

Monocular Depth Estimation Using Neural Regression Forest

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Monocular Depth Estimation



Input Image



Our prediction

Monocular Depth Estimation



Input Image



Our prediction

- **Prior Work:**

- Graphical models [Saxena et. al., IJCV 07; Saxena et. al., PAMI 2009; Liu et. al., ICCV 10; Liu et. al., CVPR 2014; Batra et. al., CVPR 12; Lam et. al., CVPR 15]

- Deep learning framework [Eigen et. al., NIPS 14; Liu et. al., CVPR 14; Liu et. al., CVPR 15]

Monocular Depth Estimation



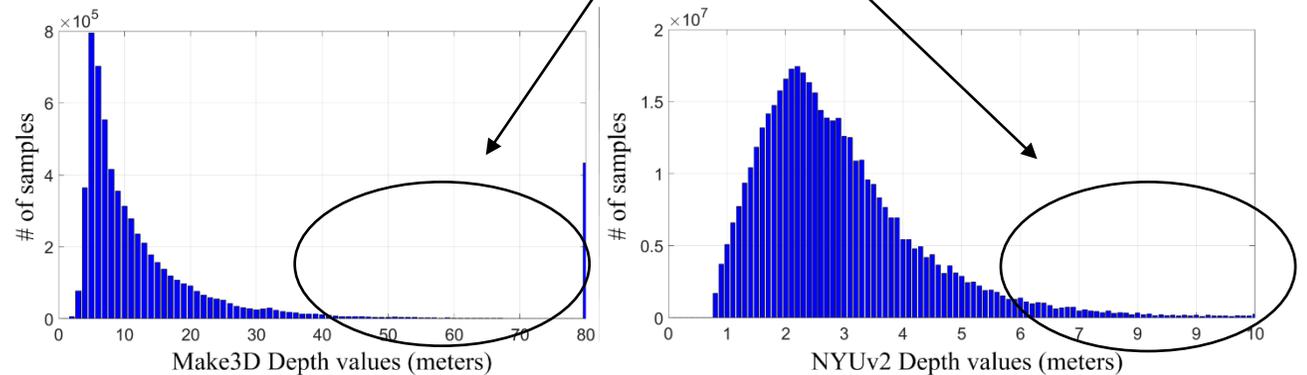
Input Image



Our prediction

- Major challenge:
 - Limited data for some depths
- Depth range:
 - Make 3D [0 - 80] meters
 - NYU v2 [0 - 10] meters

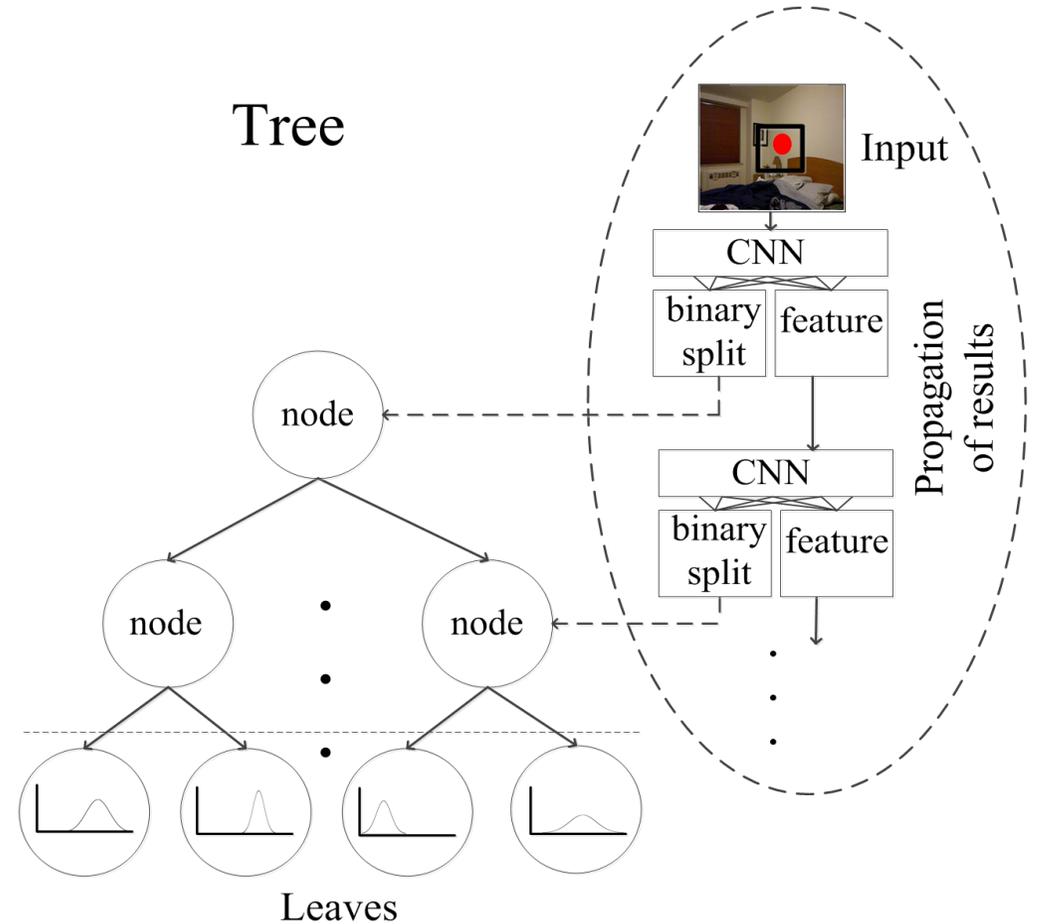
Limited training data



Depth histogram for Make3D and NYU v2

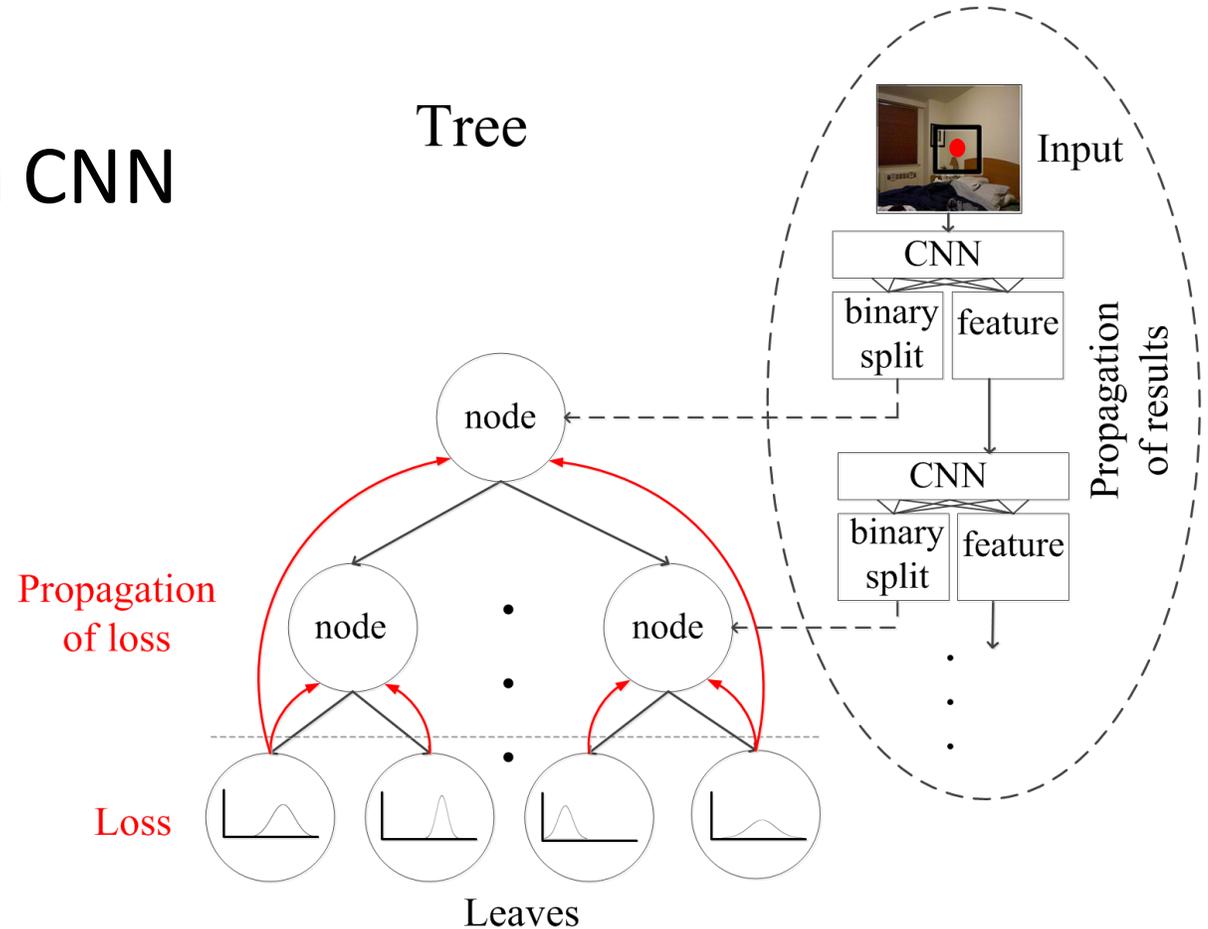
Our Approach: Neural Regression Forest

- Each split node represents a CNN



Neural Regression Forest

- Each split node represents a CNN
- Advantages:
 - Simpler binary decisions
 - Shallow CNNs
 - Parallel loss updates



Augmenting Training Data

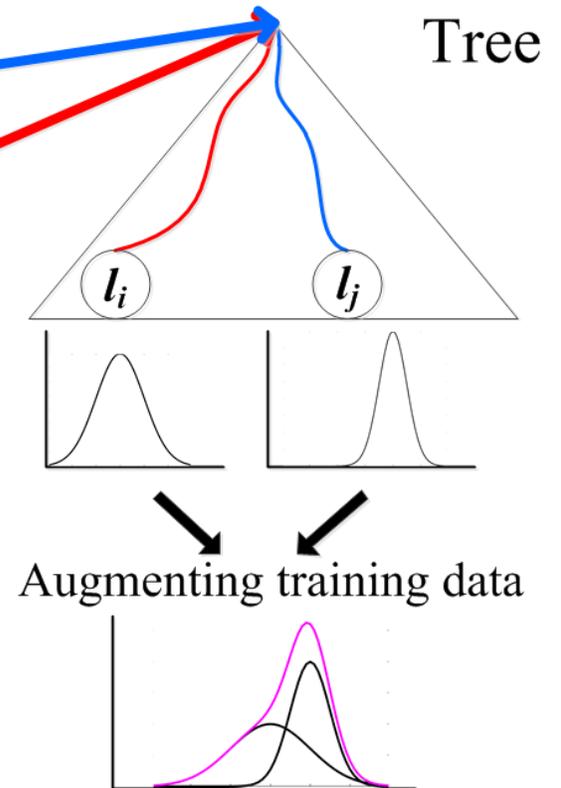
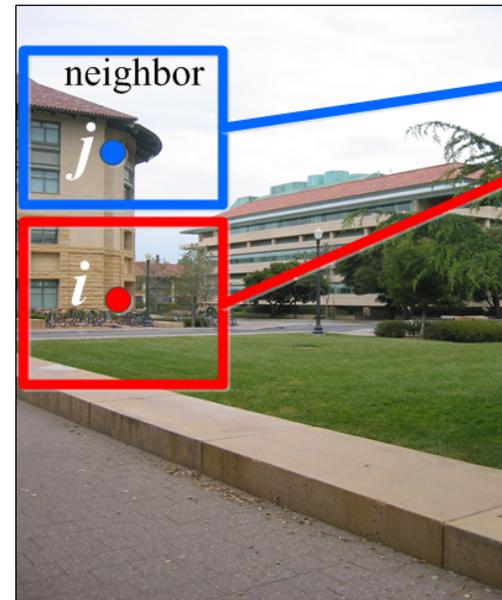
- Similar neighboring pixels



Similar depths

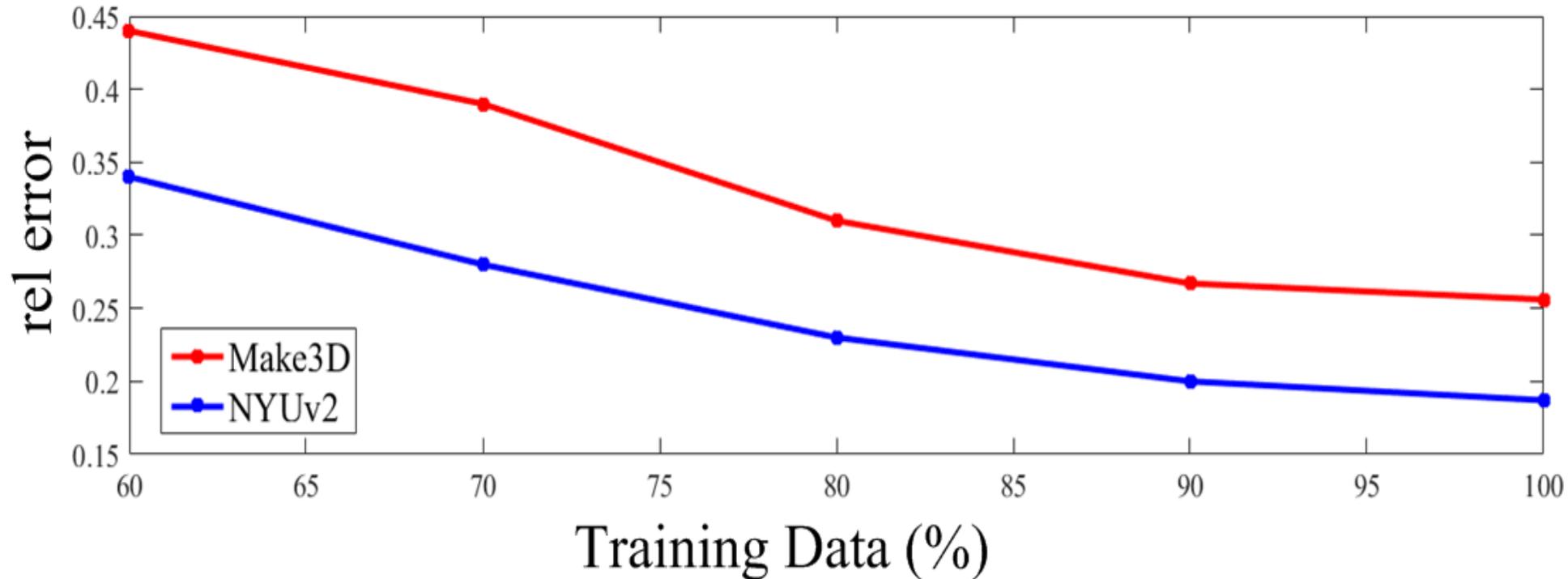
- Similarity in the image estimated efficiently by bi-lateral filtering

Prediction for i th pixel



More robust and smoother
depth prediction

Evaluation of Robustness



$$\text{Relative (rel): } \frac{1}{N} \sum (|d^* - \hat{d}| / d^*)$$

Graceful increase in error for a reduction in the amount of training data

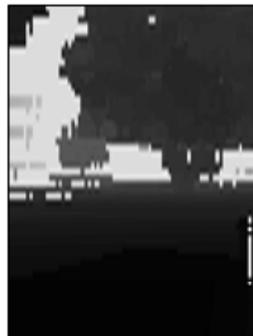
Results on the Benchmark Datasets

	Make3D		NYU v2	
	rel	rms	rel	rms
Saxena et. al. 2009	0.370	-	0.349	1.214
Batra et. al. 2012	0.362	15.8	-	-
Liu et. al. 2014	0.338	12.60	0.335	1.06
Karsch et. al. 2014	0.361	15.10	0.35	1.2
Lam et. al. 2015	0.364	-	-	-
Liu et. al. 2010	0.379	-	-	-
Eigen et. al. 2014	-	-	0.215	0.907
Liu et. al. 2014	0.307	12.89	0.230	0.824
Zhuo et. al. 2015	-	-	0.305	1.04
Ours	0.26	12.40	0.187	0.744
Error reduction	- 0.04	-0.2	- 0.2	- 0.08

Relative (rel): $\frac{1}{N} \sum (|d^* - \hat{d}|/d^*)$

Root mean square (rms): $\frac{1}{N} \sqrt{\sum (d^* - \hat{d})^2}$

Results on the Make3D outdoor Images



Input
Image

Ground
Truth

Our
Approach

Results on the NYUv2 Indoor Images



Input
Image

Ground
Truth

Our
Approach