Motion

Introduction to Computer Vision

CSE 152

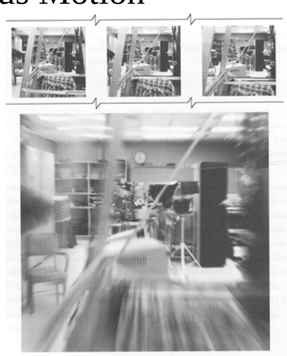
Lecture 12

Announcements

- Homework 3 is due today, 11:59 PM
- Reading:
  - Section 10.6.1: Optical Flow and Motion
  - Section 10.6.2: Flow Models
  - Introductory Techniques for 3-D Computer Vision, Trucco and Verri
    - Chapter 8: Motion

Continuous Motion

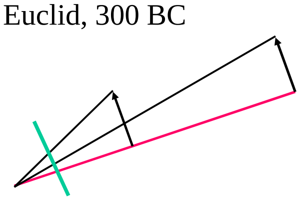
- Consider a video camera moving continuously along a trajectory (rotating & translating).
- How do points in the image move?
- What does that tell us about the 3-D motion & scene structure?



Motion

"When objects move at equal speed, those more remote seem to move more slowly."

- Euclid, 300 BC



Simplest Idea for video processing Image Differences

- Given image $I(u,v,t)$ and $I(u,v, t+\delta t)$, compute $I(u,v, t+\delta t) - I(u,v,t)$.
- This is partial derivative: $\frac{\partial I}{\partial t}$
- At object boundaries, $\left|\frac{\partial I}{\partial t}\right|$ is large and is a cue for segmentation
- Does not indicate which way objects are moving

Background Subtraction

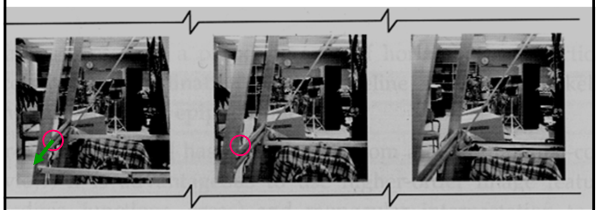
- Gather image $I(x,y,t_0)$ of background without objects of interest (perhaps computed over average over many images).
- At time t, pixels where $|I(x,y,t)-I(x,y,t_0)| > \tau$ are labeled as coming from foreground objects

Raw Image

Foreground region

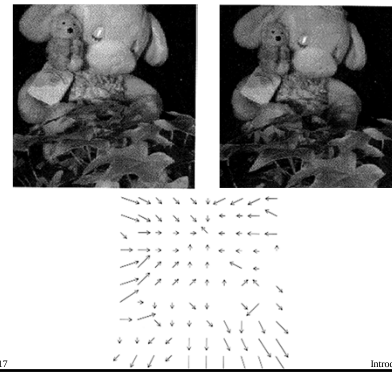
The Motion Field

Where in the image did a point move?



Down and left

The Motion Field



What causes a motion field?

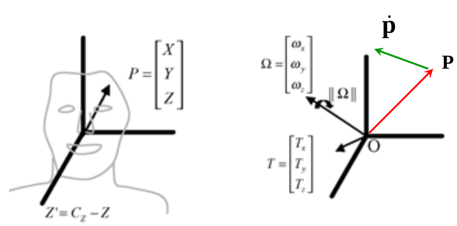
1. Camera moves (translates, rotates)
2. Objects in scene move rigidly
3. Objects articulate (pliers, humans, animals)
4. Objects bend and deform (fish)
5. Blowing smoke, clouds

Is motion estimation inherent in humans? Demo

http://michaelbach.de/ot/cog-hiddenBird/index.html

Rigid Motion and the Motion Field

Rigid Motion: General Case



Position and orientation of a rigid body
Rotation Matrix & Translation vector

Rigid Motion:
Velocity Vector: T
Angular Velocity Vector: ω (or Ω)

$$\dot{\mathbf{p}} = \mathbf{T} + \omega \times \mathbf{p}$$

General Motion

$$\begin{bmatrix} u \\ v \end{bmatrix} = \frac{f}{z}\begin{bmatrix} x \\ y \end{bmatrix}$$

$$\begin{bmatrix} \dot{u} \\ \dot{v} \end{bmatrix} = \frac{f}{z}\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} - \frac{\dot{z}}{z^2}\begin{bmatrix} x \\ y \end{bmatrix}$$

$$= \frac{f}{z}\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} - \frac{\dot{z}}{z}\begin{bmatrix} u \\ v \end{bmatrix}$$

Substitute $\dot{\mathbf{p}} = \mathbf{T} + \omega \times \mathbf{p}$ where **p**=(x,y,z)^T

Motion Field Equation

$$\dot{u} = \frac{T_z u - T_x f}{Z} - \omega_y f + \omega_z v + \frac{\omega_x uv}{f} - \frac{\omega_y u^2}{f}$$

$$\dot{v} = \frac{T_z v - T_y f}{Z} + \omega_x f - \omega_z u - \frac{\omega_y uv}{f} - \frac{\omega_x v^2}{f}$$

- **T**: Components of 3-D linear motion
- ω: Angular velocity vector
- (u,v): Image point coordinates
- Z: depth
- f: focal length

Pure Translation

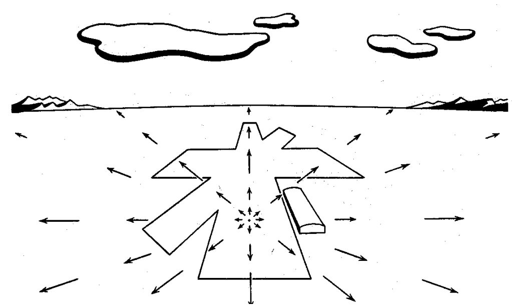
ω = 0

$$\dot{u} = \frac{T_z u - T_x f}{Z} - \omega_y f + \omega_z v + \frac{\omega_x uv}{f} - \frac{\omega_y u^2}{f}$$

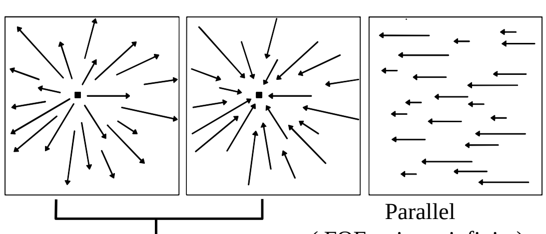
$$\dot{v} = \frac{T_z v - T_y f}{Z} + \omega_x f - \omega_z u - \frac{\omega_y uv}{f} - \frac{\omega_x v^2}{f}$$

Forward Translation & Focus of Expansion

[Gibson, 1950]



Pure Translation



Radial
about FOE

Parallel
(FOE point at infinity)
$T_Z = 0$
Motion parallel to image plane

Pure Rotation: **T**=0

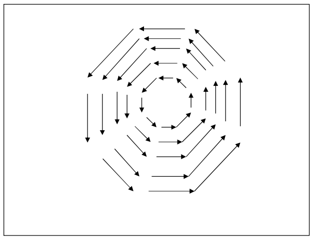
$$\dot{u} = \frac{T_z u - T_x f}{Z} - \omega_y f + \omega_z v + \frac{\omega_x uv}{f} - \frac{\omega_y u^2}{f}$$

$$\dot{v} = \frac{T_z v - T_y f}{Z} + \omega_x f - \omega_z u - \frac{\omega_y uv}{f} - \frac{\omega_x v^2}{f}$$

- Independent of T_x T_y T_z
- Independent of Z
- Only function of (u,v), f and **ω**

Rotational MOTION FIELD

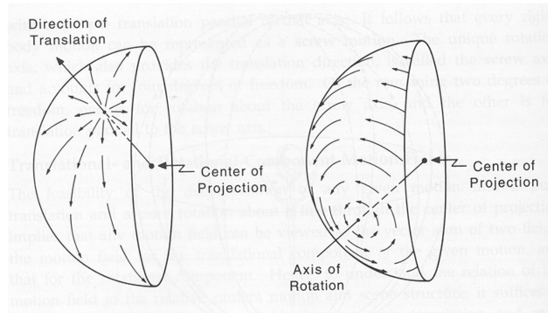
The “instantaneous” velocity of points in an image



PURE ROTATION

$\omega = (0,0,1)^T$

Pure translation and pure rotation: Motion Field on Sphere



Motion Field Equation: Estimate Depth

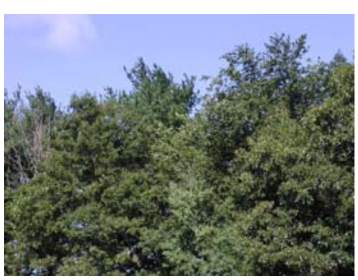
$$\dot{u} = \frac{T_z u - T_x f}{Z} - \omega_y f + \omega_z v + \frac{\omega_x uv}{f} - \frac{\omega_y u^2}{f}$$

$$\dot{v} = \frac{T_z v - T_y f}{Z} + \omega_x f - \omega_z u - \frac{\omega_y uv}{f} - \frac{\omega_x v^2}{f}$$

If **T**, **ω,** and f are known or measured, then for each image point (u,v), one can solve for the depth Z given measured motion (du/dt, dv/dt) at (u,v).

Optical Flow

Optical Flow: Where do pixels move to?

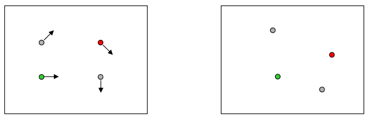


Estimating the motion field from images

1. Feature-based (Sect. 8.4.2 of Trucco & Verri)
   1. Detect (corner-like) features in an image
   2. Search for the same features nearby (feature tracking)

2. Differential techniques (Sect. 8.4.1)

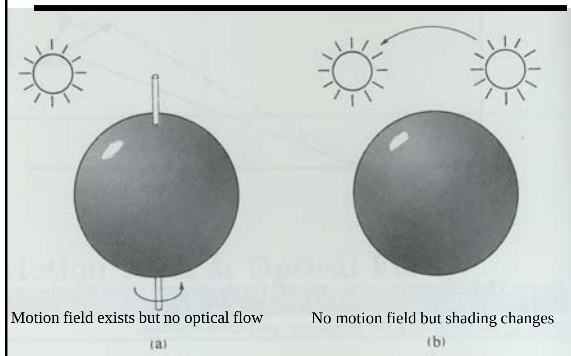
Problem Definition: Optical Flow



$H(x,y)$ $I(x,y)$

- How to estimate pixel motion from image H to image I?
  - Find pixel correspondences
    - Given a pixel in H, look for nearby pixels of the same color in I
- Key assumptions
  - **color constancy:** a point in H looks "the same" in image I
    - For grayscale images, this is **brightness constancy**
  - **small motion**: points do not move very far

Optical Flow ≠ Motion Field

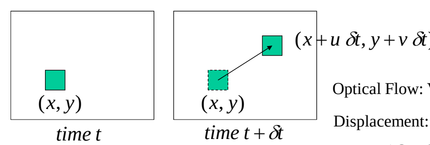


Definition of optical flow

OPTICAL FLOW = apparent motion of brightness patterns

Ideally, the optical flow is the projection of the three-dimensional velocity vectors on the image

Optical Flow Constraint Equation



Optical Flow: Velocities (u,v)

Displacement:

$$(\delta x, \delta y) = (u\,\delta t, v\,\delta t)$$

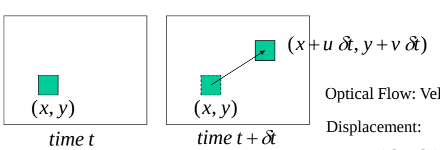
1. Assume brightness of patch remains same in both images:

$$I(x+u\,\delta t, y+v\,\delta t, t+\delta t) = I(x,y,t)$$

2. Assume small motion: (Taylor expansion of LHS up to first order)

$$I(x,y,t) + \delta x\frac{\partial I}{\partial x} + \delta y\frac{\partial I}{\partial y} + \delta t\frac{\partial I}{\partial t} = I(x,y,t)$$

Optical Flow Constraint Equation



Optical Flow: Velocities (u,v)

Displacement:

$$(\delta x, \delta y) = (u\,\delta t, v\,\delta t)$$

3. Subtracting I(x,y,t) from both sides and dividing by δt

$$\frac{\delta x}{\delta t}\frac{\partial I}{\partial x} + \frac{\delta y}{\delta t}\frac{\partial I}{\partial y} + \frac{\partial I}{\partial t} = 0$$

4. Assume small interval, this becomes:

$$\frac{dx}{dt}\frac{\partial I}{\partial x} + \frac{dy}{dt}\frac{\partial I}{\partial y} + \frac{\partial I}{\partial t} = 0$$

Mathematical formulation

[Note change of notation: image coordinates now (x,y), not (u,v)]

$I(x,y,t)$ = brightness at image point (x,y) at time t

Consider scene (or camera) to be moving, so x(t), y(t)

Brightness constancy assumption:

$$I(x+\frac{dx}{dt}\delta t, y+\frac{dy}{dt}\delta t, t+\delta t) = I(x,y,t) \quad \Rightarrow \quad \frac{dI}{dt} = 0$$

Optical flow constraint equation :

$$\frac{dI}{dt} = \frac{\partial I}{\partial x}\frac{dx}{dt} + \frac{\partial I}{\partial y}\frac{dy}{dt} + \frac{\partial I}{\partial t} = 0$$

Solving for flow

Optical flow constraint equation :

$$\frac{dI}{dt} = \frac{\partial I}{\partial x}\frac{dx}{dt} + \frac{\partial I}{\partial y}\frac{dy}{dt} + \frac{\partial I}{\partial t} = 0$$

- We can measure $\frac{\partial I}{\partial x}, \frac{\partial I}{\partial y}, \frac{\partial I}{\partial t}$
- We want to solve for $\frac{dx}{dt}, \frac{dy}{dt}$
- One equation, two unknowns

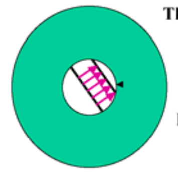
Aperture Problem and Normal Flow

Measurements

$I_x = \frac{\partial I}{\partial y}$,

$I_y = \frac{\partial I}{\partial y}$,

$I_t = \frac{\partial I}{\partial t}$



The gradient constraint:

$$I_x u + I_y v + I_t = 0$$

Defines a line in the *(u,v)* space

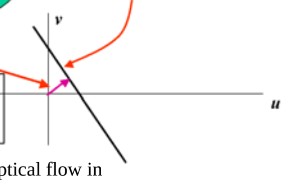
Flow vector

$u = \frac{dx}{dt}$,

$v = \frac{dy}{dt}$

Normal Flow:

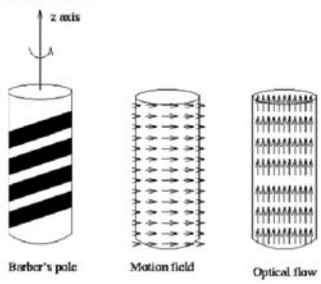
$$u_\perp = -\frac{I_t}{|\nabla I|}\frac{\nabla I}{|\nabla I|}$$



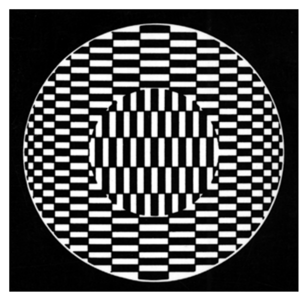
The component of the optical flow in the direction of the image gradient.

Optical Flow Constraint

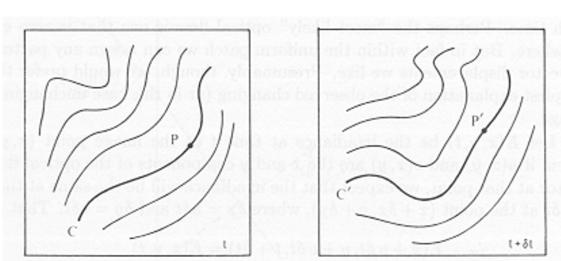
Barber pole illusion



Apparently an aperture problem

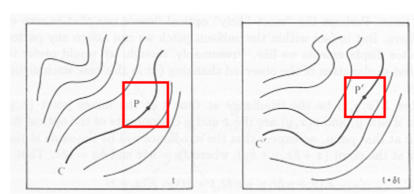


What is the correspondence of P & P'



Contour plots of image intensity in two images

Two ways to get flow



1. Think globally, and regularize over image
2. Look over window and assume constant motion in the window

Lucas-Kanade: Integrate over a Patch

Assume a single velocity for all pixels within an image patch

$$E(u,v) = \sum_{x,y \in \Omega} \left(I_x(x,y)u + I_y(x,y)v + I_t \right)^2$$

$$\frac{dE(u,v)}{du} = \sum 2I_x \left(I_x u + I_y v + I_t \right) = 0$$

$$\frac{dE(u,v)}{dv} = \sum 2I_y \left(I_x u + I_y v + I_t \right) = 0$$

Solve with:

$$\begin{bmatrix} \sum I_x^2 & \sum I_x I_y \\ \sum I_x I_y & \sum I_y^2 \end{bmatrix} \begin{pmatrix} u \\ v \end{pmatrix} = -\begin{pmatrix} \sum I_x I_t \\ \sum I_y I_t \end{pmatrix}$$

On the LHS: sum of the 2x2 outer product tensor of the gradient vector

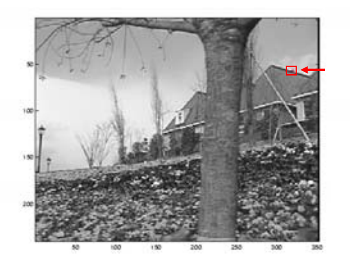
$$\left(\sum \nabla I \nabla I^T \right) \vec{U} = -\sum \nabla I I_t$$

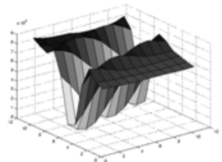
Lucas-Kanade: Singularities and the Aperture Problem

Let $M = \sum (\nabla I)(\nabla I)^T$ and $b = \begin{bmatrix} -\sum I_x I_t \\ -\sum I_y I_t \end{bmatrix}$

- Algorithm: At each pixel compute U by solving $MU = b$
- M is singular if all gradient vectors point in the same direction
  - -- e.g., along an edge
  - -- of course, trivially singular if the summation is over a single pixel
  - -- i.e., only *normal flow* is available (aperture problem)
- Corners and textured areas are OK

Edge

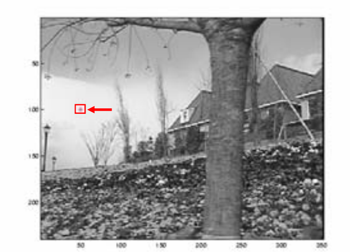


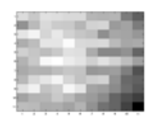


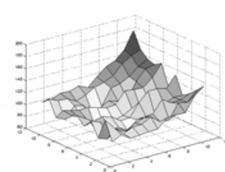
$\sum \nabla I (\nabla I)^T$

- large gradients, all the same
- large λ_1, small λ_2

Low texture region



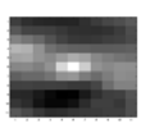


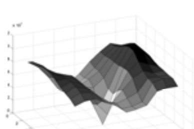


$\sum \nabla I (\nabla I)^T$

- gradients have small magnitude
- small λ_1, small λ_2

High textured region





$\sum \nabla I (\nabla I)^T$

- gradients are different, large magnitudes
- large λ_1, large λ_2

Some variants

- Iterative refinement
- Coarse to fine (image pyramids)
- Local/global motion models
- Robust estimation

Iterative Refinement

- Estimate velocity at each pixel using one iteration of Lucas and Kanade estimation
- Warp one image toward the other using the estimated flow field
  (easier said than done)
- Refine estimate by repeating the process

Revisiting the small motion assumption

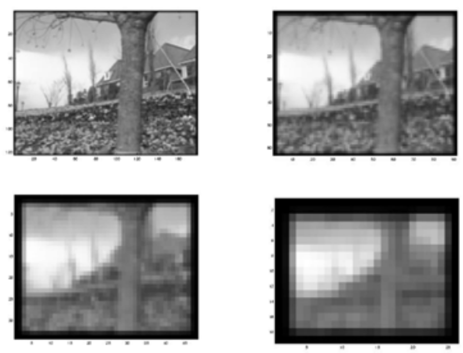
- Is this motion small enough?
  - Probably not—it's much larger than one pixel (2[nd] order terms dominate)
  - How might we solve this problem?

Limits of the (local) gradient method

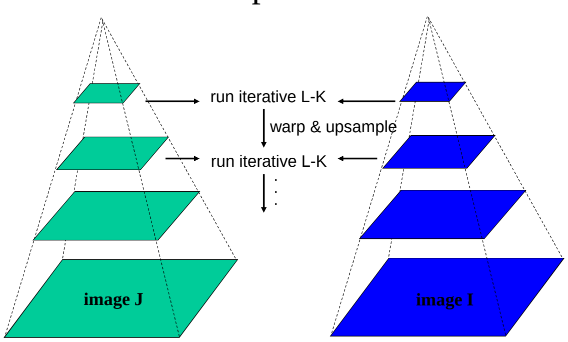
1. Fails when intensity structure within window is poor
2. Fails when the displacement is large (typical operating range is motion of 1 pixel per iteration!)
   - *Linearization of brightness is suitable only for small displacements*

Also, brightness is not strictly constant in images
   - *actually less problematic than it appears, since we can pre-filter images to make them look similar*

Pyramid / "Coarse-to-fine"



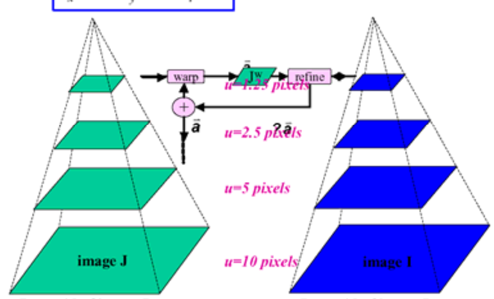
Coarse-to-fine optical flow estimation



Gaussian pyramid of image J **Gaussian pyramid of image I**

Coarse-to-Fine Estimation

$I_x \cdot u + I_y \cdot v + I_t \approx 0$ **==> small *u* and *v* ...**



Pyramid of image J **Pyramid of image I**

Multi-resolution Lucas Kanade Algorithm

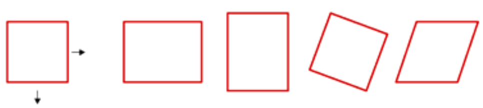
- Compute 'simple' LK at highest level
- At level i
  - Take flow u_{i-1}, v_{i-1} from level i-1
  - bilinear interpolate it to create u_i^*, v_i^* matrices of twice resolution for level i
  - multiply u_i^*, v_i^* by 2
  - compute f_t from a block displaced by $u_i^*(x,y)$, $v_i^*(x,y)$
  - Apply LK to get $u_i'(x, y)$, $v_i'(x, y)$ (the correction in flow)
  - Add corrections u_i' v_i', *i.e.* $u_i = u_i^* + u_i'$, $v_i = v_i^* + v_i'$.

Parametric (Global) Motion Models

2D Models:
(Translation)
Affine
Quadratic
Planar projective transform (Homography)

3D Models:
Instantaneous camera motion models
Homography+epipole
Plane+Parallax

Motion Model Example: Affine Motion



Affine: $\mathbf{A} = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ $\mathbf{h} = \begin{bmatrix} \delta x \\ \delta y \end{bmatrix}$

Next Lecture

- Tracking
- Reading:
  - Chapter 11: Tracking