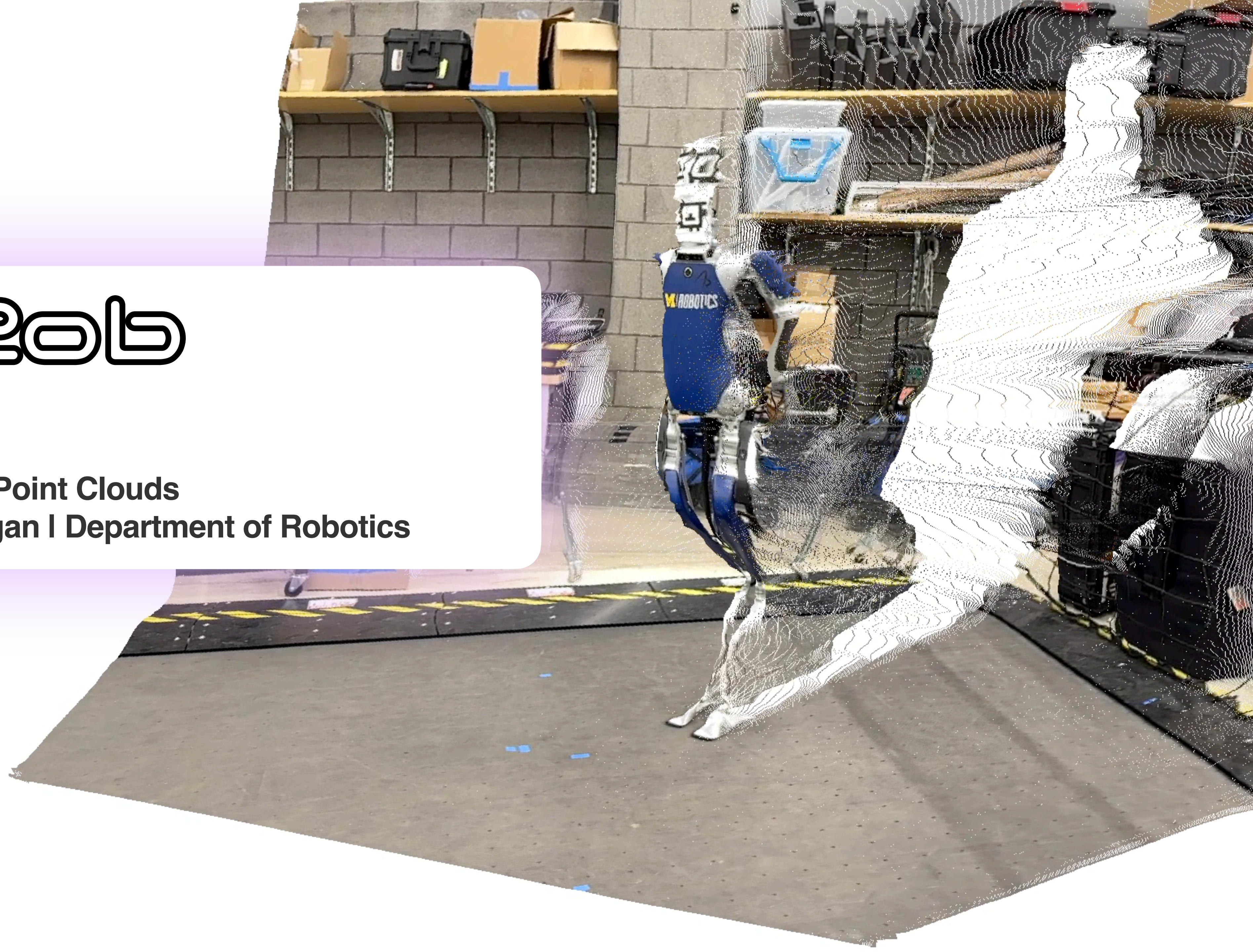




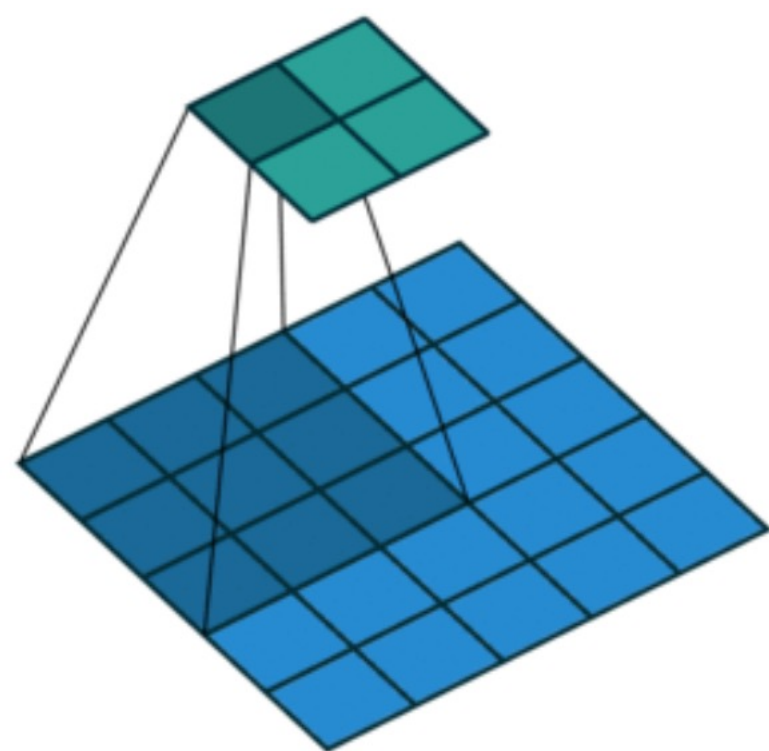
DEEP ROB

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3D Perception and Point Clouds
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Recall: 2D representation



Convolution

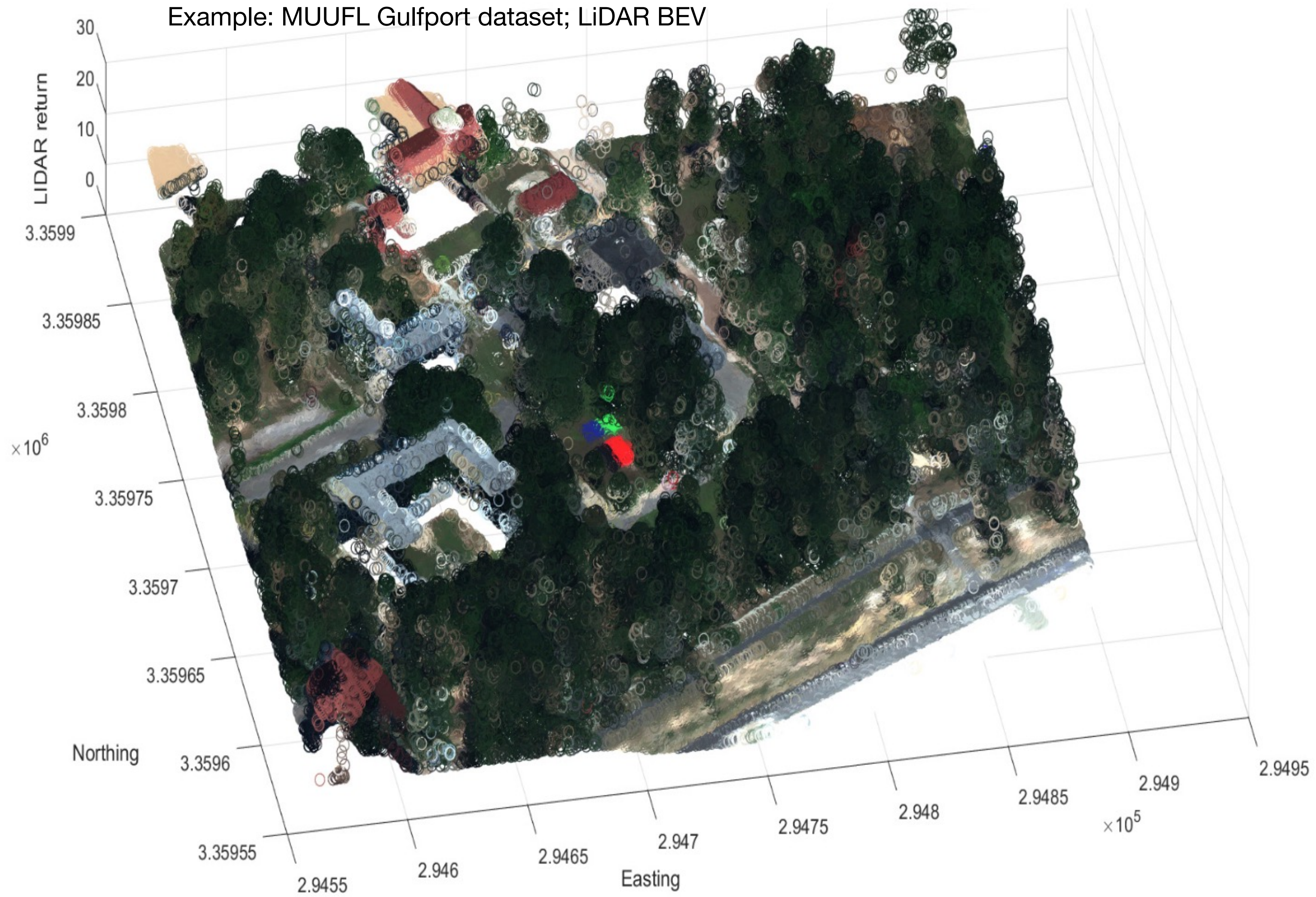
2D pixel-grid





3D Vision

3D Point clouds

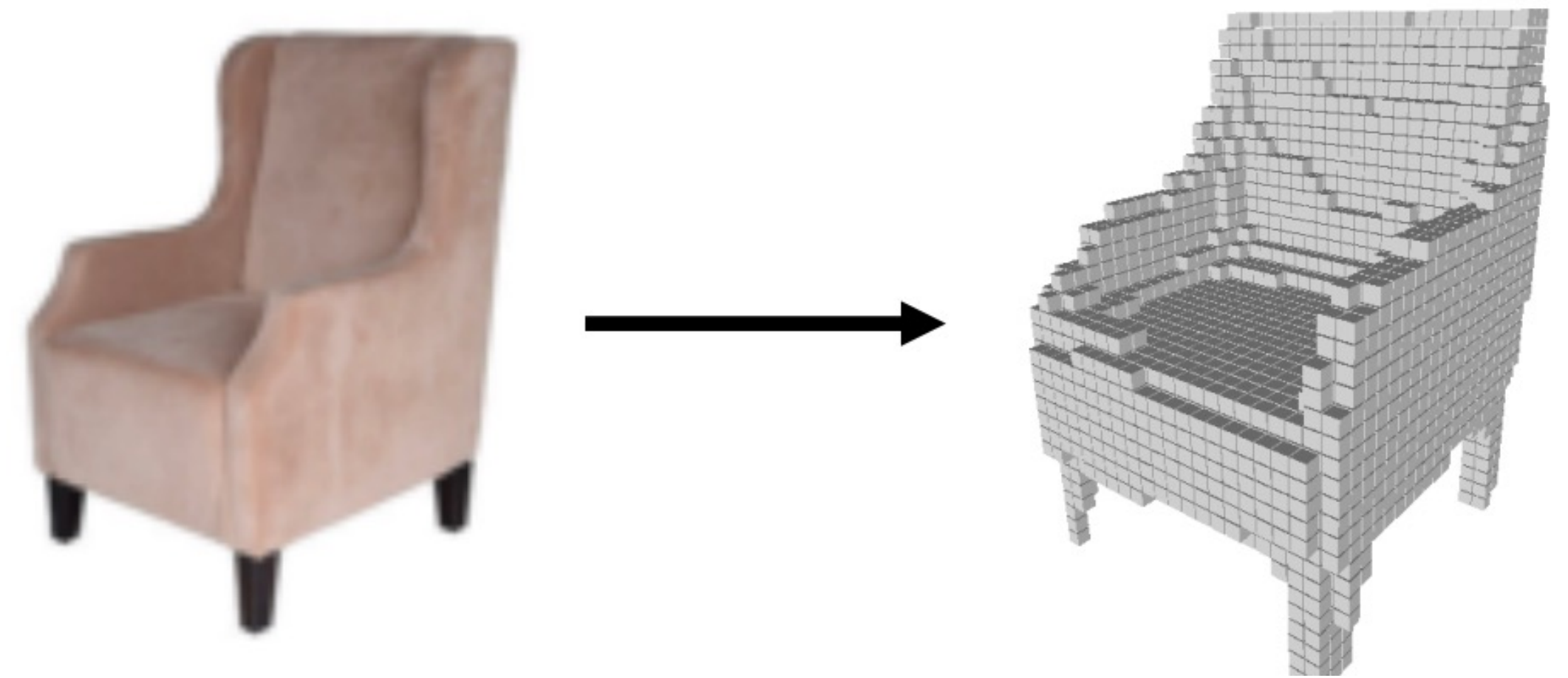




3D representations

Voxels

Represent a shape with a $V \times V \times V$ grid of occupancies (in 3D!)



Limitations:

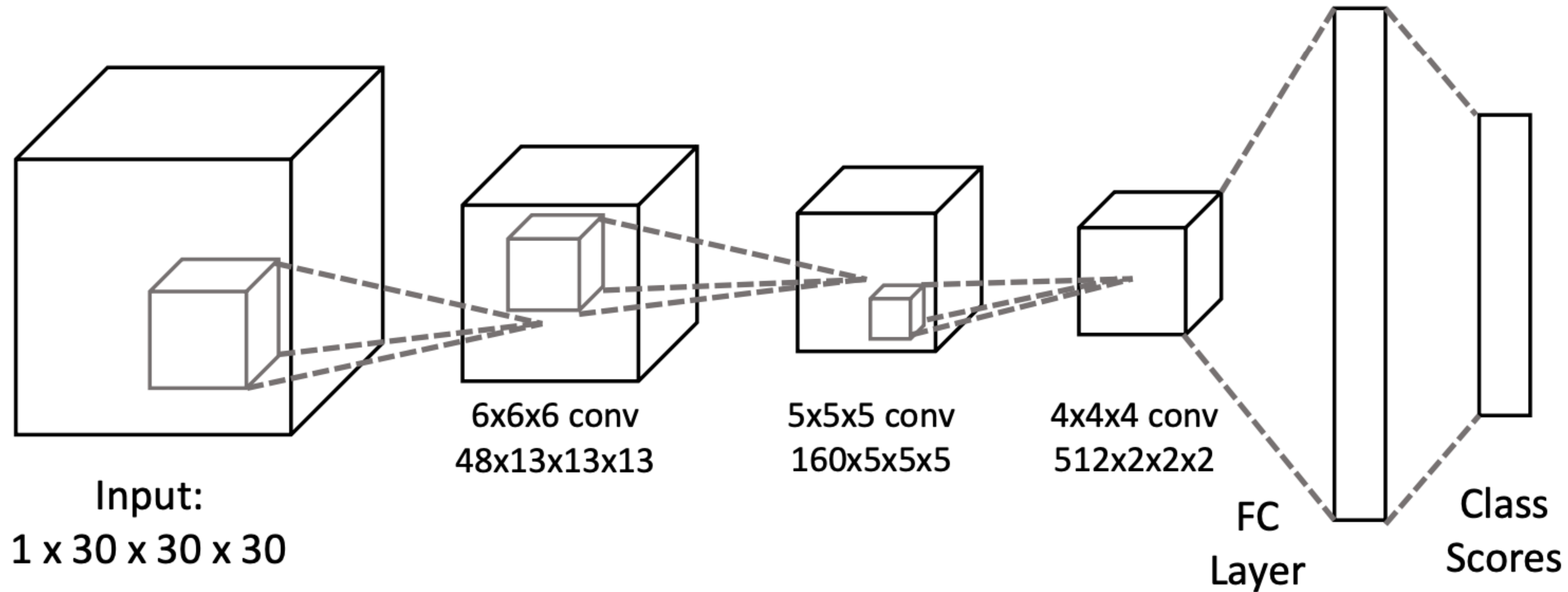
- Need high spatial resolution to capture fine structures
- Scaling to high resolutions is nontrivial!



Processing Voxel Inputs

- 3D Convolution

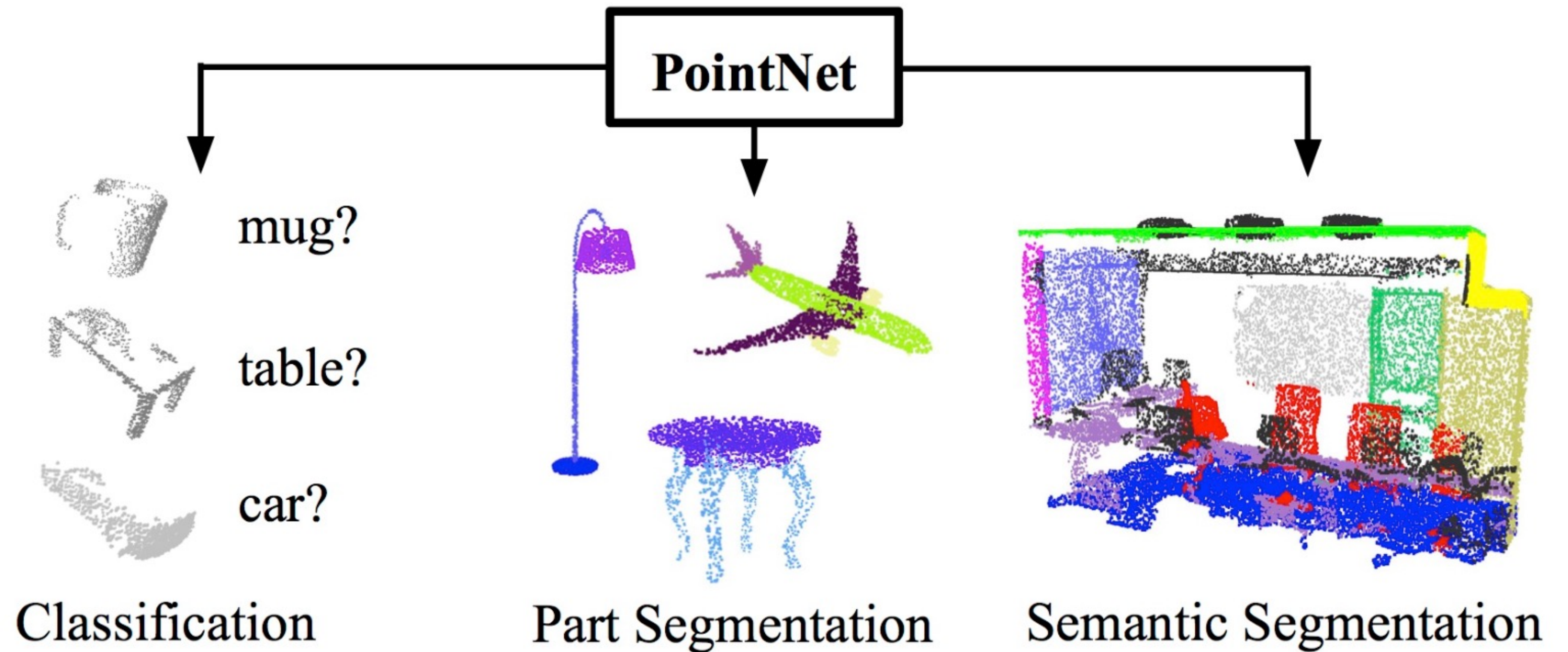
```
torch.nn.functional.conv3d(input, weight, bias=None, stride=1, padding=0,  
dilation=1, groups=1) → Tensor
```





PointNet

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

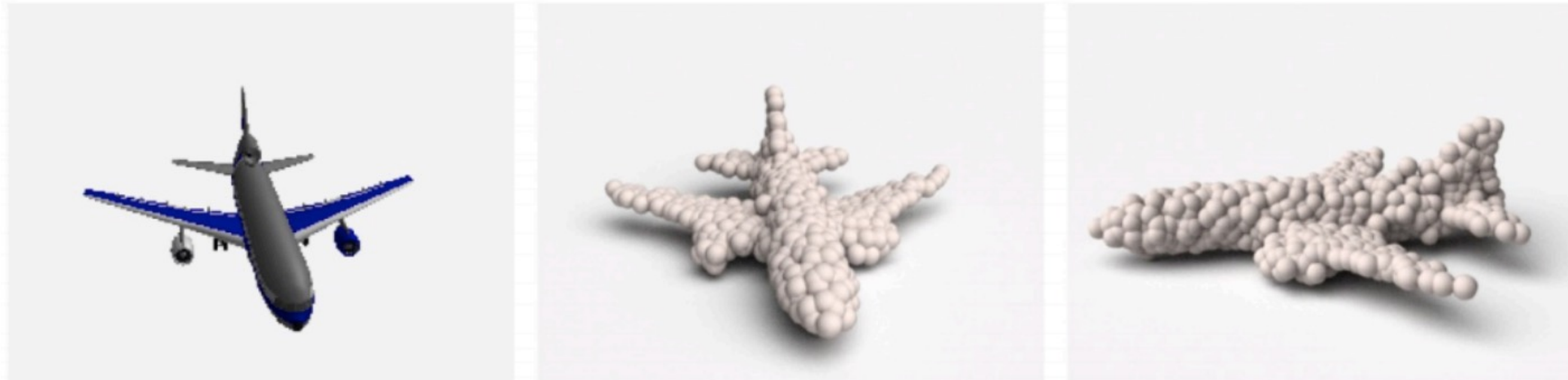




PointNet

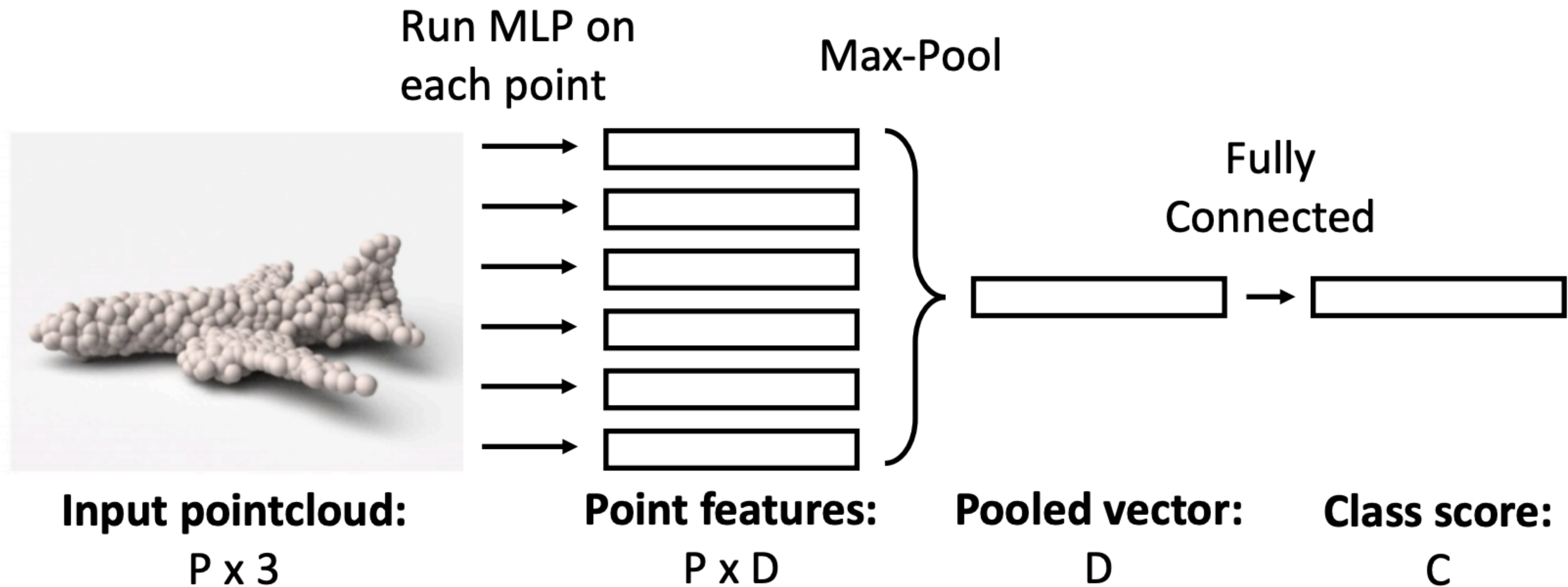
- Pros:
 - Only using a set of points as input (no need for voxelization or rendering)
 - Can represent fine structures without huge numbers of points

*Order does not matter!
*Invariance & Interaction





PointNet

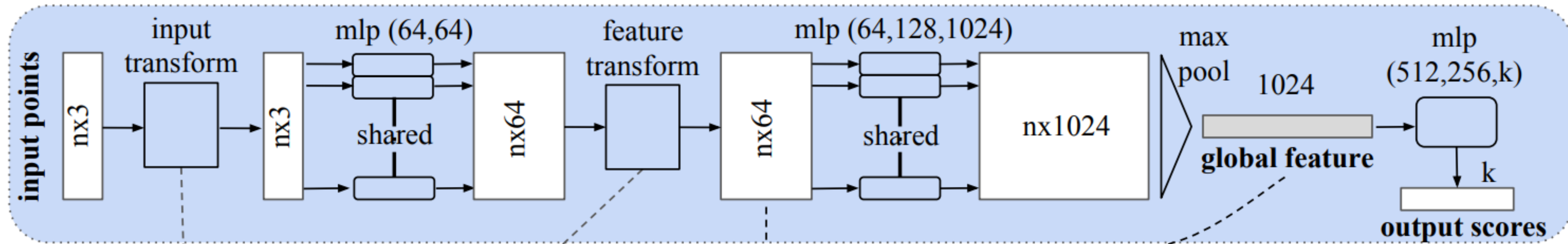




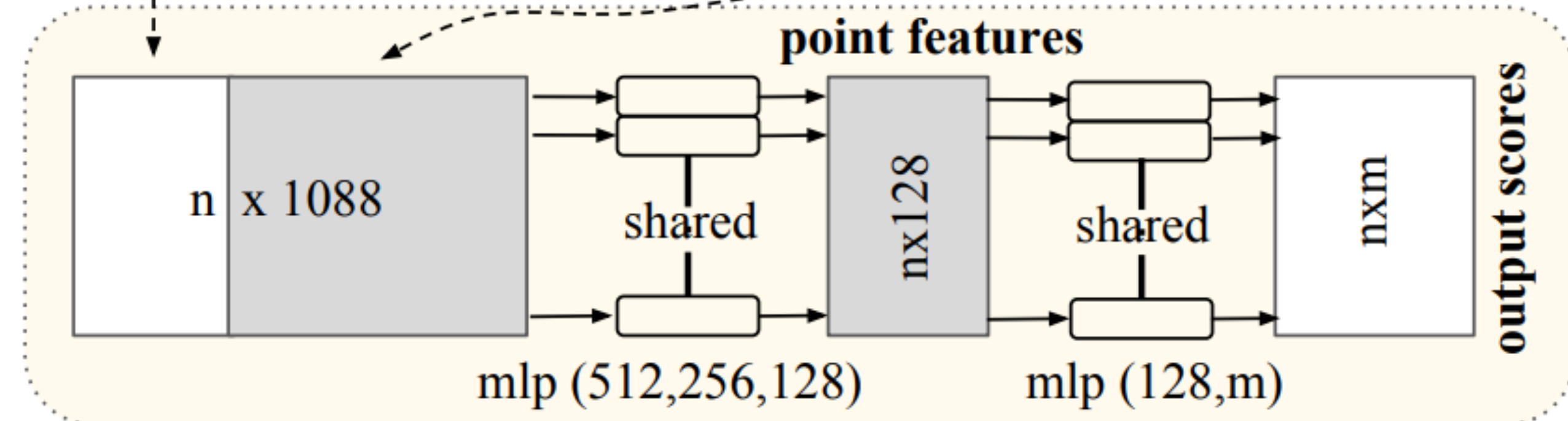
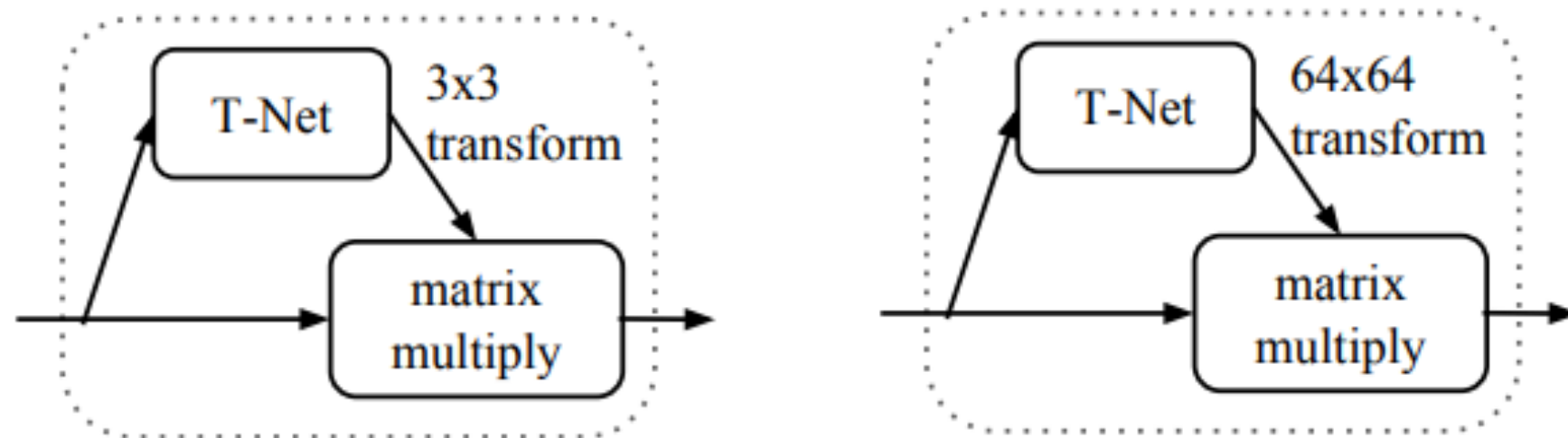
PointNet

- Architecture

Classification Network



Joint alignment/
transformation
network

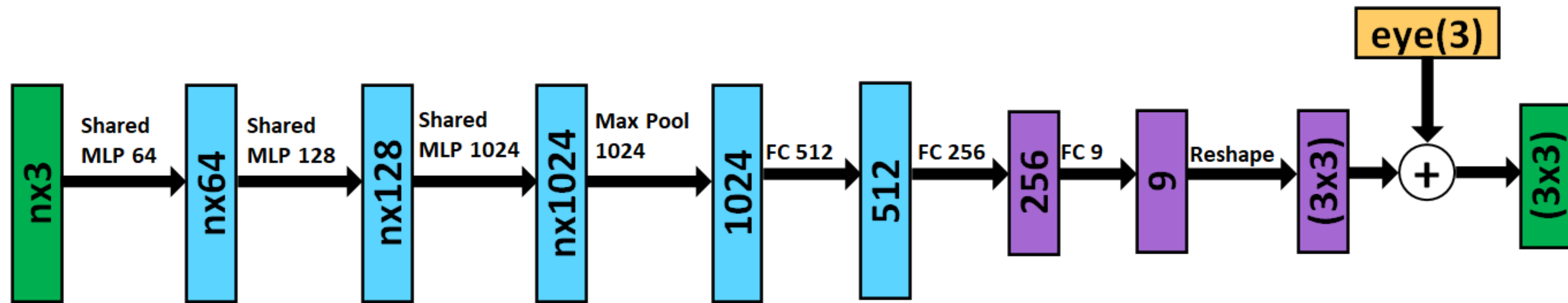


Segmentation Network



PointNet

- T-Net

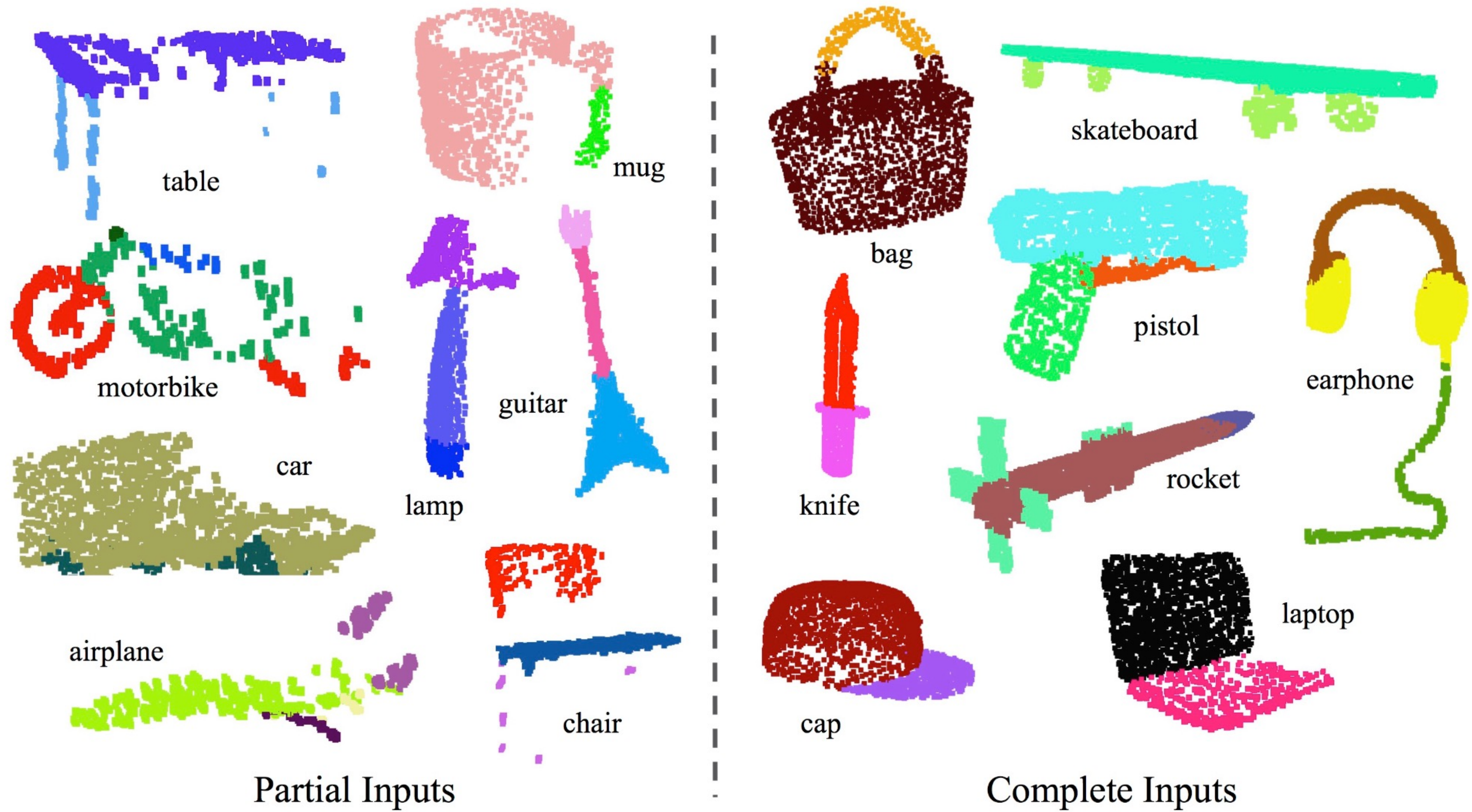


Joint alignment/
transformation
network



PointNet

Object Part Segmentation Results





PointNet - semantic segmentation results

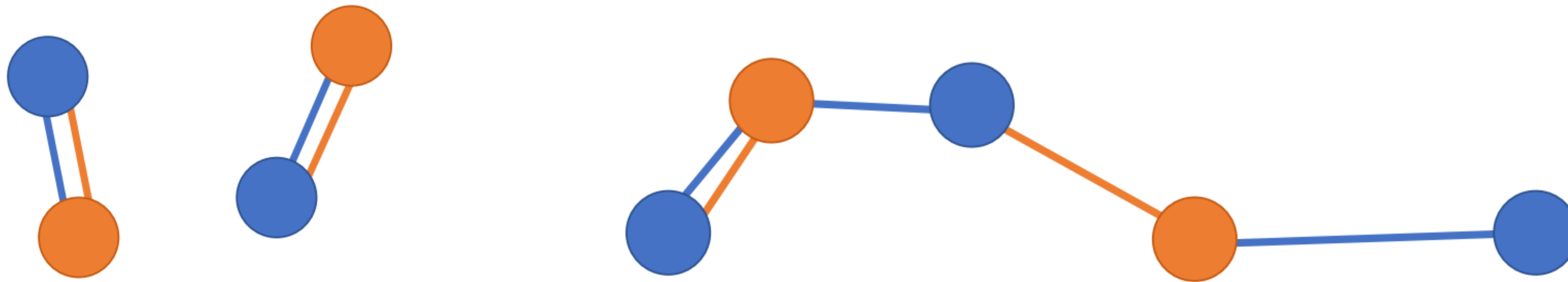




Loss function for point clouds

Chamfer distance is the sum of L2 distance to each point's nearest neighbor in the other set

$$d_{CD}(S_1, S_2) = \sum_{x \in S_1} \min_{y \in S_2} \|x - y\|_2^2 + \sum_{y \in S_2} \min_{x \in S_1} \|x - y\|_2^2$$





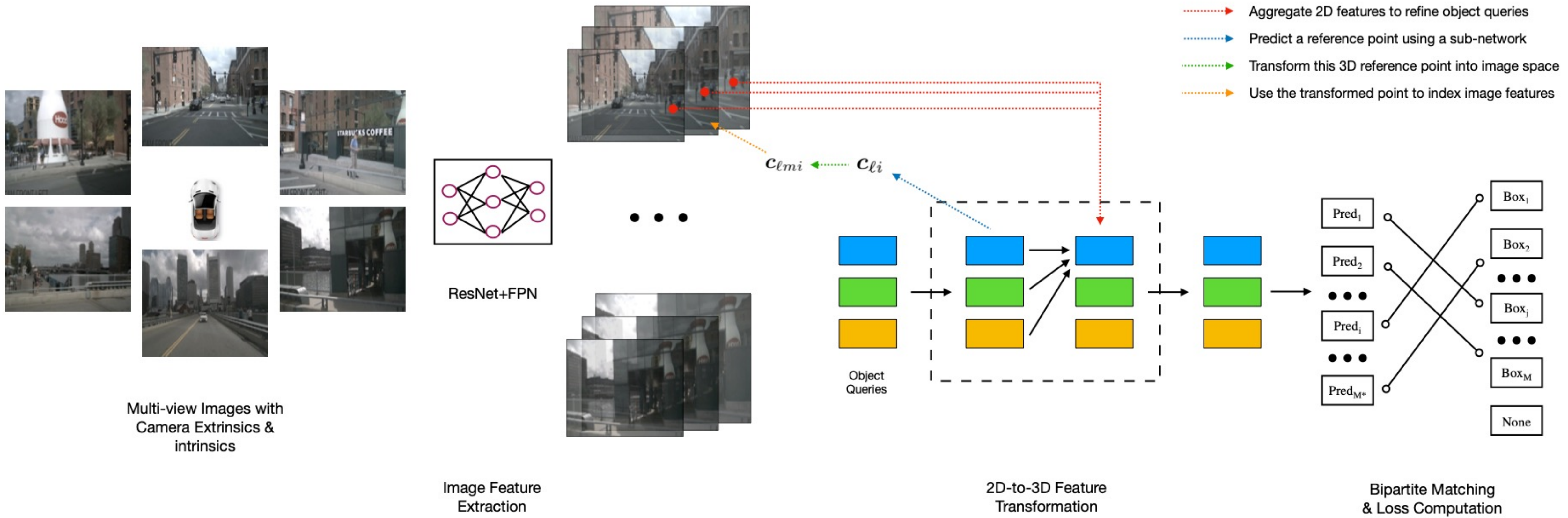
DETR 3D

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





DETR 3D

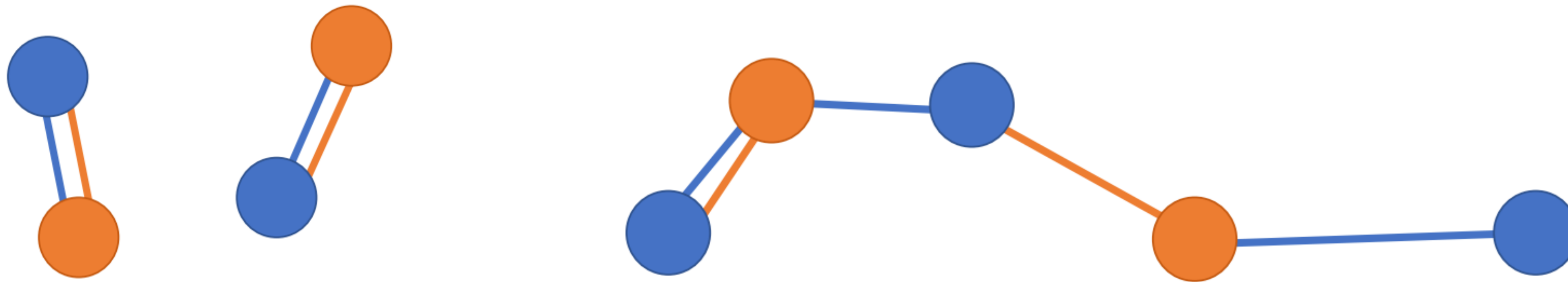




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Many more topics in 3D Vision

- 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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