

Deep Outdoor Illumination Estimation

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Capturing lighting conditions

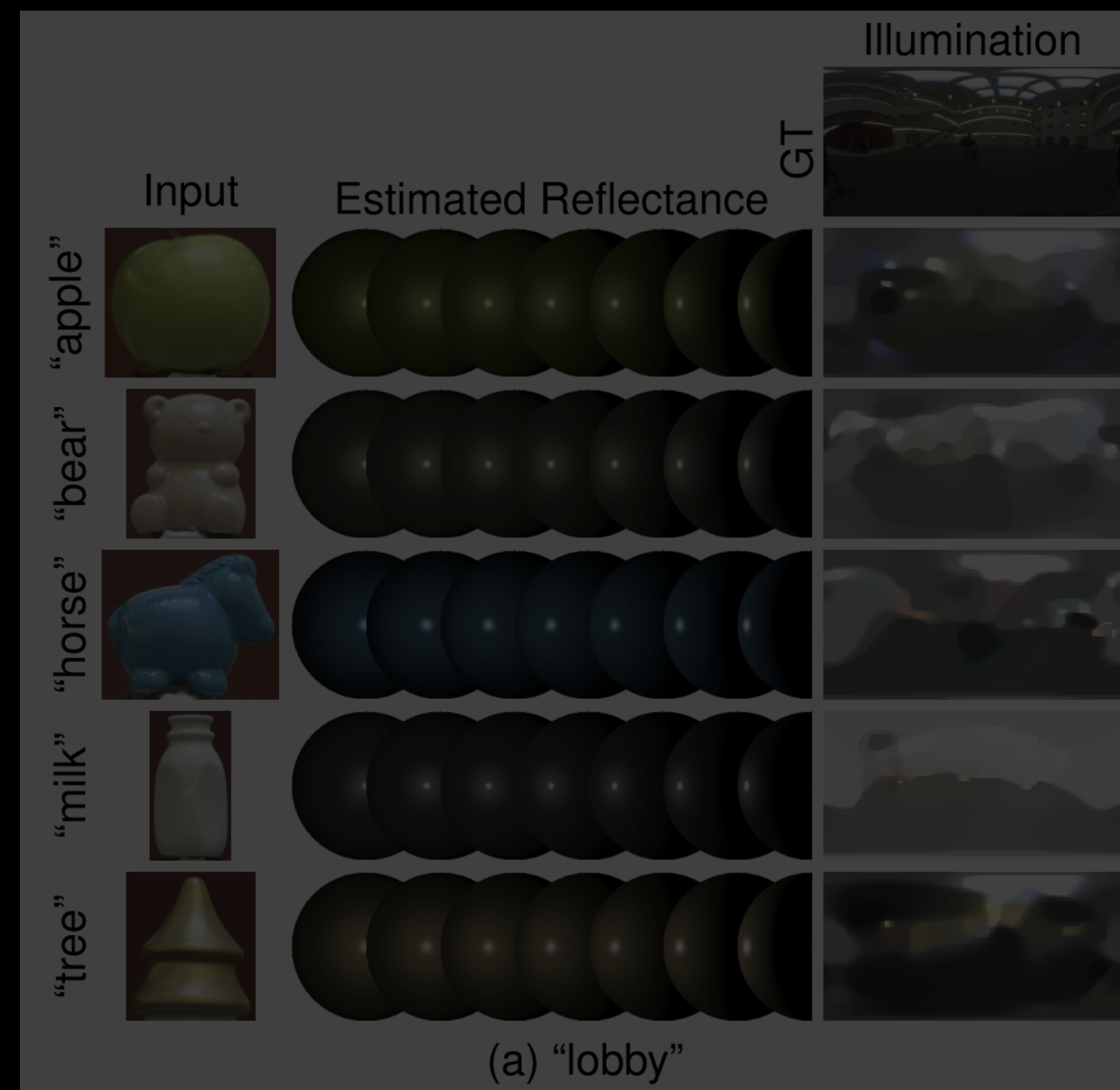


[Debevec 1998]

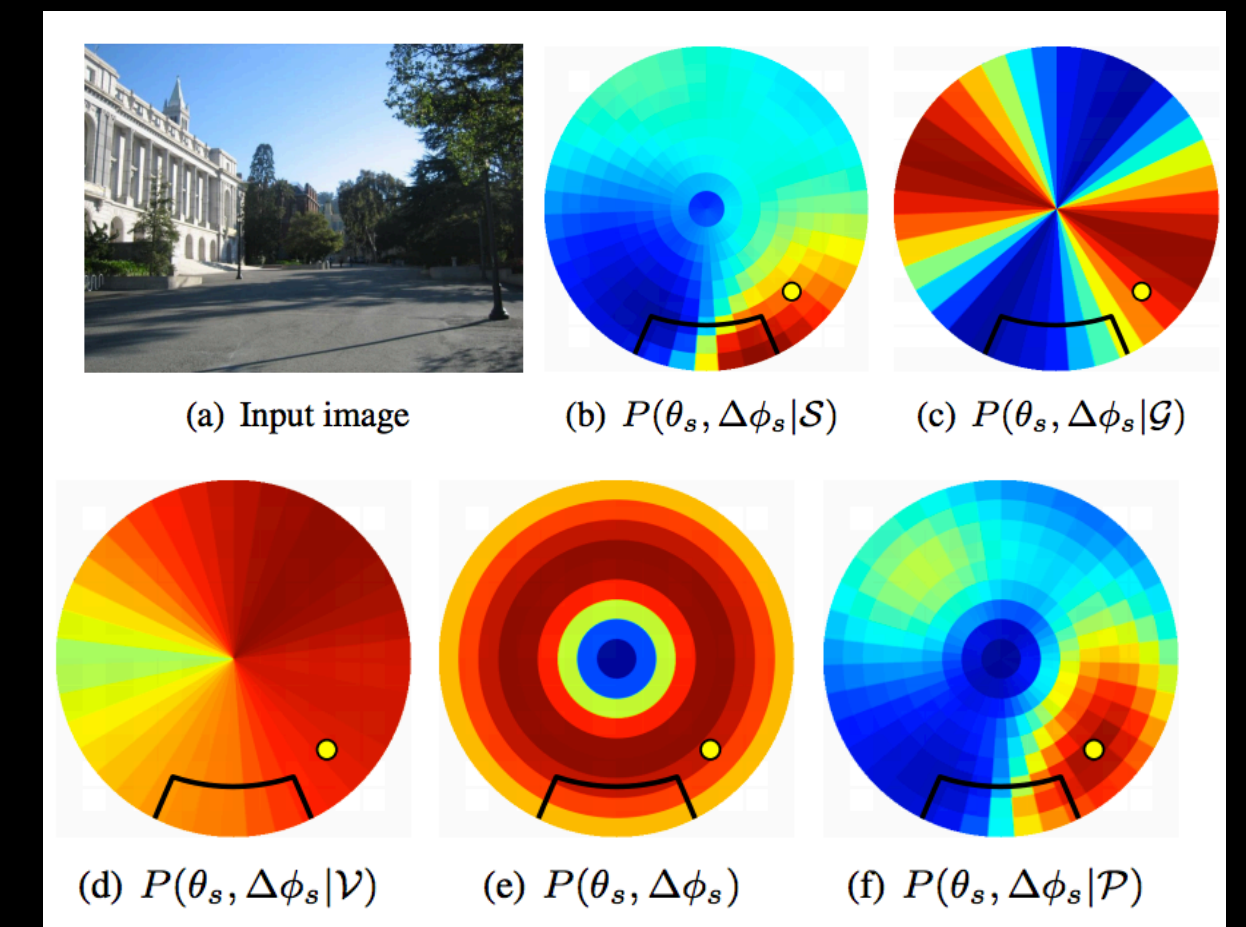
Illumination capture and estimation



1. Specialized equipment
[Stumpfel et al. '04]



2. Known object in scene
[Lombardi et al. '15]



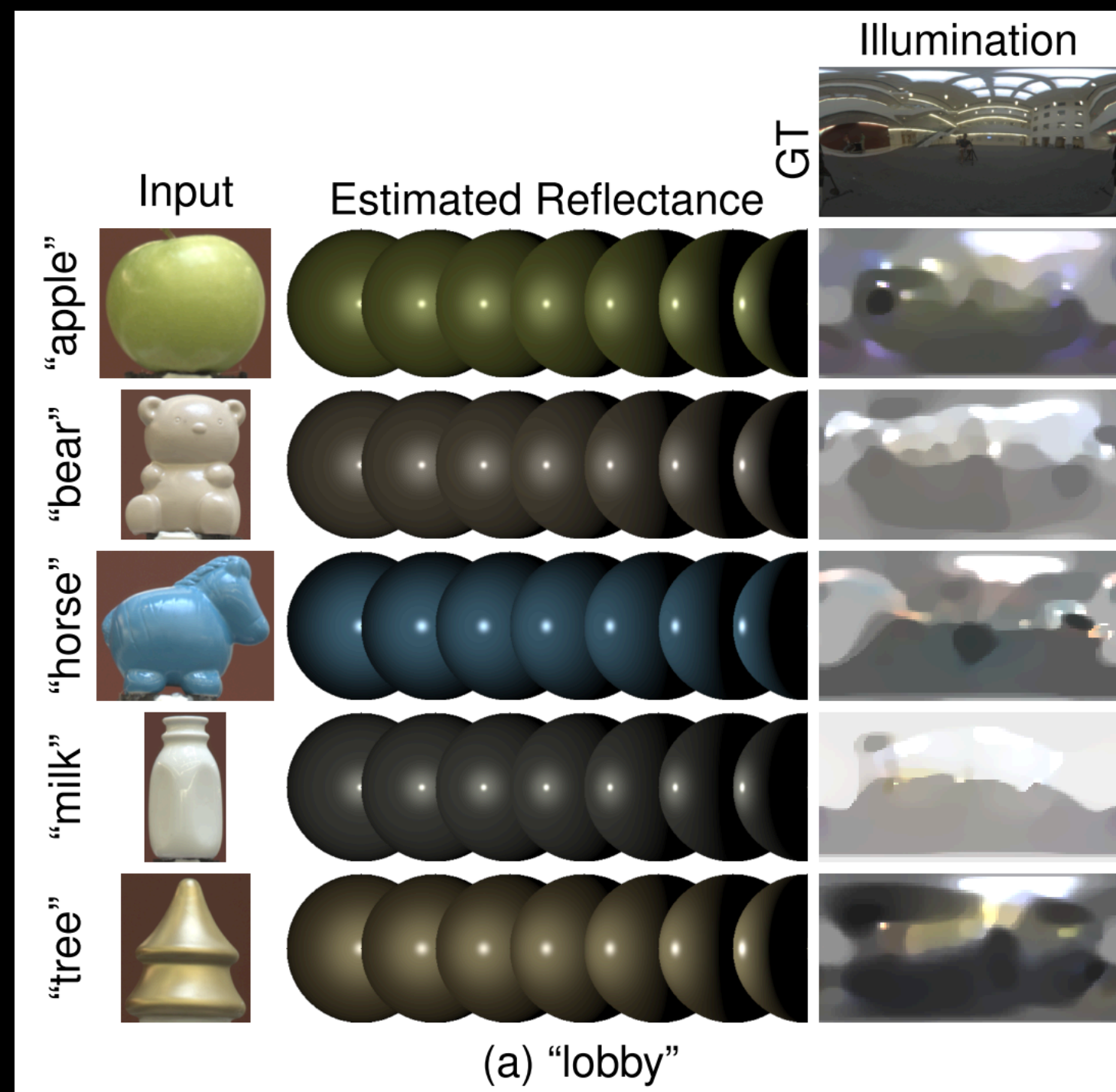
3. Handcrafted features
[Lalonde et al '12]

Our work



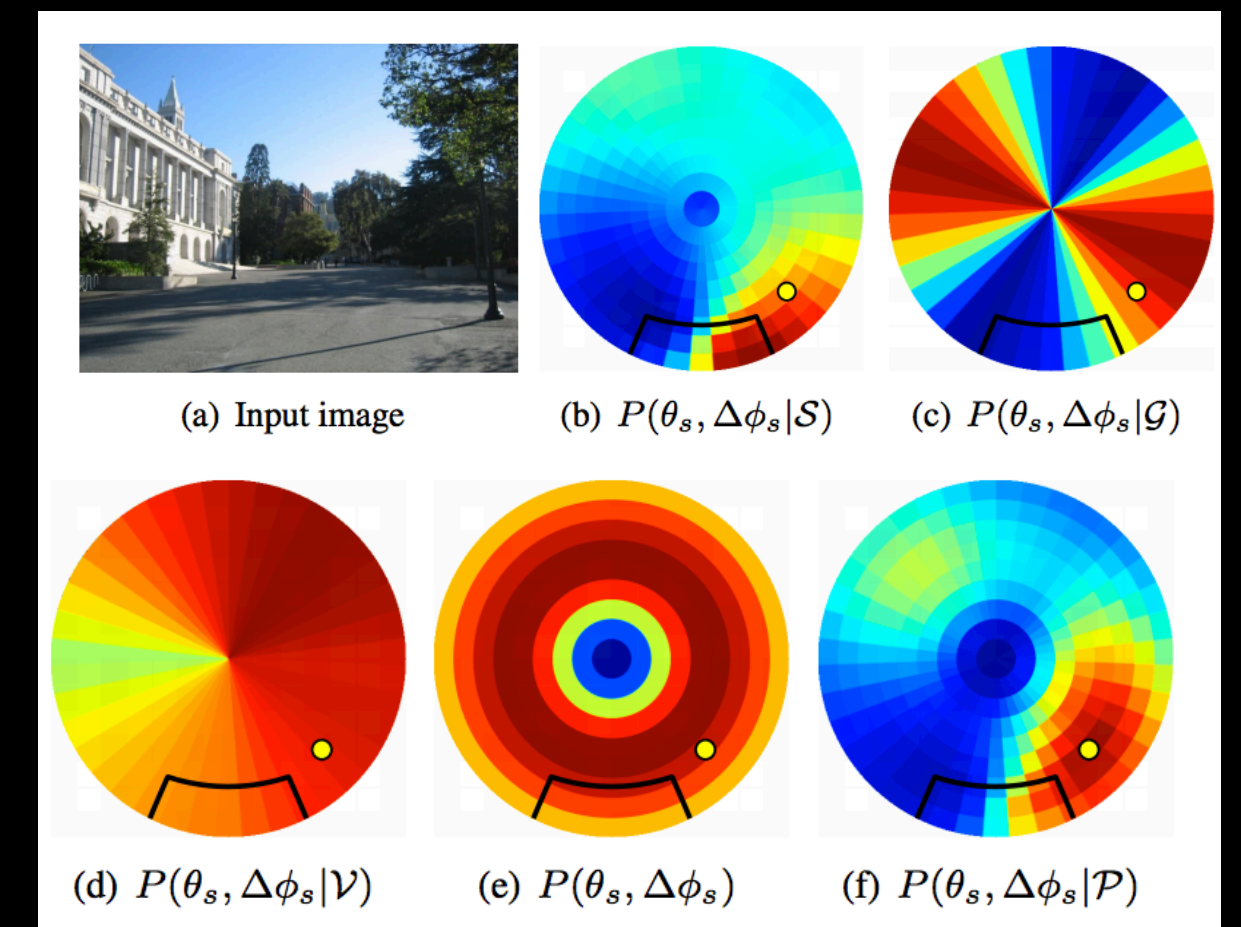
~~1. Specialized equipment~~
[Stumpfel et al. '04]

Conventional camera



~~2. Known object in scene~~
[Lombardi et al. '15]

Generic scene

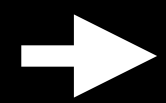
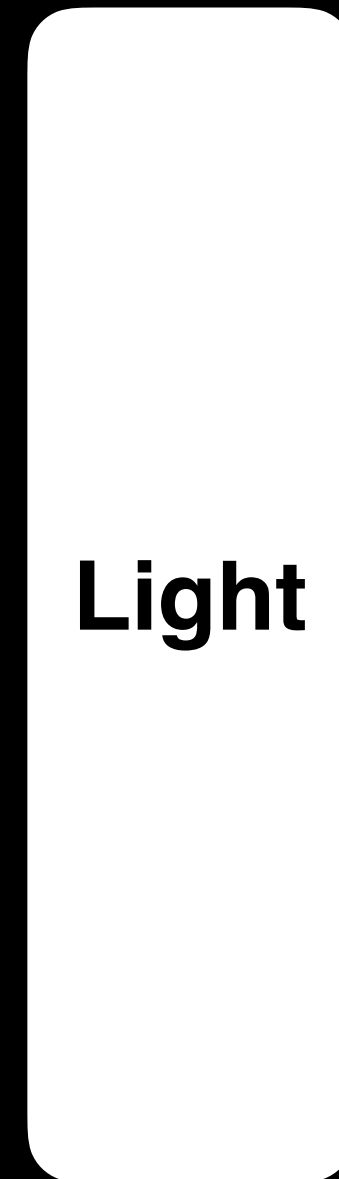
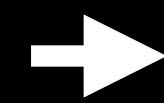
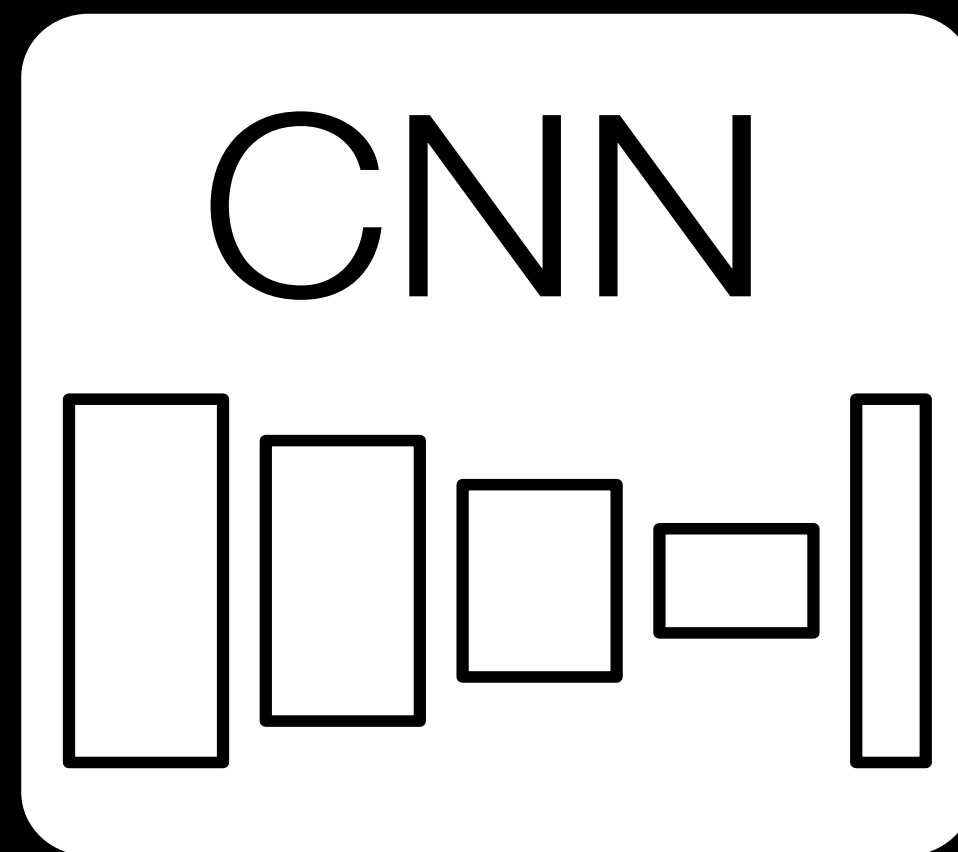
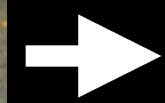


~~3. Handcrafted features~~
[Lalonde et al '12]

Learned features

Input

Output



How do we train such an
approach?

How to train?

Image

Lighting conditions



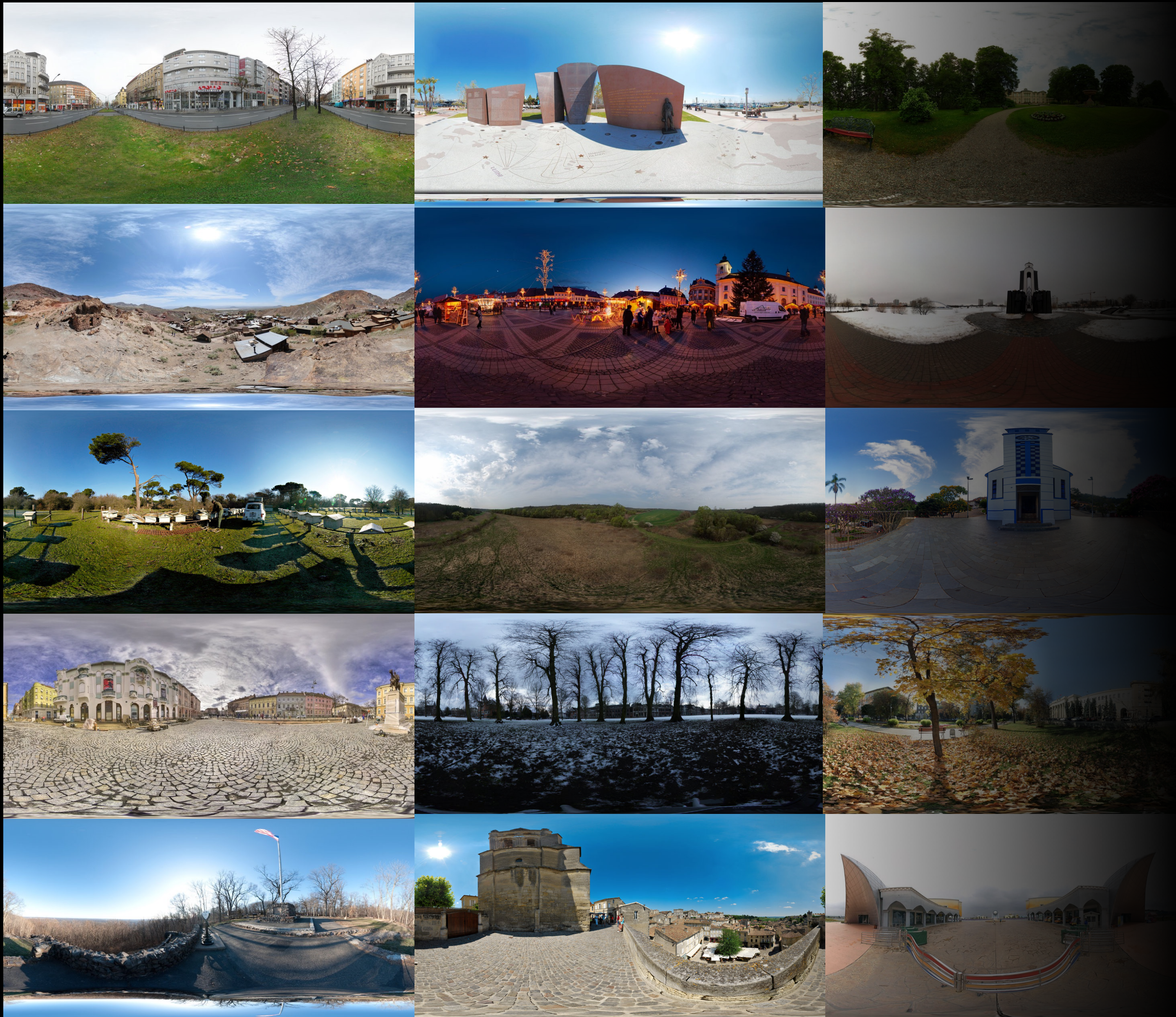
...



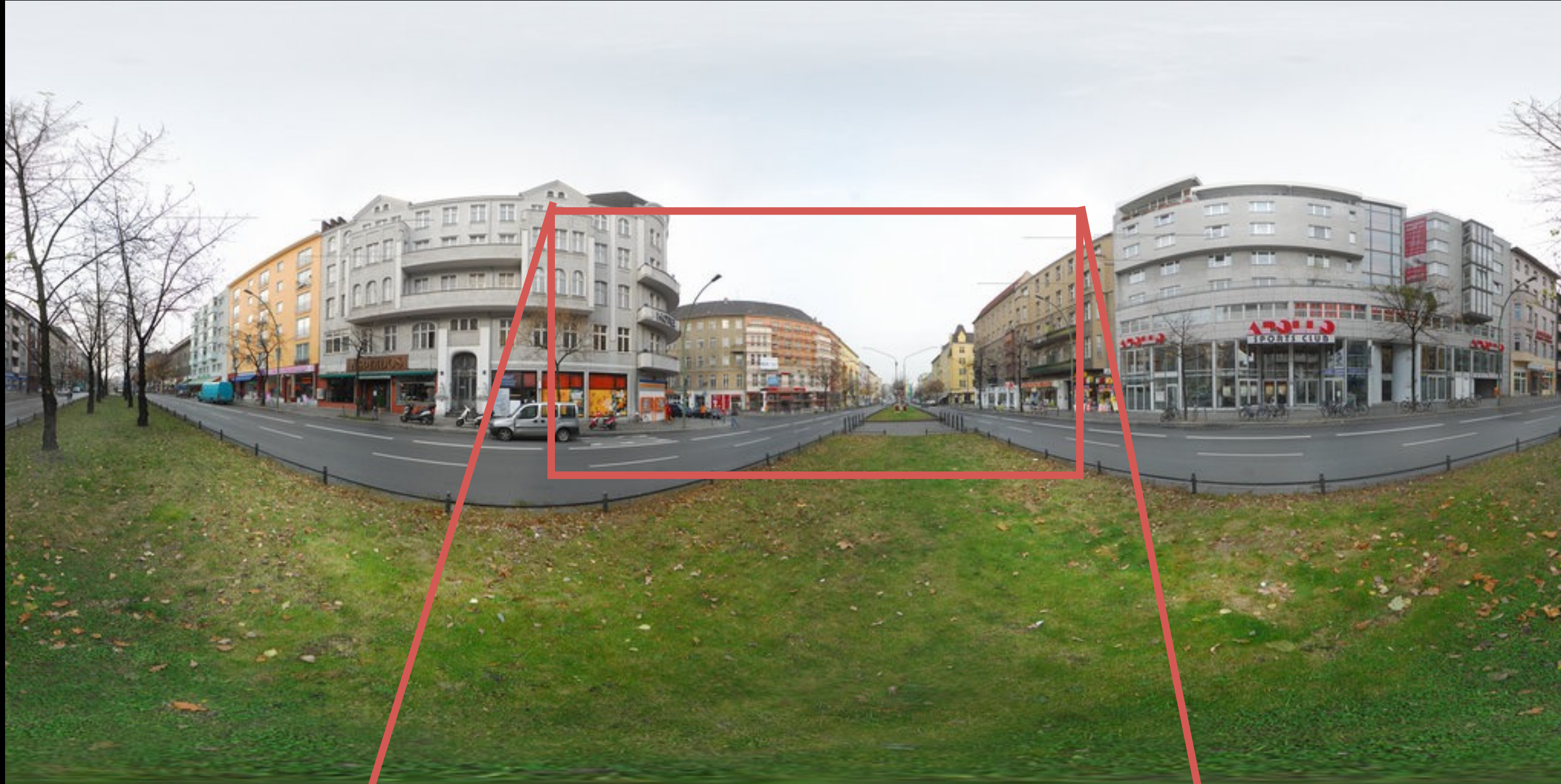
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SUN360 dataset

[Xiao et al. CVPR'12]



- 45,000 outdoor panoramas
- Vast diversity of illumination conditions





CNN



Problem: SUN360 is Low Dynamic Range

LDR lighting



HDR lighting

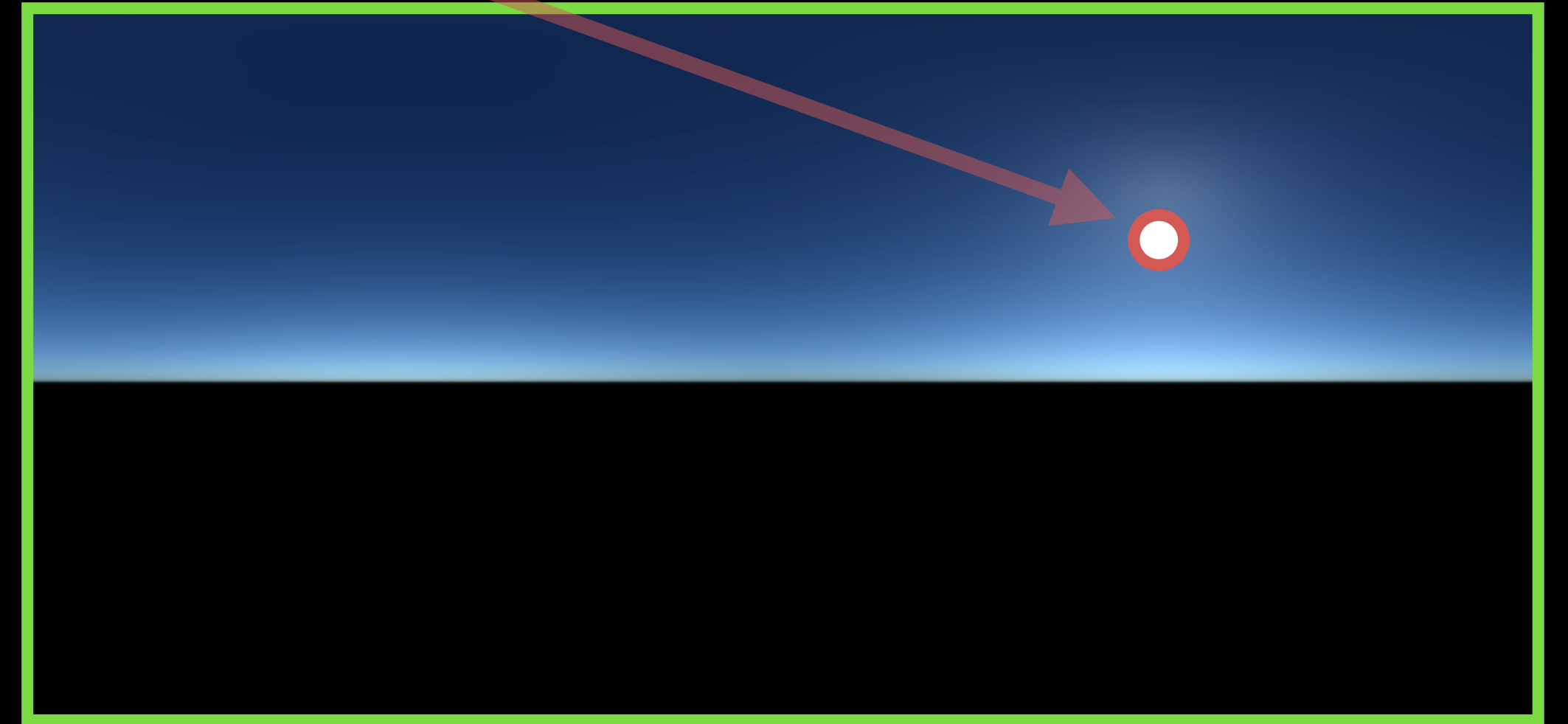


Hošek-Wilkie Sky Model

$$f_h^c(\mathbf{l}; \mathbf{q}_h) = \omega \left[\underbrace{f_{sun}^c(\mathbf{l}_{sun}, t)}_{\text{red line}} + \underbrace{f_{sky}^c(\mathbf{l}_{sun}, t)}_{\text{green line}} \right]$$



$\approx$



Hošek-Wilkie Sky Model

$$f_h^c(\mathbf{l}; \mathbf{q}_h) = \omega \left[f_{sun}^c(\mathbf{l}_{sun}, t) + f_{sky}^c(\mathbf{l}_{sun}, t) \right]$$

$$\mathbf{q}_h = [t, \mathbf{l}_{sun}]$$

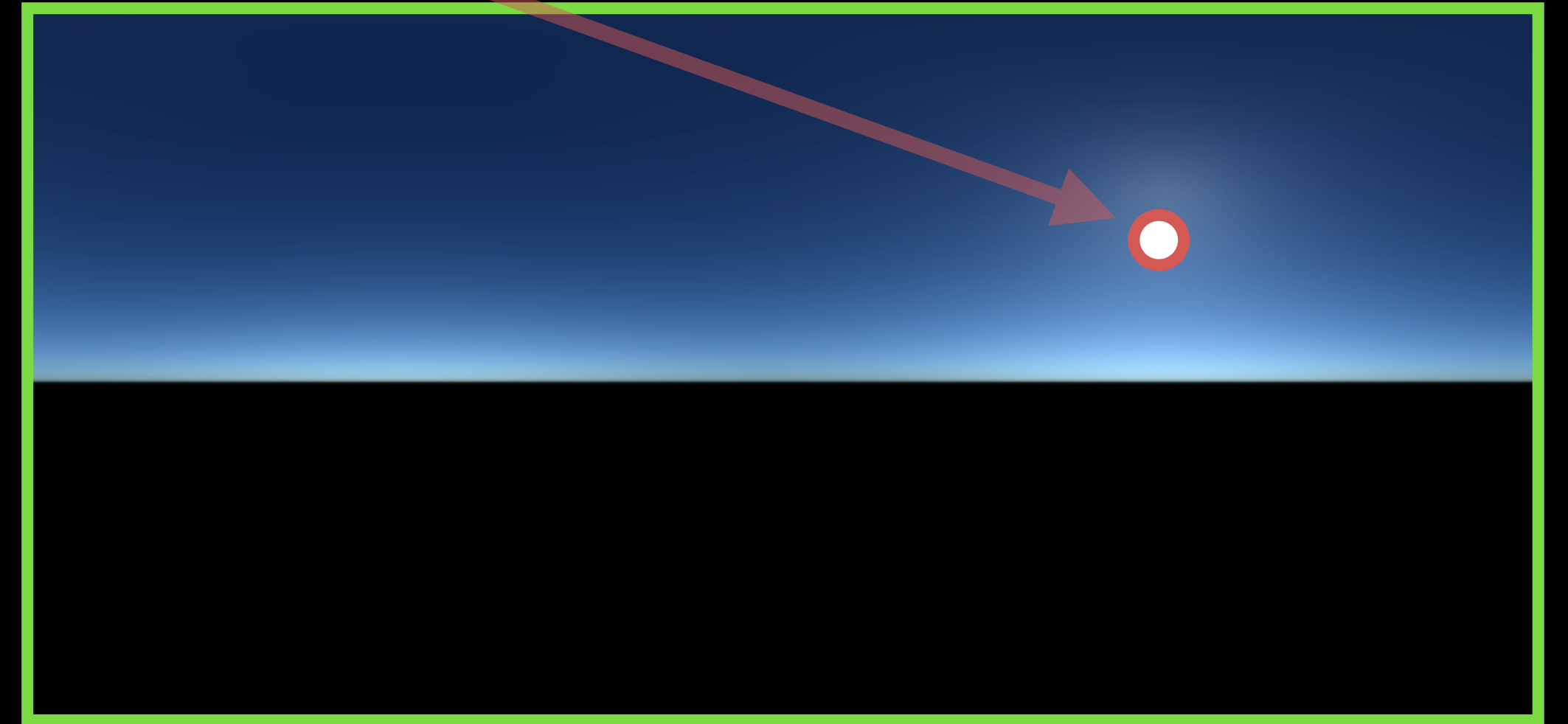


Hošek-Wilkie Sky Model

$$f_h^c(\mathbf{l}; \mathbf{q}_h) = \omega \left[\underbrace{f_{sun}^c(\mathbf{l}_{sun}, t)}_{\text{red line}} + \underbrace{f_{sky}^c(\mathbf{l}_{sun}, t)}_{\text{green line}} \right]$$



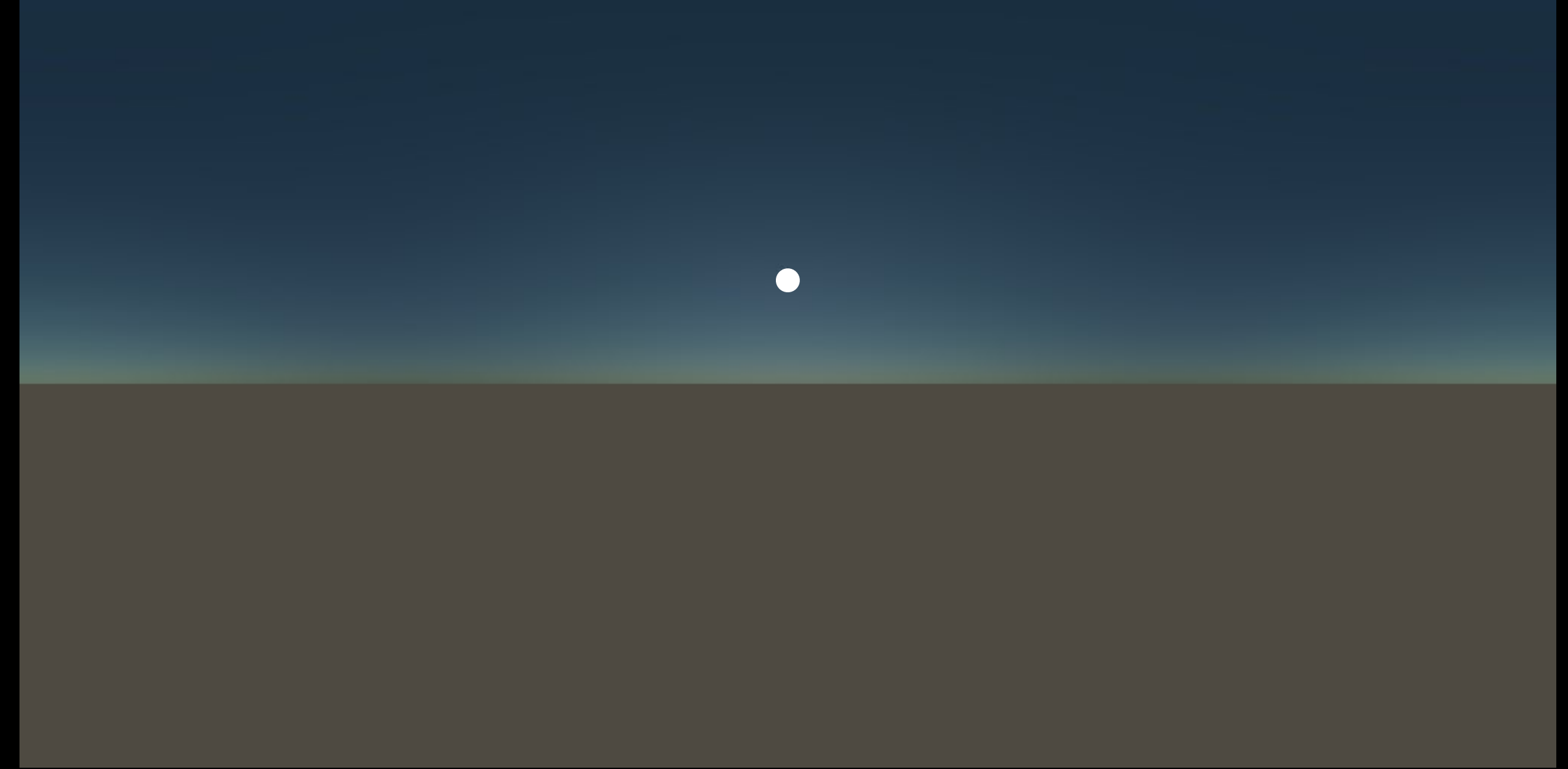
$\approx$



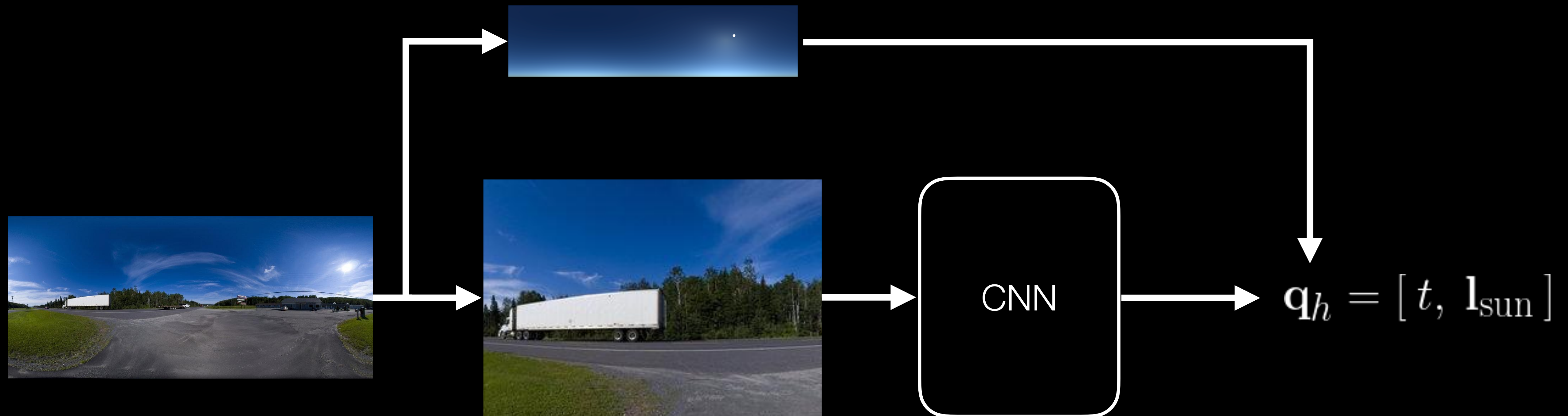
Full panorama: millions of pixels



Sky model: 4 parameters



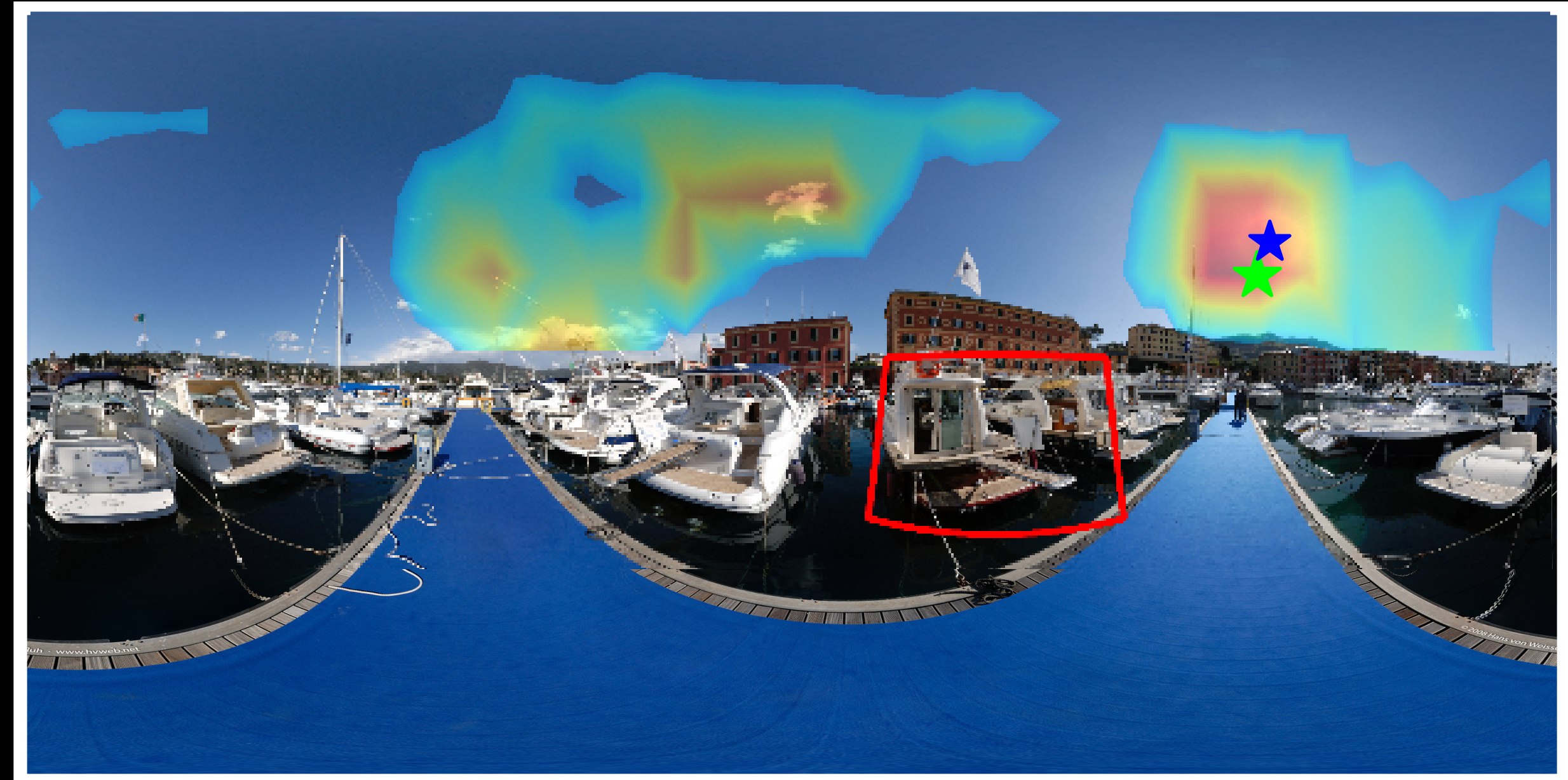
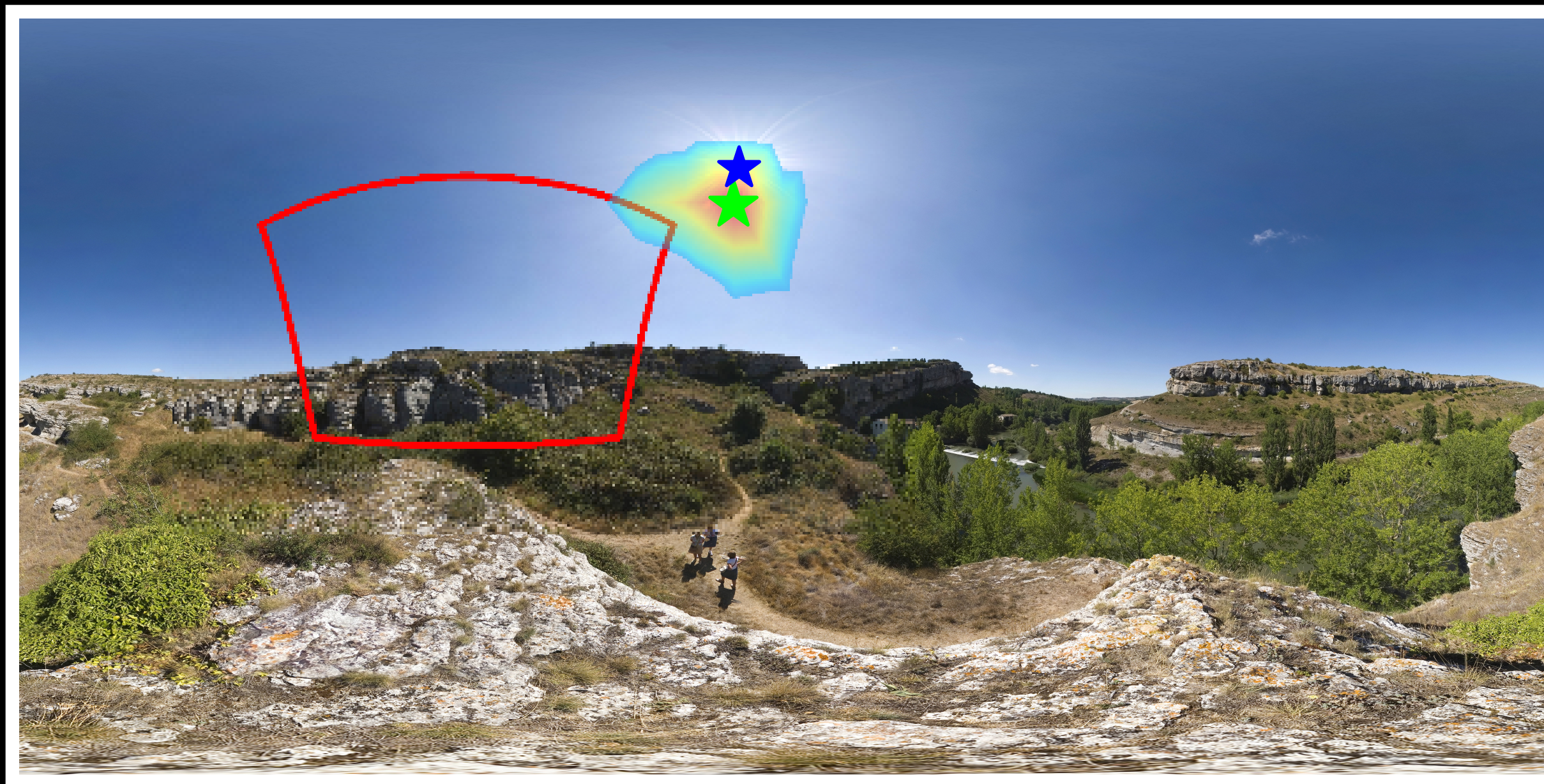
Framing the problem as one of end-to-end learning



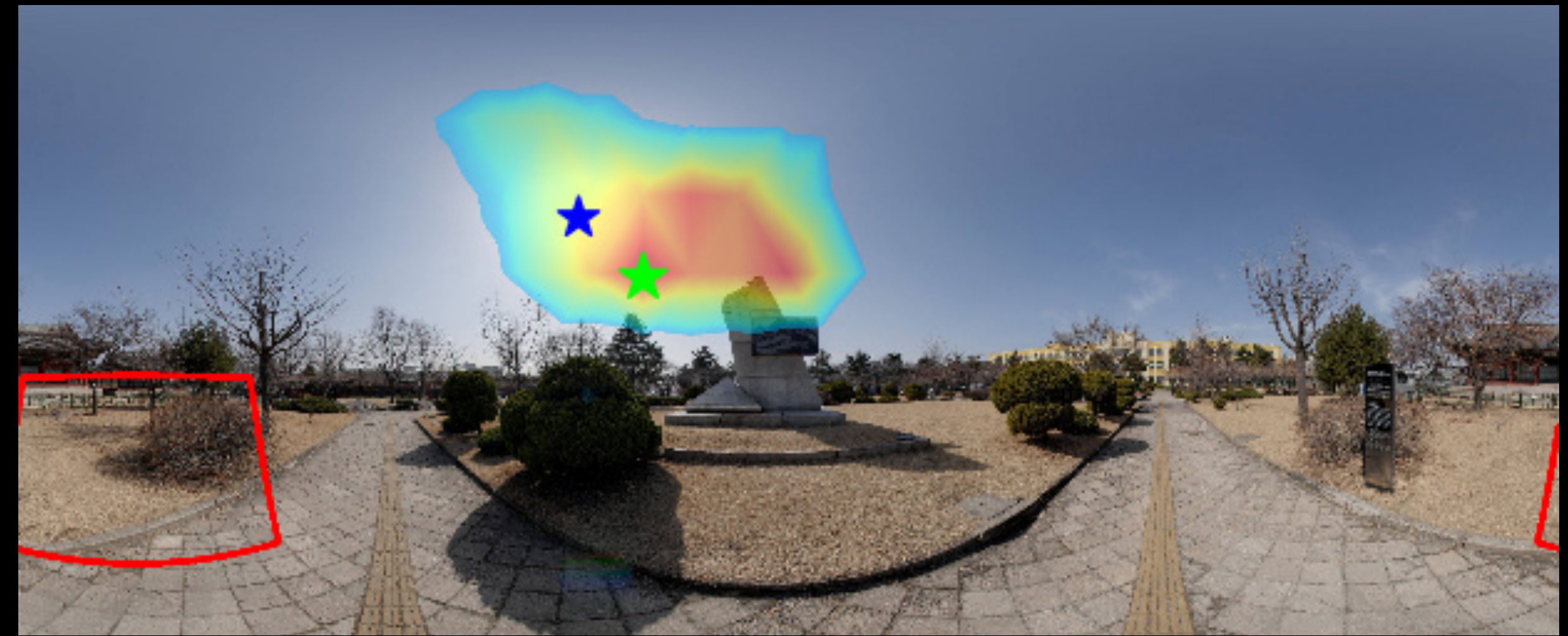
CNN Architecture and Training

Layer	Stride	Resolution
Input		320×240
conv7-64	2	160×120
conv5-128	2	80×60
conv3-256	2	40×30
conv3-256	1	40×30
conv3-256	2	20×15
conv3-256	1	20×15
conv3-256	2	10×8
FC-2048		
FC-160	FC-5	
LogSoftMax	Linear	
Output: sun position distribution	Output: turbidity and scale factor	

Sun position results



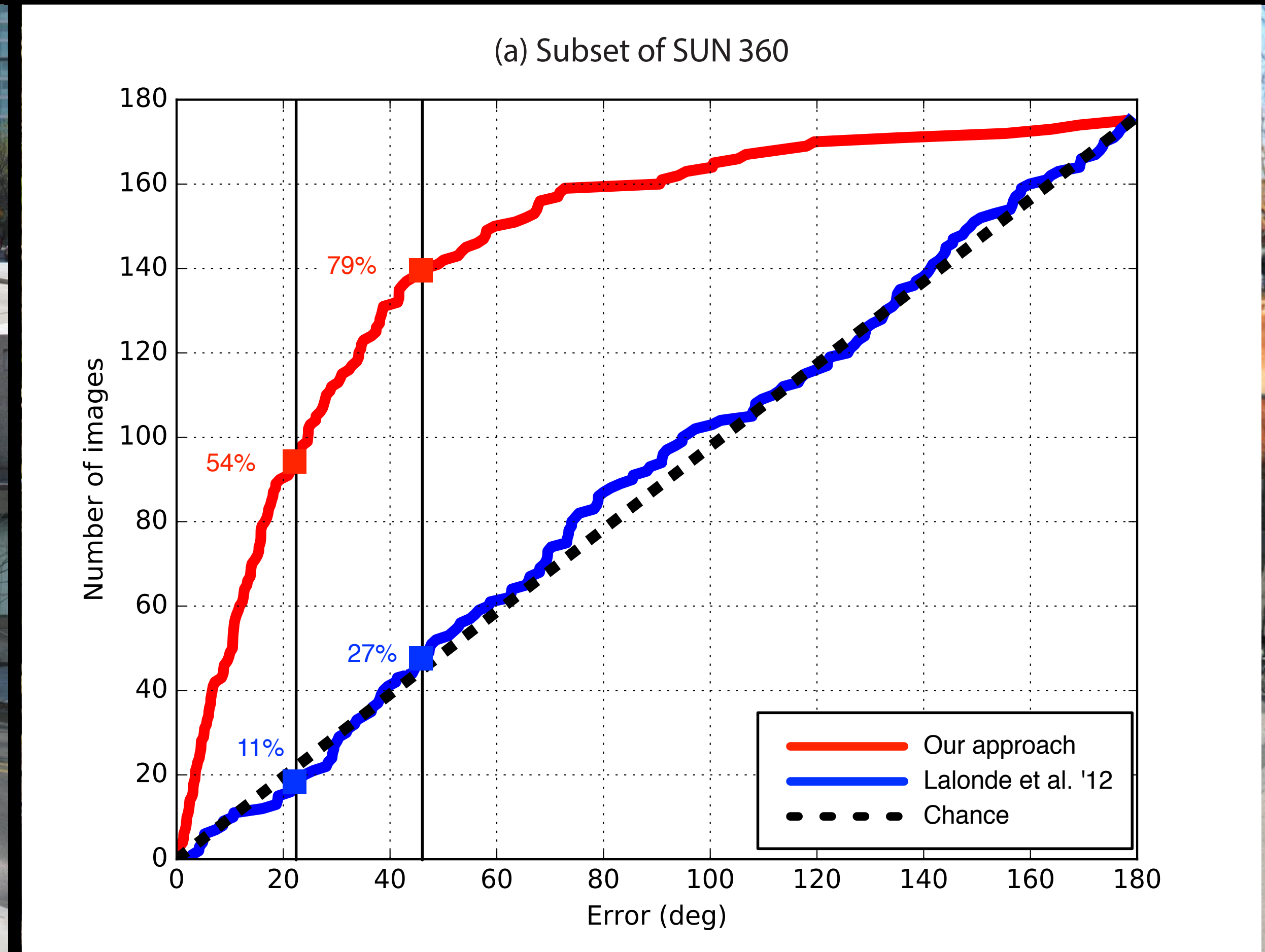
Sun position result



Quantitative results — sun azimuth estimation



Lalonde et al, 2012



SUN360 subset

Virtual object insertion

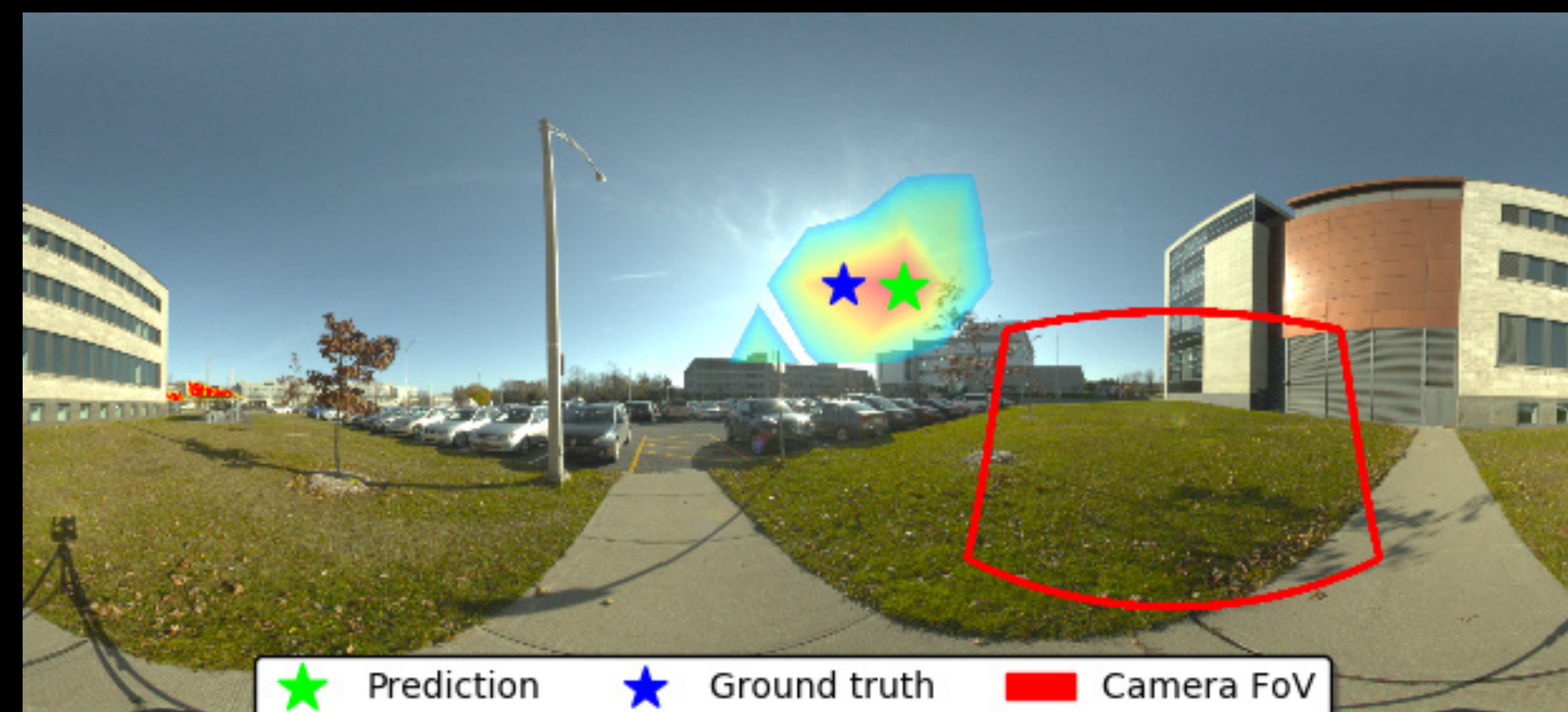
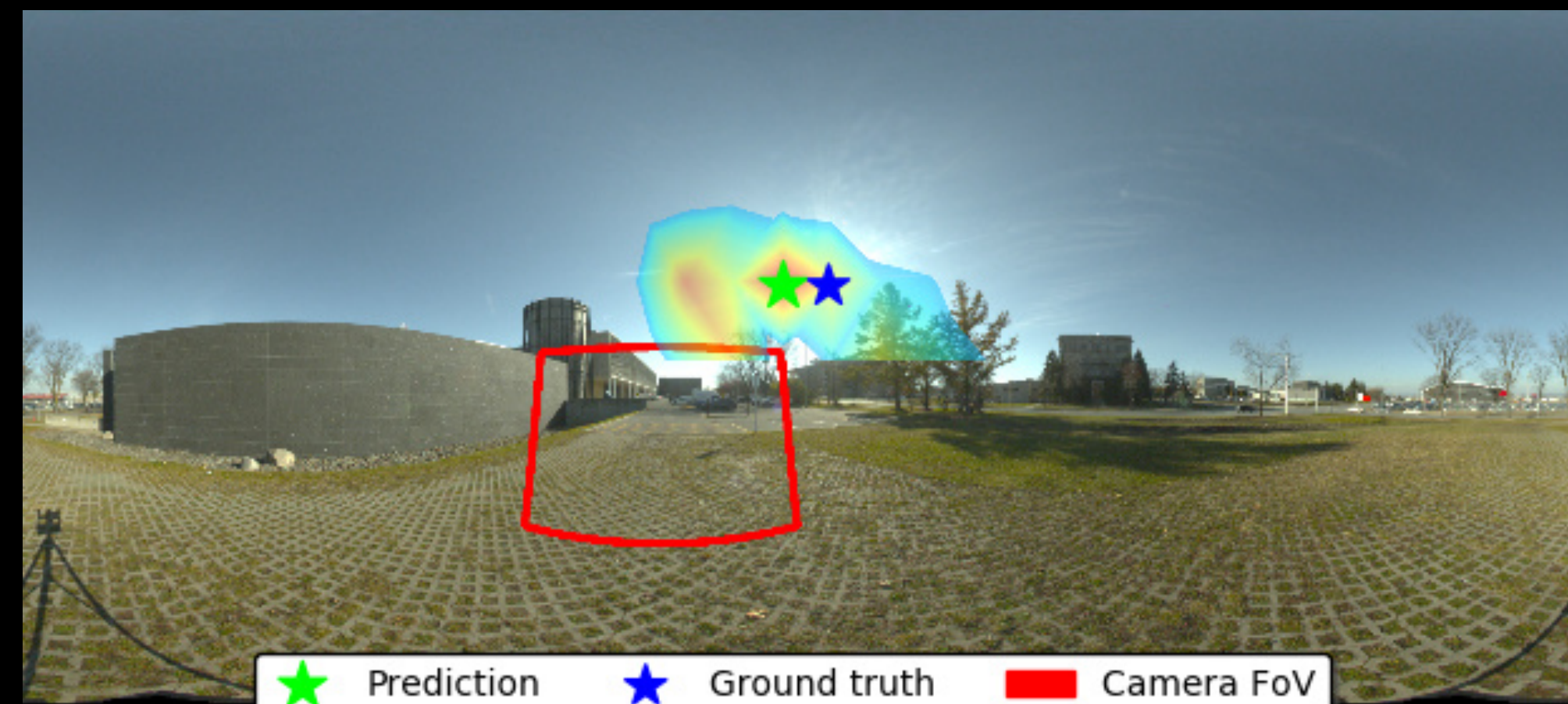


Insertion results on an HDR validation set

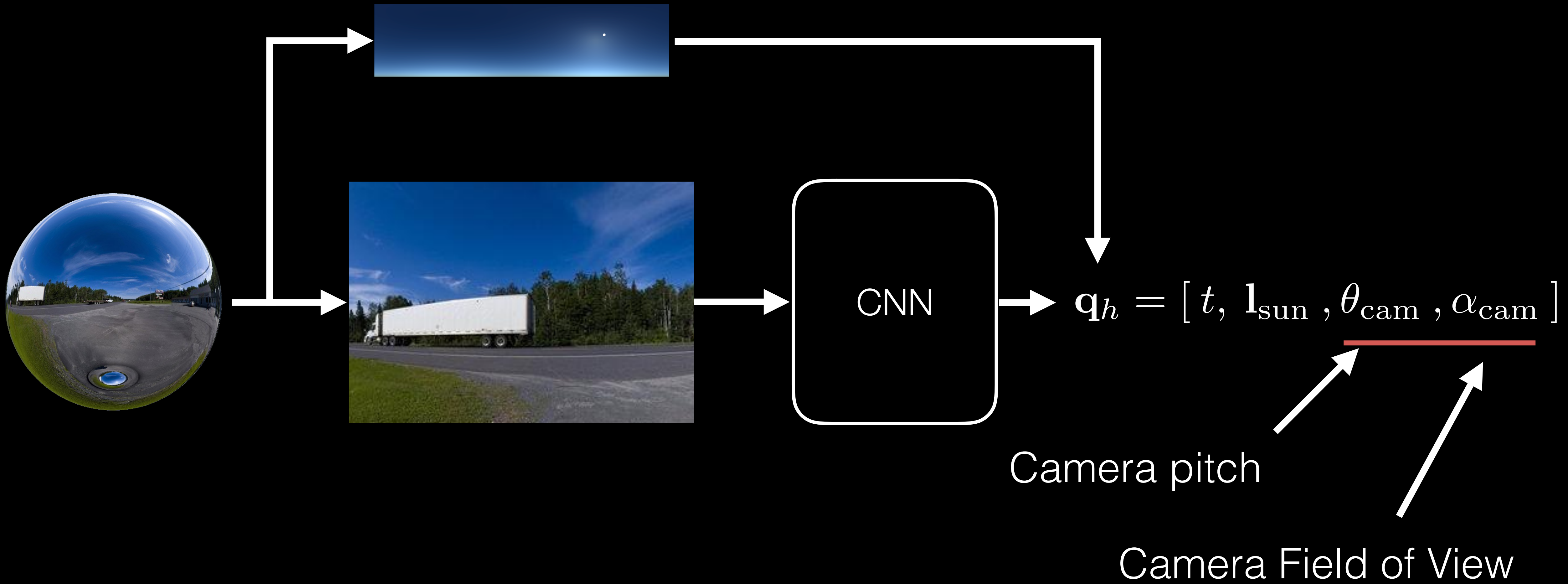
Network Output

Ground truth

Sun position estimation



Recovering camera parameters



Camera parameters estimation

Camera pitch: (est.) -2°

(real) -1°

Field of View: (est.) 51°

(real) 59°



Camera pitch: (est.) -16°

(real) -16°

Field of View: (est.) 46°

(real) 45°

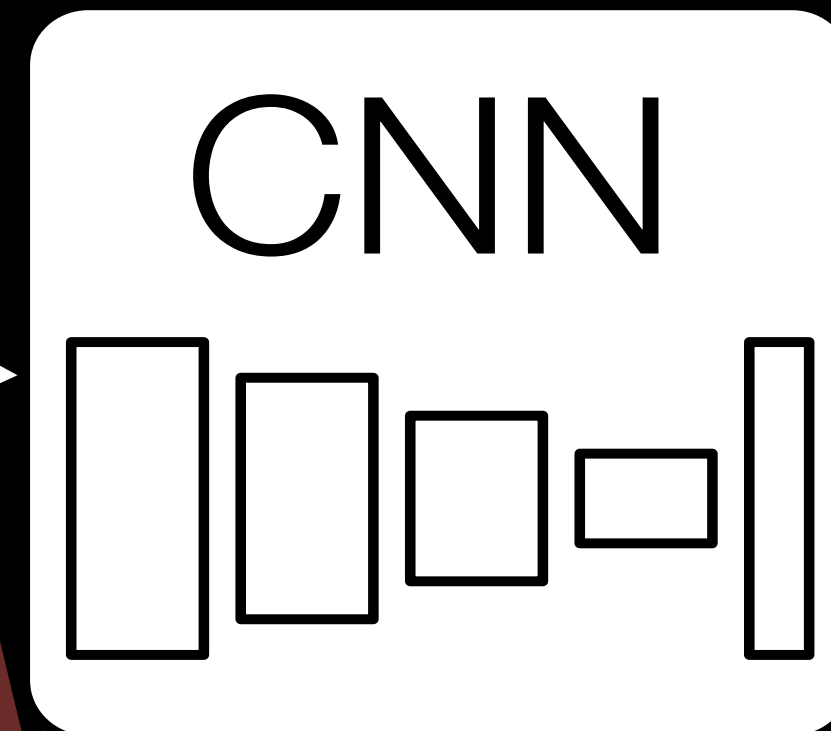


Conclusion

SUN360 dataset



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model parameters
Sun position
Atmospheric turbidity
Exposure
Camera pitch and FoV





<http://jflalonde.ca/projects/deepOutdoorLight/>



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