

Towards Robust Monocular Depth Estimation in the Wild

Student: Zheng Zhenkai

Supervisor: A/P Chen-Change Loy

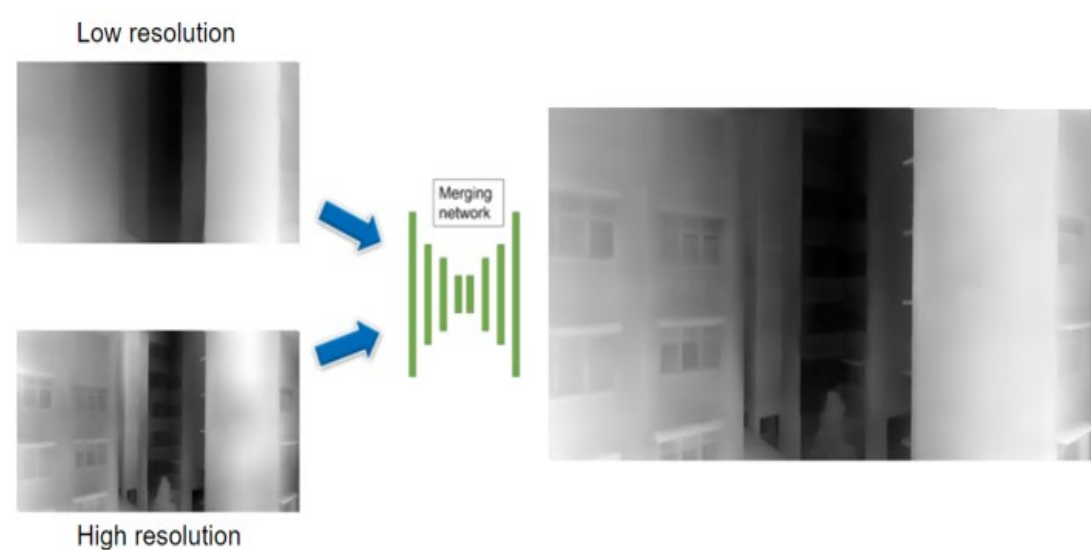
Project Objectives

This project is separated into two parts. The first part will focus on the creation of a new mixed dataset in the wild that has high diversity and depth maps with a unified scale using a state-of-the-art depth estimation boosting technique. The second part of the project will pivot to experiments and evaluation of various models and deduce the best network architecture and loss function when a deep learning model is trained on our new mixed dataset.

A New Mixed Dataset in the Wild

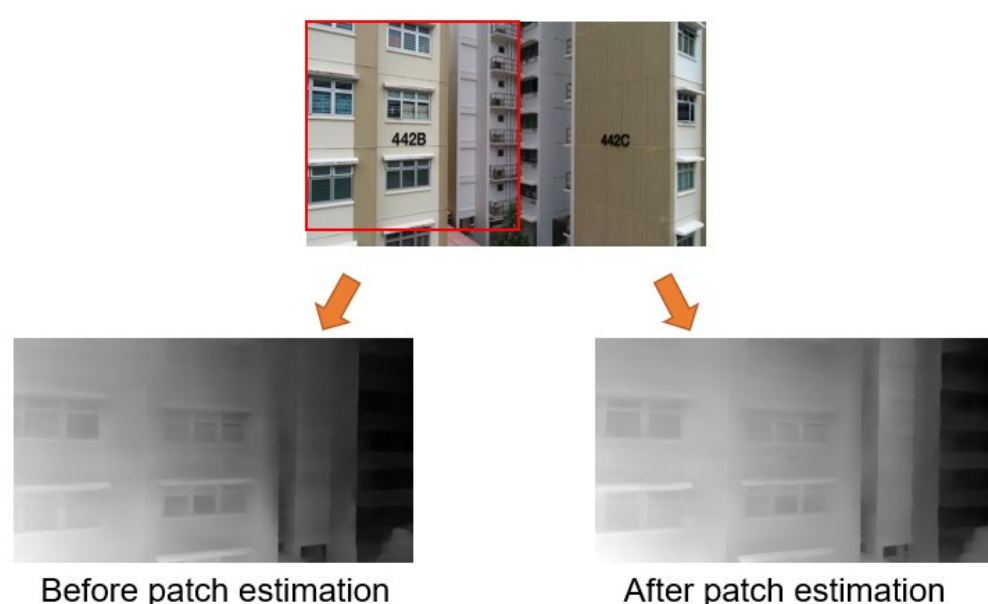
Double estimation

- Output two depth estimation using low- and high-resolution images.
- Merge depth estimation results together for better structure consistency and higher details



Patch estimation

- Patches across the input RGB image is selected for another double estimation
- Resulting output will be merged back for better depth estimation result



Results

Comparison with existing solution

- A comparison of our monocular depth estimation model with existing solution on real world data



More Qualitative result

- A comparison of our monocular depth estimation model with existing solution on real world data

