

# Geometric deep learning on the sphere

Scalable and equivariant spherical CNNs

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# Outline

1. Symmetry in deep learning
2. Geometric deep learning on the sphere
3. Continuous spherical CNNs
4. Discrete-continuous spherical CNNs

# Mentimeter

Give your input at <https://www.menti.com/puiqjn97i9>.

Or go to <https://www.menti.com> and enter voting code: 80 20 22 0.



## Symmetry in deep learning

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# Physics and deep learning

## Physics

Understanding the world by  
**modelling from first principles**  
for generative models and inference.

## Deep Learning

Understanding the world by  
**learning informative representations**  
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**Hard!**

## Deep Learning

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Physics  $\longleftrightarrow$  Deep Learning

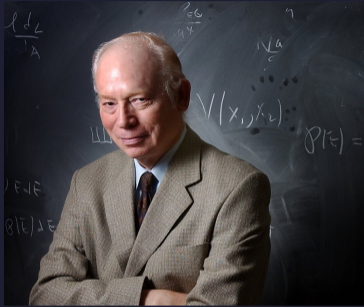
Physics  $\longleftrightarrow$  Deep Learning

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As we will see, this key factor driving the deep learning revolution.



“Symmetry: key to nature’s secrets.”

— Steven Weinberg

# Symmetry

Mirror symmetry



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Rotational symmetry



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# Symmetry (invariance) to continuous transformation

In physics we typically consider **continuous symmetries**, where system is symmetric (invariant) to continuous transformation.



Spatial translation

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Time translation

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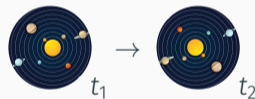
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Spatial translation



Rotation



Time translation

# Noether's theorem

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For every *continuous symmetry* of the universe, there exists a *conserved quantity*.



Emmy Noether

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For every *continuous symmetry* of the universe, there exists a *conserved quantity*.

Symmetries at the heart of physics:

- **Translational** symmetry  $\Leftrightarrow$  conservation of **momentum**
- **Rotational** symmetry  $\Leftrightarrow$  conservation of **angular momentum**
- **Time translational** symmetry  $\Leftrightarrow$  conservation of **energy**



Emmy Noether

Symmetry is the foundation underlying  
the fundamental laws of physics.



# Symmetry in deep learning

Encoding symmetry in deep learning models captures fundamental properties about the underlying nature of our world.

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Key factor driving the deep learning revolution, with the advent of CNNs.

- CNNs resulted in a step-change in performance.
- Convolutional structure of CNNs capture translational symmetry (i.e. translational equivariance).



# Equivariance

## Equivariance

An operator  $\mathcal{A}$  is *equivariant to a transformation*  $\mathcal{T}$  if

$$\mathcal{T}(\mathcal{A}(f)) = \mathcal{A}(\mathcal{T}(f))$$

for all possible signals  $f$ .

Transforming the signal after application of the operator, is equivalent to transformation of the signal first, followed by application of the operator.

# Equivariance

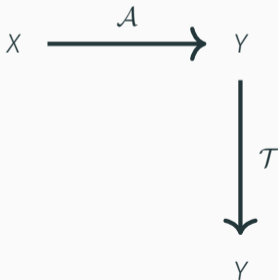
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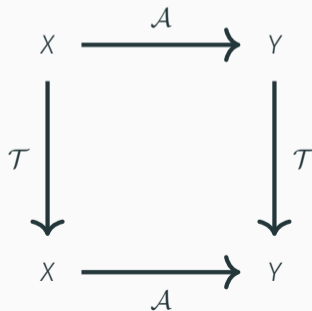
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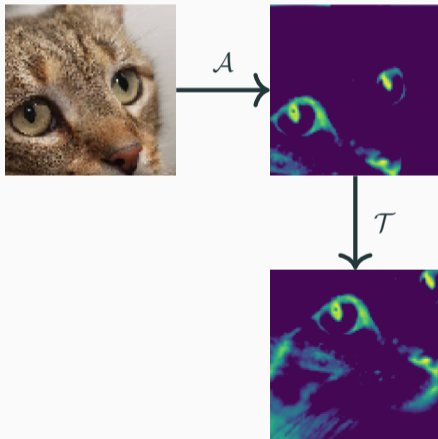
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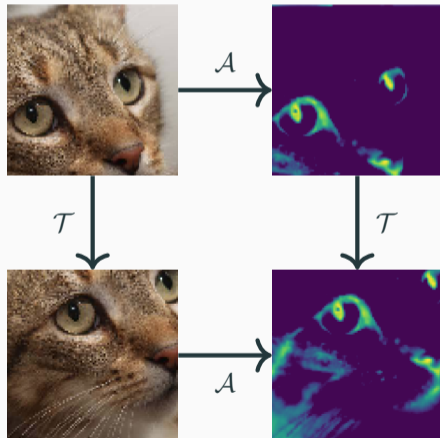
# Planar (Euclidean) CNNs exhibit translational equivariance

Planar (Euclidean) convolution is translationally equivariant.



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# Importance of equivariance

Imposing inductive biases in deep learning models, such as **equivariance to symmetry transformations**, allows models to be learned in a more principled and effective manner.

Capture **fundamental physical understanding** of generative process.

# Importance of equivariance

In some sense, equivariance to a transformation means a pattern need only be learnt once, and may then be recognised in all transformed scenarios.

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Cat

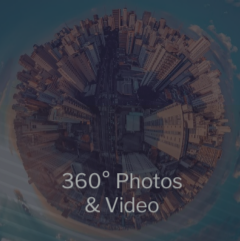


Still a cat

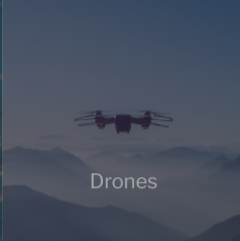


## Geometric deep learning on the sphere

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360° Photos  
& Video



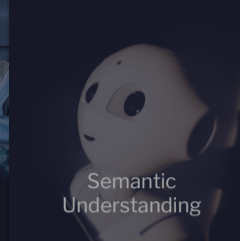
Drones



Extended Reality  
(VR / AR / MR)



Autonomous  
Vehicles

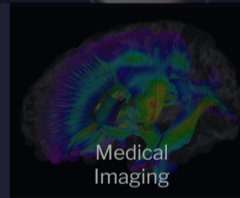


Semantic  
Understanding

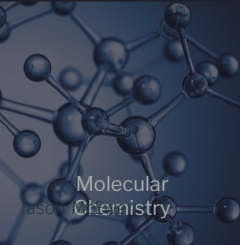


Surveillance &  
Monitoring

## Data on the sphere arises in many applications



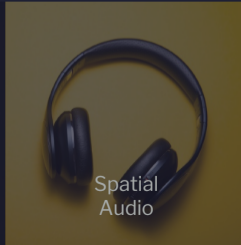
Medical  
Imaging



Molecular  
Chemistry



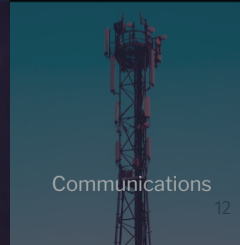
Earth & Climate  
Science



Spatial  
Audio



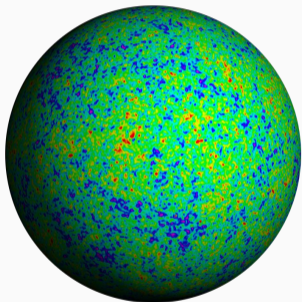
Astrophysics



Communications

# Cosmology and virtual reality

Whenever observe over angles, recover data on 2D sphere (or 3D rotation group).



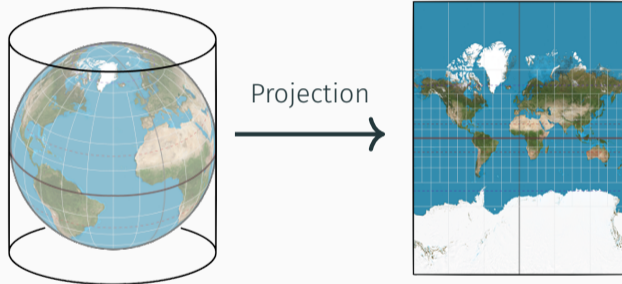
Cosmic microwave background



360° virtual reality

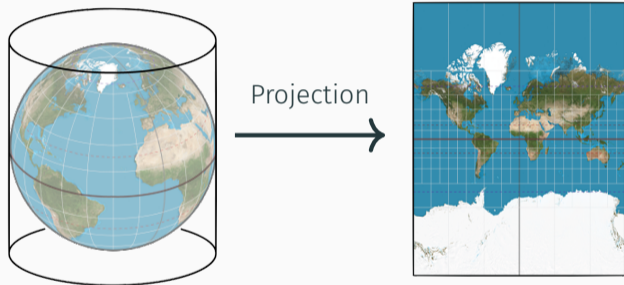
# Why not standard (Euclidean) deep learning approaches?

Could project sphere to plane and then apply standard planar CNNs.



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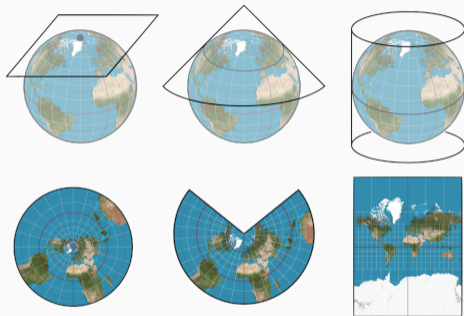
Greenland appears to be a similar size to Africa in the projected planar map, whereas it is over 10 times smaller.

# Why not standard (Euclidean) deep learning approaches?

Projection **breaks symmetries and geometric properties** of sphere.

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Projection **breaks symmetries and geometric properties** of sphere.



No projection of the sphere to the plane can preserve both shapes and areas  
⇒ distortions are unavoidable.

(Formally: a conformal, area-preserving projection does not exist.)

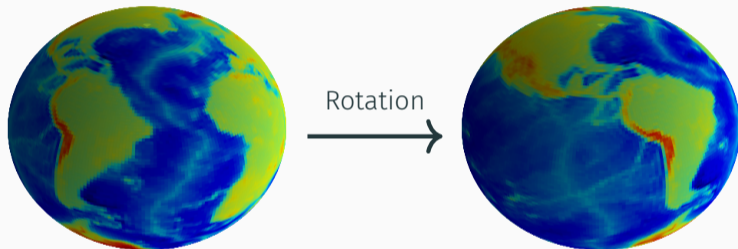
## Goals of geometric deep learning on the sphere

1. **Capture geometry and symmetry** of the sphere (rotational equivariance)
2. **Computationally scalable** to support high-resolution data



# Rotational equivariance

On the sphere, the analog of translations are rotations.



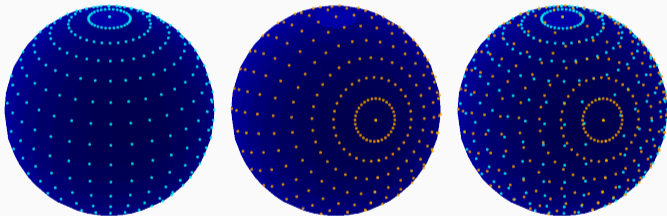
Would like spherical CNNs to exhibit rotational equivariance.

(Just as planar CNNs exhibit translational equivariance.)

# Capturing rotational equivariance in spherical CNNs

Well-known that regular discretisation of the sphere does not exist (e.g. Tegmark 1996).

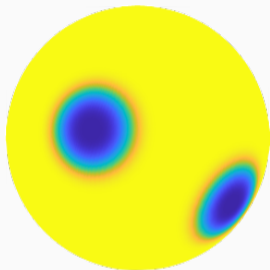
⇒ Not possible to discretise sphere in a manner that is invariant to rotations.



Capturing strict equivariance with operations defined directly in discretised (pixel) space **not possible** due to structure of sphere.

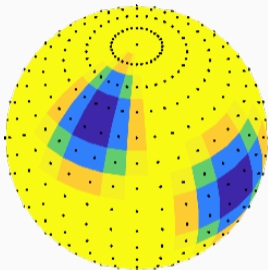
# Categorisation of spherical CNNs frameworks

## Continuous



- ✓ Equivariant
- ✗ Not Scalable

## Discrete



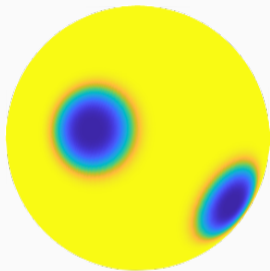
- ✗ Not Equivariant
- ✓ Scalable

(Cohen et al. 2018; Esteves et al. 2018; Kondor et al. 2018; Cobb et al. 2021; McEwen et al. 2022)

(Jiang et al. 2019, Zhang et al. 2019, Perraudin et al. 2019, Cohen et al. 2019)

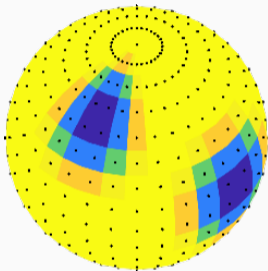
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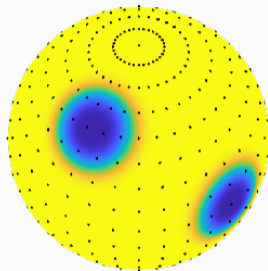
- ✓ Equivariant
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- ✗ Not Equivariant
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## Discrete-Continuous (DISCO)



- ✓ Equivariant
- ✓ Scalable

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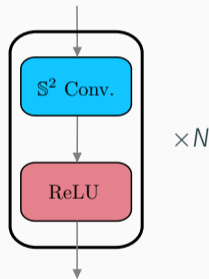
(Ocampo, Price & McEwen, in prep.)

## Continuous spherical CNNs

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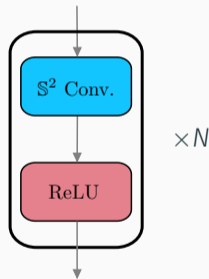
# Spherical CNN

Spherical CNNs constructed by analog of Euclidean CNNs but using convolution on the sphere and with pointwise non-linear activations functions, e.g. ReLU (Cohen et al. 2018; Esteves et al. 2018).



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Consider **Fourier representation** → access to underlying continuous representations.

# Convolution of signals on the sphere

## Convolution of signals in spatial domain

Convolution of two signals  $f, \psi \in L^2(\mathbb{S}^2)$  is given by

$$(f \star \psi)(\rho) = \langle f, R\rho \rangle = \int_{\mathbb{S}^2} d\mu(\omega) f(\omega) \psi^*(\rho^{-1}\omega), \quad \text{for } \omega \in \mathbb{S}^2, \rho \in \text{SO}(3),$$

where  $d\mu(\omega)$  denotes the Haar measure on  $\mathbb{S}^2$  and  $\cdot^*$  complex conjugation.



# Convolution of signals on the sphere

Since sphere is compact manifold, Fourier space is discrete and **sampling theorems** can be leveraged to compute Fourier representations exactly for bandlimited signals (e.g. McEwen & Wiaux 2011).

⇒ Provides **access to underlying continuous signals and symmetries** of sphere.

## Convolution of signals in harmonic domain

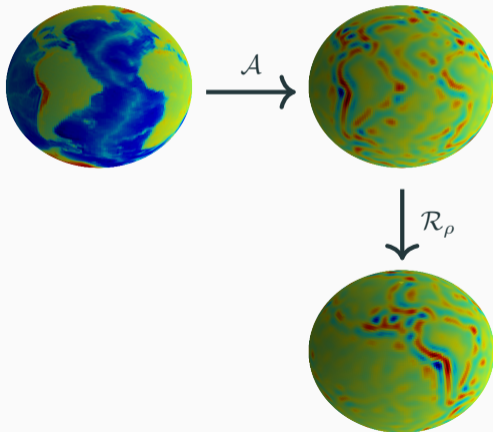
Convolution of two signals  $f, \psi \in L^2(\mathbb{S}^2)$  can be computed as a product in harmonic space:

$$\widehat{(f \star \psi)}^\ell = \hat{f}^\ell \hat{\psi}^{\ell*}.$$

# Convolution is rotationally equivariant

Convolution is rotationally equivariant (when computed in harmonic domain):

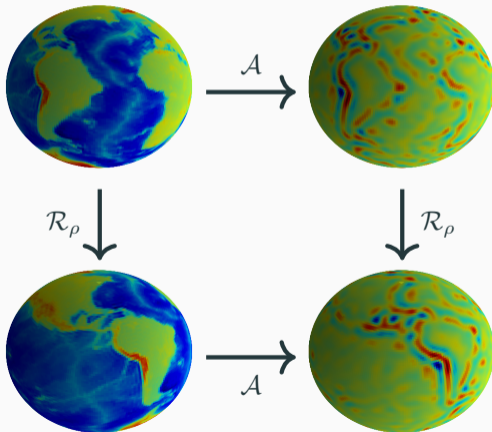
$$((\mathcal{R}_\rho f) \star \psi)(\rho') = (\mathcal{R}_\rho(f \star \psi))(\rho').$$



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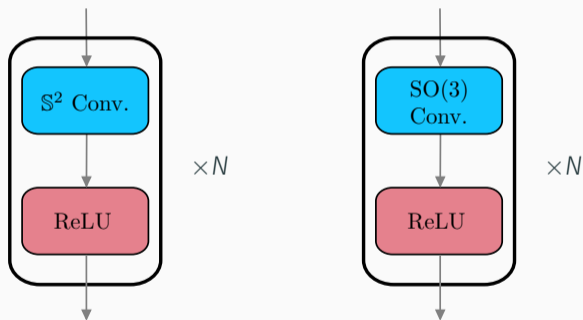
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# Spherical CNNs

Approach taken by Cohen et al. (2018) and Esteves et al. (2018).

Compute non-linear activation pixel-wise in spatial domain.



# Harmonic space tensor product activations

Given two harmonic fragments  $\hat{f}^{\ell_1}$  and  $\hat{f}^{\ell_2}$ , then

$$(C^{\ell_1, \ell_2, \ell})^\top (\hat{f}^{\ell_1} \otimes \hat{f}^{\ell_2}),$$

where  $C^{\ell_1, \ell_2, \ell}$  are Clebsch-Gordan coefficients, which is **non-linear** in  $f$  and **rotationally equivariant** (Kondor et al. 2018).

# Efficient generalized spherical CNNs

Consider the  $s$ -th layer of a generalized spherical CNN to take the form of a triple (Cobb et al. 2021; arXiv:2010.11661)

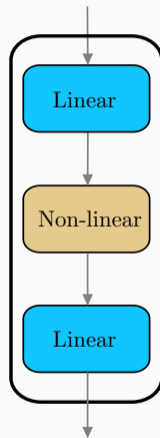
$$\mathcal{A}^{(s)} = (\mathcal{L}_1, \mathcal{N}, \mathcal{L}_2),$$

such that

$$\mathcal{A}^{(s)}(f^{(s-1)}) = \mathcal{L}_2(\mathcal{N}(\mathcal{L}_1(f^{(s-1)}))),$$

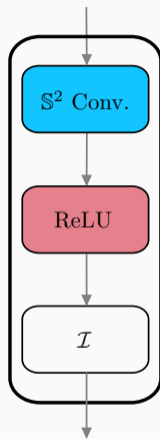
where

- $\mathcal{L}_1, \mathcal{L}_2 : \mathcal{F}_L \rightarrow \mathcal{F}_L$  are **spherical convolution** operators,
- $\mathcal{N} : \mathcal{F}_L \rightarrow \mathcal{F}_L$  is a **non-linear, spherical activation** operator.

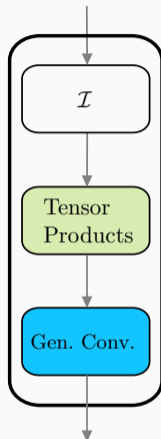


# Efficient generalised spherical CNNs

- Build on other **influential equivariant spherical CNN** constructions:
  - Cohen et al. (2018)
  - Esteves et al. (2018)
  - Kondor et al. (2018)
- Encompass other frameworks as special cases.
- General framework supports hybrids models.
- Significant efficiency improvements.



Cohen et al. (2018),  
Esteves et al. (2018)



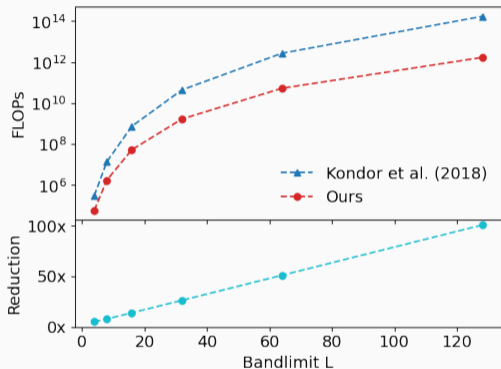
Kondor et al. (2018)

# Contributions to improve efficiency

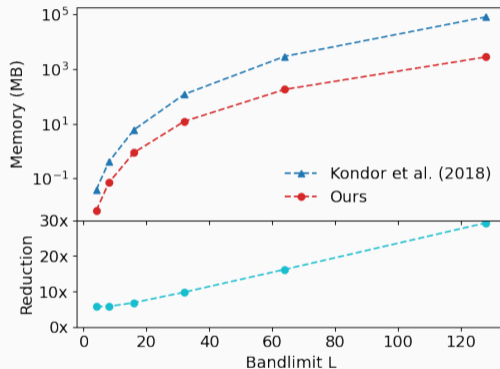
1. Channel-wise structure
2. Constrained generalized convolutions
3. Optimized degree mixing sets
4. Efficient sampling theory on the sphere and rotation group  
(McEwen & Wiaux 2011; McEwen et al. 2015)



# Computational cost and memory requirements



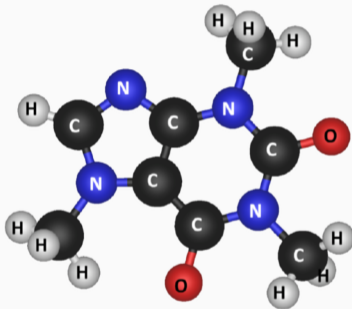
Computational cost



Memory requirements

# Atomization energy prediction: problem

Predict atomization energy of molecule give the atom charges and positions.



# Atomization energy prediction: results

Test root mean squared (RMS) error for QM7 regression problem

	RMS	Params
Montavon et al. 2012	5.96	-
Cohen et al. 2018	8.47	1.4M
Kondor et al. 2018	7.97	>1.1M
Ours (MST)	<b>3.16</b>	337k
Ours (RMST)	3.46	<b>335k</b>

Despite the efficient generalized approach  
such equivariant spherical CNNs are limited to low-resolution data.

# Scattering networks on the sphere

Introduce **new initial layer**, with following properties:

1. Scalable
2. Allow subsequent layers to operate at low-resolution (i.e. mixes information to low frequencies)
3. Rotationally equivariant
4. Stable and locally invariant representation (i.e. effective representation space)

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⇒ **Scattering networks on the sphere** (McEwen et al. 2022; arXiv:2102.02828)

# Scattering transform on the sphere

Scattering on the sphere follows by direct analogue of Euclidian construction (Mallat 2012).

Adopt scale-discretized wavelets on the sphere (e.g. McEwen et al. 2018, McEwen et al. 2015).

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$$U[j]f = |f \star \psi_j|.$$

Modulus function is adopted for the activation function since non-expansive. Acts to **mix signal content to low frequencies**.



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**Spherical cascade of propagators:**

$$U[p]f = |||f \star \psi_{j_1} | \star \psi_{j_2} | \dots \star \psi_{j_d} |,$$

for the path  $p = (j_1, j_2, \dots, j_d)$  with depth  $d$ .

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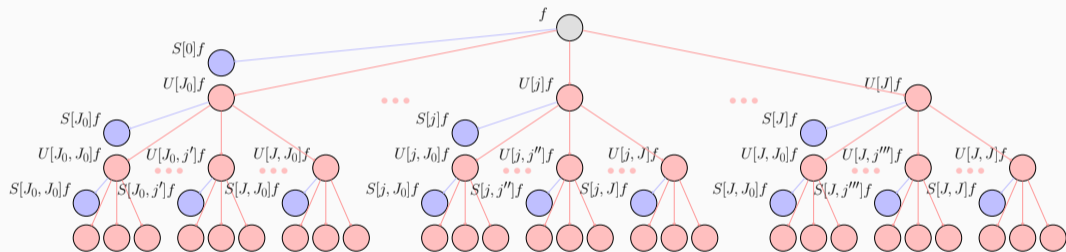
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**Scattering coefficients:**

$$S[p]f = |||f \star \psi_{j_1} | \star \psi_{j_2} | \dots \star \psi_{j_d} | \star \phi.$$

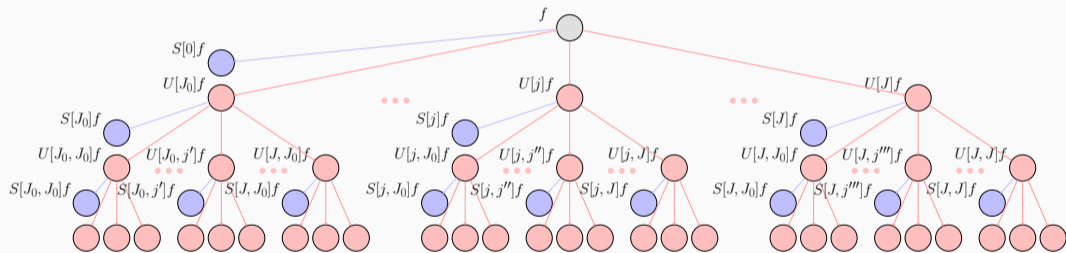
# Scattering networks on the sphere

**Spherical scattering network** is collection of scattering transforms for a number of paths:  
 $\mathcal{S}_{\mathbb{P}}f = \{S[p]f : p \in \mathbb{P}\}$ , where the general path set  $\mathbb{P}$  denotes the infinite set of all possible paths  $\mathbb{P} = \{p = (j_1, j_2, \dots, j_d) : J_0 \leq j_i \leq J, 1 \leq i \leq d, d \in \mathbb{N}_0\}$ .



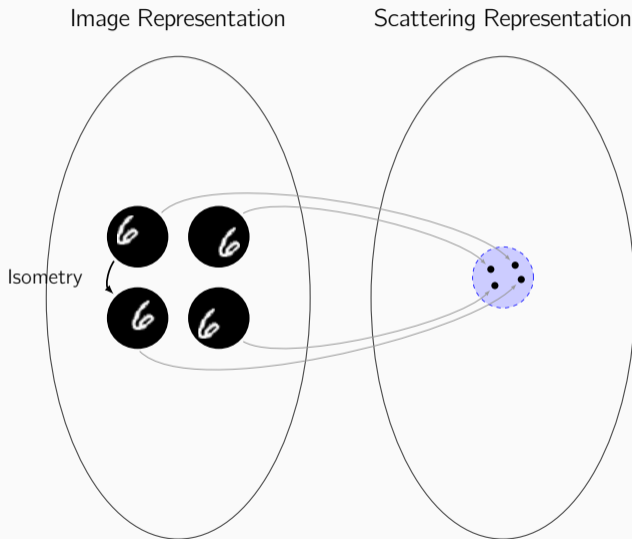
# Scattering networks on the sphere

Spherical scattering network is collection of scattering transforms for a number of paths:  
 $\mathcal{S}_{\mathbb{P}}f = \{S[p]f : p \in \mathbb{P}\}$ , where the general path set  $\mathbb{P}$  denotes the infinite set of all possible paths  $\mathbb{P} = \{p = (j_1, j_2, \dots, j_d) : J_0 \leq j_i \leq J, 1 \leq i \leq d, d \in \mathbb{N}_0\}$ .



Scattering networks are **rotationally equivariant** (since the spherical wavelet transform and modulus operator are rotationally equivariant).

# Isometric invariance



# Isometric invariance

## Theorem (Isometric Invariance)

Let  $\zeta \in \text{Isom}(\mathbb{S}^2)$ , then there exists a constant  $C$  such that for all  $f \in L^2(\mathbb{S}^2)$ ,

$$\|\mathcal{S}_{\mathbb{P}_D} f - \mathcal{S}_{\mathbb{P}_D} V_{\zeta} f\|_2 \leq CL^{5/2}(D+1)^{1/2} \lambda^0 \|\zeta\|_{\infty} \|f\|_2.$$

Difference in representation

Scattering network representation is invariant to isometries up to a scale.

(**Proof:** Follows by straightforward extension of proof of Perlmutter et al. 2020.)

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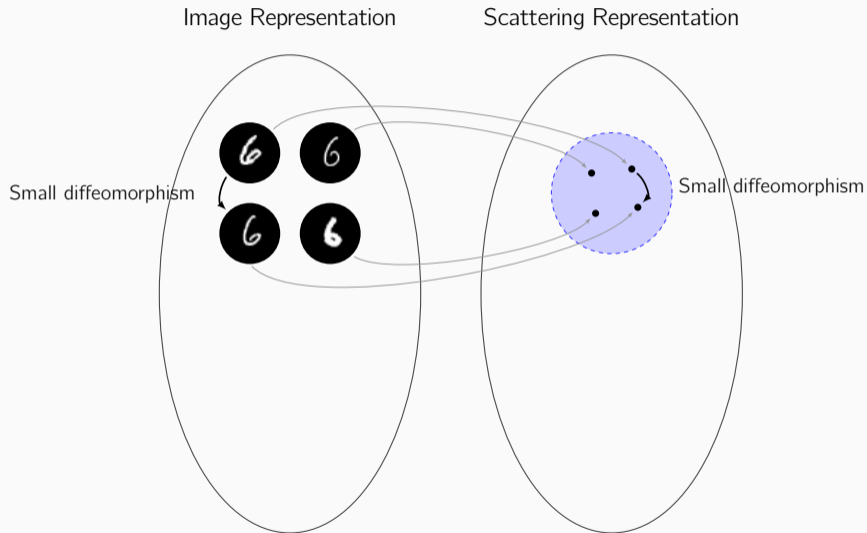


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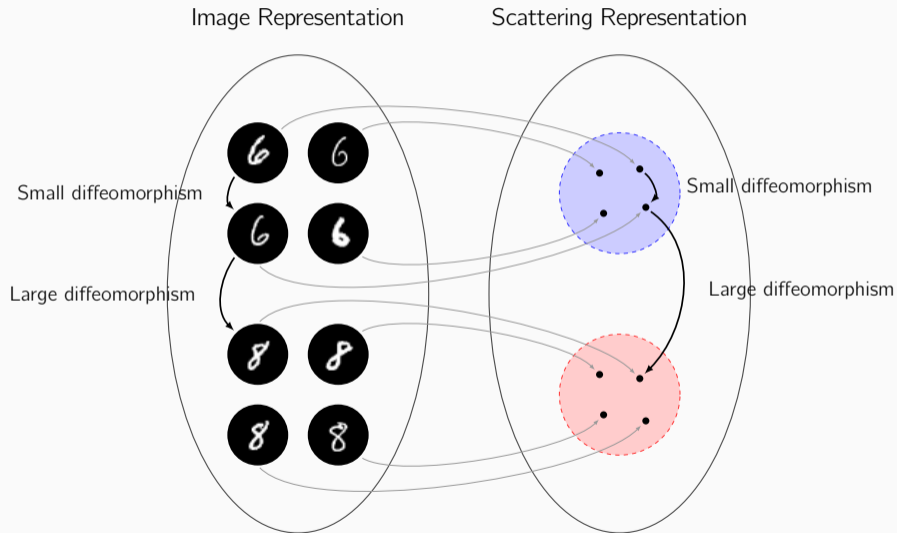
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Let  $\zeta \in \text{Diff}(\mathbb{S}^2)$ . If  $\zeta = \zeta_1 \circ \zeta_2$  for some isometry  $\zeta_1 \in \text{Isom}(\mathbb{S}^2)$  and diffeomorphism  $\zeta_2 \in \text{Diff}(\mathbb{S}^2)$ , then there exists a constant  $C$  such that for all  $f \in L^2(\mathbb{S}^2)$ ,

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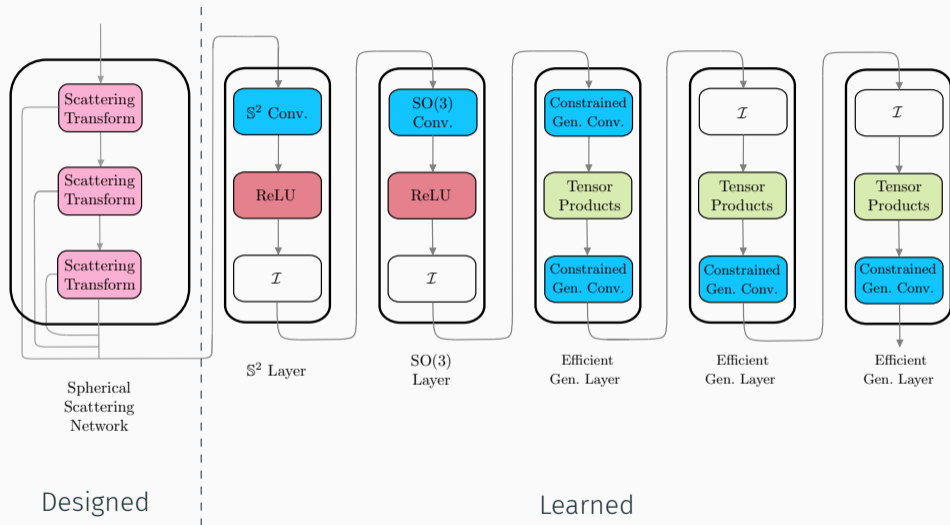
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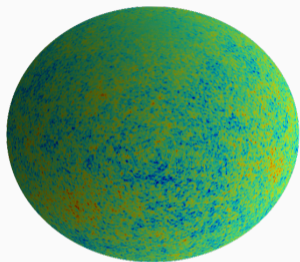
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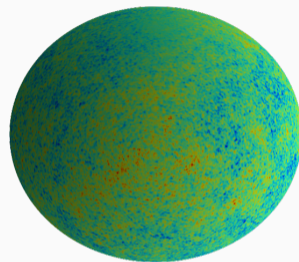
# Scalable and rotationally equivariant spherical CNNs



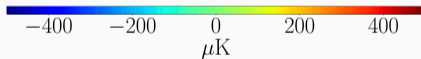
# Gaussianity of the cosmic microwave background



Gaussian



Non-Gaussian



At  $L = 1024$  ( $\sim 2$  million pixels), we achieve classification accuracy of: 53% without scattering network versus 95% with scattering network.

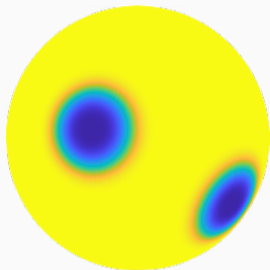
While spherical scattering networks help to scale to high-resolution input data,  
high-resolution outputs for dense predictions are not supported.

## Discrete-continuous spherical CNNs

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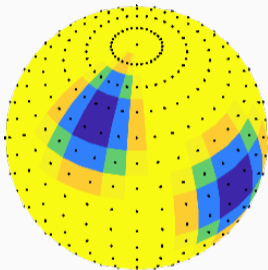
# Categorisation of spherical CNNs frameworks

## Continuous



- ✓ Equivariant
- ✗ Not Scalable

## Discrete



- ✗ Not Equivariant
- ✓ Scalable

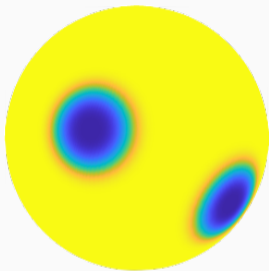
(Cohen et al. 2018; Esteves et al. 2018; Kondor et al. 2018; Cobb et al. 2021; McEwen et al. 2022)

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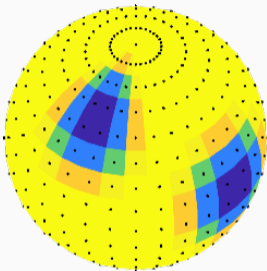
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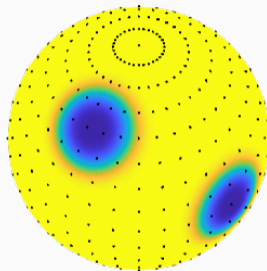
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## Discrete-Continuous (DISCO)



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# Discrete-continuous (DISCO) spherical convolution

Follows by a **careful hybrid representation** of the spherical convolution:

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## DISCO spherical convolution

Spherical convolution can be carefully approximated by the DISCO representation

$$(f \star \psi)(R) = \int_{\mathbb{S}^2} f(\omega) \psi(R^{-1}\omega) d\omega \approx \sum_i f[\omega_i] \psi(R^{-1}\omega_i) \delta\omega_i,$$

where, for now, we consider 3D rotations  $R \in \text{SO}(3)$ .

## Restricting rotations to $SO(3)/SO(2)$

While the DISCO spherical convolution is already efficient, we seek further computational savings by **reducing the space of rotations to  $SO(3)/SO(2)$** .

Rotations restricted to the quotient space may be written  $R = Z(\alpha)Y(\beta) \in SO(3)/SO(2)$ .

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**Analogous to Euclidean planar CNNs**, where filters are translated across the image but are *not* rotated in the plane.

However, as the space  $SO(3)/SO(2)$  is **not a group**, when restricting rotations in this manner important differences to the usual setting arise since we no longer have a group convolution.

## SO(3) rotational equivariance

DISCO spherical convolution  $f \star \psi$  for rotations  $Q, R \in \text{SO}(3)$  satisfies **SO(3) rotational equivariance**:

$$\begin{aligned} ((Qf) \star \psi)(R) &\approx \sum_i (Qf)[\omega_i] \psi(R^{-1}\omega_i) \delta\omega_i \\ &= \sum_i f[\omega_i] \psi((Q^{-1}R)^{-1}\omega_i) \delta\omega_i \\ &\stackrel{(**)}{\approx} (f \star \psi)(Q^{-1}R) \\ &= (Q(f \star \psi))(R). \end{aligned}$$



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Note that step **(\*\*)** only holds since  $\text{SO}(3)$  exhibits a group structure and so  $Q^{-1}R \in \text{SO}(3)$ .

## Asymptotic $SO(3)/SO(2)$ rotational equivariance

DISCO spherical convolution  $f \star \psi$  for rotations  $Q, R \in SO(3)/SO(2)$  **does not satisfy  $SO(3)$  or  $SO(3)/SO(2)$  rotational equivariance** (since  $SO(3)/SO(2)$  is not a group).

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Recover asymptotic  $SO(3)/SO(2)$  rotational equivariance as  $\beta \rightarrow 0$ , for  $Q = Z(\alpha)Y(\beta)$ .

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Asymptotic  $SO(3)/SO(2)$  equivariance of **significant practical use** since content in spherical signals often orientated and similar content appears at similar latitudes, particularly for  $360^\circ$  panoramic photos and video.

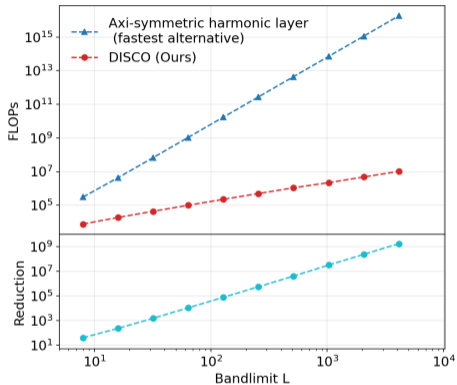
# Computationally scalable DISCO spherical convolution

DISCO convolution affords a **computationally scalable** implementation.

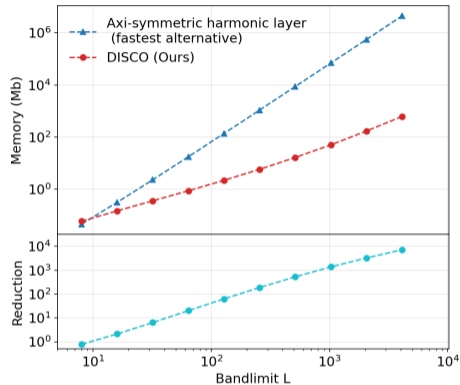
1. Sparse tensor representation.
2. Memory compression.
3. Custom sparse gradients.

**Linear scaling** in number of pixels on the sphere  $O(N) = O(L^2)$  for both computational cost and memory usage.

# Computational cost and memory requirements



Computational cost

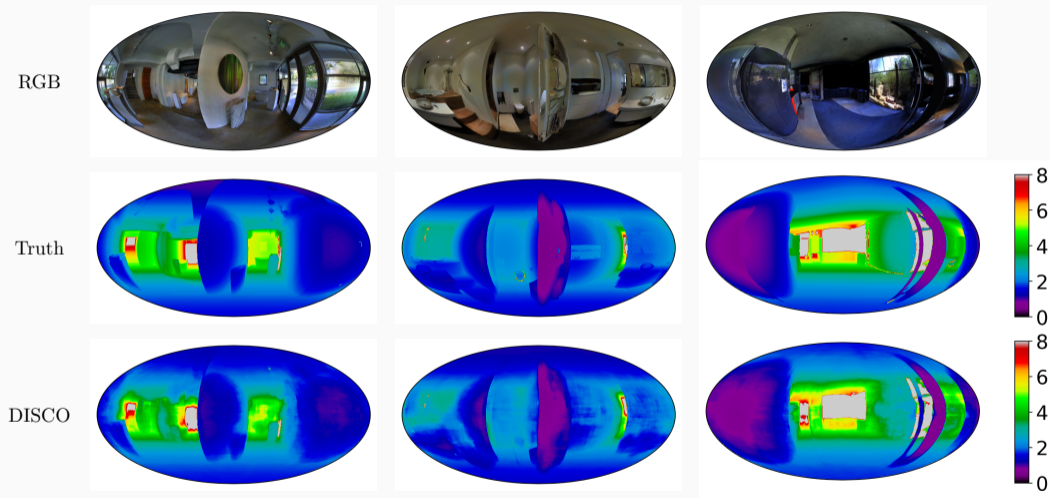


Memory requirements

For 4k spherical image,  $10^9$  saving in computational cost and  $10^4$  saving in memory usage.

DISCO spherical CNNs exhibit **excellent rotational equivariance** properties and  
are **computationally scalable**  
supporting high-resolution input and output data for dense-prediction tasks.

# Depth estimation for Pano3D



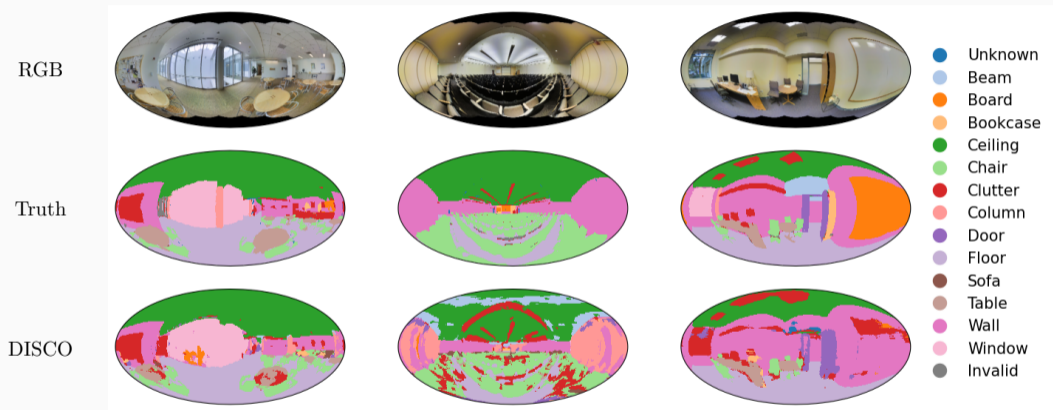
Example predictions for depth estimation of Pano3D data (depth plotted in meters).



# Depth estimation for Pano3D

Model	Parameters	Depth Error Metrics				Depth Accuracy Metrics			
		wRMSE	wRMSLE	wAbsRel	wSqRel	$\delta_{1.05}^{\text{ico}}$	$\delta_{1.1}^{\text{ico}}$	$\delta_{1.25}^{\text{ico}}$	$\delta_{1.25^2}^{\text{ico}}$
Planar UNet	27M	<b>0.4520</b>	<b>0.1300</b>	0.1147	<b>0.0811</b>	36.68%	60.59%	88.31%	96.96%
DISCO-Directional (Ours)	<b>658k</b>	0.5063	0.1695	<b>0.1109</b>	0.0852	<b>38.32%</b>	<b>62.12%</b>	<b>88.65%</b>	<b>97.29%</b>

# Semantic segmentation for 2D3Ds dataset

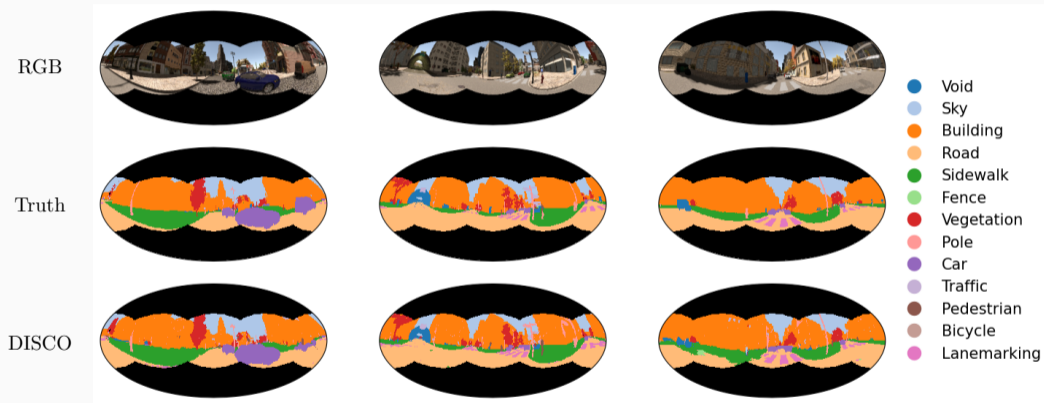


Example predictions for semantic segmentation of 2D3DS data.

# Semantic segmentation for 2D3Ds dataset

Model	mIoU	mAcc
Planar UNet	35.9	50.8
UGSCNN	38.3	54.7
GaugeNet	39.4	55.9
HexRUNet	43.3	58.6
SWSCNNs	43.4	58.7
CubeNet	45.0	62.5
MöbiusConv	43.3	60.9
DISCO-Axisymmetric (Ours)	39.7	54.1
DISCO-Directional-Separable (Ours)	43.9	60.9
DISCO-Directional (Ours)	45.2	61.5
<b>DISCO-Directional-Aug (Ours)</b>	<b>45.7</b>	<b>62.7</b>

# Semantic segmentation for Omni-SYNTHIA dataset



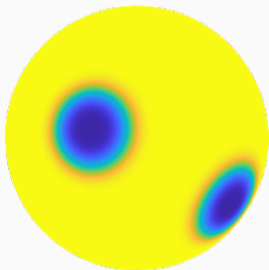
Example predictions for semantic segmentation of Omni-SYNTHIA data.

# Semantic segmentation for Omni-SYNTHIA dataset

Model	mIoU	mAcc
Planar UNet	44.6	52.6
UGSCNN	37.6	48.9
HexUNet	48.3	57.1
DISCO-Directional-Separable (Ours)	48.3	59.3
<b>DISCO-Directional-Separable-Aug (Ours)</b>	<b>49.2</b>	<b>63.7</b>

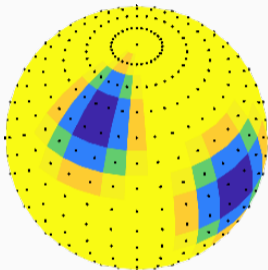
# Summary

## Continuous



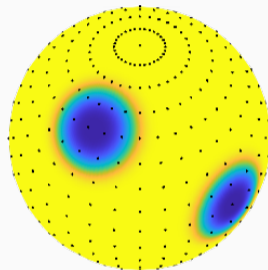
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