

# Week 4 Protocol Notes

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## 0.0.1 Discussion

The models perform also bad for the scenario defined in the previous weeks. Confirmation that models trained on RGBd and non 360deg pointclouds are not expressive enough for the task we are trying.

## 0.0.2 Short Explanation of Rigid3DSceneflow method:

Remove background, cluster vehicles, segment the vehicles. Learn the rigid body transformation for every dynamic object to map the vehicle

## 0.0.3 Idea:

- Try to get the Just Go with The Flow network to run, which is a rather simple approach with a bad loss formulation.
- Use additional losses of the PointPWC methods for a better local, smooth representation (idea of complementing each other)

## 0.0.4 Next step proposal:

- Try out the networks and evaluate their performance, maybe try to retrain.
- Based on the results, go for a combined self-implementation of the net.

## 0.0.5 Tips and Tricks:

- "module load cuda/version" can be used to load another cuda version on the remote computers.