Computer Vision

Spring 2006 15-385,-685

Instructor: S. Narasimhan

Wean 5403
T-R 3:00pm – 4:20pm

Lecture #12

Midterm – March 9

Syllabus – until and including Lightness and Retinex

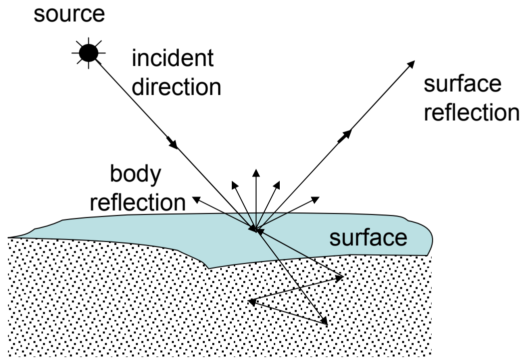
Closed book, closed notes exam in class.

Time: 3:00pm – 4:20pm

Midterm review class next Tuesday (March 7)
(Email me by March 6 specific questions)

If you have read the notes and readings, attended all classes, done assignments well, it should be a walk in the park☺

Mechanisms of Reflection



- Body Reflection:

  Diffuse Reflection
  Matte Appearance
  Non-Homogeneous Medium
  Clay, paper, etc

- Surface Reflection:

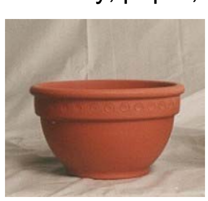
  Specular Reflection
  Glossy Appearance
  Highlights
  Dominant for Metals

Image Intensity = Body Reflection + Surface Reflection

Example Surfaces

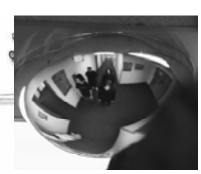
Body Reflection:

Diffuse Reflection
Matte Appearance
Non-Homogeneous Medium
Clay, paper, etc



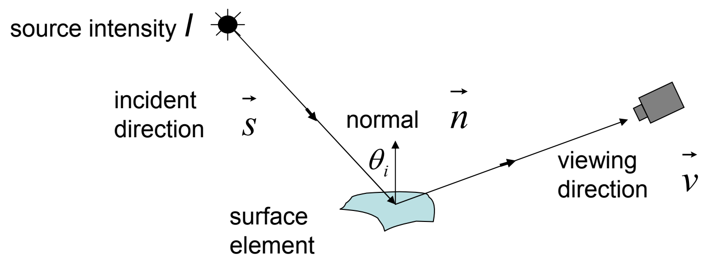
Surface Reflection:

Specular Reflection
Glossy Appearance
Highlights
Dominant for Metals



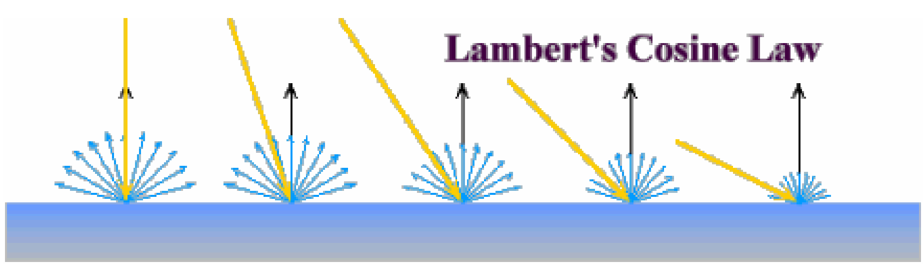
Many materials exhibit both Reflections:

Diffuse Reflection and Lambertian BRDF



- Surface appears equally bright from ALL directions! (independent of $\vec{v}$)
- Lambertian BRDF is simply a constant : $f(\theta_i, \phi_i; \theta_r, \phi_r) = \frac{\rho_d}{\pi}$ albedo
- Surface Radiance : $L = \frac{\rho_d}{\pi} I \cos \theta_i = \frac{\rho_d}{\pi} I \; \vec{n} \,.\, \vec{s}$ source intensity
- Commonly used in Vision and Graphics!

Diffuse Reflection and Lambertian BRDF



White-out: Snow and Overcast Skies

CAN'T perceive the shape of the snow covered terrain!

CAN perceive shape in regions
lit by the street lamp!!

WHY?

Diffuse Reflection from Uniform Sky

$$L^{surface}(\theta_r,\phi_r) \quad = \quad \int_{-\pi}^{\pi}\int_{0}^{\pi/2} L^{src}(\theta_i,\phi_i)\, f(\theta_i,\phi_i;\theta_r,\phi_r)\cos\theta_i\,\sin\theta_i\, d\theta_i\, d\phi_i$$

- Assume Lambertian Surface with Albedo = 1 (no absorption)

$$f(\theta_i,\phi_i;\theta_r,\phi_r) = \frac{1}{\pi}$$

- Assume Sky radiance is constant

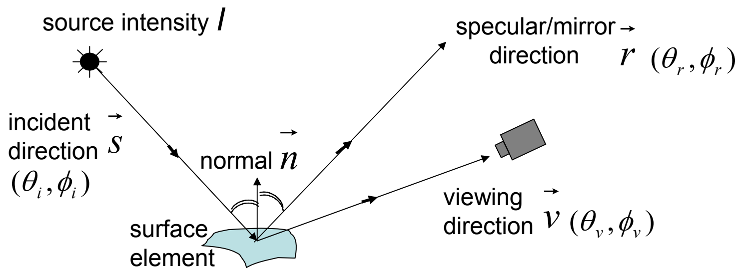
$$L^{src}(\theta_i,\phi_i) = L^{sky}$$

- Substituting in above Equation:

$$\boxed{L^{surface}(\theta_r,\phi_r) \quad = \quad L^{sky}}$$

Radiance of any patch is the same as Sky radiance !! (white-out condition)

Specular Reflection and Mirror BRDF



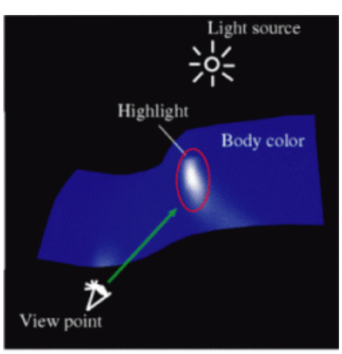
- Valid for very smooth surfaces.
- All incident light energy reflected in a SINGLE direction (only when $\vec{v} = \vec{r}$).
- Mirror BRDF is simply a double-delta function :

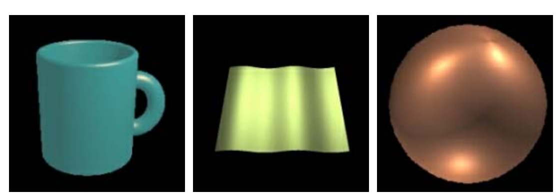
$$f(\theta_i, \phi_i; \theta_v, \phi_v) = \underbrace{\rho_s}_{\text{specular albedo}}\ \delta(\theta_i - \theta_v)\ \delta(\phi_i + \pi - \phi_v)$$

- Surface Radiance : $L = I\ \rho_s\ \delta(\theta_i - \theta_v)\ \delta(\phi_i + \pi - \phi_v)$

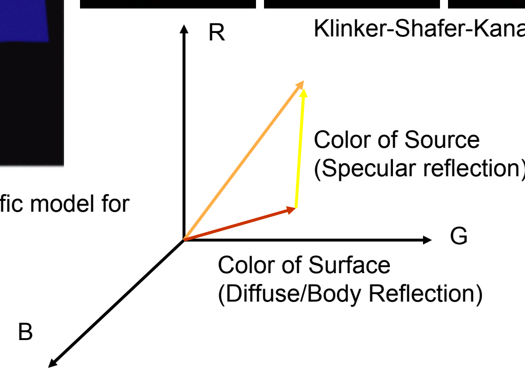
Combing Specular and Diffuse: Dichromatic Reflection

Observed Image Color = a x Body Color + b x Specular Reflection Color





Klinker-Shafer-Kanade 1988



Does not specify any specific model for Diffuse/specular reflection

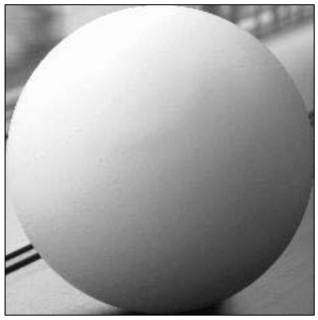
Diffuse and Specular Reflection

diffuse specular diffuse+specular

Photometric Stereo

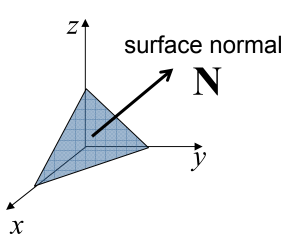
Lecture #12

Image Intensity and 3D Geometry



- Shading as a cue for shape reconstruction
- What is the relation between intensity and shape?
  - Reflectance Map

Surface Normal



Equation of plane $Ax + By + Cz + D = 0$

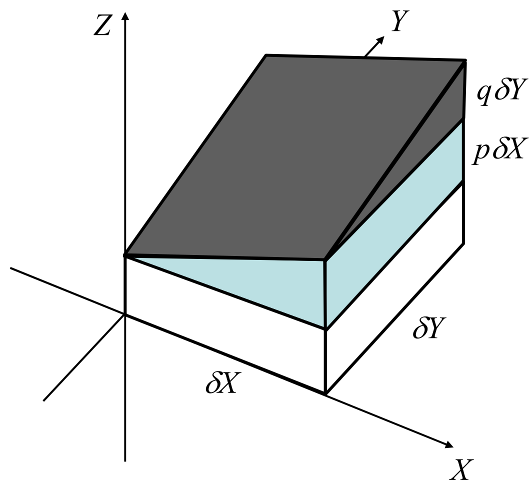
or $\frac{A}{C}x + \frac{B}{C}y + z + \frac{D}{C} = 0$

Let $-\frac{\partial z}{\partial x} = \frac{A}{C} = p \qquad -\frac{\partial z}{\partial y} = \frac{B}{C} = q$

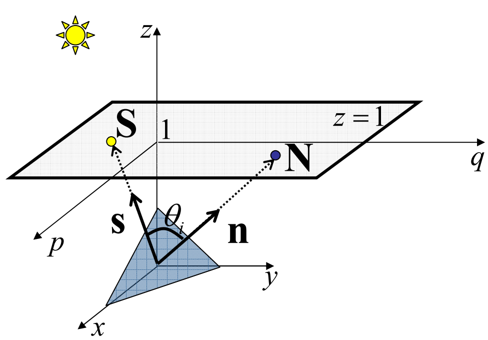
Surface normal

$$\boxed{\mathbf{N} = \left(\frac{A}{C}, \frac{B}{C}, 1\right) = (p, q, 1)}$$

Surface Normal



Gradient Space



Normal vector

$$\mathbf{n} = \frac{\mathbf{N}}{|\mathbf{N}|} = \frac{(p, q, 1)}{\sqrt{p^2 + q^2 + 1}}$$

Source vector

$$\mathbf{s} = \frac{\mathbf{S}}{|\mathbf{S}|} = \frac{(p_S, q_S, 1)}{\sqrt{p_S^2 + q_S^2 + 1}}$$

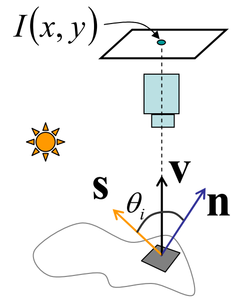
$$\cos\theta_i = \mathbf{n} \cdot \mathbf{s} = \frac{(pp_S + qq_S + 1)}{\sqrt{p^2 + q^2 + 1}\sqrt{p_S^2 + q_S^2 + 1}}$$

$z = 1$ plane is called the Gradient Space (*pq* plane)

- Every point on it corresponds to a particular surface orientation

Reflectance Map

- Relates image irradiance *I(x,y)* to surface orientation *(p,q)* for given source direction and surface reflectance
- Lambertian case:



k : source brightness

ρ : surface albedo (reflectance)

c : constant (optical system)

Image irradiance:

$$I = \frac{\rho}{\pi} kc \cos\theta_i = \frac{\rho}{\pi} kc\,\mathbf{n}\cdot\mathbf{s}$$

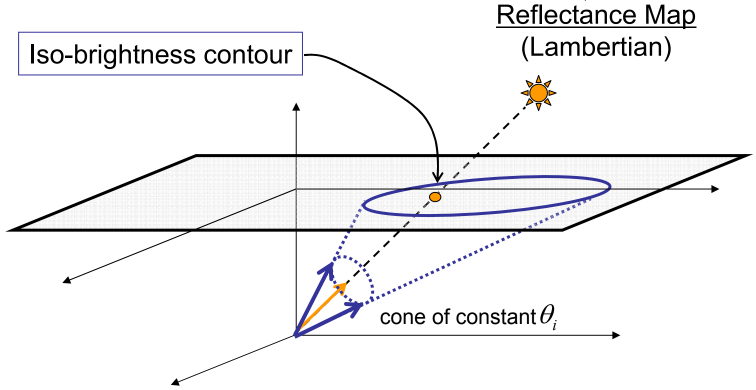
Let $\frac{\rho}{\pi} kc = 1$ then $\boxed{I = \cos\theta_i = \mathbf{n}\cdot\mathbf{s}}$

Reflectance Map

- Lambertian case

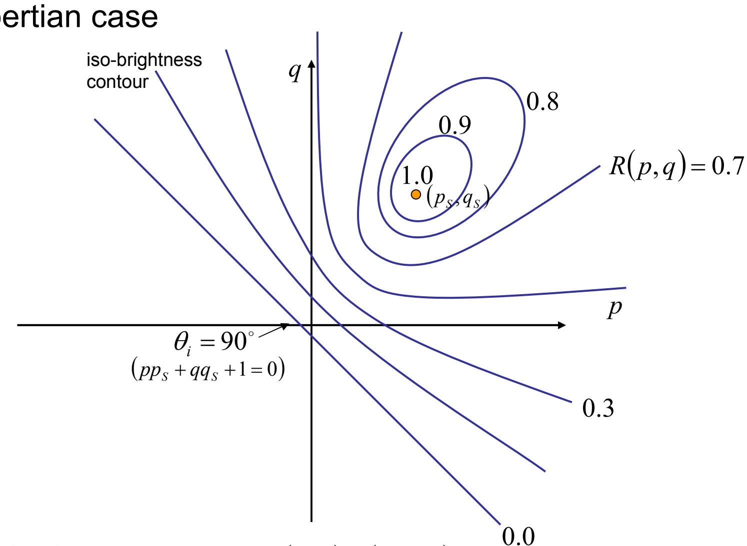
$$I = \cos\theta_i = \mathbf{n}\cdot\mathbf{s} = \frac{(pp_s + qq_s + 1)}{\sqrt{p^2+q^2+1}\sqrt{p_S^2+q_S^2+1}} = \boxed{R(p,q)}$$

Reflectance Map (Lambertian)



Reflectance Map

- Lambertian case

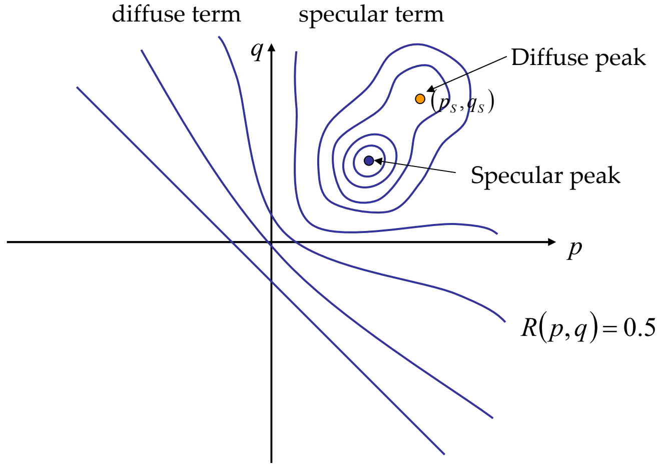


Note: $R(p,q)$ is maximum when $(p,q) = (p_S, q_S)$

Reflectance Map

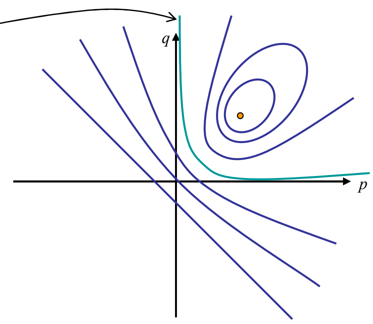
- Glossy surfaces (Torrance-Sparrow reflectance model)

$$I = \underbrace{\boxed{\frac{\rho_d}{\pi} kc \cos\theta_i}}_{\text{diffuse term}} + \underbrace{\boxed{\frac{\rho_s kc}{\cos\theta_r} p(\beta) G}}_{\text{specular term}} = R(p,q)$$



Shape from a Single Image?

- Given a single image of an object with known surface reflectance taken under a known light source, can we recover the shape of the object?
- Given *R(p,q)* ((p_S,q_S) and surface reflectance) can we determine *(p,q)* uniquely for each image point?

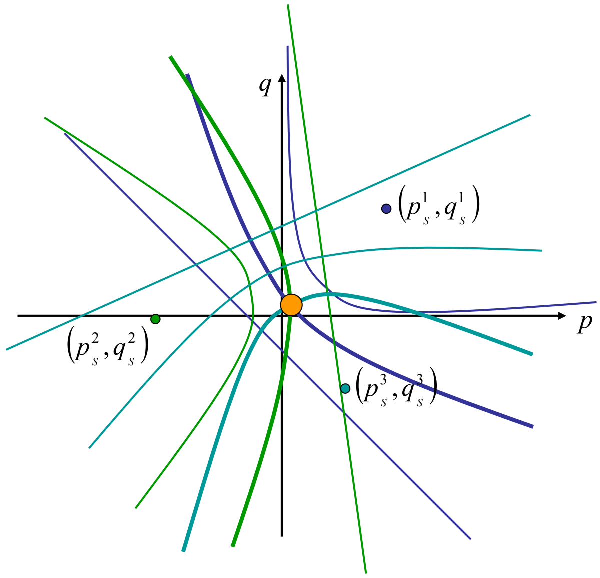


NO

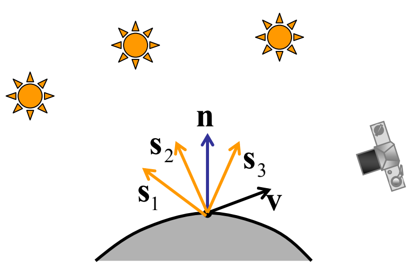
Solution

- Take more images
  - Photometric stereo
- Add more constraints
  - Shape-from-shading (next class)

Photometric Stereo



Photometric Stereo



Lambertian case:

$$I = \frac{\rho}{\pi} kc \cos\theta_i = \rho \mathbf{n} \cdot \mathbf{s} \quad \left(\frac{kc}{\pi} = 1 \right)$$

Image irradiance:

$$I_1 = \rho \mathbf{n} \cdot \mathbf{s}_1$$
$$I_2 = \rho \mathbf{n} \cdot \mathbf{s}_2$$
$$I_3 = \rho \mathbf{n} \cdot \mathbf{s}_3$$

- We can write this in matrix form:

$$\begin{bmatrix} I_1 \\ I_2 \\ I_2 \end{bmatrix} = \rho \begin{bmatrix} \mathbf{s}_1^T \\ \mathbf{s}_2^T \\ \mathbf{s}_3^T \end{bmatrix} \mathbf{n}$$

Solving the Equations

$$\underbrace{\begin{bmatrix} I_1 \\ I_2 \\ I_2 \end{bmatrix}}_{\substack{\mathbf{I} \\ 3\times 1}} = \underbrace{\begin{bmatrix} \mathbf{s}_1^T \\ \mathbf{s}_2^T \\ \mathbf{s}_3^T \end{bmatrix}}_{\substack{\mathbf{S} \\ 3\times 3}} \underbrace{\rho\,\mathbf{n}}_{\substack{\tilde{\mathbf{n}} \\ 3\times 1}}$$

$$\tilde{\mathbf{n}} = \mathbf{S}^{-1}\mathbf{I}$$ inverse

$$\rho = |\tilde{\mathbf{n}}|$$

$$\mathbf{n} = \frac{\tilde{\mathbf{n}}}{|\tilde{\mathbf{n}}|} = \frac{\tilde{\mathbf{n}}}{\rho}$$

More than Three Light Sources

- Get better results by using more lights

$$\begin{bmatrix} I_1 \\ \vdots \\ I_N \end{bmatrix} = \begin{bmatrix} \mathbf{s}_1^T \\ \vdots \\ \mathbf{s}_N^T \end{bmatrix} \rho\mathbf{n}$$

- Least squares solution:

$$\mathbf{I} = \mathbf{S}\tilde{\mathbf{n}} \qquad \longleftarrow \qquad N\times 1 = \underline{(N\times 3)}(3\times 1)$$

$$\mathbf{S}^T\mathbf{I} = \mathbf{S}^T\mathbf{S}\tilde{\mathbf{n}}$$

$$\tilde{\mathbf{n}} = \boxed{\left(\mathbf{S}^T\mathbf{S}\right)^{-1}\mathbf{S}^T}\mathbf{I}$$

Moore-Penrose pseudo inverse

- Solve for $\rho, \mathbf{n}$ as before

Color Images

- The case of RGB images
  - get three sets of equations, one per color channel:

$$\mathbf{I}_R = \rho_R \mathbf{S}\mathbf{n}$$
$$\mathbf{I}_G = \rho_G \mathbf{S}\mathbf{n}$$
$$\mathbf{I}_B = \rho_B \mathbf{S}\mathbf{n}$$

  - Simple solution: first solve for $\mathbf{n}$ using one channel
  - Then substitute known $\mathbf{n}$ into above equations to get

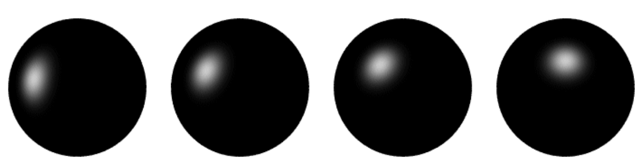
$$(\rho_R, \rho_G, \rho_B)$$

  - Or combine three channels and solve for $\mathbf{n}$

$$\mathbf{I} = \sqrt{\mathbf{I}_R^2 + \mathbf{I}_G^2 + \mathbf{I}_B^2} = \rho \mathbf{S}\mathbf{n}$$

Computing light source directions

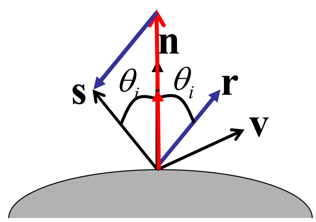
- Trick: place a chrome sphere in the scene



  - the location of the highlight tells you the source direction

Specular Reflection - Recap

- For a perfect mirror, light is reflected about **N**



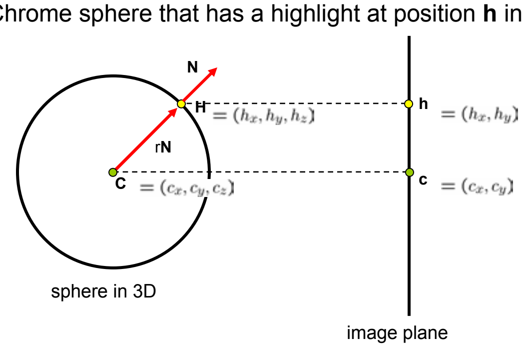
$$R_e = \begin{cases} R_i & \text{if } \mathbf{v} = \mathbf{r} \\ 0 & \text{otherwise} \end{cases}$$

- We see a highlight when $\mathbf{v} = \mathbf{r}$
- Then $\mathbf{s}$ is given as follows:

$$\mathbf{s} = 2(\mathbf{n} \cdot \mathbf{r})\mathbf{n} - \mathbf{r}$$

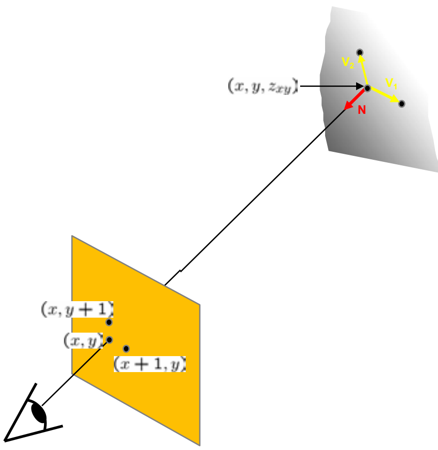
Computing the Light Source Direction

Chrome sphere that has a highlight at position **h** in the image



- Can compute **N** by studying this figure
  - Hints:
    - use this equation: $\|H - C\| = r$
    - can measure **c**, **h**, and r in the image

Depth from Normals



$$
\begin{aligned}
V_1 &= (x+1, y, z_{x+1,y}) - (x, y, z_{xy}) \\
&= (1, 0, z_{x+1,y} - z_{xy})
\end{aligned}
$$

$$
\begin{aligned}
0 &= N \cdot V_1 \\
&= (n_x, n_y, n_z) \cdot (1, 0, z_{x+1,y} - z_{xy}) \\
&= n_x + n_z(z_{x+1,y} - z_{xy})
\end{aligned}
$$

- Get a similar equation for $\mathbf{V_2}$
  - Each normal gives us two linear constraints on z
  - compute z values by solving a matrix equation

Limitations

- Big problems
  - Doesn't work for shiny things, semi-translucent things
  - Shadows, inter-reflections
- Smaller problems
  - Camera and lights have to be distant
  - Calibration requirements
    - measure light source directions, intensities
    - camera response function

Trick for Handling Shadows

- Weight each equation by the pixel brightness:

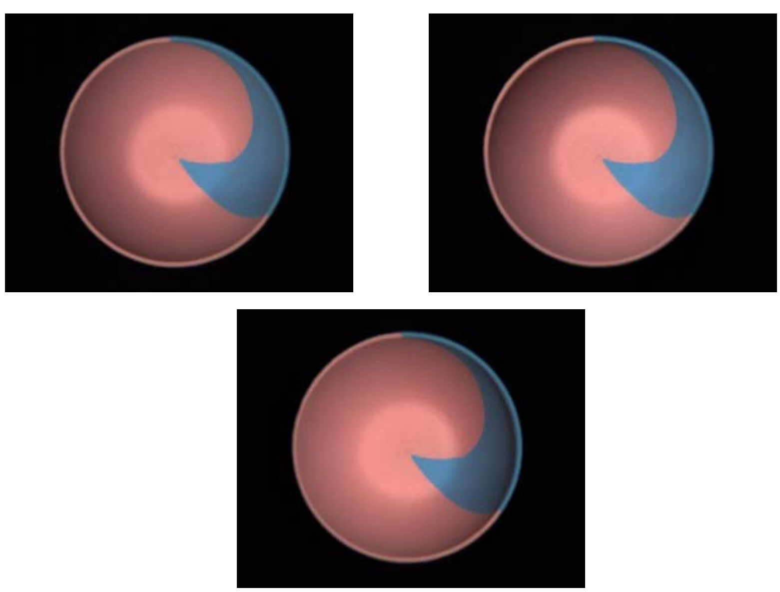
$$I_i(I_i) = I_i(\rho \mathbf{n} \cdot \mathbf{s}_i)$$

- Gives weighted least-squares matrix equation:

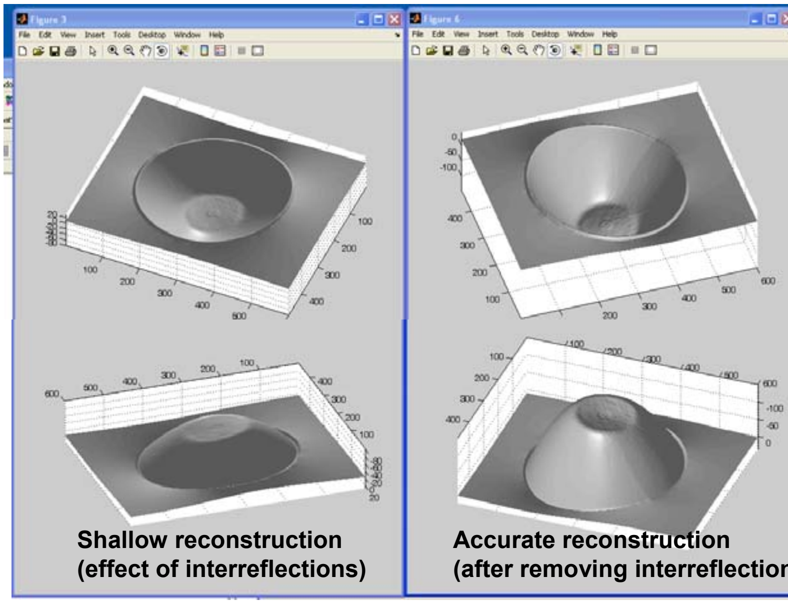
$$\begin{bmatrix} I_1^2 \\ \vdots \\ I_N^2 \end{bmatrix} = \begin{bmatrix} I_1 \mathbf{s}_1^T \\ \vdots \\ I_N \mathbf{s}_N^T \end{bmatrix} \rho \mathbf{n}$$

- Solve for $\rho, \mathbf{n}$ as before

Original Images



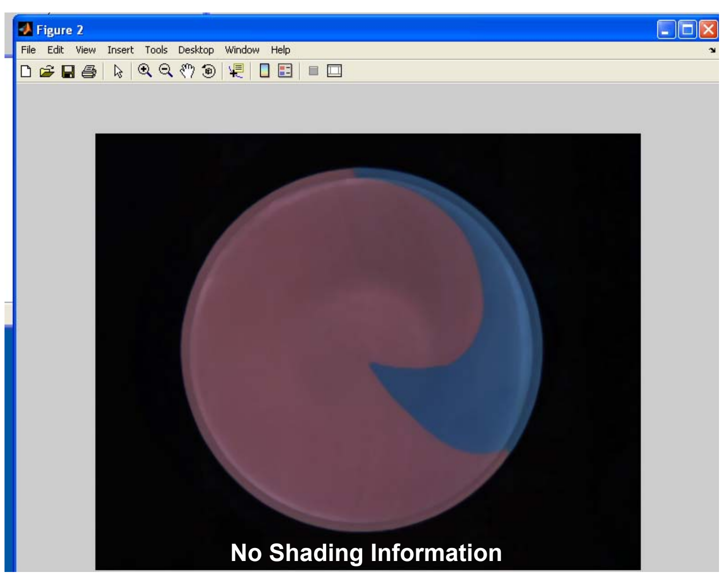
Results - Shape



Shallow reconstruction
(effect of interreflections)

Accurate reconstruction
(after removing interreflections)

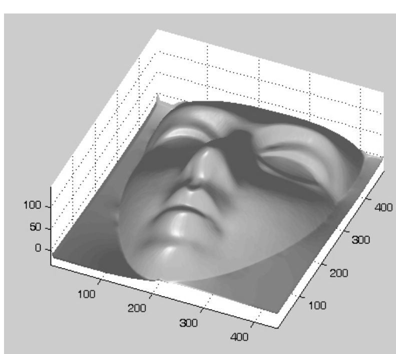
Results - Albedo

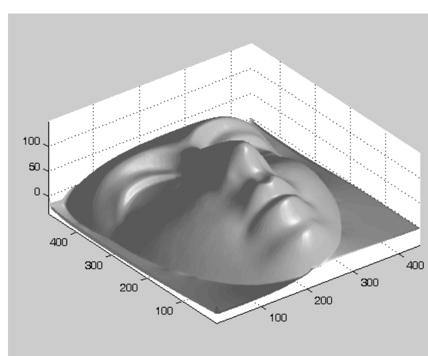


No Shading Information

Original Images

Results - Shape





Results - Albedo

Results

1. Estimate light source directions
2. Compute surface normals
3. Compute albedo values
4. Estimate depth from surface normals
5. Relight the object (with original texture and uniform albedo)

Next Class

- Shape from Shading
- Reading: Horn, Chapter 11.