

SPARSE DISPARITY ESTIMATION USING GLOBAL PHASE ONLY CORRELATION FOR STEREO MATCHING ACCELERATION

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1. Introduction

Disparity candidates of stereo block matching

Stereo block matching is a method to obtain distance by measuring local patch disparity of two stereo images.

- Calculation order is $O(n \times d)$
- n : pixel number in image.
- d : searching disparity range.

Disparity candidates selection can accelerate stereo BM.

Our contribution can be summarized as follows:

- Obtaining the global feature of disparities using Full-Image 2D POC.
- Sparse block matching based on **valid disparities selection** from FIPOC.
- **High-efficiency calculation** even when combined with naive SAD.

2. Phase Only Correlation

Phase Only Correlation Diagram

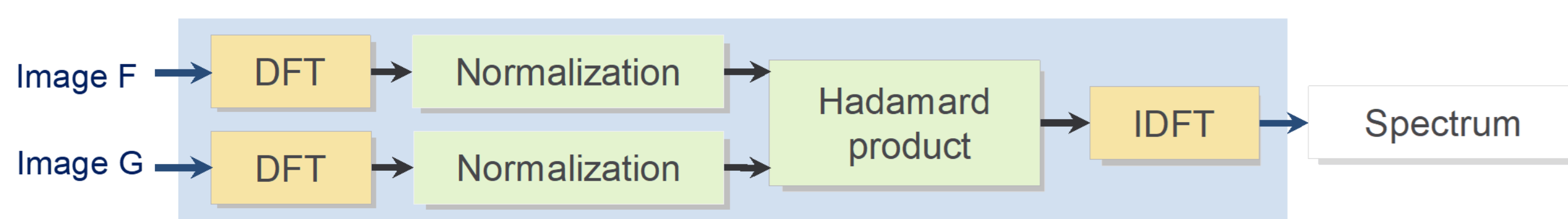


Figure: Diagram of Phase Only Correlation

1. The output of discrete Fourier transform of an image consists of amplitude and phase components.

$$DFT(f(x, y)) = F(k_x, k_y) = |F(k_x, k_y)| \exp(j\theta_F(k_x, k_y))$$

2. Normalized cross phase spectrum $\hat{C}(k_x, k_y)$ is obtained as follows:

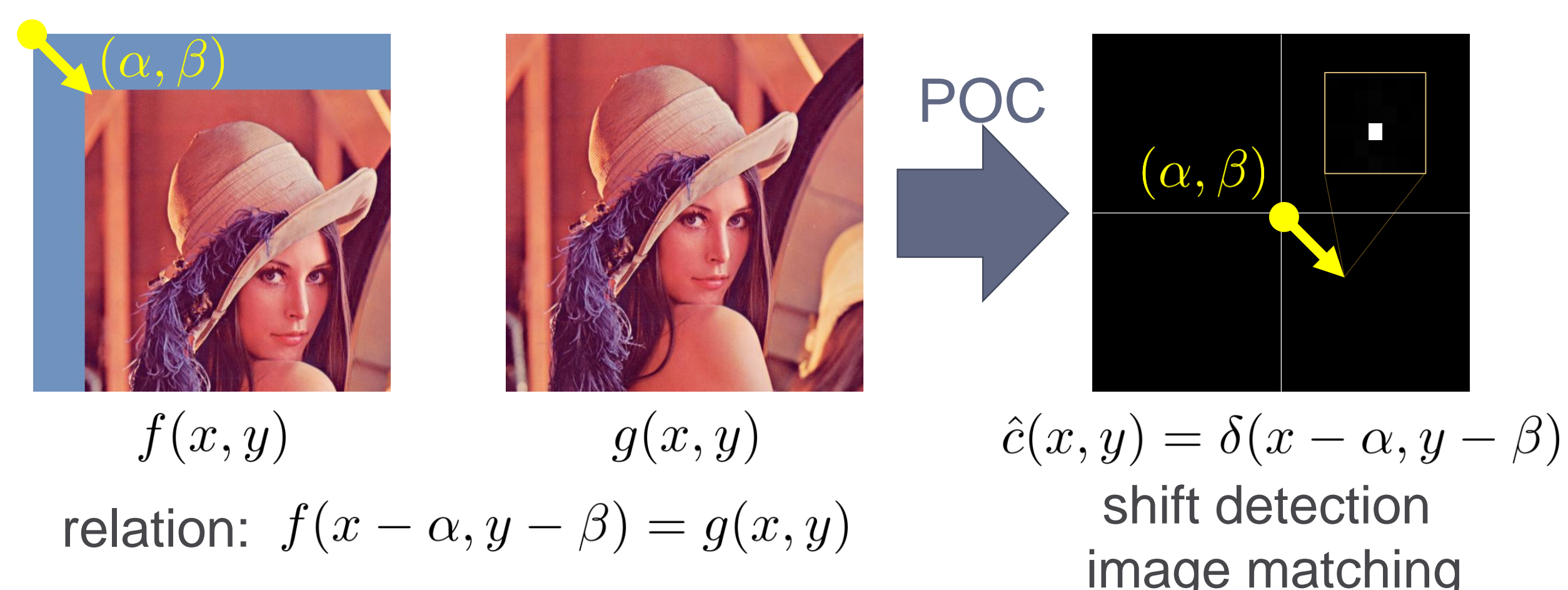
$$\hat{C}(k_x, k_y) = \frac{F(k_x, k_y) \overline{G(k_x, k_y)}}{|F(k_x, k_y)| |G(k_x, k_y)|} = \exp(j(\theta_F(k_x, k_y) - \theta_G(k_x, k_y)))$$

3. IDFT is performed to obtain the output spectrum $\hat{c}(x, y)$

$$\hat{c}(x, y) = IDFT(\hat{C}(k_x, k_y))$$

The output spectrum has same size as the input image.

● The output spectrum of a shifted image \rightarrow delta function



3. Our Disparity Reduction Strategy

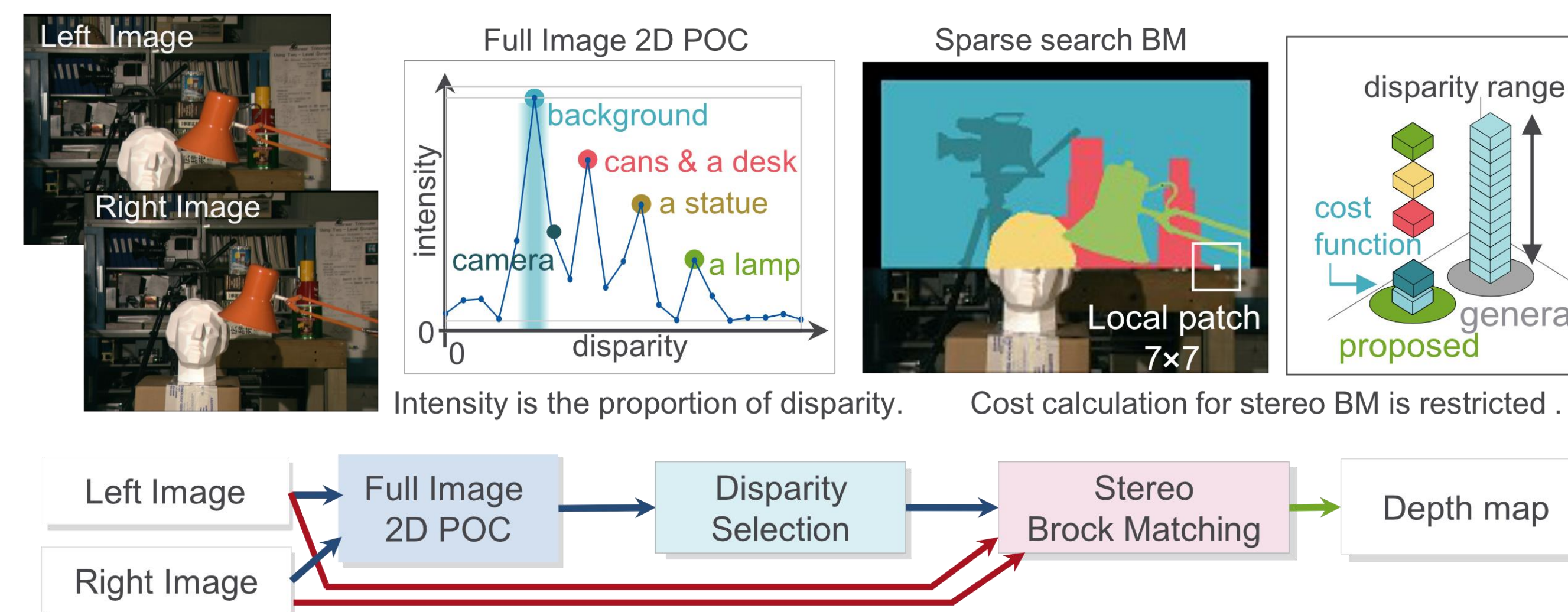


Figure: Outline of our disparity candidate reduction.

Full image 2D POC to stereo image pair

- Output :Multi peak spectrum
- peak position : the disparity value of object
- peak intensity: the area width of object
- \rightarrow can detect disparity distribution !! ($\ll 7$ ms)

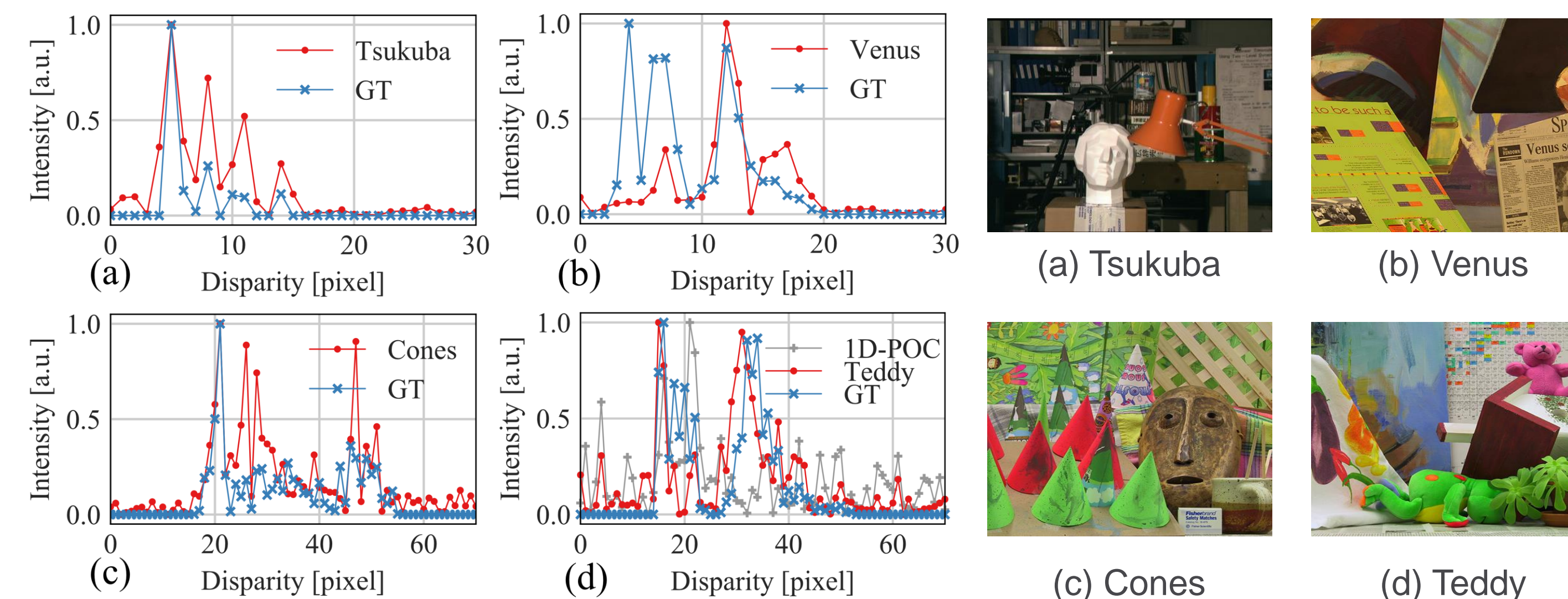


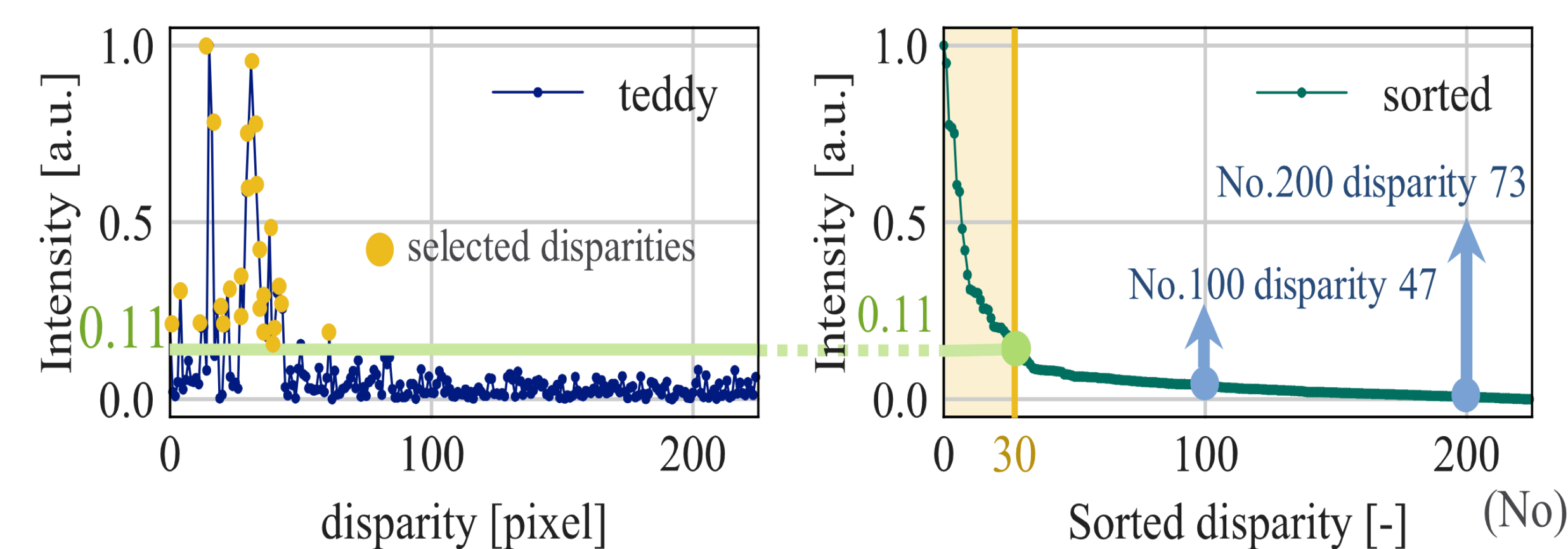
Figure: Photo images on the right are commonly used stereo benchmark image (Middlebury ver.2). The four graphs are the **output spectrum** of **Full Image 2D POC** and **ground truth** and 1D POC result. It is noted that our method is more effective than 1D POC in the accuracy/calculation cost.

Disparity Candidate Reduction

- Sort output by intensity.
- Pick up the disparity candidate which have high intensity.
- Cost calculation using this disparity. $(x, y) \in \mu$

SAD cost function

$$\sum |f(x - d, y) - g(x, y)|$$



4. Experimental Result

The effect of disparity reduction

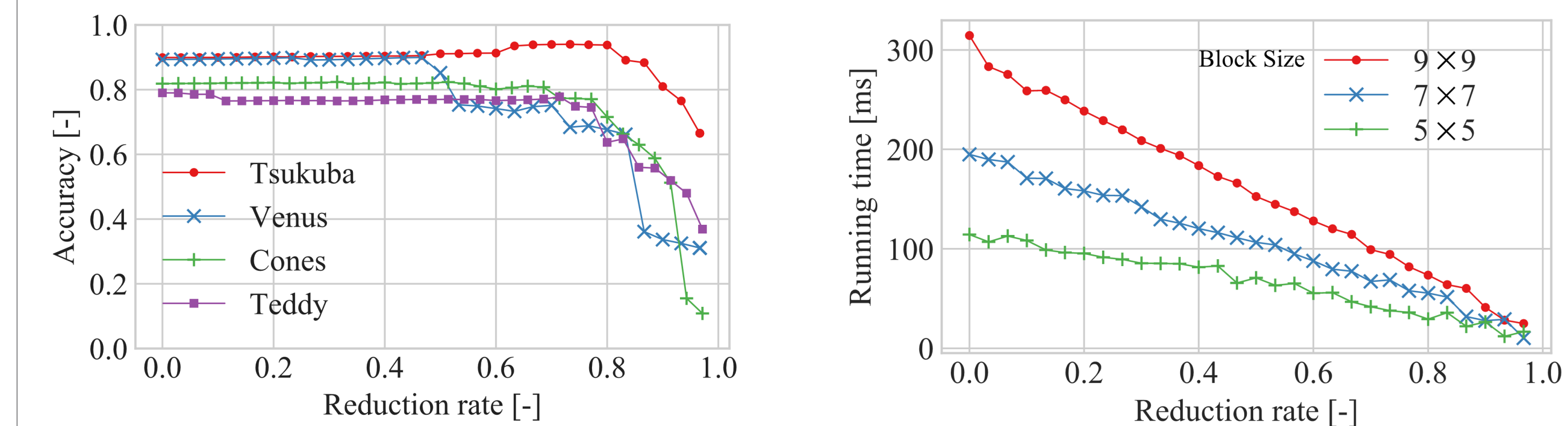


Figure: Our disparity reduction method was tested using Middlebury 4 stereo images. Our reduction rate is defined as below. All candidates : Tsukuba Venus: 30, Cones Teddy 70.

$$\text{Reduction rate} = \frac{n(\text{Reduced candidates})}{n(\text{All candidates})}$$

Comparison with other methods

Algorithm	t(ms)	W×H (disp)	Mde/s	CLK	normalized Mde/s*	Avg.Acc(%)	Tsukuba(%)
ProfShape	16	384×288(16)	110.5	2.8(GHz)	126.29	78.04	90.42
SNCC	140	450×375(60)	77.1	3.0(GHz)	82.24	93.01	93.92
Naive SAD	180	384×288(30)	18.4	2.7(GHz)	21.81	77.26	86.06
Ours+SAD	70	384×288(192)	302.8	2.7(GHz)	358.87	76.69	90.42
Ours+SAD+WM	175.6	384×288(192)	120.9	2.7(GHz)	143.29	81.82	93.99

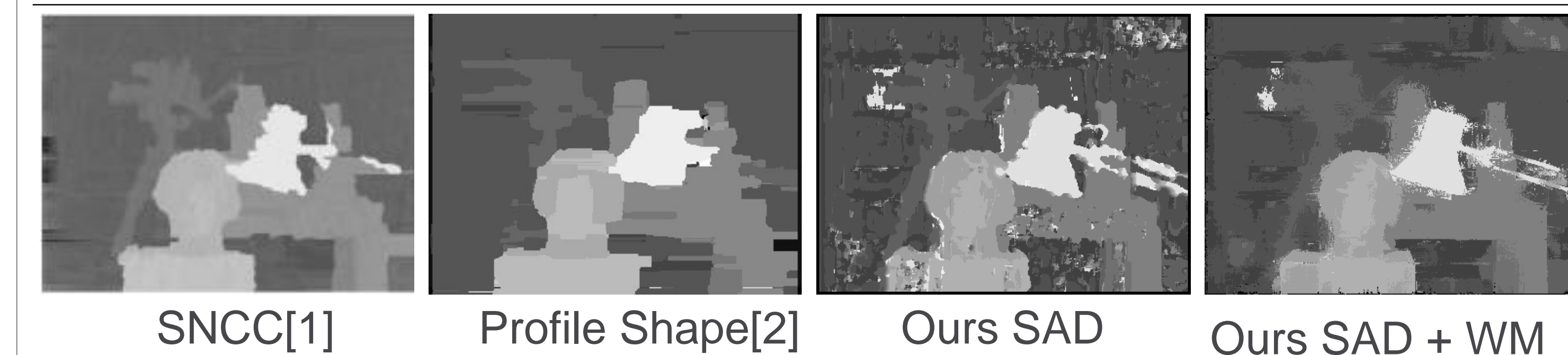


Table and Figure: Table shows Comparison with other real time stereo algorithms. Figures are disparity estimation result of Tsukuba image. WM is weighted median filter, which we use as post filter. Mde/s is block matching efficiency index and defined as follows :

$$\text{Mde/s} = \frac{W \times H \times D}{t \times 10^6}$$

5. Conclusion

- Our experiments show that our method can estimate global disparity distribution and it can run much faster than stereo BM.
- Using this distribution, reduction of stereo cost calculation without dropping accuracy. \rightarrow Effective
- Our SAD BM implementation can achieve high efficiency compared with the current real-time stereo method.

References

- [1] Nils Einecke, et al. A two-stage correlation method for stereoscopic depth estimation," in *Digital Image Computing: Techniques and Applications (DICTA)*, 2010.
- [2] Beau J Tippetts, et al. "Dense disparity real-time stereo vision algorithm for resource-limited systems," *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 21, no. 10, pp. 1547–1555, 2011.