

# Fast Edge-Preserving PatchMatch for Large Displacement Optical Flow

## Supplementary Material

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This document contains supplementary material for the paper “Fast Edge-Preserving PatchMatch for Large Displacement Optical Flow” to be appeared in CVPR 2014. The list of items included here are:

1. Screenshot of MPI Sintel benchmark.
2. Screenshot of KITTI benchmark.
3. Screenshot of Middlebury benchmark.
4. More results on MPI Sintel benchmark.
5. More results on KITTI benchmark.

Besides, a **binary executable demo** for Windows operating systems is provided together with this document (in order to run the program, you should have a CUDA-enabled NVIDIA GPU).

Final **Clean**

	<b>EPE all</b>	EPE matched	EPE unmatched	d0-10	d10-60	d60-140	s0-10	s10-40	s40+	
GroundTruth <sup>[1]</sup>	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	<a href="#">Visualize Results</a>
DeepFlow <sup>[2]</sup>	5.377	1.771	34.751	4.519	1.534	0.837	0.960	2.730	33.701	<a href="#">Visualize Results</a>
IVANN <sup>[3]</sup>	5.386	1.397	37.896	2.722	1.341	1.004	0.683	2.245	36.342	<a href="#">Visualize Results</a>
MDP-Flow2 <sup>[4]</sup>	5.837	1.869	38.158	3.210	1.913	1.441	0.640	2.603	39.459	<a href="#">Visualize Results</a>
<b>EPPM <sup>[5]</sup></b>	<b>6.494</b>	<b>2.675</b>	<b>37.632</b>	<b>4.997</b>	<b>2.422</b>	<b>1.948</b>	<b>1.402</b>	<b>3.446</b>	<b>39.152</b>	<a href="#">Visualize Results</a>
S2D-Matching <sup>[6]</sup>	6.510	2.792	36.785	5.523	3.018	1.546	0.622	3.012	44.187	<a href="#">Visualize Results</a>
Classic+NLP <sup>[7]</sup>	6.731	2.949	37.545	5.573	3.291	1.648	0.638	3.296	45.290	<a href="#">Visualize Results</a>
FC-2Layers-FF <sup>[8]</sup>	6.781	3.053	37.144	5.841	3.390	1.688	0.580	3.308	45.962	<a href="#">Visualize Results</a>
LDOF <sup>[9]</sup>	7.563	3.432	41.170	5.353	3.284	2.454	0.936	2.908	51.696	<a href="#">Visualize Results</a>
Classic+NL <sup>[10]</sup>	7.961	3.770	42.079	6.191	3.911	2.509	0.573	2.694	57.374	<a href="#">Visualize Results</a>
Classic++ <sup>[11]</sup>	8.721	4.259	45.047	6.983	4.494	2.753	0.902	3.295	60.645	<a href="#">Visualize Results</a>
Horn+Schunck <sup>[12]</sup>	8.739	4.525	43.032	7.542	5.045	2.891	1.141	3.860	58.243	<a href="#">Visualize Results</a>
Classic+NL-fast <sup>[13]</sup>	9.129	4.725	44.956	7.157	4.974	3.331	0.558	2.812	66.935	<a href="#">Visualize Results</a>
SimpleFlow <sup>[14]</sup>	12.617	7.848	51.435	10.693	8.422	6.170	0.711	8.411	81.786	<a href="#">Visualize Results</a>
AnisoHuber.L1 <sup>[15]</sup>	12.642	7.983	50.472	10.457	8.675	6.320	0.753	9.976	77.835	<a href="#">Visualize Results</a>
AtrousFlow <sup>[16]</sup>	14.200	9.584	51.758	11.964	10.338	7.926	1.702	12.440	80.185	<a href="#">Visualize Results</a>

Final **Clean**

	EPE all	EPE matched	EPE unmatched	d0-10	d10-60	d60-140	s0-10	s10-40	<b>s40+</b>	
GroundTruth <sup>[1]</sup>	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	<a href="#">Visualize Results</a>
DeepFlow <sup>[2]</sup>	5.377	1.771	34.751	4.519	1.534	0.837	0.960	2.730	33.701	<a href="#">Visualize Results</a>
IVANN <sup>[3]</sup>	5.386	1.397	37.896	2.722	1.341	1.004	0.683	2.245	36.342	<a href="#">Visualize Results</a>
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MDP-Flow2 <sup>[5]</sup>	5.837	1.869	38.158	3.210	1.913	1.441	0.640	2.603	39.459	<a href="#">Visualize Results</a>
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AtrousFlow <sup>[15]</sup>	14.200	9.584	51.758	11.964	10.338	7.926	1.702	12.440	80.185	<a href="#">Visualize Results</a>
SimpleFlow <sup>[16]</sup>	12.617	7.848	51.435	10.693	8.422	6.170	0.711	8.411	81.786	<a href="#">Visualize Results</a>

Figure 1: Average endpoint error (EPE) ranking on MPI Sintel benchmark – clean pass (captured on Oct 30th, 2013). The second figure is the ranking by only considering large displacement motions (flow velocity larger than 40 pixels per frame)

Final Clean

	EPE all	EPE matched	EPE unmatched	d0-10	d10-60	d60-140	s0-10	s10-40	s40+	
GroundTruth <sup>[1]</sup>	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	<a href="#">Visualize Results</a>
DeepFlow <sup>[2]</sup>	7.212	3.336	38.781	5.650	3.144	2.208	1.284	4.107	44.118	<a href="#">Visualize Results</a>
IVANN <sup>[3]</sup>	7.249	2.973	42.088	4.896	2.817	2.218	1.159	4.183	44.866	<a href="#">Visualize Results</a>
S2D-Matching <sup>[4]</sup>	7.872	3.918	40.093	5.975	3.815	2.851	1.172	4.695	48.782	<a href="#">Visualize Results</a>
FC-2Layers-FF <sup>[5]</sup>	8.137	4.261	39.723	6.537	4.257	2.946	1.034	4.835	51.349	<a href="#">Visualize Results</a>
Classic+NLP <sup>[6]</sup>	8.291	4.287	40.925	6.520	4.265	2.984	1.208	5.090	51.162	<a href="#">Visualize Results</a>
EPPM <sup>[7]</sup>	8.377	4.286	41.695	6.556	4.024	3.323	1.834	4.955	49.083	<a href="#">Visualize Results</a>
MDP-Flow2 <sup>[8]</sup>	8.445	4.150	43.430	5.703	3.925	3.406	1.420	5.449	50.507	<a href="#">Visualize Results</a>
LDOF <sup>[9]</sup>	9.116	5.037	42.344	6.849	4.928	4.003	1.485	4.839	57.296	<a href="#">Visualize Results</a>
Classic+NL <sup>[10]</sup>	9.153	4.814	44.509	7.215	4.822	3.427	1.113	4.496	60.291	<a href="#">Visualize Results</a>
Horn+Schunck <sup>[11]</sup>	9.610	5.419	43.734	7.950	5.658	3.976	1.882	5.335	58.274	<a href="#">Visualize Results</a>
Classic++ <sup>[12]</sup>	9.959	5.410	47.000	8.072	5.554	3.750	1.403	5.098	64.135	<a href="#">Visualize Results</a>
Classic+NL-fast <sup>[13]</sup>	10.088	5.659	46.145	8.010	5.738	4.160	1.092	4.666	67.801	<a href="#">Visualize Results</a>
AnisoHuber.L1 <sup>[14]</sup>	11.927	7.323	49.366	9.464	7.692	5.929	1.155	7.966	74.796	<a href="#">Visualize Results</a>
SimpleFlow <sup>[15]</sup>	13.364	8.620	51.949	10.872	8.884	7.171	1.475	9.582	81.350	<a href="#">Visualize Results</a>
AtrousFlow <sup>[16]</sup>	14.173	9.573	51.548	11.511	10.027	8.092	2.011	12.052	79.484	<a href="#">Visualize Results</a>

Final Clean

























































































































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Classic+NLP <sup>[7]</sup>	8.291	4.287	40.925	6.520	4.265	2.984	1.208	5.090	51.162	<a href="#">Visualize Results</a>
FC-2Layers-FF <sup>[8]</sup>	8.137	4.261	39.723	6.537	4.257	2.946	1.034	4.835	51.349	<a href="#">Visualize Results</a>
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AtrousFlow <sup>[15]</sup>	14.173	9.573	51.548	11.511	10.027	8.092	2.011	12.052	79.484	<a href="#">Visualize Results</a>
SimpleFlow <sup>[16]</sup>	13.364	8.620	51.949	10.872	8.884	7.171	1.475	9.582	81.350	<a href="#">Visualize Results</a>

Figure 2: Average endpoint error (EPE) ranking on MPI Sintel benchmark – final pass (captured on Oct 30th, 2013). The second figure is the ranking by only considering large displacement motions (flow velocity larger than 40 pixels per frame).

Error threshold 5 pixelsEvaluation area All pixels

Optical Flow Evaluation

This table ranks general optical flow methods, performing a full 2D search, as compared to the motion stereo methods below.

Rank	Method	Setting	Code	Out-Noc	Out-All	Avg-Noc	Avg-All	Density	Runtime	Environment	Compare
1	SceneFlow	 		1.83 %	3.59 %	0.8 px	1.3 px	100.00 %	6 min	4 cores @ 3.0 Ghz (Matlab + C/C++)	
Anonymous submission											
2	PR-Sf+E	 		2.34 %	4.79 %	0.9 px	1.7 px	100.00 %	200 s	4 cores @ 3.0 Ghz (Matlab + C/C++)	
C. Vogel, S. Roth and K. Schindler: <i>Piecewise Rigid Scene Flow</i> . International Conference on Computer Vision (ICCV) 2013.											
3	PCBP-Flow	 		2.58 %	6.26 %	0.9 px	2.2 px	100.00 %	3 min	4 cores @ 2.5 Ghz (Matlab + C/C++)	
K. Yamaguchi, D. McAllister and R. Urtasun: <i>Robust Monocular Epipolar Flow Estimation</i> . CVPR 2013.											
4	PR-SceneFlow	 		2.65 %	5.38 %	1.2 px	2.8 px	100.00 %	150 sec	4 core @ 3.0 Ghz (Matlab + C/C++)	
C. Vogel, S. Roth and K. Schindler: <i>Piecewise Rigid Scene Flow</i> . International Conference on Computer Vision (ICCV) 2013.											
5	MotionSLIC	 		2.74 %	8.12 %	1.0 px	2.7 px	100.00 %	11 s	1 core @ 3.0 Ghz (C/C++)	
K. Yamaguchi, D. McAllister and R. Urtasun: <i>Robust Monocular Epipolar Flow Estimation</i> . CVPR 2013.											
6	gtRF-DF	 		4.52 %	10.45 %	1.6 px	4.3 px	100.00 %	1 min	1 core @ 2.5 Ghz (Matlab + C/C++)	
Anonymous submission											
7	TGV2ADCSIFT	 		4.71 %	12.19 %	1.6 px	4.5 px	100.00 %	12s	GPU @ 2.4 Ghz (C/C++)	
8	TVL1-HOG	 		5.37 %	15.54 %	2.0 px	6.1 px	100.00 %	180 s	2 cores @ 3.0 Ghz (Matlab)	
H. Rasthwan, M. Mohamed, M. Garcia, B. Mertsching and D. Pflug: <i>Illumination Robust Optical Flow Model Based on Histogram of Oriented Gradients</i> . German Conference on Pattern Recognition 2013.											
9	DeepFlow	 		5.38 %	14.70 %	1.5 px	5.8 px	100.00 %	17 s	1 core @ 3.6Ghz (Python + C/C++)	
P. Weinzaepfel, J. Revaud, Z. Harchaoui and C. Schmid: <i>DeepFlow: Large displacement optical flow with deep matching</i> . IEEE International Conference on Computer Vision (ICCV) 2013.											
10	Data-Flow	 		5.44 %	11.77 %	1.9 px	5.5 px	100.00 %	3 min	2 cores @ 2.5 Ghz (Matlab + C/C++)	
C. Vogel, S. Roth and K. Schindler: <i>An Evaluation of Data Costs for Optical Flow</i> . German Conference on Pattern Recognition (GCPR) 2013.											
11	DescFlow	 		6.26 %	15.59 %	2.1 px	5.7 px	100.00 %	9.0 s	GPU @ 2.5 Ghz (C/C++)	
Anonymous submission											
12	MLDP-OF	 		6.87 %	15.91 %	2.5 px	6.7 px	100.00 %	160 s	2 cores @ 2.5 Ghz (Matlab)	
Anonymous submission											
13	CRTflow	 		6.90 %	15.02 %	2.7 px	6.5 px	100.00 %	18 s	GPU @ 1.0 Ghz (C/C++)	
O. Demetz, D. Hahner and J. Weickert: <i>The Complete Rank Transform: A Tool for Accurate and Morphologically Invariant Matching of Structure</i> . Proc.-British Machine Vision Conference 2013 (BMVC) 2013.											
14	C++	 	code	8.04 %	17.14 %	2.6 px	7.1 px	100.00 %	8.5 min	1 core @ 3.0 Ghz (Matlab)	
D. Sun, S. Roth and M. Black: <i>A Quantitative Analysis of Current Practices in Optical Flow Estimation and The Principles Behind Them</i> 2013.											
15	IVANN	 		8.33 %	17.92 %	2.7 px	7.4 px	100.00 %	1073 s	1 core @ 2.5 Ghz (Matlab)	
Anonymous submission											
16	C+NL	 	code	8.34 %	17.35 %	2.8 px	7.2 px	100.00 %	14.8 min	1 core @ 3.0 Ghz (Matlab)	
D. Sun, S. Roth and M. Black: <i>A Quantitative Analysis of Current Practices in Optical Flow Estimation and The Principles Behind Them</i> 2013.											
17	fSGM	 		8.44 %	20.63 %	3.2 px	12.2 px	100.00 %	60 s	1 core @ 2.4 Ghz (C/C++)	
S. Herrmann and R. Klette: <i>Hierarchical Scan Line Dynamic Programming for Optical Flow using Semi-Global Matching</i> . ACCV Workshop 2012.											
18	EPPM	 	code	8.62 %	18.86 %	2.5 px	9.2 px	100.00 %	0.25 s	GPU @ 1.0 Ghz (C/C++)	
Anonymous submission											
19	TGV2CENSUS	 	code	9.19 %	15.68 %	2.9 px	6.6 px	100.00 %	4 s	GPU+CPU @ 3.0 Ghz (Matlab + C/C++)	
M. Werlberger: <i>Convex Approaches for High Performance Video Processing</i> . 2012.											
R. Ranft, S. Gehrig, T. Pock and H. Bischof: <i>Pushing the Limits of Stereo Using Variational Stereo Estimation</i> . IV 2012.											
20	C+NL-fast	 	code	10.13 %	19.07 %	3.2 px	7.8 px	100.00 %	2.9 min	1 core @ 3.0 Ghz (Matlab)	
D. Sun, S. Roth and M. Black: <i>A Quantitative Analysis of Current Practices in Optical Flow Estimation and The Principles Behind Them</i> 2013.											
21	HS	 	code	12.47 %	21.00 %	4.0 px	9.0 px	100.00 %	2.6 min	1 core @ 3.0 Ghz (Matlab)	
D. Sun, S. Roth and M. Black: <i>A Quantitative Analysis of Current Practices in Optical Flow Estimation and The Principles Behind Them</i> 2013.											
22	IQFlow	 		14.23 %	23.53 %	3.6 px	8.8 px	100.00 %	60 s	4 cores @ 3.5 Ghz (C/C++)	
Anonymous submission											
23	GC-BM-Bino	 		15.31 %	25.80 %	5.0 px	12.0 px	83.73 %	1.3 s	2 cores @ 2.5 Ghz (C/C++)	
B. Kitt and H. Latagahn: <i>Trispherical Optical Flow Estimation for Intelligent Vehicle Applications</i> . ITSC 2012.											
24	GC-BM-Mono	 		15.42 %	25.93 %	5.0 px	12.1 px	84.33 %	1.3 s	2 cores @ 2.5 Ghz (C/C++)	
B. Kitt and H. Latagahn: <i>Trispherical Optical Flow Estimation for Intelligent Vehicle Applications</i> . ITSC 2012.											
25	eFolki	 		16.52 %	25.60 %	5.2 px	10.8 px	100.00 %	0.026 s	GPU @ 700 Mhz (C/C++)	
Anonymous submission											
26	C+NL-M	 		17.22 %	24.34 %	7.4 px	14.5 px	100.00 %	5 min	2 cores @ 2.5 Ghz (Matlab)	
Anonymous submission											
27	HMM	 		18.21 %	27.83 %	7.2 px	15.0 px	100.00 %	10 min	1 core @ 2.5 Ghz (C/C++)	
Anonymous submission											
28	ALD	 		18.34 %	27.22 %	10.9 px	16.0 px	100.00 %	110 s	1 core @ 2.5 Ghz (C/C++)	
M. Stoll, S. Vobe and A. Bruhn: <i>Adaptive Iteration of Feature Matches into Variational Optical Flow Methods</i> . ACCV 2012.											
29	RSRS-Flow	 		18.65 %	27.13 %	6.2 px	12.1 px	100.00 %	4 min	1 core @ 2.5 Ghz (Matlab)	
P. Ghosh and B. Manjunath: <i>Robust Simultaneous Registration and Segmentation with Sparse Error Reconstruction</i> . PAMI 2012.											
30	LDOF	 	code	18.72 %	27.97 %	5.5 px	12.4 px	100.00 %	1 min	1 core @ 2.5 Ghz (C/C++)	
T. Brox and J. Malik: <i>Large Displacement Optical Flow: Descriptor Matching in Variational Motion Estimation</i> . PAMI 2011.											
31	GCSE	 		26.33 %	35.64 %	7.0 px	15.3 px	48.27 %	2.4 s	1 core @ 2.5 Ghz (C/C++)	
J. Cech, J. Sanchez-Riera and R. Horadiz: <i>Scene Flow Estimation by Growing Correspondence Seeds</i> . CVPR 2011.											
32	DB-TV-L1	 	code	26.50 %	35.10 %	7.8 px	14.6 px	100.00 %	16 s	1 core @ 2.5 Ghz (Matlab)	
C. Zach, T. Pock and H. Bischof: <i>A Quality Based Approach for Realtime TV-L1 Optical Flow</i> . DAGM 2007.											
33	BERLOF	 		30.63 %	39.00 %	8.5 px	16.2 px	15.26 %	0.231 s	GPU @ 700 Mhz (C/C++) GeForce GTX 680	
T. Senst, J. Gestlert, J. Keller and T. Sikora: <i>Robust Local Optical Flow Estimation using Bilinear Equations for Sparse Motion Estimation</i> . 20th IEEE International Conference on Image Processing 2013.											
34	RLOF	 	code	31.49 %	39.83 %	8.7 px	16.5 px	14.76 %	0.488 s	GPU @ 700 Mhz (C/C++) GeForce GTX 680	
T. Senst, V. Eiselein and T. Sikora: <i>Robust Local Optical Flow for Feature Tracking</i> . TCST 2012.											
35	HAOF	 	code	32.48 %	40.12 %	11.1 px	18.2 px	100.00 %	16.2 s	1 core @ 2.5 Ghz (C/C++)	
T. Brox, A. Bruhn, N. Papenberg and J. Weickert: <i>High accuracy optical flow estimation based on a theory for warping</i> . ECCV 2004.											
36	PolyExpand	 		44.53 %	51.03 %	17.2 px	25.2 px	100.00 %	1 s	1 core @ 2.5 Ghz (C/C++)	
G. Farneback: <i>Two-Frame Motion Estimation Based on Polynomial Expansion</i> . SCIA 2003.											
37	Pyramid-LK	 	code	57.22 %	62.72 %	21.7 px	33.1 px	99.90 %	1.5 min	1 core @ 2.5 Ghz (Matlab)	
J. Bouguet: <i>Pyramid Implementation of the Lucas Kanade Feature Tracker</i> . Intel 2000.											
38	OCV-BM	 	code	60.41 %	65.49 %	24.4 px	33.3 px	100.00 %	1.5 min	1 core @ 2.5 Ghz (C/C++)	
G. Bradski: <i>The OpenCV Library</i> . Dr. Dobbs Journal of Software Tools 2000.											
39	MEDIAN	 		66.55 %	71.52 %	16.0 px	23.9 px	99.94 %	0.01 s	1 core @ 2.5 Ghz (C/C++)	
40	AVERAGE	 		67.92 %	72.68 %	16.3 px	24.6 px	99.94 %	0.01 s	1 core @ 2.5 Ghz (C/C++)	

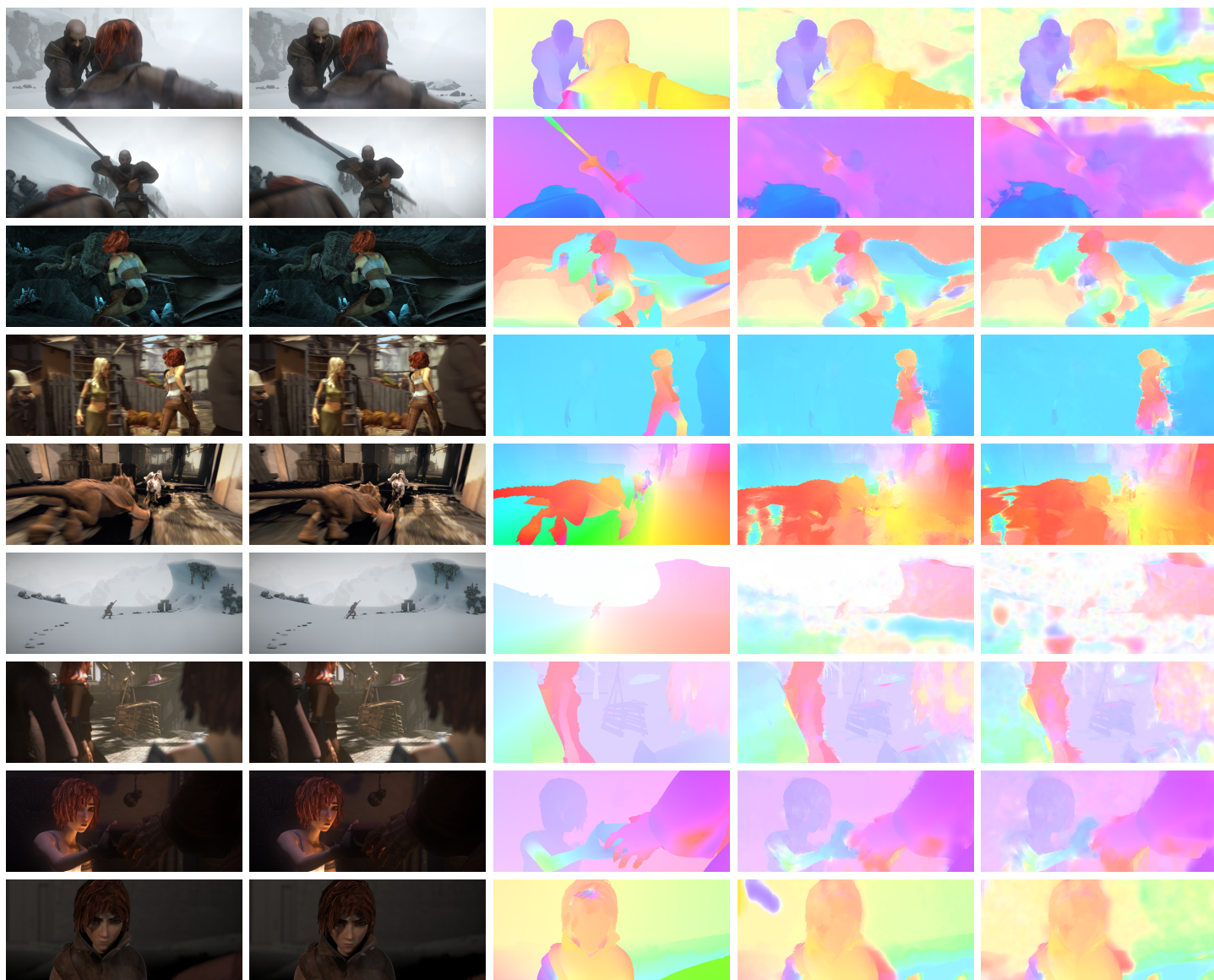


# Optical flow evaluation results

Show images: ☒ below table ☐ above table ☐ in window

Statistics: Average SD R0.5 R1.0 R2.0 A50 A75 A95  
Error type: endpoint angle interpolation normalized interpolation

Average endpoint error	avg. rank	Army (Hidden texture)			Mequon (Hidden texture)			Schefflera (Hidden texture)			Wooden (Hidden texture)			Grove (Synthetic)			Urban (Synthetic)			Yosemite (Synthetic)			Teddy (Stereo)			
		GT	m0	m1	GT	m0	m1	GT	m0	m1	GT	m0	m1	GT	m0	m1	GT	m0	m1	GT	m0	m1	GT	m0	m1	
IVANN [91]	2.6	0.07	0.20	0.05	0.15	0.51	0.12	0.18	0.37	0.14	0.10	0.49	0.06	0.41	0.61	0.21	0.23	0.66	0.19	0.10	0.12	0.17	0.34	0.80	0.23	
OF-LAF [80]	6.6	0.08	0.21	0.06	0.16	0.53	0.12	0.19	0.37	0.14	0.14	0.77	0.07	0.51	0.78	0.25	0.31	0.76	0.25	0.11	0.12	0.21	0.42	0.78	0.63	
MDP-Flow2 [69]	7.5	0.08	0.21	0.07	0.15	0.48	0.11	0.20	0.40	0.14	0.15	0.80	0.08	0.63	0.93	0.43	0.26	0.76	0.23	0.11	0.12	0.17	0.38	0.79	0.44	
NN-field [72]	8.3	0.08	0.22	0.05	0.17	0.55	0.13	0.19	0.39	0.15	0.09	0.48	0.05	0.41	0.61	0.20	0.52	0.64	0.28	0.13	0.13	0.20	0.20	0.35	0.83	0.21
Epistemic [81]	9.6	0.07	0.21	0.05	0.16	0.55	0.12	0.20	0.44	0.15	0.11	0.65	0.06	0.71	0.97	0.53	0.32	0.66	0.28	0.11	0.13	0.15	0.41	0.88	0.54	
TCIT-Flow [79]	14.3	0.07	0.21	0.05	0.19	0.68	0.12	0.28	0.66	0.14	0.14	0.86	0.07	0.67	0.98	0.49	0.22	0.82	0.19	0.11	0.11	0.30	0.50	1.02	0.64	
Layers++ [37]	15.6	0.08	0.21	0.07	0.19	0.56	0.17	0.20	0.40	0.18	0.13	0.58	0.07	0.48	0.70	0.33	0.47	0.91	0.33	0.15	0.14	0.24	0.46	0.88	0.72	
ADF [66]	15.7	0.08	0.22	0.06	0.18	0.62	0.14	0.29	0.71	0.17	0.16	0.91	0.07	0.69	1.03	0.47	0.43	0.91	0.28	0.12	0.12	0.20	0.43	0.88	0.63	
LME [71]	15.9	0.08	0.22	0.06	0.15	0.49	0.11	0.30	0.64	0.13	0.15	0.78	0.09	0.66	0.96	0.53	0.33	1.18	0.28	0.12	0.12	0.18	0.44	0.91	0.61	
IROF++ [58]	16.5	0.08	0.23	0.07	0.21	0.68	0.17	0.28	0.63	0.19	0.15	0.73	0.09	0.60	0.89	0.42	0.43	1.08	0.31	0.10	0.12	0.12	0.47	0.98	0.68	
nLayers [7]	16.7	0.07	0.19	0.06	0.22	0.59	0.19	0.25	0.54	0.20	0.15	0.84	0.08	0.53	0.78	0.34	0.44	0.84	0.30	0.13	0.13	0.20	0.47	0.97	0.67	
FC-2Layers-FF [76]	18.7	0.08	0.21	0.07	0.21	0.70	0.17	0.20	0.40	0.18	0.15	0.76	0.08	0.53	0.77	0.37	0.49	1.02	0.33	0.16	0.13	0.29	0.44	0.87	0.64	
Correlation Flow [78]	18.7	0.09	0.23	0.07	0.17	0.58	0.11	0.43	0.99	0.15	0.11	0.47	0.08	0.75	1.08	0.56	0.41	0.92	0.30	0.14	0.13	0.27	0.40	0.85	0.43	
AGIF+OF [89]	20.2	0.08	0.22	0.07	0.23	0.73	0.18	0.28	0.66	0.19	0.14	0.70	0.08	0.57	0.85	0.38	0.47	0.97	0.31	0.13	0.13	0.22	0.51	0.99	0.74	
TC-Flow [46]	21.6	0.07	0.21	0.06	0.15	0.59	0.10	0.31	0.78	0.14	0.16	0.86	0.08	0.75	1.11	0.54	0.42	1.40	0.25	0.10	0.12	0.29	0.62	0.97	0.93	
FESL [74]	21.7	0.08	0.21	0.07	0.25	0.75	0.19	0.27	0.61	0.14	0.14	0.68	0.08	0.61	0.89	0.44	0.47	1.03	0.26	0.10	0.15	0.25	0.50	0.96	0.63	
Classic+CPF [87]	21.8	0.08	0.23	0.07	0.22	0.73	0.17	0.30	0.70	0.18	0.14	0.72	0.08	0.63	0.93	0.45	0.51	1.03	0.32	0.10	0.12	0.30	0.48	0.93	0.72	
ALD-Flow [67]	21.8	0.07	0.21	0.06	0.19	0.64	0.13	0.30	0.73	0.15	0.17	0.92	0.07	0.78	1.14	0.59	0.33	1.30	0.21	0.12	0.12	0.28	0.54	0.93	0.73	
SCR [73]	21.8	0.08	0.23	0.07	0.22	0.71	0.17	0.27	0.60	0.19	0.14	0.73	0.08	0.63	0.92	0.44	0.51	1.08	0.33	0.15	0.13	0.29	0.47	0.93	0.67	
COFM [59]	22.1	0.08	0.26	0.06	0.18	0.62	0.14	0.30	0.74	0.19	0.15	0.86	0.07	0.79	1.14	0.74	0.35	1.07	0.88	0.14	0.12	0.28	0.49	0.94	0.71	
Sparse-NonSparse [56]	22.3	0.08	0.23	0.07	0.22	0.73	0.18	0.28	0.64	0.19	0.14	0.71	0.08	0.67	0.99	0.48	0.49	1.06	0.32	0.14	0.11	0.28	0.49	0.98	0.73	
Efficient-Net [60]	22.5	0.08	0.22	0.06	0.21	0.67	0.17	0.31	0.73	0.18	0.14	0.71	0.08	0.59	0.88	0.39	1.30	0.66	0.67	0.14	0.13	0.26	0.45	0.85	0.55	
LSM [39]	23.8	0.08	0.23	0.07	0.22	0.73	0.18	0.28	0.64	0.19	0.14	0.70	0.09	0.66	0.97	0.48	0.50	1.06	0.33	0.15	0.12	0.29	0.50	0.99	0.73	
Ramp [62]	24.4	0.08	0.24	0.07	0.21	0.72	0.18	0.27	0.62	0.19	0.15	0.71	0.09	0.66	0.97	0.49	0.51	1.09	0.34	0.15	0.12	0.30	0.48	0.96	0.72	
Classic-NL [31]	26.3	0.08	0.23	0.07	0.22	0.74	0.18	0.29	0.65	0.19	0.15	0.73	0.09	0.64	0.93	0.47	0.52	1.12	0.33	0.15	0.13	0.29	0.49	0.98	0.74	
TV-L1-MCT [64]	26.5	0.08	0.23	0.07	0.24	0.77	0.19	0.32	0.76	0.19	0.14	0.69	0.09	0.72	1.03	0.60	0.54	1.10	0.35	0.11	0.12	0.20	0.54	0.93	0.84	
PMF [75]	27.0	0.09	0.25	0.07	0.19	0.60	0.14	0.23	0.46	0.17	0.17	0.87	0.09	0.58	0.86	0.26	0.82	1.17	0.54	0.21	0.22	0.36	0.39	0.75	0.59	
IROF-TV [53]	28.6	0.09	0.25	0.08	0.22	0.77	0.19	0.30	0.70	0.19	0.18	0.93	0.16	0.73	1.04	0.56	0.44	1.22	0.31	0.09	0.11	0.12	0.50	0.24	0.83	
Red-Flow [26]	29.3	0.09	0.25	0.08	0.19	0.54	0.18	0.24	0.55	0.20	0.16	0.91	0.09	0.74	1.06	0.61	0.46	1.02	0.35	0.12	0.14	0.17	0.78	0.14	0.68	
EPFM [92]	31.1	0.10	0.30	0.08	0.19	0.67	0.20	0.29	0.71	0.17	0.17	0.78	0.23	0.63	0.93	0.33	0.60	1.35	0.40	0.19	0.15	0.45	0.45	0.94	0.64	
OFF [38]	31.2	0.10	0.25	0.09	0.19	0.69	0.14	0.43	1.02	0.17	0.17	1.08	0.08	0.87	1.25	0.73	0.43	1.69	0.32	0.10	0.13	0.18	0.59	1.40	0.74	
Sparse Occlusion [54]	32.2	0.09	0.24	0.08	0.22	0.63	0.19	0.38	0.91	0.18	0.17	0.85	0.09	0.75	1.09	0.47	0.34	1.00	0.26	0.12	0.22	0.28	0.53	1.13	0.67	
CostFilter [40]	33.0	0.10	0.27	0.10	0.20	0.63	0.15	0.22	0.45	0.18	0.19	0.88	0.12	0.60	0.90	0.28	0.75	1.19	0.50	0.10	0.24	0.40	0.46	1.02	0.62	
NL-TV-NC [25]	33.2	0.10	0.26	0.08	0.22	0.72	0.15	0.35	0.85	0.16	0.15	0.70	0.09	0.79	1.16	0.51	0.78	1.38	0.48	0.16	0.15	0.26	0.55	1.16	0.57	
S2D-Matching [88]	33.3	0.09	0.26	0.07	0.23	0.80	0.18	0.38	0.93	0.20	0.15	0.70	0.09	0.70	1.03	0.51	0.55	1.17	0.35	0.17	0.13	0.32	0.51	1.01	0.81	
Aniso-Texture [89]	35.1	0.08	0.21	0.07	0.19	0.60	0.17	0.50	0.91	0.21	0.12	0.58	0.07	0.93	1.28	0.92	0.46	1.27	0.38	0.20	0.20	0.30	0.68	1.37	0.88	
SimpleFlow [49]	35.5	0.09	0.24	0.08	0.24	0.78	0.20	0.43	1.06	0.21	0.16	0.77	0.21	0.71	1.04	0.55	1.47	1.59	0.76	0.13	0.12	0.22	0.50	1.04	0.72	
Occlusion-TV-L1 [63]	35.9	0.09	0.26	0.07	0.22	0.74	0.18	0.51	1.15	0.21	0.18	0.91	0.10	0.87	1.25	0.72	0.47	1.38	0.36	0.10	0.12	0.11	0.83	1.78	0.96	
Adaptive [20]	38.9	0.09	0.26	0.06	0.23	0.78	0.18	0.54	1.19	0.21	0.18	0.91	0.10	0.88	1.25	0.73	0.50	1.28	0.31	0.14	0.16	0.22	0.65	1.37	0.79	
Complementary OF [21]	40.5	0.11	0.28	0.10	0.18	0.63	0.12	0.31	0.75	0.18	0.19	0.97	0.12	0.97	1.31	1.00	1.78	1.73	0.87	0.10	0.12	0.22	0.68	1.48	0.95	
TCOF [70]	40.5	0.11	0.28	0.09	0.24	0.76	0.19	0.53	1.15	0.29	0.24	0.88	0.20	0.88	1.26	0.89	0.38	0.93	0.29	0.16	0.16	0.22	0.49	1.03	0.65	
DPOF [18]	40.7	0.12	0.33	0.08	0.26	0.80	0.20	0.24	0.49	0.20	0.19	0.83	0.20	0.66	0.98	0.40	1.11	1.41	0.57	0.25	0.14	0.11	0.51	1.02	0.54	
ACK-Prior [27]	40.7	0.11	0.25	0.09	0.18	0.59	0.13	0.27	0.64	0.16	0.15	0.78	0.09	0.82	1.14	0.71	1.90	1.90	0.99	0.23	0.17	0.49	0.77	1.44	0.91	
CompIOF-FED-GPU [35]	43.0	0.11	0.29	0.10	0.21	0.78	0.14	0.32	0.79	0.17	0.19	0.99	0.10	0.89	1.29	0.73	1.25									



Frame 1

Frame 2

Ground truth

Ours (clean pass)

Ours (final pass)

Figure 5: Our results on MPI Sintel benchmark.



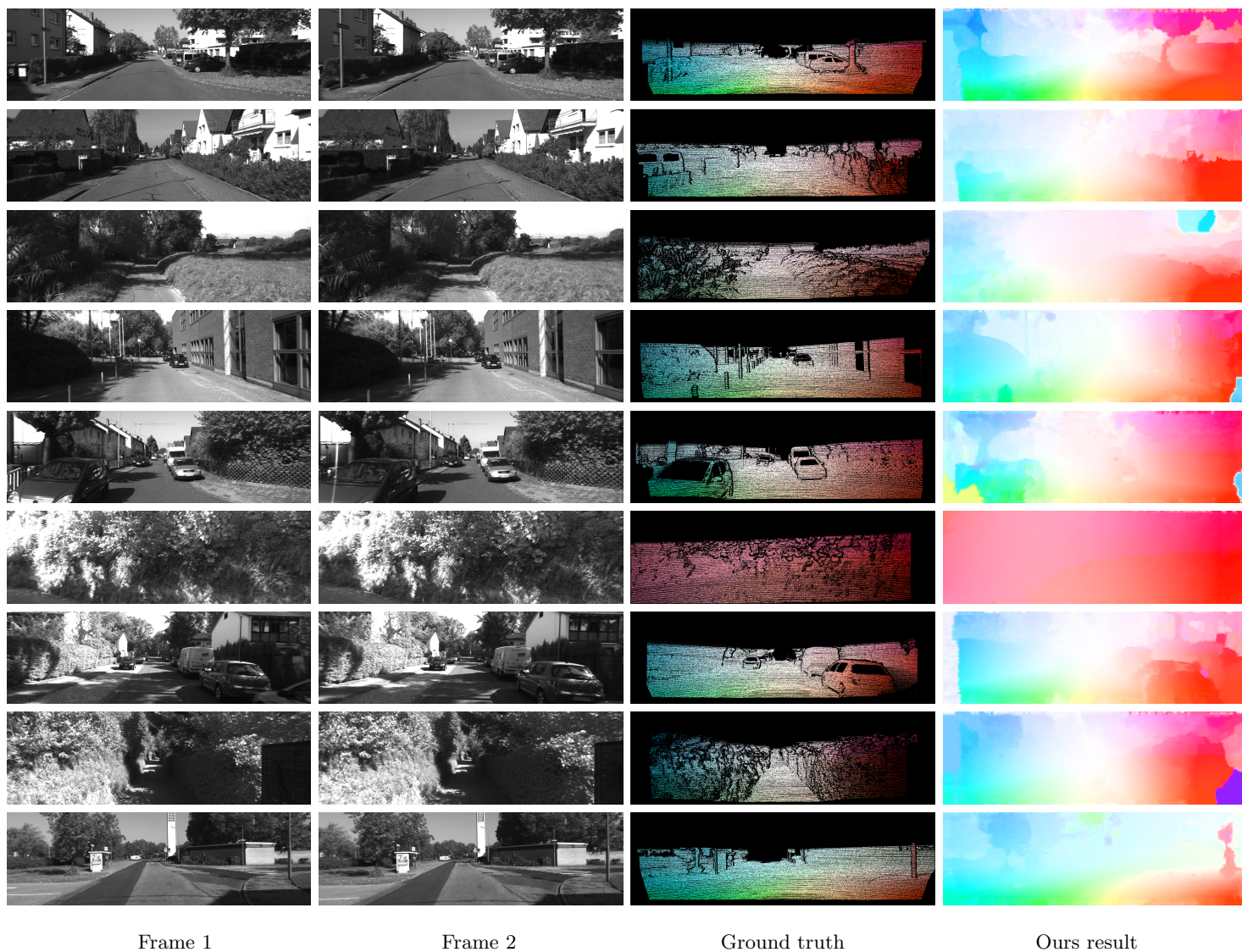


Figure 6: Our results on KITTI benchmark (with MPI Sintel color coding for visual show).