



# Photometric Stereo, Shape from Shading SfS Chapter 2 new F&P

Guido Gerig

CS 6320, Spring 2013

Credits: M. Pollefev UNC CS256, Ohad Ben-Shahar CS BGU, Wolff JUN  
(<http://www.cs.jhu.edu/~wolff/course600.461/week9.3/index.htm>)



# Photometric Stereo



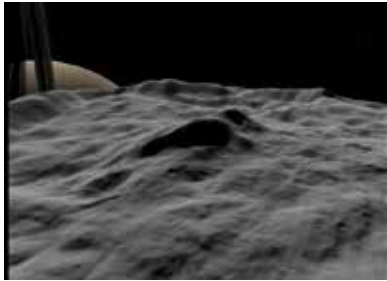
Depth from Shading?

First step: Surface  
Normals from Shading

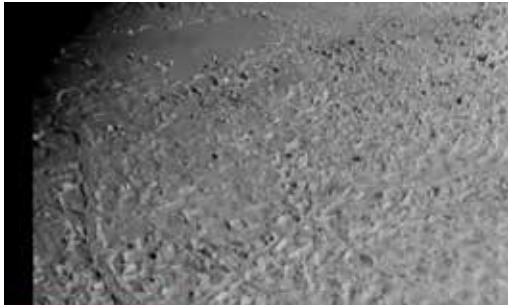
Second step:  
Re-integration of  
surface from Normals



# Examples

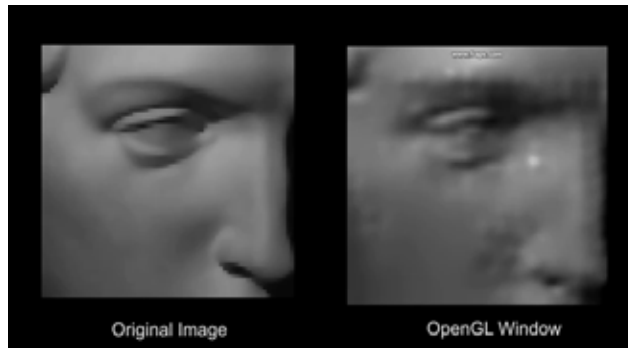


<http://www.youtube.com/watch?v=sfCQ7f7PMbc&feature=related>



**Simulated voyage over the surface of Neptune's large moon Triton**

<http://www.youtube.com/watch?v=nwzVrC2GQXE>

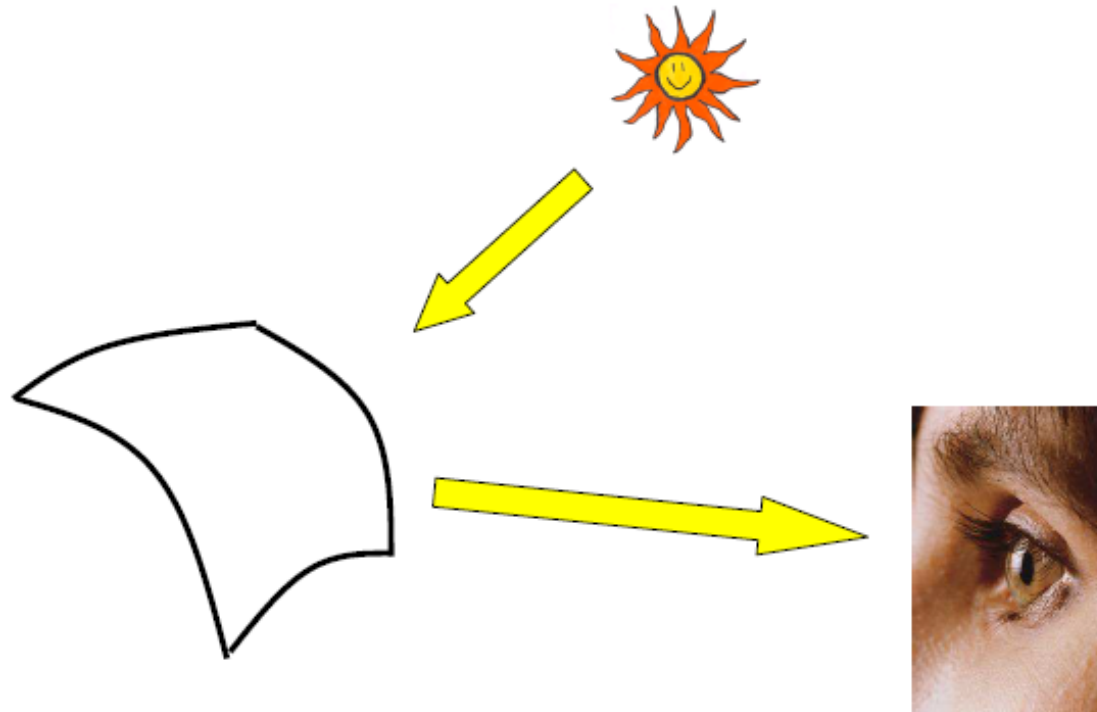


<http://www.youtube.com/watch?v=KiTA6ftyQuY>



## *Shape from Shading*

**Inverting the image formation process**



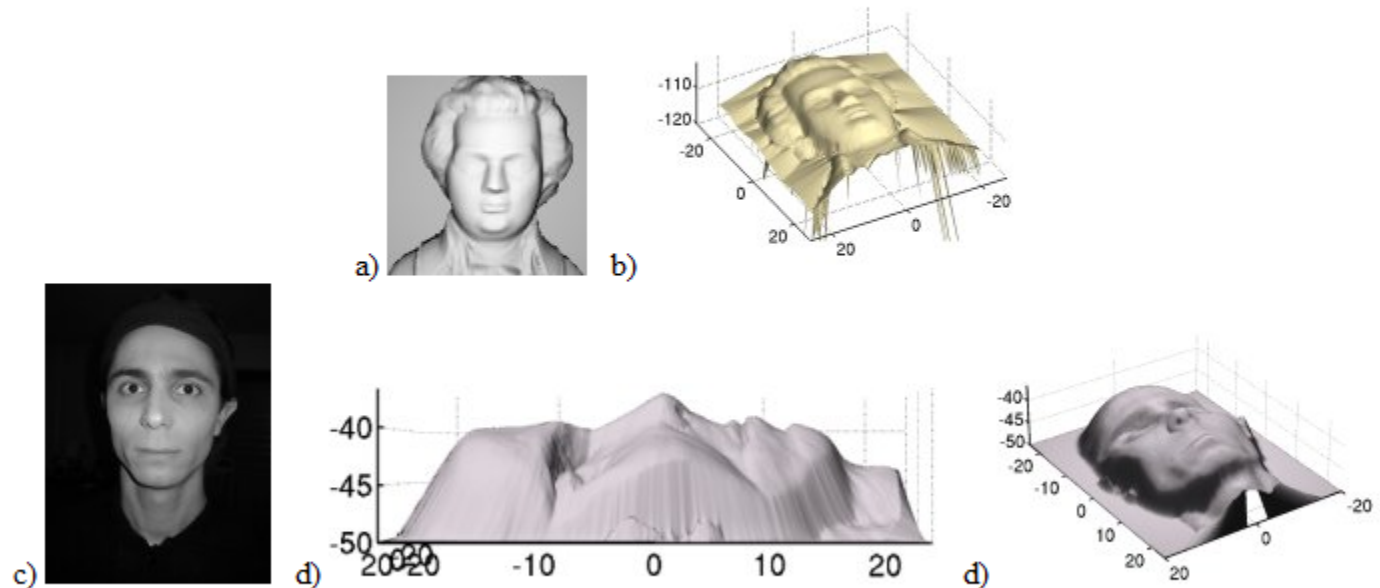
**Image formation = “Shading from shape” (and light sources)**



# Shape from Shading

Authors: [Emmanuel Prados](#) and [Olivier Faugeras](#)

[CVPR'2005](#), International Conference on Computer Vision and Pattern Recognition, San Diego, CA, USA, June 2005.



a) Synthetic image generated from the classical Mozart's face [Zhang-Tsai-etal:99]; b) reconstructed surface from a) by new algorithm;  
c) real image of a face; d)-e) reconstructed surface from c) by new algorithm.

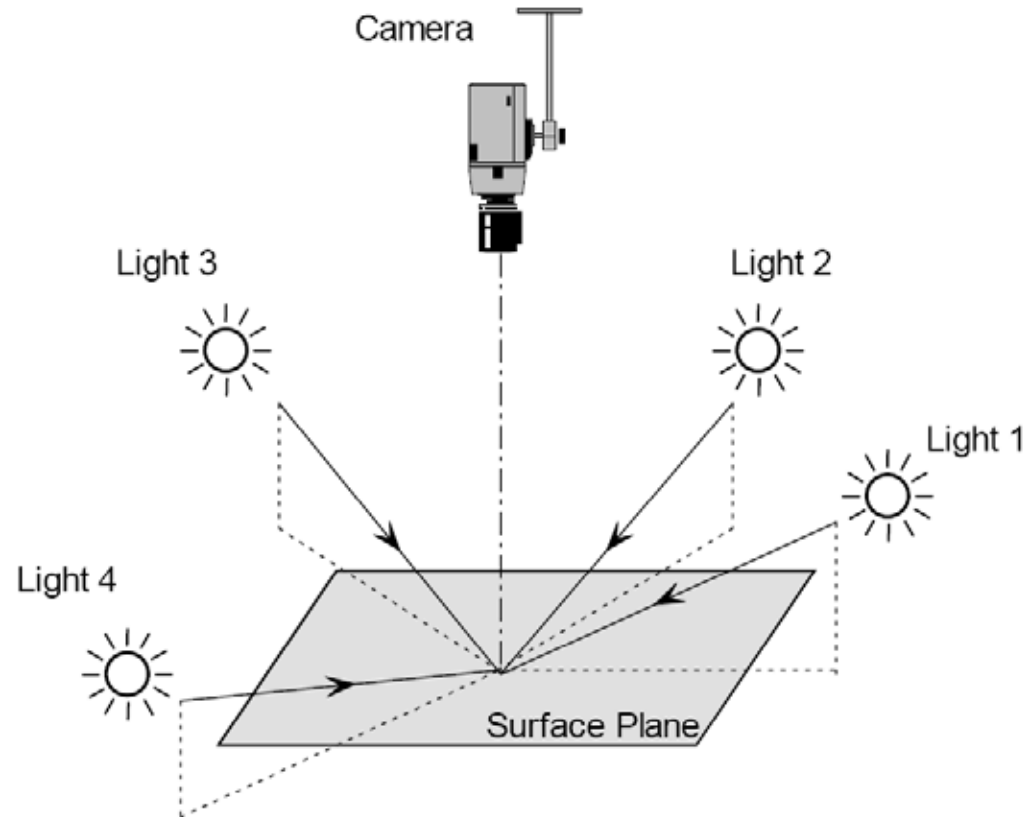


# Photometric Stereo

- Assume:
  - a local shading model
  - a set of point sources that are infinitely distant
  - a set of pictures of an object, obtained in exactly the same camera/object configuration but using different sources
  - A Lambertian object (or the specular component has been identified and removed)

# Setting for Photometric Stereo

Multiple images with different lighting (vs binocular/geometric stereo)



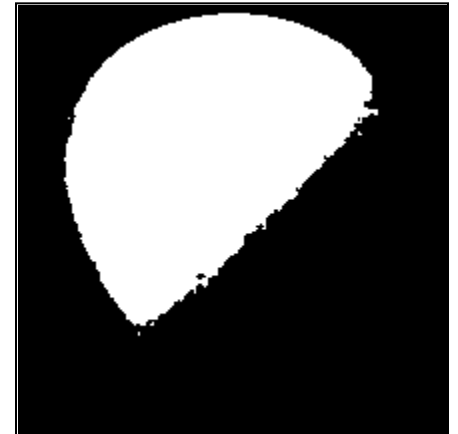
# Goal: 3D from One View and multiple Source positions



Input images



Usable Data  
Mask

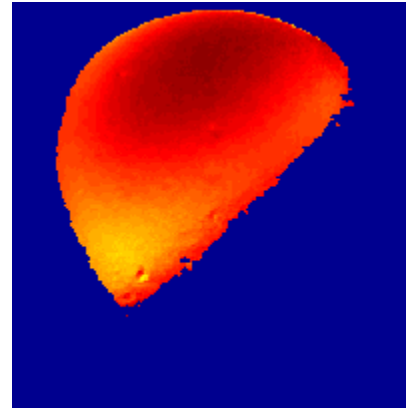
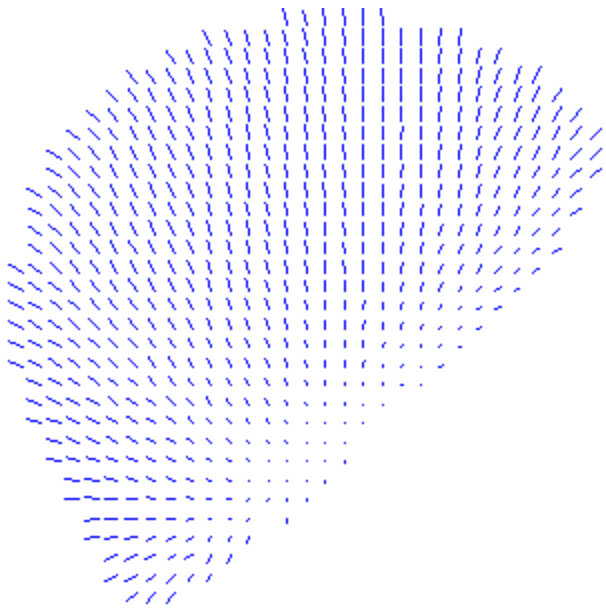




# Scene Results



Needle Diagram:  
Surface Normals

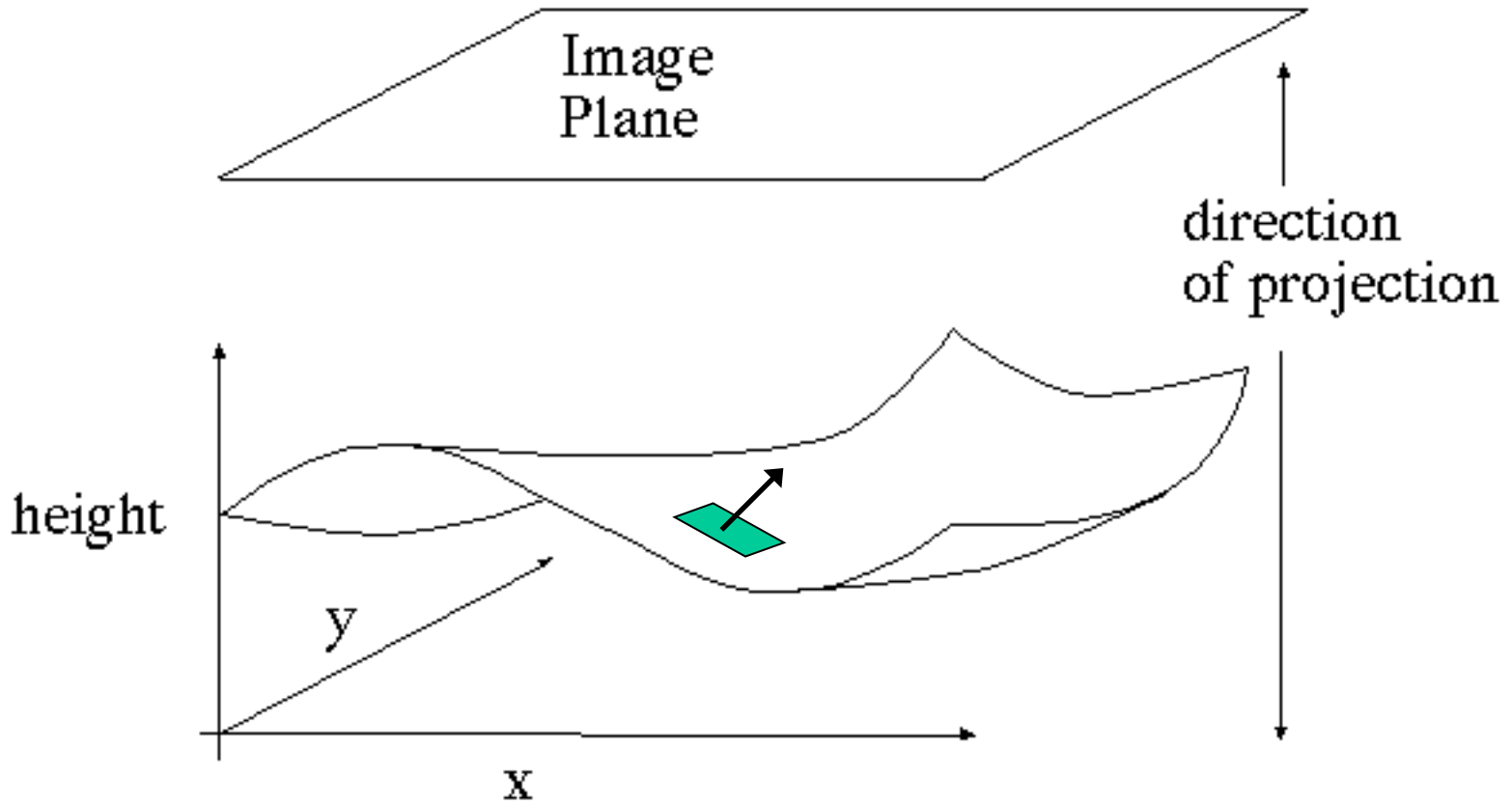


Albedo

Re-lit:



Projection model for surface recovery - usually called a Monge patch

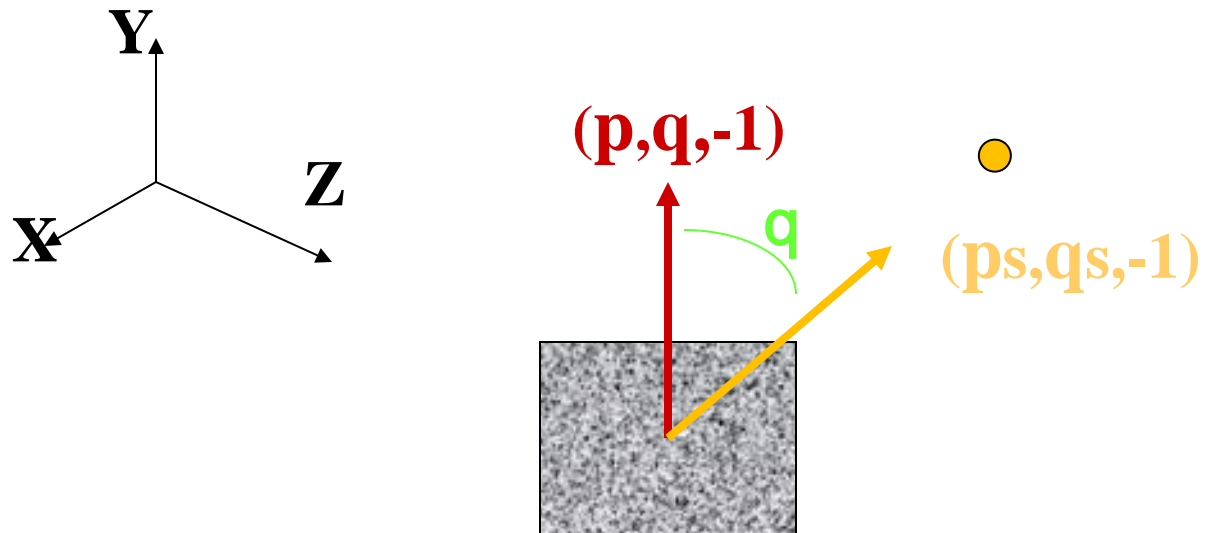




# Lambertian Reflectance Map

## LAMBERTIAN MODEL

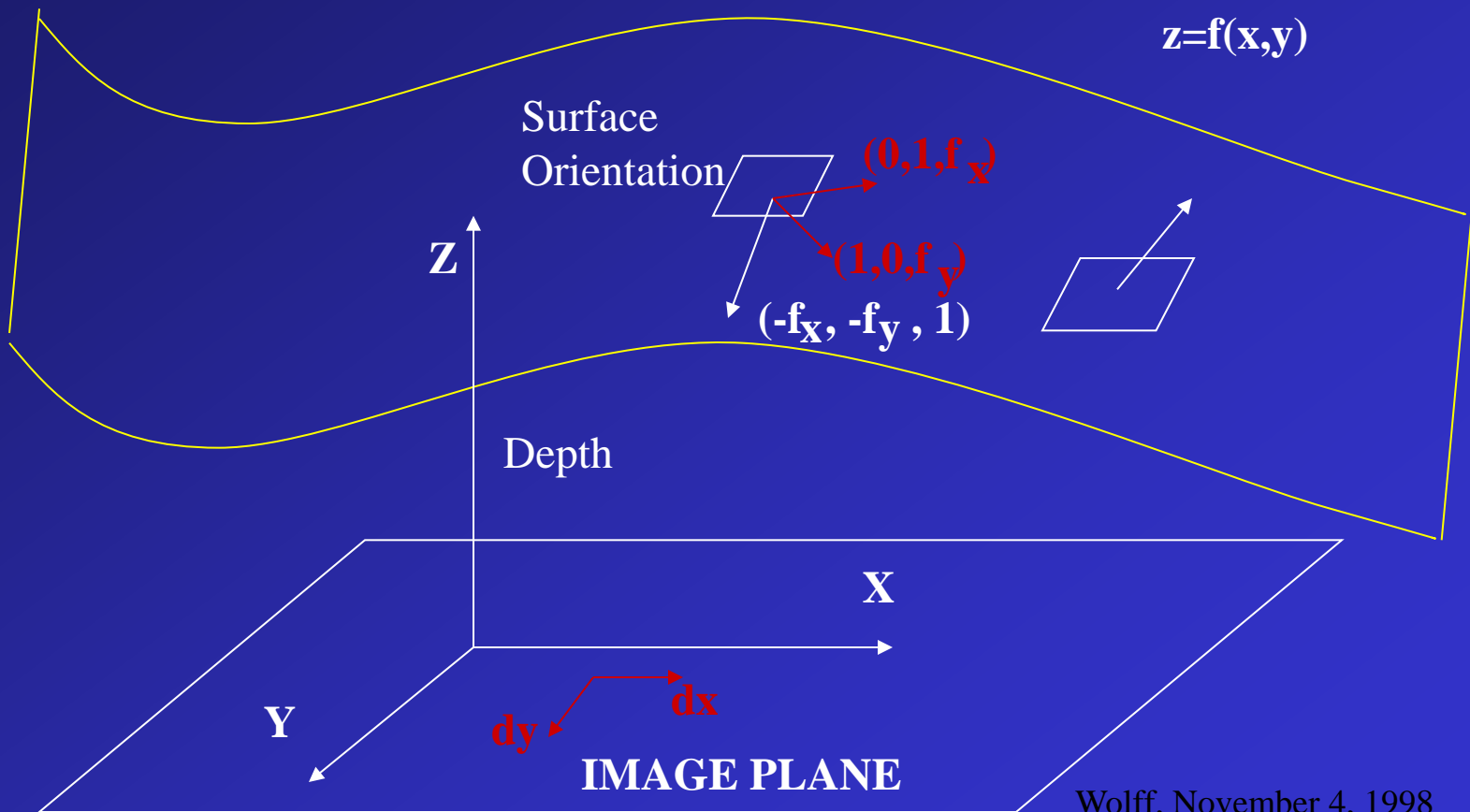
$$E = r \langle \mathbf{n}, \mathbf{n}_s \rangle = r \cos q$$



$$\cos q = \frac{1 + pp_L + qq_L}{\sqrt{1 + p^2 + q^2} \sqrt{1 + p_L^2 + q_L^2}}$$

# REFLECTANCE MAP IS A VIEWER-CENTERED REPRESENTATION OF REFLECTANCE

$$(f_x, f_y, -1) = (0, 1, f_x) \times (1, 0, f_y)$$



# REFLECTANCE MAP IS A VIEWER-CENTERED REPRESENTATION OF REFLECTANCE

$$(-f_x, -f_y, 1) = (-p, -q, 1)$$

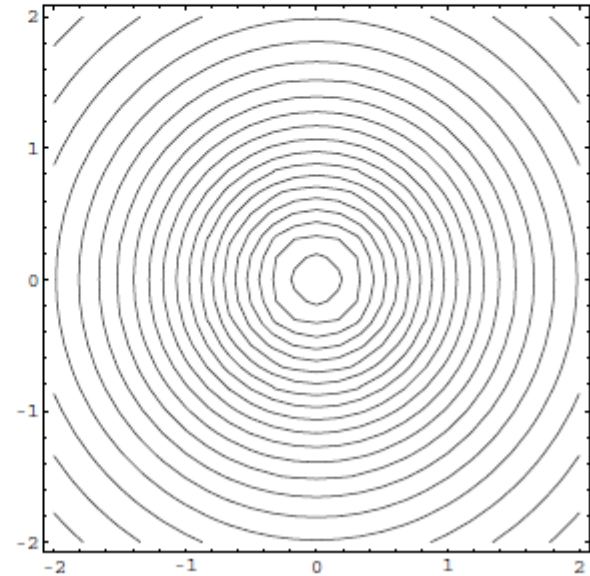
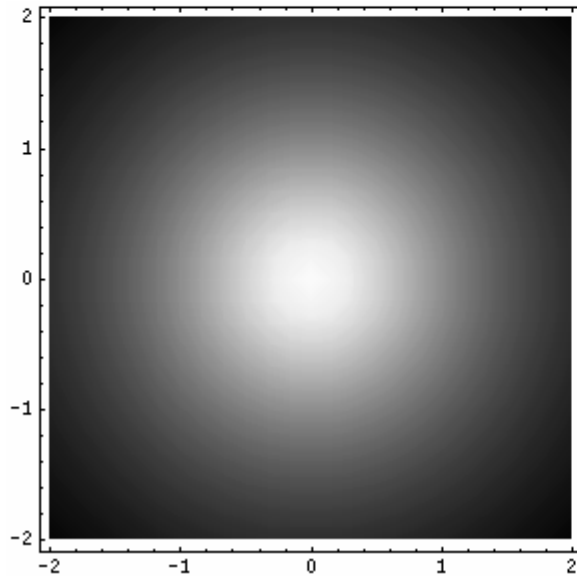
$p, q$  comprise a **gradient** or **gradient space** representation for local surface orientation.

**Reflectance map expresses the reflectance of a material directly in terms of viewer-centered representation of local surface orientation.**

# Reflectance Map ( $p_s=0, q_s=0$ )

The Reflectance Map – Lambertian surface from overhead source position

$$R(p, q) = \frac{1}{\sqrt{p^2 + q^2 + 1}}$$

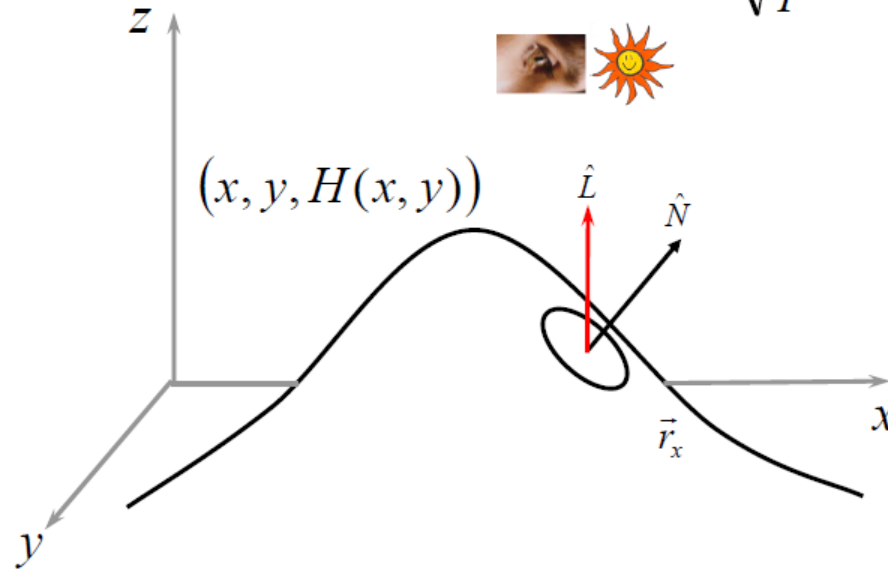




# Reflectance Map

Shading on Lambertian surface – Overhead point source

$$I(x, y) = \rho(\hat{N} \cdot [0, 0, 1]) = \rho \frac{1}{\sqrt{p^2 + q^2 + 1}} = R(p, q)$$



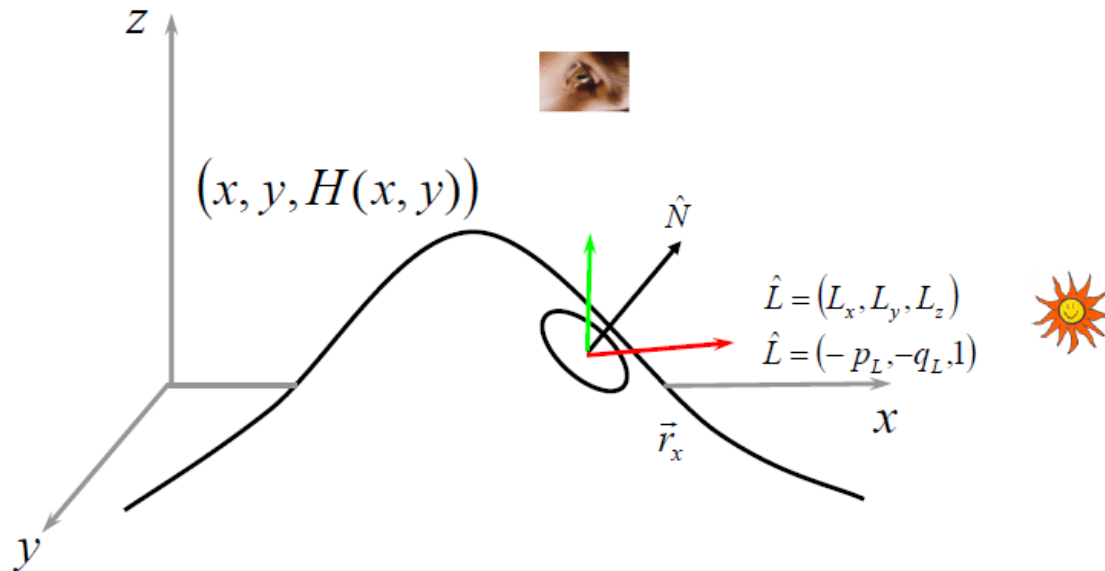


# Reflectance Map

## *Shape from Shading*

**Shading on Lambertian surface – General point source**

$$I = \rho(\hat{N} \cdot \hat{L}) = \rho \frac{-p \cdot L_x - q \cdot L_y + L_z}{\sqrt{p^2 + q^2 + 1} \sqrt{L_x^2 + L_y^2 + L_z^2}} = \rho \frac{p \cdot p_L + q \cdot q_L + 1}{\sqrt{p^2 + q^2 + 1} \sqrt{p_L^2 + q_L^2 + 1}}$$



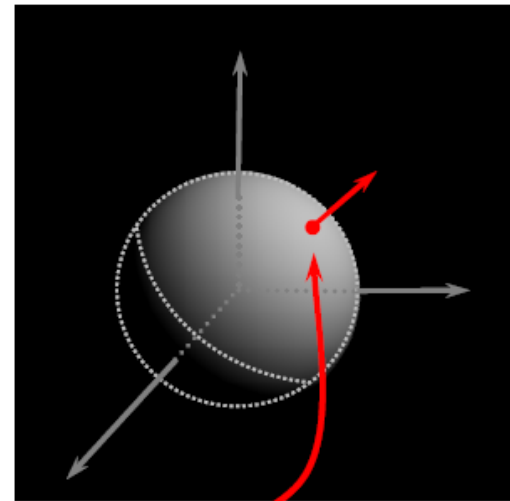
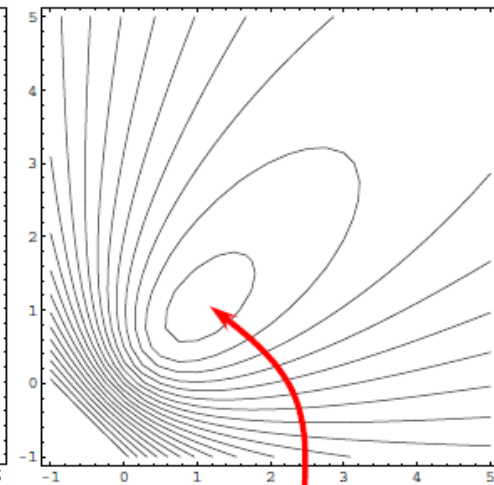
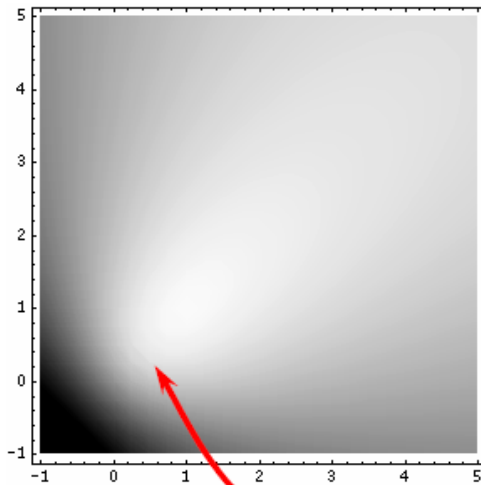




# Reflectance Map

**The Reflectance Map – Lambertian surface from general source position**

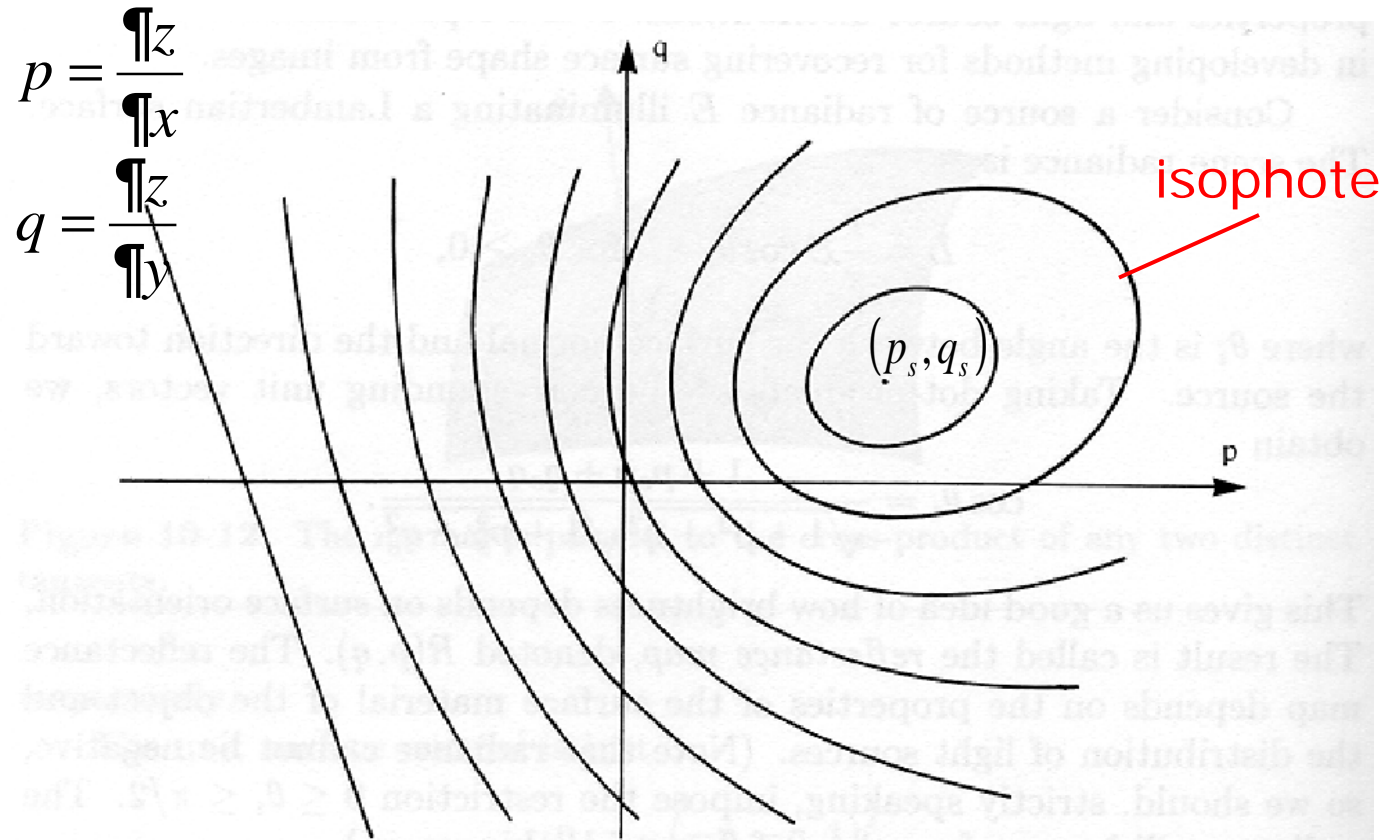
$$R(p, q) = \frac{p \cdot p_L + q \cdot q_L + 1}{\sqrt{p^2 + q^2 + 1} \sqrt{p_L^2 + q_L^2 + 1}}$$



Gradient point of maximum brightness



# Reflectance Map (General)



**Figure 10-13.** The reflectance map is a plot of brightness as a function of surface orientation. Here it is shown as a contour map in gradient space. In the case of a Lambertian surface under point-source illumination, the contours turn out to be nested conic sections. The maximum of  $R(p, q)$  occurs at the point  $(p, q) = (p_s, q_s)$ , found inside the nested conic sections, while  $R(p, q) = 0$  all along the line on the left side of the contour map.

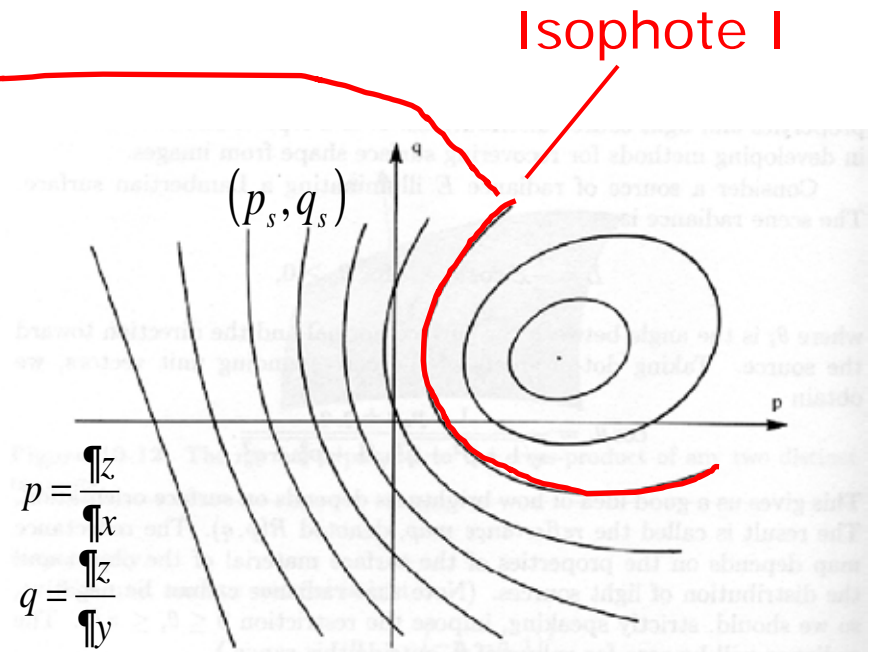


# Reflectance Map



Given Intensity  $I$  in image, there are multiple  $(p, q)$  combinations (= surface orientations).

Use multiple images with different light source directions.

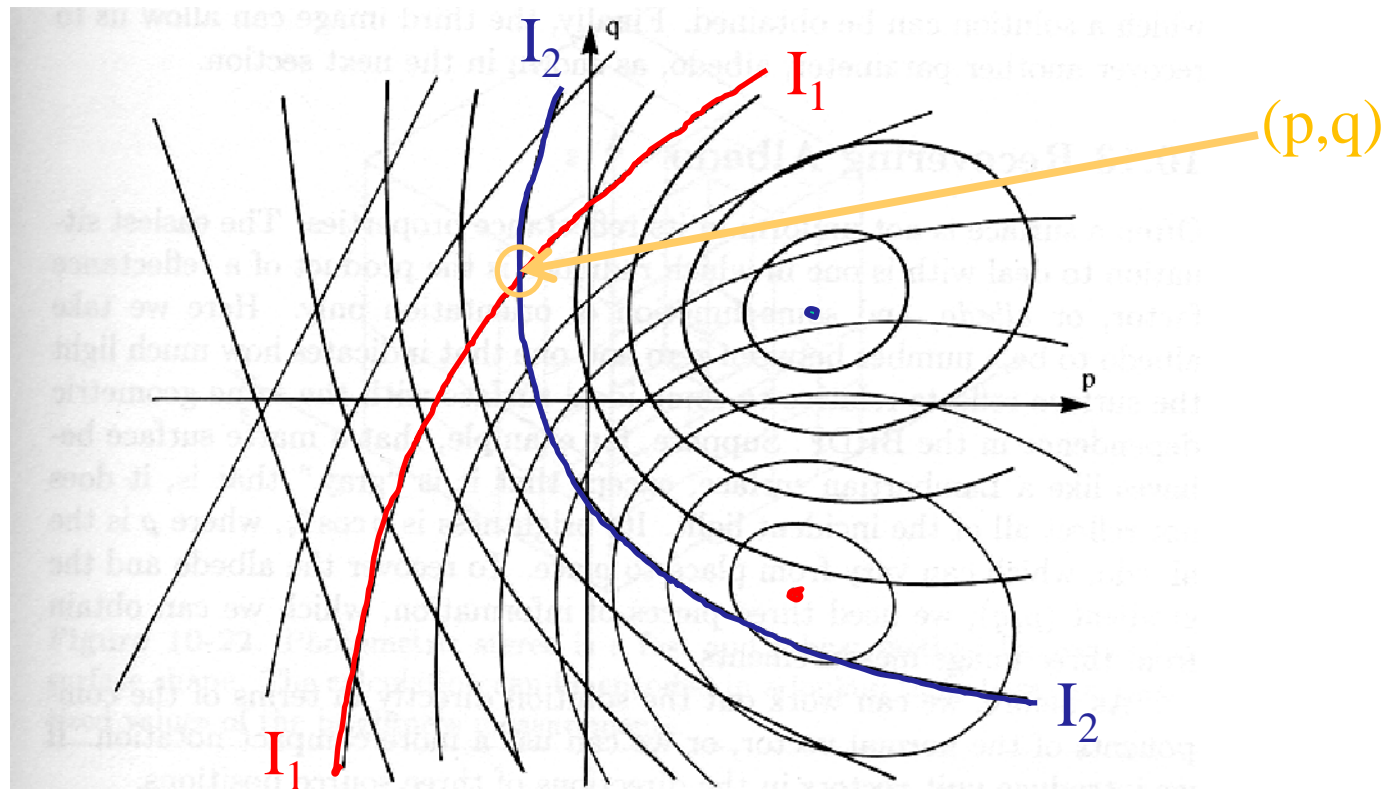


**Figure 10-13.** The reflectance map is a plot of brightness as a function of surface orientation. Here it is shown as a contour map in gradient space. In the case of a Lambertian surface under point-source illumination, the contours turn out to be nested conic sections. The maximum of  $R(p, q)$  occurs at the point  $(p, q) = (p_s, q_s)$ , found inside the nested conic sections, while  $R(p, q) = 0$  all along the line on the left side of the contour map.



# Multiple Images = Multiple Maps

Can isolate  $p$ ,  $q$  as contour intersection

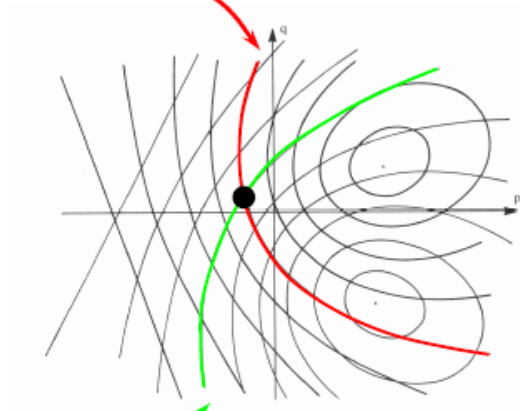


**Figure 10-21.** In the case of a Lambertian surface illuminated successively by two different point sources, there are at most two surface orientations that produce a particular pair of brightness values. These are found at the intersection of the corresponding contours in two superimposed reflectance maps.

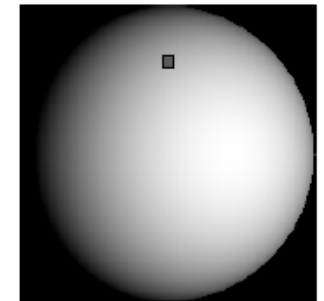
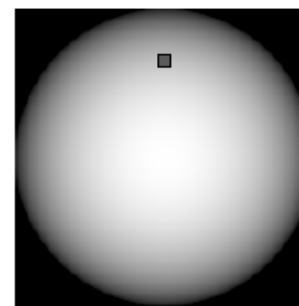
# Example: Two Views

$$I_1(x, y) = R_1(p, q)$$

$$I_2(x, y) = R_2(p, q)$$

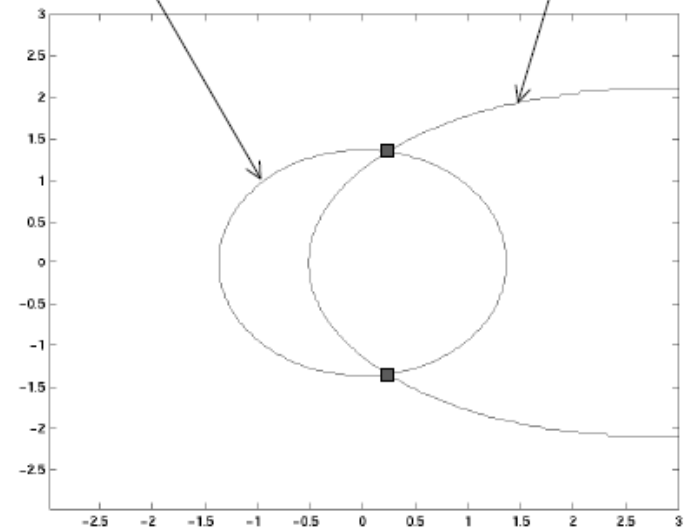


## Photometric Stereo



$p_s = q_s = 0$

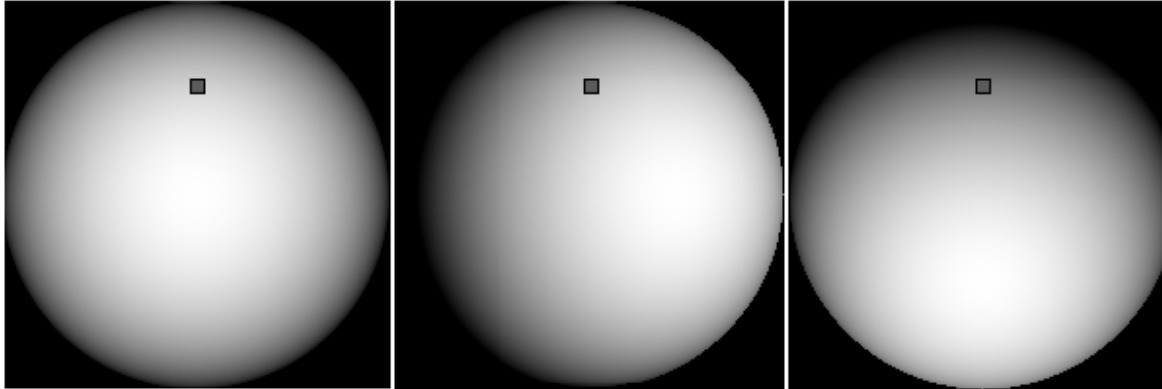
$p_s = 0.5 \quad q_s = -0.0$



Still not unique for certain intensity pairs.

# Constant Albedo

## Photometric Stereo



$$I_1 = \rho \mathbf{S}_1 \cdot \mathbf{N}$$

$$I_2 = \rho \mathbf{S}_2 \cdot \mathbf{N}$$

$$I_3 = \rho \mathbf{S}_3 \cdot \mathbf{N}$$

$$\begin{bmatrix} I_1 \\ I_2 \\ I_3 \end{bmatrix} = \begin{bmatrix} \mathbf{S}_1^T \\ \mathbf{S}_2^T \\ \mathbf{S}_3^T \end{bmatrix} \rho \mathbf{N}$$

$$\rho \mathbf{N} = \mathbf{S}^{-1} \mathbf{I}$$

Solve linear equation system to calculate  $\bar{\mathbf{N}}$ .





# Varying Albedo

## Solution Forsyth & Ponce:

For each point source, we know the source vector (by assumption). We assume we know the scaling constant of the linear camera ( $k$ ). Fold the normal ( $\mathbf{N}$ ) and the reflectance ( $\rho(x, y)$ ) into one vector  $\mathbf{g}$ , and the scaling constant and source vector into another  $\mathbf{V}_j$ .

where  $\mathbf{g}(x, y) = \rho(x, y)\mathbf{N}(x, y)$  and  $\mathbf{V}_1 = k\mathbf{S}_1$ , where  $k$  is the constant connecting the camera response to the input radiance.

- Out of shadow:

$$\begin{aligned} I(x, y) &= kB(\mathbf{x}) \\ &= kB(x, y) \\ &= \underbrace{k\rho(x, y)\mathbf{N}(x, y)}_{\mathbf{g}(x, y)} \cdot \underbrace{\mathbf{S}_1}_{\mathbf{V}_1} \\ &= \mathbf{g}(x, y) \cdot \mathbf{V}_1 \end{aligned}$$

- In shadow:

$$I(x, y) = 0$$



# Multiple Images: Linear Least Squares Approach

- Combine albedo and normal
- Separate lighting parameters
- More than 3 images => overdetermined system

$$\mathcal{V} = \begin{pmatrix} \mathbf{V}_1^T \\ \mathbf{V}_2^T \\ \dots \\ \mathbf{V}_n^T \end{pmatrix} \quad \mathbf{i}(x, y) = \{I_1(x, y), I_2(x, y), \dots, I_n(x, y)\}^T$$

$$\mathbf{i}(x, y) = \mathcal{V}\mathbf{g}(x, y)$$

$\mathbf{g}$  is obtained by solving this linear system:  $\bar{\mathbf{g}}(x, y) = \mathbf{V}^{-1}\mathbf{i}(x, y)$

- How to calculate albedo  $\rho$  and  $\bar{N}$ ?

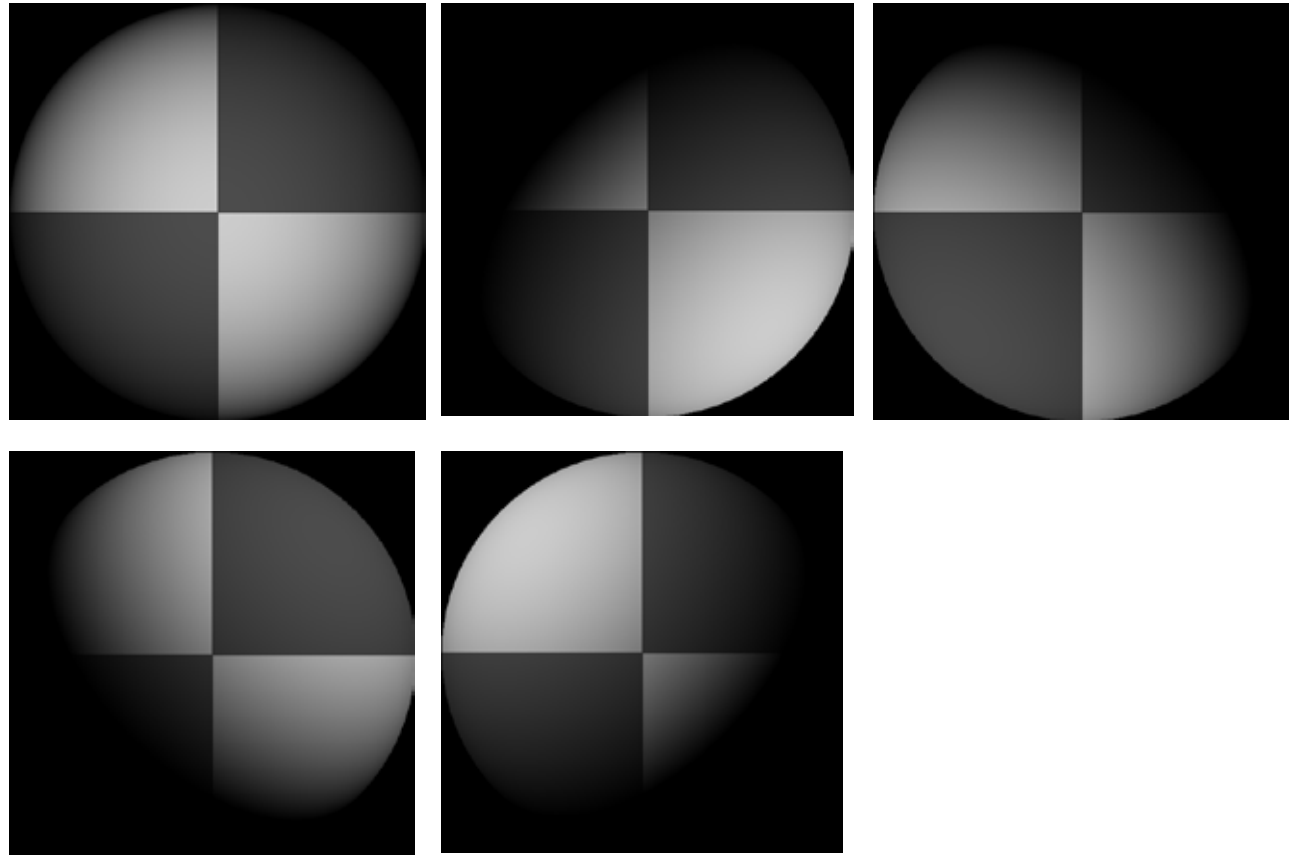
$$\bar{\mathbf{g}}(x, y) = \rho(x, y)\bar{N}(x, y)$$

$$\rightarrow \bar{N} = \frac{\bar{\mathbf{g}}}{|\bar{\mathbf{g}}|}, \quad \rho(x, y) = |\bar{\mathbf{g}}|$$






# Example LLS Input



Problem: Some regions in some images are in the shadow (no image intensity).

# Dealing with Shadows (Missing Info)



For each point source, we know the source vector (by assumption). We assume we know the scaling constant of the linear camera. Fold the normal and the reflectance into one vector  $\mathbf{g}$ , and the scaling constant and source vector into another  $\mathbf{V}_j$

Out of shadow:

$$\begin{aligned} I_j(x, y) &= kB(x, y) \\ &= kr(x, y)(\mathbf{N}(x, y) \cdot \mathbf{S}_j) \\ &= \mathbf{g}(x, y) \cdot \mathbf{V}_j \end{aligned}$$

In shadow:

$$I_j(x, y) = 0$$

**No partial shadow**



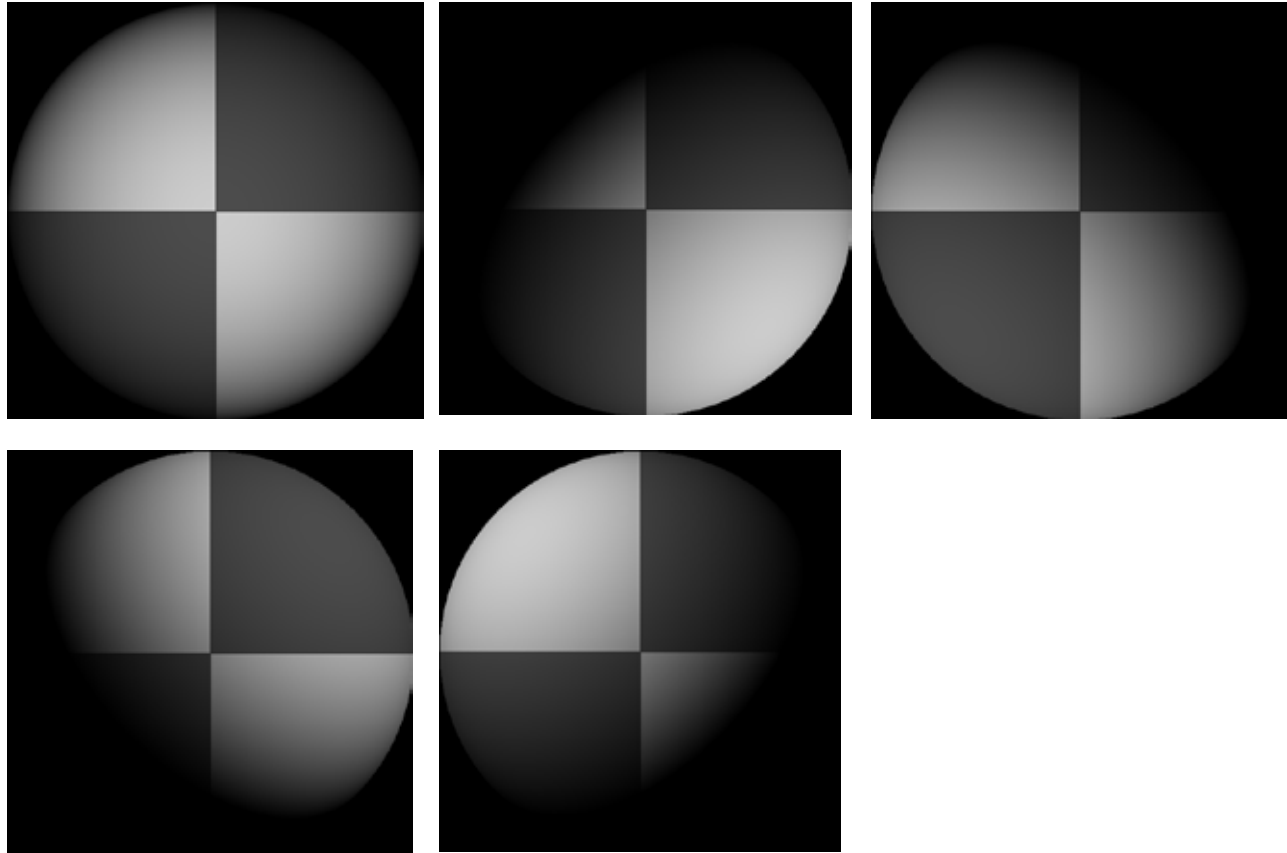


# Obtaining Normal and Albedo

- Given sufficient sources, we can solve the previous equation (most likely need a least squares solution) for  $\mathbf{g}(x, y)$ .
- Recall that  $\mathbf{N}(x, y)$  is the unit normal.
- This means that  $r(x, y)$  is the magnitude of  $\mathbf{g}(x, y)$ .
- This yields a check
  - If the magnitude of  $\mathbf{g}(x, y)$  is greater than 1, there's a problem.
- And  $\mathbf{N}(x, y) = \mathbf{g}(x, y) / r(x, y)$ .



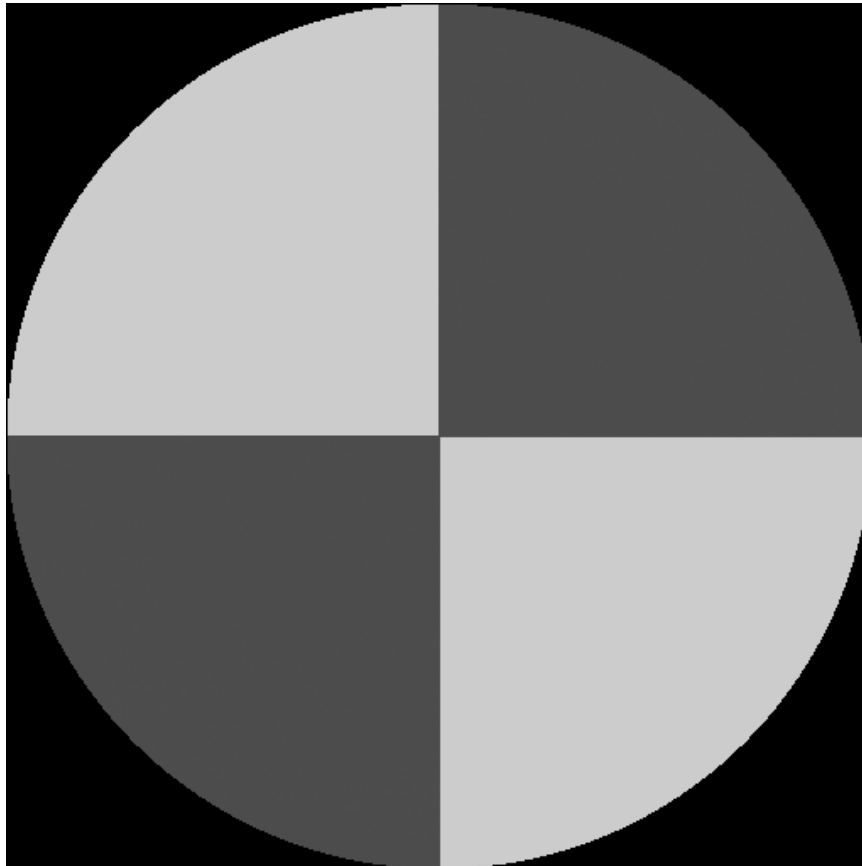
# Example LLS Input





# Example LLS Result

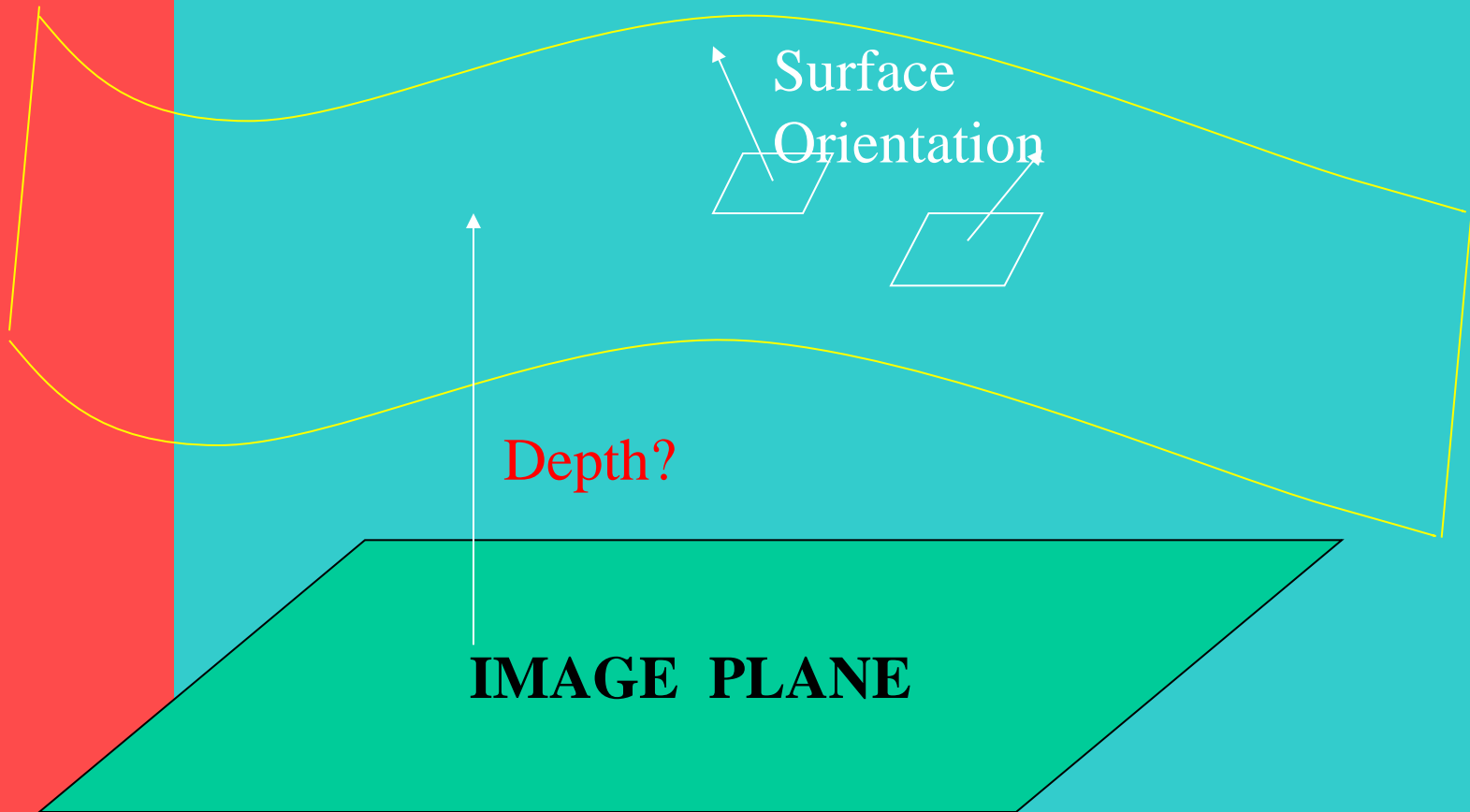
- Reflectance / albedo:





# Recap

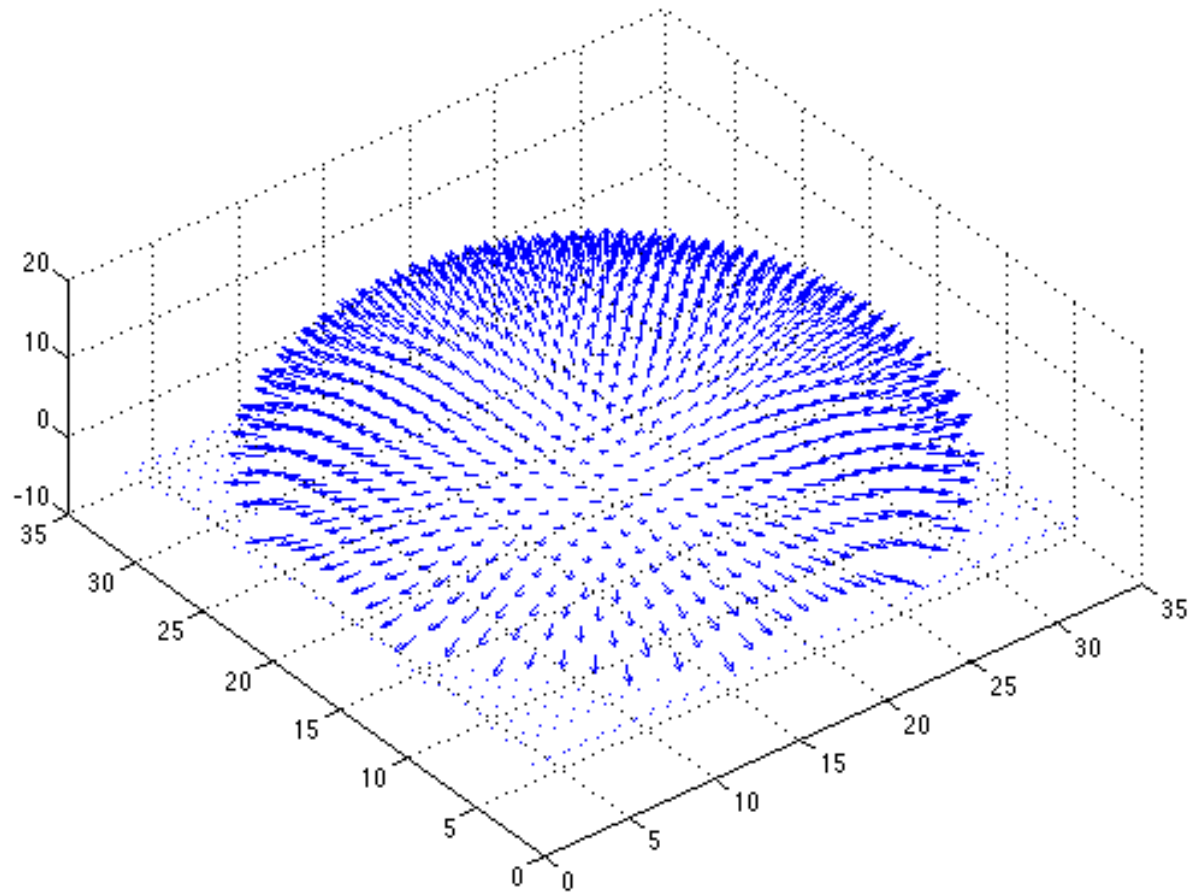
- Obtain normal / orientation, no depth





# Goal

Shape as surface with depth and normal





# Recovering a surface from normals - 1



Recall the surface is written as

$$(x, y, f(x, y))$$

This means the normal has the form:

$$N(x, y) = \frac{1}{\sqrt{f_x^2 + f_y^2 + 1}} \begin{pmatrix} -f_x \\ -f_y \\ 1 \end{pmatrix}$$

If we write the known vector  $\mathbf{g}$  as

$$\mathbf{g}(x, y) = \begin{pmatrix} g_1(x, y) \\ g_2(x, y) \\ g_3(x, y) \end{pmatrix}$$

Then we obtain values for the partial derivatives of the surface:

$$f_x(x, y) = (g_1(x, y) / g_3(x, y))$$

$$f_y(x, y) = (g_2(x, y) / g_3(x, y))$$

# Recovering a surface from normals - 2



| Recall that mixed second partials are equal --- this gives us an integrability **check**. We must have:

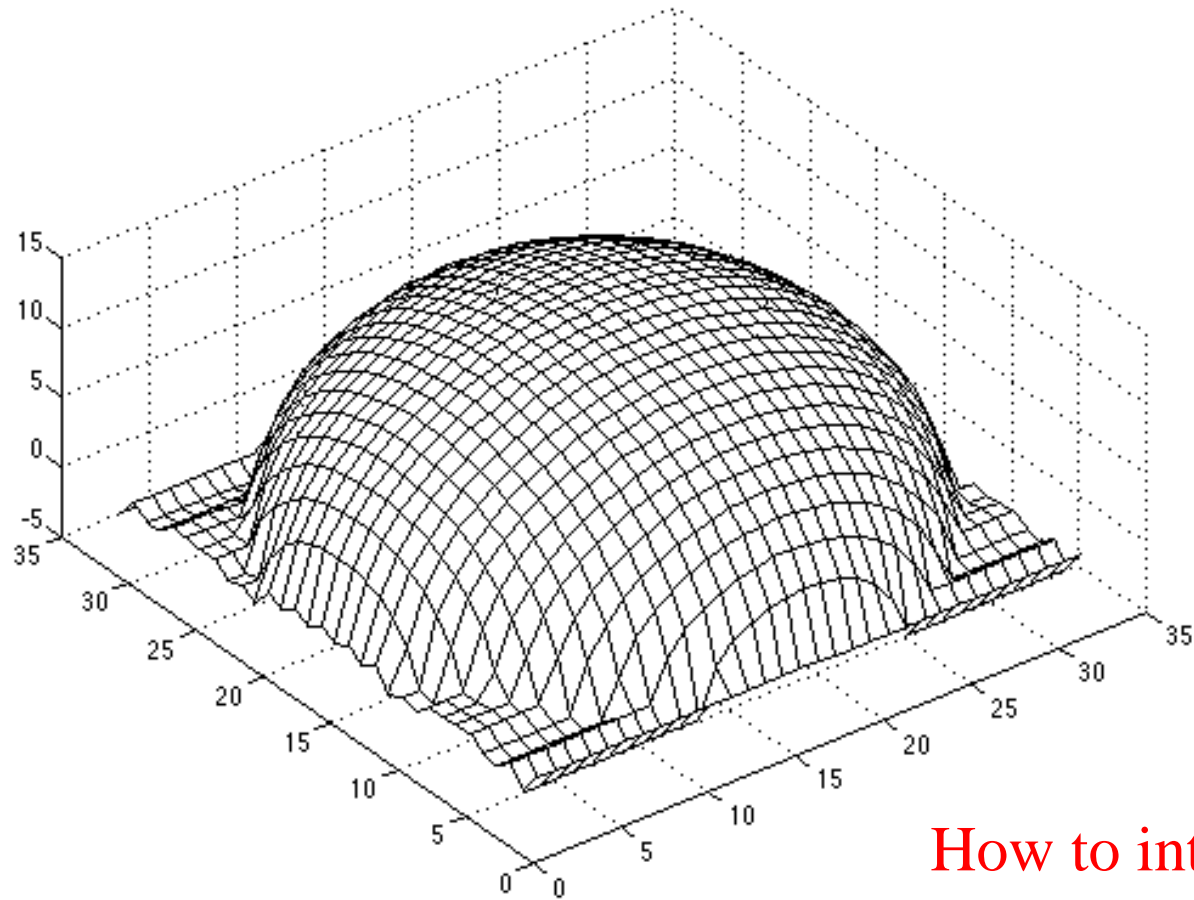
$$\frac{\int (g_1(x, y)/g_3(x, y)) \int y}{\int (g_2(x, y)/g_3(x, y)) \int x}$$

| We can now recover the surface height at any point by integration along some path, e.g.

$$f(x, y) = \int_0^x \frac{\partial f}{\partial x}(s, y) ds + \int_0^y \frac{\partial f}{\partial y}(x, t) dt + c$$



# Height Map from Integration



How to integrate?

# Possible Solutions

- Engineering approach: Path integration (Forsyth & Ponce)
- In general: Calculus of Variation Approaches
- Horn: Characteristic Strip Method
- Kimmel, Siddiqi, Kimia, Bruckstein: Level set method
- Many others ....

# Shape by Integation (Forsyth&Ponce)

- The partial derivative gives the change in surface height with a small step in either the  $x$  or the  $y$  direction
- We can get the surface by summing these changes in height along some path.

$$f(x, y) = \oint_C \left( \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right) \cdot dl + c$$

For example, we can reconstruct the surface at  $(u, v)$  by starting at  $(0, 0)$ , summing the  $y$ -derivative along the line  $x = 0$  to the point  $(0, v)$ , and then summing the  $x$ -derivative along the line  $y = v$  to the point  $(u, v)$

$$f(u, v) = \int_0^v \frac{\partial f}{\partial y}(0, y)dy + \int_0^u \frac{\partial f}{\partial x}(x, v)dx + c$$

```

Obtain many images in a fixed view under different illuminants

Determine the matrix  $\mathcal{V}$  from source and camera information

Create arrays for albedo, normal (3 components),
  p (measured value of  $\frac{\partial f}{\partial x}$ ) and
  q (measured value of  $\frac{\partial f}{\partial y}$ )

For each point in the image array
  Stack image values into a vector  $i$ 
  Construct the diagonal matrix  $\mathcal{I}$ 
  Solve  $\mathcal{I}\mathcal{V}g = \mathcal{I}i$ 
    to obtain  $g$  for this point

  albedo at this point is  $|g|$ 
  normal at this point is  $\frac{g}{|g|}$ 
  p at this point is  $\frac{N_1}{N_3}$ 
  q at this point is  $\frac{N_2}{N_3}$ 
end

Check: is  $(\frac{\partial p}{\partial y} - \frac{\partial q}{\partial x})^2$  small everywhere?

top left corner of height map is zero

for each pixel in the left column of height map
  height value=previous height value + corresponding q value
end

for each row
  for each element of the row except for leftmost
    height value = previous height value + corresponding p value
  end
end
end

```

## Simple Algorithm Forsyth & Ponce

**Problem:** Noise and numerical (in)accuracy are added up and result in distorted surface.

**Solution:** Choose several different integration paths, and build average height map.

# Mathematical Property: Integrability

- Smooth, C2 continuous surface:

$$Z(x, y)_{xy} = Z(x, y)_{yx}$$

$$\Leftrightarrow \frac{\partial p}{\partial y} = \frac{\partial q}{\partial x}$$

$$\Leftrightarrow \text{check if } \left(\frac{\partial p}{\partial y} - \frac{\partial q}{\partial x}\right)^2 \text{ is small}$$



# SHAPE FROM SHADING

## (Calculus of Variations Approach)

- First Attempt: Minimize error in agreement with Image Irradiance Equation over the region of interest:

$$\iint_{\text{object}} (I(x, y) - R(p, q))^2 dx dy$$



# SHAPE FROM SHADING

## (Calculus of Variations Approach)

- Better Attempt: Regularize the Minimization of error in agreement with Image Irradiance Equation over the region of interest:

$$\iint_{\text{object}} p_x^2 + p_y^2 + q_x^2 + q_y^2 + \lambda (I(x, y) - R(p, q))^2 dx dy$$



# Horn: Characteristic Strip Method

Horn,  
Chapter 11,  
pp. 250-255

Small step in  $x, y \rightarrow$  change in depth:

$$\delta z = p \delta x + q \delta y$$

New values of  $p, q$  at this new point  $(x, y)$ :

$$\delta p = r \delta x + s \delta y \quad \text{and} \quad \delta q = s \delta x + t \delta y$$

( $r, s, t$ : second partial derivatives of  $z(x, y)$  w.r.t.  $x$  and  $y$ )

$$\begin{pmatrix} \delta p \\ \delta q \end{pmatrix} = \mathbf{H} \begin{pmatrix} \delta x \\ \delta y \end{pmatrix}, \quad \mathbf{H} = \begin{pmatrix} r & s \\ s & t \end{pmatrix} \quad \text{Hessian: curv. of surface}$$

$$r = \frac{\partial p}{\partial x} \quad s = \frac{\partial p}{\partial y} = \frac{\partial q}{\partial x} \quad t = \frac{\partial q}{\partial y}$$



# Horn: Characteristic Strip Method

Horn,  
Chapter 11,  
pp. 250-255

Irradiance Equation, Reflectance Map:

$$E(x, y) = R(p, q)$$

Derivatives (chain rule):

$$E_x = r R_p + s R_q \quad \text{and} \quad E_y = s R_p + t R_q,$$

$$\begin{pmatrix} E_x \\ E_y \end{pmatrix} = \mathbf{H} \begin{pmatrix} R_p \\ R_q \end{pmatrix},$$

Relationship between gradient  
in the image and gradient in the  
reflectance map



# Horn: Characteristic Strip Method

2 Equations for 3 unknowns (r,s,t): We can't continue in arbitrary direction.

Horn,  
Chapter 11,  
pp. 250-255

→ Trick: Specially chosen direction

$$\begin{pmatrix} \delta x \\ \delta y \end{pmatrix} = \begin{pmatrix} R_p \\ R_q \end{pmatrix} \delta \xi$$

Step in image  $E(x,y)$  parallel to gradient in  $R$



# Horn: Characteristic Strip Method

Horn,  
Chapter 11,  
pp. 250-255

2 Equations for 3 unknowns (r,s,t): We can't continue in arbitrary direction.

→ Trick: Specially chosen direction

$$\begin{pmatrix} \delta x \\ \delta y \end{pmatrix} = \begin{pmatrix} R_p \\ R_q \end{pmatrix} \delta \xi$$

Step in image  $E(x,y)$  parallel to gradient in  $R$

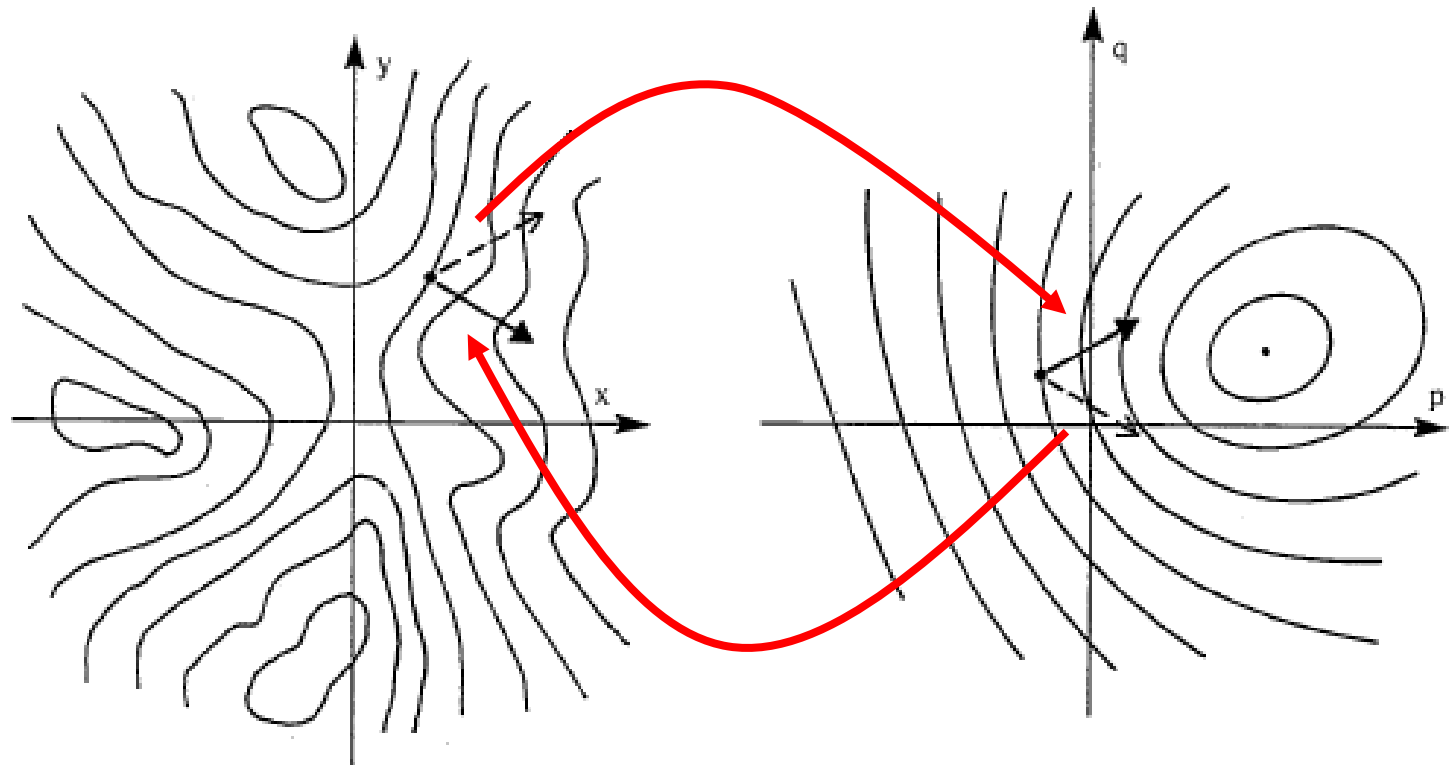
Solving for new values for p,q:

$$\begin{pmatrix} \delta p \\ \delta q \end{pmatrix} = \mathbf{H} \begin{pmatrix} \delta x \\ \delta y \end{pmatrix} = \mathbf{H} \begin{pmatrix} R_p \\ R_q \end{pmatrix} \delta \xi$$
$$\longrightarrow \begin{pmatrix} \delta p \\ \delta q \end{pmatrix} = \begin{pmatrix} E_x \\ E_y \end{pmatrix} \delta \xi$$

Change in (p,q) can be computed via gradient of image



# Horn: Characteristic Strip Method



**Figure 11-6.** Curiously, the step taken in  $pq$ -space is parallel to the gradient of  $E(x, y)$ , while the step taken in  $xy$ -space is parallel to the gradient of  $R(p, q)$ .

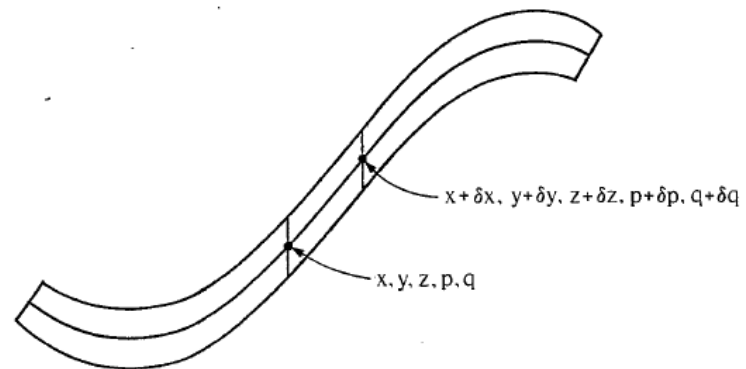
# Horn: Characteristic Strip Method

$$\dot{x} = R_p, \quad \dot{y} = R_q, \quad \dot{z} = p R_p + q R_q,$$

$$\dot{p} = E_x, \quad \dot{q} = E_y,$$

dots denote differentiation with respect to  $\xi$ .

Solution of differential equations: Curve on surface



**Figure 11-5.** The solution of the shape-from-shading problem is determined by solving five differential equations for  $x, y, z, p,$  and  $q$ . The result is a characteristic strip, a curve in space along which surface orientation is known.



# Horn: Characteristic Strip Method

## Shape recovery via characteristic strips

### Shape from Shading via Characteristic Curves

Given

- $I(x,y)$  of an (orthographic) projection of unknown  $H(x,y)$
- The reflectance map  $R(p,q)$
- Initial data  $x_0, y_0, H(x_0, y_0), p(x_0, y_0), q(x_0, y_0)$

Develop a curve solution on  $H(x,y)$  by taking small steps of size  $\delta s$  via the system

$$\delta x = R_p \delta s$$

$$\delta y = R_q \delta s$$

$$\delta H = (pR_p + qR_q) \delta s$$

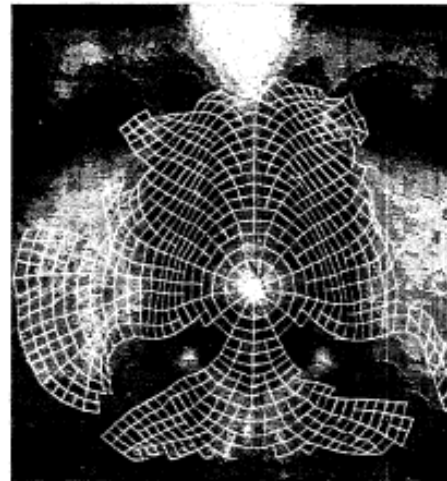
$$\delta p = I_x \delta s$$

$$\delta q = I_y \delta s$$





# Horn: Characteristic Strip Method



Horn,  
Chapter 11,  
pp. 250-255

**Figure 11-7.** The shape-from-shading method is applied here to the recovery of the shape of a nose. The first picture shows the (crudely quantized) gray-level image available to the program. The second picture shows the base characteristics superimposed, while the third shows a contour map computed from the elevations found along the characteristic curves.

# Another Solution to SFS: Kimmel, Siddiqi, Kimia, Bruckstein

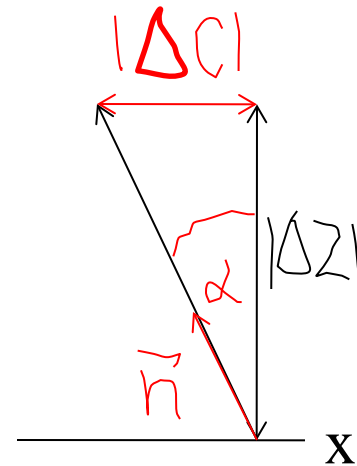


**Proposed Solution:** Evolve a curve such that it tracks the height contours of  $z(x, y)$ .  
[Kimmel *et al.*, IJCV95]

Height climbed while progressing a distance  $|\Delta C|$  in the direction  $\hat{n}$  in the  $(x, y)$  plane is given by  $|\Delta C| = |\Delta z| \cot(\alpha)$ .

Let  $z$  denote time in the course of evolution, *i.e.*,  $z = t$ . Since  $E = \rho\lambda \cos(\alpha)$ , we have

$$\left| \frac{\Delta C}{\Delta t} \right| = \cot(\alpha) = \frac{E/\rho\lambda}{\sqrt{1 - (E/\rho\lambda)^2}}. \quad (11)$$



[pdf document](#)

# Kimmel, Siddiqi, Kimia, Bruckstein



**Proposed Solution:** Evolve a curve such that it tracks the height contours of  $z(x, y)$ .

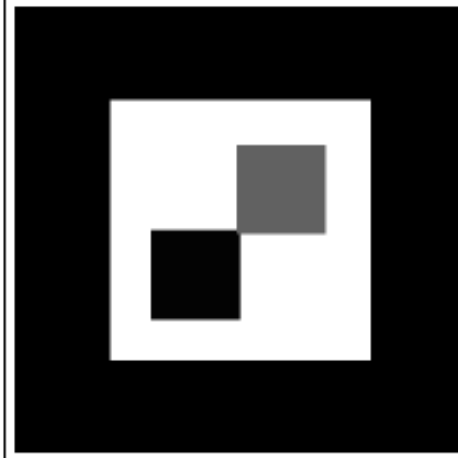
[Kimmel *et al.*, IJCV95]

The curve evolution equation is:

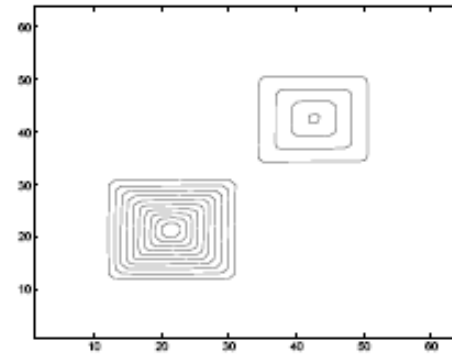
$$\begin{cases} \frac{\partial \mathcal{C}}{\partial t} &= \frac{E/\rho\lambda}{\sqrt{1-E^2/(\rho\lambda)^2}} \cdot \hat{n}, \\ \mathcal{C}(s, 0) &= \mathcal{C}_0(s). \end{cases}$$

# KimmeI, Siddiqi, Kimia, Bruckstein

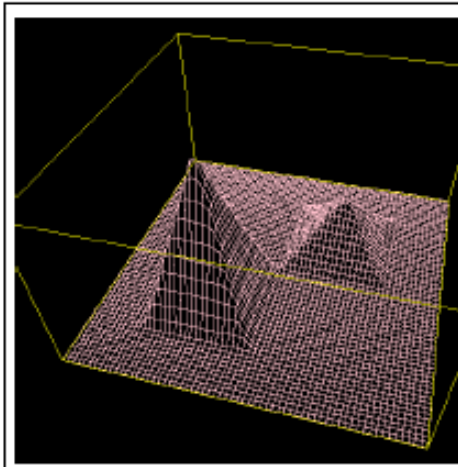
Examples - Pyramids



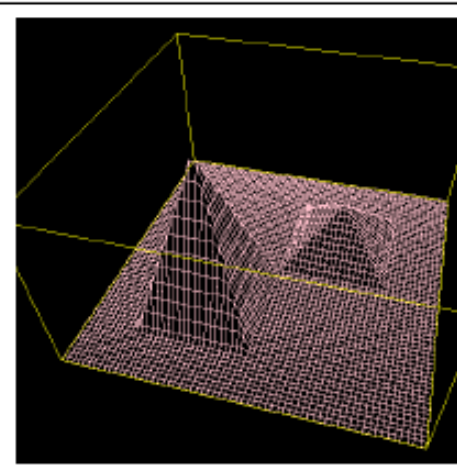
shaded image



equal height contours



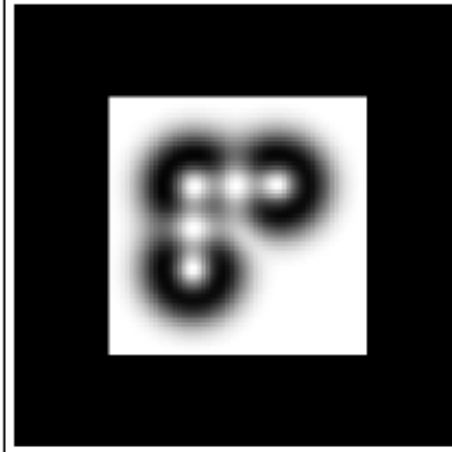
numerical solution



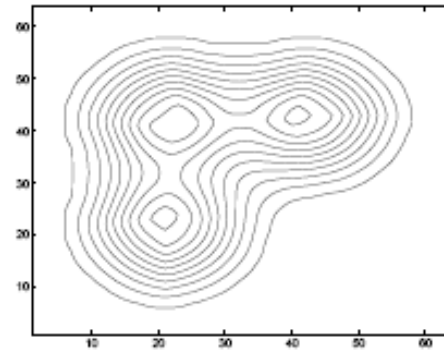
true surface

# Kimmel, Siddiqi, Kimia, Bruckstein

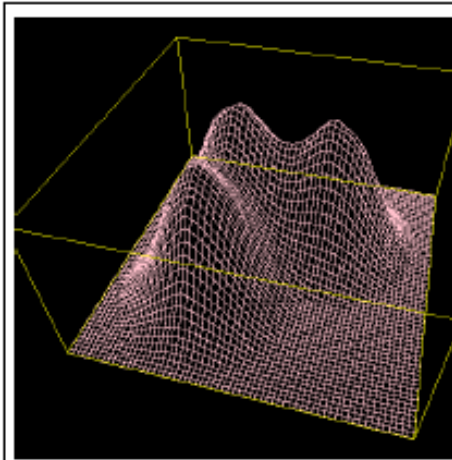
Examples - Three Mountains



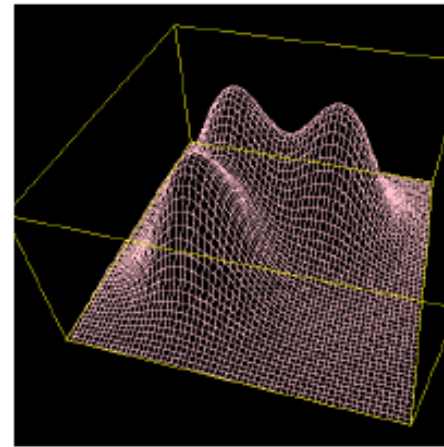
shaded image



equal height contours



numerical solution



true surface





# Application Area: Geography

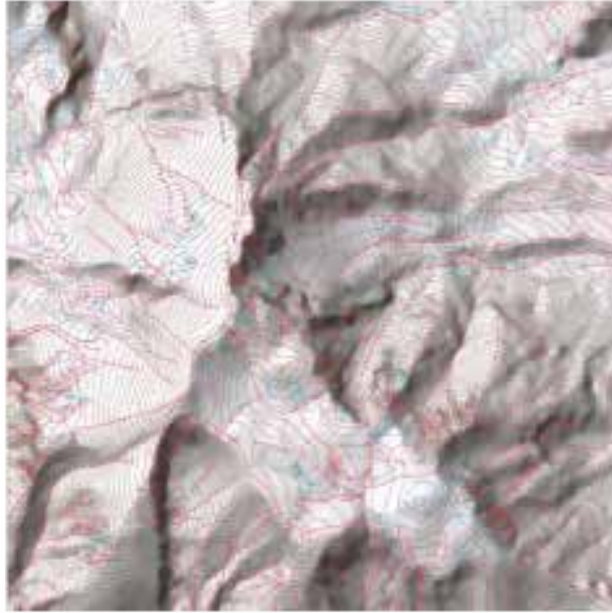
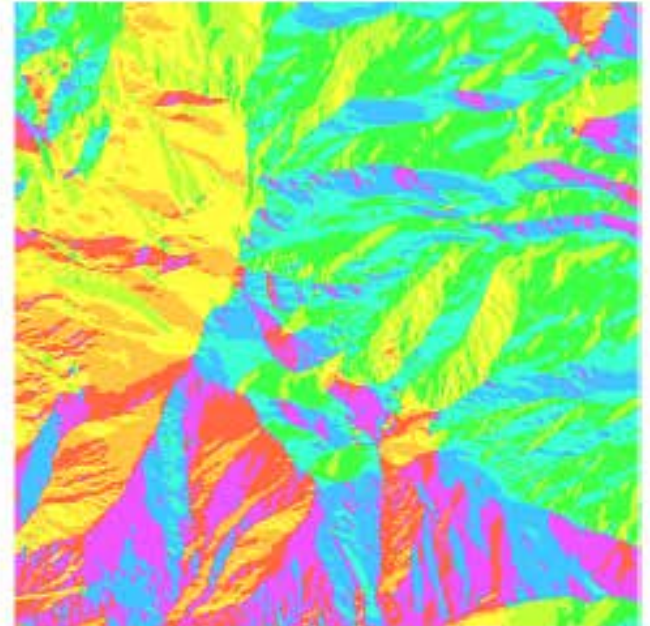
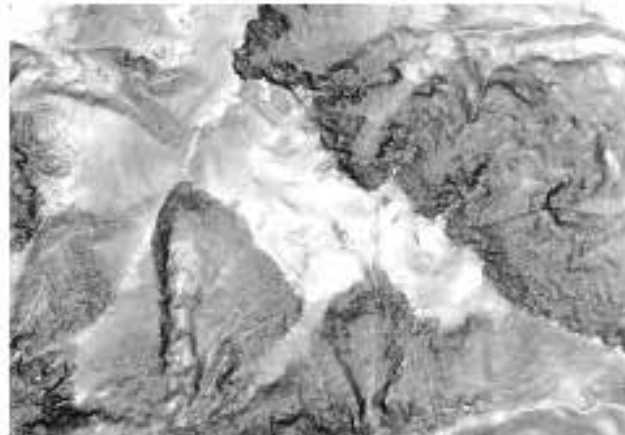


Abb. 13: Schräglicht-Schärgleichrichtmarung des Urarmungsgebietes auf Basis des verbesserten DGM (Anförmung = 10m), überlagert mit den kanten (=rot) und röschen (=blau) Strömen und den Höhenlinien (=braun). Abbildungsmaßstab 1:15 000.



# Application: Braille Code

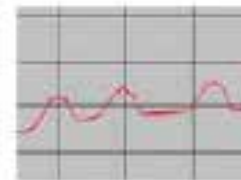
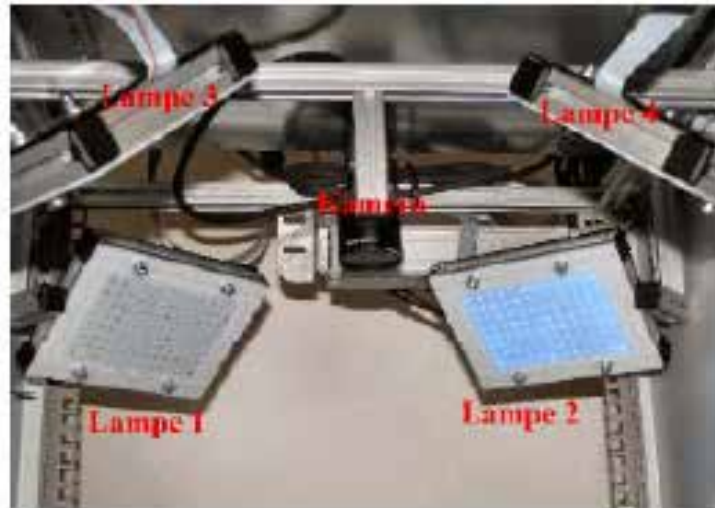


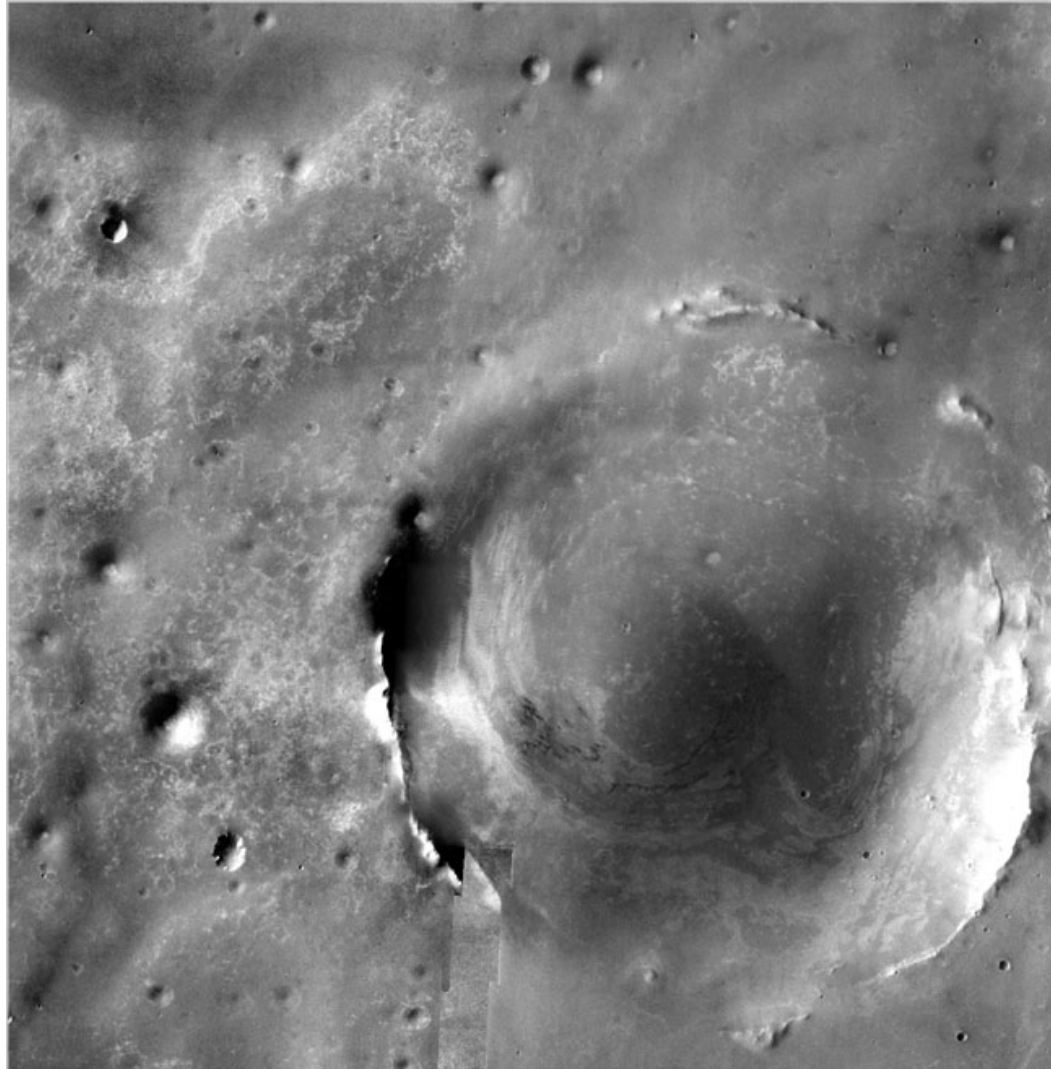
Abbildung 3:

*Oben links:* Messanordnung mit einer Kamera und vier blauen LED-Leuchtfeldern.

*Unten links:* Ausschnitt einer Faltschachtel mit Blindenschrift-Prägung.

*Rechts:* 3D-Bild nach SFS-Analyse. Darunter ist ein Höhenprofil durch drei Braille-Punkte dargestellt.

# Mars Rover Heads to a New Crater NYT Sept 22, 2008







# Limitations

- Controlled lighting environment
    - Specular highlights?
    - Partial shadows?
    - Complex interreflections?
  - Fixed camera
    - Moving camera?
    - Multiple cameras?
- = > Another approach: binocular / geometric stereo