* Sun, Jian, et al. "Poisson matting." ACM Transactions on Graphics (ToG) 23.3 (2004): 315-321.

ISL

안재원



MOE

- Matting
- Poisson Equation
- Poisson Matting
- Result

- Intro



$$I(x) = J(x)t(x) + A(1-t(x))$$

I : 획득 영상 J : 원본 영상

t : 전달량

A : 대기광

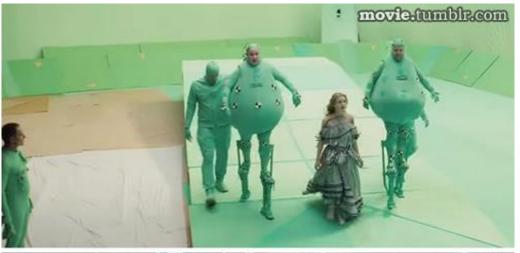
Matting equation



- Matting example









- Matting equation

$$I(x) = J(x)t(x) + A(1-t(x))$$

Matting equation

$$I = \alpha F + (1 - \alpha)B$$

I : 획득 영상

F: Foreground

B: BackGround

 α : Alpha channel

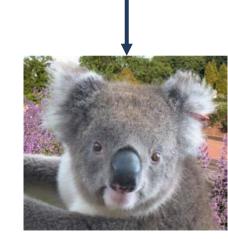










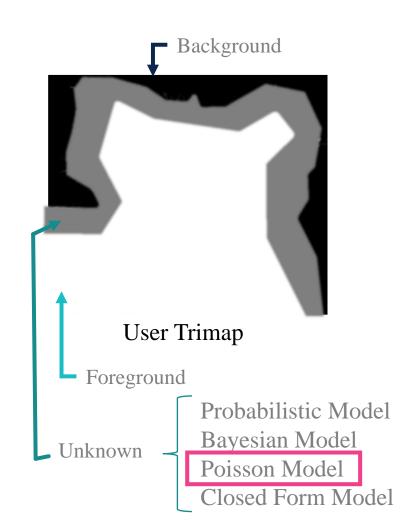




- Matting



Input Image





Alpha channel

- Problem





Poisson Equation

- Usage

<The Poisson Equation>

- 1. Shadow removal
- 2. Tone mapping
- 3. Image editing
- 4. Surface reconstruction











02

Poisson Equation

- Equation
- The Poisson Equation

Second order PDE(Partial Differential Equation)

$$\Delta \varphi = \nabla^2 \varphi = f$$

$$\left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}\right) \varphi(x, y) = f(x, y)$$

- Estimate Alpha channel

$$\Delta \alpha = div \left(\frac{\nabla I}{(F - B)} \right)$$

- Gradient

$$\nabla f = (\frac{\partial f}{\partial x_1}, \dots, \frac{\partial f}{\partial x_n})^T$$

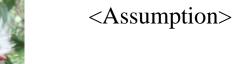
- Divergence

$$\vec{\nabla} \cdot \vec{f} = \frac{\partial \vec{f}}{\partial x_1} + \dots + \frac{\partial \vec{f}}{\partial x_n}$$



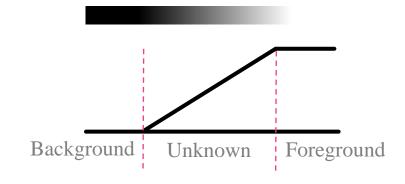
- Intro

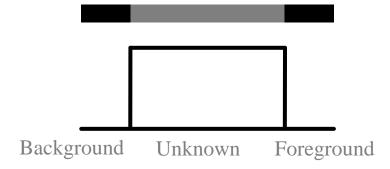




- Locally smooth(foreground, background)

$$\begin{cases} \nabla F \approx 0 \\ \nabla B \approx 0 \end{cases}$$







- 1. Start with a user trimap
- 2. Estimate alpha values in unknown area.
- 3. Refine trimap
- 4. Back to '2.'



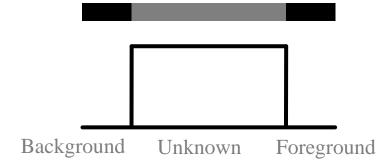
- Calculating α
- **X** Matting equation

$$I = \alpha F + (1 - \alpha)B$$

$$\nabla I = (F - B)\nabla\alpha + \alpha\nabla F + (1 - \alpha)\nabla B$$

$$\nabla I = (F - B)\nabla \alpha$$





$$\therefore \nabla \alpha \approx \frac{\nabla I}{(F-B)}$$
 1. Alpha channel 과 image의 gradient는 비례함. 2. 적분을 통해 Alpha channel을 구할 수 있음.



- Calculating α
- * Pérez, Patrick, Michel Gangnet, and Andrew Blake. "Poisson image editing." ACM Transactions on Graphics (TOG). Vol. 22. No. 3. ACM, 2003.
- Variational problem(Guided interpolation)

$$\alpha^* = \arg\min_{\alpha} \iint_{p \in \Omega} \left\| \nabla \alpha_p - \frac{\nabla I_p}{(F_p - B_p)} \right\|^2 dp$$

 F_p : Nearest foreground pixel

 B_p : Nearest background pixel

- Poisson Equation

$$\Delta \alpha = div \left(\frac{\nabla I}{F - B} \right)$$















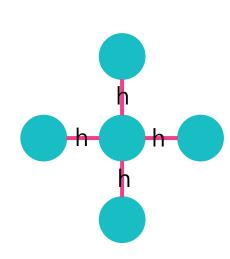
seamless cloning

3

Poisson Matting

- Calculating α
- Poisson Equation

$$\Delta \alpha = div \left(\frac{\nabla I}{F - B} \right) \qquad \frac{\partial^2 \alpha}{\partial x^2} + \frac{\partial^2 \alpha}{\partial y^2} = f(x, y)$$





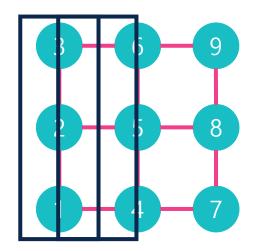
$$\frac{\alpha(x+h,y) + \alpha(x-h,y) + \alpha(x,y+h) + \alpha(x,y-h) - 4\alpha(x,y)}{h^2} = f(x,y)$$

$$h^{2}$$

$$\begin{bmatrix} \alpha(x+h,y) + \alpha(x-h,y) \\ \alpha(x-h,y) \\ \alpha(x,y) \\ \alpha(x,y-h) \\ \alpha(x,y+h) \end{bmatrix} = f(x,y)$$



- Calculating α



$$\begin{bmatrix} 1 & 1 & -4 & 1 & 1 \end{bmatrix} \begin{bmatrix} \alpha(x+h,y) \\ \alpha(x-h,y) \\ \alpha(x,y) \\ \alpha(x,y-h) \\ \alpha(x,y+h) \end{bmatrix}$$

$$\begin{bmatrix} -4 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & -4 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \alpha(x_1, y_1) \\ \alpha(x_2, y_2) \\ \alpha(x_3, y_3) \end{bmatrix} \begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -4 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & -4 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \alpha(x_1, y_1) \\ \alpha(x_2, y_2) \\ \alpha(x_3, y_3) \end{bmatrix} \begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -4 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & -4 \end{bmatrix} \begin{bmatrix} \alpha(x_1, y_1) \\ \alpha(x_2, y_2) \\ \alpha(x_3, y_3) \end{bmatrix} \begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -4 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & -4 \end{bmatrix} \begin{bmatrix} \alpha(x_1, y_1) \\ \alpha(x_2, y_2) \\ \alpha(x_3, y_3) \end{bmatrix} \begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix}$$

$$\begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix} \begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -4 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & -4 \end{bmatrix} \begin{bmatrix} \alpha(x_1, y_1) \\ \alpha(x_2, y_2) \\ \alpha(x_3, y_3) \end{bmatrix} \begin{bmatrix} f(x_1, y_1) \\ f(x_2, y_2) \\ f(x_3, y_3) \end{bmatrix}$$



연립방정식을 풀어 Unknown 영역의 Alpha channel값을 구한다.



- Optimization
- Refinement

$$\Omega_F^+ = \left\{ p \ln \Omega | \alpha_p > 0.95, I_p \approx F_p \right\}$$

$$\Omega_B^+ = \left\{ p \ln \Omega | \alpha_p < 0.05, I_p \approx B_p \right\}$$

- New trimap

$$\Omega_F = \Omega_F \bigcup \Omega_F^+$$

$$\Omega_B = \Omega_B \bigcup \Omega_B^+$$



- 2~3회 반복.

Result

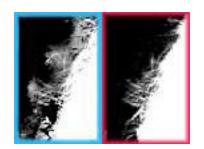


- Intro











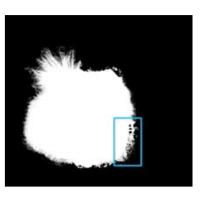


Result

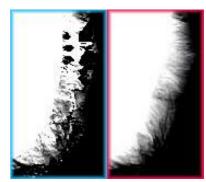


- Intro











Q&A

