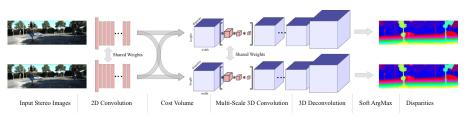


End-to-End Learning of Geometry and Context for Deep Stereo Regression

Alex Kendall, Hayk Martirosyan, Saumitro Dasgupta, Peter Henry, Ryan Kennedy, Abraham Bachrach, Adam Bry



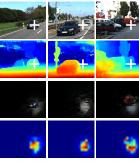


Geometry and Context Network

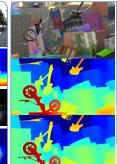
- End-to-end learning from rectified stereo pair to estimate sub-pixel disparity
- Form a differentiable cost volume which leverages the problem's geometry
- Learn context with multi-scale 3-D convolutions
 across cost volume
- Differentiable soft ArgMax to evaluate disparity curve

Results & Conclusions

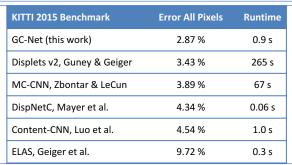
- Pretrain on synthetic data [SceneFlow]
- Regression obtains better results than
 previous methods which classify disparities
- Learning end-to-end outperforms learned unary features + semi-global matching [MC-CNN, Content-CNN]
- Using the problem's geometry to learn cost volume explicitly outperforms other end-toend approaches [DispNetC]
- Our model is relatively fast

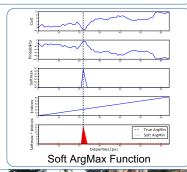


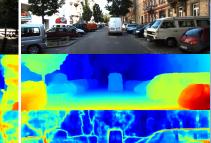
Saliency Maps



Scene Flow: left input, prediction, label







KITTI 2015 Results: left image, prediction, uncertainty (future work)