

Event-Based Computer Vision at Sony AVS CVPR 2021

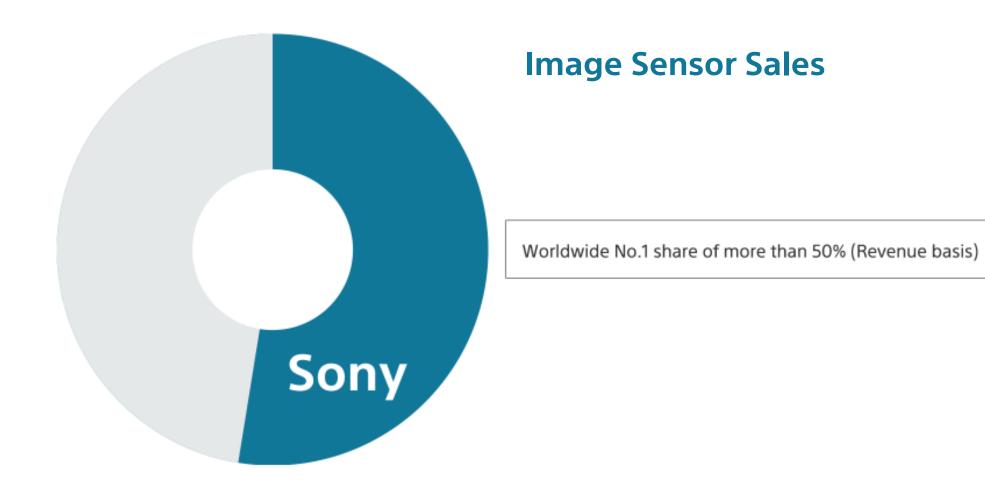
Christian Brändli, CEO, Sony AVS

SONY

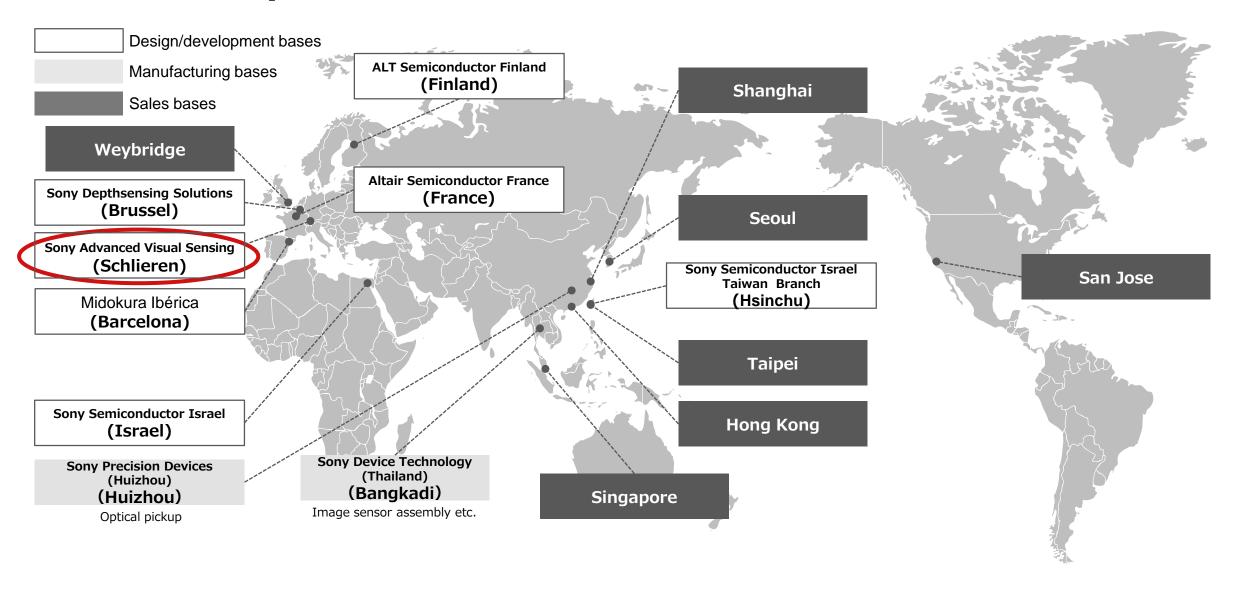
So Who Is Sony Semiconductor?

Sony Group Corporation Game & Network Sony Interactive Entertainment Services Sony Music Group(Global) (Sony Music Entertainment, Sony Music Publishing) Music **Sony Music Entertainment Japan Pictures Sony Pictures Entertainment Electronics Products & Sony Corporation Solutions Imaging & Sensing Sony Semiconductor Solutions** Solutions **Financial Services Sony Financial Holdings**

We Build The World's Best Image Sensors

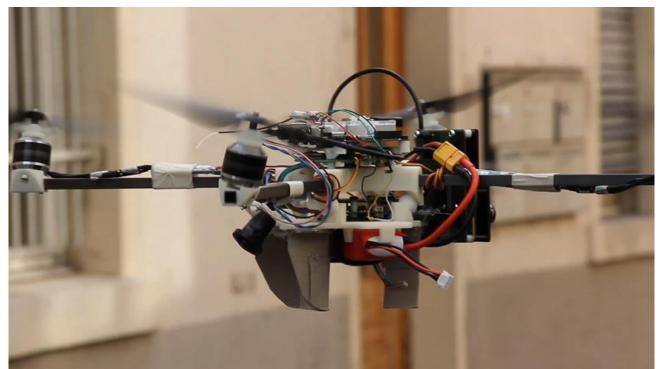


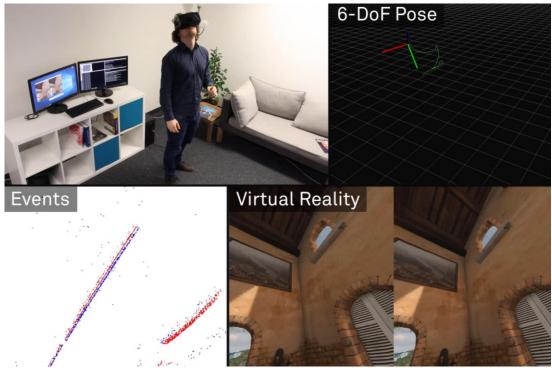
Who is Sony AVS?



14-Jun-21

And What Does Sony AVS Do?





We built and build Event-Based Computer Vision Algorithms

Enough PR ...

... Let's Talk Technology

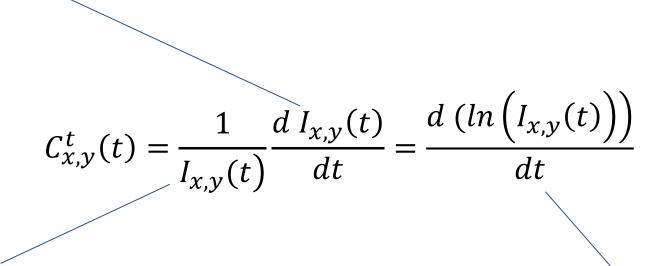
What Is A Temporal Contrast Event?

A temporal contrast event is a tuple of an address with polarity p = 0 and timestamp t. Such an event is created when ...

$$e = \{x, y, \breve{p}, \breve{t}\} : \exists e_{x,y}[j] \left(\breve{p} = \begin{cases} 1 \ for \ \int_{T[j-1]}^{\breve{t}} C_{x,y}^t(t) + \dot{N}_{x,y}(t) \ dt \geq \Theta^{ON} \\ 0 \ for \ \int_{T[j-1]}^{\breve{t}} C_{x,y}^t(t) + \dot{N}_{x,y}(t) \ dt \leq \Theta^{OFF} \end{cases}$$
 ... of the temporal contrast... ... is below or above a threshold

What is Temporal Contrast?

Temporal contrast is the rate of illumination change...



... normalized by the absolute intensity...

... which is equivalent to the log intensity change rate.

So What is Encoded By an Event?

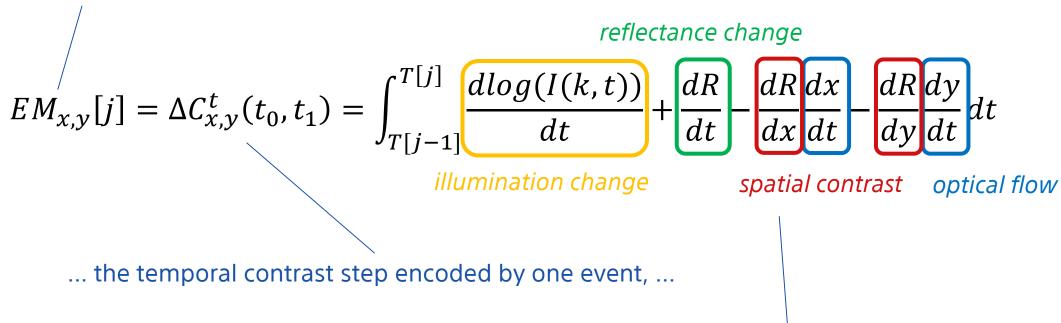
Integrating temporal contrast results in ...

$$\int_{t_0}^{t_1} C_{x,y}^t(t) \, dt = \Delta C_{x,y}^t(t_0,t_1) = \ln \left(I_{x,y}(t_1) \right) - \ln \left(I_{x,y}(t_0) \right) = \ln \left(\frac{I_{x,y}(t_1)}{I_{x,y}(t_0)} \right)$$
 ... or a fixed step factor.

... which is a fixed step in log intensity ...

Then What Makes Up a Temporal Contrast Step?

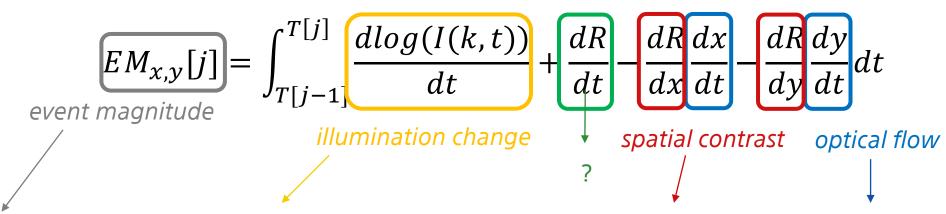
The "event magnitude" is ...



... which in turn is made up of different components.

So What To Do With Events

reflectance change



Entropy:

- Smart Triggering
- Smart Processing

Active Lighting:

- Structured Light
- Active Marker Tracking
- Visible Light
 Communication

Reconstruction:

- Imaging
- Mapping

Classification:

- Object

Tracking:

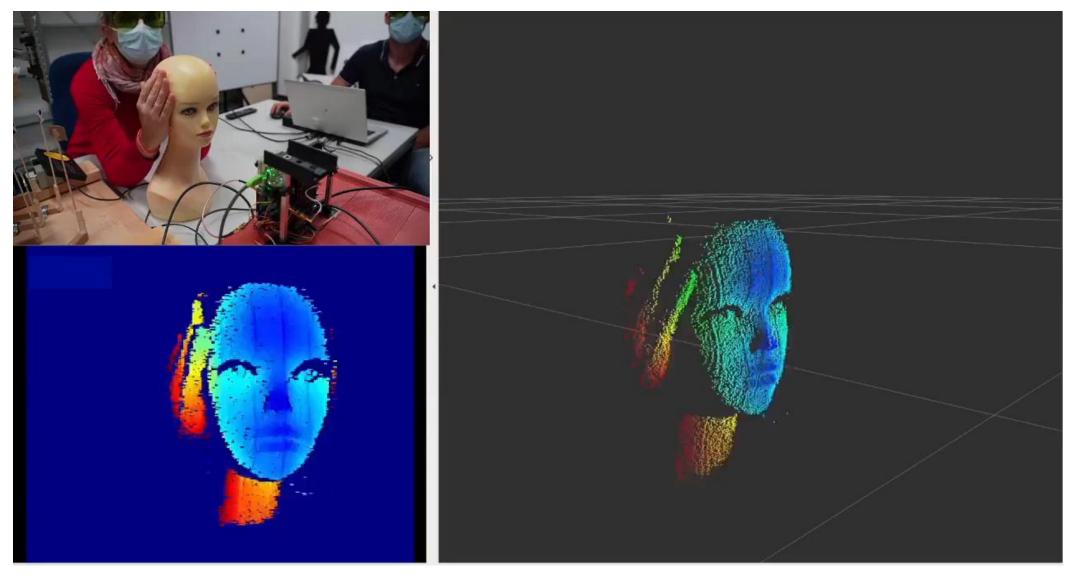
- Camera:
 - VIO
- World:
 - User
 - Objects

Some Examples

So What To Do With Events

$$EM_{x,y}[j] = \int_{T[j-1]}^{T[j]} \frac{dlog(I(k,t))}{dt} + \frac{dR}{dt} - \frac{dR}{dx} \frac{dx}{dt} - \frac{dR}{dy} \frac{dy}{dt} dt$$
illumination change
Active Lighting

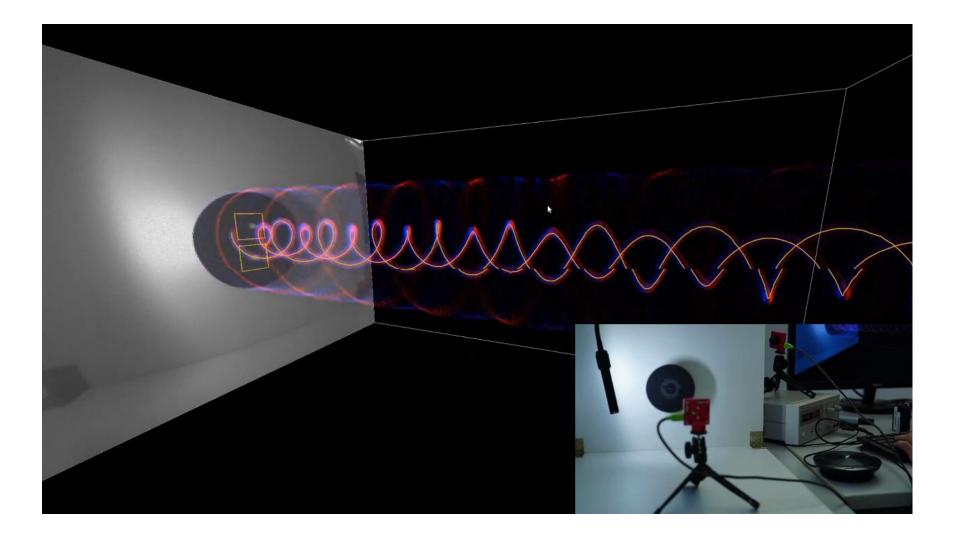
High-Speed 3D



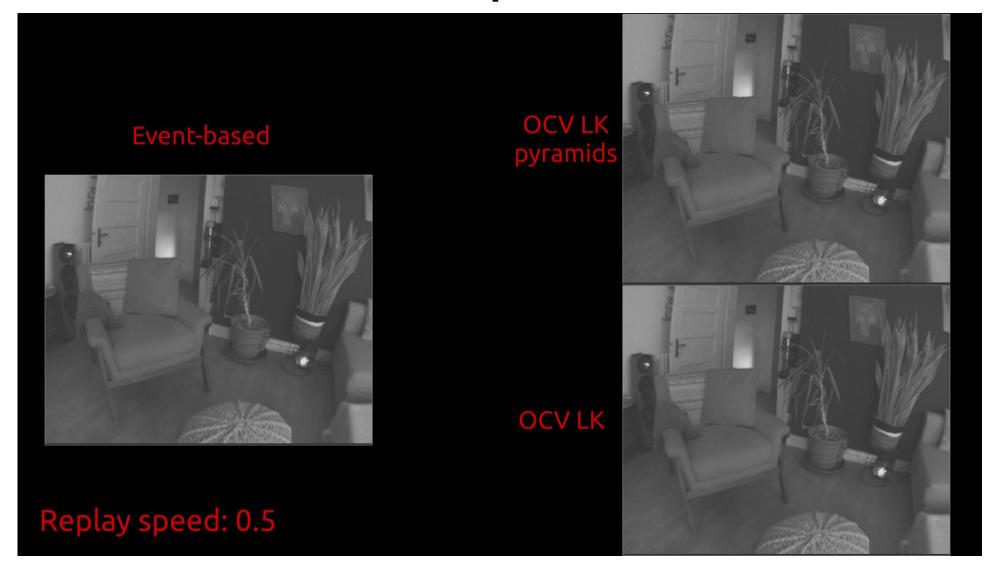
So What To Do With Events

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optical flow
Tracking

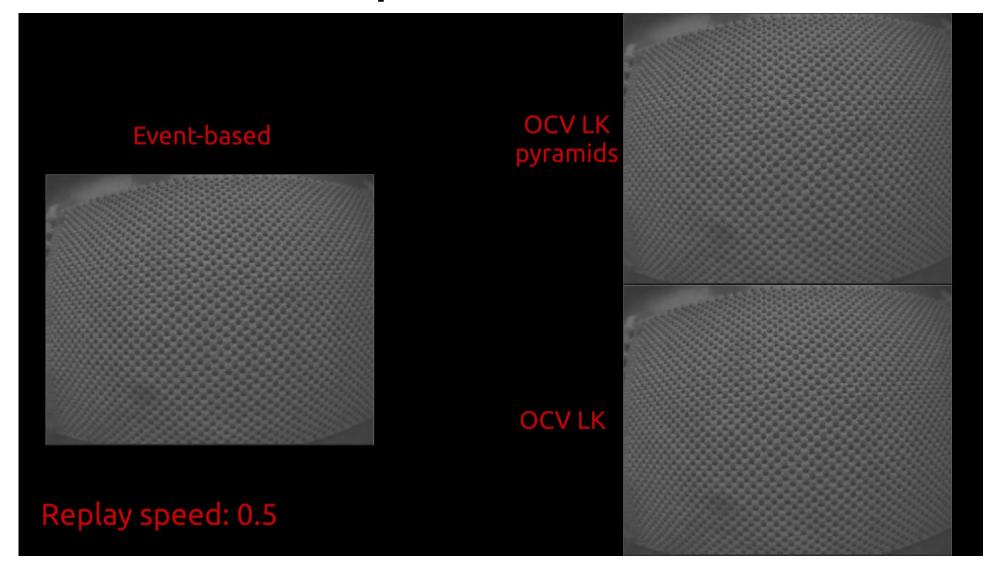
Very Fast Real-Time Tracking Of Dots



Better For Fast Motion than Open CV



And More Robust On Repetitive Structures

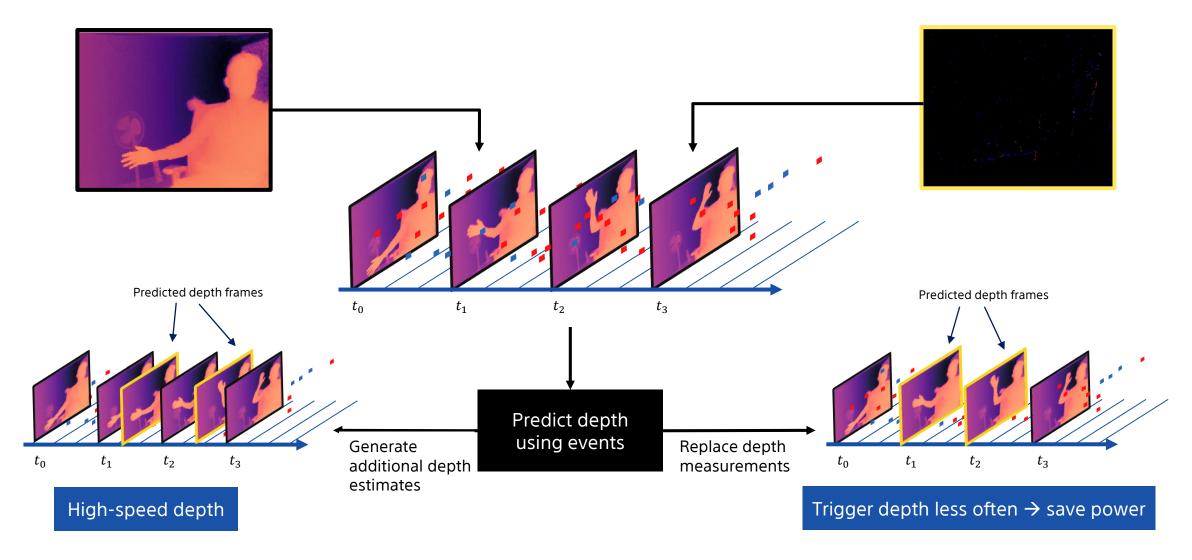


So What To Do With Events

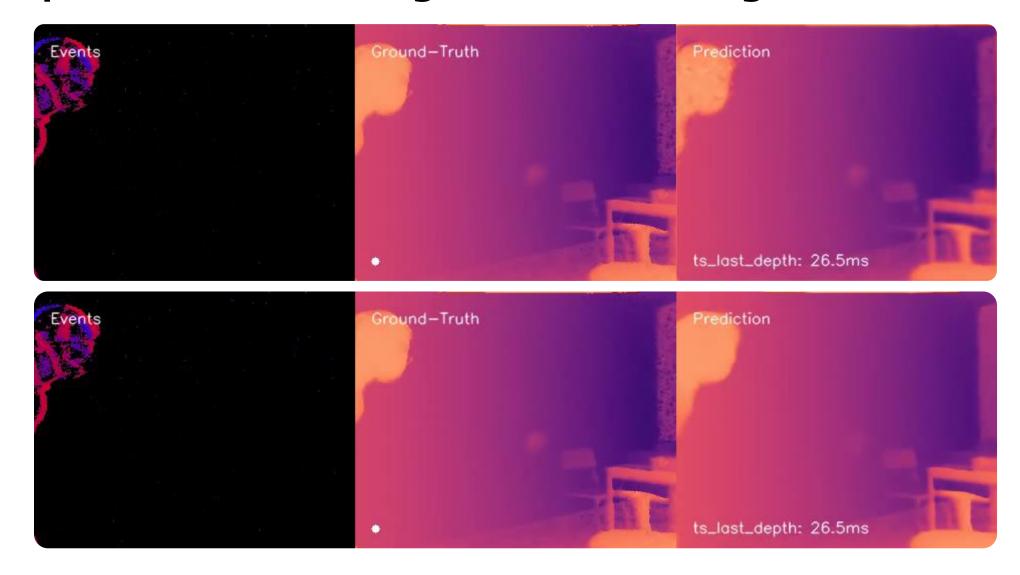
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spatial contrast

Reconstruction

Sensor Fusion of iToF and EVS for Efficient Depth Sensing



To Capture What Our Engineers Are Doing In the Office



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