

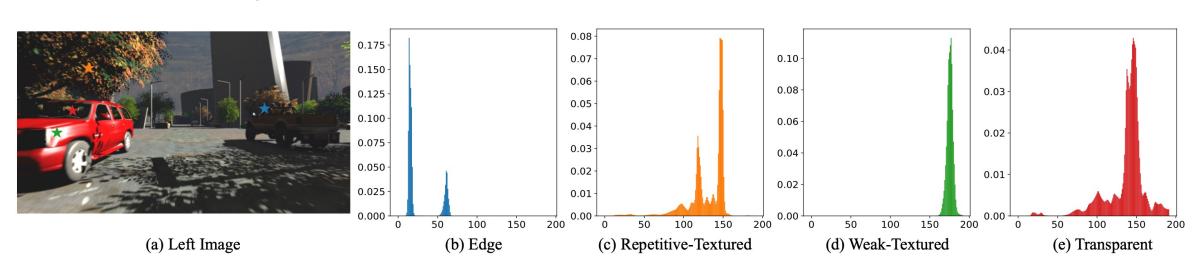
# MIDAS: Modeling Ground-Truth Distributions with Dark Knowledge for Domain Generalized Stereo Matching

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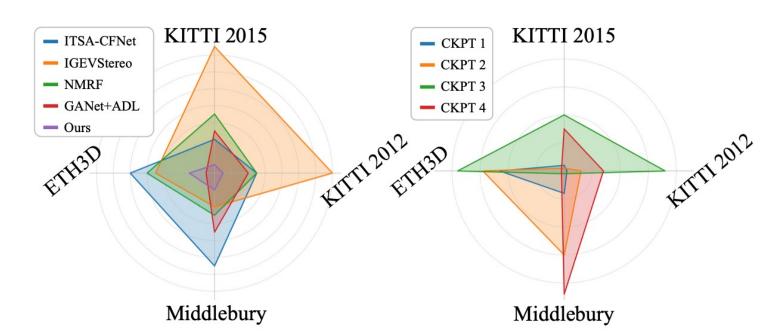
#### (1) Motivation

- Previous work modeled multi-modal ground truth for edge pixels with matching ambiguity.
- An elegant way to simultaneously model multi-modal distributions for other ambiguous regions, such as repetitive textures and transparency, is still missing.
- > Stereo networks can **spontaneously** learn and output multi-modal distributions, implicitly capturing **similarity and uncertainty**.

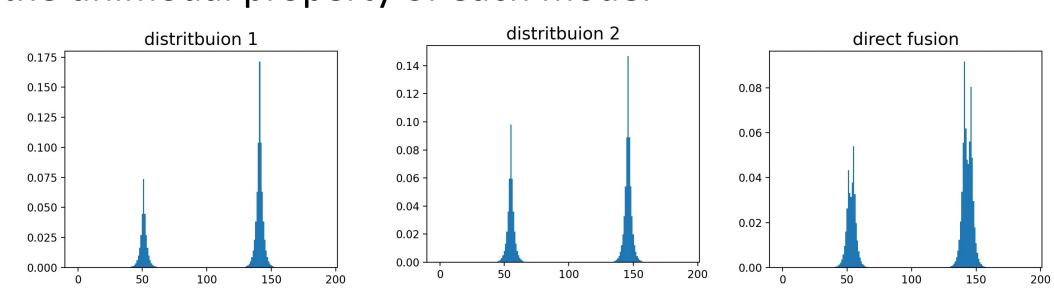


# (2) Challenges

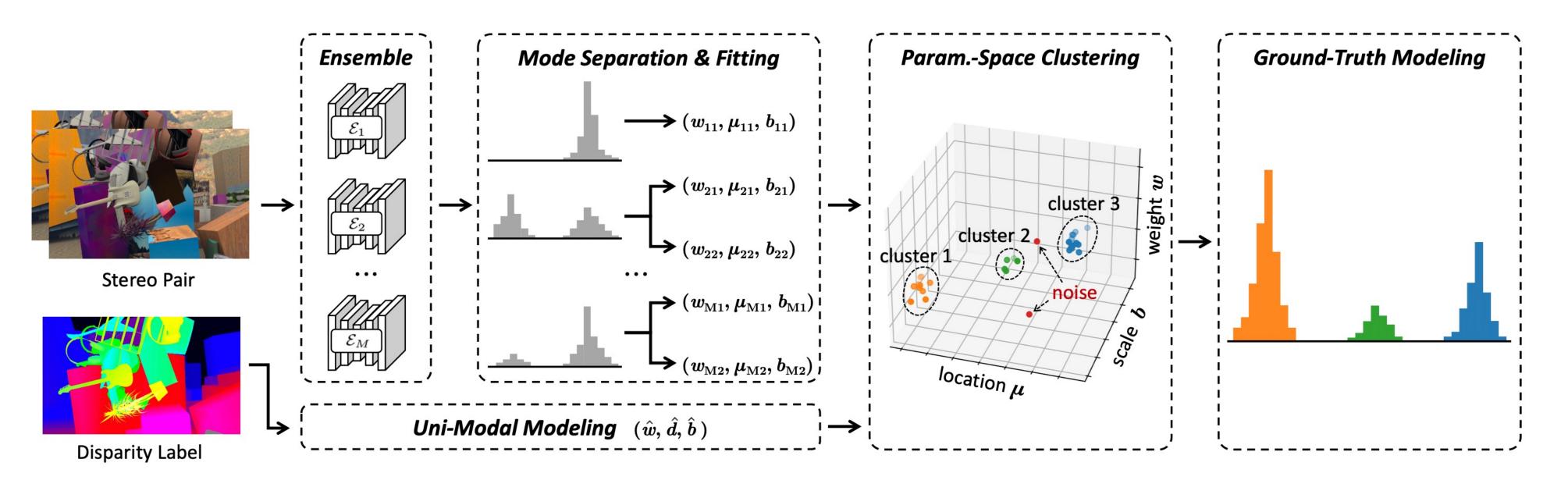
Cross-domain preferences of different network architectures (left) and different checkpoints of the same network (right).



> Directly fusing the outputs of the network ensemble can disrupt the unimodal property of each mode.

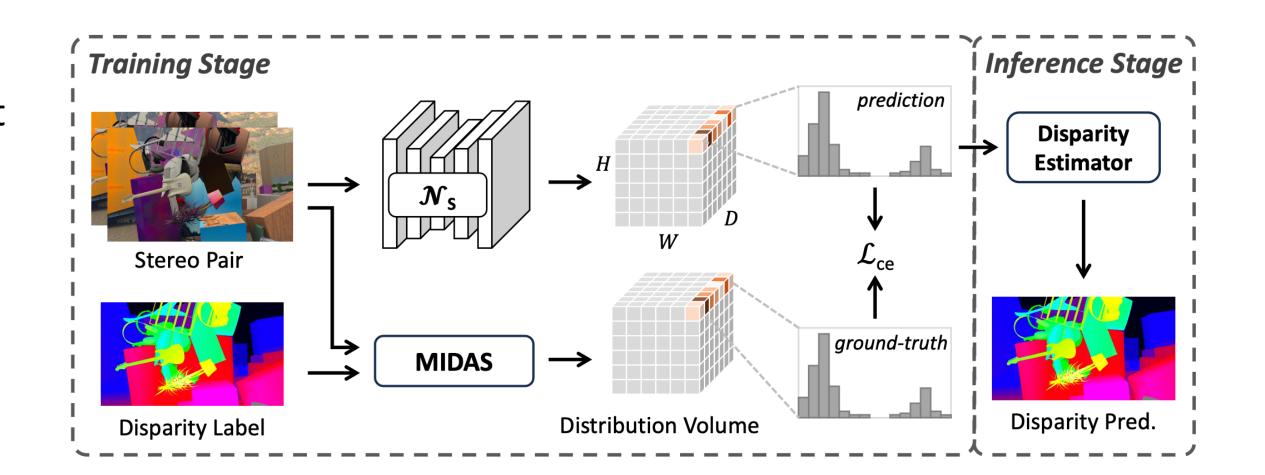


### (3) Ground-truth Distribution Modeling



- $\succ$  For each pixel, the network ensemble predicts M multi-modal probability distributions.
- $\succ$  Individual modes are separated from these distributions and fitted as **parameterized Laplacians** (w,  $\mu$ , b).
- $\succ$  The disparity label is also modeled as the uni-modal Laplacian with coordinate  $(\widehat{w}, \widehat{d}, \widehat{b})$ .
- > We cluster the points in the parameter space to distinguish the **objective knowledge** (effective clusters) from the **biased knowledge** (noise).
- > The elements within each cluster are **fused** and **re-modeled** as a formulated mode in the final ground-truth distribution.

# **4** Overall Pipeline



## (5) Ablations

#Arch.	#CKPT	KT15	KT12	MB	ETH3D
0	0	4.73	4.64	9.76	4.18
1	1	4.67	4.41	9.00	4.02
1	2	4.57	3.87	8.47	3.34
2	1	4.64	3.89	8.27	3.64
2	2	4.59	3.82	8.01	3.40
3	3	4.49	3.72	7.95	3.17

Method	KT15 KT12		MB	ETH3D
PSMNet [2] + Ours	4.49	3.72	7.95	3.17
w/o BKF	4.57	3.81	8.47	3.40

#### **6** Quantitative Results

Our method significantly enhances the backbone's performance and surpasses previous state-of-the-art methods.

Method	Publication	KITTI 2015 >3px	KITTI 2012 >3px	Middlebury >2px	ETH3D >1px	Mean Rank
PSMNet [2]	CVPR 2018	16.30 <sup>18</sup>	15.10 <sup>18</sup>	25.10 <sup>18</sup>	23.80 <sup>18</sup>	18.00
GwcNet [15]	CVPR 2018	$12.80^{17}$	$11.70^{17}$	18.10 <sup>16</sup>	$9.00^{16}$	16.50
GANet [47]	CVPR 2019	$11.70^{16}$	$10.10^{16}$	$20.30^{17}$	14.10 <sup>17</sup>	16.5
DSMNet [48]	ECCV 2020	$6.50^{15}$	$6.20^{15}$	13.80 <sup>13</sup>	$6.20^{14}$	14.25
CFNet [33]	CVPR 2021	$5.80^{12}$	$4.70^{11}$	15.30 <sup>14</sup>	$5.80^{12}$	12.25
Mask-CFNet [30]	CVPR 2023	$5.80^{12}$	$4.80^{12}$	$13.70^{12}$	$5.70^{11}$	11.75
Raft-Stereo [24]	3DV 2021	$5.70^{11}$	$5.20^{14}$	$12.60^{11}$	3.30 <sup>6</sup>	10.50
FC-GANet [50]	CVPR 2022	5.30 <sup>9</sup>	$4.60^{10}$	10.20 <sup>9</sup>	$5.80^{12}$	10.00
PCWNet [34]	ECCV 2022	$5.60^{10}$	4.20 <sup>5</sup>	15.77 <sup>15</sup>	$5.20^{10}$	10.00
IGEV-Stereo [40]	CVPR 2023	$6.03^{14}$	5.18 <sup>13</sup>	7.27 <sup>3</sup>	3.60 <sup>7</sup>	9.25
Graft-GANet [25]	CVPR 2022	4.90 <sup>6</sup>	4.20 <sup>5</sup>	9.80 <sup>8</sup>	$6.20^{14}$	8.25
ITSA-CFNet [9]	<b>CVPR 2022</b>	4.70 <sup>4</sup>	4.20 <sup>5</sup>	$10.40^{10}$	5.10 <sup>9</sup>	7.00
StereoRisk [26]	<b>ICML 2024</b>	5.19 <sup>8</sup>	4.43 <sup>9</sup>	$9.32^{7}$	2.41 <sup>2</sup>	6.50
NMRF [14]	CVPR 2024	5.10 <sup>7</sup>	4.20 <sup>5</sup>	$7.50^{4}$	3.80 <sup>8</sup>	6.00
GANet + ADL [41]	CVPR 2024	4.84 <sup>5</sup>	3.93 <sup>4</sup>	8.72 <sup>6</sup>	2.31 <sup>1</sup>	4.00
PSMNet + Ours		4.49 <sup>3</sup>	3.72 <sup>2</sup>	7.95 <sup>5</sup>	3.17 <sup>5</sup>	3.75
GwcNet + Ours		4.16 <sup>2</sup>	3.74 <sup>3</sup>	7.23 <sup>2</sup>	2.91 <sup>4</sup>	2.75
PCWNet + Ours		3.96 <sup>1</sup>	3.57 <sup>1</sup>	7.20 <sup>1</sup>	2.72 <sup>3</sup>	1.50

#### (7) Qualitative Results

Our method demonstrates excellent reliability on weak textures, repetitive textures, object edges, and strong glare.

