

Deep Learning on Large-scale Point Clouds for 3D Segmentation

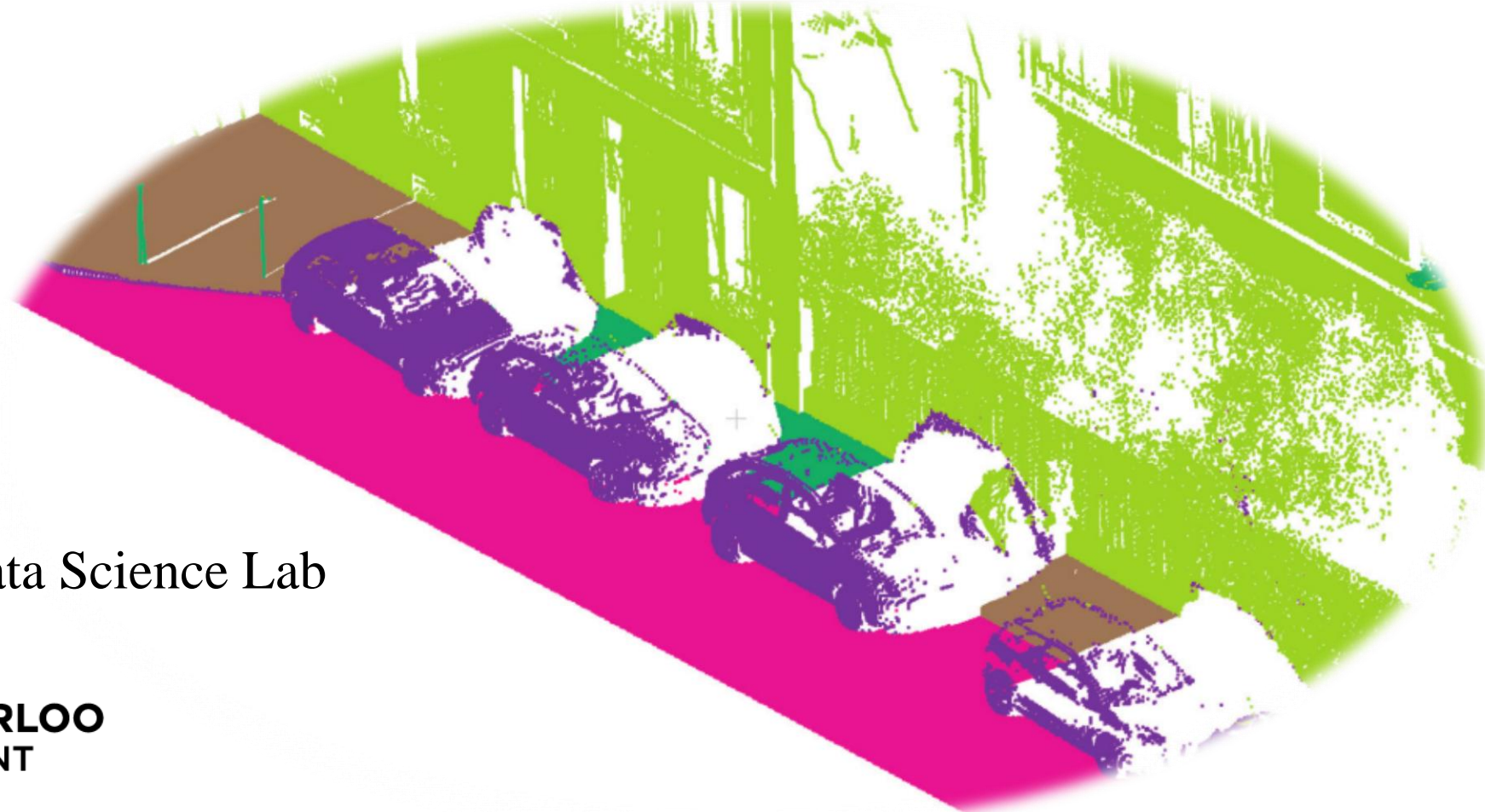
27/03/2019

Presented by: Ying Li

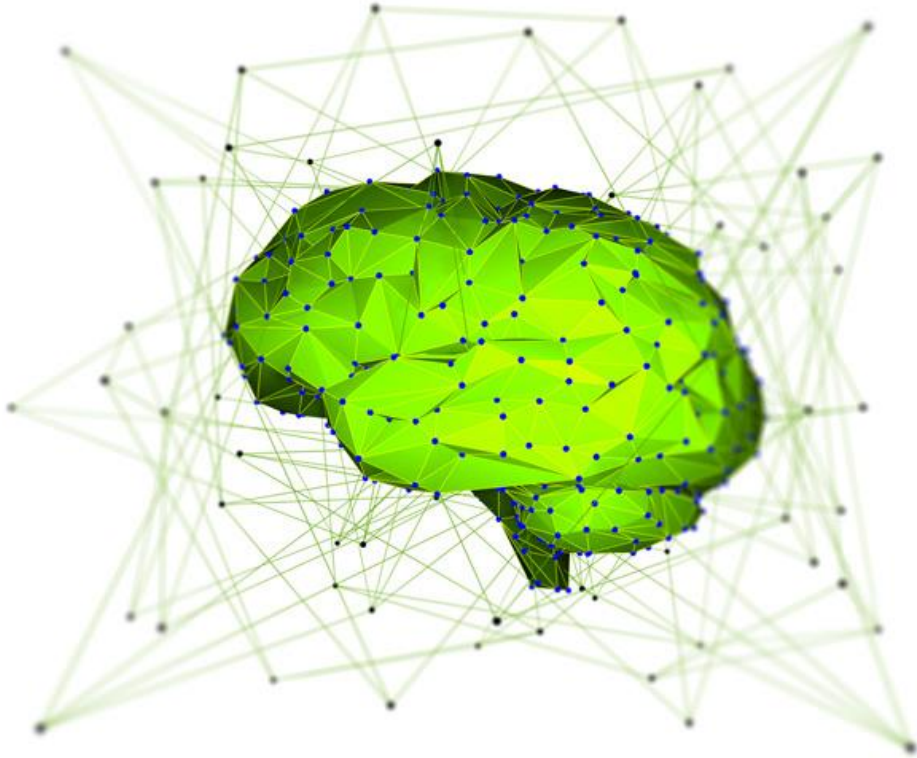
Mobile Sensing And Geodata Science Lab



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CONTENT



Introduction

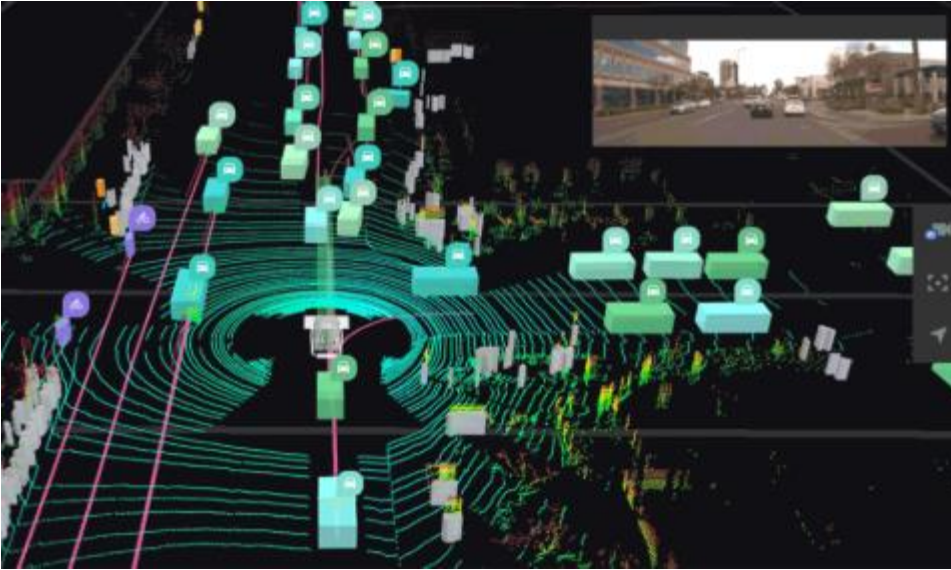
Challenges

Model requirements

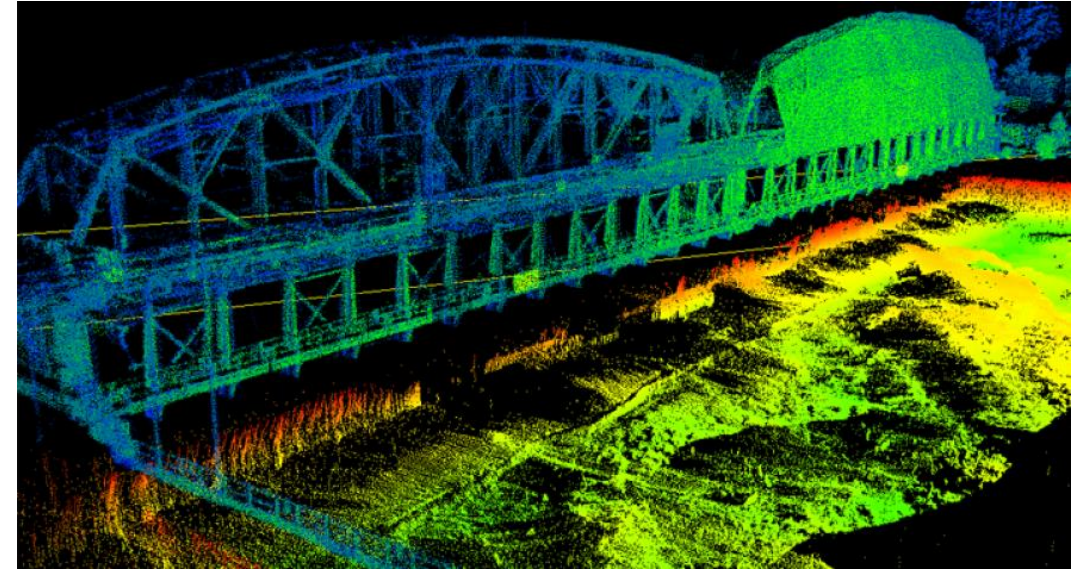
Deep learning networks

Conclusion

Introduction



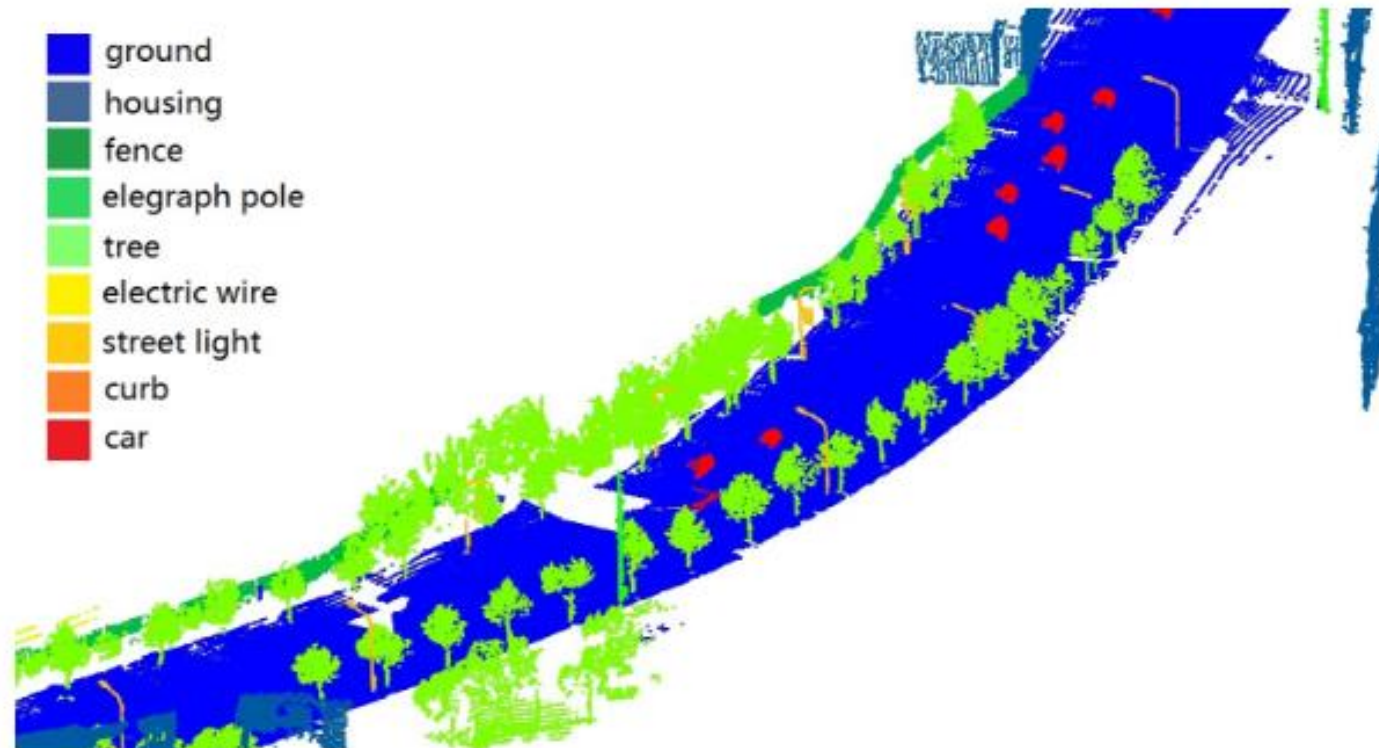
Autonomous Vehicle



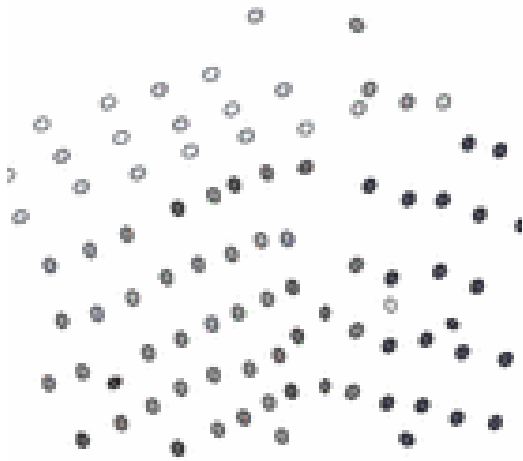
3D Reconstruction

Problem Definition

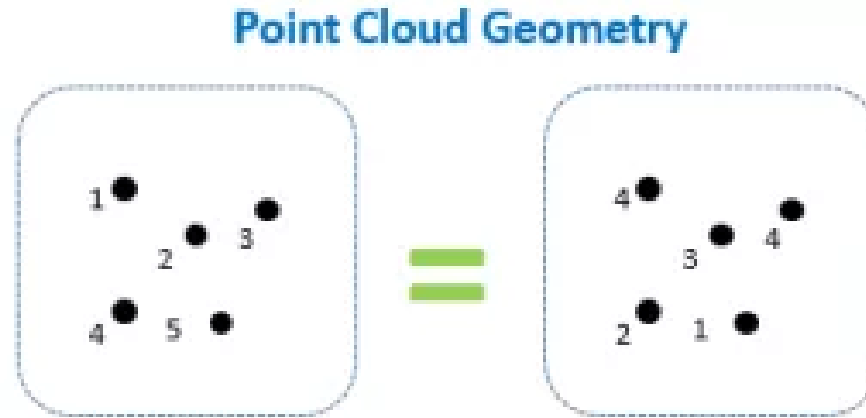
3D Segmentation: Given an arbitrary point cloud data, the goal of segmentation task is to group points with similar geometric attributes into homogeneous region. These regions are labeled with a semantic class, such as ground, tree, building.



Challenges on deep learning models



Unstructured data



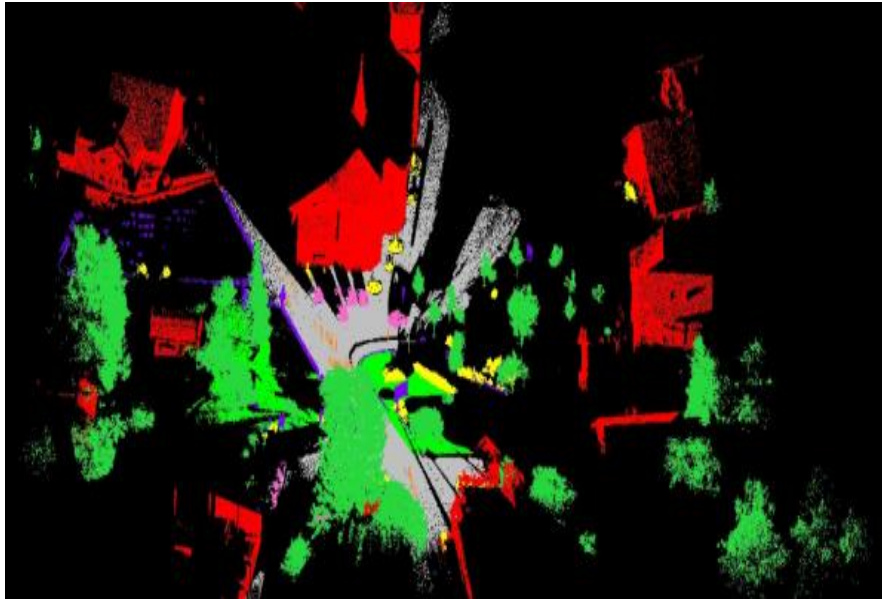
Unordered data

| Name | Number of points |
|------------------|------------------|
| Oakland | 1.61M |
| Semantic3D | 1660M |
| Paris-rue-Madame | 20M |
| IQmulus | 12M |
| Paris-Lille-3D | 143.1M |

Changed number of points



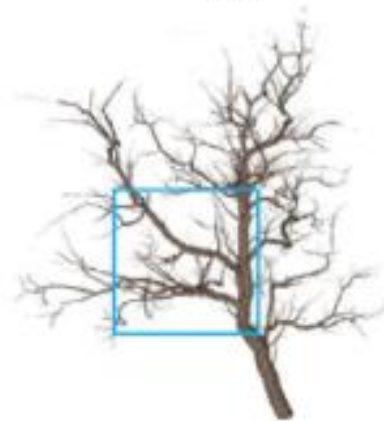
Challenges on point cloud data



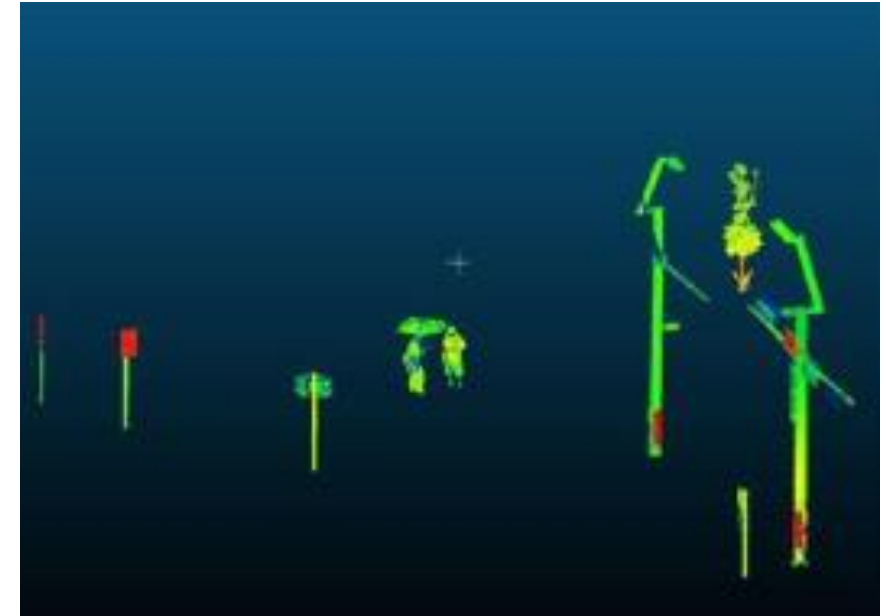
Noisy and unevenly
distributed data



(a)



Missing data



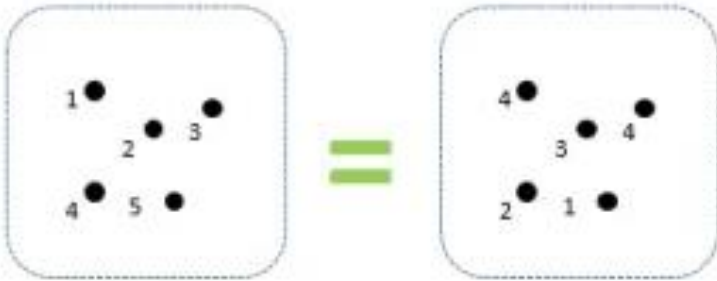
Similar objects interference



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Models requirements

Point Cloud Geometry

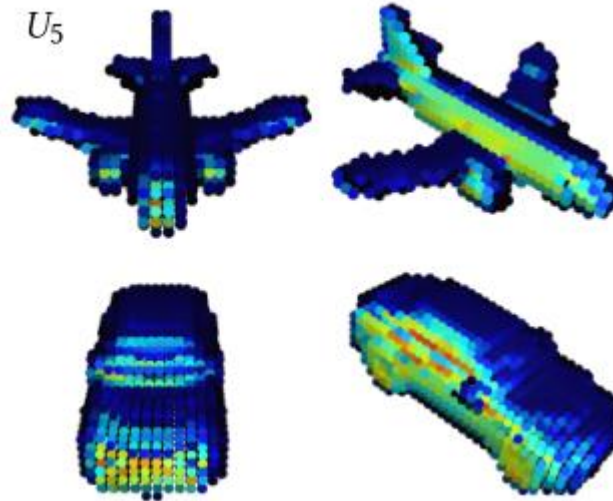


Point Cloud Representation

| # | x | y | z |
|---|-------|-------|-------|
| 1 | x_1 | y_1 | z_1 |
| 2 | x_2 | y_2 | z_2 |
| 3 | x_3 | y_3 | z_3 |
| 4 | x_4 | y_4 | z_4 |
| 5 | x_5 | y_5 | z_5 |

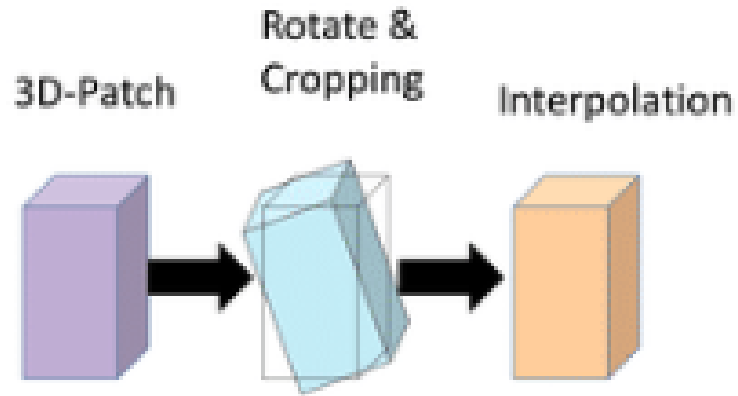
 \neq

| # | x | y | z |
|---|-------|-------|-------|
| 1 | x_1 | y_1 | z_1 |
| 2 | x_2 | y_2 | z_2 |
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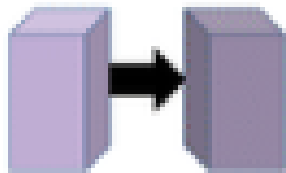


- Rotation invariance
- Translation invariance
- Permutation invariance
- Scale invariance
- Density invariance
- Local and global feature learning

Data augmentation



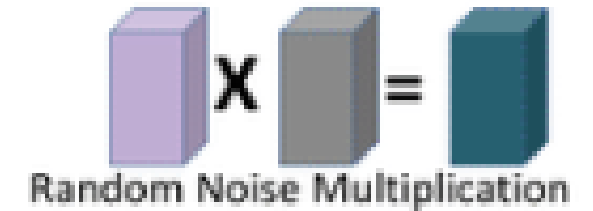
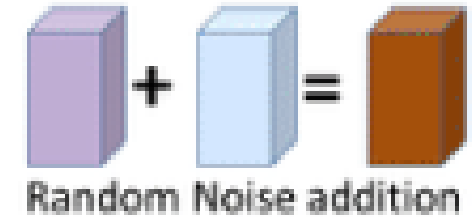
(a) 3D- Rotation



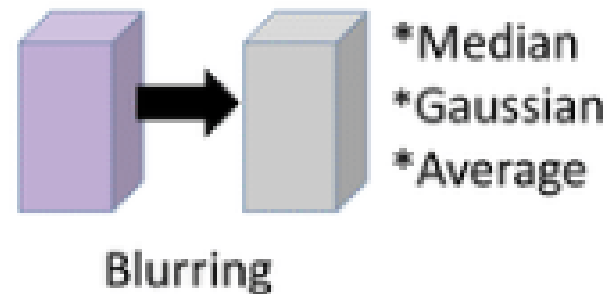
(d) Left-Right Flip



(b) 3D Shifting and Scaling



(c) Noise Addition

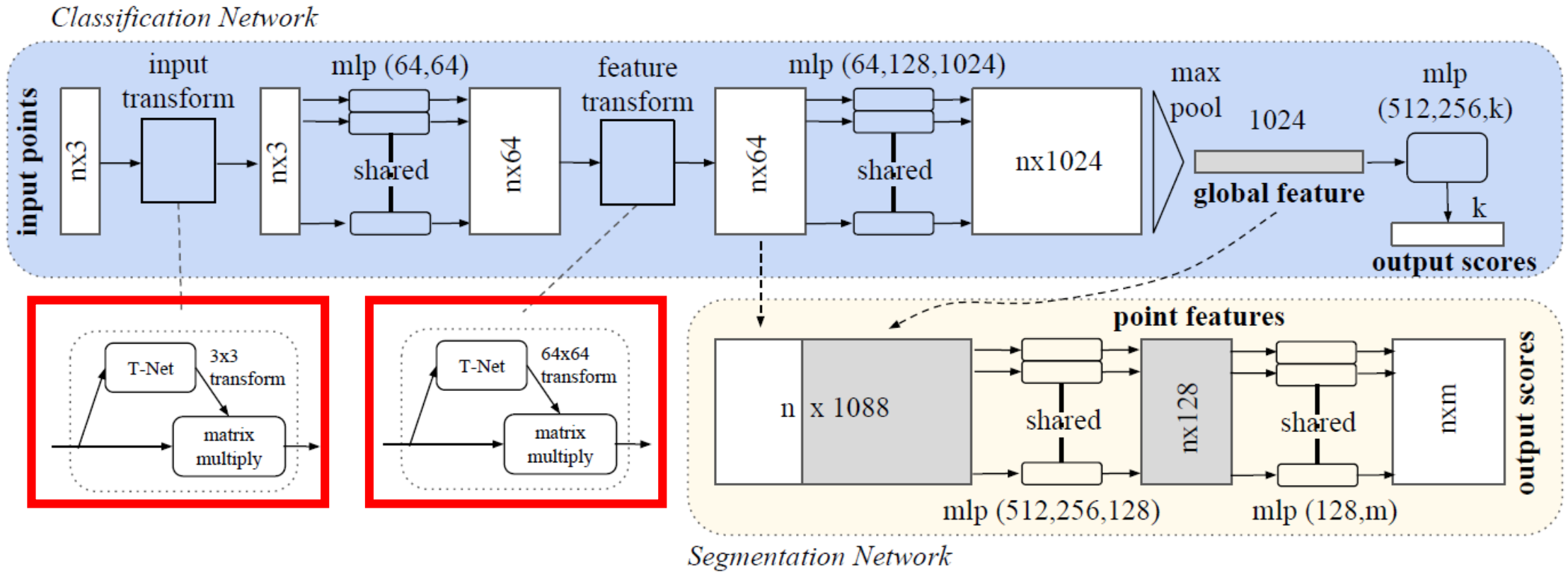


(e) 3D- Blurring

- **Rotation invariance**
- **Translation invariance**



PointNet Architecture



Joint alignment network

Objection

- Permutation invariance => symmetric function
- arbitrarily approximate any continuous set function => universal approximators

$$f(x_1, x_2, \dots, x_n) \equiv f(x_{\pi_1}, x_{\pi_2}, \dots, x_{\pi_n}), \quad x_i \in \mathbb{R}^D$$

Symmetric function example:

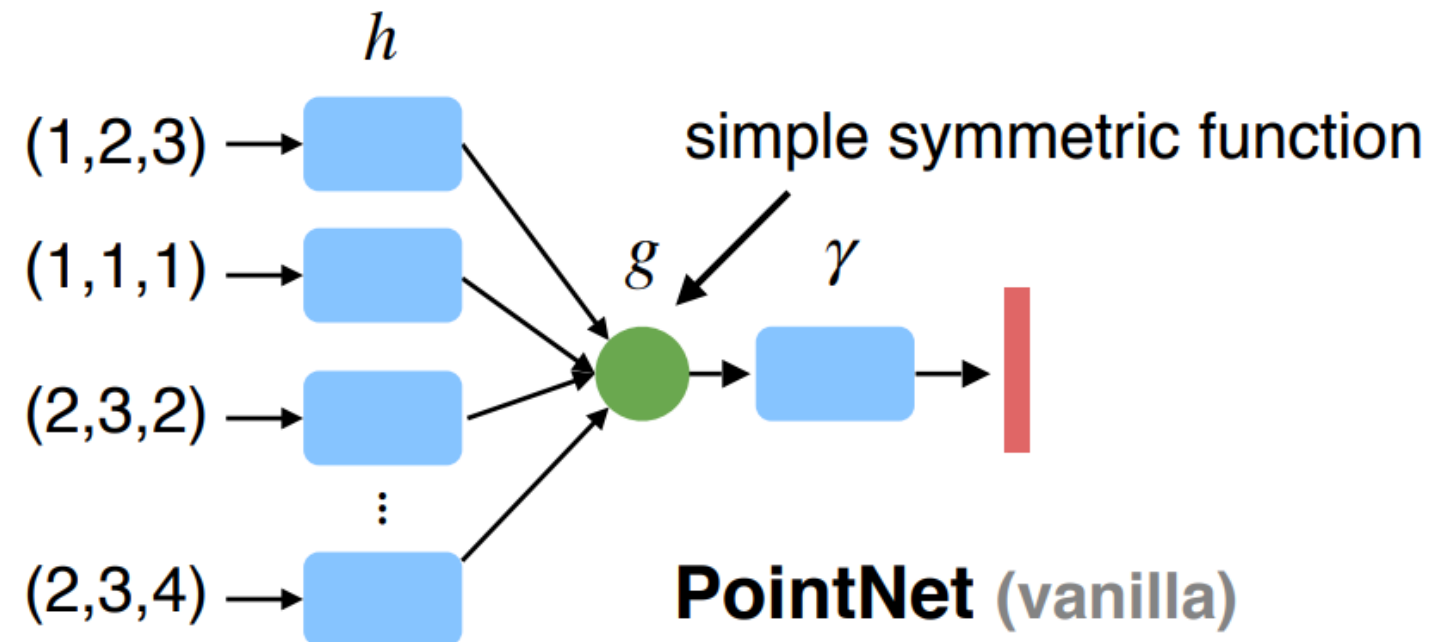
$$f(x_1, x_2, \dots, x_n) = \max\{x_1, x_2, \dots, x_n\}$$

$$f(x_1, x_2, \dots, x_n) = x_1 + x_2 + \dots + x_n$$

...

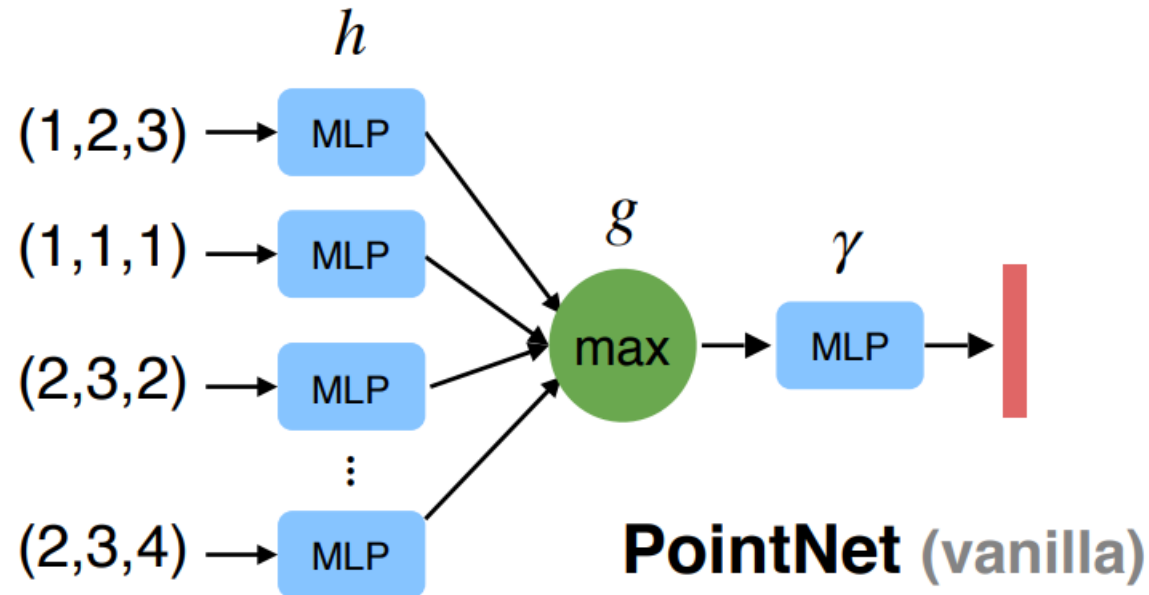
Joint alignment network

$f(x_1, x_2, \dots, x_n) = \gamma \circ g(h(x_1), \dots, h(x_n))$ is symmetric if g is symmetric



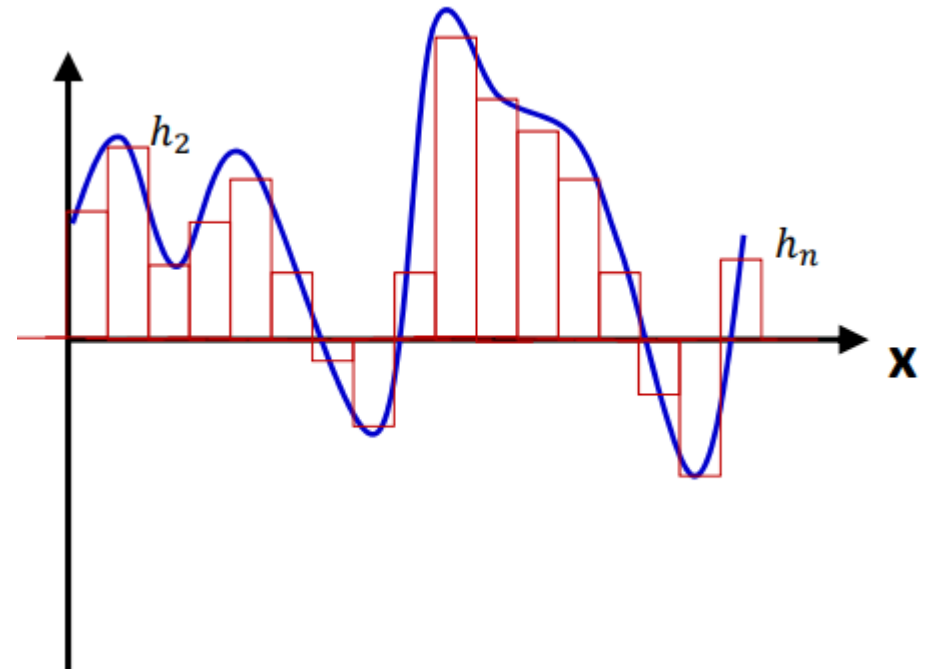
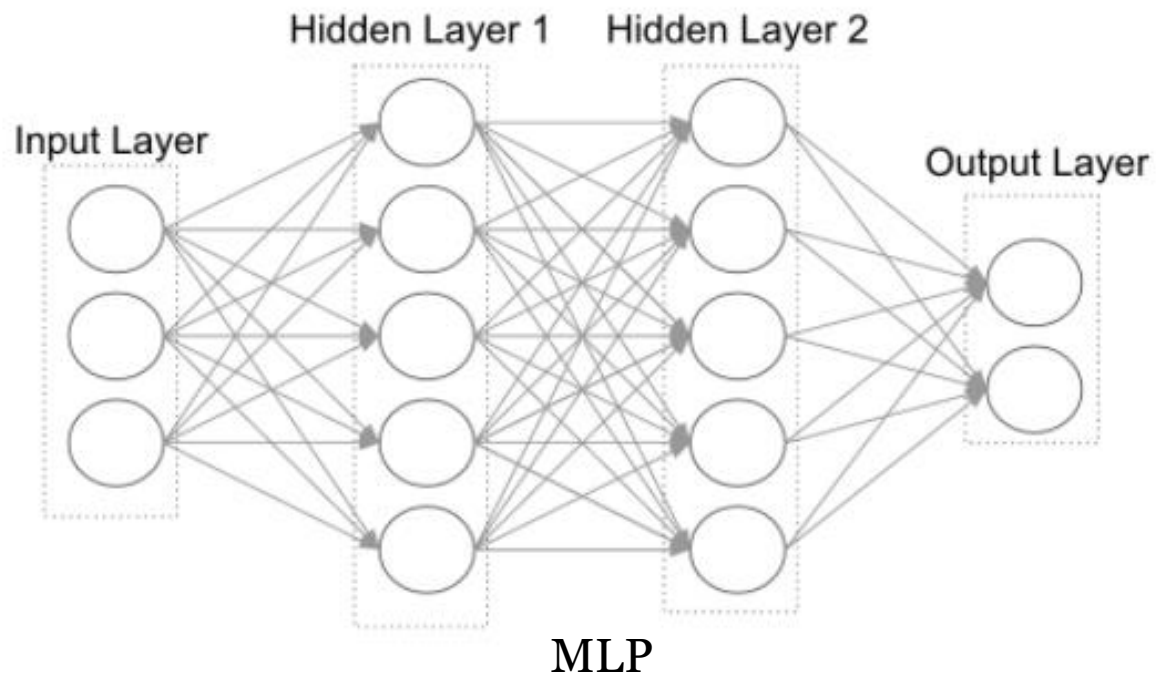
Joint alignment network

- Permutation invariance => max-pooling
- arbitrarily approximate any continuous set function => MLP



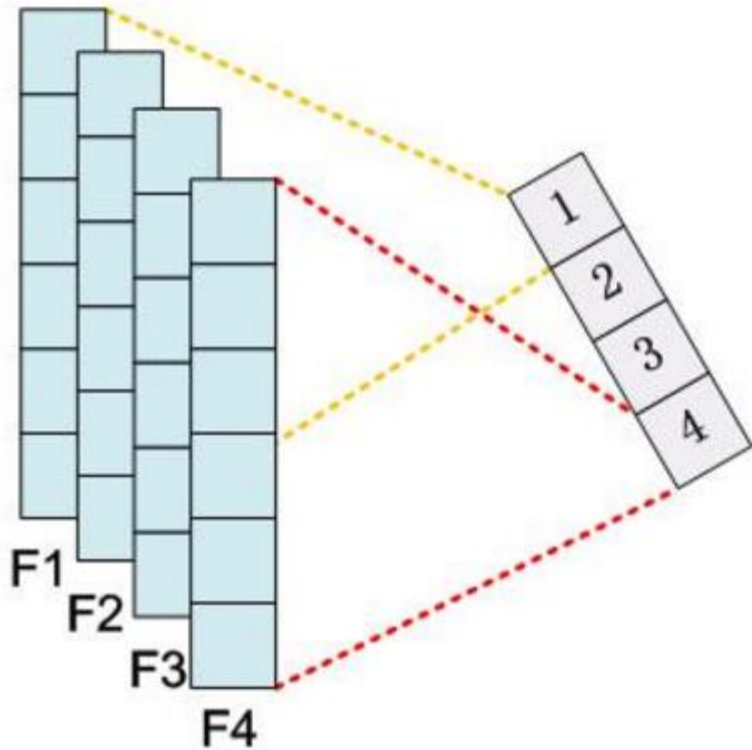
Multi-layer perceptron (MLP)

The **universal approximation theorem** states that a feed-forward network with a single hidden layer containing a finite number of neurons can approximate continuous functions on compact subsets of \mathbf{R}^n , under mild assumptions on the activation function



Methods: Max-pooling

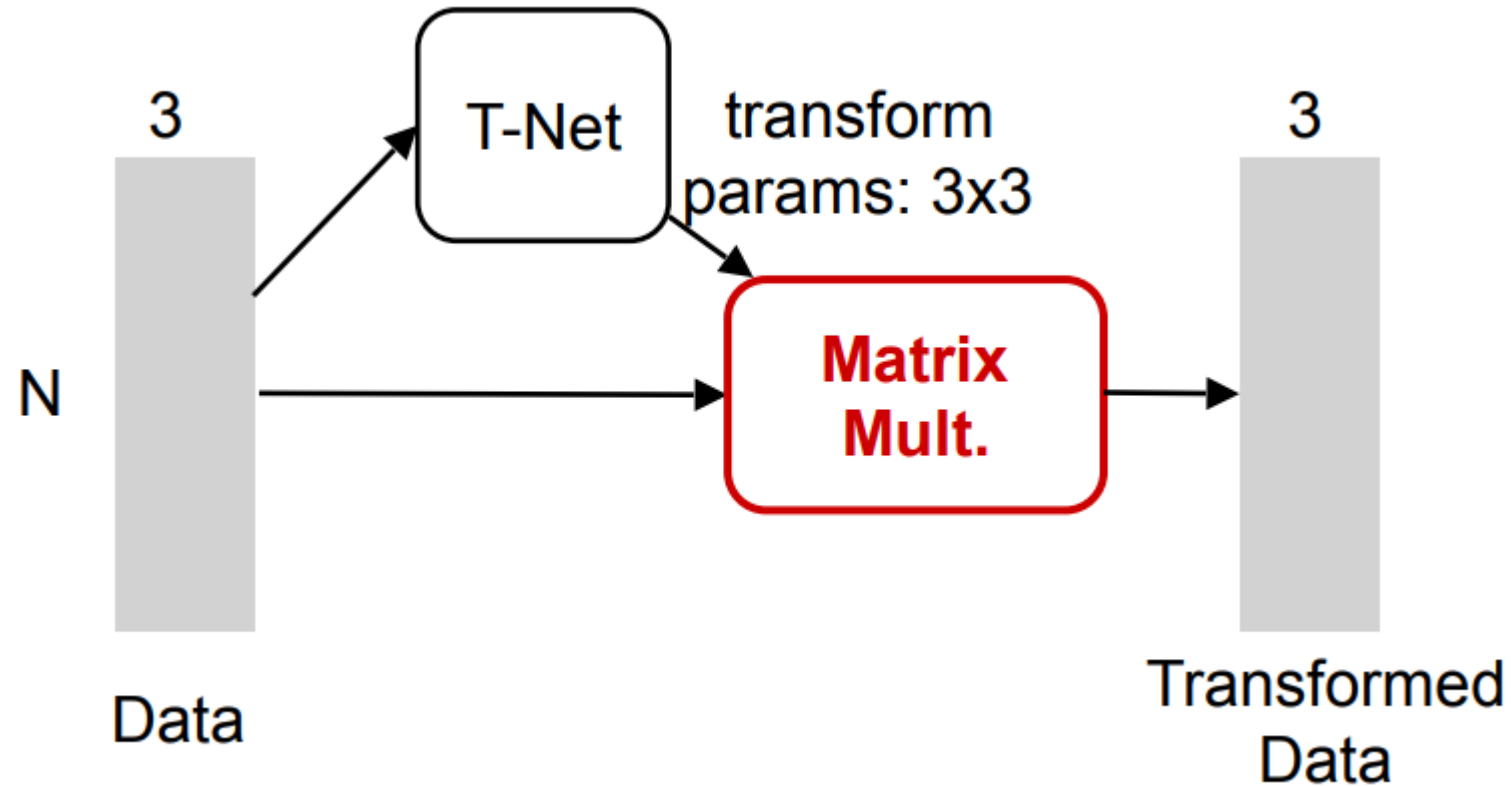
Max-pooling: uses the maximum value from each of a cluster of neurons at the prior layer



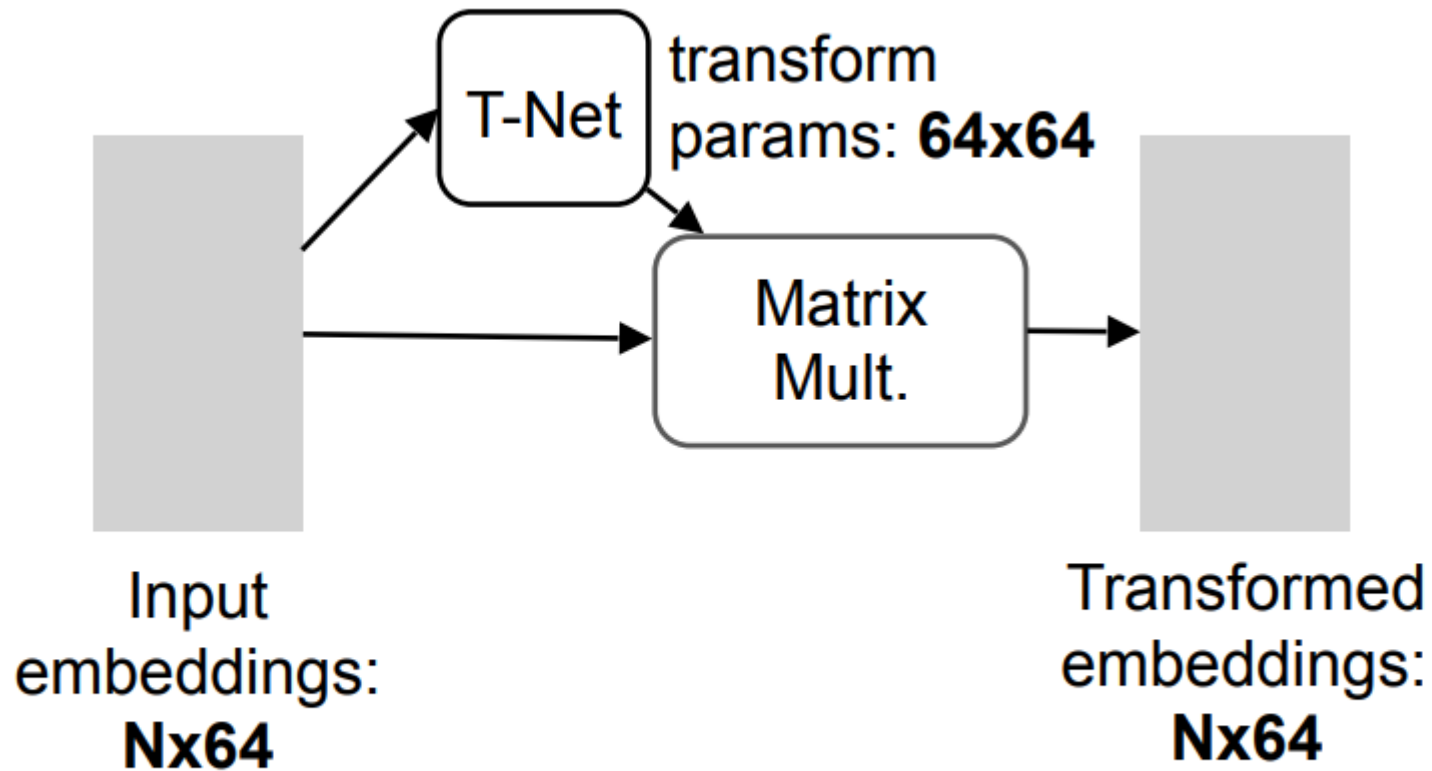
Pros:

- Translation invariance: learned features can be successfully extracted regardless of the locations of these features
- Lower in dimensions, and improve the results (avoid over-fitting)

Joint alignment network



Embedding Space Alignment

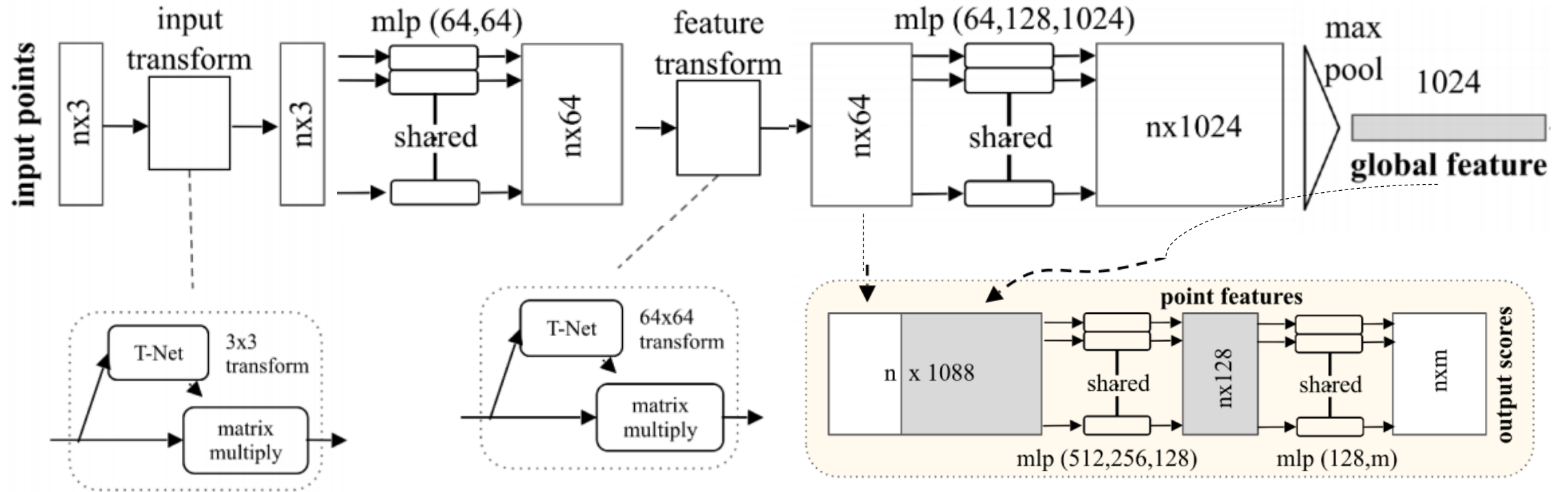


Regularization:

Transform matrix A 64×64
close to orthogonal:

$$L_{reg} = \|I - AA^T\|_F^2$$

PointNet



PointNet

Pros:

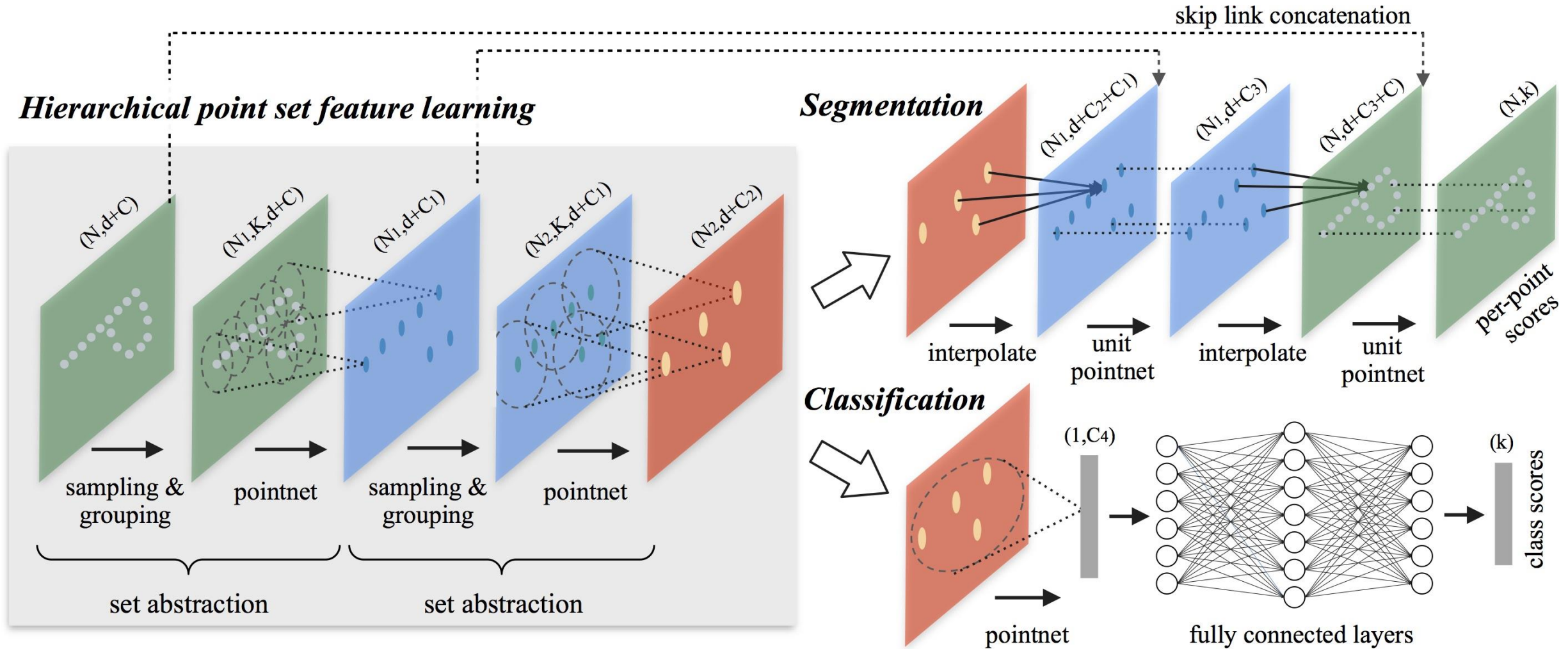
- solve the point cloud permutation problem
- Extract global feature

Cons:

- Not capture local structure
- Not scale invariance
- Not density invariance
- Not suitable for large-scale point cloud data



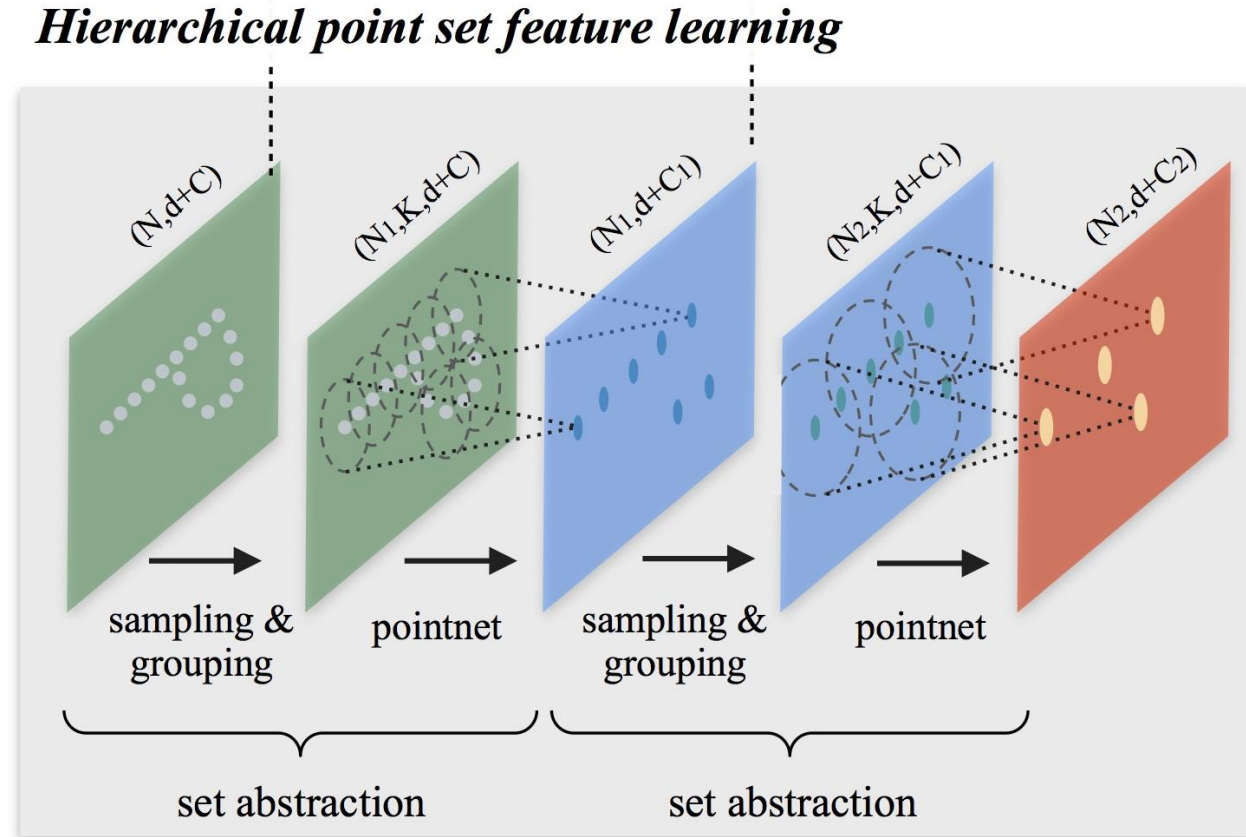
PointNet++ Architecture



Hierarchical Point Set Feature Learning (set abstraction level)

Objection

- Scale invariance => sampling
- Density invariance => grouping
- Permutation invariance => PointNet

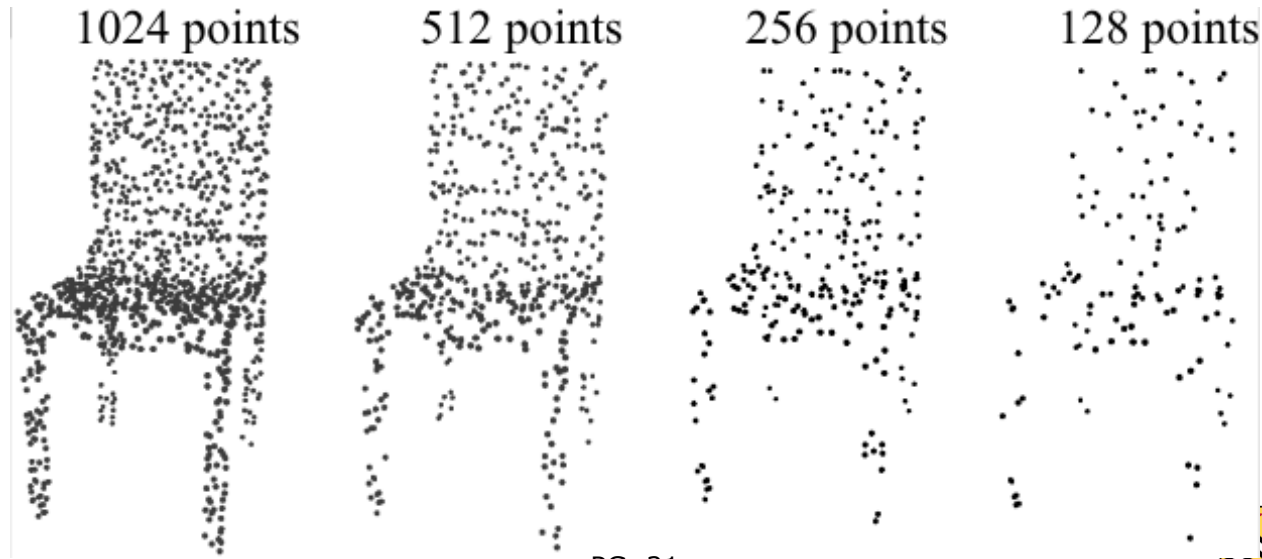


Point clouds sampling –scale invariance

Farthest point sampling (FPS): Given input points $\{x_1, x_2, \dots, x_n\}$, FPS is iteratively used to choose a subset of points $\{x_{i1} \text{ distance}\}$ from the set $\{x_{i1}, x_{i2}, \dots, x_{im}\}$, such that x_{ij} is the most distant point (in metric, x_{i2}, \dots, x_{ij-1}) with regard to the rest points.

Pros:

- Evenly cover the entire point set given the same number of centroids.
- Sampling strategy generates receptive fields in a data dependent manner.



PG. 21



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Point clouds grouping

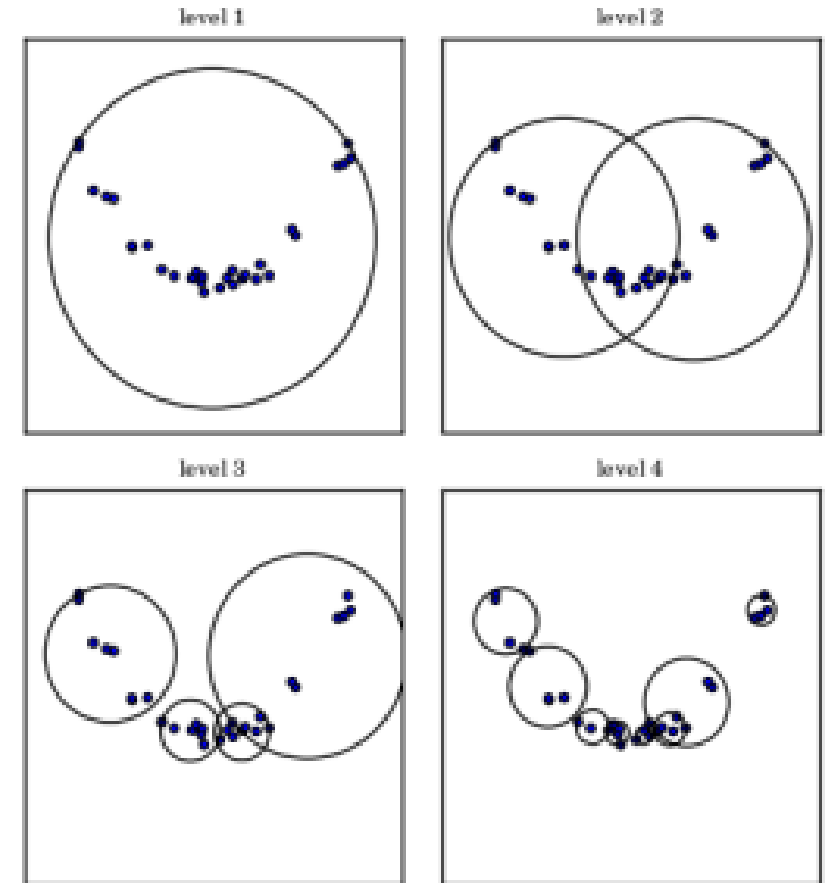
Ball query: finds all points that are within a radius to the query point (an upper limit of K is set in implementation).

Pros: guarantees a fixed region scale thus making local region feature more generalizable across space.

Cons: not robust to noisy points

Ball Trees

Ball-tree Example

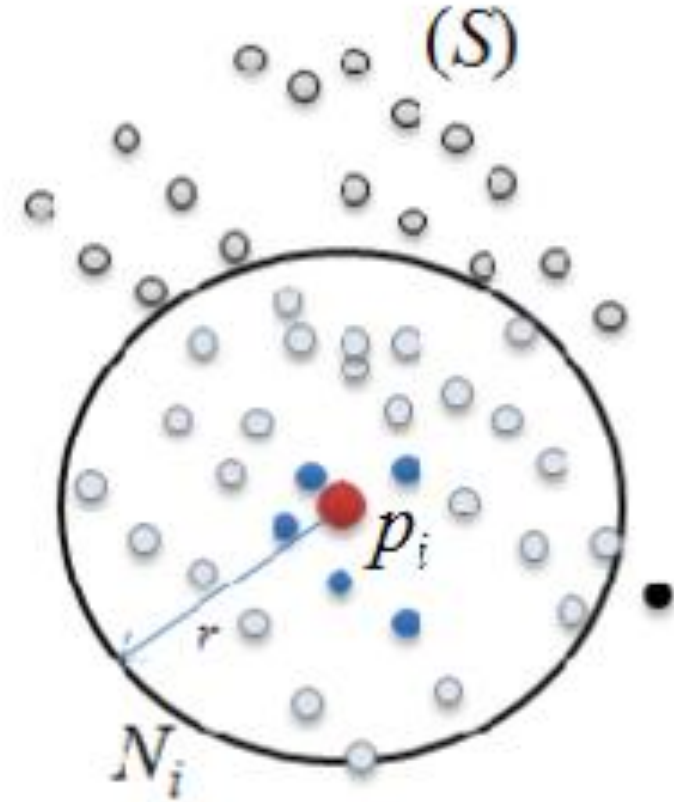


Point clouds grouping

K nearest neighbor (KNN): finds a fixed number of neighboring

Pros: robust to noisy points

Cons: not scale-invariance
high computation cost

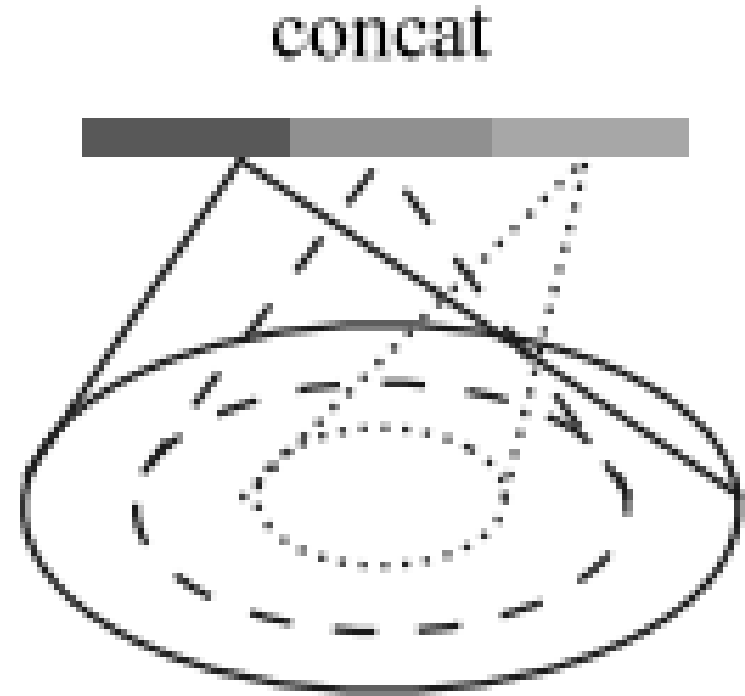


Multi-scale grouping (MSG)-density invariance

MSG: grouping layers with different scales followed by according PointNets to extract features of each scale. Features at different scales are concatenated to form a multi-scale feature. => random input dropout

Pros: simple

Cons: not density-invariance
high computation cost



Multi-resolution grouping (MRG)- density invariance

MSG: One feature is obtained by summarizing the features at each subregion from the lower level. The another feature is obtained by directly processing all raw points in the local region using a single PointNet.

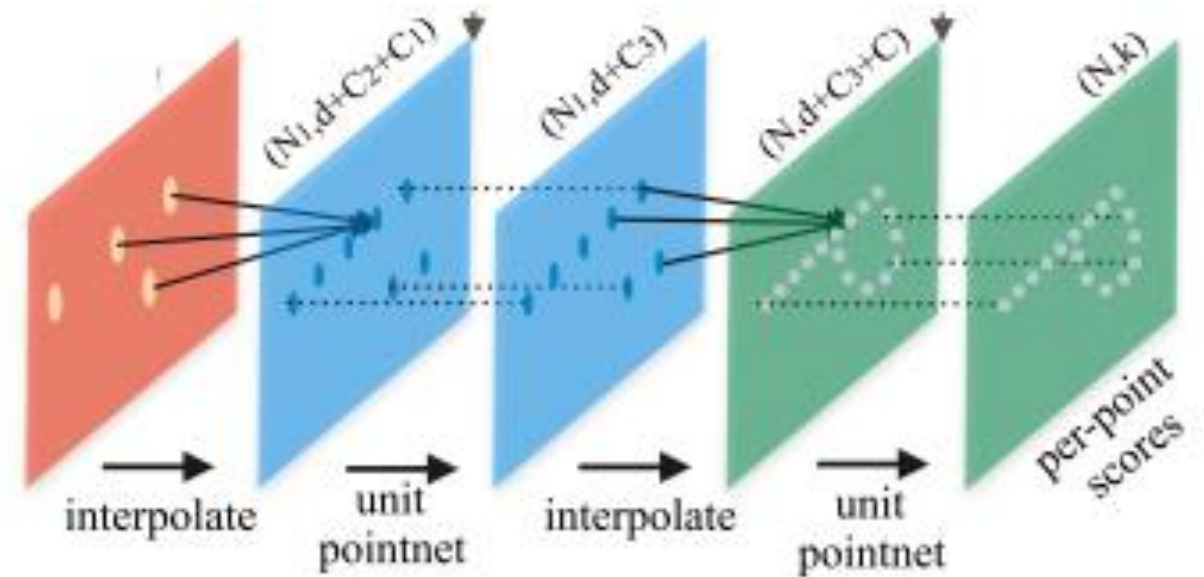
Pros: density-invariance
computation efficient

Cons: features are constrained by the number of neighbors



Point Feature Propagation

Objection: obtain point features for all the original points from subsampled point set

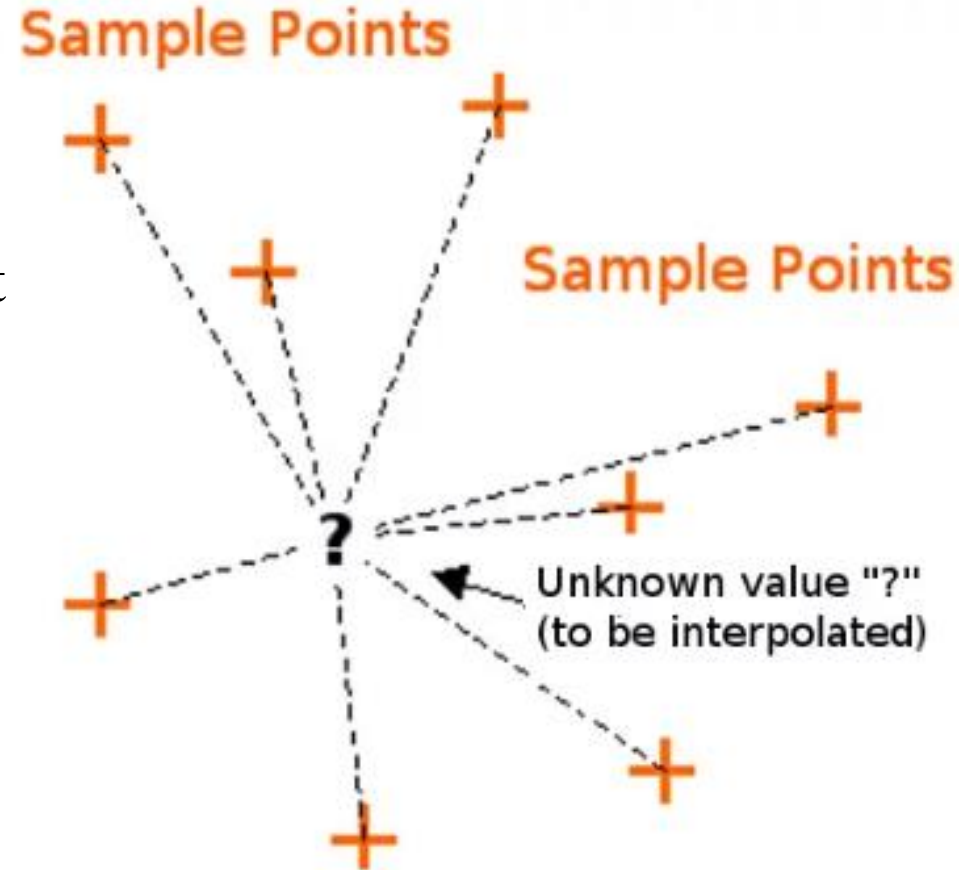


Point clouds interpolation

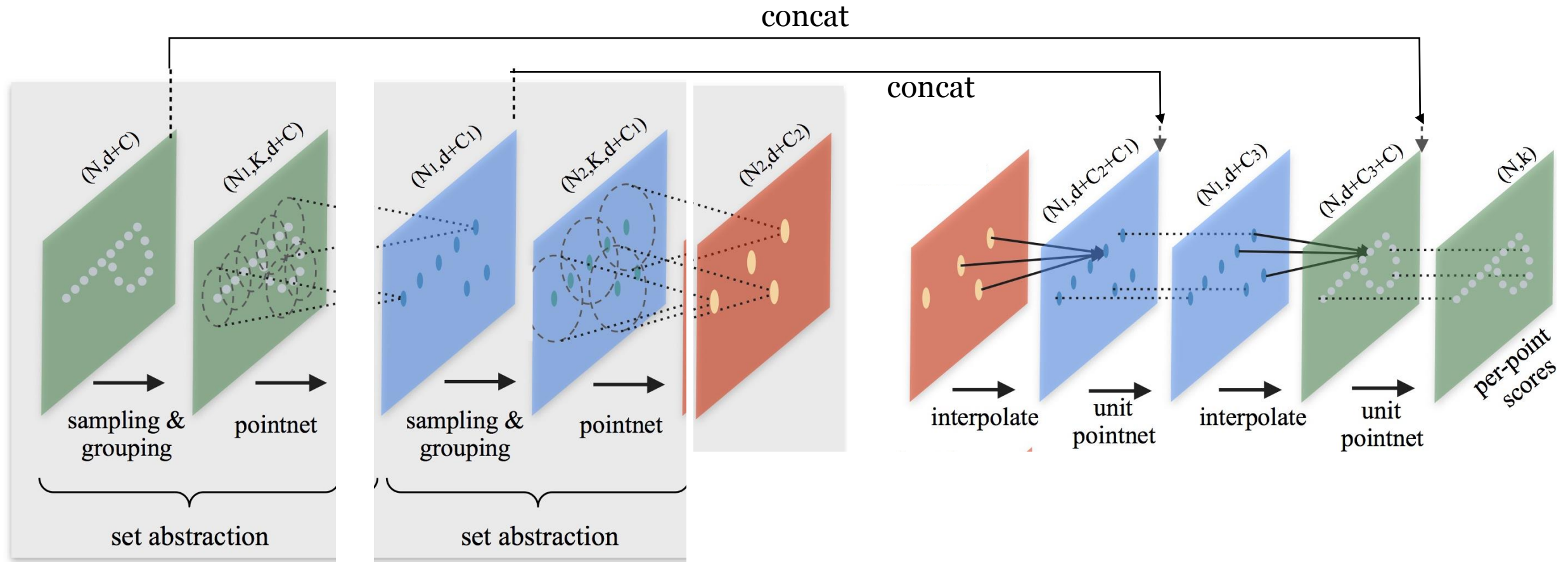
Inverse distance weighted average: multivariate interpolation with a known scattered set of points. it resorts to the inverse of the distance to each known point based on KNN when assigning weights

Pros: will not produce estimated values outside neighborhoods

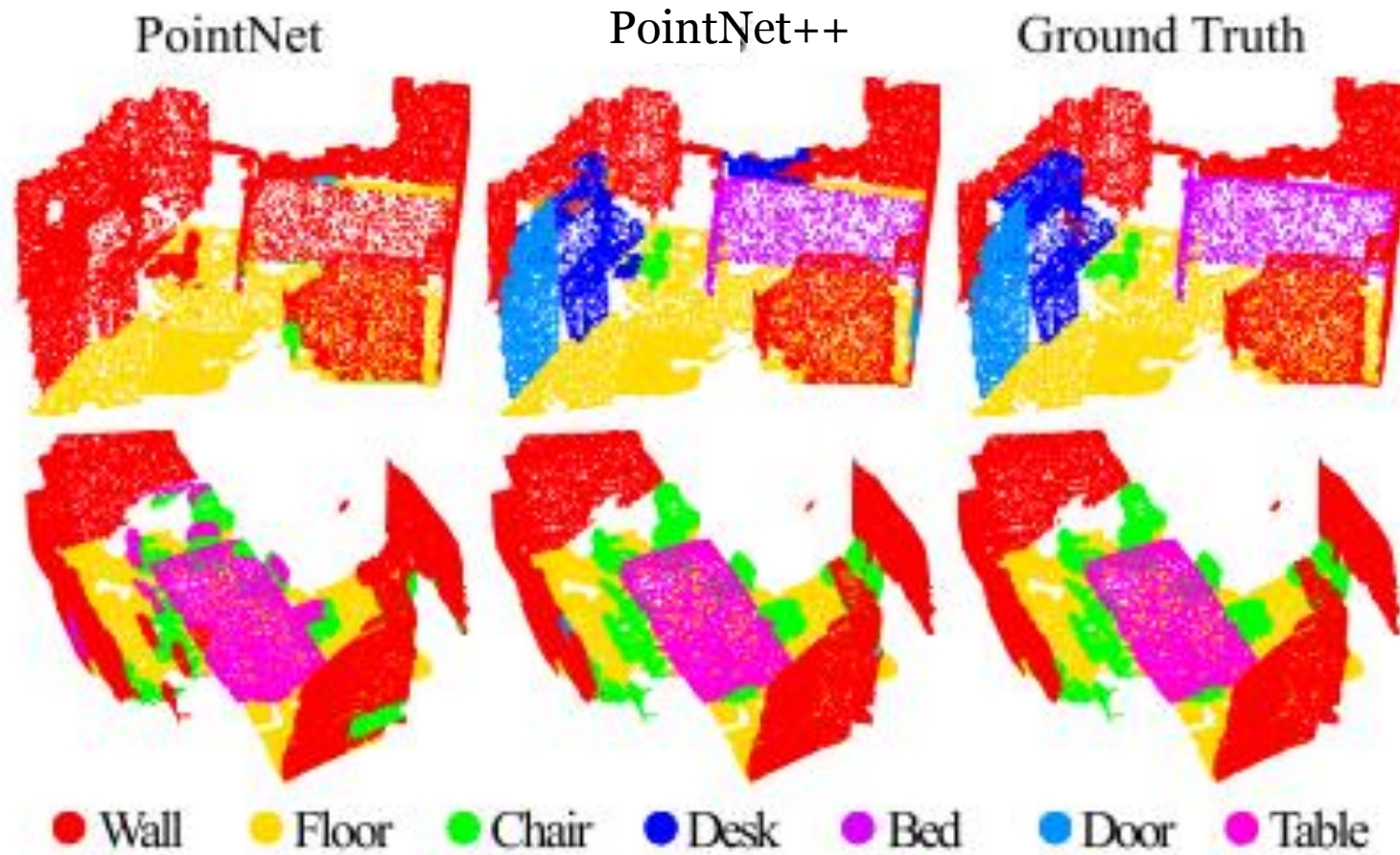
Cons: not robust to noise



PointNet++ Architecture



Segmentation results



PointNet++

Pros:

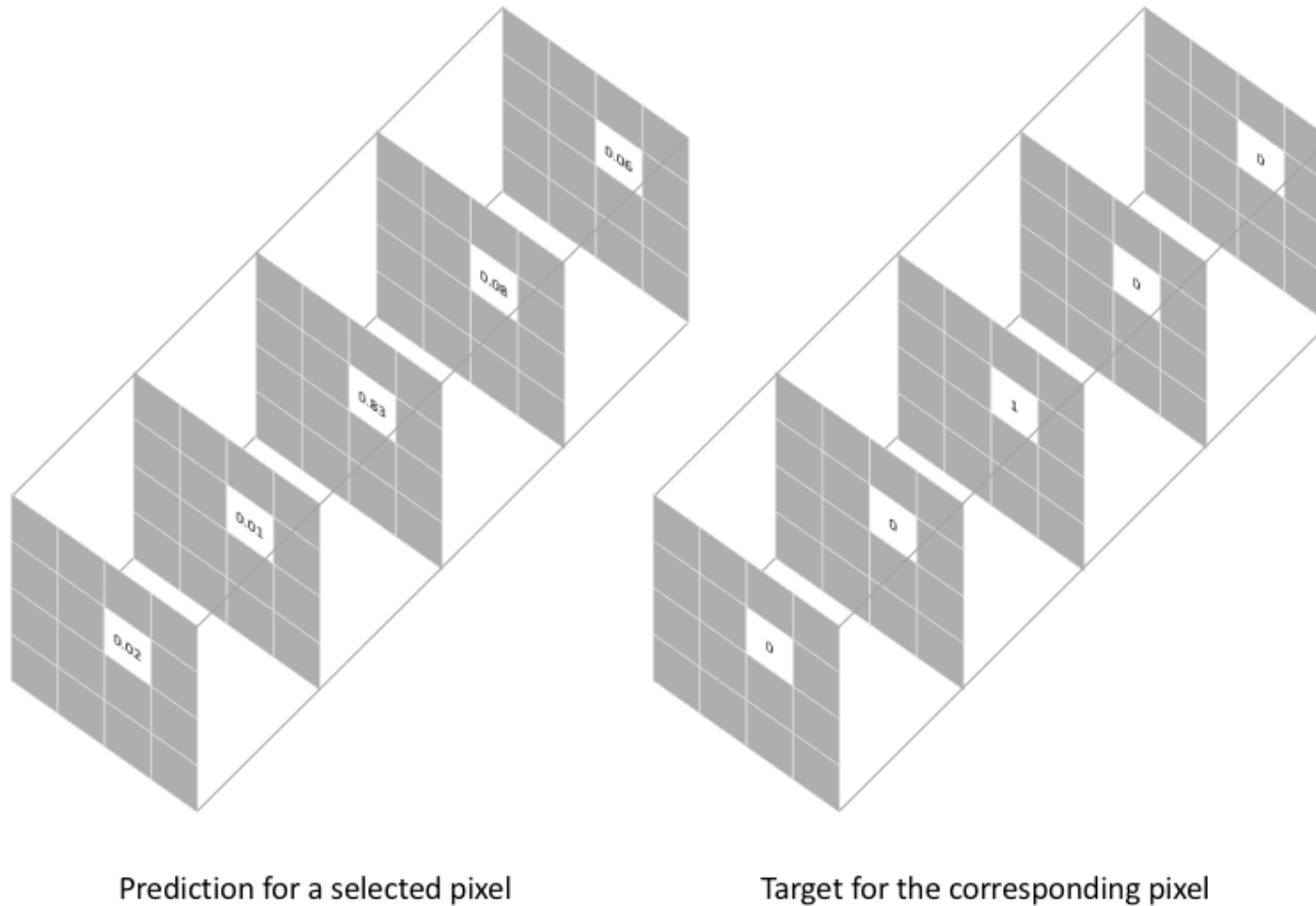
- Orientation invariance
- Rotation invariance
- Translation invariance
- Permutation invariance
- Scale invariance
- Density invariance
- Local and global feature learning

Cons:

- Points neighbor spatial relationships are not exploited



Loss function for 3D segmentation



Pixel-wise loss is calculated as the log loss, summed over all possible classes

$$-\sum_{\text{classes}} y_{\text{true}} \log(y_{\text{pred}})$$

This scoring is repeated over all **pixels** and averaged



PUBLIC MLS DATASETS

| Dataset | Laser scanner | Camera | Year | Data size | Path | Creator |
|--------------------------------------|---|---|------|-----------|---------|-------------------------------|
| KITTI Vision Benchmark | Velodyne HDL-64E laser scanner | PointGray Flea2 grayscale and color cameras | 2011 | 180G | ~ 50 km | KIT & University of Toronto |
| New College Dataset | LMS 291-S14 lasers scanning | Point Grey BumbleBee 20 Hz grayscale | 2009 | 30GB | 2.2km | Oxford |
| Malaga Dataset 2013 | SICK scanners | Point Grey Research's Bumblebee 2 stereo camera | 2013 | 90.22 G | 36.8 km | University of Málaga |
| Ford Campus Vision and Lidar Dataset | Velodyne HDL-64E lidar & Riegl LMS-Q120 lidar | Point Grey Ladybug3 omnidirectional camera | 2009 | ~100 GB | - | Ford & University of Michigan |



PUBLIC MLS DATASETS

| Dataset | Laser scanner | Camera | Year | Data size | Path | Creator |
|-------------------------|--|---|------|-----------|------------|--|
| NCLT Dataset | Velodyne HDL-32E 3D lidar & Hokuyo planar lidars | Ladybug3 omnidirectional camera | 2012 | ~1000 GB | 147.4 km | Ford & The University of Michigan North Campus |
| Paris-Lille-3D | Velodyne HDL-32E LiDAR | - | 2017 | 8.8G | 1.94km | PSL Research University |
| Apollo scape | VUX-1HA laser scanners | VMX-CS6 camera system | 2018 | ~10G | - | Baidu |
| OXFORD ROBOTCAR DATASET | LMS-151 2D LIDAR & SICK LD-MRS 3D LIDAR | Point Grey Bumblebee XB3 trinocular stereo camera, Point Grey Grasshopper2 monocular camera | 2017 | 23.15TB | 1010.4 6km | University of Oxford |



EVALUATION METRICS

$$IoU_i = \frac{c_{ii}}{c_{ii} + \sum_{j \neq i} c_{ij} + \sum_{k \neq i} c_{ki}}$$

$$\overline{IoU} = \frac{\sum_{i=1}^N IoU_i}{N}$$

$$OA = \frac{\sum_{i=1}^N c_{ii}}{\sum_{j=1}^N \sum_{k=1}^N c_{jk}}$$

N is number of object classes, c_{ij} is the number of points from ground-truth class i predicted as class j

Conclusion

- PointNet proposes a Joint alignment network solving input point cloud permutation problem
- PointNet++ extract the local and global feature of point clouds

Improvements:

- High level neighbor relationship feature extraction
- more effective sampling methods





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THANK YOU
Q&A

