



INTRODUCTION

- ▶ Novel idea for depth estimation from image-pose **sequences**
- ▶ Existing methods are frame-by-frame, leading to **flickery** results
- ▶ Leverage **multi-view information** without extra costs
- ▶ A **pose-kernel prior** to encode similarity of the camera poses
- ▶ Encourages similar poses to have **resembling latent spaces**
- ▶ Suitable both for **batch** estimation and **online** estimation
- ▶ Can be combined with a post-processing stage

POSE-KERNEL GAUSSIAN PROCESS PRIOR

- ▶ Define a distance measure between two camera poses P_i and P_j

$$D[P_i, P_j] = \sqrt{\|\mathbf{t}_i - \mathbf{t}_j\|^2 + \frac{2}{3}\text{tr}(\mathbf{I} - \mathbf{R}_i^T \mathbf{R}_j)},$$

where the poses are $P = \{\mathbf{t}, \mathbf{R}\}$, residing in $\mathbb{R}^3 \times \text{SO}(3)$

- ▶ Use the **Matérn class** as covariance function (kernel) structure

$$\kappa(P, P') = \gamma^2 \left(1 + \frac{\sqrt{3} D[P, P']}{\ell}\right) \exp\left(-\frac{\sqrt{3} D[P, P']}{\ell}\right)$$

to enable the latent space to behave in a continuous and smooth fashion

- ▶ State inference problem as a GP regression model

$$z_j(t) \sim \text{GP}(0, \kappa(P[t], P[t'])),$$

$$y_{j,i} = z_j(t_i) + \varepsilon_{j,i}, \quad \varepsilon_{j,i} \sim \text{N}(0, \sigma^2)$$

assign independent GP priors to z_i , and consider the encoder outputs y_i to be noise-corrupted latent code

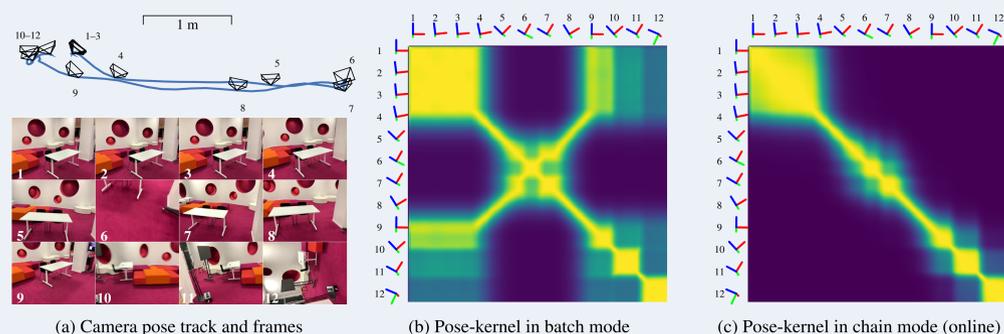


Fig. 1: Illustrative example of our pose-kernel.

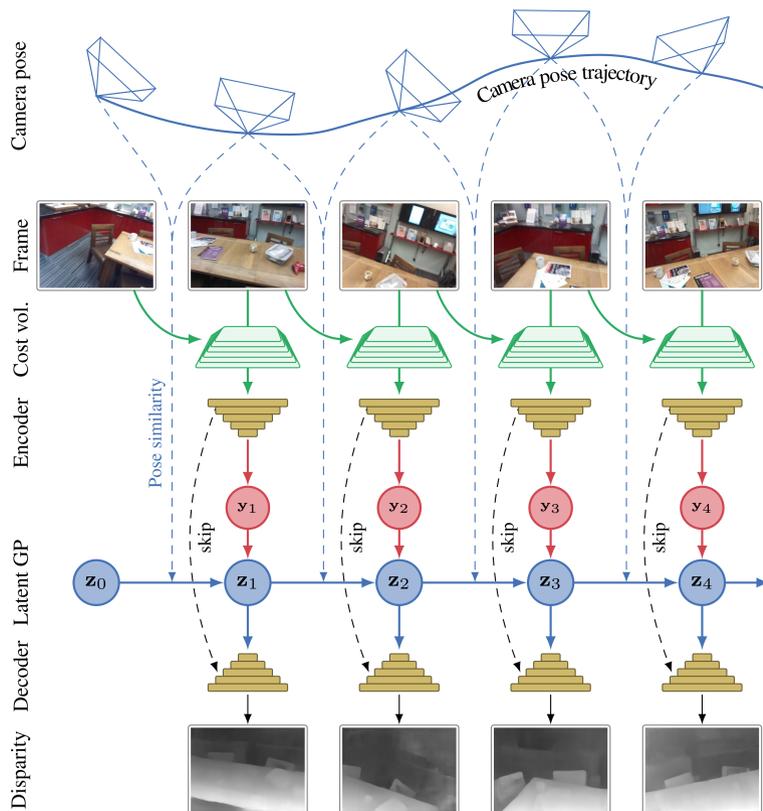
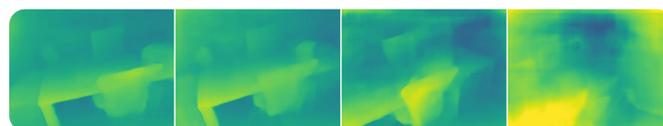


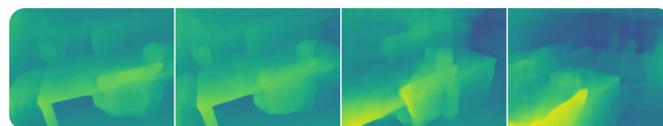
Fig. 2: Illustrative sketch of our MVS approach.



(a) Reference frames



(b) Multi-view depth-estimation w/o GP



(c) Multi-view depth-estimation with GP

Fig. 3: Introducing information sharing in the latent space makes results more stable and edges sharper.

BATCH ESTIMATION

- ▶ Solve independent GP regression tasks with one matrix inversion

$$\mathbb{E}[\mathbf{Z} | \{(P_i, \mathbf{y}_i)\}_{i=1}^N] = \mathbf{C}(\mathbf{C} + \sigma^2 \mathbf{I})^{-1} \mathbf{Y},$$

$$\mathbb{V}[\mathbf{Z} | \{(P_i, \mathbf{y}_i)\}_{i=1}^N] = \text{diag}(\mathbf{C} - \mathbf{C}(\mathbf{C} + \sigma^2 \mathbf{I})^{-1} \mathbf{C})$$

where $\mathbf{C}_{i,j} = \kappa(P_i, P_j)$ and $\mathbf{Y} = (\mathbf{y}_1 \mathbf{y}_2 \dots \mathbf{y}_N)^T$ are outputs from the encoder

ONLINE ESTIMATION

- ▶ Solve GP inference in **state-space form**

$$\Phi_i = \exp\left[\begin{pmatrix} 0 & 1 \\ -3/\ell^2 & -2\sqrt{3}/\ell \end{pmatrix} \Delta P_i\right],$$

where $\Delta P_i = D[P_i, P_{i-1}]$ is the pose-distance

$$\mathbf{z}_i | \mathbf{y}_{1:i-1} \sim \text{N}(\bar{\mu}_i, \bar{\Sigma}_i),$$

$$\bar{\mu}_i = \Phi_i \mu_{i-1},$$

$$\bar{\Sigma}_i = \Phi_i \Sigma_{i-1} \Phi_i^T + \mathbf{Q}_i,$$

where $\mathbf{Q}_i = \Sigma_0 - \Phi_i \Sigma_0 \Phi_i^T$ The posterior mean and covariance is then given by:

$$\mu_i = \bar{\mu}_i + \mathbf{k}_i (\mathbf{y}_i^T - \mathbf{h}^T \bar{\mu}_i) \quad \text{and} \quad \Sigma_i = \bar{\Sigma}_i - \mathbf{k}_i \mathbf{h}^T \bar{\Sigma}_i$$

EXPERIMENTS

- ▶ Trained with mixed data set of **SUN3D**, **RGBD**, **MVS**, and **Scenes11**
- ▶ **Jointly train the GP hyperparameters** with mini-sequences of length three
- ▶ Robust to neighbour frame selection
- ▶ Better 3D reconstruction results demonstrate **temporal consistency**
- ▶ A **real-time iOS app** to demonstrate the efficiency

CONCLUSION

- ▶ We show that our method enables the model to leverage multi-view information but keeps the model structure simple and time-efficient
- ▶ We show that our pose-kernel can measure the ‘closeness’ between frames and the GP prior improves the accuracy
- ▶ Using a confidence measure to penalize wrong predictions from propagating further might improve the method