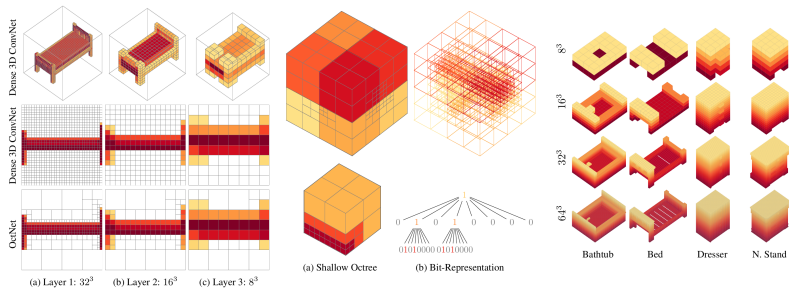


# OctNet: Learning Deep 3D Representations at High Resolutions

G. Riegler, A. O. Ulusoy, and A. Geiger (ARXIV 2016)



- ▶ Deep and high resolution 3D convolutional networks for 3D tasks including 3D object classification, orientation estimation, and point cloud labelling
- ▶ High activations only near the object boundaries
- ▶ More memory and computation on relevant dense regions by exploiting sparsity
- ▶ Hierarchically partitioning of the space using a set of unbalanced octrees
- ▶ Convolution, pooling, unpooling directly defined on this structure
- ▶ Higher input resolutions with significant speed-ups
  - ▶ Particularly beneficial for orientation estimation and semantic point cloud labelling
- ▶ Evaluated on ModelNet10, RueMonge2014