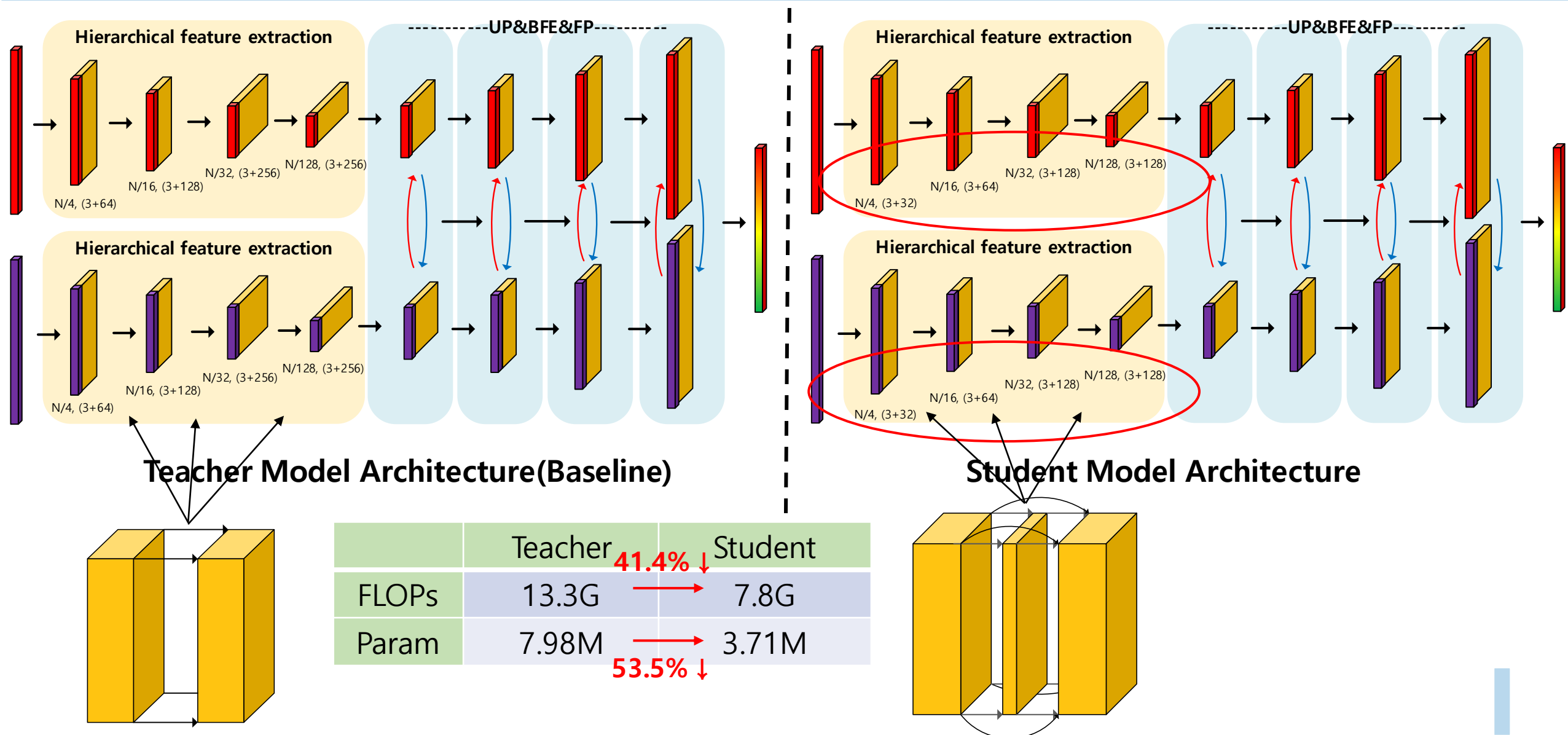


Bi-PointFlowNet

3차 보고

Student Architecture



Experiment

FlyingThings-Teacher: FlyingThings 데이터셋으로 학습한 선생 모델(논문 모델)

EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
0.030	0.920	0.960	0.141	1.056	0.949

KITTI-Teacher: KITTI 데이터셋으로 학습한 선생 모델

EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
0.075	0.617	0.873	0.323	3.648	0.686

KITTI-Scratch-Student: KITTI 데이터셋으로 학습한 학생 모델

EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
0.104	0.417	0.741	0.439	4.558	0.552

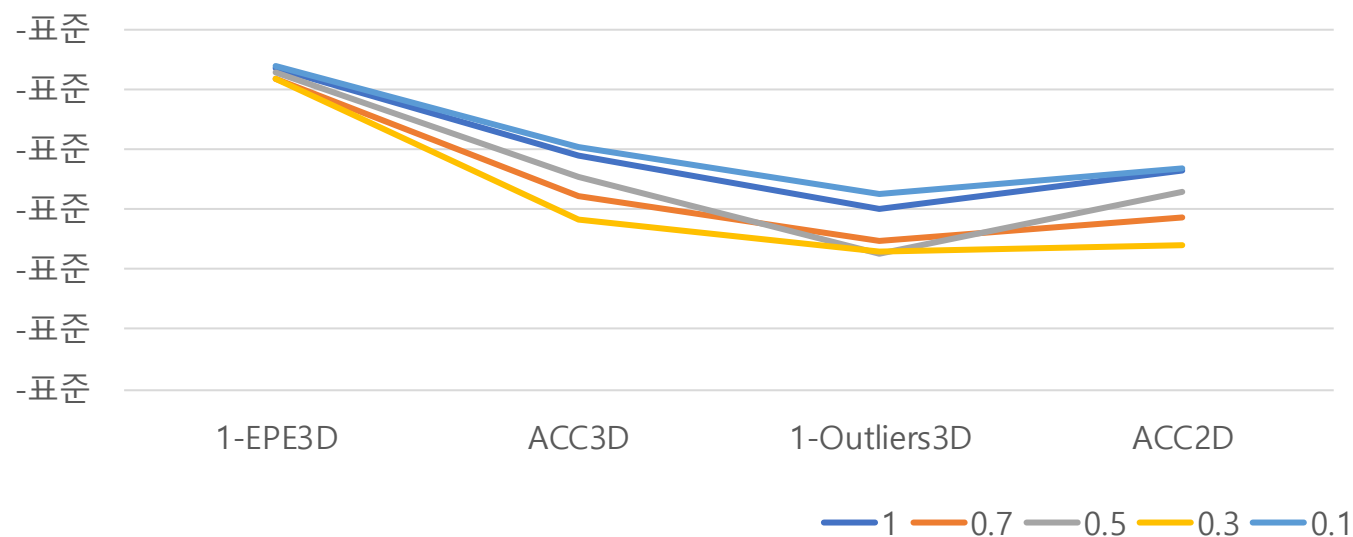
Experiment

EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
0.030	0.920	0.960	0.141	1.056	0.949

1. KITTI-Teacher + KITTI Dataset → Student

$$Loss = \gamma L_{KD} + (1 - \gamma) L_{GT}$$

Gamma	EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
1	0.066	0.704	0.877	0.298	3.045	0.764
0.7	0.081	0.610	0.835	0.353	4.090	0.688
0.5	0.073	0.647	0.861	0.330	3.357	0.730
0.3	0.081	0.546	0.819	0.372	3.895	0.640
0.1	0.060	0.710	0.900	0.275	2.887	0.769
0	0.104	0.417	0.741	0.439	4.558	0.552



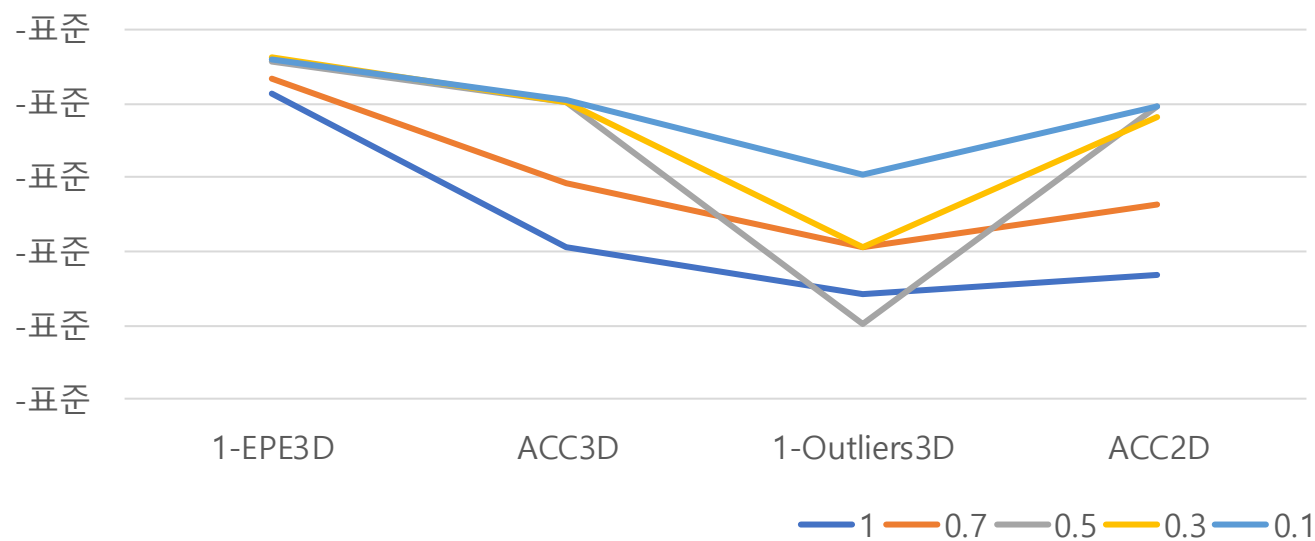
Experiment

EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
0.030	0.920	0.960	0.141	1.056	0.949

2. FlyingThings-Teacher + KITTI Dataset → Student

$$Loss = \gamma L_{KD} + (1 - \gamma) L_{GT}$$

Gamma	EPE3D(↓)	ACC3DS(↑)	ACC3DR(↑)	Outliers3D(↓)	EPE2D(↓)	ACC2D(↑)
1	0.087	0.589	0.825	0.356	4.119	0.668
0.7	0.066	0.704	0.882	0.295	3.092	0.763
0.5	0.041	0.857	0.946	0.198	1.960	0.896
0.3	0.039	0.842	0.961	0.195	1.937	0.881
0.1	0.041	0.860	0.952	0.195	1.961	0.896
0	0.104	0.417	0.741	0.439	4.558	0.552



Experiment

3. **KITTI-Teacher + FlyingThings3D** → Student

4. **FlyingThings-Teacher + FlyingThings3D** → Student

5. **FlyingThings3D-Scratch**-Student

→ 연구실 컴퓨터를 이용해서 연구를 진행해야 할 것 같음

Experiment

정리

1. KITTI-Teacher + KITTI Dataset의 경우 선생 모델보다 좋은 성능을 보여줄때도 있었음
2. FlyingThings-Teacher + KITTI Dataset으로 Knowledge Distillation 했을 경우 가장 좋은 성능을 보여줌

Experiment

2. FlyingThings-Teacher + KITTI Dataset -> Student

BIG-Dataset-Teacher + Small Dataset -> Student

모델 경량화 + 학습 경량화

기존 Training Time (7일 + α) -> Training Time (12시간)

560 Epoch

1200Epoch

현재 가장 일반적인 KD방법을 사용
성능을 더 높일 수 있는 방법들을 찾아보고 연구