

# Desription of solution

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GitHub repository with solution

1. In function *get\_view* the new CameraPose class object (pose.i) with extrinsics matrix for image.i was created. Also, the new RaycastingImaging class object (imaging.i) with image resolution and resolution\_3d from intrinsics dictionary for image.i was created. To get point cloud from depth image function image\_to\_points from imaging.i was used. To transform the image to points in world frame camera\_to\_world function from pose.i was used. So, points.i from depth image.i in world frame was constructed.
2. In function *pairwise\_interpolate\_predictions* to be able to interpolate in view.i points from view.j were reprojected to view.i. For reprojection function world\_to\_camera from camera pose.i was used. So reprojected.j was got.
3. Then we found k (nn\_set\_size) nearest points for each of the points from reprojected.j. This point was from view.i. So indexes of these points(nn\_indexes.in.i) were got.
4. Before building interpolation, we need to check the possibility of it. Firstly, for points.i in the pixel grid of view.i with indexes (point\_nn\_indexes) that was got from nn\_indexes.in.i we created an array. This array was consists of X and Y coordinates of this point and Z coordinate that was from image.i. So we got point\_from.j\_nns. Secondly, we found a distance between this point and point\_from.j. If this distance less than a particular threshold the interpolation is possible.
5. If interpolation is possible, we made a bilinear interpolator from distances predicted in view.i (distances.i) into the point in view.j. For this, we can use interpolate.interp2d function from scipy. But it is not

