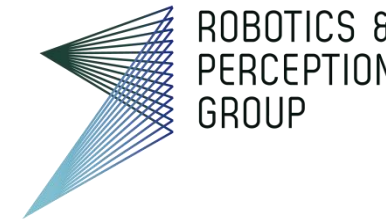




University of  
Zurich <sup>UZH</sup>

**ETH** zürich

Institute of Informatics – Institute of Neurominformatics



# Events-to-Video: Bringing Modern Computer Vision to Event Cameras

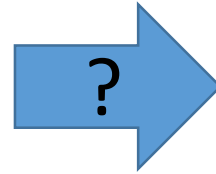
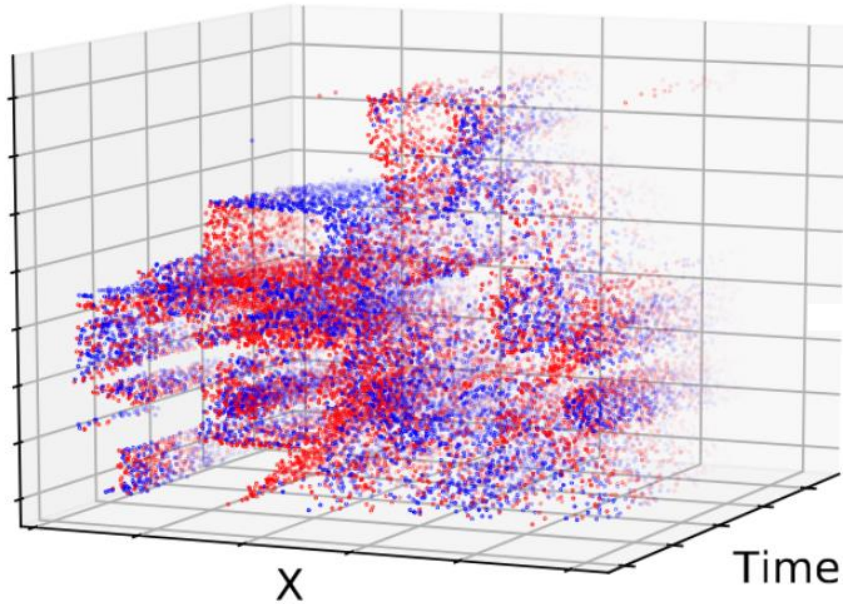
Henri Rebecq, René Ranftl, Vladlen Koltun, Davide Scaramuzza

Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF](#) [Video](#).

Rebecq et al., “High Speed and High Dynamic Range Video with an Event Camera”, arXiv, 2019. [PDF](#) [Video](#) [Code](#)

*Can we turn event data into a high quality video?*

**Yes!**



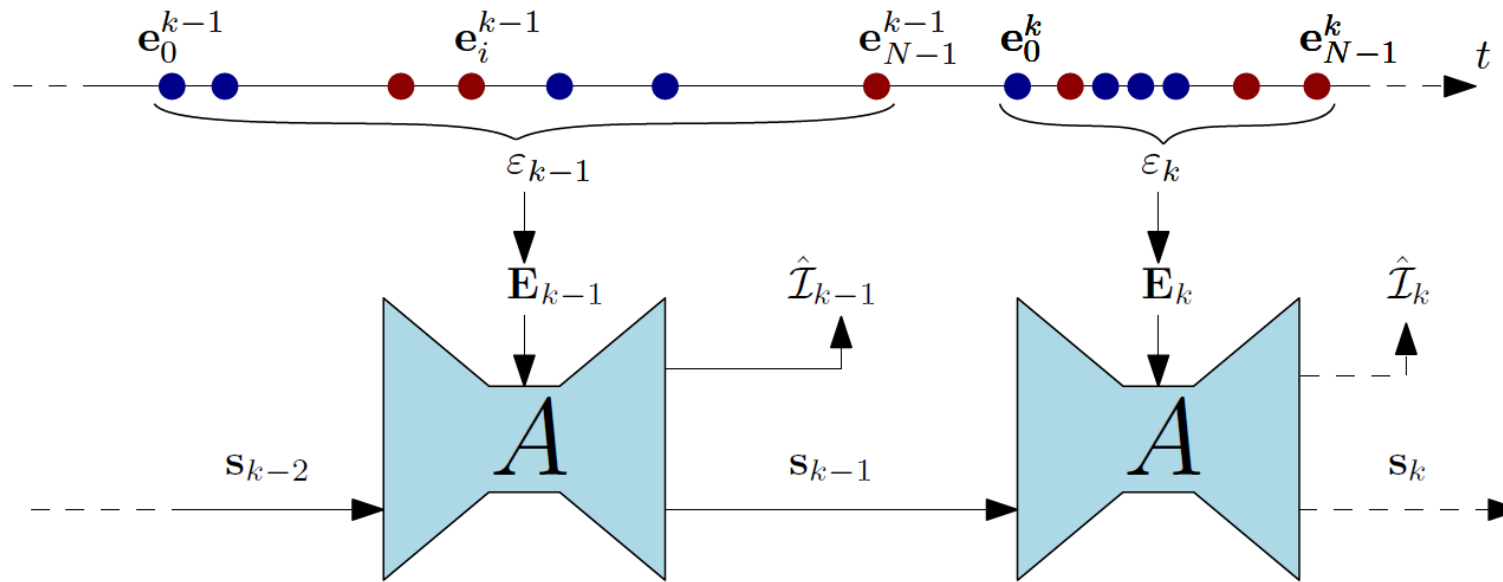
**How?**

**What can we do with it?**

# Our method<sup>[1]</sup>

## Overview

- Recurrent neural network (main module: Unet<sup>[2]</sup>)
- Input: sequences of *event tensors* (spatio-temporal volumes of events<sup>[3]</sup>)



[1] Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF](#) [Video](#).

[2] Ronneberger et al., U-Net: Convolutional Networks for Biomedical Image Segmentation, MICCAI’15

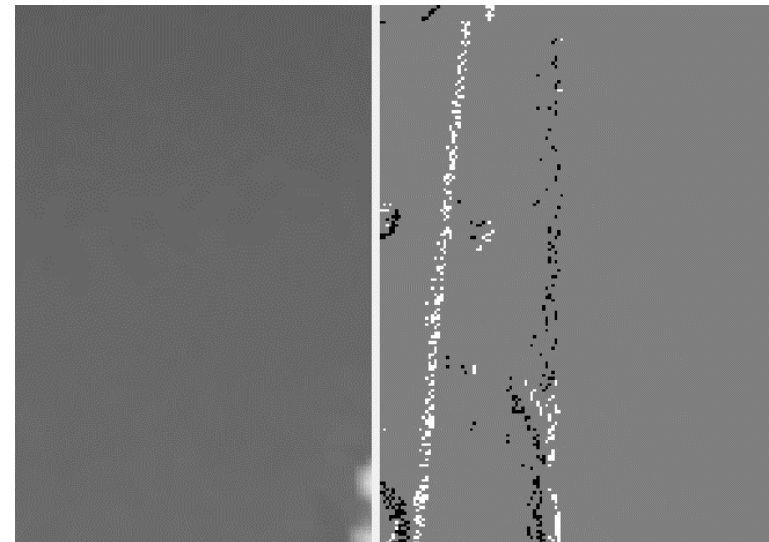
[3] Zhu et al., Unsupervised Event-based Learning of Optical Flow, Depth and Egomotion, CVPR’19

# Our method<sup>[1]</sup>

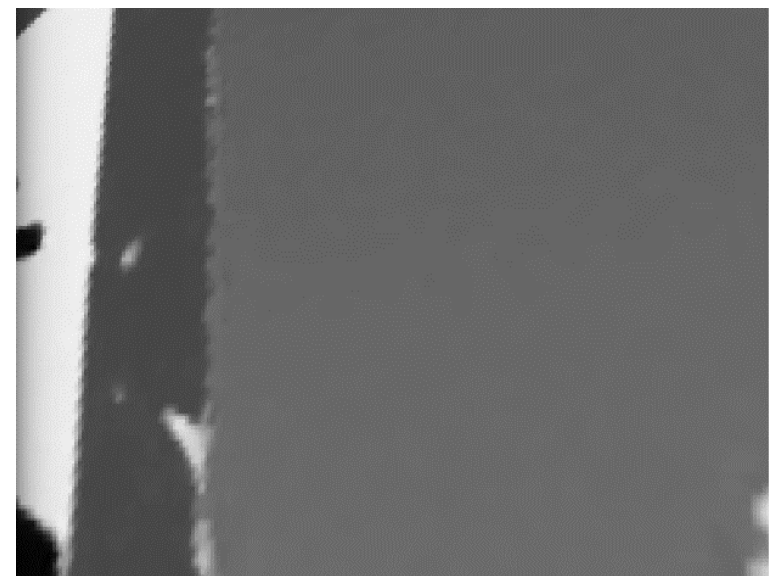
## Training Data

### *How to get aligned {events, video} pairs?*

- Our method: simulate events<sup>[2]</sup> by applying random motions to real images (MS-COCO).
- 45 minutes of simulated events + ground truth videos used for training.
- **The network generalizes very well to real events!**



Synthetic events



Ground truth video

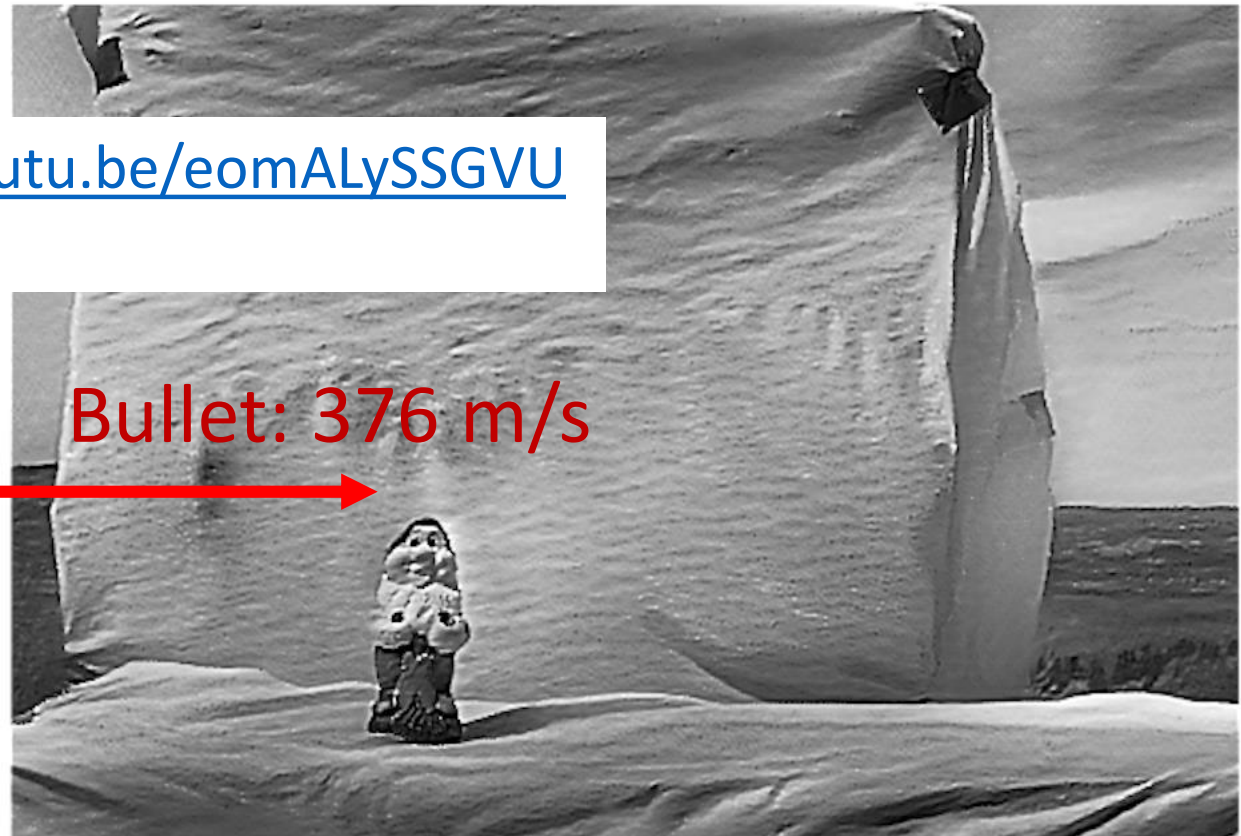
[1] Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF](#) [Video](#).

[2] Rebecq et al., ESIM: an Open Event Camera Simulator, CoRL’18 ([open source](#))

# High Framerate Video



<https://youtu.be/eomALySSGVU>



**Huawei P20 Pro (240 FPS)**

Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF](#) [Video](#).

Rebecq et al., “High Speed and High Dynamic Range Video with an Event Camera”, arXiv, 2019. [PDF](#) [Video](#) [Code](#)

**Our reconstruction (5400 FPS)**

Real time



# High Framerate Video



<https://youtu.be/eomALySSGVU>

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**Our reconstruction (5400 FPS)**

**100 x slow motion**

# High Framerate Video



Apple iPad (120 FPS)



Our reconstruction (4800 FPS)

Real time

\* different sequences, recorded in identical conditions

Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF Video](#).

Rebecq et al., “High Speed and High Dynamic Range Video with an Event Camera”, arXiv, 2019. [PDF Video Code](#)



# High Framerate Video



Apple iPad (120 FPS)



Our reconstruction (4800 FPS)

100 x slow motion

\* different sequences, recorded in identical conditions

Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF](#) [Video](#).

Rebecq et al., “High Speed and High Dynamic Range Video with an Event Camera”, arXiv, 2019. [PDF](#) [Video](#) [Code](#)



# HDR Video

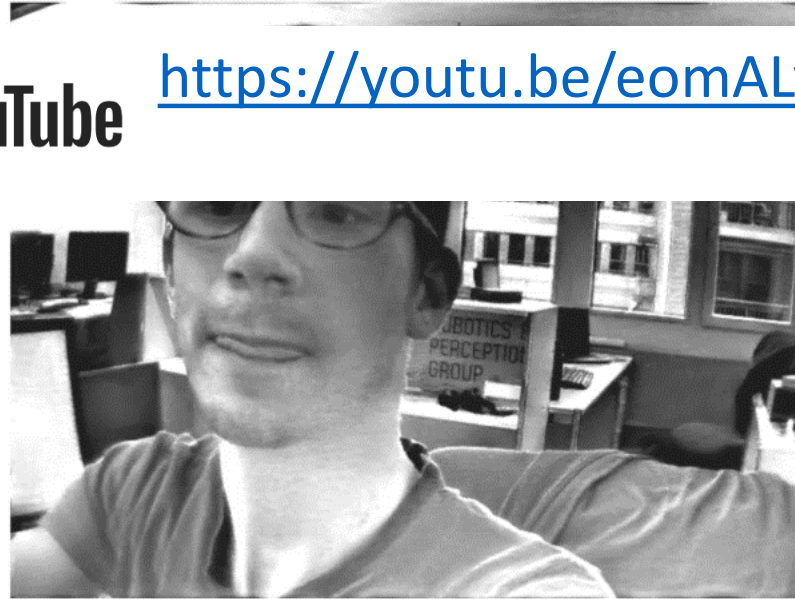
## Selfie video



**Events**



<https://youtu.be/eomALySSGVU>



**Our reconstruction**



**Phone camera**

Rebecq et al., "Events-to-Video: Bringing Modern Computer Vision to Event Cameras", CVPR19. [PDF Video](#).

Rebecq et al., "High Speed and High Dynamic Range Video with an Event Camera", arXiv, 2019. [PDF Video Code](#)

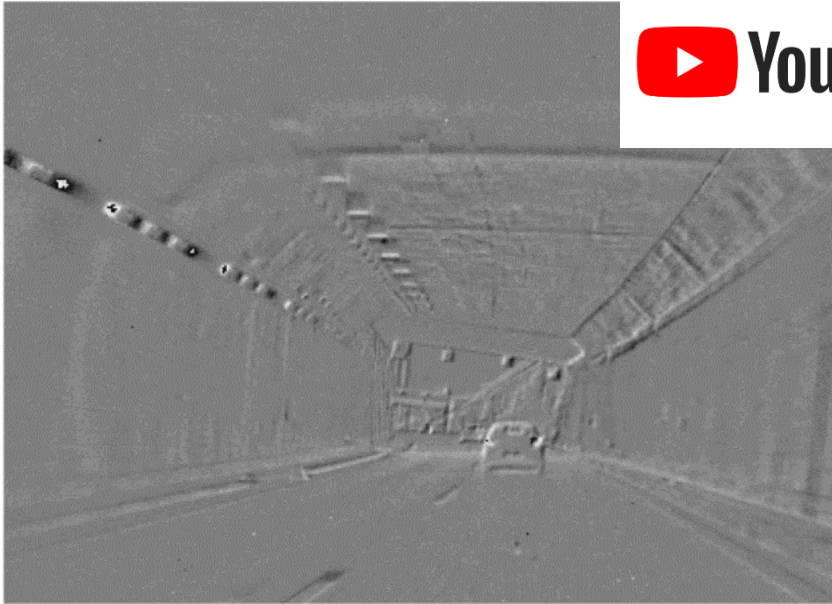
# HDR Video

Driving out of a tunnel

## Driving out of a tunnel



<https://youtu.be/eomALySSGVU>



**Events**



**Our reconstruction**



**Phone camera**

Rebecq et al., "Events-to-Video: Bringing Modern Computer Vision to Event Cameras", CVPR19. [PDF Video](#).

Rebecq et al., "High Speed and High Dynamic Range Video with an Event Camera", arXiv, 2019. [PDF Video Code](#)

# Downstream applications

*Can we apply off-the-shelf computer vision algorithms to video reconstructions?*

# Downstream applications (object detection)



Events



<https://youtu.be/eomALySSGVU>



Our reconstruction + object detections (YOLOv3)

Rebecq et al., "Events-to-Video: Bringing Modern Computer Vision to Event Cameras", CVPR19. [PDF Video](#).

Rebecq et al., "High Speed and High Dynamic Range Video with an Event Camera", arXiv, 2019. [PDF Video Code](#)



# Downstream applications (monocular depth)



Events

Our reconstruction

Monocular depth

[1] Li et al., MegaDepth: Learning Single-View Depth Prediction from Internet Photos, CVPR'18

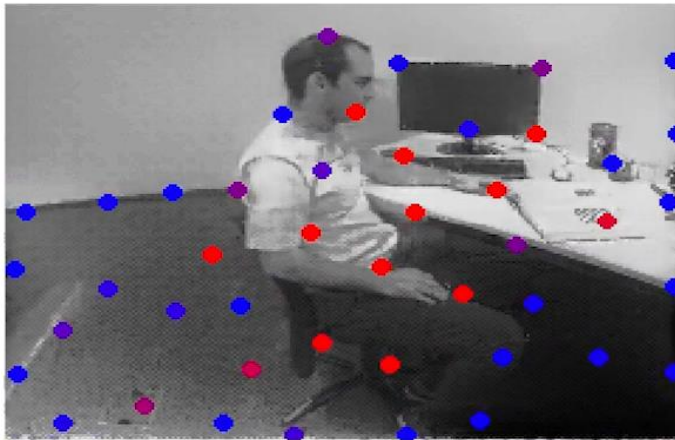
Rebecq et al., "Events-to-Video: Bringing Modern Computer Vision to Event Cameras", CVPR19. [PDF](#) [Video](#).

Rebecq et al., "High Speed and High Dynamic Range Video with an Event Camera", arXiv, 2019. [PDF](#) [Video](#) [Code](#)

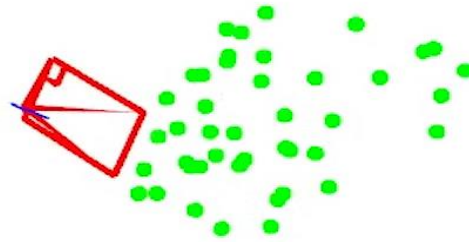
# Downstream applications (visual odometry)



Events



Our reconstruction  
+ tracked features



YouTube

<https://youtu.be/eomALySSGVU>

VINS-Mono running on our reconstruction  
from events

Rebecq et al., “Events-to-Video: Bringing Modern Computer Vision to Event Cameras”, CVPR19. [PDF](#) [Video](#).

Rebecq et al., “High Speed and High Dynamic Range Video with an Event Camera”, arXiv, 2019. [PDF](#) [Video](#) [Code](#)

# Conclusions

- Videos reconstructed from events are on par with conventional cameras!
  - ✓ High framerate
  - ✓ High dynamic range
- Sim2Real transfer works for event data! Potential application to many other tasks.
- Off-the-shelf computer vision algorithms work very well on the reconstructions.
- Event sensors are getting mature (higher resolution and quality).

## **Live demo at the workshop!**

Reconstruction code + pretrained models available at:

<http://rpg.ifi.uzh.ch/E2VID>

Many event datasets available at:

[https://github.com/uzh-rpg/event-based\\_vision\\_resources#datasets](https://github.com/uzh-rpg/event-based_vision_resources#datasets)

Our event camera simulator ESIM available at:

<http://rpg.ifi.uzh.ch/esim>



# Thank you!



Huawei P20 Pro (240 FPS)



Our reconstruction (5400 FPS)