Introduction - Predicting, Motivation

Objective: Given a video feed, infer a corresponding depth map sequence. **How**: Analyze spatiotemporally with convLSTM encoding+decoding

DATASET - FEATURES

KITTI

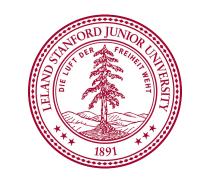
Inputs = RGB video feed Groundtruth = LIDAR mapping Features are pixel values

MODEL - MATH

```
convLSTM: i_{t} = \sigma(ReLU(W_{xi} * X_{t} + W_{hi} * H_{t-1} + W_{ci} \circ C_{t-1} + b_{f}))
f_{t} = \sigma(ReLU(W_{xf} * X_{t} + W_{hf} * H_{t-1} + W_{cf} \circ C_{t-1} + b_{f}))
g_{t} = tanh(ReLU((W_{xg} * X_{t} + Whg * H_{t-1} + b_{g}))
C_{t} = f_{t} \circ C_{t-1} + it \circ g_{t}
o_{t} = \sigma(ReLU(W_{xo} * X_{t} + W_{ho} * H_{t-1} + W_{co} \circ C_{t} + b_{g}))
H_{t} = o_{t} \circ tanh(C_{t})
where * refers to a convolution operation see 'Model - Specifics'
```

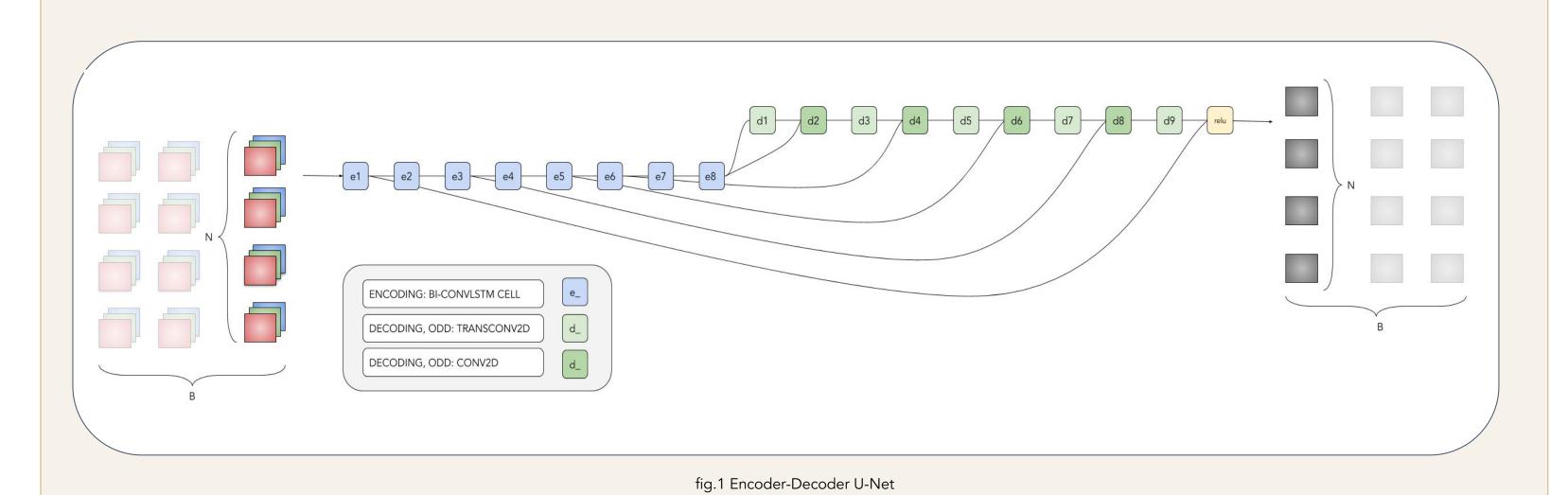
U-N.o.1T: A U-Net exploration, In Depth

John Chuter (Jchuter), Geoffrey Boullanger (Gbakker), Manuel Nieves (mnievess)



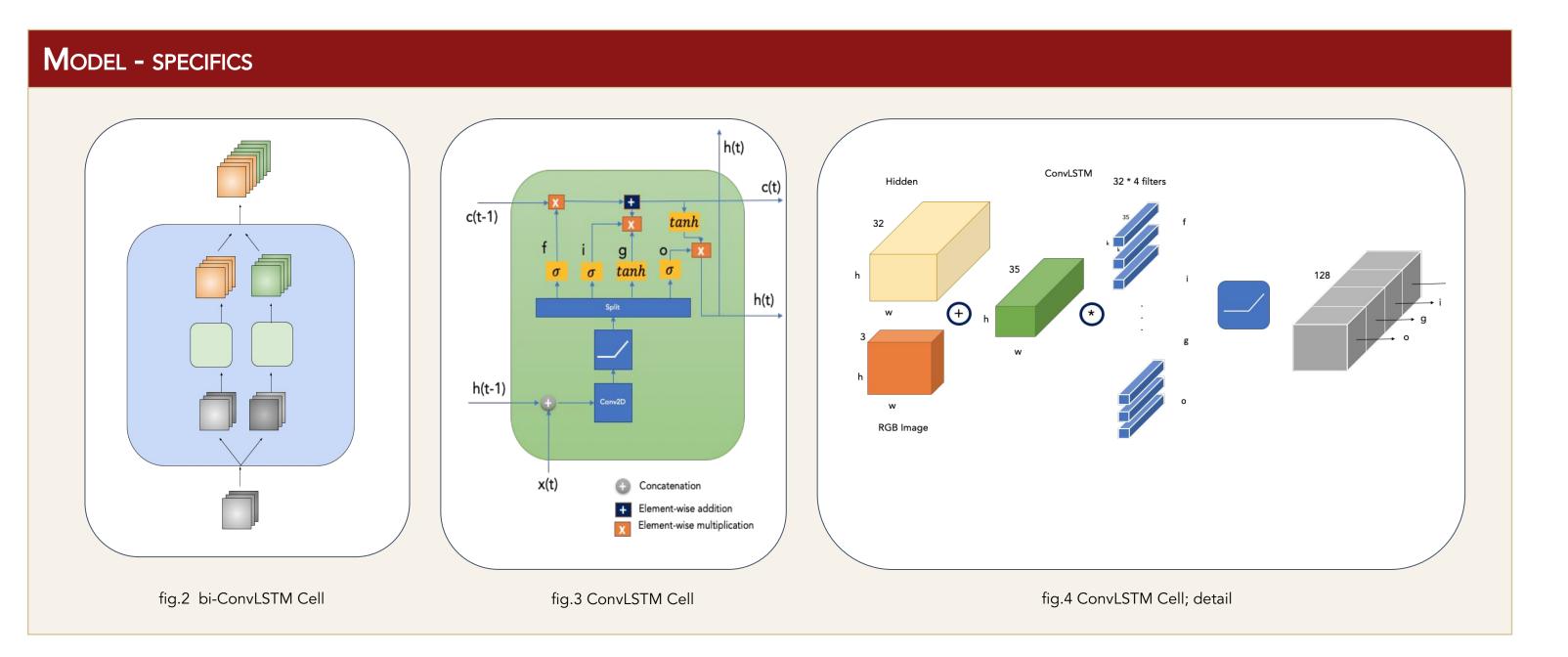
IMPLEMENTATION - MODEL - BIG PICTURE

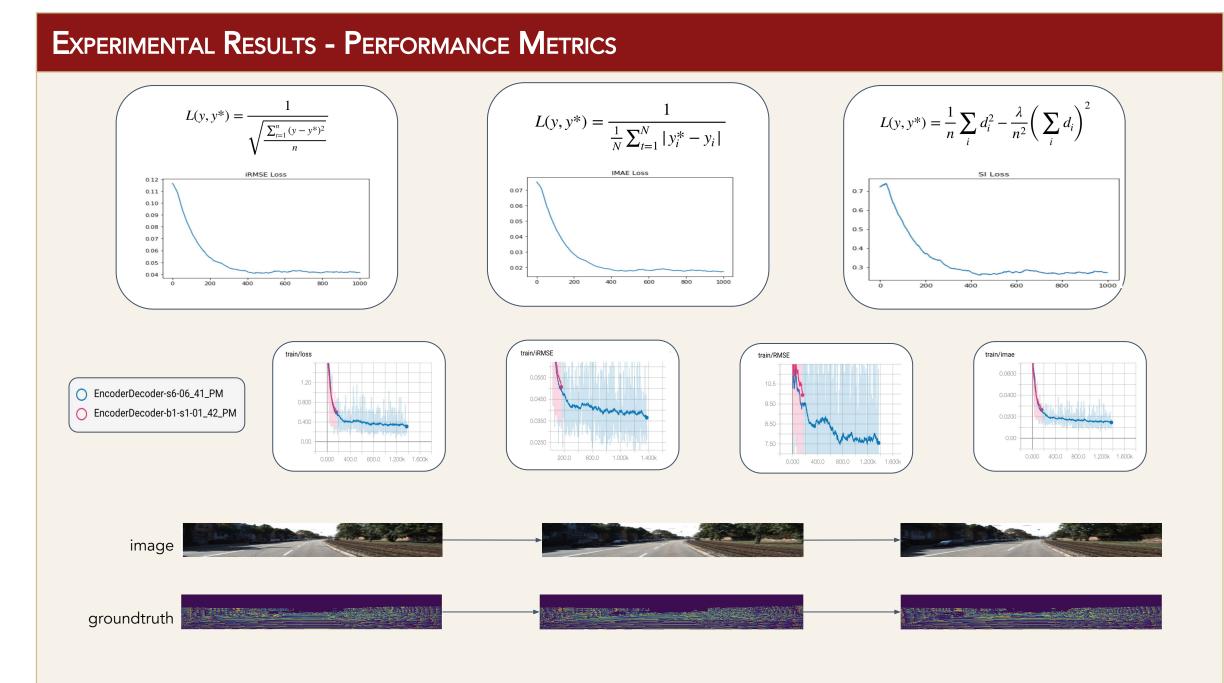
U-Net architecture; encoding + decoding



Review - Discussion

- Complexity meaningfully, creatively using convolutions and LSTMs for interesting applications; here inside a U-Net encoder-decoder architecture..
- Comparison to baselines
 (DepthNet) is difficult, because we chose different image size and parameter sizes due to machine constraints.
- LSTM and bidirectionality have not distinguished themselves from convolutions.
- Computation slow.





FUTURE WORK

- Bigger images
- Different sequence lengths
- More layers; encoding + decoding
- Layer parameters; # filters, stride, etc.
- Bidirectionality options

MODEL - IMPLEMENTATION DETAILS

Pytorch 0.4.1

Machine 1: GeForce GTX 1080 Ti Machine 2: 2 x GeForce GTX 1080

ACKNOWLEDGEMENTS - LITERATURE

- DepthNet
- Convolutional LSTM Network: A Machine Learning Approach for Precipitation Nowcasting

ACKNOWLEDGEMENTS

We would like to thank Professor Ng and Professor Dror, as well as the TAs, for their dedicated instruction.