# 3D目标检测

## 3D目标检测方法

• 按传感器类型分

单模态 PointNet/PointNet++/VoxelNet SECOND/PIXOR PointPillars/STD PointRCNN/PointGNN

## 多模态 MV3D UberATG-MMF EPNet

• 按特征提取方法分

Point Clouds-基于原始点进行特征提取 Voxel-把点云划分成一个个的网格,然后提取网格的特征 Graph-利用图的方式,对半径R内的点建立5图,然后提取特征 2D view-把3D投影到2D平面,大部分采用BEV视角,然后用2D卷积提取特征

### 1. VoxelNet<sup>1</sup>

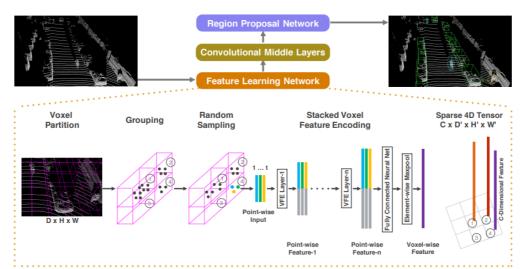


Figure 2. VoxelNet architecture. The feature learning network takes a raw point cloud as input, partitions the space into voxels, and transforms points within each voxel to a vector representation characterizing the shape information. The space is represented as a sparse 4D tensor. The convolutional middle layers processes the 4D tensor to aggregate spatial context. Finally, a RPN generates the 3D detection.

对点云进行网格化,得到规则的特征,然后进行3D卷积。

### 2. PointNet++<sup>2</sup>

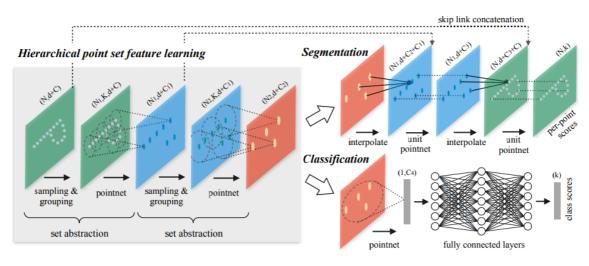


Figure 2: Illustration of our hierarchical feature learning architecture and its application for set segmentation and classification using points in 2D Euclidean space as an example. Single scale point grouping is visualized here. For details on density adaptive grouping, see Fig. 3

采样算法是最远点采样(farthest point sampling, FPS),相对于随机采样,这种采样算法能够更好地覆盖整个采样空间。点云数据中的一个点的局部由其周围给定半径的球形空间内的其他点构成。

## 3. MV3D<sup>3</sup>

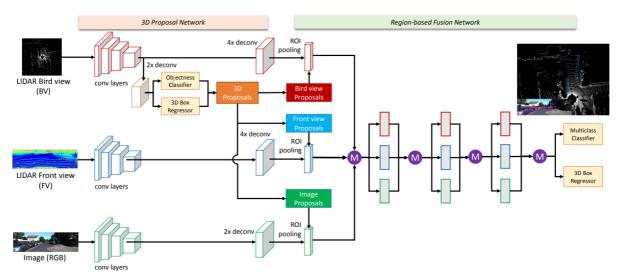


Figure 1: **Multi-View 3D object detection network (MV3D):** The network takes the bird's eye view and front view of LIDAR point cloud as well as an image as input. It first generates 3D object proposals from bird's eye view map and project them to three views. A deep fusion network is used to combine region-wise features obtained via ROI pooling for each view. The fused features are used to jointly predict object class and do oriented 3D box regression.

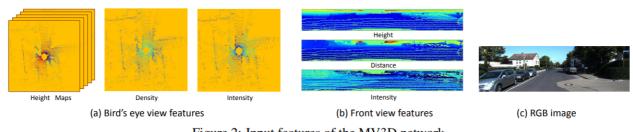


Figure 2: Input features of the MV3D network.

其中BEV视角对高度进行切片,切片数量为M,加上密度图和强度图,总共生成M+2个特征图。 FV视角把雷达投影到圆柱体之后再展开到2维平面

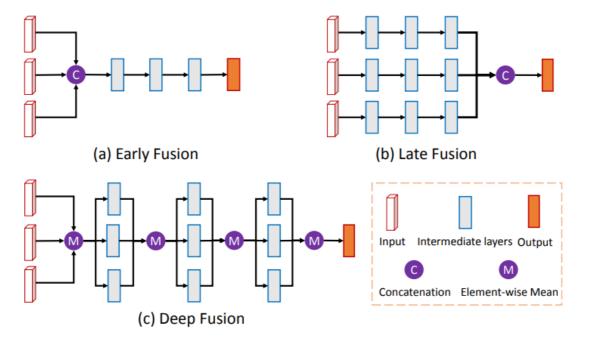


Figure 3: **Architectures of different fusion schemes:** We instantiate the join nodes in early/late fusion with *concate-nation* operation, and deep fusion with *element-wise mean* operation.

采用的方式为Deep Fusion

## 4. PIXOR<sup>4</sup>

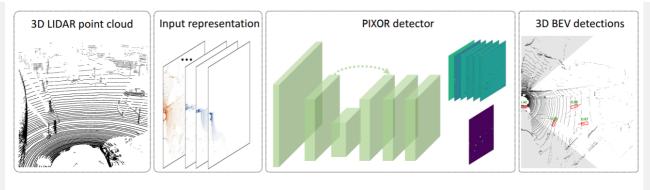


Figure 1. Overview of the proposed 3D object detector from Bird's Eye View (BEV) of LIDAR point cloud.

PIXOR和MV3D都是采用把3D视图投影到2D视图的方法,而PIXOR只采用了BEV视角的特征,效果却比MV3D还要好,所以证明BEV视角非常关键。

## 5. PointPillar<sup>5</sup>

Figure 2. Network overview. The main components of the network are a Pillar Feature Network, Backbone, and SSD Detection Head (see Section 2 for details). The raw point cloud is converted to a stacked pillar tensor and pillar index tensor. The encoder uses the stacked pillars to learn a set of features that can be scattered back to a 2D pseudo-image for a convolutional neural network. The features from the backbone are used by the detection head to predict 3D bounding boxes for objects. Note: we show the car network's backbone dimensions.

新的点云编码方式,是对SECOND方法的改进。

### 6. PointGNN<sup>6</sup>

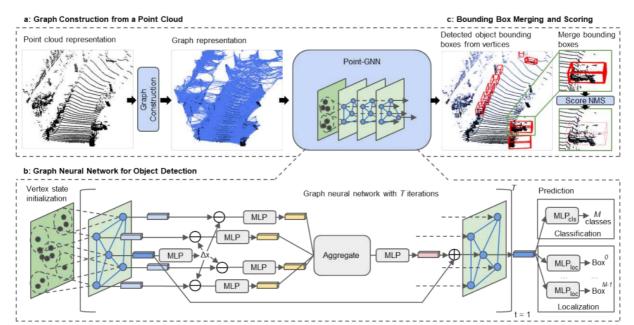


Figure 2. The architecture of the proposed approach. It has three main components: (a) graph construction from a point cloud, (b) a graph neural network for object detection, and (c) bounding box merging and scoring.

新的3D点云特征的表达方式,缺点是速度慢643ms(Xeon E5-1630 CPU and GTX 1070 GPU),并且雷达线数下降的时候,精度下降很明显。

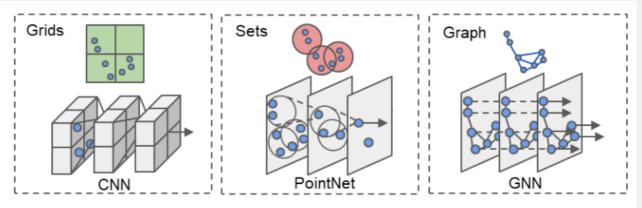


Figure 1. Three point cloud representations and their common processing methods.

#### Conclusion

**特征提取:** 不管是根据Voxel,Point Cloud还是投影到BEV,到底如何更好的表示3维特征是后面关注的重点。

融合方式: 如何融合数据,前融合、后融合还是深度融合

**3D Proposal**: 目前效果比较好的方法普遍是two-stage检测,如何提取有效的提取推荐区域非常关键

(一是减少计算量,二是提高精度)

Encoder-Decoder: 最新的方法普遍采用了生成方法来提高分辨率

**语义信息**: 续是否加入语义信息来帮助理解,比如汽车轮子、环境信息等

## 参考文献

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