

Disparity Compensated View Filters (DCVF): Experiments and Results



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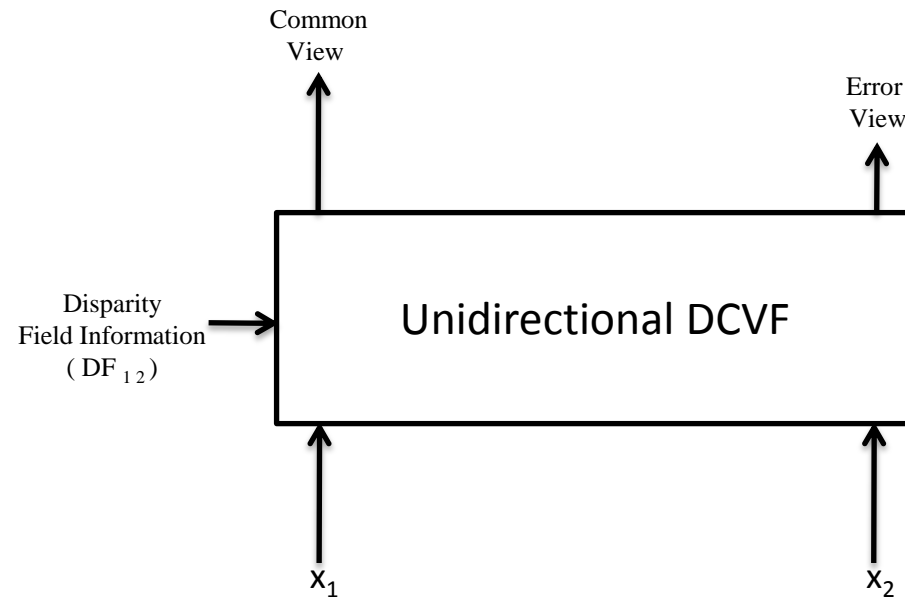
SE-10044 Stockholm, Sweden



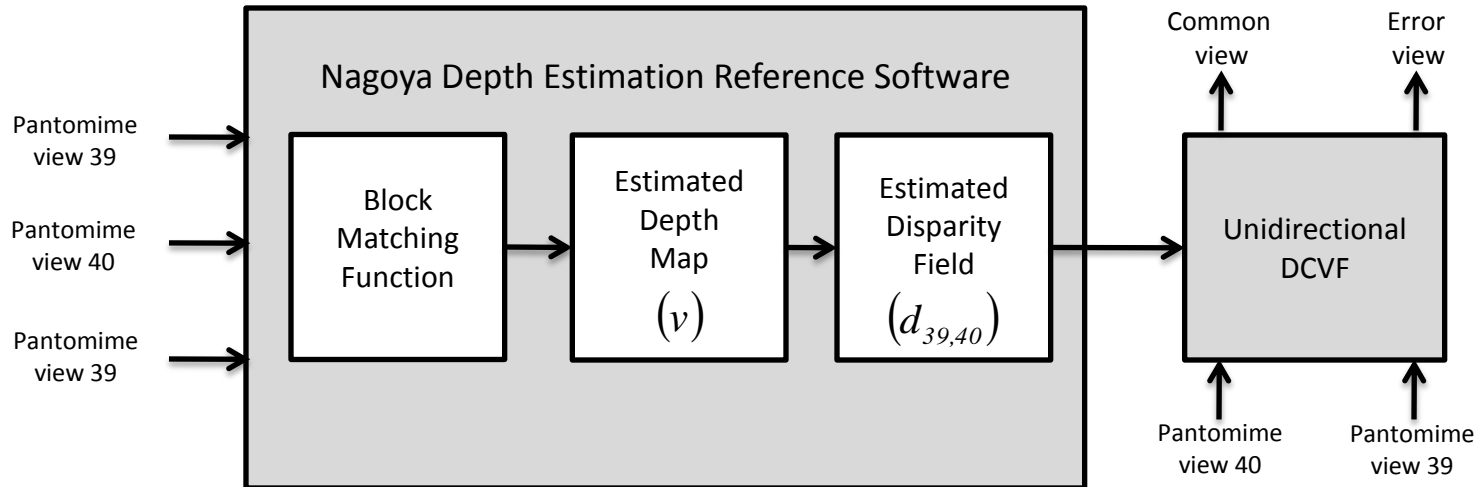
Outline

- Unidirectional DCVF
- Bidirectional DCVF

Unidirectional DCVF



Experiment with Unidirectional DCVF



d = Disparity vector field

v = Depth map intensity

f = Camera focal length

l = Camera interval

Δd = Camera offset

Z_{near} = Farthest clipping plane

Z_{far} = Nearest clipping plane

$$d = \left[f \cdot l \cdot \left(\frac{v}{255} \left(\frac{1.0}{Z_{near}} - \frac{1.0}{Z_{far}} \right) - \frac{1.0}{Z_{far}} \right) - \Delta d \right]$$

DCVF on the Modified Pantomime

Energy ratio = 0.46 %

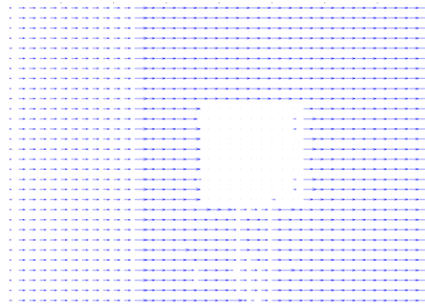
Common view



Error view



Disparity
Vector Field



DCVF

Modified
Pantomime
view 39



Modified
Pantomime
view 40



DCVF on the Pantomime

Energy ratio = 0.42 %

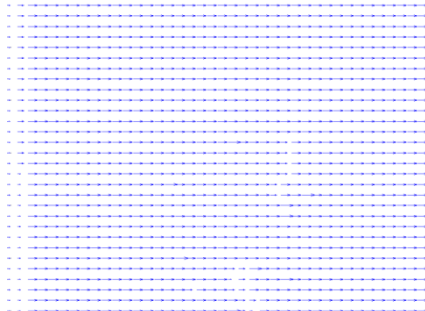
Common view



Error view



Disparity
Vector Field



DCVF

Modified
Pantomime
view 39



Modified
Pantomime
view 40



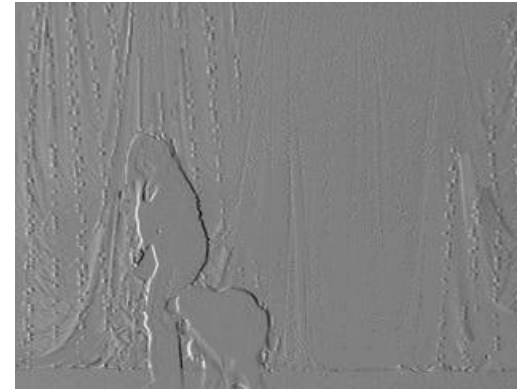
DCVF on the dog

Energy ratio = 2.41 %

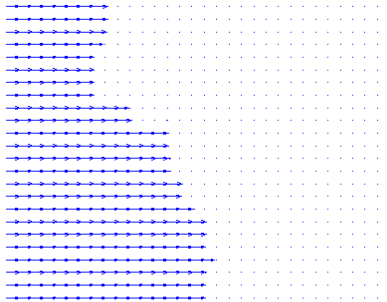
Common view



Error view



Disparity
Vector Field



DCVF

Dog view 40



Dog view 41



DCVF On the Champagne tower

Energy ratio = 2.01 %

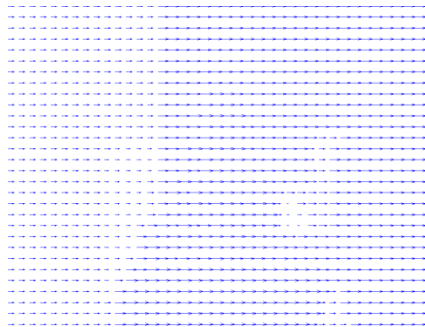
Common view



Error view



Disparity
Vector Field



DCVF

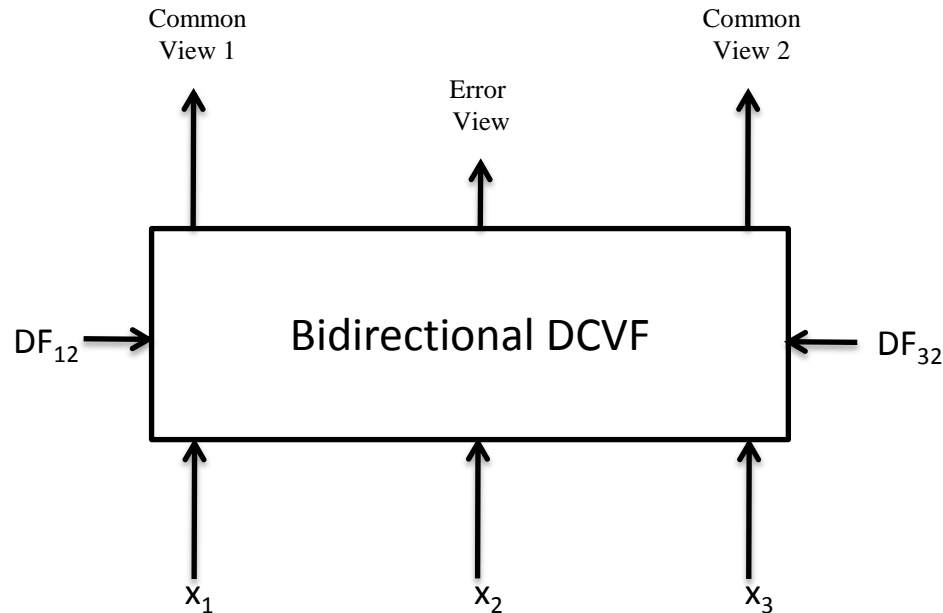
Champagne
view 40



Champagne
view 41

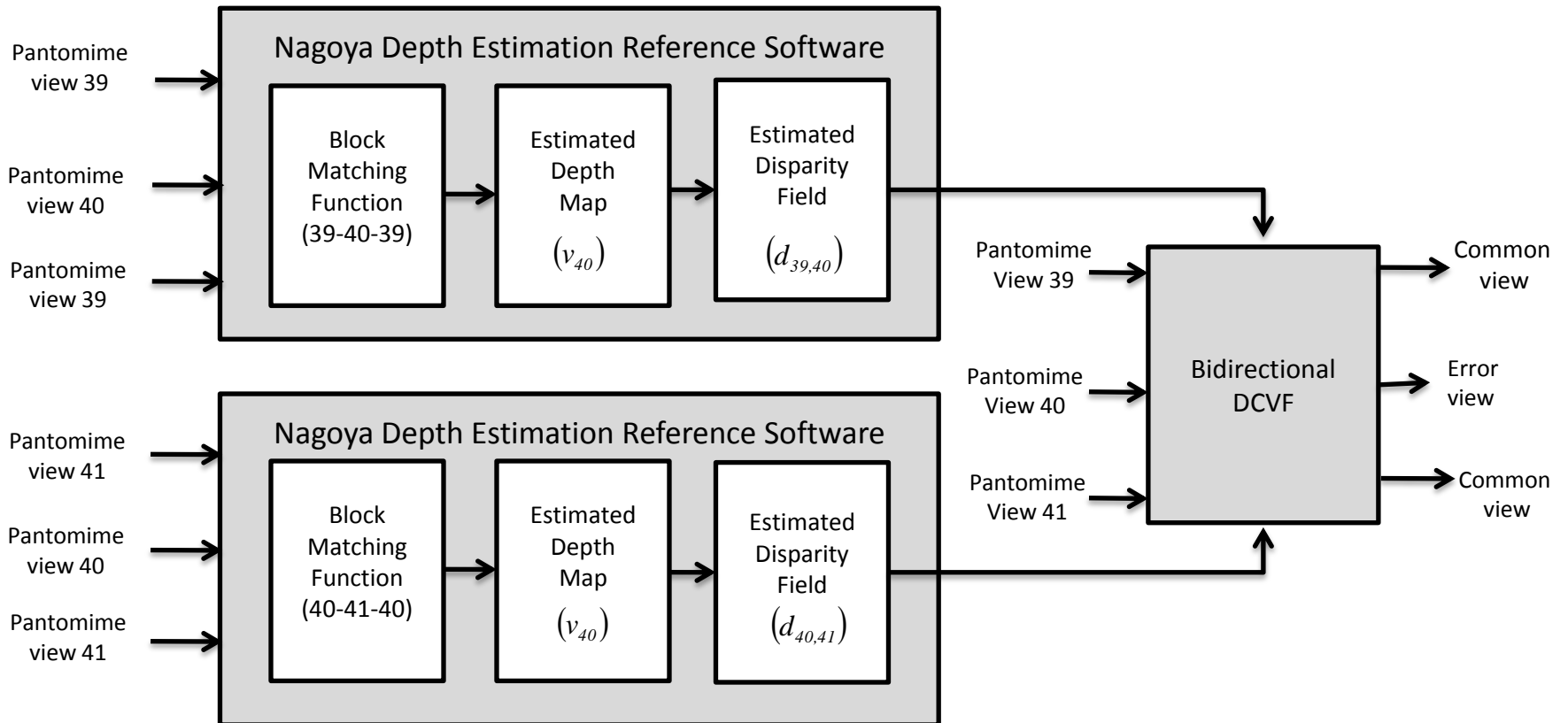


Bidirectional Disparity Compensated View Filter



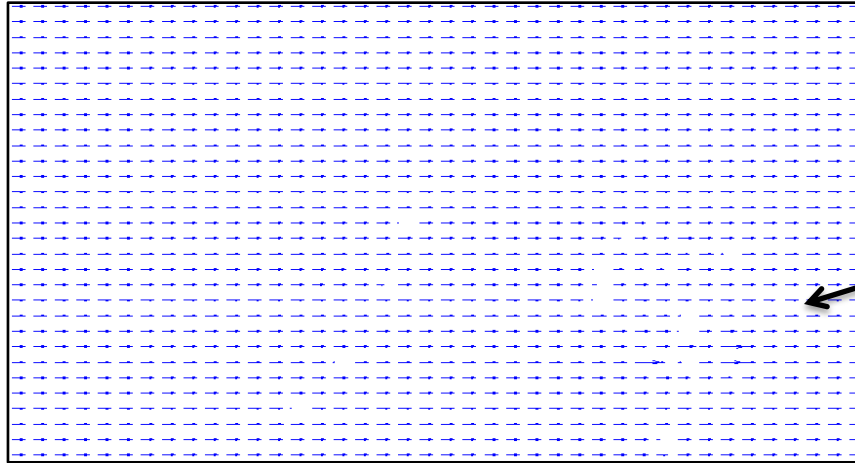
- Takes sequence of 3 views
- Consider up to two disparity vector fields per view
- Energy concentrated into two common views and one error view

Experiment-(1) with Bidirectional DCVF

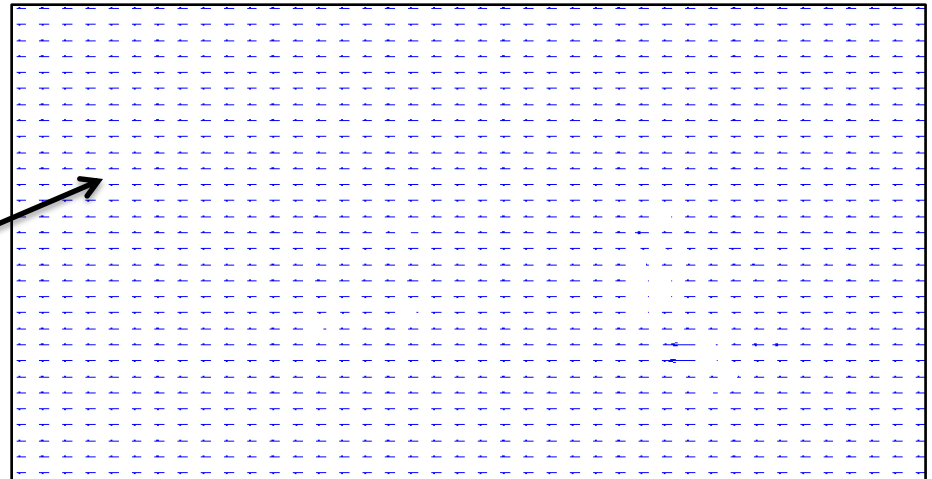


(Legacy of the disparity field estimation tool)

Bidirectional Disparity Vector Field



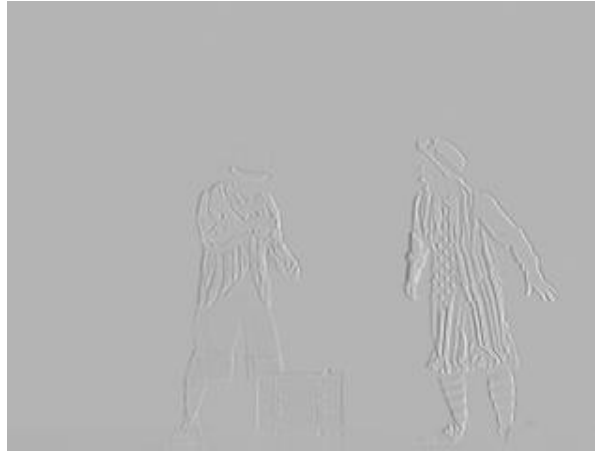
DVF between Pantomime
view 39 and 40



DVF between Pantomime
view 40 and 41

Experiment -(1) Results

Energy ratio = 0.37 %



Error view

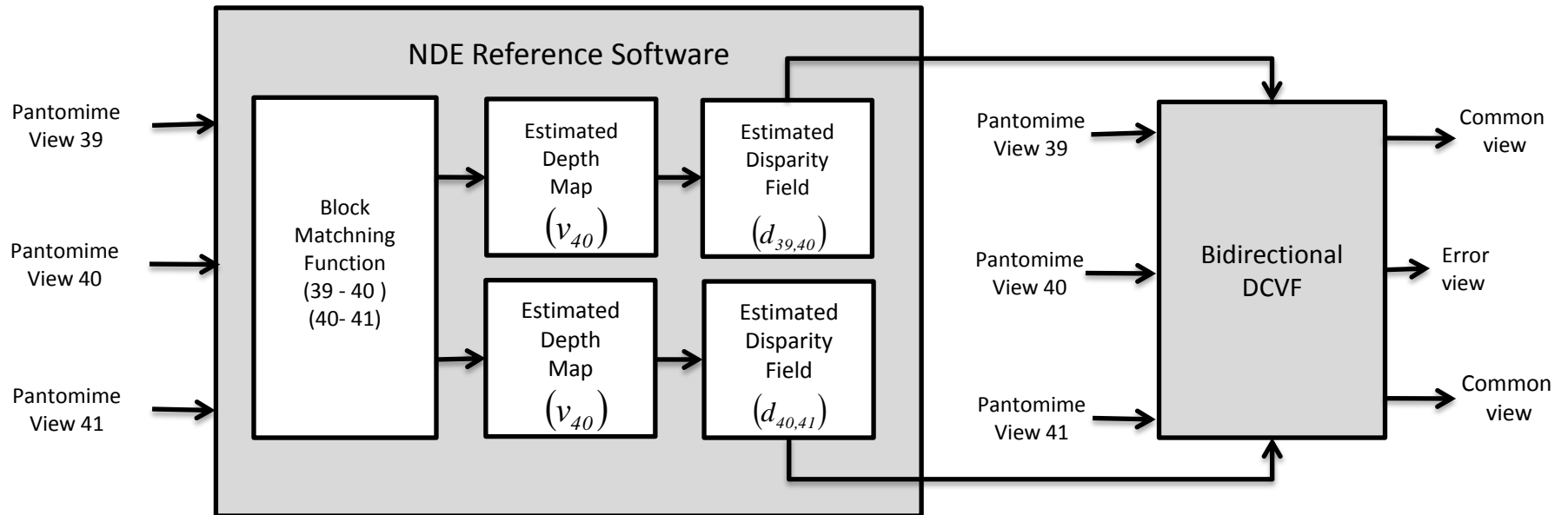


Common view between
view 39 and 40



Common view between
view 40 and 41

Experiment-(2) with Bidirectional DCVF



$$d = \left[f \cdot l \cdot \left(\frac{v}{255} \left(\frac{1.0}{Z_{near}} - \frac{1.0}{Z_{far}} \right) - \frac{1.0}{Z_{far}} \right) - \Delta d \right]$$

Experiment –(2) Results

Energy ratio = 0.18 %



Common view between
view 39 and 40

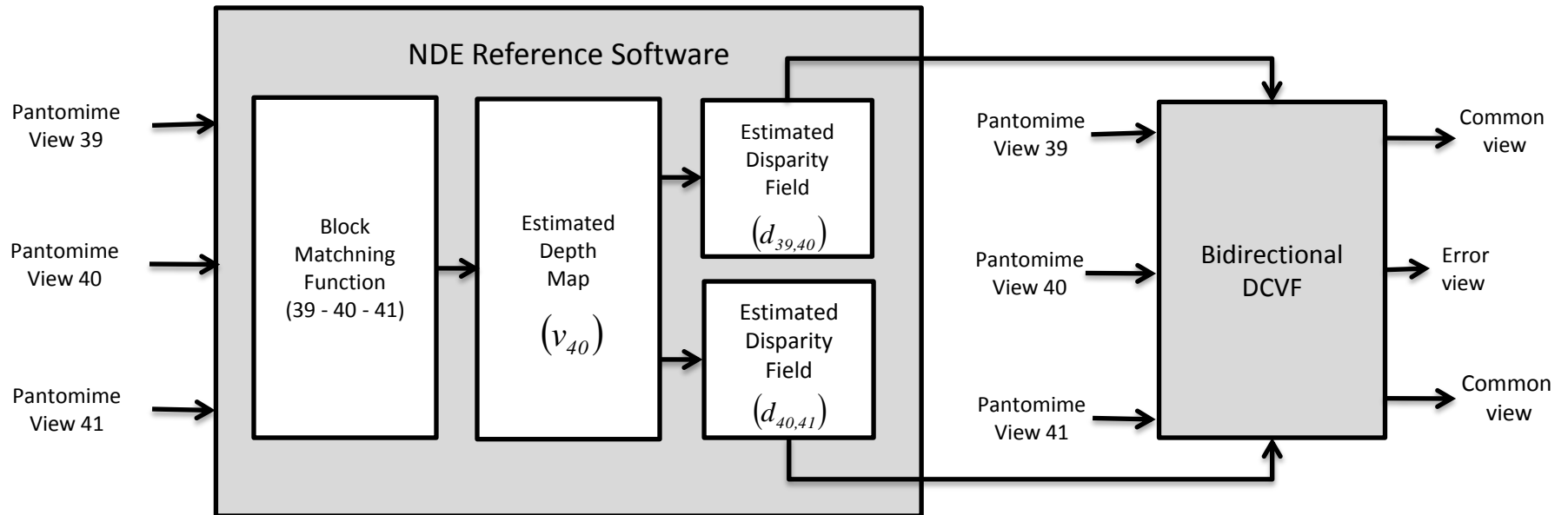


Error view



Common view between
view 40 and 41

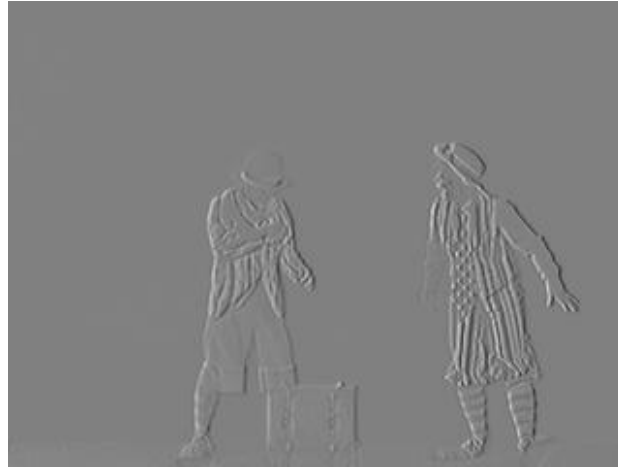
Experiment-(3) with Bidirectional DCVF



$$d = \left[f \cdot l \cdot \left(\frac{v}{255} \left(\frac{1.0}{Z_{near}} - \frac{1.0}{Z_{far}} \right) - \frac{1.0}{Z_{far}} \right) - \Delta d \right]$$

Experiment –(3) Results

Energy ratio = 0.92%



Error view



Common view between
view 39 and 40



Common view between
view 40 and 41

Results

DVF Estimation Method	Test Data	Energy Ratio (%)
Unidirectional DCVF		
Experiment with UDCVF	Pantomime	0.42
Experiment with UDCVF	Modified Pantomime	0.46
Experiment with UDCVF	Dog	2.41
Experiment with UDCVF	Champagne Tower	2.01
Bidirectional DCVF		
Experiment -1	Pantomime	0.37
Experiment -2	Pantomime	0.18
Experiment -3	Pantomime	0.92



Conclusion

DVF extraction from the NDE reference software has its limitations due to depth map representation.



Future Directions

Explore more efficient DVF representation for the multiresolution analysis and synthesis.