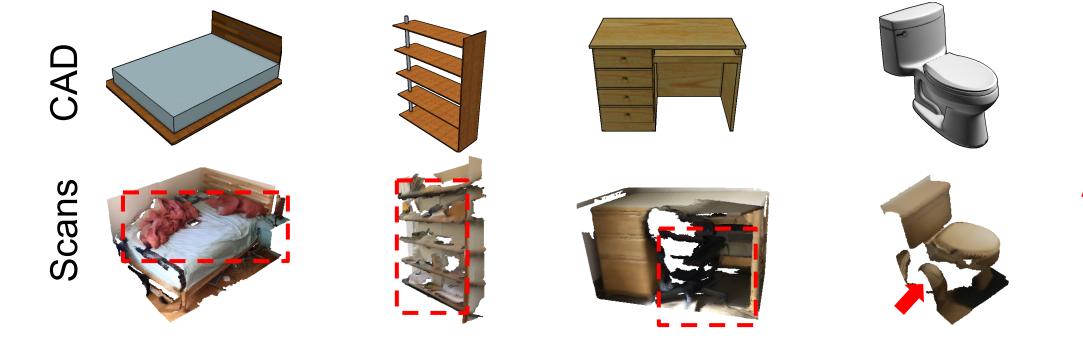


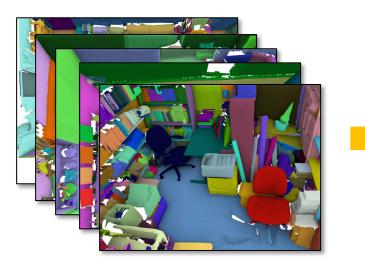
### **1. PROBLEM OVERVIEW**

- In the recent years, deep learning for point cloud data have demonstrated great potentials in solving classical problems in 3D vision.
- Several recent methods have reported very high accuracies on object classification on CAD model datasets, such as ModelNet40.
- But, scans for real applications (eg. AR/VR) are very different from CAD.
- CAD vs Scans
  - CAD models are clean and synthetic.
  - Differences in low-level geometry caused by object clutter, occlusion, broken-ness, background, etc., present in scan data.



• Is point cloud classification close to being solved?

#### **2. CONTRIBUTIONS**





(1) We introduce a new object dataset of real-world scan data for point cloud classification by leveraging on state-of-the-art scene mesh datasets.

SceneNN

ScanNet

(2) We conduct a comprehensive benchmark on existing point cloud techniques on both synthetic and real-world data. Our benchmark also identifies three open problems: (i) *handling object partiality*, (ii) *handling* background points, and (iii) generalization between CAD and scan. (3) A new network architecture that is able to classify objects observed in a real-world setting by a joint learning of classification and segmentation.

# **Revisiting Point Cloud Classification: A New Benchmark Dataset and Classification Model on Real-World Data**

Quang-Hieu Pham Binh-Son Hua Duc Thanh Nguyen Mikaela Angelina Uy Sai-Kit Yeung



### **3. SCANOBJECTNN**



- ScanObjectNN contains ~15,000 objects in 15 categories with 2902 unique object instances.
- Represented by a list of points with coordinates, normals, colors attributes and semantic labels.
- We also provide part annotations.















(c) PB T25 R (d) PB\_T50\_R (e) PB\_T50\_RS



## 4. OUR BACKGROUND-AWARE (BGA) MODEL

- mask vector ↓↓↓↓↓ FC 128 FC 2 FC  $\mathcal C$  $\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow$ class prediction mask prediction Classification branch Segmentation branch

#### **Perturbation Variants**

Random translation, rotation and <u>scale</u> of the axis aligned bounding boxes.

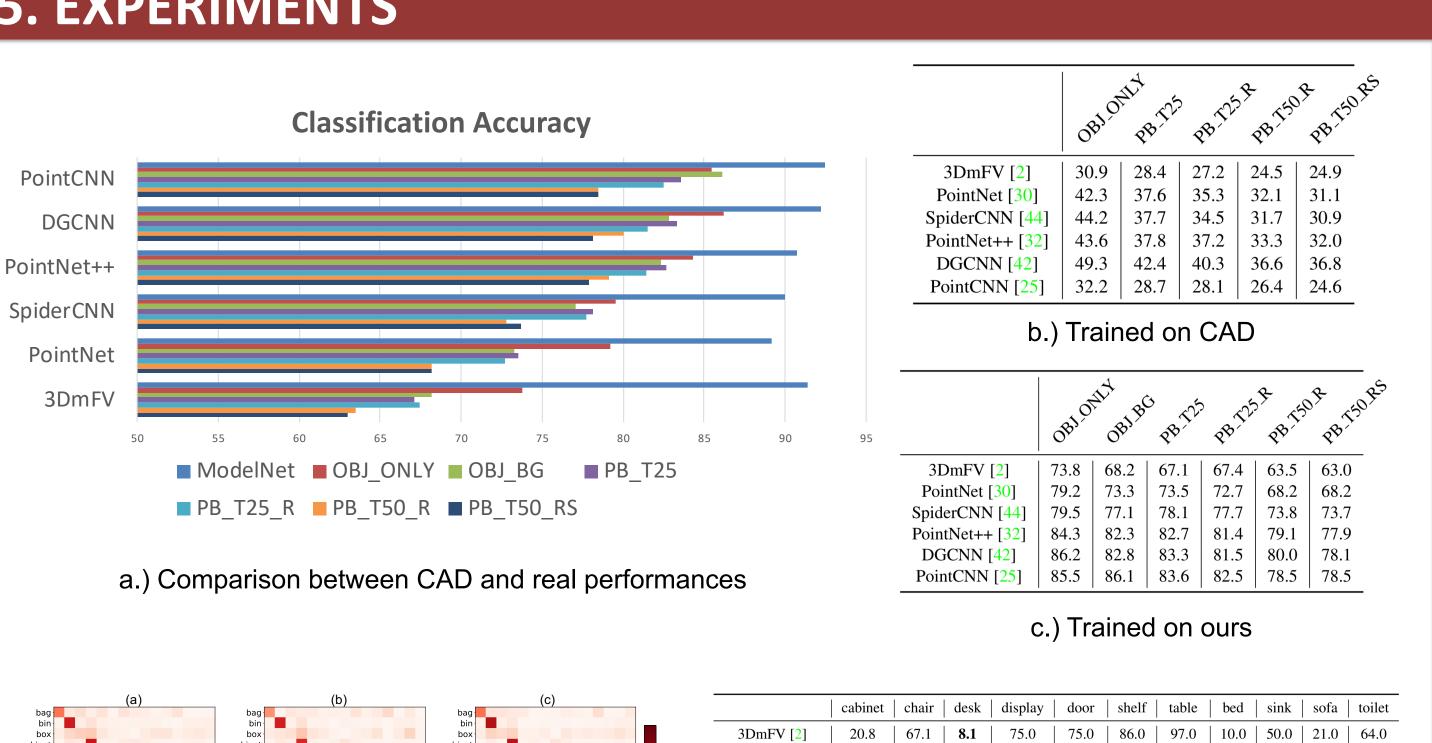
• To introduce "noise" variations

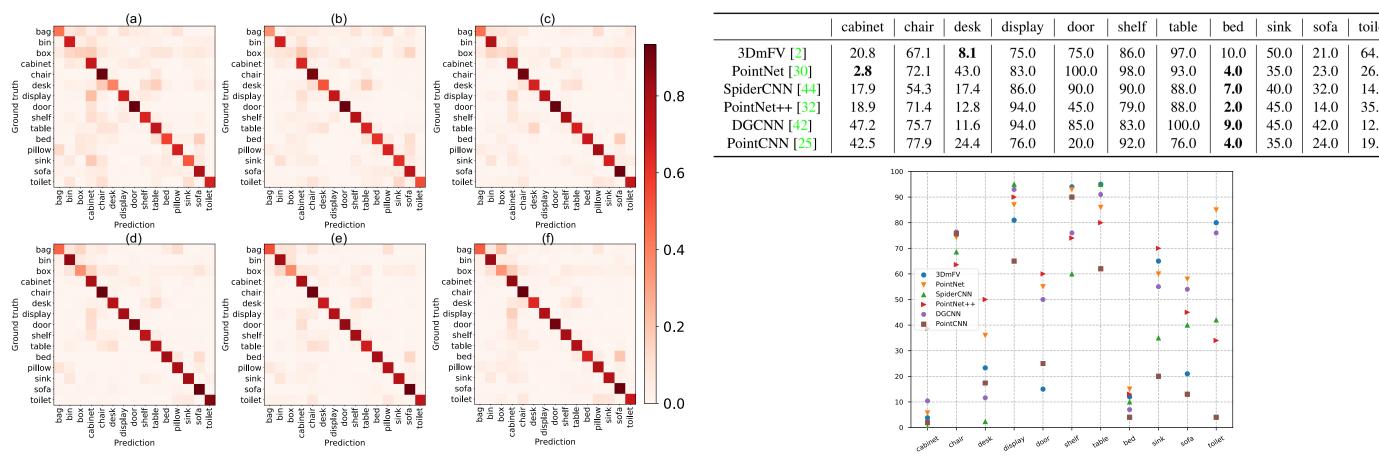
• The idea is to classify only based on object geometry and not on the background.

Jointly classify and segment the point cloud to improve classification results on scans.

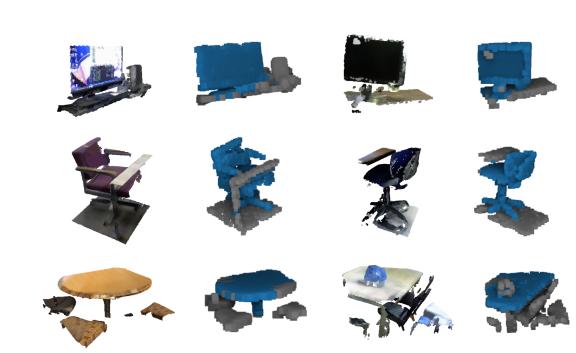
 Our BGA-PN++ and BGA-DGCNN are based from PointNet++ and DGCNN.

### **5. EXPERIMENTS**





d.) Confusion matrices of the different methods on our hardest variant, PB\_T50\_RS



g.) Segmentation results of our BGA-models.



https://hkust-vgd.github.io/scanobjectnn/

page with datasets

and code

e.-f.) Per class accuracies on ModelNet common classes when trained on our *PB\_T50\_RS*. Results show low accuracies in classes (e.g. bed) where complete structures are never observed in scans.

	Ours		ModelNet40	
	OA	mAcc	OA	mAcc
3DmFV [2]	63.0	58.1	51.5	52.2
PointNet [30]	68.2	63.4	50.9	52.7
SpiderCNN [44]	73.7	69.8	46.6	48.8
PointNet++ [32]	77.9	75.4	47.4	45.9
DGCNN [42]	78.1	73.6	54.7	54.9
PointCNN [25]	78.5	75.1	49.2	44.6
BGA-PN++ (ours)	80.2	77.5	52.6	50.6
BGA-DGCNN (ours)	79.7	75.7	56.5	57.6

h.) Overall performances of the different models on our PB T50\_RS and ModelNet when trained only on PB\_T50\_RS. Results show the superior performance of our BGA models.