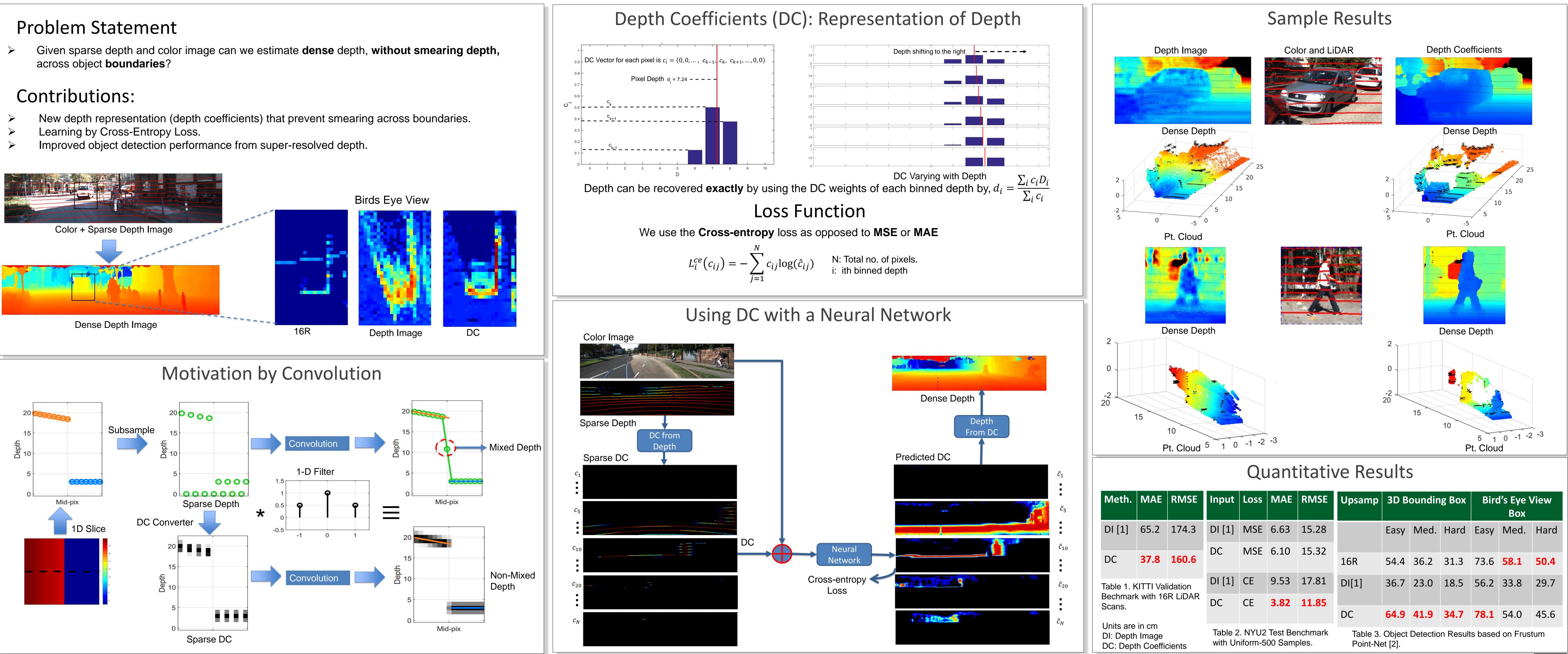
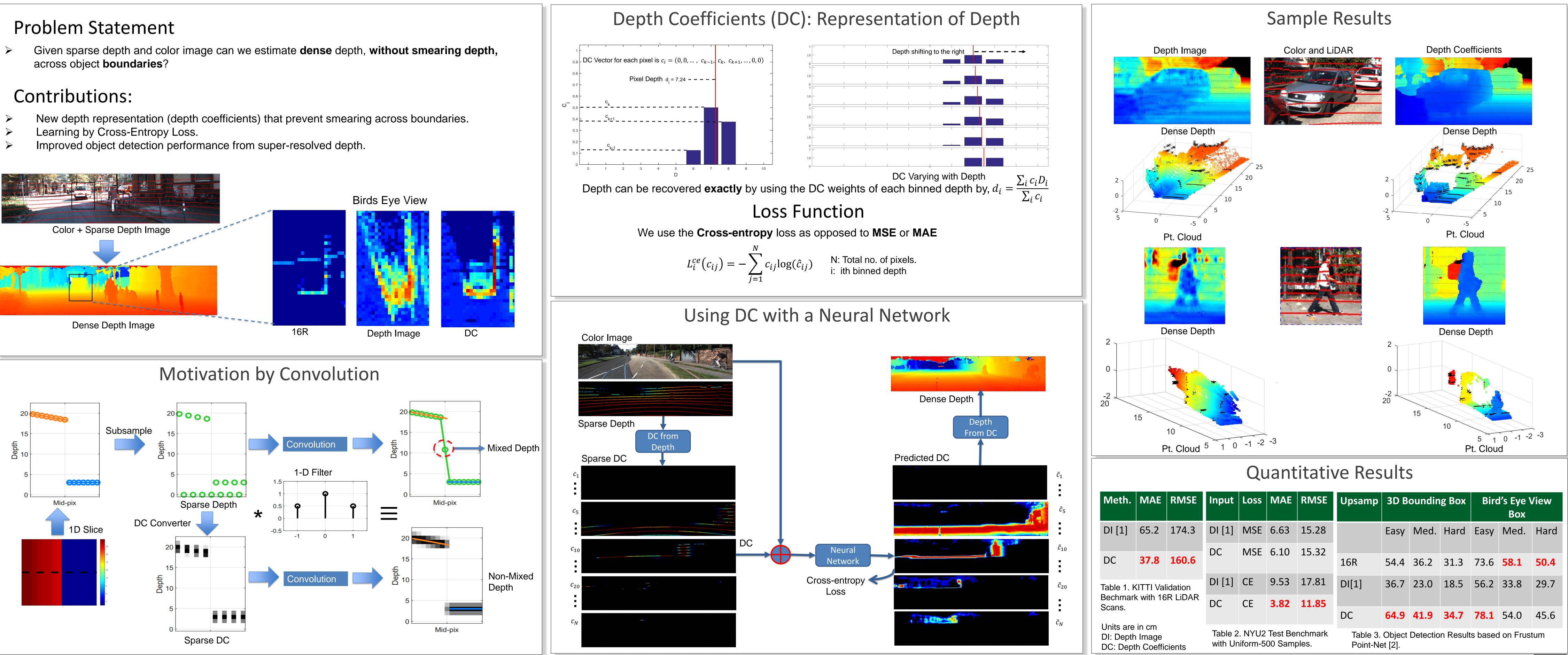


across object **boundaries**?





[1]. Ma, Fangchang, Guilherme Venturelli Cavalheiro, and Sertac Karaman. "Self-supervised sparse-to-dense: self-supervised depth completion from lidar and monocular camera." arXiv preprint arXiv:1807.00275 (2018). [2]. Qi, Charles R., et al. "Frustum pointnets for 3d object detection from rgb-d data." Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. 2018.

# Depth Coefficients for Depth Completion Saif Imran, Yunfei Long, Xiaoming Liu and Daniel Morris Michigan State University

please use Qrcode: For Source code on github, visit https://github.com/imransai/Depth-Coefficients-4-DepthCompletion



# LONG BEACH CALIFORNIA June 16-20, 2019

	Loss	MAE	RMSE	Upsamp	3D B	oundin	g Box	Bird's Eye View Box		
	MSE	6.63	15.28		Easy	Med.	Hard	Easy	Med.	Hard
	MSE	6.10	15.32							
				16R	54.4	36.2	31.3	73.6	58.1	50.4
	CE	9.53	17.81	DI[1]	36.7	23.0	18.5	56.2	33.8	29.7
	CE	3.82	11.85							
				DC	64.9	41.9	34.7	78.1	54.0	45.6
2	. NYU2	Test Bei	nchmark	Table 3. Object Detection Results based on Frustum						

