

Computational Imaging

Lecture 11: Computing Toolkit:
Image Gradient and Processing I



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Today's Topic

- Introduction
- Basics of Gradients and Fields
- Integrable vector fields.
- Poisson blending.



Introduction to Gradient-Domain Image Processing

Poisson Blending

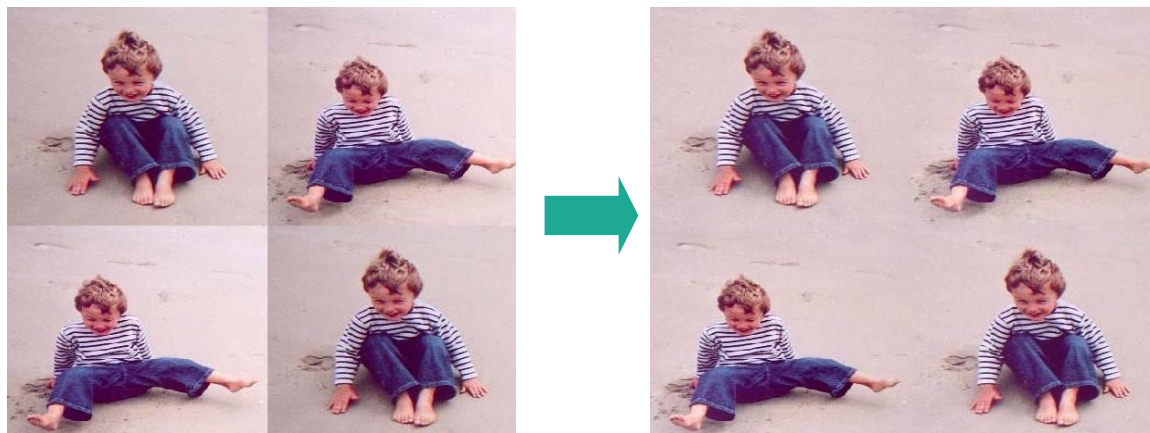


Copy-paste

Poisson blending



Glass Reflections Removal



Seamless Image Stitching



Applications



Fusing day and night photos



Tonemapping

GradientShop: A Gradient-Domain Optimization Framework for Image and Video Filtering

Pravin Bhat¹ C. Lawrence Zitnick² Michael Cohen^{1,2} Brian Curless¹
¹University of Washington ²Microsoft Research



(a) Input image



(b) Saliency-sharpening filter



(c) Pseudo-relighting filter



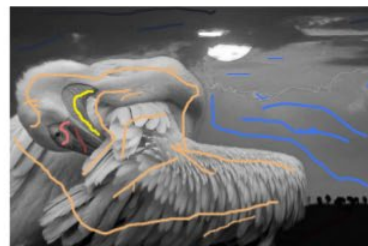
(d) Non-photorealistic rendering filter



(e) Compressed input-image



(f) De-blocking filter



(g) User input for colorization

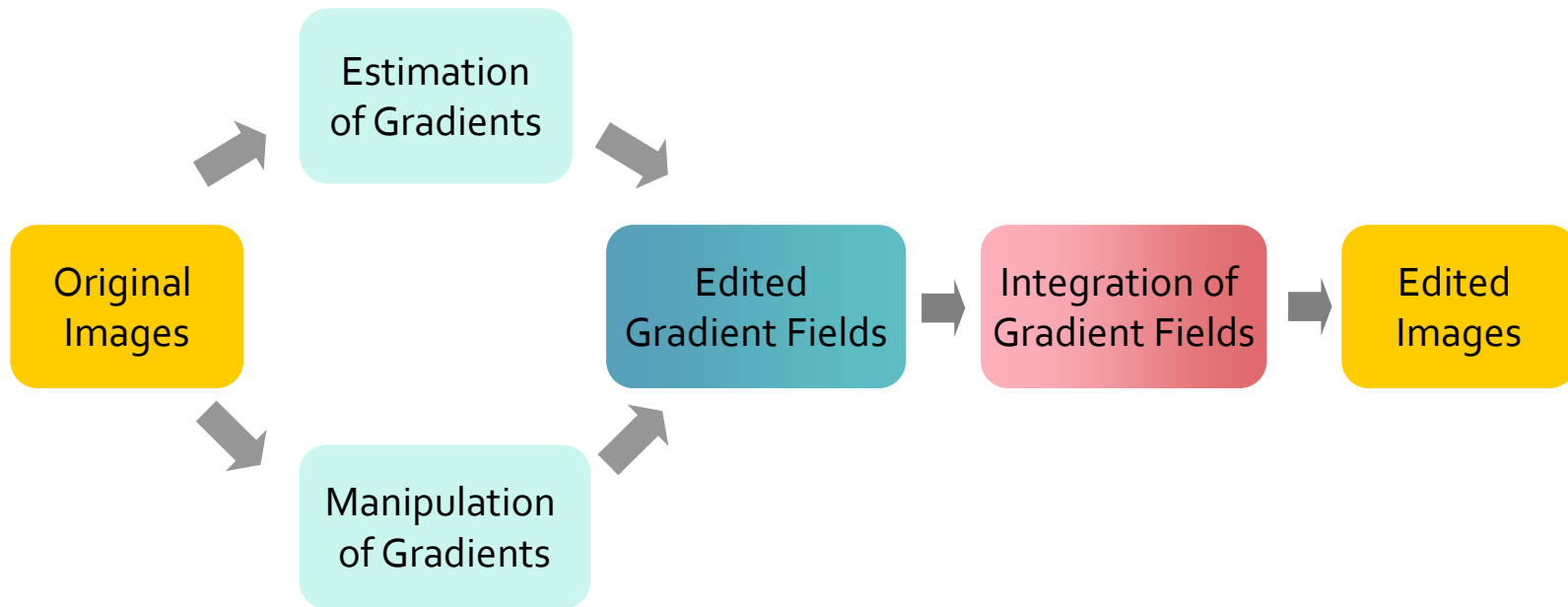


(h) Colorization filter

Main Pipeline



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Basics of Gradients and Fields

Some Vector Calculus Definitions in 2D



Scalar field: a function assigning a scalar to every point in space.

$$I(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

Vector field: a function assigning a vector to every point in space.

$$[u(x, y) \quad v(x, y)]: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

Can you think of examples of scalar fields and vector fields?

- A grayscale image is a scalar field.
- A two-channel image is a vector field.
- A three-channel (e.g., RGB) image is also a vector field, but of higher-dimensional range than what we will consider here.

Nabla (or del): vector differential operator.

$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} & \frac{\partial}{\partial y} \end{bmatrix}$$

Think of this as a 2D
vector.

Gradient (grad): product of nabla with a scalar field.

$$\nabla I(x, y) = \begin{bmatrix} \frac{\partial I}{\partial x}(x, y) & \frac{\partial I}{\partial y}(x, y) \end{bmatrix}$$

This is a
vector field.

Divergence: inner product of nabla with a vector field.

$$\nabla \cdot [u(x, y) \quad v(x, y)] = \frac{\partial u}{\partial x}(x, y) + \frac{\partial v}{\partial y}(x, y)$$

This is a
scalar field.

Curl: cross product of nabla with a vector field.

$$\nabla \times [u(x, y) \quad v(x, y)] = \left(\frac{\partial v}{\partial x}(x, y) - \frac{\partial u}{\partial y}(x, y) \right) \hat{k}$$

This is a vector field.
This is a scalar field.

Nabla (or del): vector differential operator.

$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} & \frac{\partial}{\partial y} \end{bmatrix}$$

Think of this as a 2D
vector.

Gradient (grad): product of nabla with a scalar field.

$$\nabla I(x, y) = \begin{bmatrix} \frac{\partial I}{\partial x}(x, y) & \frac{\partial I}{\partial y}(x, y) \end{bmatrix}$$

This is a vector
field.

Divergence: inner product of nabla with a vector field.

$$\nabla \cdot [u(x, y) \quad v(x, y)] = \frac{\partial u}{\partial x}(x, y) + \frac{\partial v}{\partial y}(x, y)$$

This is a scalar
field.

Curl: cross product of nabla with a vector field.

$$\nabla \times [u(x, y) \quad v(x, y)] = \left(\frac{\partial v}{\partial x}(x, y) - \frac{\partial u}{\partial y}(x, y) \right) \hat{k}$$

This is a vector field.

This is a scalar field



Combinations



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Curl of the gradient:

$$\nabla \times \nabla I(x, y) = \frac{\partial^2}{\partial y \partial x} I(x, y) - \frac{\partial^2}{\partial x \partial y} I(x, y)$$

Divergence of the gradient:

$$\nabla \cdot \nabla I(x, y) = \frac{\partial^2}{\partial x^2} I(x, y) + \frac{\partial^2}{\partial y^2} I(x, y) \equiv \Delta I(x, y)$$

Laplacian: scalar differential operator.

$$\Delta \equiv \nabla \cdot \nabla = \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}$$

Inner product of del with itself!

Simplified Notation



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Nabla (or del): vector differential operator.

$$\nabla = \begin{bmatrix} \partial_x & \partial_y \end{bmatrix}$$

Think of this as a 2D
vector.

Gradient (grad): product of nabla with a scalar field.

$$\nabla I = \begin{bmatrix} I_x & I_y \end{bmatrix}$$

This is a vector
field.

Divergence: inner product of nabla with a vector field.

$$\nabla \cdot \begin{bmatrix} u & v \end{bmatrix} = u_x + v_y$$

This is a scalar
field.

Curl: cross product of nabla with a vector field.

$$\nabla \times \begin{bmatrix} u & v \end{bmatrix} = (v_x - u_y) \hat{k}$$

This is a scalar field

Simplified Notation



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Curl of the gradient:

$$\nabla \times \nabla I = I_{yx} - I_{xy}$$

Divergence of the gradient:

$$\nabla \cdot \nabla I = I_{xx} + I_{yy} \equiv \Delta I$$

Laplacian: scalar differential operator.

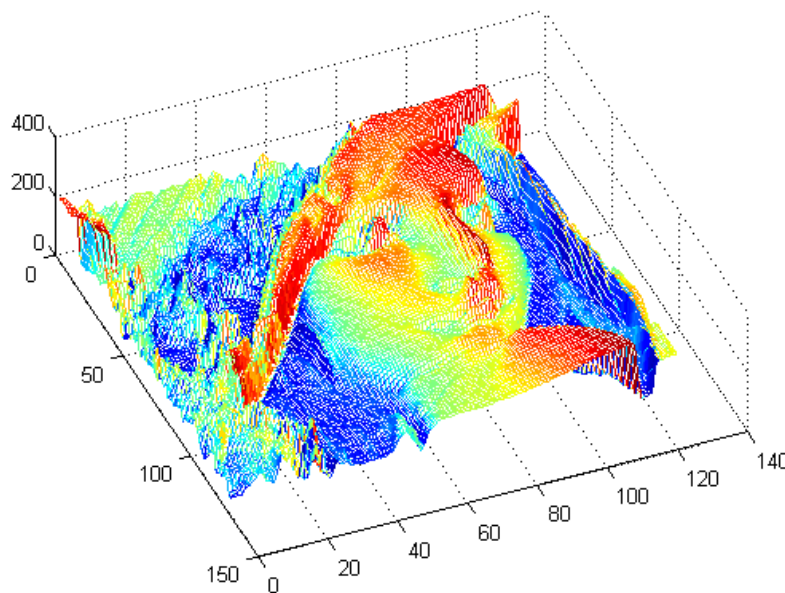
$$\Delta \equiv \nabla \cdot \nabla = \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}$$

Inner product of del with
itself!

- We can treat grayscale images as scalar fields (i.e., two dimensional functions)



$$I(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

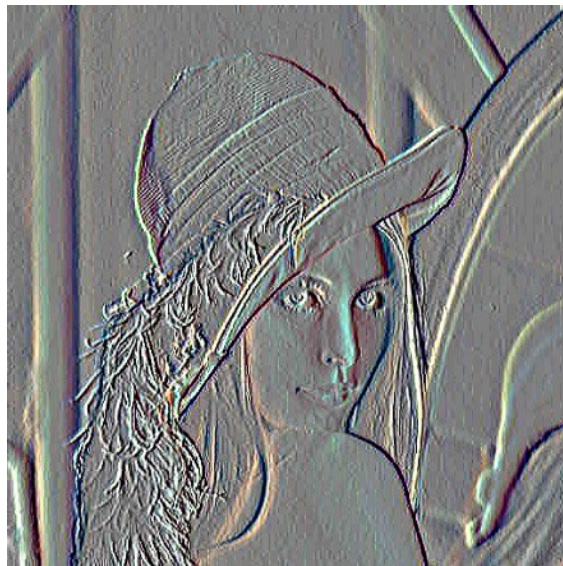


- Convert the *scalar* field into a *vector* field through differentiation.



scalar field

$$I(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$



vector field

$$\nabla I(x, y) = \left[\frac{\partial I}{\partial x}(x, y) \quad \frac{\partial I}{\partial y}(x, y) \right]$$

Definition of a derivative using forward difference.

$$\frac{\partial I}{\partial x}(x, y) = \lim_{h \rightarrow 0} \frac{I(x + h, y) - I(x, y)}{h}$$

For discrete scalar fields: remove limit and set $h = 1$.

$$\frac{\partial I}{\partial x}(x, y) = I(x + 1, y) - I(x, y)$$

What convolution kernel does this correspond to?

Definition of a derivative using forward difference.

$$\frac{\partial I}{\partial x}(x, y) = \lim_{h \rightarrow 0} \frac{I(x + h, y) - I(x, y)}{h}$$

For discrete scalar fields: remove limit and set $h = 1$.

$$\frac{\partial I}{\partial x}(x, y) = I(x + 1, y) - I(x, y)$$

-1	1	?
1	-1	?



Finite Differences



Definition of a derivative using forward difference.

$$\frac{\partial I}{\partial x}(x, y) = \lim_{h \rightarrow 0} \frac{I(x + h, y) - I(x, y)}{h}$$

For discrete scalar fields: remove limit and set $h = 1$.

$$\frac{\partial I}{\partial x}(x, y) = I(x + 1, y) - I(x, y)$$

partial-x derivative filter

1	-1
---	----

?

Note: common to use central difference, but we will *not* use it in this lecture.

$$\frac{\partial I}{\partial x}(x, y) = \frac{I(x + 1, y) - I(x - 1, y)}{2}$$

Definition of a derivative using forward difference.

$$\frac{\partial I}{\partial x}(x, y) = \lim_{h \rightarrow 0} \frac{I(x + h, y) - I(x, y)}{h}$$

For discrete scalar fields: remove limit and set $h = 1$.

$$\frac{\partial I}{\partial x}(x, y) = I(x + 1, y) - I(x, y)$$

partial-x derivative filter

1	-1	?
---	----	---

Similarly for partial-y derivative.

$$\frac{\partial I}{\partial y}(x, y) = I(x, y + h) - I(x, y)$$

partial-y derivative filter

1
-1

How do we compute the image Laplacian?

$$\Delta I(x, y) = \frac{\partial^2 I}{\partial x^2}(x, y) + \frac{\partial^2 I}{\partial y^2}(x, y)$$

Note:

- use consistent derivative and Laplacian filters.
- account for boundary shifting and padding from convolution.

Use multiple applications of the discrete derivative filters:

$$\underbrace{\begin{bmatrix} 1 & -1 \end{bmatrix} * \begin{bmatrix} 1 & -1 \end{bmatrix}}_{\frac{\partial^2 I}{\partial x^2}(x, y)} + \underbrace{\begin{bmatrix} 1 \\ -1 \end{bmatrix} * \begin{bmatrix} 1 \\ -1 \end{bmatrix}}_{\frac{\partial^2 I}{\partial y^2}(x, y)} =$$

Laplacian filter

0	1	0
1	-4	1
0	1	0

Warning!

A correct implementation of differential operators should pass the following test:

Note:

- use consistent derivative and Laplacian filters.
- account for boundary shifting and padding from convolution.

Equality holds at all pixels except boundary (first and last row, first and last column).

$$\underbrace{\nabla \cdot \left(\underbrace{\nabla \left(\text{Image} \right)}_{\text{gradient operator}} \right)}_{\text{divergence operator}} = \Delta \left(\underbrace{\text{Image}}_{\text{Laplacian operator}} \right)$$

Typically requires implementing derivatives in various differential operators differently.

Convert the *scalar* field into a *vector* field through differentiation.



scalar field $I(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$



vector field

$$\nabla I(x, y) = \begin{bmatrix} \frac{\partial I}{\partial x}(x, y) & \frac{\partial I}{\partial y}(x, y) \end{bmatrix}$$

- How do we do this differentiation in real *discrete* images?
- Can we go in the opposite direction, from gradients to images?

Vector Field Integration



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Two fundamental questions:

- When is integration of a vector field possible?
- How can integration of a vector field be performed?



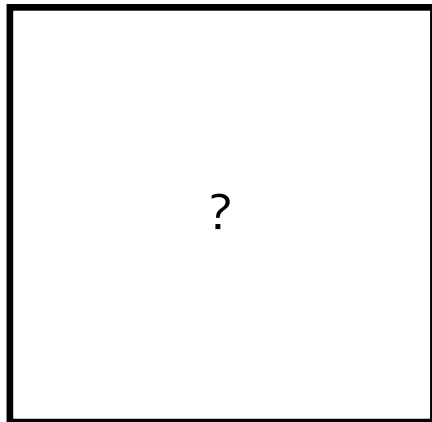
Integrable Vector Fields



Integrable Fields



- Given an arbitrary vector field (u, v) , can we always integrate it into a scalar field I?



$$I(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

$$\frac{\partial I}{\partial x}(x, y) = u(x, y)$$

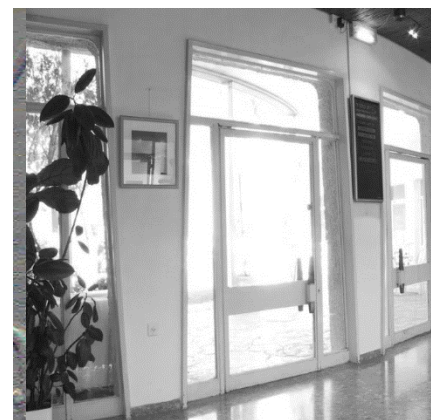


such that



$$u(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

$$\frac{\partial I}{\partial y}(x, y) = v(x, y)$$



$$v(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

Property of Twice-differentiable Functions



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Curl of the gradient field should be zero:

$$\nabla \times \nabla I = I_{yx} - I_{xy} = 0$$

What does that mean intuitively?

- Same result independent of order of differentiation.

$$I_{yx} = I_{xy}$$

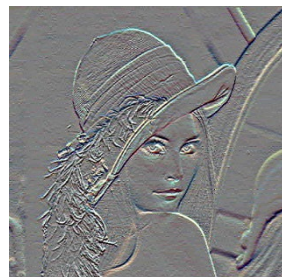
Demonstration



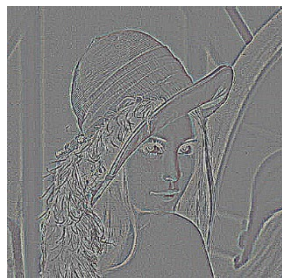
image I



I_x



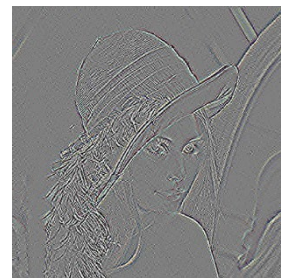
I_y



ΔI

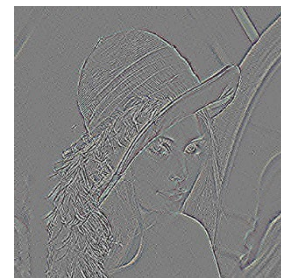


$\nabla \times \nabla I$



I_{xy}

=



I_{yx}

Property of Twice-differentiable Functions



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Curl of the gradient field should be zero:

$$\nabla \times \nabla I = I_{yx} - I_{xy} = 0$$

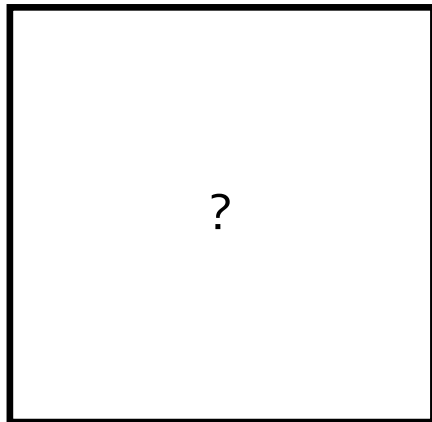
What does that mean intuitively?

- Same result independent of order of differentiation.

$$I_{yx} = I_{xy}$$

Can you use this property to derive an integrability condition?

- Given an arbitrary vector field (u, v) , can we always integrate it into a scalar field I ?



$$I(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

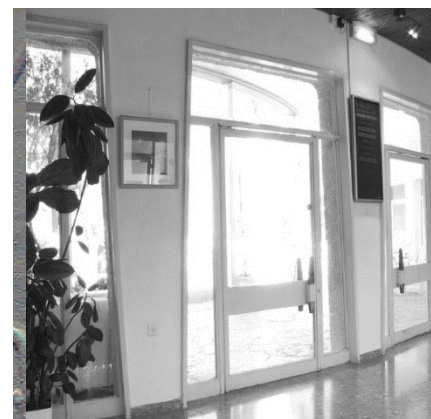
$$\frac{\partial I}{\partial x}(x, y) = u(x, y)$$

such that

$$\frac{\partial I}{\partial y}(x, y) = v(x, y)$$



$$u(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$



$$v(x, y): \mathbb{R}^2 \rightarrow \mathbb{R}$$

Only if:

$$\nabla \times \begin{bmatrix} u(x, y) \\ v(x, y) \end{bmatrix} = 0 \Rightarrow \frac{\partial u}{\partial y}(x, y) = \frac{\partial v}{\partial x}(x, y)$$



Two fundamental questions:

- When is integration of a vector field possible?
 - -Use curl to check for equality of mixed partial second derivatives.
- How can integration of a vector field be performed?



Integration Problems



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- Reconstructing height fields from gradients
Applications: shape from shading, photometric stereo
- Manipulating image gradients
Applications: tonemapping, image editing, matting, fusion, mosaics
- Manipulation of 3D gradients
Applications: mesh editing, video operations

Key challenge: Most vector fields in applications are not integrable.

- Integration must be done ***approximately***.



Prototypical Integration Problem: Poisson Blending

Application: Poisson Blending



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Copy-paste

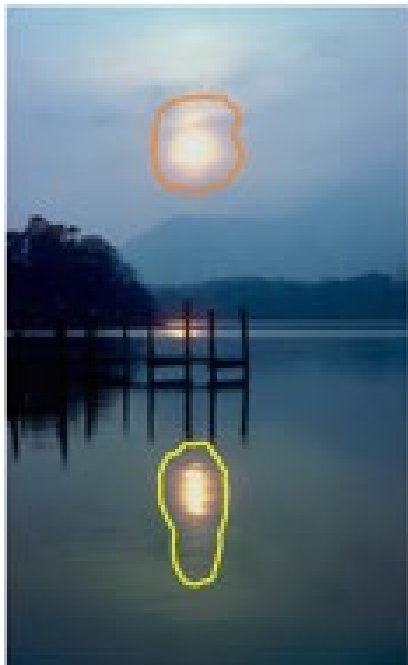


Poisson blending

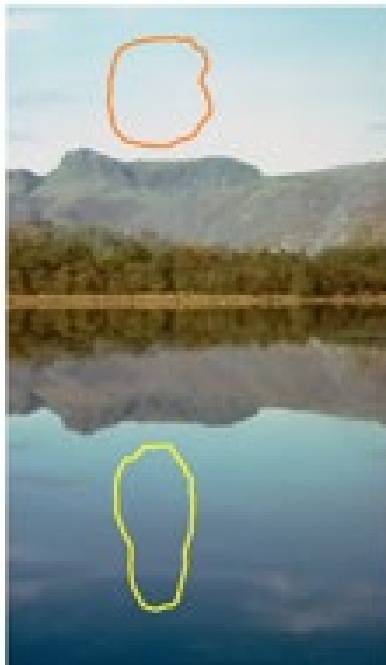
Key Idea



When blending, retain the gradient information as best as possible



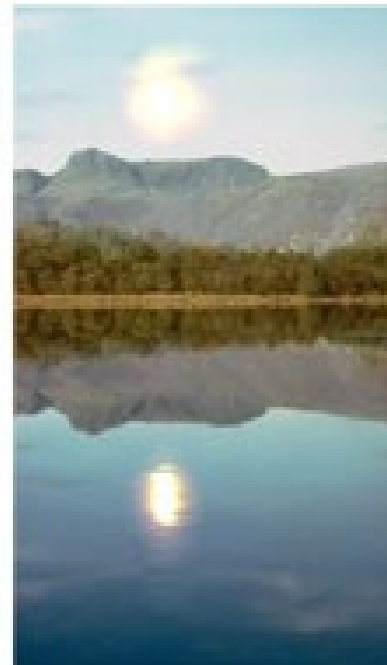
Source



Destination



Copy-paste



Poisson blending

Definitions and Notation



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Notation

g : source function

S : destination

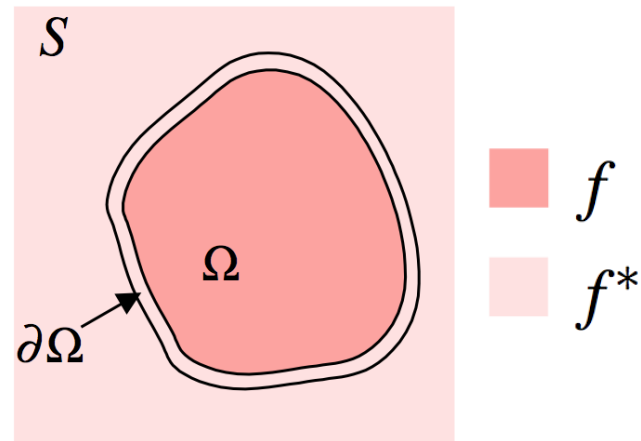
Ω : destination domain

f : interpolant function

f^* : destination function



g



Which one is the unknown?

Definitions and Notation



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Notation

g : source function

S : destination

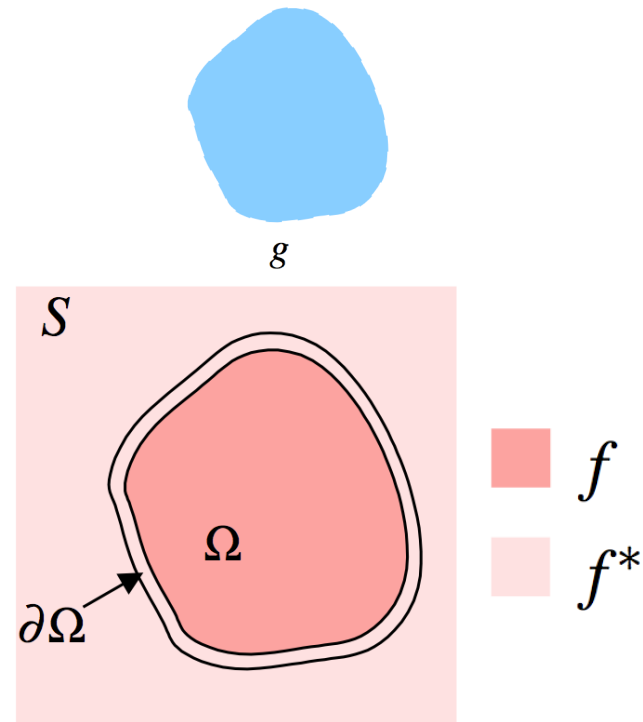
Ω : destination domain

f : interpolant function

f^* : destination function

How should we determine f ?

- Should it be similar to g ?
- Should it be similar to f^* ?





Definitions and Notation

Notation

g : source function

S : destination

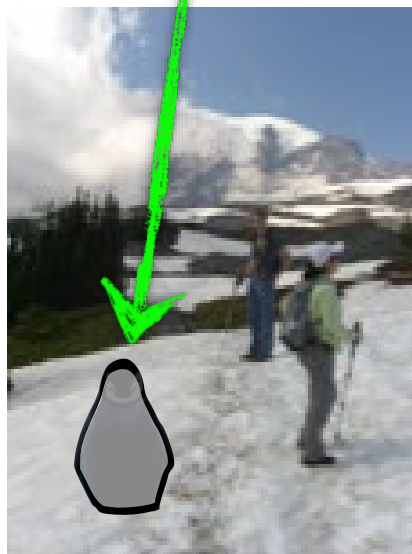
Ω : destination domain

f : interpolant function

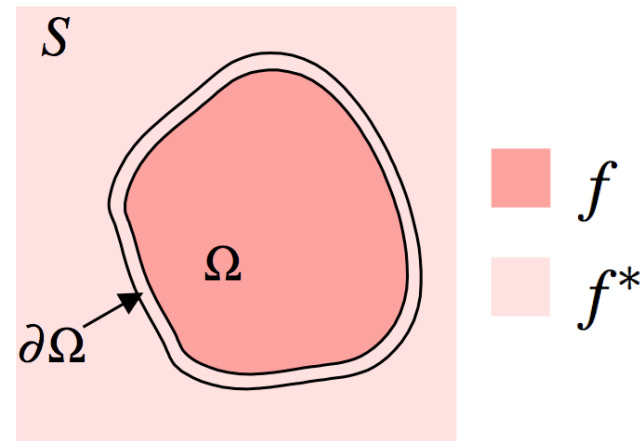
f^* : destination function

Find f such that:

- $\nabla f = \nabla g$ inside Ω .
- $f = f^*$ at the boundary $\partial\Omega$



g



Poisson blending: integrate vector field ∇g with Dirichlet boundary conditions f^* .



Least-Squares Integration and The Poisson Problem

“Variational” means optimization where the unknown is an entire function

Variational problem

$$\min_f \iint_{\Omega} |\nabla f - \mathbf{v}|^2 \quad \text{with} \quad f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

what does this term do? what does this term do?

Recall ...

Nabla operator definition

$$\nabla f = \left[\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right]$$

is this known?

$$\mathbf{v} = (u, v)$$

Why do we need boundary conditions
for least-squares integration?

“Variational” means
optimization where the
unknown is an entire
function

Variational problem

$$\min_f \iint_{\Omega} |\nabla f - \mathbf{v}|^2 \quad \text{with} \quad f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

gradient of f looks like
vector field \mathbf{v}

f is equivalent to f^* at
the boundaries

Recall ...

Nabla operator definition

$$\nabla f = \left[\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right]$$

Yes, this is the vector
field we are
integrating

$$\mathbf{v} = (u, v)$$

The **stationary point** of the variational loss is the solution to the:

Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

what does this
term do?

This can be derived using
the *Euler-Lagrange equation*.

Recall ...

Laplacian $\Delta f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$

Divergence $\operatorname{div} \mathbf{v} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$

Input vector field:

$$\mathbf{v} = (u, v)$$

The **stationary point** of the variational loss is the solution to the:

Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

Laplacian of f same as
divergence of vector field \mathbf{v}

This can be derived using
the *Euler-Lagrange equation*.

Recall ...

Laplacian $\Delta f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$

Divergence $\operatorname{div} \mathbf{v} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$

Input vector field:

$$\mathbf{v} = (u, v)$$

Poisson Blending Example...



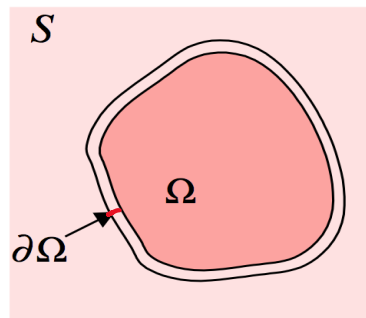
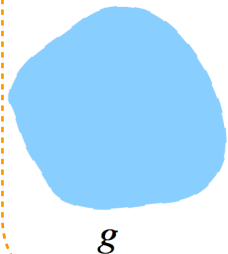
The **stationary point** of the variational loss is the solution to the:

Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

Find f such that:

- $\nabla f = \nabla g$ inside Ω .
- $f = f^*$ at the boundary $\partial\Omega$.



What does the input vector field equal in Poisson blending?

$$\mathbf{v} = (u, v) =$$

Poisson Blending Example...



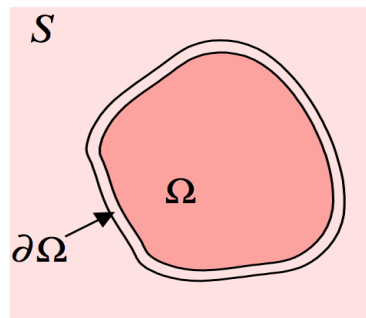
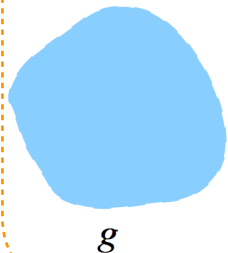
The **stationary point** of the variational loss is the solution to the:

Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

Find f such that:

- $\nabla f = \nabla g$ inside Ω .
- $f = f^*$ at the boundary $\partial\Omega$.



What does the input vector field equal in Poisson blending?

$$\mathbf{v} = (u, v) = \nabla g$$

What does the divergence of the input vector field equal in Poisson blending?

$$\operatorname{div} \mathbf{v} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} =$$

Poisson Blending Example...



The **stationary point** of the variational loss is the solution to the:

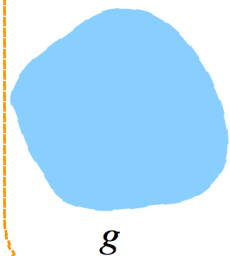
Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

Find f such that:

- $\nabla f = \nabla g$ inside Ω .
- $f = f^*$ at the boundary $\partial\Omega$.

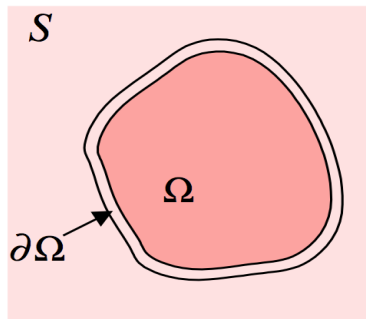
so make these ...



Δg

equal

Δf



What does the input vector field equal in Poisson blending?

$$\mathbf{v} = (u, v) = \nabla g$$

What does the divergence of the input vector field equal in Poisson blending?

$$\operatorname{div} \mathbf{v} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} = \Delta g$$

The **stationary point** of the variational loss is the solution to the:

Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

How to solve the Poisson equation?

Recall ...

Laplaci
an

$$\Delta f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$$

Diverge
nce

$$\operatorname{div} \mathbf{v} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$$

Input vector field:

$$\mathbf{v} = (u, v)$$

Discretization of the Poisson Equation



Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

Recall ...

Laplacian
filter

0	1	0
1	-4	1
0	1	0

partial-x derivative
filter

1	-1
---	----

partial-y derivative
filter

1
-1

So for each pixel, do:

$$(\Delta f)(x, y) = (\nabla \cdot \mathbf{v})(x, y)$$

Or for discrete images:

$$\begin{aligned} & -4f(x, y) + f(x+1, y) + f(x-1, y) \\ & \quad + f(x, y+1) + f(x, y-1) \\ & = u(x+1, y) - u(x, y) + v(x, y+1) \\ & \quad - v(x, y) \end{aligned}$$

Discretization of the Poisson Equation



Poisson equation (with Dirichlet boundary conditions)

$$\Delta f = \operatorname{div} \mathbf{v} \quad \text{over } \Omega, \quad \text{with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$

Recall ...

Laplacian
filter

0	1	0
1	-4	1
0	1	0

partial-x derivative
filter

1	-1
---	----

partial-y derivative
filter

1
-1

So for each pixel, do (more compact notation):

$$(\Delta f)_p = (\nabla \cdot \mathbf{v})_p$$

Or for discrete images (more compact notation):

$$-4f_p + \sum_{q \in N_p} f_q = (u_x)_p + (v_y)_p$$

Rewrite this as



linear equation
of P variables

$$-4f_p + \sum_{q \in N_p} f_q = (u_x)_p + (v_y)_p$$

one for each pixel
 $p = 1, \dots, P$

In vector form:

(each pixel adds another 'sparse' row here)

*Laplacian
matrix*



$$\begin{bmatrix} 0 & \dots & 1 & \dots & 1 & \vdots & 1 & \dots & 1 & \dots & 0 \\ & & & & & -4 & & & & & \\ & & & & & \vdots & & & & & \end{bmatrix}$$

$$\begin{bmatrix} f_1 \\ \vdots \\ f_{q_1} \\ \vdots \\ f_{q_2} \\ \vdots \\ f_p \\ f_{q_3} \\ \vdots \\ f_{q_4} \\ \vdots \\ f_P \end{bmatrix} = \begin{bmatrix} (\nabla \cdot v)_1 \\ \vdots \\ (\nabla \cdot v)_{q_1} \\ \vdots \\ (\nabla \cdot v)_{q_2} \\ \vdots \\ (\nabla \cdot v)_p \\ (\nabla \cdot v)_{q_3} \\ \vdots \\ (\nabla \cdot v)_{q_4} \\ \vdots \\ (\nabla \cdot v)_P \end{bmatrix}$$

f

b

what are the sizes of these?

A

For a $m \times n$ image, we can re-organize this matrix into *block tridiagonal form* as:

$$A_{mn \times mn} = \begin{bmatrix} D & I & 0 & 0 & 0 & \cdots & 0 \\ I & D & I & 0 & 0 & \cdots & 0 \\ 0 & I & D & I & 0 & \cdots & 0 \\ \vdots & \ddots & \ddots & \ddots & \ddots & \ddots & \vdots \\ 0 & \cdots & 0 & I & D & I & 0 \\ 0 & \cdots & \cdots & 0 & I & D & I \\ 0 & \cdots & \cdots & \cdots & 0 & I & D \end{bmatrix}$$

This requires ordering pixels in column-major order.

$I_{m \times m}$ is the $m \times m$ identity matrix

$$D_{m \times m} = \begin{bmatrix} -4 & 1 & 0 & 0 & 0 & \cdots & 0 \\ 1 & -4 & 1 & 0 & 0 & \cdots & 0 \\ 0 & 1 & -4 & 1 & 0 & \cdots & 0 \\ \vdots & \ddots & \ddots & \ddots & \ddots & \ddots & \vdots \\ 0 & \cdots & 0 & 1 & -4 & 1 & 0 \\ 0 & \cdots & \cdots & 0 & 1 & -4 & 1 \\ 0 & \cdots & \cdots & \cdots & 0 & 1 & -4 \end{bmatrix}$$

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After discretization, equivalent to:

$$\begin{bmatrix} D & I & 0 & 0 & 0 & \cdots & 0 \\ I & D & I & 0 & 0 & \cdots & 0 \\ 0 & I & D & I & 0 & \cdots & 0 \\ \vdots & \ddots & \ddots & \ddots & \ddots & \ddots & \vdots \\ 0 & \cdots & 0 & I & D & I & 0 \\ 0 & \cdots & \cdots & 0 & I & D & I \\ 0 & \cdots & \cdots & \cdots & 0 & I & D \end{bmatrix} \cdot \begin{bmatrix} f_1 \\ \vdots \\ f_{q_1} \\ \vdots \\ f_{q_2} \\ \vdots \\ f_p \\ \vdots \\ f_{q_3} \\ \vdots \\ f_{q_4} \\ \vdots \\ f_P \end{bmatrix} = \begin{bmatrix} (\nabla \cdot \mathbf{v})_1 \\ \vdots \\ (\nabla \cdot \mathbf{v})_{q_1} \\ \vdots \\ (\nabla \cdot \mathbf{v})_{q_2} \\ \vdots \\ (\nabla \cdot \mathbf{v})_p \\ \vdots \\ (\nabla \cdot \mathbf{v})_{q_3} \\ \vdots \\ (\nabla \cdot \mathbf{v})_{q_4} \\ \vdots \\ (\nabla \cdot \mathbf{v})_P \end{bmatrix}$$



Linear system of equations:

$$Af = b$$

How would you solve this?

WARNING: requires special treatment at the borders (target boundary values are same as source)

Solving the Linear System



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Convert the system to a linear least-squares problem:

$$E_{LLS} = \|\mathbf{A}f - \mathbf{b}\|^2$$

Expand the error:

$$E_{LLS} = f^T(\mathbf{A}^T\mathbf{A})f - 2f^T(\mathbf{A}^T\mathbf{b}) + \|\mathbf{b}\|^2$$

Minimize the error:

Set derivative to 0 $(\mathbf{A}^T\mathbf{A})f = \mathbf{A}^T\mathbf{b}$

Solve for x $f = (\mathbf{A}^T\mathbf{A})^{-1}\mathbf{A}^T\mathbf{b}$



Note: You almost never want to compute the inverse of a matrix.

Discrete the Poisson Equation

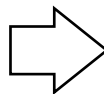


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Linear system of equations:

$$Af = b$$

Matrix is $P \times P \rightarrow$ billions of entries

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- Poisson solver (i.e., least squares integration)
 - + Generally applicable.
 - - Matrices A can become very large.
- Acceleration techniques:
 - + (Conjugate) gradient descent solvers.
 - + Multi-grid approaches.
 - + Pre-conditioning.
 - ...
- Alternative solvers: projection procedures.
 - We will discuss one of these in the next slide.



Today's Topic

- Introduction
- Basics of Gradients and Fields
- Integrable vector fields.
- Poisson blending.



Thank You!



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