

# Diffusion-SS3D: Diffusion Model for Semi-supervised 3D Object Detection

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<sup>3</sup>Google









## Semi-supervised Learning (SSL)



• The teacher-student framework utilizes pseudo-labels as supervisory signals for unlabeled data.

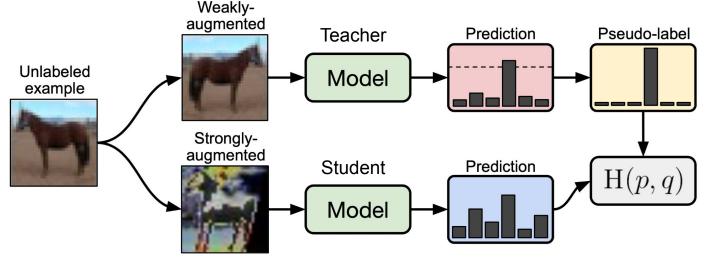


Semi-supervised learning methods incorporate unlabeled data in the model training process.

## Semi-supervised Learning (SSL)



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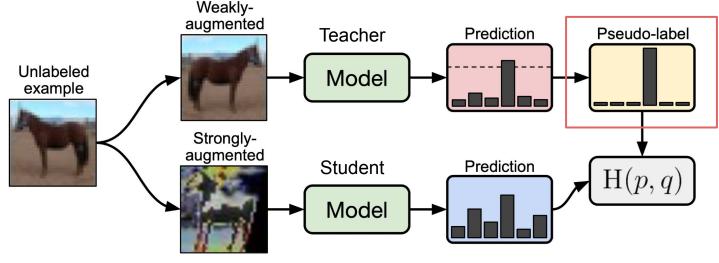
FixMatch, Sohn et al. NIPS'20

Among those methods, the teacher-student framework is a widely used approach, which utilizes pseudo-labels as supervisory signals for unlabeled data.

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## NEURAL INFORMATION PROCESSING SYSTEMS

## **Motivation**

• Challenges in SSL 3D object detection

However, current SSL 3D object detection methods encounter some challenges.

## **Motivation**



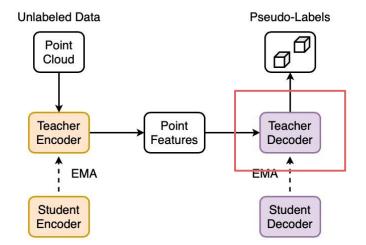
- Challenges in SSL 3D object detection
  - The complexity of generating high-quality pseudo-labels.

For example, generating high-quality pseudo-labels is difficult due to diverse object locations in 3D space.



## **Motivation**

- Challenges in SSL 3D object detection
  - The complexity of generating high-quality pseudo-labels.
  - The model's outputs are the only sources to generate candidates for pseudo-labels.

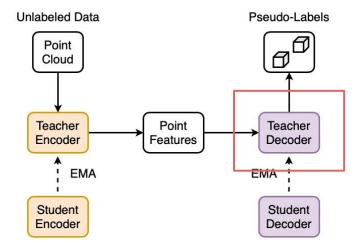


Also, the model's outputs are the only source to generate pseudo-label candidates.



## **Motivation**

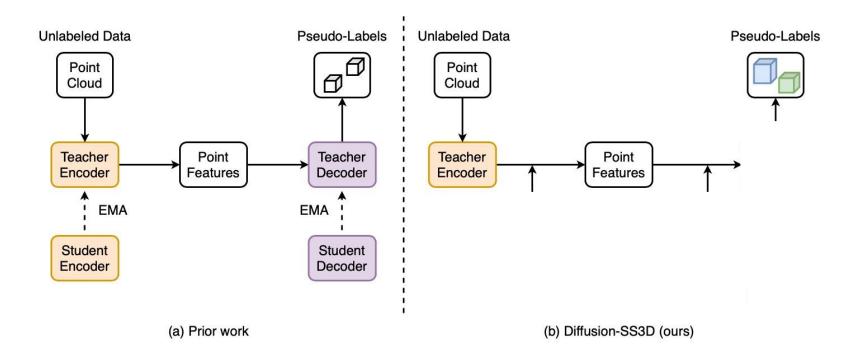
- Challenges in SSL 3D object detection
  - The complexity of generating high-quality pseudo-labels.
  - The model's outputs are the only sources to generate candidates for pseudo-labels.



That poses issues when objects remain undetected due to insufficient predictions, resulting in a lower recall rate.

## **Overview of Diffusion-SS3D**

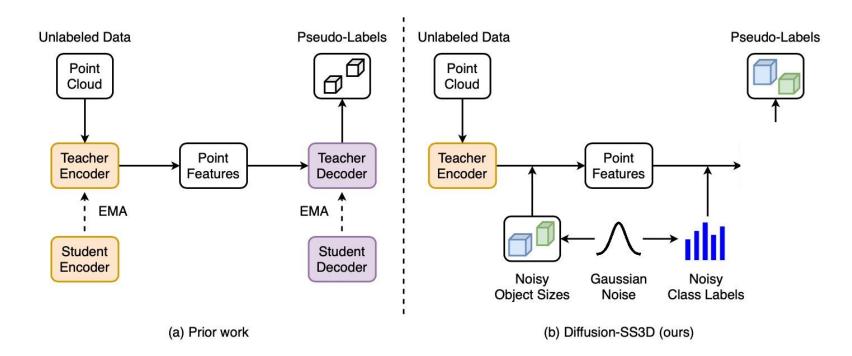




Instead, Diffusion-SS3D improves the quality of pseudo-labels through a diffusion model.

## **Overview of Diffusion-SS3D**

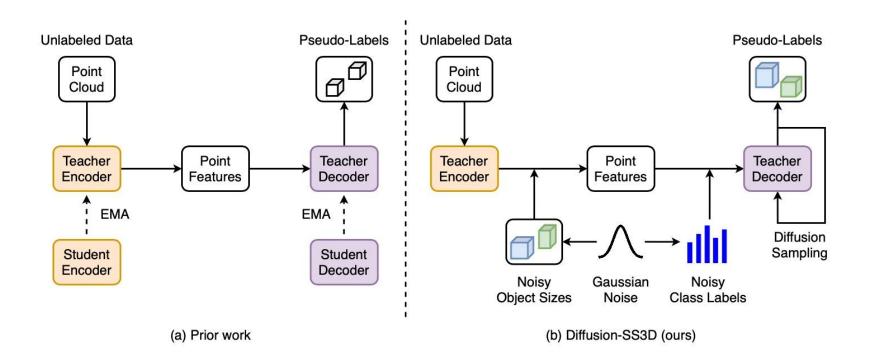




We include random noises to produce corrupted 3D object size and class label distributions

## **Overview of Diffusion-SS3D**





and utilize an iterative denoising process to generate reliable pseudo-labels.



Here, we focus on extracting Rol-features from noisy bounding boxes.

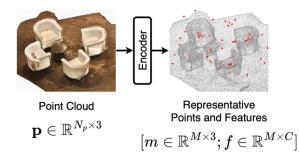




Point Cloud $\mathbf{p} \in \mathbb{R}^{N_p imes 3}$ 

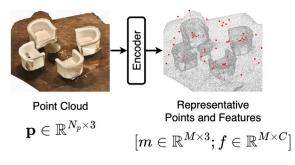
First, we start with an input point cloud scene containing  $N_P$  points.

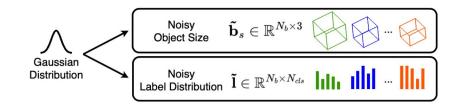




The encoder then extracts representative features, where each feature consists of a potential object center *m* and its corresponding high-level feature *f*.

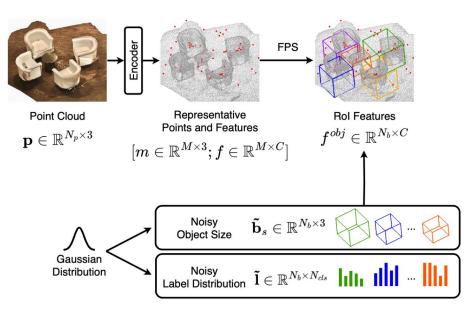






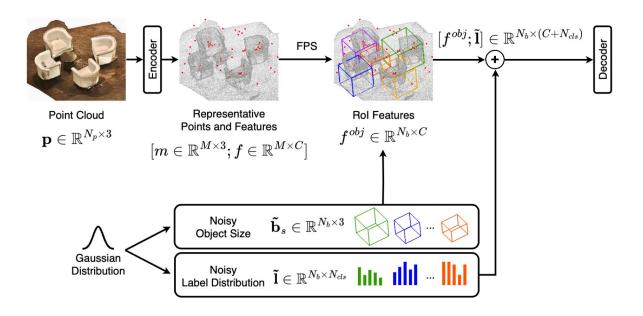
We sample  $N_{b}$  noisy object sizes and noisy label distributions from Gaussian noise.





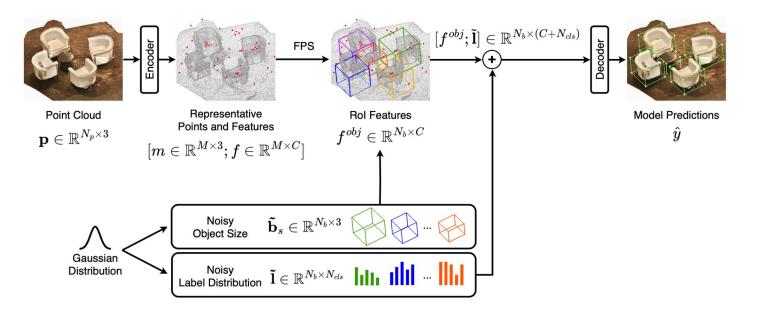
Following farthest point sampling, the  $N_b$  representative points serve as box centers, combining with noisy sizes to form noisy boxes for gathering RoI-features.





Subsequently, we merge the noisy label distributions with Rol-features and input them into the decoder.



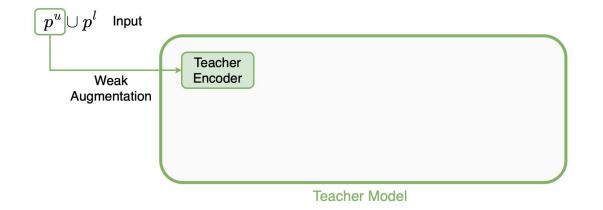


Our decoder is trained to make accurate predictions, even when dealing with Rol-features extracted from noisy boxes and their associated noisy label conditions.



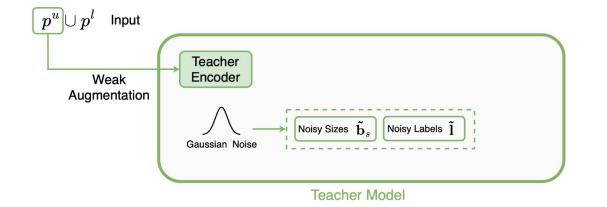
Let's now demonstrate how our method integrates into the teacher-student framework.





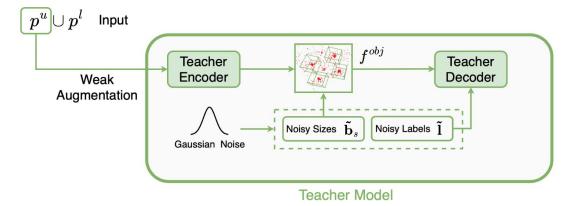
First, unlabeled data undergo weak augmentation and are fed into the teacher model, producing pseudo-labels.





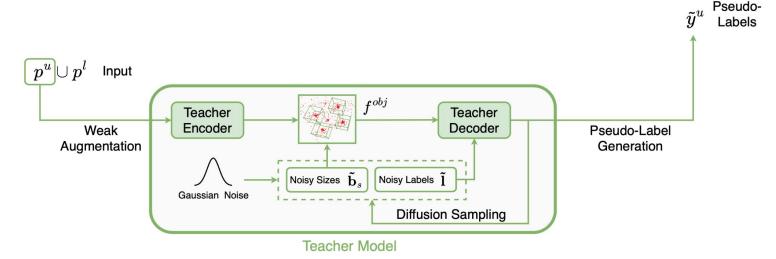
Concurrently, we generate noisy sizes and label distributions from Gaussian noise.





As explained earlier, these noisy features and label information are integrated into the teacher decoder, enabling it to make initial predictions.

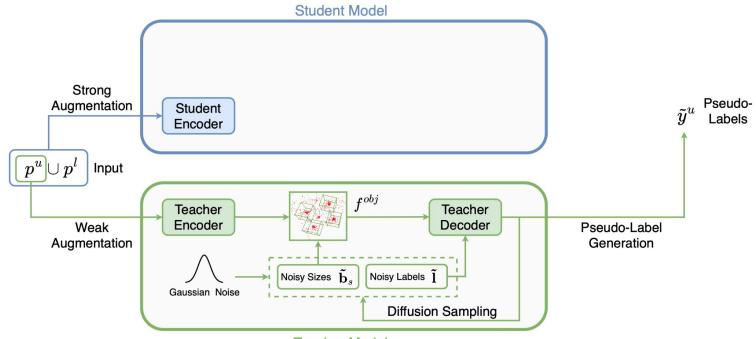




We then refine these predictions through iterative diffusion sampling, yielding high-quality pseudo-labels.



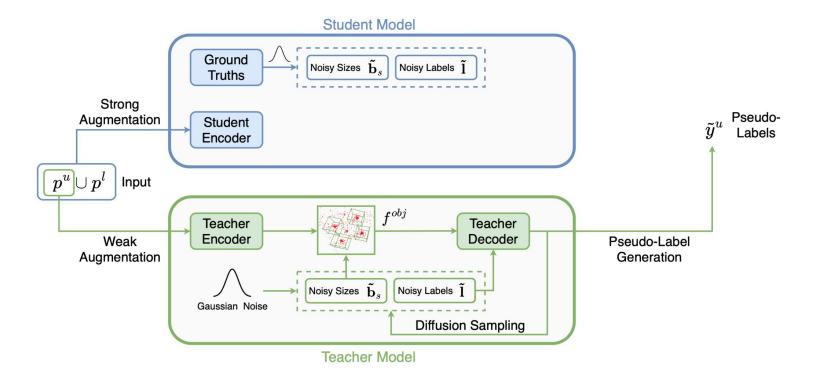




#### **Teacher Model**

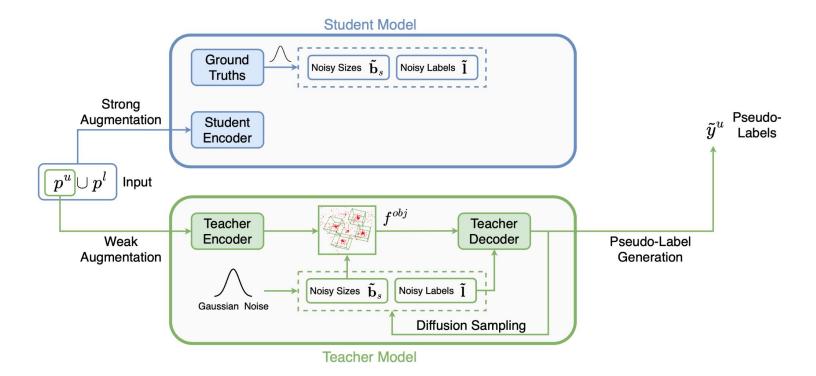
In contrast, both labeled and unlabeled data undergo strong augmentation and are fed into the student model for training.





Gaussian noise is introduced to ground-truth sizes and class labels to create noisy samples.

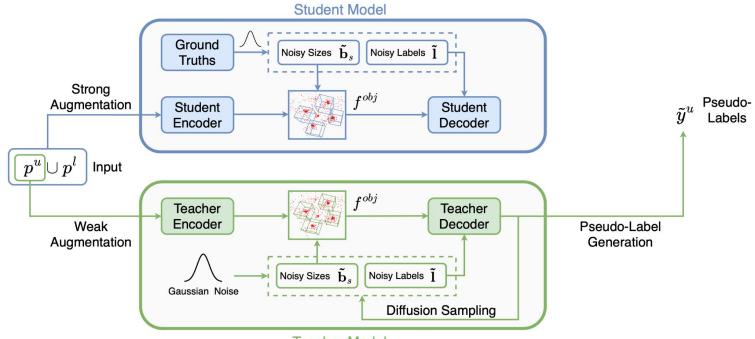




Instead, pseudo-labels are utilized for unlabeled data.



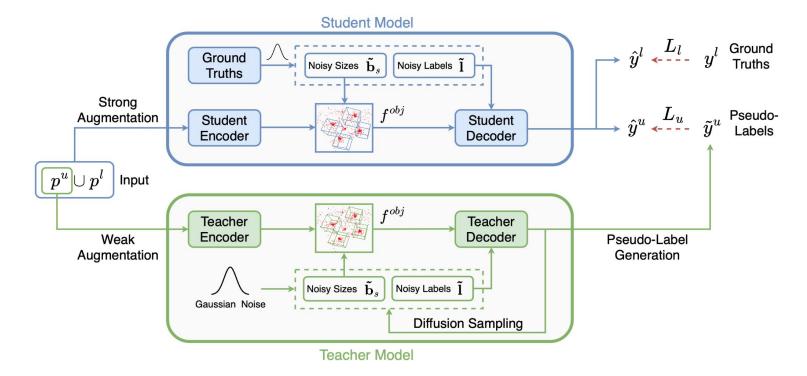




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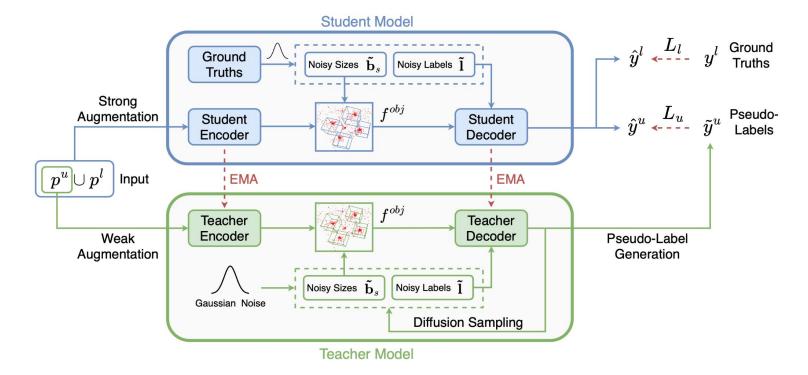
The student decoder takes these noisy features as input, refining them in a single step to make accurate predictions.





Subsequently, we calculate the detection loss to update the student model.





Finally, the teacher model is updated from the student model through the EMA mechanism.

## **Experimental Results**



Table 1: Results on the ScanNet val set with 5%, 10%, 20%, and 100% labeled data.

Model	5%		10%		20%		100%	
	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5
VoteNet	$27.9 \pm 0.5$	$10.8 \pm 0.6$	$36.9 \pm 1.6$	$18.2 \pm 1.0$	$46.9 \pm 1.9$	$27.5 \pm 1.2$	57.8	36.0
SESS	$32.0 \pm 0.7$	$14.4 \pm 0.7$	$39.5 \pm 1.8$	$19.8 \pm 1.3$	$49.6 \pm 1.1$	$29.0 \pm 1.0$	61.3	38.8
3DIoUMatch	$40.0 \pm 0.9$	$22.5 \pm 0.5$	$47.2 \pm 0.4$	$28.3 \pm 1.5$	$52.8 \pm 1.2$	$35.2 \pm 1.1$	62.9	42.1
Diffusion-SS3D	$43.5 \pm 0.2$	<b>27.9</b> ± 0.3	<b>50.3</b> ± 1.4	33.1 ± 1.5	55.6 ± 1.7	<b>36.9</b> ± 1.4	64.1	43.2
Gain (mAP)	3.5↑	5.4↑	3.1↑	4.8↑	2.8↑	1.7↑	1.2↑	1.1↑

Table 2: Results on the SUN RGB-D val set with 1%, 5% 10%, and 20% labeled data.

Model	1%		5%		10%		20%	
	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5
VoteNet	$18.3 \pm 1.2$	$4.4 \pm 0.4$	$29.9 \pm 1.5$	$10.5 \pm 0.5$	$38.9 \pm 0.8$	$17.2 \pm 1.3$	$45.7 \pm 0.6$	$22.5 \pm 0.8$
SESS	$20.1 \pm 0.2$	$5.8 \pm 0.3$	$34.2 \pm 2.0$	$13.1 \pm 1.0$	$42.1 \pm 1.1$	$20.9 \pm 0.3$	$47.1 \pm 0.7$	$24.5 \pm 1.2$
3DIoUMatch	$21.9 \pm 1.4$	$8.0 \pm 1.5$	$39.0 \pm 1.9$	$21.1 \pm 1.7$	$45.5 \pm 1.5$	$28.8 \pm 0.7$	$49.7 \pm 0.4$	$30.9 \pm 0.2$
Diffusion-SS3D	<b>30.9</b> ± 1.0	<b>14.7</b> ± 1.2	<b>43.9</b> ± 0.6	<b>24.9</b> ± 0.3	<b>49.1</b> ± 0.5	<b>30.4</b> ± 0.7	$51.4 \pm 0.8$	$32.4 \pm 0.6$
Gain (mAP)	9.0↑	6.7↑	4.9↑	3.8↑	3.6↑	1.6↑	1.7↑	1.5↑

We report the results of Diffusion-SS3D on the ScanNet and SUN RGB-D datasets with different amounts of labeled data.

## **Experimental Results**



Table 1: Results on the ScanNet val set with 5%, 10%, 20%, and 100% labeled data.

Model	5%		10%		20%		100%	
	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5	mAP @ 0.25	mAP @ 0.5
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Gain (mAP)	3.5↑	5.4↑	3.1↑	4.8↑	2.8↑	1.7↑	$1.2\uparrow$	1.1↑

Table 2: Results on the SUN RGB-D val set with 1%, 5% 10%, and 20% labeled data.

Model	1%		5%		10%		20%	
	mAP @ 0.25	mAP @ 0.5						
VoteNet	$18.3 \pm 1.2$	$4.4 \pm 0.4$	$29.9 \pm 1.5$	$10.5 \pm 0.5$	$38.9 \pm 0.8$	$17.2 \pm 1.3$	$45.7 \pm 0.6$	$22.5 \pm 0.8$
SESS	$20.1 \pm 0.2$	$5.8 \pm 0.3$	$34.2 \pm 2.0$	$13.1 \pm 1.0$	$42.1 \pm 1.1$	$20.9 \pm 0.3$	$47.1 \pm 0.7$	$24.5 \pm 1.2$
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Gain (mAP)	9.0↑	6.7↑	4.9↑	3.8↑	3.6↑	1.6↑	1.7↑	1.5↑

Overall, our method performs favorably against state-of-the-art approaches.



Here, we visualize how diffusion-SS3D denoise via DDIM sampling step during inference.

(a) Input point cloud







In each example, we show (a) the input point cloud.



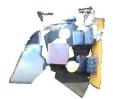


(a) Input point cloud

(b) Initial random boxes

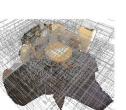








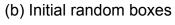




(b) The initial bounding boxes obtained by random sampling.



(a) Input point cloud



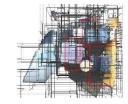




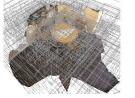








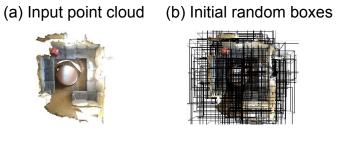






(c) The denoised bounding boxes yielded by DDIM, where those closest to the ground truth are highlighted in red.





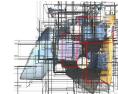








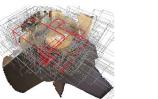




#### (d) Final prediction





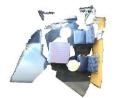




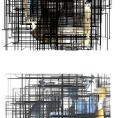
(d) The detection results given by our diffusion decoder.







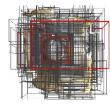




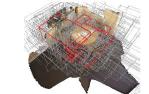
(b) Initial random boxes



#### (c) DDIM





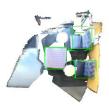




(d) Final prediction

### (e) Ground truth







and (e) the ground-truth bounding boxes.



## Conclusion



• We are the first method to utilize the diffusion model for SSL 3D object detection, treating the task as a denoising process for improving the quality of pseudo-labels.

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- We introduce the random noise to 3D object size and class label distributions for producing more plausible pseudo bounding boxes, by a means to integrate the diffusion model into the teacher-student framework for SSL.

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- We are the first method to utilize the diffusion model for SSL 3D object detection, treating the task as a denoising process for improving the quality of pseudo-labels.
- We introduce the random noise to 3D object size and class label distributions for producing more plausible pseudo bounding boxes, by a means to integrate the diffusion model into the teacher-student framework for SSL.

• We demonstrate state-of-the-art performance against existing methods on the ScanNet and SUN RGB-D benchmarks.

# Thanks for your attention.