



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:
$$i_t = \sigma(\text{ReLU}(W_{xi} * X_t + W_{hi} * H_{t-1} + W_{ci} \circ C_{t-1} + b_i))$$
$$f_t = \sigma(\text{ReLU}(W_{xf} * X_t + W_{hf} * H_{t-1} + W_{cf} \circ C_{t-1} + b_f))$$
$$g_t = \tanh(\text{ReLU}(W_{xg} * X_t + W_{hg} * H_{t-1} + b_g))$$
$$C_t = f_t \circ C_{t-1} + i_t \circ g_t$$
$$o_t = \sigma(\text{ReLU}(W_{xo} * X_t + W_{ho} * H_{t-1} + W_{co} \circ C_t + b_o))$$
$$H_t = o_t \circ \tanh(C_t)$$
where * refers to a convolution operation
see 'Model - Specifics'

U-N.o.1T: A U-NET EXPLORATION, IN DEPTH

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IMPLEMENTATION - MODEL - BIG PICTURE

U-Net architecture; encoding + decoding

fig.1 Encoder-Decoder U-Net

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.

MODEL - SPECIFICS

fig.2 bi-ConvLSTM Cell

fig.3 ConvLSTM Cell

fig.4 ConvLSTM Cell; detail

EXPERIMENTAL RESULTS - PERFORMANCE METRICS

$$L(y, y^*) = \frac{1}{\sqrt{\frac{\sum_{i=1}^n (y_i - y_i^*)^2}{n}}}$$

$$L(y, y^*) = \frac{1}{N \sum_{i=1}^N |y_i^* - y_i|}$$

$$L(y, y^*) = \frac{1}{n} \sum_i d_i^2 = \frac{\lambda}{n^2} \left(\sum_i d_i \right)^2$$

Legend: EncoderDecoder-s6-06_41_PM (blue), EncoderDecoder-b1-s1-01_42_PM (pink)

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.