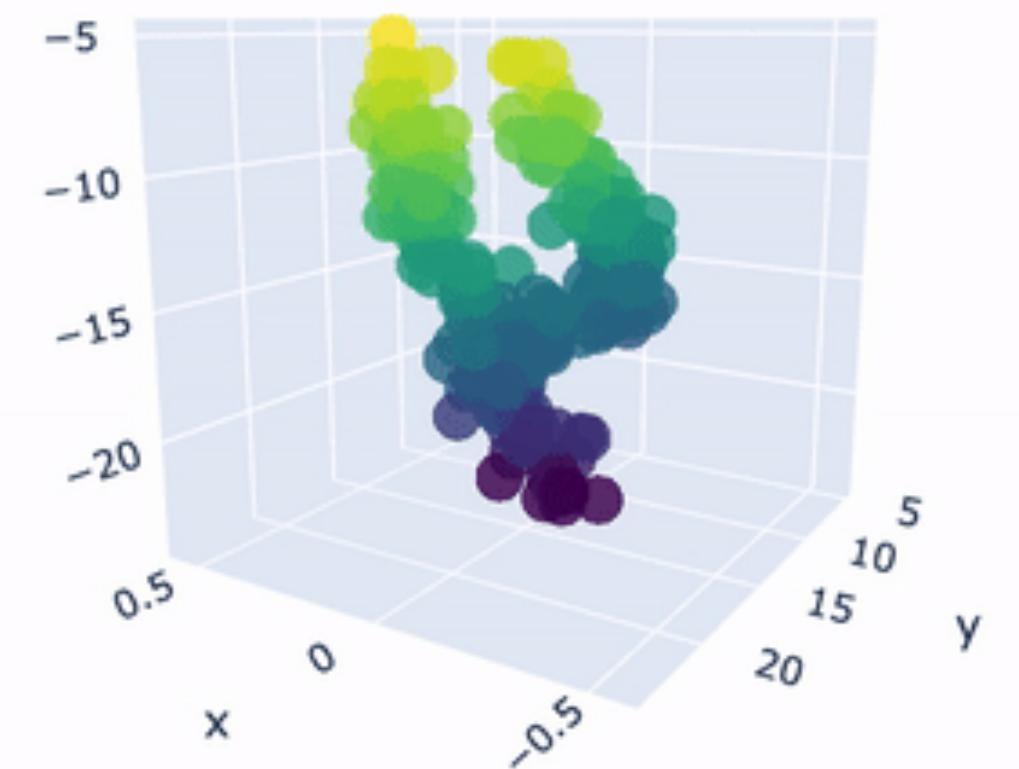


[4000, 8]

# **PointNet**

# Invariance under transformations

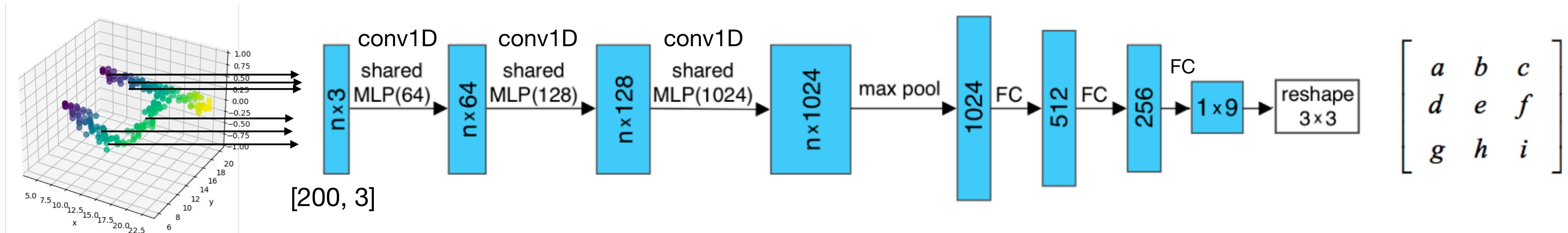
- *Requirement:* Rotating and translating points all together should not modify the global point cloud category nor the segmentation of the points.
- *Solution:* Transform data into a canonical form by using T-Net



# Invariance under transformations

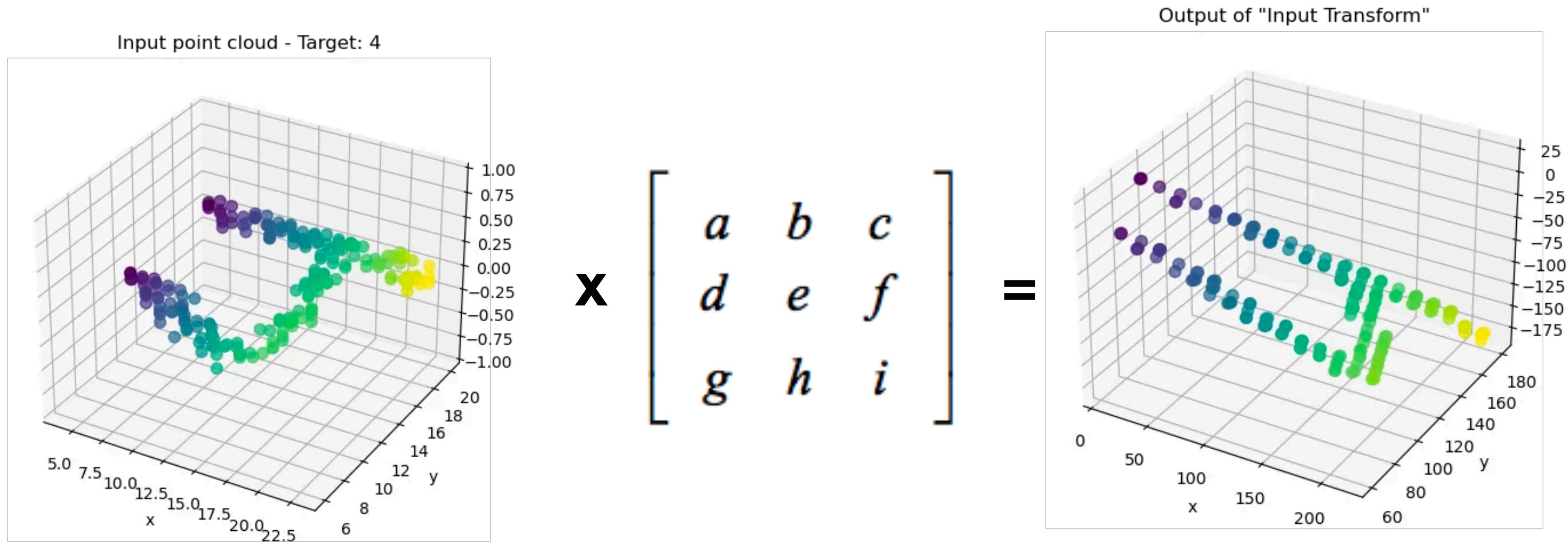
## Transformation Net

- How does **T-Net** align points into a canonical form?
- It **learns an affine transformation matrix** of  $3 \times 3$  to be applied to the coordinate of input points  $(x, y, z)$

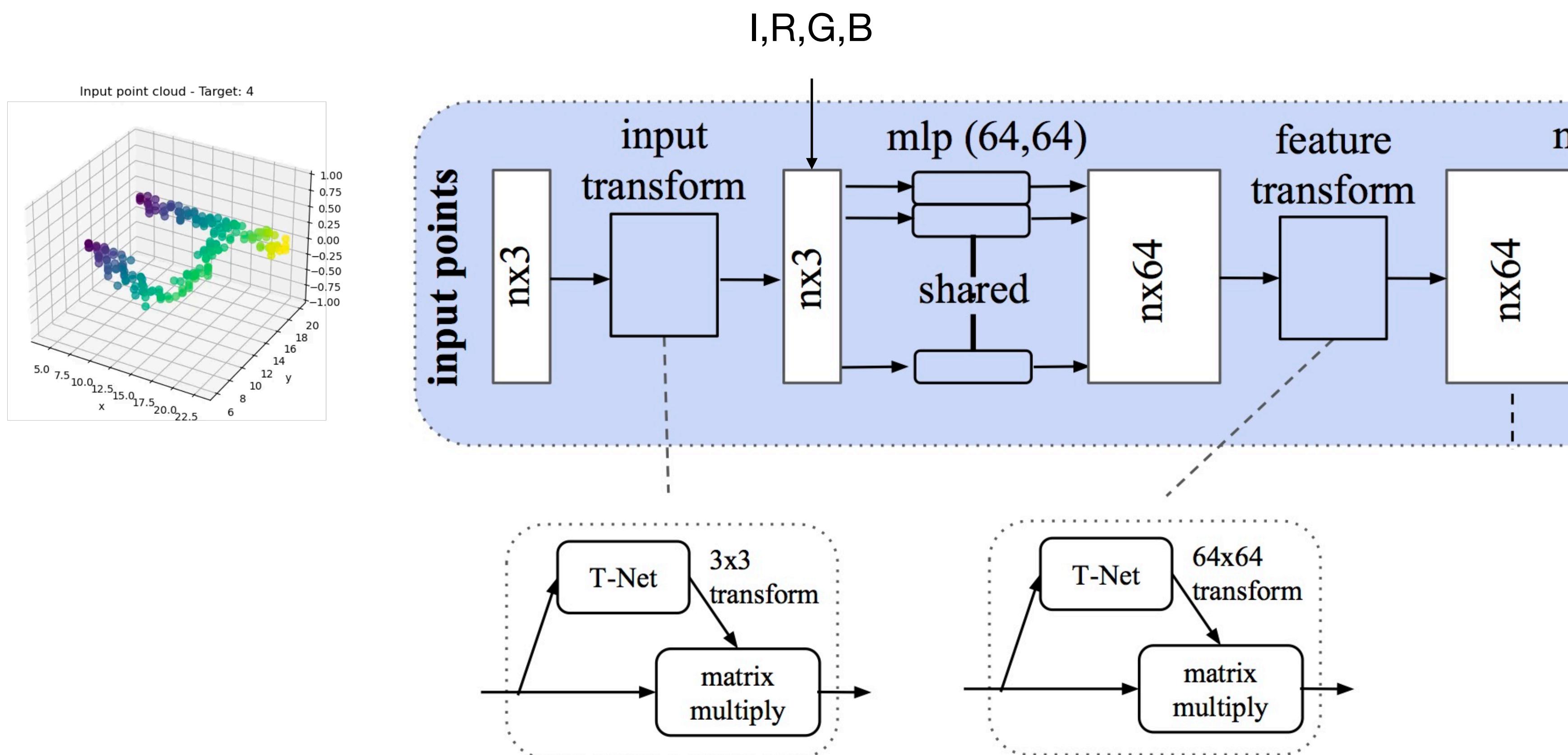


# Invariance under transformations

## Transformation Net

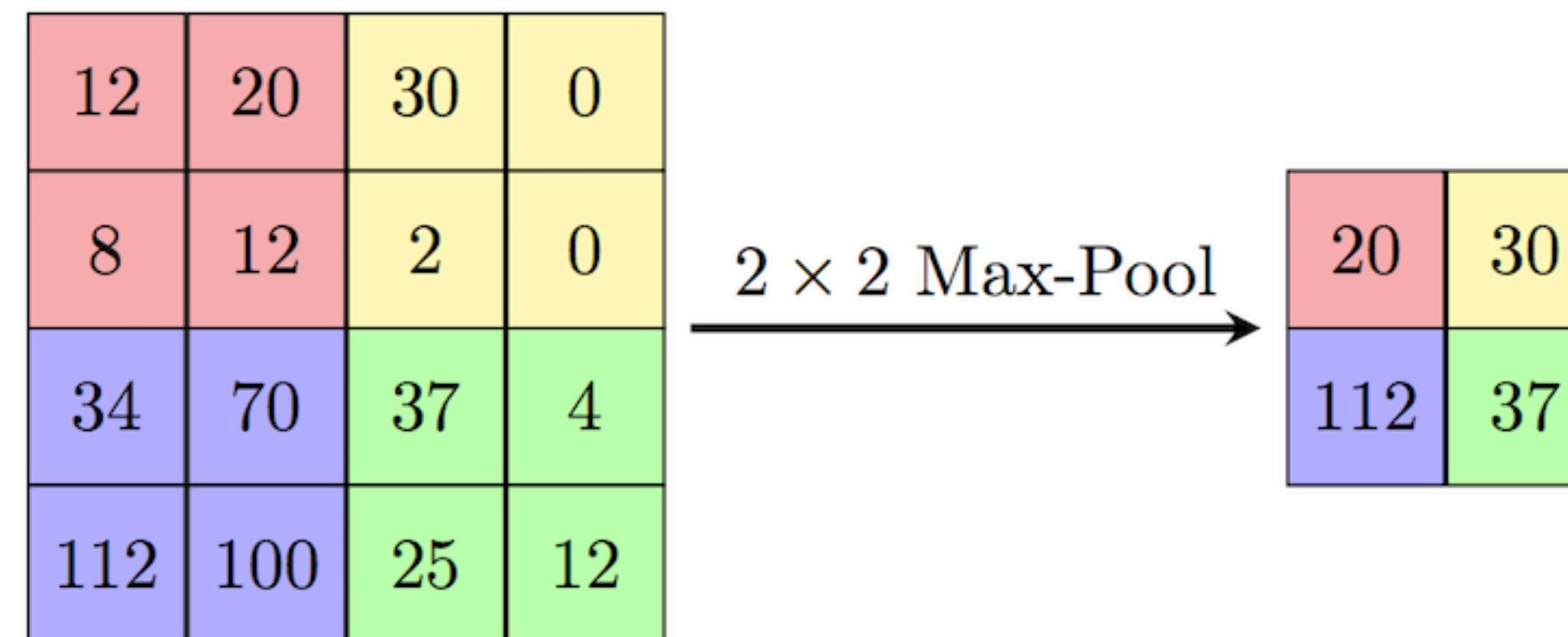


# PointNet Architecture

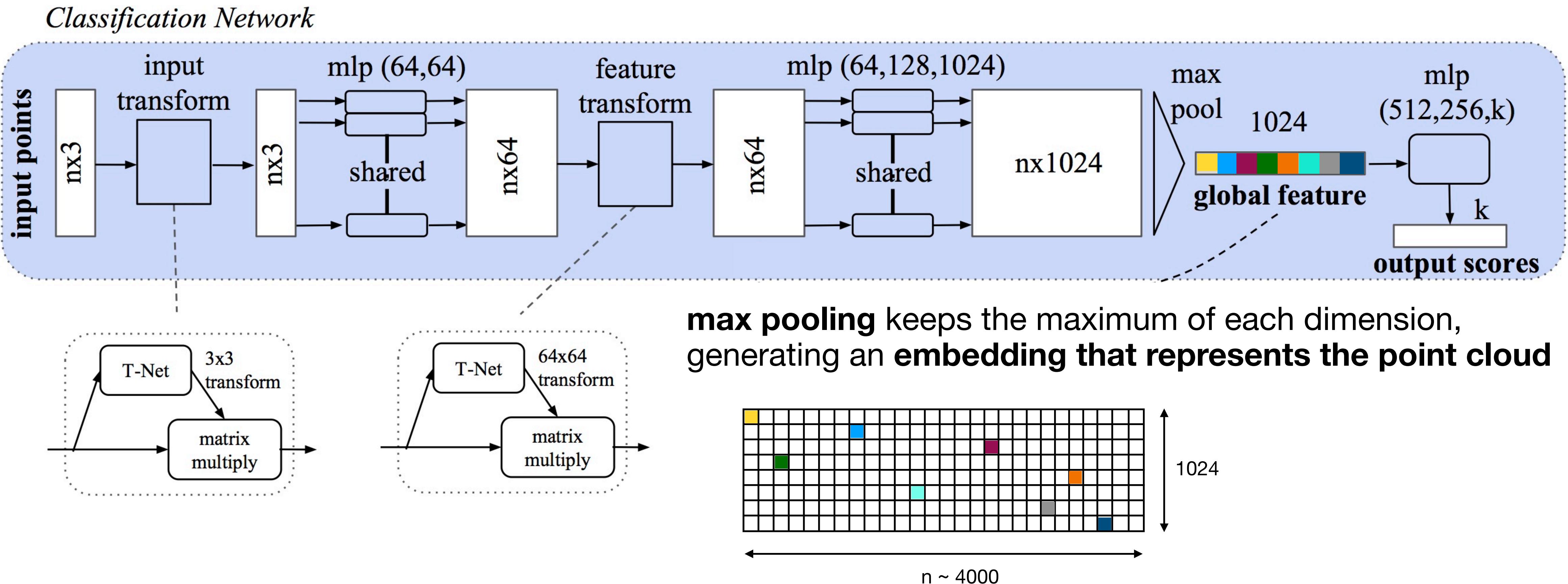


# Addressing point permutations

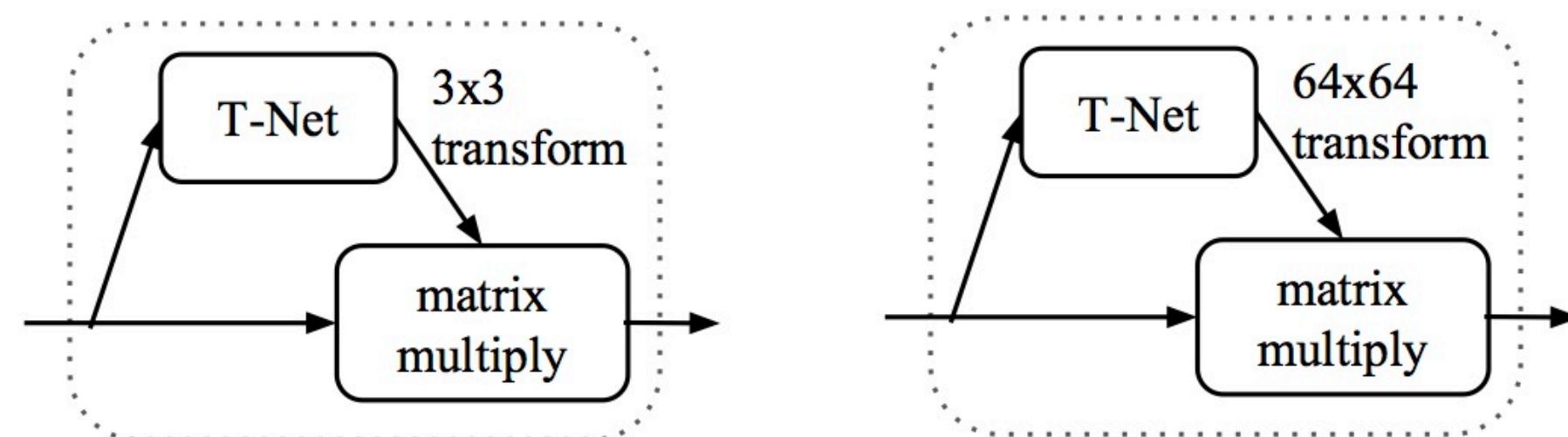
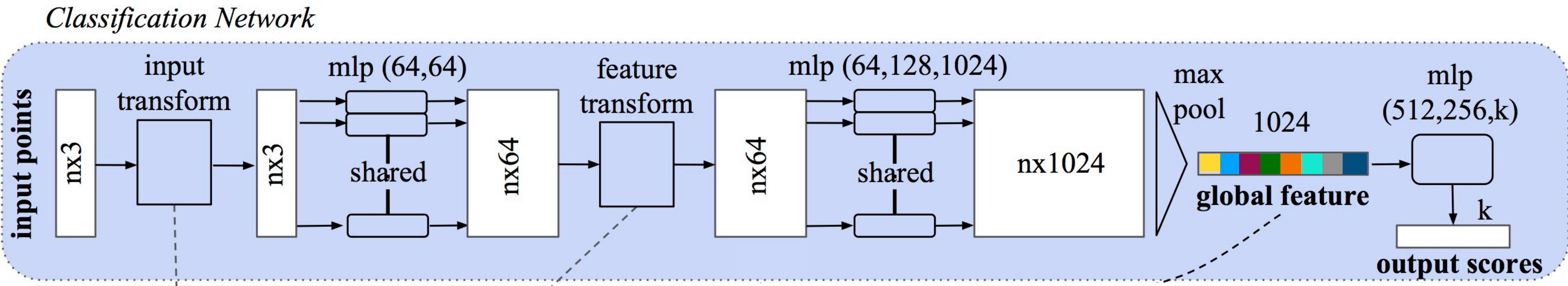
- *Requirement:* The model needs to be invariant to permutations of points
- *Solution:* We turn to the concept of symmetric functions.
  - **Max pooling** as a symmetric function. Like multiplication (\*) and addition (+), the order of inputs doesn't alter the result.
  - This property makes max pooling an ideal choice for maintaining invariance to point permutations.



# PointNet Architecture



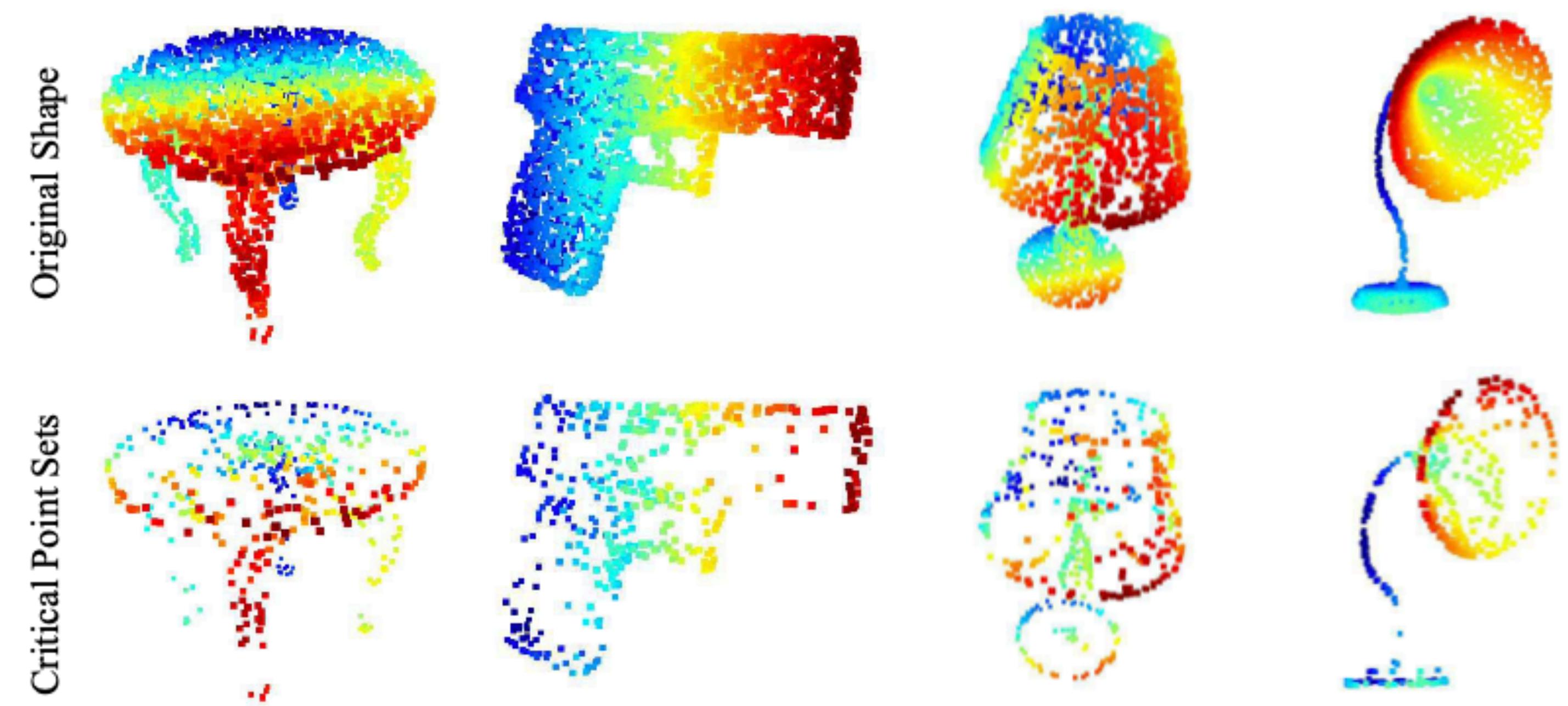
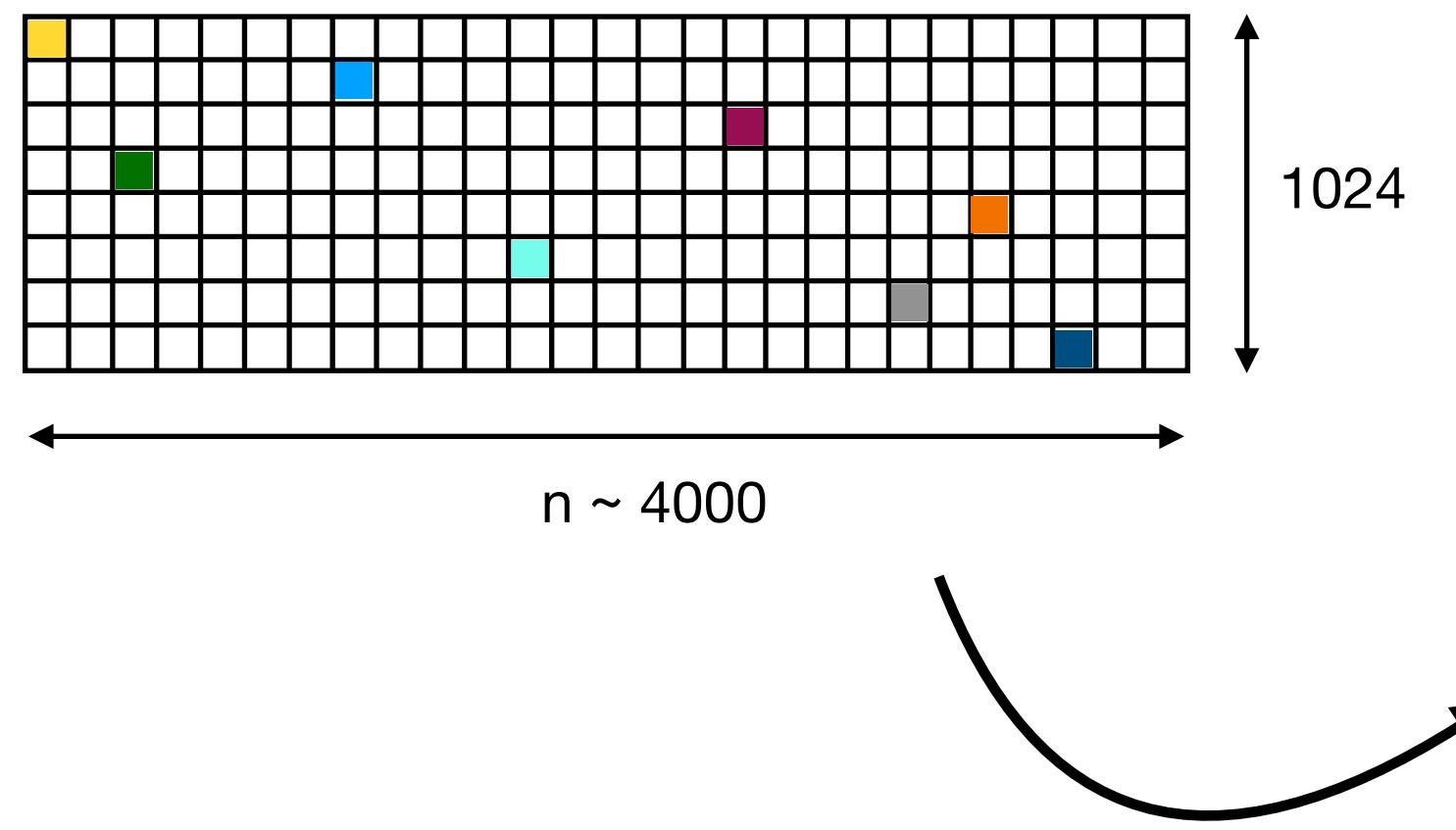
# PointNet Architecture



This vector is used for point cloud classification by adding a MLP afterwards



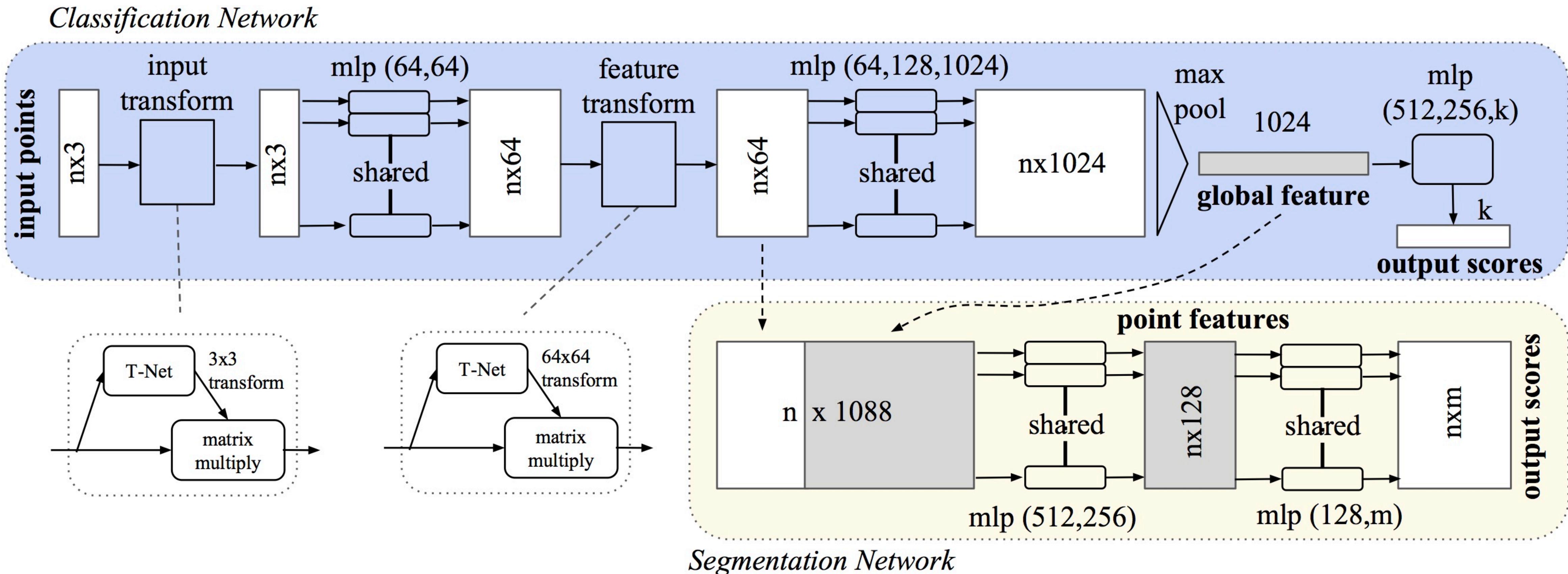
# Visualizing PointNet Critical points



# Local structures

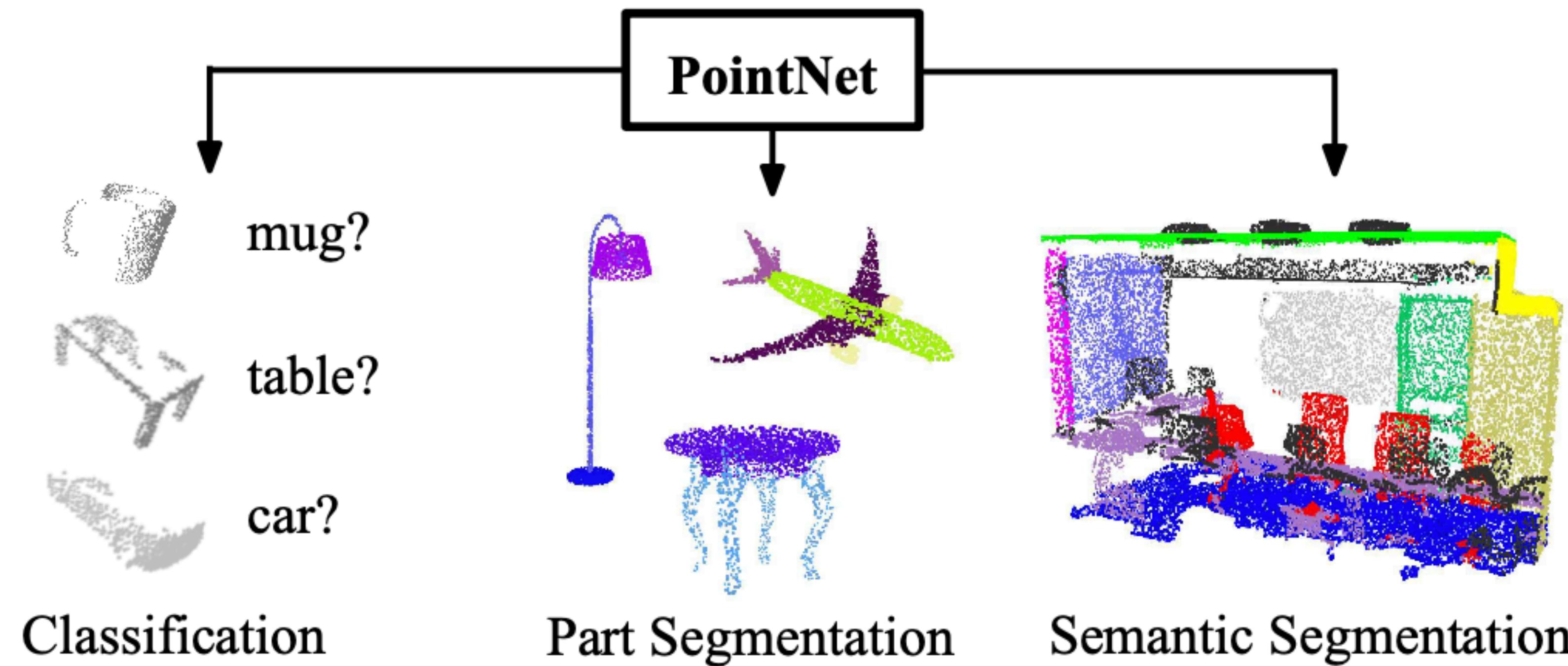
- Points come from a space defined by a distance metric, implying that the proximity of points holds meaningful information. It's not just about individual points; it's about the relationships and interactions among them.
- *Requirement:* Capturing Local Structures
- *Solution:* **Combining Local and Global representations.**
  - Local features zoom in on fine-grained details
  - Global features provide the necessary context for a comprehensive segmentation result.

# PointNet Architecture



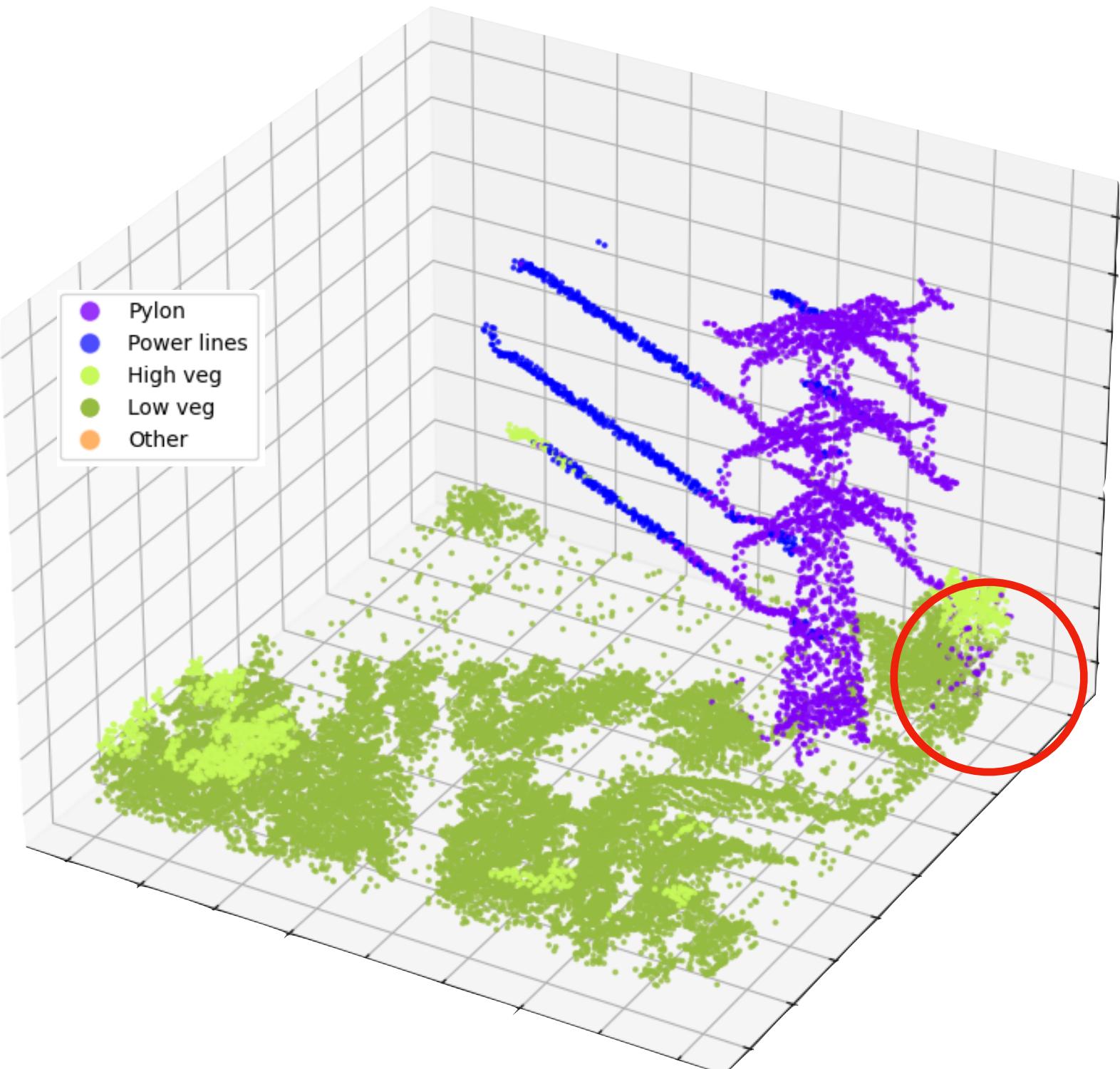
# PointNet

## Applications



# PointNet limitation

Everything seemed to be working, but... There are some prediction errors due to  
**local structures not well captured**

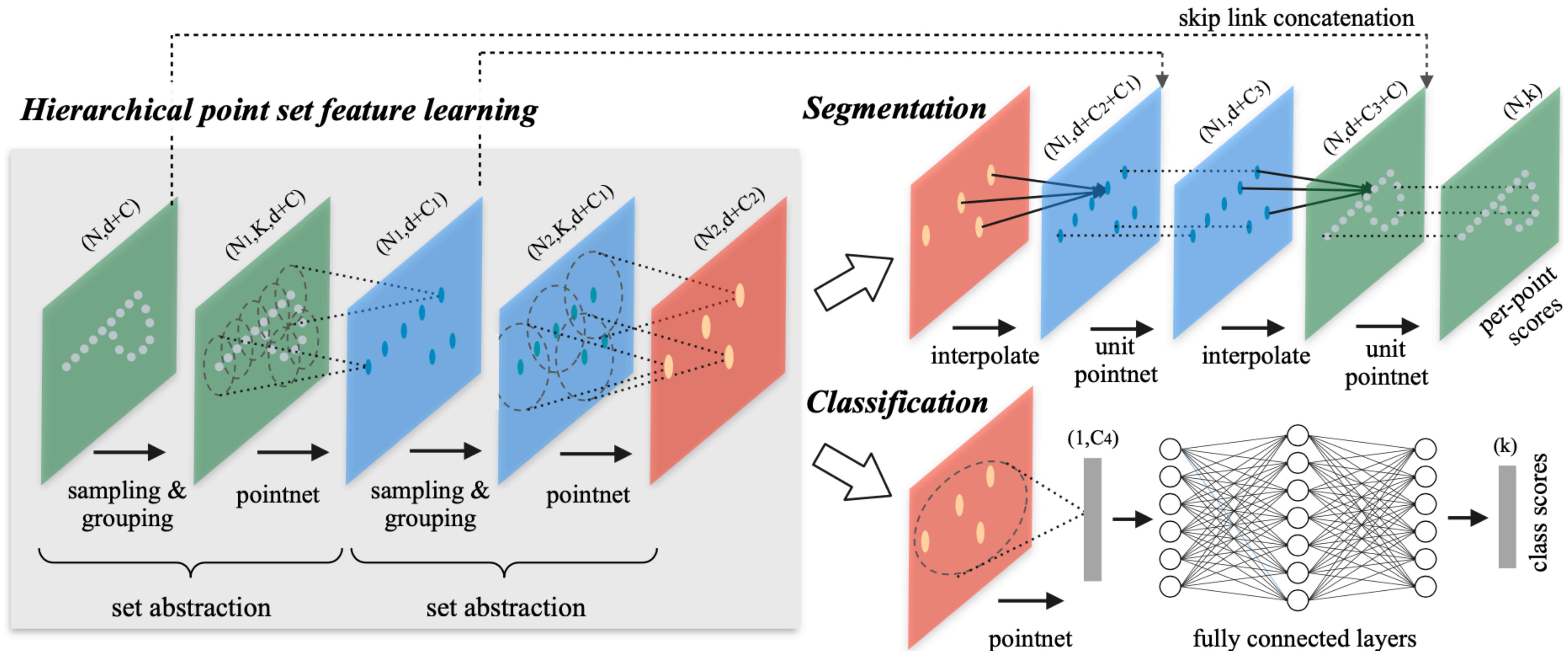


Concatenating point representations  
and global representation is not  
enough to capture local structures

# **PointNet++**

# PointNet ++

- PointNet++ incorporates **hierarchical structures** and applies **PointNet recursively** to capture **local and global features** effectively.

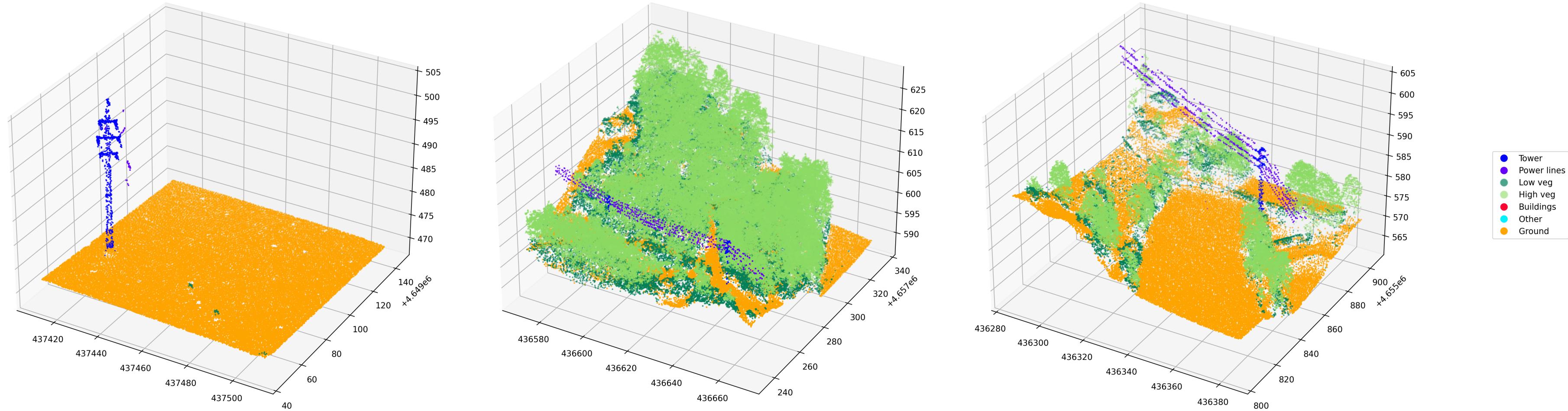


# More strategies for adding inductive biases

- **Color dropout:** Randomly removing color information
  - It forces the network to focus more on the geometric relationships between points
- **Height Appending**
  - Adding height information to each point can be valuable, especially in tasks where vertical information is crucial, such as recognizing objects with varying heights or understanding the overall structure of a scene.

# Open problems

- Network should be invariant to density
- Adding color uncertainty depending on the point's location
- Overconfident. Shows little doubt when making incorrect predictions.
- Not designed for imbalanced data.



# Ressources

- Medium DataScienceUB: Pointnet implementation explained
- PointNet notebook
- PointNet paper
- PointNet++ paper
- PointNeXt paper