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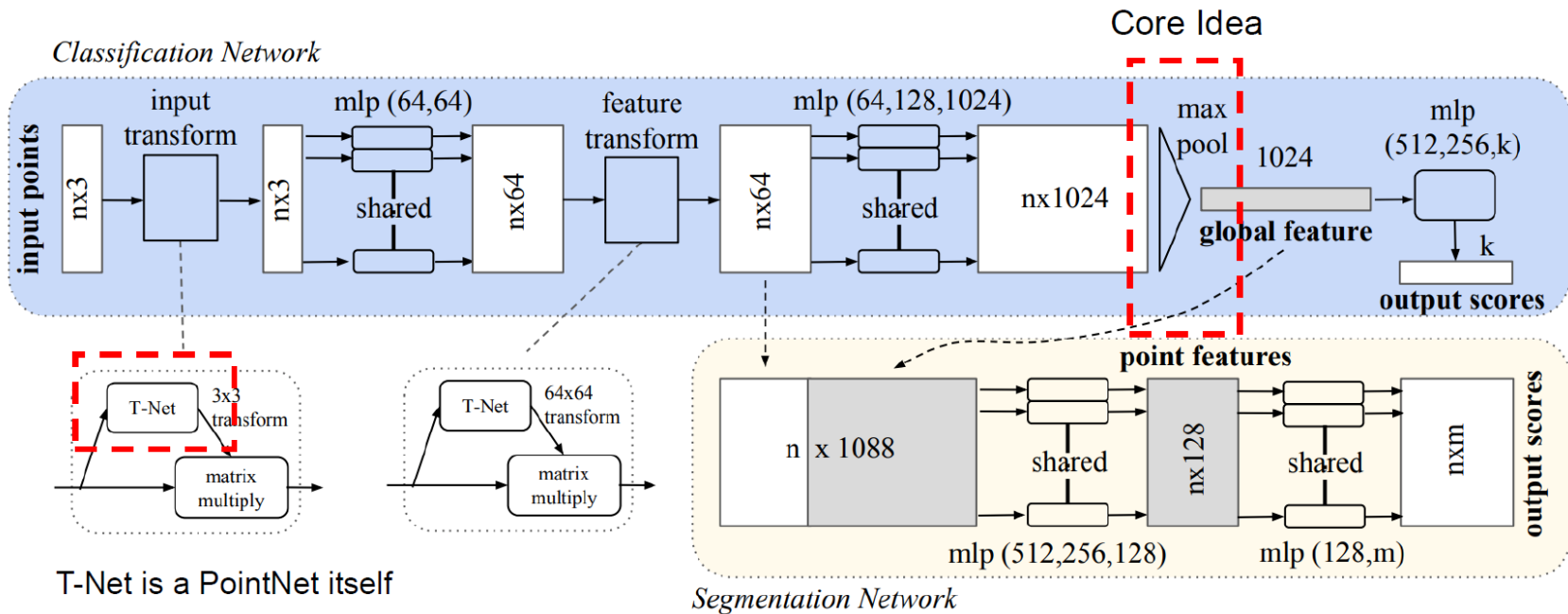
## 第五章思路讲解



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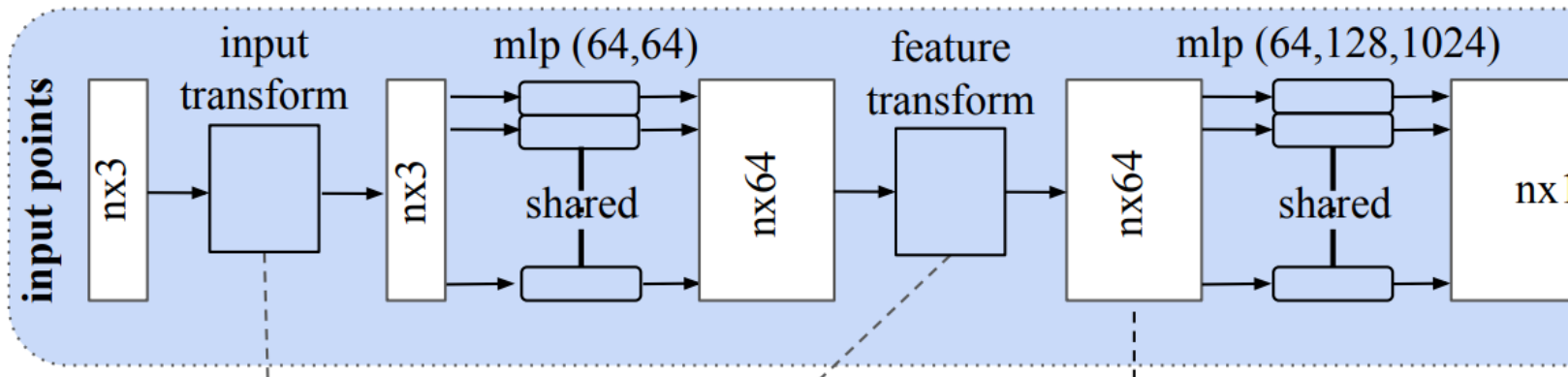


# PointNet



通过分享一版我自己实现的代码（基于pytorch），给大家详细解释一下各部分的实现细节

# PointNet



```
self.mlp1 = pt_utils.SharedMLP(mlp1, bn = False)
self.mlp2 = pt_utils.SharedMLP(mlp2, bn = False)
```

(没有T-Net和feature transform结构)

该部分要点: SharedMLP的实现

# PointNet

Pytorch版本：使用conv1D()函数来实现  
SharedMLP的操作，注意输入和输出的通道  
( $N, C_{in}, L$ ) $\rightarrow$ ( $N, C_{out}, L$ )[参考Pytorch官方doc]

In the simplest case, the output value of the layer with input size ( $N, C_{in}, L$ ) and output ( $N, C_{out}, L_{out}$ ) can be precisely described as:

$$\text{out}(N_i, C_{outj}) = \text{bias}(C_{outj}) + \sum_{k=0}^{C_{in}-1} \text{weight}(C_{outj}, k) * \text{input}(N_i, k)$$

## SharedMLP结构

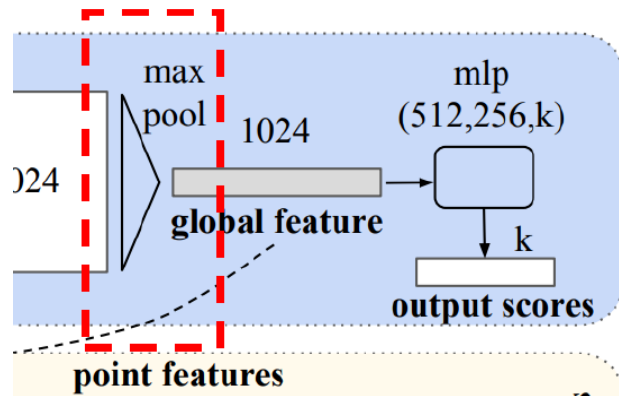
```
class SharedMLP(nn.Sequential):
```

```
    def __init__(
        self,
        args: List[int],
        *,
        bn: bool = False,
        activation=nn.ReLU(inplace=True),
        preact: bool = False,
        first: bool = False,
        name: str = "",
        instance_norm: bool = False,
    ):
        super().__init__()

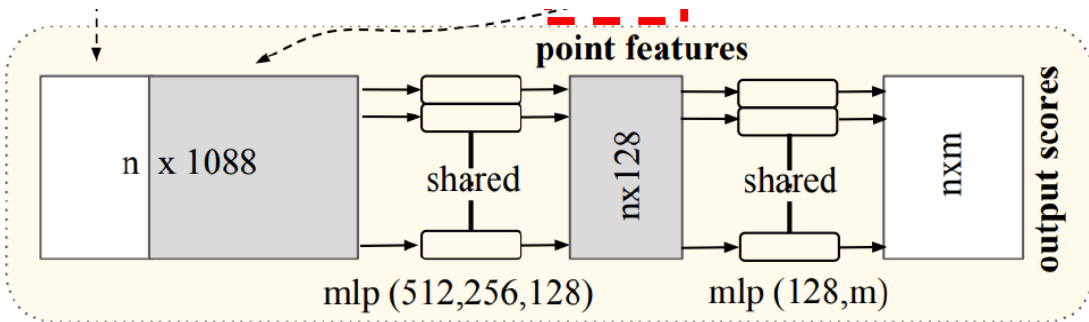
        for i in range(len(args) - 1):
            self.add_module(
                name + 'layer{}'.format(i),
                Conv1d(
                    args[i],
                    args[i + 1],
                    bn=(not first or not preact or (i != 0)) and bn,
                    activation=activation
                    if (not first or not preact or (i != 0)) else None,
                    preact=preact,
                    instance_norm=instance_norm
                )
            )
```

# PointNet

## Core Idea



Classification head



Segmentation Network

Segmentation head

分类部分和分割部分

# PointNet

```
if segmentaion:
    seg_layers = []
    for k in range(0,tailmlp.__len__()-2):
        seg_layers.append(pt_utils.Conv1d(
            tailmlp[k],
            tailmlp[k+1],
            bn = True
        ))
    seg_layers.append(pt_utils.Conv1d(tailmlp[-2],tailmlp[-1],activation=None))
    self.segmlp = nn.Sequential(*seg_layers)
else:
    cls_layers = []
    for k in range(0,tailmlp.__len__()-2):
        cls_layers.append(pt_utils.Conv1d(
            tailmlp[k],
            tailmlp[k+1],
            bn = True
        ))
    cls_layers.append(pt_utils.Conv1d(tailmlp[-2],tailmlp[-1],activation=None))
    self.clsmpl = nn.Sequential(*cls_layers)
```

# PointNet

## Forward部分

```
def forward(self,x):
    n_pts = x.size()[1]
    if self.useforseg:
        x = self.mlp1(x)
        gl_feature = self.mlp2(x)
        gl_feature = torch.max(gl_feature,2,keepdim=True)[0]
        gl_feature = gl_feature.view(-1,1024,1).repeat(1,1,n_pts)
        gl_feature = torch.cat([x,gl_feature],1)
        gl_feature = self.segmlp(gl_feature)
    else:
        x = self.mlp1(x)
        x = self.mlp2(x)
        gl_feature = torch.max(x,2,keepdim=True)[0]
        gl_feature = self.clsmlp(gl_feature)

    return gl_feature
```

这里的代码对照PointNet结构图就可以理解

# Dataloader

数据准备是机器学习中重要的一部分，Dataloader是pytorch提供的有效的数据加载工具，同时还可以整合数据增强的代码，使代码结构更加简洁。

```
def __getitem__(self, idx):  
    if torch.is_tensor(idx):  
        idx = idx.tolist()  
    sample_data = self.data[idx]  
    if self.train:  
        sample_data = self.transform(sample_data)  
  
    sample = {'pts_input':sample_data,'cls_labels':np.array(self.label[idx])}  
  
    return sample
```

具体的写法参考Pytorch官方文档



# Train and Test

一般基于Pytorch 的Train和Test都是比较固定的写法。

```
def train_and_eval(model, train_data, eval_data, tb_log, ckpt_dir, log_f, last_epoch = -1):  
  
    model.cuda() # 将模型迁移到GPU上  
    optimizer = optim.Adam(model.parameters(), lr=args.lr, weight_decay=args.weight_decay) #设定优化器  
  
    lr_scheduler = torch.optim.lr_scheduler.MultiStepLR(optimizer, milestones = args.decay_step_list, gamma=args.lr_decay, last_epoch = last_epoch)  
  
    total_it = 0  
    best_acc = -1e+8  
    best_epoch = 0  
  
    for epoch in range(1, args.epochs + 1):  
        total_it = train_one_epoch(model, train_data, optimizer, epoch, lr_scheduler, total_it, tb_log, log_f)
```

可以进一步参看code\_example中的train\_and\_eval.py

# 其他一些学习建议

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1. 多看文档
2. 多看论文的优秀源码实现
3. 多动手



感谢各位聆听 !  
Thanks for Listening

