



Dataset Available: <http://www.cs.cmu.edu/~ILIM/projects/AA/RGBNIRStereo/index.html#dataset>

## Motivation

### Emerging Cross-spectral Imaging Devices



iPhone X (RGB-NIR)

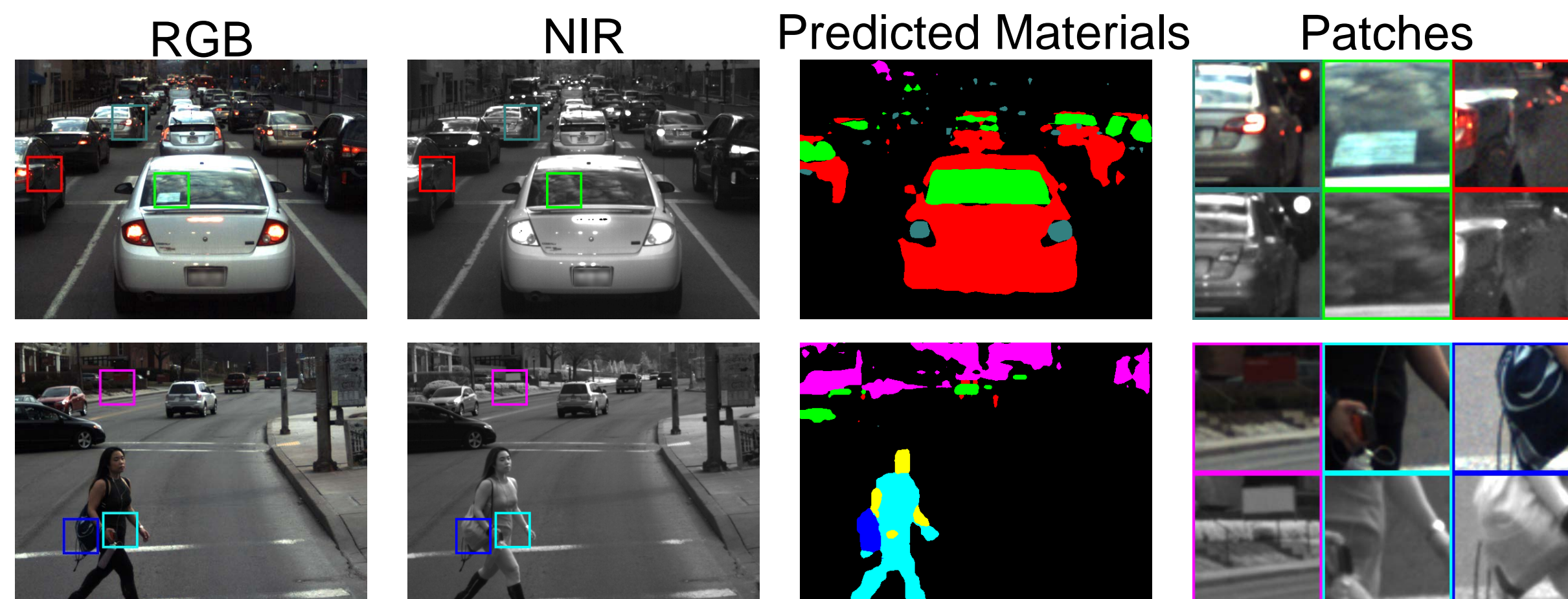


Kinect (RGB-NIR)



1UAS VisionIR DT (RGB-Thermal)

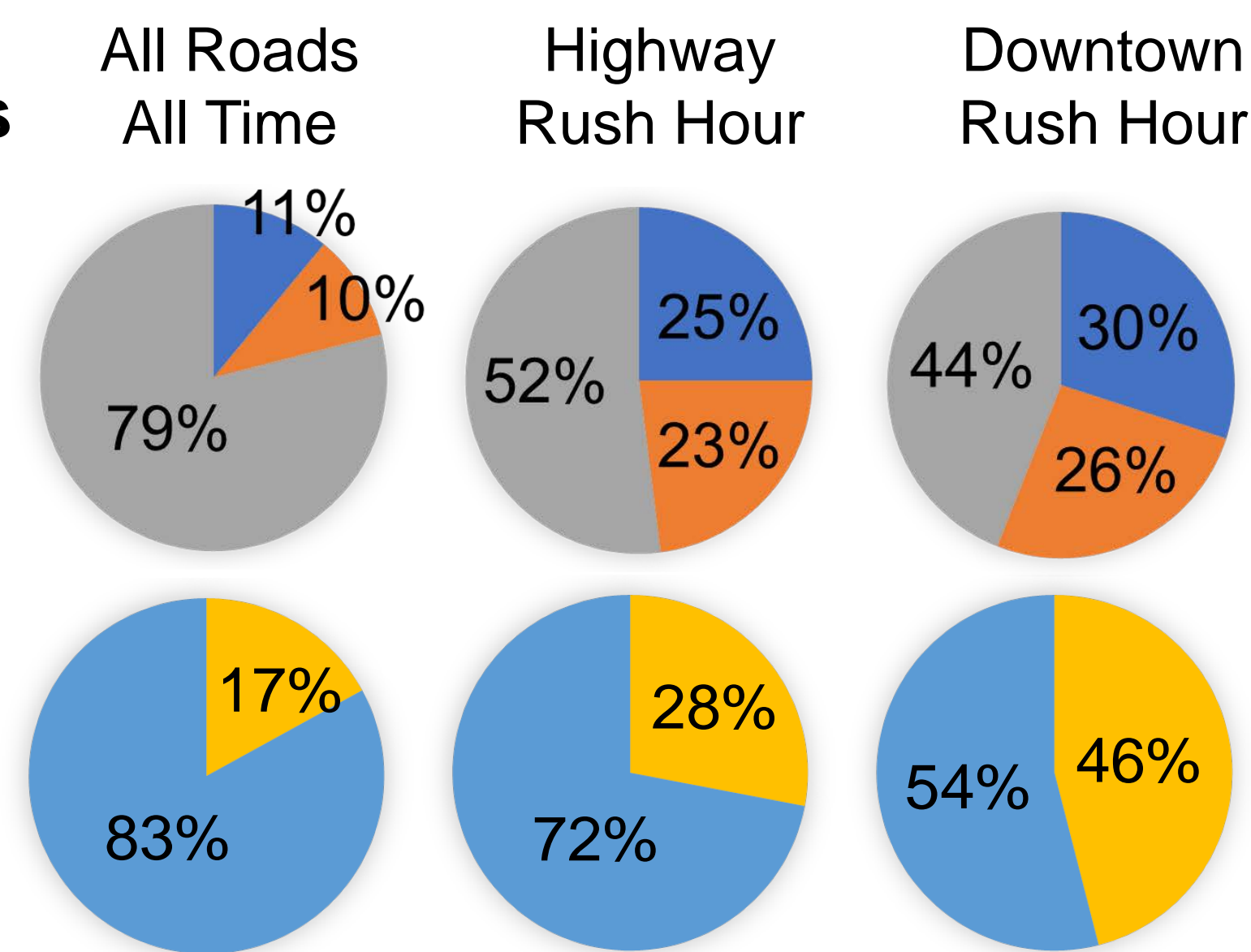
### Materials with Large Appearance Variation



Common Light Glass Glossy Vegetation Skin Clothing Bag

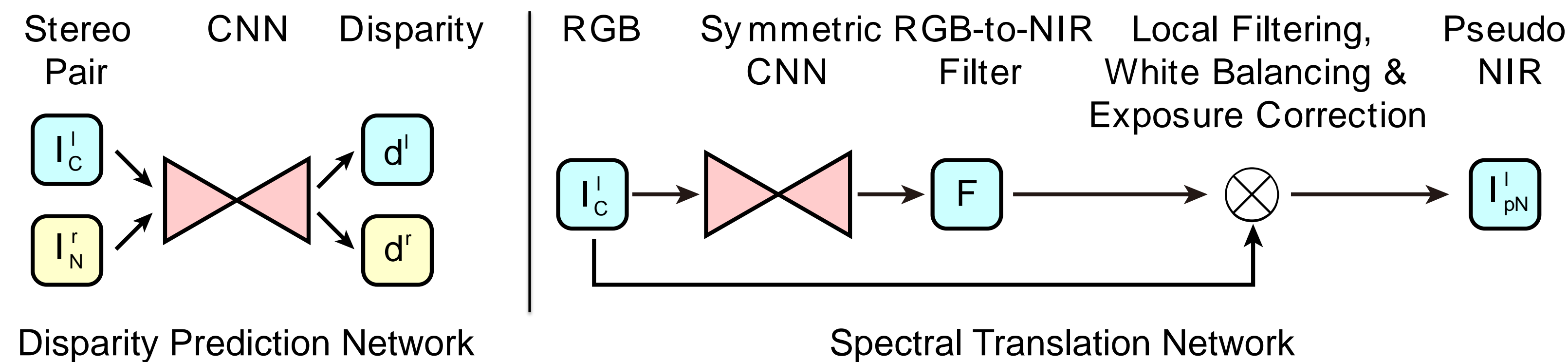
### Material and Vehicle Stats

- Frames with >30% lights+glass+glossy pixels
- Frames with 10%~30% lights+glass+glossy pixels
- Other Frames
- Frames with very close vehicles (depth < 10m)
- Other Frames



## Method

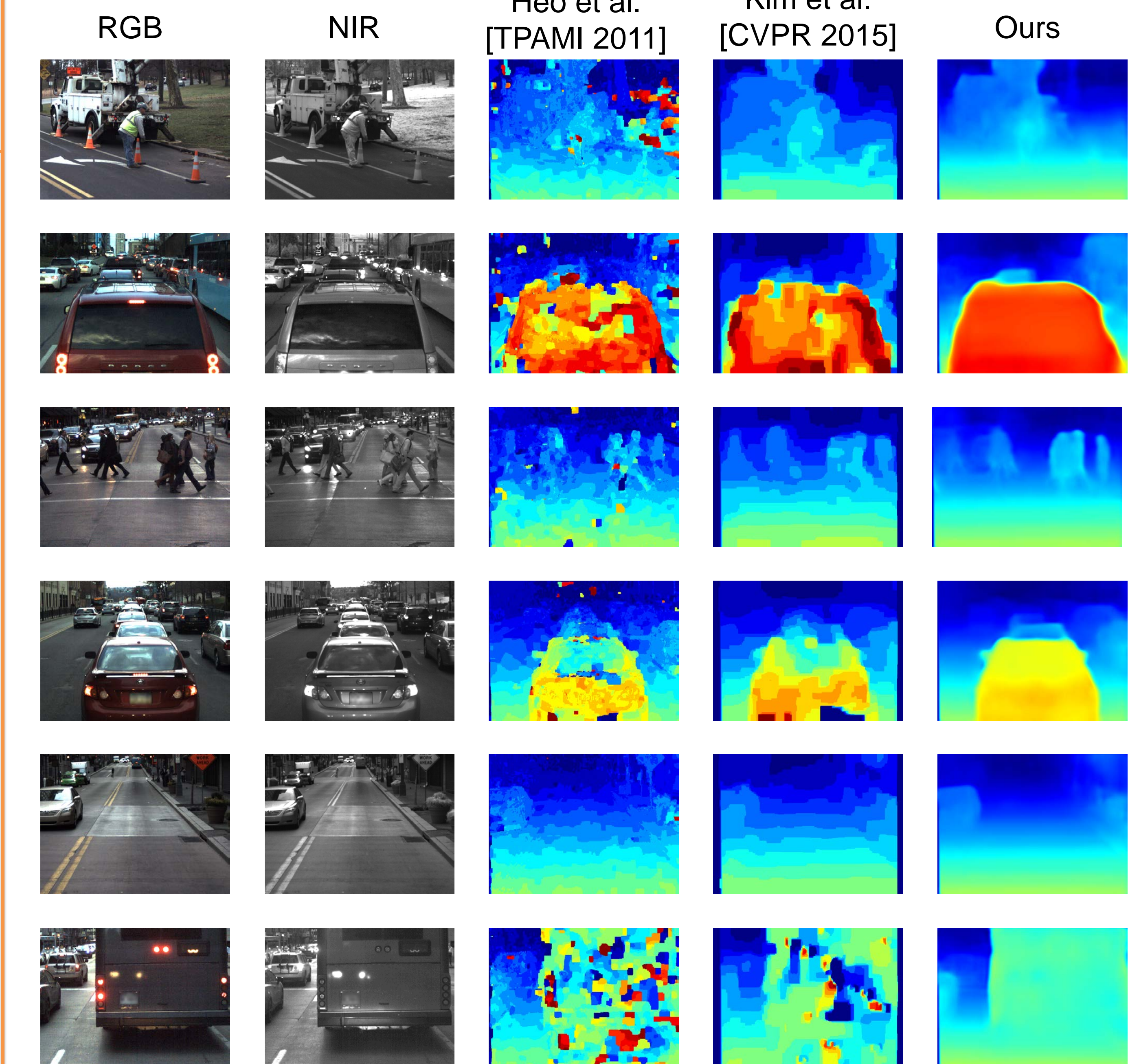
### Simultaneous Disparity Prediction & Spectral Translation



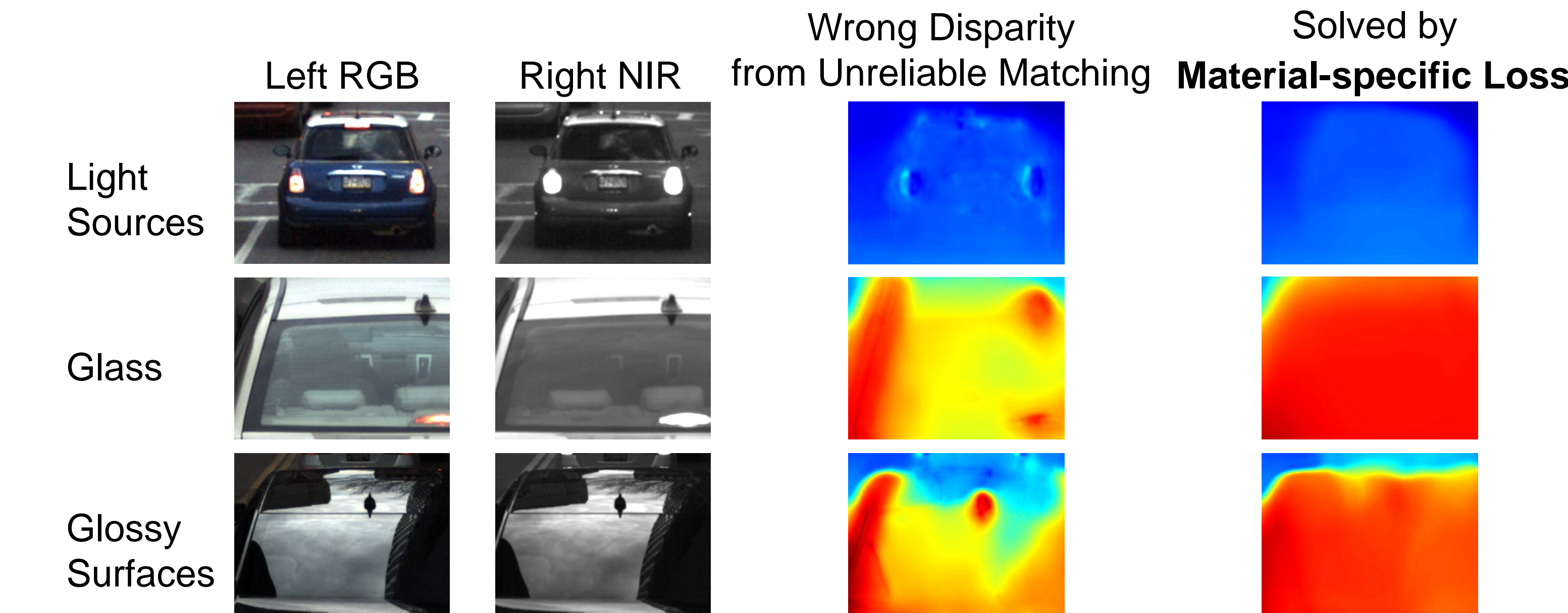
## "PittsStereo" Dataset

13.7 hours of RGB-NIR stereo pairs with challenging materials  
Includes rush hour, highway, downtown, parks, residential areas  
Partially labeled with material segments and sparse disparities  
Reliable GPS and vehicle states are available for 70% of the data

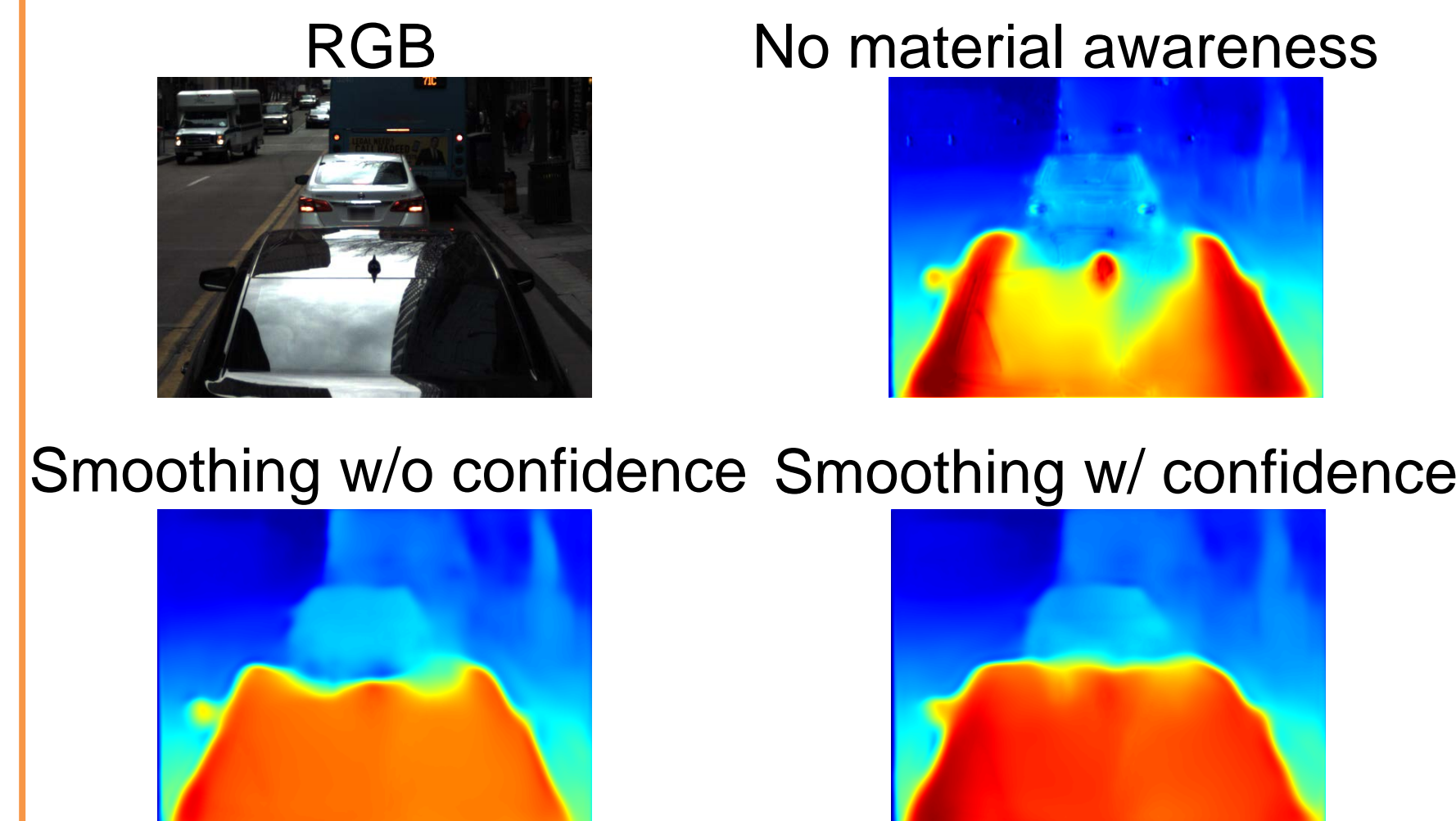
## Results



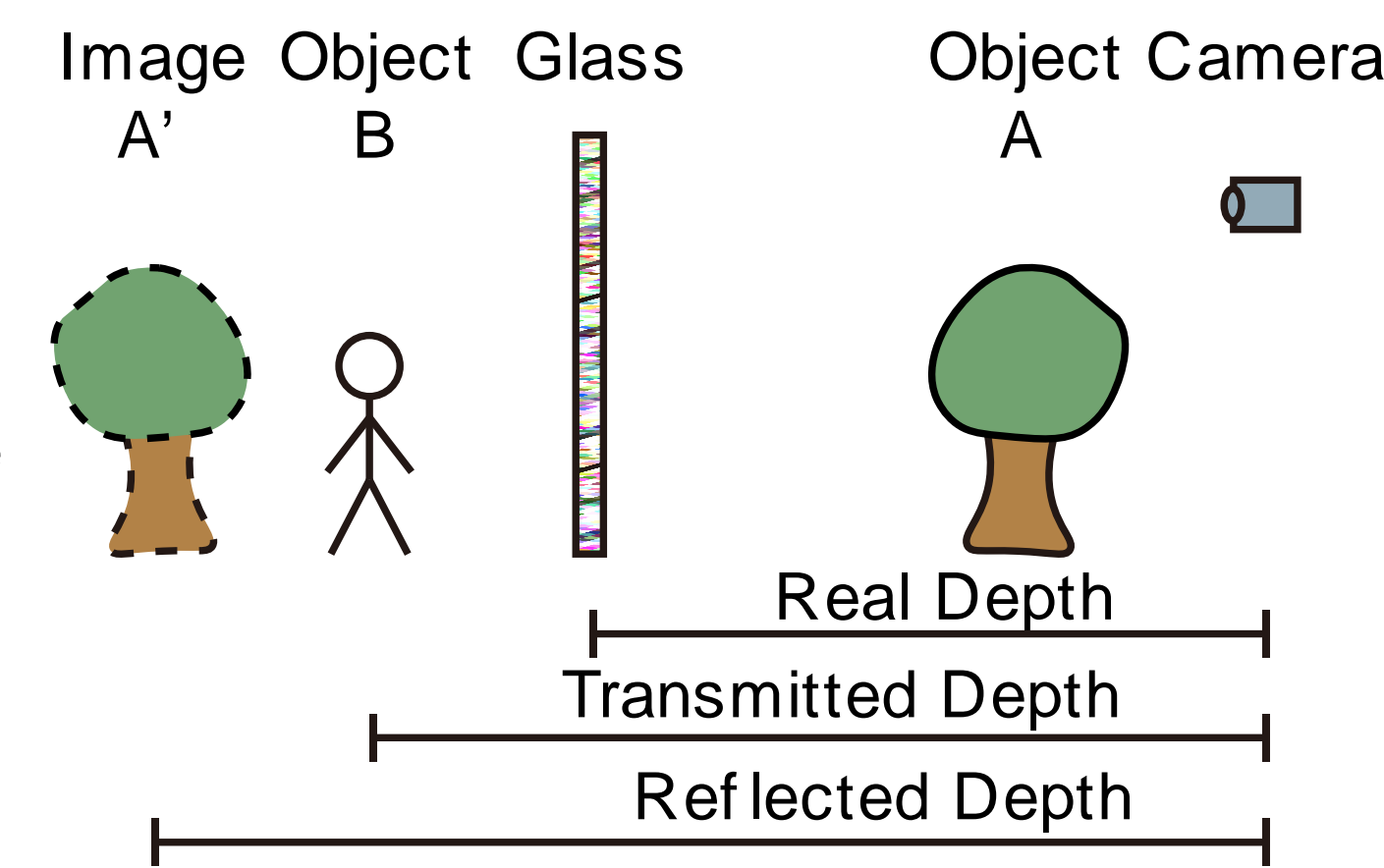
### Incorporating Material Awareness into Disparity Prediction



### Confidence Weighted Smoothing



### "Close Scene Prior" For Glass and Glossy Surfaces



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