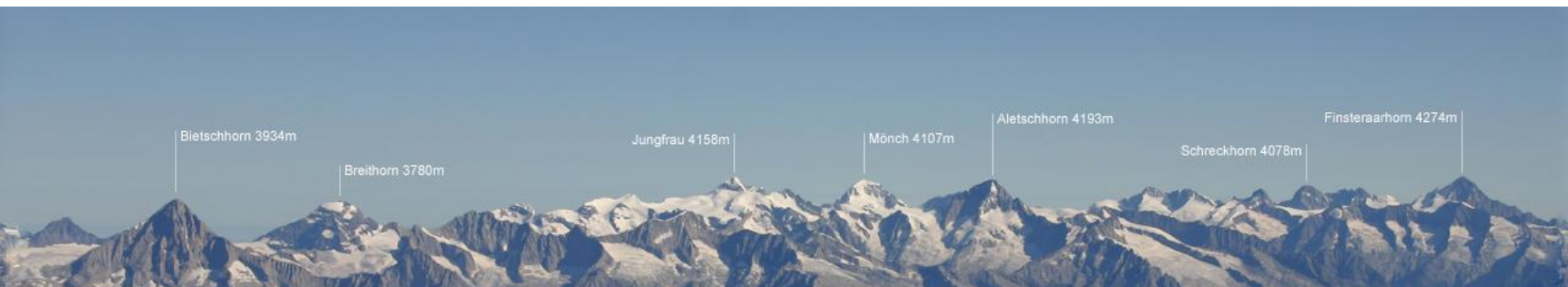


Automatic Photo-to-Terrain Alignment for the Annotation of Mountain Pictures

Lionel Baboud*, Martin Čadík*,
Elmar Eisemann#, Hans-Peter Seidel*

*Max-Planck Institute Informatik
#Telecom ParisTech/CNRS-LTCl



Motivation

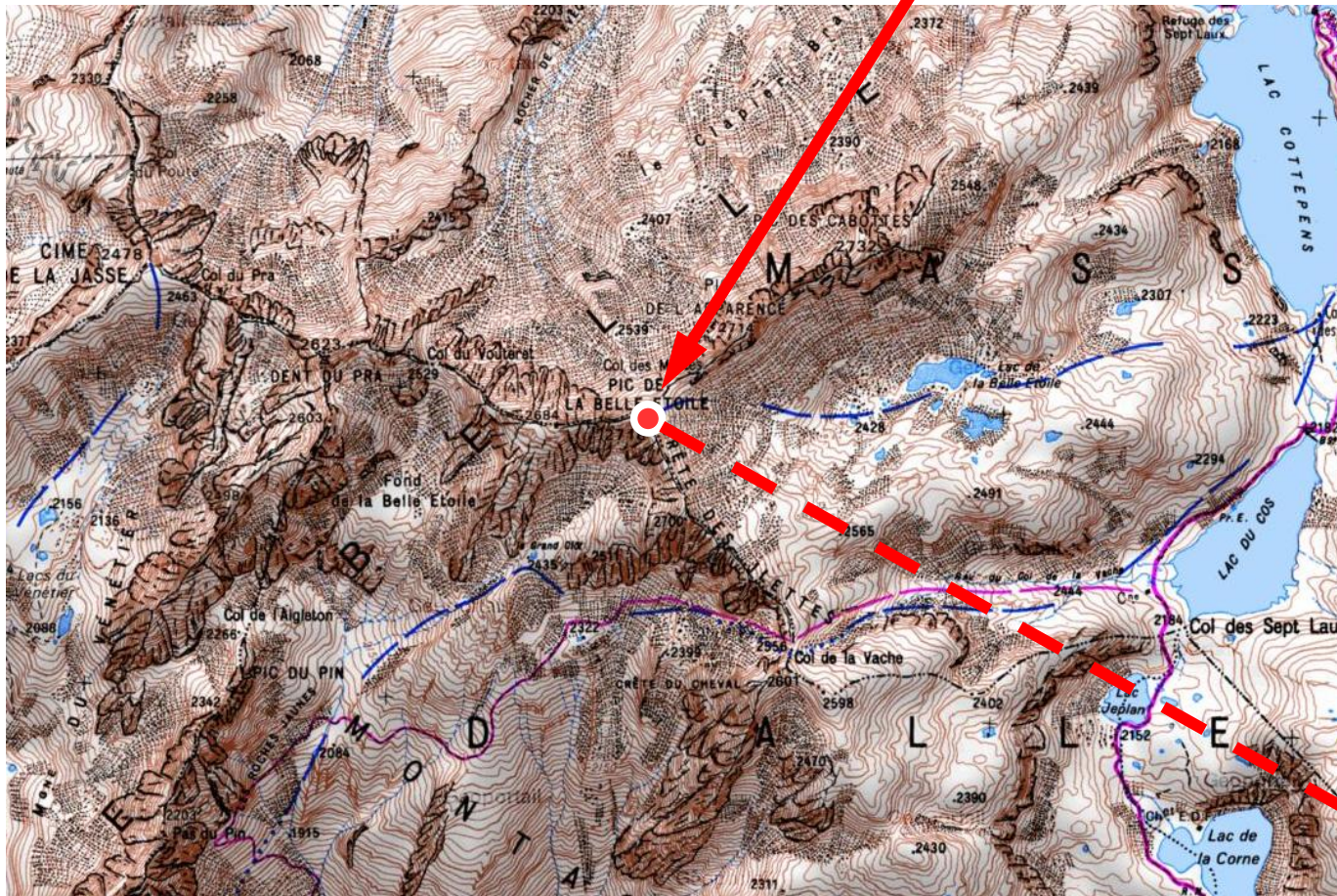


Motivation



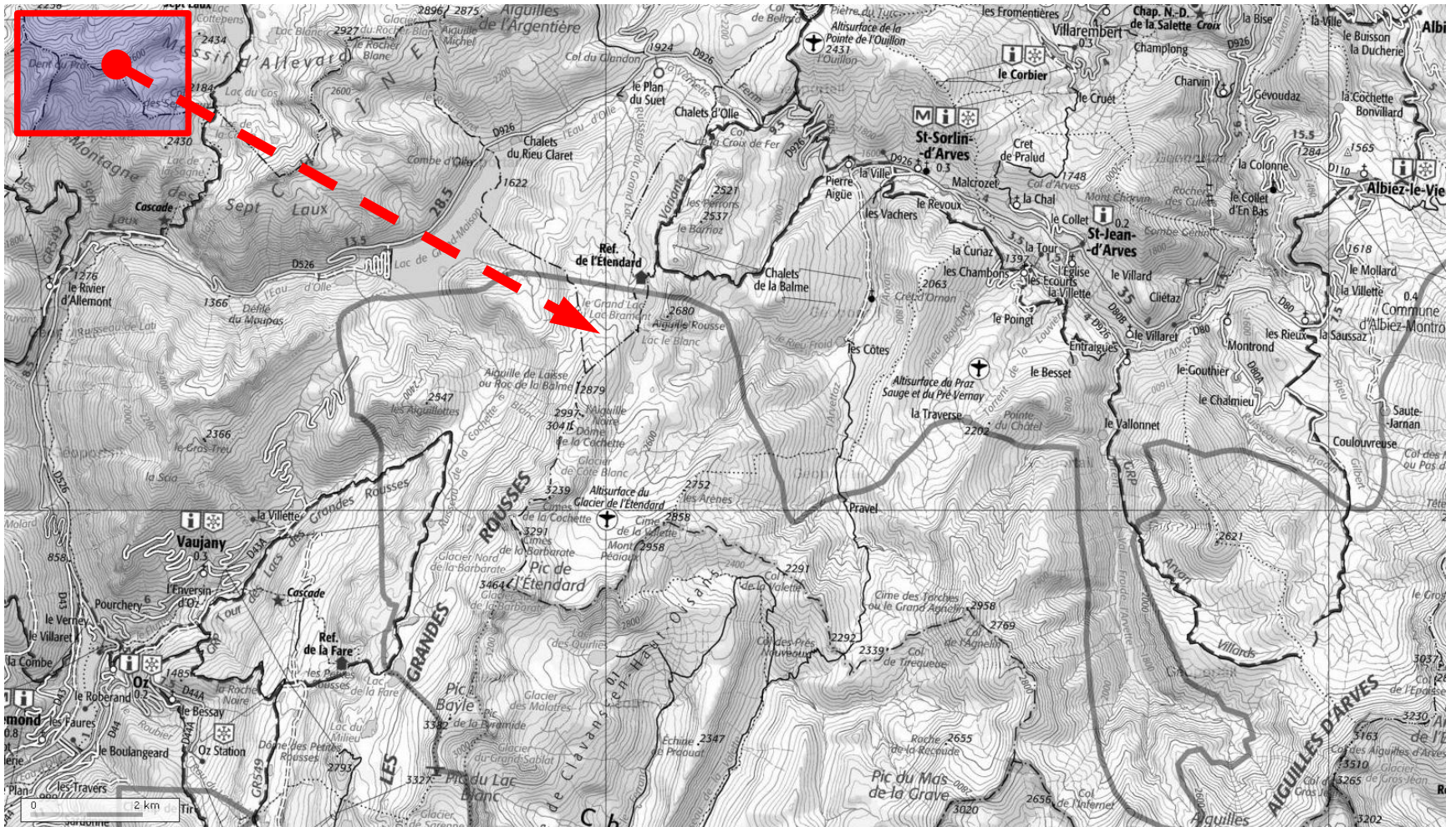
Using topographic maps

photograph's viewpoint

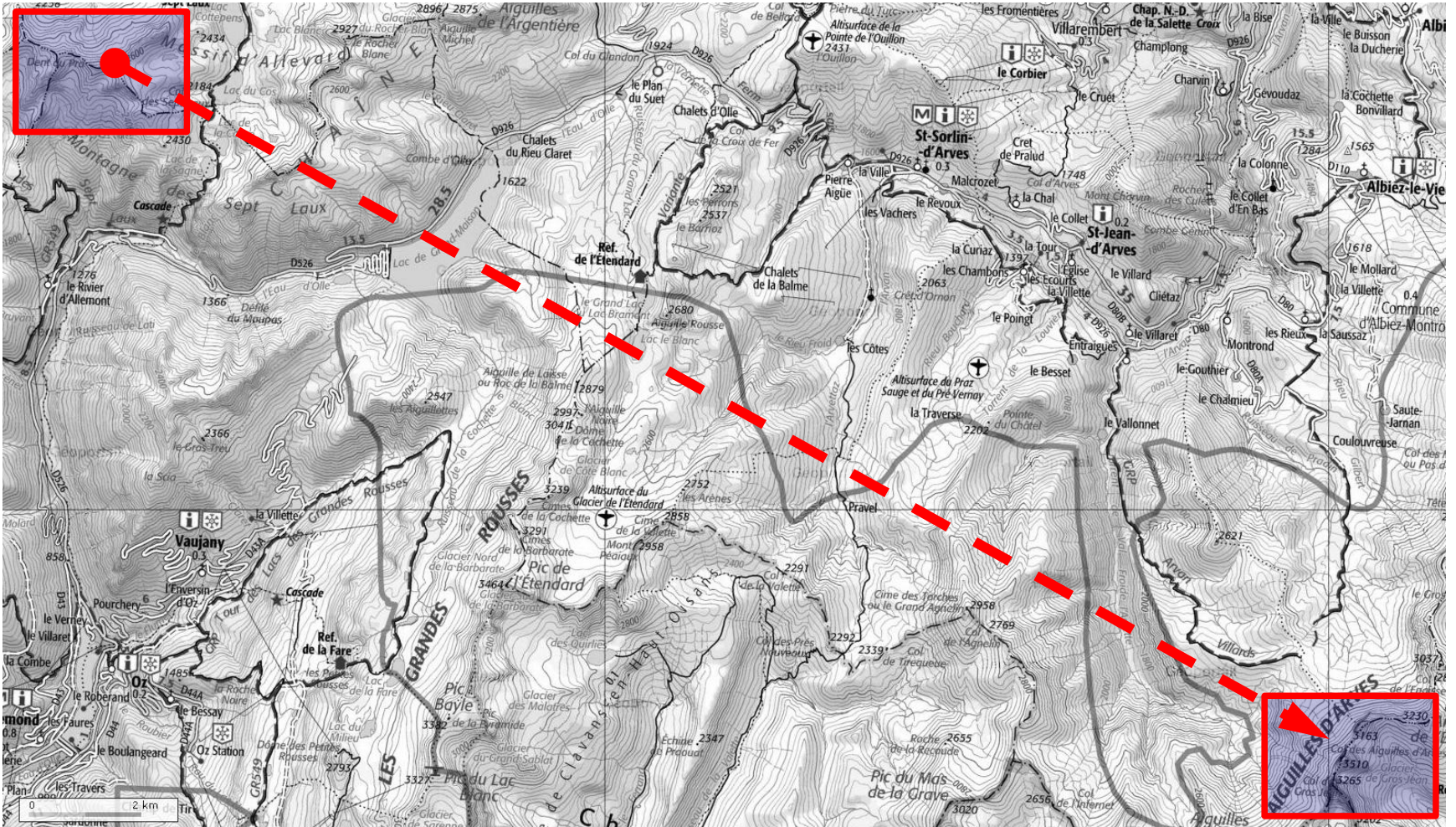


viewing
direction

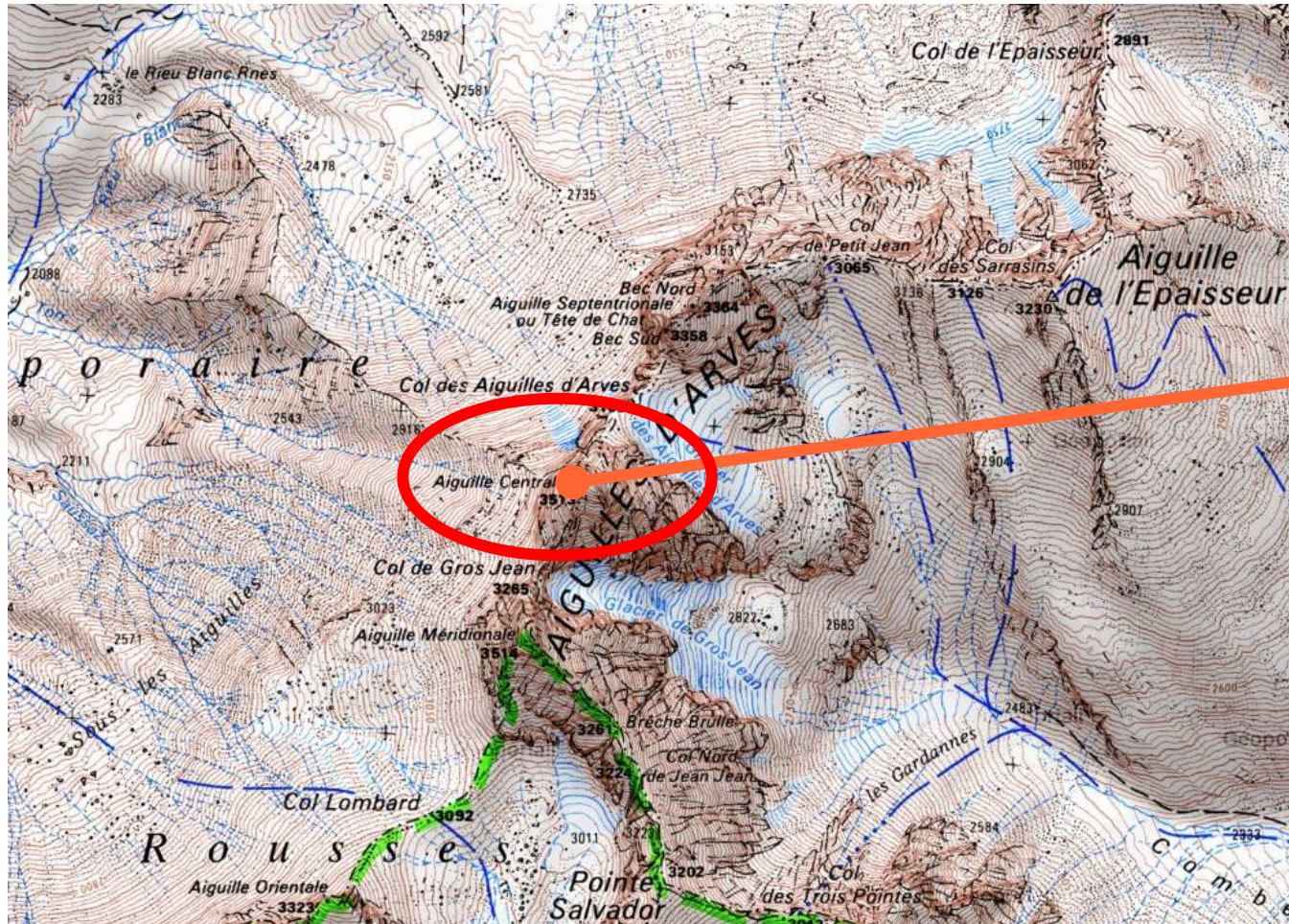
Using topographic maps



Using topographic maps



Using topographic maps



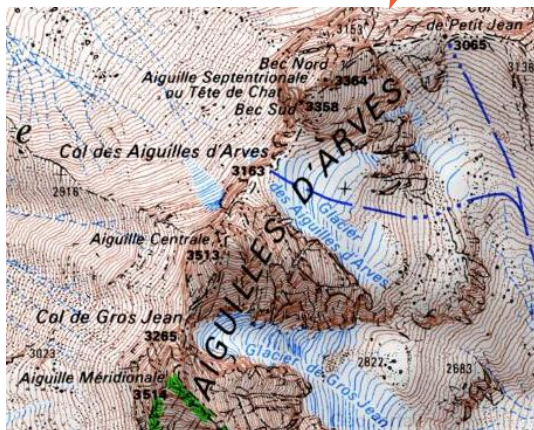
Aiguilles d'Arves
(Aiguille Centrale)
3513 meters

Using topographic maps

- Tedious task
- Difficulties
 1. Quantity of data to scan
 2. Topographical representation \neq visual aspect

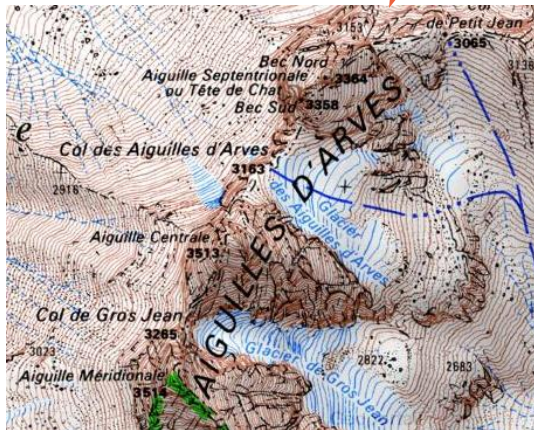
Using topographic maps

- Tedious task
- Difficulties
 1. Quantity of data to scan
 2. Topographical representation \neq visual aspect



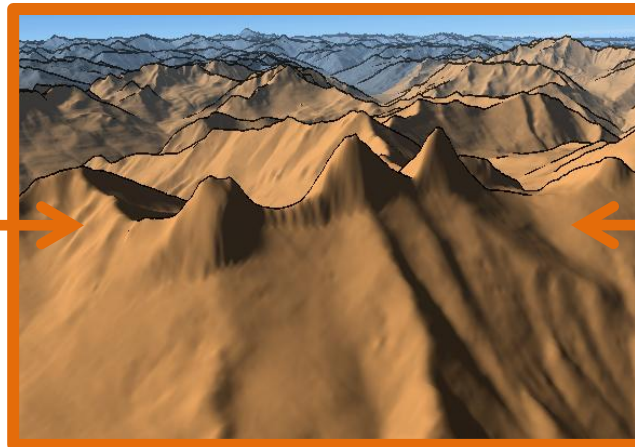
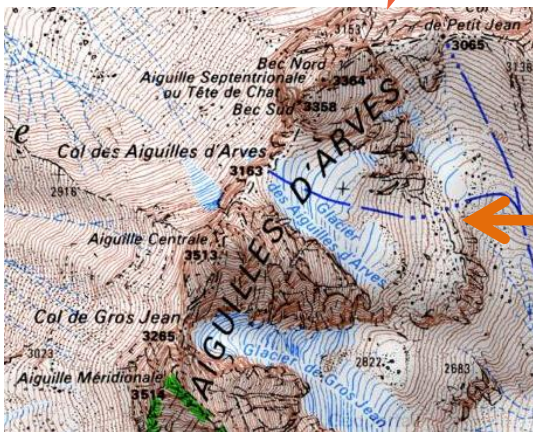
Using topographic maps

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Using topographic maps

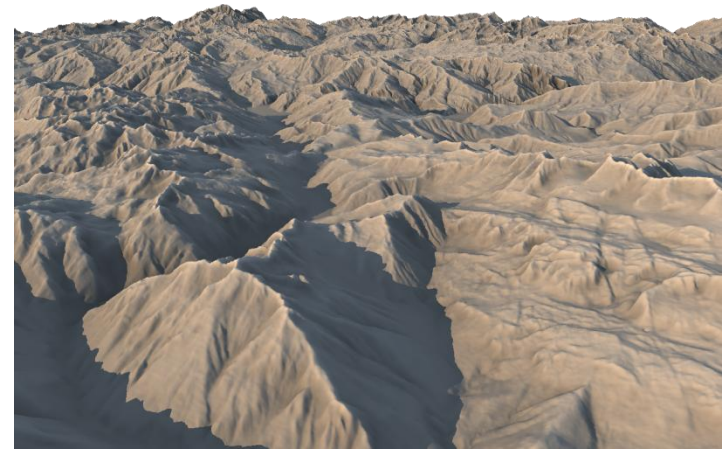
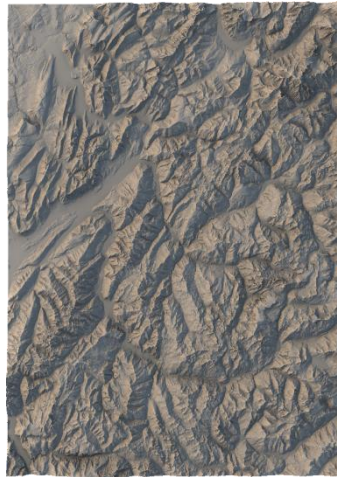
- Tedious task
- Difficulties
 1. Quantity of data to scan
 2. Topographical representation \neq visual aspect



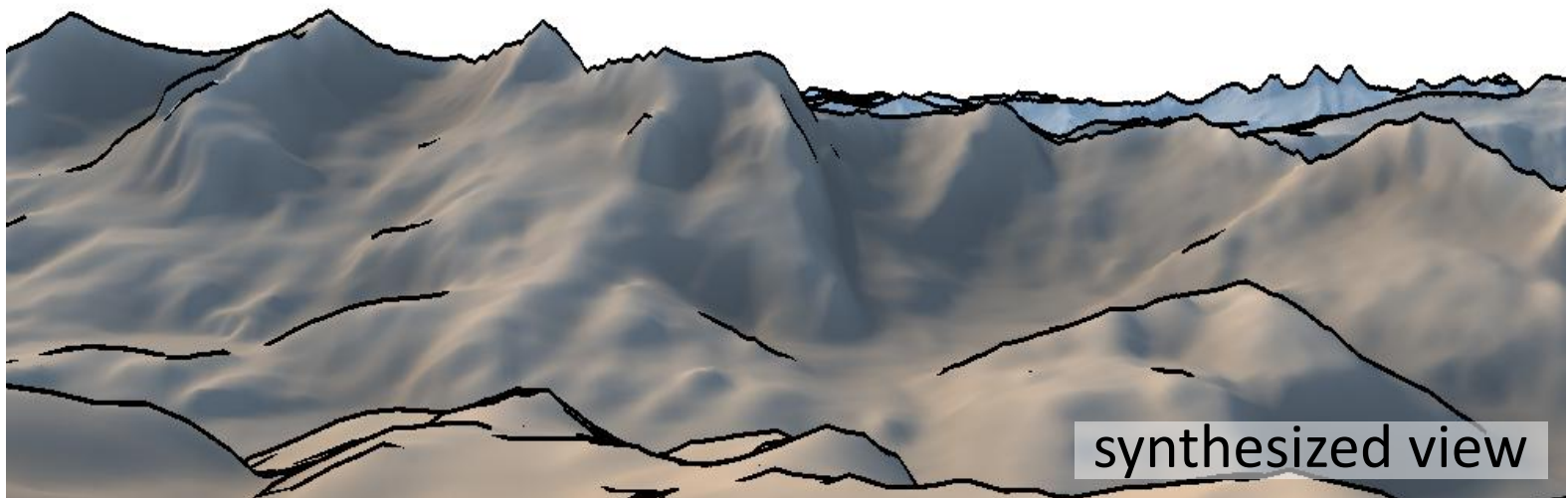
Identifying peaks on a 3D map is way easier

Available elevation data

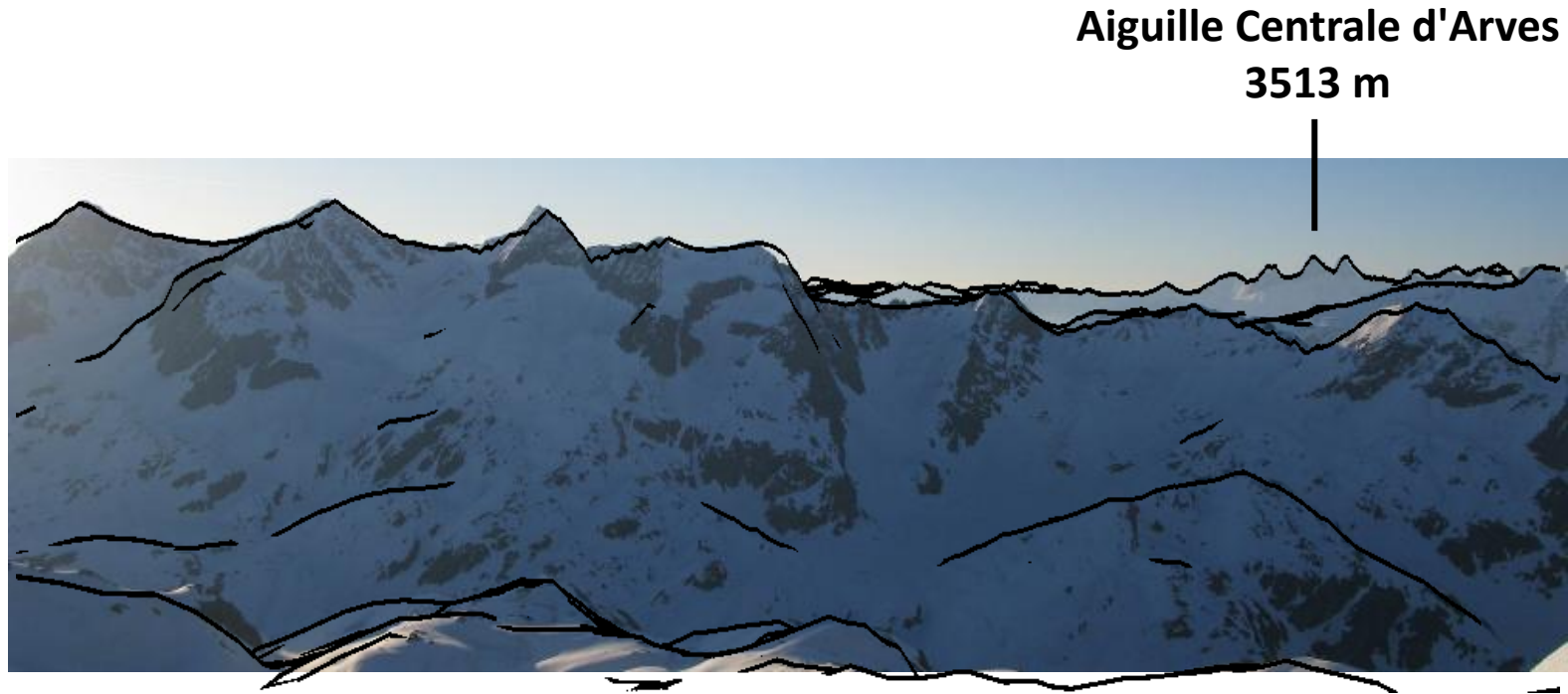
- High resolution elevation maps
 - Alps : SRTM data (NASA), ~25m resolution
 - Rockies (Colorado, USA) : USGS, ~8m resolution



Available elevation data



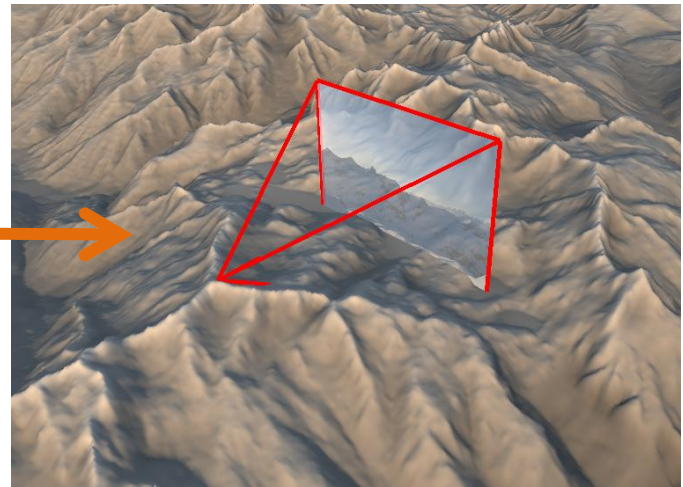
Available elevation data



Matching is pretty accurate,
now can we compute it **automatically**?

Problem statement

- Problem = camera pose estimation
- Camera parameters
 - Intrinsic (FOV, etc.)
 - Extrinsic (position, orientation)



Existing approaches

- Photogrammetric features
SIFT [Lowe 04], pano stitching [Szeliski 06],
photo-tourism [Snavely et al. 06], etc.

→ Problematic for outdoor, highly varying environments:



Existing approaches

- Photogrammetric features
 - SIFT [Lowe 04], pano stitching [Szeliski 06], photo-tourism [Snavely et al. 06], etc.
- Specific features:
 - horizon line curve [Woo et al. 07], peaks [Mukunori et al. 97]

→ Horizon curve is ill-defined:



Existing approaches

- Photogrammetric features
 - SIFT [**Lowe 04**], pano stitching [**Szeliski 06**],
photo-tourism [**Snavely et al. 06**], etc.
- Specific features:
 - horizon line curve [**Woo et al. 07**],
peaks [**Mukunori et al. 97**]
- Manual registration
 - [**<http://flpsed.org/gipfel.html>**]

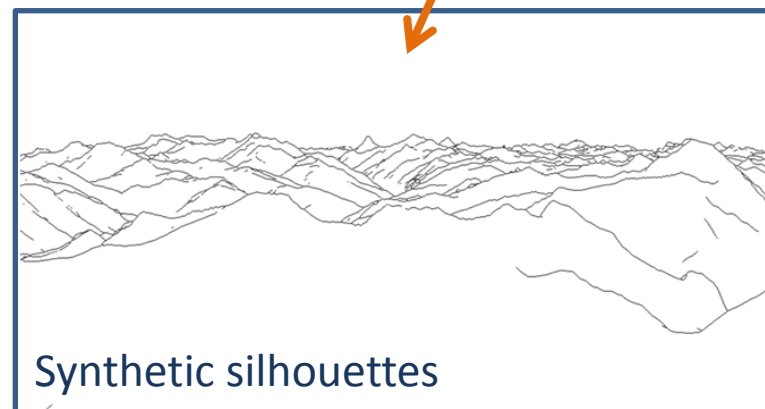
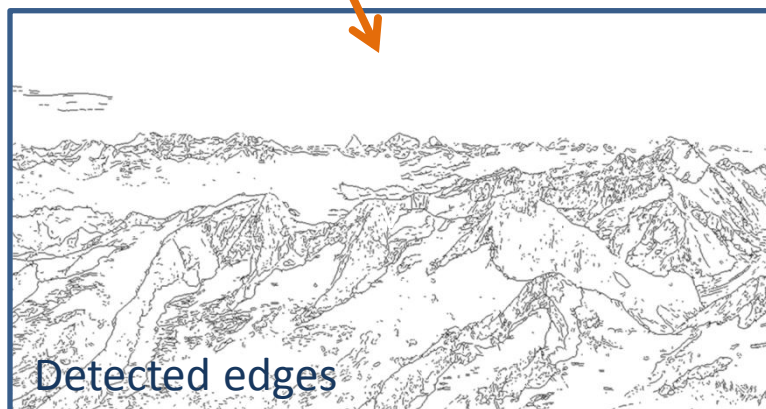
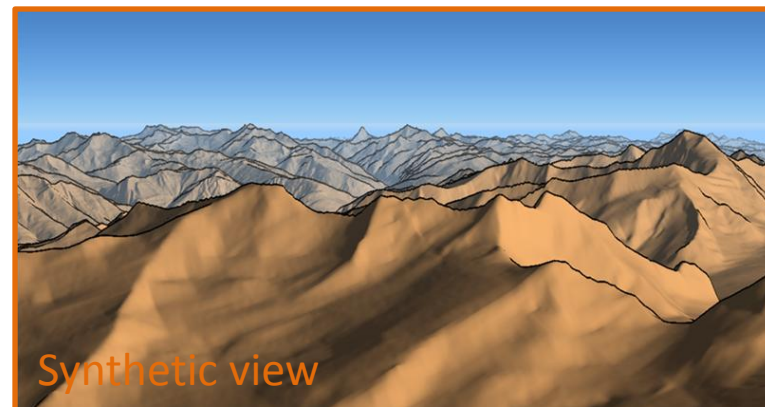
Which features to rely on?

- Visual variations in mountain scenes
 - Season (snow, grass, trees, sheep, etc.)
 - Lighting (sun position, shadows, etc.)
 - Weather (clouds, atmospheric scattering, etc.)



Which features to rely on?

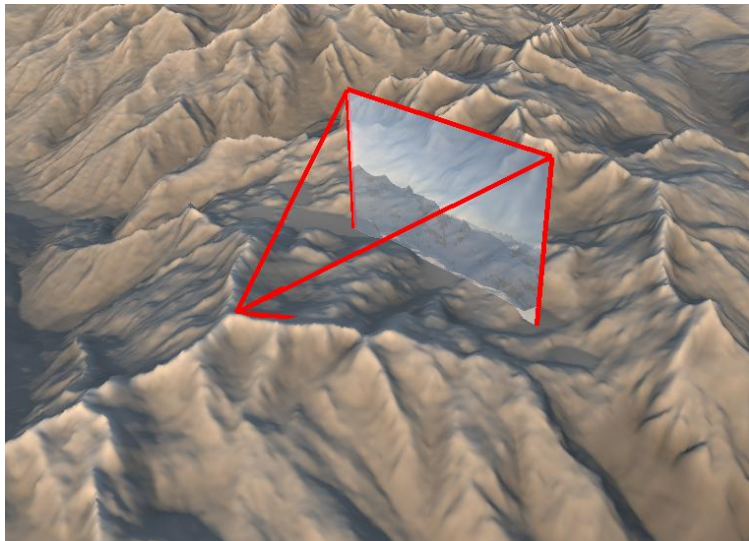
- Robust features: **silhouette edges**



≈

Assumptions

- Camera parameters
 - Intrinsic (FOV, etc.)
 - Position
 - Orientation



Assumptions

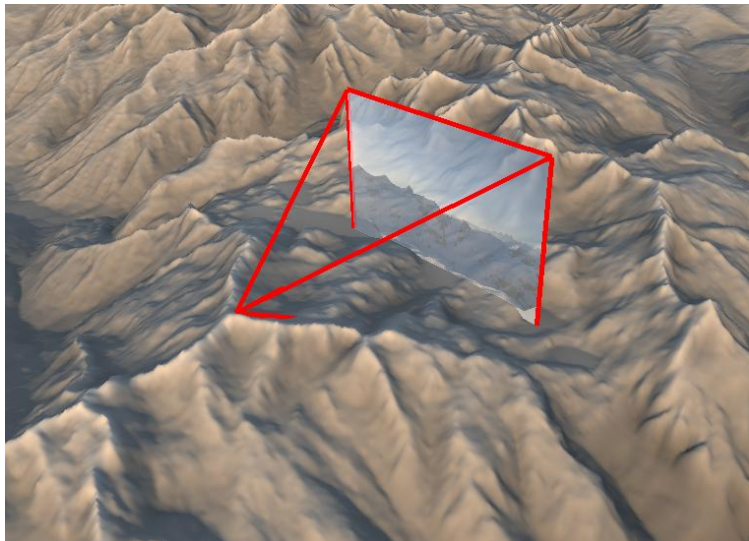
- Camera parameters

- Intrinsic (FOV, etc.)

- Position

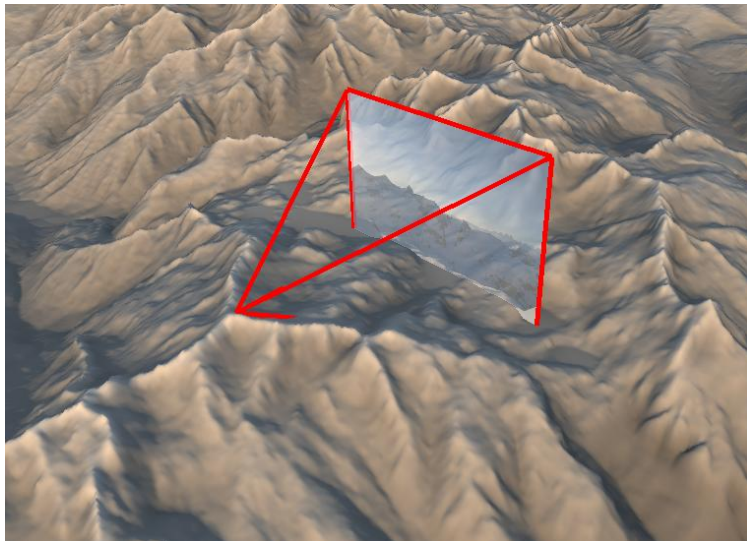
- Orientation

Read in attached data
(EXIF tags)
or camera database



Assumptions

- Camera parameters
 - Intrinsic (FOV, etc.)
 - **Position**
 - Orientation

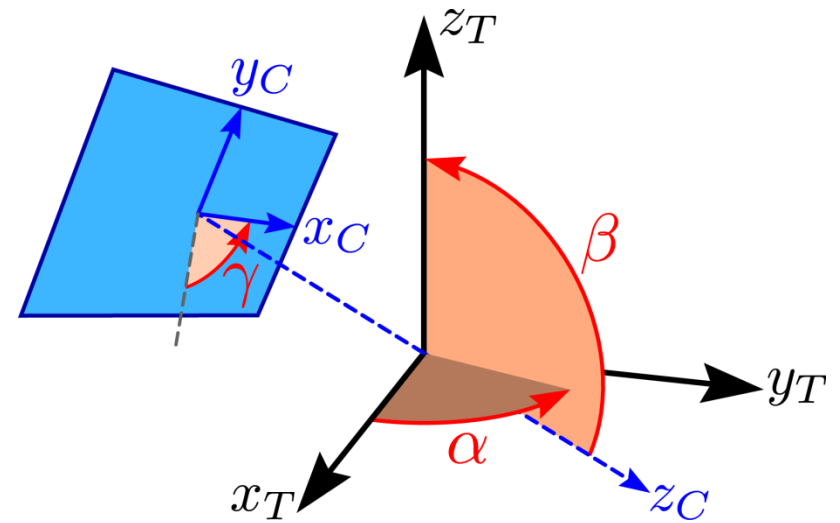
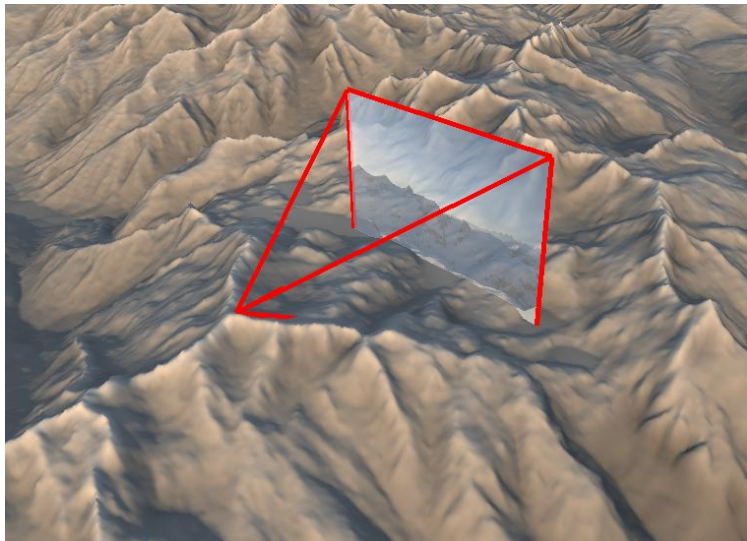


- Good estimation
 - GPS coordinates
 - User input



Assumptions

- Camera parameters
 - Intrinsic (FOV, etc.)
 - Position
 - **Orientation**



→ 3 degrees of freedom to determine

Algorithm

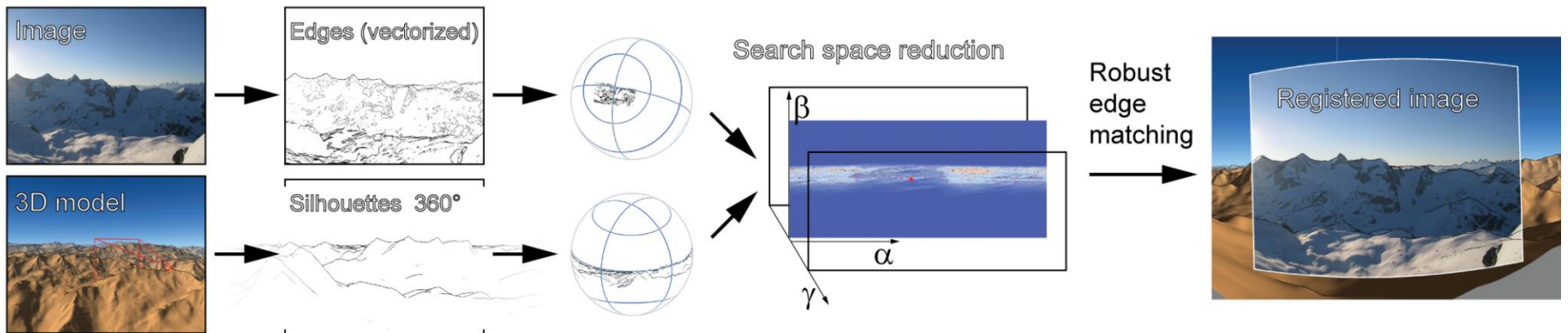
1. Inputs generation

- Edge detection
- Panorama synthesis

2. Matching

- Search space reduction
- Robust matching

3. Post-processing: annotation



Algorithm

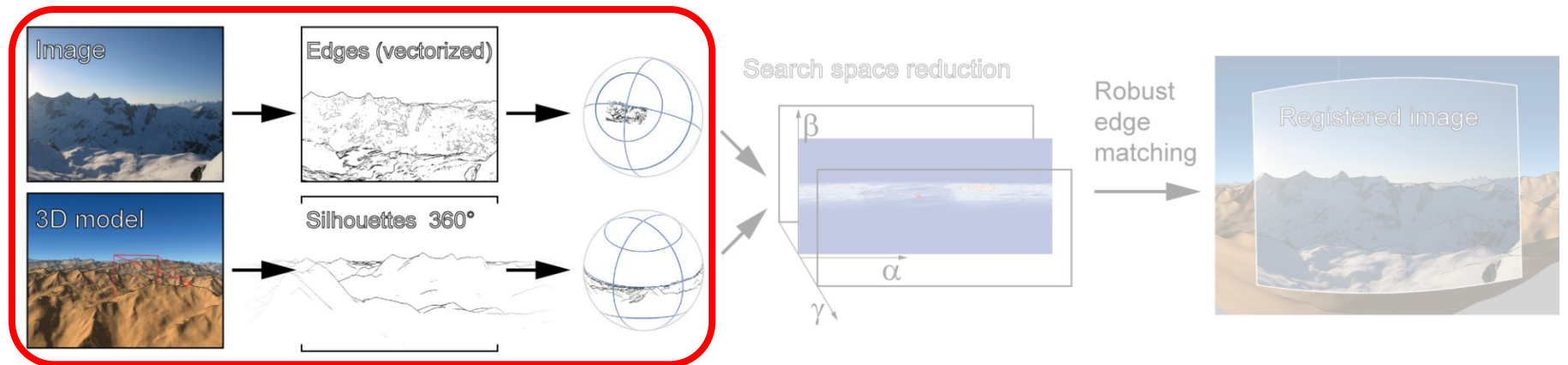
1. Inputs generation

- Edge detection
- Panorama synthesis

2. Matching

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- Robust matching

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Edge detection



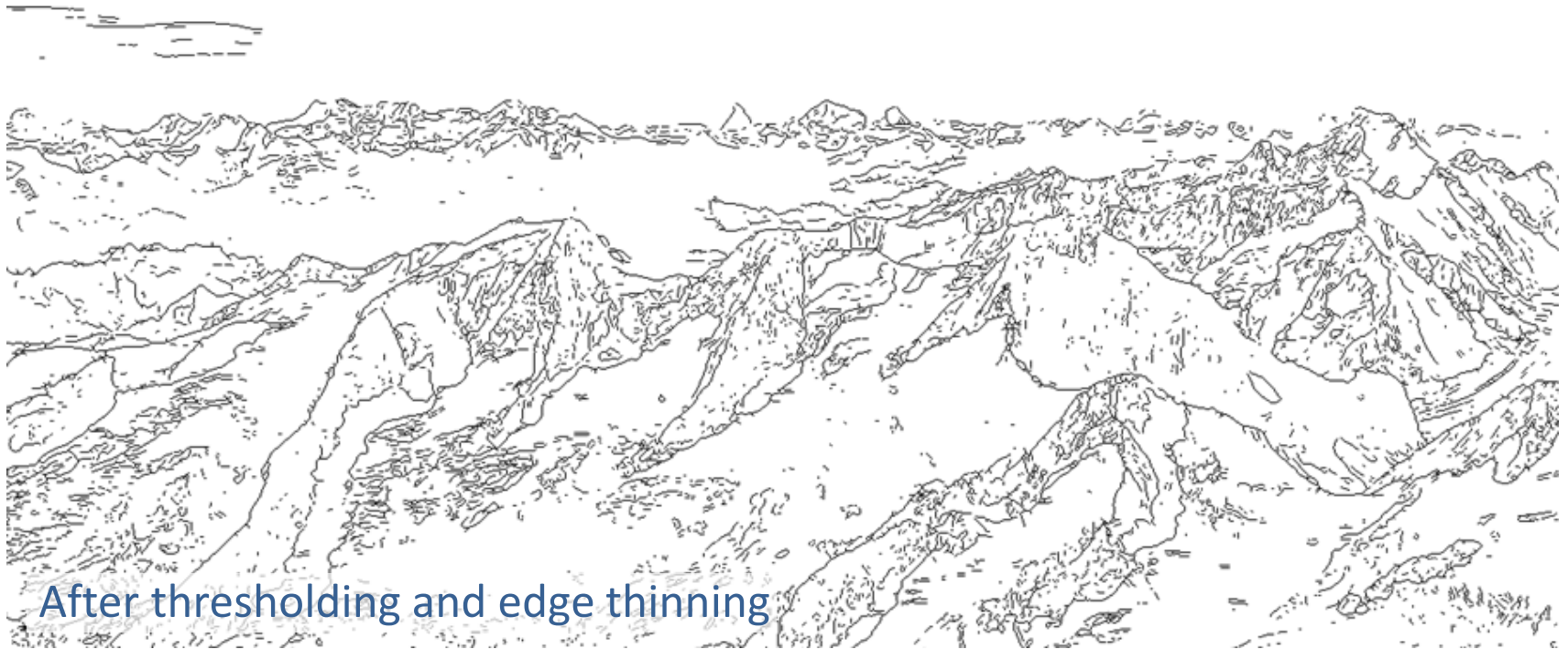
Input photograph

Edge detection



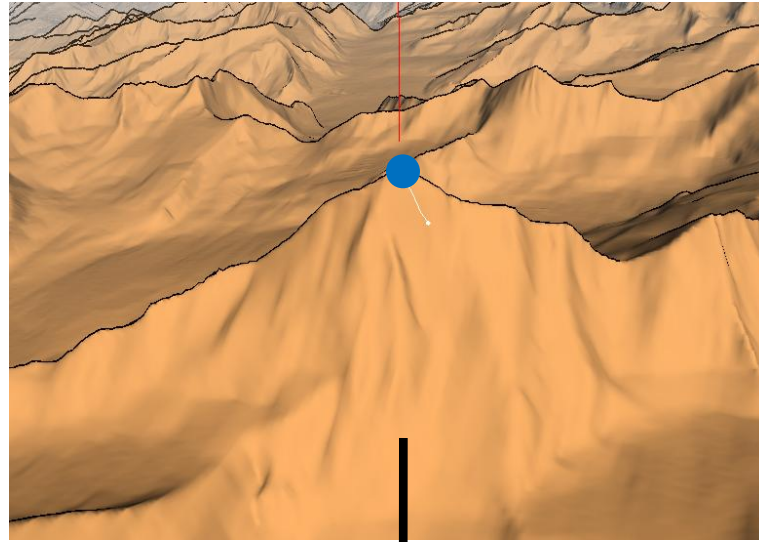
After compass edge detector [Ruzon et Tomasi 2001]

Edge detection

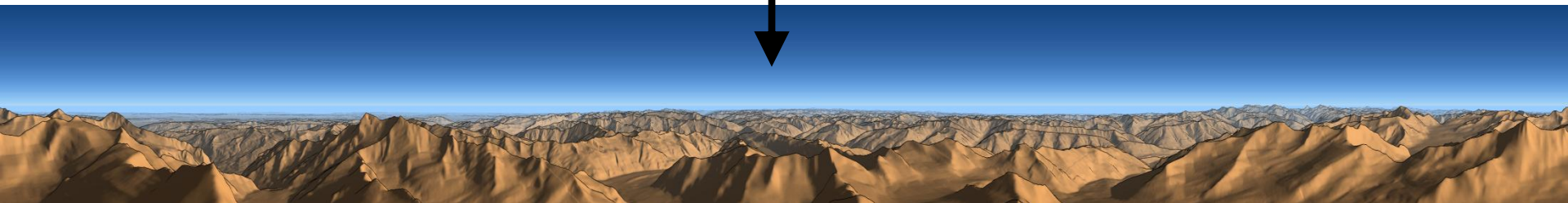


After thresholding and edge thinning

Panorama synthesis

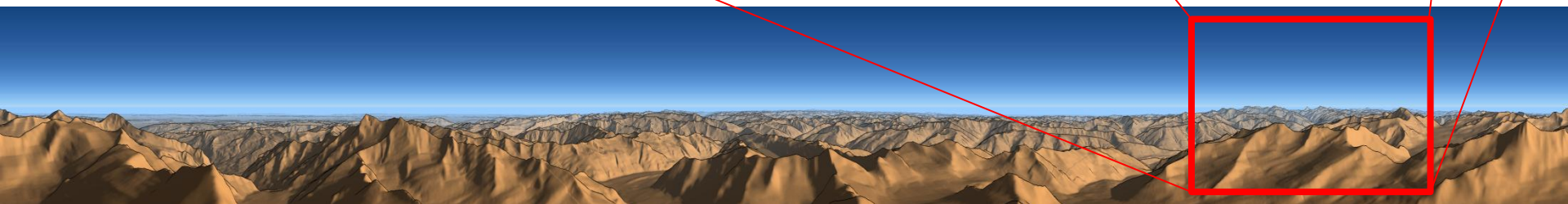
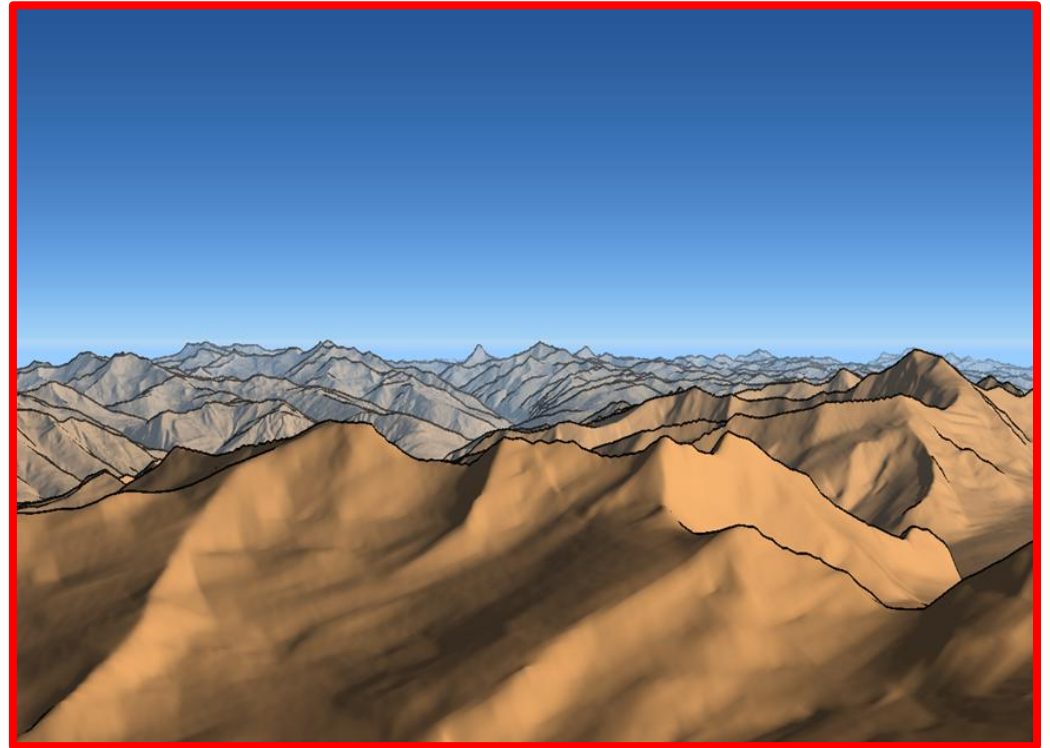


selected
viewpoint



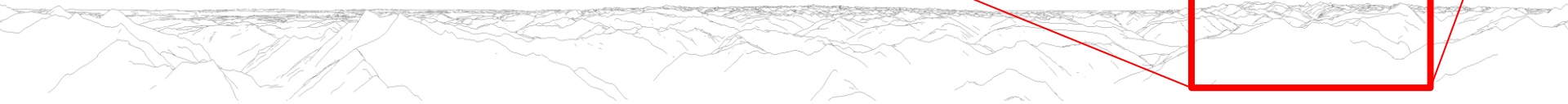
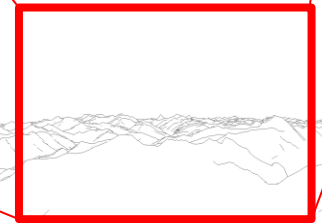
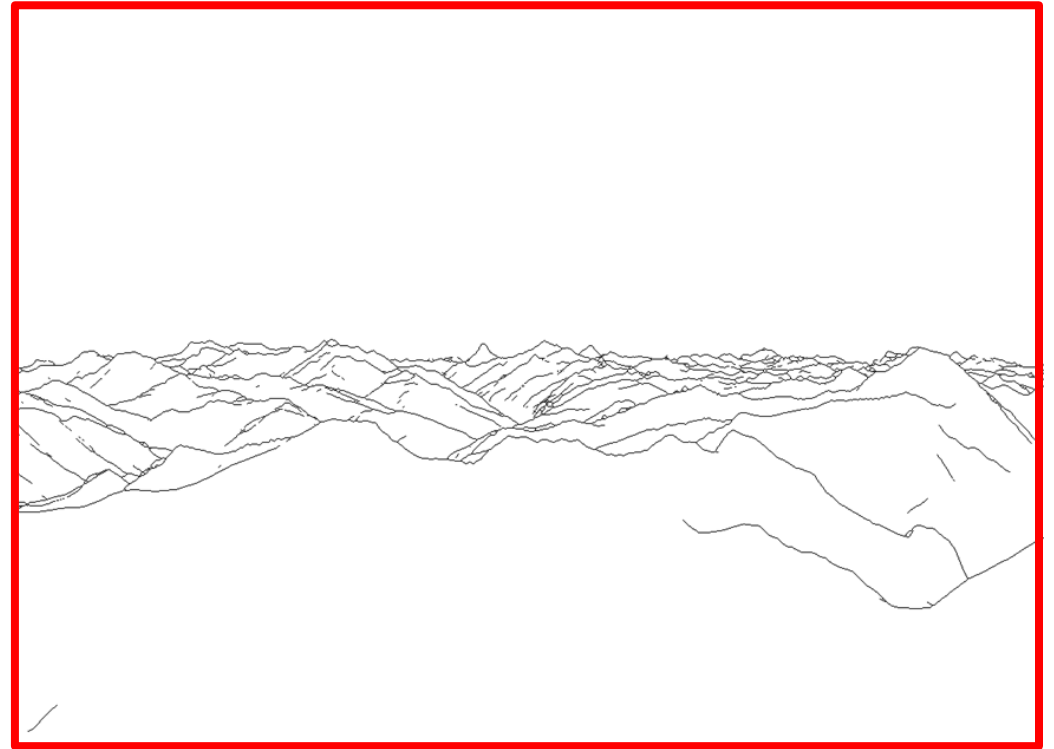
360 synthetic panorama

Panorama synthesis



360 synthetic panorama

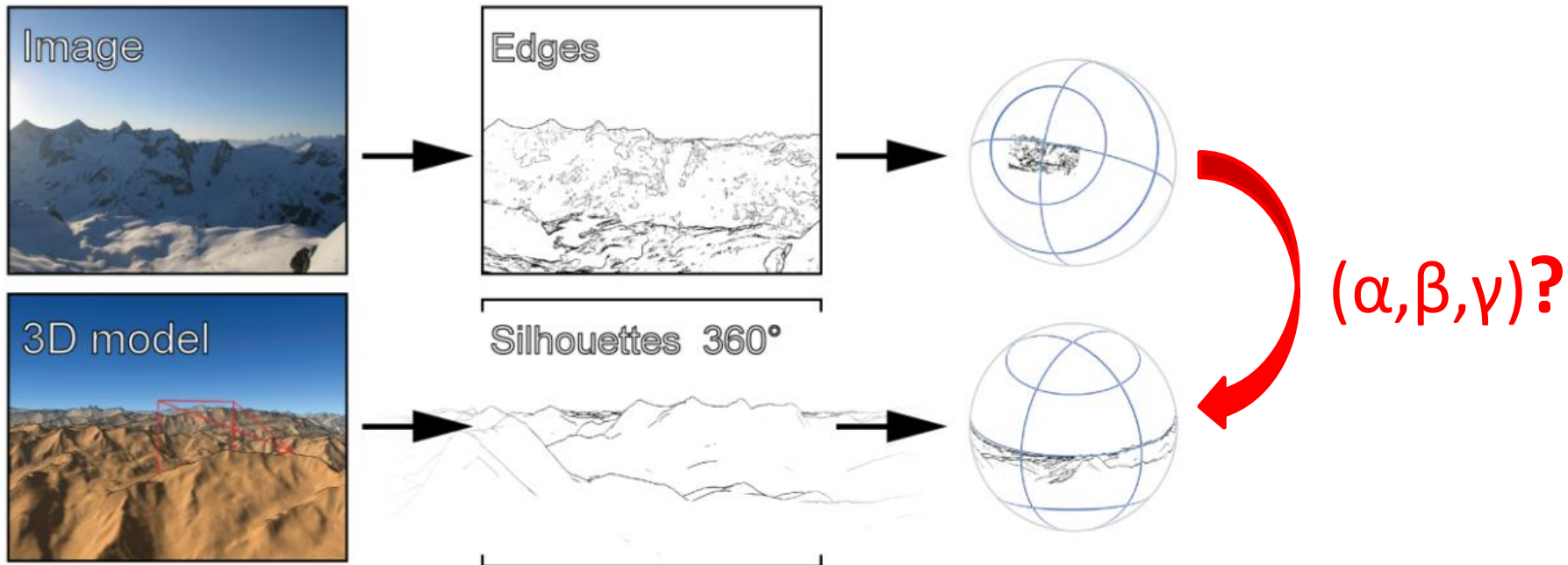
Panorama synthesis



360 synthetic panorama

Spherical edge maps

- Spherical images
 - Unifies projection for photo / panorama



Algorithm

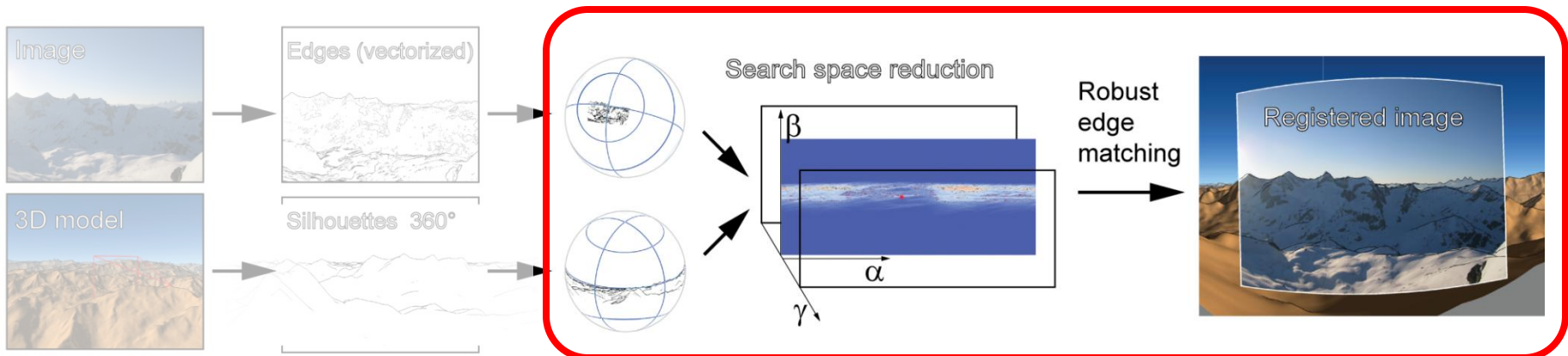
1. Inputs generation

- Edge detection
- Panorama synthesis

2. Matching

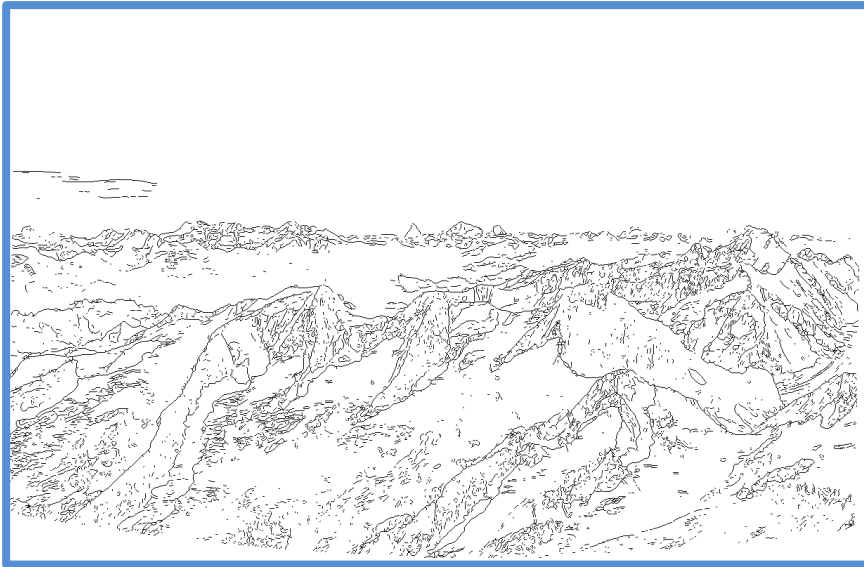
- Search space reduction
- Robust matching

3. Post-processing: annotation



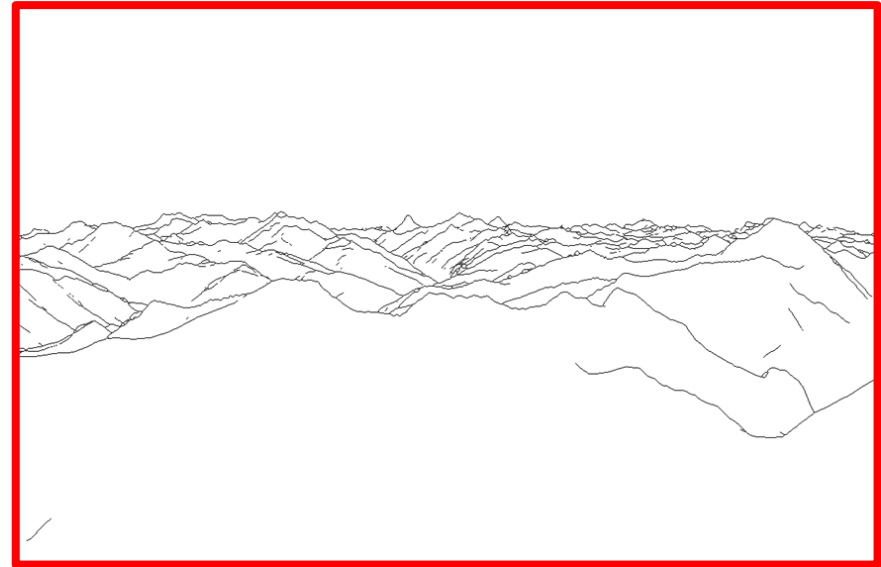
Matching

- Matching silhouette maps needs special care



detected edges (input photograph)

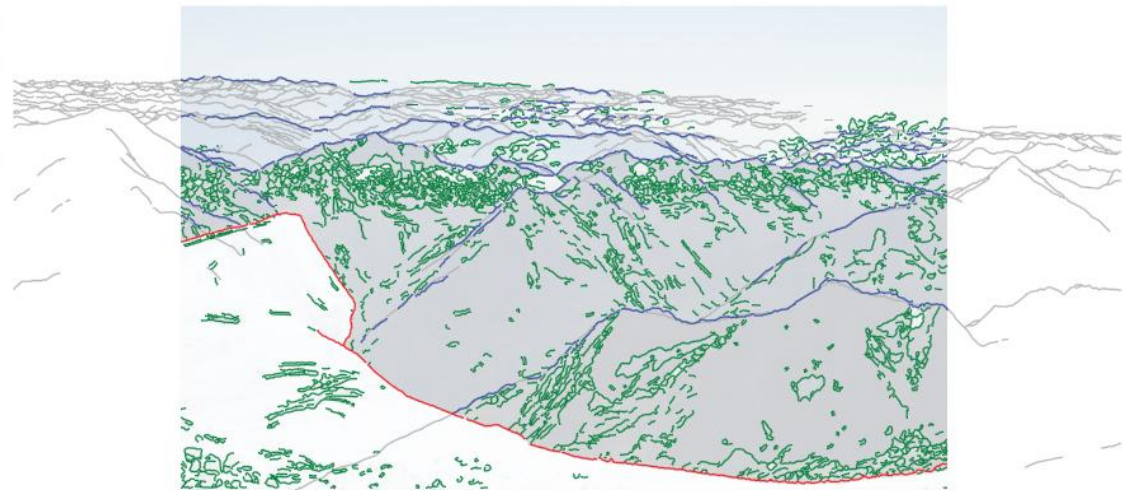
≈



theoretically matching synthetic edges

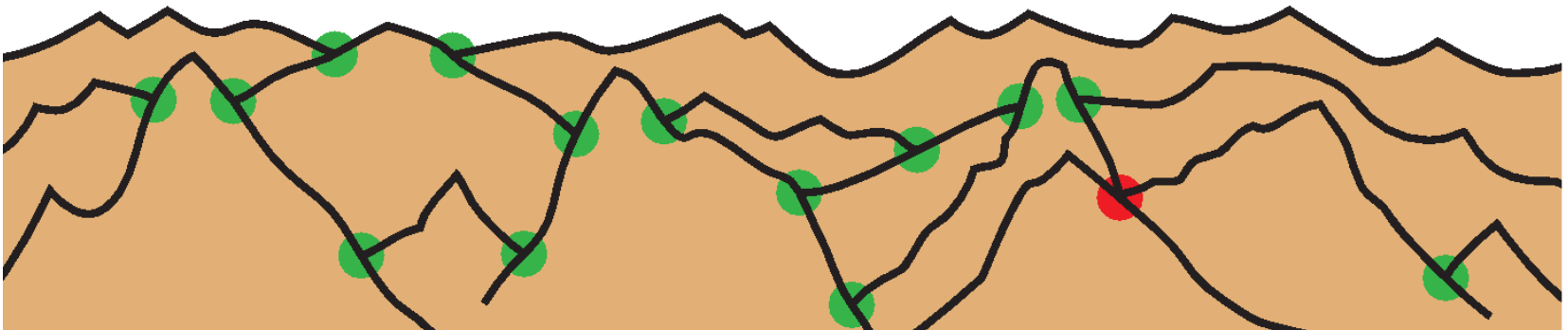
Silhouette Map Matching

- Inaccuracies in detected edges
 - Missing silhouettes
 - Non-silhouette edges, noise
 - Silhouettes but not encoded in the terrain model



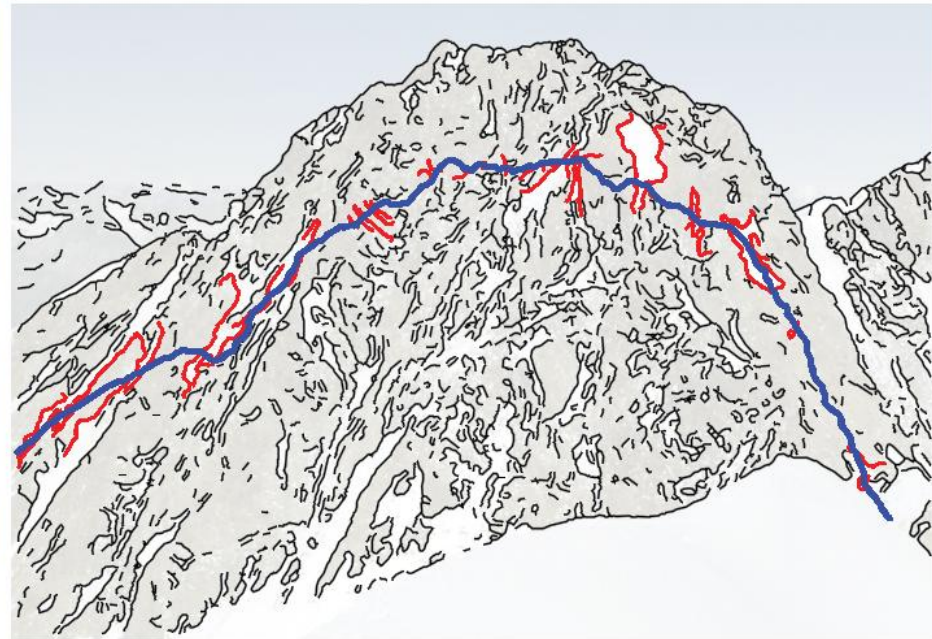
Silhouette Map Matching

- Topological properties of edge maps
 - **Silhouette edges** always meet in T-junctions
(crossings are singularities)
 - **Non-silhouette edges** seldom cross silhouettes
(e.g. border of forests, snow, grass, etc.)

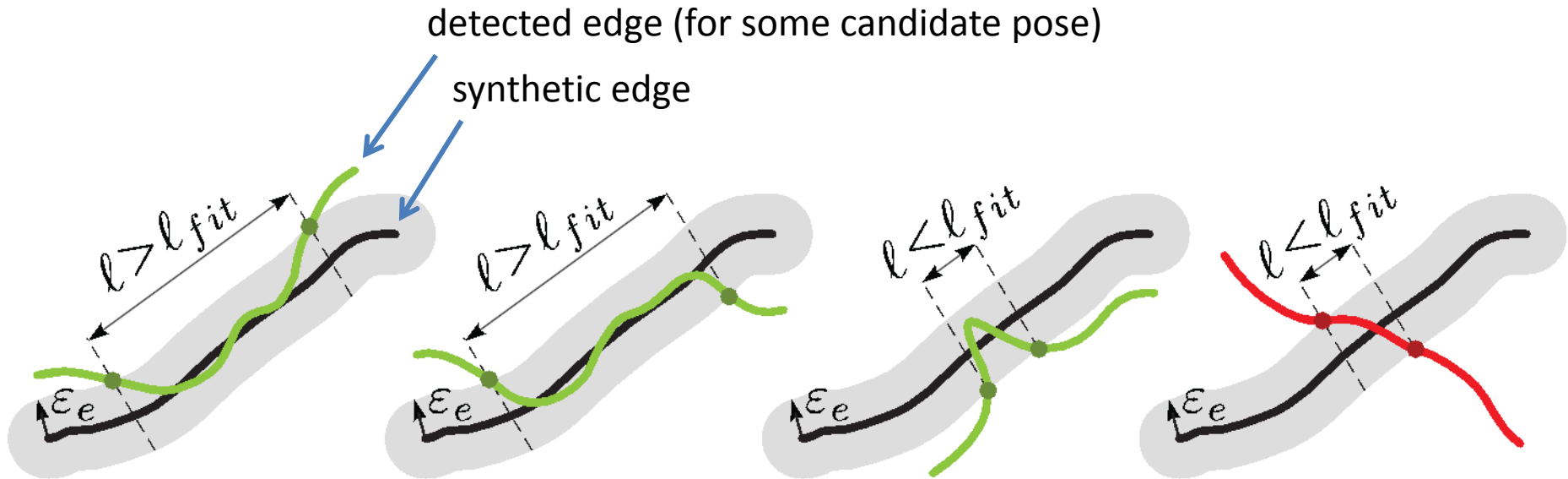


Silhouette Map Matching

- Non-silhouette edges also provide information
→ Use them for matching



Robust Matching Metric

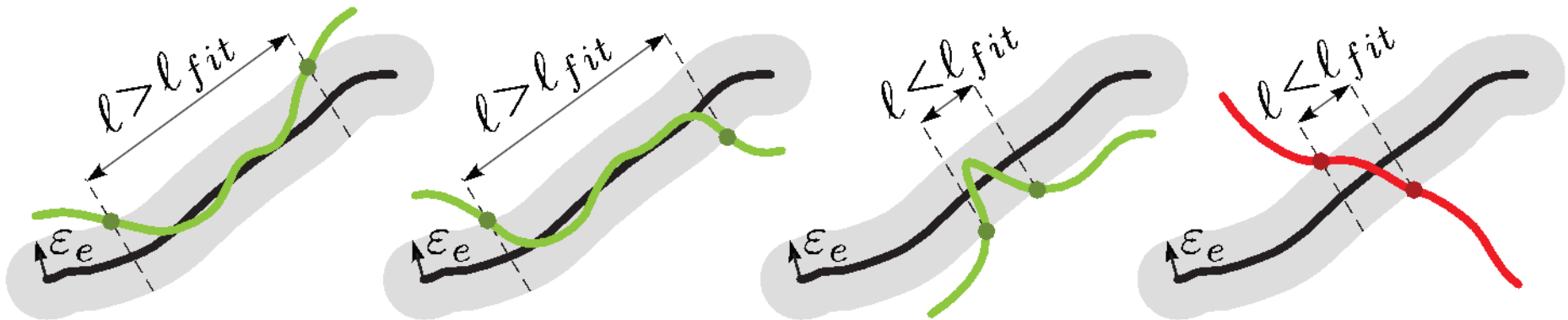


ϵ_e – tolerance

l_{fit} – following/crossing threshold

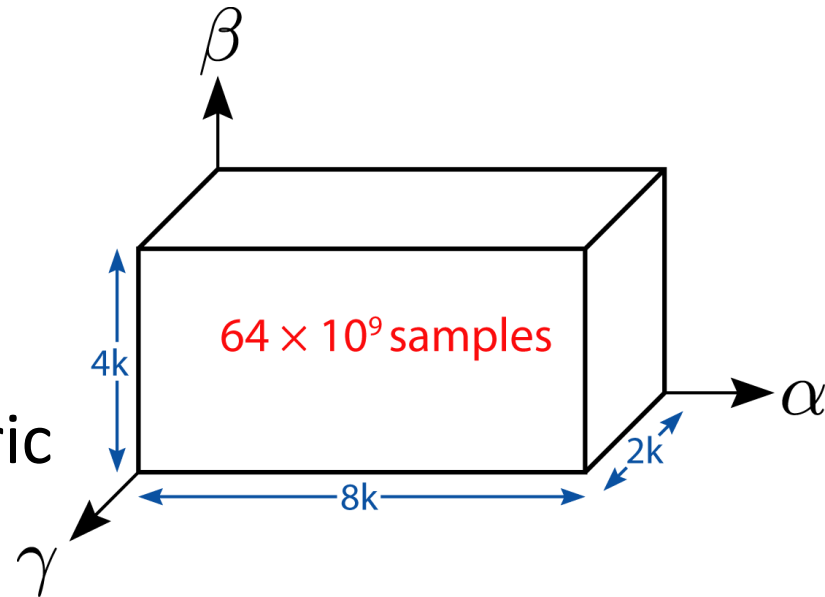
Robust Matching Metric

- Compute matching likelihood E :
foreach *edge within the ε_e -neighborhood*
if ($l \geq l_{fit}$ **or** *exits on same side*)
then $E \ += \ l^{a_{fit}}$
else $E \ -= \ C_{cross}$



Silhouette Map Matching

- Naive implementation:
 - Sample $SO(3)$ densely
 - For each (α, β, γ) sample, evaluate matching metric



➔ Robust, but prohibitively costly ($\approx 8h$)

We need prior search-space reduction

➔ Spherical cross-correlation:
8 hours \rightarrow 1 minute

Search Space Reduction - CC

- 2D Cross-Correlation (or sliding dot product)

- $f \star p(x, y) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(a, b) \overline{p(x - a, y - b)} da db$

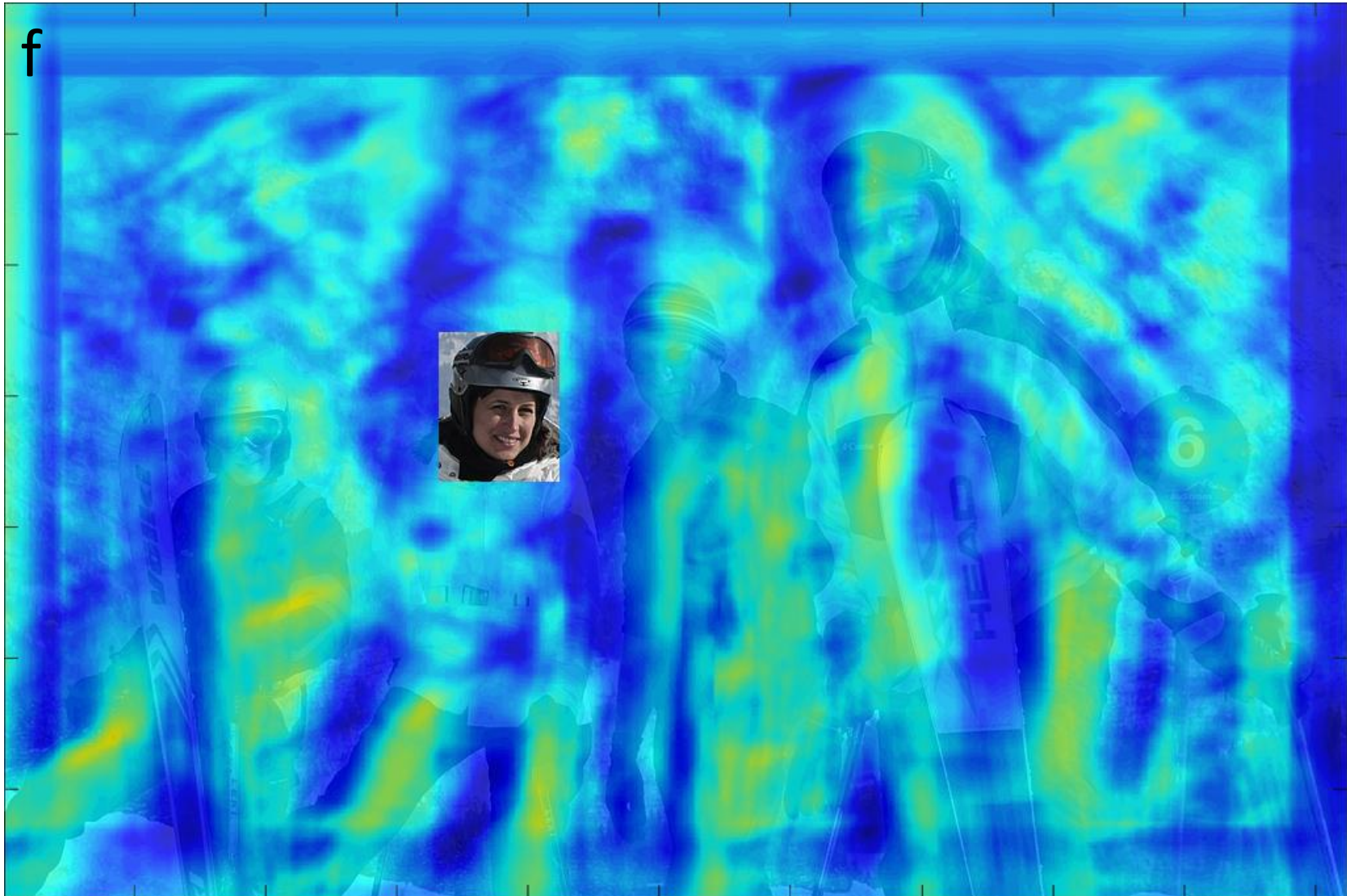
- Fast calculation using FFT

- $\mathcal{F}\{f \star p\} = \mathcal{F}\{f\} \overline{\mathcal{F}\{p\}}$

- $O(n^2 \log n)$

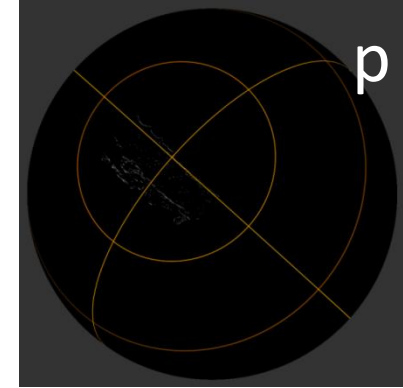
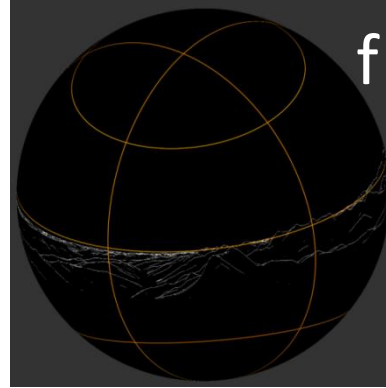
- Template matching

Cross-Correlation: principle in 2D



Spherical Cross-Correlation

- Spherical images:



- Spherical Cross-Correlation

$$\forall g \in SO(3), \quad f \star p (g) = \int_{S^2} f(\omega) \overline{p(g^{-1}\omega)} d\omega$$

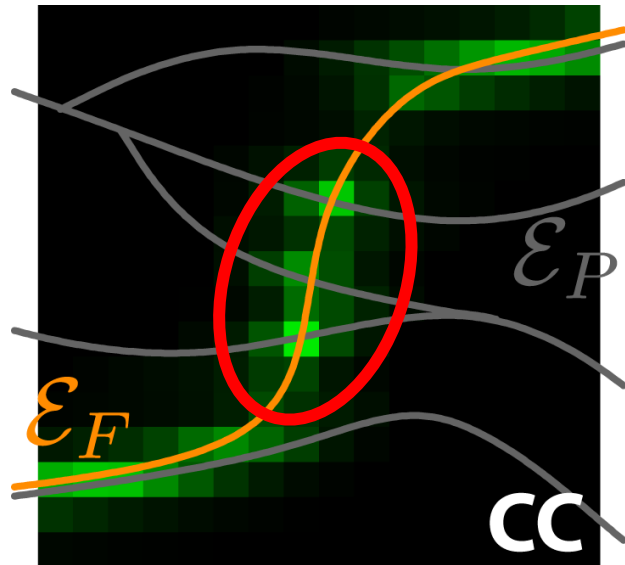
$g = (\alpha, \beta, \gamma)$

- Efficient computation on $SO(3)$

- spherical harmonics and FFT [Kostelec & Rockmore 2008]
- $O(n^3 \log n)$

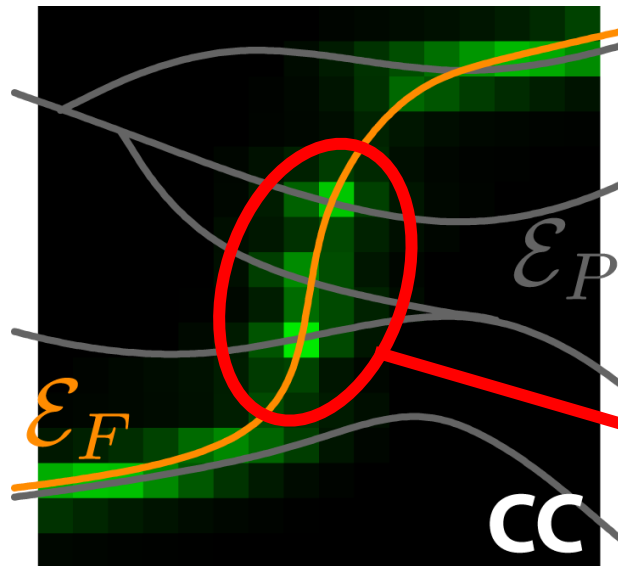
Spherical Cross-Correlation

- Pure cross-correlation
 - Maximizes edges overlap
 - Disregards orientations



Spherical Cross-Correlation

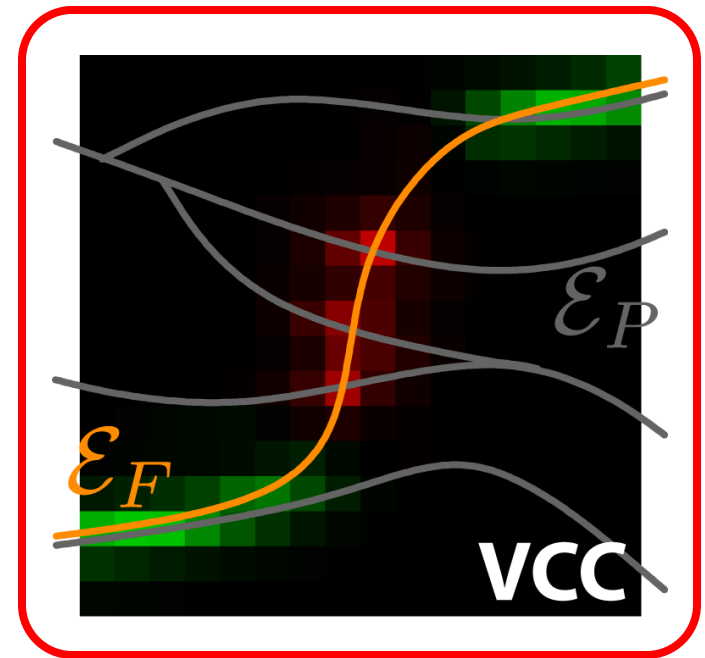
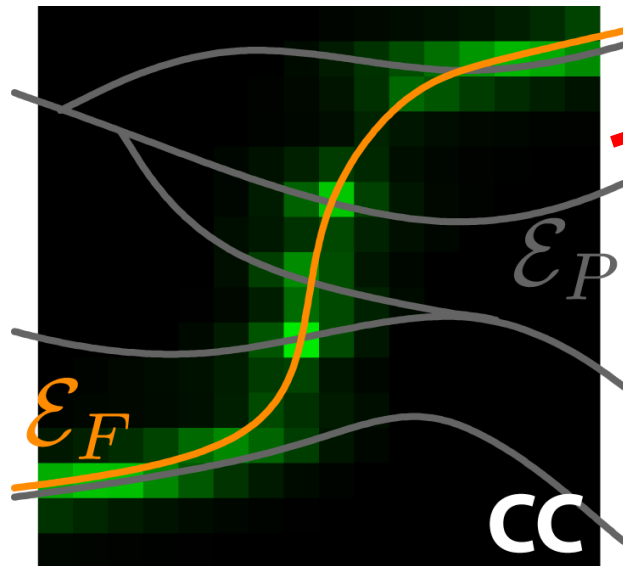
- Pure cross-correlation
 - Maximizes edges overlap
 - Disregards orientations



**Crossings should penalize
the cross-correlation score**

Spherical Cross-Correlation

- Pure cross-correlation
 - Maximizes edges overlap
 - Disregards orientations



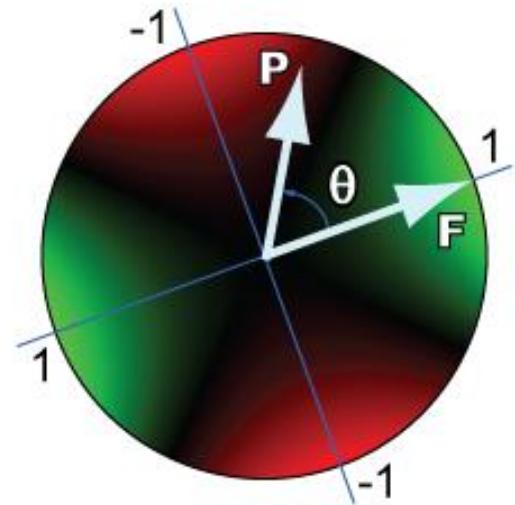
Vector-field Cross-Correlation
(edge-map = 2D vector field)

Vector-field Cross-Correlation

- Angular similarity operator

$$\mathcal{M}(\mathbf{f}, \mathbf{p}) = \rho_f^2 \rho_p^2 \cos 2(\theta_f - \theta_p)$$

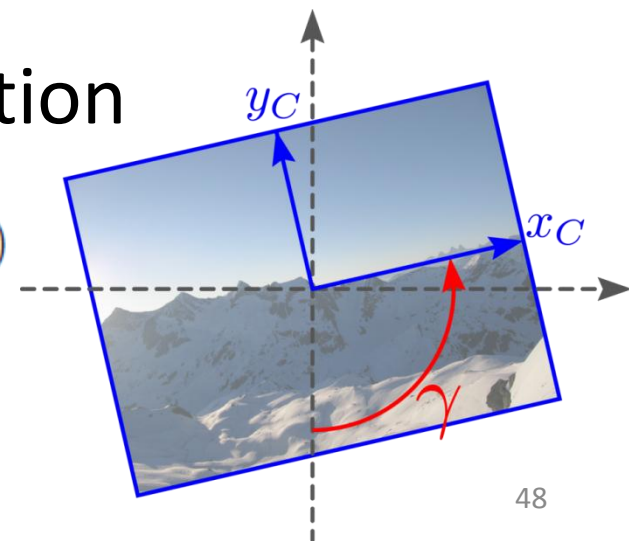
- positive for parallel vectors
- negative for orthogonal vectors
- zero if one vector is zero



- Compensation for photo's rotation

$$\mathcal{M}_g(\mathbf{f}, \mathbf{p}) = \rho_f^2 \rho_p^2 \cos 2(\theta_f - (\theta_p + \gamma + \frac{\pi}{2}))$$

$$g = (\alpha, \beta, \gamma)$$



Vector-field Cross-Correlation

$$\text{VCC}(\mathbf{f}, \mathbf{p})(g) = \int_{S^2} \mathcal{M}_g(\mathbf{f}(\omega), \mathbf{p}(g^{-1}\omega)) d\omega$$

- Reformulation: 2D vectors \rightarrow complex numbers

$$\left. \begin{array}{l} \hat{f} = \rho_f e^{i\theta_f} \\ \hat{p} = \rho_p e^{i\theta_p} \end{array} \right\} \longrightarrow \mathcal{M}(\mathbf{f}, \mathbf{p}) = \rho_f^2 \rho_p^2 \cos 2(\theta_f - \theta_p) \\ = \text{Re} \left\{ \hat{f}^2 \overline{\hat{p}^2} \right\}$$

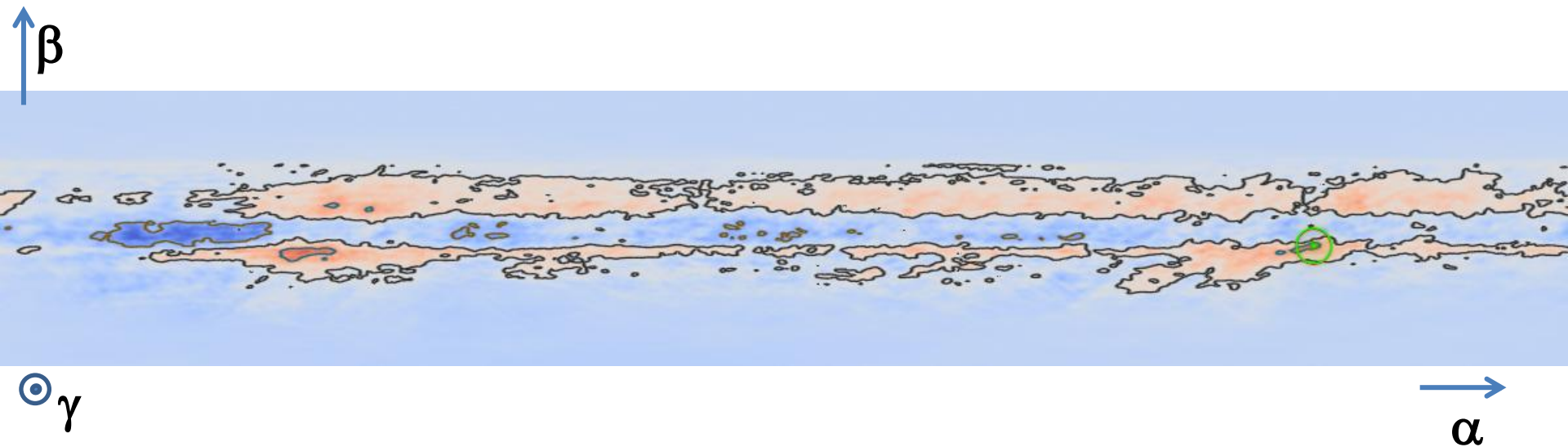
$$\mathcal{M}_g(\mathbf{f}, \mathbf{p}) = \text{Re} \left\{ \hat{f}^2 \overline{\left(e^{i(\gamma + \frac{\pi}{2})} \hat{p} \right)^2} \right\} \\ = -\text{Re} \left\{ e^{-i2\gamma} \hat{f}^2 \overline{\hat{p}^2} \right\}$$

$$\rightarrow \text{VCC}(\mathbf{f}, \mathbf{p})(g) = -\text{Re} \left\{ e^{-i2\gamma} \hat{f}^2 \star \overline{\hat{p}^2} (g) \right\}$$

weighted SCC $\rightarrow O(n^3 \log n)$

Vector-field Cross-Correlation

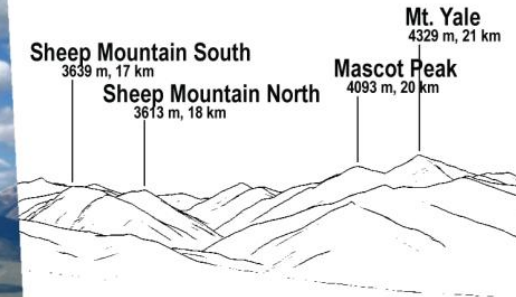
- Sampling: 512^3
- Thresholding:
 - g : reduce search space to 0.05% of the highest values



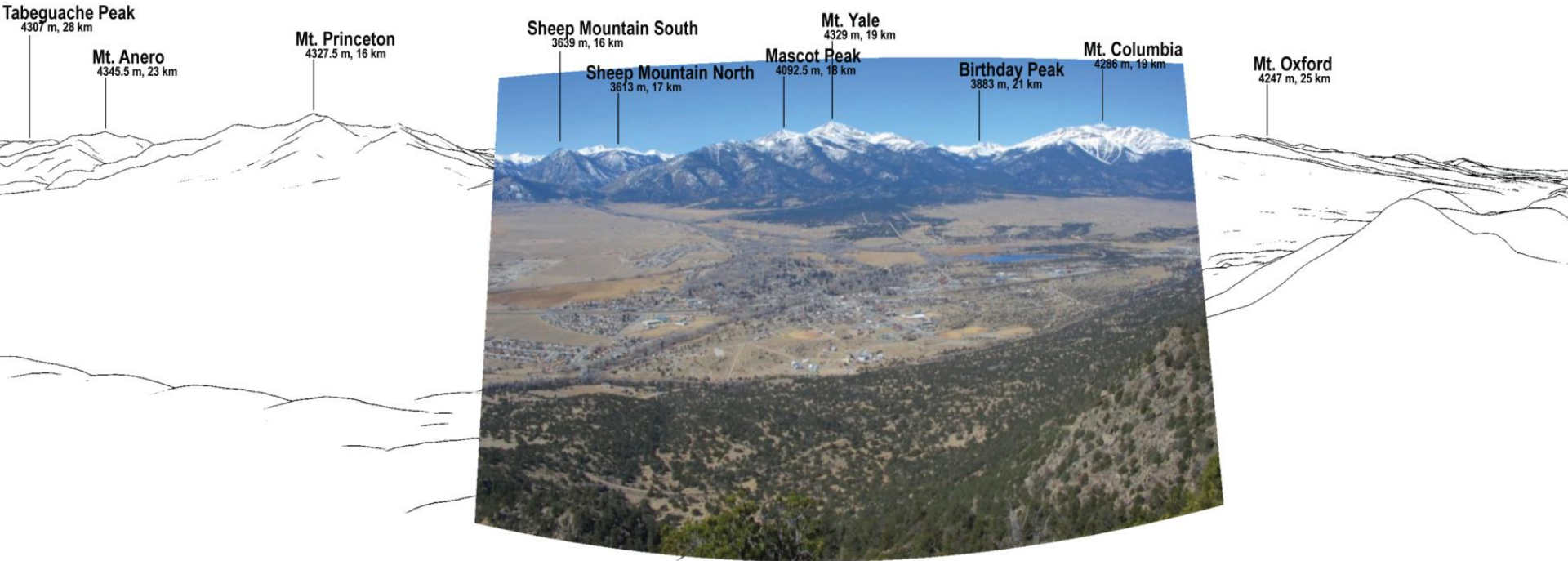
Results: performance

- 28 testing photos + 2 testing videos
 - VCC: maximal at ground truth for 25%
 - With matching metric: **86%**, accuracy within 0.2°
- Requires **~2min** on current hardware:
 - Compass: ~1min
 - VCC (using SOFT lib): ~40s
 - Matching metric (GPU implementation): ~20s

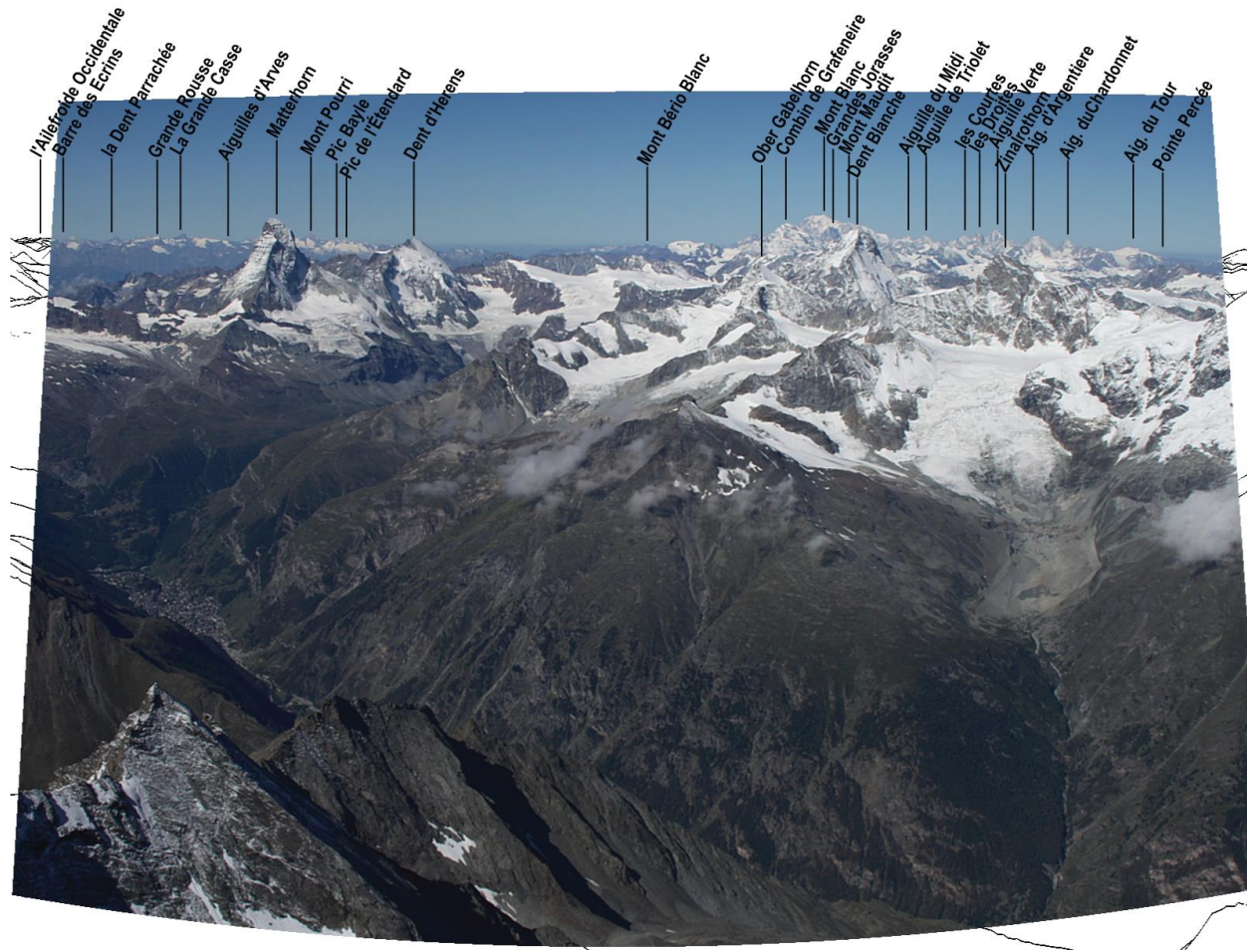
Results



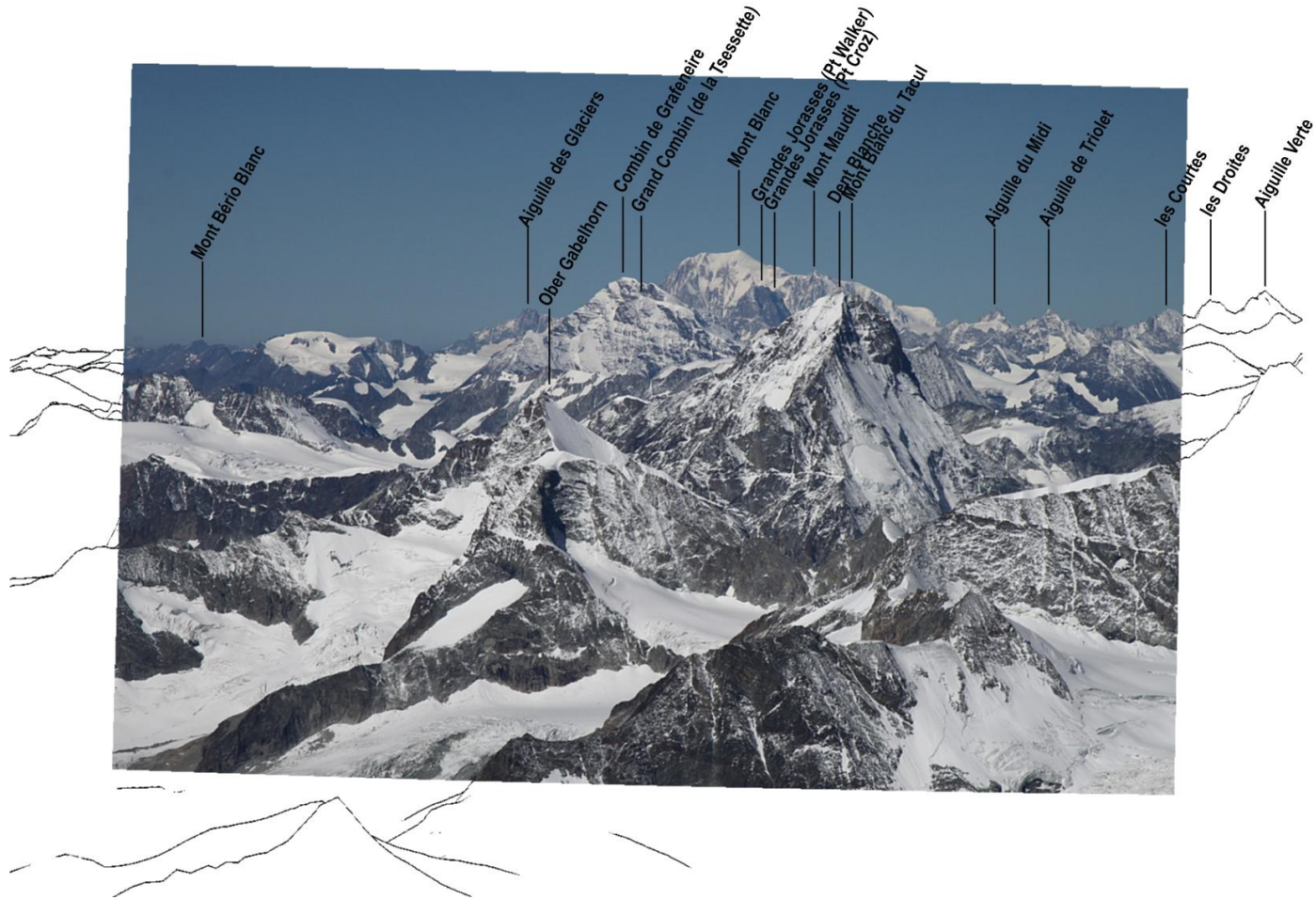
Results



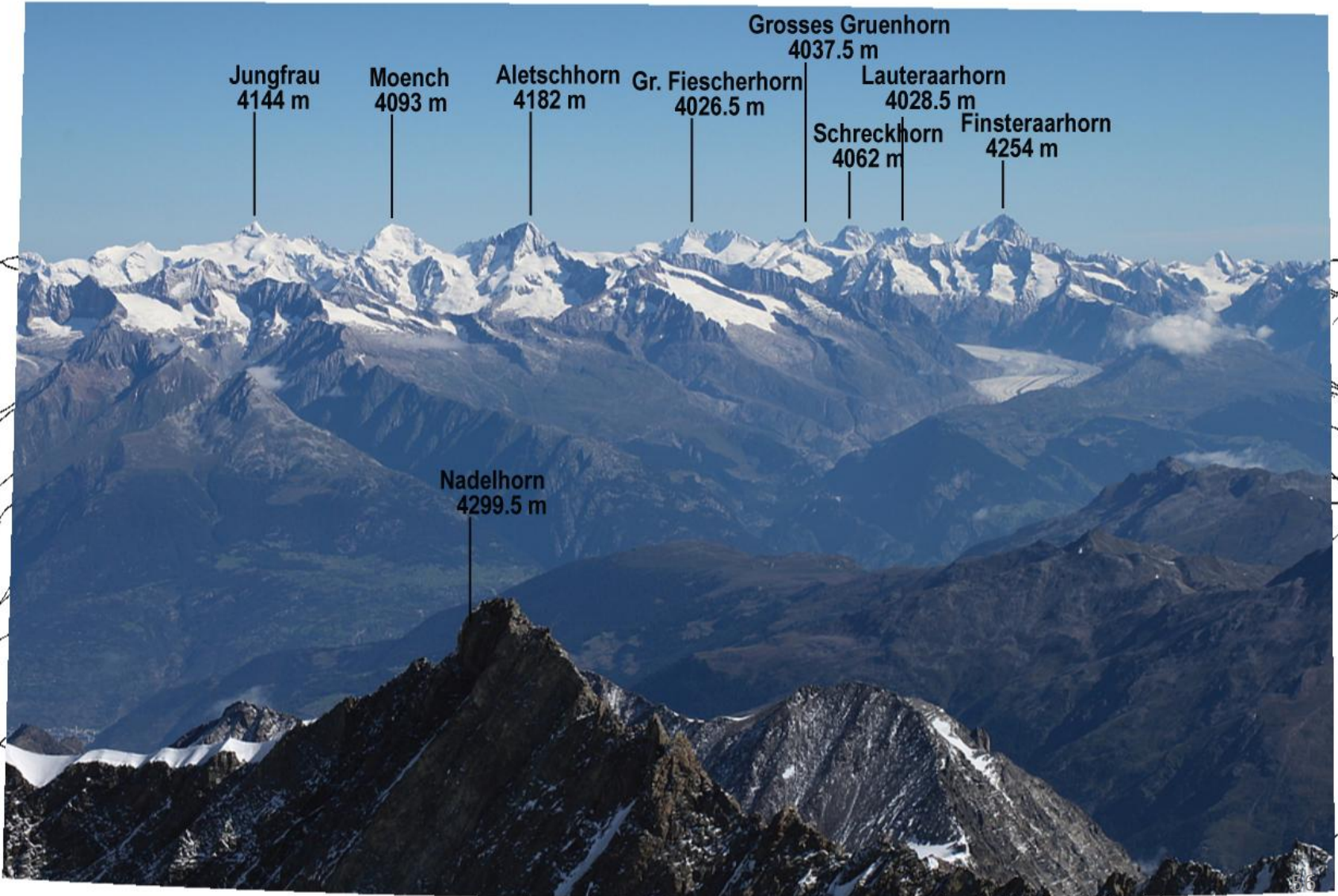
Results



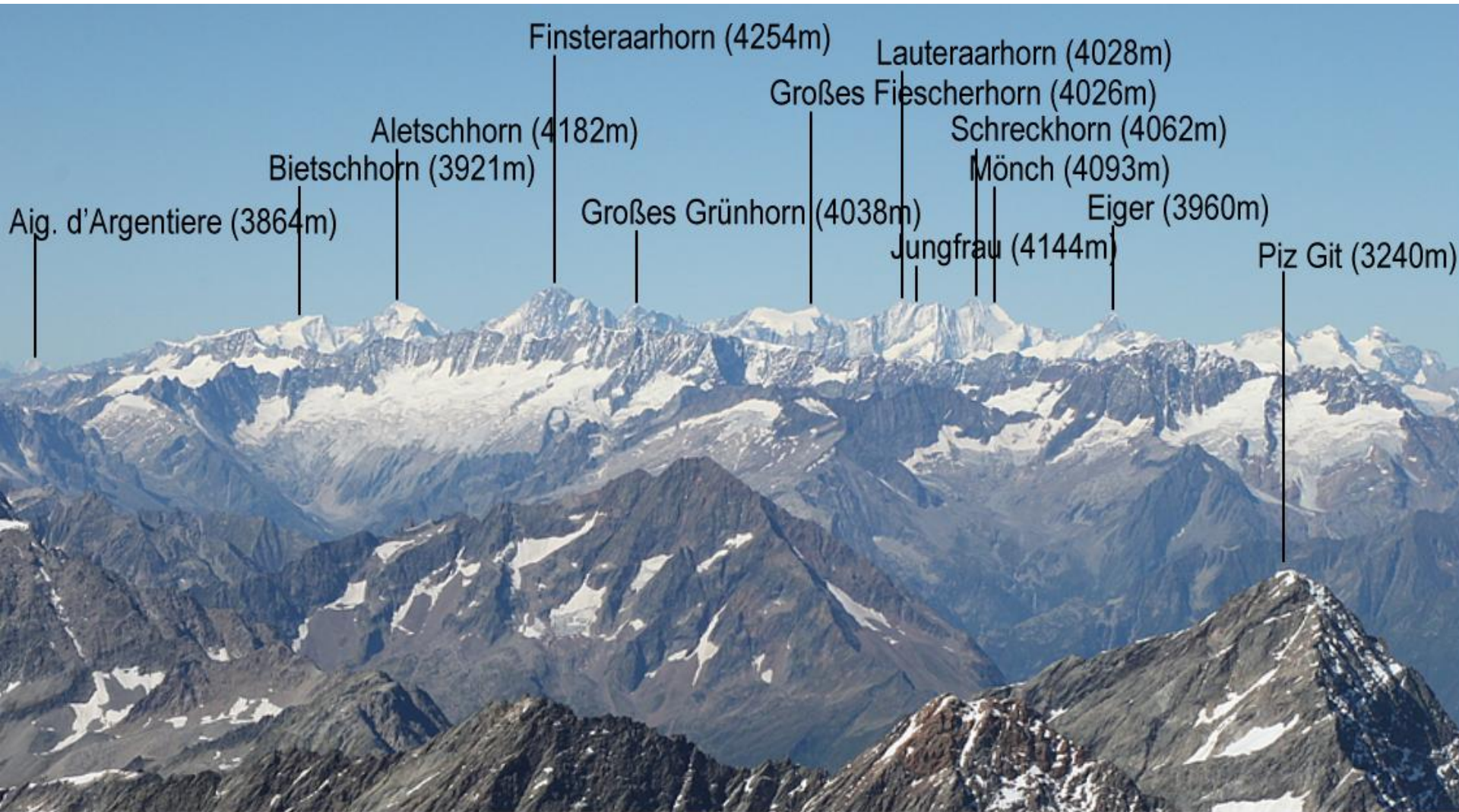
Results



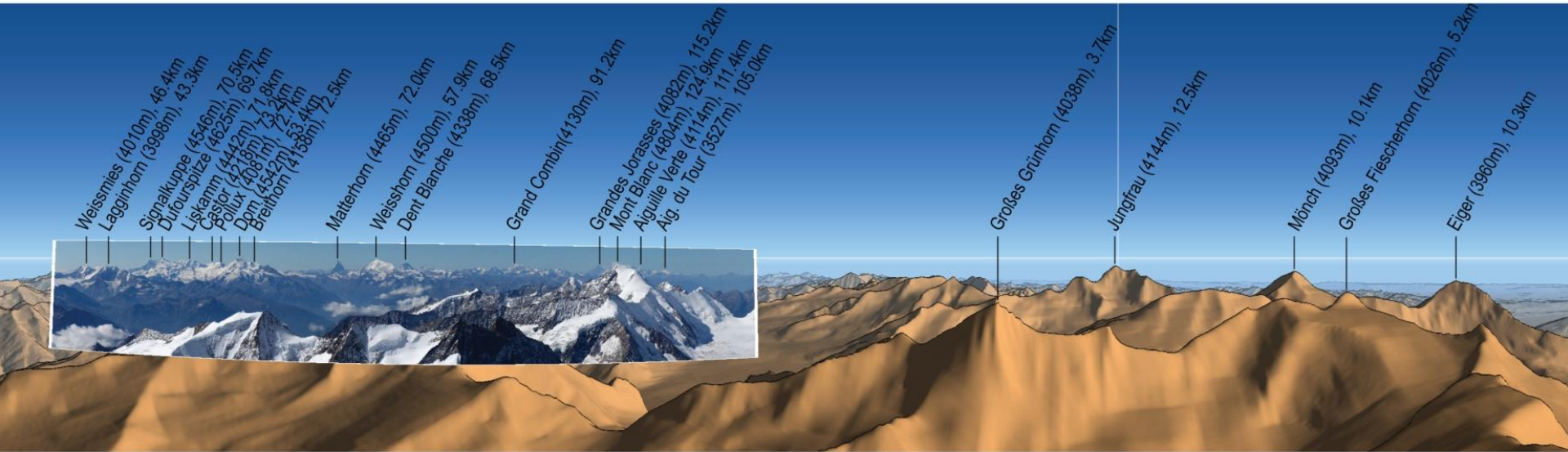
Results



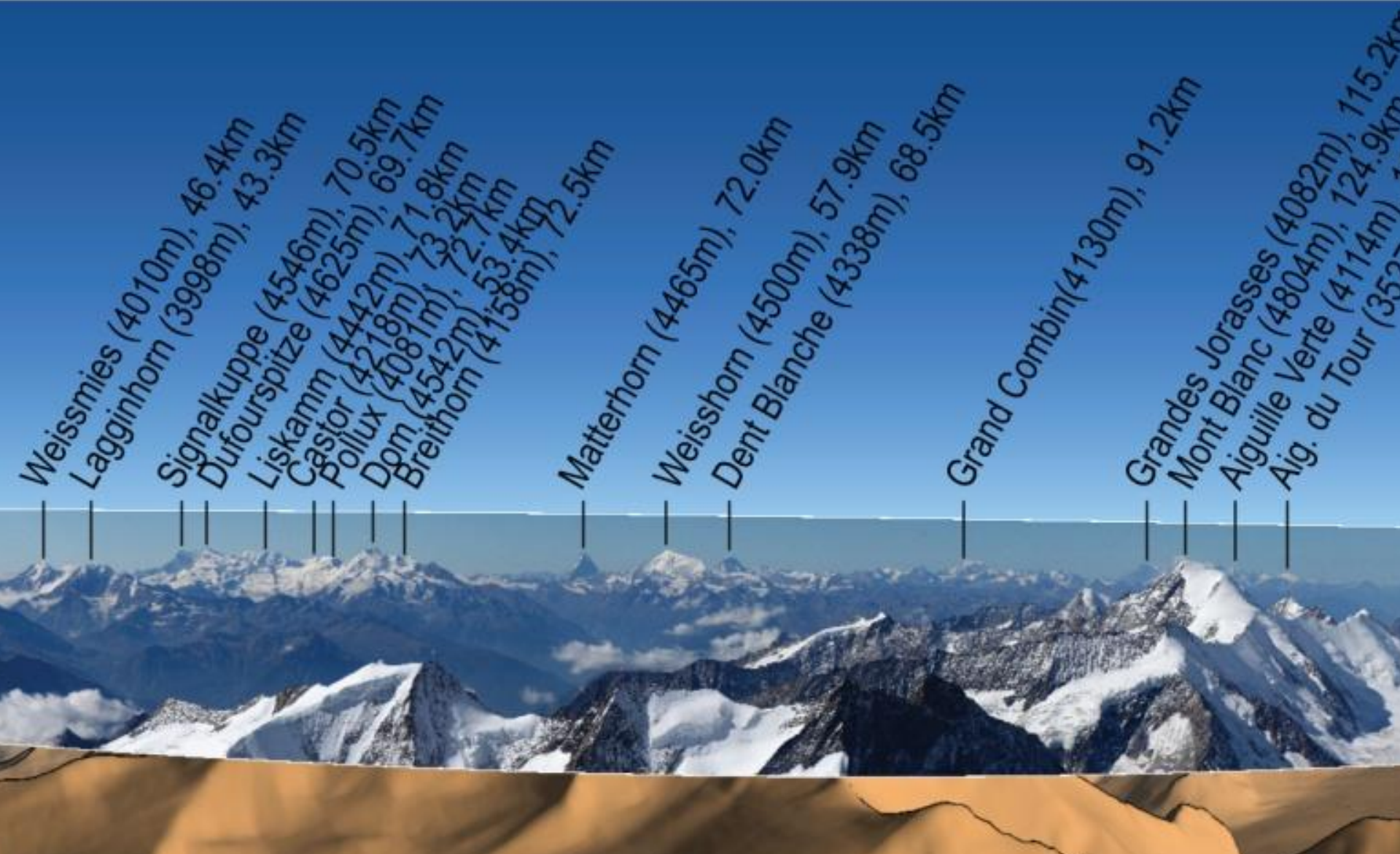
Results



Results



Results



Results

- Works for videos as well
- VIDEO



Other applications

- Advanced image enhancement
 - Contrast enhancement/dehazing, etc.



- 3D objects integration (depth information)

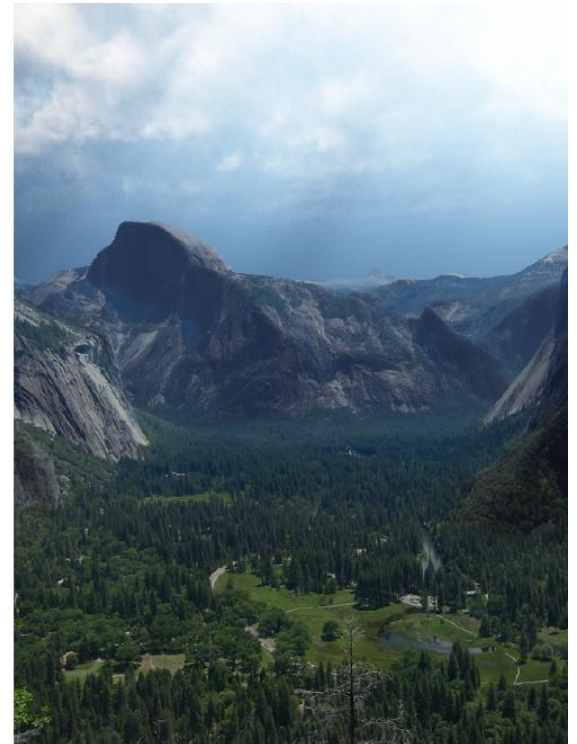
Other applications



Input



Relighted



Relighted

[Kopf et al. 2008]

Conclusions and Future Work

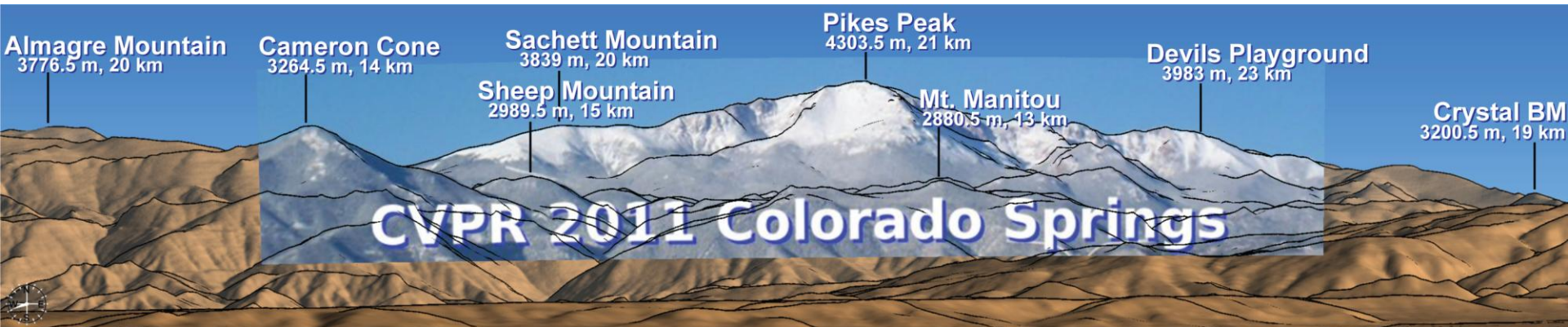
- Mountain photo-to-3D model registration technique
 - Robust silhouette-map matching metric
 - Fast space reduction using SCC
 - Many applications (image/video annotation, augmented reality, model-based image enhancement, etc.)
- Future Work
 - Edge detection: other cues (e.g. aerial perspective)
 - Optimization for viewpoint position and FOV
 - Matching reliability prediction
 - Other possible applications of VCC



One last example...



Thanks!



More resources:

<http://www.mpi-inf.mpg.de/resources/photo-to-terrain/>

References

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