Praktikum on 3D Computer Vision

F. Tombari B. Busam, N. Brasch, M. Saleh, Y. Wang, S. Wu, H. Jung, E. Ornek

Introduction

Computer Vision

High-level image understanding

- Object recognition
- Object detection
- Pose estimation
- Depth perception
- Scene understanding

Deep Learning

Learn representations of data

- Learn from examples
- Model features relevant for a given task
- Boost performance in CV problems

- Application in Robotics
 - Grasping and Manipulation
 - Navigation
 - Obstacle avoidance



- Augmented Reality
 - Render virtual/augmented content on real objects of known shape or pose







2D Object Detection



3D Object Detection and tracking





AR



Robotics

Goals of the Praktikum

- Learn about the state of the art in 3D computer vision
- Familiarize with practical aspects and use cases of typical 3D perception tasks (3D feature extraction and learning, surface matching and 3D reconstruction, 3D object localization and pose estimation, SLAM, ..)
- Develop an end-to-end project aiming to solve a relevant and challenging problem in 3DCV
- Learn to explain and disseminate your results in tech talks and a scientific report

Course structure



Tentative schedule

Lecture period: 18.10.2021 – 11.02.202

22.10	Introductory talk
29.10	Project presentation, assignment stage begins
5.11	Lecture/seminar I
12.11	CVPR Break
19.11	Project kick off
26.11	Lecture/seminar II
3.12	Lecture/seminar III
10.12	Mid-term presentations
Christmas Break	
14.1	Lecture/seminar IV
21.1	Tutor meeting
28.1	Tutor meeting
4.2	Final workshop
11.2	Backup class

Prerequisites

Required: 1+ computer vision-related course

- Tracking and Detection in CV (IN2357)
- Computer Vision I: Variational Methods,
- Computer Vision II: Multiple View Geometry (IN2228)
- Numerical Algorithms in Computer Vision and Machine Learning (IN2384)
- Robotic 3D Vision, Convex Optimization for ML and CV, Probabilistic Graphical Models in CV
 ...
- Suggested:
 - 1+ Deep Learning or Machine Learning course
 - \circ 1+ projects in the domain of CV/ML

Prerequisites

- Basic knowledge of Python and C++
- Basic knowledge of Computer Vision

TUM Matching System

- Send motivation letter & transcript (not mandatory, but highly recommended) to: p3dcv@mailnavab.informatik.tu-muenchen.de (until 16.07.)
- Register in Matching-System: <u>https://matching.in.tum.de</u> (until 20.07.)

Schedule

- Friday afternoon, 14.00-15.30
- Seminar Room 01.07.014 (most sessions)

"Trash Hugger"



Object Detection and Manipulation: Garbage Evaporating Autonomous Robot

a.k.a.

MonoDepth2 [1] ManyDepth [2] Ours



Temporally Consistent Depth Prediction

[1] Godard, Mac Aodha, Firman, Brostow. Digging into self-supervised monocular depth estimation. ICCV 2019.

[2] Watson, Mac Aodha, Prisacariu, Brostow, Firman. The Temporal Opportunist: Self-Supervised Multi-Frame Monocular Depth. CVPR 2021.





Black Mirror: Make people disappear from an image



Human-Robot Interaction: Sign Language From RGB Images

Topics and projects this semester

- Project tracks and lectures will be in the following contexts:
 - 3D scene understanding and SLAM
 - 3D object/scene reconstruction and completion
 - 6DoF object pose estimation
 - Applications in Autonomous Driving and Robotics
 - Applications in Augmented Reality and gaming
 - Applications to Medical

Teams

- Students are grouped in teams of 3 and evaluated jointly
- However, we will check for balanced workload in the team
- Registered students can indicate project preference and preferred team partner after project announcements
- Students will be assigned to a team and project that best fit the indicated preference & vision background

- 8 teams
- Each team will be assigned to a tutor expert on the topic that will assist the team during project development



Questions?

Web. <u>http://campar.in.tum.de/Chair/TeachingWs21P3DV</u> E-Mail us: <u>tombari@in.tum.de</u>, <u>b.busam@tum.de</u>, <u>nikolas.brasch@tum.de</u>