

Bayesian Nonparametric Intrinsic Image Decomposition



MIT COMPUTER SCIENCE AND ARTIFICIAL INTELLIGENCE LABORATORY

Jason Chang

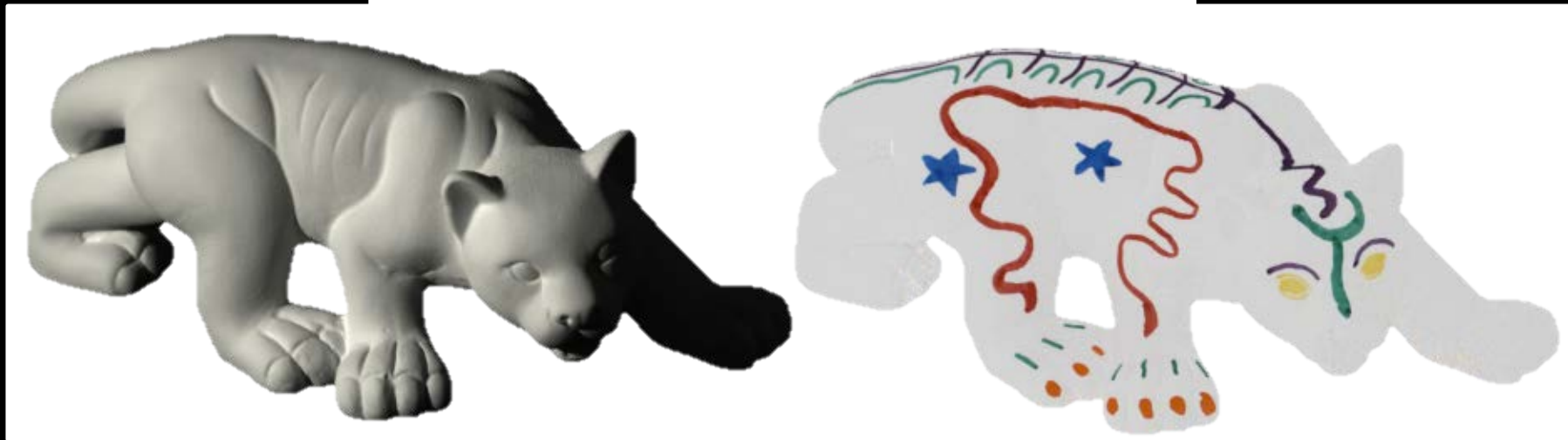


Randi Cabezas



John W. Fisher III





Shading

Reflectance

Previous Approaches

- **Single Image**
 - [Barron & Malik CVPR'11, CVPR'12, ECCV'12]
 - [Barrow & Tenenbaum CVS'78]
 - [Bell & Freeman ICCV'01]
 - [Gehler et al. NIPS'11]
 - [Grosse et al. ICCV'09]
 - [Land and McCann JOSA'71]
 - [Shen et al. CVPR'08, CVPR'11]
 - [Tappen et al. TPAMI'05, CVPR'06, CVPR'07]
 - [Zhao et al. TPAMI 2012]
- **Multiple Image**
 - [Weiss ICCV'01]
- **Object Specific**
 - [Li et al. ECCV '14]
- **Different Media**
 - [Jeon et al. ECCV'14]
 - [Kong et al. ECCV'14]
- **Many more...**

Previous Approach: SIRFS

Models 3D shape, normals, and lighting



Is 3D necessary?

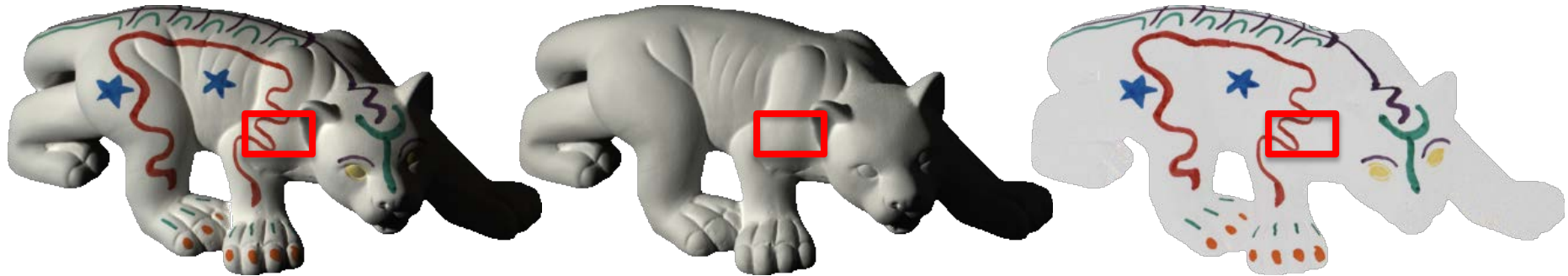
Previous Approach: Retinex

1. Image gradients should **match reflectance** gradients at **edges**



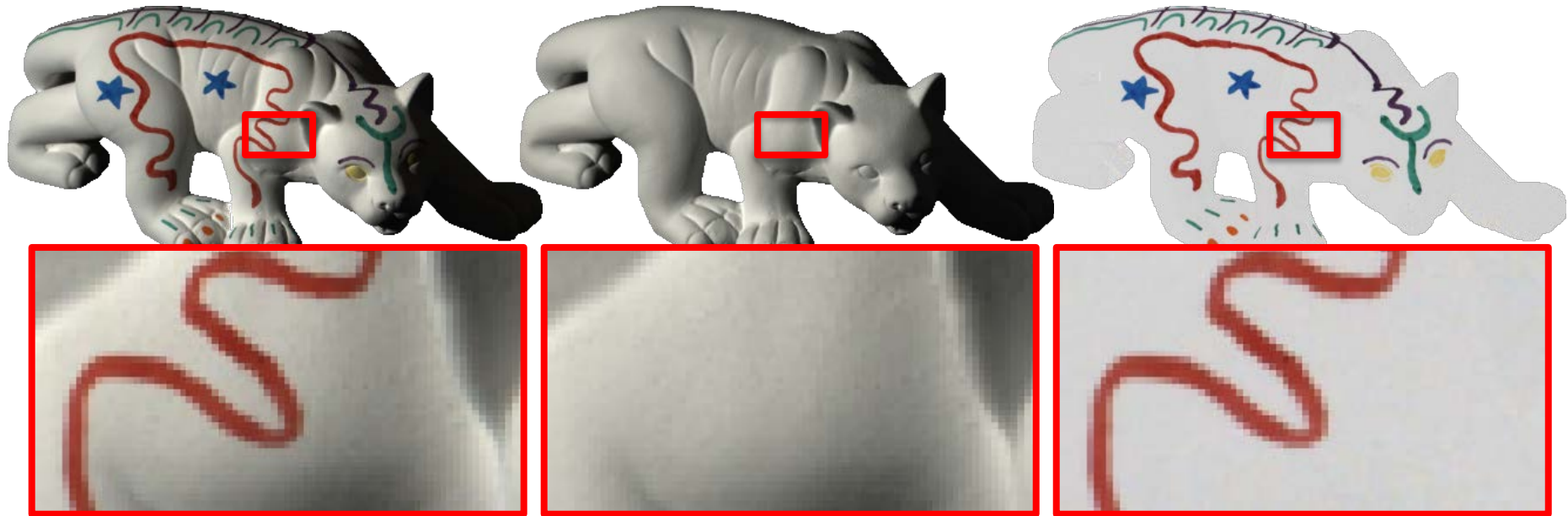
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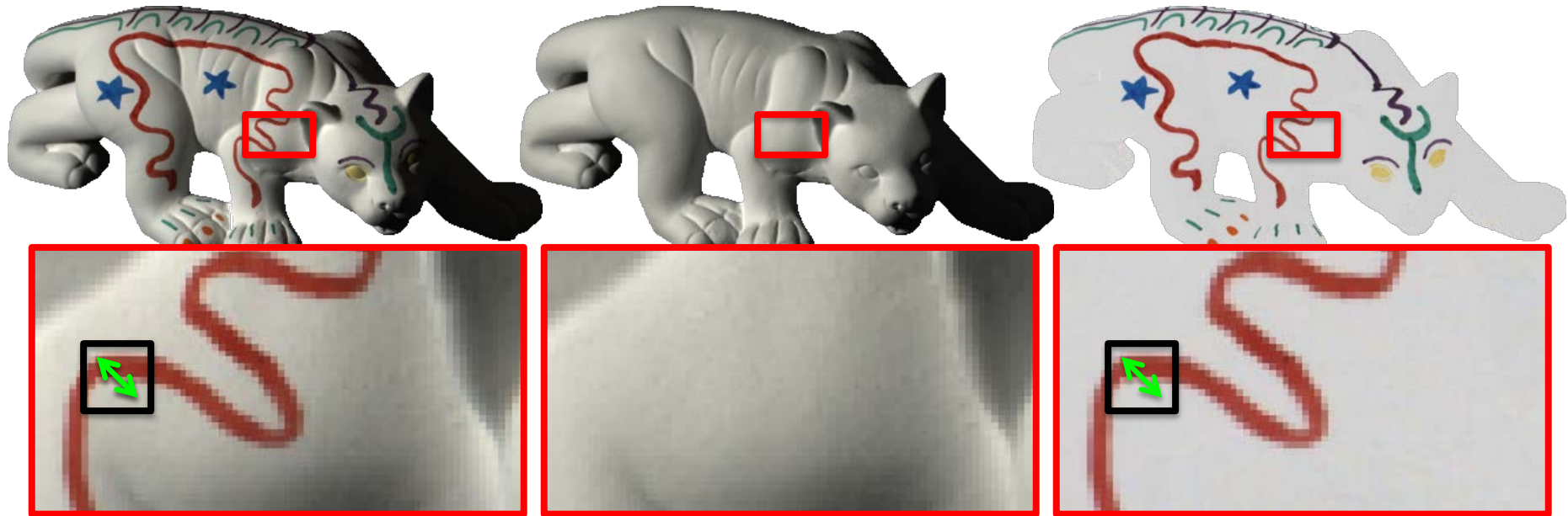
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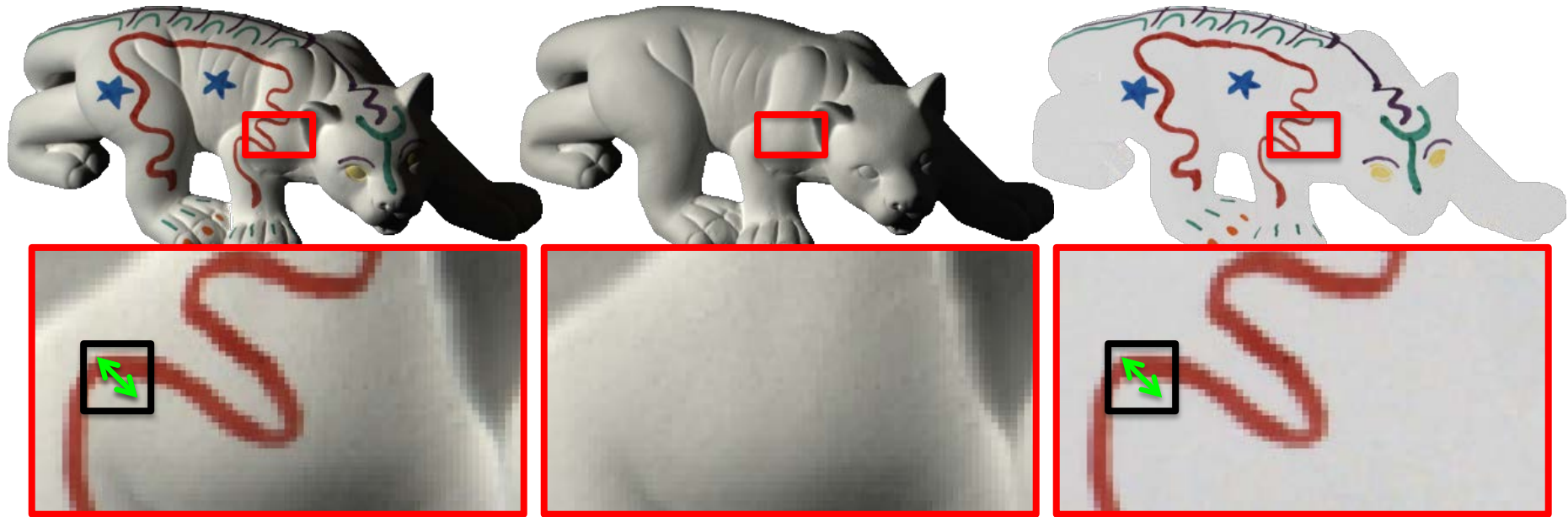
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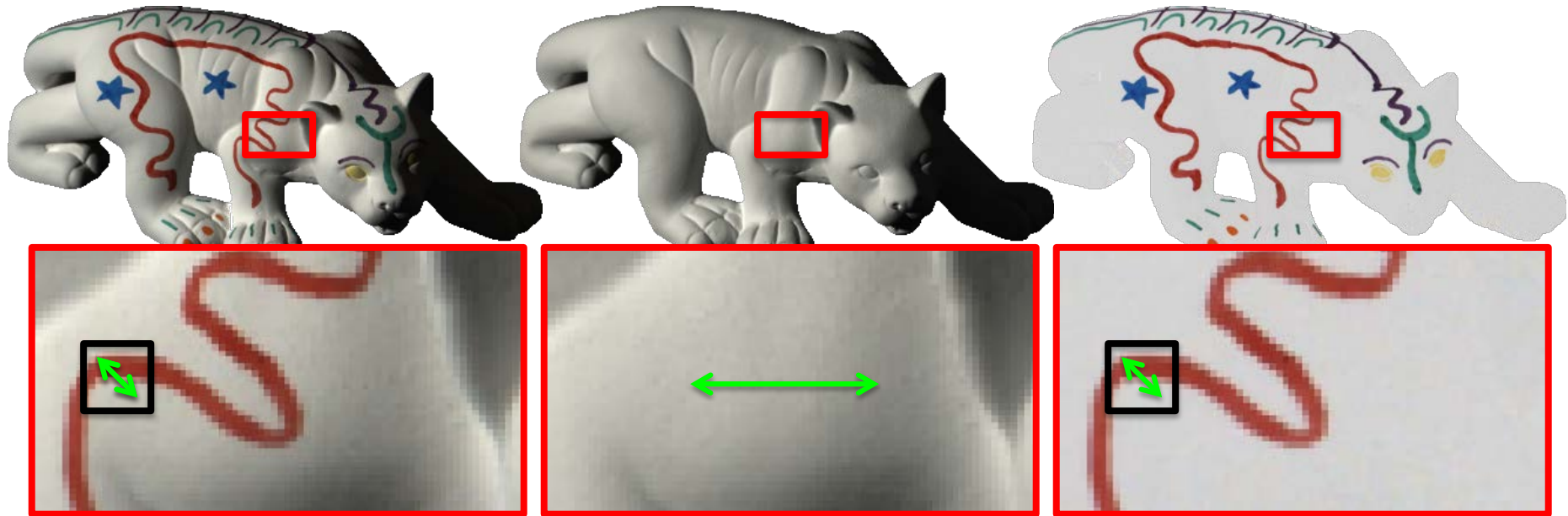
Previous Approach: Retinex

1. Image gradients should **match reflectance** gradients at **edges**
2. Shading should be **smooth**



Previous Approach: Retinex

1. Image gradients should **match reflectance** gradients at **edges**
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Advancement: Reflectance Sparsity

1. Image gradients should **match reflectance** gradients at **edges**
2. Shading should be **smooth**
3. Reflectance should be **sparse**
 - [Barron & Malik CVPR'11, CVPR'12, ECCV'12]
 - [Gehler et al. NIPS'11]
 - [Shen et al. CVPR' 08], [Shen & Yeo CVPR'11]
 - [Zhao et al. TPAMI'12]



Previous Approach: Gehler et al. NIPS'11

1. Image gradients should **match reflectance** gradients at **edges**
2. Shading should be **smooth**
3. Reflectance values come from a **sparse** set of colors

Is gradient matching necessary?



Previous Approach: Gehler et al. NIPS'11

1. K-Means clustering
2. Find cluster means
3. Optimize for shading (4-connected GMRF)
4. Repeat until convergence

How to set K?

Smoothness assumption?

Bayesian Nonparametrics



Observation



Shading



\times

Reflectance



$=$

Observation



(log)
Shading



~~x~~
+

(log)
Reflectance



=

(log)
Observation



(log)

Shading



~~x~~
+

(log)

Reflectance



=

(log)

Observation



Our Idea

Gaussian process shading image

+

Dirichlet process Gaussian Mixture Model reflectance image

(log)
Shading



\times
+

(log)
Reflectance



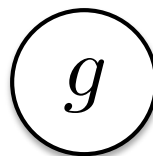
=

(log)
Observation



~~GMRF~~

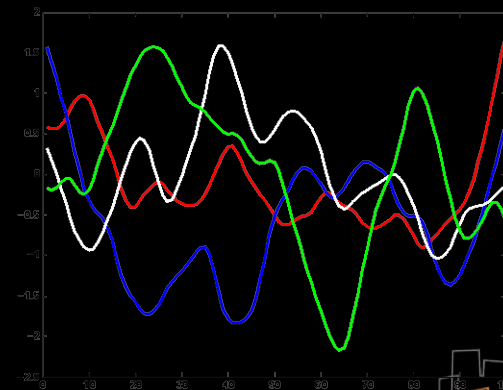
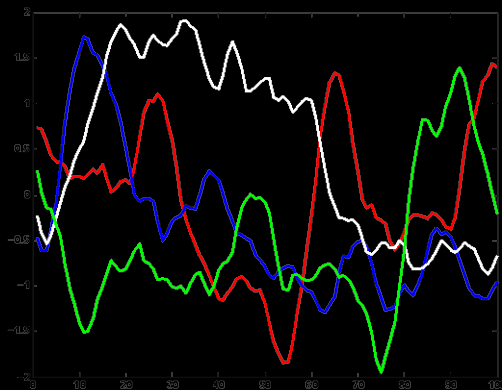
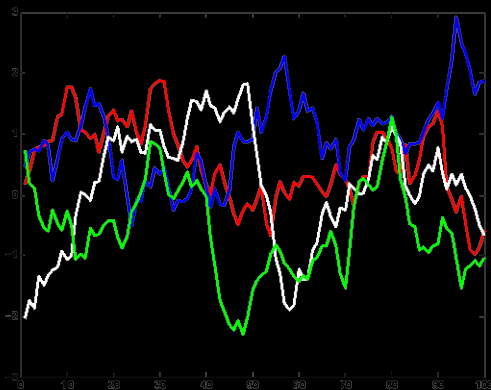
Gaussian Process



Mean

$g \sim \text{GP}(0, \kappa)$ \rightarrow Controls smoothness

Covariance kernel

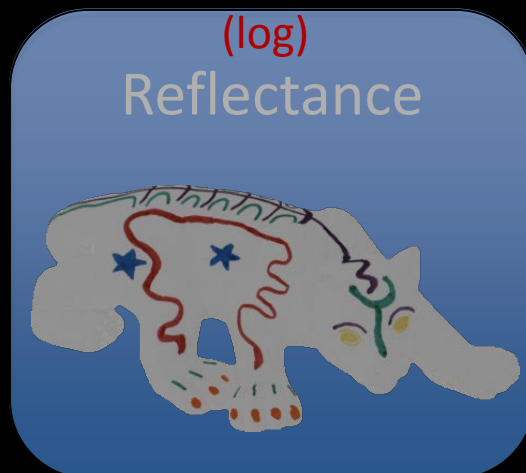


Smoothness vs. κ





\times
+



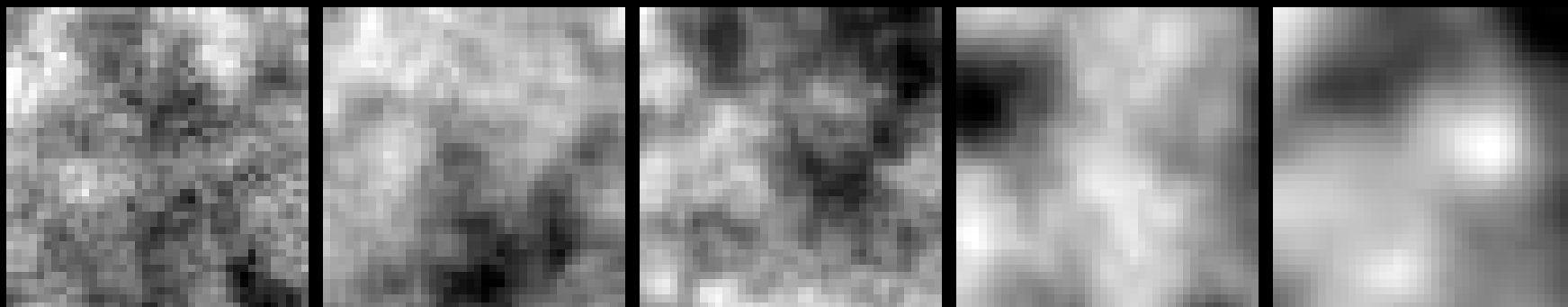
=



Gaussian Process

g

$$g \sim \text{GP}(0, \kappa)$$



Smoothness vs. κ



(log)
Shading



\times
 $+$

(log)
Reflectance

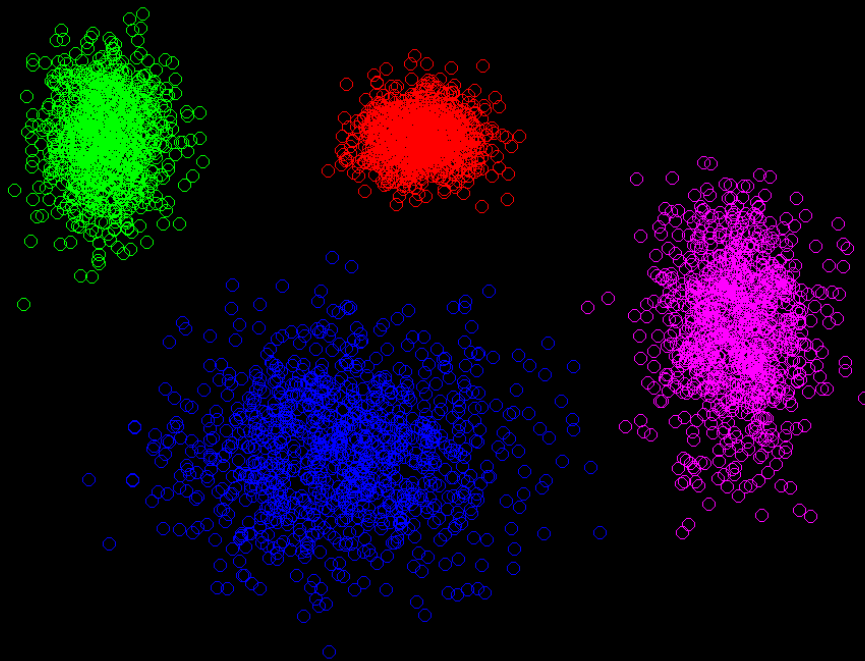


$=$

(log)
Observation



Dirichlet Process Gaussian Mixture Model (DPGMM)





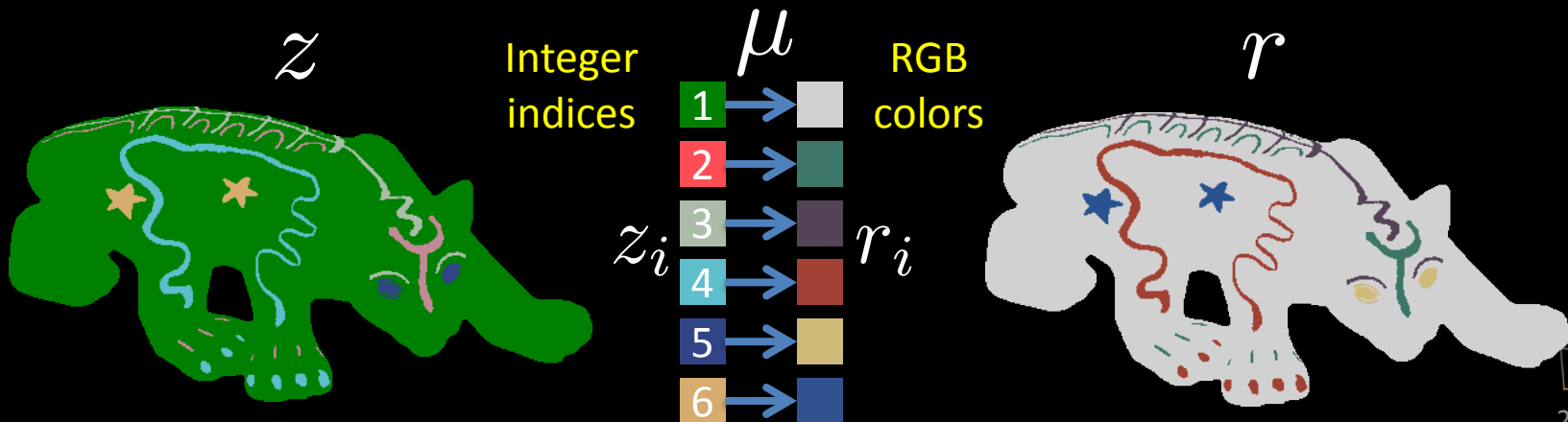
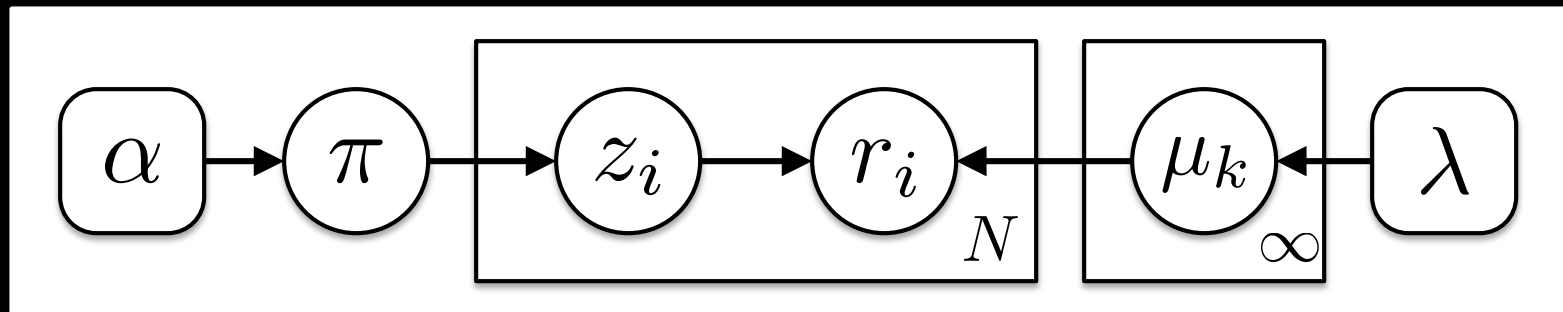
~~x~~
+



=



Dirichlet Process Gaussian Mixture Model (DPGMM)



(log)
Shading



\times
 $+$

(log)
Reflectance



$=$

(log)
Observation



Reflectance

α

π

Shading

z_i

g

N

x_i

μ_k

∞

λ

Observation

$$x_i \sim \mathcal{N}(x_i; g + \mu_{z_i}; \Sigma)$$

GP

DPGMM



22

CSAIL

$$x_i \sim \mathcal{N}(x_i ; g + \mu_{z_i} ; \Sigma)$$

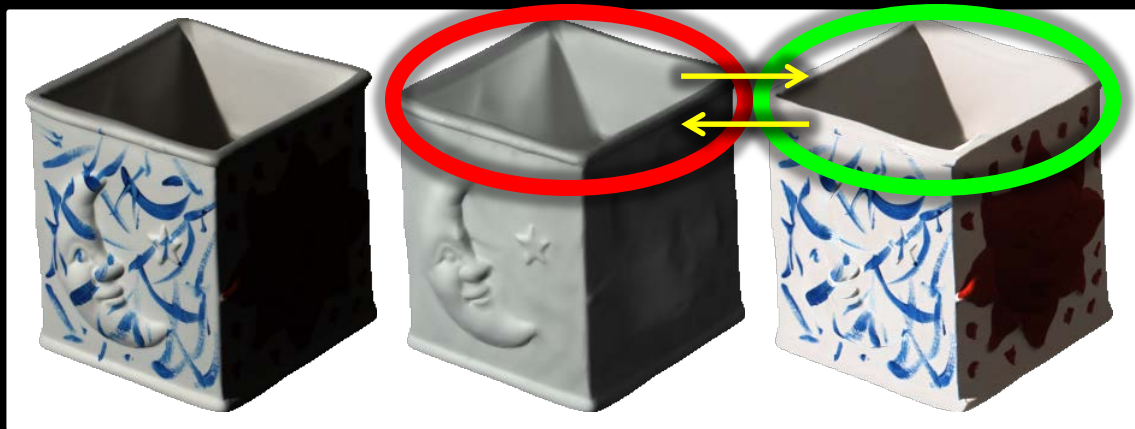
$$x_i \sim \mathcal{N}(x_i; g \overset{\longleftrightarrow}{+} \mu_{z_i}; \Sigma)$$

Unknowns: g, μ, z

- g – GP Shading Image
- μ – Reflectance colors
- z – Cluster assignment
- x – Observed image

Iterative Inference: $\begin{cases} g \mid \mu, z, x & \text{GP Regression} \\ \mu, z \mid g, x & \text{DPGMM} \end{cases}$

(used by [Gehler et al. 2011])

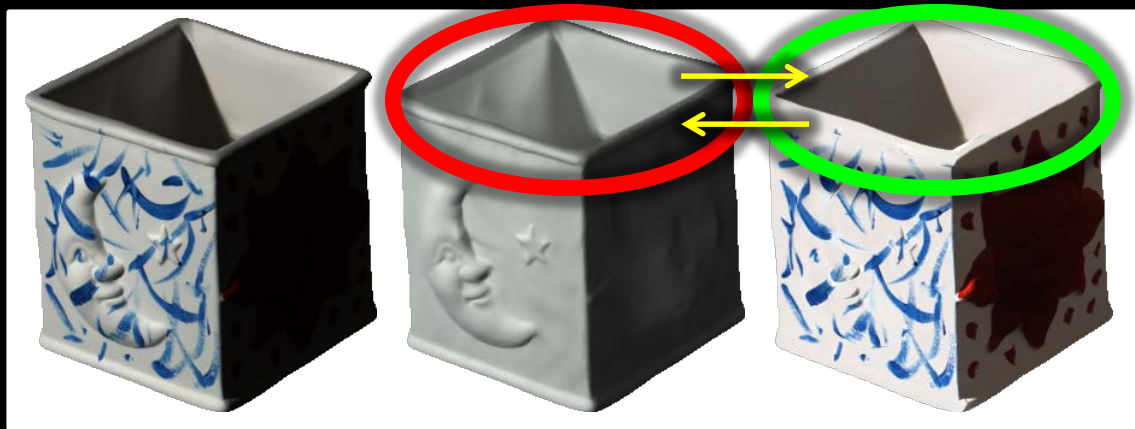


$$x_i \sim \mathcal{N}(x_i; g + \overset{-3}{\text{red}} \overset{\text{yellow}}{\rightleftarrows} \overset{+3}{\text{green}} \mu_{z_i}; \Sigma)$$

Unknowns: g, μ, z

- g – GP Shading Image
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Iterative Inference: $\begin{cases} g \mid \mu, z, x & \text{GP Regression} \\ \mu, z \mid g, x & \text{DPGMM} \end{cases}$
 (used by [Gehler et al. 2011])



$$x_i \sim \mathcal{N}(x_i; g + \mu_{z_i}; \Sigma)$$

Unknowns: g, μ, z

g – GP Shading Image

μ – Reflectance colors

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x – Observed image

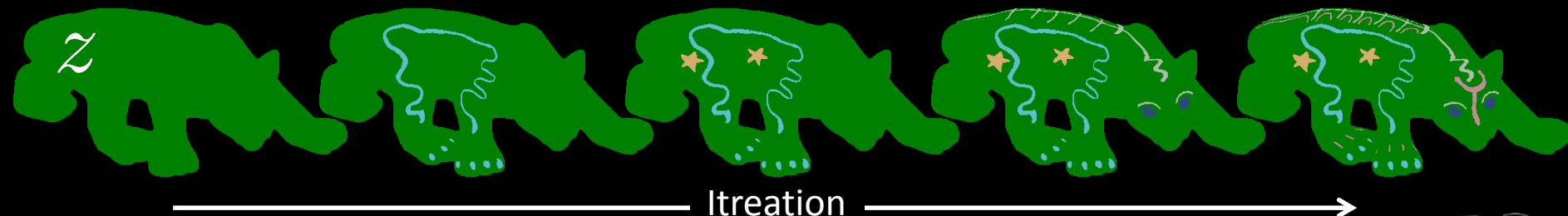
Iterative Inference:

(used by [Gehler et al. 2011])

$$\begin{cases} g \mid \mu, z, x & \text{GP Regression} \\ \mu, z \mid g, x & \text{DPGMM} \end{cases}$$

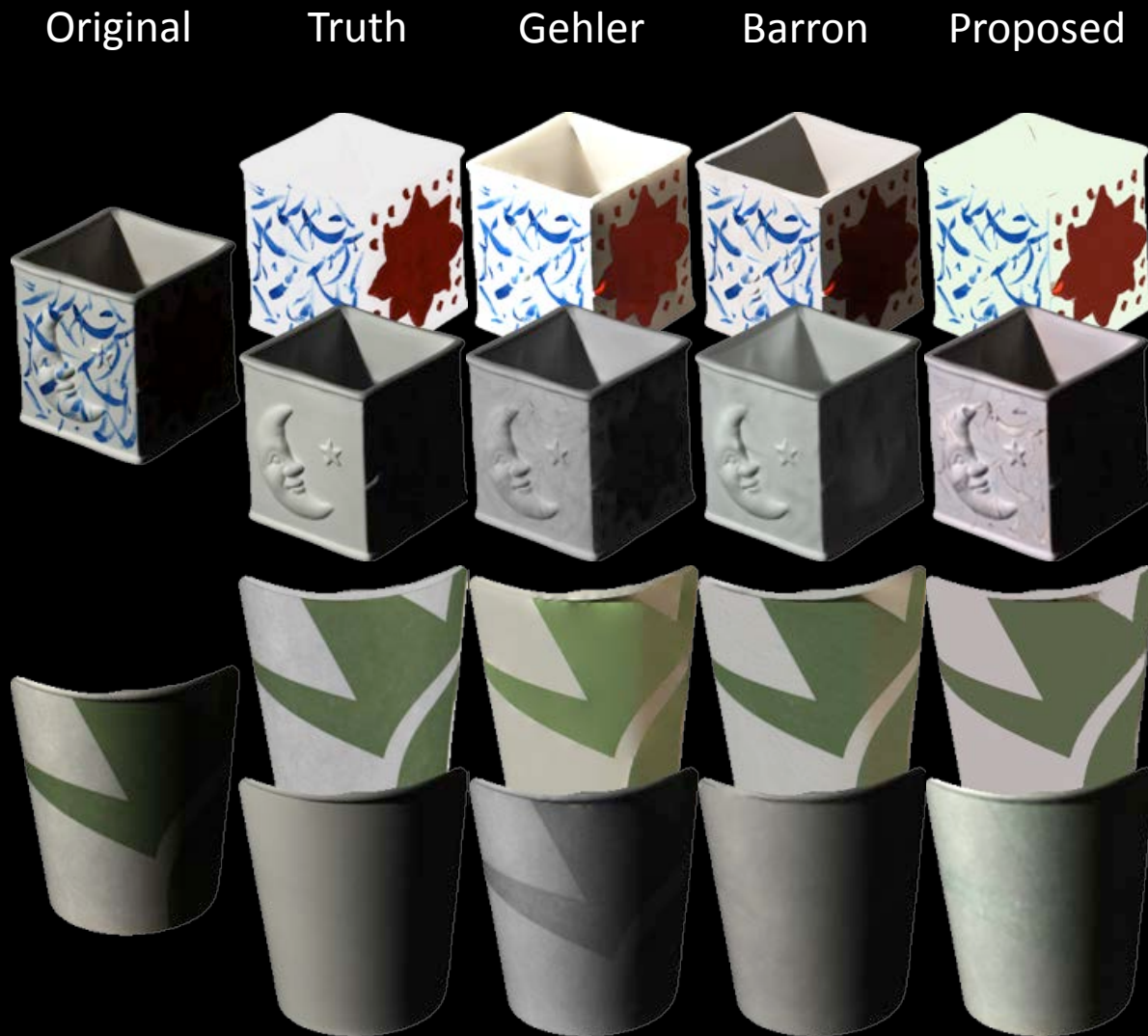
Marginalized MCMC:

1. Marginalize g, μ , infer $z \mid x$
2. Large split/merge moves

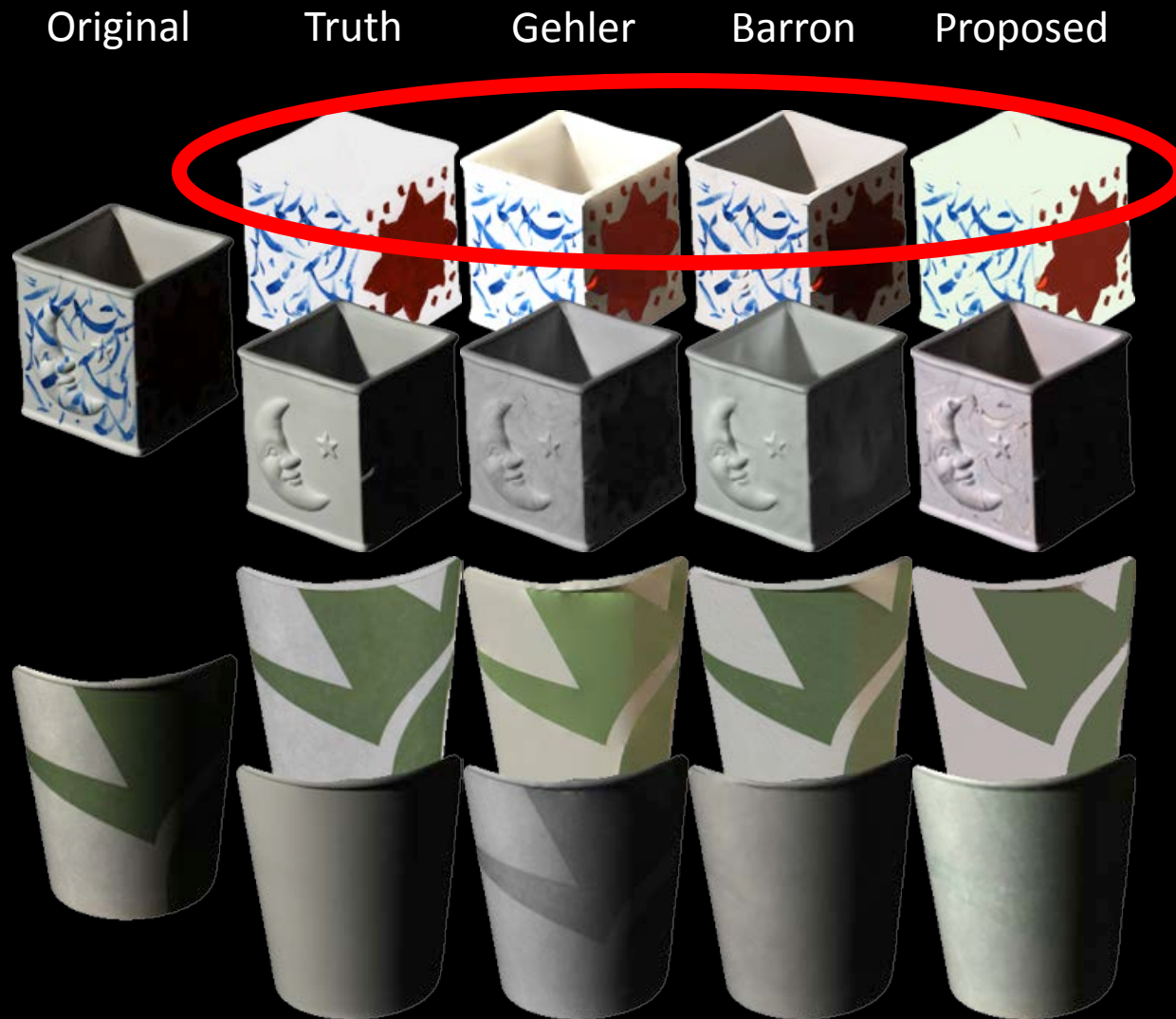


Details at poster and in paper

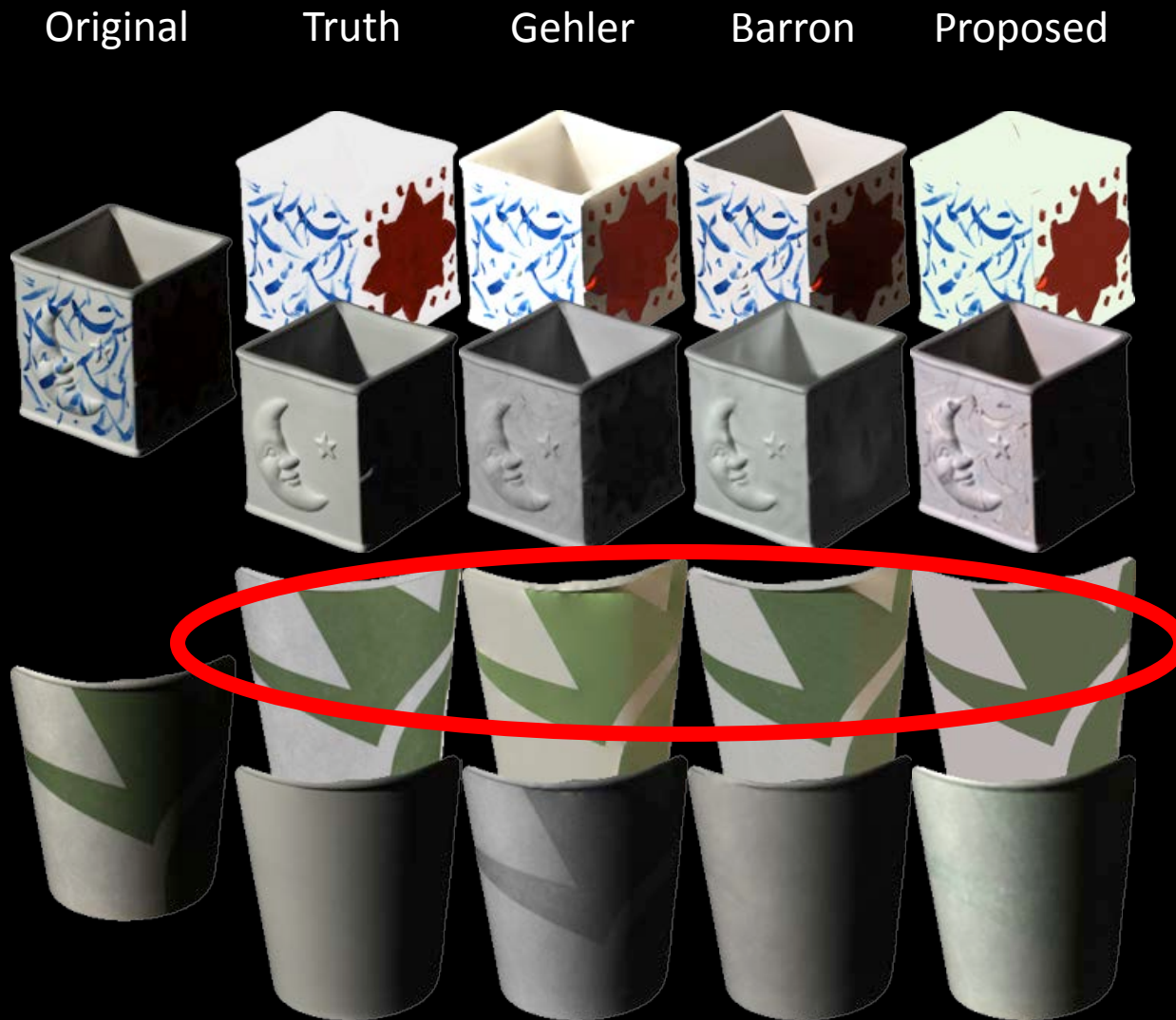
Improved Results



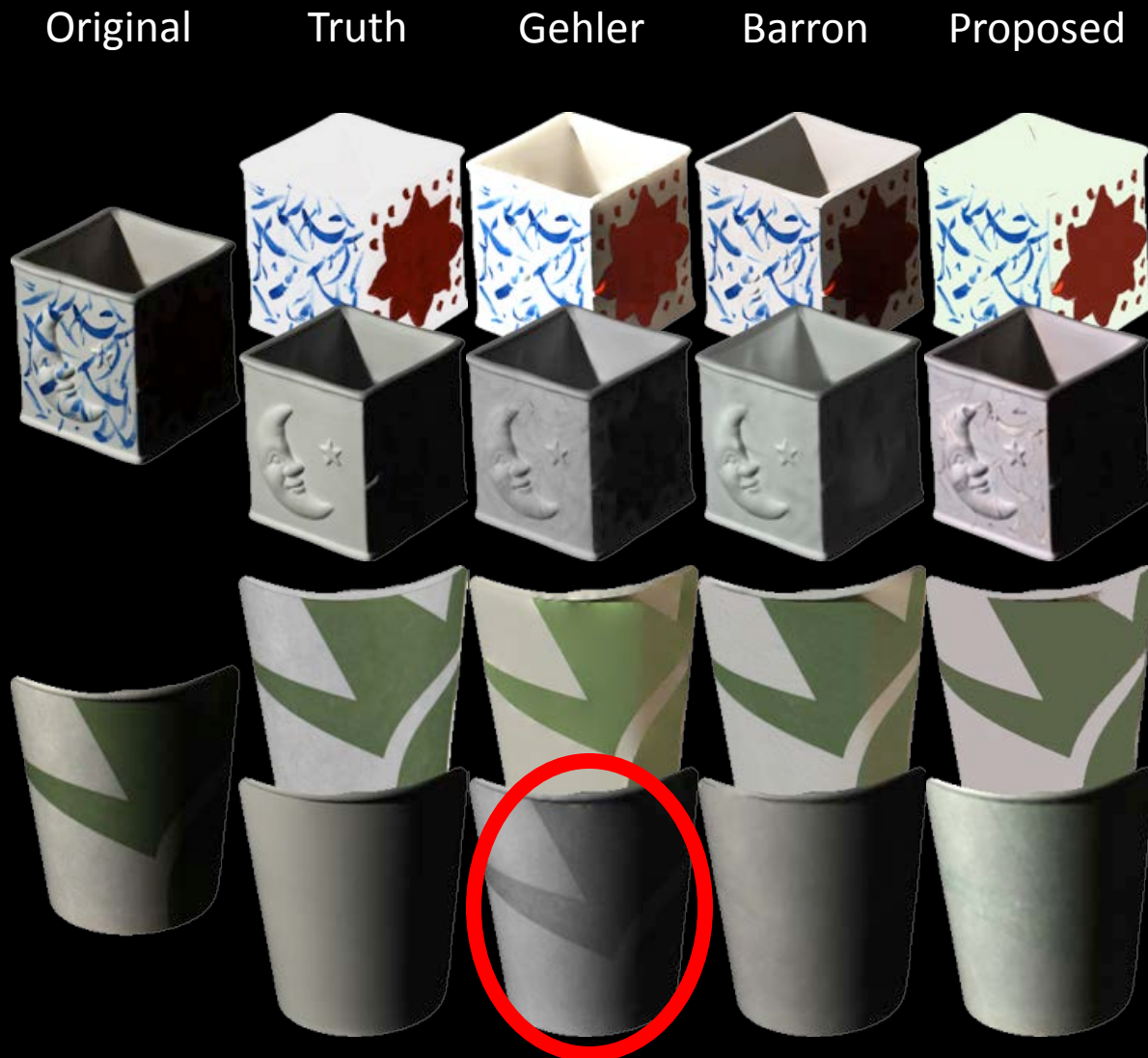
Improved Results



Improved Results



Improved Results



Failure Cases

Original

Truth

Gehler

Barron

Proposed



Failure Cases

Original

Truth

Gehler

Barron

Proposed



Failure Cases

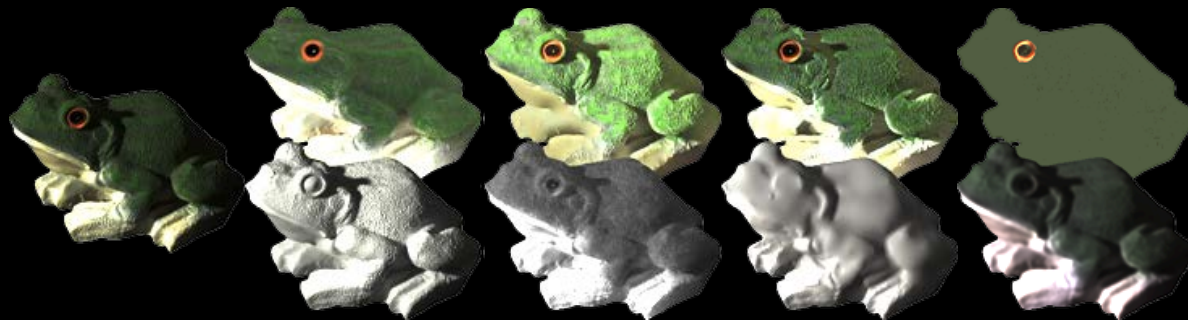
Original

Truth

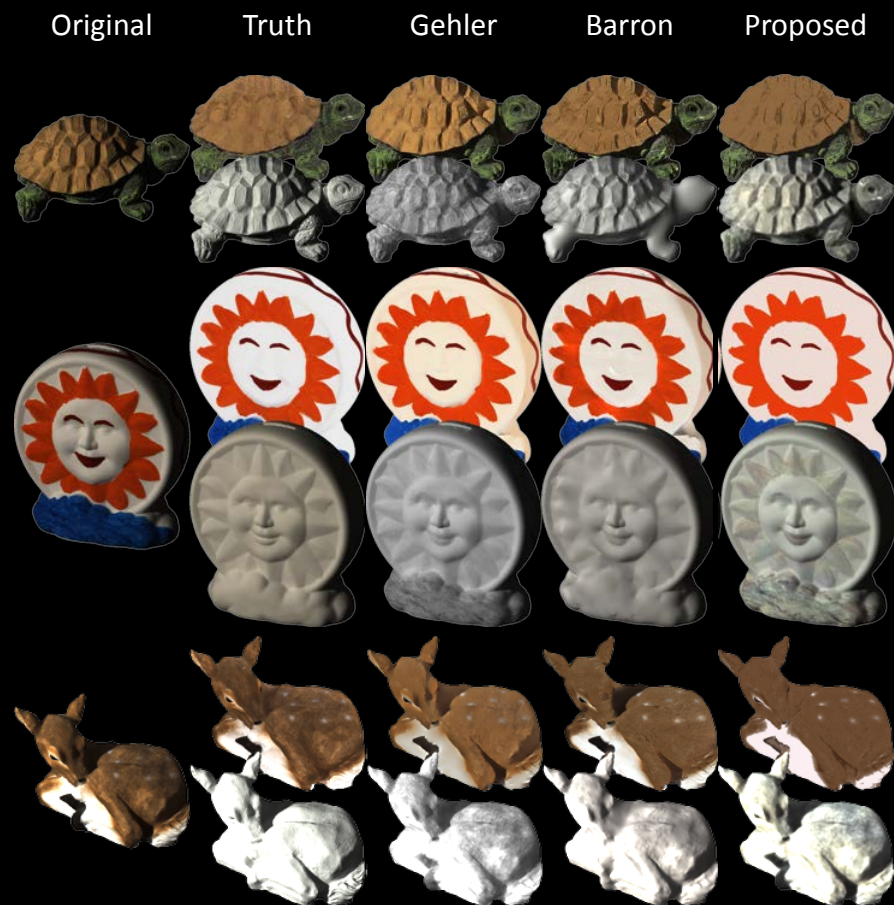
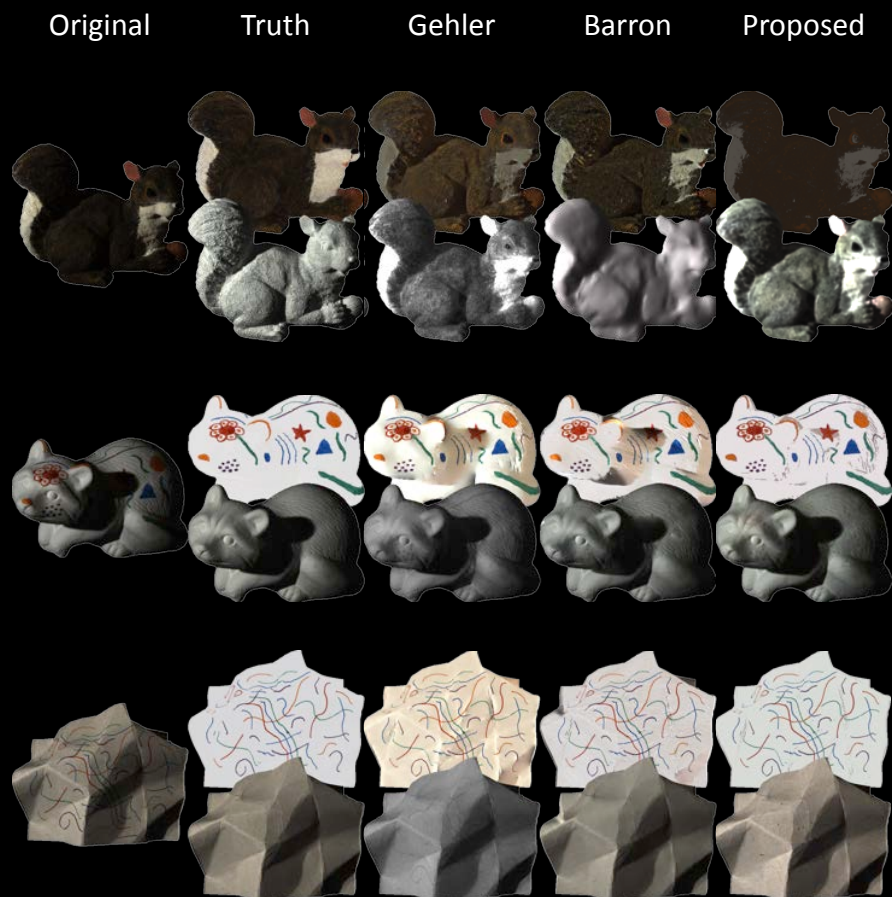
Gehler

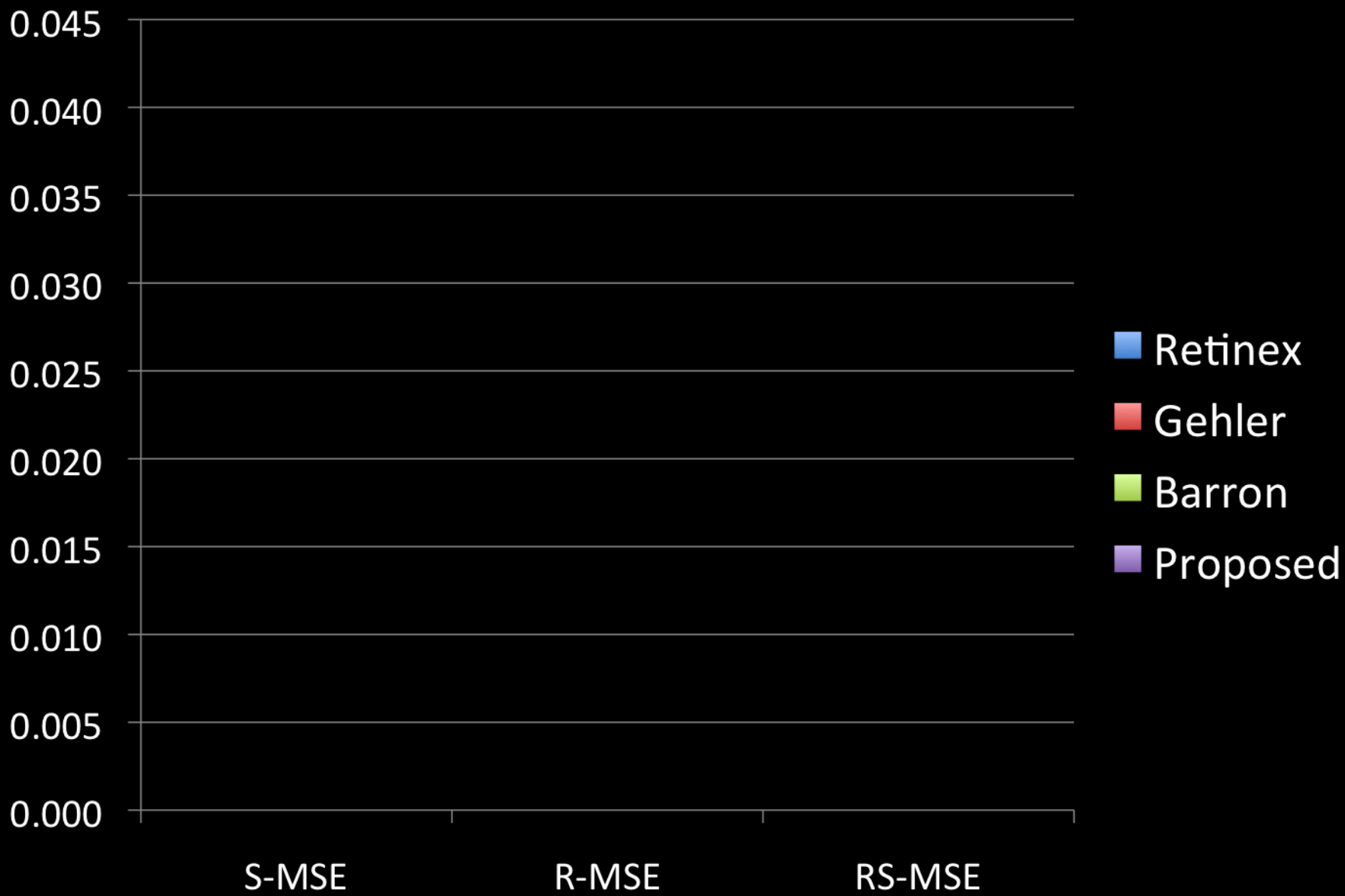
Barron

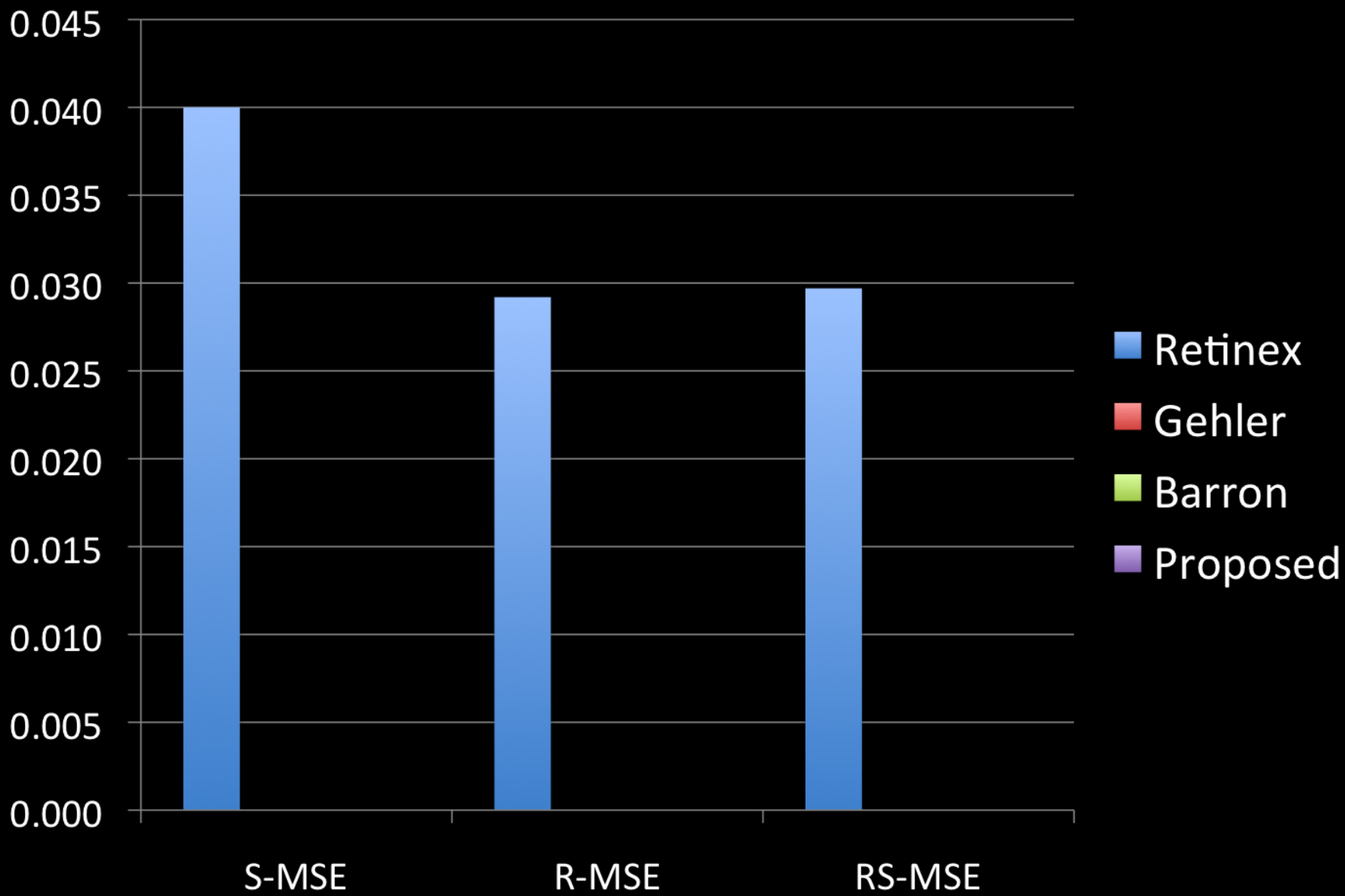
Proposed

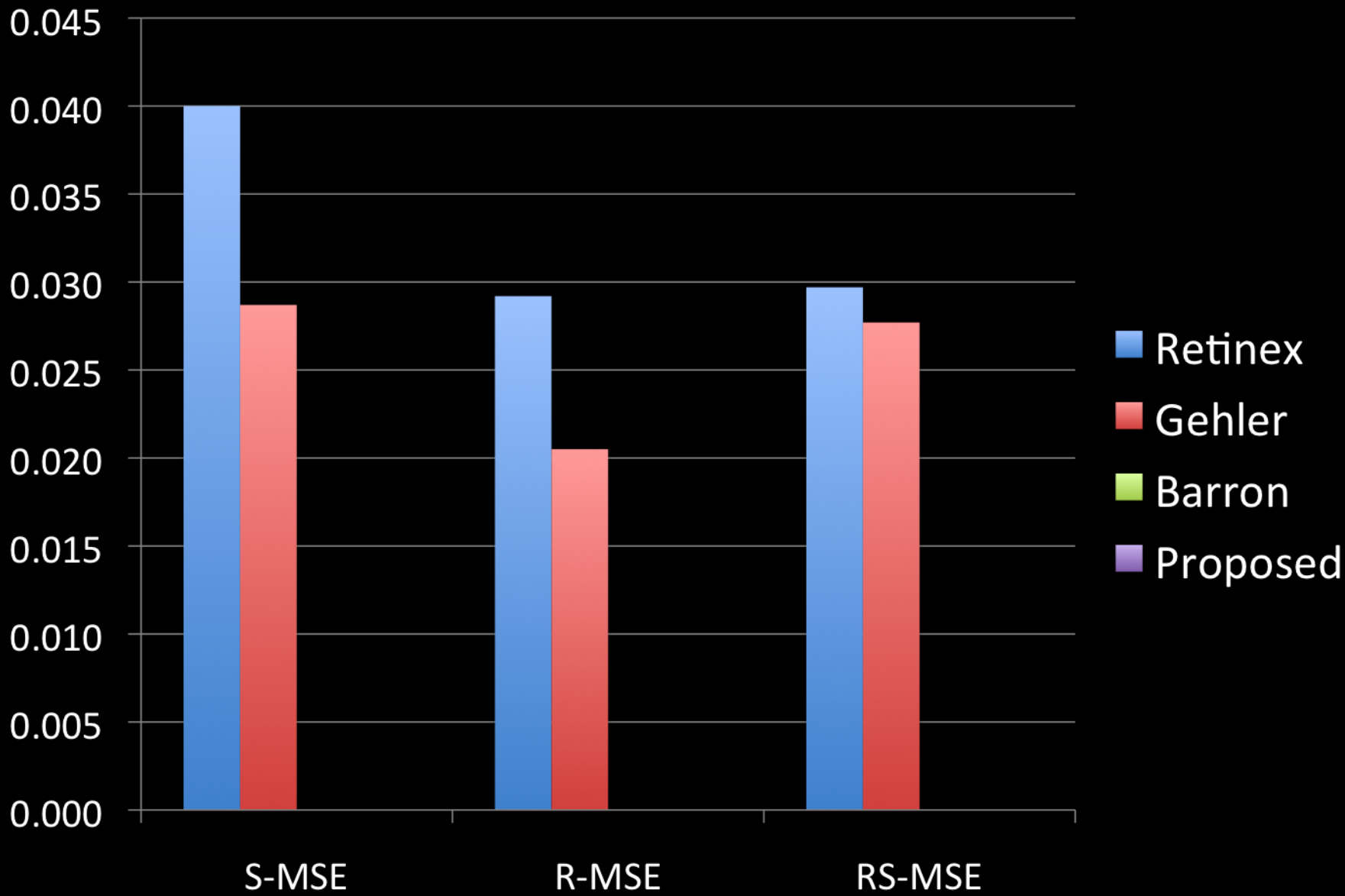


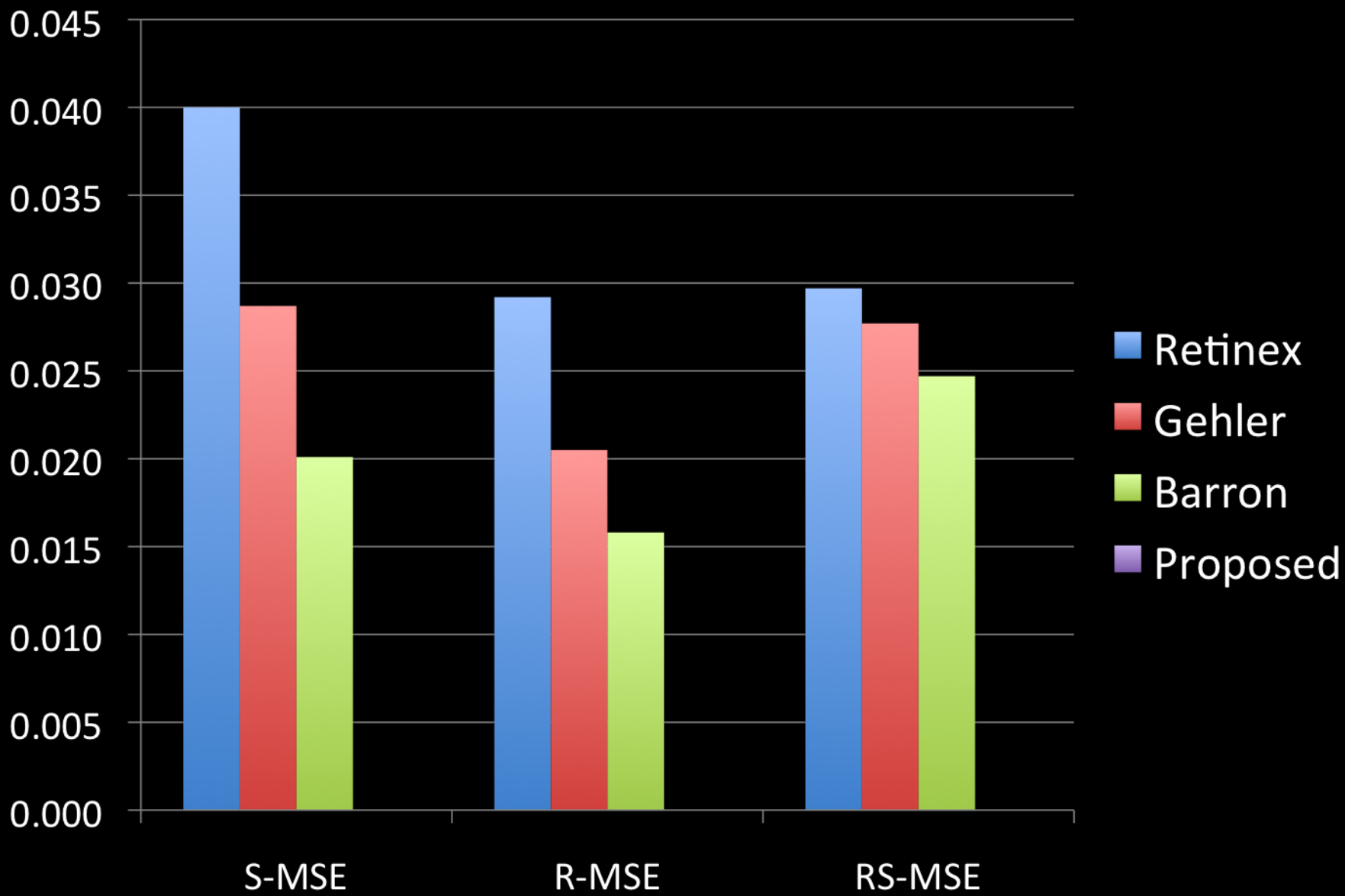
Results

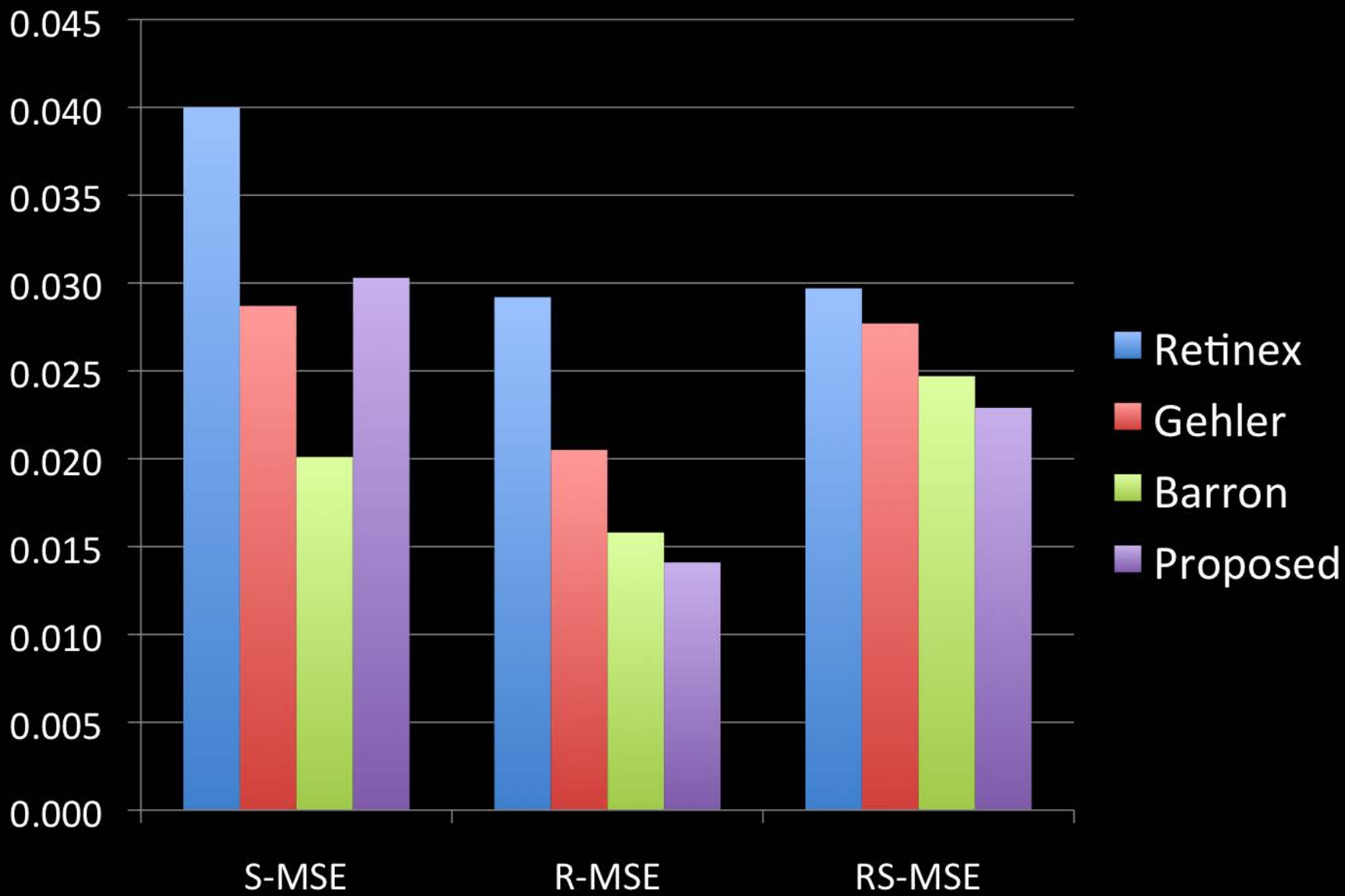






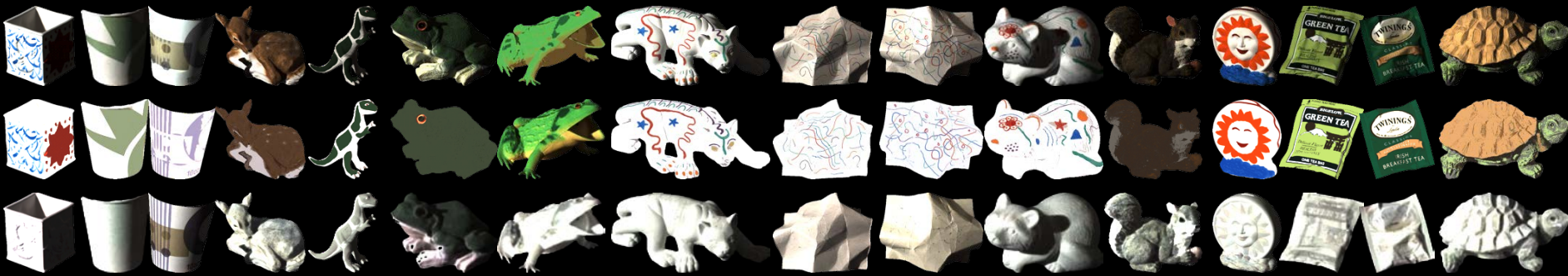






Summary

- Bayesian nonparametric extension of [Gehler et al. '11]
- No 3D modeling or Retinex gradient terms
- On par with state-of-the-art performance



Code will be available at: <http://people.csail.mit.edu/jchang7/>