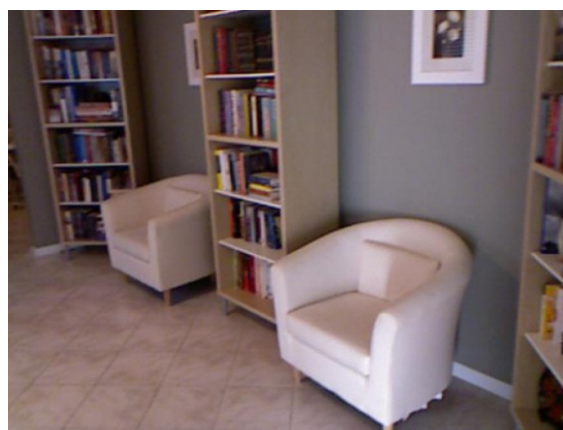
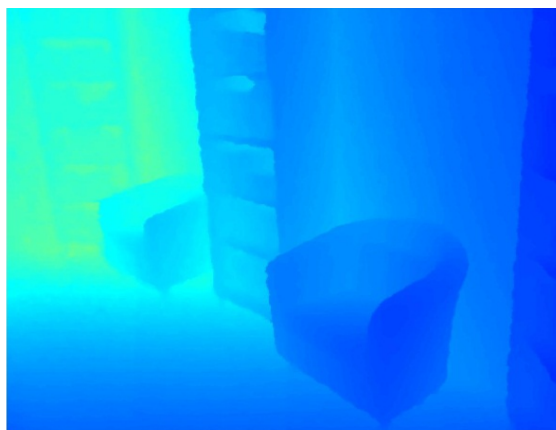


DEPTH FROM SINGLE IMAGE



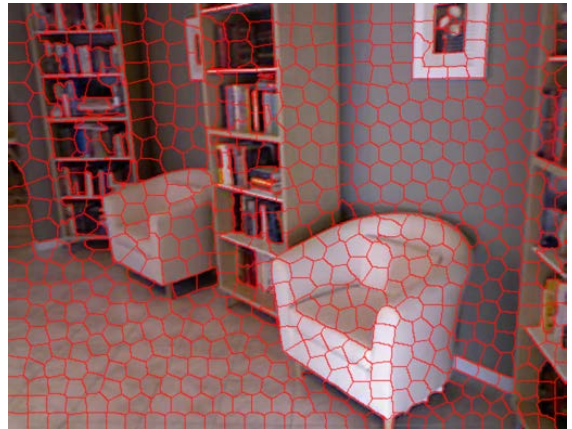
Input



Output

LOCAL PREDICTIONS

Superpixels:



Achanta et al., PAMI'12

LOCAL PREDICTIONS

Train a regressor to predict superpixel depth:



—> Noisy predictions.

Encouraging coherence

Connect the neighboring superpixels

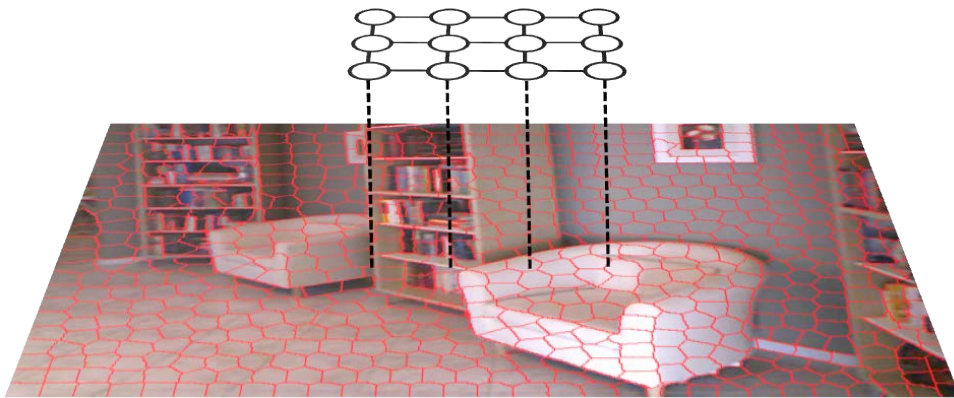


Encourage their depths to be consistent.

Saxena et al., PAMI'09

MARKOV RANDOM FIELD

Graph with vertices and edges

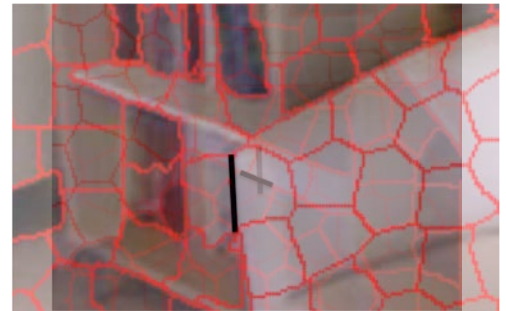
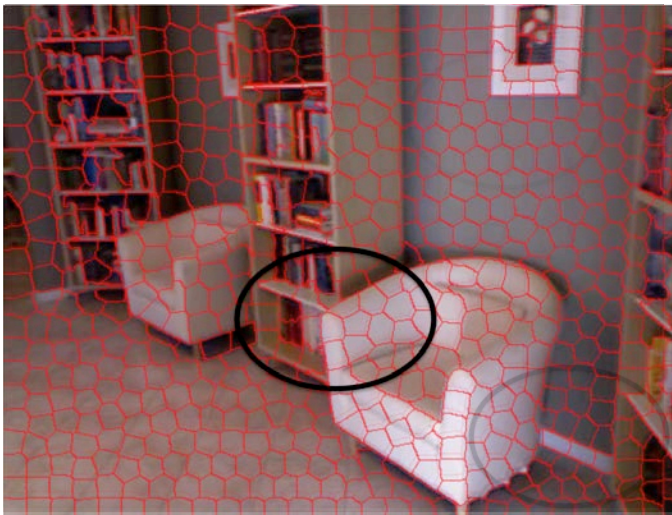


Assign values to the nodes to minimize

$$E(Y) = \sum_i \varphi(y_i) + \sum_{(i,j)} \psi(y_i, y_j)$$

unary pairwise

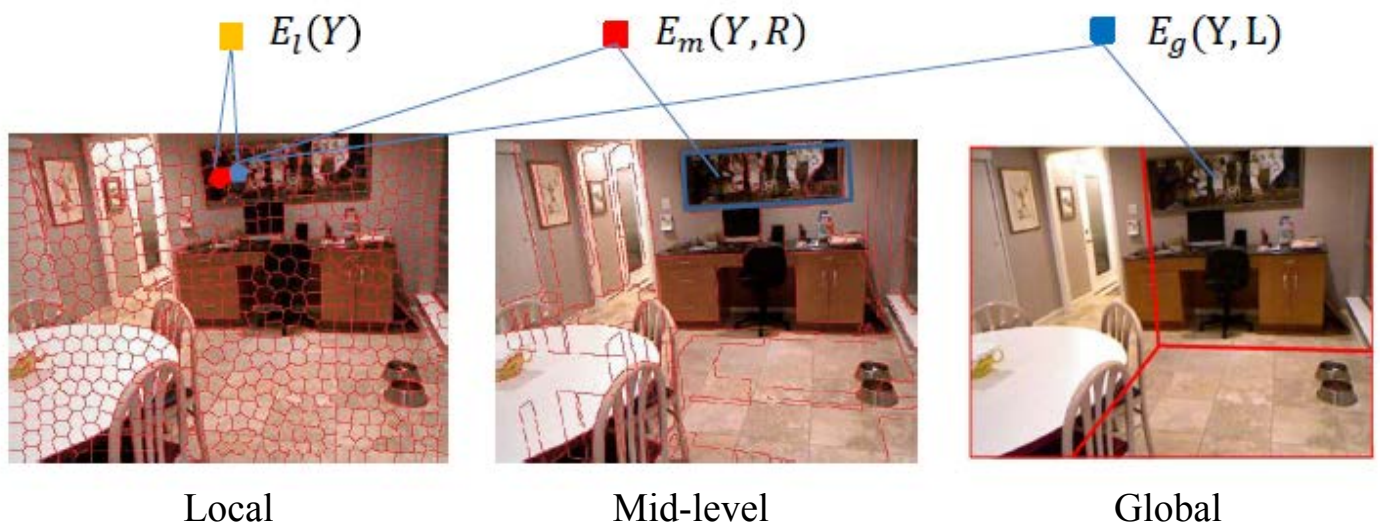
REASONING ABOUT EDGES



Liu et al., CVPR 2014

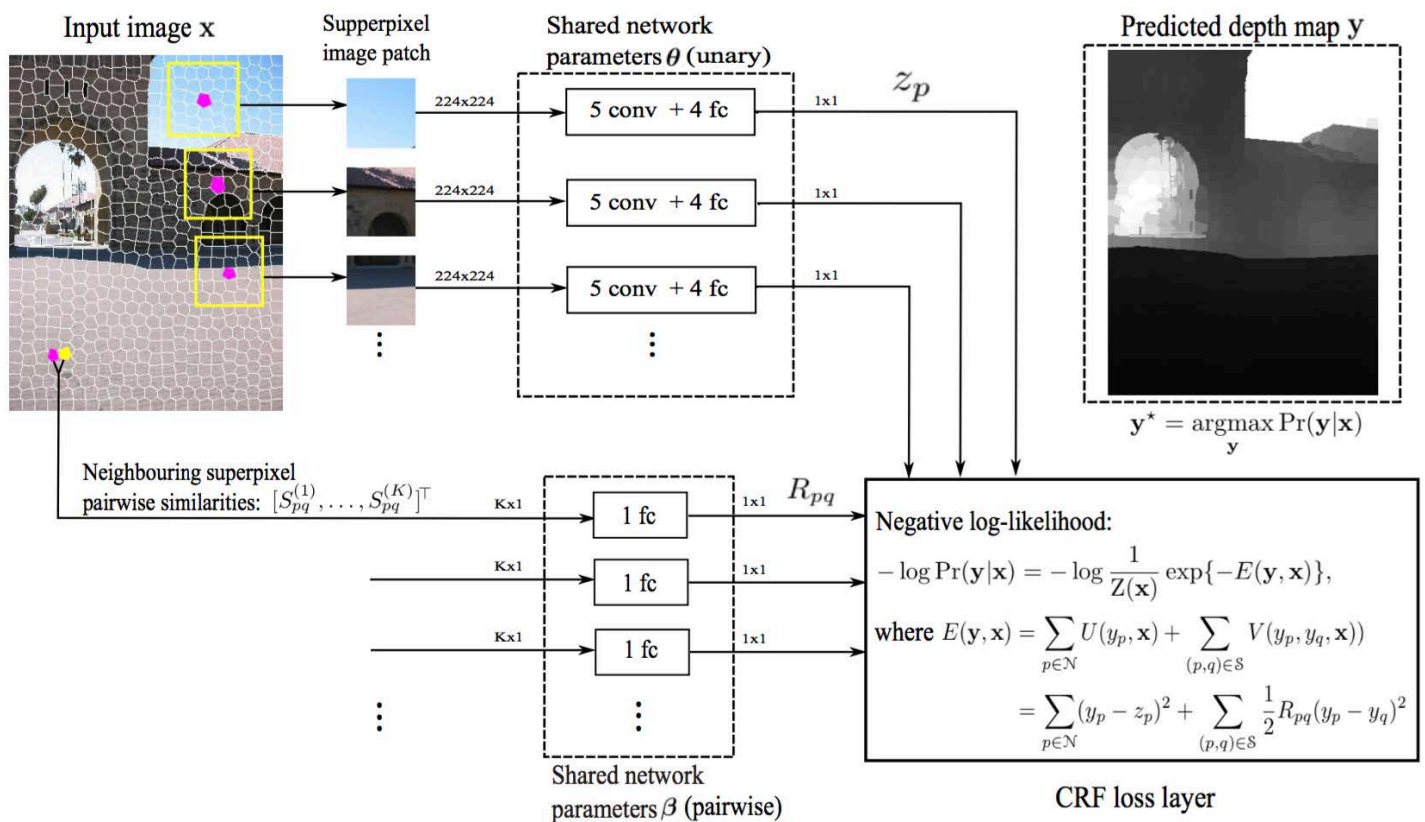
HIGHER ORDER TERMS

Larger regions can help reason about the scene



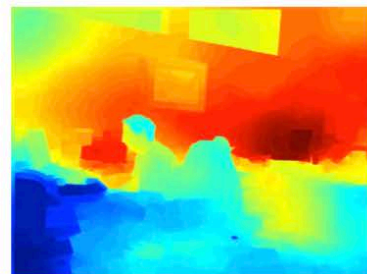
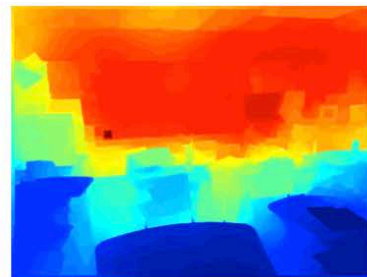
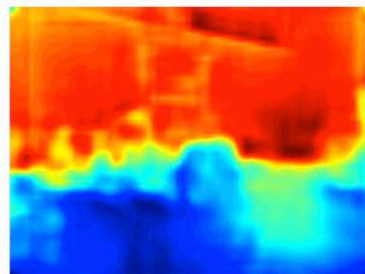
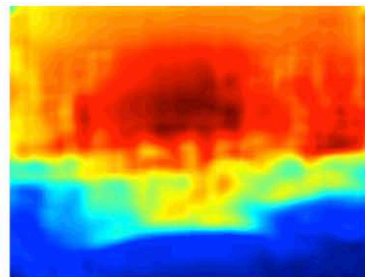
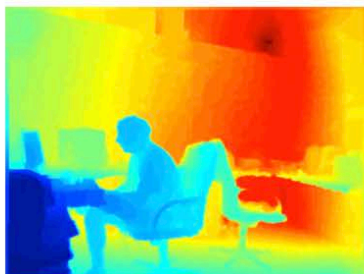
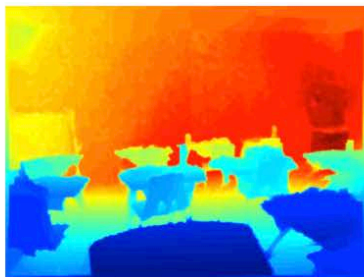
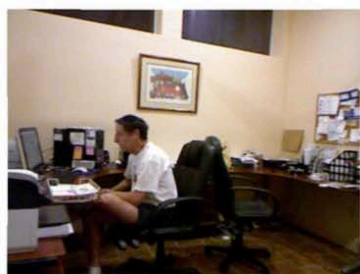
Zhuo et al., CVPR 2015

DEEP LEARNING WITH MRF



Liu et al., PAMI 2016

DEPTH FROM A SINGLE IMAGE



Test image

Ground-truth

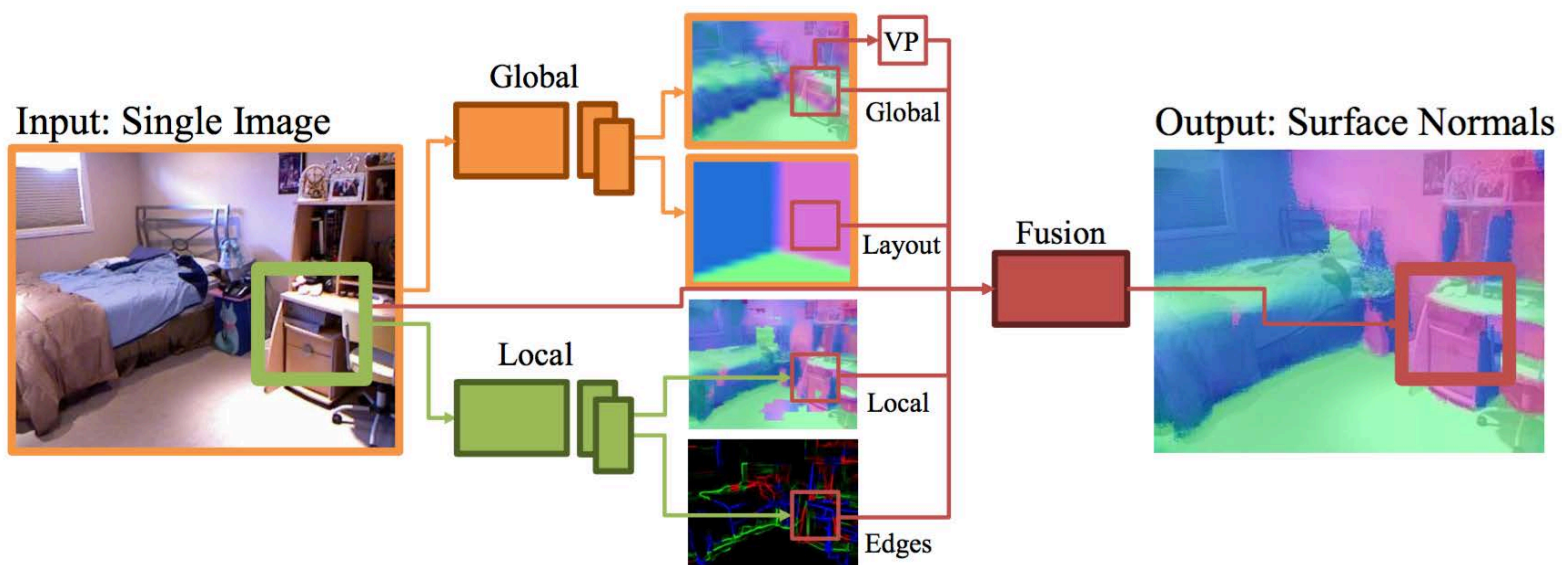
Eigen et al. [3]

DCNF-FCSP

Liu et al., PAMI 2016

PREDICTING NORMALS

Using deep learning



Wang et al., CVPR 2015

NORMALS FROM A SINGLE IMAGE



Input

Ground Truth

Output

Wang et al., CVPR 2015

OLD VARIATIONAL METHODS

Minimize:

$$\int \int \left(\left[I(u, v) - \text{Ref}\left(\frac{\delta z}{\delta u}, \frac{\delta z}{\delta v}\right) \right]^2 + \lambda \left[\left(\frac{\delta^2 z}{\delta u^2} \right)^2 + \left(\frac{\delta^2 z}{\delta u \delta v} \right)^2 + \left(\frac{\delta^2 z}{\delta v^2} \right)^2 \right] \right) dudv$$



Brightness
constraint



Smoothness
term



$$\int \int \left([I(u, v) - \text{Ref}(p, q)]^2 + \lambda \left[\left(\frac{\delta p}{\delta u} \right)^2 + \left(\frac{\delta p}{\delta v} \right)^2 + \left(\frac{\delta q}{\delta u} \right)^2 + \left(\frac{\delta q}{\delta v} \right)^2 \right] + \mu \left[\frac{\delta p}{\delta v} - \frac{\delta q}{\delta u} \right]^2 \right) dudv$$



Integrability
constraint

STRENGTHS AND LIMITATIONS



Strengths:

- More general than shape-from-texture.
- Leverages data.

Limitations:

- Requires training data for specific scenes.
- Currently, only limited geometrical reasoning.