

Motion Estimation

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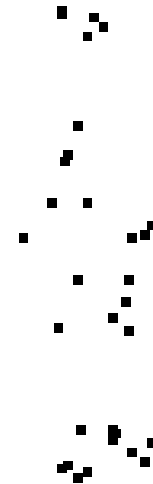
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Motion Estimation

- Optical Flow in Computer Vision
 - Related topics: feature correspondence, image alignment, image registration
 - Main consideration: **Accuracy**
- Block Matching Algorithms (BMA) in Signal Processing
 - Related topics: video compression
 - Main consideration: **Efficiency**

We are living a moving world

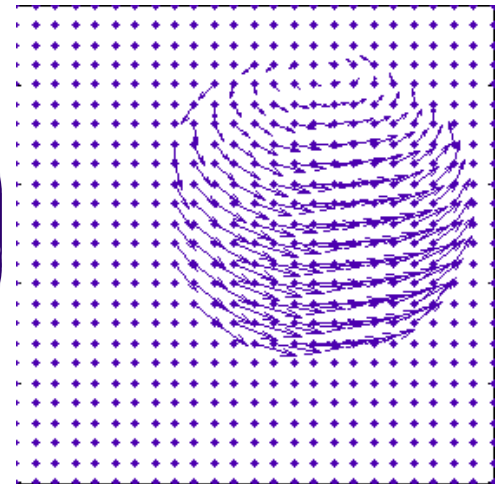
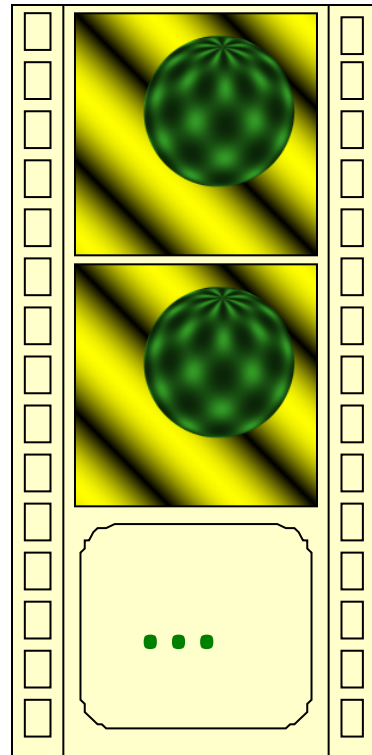
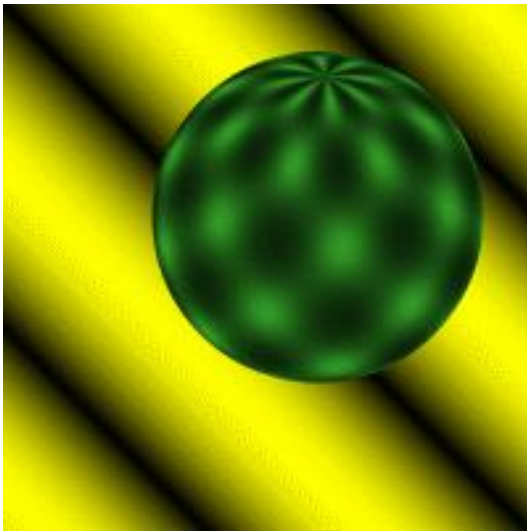
- Perceiving, understanding and predicting motion is an important part of our daily lives
- Even “impoverished” motion data can evoke a strong percept ^[1]



Outline

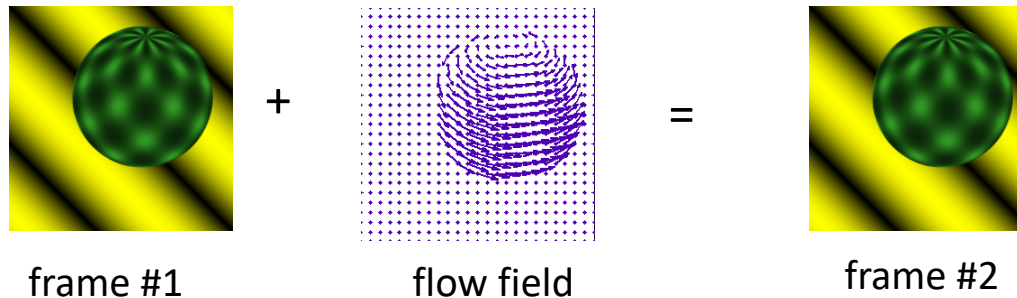
- Optical Flow (Pixel-level)
 - What is optical flow?
 - Lucas-Kanade (LK) algorithm [2]
 - Horn-Schunck (HS) algorithm [3]
- Block Matching Algorithm (BMA) (Block-level)
 - The principle of BMA
 - Full search scheme
 - Three step search [4]
 - New three step search [5]
 - Four step search [6]
 - Diamond search scheme [7]

What is Optical Flow?



Definitions

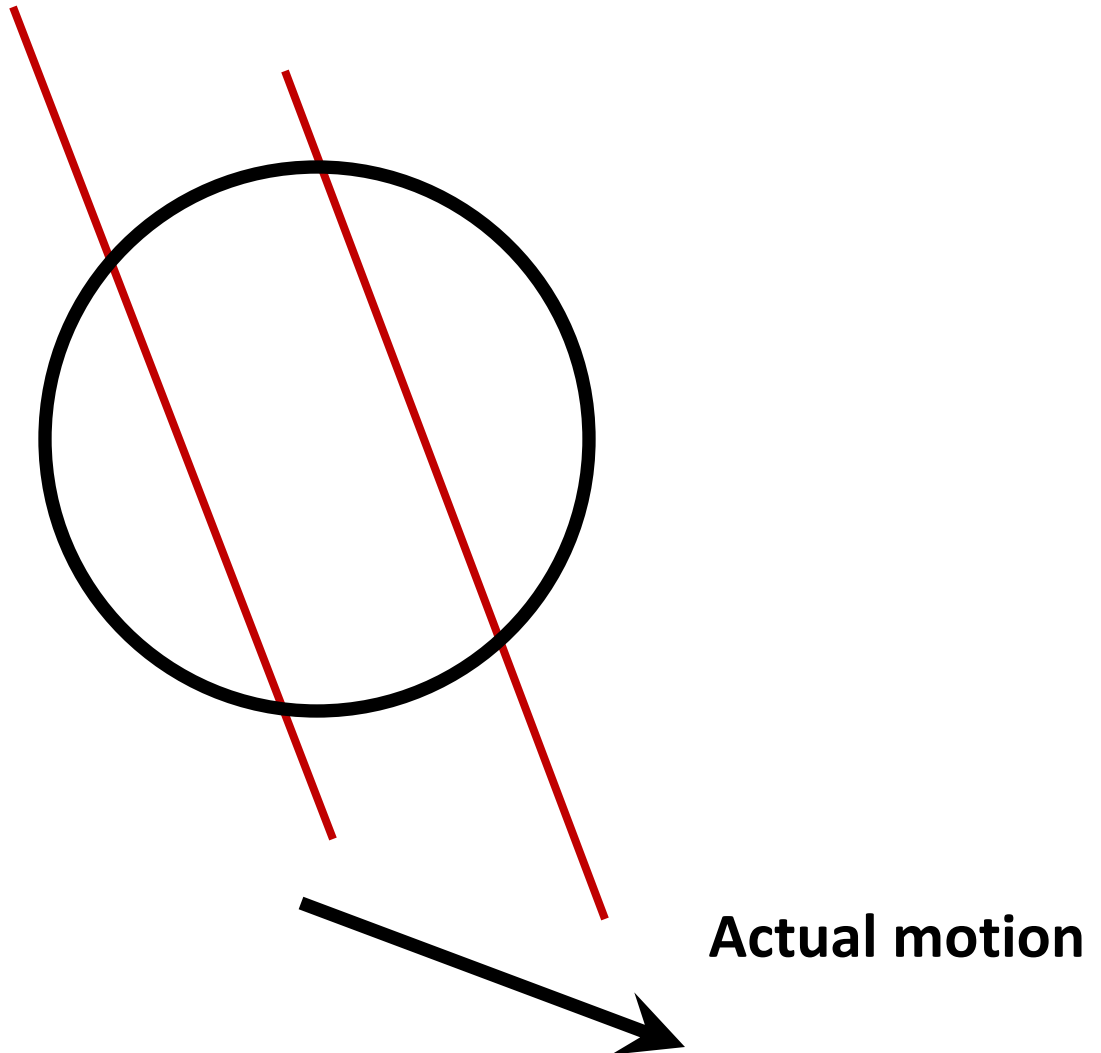
The **optical flow** is a velocity field in the image which transforms one image into the next image in a sequence [3]



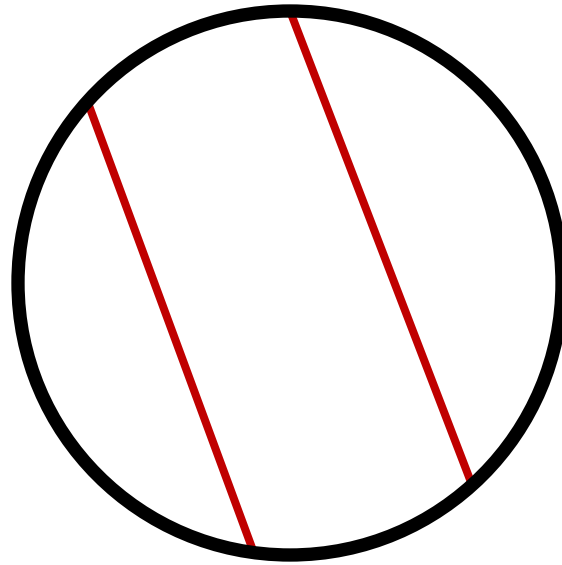
The **motion field** ... is the projection into the image of three-dimensional motion vectors [3]

The major limitation of optical flow is that it treats the 3D motion field as a 2D structure.

Aperture Problem



Aperture Problem



Perceived motion

References

- [1] G. Johansson, “Visual perception of biological motion and a model for its analysis”, *Perception and Psychophysics*, vol.14, 201-211, 1973.
- [2] B. Lucas and T. Kanade, “An iterative image registration technique with an application to stereo vision,” in Proc. of *International Joint Conf. On Artificial Intelligence*, pp.674-679, 1981.
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- [4] T. Koga, K. Iinuma, A. Hirano, Y. Iijima, and T. Ishiguro, “Motion compensated interframe coding for video conferencing,” *Proceedings of national Telecommunications conference*, New Orleans, LA, pp.G5.3.1–G5.3.5, Dec. 1981.
- [5] R. Li, B. Zeng, and M. L. Liou, “A new three-step algorithm for block motion estimation,” *IEEE Trans. On Circuits and Systems for Video Technology*, 4(4): 438-442, 1994.
- [6] L.-M. Po and W.-C. Ma, “A novel four-step search algorithm for fast block motion estimation,” *IEEE Trans. On Circuits and Systems for Video Technology*, 6(3): 313-317, 1996.
- [7] S. Zhu and K.-K. Ma, “A new diamond search algorithm for fast block-matching motion estimation,” *IEEE Trans. On Image Processing*, 9(2): 287-290, 2000.

Thank You!

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