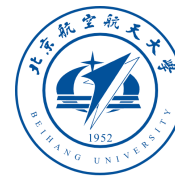
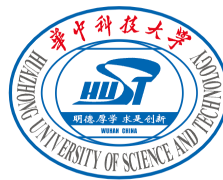


# SAFDNet: A Simple and Effective Network for Fully Sparse 3D Object Detection

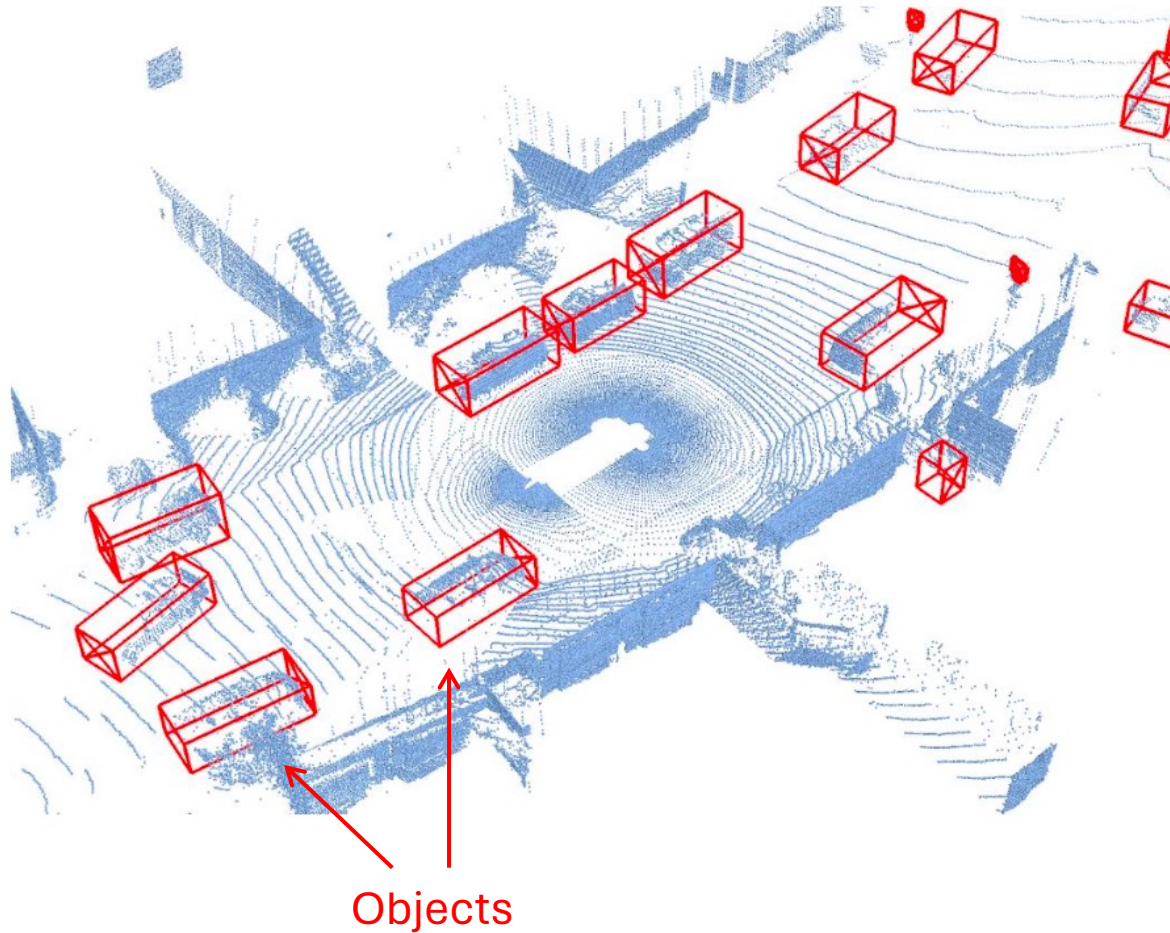
Gang Zhang<sup>1</sup> Junnan Chen<sup>2</sup> Guohuan Gao<sup>3</sup> Jianmin Li<sup>1</sup> Si Liu<sup>4</sup> Xiaolin Hu<sup>1\*</sup>

Tsinghua University





# 3D Object Detection in Point Clouds



## Point clouds

- highly sparse
- distribute on objects' surfaces

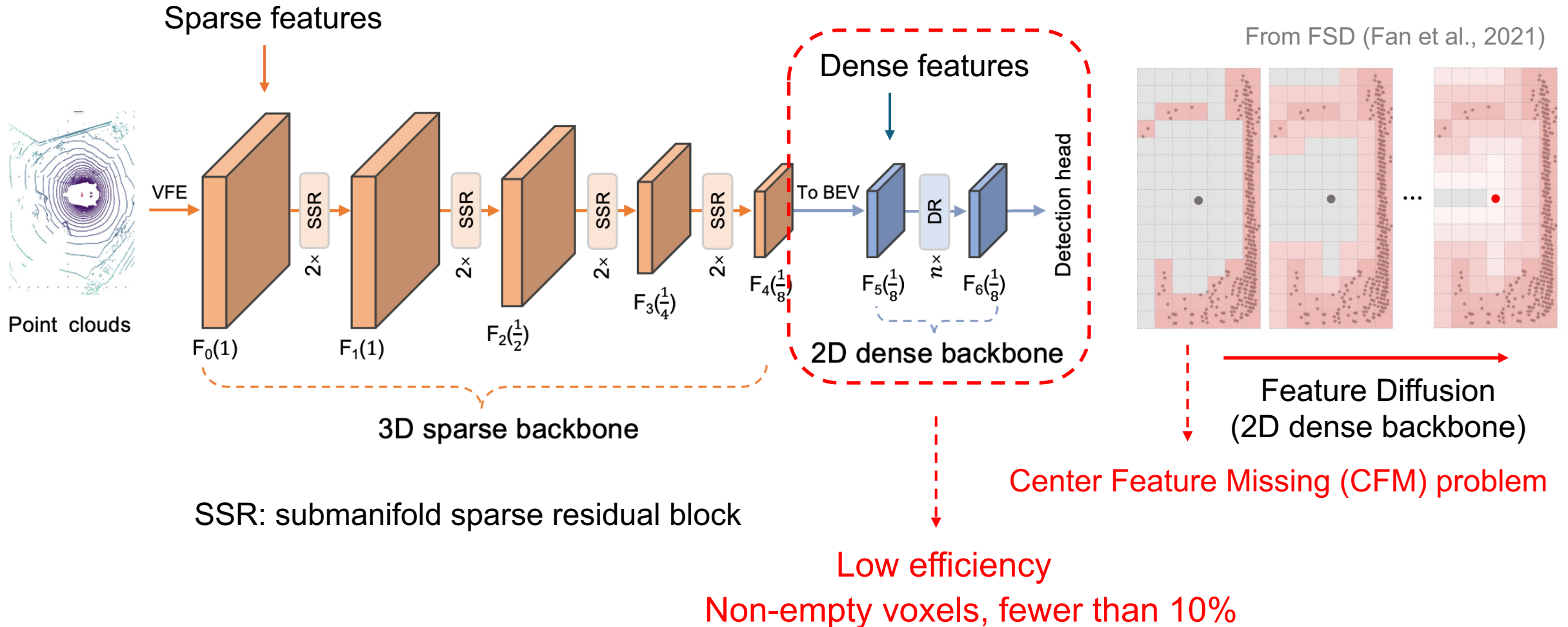


# Review 3D Object Detectors in Point Clouds

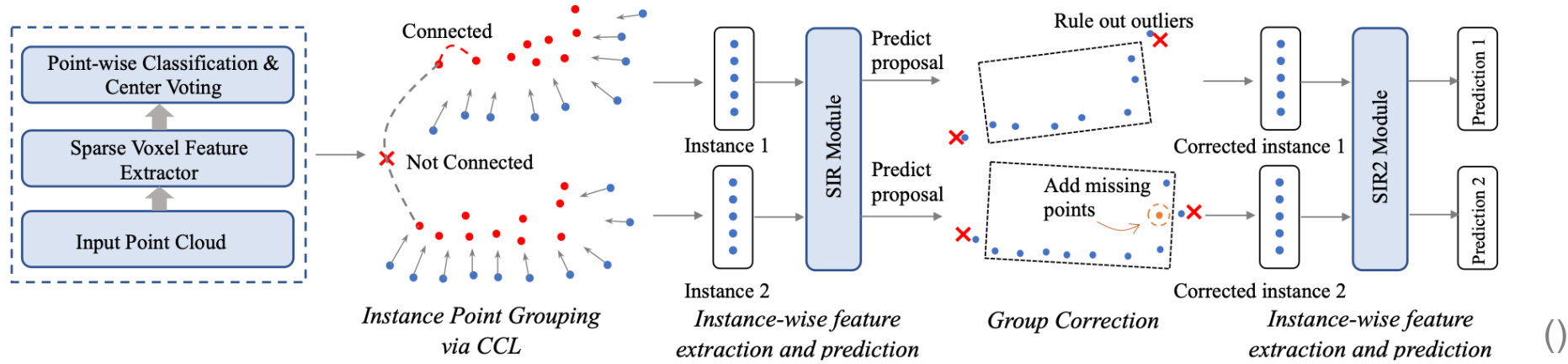
	2D/3D Backbone	2D Backbone	Head	Methods	Drawbacks
Dense Detectors	Dense	Dense	Dense	VoxelNet, PointPillars	Low efficiency, Inferior accuracy
Hybrid Detectors	Sparse	Dense	Dense	CenterPoint, TransFusion-L	Low efficiency in long-range detection
Sparse Detectors	Sparse	Sparse	Sparse	FSD v1/v2, VoxelNeXt	Complex pipeline, Inferior accuracy



# Review CenterPoint w/ SECOND (Hybrid Detector)

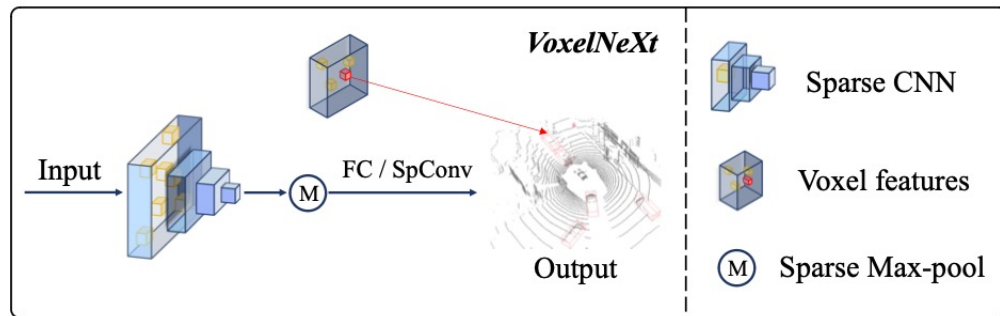


# Review FSD and VoxelNeXt (Sparse Detector)



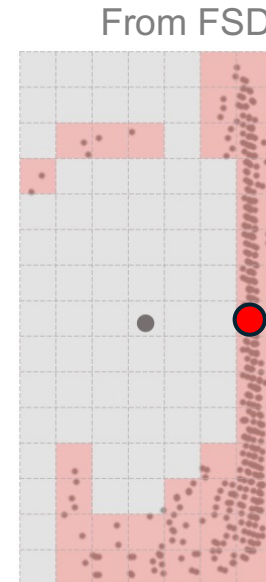
## FSDv1: instance clustering

Different from CenterPoint, and complex pipeline



## VoxelNeXt: nearest voxels

Derived from CenterPoint, but inferior accuracy



The desired way to solve the CFM problem should:

- Introduce minimal changes to existing detectors like CenterPoint
- Maintain performance



# Preliminary Experiments on Waymo Open dataset

Method	Type	mAPH	Vehicle	Pedestrian	Cyclist
HEDNet	Hybrid	73.2	72.1	72.0	75.6
Nearest	Sparse	71.5	68.9	70.9	74.7

→ The previous best hybrid detector (Ours, NeurIPS'23)

→ Backbone of HEDNet + Head of VoxelNeXt

drop dramatically on large objects

## HEDNet (Hybrid detector)

Make predictions based on **center** voxels

## VoxelNeXt Style (Sparse detector)

Make predictions based on **nearest** voxels

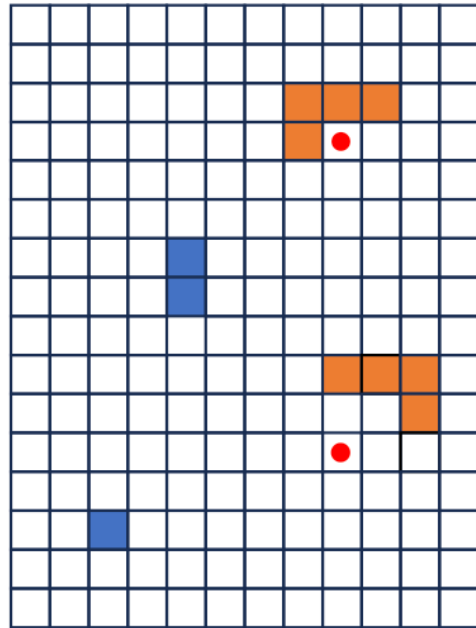
## Desired solution:

- Extract center voxel features
- Scale-aware
- Maintain feature sparsity as much as possible

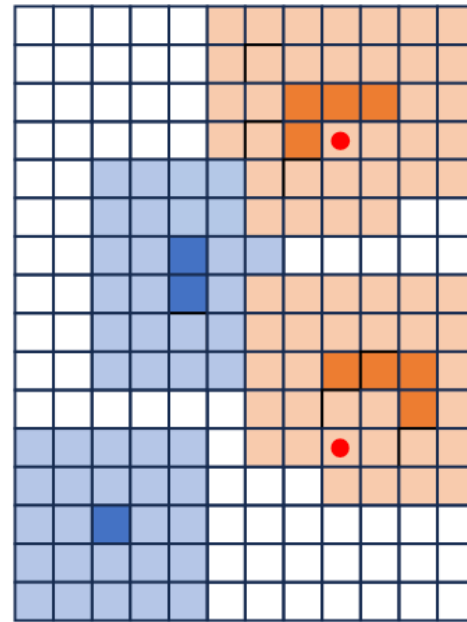


# Adaptive Feature Diffusion (AFD)

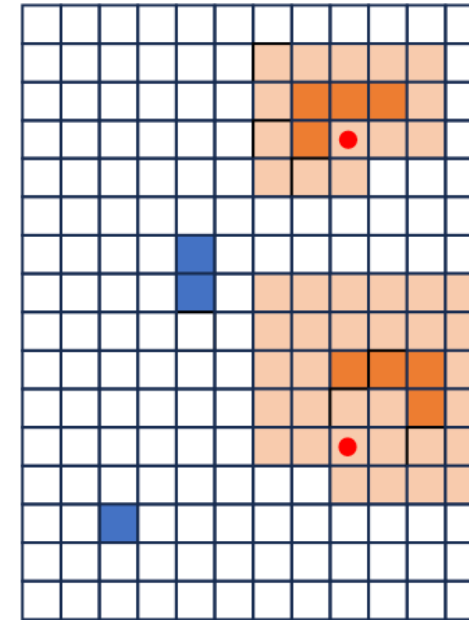
Blue: background; Orange: objects



Input feature map



Uniform feature diffusion



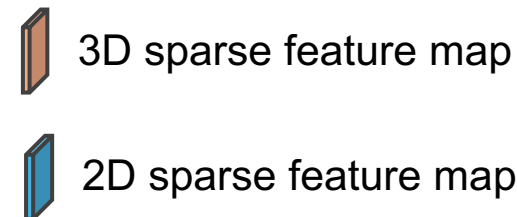
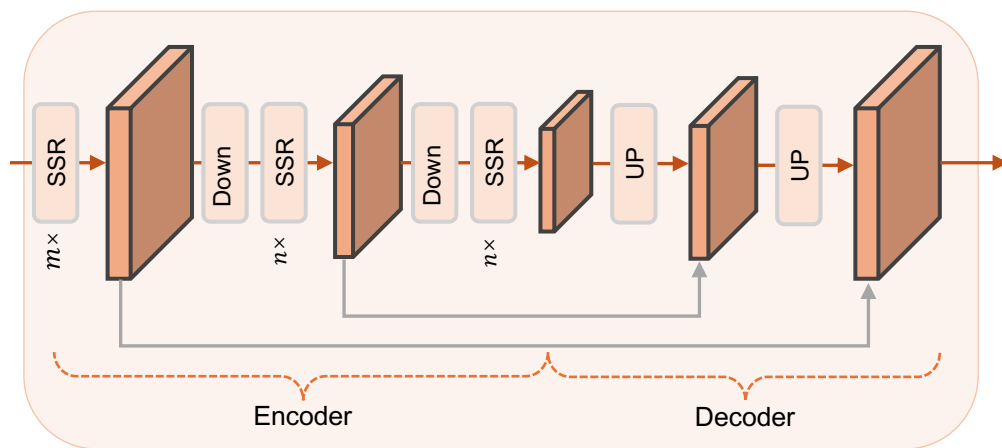
Adaptive feature diffusion

Adaptive feature diffusion: how to perform voxel classification? category group.

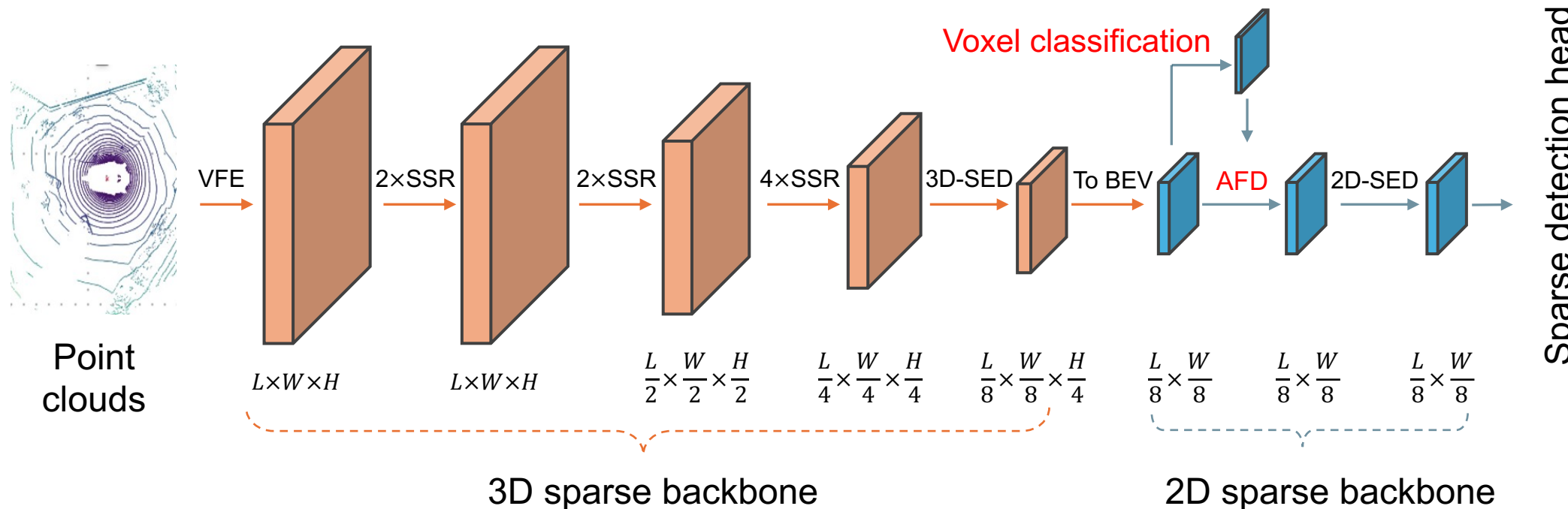
Larger objects, larger diffusion ranges.



# SAFDNet



3D/2D-SED



3D sparse backbone

2D sparse backbone

Sparse detection head





# Experimental Results

Method	Waymo Open			Argoverse2				
	mAPH	FPS	Speedup	mAP	FPS	Speedup	Mem.	
HEDNet [7]	73.4	17.2	1.0×	37.1	7.3	1.0×	28.7G	Hybrid detector
VoxelNeXt [13] <sup>†</sup>	70.1	15.7	0.9×	30.7	19.6	2.7×	6.2G	Sparse detector
FSDv2 [12] <sup>†</sup>	73.5	10.3	0.6×	37.6	11.5	1.6×	8.6G	
SAFDNet <sup>†</sup> (Ours)	73.9	20.2	1.2×	39.7	15.1	2.1×	7.3G	

On Waymo Open (Short-range detection)

- **2x faster** than sparse detector FSDv2
- comparable to hybrid detector HEDNet

On Argoverse2 (Long-range detection)

- **2.1% better** than sparse detector FSDv2
- **2.1x faster** than hybrid detector HEDNet



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# Q & A



Code



Paper

Poster #22, Arch 4A-E, 5 p.m.