

A Dense Depth and Forground images dataset of Stray Animals (some name XYZ)

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Abstract

Dataset creation.

This work experimentally produces a dataset of size 4M records, where each record is a combination of 4 images from a very limited input. The input taken to generate this dataset are 100 background images and 100 foreground images.

How this dataset is unique and differs from the existing ones? Firstly, It is a dedicated dataset for stray animals. and Secondly, the large volume of data recorded: 40,00,000 tuples where each tuple is composed of a RGB image, a depth image, and a mask of the animal.

limitation lacking ground truth

Depth and foreground prediction.

This paper presents a model to establish the baseline as the start point to develop more recognition algorithms. The XYZ dataset is publicly available at¹.

1 Introduction

What is depth ? - A depth image is an image channel in which each pixel relates to a distance between the image plane and the corresponding object in the RGB image

RGBD image is a combination of a RGB image and its corresponding depth image. we introduce XYZ, a dataset that contains millions of depth and foreground images of stray animals derived from few hundreds of images. XYZ is the first dataset which has stray animals. The dataset is available for download at ...link... This is an RGBDM dataset that pair images with depth and mask. The datasets which involve depth cannot be created using crowd source annotation, instead they rely on 3D range sensors. This XYZ is experimentally created with the help of existing depth predictors and foreground creators.

XYZ can also be used for automonous driving

Depth information is integral to many problems in robotics, including mapping, localization and obstacle avoidance for terrestrial and aerial vehicles, and

¹datasetwebsite

in computer vision, including augmented and virtual reality[5]. The reason for using existing depth predictors for the creation of new dataset - depth sensors and monocular cameras are expensive. we used existing accurate depth predictor [reference]

if we can come up with limitations of existing rgbd datasets... then we can write This paper present the XYZ dataset in an effort to address the aforementioned limitations of existng RGBD datasets.

Figure 3 represents a few representative examples from XYZ

The most important feature of XYZ is



Figure (1) Sample Record which contains the background image, a cow overlaid on top of background, its mask and depth images

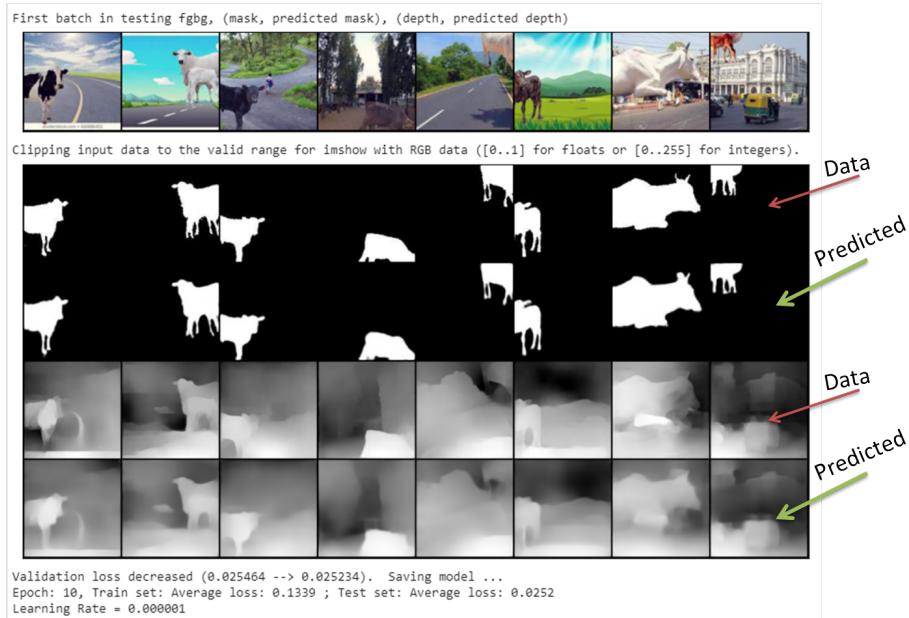


Figure (2) Sample Record which contains the background image, a cow overlaid on top of background, its mask and depth images



Figure (3) Sample Record which contains the background image, a cow overlaid on top of background, its mask and depth images

2 Related Work

*** sentences need to be reframed with the help of Abhinav sir A variety of RGBD datasets in which images are paired with corresponding depth maps(D) have been proposed through the years. Available RGBD datasets kitti dataset [1], the Synthia dataset [2], Make3D dataset [3], NYU dataset [4]

It is the best known RGBD dataset collected using a vehicle equipped with a sparse Velodyne VLP-64 LiDAR scanner and RGB cameras, and features street scenes in and around the German city of Karlsruhe. Primary application of this dataset involves perception tasks in the context of self-driving.

Synthia is a street scene dataset with depth maps of synthetic data, requiring domain adaptation to apply to real world settings.

Cityscapes [reference] provides a dataset of street scenes, albeit with more diversity than KITTI.

Sintel [reference] is another synthetic dataset which includes outdoor scenes.

Megadepth [reference] is a large-scale dataset of outdoor internet images, with depth maps reconstructed using structure-from-motion techniques, but also lacking in ground truth depth and scale.

Make3D [reference] provides RGB and depth information for outdoor scenes

The NYUv2 dataset [reference] is widely used for monocular depth estimation in indoor environments. The data was collected with a Kinect RGBD camera, which provides sparse and noisy depth returns. These returns are generally inpainted and smoothed before they are used for monocular depth estimation tasks. As a result, while the dataset includes sufficient samples to train modern machine learning pipelines, the “ground-truth” depth does not necessarily correspond to true scene depth. ***]

3 The XYZ dataset

we designed the dataset with the following objectives... 1. dataset which ded-
icately include stray animals, as animals move without any restrictions in the
small cities of India. 2. self driving cars should be able to identify animals 2.
dataset should provide accurate dense depth maps. 4. dataset should provide
foreground images

3.1 Data Acquisition

3.2 Data Curation and Processing

3.3 Data Statistics

4 Experiments

In this section, we provide a baseline for monocular depth estimation on the
XYZ dataset

4.1 Model

4.2 Evaluation

4.3 Analysis

3.

5 Conclusion

6 Acknowledgement

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