

# Hyperspherical Embedding for Point Cloud Completion

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Junming Zhang<sup>1</sup>, Haomeng Zhang<sup>1</sup>, Ram Vasudevan<sup>1</sup>, Matthew Johnson-Roberson<sup>2</sup>

University of Michigan<sup>1</sup>

Carnegie Mellon University<sup>2</sup>

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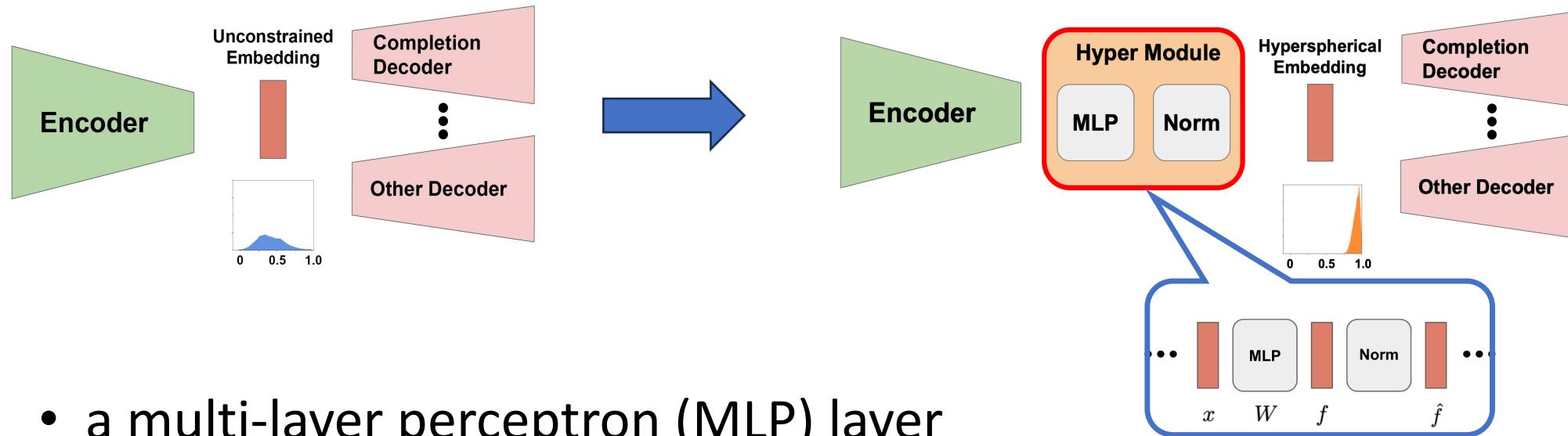
# Quick View - Motivation

- Traditional Encoder-Decoder architecture for point cloud completion (*e.g., FoldingNet [Yang et al. 2018], PCN [Wang et al. 2018], TopNet [Tchapmi et al. 2019], SnowFlakeNet [Xiang et al. 2021]*) learns sparse embedding distribution, which leads to worse generalization results during testing.
- Different embedding distributions lead to optimization conflicts between point cloud completion and other semantic tasks.

# Quick View – Our Solution

- ✓ Propose a **hyperspherical module**, which could be inserted into any existing Encoder-Decoder architecture for point cloud completion.
- ✓ Theoretically analyze the effects of hyperspherical embedding and empirically conduct experiments on several state-of-the-art baselines and datasets.
- ✓ Consistently improve the point cloud completion result in both single-task and multi-task learning.

# Hyperspherical Module



- a multi-layer perceptron (MLP) layer
- a normalization layer

$$\hat{f} = \frac{f}{\|f\|_2}$$

$$\|f\|_2 = \sqrt{\sum_i f_i^2}$$

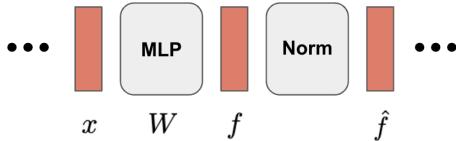
# Effects of Hyperspherical Embedding

**Proposition 1:**

The gradient of the embedding before normalization is orthogonal to itself.

The gradient to the embedding:

$$\frac{\partial L}{\partial f} = \frac{\frac{\partial L}{\partial \hat{f}} - \hat{f} \langle \frac{\partial L}{\partial \hat{f}}, \hat{f} \rangle}{\|f\|_2}$$



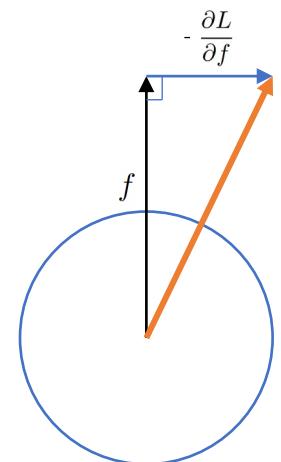
$$\hat{f} = \frac{f}{\|f\|_2}$$

L: Loss function at optimization  
f: Embedding before normalization

$$\|f\|_2 = \sqrt{\sum_i f_i^2}$$

Orthogonality proof:

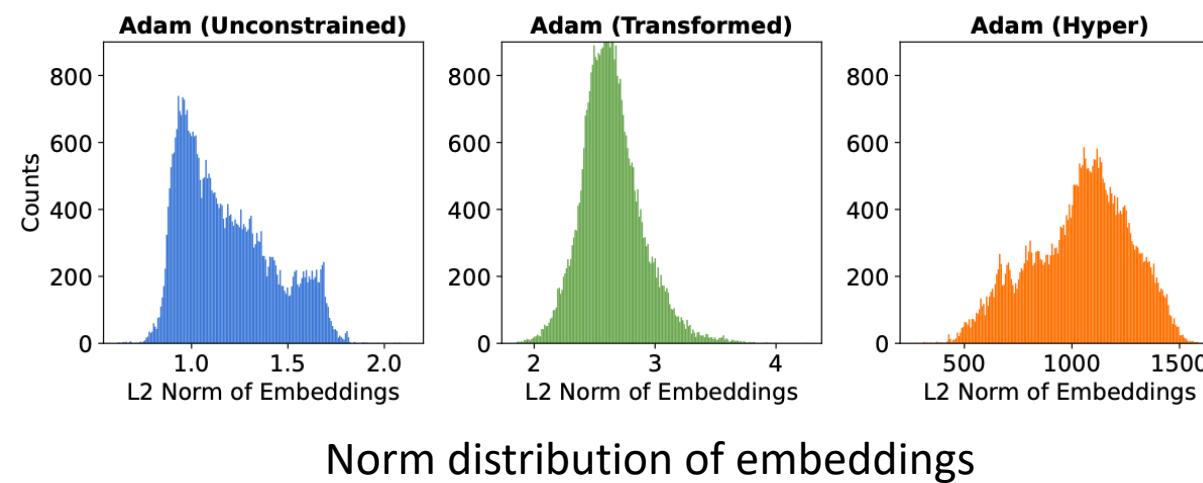
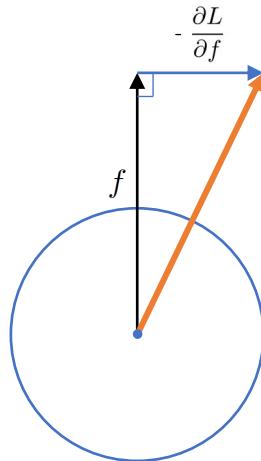
$$\begin{aligned} \langle f, \frac{\partial L}{\partial f} \rangle &= \frac{\langle f, \frac{\partial L}{\partial \hat{f}} \rangle - \langle f, \hat{f} \rangle \langle \frac{\partial L}{\partial \hat{f}}, \hat{f} \rangle}{\|f\|_2} \\ &= \frac{\langle f, \frac{\partial L}{\partial \hat{f}} \rangle - \langle \hat{f}, \hat{f} \rangle \langle \frac{\partial L}{\partial \hat{f}}, f \rangle}{\|f\|_2} \\ &= \frac{\langle f, \frac{\partial L}{\partial \hat{f}} \rangle - \langle \frac{\partial L}{\partial \hat{f}}, f \rangle}{\|f\|_2} \\ &= 0 \end{aligned}$$



# Effects of Hyperspherical Embedding

**Proposition 2:**

For standard stochastic gradient descent (SGD), the magnitude of the embedding before normalization increases at each update during training.



# Effects of Hyperspherical Embedding

**Proposition 3:**

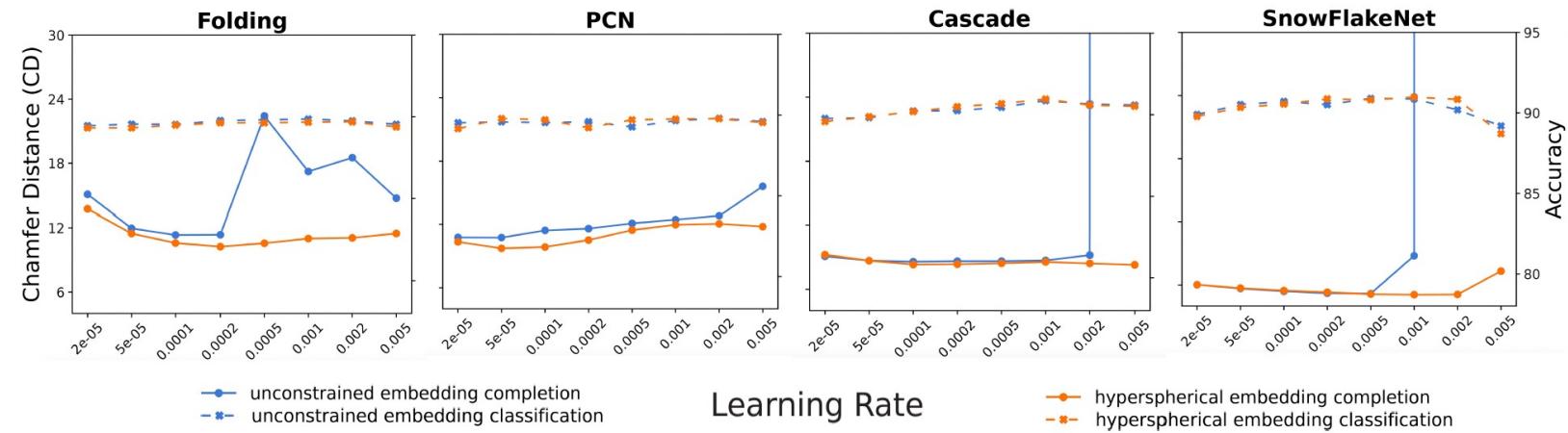
The magnitude of the gradient is inversely proportional to the norm of the embedding.

$$\frac{\partial L}{\partial f} = \frac{\frac{\partial L}{\partial \hat{f}} - \hat{f} \langle \frac{\partial L}{\partial \hat{f}}, \hat{f} \rangle}{\|f\|_2}$$



$$\frac{\partial L}{\partial f} \propto \frac{1}{\|f\|_2}$$

Wider range of learning rates:



Multi-task learning on MVP dataset with different learning rates

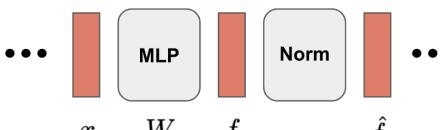
# Effects of Hyperspherical Embedding

## Proposition 4:

During optimization, the increased norm of  $f$  requires a poorly conditioned weight matrix.

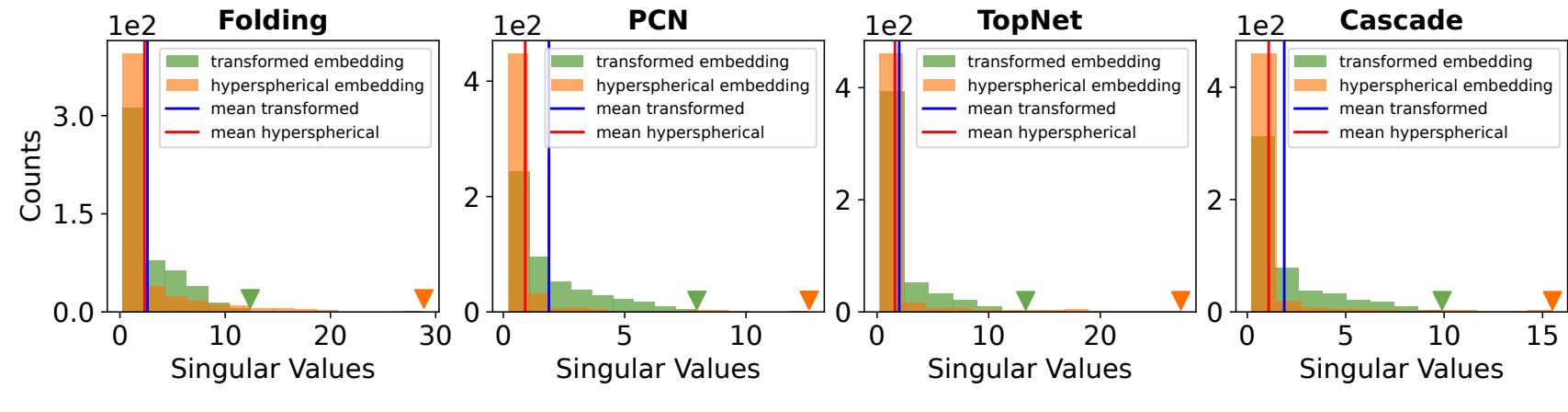
$$W = U\Sigma V^T$$

...



$x \quad W \quad f \quad \hat{f}$

W: Weight matrix



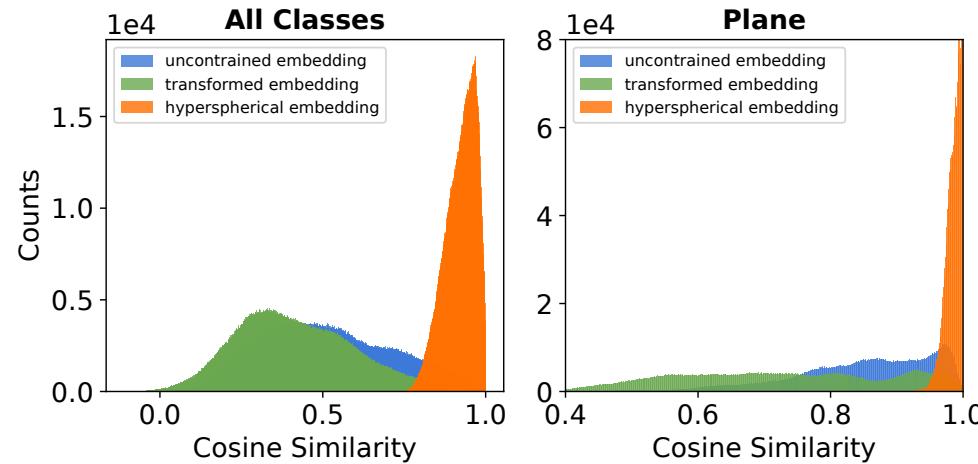
- Large singular values become larger, and small singular values become smaller.

# Effects of Hyperspherical Embedding

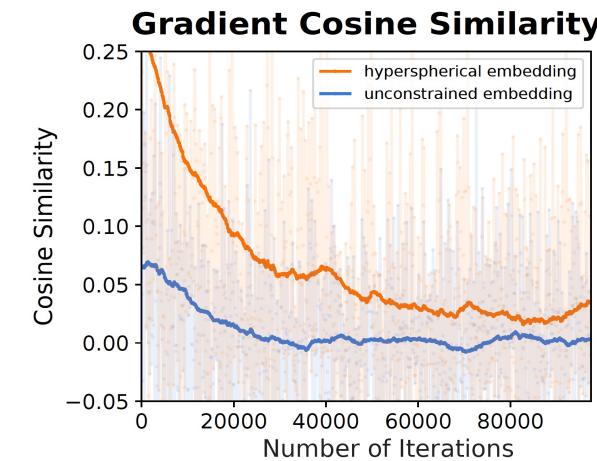
## Proposition 4:

During optimization, the increased norm of  $f$  requires a poorly conditioned weight matrix.

## More compact distribution:



Distributions of cosine similarity in single-task



Gradient conflicts between tasks in multitask learning during training

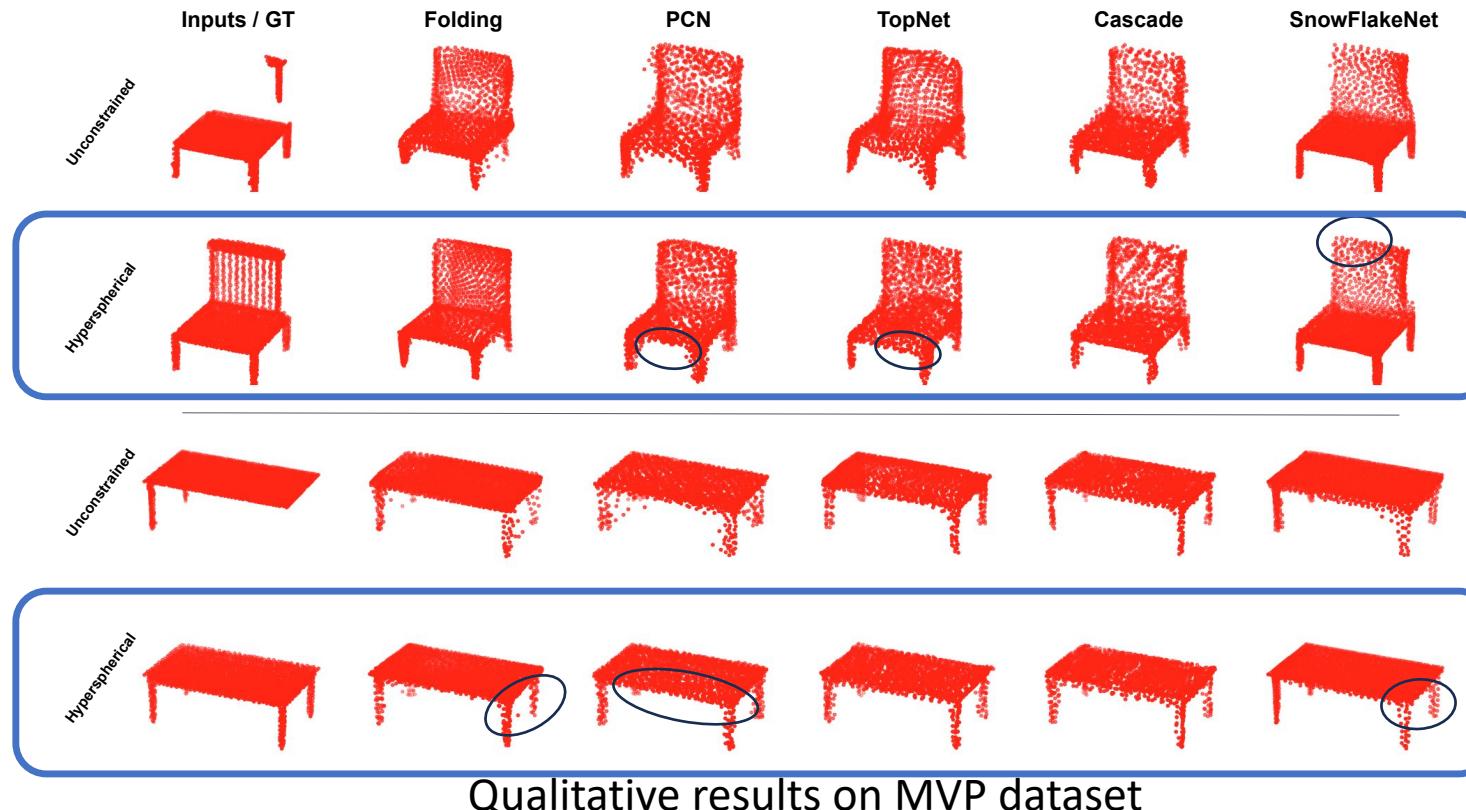
# Single-task Completion

Model	plane	cabinet	car	chair	lamp	sofa	table	wcraft	bed	bench	bshelf	bus	guitar	mbike	pistol	sboard	average
Folding [39]	4.71	9.08	6.81	15.22	23.12	10.28	14.32	9.90	22.02	10.28	14.48	5.24	<b>2.02</b>	6.91	7.21	4.59	10.39
Folding (H)	<b>4.48</b>	<b>8.82</b>	<b>6.68</b>	<b>13.79</b>	<b>21.44</b>	<b>9.66</b>	<b>12.98</b>	<b>8.57</b>	<b>18.93</b>	<b>8.96</b>	<b>13.44</b>	<b>4.95</b>	2.03	<b>6.43</b>	<b>6.22</b>	<b>4.20</b>	<b>9.47</b>
PCN [41]	<b>4.23</b>	9.35	6.73	13.56	<b>20.94</b>	10.51	14.20	9.81	21.32	9.98	15.08	5.45	1.90	6.23	6.23	5.03	10.03
PCN (H)	4.24	<b>9.14</b>	<b>6.49</b>	<b>13.04</b>	22.47	<b>10.04</b>	<b>12.99</b>	<b>8.75</b>	<b>18.95</b>	<b>9.33</b>	<b>13.93</b>	<b>5.06</b>	<b>1.84</b>	<b>6.00</b>	<b>5.92</b>	<b>4.15</b>	<b>9.52</b>
TopNet [27]	4.63	9.23	6.79	14.31	19.50	10.48	14.30	9.65	20.54	10.12	15.53	5.36	2.09	6.77	7.74	4.94	10.12
TopNet (H)	<b>4.07</b>	<b>9.13</b>	<b>6.75</b>	<b>13.08</b>	<b>19.45</b>	<b>10.03</b>	<b>12.85</b>	<b>8.89</b>	<b>19.50</b>	<b>9.63</b>	<b>14.33</b>	<b>5.23</b>	<b>2.03</b>	<b>6.66</b>	<b>6.42</b>	<b>3.92</b>	<b>9.50</b>
Cascade [31]	2.66	8.69	6.02	10.22	13.07	8.76	9.90	6.67	16.44	7.56	<b>11.00</b>	4.97	1.98	4.58	4.54	2.78	7.49
Cascade (H)	<b>2.61</b>	<b>8.52</b>	<b>5.97</b>	<b>9.52</b>	<b>12.03</b>	<b>8.71</b>	<b>9.83</b>	<b>6.46</b>	<b>15.78</b>	<b>7.17</b>	11.15	<b>4.90</b>	<b>1.88</b>	<b>4.50</b>	<b>4.24</b>	<b>2.76</b>	<b>7.25</b>
SnowFlakeNet [37]	1.94	7.61	5.61	6.77	<b>6.82</b>	7.09	7.21	<b>4.65</b>	10.98	4.76	7.54	4.16	1.14	3.78	3.15	<b>2.67</b>	5.37
SnowFlakeNet (H)	<b>1.89</b>	<b>7.26</b>	<b>5.36</b>	<b>6.50</b>	7.59	<b>6.72</b>	<b>6.63</b>	4.67	<b>10.39</b>	<b>4.39</b>	<b>7.37</b>	<b>4.03</b>	<b>0.95</b>	<b>3.60</b>	<b>3.15</b>	2.84	<b>5.21</b>

Quantitative Results on MVP dataset (Single-task)

- Consistent improvement for all baseline models with our hyperspherical module.

# Single-task Completion



- With our hyperspherical module, the completion result has less noise.

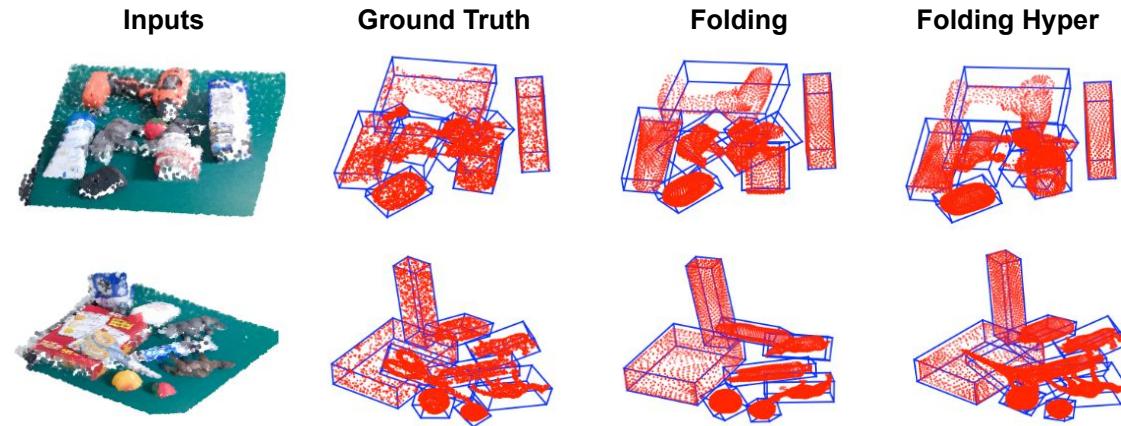
# Multi-task Learning

Model	Single Task		Equal Weights		PCGrad [40]		Uncert. [11]		Weight Search		S. vs. M.
	Acc	CD	Acc	CD	Acc	CD	Acc	CD	Acc	CD	
Folding	89.68	10.39	89.77	11.37	89.67	11.21	89.81	11.22	89.12	10.45	-0.58
Folding (H)	89.91	<b>9.47</b>	89.63	<b>10.26</b>	89.77	<b>10.13</b>	89.51	<b>10.07</b>	89.43	<b>9.40</b>	<b>0.74</b>
PCN	89.62	10.03	89.58	10.75	89.41	10.75	89.33	10.77	89.26	10.37	-3.39
PCN (H)	89.55	<b>9.52</b>	89.79	<b>9.73</b>	89.56	<b>9.58</b>	89.69	<b>9.58</b>	89.78	<b>9.45</b>	<b>0.74</b>
TopNet	89.49	10.12	89.59	10.42	89.84	10.33	89.58	10.52	89.43	10.24	-1.19
TopNet (H)	89.55	<b>9.50</b>	89.51	<b>9.64</b>	89.80	<b>9.59</b>	89.90	<b>9.48</b>	89.74	<b>8.79</b>	<b>7.47</b>
Cascade	90.91	7.49	90.23	8.58	90.33	8.53	90.27	8.51	90.18	7.50	-0.13
Cascade (H)	90.51	<b>7.25</b>	90.19	<b>8.32</b>	90.02	<b>8.18</b>	90.32	<b>8.32</b>	90.48	<b>7.22</b>	<b>0.41</b>
SnowFlakeNet	90.93	5.37	90.90	5.19	90.99	5.29	90.18	5.27	90.75	5.04	<b>6.15</b>
SnowFlakeNet (H)	90.91	<b>5.21</b>	90.98	<b>5.09</b>	90.95	<b>5.21</b>	90.13	<b>5.11</b>	90.82	<b>5.02</b>	3.65

Quantitative results on MVP dataset (Multi-task)

- Consistent improvement on completion task over all multi-task methods.
- Better completion result in multi-task learning than in single-task setting.

# Real World Scenarios



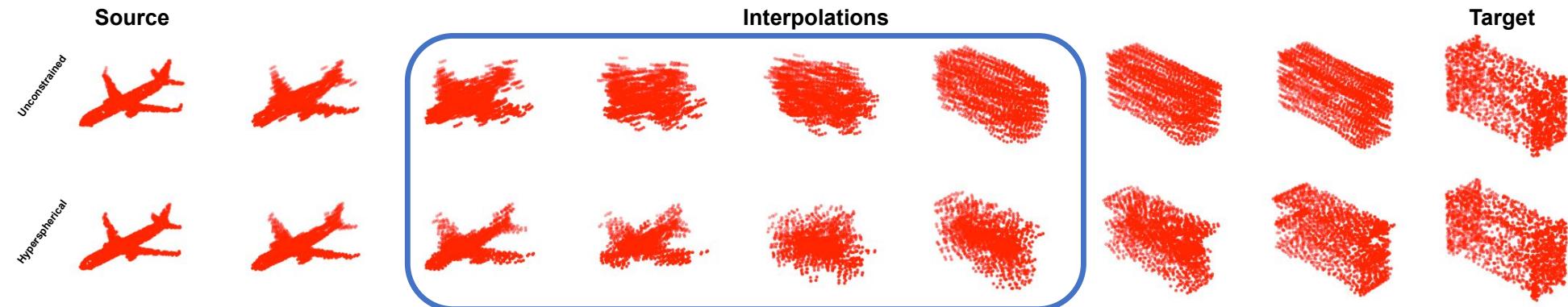
Qualitative results on GraspNet dataset

Model	mAP (0.25)	CD	Pose Acc.
Folding	70.50	0.18	52.42
Folding (H)	<b>71.21</b>	<b>0.14</b>	<b>54.01</b>
PCN	69.11	0.21	50.33
PCN (H)	<b>70.93</b>	<b>0.15</b>	<b>52.39</b>

Quantitative results on GraspNet dataset

- The proposed hyperspherical module bring consistent improvement over object detection, pose estimation and point cloud completion.

# Visualize the Embedding Space



Point cloud interpolation samples in the embedding space

- The generated point clouds with hyperspherical embeddings have more clear clues from source to target shapes.

# Conclusion

- We propose a **hyperspherical module** that outputs hyperspherical embeddings, which improves the performance of point cloud completion.
- We theoretically investigate the effects of hyperspherical embeddings and demonstrate that the point cloud completion benefits from them by stable training and learning a compact embedding distribution.
- We analyze training point cloud completion with other tasks and observe conflicts between them, which can be reconciled by the hyperspherical embedding.