Illuminant Color Estimation for Real-World Mixed-Illuminant Scenes

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TECHNISCHE FAKULTÄT



Motivation

- Multi-illuminant scenarios are common!
- Most algorithms aim at single-illuminant setups
- Additional challenges:
 - Segmentation
 - Data poverty











Algorithm Outline (a draft to pick up the challenge)

- Segment image into homogeneous color [1]
- Perform illuminant estimation per segment
- Group illuminant estimates with quickshift [2]
- Keep the largest segments

[1] Felzenszwalb, P.F., Huttenlocher, D.P.: Efficient Graph-based Image Segmentation. International Journal of Computer Vision 59 (2004) 167-181.

[2] Vedaldi, A., Soatto, S.: Quick Shift and Kernel Methods for Mode Seeking. European Conference on Computer Vision. (2008) 705-718.



Algorithm Outline (a draft to pick up the challenge)

- Segment image into homogeneous color [1]
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- The results are quite often plausible (we have no ground truth, unfortunately)
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• Physics-based color space by Tan et al. [3]:

Chromaticity Geometry Intensity Specular chromaticity $\sigma_c(\mathbf{x}) = p_c(\mathbf{x}) \frac{1}{\sum_i I_i(\mathbf{x})} + \Gamma_c$

[3] R. Tan, K. Nishino, K. Ikeuchi: Color Constancy through Inverse-Intensity Chromaticity Space. Journal of the Optical Society of America A. 21(2004) 321-334.



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Chromaticity Geometry Intensity Specular chromaticity $\sigma_c(\mathbf{x}) = p_c(\mathbf{x}) \frac{1}{\sum_i I_i(\mathbf{x})} + \Gamma_c$ $y = m \cdot x + t$

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Chromaticity Geometry Intensity Specular chromaticity

$$\sigma_c(\mathbf{x}) = p_c(\mathbf{x}) \frac{1}{\sum_i I_i(\mathbf{x})} + \Gamma_c$$

$$y = m \cdot x + t$$
Illuminant color!

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- Specular pixels point towards illuminant color
- Specularity segmentation too hard?
- -> "some specularity" often suffices!







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Selecting the patches in IIC space

- Eigendecomposition of the pixels in IIC space
- Eccentricity captures "blobbiness":

$$\operatorname{ecc}(P_{\operatorname{IIC}}) = \sqrt{1 - \frac{\sqrt{\lambda_2}}{\sqrt{\lambda_1}}}$$

• Remove horizontal point distributions in IIC space: purely diffuse pixels!

(Note that an error-free selection would by the way solve specularity segmentation)











Segment by color







Segment by color



per segment













with









Segment by color

Obtain multiple estimates per segment



Voting on all segments gives a single-illuminant estimator





Quantitative results for single-illuminant estimation

tal.	Method	Median e
g	Gamut mapping	3.1
arna	Gray world	8.8
V Bi	White patch	5.0
se b	Color by correlation	8.6
aba	Original IIC method	-
Dat	Proposed method	4.4



Ч	Method	Median e
пц	Gamut mapping	5.7
anc	Gray world	7.0
Irea	White patch	6.7
Cit	Color by correlation	6.5
e by	1st-order gray edge	5.2 (*)
lbas	2nd-order gray edge	5.4 (*)
Data	Original IIC method	5.1 (*)
	Proposed method	4.4







Segment by color

Obtain multiple estimates per segment



Voting on all segments gives a single-illuminant estimator









Qualitative results multi-illuminant estimation





Qualitative results multi-illuminant estimation



(complete table in the paper, or after the talk)



Qualitative results multi-illuminant estimation

0.797

Red / Blue:



0.878

(complete table in the paper, or after the talk)



Stability over time





Stability over time





Stability over time (continued)





Stability over time (continued)





- Improved exploitation of IIC space for natural images
- IIC-based estimators require only small spatial support
- Multi-Illuminant estimation by incremental fusion of local estimates
- Ongoing research
 - Multi-Illuminant evaluation on ground-truth data
 - Refinement of the illuminant segmentation



