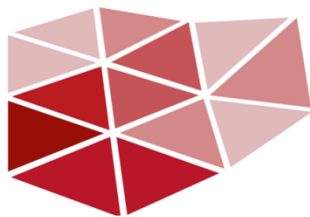


Exposure Fusion for Time-Of-Flight Imaging

Uwe Hahne, Marc Alexa



Technische Universität Berlin

Depth imaging

[Audi]



Applications



depth image → body parts [Shotton2011]



Depth imaging



[Microsoft]



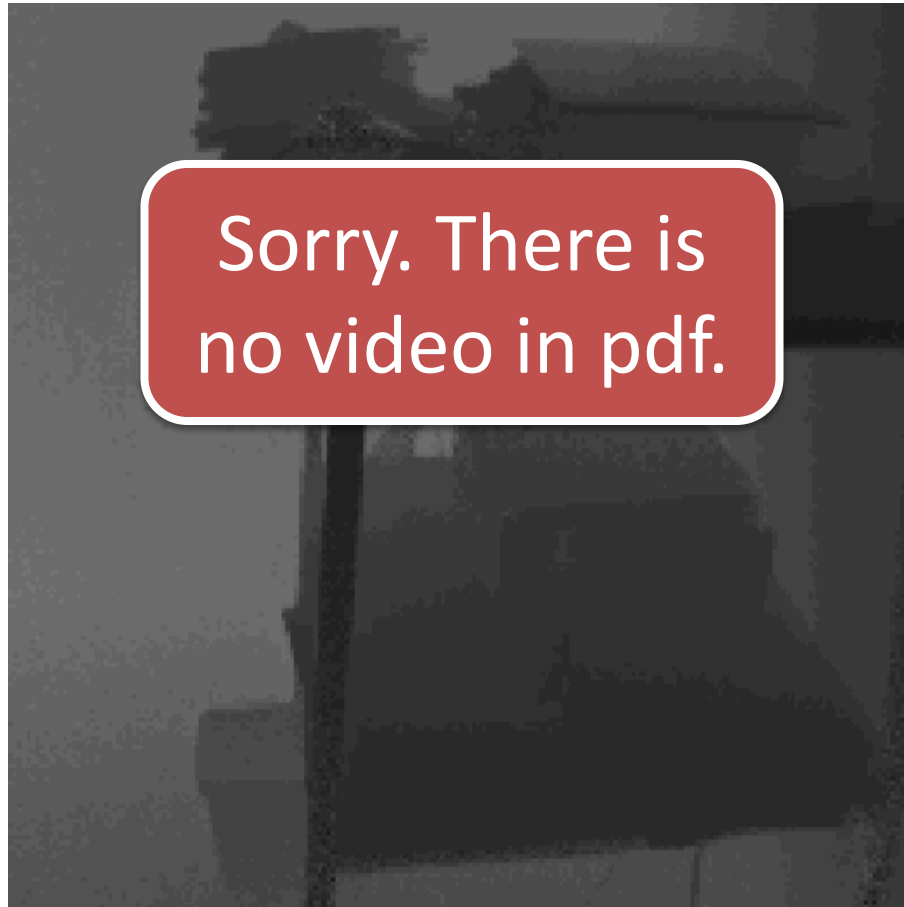
[PMDTec]

Devices



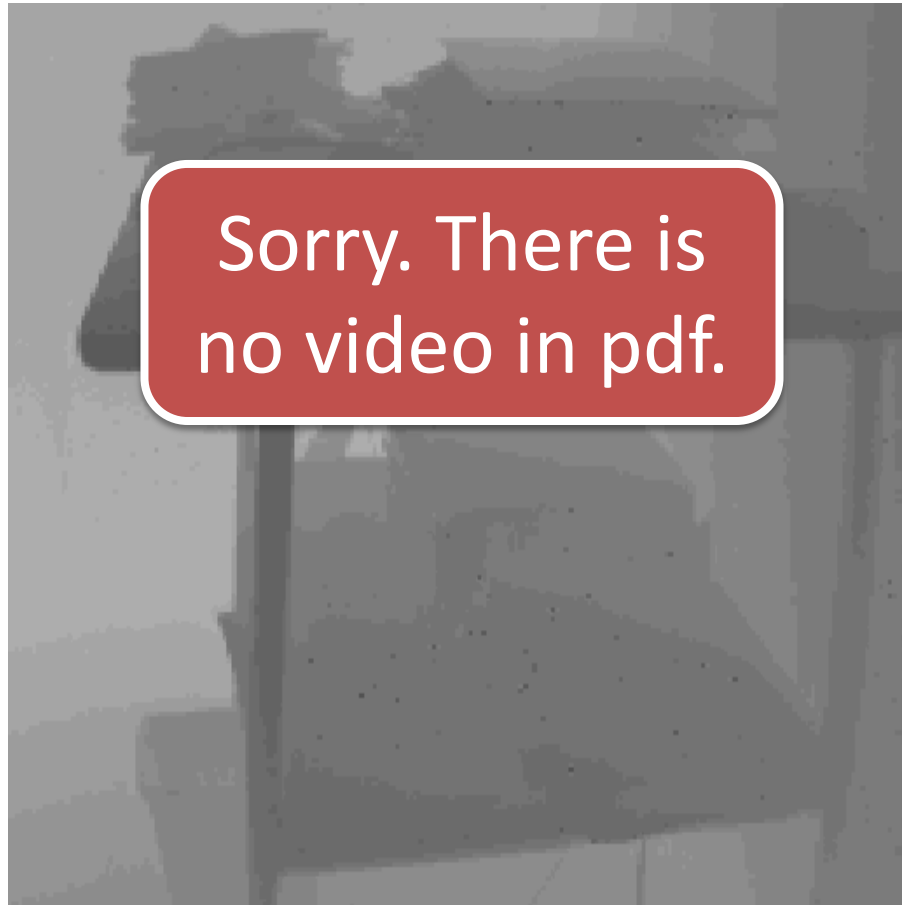
[PTGrey]

General problem



Sorry. There is
no video in pdf.

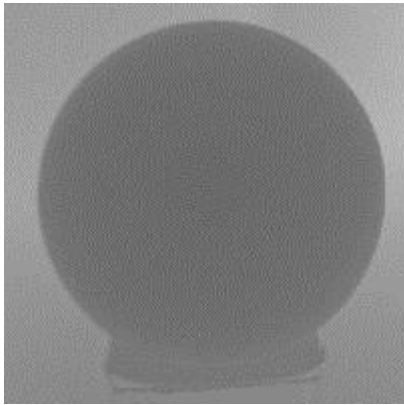
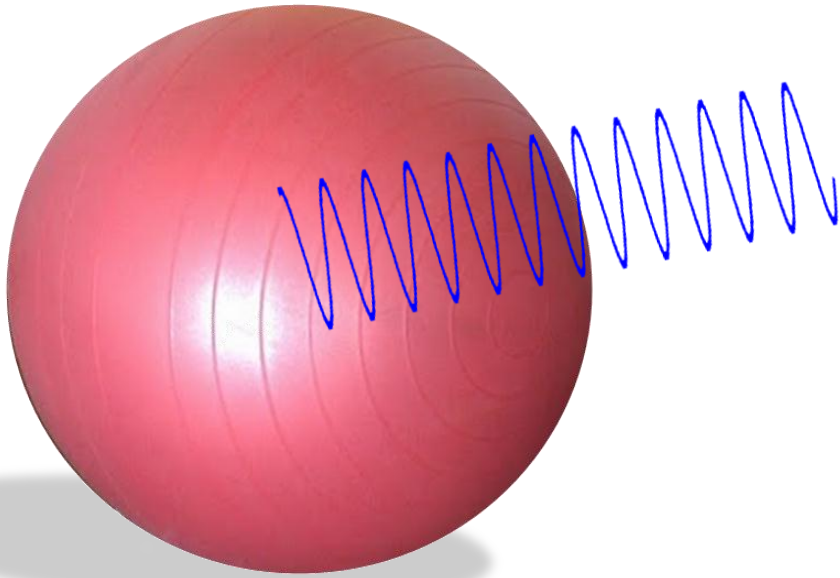
Our results



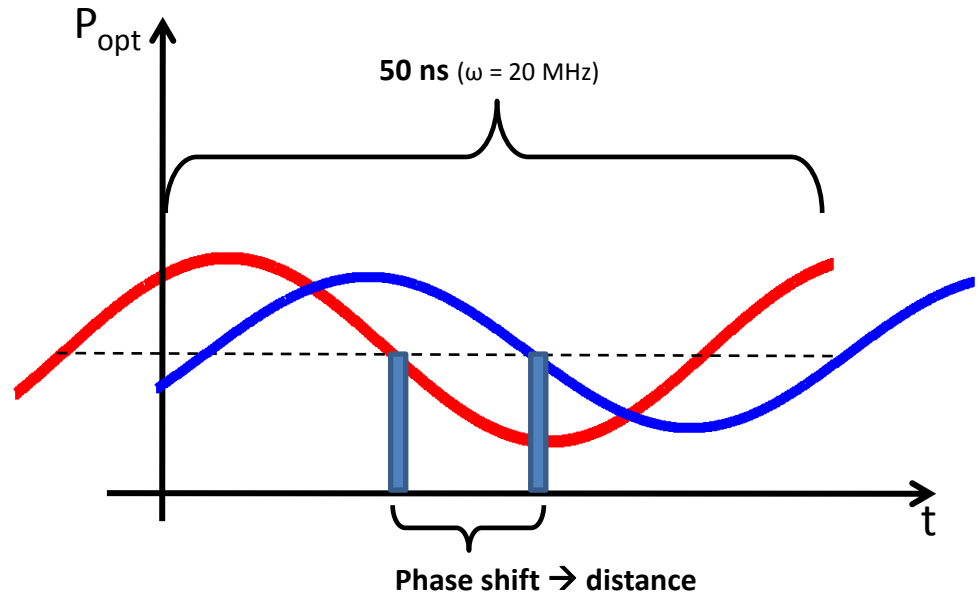
Contribution

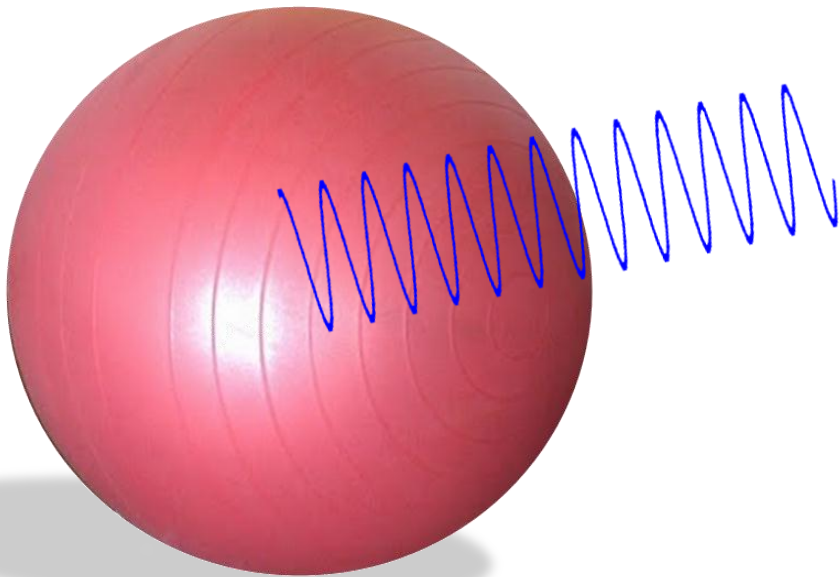
- + No calibration
- + Real-time capable
- + Error reduction

- Only for time-of-flight imaging...

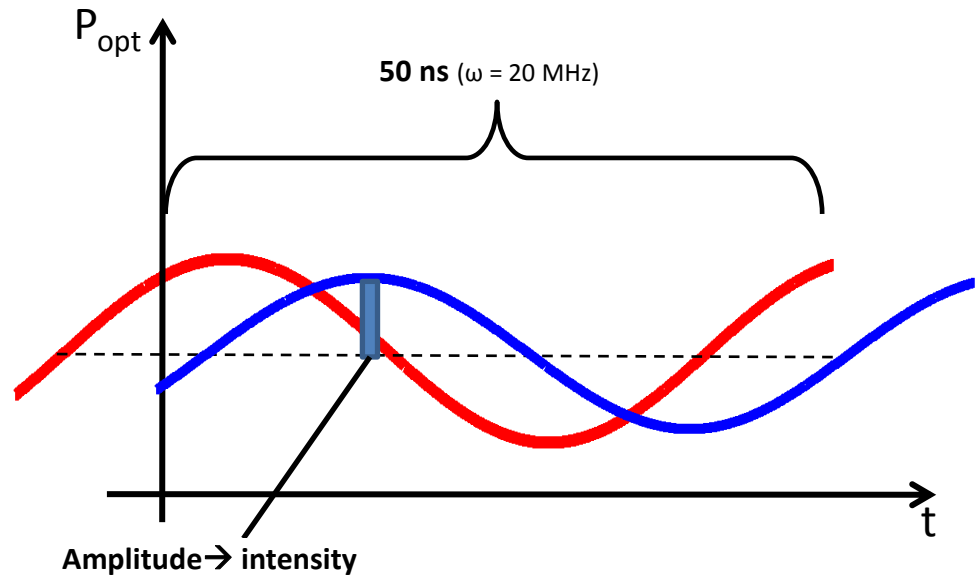
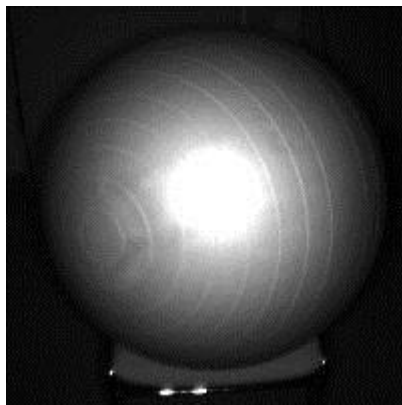


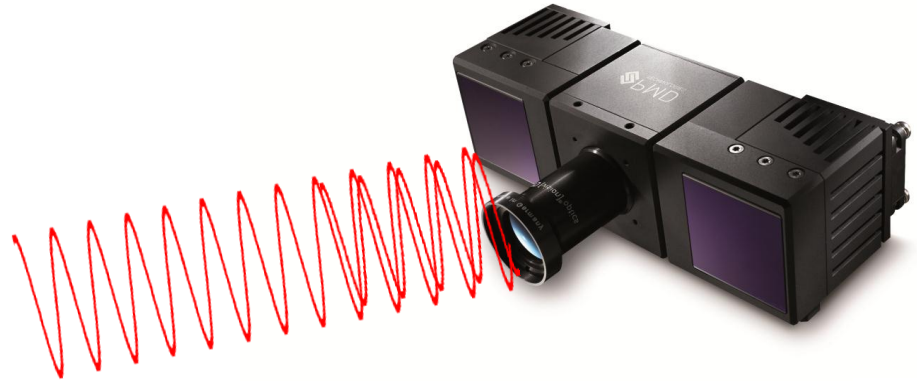
[PMDTec]



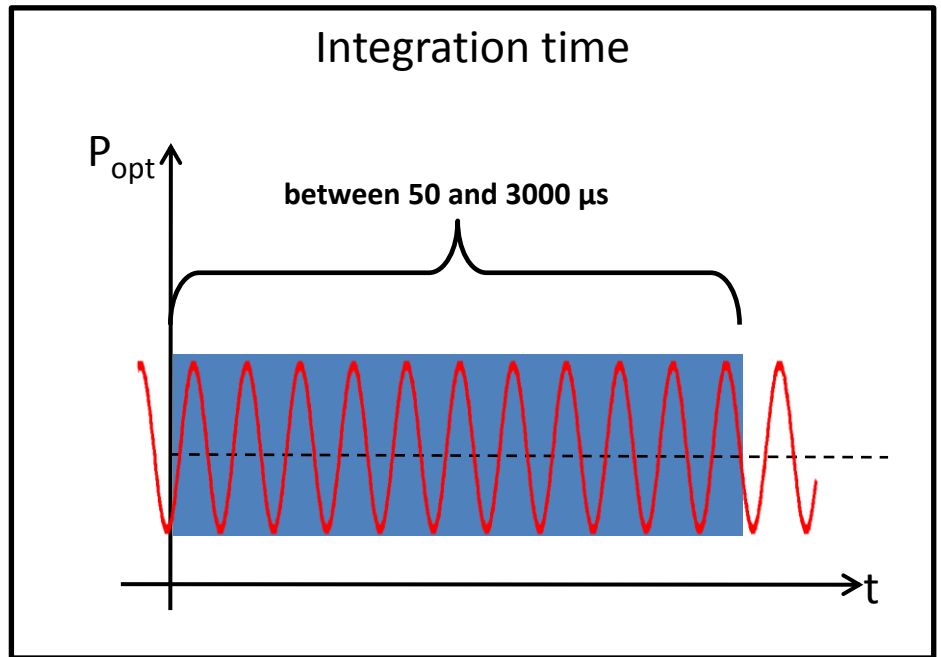


[PMDTec]

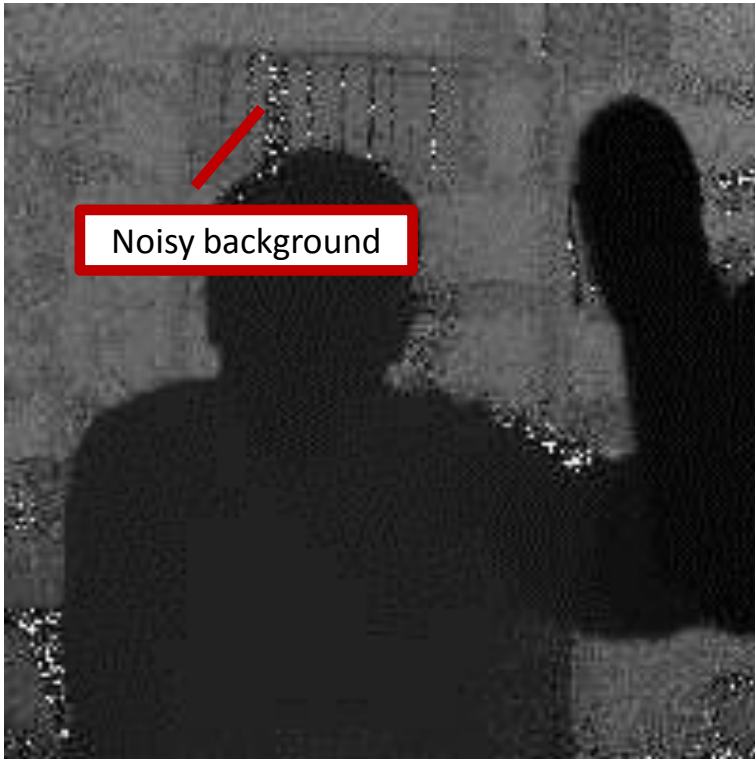




[PMDTec]



Problem

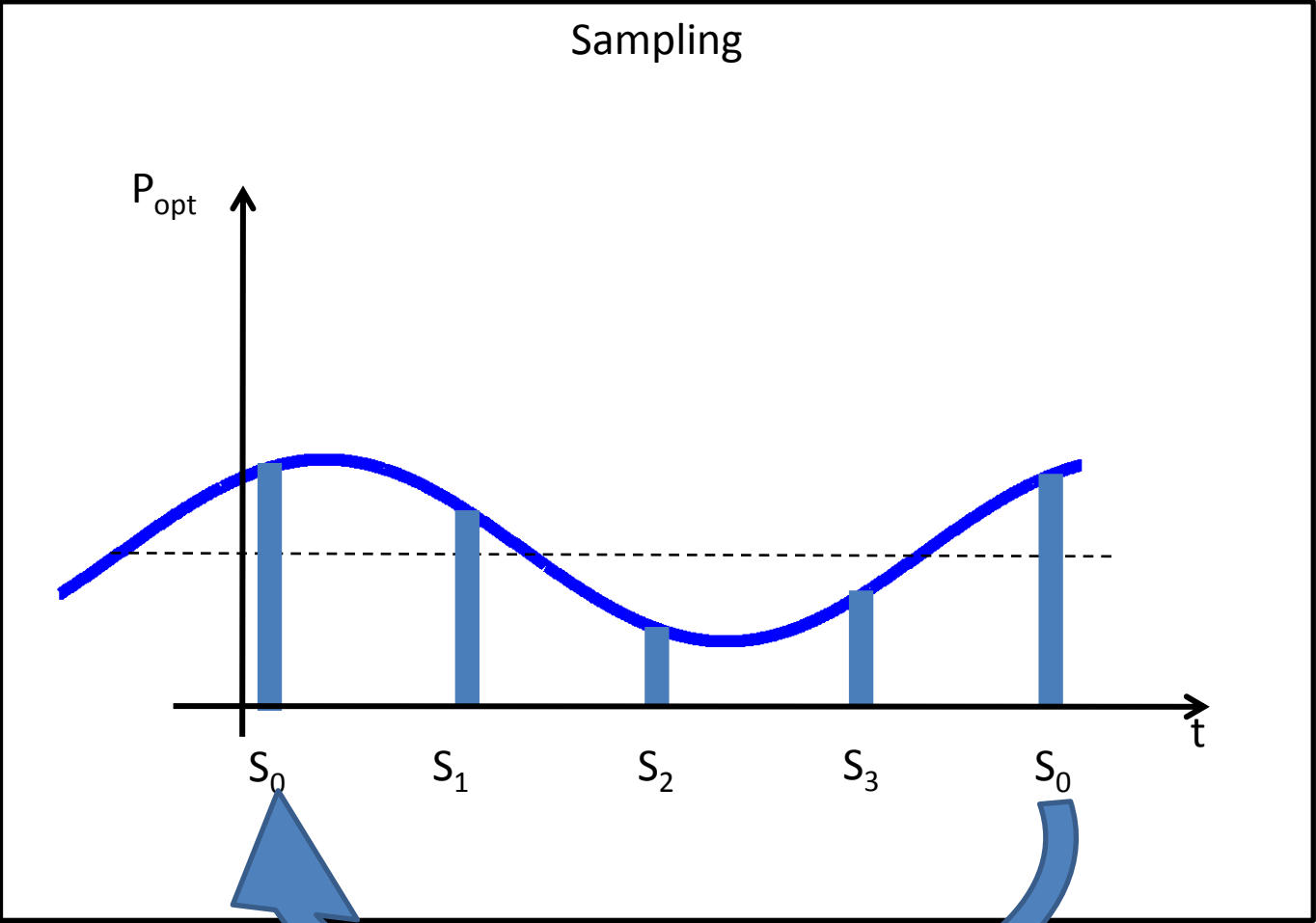


Short integration time (50 μ s)



Long integration time (1250 μ s)

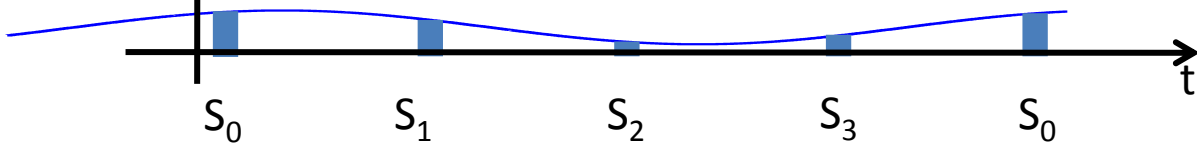
Sampling



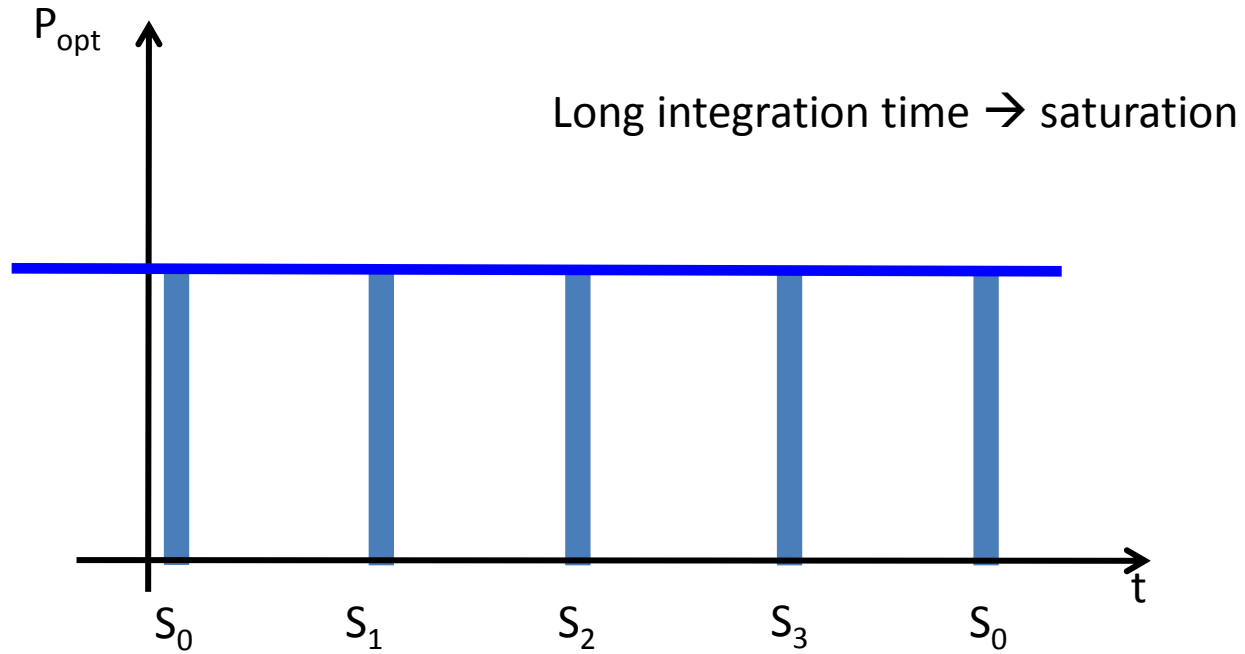
Sampling

P_{opt}

Short integration time \rightarrow low SNR



Sampling



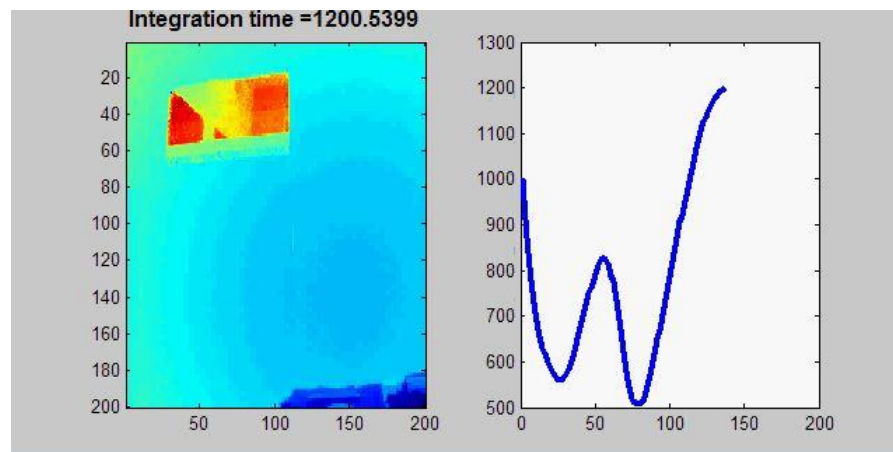
What is the optimal integration time?

Existing approaches

1. Adaptation (May2006)

- Updating the integration time based on data from previous frames.

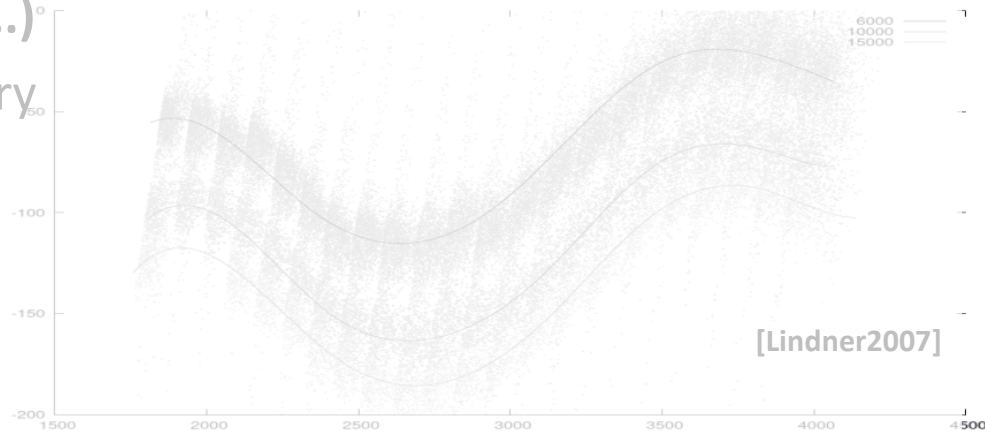
→ *Only a global solution*



2. Calibration (Lindner, Schiller, Kolb,...)

- Capture samples of known geometry and correct the measurements.

→ *Laborious and device specific*

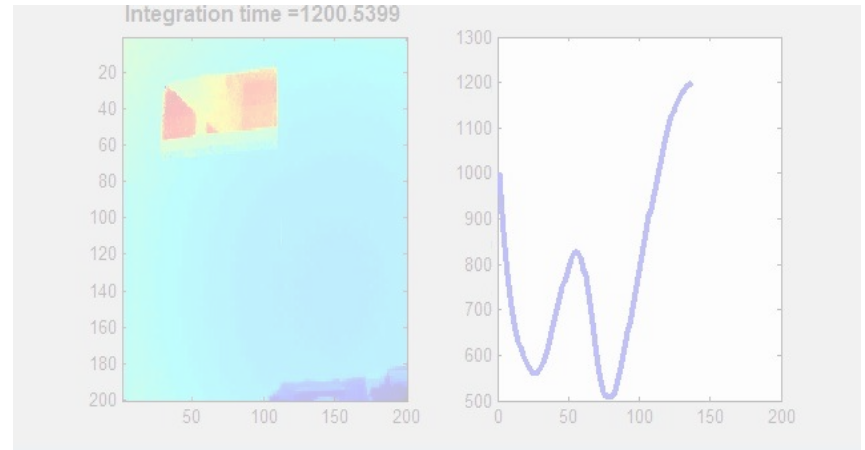


Existing approaches

1. Adaptation (May2006)

- Updating the integration time based on data from previous frames.

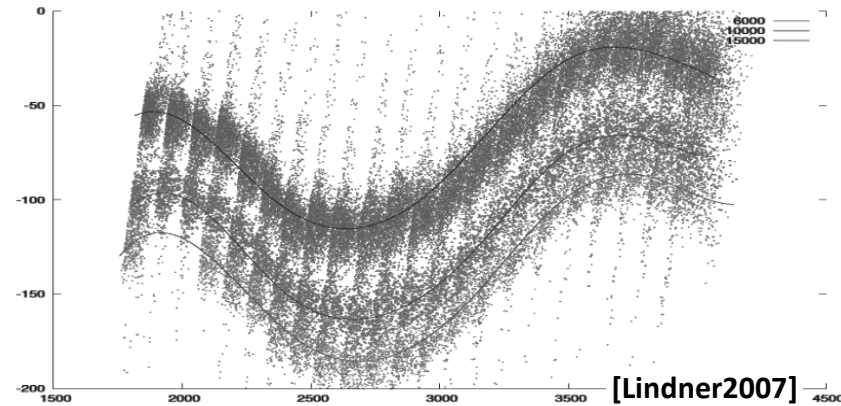
→ *Only a global solution*



2. Calibration (Lindner, Schiller, Kolb,...)

- Capture samples of known geometry and correct the measurements.

→ *Laborious and device specific*

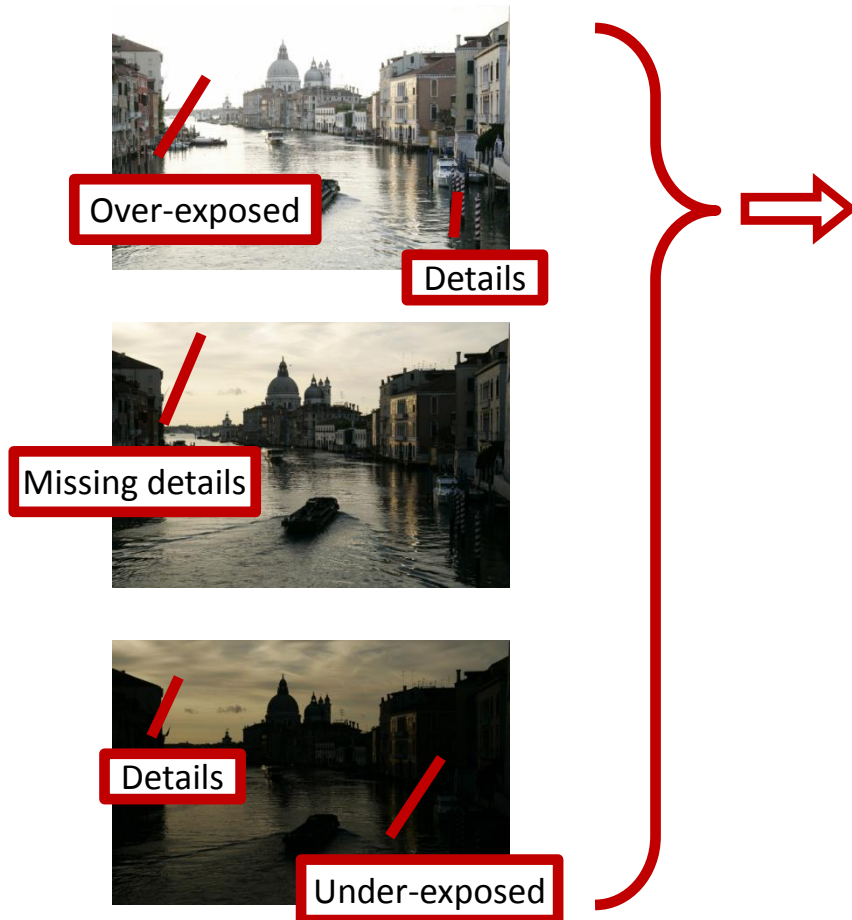


Our approach

How is this problem solved in photography?

→ High Dynamic Range (HDR) Imaging

HDR imaging



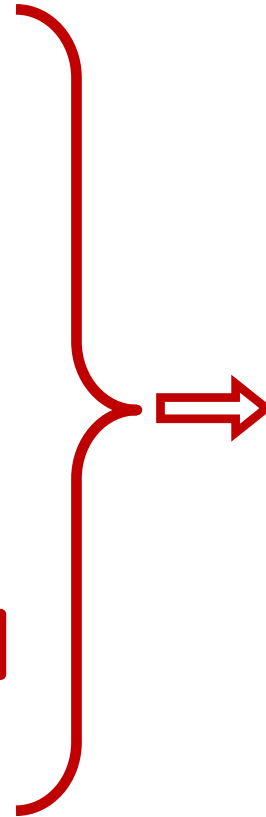
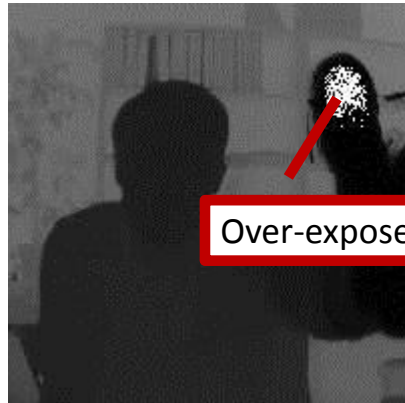
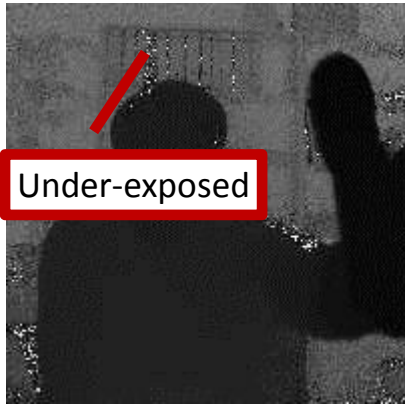
Radiance map

```
10101110100101011010101
01010100100101010010010
11000010100101000101001
10101110100101011010101
01010100100101010111010
01010110101010101010010
```



[Images are courtesy of Jacques Joffre]

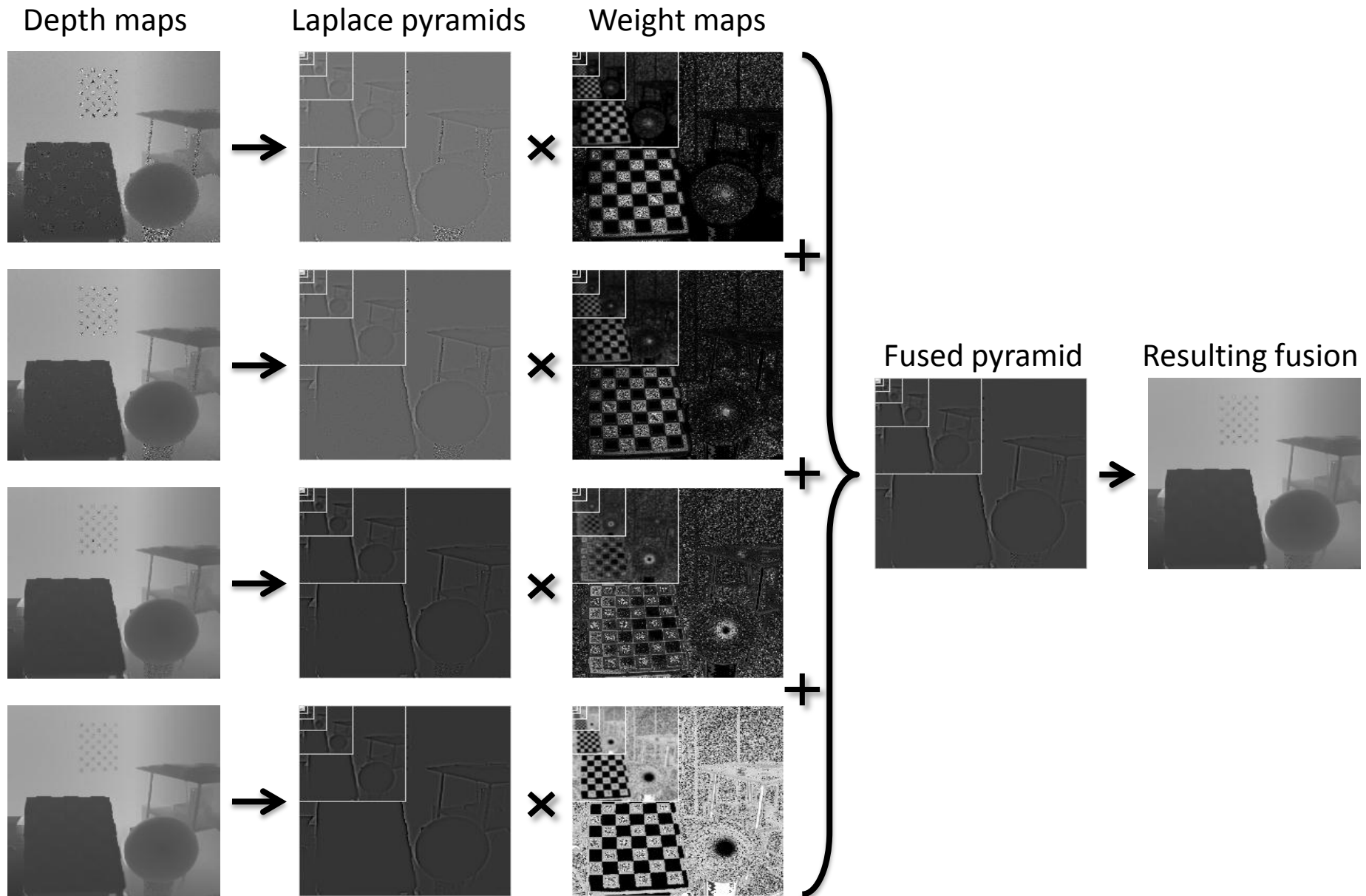
Depth imaging



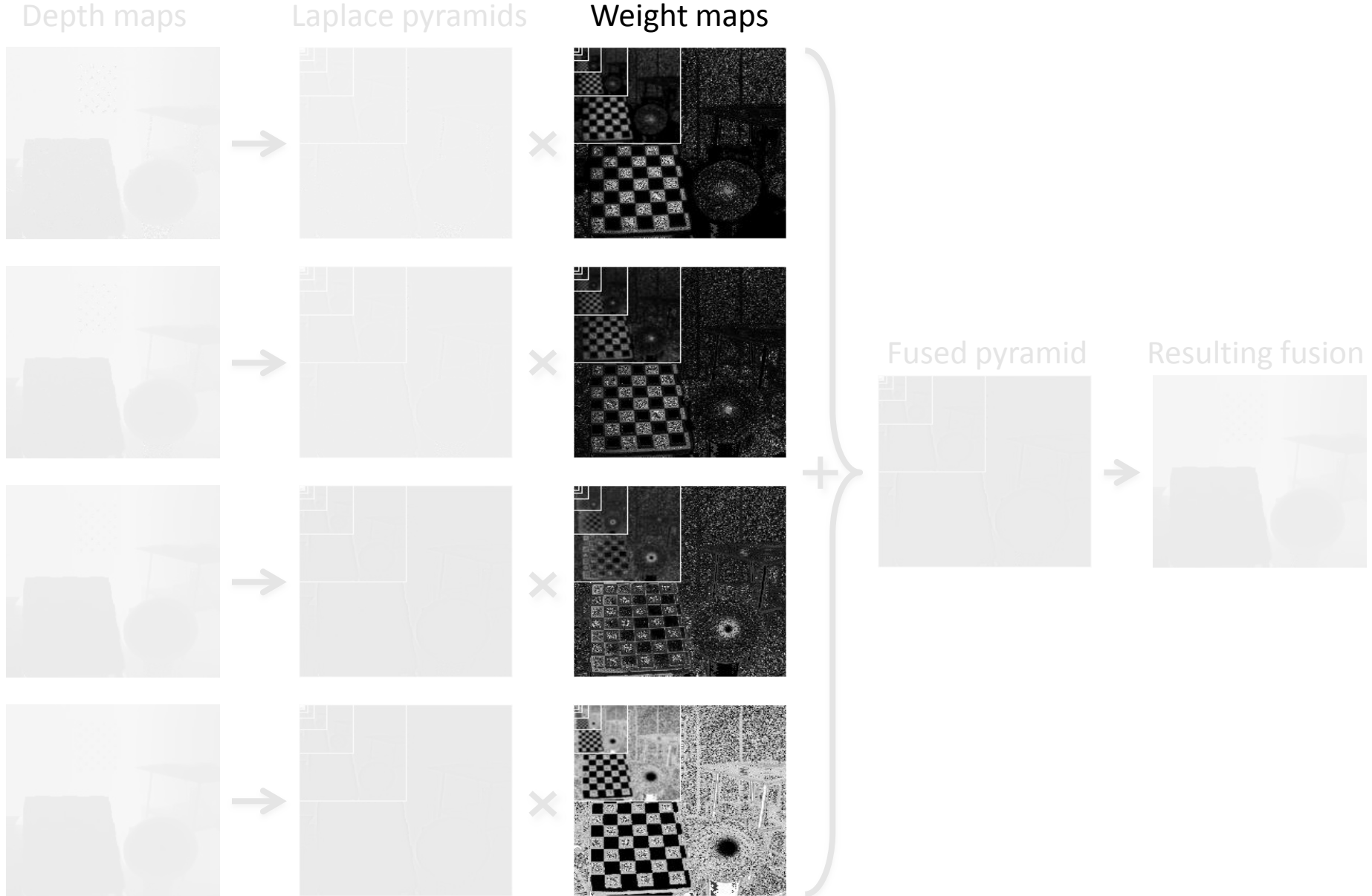
Algorithm

1. Capture a series of depth images with varying integration times.
2. Compute weights using quality measures.
3. Fuse images together as affine combination of weighted depth maps.

Process overview



Process overview



Quality measures

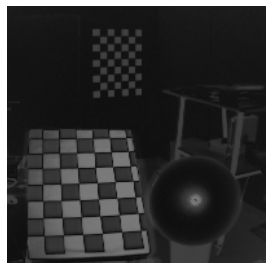
Well exposedness

Contrast

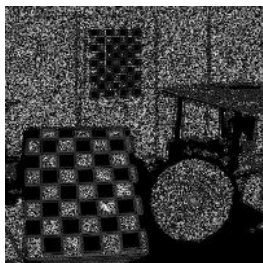
Entropy

Surface

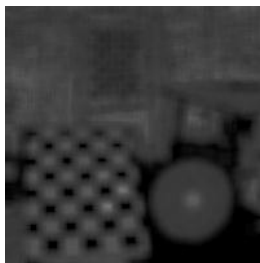
Weight maps



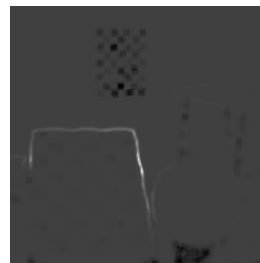
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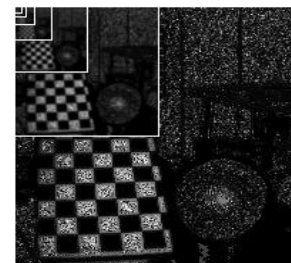
×



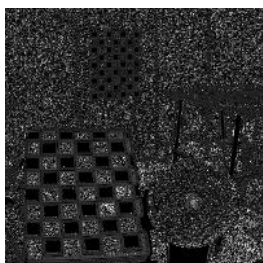
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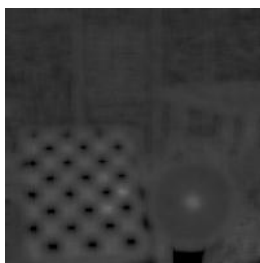
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×



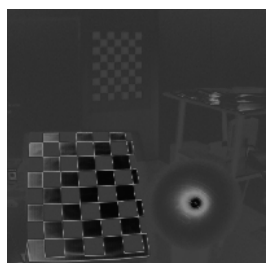
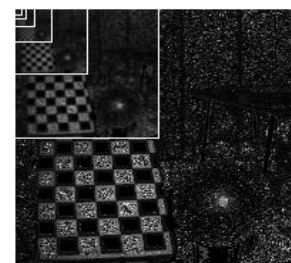
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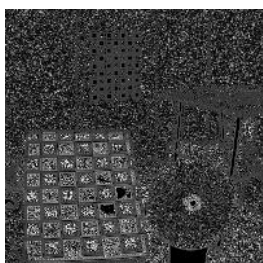
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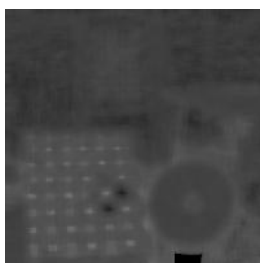
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×



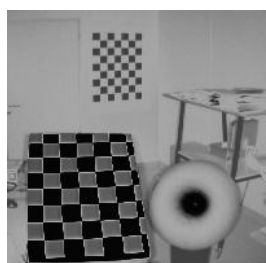
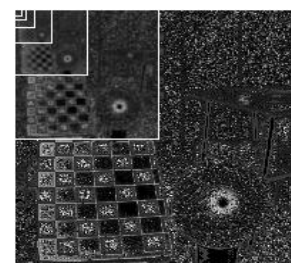
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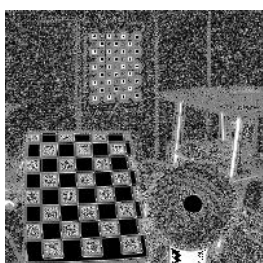
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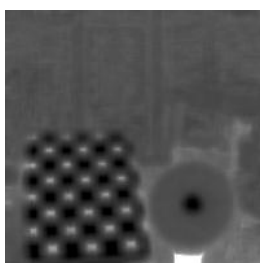
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×



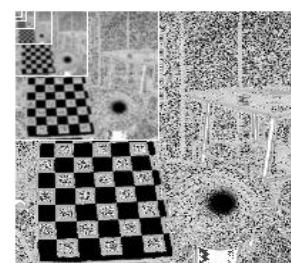
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×

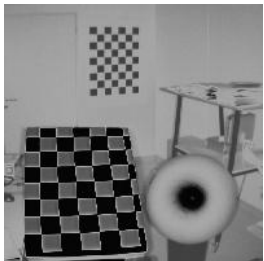
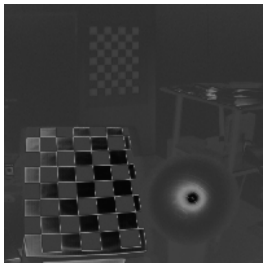
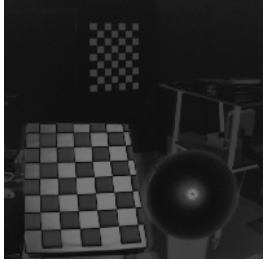


=



Quality measures

Well exposedness



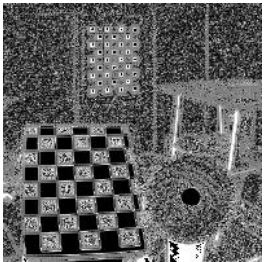
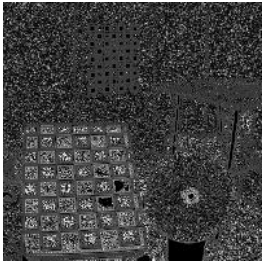
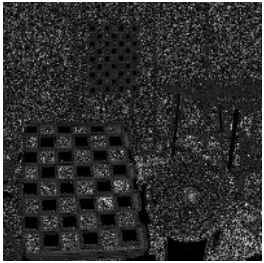
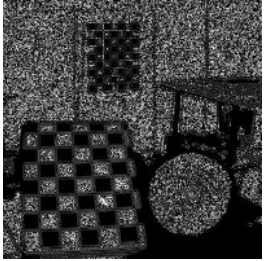
$$W_{ij} = e^{\frac{-(A_{ij} - \alpha)^2}{2\sigma^2}}$$

Emphasizes those pixels where the amplitude is in a “well” range and hence removes over- and underexposure.

[Mertens2007]

Quality measures

Contrast



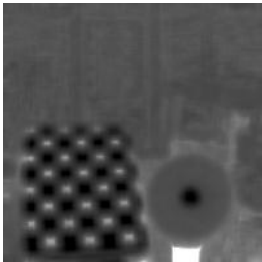
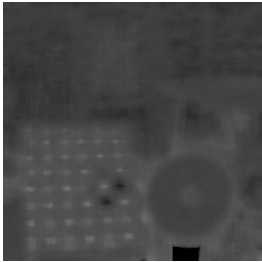
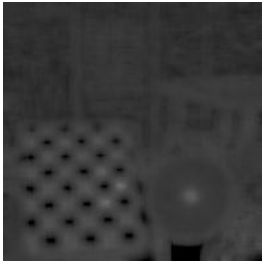
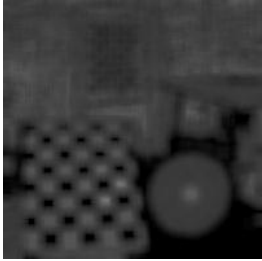
$$M_C = \|\Delta A\|$$

Good contrast in the amplitude image indicates absence of flying pixels.

[Mertens2007]

Quality measures

Entropy



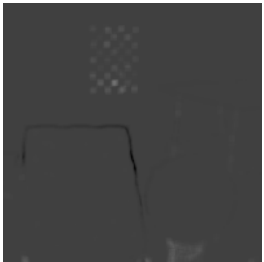
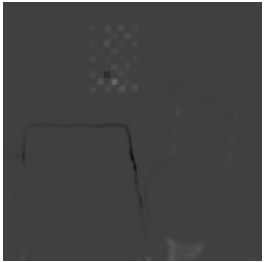
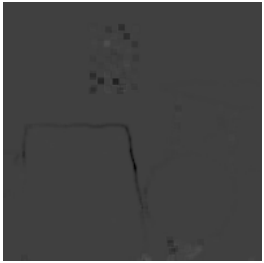
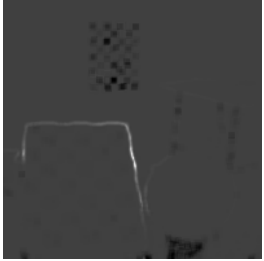
$$E_{ij} = - \sum p(A_{ij}) \log_2(p(A_{ij}))$$

The entropy is a measure for the amount of information.

[Goshtasby2005]

Quality measures

Surface



$$M_S = 1 - \frac{(\sigma - \mu^2)}{\max(\sigma - \mu^2)}$$

σ = Gaussian blurred squared depth map

μ = Gaussian blurred depth map

A measure for surface smoothness which indicates less noise.

[Malpica2009]

Quality measures

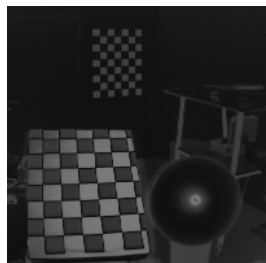
Well exposedness

Contrast

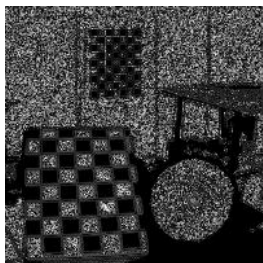
Entropy

Surface

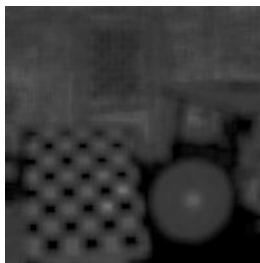
Weight maps



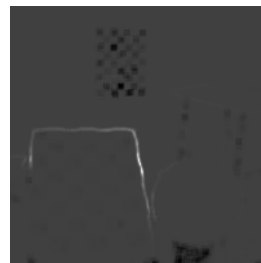
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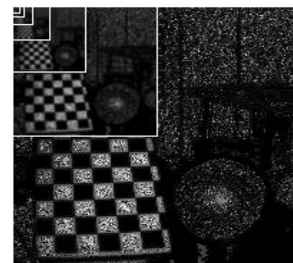
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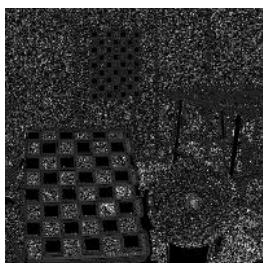
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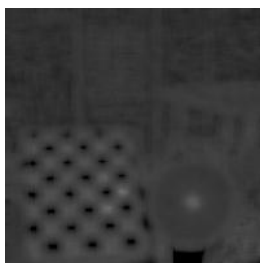
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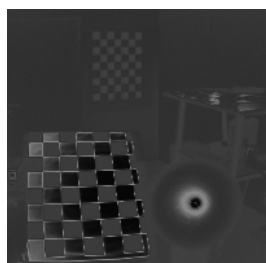
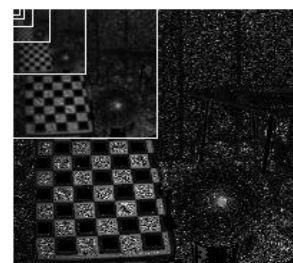
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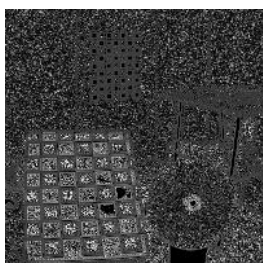
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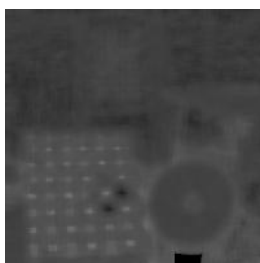
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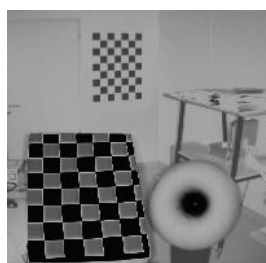
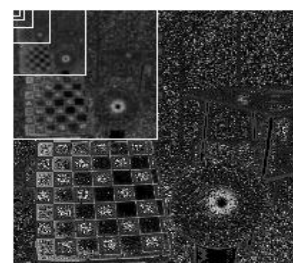
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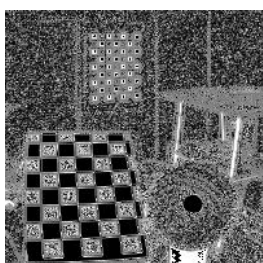
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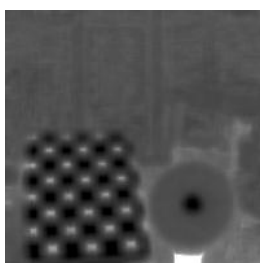
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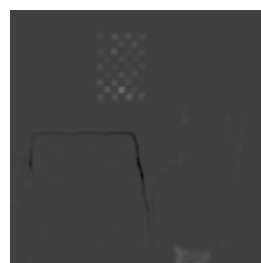
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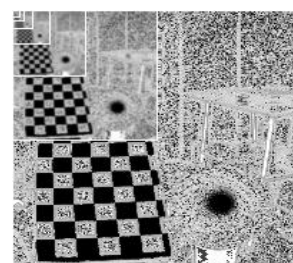
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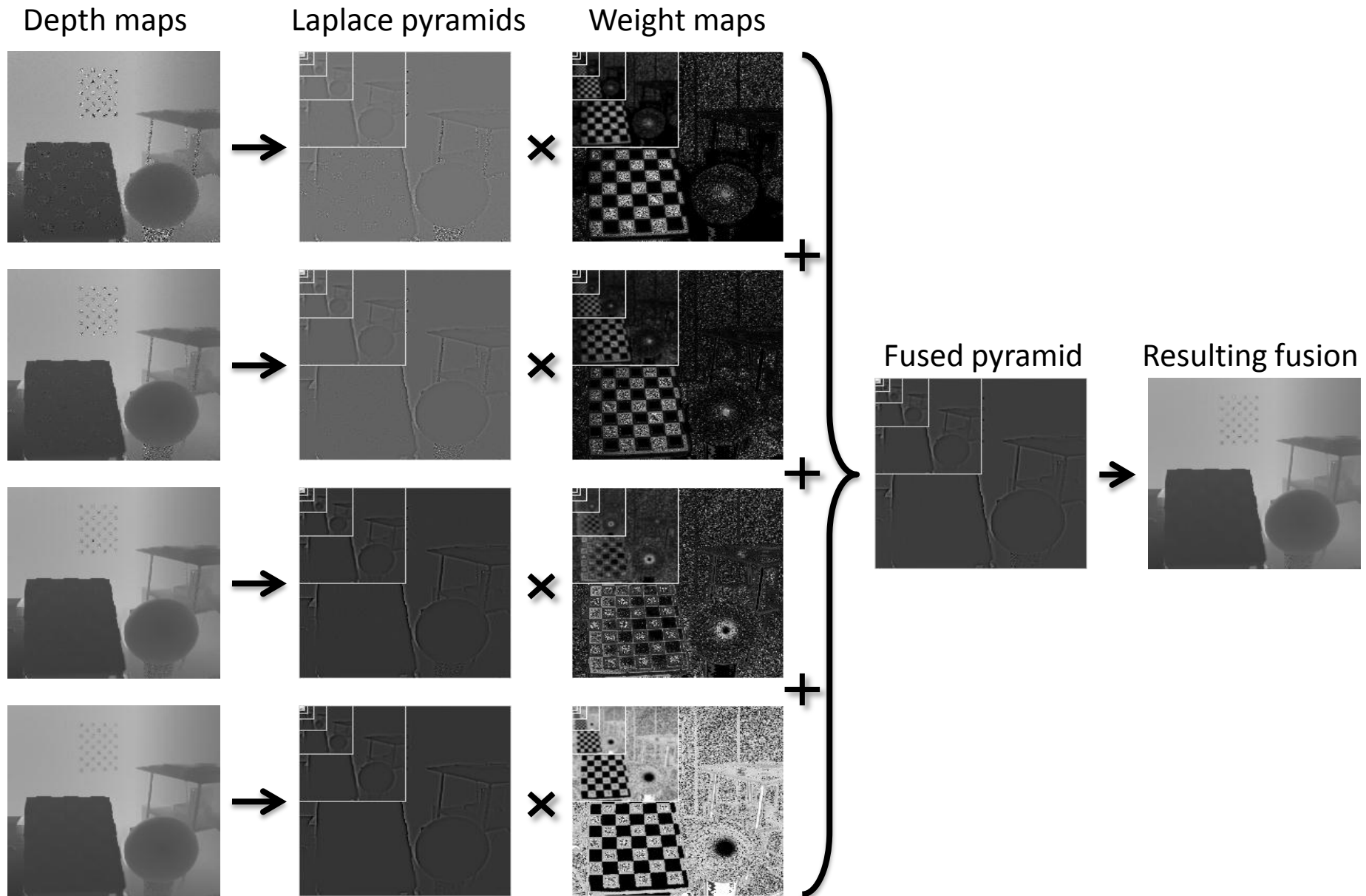
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Process overview



Evaluation

Depth map quality

- What is the reference?

We compared our results to single exposures with the integration time t' .

The integration time t' is the global optimum found by the method from [May2006].

We use $N = 4$ exposures ($i = 0..N-1$) with integration times $t_i = 2^{i-\frac{N}{2}} t'$.

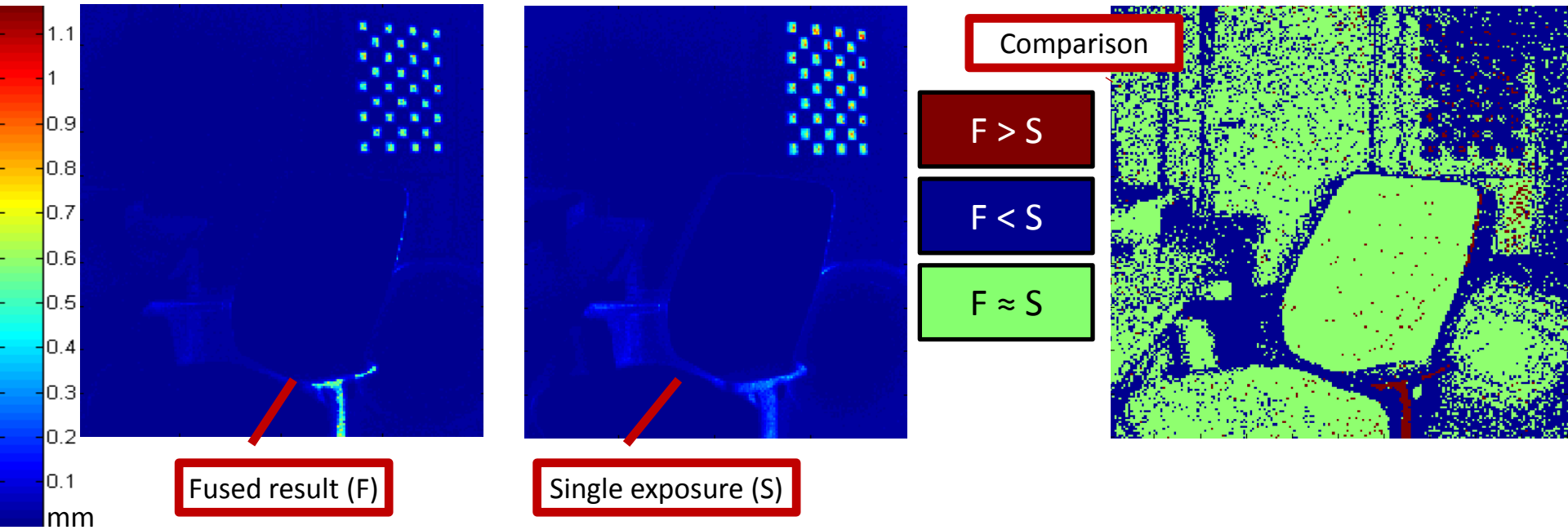
Evaluation

Depth map quality

- What is the reference?
- What does quality mean?
 - Less temporal noise → Stability over time test

Stability over time

Capture a static image over time and determine the standard deviation for each pixel.



Overall reduction of mean standard deviation by 25%.

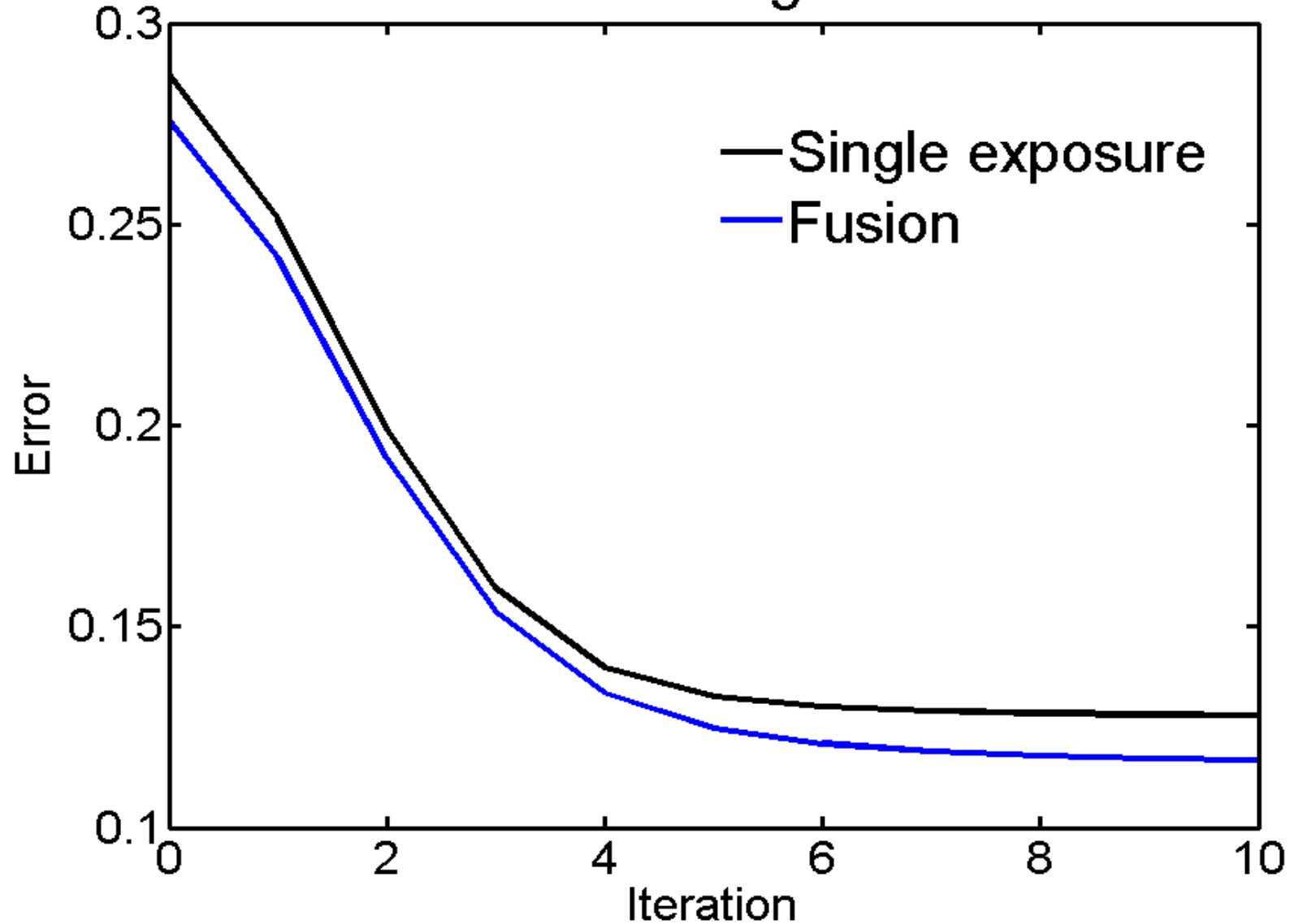
Evaluation

Depth map quality

- What is the reference?
- What does quality mean?
 - Less temporal noise → Stability over time test
 - Better processing results → Run ICP and compute 3D reconstruction error

3D reconstruction

ICP convergence



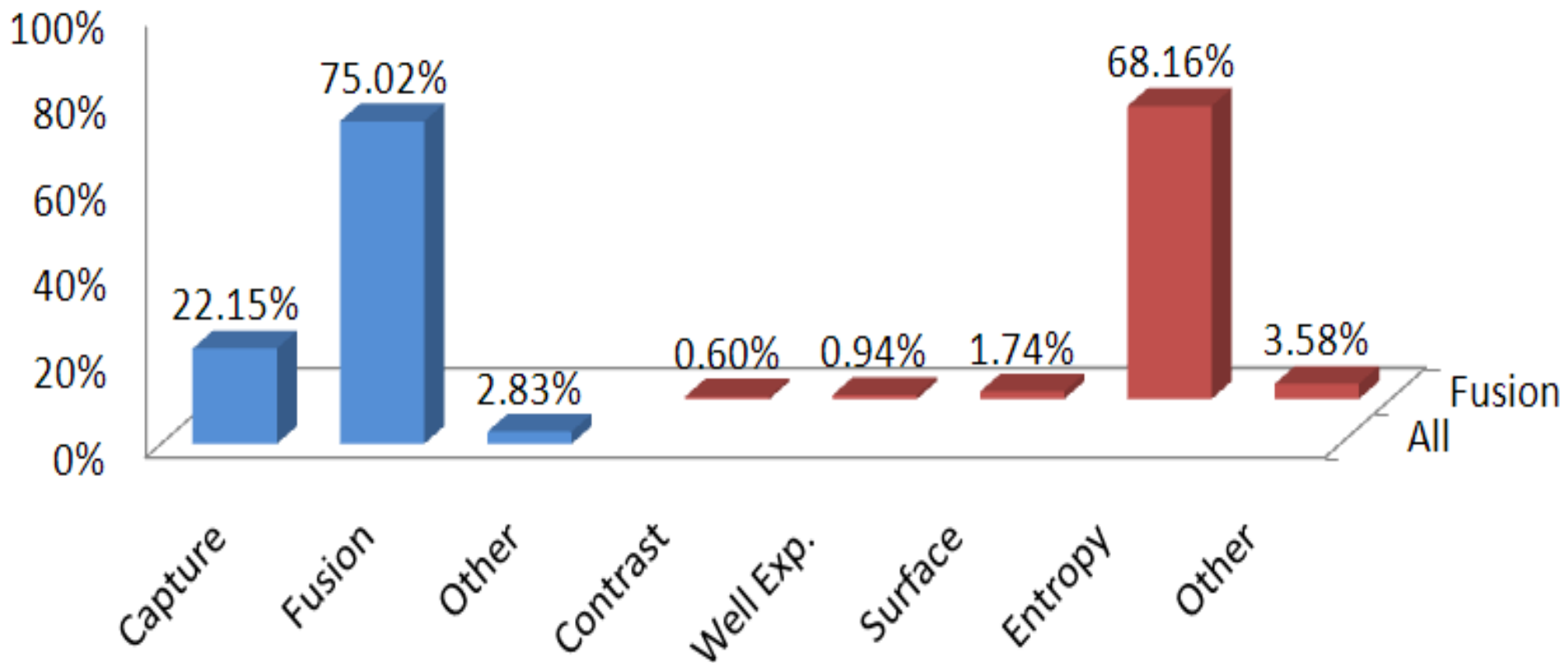
Evaluation

Depth map quality

- What does quality mean?
 - Less temporal noise → Stability over time test
 - Better processing results → Run ICP and compute 3D reconstruction error
- Impact of each quality measure
 - Computation times

Computation

Computation time distribution



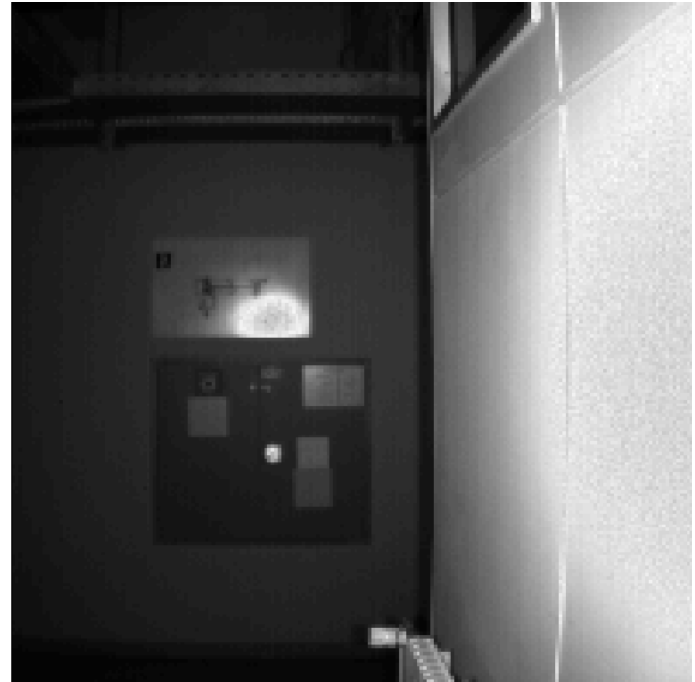
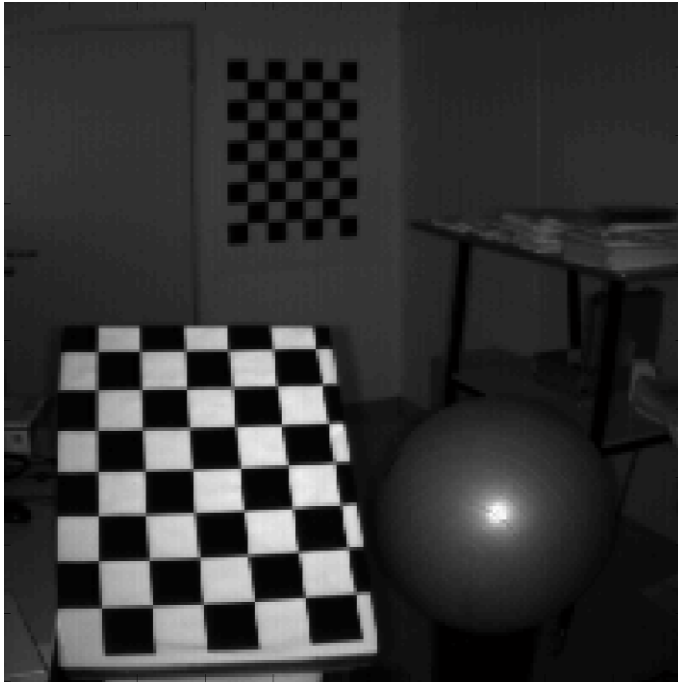
Evaluation

Depth map quality

- What does quality mean?
 - Less temporal noise → Stability over time test
 - Better processing results → Run ICP and compute 3D reconstruction error
- Impact of each quality measure
 - Computation times
 - Precision → Plane fit in planar regions

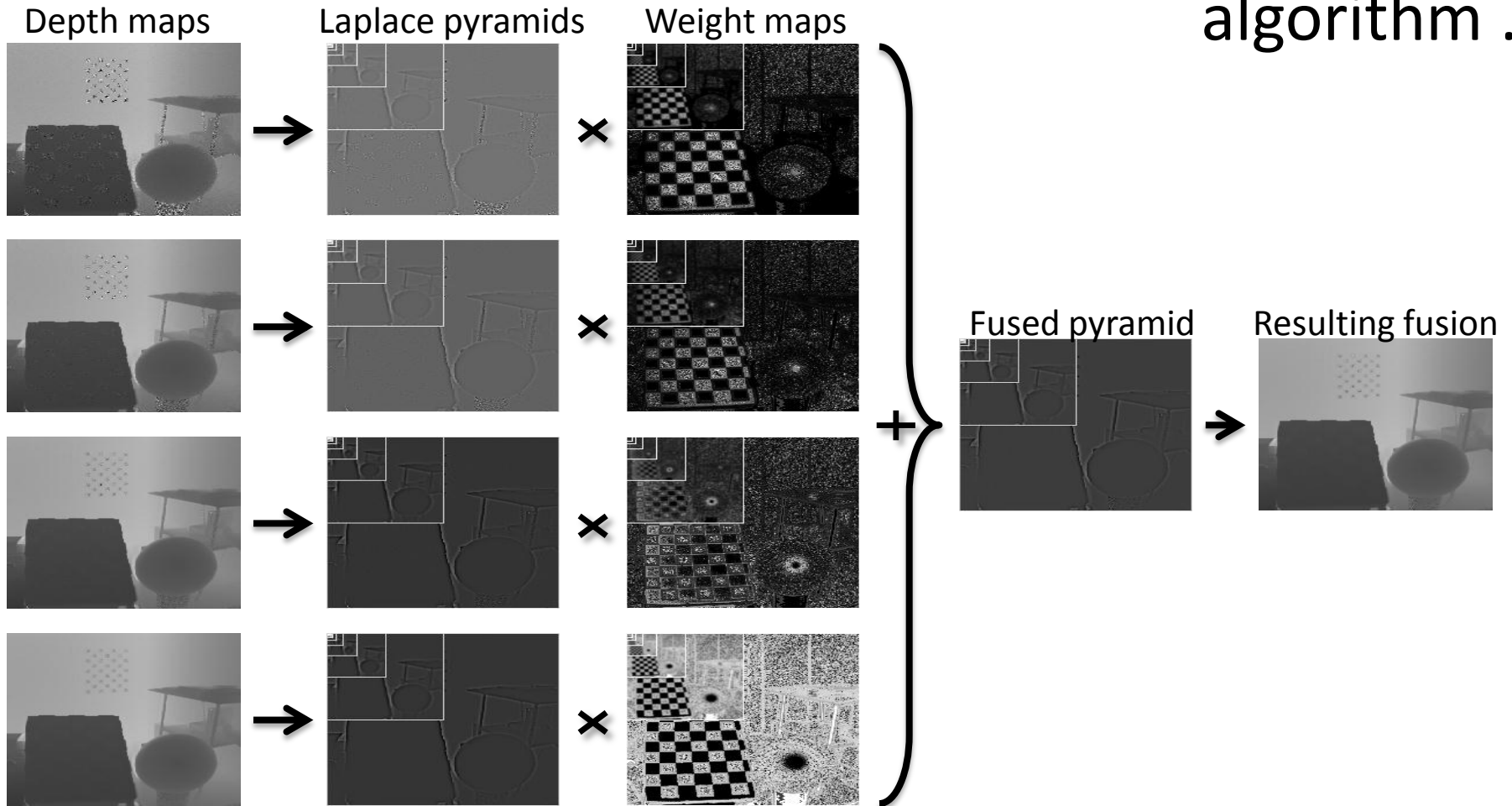
Planar regions

We captured test scenes with planar regions.



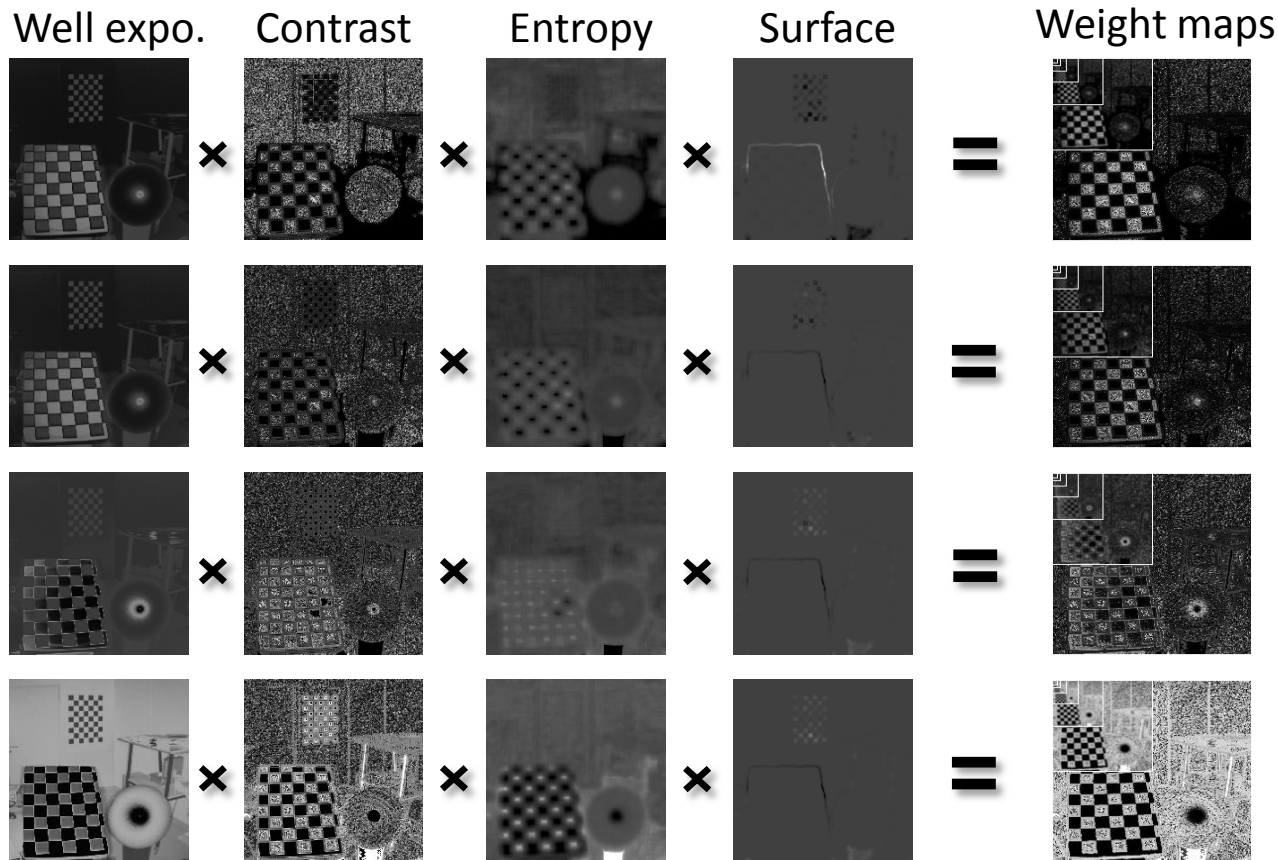
Planar regions

We ran our fusion algorithm ...



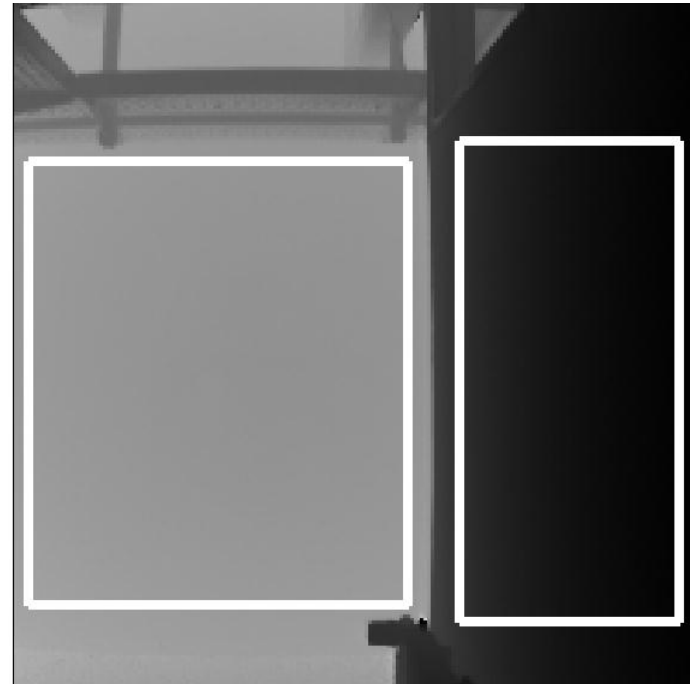
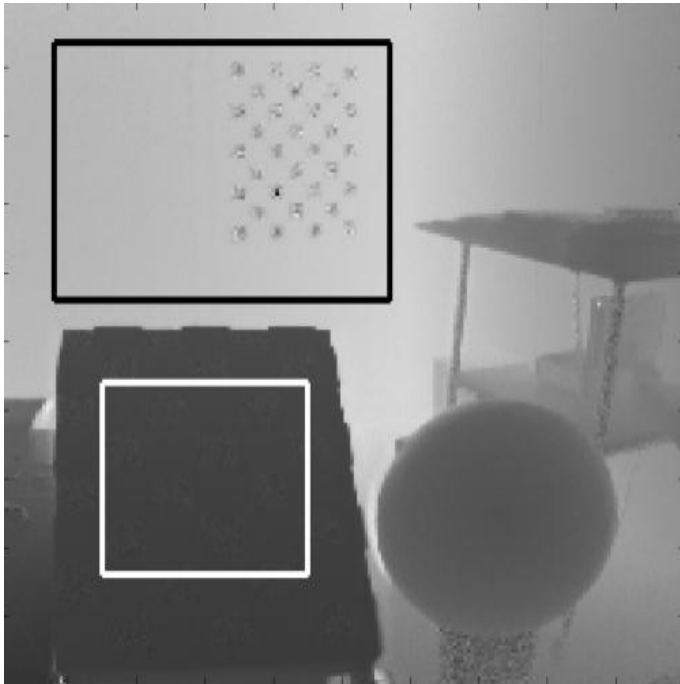
Planar regions

...and compared the fusion results of all combinations of quality measures.



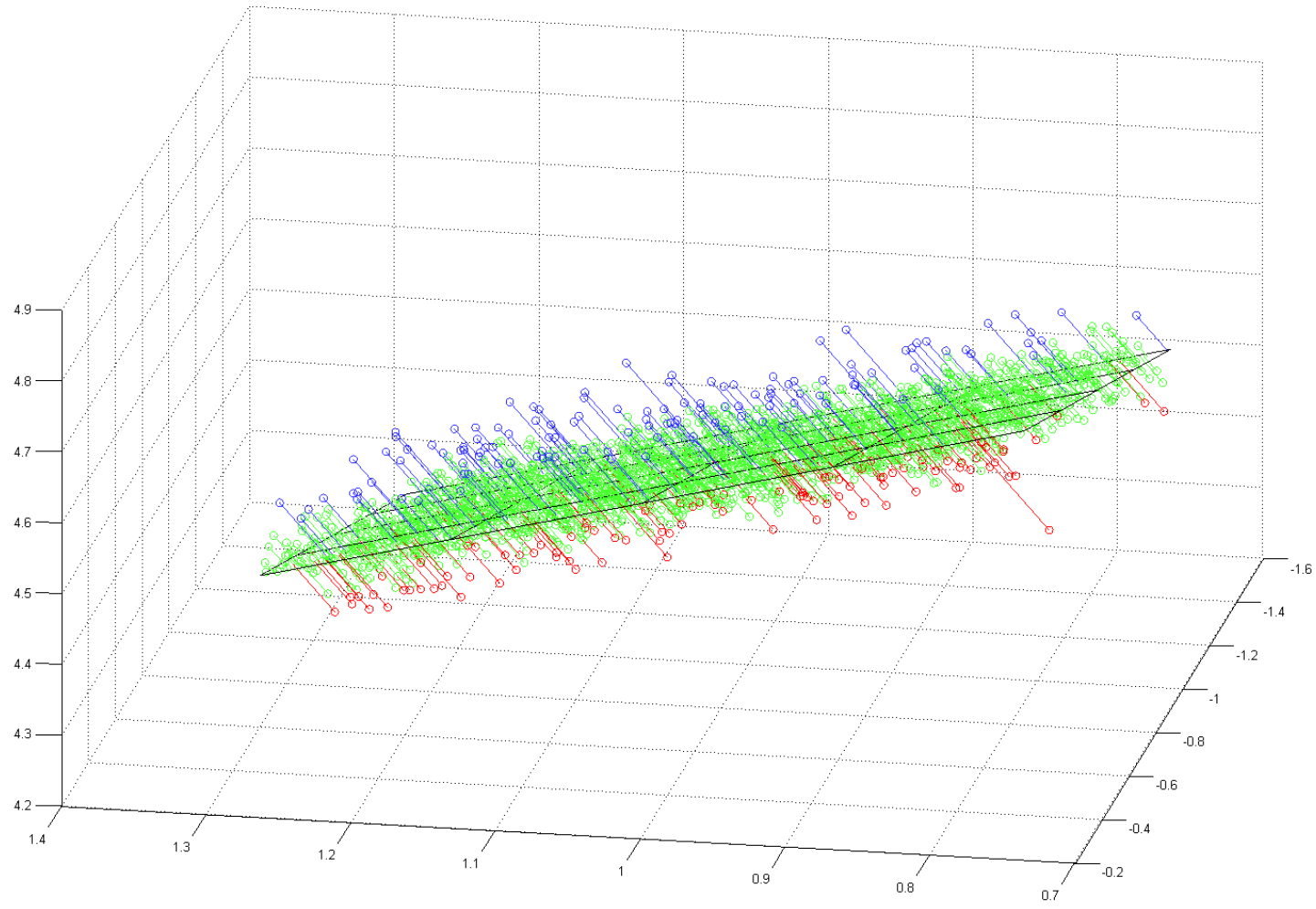
Planar regions

We identified planar regions...

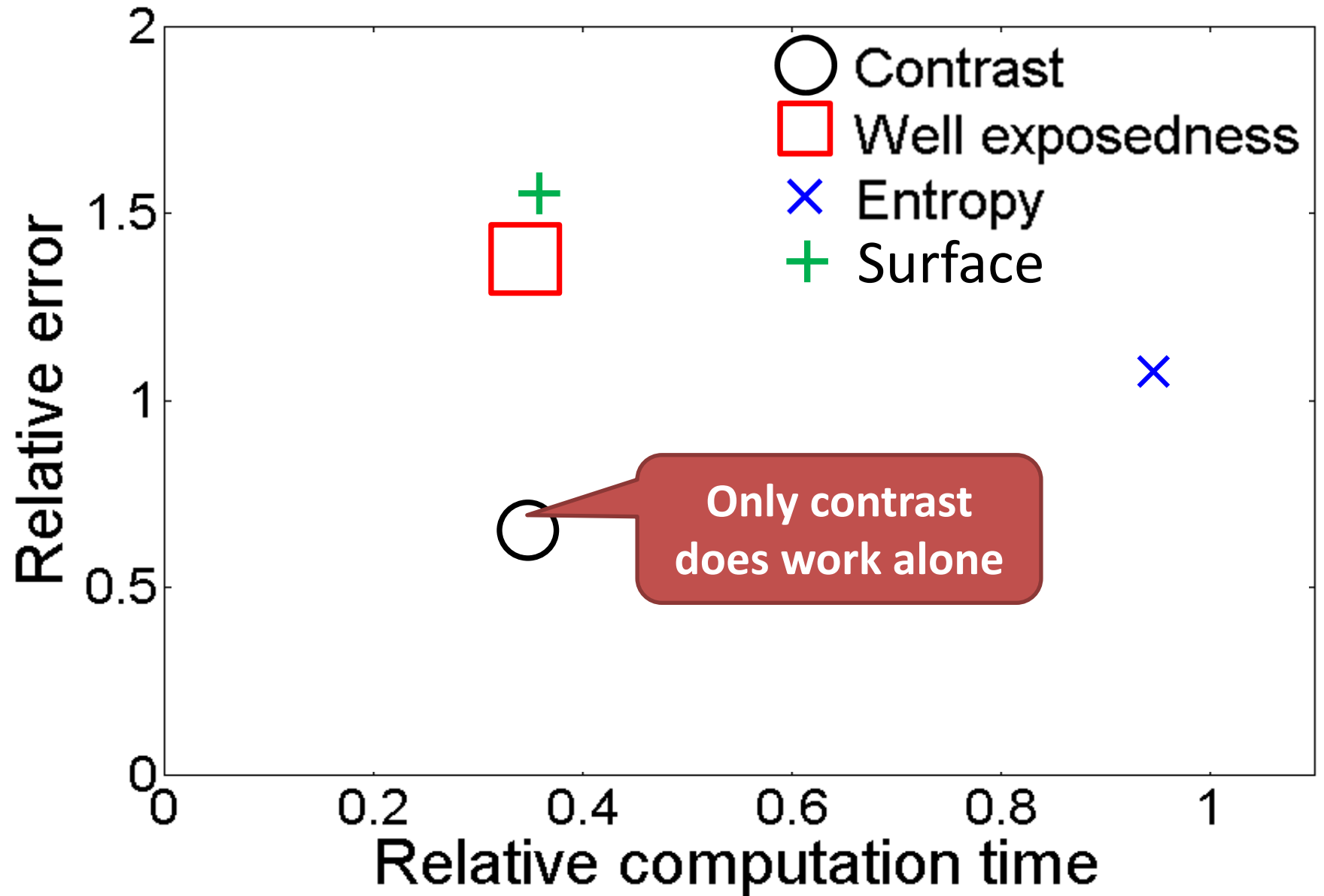


Planar regions

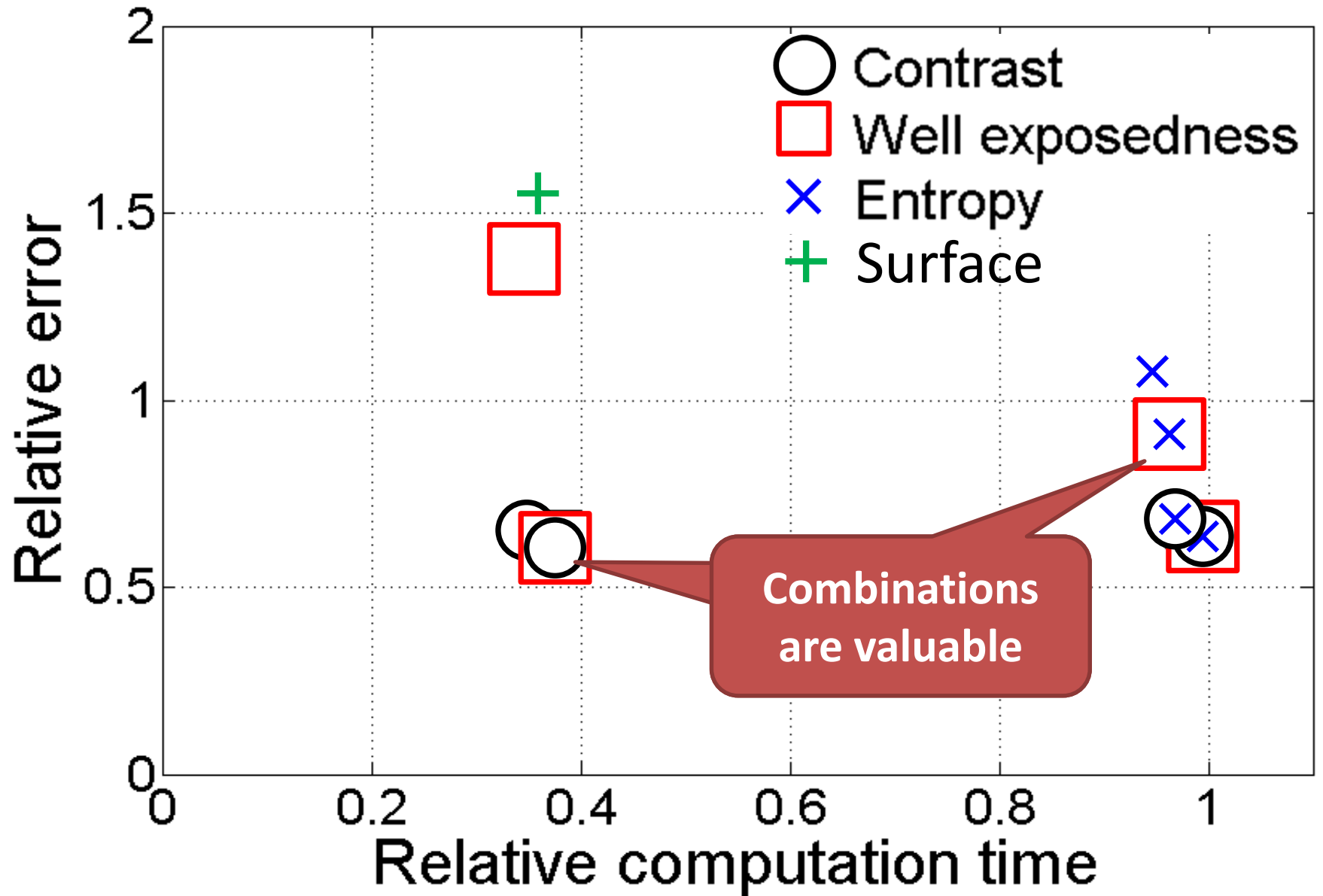
...and fitted planes into the 3D data.



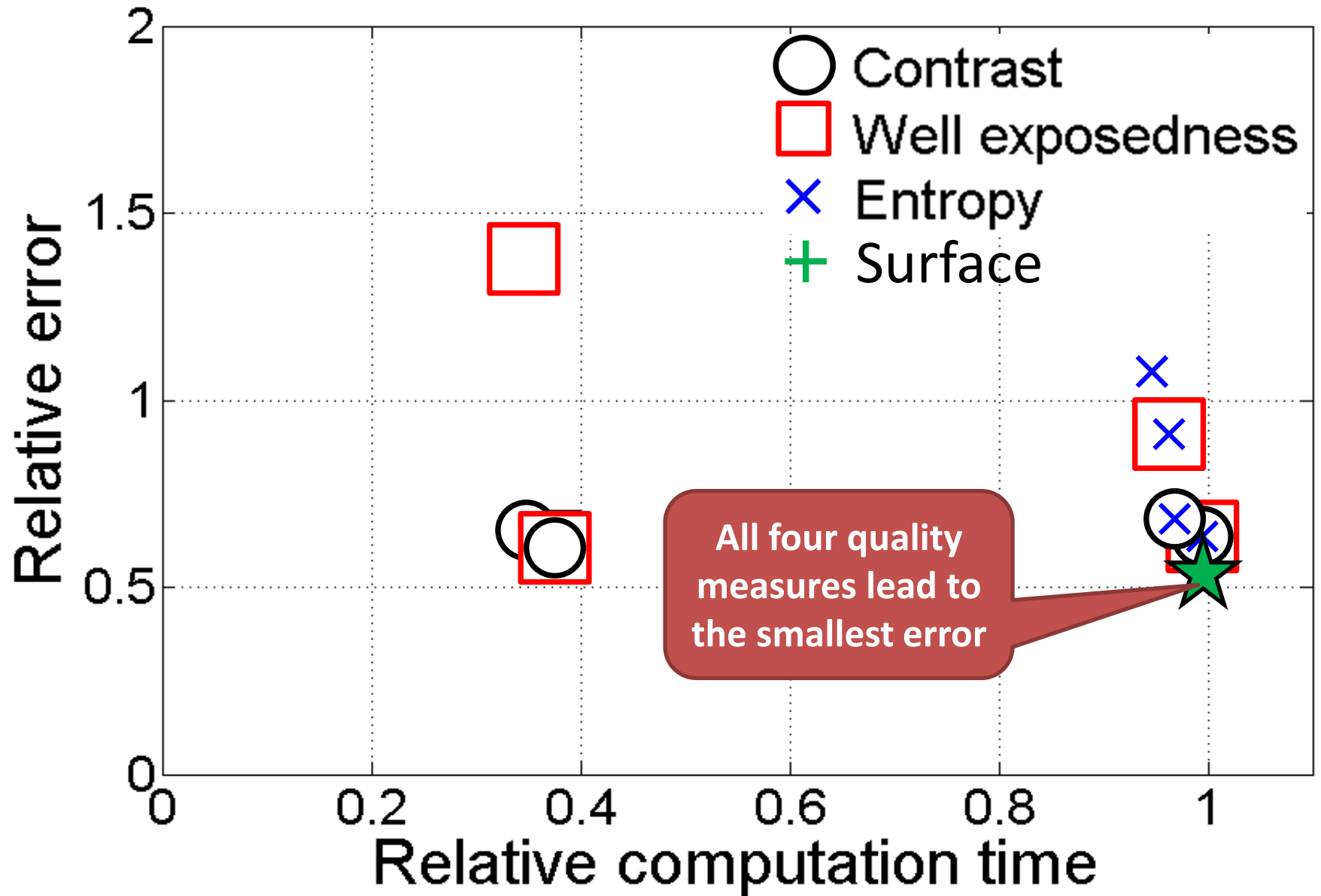
Planar regions



Planar regions



Planar regions



Conclusion

A new method for time-of-flight imaging:

- + No calibration
- + Real-time capable
- + Reduced error

Thank you

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