

Correcting Distortion of Image by Image Registration

T.Tamaki¹ T.Yamamura³ N.Ohnishi²⁴

¹Dept. of Info. Eng., ***Niigata Univ.***, JAPAN

²Center for Info. Media Studies, ***Nagoya Univ.***, JAPAN

³Faculty of Info. Sci. Tec., ***Aichi Prefectural Univ.***, JAPAN

⁴Bio-Mimetic Control Research Center, ***RIKEN***, JAPAN

Background

*Vision Applications
need accuracy*

3D Reconstruction

Structure from Motion

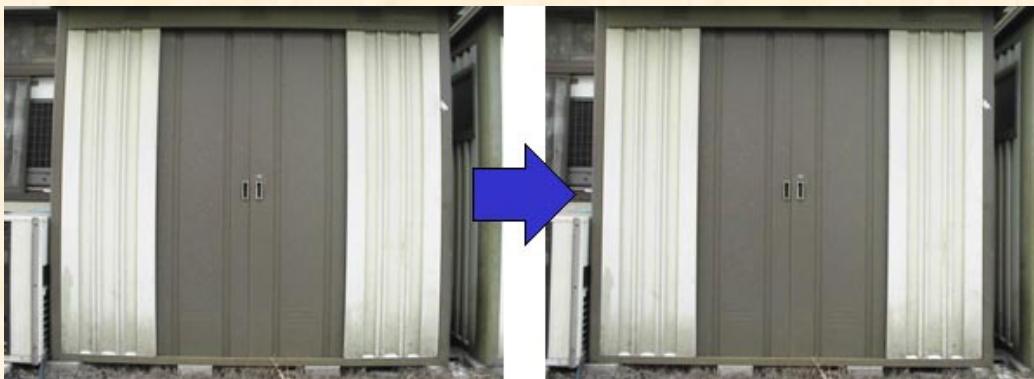
Stereo Matching

However...

Exact Estimation of Parameter

affects

Distortion due to Lens



before

after

Conventional Methods

Camera calibration:

Estimating internal camera parameters

N-to-N point correspondence



Manual : too hard to do

Detection : small number of correspondences

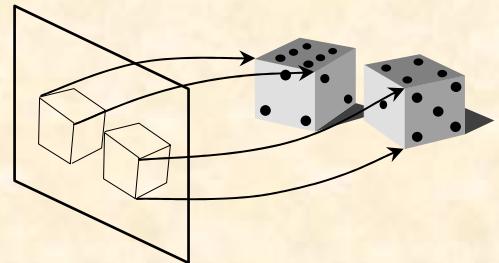


Image registration



Establish the correspondence
using all points in the image

Objective

**Proposed a method for correcting distortion
without point-to-point correspondences.**

Based on image registration.

Requirements

- ▶ **Make a calibration pattern**

- Any kind of digital image
(scanned photo,cg,etc.)

- ▶ **Print the pattern on a sheet of paper**

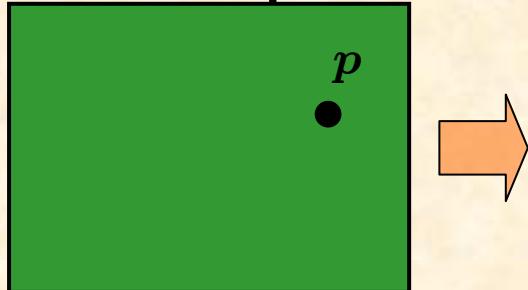
- Paste it on a flat board

- ▶ **Take a distorted image
of the printed pattern**

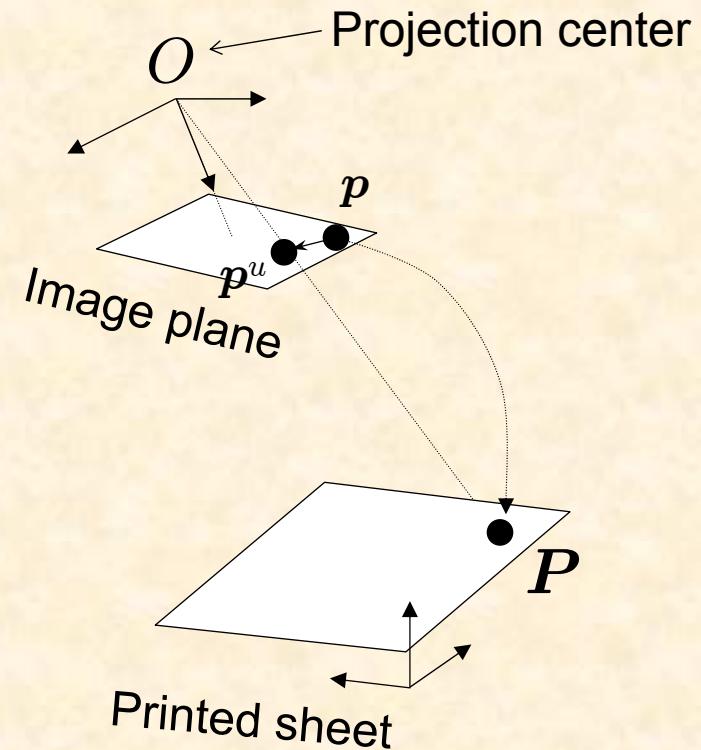
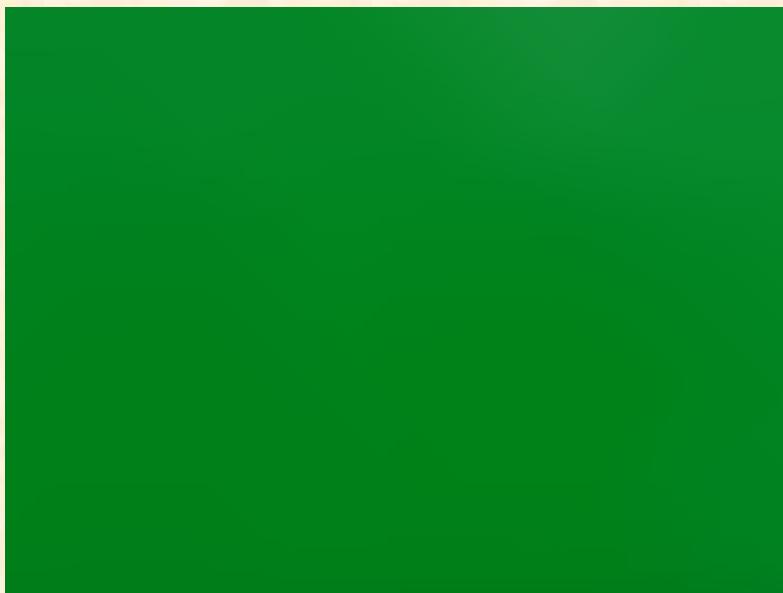
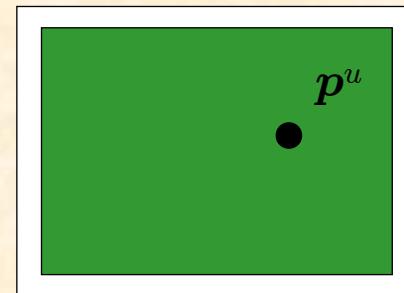
- Large enough in the image

View Change

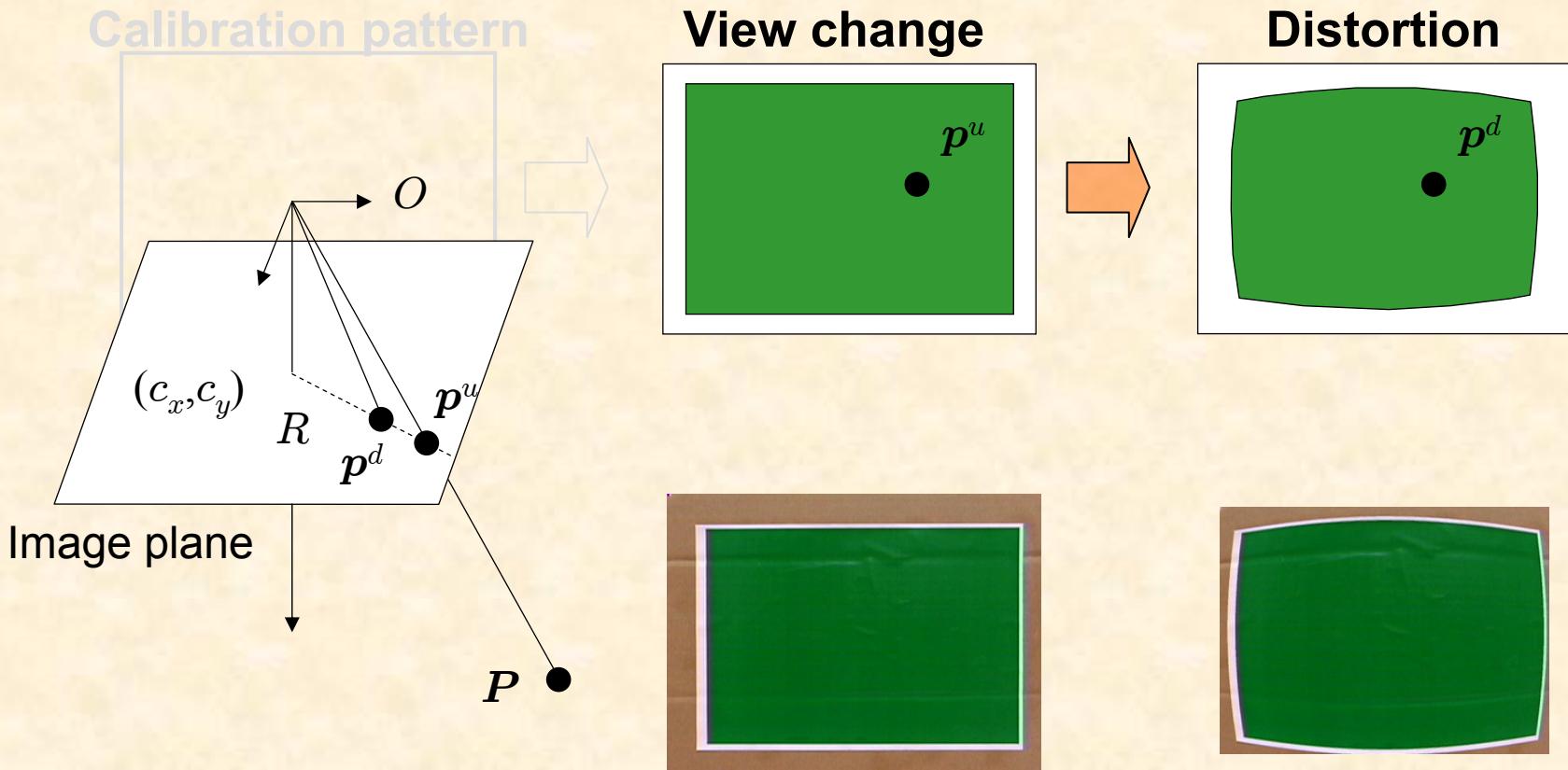
Calibration pattern



View change



Distortion

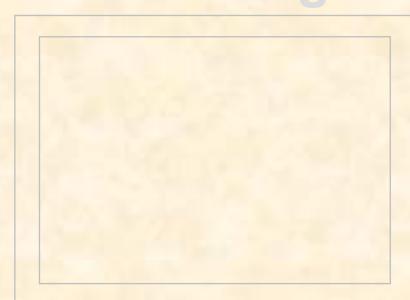


Illumination Change

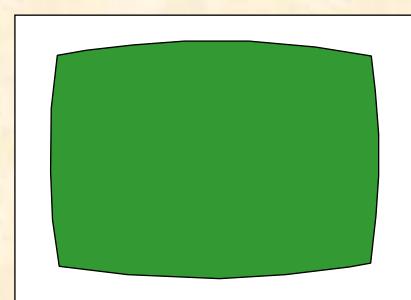
Calibration pattern



View change



Distortion



Gradation of shade, shadow

Printer density (toner/ink)



Actual image
taken by camera

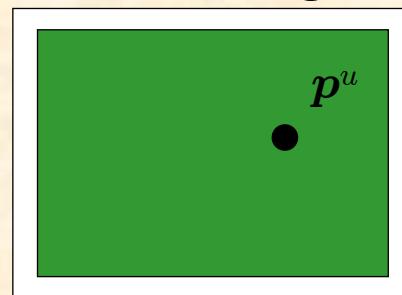
Total transformation

Calibration pattern



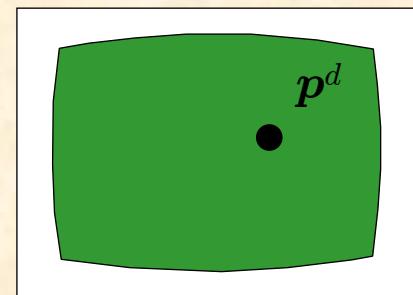
u

View change



d

Distortion



H



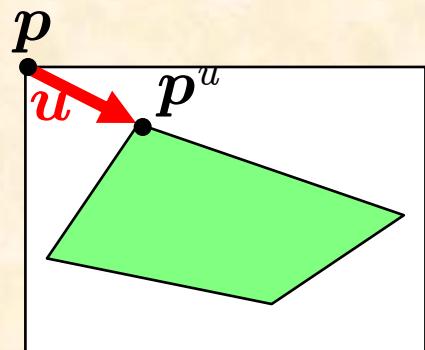
Estimate the parameters of
functions u , d and H
by nonlinear optimization

Actual image
taken by camera

Modeling View Change

Same planar object from different view point

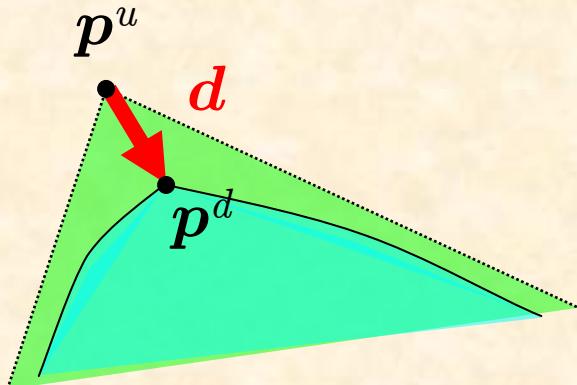
Planar perspective motion model
with eight parameters θ^u



$$\begin{aligned}\mathbf{p}^u &= \mathbf{u}(\mathbf{p}; \theta^u) \\ &= \frac{1}{\theta_1^u x + \theta_2^u y + 1} \begin{pmatrix} \theta_3^u x + \theta_4^u y + \theta_5^u \\ \theta_6^u x + \theta_7^u y + \theta_8^u \end{pmatrix} \\ \frac{\partial \mathbf{p}^u}{\partial \theta^u} &= \begin{pmatrix} -x^2 & -xy & x & y & 1 & 0 & 0 & 0 \\ -xy & -y^2 & 0 & 0 & 0 & x & y & 1 \end{pmatrix}\end{aligned}$$

Modeling Distortion

Projected point p^u is moved to p^d due to distortion.



$$p^d = d(p^u ; \theta^d)$$

$$p^d = d(u(p ; \theta^u) ; \theta^d)$$

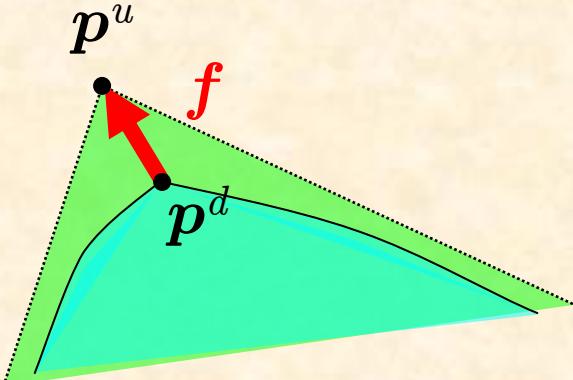
p^u : undistorted point

p^d : distorted point

θ^d : distortion parameters

Model of Distortion

Projected point p^u is moved to p^d due to distortion.



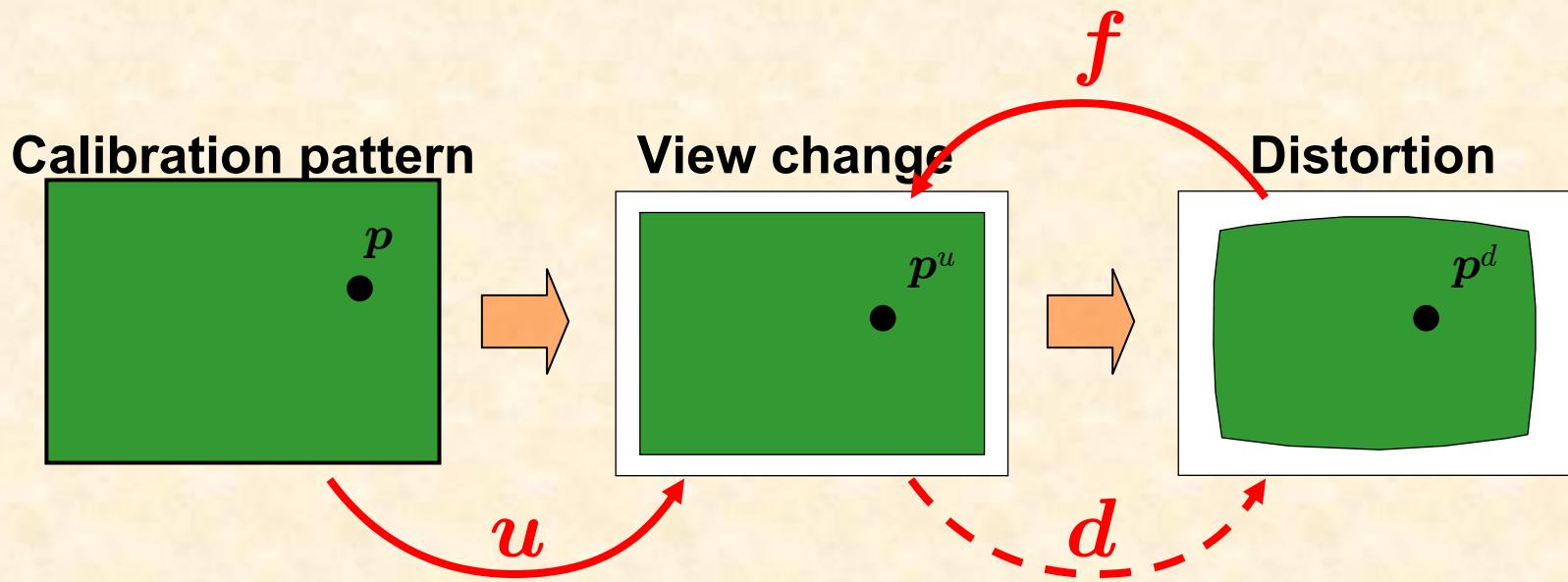
$$p^u = f(p^d ; \theta^d)$$

$$= \begin{pmatrix} \frac{x^d - c_x}{s_x} (1 + \kappa_1 R^2 + \kappa_2 R^4) \\ (y^d - c_y) (1 + \kappa_1 R^2 + \kappa_2 R^4) \end{pmatrix}$$

$$R = \sqrt{\left(\frac{x^d - c_x}{s_x}\right)^2 + (y^d - c_y)^2}$$

d is not explicitly expressed by p^d .
(implemented by an iterative procedure)

The Problem



$u()$ and $f()$ are differentiable.

$d()$ and $d(u())$ are not explicit.

How we get the gradient of $d(u())$?

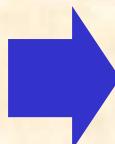
Implicit Function Theorem

$F(\mathbf{q}, \mathbf{p}^d) \equiv \mathbf{p}^u - f(\mathbf{p}^d, \boldsymbol{\theta}^d) = 0$ is given : $\mathbf{q} = (\mathbf{p}^d, \boldsymbol{\theta}^d)$

If $F(\mathbf{q}, d(\mathbf{q})) = 0$ for $\forall \mathbf{q}$, then

$\mathbf{p}^d = d(\mathbf{q})$ is an implicit function
defined by $F(\mathbf{q}, \mathbf{p}^d) = 0$

$$\left| \frac{\partial \mathbf{F}}{\partial \mathbf{p}^d} \right| \neq 0$$



$$\frac{\partial \mathbf{d}}{\partial \mathbf{q}} = - \frac{\partial \mathbf{F}}{\partial \mathbf{p}^d}^{-1} \frac{\partial \mathbf{F}}{\partial \mathbf{q}}$$

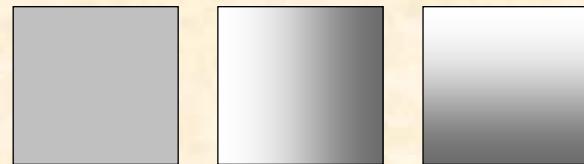
the gradient of $d(u())$ is available.

Modeling Illumination Change

Gain and bias are represented by
spatial linear functions

$$H(I(p), p, \theta^h)$$

$$= (\theta_1^h + \theta_2^h x + \theta_3^h y) I(p) + (\theta_4^h + \theta_5^h x + \theta_6^h y)$$



$$\frac{\partial H}{\partial \theta^h} = \begin{pmatrix} I(p) & xI(p) & yI(p) & 1 & x & y \end{pmatrix}$$

Estimation

$$\min_{\theta^u \theta^d \theta^h} \sum_i r_i^2 \quad r = I_1(p) - H(I_2(d(u(p))))$$

Gauss-Newton method :

Iterative nonlinear optimization
based on gradient method

$$\theta \leftarrow \theta + \alpha \delta \theta$$

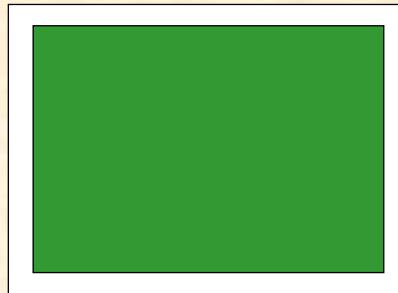
Estimates : θ
Update : $\delta \theta$

Solving the system of equations :

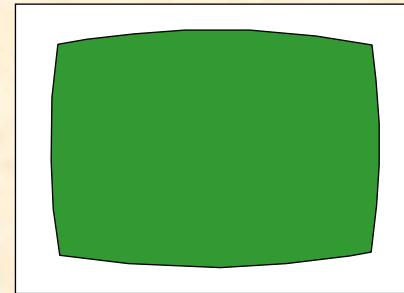
$$\sum_l \sum_i \frac{\partial r_i}{\partial \theta_k} \frac{\partial r_i}{\partial \theta_l} \delta \theta_l = - \sum_i r_i \frac{\partial r_i}{\partial \theta_k}$$

Correction

Corrected image



Distorted image



$$I_2'$$

$$I_2$$

$$I_2'(p) = I_2(d(p; \theta^d))$$

For all points p in the corrected image I_2' ,

Intensity is calculated by $d(p)$ in I_2

Experiment

The **calibration pattern** used for the experiment
(scanned photograph)



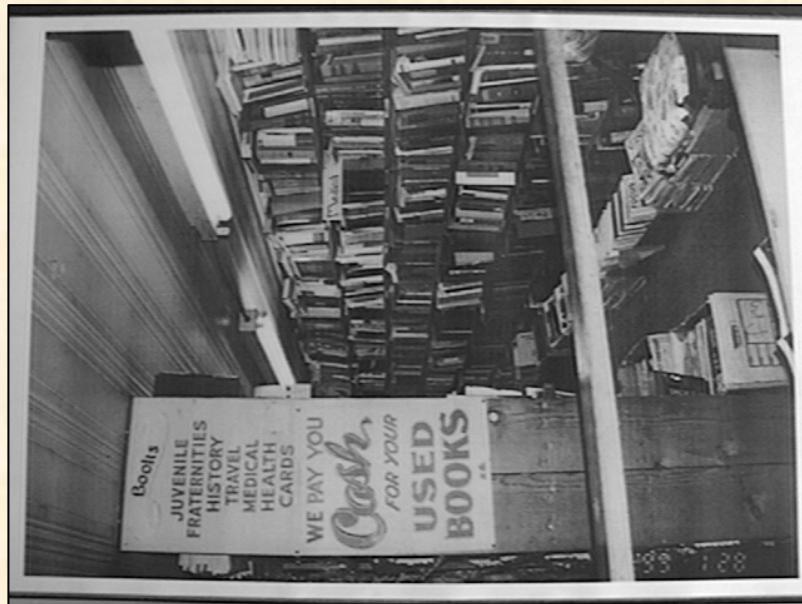
Experiment

Placed in front of the camera
almost parallel to the image plane



Correction of calibration pattern image

Captured image
With distortion

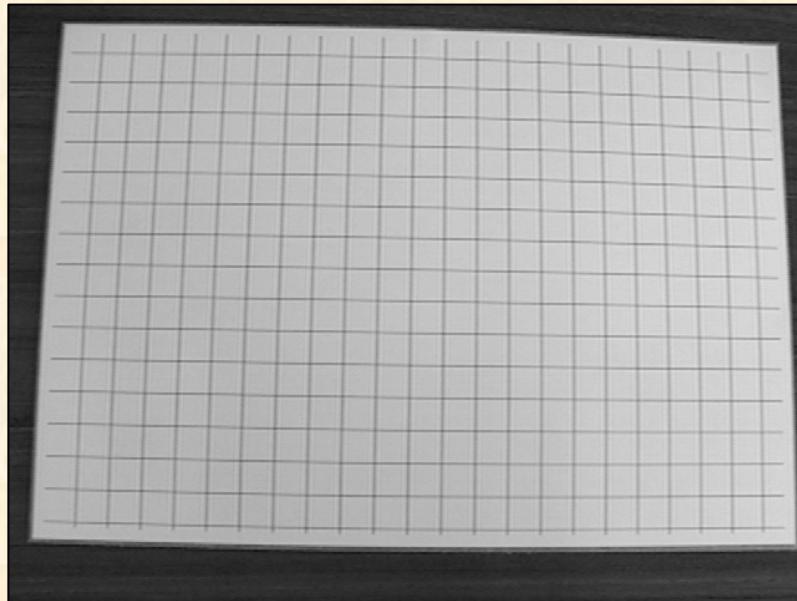
 I_2

Corrected image

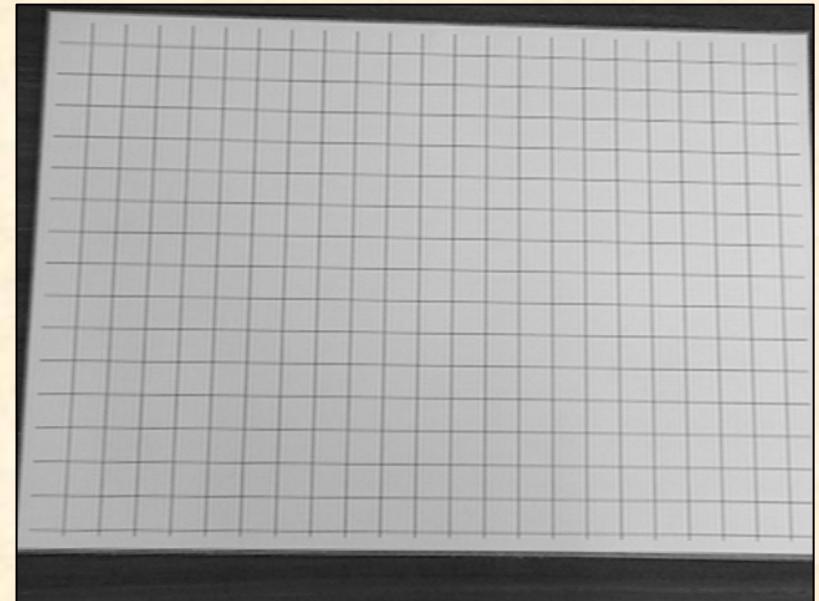
 I'_2

Correction of grid pattern

Captured image
With distortion



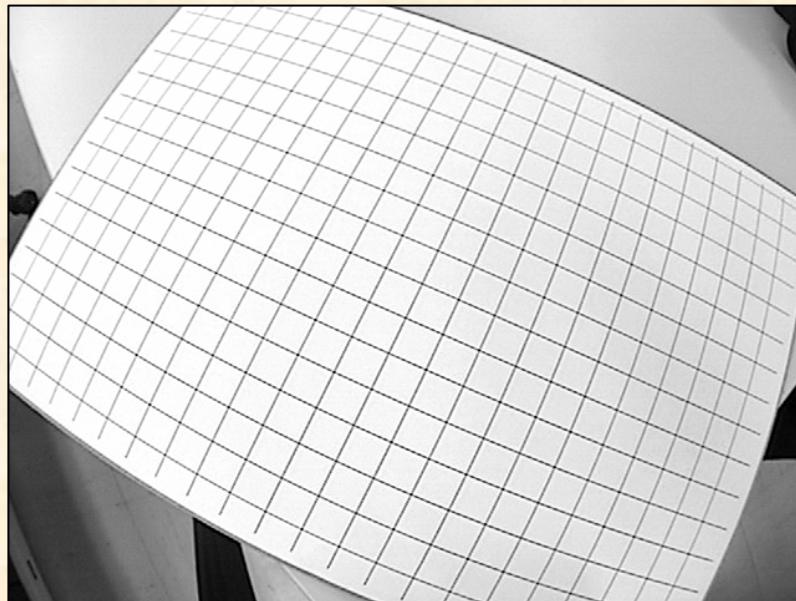
Corrected image



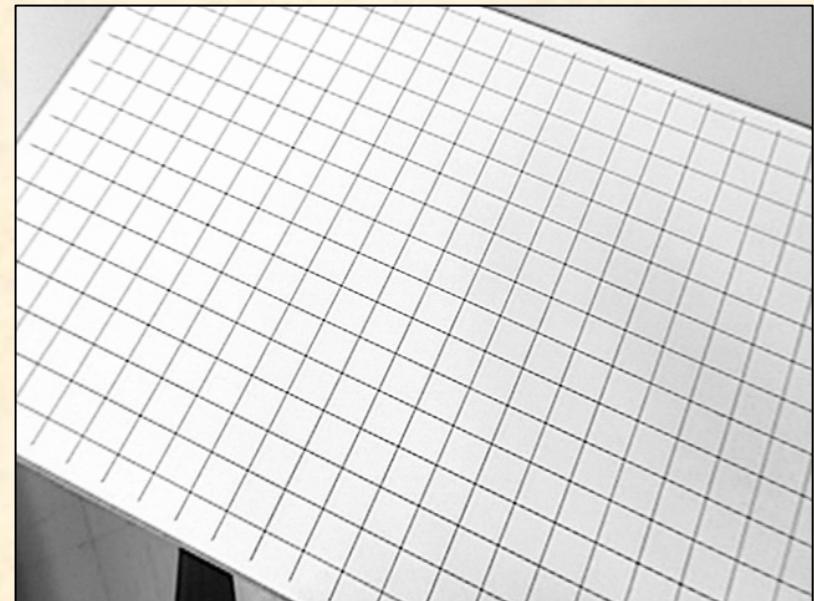
Corrected by using the same parameters
with the previous slide

Correction of severe distortion

distorted image
taken by wide-angle lens



Corrected image



*Optimization doesn't converge
Unless we use appropriate initial values*

Zoom Lens Calibration



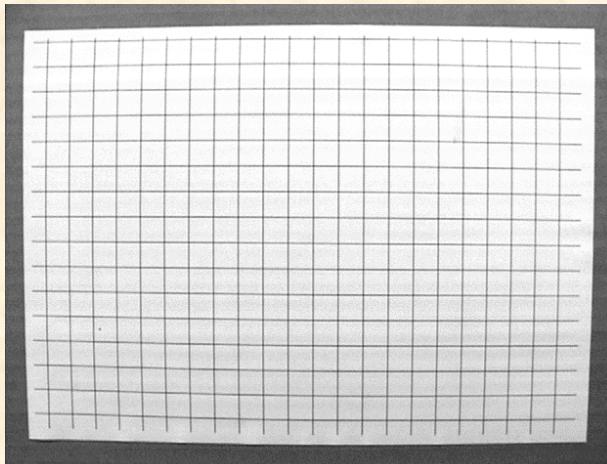
■ Zoom range:

Fnum. = 5.4~64.8 mm

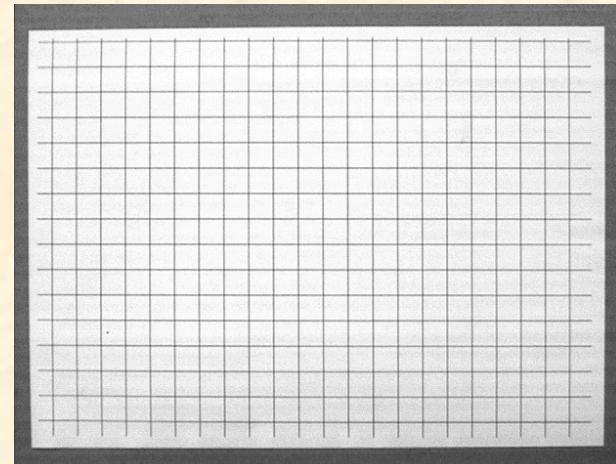
Angle = 48.8~4.4 deg

Zoom = 0~1023

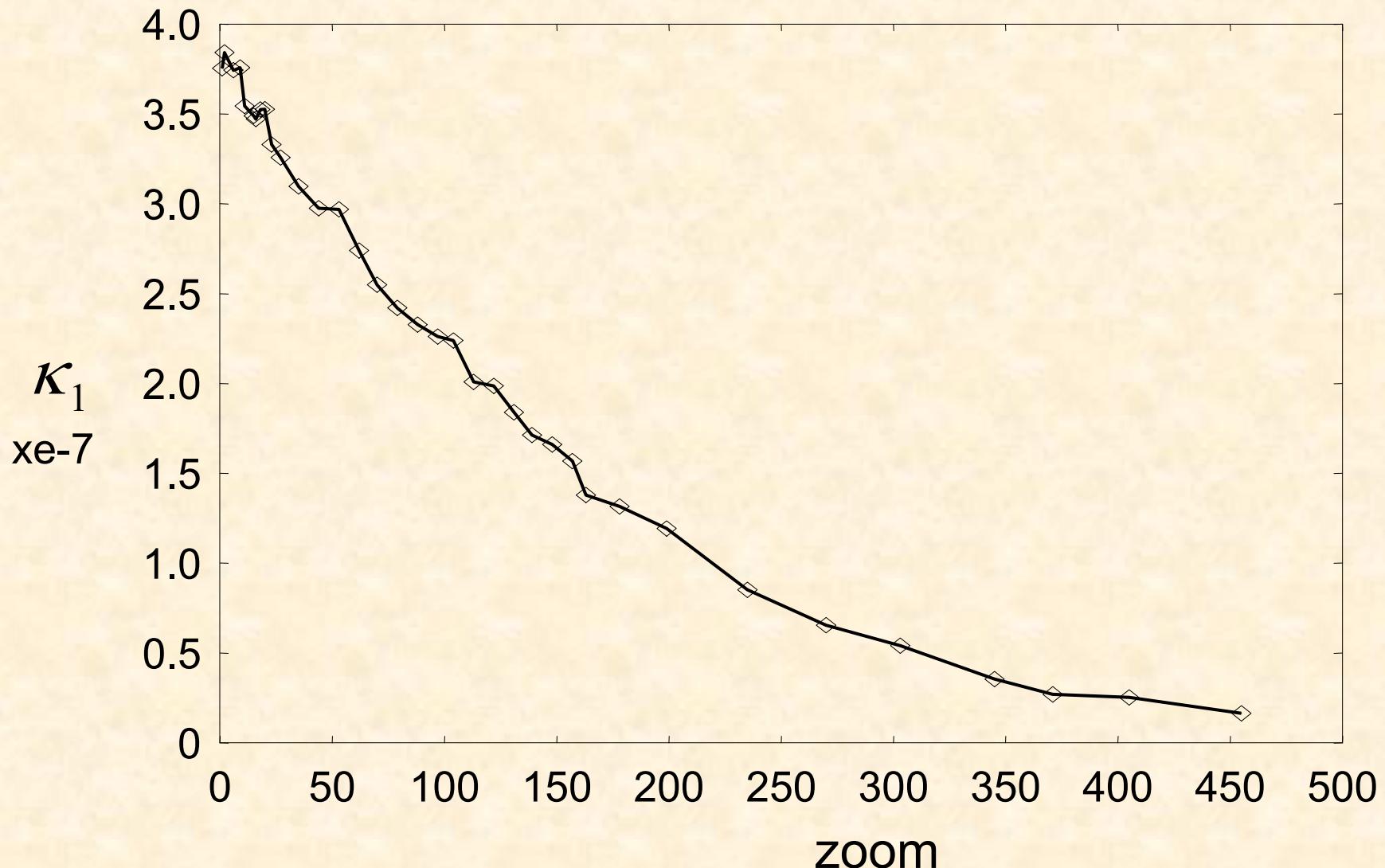
Wide view angle (zoom=0)



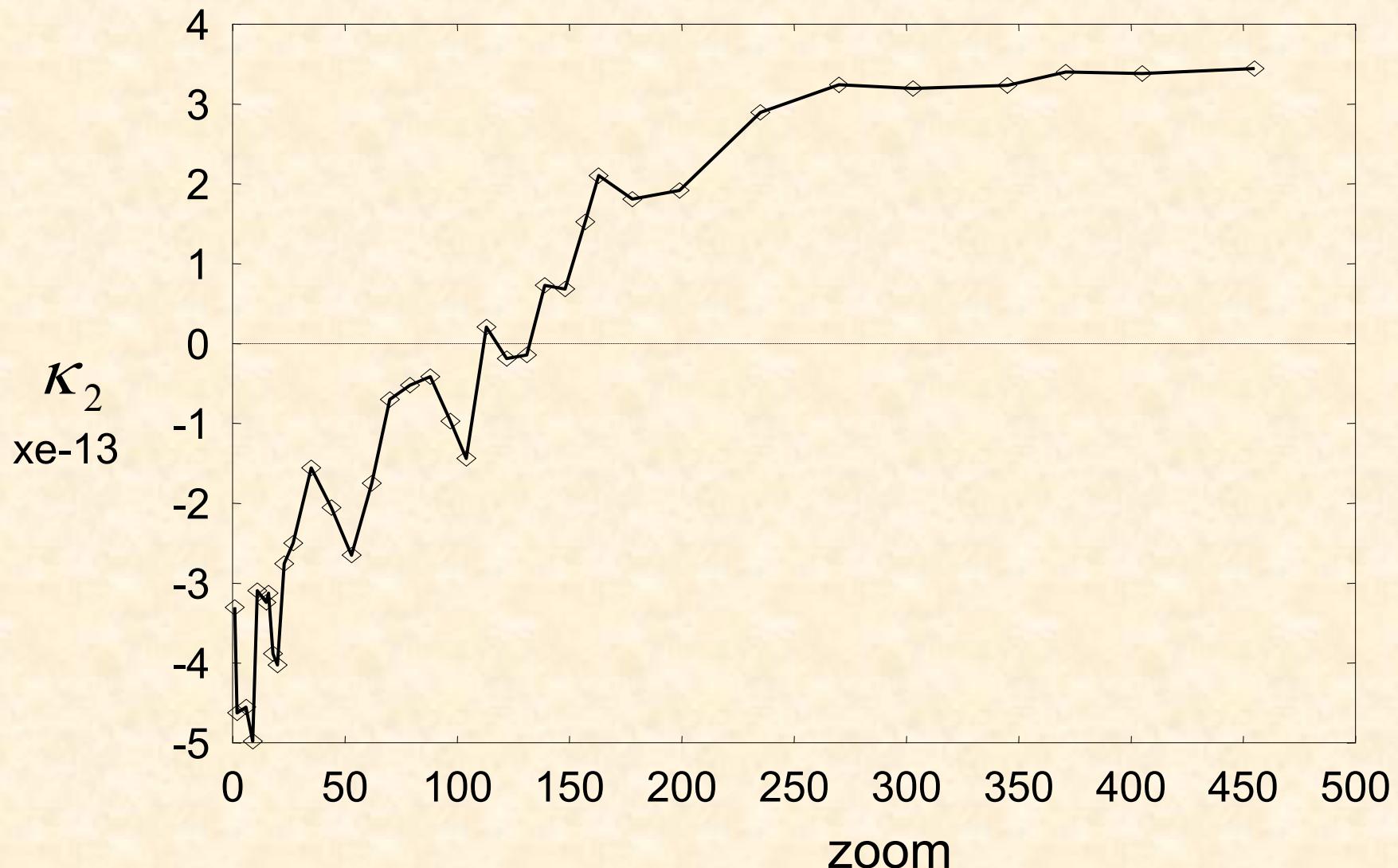
Middle view angle (zoom=455)



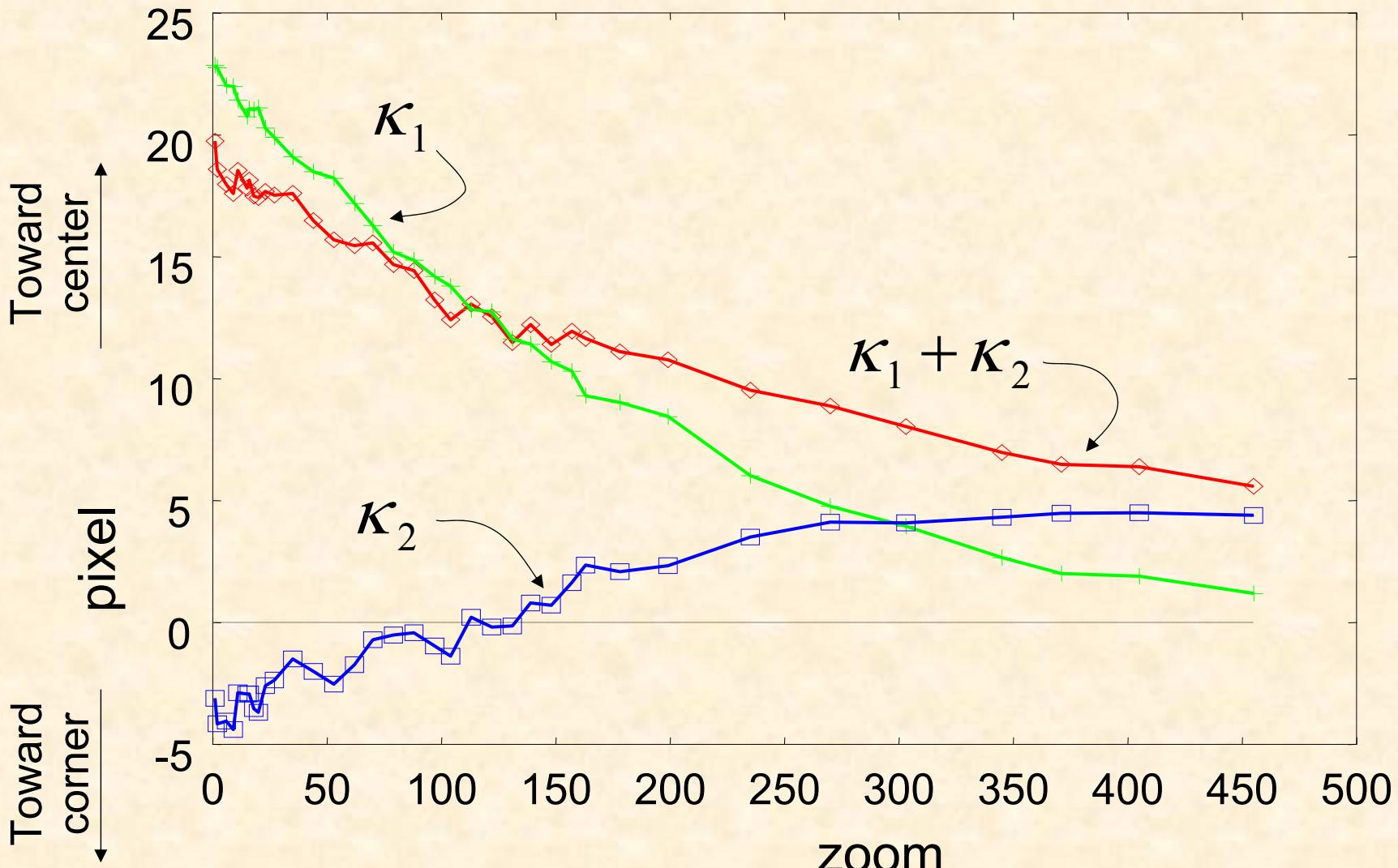
Change of κ_1



Change of κ_2



Total Displacement (at the corner of image)



Conclusions

Proposed a new method for **correcting distortion** without point-to-point correspondences.

Based on **image registration** :
nonlinear optimization by Gauss-Newton Method
minimizing intensity residuals between pattern and image.

Implicit function theorem was introduced to calculate the Jacobian of the distortion function experimental results of real image and real camera with *qualitative* evaluation.