

视频稳定/视频防抖论文分享

Reporter: 曹逸飞

1 介绍

2 近几年的突出工作

3 Meshflow的核心思路

4 Real-time Video-Stitching的核心思路

5 Fusta的核心思路



RIX

1、介绍

- 什么是视频稳定/视频防抖?

- 直观如图



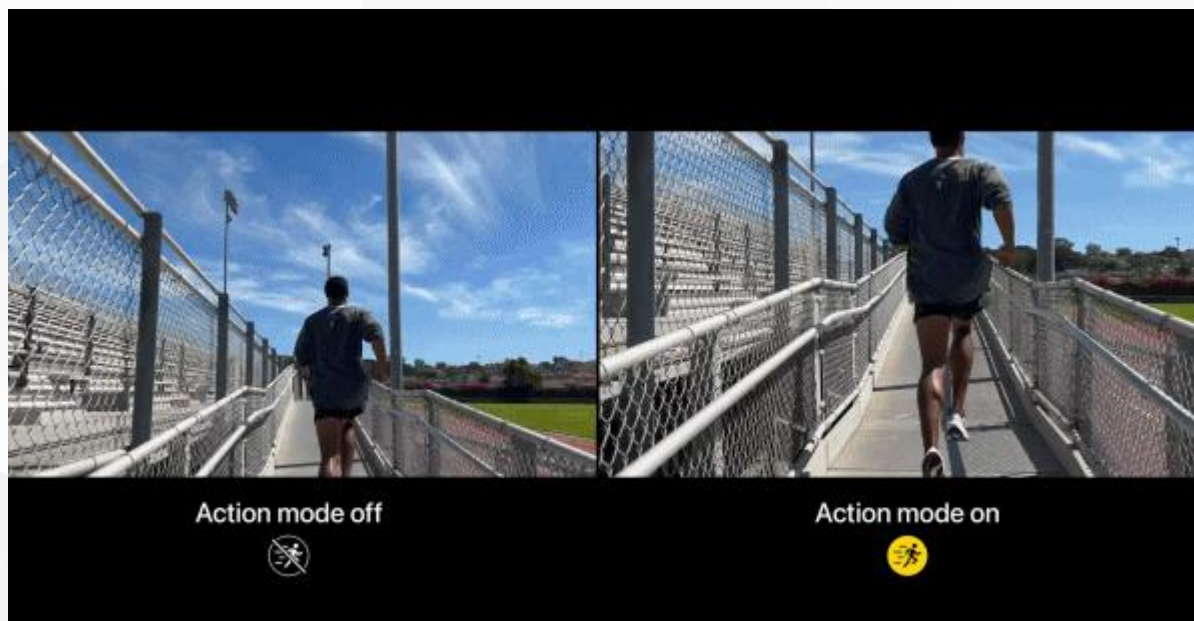
- 视频防抖技术分类——各有优劣

- EIS
- OIS
- AIS

- AIS防抖思路

- 运动估计
- 平滑处理
- 稳定生成

- 视频稳定应用在哪些领域?



iphone 14 Pro OIS防抖处理

2、近几年的突出工作



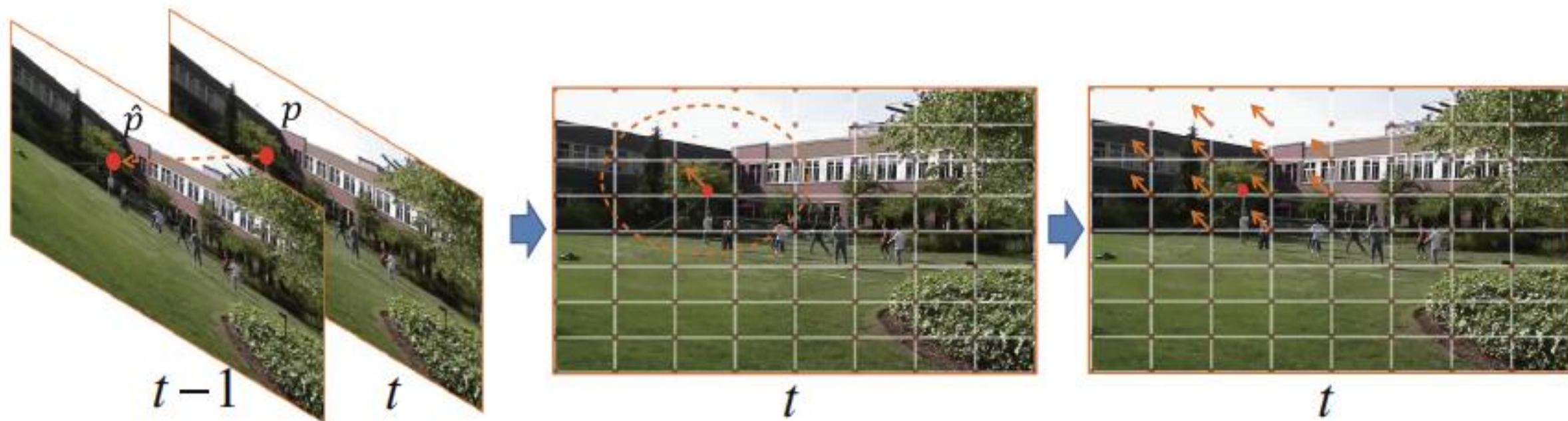
MATRIX

时间	来源	工作
2009	TOG	<u>Content-Preserving Warps for 3D Video Stabilization</u>
2011	CVPR	<u>Auto-Directed Video Stabilization with Robust L1 Optimal Camera Paths</u>
2012	TOG	<u>Video Stabilization with a depth camera</u>
2013	TOG	<u>Bundled Camera Paths for Video Stabilization</u>
...
2016	ECCV	<u>MeshFlow: Minimum Latency Online Video Stabilization</u>
2017	CVPR	<u>Direct Photometric Alignment by Mesh Deformation</u>
...
2020	CVPR	<u>Learning Video Stabilization Using Optical Flow</u>
2021	ICCV	<u>Hybrid Neural Fusion for Full-frame Video Stabilization</u>
2022	WACV	<u>Deep Online Fused Video Stabilization</u>

3、MeshFlow的核心思路



MATRIX

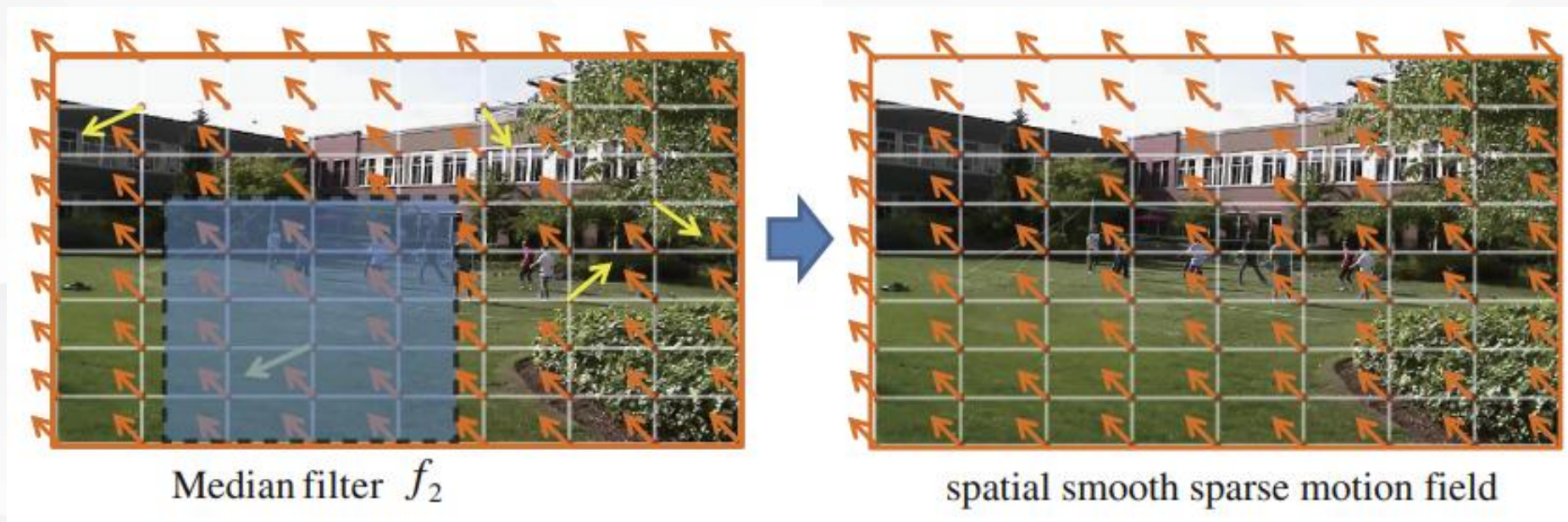
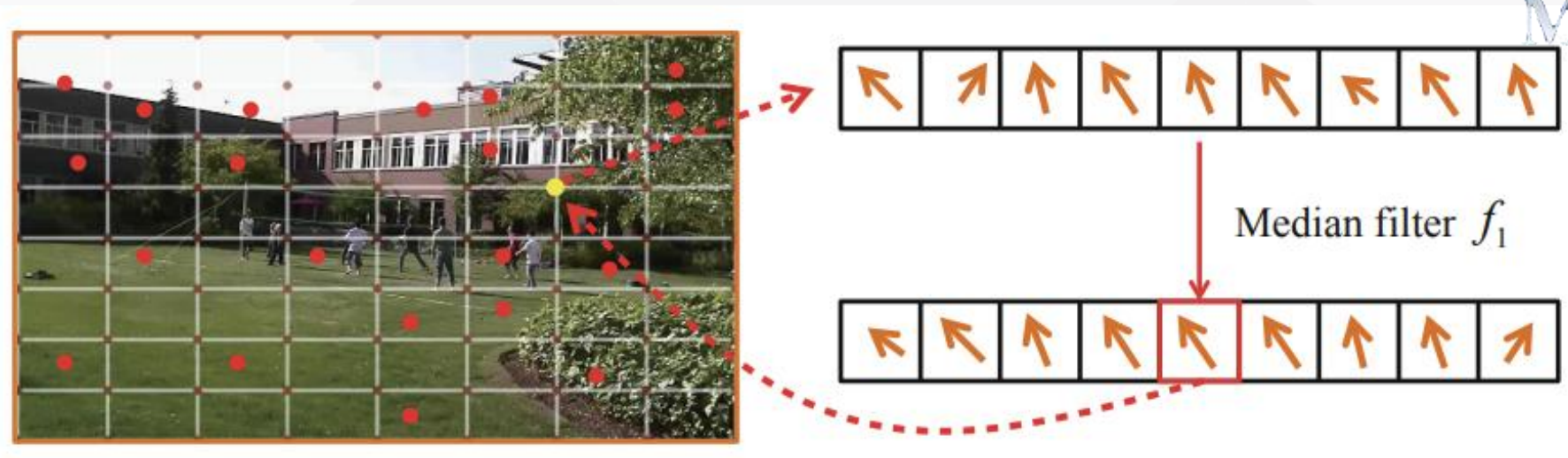


注： t :当前帧 p & \hat{p} :一对儿匹配的特征点

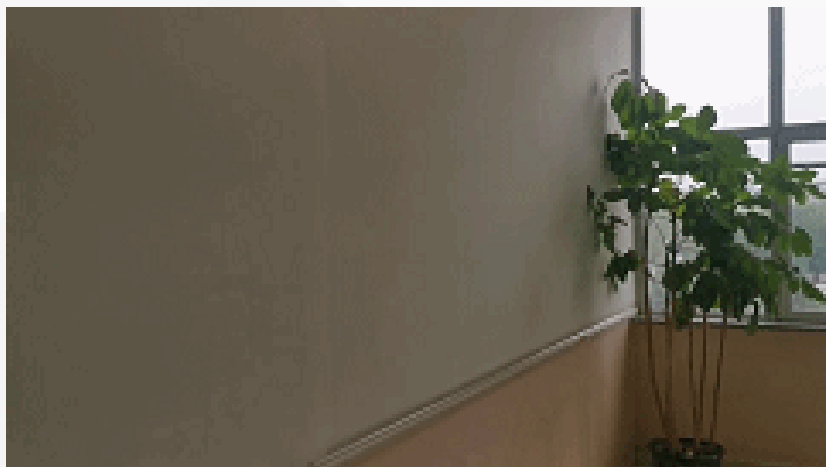
3、MeshFlow的核心思路



MATRIX



4、Real-time Video-Stitching的核心思路



摄像机1拍摄画面

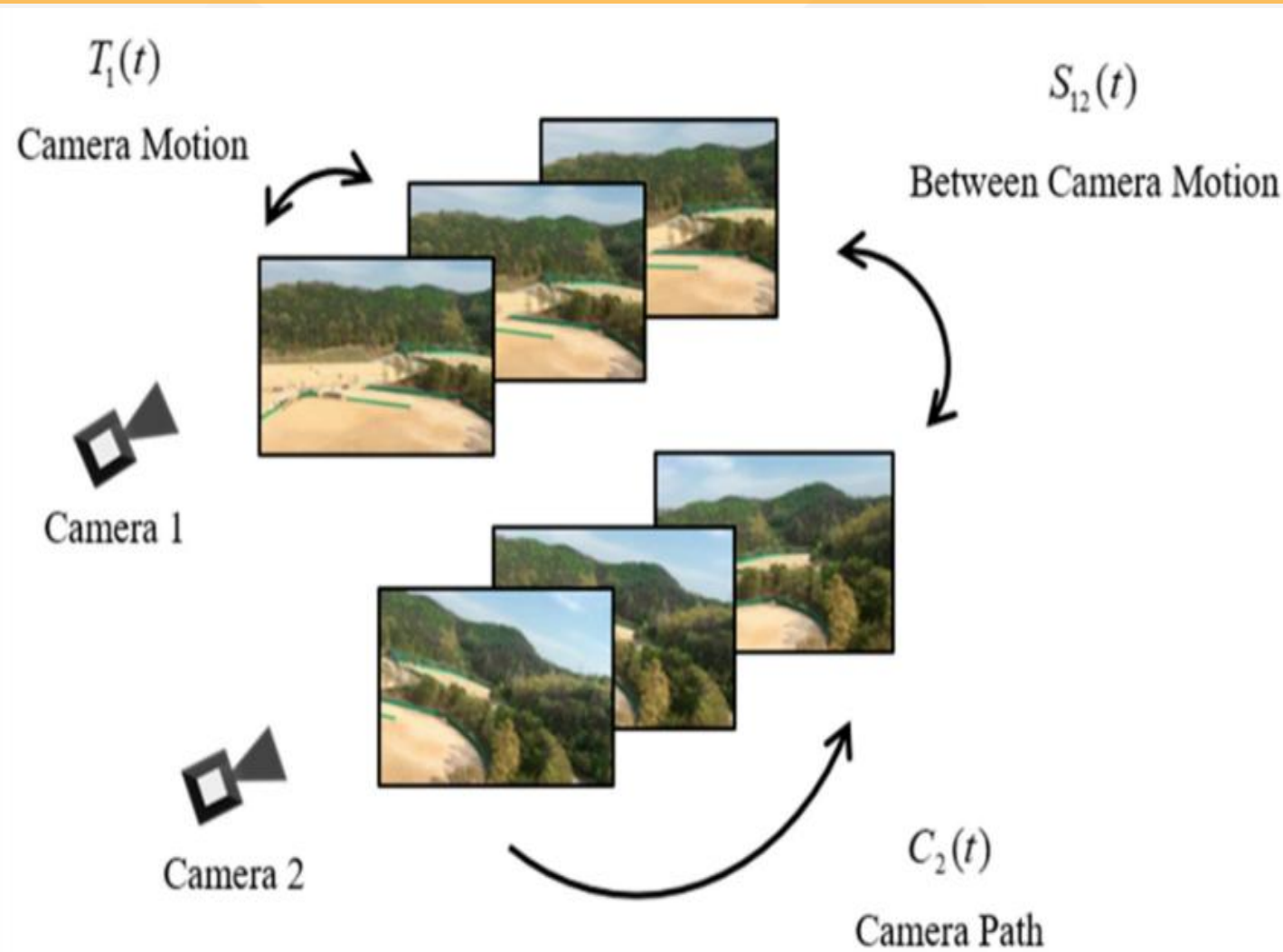


摄像机2拍摄画面



视频拼接画面

4、Real-time Video-Stitching的核心思路



Note:

$BC = S_{nm}(t)$: 在第t帧的相机n和相机m之间的仿射变换

$CM = T_n(t)$: 第n个相机中, 从t-1帧到t帧的仿射变换

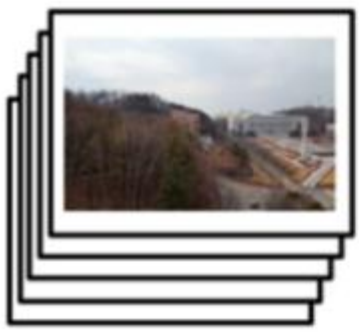
$CP = C_n(t)$: 第n个相机下针对前t帧的仿射变换的累积

$$CP = C_n(t) = T_n(t) C_n(t-1) = T_n(t) \dots T_n(2)T_n(1) = CM_t \dots CM_2CM_1$$

4、Real-time Video-Stitching的核心思路



$$C_1(t) = T_1(t)C_1(t-1)$$



$$S_{12}(t) = C_1(t)S_{12}(0)C_2^{-1}(t)$$

$$C_2(t) = T_2(t)C_2(t-1)$$



Camera 1



Stitched video



Camera 2

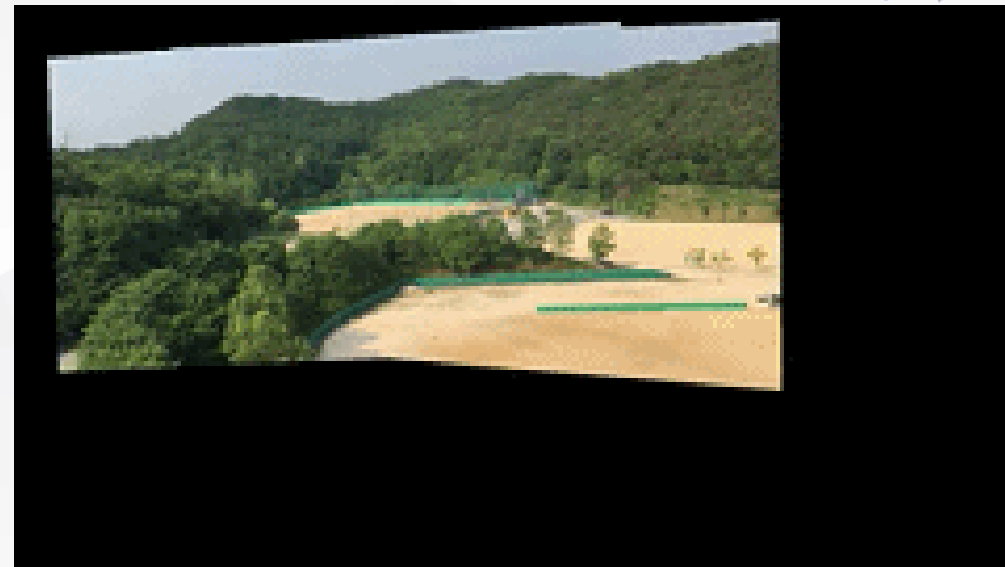
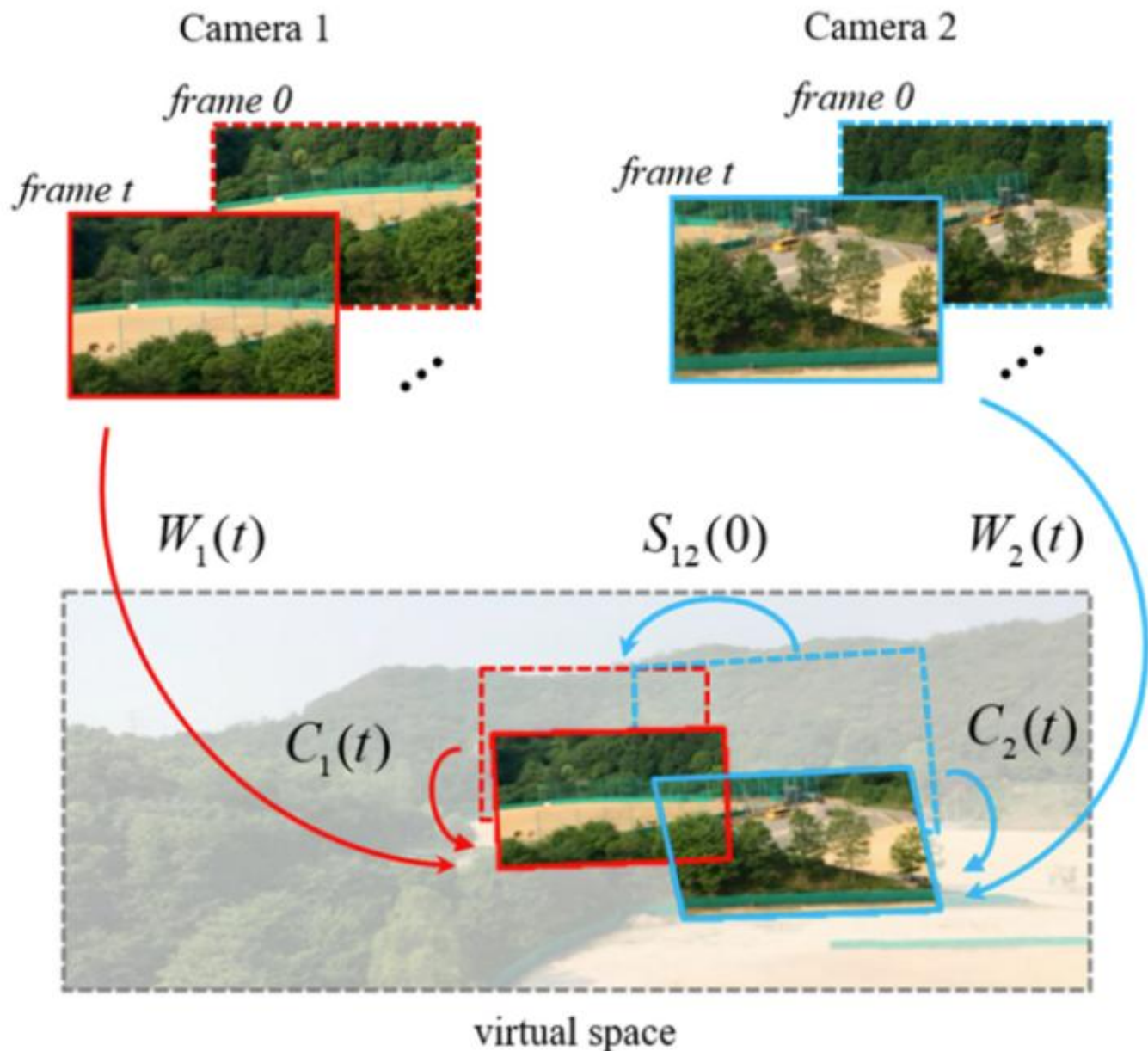
$S_{12}(0)$: 初始帧的 BC 仿射变换

$C_1(t)$ 和 $C_2(t)$ 分别是相机1和相机2的 CP

$$S_{12}(t) = C_1(t)S_{12}(0)C_2^{-1}(t)$$

Note:
 $BC = S_{nm}(t)$: 在第t帧的相机n和相机m之间的仿射变换
 $CM = T_n(t)$: 第n个相机中, 从t-1帧到t帧的仿射变换
 $CP = C_n(t)$: 第n个相机下针对前t帧的仿射变换的累积

4、Real-time Video-Stitching的核心思路



$$W_1(t) = C_1^{-1}(t),$$
$$W_2(t) = S_{12}(0)C_2^{-1}(t),$$

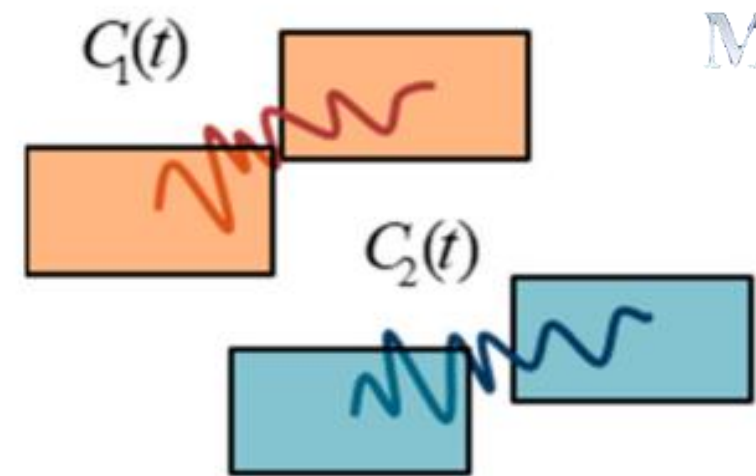
4、Real-time Video-Stitching的核心思路



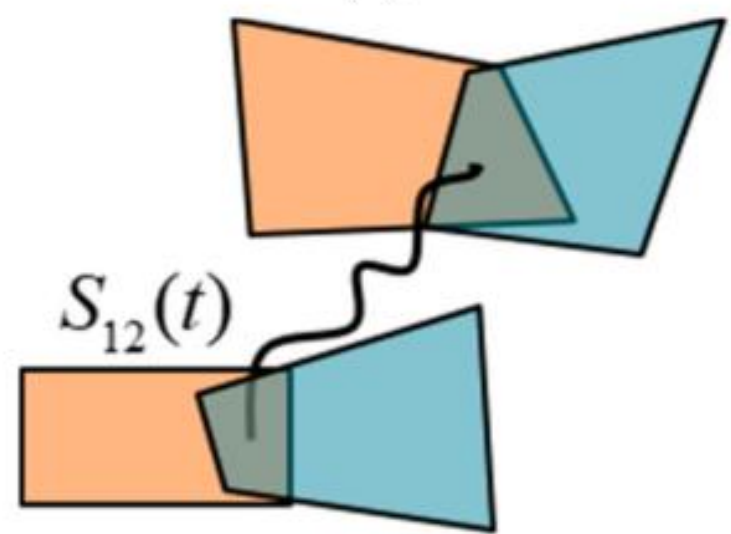
MATRIX



(a)



(b)



(c)

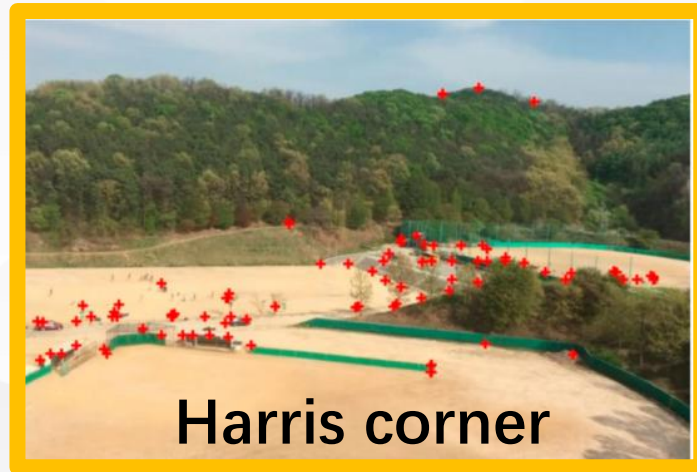
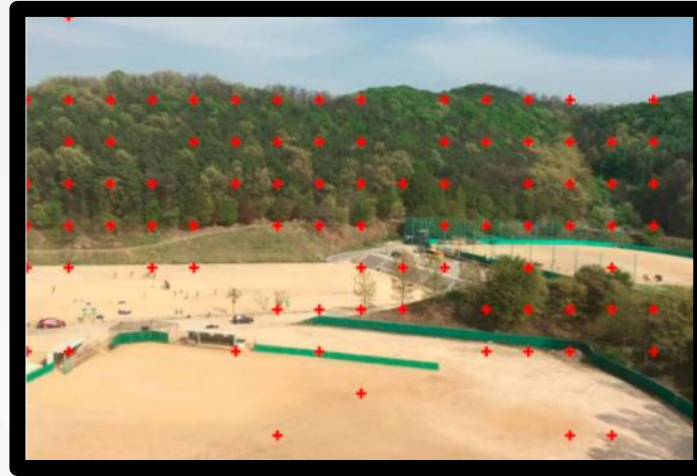
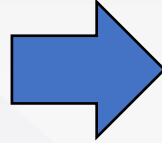
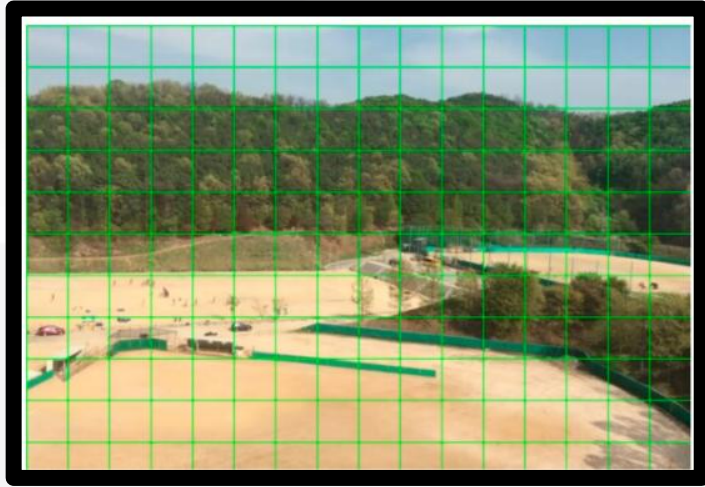


(d)

4、Real-time Video-Stitching的核心思路

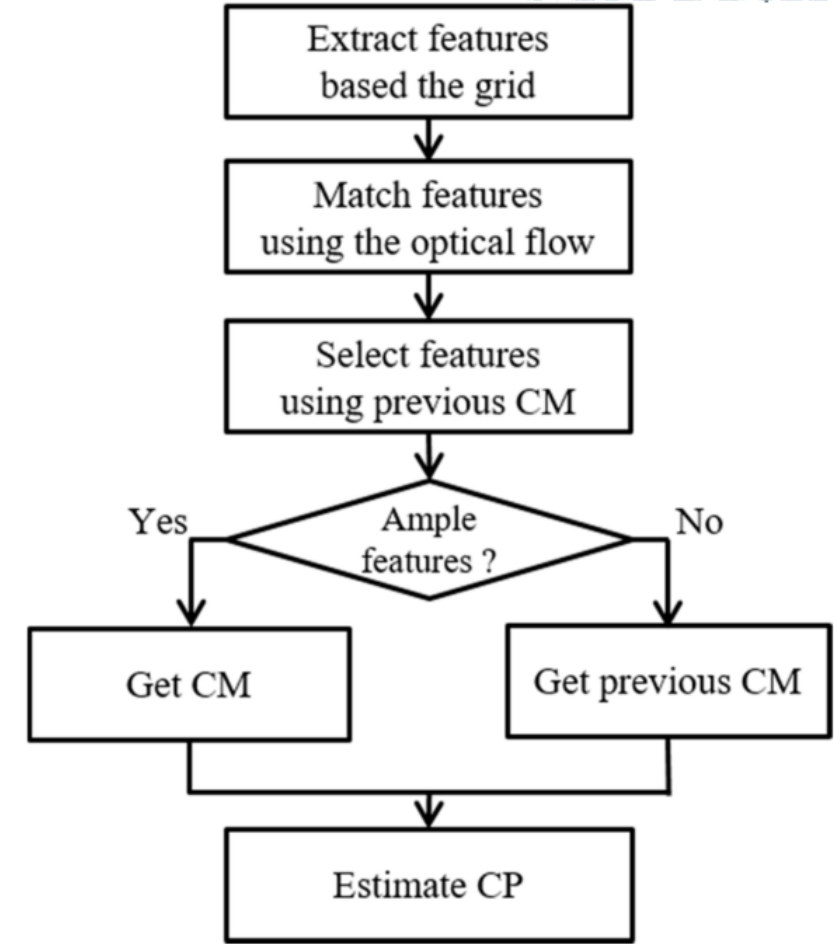


MATRIX



$$|I_t(x, y) - I_{t-1}(x, y)| > \tau_i$$

$$d_1(p, p_{track}) / N(w) < \tau_e$$



5、FuSta的核心思路

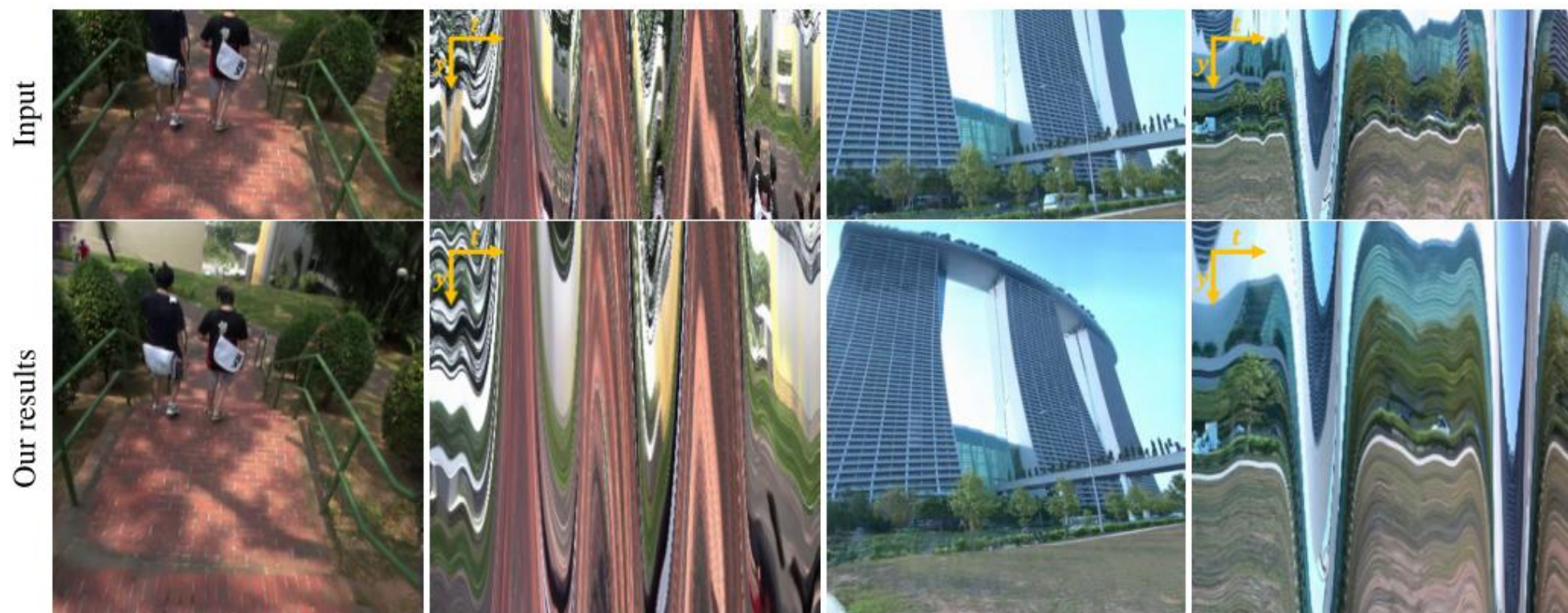


MATRIX

Hybrid Neural Fusion for Full-frame Video Stabilization

Yu-Lun Liu¹ Wei-Sheng Lai² Ming-Hsuan Yang^{2,4,5} Yung-Yu Chuang¹ Jia-Bin Huang³
¹National Taiwan University ²Google ³Virginia Tech ⁴UC Merced ⁵Yonsei University

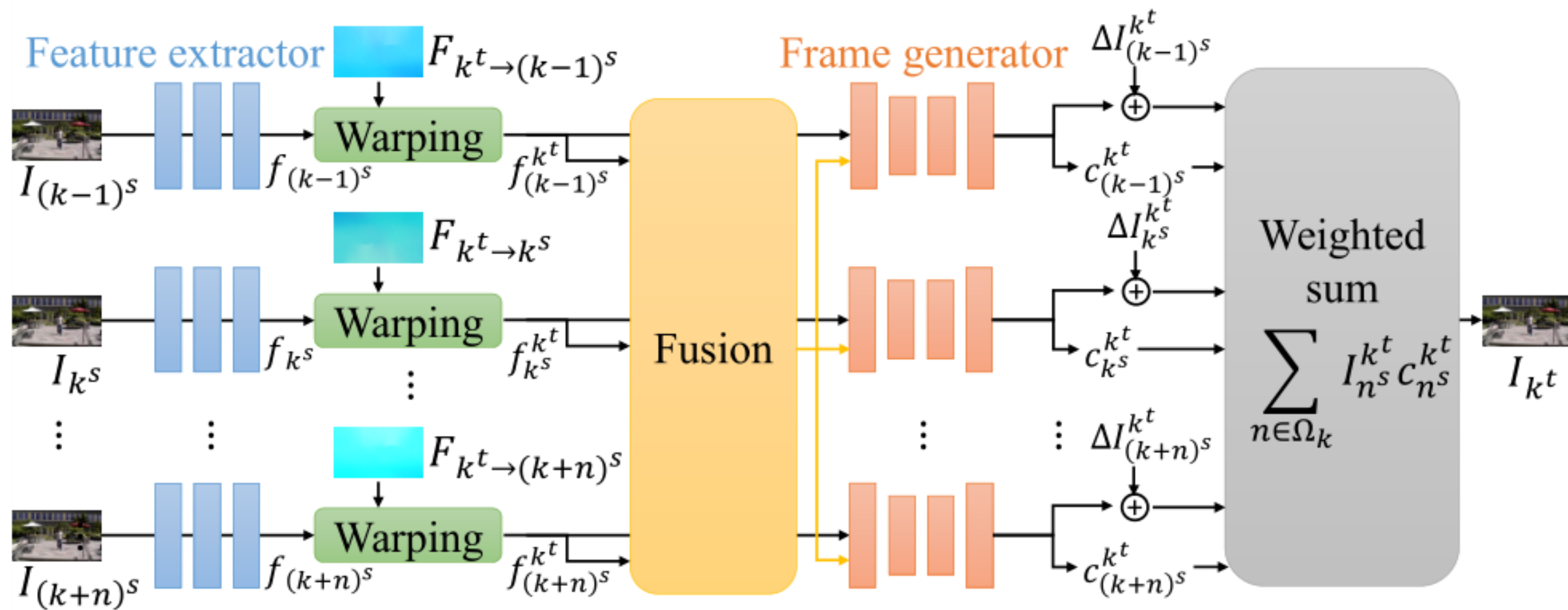
<https://alex04072000.github.io/FuSta/>



5、FuSta的核心思路



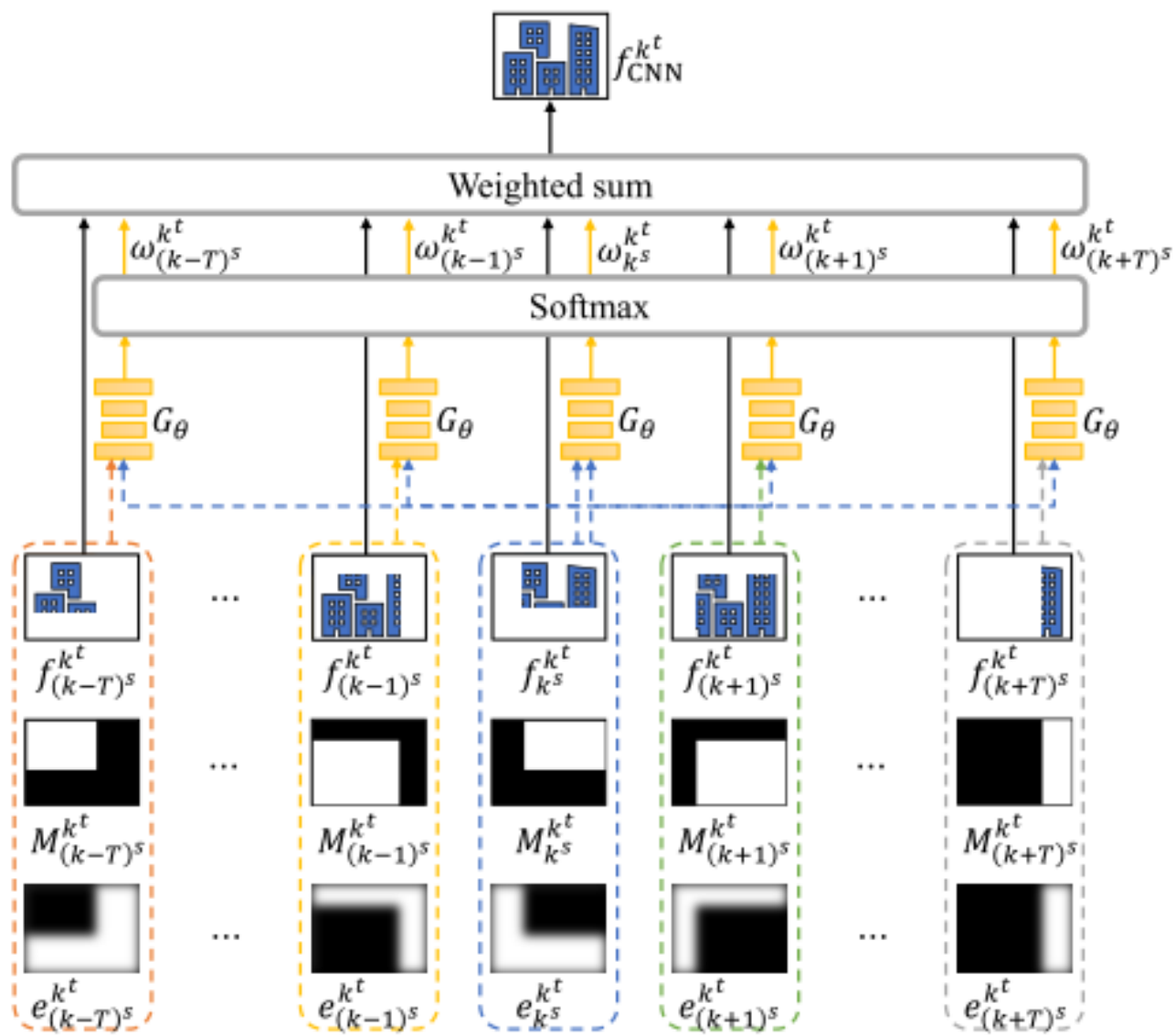
MATRIX



5、FuSta的核心思路



MATRIX



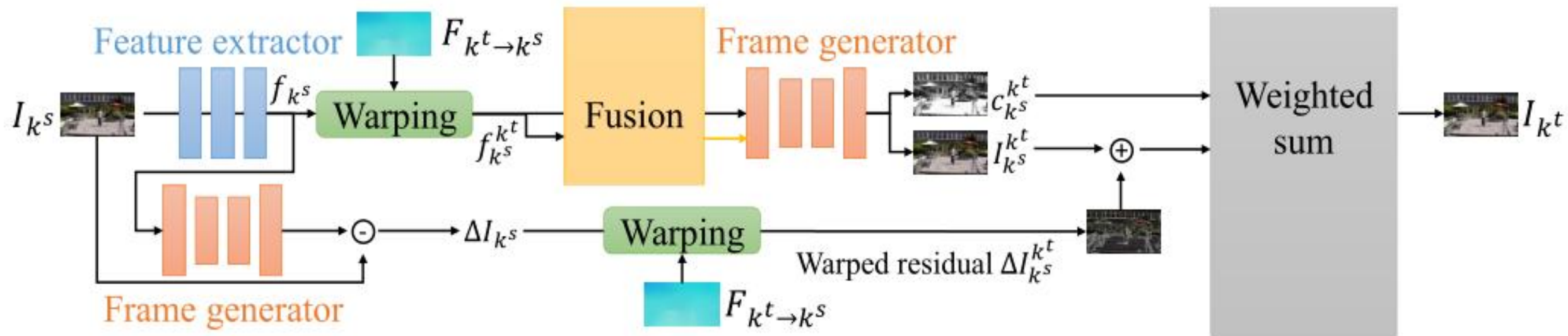
$$f_{\text{CNN}}^{k^t} = \sum_{n \in \Omega_k} f_n^{k^t} \underbrace{\sigma \left(G_\theta \left(f_n^{k^t}, M_n^{k^t}, f_k^{k^t}, M_k^{k^t}, e_n^{k^t} \right) \right)}_{\omega_n^{k^t}}$$

$$e_n^s(\mathbf{p}) = \|F_{k^s \rightarrow n^s}(\mathbf{p}) + F_{n^s \rightarrow k^s}(\mathbf{p} + F_{k^s \rightarrow n^s})\|_2$$

$$\{I_n^{k^t}, C_n^{k^t}\} = G_\phi \left(f_n^{k^t}, M_n^{k^t}, f_{\text{CNN}}^{k^t} \right)$$

$$I_{k^t} = \sum_{n \in \Omega_k} I_n^{k^t} C_n^{k^t}$$

5、FuSta的核心思路





Thanks