Multiview Depth Image Enhancement for Free-viewpoint Television

Pravin Kumar Rana, Zhanyu Ma, Jalil Taghia, and Markus Flierl

Opponents: Nasser Mohammadiha, Haopeng Li and, Jalil Taghia

Internal seminar, Communication Theory, KTH

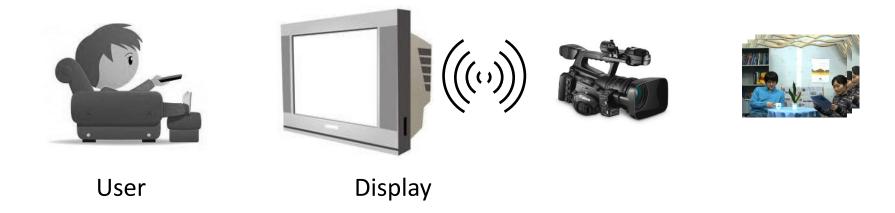
June 27, 2013

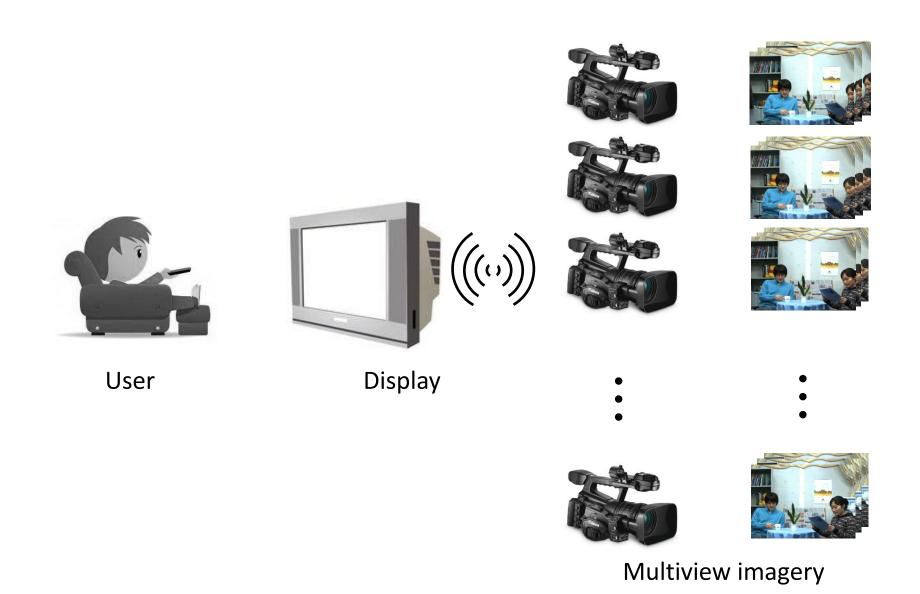
Motivation & Background

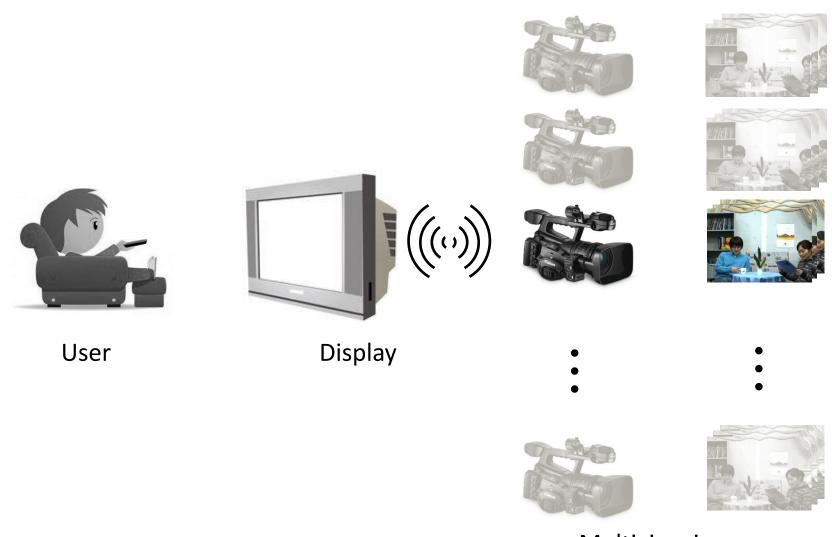
Conventional Television



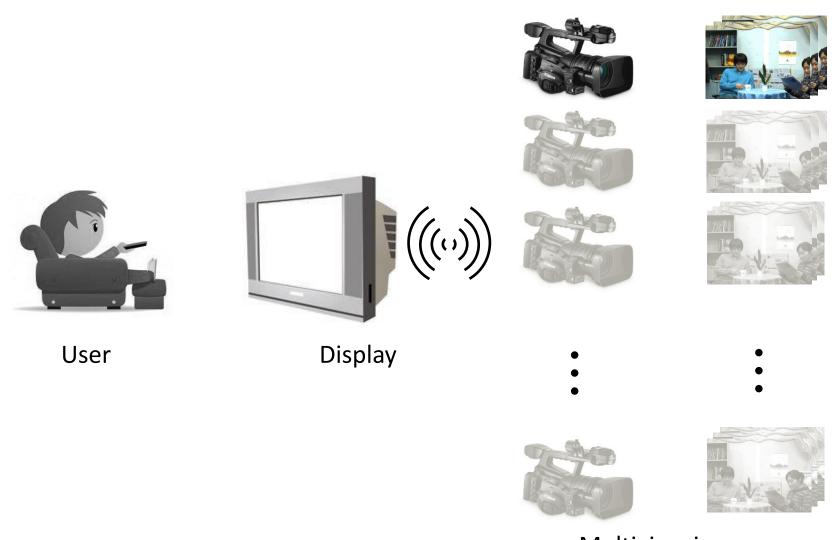
Conventional Television



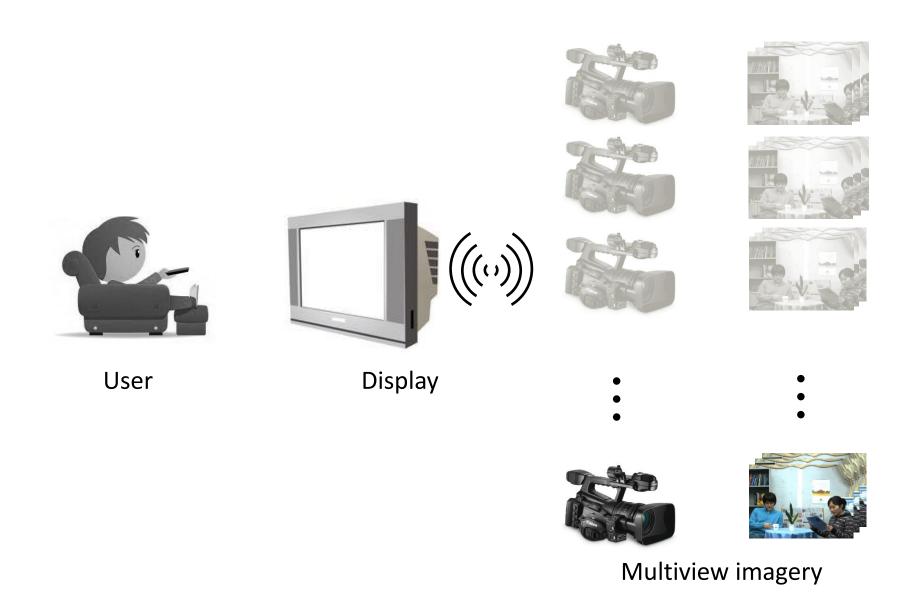


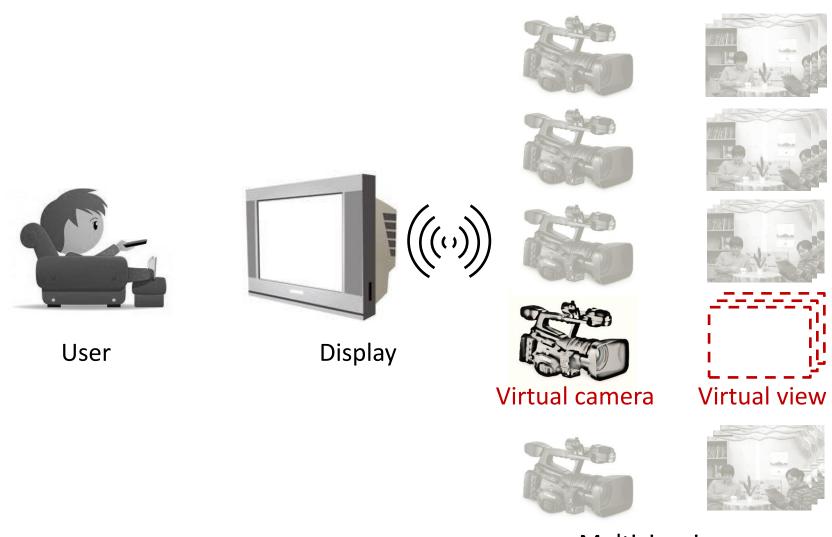


Multiview imagery



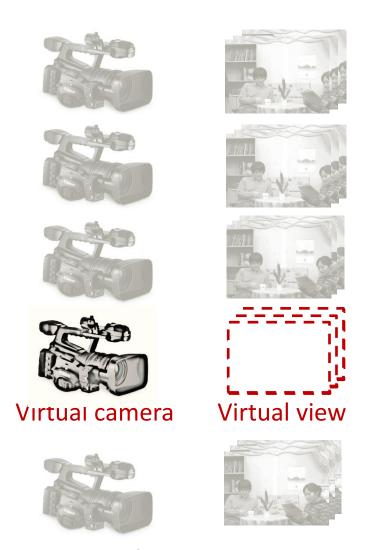
Multiview imagery





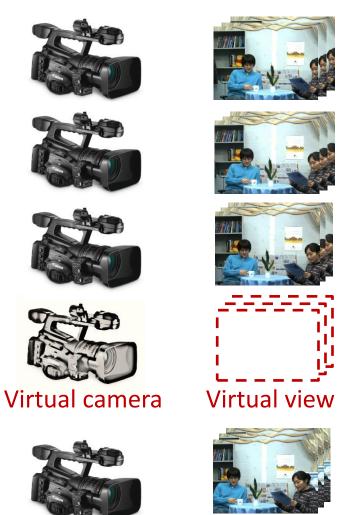
Multiview imagery

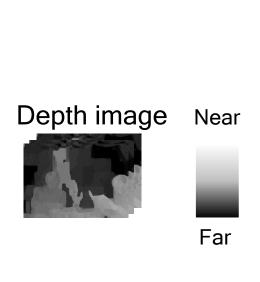
Virtual View Synthesis



Depth Image Based Rendering

Multiview imagery







Multiview imagery

















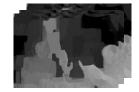




 Depth pixels represent shortest distance between object points and the camera plane

To be estimated from multiview imagery

Depth image

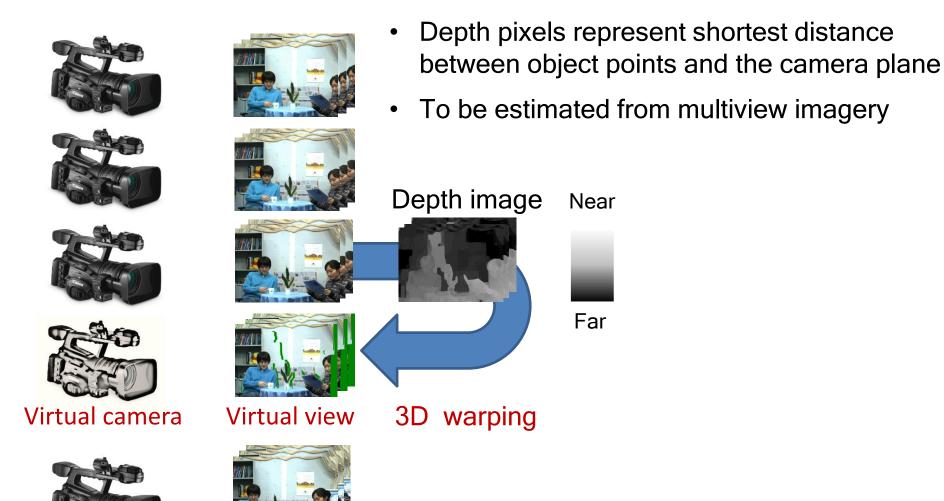


Near



Far

Multiview imagery



Multiview imagery

3D Warping

Physical camera parameters



Virtual camera parameters



3D Warping

Physical camera parameters



Virtual camera parameters





3D Warping

Physical camera parameters







Virtual camera parameters

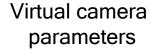




3D Warping

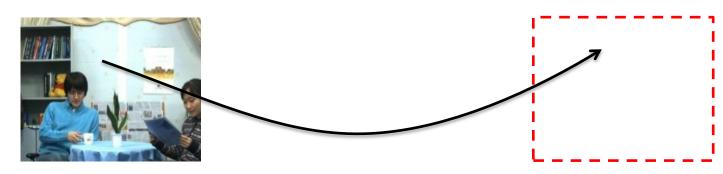
Physical camera parameters





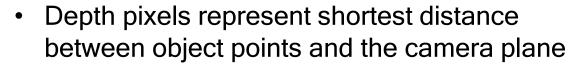




















Near









Far



Virtual view

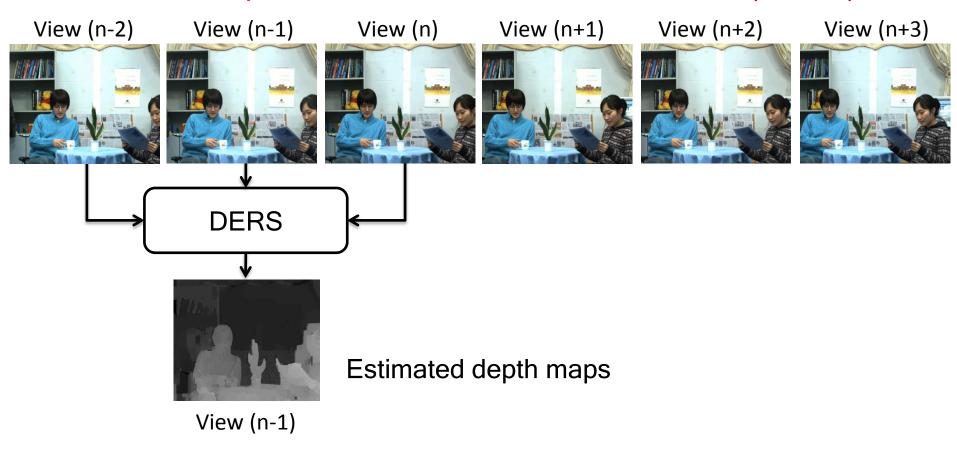
3D warping

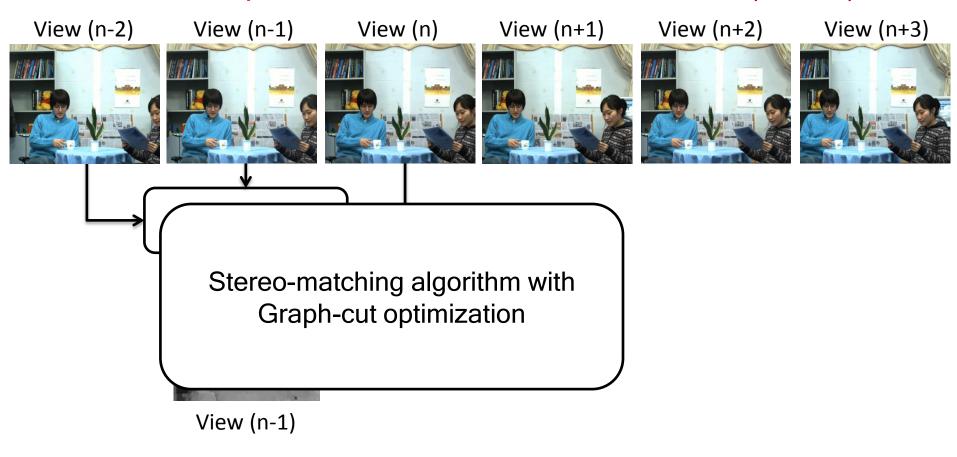


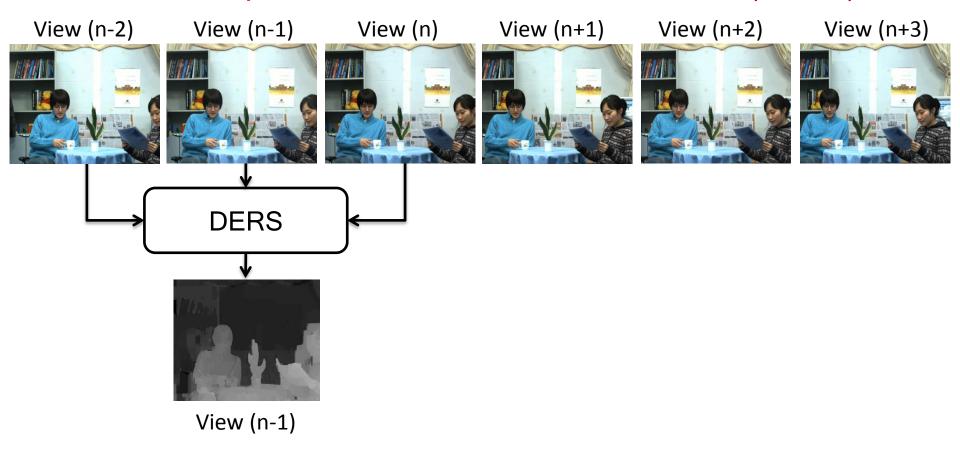


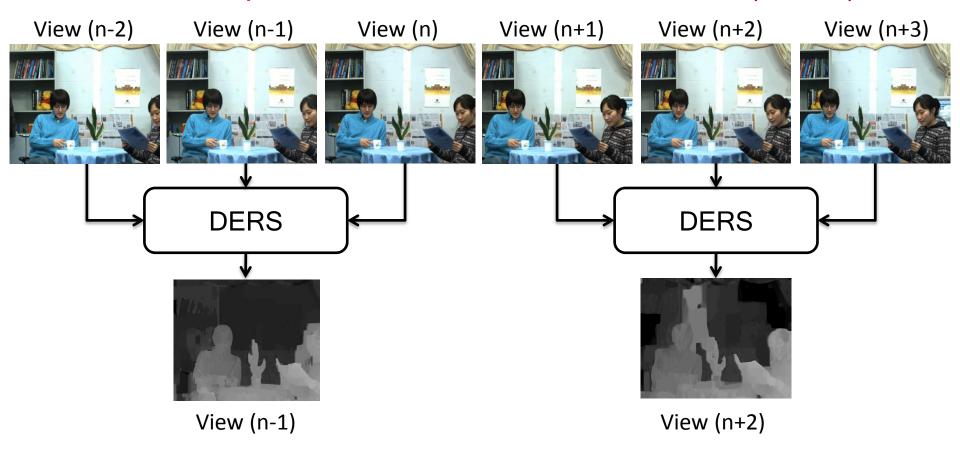
Multiview imagery

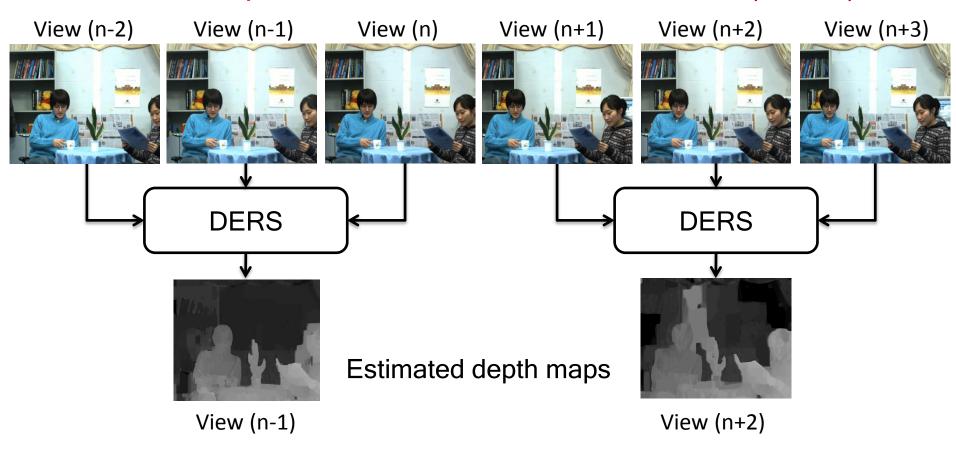
[1] C. Fehn: Depth-image-based rendering DIBR, compression, and transmission for a new approach on 3D-TV, SPIE, 2004.









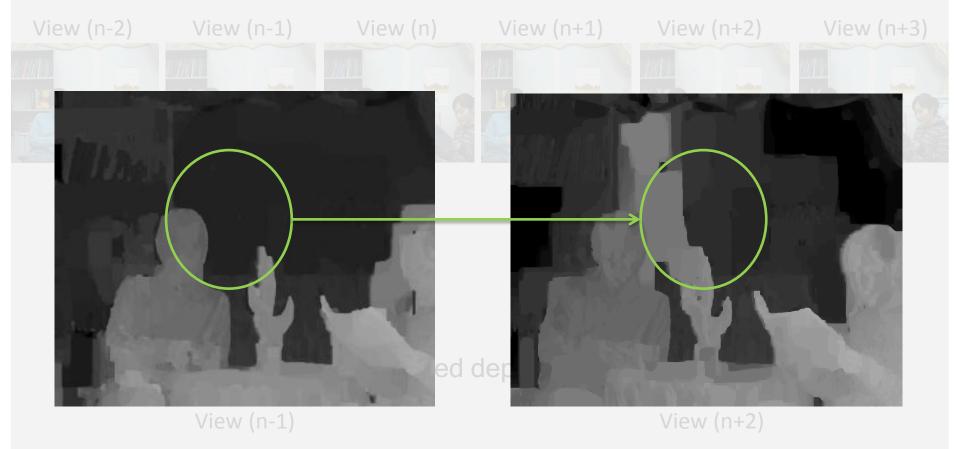


MPEG Depth Estimation Reference Software (DERS)



ed der

MPEG Depth Estimation Reference Software (DERS)



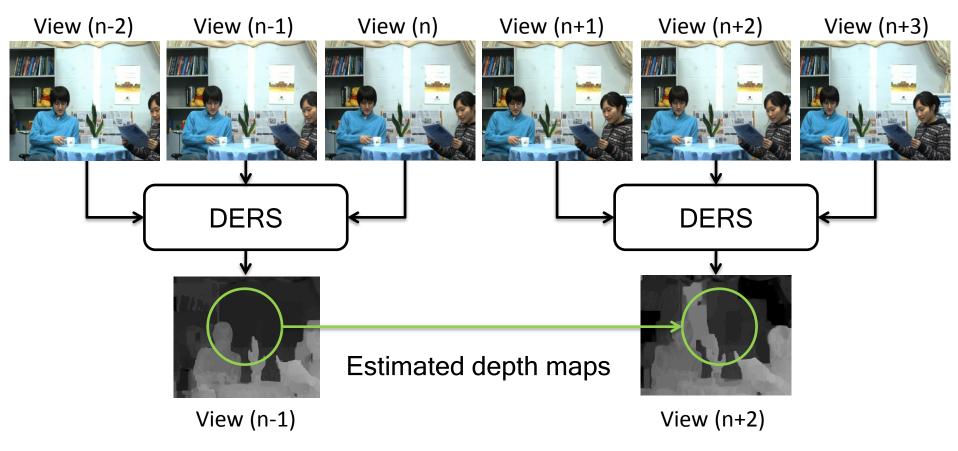


MPEG Depth Estimation Reference Software (DERS)



Problem: Inter-view depth inconsistency

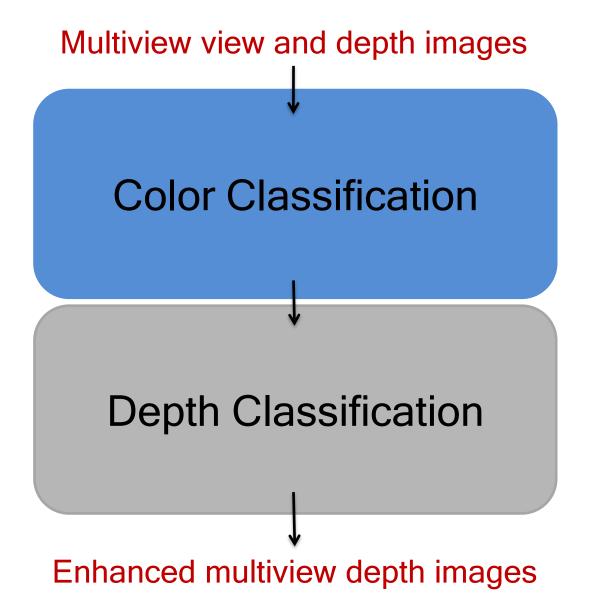
MPEG Depth Estimation Reference Software (DERS)



Problem: Inter-view depth inconsistency

Depth Enhancement Framework

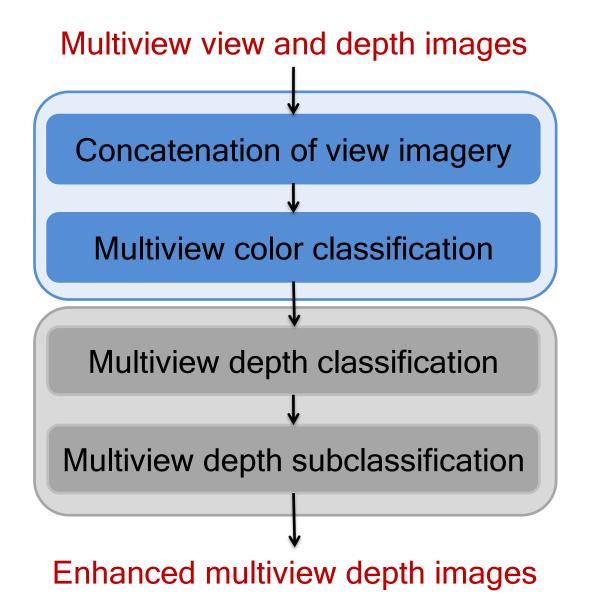
Overview of Depth Enhancement Framework



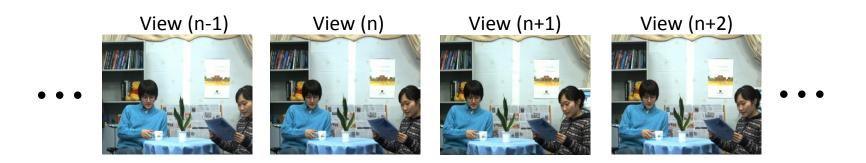
Overview of Depth Enhancement Framework

Multiview view and depth images Concatenation of view imagery Multiview color classification **Depth Classification** Enhanced multiview depth images

Overview of Depth Enhancement Framework



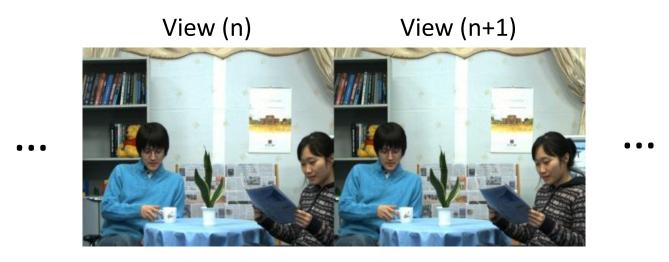
Concatenation of View Imagery



Concatenation of View Imagery

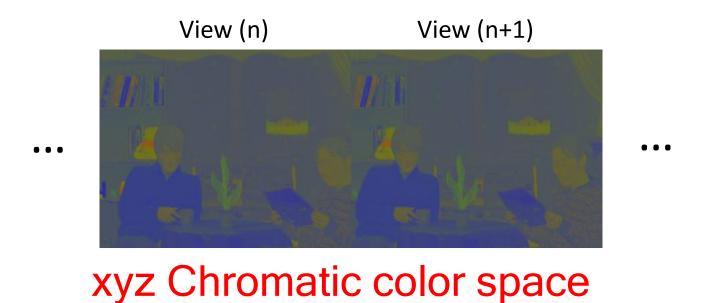


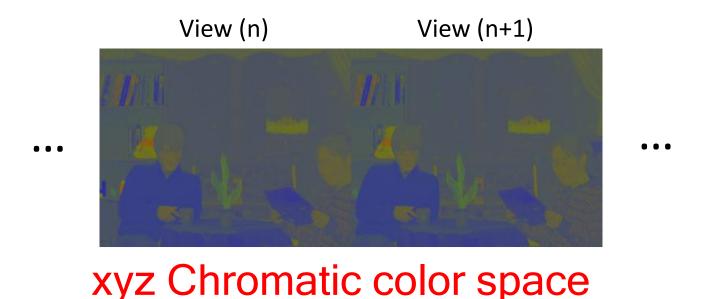
Multiview Color Classification



RGB Color space

Multiview Color Classification





- Insensitive to the absolut luminance
- A pixel is described by a vector of three chromaticity coefficients [x y z]^T, where

$$x+y+z=1$$

Why variational Bayes inference (VI)?

- The goal of classification is to partition an image into regions each of which has a reasonably homogeneous visual appearance
- Usually, clustering algorithm suffers from one major drawbacks that the number of clusters has to be known

 Bayesian approaches automatically and optimally select the number of clusters

 Use of variational inference (VI) framework for Bayesian approaches gives an analytically tractable solution

Why Dirichlet mixture models (DMM)?

- The pixel vector in the chromaticity space has
 - nonnegative elements
 - bounded by the interval [0,1]
 - sum to one
- Assume that these pixel vectors are Dirichlet distributed
- DMM with variational inference is used to capture all underlying color clusters in multiview imagery
- It reduces complexity
- [3] P. K. Rana, J. Taghia, and M. Flierl: A Variational Bayesian Inference Framework for Multiview Depth Image Enhancement, IEEE ISM, 2012.
- [4] Z. Ma, P. K. Rana, J. Taghia, M. Flierl, and A. Leijon: Bayesian estimation of Dirichlet mixture model with variational inference, submitted, 2013.

Newspaper Balloons Kendo







Input multiview data

Newspaper

Balloons

Kendo







Input multiview data







Using VI-DMM

Newspaper

Balloons

Kendo







Input multiview data







Using VI-DMM







Using VI-GMM

Newspaper

Balloons

Kendo







Input multiview data

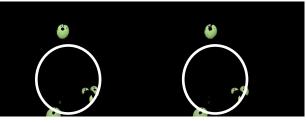






Using VI-DMM







Using VI-GMM

Exploiting the per-pixel association between color and depth



View image

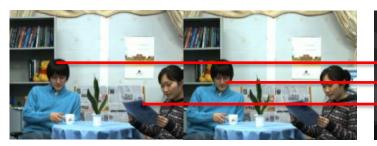
Depth image

Exploiting the per-pixel association between color and depth

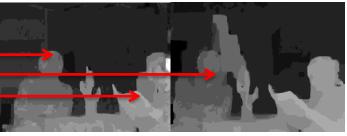


View image

Depth image



Concatenated view imagery



Concatenated depth imagery

Newspaper

Balloons

Kendo







Input multiview data







Using VI-DMM

Newspaper



Kendo







Input multiview data







Using VI-DMM







Depth clusters

Newspaper



Kendo







Input multiview data







Using VI-DMM







Depth clusters

Difference between color and depth clusters



 Members of color cluster have similar colors pixels



 Members of depth cluster may have different depth values

- Why?
 - due to foreground and background depth difference
 - due to inter-view inconsistency

Mean shift Clustering

- A nonparametric clustering technique
- Knowledge of the number of clusters not required
- Assigns the mean to depth pixels irrespective of the originating viewpoints
- Generative model based approaches imply higher computational complexity

Experimental Results

Experimental Results

MPEG 3DTV multiview data set



Newspaper (1024 X 768)



Lovebird1 (1024 X 768)



Kendo (1024 X 768)



Balloons (1024 X 768)



Poznan street (1920 X 1088)

Experimental Results

Multiview data	Initial number of mixture	Active number of mixture components (after convergence)		
set	components	VI-GMM	VI-DMM	
Lovebird1	100	31	24	
Kendo	100	34	15	

MPEG View Synthesis Reference Software (VSRS) 3.5

Enhanced depth map

Left



Enhanced depth map

Right



MPEG View Synthesis Reference Software (VSRS) 3.5

Enhanced depth map

Left



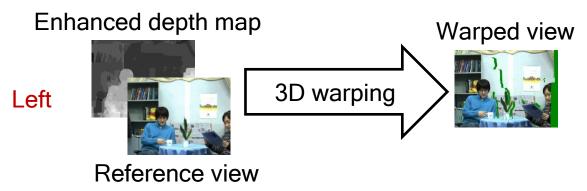
Reference view

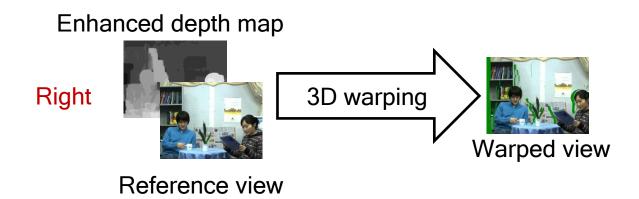
Enhanced depth map

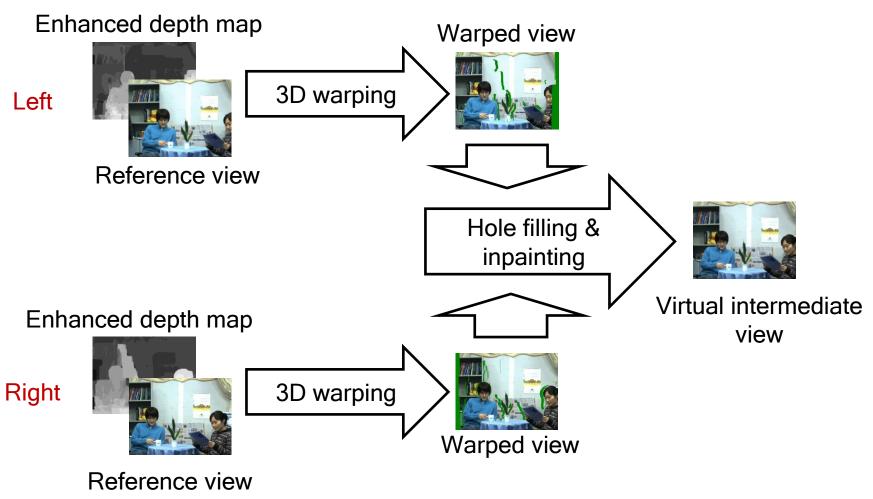
Right

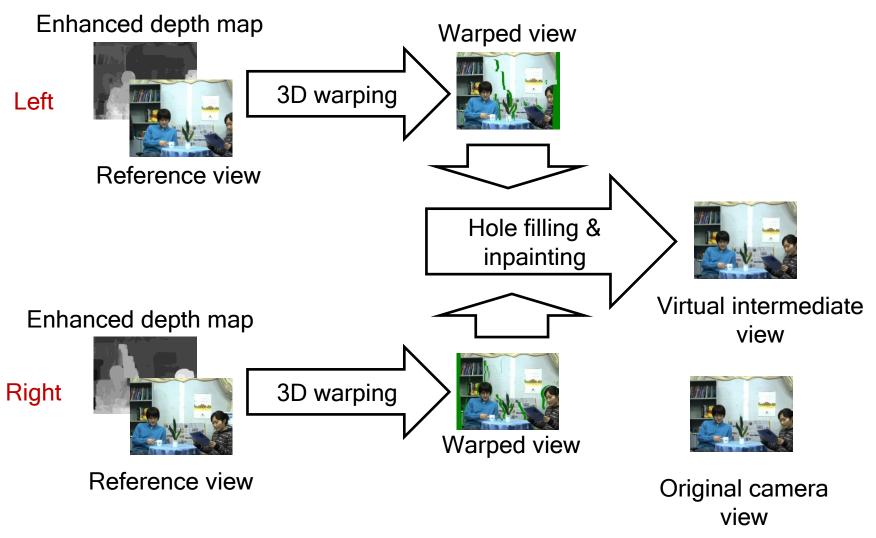


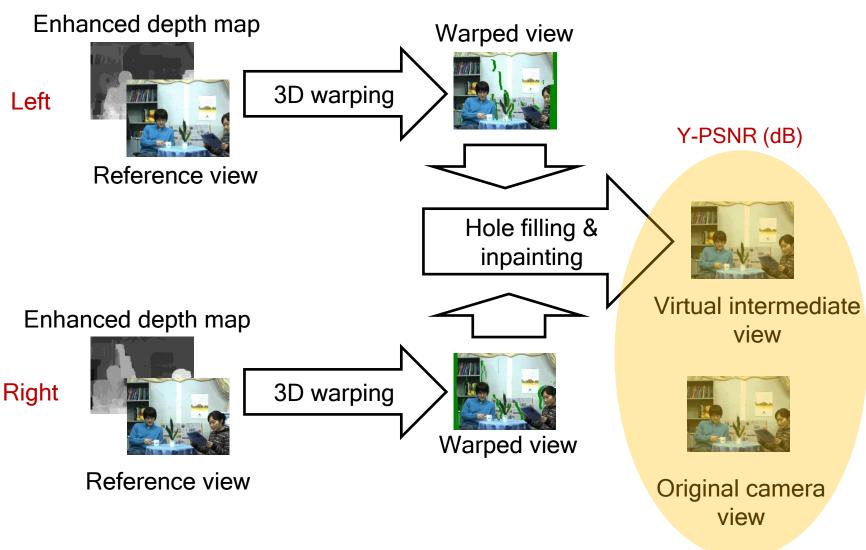
Reference view











	Input			Y-PSNR [dB]	
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps
Newspaper	(4, 6)	5	32.00	32.10	32.11
Kendo	(3, 5)	4	36.54	36.72	39.35
Lovebird1	(6, 8)	7	28.50	28.68	29.04
Balloons	(3, 5)	4	35.69	35.93	36.02
Poznan Street	(3, 5)	4	35.56	35.58	35.72

- K-means sub-clustering
 - Number of cluster: 12

	Input			Y-PSNR [dB]	
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps
Newspaper	(4, 6)	5	32.00	32.10	32.11
Kendo	(3, 5)	4	36.54	36.72	39.35
Lovebird1	(6, 8)	7	28.50	28.68	29.04
Balloons	(3, 5)	4	35.69	35.93	36.02
Poznan Street	(3, 5)	4	35.56	35.58	35.72

- K-means sub-clustering
 - Number of cluster: 12

	Input			Y-PSNR [dB]	
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps
Newspaper	(4, 6)	5	32.00	32.10	32.11
Kendo	(3, 5)	4	36.54	36.72	39.35
Lovebird1	(6, 8)	7	28.50	28.68	29.04
Balloons	(3, 5)	4	35.69	35.93	36.02
Poznan Street	(3, 5)	4	35.56	35.58	35.72

- K-means sub-clustering
 - Number of cluster: 12

	Input		Y-PSNR [dB]			
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps	
Newspaper	(4, 6)	5	32.00	32.10	32.11	
Kendo	(3, 5)	4	36.54	36.72	39.35	
Lovebird1	(6, 8)	7	28.50	28.68	29.04	
Balloons	(3, 5)	4	35.69	35.93	36.02	
Poznan Street	(3, 5)	4	35.56	35.58	35.72	

- K-means sub-clustering
 - Number of cluster: 12

	Input		Y-PSNR [dB]			
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps	
Newspaper	(4, 6)	5	32.00	32.10	32.11	
Kendo	(3, 5)	4	36.54	36.72	39.35	
Lovebird1	(6, 8)	7	28.50	28.68	29.04	
Balloons	(3, 5)	4	35.69	35.93	36.02	
Poznan Street	(3, 5)	4	35.56	35.58	35.72	

- K-means sub-clustering
 - Number of cluster: 12

	Input			Y-PSNR [dB]	
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps
Newspaper	(4, 6)	5	32.00	32.10	32.11
Kendo	(3, 5)	4	36.54	36.72	39.35
Lovebird1	(6, 8)	7	28.50	28.68	29.04
Balloons	(3, 5)	4	35.69	35.93	36.02
Poznan Street	(3, 5)	4	35.56	35.58	35.72

- K-means sub-clustering
 - Number of cluster: 12

	Input			Y-PSNR [dB]	
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VBIGMM + K-Means depth maps [3]	With VBIDMM + Mean-shift depth maps
Newspaper	(4, 6)	5	32.00	32.10	32.11
Kendo	(3, 5)	4	36.54	36.72	39.35
Lovebird1	(6, 8)	7	28.50	28.68	29.04
Balloons	(3, 5)	4	35.69	35.93	36.02
Poznan Street	(3, 5)	4	35.56	35.58	35.72

- K-means sub-clustering
 - Number of cluster: 12

	Input			Y-PSNR [dB]	
Test sequence	Input view pair	Virtual view	With MPEG depth maps	With VI-GMM + K-Means depth maps [3]	With VI-DMM + Mean-shift depth maps
Newspaper	(4, 6)	5	32.00	32.10	32.11
Kendo	(3, 5)	4	36.54	36.72	39.35
Lovebird1	(6, 8)	7	28.50	28.68	29.04
Balloons	(3, 5)	4	35.69	35.93	36.02
Poznan Street	(3, 5)	4	35.56	35.58	35.72

- K-means sub-clustering
 - Number of cluster: 12

Test sequence: Kendo

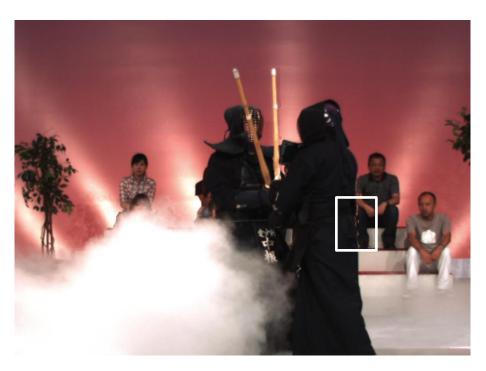


With MPEG depth map



With VI-DMM+Mean-shift depth map

Test sequence: Kendo



With MPEG depth map



With VI-DMM+Mean-shift depth map

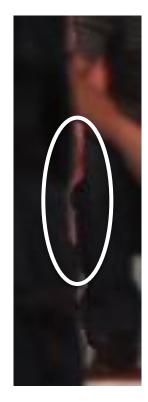
Test sequence: Kendo



Original



With VI-DMM + Mean-Shift depth maps



With VI-GMM + K-Means depth maps



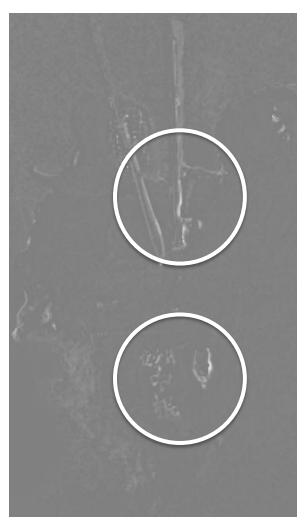
With MPEG depth maps

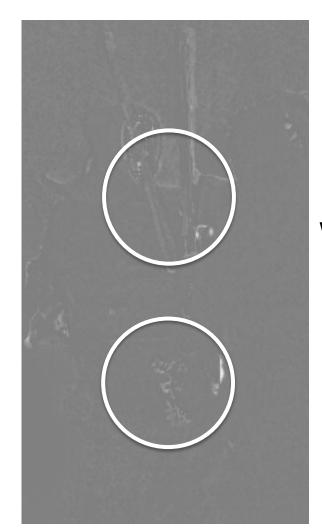
Test sequence: Kendo

With VI-GMM

+K-Means

depth maps





With VI-DMM +Mean-Shift depth maps

Test sequence: Lovebird 1



With MPEG depth map



With VI-DMM+Mean-shift depth map



With MPEG depth map



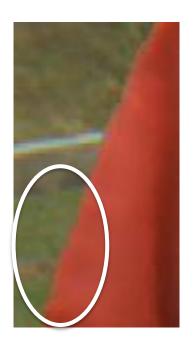
With VI-DMM+Mean-shift depth map



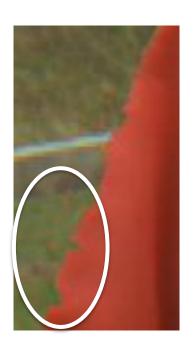
Original



With VI-DMM +Mean-Shift depth maps



With VI-GMM +K-Means depth maps



With MPEG depth maps



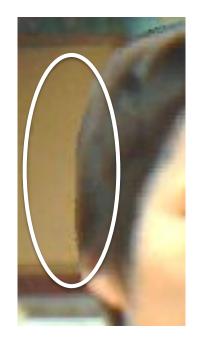
With MPEG depth map



With VI-DMM+Mean-shift depth map



Original



With VI-DMM +Mean-Shift depth maps



With VI-GMM +K-Means depth maps



With MPEG depth maps

Conclusions

- The inter-view depth consistency and hence, the free-viewpoint experience improve
- The per-pixel association between depth and color is exploited by classification
- Depth subclassification improves depth maps and hence, view rendering quality
- Both objective and subjective results improve

Future Directions

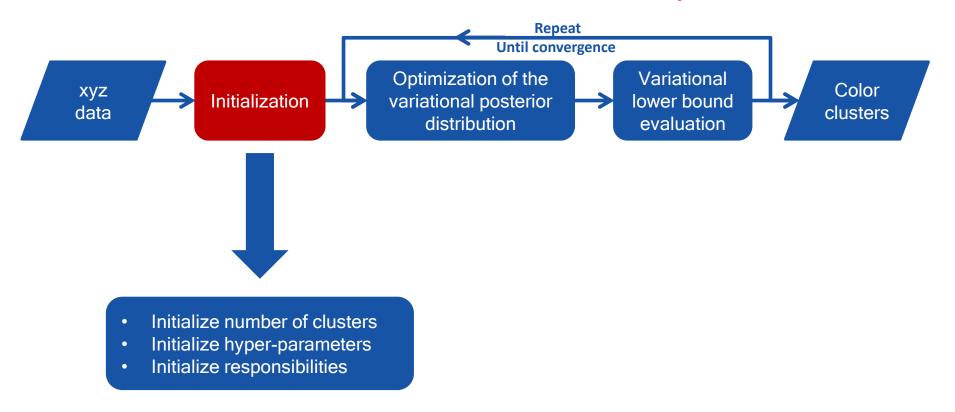
- A fully probabilistic multiview depth image enhancement
 - With improved computational efficiency
 - With improved depth subclassification

Thank You



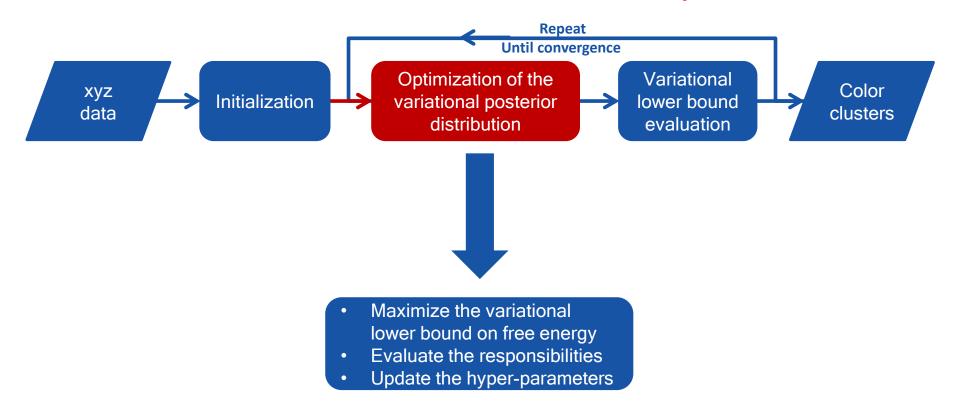
^[1] C. M. Bishop, Pattern Recognition and Machine Learning, 1st ed. New York: Springer, 2006.

^[2] Z. Ma, P. K. Rana, J. Taghia, M. Flierl, and A. Leijon, "Bayesian estimation of Dirichlet mixture model with variational inference," IEEE Trans. PAMI, submitted, 2013.



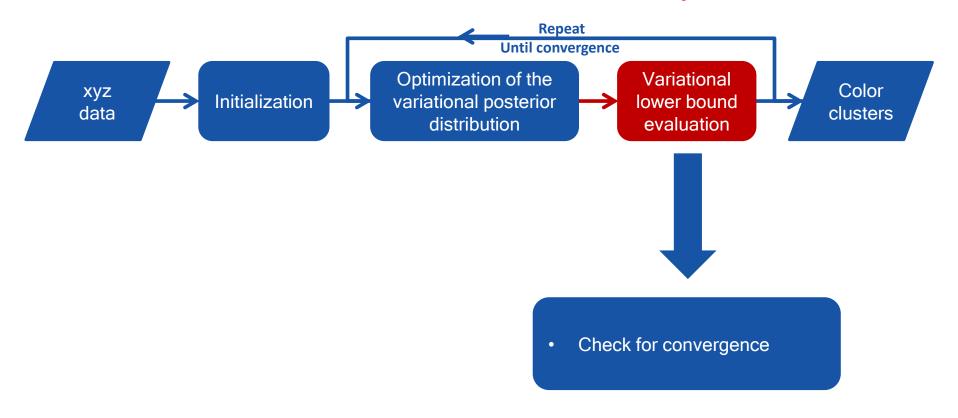
^[1] C. M. Bishop, Pattern Recognition and Machine Learning, 1st ed. New York: Springer, 2006.

^[2] Z. Ma, P. K. Rana, J. Taghia, M. Flierl, and A. Leijon, "Bayesian estimation of Dirichlet mixture model with variational inference," IEEE Trans. PAMI, submitted, 2013.



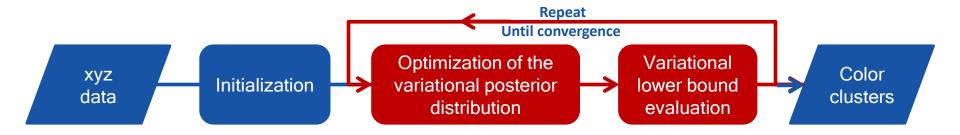
^[1] C. M. Bishop, Pattern Recognition and Machine Learning, 1st ed. New York: Springer, 2006.

^[2] Z. Ma, P. K. Rana, J. Taghia, M. Flierl, and A. Leijon, "Bayesian estimation of Dirichlet mixture model with variational inference," IEEE Trans. PAMI, submitted, 2013.



^[1] C. M. Bishop, Pattern Recognition and Machine Learning, 1st ed. New York: Springer, 2006.

^[2] Z. Ma, P. K. Rana, J. Taghia, M. Flierl, and A. Leijon, "Bayesian estimation of Dirichlet mixture model with variational inference," IEEE Trans. PAMI, submitted, 2013.

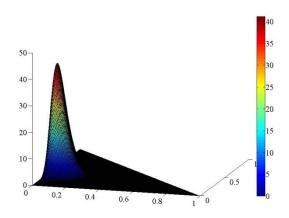


^[1] C. M. Bishop, Pattern Recognition and Machine Learning, 1st ed. New York: Springer, 2006.

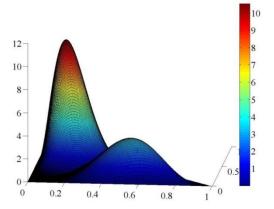
^[2] Z. Ma, P. K. Rana, J. Taghia, M. Flierl, and A. Leijon, "Bayesian estimation of Dirichlet mixture model with variational inference," IEEE Trans. PAMI, submitted, 2013.

Dirichlet Plot Details

- For probability density function of Dirichlet distribution $\alpha = [2\ 10\ 15]$
- For probability density function of Dirichlet mixture model parameters $\alpha_1 = [6\ 2\ 4]$ and $\alpha_2 = [3\ 8\ 5]$ with mixture weights $\pi_1 = 0.3$ and $\pi_2 = 0.7$, respectively.



Probability density function of Dirichlet distribution



Probability density function of Dirichlet mixture model



With MPEG depth map



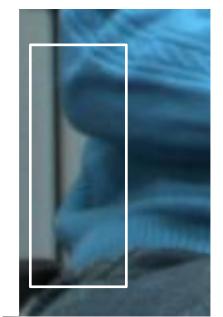
With VBDMM Mean-shift depth map



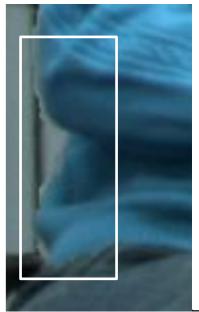
With MPEG depth map



With VBDMM Mean-shift depth map



Original depth maps



With MPEG depth maps



With VBGMM K-Means depth maps



With VBDMM Mean-Shift depth maps



With MPEG depth map



With VBDMM Mean-shift depth map



Original depth maps



With MPEG depth maps



With VBGMM K-Means depth maps



With VBDMM Mean-Shift depth maps

Test sequence: Balloons



With MPEG depth map



With VBDMM Mean-shift depth map

Test sequence: Balloons

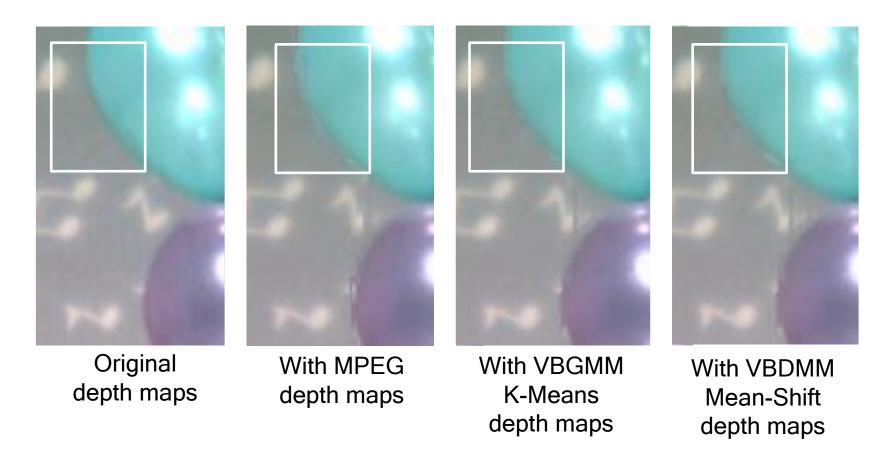


With MPEG depth map



With VBDMM Mean-shift depth map

Test sequence: Balloons

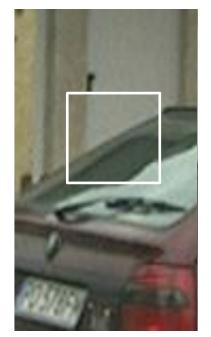




With MPEG depth map



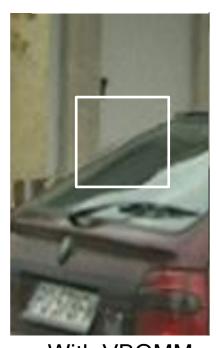
With VBDMM Mean-shift depth map



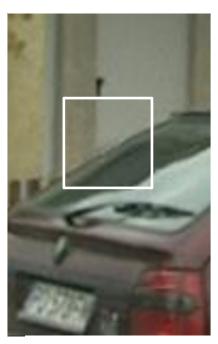
Original depth maps



With MPEG depth maps



With VBGMM K-Means depth maps



With VBDMM Mean-Shift depth maps



With MPEG depth map



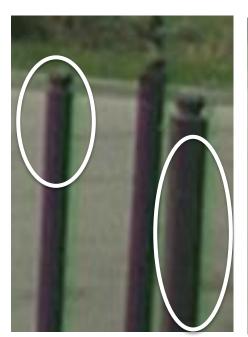
With VBDMM Mean-shift depth map



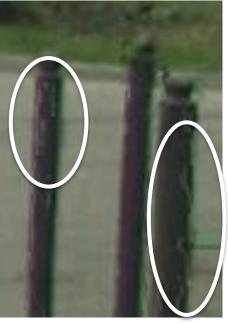
With MPEG depth map



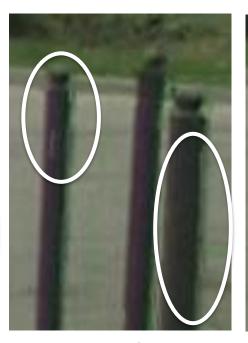
With VBDMM Mean-shift depth map



Original



With MPEG depth maps



With VBGMM K-Means depth maps



With VBDMM Mean-Shift depth maps