

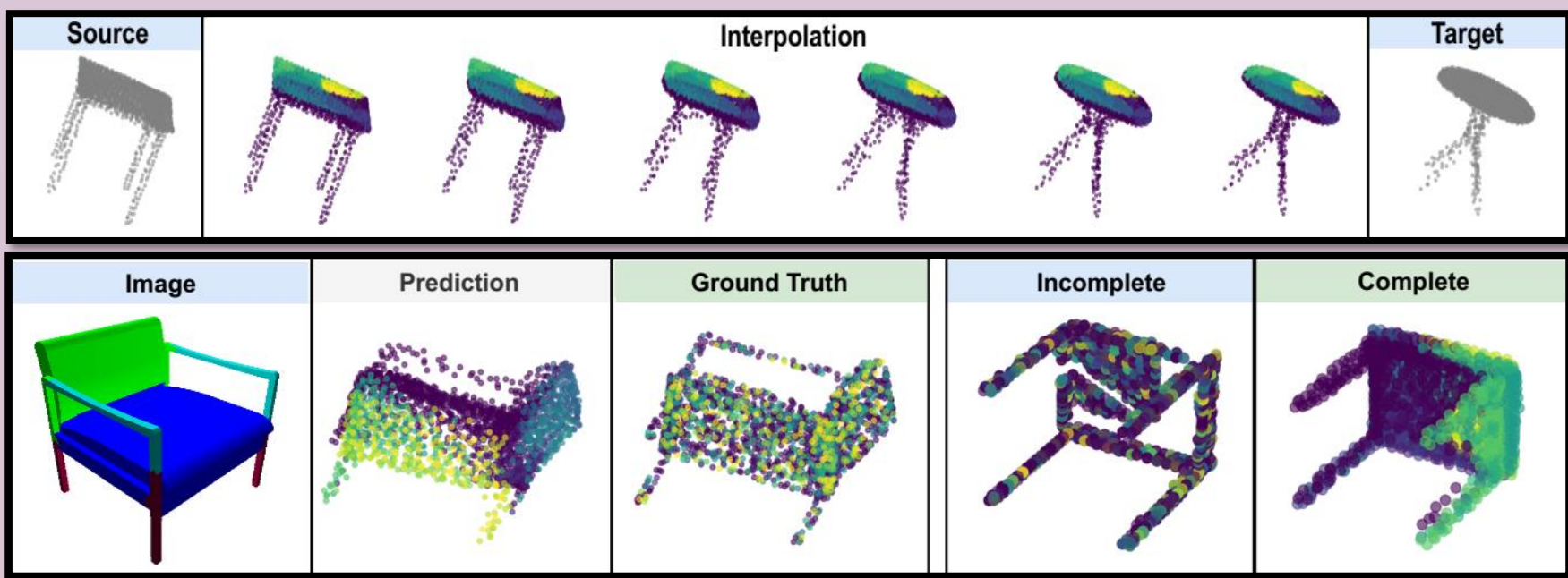
# TreeGCN-ED: A Tree-Structured Graph-Based Autoencoder Framework for Point Cloud Processing

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## PROBLEM

- We present a tree-structured graph-based autoencoder framework to generate robust embeddings of point clouds through hierarchical information aggregation.
- The learned embeddings are discriminative enough to distinguish among different object classes.
- They are robust enough for applications such as point cloud clustering, interpolation, completion, and single image-based point cloud reconstruction.



## RELATED WORK

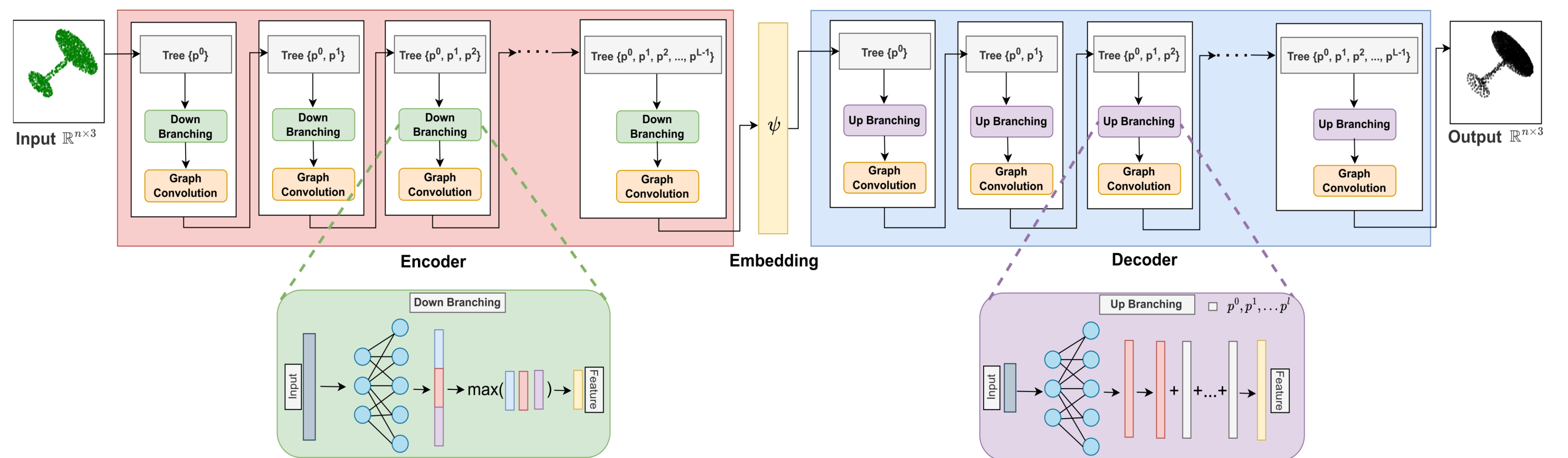
Several methods have been proposed for encoding-decoding of point cloud data such as PointNet, VoxelNet, PointCNN, and PointRCNN. PointNet [1] and FoldingNet [2] frameworks encode the point cloud to lower-dimensional embeddings carrying rich information about the point clouds and being used for downstream tasks like clustering and classification over point clouds. Recently in TreeGAN [3], the authors have proposed a tree-structured decoder which uses the idea of graph convolution to generate a point cloud using a noise vector  $\mathbf{z} \in \mathbb{R}^{96}$  sampled from a normal distribution  $N(0, I)$ . It aggregates the information from parent nodes at each layer instead of spatially adjacent nodes to leverage the tree-structured decoder architecture when applying graph convolution. Our work develops around restructuring TreeGAN to an autoencoder for learning robust point cloud embeddings.

## OVERVIEW

- Due to the irregular structure of point clouds compared to images and 3D voxels, it is challenging to design autoencoders to learn rich embeddings over point clouds.
- We design a deep encoder-decoder framework to learn information-rich robust embeddings for several tasks on point clouds, such as clustering, classification, interpolation, completion, and image-based reconstruction.
- We extend Tree-GAN [3] - a GAN-based tree-structured framework to TreeGCN-ED, an autoencoder based framework, to efficiently encode and decode point clouds.
- Specifically, we develop an encoder to generate robust embedding of point clouds that are then used by TreeGAN decoder to generate point clouds.

## METHODOLOGY

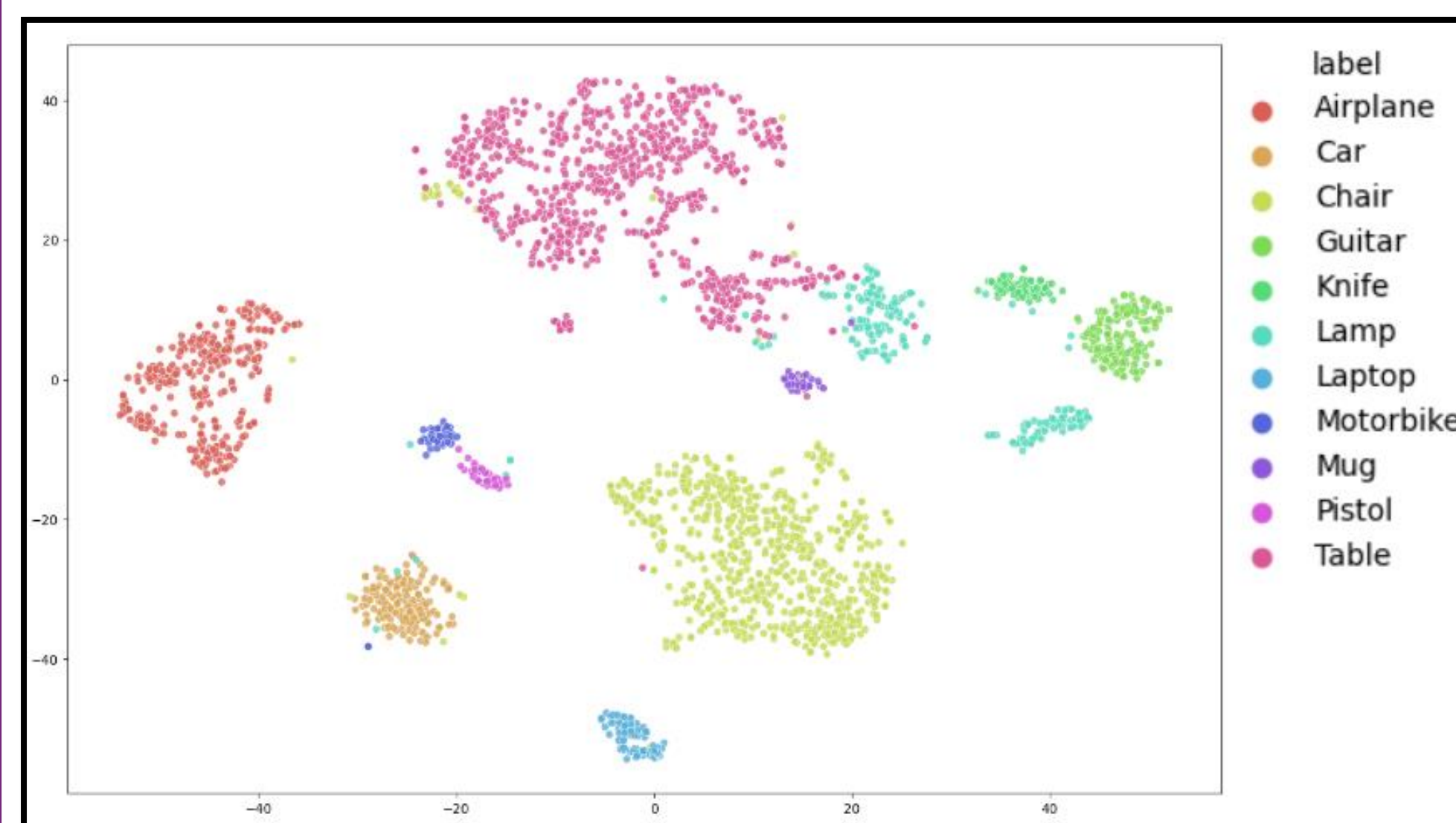
- The encoder (left) consists of multiple stages of down-branching and graph convolutions for encoding the input 3D point cloud  $p \in \mathbb{R}^{n \times 3}$  into a feature embedding  $\psi \in \mathbb{R}^K$ .
- The decoder (right) takes  $\psi$  as input and reconstructs the 3D point cloud through a set of up-branching and graph convolutions (similar to [3]).
- The down-branching consists of a fully-connected layer followed by max-pooling to accumulate features from ancestors for each node. The output of the fully-connected layer is divided into  $C$  equal components that are passed to the max-pooling layer.



- The up-branching is responsible for collecting information from the feature embedding of the ancestors and upsampling, which are then passed to the graph convolution layer for further refinement.
- We use Chamfer loss to train the network over the ShapeNetBenchmarkV0 [4] dataset with 16 object classes. We perform train-validation-test split as per [3].

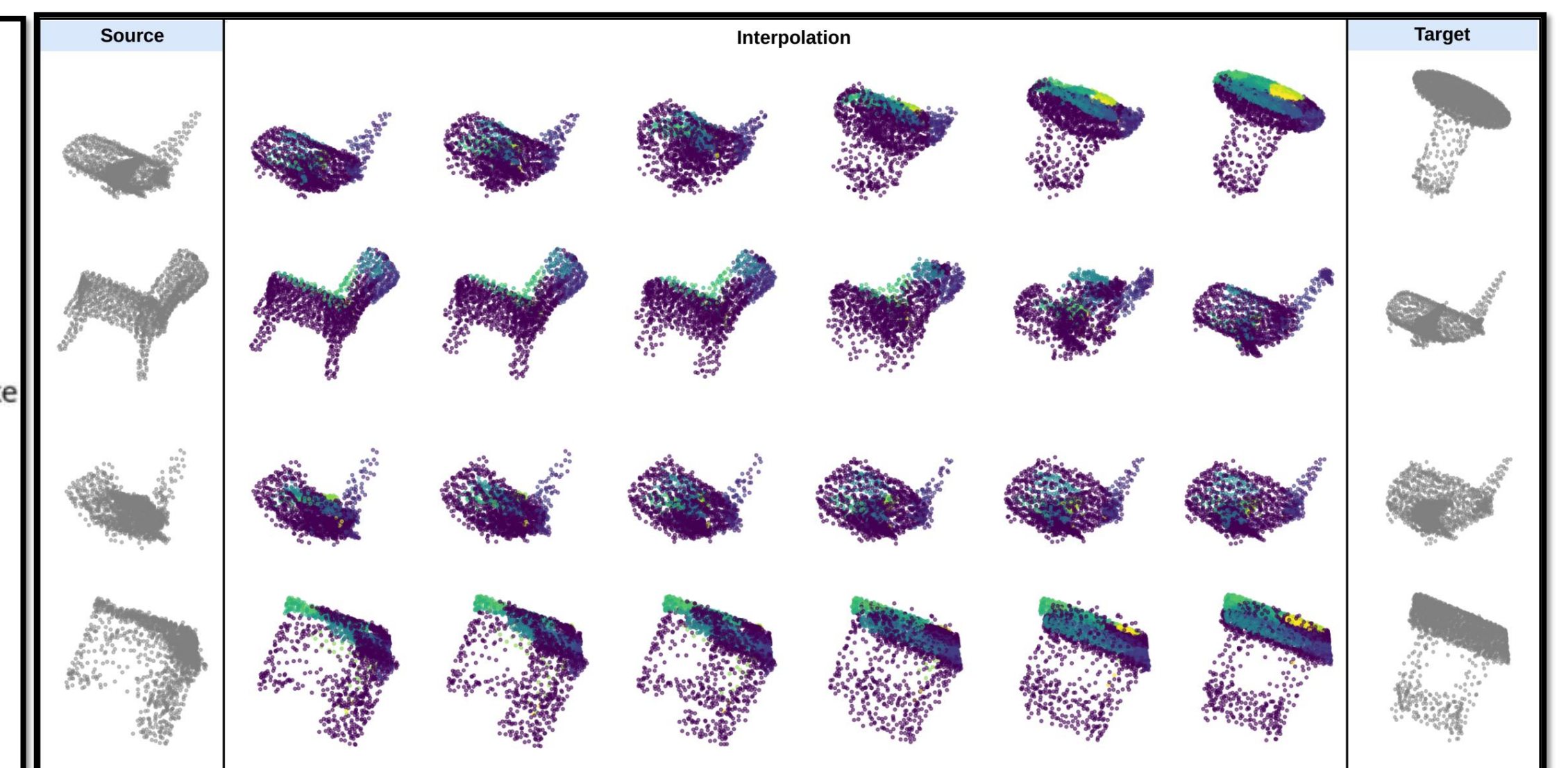
## RESULTS

### (a) Point Cloud Clustering



t-SNE plot to establish how well our encoder model can generate feature embedding for each class. The inter-class separation is higher, indicating high discriminative capacity. Perplexity value = 40)

### (b) Point Cloud Interpolation



Inter-class (top) and intra-class (bottom) point cloud interpolation exhibiting a smooth transition. Results illustrate the ability of our model to synthesize novel shapes between two given shapes and faithfully represent the object class at each interpolation stage.

### (c) Point Cloud Completion and Single Image-Based Point Cloud Reconstruction

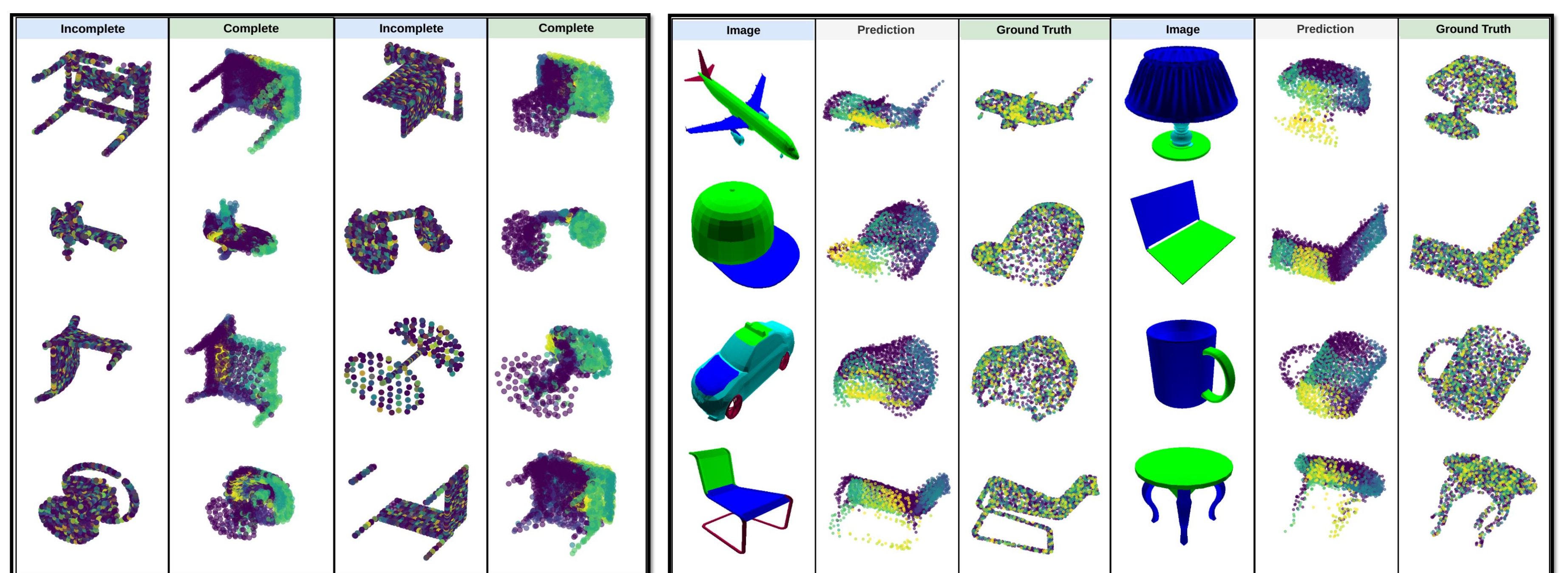


Figure shows how well TreeGCN-ED can fill the missing structures in the point clouds (left) and that the learned embeddings can also foster image-based reconstruction (right)

## REFERENCES

- [1] Qi, Charles R., et al. "Pointnet: Deep learning on point sets for 3d classification and segmentation." Proceedings of the IEEE conference on computer vision and pattern recognition. 2017.
- [2] Yang, Yaoqing, et al. "Foldingnet: Point cloud auto-encoder via deep grid deformation." Proceedings of the IEEE conference on computer vision and pattern recognition. 2018.
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- [4] Chang, Angel X., et al. "Shapenet: An information-rich 3d model repository." arXiv preprint arXiv:1512.03012 (2015).

