Disparity and Normal Estimation through Alternating Maximization

Stereo Matching

Stereo Matching:

Involves determining disparities indicating difference in locations of corresponding pixels in left (I_L) and right (I_R) images.

Application:

3D scene reconstruction, using disparity and depth inverse relation and known camera geometry.

Corridor I_L



Disparity Groundtruth

Bayesian-MRF model for Stereo Matching

Disparity Markov Random Field (MRF) model: With disparity d and observation $I = (I_L, I_R)$. Posterior distribution $p(\mathbf{d}|\mathbf{I})$:

 $p(\mathbf{d}|\mathbf{I}) \propto \Phi(\mathbf{I}|\mathbf{d}) \Psi(\mathbf{d})$

Likelihood term $\Phi(\mathbf{I}|\mathbf{d})$: measures observation agrees with the disparity.

Prior term $\Psi(\mathbf{d})$: encodes interaction between the neighbouring disparities.

Interaction: First-order differences (blue arrows in the figure). Approximate inference: Belief Propagation, Mean Field or Graph-cuts.

Limitation

- Using first-order differences involves an inherent fronto-parallel assumption.
- Fronto-parallel assumption: Supposes that the scene under consideration can be approximated by patches of constant disparities.
- This biases the results towards staircase solutions.

Possible Solution:

Post-processing the disparities using plane-fitting on segmented regions. Limitation: Cannot handle curved surfaces.

Related Work

Solution Proposed by Li and Zucker CVPR 2006 Explicitly takes into account the both **disparities/depth** and scene-structure in terms of **surface normals** in an MRF-based framework. Geometric consistency: An additional geometric constraint to ensure both disparity/depth and normals are consistent with the surface. Limitations:

• Requires knowledge of the internal camera parameters.

• Precomputes the local surface normals.









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