## **3D Deep Learning** Tutorial@CVPR2017

Hao Su (UCSD) Leonidas Guibas (Stanford) Michael Bronstein (Università della Svizzera Italiana) Evangelos Kalogerakis (UMass) Jimei Yang (Adobe Research) Charles Qi (Stanford) Qixing Huang (UT Austin)

July 26, 2017

#### Schedule

- Opening remark 1:30PM-1:40PM
- Deep learning on regular data (MVCNN&3DCNN) 1:40PM-2:45PM
- Break 2:45PM-3:00PM
- Deep learning on point cloud and primitives 3:00PM-4:15PM
- Break 4:15PM-4:30PM
- Deep learning on meshes (Intrinsic CNN) 4:30PM-5:45PM



#### **Overview of 3D deep learning**

#### 3D deep learning algorithms

#### Outline

Overview of 3D deep learning Background 3D deep learning tasks 3D deep learning algorithms

#### The world around us is comprised of 3D geometry





**Robotics** 





**Robotics** 





**Augmented Reality** 

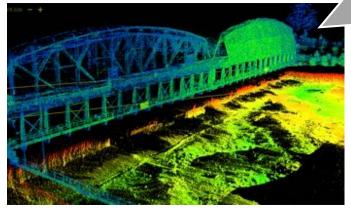


**Robotics** 





#### **Augmented Reality**



Autonomous driving



**Robotics** 

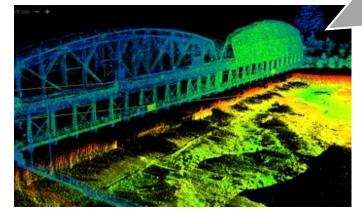




**Augmented Reality** 



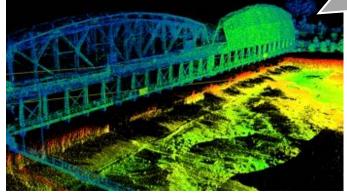
**Medical Image Processing** 



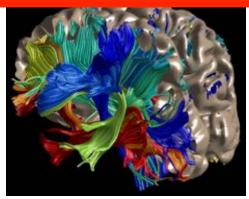
Autonomous driving



# Historically, most 3D visual computing techniques focus on single models, lacking robustness



Autonomous driving



**Medical Image Processing** 

#### Lacking 3D data has been the major bottleneck

#### Status as of 2010:

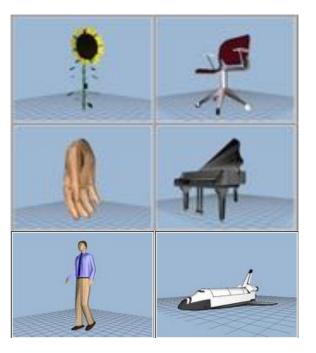


Stanford bunny



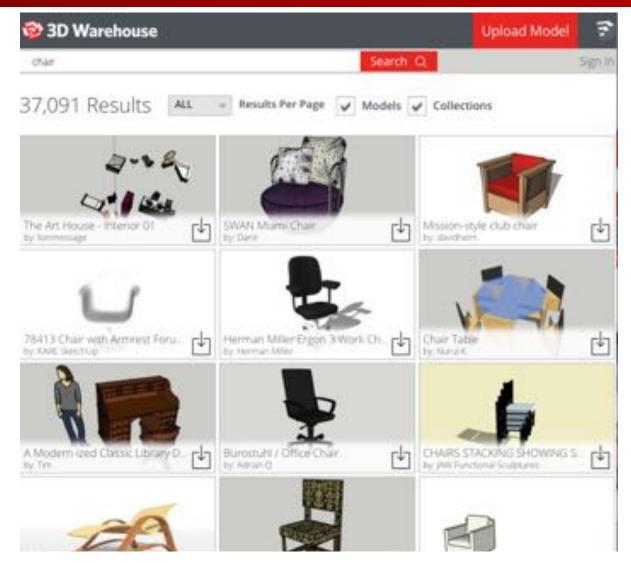
Utah teapot

#### 1800 models in 90 categories



Princeton shape benchmark [Shilane et al. 04]

#### Recent rise of Internet 3D models



#### Nowadays millions of 3D models in online repositories

#### Recent rise of Internet 3D models

#### Growing market of crowd-sourcing for 3D modeling



Nowadays millions of 3D models in online repositories

#### Recent rise of Internet 3D models

Growing market of crowd-sourcing for 3D modeling

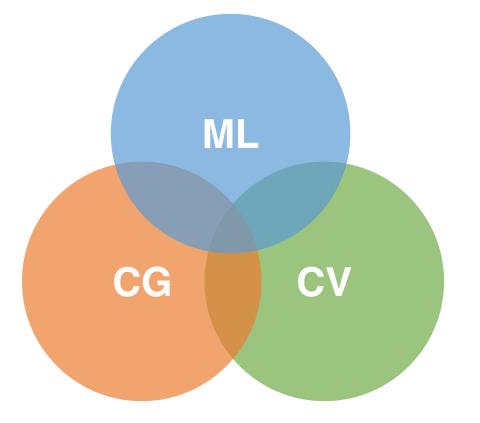


Nowadays millions of 3D models in online repositories



### The surge of 3D deep learning

- Arguably started from 2015 along with of big 3D datasets (ShapeNet & ModelNet)
- Very active due to huge industry interests!



- Robotics
- Autonomous driving
- Virtual/augmented reality
- Smart manufacturing

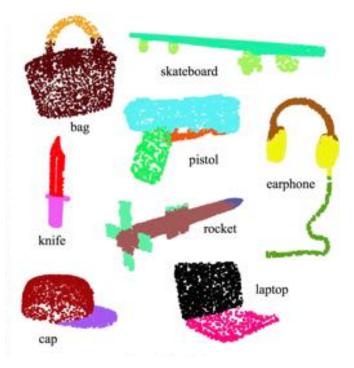
#### **3D geometry analysis**

#### **3D-assisted image analysis**

**3D synthesis** 

#### **3D geometry analysis**







Classification

Parsing (object/scene)

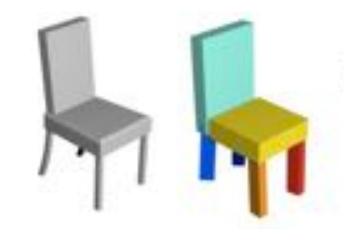
Correspondence

#### **3D synthesis**









Monocular 3D reconstruction

Shape completion

Shape modeling

#### **3D-assisted image analysis**







Results

Cross-view image retrieval

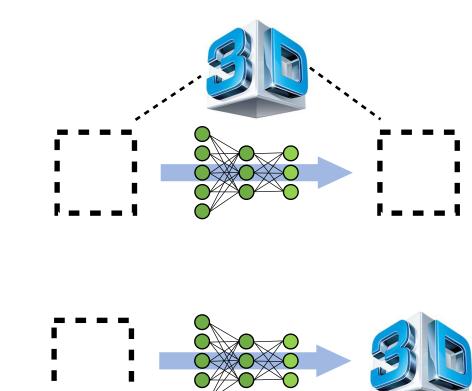
Intrinsic decomposition

#### All about **Data** and **Network**

#### **3D geometry analysis**

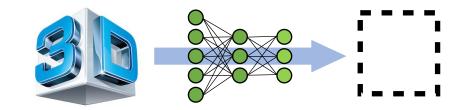
#### **3D-assisted image analysis**

**3D synthesis** 

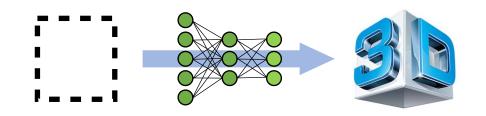


#### All about **Data** and **Network**

#### **3D geometry analysis**



**3D synthesis** 





#### Overview of 3D deep learning

#### **3D deep learning algorithms**

**3D** Representation issue

Deep learning on different 3D representations

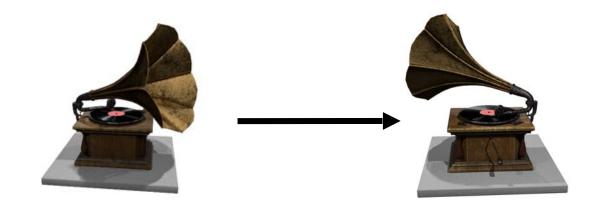
#### Images: Unique representation with regular data structure



-	-						
1	<mark>4</mark> 4	33	12	20	23	35	14
51	16	40	32	46	48	28	17
29	60	3	63	49	55	36	7
52	22	26	41	38	10	61	<mark>53</mark>
2	24	19	11	34	43	5	8
57	9	37	42	25	21	27	18
30	56	50	64	4	<u>59</u>	6	13
58	47	45	31	39	15	62	54

3D has many representations:

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multi-view RGB(D) images volumetric

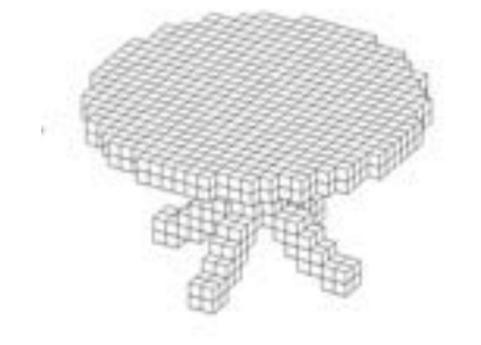
polygonal mesh

point cloud

primitive-based CAD models

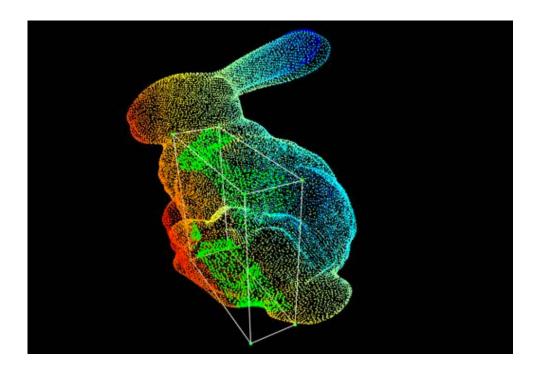
Novel view image synthesis

3D has many representations:



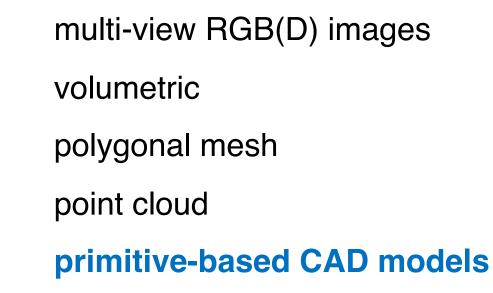


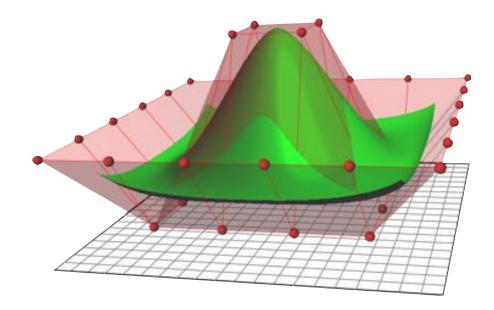
3D has many representations:



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3D has many representations:

Rasterized form (regular grids)

Geometric form (irregular) multi-view RGB(D) images

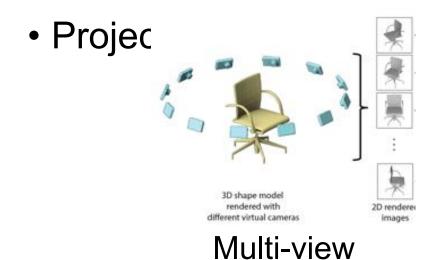
volumetric

polygonal mesh

point cloud

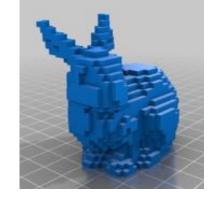
primitive-based CAD models

## 3D deep learning algorithms (by representations)



[Su et al. 2015] [Kalogerakis et al. 2016]

. . .

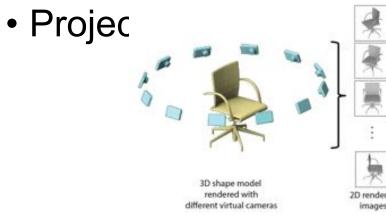


Volumetric

[Maturana et al. 2015] [Wu et al. 2015] (GAN) [Qi et al. 2016] [Liu et al. 2016] [Wang et al. 2017] (O-Net) [Tatarchenko et al. 2017] (OGN)

. . .

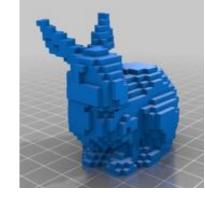
## 3D deep learning algorithms (by representations)



Multi-view

[Su et al. 2015] [Kalogerakis et al. 2016]

. . .



Volumetric

[Maturana et al. 2015] [Wu et al. 2015] (GAN) [Qi et al. 2016] [Liu et al. 2016] **[Wang et al. 2017] (O-Net) [Tatarchenko et al. 2017] (OGN)** 

[Qi et al. 2017] (PointNet) [Fan et al. 2017] (PointSetGen)

[Defferard et al. 2016] [Henaff et al. 2015] [Yi et al. 2017] (SyncSpecCNN) [Tulsiani et al. 2017] [Li et al. 2017] (GRASS)

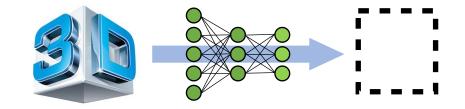
Point cloud

#### Mesh (Graph CNN)

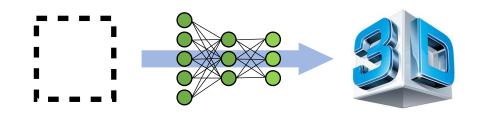
Part assembly

#### Cartesian product space of "task" and "representation"

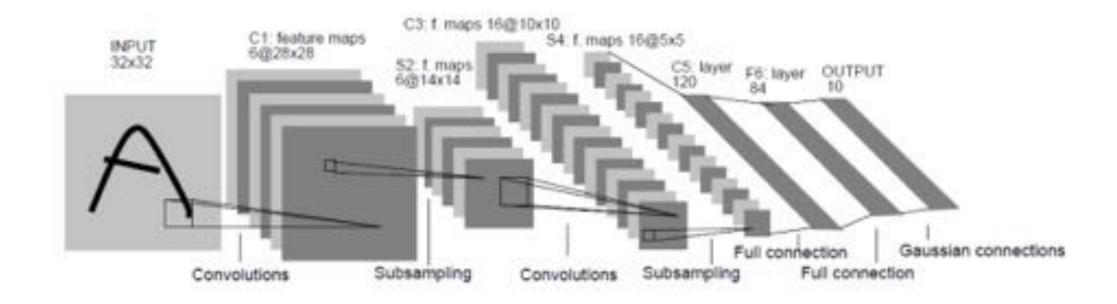
#### **3D geometry analysis**



**3D synthesis** 



#### Can we directly apply CNN on 3D data?



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1	44	33	12	20	23	35	14
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$$(fst g)[n] = \sum_{m=-M}^M f[n-m]g[m]$$

3D has many representations:

## Rasterized form (regular grids)

- Can directly apply CNN
- But has other challenges

multi-view RGB(D) images volumetric

3D has many representations:

Rasterized form (regular grids)

Geometric form (irregular)

Cannot directly apply CNN

multi-view RGB(D) images volumetric polygonal mesh

point cloud

primitive-based CAD models



#### Overview of 3D deep learning

#### **3D deep learning algorithms**

- Deep learning on regular structures
- Deep learning on meshes
- Deep learning on point cloud and parametric models

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