

Projective geometry-aware anisotropic convolutional filters

Poster @ Pacific Ballroom #147

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Motivation



Photo credits:

<https://www.ti.uni-bielefeld.de/html/research/equipment.html>

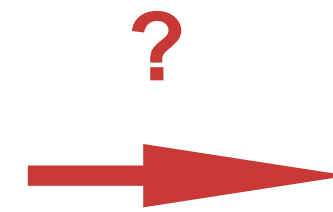
<https://www.t3.com/features/best-drone>

<https://www.zemax.com/blog/zemax-blog/october-2017/getting-to-the-finish-line-faster-optical-technolo>

Omnidirectional camera representation

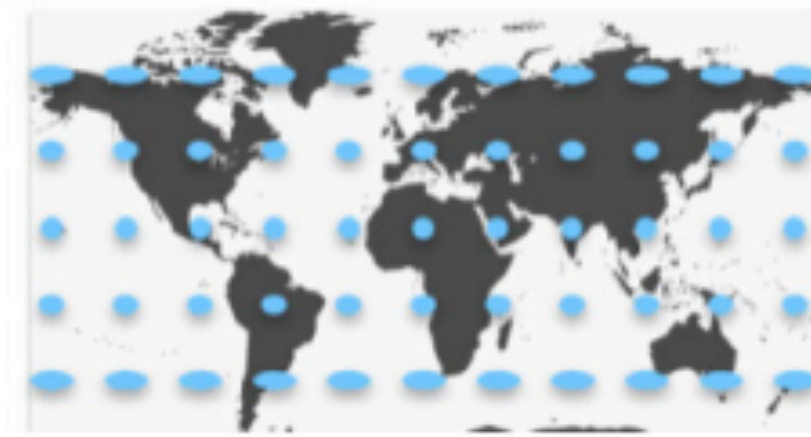


Spherical surface

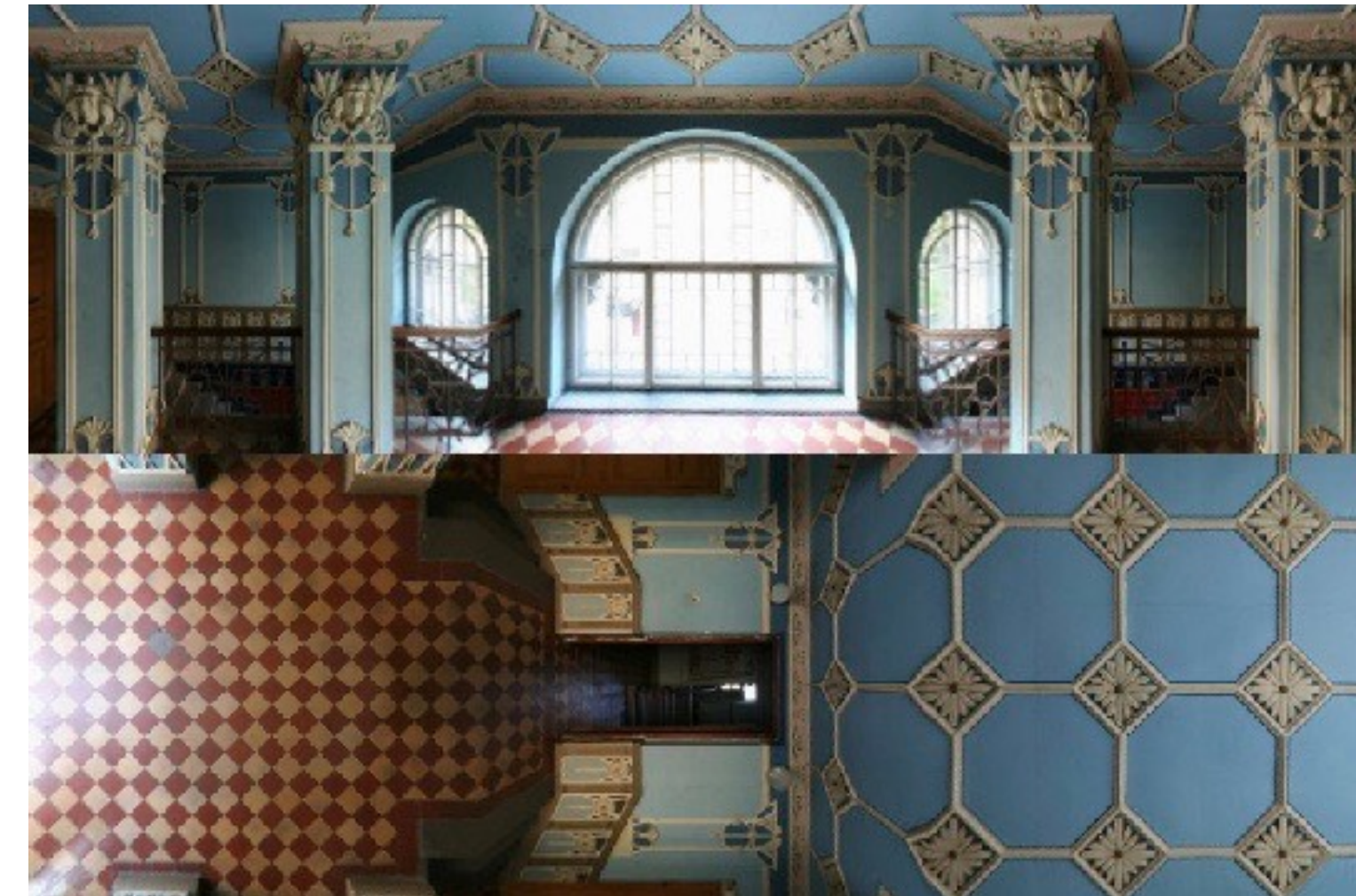
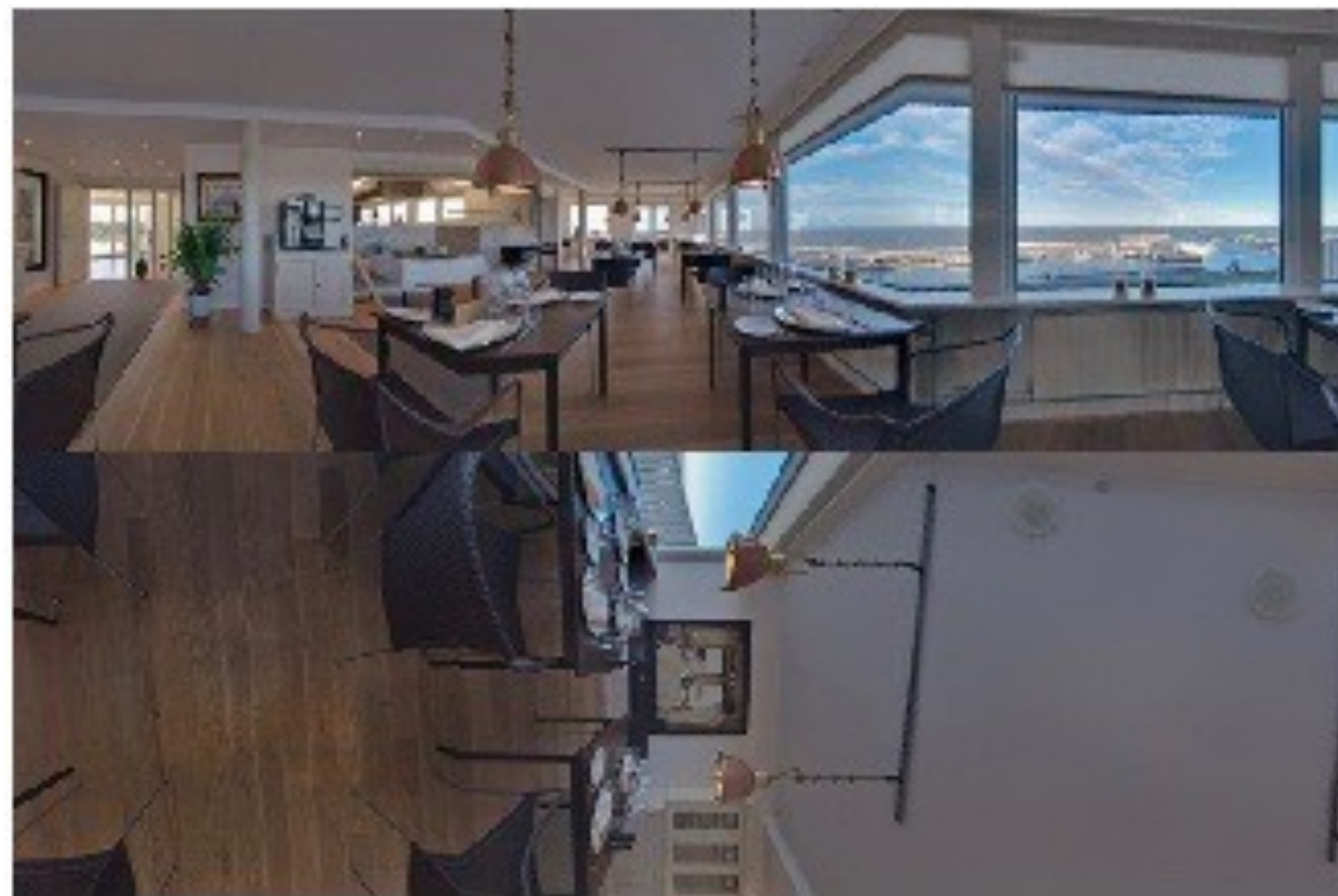


Rectangular representation

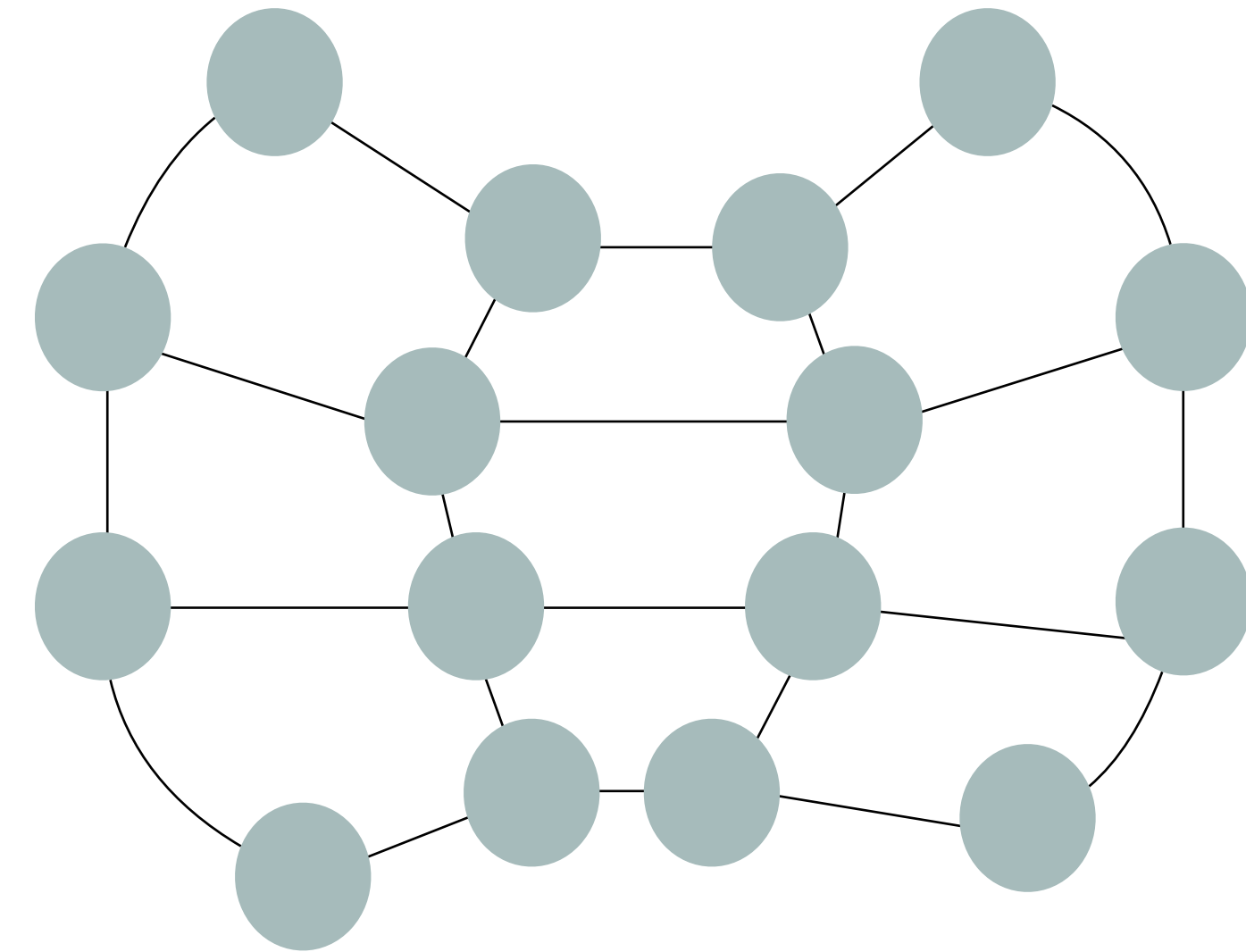
Geometric distortion of equirectangular images



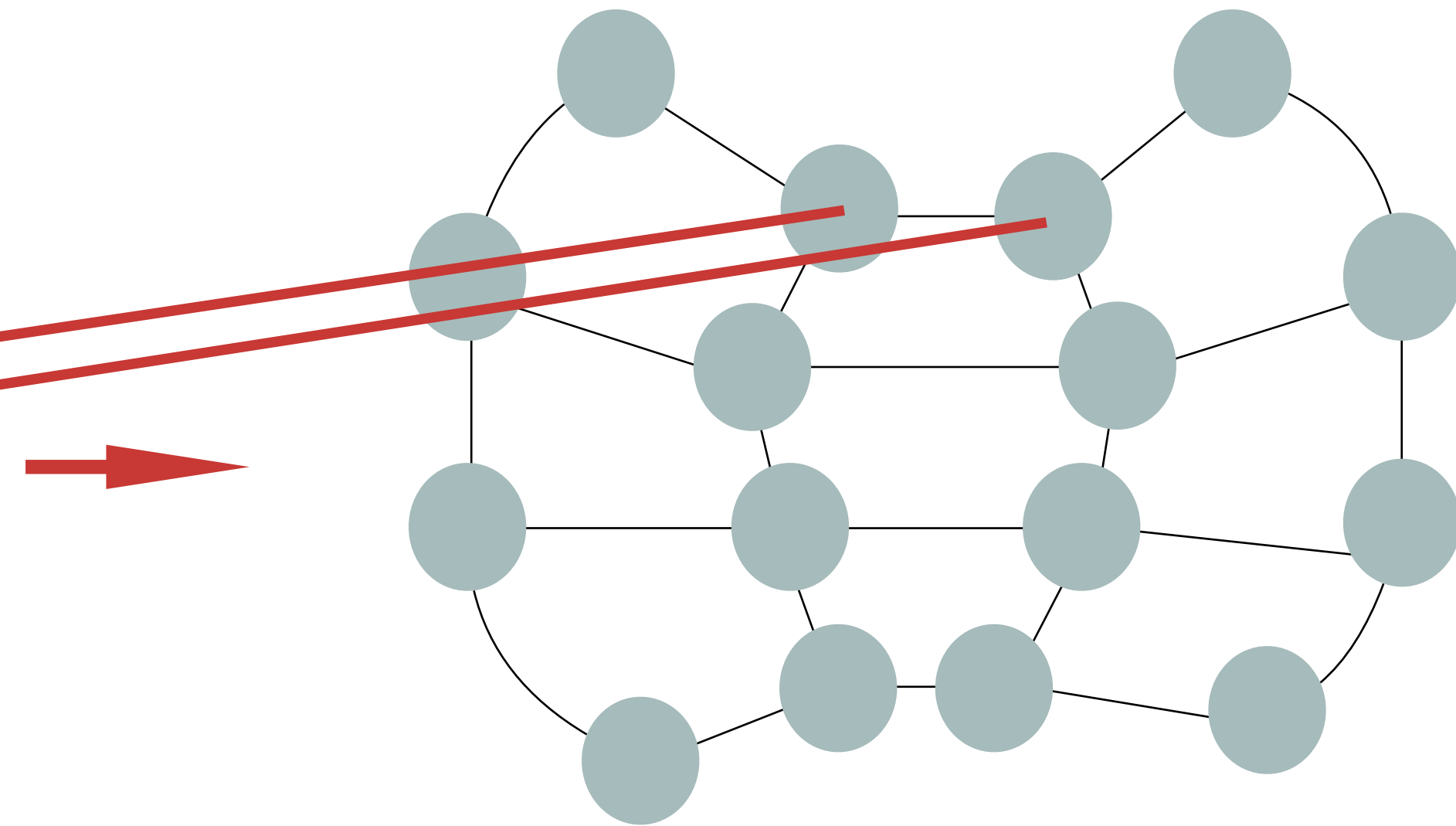
Geometric distortion of cube-map images



Graphs for geometry modelling



Graphs for geometry modelling

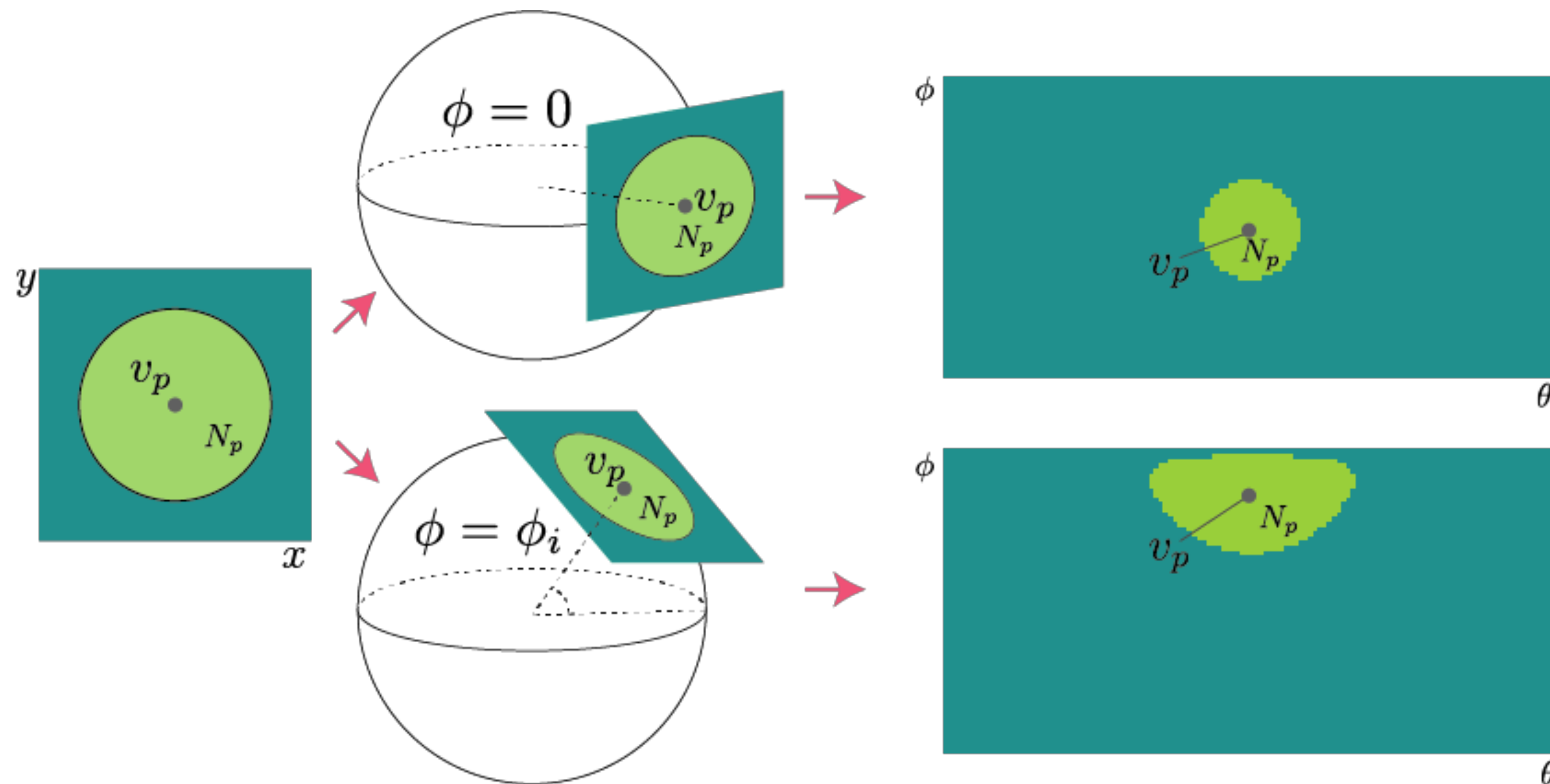


pixel — node

pixel's intensity — node's signal

Geometry aware graph filters

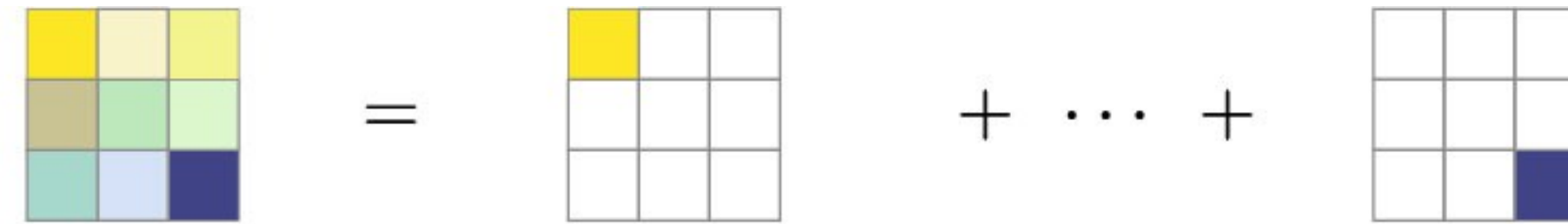
Idea: adapt filters depending on image location



Example of a filter applied to equirectangular projection

Geometry aware graph filters

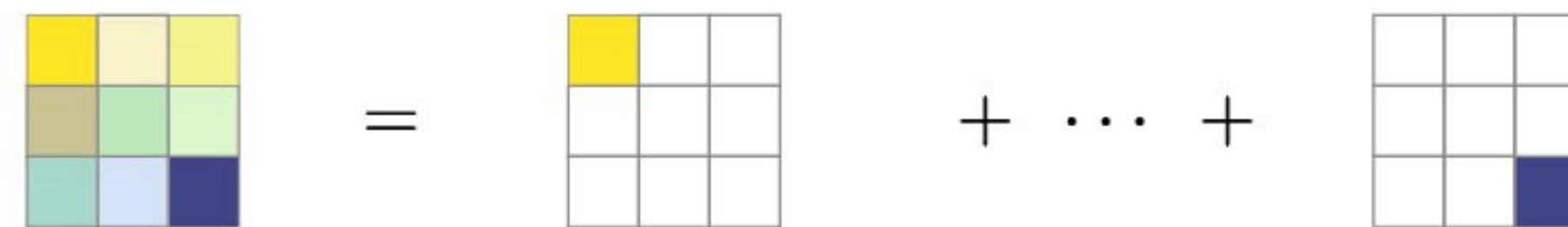
Multiple directed graphs for anisotropic filters



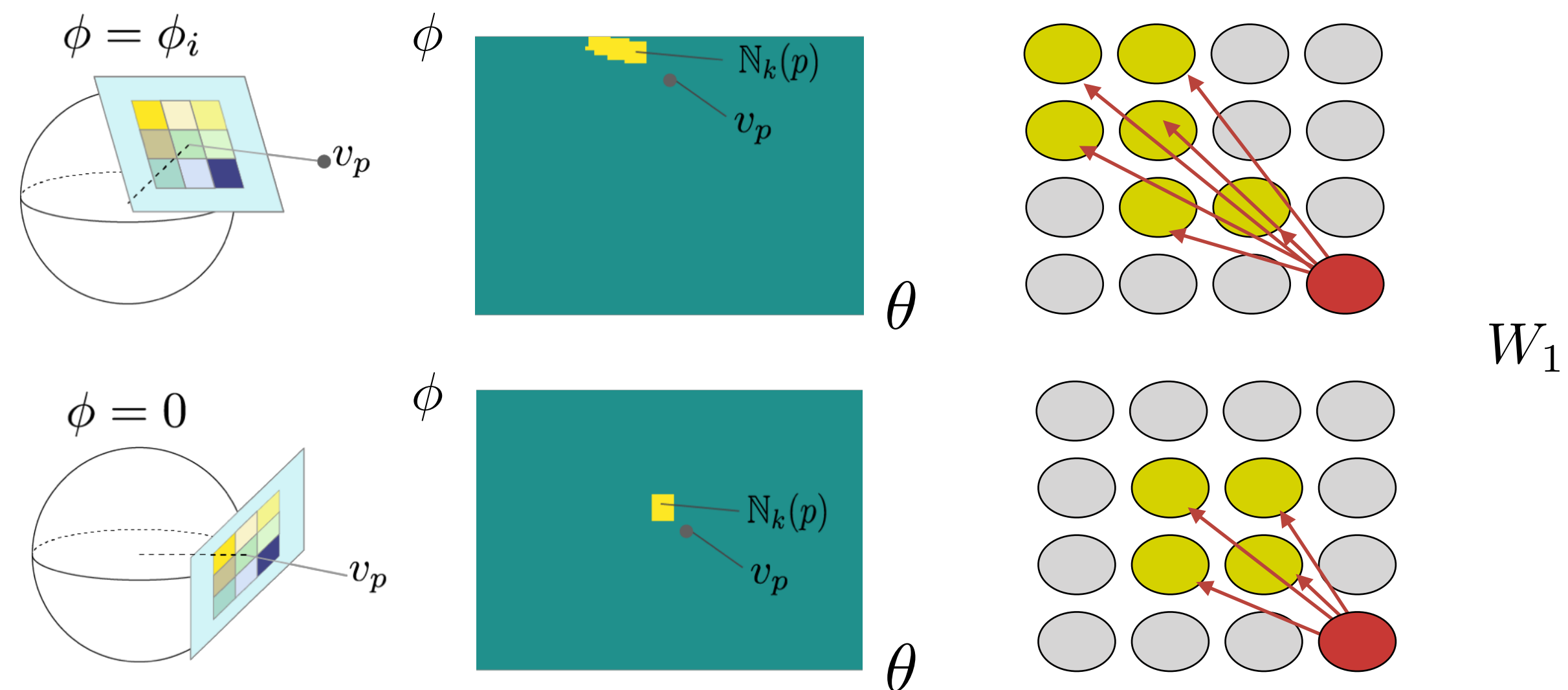
Example of filters

Geometry aware graph filters

Multiple directed graphs for anisotropic filters



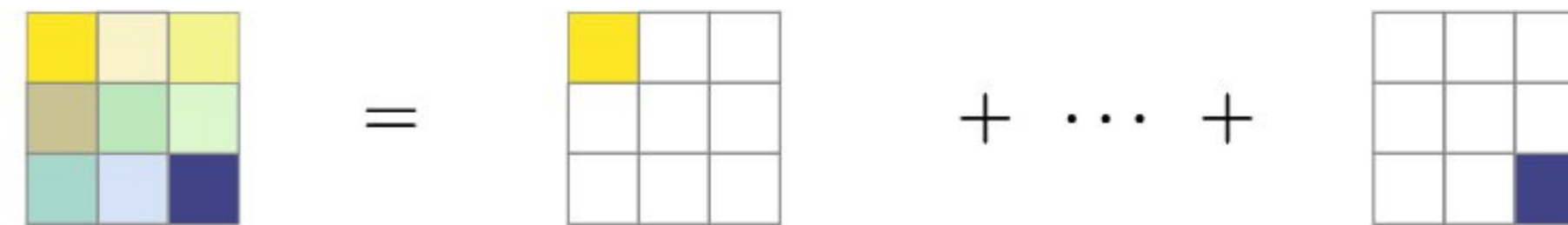
Example of filters



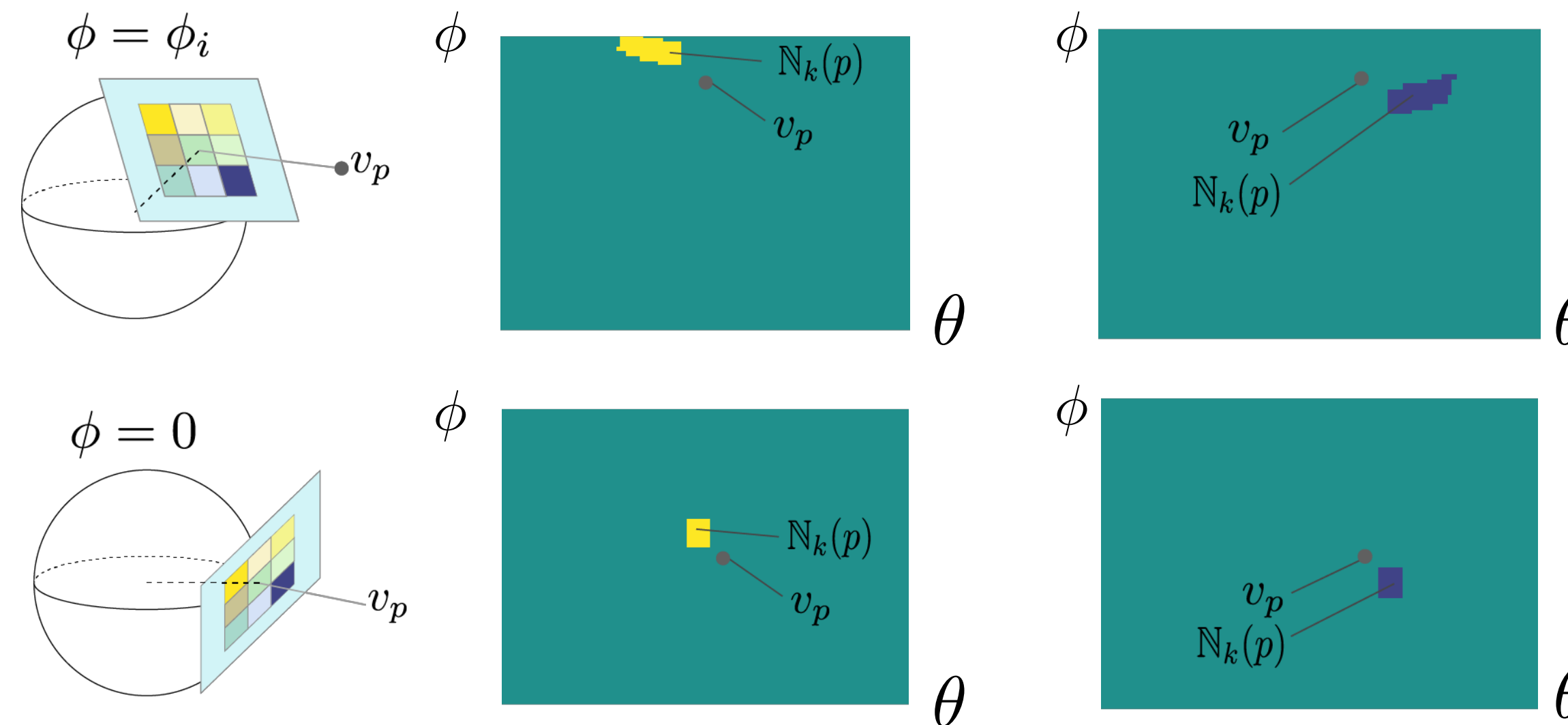
Directed graph construction with adjacency matrix W_1

Geometry aware graph filters

Multiple directed graphs for anisotropic filters



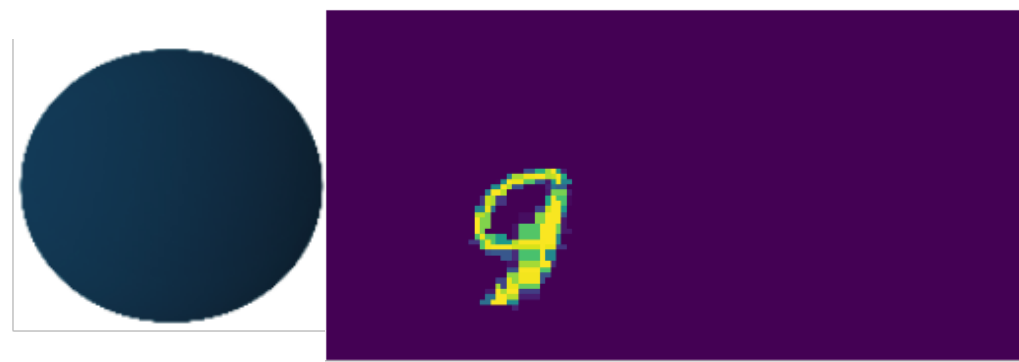
Example of filters



Directed graphs construction

Classification: adaptation to various projective geometries

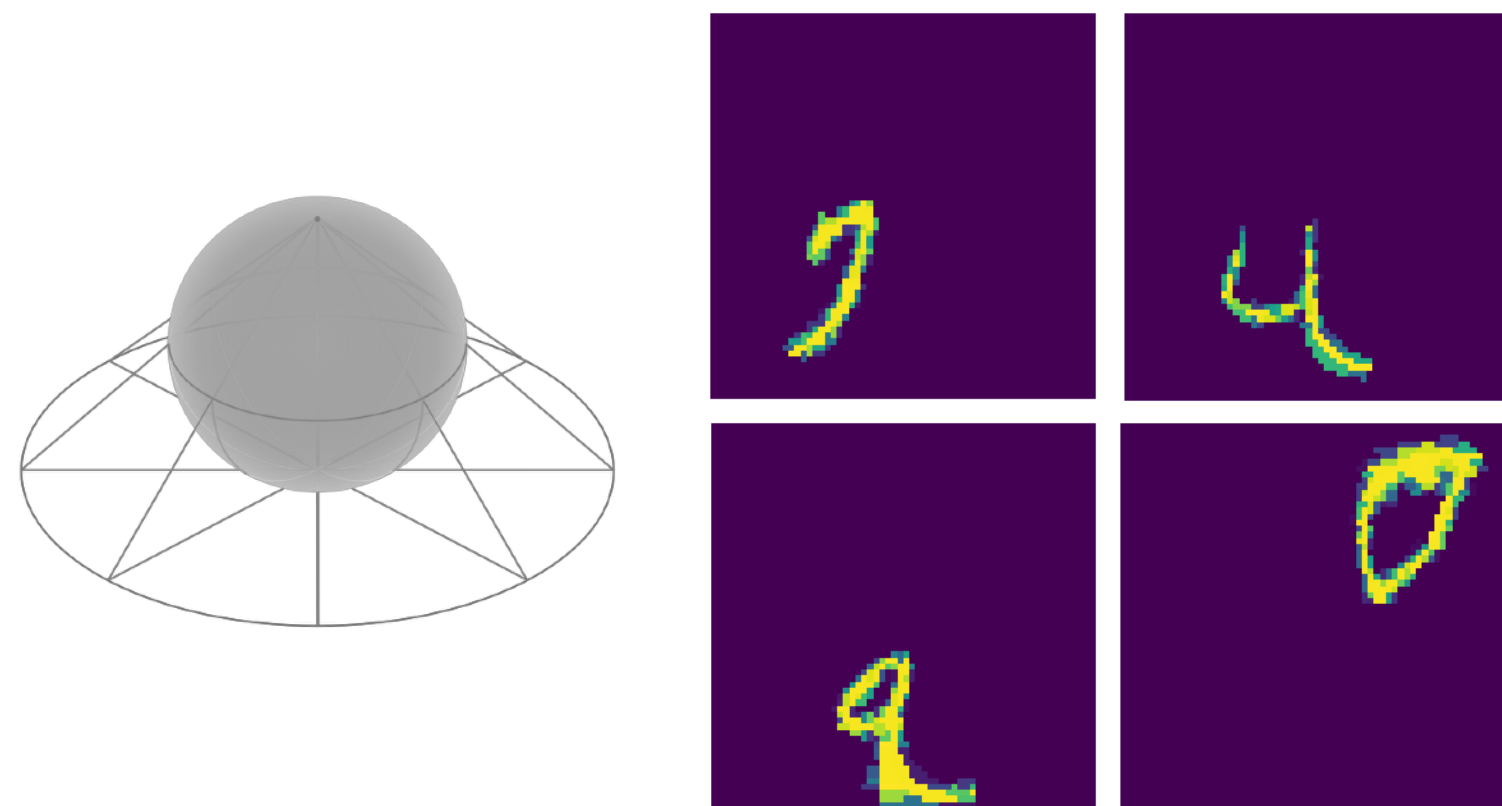
Dataset — projected MNIST



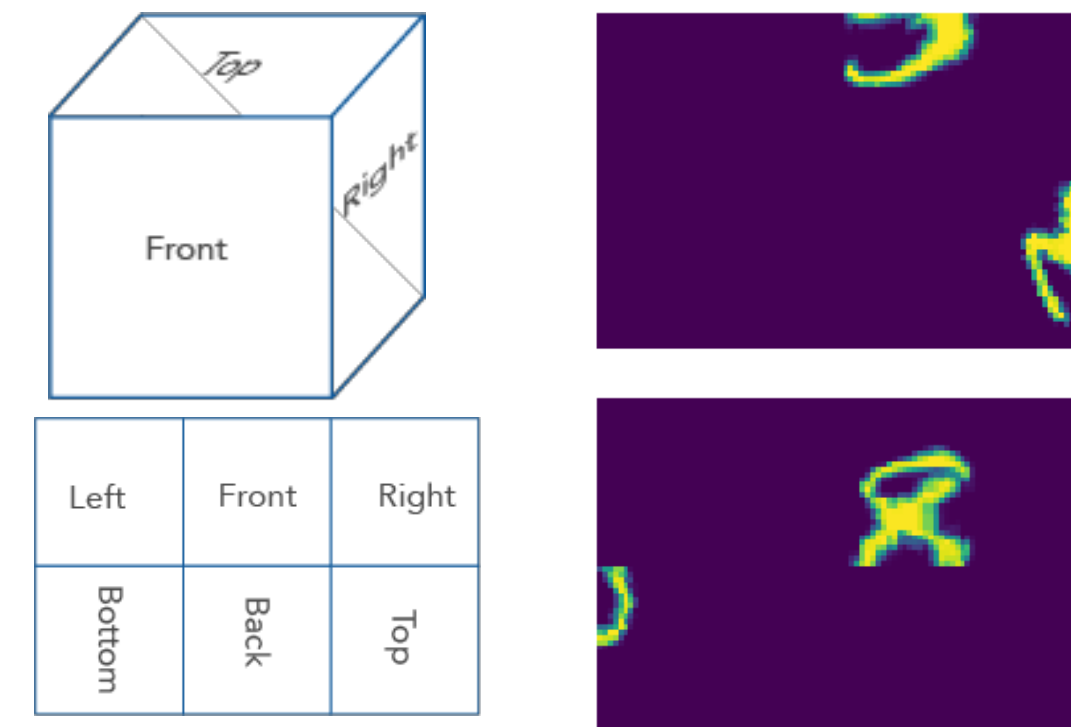
Spherical (S)



Modified spherical (MS1, MS2, MS3)

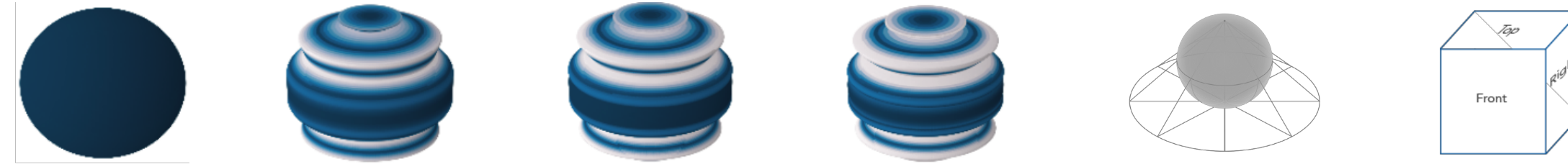


Fish-eye stereographic projection (F)



Cube-map (CM)

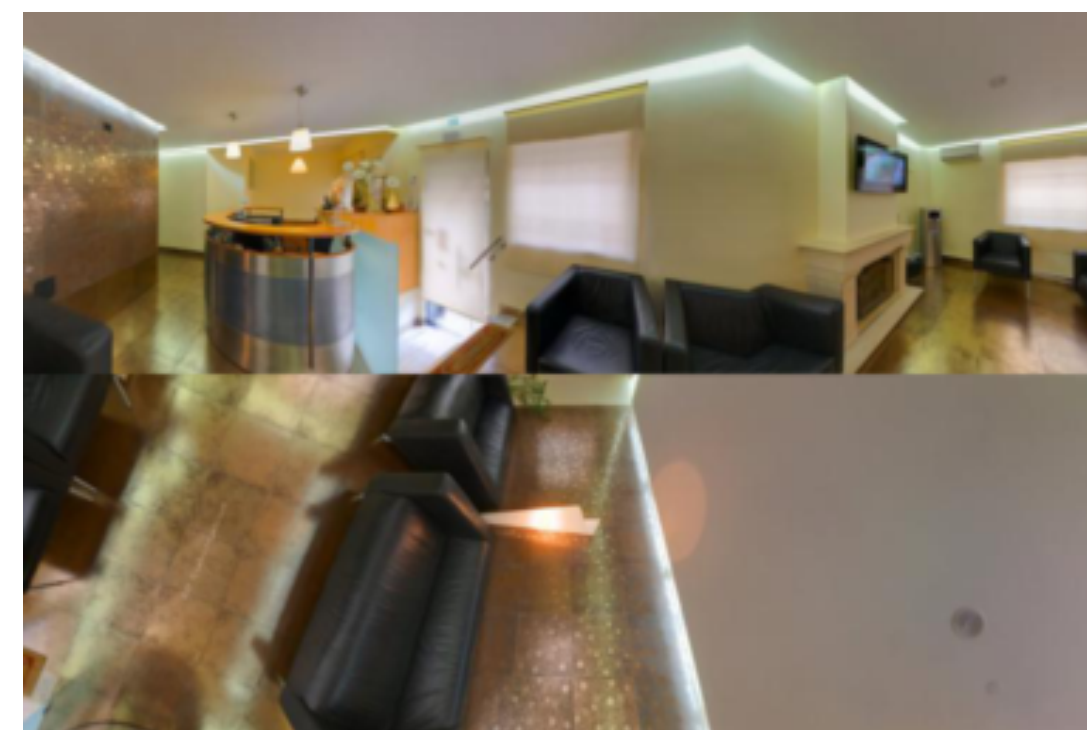
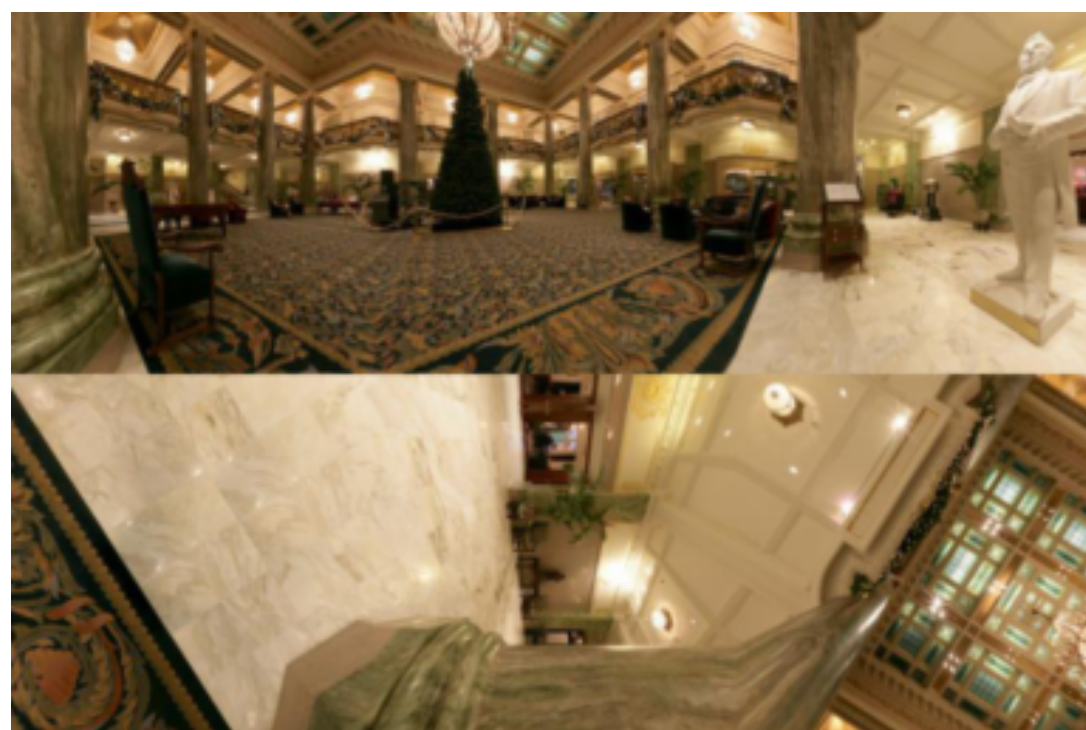
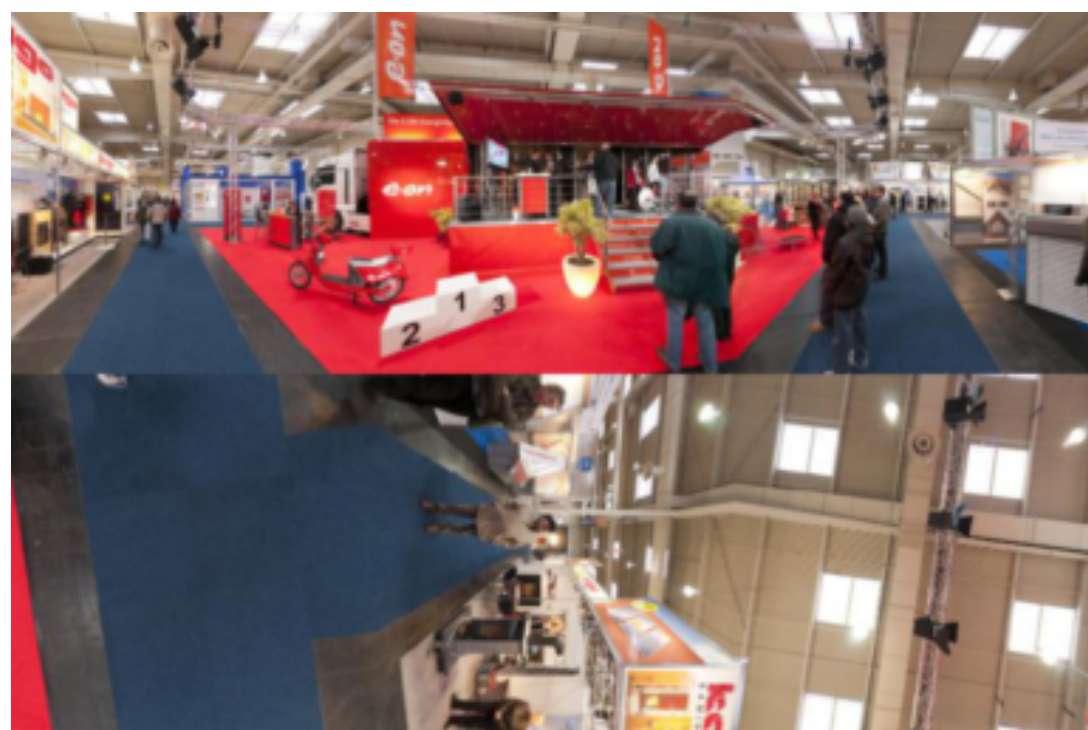
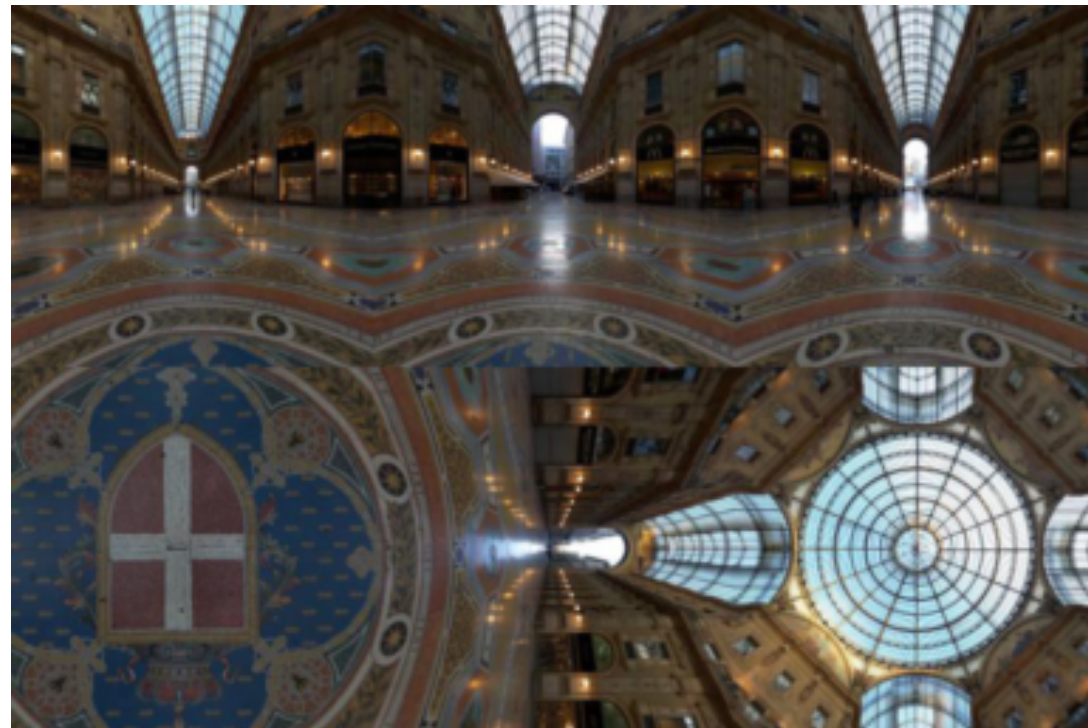
Classification results



<i>Method</i>	<i>S</i>	<i>MS1</i>	<i>MS2</i>	<i>MS3</i>	<i>F</i>	<i>CM</i>
regular graph (w=1)	69.4	64.3	64.1	62.8	71.8	40.0
regular graph (w=1/d)	69.8	63.4	64.5	62.5	70.2	40.5
GA graph (w=1/d)	70.2	63.9	62.5	62.8	72.1	44.2
ConvNets	94.2	91.3	91.2	90.5	93.4	79.4
SphereNet	94.8	—	—	—	—	—
SphericalCNN	95.2	84.5	83.3	80.9	94.9	—
<i>Ours</i>	96.9	95.1	95.3	94.9	95.7	84.3

Compression

Cube-map projection of SUN* dataset with 360-indoor images

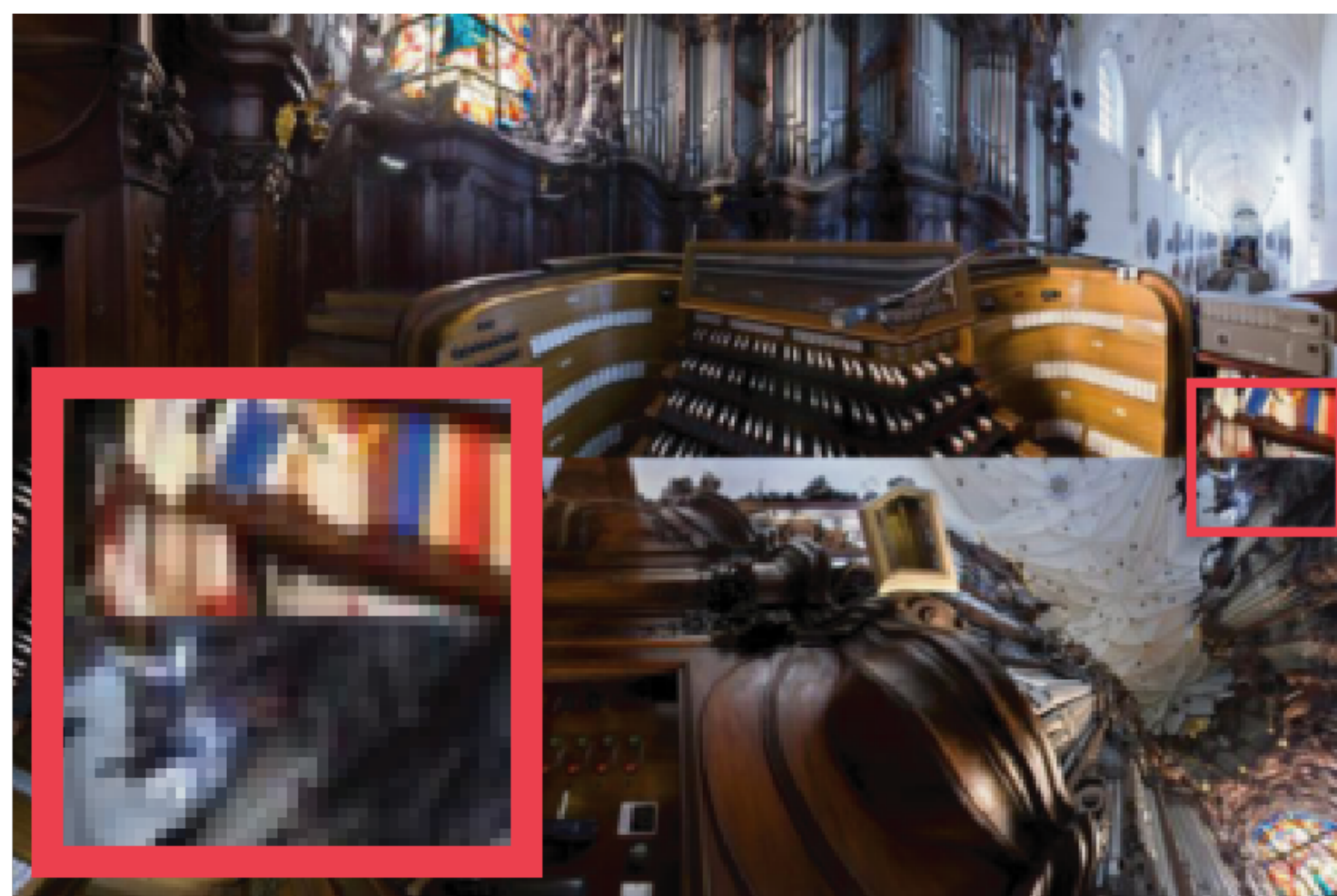


*<https://groups.csail.mit.edu/vision/SUN/>

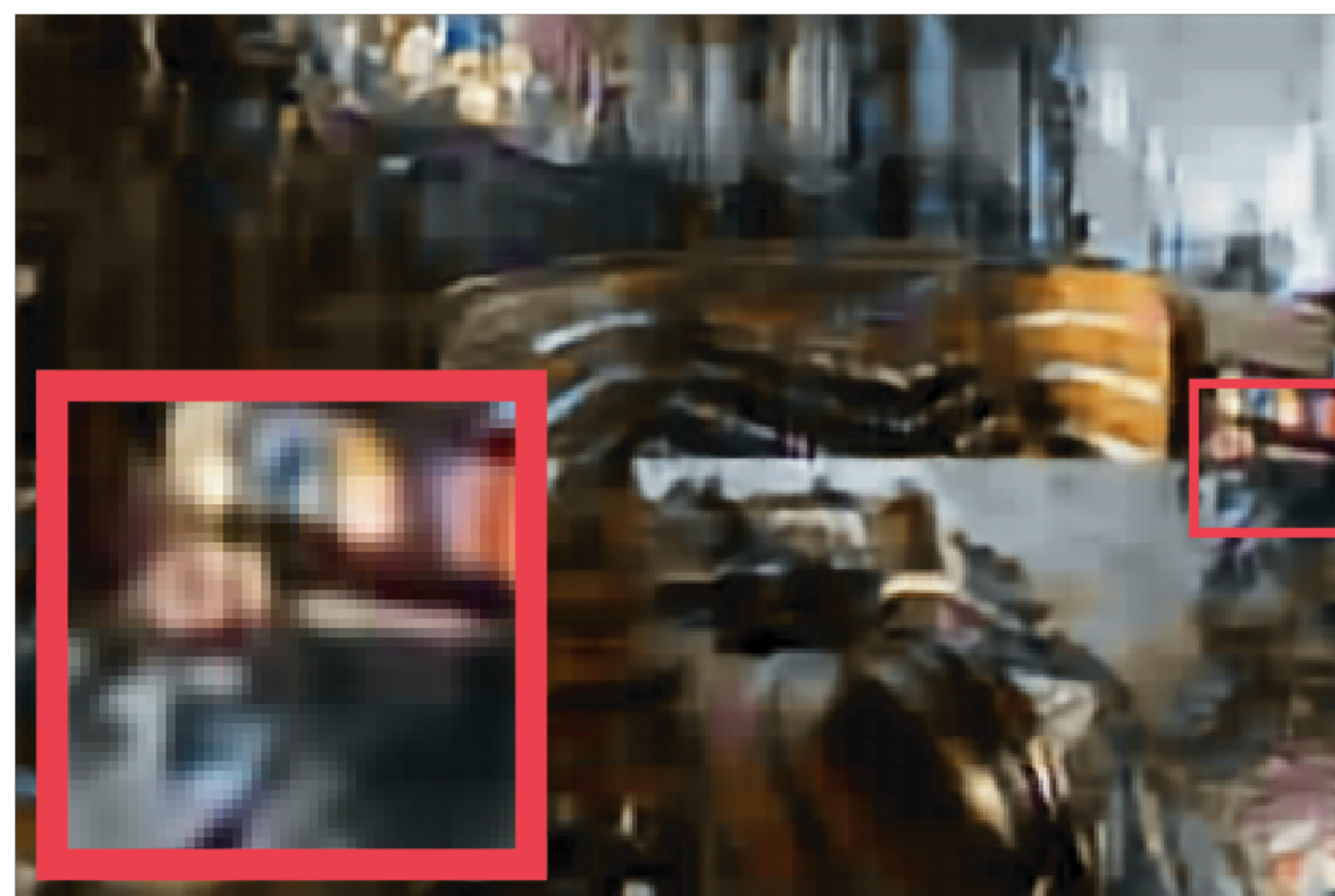
Decompression challenges



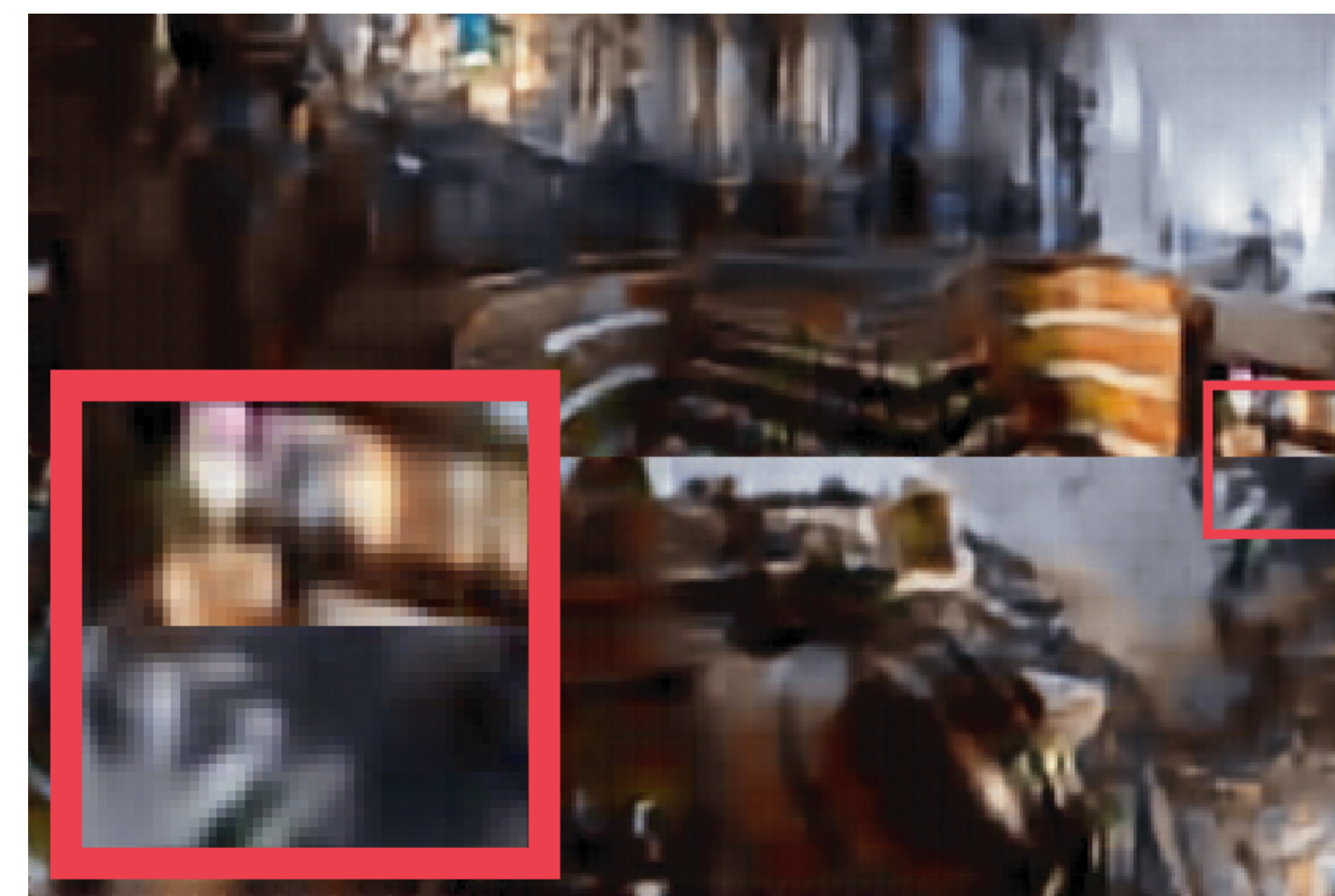
Visual decomposition result



Original



Balle et. al (2017)



Ours

Summary

- Novel graph construction approach to define a filter, which adapts to the specific geometry of the wide-angle images
- Our filters are anisotropic, which permits richer representation
- Our filters can be applied to a wider class of tasks compared with standard graph-based filters
- Our approach reaches state-of-the-art performance on classification and compression tasks

Thank you!

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Code: <https://github.com/RenataKh/GAfilters>