

UNCONVENTIONAL VISION SENSORS

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Computer Science Department
Columbia University



Sponsors:

NSF, ONR MURI, DARPA,
Packard Foundation

Depth Sensors

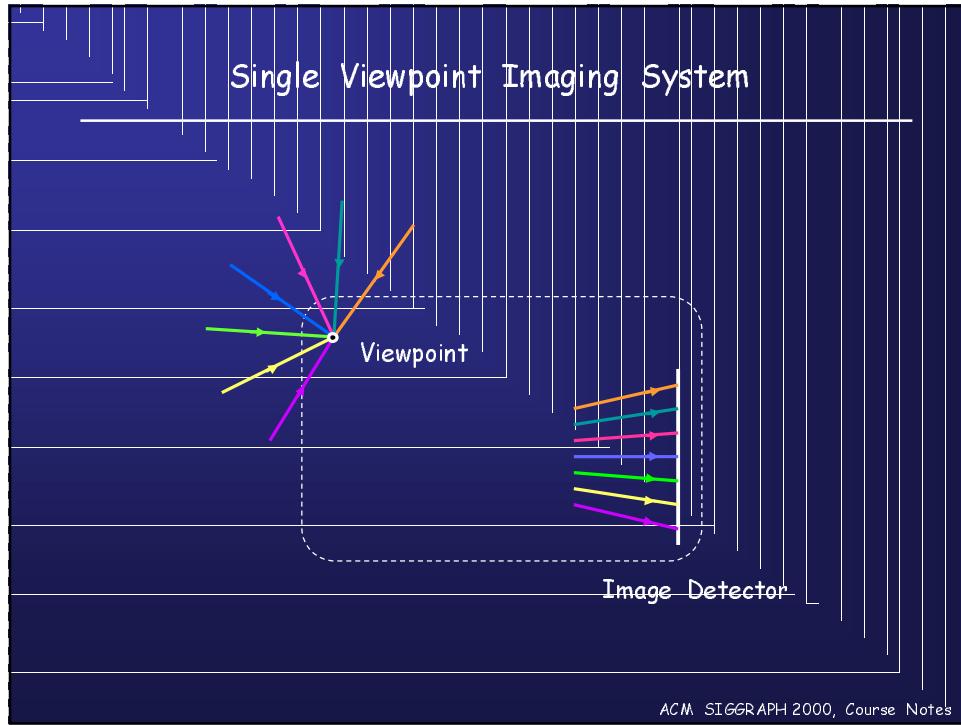
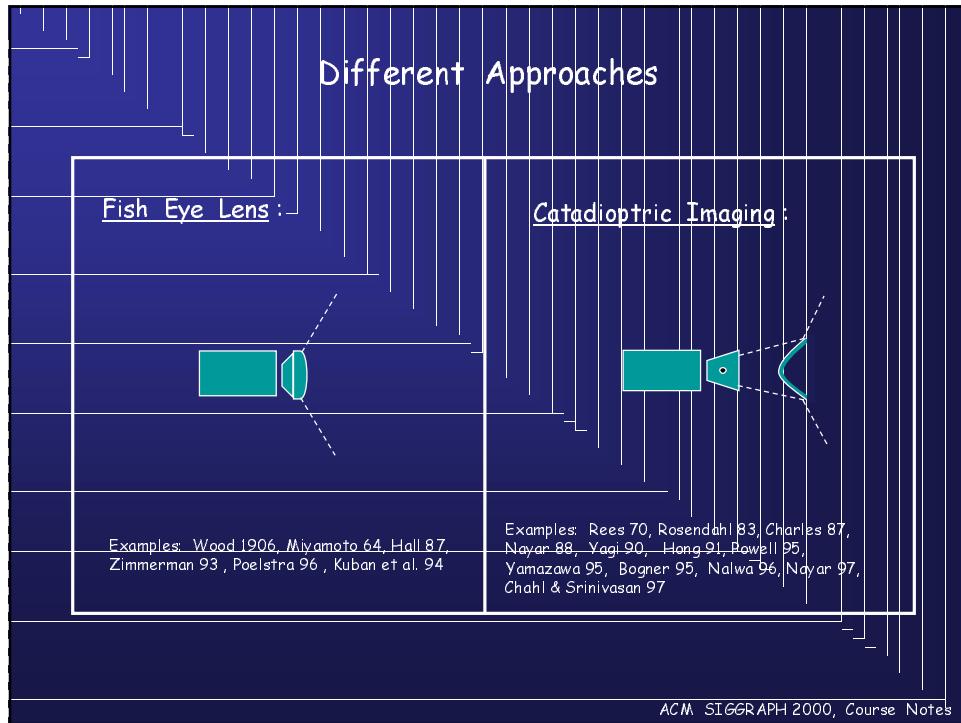
Depth from Focus and Defocus

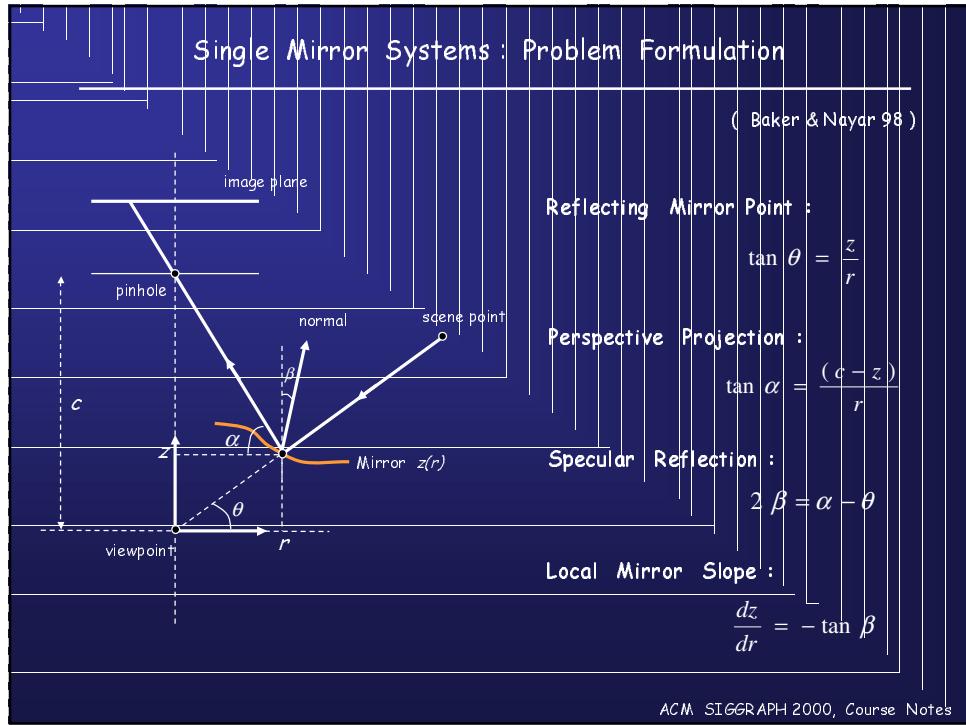
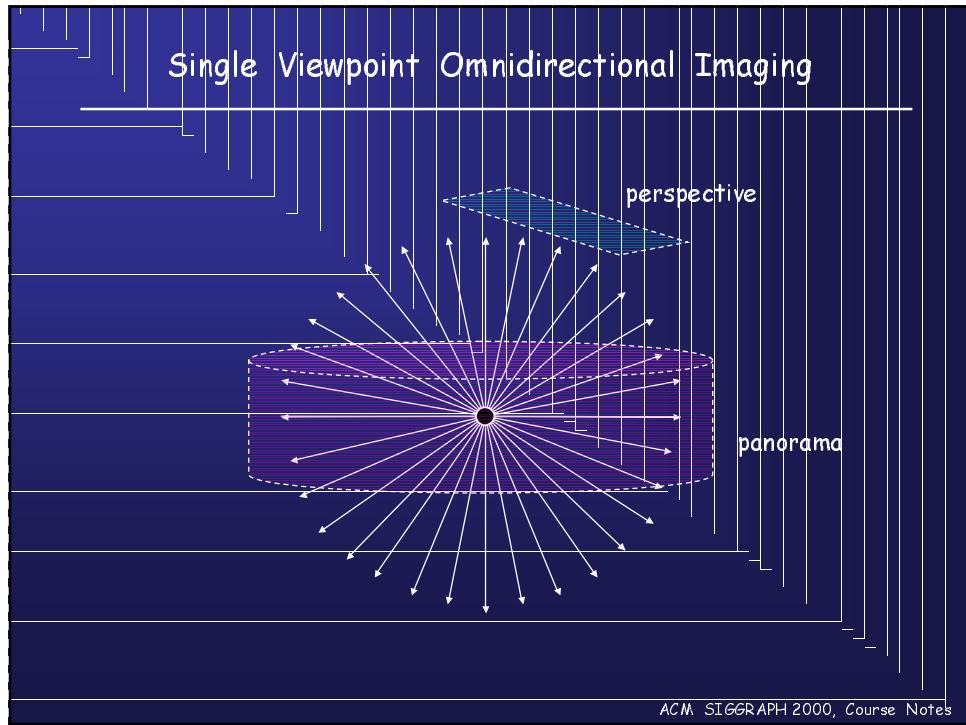
(Nayar, Watanabe, Noguchi 95)



Performance : 512 x 480 Depth map at 30 frames per sec.

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Single Mirror Systems : Solution

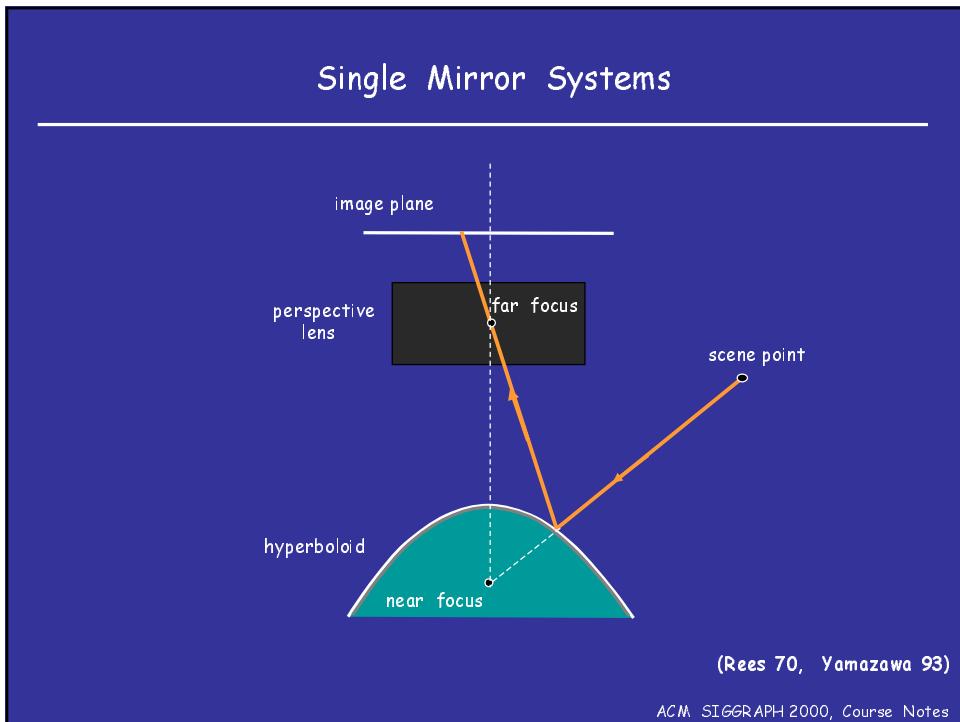
Quadratic First - Order Differential Equation :

$$1 + \left(\frac{dz}{dr} \right)^2 = \frac{(c - 2z)r}{r^2 + cz - z^2}$$

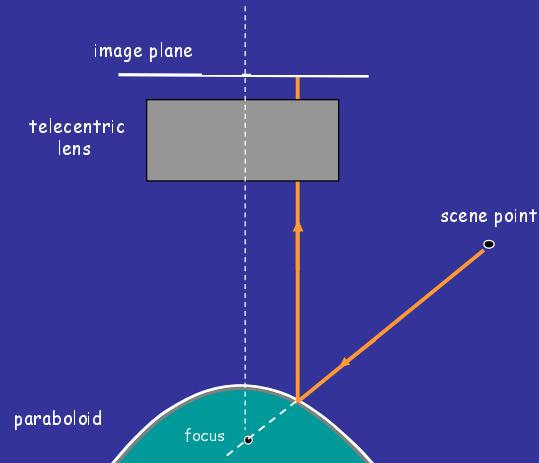
Complete Class of Single Viewpoint Mirrors :

$$\begin{cases} \left(z - \frac{c}{2} \right)^2 - r^2 \left(\frac{k}{2} - 1 \right) = \frac{c^2}{4} \left(\frac{k-2}{k} \right) & (k \geq 2) \\ \left(z - \frac{c}{2} \right)^2 - r^2 \left(1 + \frac{c^2}{2k} \right) = \left(\frac{2k - c^2}{4} \right) & (k > 0) \end{cases}$$

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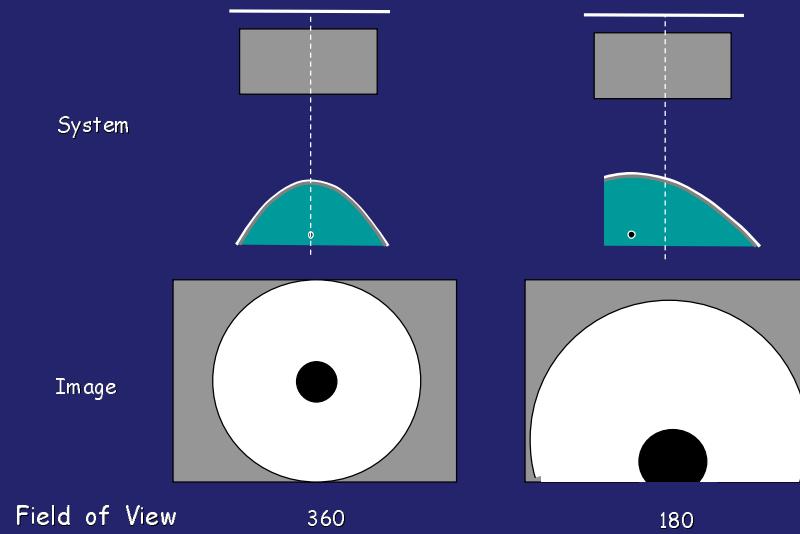
Single Mirror Systems



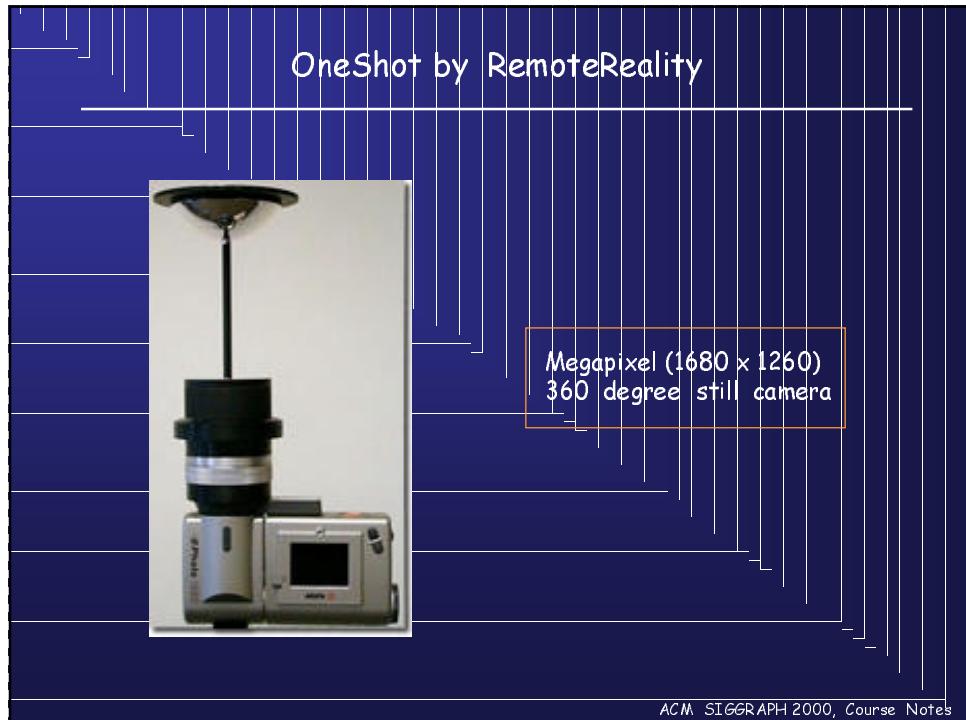
(Nayar 97)

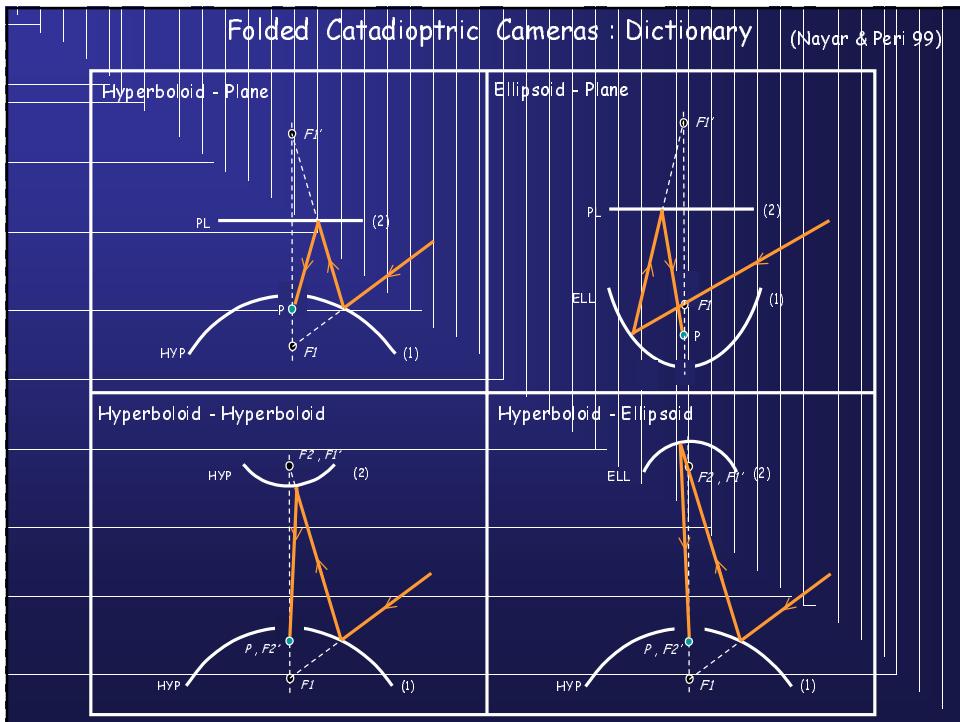
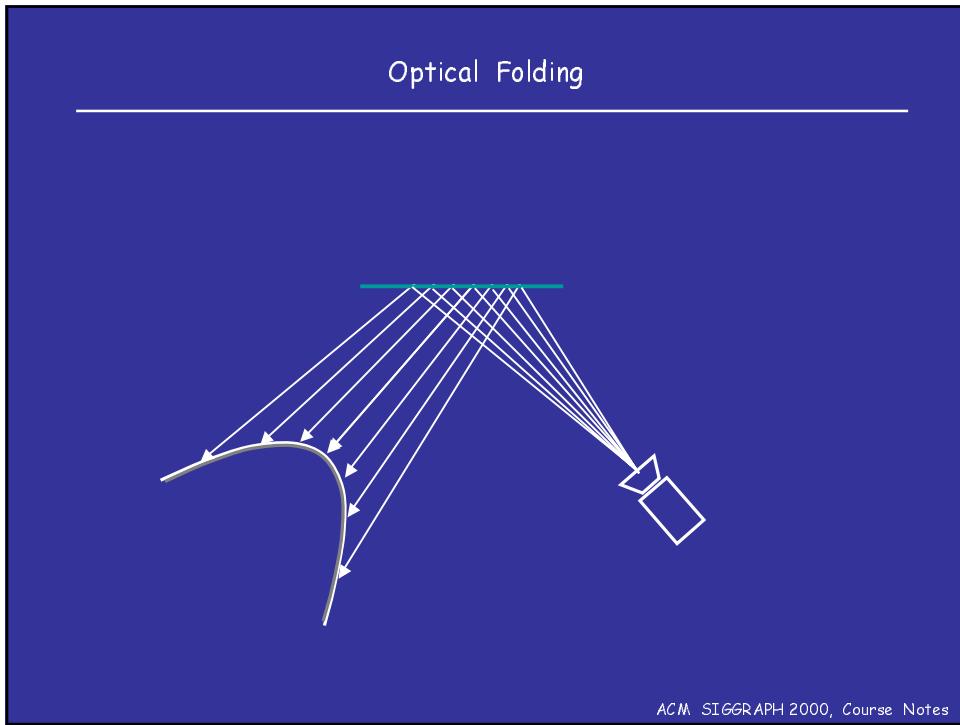
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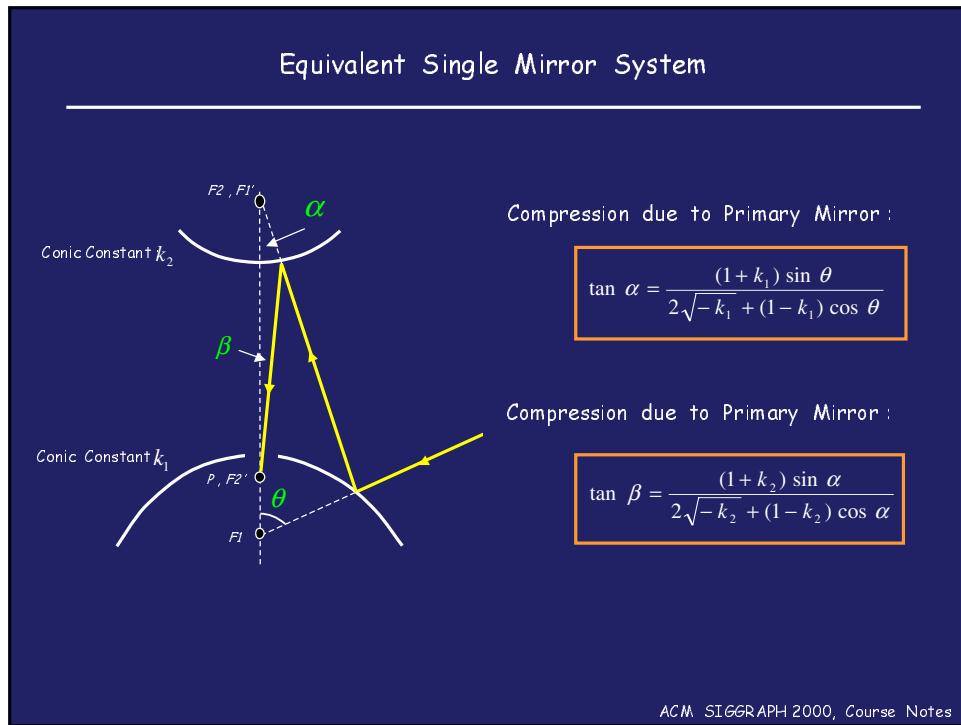
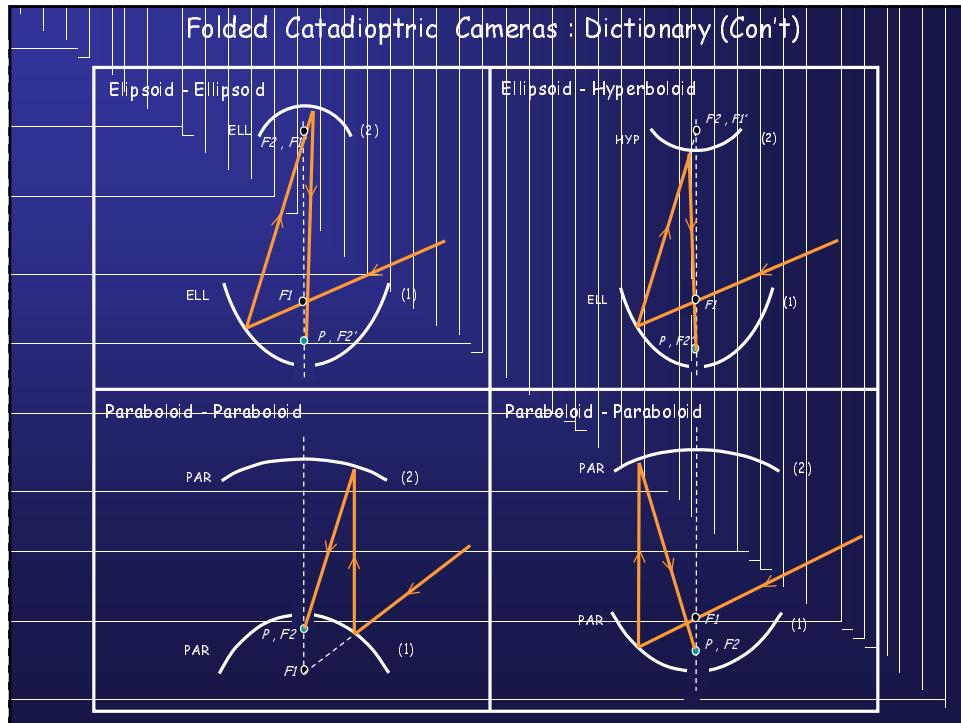
Flexibility: Resolution vs. FOV



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Equivalent Single Mirror Systems

Total Compression for Folded System :

$$\tan^{-1}\beta = \frac{(1+k_1)(1+k_2)\sin\theta}{[2\sqrt{-k_1} + \sqrt{-k_2} - k_1\sqrt{-k_2} - \sqrt{-k_1}k_2 + (1-k_1(k_2-1) + 4\sqrt{-k_1}\sqrt{-k_2} - k_2)\cos\theta]}$$

Conic Constant of Equivalent Single Mirror :

$$k_e = \left(\frac{\sqrt{-k_1} + \sqrt{-k_2}}{1 + \sqrt{-k_1}\sqrt{-k_2}} \right)^2$$

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Urbie : Tactical Mobile Robot



Collaborators : JPL , IS Robotics , CMU , Columbia , CycloVision

Sponsor : DARPA TMR Project

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Deployable Omnicameras



PASSIVE CYCLOPS

ACTIVE CYCLOPS

COLLABORATION: COLUMBIA (OPTICS AND IMAGING) AND CMU (MECHANICS - SCHEMPF GROUP)

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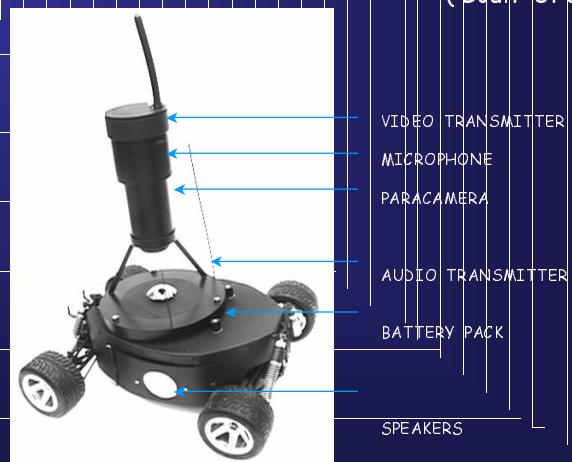
Columbia-CMU Cyclops



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Remote Controlled ParaRover

(Lok & Nayar 98)
(Boult et al. 98)



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ParaRover

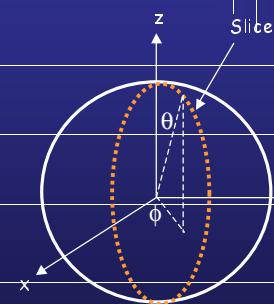


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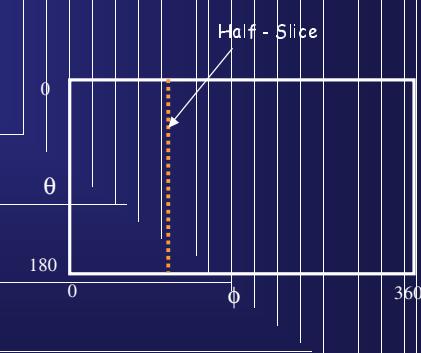
Spherical Mosaics from Slices

(Nayar & Karmarkar 99)

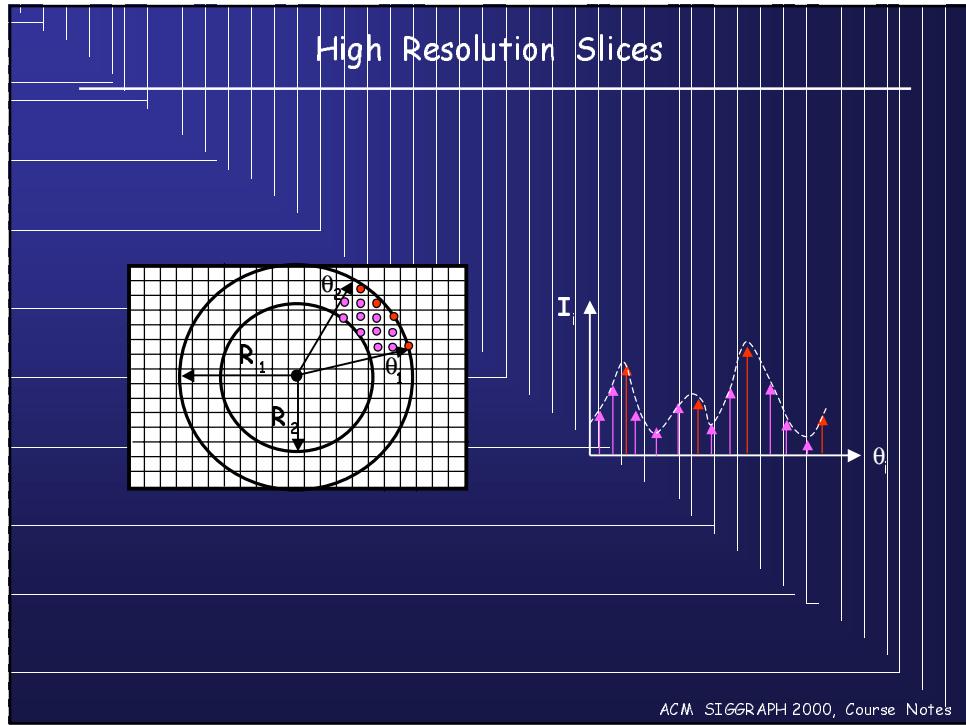
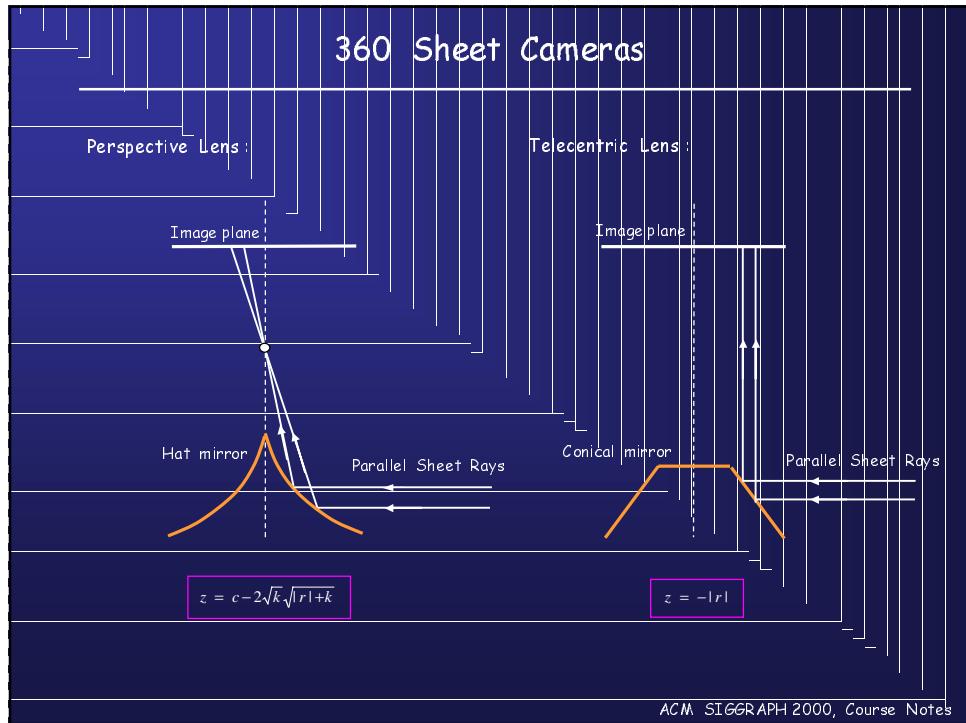
Unit Sphere :



Spherical Panorama :



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360 Sheet Camera Rotation

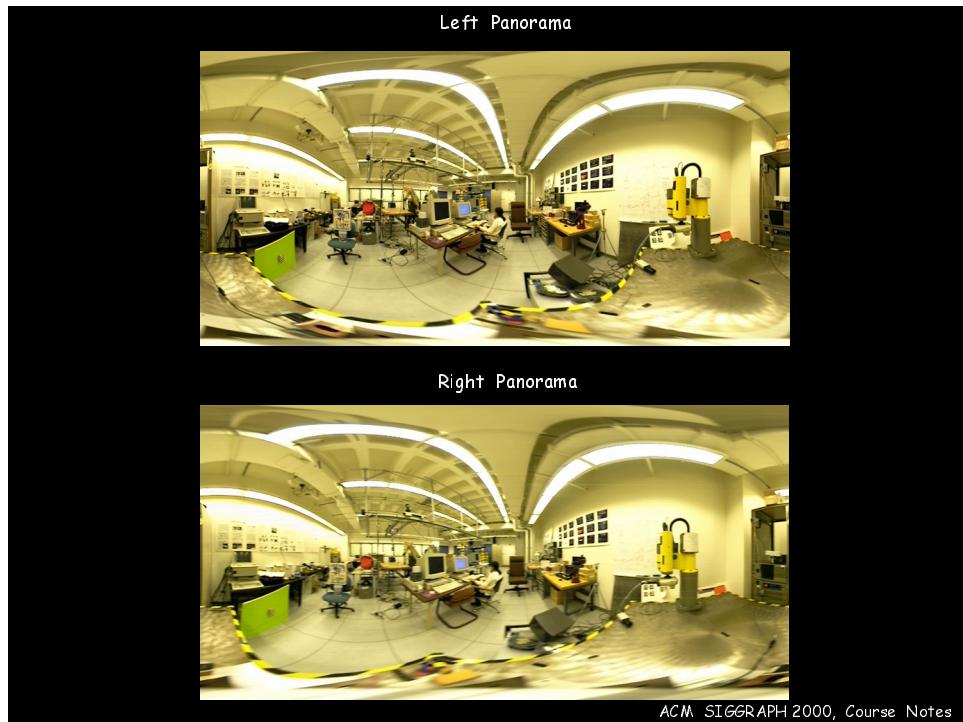
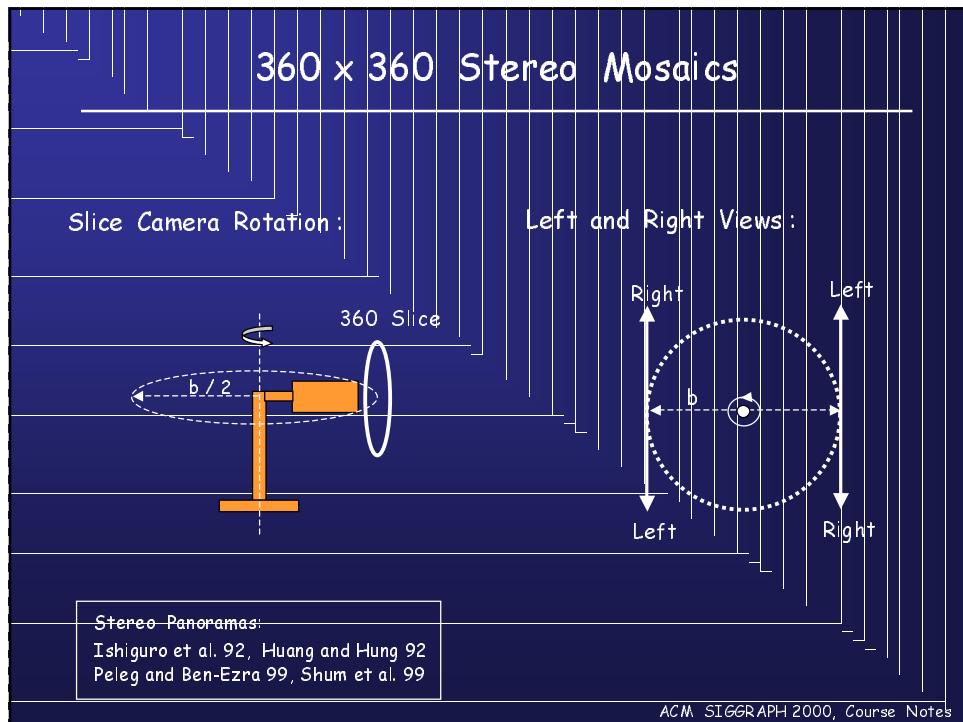


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360 x 360 Spherical Mosaic



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Stereoscopic Panorama



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Problem of Dynamic Range

(Mitsunaga & Nayar 99)

- 8-bit Images and the Real World



Image M_1
(High exposure)

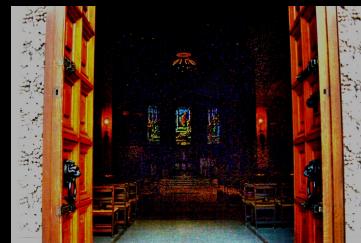
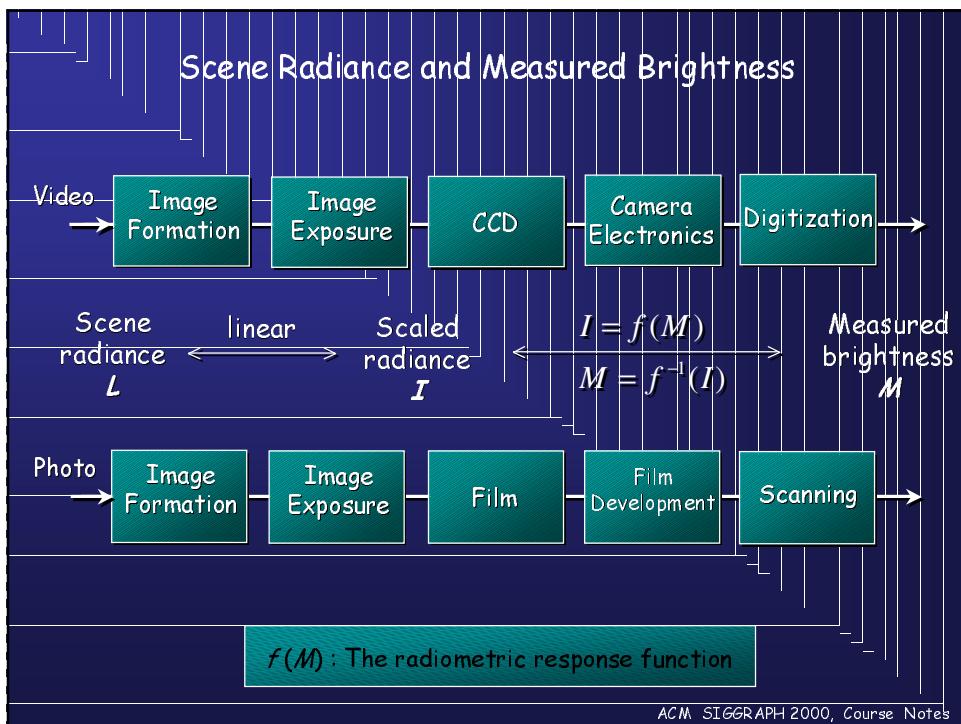


Image M_2
(Low exposure)

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Response Function from Images : Previous Work

Mann and Picard (95) :

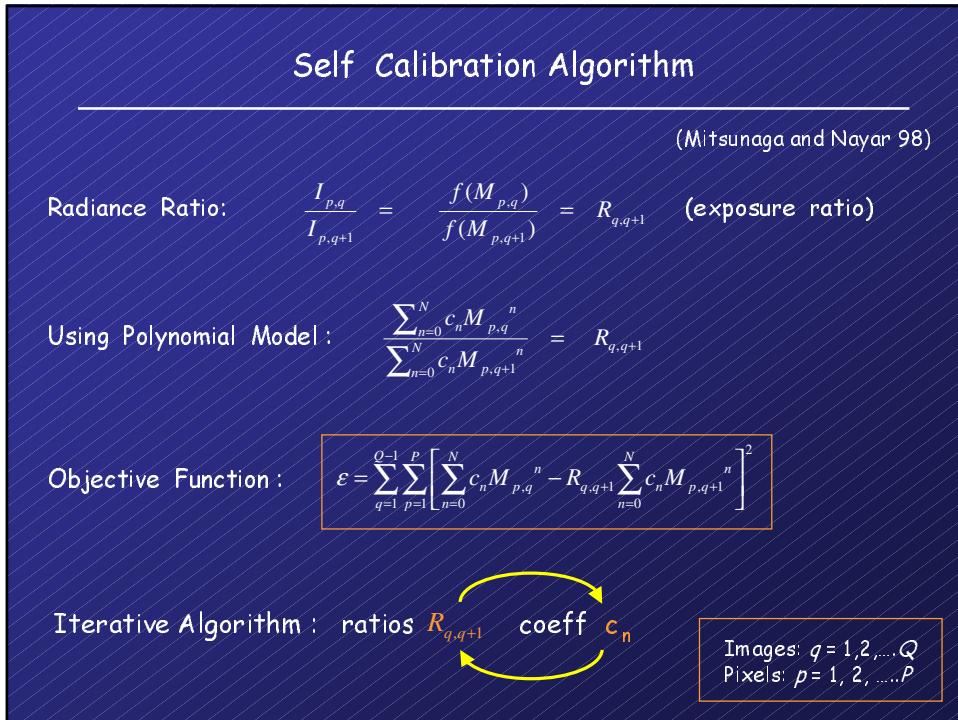
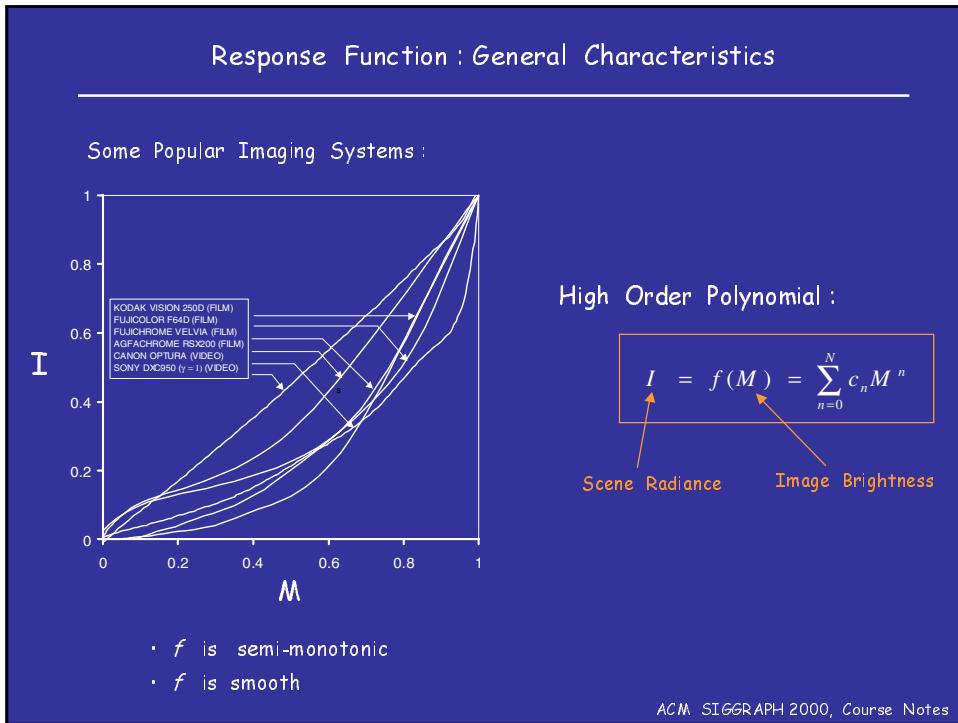
- Restrictive Model for f : $M = \alpha + \beta \cdot I^\gamma$
- Precisely Known Exposures

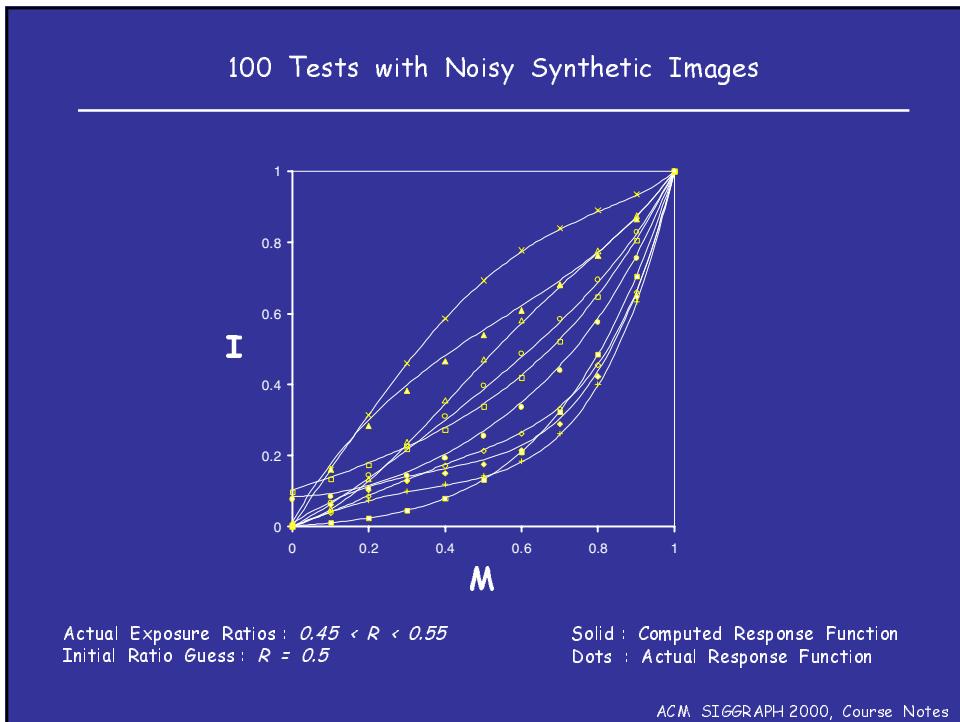
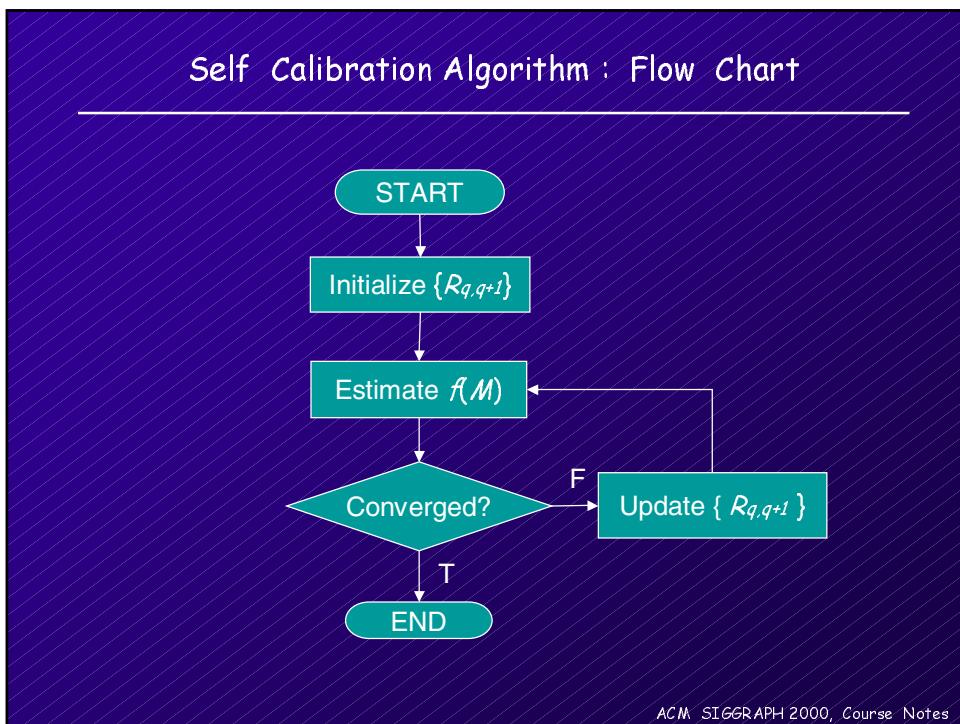
Debevec and Malik (97) :

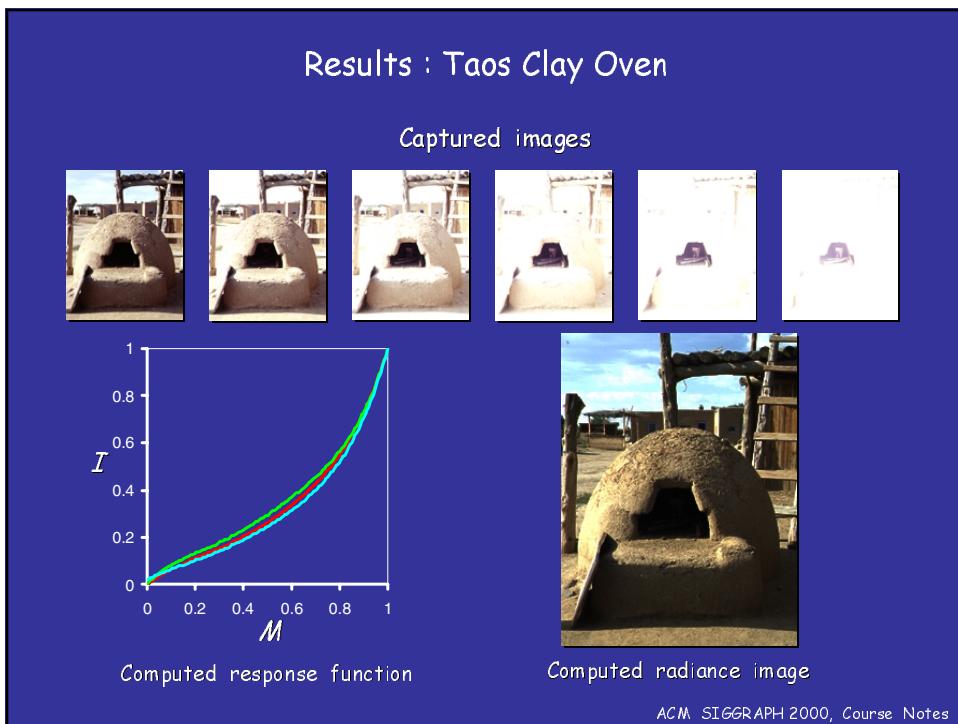
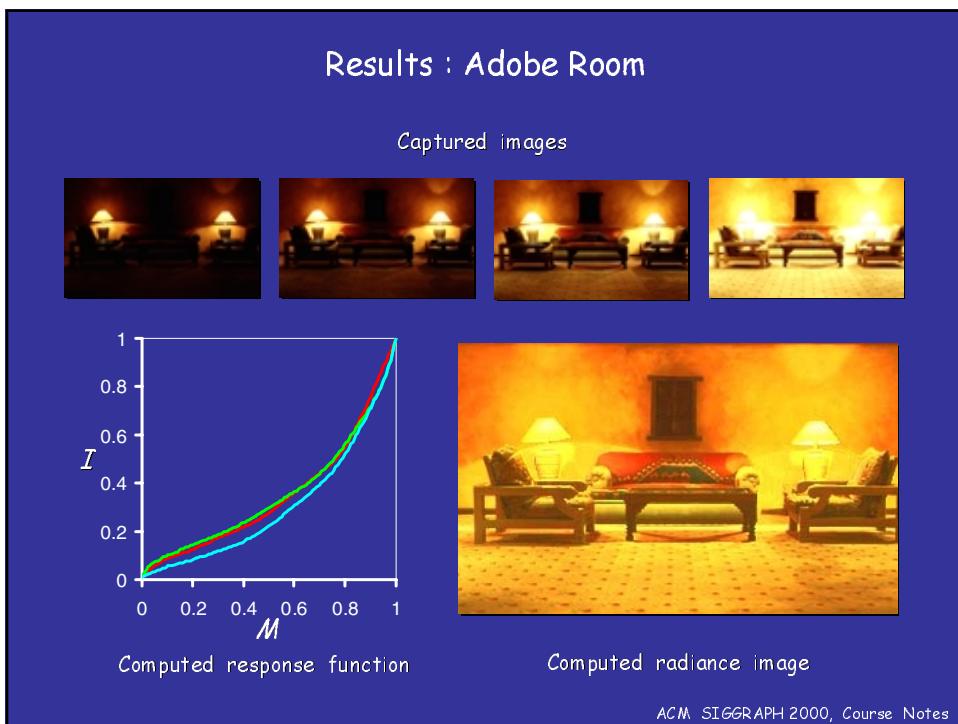
- General Model for f : Only Smoothness Constraint
- Precisely Known Exposures

Goal : Rough Exposure Ratios and Noisy Images

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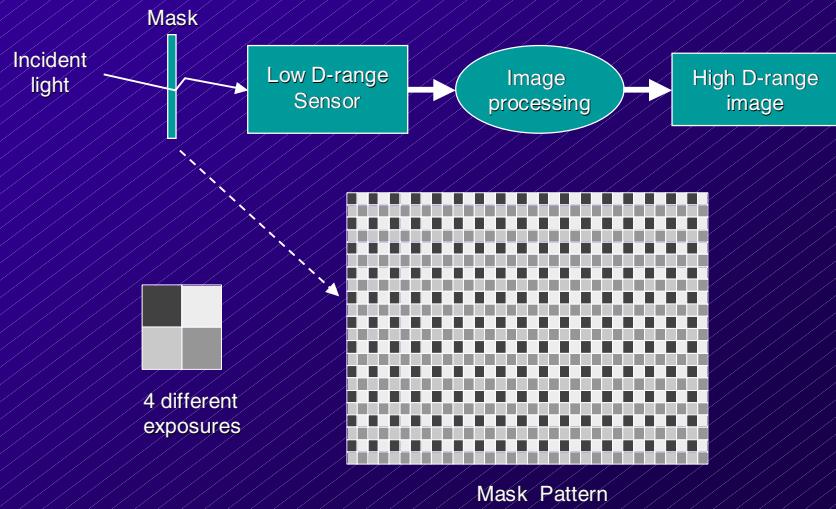




High Dynamic Range from Single Image

(Nayar & Mitsunaga 00)

- Spatially Varied Exposure (SVE) Camera



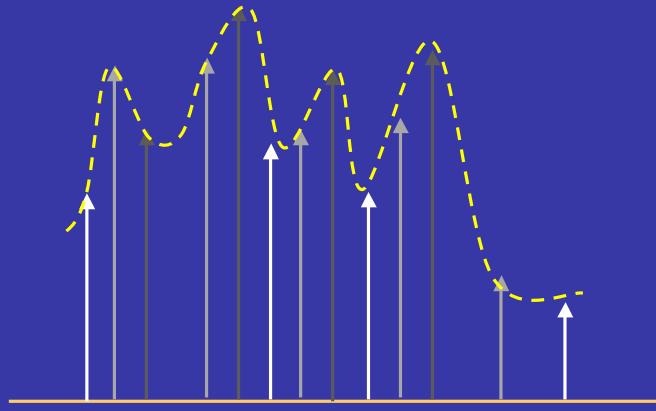
Characteristics

	Conventional Camera	SVE Camera
Dynamic Range	$DR = 20 \log \frac{I_{\max}}{I_{\min}}$ 48.13 db (8 bits)	$DR_{SVE} = 20 \log \frac{I_{\max}}{I_{\min}} \left(\frac{e_{\max}}{e_{\min}} \right)^{64:1}$ 84.25 db (14 bits)
Gray Levels	$Q = q$ 256	$Q_{SVE} = q + \sum_{k=0}^{K-1} Round((q-1) - (q-1) \frac{e_k}{e_{k-1}})$ 869

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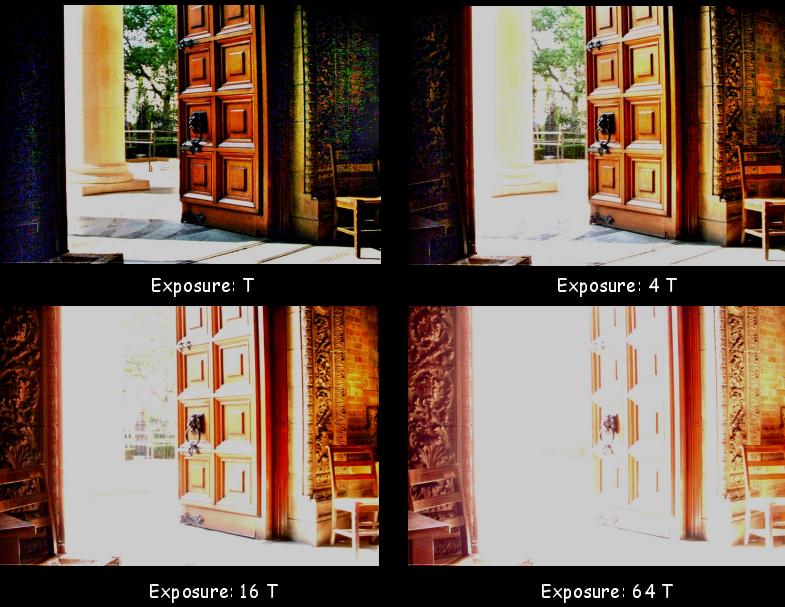
High Dynamic Range Image Reconstruction

Exposure Normalized Image

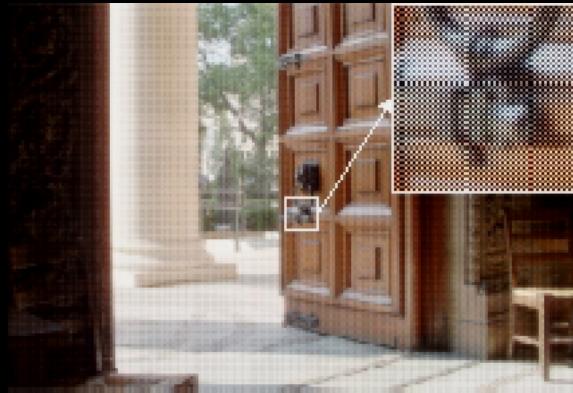


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8-Bit Images with Different Exposures



Spatially Varying Exposure (SVE) Image



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Computed High Dynamic Range Image



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Summary

- Bigger Images and Clearer Images

- General Approach :



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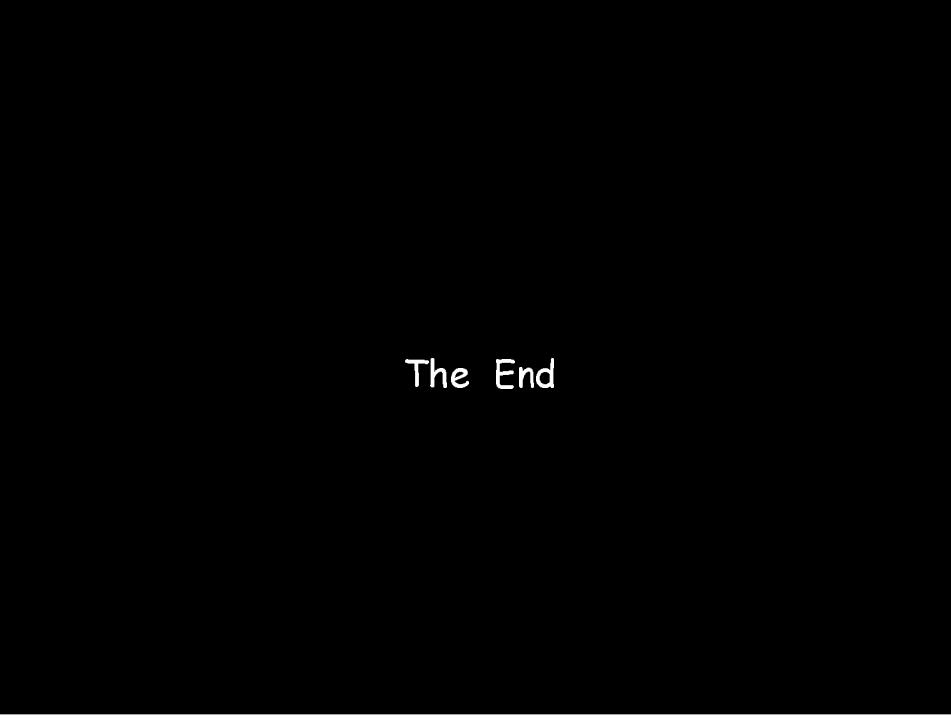
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