

JUNE 18-22, 2023

CVPR



Project Page



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Institute of Neuroinformatics

THU-PM-147

Deep Polarization Reconstruction with PDAVIS Events

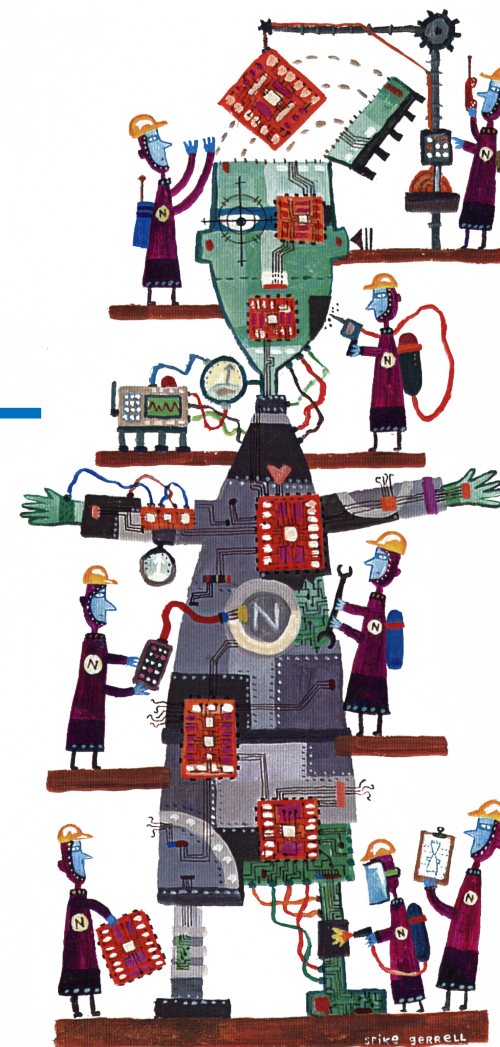
Haiyang Mei^{1,2} Zuowen Wang² Xin Yang¹ Xiaopeng Wei¹ Tobi Delbruck²

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² Institute of Neuroinformatics, University of Zurich and ETH Zurich, Zurich, Switzerland

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Project Page: <https://github.com/SensorsINI/e2p>



1. Background --- Polarization

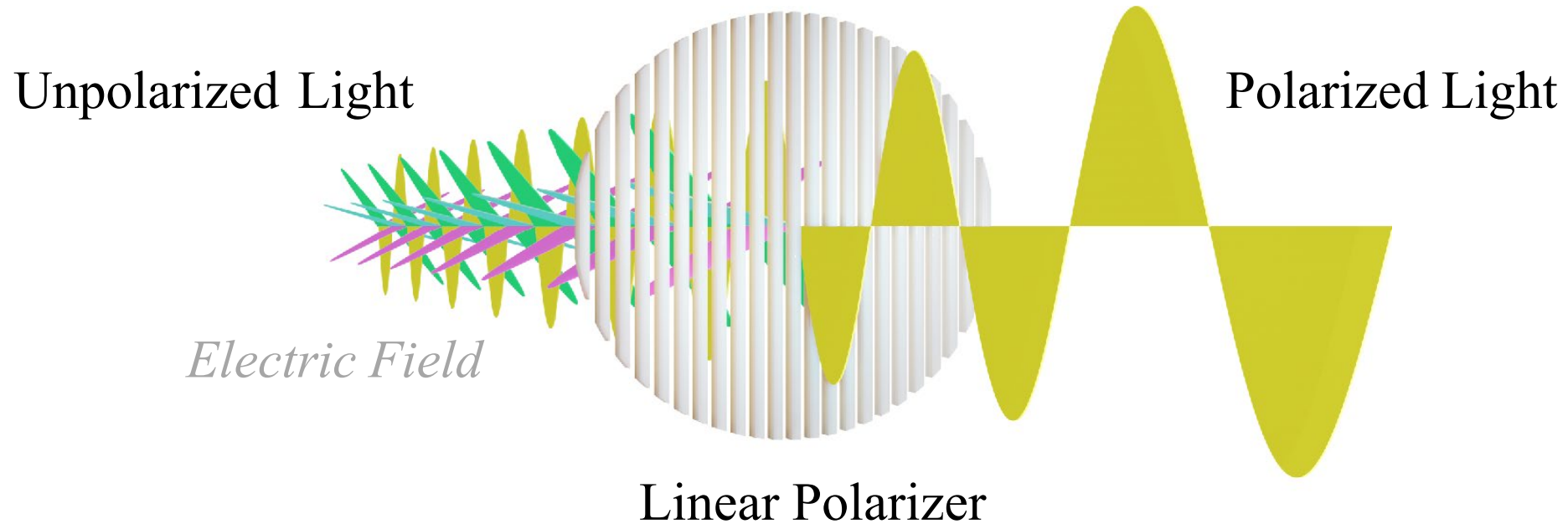


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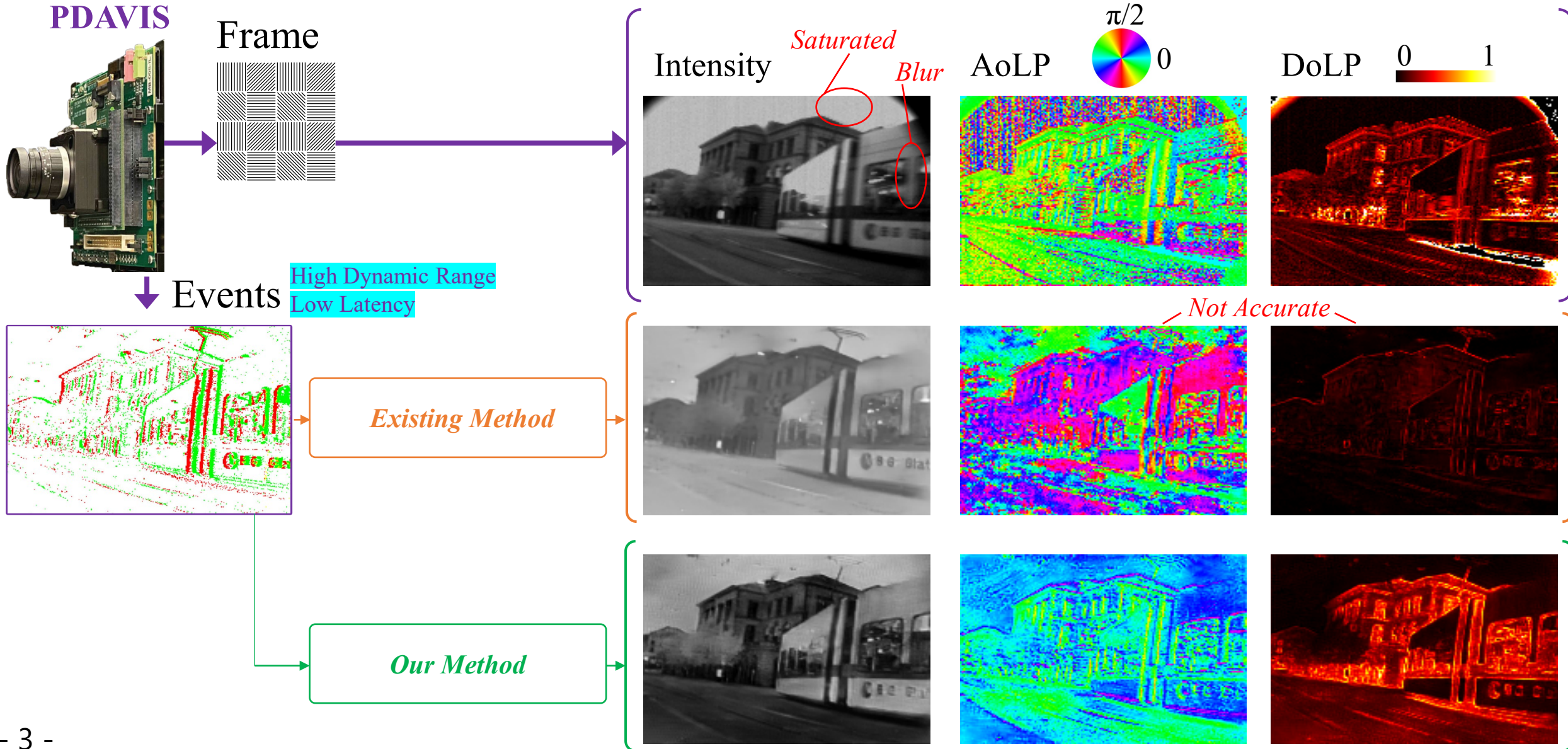
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Visual information is encoded in light by **intensity**, **color**, and **polarization**^[1]



2. Polarization Video Reconstruction



Content



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01

Polarization Event Camera *PDAVIS*

02

Polarization Video Reconstruction *E2P*

03

Experimental Results

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Conclusion and Outlook

1. Background --- Polarization

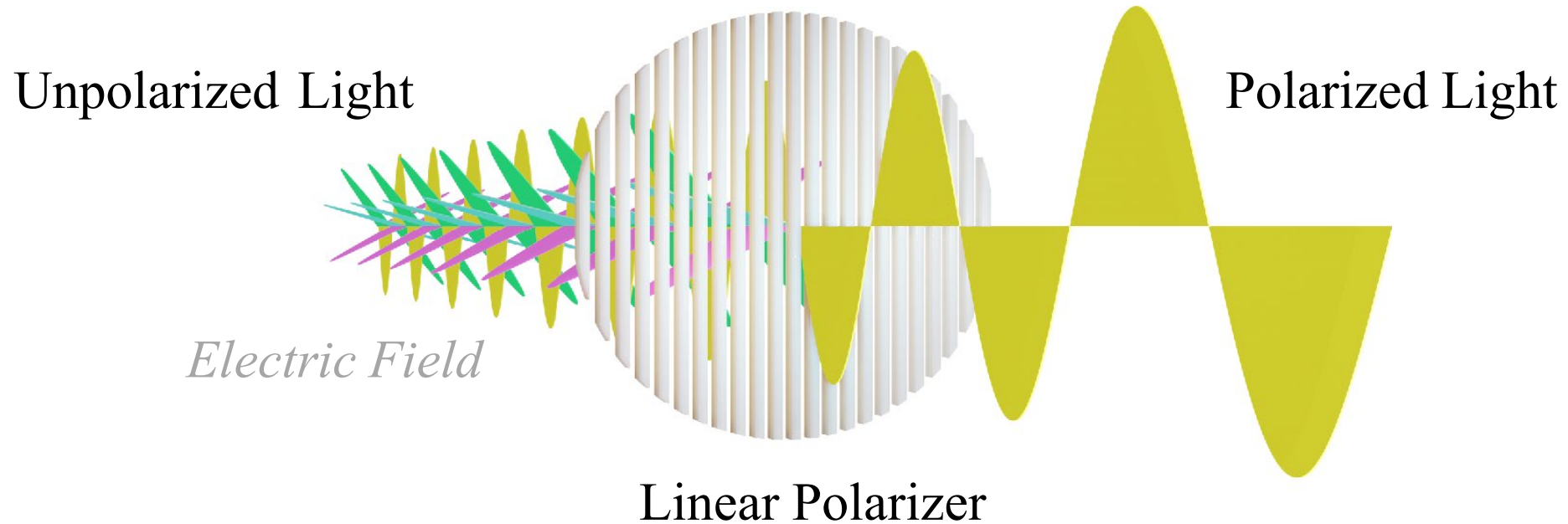


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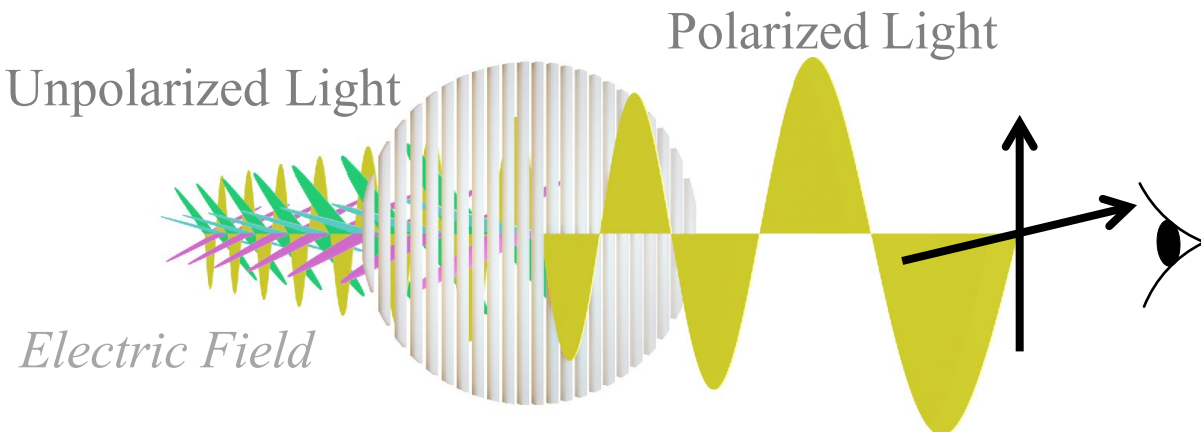
Visual information is encoded in light by **intensity**, **color**, and **polarization**^[1]



1. Background --- Polarization



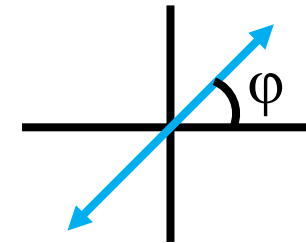
Visual information is encoded in light by intensity, color, and polarization^[1]



Linear Polarizer
related to the nature of object materials

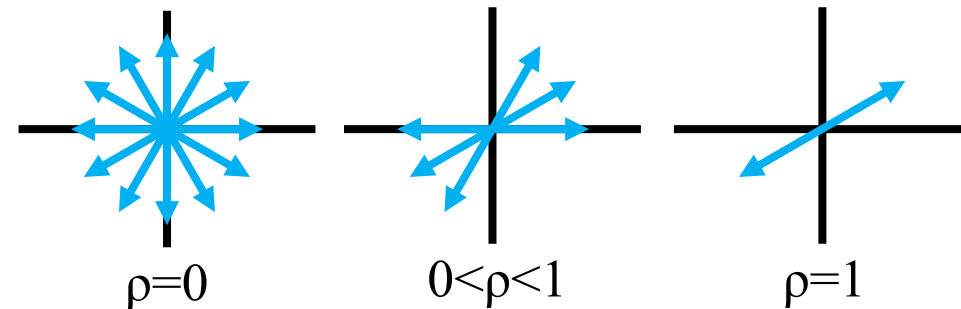
Angle of Linear Polarization

AoLP



Degree of Linear Polarization

DoLP



1. Background --- Polarization



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Polarization can reveal intrinsic physical properties of the object.



Defects Inspection

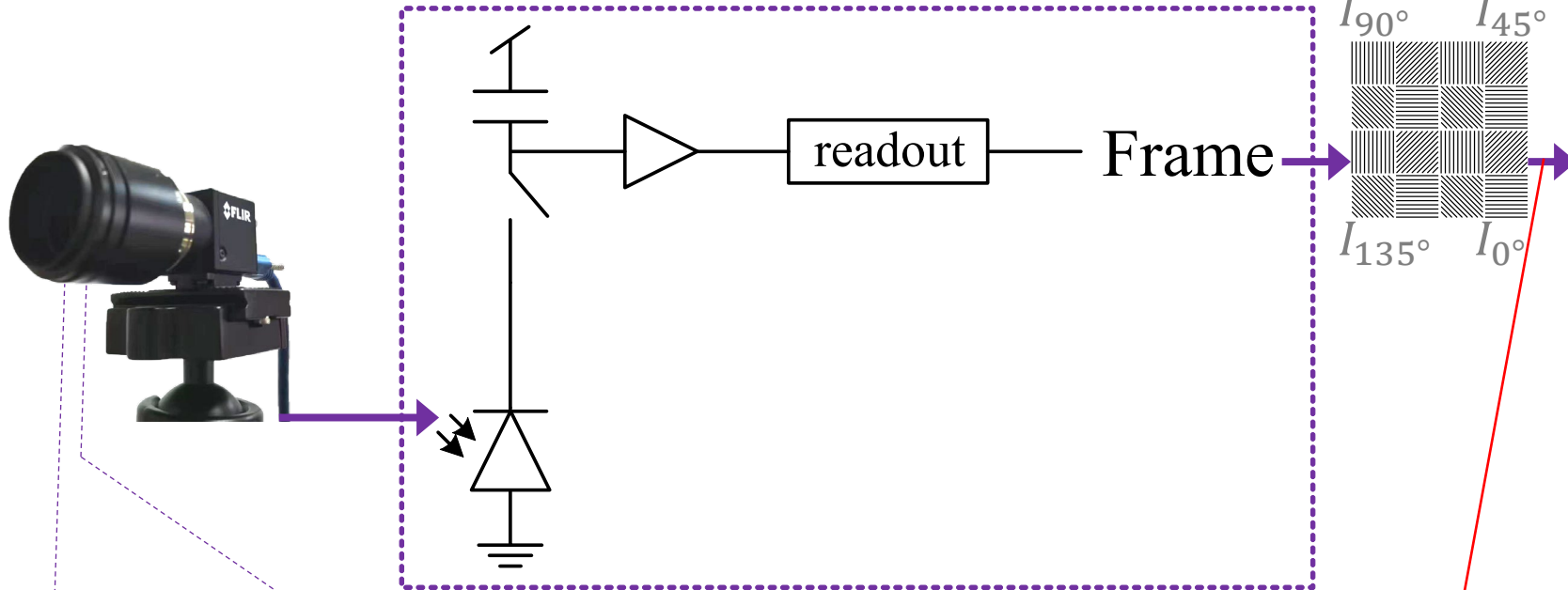


Concealed Object Detection

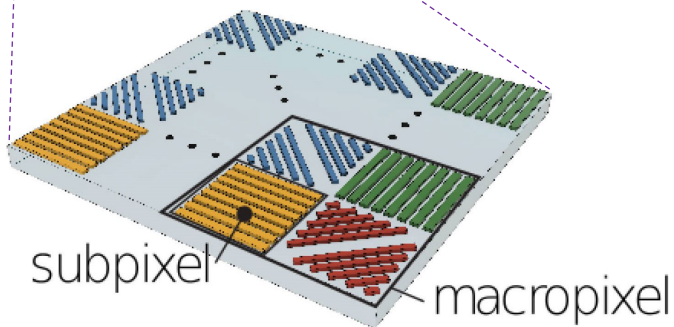
1. Background --- Polarization Camera



Subpixel Circuit



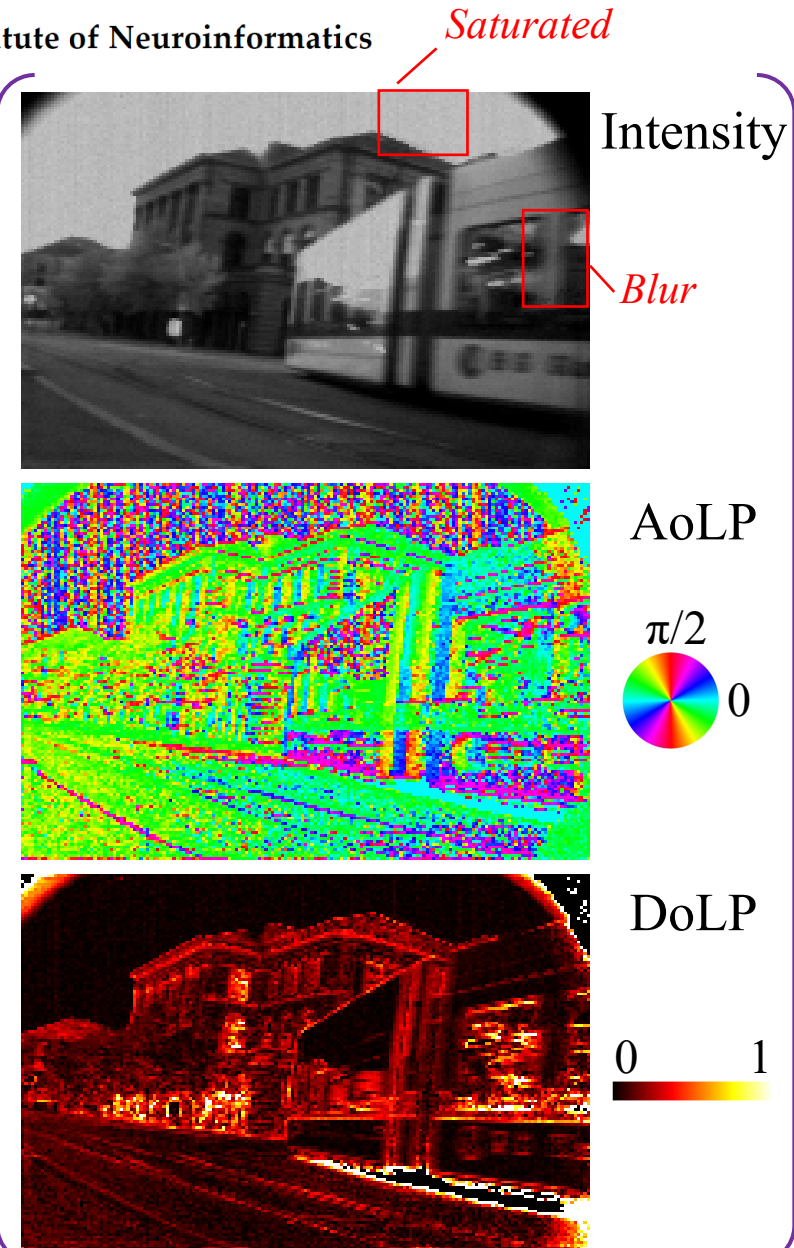
Polarizer Array



$$S_0 = I_{0^\circ} + I_{90^\circ} \quad \text{Intensity} = \frac{S_0}{2}$$

$$S_1 = I_{0^\circ} - I_{90^\circ} \quad \text{AoLP} = \frac{1}{2} \arctan \left(\frac{S_2}{S_1} \right)$$

$$S_2 = I_{45^\circ} - I_{135^\circ} \quad \text{DoLP} = \frac{\sqrt{S_1^2 + S_2^2}}{S_0}$$



1. Background --- Polarization Event Camera



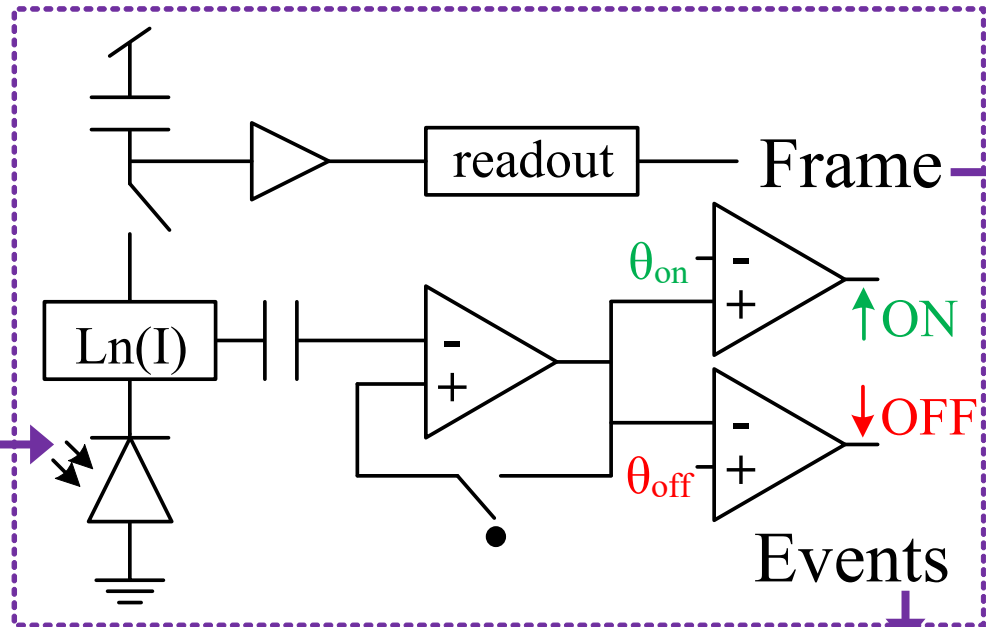
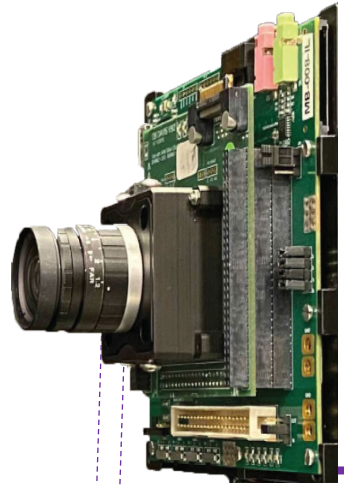
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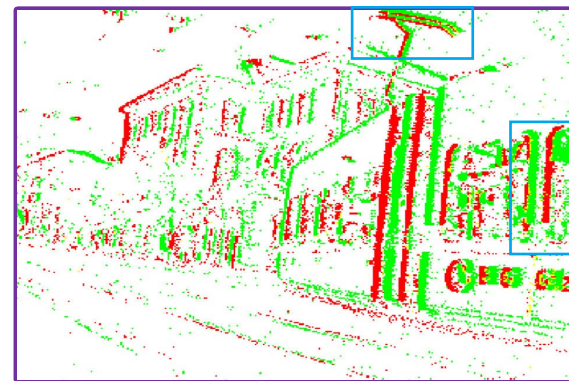
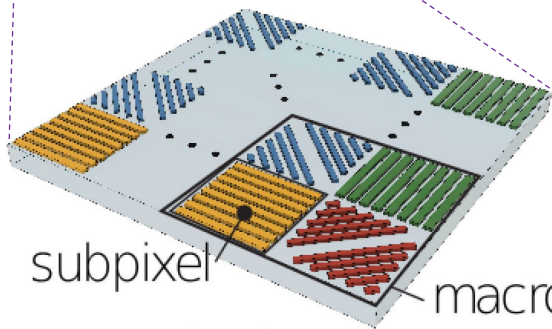
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PDAVIS

Subpixel Circuit



Polarizer Array



better ?

High Dynamic Range, Low Latency.

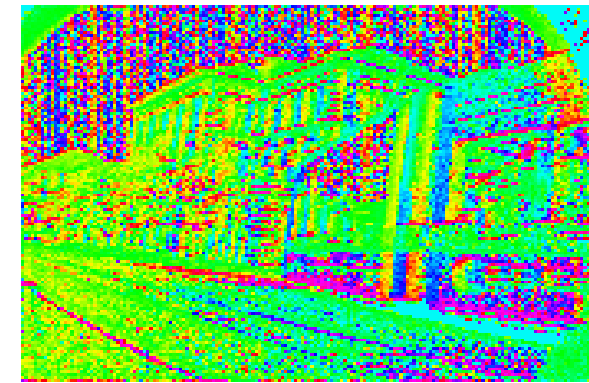
Not friendly to observation and traditional computer vision.



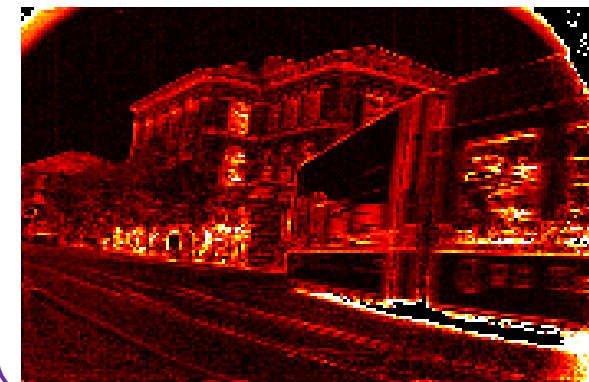
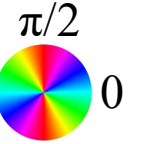
Intensity

Blur

Saturated



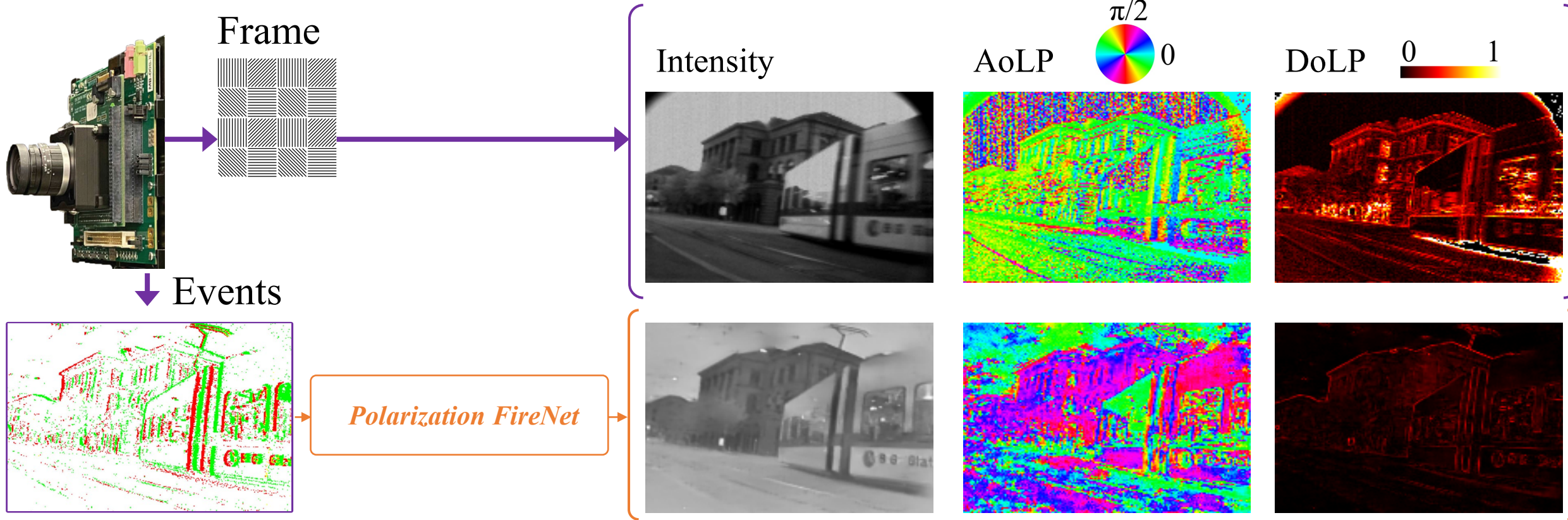
AoLP



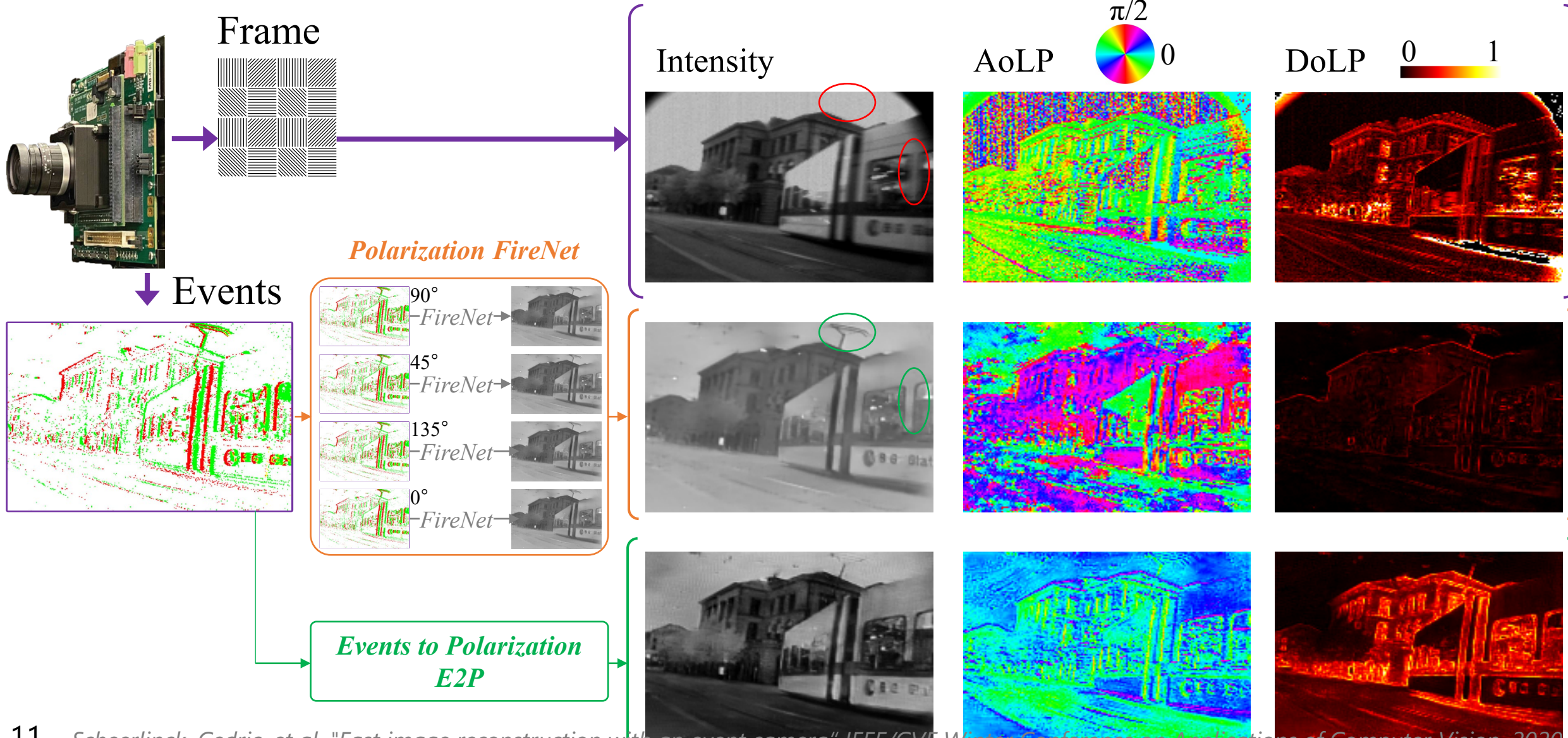
DoLP



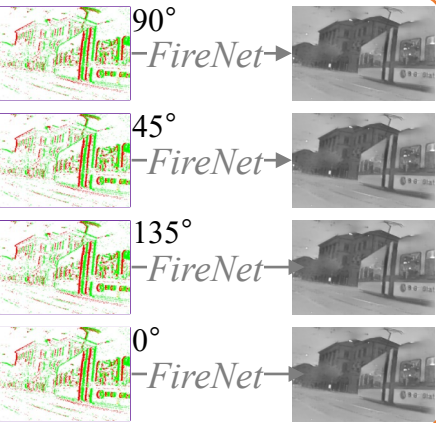
2. Polarization Video Reconstruction



2. Polarization Video Reconstruction



Polarization FireNet



Events to Polarization E2P

2. Polarization Video Reconstruction

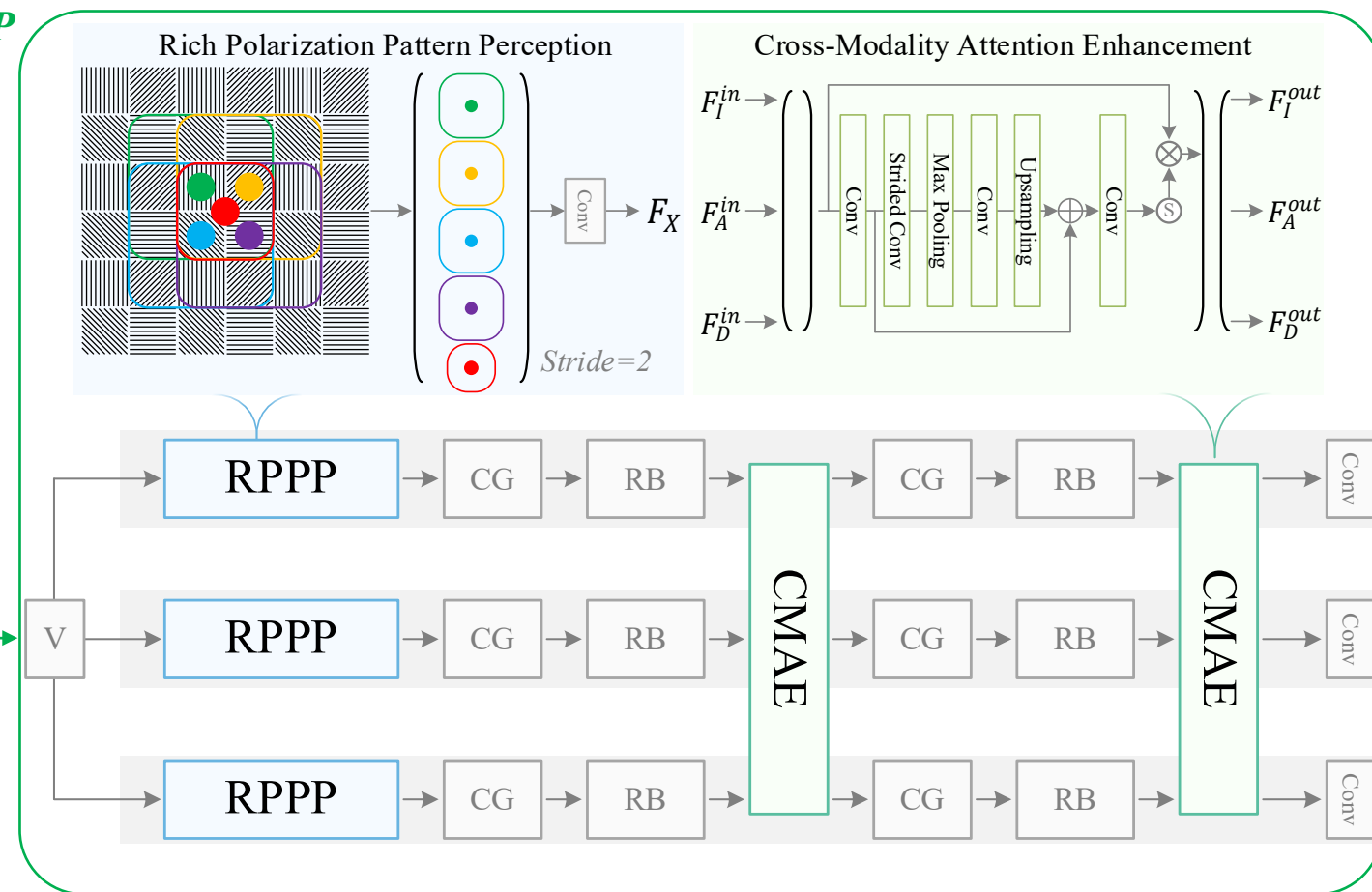
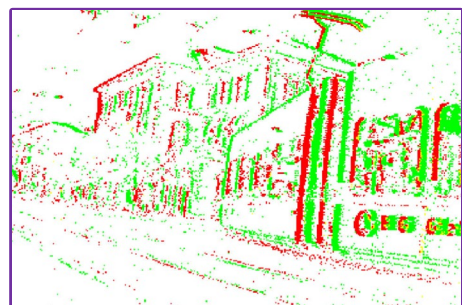


Events to Polarization

E2P



Events



V Voxelization

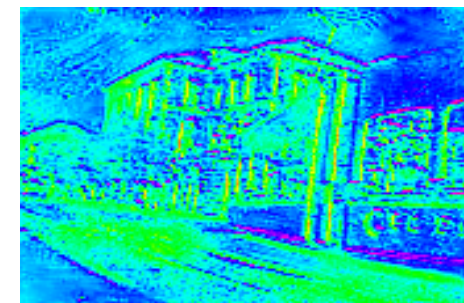
CG ConvGRU

RB Residual Block

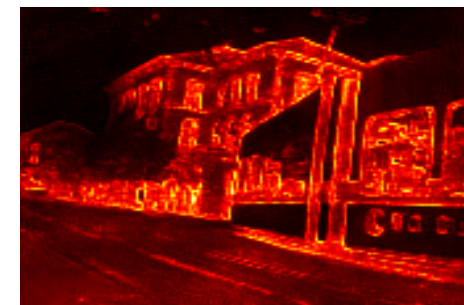
Intensity



AoLP



DoLP



2. Polarization Video Reconstruction

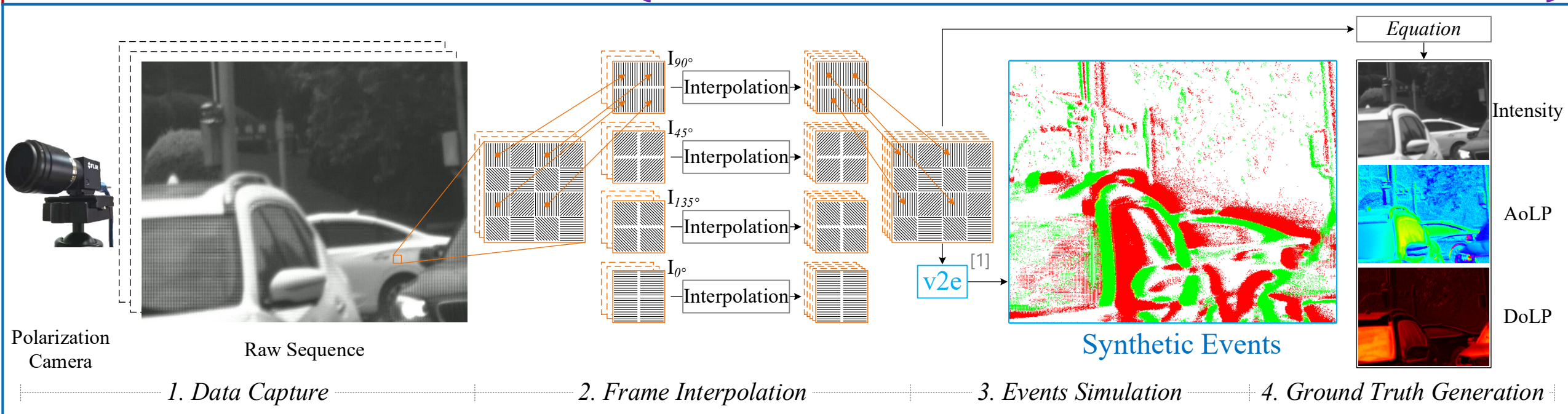
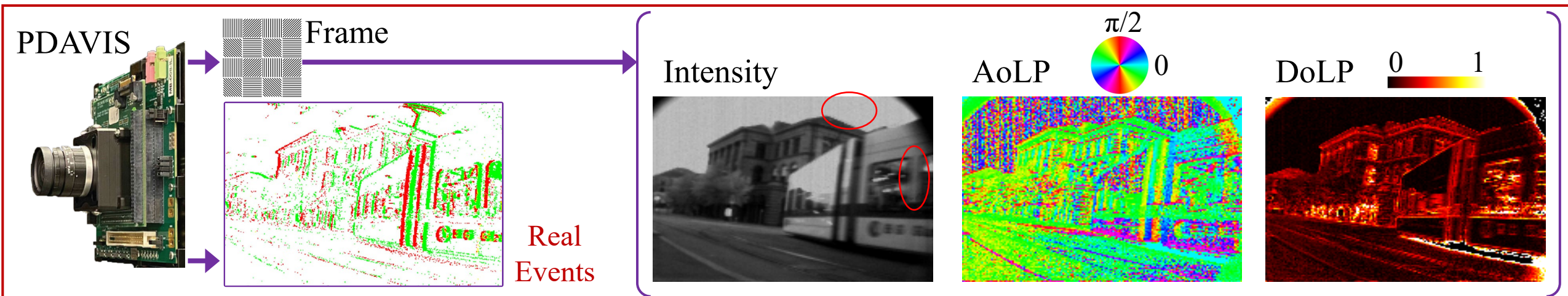
-- Dataset



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2. Polarization Video Reconstruction

-- Dataset



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Synthetic / Real	Videos	Frames (K)	Events (M)
Train	92 / 56	91 / 9	3019 / 680
Test	29 / 23	29 / 4	1087 / 308
Total	121 / 79	120 / 13	4107 / 988

Number statistics of our event-to-polarization dataset **E2PD**

3. Experimental Results



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01 Polarization Reconstruction Results on **Synthetic** Polarization Events

[Quantitative Comparison](#) [Sequence #1](#) [Sequence #2](#)

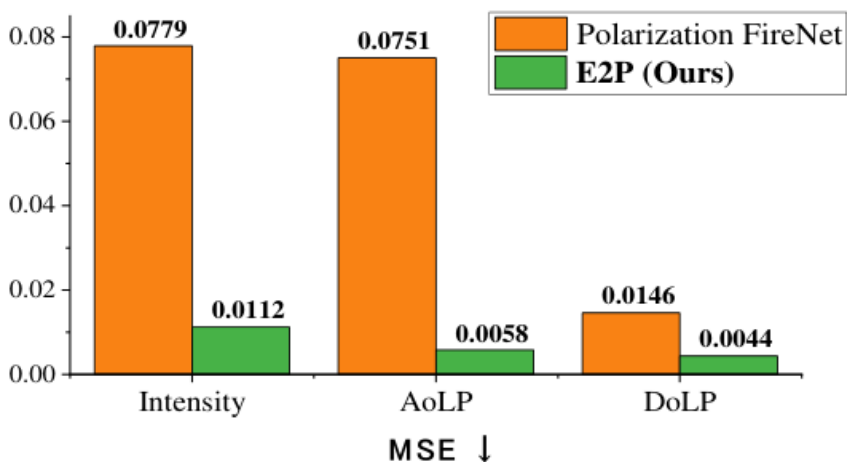
02 Polarization Reconstruction Results on **Real** Polarization Events

[Sequence #3](#) [Sequence #4](#)

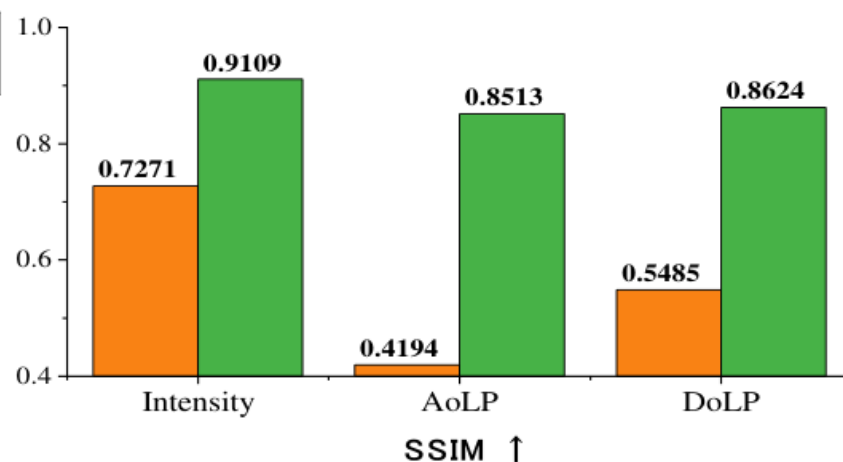
03 Polarization Reconstruction **Live Demo**

[Live Demo #5](#) [Live Demo #6](#)

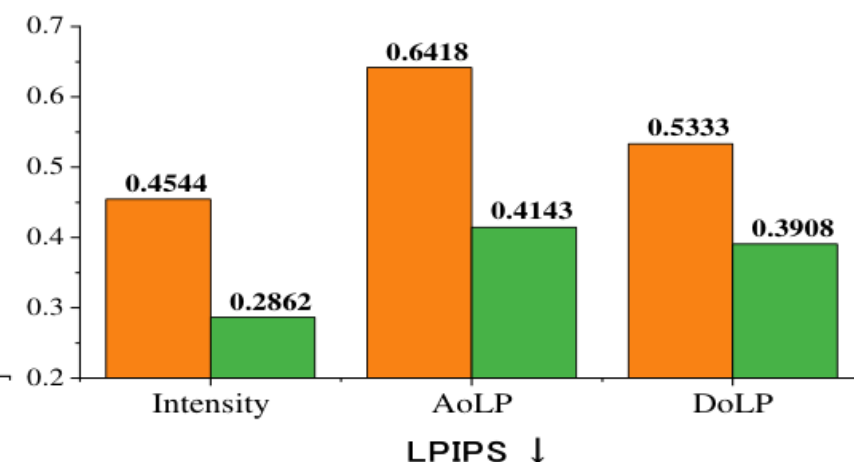
3. Experimental Results



mean squared error



structural similarity index measure



perceptual similarity

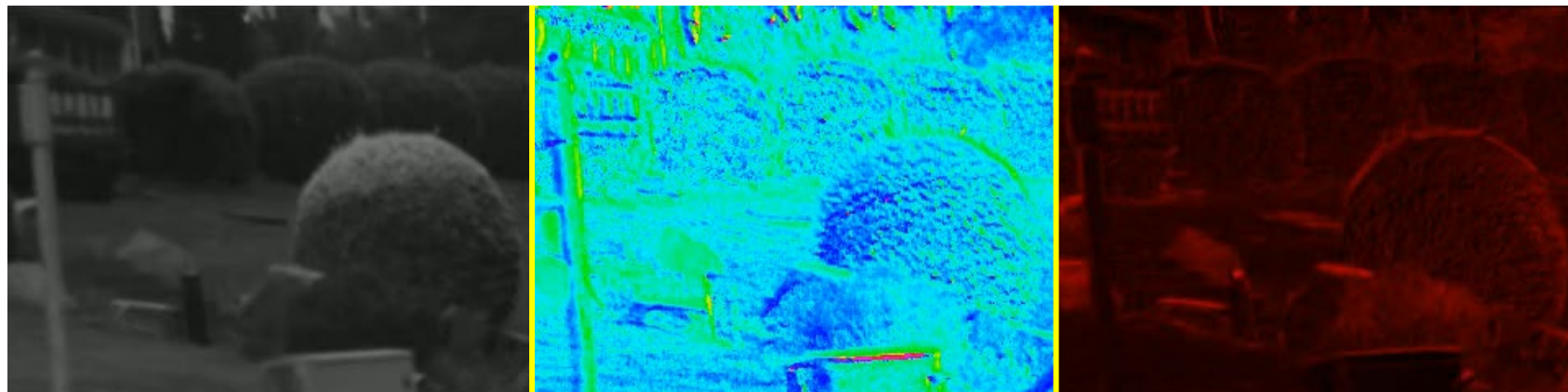
Sequence #1

Synthetic Polarization Events

Display Speed: 10 FPS

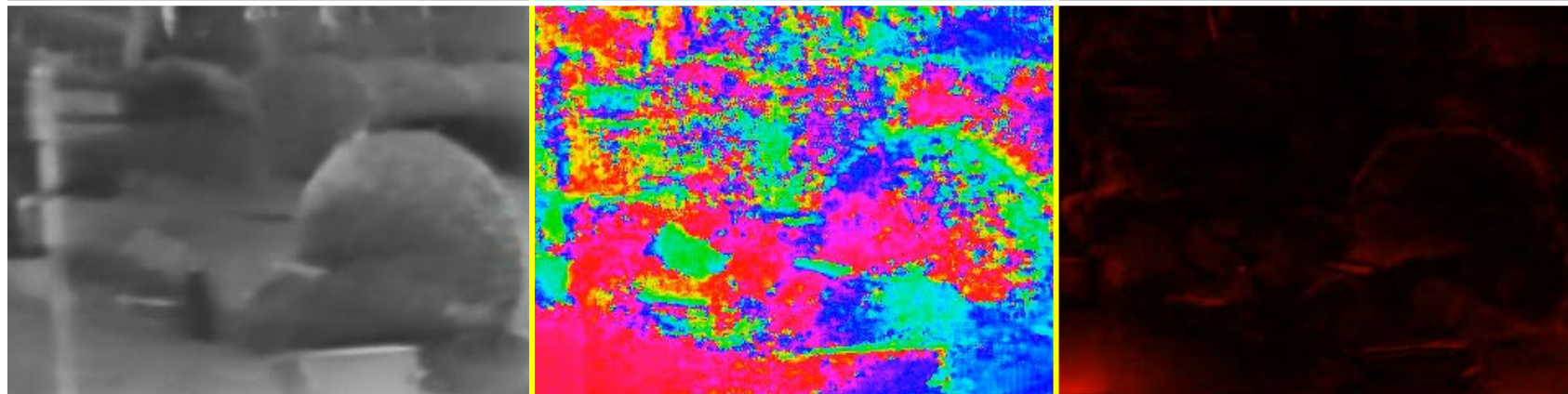
Ground Truth

Frame Rate: 200 Hz



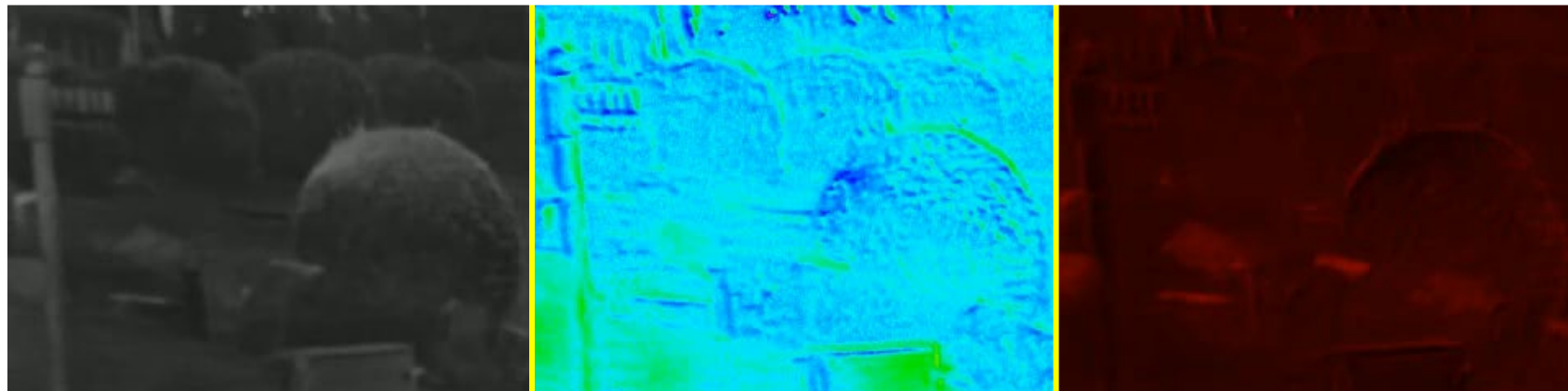
Polarization FireNet

Frame Rate: 200 Hz



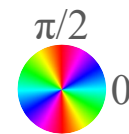
E2P (Ours)

Frame Rate: 200 Hz



Intensity

AoLP



DoLP



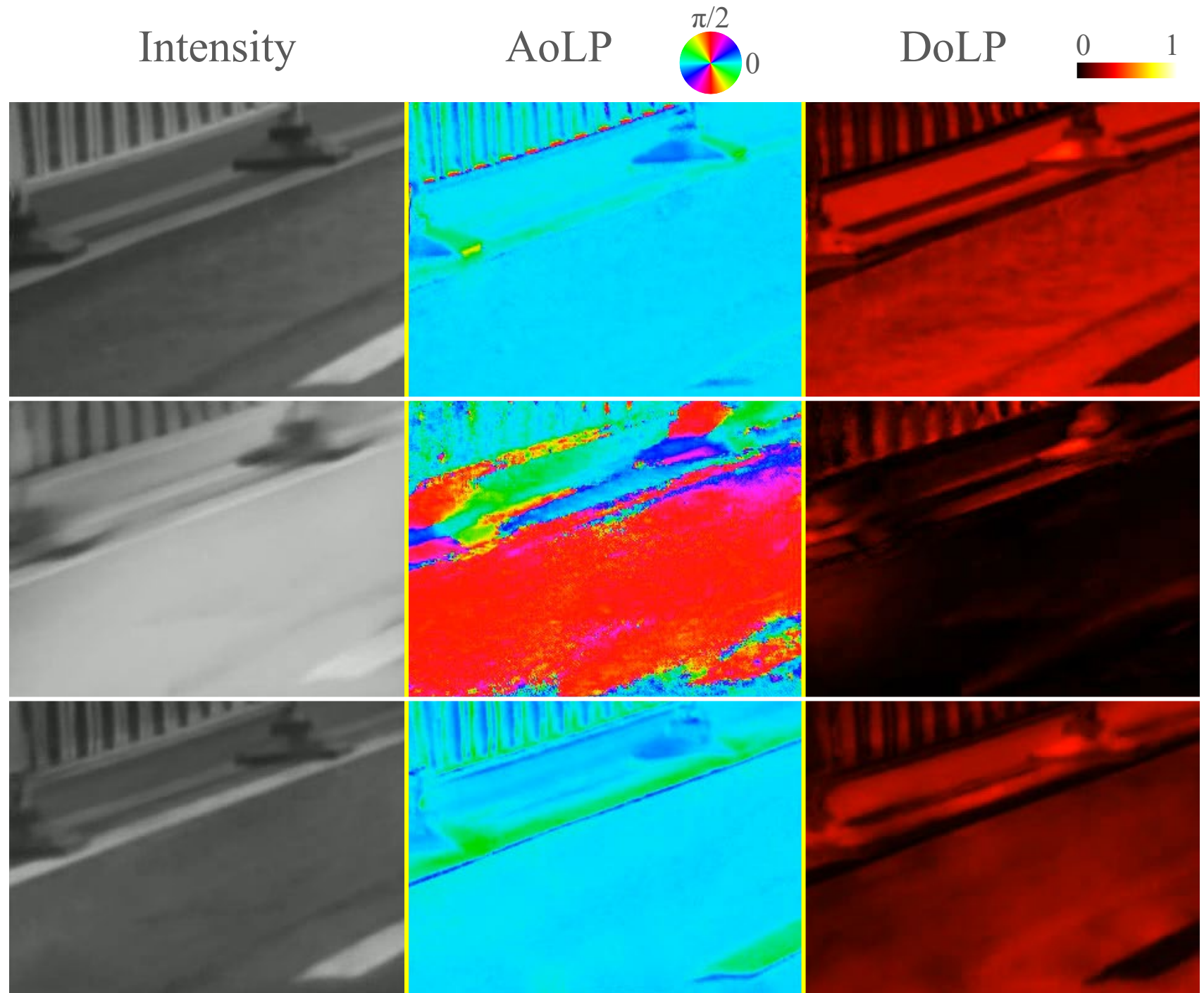
Sequence #2

Synthetic Polarization Events

Display Speed: 10 FPS

Ground Truth

Frame Rate: 200 Hz



Polarization FireNet

Frame Rate: 200 Hz

E2P (Ours)

Frame Rate: 200 Hz

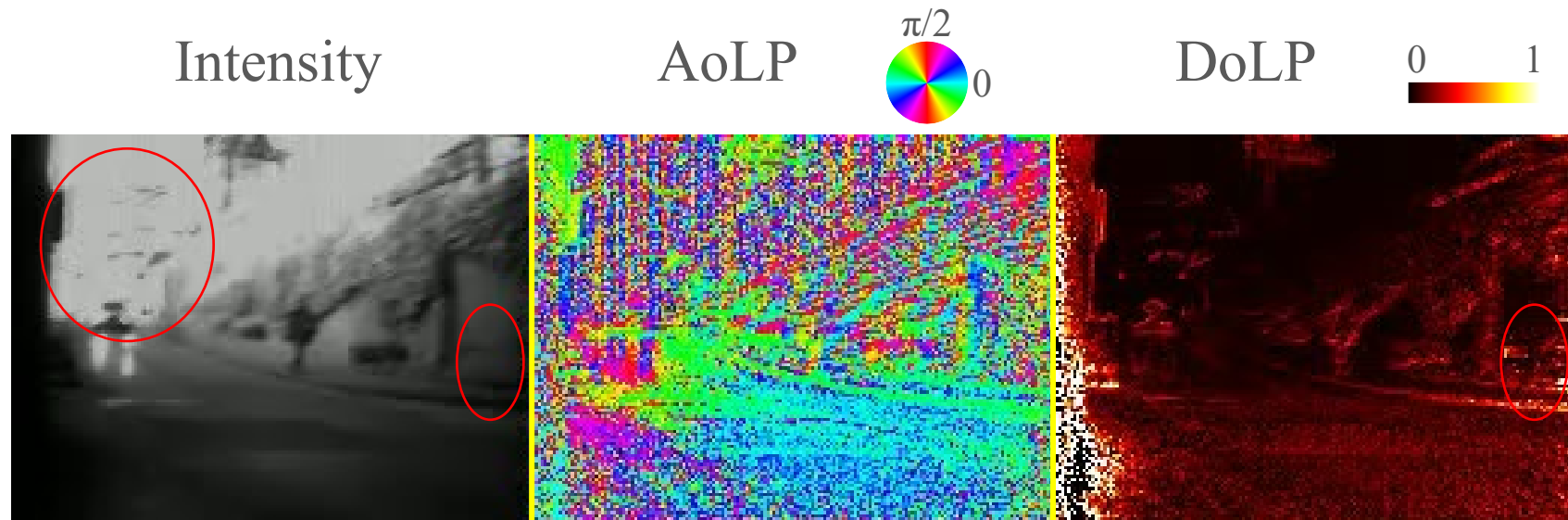
Sequence #3

Real Polarization Events

Display Speed: 10 FPS

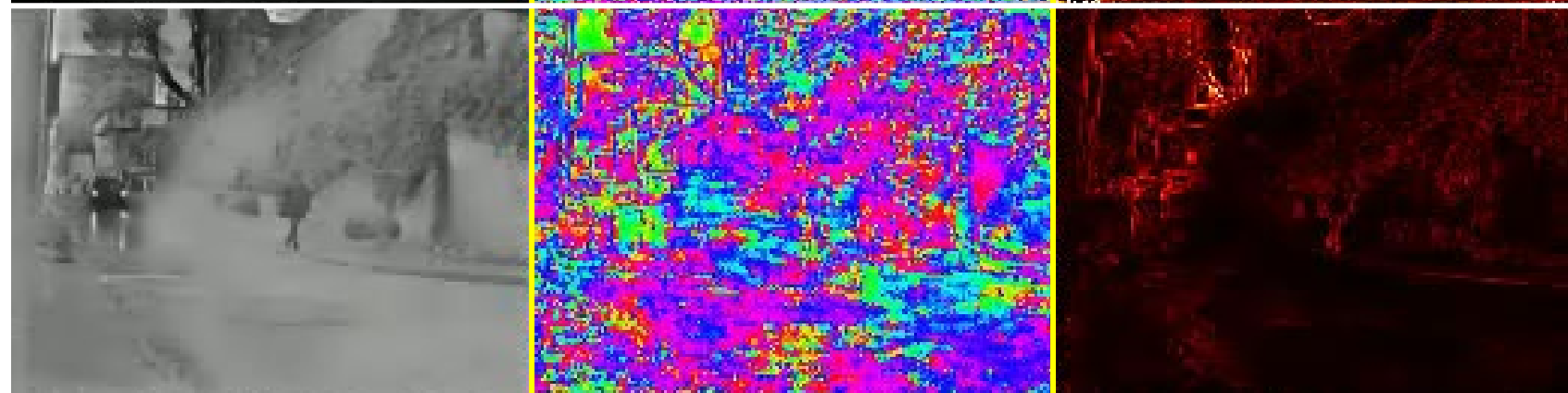
PDAVIS Frame

Frame Rate: 20 Hz



Polarization FireNet

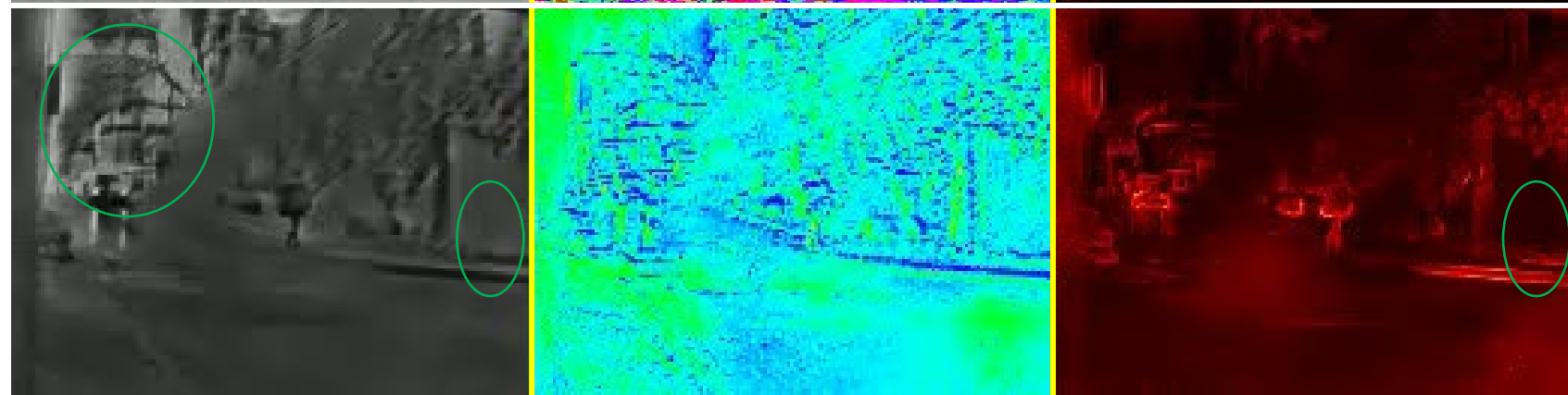
Frame Rate: 20 Hz



E2P (Ours)

Frame Rate: 20 Hz

High Dynamic Range



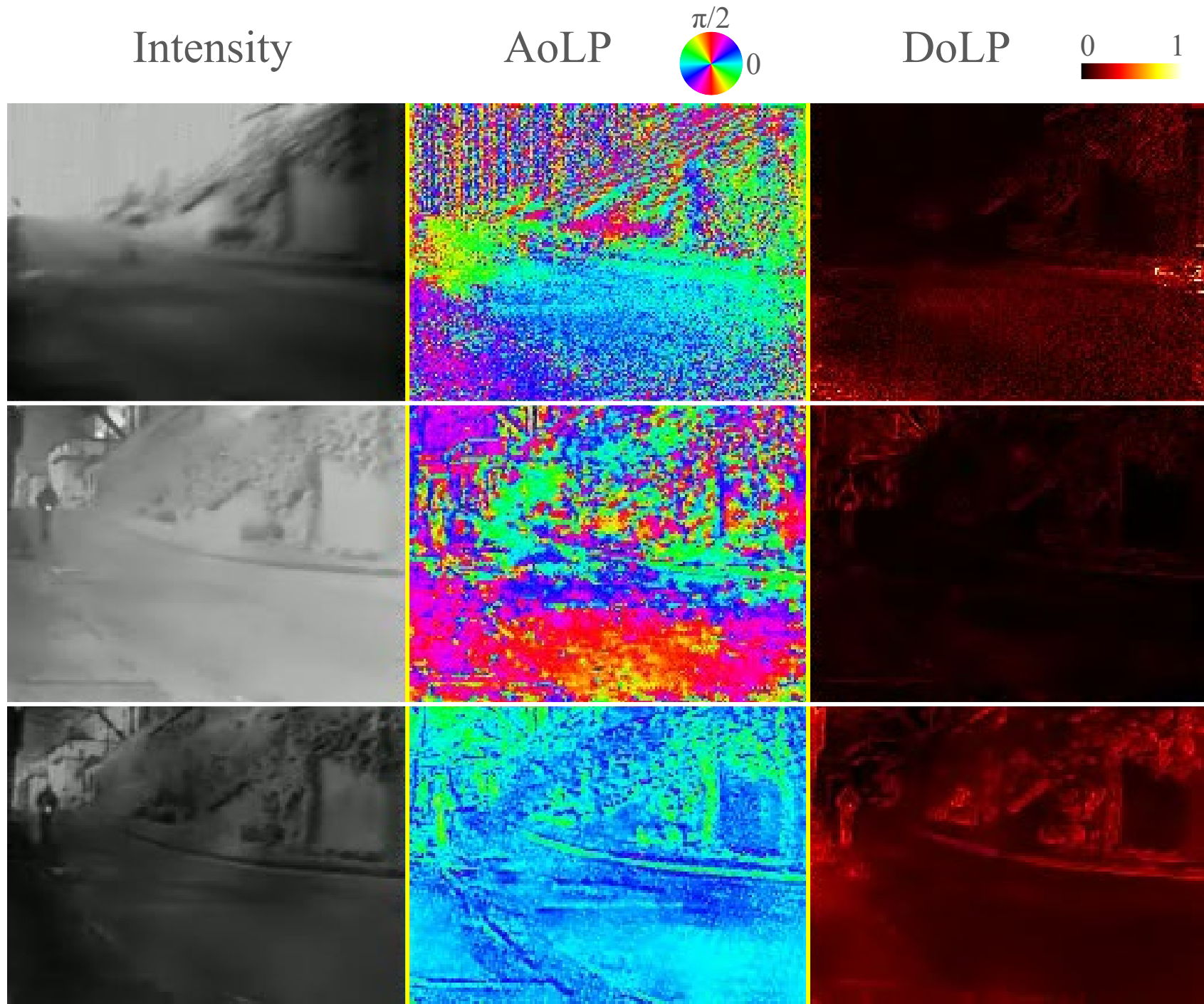
Sequence #4

Real Polarization Events

Display Speed: 10 FPS

PDAVIS Frame

Frame Rate: 20 Hz



Polarization FireNet

Frame Rate: 100 Hz

E2P (Ours)

Frame Rate: 100 Hz

High Speed

3. Experimental Results



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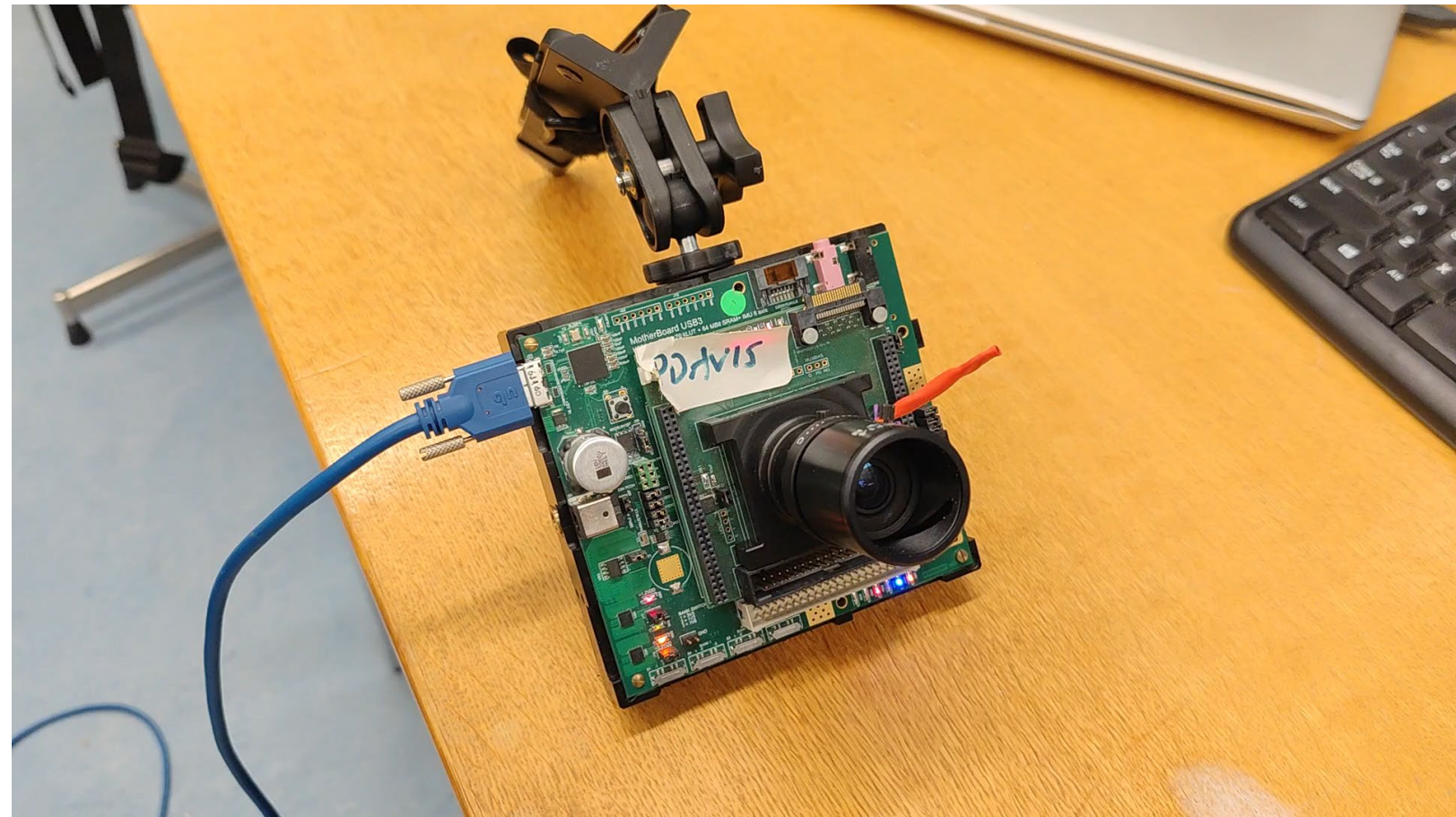
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Computational Efficiency

Methods	FLOPs (G)	Inference Time (ms)
Polarization FireNet	46.4	5.3
E2P (Ours)	36.4	5.1

Live Demo #5



4. Conclusion and Outlook



Conclusion

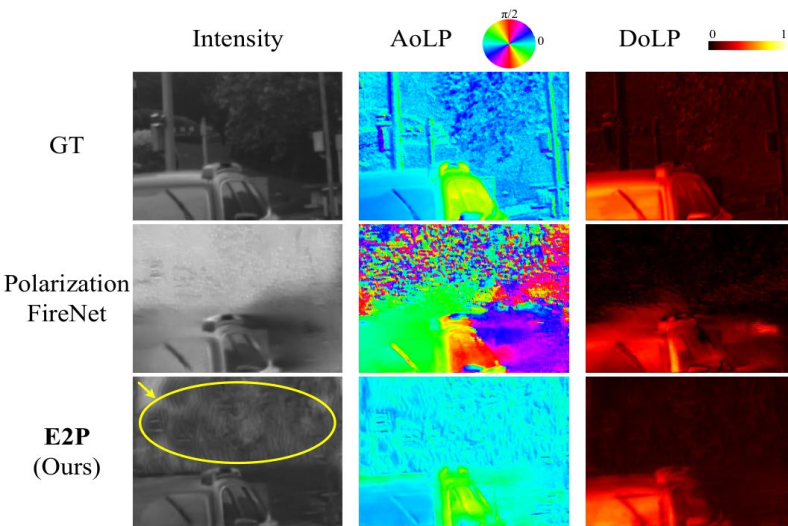
We achieve

high-speed and high dynamic range

polarization reconstruction with PDAVIS events.

Outlook

More Robust



- Adaptive integration of frames and events

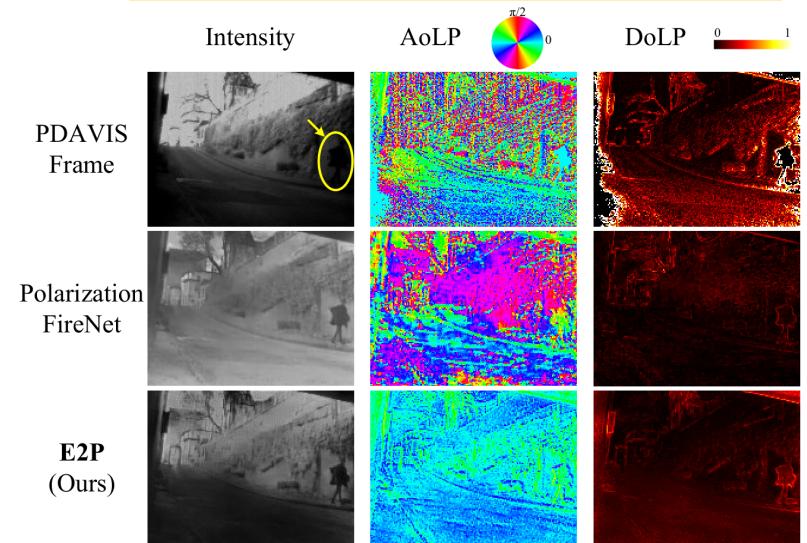
More Accurate/Efficient

Our E2P is with simple CNN architecture



- Powerful Transformer
- Biologically inspired spiking neural networks

Downstream Applications



- Car/Pedestrian detection in challenging scenes

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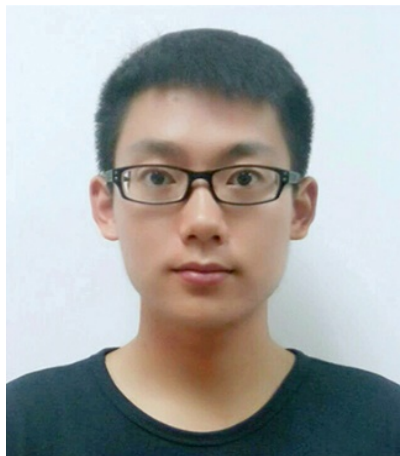
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Thank you for your attention!

Deep Polarization Reconstruction with PDAVIS Events



Haiyang Mei



Zuowen Wang



Xin Yang



Xiaopeng Wei



Tobi Delbruck