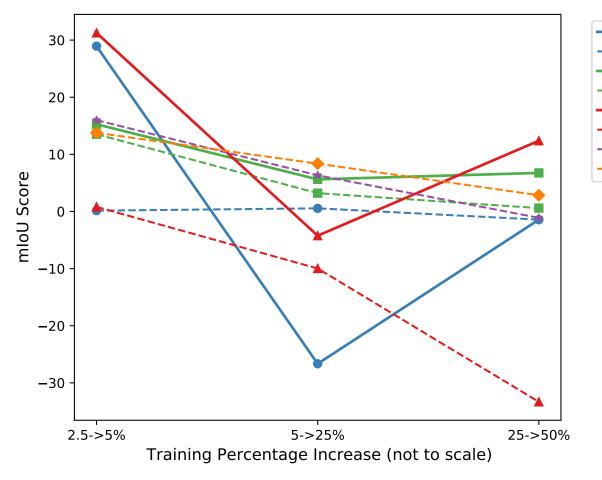
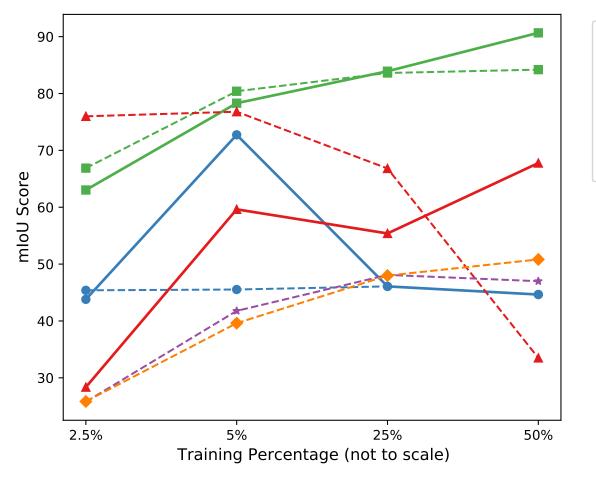


Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
KPConv (random)
Point-Transformer (pretrained)
Point-Transformer (random)
Random Forest (random)
XGBoost (random)

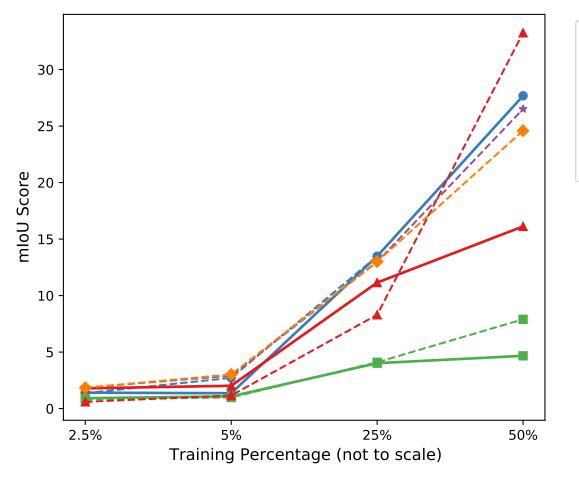


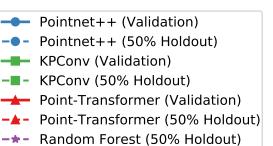
Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
FOINT-Transformer (pretrained)
Point-Transformer (random)
Random Forest (random)
XGBoost (random)



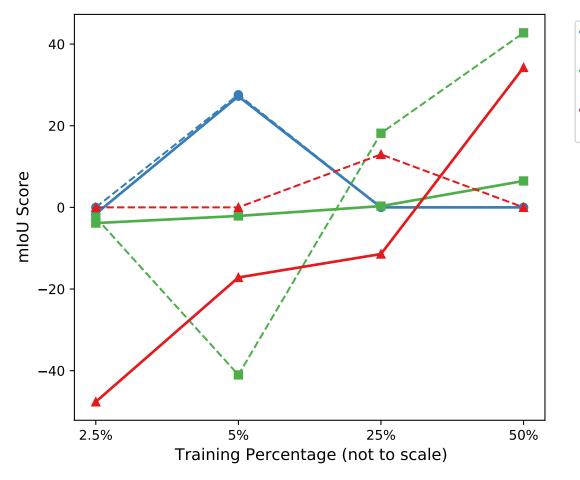
Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
KPConv (random)
Point-Transformer (pretrained)
Point-Transformer (random)
Random Forest (random)

XGBoost (random)

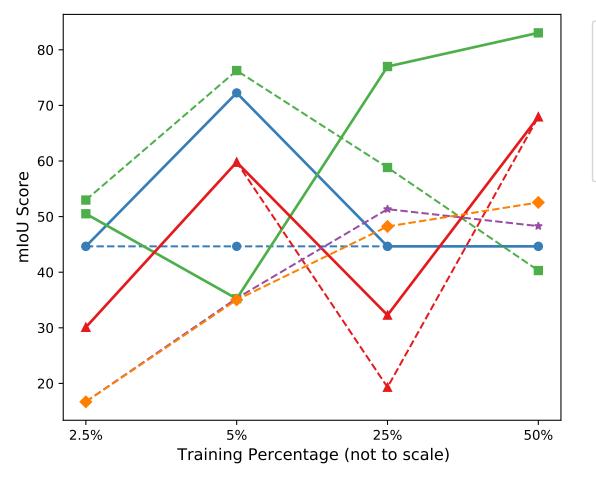




XGBoost (50% Holdout)

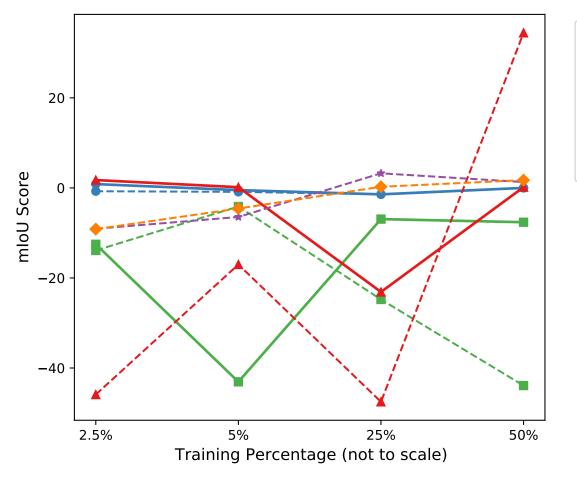






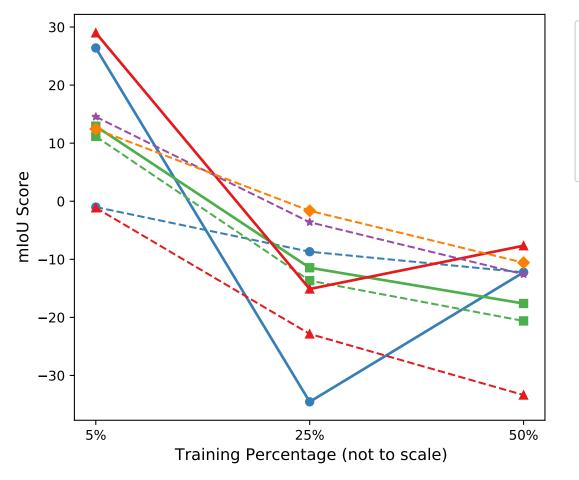
Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
KPConv (random)
Point-Transformer (pretrained)
Point-Transformer (random)
Random Forest (random)

XGBoost (random)

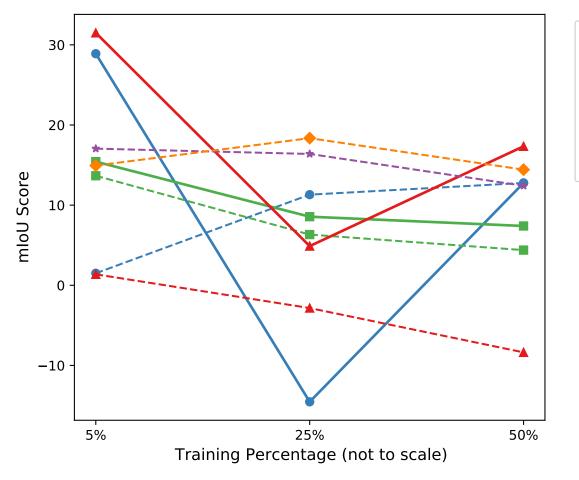


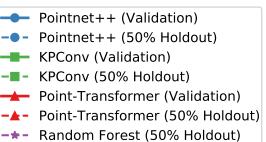
Pointnet++ (Validation)
Pointnet++ (50% Holdout)
KPConv (Validation)
KPConv (50% Holdout)
Point-Transformer (Validation)
Point-Transformer (50% Holdout)
Random Forest (50% Holdout)

XGBoost (50% Holdout)









XGBoost (50% Holdout)