

High-Resolution Panoramas Using Image Mosaicing

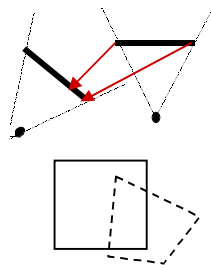
Stanford University
EE368 Project Spring 2000

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Intro: Projective Geometry

- Goal is to stitch together many shots to get a wide-angle panorama.
- Need to define a model for the camera and its motion
- We restricted ourselves to the case of a single view-point

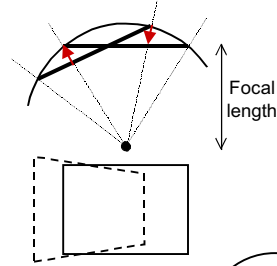
General projective model



8 parameters homogeneous transforms

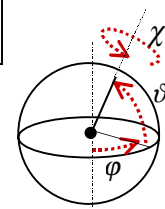
$$\begin{pmatrix} \hat{x} \\ \hat{y} \\ \hat{w} \end{pmatrix} = \begin{pmatrix} a & b & c \\ d & e & f \\ g & h & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \quad \begin{cases} x' = \frac{\hat{x}}{\hat{w}} \\ y' = \frac{\hat{y}}{\hat{w}} \end{cases}$$

Single viewpoint model



3 parameter rotational transforms

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = R(\theta, \varphi, \chi) \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

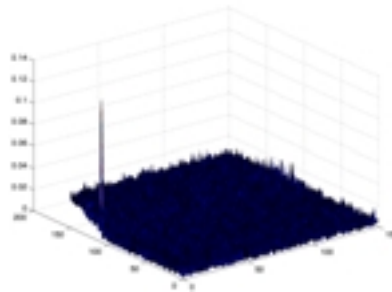


Registration

Registration: Phase Correlation

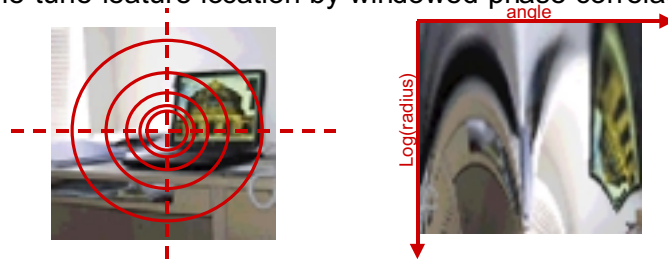
- Remember translation theorem: The Fourier transforms of translated images are related by

$$F_2(\omega_x, \omega_y) = e^{-j2\pi(\omega_x x_0 + \omega_y y_0)} F_1(\omega_x, \omega_y)$$
$$\Rightarrow \frac{F_1(\omega_x, \omega_y) F_2^*(\omega_x, \omega_y)}{|F_1(\omega_x, \omega_y) F_2(\omega_x, \omega_y)|} = e^{j2\pi(\omega_x x_0 + \omega_y y_0)} \stackrel{IDFT}{\leftrightarrow} \delta(x + x_0, y + y_0)$$



Registration: Feature-Based

- Locate a number of features in both images
Using the Harris corner detector with the Deriche gradient
- Find best matching features
Comparing pairwise correlations of polar-parametrized windows.
- Compute 8-parameter transform from the feature locations
Which requires 4 pairs of matching points .
- Fine-tune feature location by windowed phase correlation

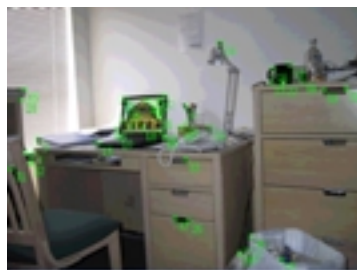


Polar parametrized windows: rotation and scale turned into shifts

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Registration: Feature-Based



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Registration: Global Registration

- We have possibly $\binom{n}{2}$ different registered image pairs
- In general a highly overdetermined equation system:

$$P_i = A_{ij}P_j \quad \forall i, j$$

- With P absolute rotation matrices, A relative rotation matrix
- Solve in a least squares sense to yield optimum solution:



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Composing

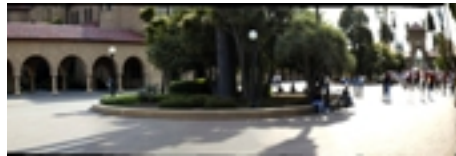
Composing: Projection

- Once we know each image's rotation matrix, we can project on arbitrary geometries:

- Planar



- Spherical



- Angular

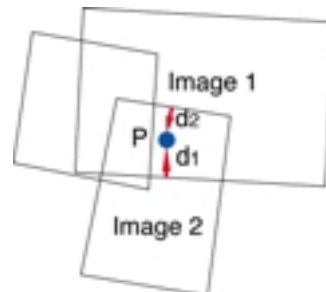


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Composing: Blending

- Problem: Smoothly blend over between images to hide seams
- Rather complicated math
- Instead: Use simple heuristic
 - Every pixel is weighted with the distance to the closest image boundary to the nth power



$$f(P) = \frac{d_1^n f_1(P) + d_2^n f_2(P)}{d_1^n + d_2^n}$$
$$n = 3 \dots 4$$

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Composing: Blending

without blending



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Composing: Blending

with blending



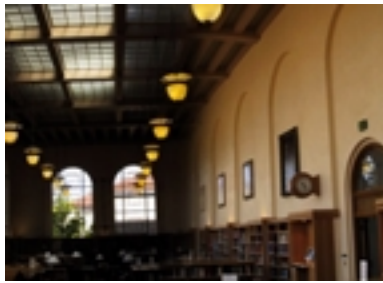
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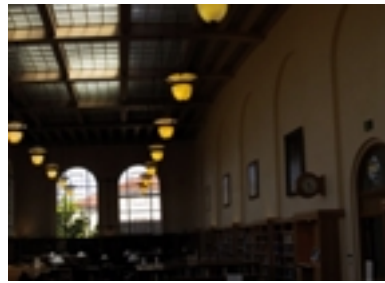
Composing: Exposure Compensation

- Digital Cameras have automatic gain control, leads to different exposure levels in adjacent images
- Compensate by computing the mean luminance for each image in the overlap area, derive a relative gain
- Run all the relative gains through the least-squares global optimizer and adjust the image brightness in the composing step

without compensation



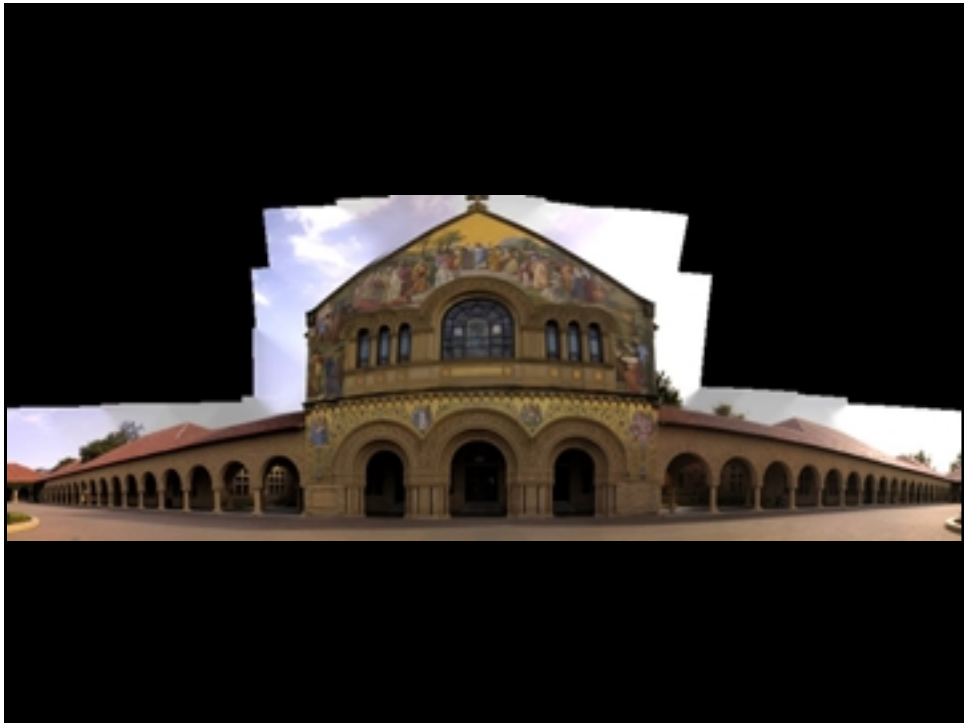
with compensation



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Examples





Examples: The Quad - QTVR

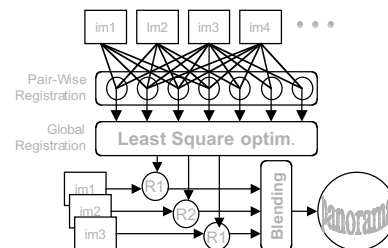


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Conclusion

We implemented a **spherical panorama image mosaic generator**, whose general framework is shown on the following figure:



We compared two different methods for pair-wise image registration

- **Phase-correlation** is fast and reliable for cases where rotation and projective distortion between images are small.
- **Feature-based** registration is capable of handling any kind of projective transform, but is sensible to noise and significantly slower

Performance of our C implementation (on UNIX machines) :

- **Registration** of 50 images (1225 pairs) is taking around 2 mins with phase correlation and 10 mins with feature-based registration.
- **Blending** images into a screen-size panorama takes approximately 1 min.

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The End

Thank You



Q & A

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