Geometric Transformations and Image Warping

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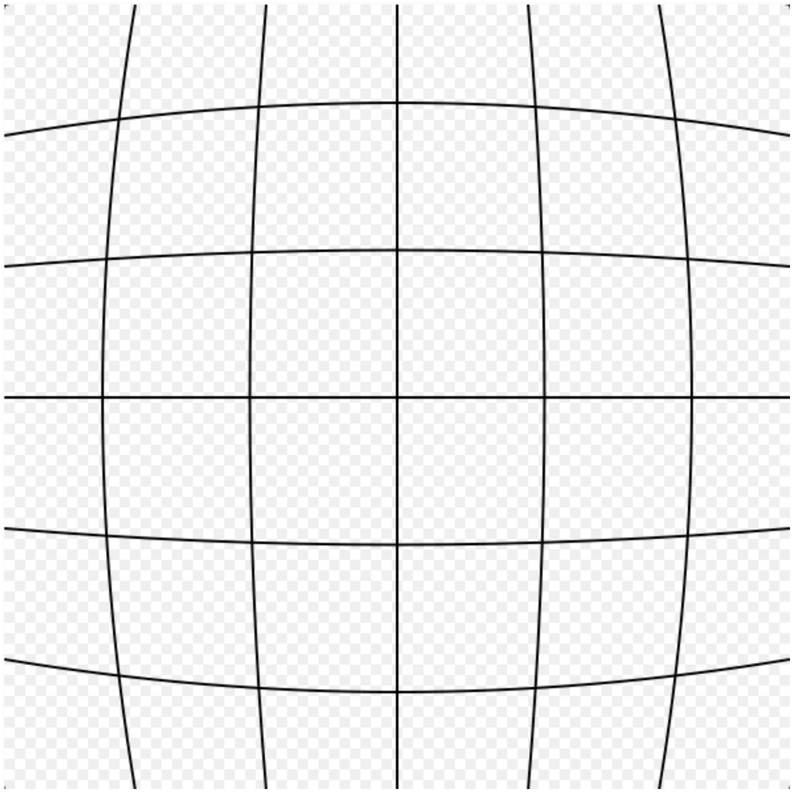
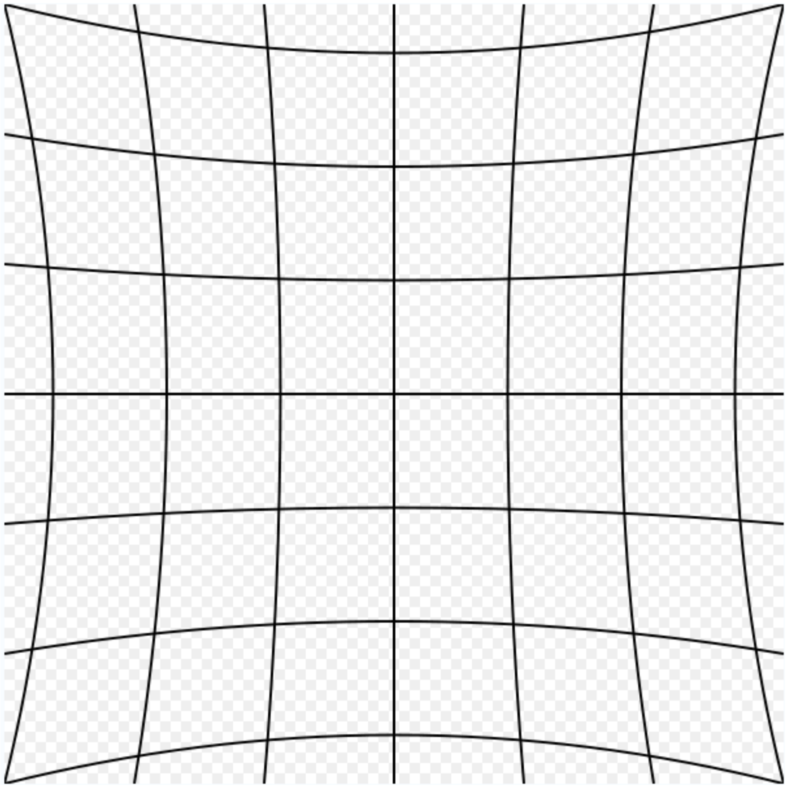
Geom Trans: Distortion From Optics



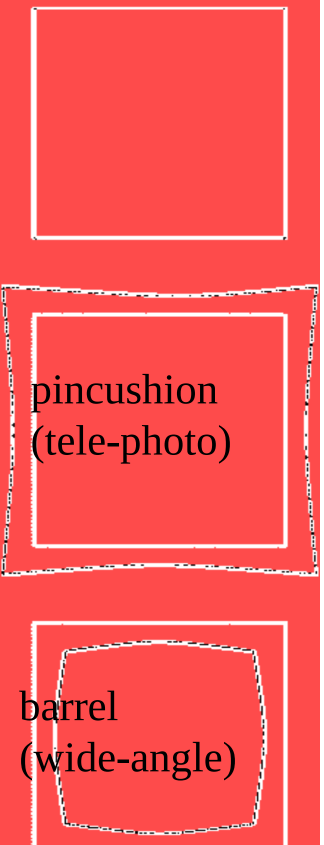
Barrel Distortion



Pincushion Distortion

Radial Distortion

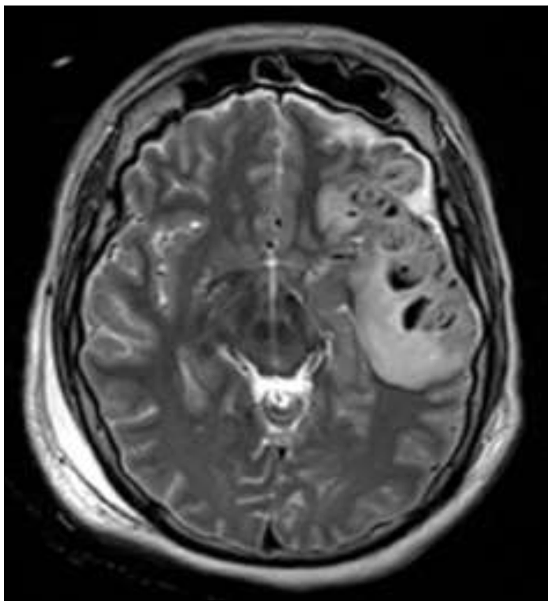
magnification/focal length different
for different angles of inclination

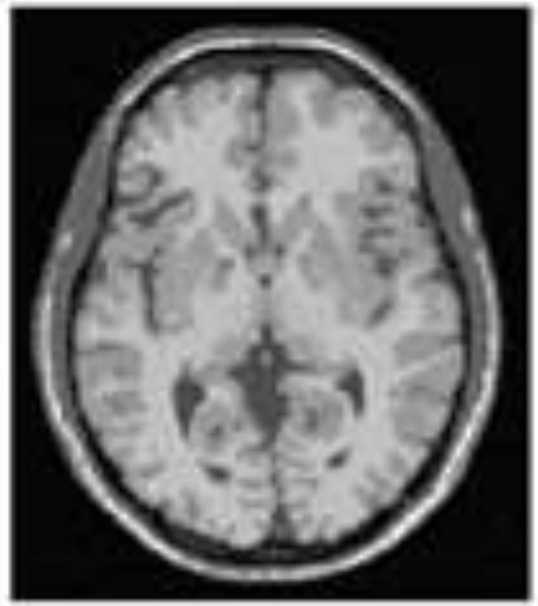


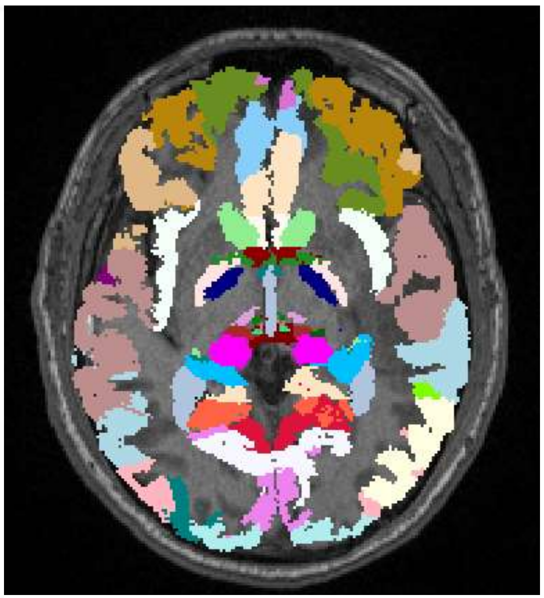
Can be corrected! (if parameters are know)

Geom Trans: Distortion From Optics

Geom. Trans.: Brain Template/Atlas







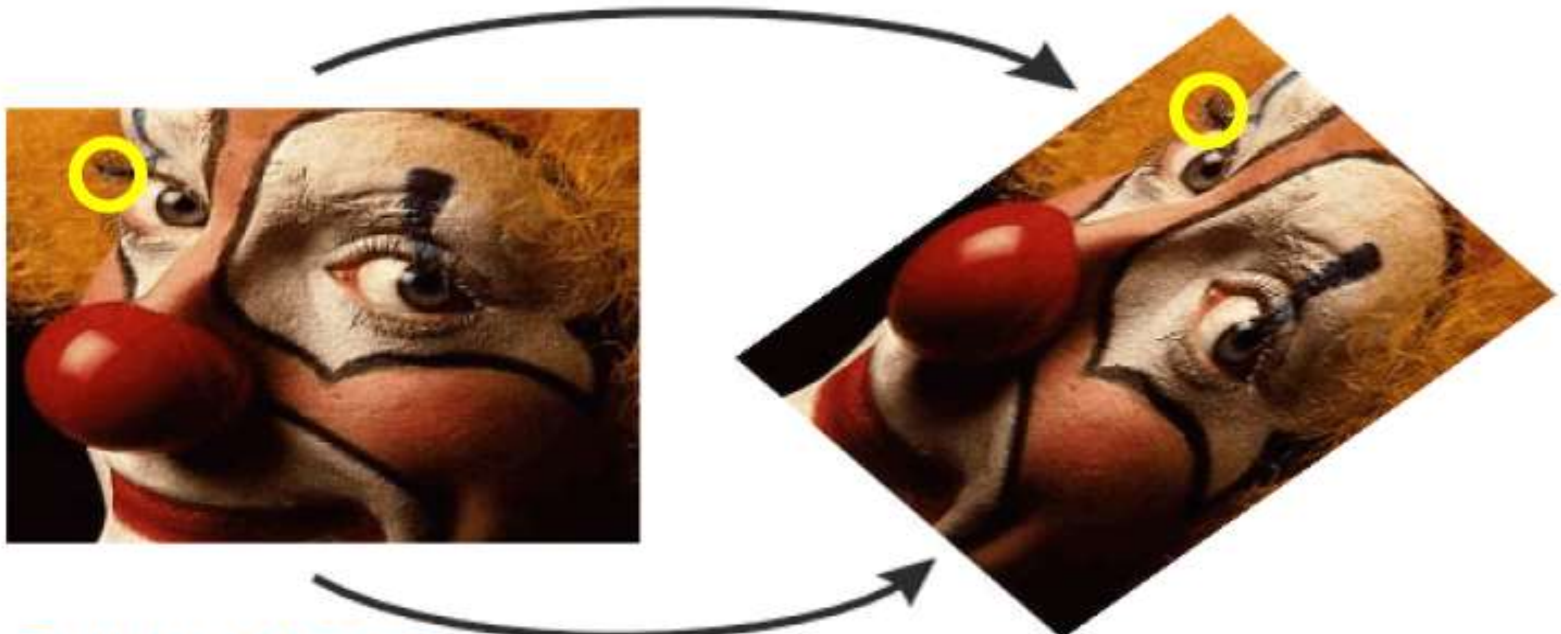
TBI Patient
(Traumatic Brain Insury)

Brain Atlas with annotations

Geom. Trans.: Mosaicing

Saint-Guénolé Church of Batz-sur-Mer Equirectangular 360° by Vincent Montibus

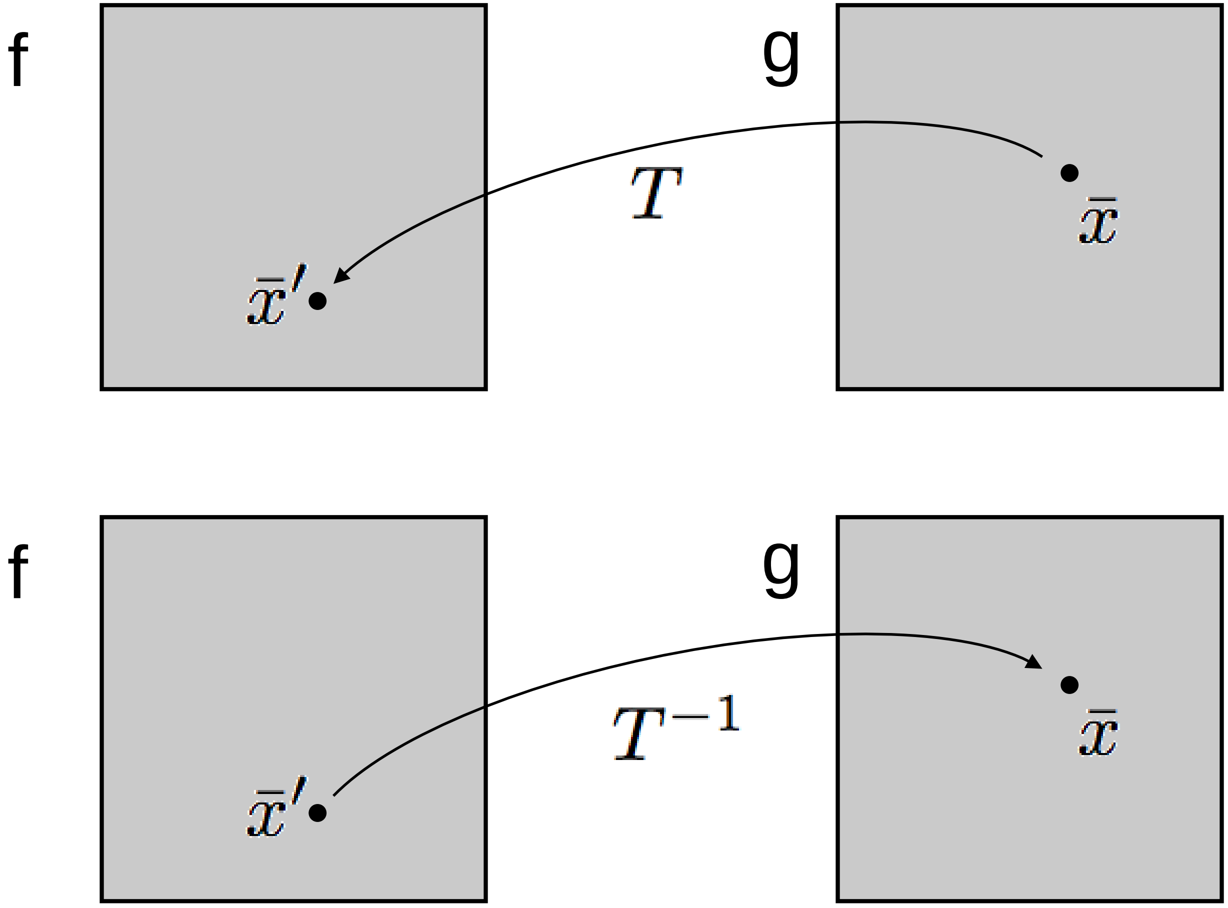
Domain Mappings Formulation



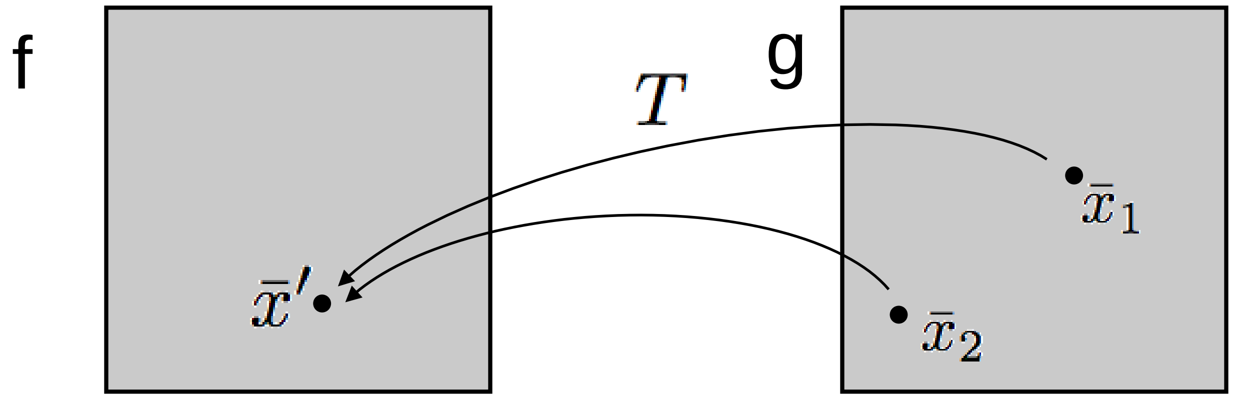
(E. H. W. Meijering)

g is the same (intensity) image as f, but sampled on these new coordinates

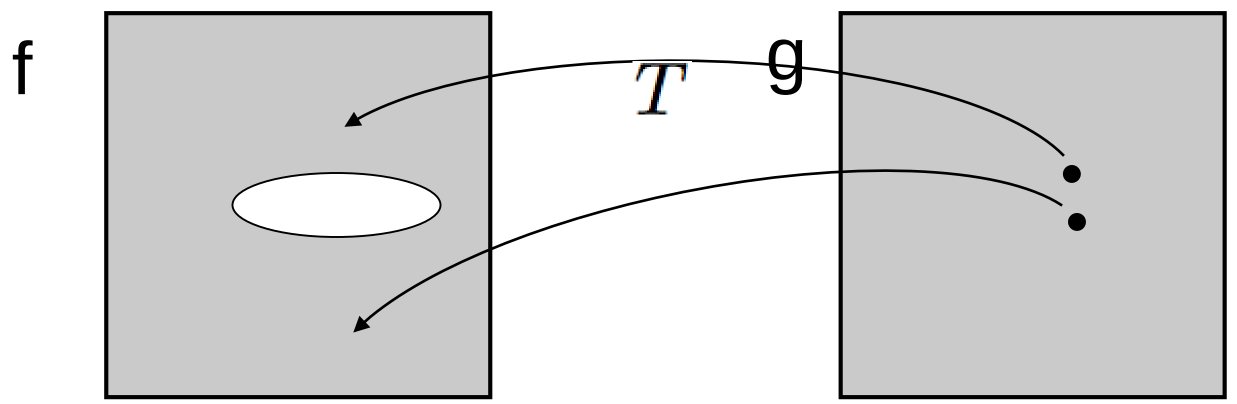
Domain Mappings



No Inverse?

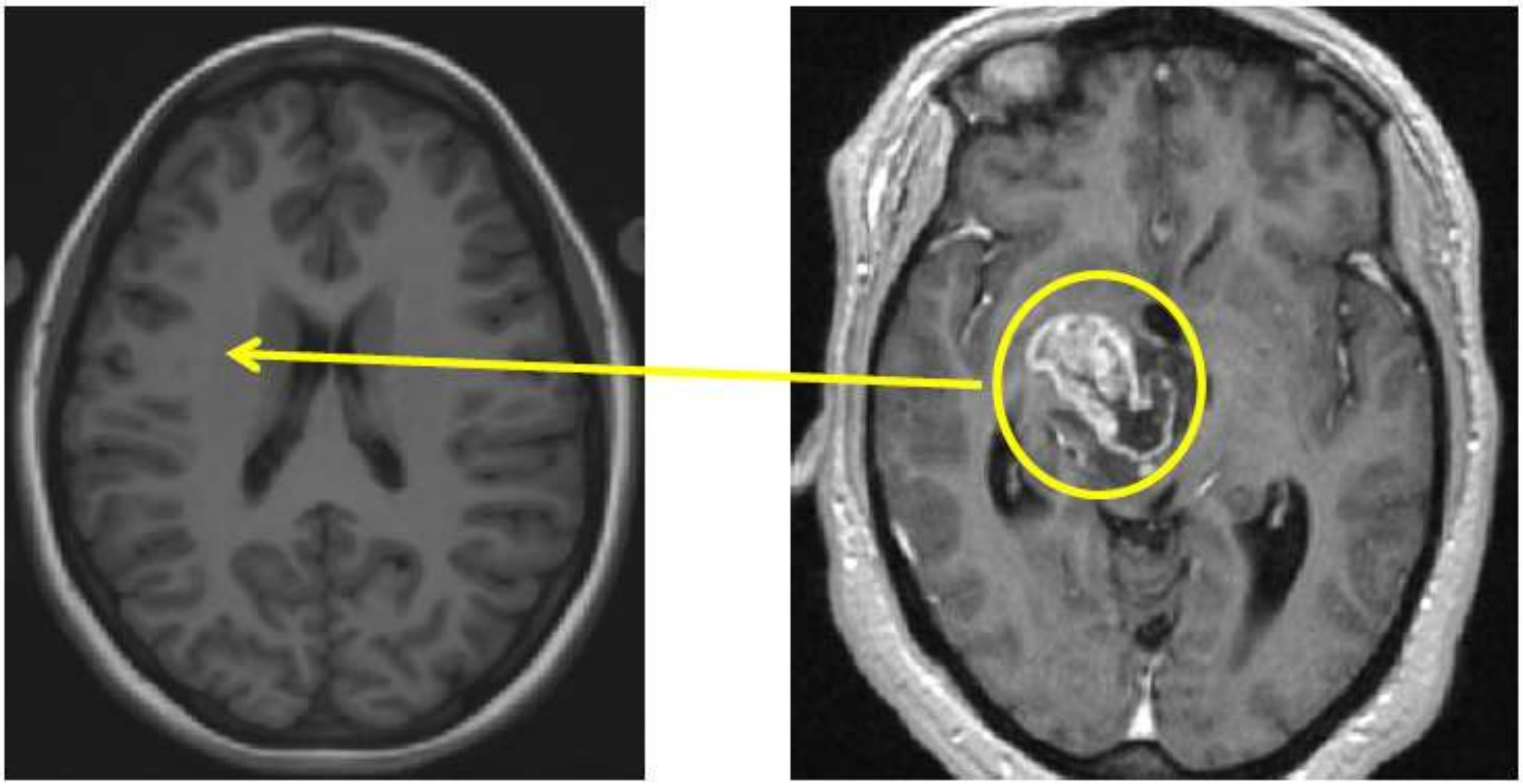


Not “one to one”



Not “onto” - doesn’t cover f

Example



Transformation Examples

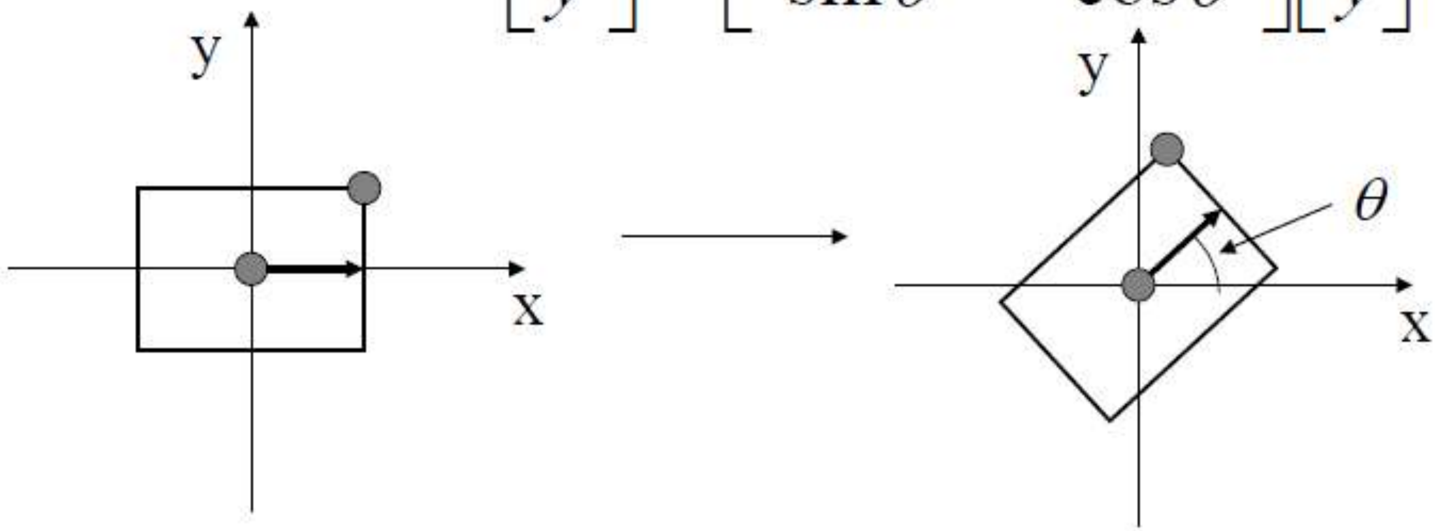
- Linear $\bar{x}' = A\bar{x} + \bar{x}_0$ $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$

$$x' = ax + by + x_0$$
$$y' = cx + dy + y_0$$

2D Rotation

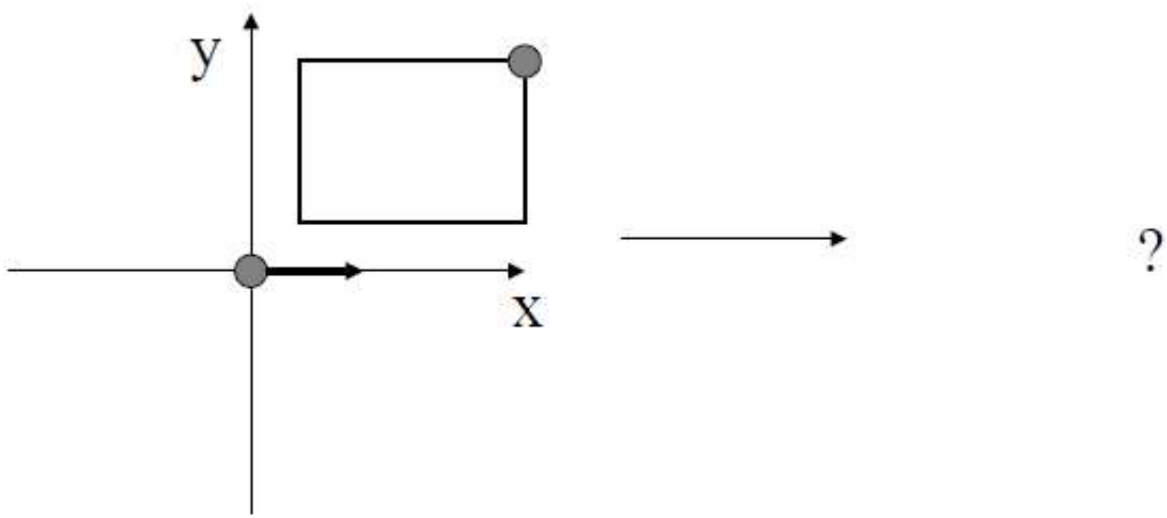
- Rotate counter-clockwise about the origin by an angle θ

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$



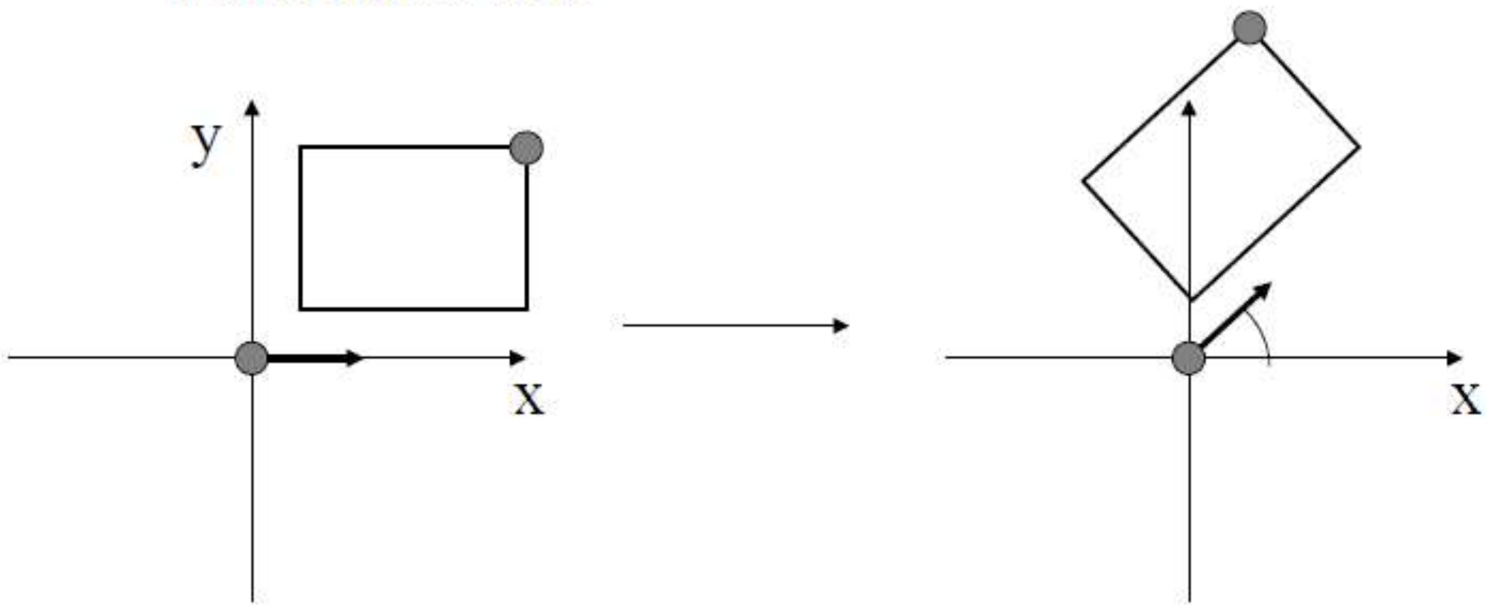
Rotating About An Arbitrary Point

- What happens when you apply a rotation transformation to an object that is not at the origin?



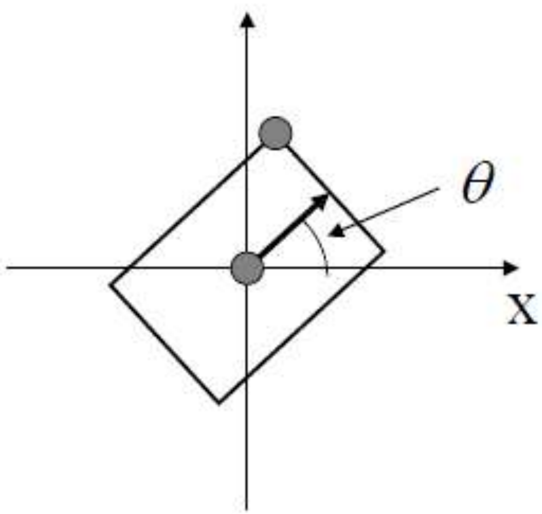
Rotating About An Arbitrary Point

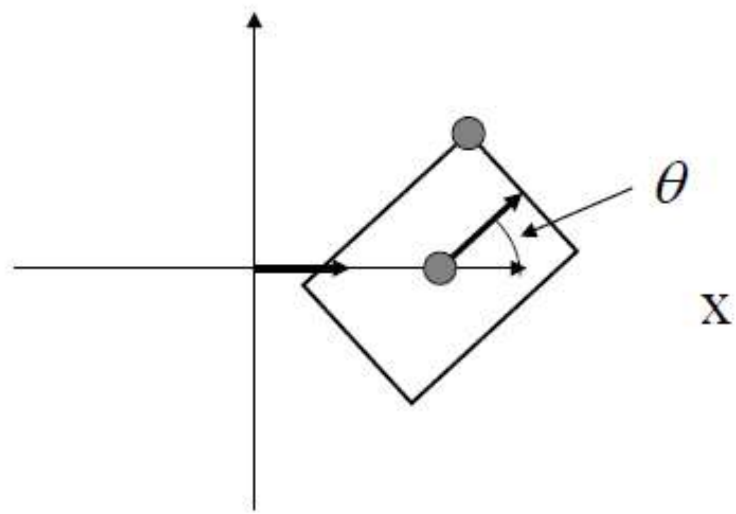
- What happens when you apply a rotation transformation to an object that is not at the origin?
  - It translates as well



Now: First Rotate, then Translate

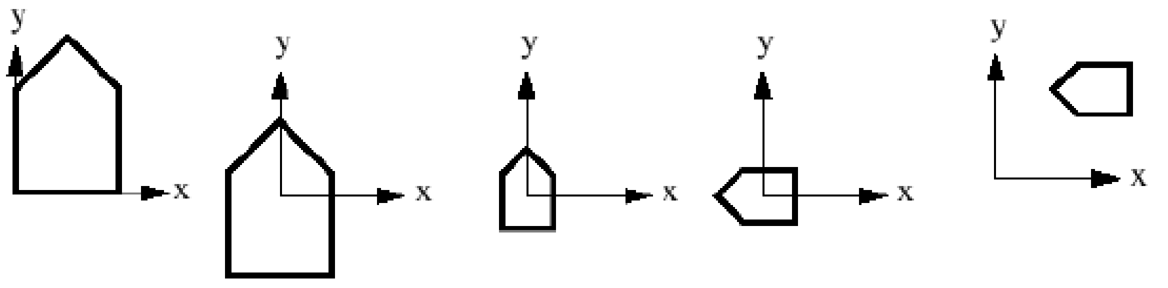
- Rotation followed by translation is **not the same** as translation followed by rotation:
- T(R(object)) ≠ R(T(object))





Series of Transformations

2D Object: Translate, scale, rotate, translate again



$$\vec{P'} = T2 + (R \cdot S \cdot (T1 + \vec{P}))$$

☛ Problem: Rotation, scaling, shearing are multiplicative transforms, but translation is additive.

Transformation Examples

- Linear $\bar{x}' = A\bar{x} + \bar{x}_0$ $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$

$$x' = ax + by + x_0$$
$$y' = cx + dy + y_0$$

Transformation Examples

- Linear $\bar{x}' = A\bar{x} + \bar{x}_0$ $\quad A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$

$$x' = ax + by + x_0$$
$$y' = cx + dy + y_0$$

- Trick: Add one dimension

$$\bar{x} = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \qquad A = \begin{pmatrix} 1 & 0 & x_0 \\ 0 & 1 & y_0 \\ 0 & 0 & 1 \end{pmatrix}$$

Example: Translation

$$\bar{x}' = A\bar{x}$$

$$x' = x + x_0$$
$$y' = y + y_0$$
$$1 = 1$$

Transformation Examples

- Linear $\bar{x}' = A\bar{x} + \bar{x}_0$ $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$

$$x' = ax + by + x_0$$
$$y' = cx + dy + y_0$$

- Homogeneous coordinates

$$\bar{x} = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \quad A = \begin{pmatrix} a & b & x_0 \\ c & d & y_0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$\bar{x}' = A\bar{x}$$

Homogeneous Coordinates

- Use three numbers to represent a point
- $(x,y)=(wx,wy,w)$ for any constant $w \neq 0$
  - Typically, (x,y) becomes $(x,y,1)$
  - To go backwards, divide by w
- Translation can now be done with matrix multiplication!

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} a_{xx} & a_{xy} & b_x \\ a_{yx} & a_{yy} & b_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Basic Transformations

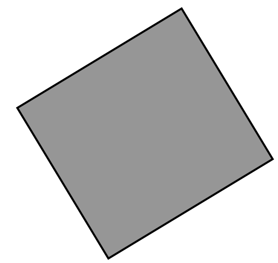
- Translation: $\begin{bmatrix} 1 & 0 & b_x \\ 0 & 1 & b_y \\ 0 & 0 & 1 \end{bmatrix}$ Rotation: $\begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$

- Scaling: $\begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix}$

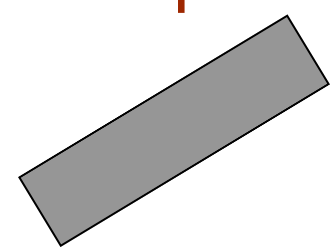
Special Cases of Linear

- Translation $A = \begin{pmatrix} 0 & 0 & x_0 \\ 0 & 0 & y_0 \\ 0 & 0 & 1 \end{pmatrix}$

- Rotation $A = \begin{pmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$



- Rigid = rotation + translation
- Scaling $A = \begin{pmatrix} p & 0 & 0 \\ 0 & q & 0 \\ 0 & 0 & 1 \end{pmatrix}$ p, q < 1 : expand
  - Include forward and backward rotation for arbitary axis



- Skew

- Reflection

Resulting Transformations

$$S = \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \qquad R = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \qquad \boxed{T = \begin{bmatrix} 1 & 0 & d_x \\ 0 & 1 & d_y \\ 0 & 0 & 1 \end{bmatrix}}$$

new: $\boxed{\overrightarrow{P'} = T2 \cdot R \cdot S \cdot T1 \cdot \vec{P}}$

before: $\overrightarrow{P'} = T2 + (R \cdot S \cdot (T1 + \vec{P}))$

Cascading of Transformations

Excellent Introduction Materials (MIT):
http://groups.csail.mit.edu/graphics/classes/6.837/F01/Lecture07/

Demo:
http://groups.csail.mit.edu/graphics/classes/6.837/F01/Lecture07/Slide09.html

Excellent Materials for self study

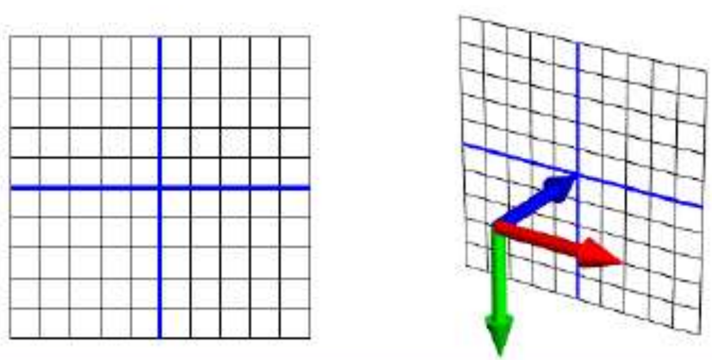
http://groups.csail.mit.edu/graphics/classes/6.837/F01/Lecture07/Slide01.html

Problems with this Form

- Must consider Translation and Rotation separately
- Computing the inverse transform involves multiple steps
- Order matters between the R and T parts

$$R(T(\bar{x})) \neq T(R(\bar{x}))$$

These problem can be remedied by considering our 2 dimensional image plane as a 2D subspace within 3D.



Link: http://groups.csail.mit.edu/graphics/classes/6.837/F01/Lecture07/Slide01.html

Linear Transformations

- Also called “affine”
  - 6 parameters
- Rigid -> 3 parameters
- Invertibility
  - Invert matrix

$$T^{-1}(\bar{x}) = A^{-1}\bar{x}$$

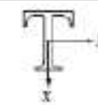
- What does it mean if A is not invertible?

Affine: General Linear Transformation

$$\bar{x} = \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \quad A = \begin{pmatrix} a & b & x_0 \\ c & d & y_0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$\bar{x}' = A\bar{x}$$

6 parameters for Trans (2), Scal (2), Rot (1), Shear X and Shear Y → 7 Parameters ?????

Transformation Name	Affine Matrix, T	Coordinate Equations	Example
Identity	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$x = v$ $y = w$	
Scaling	$\begin{bmatrix} c_x & 0 & 0 \\ 0 & c_y & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$x = c_x v$ $y = c_y w$	
Rotation	$\begin{bmatrix} \cos\theta & \sin\theta & 0 \\ -\sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$x = v\cos\theta - w\sin\theta$ $y = v\cos\theta + w\sin\theta$	
Translation	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ t_x & t_y & 1 \end{bmatrix}$	$x = v + t_x$ $y = w + t_y$	
Shear (vertical)	$\begin{bmatrix} 1 & 0 & 0 \\ s_v & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$x = v + s_v w$ $y = w$	
Shear (horizontal)	$\begin{bmatrix} 1 & s_h & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$x = v$ $y = s_h v + w$	

Affine: General Linear Transformation

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6 parameters for Trans (2), Scal (2), Rot (1), Shear X and Shear Y → 7 Parameters ?????

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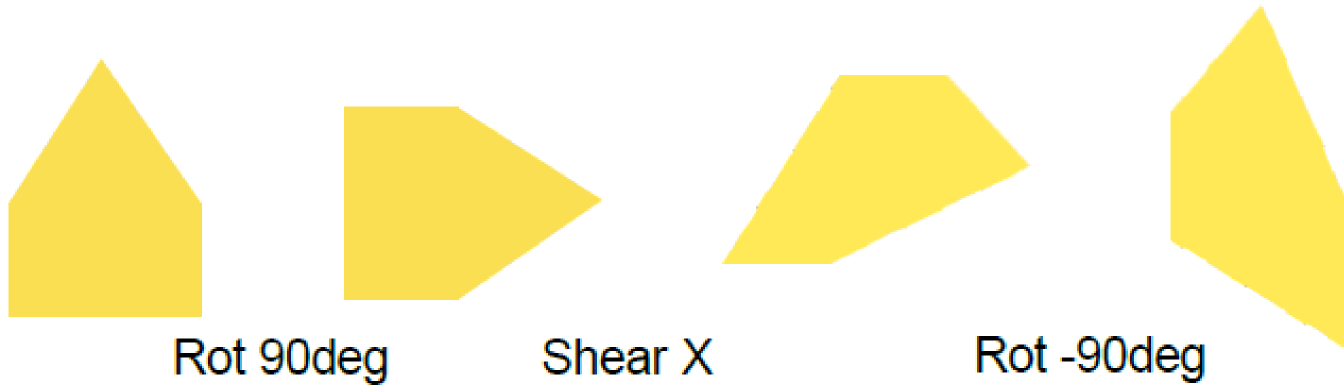
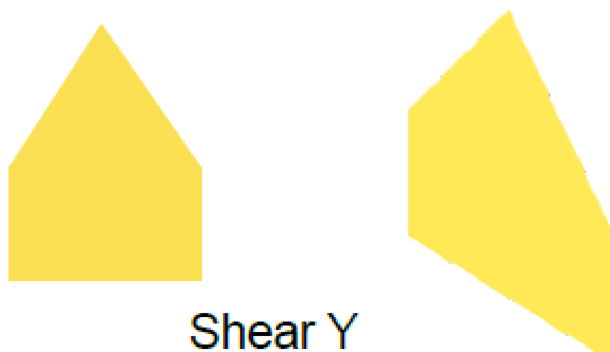
6 parameters for Trans (2), Scal (2), Rot (1), Shear X and Shear Y $\rightarrow$ 7 Parameters ?????

1)



2)



Shear Y can be formulated as Shear X applied to rotated image -> There is only one Shear parameter

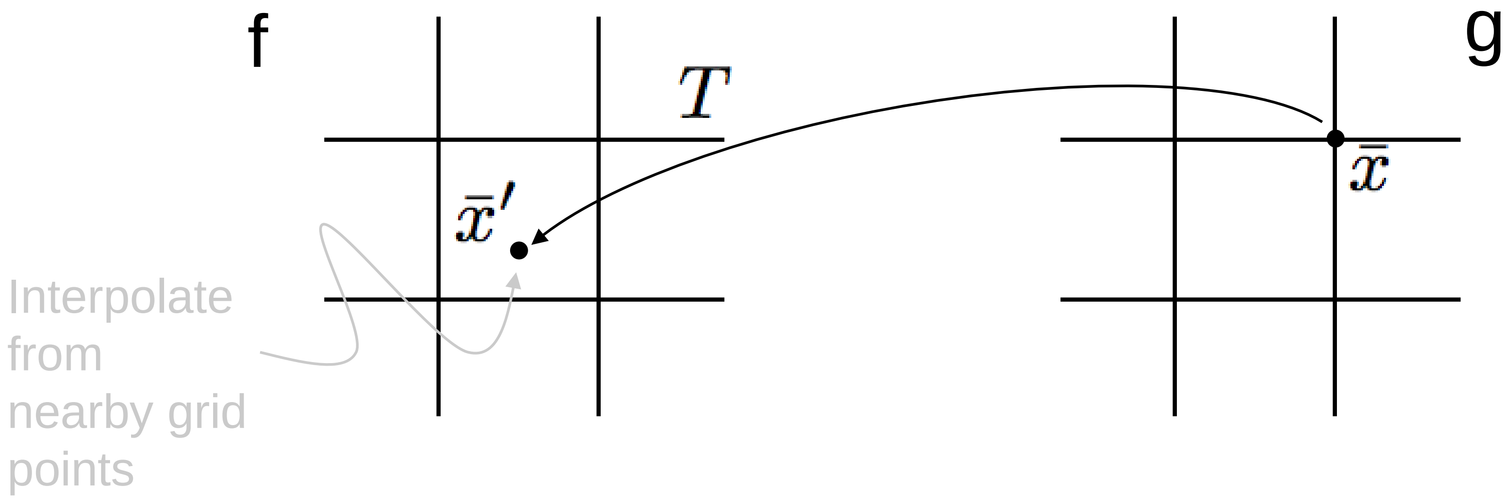
Implementation

Two major procedures:

1. Definition or estimation of transformation type and parameters
2. Application of transformation: Actual transformation of image

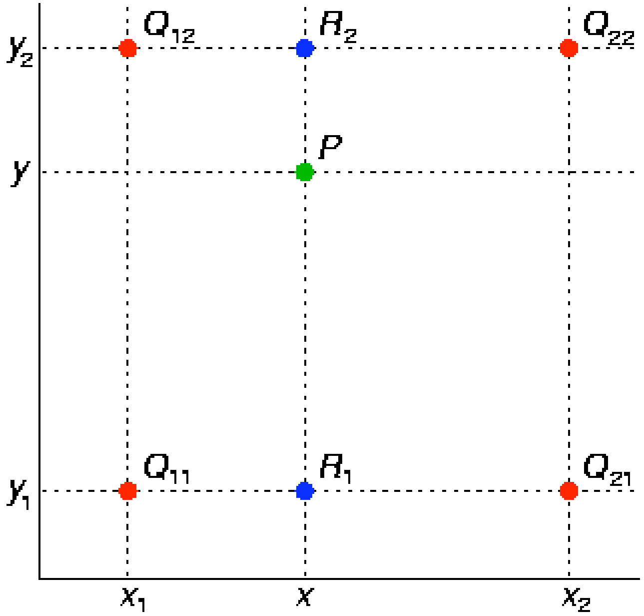
Implementation – Two Approaches

1. Pixel filling – backward mapping
    - T() takes you from coords in g() to coords in f()
    - Need random access to pixels in f()
    - Sample grid for g(), interpolate f() as needed



Interpolation: Binlinear

- Successive application of linear interpolation along each axis



$$f(R_1) \approx \frac{x_2 - x}{x_2 - x_1} f(Q_{11}) + \frac{x - x_1}{x_2 - x_1} f(Q_{21})$$

$$f(R_2) \approx \frac{x_2 - x}{x_2 - x_1} f(Q_{12}) + \frac{x - x_1}{x_2 - x_1} f(Q_{22})$$

$$f(P) \approx \frac{y_2 - y}{y_2 - y_1} f(R_1) + \frac{y - y_1}{y_2 - y_1} f(R_2).$$

Source: WIkipedia

Binlinear Interpolation

- *Not* linear in x, y

$$
\begin{aligned}
f(x,y) \approx\ & \frac{f(Q_{11})}{(x_2-x_1)(y_2-y_1)}(x_2-x)(y_2-y) \\
&+ \frac{f(Q_{21})}{(x_2-x_1)(y_2-y_1)}(x-x_1)(y_2-y) \\
&+ \frac{f(Q_{12})}{(x_2-x_1)(y_2-y_1)}(x_2-x)(y-y_1) \\
&+ \frac{f(Q_{22})}{(x_2-x_1)(y_2-y_1)}(x-x_1)(y-y_1).
\end{aligned}
$$

$$b_1 + b_2 x + b_3 y + b_4 xy$$

$$
\begin{aligned}
b_1 &= f(0,0) \\
b_2 &= f(1,0) - f(0,0) \\
b_3 &= f(0,1) - f(0,0) \\
b_4 &= f(0,0) - f(1,0) \\
&\quad - f(0,1) + f(1,1).
\end{aligned}
$$

Binlinear Interpolation

- Convenient form
  - – Normalize to unit grid [0,1]x[0,1]

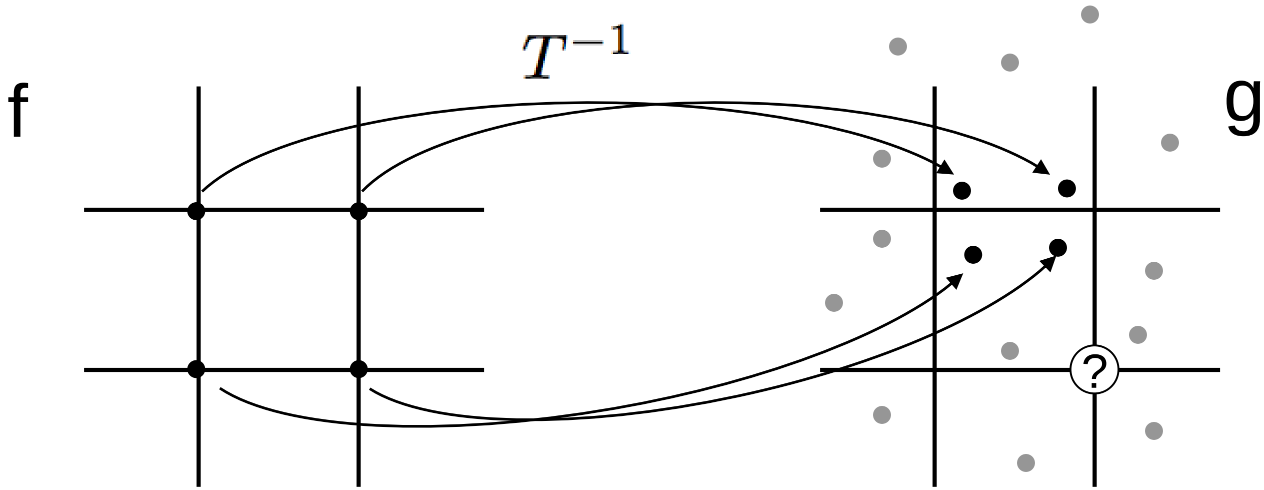
$$f(x,y) \approx f(0,0)\,(1-x)(1-y) + f(1,0)\,x(1-y) + f(0,1)\,(1-x)y + f(1,1)xy.$$

$$f(x,y) \approx \begin{bmatrix} 1-x & x \end{bmatrix} \begin{bmatrix} f(0,0) & f(0,1) \\ f(1,0) & f(1,1) \end{bmatrix} \begin{bmatrix} 1-y \\ y \end{bmatrix}.$$

- Bilinear is NONLINEAR in x and y !

Implementation – Two Approaches

2. Splatting – forward mapping
   - T^{-1}() takes you from coords in f() to coords in g()
   - You have f() on grid, but you need g() on grid
   - Push grid samples onto g() grid and do interpolation from unorganized data (kernel)



Nearby points are not organized – ”scattered”

Scattered Data Interpolation With Kernels
Shepard's method

- Define kernel
  - Falls off with distance, radially symmetric

$$K(\bar{x}_1, \bar{x}_2) = K(|\bar{x}_1 - \bar{x}_2|)$$

$$g(x) = \frac{1}{\sum_{j=1}^{N} w_j} \sum_{i=1}^{N} w_i f(x'_i)$$

$$w_j = K\left(|\bar{x} - T^{-1}(\bar{x}'_j)\right)$$

Required grid coordinates in g

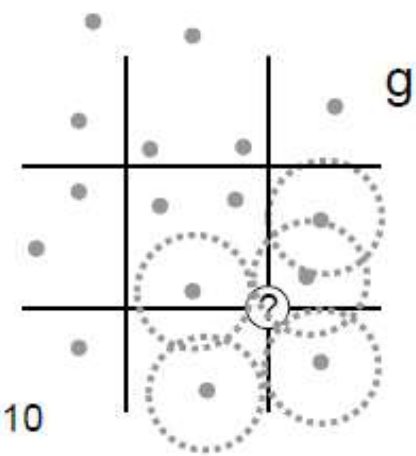
Transformed coord. from f

Grid coordinates in f

Kernel examples

$$K(\bar{x}_1, \bar{x}_2) = \frac{1}{2\pi\sigma^2} e^{\frac{|\bar{x}_1 - \bar{x}_2|^2}{2\sigma^2}}$$

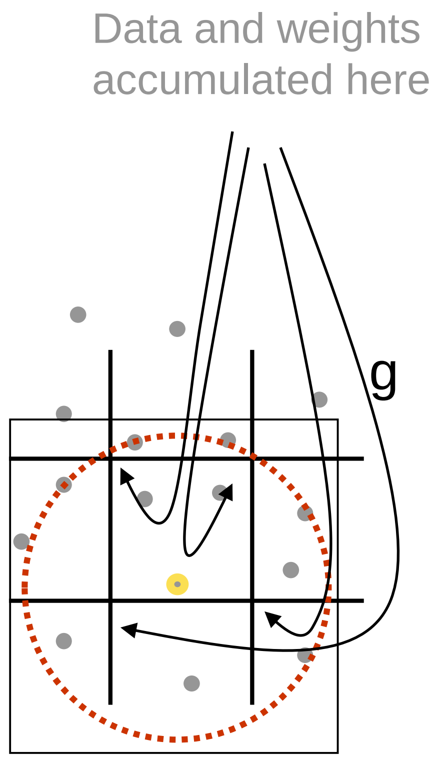
$$K(\bar{x}_1, \bar{x}_2) = \frac{1}{|\bar{x}_1 - \bar{x}_2|^p}$$



Shepard's Method Implementation

- If points are dense enough
  - Truncate kernel
  - For each point in f()
    - Form a small box around it in g() – beyond which truncate
    - Put weights and data onto grid in g()
  - Accumulate contributions at grid g()
  - Divide total data by total weights: B/A

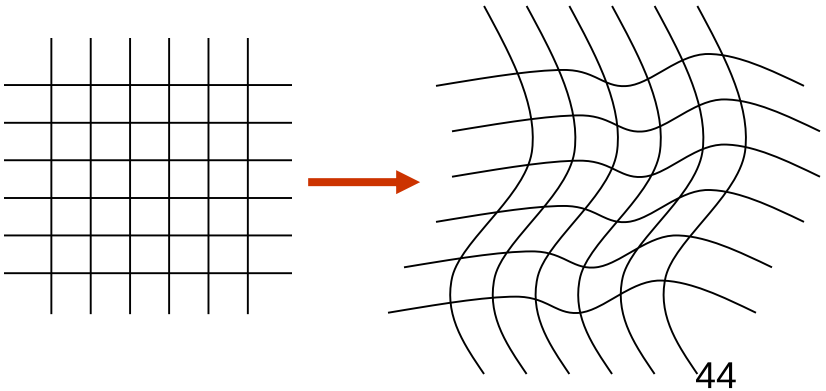
$$A = \sum_{j=1}^{N} w_j \qquad B = \sum_{i=1}^{N} w_i f\left(T^{-1}(x_i')\right)$$



ESTIMATION OF TRANSFORMATIONS

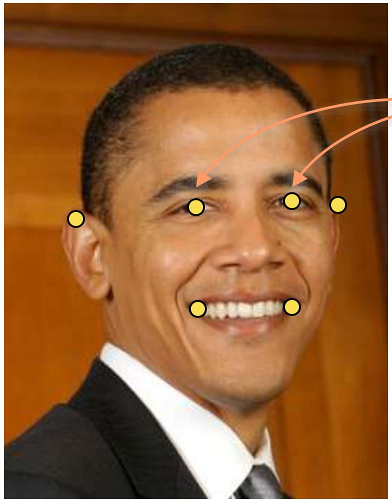
Determine Transformations

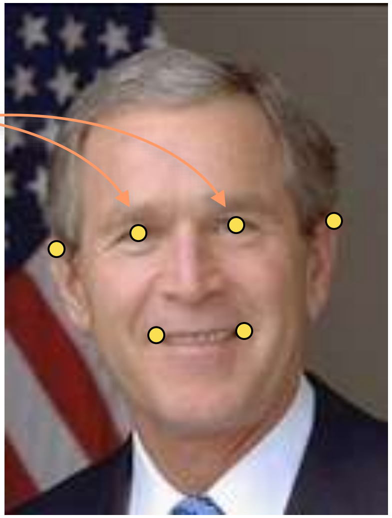
- All polynomials of (x,y)
- Any vector valued function with 2 inputs
- How to construct transformations?
  - Define form or class of a transformation
  - Choose parameters within that class
    - Rigid - 3 parameters (T,R)
    - Affine - 6 parameters



Correspondences

- Also called “landmarks” or “fiducials”





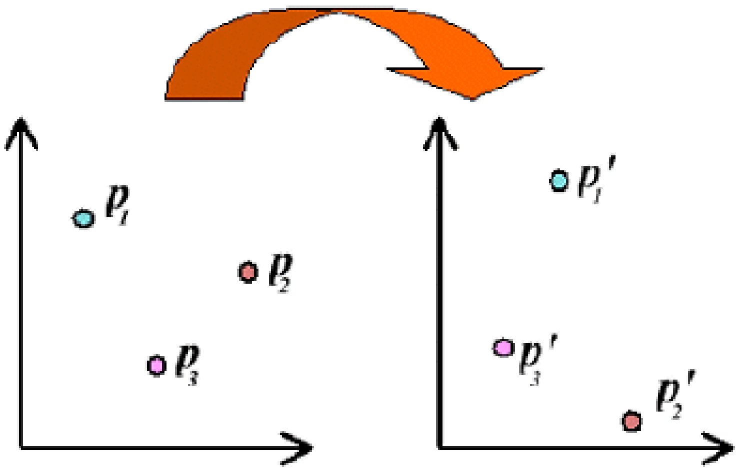
$\bar{c}_1, \bar{c}'_1$
$\bar{c}_2, \bar{c}'_2$
$\bar{c}_3, \bar{c}'_3$
$\bar{c}_4, \bar{c}'_4$
$\bar{c}_5, \bar{c}'_5$
$\bar{c}_6, \bar{c}'_6$

Question: How many landmarks for affine T?

Question: How many landmarks for affine T?

- Estimation of 6 parameters → 3 corresponding point pairs with (x,y) coordinates

The coordinates of three corresponding points uniquely determine and Affine Transform



If we know where we would like at least three points to map to, we can solve for an Affine transform that will give this mapping.

Transformations/Control Points Strategy

1. Define a functional representation for T with k parameters ($T(\beta, \bar{x})$, $\beta = (\beta_1, \beta_2, \ldots, \beta_K)$)
2. Define (pick) N correspondences
3. Find B so that

$$\bar{c}'_i = T(\beta, \bar{c}_i) \quad i = 1, \ldots, N$$

4. If overconstrained (K < 2N) then solve

$$\arg\min_{\beta} \left[\sum_{i=1}^{N} \left(\bar{c}'_i - T(\beta, \bar{c}_i)\right)^2 \right]$$

Example Affine Transformation: 3 Corresponding Landmarks

Solution Method

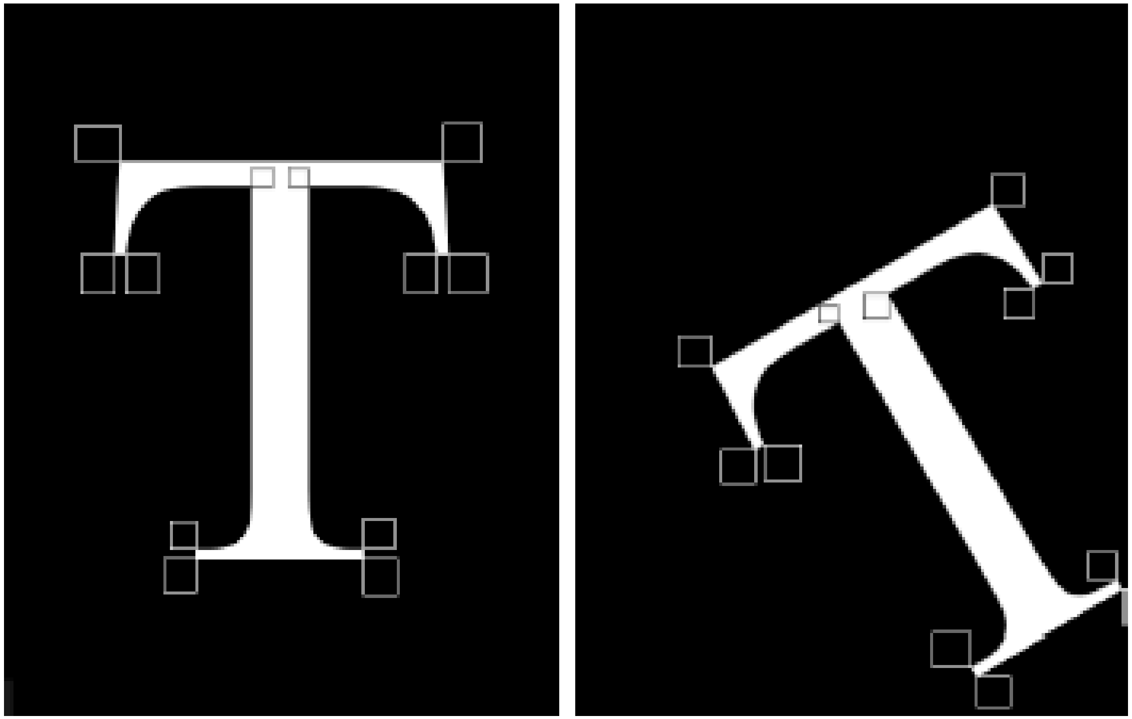
We've used this technique several times now. We set up 6 linear equations in terms of our 6 unknown values. In this case, we know the coordinates before and after the mapping, and we wish to solve for the entries in our Affine transform matrix.

This gives the following solution:

$$\mathbf{X}^{-1}\mathbf{x}' = \mathbf{a}$$

$$\underbrace{\begin{bmatrix} x_1' \\ y_1' \\ x_2' \\ y_2' \\ x_3' \\ y_3' \end{bmatrix}}_{\mathbf{x}'} = \underbrace{\begin{bmatrix} x_1 & y_1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x_1 & y_1 & 1 \\ x_2 & y_2 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x_2 & y_2 & 1 \\ x_3 & y_3 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x_3 & y_3 & 1 \end{bmatrix}}_{\mathbf{X}} \underbrace{\begin{bmatrix} a_{11} \\ a_{12} \\ a_{13} \\ a_{21} \\ a_{22} \\ a_{23} \end{bmatrix}}_{\mathbf{a}}$$

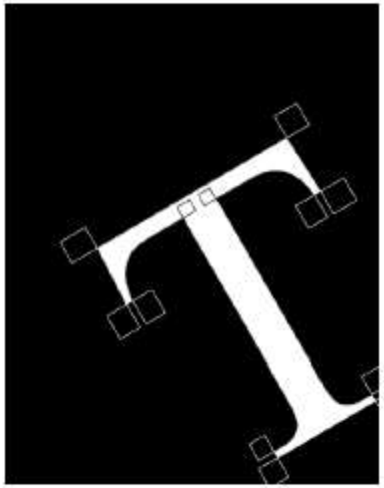
Example



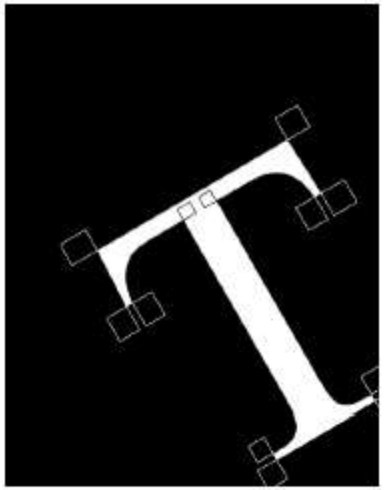
Left: source_letter_T.tif
Right: target_letter_T.tif

Example ctd.

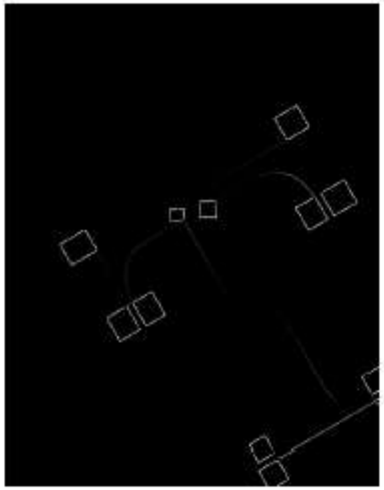
When choose all the marked points of the letter T image, I get the result:



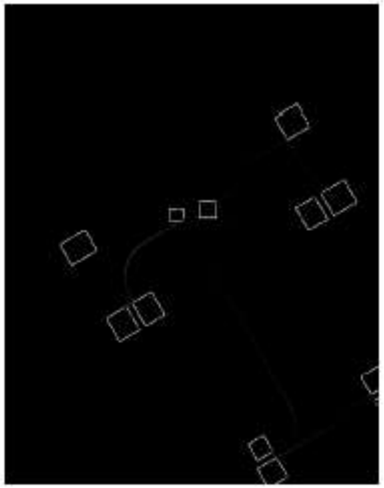
after_landmarks_affine_transform_3_points_source_letter_T.tif



after_landmarks_affine_transform_12_points_source_letter_T.tif



difference_between_source_and_target_3_points_source_letter_T.tif



difference_between_source_and_target_12_points_source_letter_T.tif

Example: Quadratic

Transformation

$$T_x = \beta_x^{00} + \beta_x^{10} x + \beta_x^{01} y + \beta_x^{11} xy + \beta_x^{20} x^2 + \beta_x^{02} y^2$$
$$T_y = \beta_y^{00} + \beta_y^{10} x + \beta_y^{01} y + \beta_y^{11} xy + \beta_y^{20} x^2 + \beta_y^{02} y^2$$

Denote $\bar{c}_i = (c_{x,i}, c_{y,i})$

Correspondences must match

$$c'_{y,i} = \beta_y^{00} + \beta_y^{10} c_{x,i} + \beta_y^{01} c_{y,i} + \beta_y^{11} c_{x,i} c_{y,i} + \beta_y^{20} c_{x,i}^2 + \beta_y^{02} c_{y,i}^2$$
$$c'_{x,i} = \beta_x^{00} + \beta_x^{10} c_{x,i} + \beta_x^{01} c_{y,i} + \beta_x^{11} c_{x,i} c_{y,i} + \beta_x^{20} c_{x,i}^2 + \beta_x^{02} c_{y,i}^2$$

Note: these equations are linear in the unkowns

Write As Linear System

$$\begin{pmatrix} \begin{matrix} 1 & c_{x,1} & c_{y,1} & c_{x,1}c_{y,1} & c_{x,1}^2 & c_{y,1}^2 \\ 1 & c_{x,2} & c_{y,2} & c_{x,2}c_{y,2} & c_{x,2}^2 & c_{y,2}^2 \\ & & & \vdots & & \\ 1 & c_{x,N} & c_{y,N} & c_{x,N}c_{y,N} & c_{x,N}^2 & c_{y,N}^2 \end{matrix} & 0 \\ 0 & \begin{matrix} 1 & c_{x,1} & c_{y,1} & c_{x,1}c_{y,1} & c_{x,1}^2 & c_{y,1}^2 \\ 1 & c_{x,2} & c_{y,2} & c_{x,2}c_{y,2} & c_{x,2}^2 & c_{y,2}^2 \\ & & & \vdots & & \\ 1 & c_{x,N} & c_{y,N} & c_{x,N}c_{y,N} & c_{x,N}^2 & c_{y,N}^2 \end{matrix} \end{pmatrix} \begin{pmatrix} \beta_x^{00} \\ \beta_x^{10} \\ \beta_x^{01} \\ \beta_x^{11} \\ \beta_x^{20} \\ \beta_x^{02} \\ \beta_y^{00} \\ \beta_y^{10} \\ \beta_y^{01} \\ \beta_y^{11} \\ \beta_y^{20} \\ \beta_y^{02} \end{pmatrix} = \begin{pmatrix} c'_{x,1} \\ c'_{x,2} \\ \vdots \\ c'_{x,N} \\ c'_{y,1} \\ c'_{y,2} \\ \vdots \\ c'_{y,N} \end{pmatrix}$$

$$Ax = b$$

A – matrix that depends on the (unprimed) correspondences and the transformation

x – unknown parameters of the transformation

b – the primed correspondences

Linear Algebra Background

$$Ax = b$$

$$\begin{aligned}
a_{11}x_1 + \ldots + a_{1N}x_N &= b_1 \\
a_{21}x_1 + \ldots + a_{2N}x_N &= b_2 \\
\ldots \quad & \quad \ldots \\
a_{M1}x_1 + \ldots + a_{MN}x_N &= b_M
\end{aligned}$$

Simple case: A is square (M=N) and invertible (det[A] not zero)

$$A^{-1}Ax = Ix = x = A^{-1}b$$

Numerics: Don't find A inverse. Use Gaussian elimination or some kind of decomposition of A

Linear Systems – Other Cases

- M<N or M = N and the equations are degenerate or *singular*
  - System is underconstrained – lots of solutions
- Approach
  - Impose some extra criterion on the solution
  - Find the one solution that optimizes that criterion
  - *Regularizing* the problem

Linear Systems – Other Cases

- M > N
  - System is overconstrained
  - *No* solution
- Approach
  - Find solution that is best compromise
  - Minimize squared error (least squares)

$$x = \arg\min_{\mathrm{x}} |\mathrm{Ax} - \mathrm{b}|^2$$

Solving Least Squares Systems

- Psuedoinverse (normal equations)

$$A^T A x = A^T b$$

$$x = (A^T A)^{-1} A^T b$$

  - Issue: often not well conditioned (nearly singular)

- Alternative: *singular value decomposition SVD*

Singular Value Decomposition

$$\begin{pmatrix} & & \\ & A & \\ & & \end{pmatrix} = UWV^T = \begin{pmatrix} & & \\ & U & \\ & & \end{pmatrix} \begin{pmatrix} w_1 & & & 0 \\ & w_2 & & \\ & & \cdots & \\ & & \cdots & \\ 0 & & & w_N \end{pmatrix} \begin{pmatrix} & V^T & \end{pmatrix}$$

$$I = U^T U = U U^T = V^T V = V V^T$$

Invert matrix A with SVD

$$A^{-1} = V W^{-1} U^T \qquad W^{-1} = \begin{pmatrix} \frac{1}{w_1} & & & 0 \\ & \frac{1}{w_2} & & \\ & & \cdots & \\ & & \cdots & \\ 0 & & & \frac{1}{w_N} \end{pmatrix}$$

SVD for Singular Systems

- If a system is singular, some of the w's will be zero

$$x = VW^*U^Tb$$

$$w_j^* = \begin{cases} 1/w_j & |w_j| > \epsilon \\ 0 & \text{otherwise} \end{cases}$$

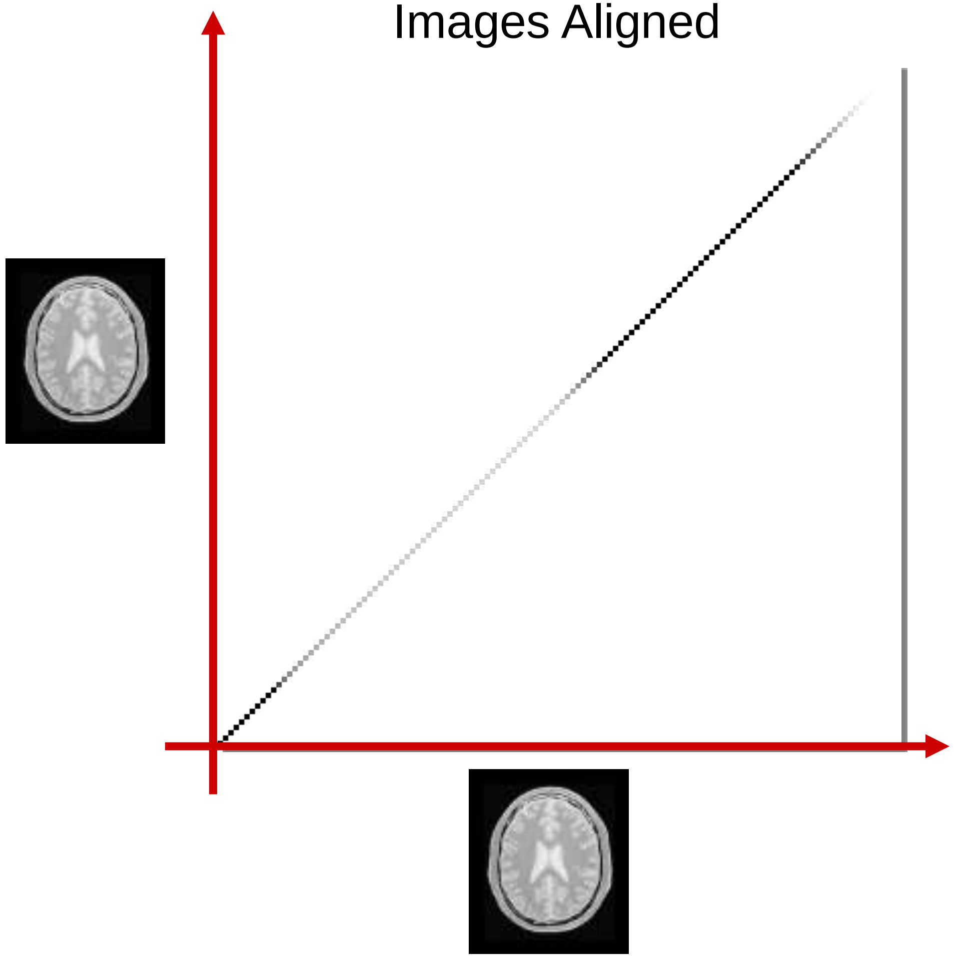
- Properties:
  - Underconstrained: solution with shortest overall length
  - Overconstrained: least squares solution

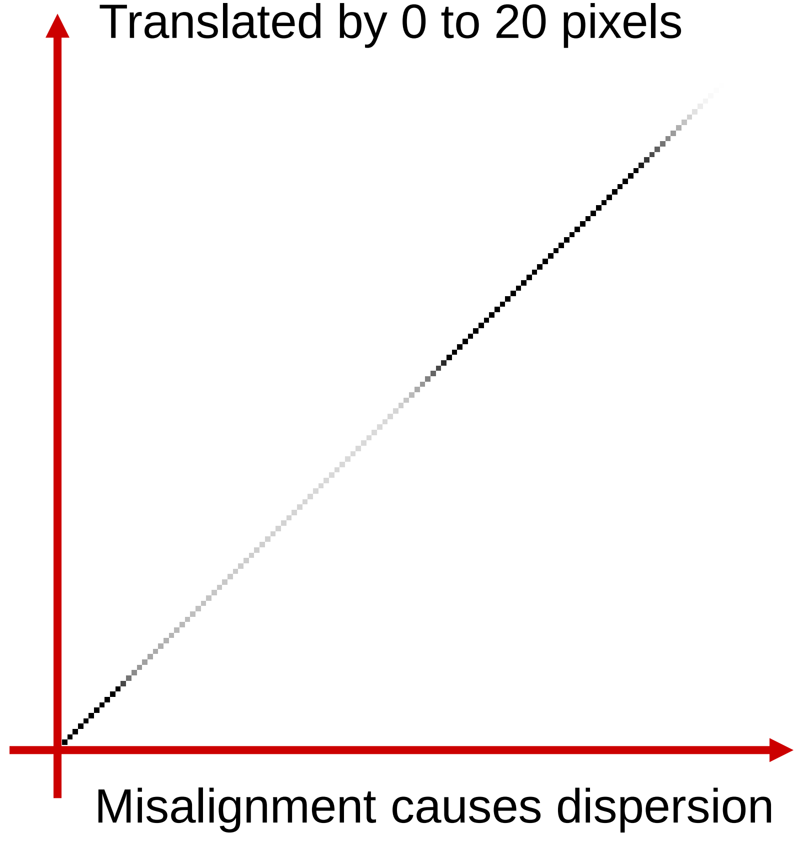
Landmark-free Image Registration

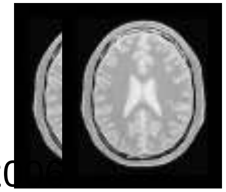
- Use “image match” function between source and transformed target image to calculate transformation parameters.
- Common: SSD between target and transformed source images:

$$\underset{\beta}{argmin}\left[\sum_{i=1}^{pixels}\left(I'(x_i) - T(\beta, I(x_i)\right)\right)^2$$

Concept via Joint Histograms: Intensity similarity btw transformed images





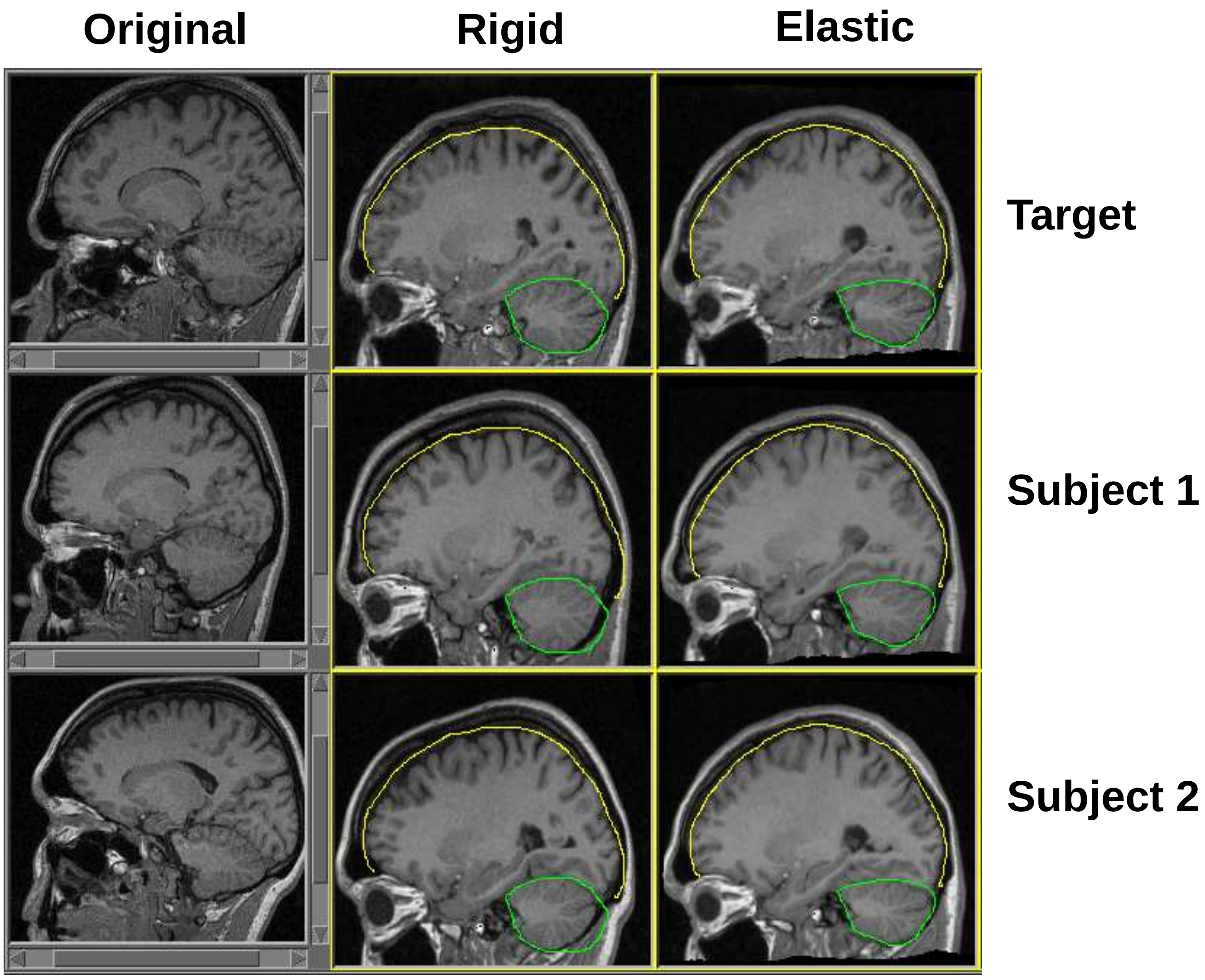


Courtesy Lydia NG, SPIE 2006: Medical Image Analysis with ITK , February 11, 20

Choices: Linear/Nonlinear

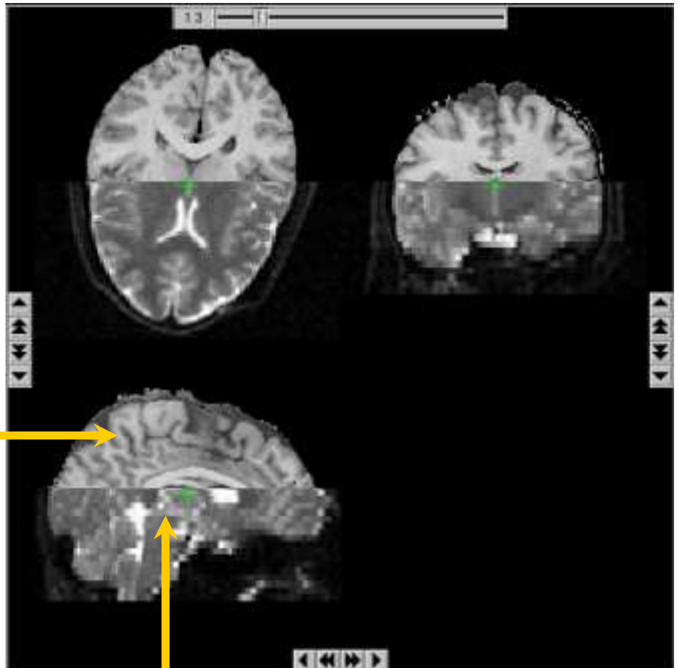
rigid: ‘Mirit’
(F.Maes)

elastic: ‘Demons’
(J.P. Thirion)

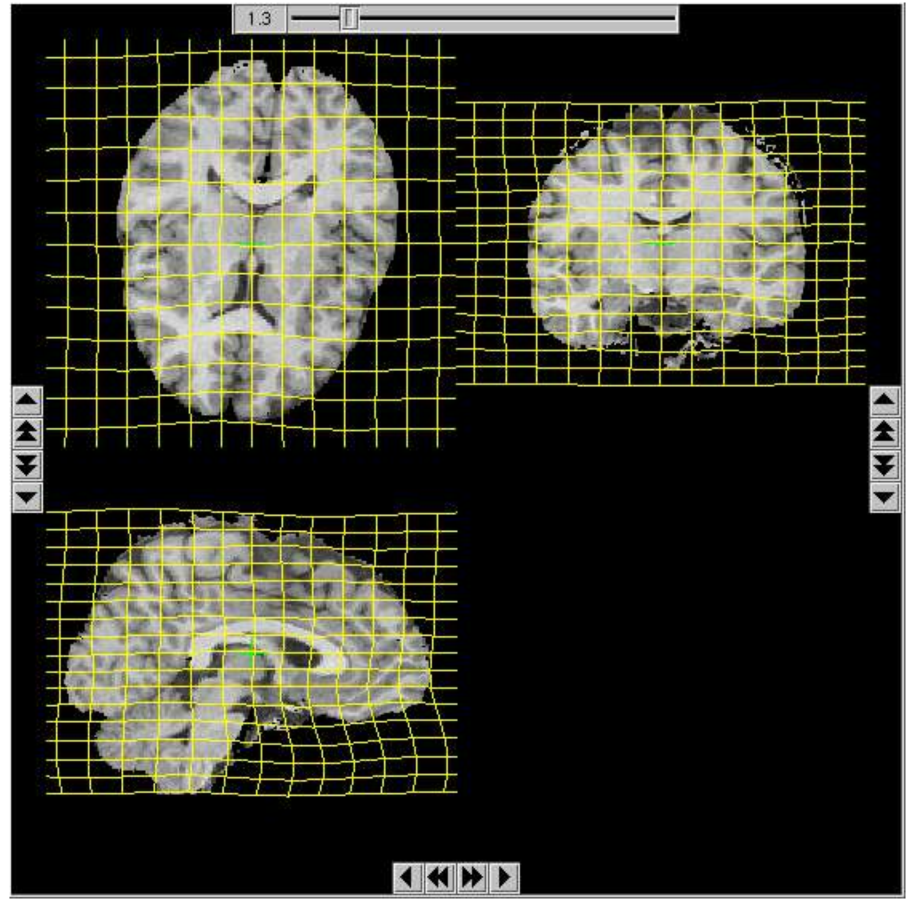


Example Nonlinear B-Spline warping

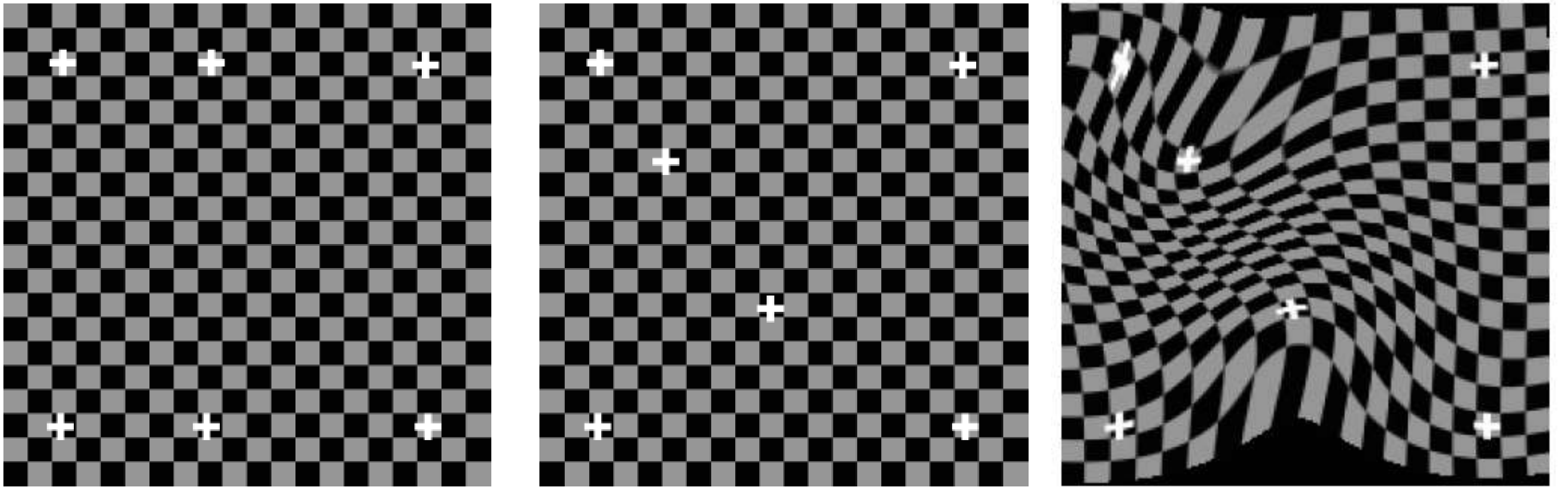
Target image (T1w MRI)



Source image (Baseline DTI image)



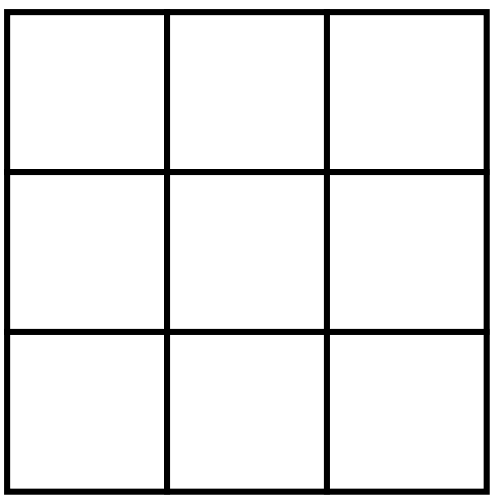
IRTK Software (Image Registration Toolkit, Daniel Rueckert, Imperial College: http://www.doc.ic.ac.uk/~dr/software/

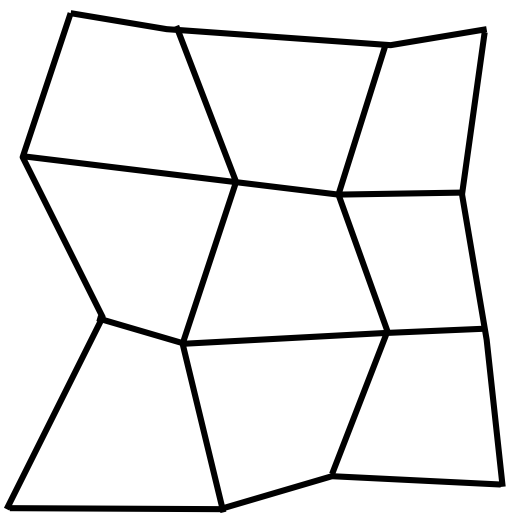


SPECIFYING "WARPS" VIA SPARSE SET OF LANDMARKS

Specifying Warps – Another Strategy

- Let the # DOFs in the warp equal the # of control points (x1/2)
  - Interpolate with some grid-based interpolation
    - E.g. binlinear, splines





Landmarks Not On Grid

- Landmark positions driven by application
- Interpolate transformation at unorganized correspondences
  - *Scattered data interpolation*
- How do we do scattered data interpolation?
  - Idea: use kernels!
- *Radial basis functions*
  - Radially symmetric functions of distance to landmark

Concept

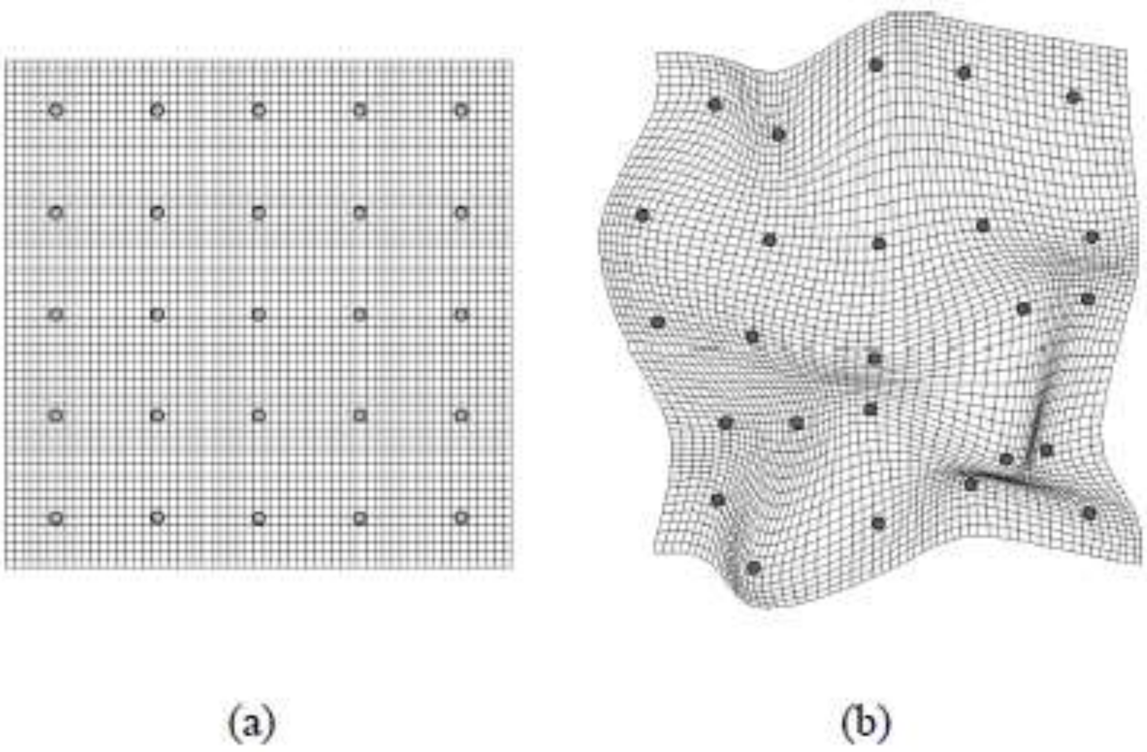


Figure 1. Warping a 2D mesh with RBFs: a) original mesh; b) mesh after warping.

Concept

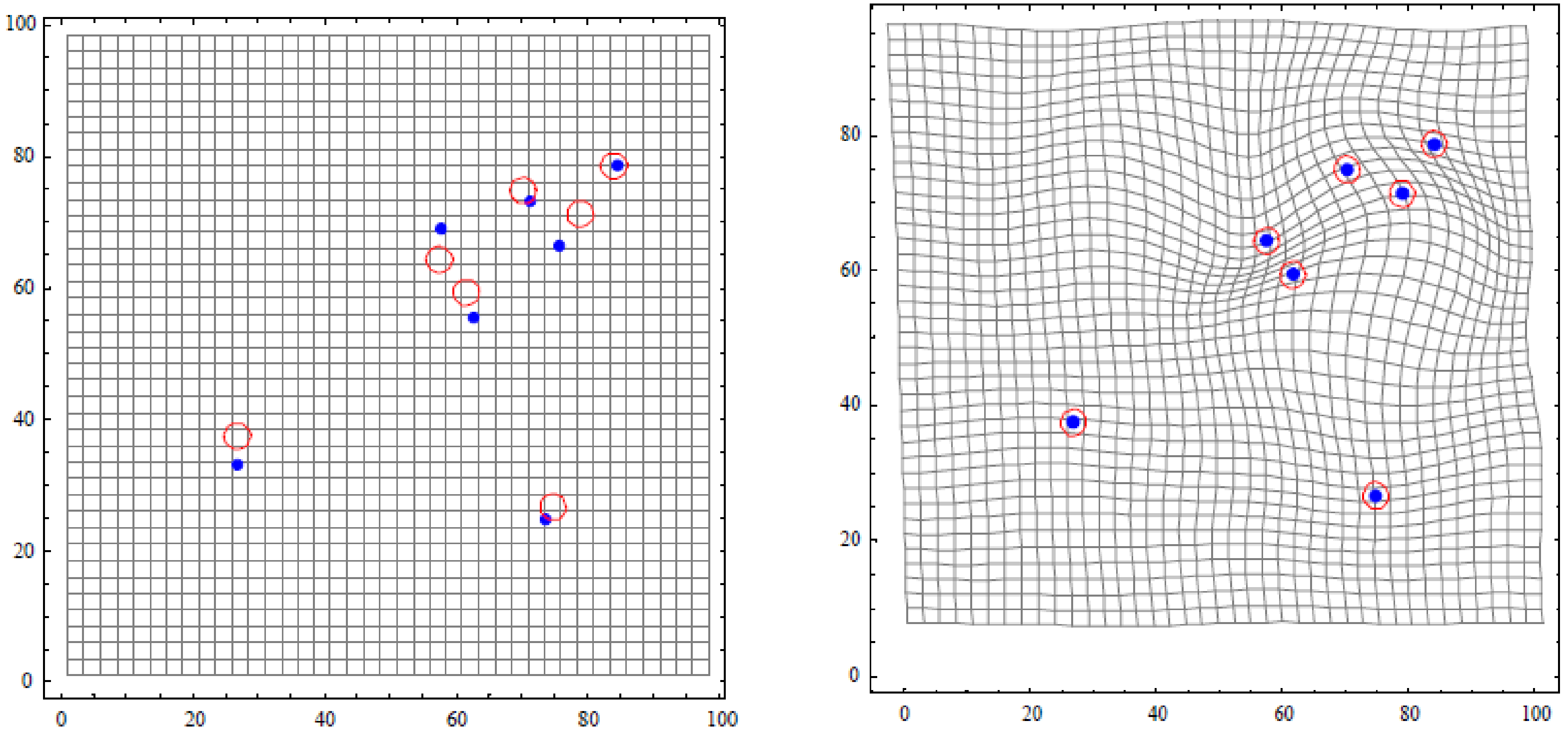


Fig. 5 Radial basis interpolation of a regular grid, based on the random motion of 7 landmarks.

Warping a Neuro-Anatomy Atlas on 3D MRI Data with Radial Basis Functions
H.E. Bennink, J.M. Korbeeck, B.J. Janssen, B.M. ter Haar Romeny

Concept

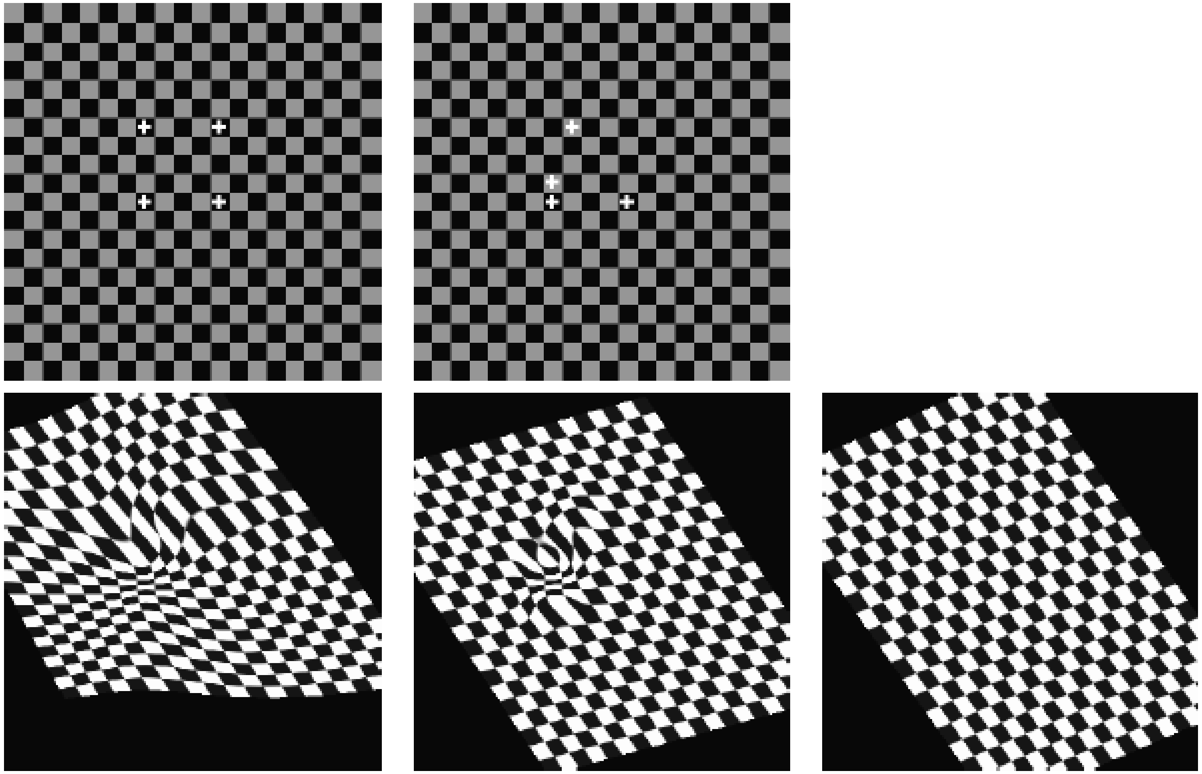
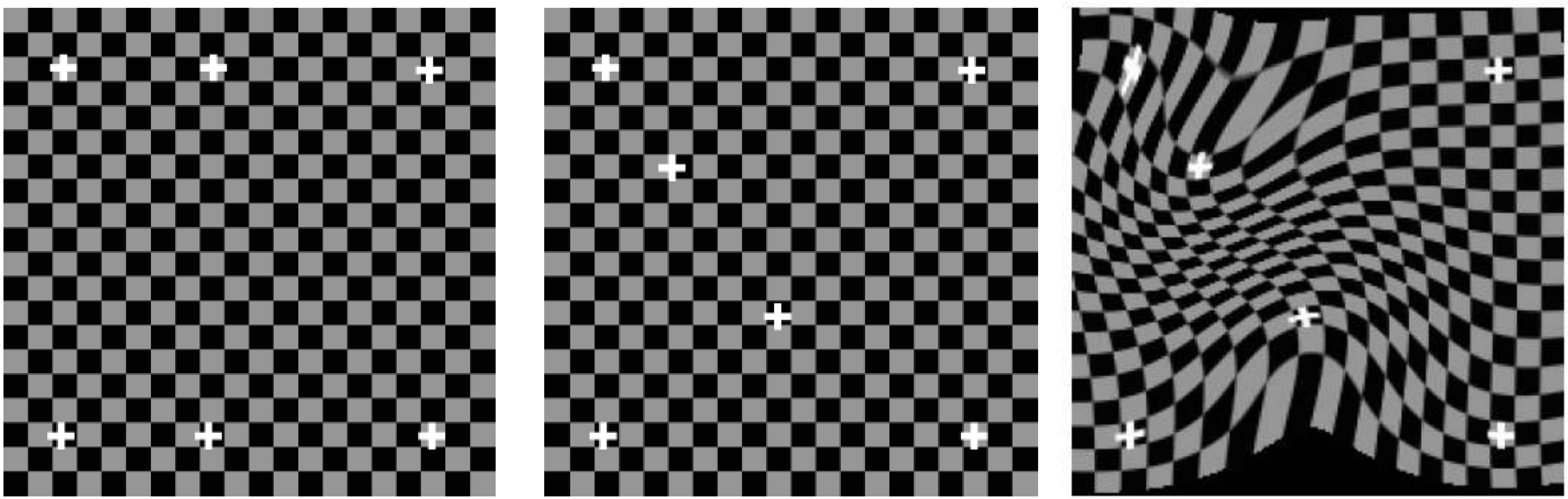


Figure 8: Generalizing affine mappings in different ways. **Top**: Position of source and target anchor points. **Bottom** (left to right): thin-plate warp, Gaussian warp, affine least-square warp ($\lambda = \infty$). In all cases the mapping can be well approximated by an affine mapping far away from the anchors. In the thin-plate case this affine map is different at different regions, unlike the Gaussian case in which the same affine component appearing in the definition of the mapping dominates the transformation in all areas away from the anchors.

RBF Formulation

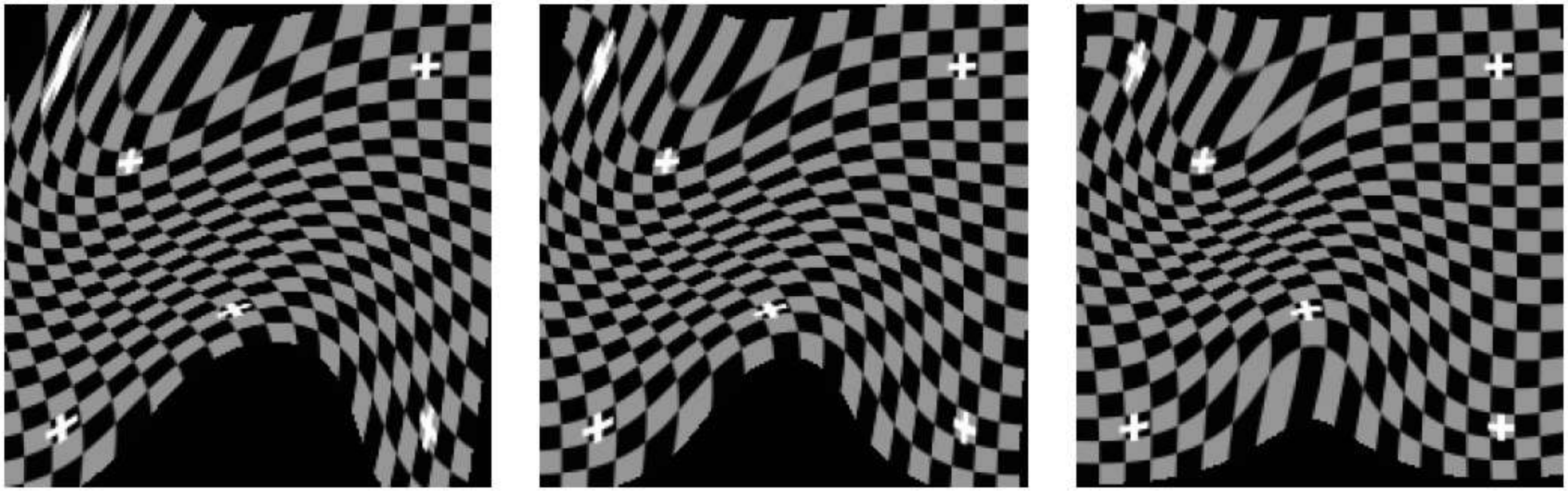
- Please see Gerig handouts for formulation

RBF Warp – Example



What Kernel Should We Use

- Gaussian
  - – Variance is free parameter – controls smoothness of warp



$\sigma = 2.5$ $\sigma = 2.0$ $\sigma = 1.5$

From: Arad et al. 1994

RBFs – Aligning Faces

Mona Lisa – Target

Venus – Source

Venus – Warped

Symmetry?

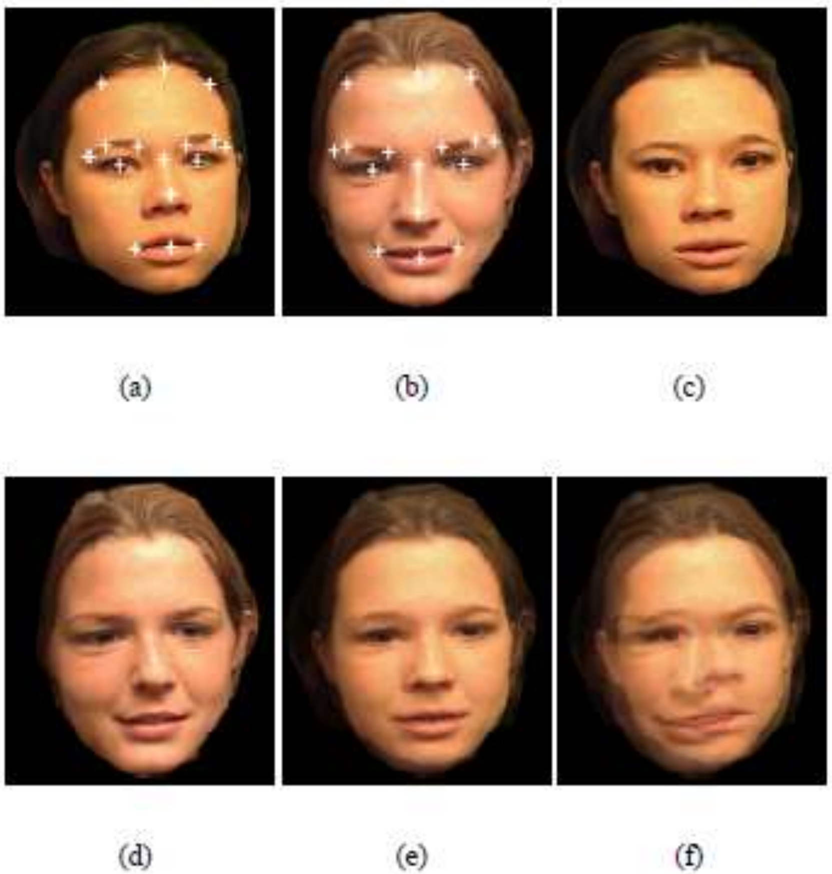


Figure 2. Image metamorphasis with RBFs: a) source image I_0; b) destination image I_1; c) forward warping I_0 with $d_{0\to1}$; d) backward warping I_1 with $d_{1\to0}$; e) result of morphing between I_0 and I_1; f) cross-dissolved image.

Image-based Talking Heads using Radial Basis Functions James D. Edge and Steve Maddock

Symmetry?

What can we say about symmetry: A->B and B->A ?

Application

Figure 4. Synthesized viseme transitions. Central column contains transitional frames between the source and destination visemes.

- Modeling of lip motion in speech with few landmarks.
- Synthesis via motion of landmarks.

Application: Image Morphing

- Combine shape and intensity with time parameter t
  - Just blending with amounts t produces "fade"

$$I(t) = (1-t)I_1 + tI_2$$

  - Use control points with interpolation in t

$$\bar{c}(t) = (1-t)\bar{c}_1 + t\bar{c}_2$$

  - Use c_1, c(t) landmarks to define T_1, and c_2,c(t) landmarks to define T_2

Image Morphing

- Create from blend of two warped images $I_t(\bar{x}) = (1-t)I_1\left(T_1(\bar{x})\right) + tI_2\left(T_2(\bar{x})\right)$

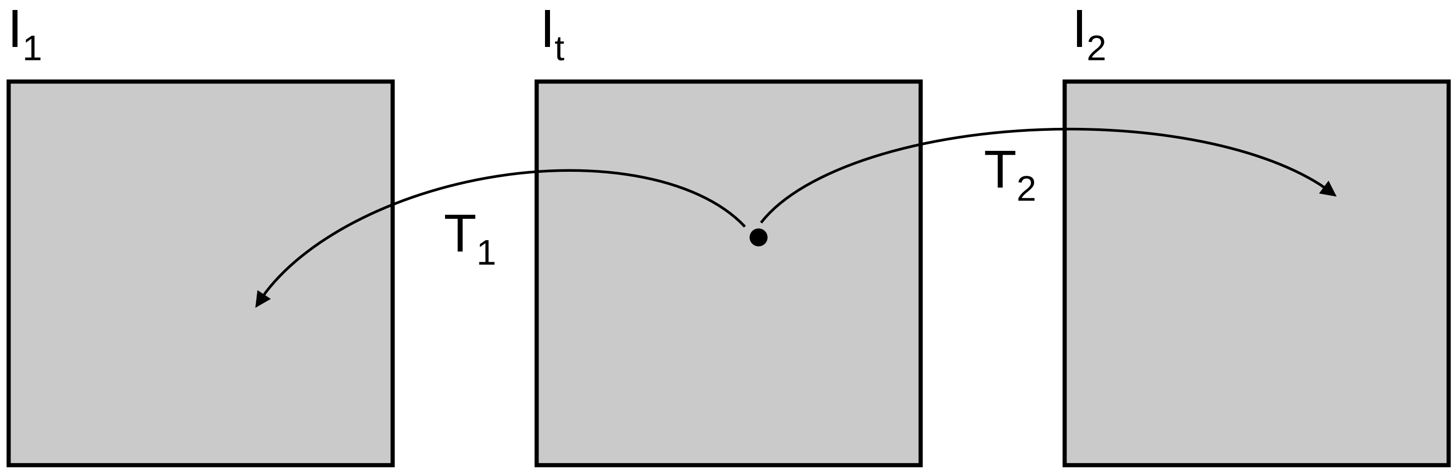


Image Morphing

Application: Image Templates/Atlases

- Build image templates that capture statistics of class of images
  - Accounts for shape and intensity
  - Mean and variability
- Purpose
  - Establish common coordinate system (for comparisons)
  - Understand how a particular case compares to the general population

Templates – Formulation

- N landmarks over M different subjects/samples

Correspondences

Images

$I^j(\bar{x})$ $\quad \bar{c}_i^j$

$$\begin{pmatrix} \bar{c}_1^1 & \dots & \bar{c}_N^1 \\ \vdots & & \vdots \\ \bar{c}_1^M & \dots & \bar{c}_N^M \end{pmatrix}$$

Mean of correspondences (template)

$$\hat{c}_i = \frac{1}{M}\sum_{j=1}^{M} \bar{c}_i^j$$

Transformations from mean to subjects

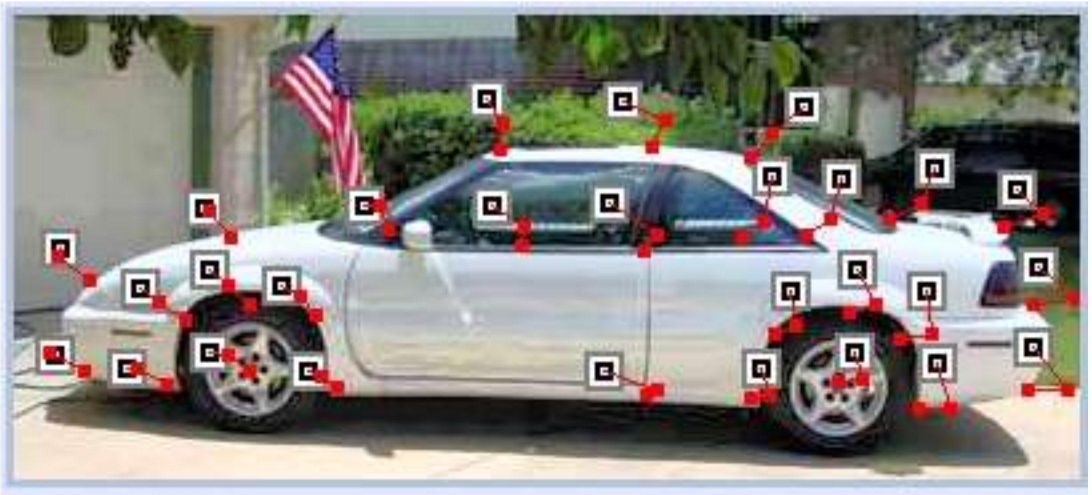
$$\bar{c}_i^j = T^j(\hat{c}_i)$$

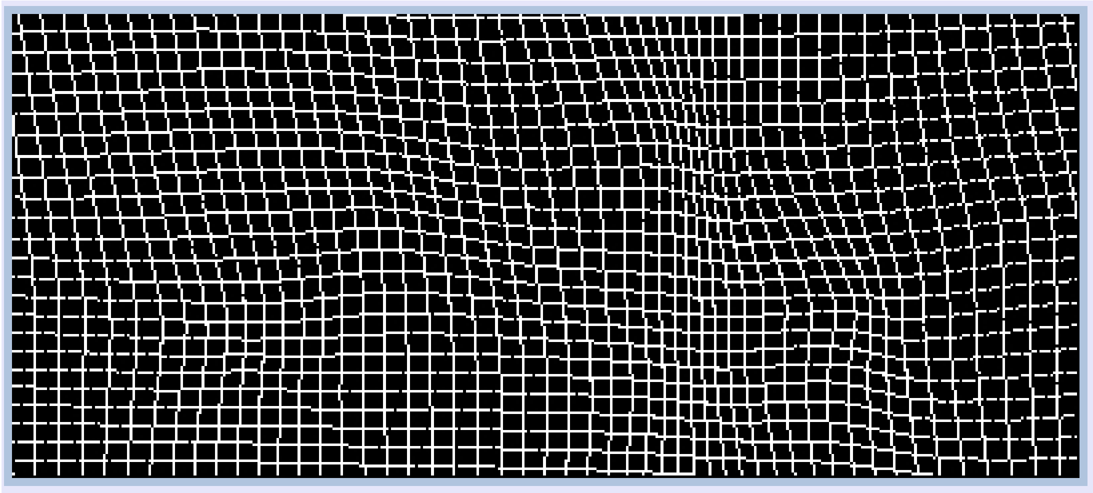
Templated image

$$\hat{I}(\bar{x}) = \frac{1}{M}\sum_j I^j\left(T^j(\bar{x})\right)$$

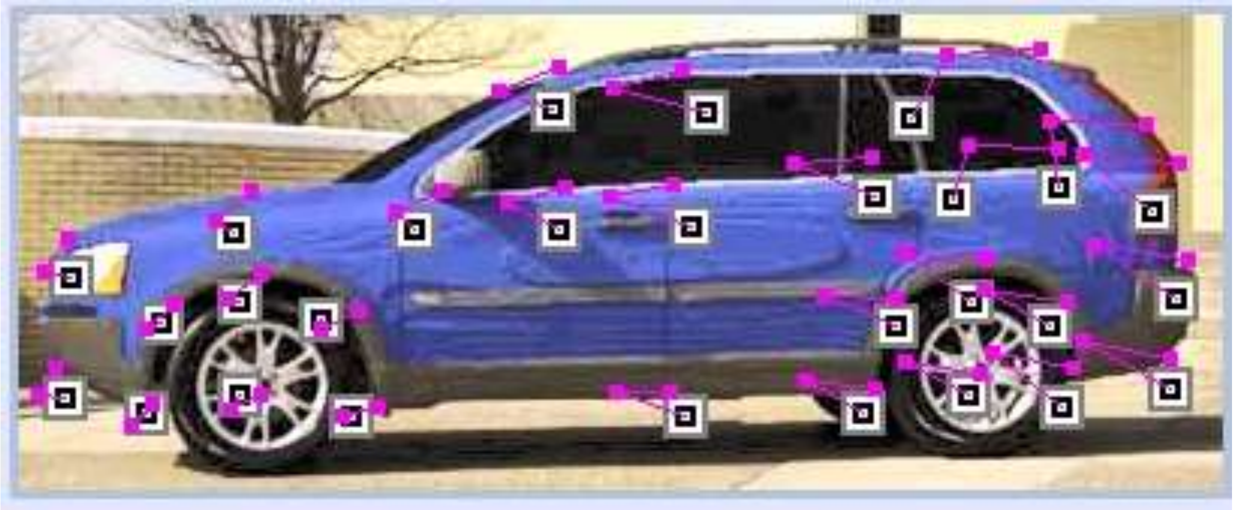
Cars

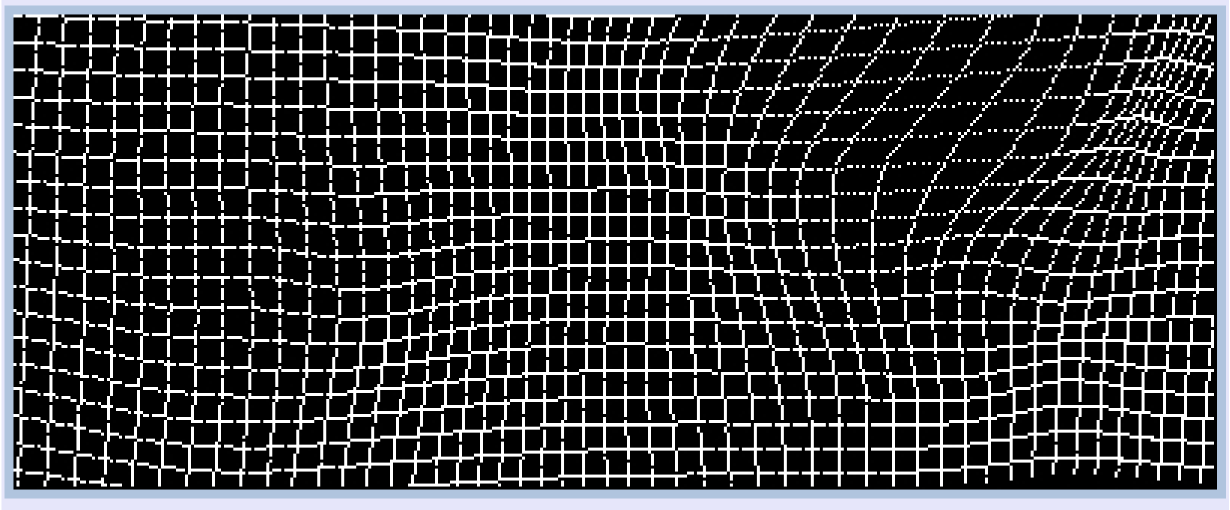
Car Landmarks and Warp



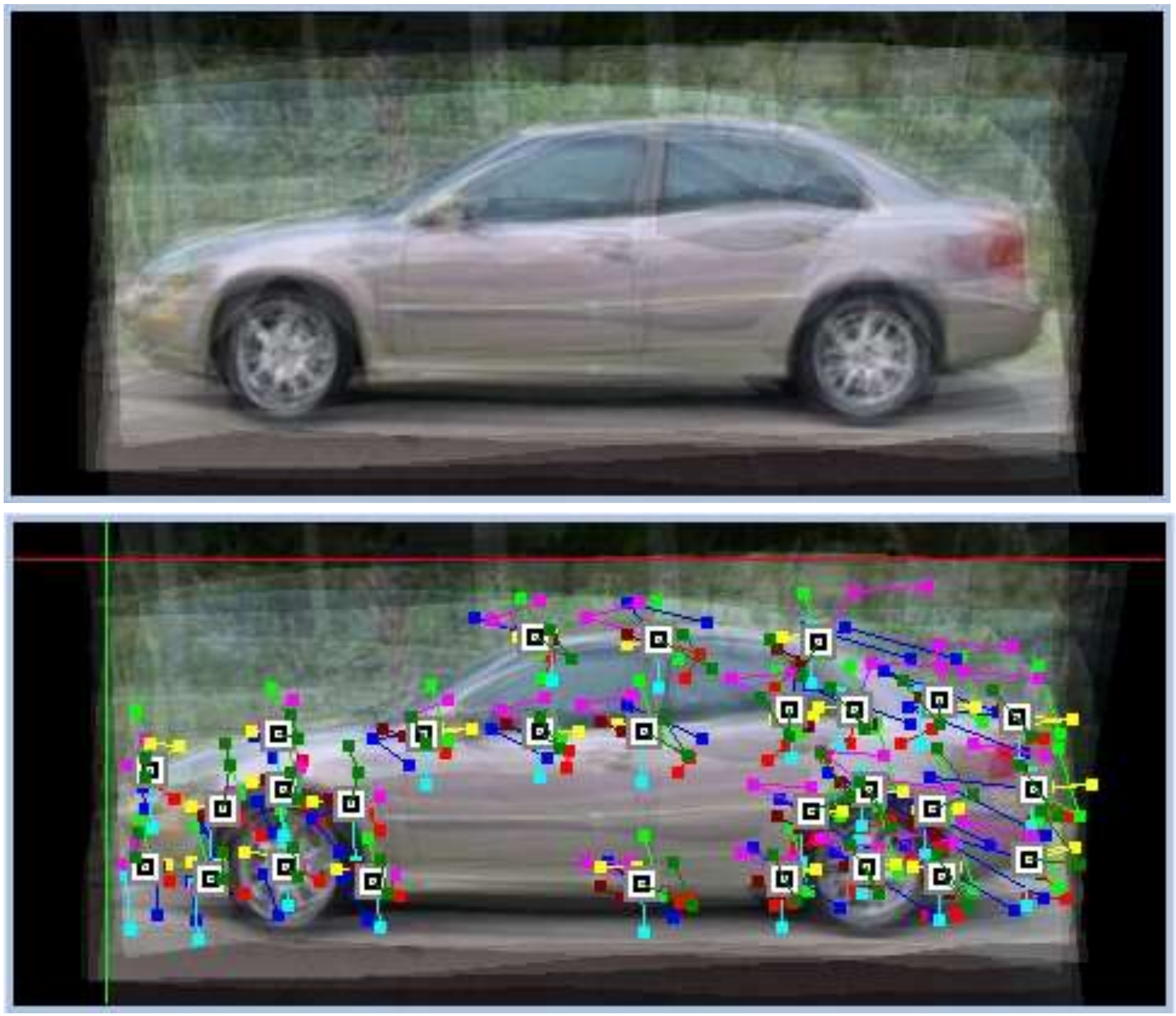


Car Landmarks and Warp

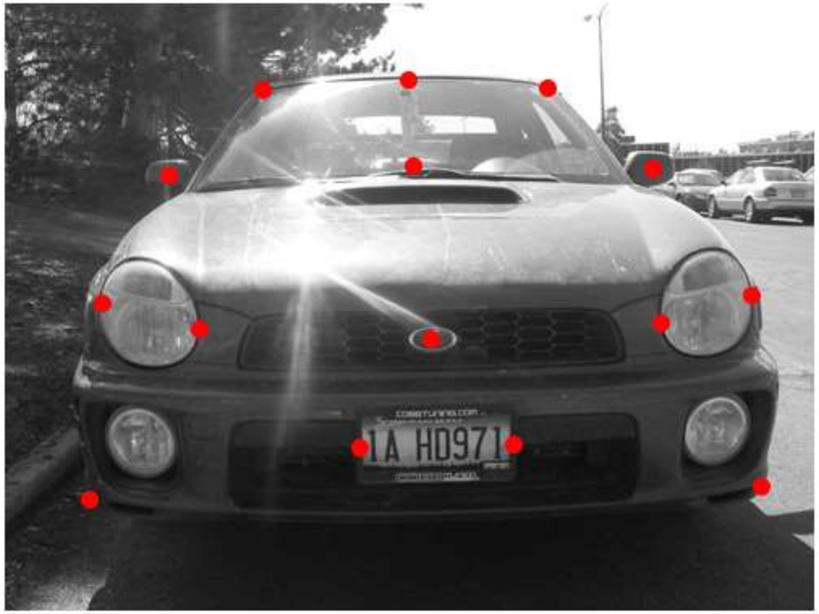




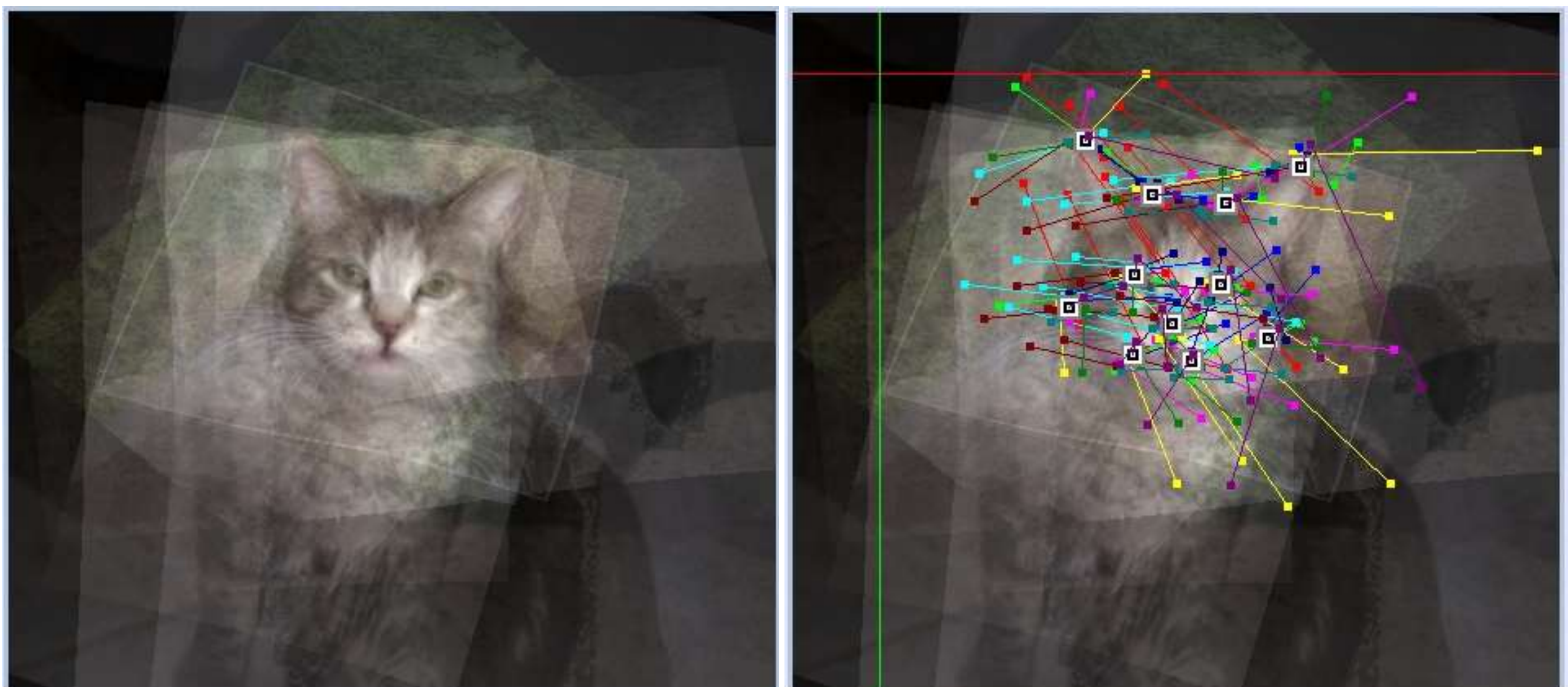
Car Mean



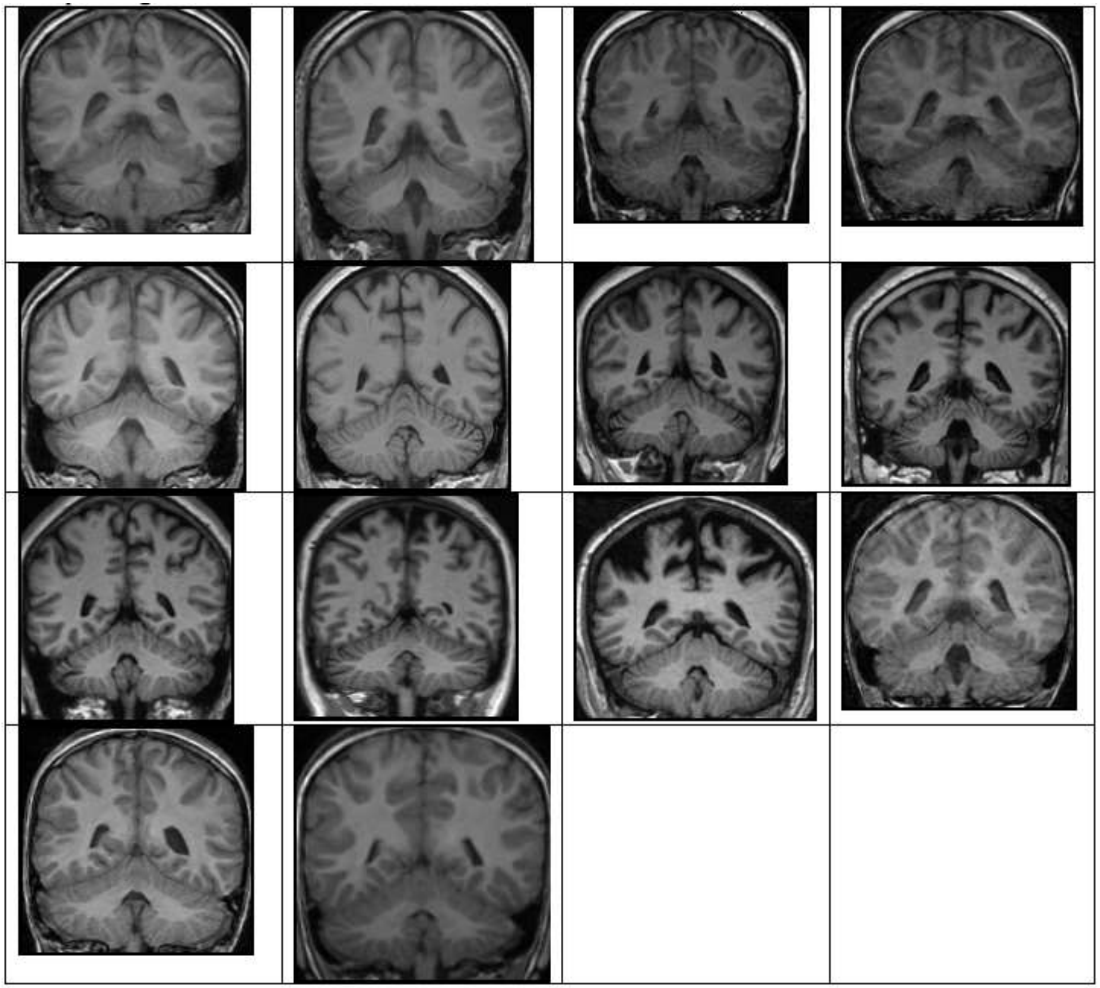
Cars



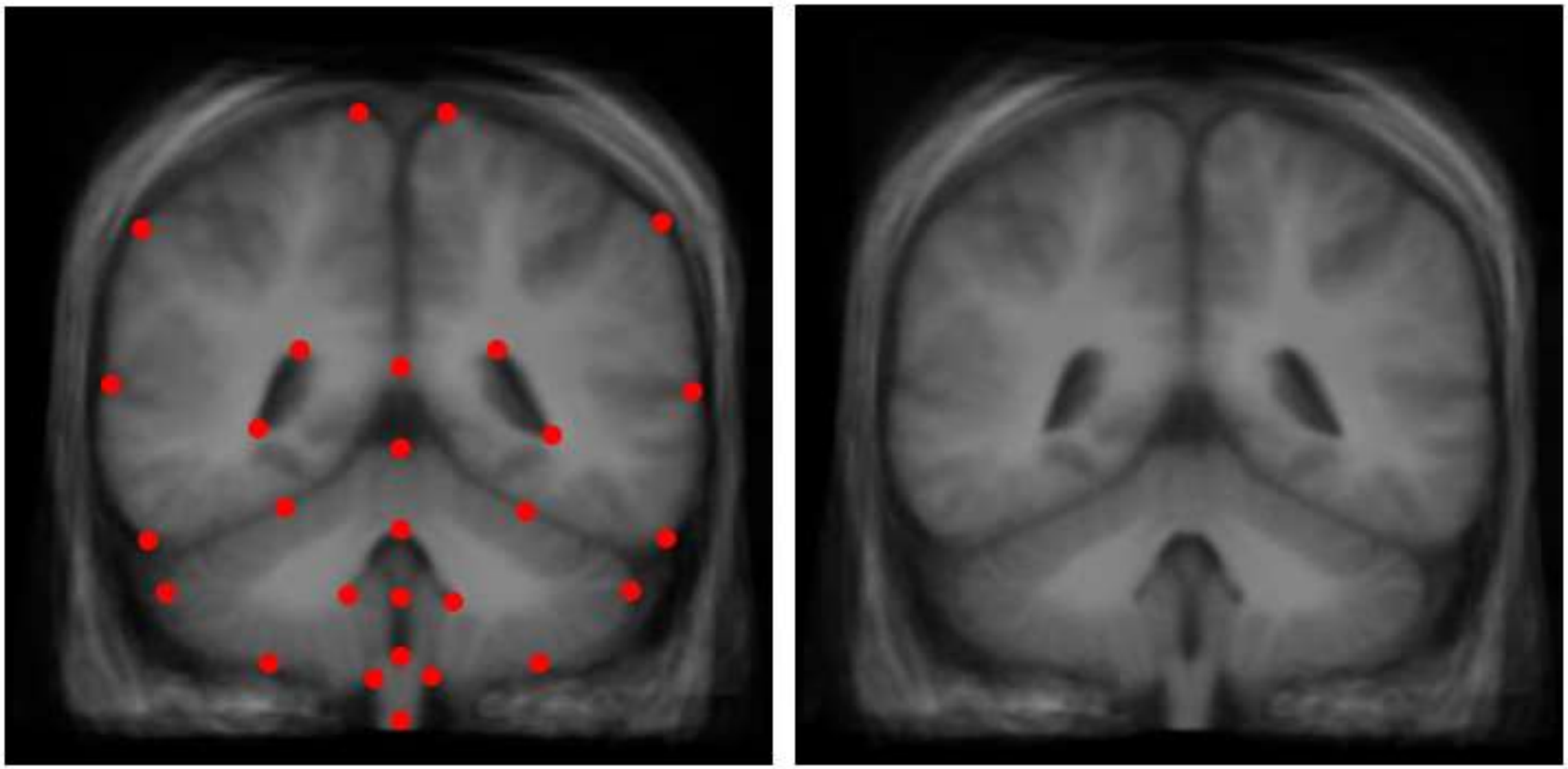
Cats



Brains



Brain Template

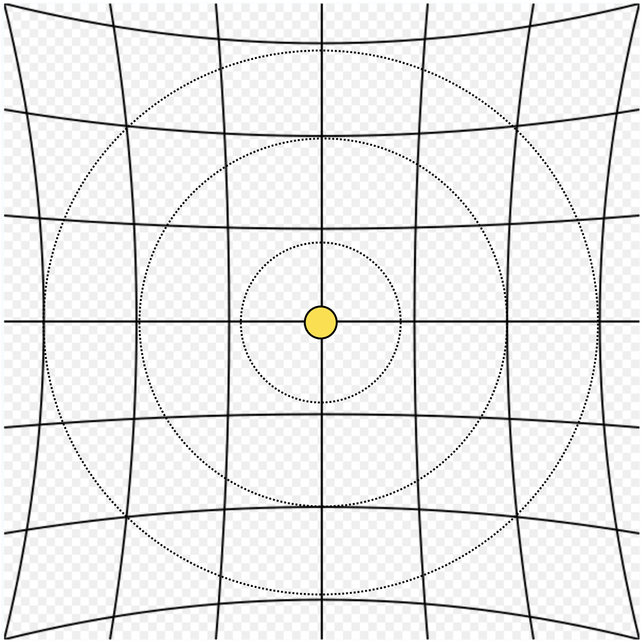


APPLICATIONS

Warping Application: Lens Distortion

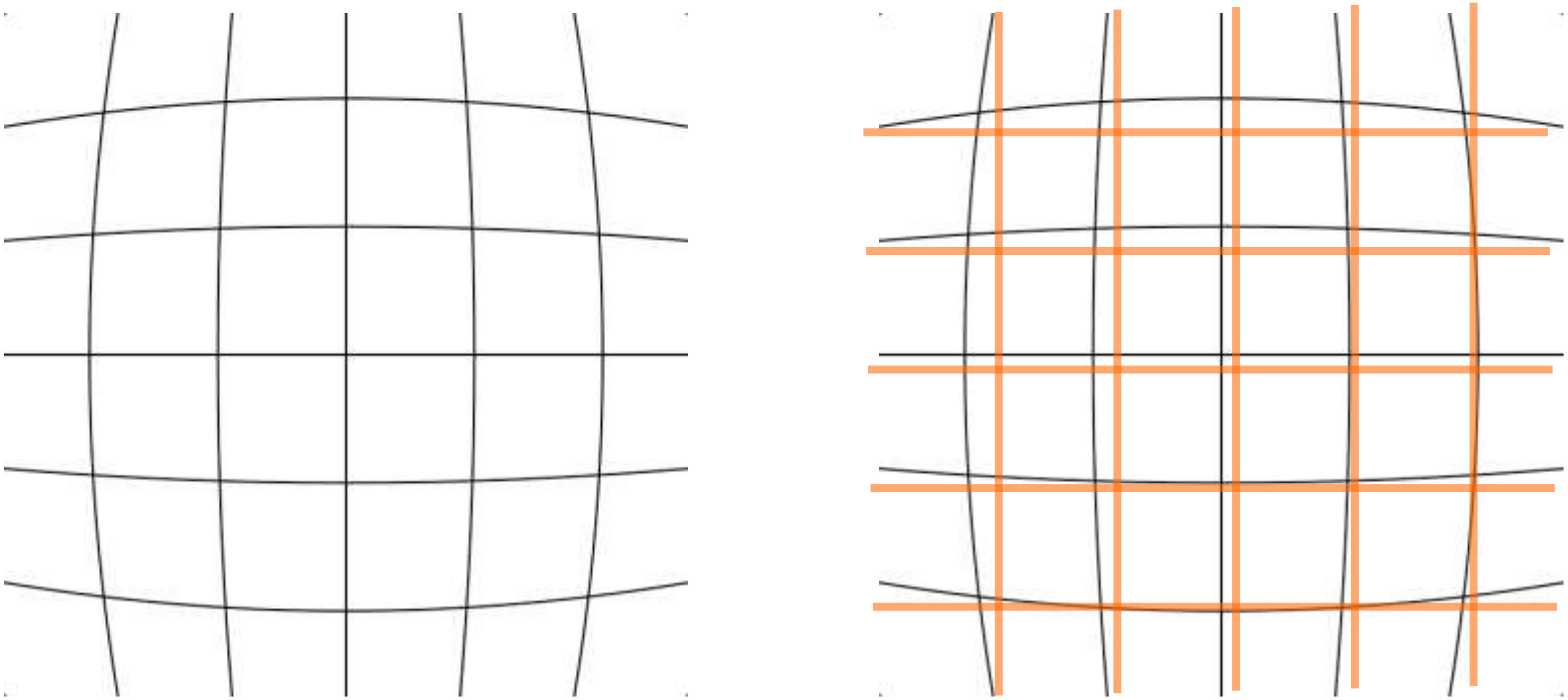
- Radial transformation – lenses are generally circularly symmetric
  - Optical center is known
  - Model of transformation:

$$\bar{x}' = \bar{x}\left(1 + k_1 r^2 + k_2 r^4 + k_3 r^6 + \ldots\right)$$



Correspondences

- Take picture of known grid – crossings



- Measure set of landmark pairs → Estimate transformation, correct images

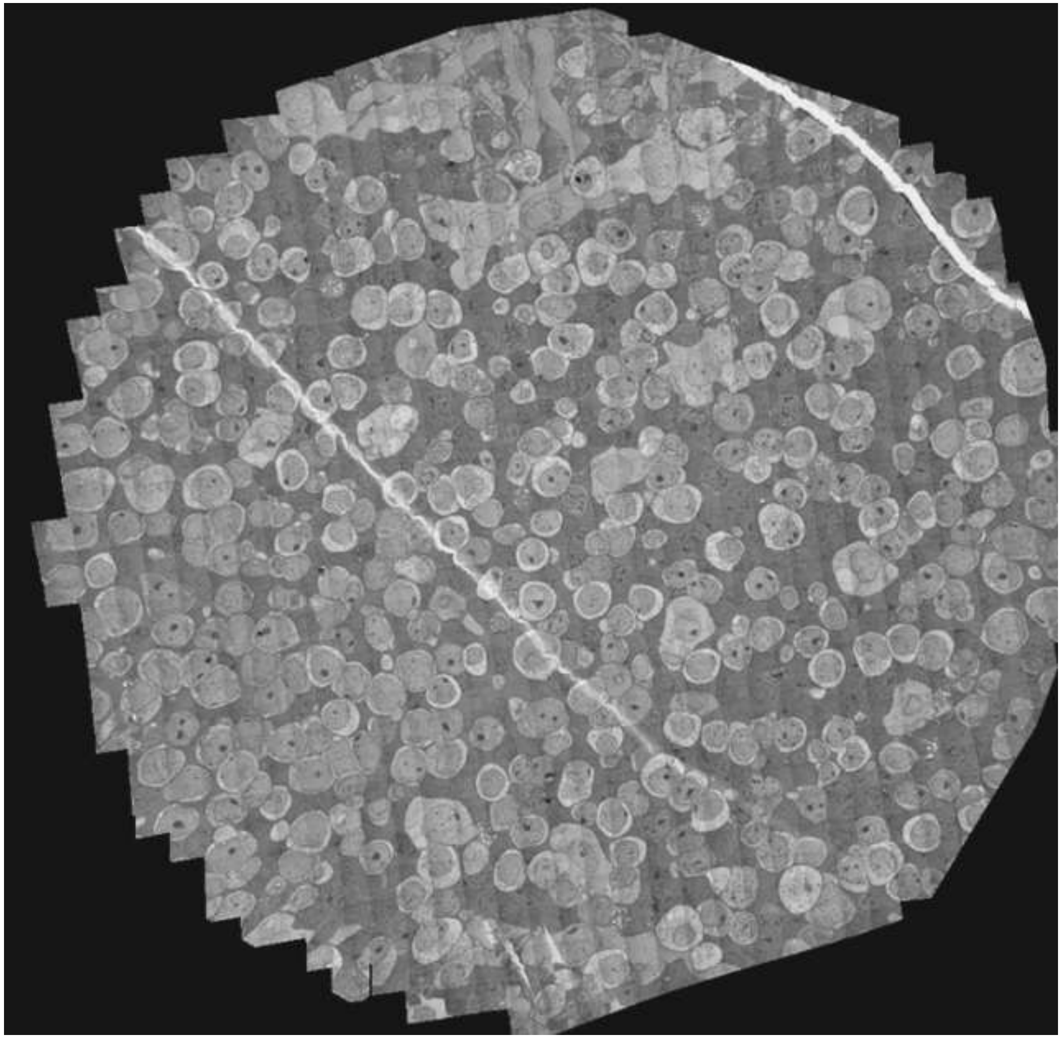
Image Mosaicing

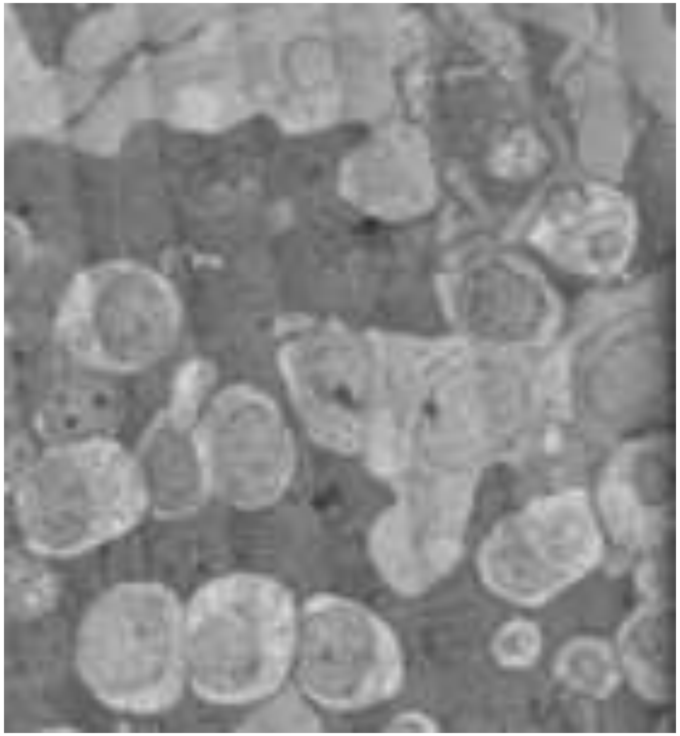
- Piecing together images to create a larger mosaic
- Doing it the old fashioned way
  - Paper pictures and tape
  - Things don't line up
  - Translation is not enough
- Need some kind of warp
- Constraints
  - Warping/matching two regions of two different images only works when…

Applications

Saint-Guénolé Church of Batz-sur-Mer Equirectangular 360º by Vincent Montibus

Microscopy (Morane Eye Inst, UofU, T. Tasdizen et al.)





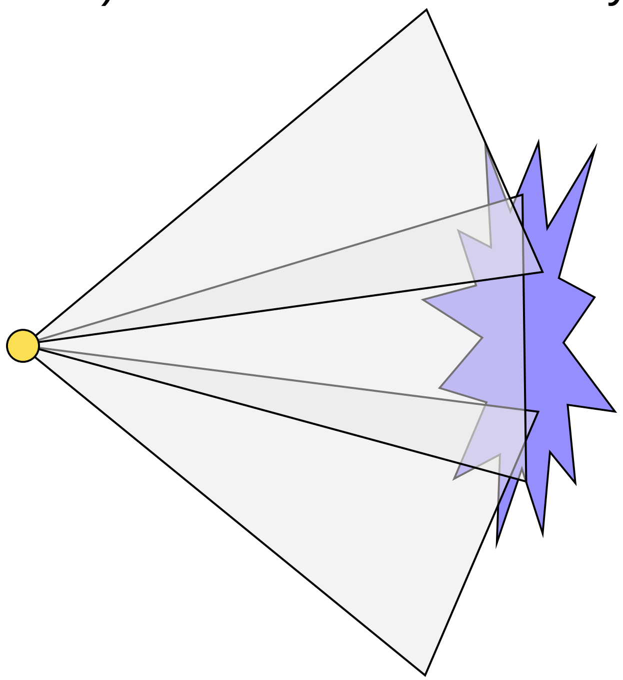

SONY
NEX-5


SONY
NEX-5

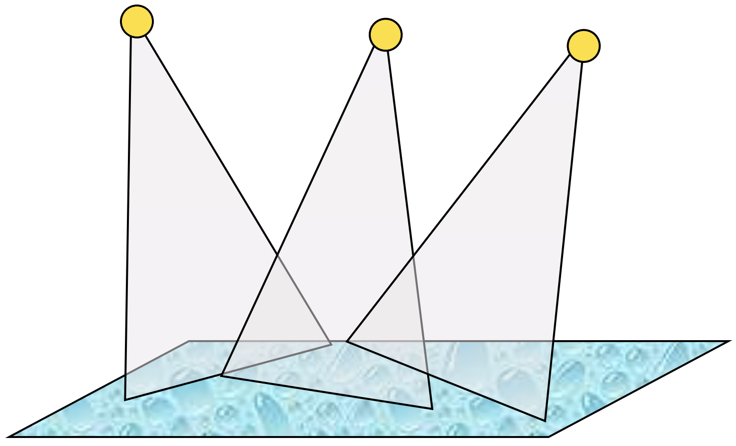
Special Cases

- Nothing new in the scene is uncovered in one view vs another
  - No ray from the camera gets behind another

1) Pure rotations–arbitrary scene

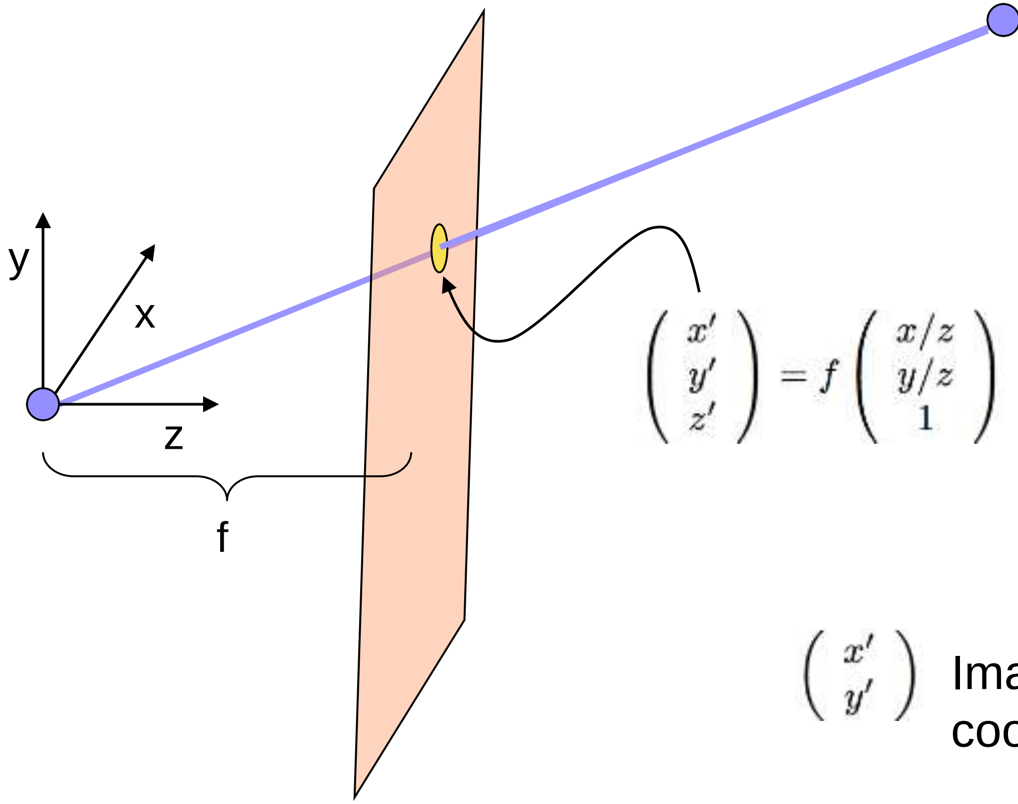


2) Arbitrary views of planar surfaces



3D Perspective and Projection

- Camera model



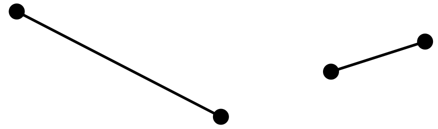
$$\begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = f \begin{pmatrix} x/z \\ y/z \\ 1 \end{pmatrix}$$

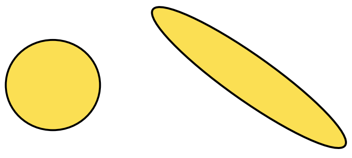
$\begin{pmatrix} x' \\ y' \end{pmatrix}$ Image coordinates

Perspective Projection Properties

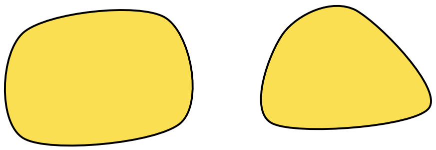
- Lines to lines (linear)



- Conic sections to conic sections



- Convex shapes to convex shapes



- Foreshortening

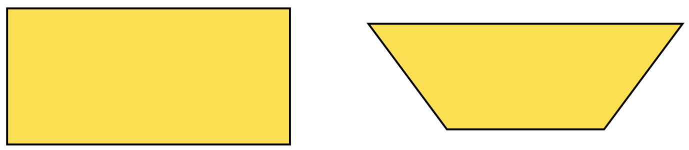


Image Homologies

- Images taken under cases 1,2 are perspectively equivalent to within a linear transformation
  - Projective relationships – equivalence is

$$\begin{pmatrix} a \\ b \\ c \end{pmatrix} \equiv \begin{pmatrix} d \\ e \\ f \end{pmatrix} \Longleftrightarrow \begin{pmatrix} a/c \\ b/c \\ 1 \end{pmatrix} = \begin{pmatrix} d/f \\ e/f \\ 1 \end{pmatrix}$$

Transforming Images To Make Mosaics

Linear transformation with matrix P

$$\bar{x}^* = P\bar{x} \qquad P = \begin{pmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \\ p_{31} & p_{32} & 1 \end{pmatrix} \qquad \begin{array}{rcl} x^* & = & p_{11}x + p_{12}y + p_{13} \\ y^* & = & p_{21}x + p_{22}y + p_{23} \\ z^* & = & p_{31}x + p_{32}y + 1 \end{array}$$

Perspective equivalence

$$\begin{array}{rcl} x' & = & \frac{p_{11}x+p_{12}y+p_{13}}{p_{31}x+p_{32}y+1} \\ y' & = & \frac{p_{21}x+p_{22}y+p_{23}}{p_{31}x+p_{32}y+1} \end{array}$$

Multiply by denominator and reorganize terms

$$\begin{array}{rcl} p_{31}xx' + p_{32}yx' - p_{11}x - p_{12}y - p_{13} & = & -x' \\ p_{31}xy' + p_{32}yy' - p_{21}x - p_{22}y - p_{23} & = & -y' \end{array}$$

Linear system, solve for P

$$\begin{pmatrix} -x_1 & -y_1 & -1 & 0 & 0 & 0 & x_1x'_1 & y_1x'_1 \\ -x_2 & -y_2 & -1 & 0 & 0 & 0 & x_2x'_2 & y_2x'_2 \\ & & & \vdots & & & & \\ -x_N & -y_N & -1 & 0 & 0 & 0 & x_Nx'_N & y_Nx'_2 \\ 0 & 0 & 0 & -x_1 & -y_1 & -1 & x_1y'_1 & y_1y'_1 \\ 0 & 0 & 0 & -x_2 & -y_2 & -1 & x_2y'_2 & y_2y'_2 \\ & & & \vdots & & & & \\ 0 & 0 & 0 & -x_N & -y_N & -1 & x_Ny'_N & y_Ny'_N \end{pmatrix} \begin{pmatrix} p_{11} \\ p_{12} \\ p_{13} \\ p_{21} \\ p_{23} \\ p_{23} \\ p_{31} \\ p_{32} \end{pmatrix} = \begin{pmatrix} -x'_1 \\ -x'_2 \\ \vdots \\ -x'_N \\ -y'_1 \\ -y'_2 \\ \vdots \\ -y'_N \end{pmatrix}$$

Image Mosaicing

4 Correspondences

5 Correspondences

6 Correspondences

Mosaicing Issues

- Need a canvas (adjust coordinates/origin)
- Blending at edges of images (avoid sharp transitions)
- Adjusting brightnesses
- Cascading transformations