



RGB++

How "Side Information" Improves Computational Photography and Computer Vision



Sabine Süsstrunk

Images and Visual Representation Group (IVRG)

This talk is about linking Information Theory (or Signal Processing) with...

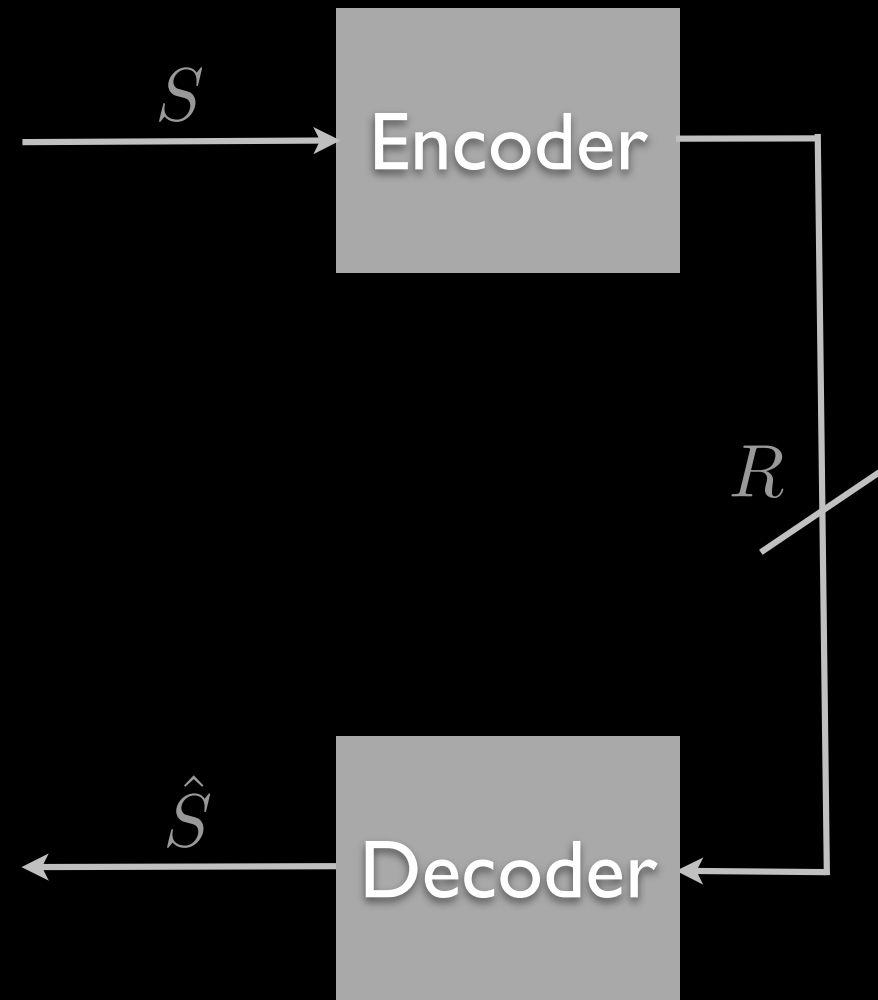
Photography



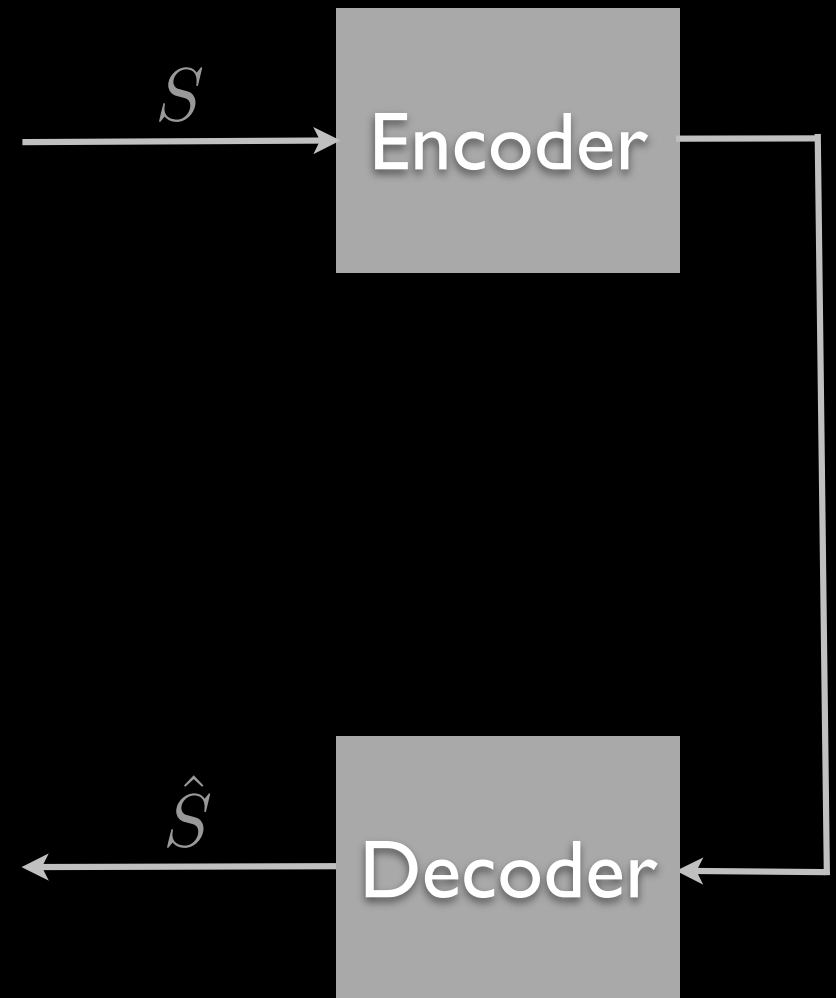
How the world has changed: St. Peter's Square in 2005 and 2013



Source Coding

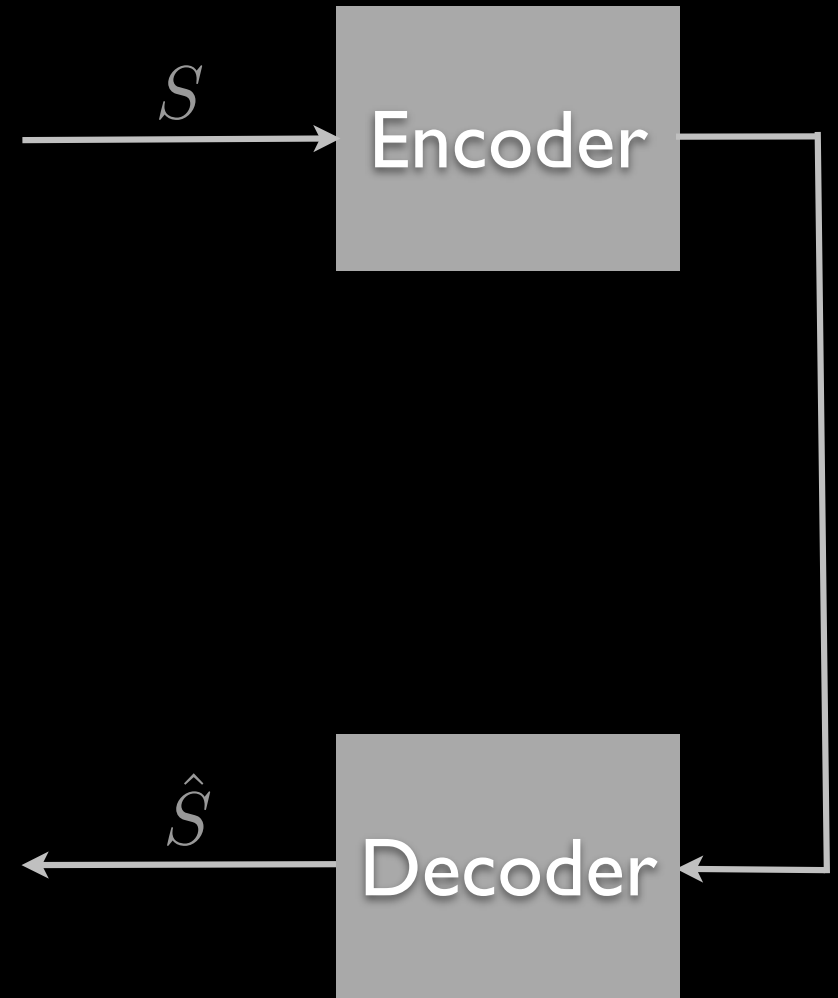


Source Coding

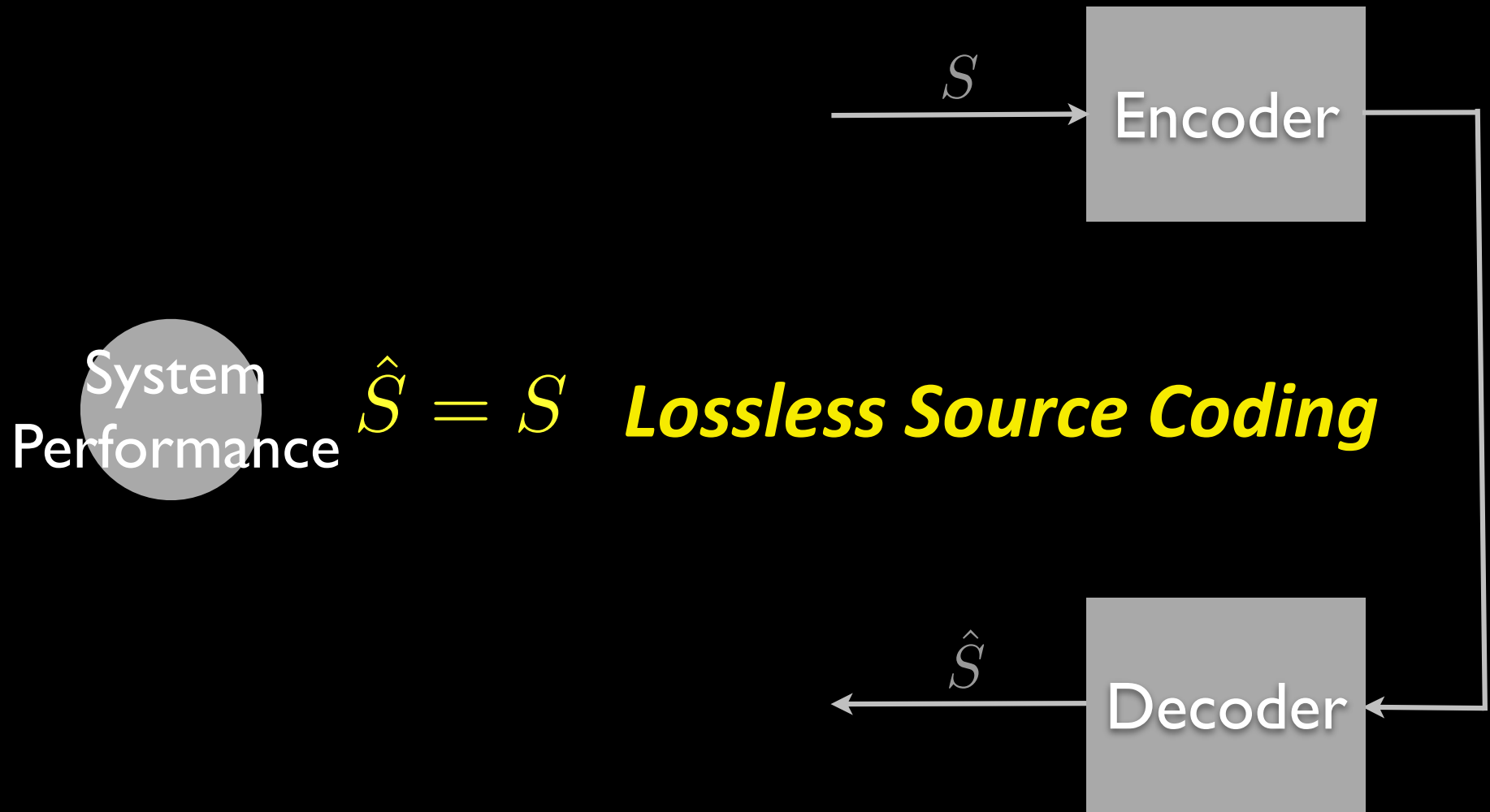


Source Coding

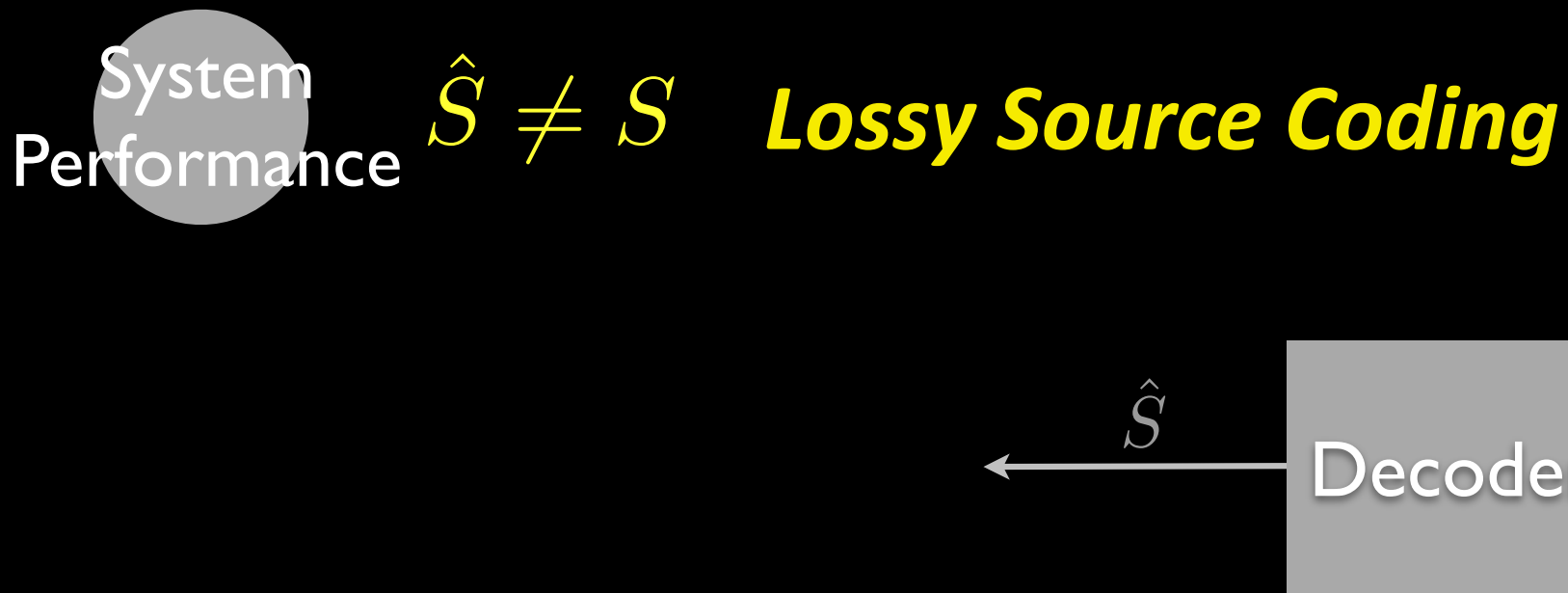
System
Performance



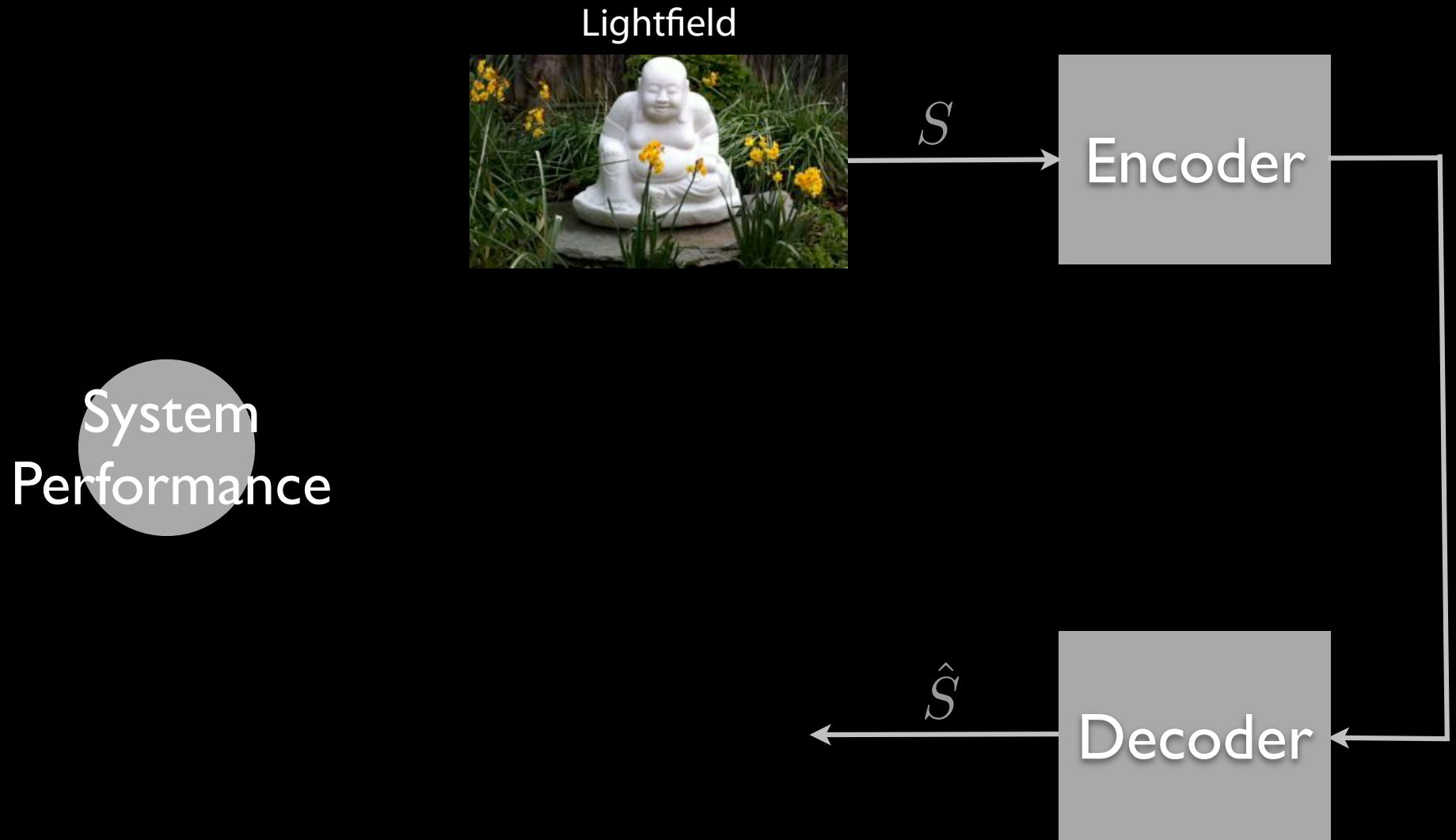
Source Coding



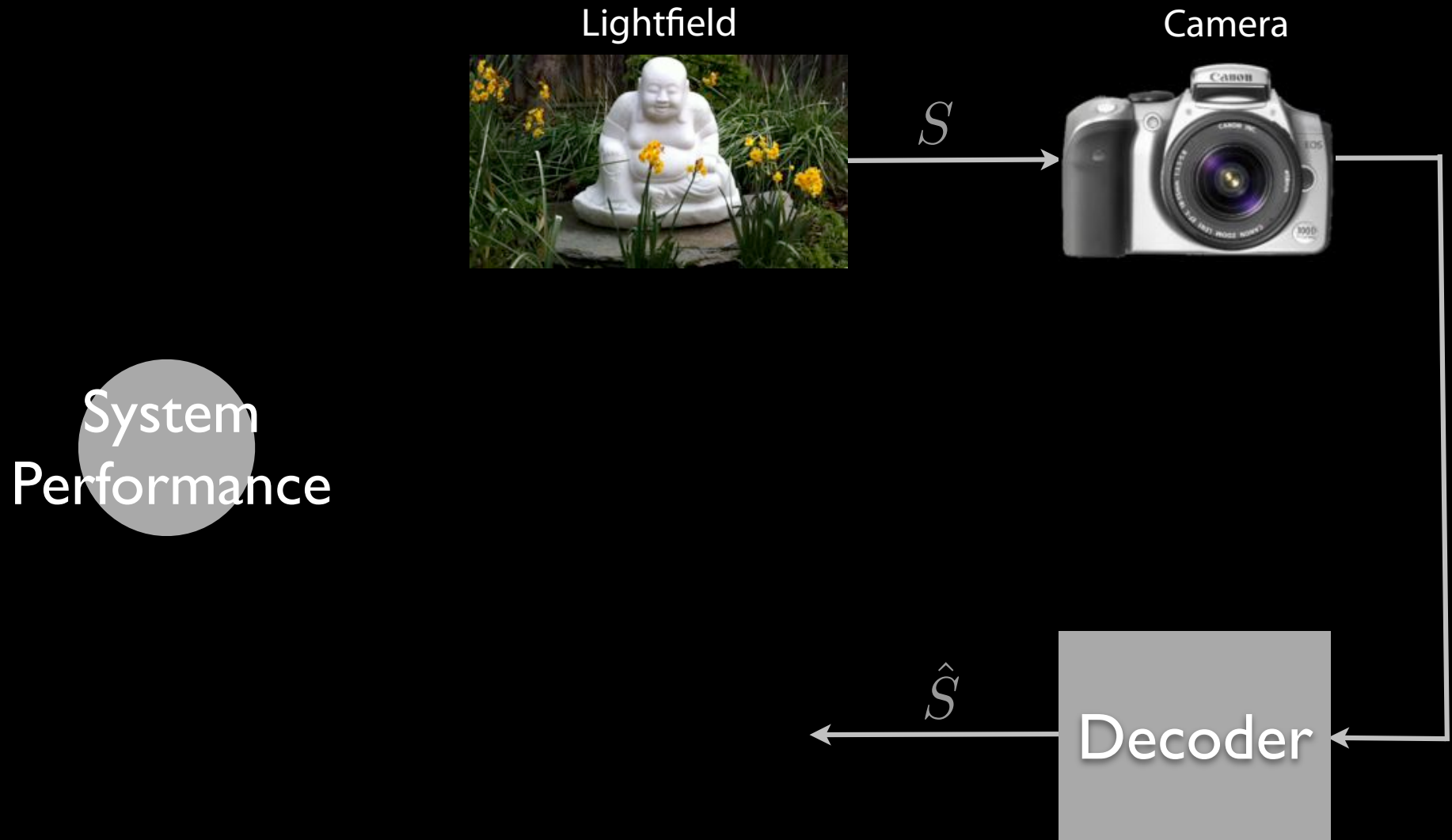
Source Coding



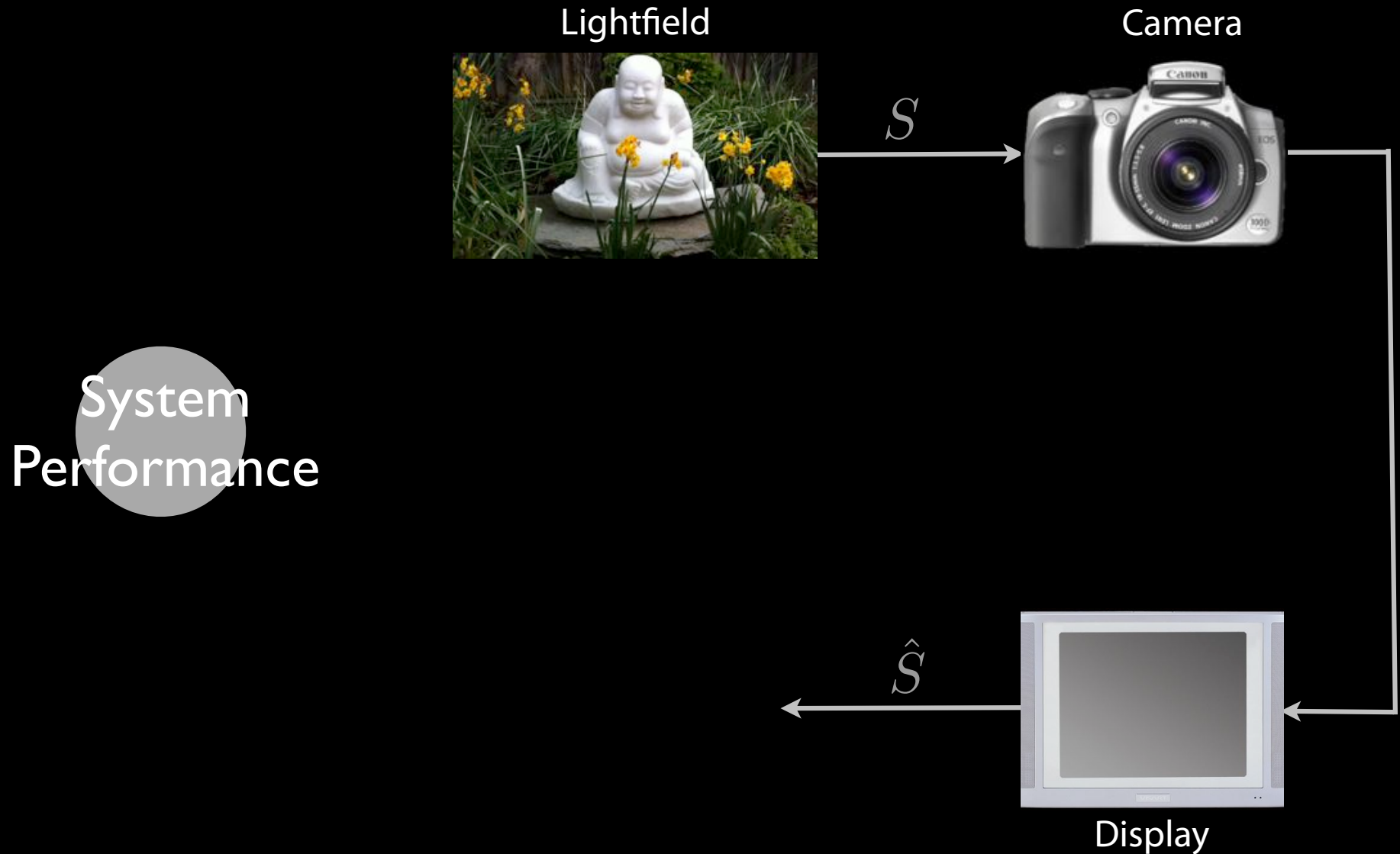
Source: Lightfield



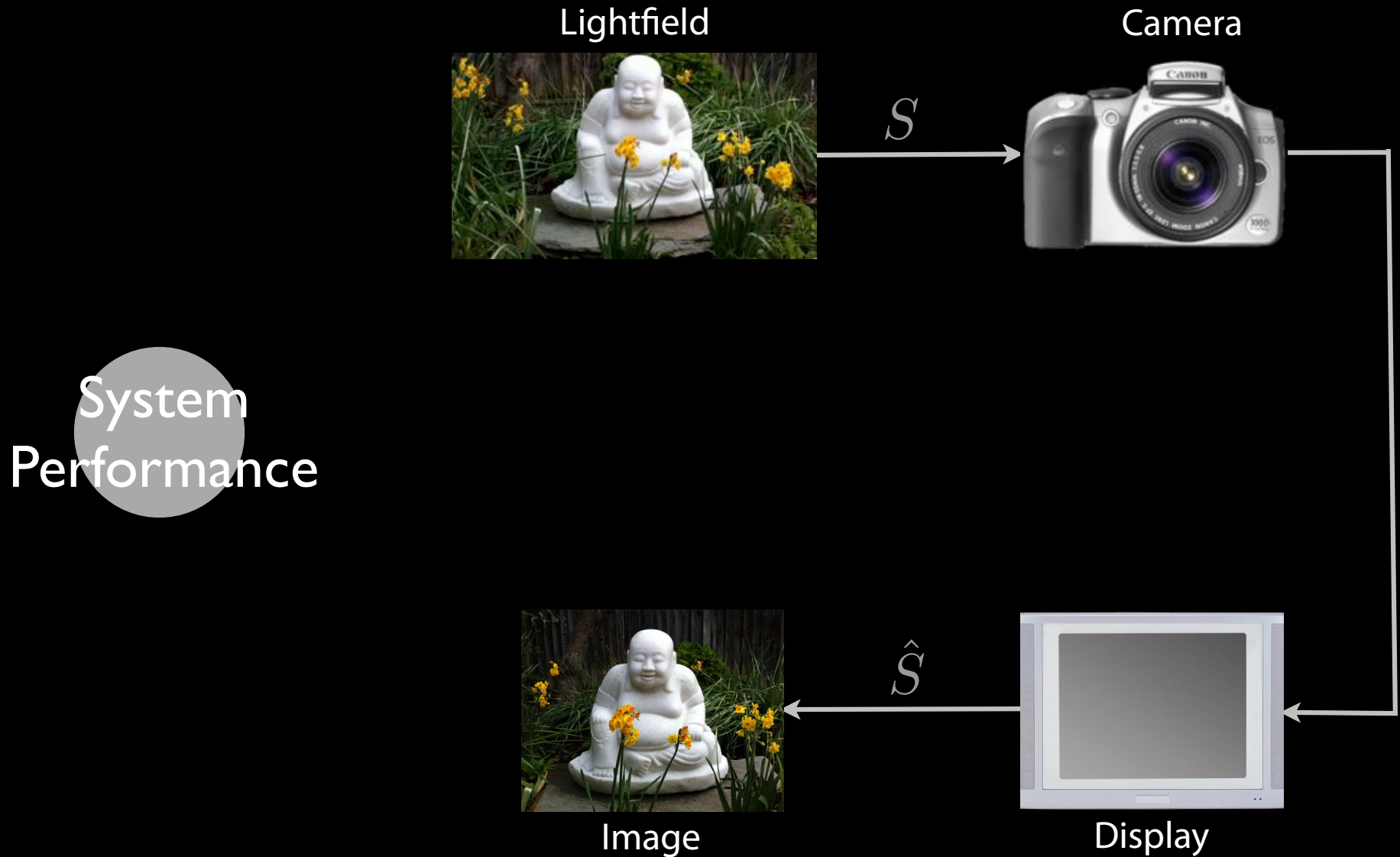
Encoder: Camera



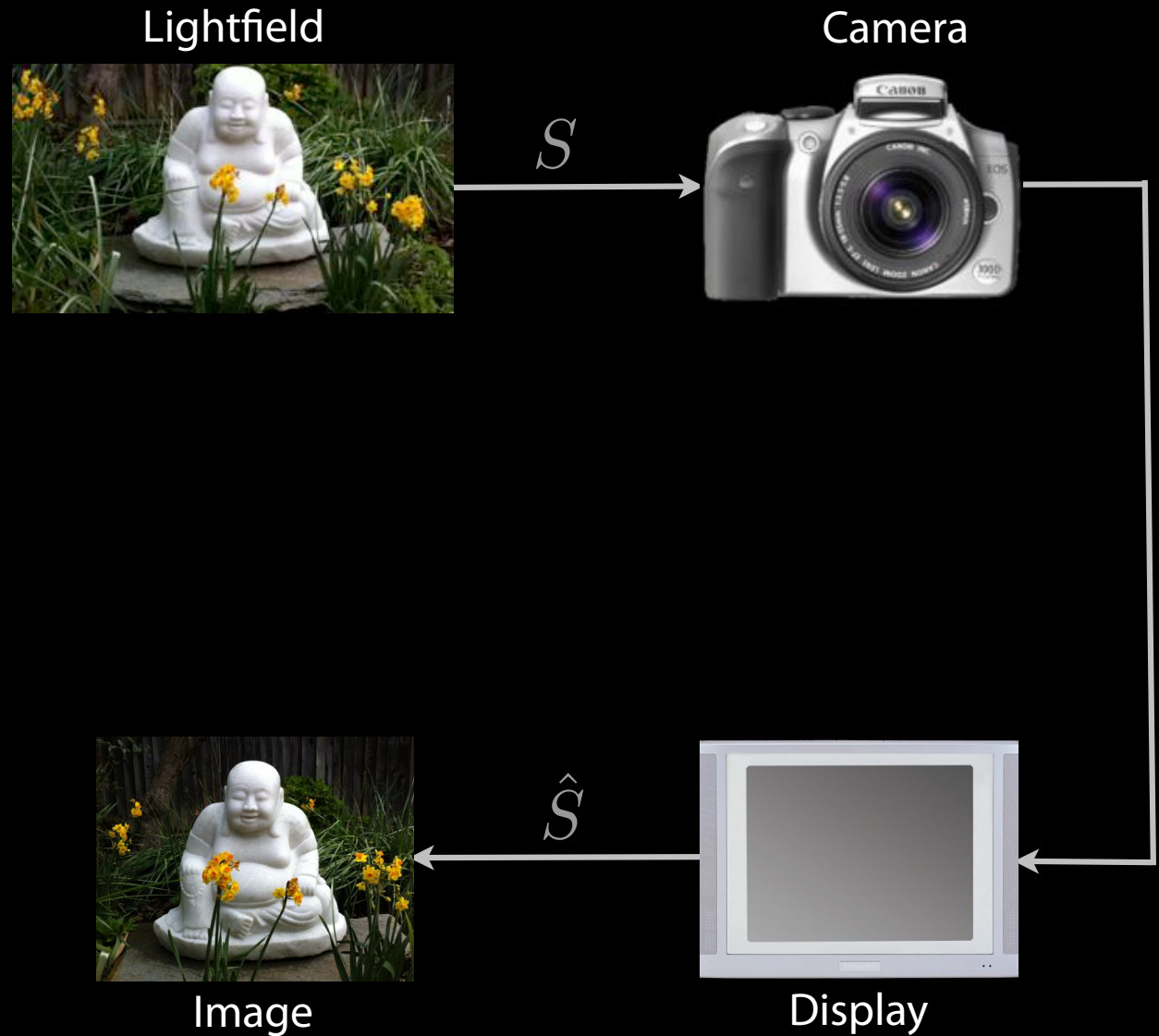
Decoder: Display



Estimated Source: Image



System Performance: you or me



Lossless Source Coding



I like it!



S

Camera



$\hat{S}$



Image



Display

Lossy Source Coding

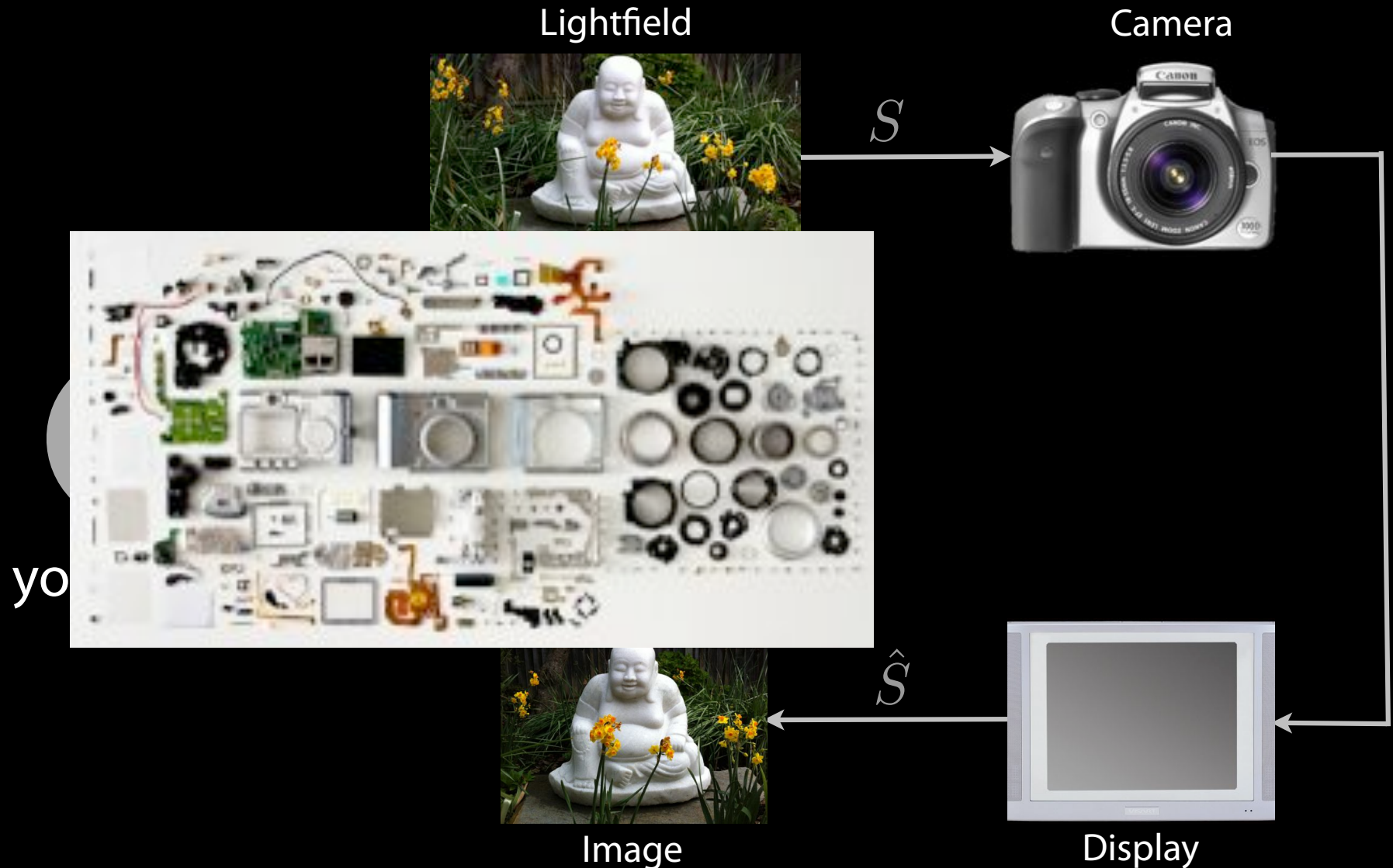
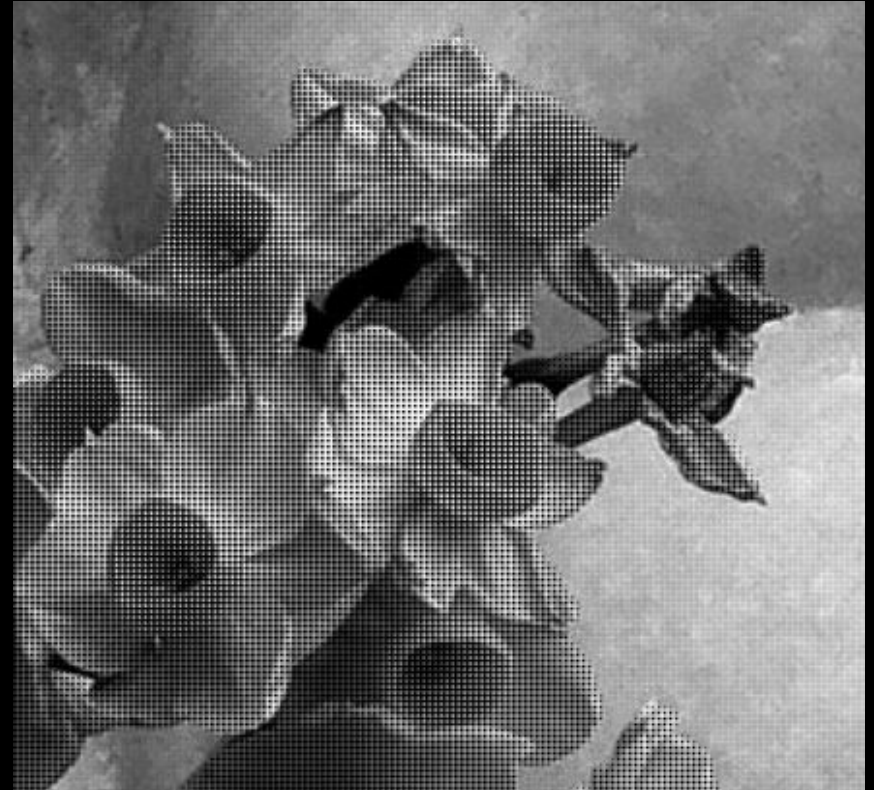


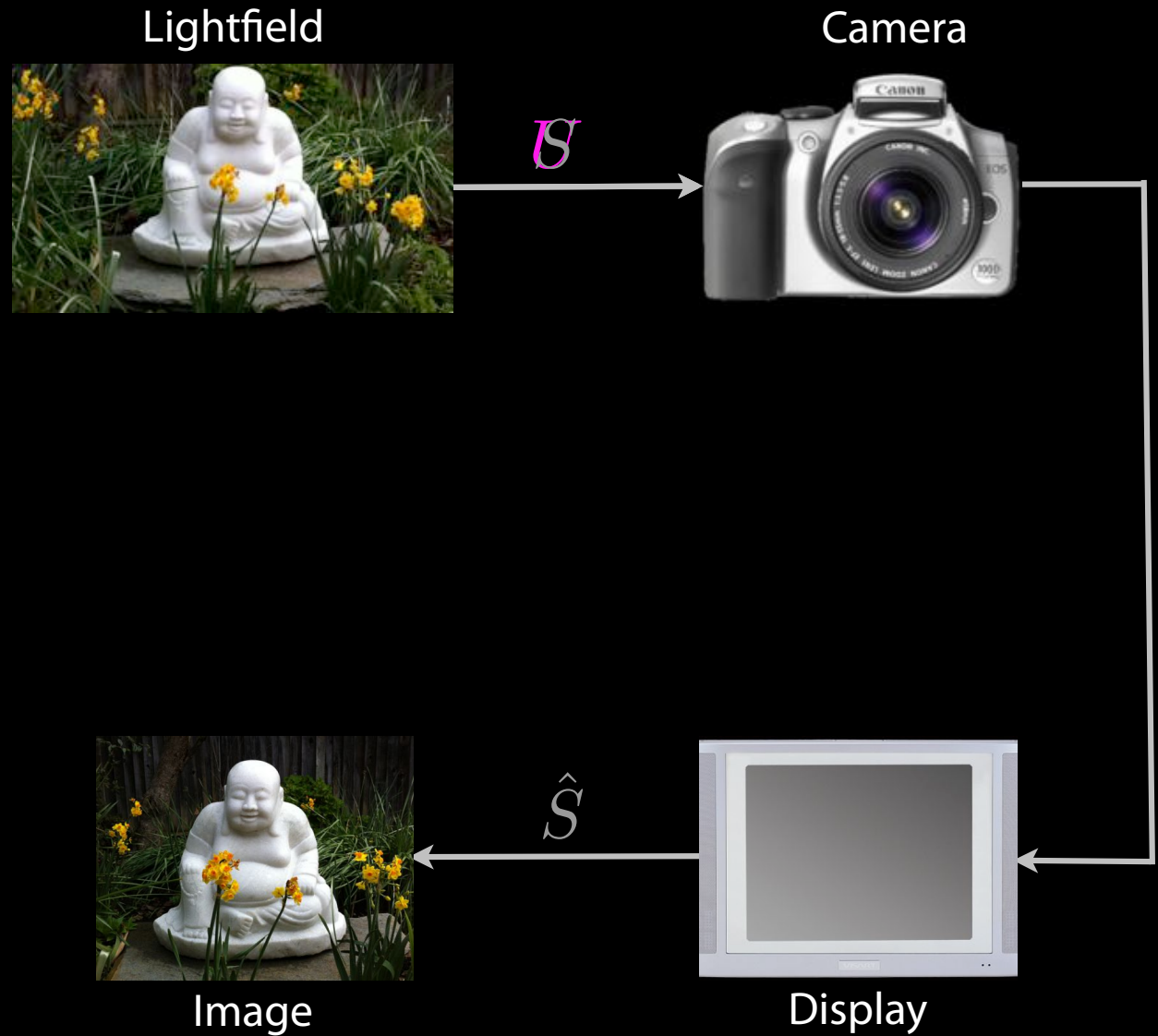
Image Capture



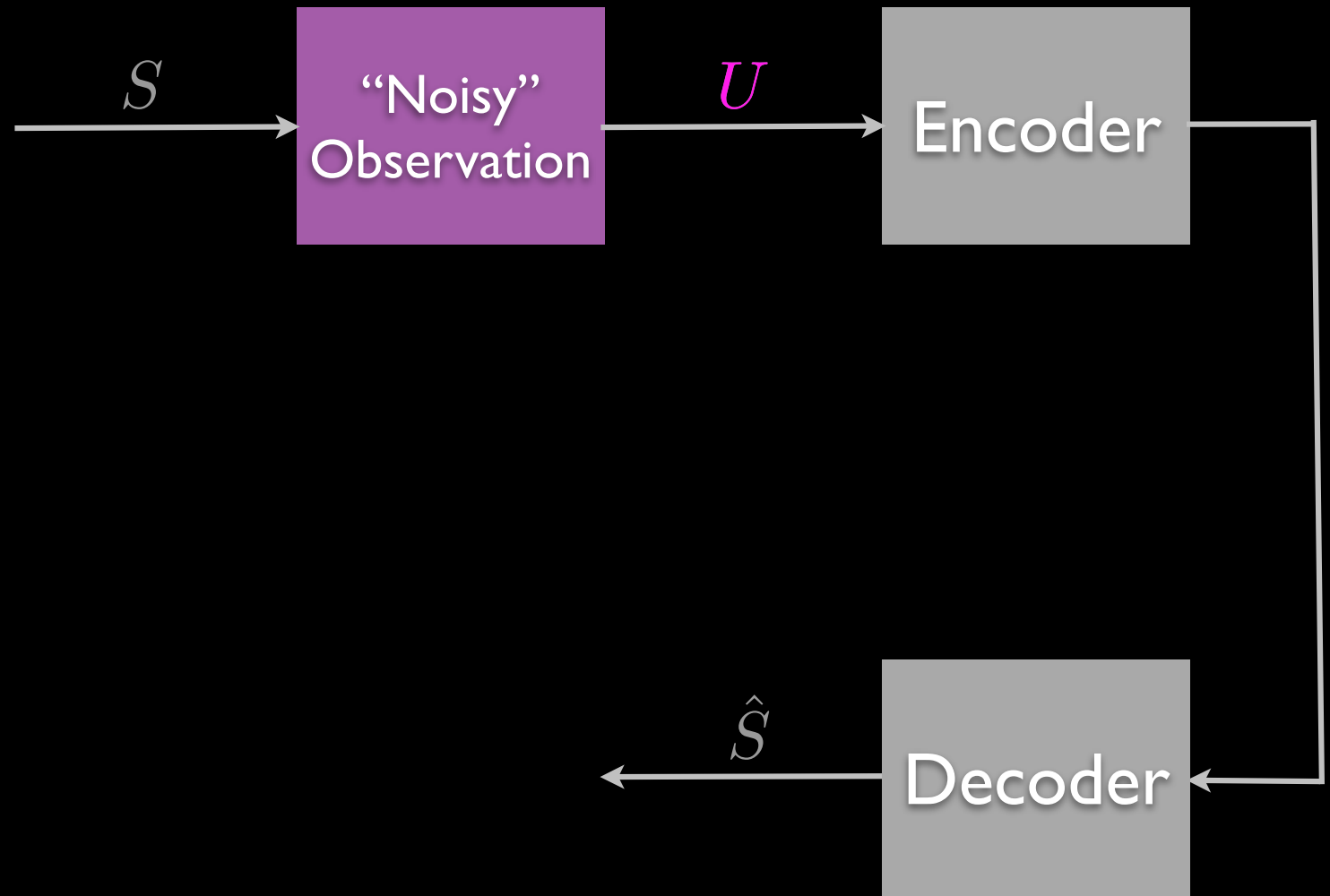
Image Capture



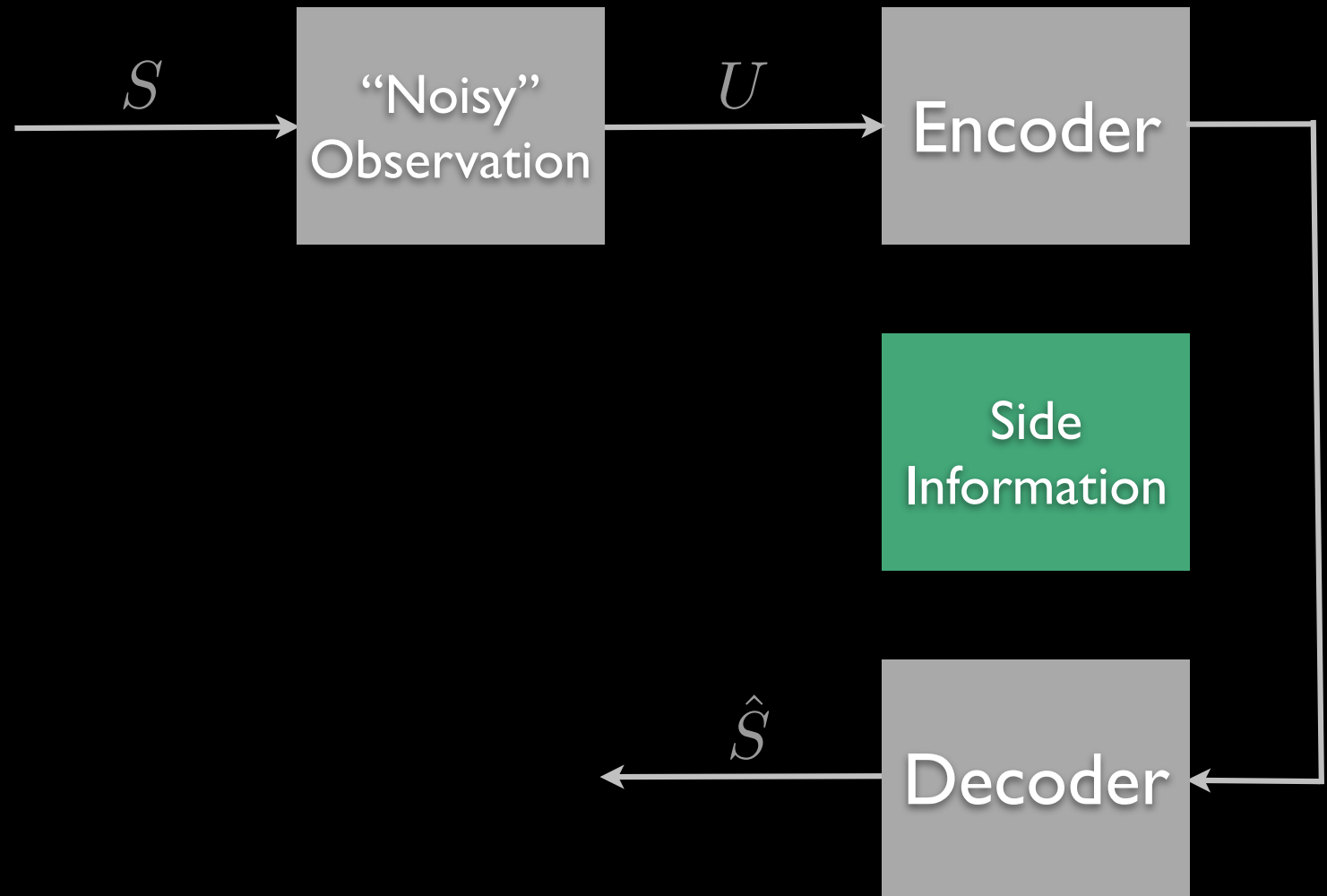
Source Coding



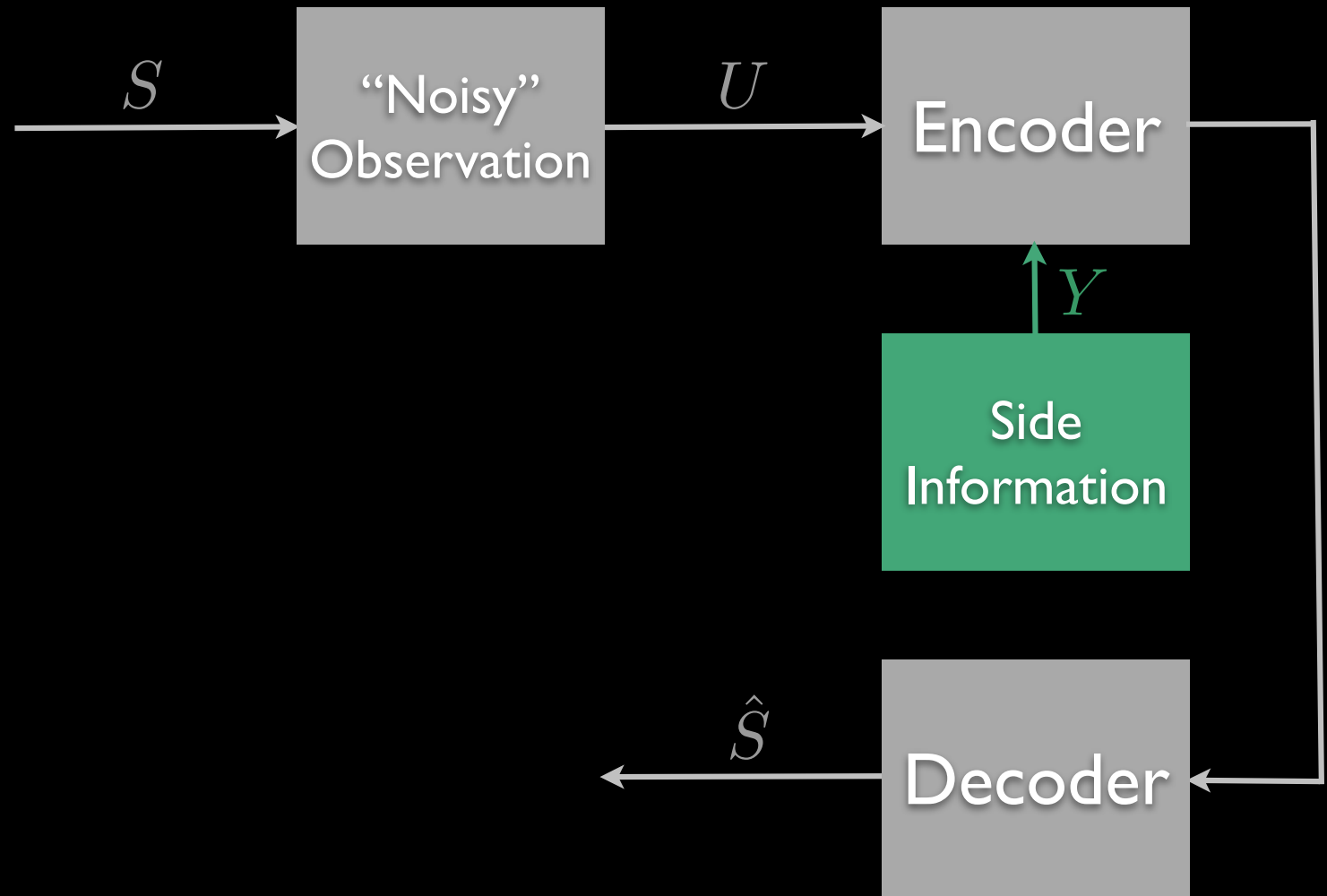
Remote Source Coding



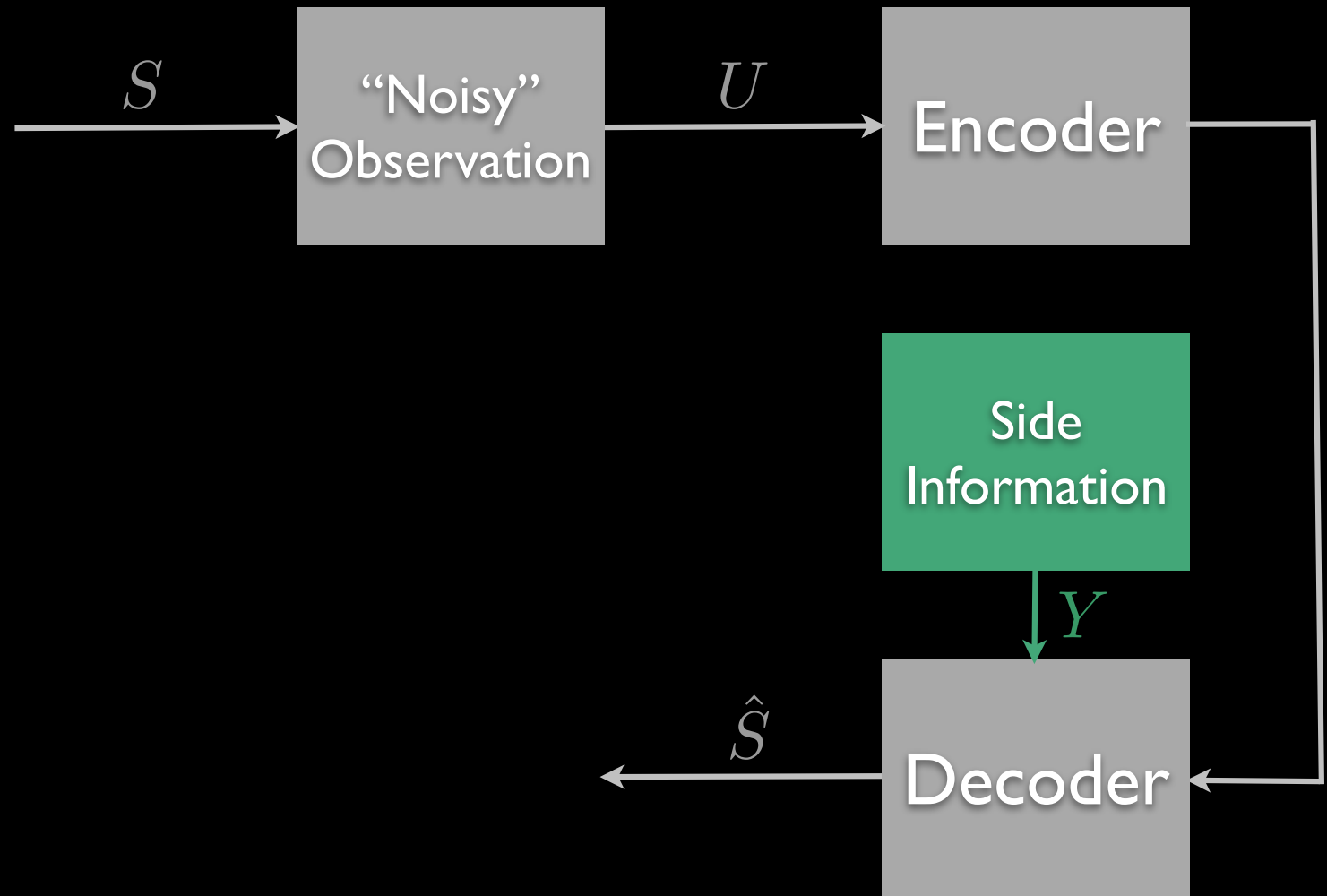
Side Information



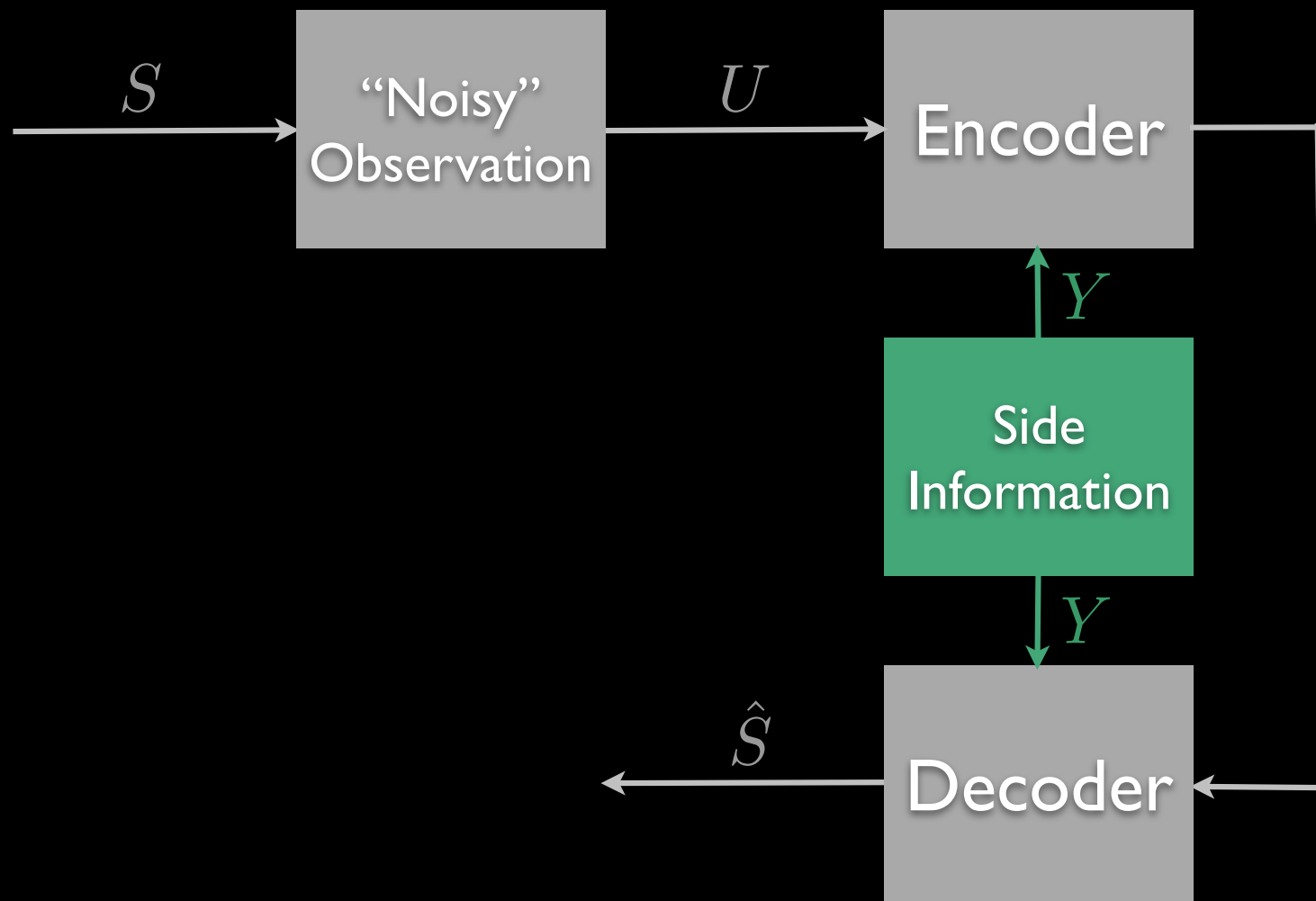
Side Information



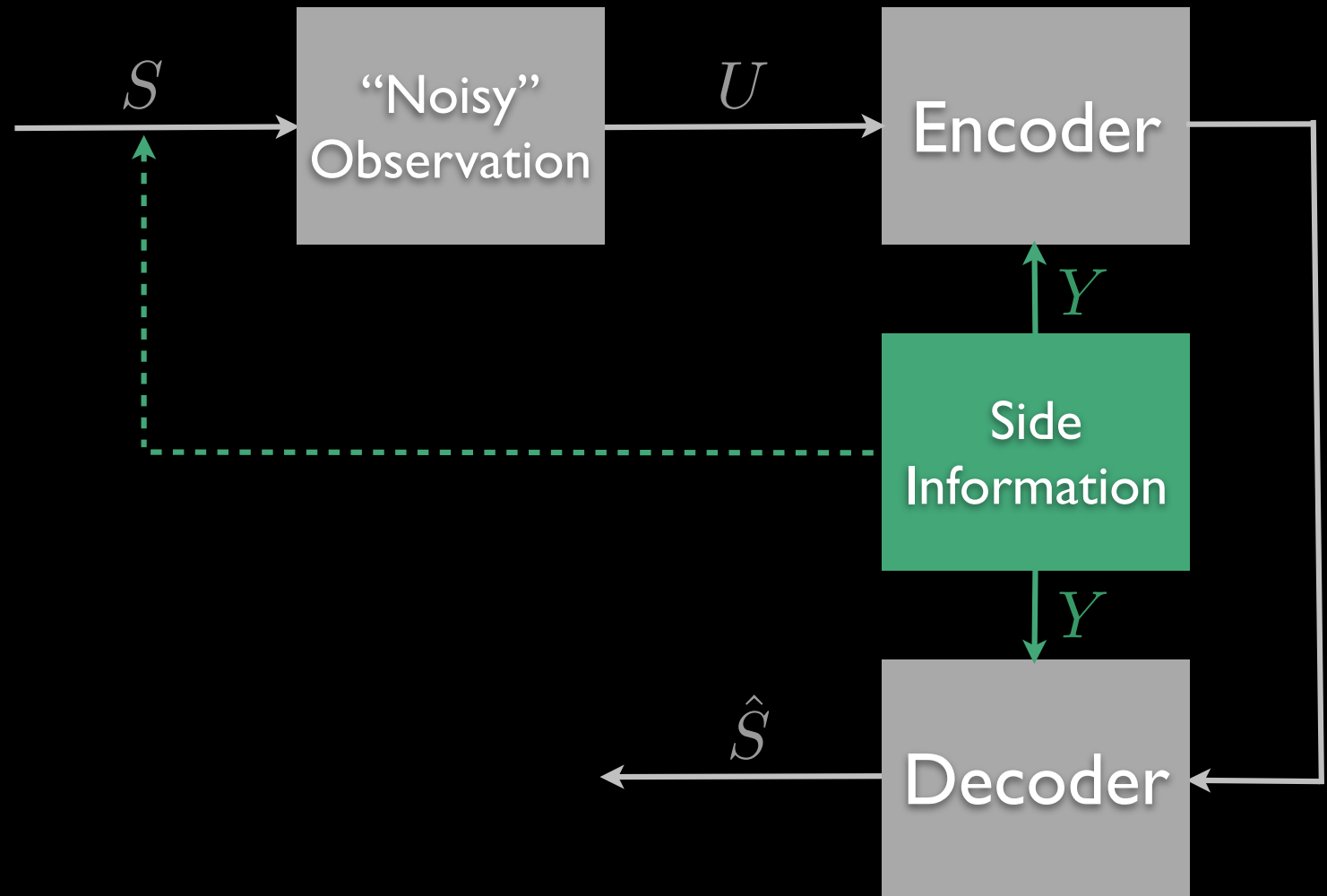
Side Information



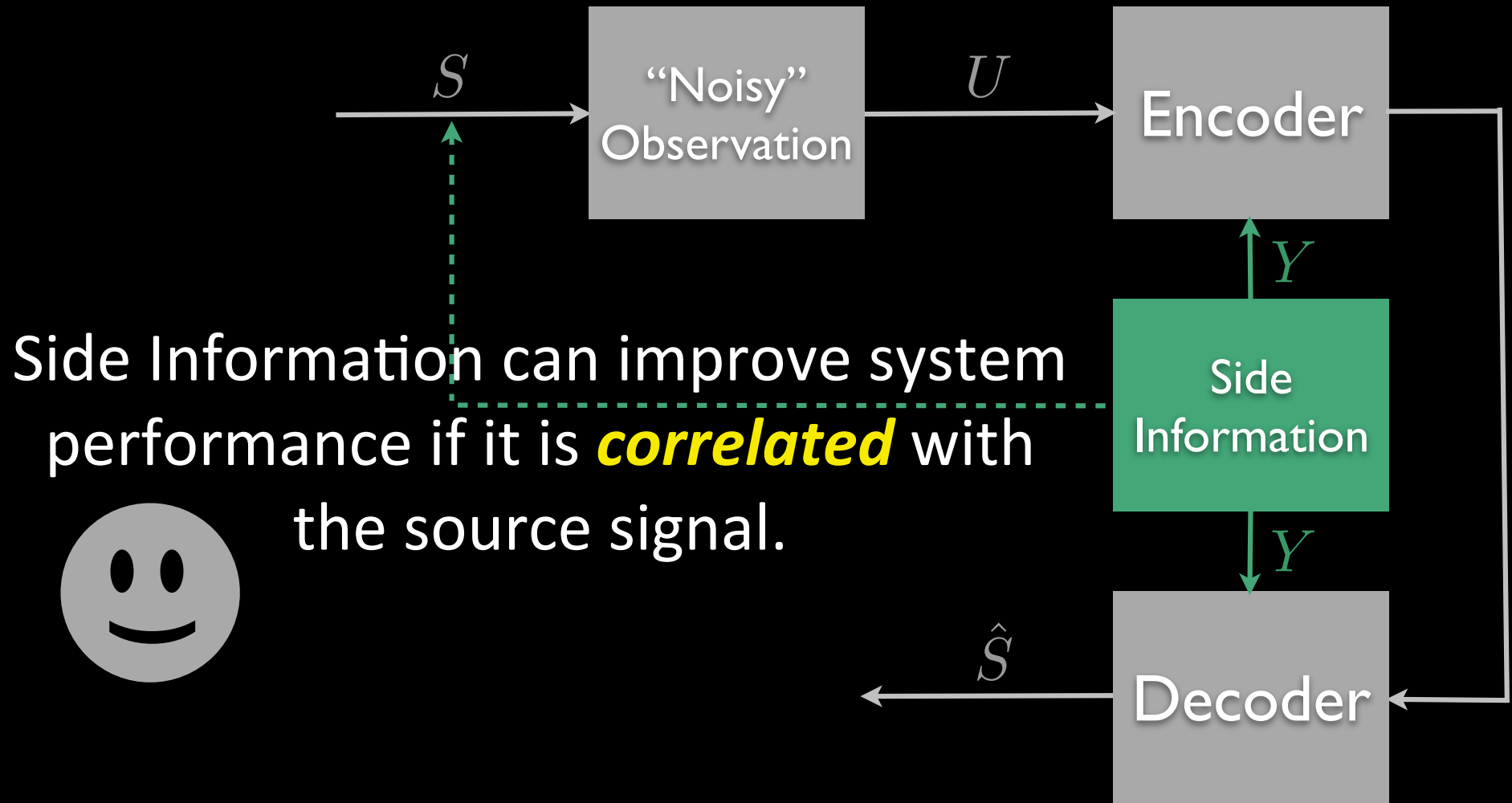
Side Information



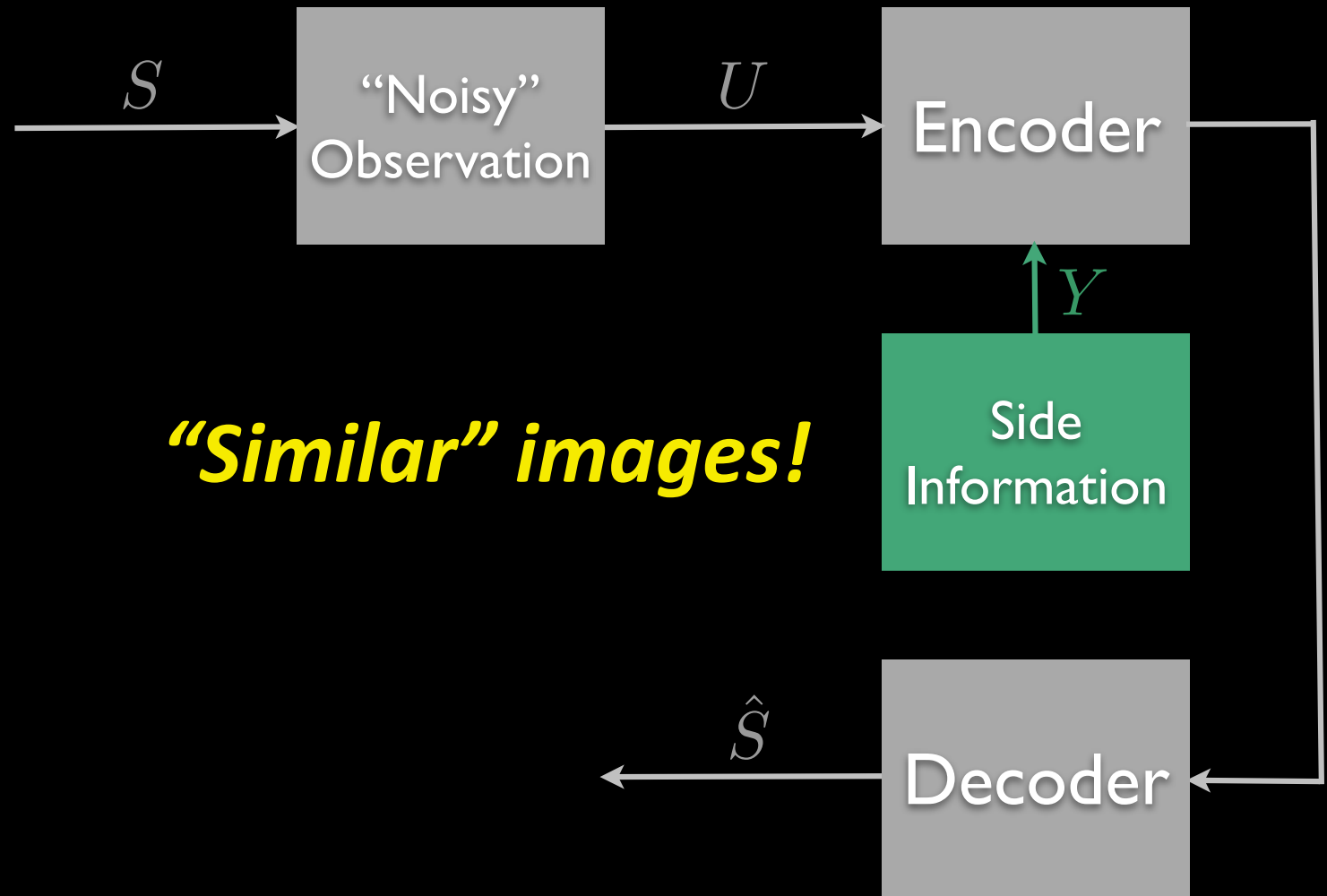
Side Information



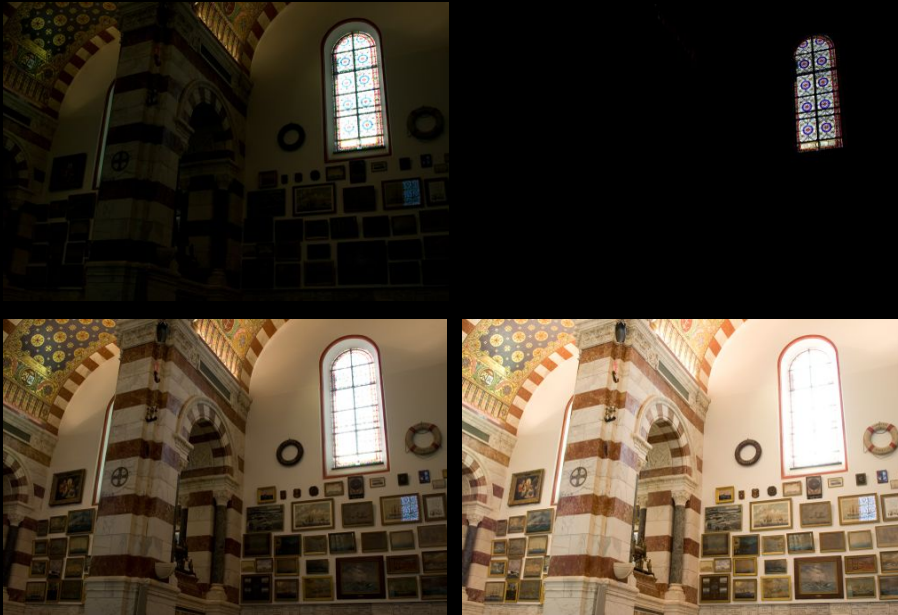
Side Information



Side Information



Multiple Exposures



Multiple exposures



High dynamic range rendering

Multiple Illuminations



Ambient Light



Flash



Flash/No Flash Composite

Multiple Time Instances

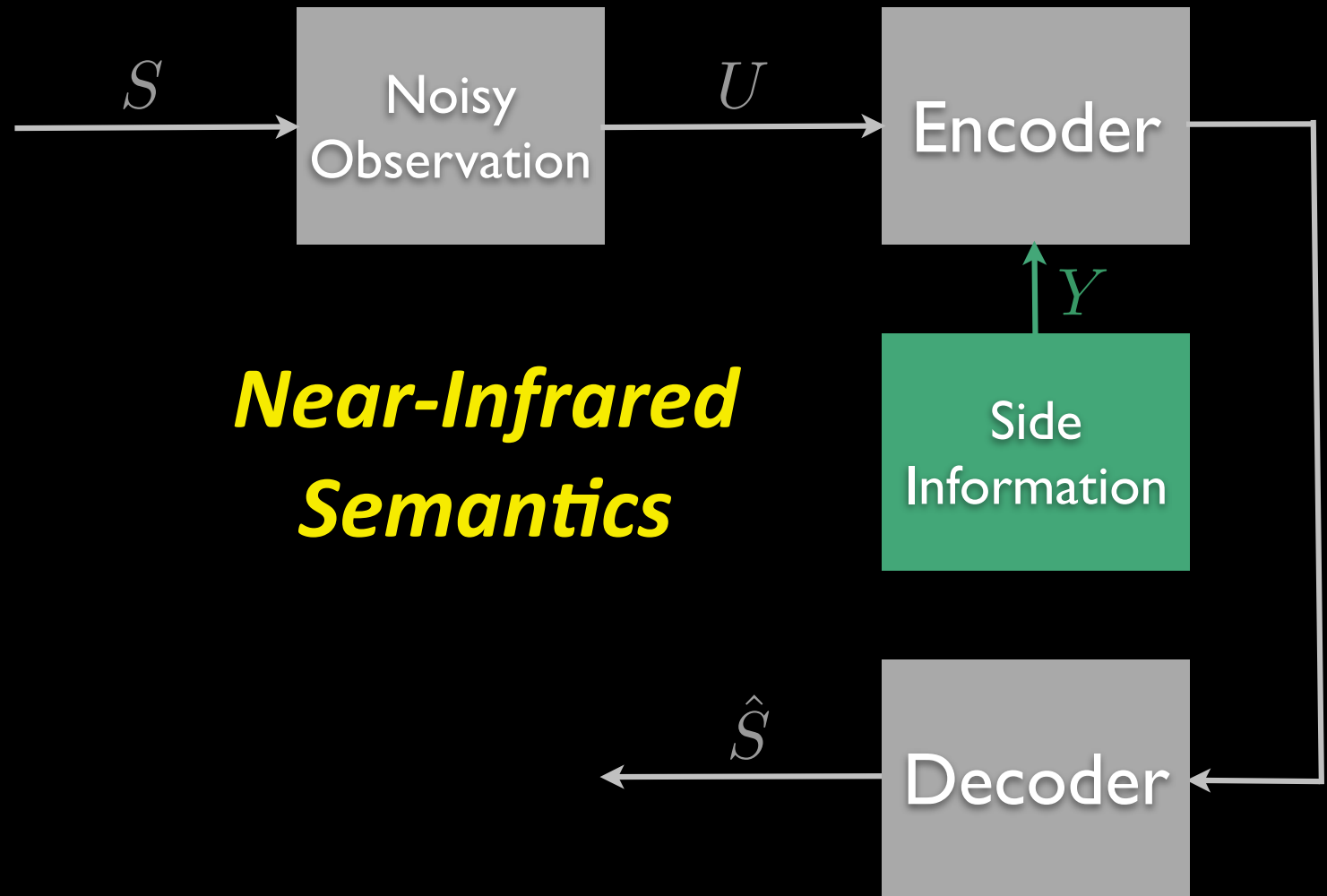


Multiple Exposures



“Good” Face Composite

Our Research



Multiple Spectra

Visible Spectrum

Near-Infrared

400 nm

700 nm

1100 nm



Visible (Red, Green, and Blue: RGB)

Multiple Spectra

Visible Spectrum

Near-Infrared

400 nm

700 nm

1100 nm



Visible (Red, Green, and Blue: RGB)



Near-infrared (NIR)

EPFL

= Ecole Polytechnique Fédéral de Lausanne

= Swiss Federal Institute of Technology, Lausanne



Normal view (RGB)...



Enhanced view (RGB+NIR)



Haze



Light scattering in the atmosphere produces haze
(Raleigh's law):

$$s_{\text{particle}} < \lambda/10 : \quad E_s \propto \frac{E_0}{\lambda^4}$$

Haze

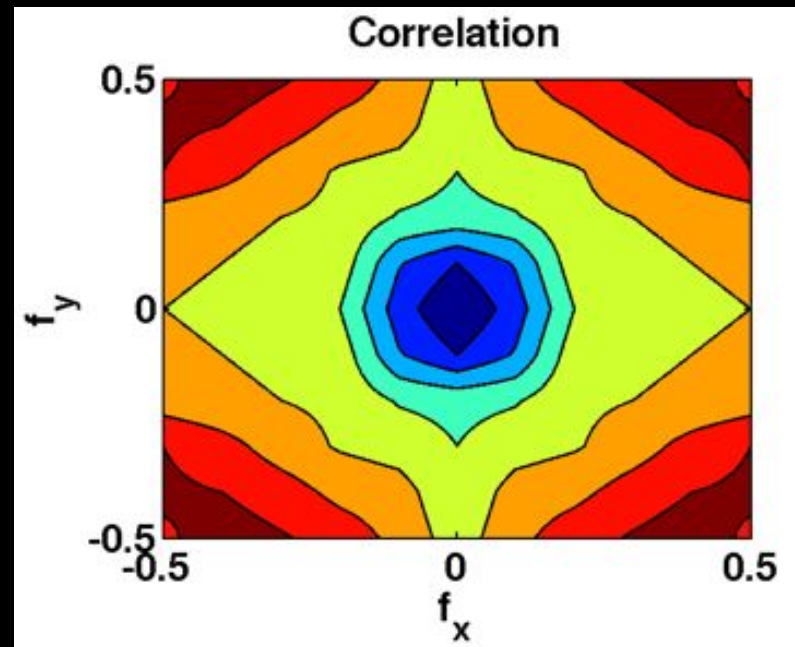
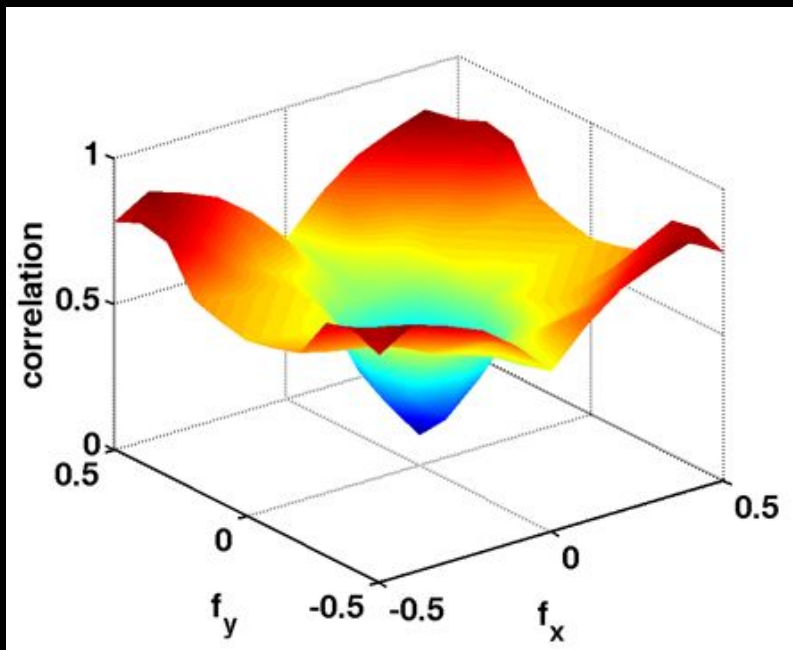


Light scattering in the atmosphere produces haze
(Raleigh's law):

$$s_{\text{particle}} < \lambda/10 : \quad E_s \propto \frac{E_0}{\lambda^4}$$

Intuition

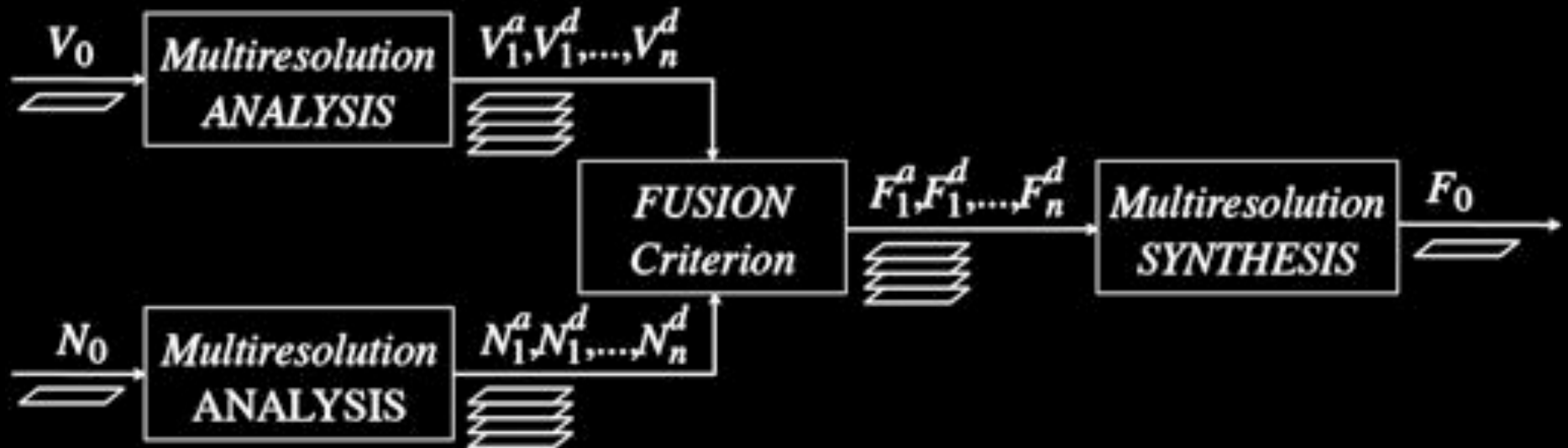
- The **high frequencies** of the visible image can be **exchanged** by the high frequencies of the NIR image.



Spectral-spatial correlation of 50 RGB/NIR image pairs

Algorithm

- Multi-resolution analysis and fusion of both visible luminance **V** and NIR intensities **N** (criterion: contrast):



- Analysis Criterion:
$$I_k^d = \frac{I_k^a - I_{k+1}^a}{I_{k+1}^a}$$

Synthesis

- Keep the visible low frequency information, and then retain the **highest contrast** from either the visible or the NIR image.

$$F_0 = V_n^a \prod_{k=1} (\max(V_k^d, N_k^d) + 1)$$

Results



Results



Original



Unsharp Masking

L. Schaul, C. Fredembach, and S. Süsstrunk, Color image de-hazing using the near-infrared, *IEEE International Conference on Image Processing (ICIP)*, 2009.

Results



Original



De-hazing using NIR

L. Schaul, C. Fredembach, and S. Süsstrunk, Color image de-hazing using the near-infrared, *IEEE International Conference on Image Processing (ICIP)*, 2009.

System Performance?



R. Fattal, Single image dehazing, *Proc. International Conference on Computer Graphics and Interactive Techniques*, 2008.

K. He, J. Sun, and X. Tang, Single image haze removal using dark channel prior, *Proc. IEEE Conference on Computer Vision and Pattern Recognition*, 2009.

System Performance



R. Fattal, Single image dehazing, *Proc. International Conference on Computer Graphics and Interactive Techniques*, 2008.

K. He, J. Sun, and X. Tang, Single image haze removal using dark channel prior, *Proc. IEEE Conference on Computer Vision and Pattern Recognition*, 2009.

Material Absorption/Reflectances

- NIR radiation has different light scattering and **absorption/ reflection** behavior than visible light.

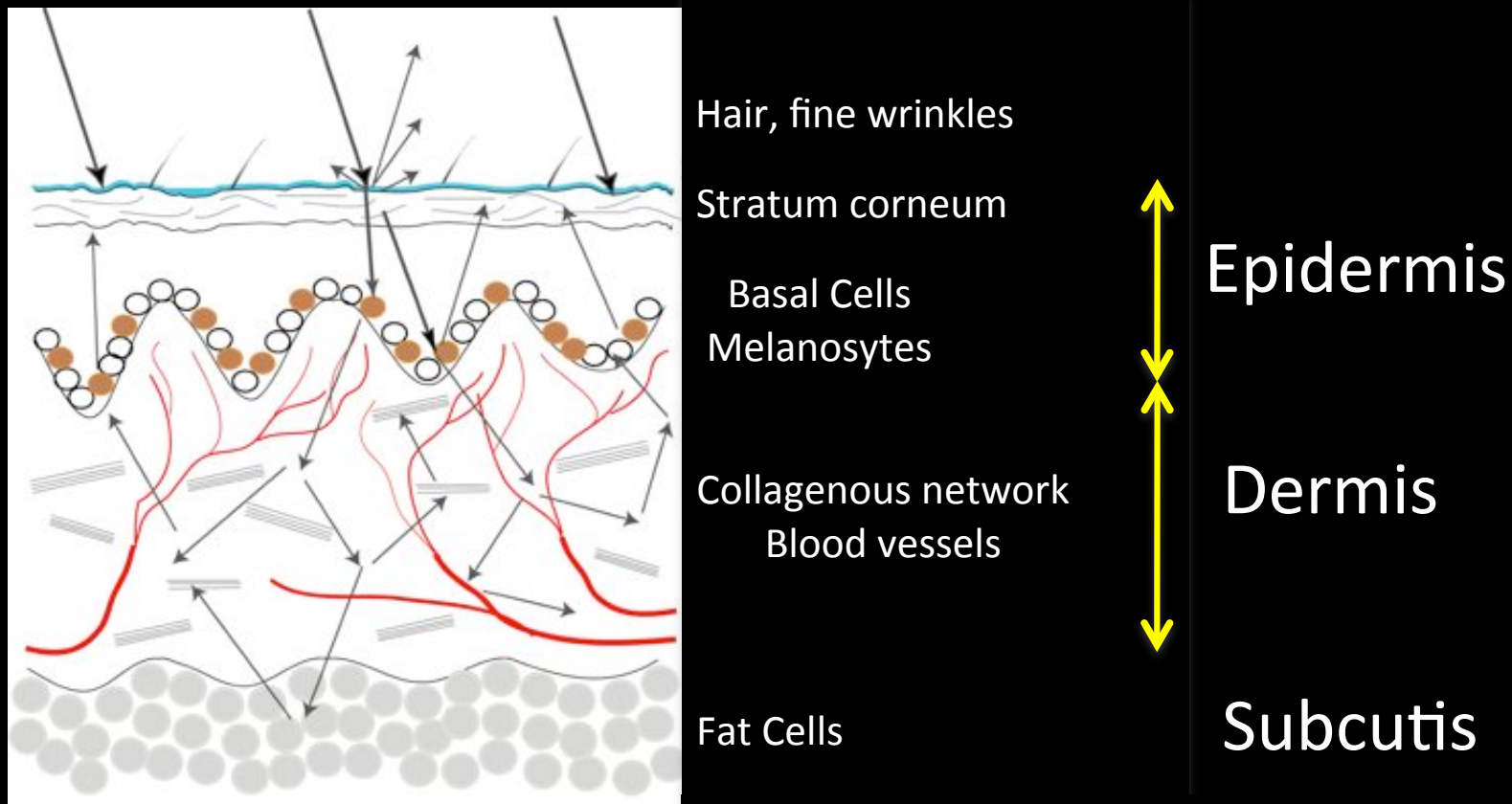


Yellow Arrow: same color in RGB, different intensity in NIR

Green Arrow: different colors in RGB, same intensity in NIR

Penetration of radiation in skin

- **Absorption** and **scattering** are inversely proportional to wavelength.



Intuition

- If NIR penetrates deeper into skin, then **surface** imperfections are **less** visible.



Intuition

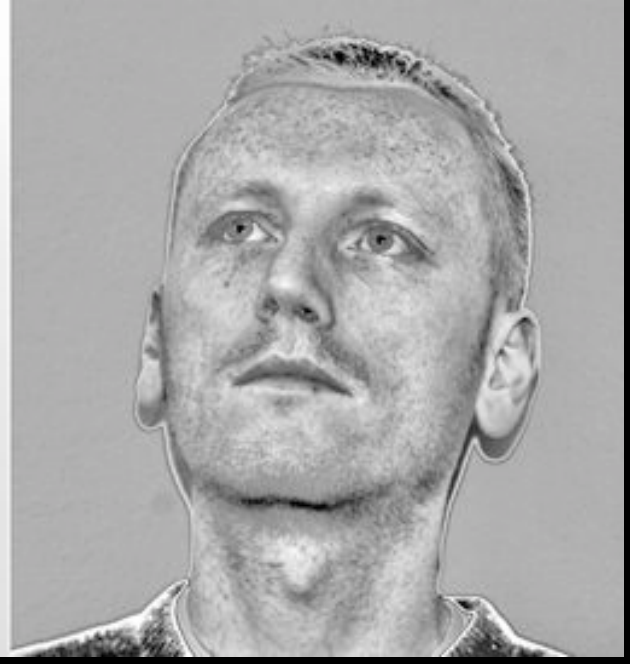
- Unwanted skin imperfections (freckles, pores, warts, wrinkles) are usually *small*.



Original

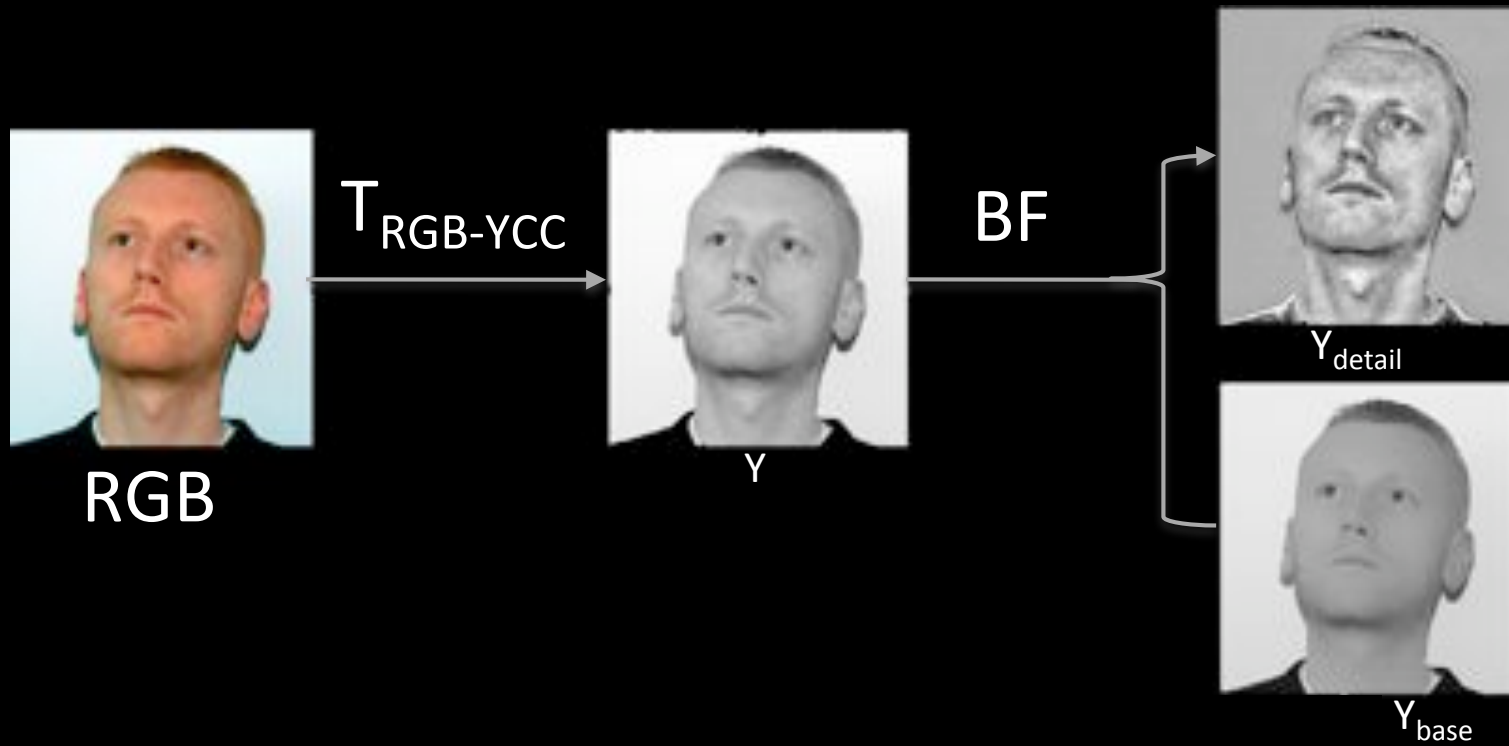


Base



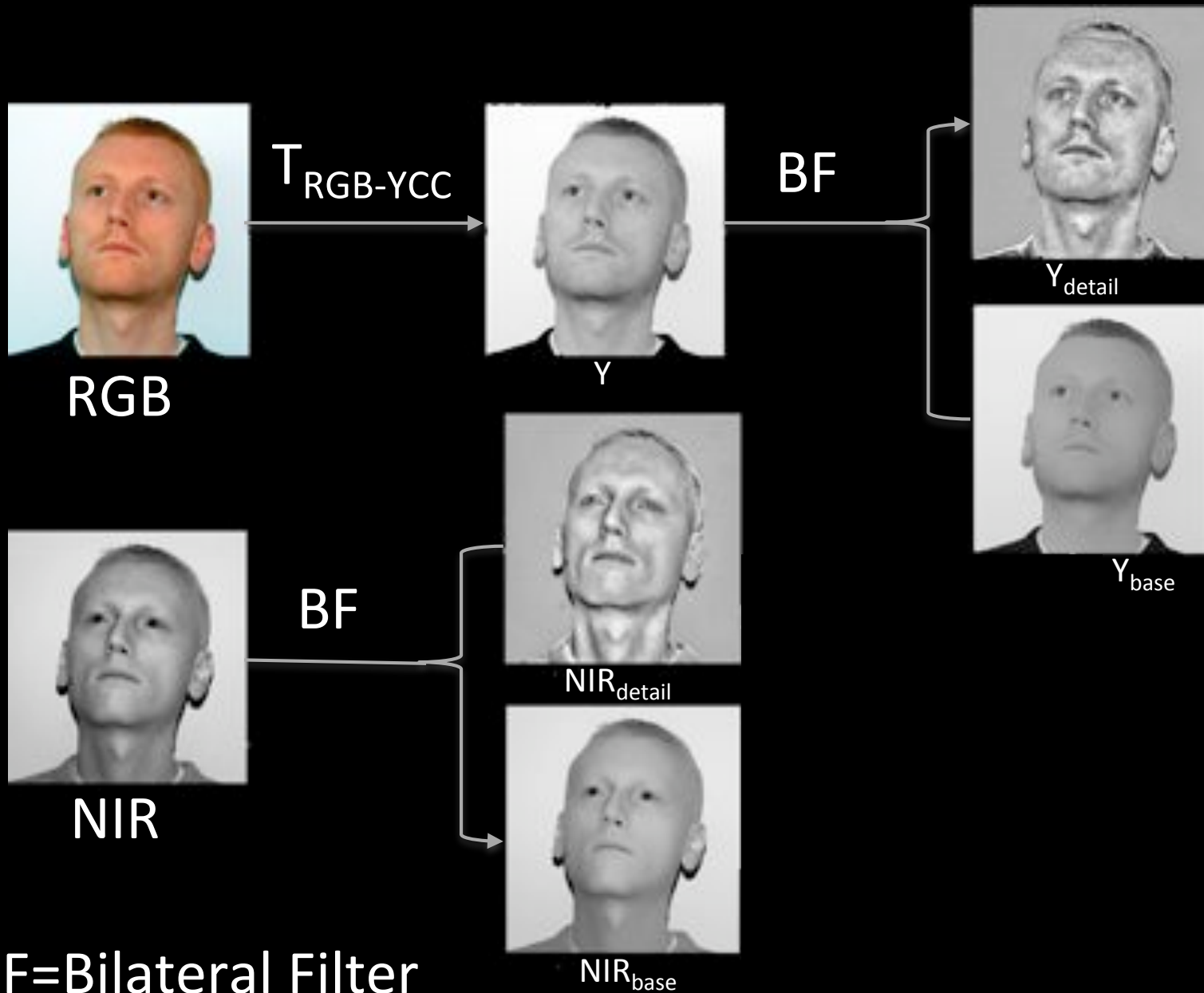
Detail

Algorithm

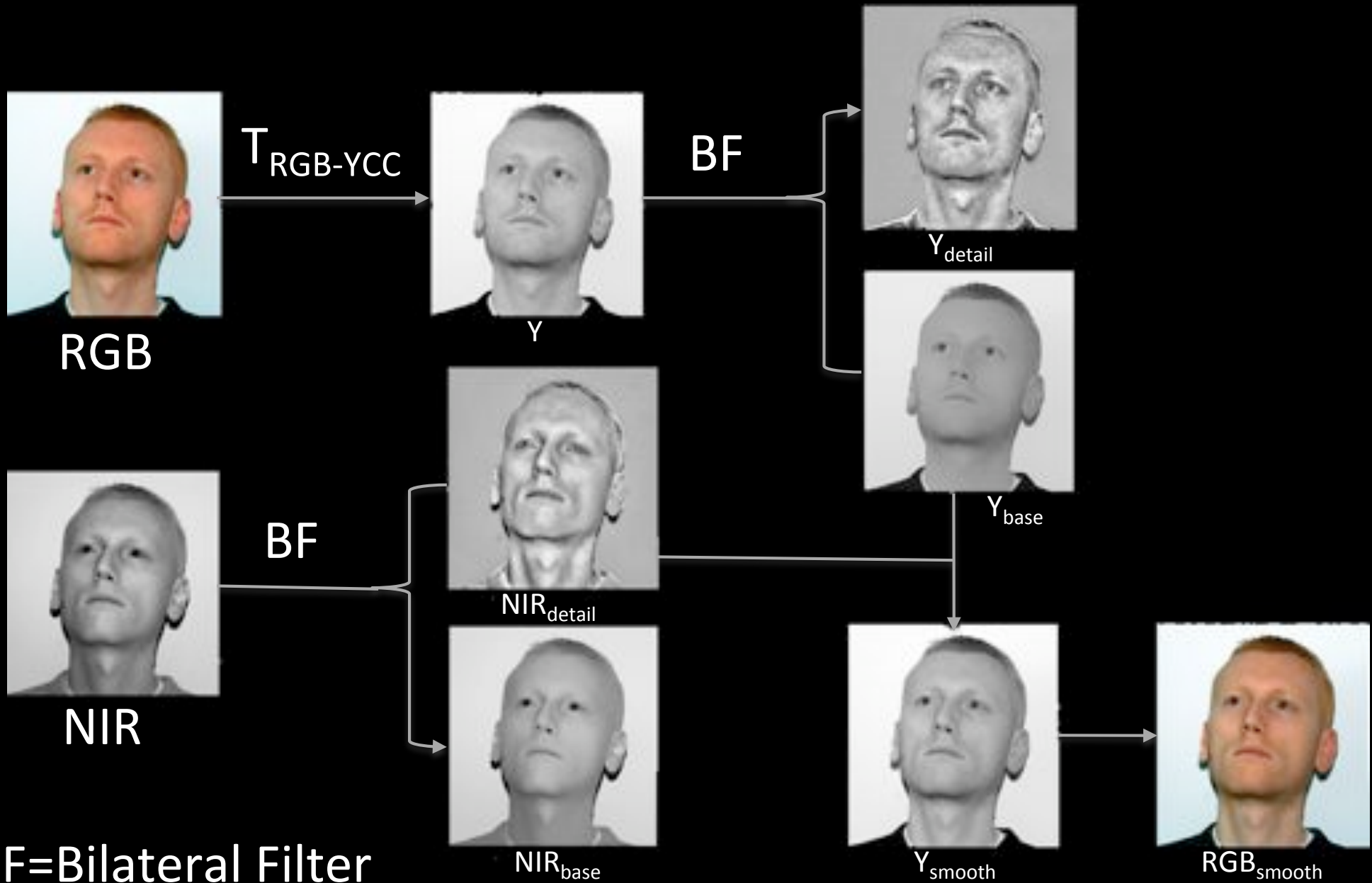


BF=Bilateral Filter

Algorithm



Algorithm



Skin Smoothing



Visible

C. Fredembach, N. Barbuscia, and S. Süsstrunk, Combining visible and near-infrared images for realistic skin smoothing, *IS&T/SID 17th Color Imaging Conference*, 2009.

Skin Smoothing



Visible



NIR

C. Fredembach, N. Barbuscia, and S. Süsstrunk, Combining visible and near-infrared images for realistic skin smoothing, *IS&T/SID 17th Color Imaging Conference*, 2009.

Skin Smoothing



Visible



NIR



Visible + NIR

C. Fredembach, N. Barbuscia, and S. Süsstrunk, Combining visible and near-infrared images for realistic skin smoothing, *IS&T/SID 17th Color Imaging Conference*, 2009.

Skin Smoothing



C. Fredembach, N. Barbuscia, and S. Ssstrunk, Combining visible and near-infrared images for realistic skin smoothing, *IS&T/SID 17th Color Imaging Conference*, 2009.

System Performance?



S. Süsstrunk, C. Fredembach, and D. Tamburrino, Automatic skin enhancement with visible and near-infrared image fusion, *ACM Multimedia*, 2010. **Best Demo Award.**

Camera Museum in Vevey

Visible



Preference: 26.6% (2,331)

Visible + NIR



Preference: 73.4% (6,424)

Color Constancy



Overcast Sky
Estimated Color Temperature:
7500K



Sunny Day
Estimated Color Temperature:
5000K



Incandescent Lamp
Estimated Color Temperature:
3000K



Shadow Detection



Visible

NIR

Binary Shadow Mask

D. Rüfenacht, C. Fredembach, and S. Süsstrunk, "Automatic and Accurate Shadow Detection Using Near-infrared Information," submitted to *IEEE Transactions on Pattern Recognition and Machine Intelligence*, 2013.

Comparison with visible only



Visible + NIR



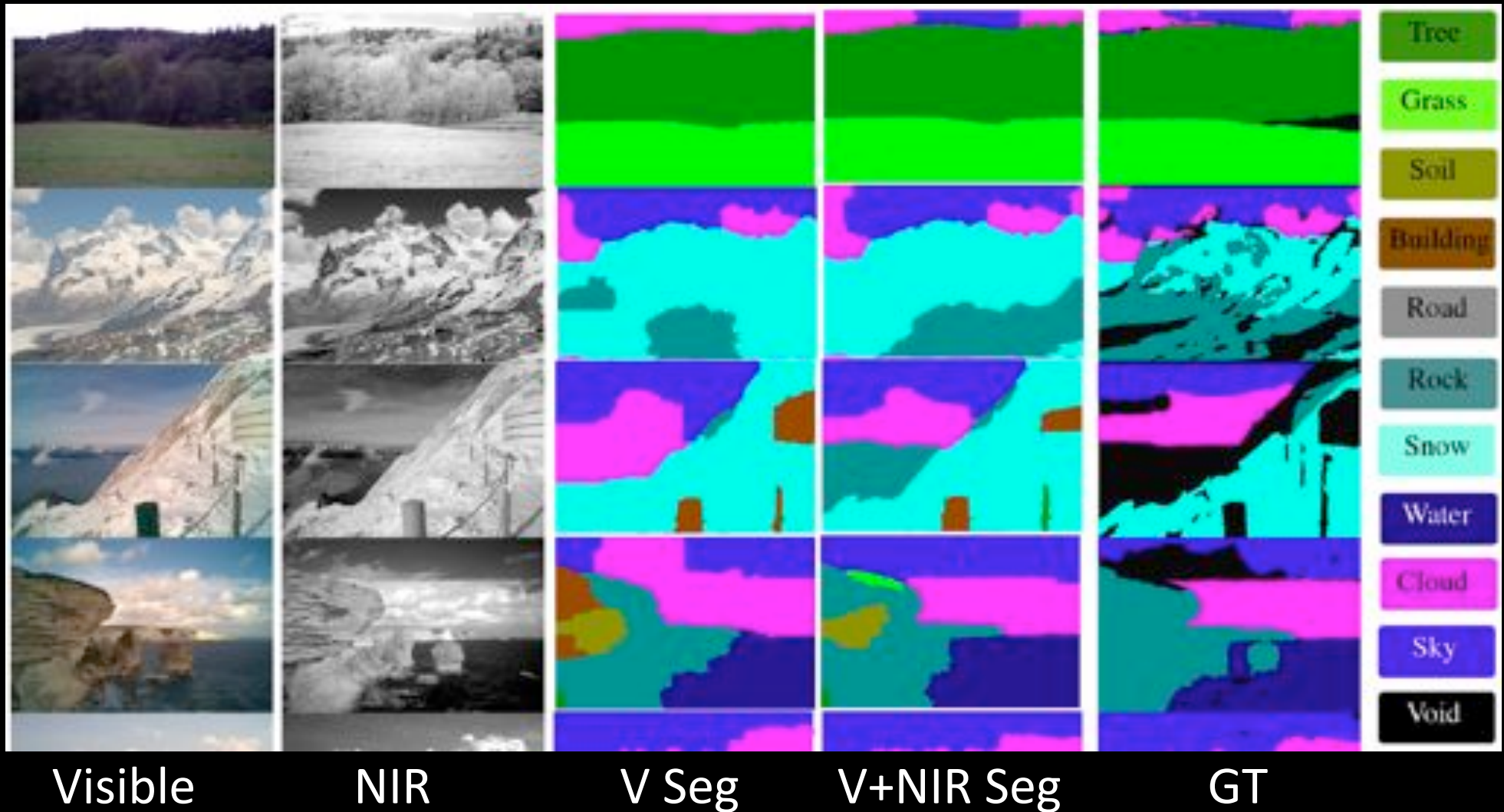
Visible Only

Image Database (477 RGB+NIR)



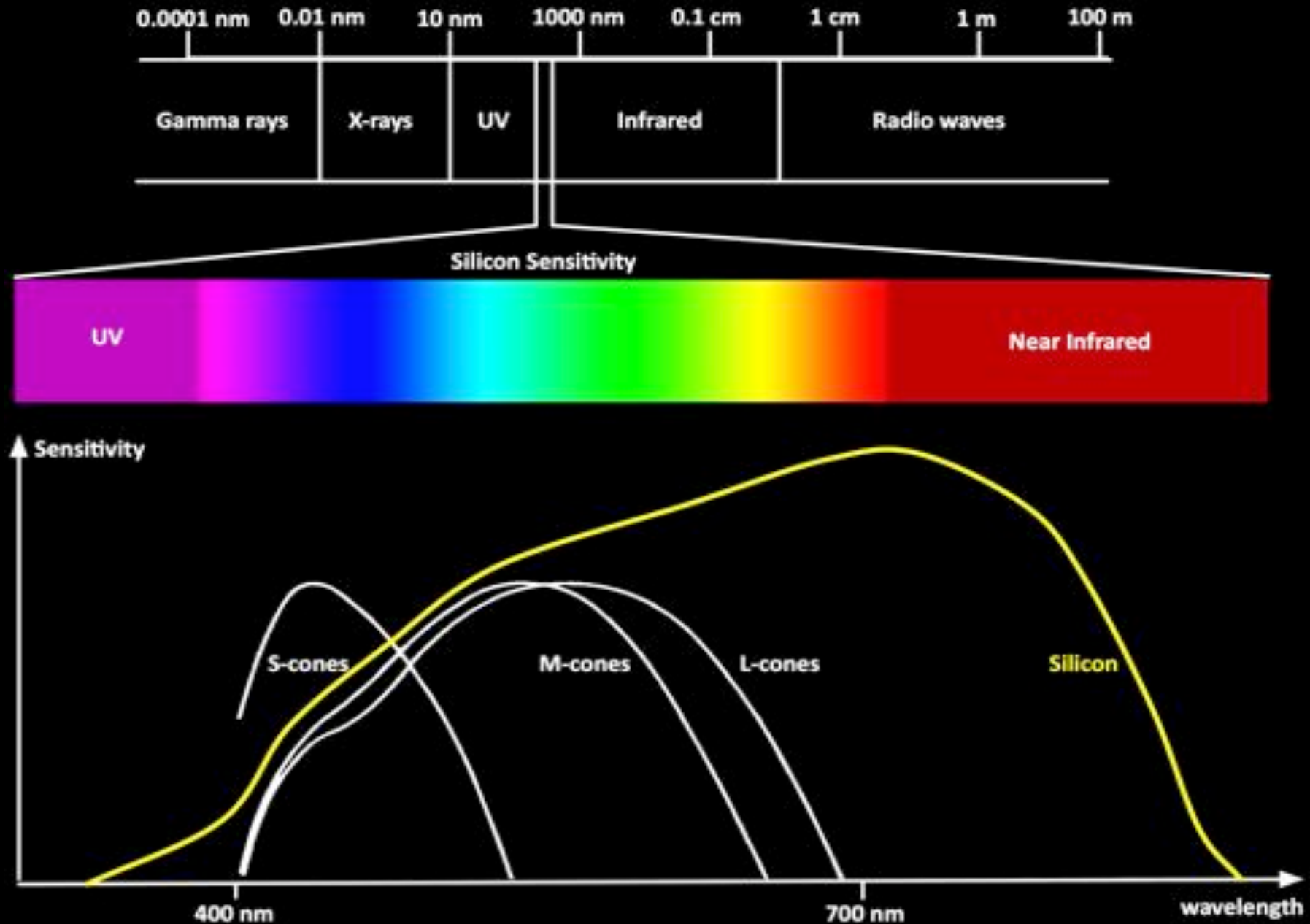
M. Brown and S. Süsstrunk, Multi-spectral SIFT for Scene Category Recognition, *CVPR* 2011.

Semantic Image Segmentation

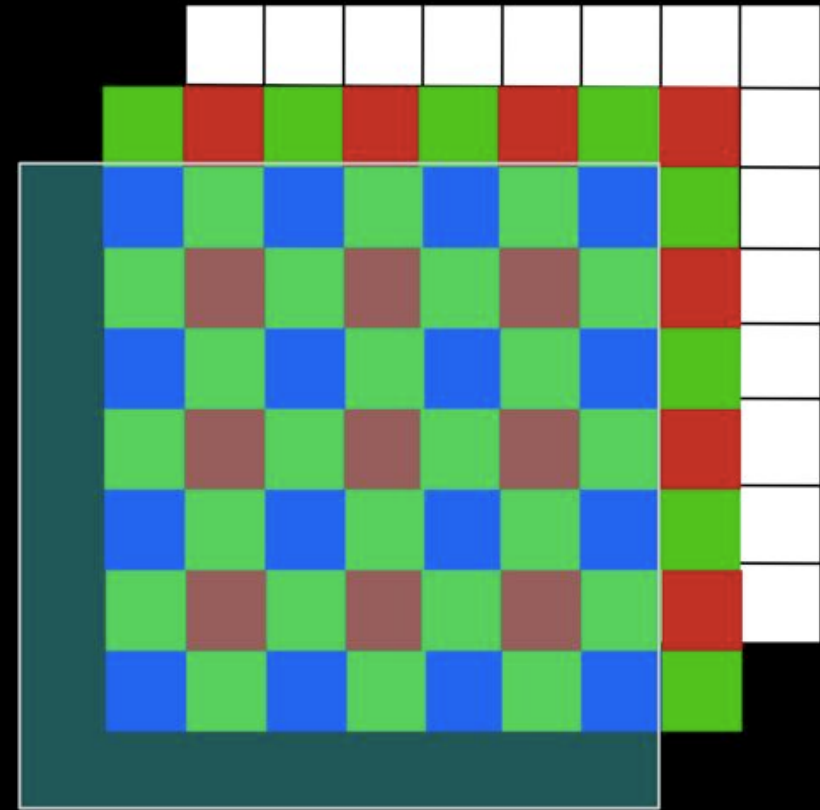
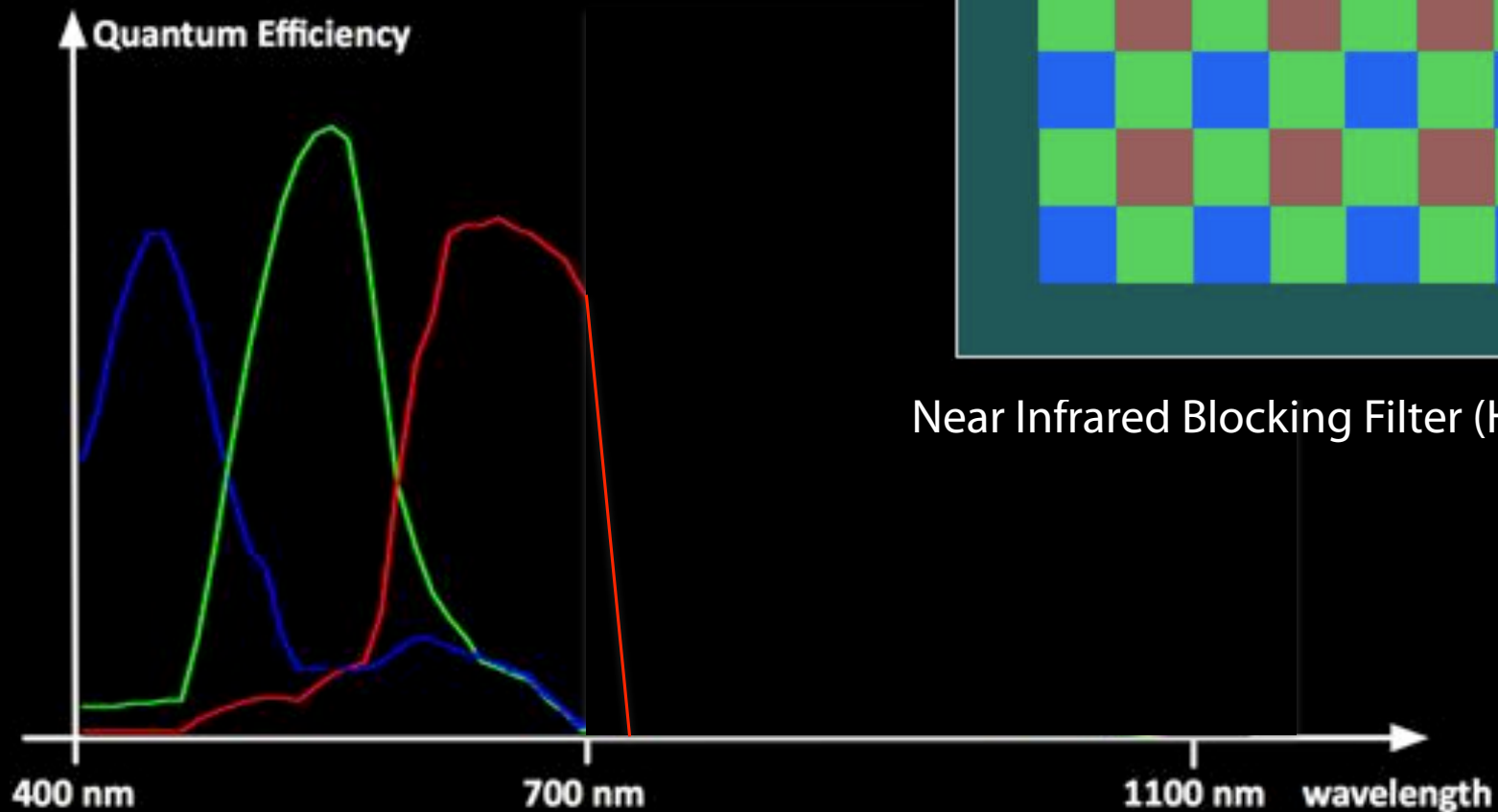


N. Salamati, D. Larlus, G. Csurka, and S. Ssstrunk, Semantic Image Segmentation Using Visible and Near-Infrared Channels, in *ECCV's 4th Color and Photometry in Computer Vision Workshop* (2012).

Why Near-Infrared?

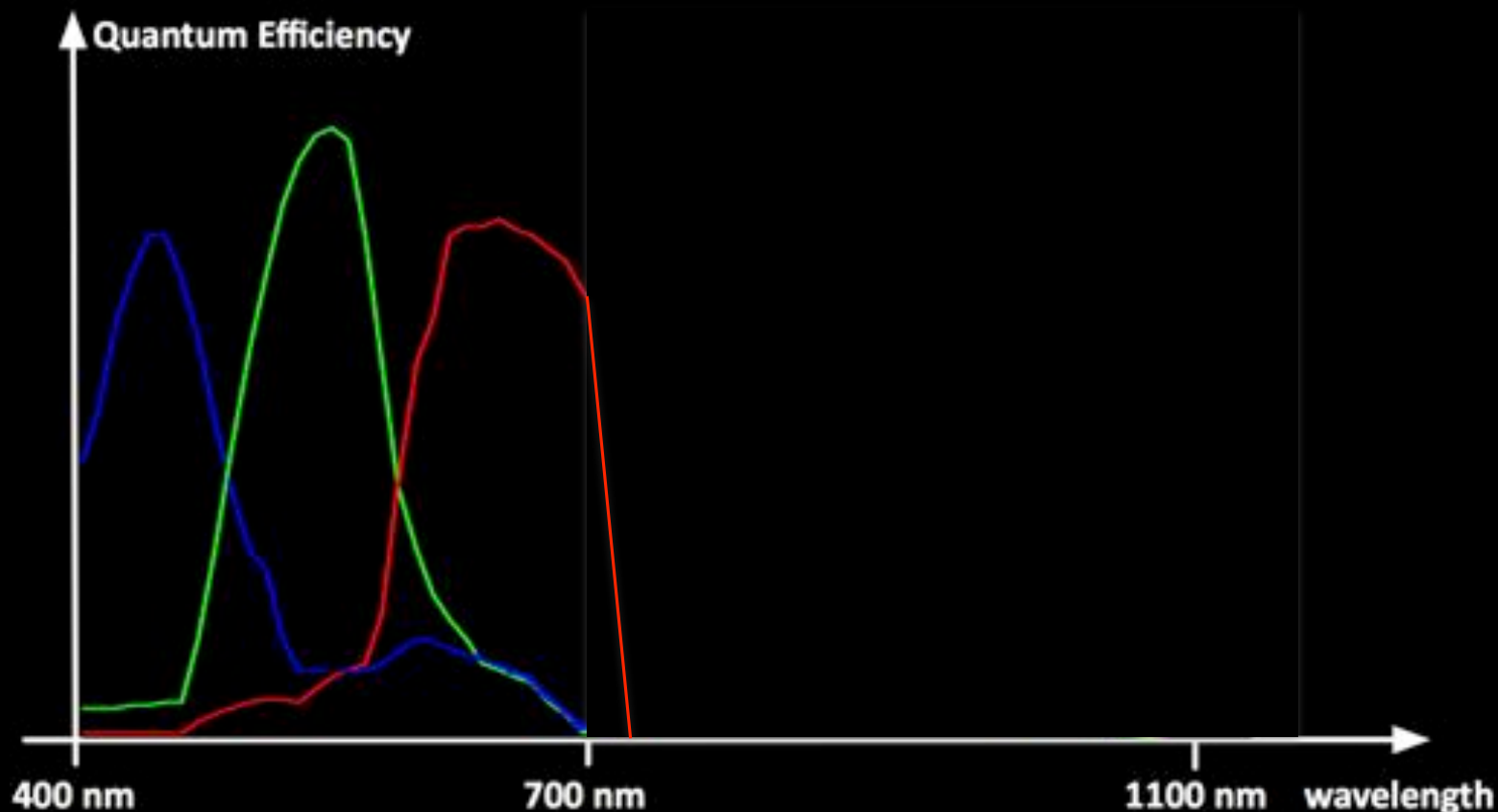


Camera Design



Near Infrared Blocking Filter (Hot Mirror)

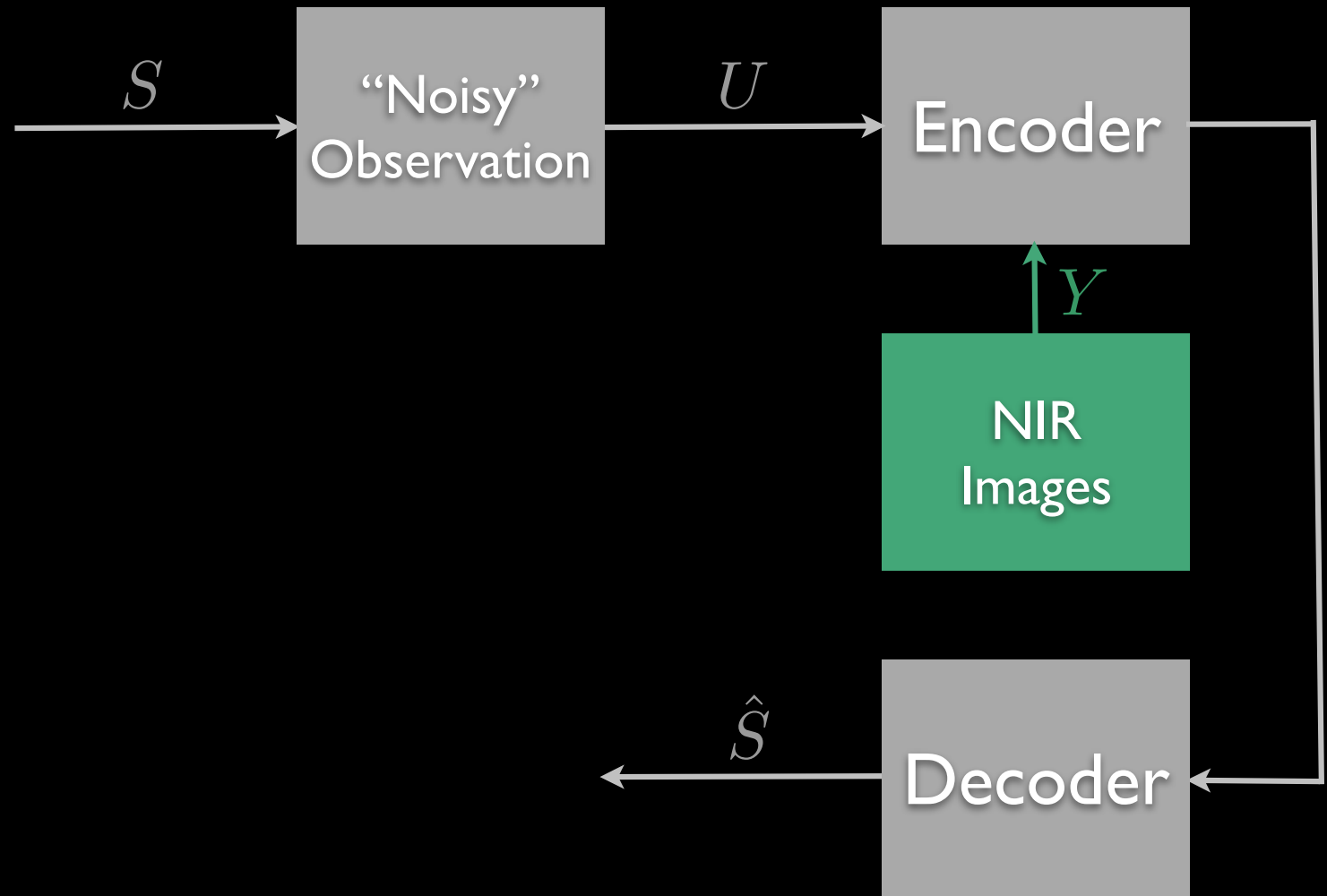
All digital cameras are inherently sensitive to NIR...



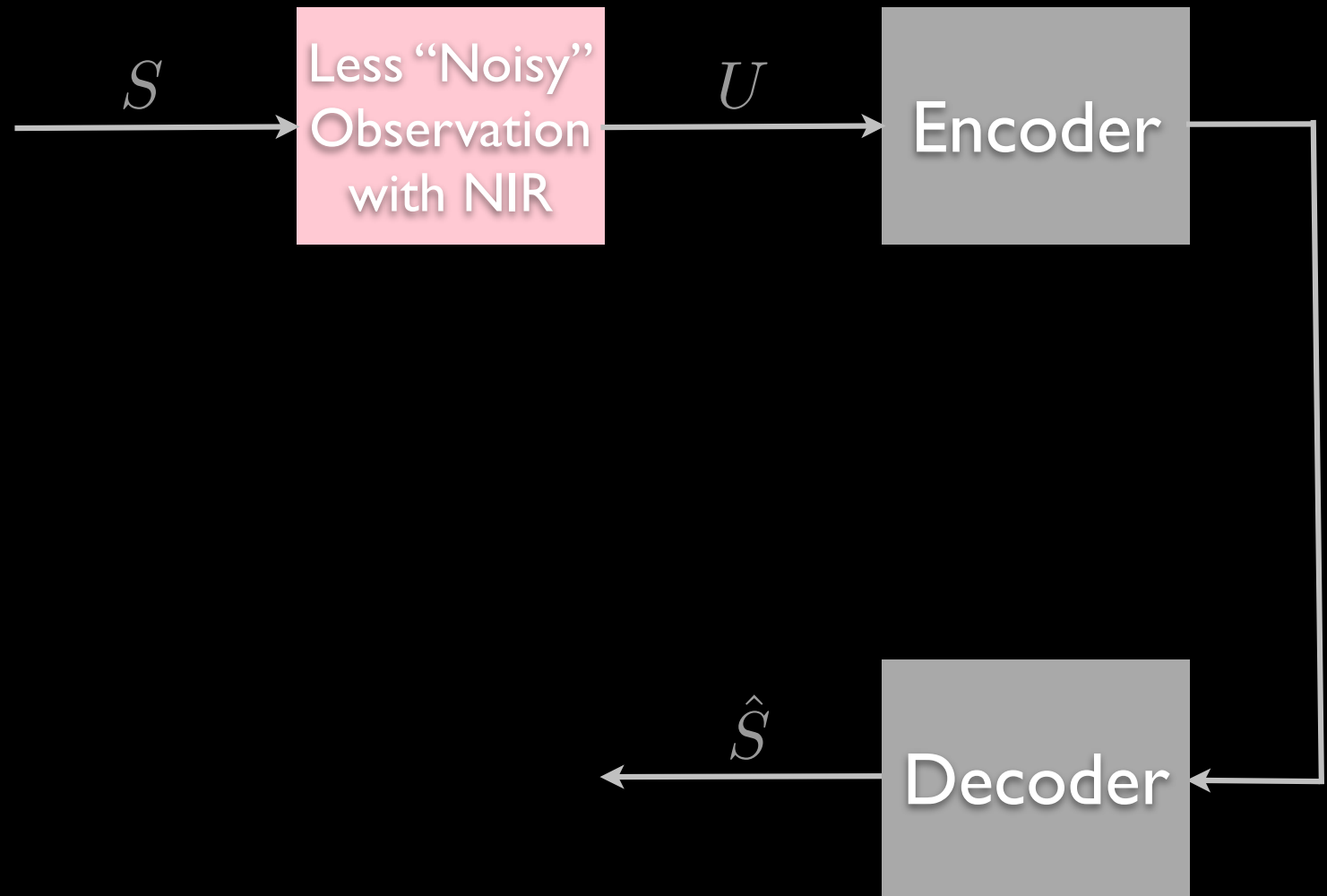
All digital cameras are inherently sensitive to NIR...



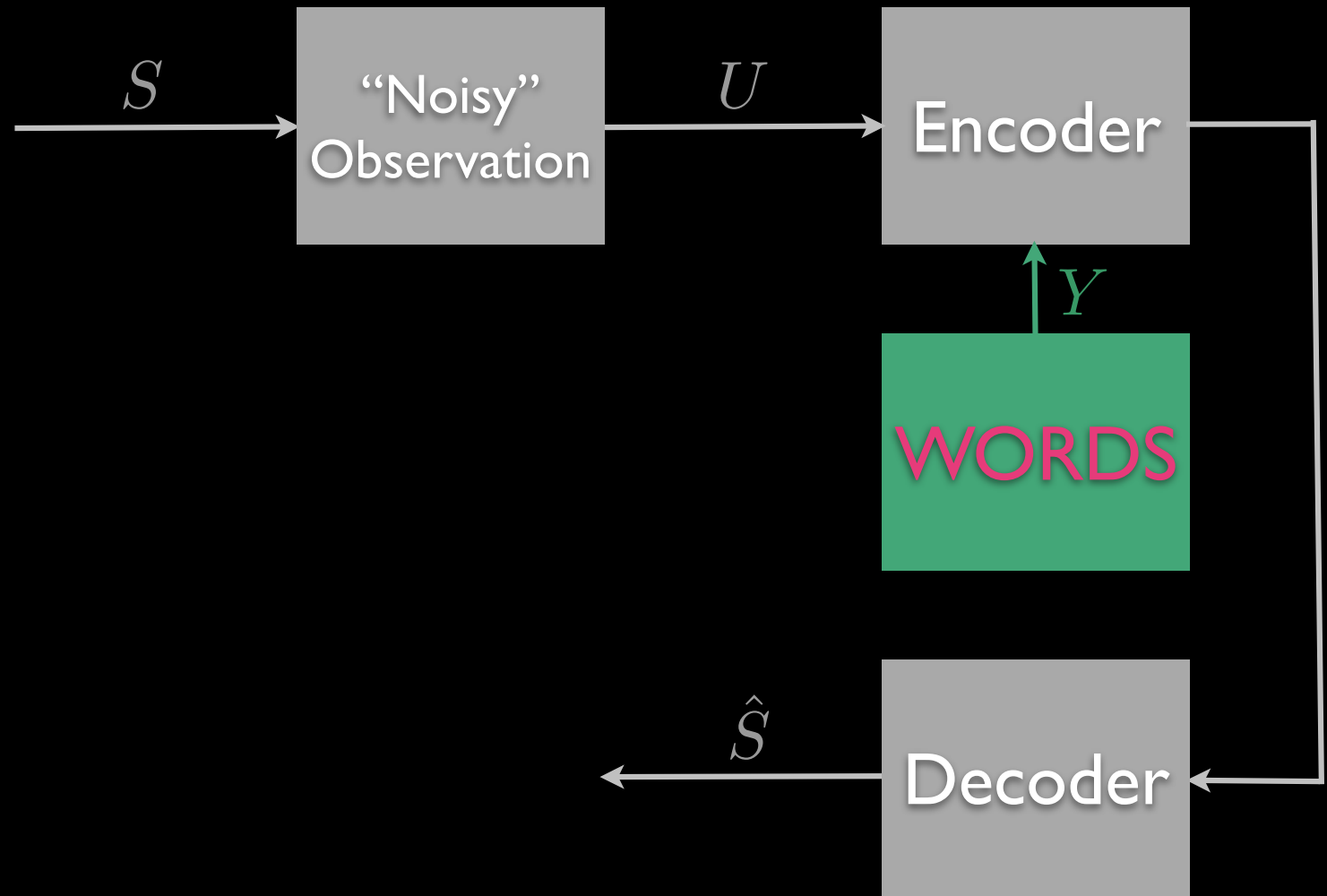
Side Information



RGBN Camera



Semantics



Which image do you like better?



sand

sunset

Which image do you like better?



dark



snow

Image rendering depends on **context**

Camera Modes

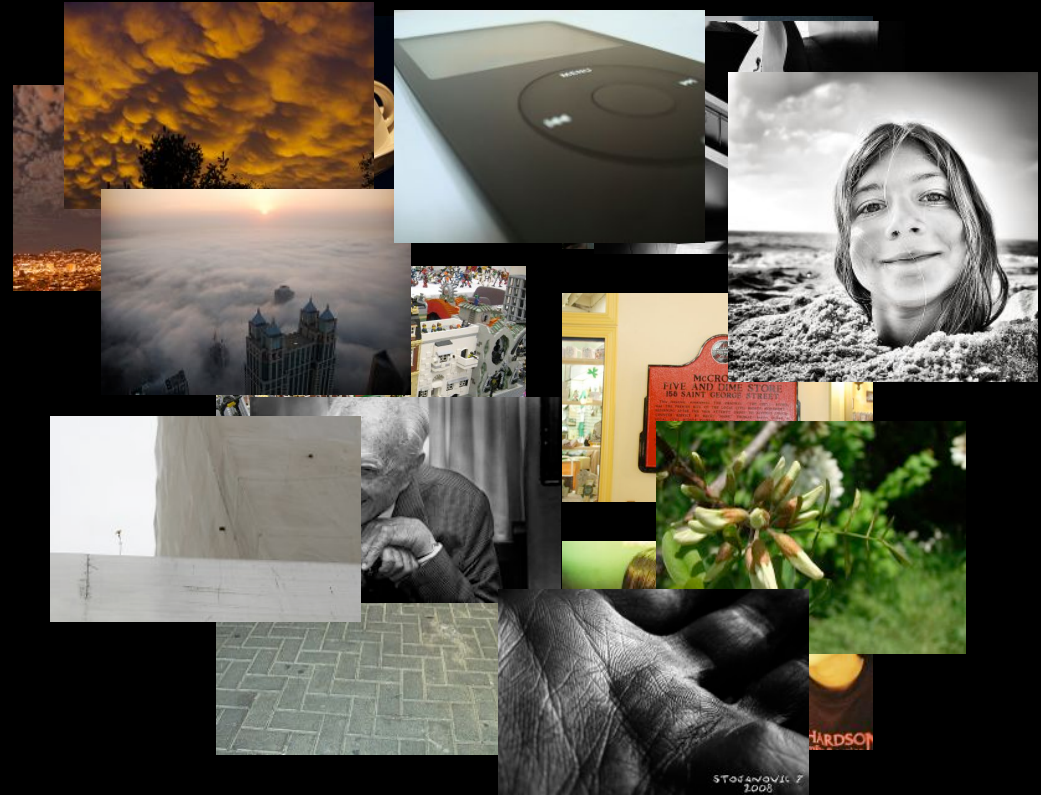
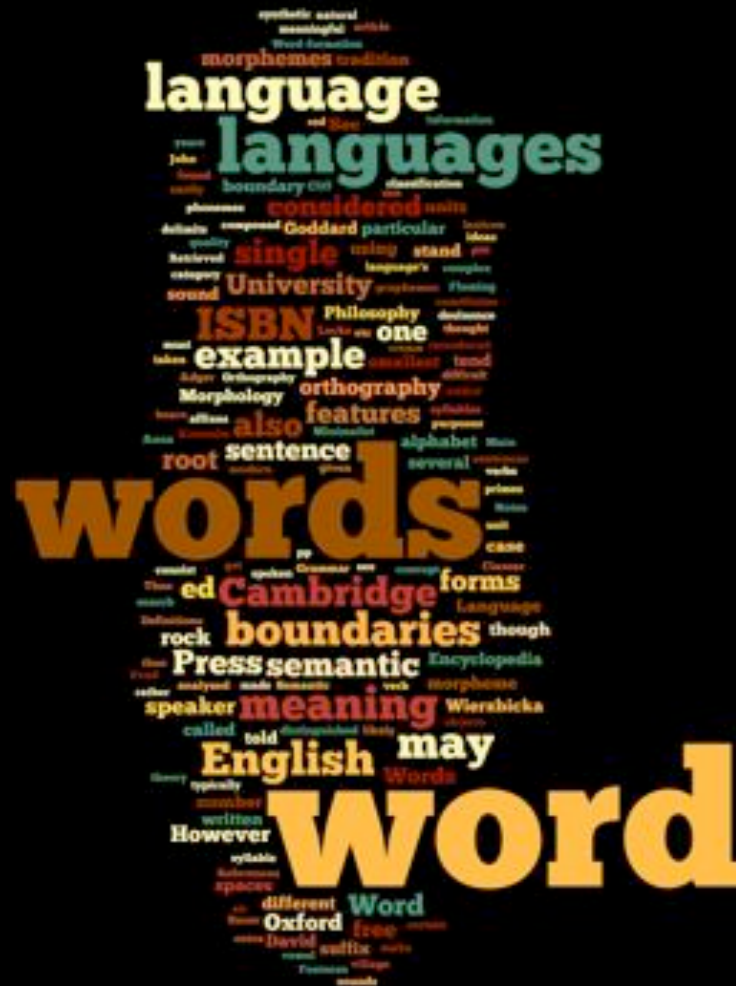


“automatic” mode



“foilage” mode

Correlation?



How do we link image characteristics with words?

Wordl of the wikipedia page “word”

Image Database

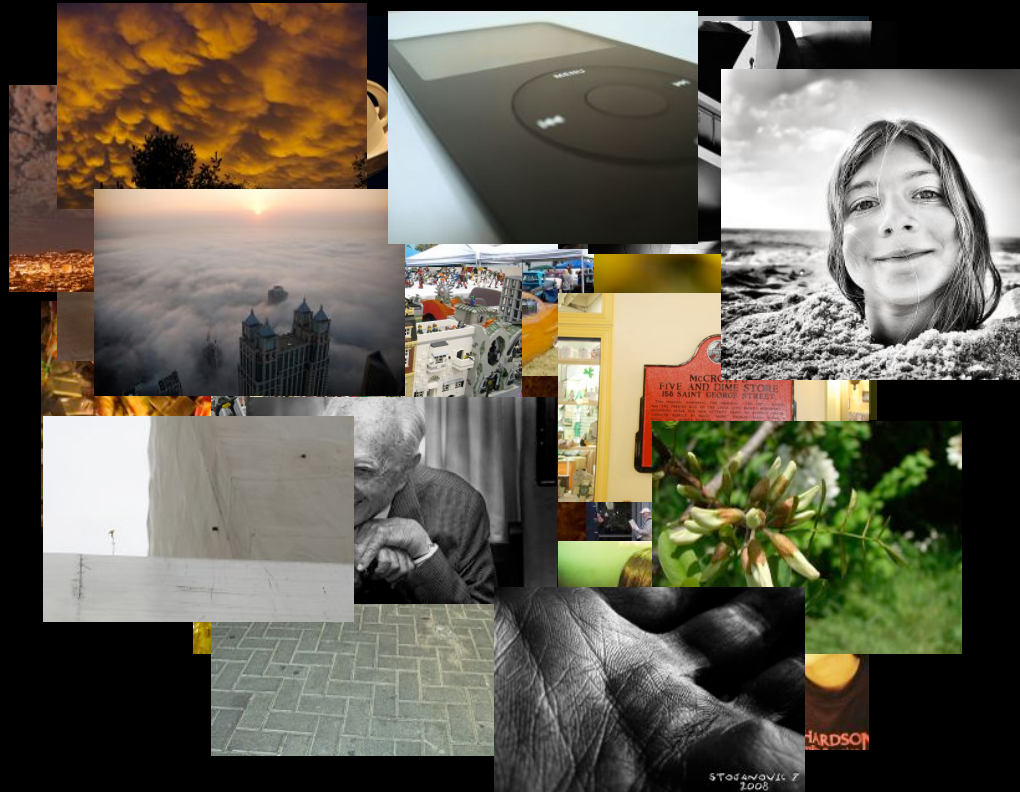
- MIR Flickr database, 1 Million annotated images.
- Selection based on Flickr's "interestingness" score.
- 1 MegaPixel, assume sRGB.



gold, oregoncoast, fortstevens, astoria, outside, lightroom, sigma, 1020mm, nikon, d40, diamondclassphotographer, grass, yellow, blue, sky, clouds, singlecloud, color, saturated, happy, field

Statistical Framework

gold



1M images 986,188 keywords

Statistical Framework

gold



stevewhis (cc)



laura.bell (cc)



paige_eliz (cc)



Arty Smokes (cc)

4

gold



TW Collins (cc)



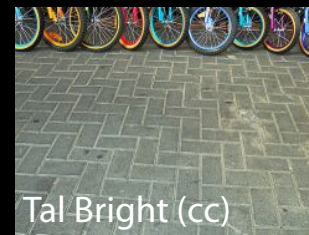
raketentim (cc)



Dunehaser (cc)



golfride (cc)



Tal Bright (cc)

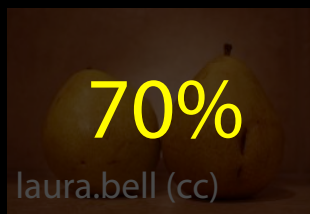
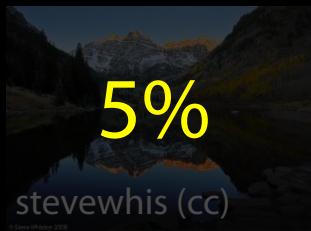


10863752@N00 (cc)

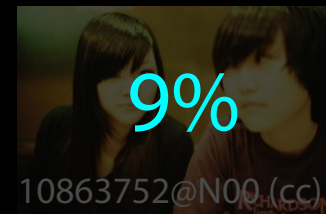
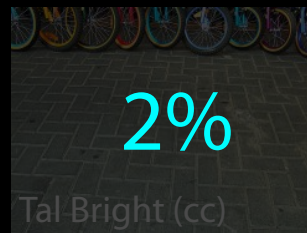
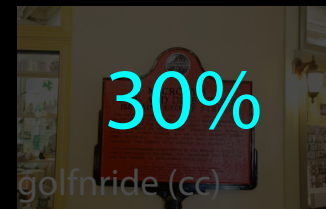
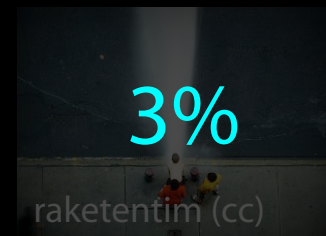
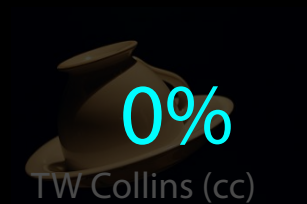
6

Statistical Framework

gold



gold



percentage of yellow pixels

Statistical Framework

sorted list: 0% 2% 3% 5% 8% 9% 10% 30% 70% 90%

rank index: 1 2 3 4 5 6 7 8 9 10

ranksum: $T = 4 + 7 + 9 + 10 = 30$

Mann-Whitney-Wilcoxon ranksum test

$$\mu_T = \frac{n_w(n_w + n_{\overline{w}} + 1)}{2}$$

$$\sigma_T^2 = \frac{n_w n_{\overline{w}}(n_w + n_{\overline{w}} + 1)}{12}$$

$n_w, n_{\overline{w}}$ cardinalities
of both sets

$$z = \frac{T - \mu_T}{\sigma_T} = \frac{30 - 22}{4.69} \approx 1.71$$

Statistical Framework

sorted list: 0% 2% 3% 5% 8% 9% 10% 30% 70% 90%

rank index: 1 2 3 4 5 6 7 8 9 10

ranksum: $T = 4 + 7 + 9 + 10 = 30$

Mann-Whitney-Wilcoxon ranksum test

$$\mu_T = \frac{n_w(n_w + n_{\overline{w}} + 1)}{2}$$

$$\sigma_T^2 = \frac{n_w n_{\overline{w}} (n_w + n_{\overline{w}} + 1)}{12}$$

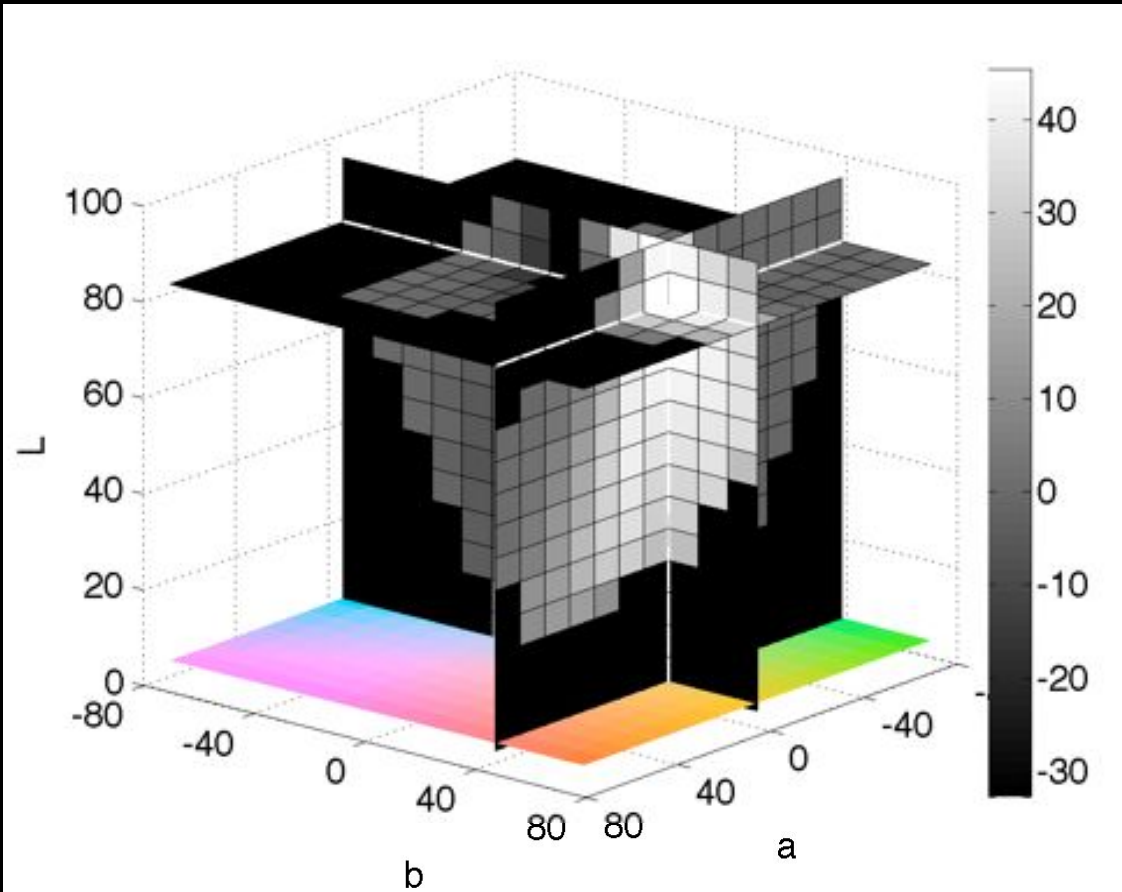
$n_w, n_{\overline{w}}$ cardinalities
of both sets

$$z = \frac{T - \mu_T}{\sigma_T} = \frac{30 - 22}{4.69} \approx 1.71$$

$z > 0 \rightarrow$ significantly more yellow pixels in *gold* images.

$\mathcal{Z}$ Distribution

gold

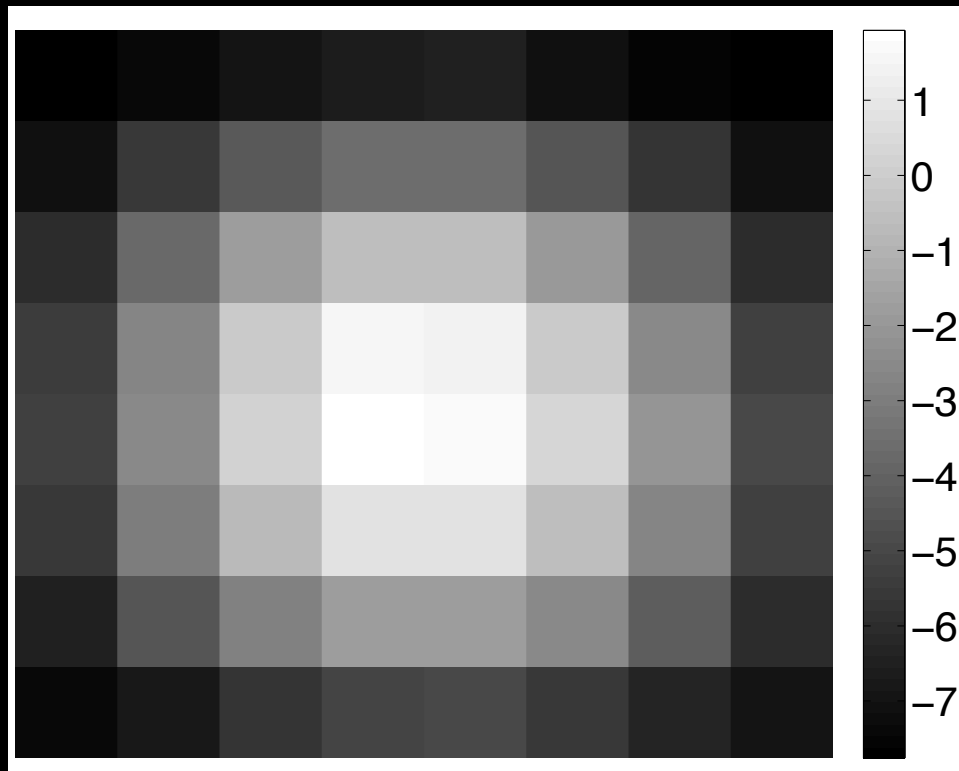


- CIELAB histogram 15x15x15 bins.
- $\mathcal{Z}$ values indicate significance of a keyword w.r.t. to a characteristic.

Other Characteristics

Spatial lightness layout.

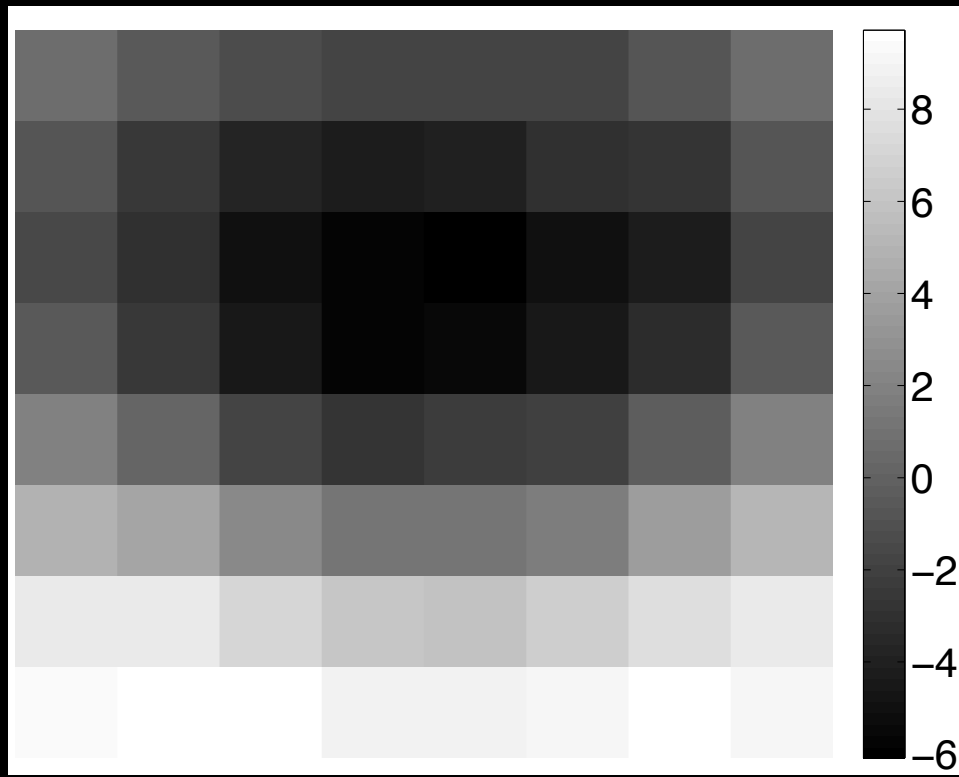
light



Other Characteristics

Spatial chroma layout.

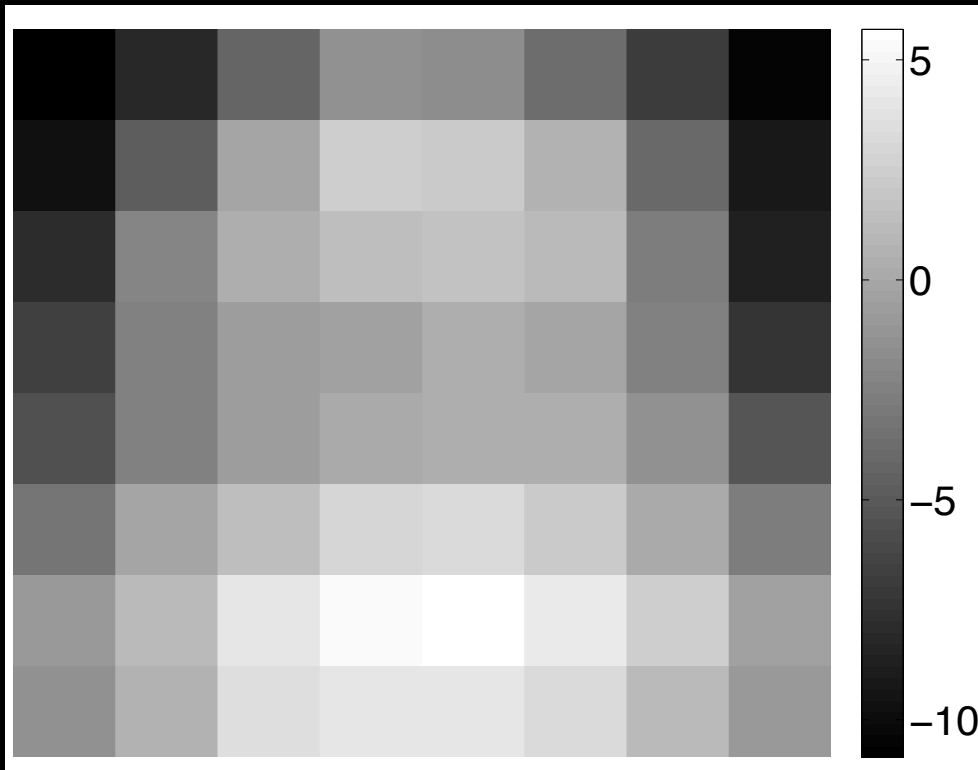
barn



Other Characteristics

Spatial Gabor filter layout.

fireworks



Semantic Image Enhancement

Gray scale tone
mapping



snow →



Color enhancement



gold →



Change depth-of-field

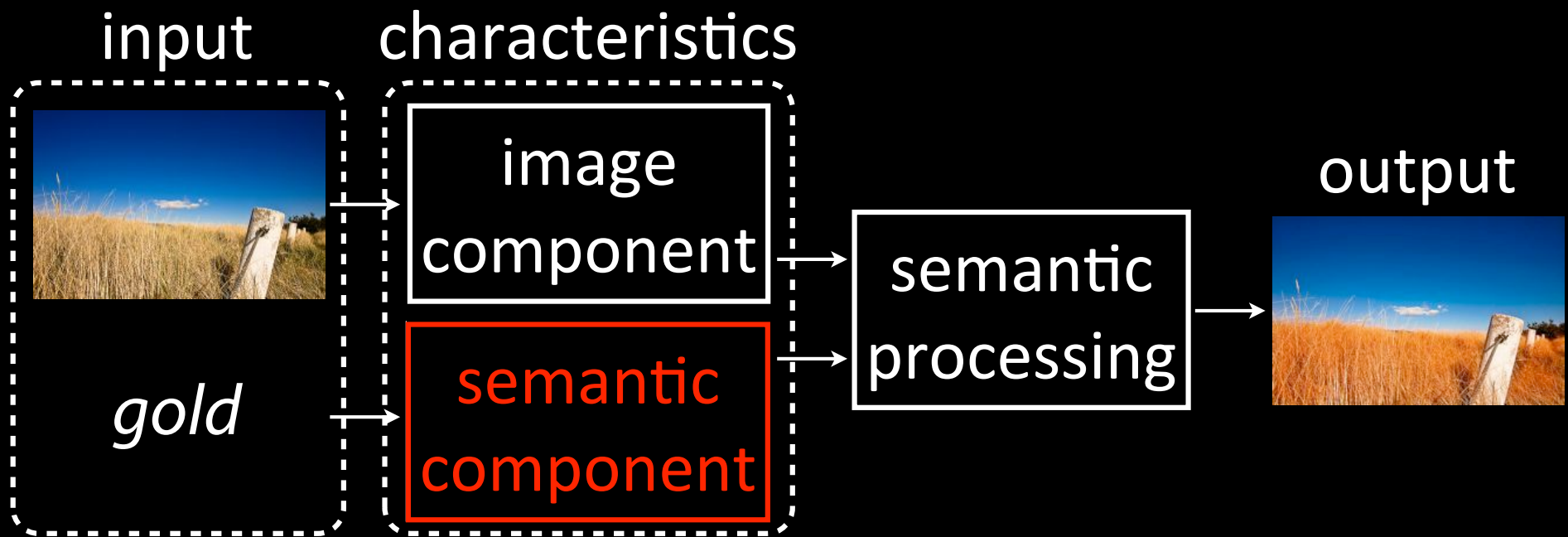
[Zhuo and Sim, 2011]



macro →

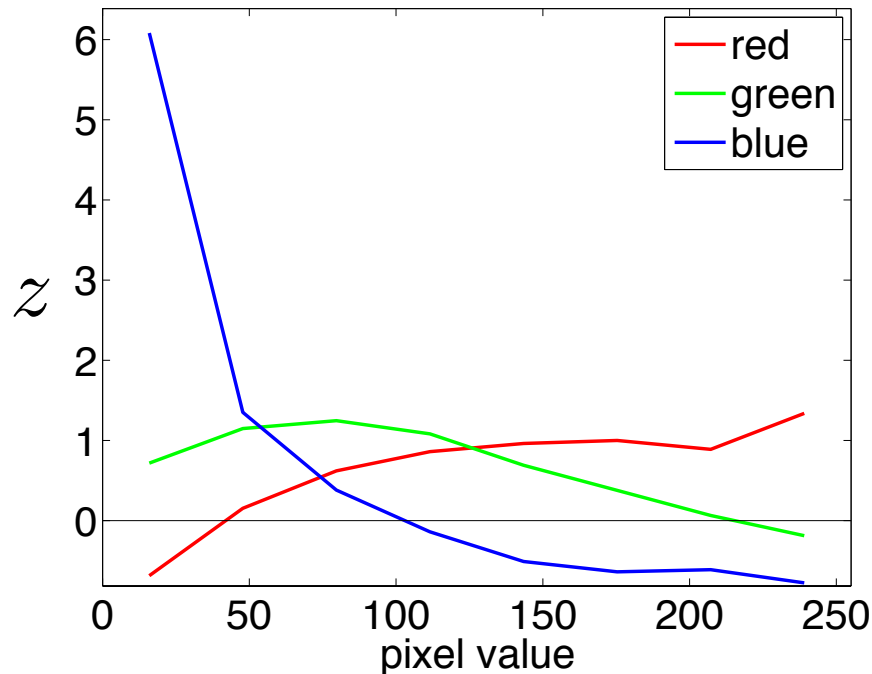


Semantic Enhancement

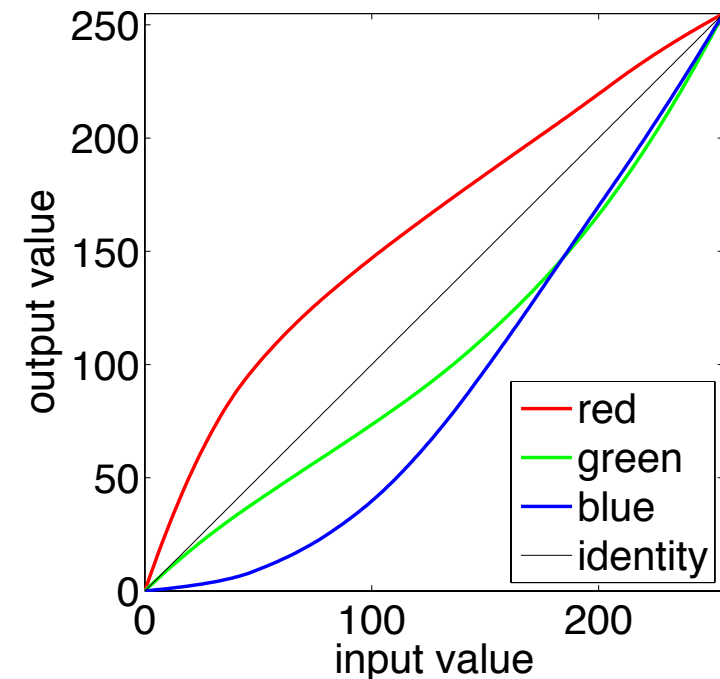


Semantic Component

significance values for *gold*



Tone mapping function f



$$f' = \begin{cases} 1/(1 + Sz) & \text{if } z \geq 0 \\ 1 + S|z| & \text{if } z < 0 \end{cases}$$

S global scale parameter

Semantic Enhancement

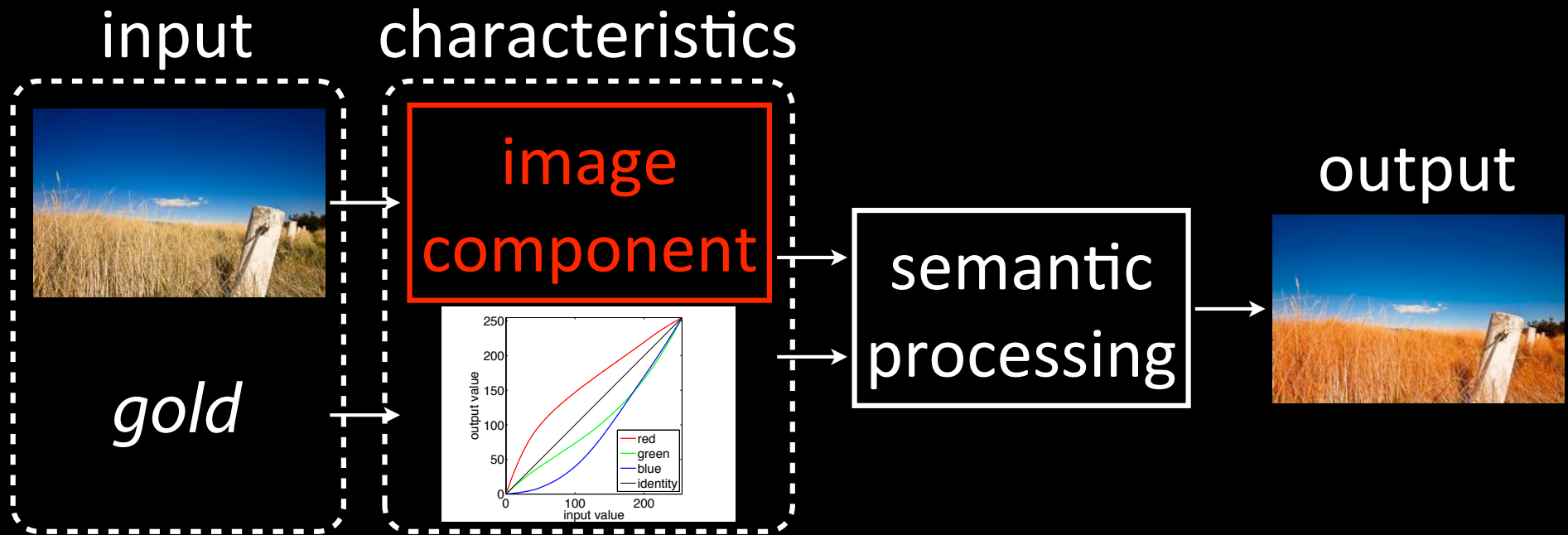
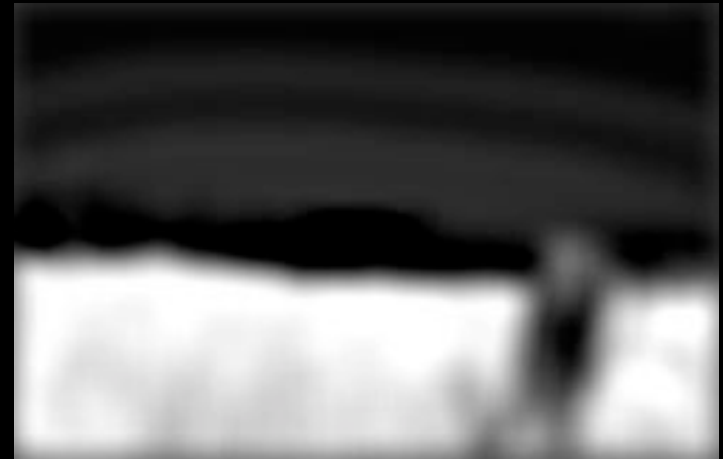


Image Component

gold



weight map ω

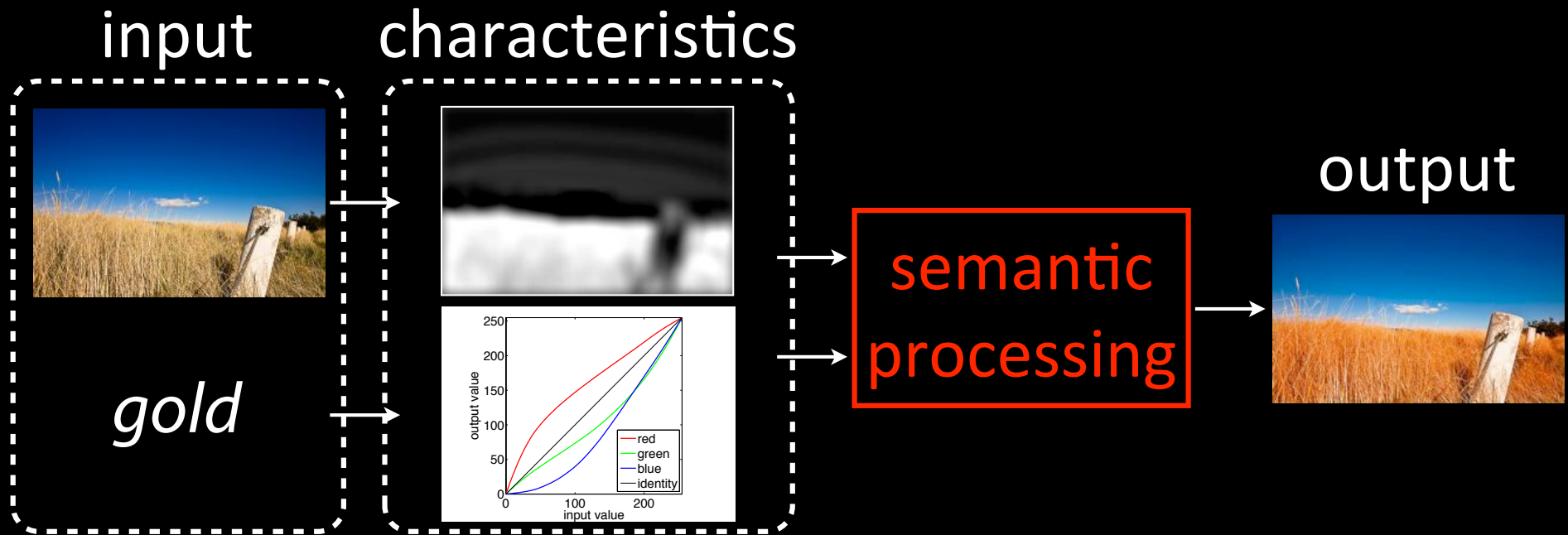


$$\omega = \left[g_{\sigma} * z_w(\text{col}(p)) \right]_0^1$$

g_{σ} Gaussian blurring kernel
(1% of image diagonal)

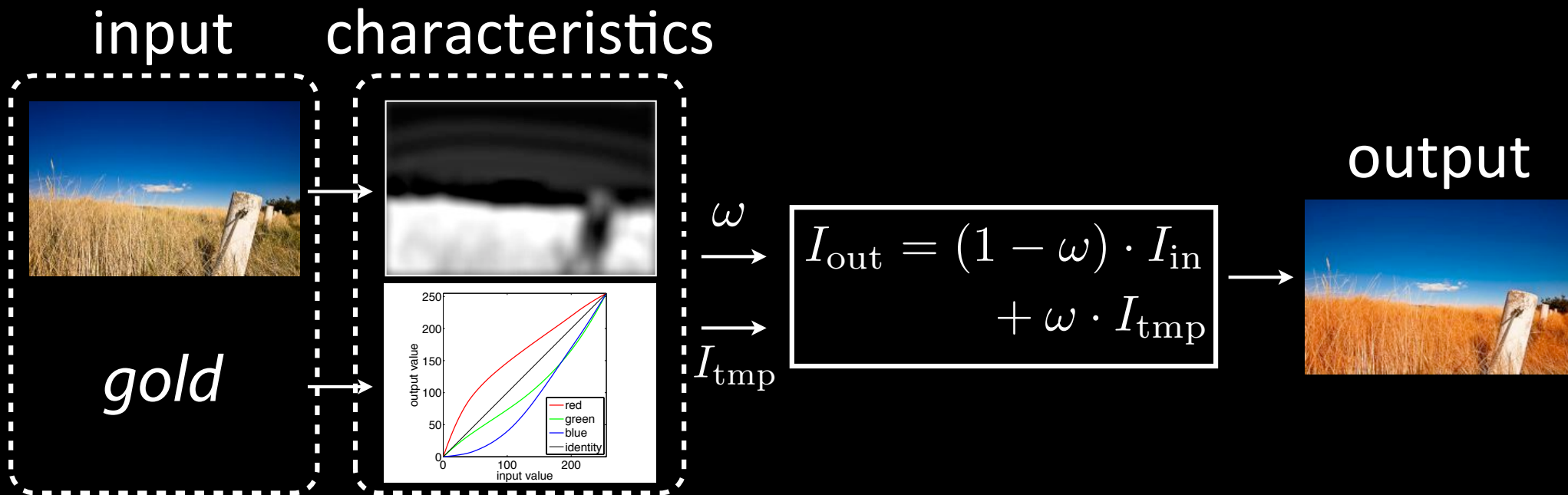
$\left[\cdot \right]_0^1$ normalization operator

Semantic Enhancement



Semantic Enhancement

Enhance relevant characteristics in relevant regions.



sand



sand



snow



snow



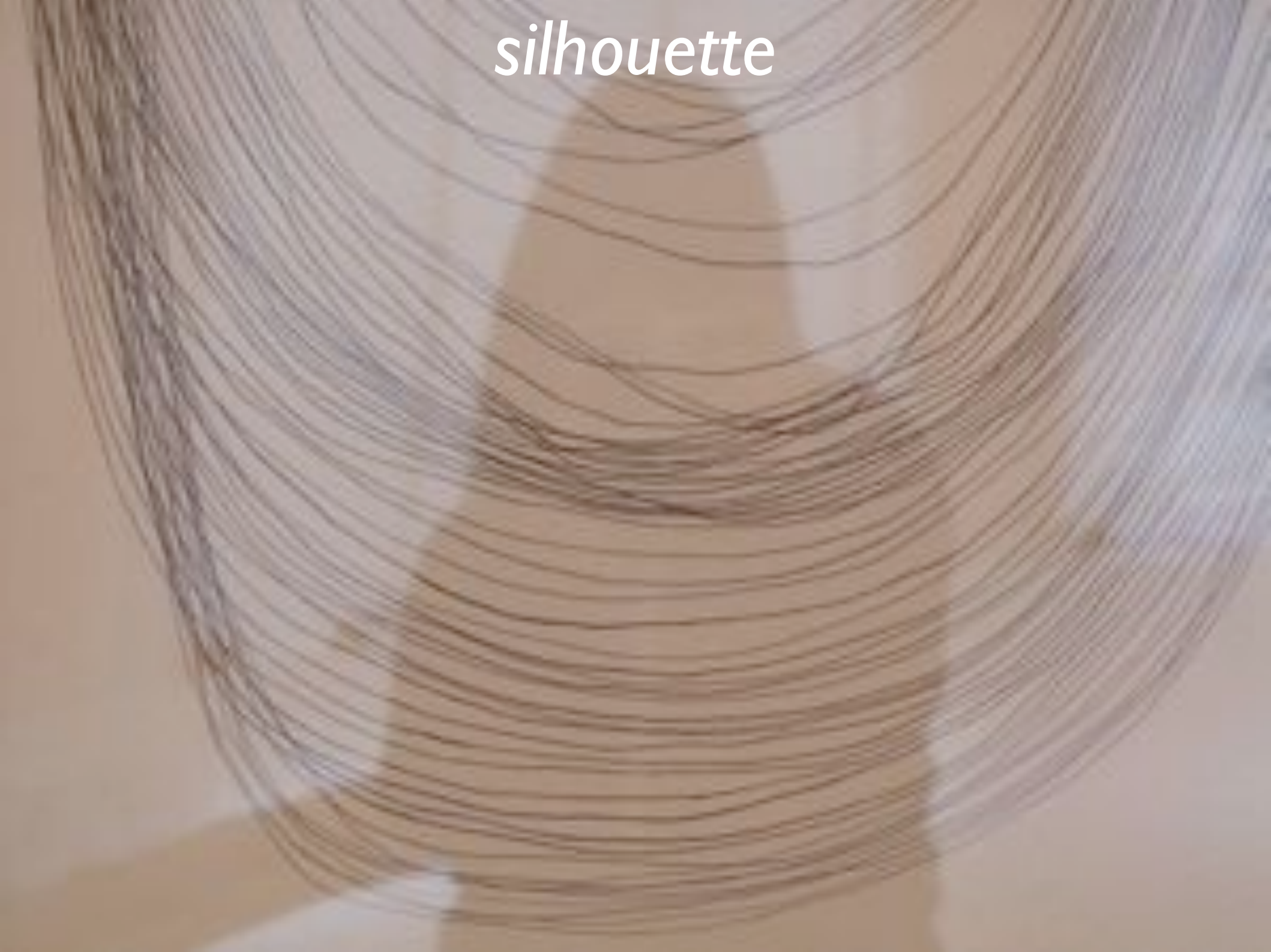
dark



dark



silhouette

The background of the image is a light beige or cream color. It features a series of thin, dark, wavy lines that flow from the top left towards the bottom right, creating a sense of movement and depth. In the center of the image, there is a faint, darker silhouette of a person's head and shoulders, facing forward. The overall composition is minimalist and artistic.

silhouette



sunset



sunset



grass



grass



autumn



autumn



strawberry



strawberry



sky



sky



banana



banana



macro



macro



flower



flower



macro

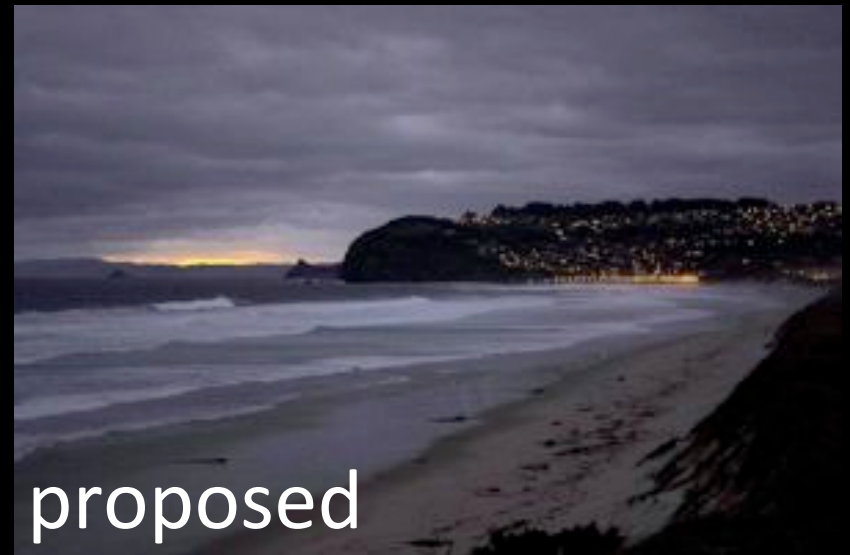


macro



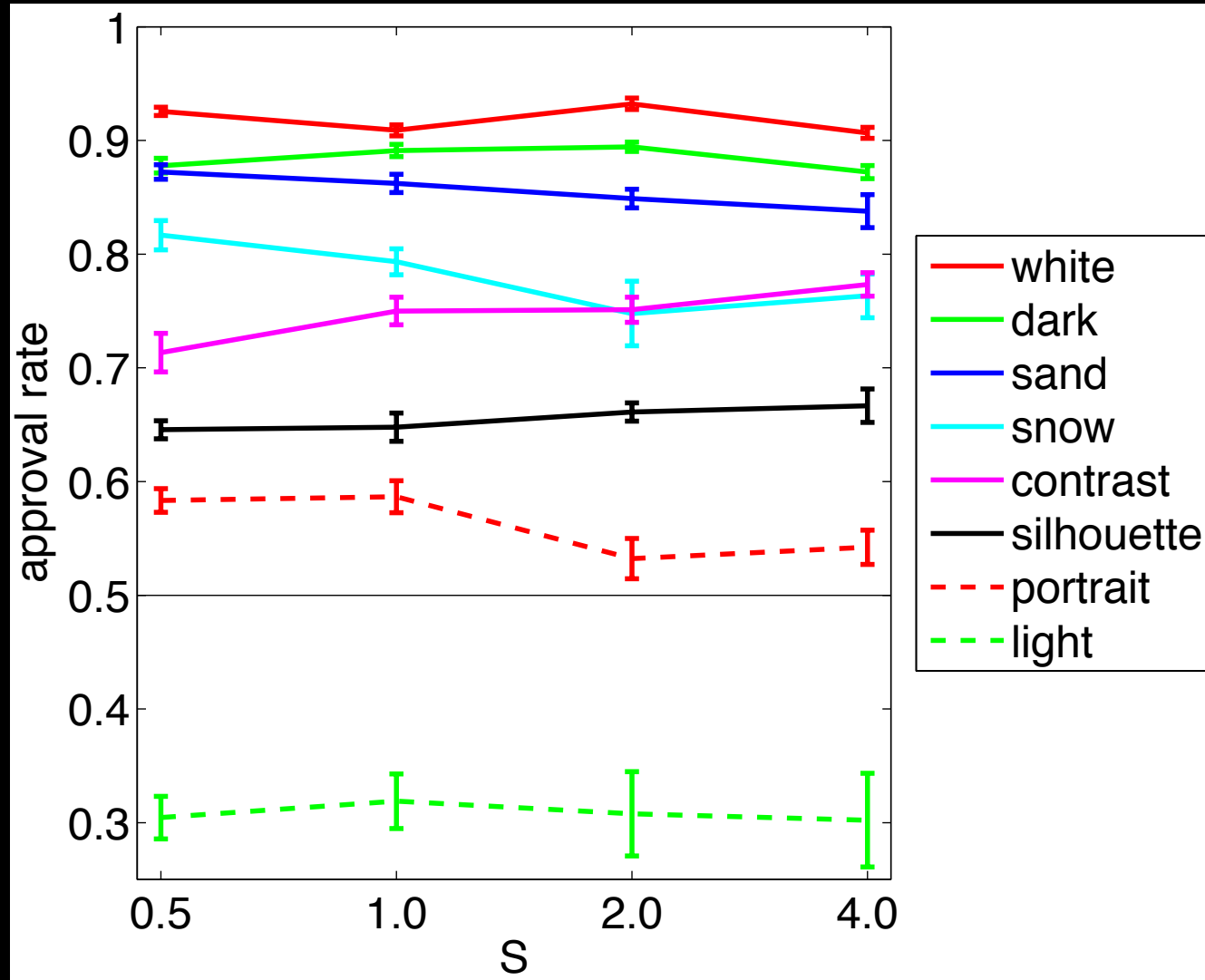
System Performance?

sand



8 keywords, 30 images, $S = \{0.5, 1, 2, 4\}$, 30 observers
=28'800 image comparisons.

Amazon Mechanical Turk



Conclusion

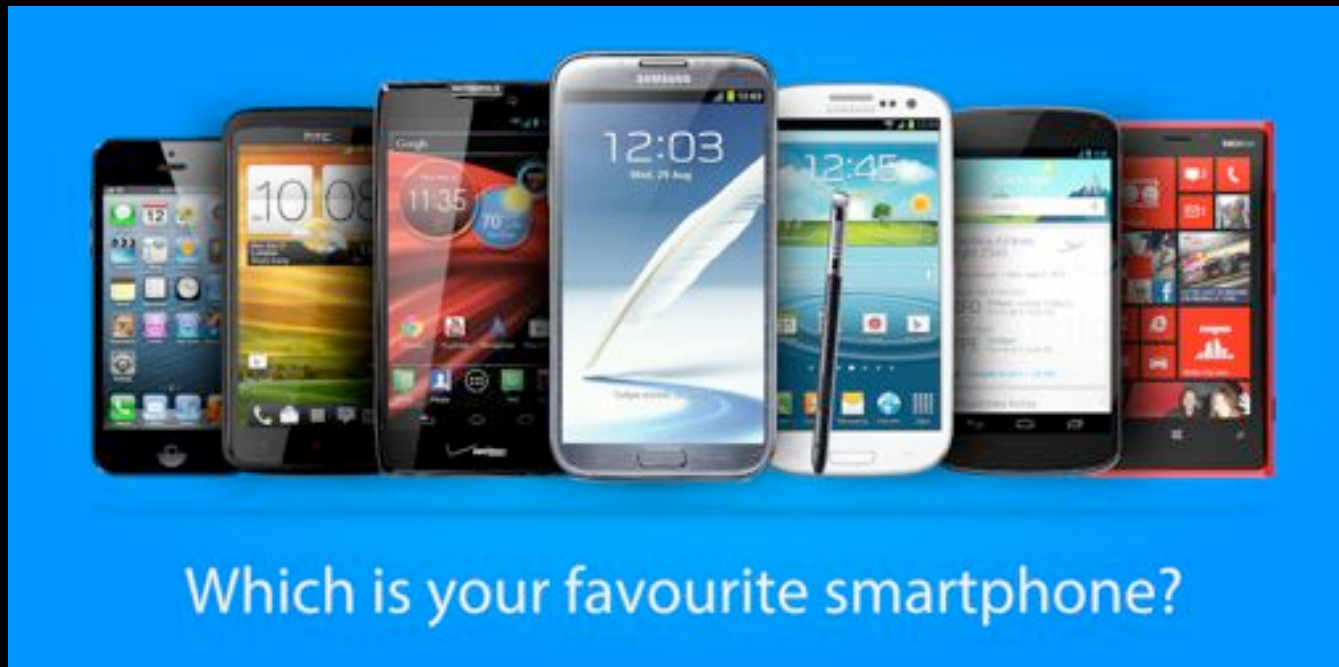
- Adding *side information* to the encoding, decoding or both can improve *system performance*,
 - and that can be “like” or “dislike” of photos.

Conclusion

- Adding side information to the encoding, decoding or both can improve system performance
 - and that can be like or dislike of photos
- The given examples are in **image enhancement** (computational photography), but the same concept is also applicable to **computer vision** applications.

Conclusion

- Considering today's capture devices (cell phones, android cameras) with **multiple sensors** and **connected to the internet**, there is more side information available than ever!



<http://gizmoreport.com/huawei-ascend-mate-info/>

Conclusion

- Considering today's capture devices (cell phones, android cameras) with **multiple sensors** and **connected to the internet**, there is more side information available than ever!



Conclusion

- Side Information needs to be **correlated** with the signal, and that might not always be so evident with non-image signals.
 - Let your imagination rule!

Acknowledgment

- Joint work with
 - ***Nathalie Barbuscia, EPFL***
 - ***Nicolas Bonnier, OCE now Canon CiSRA***
 - ***Clément Fredembach, EPFL now Canon CiSRA***
 - ***Albrecht Lindner, EPFL***
 - ***Yue M. Lu, EPFL now Harvard***
 - ***Neda Salamati, EPFL***
 - ***Zahra Sadeghipoor, EPFL***
 - ***Lex Schaul, EPFL now ETHZ***
 - ***Appu Shaji, EPFL***
 - ***Daniel Tamburrino, EPFL now ECAL***
- Funding
 - ***Swiss National Science Foundation***
 - ***OCE Print Logic, a Canon Group***
 - ***Hasler Foundation***
 - ***Xerox Foundation***



Thank you!

ivrg.epfl.ch

