

Estimation of complex motions in video signals

Erhardt Barth



Institute for Neuro- and Bioinformatics
University of Lübeck, Germany



LOCOMOTOR

INB



Frankfurt



Heidelberg



Lübeck

Nonlinear analysis of multidimensional signals:

LOcal adaptive estimation of
COMplex MOTion and
ORientation patterns

LOCOMOTOR

Im DFG Schwerpunkt 1114: "Mathematical methods
for time series analysis and digital image
processing"

<http://www.math.uni-bremen.de/zetem/DFG-Schwerpunkt/>

Project Ba-1176/7

Intrinsic dimension in 3D

i0D: constant in all directions: $f(x, y, t) = \text{const.}$

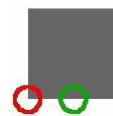
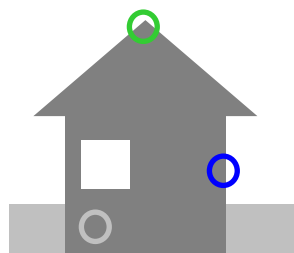
i1D: constant in 2 directions: $f(x, y, t) = g(\xi)$

i2D: constant in one direction: $f(x, y, t) = g(\xi, \zeta)$

i3D: no constant direction: $f(x, y, t) = g(\xi, \zeta, \tau)$

Intrinsic dimension

i2D and **i3D** regions are the least frequent but most significant.



○ **i0D**

○ **i1D**

○ **i2D**

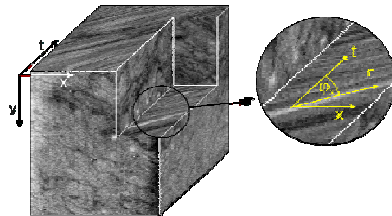
○ **i3D**

The classical motion model

$f(x,y,t)$ image-sequence intensity

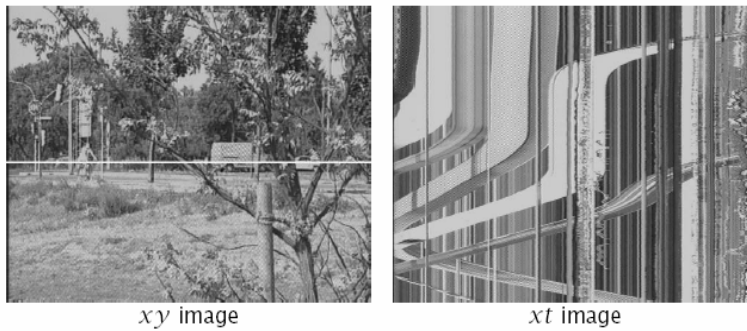
$\mathbf{v} = (v_1, v_2)^T$ motion vector

$$\alpha(\mathbf{v})f = v_1 \frac{\partial}{\partial x} f + v_2 \frac{\partial}{\partial y} f + \frac{\partial}{\partial t} f = \mathbf{V} \cdot \nabla f = 0$$



$$\mathbf{r} = (v_1, v_2, 1)$$

Why complex motions?



Basic problems with natural image sequences:
multiple motions, occlusions, noisy data,
features at different scales, ...

Transparent motions



Movie (top) and xt plot (below).

Motion model for transparent motions

Optical flow for one motion

$f(x,y,t)$ image sequence, $\mathbf{v} = (v_1, v_2)^T$ motion vector

$$\alpha(\mathbf{v})f = v_1 \frac{\partial}{\partial x} f + v_2 \frac{\partial}{\partial y} f + \frac{\partial}{\partial t} f = \mathbf{V} \cdot \nabla f = 0$$

with the derivative operator: $\alpha(\mathbf{v}) = v_1 \frac{\partial}{\partial x} + v_2 \frac{\partial}{\partial y} + \frac{\partial}{\partial t}$

Optical flow for N motions: $f = g_1(x-\mathbf{v}_1 t) + \dots + g_N(x-\mathbf{v}_N t)$

$$\alpha(\mathbf{v}_1)\alpha(\mathbf{v}_2)\dots\alpha(\mathbf{v}_N)f = 0$$

Mixed-motion parameters

Example for two motions \mathbf{u}, \mathbf{v} : $f(\mathbf{x}, t) = g_1(\mathbf{x} - \mathbf{v} t) + g_2(\mathbf{x} - \mathbf{u} t)$

$$\begin{aligned} \alpha(\mathbf{v})\alpha(\mathbf{u})f &= u_1 v_1 f_{xx} + u_2 v_2 f_{yy} \\ &+ (u_1 v_2 + u_2 v_1) f_{xy} \\ &+ (u_1 + v_1) f_{xt} + (u_2 + v_2) f_{yt} + f_{tt} \end{aligned}$$

We define the *mixed-motion parameters* as:

$$\begin{aligned} c_{xx} &= v_1 u_1 & c_{yy} &= v_2 u_2 & c_{xy} &= u_1 v_2 + u_2 v_1 \\ c_{xt} &= u_1 + v_1 & c_{yt} &= u_2 + v_2 & c_{tt} &= 1 \end{aligned}$$

Solving for the mixed-motion parameters

With the *mixed-motion parameters* we obtain:

$$\begin{aligned} \alpha(\mathbf{v})\alpha(\mathbf{u})f &= c_{xx} f_{xx} + c_{yy} f_{yy} + c_{xy} f_{xy} \\ &+ c_{xt} f_{xt} + c_{yt} f_{yt} + c_{tt} f_{tt} \\ &= \mathbf{V} \cdot \mathbf{L} = 0 \end{aligned}$$

For one motion we had

$$\mathbf{V} \cdot \nabla f = 0$$

The above constraint can be used in a number of ways to derive the mixed motion parameters in \mathbf{V} from f , e.g. by defining the generalized structure tensor

$$\mathbf{J}_N \mathbf{V} = 0$$

and solving the system

$$\mathbf{J}_N = \mathbf{h} * \mathbf{L} \mathbf{L}^T$$

e.g. $V_i \propto (M_{im}, -M_{i(m-1)}, \dots, (-1)^m M_{i1})$

$M_{ij}, i = 1, \dots, m$
are the minors of \mathbf{J}_N

Separation of the mixed-motion parameters

We interpret the motion vectors \mathbf{u} and \mathbf{v} as *complex numbers*

($\mathbf{v} = v_1 + i v_2$, $\mathbf{u} = u_1 + i u_2$) and observe that

$$\mathbf{u} \mathbf{v} = A_0 = c_{xx} - c_{yy} + i c_{xy}$$

$$\mathbf{u} + \mathbf{v} = A_1 = c_{xt} + i c_{yt}$$

A_0 and A_1 are homogeneous symmetrical functions of the coordinates \mathbf{u} and \mathbf{v} and therefore by Vieta's rule the coefficient of the complex polynomial

$$Q(z) = (z - \mathbf{u})(z - \mathbf{v}) = z^2 - A_1 z + A_0$$

that has the complex roots \mathbf{u} and \mathbf{v} .

In case of N motions

$$Q(z) = z^N - A_{N-1} z^{N-1} + \dots + (-1)^N A_0$$

Fourier analysis of multiple transparent motions

Continuous time

$$\mathbf{f}(\mathbf{x}, t) = \mathbf{g}_1(\mathbf{x} - t\mathbf{u}) + \mathbf{g}_2(\mathbf{x} - t\mathbf{v})$$

$$\Leftrightarrow \alpha(\mathbf{u})\alpha(\mathbf{v})\mathbf{f} = 0$$

$$\Leftrightarrow \mathbf{F} = G_1 \delta(\mathbf{u} \cdot \boldsymbol{\omega} + \omega_t) + G_2 \delta(\mathbf{v} \cdot \boldsymbol{\omega} + \omega_t)$$

Discrete time

$$\mathbf{f}_k(\mathbf{x}) = \mathbf{g}_1(\mathbf{x} - k\Delta t\mathbf{u}) + \mathbf{g}_2(\mathbf{x} - k\Delta t\mathbf{v})$$

$$\Leftrightarrow \mathbf{F}_k(\boldsymbol{\omega}) = \phi_1^k G_1(\boldsymbol{\omega}) + \phi_2^k G_2(\boldsymbol{\omega})$$

$$\alpha(\mathbf{u}) = \mathbf{u} \cdot \nabla + \frac{\partial}{\partial t} \quad \phi_1 = e^{j\mathbf{u} \cdot \boldsymbol{\omega}}$$

Block-matching for transparent motions

$$\mathbf{F}_k(\omega) = \phi_1^k G_1(\omega) + \phi_2^k G_2(\omega)$$

Layer elimination

$$\mathbf{F}_2(\omega) - a_1 \mathbf{F}_1(\omega) + a_2 \mathbf{F}_0(\omega) = \mathbf{0}$$

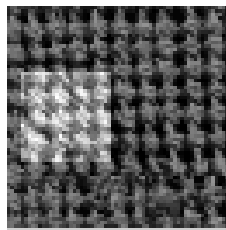
$$a_1 = \phi_1 + \phi_2 \quad a_2 = \phi_1 \phi_2$$

Block-matching constraint

Back to space domain

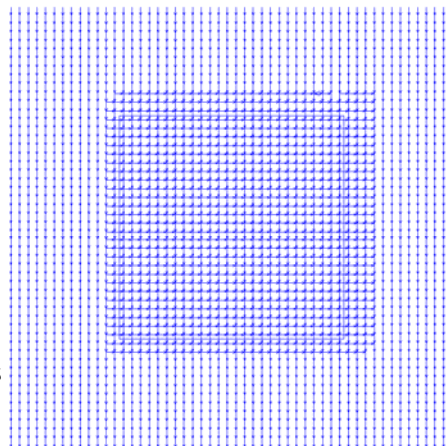
$$\mathbf{f}_2(\mathbf{x}) - \mathbf{f}_1(\mathbf{x} - \mathbf{u}) - \mathbf{f}_1(\mathbf{x} - \mathbf{v}) + \mathbf{f}_0(\mathbf{x} - \mathbf{u} - \mathbf{v}) = \mathbf{0}$$

Synthetic results for block-matching



SNR : 35 dB

Block size : 5 x 5 pixels



Fourier analysis of multiple occluded motions

$$\mathbf{f}(\mathbf{x}, t) = \chi(\mathbf{x} - t\mathbf{u})\mathbf{g}_1(\mathbf{x} - t\mathbf{u}) + \bar{\chi}(\mathbf{x} - t\mathbf{u})\mathbf{g}_2(\mathbf{x} - t\mathbf{v})$$

$\mathbf{g}_1(\mathbf{x})$ occluding object

$\mathbf{g}_2(\mathbf{x})$ occluded object

χ characteristic function of the occluding object

$$\bar{\chi} = 1 - \chi$$

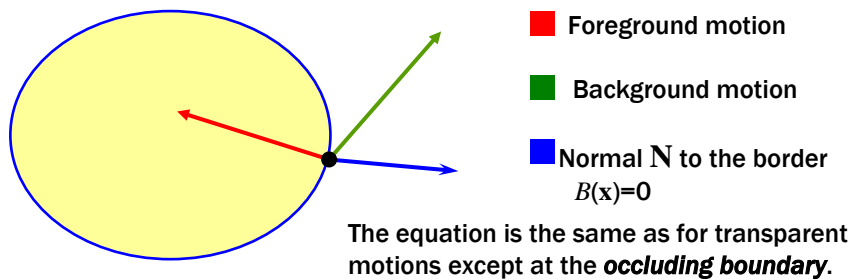
How does the Fourier transform of $\mathbf{f}(\mathbf{x}, t)$ deviate from the two motion planes?

$$\alpha(\mathbf{u})\alpha(\mathbf{v})\mathbf{f}(\mathbf{x}, t) ?$$

Occluded motion

$$\alpha(\mathbf{u})\alpha(\mathbf{v})\mathbf{f}(\mathbf{x}, t) = q(\mathbf{x}, \mathbf{u}, \mathbf{v}, t)\delta(B(\mathbf{x} - t\mathbf{u}))$$

$$q(\mathbf{x}, \mathbf{u}, \mathbf{v}, t) = -(\mathbf{u} - \mathbf{v}) \cdot \mathbf{N}(\mathbf{x} - t\mathbf{u}) (\mathbf{u} - \mathbf{v}) \cdot \nabla \mathbf{g}_2(\mathbf{x} - t\mathbf{v})$$



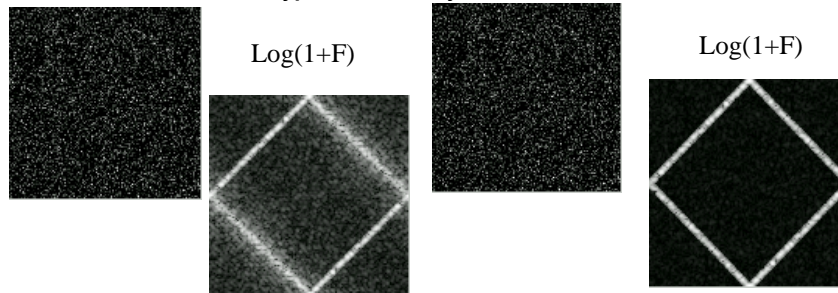
$q(\mathbf{x}, \mathbf{u}, \mathbf{v}, t)$ is maximal if $\mathbf{u} - \mathbf{v}$ is orthogonal to the boundary
 is null if $\mathbf{u} - \mathbf{v}$ is tangent to the boundary

Occluded motion in the Fourier domain

$$\mathbf{F}(\omega, \omega_t) = \mathbf{A}(\omega)\delta(\mathbf{u} \cdot \omega + \omega_t) + \mathbf{B}(\omega)\delta(\mathbf{v} \cdot \omega + \omega_t) + \mathbf{C}(\omega, \omega_t)$$

$$|\mathbf{C}(\omega, \omega_t)| \leq d / (\mathbf{v} \cdot \omega + \omega_t) \text{ along the plane } \mathbf{u} \cdot \omega + \omega_t = c$$

The distortion \mathbf{C} has hyperbolic decay



The hyperbolic decay of \mathbf{C} has been first recognized by Beauchemin et al. for the particular case of straight line boundary

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