

Week 3 Protocol Notes

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0.0.1 Discussion

Discussion regarding the restriction of gpu and available vram. We can have a look at the titan of atcremes9.

0.0.2 Experiments:

- Removing Ground: Try to remove the ground and other "unnecessary structure" and evaluate the performance
- Pedestrians: Check the inference on other dynamic class then cars and evaluate the performance.
- Selectivity: If inference on other dynamic classes works, try to selectively apply sceneflow to dynamic classes and rigid body motion on non-dynamic classes.

0.0.3 Further thoughts

- One might need to define metrics on how to measure the goodness of the results. How to do this regarding occlusion and point correspondence.