

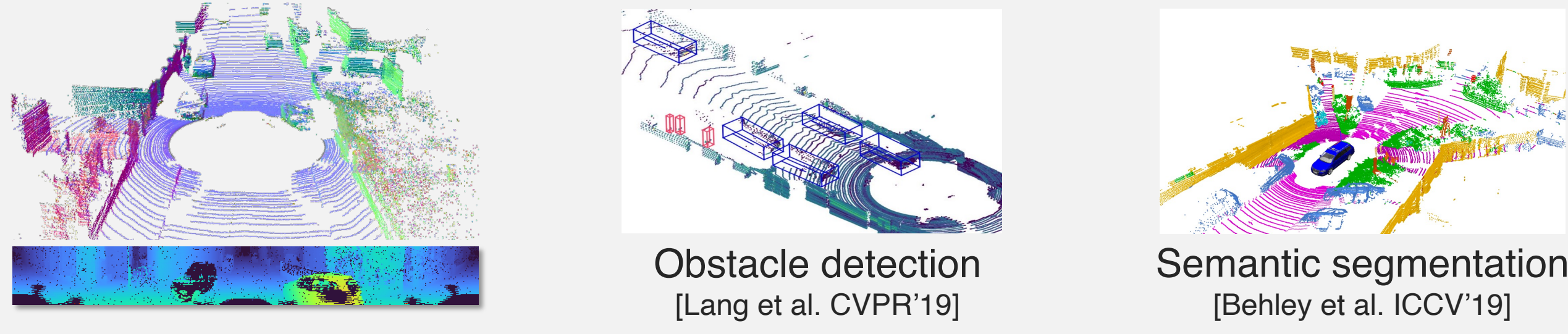
Generative Range Imaging for Learning Scene Priors of 3D LiDAR Data

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Motivation

- 3D LiDAR sensors are indispensable for robotics applications

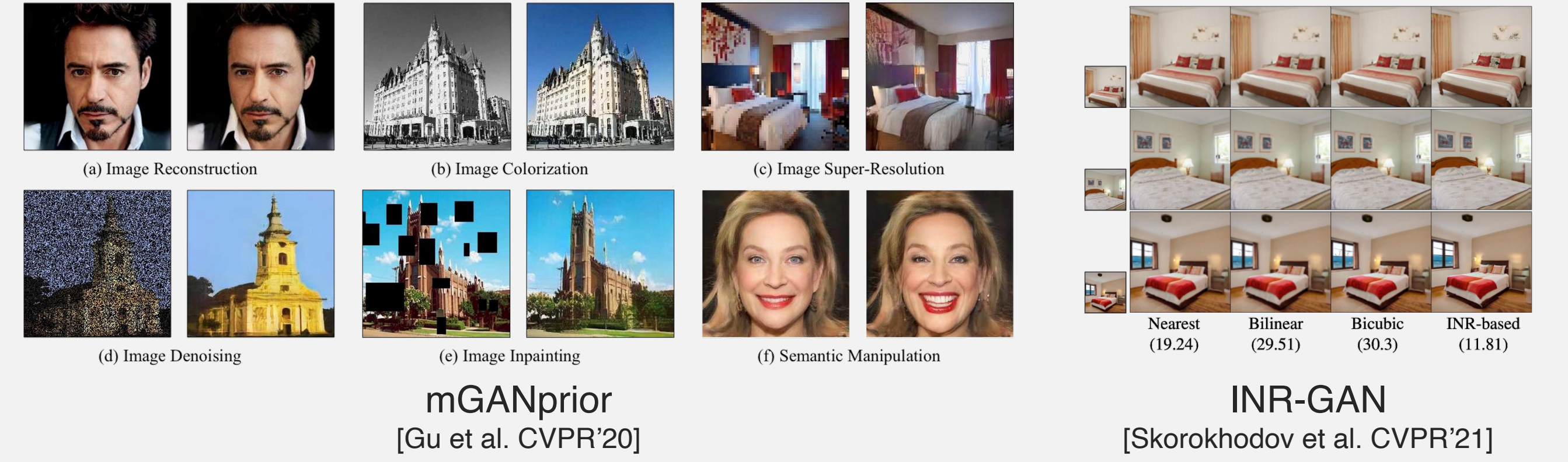


- However, domain gaps are problematic on perception tasks



Related Work

- Recent GANs solved many image processing tasks

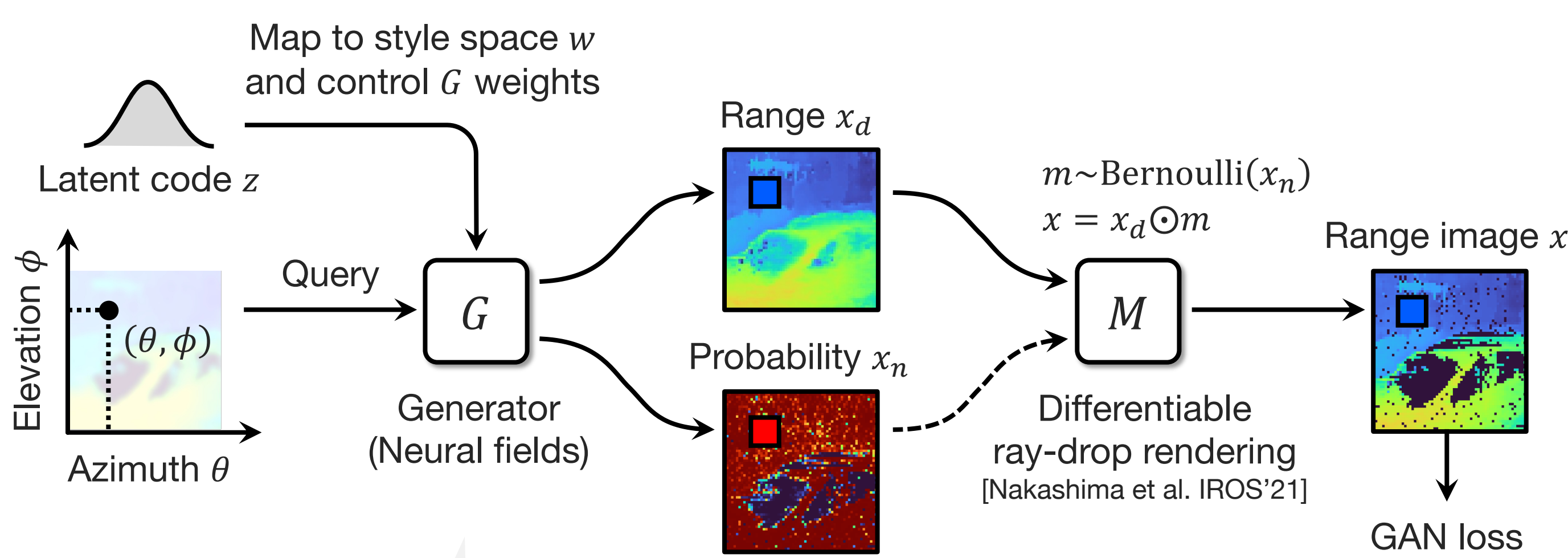


Challenges:

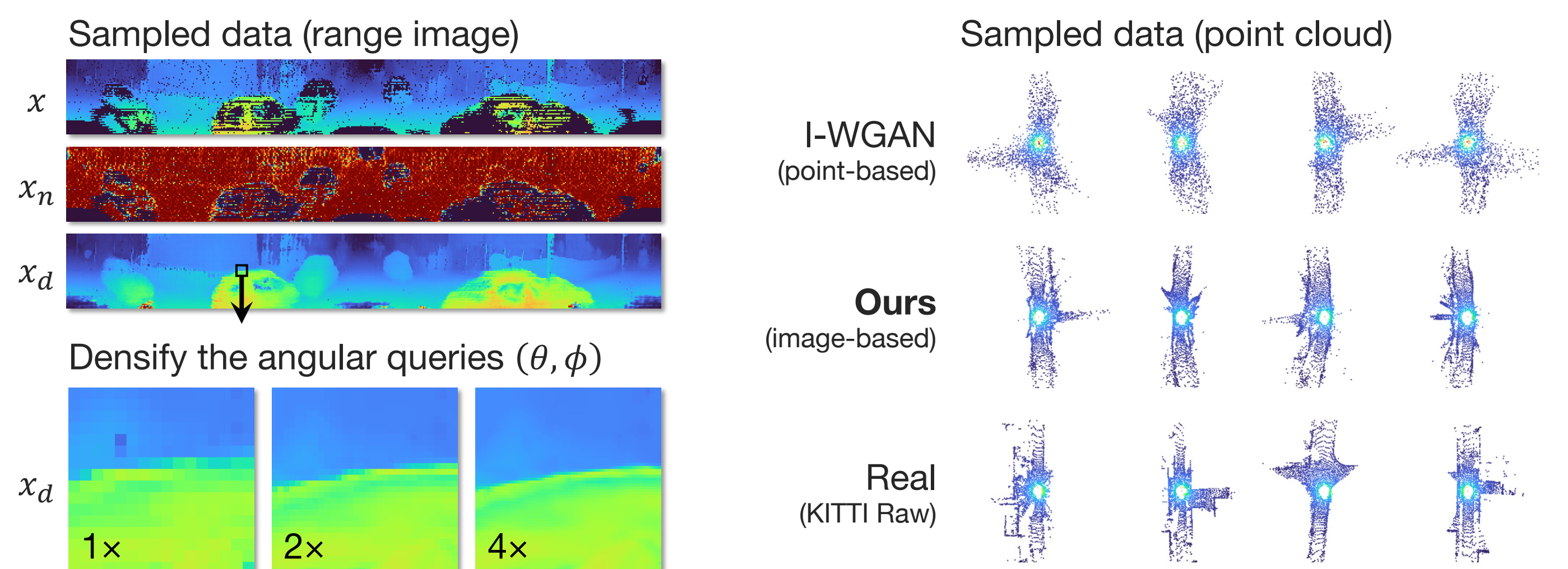
- Generative modeling of 3D LiDAR data using GANs
- Data-level domain adaptation using the trained GAN

Approach: LiDAR Range Images as 2D Neural Fields

- We assume a function G that transforms angles (θ, ϕ) to $\{\text{range } x_d, \text{ray-drop probability } x_n\}$ conditioned by latent z

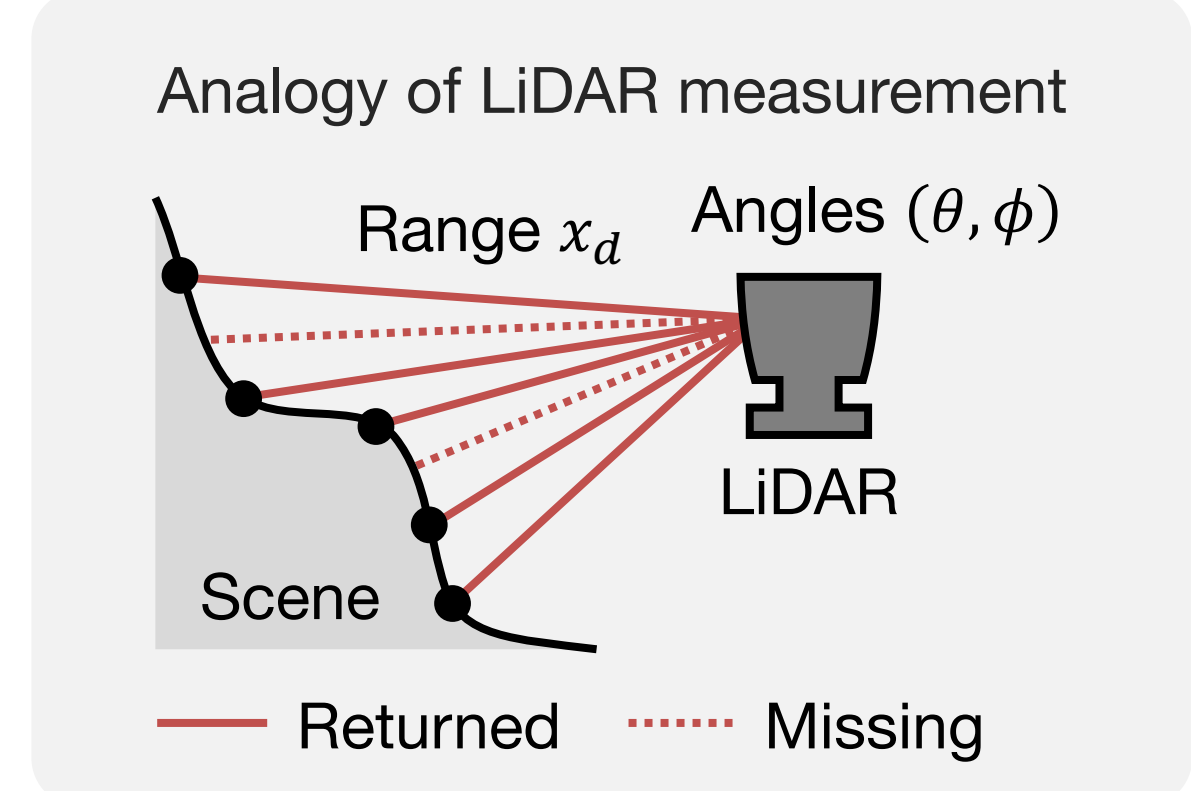


- Generated samples



- Quantitative comparison in fidelity and diversity

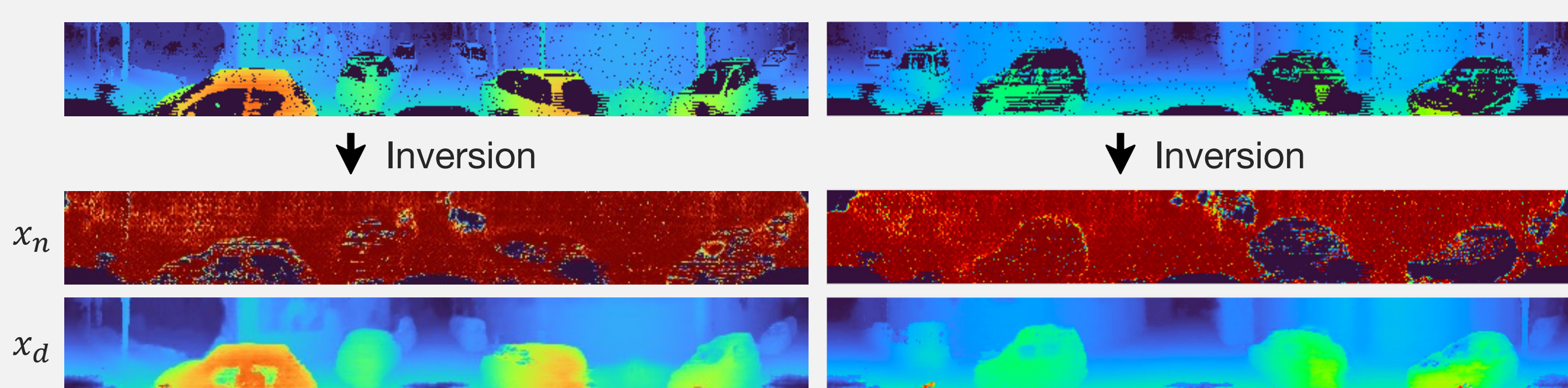
Method	Image-level	Point-level	Feature-level (PointNet)		
	SWD↓	1-NNA↓	FPD↓	MMD ² ↓	
Point-based GAN	r-GAN [Achlioptas et al. ICML'18]	N/A	1.000	787.45	45.92
	I-WGAN (EMD) [Achlioptas et al. ICML'18]	N/A	0.896	129.35	10.65
Image-based GAN	Vanilla GAN [Caccia et al. IROS'19]	0.505	0.986	3629.36	671.14
	DUSTy [Nakashima et al. IROS'21]	0.491	0.898	232.90	39.62
	Ours	0.422	0.892	96.11	3.66



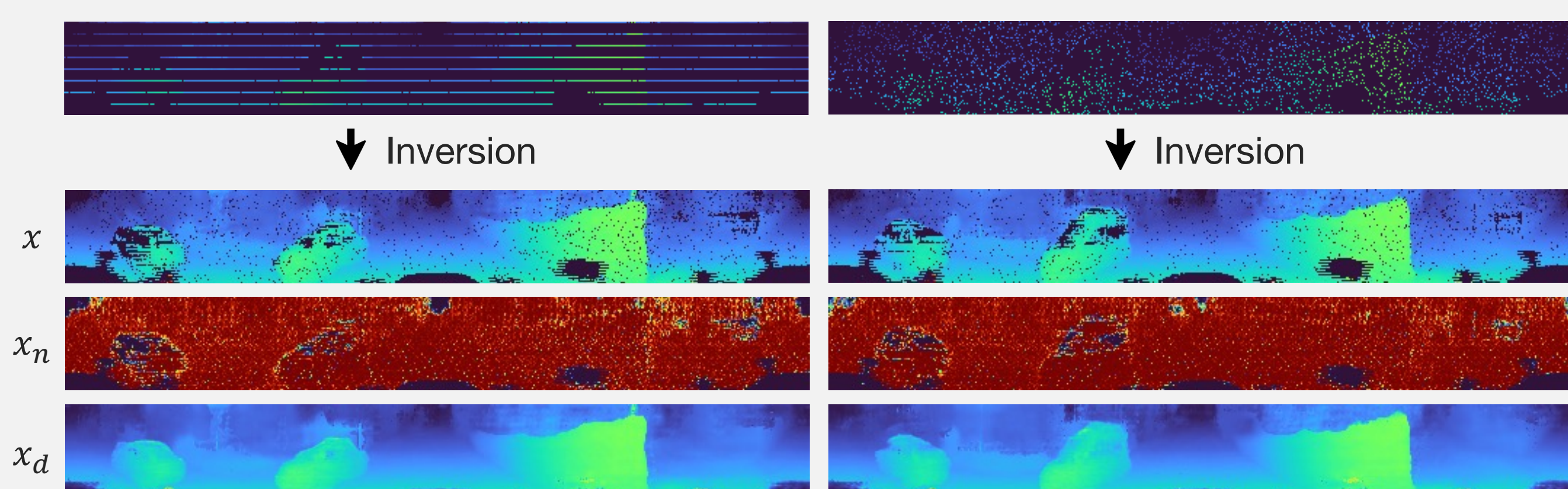
- Training:** the function G is trained as a GAN generator
- The ray-drop sampling is approximated by Gumbel-Sigmoid
- Inversion:** optimize the style code w (+ tune G weights) by minimizing masked pixel-wise error

Applications

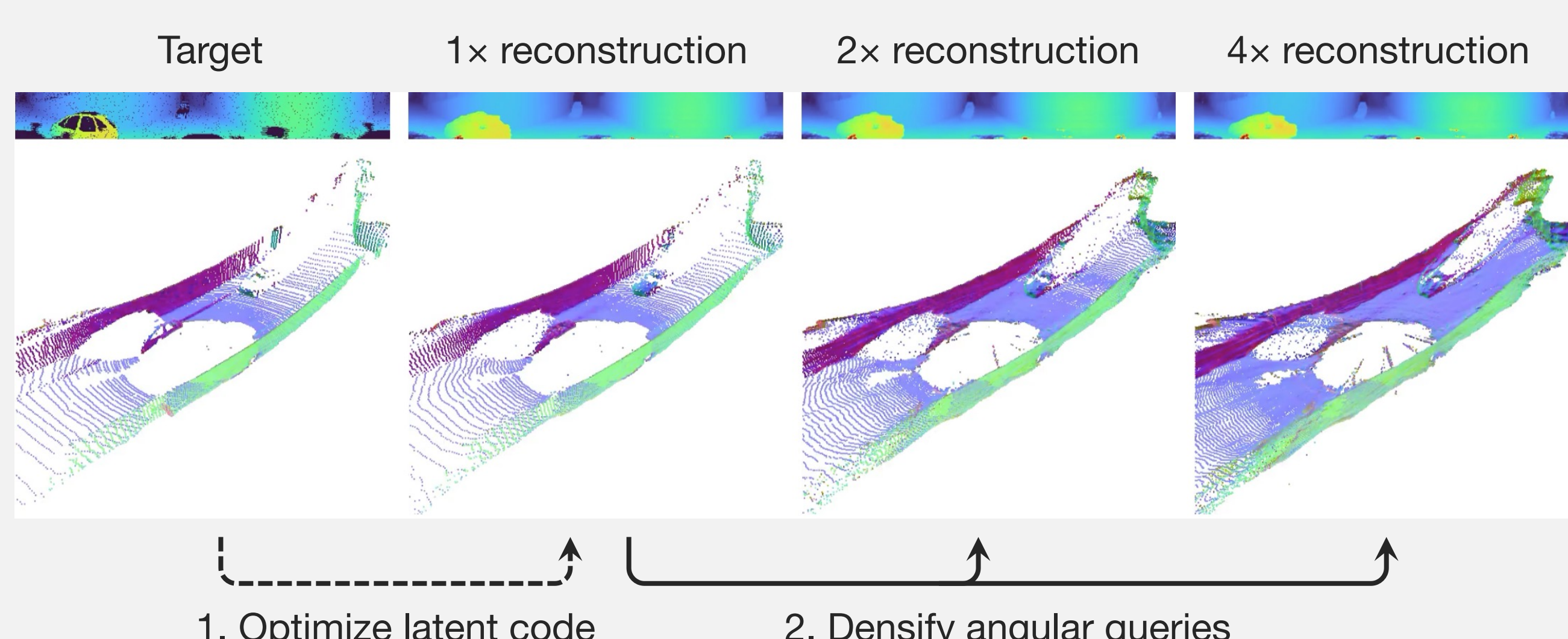
- Decomposition



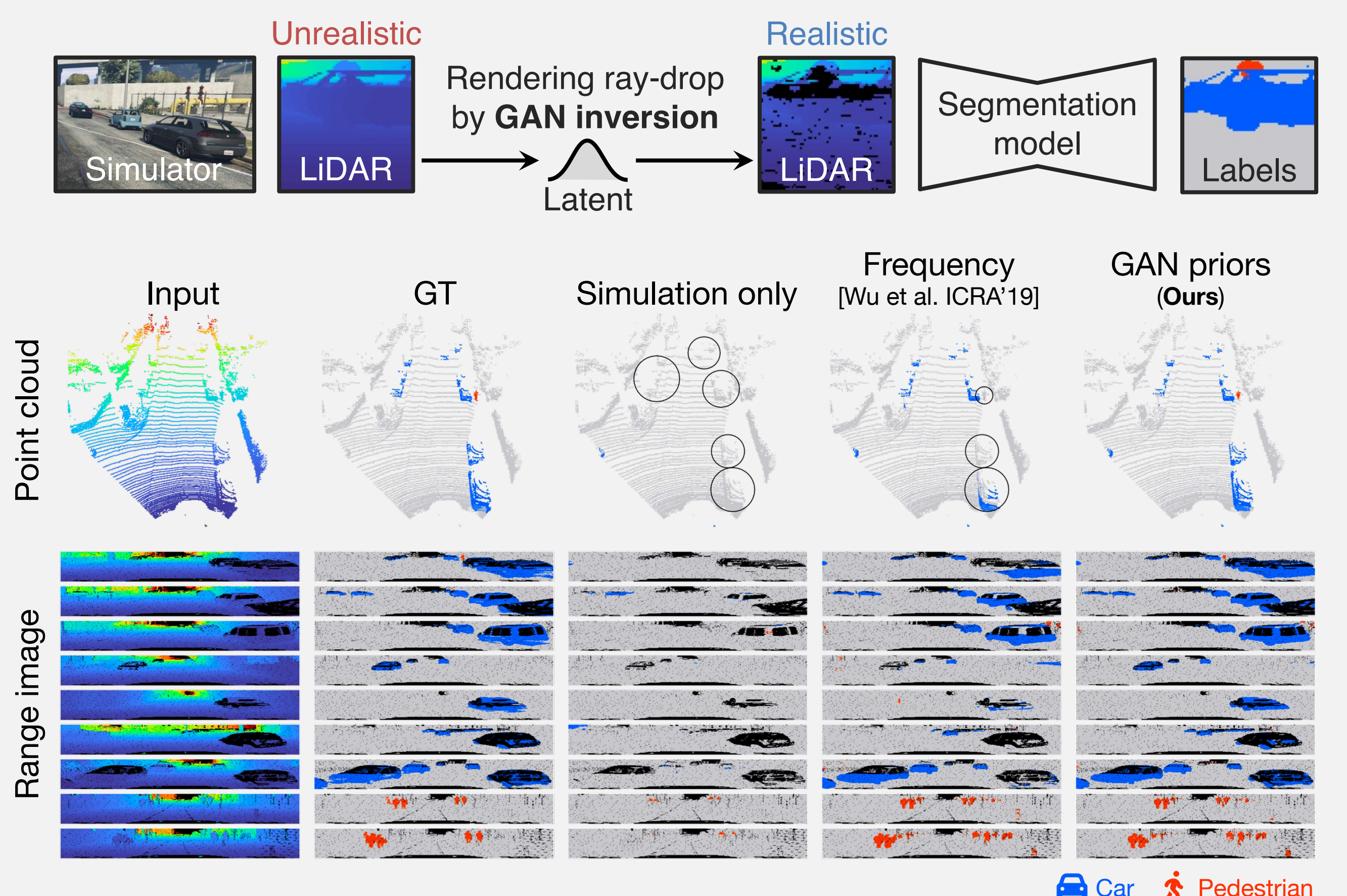
- Restoration



- Upsampling



- Sim2Real semantic segmentation:** the ray-drop probability can be used for rendering ray-drop noises on simulation data



Comparison with SOTA results (GTA-LiDAR to KITTI task)

Method	Ray-drop rendering	IoU (intersection over union)		
		Car	Pedestrian	Mean
SqueezeSegV2 [Wu et al. ICRA'19]	Frequency from KITTI	57.4	23.5	40.5
ePointDA [Zhao et al. AAAI'21]	CycleGAN-based	66.2	24.8	45.5
Ours	GAN inversion	67.3	25.2	46.3

- For more details and results: kazuto1011.github.io/dusty-gan-v2

