

# How Can We “Perfectly and Rapidly” Stitch Images? Exploring Improved End-to-end Techniques



Jing-En Huang

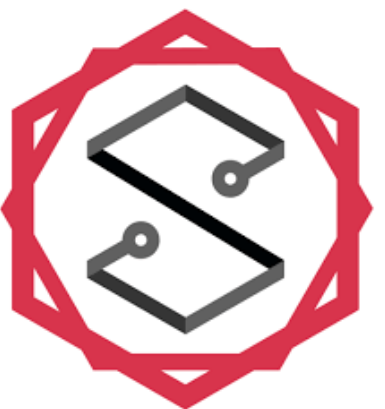


Jia-Wei Liao

Co-work with Ku-Te Lin, Yu-Ju Tsai, and Mei-Heng Yueh

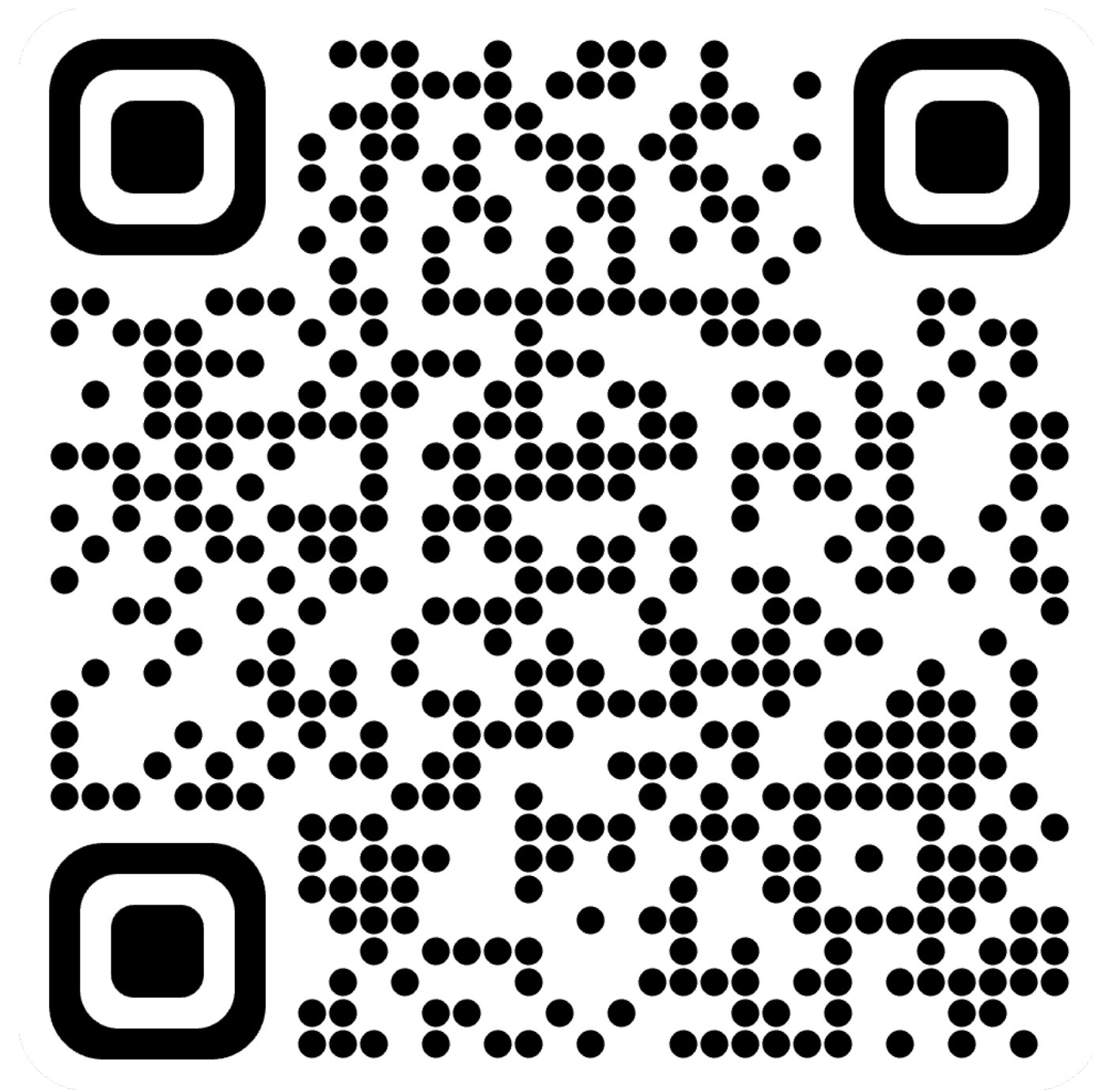
sciwork 2023

December 10, 2023

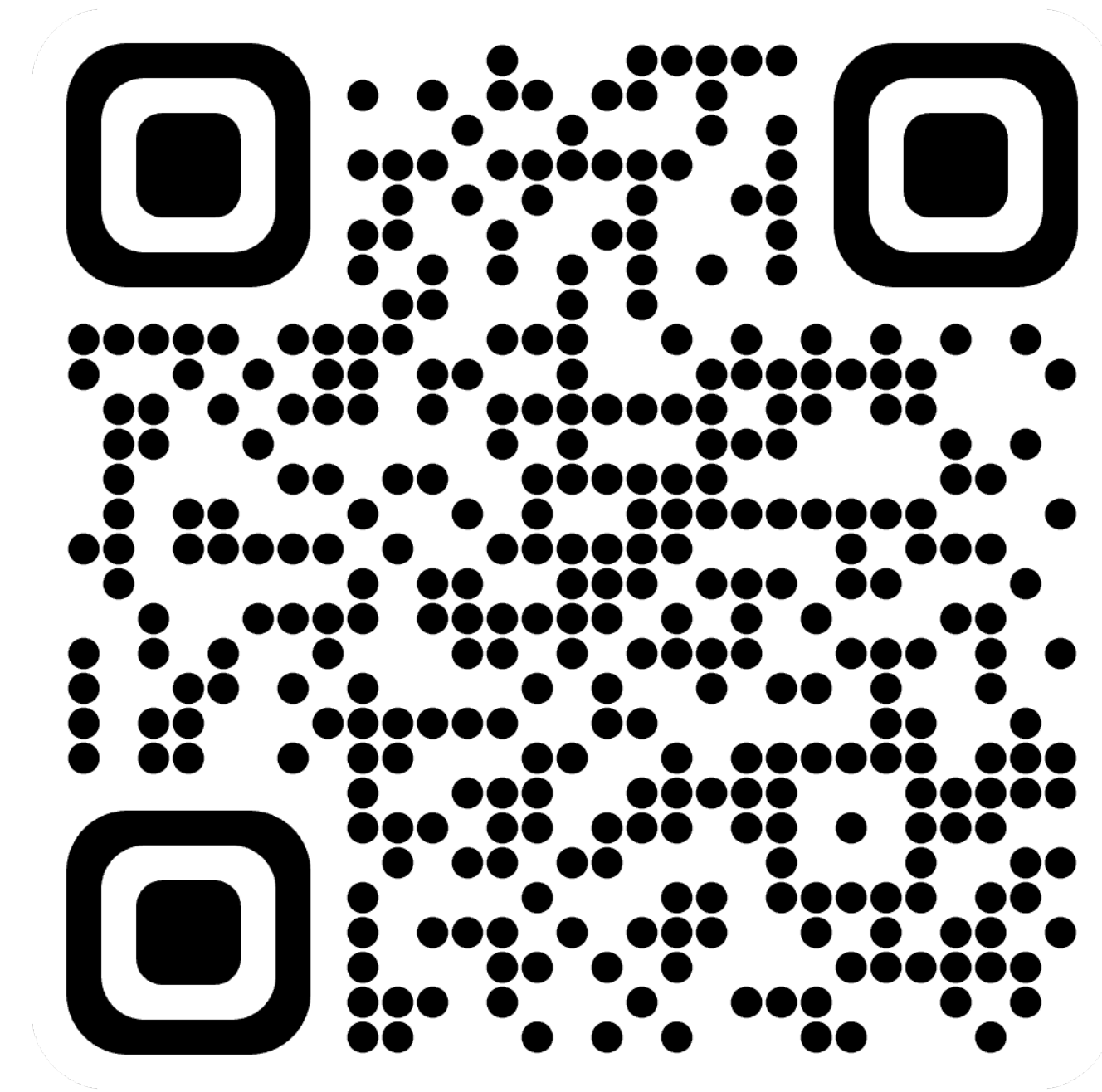


# Before We Start

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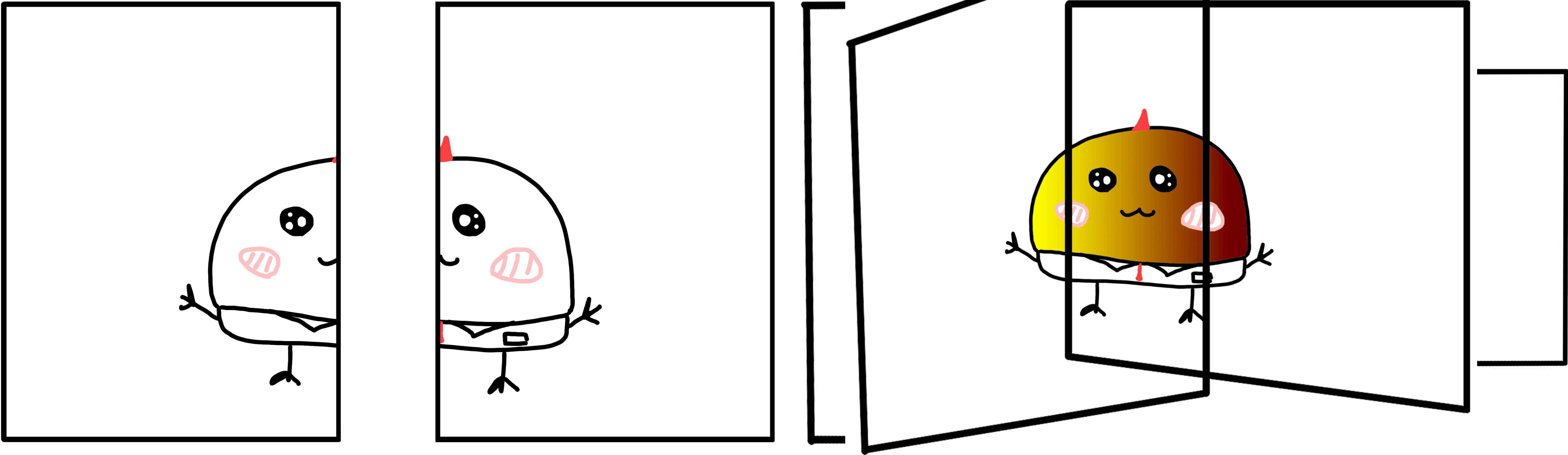
Slido



Slides

# Introduction to Image Stitching

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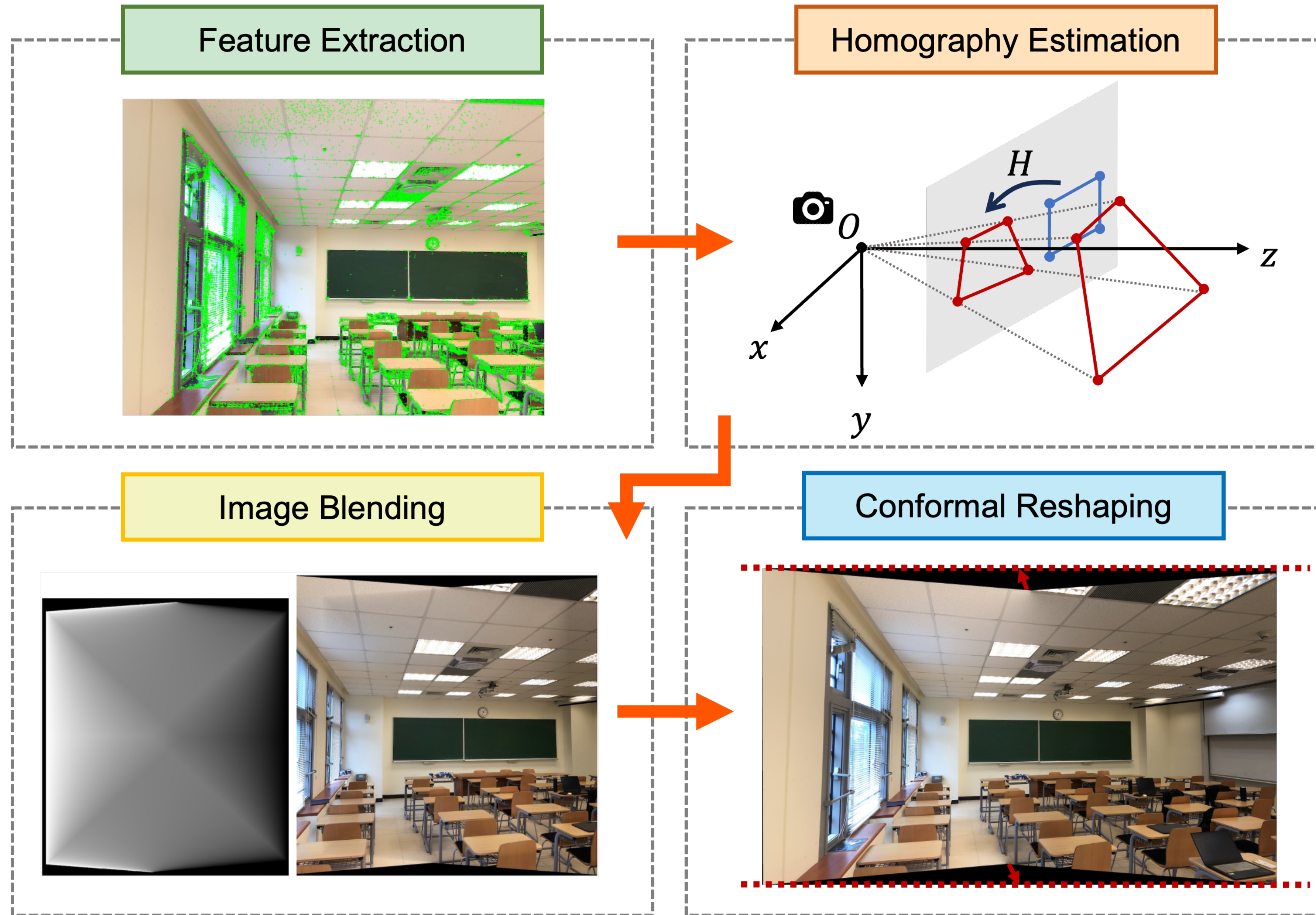


# Case Study

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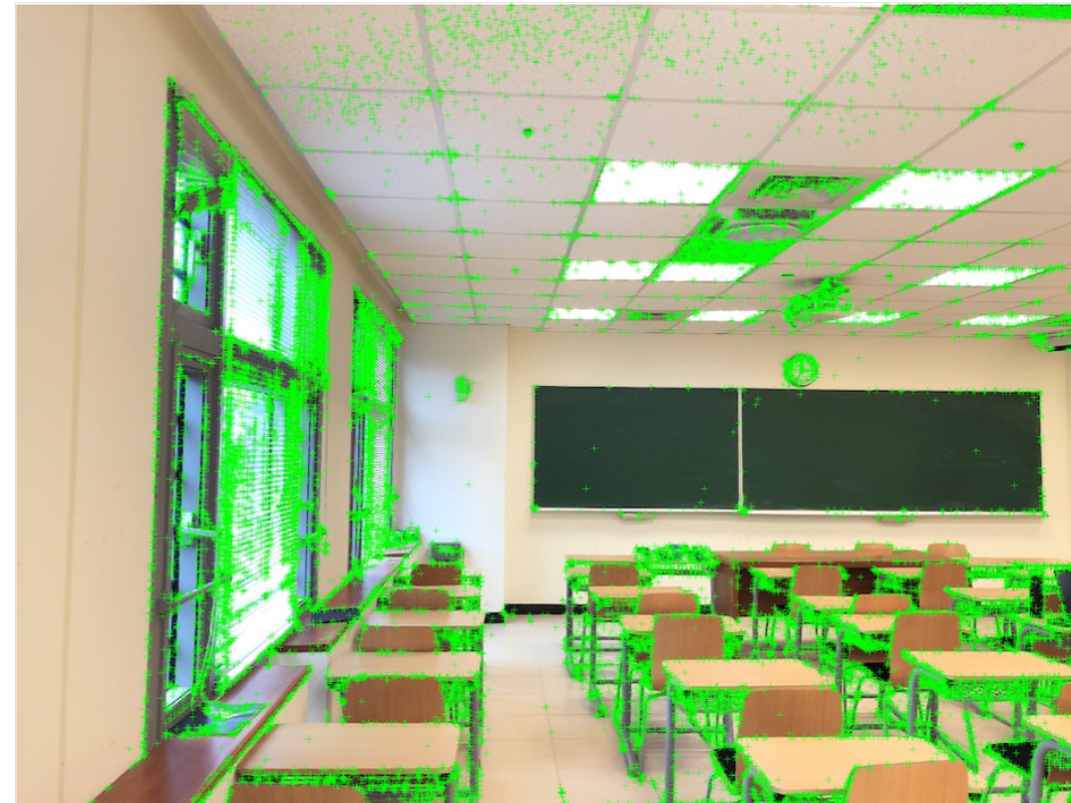


# End-to-End Image Stitching Pipeline



# Feature Extraction

Feature Extraction



Homography Estimation

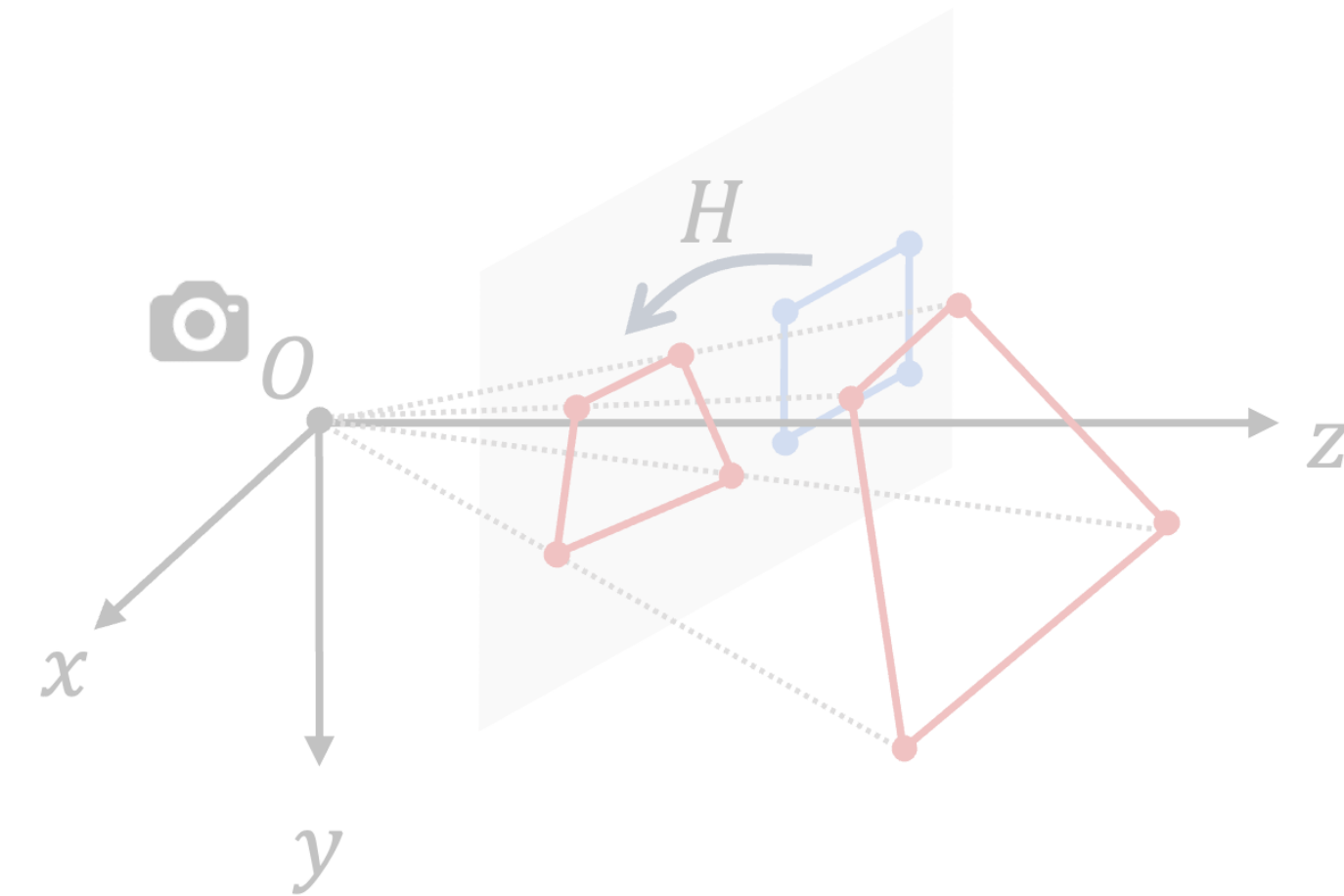


Image Blending



Conformal Reshaping



# Feature Extraction: SIFT

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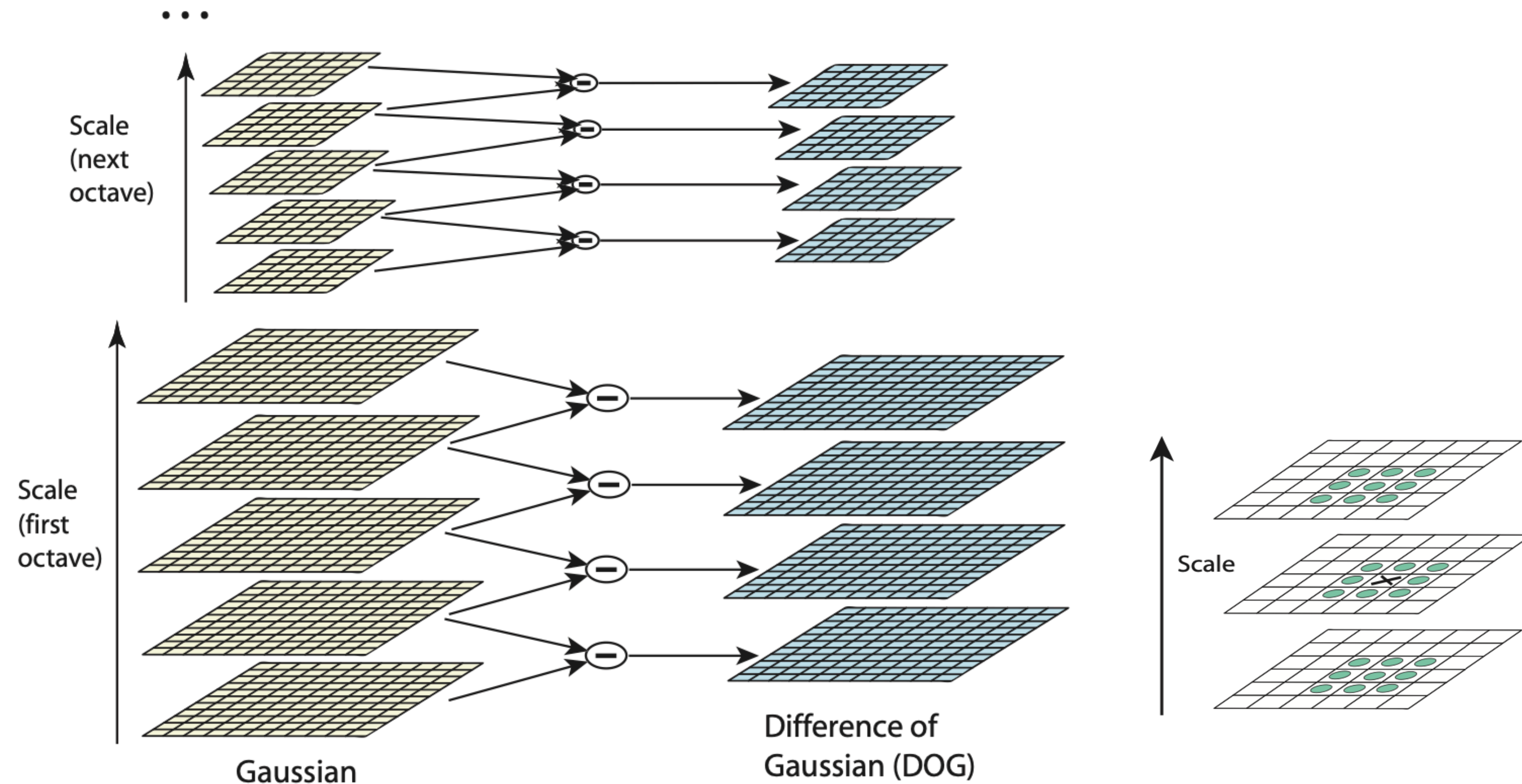
The **S**cale-**I**nvariant **F**eature **T**ransform (SIFT)



# Feature Extraction: SIFT

The **Scale-Invariant Feature Transform** (SIFT) has the following two steps:

1. **Detection:** Extract key points.



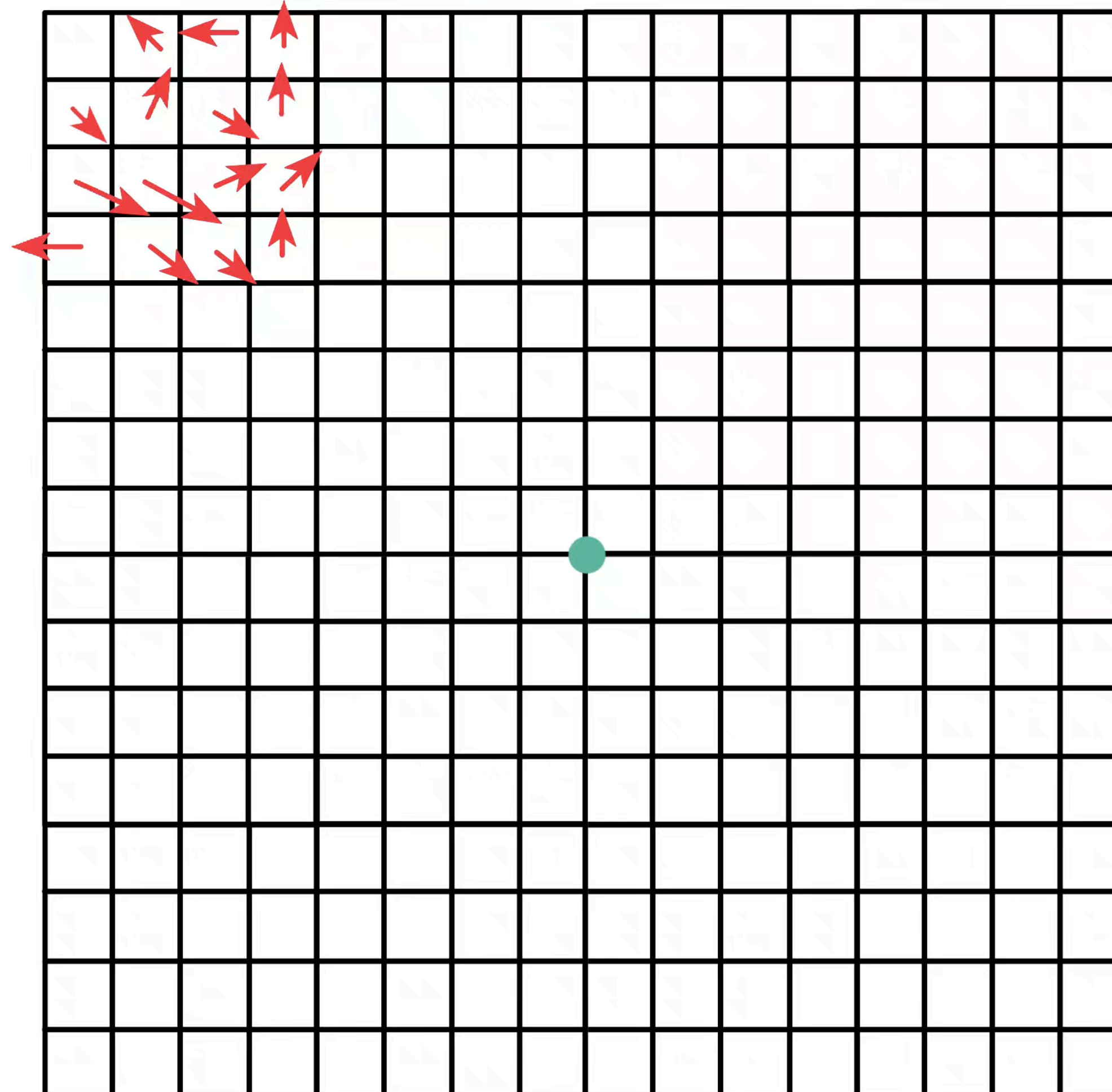


# Feature Extraction: SIFT

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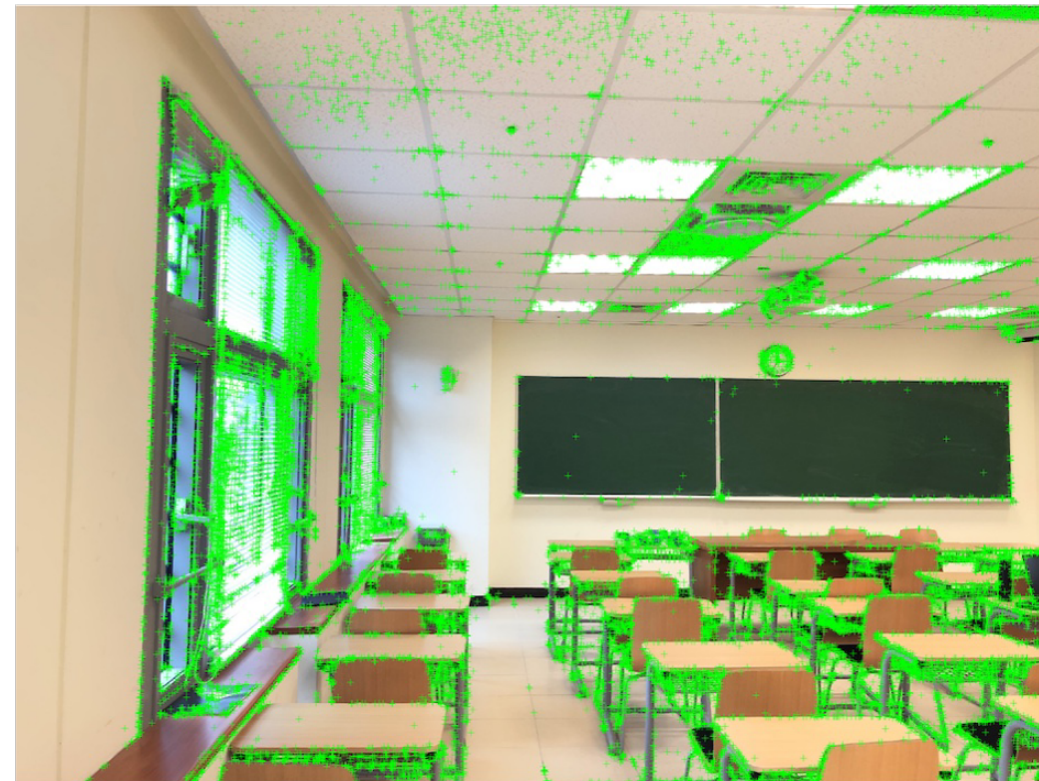
The **Scale-Invariant Feature Transform** (SIFT) has the following two steps:

2. **Description:** Extract the feature vector for each key point.



# Homography Estimation

Feature Extraction



Homography Estimation

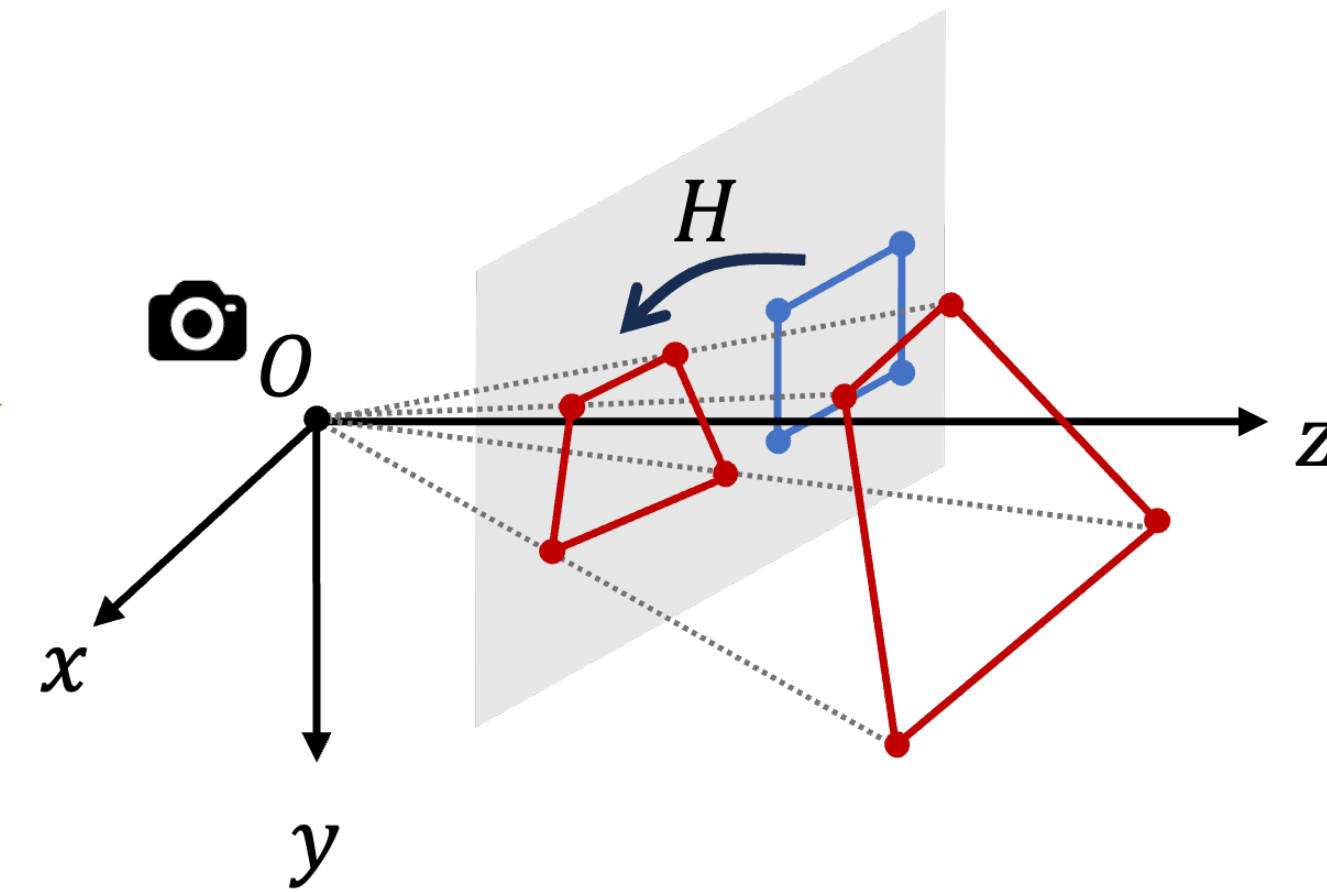


Image Blending

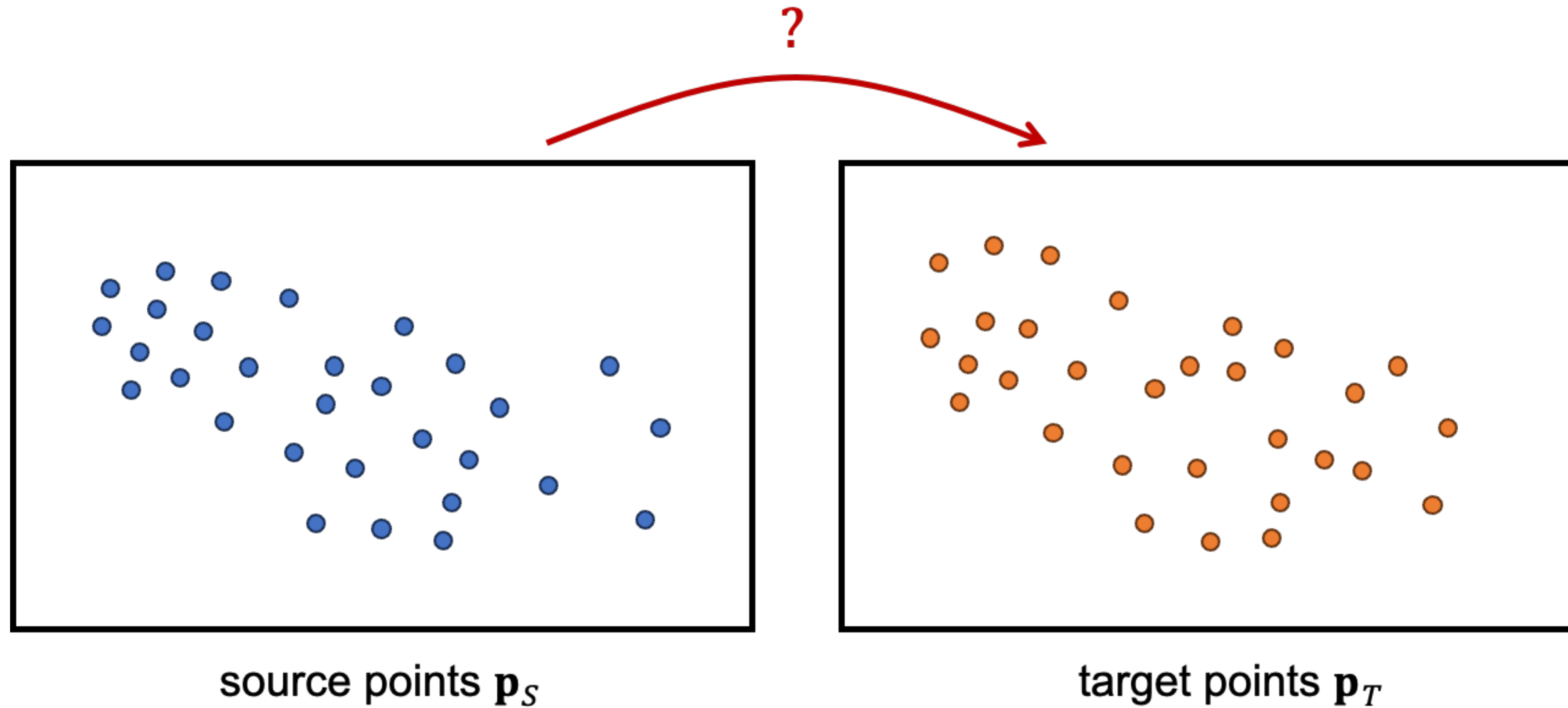


Conformal Reshaping



# Homography Estimation

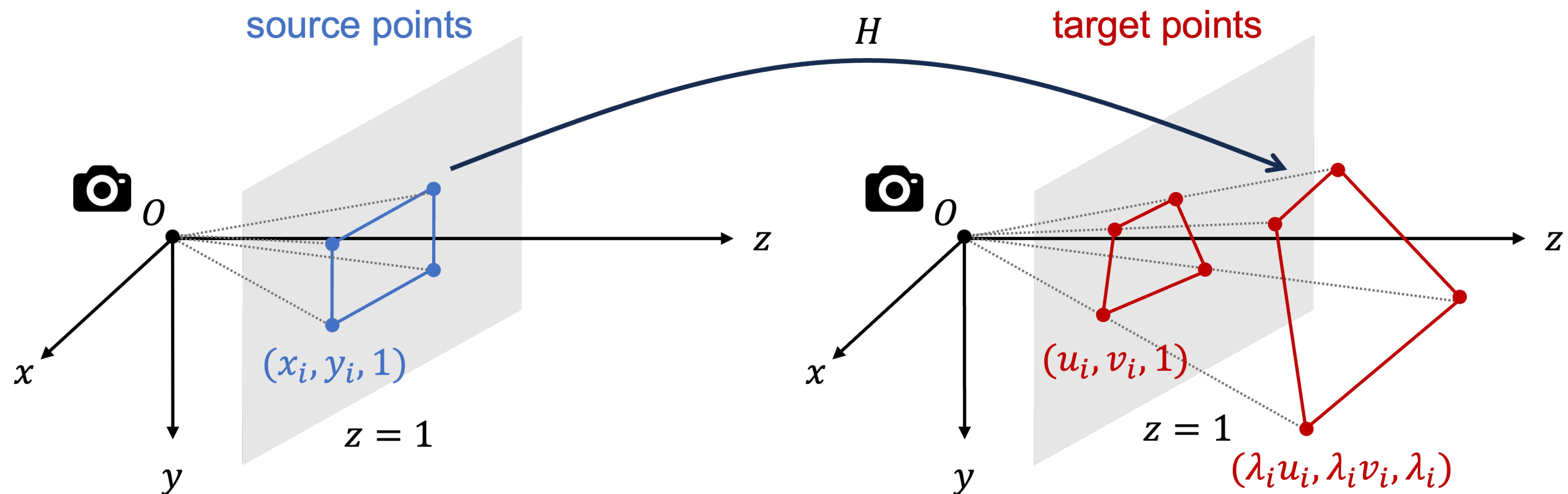
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# Homography Estimation: Camera Model

Given source points  $\{(x_i, y_i)\}_{i=1}^n$  and target points  $\{(u_i, v_i)\}_{i=1}^n$ , the goal is to find the homography matrix mapping each source point to its corresponding target point.

$$\lambda_i \begin{bmatrix} u_i \\ v_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{1,1} & h_{1,2} & h_{1,3} \\ h_{2,1} & h_{2,2} & h_{2,3} \\ h_{3,1} & h_{3,2} & h_{3,3} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}, \quad \lambda_i > 0, \quad i = 1, 2, \dots, n$$



# Homography Estimation: Linear System

We formulate homography as a  $2n \times 9$  linear system:

$$\begin{bmatrix} x_1 & y_1 & 1 & 0 & 0 & 0 & -x_1 u_1 & -y_1 u_1 & -u_1 \\ 0 & 0 & 0 & x_1 & y_1 & 1 & -x_1 v_1 & -y_1 v_1 & -v_1 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ x_n & y_n & 1 & 0 & 0 & 0 & -x_n u_n & -y_n u_n & -u_n \\ 0 & 0 & 0 & x_n & y_n & 1 & -x_n v_n & -y_n v_n & -v_n \end{bmatrix} \begin{bmatrix} h_{1,1} \\ h_{1,2} \\ h_{1,3} \\ h_{2,1} \\ h_{2,2} \\ h_{2,3} \\ h_{3,1} \\ h_{3,2} \\ h_{3,3} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix} \implies \mathbf{A}\mathbf{h} = \mathbf{0} \quad (1)$$

## Fact

- The degrees of freedom of  $\mathbf{h}$  are 8, requiring at least 4 points.

# Homography Estimation: Least Squares Problem

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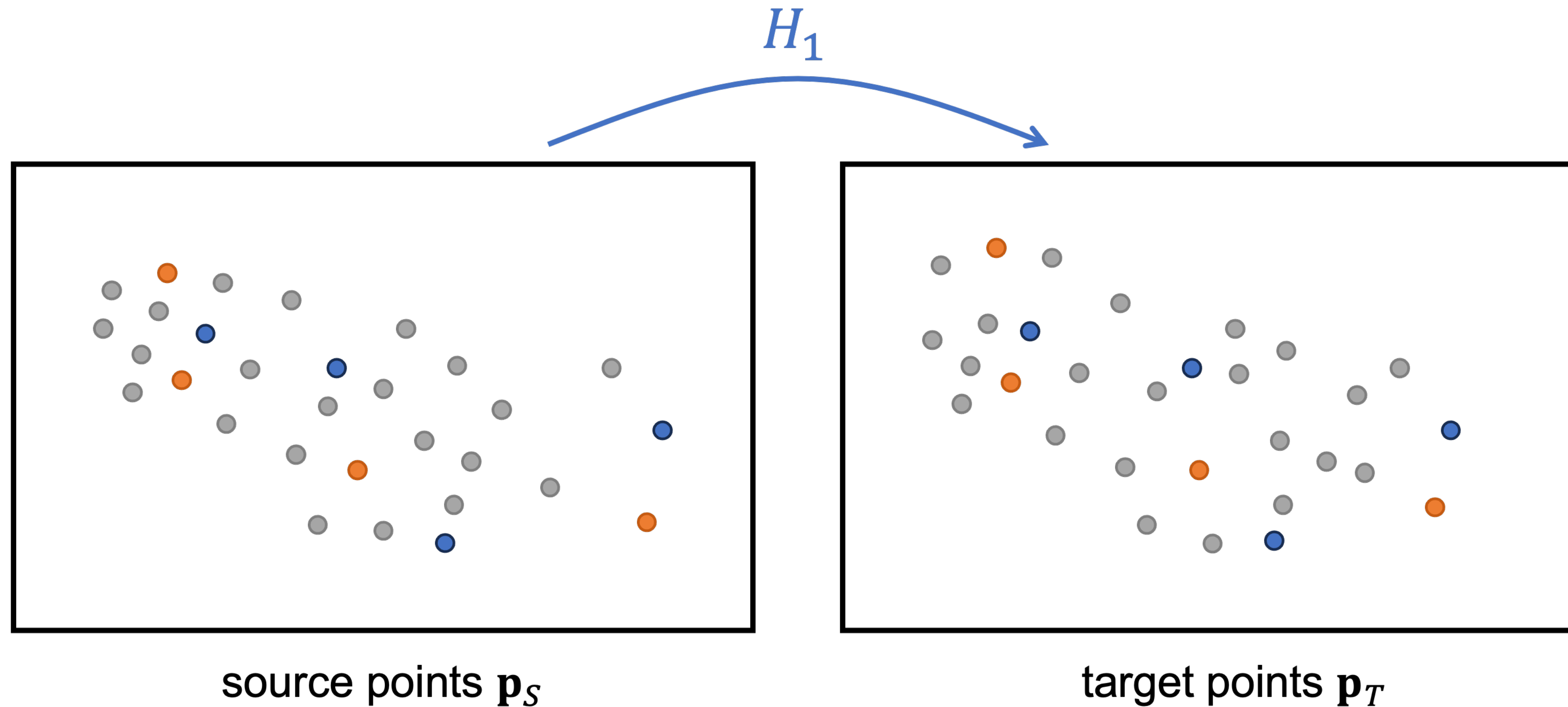
The linear system defined in (1) is reformulated as a least squares problem:

$$\min_{\|\mathbf{h}\|_2=1} \|\mathbf{A}\mathbf{h} - \mathbf{0}\|_2^2. \quad (2)$$

## Fact

- $\mathbf{h}$  is subject to arbitrary scaling, we incorporated the length constraint of 1 into the optimization formulation.
- The solution of (2) is the unit eigenvector of  $A^\top A$  associated with its smallest eigenvalue.

# Homography Estimation: RANSAC



Inlier error:  $\|H_2 \mathbf{p}_S - \mathbf{p}_T\|_2 > \|H_1 \mathbf{p}_S - \mathbf{p}_T\|_2$

# Stitching Result of Two Images

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Figure: Stitching results of SIFT



# Stitching Result of Two Images

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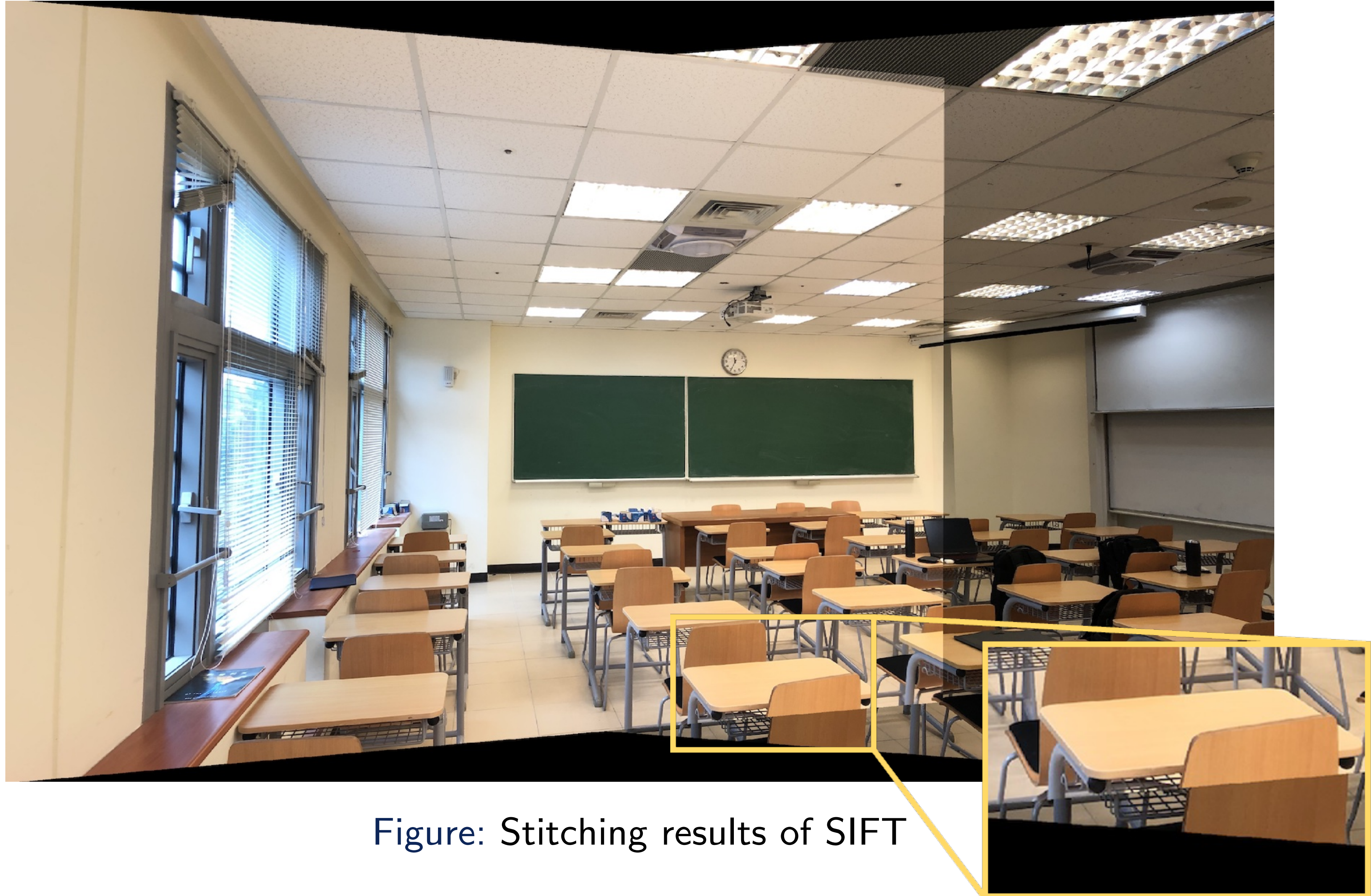


Figure: Stitching results of SIFT

# Strategies to Improve Stitching Result

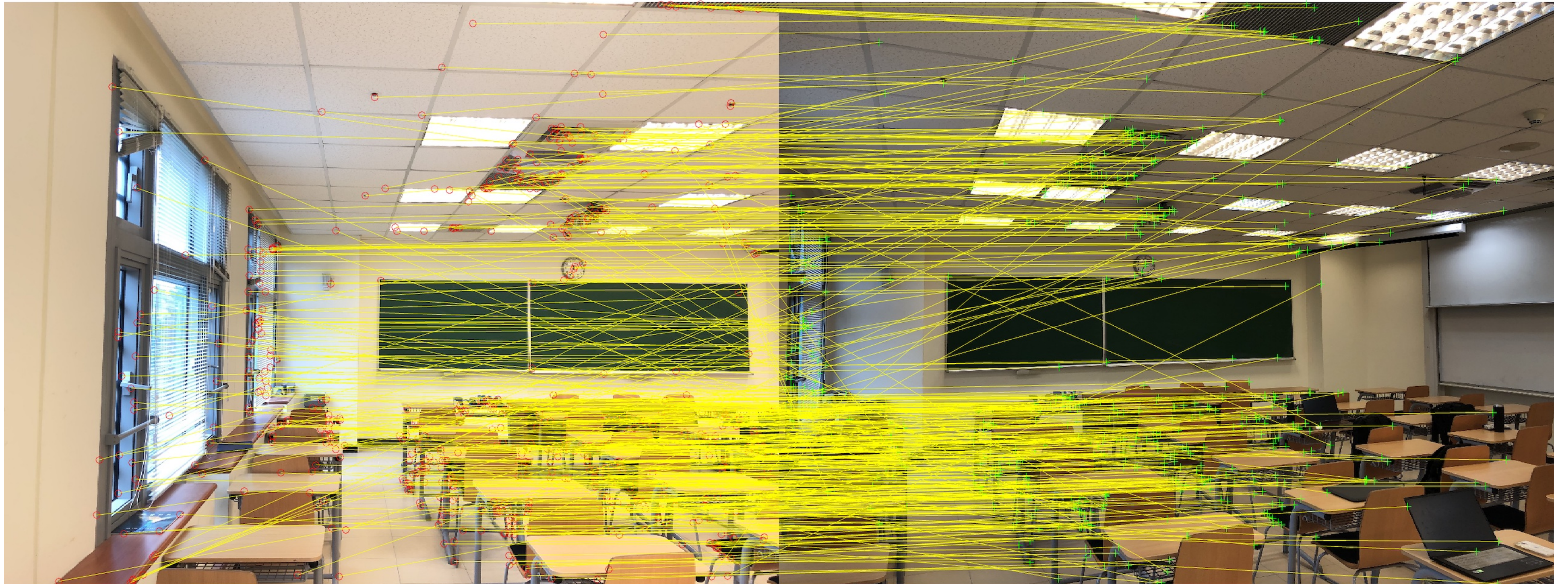
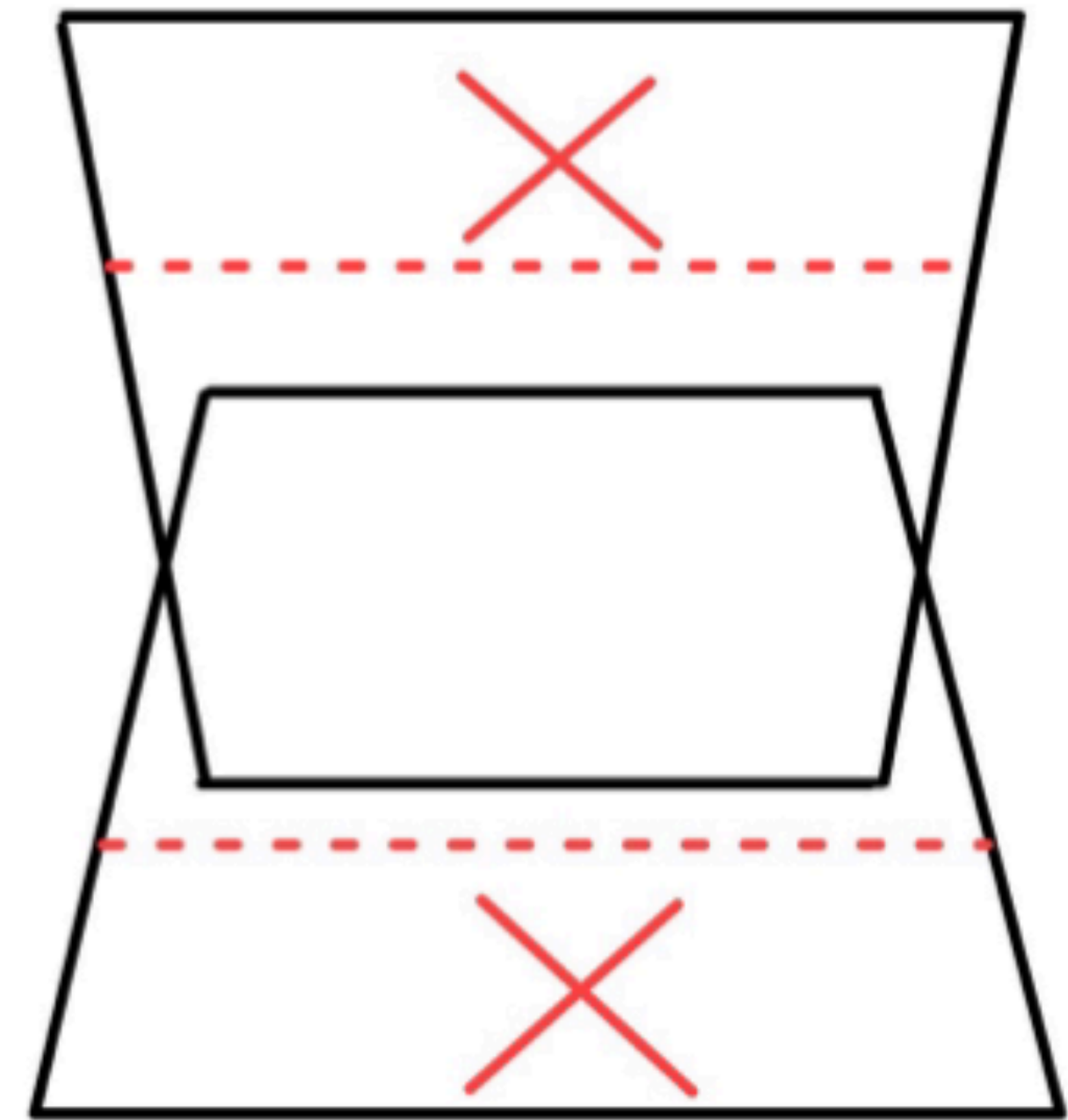
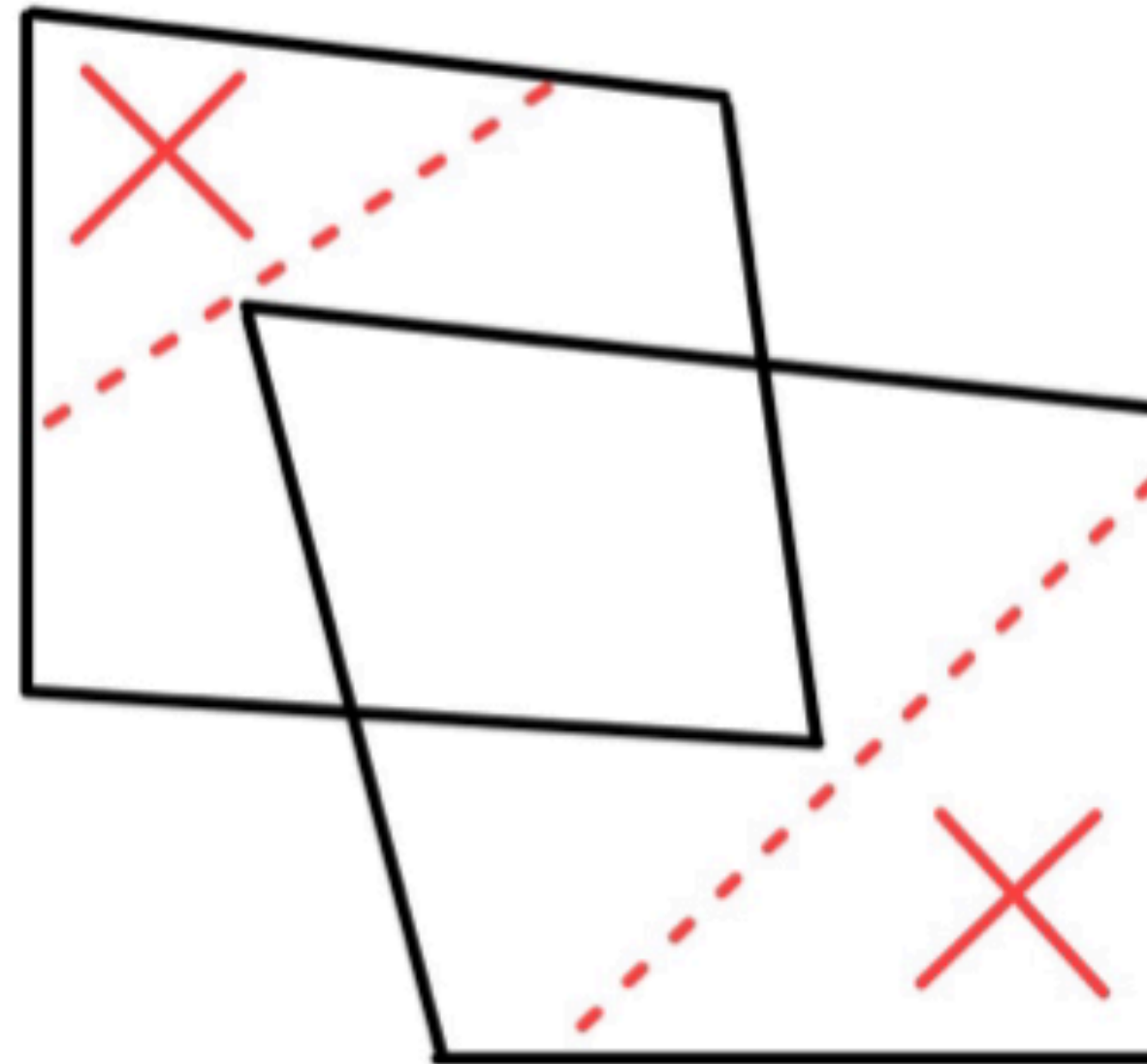
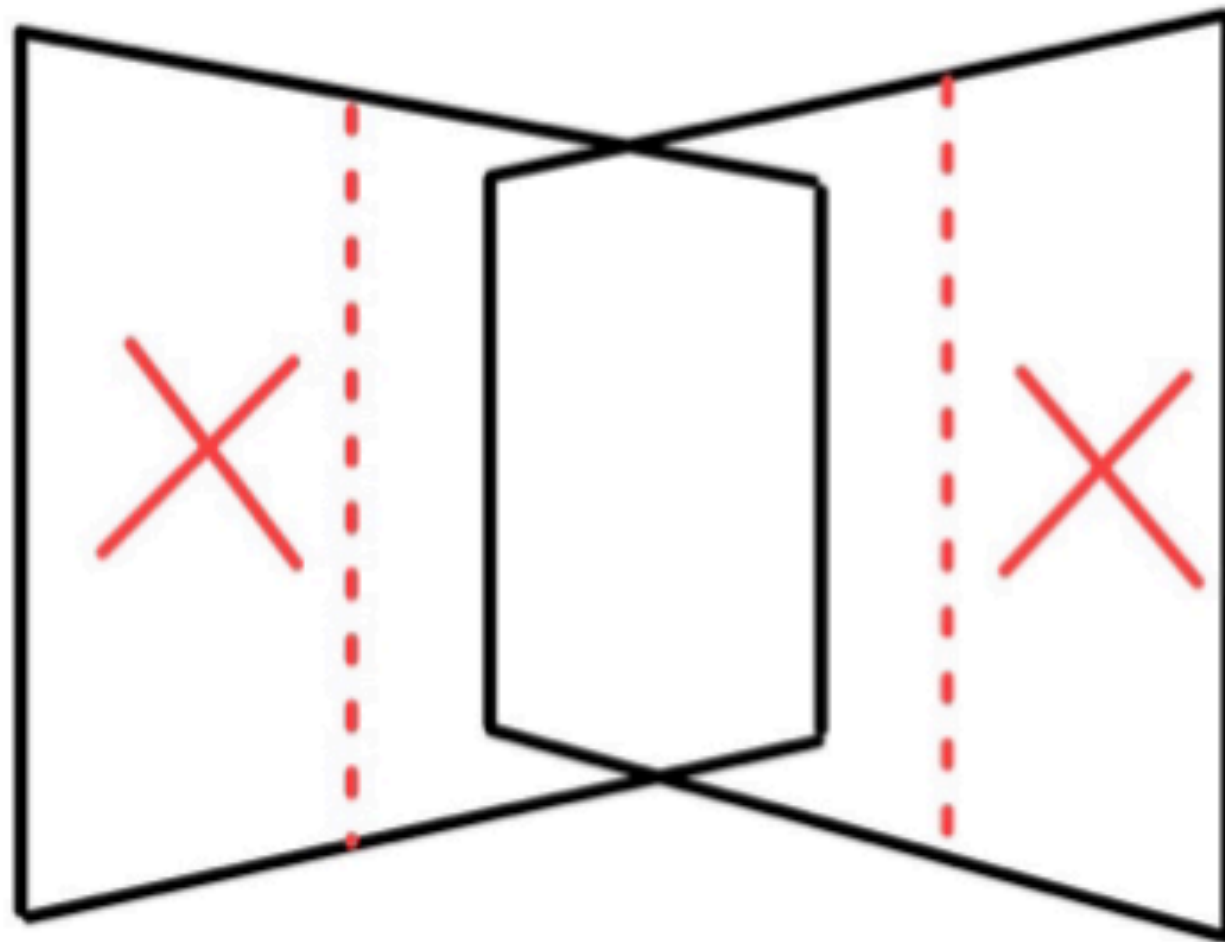


Figure: Matching results of SIFT

# Strategies to Improve Stitching Result

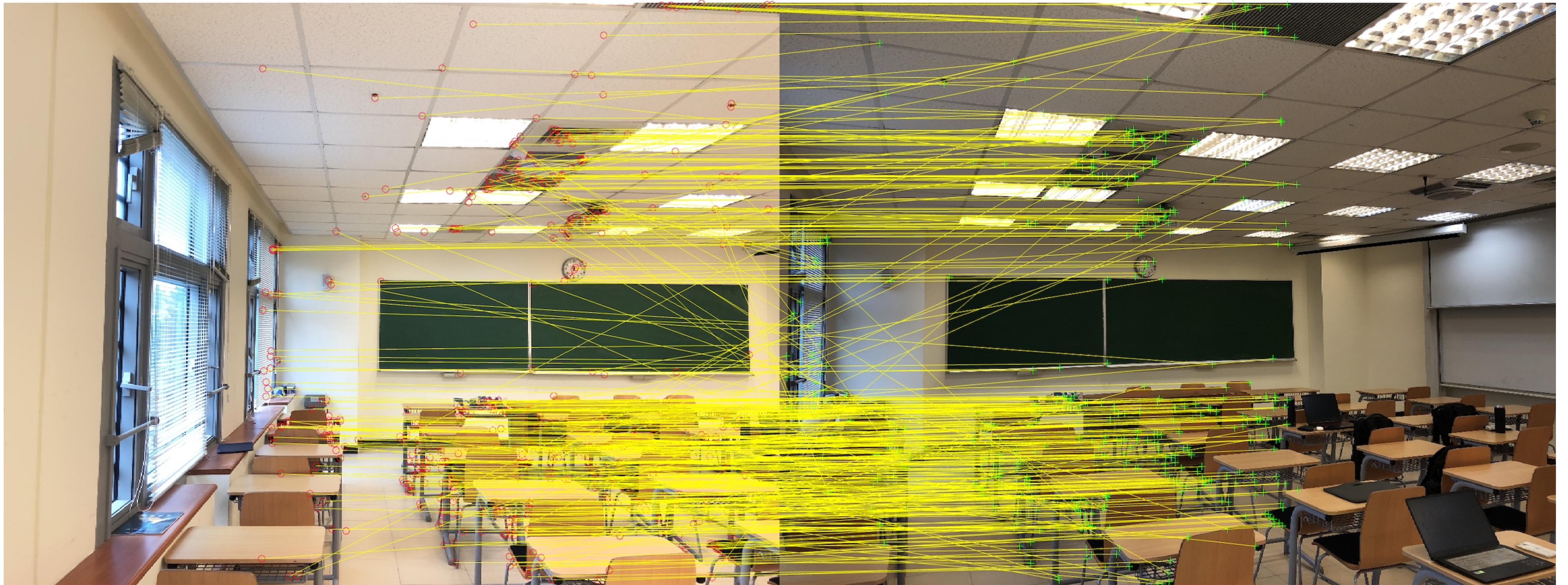
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1. Discard irrelevant points.



# Strategies to Improve Stitching Result

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# Strategies to Improve Stitching Result

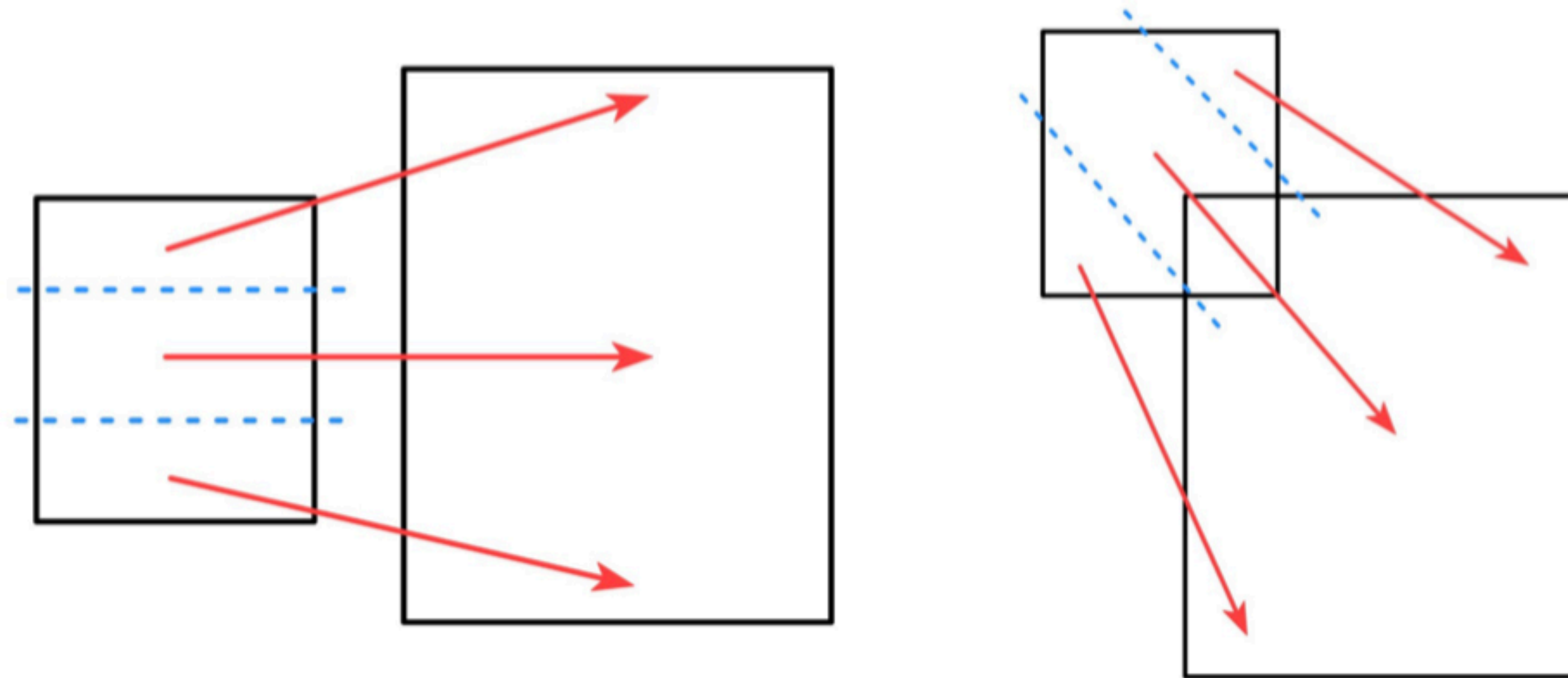
2. Filter out pairings with excessive slope.



# Strategies to Improve Stitching Result

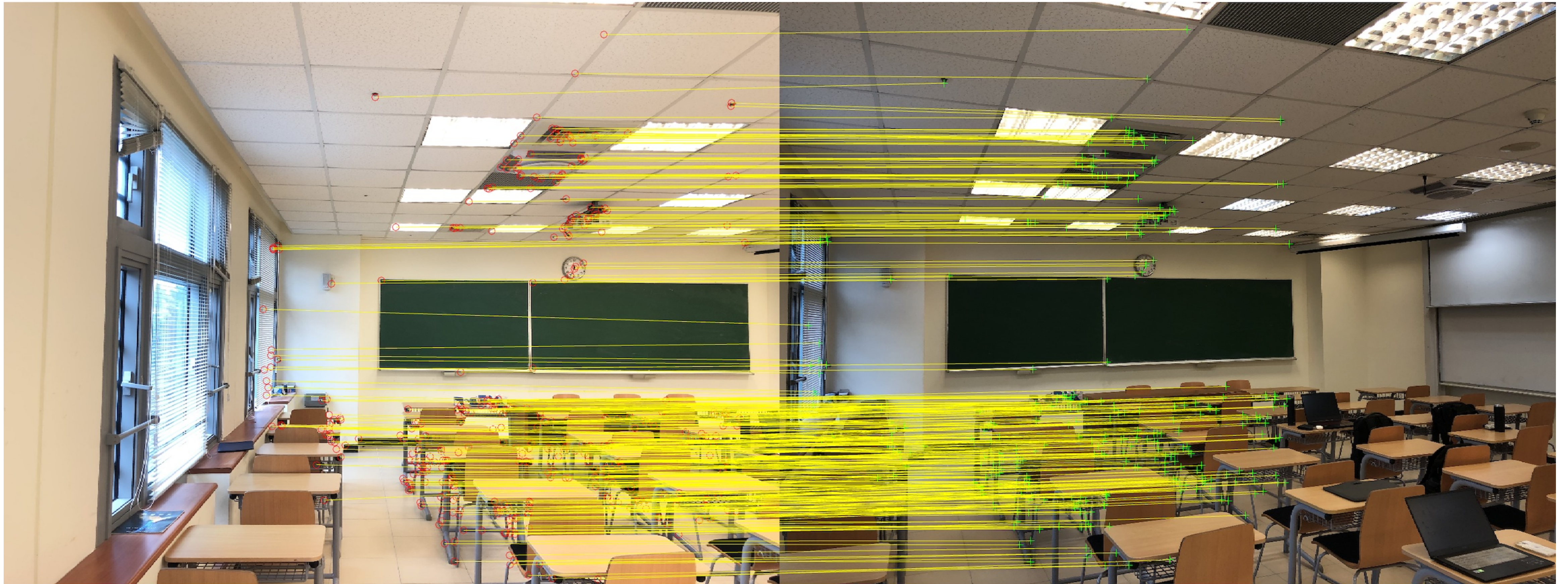
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3. Segment matched pairs into three parts and reapply slope filtering.



# Strategies to Improve Stitching Result

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# Strategies to Improve Stitching Result

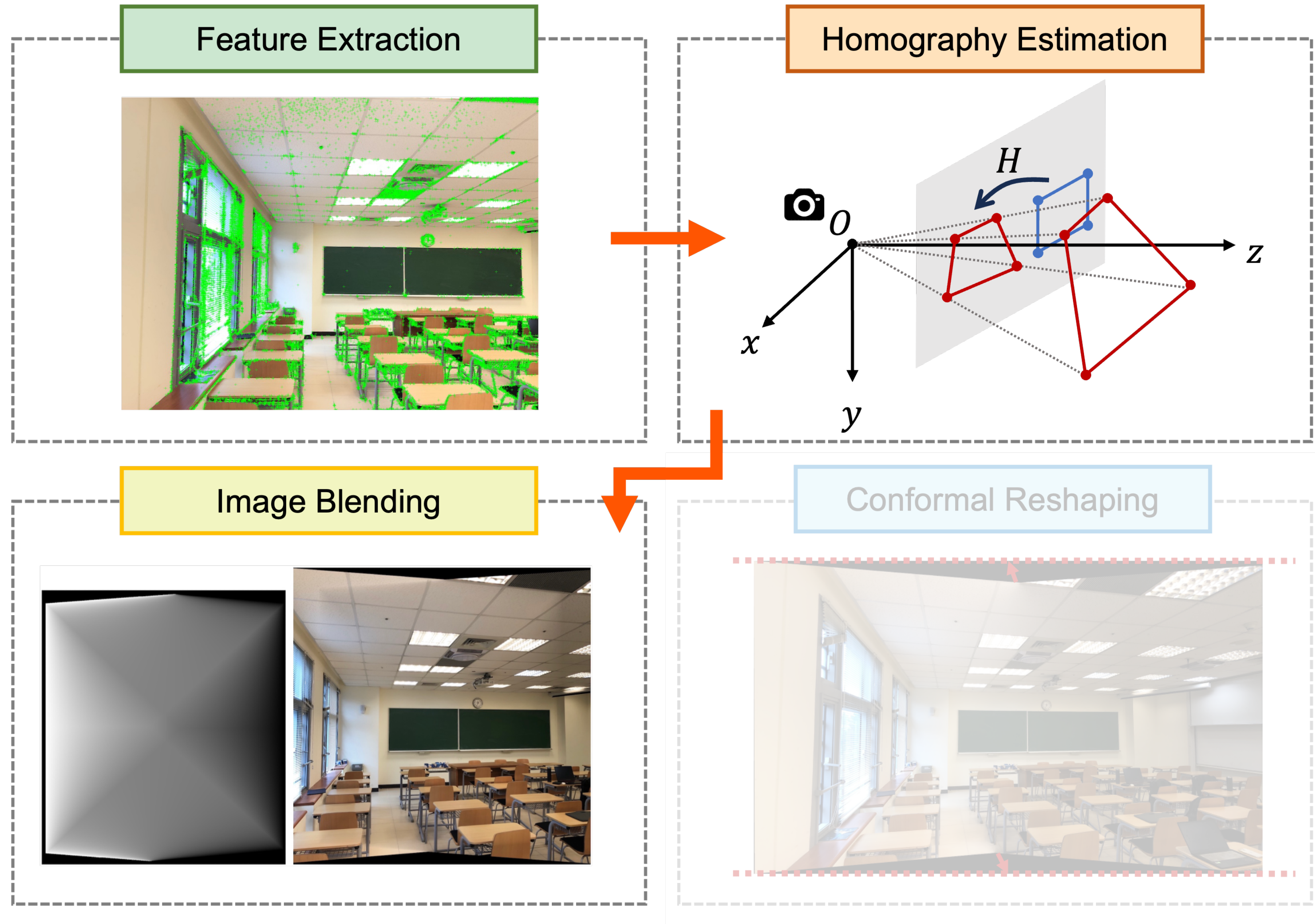
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Figure: Perfect matching results



# Image Blending



# Image Blending

$I_1$

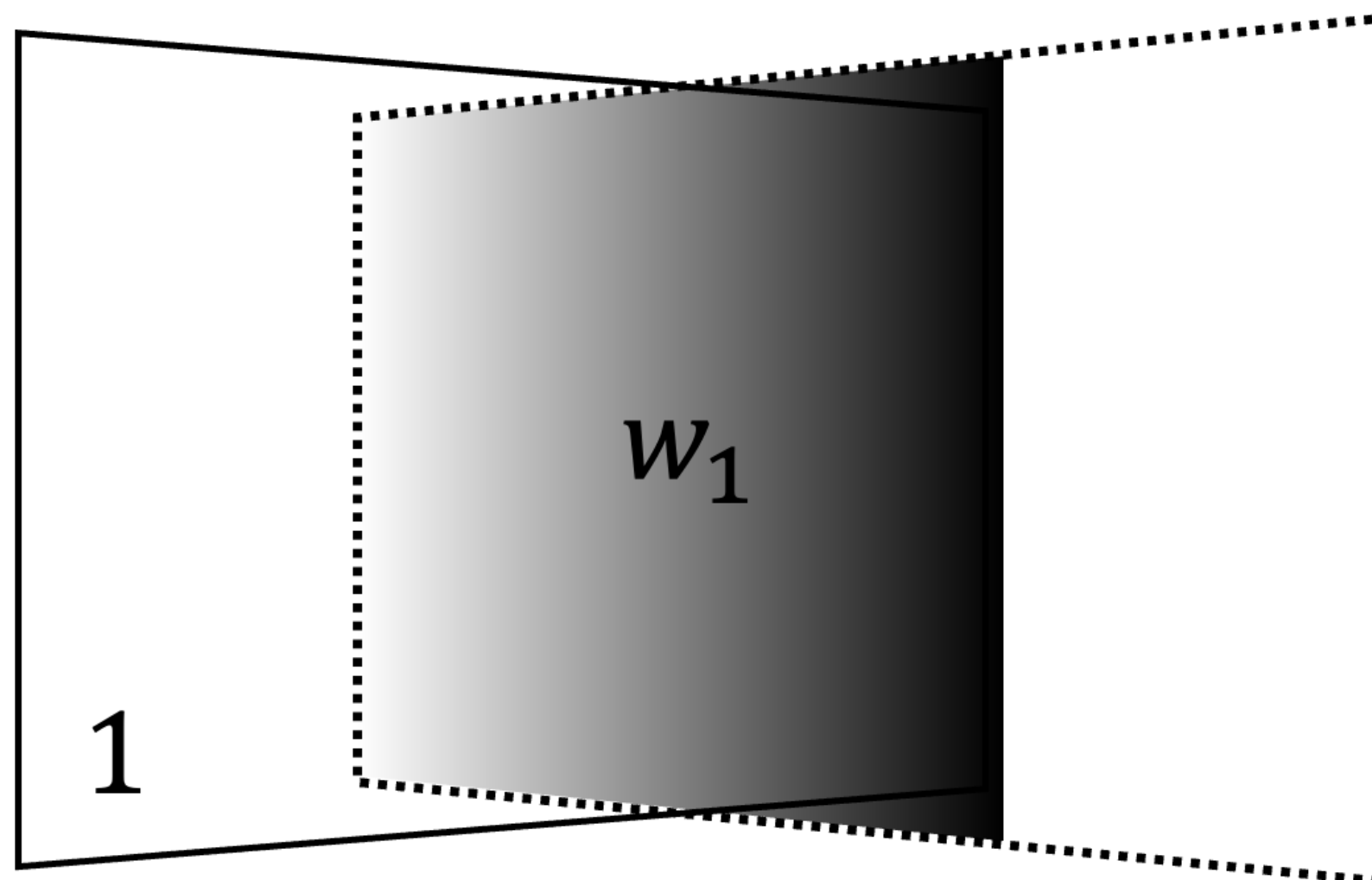


$I_2$



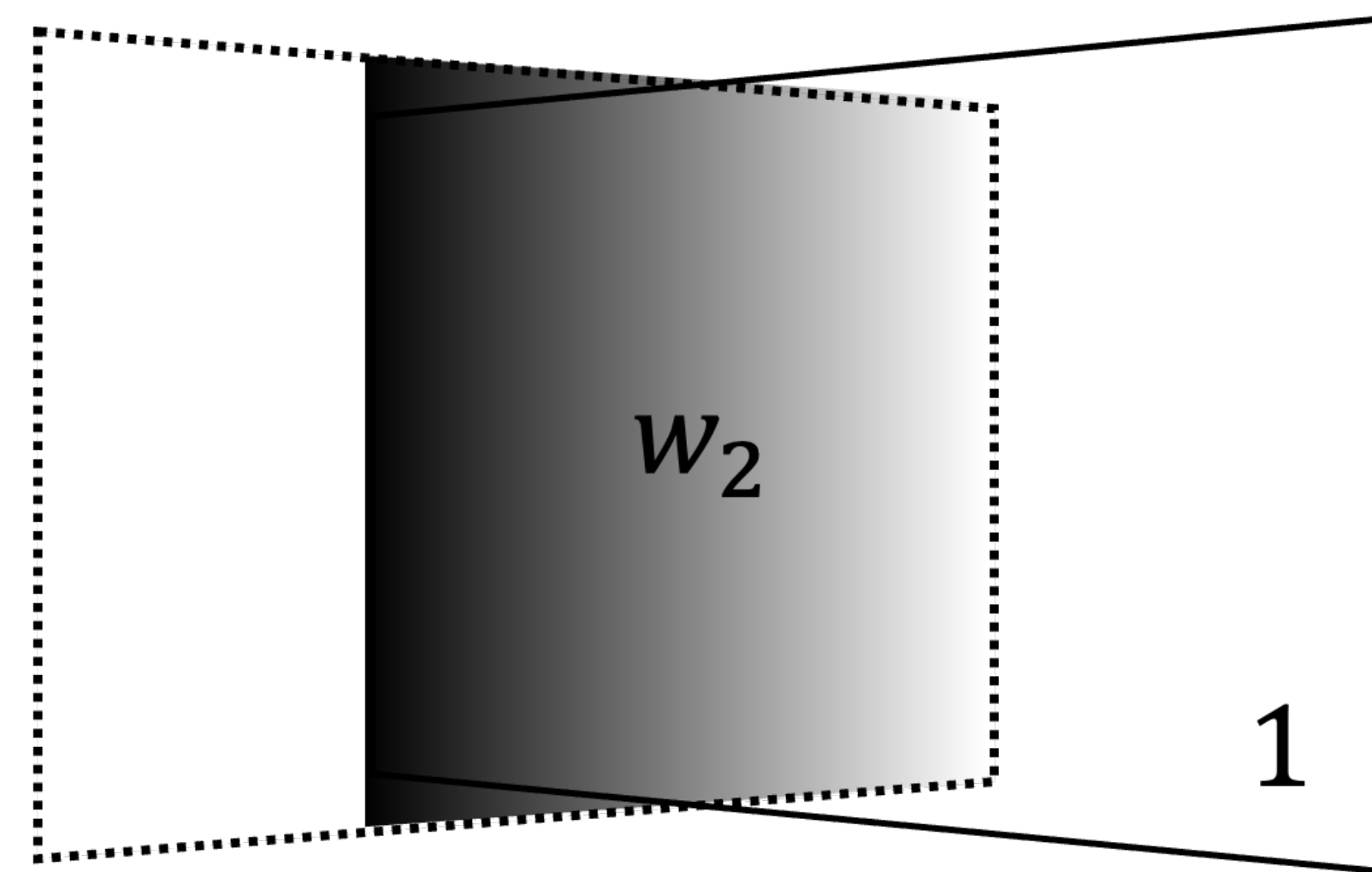
$w_1$

1



$w_2$

1



# Image Blending: Continuous Mask

Define image mask functions  $w_1, w_2 : \Omega \rightarrow [0, 1]$  as:

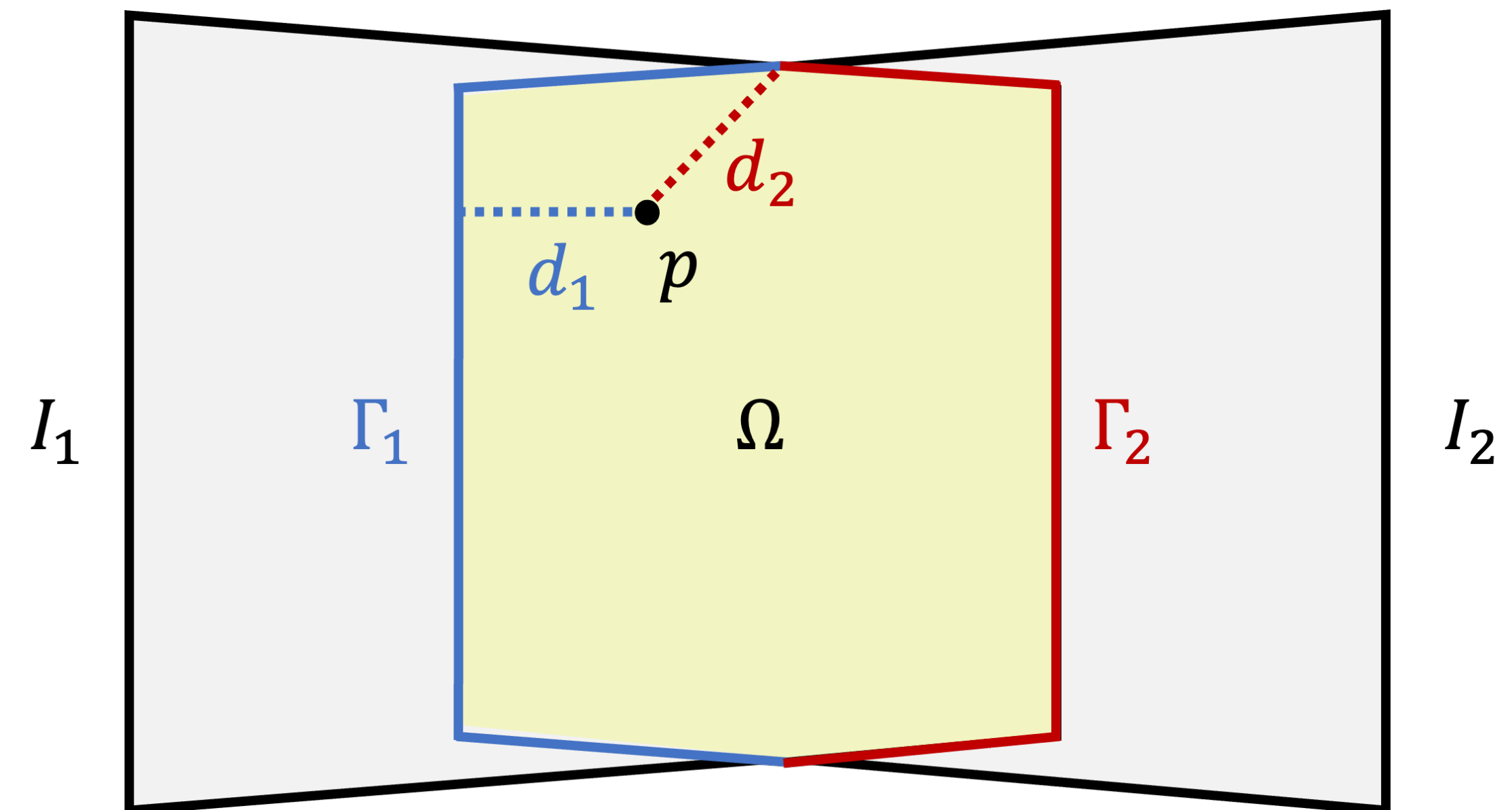
$$w_1(p) = \frac{d_2(p)}{d_1(p) + d_2(p)},$$

$$w_2(p) = \frac{d_1(p)}{d_1(p) + d_2(p)},$$

where

$$d_1(p) = \min_{q \in \Gamma_1} \{ \|p - q\| \},$$

$$d_2(p) = \min_{q \in \Gamma_2} \{ \|p - q\| \}.$$

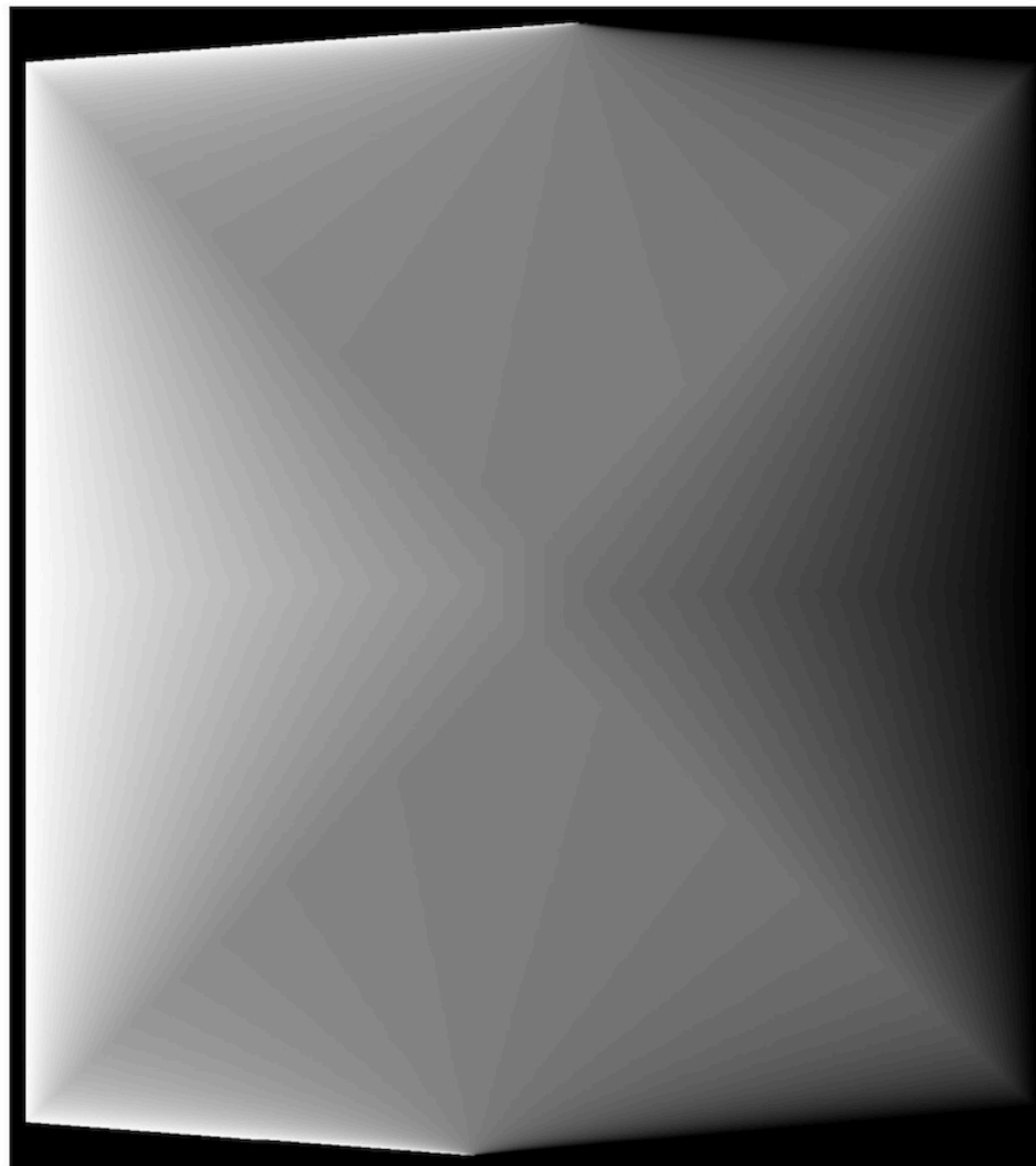


The blended image  $I'$  is then calculated as:

$$I'(p) = w_1(p) \cdot I_1(p) + w_2(p) \cdot I_2(p).$$

# Result of Image Blending with Continuous Mask

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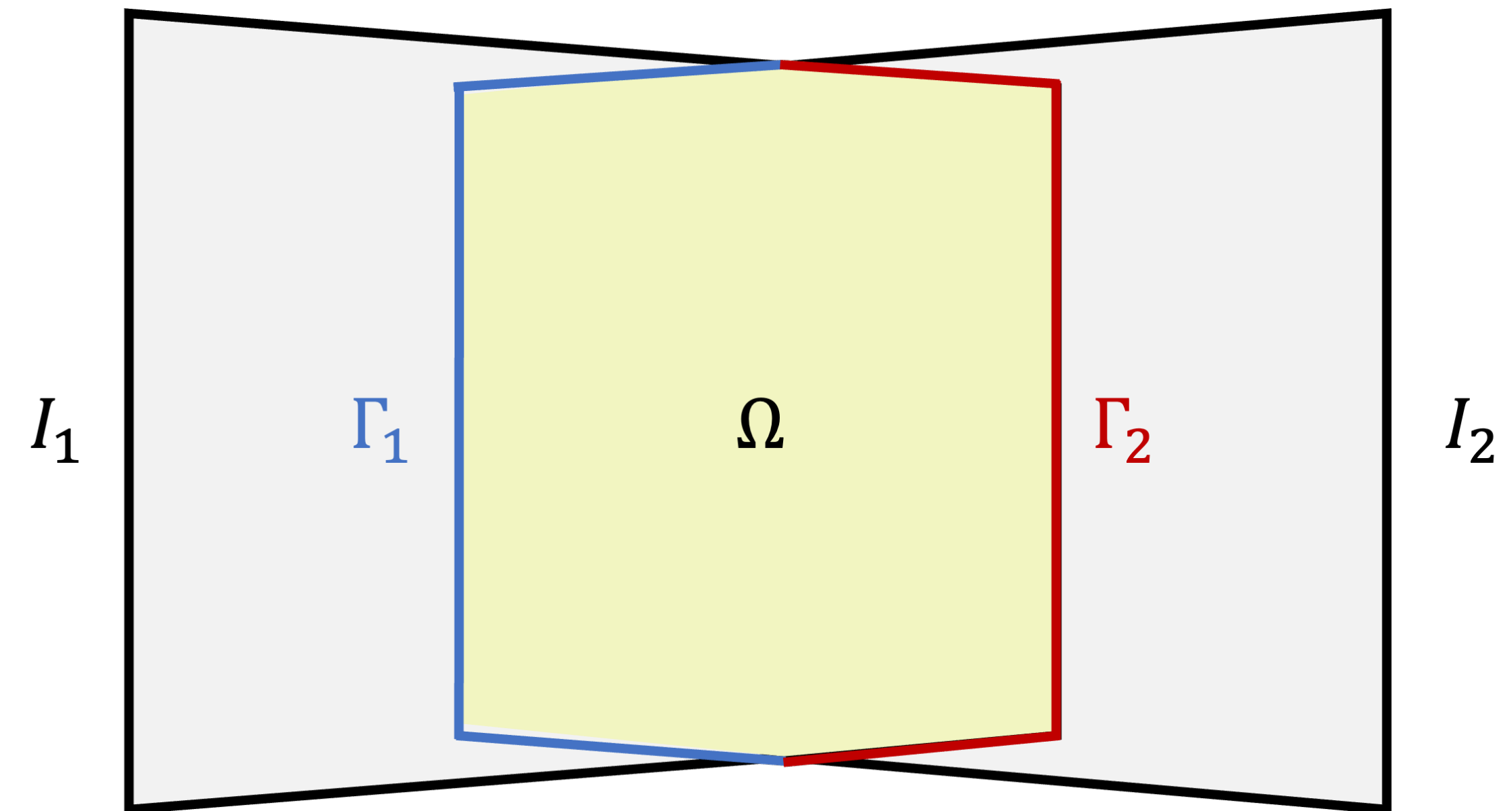


# Image Blending: Poisson Equation

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Define  $w : \Omega \rightarrow [0, 1]$  as the image mask function. The smooth blending function is derived from the Poisson equation under specified boundary conditions:

$$\begin{cases} \Delta w = 0 \text{ in } \Omega \setminus (\Gamma_1 \cup \Gamma_2), \\ w|_{\Gamma_1} = 1, w|_{\Gamma_2} = 0. \end{cases}$$



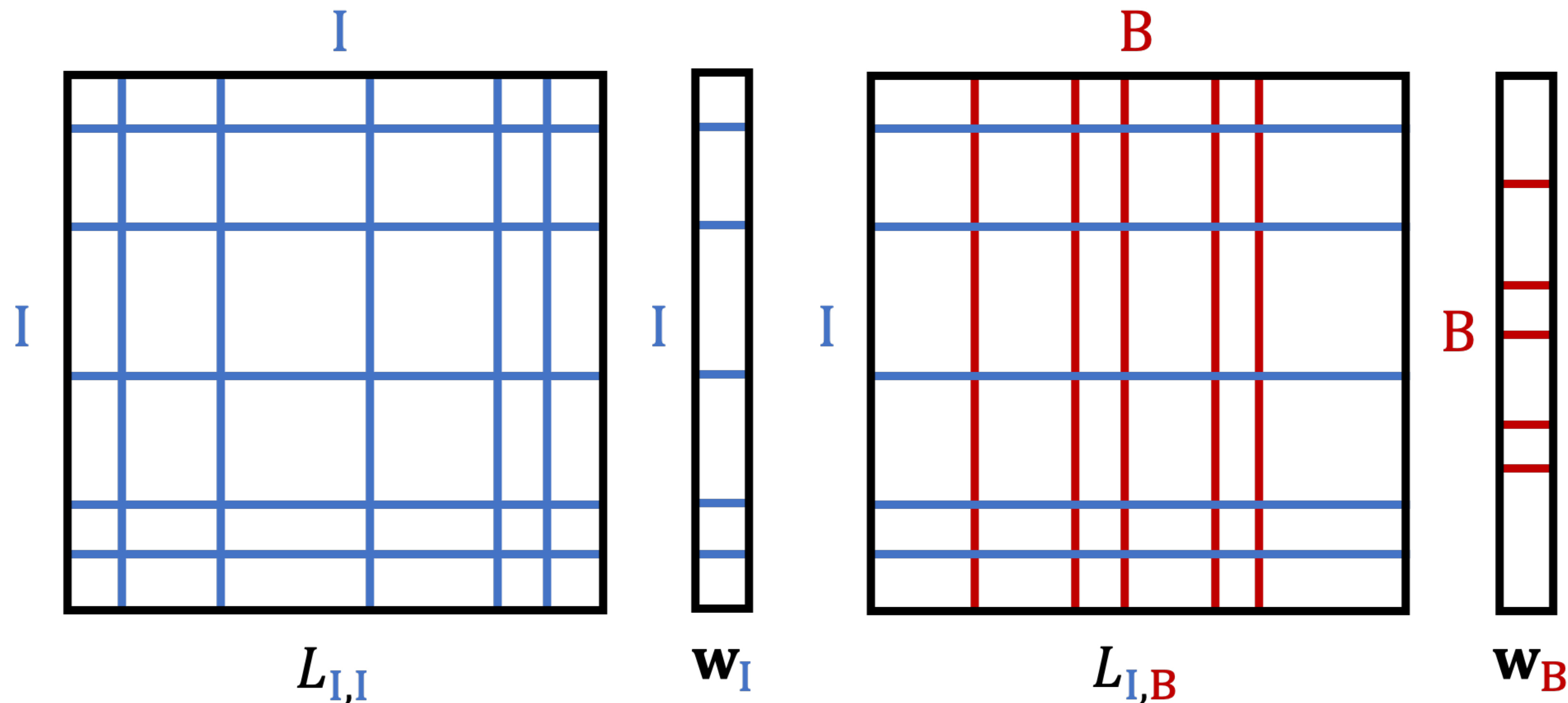
The blended image  $I'$  is then calculated as:

$$I' = w \cdot I_1 + (1 - w) \cdot I_2.$$

# Image Blending: Poisson Equation

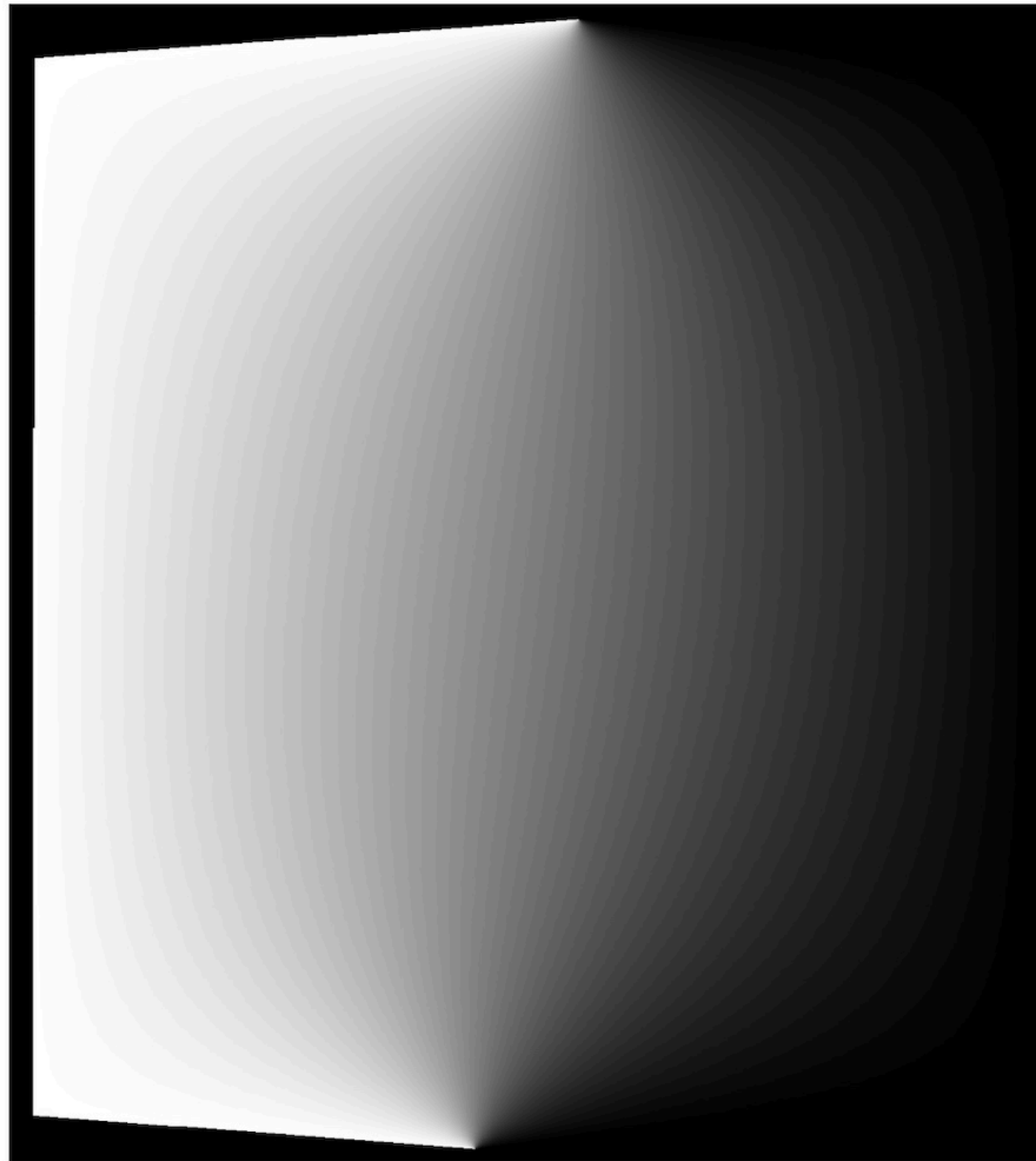
Let  $L$  be the Lattice Laplacian matrix and  $\mathbf{w}$  be the weight vector. Segregate the point indices into interior  $I$  and boundary  $B$ . The Poisson's equation can express to the following linear system:

$$L_{I,I}\mathbf{w}_I = -L_{I,B}\mathbf{w}_B,$$

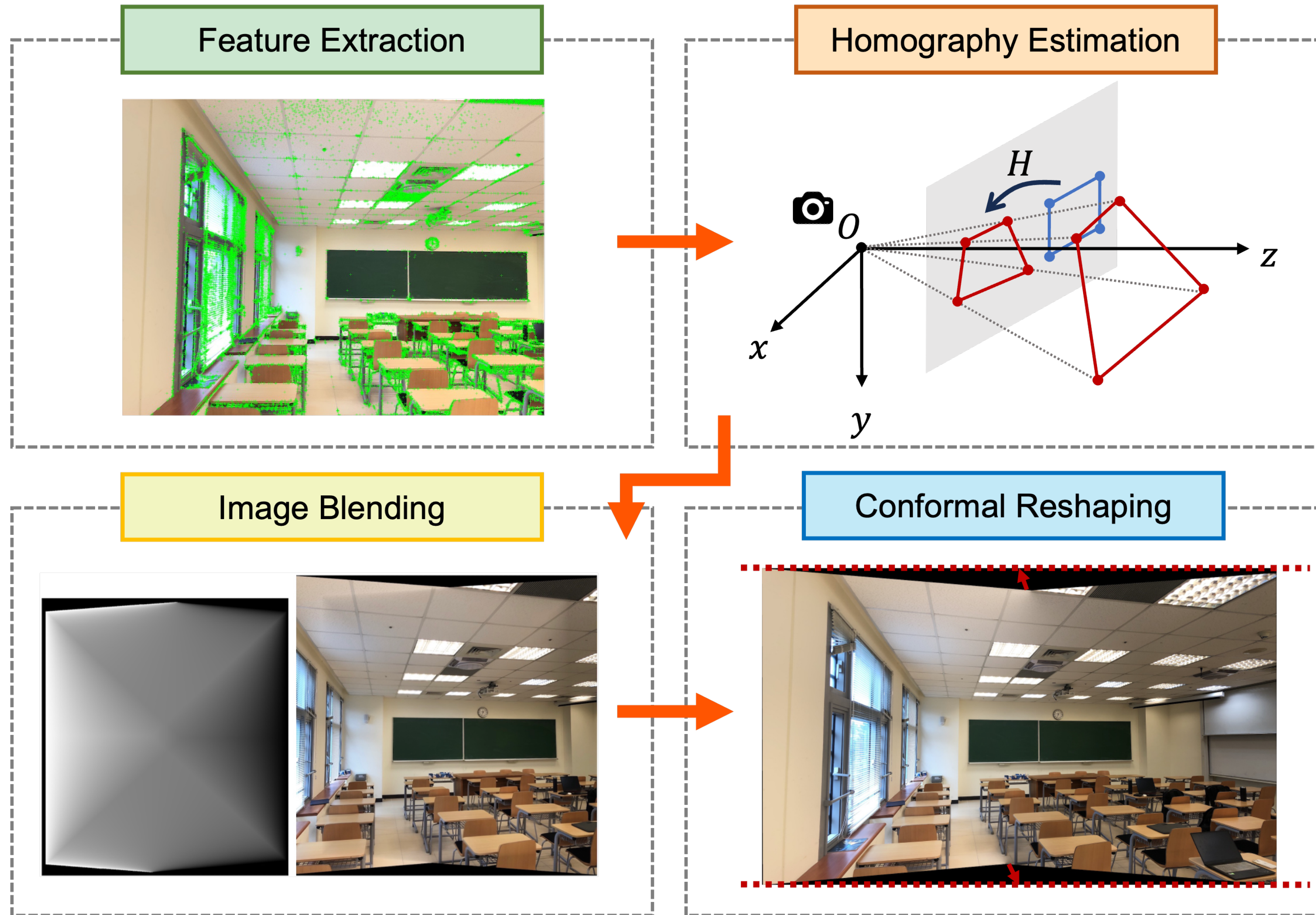


# Result of Poisson Image Blending

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# Conformal Reshaping





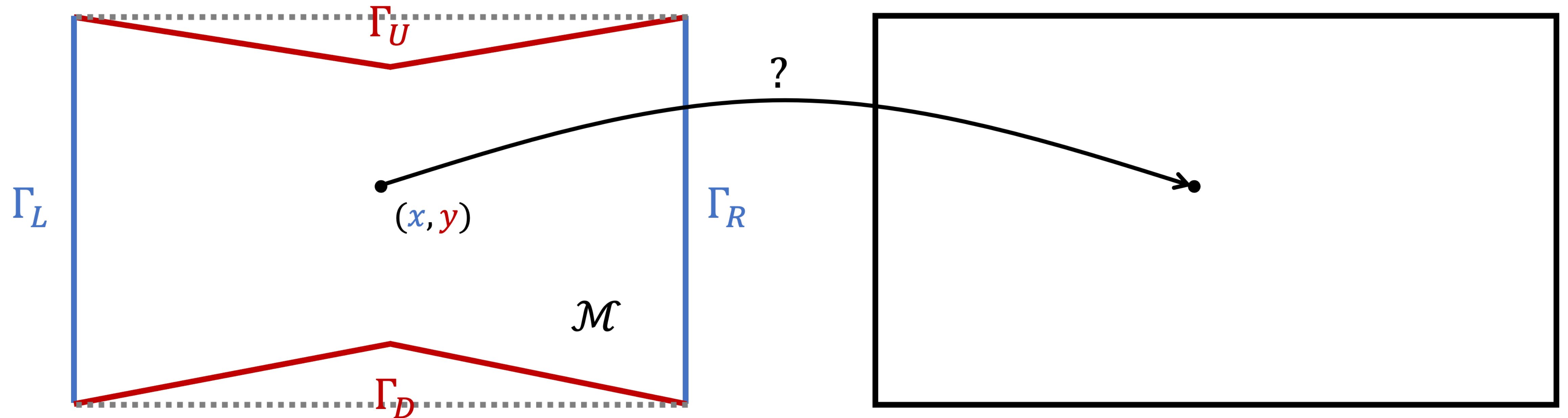
# Conformal Reshaping

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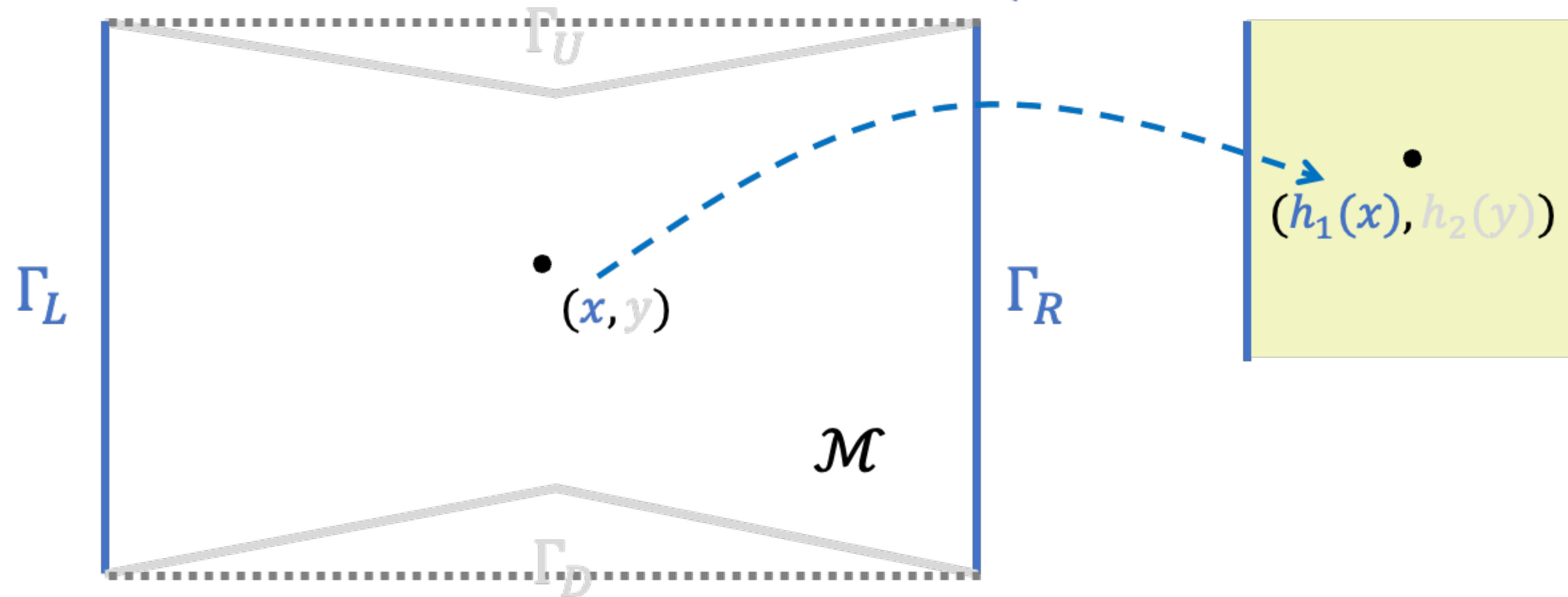
# Conformal Reshaping

Construct a Delaunay triangular mesh  $\mathcal{M} = (V, F)$ . Our goal is to find the map  $f : \mathcal{M} \rightarrow \mathbb{R}^2$  with minimum angle distortion.



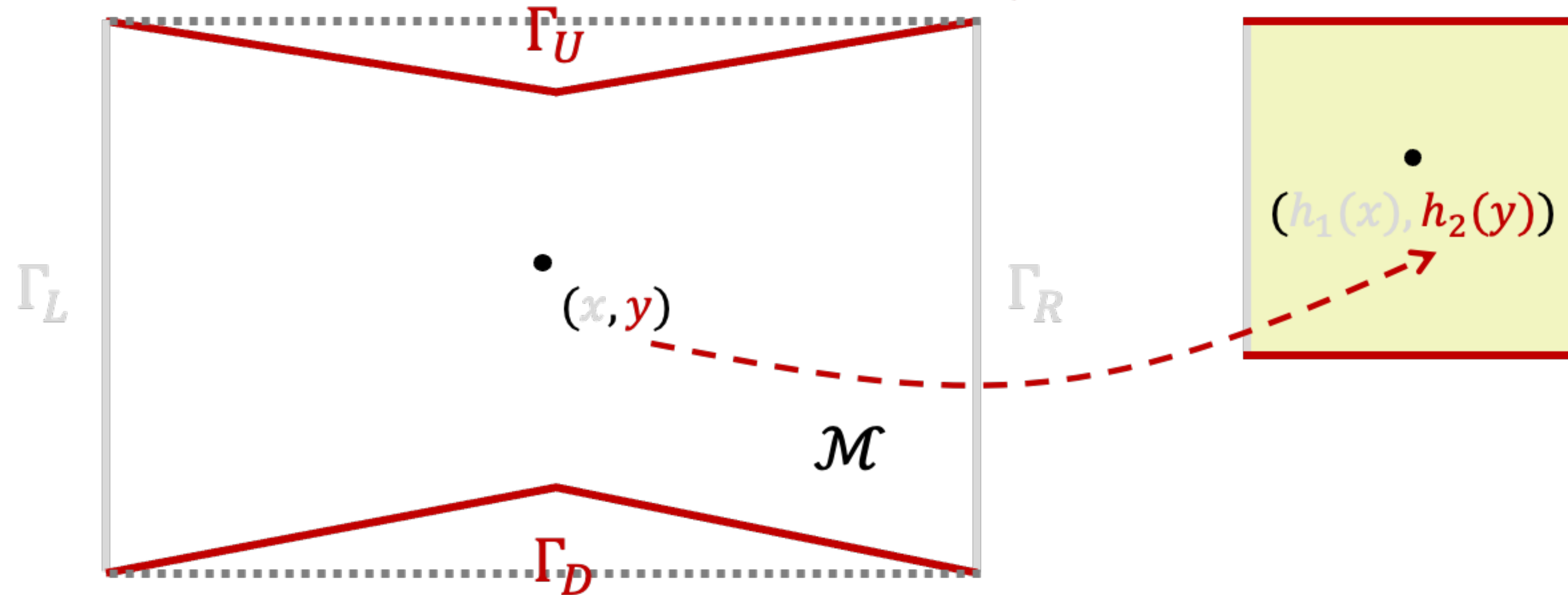
# Conformal Reshaping

$$\begin{cases} \Delta_{\mathcal{M}} h_1 = 0 \\ h_1|_{\Gamma_L} = 0 \\ h_1|_{\Gamma_R} = 1 \end{cases}$$



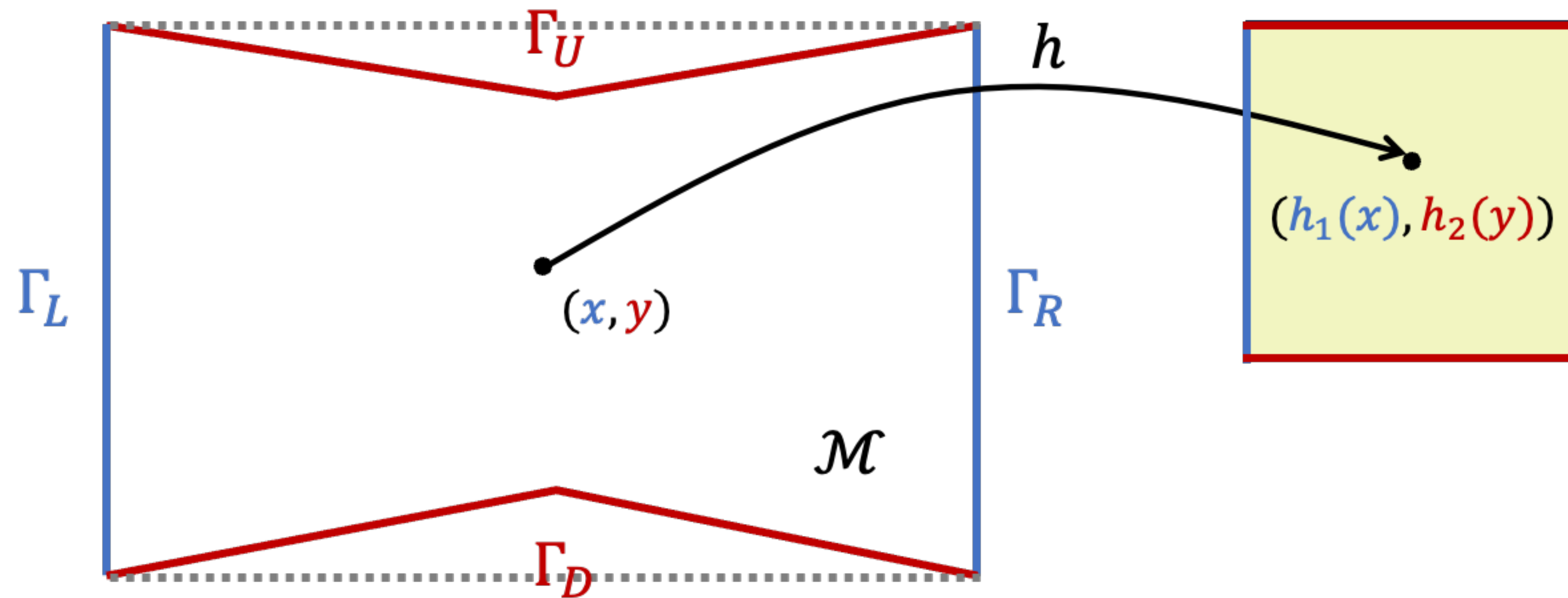
# Conformal Reshaping

$$\begin{cases} \Delta_{\mathcal{M}} h_2 = 0 \\ h_2|_{\Gamma_D} = 0 \\ h_2|_{\Gamma_U} = 1 \end{cases}$$

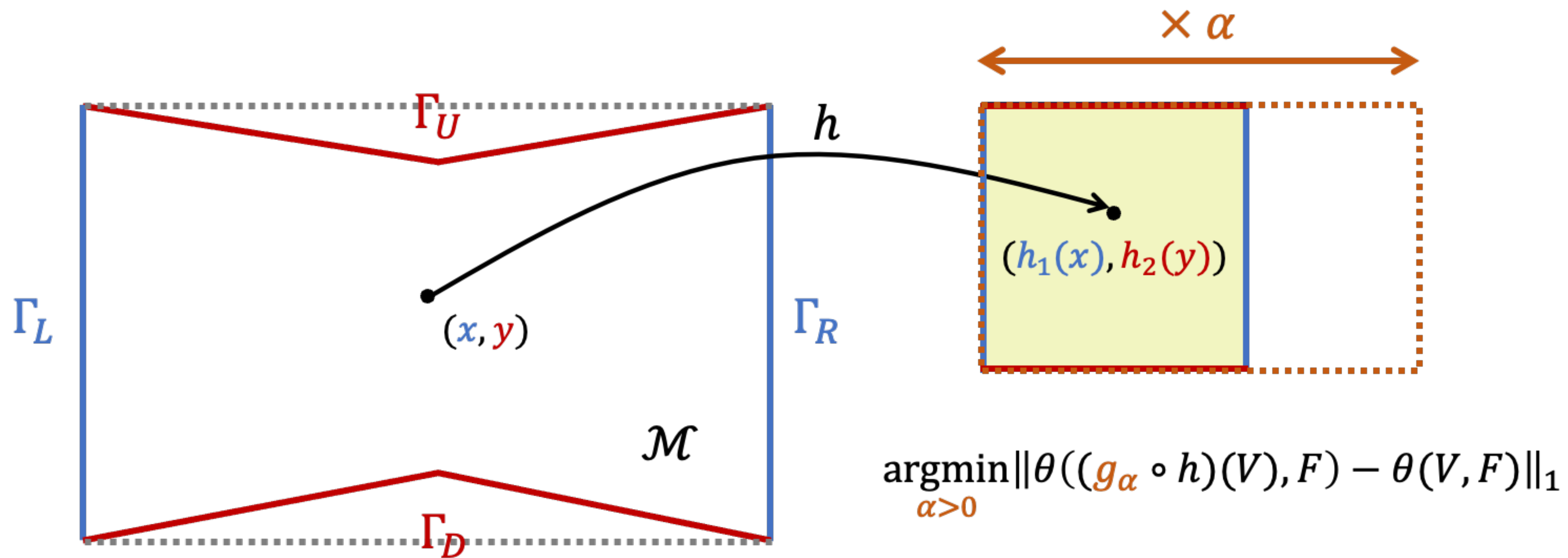


# Conformal Reshaping

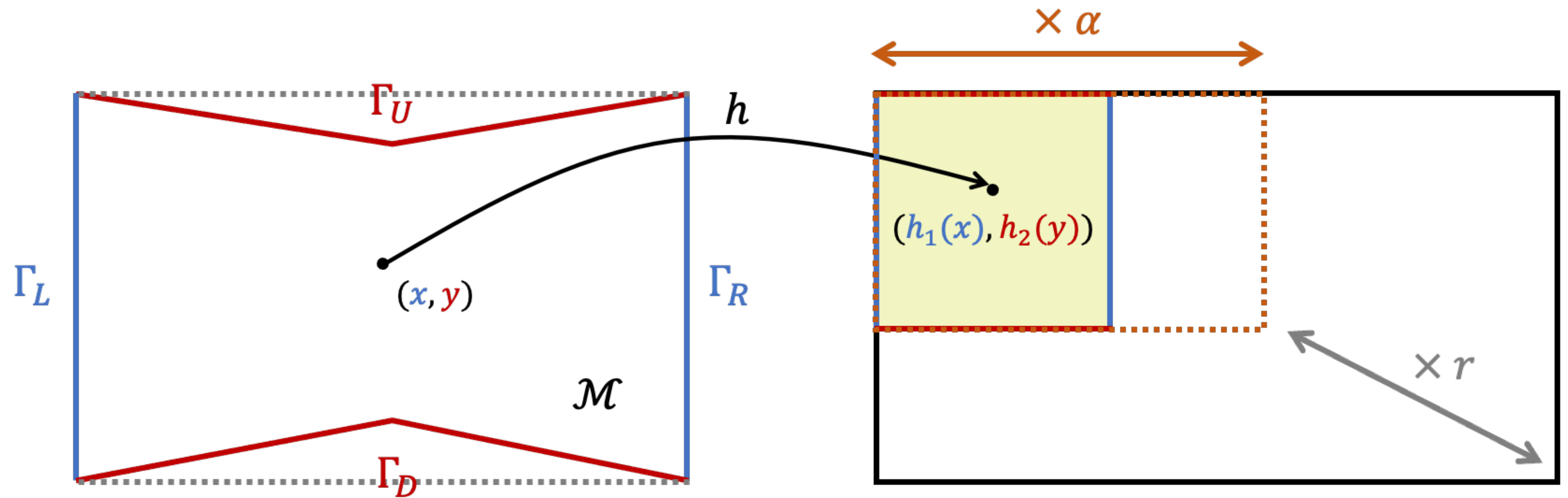
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# Conformal Reshaping



# Conformal Reshaping



# Conformal Reshaping Algorithm

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Given the triangular mesh  $\mathcal{M} = (V, F)$  and height scale factor  $r > 0$ .

1. Compute harmonic mappings  $h_1, h_2$  solving Poisson equations:

$$\begin{cases} \Delta_{\mathcal{M}} h_1 = 0, \\ h_1 |_{\Gamma_L} = 0, \\ h_1 |_{\Gamma_R} = 1, \end{cases} \quad \text{and} \quad \begin{cases} \Delta_{\mathcal{M}} h_2 = 0, \\ h_2 |_{\Gamma_D} = 0, \\ h_2 |_{\Gamma_U} = 1, \end{cases}$$

2. Determine optimal aspect ratio  $\alpha$  to minimize angular distortion:

$$\alpha^* = \operatorname{argmin}_{\alpha > 0} \|\theta((g_\alpha \circ h)(V), F) - \theta(V, F)\|_1.$$

where  $g_\alpha(x, y) = (\alpha r x, r y)$ .



# Result of Conformal Reshaping

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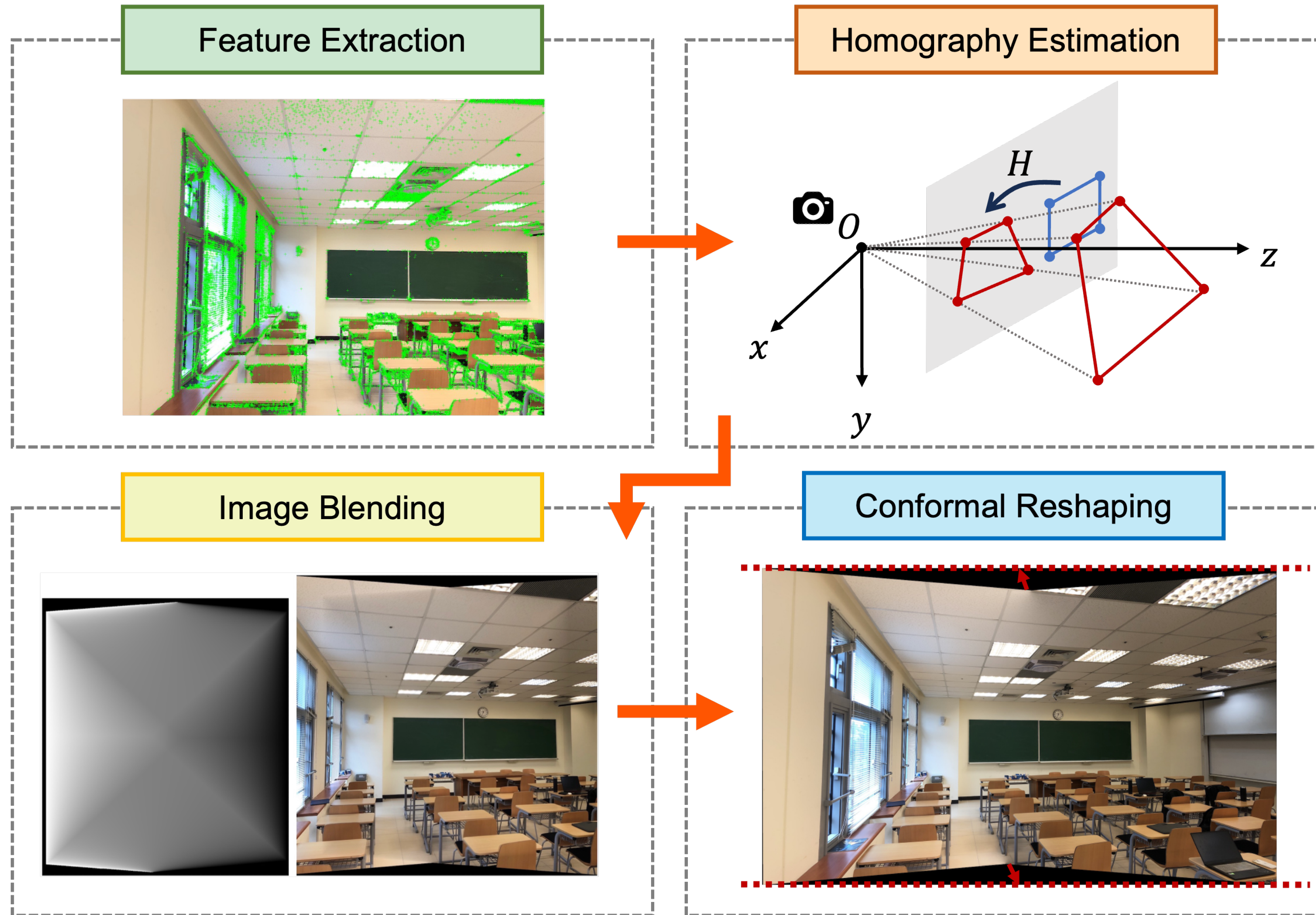


(a) Stitched image w/o conformal reshaping.



(b) Stitched image w/ conformal reshaping..

# End-to-End Image Stitching Pipeline



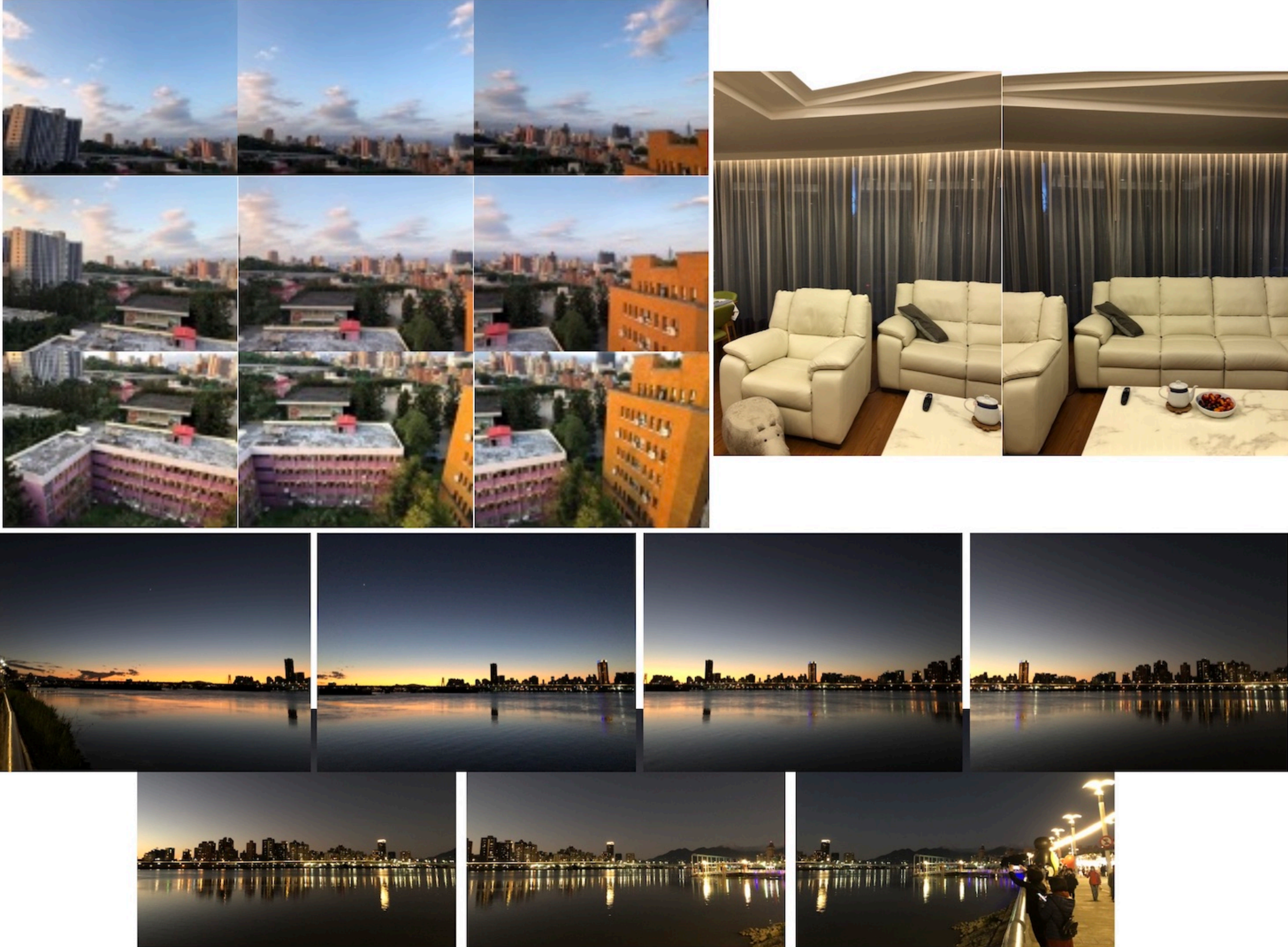
# Perfect Results

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# Perfect Results

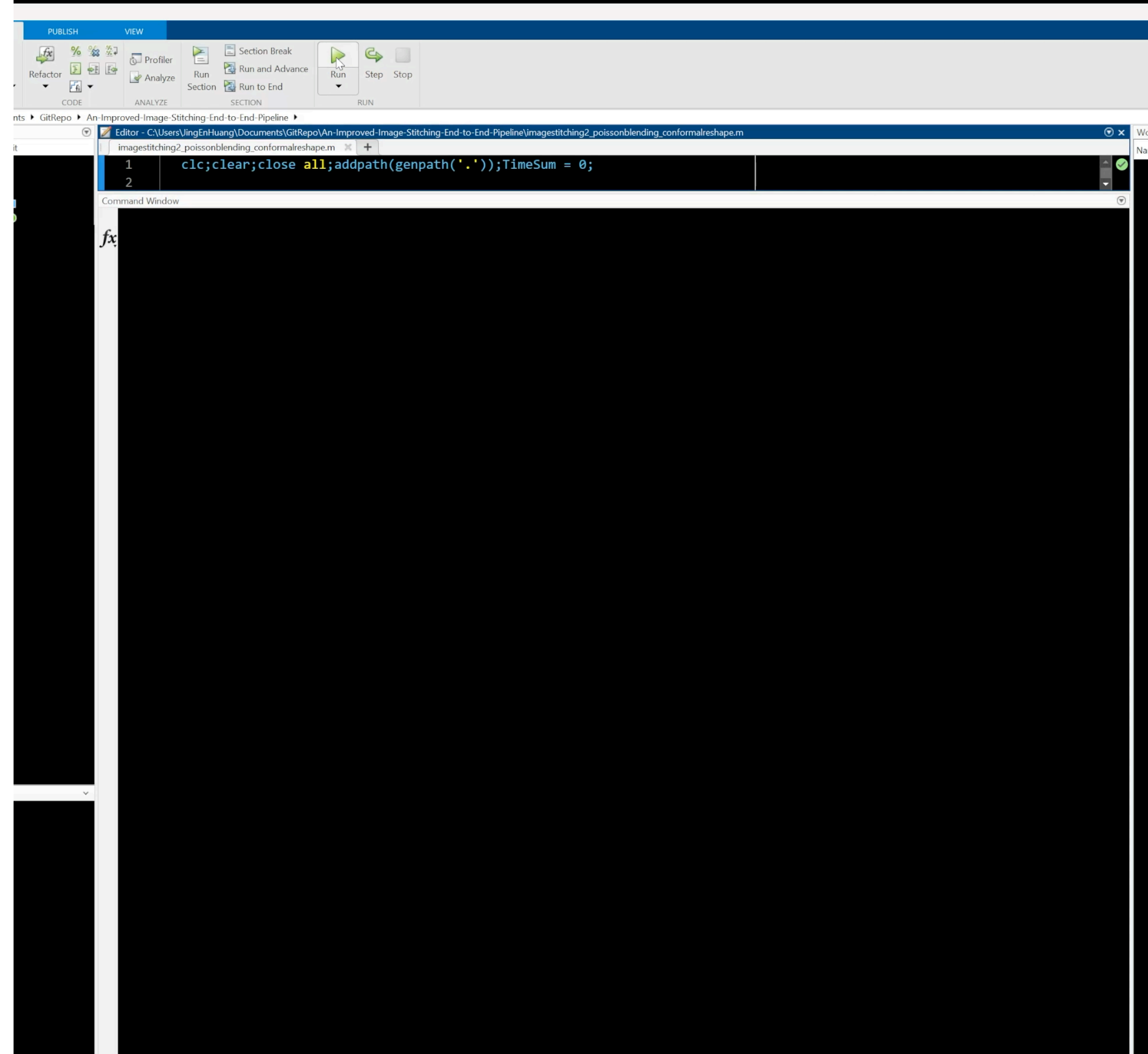
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# Rapid Results of Comparing to Photoshop (I)

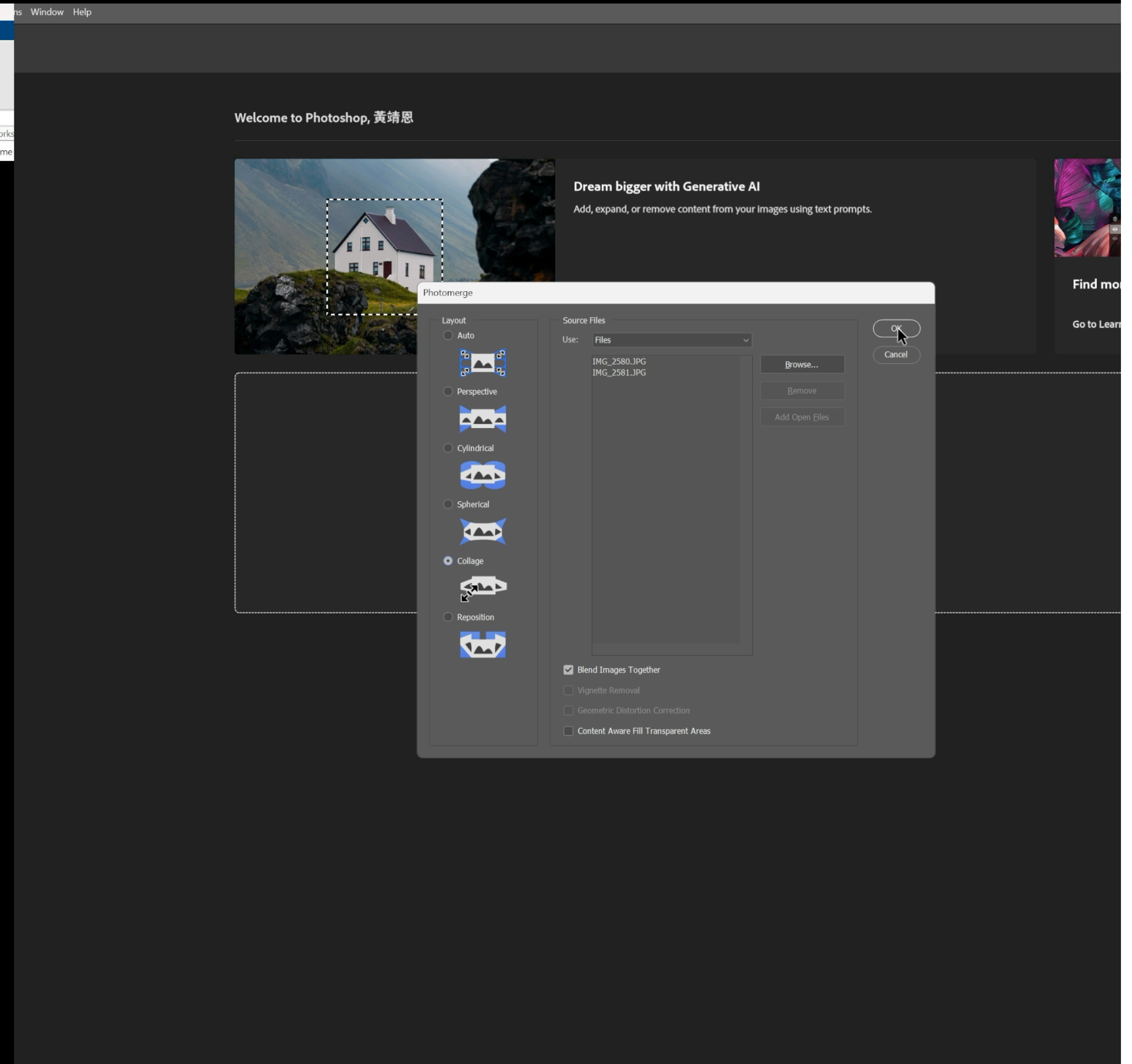
MATLAB

00:00:00.00



Photoshop

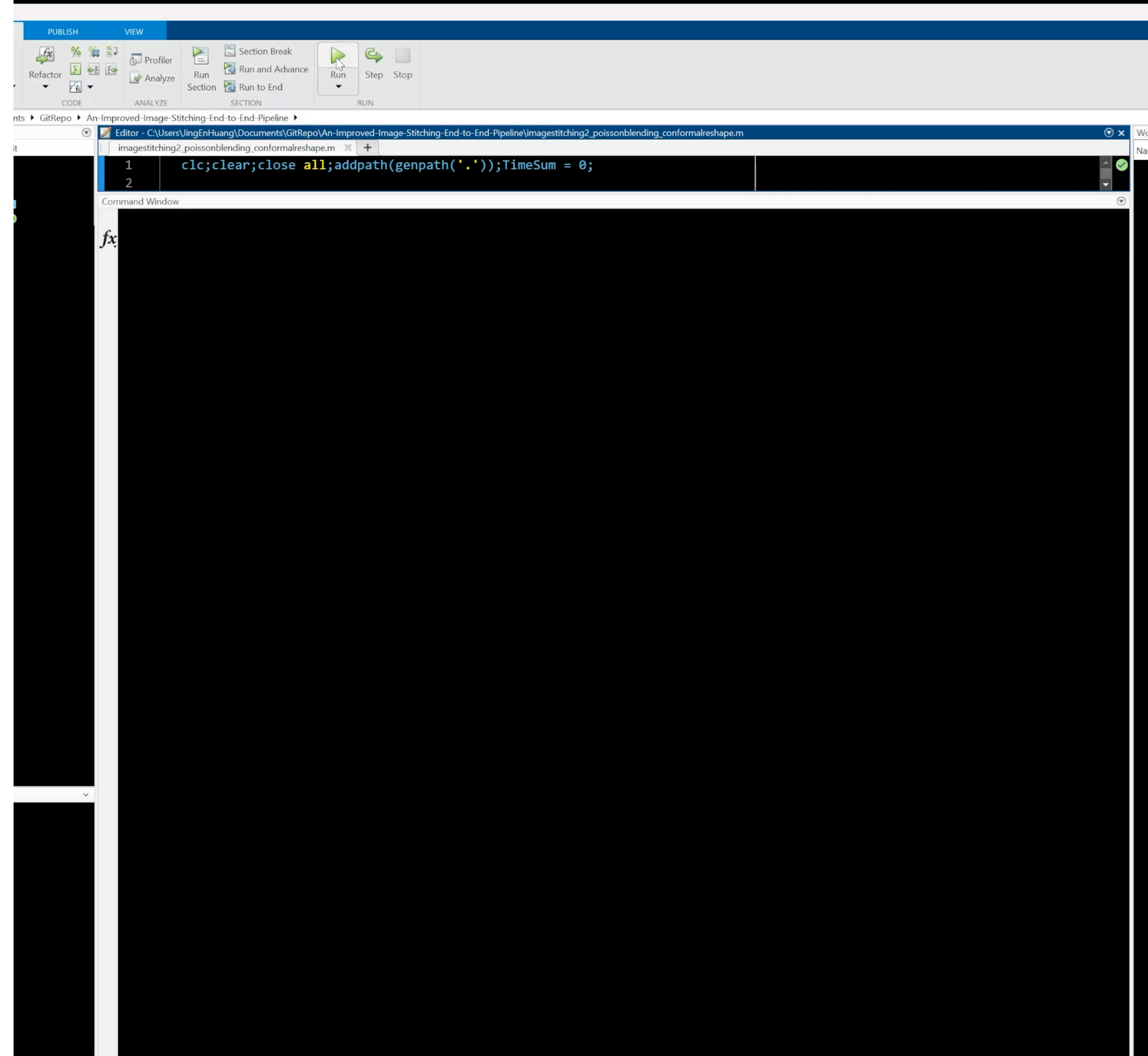
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# Rapid Results of Comparing to Photoshop (II)

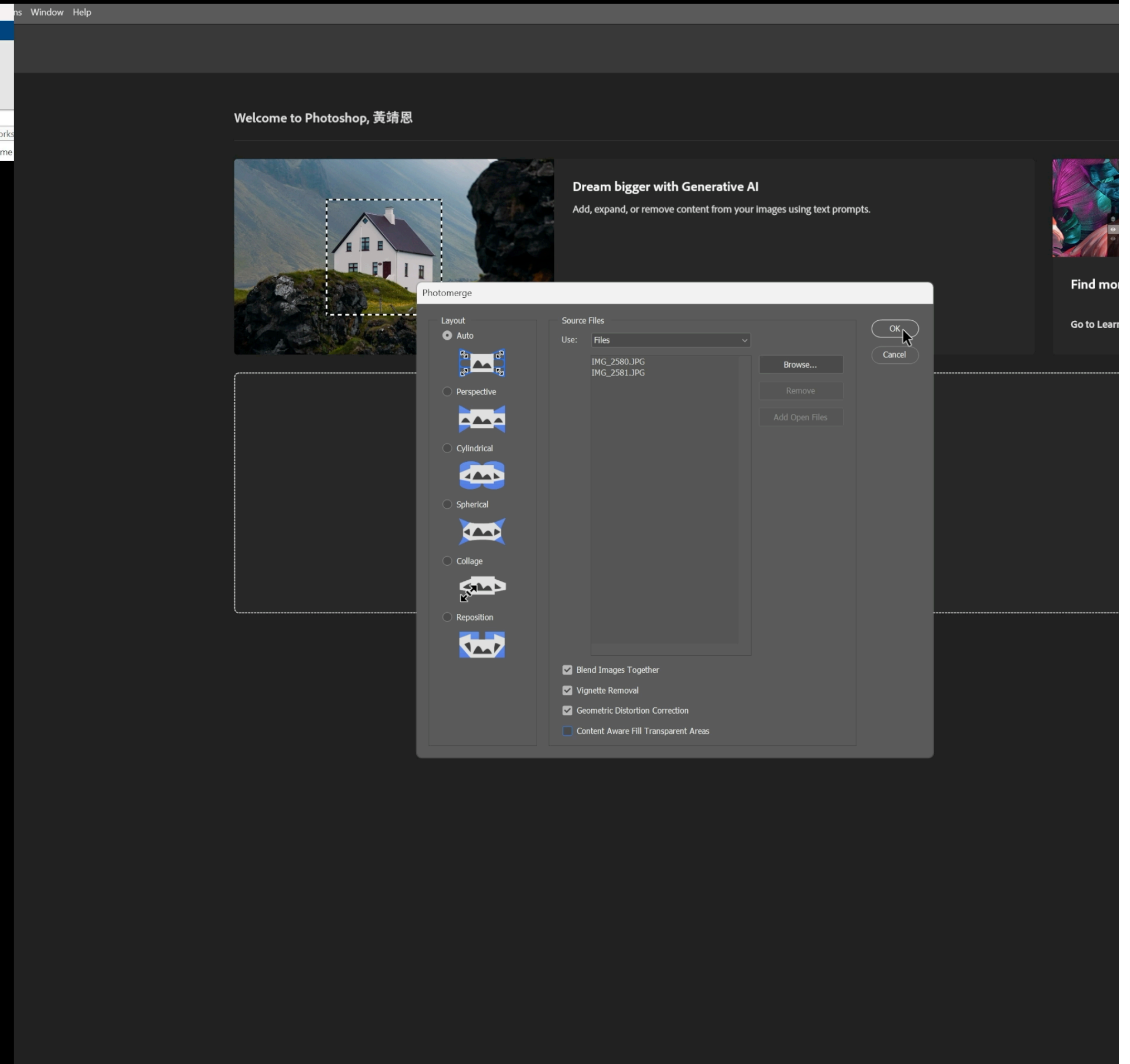
MATLAB

00:00:00.00



Photoshop

00:00:00.00



# Take Away

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- Scientific Computing enables robust and accelerated solutions for linear systems.
- Employing strategic techniques enhances the accuracy of image stitching.
- We developed an end-to-end system for perfectly and rapidly stitching images.

**Thank you!**