

Poly-PC: A Polyhedral Network for Multiple Point Cloud Tasks at Once

TUE-AM-117

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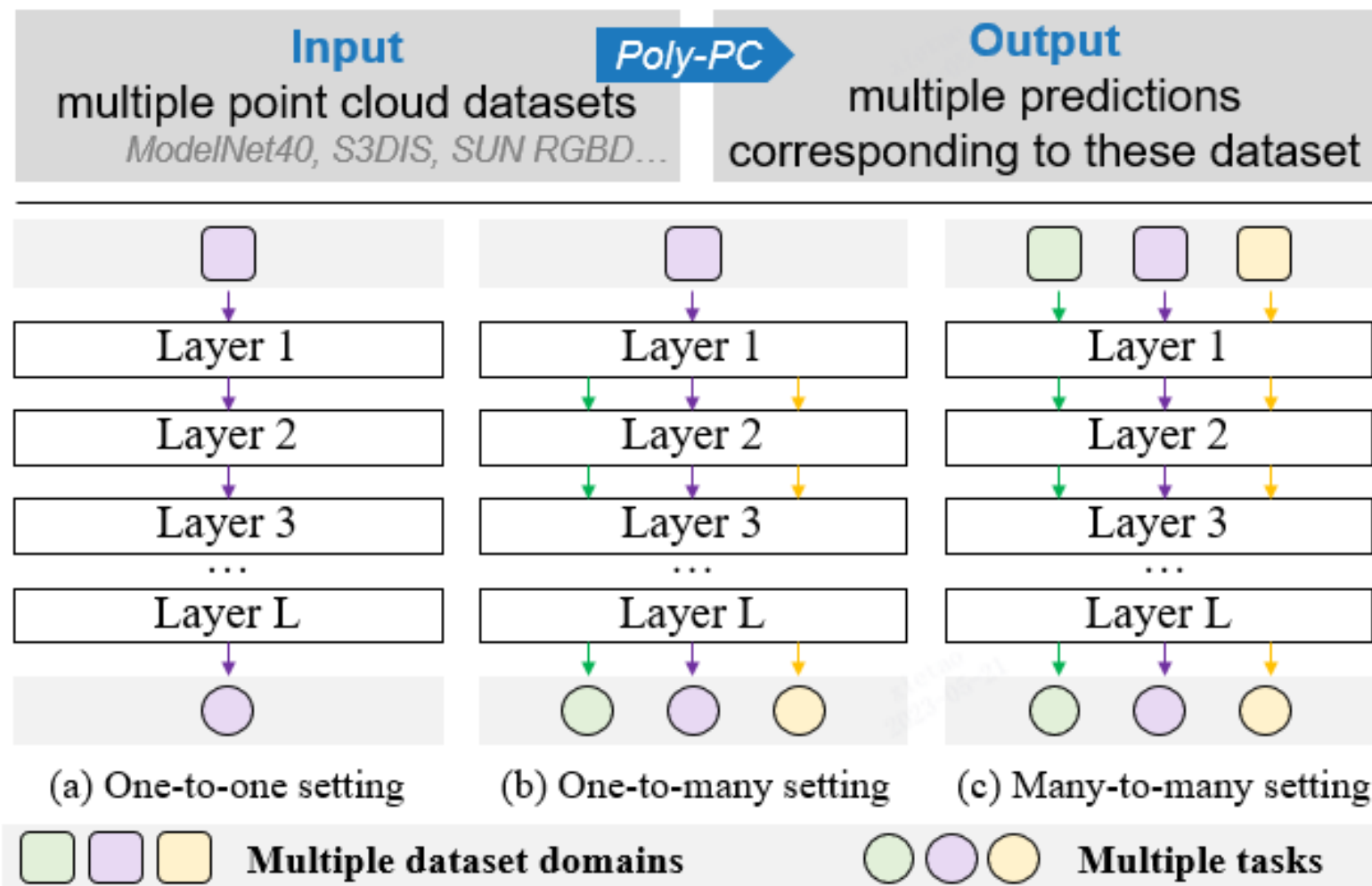
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Problem formulation



Two challenges

Ploy-PC
A unified framework

- **optimizes multiple point cloud tasks collectively under heterogeneous dataset** (i.e., Many-to-many setting)

Compared with

- classical point cloud networks (i.e., one-to-one setting)
- regular multi-task setting (i.e., one-to-many setting)

2 key challenges

Not Feasible: all point cloud tasks to directly share a single backbone

1

input **Multiple dataset domains** performing multiple tasks on point cloud

2

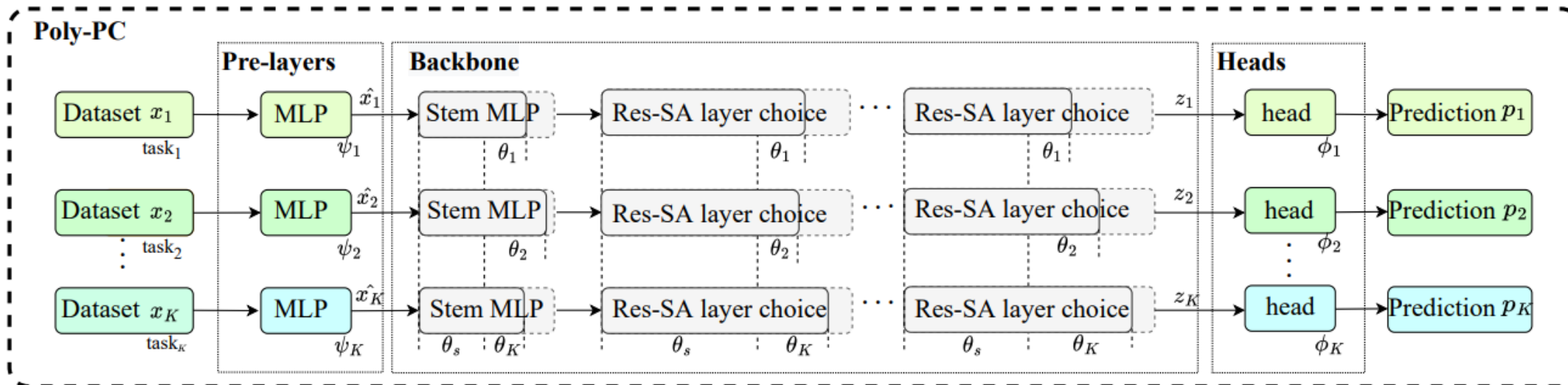
induced different task difficulty

arises **considerable disparities** in:
directions and magnitude of different task gradients

Consider task prioritization to prevent:

placing undue emphasis on easier tasks when optimizing the multi-task network

Poly-PC



Poly-PC = supernet training for all tasks + evolutionary search

balance

- Weight-entanglement one-shot NAS technique
- Task-prioritization-based gradient

Poly-PC
extraordinarily well-trained

Identifying **optimal architectures** for each task under resource constraint

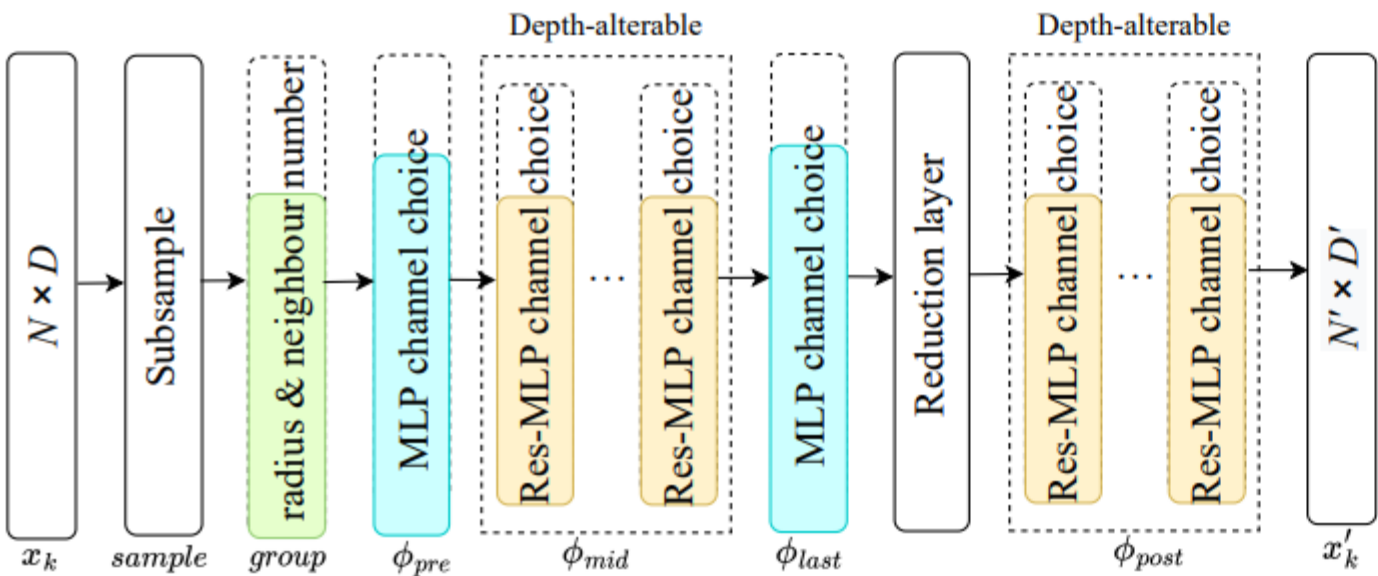
Poly-PC

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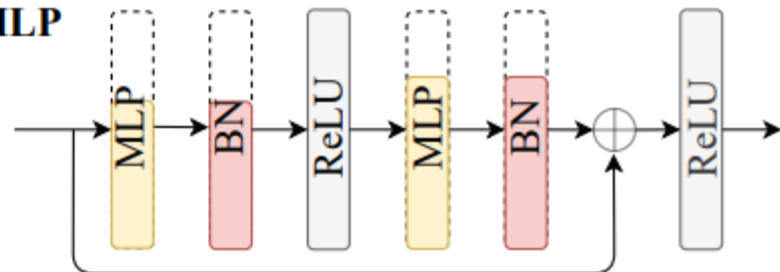
CVPR VANCOUVER, CANADA



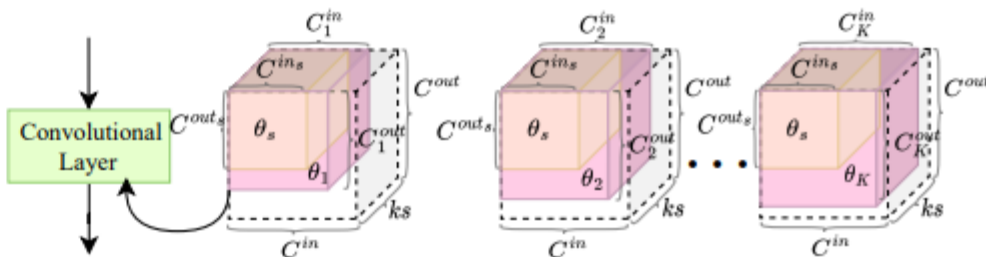
Res-SA layer



Res-MLP



Weighted-entanglement-based one-shot NAS

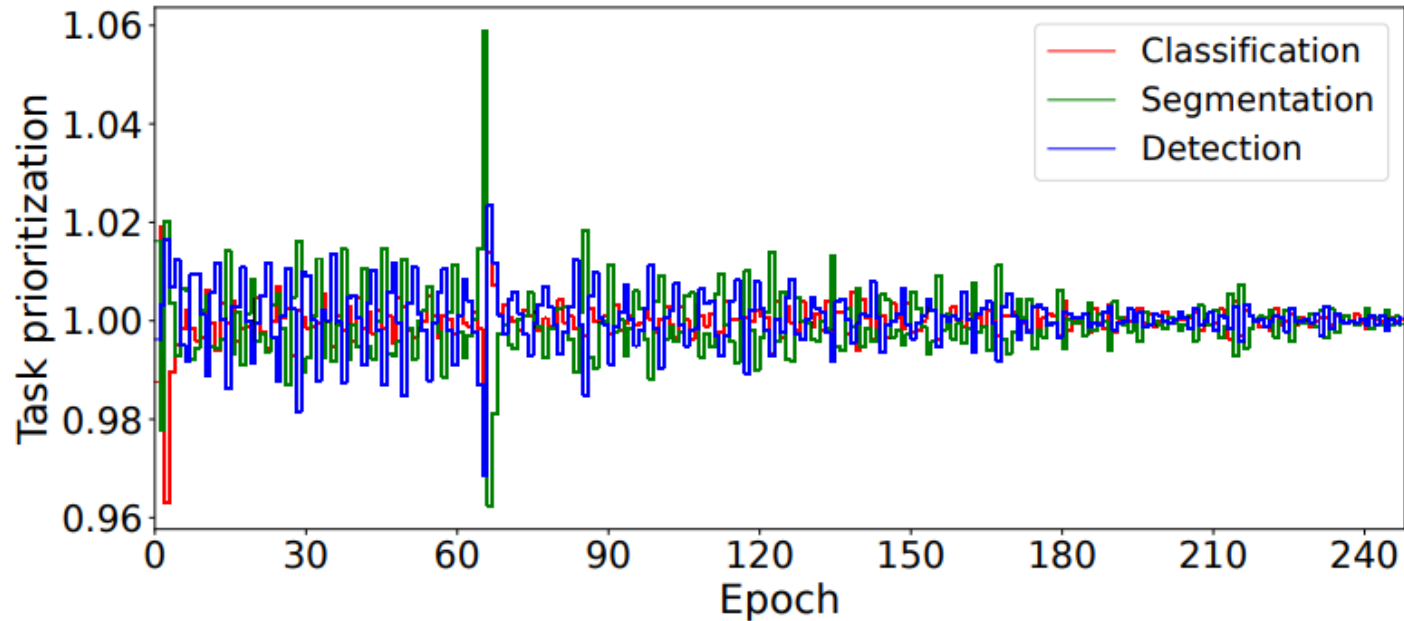


$$g_i = \Phi_{post}(R(\Phi_{last}(\Phi_{mid}(\Phi_{pre}([f_{i,j}; (p_{i,j} - p_i)/r]))))), \quad (1)$$

Task prioritization

$$r_k = \left(\frac{L_k^{t-1} / L_k^{t-2}}{L^{t-1} / L^{t-2}} \right)^\alpha, k = 1, 2, \dots, K, \quad (2)$$

$$TH_k^t = \frac{K \exp(r_k / T)}{\sum_{i=1}^K \exp(r_i / T)}, k = 1, 2, \dots, K, \quad (3)$$

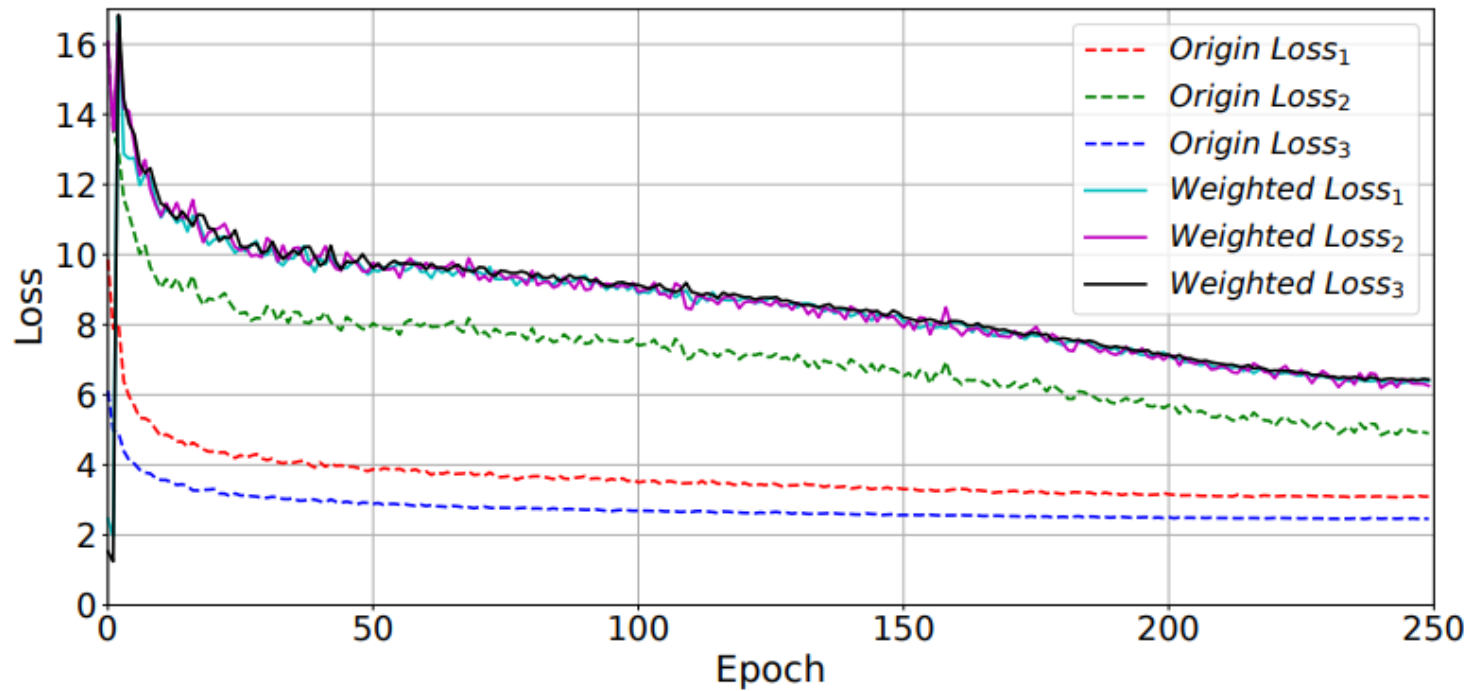


Gradient-magnitude homogenization

$$w_k^t L_k^t = \frac{1}{K} L^t \Rightarrow w_k^t = \frac{L^t}{K L_k^t}. \quad (4)$$

$$\frac{L_k^t}{L^t} = \frac{L_k^{t-1}}{L^{t-1}} \Rightarrow w_k^t = \frac{L^{t-1}}{K L_k^{t-1}}. \quad (5)$$

$$\hat{W}_k^t = T H_k^t w_k^t. \quad (6)$$



Gradient-direction homogenization

$$\Psi(g_k, g_{chard})^{(i)} = \begin{cases} 1, & \text{sgn}(g_k^{(i)}) = \text{sgn}(g_{chard}^{(i)}) \\ 0, & \text{otherwise} \end{cases} \quad (8) \quad (g_k^*)^{(i)} = \Psi(g_k, g_{chard})^{(i)} g_k^{(i)}, i = 1, 2, \dots, n. \quad (9)$$

$$g_{\theta_s}^* = \frac{1}{K} (g_1^* + g_2^* + g_{chard} + \dots + g_K^*), \quad (10)$$

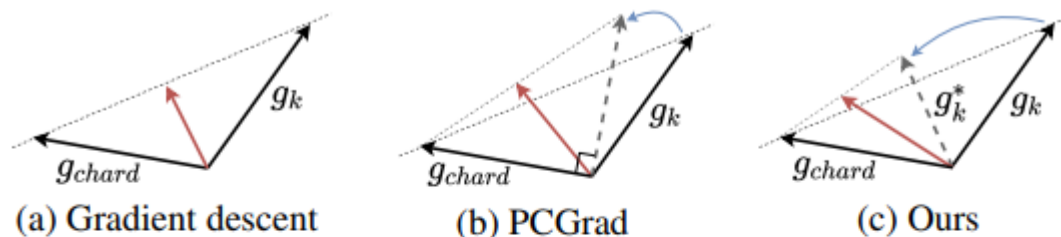


Figure 2. The combined update vector of g_k and g_{chard} with naive gradient descent, PCGrad, and our algorithm. The naive gradient descent simply adds the two gradient vectors. PCGrad first projects g_k onto the normal plane of g_{chard} (vice versa), and then adds g_{chard} and the projected gradient. Our algorithm constructs consensus vectors g_k^* of g_k to enable the direction of the final merged gradient vector closer to that of g_{chard} , compelling the network to concentrate on the difficult task in current epoch.

Evolutionary Search

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		Stem Channel	Neigh Num	Group Radius	Res-MLP Num	Output Channel	Expansion rate	Reduction rate
stage1	cls	(64, 72, 80)	(32, 40, 48)	(0.09, 0.1, 0.11)	(0, 1)	(128, 136, 144)	(4, 5)	(0.5, 0.75)
	det	(64, 72, 80)	(56, 64, 72)	(0.18, 0.2, 0.22)	(0, 1)	(128, 136, 144)	(4, 5)	(0.5, 0.75)
	seg	(32, 40, 48)	(40, 44, 48)	(0.09, 0.1, 0.11)	(0, 1)	(64, 72, 80)	(4, 5)	(0.5, 0.75)
stage2	cls		(32, 40, 48)	(0.18, 0.2, 0.22)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	det	-	(28, 32, 36)	(0.36, 0.4, 0.44)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	seg		(40, 44, 48)	(0.18, 0.2, 0.22)	(0, 1)	(128, 136, 144)	(4, 5)	(0.5, 0.75)
stage3	cls		(32, 40, 48)	(0.36, 0.4, 0.44)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	det	-	(12, 16, 20)	(0.72, 0.8, 0.88)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	seg		(40, 44, 48)	(0.36, 0.4, 0.44)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
stage4	cls		(32, 40, 48)	(0.36, 0.4, 0.44)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	det	-	(6, 8, 10)	(1.04, 1.2, 1.36)	(0, 1)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	seg		(40, 44, 48)	(0.72, 0.8, 0.88)	(0, 1)	(512, 536, 560)	(4, 5)	(0.5, 0.75)

Table 1. The search space of Poly-PC (base). For simplicity, we put the search space of stem channel into stage 1.

		Stem Channel	Neigh Num	Group Radius	Res-MLP Num	Output Channel	Expansion rate	Reduction rate
stage1	cls	(64, 72, 80)	(40, 48, 56)	(0.09, 0.1, 0.11)	(1, 2)	(128, 136, 144)	(4, 5)	(0.5, 0.75)
	det	(128, 136, 144)	(56, 64, 72)	(0.18, 0.2, 0.22)	(1, 2)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	seg	(32, 40, 48)	(48, 56, 64)	(0.09, 0.1, 0.11)	(1, 2)	(64, 72, 80)	(4, 5)	(0.5, 0.75)
stage2	cls		(40, 48, 56)	(0.18, 0.2, 0.22)	(1, 2)	(128, 136, 144)	(4, 5)	(0.5, 0.75)
	det	-	(28, 32, 36)	(0.36, 0.4, 0.44)	(1, 2)	(512, 528, 544)	(4, 5)	(0.5, 0.75)
	seg		(48, 56, 64)	(0.18, 0.2, 0.22)	(1, 2)	(128, 136, 144)	(4, 5)	(0.5, 0.75)
stage3	cls		(40, 48, 56)	(0.36, 0.4, 0.44)	(1, 2)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
	det	-	(12, 16, 20)	(0.72, 0.8, 0.88)	(1, 2)	(512, 528, 544)	(4, 5)	(0.5, 0.75)
	seg		(48, 56, 64)	(0.36, 0.4, 0.44)	(2, 3)	(256, 272, 288)	(4, 5)	(0.5, 0.75)
stage4	cls		(40, 48, 56)	(0.36, 0.4, 0.44)	(1, 2)	(512, 536, 560)	(4, 5)	(0.5, 0.75)
	det	-	(6, 8, 10)	(1.04, 1.2, 1.36)	(1, 2)	(512, 528, 544)	(4, 5)	(0.5, 0.75)
	seg		(48, 56, 64)	(0.72, 0.8, 0.88)	(2, 3)	(512, 536, 560)	(4, 5)	(0.5, 0.75)

Table 2. The search space of OFAT-PC (large). For simplicity, we put the search space of stem channel into stage 1.

Experiments

Method	Points	FLOPs (G)	Params (M)	OA
PointCNN [16]	1k	1.6	0.6	92.2
PointConv [43]	1k	-	18.6	92.5
Kpconv [39]	7k	1.7	15.2	92.9
DGCNN [42]	1k	4.8	1.8	92.9
DeepGCN [15]	1k	3.9	2.2	93.6
ASSANet [31]	1k	2.4	3.6	92.4
ASSANet-L [31]	1k	28.9	118.4	92.9
PointMLP [22]	1k	31.4	12.6	93.7
Point Trans. [54]	1k	9.4	13.9	93.7
PointNet++ [30]	1k	3.2	1.5	90.7
PointNet++ [30]	5k	3.2	1.5	91.9
Poly-PC (base)	1k	2.9	1.9	92.6 (+1.9)
Poly-PC (large)	1k	5.9	5.5	93.7 (+3.0)

ModelNet40

Method	Flops (G)	Params (M)	OA	mIoU
PointCNN [16]	-	0.6	85.9	57.3
PCCN [2]	7.3	5.4	-	58.3
PAT [47]	-	6.1	-	60.1
Kpconv [39]	2.1	14.9	-	67.1
ASSANet [31]	2.5	2.4	-	63.0
ASSANet-L [31]	36.2	115	-	66.8
Point Trans. [54]	7.8	5.6	90.8	70.4
PointNeXT-S [32]	3.6	0.8	87.9	63.4
PointNeXT-B [32]	8.8	3.8	89.4	67.5
PointNet++* [30]	1.0	1.0	85.8	56.9
Poly-PC (base)	1.0	1.0	88.2 (+2.4)	63.0 (+6.1)
Poly-PC (large)	5.6	5.6	89.5 (+3.7)	66.0 (+9.1)

S3DIS

Method	Flops (G)	Params (M)	mAP@0.25	mAP@0.5
F-PointNet [28] [†]	-	11.8	54.0	-
ImVoteNet* [26] [†]	241	42.5	64.5	38.6
3Dtr [24]	9.8	7.1	59.1	32.7
MLCVNe [46]	7.2	1.2	59.8	-
H3DNet [53]	14.5	6.3	60.1	39.0
BRNet [7]	8.0	3.2	61.1	43.7
VENet [45]	30.3	4.9	62.5	39.2
Group-free* [21]	11.2	19.8	63.0	45.2
RBGNet [41]	3.5	2.2	64.1	47.2
VoteNet* [27]	5.8	1	59.1	35.8
Poly-PC (base)	6.1	1	62.3 (+3.2)	40.2 (+4.4)
Poly-PC (large)	18.8	7.8	63.5 (+4.4)	41.9 (+6.1)

SUN RGBD

Method	OA	mIoU	mAP@0.25	S-Score	Params (t)
PointNet++ & VoteNet	91.9	56.9	59.1	207.9	3.5M
Poly-PC (base)	92.6	63.0	62.3	217.9	3.4M
Poly-PC (large)	93.7	66.0	63.5	223.2	13.7M
PointCNN [16]	92.2	57.3	-	149.5	1.2M
Kpconv [39]	92.9	67.1	-	160.0	30.1M
ASSANet [31]	92.4	63.0	-	155.4	6.0M
Poly-PC* (base)	92.6	63.0	-	155.6	2.7M
Poly-PC* (large)	93.7	66.0	-	159.7	8.5M

Overall performance

Experiments

- Incremental learning of Poly-PC
- Trained on ModelNet40, S3DIS, and SUN RGBD
- Shape classification results on the ScanObjectNN dataset

Method	Points	Flops (G)	Params Count	OA
PointNet++ [10]	1k	3.2	100%	77.9
PointCNN [6]	1k	-	100%	78.5
DGCNN [16]	1k	2.4	100%	78.1
DRNet [12]	1k	-	100%	80.3
GBNet [13]	1k	-	100%	80.5
PRANet [2]	1k	-	100%	82.1
MVTN [4]	1k	1.8	100%	82.8
PointMLP [7]	1k	-	100%	85.4
Poly-PC (base)	1k	3.3	88%	86.8
Poly-PC (large)	1k	5.8	50%	87.9