



- Pointnet++ (Validation)
- Pointnet++ (50% Holdout)
- KPConv (Validation)
- KPConv (50% Holdout)
- ▲— Point-Transformer (Validation)
- ▲— Point-Transformer (50% Holdout)
- ★— Random Forest (50% Holdout)
- ◆— XGBoost (50% Holdout)