

# PointFlow: 3D Point Cloud Generation with Continuous Normalizing Flows

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ICCV 2019

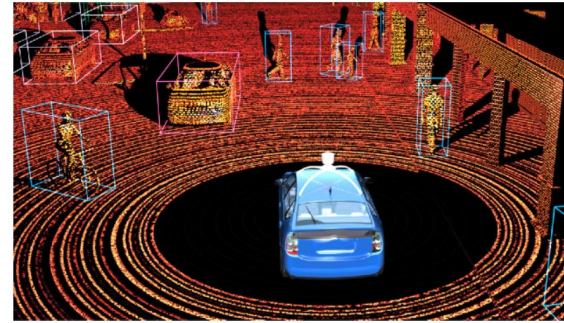
Presented by Te Gusi, Su Jiajun

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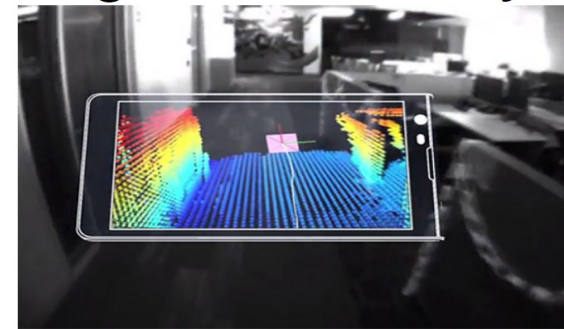
- ▶ Background
- ▶ Challenge
- ▶ Method
- ▶ Experiment
- ▶ Conclusion

# Background

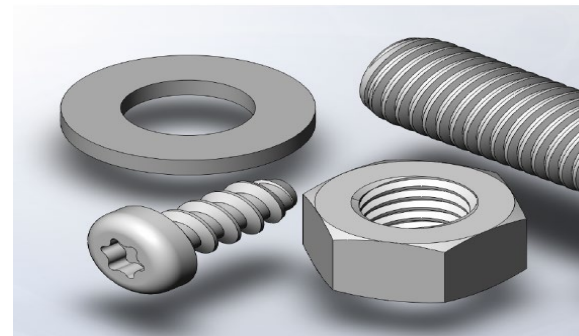
- ▶ 3D Data



Robot Perception



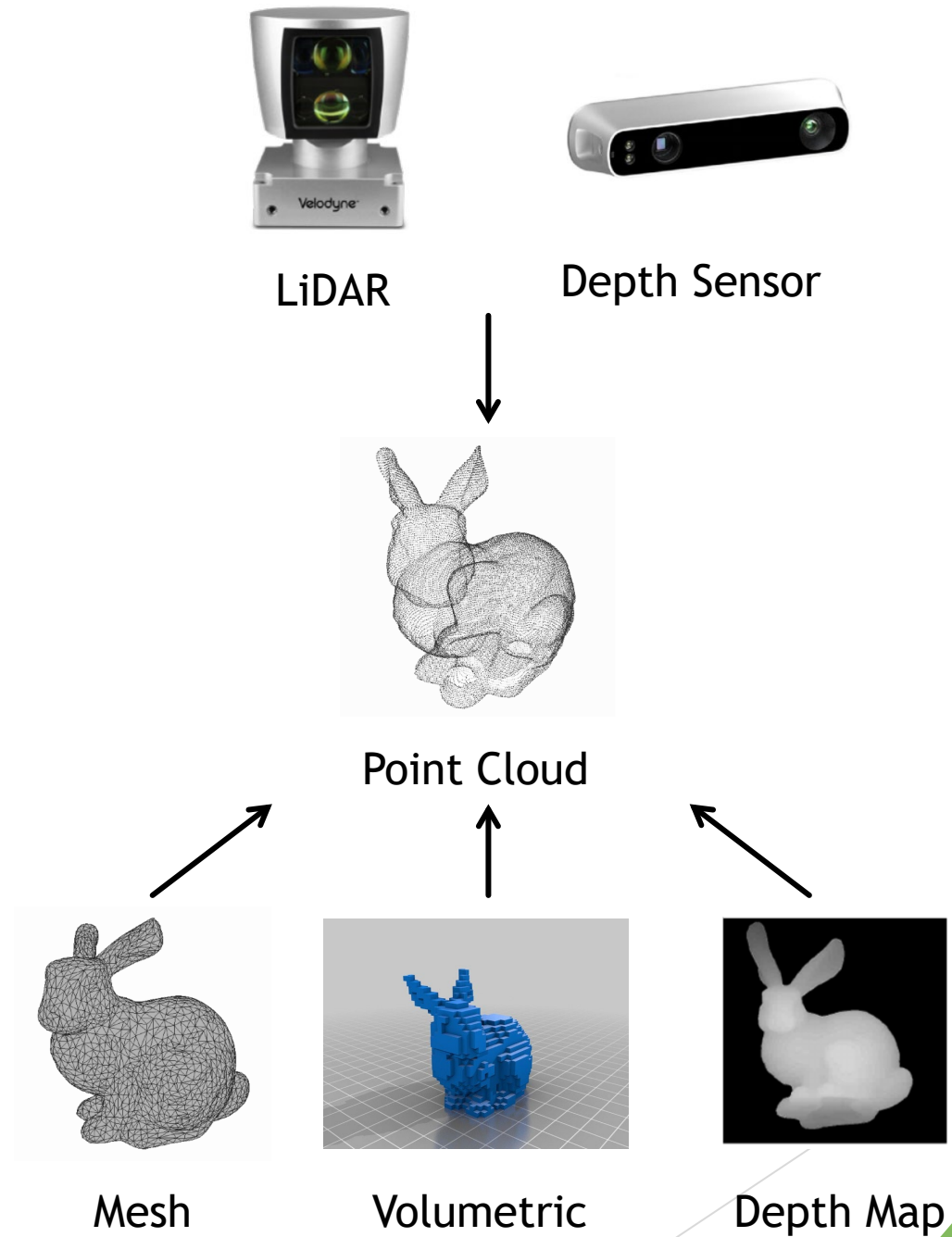
Augmented Reality



Shape Design

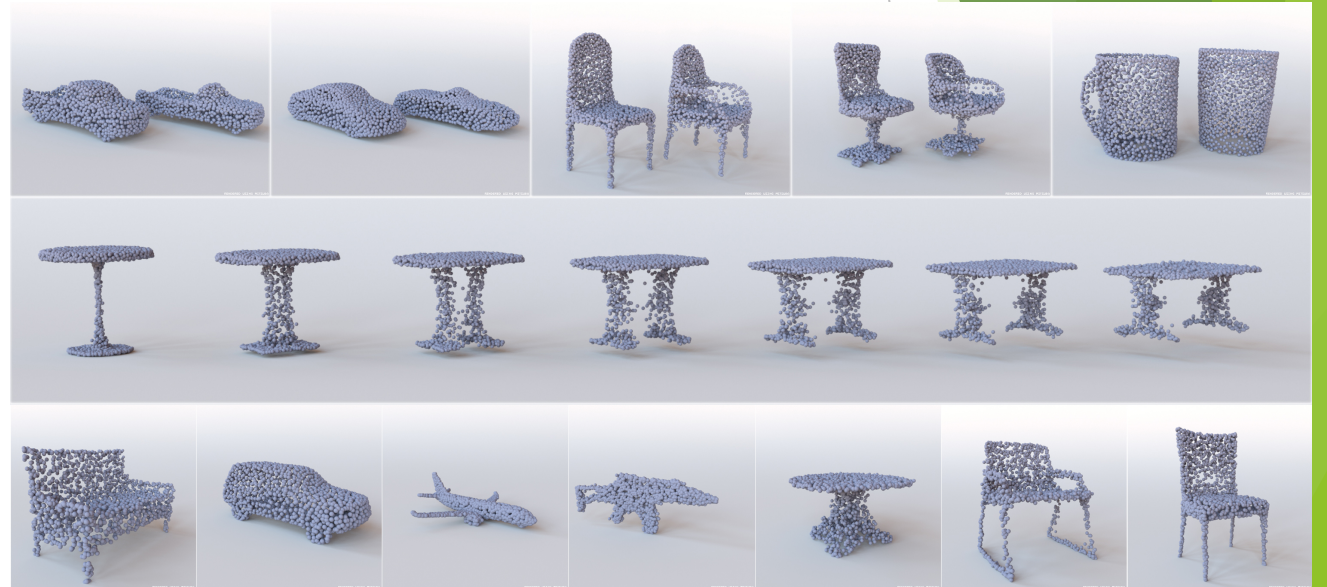
# Background

- ▶ 3D Data
- ▶ 3D Geometry Representations



# Background

- ▶ 3D Data
- ▶ 3D Geometry Representations
- ▶ Generative Learning
  - ▶ Auto Encoder[1]
  - ▶ GAN[2]
  - ▶ Autoregressive Model[3]



# Challenge

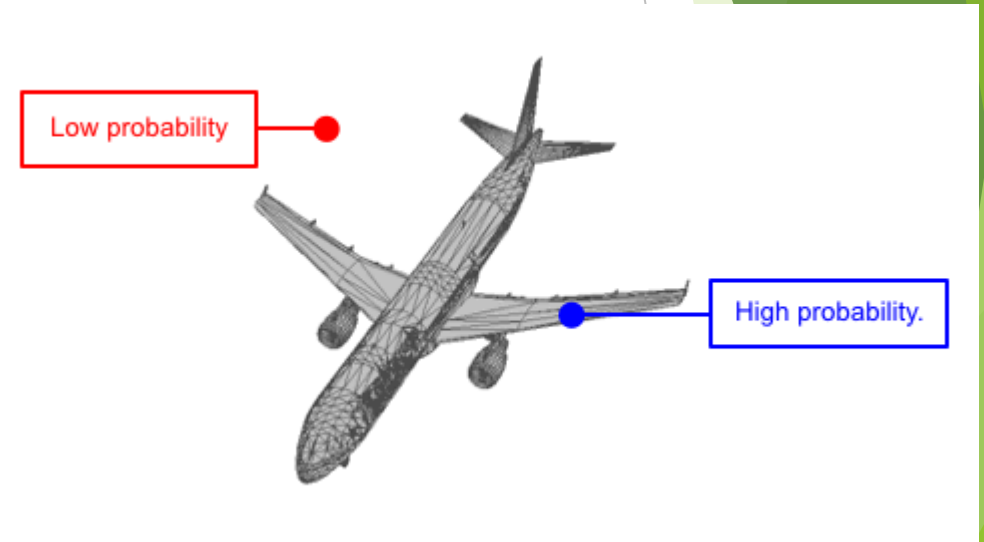
## 1. Modeling distribution of distribution

Each sample is a distribution of points

Overall shape is also a distribution

## 2. Estimating probability densities

Implicit density of GAN models



# Methods

- ▶ Continuous Normalizing Flow + VAE

# Methods

## Continuous Normalizing Flow

- ▶ Let  $f_1, \dots, f_n$  denote a series of invertible transformations,  $y$  denotes a latent variable.
- ▶ Probability density

$$\log P(x) = \log P(y) - \sum_{k=1}^n \log \left| \det \frac{\partial f_k}{\partial y_{k-1}} \right|$$



# Methods

## Continuous Normalizing Flow

- ▶ Extend to the continuous model by defining continuous-time dynamic

$$\frac{\partial y(t)}{\partial t} = f(y(t), t)$$

- ▶ Continuous normalizing flow(CNF) is formulated by

$$x = y(t_0) + \int_{t_0}^{t_1} f(y(t), t) dt, \quad y(t_0) \sim P(y)$$

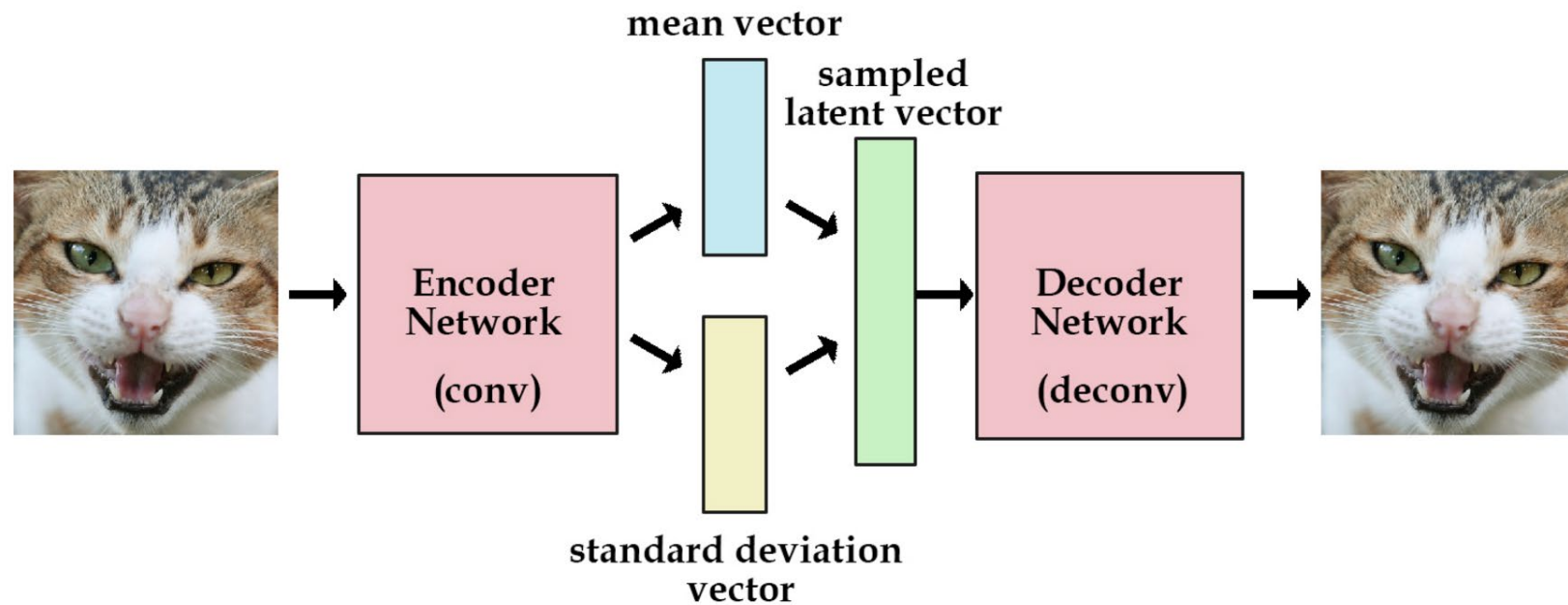
$$\log P(x) = \log P(y(t_0)) - \int_{t_0}^{t_1} \text{Tr} \left( \frac{\partial f}{\partial y(t)} \right) dt$$

- ▶ We can apply ordinary differential equation(ODE) solver to estimate the output

# Methods

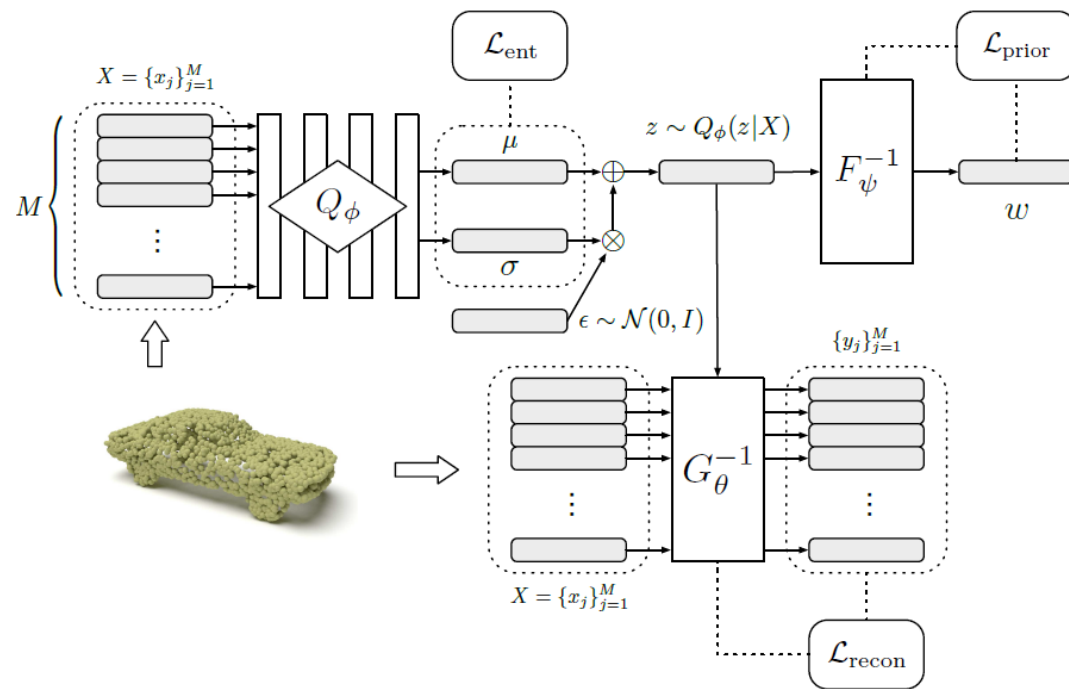
## Variational Auto Encoder

- ▶ The variational auto-encoder (VAE) is a framework that allows one to learn  $P(X)$  from a dataset of observations of  $X$ .

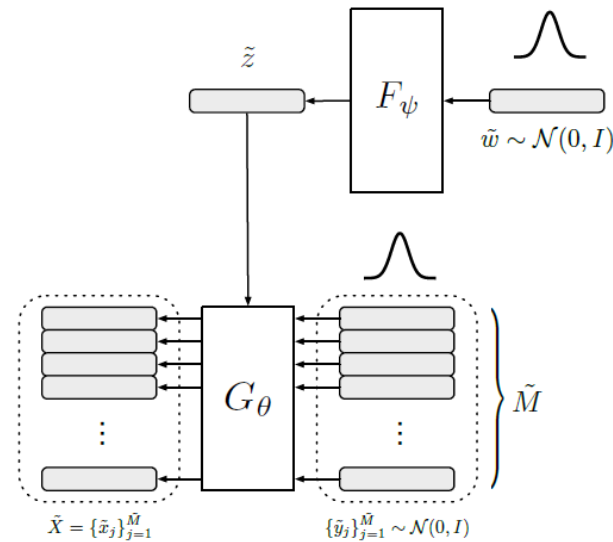


# Methods PointFlow

- ▶ Encoder:  $Q_\phi(z|X)$  encodes a point cloud into a shape representation  $z$
- ▶ Decoder/Generator:  $P_\theta(X|z)$  models the distribution of points given the shape representation
- ▶ Prior:  $F_\psi(z|w)$  model the shape prior by transforming a simple Gaussian distribution  $w$



(a) Training (Auto-encoding)



(a) Test (Sampling)

# Methods PointFlow

▶ ELBO  $\phi^*, \psi^*, \theta^* = \arg \max_{\phi, \psi, \theta} \sum_{X \in \mathcal{X}} \mathcal{L}(X; \phi, \psi, \theta).$

▶ Posterior Entropy:  $L_{ent}$

▶ Models the entropy of the approximated posterior

$$\mathcal{L}_{ent}(X; \phi) \triangleq H[Q_\phi(z|X)]$$

▶ Prior:  $L_{prior}$

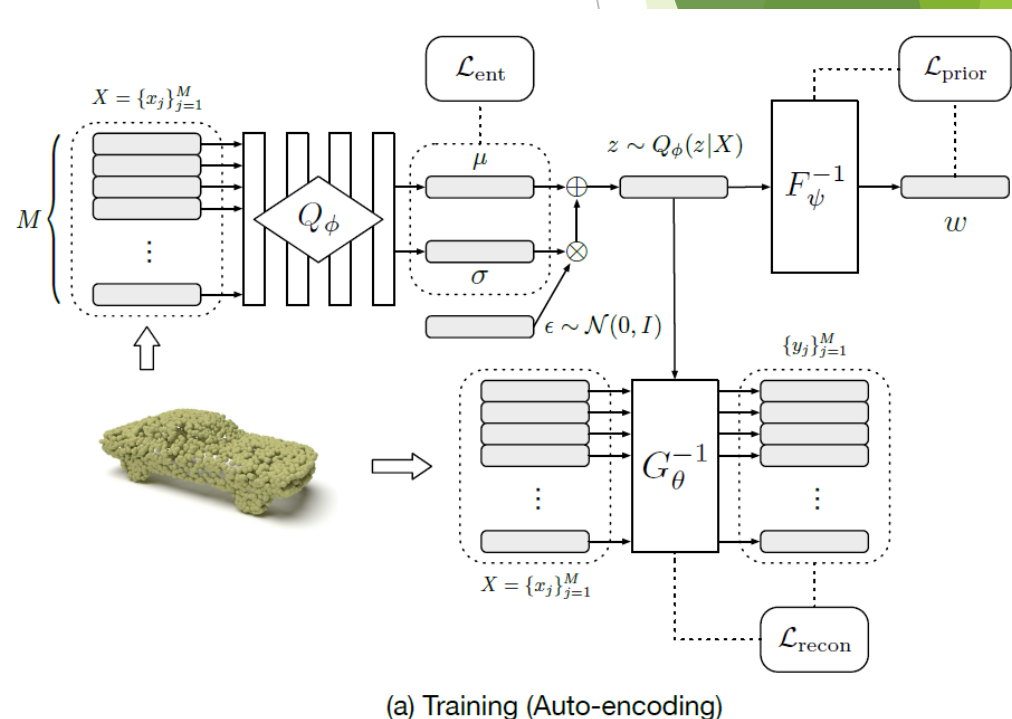
▶ Encourages the encoded shape representation to have a high probability under the prior

$$\mathcal{L}_{prior}(X; \psi, \phi) \triangleq \mathbb{E}_{Q_\phi(z|x)}[\log P_\psi(z)]$$

▶ Reconstruction likelihood:  $L_{recon}$

▶ Describe the reconstruction log likelihood of the input point set

$$\mathcal{L}_{recon}(X; \theta, \phi) \triangleq \mathbb{E}_{Q_\phi(z|x)}[\log P_\theta(X|z)]$$



# Experiments

## Measurements

- ▶ Point Cloud to Point Cloud

- ▶ Chamfer Distance:

- Measures the squared distance between each point in one set to its nearest neighbor in the other set.

- ▶ Earth Mover's distance:

- Measures the squared distance between two bijection set.

# Experiments

## Measurements

- ▶ Sets/Distribution Pairwise
  - ▶ Jensen-Shannon Divergence (JSD)
  - ▶ Coverage (COV)
  - ▶ Minimum matching distance (MMD)
  - ▶ 1-nearest neighbor accuracy (1-NNA)

1-NN classifier classifies it as coming from **real** or **fake** according to the label of its nearest sample.

$$\begin{aligned} & \text{1-NNA}(S_g, S_r) \\ &= \frac{\sum_{X \in S_g} \mathbb{I}[N_X \in S_g] + \sum_{Y \in S_r} \mathbb{I}[N_Y \in S_r]}{|S_g| + |S_r|} \end{aligned}$$

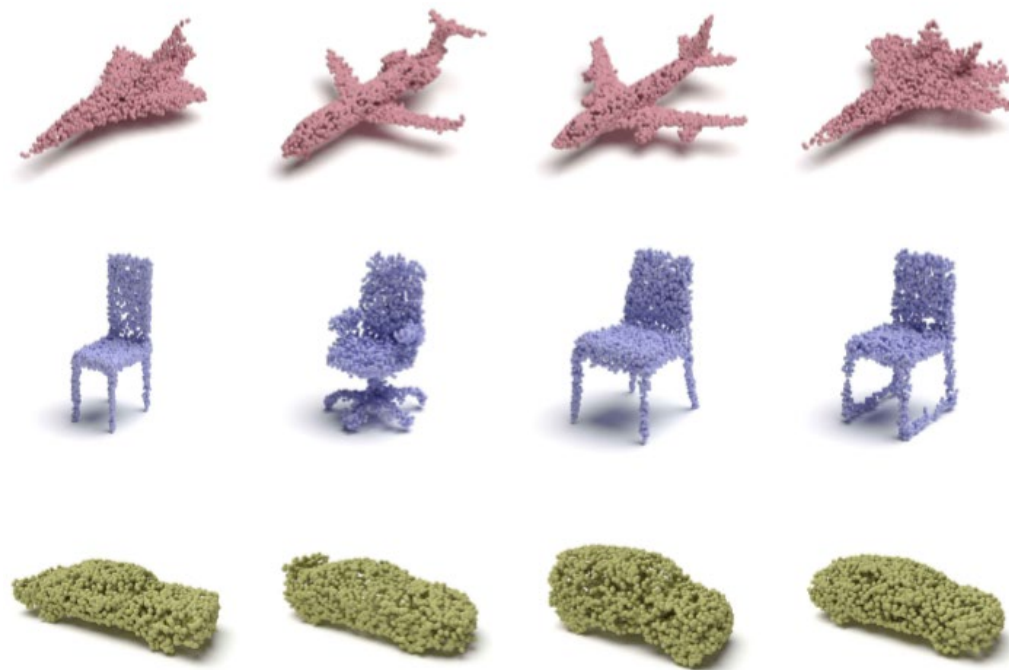
# Experiments Result

## Generation

Category	Model	# Parameters (M)		JSD ( $\downarrow$ )	MMD ( $\downarrow$ )		COV (% , $\uparrow$ )		1-NNA (% , $\downarrow$ )	
		Full	Gen		CD	EMD	CD	EMD	CD	EMD
Airplane	r-GAN	7.22	6.91	7.44	0.261	5.47	42.72	18.02	93.58	99.51
	l-GAN (CD)	1.97	1.71	4.62	0.239	4.27	43.21	21.23	86.30	97.28
	l-GAN (EMD)	1.97	1.71	<b>3.61</b>	0.269	3.29	<b>47.90</b>	<b>50.62</b>	87.65	85.68
	PC-GAN	9.14	1.52	4.63	0.287	3.57	36.46	40.94	94.35	92.32
	PointFlow (ours)	<b>1.61</b>	<b>1.06</b>	4.92	<b>0.217</b>	<b>3.24</b>	46.91	48.40	<b>75.68</b>	<b>75.06</b>
	Training set	-	-	6.61	0.226	3.08	42.72	49.14	70.62	67.53
Chair	r-GAN	7.22	6.91	11.5	2.57	12.8	33.99	9.97	71.75	99.47
	l-GAN (CD)	1.97	1.71	4.59	2.46	8.91	41.39	25.68	64.43	85.27
	l-GAN (EMD)	1.97	1.71	2.27	2.61	<b>7.85</b>	40.79	41.69	64.73	65.56
	PC-GAN	9.14	1.52	3.90	2.75	8.20	36.50	38.98	76.03	78.37
	PointFlow (ours)	<b>1.61</b>	<b>1.06</b>	<b>1.74</b>	<b>2.42</b>	7.87	<b>46.83</b>	<b>46.98</b>	<b>60.88</b>	<b>59.89</b>
	Training set	-	-	1.50	1.92	7.38	57.25	55.44	59.67	58.46
Car	r-GAN	7.22	6.91	12.8	1.27	8.74	15.06	9.38	97.87	99.86
	l-GAN (CD)	1.97	1.71	4.43	1.55	6.25	38.64	18.47	63.07	88.07
	l-GAN (EMD)	1.97	1.71	2.21	1.48	5.43	39.20	39.77	69.74	68.32
	PC-GAN	9.14	1.52	5.85	1.12	5.83	23.56	30.29	92.19	90.87
	PointFlow (ours)	<b>1.61</b>	<b>1.06</b>	<b>0.87</b>	<b>0.91</b>	<b>5.22</b>	<b>44.03</b>	<b>46.59</b>	<b>60.65</b>	<b>62.36</b>
	Training set	-	-	0.86	1.03	5.33	48.30	51.42	57.39	53.27

# Experiments Result

## Generation



Examples of generated point clouds

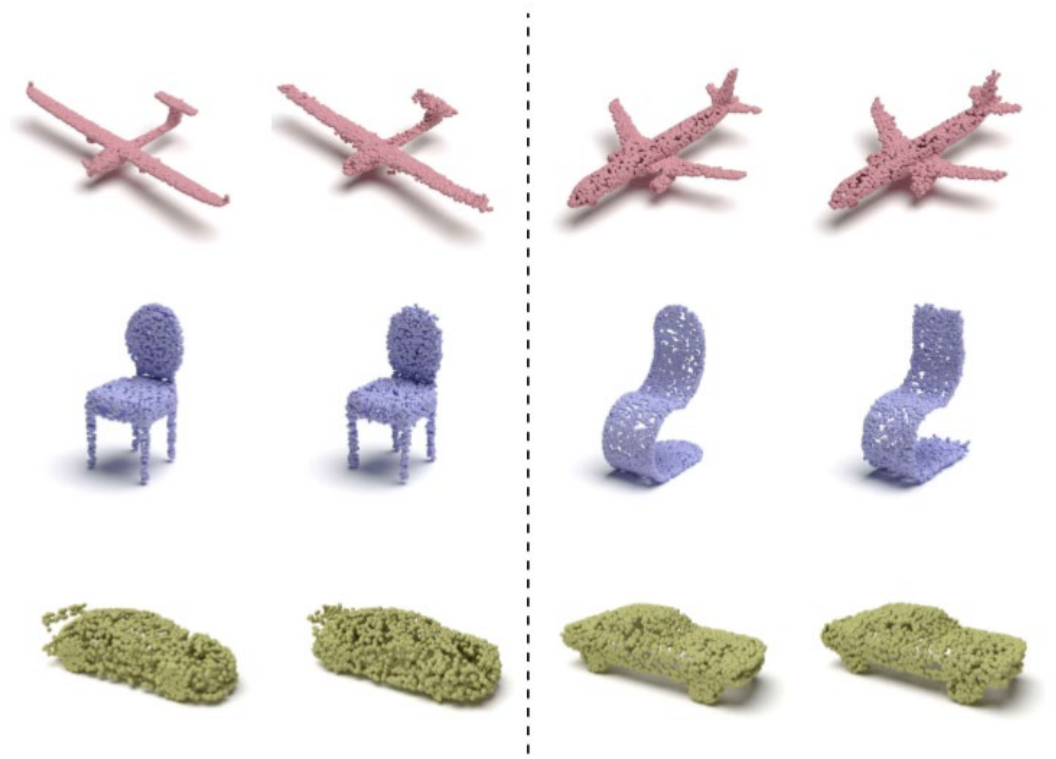


# Experiments Result

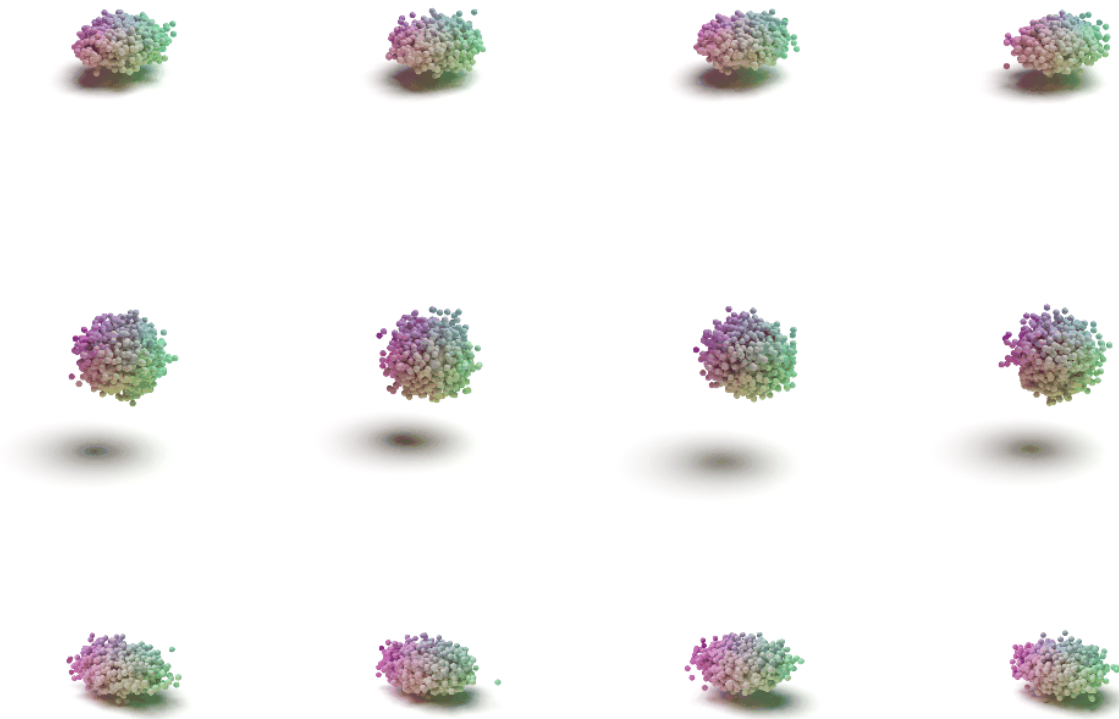
## Reconstruction

Model	# Parameters (M)	CD	EMD
l-GAN (CD) [1]	1.77	7.12	7.95
l-GAN (EMD) [1]	1.77	8.85	5.26
AtlasNet [17]	44.9	<b>5.13</b>	5.97
PointFlow (ours)	<b>1.30</b>	7.54	<b>5.18</b>

Trained with reconstruction loss only



# Experiments Result



# Conclusion

- ▶ Propose a point cloud generative model based on normalizing flow
- ▶ Modeling point cloud and shape with different distribution
- ▶ Future work could be extended to multimodality

# Reference

1. Panos Achlioptas, Olga Diamanti, Ioannis Mitliagkas, and Leonidas Guibas. Learning representations and generative models for 3d point clouds. In ICML, 2018.
2. Yongbin Sun, Yue Wang, Ziwei Liu, Joshua E Siegel, and Sanjay E Sarma. Pointgrow: Autoregressively learned point cloud generation with self-attention.
3. 3D Point Cloud Generative Adversarial Network Based on Tree Structured Graph Convolutions. Dong Wook Shu, Sung Woo Park, and Junseok Kwon. In ICCV, 2019