

We are..



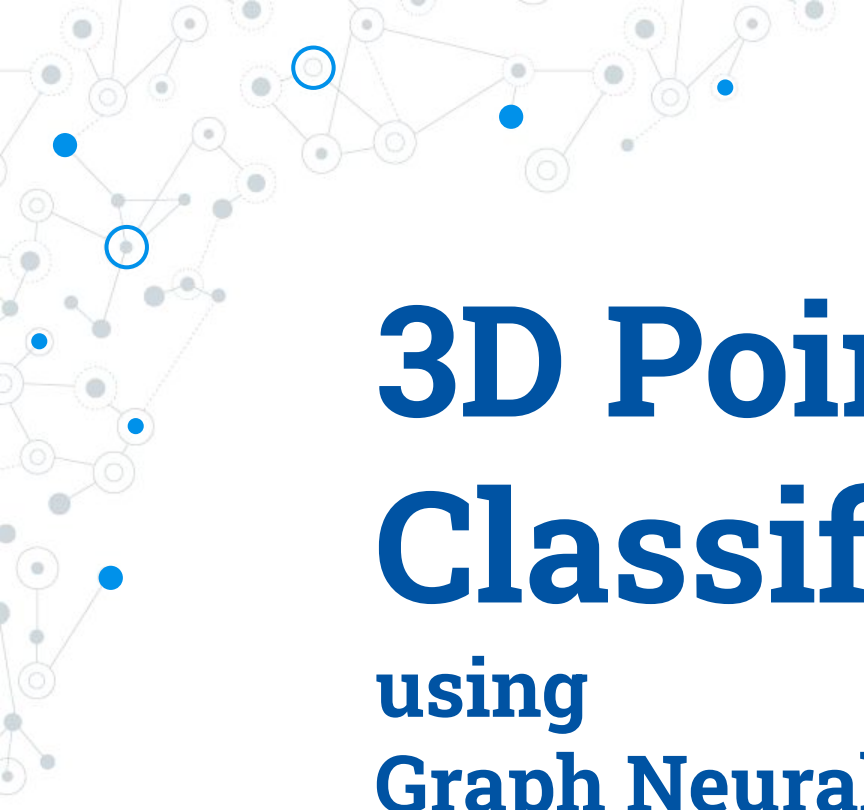
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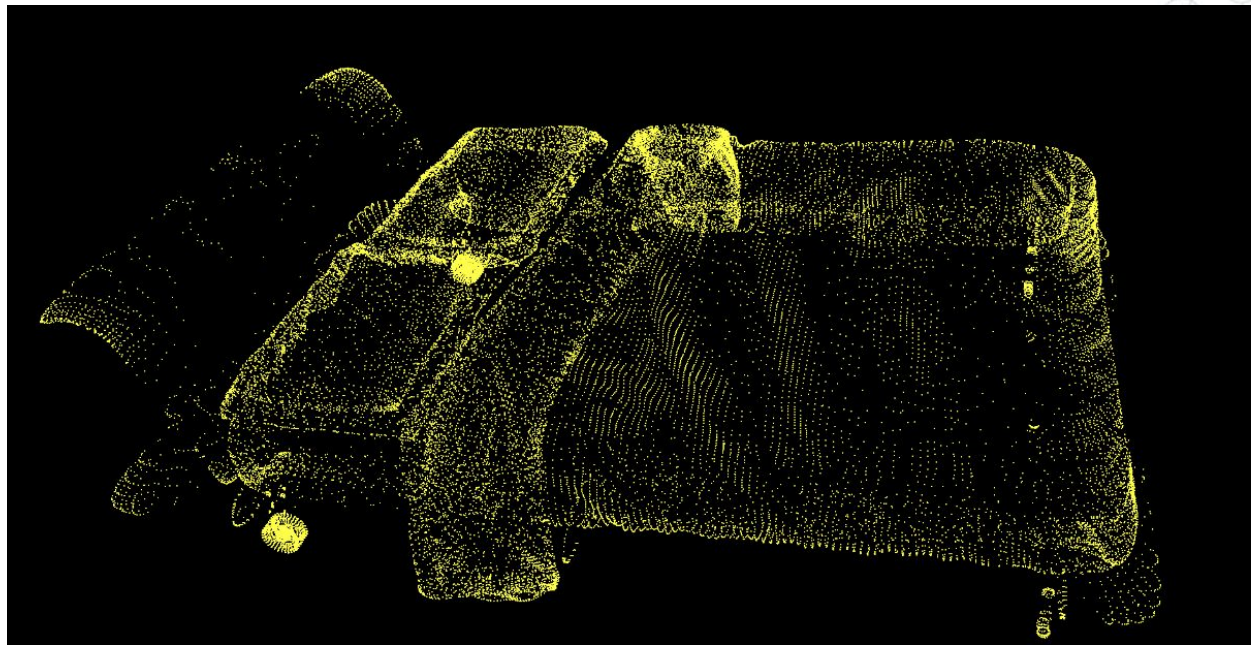
3D Point Cloud Classification

using
Graph Neural Networks

<https://github.com/DishaJindal/Point-Cloud-Classification>



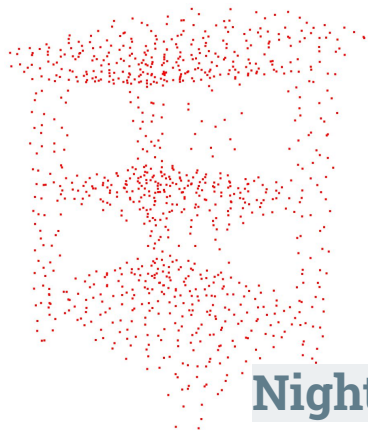
3D Point Cloud



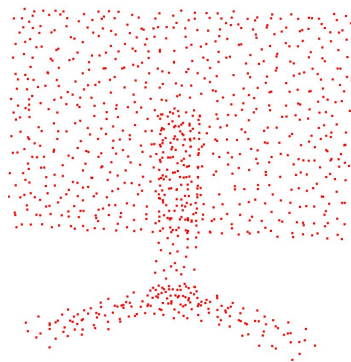
ModelNet 10 Classes..



Chair



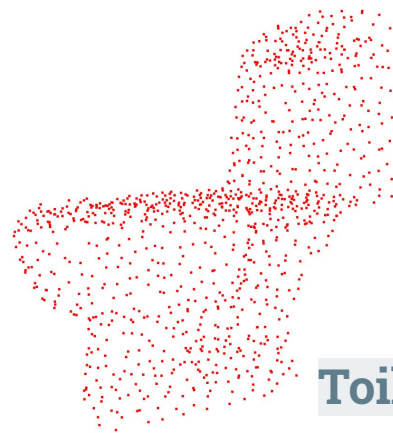
Night Stand



Monitor

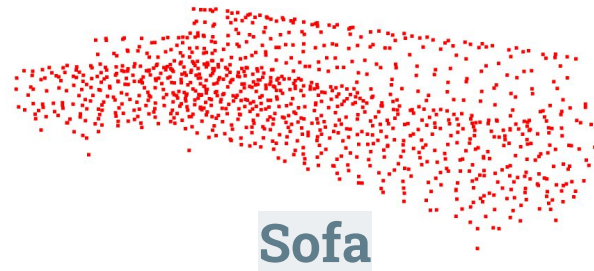
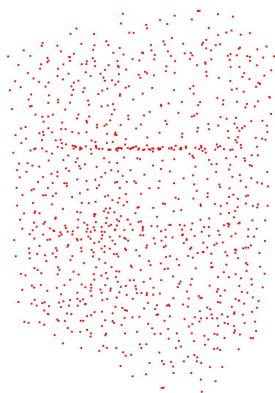
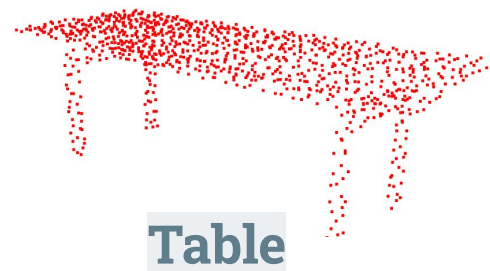
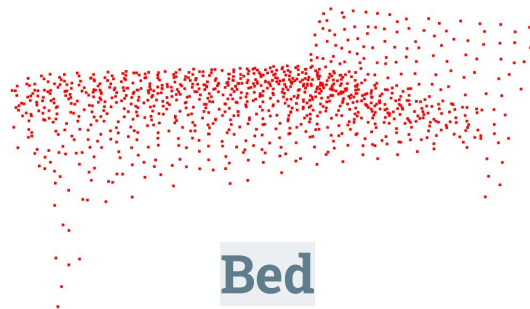


Bathtub



Toilet

ModelNet 10 Classes..



Challenges with 3D Point Cloud Classification

3D Point Clouds do not have the same regularities or symmetries like 2D data

When represented as graphs, the vertices do not have the same number of neighbors

Some earlier approaches:

- **Process a collection of 2D images instead**
- **Bin the points into voxels**

How Graph Neural Networks help?

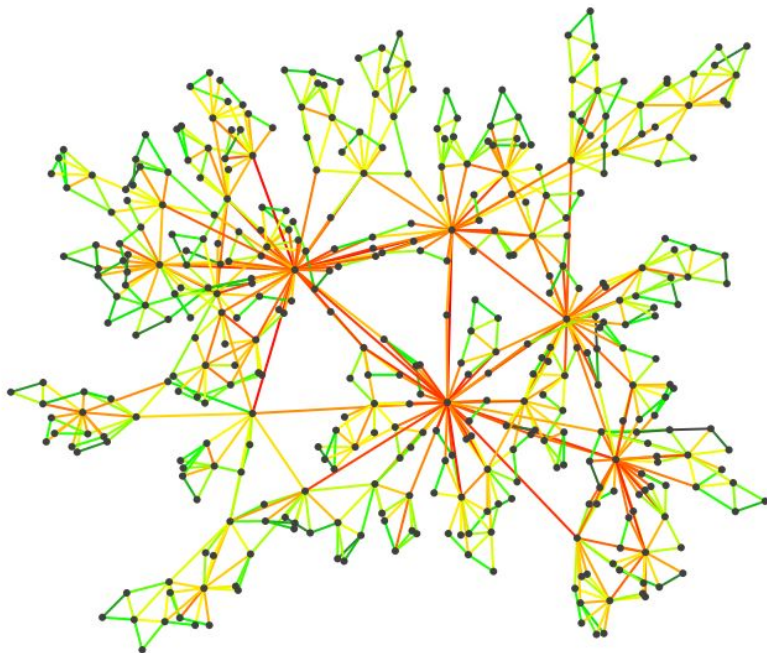
Directly using the point cloud data to tackle the 3D classification problem is an research topic

Graph CNN extend traditional CNN to handle data that is supported on a graph

The architecture has novel localized graph convolutions and two graph downsampling operations

It learns a latent signature summarizing each point cloud at different receptive fields

Graph Construction



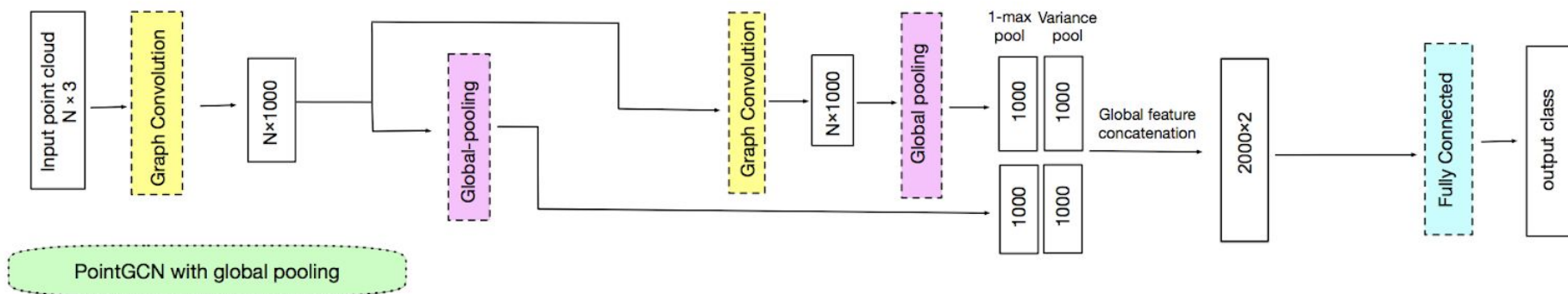
CPU Construction Time

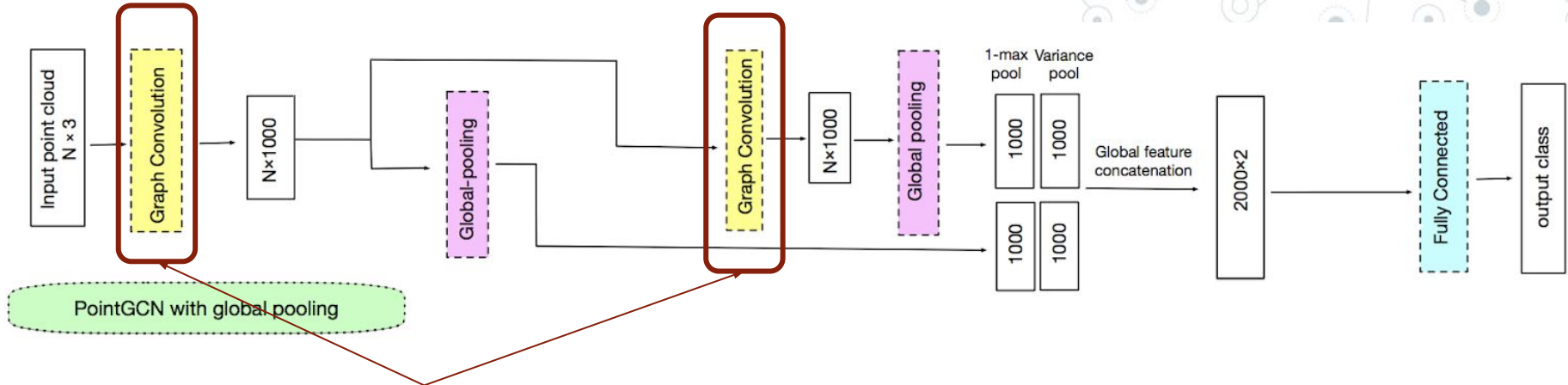
9409076 μ s

GPU Construction Time

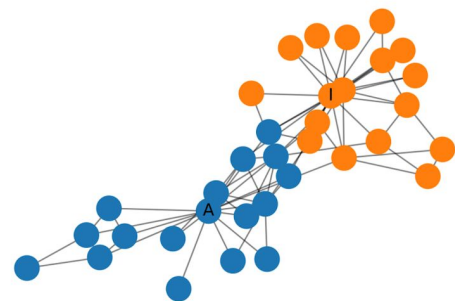
19 μ s

Model Architecture

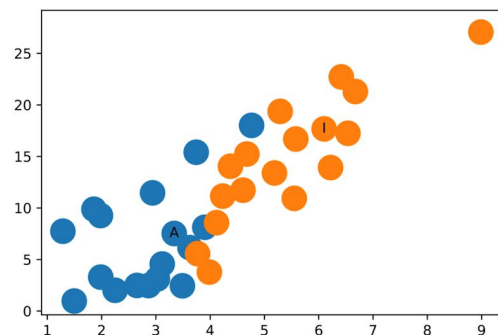




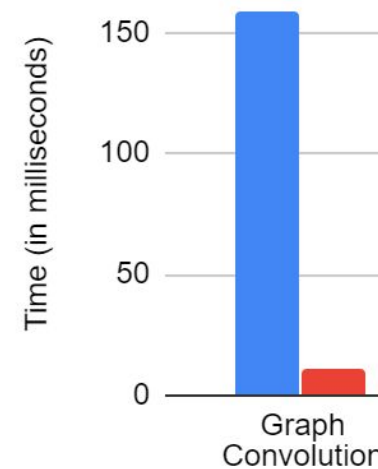
Graph Convolution Layers

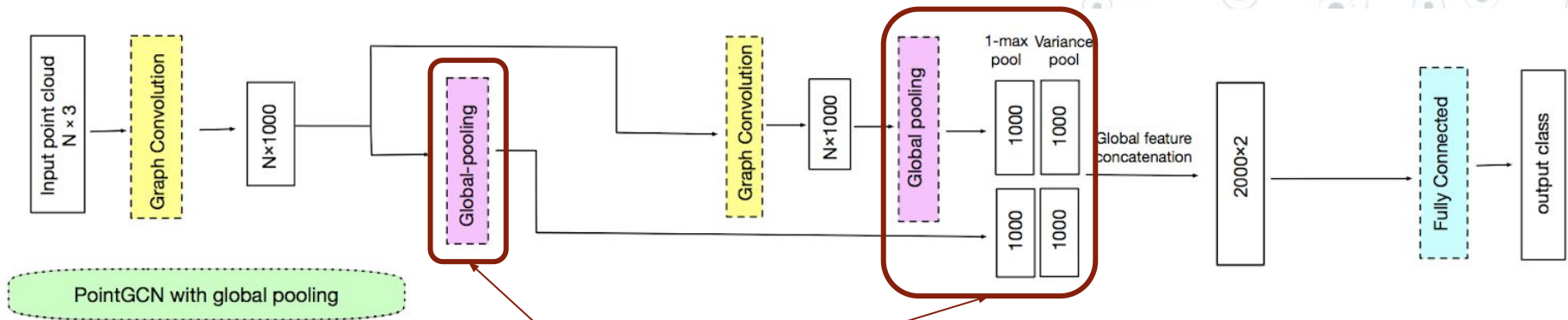


Graph Convolutional Network

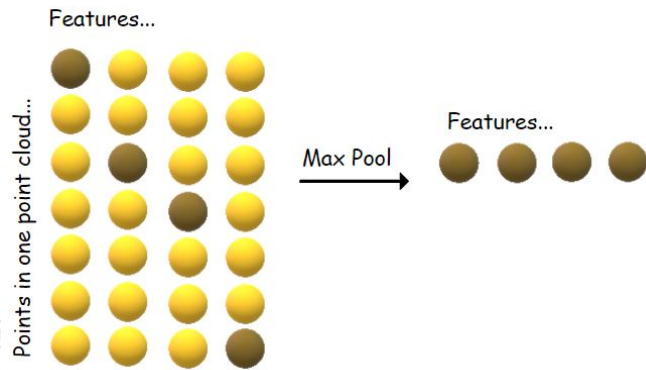


CPU vs GPU Time Lower the Better

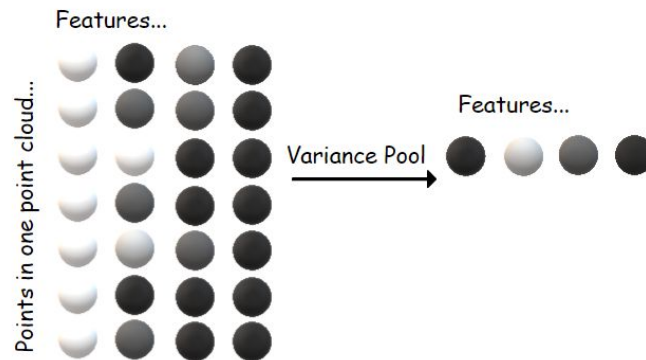




Global Pooling Layers



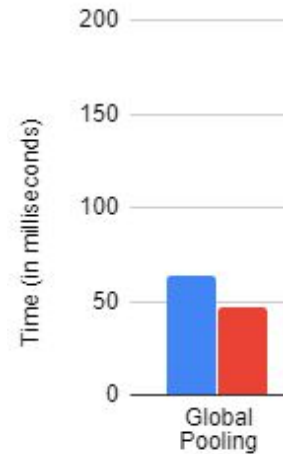
Max Pooling

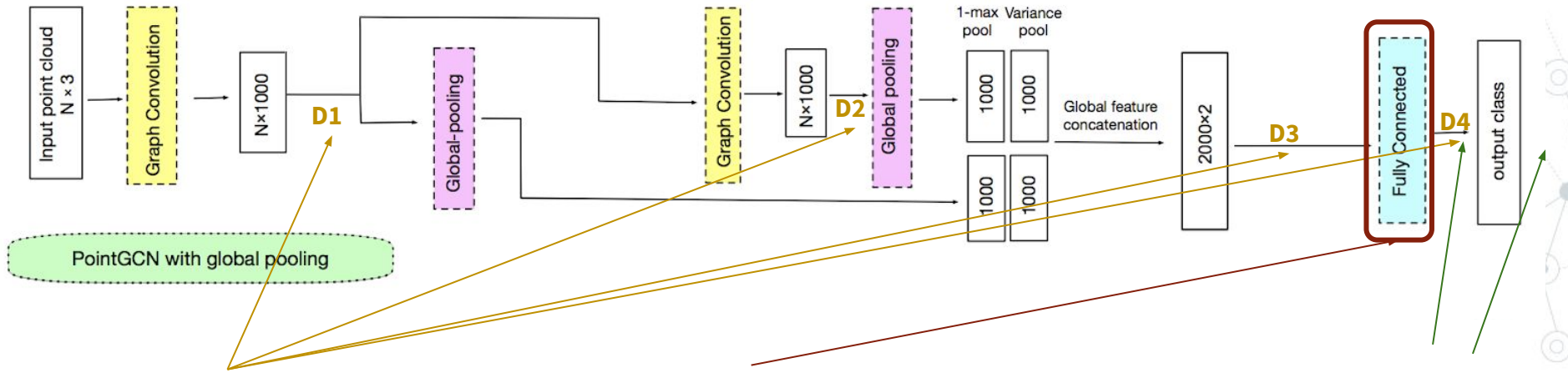


Variance Pooling

CPU vs GPU Time

Lower the Better

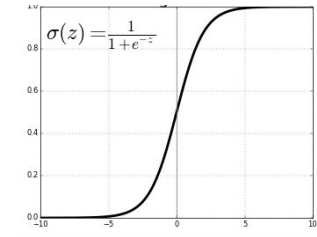
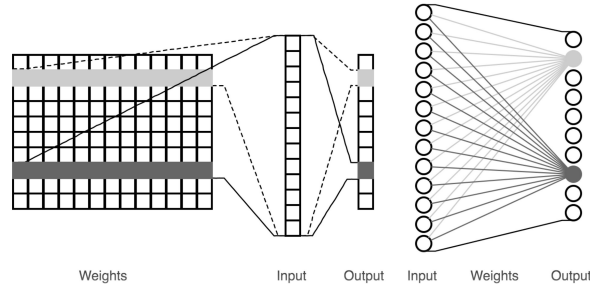
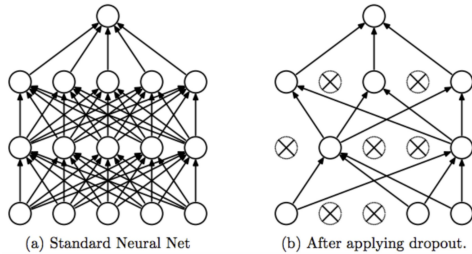




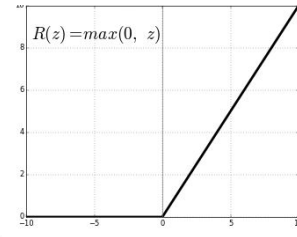
Dropout Layers

Fully Connected Layer

Activation Functions



Softmax



ReLU

A decorative network diagram in the top-left corner, consisting of a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are larger and have concentric rings, while others are smaller and solid. The lines connecting them are thin and grey, creating a mesh-like structure.

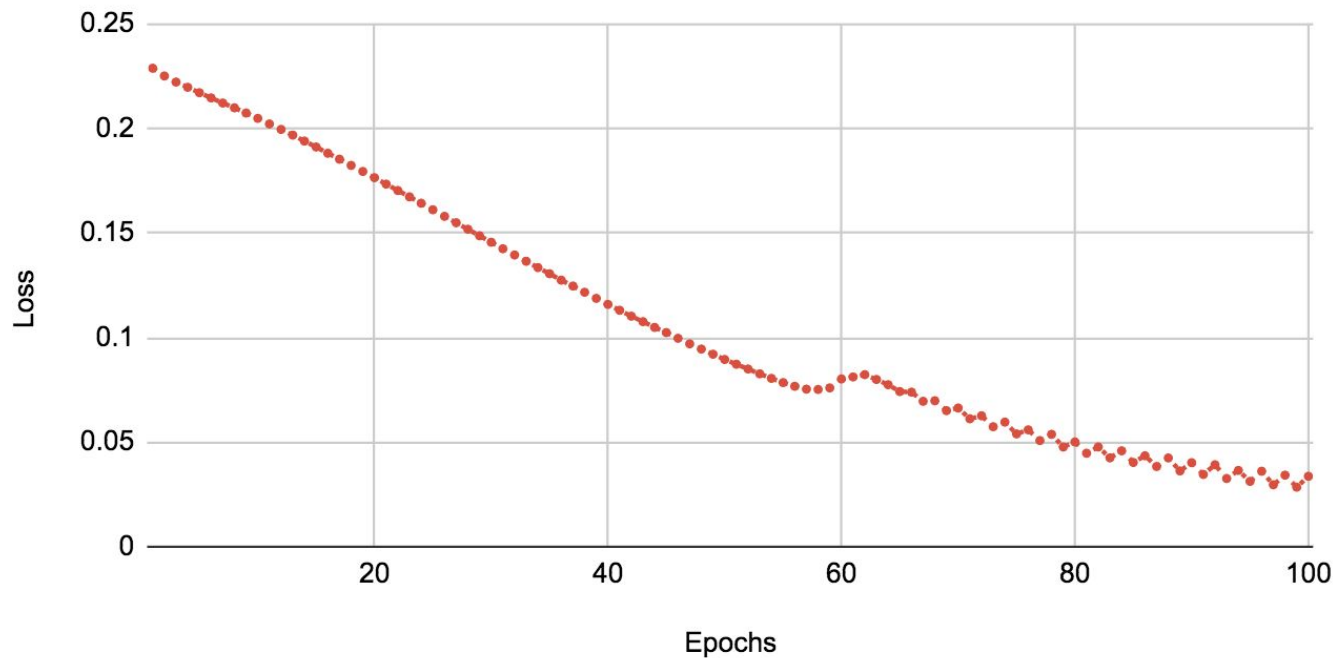
**How does the model
perform?**

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It features a cluster of interconnected nodes and lines, with some nodes being larger and having concentric rings, and others being smaller and solid. The lines are thin and grey, forming a web-like pattern.

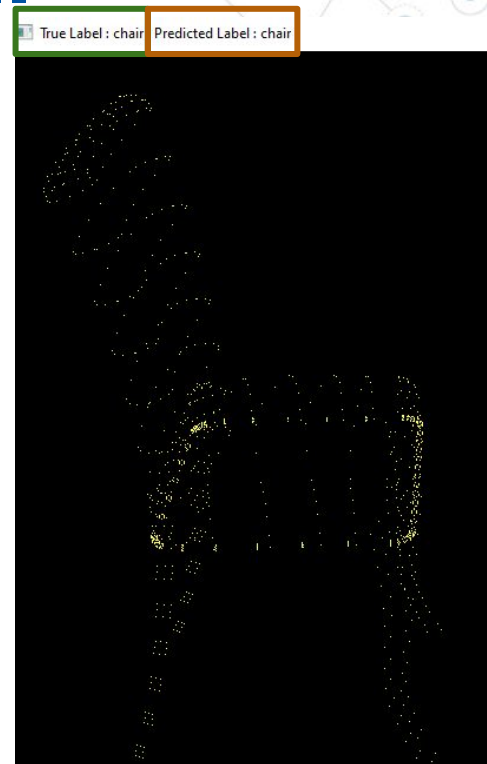
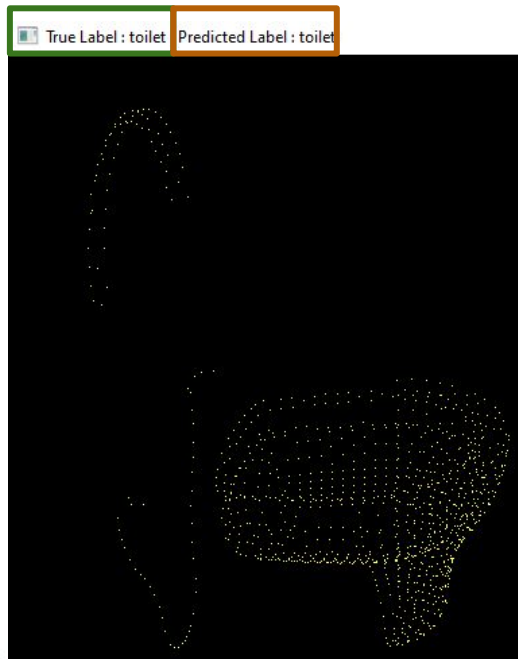
It learns...

Learning Curve (Loss vs Epoch)

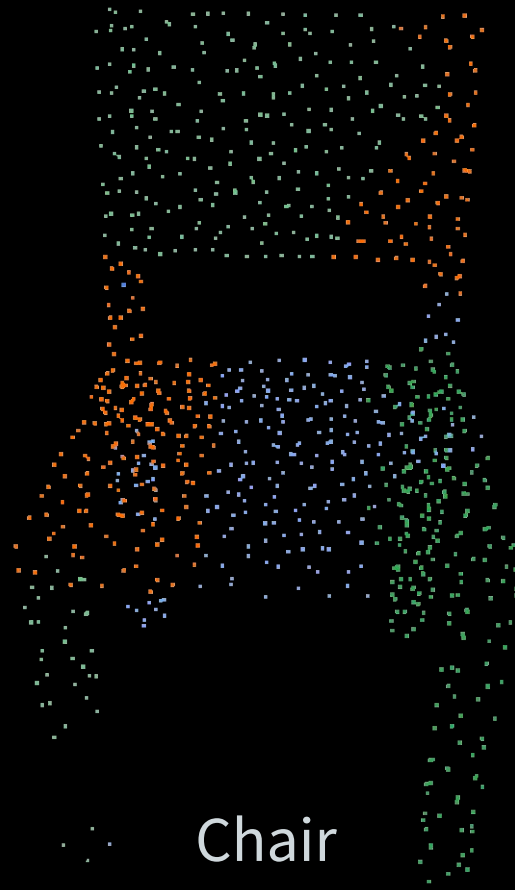
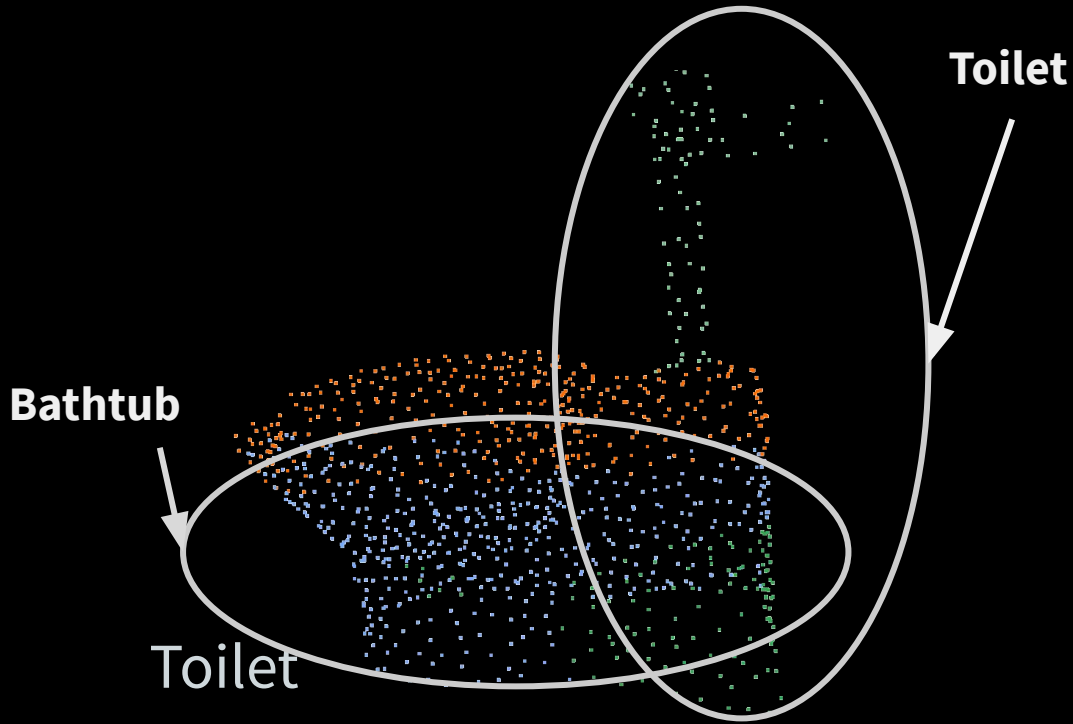
Lower is Better



It classifies 3D Point Clouds..



It can do point wise classification...



— Bathtub — Bed — Chair — Desk — Dresser — Monitor — Night Stand — Sofa — Table — Toilet

A decorative network diagram in the top-left corner, consisting of various sized circles (nodes) connected by thin lines (edges). Some nodes are solid grey, while others are hollow with a grey outline. The connections form a complex, branching structure.

How fast is it?

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It features a cluster of nodes connected by lines, with some nodes being solid grey and others hollow with grey outlines.

CPU

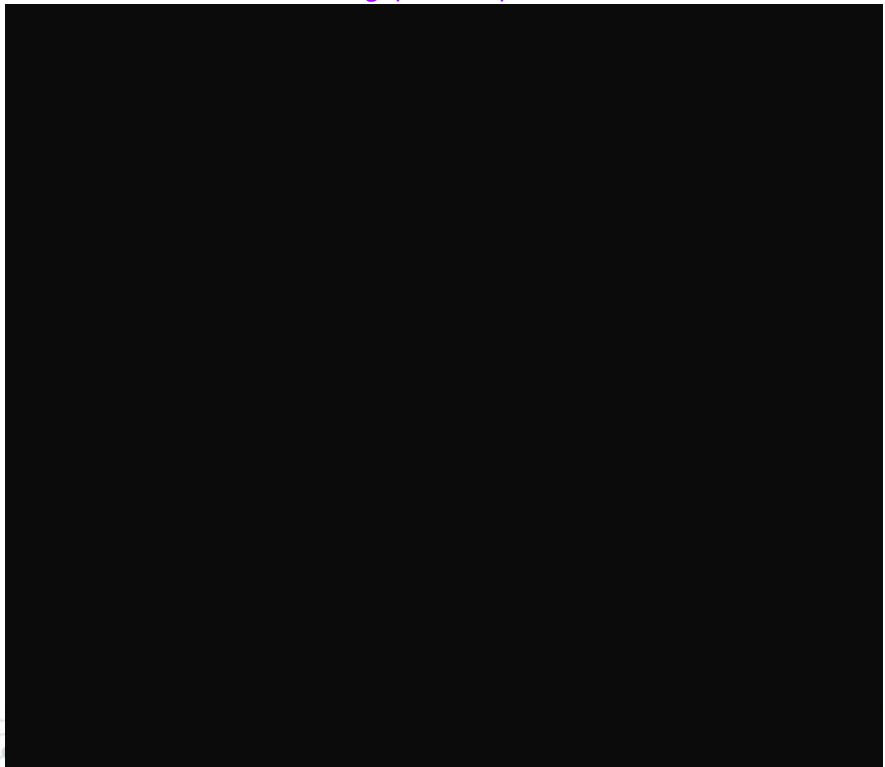
vs

GPU

Recording speeded up 200 times



Recording speeded up 10 times



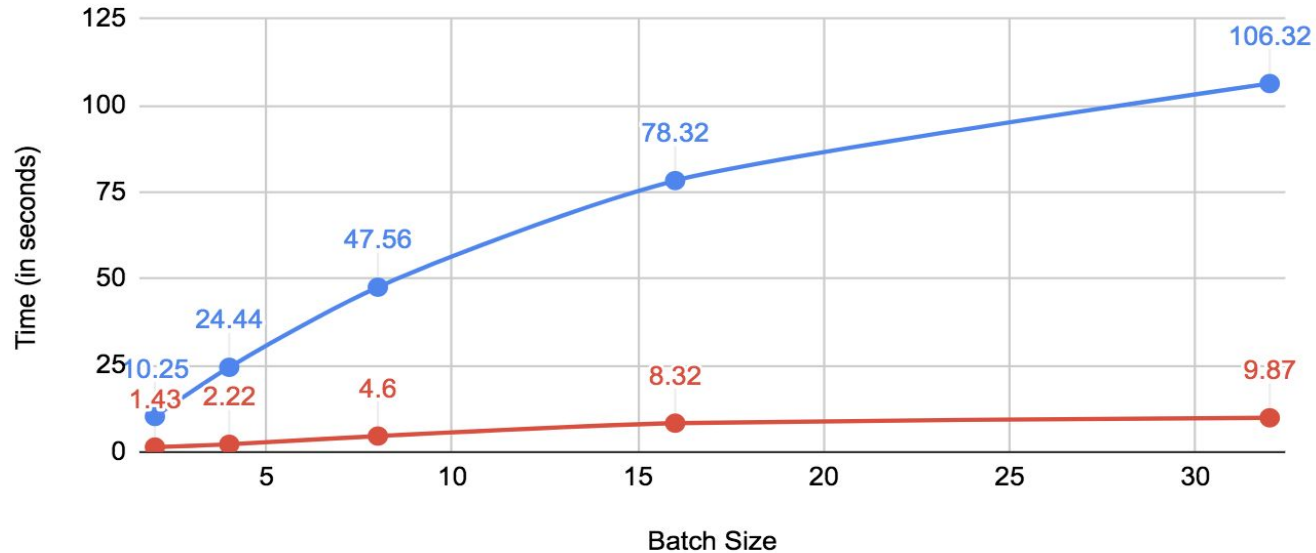
How much Better?

Forward Pass ✓

Time Taken In Training - Forward Pass

Lower is Better

● CPU ● GPU



How much Better?

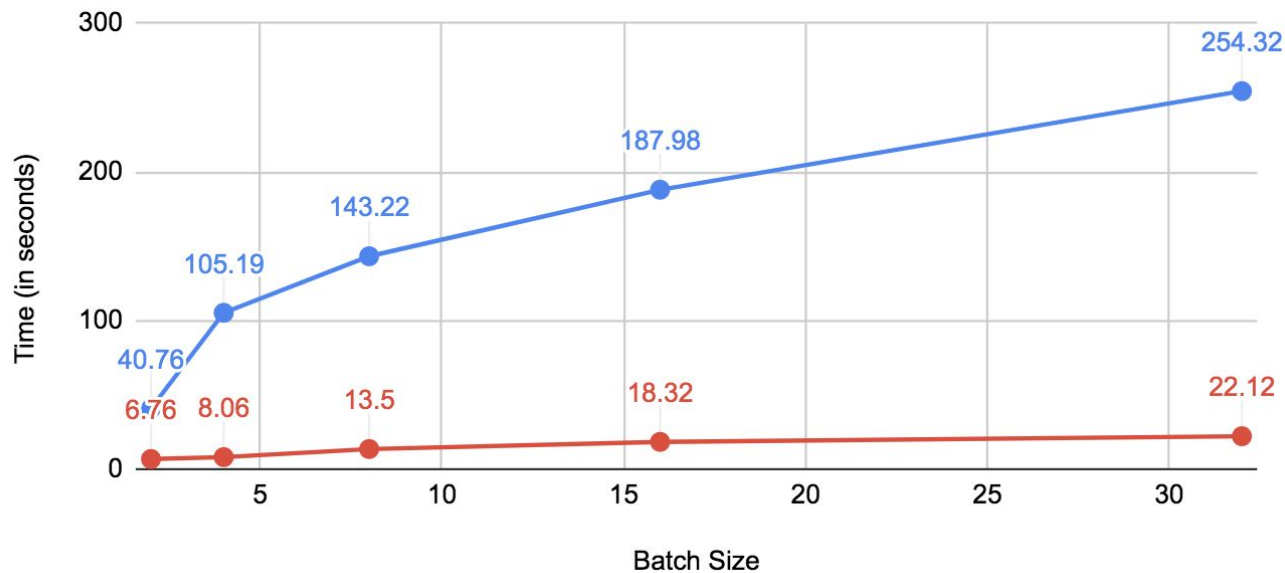
Forward Pass ✓

Backward Pass ✓

Time Taken In Training - Backward Pass

Lower is Better

● CPU ● GPU



How much Better?

Forward Pass ✓

Backward Pass ✓

Inference ✓

982 ms

CPU Inference Time

111 ms

GPU Inference Time

9x

Speed-up!

A decorative background featuring a network diagram with nodes and connecting lines, primarily located in the top-left and bottom-right corners. The nodes are represented by circles of varying sizes, some with concentric rings, and the lines are thin and grey.

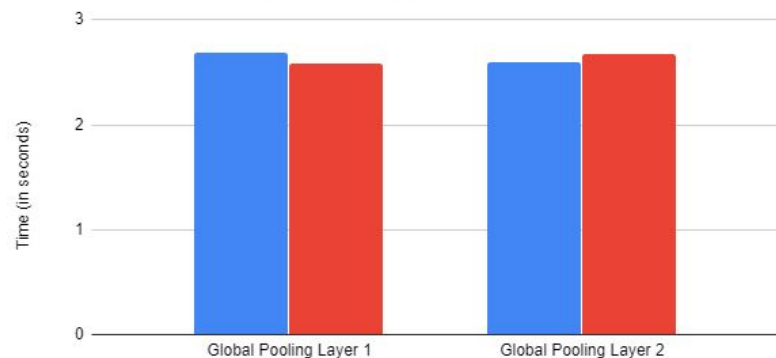
**Not all experiments
worked as expected...**

Streams

Streams In Global Pooling Layers

Lower is Better

■ With Streams ■ Without Streams



Stream 4		
Stream 5		
Stream 6		
Stream 7		
Stream 8		
Stream 9		
Stream 10		
Stream 11		
Stream 12		
Stream 13		
Stream 14		
Stream 15		
Stream 16		
Stream 17		
Stream 18		
Stream 19		
Stream 20		
Stream 21		
Stream 22		

Learnings..

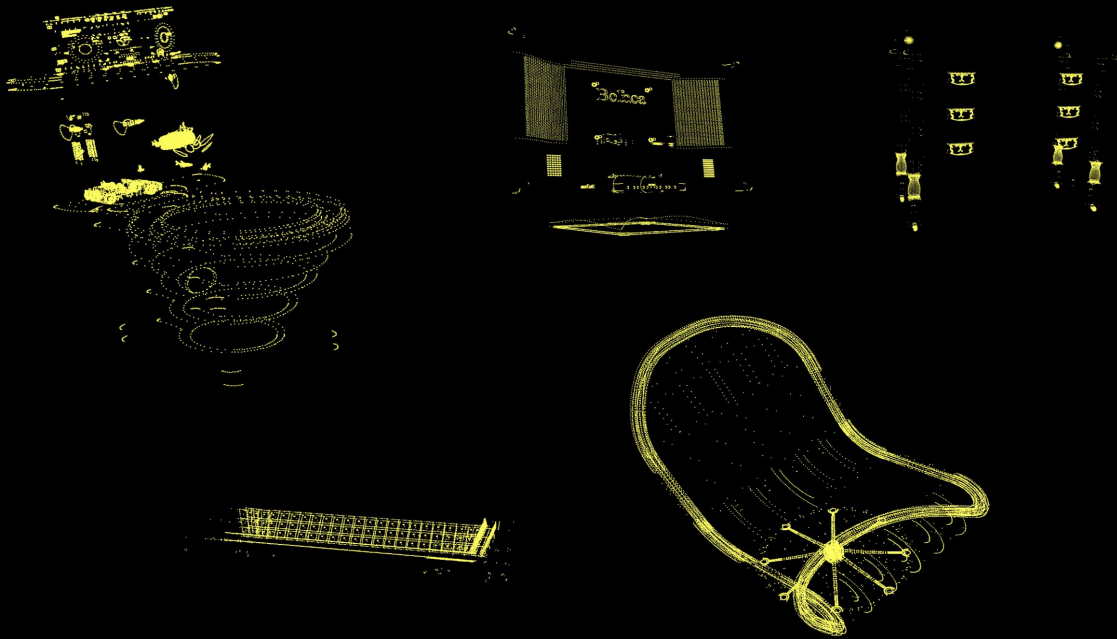
- ◎ No universal optimizations! Optimized reduction did not work well for small data
- ◎ Do your math properly! Else you end up with things like Kronecker product (which results in a $10^6 \times 10^6$ sized matrix $\sim 2^{14}$ gb)
- ◎ Memory Leaks!



Credits..

Special thanks to,

- ◎ Yingxue Zhang and Michael Rabbat - Authors of the paper: [A GRAPH-CNN FOR 3D POINT CLOUD CLASSIFICATION](#)
- ◎ Tim Kaldewey (NVIDIA) for motivating us to experiment with streams.
- ◎ Our shadow team - Chhavi Sharma



Thanks!



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