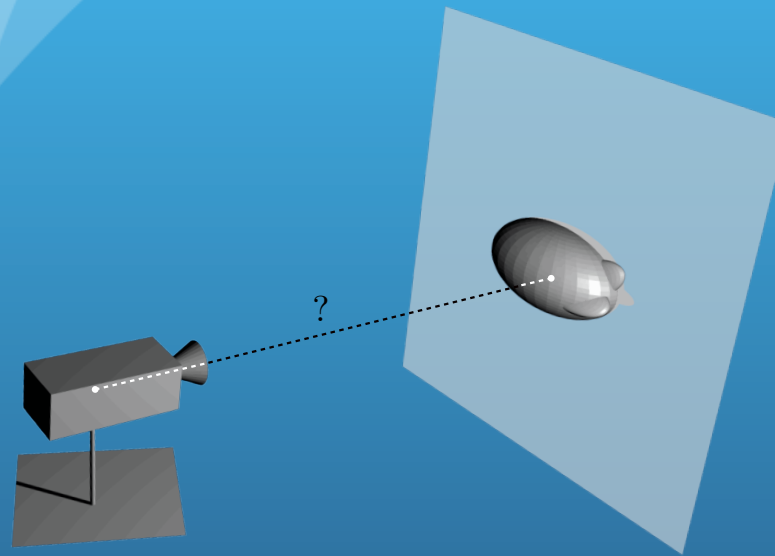




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# NEW DEPTH FROM FOCUS METHOD FOR 3D PTZ CAMERA TARGET TRACKING



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# Presentation Outline

Motivation / State of the art

Background on defocus theory

Minimum blur focus value

Depth estimation

Experimental results

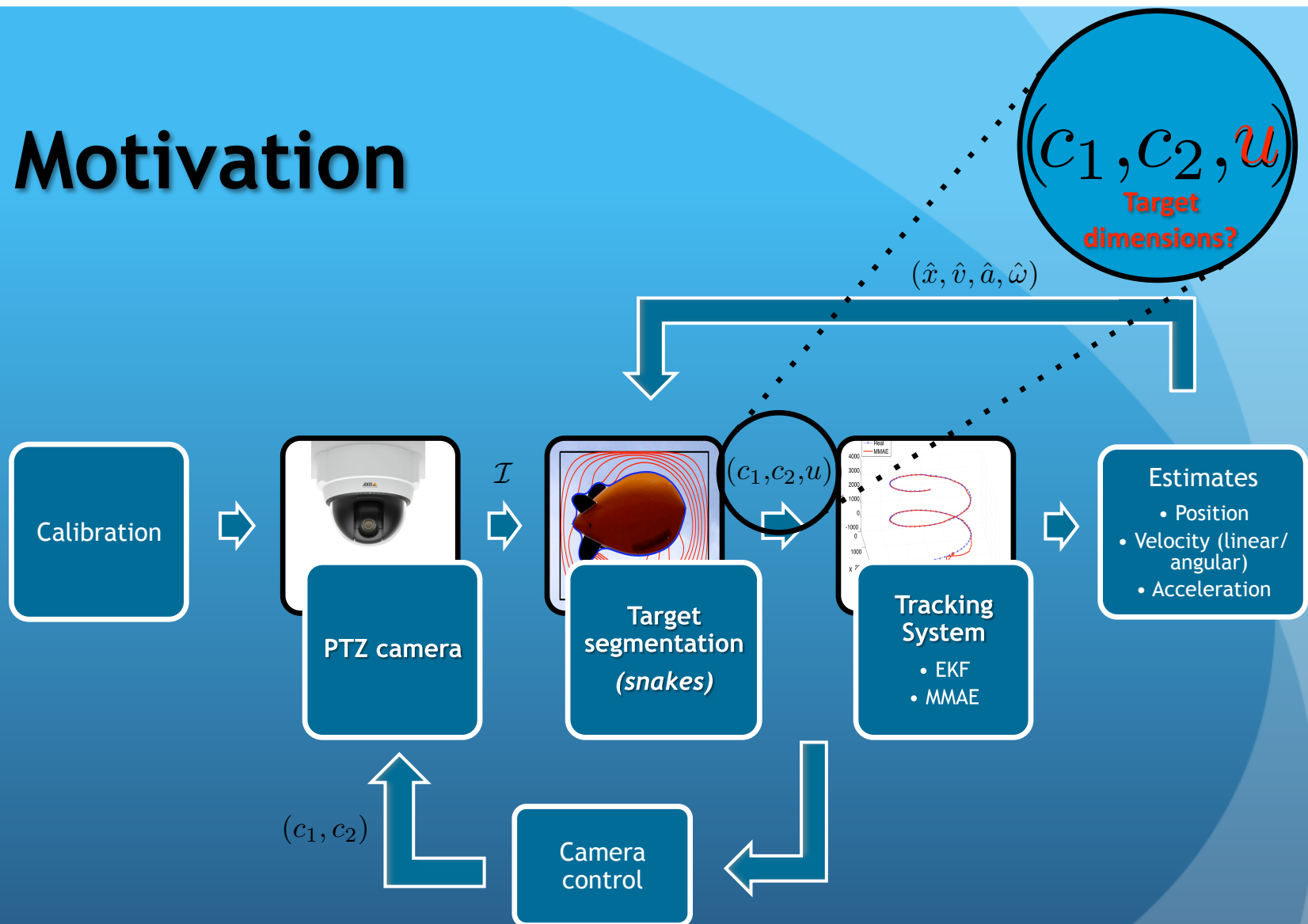
Conclusions



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# Motivation





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# State of the art

## Depth estimate from blur by focusing

### Depth from defocus

- ***Relation between depth and the amount of blur present in the image***
  - Model the blurring process of the camera, i.e. characterize the Point Spread Function (PSF)
  - Measure the amount of blur in the image: ill-posed inverse problem
  - Only needs 1 or 2 images

### Depth from focus

- ***Relation between depth and the focus value that leads to a sharp image***
  - Find the camera focus value that minimizes the amount of blur in the image according to a given criterion
  - Does not require a mathematical model for the camera blurring process (PSF does not have to be modeled)
  - Needs more images





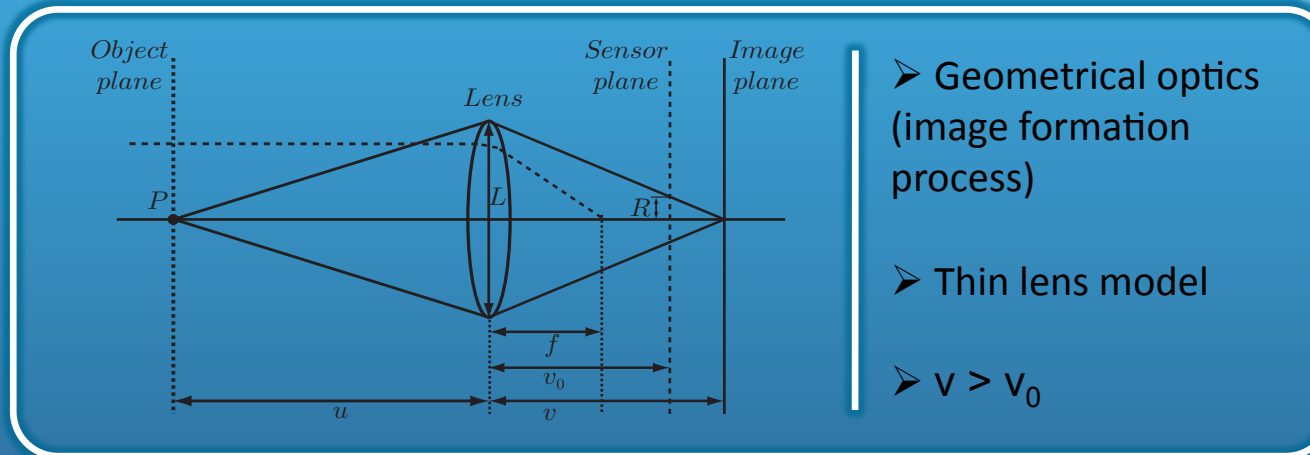
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# Background on defocus theory (1)

**Depth of field** (of a camera with a given focus value):

- distance between the farthest and nearest planes, in relation to the camera, whose points appear with a satisfactory definition in the image, according to a given criterion
- cameras are unable to simultaneously focus planes at different depths



**Gaussian Lens Formula:**  $\frac{1}{f} = \frac{1}{u} + \frac{1}{v}$

$$u = \frac{fv_0}{2Rf/L + v_0 - f}$$

An expression similar to this would be easily derived for the case  $v < v_0$



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# Background on defocus theory (2)

$$u = \frac{f v_0}{2Rf/L + v_0 - f}$$

## Depth from focus (DFF)

Find the sensor plane position ( $v_0$ ) that leads to a sharply focused image, i.e.  $R = 0$

- Optimize a cost function that depends on the amount of blur present in image points of interest



$$u = \frac{fv}{v - f}$$

## Depth from defocus (DFD)

Estimate  $R$  by measuring the amount of blur present in image points of interest

- Express the defocused image ( $I_d$ ) as the convolution of the focused image ( $I_f$ ) with the PSF ( $h$ )

$$I_d(x,y) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} I_f(\alpha,\beta) h(x-\alpha, y-\beta) d\alpha d\beta$$

- Retrieve the PSF from the defocused image: solve an ill-posed inverse problem  $\Rightarrow R$



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# Minimum blur focus value (1)

**How to find the camera focus value that sharply focus the target?**

- define a cost function that depends on the amount of blur that “corrupts” the target
- find the camera focus value that optimizes the cost function

Cost  
function

System goal: estimate the depth of a target



maximize the image gradient magnitude across lines orthogonal to the target boundary (active contours)

$$\min_{f_s} g(f_s) \Rightarrow g(f_s) = \frac{1}{\frac{1}{N_l} \sum_{i=1}^{N_l} \max_{(x,y) \in l_i} |\nabla I_{f_s}(x,y)|}$$

- $f_s$  - focus setting
- $I_{f_s}$  - image acquired with focus  $f_s$
- $(x, y)$  - image point coordinates
- $l_i$  - i-th line
- $N_l$  - number of lines

The formulation of this problem as the minimization of  $g(f_s)$ , instead of the maximization of its denominator, is related to the model that will be proposed for this function

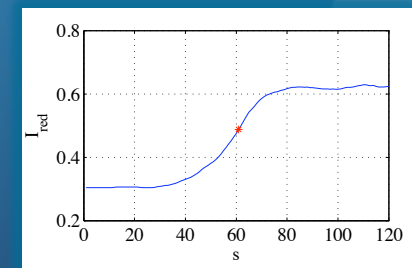
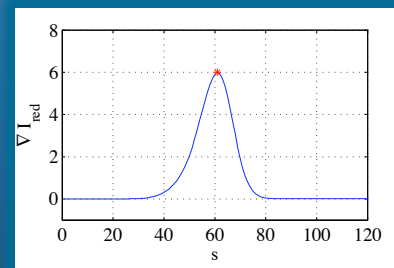
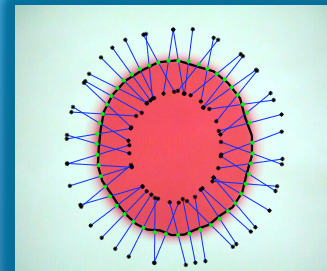
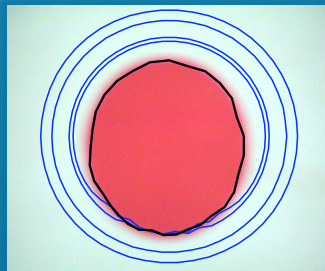
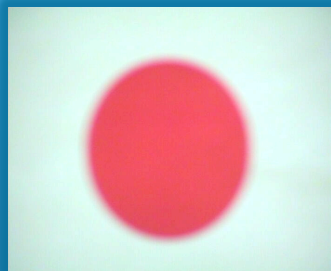


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# Minimum blur focus value (2)

$$g(f_s) = \frac{1}{\frac{1}{N_l} \sum_{i=1}^{N_l} \max_{(x,y) \in l_i} |\nabla I_{f_s}(x,y)|}$$

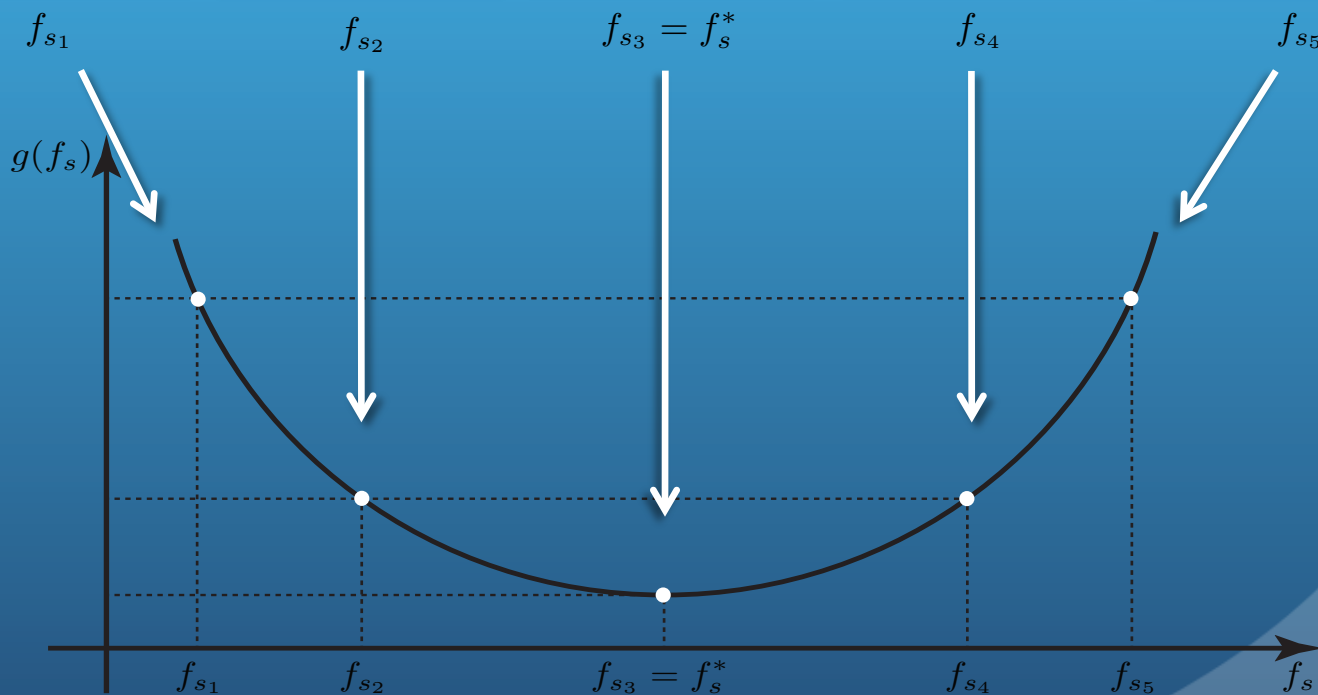
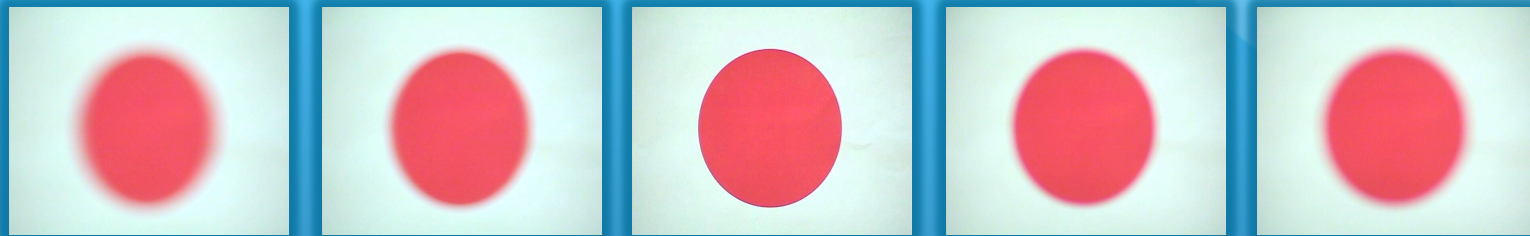




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# Minimum blur focus value (3)





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# Minimum blur focus value (4)

Minimize  
the cost  
function

Data available is scarce (the acquisition of new images is time-consuming)

Moving target



It is difficult to find the focus that minimizes the cost function in real time

**Our approach:** find a model for the cost function and estimate the position of its minimum using a small number of images

AXIS 215 PTZ



$$g(f_s) = a(f_s - f_s^*)^2 + b$$



$$g(f_s) = a'f_s^2 + b'f_s + c'$$

- estimate:  $a, b, f_s^*$  (3 unknowns)
- $f_s^*$  - focus value that minimizes the cost function

$$\begin{aligned} a' &= a \\ b' &= -2af_s^* \\ c' &= af_s^{*2} + b \end{aligned}$$



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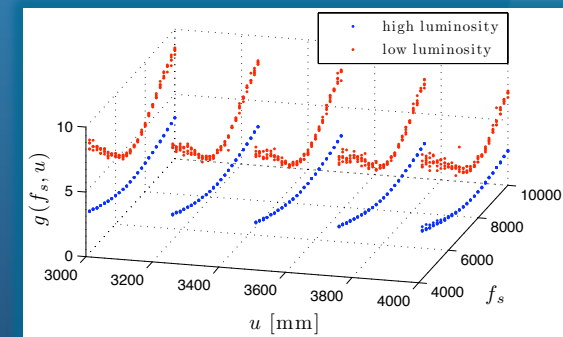
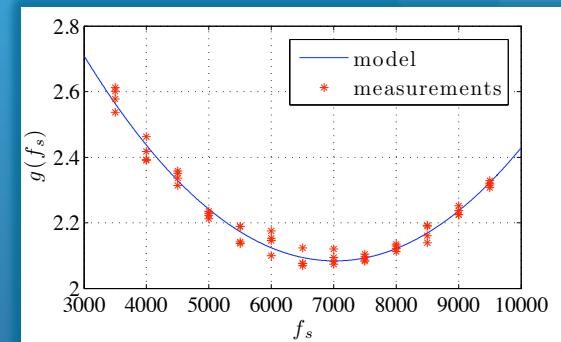


# Minimum blur focus value (5)

$$\min_{\mathbf{x}} \|\mathbf{Ax} - \mathbf{b}\|_2$$
$$\begin{matrix} I_1 \rightarrow \\ I_2 \rightarrow \\ \vdots \\ I_N \rightarrow \end{matrix} \begin{bmatrix} f_{s1}^2 & f_{s1} & 1 \\ f_{s2}^2 & f_{s2} & 1 \\ \vdots & \vdots & \vdots \\ f_{sN}^2 & f_{sN} & 1 \end{bmatrix} \begin{bmatrix} a' \\ b' \\ c' \end{bmatrix} = \begin{bmatrix} g(f_{s1}) \\ g(f_{s2}) \\ \vdots \\ g(f_{sN}) \end{bmatrix}$$
$$f_s^* = -\frac{b'}{2a'}$$

solved using: least squares method (optimal when the measurements are corrupted by white Gaussian noise)

( $u = \text{const.}$ )



## Considerations about the method:

- this algorithm must be repeated successively since the depth of the moving target (and therefore  $f_s^*$ ) varies with time
- 3 unknowns: use at least 3 images acquired with different focus values
- this method is robust to variations in parameters such as zoom, aperture, and illumination, which change the shape of the cost function but not the position of its minimum



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# Depth estimation (1)

$$f_s^* \xrightarrow{?} u$$

1

$$(f_s^*, z_s) \xrightarrow[\substack{v = h_2(f_s^*, z_s)}]{\substack{f = h_1(f_s^*, z_s)}} (f, v) \xrightarrow{u = \frac{fv}{v - f}} u$$

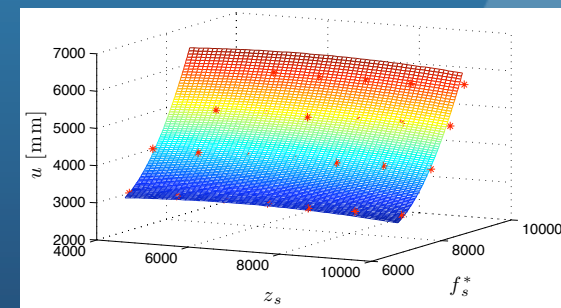
?  $h_1$  and  $h_2$  difficult to calibrate

2

$$(f_s^*, z_s) \xrightarrow{u = m(f_s^*, z_s)} u$$



$$u = m(f_s^*, z_s) = a_1 z_s^2 + a_2 z_s + a_3 f_s^{*2} + a_4 f_s^* + a_5$$





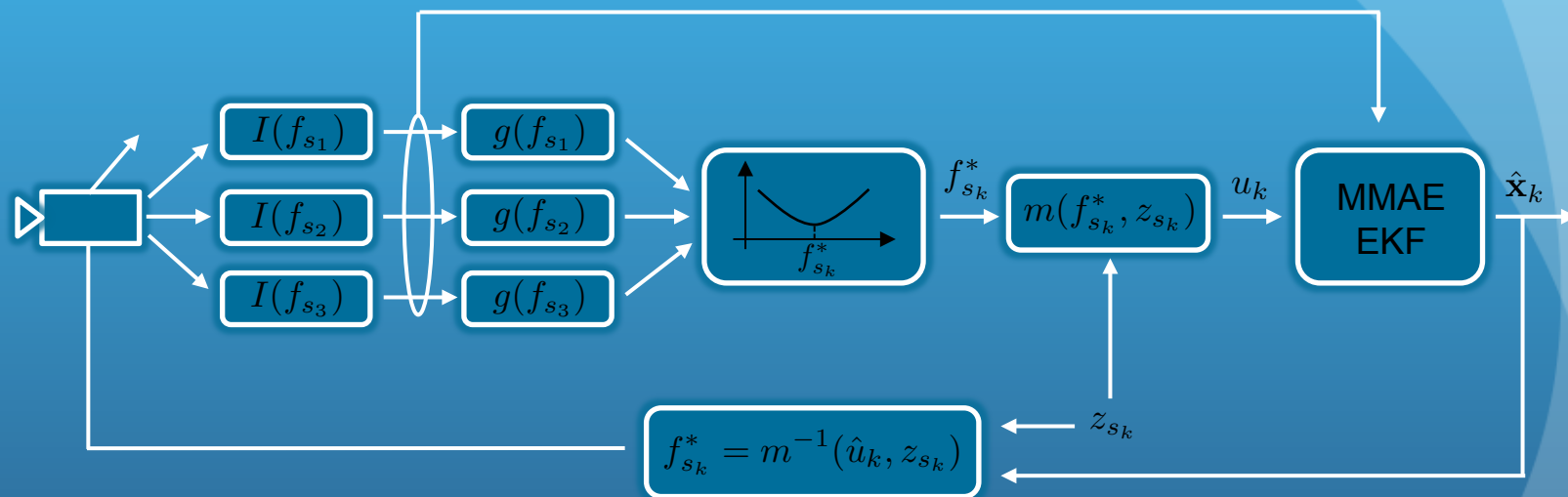


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# Depth estimation (2)

**System architecture:**



$$\begin{cases} f_{s1} &= f_{s_{k-1}}^* - \Delta \\ f_{s2} &= f_{s_{k-1}}^* \\ f_{s3} &= f_{s_{k-1}}^* + \Delta \end{cases}$$



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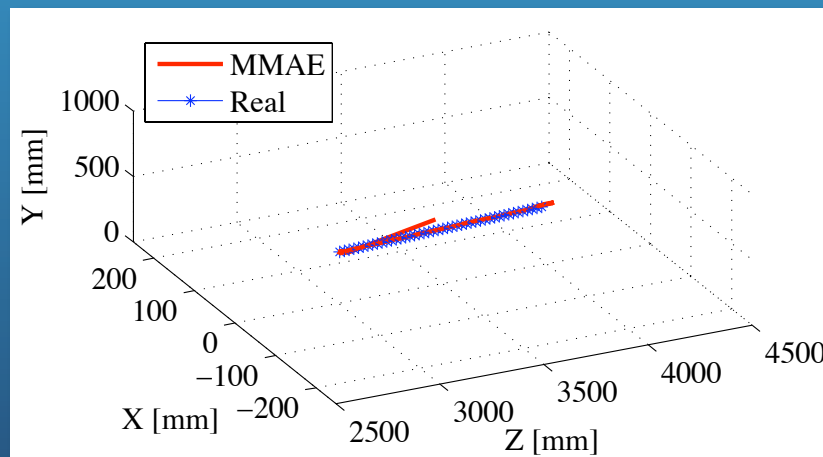


# Experimental results (1)

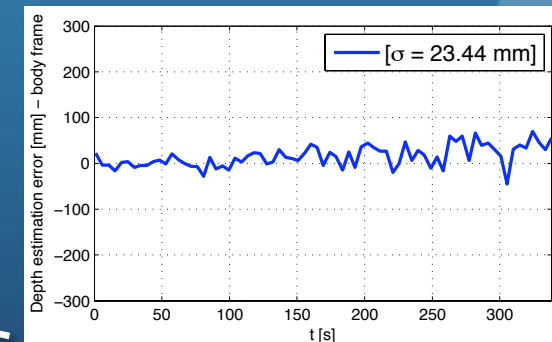
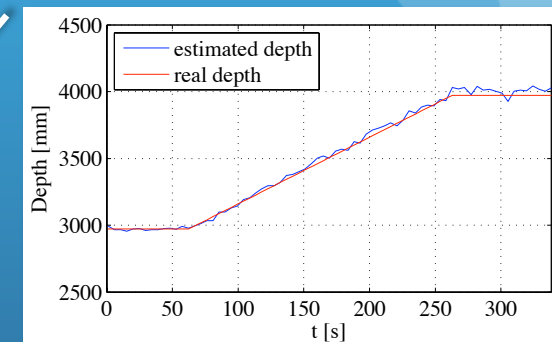
## Application description:

- camera: AXIS 215 PTZ
  - maximum focal length: 45.6 mm (aperture: F2.7)
  - focus setting: [1; 9999]
  - image size: 704x576
- target installed on a mobile platform
- MMAE: 4 models (4 different angular velocities)
- sampling interval:  $\sim 4.5$ s

## Application performance:



## Depth estimation





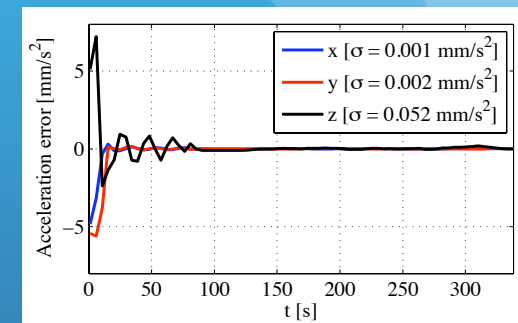
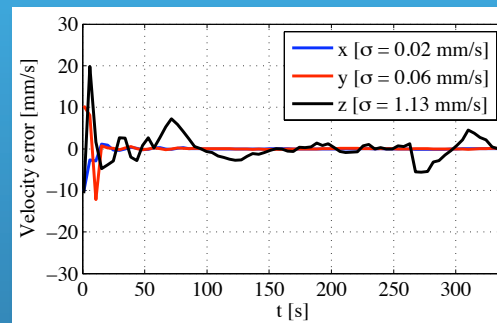
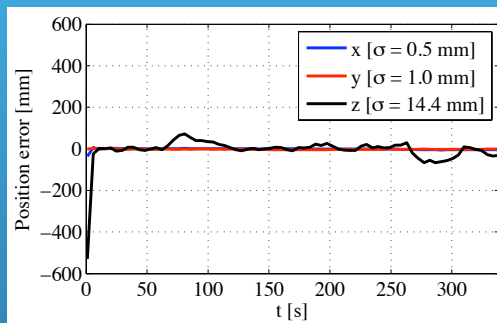
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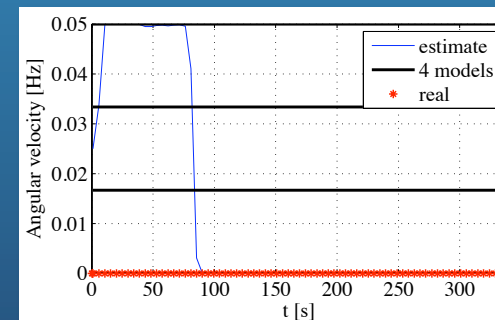
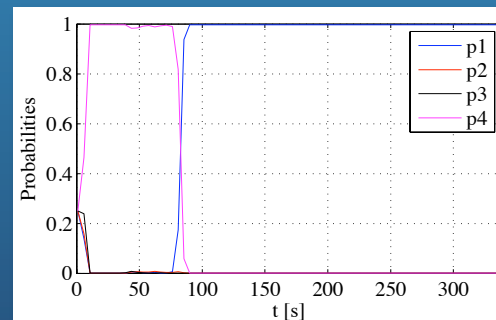
# Experimental results (2)

## MMAE - EKF

### ○ Estimation errors



### ○ Angular velocity identification





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# Conclusions

- **A new active depth from focus method** that estimates the depth of a moving target in real time, using a single PTZ camera, was presented, implemented, and tested in a real scenario
  - information present on the target boundary is used to infer depth, which is combined with a (sub-)optimal MMAE-EKF resulting in a full 3D nonlinear tracking system
  - depth and position estimates with accuracies on the order of few centimeters were obtained
- **Main limitation:** slow rate at which the target can change its depth  
(a consequence of)
  - slow velocity at which the camera acquires images with different focus values
  - 3 images per iteration of the algorithm
- **Future work:**
  - implement the algorithm in C
  - study new strategies to reduce the number of images required per iteration of the algorithm



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# Thank you.