

# Depth From Stereo Camera

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Enabling Machines to see as Human

Compiled by

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Dec 14, 2018

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01 | Introduction

02 | Problem Formulation

03 | Computer Vision Approaches

04 | Deep Learning Approaches

05 | Challenges

06 | SRIB Achievements

An Introduction to

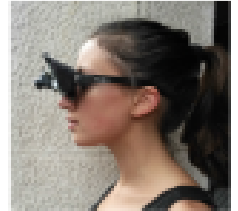
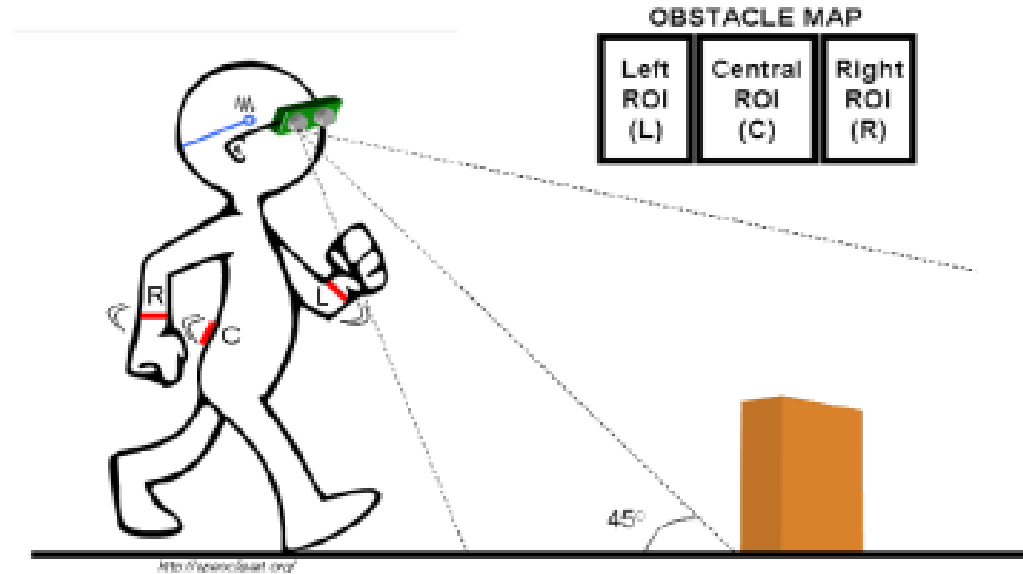
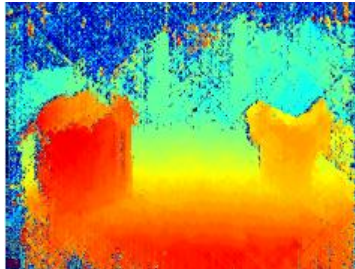
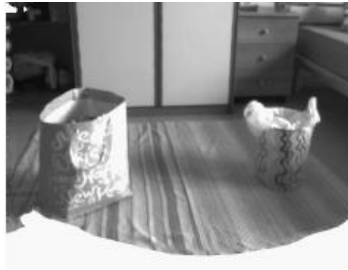
# STEREO VISION

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# Why ? Importance of Depth



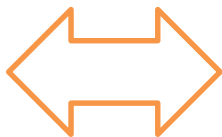
Autonomous Robot/  
vehicle navigation



➤ Close one of your eyes and try complicated tasks like tossing an object and catching it. Ask yourselves the following questions

- Can I perceive depth with one eye closed?
- If so, what cues does my eye use?
- Will it work well under all circumstances (like playing sports)?

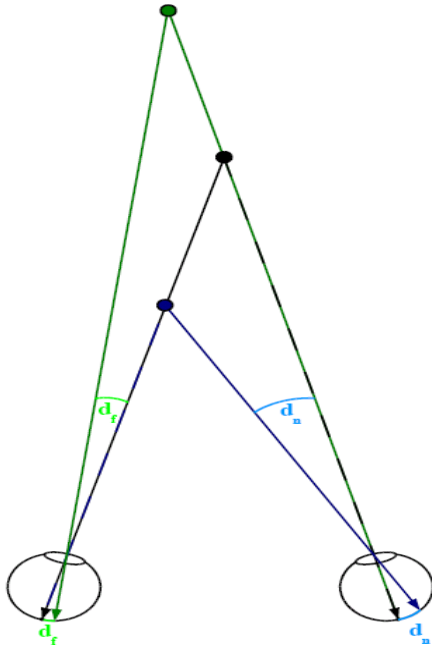
Stereo  
Vision



Human  
Eye



# What ? Stereo Vision aka Binocular Vision



(a) Left eye image

© 2007 Thomson Higher Education



(b) Right eye image

© 2007 Thomson Higher Education

Two images of a stereoscopic photograph. The difference between the two images, such as the distances between the front cactus and the window in the two views, creates retinal disparity. This creates a perception of depth when (a) the left image is viewed by the left eye and (b) the right image is viewed by the right eye.

- Binocular **Disparity** : Relative 2D displacement of the image of the same point in space when projected on two different focal planes (i.e. two different eyes)
  - Objects closer to eye ➔ higher retinal disparity
  - Disparity inversely proportional to depth

# Depth Perception : Other Modalities



- Focus
- Atmosphere

- Perspective
- Occlusion

- Motion based
- Past learning?



## Scene analysis and 3D reconstruction

### REAL WORLD SCANNING FOR AR AND VR

- Perfect virtual object integration (scale, occlusion, and lighting)
- Mixed reality experience by integrating real objects



<https://www.sony-deptsensing.com/DepthSense/Markets/HMD>

### WORLD-FACING APPLICATIONS

- Mixed reality
- 3D object reconstruction
- 3D room reconstruction
- Indoor 3D navigation
- Metrology
- DSLR quality photography



<https://www.sony-deptsensing.com/DepthSense/Markets/HMD>

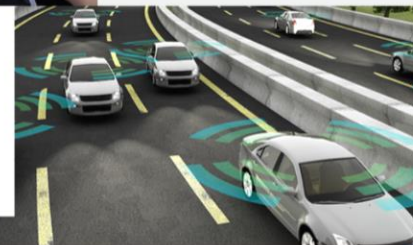
### NEXT-GEN INFOTAINMENT CONTROL

- Hands-on wheel micro gestures
- HUD perspective correction (parallax) based on the position of the driver's head
- Augmented reality HUD



### EXTERIOR SAFETY & COMFORT

- Detection of pedestrians, obstacles, nearby cars, bicycles and other hazards
- Automatic door/trunk release
- Autonomous parking
- Autonomous driving



<https://www.sony-deptsensing.com/DepthSense/Markets/Automotive>



## Face modelling



### USER-FACING APPLICATIONS

- Mixed reality
- Face authentication
- Touchless interaction
- DSLR quality photography

<https://www.sony-depthsensing.com/Depthsense/Markets/Mobile>

### SECURITY MONITORING

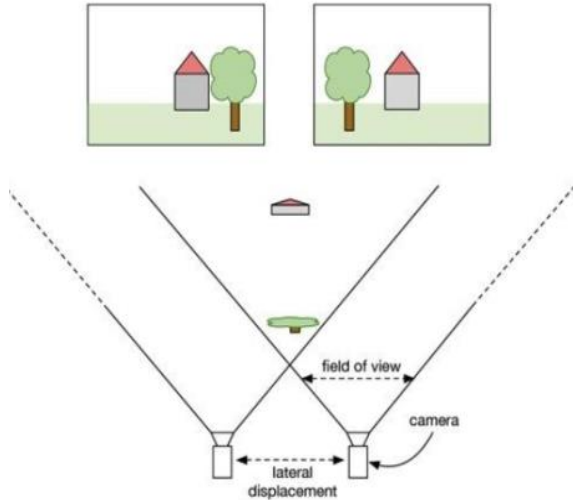
- Biometric recognition
- Behavior analytics
- Intrusion detection



# PROBLEM FORMULATION

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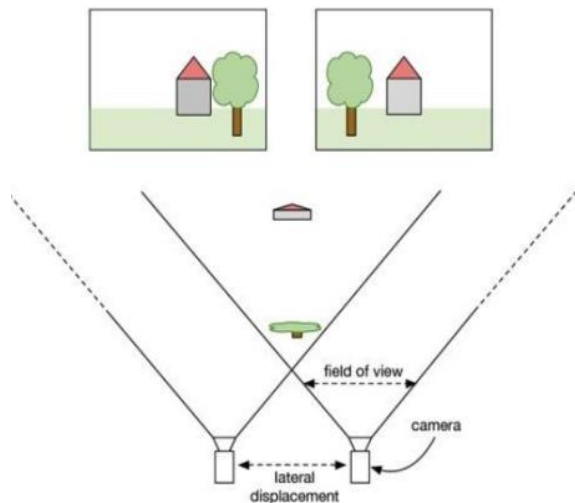
# How ? Stereo Disparity & Depth



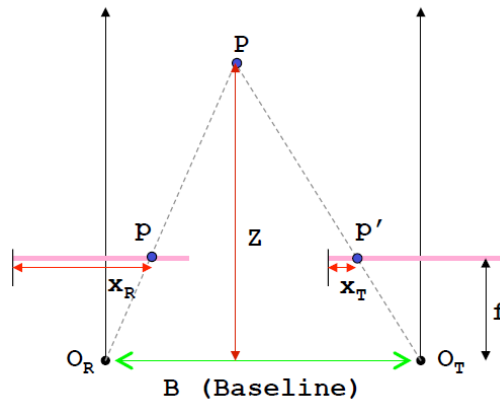
- Rectified pairs: 1D search space



# How ? Stereo Disparity & Depth



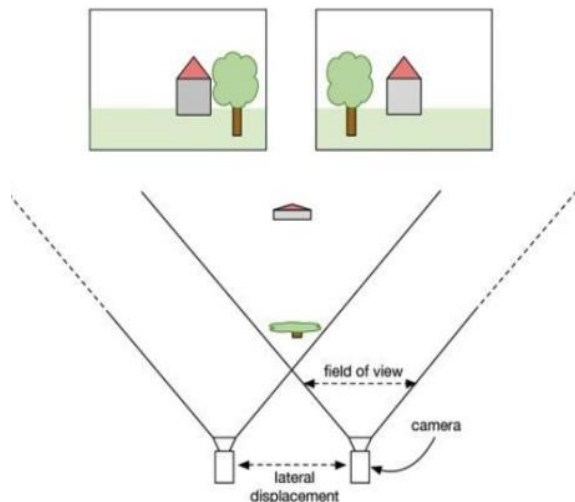
- Rectified pairs: 1D search space



$$D(x, y) = x_R - x_T$$

$$Z(x, y) = \frac{B * f}{D(x, y)}$$

# How ? Stereo Disparity & Depth



- Rectified pairs: 1D search space



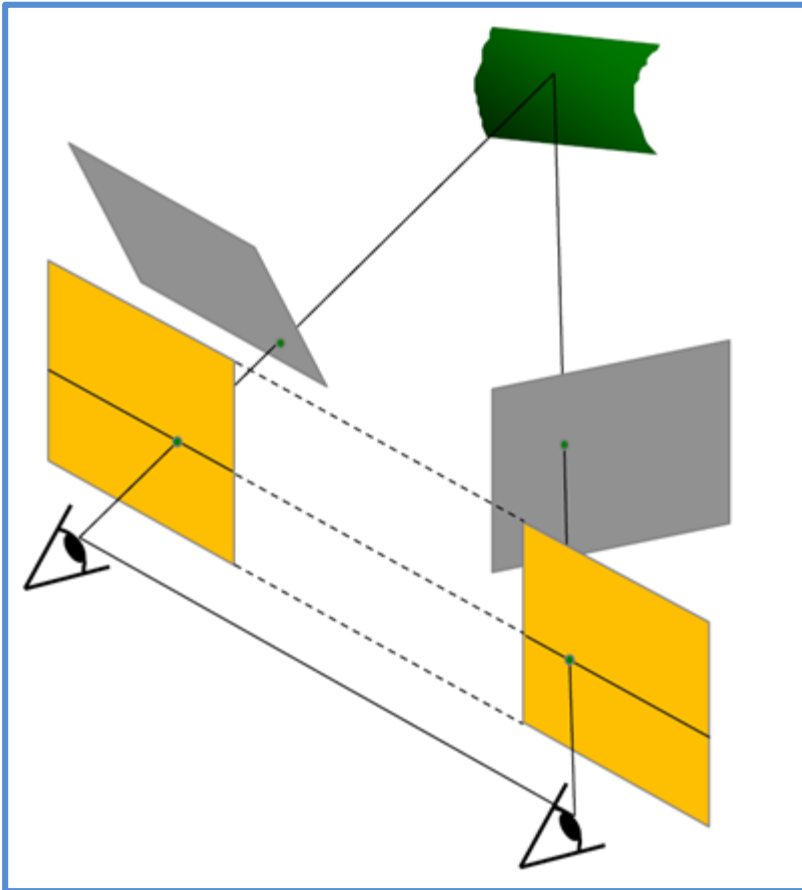
## ➤ Assumptions

- $f, B$  are known (through camera calibration)
- The epipolar lines run horizontally
- The points  $p$  and  $p'$  are visible in both views

## ➤ Challenges

- For every point  $p$  in left image, how to find  $p'$ ?  
➔ Stereo correspondence problem

# Assumption : Rectified Stereo Image Pair



Input to Stereo Disparity Algorithm is considered to be Rectified Stereo Image Pair

- C. Loop and Z. Zhang. [Computing Rectifying Homographies for Stereo Vision](#). IEEE Conf. Computer Vision and Pattern Recognition, 1999.

# COMPUTER VISION APPROACHES

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# Computer Vision (CV) based Stereo Disparity Pipeline

## Cost computation

- Pixels dis-similarity
- Lower matching cost, more likely the match

## Cost aggregation

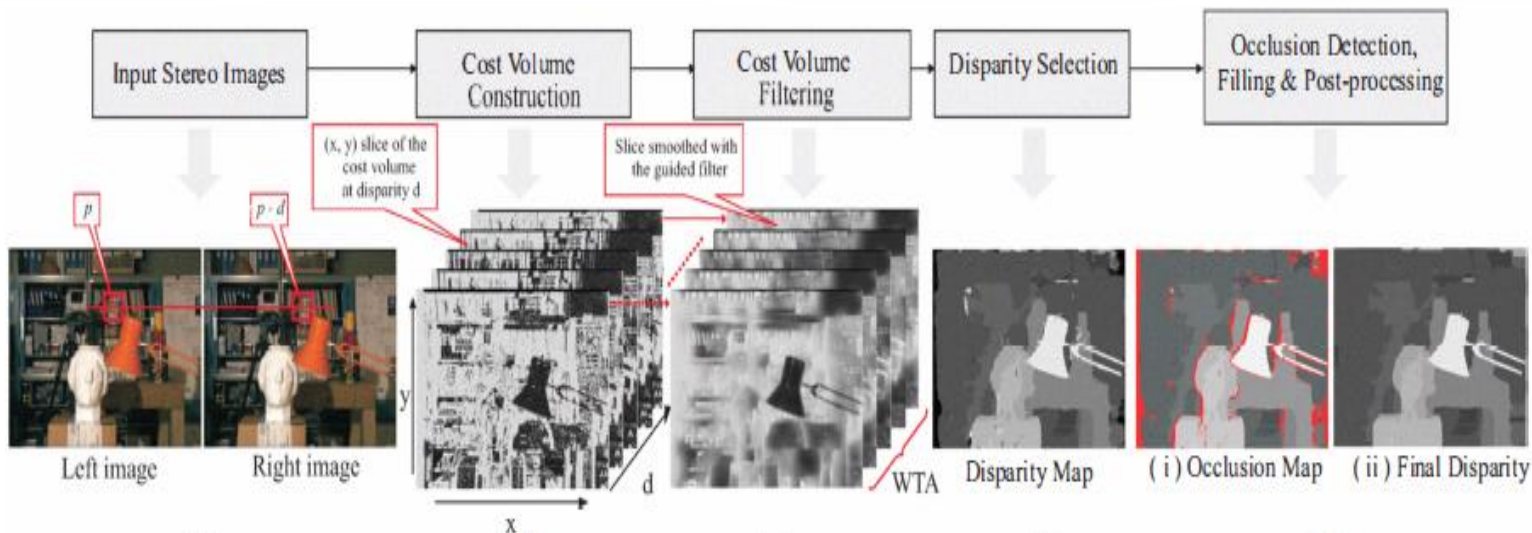
- Find suitable neighborhood
- Aggregation can be weighted

## Optimization

- Strategy to decide disparity based on aggregated cost

## Post Processing

- Handle occlusions
- Smooth and dense depth within objects



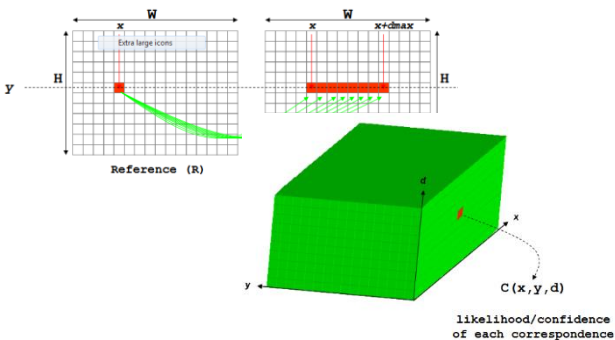
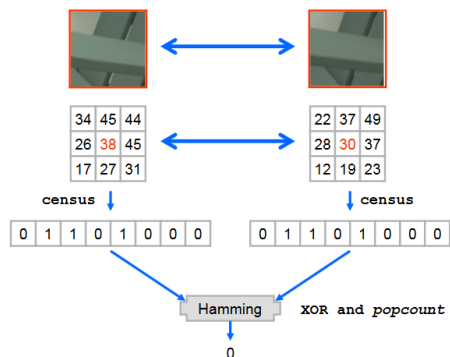
# CV based Stereo Disparity – Simple Algorithm

Cost computation

Cost aggregation

Optimization

Post Processing



# CV based Stereo Disparity – Simple Algorithm

Cost computation

Cost aggregation

Optimization

Post Processing

- SAD
- Census transform
- Feature based :SIFT

# CV based Stereo Disparity – Simple Algorithm

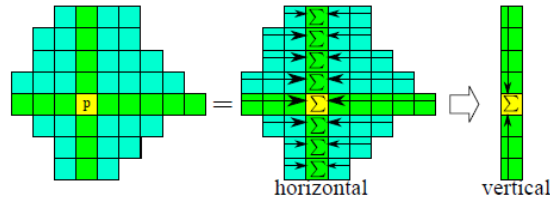
Cost computation

Cost aggregation

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# CV based Stereo Disparity – Simple Algorithm

## Cost computation

- SAD
- Census transform
- Feature based :SIFT

## Cost aggregation

- Average over local region
- Cross-arm
- Guided/Bilateral filter

## Optimization

## Post Processing

# CV based Stereo Disparity – Simple Algorithm

## Cost computation

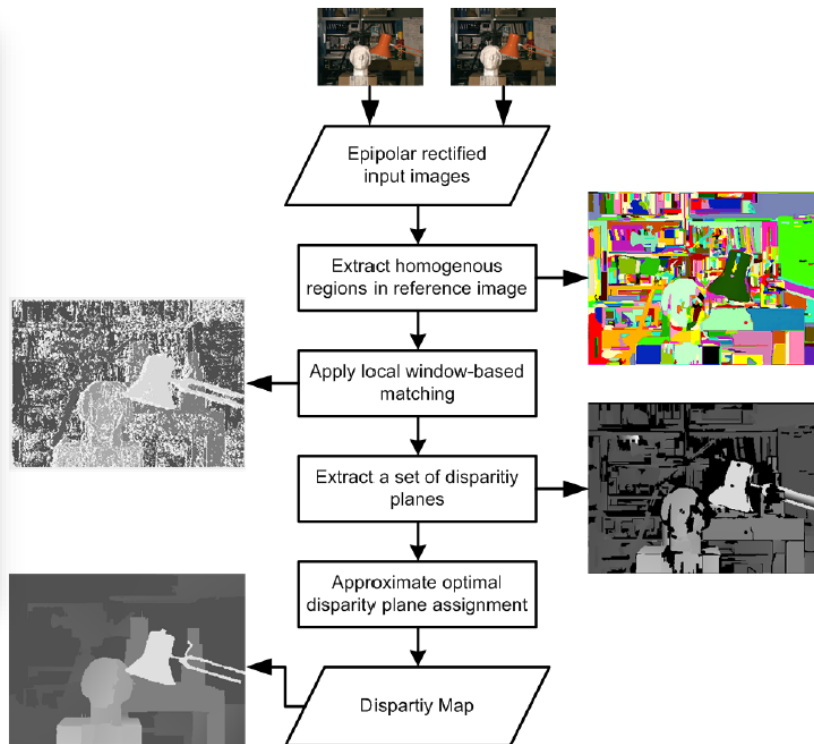
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- Graph cut
- Belief propagation

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## Post Processing

- L-R consistency
- Subpixel refinement
- Segmentation techniques

- ❑ Feature Selection : CENSUS vs SAD vs SIFT vs ...
- ❑ Local or Small Neighbourhood Information
- ❑ ONLY Pixel Level Properties ➔ NO SEMANTIC

# Evolution → Towards Learning



## CNN End-To-End : 2016+

End-To-End system removing separate pre & post processing

- "A Large Dataset to Train Convolutional Networks for Disparity, Optical Flow and Scene Flow Estimation", CVPR 2016

## CNN Cost Function : ~2015

From hand crafted features to learned features, learning similarity between patches

- "A deep visual correspondence embedding model for stereo matching costs", ICCV 2015

## Graph Based Methods : ~2011

Better correspondence searching, enhanced smoothness and occlusion handling

- "Kolmogorov and Zabih's graph cuts stereo matching algorithm", IPOL 2014
- "Pmbp: Patch match belief propagation for correspondence field estimation", IJCV 2014

## Semi-global Matching : ~2008

Smoothness constraint

- "Stereo Processing by Semi-Global Matching and Mutual Information", TPAMI 2008

# DEEP LEARNING APPROACHES

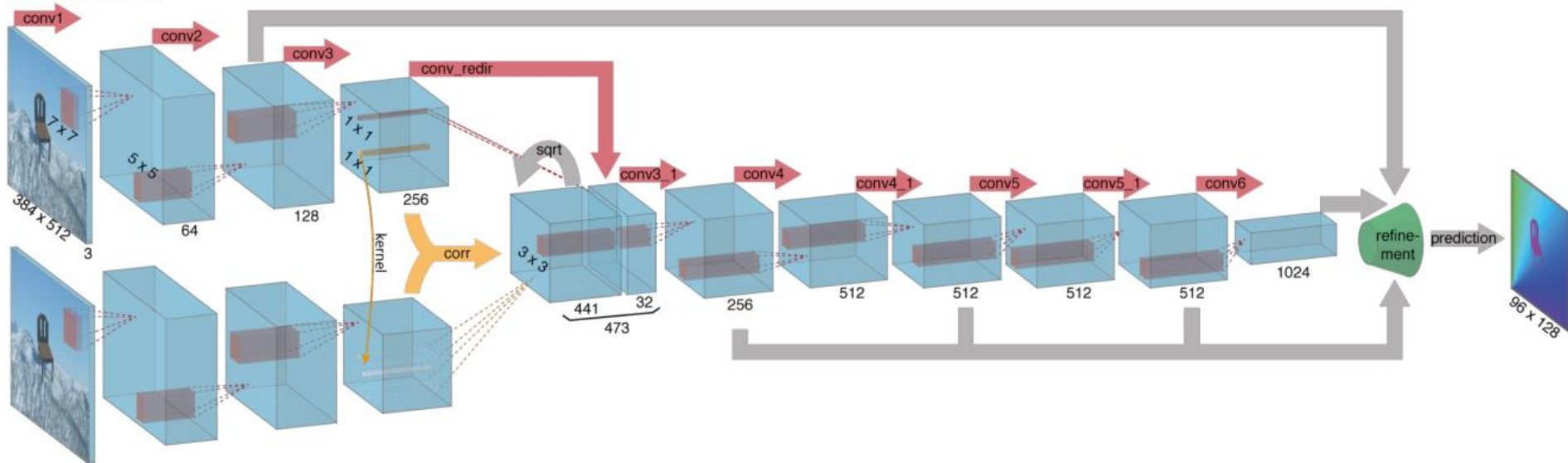
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# Deep Learning based Stereo Disparity

## DispNet with Correlation Layer [DispNetC]

- First work: Mayer, N. et al. A Large Dataset to Train Convolutional Networks for Disparity, Optical Flow and Scene Flow Estimation. CVPR 2016

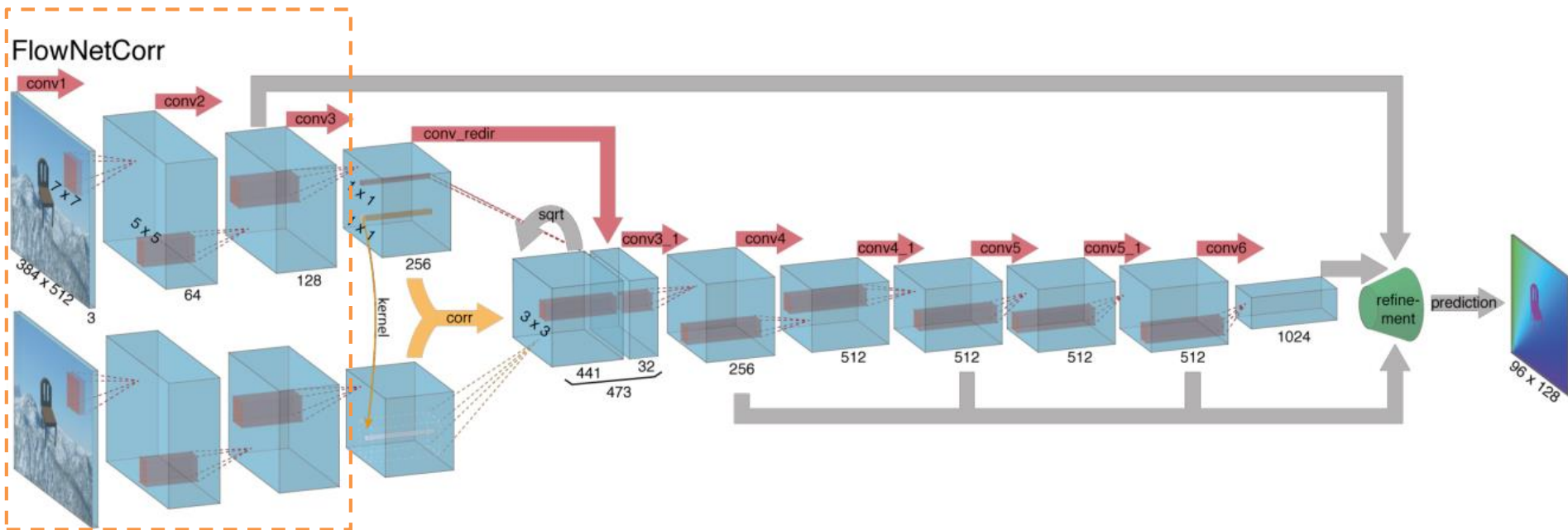
### FlowNetCorr



# Deep Learning based Stereo Disparity

## DispNet with Correlation Layer [DispNetC]

- First work: Mayer, N. et al. A Large Dataset to Train Convolutional Networks for Disparity, Optical Flow and Scene Flow Estimation. CVPR 2016



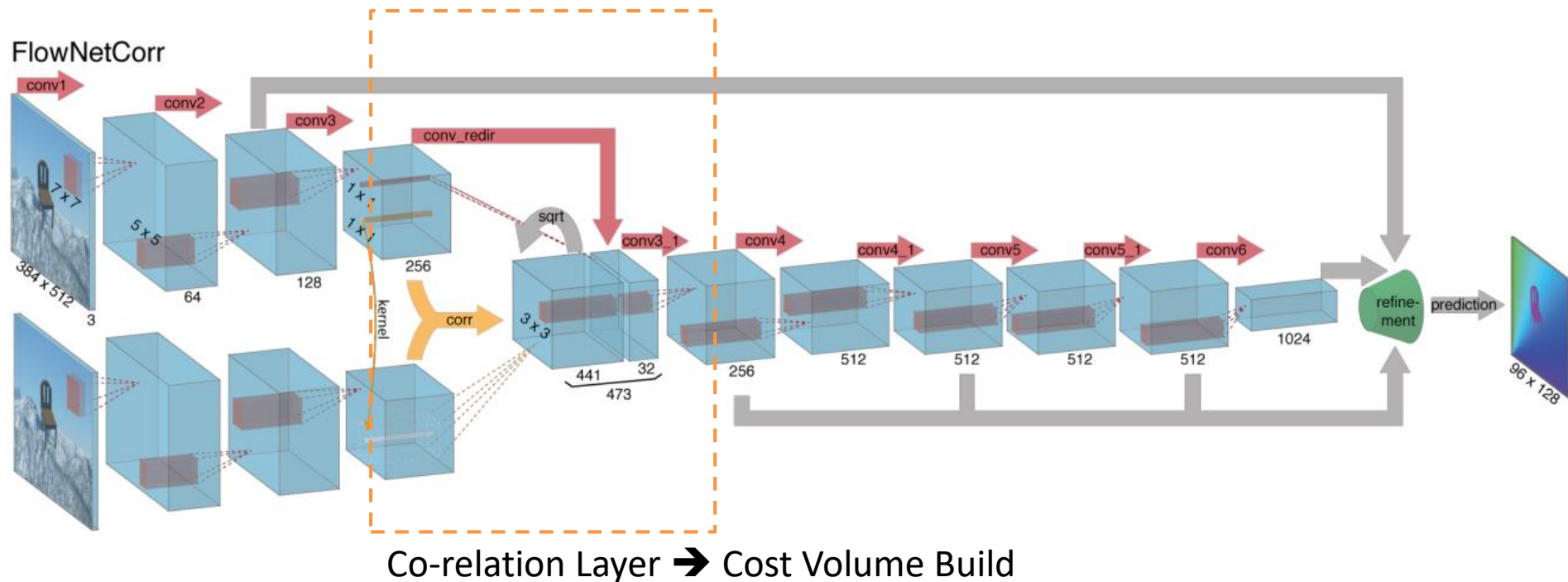
Feature Extraction → CENSUS



# Deep Learning based Stereo Disparity

## DispNet with Correlation Layer [DispNetC]

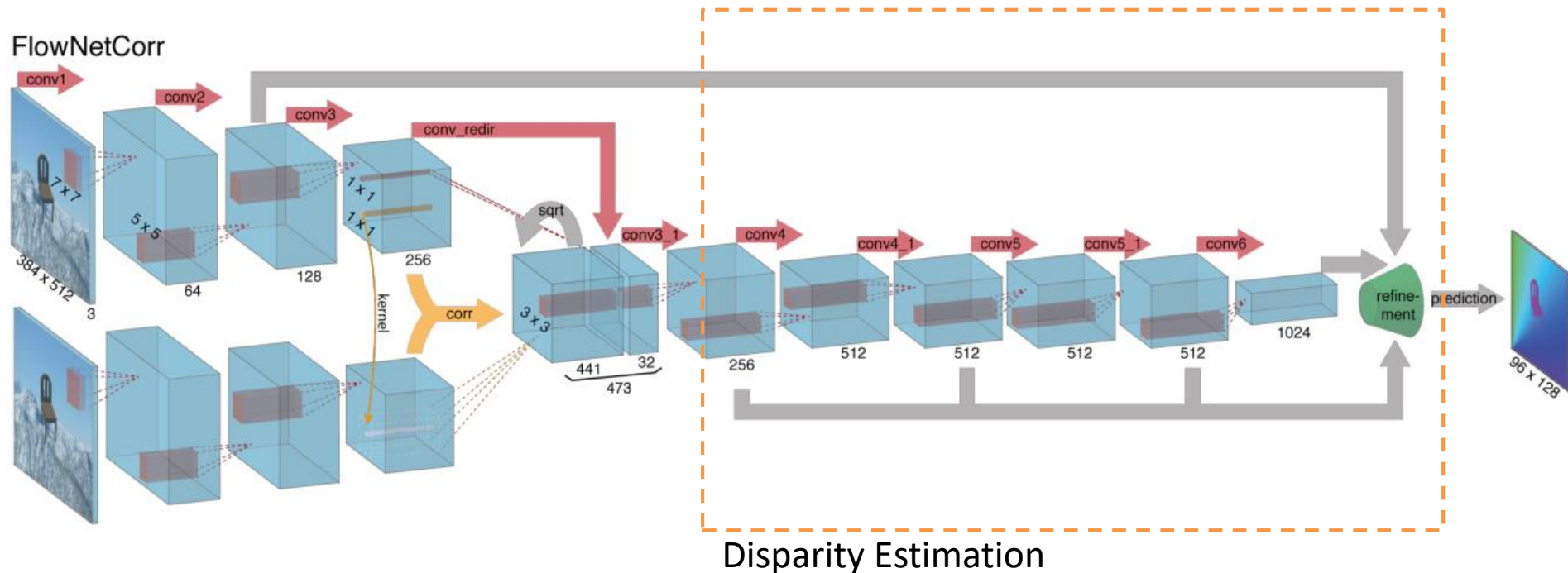
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# Deep Learning based Stereo Disparity

## DispNet with Correlation Layer [DispNetC]

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# Deep Learning : DispNetC Results

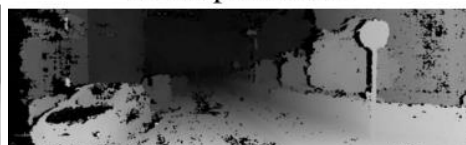
RGB image (L)



DispNetCorr1D-K



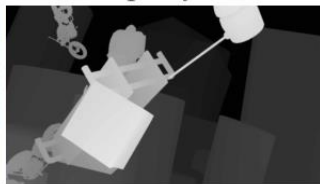
SGM prediction



RGB image (L)



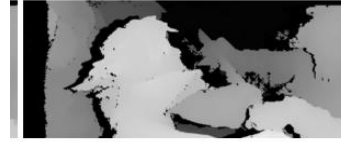
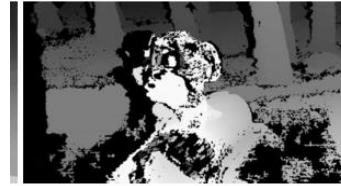
Disparity GT



DispNetCorr1D

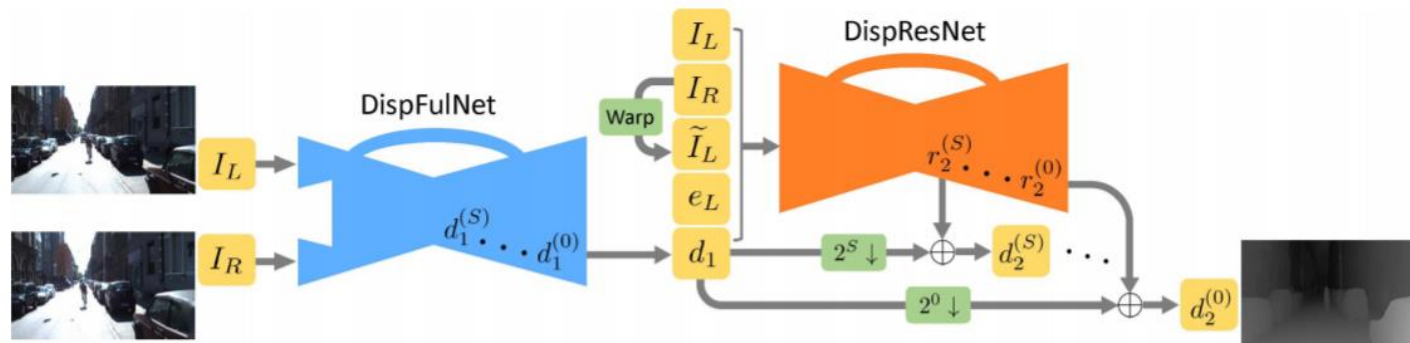


SGM prediction



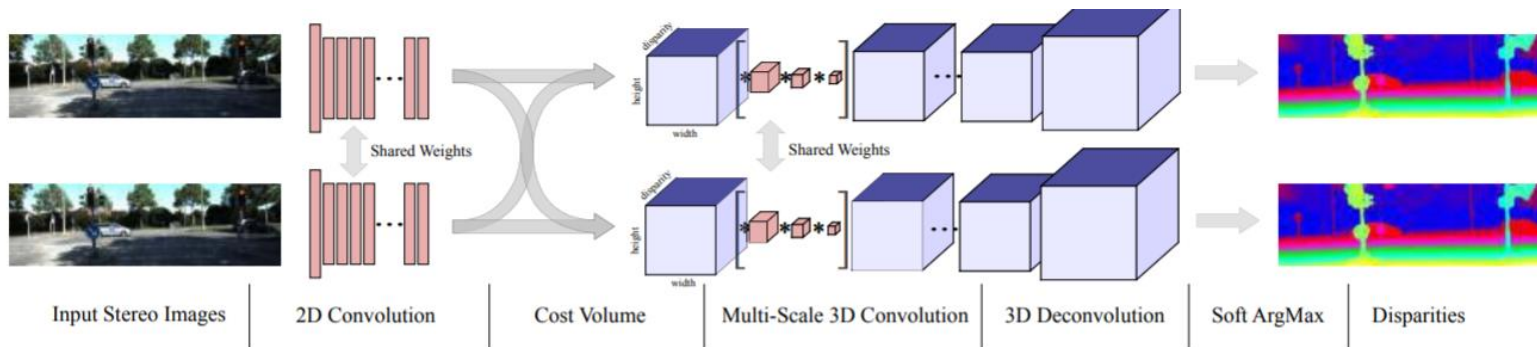
## CRL : Cascaded Residual Learning (ICCV 2017)

<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=8265317>



## GC-Net : Geometry and Context Network (ICCV 2017)

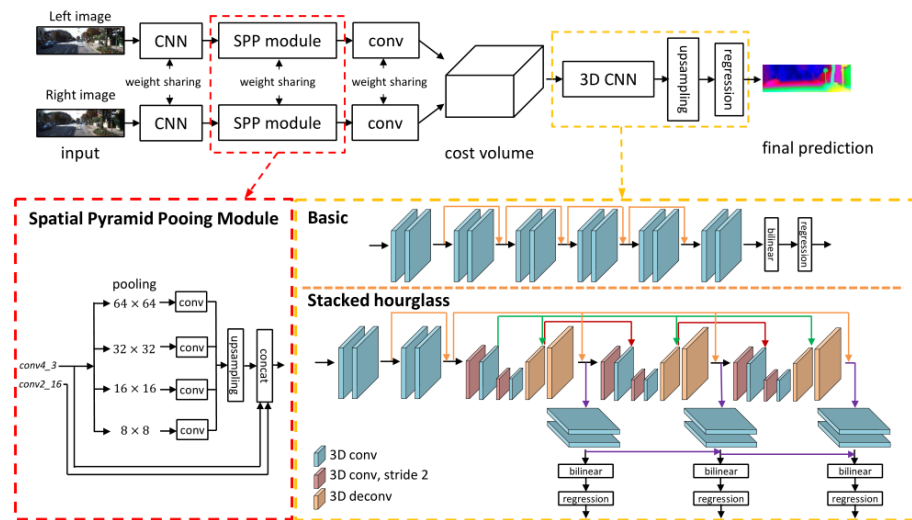
<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=8237279>



# Recent CNN Architectures

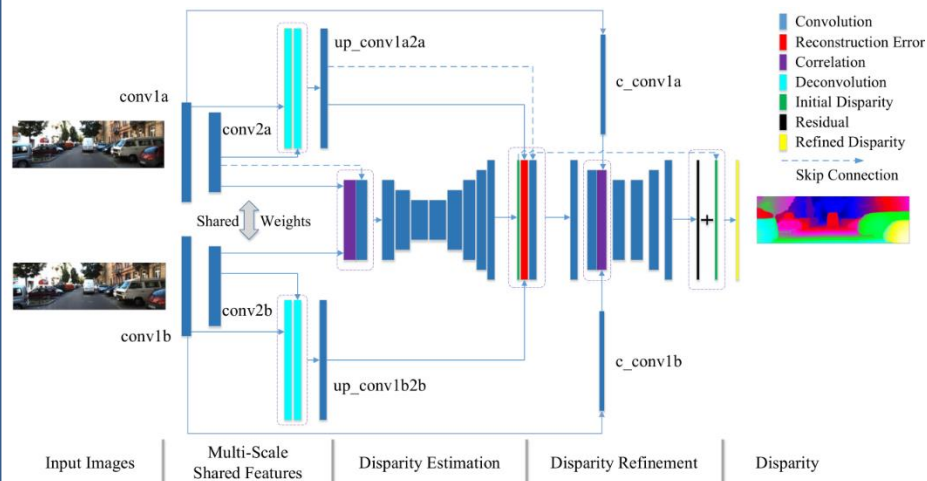
## PSM-Net : Pyramid Stereo Matching Network (CVPR 2018)

<https://arxiv.org/pdf/1803.08669.pdf>



## iResNet : Learning for Disparity Estimation through Feature Constancy (CVPR 2018)

<https://arxiv.org/pdf/1712.01039.pdf>





# Open Challenges

**Robust Vision Challenge (CVPR 2018)** : “ foster the development of **vision systems** that are **robust** and consequently perform **well** on a **variety of datasets** with different characteristics”  
<http://www.robustvision.net/>



Geometric  
Corrections

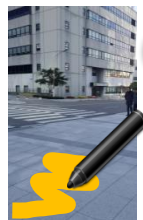
Occlusions



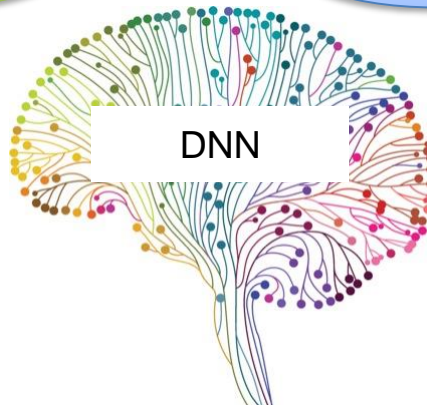
Target

Reference

Specular ,  
Transparent

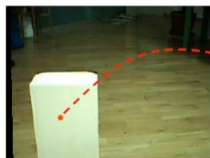
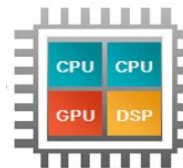


Dense Data  
Annotation



Uniform  
Regions

Real Time  
Performance



## Leader Board Position

Low-res two-view results - ETH3D

https://www.eth3d.net/low\_res\_two\_view?mask=all&metric=bad-4-0

ETH3D Benchmark

Home Documentation Datasets Benchmarks About Submit

Coverage: dense Set: Test Metric: 99% quantile [px] Mask: all

Download this table as CSV

Method	Info	all	lakes. 1l	lakes. 1s	sand box 1l	sand box 1s	stora. room 1l	stora. room 1s	stora. room 2l	stora. room 2s	stora. room 2.1l	stora. room 2.1s	stora. room 2.2l	stora. room 2.2s	stora. room 3l	stora. room 3s	tunnel 1l	tunnel 1s	tunnel 2l
DISCO	00	2.40	0.99	11.99	1.81	1.12	3.47	1.24	3.34	2.57	2.73	1.96	4.52	1.90	4.18	3.62	0.37	0.27	0.31
DLCB_ROB	00	2.55	1.32	10.26	1.31	1.04	2.94	1.29	3.81	2.73	2.93	2.17	3.37	1.53	10.40	3.26	0.42	0.35	0.41
iResNet_ROB	00	2.72	10.38	14.41	1.46	0.99	3.74	0.66	4.01	2.84	2.04	2.05	1.98	1.38	4.73	1.91	0.35	0.20	0.28
LALA_ROB	00	2.88	2.13	19.08	1.10	0.99	3.91	1.81	4.50	3.04	3.32	1.87	2.75	1.66	4.06	4.02	0.47	0.44	0.55
DN-CSS_ROB	00	2.89	9.72	19.71	2.07	0.90	4.01	0.61	4.06	3.35	1.66	1.89	1.39	1.06	3.24	1.88	0.44	0.19	0.44
ETE_ROB	00	2.93	2.12	17.80	1.13	0.94	3.71	1.53	4.29	2.98	3.32	2.13	2.34	1.51	8.68	2.82	0.44	0.40	0.51
NCCL2	00	2.96	4.07	15.75	1.24	1.03	3.48	2.55	3.79	2.39	2.78	1.80	2.41	1.67	10.27	2.48	0.46	0.41	0.57

vision.middlebury.edu/stereo/eval3

Not secure | vision.middlebury.edu/stereo/eval3/

Stereo

Evaluation

Datasets

Code

Submit

Middlebury Stereo Evaluation - Version 3

Mouseover the table cells to see the produced disparity map. Clicking a cell will blink the ground truth for comparison. To change the table type, click the links below. For more information, please see the [description of new features](#).

Submit and evaluate your own results. See [snapshots of previous results](#). See the [evaluation v.2](#) (no longer active).

Set: [test dense](#) [test sparse](#) [training dense](#) [training sparse](#)

Metric: [bad 0.5](#) [bad 1.0](#) [bad 2.0](#) [bad 4.0](#) [avgerr](#) [rms](#) [A50](#) [A90](#) [A95](#) [A99](#) [time](#) [time/MP](#) [time/GD](#)

Mask: [nonocc](#) [all](#)

☐ plot selected ☐ show invalid [Reset sort](#) [Reference list](#)

Date	Name	Res	Avg	Austr	AustrP	Bicyc2	Class	ClassE	Compu	Crusa	CrusaP	DjemB	DjemBL	Hoops	Livgrm	Nkuba	Plants	Stairs																
				MP: 5.8 nr: 290 im0 im1 GT nonocc	MP: 5.8 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc	MP: 5.7 nr: 290 im0 im1 GT nonocc																	
05/22/18	DN-CSS_ROB	H	82.0	118	2	107	1	40.5	1	71.4	4	146	9	29.0	1	99.9	2	105	3	21.6	2	66.4	18	171	30	57.3	8	65.7	2	113	1	127	7	
10/10/18	DISCO	H	86.6	108	1	110	2	46.1	2	102	7	146	8	31.0	2	108	3	101	2	17.1	1	104	30	166	18	51.5	1	68.6	3	142	3	87.2	3	
05/31/18	iResNet_ROB	H	87.5	121	4	118	3	55.7	3	86.6	5	114	2	95.0	20	70.9	1	73.7	1	32.1	10	47.5	10	172	31	59.2	12	62.1	1	142	2	145	8	
05/26/18	NOSS_ROB	H	104	4	130	21	125	8	71.2	8	63.5	1	137	5	97.0	25	126	9	123	8	41.7	24	41.9	3	152	9	58.1	10	106	13	177	29	174	28
03/06/18	NOSS	H	104	5	130	21	125	8	71.2	8	63.5	1	137	5	97.0	25	126	9	123	8	41.7	24	41.9	3	152	9	58.1	10	106	13	177	29	174	27
05/01/18	PSMNet_ROB	Q	106	8	145	83	143	94	84.1	27	106	8	128	3	58.0	5	112	4	111	4	34.3	12	139	43	169	24	62.5	13	98.4	5	163	9	118	8
12/11/17	OVOD	H	108	7	120	3	118	4	69.4	4	122	10	183	10	99.0	35	129	15	130	14	34.8	14	55.3	14	149	3	64.5	19	80.5	4	168	14	153	9
06/22/17	LocalExp	H	100	8	128	16	126	12	70.9	7	89.5	6	175	13	97.0	26	124	10	125	5	27.6	10	43.9	6	158	16	63.0	18	108	16	175	21	163	16

\*\* As on Oct-2018



## More references on Stereo :CV method

- H. Hirschmüller. Stereo processing by semi-global matching and mutual information. PAMI 30(2):328-341, 2008
- S. Drouyer, et al. Sparse stereo disparity map densification using hierarchical image segmentation. 13th International Symposium on Mathematical Morphology.
- L. Li, X. Yu, S. Zhang, X. Zhao, and L. Zhang. 3D cost aggregation with multiple minimum spanning trees for stereo matching. Applied Optics 56(12):3411-3420, 2017.
- L. Li, S. Zhang, X. Yu, and L. Zhang. PMSC: PatchMatch-based superpixel cut for accurate stereo matching. IEEE Trans on Circuits and Systems for Video Technology, 2016.
- “Multiview Geometry in Computer Vision”, book by Hartley and Zisserman

## More references on Stereo : End to end CNN method

- J. Chang and Y. Chen: Pyramid Stereo Matching Network. arXiv preprint arXiv:1803.08669 2018.
- Z. Liang, Y. Feng, Y. Guo and H. Liu: [Learning for Disparity Estimation through Feature Constancy](#). arXiv preprint arXiv:1712.01039 2017.
- J. Pang, et al: [Cascade residual learning: A two-stage convolutional neural network for stereo matching](#). ICCV Workshop on Geometry Meets Deep Learning 2017.

## Tutorial Material on Stereo

- <http://www.cse.psu.edu/~rtc12/CSE486/lecture09.pdf>
- <http://www.inf.u-szeged.hu/~kato/teaching/computervision/02-CameraGeometry.pdf>
- <http://www.ics.uci.edu/~majumder/vispercep/chap8notes.pdf>
- <http://vision.deis.unibo.it/~smatt/Seminars/StereoVision.pdf>
- <https://courses.cs.washington.edu/courses/cse455/09wi/Lects/lect16.pdf>

## Stereo Datasets:

- Middlebury: <http://vision.middlebury.edu/stereo/eval3/>
- Kitti: [http://www.cvlibs.net/datasets/kitti/eval\\_scene\\_flow.php?benchmark=stereo](http://www.cvlibs.net/datasets/kitti/eval_scene_flow.php?benchmark=stereo)
- SceneFlow: <https://lmb.informatik.uni-freiburg.de/resources/datasets/SceneFlowDatasets.en.html>
- ETH dataset: [https://www.eth3d.net/low\\_res\\_two\\_view](https://www.eth3d.net/low_res_two_view)

- Extend sincere gratitude to following members for providing their valuable support and help
  - ❑ Kunal Swami
  - ❑ Dr. Rituparna Sarkar
  - ❑ Yash Harbhajanka
  - ❑ Bhushan Bhagwan Gawde
  - ❑ Dr. Lokesh Boregowda
- Images are borrowed from various sources and internet
  - ❑ *"Stereo Vision: Algorithms and Applications" by Stefano Mattocia*
  - ❑ *"On Building an Accurate Stereo Matching System on Graphics Hardware" by Xing Mei*
  - ❑ *Etc...*



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