

Shape From Focus

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The following sections show some stack sample images along with their SML values for different values of \mathbf{q}

1 $\mathbf{m} = 0$

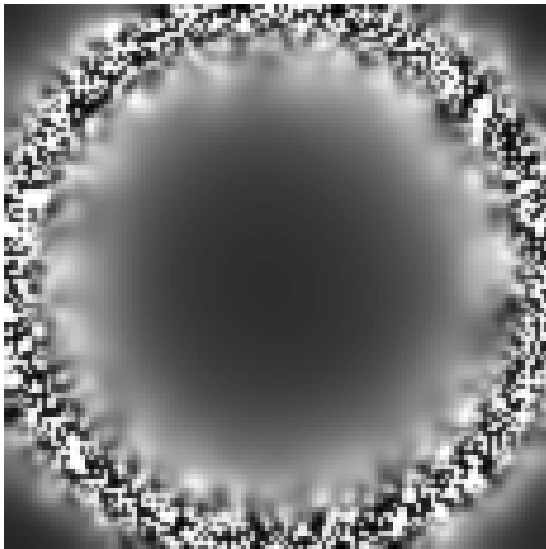


Figure 1: Image_0

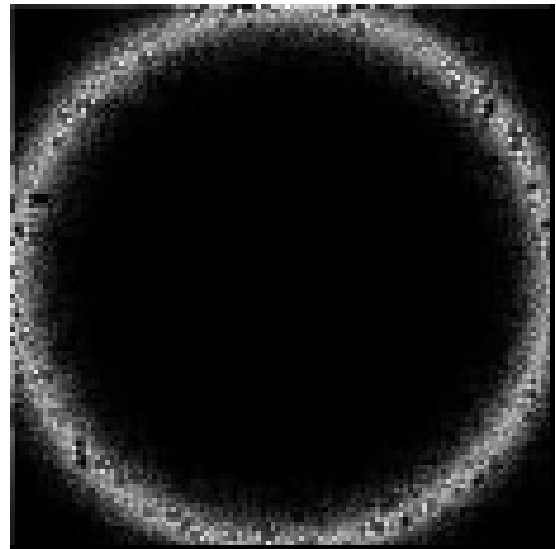


Figure 2: SML $\mathbf{q} = 0$

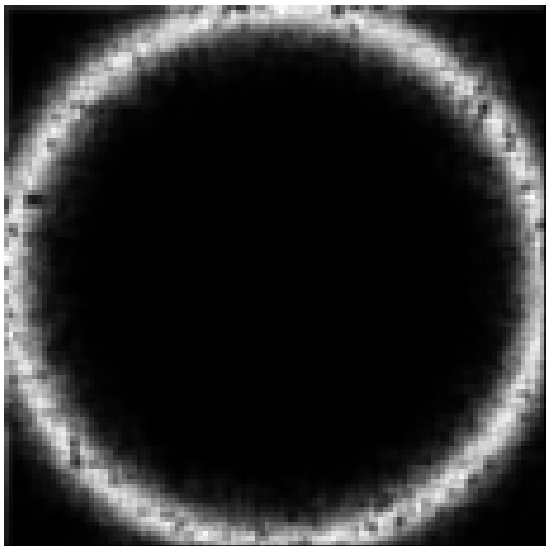


Figure 3: SML $\mathbf{q} = 1$

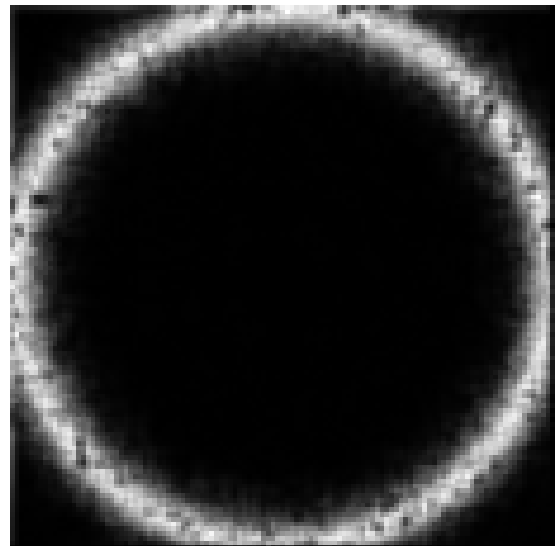


Figure 4: SML $\mathbf{q} = 2$

2 $m = 26$

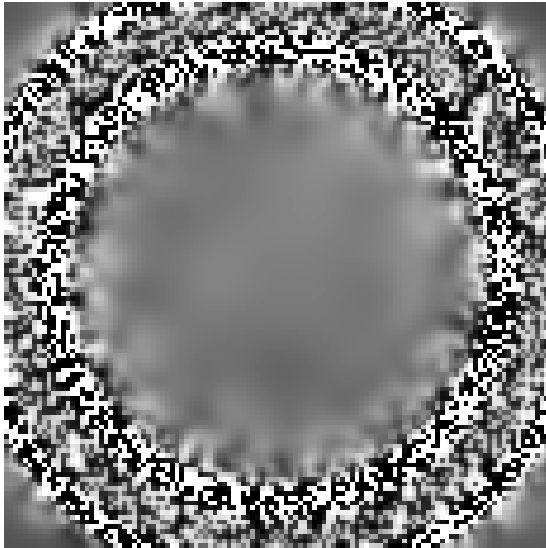


Figure 5: Image_26

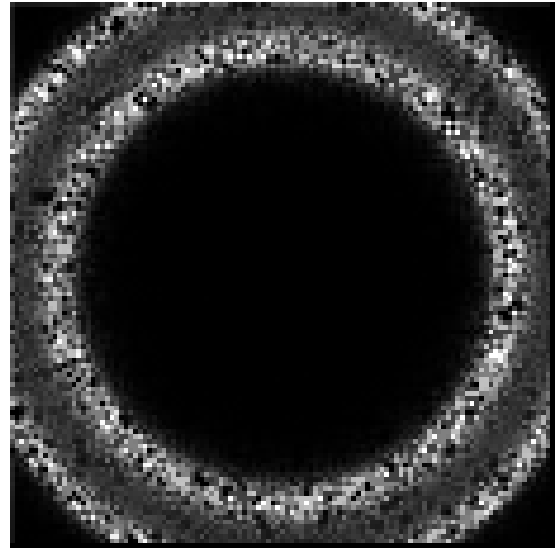


Figure 6: SML $q = 0$

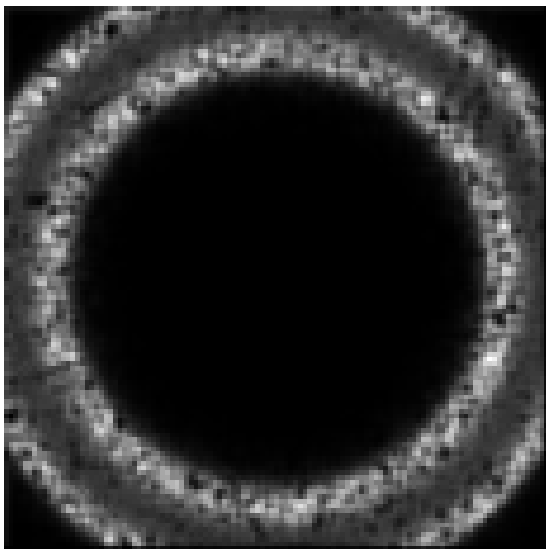


Figure 7: SML $q = 1$

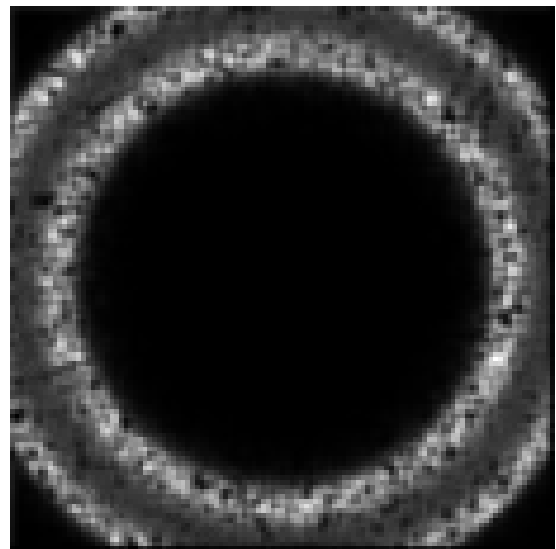


Figure 8: SML $q = 2$

3 $m = 88$

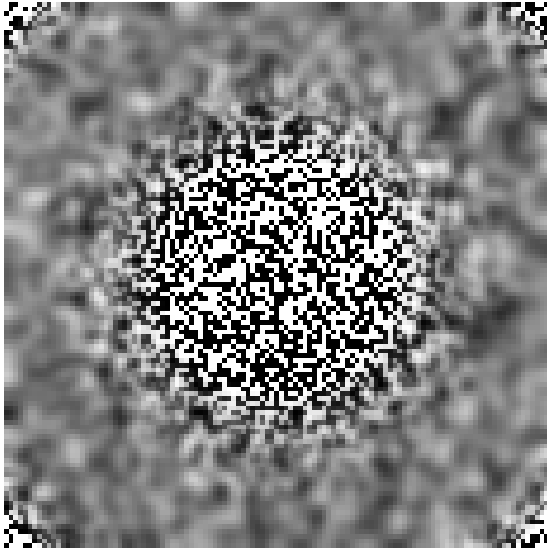


Figure 9: Image_88

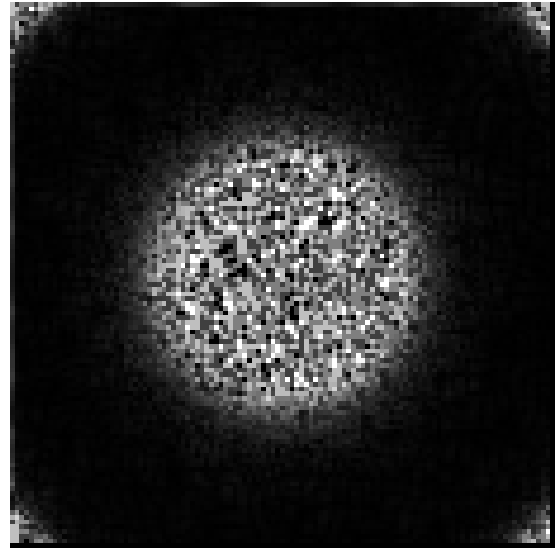


Figure 10: SML $q = 0$

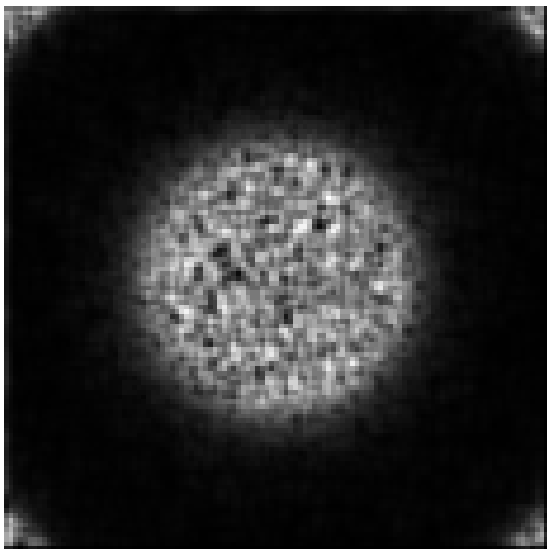


Figure 11: SML $q = 1$

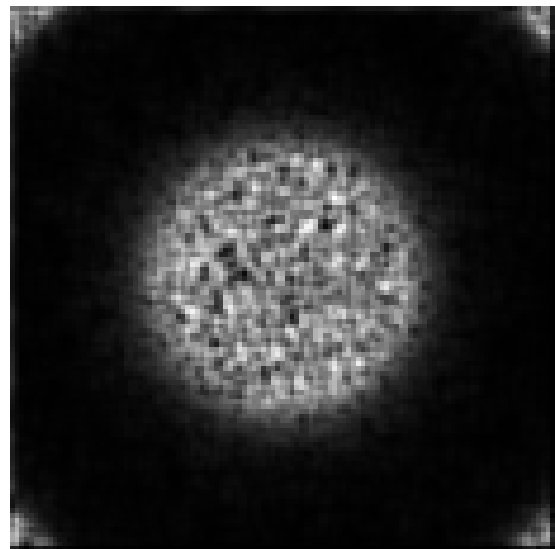


Figure 12: SML $q = 2$

The results of running the Shape From Focus (SFF) algorithm for the different values of q are shown below.

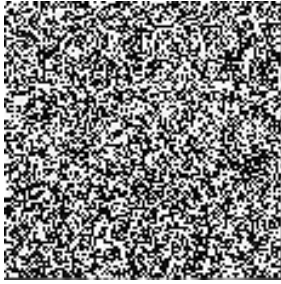


Figure 13: Focused Image for $q = 0$

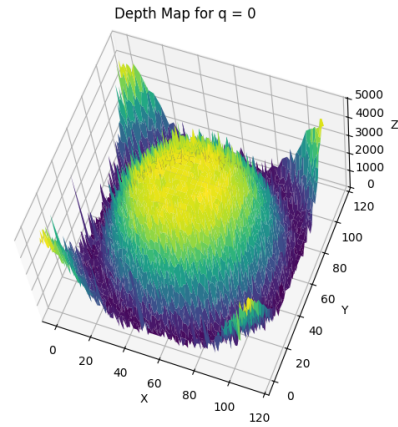


Figure 14: 3D Depth Map for $q = 0$

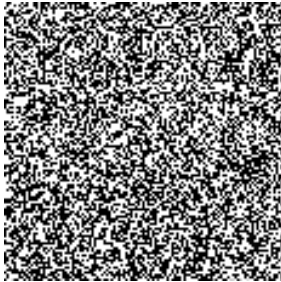


Figure 15: Focused Image for $q = 1$

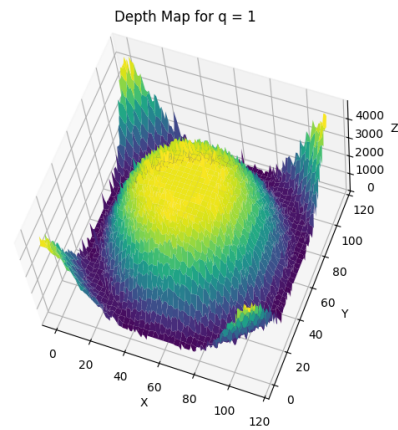


Figure 16: 3D Depth Map for $q = 1$

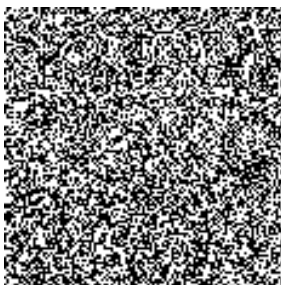


Figure 17: Focused Image for $q = 2$

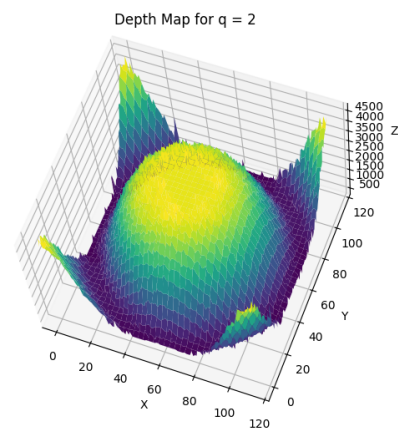


Figure 18: 3D Depth Map for $q = 2$

4 Directory Overview

The directory contains the following files

- `sff.py` The main Python file which computes the depth and reconstructs the all-focused image using Gaussian Interpolation. Uses **multiprocessing** to compute the SMLs using `sml.py` and **torch-cuda** to compute \bar{d} .
- `sml.py` Helper file to compute the SMLs uses `convolve.py` to compute the second derivatives and `affine_wrap.py` to compute the shifted ML values to compute the SML.
- `convolve.py` Helper file to convolve.
- `affine_wrap.py` Helper file to perform Affine Transformations using target-source mapping.

5 Observation

With increase in **q** value, the reconstructed all-focused image gets better especially around the borders and the depth map becomes smoother. But when we increase the **q** value even more we tend to lose the local information which results in poor depth information.