

MSF: Motion-guided Sequential Fusion for Efficient 3D Object Detection from Point Cloud Sequences

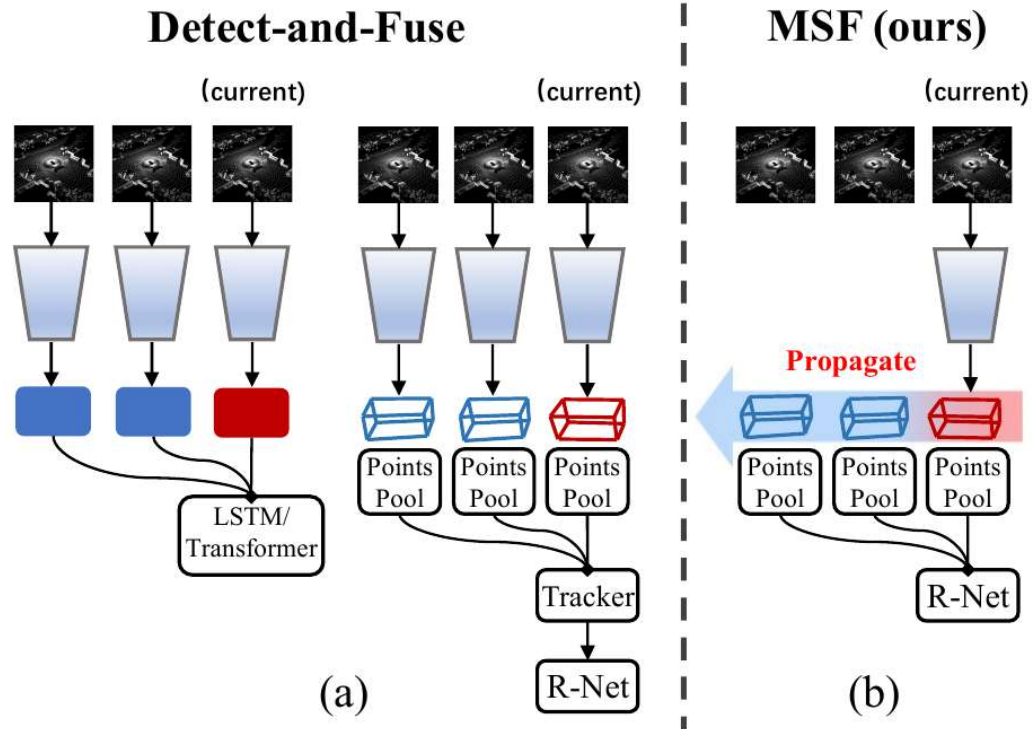
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Code: <https://github.com/skyhehe123/VoxSeT>

Motivation



Motion-guided Sequential Fusion

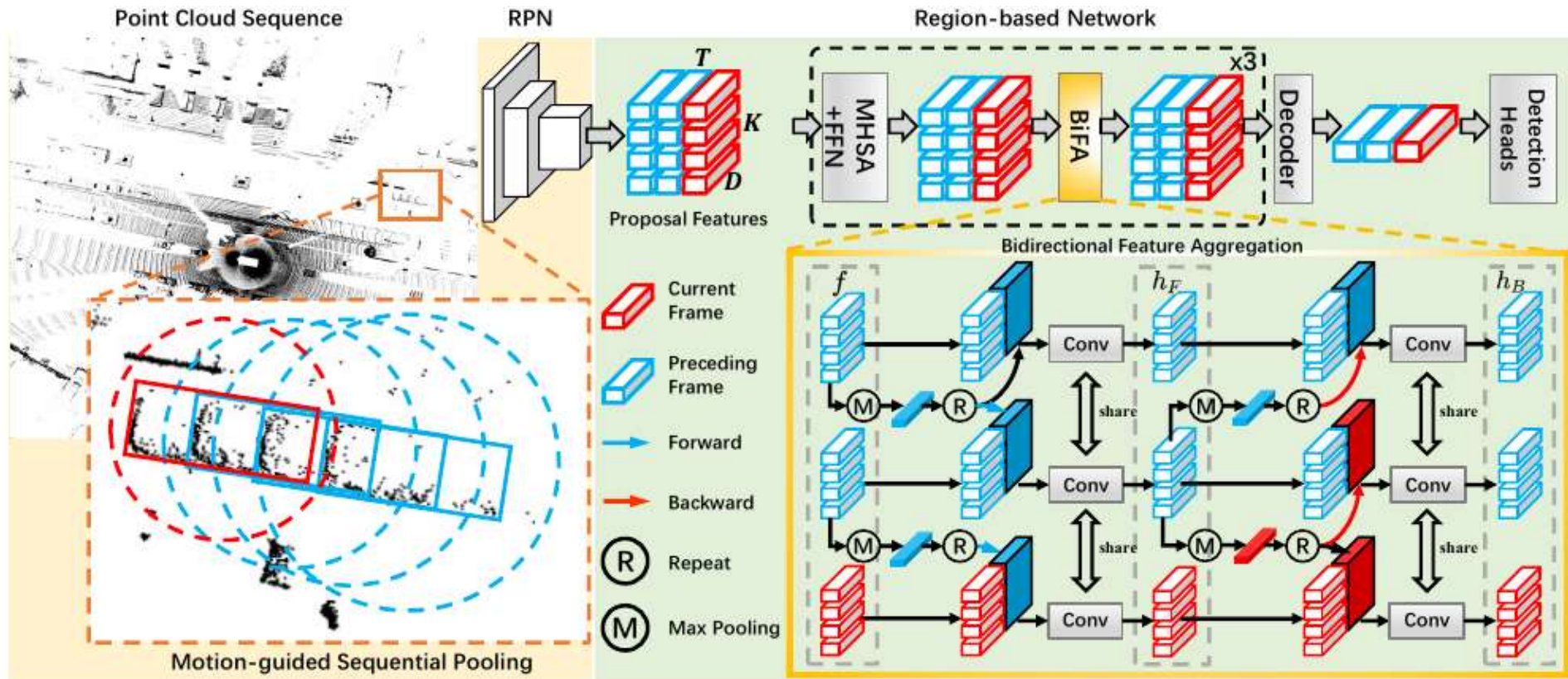
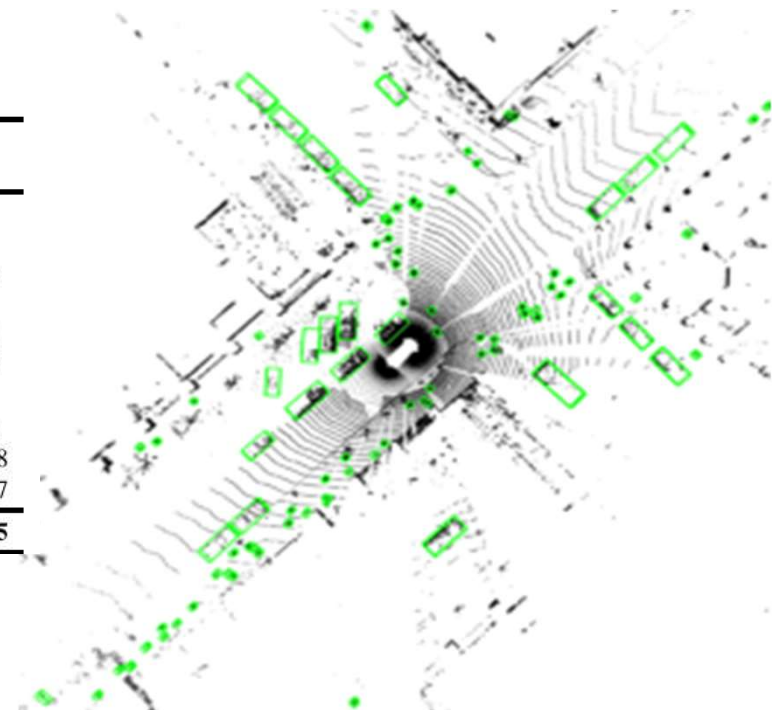


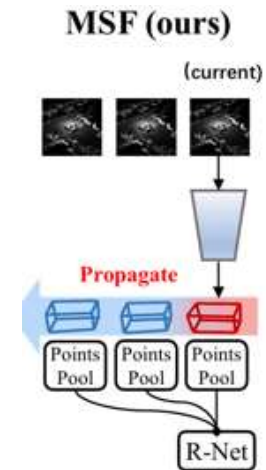
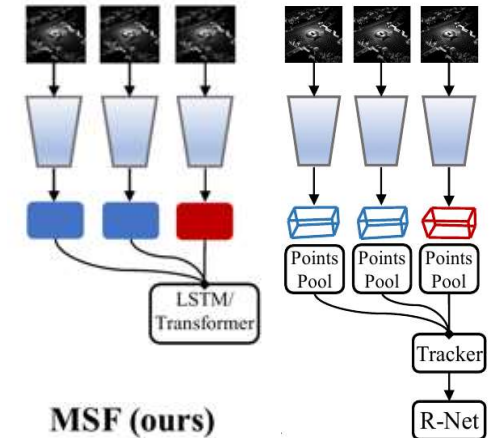
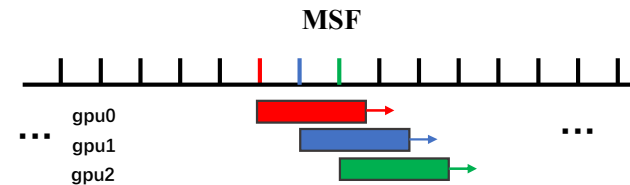
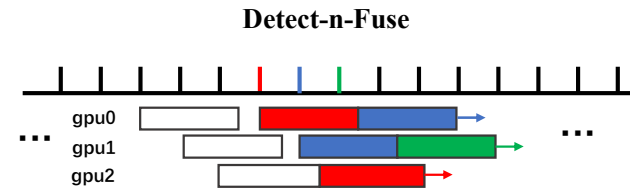
Table 4. Performance comparison on the test set of Waymo Open Dataset.

Method	ALL (3D mAPH)		Vehicle (AP/APH)		Pedestrian (AP/APH)		Cyclist (AP/APH)	
	L1	L2	L1	L2	L1	L2	L1	L2
PointPillar [9]	-	-	68.10	60.10	68.00/55.50	61.40/50.10	-	-
StarNet [15]	-	-	61.00	54.50	67.80/59.90	61.10/54.00	-	-
M3DETR [5]	67.1	61.9	77.7/77.1	70.5/70.0	68.2/58.5	60.6/52.0	67.3/65.7	65.3/63.8
3D-MAN [31]	-	-	78.28	69.98	69.97/65.98	63.98/60.26	-	-
PV-RCNN++ [22]	75.7	70.2	81.6/81.2	73.9/73.5	80.4/75.0	74.1/69.0	71.9/70.8	69.3/68.2
CenterPoint [33]	77.2	71.9	81.1/80.6	73.4/73.0	80.5/77.3	74.6/71.5	74.6/73.7	72.2/71.3
RSN [26]	-	-	80.30	71.60	78.90/75.60	70.70/67.80	-	-
SST-3f [3]	78.3	72.8	81.0/80.6	73.1/72.7	83.3/79.7	76.9/73.5	75.7/74.6	73.2/72.2
MPPNet [2]	80.59	75.67	84.27/83.88	77.29/76.91	84.12/81.52	78.44/75.93	77.11/76.36	74.91/74.18
CenterFormer [37]	80.91	76.29	85.36/84.94	78.68/78.28	85.22/ 82.48	80.09/77.42	76.21/75.32	74.04/73.17
MSF (ours)	81.74	76.96	86.07/85.67	79.20/78.82	85.99/83.10	80.61/77.82	77.29/76.44	75.09/74.25



Motivation

- The “Detect-and-Fuse” framework
 - Redundant computation on background
 - Introduce congestion and latency if $T_{net} > T_{data}$
- MSF (ours)
 - Reuse the region-of-interest in preceding frames
 - Be efficient as a single-frame detector



Region-based Network

- Intra-frame Fusion

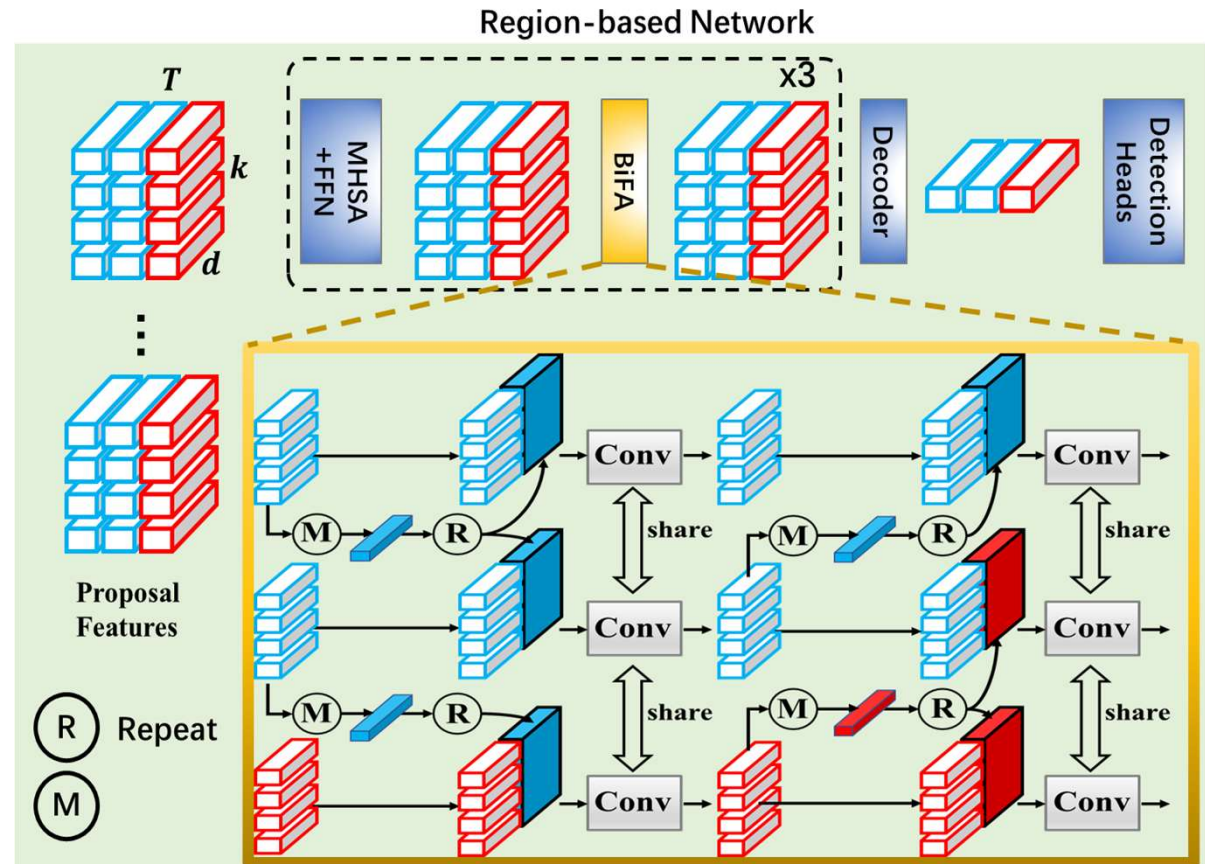
- Self-Attention
- FFN

- Cross-frame Fusion

- Bidirectional Feature Aggregation

$$h_F^t = \text{Conv}(\text{Concat}(f^t, \text{Repeat} \circ \text{Max-pool}(f^{t-1})))$$

$$h_B^t = \text{Conv}(\text{Concat}(h_F^t, \text{Repeat} \circ \text{Max-pool}(h_F^{t+1})))$$



Efficient Pooling with Voxel-Sampling

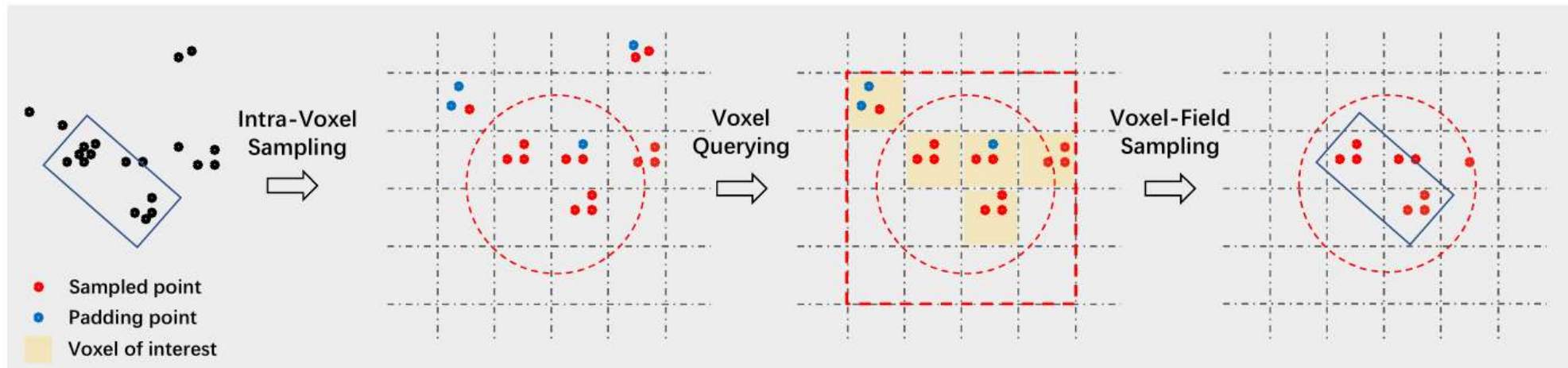


Figure 3. Illustration of our optimized point cloud pooling method. We first perform intra-voxel sampling to keep a fixed number of points in each voxel. Then we query $n \times n$ voxels fields for each proposal and uniformly draw points from the non-empty voxels within.

Table 2. The latency of point cloud pooling on 1-frame, 4-frames and 8-frames sequences.

	$N=168k$	$N=674k$	$N=1382k$
Cylindrical Pooling	8.2ms	25.2ms	40.1ms
Our Optimized	2.3ms	3.4ms	5.0ms

Experiments

Table 3. Performance comparison on the validation set of Waymo Open Dataset.

Method	Frames	ALL (3D mAPH)		Vehicle (AP/APH)		Pedestrian (AP/APH)		Cyclist (AP/APH)	
		L1	L2	L1	L2	L1	L2	L1	L2
SECOND [28]	1	63.05	57.23	72.27/71.69	63.85/63.33	68.70/58.18	60.72/51.31	60.62/59.28	58.34/57.05
PointPillar [9]	1	63.33	57.53	71.60/71.00	63.10/62.50	70.60/56.70	62.90/50.20	64.40/62.30	61.90/59.90
IA-SSD [35]	1	64.48	58.08	70.53/69.67	61.55/60.80	69.38/58.47	60.30/50.73	67.67/65.30	64.98/62.71
LiDAR R-CNN [10]	1	66.20	60.10	73.50/73.00	64.70/64.20	71.20/58.70	63.10/51.70	68.60/66.90	66.10/64.40
RSN [26]	1	-	-	75.10/74.60	66.00/65.50	77.80/72.70	68.30/63.70	-	-
PV-RCNN [21]	1	69.63	63.33	77.51/76.89	68.98/68.41	75.01/65.65	66.04/57.61	67.81/66.35	65.39/63.98
Part-A2 [24]	1	70.25	63.84	77.05/76.51	68.47/67.97	75.24/66.87	66.18/58.62	68.60/67.36	66.13/64.93
Centerpoint [33]	1	-	65.50	-	-/66.20	-	-/62.60	-	-/67.60
VoTR [14]	1	-	-	74.95/74.25	65.91/65.29	-	-	-	-
VoxSeT [6]	1	72.24	66.22	74.50/74.03	65.99/65.56	80.03/72.42	72.45/65.39	71.56/70.29	68.95/67.73
SST-1f [3]	1	-	-	76.22/75.79	68.04/67.64	81.39/74.05	72.82/65.93	-	-
SWFormer-1f [25]	1	-	-	77.8/77.3	69.2/68.8	80.9/72.7	72.5/64.9	-	-
PillarNet [20]	1	74.60	68.43	79.09/78.59	70.92/70.46	80.59/74.01	72.28/66.17	72.29/71.21	69.72/68.67
PV-RCNN++ [22]	1	75.21	68.61	79.10/78.63	70.34/69.91	80.62/74.62	71.86/66.30	73.49/72.38	70.70/69.62
3D-MAN [31]	16	-	-	74.53/74.03	67.61/67.14	71.7/67.7	62.6/59.0	-	-
SST-3f [3]	3	-	-	78.66/78.21	69.98/69.57	83.81/80.14	75.94/72.37	-	-
SWFormer-3f [25]	3	-	-	79.4/78.9	71.1/70.6	82.9/79.0	74.8/71.1	-	-
CenterFormer [37]	4	77.0	73.2	78.1/77.6	73.4/72.9	81.7/78.6	77.2/74.2	75.6/74.8	73.4/72.6
CenterFormer [37]	8	77.3	73.7	78.8/78.3	74.3/73.8	82.1/79.3	77.8/75.0	75.2/74.4	73.2/72.3
MPPNet [2]	4	79.83	74.22	81.54/81.06	74.07/73.61	84.56/81.94	77.20/74.67	77.15/76.50	75.01/74.38
MPPNet [2]	16	80.40	74.85	82.74/82.28	75.41/74.96	84.69/82.25	77.43/75.06	77.28/76.66	75.13/74.52
MSF (ours)	4	80.20	74.62	81.36/80.87	73.81/73.35	85.05/82.10	77.92/75.11	78.40/77.61	76.17/75.40
MSF (ours)	8	80.65	75.46	82.83/82.01	75.76/75.31	85.24/82.21	78.32/75.61	78.52/77.74	76.32/75.47

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Discussion

- Propagated proposals have the same size over the sequence, thus avoiding the use of proxy points to maintain a consistent representation over the sequence.
- Raw point-based features can achieve higher accuracy with self-attention layers.

Config	Vehicle.	Pedestrian.	Cyclist
Raw + SA	73.35	75.11	75.40
Proxy + SA	73.12 (-0.23)	74.20 (-0.91)	74.32 (-1.08)
Proxy + Mixer	73.45(+0.10)	74.13 (-0.98)	74.39 (-1.01)

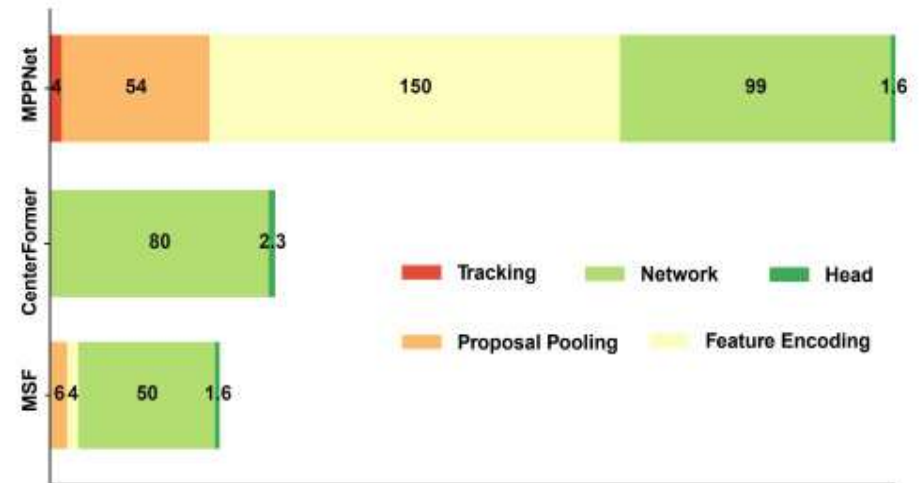


Figure 4. Comparison of the runtime of different methods.

Table 9. The runtime decomposition of MPPNet and MSF.

MPPNet		MSF	
MLP-Mixer	Cross-Attention	Self-Attention	BiFA
75 ms	24 ms	36 ms	12 ms

Conclusion

- An efficient Motion-guided Sequential Fusion (MSF) method is proposed to fuse multi-frame point clouds at region level by propagating the proposals of current frame to preceding frames based on the object motions.
- A novel Bidirectional Feature Aggregation (BiFA) module is introduced to facilitate the interactions of proposal features across frames.
- The point cloud pooling method is optimized with a voxel-based sampling technique, which significantly reduces the runtime on large-scale point cloud sequence.

The code is available at <https://github.com/skyhehe123/MSF>