

Disentangling Object Motion for Self-supervised Depth Estimation

CV1-Final Project

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1.Introduction

learning has emerged as a promising approach in many fields. However, one of the main difficulties would be occlusions caused by the motion of (2) Making use of the fact that pose from t to t+1dynamic objects within the monocular inputs. In order to solve this problem, we propose some improvements based on established ideas.

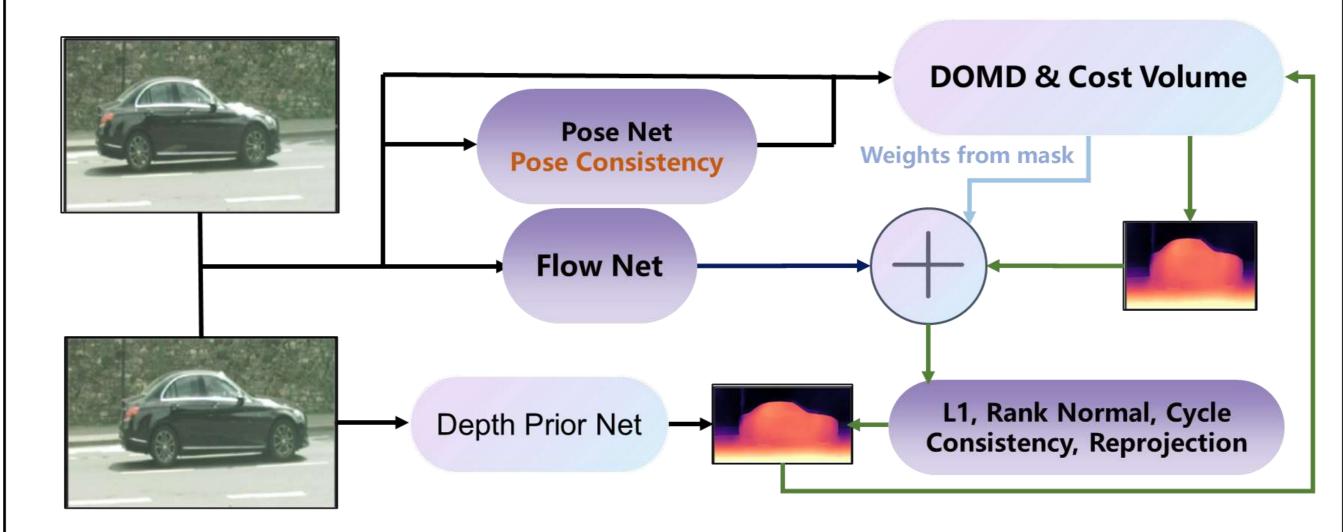
2. Contributions

We mainly propose the following improvements:

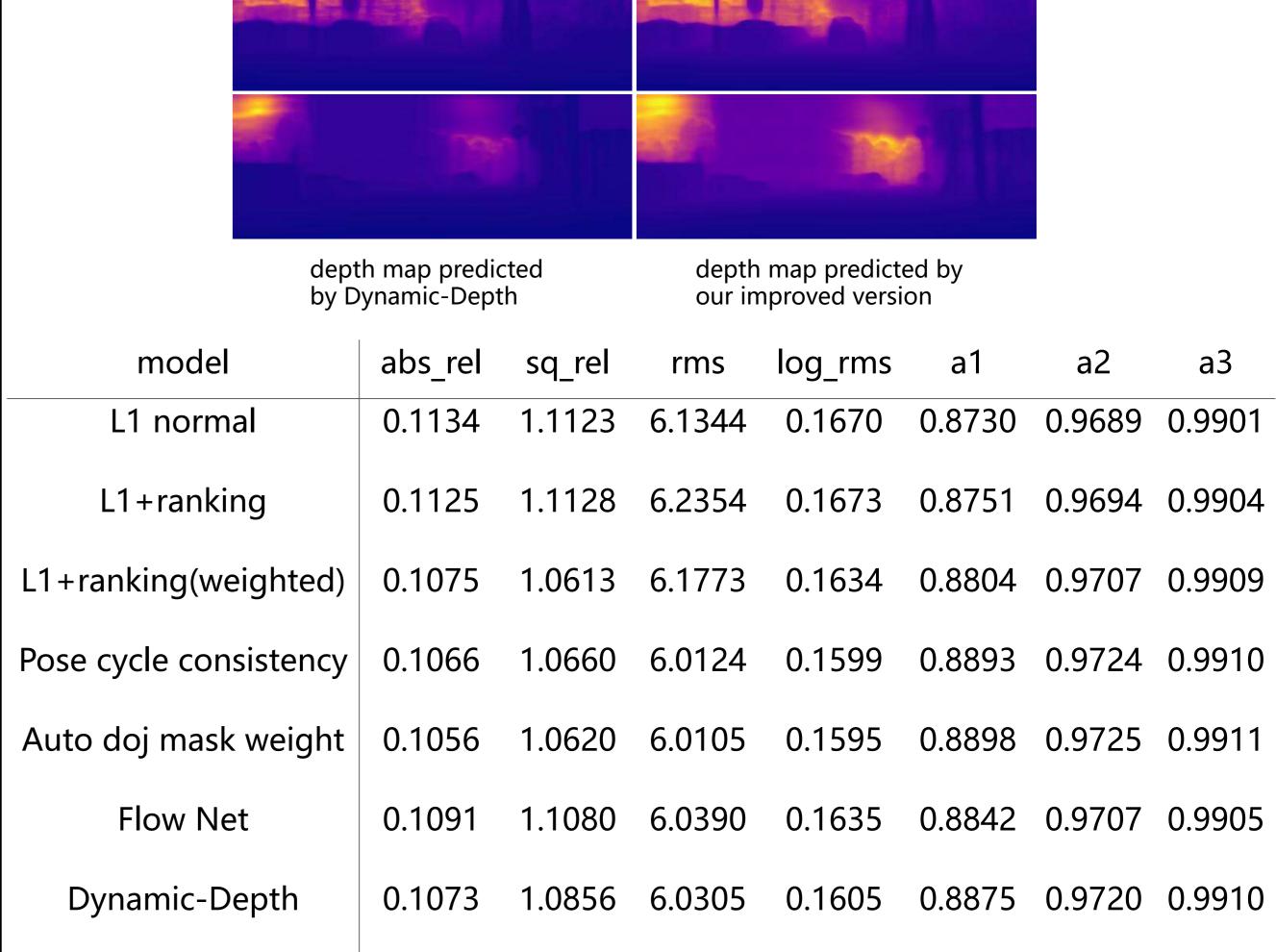
- We introduce two loss functions to the Dynamic-Depth framework: L1 normal loss and normal ranking loss.
- (2) Introduce pose cycle consistency constraint to enhance the ability of *Pose Net* to predict poses.
- (3) Create a weighted scheme based on masks. Automatically adjust the weight of each datum according to the size of its dynamic object mask.
- (4) Add a *Flow Net* into the framework of Dynamic-Depth, which predicts the optical flow of two images.

3. Methods

- monocular depth via unsupervised (1) Loss functions metioned in 2.1 make use of the geometry information.
 - product pose t+1 to t is Indentity
 - (3) General pipeline



4. Experiments



Numerical Results

5. Reference

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- ② L. Sun, J.-W. Bian, H. Zhan, W. Yin, I. Reid, and C. Shen, "Sc-depthv3: Robust selfsupervised monocular depth estimation for dynamic scenes," IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 2023.
- ③ X. Miao, Y. Bai, H. Duan, Y. Huang, F. Wan, X. Xu, Y. Long, and Y. Zheng, "Ds-depth: Dynamic and static depth estimation via a fusion cost volume," IEEE Transactions on Circuits and Systems for Video Technology, 2023.