



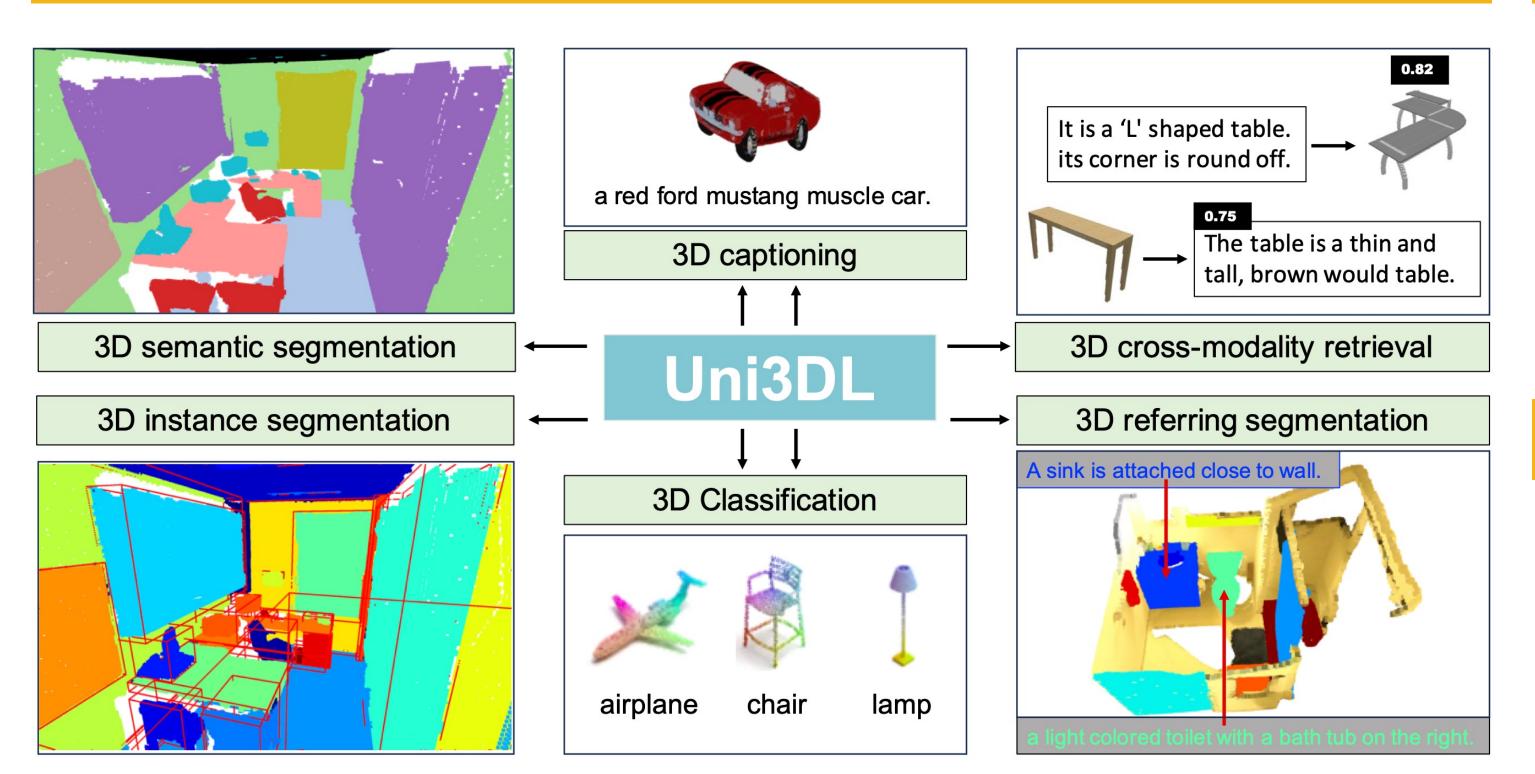
# Uni3DL: Unified Model for 3D and Language Understanding

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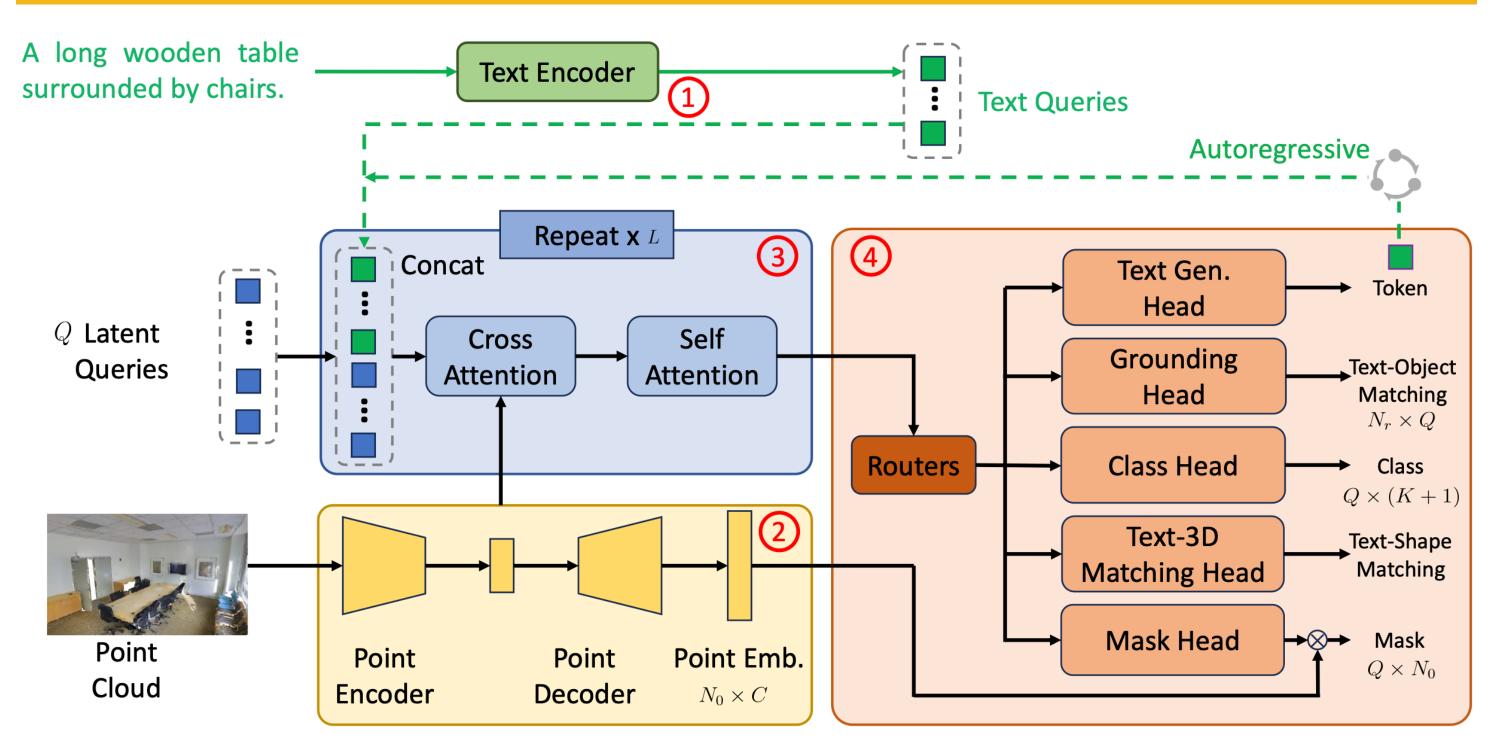


M I L A N O

# Single Model for Multiple V&L Tasks in 3D



# **Model Architecture**



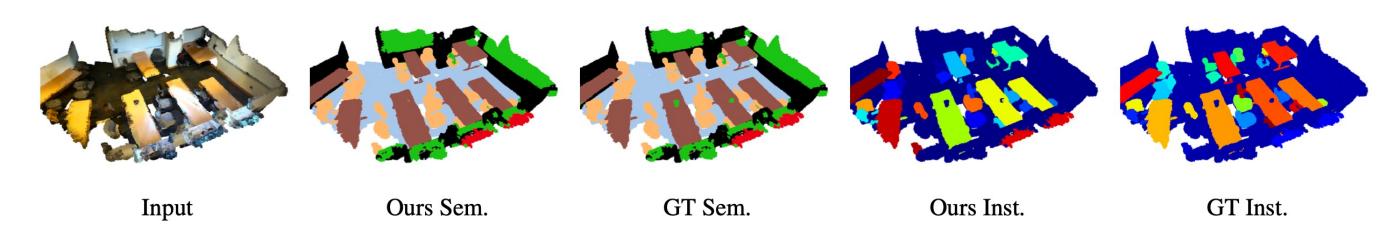
## **Unified Formulation**

$$\mathbf{O}^m, \mathbf{O}^s = \mathcal{D}([\mathbf{F}_Q; \mathbf{F}_T], \mathbf{V})$$

## Task Router

Task	Obj-Cls	Mask	Grounding	Text-Gen	Matching
Semantic Segmentation	<b>√</b>	✓			
Instance Segmentation	$\checkmark$	$\checkmark$			
Grounded Segmentation		$\checkmark$	<b>√</b>		
Captioning				$\checkmark$	
Retrieval					$\checkmark$
Shape Classification					$\checkmark$

## **Visualization Results of Different Tasks**



Semantic and instance segmentation





car with red accents

Ours: a small blue toy

vehicle, resembling a

Referring Segmentation



Ours: a small white air- Ours: an old red and plane flying in the air

there is a snack machine on the opposite wall.

GT: an old red and GT: a white house GT: a small blue toy NASA space shuttle white car with an with a roof.

airplane flying in the American flag painted Ours: a white house and a helmet on top. with a roof and stairs white race car with

car with wheels its rear paintings featuring stickers

left when walking through the door into the room.

### 3D Captioning Results

	top1	top2	top3	top4	top5	
round table with differnt type of look and is good	7					
	0.91(GT)	0.90	0.90	0.90	0.88	_
	•					

Text-to-Shape Retrieval

## Main Results

	Seman	tic Segm	entation	Object	Detection	Ins	tance S	Segment	ation	Groun	nded Segm	entation	3D (	Captio	oning	3D R	Retrieval
Method	S3DIS	(Area 5)	SN Val	SN	Val	I	Val		(Area 5)		ScanRefe			Cap3I	)	Text	2Shape
	mIoU	mAcc	mIoU	$bAP_{50}$	$bAP_{25}$	mAP	$mAP_{50}$	$mAP_{50}$	$mAP_{25}$	mIoU	Acc@0.25	Acc@0.5	B-1	$\mathbf{R}$	$_{\mathrm{M}}$	R@1	R@5
MinkowskiNet42 [16]	67.1	74.4	72.2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
FastPointTransformer $[45]$	68.5	76.5	72.1	-	-	-	-	-	-	-	-	-	-	-	-	-	
PointNeXt-XL [49]	71.1	77.2	71.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
StratifiedTransformer [30]	72.0	78.1	73.1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
PointTransformerV2 [60]	71.6	77.9	74.4	-	-	-	-	-	-	-	-	-	-	-	-	-	-
EQ-Net [68]	71.3	*	75.3	-	-	-	-	-	-	-	-	-		-	-	-	-
Swin3D [67]	72.5	*	75.2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Swin3D $^{\dagger}$ [67]	73.0	*	75.6	-	-	-	-	-	-	-	-	-	-	-	-	-	-
VoteNet [62]		-	-	33.5	58.6	-	-	-	-	-	-	-	-	-	-	-	-
3DETR [43]	-	-	-	47.0	65.0	-	-	-	-	-	-	-	-	-	-	-	-
CAGroup3D [56]	-	-	-	61.3	75.1	-	-	-	-	-	-	-	-	-	-	-	-
PointGroup [29]	*	*	*	*	*	34.8	56.7	57.8	*	-	-	-	-	-	-	-	-
MaskGroup [75]	*	*	*	*	*	42.0	63.3	65.0	*	-	-	-	-	-	-	-	-
SSTNet [35]	*	*	*	*	*	49.4	64.3	59.3	*	-	-	-	-	-	-	-	-
SoftGroup [55]	*	*	*	59.4	71.6	50.4	76.1	66.1	*	-	-	-	-	-	-	-	-
Mask3D [52]	*	*	*	56.2	70.2	55.2	73.7	68.4	75.2	-	-	-	-	-	-	-	-
Mask-Att-Free <sup>†</sup> [31]	*	*	*	<u>63.9</u>	73.5	58.4	75.9	69.1	75.7	-	-	-	-	-	-	-	-
TGNN (GRU) [25]	-	-	-	-	-	-	-	-	-	26.1	35.0	29.0	-	-	-	-	-
TGNN (BERT) [25]	-	-	-	-	-	-	-	-	-	27.8	37.5	31.4	-	-	-	-	-
InstructBLIP-7B [18]	-	-	-	-	-	-	-	-	-	-	-	-	11.2	13.9	14.9	*	*
InstructBLIP-13B [18]	-	-	-	-	-	-	-	-	-	-	-	-	12.6	15.0	16.0	*	*
PointLLM-7B [63]	-	-	-	-	-	-	-	-	-	-	-	-	8.0	11.1	15.2	*	*
PointLLM-13B [63]	-	-	-	-	-	-	-	-	-	-	-	-	9.7	12.8	15.3	*	*
FTST [9]	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	0.2	1.6
FMM [9]	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	0.2	2.4
Y2S [22]	-	-	-	-	-	-	-	-	-	-	-	-	*	*	*	2.9	9.2
Parts2Words (no parts) [54]	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	<u>5.1</u>	17.2
Ours	72.7	79.3	76.2	67.7	77.1	60.9	80.9	65.3	74.3	32.3	39.4	36.4	31.6	33.1	14.4	5.7	19.7

## **Ablation Studies**

	Grounded Segmentation	Captioning	Retrieval
Task	ScanRefer	Cap3D	Cap3D
	m Acc@0.25/Acc@0.5	B-1/R	$T2S \ R@1/R@5$
Ours $(\beta=1)$	37.8/34.2	16.8/13.7	5.5/15.5
- Retrieval	38.8/35.8	13.5/11.2	N/A
- Captioning	38.3/35.5	$\mathrm{N/A}$	5.0/12.8
- Instance Segmentation	35.8/31.0	18.2/14.9	4.0/11.0
Ours $(\beta=0.5)$	38.1/36.5	15.7/10.3	5.5/10.5
Ours $(\beta=2)$	36.4/34.0	18.3/13.4	6.0/16.0
Ours $(\beta=5)$	35.2/31.3	17.7/12.0	4.0/15.5
Ours + alt. $(\beta=1)$	36.8/33.6	14.8/14.4	5.0/13.0

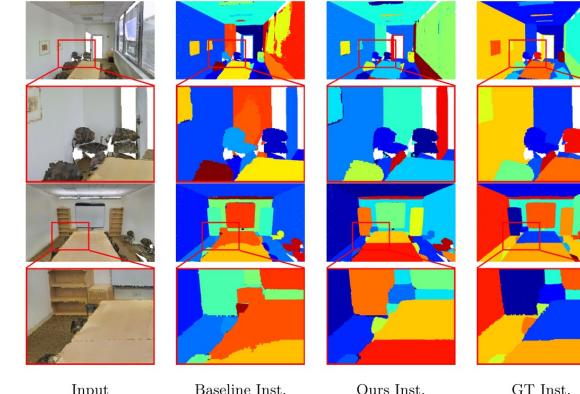
#### Ablation of scene-object balance

	Semantic Segmentation	Instance Segmentation	Grounded Segmentation	Retrieval
Task	SN Val	S3DIS (Area 5)	ScanRefer	Text2Shape
	${ m mIoU/mAcc}$	$\mathrm{mAP_{50}}\ /\ \mathrm{mAP_{25}}$	$\mathrm{Acc@0.25/Acc@0.5}$	R@1/R@5
From scratch	72.3/81.8	61.7/71.7	33.8/31.4	2.4/7.7
Ours	76.2/84.8	65.3/74.3	${\bf 39.4/36.4}$	${\bf 5.7/19.7}$
	·			

#### Ablation of pre-training

Method	Input	Pretraing dataset	Pretrained FM	ModelNet1 top-1	$0 \frac{\text{ModelNet40}}{\text{top-1 top-5}}$
PointCLIP [10]	MV Images	ShapeNet	Yes (CLIP)	30.2	23.8 -
CLIP2Point [6]	MV Images	$\overline{\mathrm{ShapeNet}}$	Yes (CLIP)	66.6	49.4 -
PointCLIP V2 [13]	MV Images	$\overline{\text{ShapeNet}}$	Yes (CLIP+GPT3)	73.1	64.2 -
ULIP [8]	MV Images	ShapeNet	Yes (CLIP)	-	60.4  84.0
ULIP [8]	MV Images	Cap3D Objaverse	Yes (CLIP)	-	<b>67.2</b> 83.1
Ours	Point Cloud	Cap3D Objaverse	No	<u>70.4</u>	57.0 88.8

#### Zero-shot classification results



Training from scratch vs. fine-tuning our model

odel	Single Stage	Detector	$\underline{\text{Overall}}$				
odei	Single Stage	Detector	Acc@0.25	Acc@0.5			
anRefer [2]	×	VoteNet	39.0	26.1			
stanceRefer [9]	×	${\bf Point Group}$	38.2	31.4			
OVG-Transformer [12]	×	VoteNet	45.9	34.5			
JCG [1]	×	VoteNet	47.6	36.1			
3Net [3]	×	${\bf Point Group}$	-	35.6			
niT3D [4]	×	${\bf Point Group}$	-	36.5			
3DRef [11]	×	${\bf Point Group}$	-	40.4			
GNN [5]	✓	N/A	37.4	29.7			
ni3DL (Ours)	✓	N/A	37.8	33.7			

Grounded localization performance