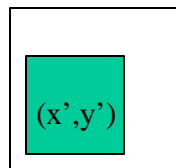


Anandan

Affine

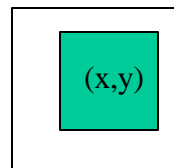
Affine

(0,0)



(1,1)

(0,0)



(1,1)

$$u(x, y) = a_1x + a_2y + b_1$$

$$v(x, y) = a_3x + a_4y + b_2$$

Anandan

$$u(x, y) = a_1x + a_2y + b_1$$

$$v(x, y) = a_3x + a_4y + b_2$$

•Affine

$$\begin{bmatrix} u(x, y) \\ v(x, y) \end{bmatrix} = \begin{bmatrix} x & y & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x & y & 1 \end{bmatrix} \begin{bmatrix} a_1 \\ a_2 \\ b_1 \\ a_3 \\ a_4 \\ b_2 \end{bmatrix}$$

$$\mathbf{u}(\mathbf{x}) = \mathbf{X}(\mathbf{x})\mathbf{a}$$

Anandan

$$\mathbf{u}(\mathbf{x}) = \mathbf{X}(\mathbf{x})\mathbf{a}$$

$$E(\mathbf{d}\mathbf{a}) = \sum_x (f_t + f_x^T \mathbf{d}\mathbf{u})^2$$

$$f_x = \begin{bmatrix} f_x \\ f_y \end{bmatrix}$$

$$E(\mathbf{d}\mathbf{a}) = \sum_x (f_t + f_x^T \mathbf{X}\mathbf{d}\mathbf{a})^2$$



min

Optical flow constraint eq

$$f_x u + f_y v = -f_t$$

Anandan

$$\left[\sum \mathbf{X}^T (\mathbf{f}_x) (\mathbf{f}_x)^T \mathbf{X} \right] d\mathbf{a} = - \sum \mathbf{X}^T \mathbf{f}_x f_t$$

Homework 1.1

Basic Components

- Pyramid construction
- Motion estimation
- Image warping
- Coarse-to-fine refinement

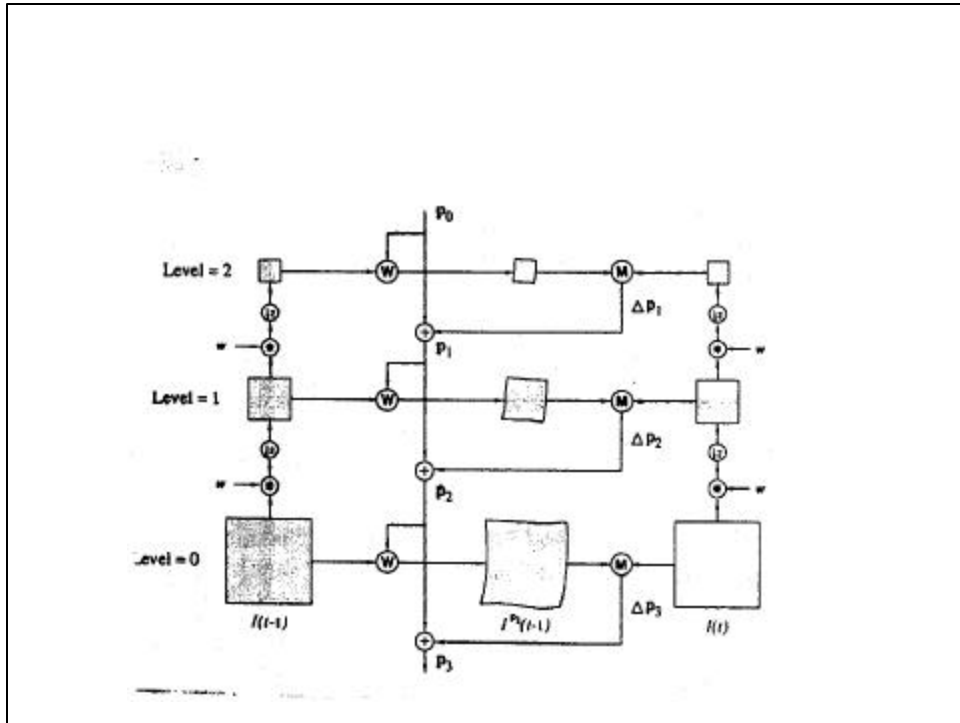


Image Warping

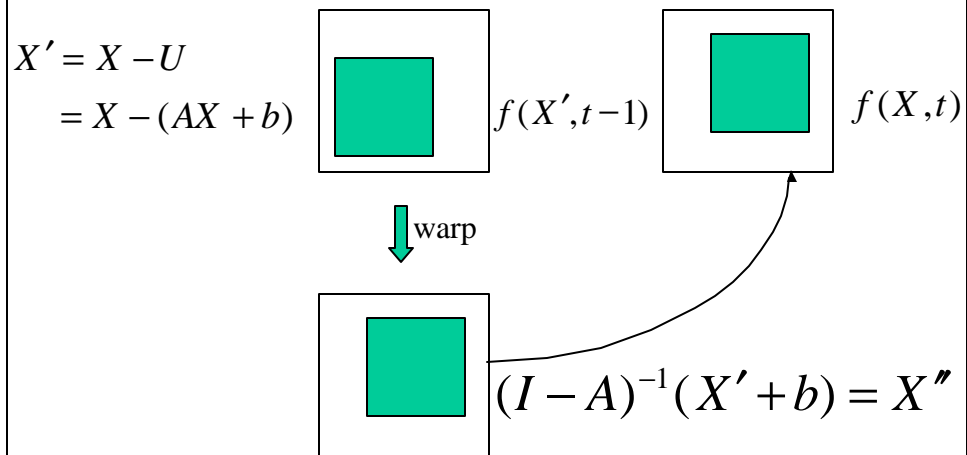


Image Warping

$$\begin{aligned} X' &= X - U = X - (AX + b) && \text{Image at time t: } X \\ X' &= (I - A)X - b && \text{Image at time t-1: } X' \\ X' &= A'X - b \\ X' + b &= A'X \\ (A')^{-1}(X' + b) &= X \end{aligned}$$



$$(A')^{-1}(X' + b) = X''$$

Image Warping

- How about values in $X'' = (x'', y'')$ are not integer.
- But image is sampled only at integer rows and columns
 - Instead of converting X' to X'' and copying $f(X', t-1)$ at $f(X'', t-1)$ we can convert integer values X'' to X' and copy $f(X', t-1)$ at $f(X'', t-1)$

Image Warping

- But how about the values in X' are not integer.
- Perform bilinear interpolation to compute at non-integer values.

Image Warping

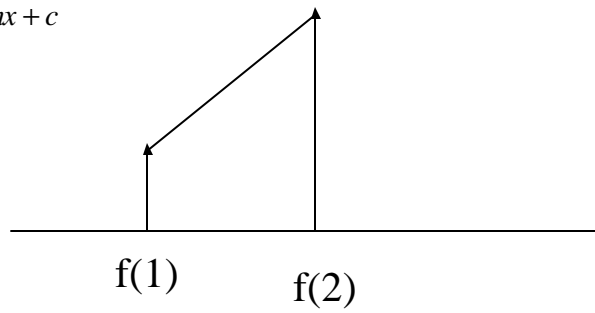
$$(A')^{-1}(X' + b) = X''$$

$$(X' + b) = (A')X''$$

$$X' = (A')X'' - b$$

1-D Interpolation

$$y = mx + c$$
$$f(x) = mx + c$$



2-D Interpolation

$$f(x, y) = a_1 + a_2x + a_3y + a_4xy \quad \text{Bilinear}$$

X	X
O	X

Bi-linear Interpolation

Four nearest points of (x,y) are:

$$(\underline{x}, \underline{y}), (\bar{x}, \underline{y}), (\underline{x}, \bar{y}), (\bar{x}, \bar{y})$$

$$(3,5), (4,5), (3,6), (4,6)$$

$\underline{x} = \text{int}(x)$	3	(3.2,5.6)		
$\underline{y} = \text{int}(y)$	5		X	X
$\bar{x} = \underline{x} + 1$	4		O	X
$\bar{y} = \underline{y} + 1$	6			

$$f'(x, y) = \bar{e}_x \bar{e}_y f(\underline{x}, \underline{y}) + \underline{e}_x \bar{e}_y f(\bar{x}, \underline{y}) +$$

$$\bar{e}_x \underline{e}_y f(\underline{x}, \bar{y}) + \underline{e}_x \underline{e}_y f(\bar{x}, \bar{y})$$

$$\bar{e}_x = \bar{x} - x$$

$$\bar{e}_y = \bar{y} - y$$

$$\underline{e}_x = x - \underline{x}$$

$$\underline{e}_y = y - \underline{y}$$

Program-1 Due Sept 23

- Implement Anandan's algorithm