

MONOCULAR EXTRACTION OF 2.1D SKETCH

Mohamed Amer

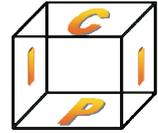
amerm@eecs.oregonstate.edu

Raviv Raich

raich@eecs.oregonstate.edu

Sinisa Todorovic

sinisa@eecs.oregonstate.edu



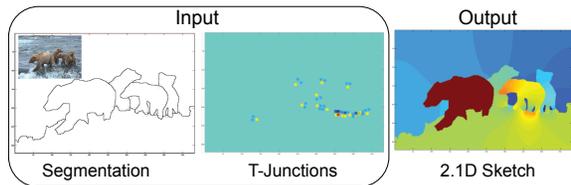
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Problem Statement

Given an image and its:

- Segmentation,
- T-junctions,

Estimate a layered representation of the scene.



Rationale

The 2.1D sketch should be:

- Smooth within every region in the image, and
- Discontinuous at region boundaries.

Approach

- Smoothness:
Zero Laplacian of the 2.1D sketch within each region
- Discontinuity:
Increments of the sketch at the "caps" of the T-junctions

Contributions

- A regularized quadratic-optimization formulation
- The algorithm that resolves:
 - Global consistency, and
 - Produces a consistent layered depth map.

Problem Formulation

Notation:

d : 2.1D Sketch

D_x : Derivative in x direction

m : Segmentation mask

$m_{xy} = 0$ at boundaries, and 1, o.w.

L : Laplacian $L = D_x^T \text{diag}(m) D_x + D_y^T \text{diag}(m) D_y$

$$\min_d d^T L d + 2\lambda \sum_i \sum_{j=1}^2 f(a_{ij}^T d)$$

index of T-Junctions

index of two seeds (1,2) and (1,3) per T-Junction

enforces T-Junction constraints hinge-loss

Solution: Optimization Transfer

Goal: find a convex bound of the QP

We bound hinge loss as: $f(x) \leq \frac{x^2}{4} + (1-x)\mathbf{1}(x < 1)$

$$\min_d d^T L d + \lambda \left(\sum_i \sum_{j=1}^2 \frac{a_{ij}^T (d - d')^2}{2|1 - a_{ij}^T d'|} + 2(1 - a_{ij}^T d)\mathbf{1}(1 - a_{ij}^T d' < 1) \right)$$

Solution = Accelerated Landweber iterations

$d^{(t)}$ current estimate of the 2.1D sketch

$\delta^{(\tau)}$ auxiliary updates

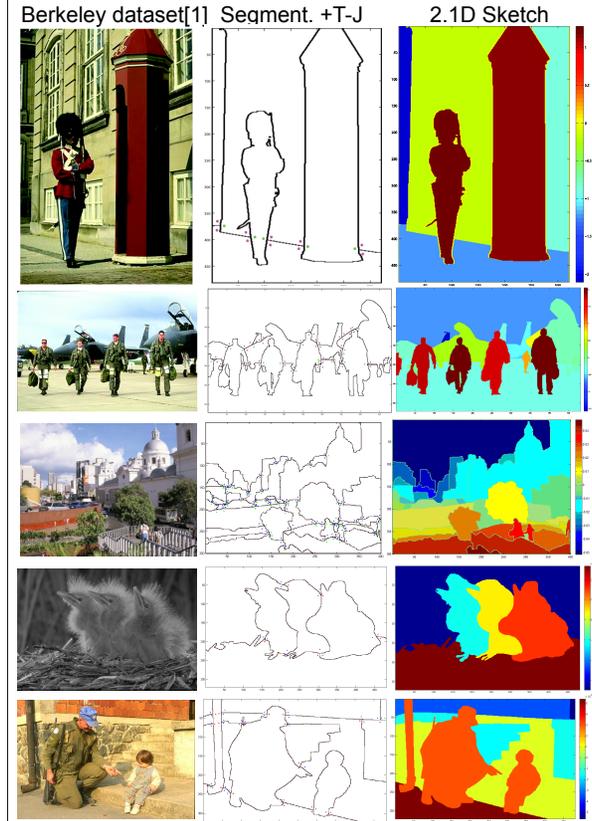
A, b auxiliary quadratic-form coefficients

$$\delta^{(\tau+1)} = \delta^{(\tau)} + \alpha_t (\delta^{(\tau-1)} - \delta^{(\tau+1)}) + \beta_t (b(d^{(t)}) - A(d^{(t)})\delta^{(\tau)})$$

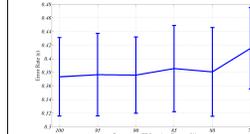
$$\tau = 1, 2, \dots, T$$

$$d^{(t+1)} = \delta^{(T)}$$

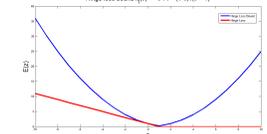
Results



Stanford[2] depth dataset



Hinge-loss convex bound



References:

- [1] D.Martin, C. Fowlkes, D. Tal, and J.Malik, "A database of human segmented natural images and its application to evaluating segmentation algorithms and measuring ecological statistics," in *ICCV, 2001*.
- [2] A. Saxena, M. Sun, and A. Y. Ng, "Make3D: Learning 3D scene structure from a single still image," *IEEE TPAMI*, vol. 31, no. 5, pp. 824-840, 2009.