

CS4495/6495

# Introduction to Computer Vision

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6B-L3 *Hierarchical LK*

# Revisiting the small motion assumption

- Is this motion small enough?
  - Probably not – much larger than one pixel
  - How might we solve this problem?



Garden image sequence #1

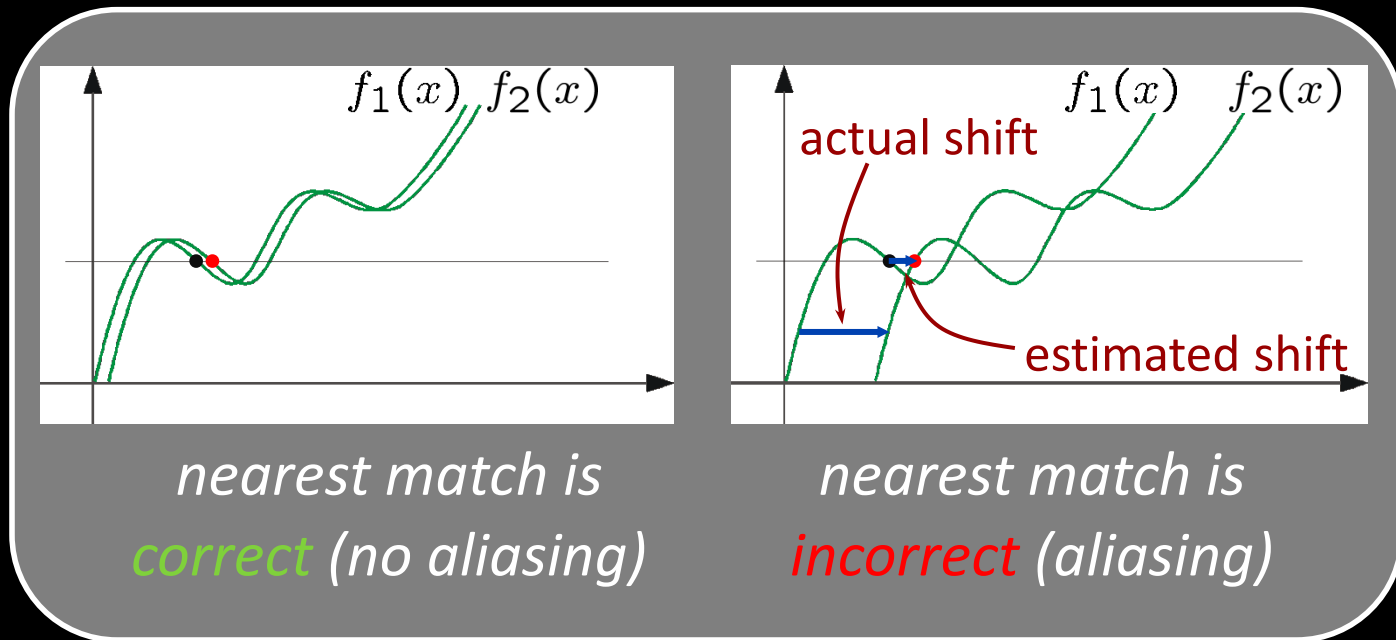
# Revisiting the small motion assumption

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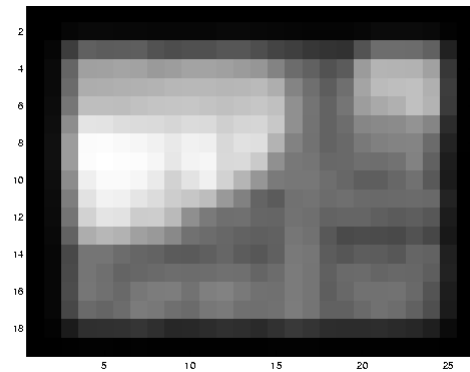
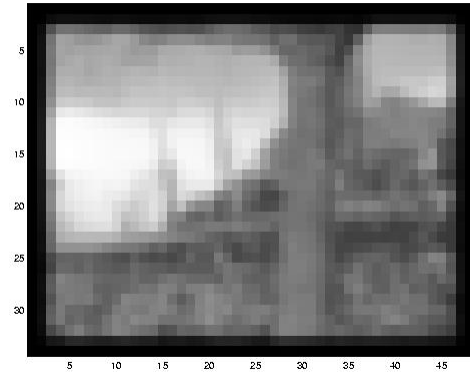
Garden image sequence #2

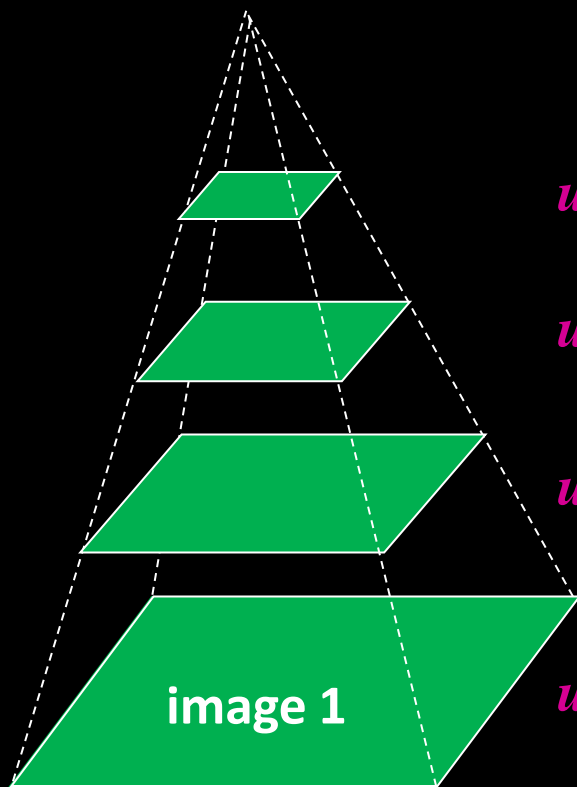
# Optical Flow: Aliasing



To overcome aliasing: **coarse-to-fine estimation**

# Reduce the resolution!





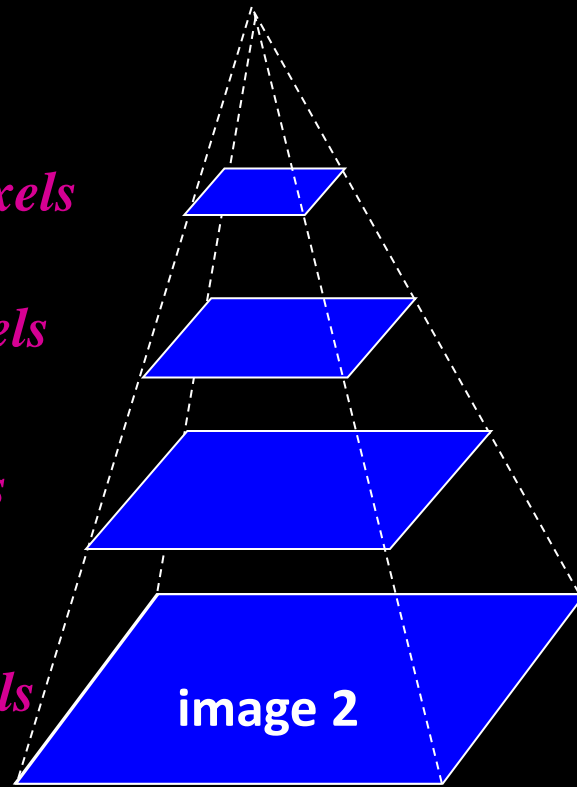
**Gaussian pyramid of image 1**

*$u=1.25$  pixels*

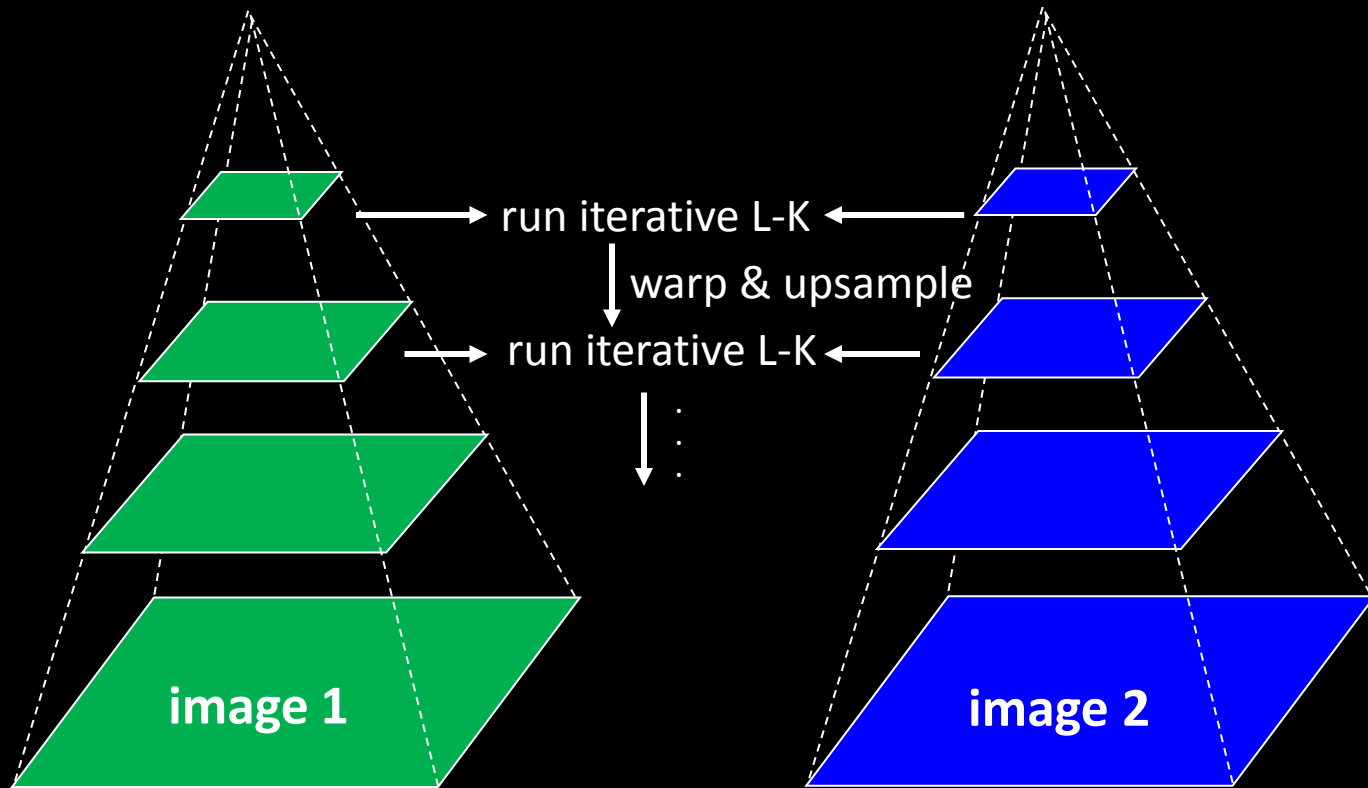
*$u=2.5$  pixels*

*$u=5$  pixels*

*$u=10$  pixels*



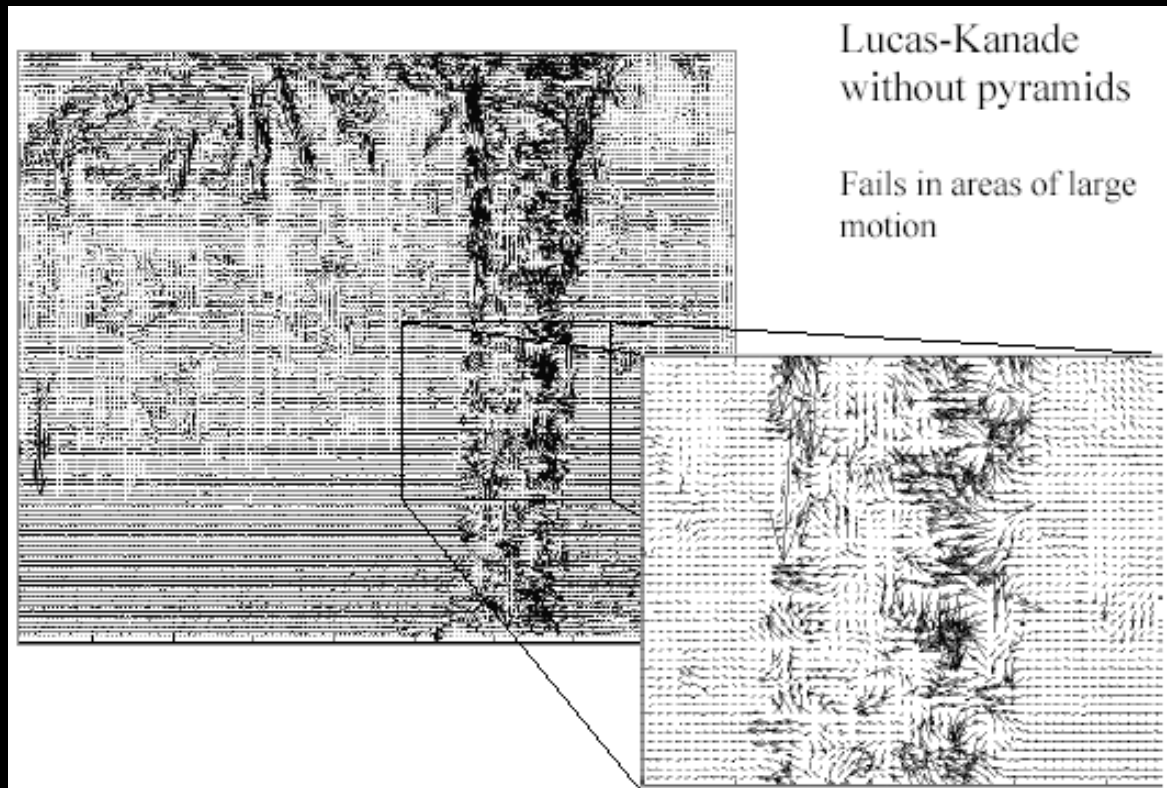
**Gaussian pyramid of image 2**



**Gaussian pyramid of image 1**

**Gaussian pyramid of image 2**

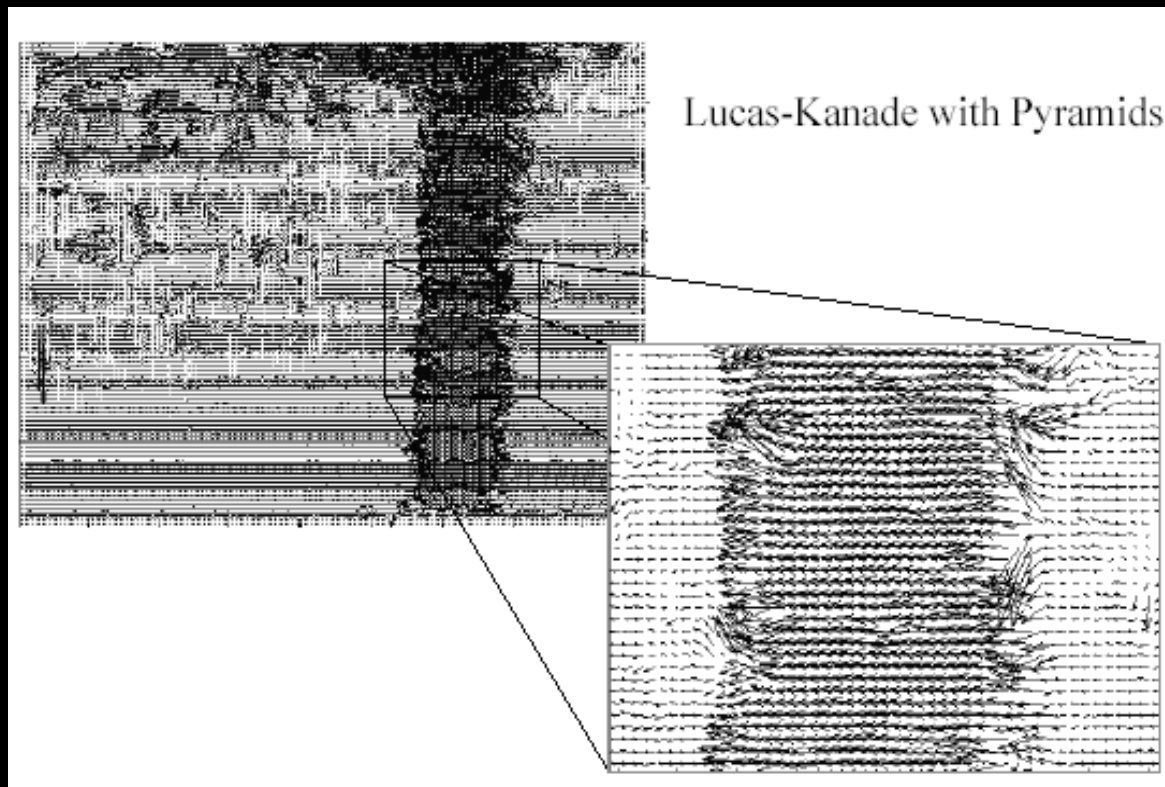
# Optical Flow Results



\*From Khurram Hassan-Shafique CAP5415 Computer Vision 2003

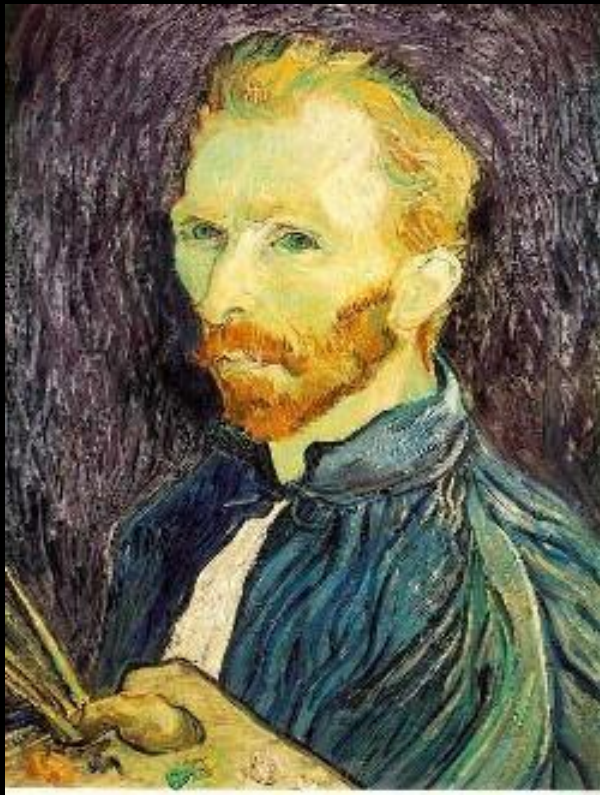


# Optical Flow Results



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Detour: Multi-scale analysis, image pyramids



1/4

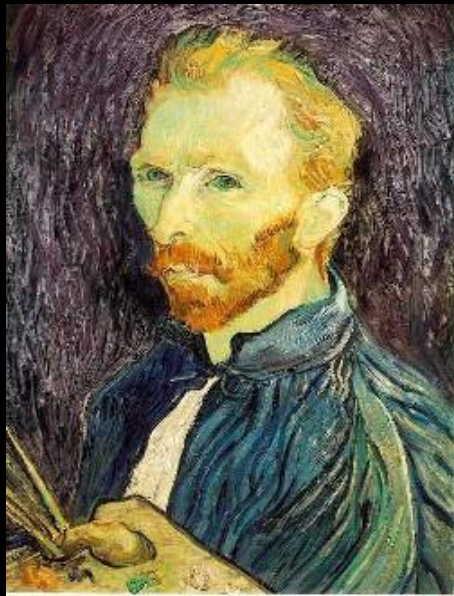


1/8

Throw away every other row and column to create a  
1/2 size image: *image sub-sampling*

*S. Seitz*

# Bad image sub-sampling



$1/2$



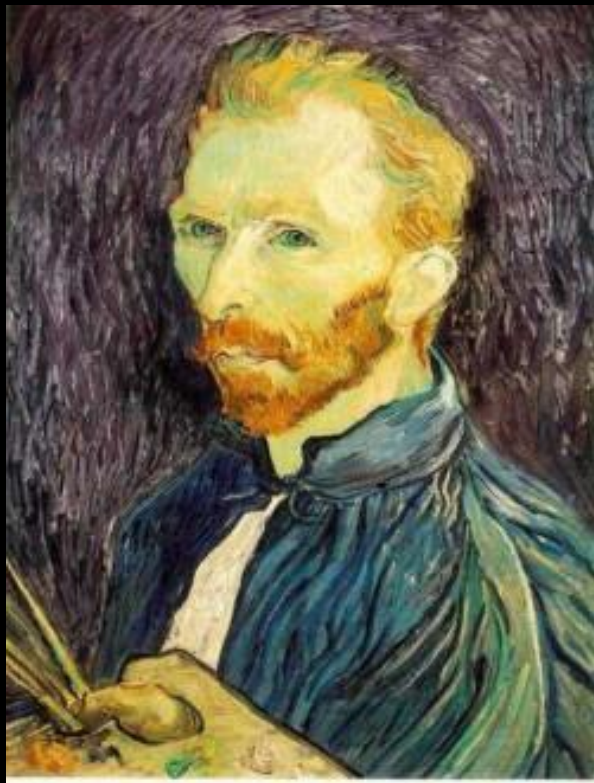
$1/4$  (2x zoom)



$1/8$  (4x zoom)

Aliasing! What do we do?

*S. Seitz*



Gaussian  $1/2$



G  $1/4$

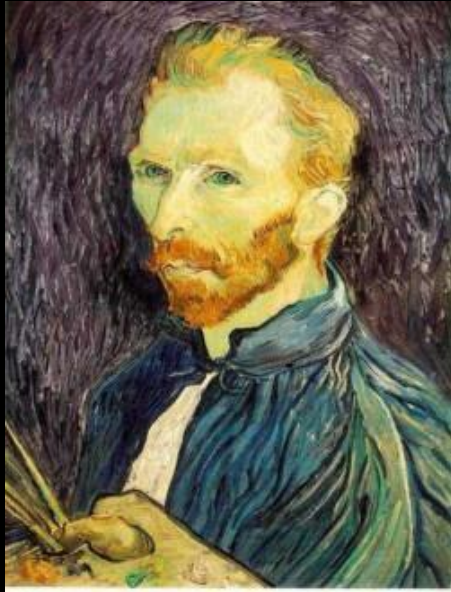


G  $1/8$

Solution: Filter the image, *then* subsample



# Subsampling with Gaussian pre-filtering



Gaussian  $1/2$



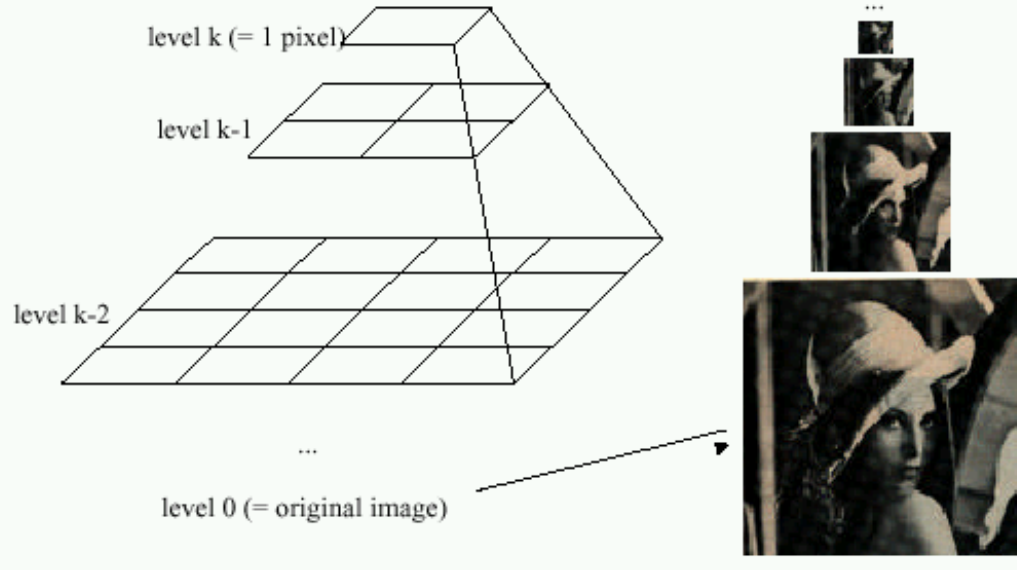
G  $1/4$



G  $1/8$

# Image Pyramids

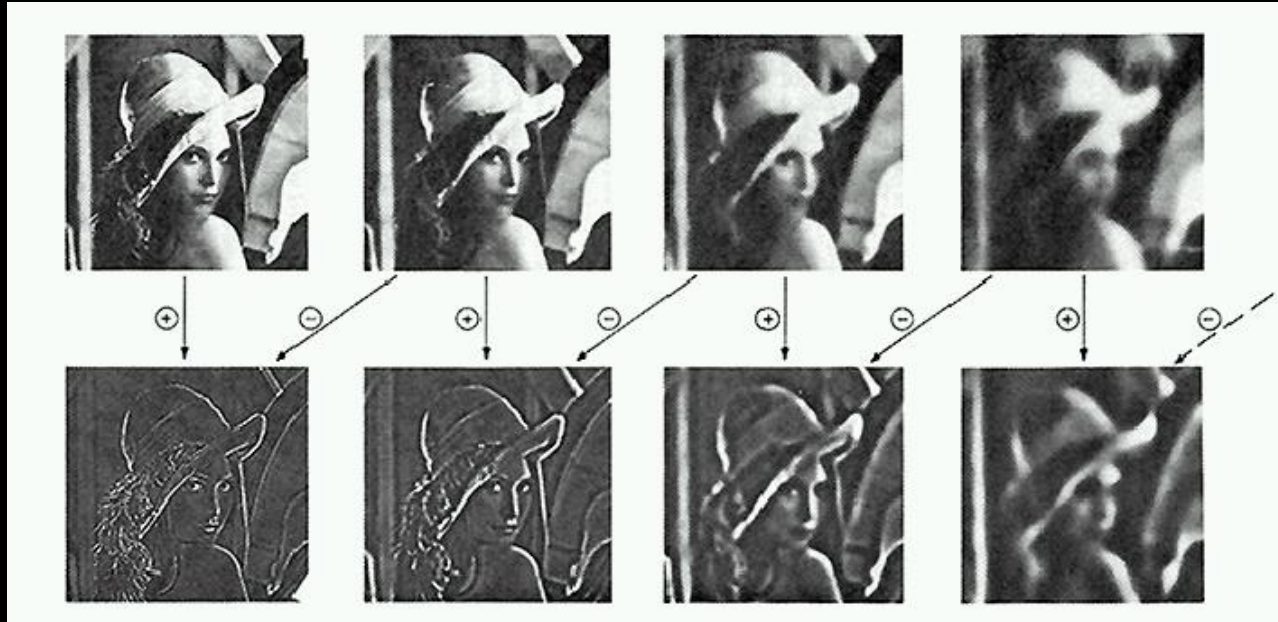
Idea: Represent  $N \times N$  image as a “pyramid” of  $1 \times 1, 2 \times 2, 4 \times 4, \dots, 2^k \times 2^k$  images (assuming  $N=2^k$ )



Known as a **Gaussian Pyramid** [Burt and Adelson, 1983]

# “Band-pass” filtering

Gaussian Pyramid (low-pass images)

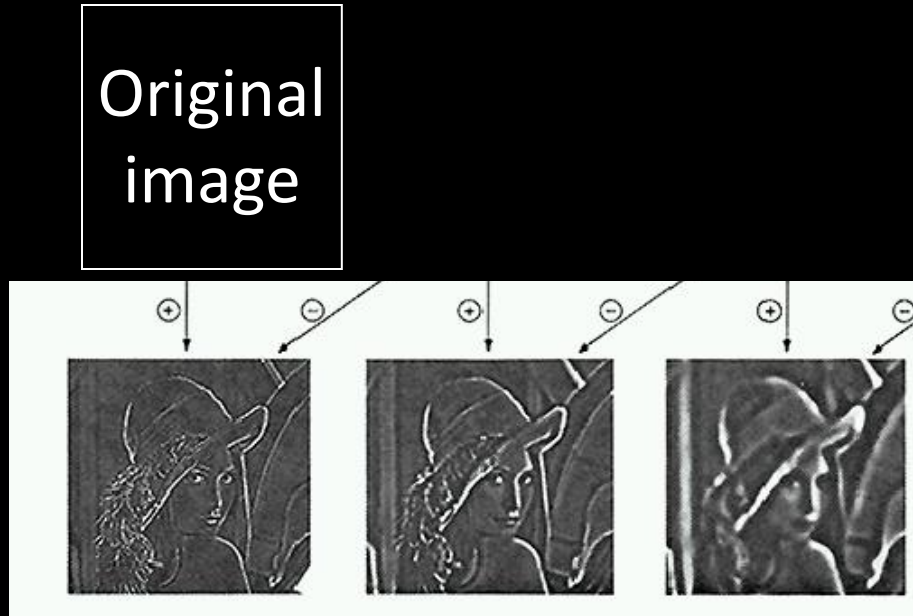


Laplacian Pyramid (subband images)

*These are “bandpass” images (almost).*



# Laplacian Pyramid

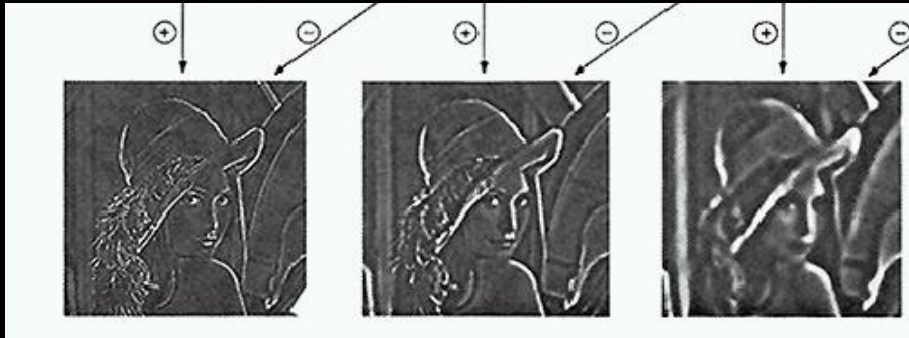


How can we reconstruct (collapse) this pyramid into the original image?

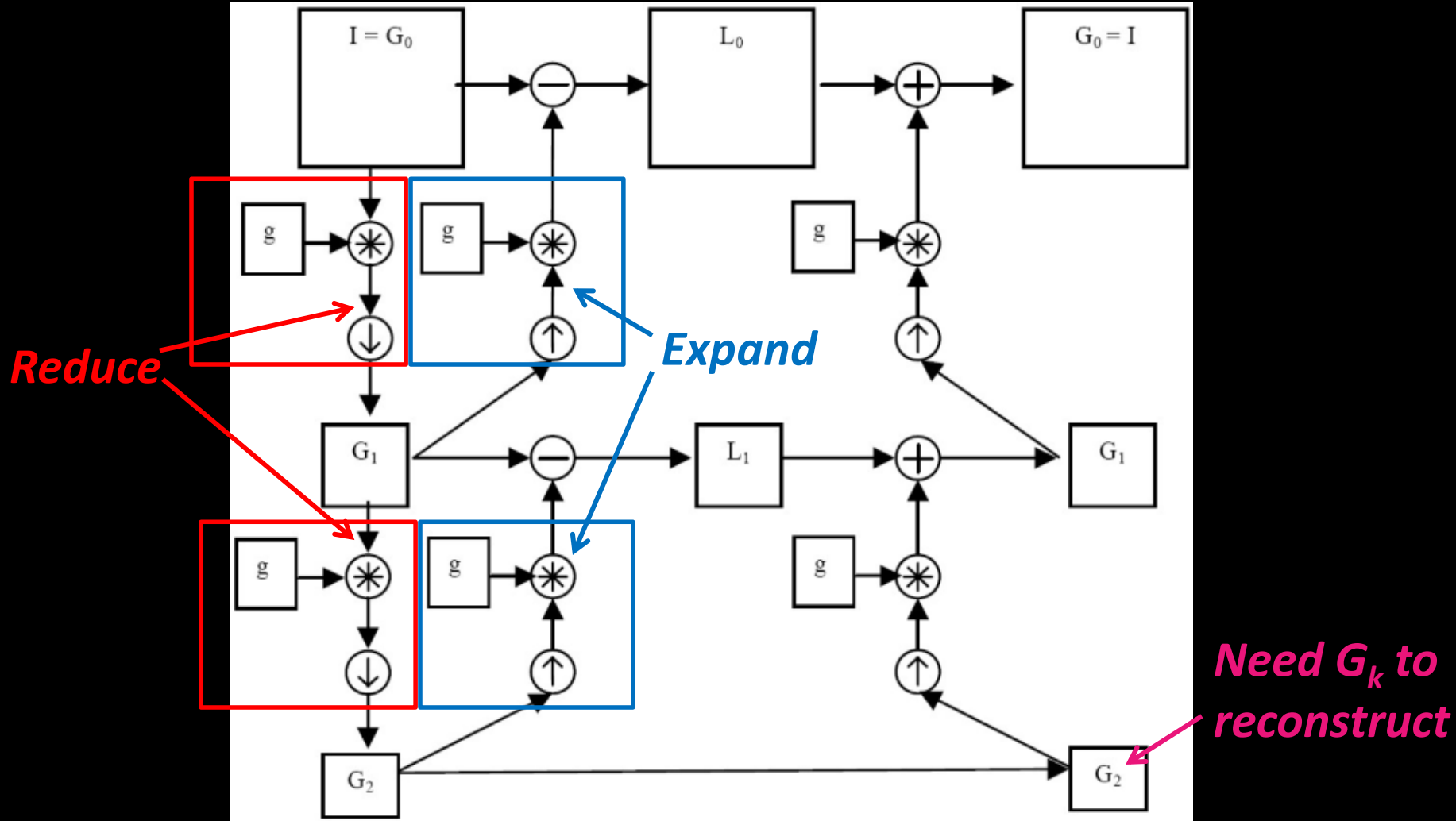
# Laplacian Pyramid

Original  
image

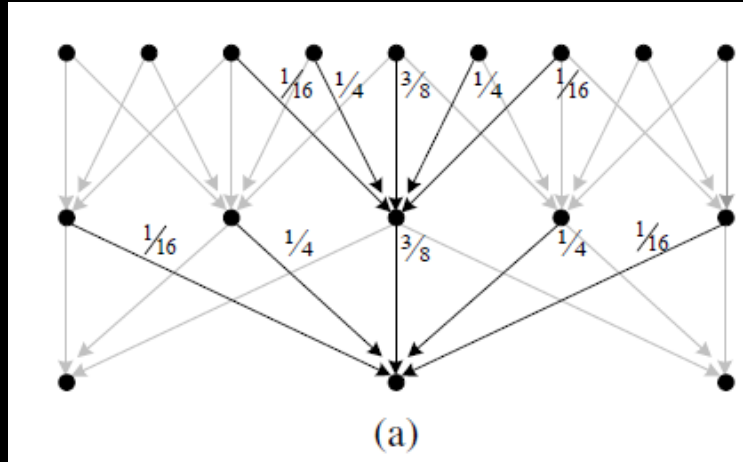
Need this!



How can we reconstruct (collapse) this pyramid  
into the original image?



# Reduce and Expand

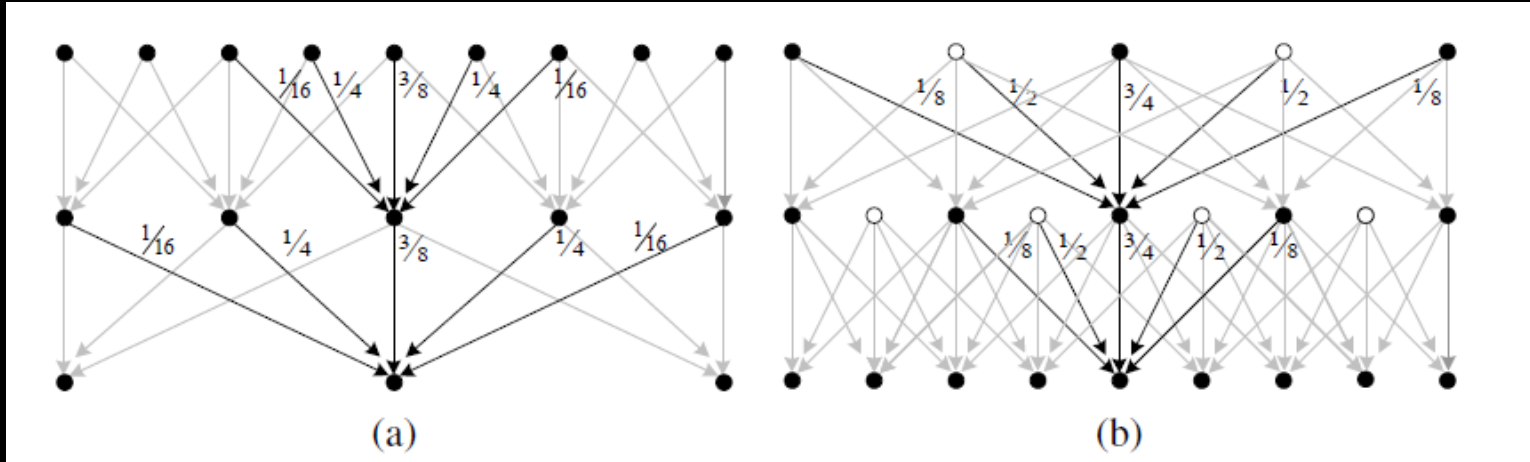


*Reduce*

Apply “5-tap”  $(1\ 4\ 6\ 4\ 1)/16$

*separable* filter to make  
reduced image.

# Reduce and Expand



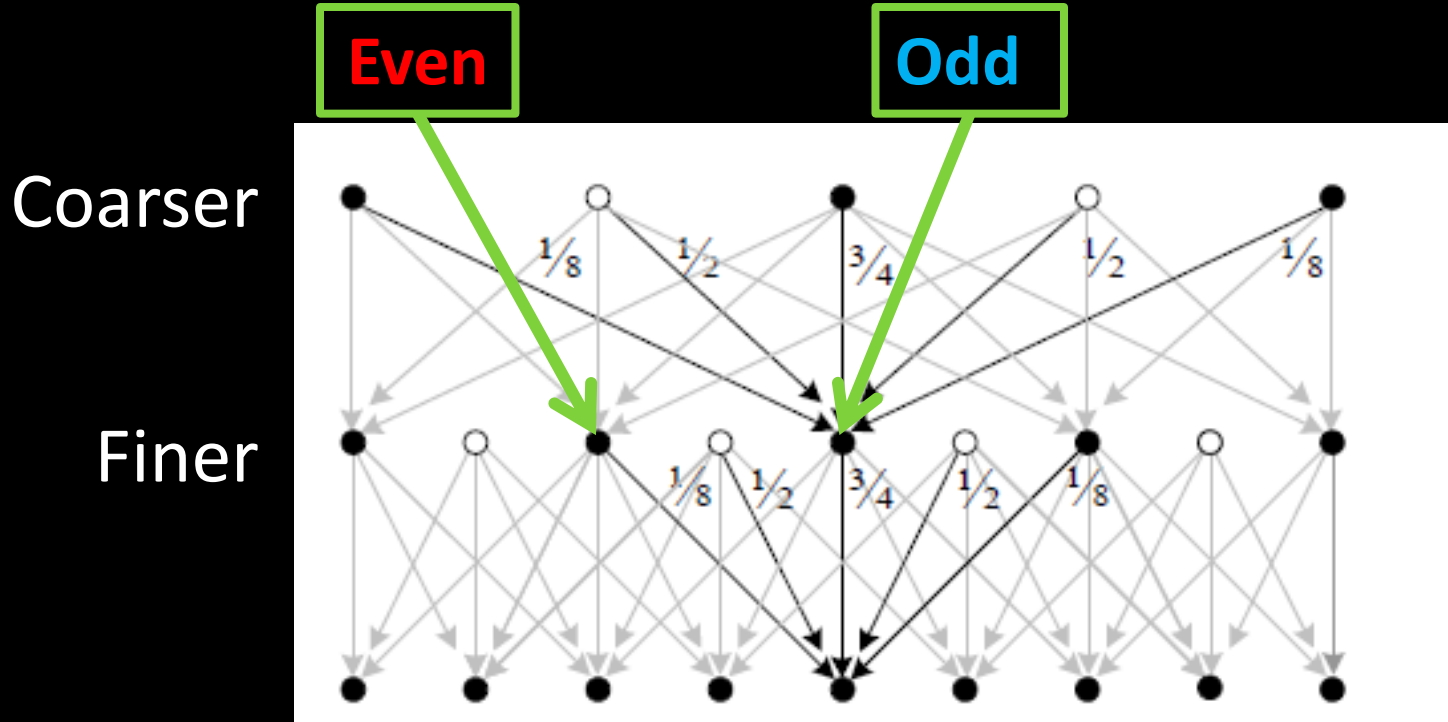
*Reduce*

Apply “5-tap”  $(1\ 4\ 6\ 4\ 1)/16$   
*separable* filter to make  
reduced image.

*Expand*

Apply different “3-tap”  
separable filters for even and  
odd pixels to make expanded  
image...

Apply different “3-tap” separable filters for even and odd pixels to make expanded image.





$L_0$



(a)

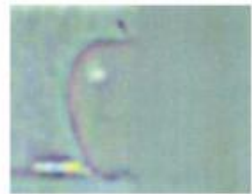


(b)

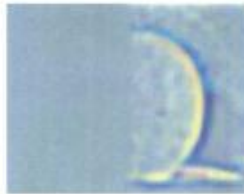


(c)

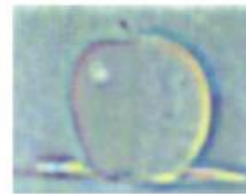
$L_2$



(d)



(e)



(f)

$L_4$



(g)



(h)



(i)

Reconstructed



(j)



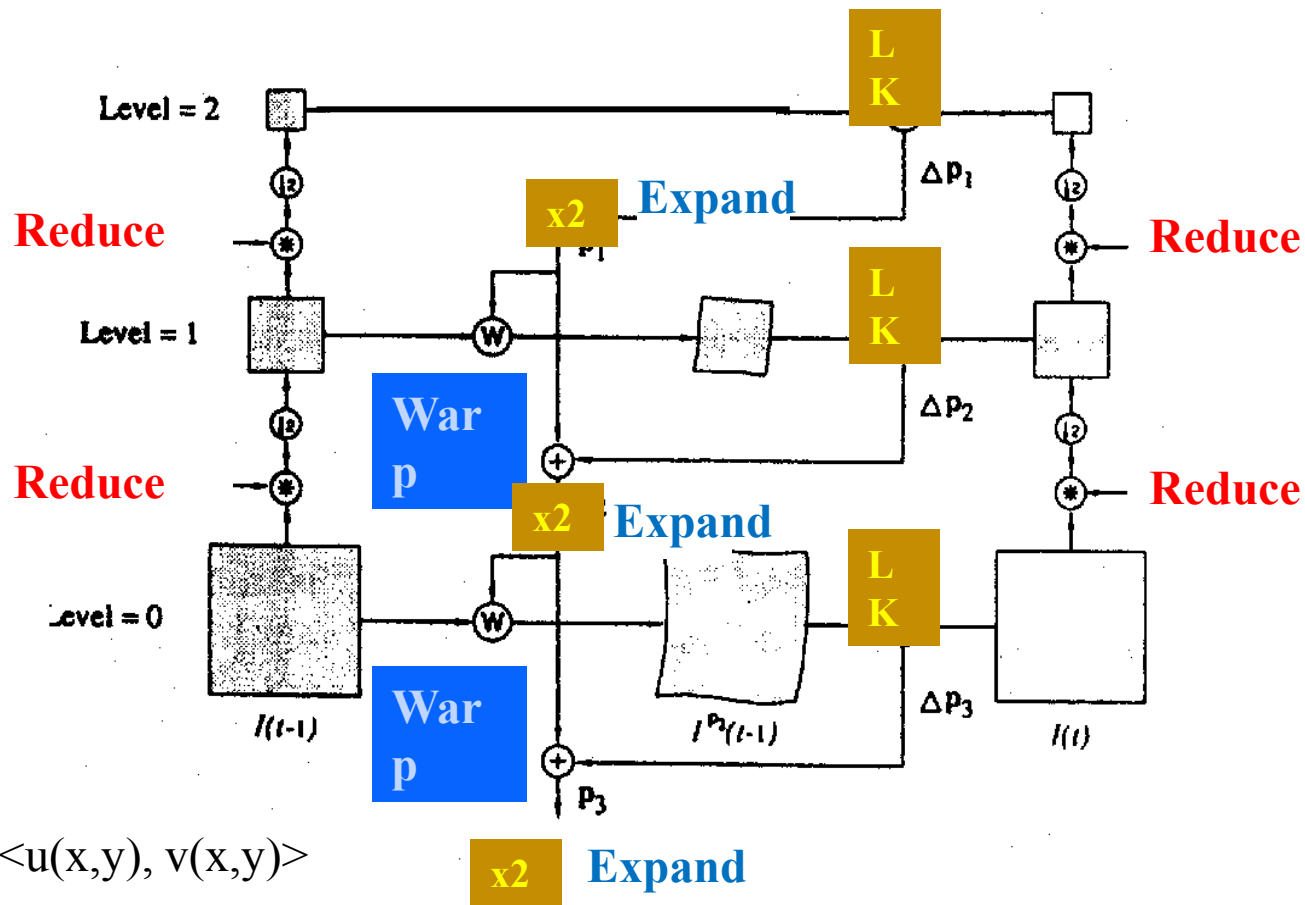
(k)



(l)



Applying pyramids to LK



# Hierarchical LK

1. Compute Iterative LK at level K
2. Initialize  $u_{K+1}, v_{K+1} = 0$  at size of level K+1

### 3. For Each Level $i$ from $K$ to 0

- Upsample (EXPAND)  $u_{i+1}, v_{i+1}$  to create  $u_i^p, v_i^p$  flow fields of now twice resolution as level  $i+1$
- Multiply  $u_i^p, v_i^p$  by 2 to get predicted flow
- Warp level  $i$  Gaussian version of  $I_2$  according to predicted flow to create  $I_2'$

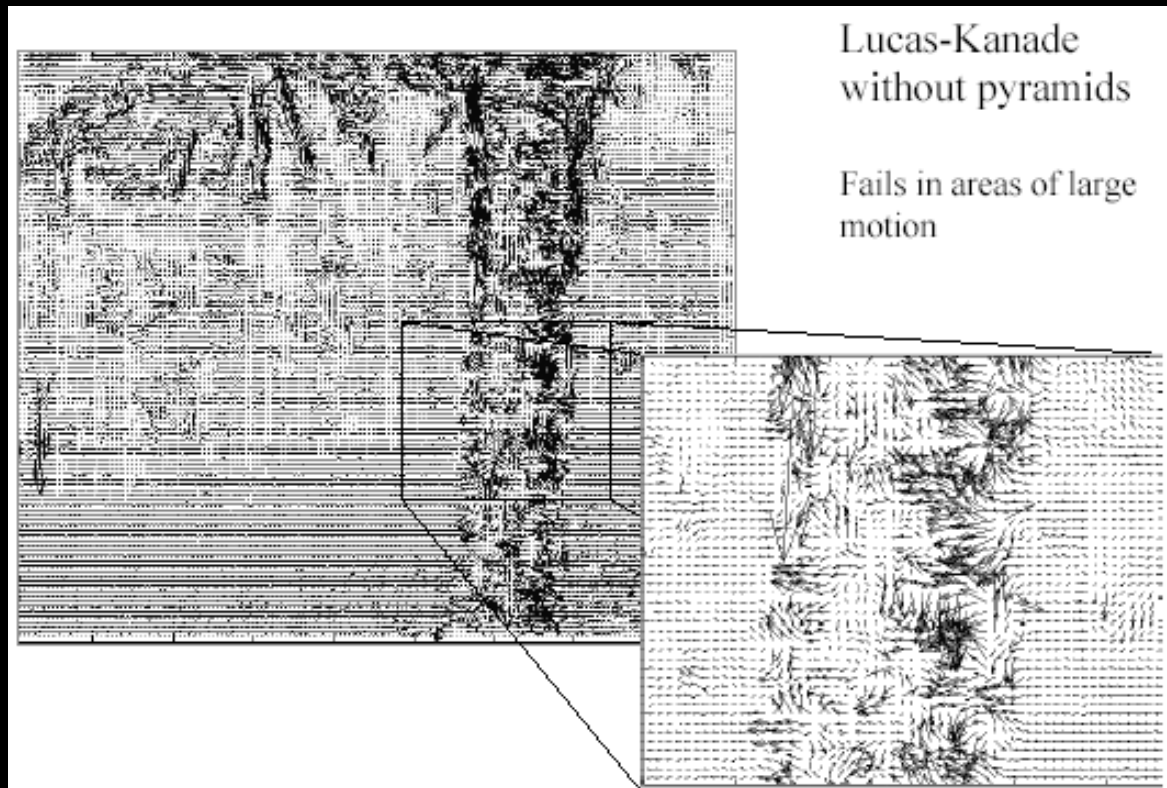
### 3. For Each Level $i$ from $K$ to 0

- Apply LK between  $I_2'$  and level  $i$  Gaussian version of  $I_1$  to get  $u_i^\delta, v_i^\delta$  (the correction in flow)

Add corrections to obtain the flow  $u_i, v_i$  at  $i^{\text{th}}$  level, i.e.,

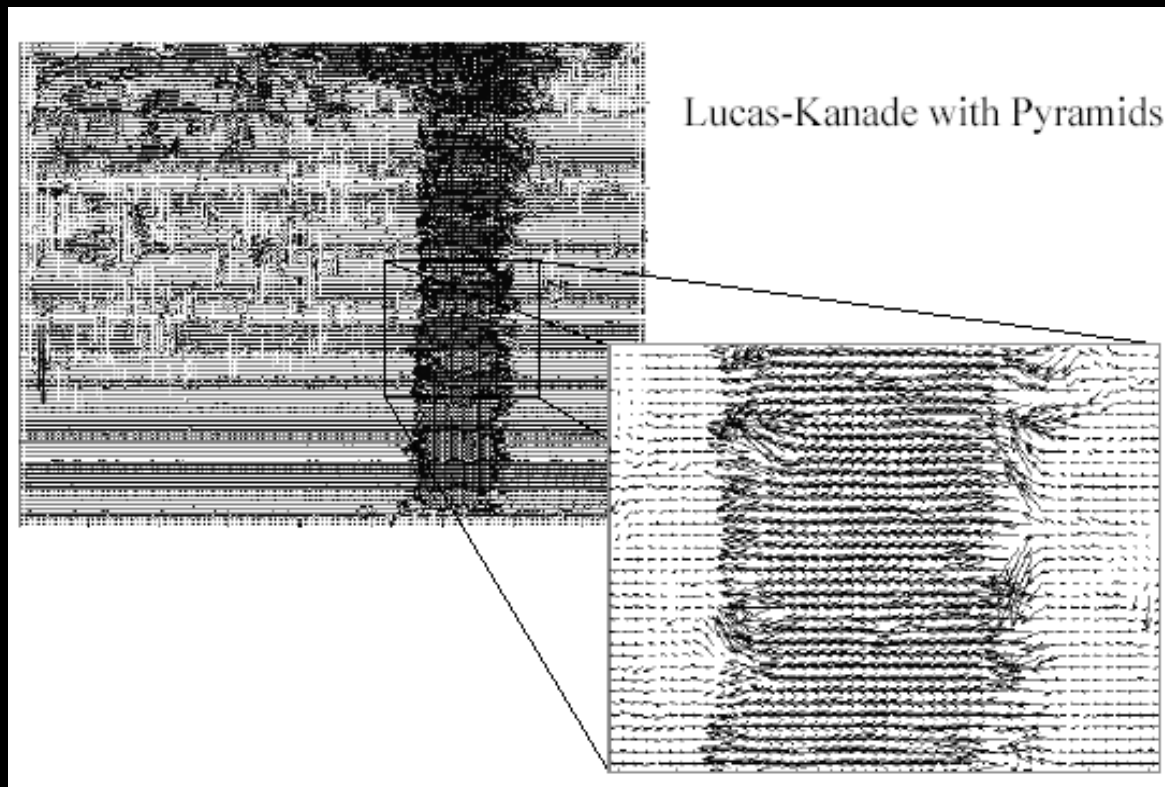
$$\begin{aligned}u_i &= u_i^p + u_i^\delta \\v_i &= v_i^p + v_i^\delta\end{aligned}$$

# Optical Flow Results



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# Sparse LK

- The Lucas-Kanade algorithm described gives a dense field,  $(u, v)$  everywhere.
- But we said that we only want to solve LK where the eigenvalues are well behaved.



# Sparse LK

- “Sparse LK” is basically just that: hierarchical applied to good feature locations.
- OpenCV LK used to be dense – then became sparse!

Start with something similar to Lucas-Kanade  
+ gradient constancy      + region matching  
+ energy minimization      + keypoint matching (long-  
with smoothing term      range)

