

A 3D surface plot of a function with multiple peaks and valleys, rendered in a grid mesh. The surface is colored with a gradient from blue at the base to red at the highest peak. The plot is set within a 3D coordinate system with dashed grid lines.

Variational Methods for Computer Vision

Part 1: Variational Calculus

Daniel Cremers

Computer Science & Mathematics

TU Munich

Spatially Dense Reconstruction



infinite-dimensional optimization

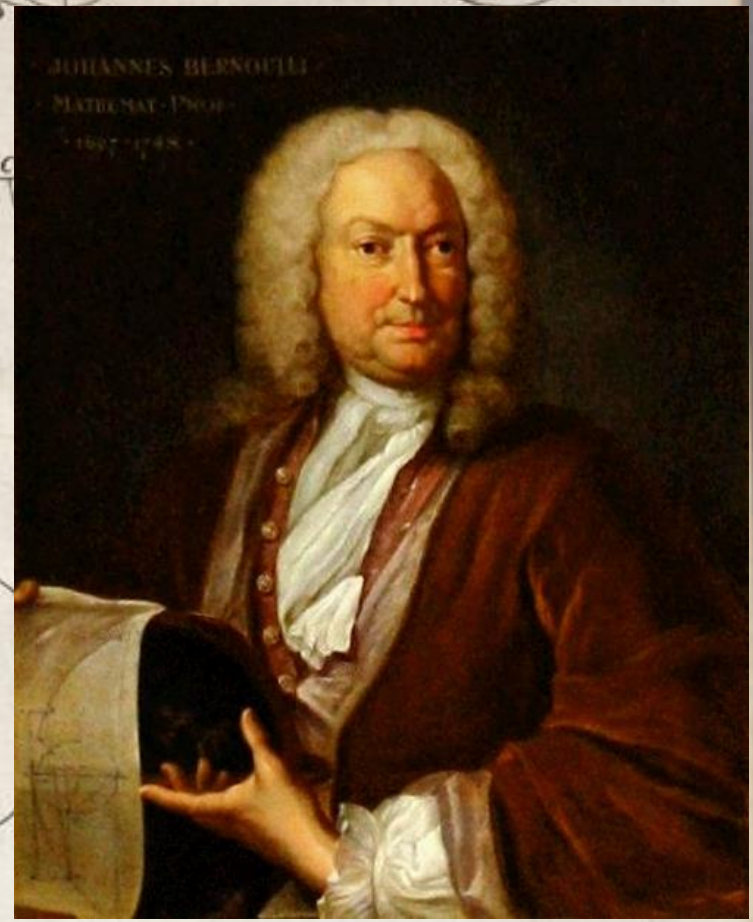
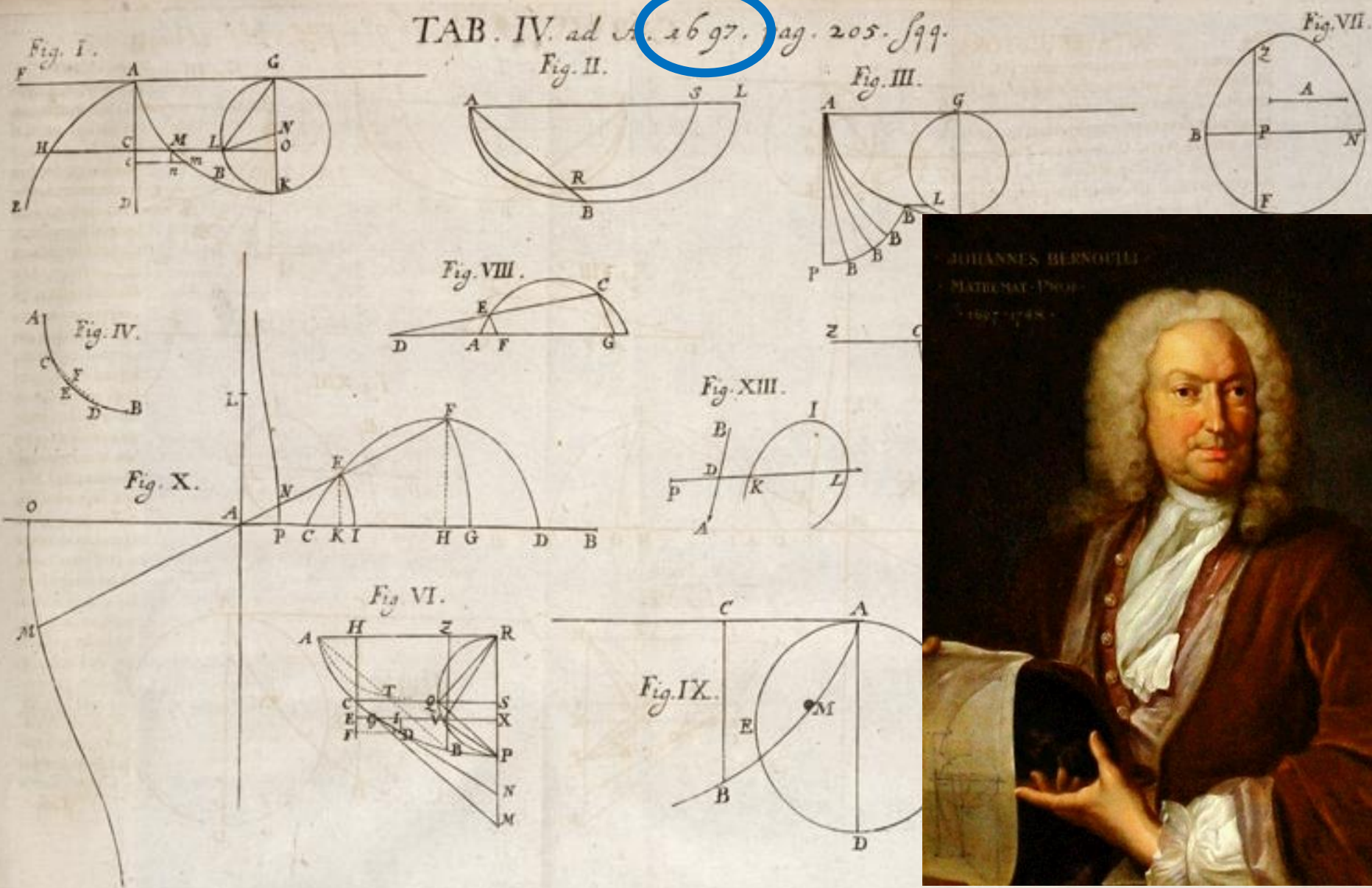


Which path is the fastest?





Bernoulli & The Brachistochrone



Johann Bernoulli (1667-1748)



Image segmentation:

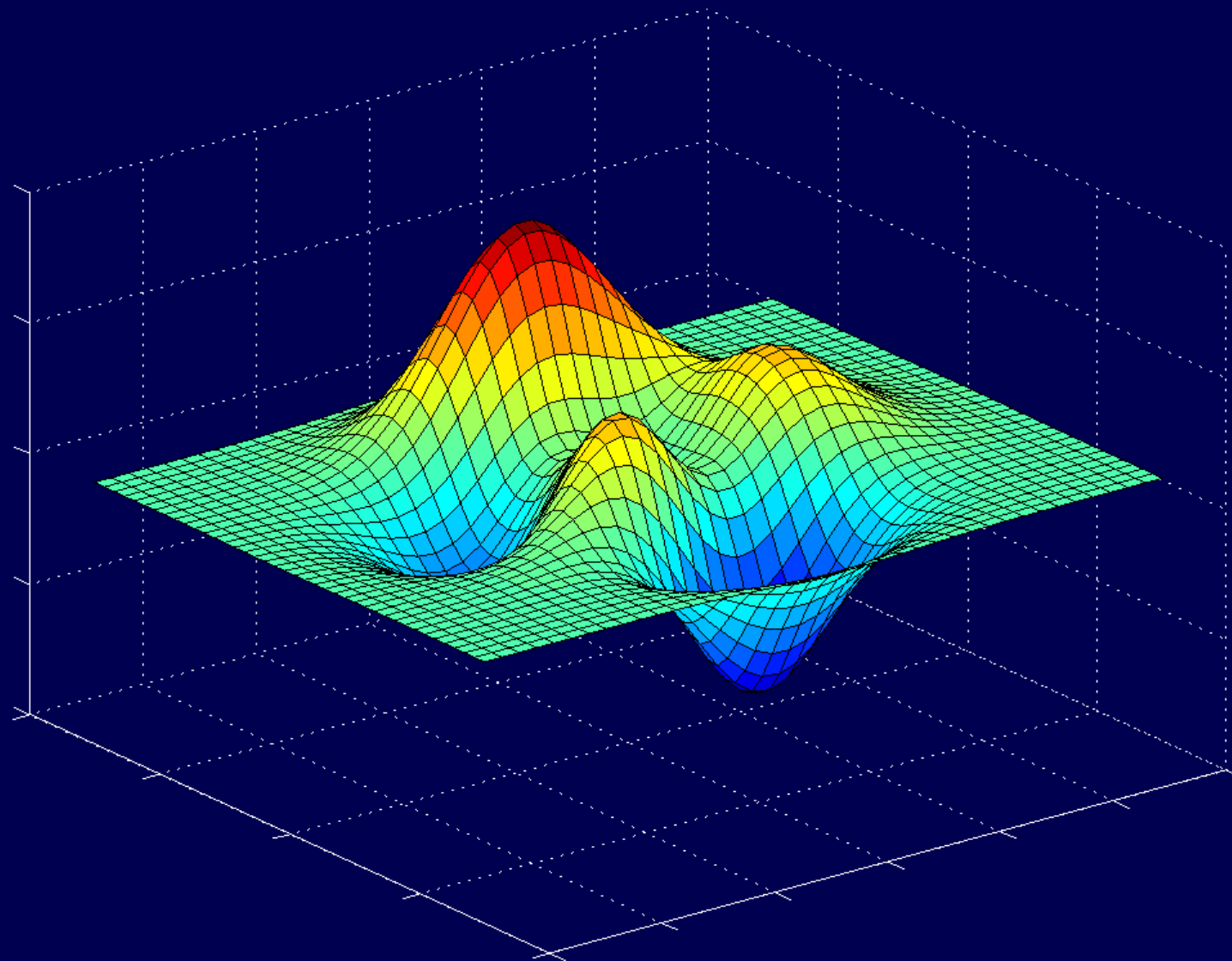
*Kass et al. '88, Mumford, Shah '89, Caselles et al. '95,
Kichenassamy et al. '95, Paragios, Deriche '99,
Chan, Vese '01, Tsai et al. '01, ...*

Multiview stereo reconstruction:

*Faugeras, Keriven '98, Duan et al. '04, Yezzi, Soatto '03,
Labatut et al. '07, Kolev et al. IJCV '09...*

Optical flow estimation:

*Horn, Schunck '81, Nagel, Enkelmann '86, Black, Anandan '93,
Alvarez et al. '99, Brox et al. '04, Zach et al. '07, Sun et al. '08,
Wedel et al. '09, Werlberger et al. '10, ...*



Compute solutions via energy minimization



Inverse Problems: Denoising



For $u : \Omega \rightarrow \mathbb{R}$, $\Omega \subset \mathbb{R}^2$, compute:

$$u_{den} = \arg \min_u \int_{\Omega} (u - f)^2 dx + \lambda \int_{\Omega} |\nabla u| dx$$



input image $f : \Omega \rightarrow \mathbb{R}^3$



denoised $u_{den} : \Omega \rightarrow \mathbb{R}^3$

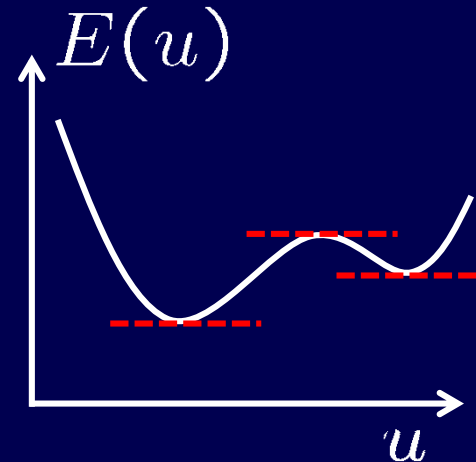
Rudin, Osher, Fatemi, Physica D '92

For $u : \Omega \rightarrow \mathbb{R}$, $\Omega \subset \mathbb{R}^2$, consider the functional

$$E(u) = \int_{\Omega} (u - f)^2 dx + \lambda \int_{\Omega} |\nabla u|^2 dx$$

Extremality principle as a necessary condition:

$$\frac{dE}{du} = 0$$



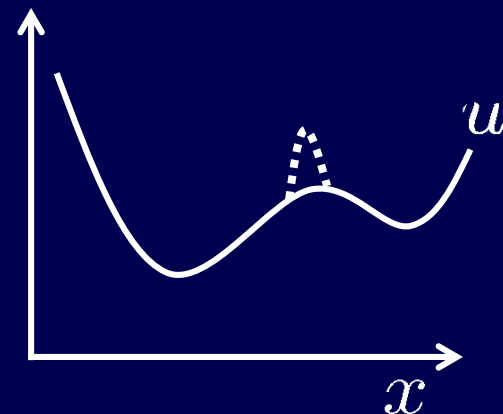
But: How to define the derivative with respect to a function?

The Gateaux Derivative

$$E(u) = \int_{\Omega} (u - f)^2 + \lambda |u'|^2 dx = \int_{\Omega} \mathcal{L}(u, u') dx$$

Derivative in “direction” h :

$$\left. \frac{dE}{du} \right|_h = \lim_{\epsilon \rightarrow 0} \frac{E(u + \epsilon h) - E(u)}{\epsilon}$$



$$= \lim_{\epsilon \rightarrow 0} \frac{\int \mathcal{L}(u + \epsilon h, u' + \epsilon h') - \mathcal{L}(u, u') dx}{\epsilon}$$

Taylor expansion:

$$= \lim_{\epsilon \rightarrow 0} \frac{\int \cancel{\mathcal{L}(u, u')} + \epsilon h \frac{\partial \mathcal{L}}{\partial u} + \epsilon h' \frac{\partial \mathcal{L}}{\partial u'} - \cancel{\mathcal{L}(u, u')} dx}{\epsilon}$$

The Gateaux Derivative

$$\left. \frac{dE}{du} \right|_h = \int h \frac{\partial \mathcal{L}}{\partial u} + h' \frac{\partial \mathcal{L}}{\partial u'} dx$$

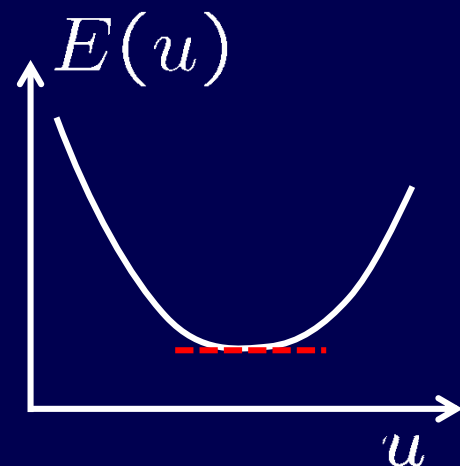
Integration by parts:

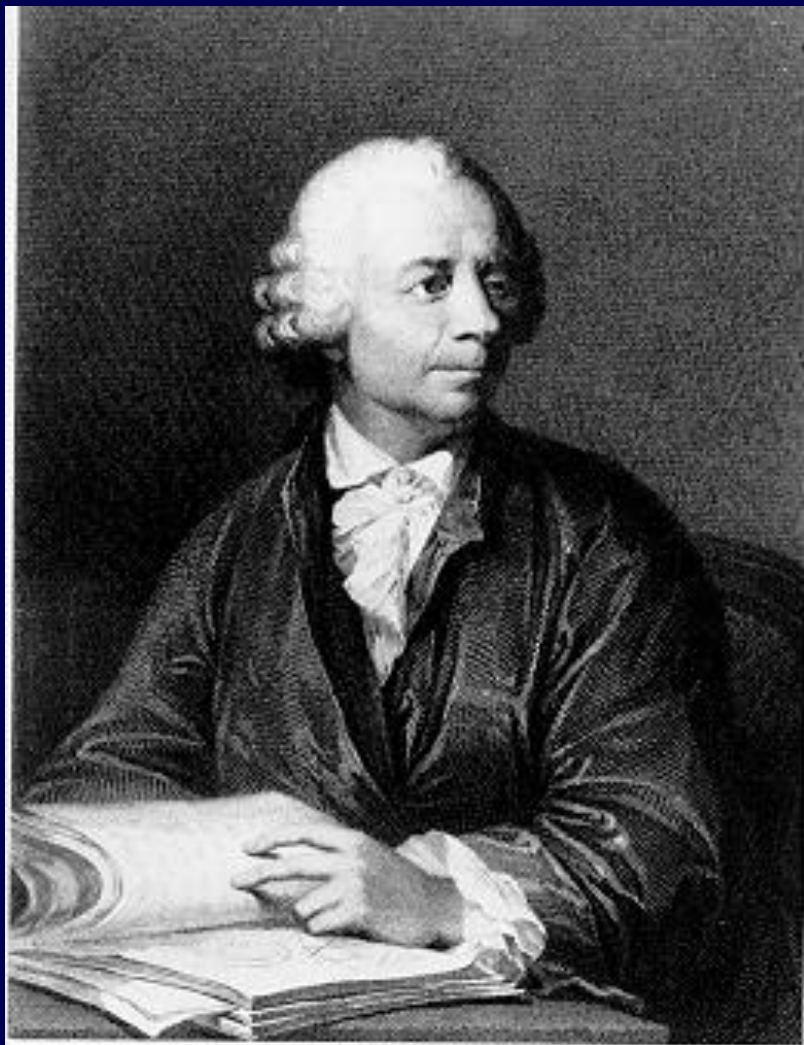
$$= \int h \left(\frac{\partial \mathcal{L}}{\partial u} - \frac{d}{dx} \left(\frac{\partial \mathcal{L}}{\partial u'} \right) \right) dx \stackrel{!}{=} \int h \frac{dE}{du} dx$$

Necessary optimality condition:

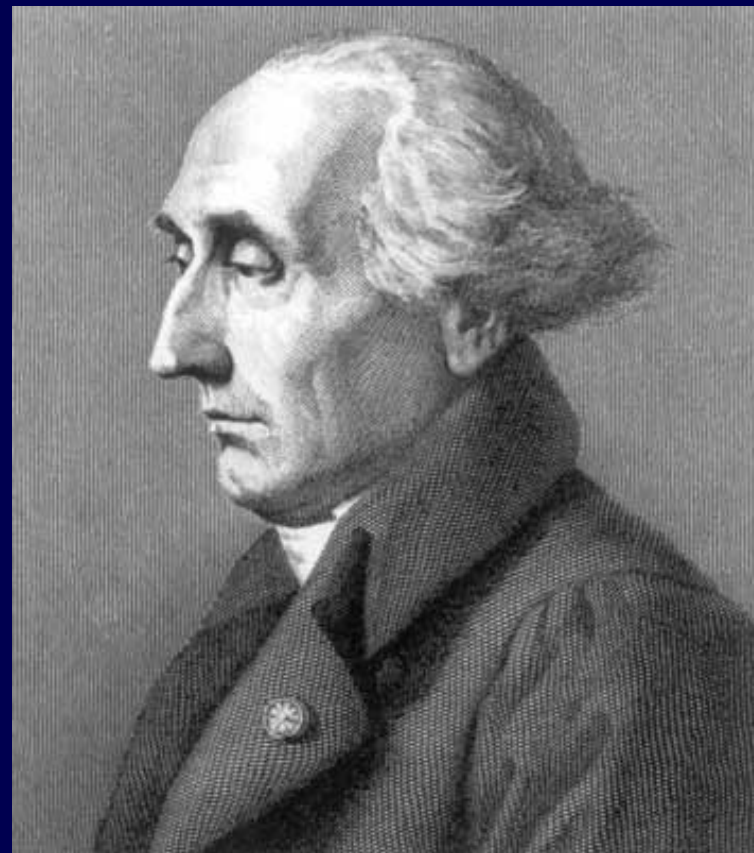
$$\frac{dE}{du} = \frac{\partial \mathcal{L}}{\partial u} - \frac{d}{dx} \left(\frac{\partial \mathcal{L}}{\partial u'} \right) = 0$$

Euler-Lagrange equation





Leonhard Euler
(1703-1783)



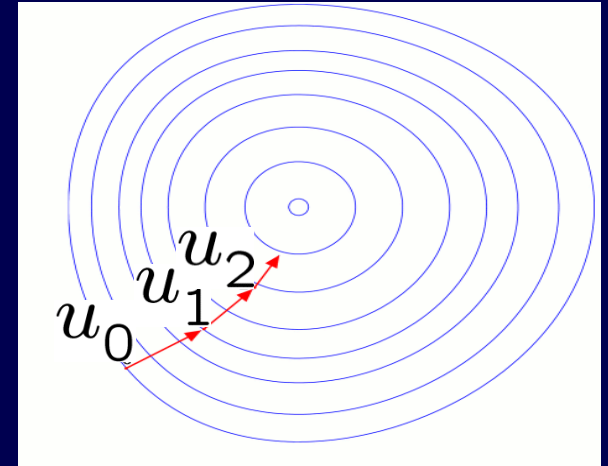
Joseph-Louis Lagrange
(1736 – 1813)

Gradient Descent

Iteratively walk “down-hill”:

$$\begin{cases} u(x, 0) = u_0(x) \\ \frac{\partial u}{\partial t} = -\frac{dE}{du} = -\frac{\partial \mathcal{L}}{\partial u} + \frac{d}{dx} \left(\frac{\partial \mathcal{L}}{\partial u'} \right) \end{cases}$$

direction of
steepest descent



For the energy

$$E(u) = \frac{1}{2} \int_{\Omega} (u - f)^2 + \lambda |u'|^2 dx$$

we obtain:

$$\frac{\partial u}{\partial t} = f - u + \lambda u''$$

diffusion equation



Diffusion



$$\int_{\Omega} |\nabla u|^2 dx \rightarrow \min$$

Edge-preserving Denoising

Slightly modify the regularization (*Rudin, Osher, Fatemi '92*):

$$E(u) = \frac{1}{2} \int_{\Omega} (u - f)^2 dx + \frac{\lambda}{2} \int_{\Omega} |\nabla u|^2 dx$$

Gradient descent:

total variation

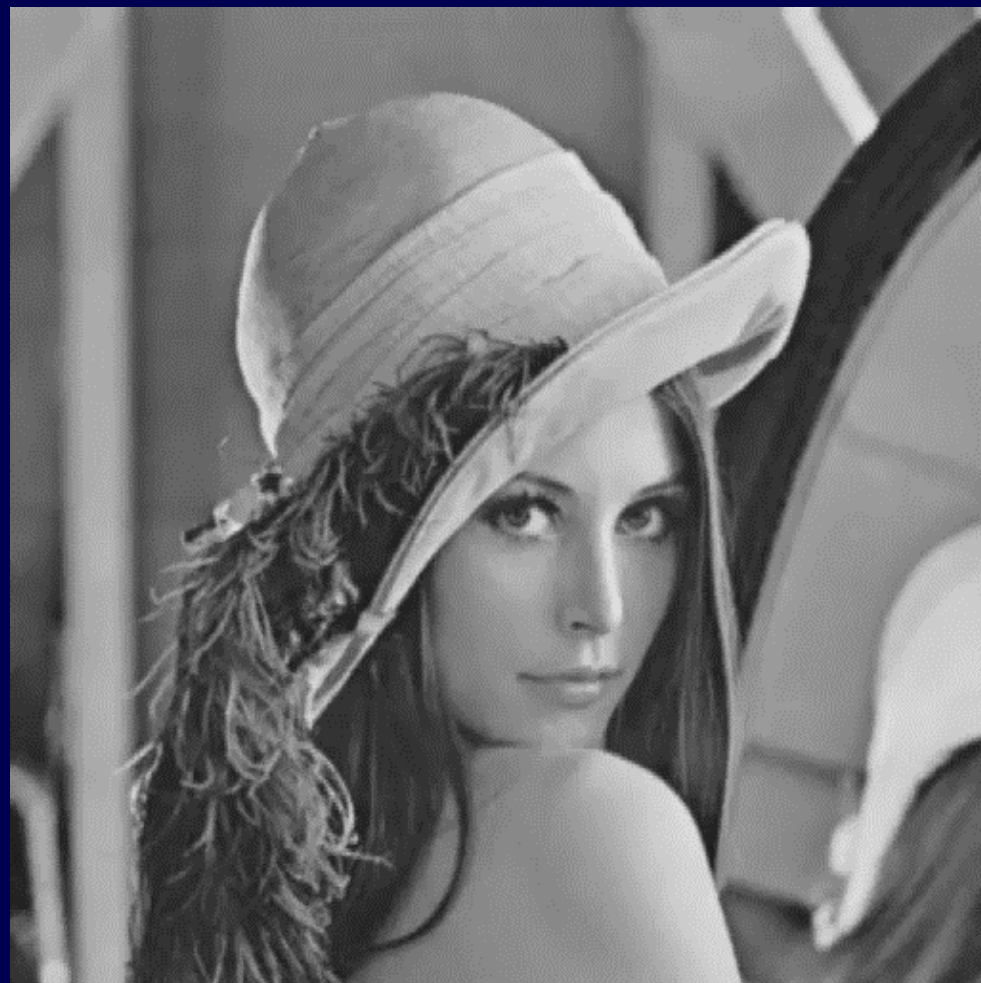
$$\begin{cases} u(x, 0) = u_o(x) \\ \frac{\partial u}{\partial t} = -\frac{dE}{du} = f - u + \lambda \operatorname{div} (g \nabla u), \quad g = \frac{1}{|\nabla u|} \end{cases}$$

nonlinear diffusion

Perona, Malik '90, Rudin et al. '92, Weickert '98



Linear vs. Nonlinear Diffusion



$$\int_{\Omega} |\nabla u|^2 dx \rightarrow \min$$

$$\int_{\Omega} |\nabla u| dx \rightarrow \min$$

The Total Variation

The expression

$$\int |\nabla u| dx$$

only applies to differentiable functions. It is also non-differentiable.

Using the identity $|\nabla u| = \sup_{|\xi| \leq 1} \xi \cdot \nabla u$, we define the **total variation**

$$\text{TV}(u) := \sup_{\xi \in \mathcal{K}} \int u \operatorname{div} \xi dx$$

with

$$\mathcal{K} = \left\{ \xi \in C_c^1(\Omega; \mathbb{R}^2) \mid |\xi(x)| \leq 1 \ \forall x \in \Omega \right\}.$$



Variational Deblurring



$$u_{deb} = \arg \min_u \int_{\Omega} (\mathbf{b} * u - f)^2 dx + \lambda \int_{\Omega} |\nabla u| dx$$



original image



blurred image f



deblurred image u_{deb}

Lions, Osher, Rudin, '92



Variational Super-Resolution



$$u_{sr} = \arg \min_u \sum_i \|D_i u - f_i\| + \lambda \int_{\Omega} |\nabla u| dx$$



One of several input images f_i



Super-resolution estimate u_{sr}

Schoenemann, Cremers, IEEE TIP '12



Variational Optical Flow



$$\min_{u: \Omega \rightarrow \mathbb{R}^2} \int_{\Omega} |f_1(x) - f_2(x + u)| dx + J(u)$$



Input video



Optical flow field

Horn & Schunck '81, Zach et al. DAGM '07, Wedel et al. ICCV '09



Variational Optical Flow



$$\min_{u: \Omega \rightarrow \mathbb{R}^2} \int_{\Omega} |f_1(x) - f_2(x + u)| dx + J(u)$$



Input video



Optical flow field*

* 60 fps @ 640x480

Horn & Schunck '81, Zach et al. DAGM '07, Wedel et al. ICCV '09



Variational Stereo Reconstruction



$$\min_{u: \Omega \rightarrow \mathbb{R}} \int_{\Omega} \rho(x, u) dx + J(u)$$



one of two input images



depth reconstruction

Pock, Schoenemann, Graber, Bischof, Cremers ECCV '08

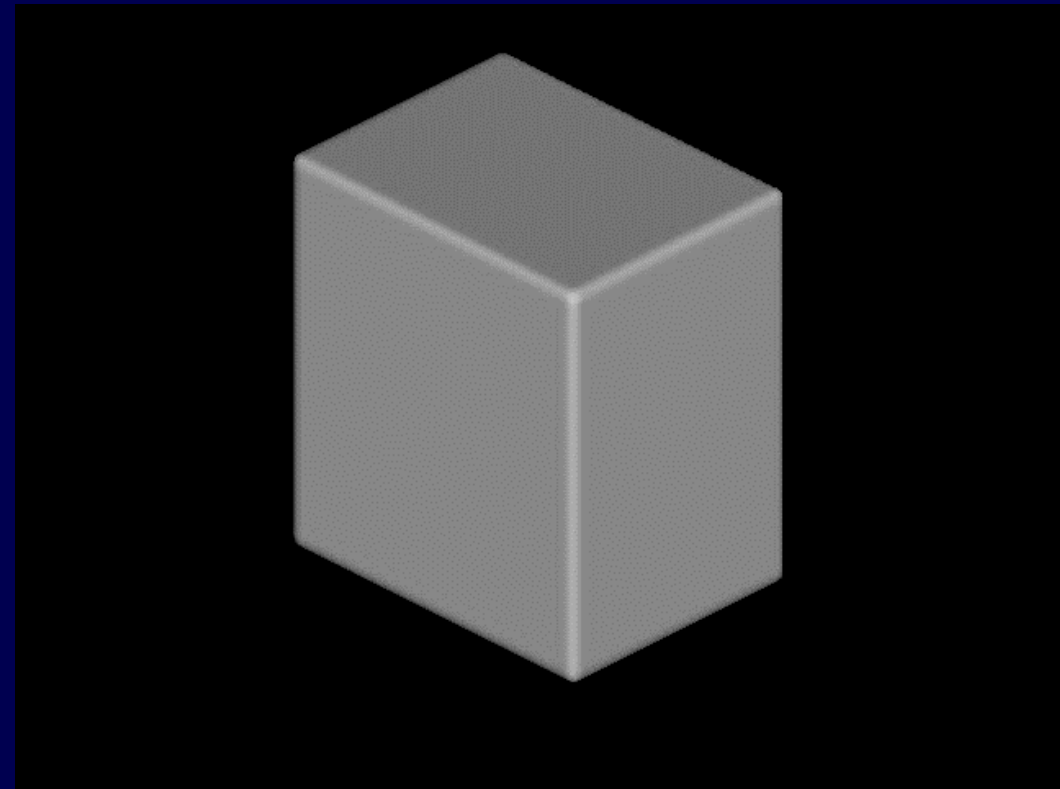
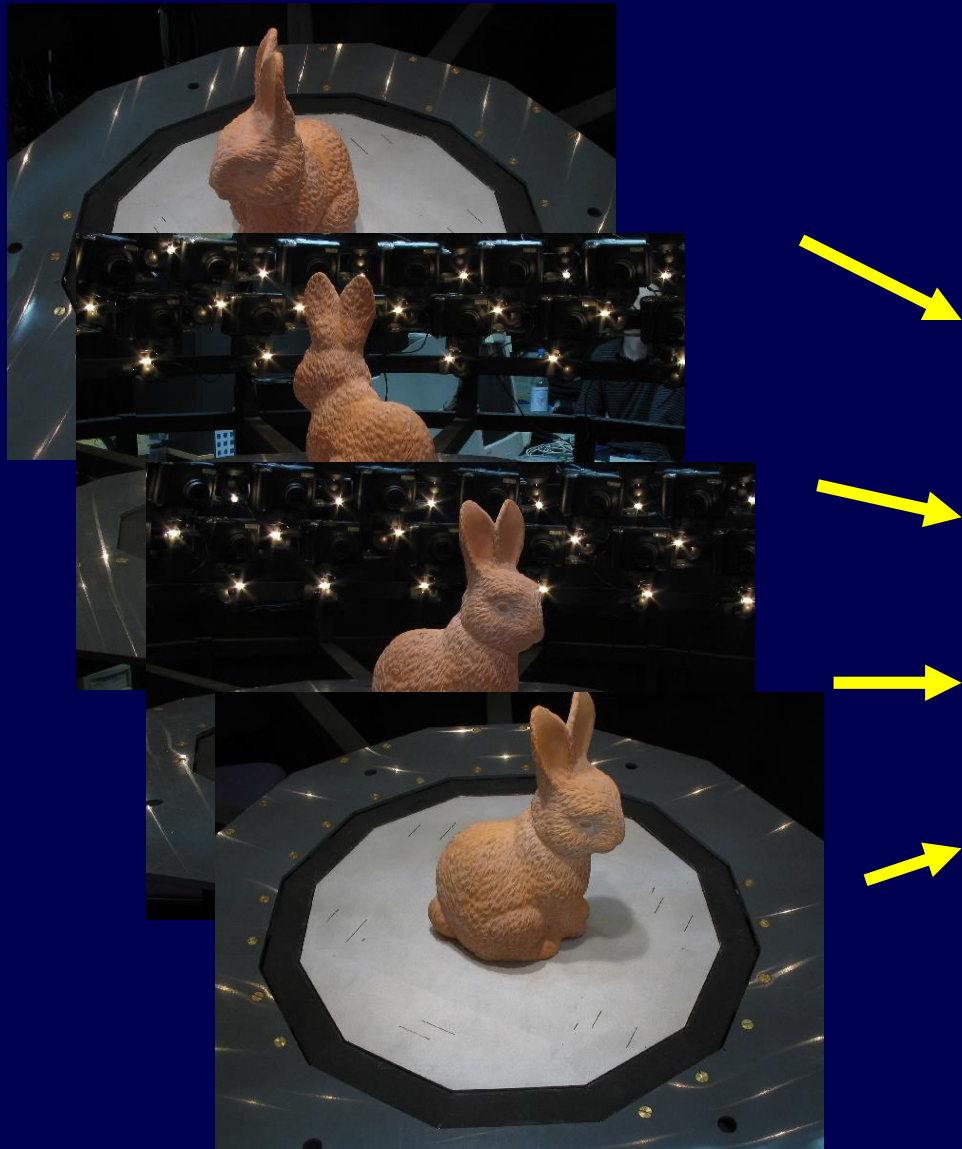


Variational Scene Flow



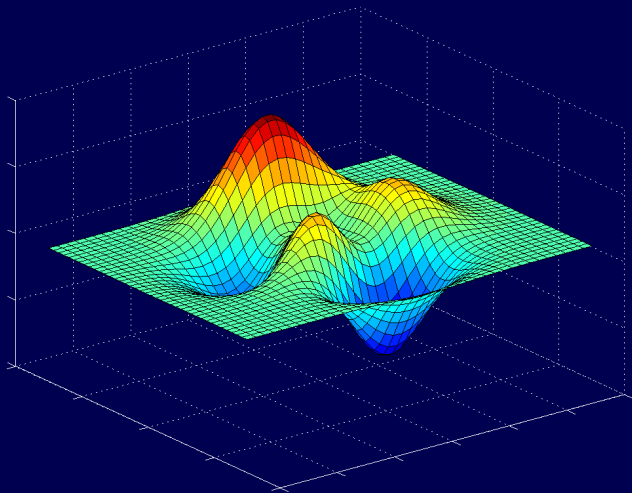
Wedel & Cremers, "Scene Flow", Springer 2011

Variational Multiview Reconstruction



Kolev et al., IJCV '09

Summary



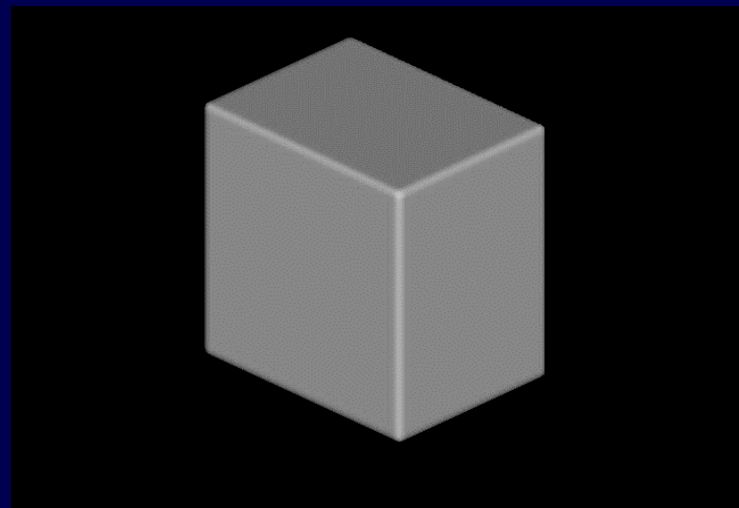
variational methods



optical flow



scene flow



multiview reconstruction