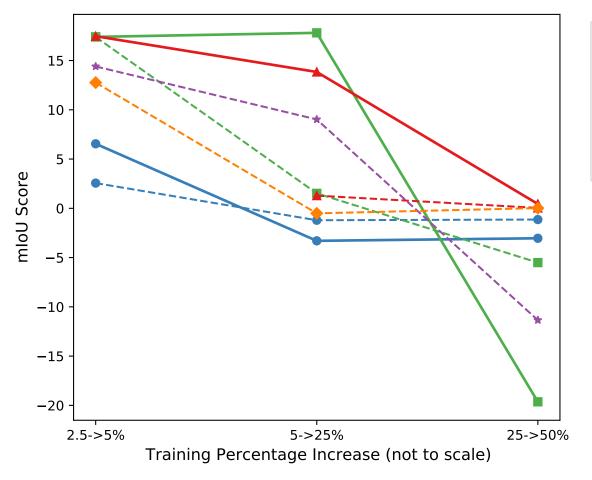
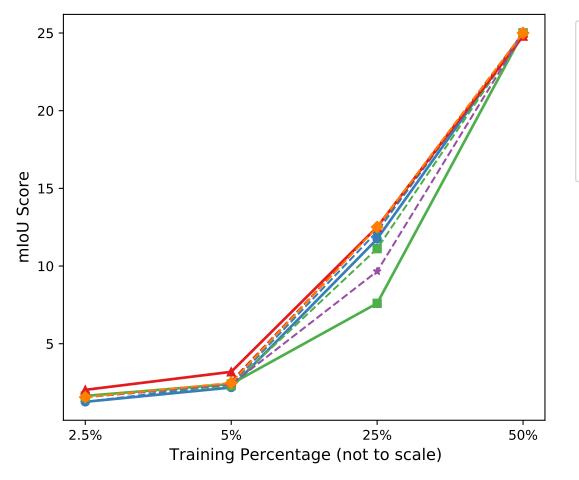


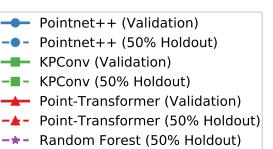
Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
Foint-Transformer (pretrained)
Point-Transformer (random)
Random Forest (random)
XGBoost (random)

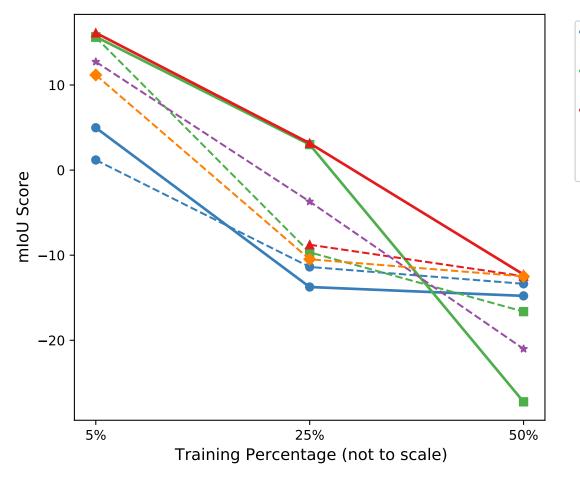


Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
KPConv (random)
Point-Transformer (pretrained)
Point-Transformer (random)
Random Forest (random)

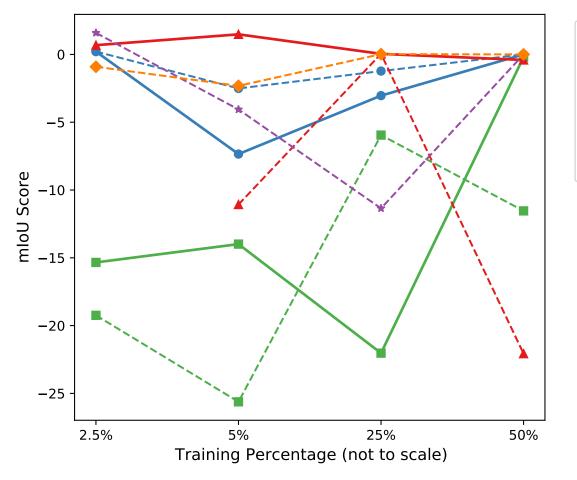
XGBoost (random)



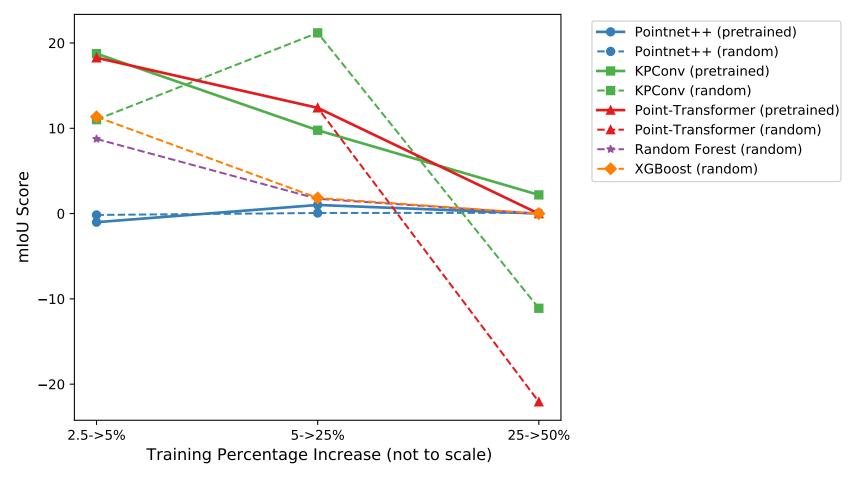


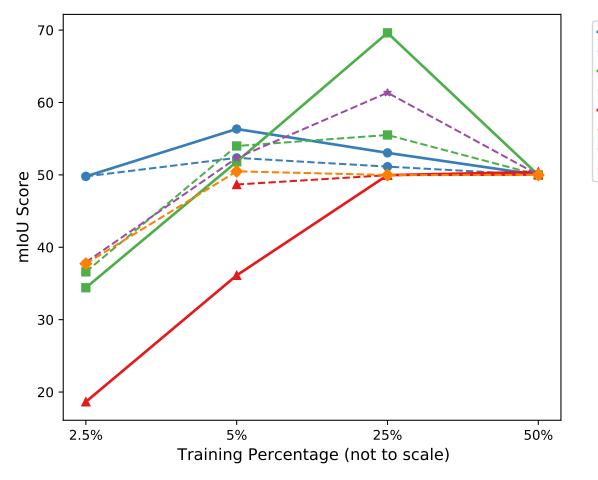




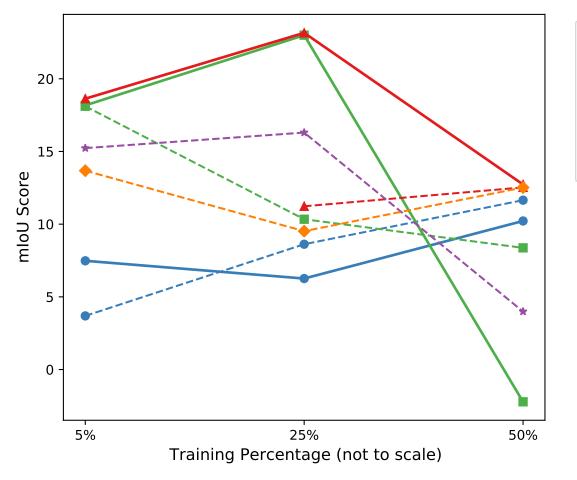


Pointnet++ (Validation)
Pointnet++ (50% Holdout)
KPConv (Validation)
FOINT-Transformer (Validation)
Point-Transformer (50% Holdout)
Random Forest (50% Holdout)





Pointnet++ (pretrained)
Pointnet++ (random)
KPConv (pretrained)
Foint-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)

