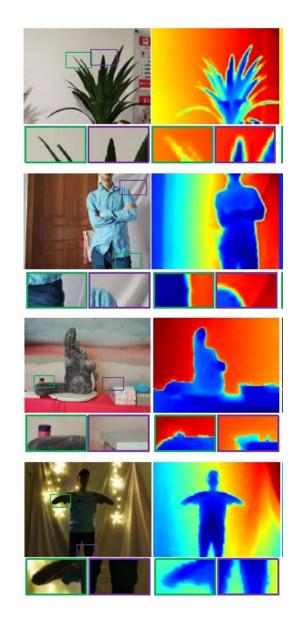
# Cutting-Edge Techniques for Depth Map Super-Resolution

**Ryan Peterson and Josiah Smith** 

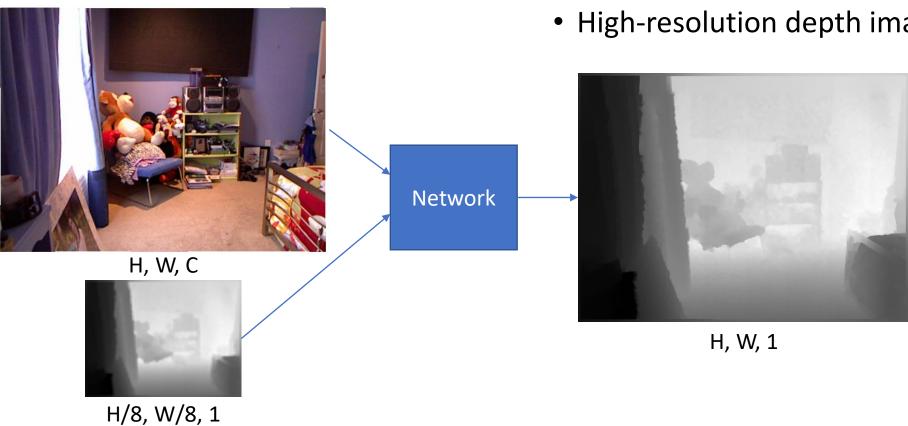
## Outline

- 1. Depth Map Super-Resolution
- 2. Methods
  - Shifted Window (Swin) Transformer, Nonlinear Activation Free (NAF) Networks, Deformable Kernel Networks (DKN)
- 3. Proposed Architectures
  - Swin Transformer- and NAF-based Depth Map Super Resolution (DMSR)
- 4. Results and Conclusions



# **Depth Map Super-Resolution**

- Input:
  - High-resolution RGB image
  - Low-resolution depth image

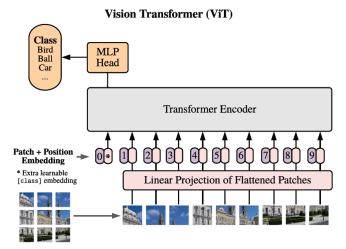


- Output:
  - High-resolution depth image

### Swin Transformer Architecture

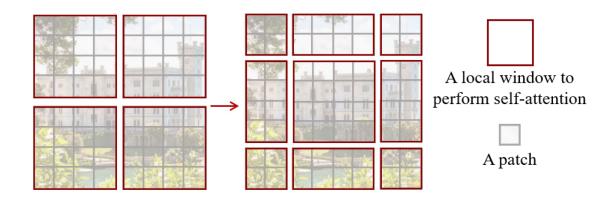
#### Vision Transformer (ViT)

- Split image into patches
- Use MSA encoder-decoder
- Global context, translationally variant

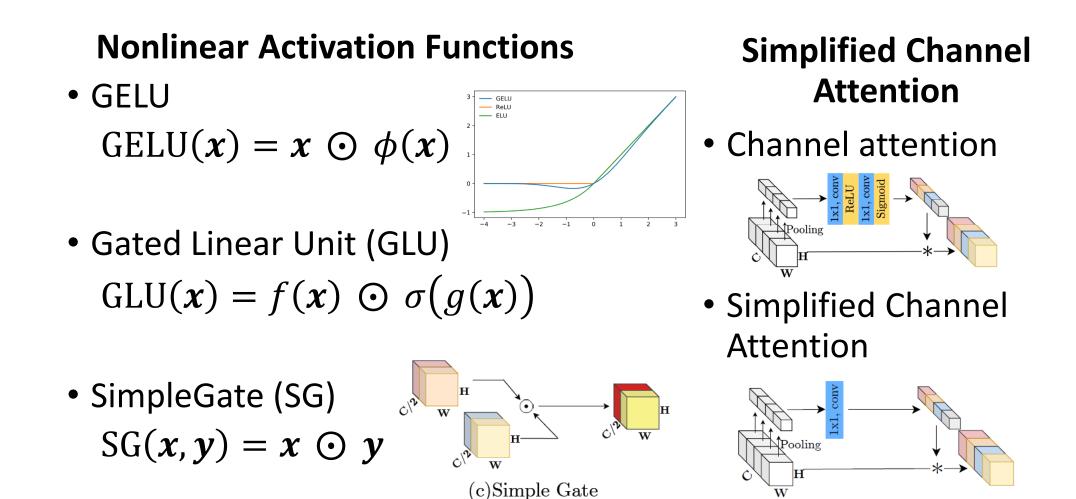


#### **Swin Transformer**

- Hierarchical (different patch sizes)
- Local self-attention
- Shifting windows → translationally equivariant (CNN), local context



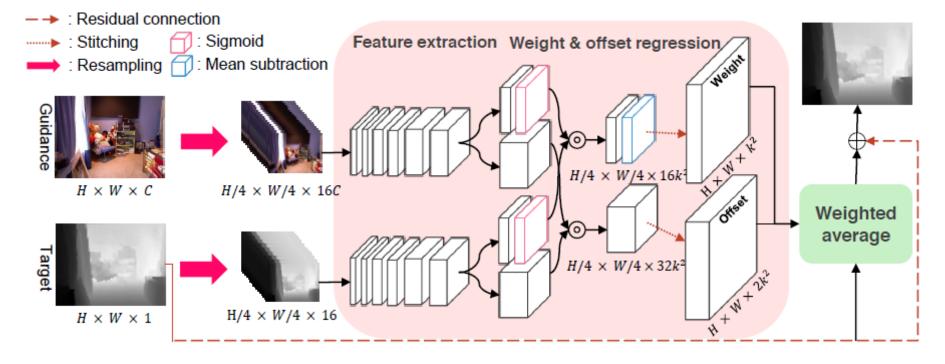
### Nonlinear Activation Free (NAF) Networks



### Deformable Kernel Networks (DKN)

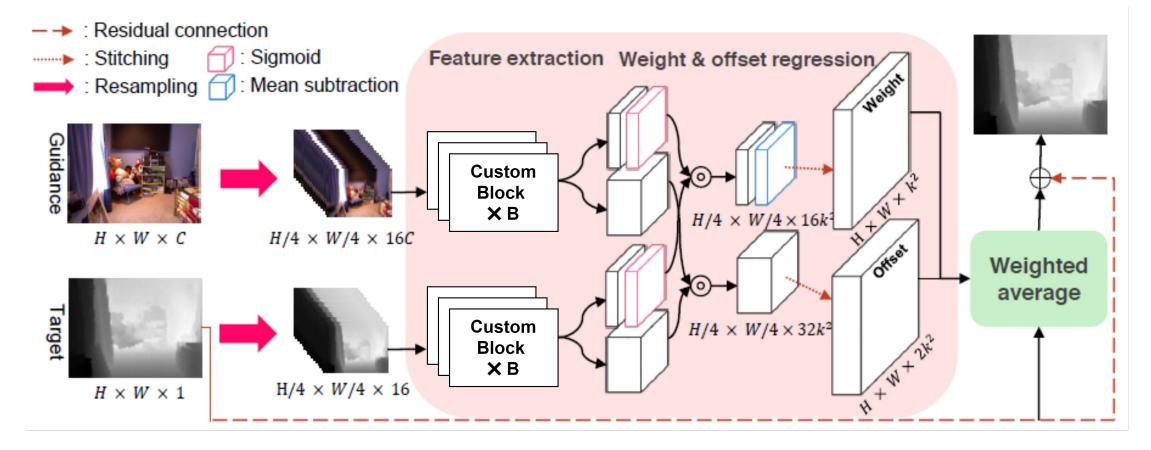
- Images are resampled
- Features from each image are extracted

- Combined
- Stitched
- Averaged with original depth



### **Our Networks**

#### 1. Swin transformer-based blocks 2. NAF-based blocks



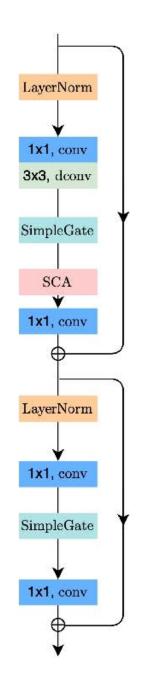
### **Custom Network Architecture**

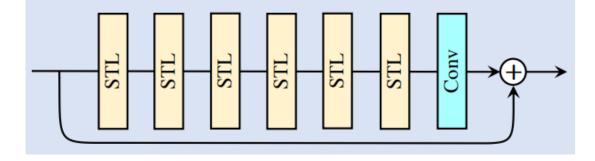
#### Residual Swin Transformer Block (RSTB)

- Sequential Swin layers
- Residual connection

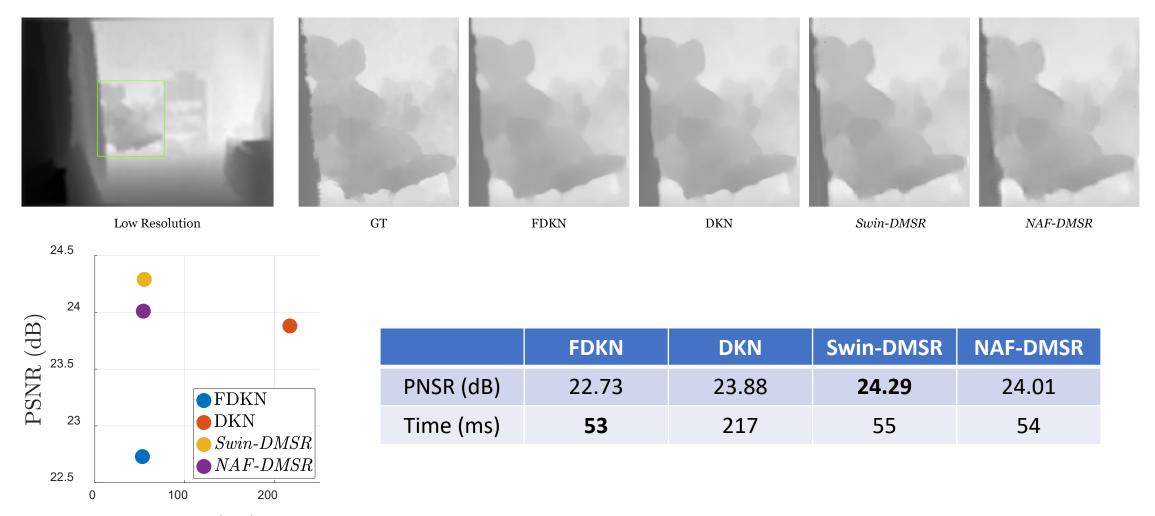
#### **NAF Block**

- Simplified in comparison to stateof-the-art blocks
- Uses convolution and attention





### Results



Time (ms)

