

Seminar: Vision Systems MA-INF 4208

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1 Paper List

1. Foundation and Generative Models

- a) Menapace, Willi, et al. *Promptable Game Models: Text-Guided Game Simulation via Masked Diffusion Models*. Transactions on Graphics. 2024. **Link**
- b) Oquab, Maxime, et al. *DINOv2: Learning Robust Visual Features without Supervision*. ArXiv PrePrint. 2023. **Link**
- c) Zhou, Hongyu, et al. *HUGS: Holistic Urban 3D Scene Understanding via Gaussian Splatting*. ArXiv PrePrint. 2024. **Link**

2. Advances in Network Architectures and Learning Algorithms

- a) Liu, Ziming, et al. *KAN: Kolmogorov-Arnold Networks*. ArXiv Preprint. 2024. **Link**
- b) Beck, Maximilian, et al. *xLSTM: Extended Long Short-Term Memory*. ArXiv PrePrint. 2024. **Link**
- c) Darcet, Timothée et al. *Vision Transformers Need Registers*. ICLR. 2024 **Link**

3. Neural Rendering and Applications

- a) Luiten, Jonathon, et al. *Dynamic 3D Gaussians: Tracking by Persistent Dynamic View Synthesis*. 3DV. 2024. **Link**
- b) Kim, Chung, et al. *GARField: Group Anything with Radiance Fields*. CVPR 2024. **Link**
- c) Li Zhengqi, et al. *Generative Image Dynamics*. CVPR. 2024. **Link**

4. Unsupervised Learning from Objects and Videos

- a) Ost, Julian, et al. *Inverse Neural Rendering for Explainable Multi-Object Tracking*. ArXiv PrePrint. 2024. **Link**
- b) Jabri, Allan et al *DORSal: Diffusion for Object-centric Representations of Scenes* ICLR 2024. **Link**
- c) Garrido, Quentin et al *Learning and Leveraging World Models in Visual Representation Learning*. ArXiv Preprint. 2024. **Link**