3D Pathfinding Neural Network - Setup Guide

Current Status

- Neural network architecture implemented (3DPathPlanning_nn.py)
- Synthetic dataset generation script (generate_synthetic.py)
- **1**000 training samples generated
- Data structure analysis (synthetical_builds_training_samples.py)

Next Steps

1. Verify Your Dataset Structure

First, run the dataset inspector to make sure your 1000 samples are correctly formatted:

```
python
# Save this as dataset_inspector.py and run it
python dataset_inspector.py
```

Expected output should show:

- 1000 .npz files in (./sample_dataset/)
- Consistent shapes: (3, 32, 32, 32) for voxel data
- Valid path lengths and turn counts
- No corrupted files

2. File Organization

Ensure your project structure looks like this:

```
your_project/
  — 3DPathPlanning_nn.py
                                  # Your neural network
     generate_synthetic.py
                                 # Dataset generation script
     synthetical_builds_training_samples.py # Data structure examples
     sample_dataset/
                               # Your generated dataset
       - sample_0000.npz
       - sample_0001.npz
      -... (1000 files)
    - training_pipeline.py
                               # Training infrastructure (save from artifacts)
     main_training_script.py
                                 # Main training script (save from artifacts)
    - training_outputs/
                               # Will be created during training
```

3. Install Required Dependencies

```
pip install torch torchvision torchaudio
pip install numpy matplotlib tqdm
pip install pathlib argparse json datetime
```

4. Test Dataset Loading

Before training, verify everything works:

```
bash

# Test dataset loading only

python main_training_script.py --test-only

# Quick dataset statistics

python main_training_script.py --stats
```

5. Start Training

Once everything is verified, start training:

bash			

```
# Basic training with default settings

python main_training_script.py

# Custom training with specific parameters

python main_training_script.py --epochs 50 --batch-size 4 --learning-rate 1e-3

# Resume from checkpoint

python main_training_script.py --resume ./training_outputs/model_epoch_20.pth
```

6. Monitor Training Progress

During training, you'll see:

- Real-time loss values (path loss, turn loss, collision loss)
- Validation metrics
- Automatic model saving every 10 epochs
- Training curves plot generation

Files created:

- (./training_outputs/best_model.pth) Best performing model
- (training_history.json) Complete training metrics
- (training_curves.png) Loss visualization plots

7. Expected Training Behavior

Initial Epochs (1-10):

- High path loss as model learns basic navigation
- High turn loss as model learns turn minimization
- Gradual decrease in all loss components

Mid Training (10-50):

- Path loss should stabilize at low values
- Turn loss should decrease as model learns efficient routing
- Validation loss should track training loss closely

Later Epochs (50+):

- Fine-tuning of turn optimization
- Potential overfitting if validation loss starts increasing

8. Troubleshooting Common Issues

"CUDA out of memory":

bash

python main_training_script.py --batch-size 2 --device cpu

"No samples found":

- Check (./sample_dataset/) directory exists
- Verify .npz files are present
- Re-run (generate_synthetic.py) if needed

"Import error":

- Ensure all Python files are in the same directory
- Check file names exactly match the imports

Training loss not decreasing:

- Try lower learning rate: (--learning-rate 1e-5)
- Check dataset quality with (--stats)
- Verify input data shapes are correct

9. Evaluate Trained Model

After training, test your model:

python

python main_training_script.py --test-inference

This will:

- Load a trained model
- Run inference on a sample
- Compare generated path vs ground truth
- Show action sequences (FORWARD, LEFT, UP, etc.)

10. Next Development Steps

Once basic training works:

1. Improve Dataset:

- Generate more diverse environments
- Add different obstacle densities
- Include more complex path scenarios

2. Model Enhancements:

- Experiment with different loss weights
- Add attention mechanisms
- Try curriculum learning (start with simple environments)

3. Evaluation Metrics:

- Path success rate (reaches goal)
- Collision rate (zero collisions)
- Turn efficiency (turns/path_length)
- Path length optimality

4. Integration:

- Connect to Blender for visualization
- Export to ONNX for deployment
- Create real-time path planning interface

Quick Start Commands

```
bash

# 1. Test everything

python main_training_script.py --test-only

# 2. Start training with small batch for testing

python main_training_script.py --epochs 5 --batch-size 2

# 3. If successful, run full training

python main_training_script.py --epochs 100 --batch-size 8
```

Success Indicators

Your training is working well if:

- Path loss decreases to < 0.1
- **V** Turn loss decreases steadily
- V No CUDA/memory errors
- Validation loss follows training loss
- Generated paths look reasonable in inference tests

Your model is ready for deployment when:

- Validation loss stabilizes
- Generated paths consistently reach goals
- **V** Turn count is optimized (fewer unnecessary turns)
- Zero collision rate on test data