

Computer Vision, One Photon at a Time

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Joint work with

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Support: NSF, ONR, DARPA, WARF, SONY

Images are Interesting



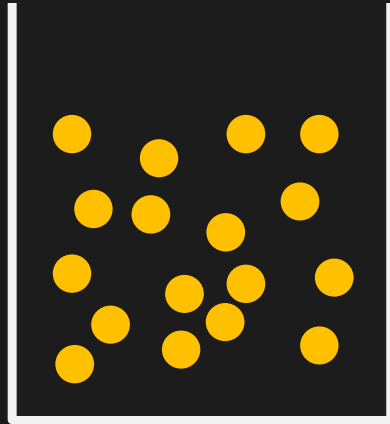
But When you Look Close...

157	159	159	104	104	115	128	131	133	133	132	131	132	130	129	118	132	158	156	153	190	144	117	126	120	81
159	165	153	101	103	113	126	129	130	130	126	124	127	128	127	120	122	158	159	154	160	190	121	118	67	47
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87	130	157	92	97	109	124	111	123	134	139	175	194	201	207	205	126	151	74	114	160	57	49	63	141	163
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99	130	169	97	99	109	131	128	84	55	60	75	149	176	170	194	209	99	79	51	67	150	158	155	154	151
97	129	170	97	98	118	122	94	66	56	56	140	161	114	136	187	163	81	85	52	98	161	159	154	148	137
92	123	173	101	98	129	95	74	74	45	94	174	106	115	126	168	108	60	92	55	128	157	153	148	145	157
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53	128	175	105	71	82	109	127	75	50	57	74	115	139	151	117	47	67	89	154	154	143	159	218	214	199
56	115	173	105	61	76	106	114	70	54	52	60	102	137	160	146	78	67	96	135	130	125	165	215	142	81
117	106	176	101	55	71	81	112	101	57	55	70	117	139	152	188	198	112	87	146	131	112	178	164	81	91
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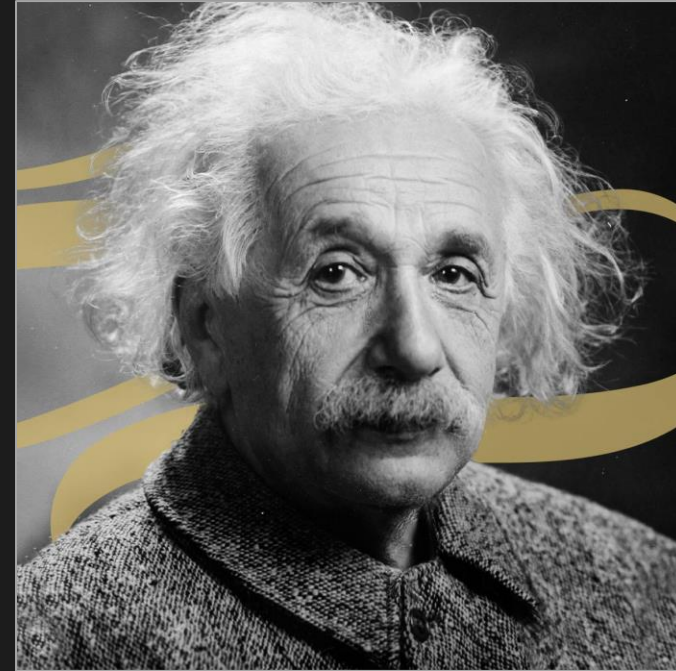
pixel

And When you Look Even Closer...

~100-1000 photons



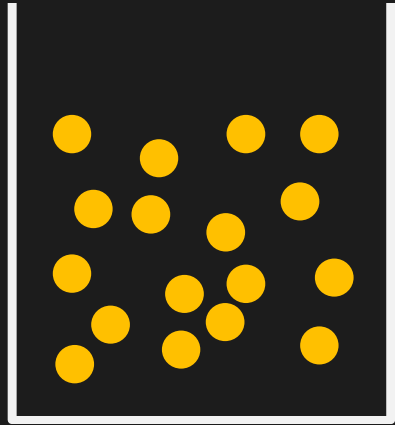
conventional camera pixel



photons as quantas

Single-Photon Cameras

~100-1000 photons



conventional camera pixel

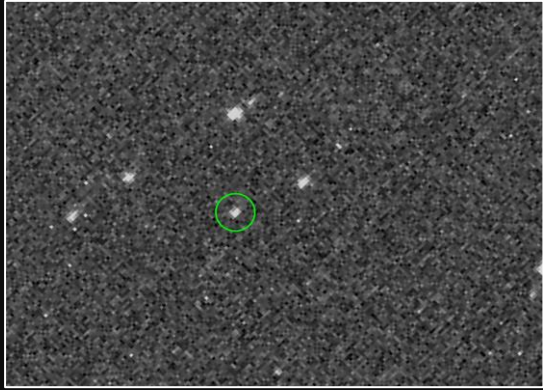
single photon



single-photon camera pixel

single-photon sensitivity

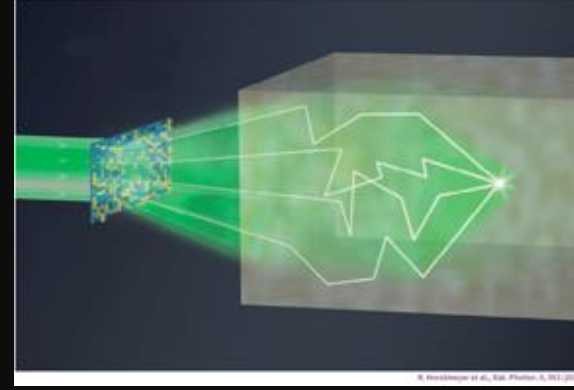
Single-Photon Cameras: Scientific Imaging



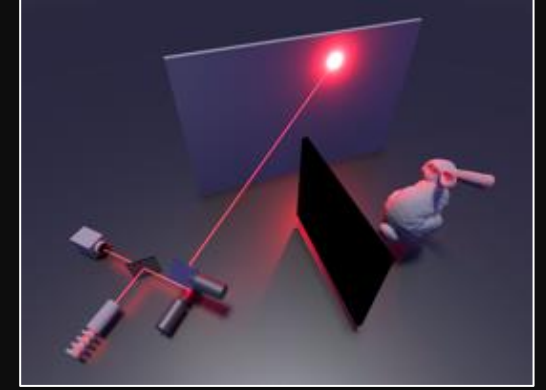
Astronomy



Microscopy

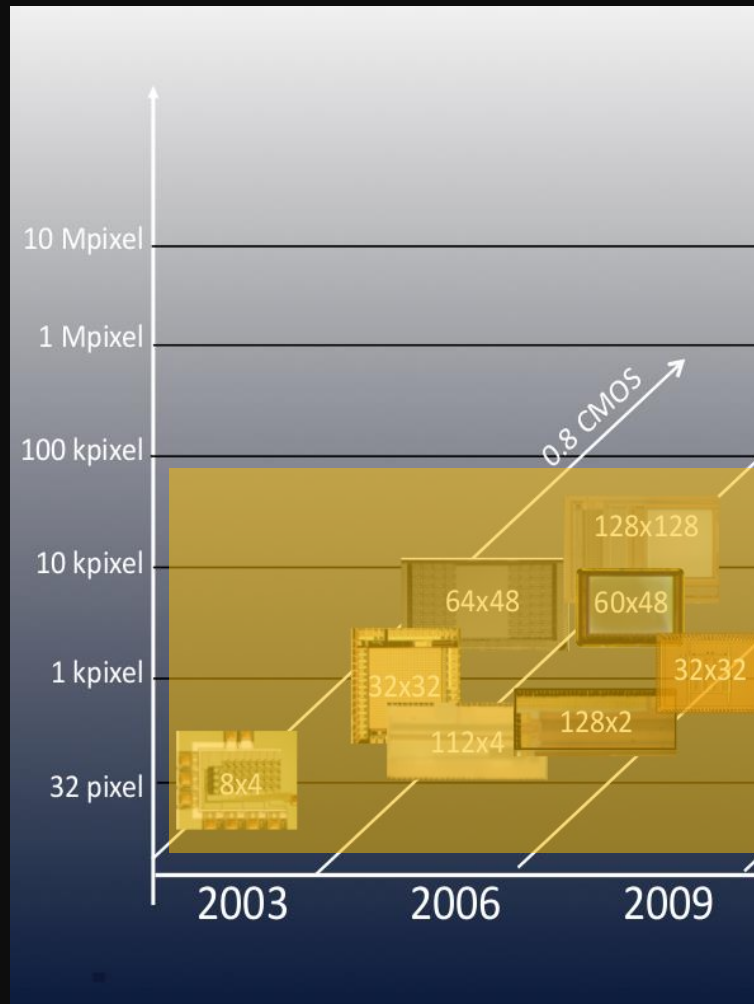


Scattering media



NLOS Imaging

The Single-Photon Revolution



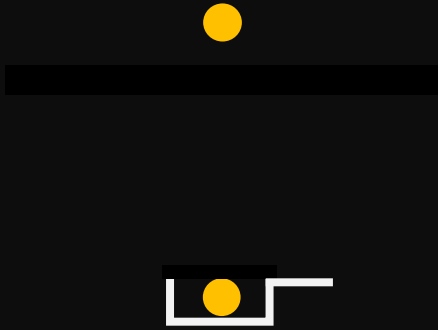
SONY
Canon
Apple

...

Emergence of Large-Format Single-Photon Cameras

Single-Photon Cameras: Attractive Features

single photon



Single-Photon
Sensitivity



25°C

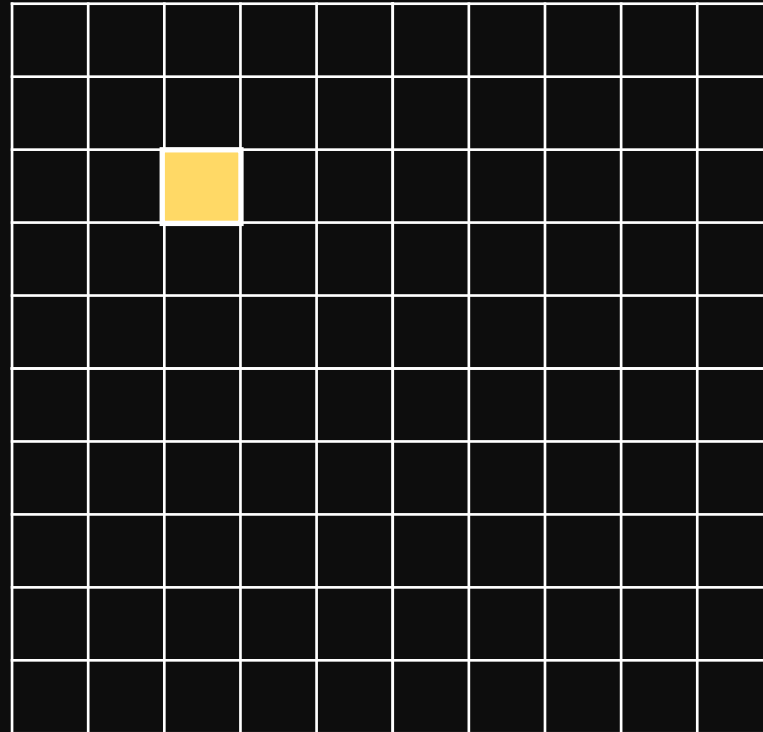
Room Temperature
Operation



CMOS compatible
Low cost, Compact

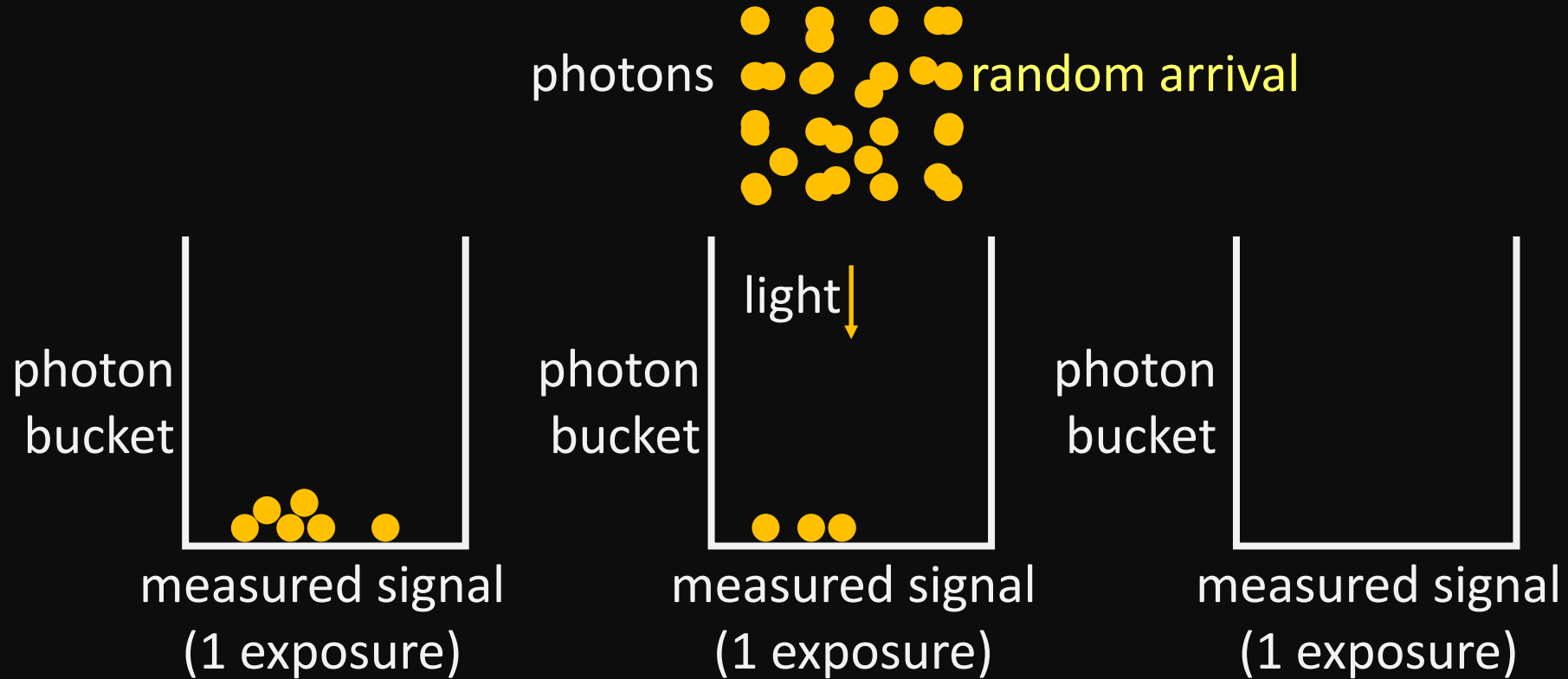
Single-Photon Camera (SPC): Image Formation

Pixel: Photon 'Tea-Spoon'



Camera Pixel Array

Random Arrival of Photons



arrival of light is a discrete random process (Poisson)

Example: $\phi = 3$ Photons

Random Arrival of Photons: Single-Photon Cameras

SPC pixel measurements are binary random variables

B : recorded value
= 1



B : recorded value
= 1



B : recorded value
= 0



ϕ : mean photon flux (per exposure)

Example: $\phi = 3$ Photons

Random Arrival of Photons: Single-Photon Cameras

SPC pixel measurements are binary random variables

$$P(B = 0) = e^{-\phi}$$

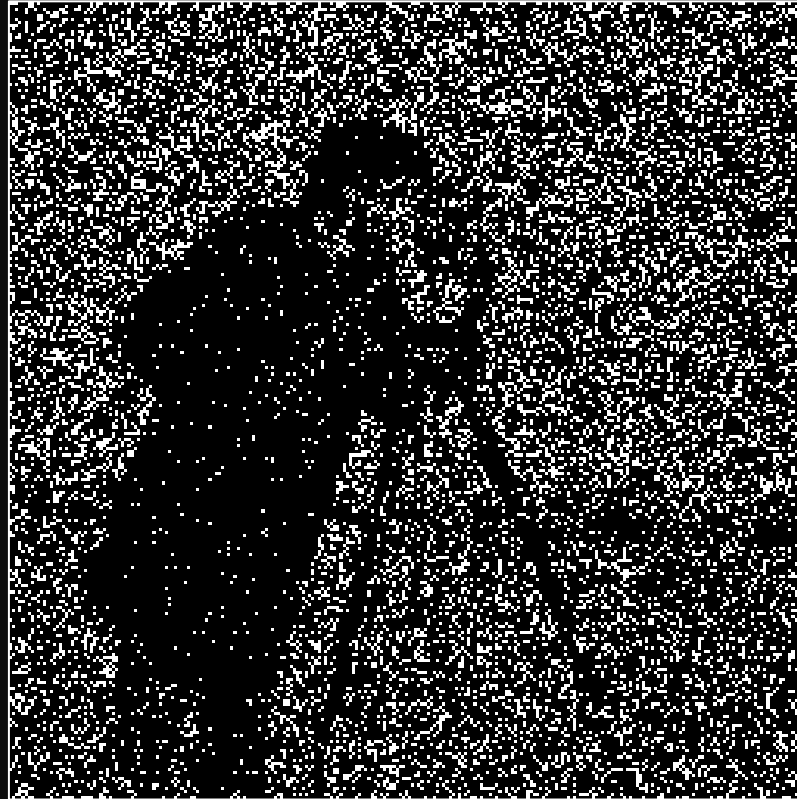
$$P(B = 1) = 1 - e^{-\phi}$$

SPC Image Formation Model

ϕ : mean photon flux (per exposure)

Single-Photon Camera Image: Binary

Quanta Image

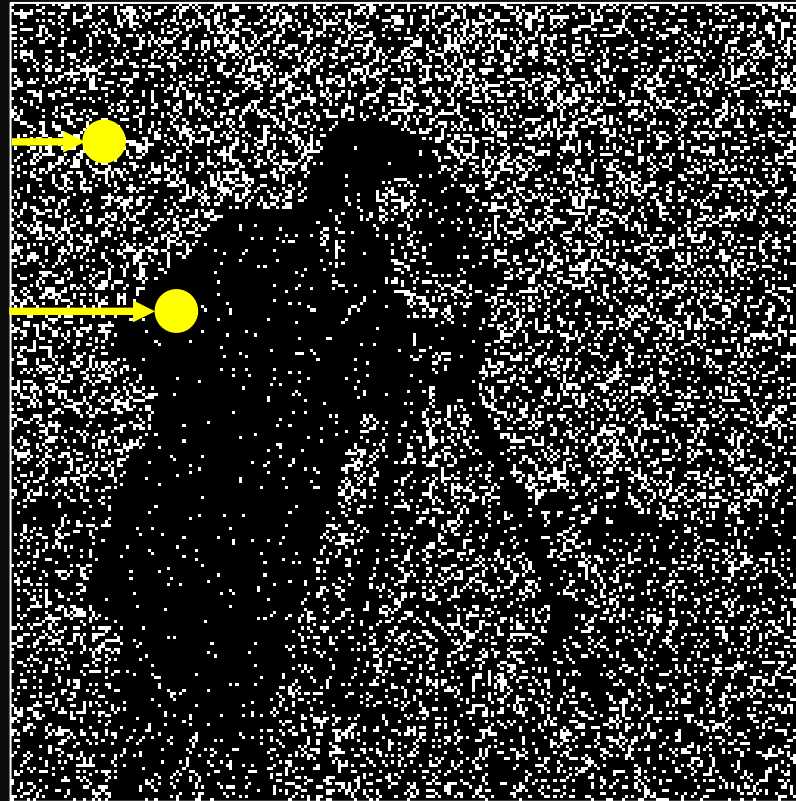


Noise: randomness of photon arrivals (shot noise)
Negligible read noise

Single-Photon Camera Image: Random

Bright pixel: High frequency of 1s

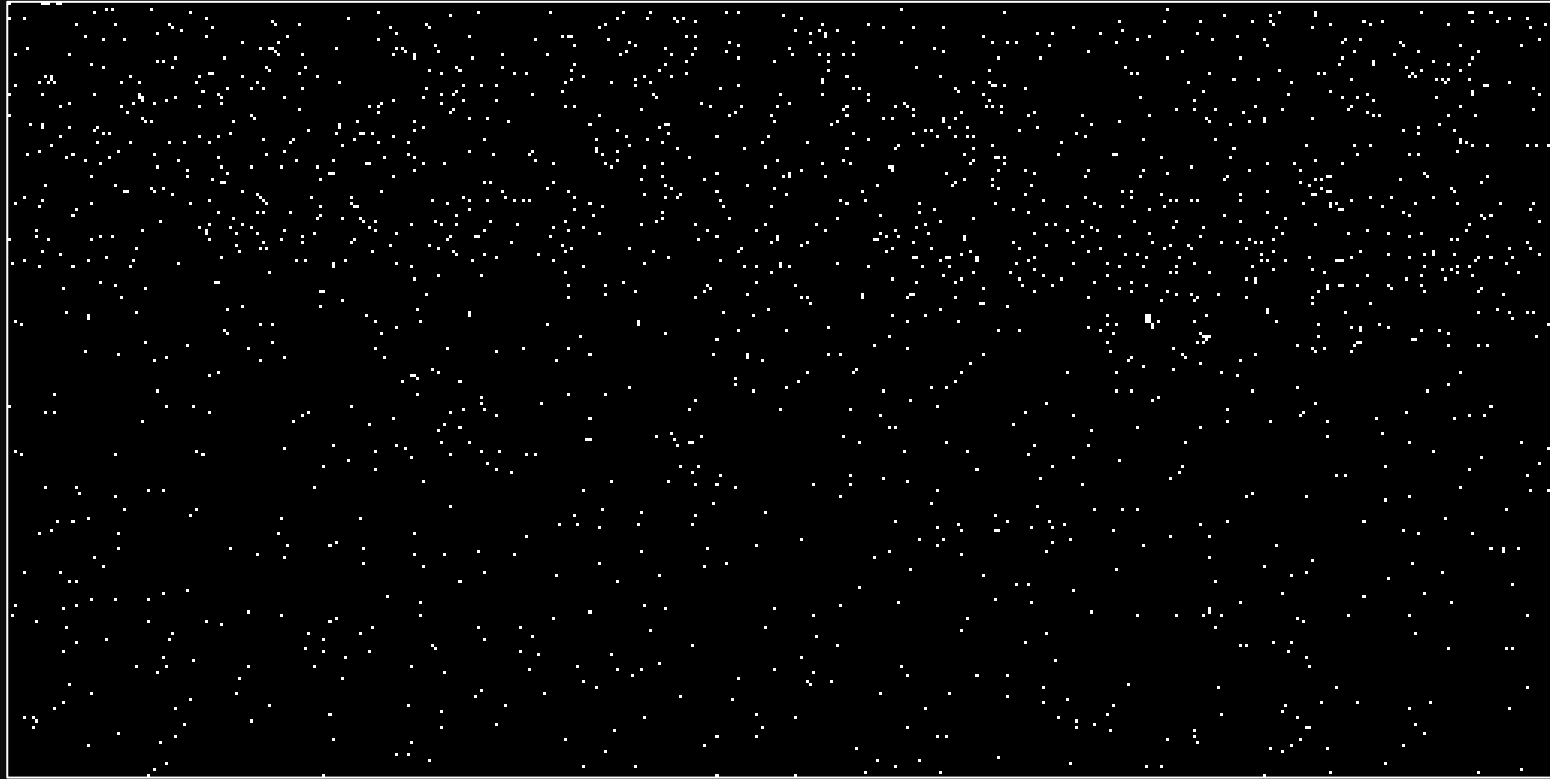
Dark pixel: Low frequency of 1s



High-Speed Binary Capture (~100K FPS)

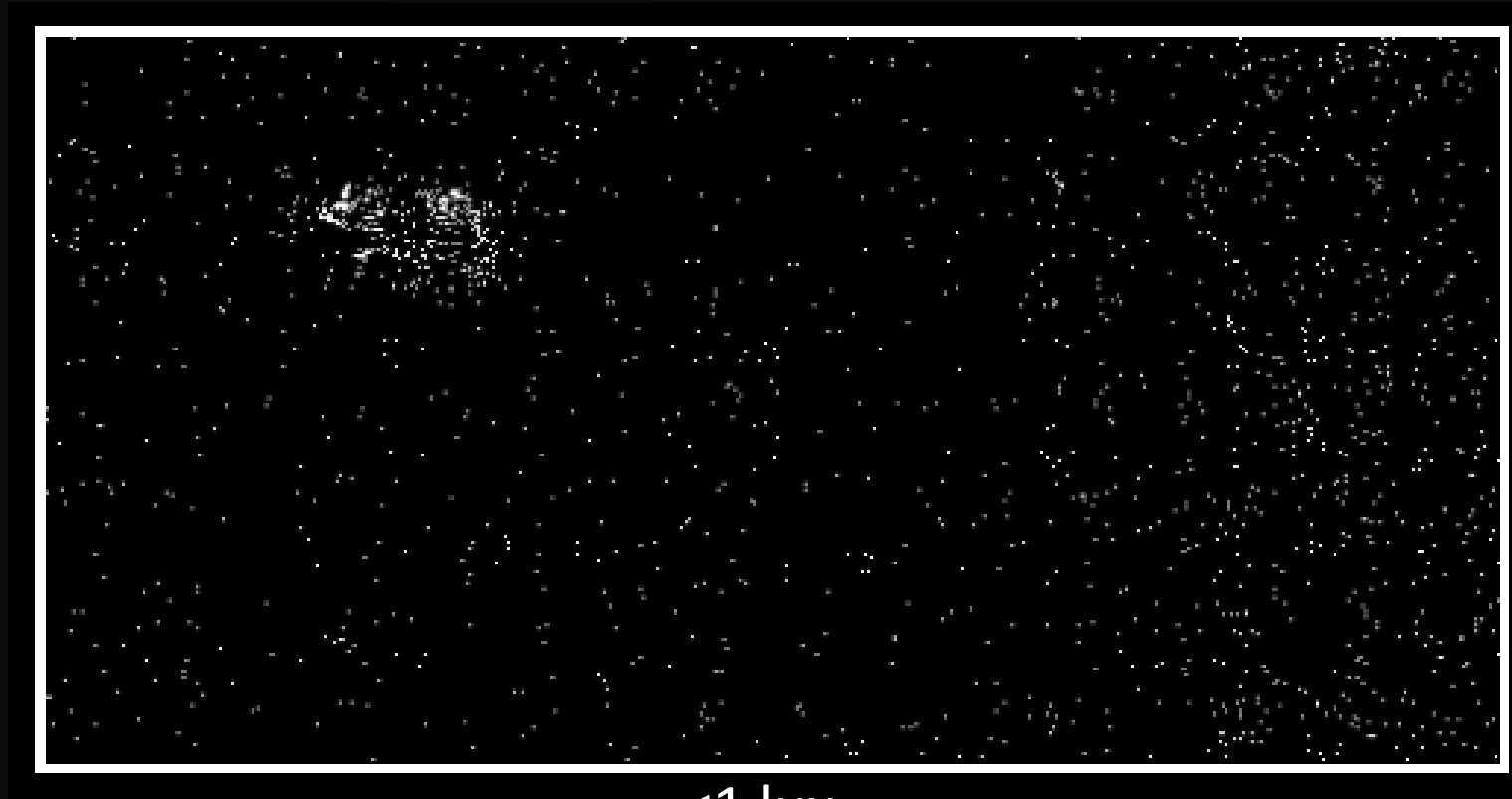
Single-Photon Cameras Capture Photon Streams

pixel measurements are Bernoulli (binary) random variables



Can you tell what the scene looks like?

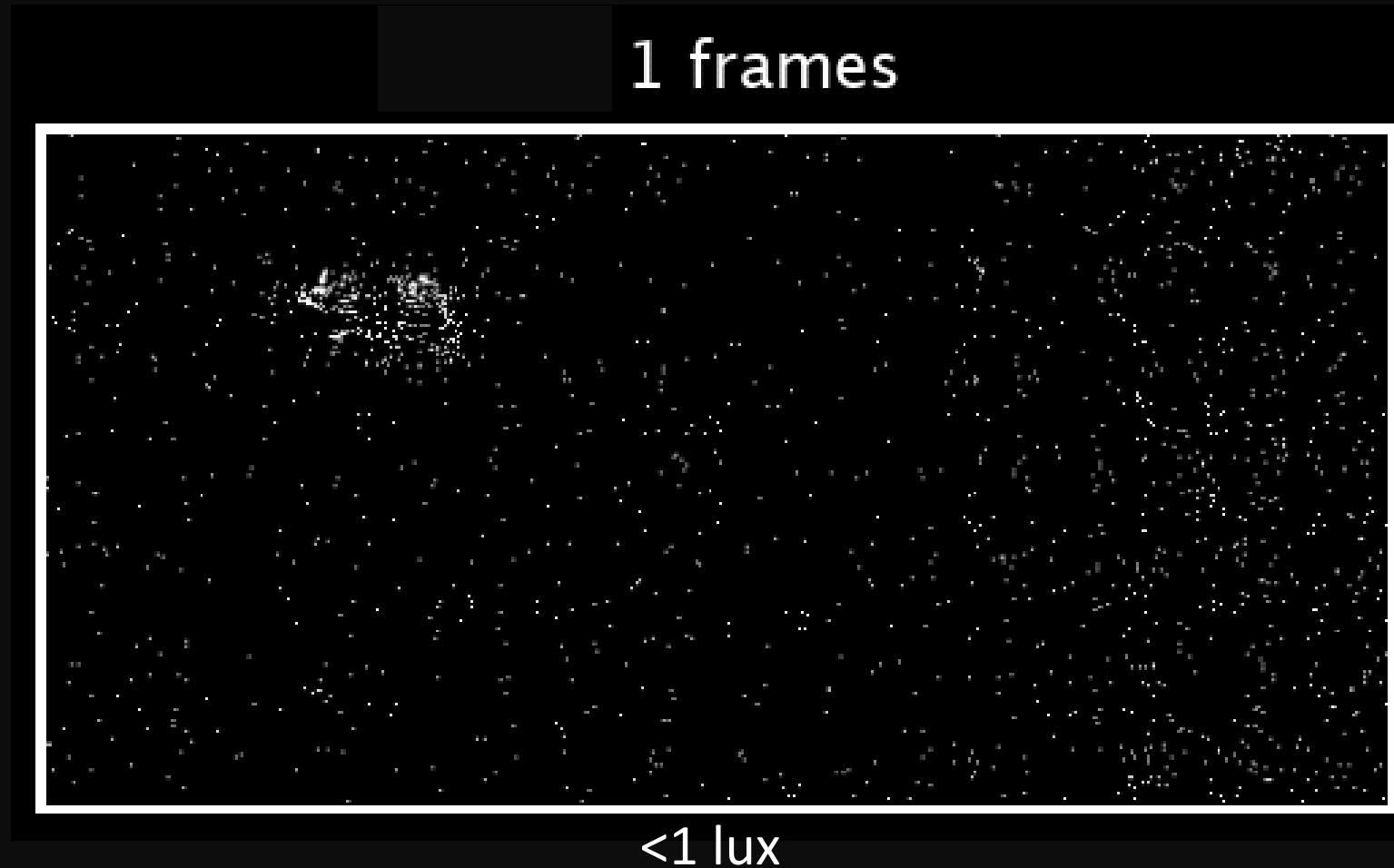
Object Detection: Single Quanta Frame



<1 lux

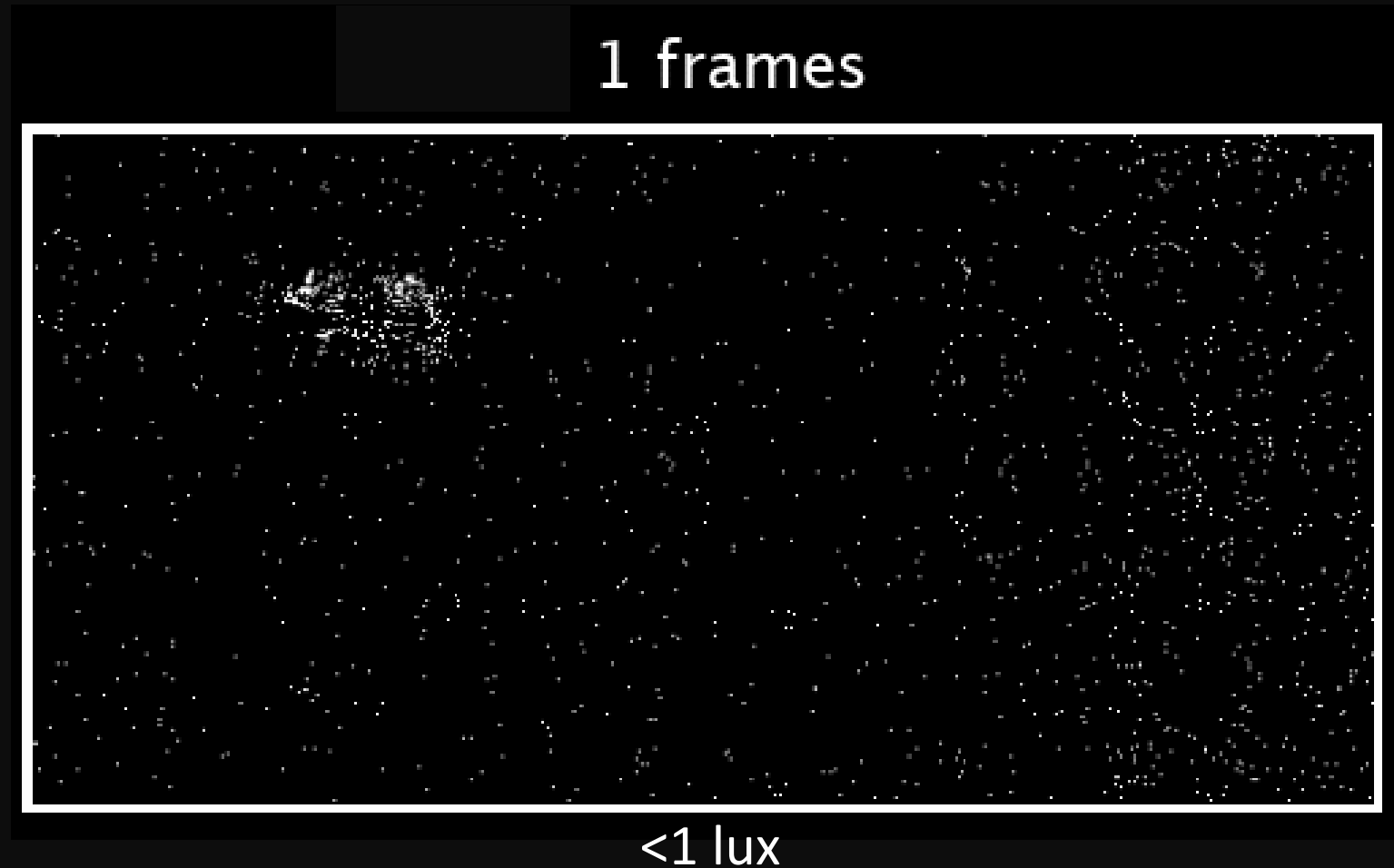
Extremely Dark Scene

Object Detection: Naïve Approach



High Blur or High Noise: **Detection Fails in All Cases**

Object Detection: Quanta Vision Algorithm



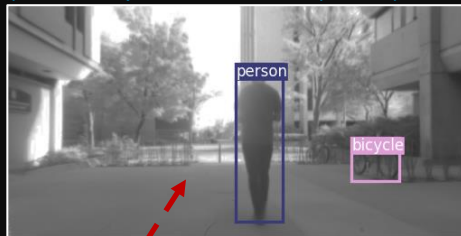
Low Blur and Noise: **Successful Detection with Few Photons**

Quanta Vision in the Real World

[SLAM, ORB-SLAM3[8]] [18M frames]
[Dark, Camera Motion, Fast, Outdoor]



[Object Detection, YOLOv3[45]] [1.8M frames]
[HDR, Camera/Scene Motion, Slow, Outdoor]



[Face Detection, MTCNN[54]] [520K frames]
[Bright/Dark, Scene Motion, Fast, Indoor]



[QR Decode, OpenCV/WeChat[42]] [2M frames]
[Dark/Strobe Light, Camera Motion, Fast, Indoor]



Quanta Vision

[Scene Text Detection, PP-OCR[14]] [2M frames]
[Dark/Strobe Light, Camera Motion, Fast, Indoor]



HIGHLY DETAILED

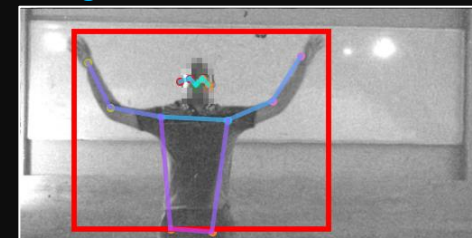
[Background Subtraction, DECOLOR[51]] [200K frames]
[Bright/Dark, Scene Motion, Slow/Fast, Indoor]



[Object Tracking, SiamRPN++[31]] [200K frames]
[Bright/Dark, Scene Motion, Fast, Indoor]



[Human Pose Estimation, AlphaPose[15]] [200K frames]
[Bright/Dark, Scene Motion, Fast, Indoor]



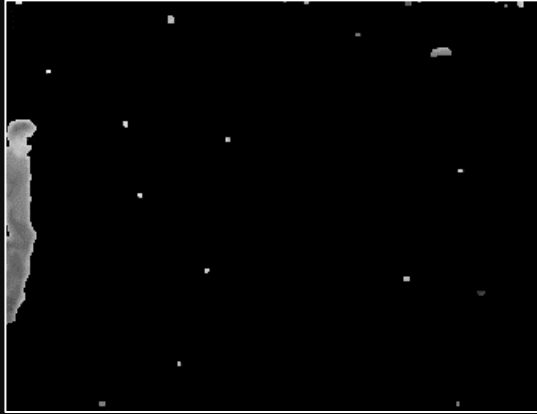
[Action Recognition, I3D[9]] [400K frames]
[Bright/Dark, Scene Motion, Slow/Fast, Indoor]



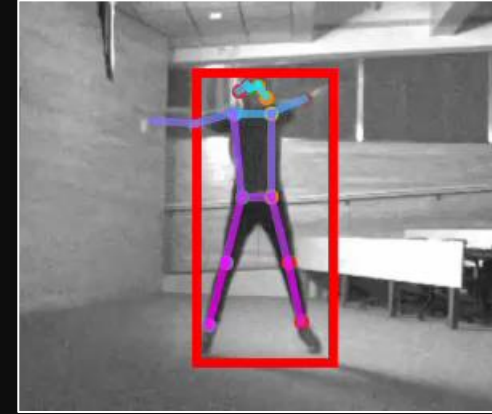
Clap

Recovering Semantics for a Variety of Tasks

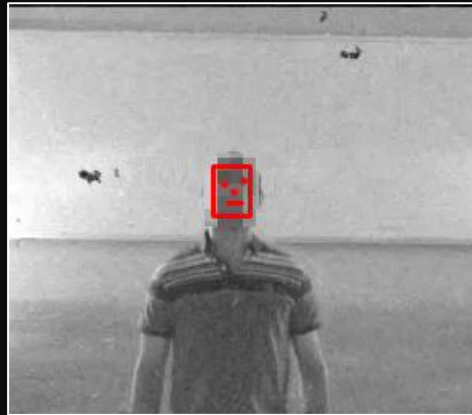
Background Subtraction [1]



Human Pose Estimation [2]



Face Detection [3]



Action Recognition [4]



[1] Xiaowei Zhou, Can Yang, and Weichuan Yu, "Moving Object Detection by Detecting Contiguous Outliers in the Low-Rank Representation," IEEE Trans. Pattern Anal. Mach. Intell., vol. 35, no. 3, pp. 597–610, Mar. 2013.

[2] H.-S. Fang, S. Xie, Y.-W. Tai, and C. Lu, "RMPE: Regional Multi-person Pose Estimation," in IEEE International Conference on Computer Vision (ICCV), Venice, Oct. 2017, pp. 2353–2362.

[3] K. Zhang, Z. Zhang, Z. Li, and Y. Qiao, "Joint Face Detection and Alignment Using Multitask Cascaded Convolutional Networks," IEEE Signal Process. Lett., vol. 23, no. 10, pp. 1499–1503, Oct. 2016.

[4] J. Carreira and A. Zisserman, "Quo Vadis, Action Recognition? A New Model and the Kinetics Dataset," in IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2017, pp. 6299–6308.

Recovering High-Frequency Spatial Details

Naive Average



Noisy & Blurry, Detection Fails

Burst Vision

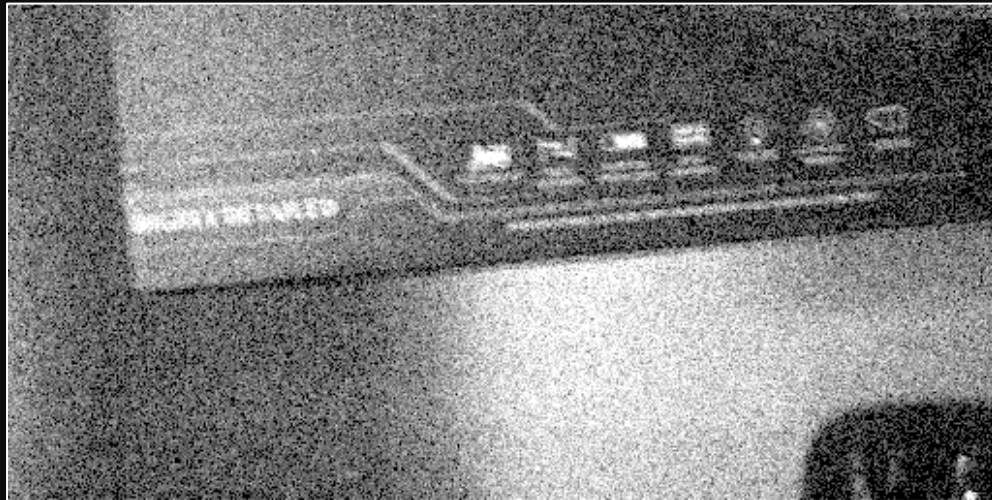


Code Decoded Successfully

QR Decoding

Recovering High-Frequency Spatial Details

Naive Average



Noisy & Blurry, Detection Fails

Burst Vision

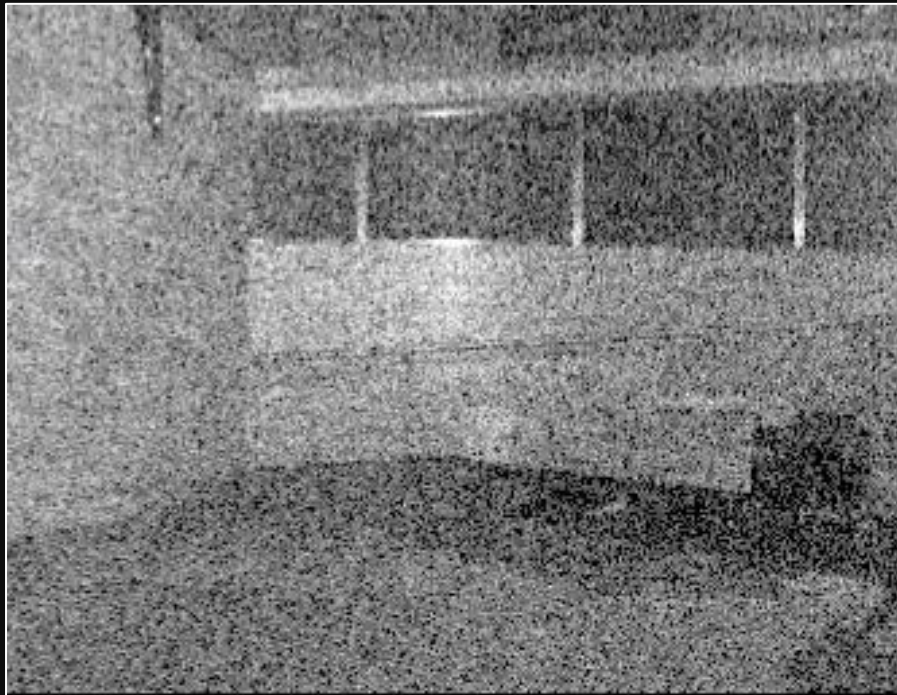


Text Recognized Successfully

Text Detection and Recognition

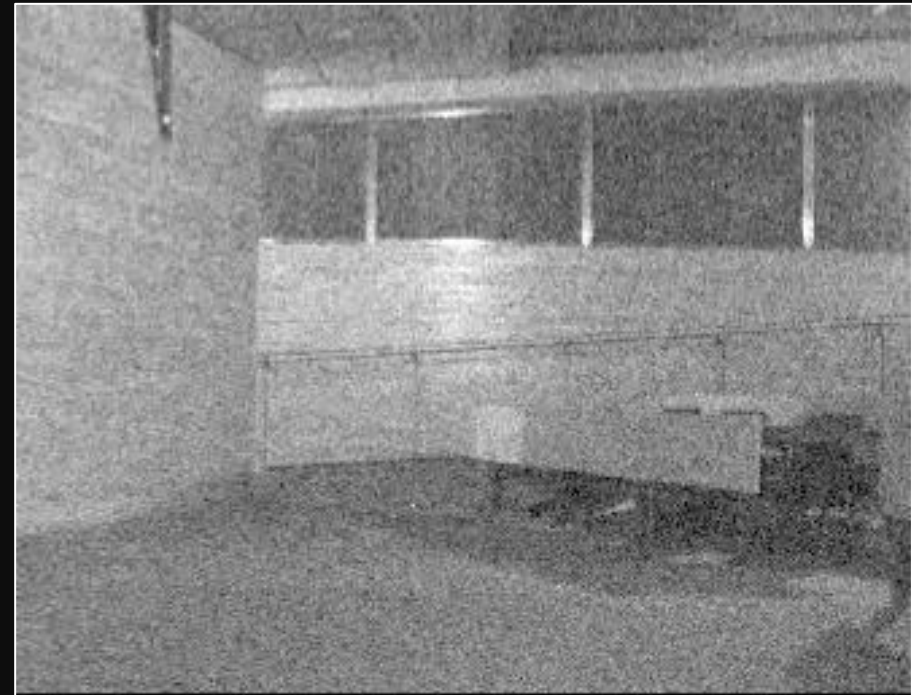
Existing SPAD Cameras: Naive Average

Naive Average (Short Exposure)



Noisy

Naive Average (Long Exposure)

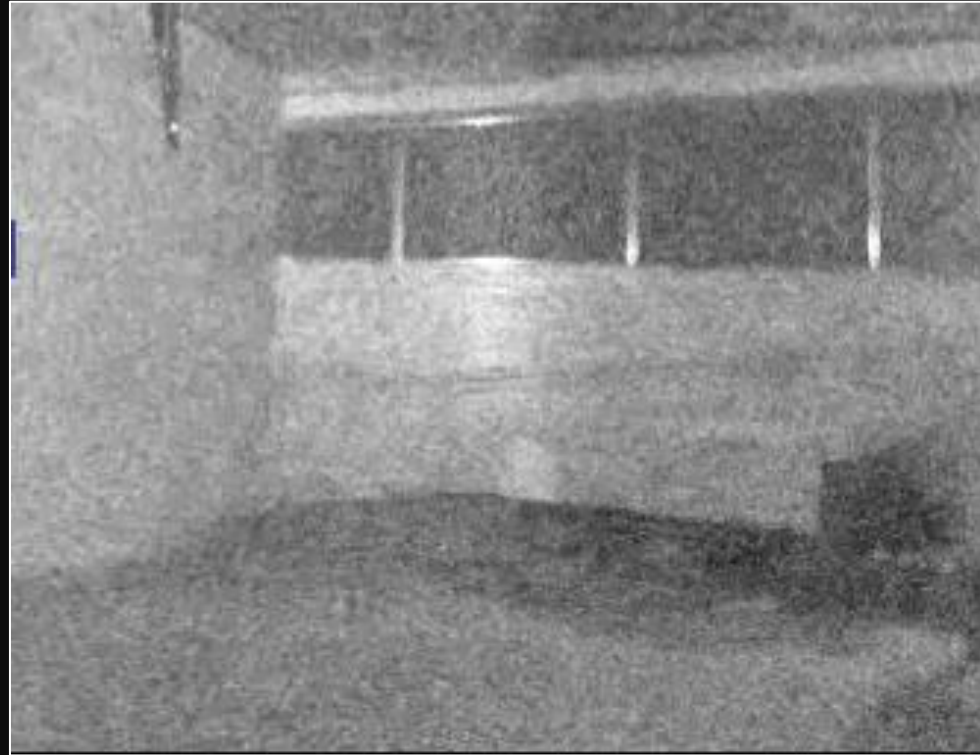


Blurred

Object Detection Fails

Quanta Burst Vision

Burst Reconstruction [1]



Much higher image quality and detection

Comparison to Other Low-Light Sensors?

Night Vision Camera



Tracking Failure

Thermal Camera



Single-Photon Cameras



Tracking Maintained

Object Tracking

Quanta Vision in the Wild

SPAD with Burst Vision



Successful Detection

SPAD with Naive Averaging (Noise)



No Detection

Night Vision (Noise, Blur, Low Contrast)



No Detection

Quanta Vision in Dark and Bright

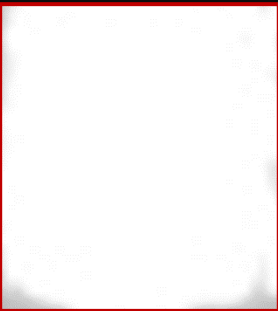
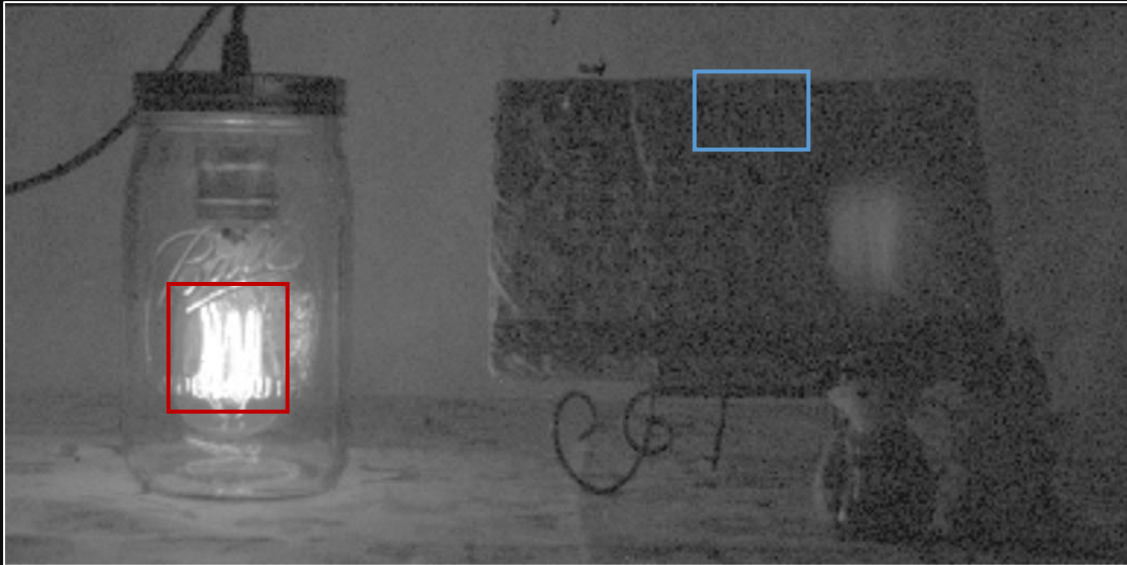


High Dynamic Range Photography

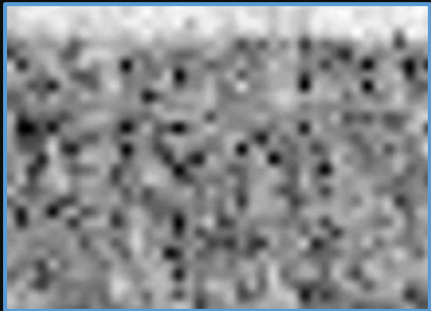
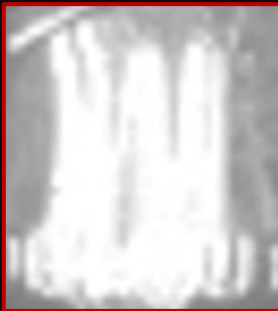
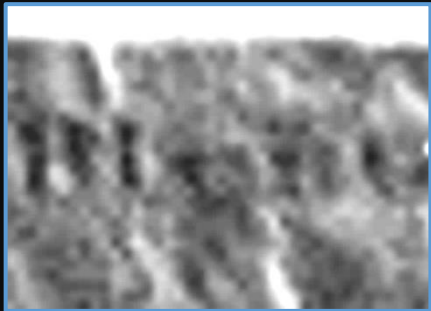
Conventional Camera (Long Exposure)



Conventional Camera (Short Exposure)



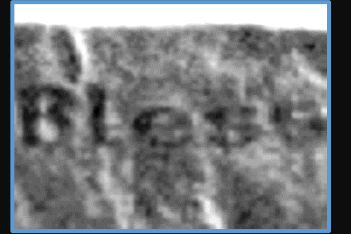
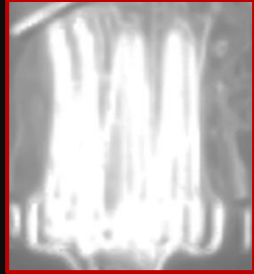
Saturation



Noisy, indiscernible

High Dynamic Range Photography

Quanta Burst Photography



Recovers both bright and dark regions

Comparison with Conventional CMOS Sensor

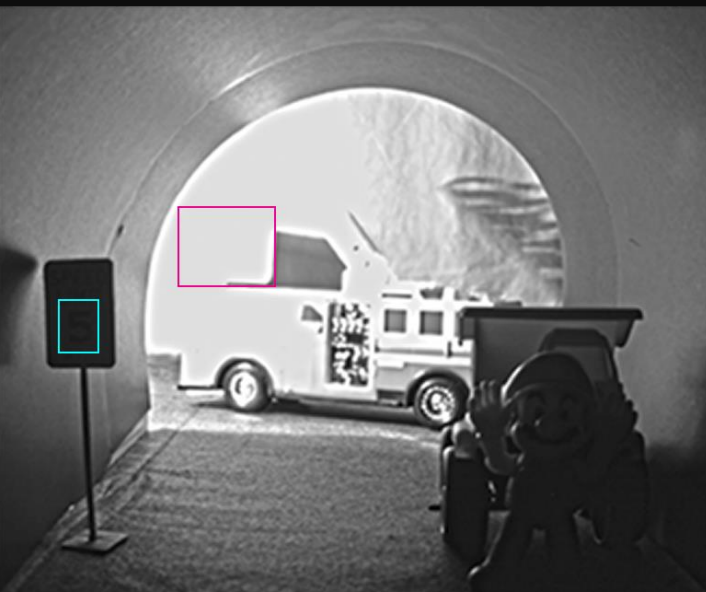
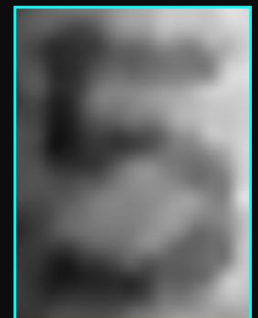
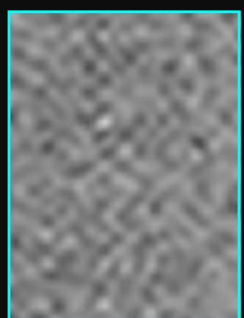
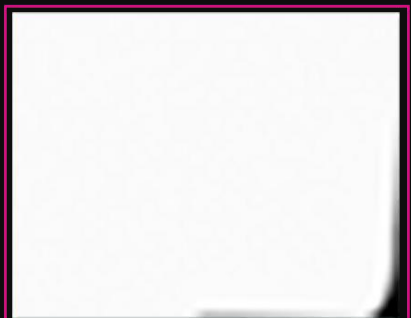
Conventional Sensor

Long Exposure

Short Exposure

SPAD Sensor

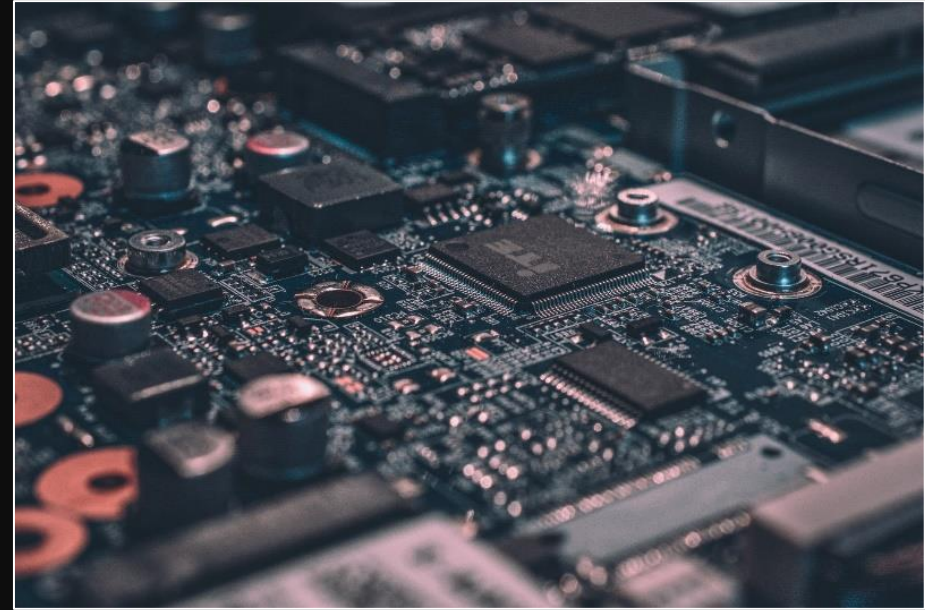
Single Exposure



Is Quanta Vision Ready for Prime Time?



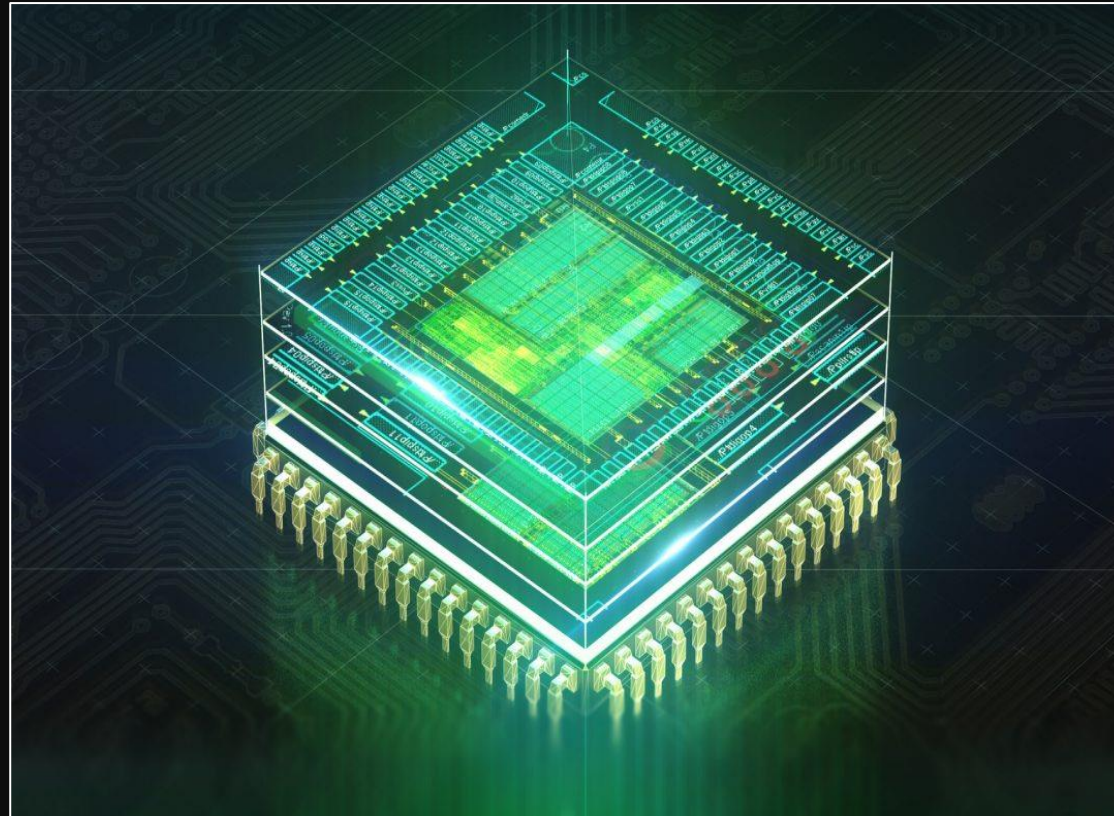
Photon Data Deluge: Bandwidth

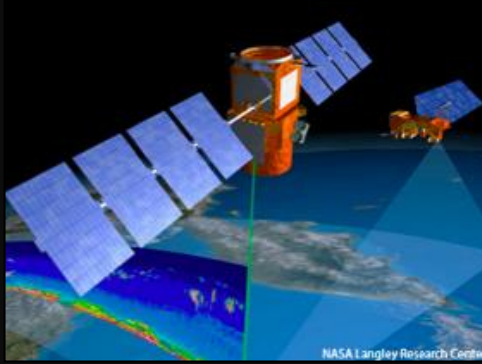


Efficient Computation

Is Quanta Vision Ready for Prime Time?

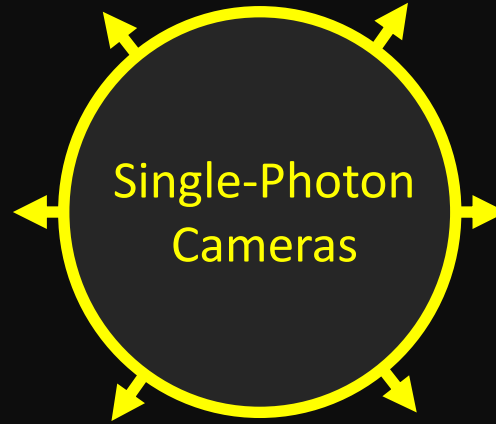
3D stacking, on-chip computation





Long range

Low power

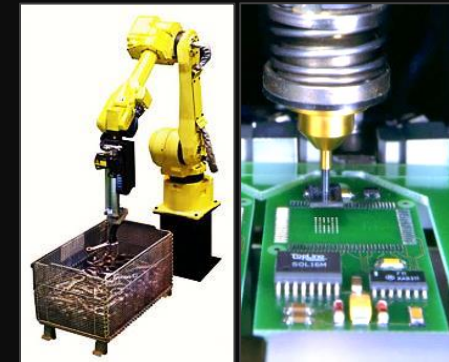


Single-Photon
Cameras



High dynamic
range

High depth
resolution



Extreme sensitivity



<http://wisionlab.cs.wisc.edu/project/quanta-burst-photography/>