

Towards Explainability in Monocular Depth Estimation

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Monocular Depth Estimation



- Inferring depth information from 2D images
- Crucial for: Robotics, Autonomous driving, Augmented reality
- An inherently ill-posed problem
- Ambiguities caused by the projection of the 3D world to 2D images
- Significance: Enhances scene understanding and 3D perception
- Deep Learning-based methods outperform traditional approaches
- CNNs, Vision Transformers capture complex patterns in images

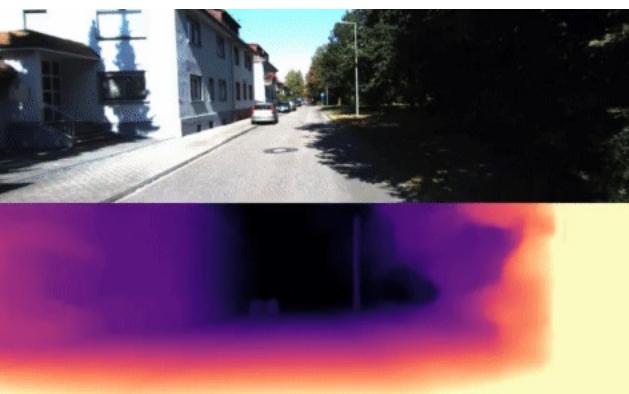
Typical Explainability Methods

- Unveiling the rationale behind model predictions
- Crucial for: Transparency & trust, Model improvement, Bias detection, User understanding, Regulatory compliance
- Methods: Feature visualization, Saliency maps, Attention mechanisms, LIME (Local Interpretable Model-agnostic Explanations), SHAP (Shapley Additive exPlanations), Grad-CAM (Gradient-weighted Class Activation Mapping)
- Trade-offs between simplicity and accuracy in explanation methods
- Some methods are model-specific, while others are model-agnostic
- The need to validate explanations and ensure they reflect true model behavior

Unique Approach: Connecting with Human Perception

- **Objective:** Enhance explainability by aligning model predictions with how humans perceive depth
- **Key idea:** *As a dataset is limited to provide only a single cue, the accuracy of the methods indirectly reflects their success in learning the selected depth cue.*

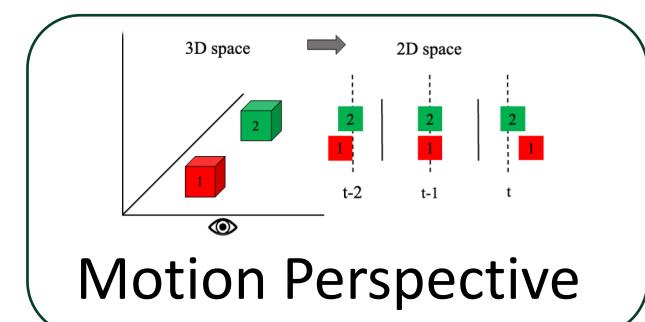
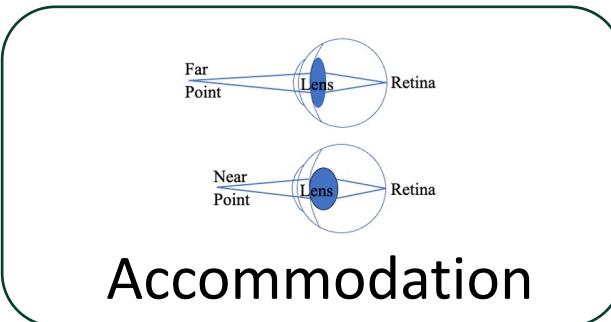
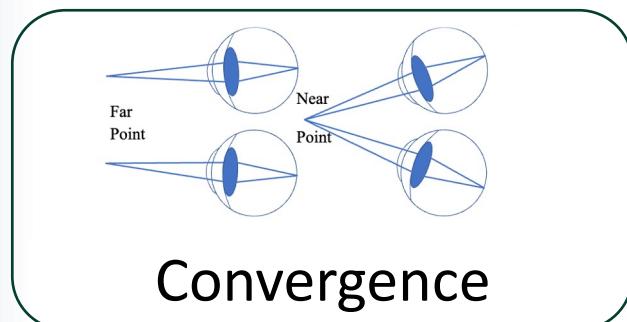
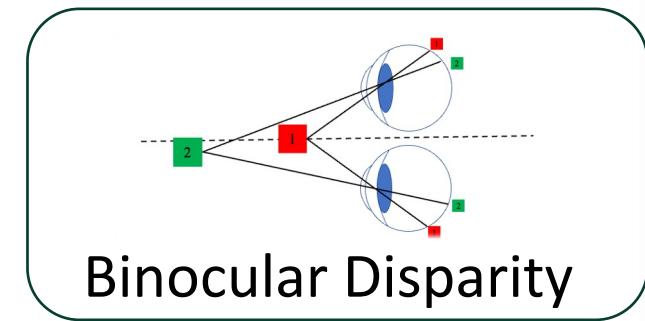
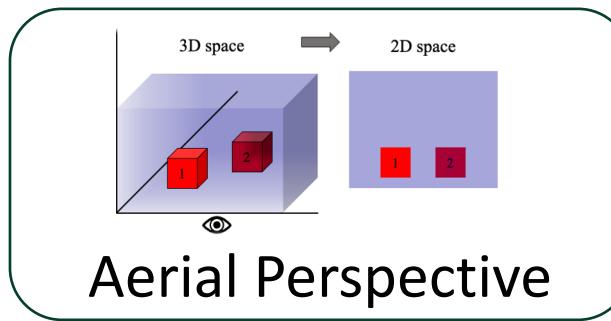
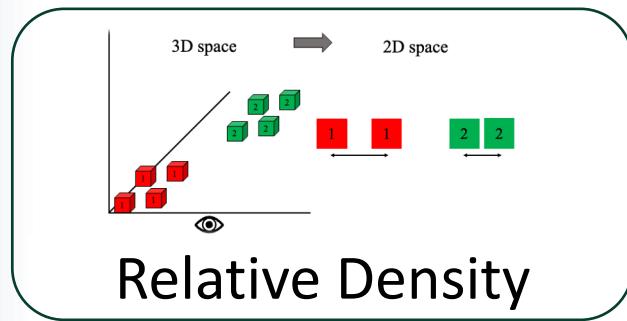
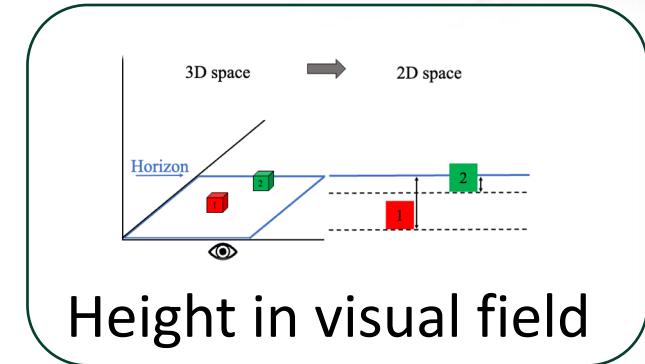
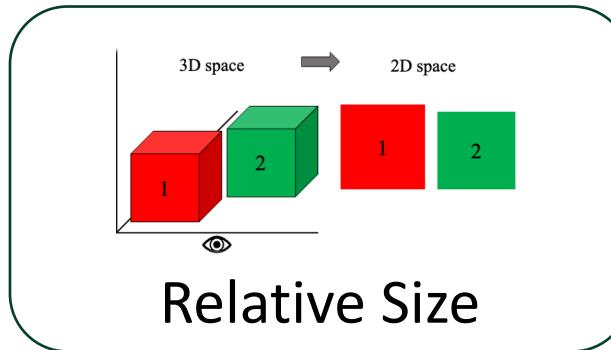
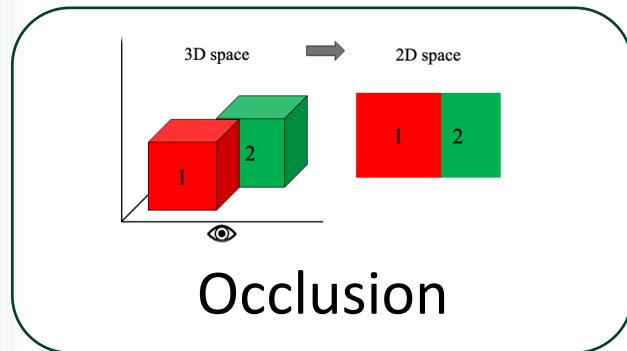
Input: RGB image
(multiple visual depth cues)



Output: depth map

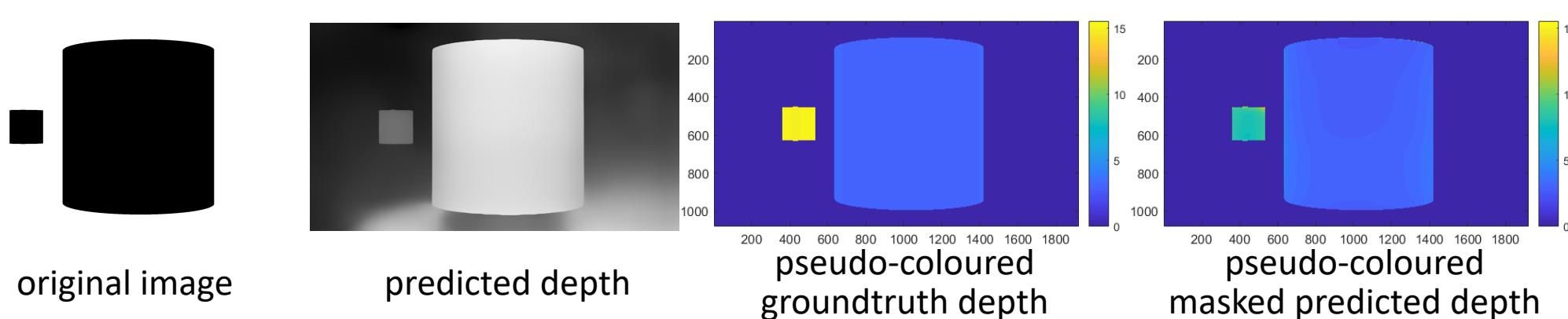
Visual Depth Cues

Cutting & Vishton (1995): Perceiving layout and knowing distances: The integration, relative potency, and contextual use of different information about depth

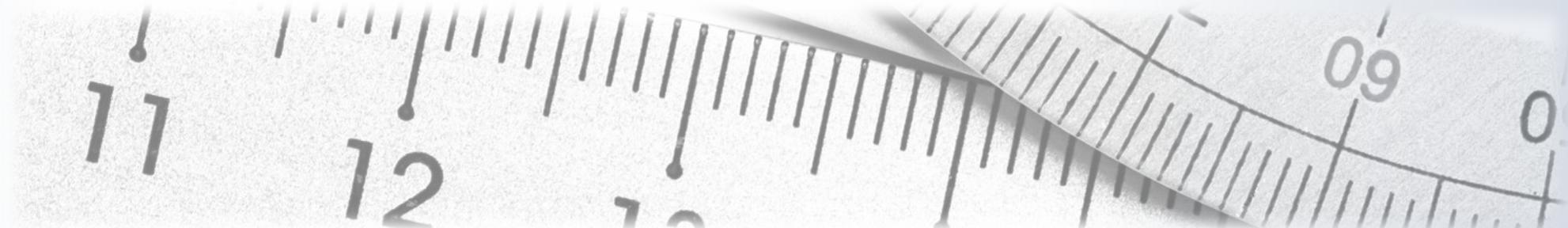


Visual Depth Cue (VDC) Dataset

- A synthetic resource for monocular depth estimation inspired by human perception (Cutting & Vishton, Nagata)
- Exclusive depth cue representation in each image
- Relative Size (≈ 23800 images):
 - 2D images of black cylindrical objects at various distances against a white background, created through perspective projections of the corresponding virtual 3D scenes



Metrics



d_i : groundtruth depth value
 \hat{d}_i : predicted depth value
 N : number of samples

- **Absolute Relative Error:**

$$AbsRel = \frac{1}{N} \sum_{i=1}^N \frac{|d_i - \hat{d}_i|}{d_i}$$

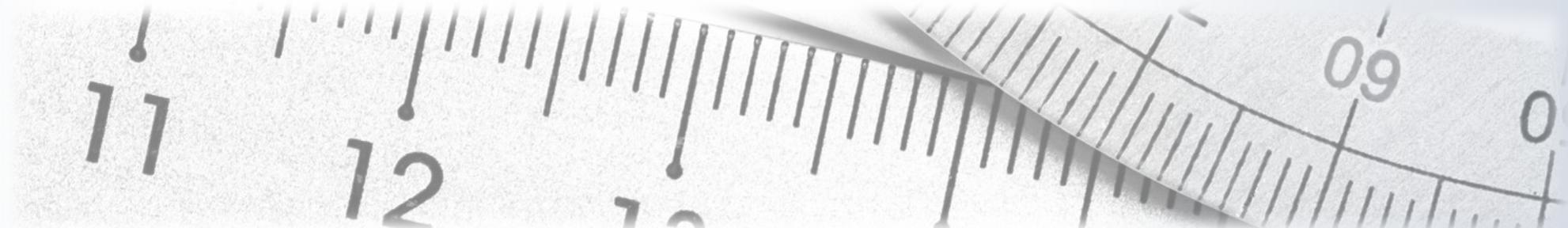
- **Squared Relative Error:**

$$SqRel = \frac{1}{N} \sum_{i=1}^N \frac{(d_i - \hat{d}_i)^2}{d_i}$$

- **Linear Root Mean Squared Error:**

$$RMSE(lin) = \sqrt{\frac{1}{N} \sum_{i=1}^N (d_i - \hat{d}_i)^2}$$

Metrics



d_i : groundtruth depth value
 \hat{d}_i : predicted depth value
 N : number of samples

- **Logarithmic Root Mean Squared Error:**

$$RMSE(\log) = \sqrt{\frac{1}{N} \sum_{i=1}^N (\log d_i - \log \hat{d}_i)^2}$$

- **Scale-invariant Mean Squared Error [Eigen]:**

$$sRMSE(\log) = \frac{1}{N} \sqrt{\sum_{i=1}^N (\log d_i - \log \hat{d}_i + a(d_i, \hat{d}_i))^2},$$

where $a(d_i, \hat{d}_i) = \frac{1}{N} \sum_i (\log \hat{d}_i - \log d_i)$

- **Accuracy with threshold (δ_x):**

$$(\%) \text{ of } d_i \text{ such that } \max\left(\frac{d_i}{\hat{d}_i}, \frac{\hat{d}_i}{d_i}\right) = \delta < thr,$$

where $thr = 1.25, 1.25^2, 1.25^3$

Models

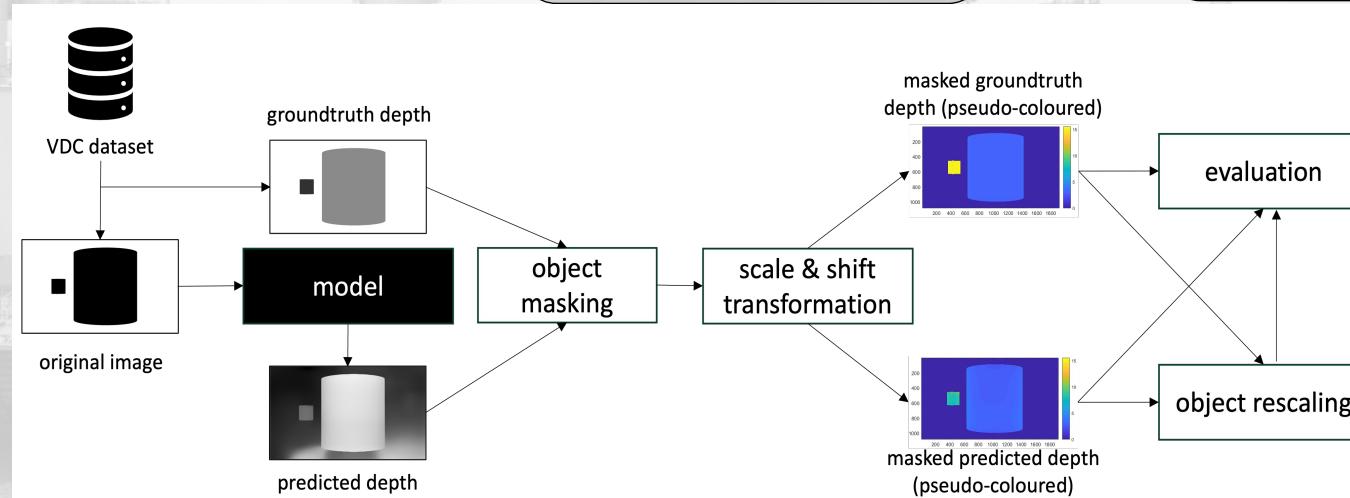
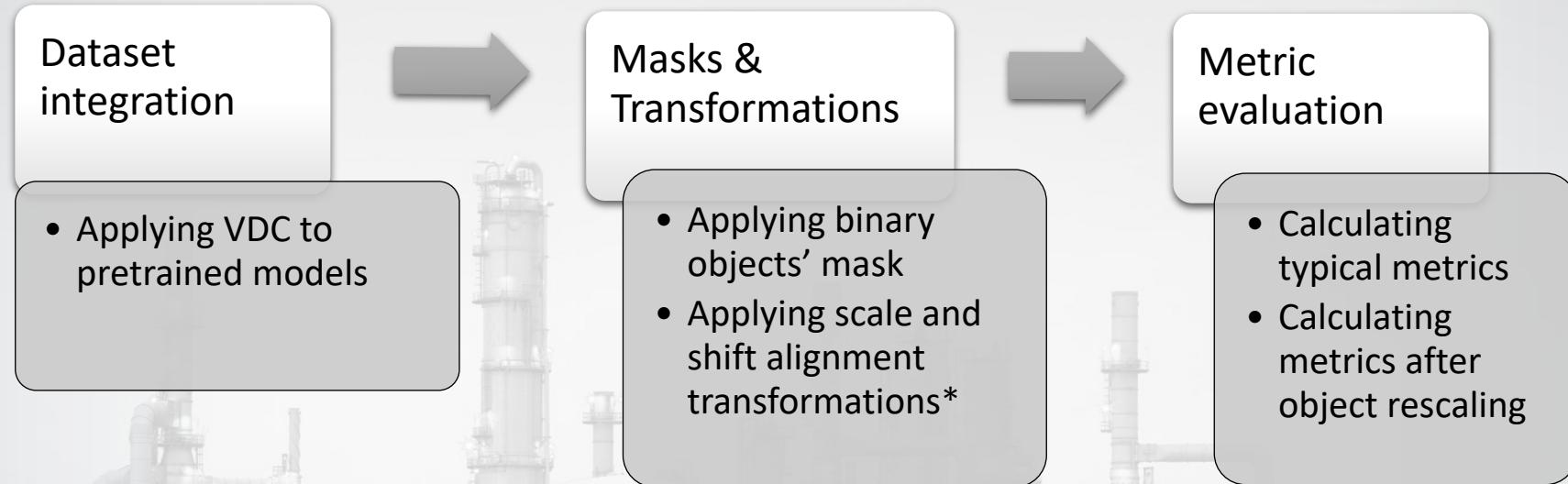
- 12 Pretrained state-of-the-art models:
 - *MiDaS* (4 variations)
 - *Monodepth2* (6 variations)
 - *DenseDepth* (2 variations)



Table: Evaluation on KITTI dataset, using the Eigen split

Model	Year	Citations	Version	<i>AbsRel</i>	<i>SqRel</i>	<i>RMSE</i>	<i>RMSE_{log}</i>	δ_1	δ_2	δ_3
<i>MiDaS</i>	2020	721	<i>dpt_hybrid</i>	0.062	0.222	2.575	0.092	0.959	0.995	0.999
<i>Monodepth2</i>	2019	1708	<i>mono_640x192</i>	0.115	0.903	4.863	0.193	0.877	0.959	0.981
<i>DenseDepth</i>	2018	435	<i>kitti</i>	0.093	0.589	4.170	0.171	0.886	0.965	0.986
Eigen	2014	3782	(baseline)	0.190	1.511	7.156	0.270	0.692	0.899	0.967

Experiment Pipeline Overview



Results

An error in the estimated depth of the far object (depicted significantly smaller) will have a negligible impact on the metrics, while the estimate should be balanced

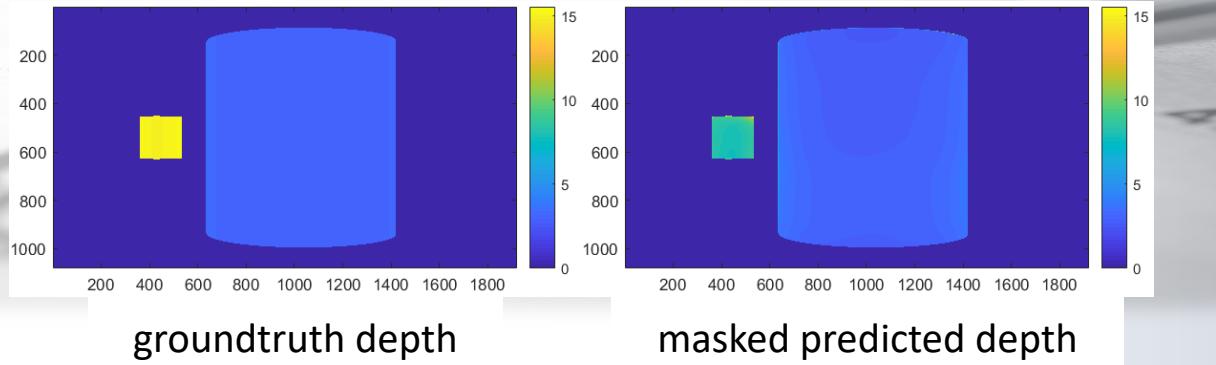


Table: Evaluation on VDC dataset, mean values

Model	Version	Typical metric results							Rescaled object metric results								
		AbsRel	SqRel	RMSE	RMSE _{log}	sRMSE	δ ₁	δ ₂	δ ₃	AbsRel	SqRel	RMSE	RMSE _{log}	sRMSE	δ ₁	δ ₂	δ ₃
MiDaS	midas_v21	0.056	1.718	10.097	0.040	0.003	0.964	0.987	0.993	0.111	7.562	21.852	0.088	0.014	0.853	0.908	0.935
Monodepth2	stereo1024x320	0.104	57.259	21.226	0.078	0.008	0.903	0.957	0.978	0.202	228.261	42.372	0.165	0.031	0.708	0.799	0.856
DenseDepth	kitti	0.103	3.472	20.153	0.083	0.009	0.902	0.951	0.972	0.207	16.657	40.576	0.178	0.036	0.704	0.785	0.837

Results

- *MiDaS* demonstrate superior performance (rescaled $\delta_1 \approx 0.85$):
Potential for partial learning of the relative size cue
- *Densedepth (nyu)* also exhibit enhanced accuracy:
Pivotal role of training datasets: *Densedepth (kitti)* displays weaker results

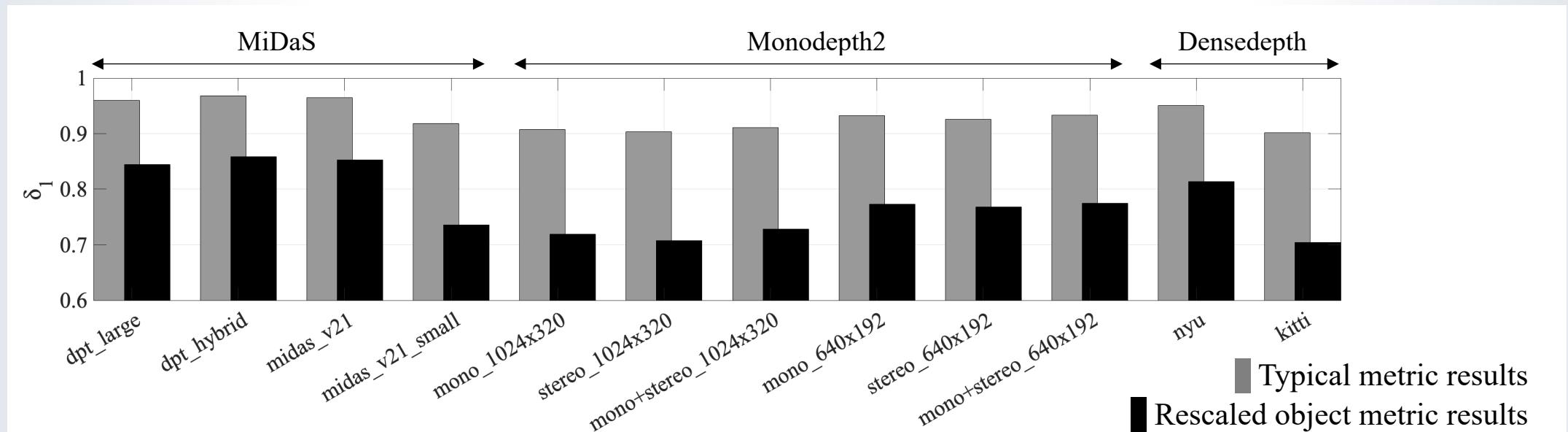


Figure: Accuracy with threshold δ_1 of the pertained models tested on our dataset



Conclusion

- Preliminary study: New explainability concept for monocular depth estimation
- Creating a novel dataset:
Introducing the Visual Depth Cue Dataset (VDC)
- Testing pretrained methods on a single visual depth cue:
Exploring relative size
- Assessing indirect success:
Metrics unveil monocular depth estimation performance
- Balancing metrics:
The role of rescaled object assessments
- Future directions:
 - Expanding VDC: Incorporating other visual depth cues → benchmark dataset
 - Evaluating state-of-the-art method efficiency
 - Bridging Deep Learning with Human Perception
 - New depth estimation models aligned with human perception

