

ATTENUATION-BASED LIGHT FIELD DISPLAYS

Bachelor Thesis

Adrian Wälchli

June 3, 2016

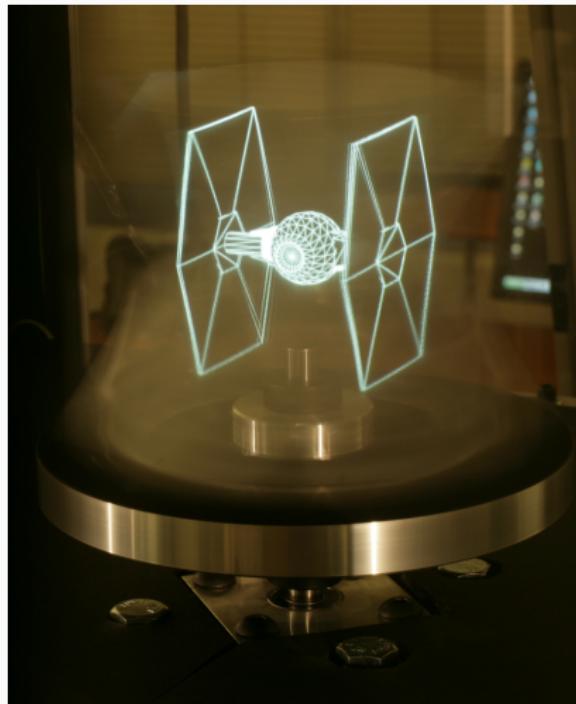
Institut für Informatik und angewandte Mathematik

OUTLINE

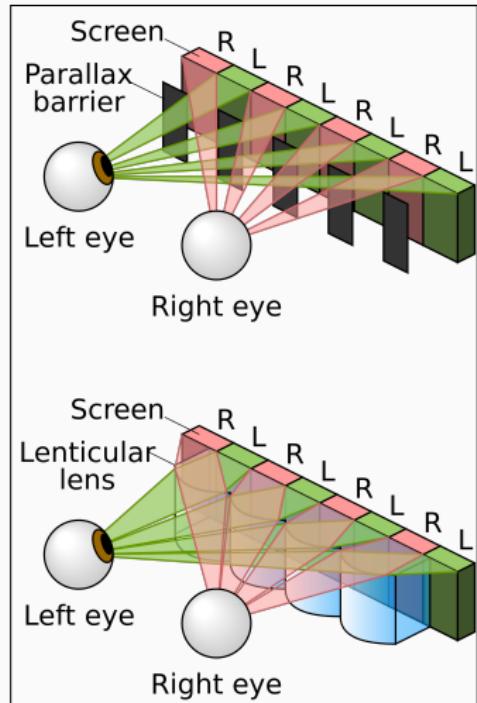
1. Motivation
2. Introduction to Light Fields
3. Attenuation Display
4. Results
5. Assessment
6. Conclusion

MOTIVATION

EXISTING 3D DISPLAYS



Jones et al. [2007]

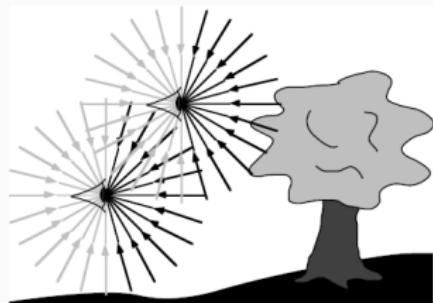


en.wikipedia.org/wiki/Autostereoscopy

INTRODUCTION TO LIGHT FIELDS

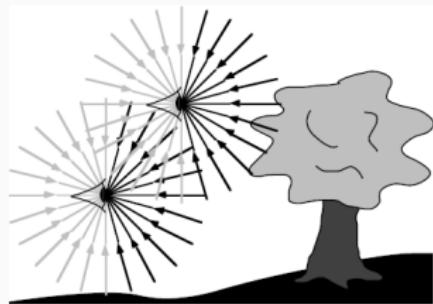
THE PLENOPTIC FUNCTION

- Measures light in the world
- Position, viewing direction
- Time, Wavelength
- $P(x, y, z, \theta, \phi, t, \lambda)$
- 7D



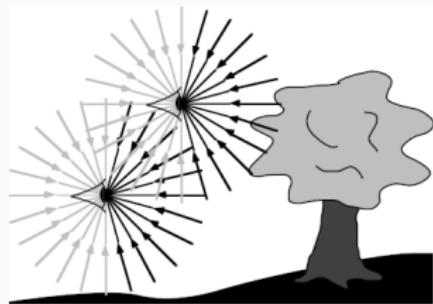
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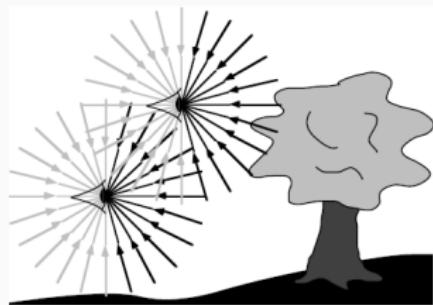
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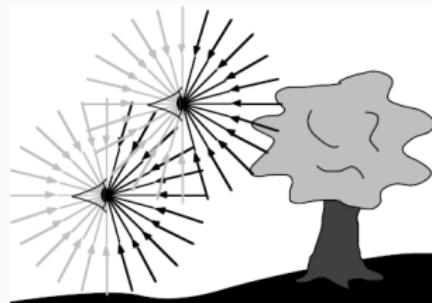
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THE 4D LIGHT FIELD

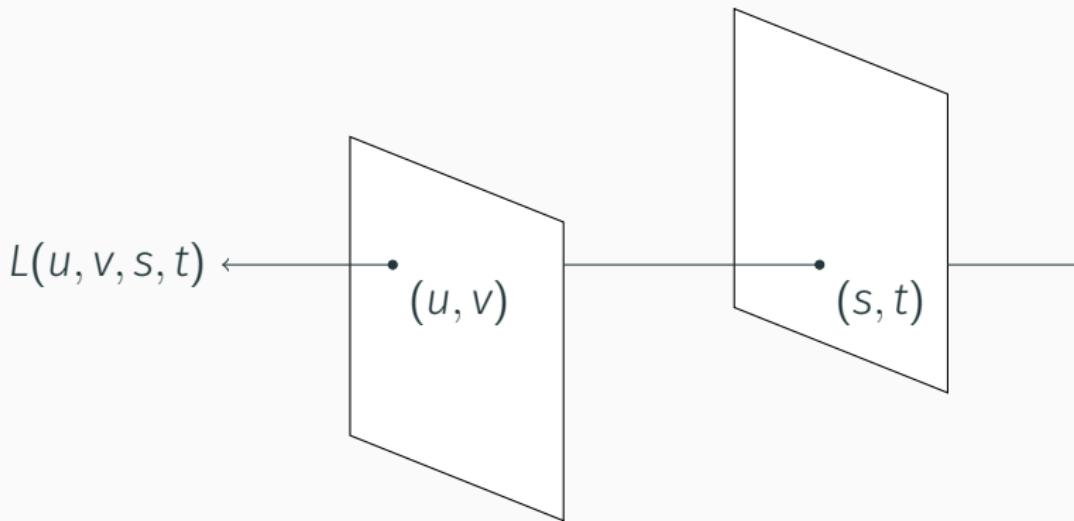
- Reduce dimensions of P
- $L(u, v, s, t)$
- Defined by two planes

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LIGHT FIELD ACQUISITION

- Camera array
- Gantry
- Plenoptic camera



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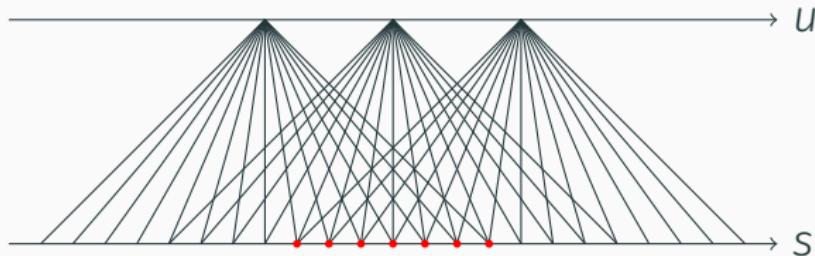


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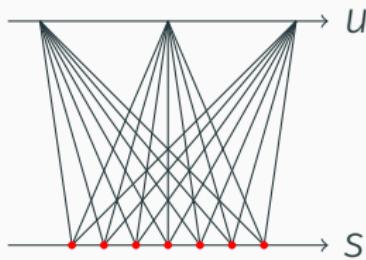
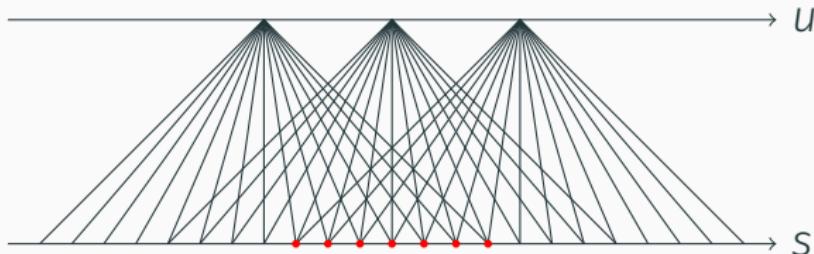
- Camera array
- Gantry
- Plenoptic camera



RE-PARAMETERIZATION TO GLOBAL COORDINATES



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RE-PARAMETERIZATION TO GLOBAL COORDINATES

Raw



Rectified



RE-PARAMETERIZATION TO GLOBAL COORDINATES

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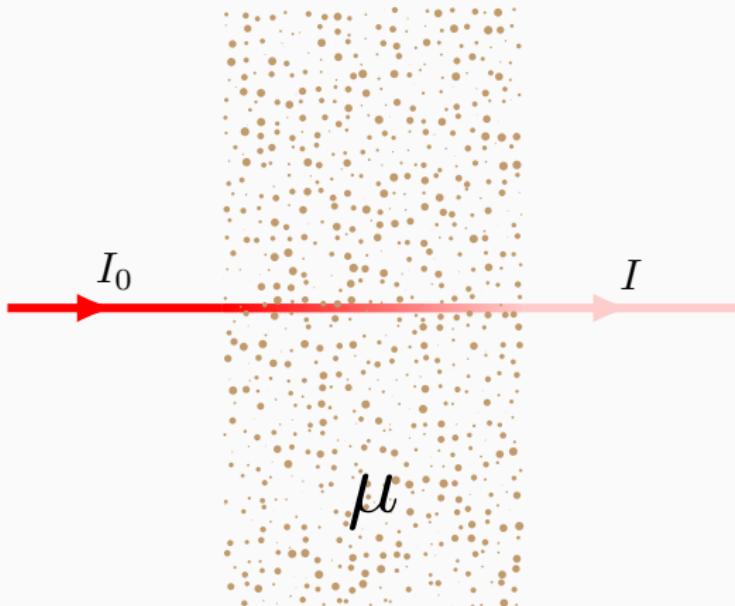


Rectified



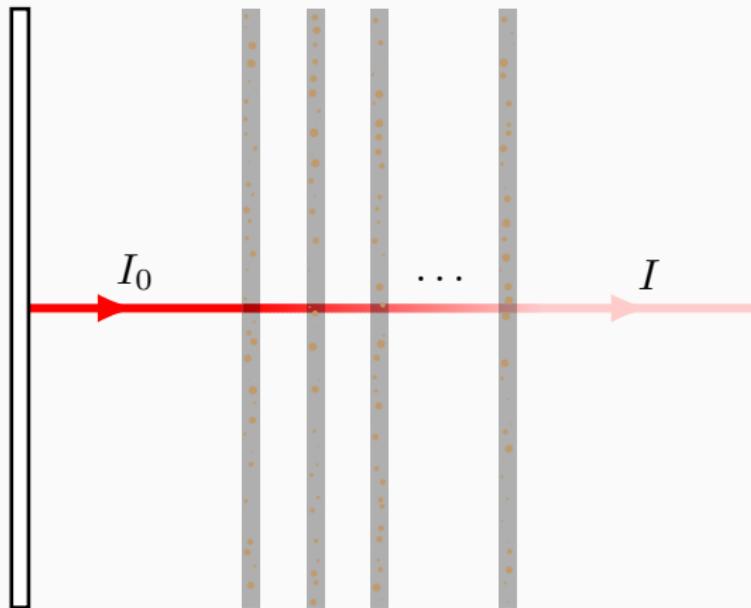
ATTENUATION DISPLAY

THE BEER-LAMBERT LAW



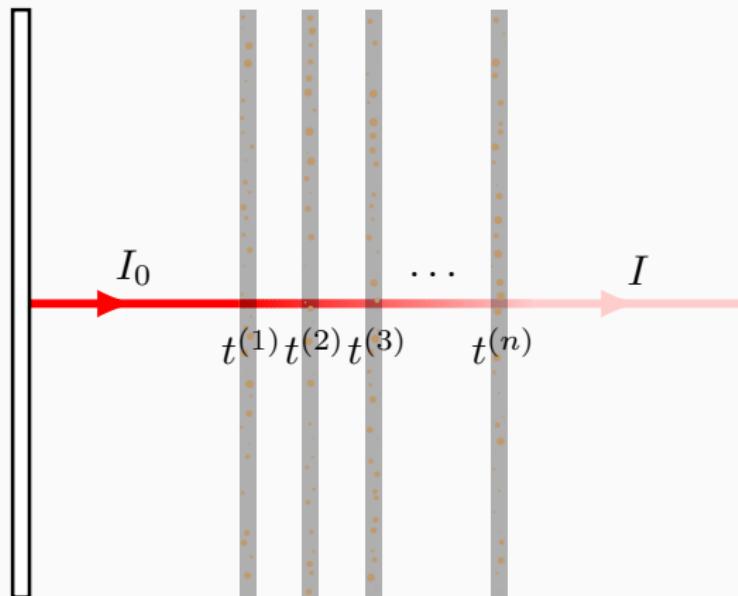
$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right)$$

THE BEER-LAMBERT LAW



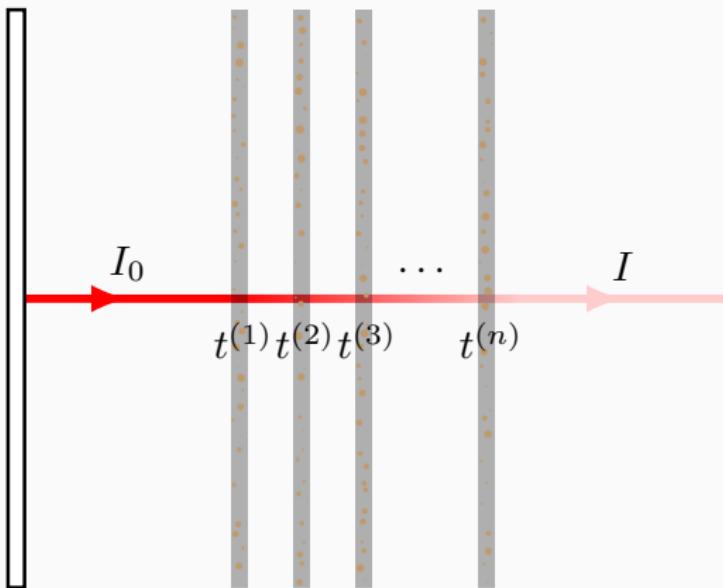
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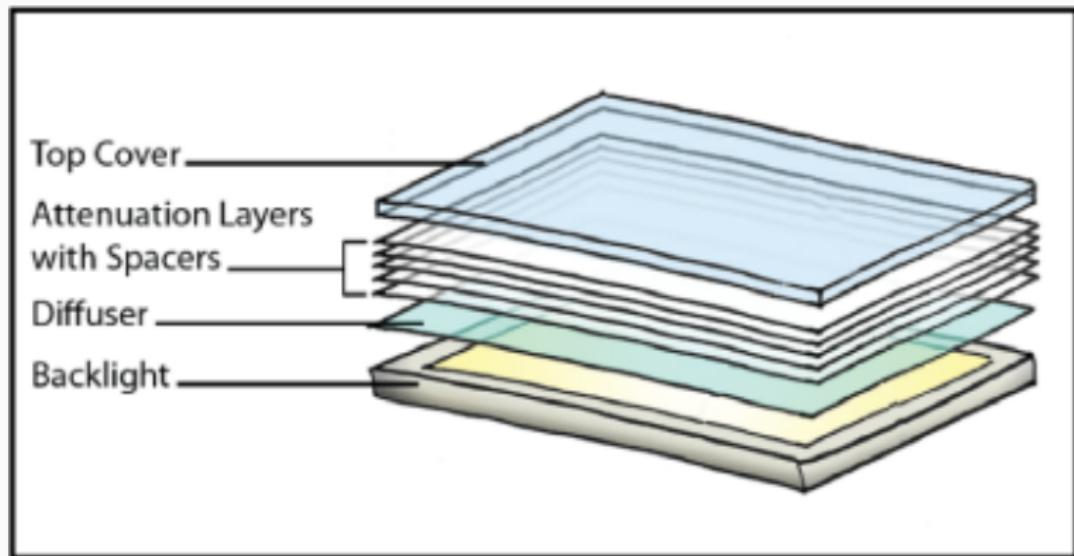
$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right) = \prod_i t^{(i)}$$

THE BEER-LAMBERT LAW

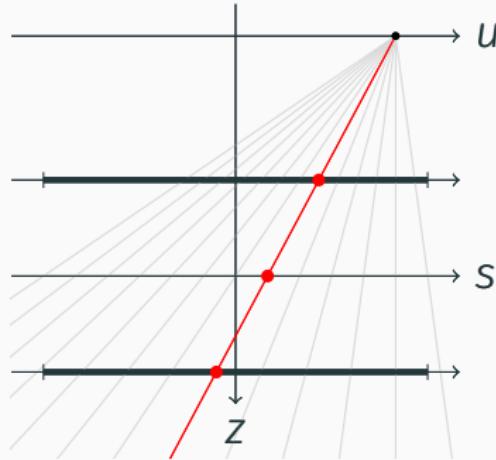


$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right) = \prod_i t^{(i)} = \exp \left(- \sum_i a^{(i)} \right)$$

DISPLAY ARCHITECTURE



LIGHT TRANSMISSION



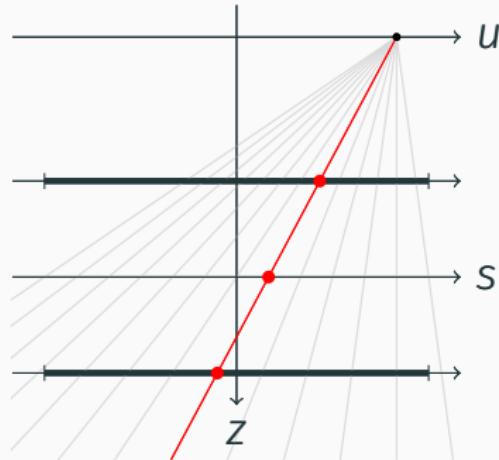
$$L_m = L_0 \prod_{n=1}^N t^{(n)}(h(m, n))$$

L_m Color of ray m

t Transmission

h Intersection

LIGHT TRANSMISSION



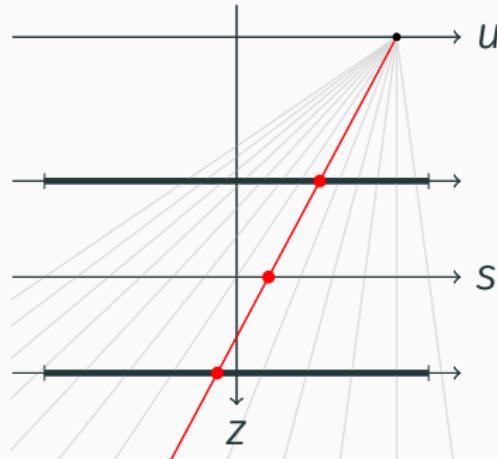
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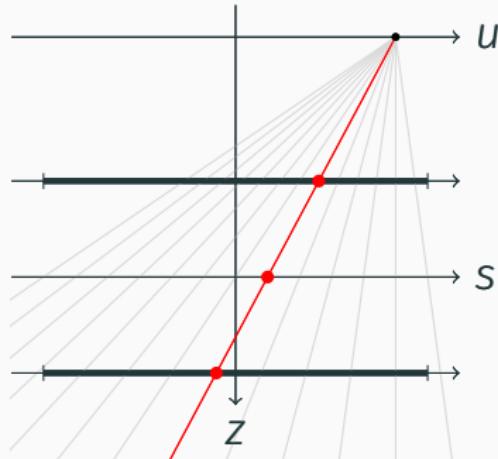
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LIGHT TRANSMISSION



$$L_m = L_0 \prod_{n=1}^N t^{(n)}(h(m, n))$$

L_m Color of ray m

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From now on: $L_0 = 1$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays

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FROM TRANSMISSION TO ABSORBANCE

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- This is hard

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FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays
- This is hard
- Transform to log-domain

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

 $t = e^{-a}$

$$\log(L_m) = - \sum_{n=1}^N a^{(n)}(h(m, n))$$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays
- This is hard
- Transform to log-domain
- **Solve for absorbance**

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

 $t = e^{-a}$

$$\log(L_m) = - \sum_{n=1}^N a^{(n)}(h(m, n))$$

RAY CASTING

- One linear constraint per ray
- Create a big matrix P
- Matrix encodes intersections

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RAY CASTING

$$P = \begin{pmatrix} & \alpha_1 & \alpha_2 & \alpha_3 & \alpha_4 & \alpha_5 & \alpha_6 & \alpha_7 & \alpha_8 & \alpha_9 & \alpha_{10} \\ \bar{L}_1 & & & 1 & & & & 1 & & & \\ \bar{L}_2 & & & & 1 & & & & 1 & & \\ \bar{L}_3 & 1 & & & & & & & 1 & & \\ \bar{L}_4 & & 1 & & & & & & & 1 & \\ \hline \bar{L}_5 & & & & 1 & & & & & 1 & \\ \bar{L}_6 & & & 1 & & & & 1 & & & \\ \bar{L}_7 & 1 & & & & & & & & 1 & \\ \hline \bar{L}_8 & & & & & 1 & & & 1 & & \\ \hline \bar{L}_9 & & 1 & & & & & & 1 & & \\ \bar{L}_{10} & & & & 1 & & & & & 1 & \\ \hline \bar{L}_{11} & & & 1 & & & & & & 1 & \\ \bar{L}_{12} & & & & 1 & & & & & & 1 \end{pmatrix}$$

THE EQUATION

$$\log(L) = -P\alpha$$

- $\log(L)$ Vectorized log light field
- α Vector holding unkowns

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OPTIMIZATION PROBLEM

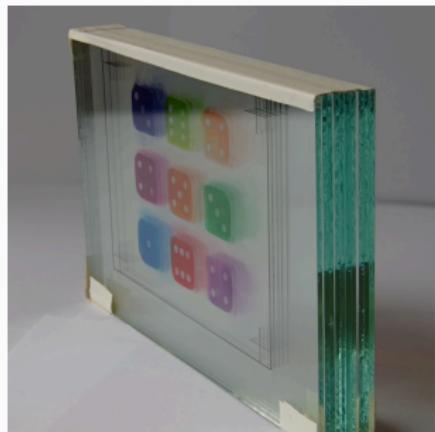
$$\operatorname{argmin}_{\alpha} \|P\alpha + \log(L)\|^2$$

subject to $\alpha \geq 0.$

- Proposed by Wetzstein et al. [2011]
- System is overdetermined
- Need iterative solver

RESULTS

THE FINISHED PRODUCT

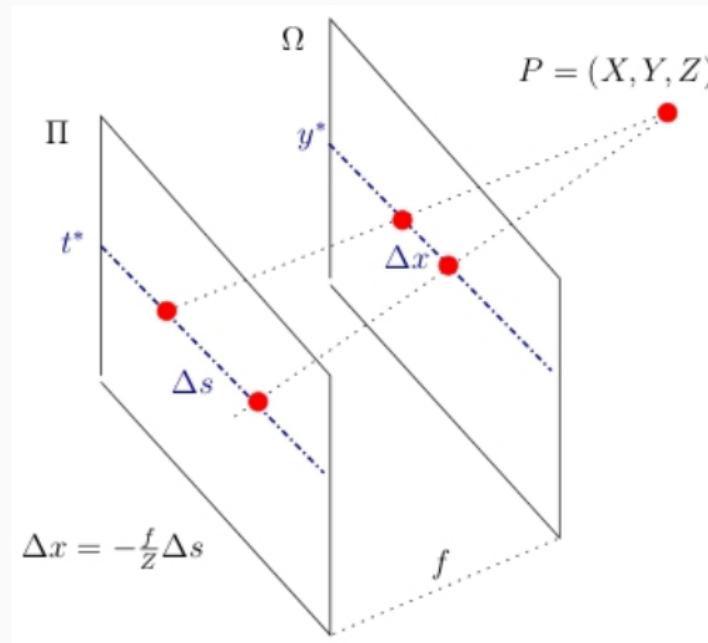


THE FINISHED PRODUCT

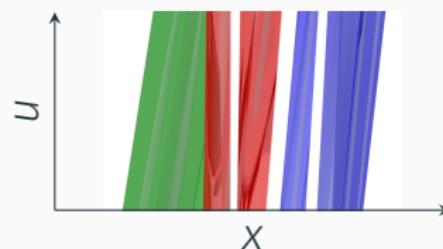
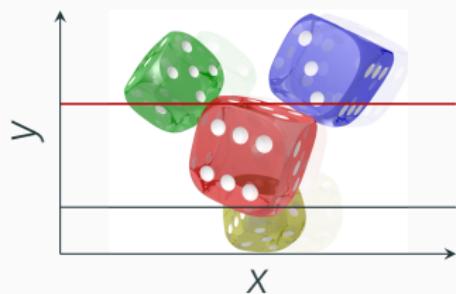
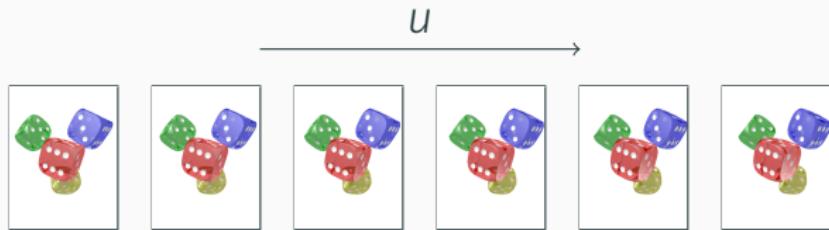


ASSESSMENT

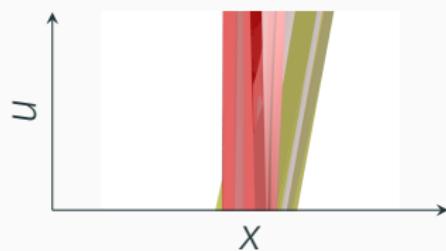
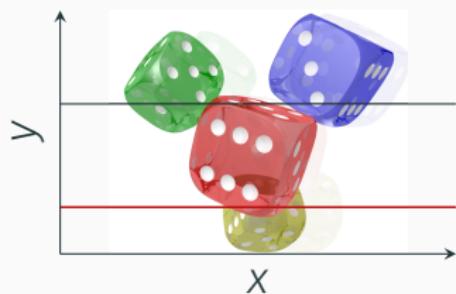
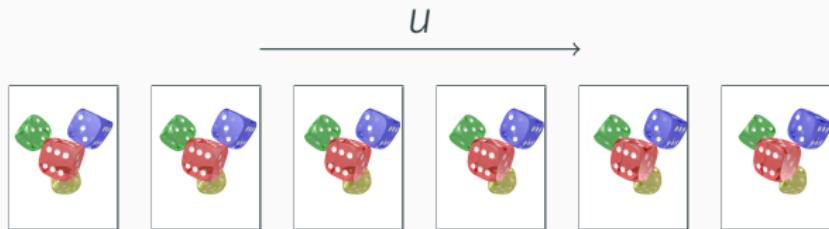
EPIPOLAR PLANE GEOMETRY



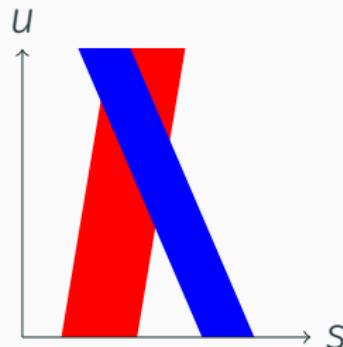
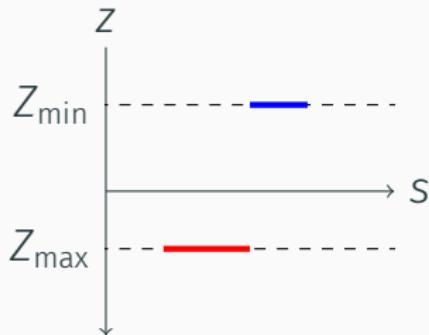
EPIPOLAR PLANE IMAGE



EPIPOLAR PLANE IMAGE

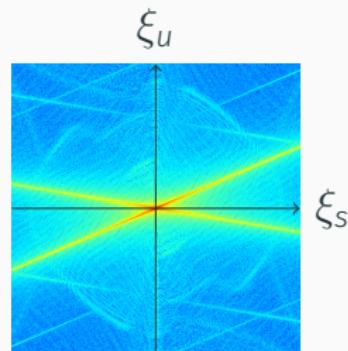
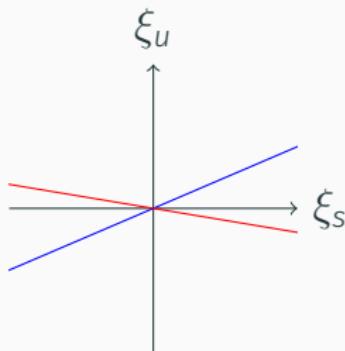


SPECTRAL ANALYSIS



$$\frac{du}{ds} = \frac{z - Z_u}{z - Z_s}$$

SPECTRAL ANALYSIS



$$\widehat{f}(\xi) = \int_{\mathbb{R}^n} f(x) e^{-2\pi i x \cdot \xi} dx$$

CONCLUSION

REFERENCES

- E. H. Adelson and J. Bergen. The plenoptic function and the elements of early vision. *Computational Models of Visual Processing*, pages 3–20, 1991.
- A. H. Andersen and A. C. Kak. Simultaneous algebraic reconstruction technique (SART): A superior implementation of the ART algorithm. *Ultrasonic Imaging*, 6(1):81–94, 1984.
- B. G. Blundell and A. J. Schwarz. *Volumetric Three-Dimensional Display Systems*. Wiley-VCH, Mar. 2000. ISBN 0-471-23928-3.
- R. C. Bolles, H. H. Baker, and D. H. Marimont. Epipolar-plane image analysis: An approach to determining structure from motion. *International Journal of Computer Vision*, pages 7–55, 1987.

The *mtheme* is a Beamer theme with minimal visual noise inspired by the HSRM Beamer Theme by Benjamin Weiss.

Enable the theme by loading

```
\documentclass{beamer}  
\usepackage{m}
```

Note, that you have to have Mozilla's *Fira Sans* font and XeTeX installed to enjoy this wonderful typography.

SECTIONS

Sections group slides of the same topic

```
\section{Elements}
```

for which the *mtheme* provides a nice progress indicator

...

TYPOGRAPHY

The theme provides sensible defaults to `\emph{emphasis}` text, `\alert{accent}` parts or show `\textbf{bold}` re-

becomes

The theme provides sensible defaults to *emphasis* text,
accent parts or show **bold** results.

LISTS

Items	Enumerations
· Milk	1. First,
· Eggs	2. Second and
· Potatos	3. Last.

DESCRIPTIONS

PowerPoint Meeh.

Beamer Yeeeha.

ANIMATION

- This is important

ANIMATION

- This is important
- Now this

ANIMATION

- This is important
- Now this
- And now this

ANIMATION

- This is really important
- Now this
- And now this

FIGURES

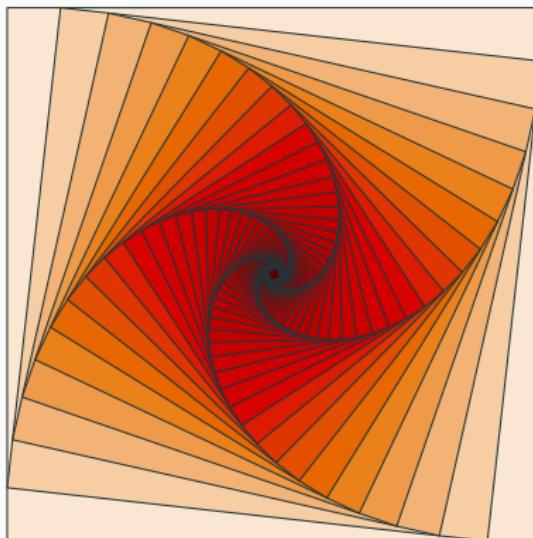


Figure: Rotated square from texample.net.

TABLES

Table: Largest cities in the world (source: Wikipedia)

City	Population
Mexico City	20,116,842
Shanghai	19,210,000
Peking	15,796,450
Istanbul	14,160,467

BLOCKS

This is a block title

This is soothing.

$$e = \lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)^n$$

QUOTES

Veni, Vidi, Vici

plainDark background



SUMMARY

Get the source of this theme and the demo presentation from

github.com/matze/mtheme

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plainQuestions?