

Multi-Setup Depth Perception through Virtual Image Hallucination

Luca Bartolomei*,†

Matteo Poggi[†]

Fabio Tosi[†]

Andrea Conti[†]

Stefano Mattoccia*,†



Advanced Research Center on Electronic System (ARCES)

† Department of Computer Science and Engineering (DISI) University of Bologna

Introduction

RGB/Event Stereo Matching

- Stereo networks suffer in the presence of large untextured regions and facing domain shifts
- Active stereo uses pattern projection, which is not always feasible (e.g., outdoor, long-range)

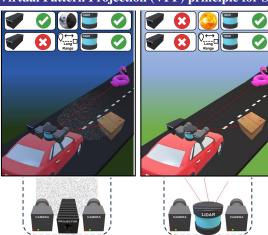
- We hallucinate images according to the sparse measurements from a depth sensor
- This setup works in any environment if coupled with an appropriate depth sensor

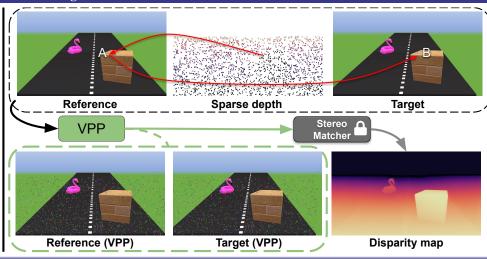
Depth Completion

- Depth completion methods lack **generalization** across different domains
- Varying the density of the depth points yields large drops in accuracy

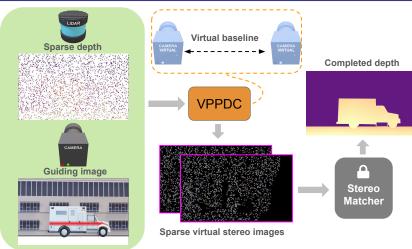
- We leverage the strong generalization capabilities of deep stereo networks
- Purposely, we generate virtual stereo pairs out of sparse depth points

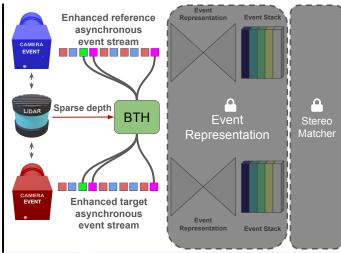
Virtual Pattern Projection (VPP) principle for Stereo Matching

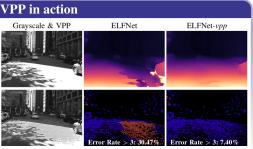


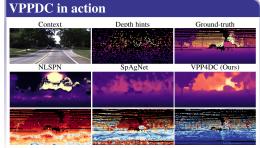


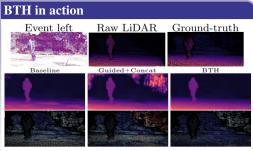
VPP extended to Depth Completion and Event Stereo Matching











References



Project Page



Papers

