

# Motion Field and Optical Flow

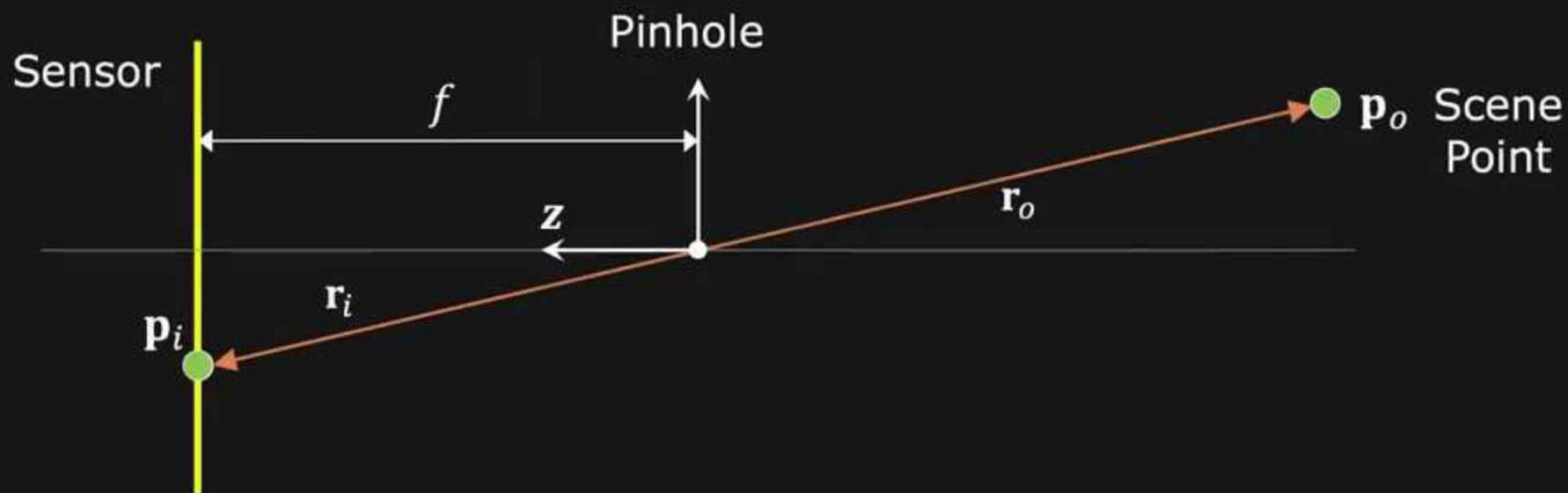
Shree K. Nayar  
Columbia University

Topic: Motion and Optical Flow, Module: Reconstruction II  
First Principles of Computer Vision



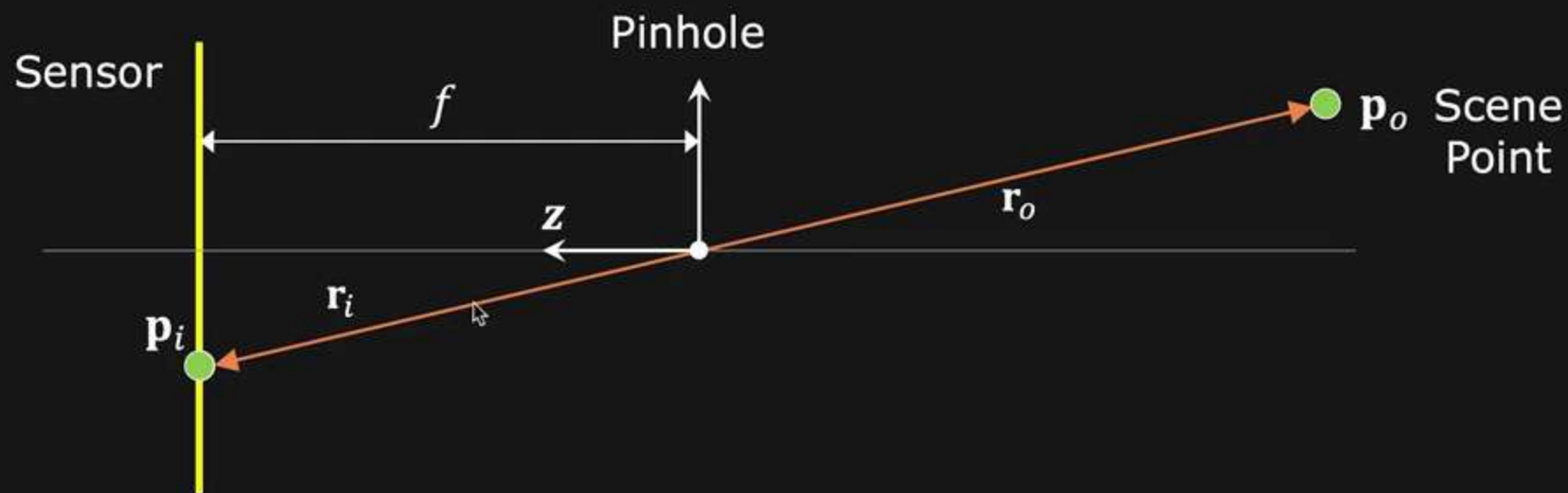
# Motion Field

Image velocity of a point that is moving in the scene



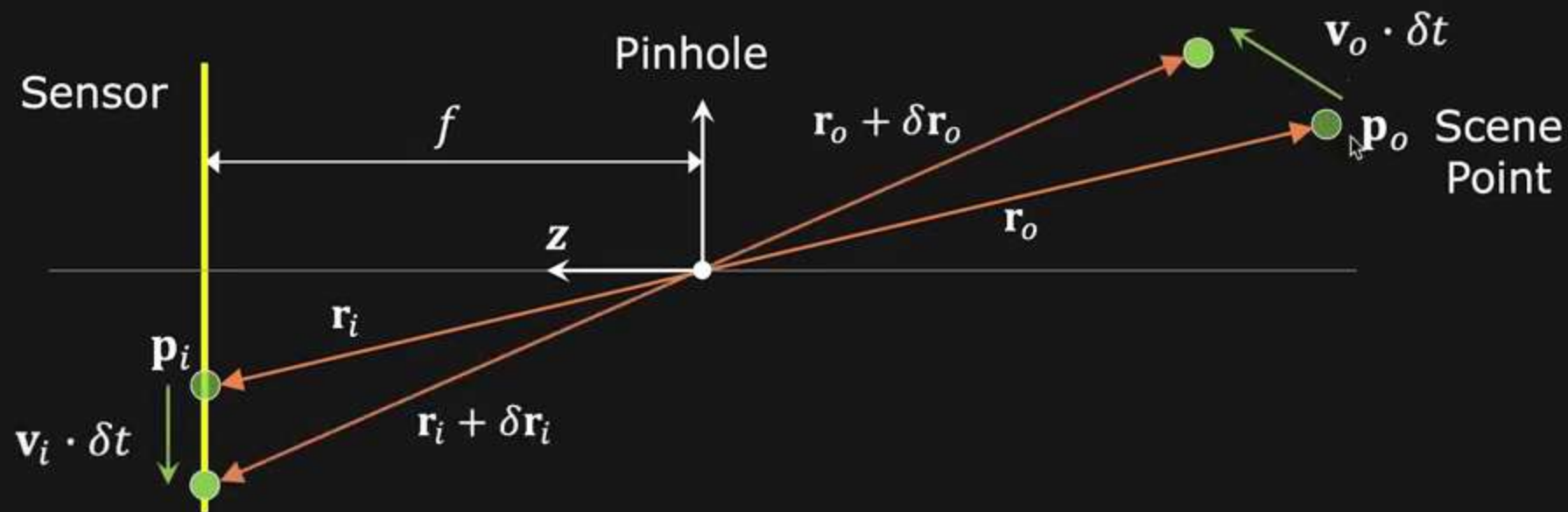
# Motion Field

Image velocity of a point that is moving in the scene



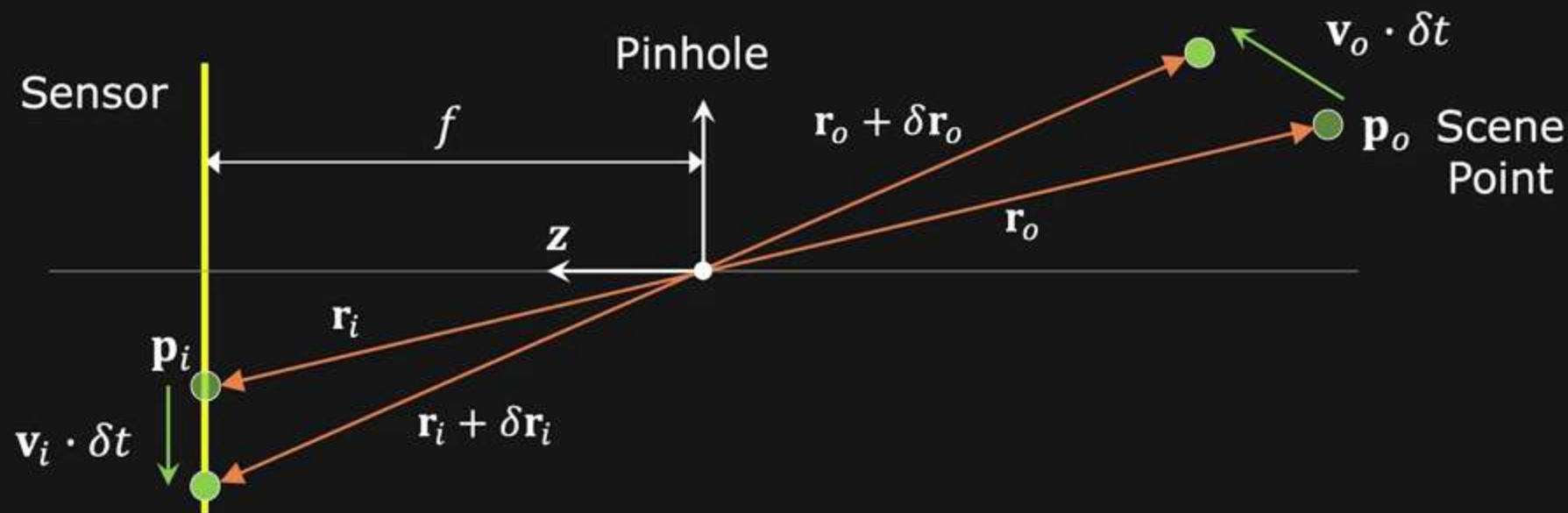
# Motion Field

Image velocity of a point that is moving in the scene



# Motion Field

Image velocity of a point that is moving in the scene



Scene Point Velocity:  $\mathbf{v}_o = \frac{d\mathbf{r}_o}{dt}$





# Motion Field

Image velocity of a point that is moving in the scene

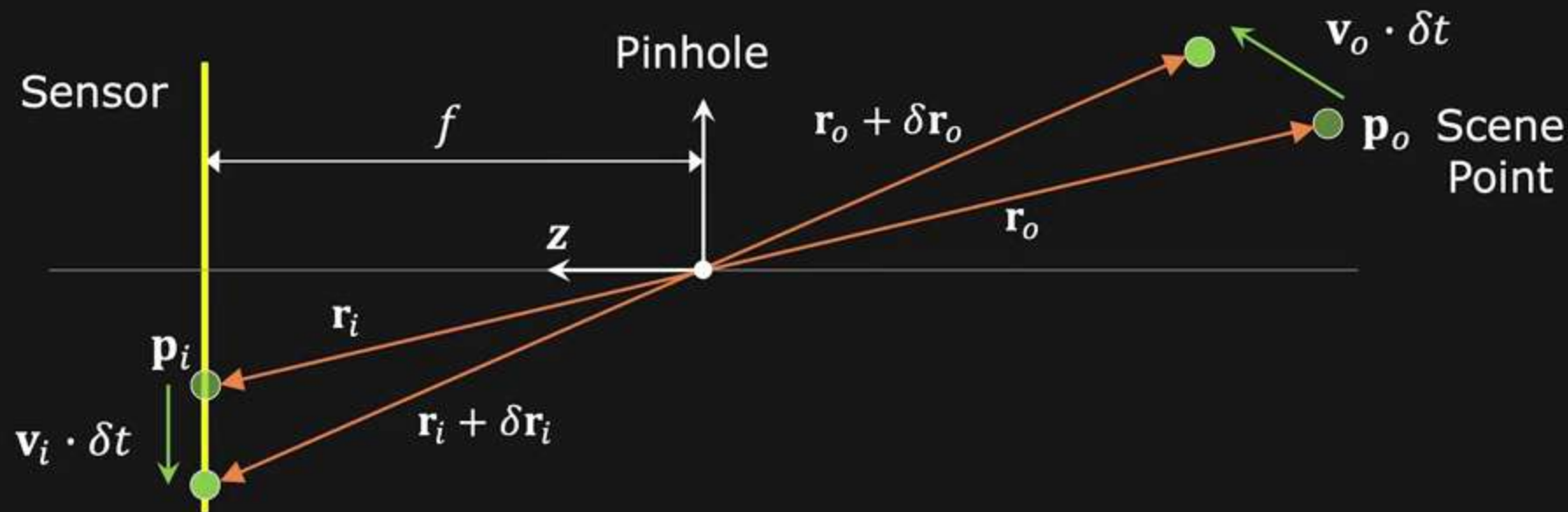


Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt}$   
(Motion Field)

Scene Point Velocity:  $\mathbf{v}_o = \frac{d\mathbf{r}_o}{dt}$



# Motion Field

Image velocity of a point that is moving in the scene

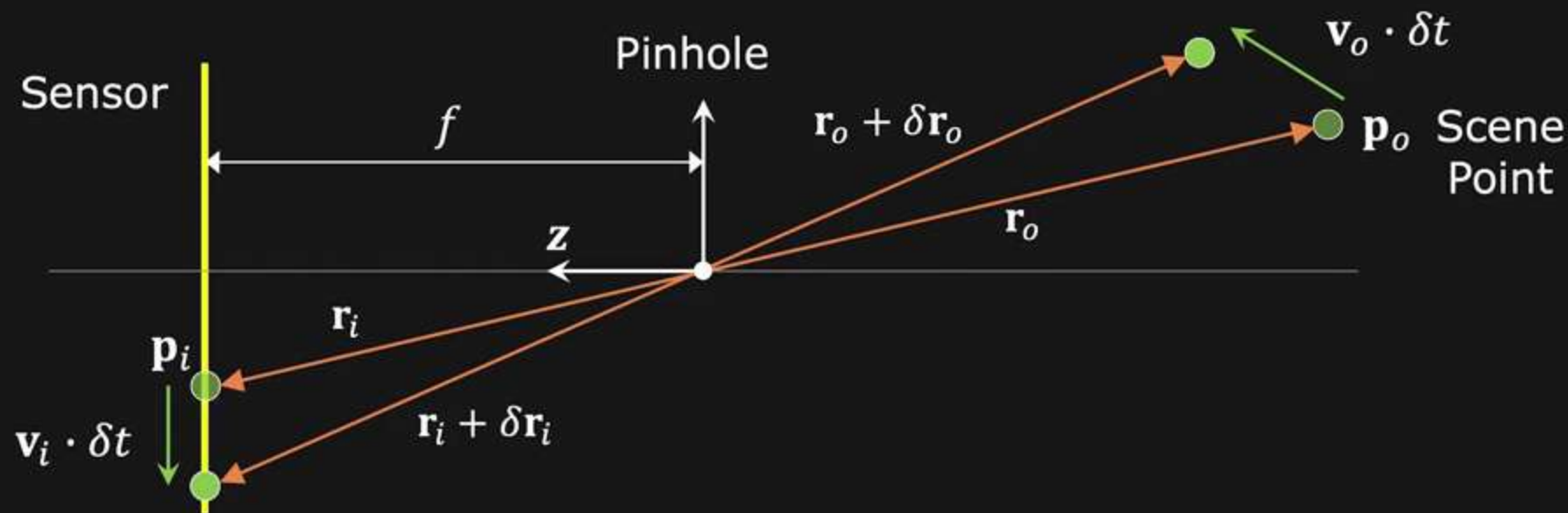


Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt}$   
(Motion Field)

Scene Point Velocity:  $\mathbf{v}_o = \frac{d\mathbf{r}_o}{dt}$





# Motion Field

Image velocity of a point that is moving in the scene

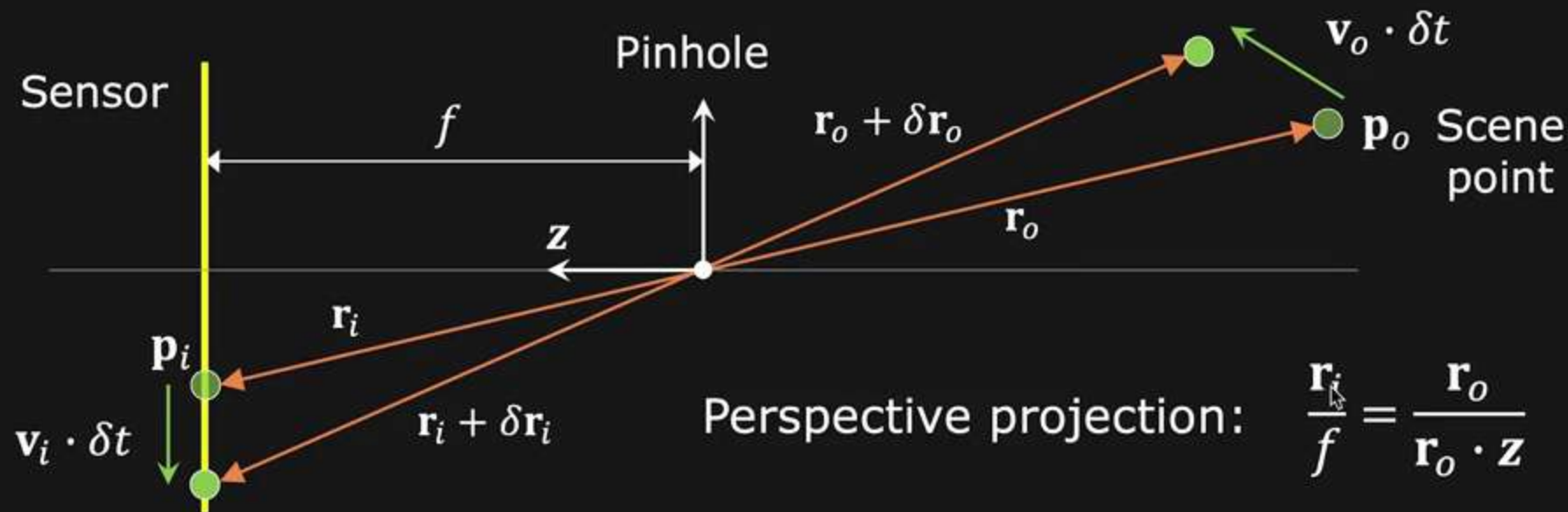


Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt}$   
(Motion Field)



# Motion Field

Image velocity of a point that is moving in the scene

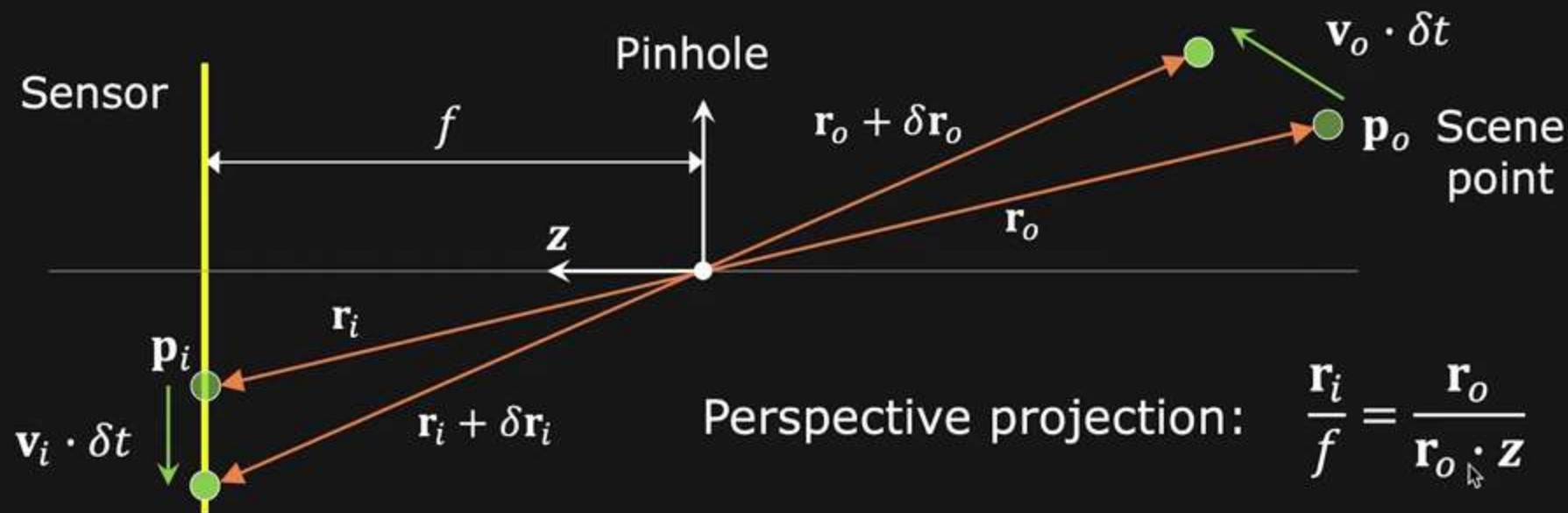


Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt}$   
(Motion Field)



# Motion Field

Image velocity of a point that is moving in the scene

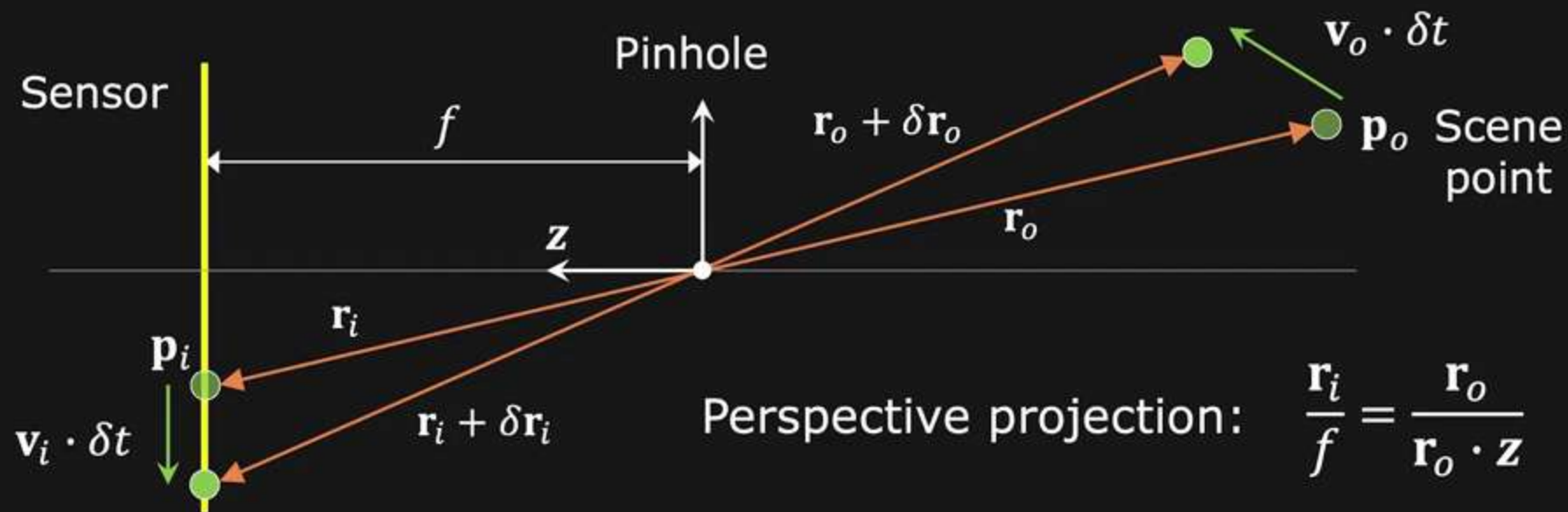


Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt}$   
(Motion Field)



# Motion Field

Image velocity of a point that is moving in the scene

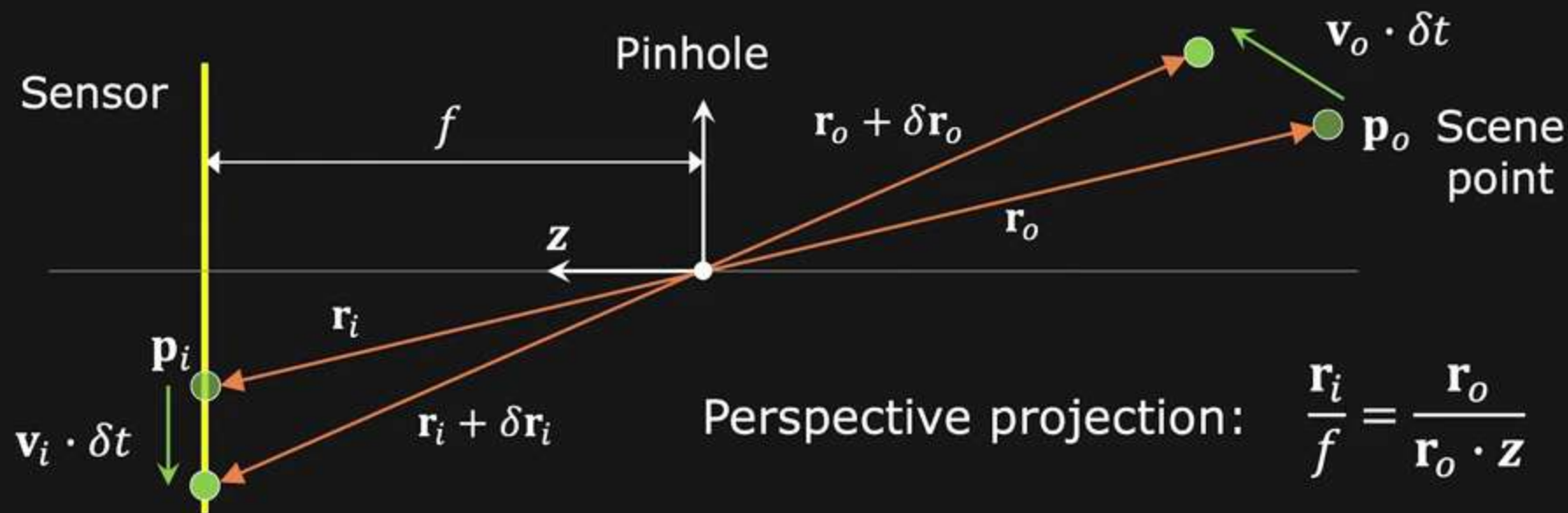


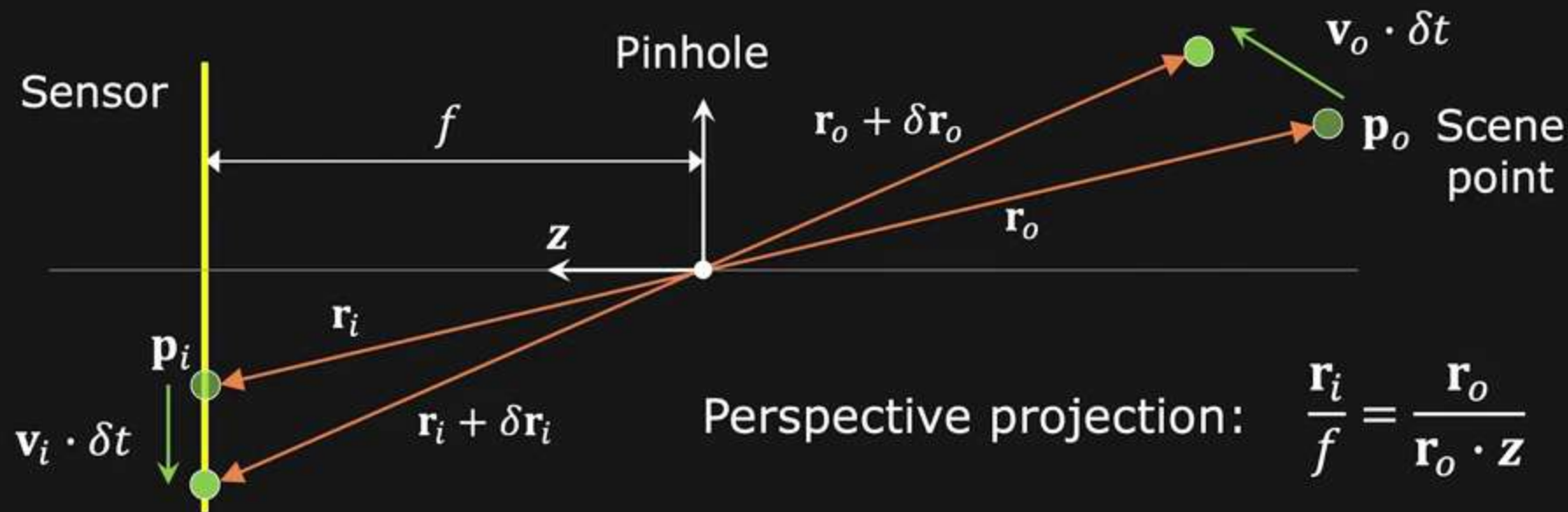
Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt} = f \frac{(\mathbf{r}_o \cdot \mathbf{z})\mathbf{v}_o - (\mathbf{v}_o \cdot \mathbf{z})\mathbf{r}_o}{(\mathbf{r}_o \cdot \mathbf{z})^2}$   
(Motion Field)





# Motion Field

Image velocity of a point that is moving in the scene



Perspective projection:  $\frac{\mathbf{r}_i}{f} = \frac{\mathbf{r}_o}{\mathbf{r}_o \cdot \mathbf{z}}$

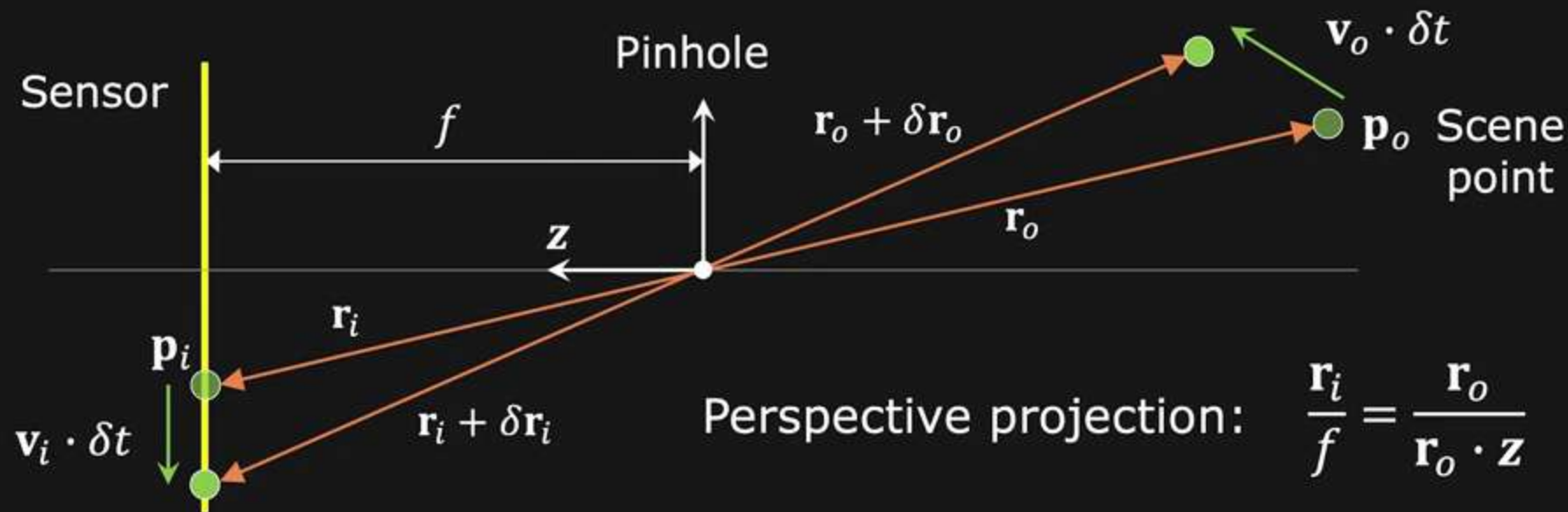
Image Point Velocity:  $\mathbf{v}_i = \frac{d\mathbf{r}_i}{dt} = f \frac{(\mathbf{r}_o \cdot \mathbf{z})\mathbf{v}_o - (\mathbf{v}_o \cdot \mathbf{z})\mathbf{r}_o}{(\mathbf{r}_o \cdot \mathbf{z})^2}$   
(Motion Field)





# Motion Field

Image velocity of a point that is moving in the scene



Perspective projection:  $\frac{r_i}{f} = \frac{r_o}{r_o \cdot z}$

Image Point Velocity:  $v_i = \frac{dr_i}{dt} = f \frac{(r_o \cdot z)v_o - (v_o \cdot z)r_o}{(r_o \cdot z)^2}$   
(Motion Field)

$$v_i = f \frac{(r_o \times v_o) \times z}{(r_o \cdot z)^2}$$



# Motion Field

Image velocity of a point that is moving in the scene

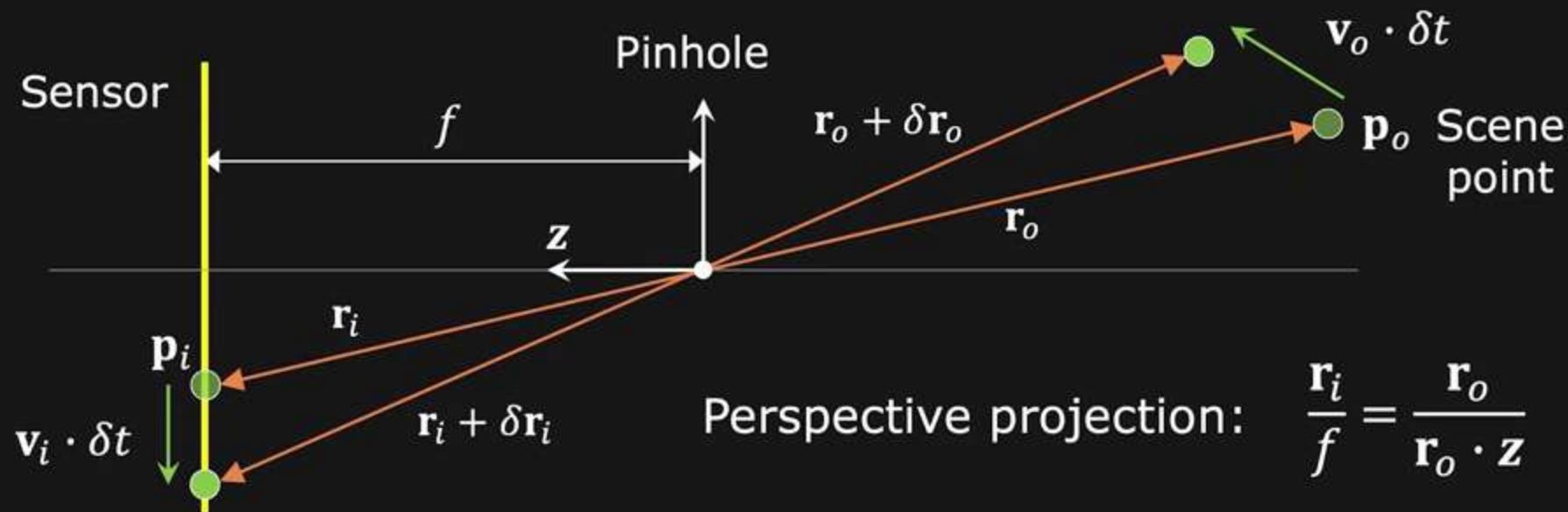


Image Point Velocity:  $v_i = \frac{dr_i}{dt} = f \frac{(r_o \cdot z)v_o - (v_o \cdot z)r_o}{(r_o \cdot z)^2}$   
(Motion Field)

$$v_i = f \frac{(r_o \times v_o) \times z}{(r_o \cdot z)^2}$$

[Horn 1981]

# Motion Field

Image velocity of a point that is moving in the scene

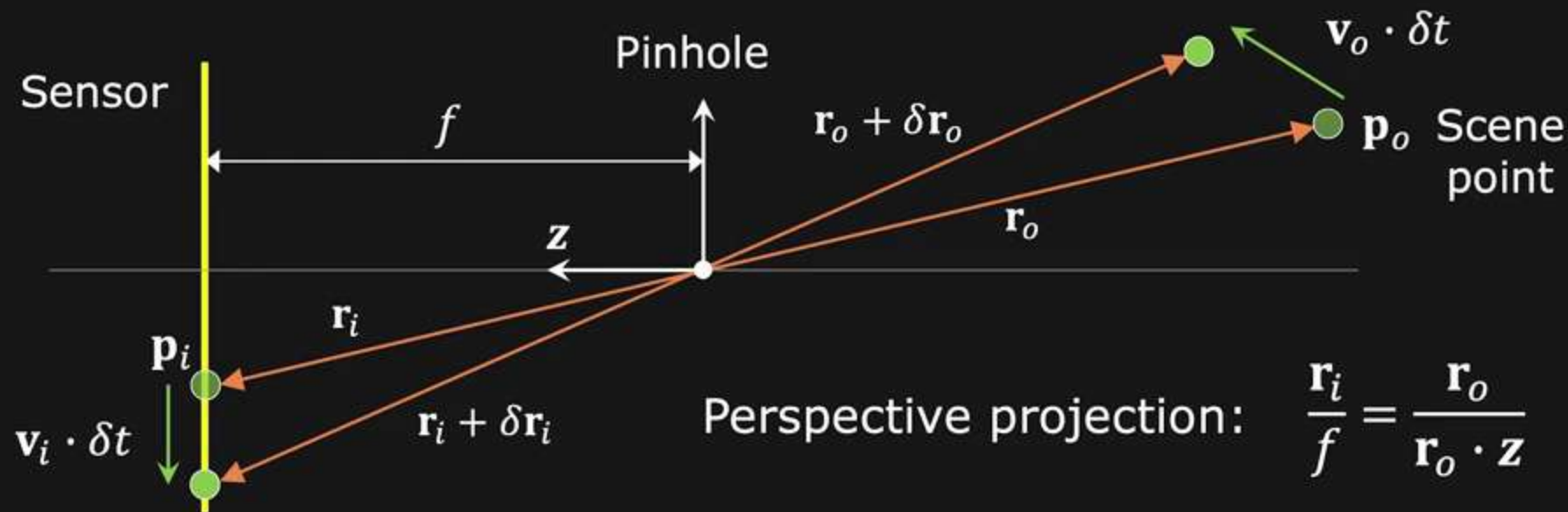


Image Point Velocity:  $v_i = \frac{dr_i}{dt} = f \frac{(r_o \cdot z)v_o - (v_o \cdot z)r_o}{(r_o \cdot z)^2}$   
(Motion Field)

$$v_i = f \frac{(r_o \times v_o) \times z}{(r_o \cdot z)^2}$$

[Horn 1981]



# Optical Flow

---

Motion of brightness patterns in the image



Image Sequence  
(2 frames)



# Optical Flow

---

Motion of brightness patterns in the image



Image Sequence  
(2 frames)





# Optical Flow

---

Motion of brightness patterns in the image



Image Sequence  
(2 frames)

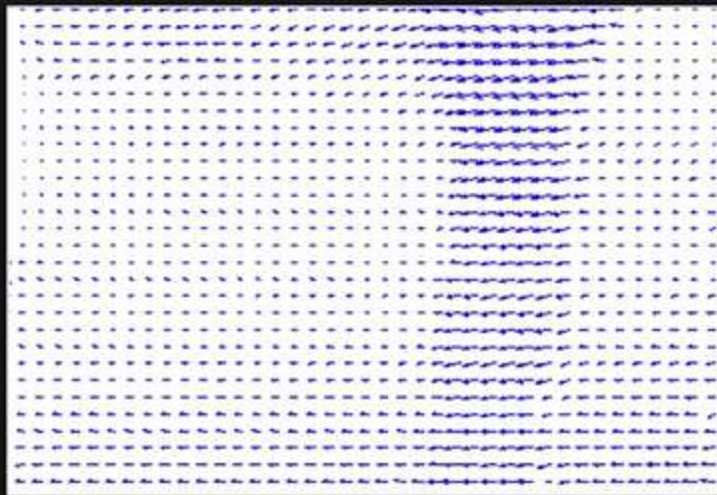


# Optical Flow

Motion of brightness patterns in the image



Image Sequence  
(2 frames)



Optical Flow



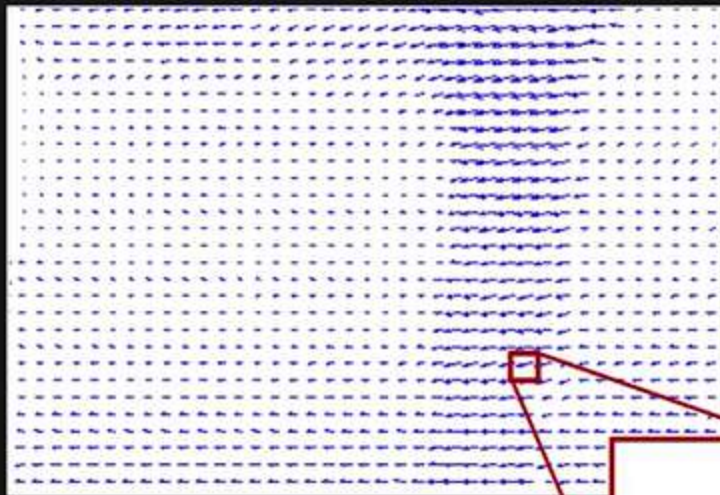


# Optical Flow

Motion of brightness patterns in the image



Image Sequence  
(2 frames)



Optical Flow

Velocity of  
brightness pattern

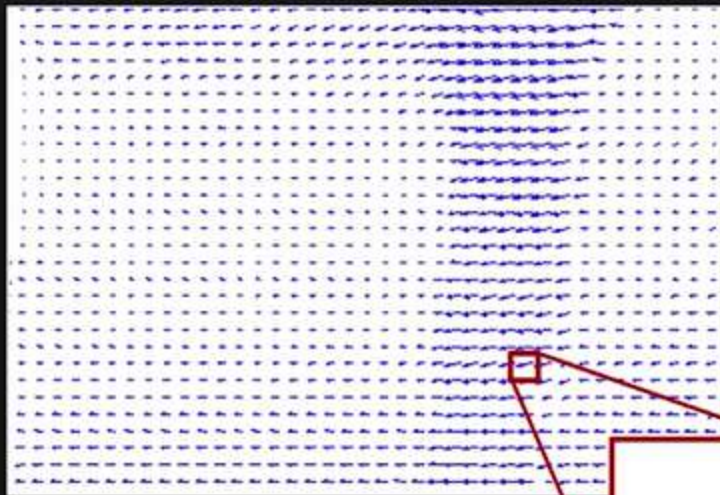


# Optical Flow

Motion of brightness patterns in the image



Image Sequence  
(2 frames)



Optical Flow

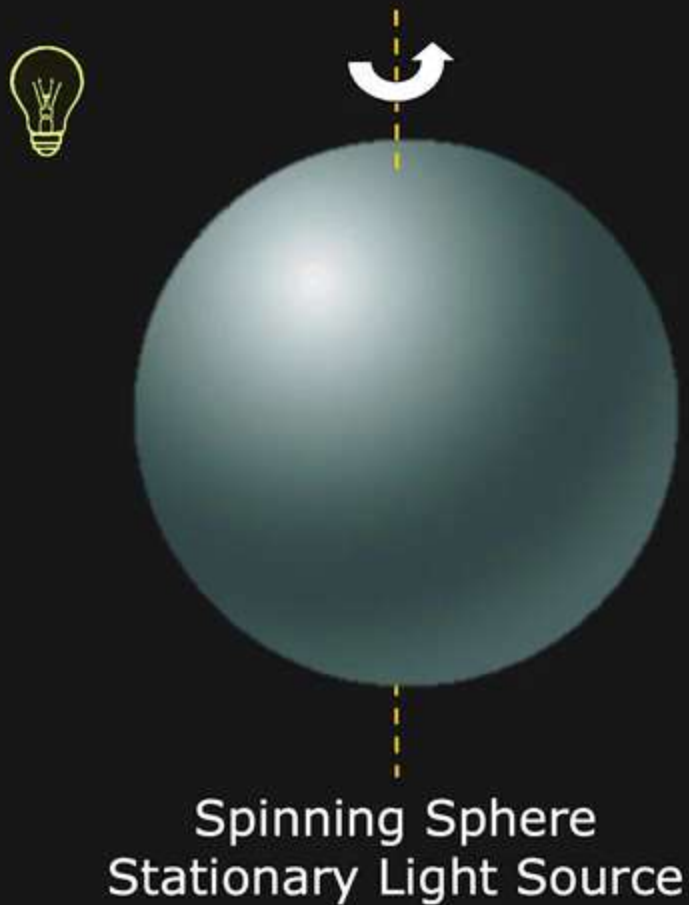
Velocity of  
brightness pattern

Ideally, Optical Flow = Motion Field



# When is Optical Flow $\neq$ Motion Field?

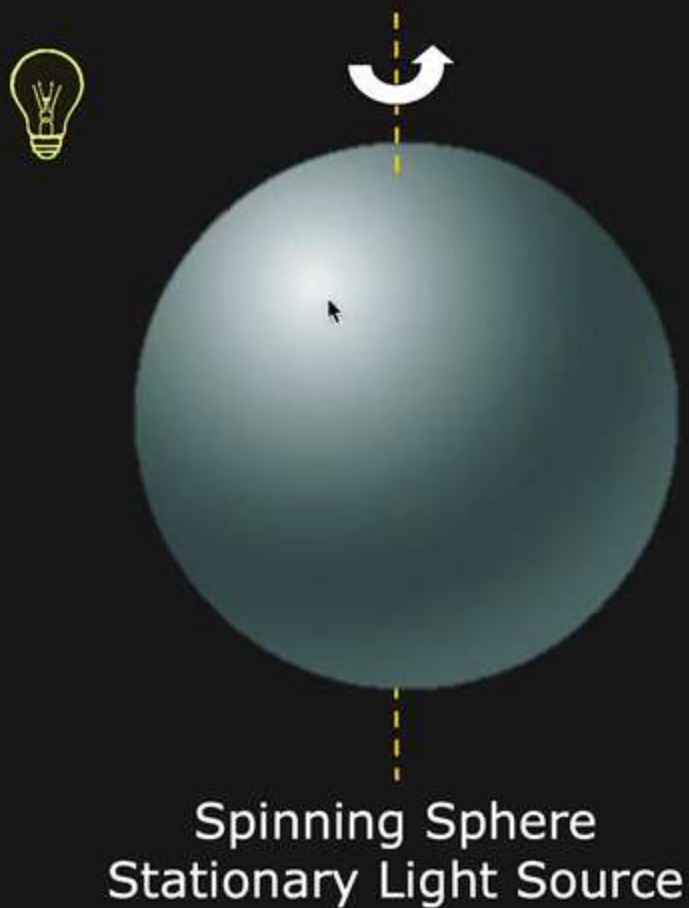
---





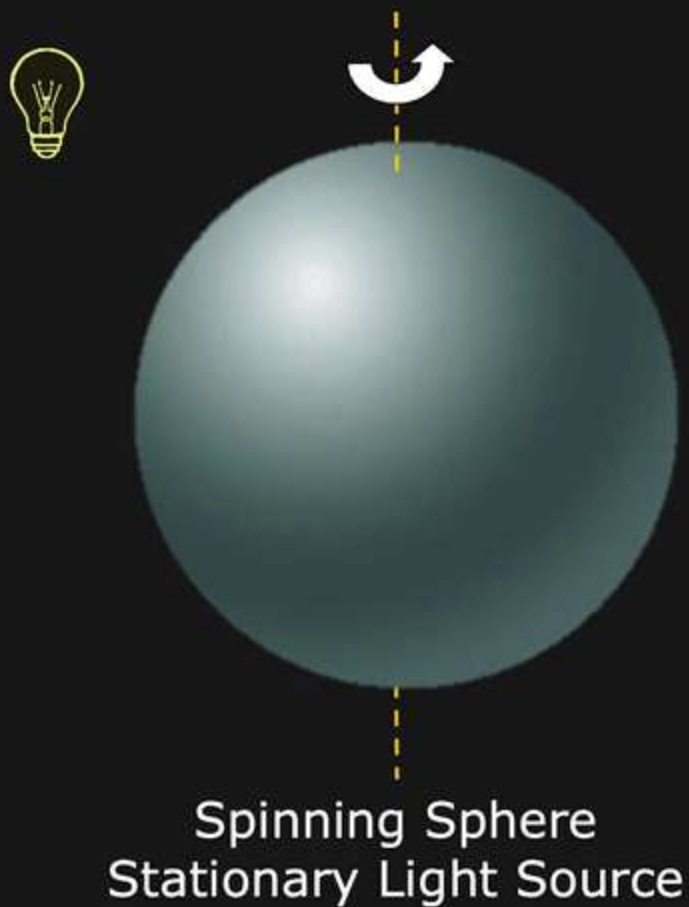
# When is Optical Flow $\neq$ Motion Field?

---



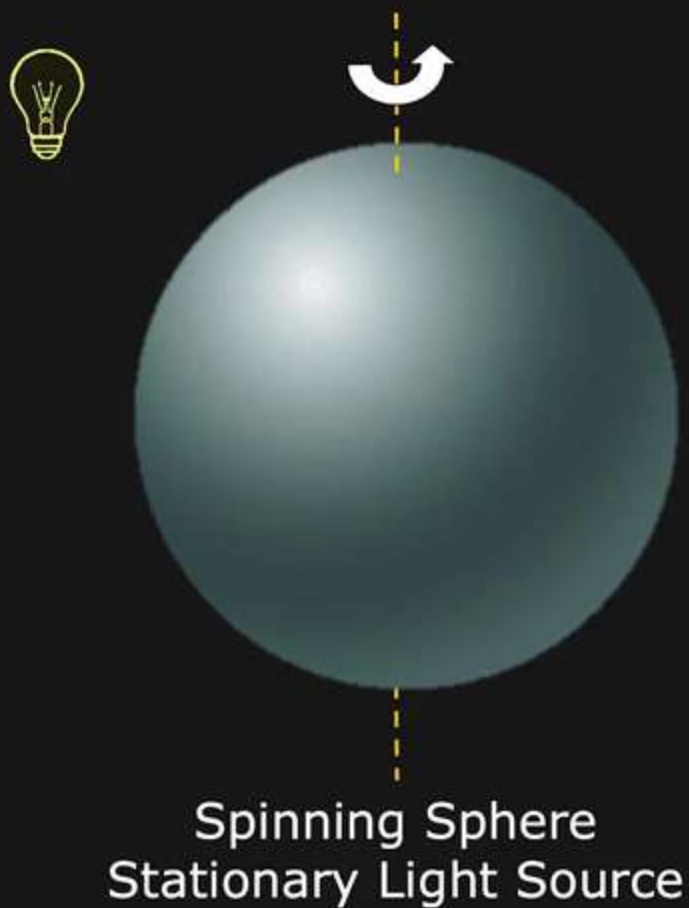
# When is Optical Flow $\neq$ Motion Field?

---



# When is Optical Flow $\neq$ Motion Field?

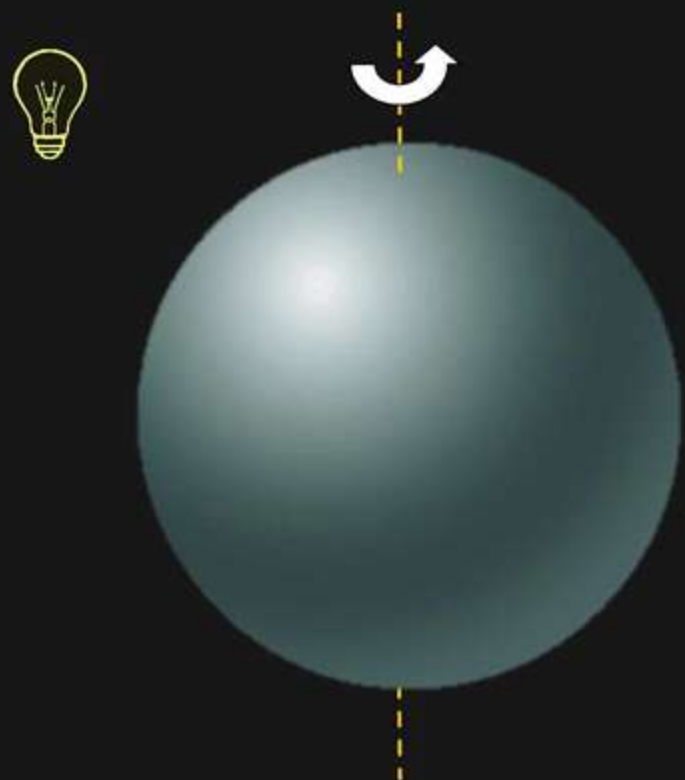
---



Motion Field exists  
But no Optical Flow



# When is Optical Flow $\neq$ Motion Field?



Spinning Sphere  
Stationary Light Source

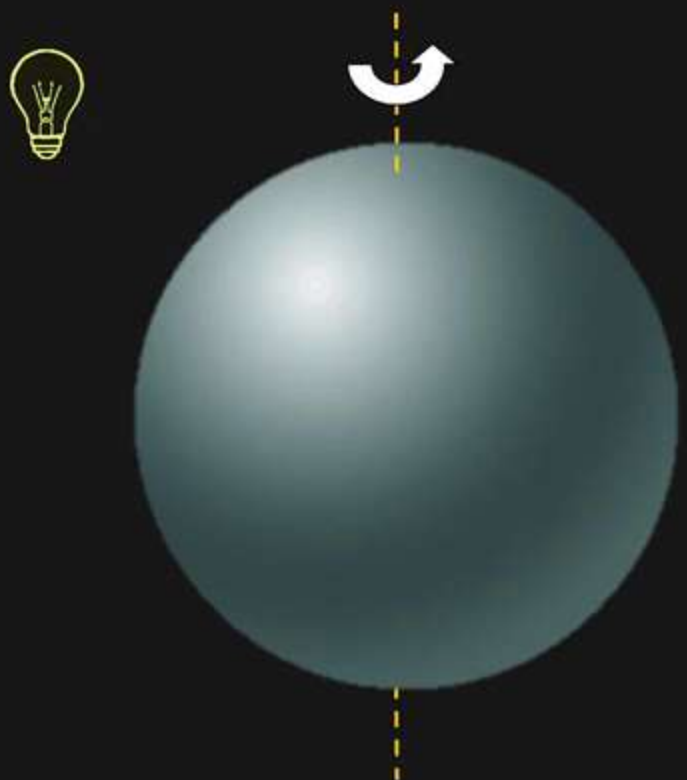
Motion Field exists  
But no Optical Flow



Stationary Sphere  
Moving Light Source

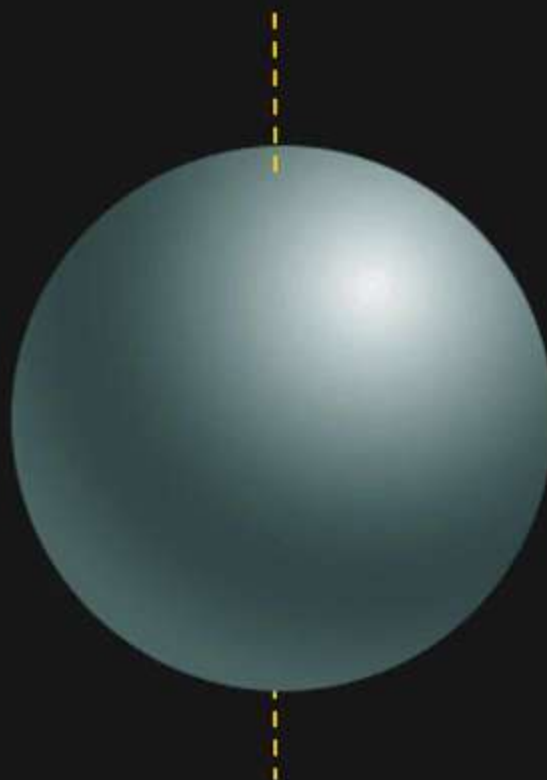


# When is Optical Flow $\neq$ Motion Field?



Spinning Sphere  
Stationary Light Source

Motion Field exists  
But no Optical Flow

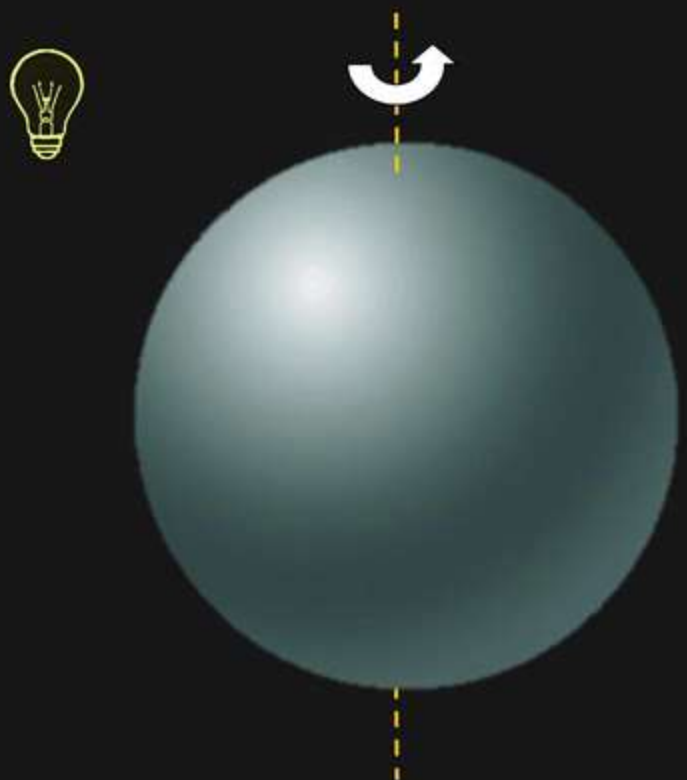


Stationary Sphere  
Moving Light Source



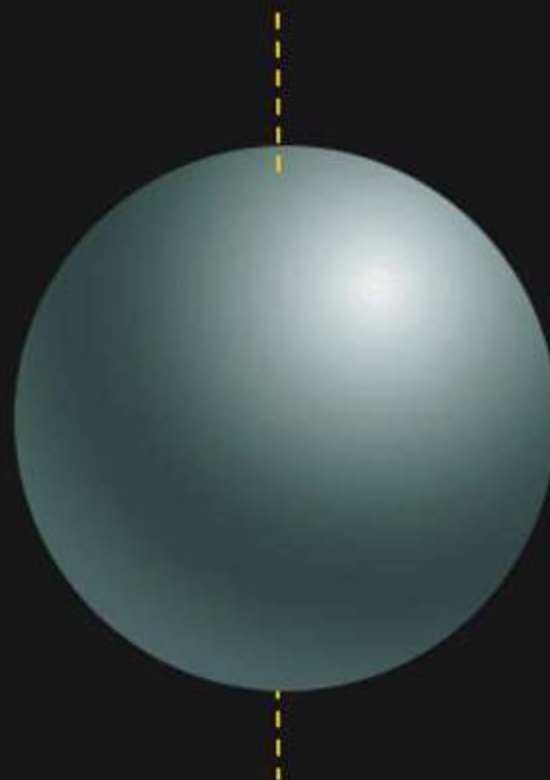


# When is Optical Flow $\neq$ Motion Field?



Spinning Sphere  
Stationary Light Source

Motion Field exists  
But no Optical Flow

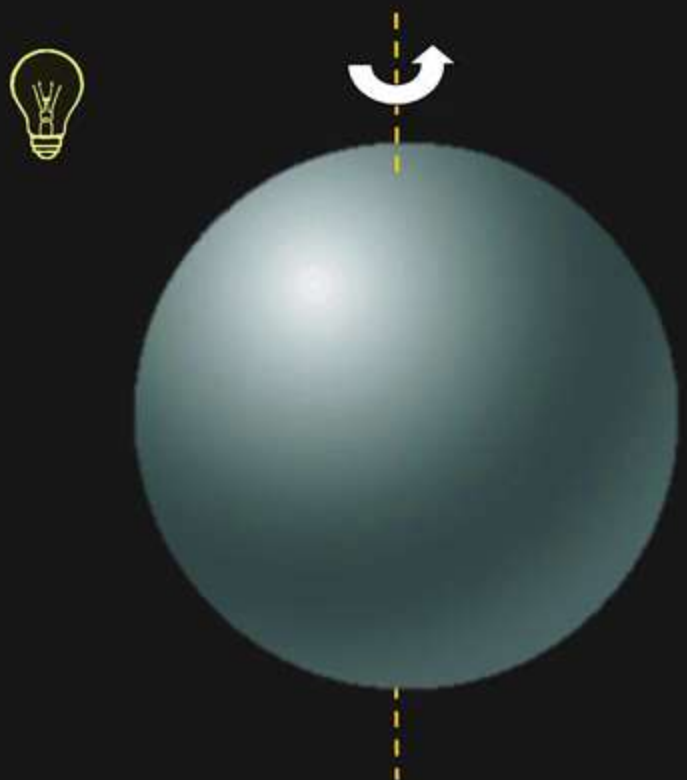


Stationary Sphere  
Moving Light Source

No Motion Field exists  
But there is Optical Flow



# When is Optical Flow $\neq$ Motion Field?



Spinning Sphere  
Stationary Light Source

Motion Field exists  
But no Optical Flow



Stationary Sphere  
Moving Light Source

No Motion Field exists  
But there is Optical Flow



# When is Optical Flow $\neq$ Motion Field?

---



Barber Pole  
Illusion

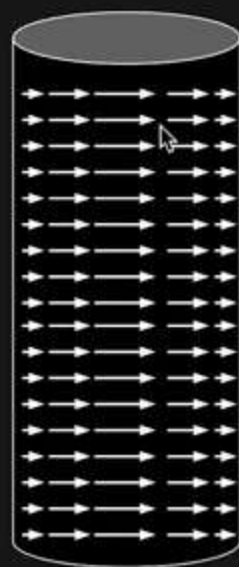


# When is Optical Flow $\neq$ Motion Field?

---



Barber Pole  
Illusion



Motion Field



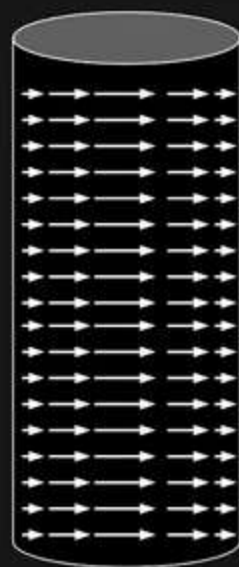


# When is Optical Flow $\neq$ Motion Field?

---



Barber Pole  
Illusion



Motion Field

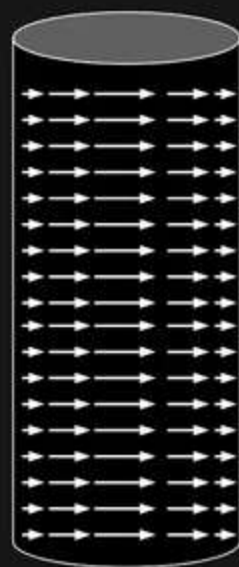


# When is Optical Flow $\neq$ Motion Field?

---



Barber Pole  
Illusion



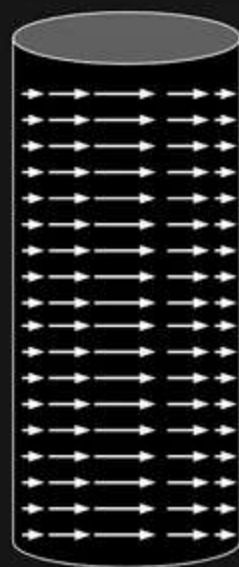
Motion Field



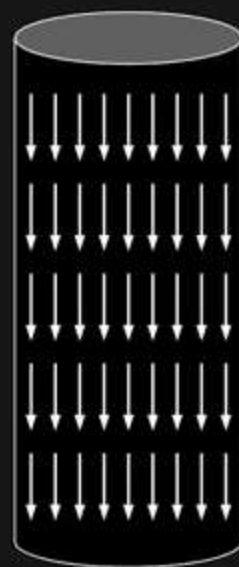
# When is Optical Flow $\neq$ Motion Field?



Barber Pole Illusion



Motion Field



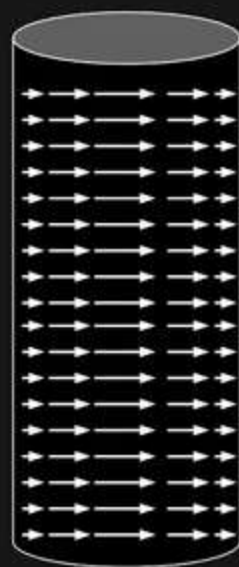
Optical Flow



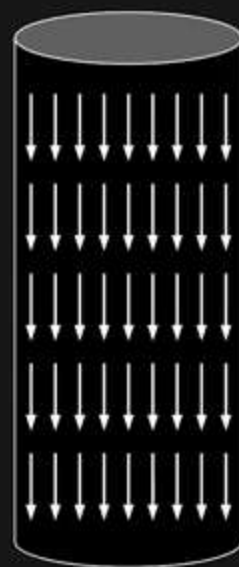
# When is Optical Flow $\neq$ Motion Field?



Barber Pole Illusion



Motion Field

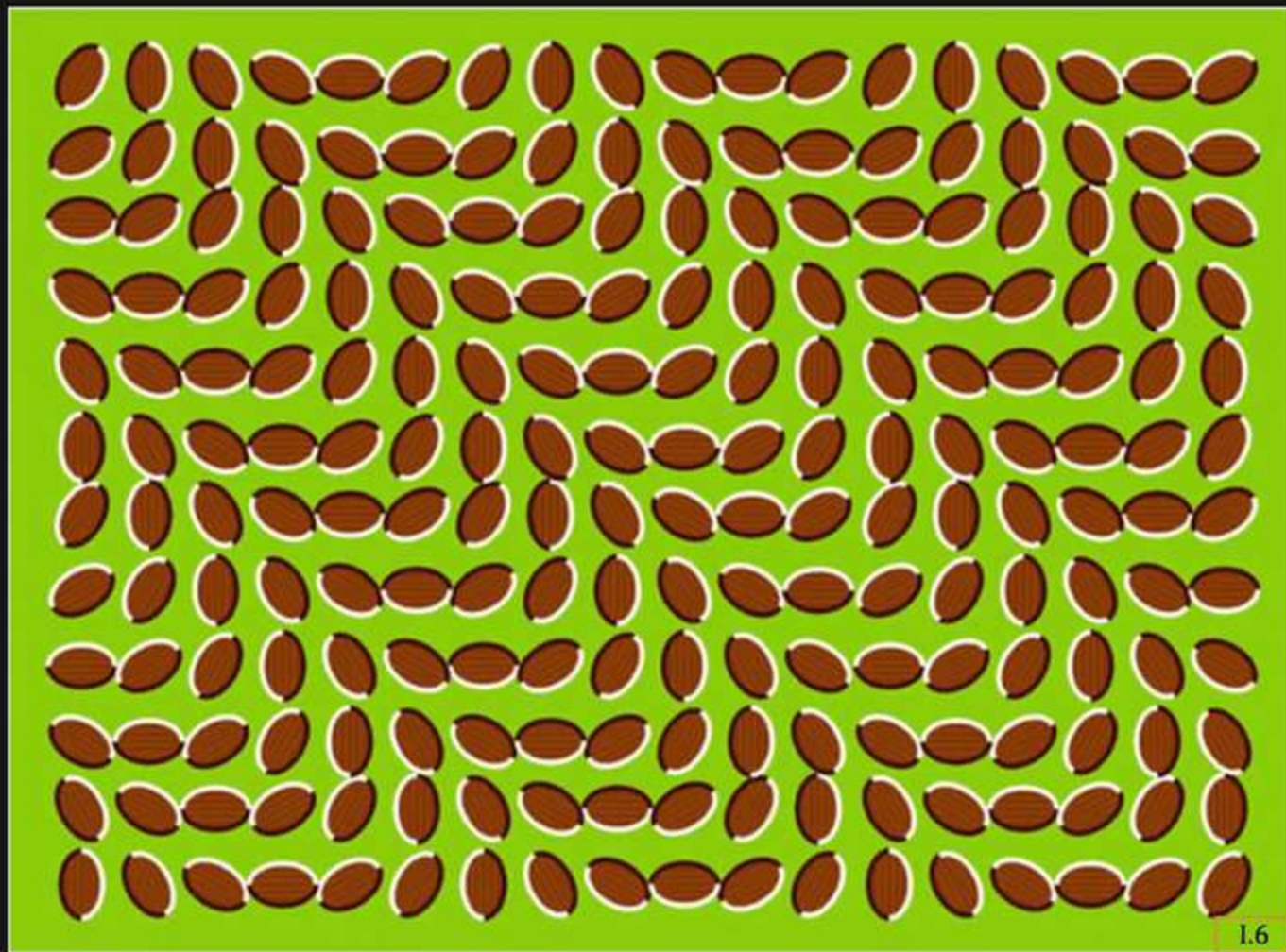


Optical Flow





# Motion Illusions



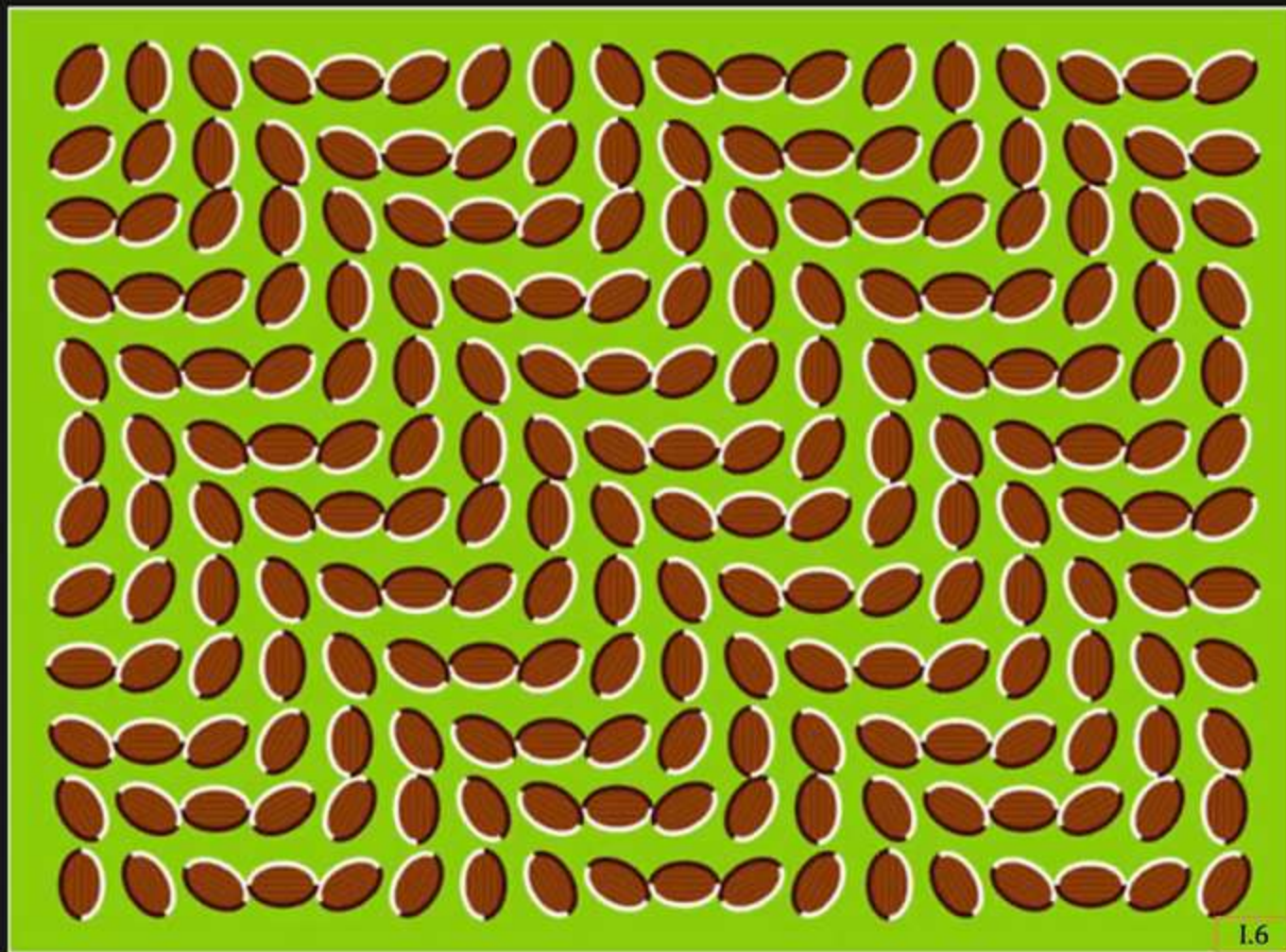
1.6

Donguri Wave Illusion





# Motion Illusions

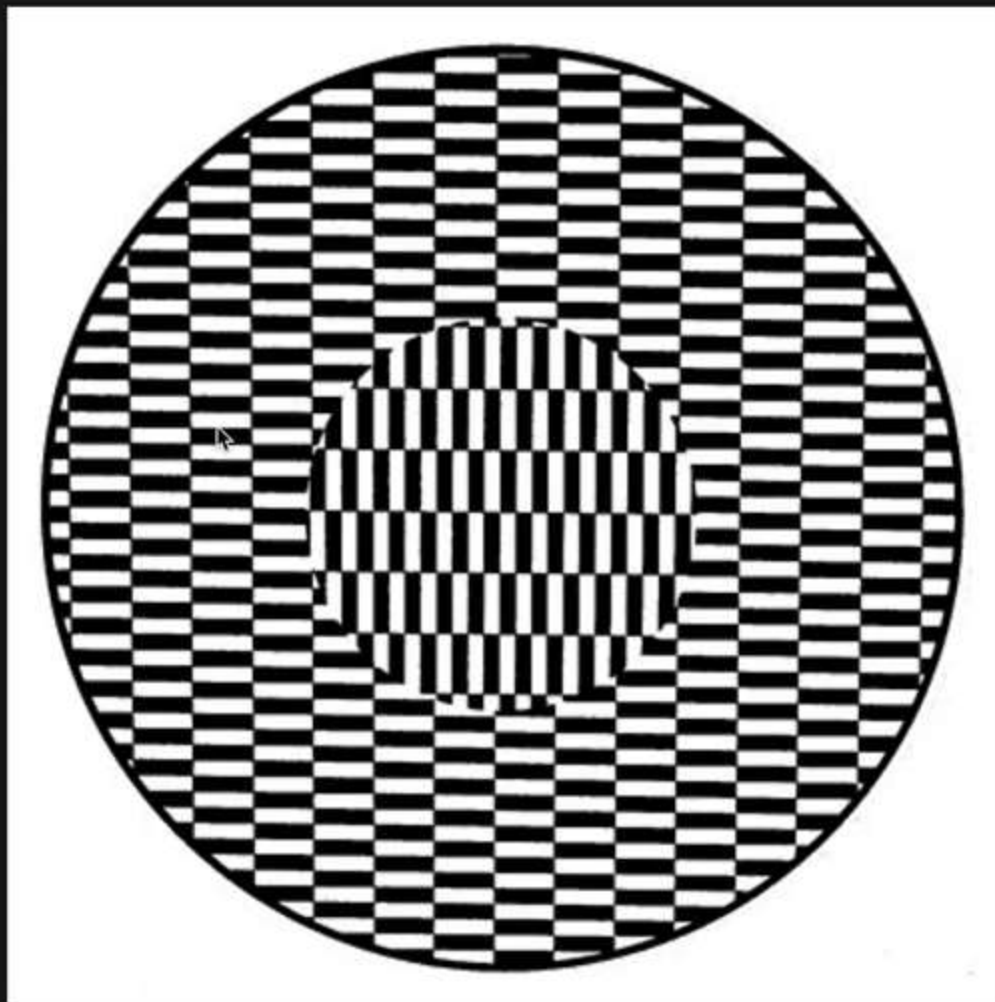


Donguri Wave Illusion



# Motion Illusions

---

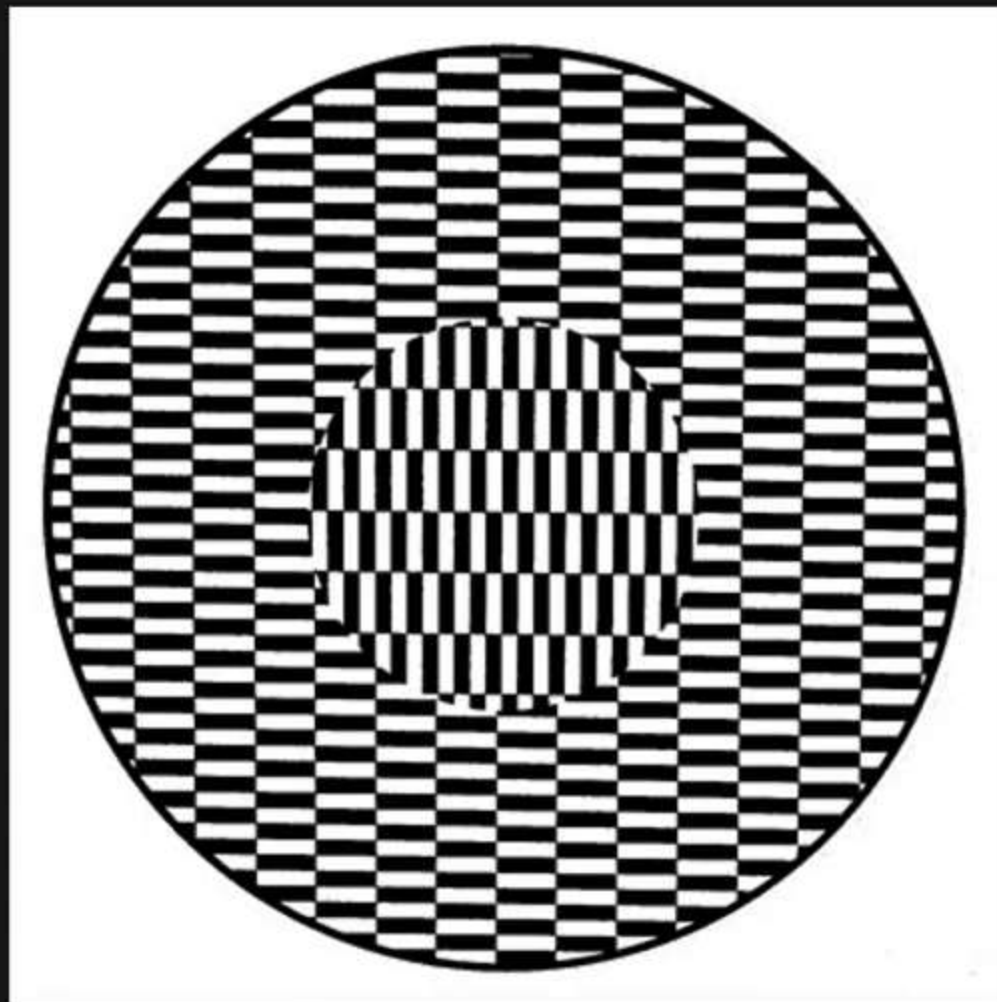


Ouchi Pattern



# Motion Illusions

---



Ouchi Pattern

