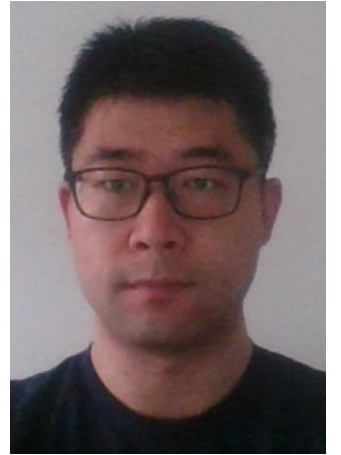


PointNet on FPGA for Real-Time LiDAR Point Cloud Processing

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Overview

- Introduction
- PointNet Structure
- Optimization
- Hardware Architecture
- System Building
- Conclusion



Introduction

- LiDAR widely used in autonomous robots and vehicles
 - Robust to lighting condition
 - Small number of data

LiDAR

- 28.8K pixels ~ VLP-16
- 133.33K pixels ~ HDL-64E

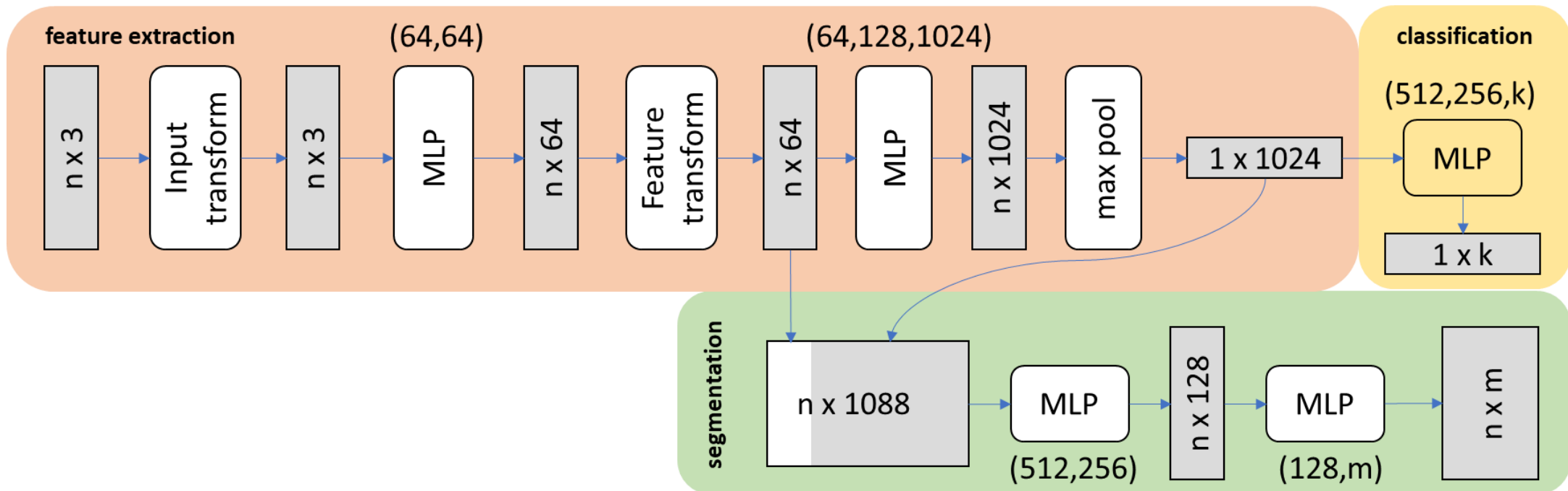
Image

- 777.6K pixels ~ 720p
- 2M pixels ~ 1080p



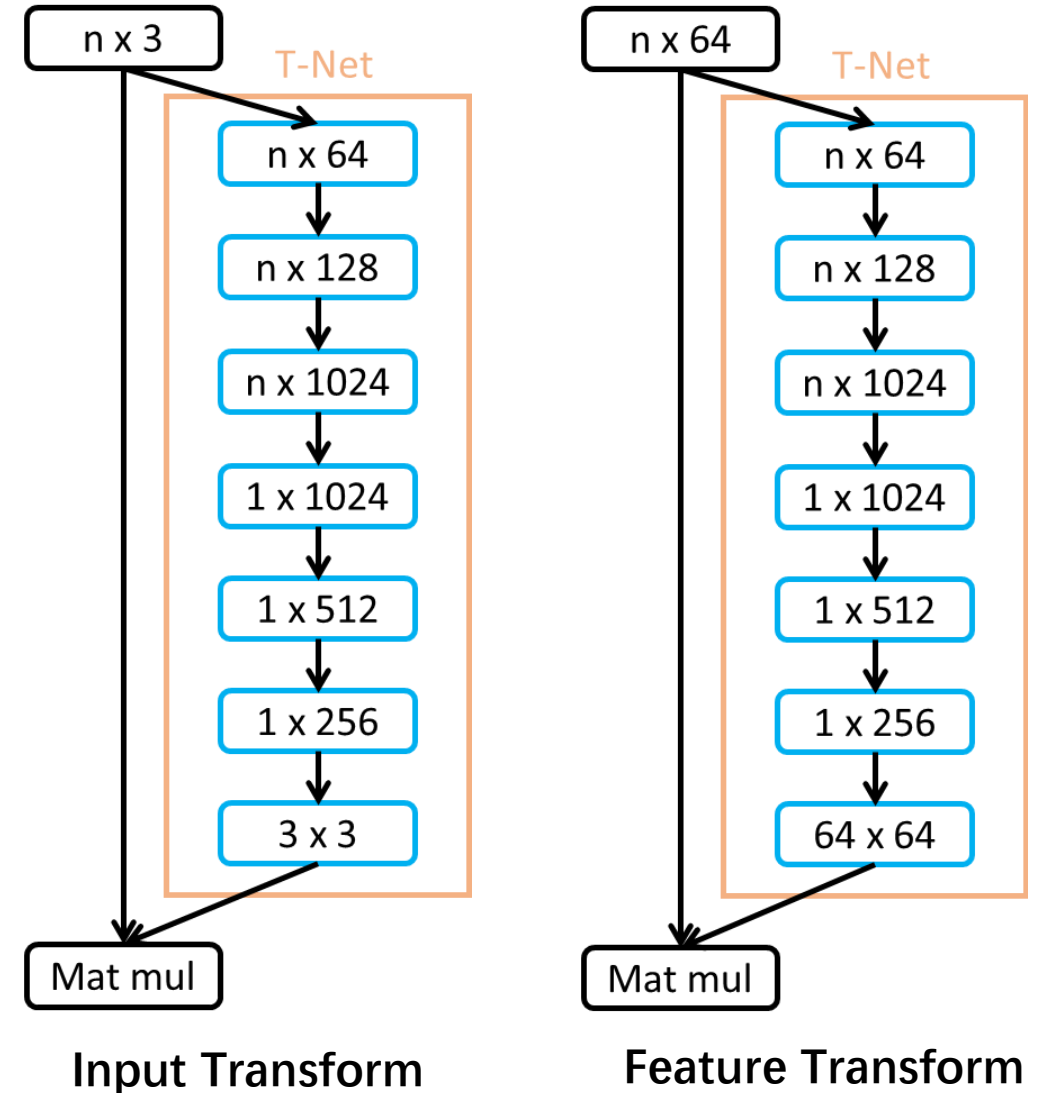
PointNet Structure

- Simple: all MLP, no convolution
- Robust: not affected by point cloud order, transformation



PointNet Structure

- Guarantee transformation (rotation, translation) invariant
- All fully connected layer (matrix multiplication)

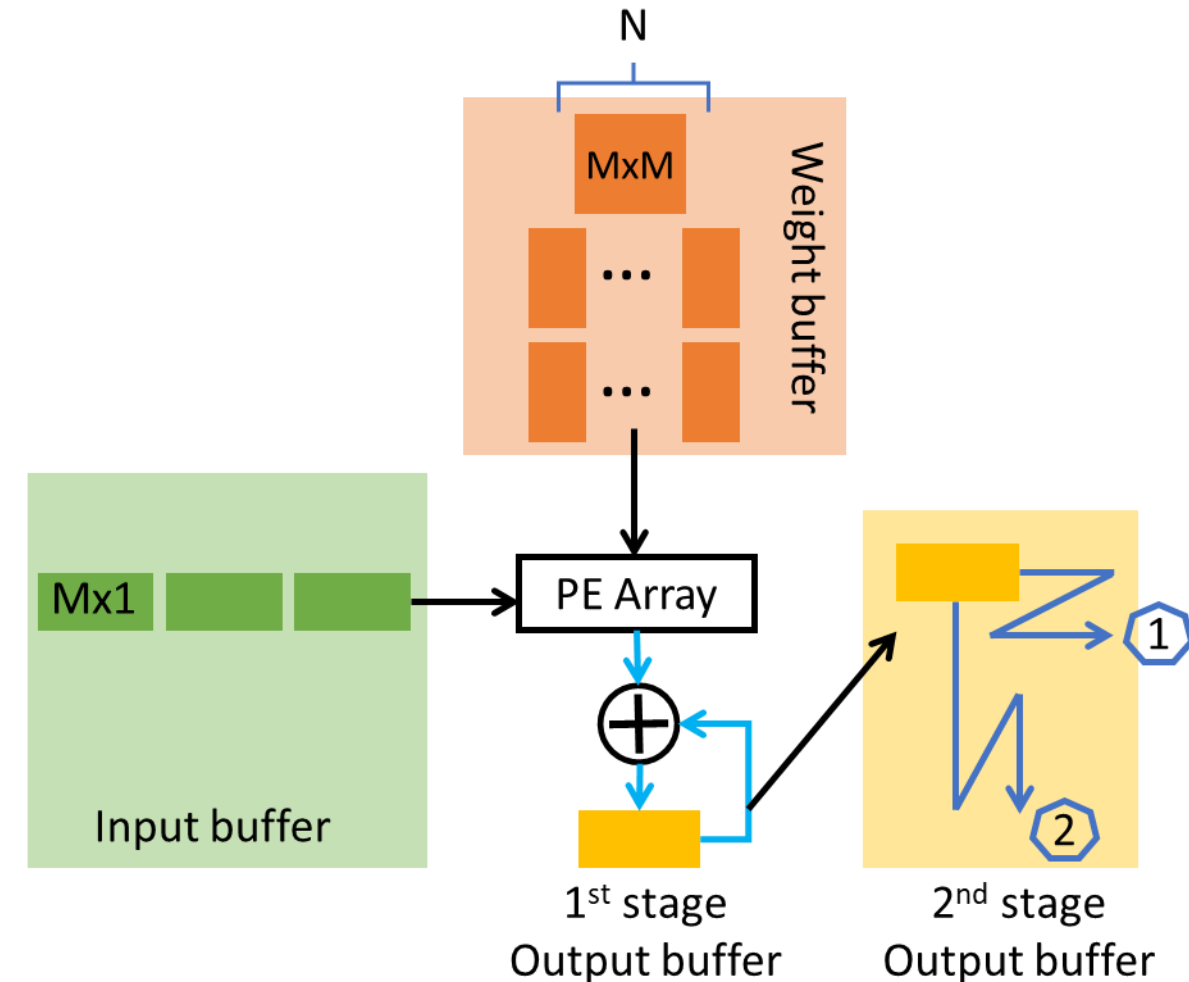
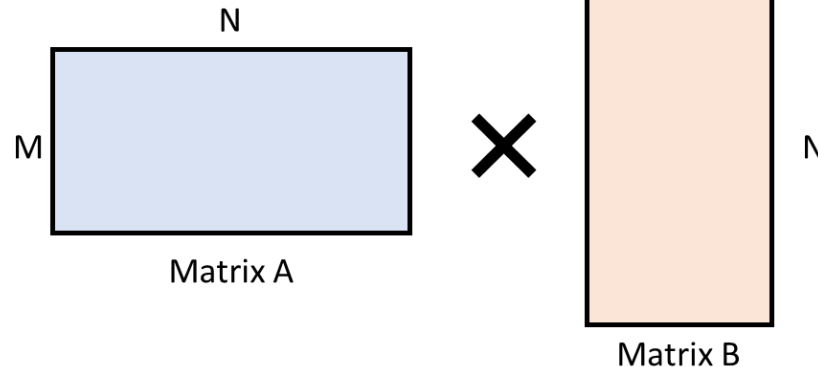


Optimization for Hardware

- Loop optimization
- Quantization

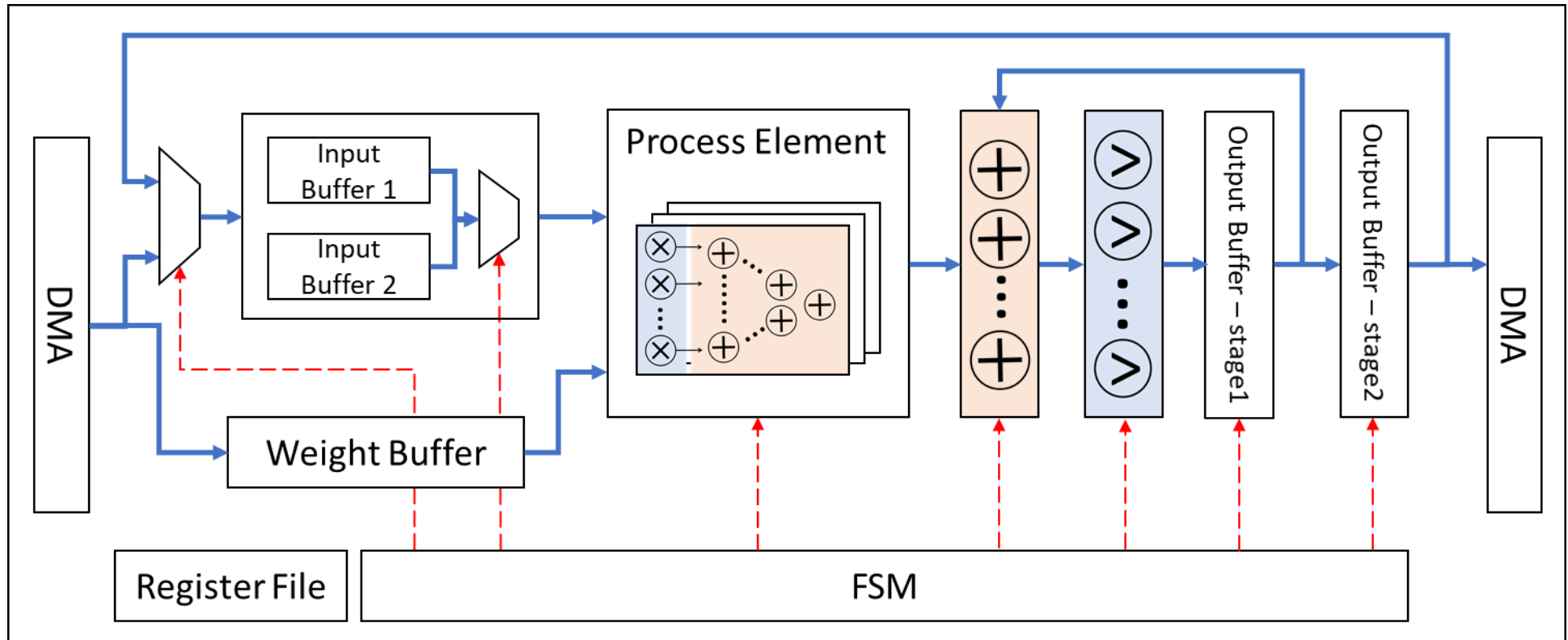
```
for m = 1:M
  for k = 1:K
    for n = 1:N
      result += A[m][n] * B[n][k]
```

```
-- loop-1
-- loop-2
-- loop-3
```



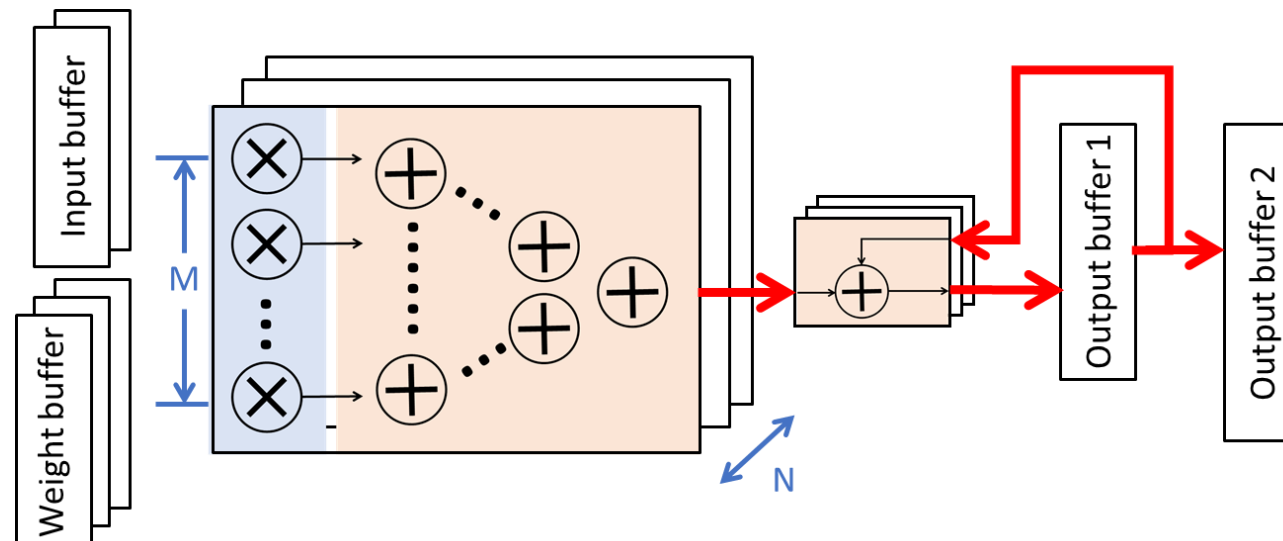
Hardware Architecture

- SIMD structure



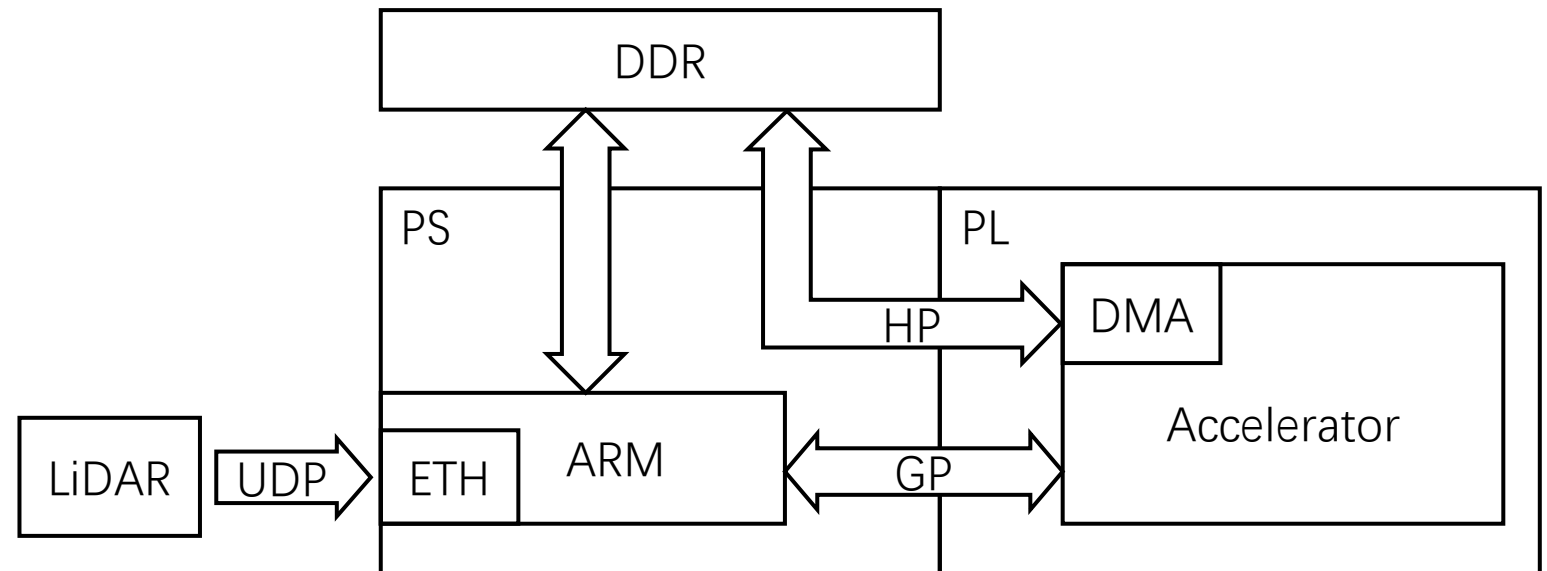
Hardware Architecture

- SIMD structure
- Two-stage buffer
 - Less accuracy loss
 - Less on-chip memory consumption



System Building

- VLP-16 connects to ZCU104 via Ethernet
- Velodyne driver is implanted into PS side (22-23 ms/set)
- DDR buffers point cloud



Performance and Results

Performance comparison

Networks	Processing Time	
	INT8	INT16
PointNet-classification	19.8 ms	27.8 ms
PointNet-segmentation	34.6 ms	42.6 ms



Resource consumption (Xilinx ZCU104)

Bit Width	LUT	FF	DSP	BRAM	URAM
INT8	19530 (8%)	36010 (8%)	1026 (60%)	114 (37%)	48 (50%)
INT16	30933 (13%)	60412 (13%)	1026 (60%)	123 (39%)	96 (100%)



Thank you!