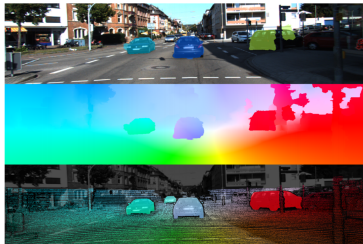
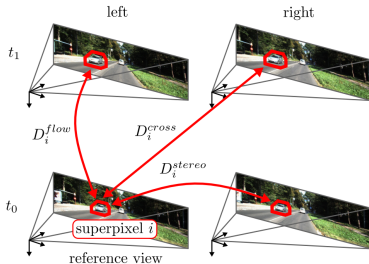


Object Scene Flow for Autonomous Vehicles

M. Menze and A. Geiger (CVPR 2015)



- ▶ Existing methods don't exploit fact that outdoor scenes can be decomposed into small number of independently moving 3D objects
- ▶ Absence of realistic benchmarks with scene flow ground truth
- ▶ Contributions:
 - ▶ Exploits the decomposition of the scene as collection of rigid objects
 - ▶ Reasoning jointly about this decomposition as well as the geometry and motion of objects in the scene
 - ▶ Introduces the first realistic and large-scale scene flow dataset
- ▶ Evaluates on stereo and flow KITTI benchmarks