

Lecture 19 **3D Perception and Point Clouds University of Michigan I Department of Robotics**

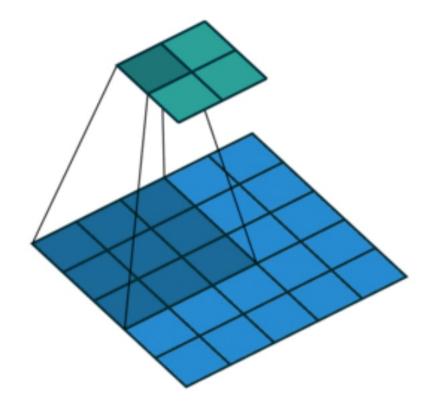






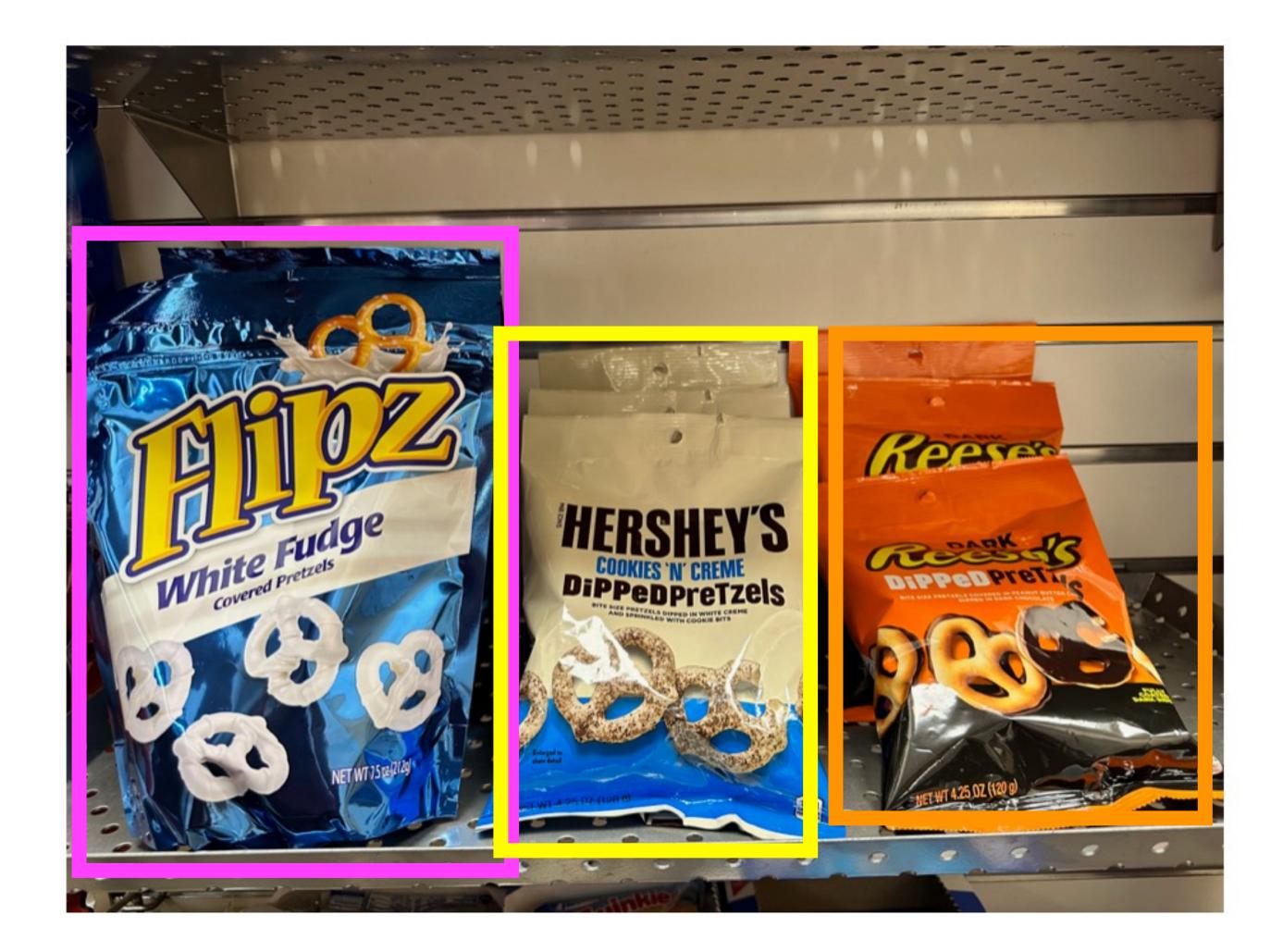


Recall: 2D representation



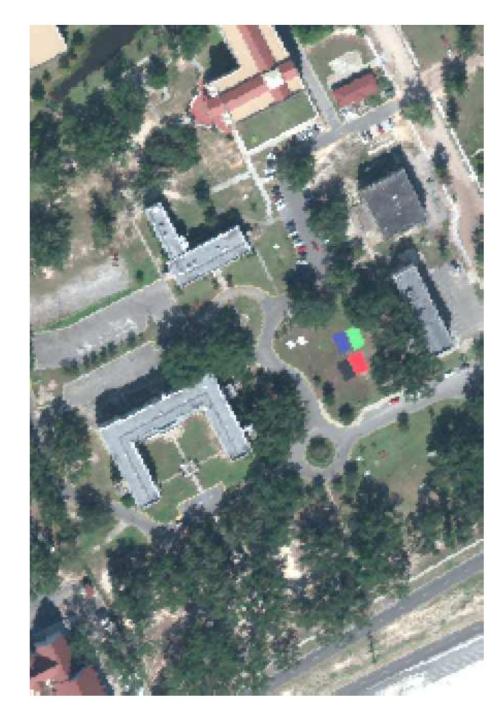
Convolution 2D pixel-grid



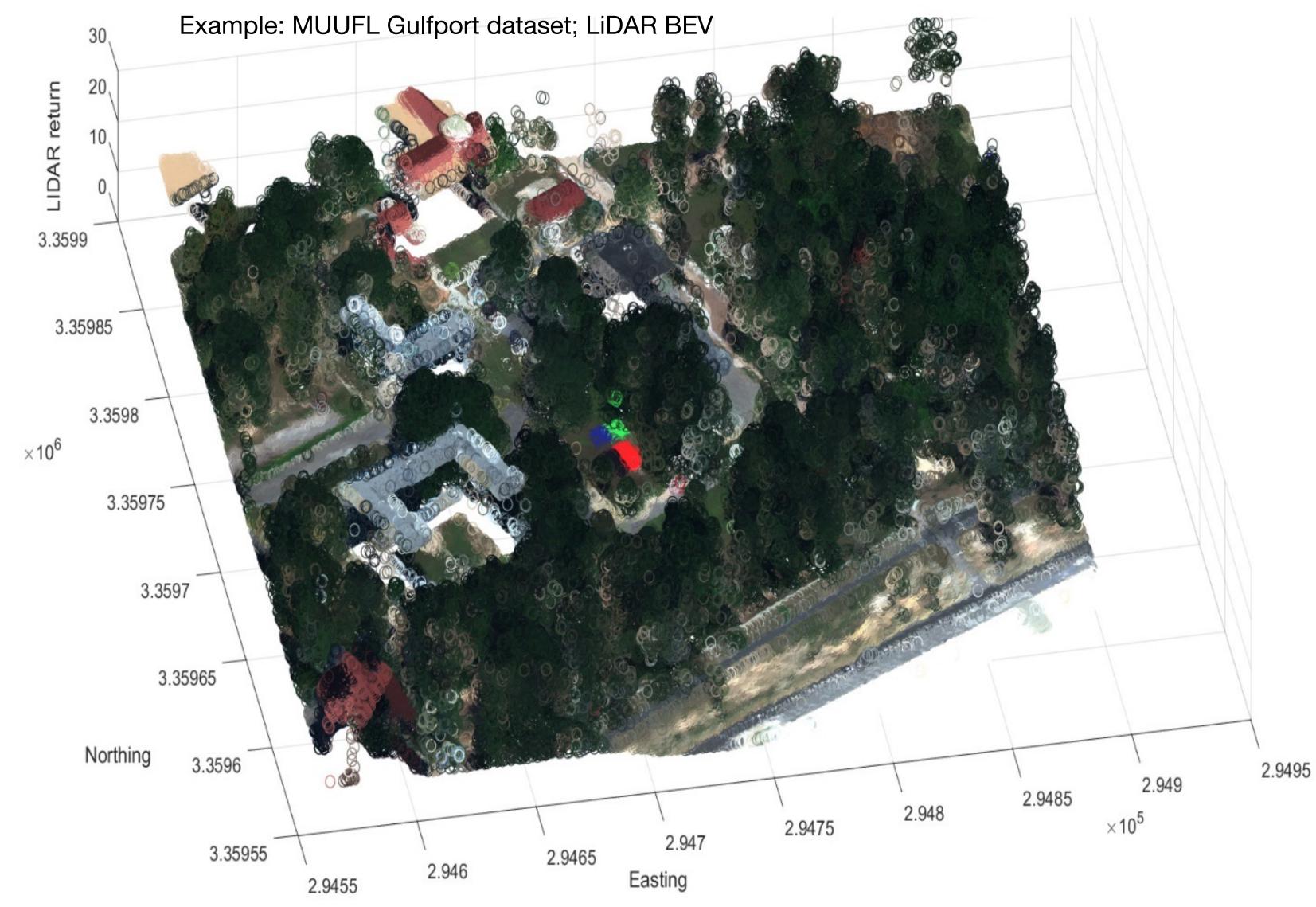




3D Point clouds







3D Vision



3D representations

Voxels

Represent a shape with a V x V x V grid of occupancies (in 3D!)

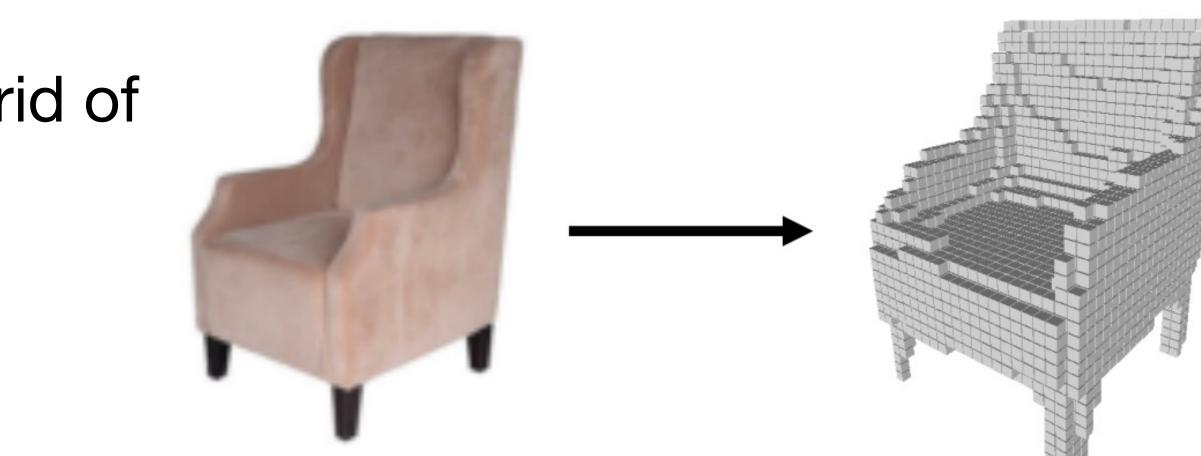
Limitations:

-Need high spatial resolution to capture fine structures

-Scaling to high resolutions is nontrivial!



Adapted from Prof. Johnson's slides Choy et al., "3D-R2N2: A Unified Approach for Single and Multi-view 3D Object Reconstruction","

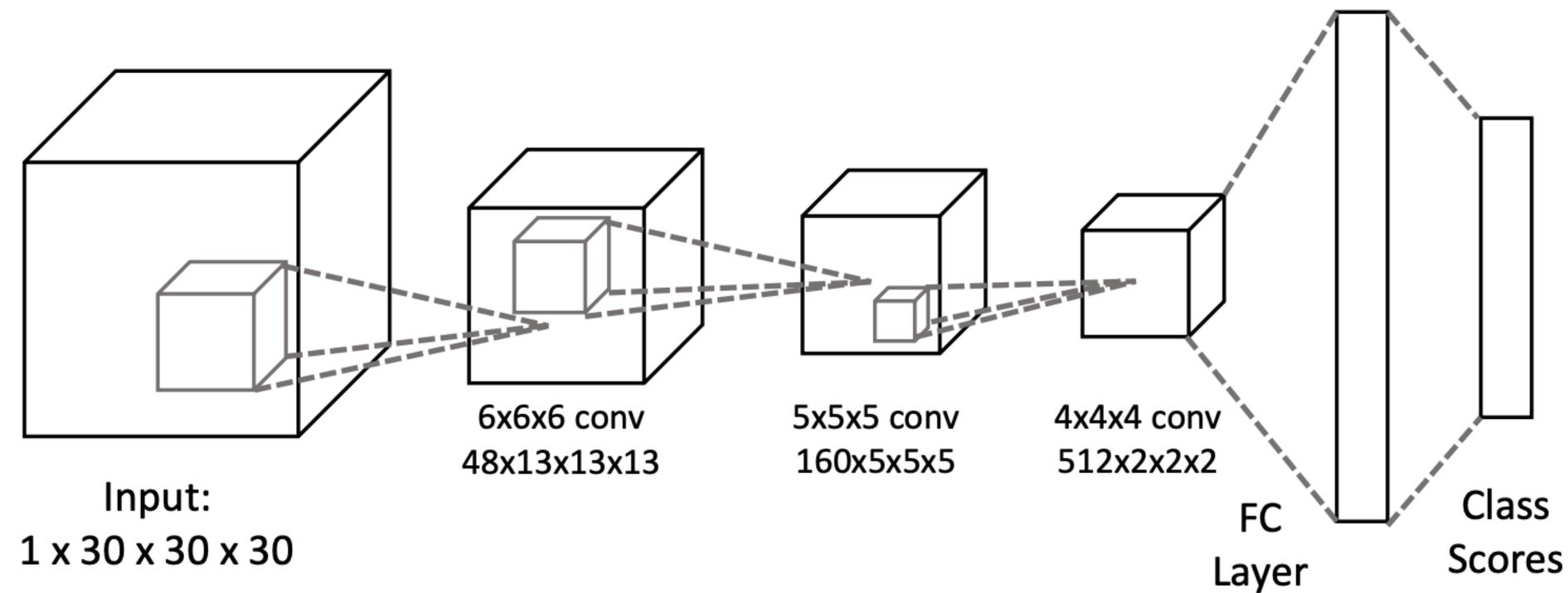






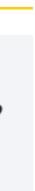
Processing Voxel Inputs





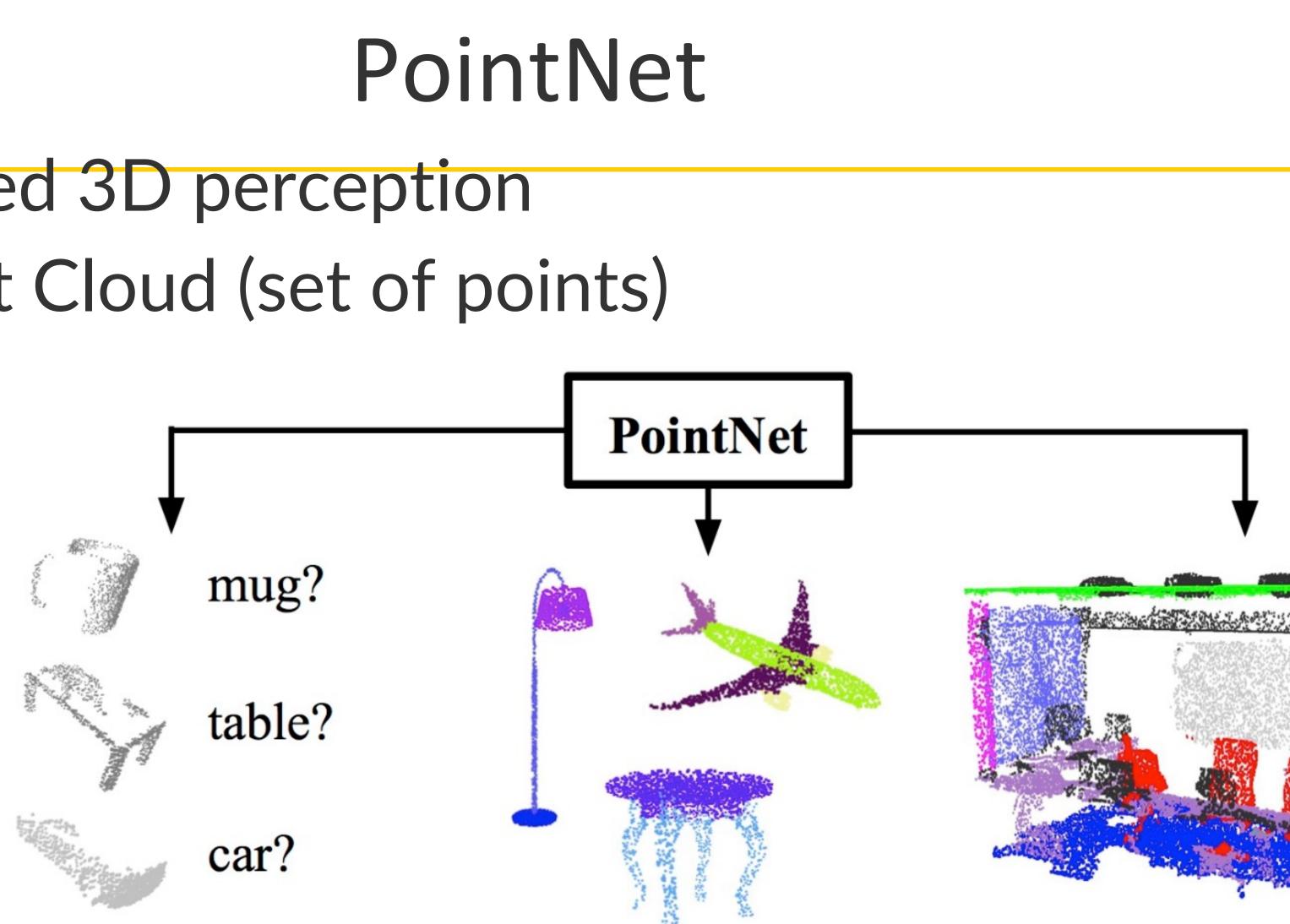


torch.nn.functional.conv3d(input, weight, bias=None, stride=1, padding=0, dilation=1, groups=1) \rightarrow Tensor





LiDAR-based 3D perception Input: Point Cloud (set of points)



Classification

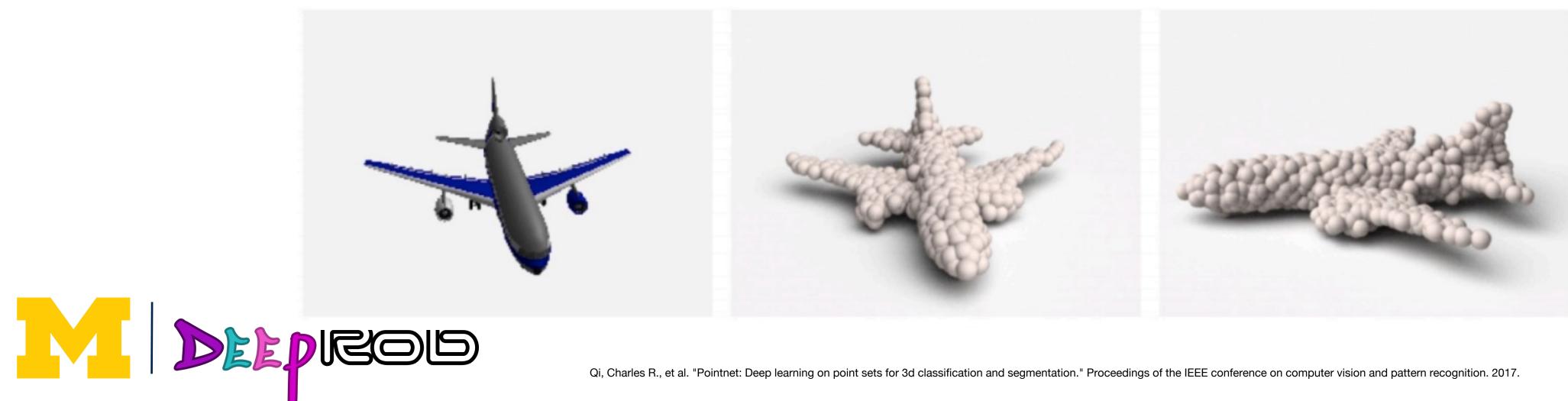


Part Segmentation

Semantic Segmentation



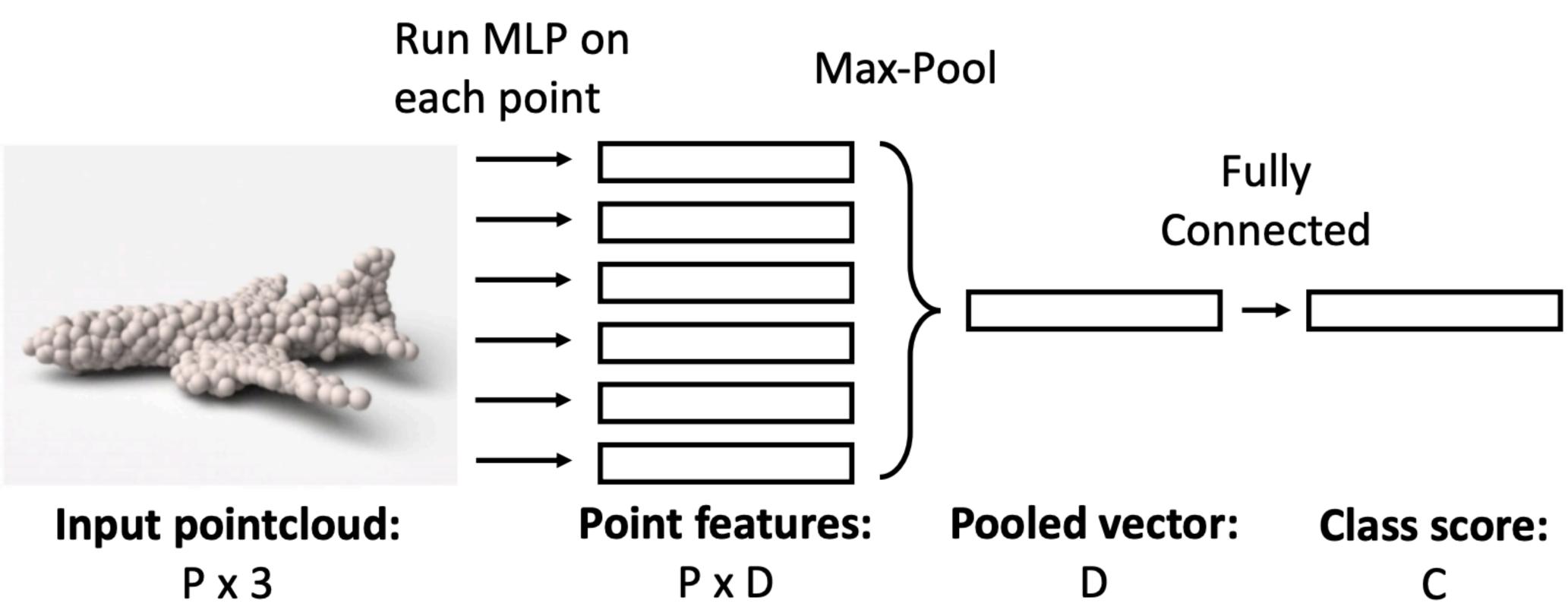
- Pros: or rendering) Can represent fine structures without huge numbers of
 - points



*Order does not matter! *Invariance & Interaction Only using a set of points as input (no need for voxelization)

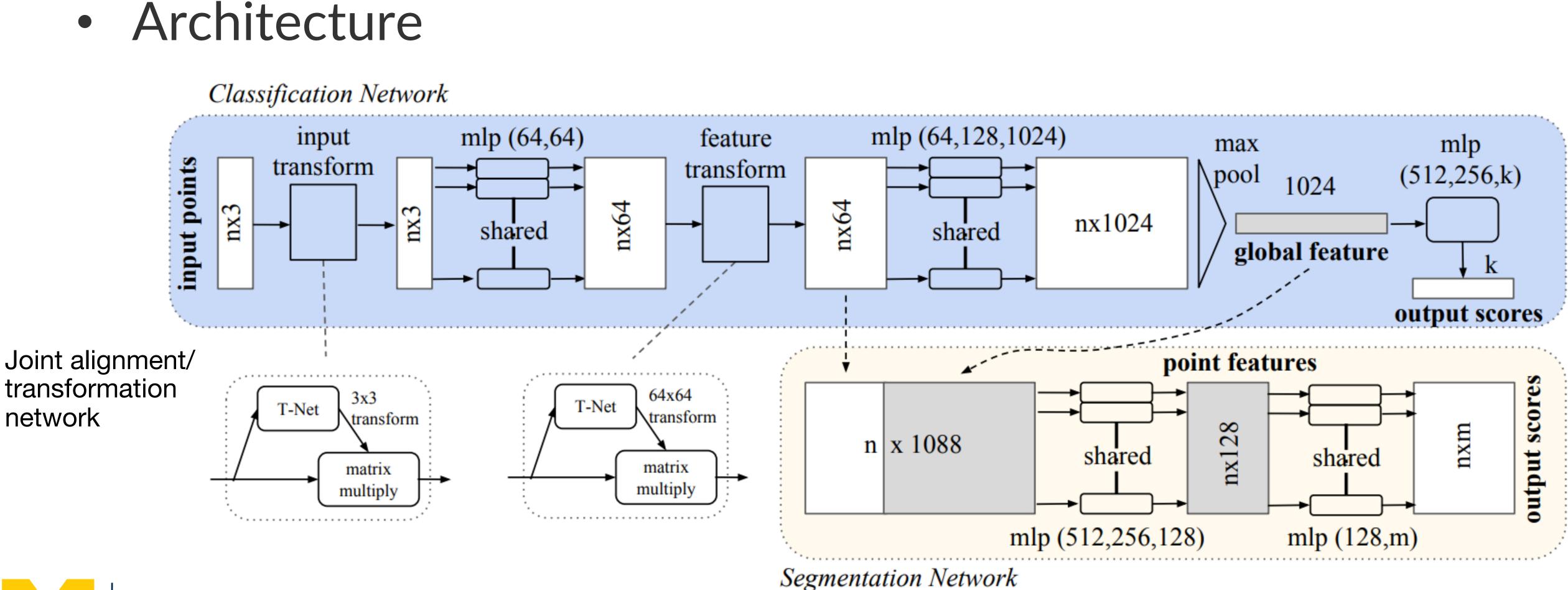
Qi, Charles R., et al. "Pointnet: Deep learning on point sets for 3d classification and segmentation." Proceedings of the IEEE conference on computer vision and pattern recognition. 2017.







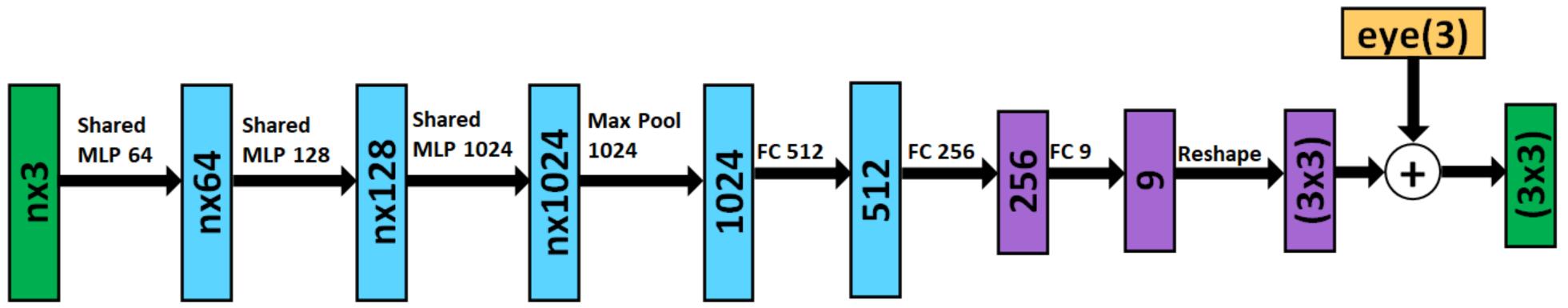








• T-Net

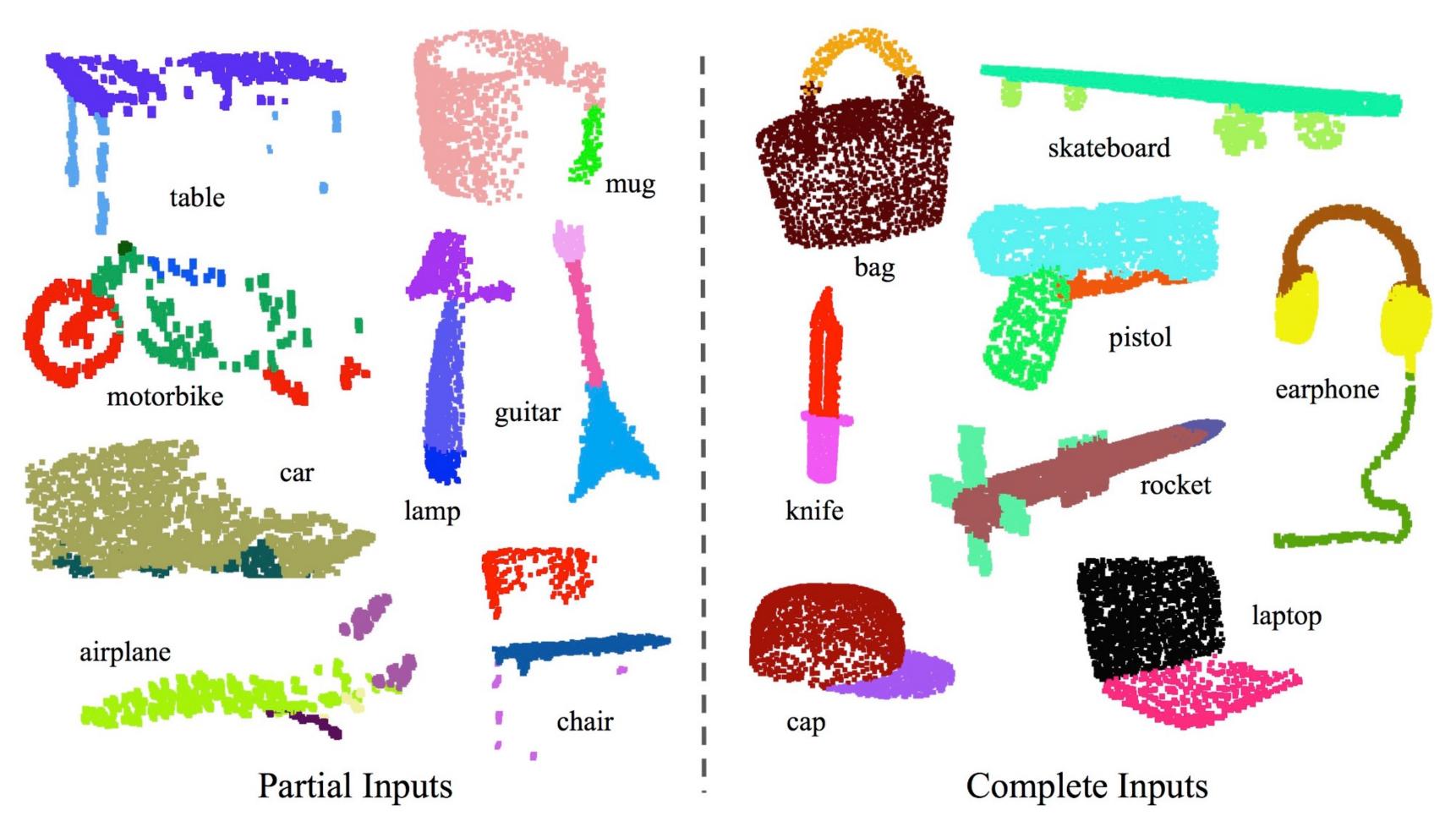


Joint alignment/ transformation network



PointNet







Qi, Charles R., et al. "Pointnet: Deep learning on point sets for 3d classification and segmentation." Proceedings of the IEEE conference on computer vision and pattern recognition. 2017.

Object Part Segmentation Results



PointNet - semantic segmentation results



Input

Output

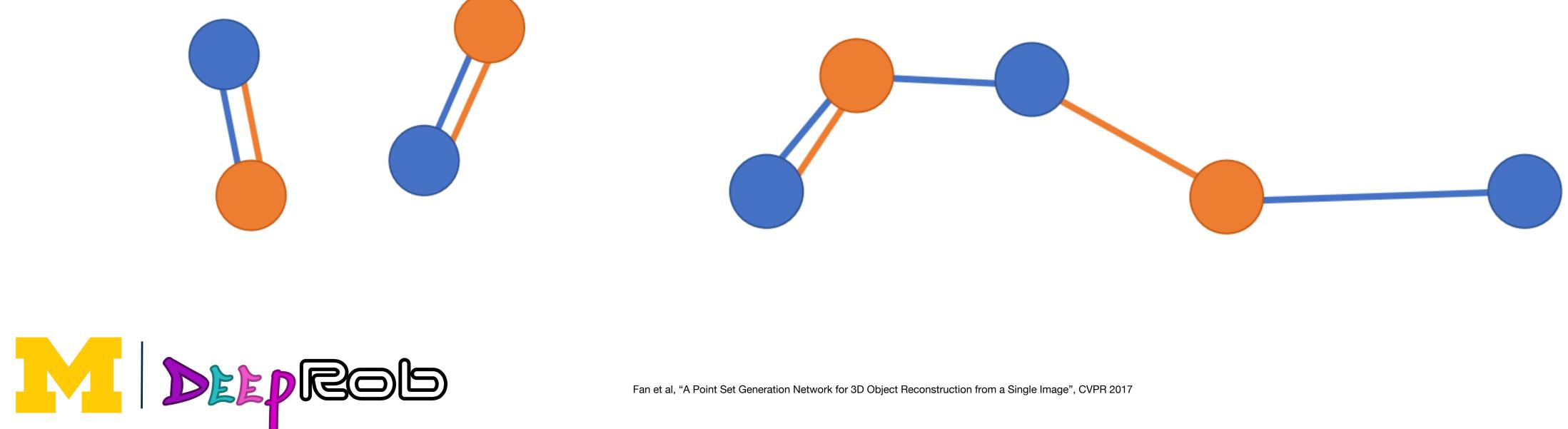




Loss function for point clouds

Chamfer distance is the sum of L2 distance to each point's nearest $d_{CD} \mid S_1$ neighbor in the other set





$$S_{2} = \sum_{x \in S_{1}} \min_{y \in S_{2}} \|x - y\|_{2}^{2} + \sum_{y \in S_{2}} \min_{x \in S_{1}} \|x - y\|$$





Camera-based 3D perception (BEV) • Input: 2D Camera images









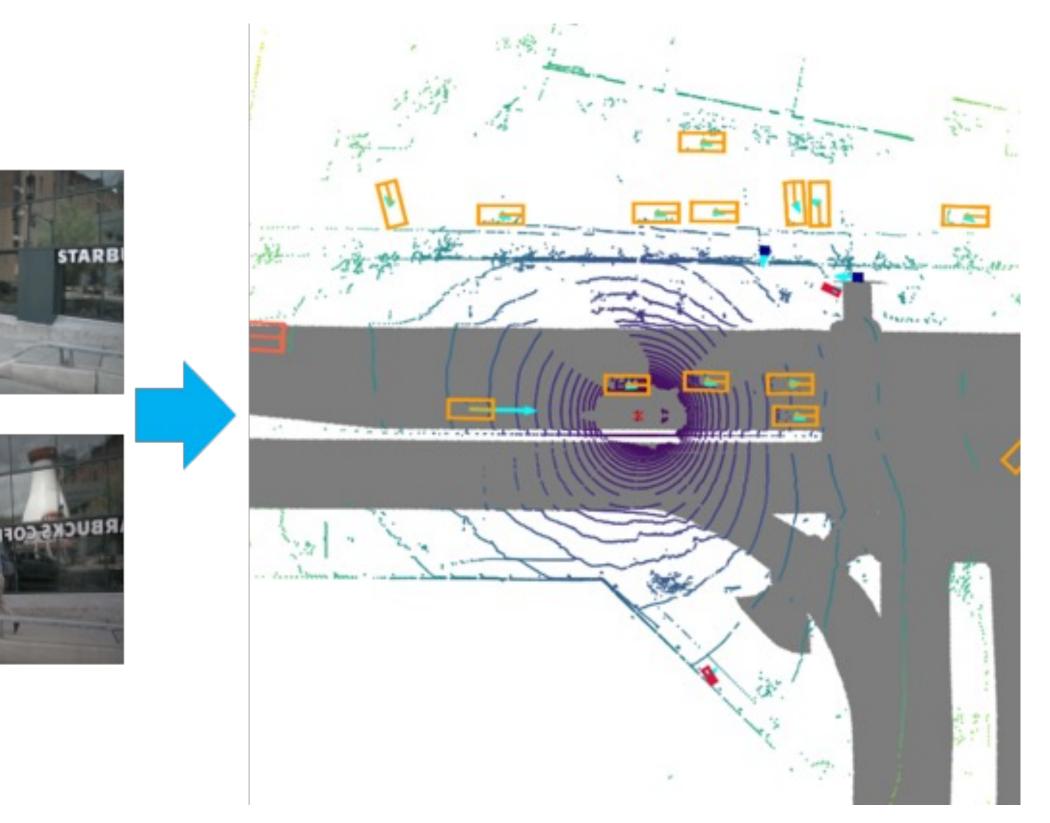








DETR 3D







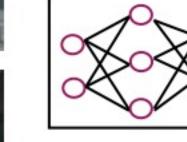








Multi-view Images with Camera Extrinsics & intrinsics





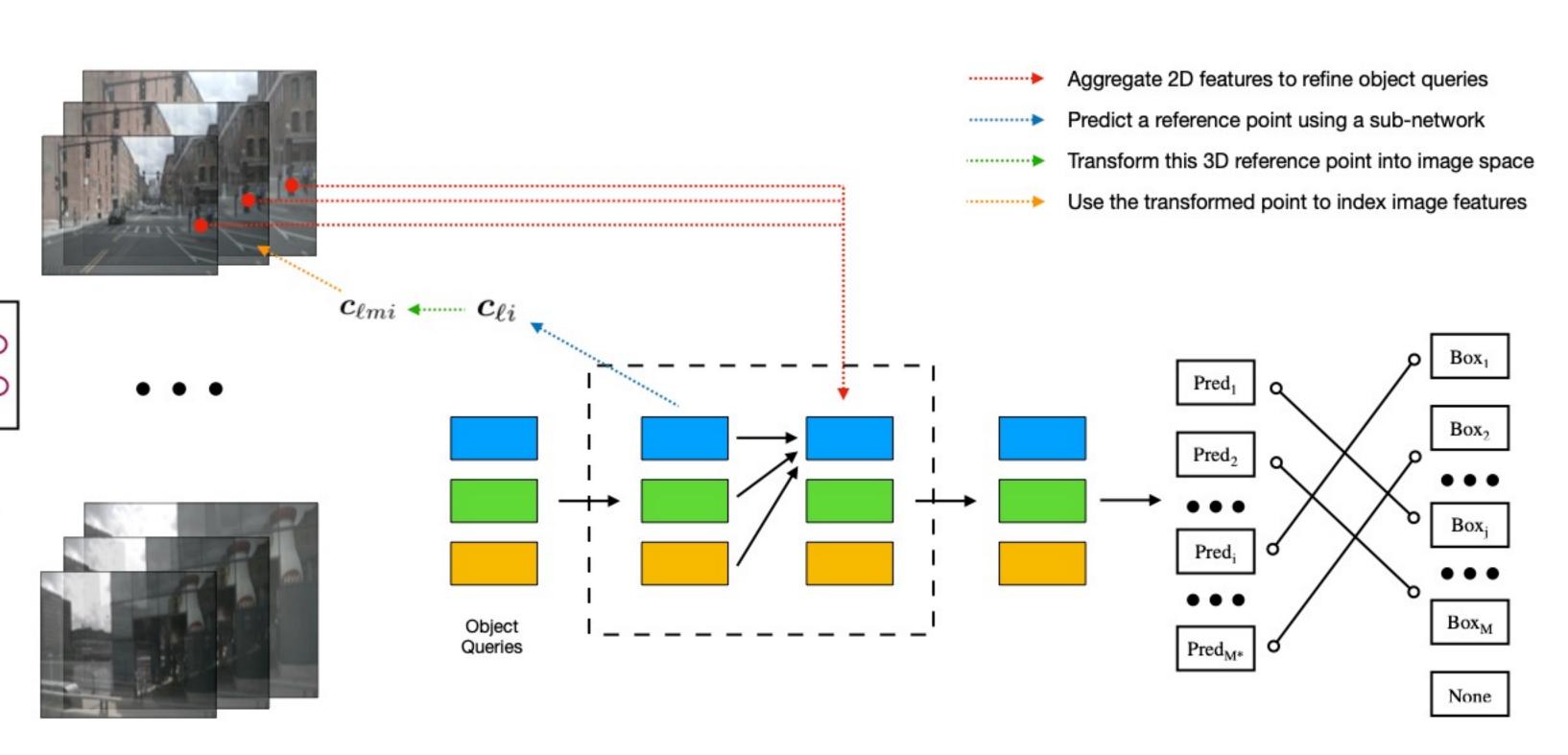


Image Feature Extraction



Wang., et al. "DETR3D: 3D Object Detection from Multi-view Images via 3D-to-2D Queries"., CoRL 2021.

DETR 3D

2D-to-3D Feature Transformation

Bipartite Matching & Loss Computation

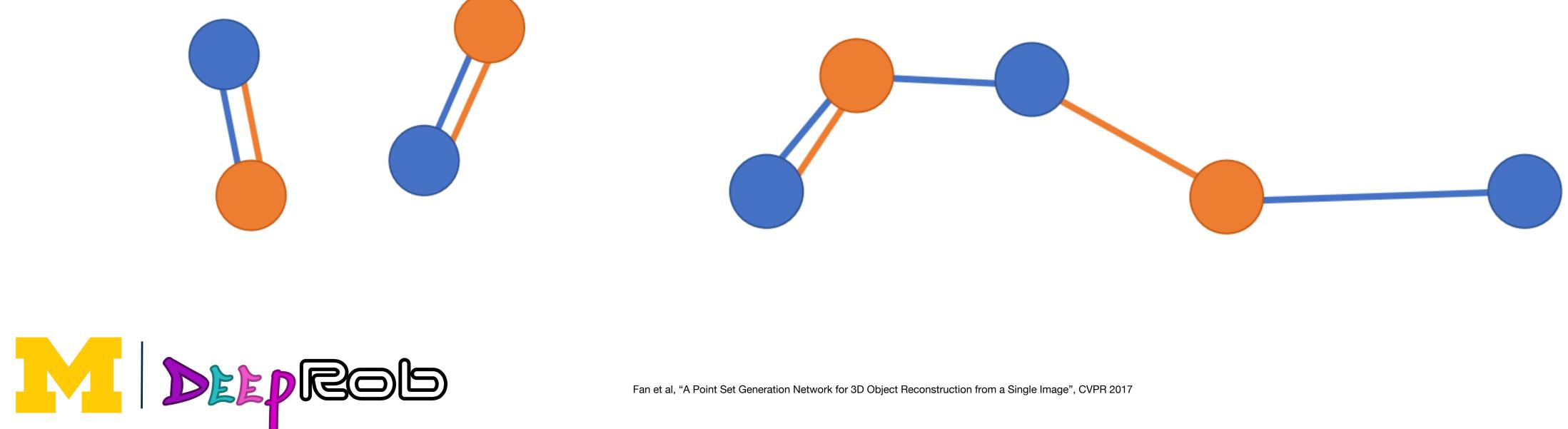




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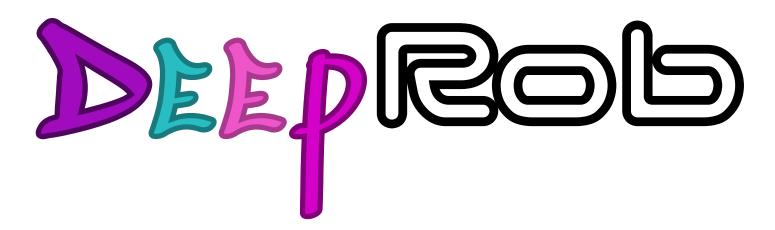
Many more topics in 3D Vision

- Multi-view stereo
- Structure from Motion
- Simultaneous Localization and Mapping (SLAM)
- View Synthesis
- Differentiable graphics
- 3D Sensors; multi-modal sensor fusion
- Non DL methods in 3DV









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