

New trends with combination of hardware features and deep learning

Zhixiang Wang / Zhihang Zhong



Outline

- **Novel Feature I:** Global Reset
- **Novel Feature II:** Dual Reversed Rolling Shutter

Feature I:

Global Reset

Zhixiang Wang, UTokyo

<https://lightchaserx.github.io/>

Collaboration



Zhixiang
UTokyo / RIISE / NII



Xiang
UTokyo



Jia-Bin
UMD



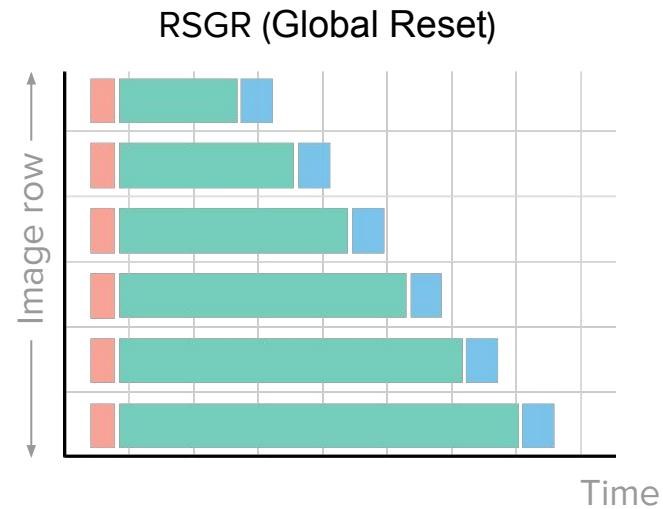
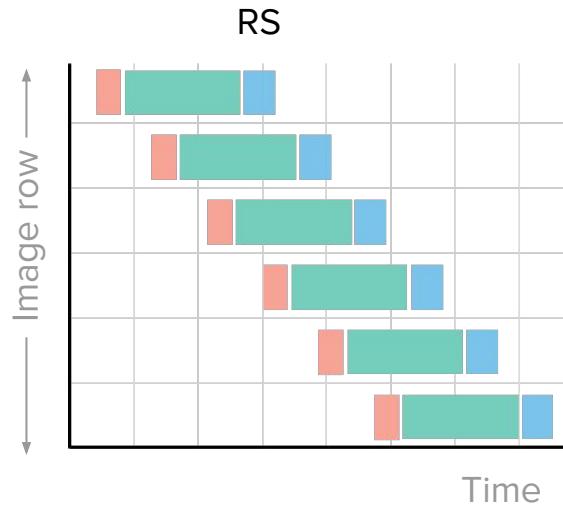
Yinqiang
UTokyo



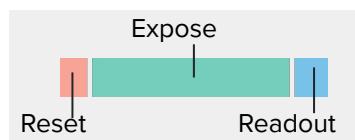
Shin'ichi
NII / UTokyo

Project leader

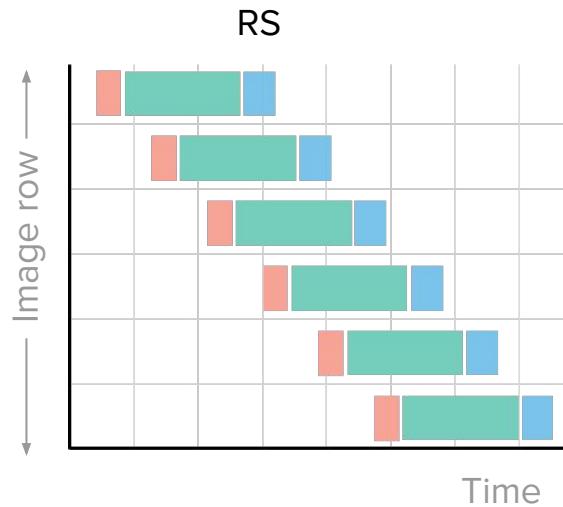
Ignored hardware feature of rolling shutter — RSGR



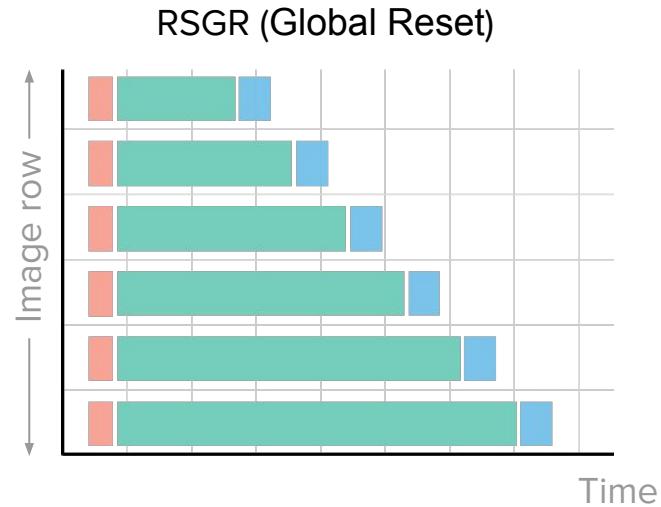
[†]Other name: Global Reset Release (GRR)



Ignored hardware feature of rolling shutter — RSGR

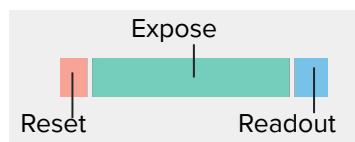


Switchable
Hardware unchanged



[†]**Other name:** Global Reset Release (GRR)

FLIR's Blackfly S product line, 63S4M/C, 120S4M/C, 200S6M/C



Hardware solution for using RSGR

- ⇒ Using an external mechanical shutter
- ⇒ Ambient light suppression

Limitations

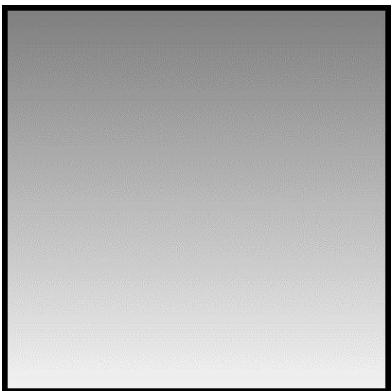
- Additional hardware + precise control



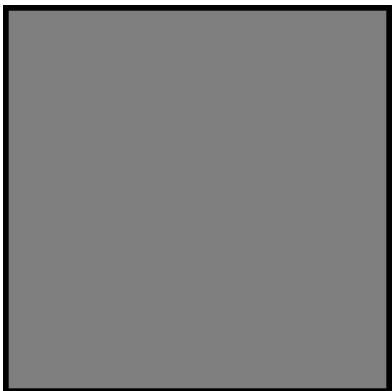
Intrinsic distortion of RSGR

Static scene:

- Brightness variation



RSGR



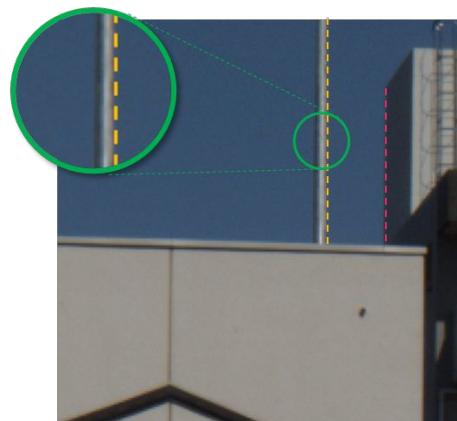
Ground truth

Dynamic scene:

- Brightness variation
- Spatial-varying motion blur

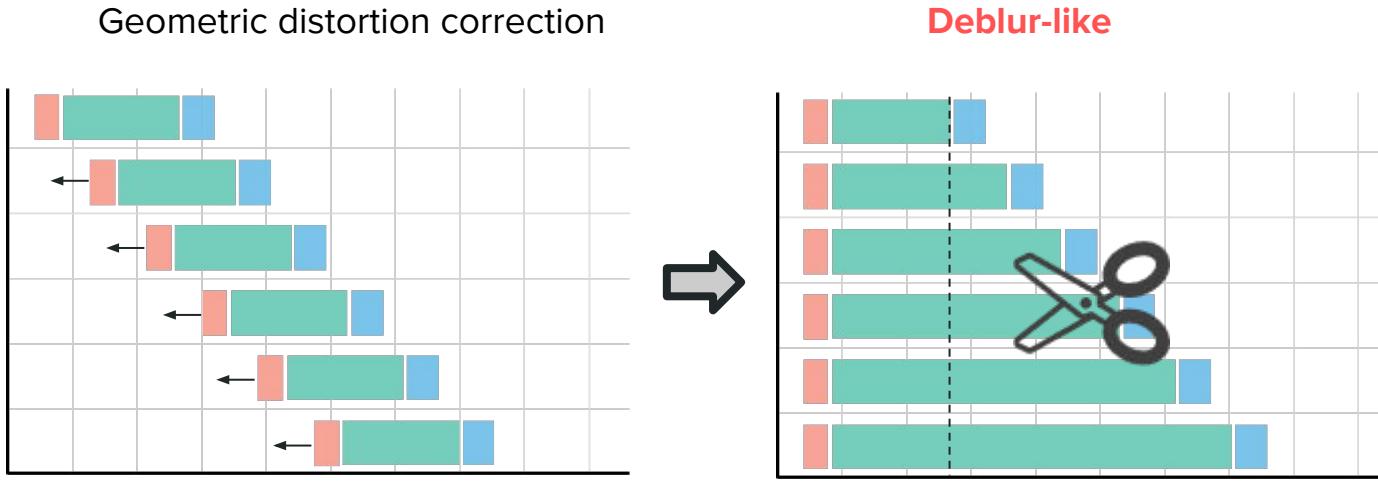


RSGR

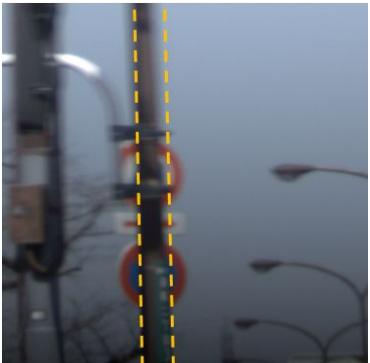


Ground truth

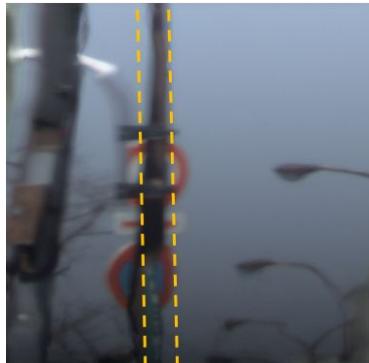
Our idea: hardware feature + learning-based algorithm



Can we use **prior** knowledge from **relevant tasks**? **NO**



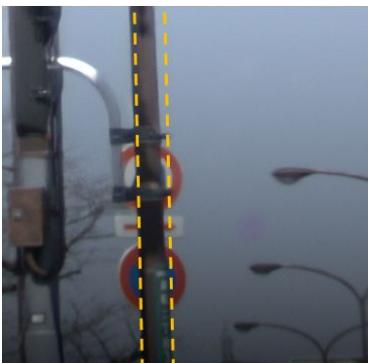
Input



RS correction



RS correction+motion deblur



Out-of-focus deblur



GS motion deblur



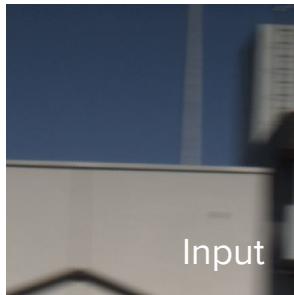
Ground truth

Develop a solution



Develop a solution (1/3) — Capture **paired data**

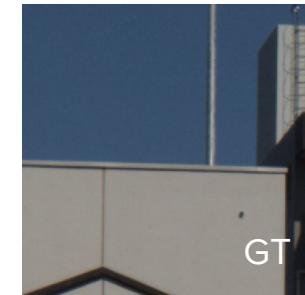
Step 1: Dataset



Input

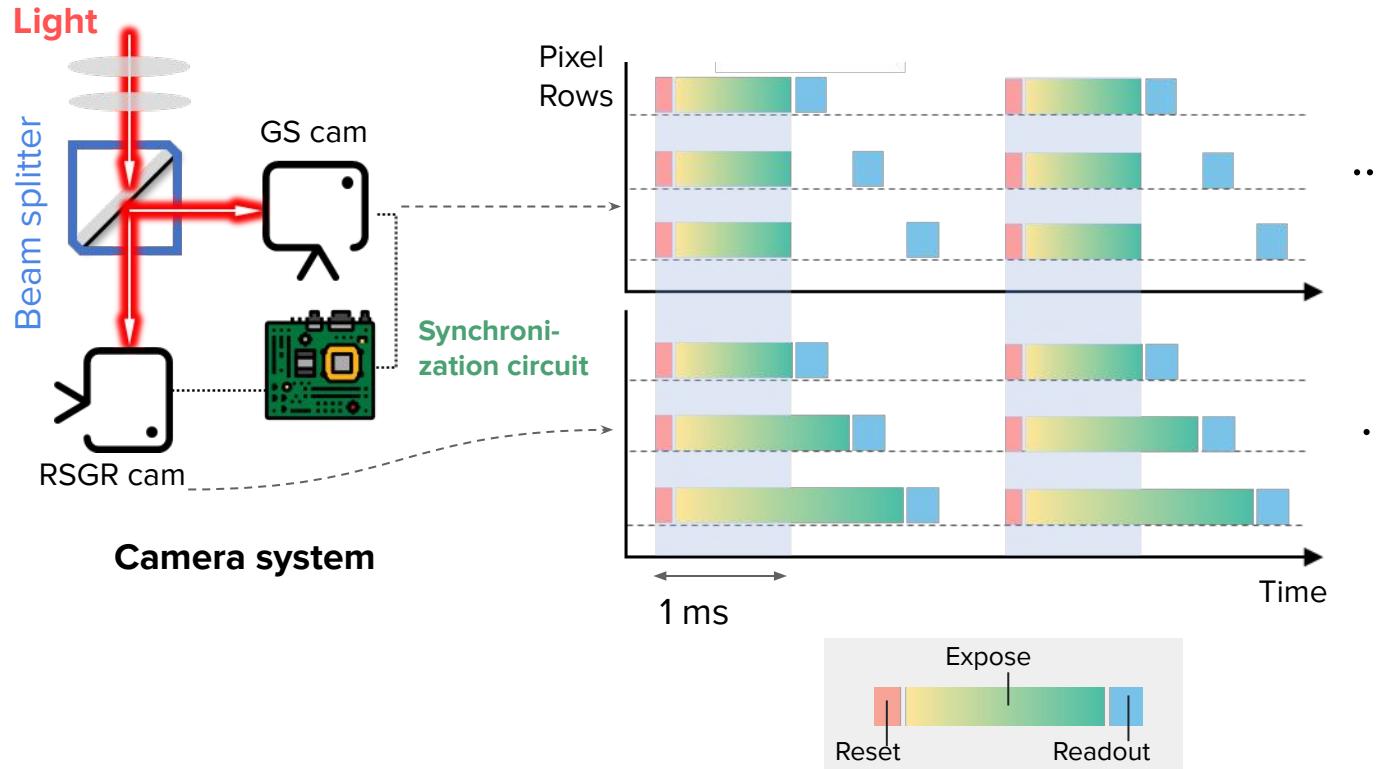


Output



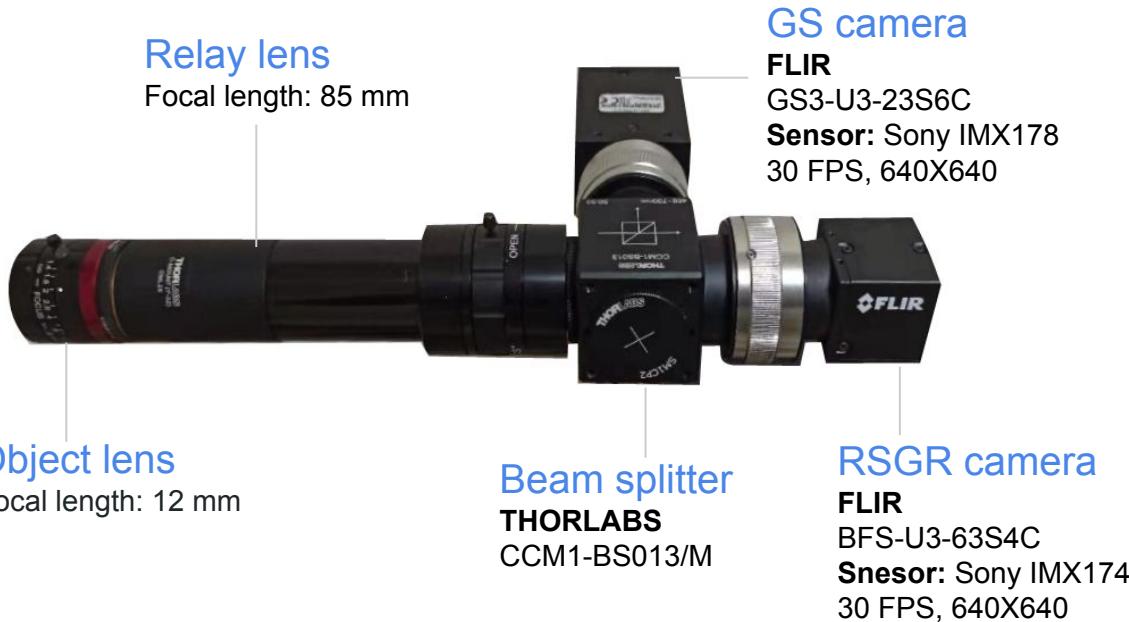
GT

Develop a solution (1/3) – Capture paired data



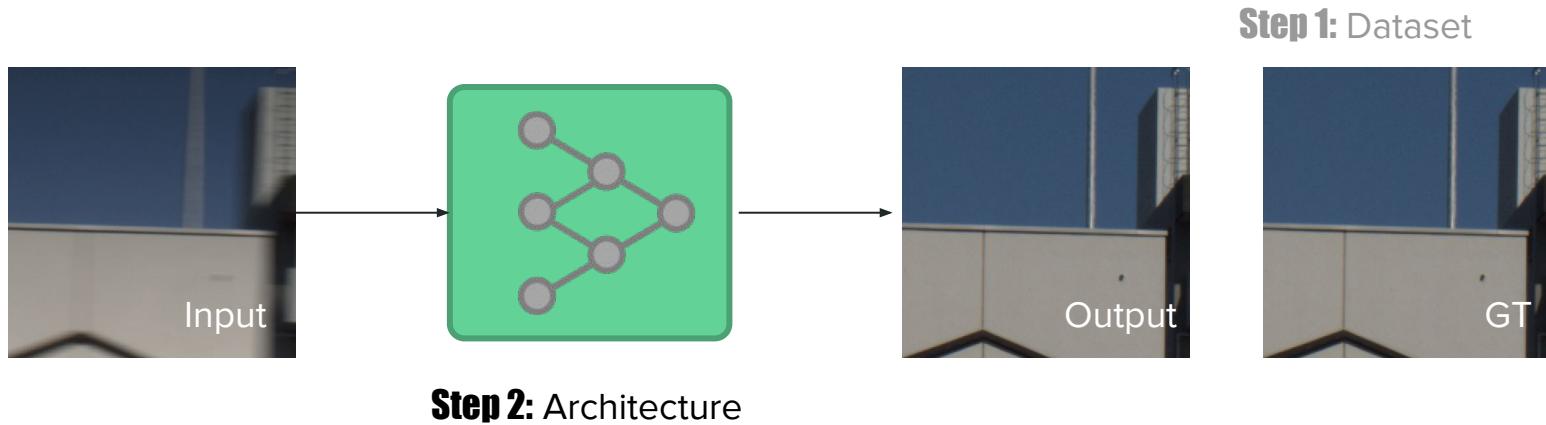
Develop a solution (1/3) — Capture paired data

⇒ Hardware prototype

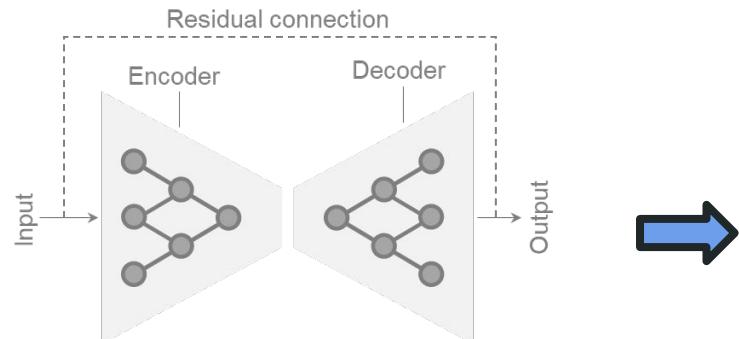


Scene	in-the-wild
Frames	300 / Seq
Train	27 Seq
Test	55 Seq

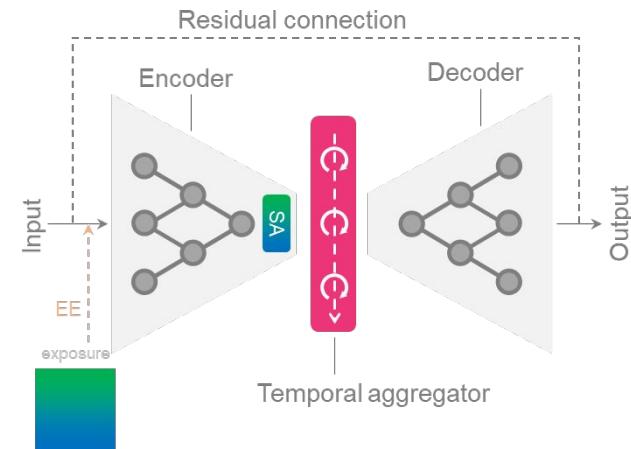
Develop a solution (2/3) – Architecture designs



Develop a solution (2/3) – Architecture designs



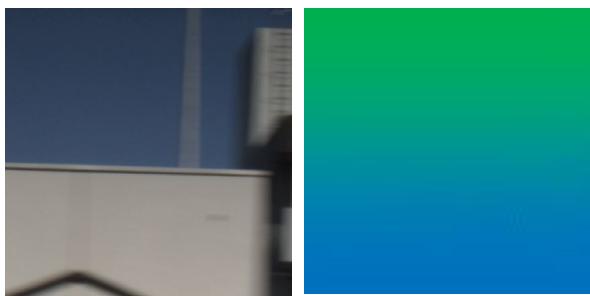
Deblur
architecture



Our customized
architecture

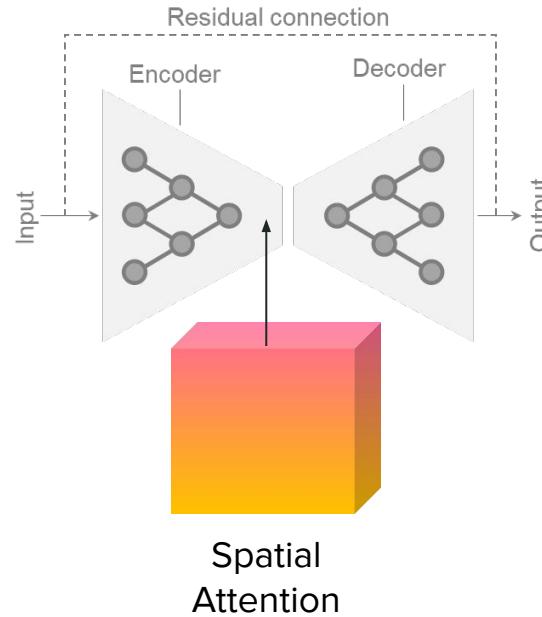
Develop a solution (2/3) – Architecture designs

⇒ Correct spatial-varying distortion



Input

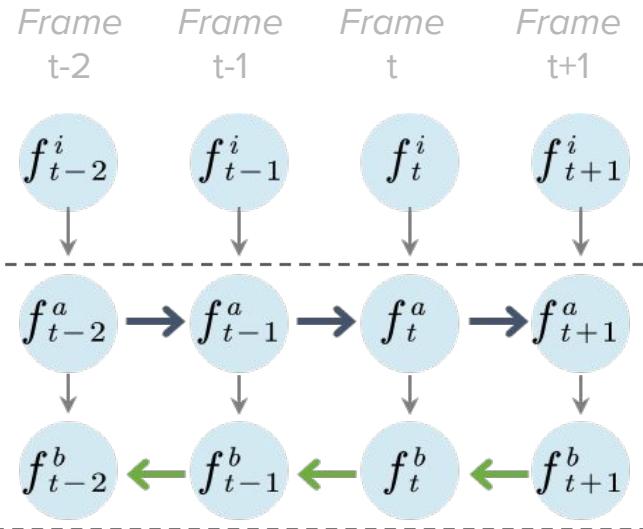
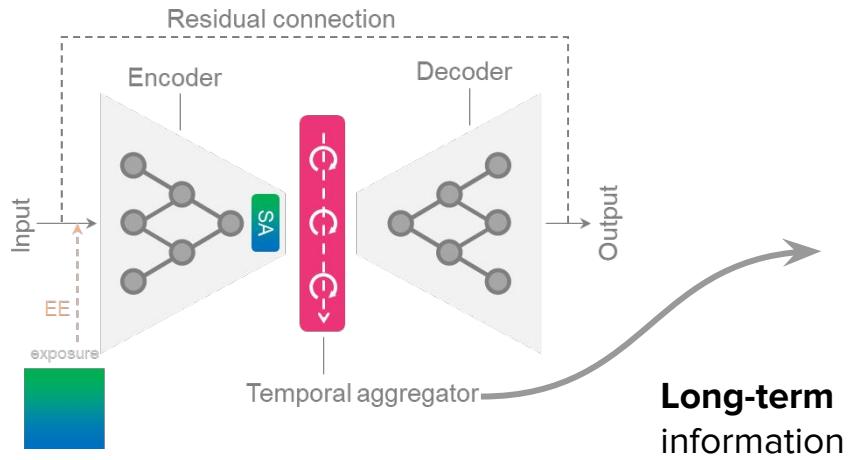
Exposure time
encoding



Spatial
Attention

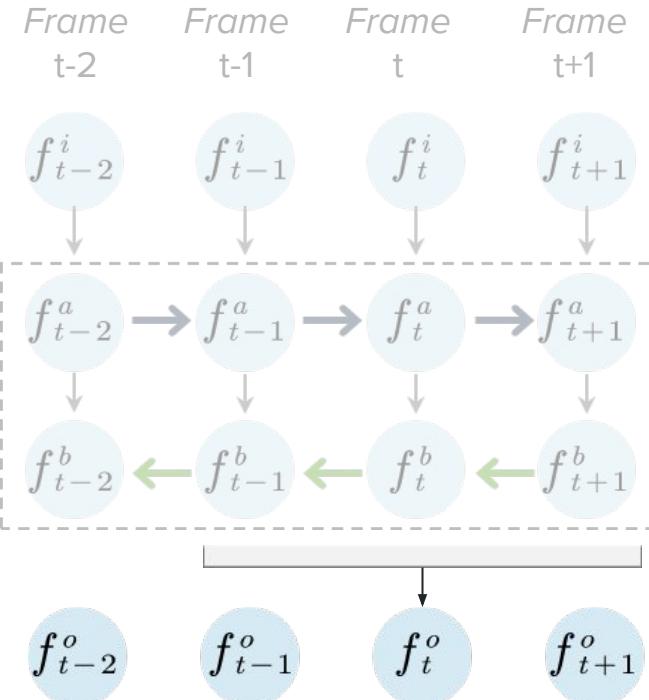
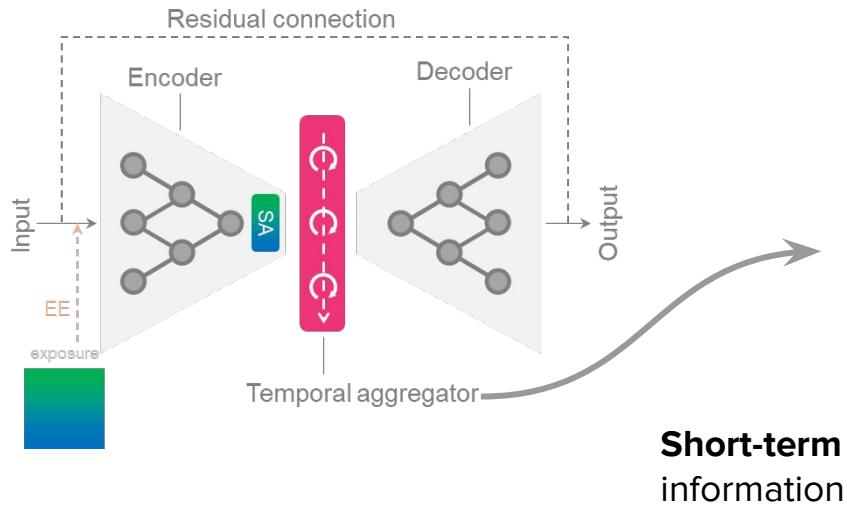
Develop a solution (2/3) – Architecture designs

⇒ Leverage temporal information

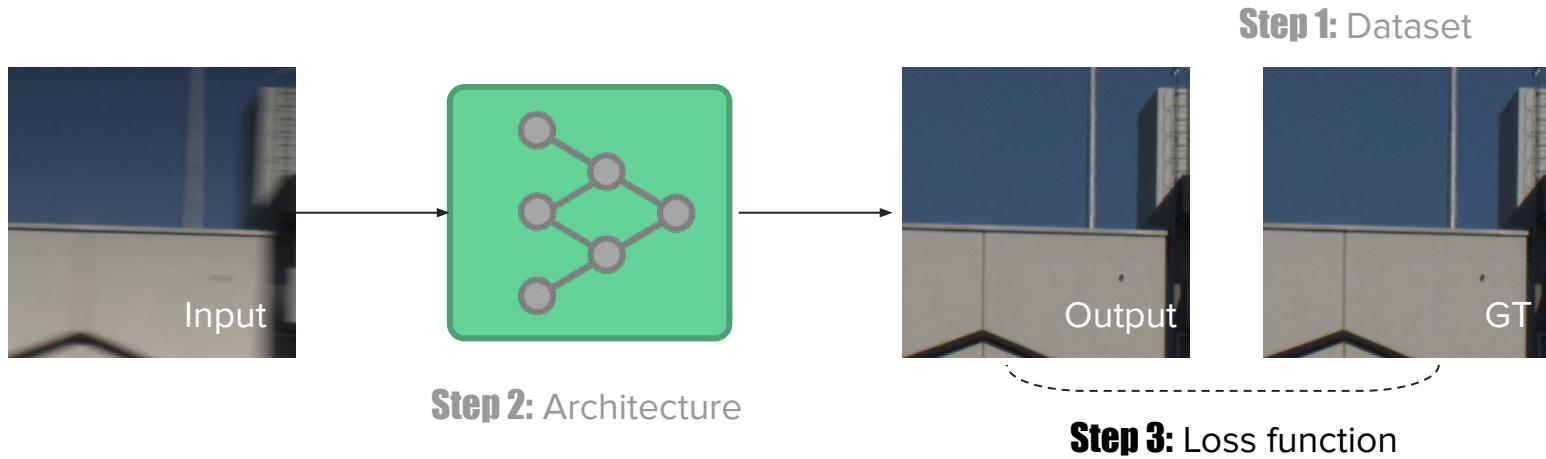


Develop a solution (2/3) – Architecture designs

⇒ Leverage temporal information



Develop a solution (3/3) – Loss function



Loss function

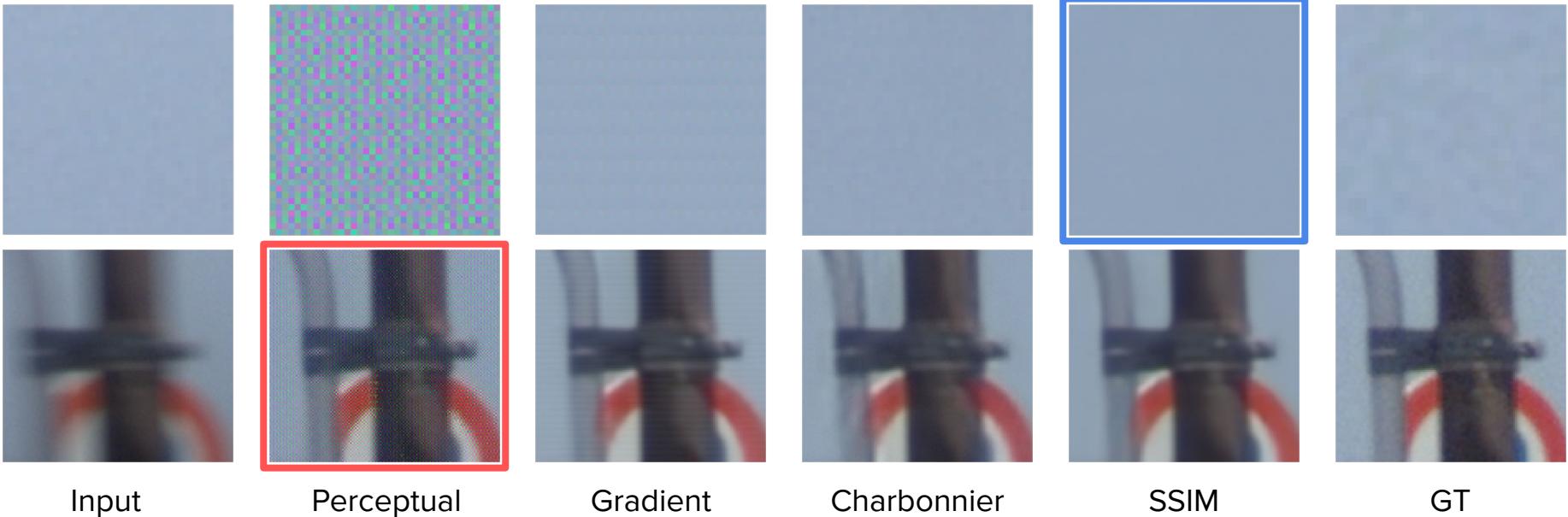
Combination of

Perceptual

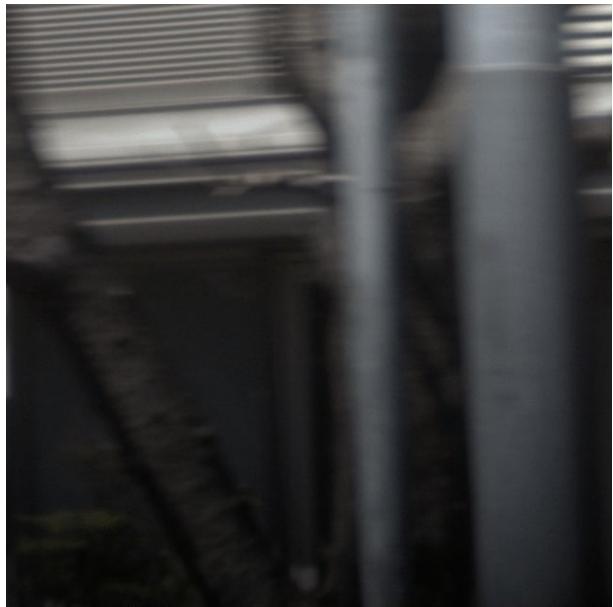
SSIM

T

Epoch



Results — **camera** motion



Input

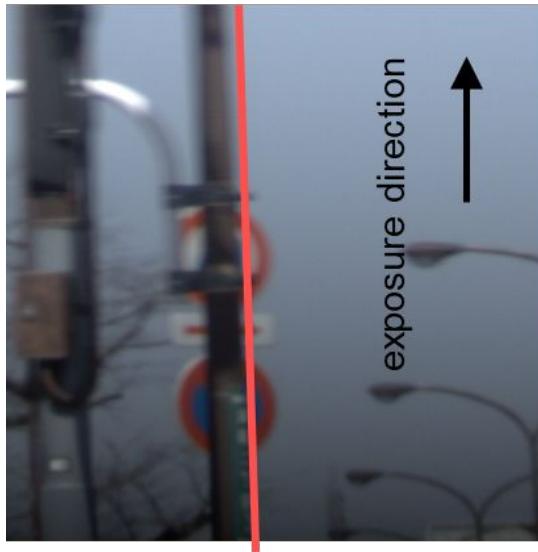


Our result

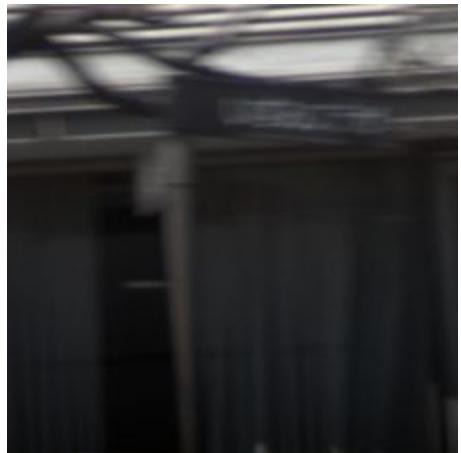


GT

Results — camera motion



Results — camera motion



Input

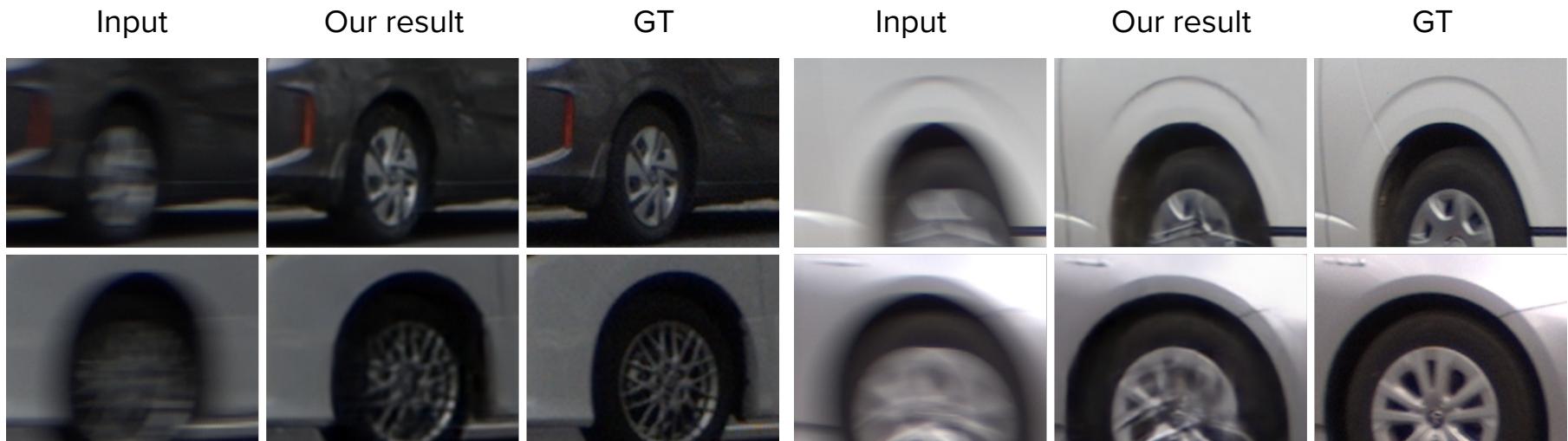


Our result



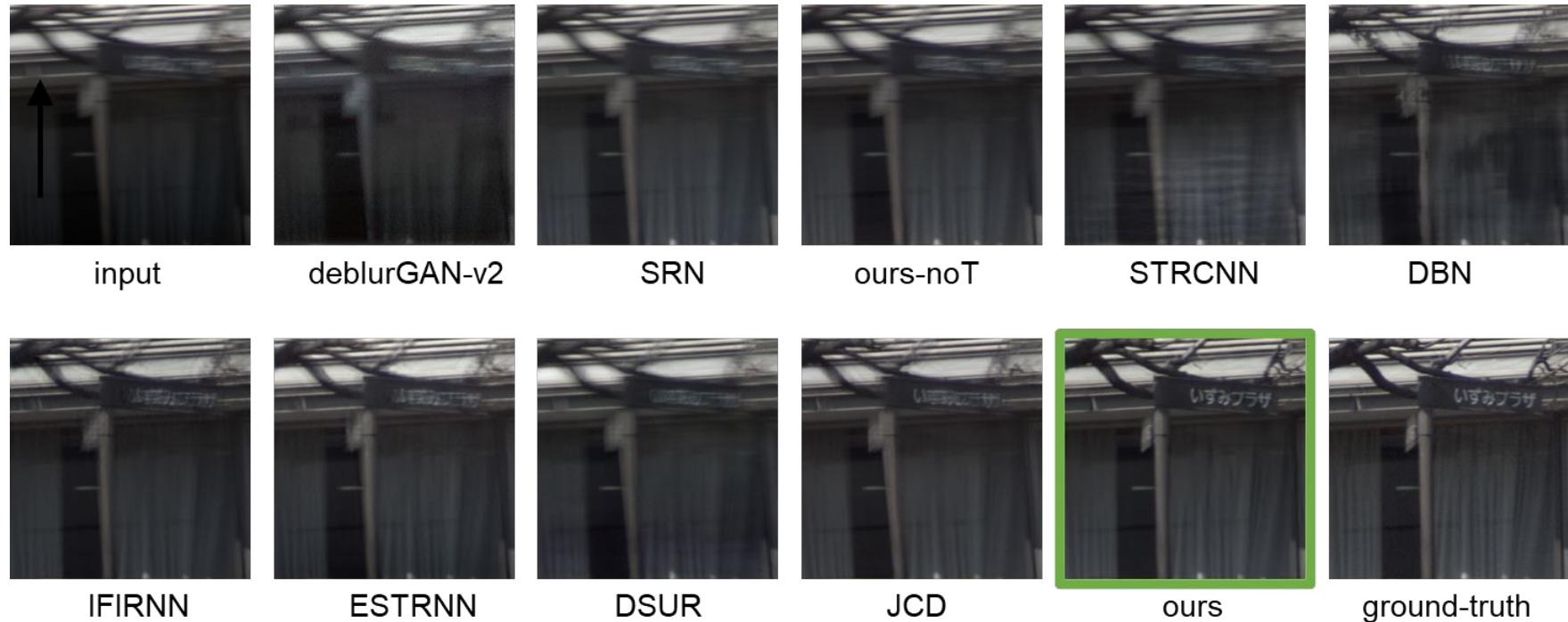
GT

Results — camera + **scene** motion

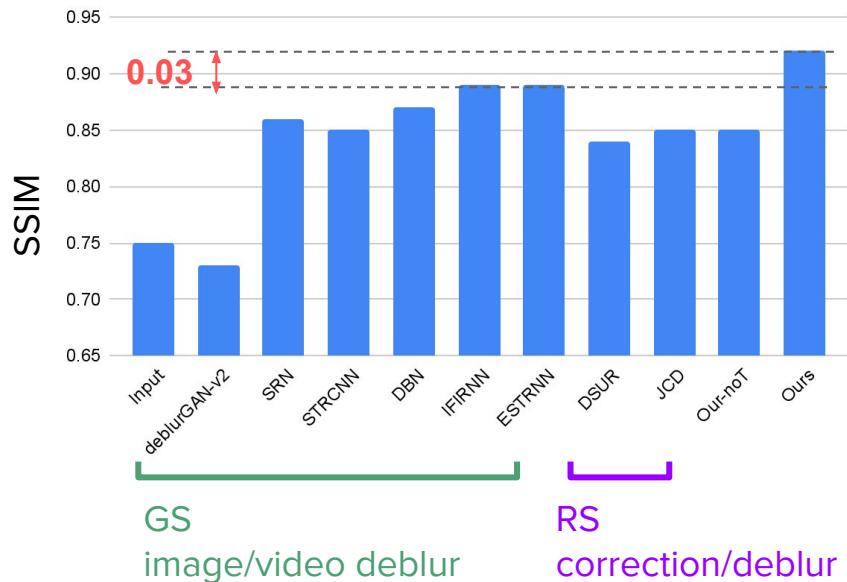
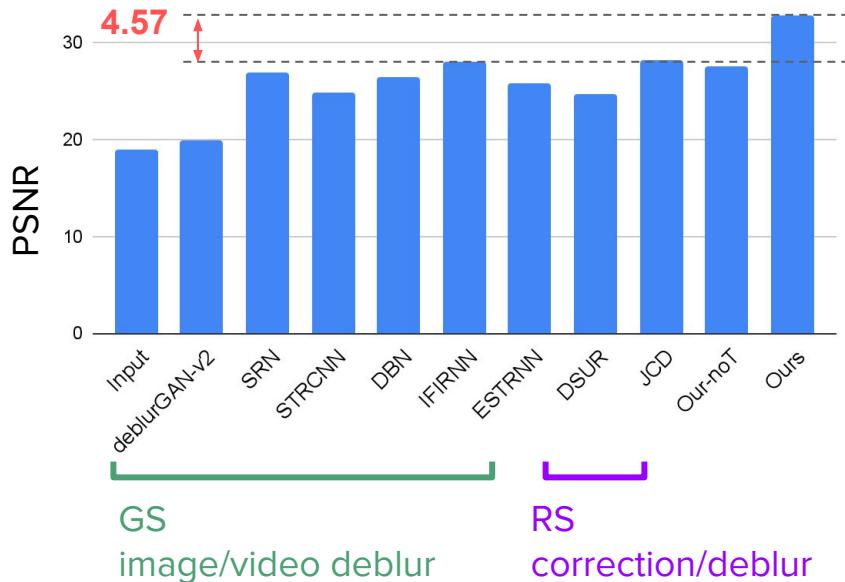


Results — qualitative comparisons

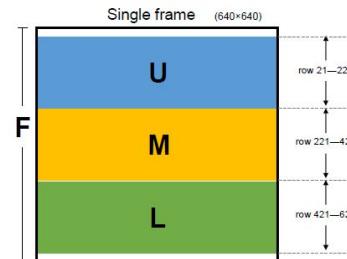
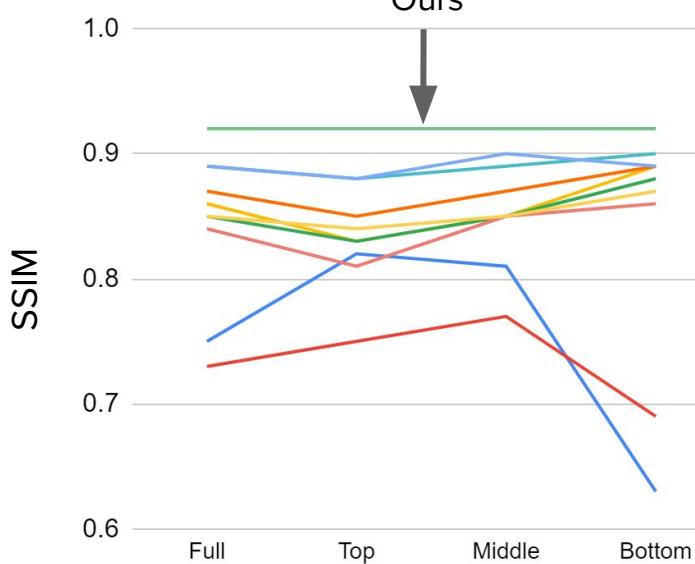
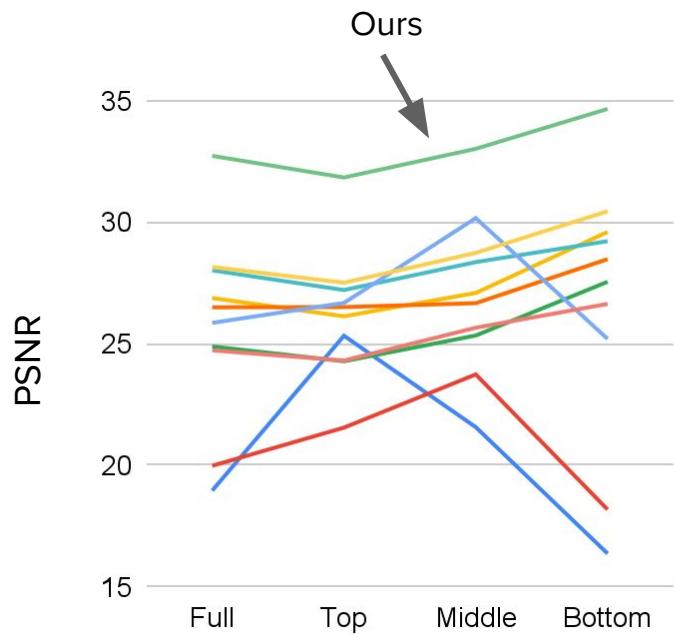
Exposure direction ↑



Results — quantitative comparisons

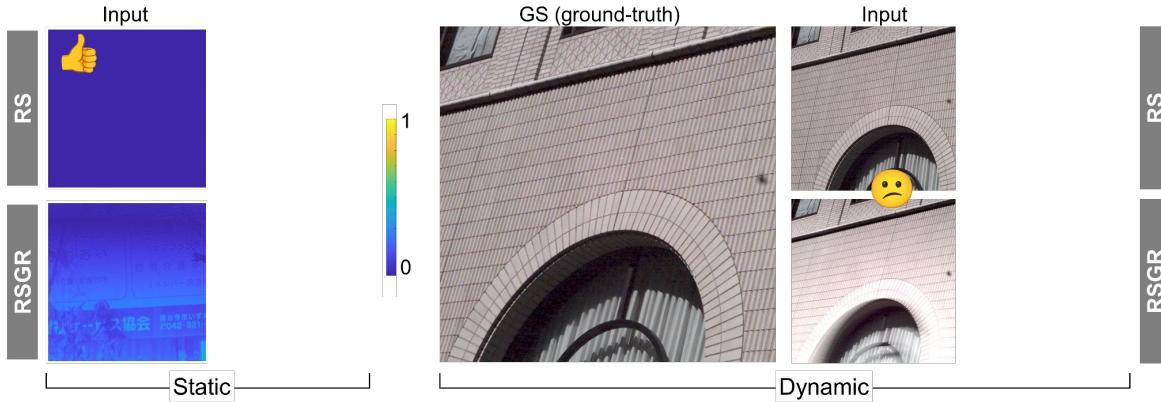


Results — quantitative comparisons

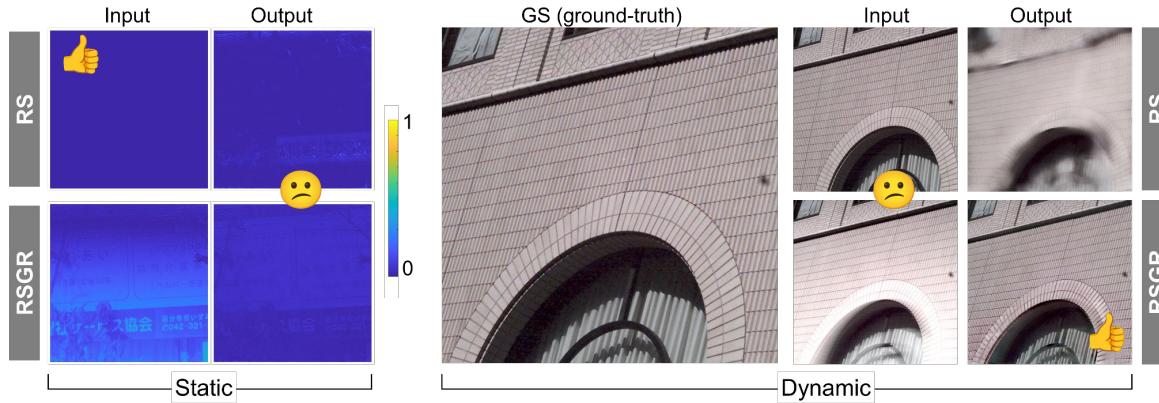


- Input
- deblurGAN-v2
- SRN
- STRCNN
- DBN
- IFIRNN
- ESTRNN
- DSUR
- JCD
- Ours

Discussion: RS vs. RSGR



Discussion: RS vs. RSGR

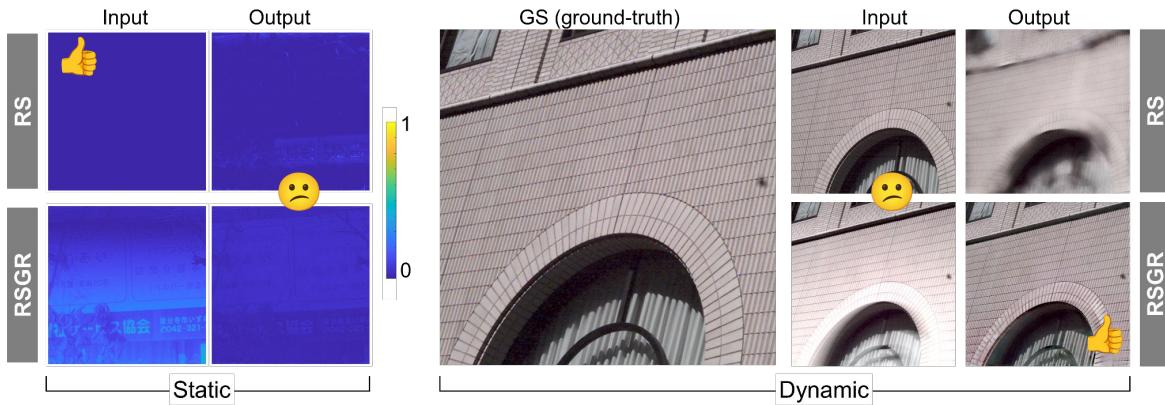


Zhuang+, Rolling-shutter-aware differential sfm and image rectification, ICCV'17.

DSUR: Liu+, Deep shutter unrolling network, CVPR'20.

JCD: Zhong+, Towards rolling shutter correction and deblurring in dynamic scenes, CVPR'21

Discussion: RS vs. RSGR



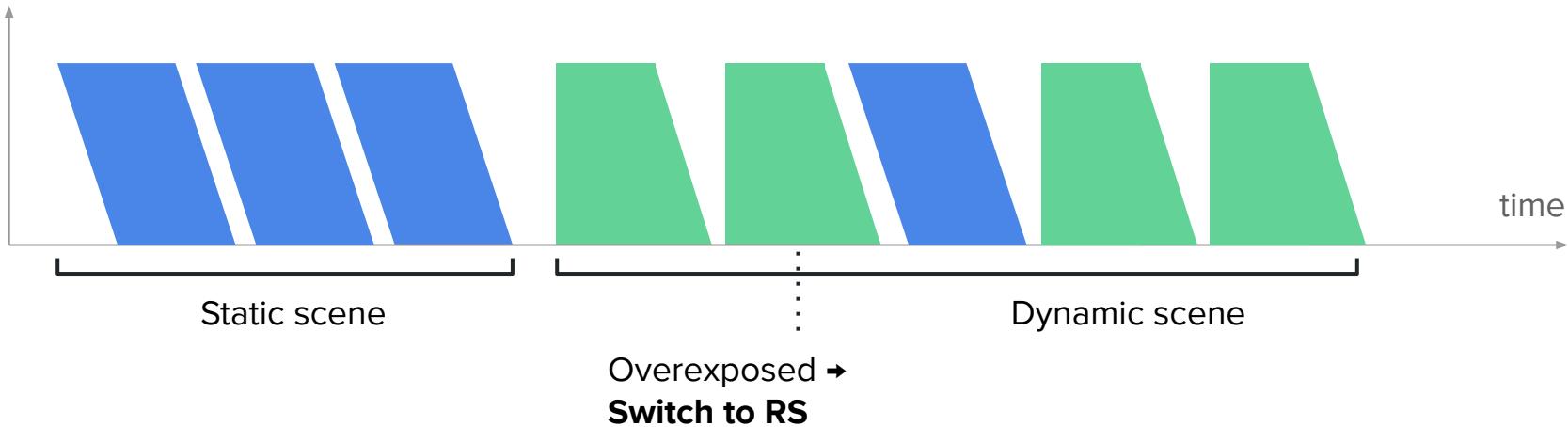
Method	Time/frame
Zhuang+	400.00 sec
RS correction	DSUR
	JCD
	Ours
	0.04 sec

Zhuang+, Rolling-shutter-aware differential sfm and image rectification, ICCV'17.

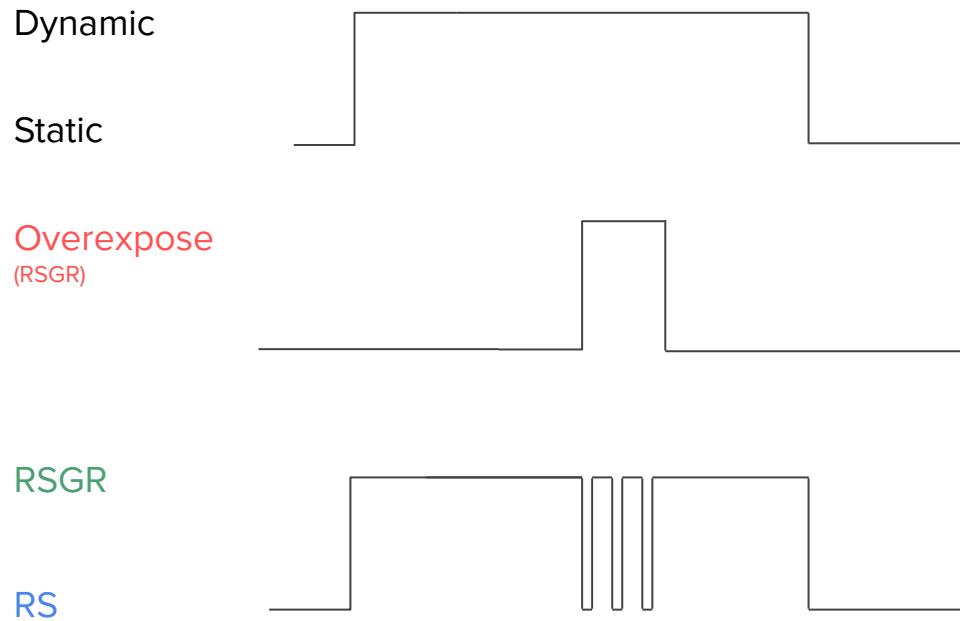
DSUR: Liu+, Deep shutter unrolling network, CVPR'20.

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Future direction: RS vs. RSGR \Rightarrow RS + RSGR



Future direction: RS vs. RSGR \Rightarrow RS + RSGR



Future direction: task-specific shutter modes for learning

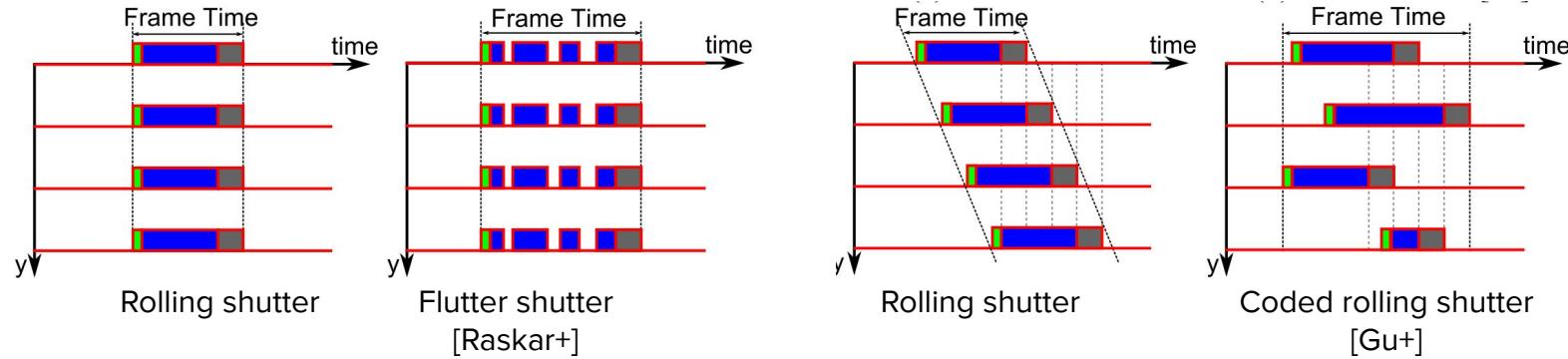


Figure borrowed from [Gu+]

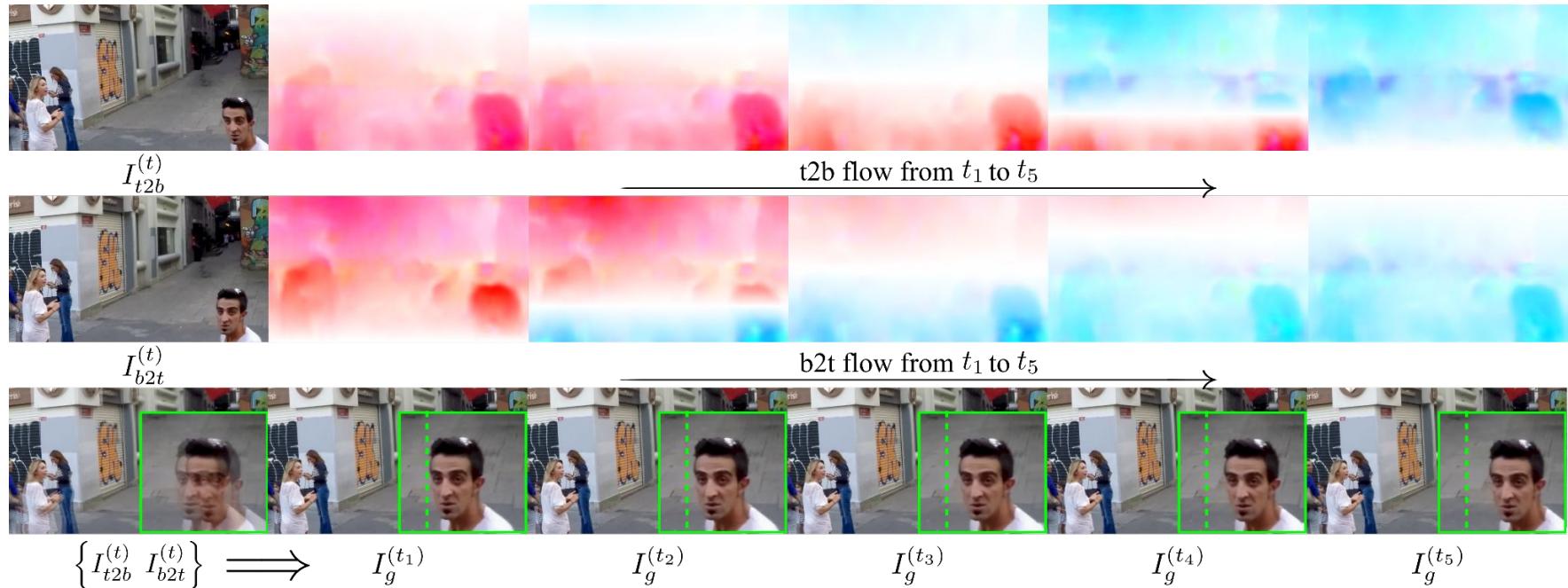
Feature II:

Dual Reversed Rolling Shutter

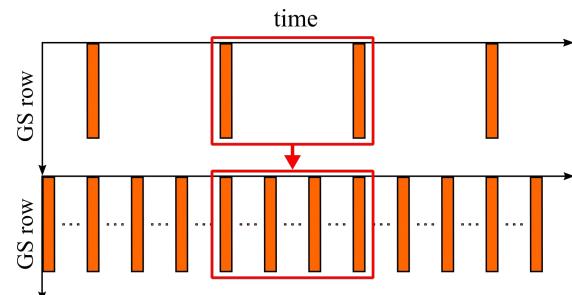
Zhihang Zhong, UTokyo

<https://zzh-tech.github.io/>

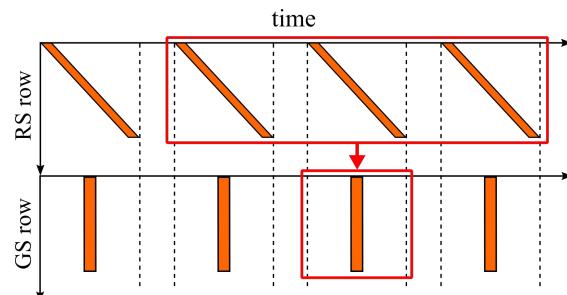
Bringing RS images alive with dual reversed distortion



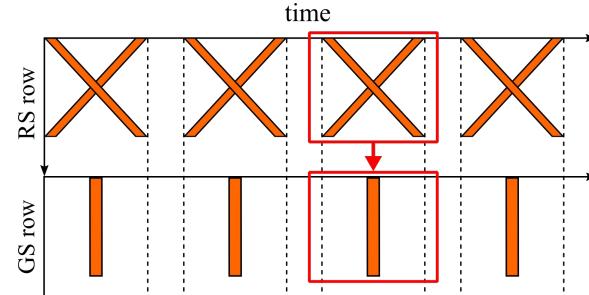
Relevant task settings



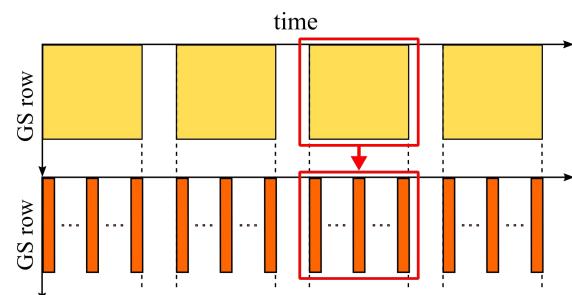
(a) Video frame interpolation



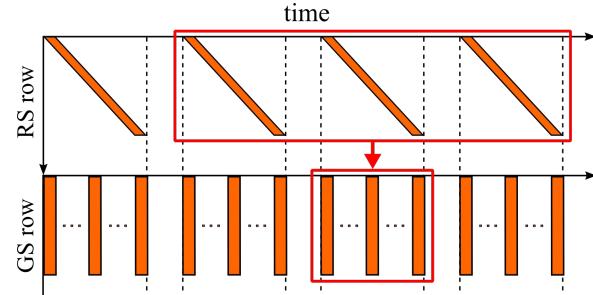
(b) RS correction



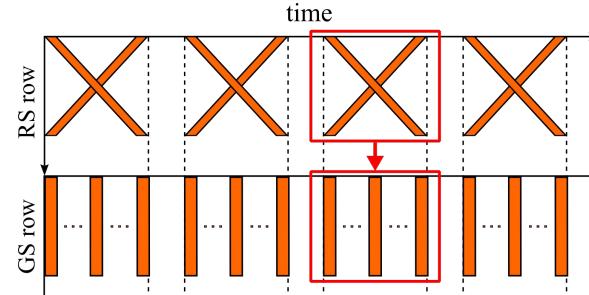
(c) Dual-RS correction



(d) Blur interpolation

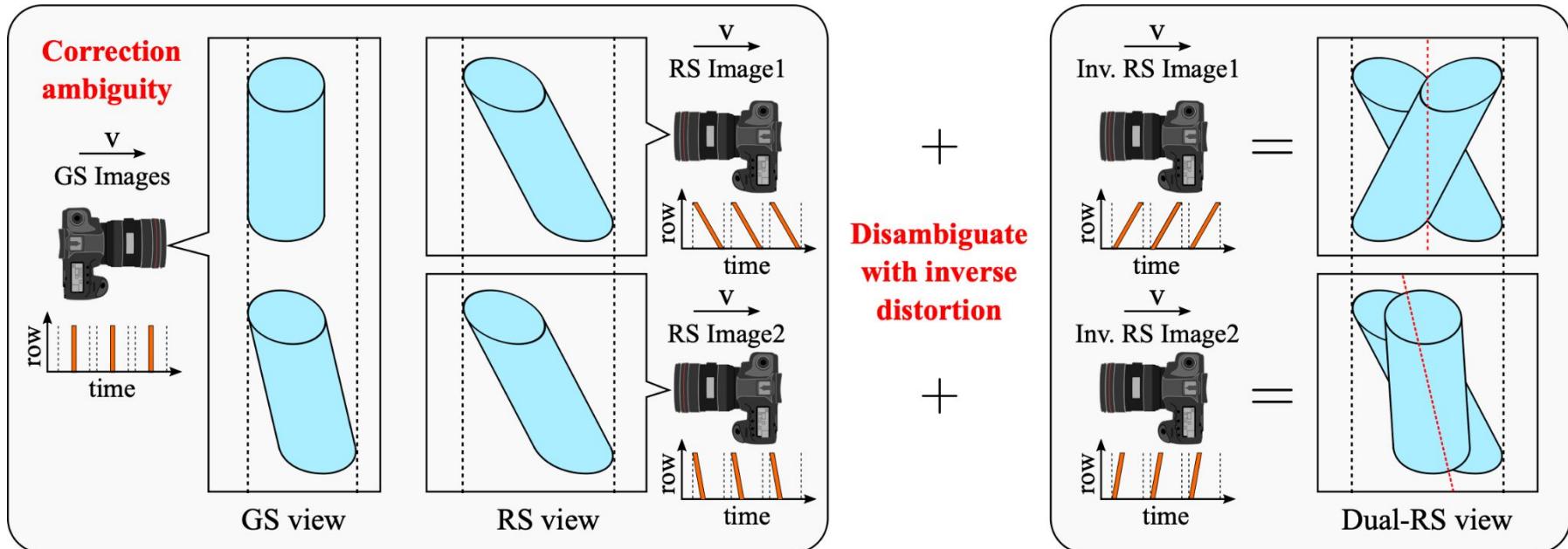


(e) RS interpolation

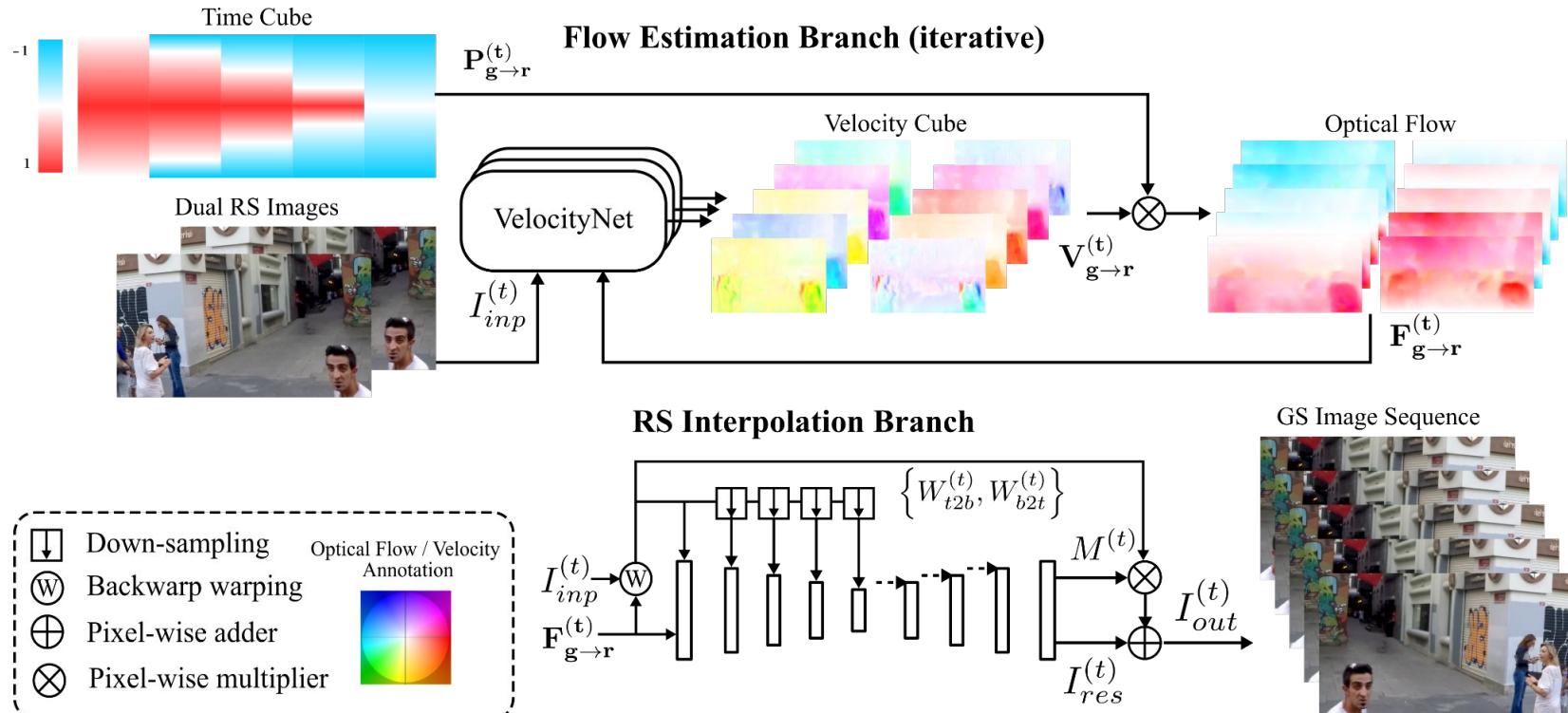


(f) Dual-RS interpolation

Why dual reversed distortion?



Neural network architecture (IFED)



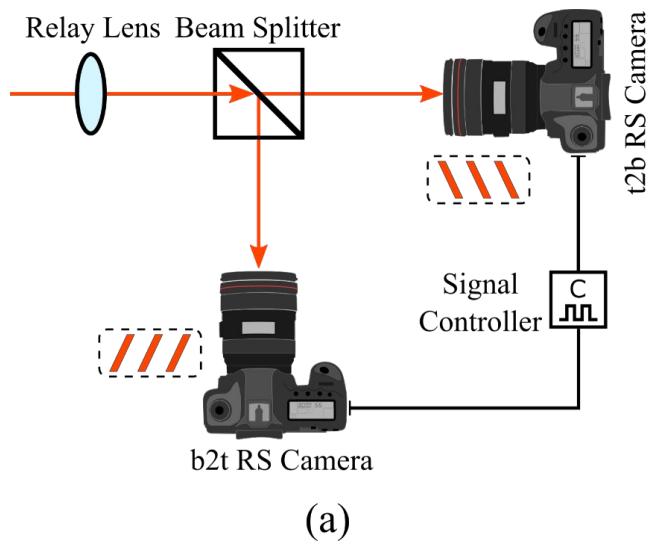
Dataset

Synthetic dataset (RS-GOPRO)

	train	validation	test
sequences	50	13	13
RS images	3554 ($\times 2$)	945 ($\times 2$)	966 ($\times 2$)
GS images	31986	8505	8694
resolution		960 \times 540	
row exposure		1.0 ms	
row readout		87 μ s	

Dataset

Real-world test set



(b)

Bringing Rolling Shutter Distorted Images Alive with Dual Reversed Distortion

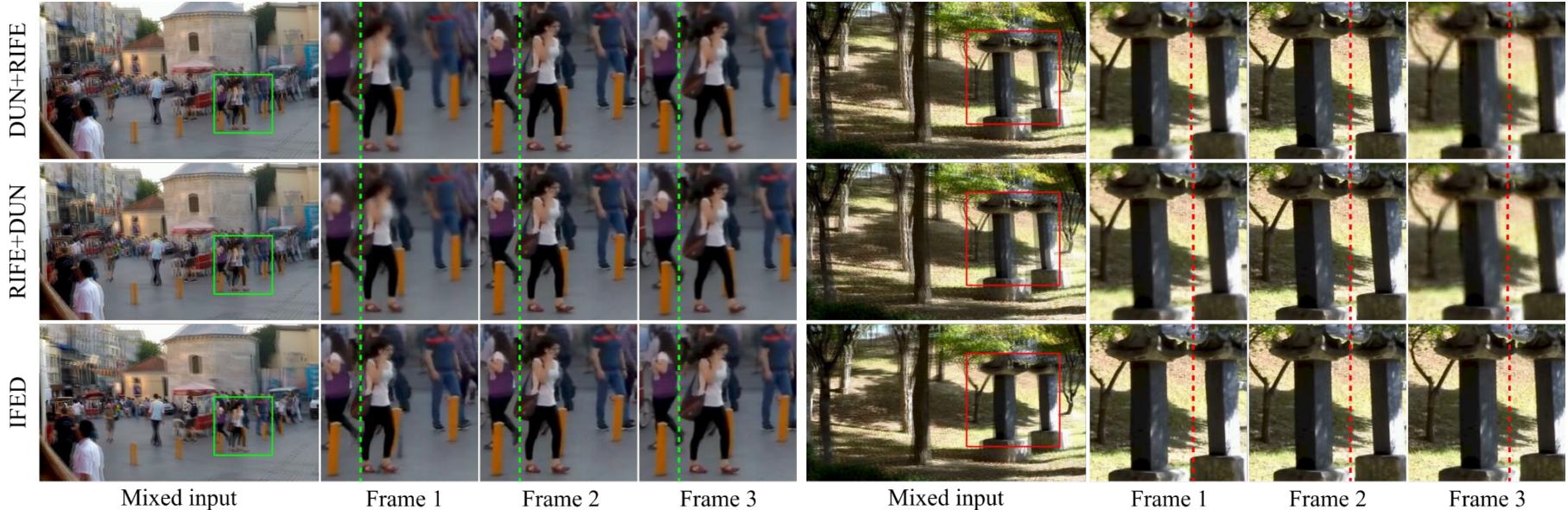
**Zhihang Zhong, Mingdeng Cao, Xiao Sun, Zhirong Wu,
Zhongyi Zhou, Yinqiang Zheng, Stephen Lin and Imari Sato**

Experiments – compared to cascaded solution

Quantitative results on RS-GOPRO. f# denotes # of frames extracted from the input RS images.

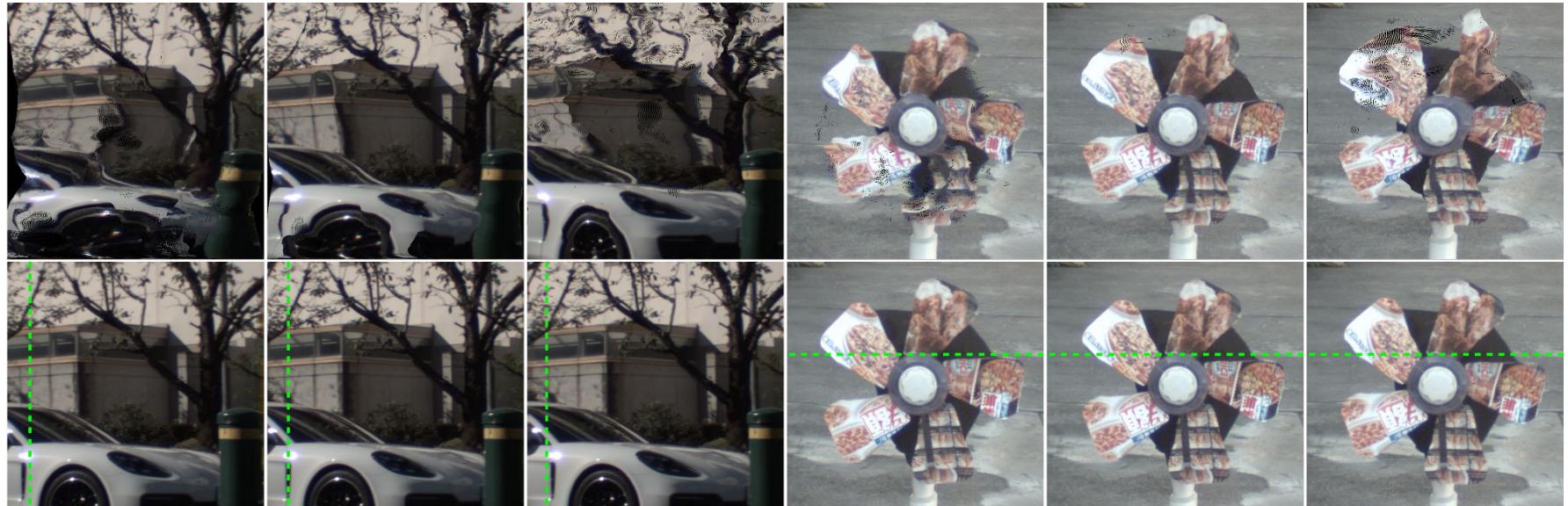
	PSNR ↑	SSIM ↑	LPIPS ↓
DUN (f1)	26.37	0.836	0.058
DUN + RIFE (f3)	25.38	0.788	0.159
DUN + RIFE (f5)	25.45	0.798	0.111
DUN + RIFE (f9)	25.31	0.795	0.102
RIFE + DUN (f3)	23.05	0.719	0.124
RIFE + DUN (f5)	22.28	0.692	0.118
RIFE + DUN (f9)	21.88	0.677	0.113
IFED (f1)	32.07	0.934	0.028
IFED (f3)	28.48	0.872	0.058
IFED (f5)	29.79	0.897	0.049
IFED (f9)	30.34	0.910	0.046

Experiments – compared to cascaded solution



Experiments – compared to single RS temporal solution

Fan and Dai



Frame 1

Frame 2

Frame 3

Frame 1

Frame 2

Frame 3

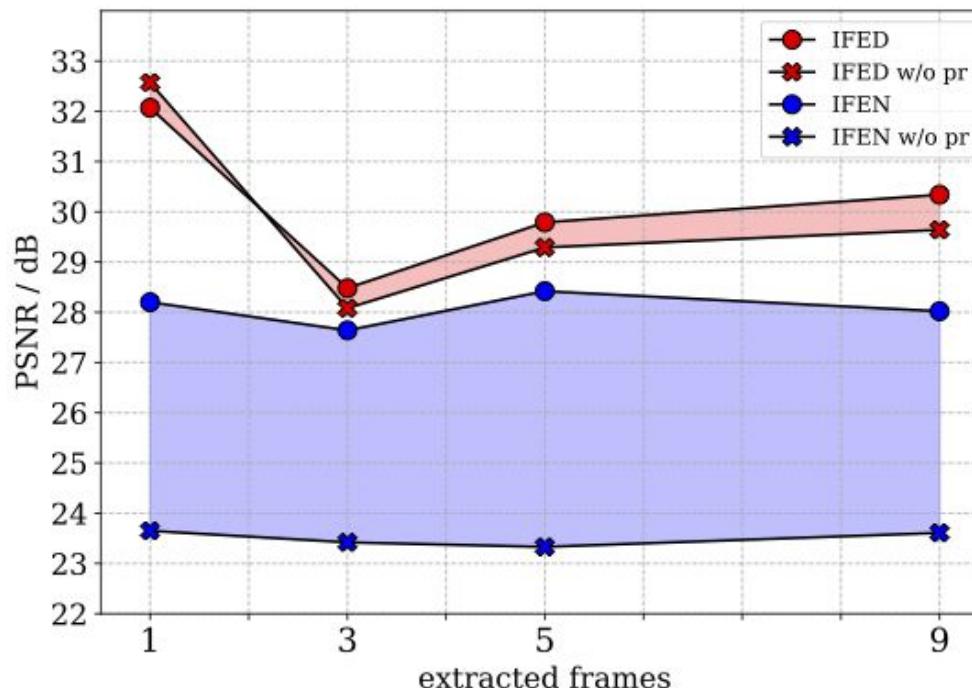
Experiments – robustness to different readout settings



Ablation studies

IFED: dual reversed RS solution

IFEN: single RS temporal solution

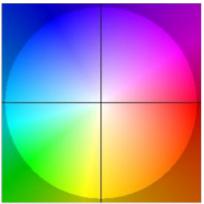


Ablation studies – dual RS



Ablation studies – time cube prior

Optical Flow
Annotation



t2b



b2t



Dual Inputs



Optical Flow Sequence w/o RS Time Cube (t2b)



Velocity Field Sequence (t2b)

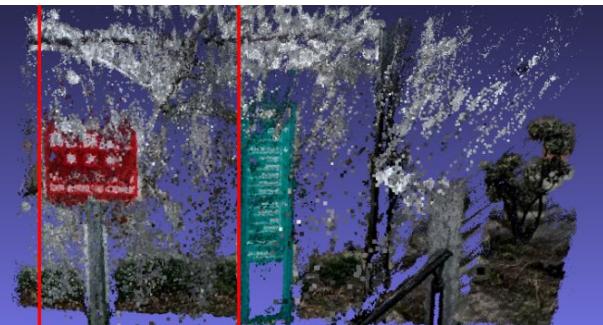


Optical Flow Sequence w/ RS Time Cube (t2b)

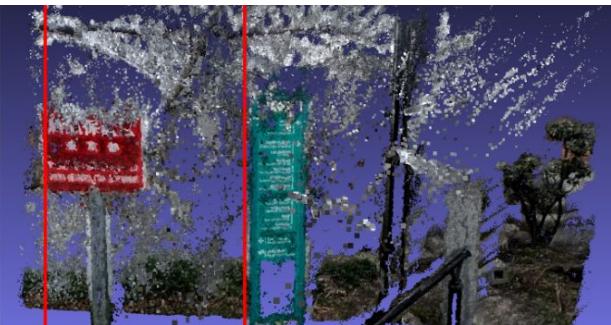
Discussion – benefits for other task



(a) Reconstructed 3D with RS

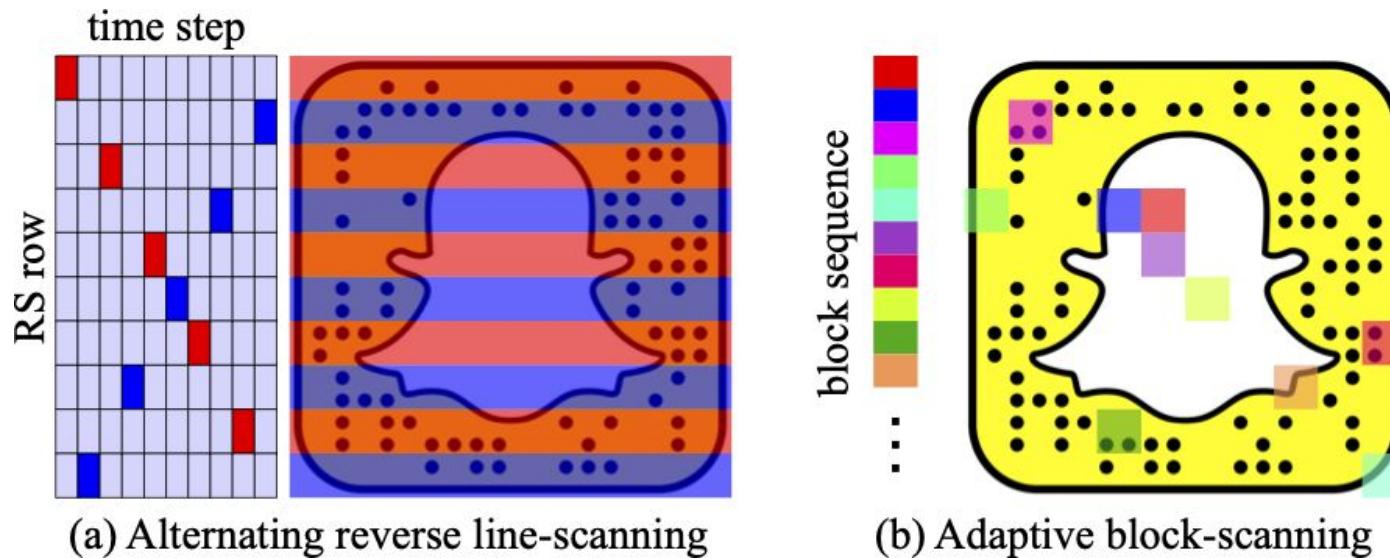


(b) Reconstructed 3D with ours



(c) Reconstructed 3D with GS

Discussion – programmable rolling shutter scanning mode



New trends with combination of hardware features and deep learning

Q & A



