Polarization Vision as a Multimedia Tool

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THE ROYAL SOCIETY

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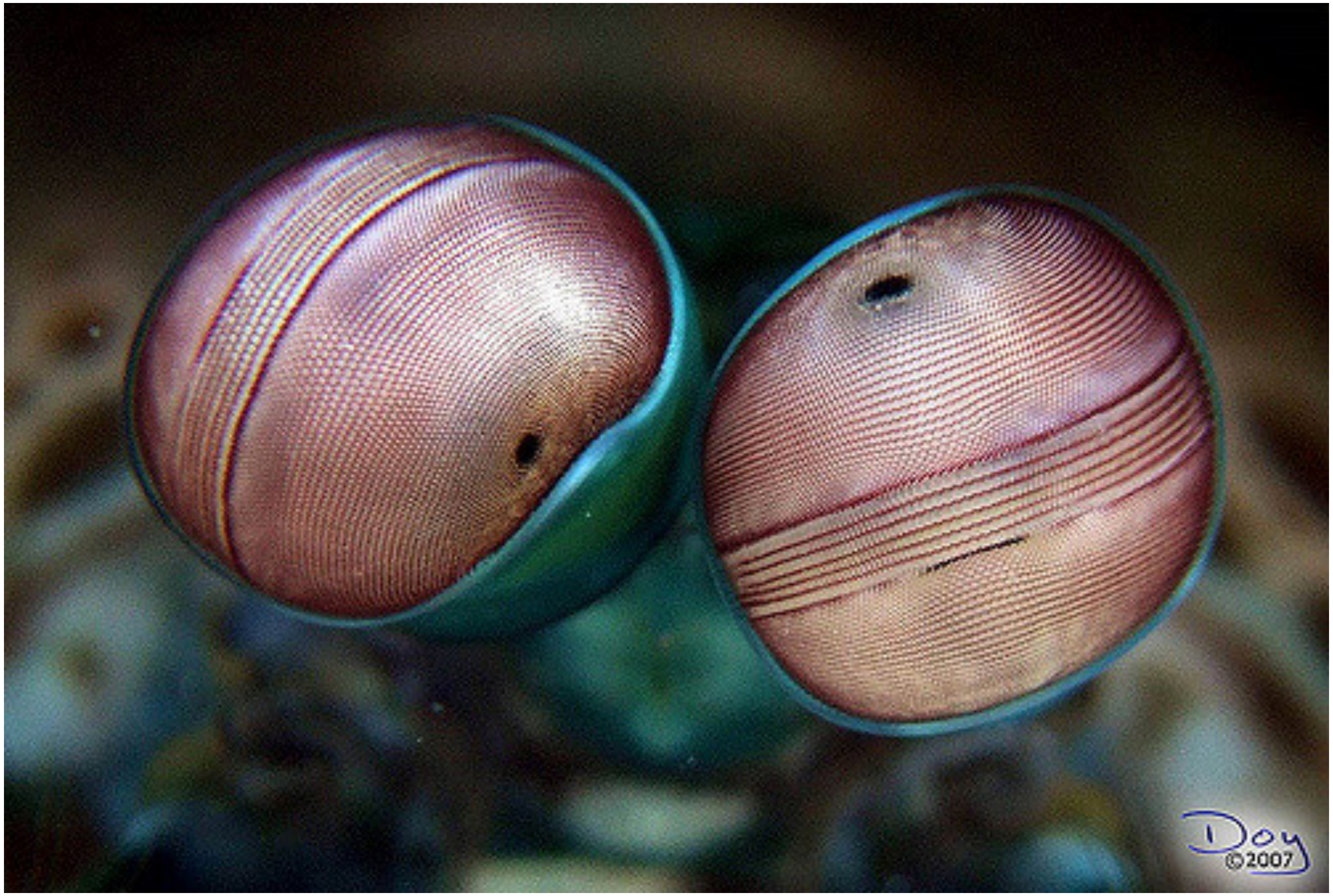
An end user

The mantis shrimp has 12-16 visual channels which it uses for polarization vision.

Mantis shrimp eyes

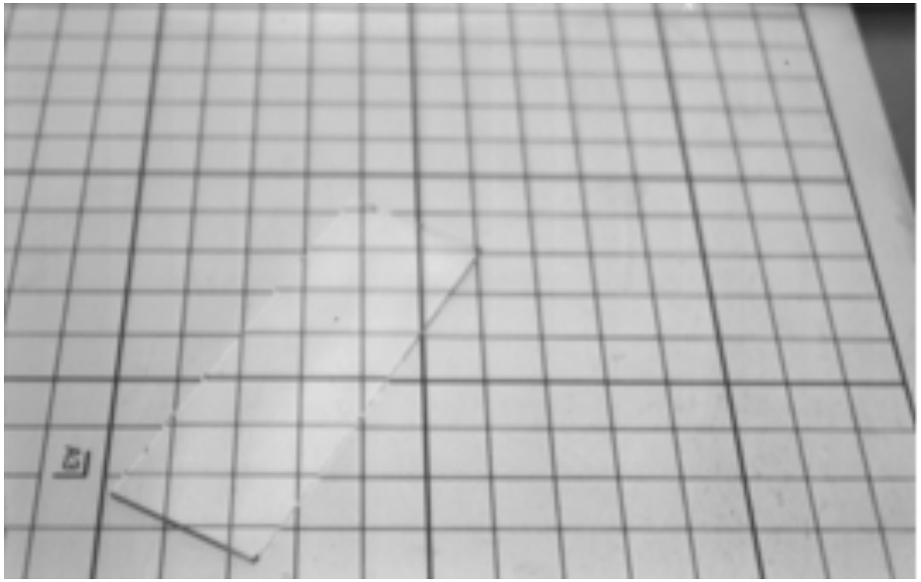


Highly mobile with multiple colour and polarization channels.

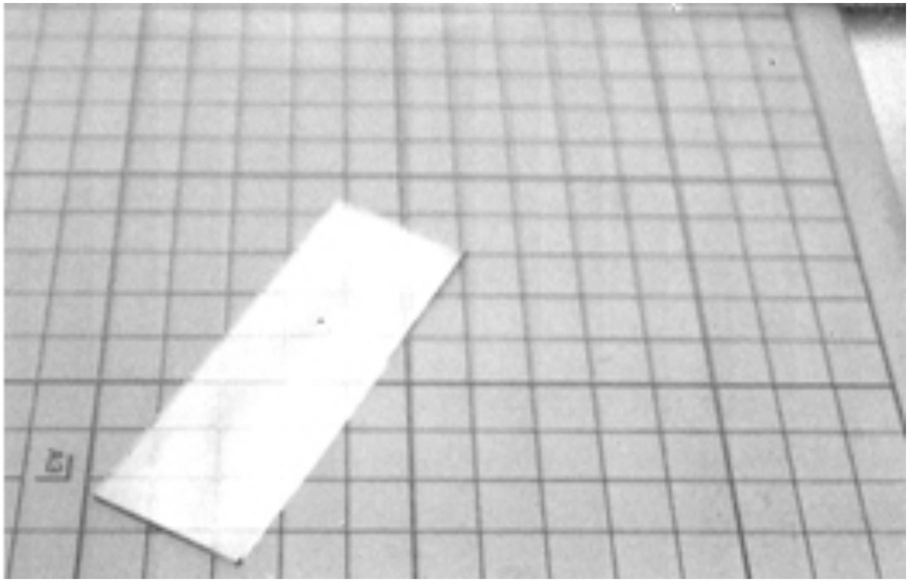
Why polarization in big multimedia?

- Polarization cameras are becoming more widely and more cheaply available.
- Polarization images can be used to both improve visibility in poor imaging conditions and probe surface shape and material surface composition.
- Examples include imaging in bad atmospheric conditions and directly measuring surface properties such as refractive index.
- Generates large amounts of data.
- Used by many animals with specialist vision systems.

Ricoh



Visible light



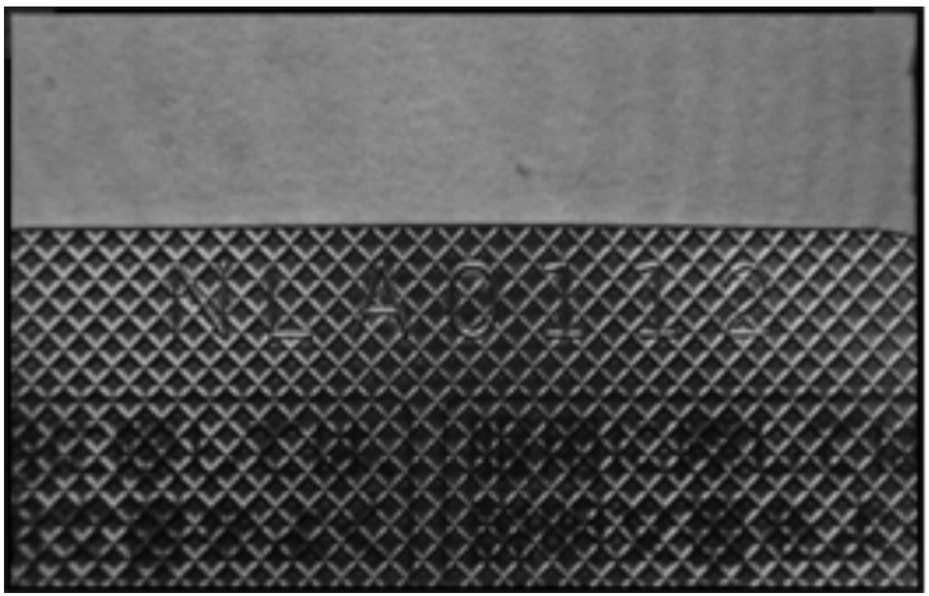
Degree of polarization

Ricoh

Visible light

Degree of polarization

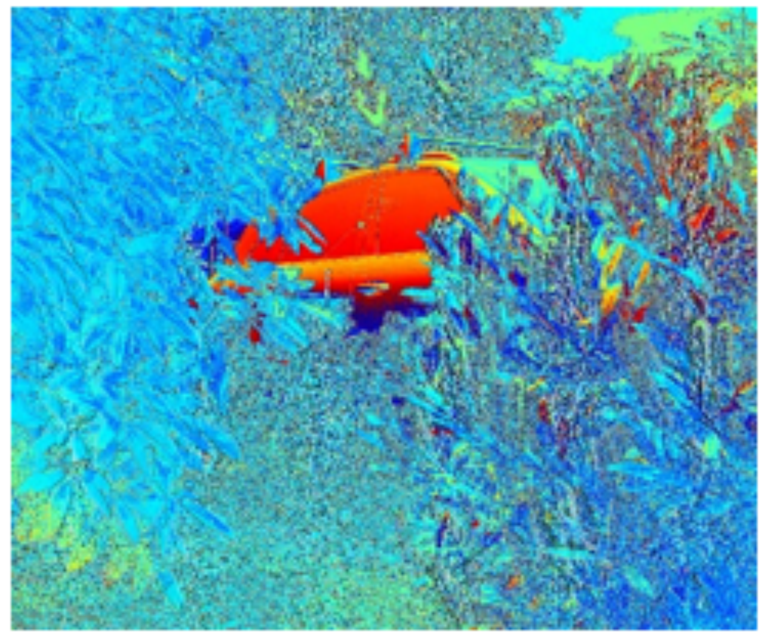
Ricoh



Visible light

Degree of polarization

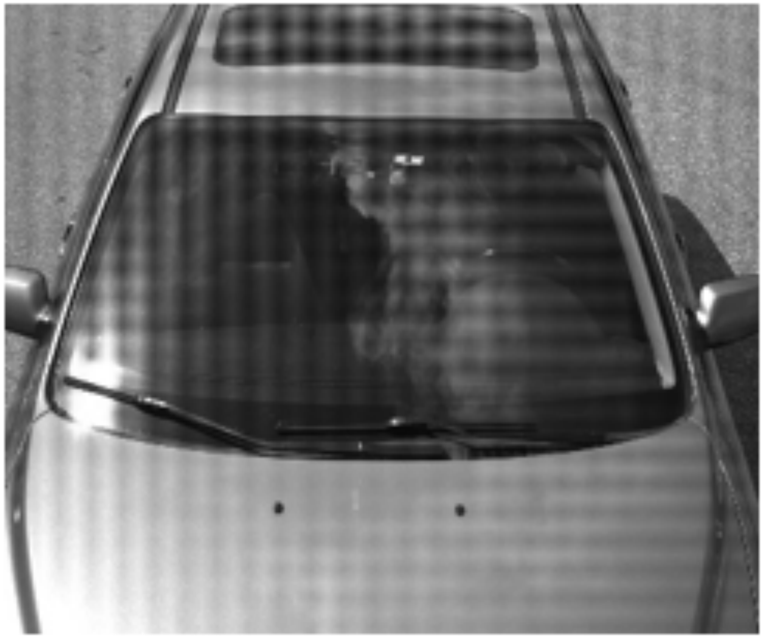
Sony



Visible light

Degree of polarization

Sony



Visible light

Degree of polarization

What does a polarization camera measure?

- Degree of polarization
- Phase
- Mean intensity

At every pixel in the image

Does light source need to polarized?

- No – light develops spontaneous polarization when it scatters from a surface.

- Depends on the refractive index of the surface and the angle reflection.

What do polarization images reveal?

- Single polarization image: surface normals and hence 3D shape of an object.

- Multiple polarization images: (from different viewing angles or light source direction) shape, refractive index, albedo (intrinsic surface texture).

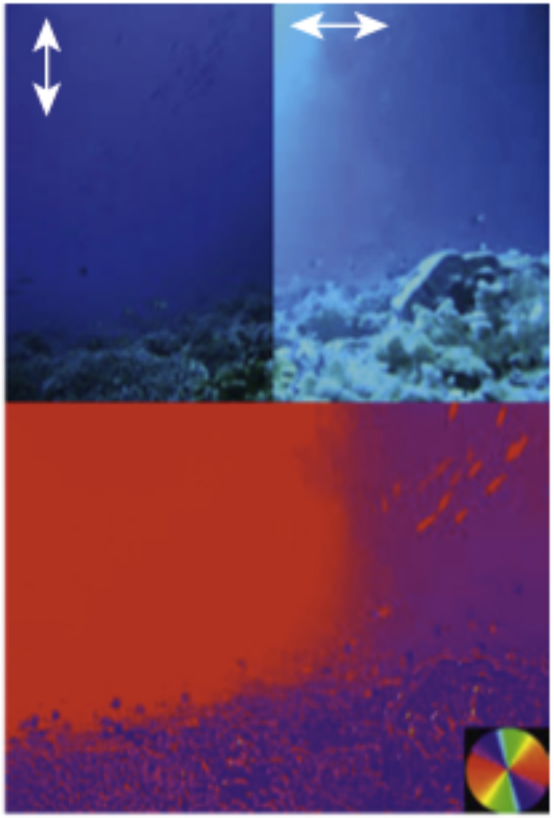
- Spectro-polarimetric images: (polarization images at different wavelengths) shape, albedo and refractive inex at different wavelengths.

Polarization vision in nature

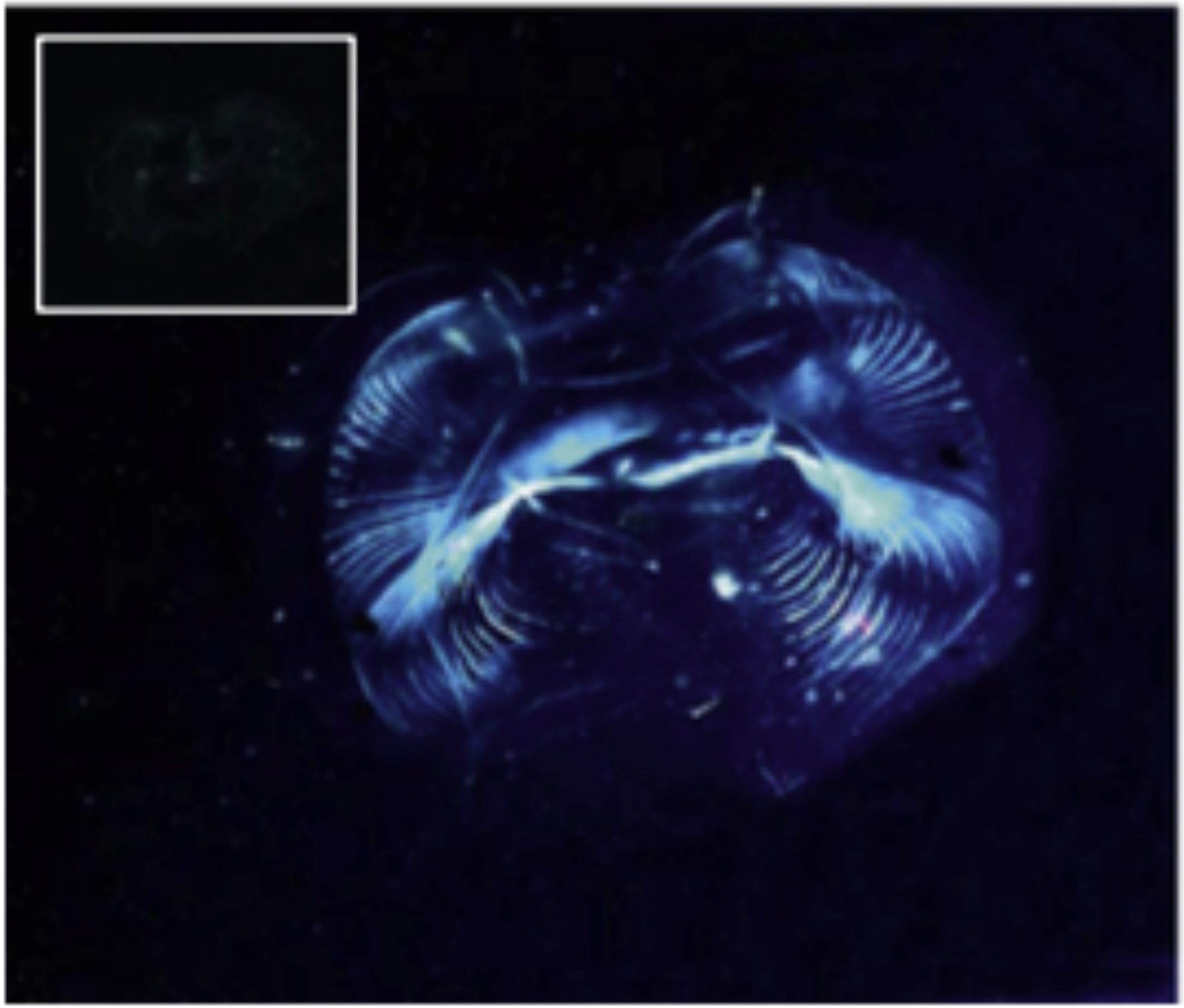
- Evidence that both insects and aquatic creatures (e.g. shrimps, crabs, cuttlefish) exhibit polarization vision, with eyes having up to 16 channels.

- Most animals lack optical polarizing filters. Instead, their individual photoreceptors are sensitive to polarized light.

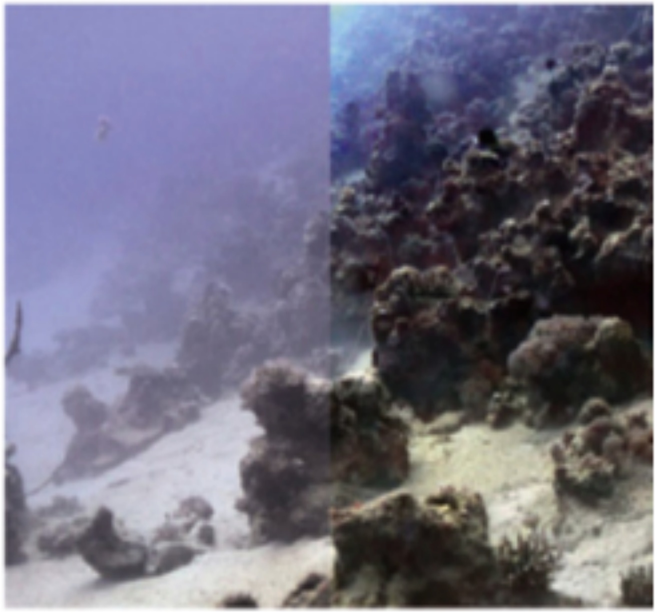
Underwater vision: phase of polarization reveals structure of scene



Degree of polarization: reveals translucent objects (via variations in refractive index).



Can be used to dehaze scenes.



An end user

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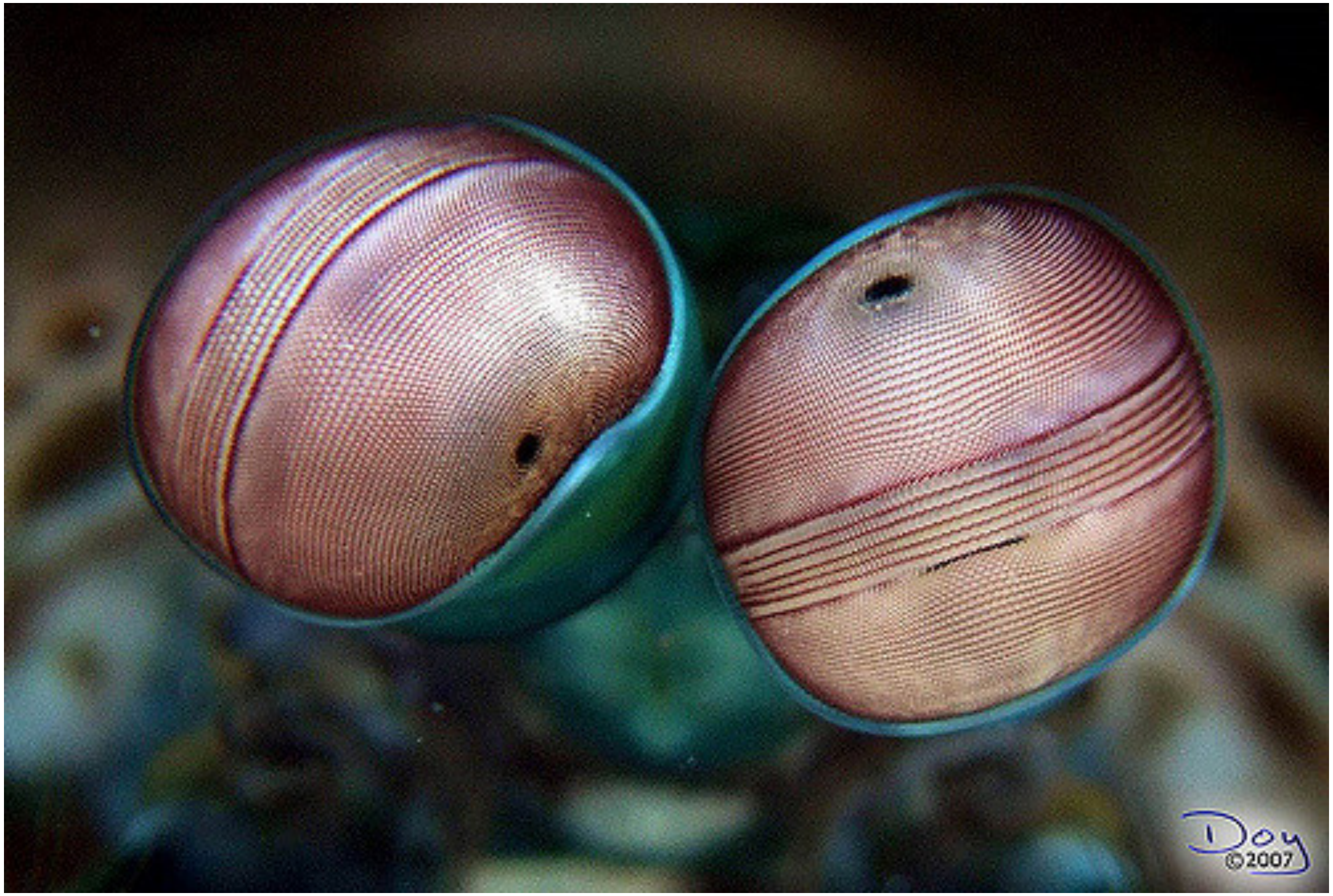
Mantis shrimp eyes



Highly mobile with multiple colour and polarization channels.

Publications relevant to work

- Use diffuse polarization measurements to estimate surface orientation (IEEE TIP 06).
- Extend to multiple views to resolve ambiguities and extend object coverage (PAMI 07).
- Use method to estimate BRDF's for surfaces composed of different materials (CVIU 08).
- Spectro-polarimetry (fixed view, multiple wavelengths) IJCV 2013.
- Direct height estimation from multiple polarization images (ICCV 2017).

Polarization Vision and Applications

Shape from polarization

Polarization vision	Wolff and Boult TPAMI ’91
Shape recovery	Miyazaki et al ICCV ’03, TPAMI ’04
	Drbohlav and Šára SPIE ’99
	Rahmann and Canterakis CVPR ’01

Other early uses of polarization

Reflection components	Umeyama TPAMI ’04
Photometric stereo	Drbohlav and Šára ICCV ’01
Range scanning	Clark, Trucco and Wolff IVC ’97
Marine vision	Schechner and Karpel CVPR ’03
BRDF estimation	Shibata et al SPIE ’05
Segmentation / classification	Chen and Wolff IJCV ’98

Revival on interest in graphics

Graphics	Ghosh SIGGRAPH Asia 2012
Cues for coarse depth maps	Kadamba ICCV 2015
Planar Surface Polarimetry	Riviere SIGGRAPH 2017
Polarimetry in the wild	Gosh SIGRAPH Asia 2017

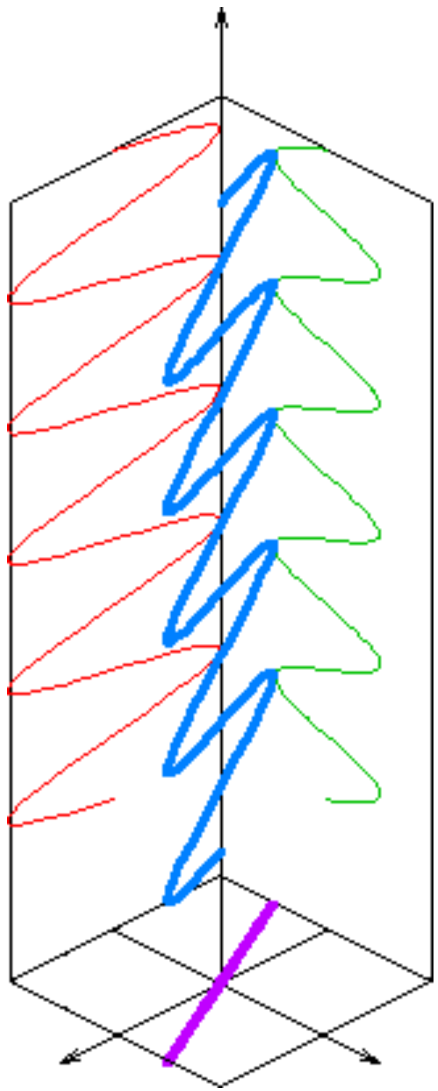
Basics

Polarization of Light

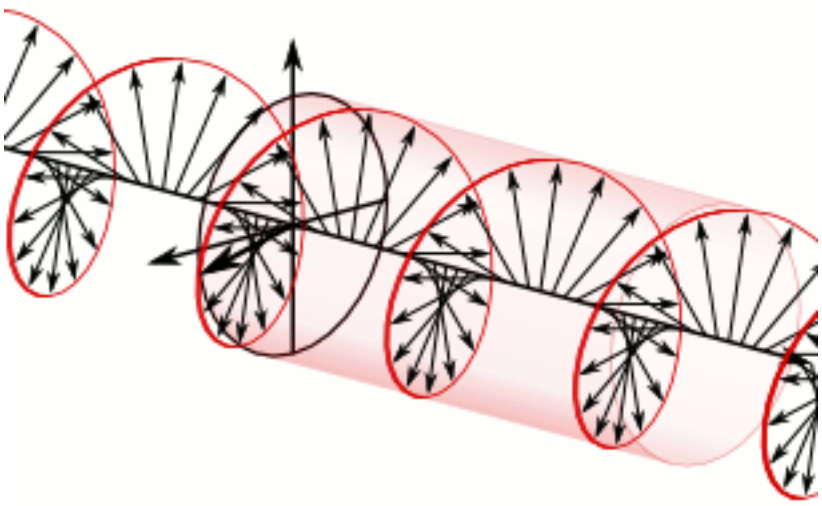
- Linear polarization: confinement of the electric field vector or magnetic field vector to a given plane along the direction of propagation.

- Circular polarization: the electric field of the wave has a constant magnitude but its direction rotates with time at a steady rate in a plane perpendicular to the direction of the wave.

Linear polarization



Circular polarization

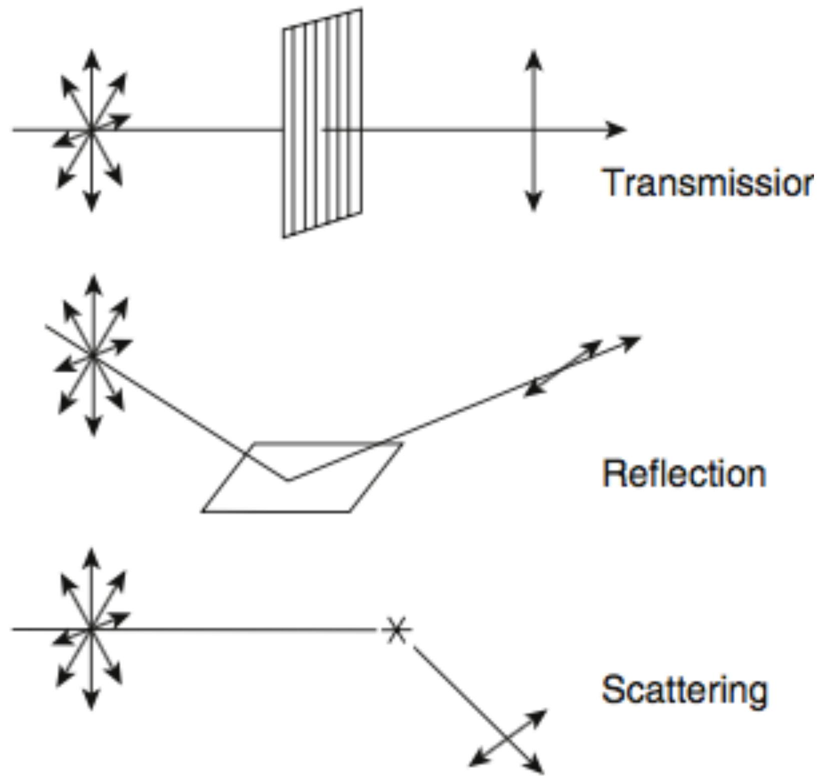


Origins of polarization

- Sunlight is unpolarized.
- When scattered or passed through a dichroic medium, light in different polarization states experience different absorption.
- Results in spontaneous polarization on scattering.

Origins of polarization

Occurs when light is reflected from boundary between layers of different refractive index


Transmissior
Reflection
Scattering

Physics of polarization

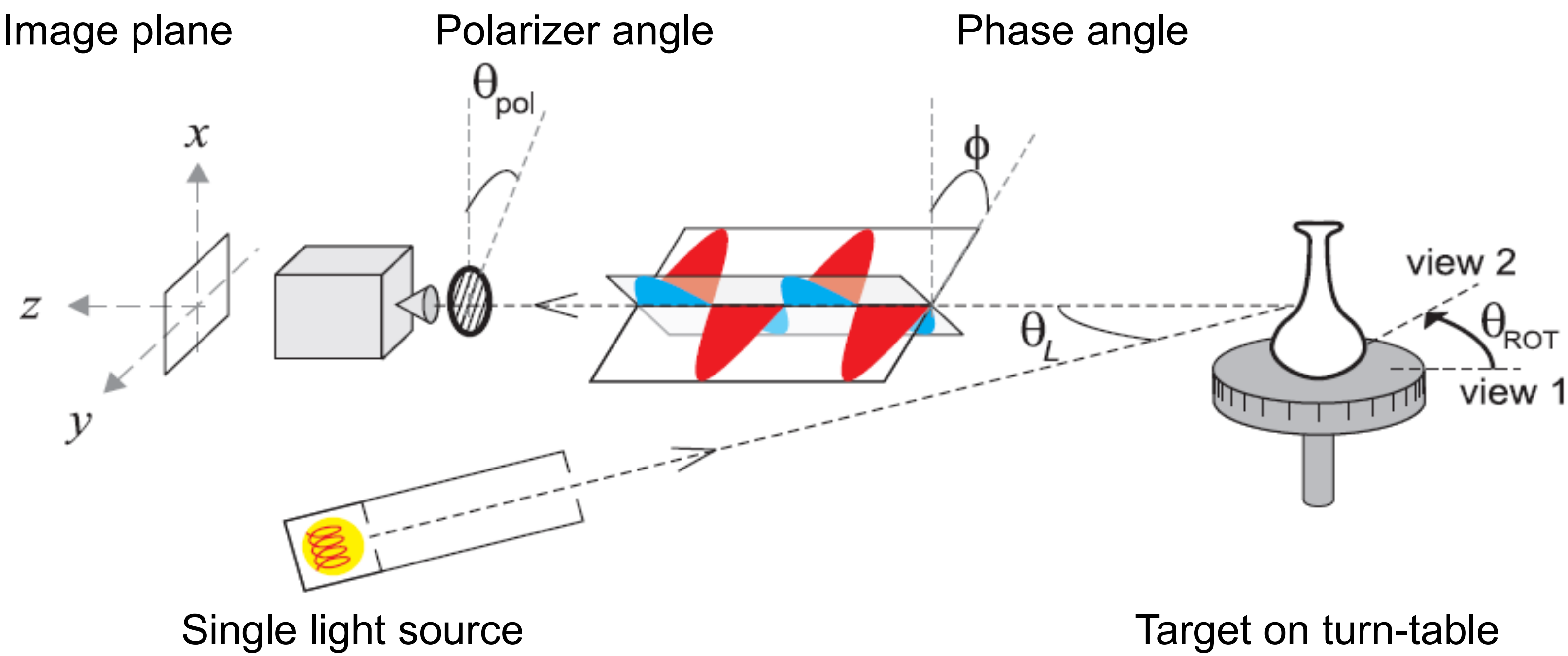
- Degree of polarization depends on angle of incidence of scattered light.

- Also determined by refractive index of scattering surface.

- Polarsation can hence be used to determine surface shape and surface composition.

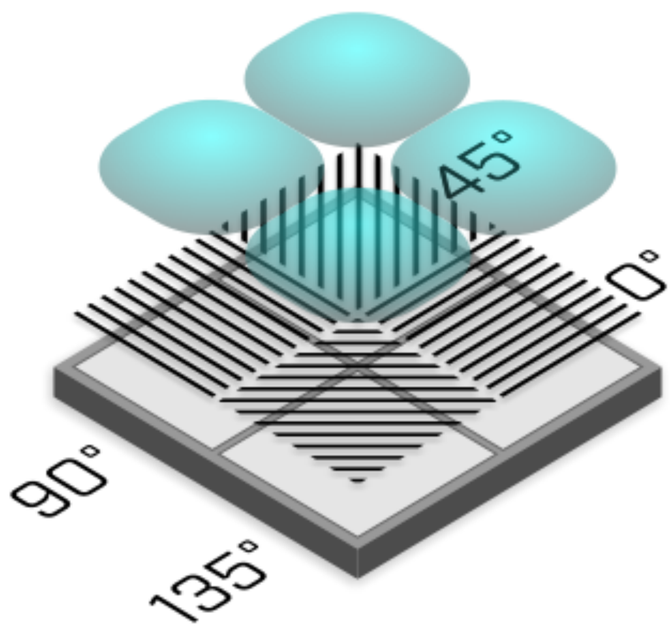
Polarization Camera

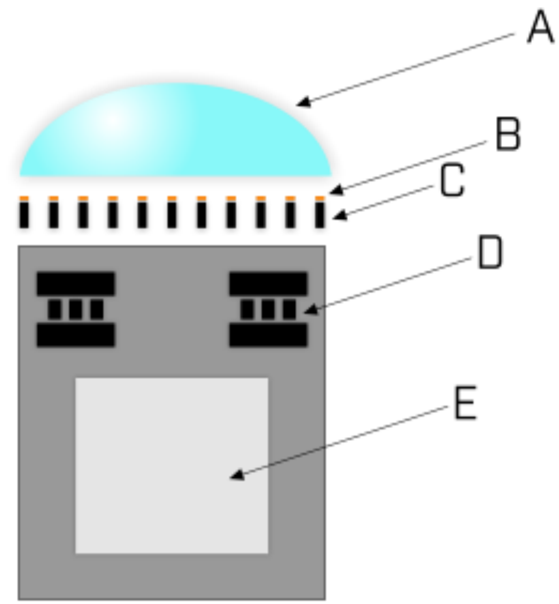
1. Acquire polarization images with light souce, camera and object fixed while polarizer rotates



Note: incident light is unpolarized.

Commercial polarization camera





Polarization filters with different orientations arranged in 2x2 pixel blocks.

Settings

- Single polarization image: surface normals of a constant albedo uniform refractive index surface.
- Single polarization and brightness images: normals, albedo and variations in refractive index. (Polarimetric stereo)
- Multiple polarization and brightness images: height (directly), albedo, refractive index.
- Multiple polarization images at different wavelengths and fixed direction: surface normals, albedo, variations of refractive index. (Spectro-polarimetry)

Shape-from-shading

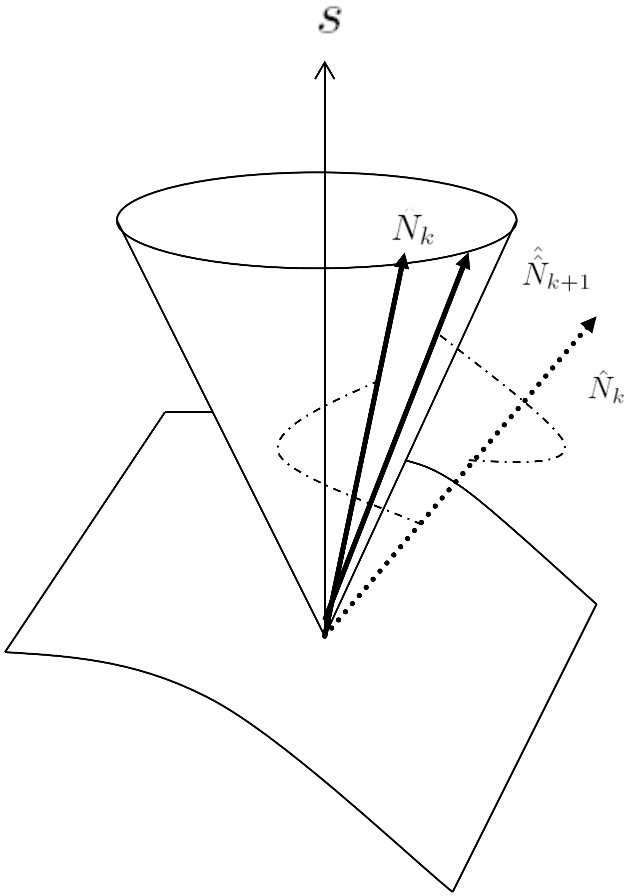
Recover surface normals and hence surface height from observed variations in image brightness,

If surface reflectance is Lambertian, then surface normal lies on a cone whose axis is the light source direction and whose opening angle is the inverse cosine of the normalised image brightness,

Hence zenith angles of surface normals are determined by Lambert's law, azimuth angles determined by boundary conditions and smoothness constraints.

Geometric SFS

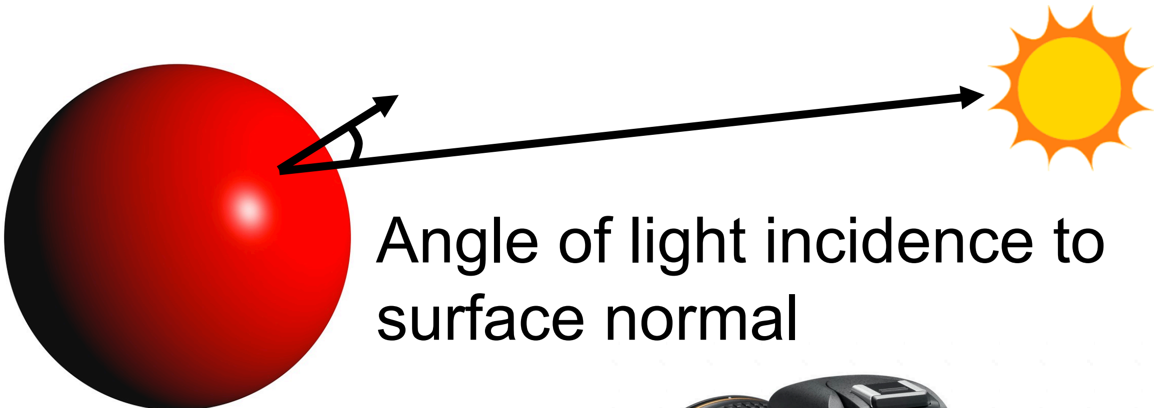
(Worthington and Hancock '99)



Surface normal must fall on a cone whose axis is light source direction and whose opening angle is determined by image brightness.

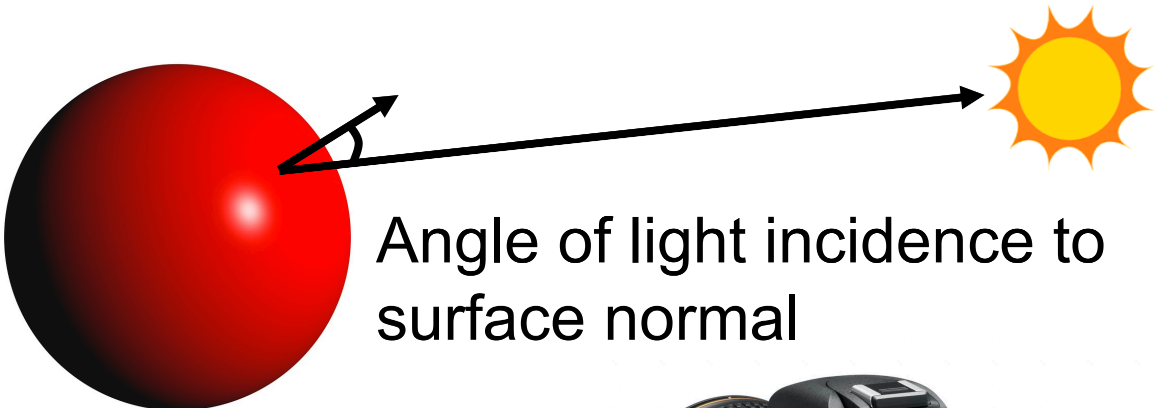
$$I = n.s = \cos\theta$$

Shape shading and polarization compared



Angle of light incidence to surface normal

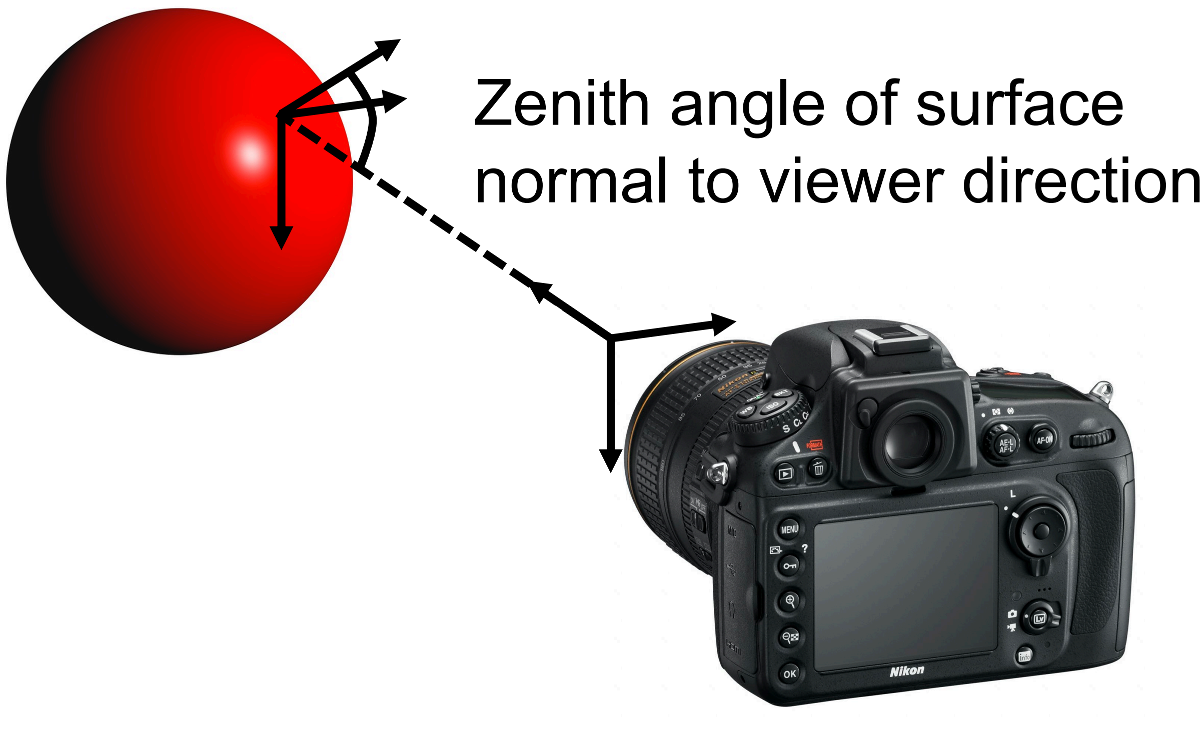
Shape shading and polarization compared



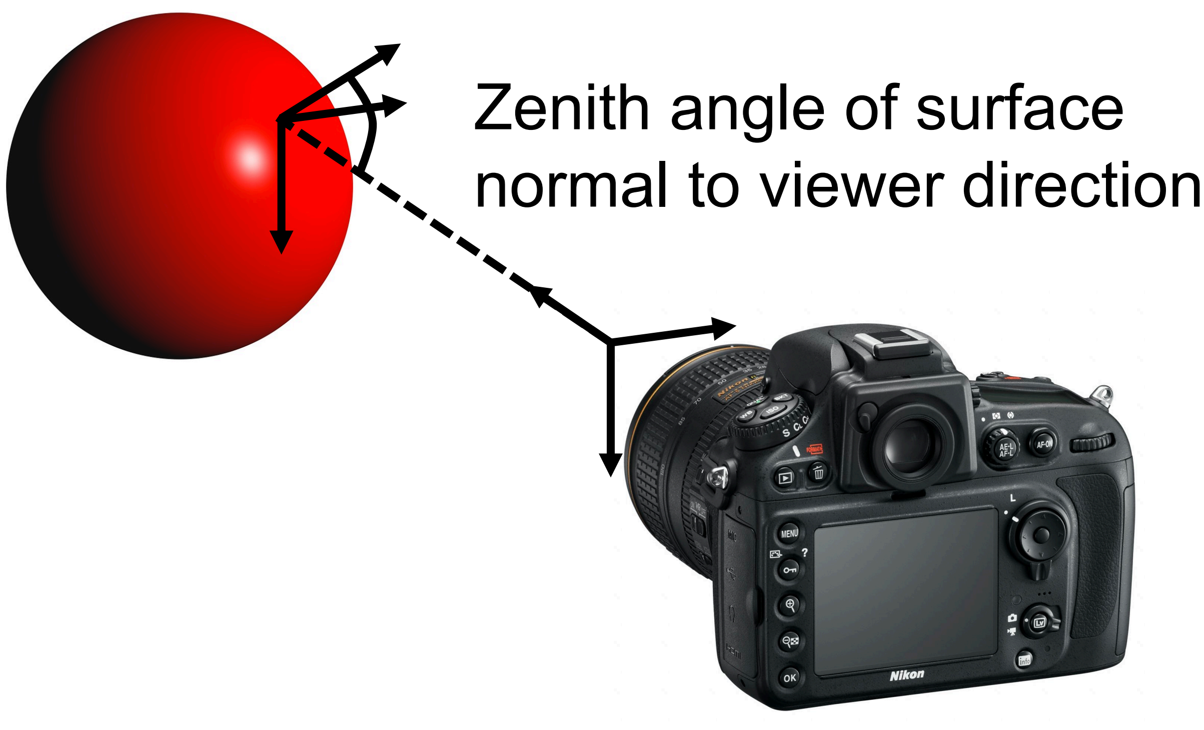
Angle of light incidence to surface normal

Brightness measurement determines direction between surface normal and light source direction.

Shape shading and polarization compared



Shape shading and polarization compared



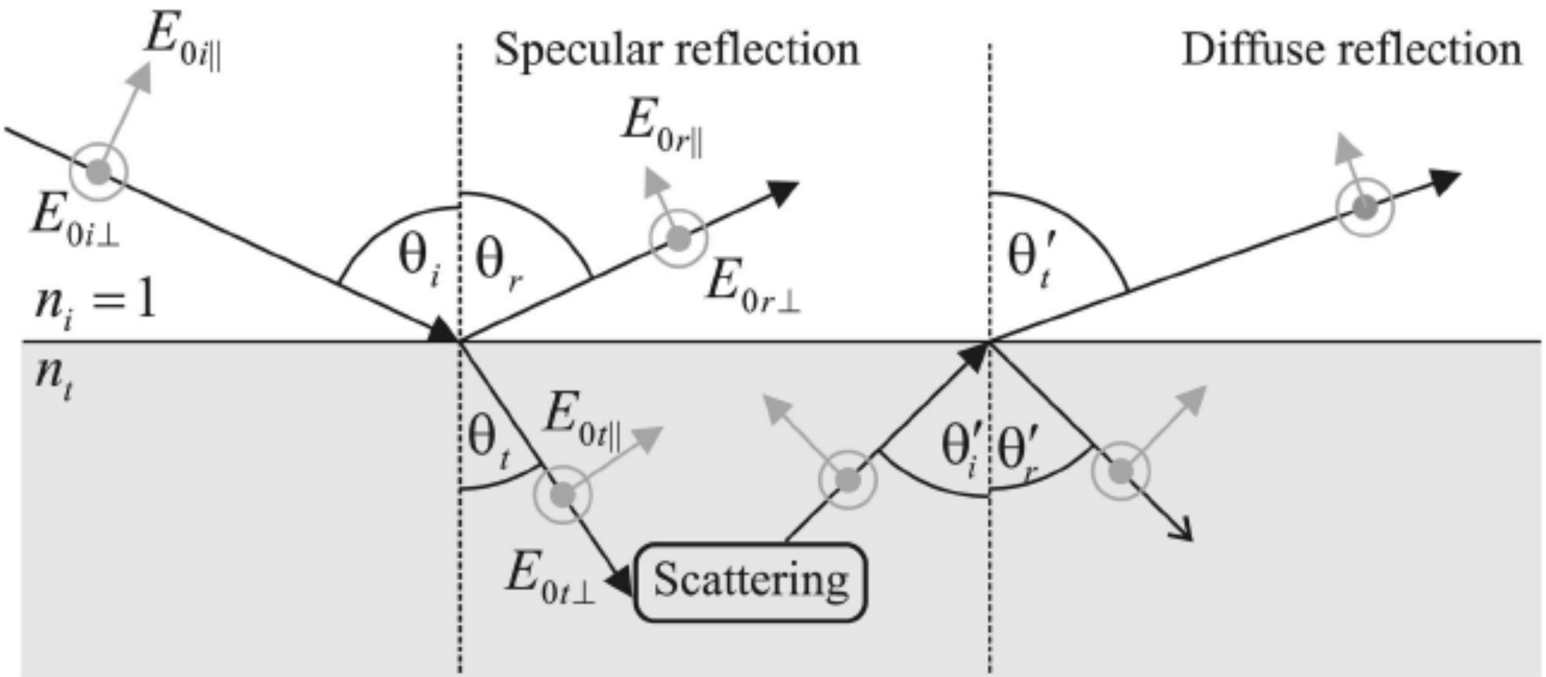
Degree of polarization determines zenith angle between surface normal and viewer direction.
Phase determines azimuth angle about normal up to an ambiguity of 180 degrees.

Theoretical background

Fresnel theory

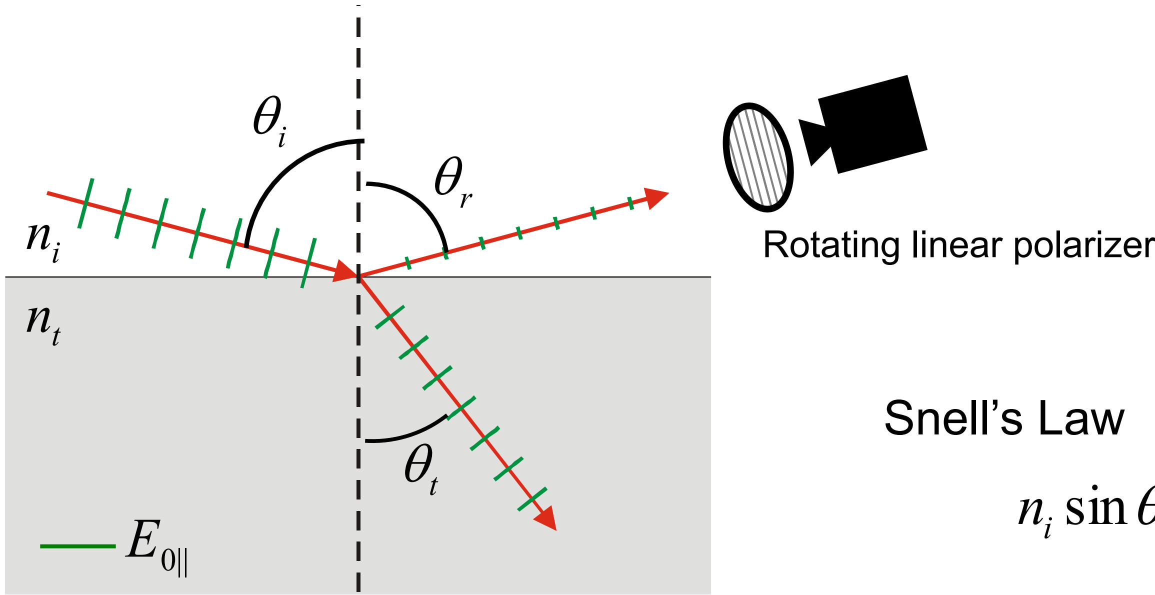
Augustin-Jean Fresnel (1788-1827)

Basic concepts



Theory: Physical Origins of Polarization by Reflection

Specular reflection



Snell's Law

$$n_i \sin\theta_i = n_t \sin\theta_t$$

Fresnel Coefficients

Perp to incidence plane

$$r_\perp \equiv \frac{E_{0r\perp}}{E_{0i\perp}} = \frac{n_i\cos\theta_i - n_t\cos\theta_t}{n_i\cos\theta_i + n_t\cos\theta_t} \qquad R_\perp = r_\perp^{\;2}$$

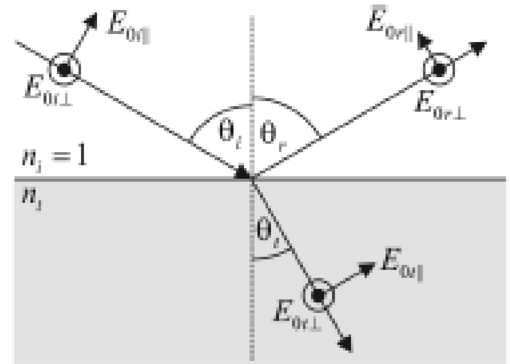
Parallel to incidence plane

$$r_\| \equiv \frac{E_{0r\|}}{E_{0i\|}} = \frac{n_t\cos\theta_i - n_i\cos\theta_t}{n_t\cos\theta_i + n_i\cos\theta_t} \qquad R_\| = r_\|^{\;2}$$

Polarization for specular reflection

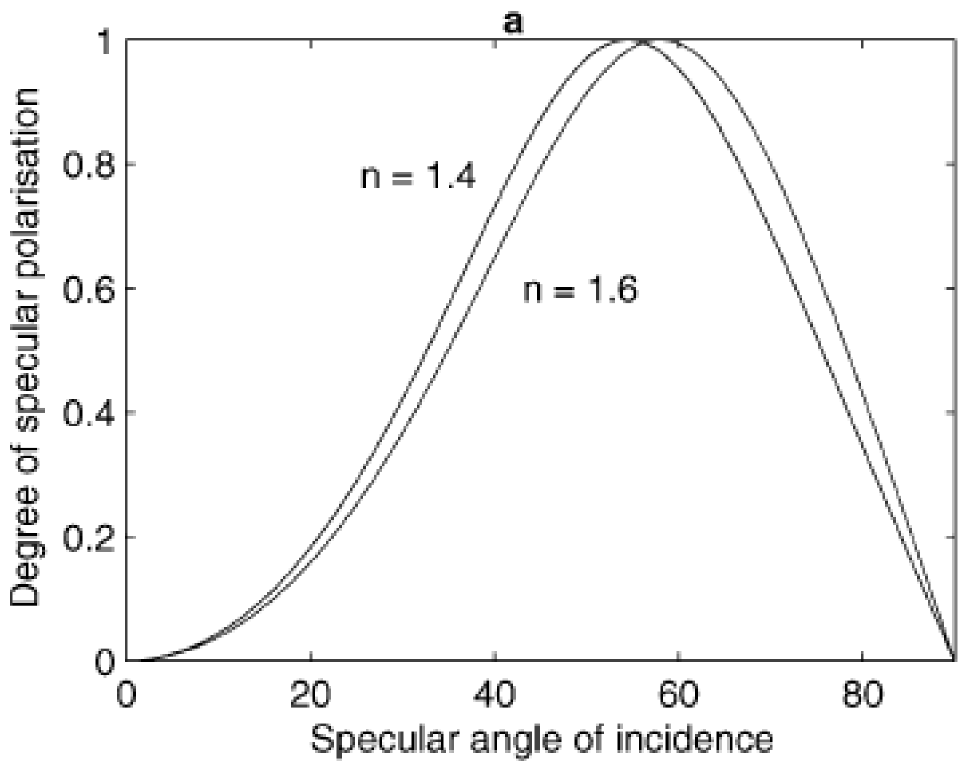
Defined in terms of reflection coefficients
for different planes of polarization.

$$\rho_s = \frac{R_\perp(n,\theta_i) - R_\parallel(n,\theta_i)}{R_\perp(n,\theta_i) + R_\parallel(n,\theta_i)}$$



$$\rho_s = \frac{2\sin^2\theta\cos\theta\sqrt{n^2 - \sin^2\theta}}{n^2 - \sin^2\theta - n^2\sin^2\theta + 2\sin^2\theta}$$

Specular polarization versus incidence angle



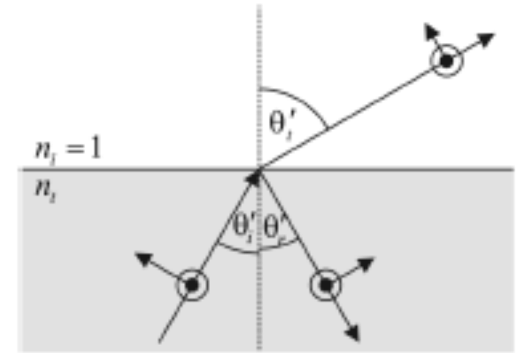
Because of Brewster angle, for a measured polarization there are two possible incidence angles.

Brewster angle increases with refractive index.

Some representative refractive indices			
Material	λ (nm)	*n*	Ref.
Vacuum		1 (by definition)	
Air at STP		1.000277	
Gases at 0 °C and 1 atm			
Air	589.29	1.000293	[1]
Carbon dioxide	589.29	1.001	[2][3][4]
Helium	589.29	1.000036	[1]
Hydrogen	589.29	1.000132	[1]
Liquids at 20 °C			
Arsenic trisulfide and sulfur in methylene iodide		1.9	[5]
Benzene	589.29	1.501	[1]
Carbon disulfide	589.29	1.628	[1]
Carbon tetrachloride	589.29	1.461	[1]
Ethanol (ethyl alcohol)	589.29	1.361	[1]
Water	589.29	1.330	[1]
10% Glucose solution in water	589.29	1.3477	[6]
20% Glucose solution in water	589.29	1.3635	[6]
60% Glucose solution in water	589.29	1.4394	[6]
Solids at room temperature			
Silicon carbide (Moissanite; 6H form)	589.29	2.65	[7]
Titanium dioxide (rutile phase)	589.29	2.614	[8][9]
Diamond	589.29	2.417	[1]
Strontium titanate	589.29	2.41	[10]
Amber	589.29	1.55	[1]
Sodium chloride	589.29	1.544	[11]
Fused silica (a pure form of glass, also called fused quartz)	589.29	1.458	[1][12]

Polarization for diffuse reflection

Defined in terms of transmission rather than reflection: T=1-R

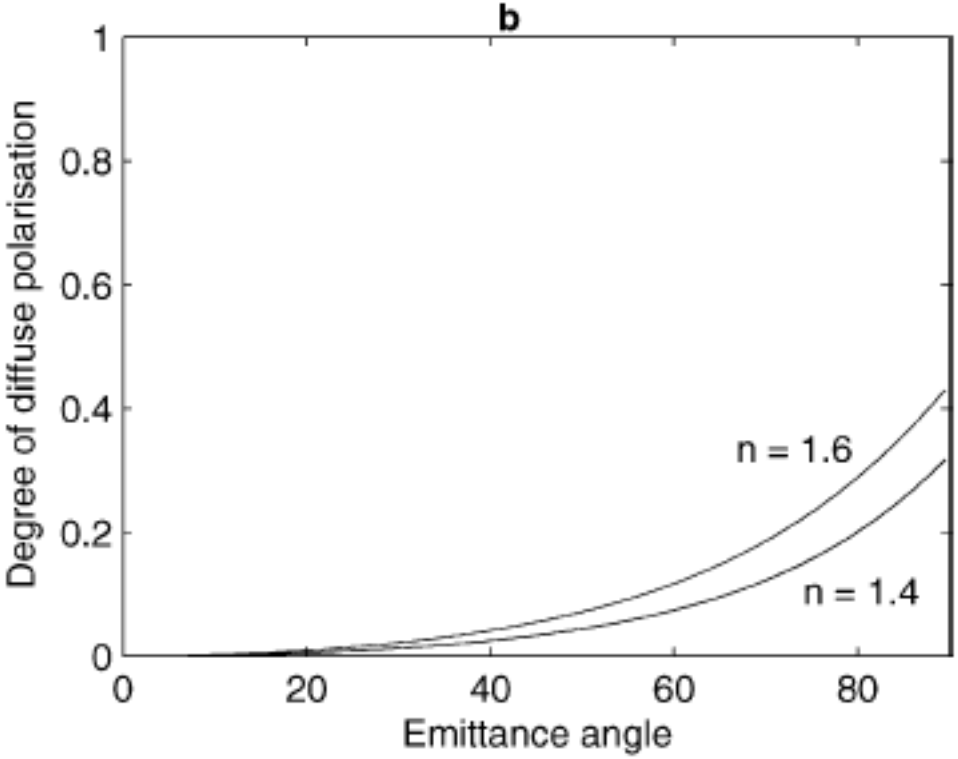


$$\rho_d = \frac{T_{\parallel}(1/n,\theta_i^{'}) - T_{\perp}(1/n,\theta_i^{'})}{T_{\parallel}(1/n,\theta_i^{'}) + T_{\perp}(1/n,\theta_i^{'})} = \frac{R_{\perp}(1/n,\theta_i^{'}) - R_{\parallel}(1/n,\theta_i^{'})}{2 - R_{\perp}(1/n,\theta_i^{'}) - R_{\parallel}(1/n,\theta_i^{'})}$$

Use Snell's law to re-express in terms of emittance angle

$$\rho_d = \frac{(n - 1/n^2)\sin^2\theta}{2 + 2n^2 - (n - 1/n^2)\sin^2\theta + 4\cos\theta\sqrt{n^2 - \sin^2\theta}}$$

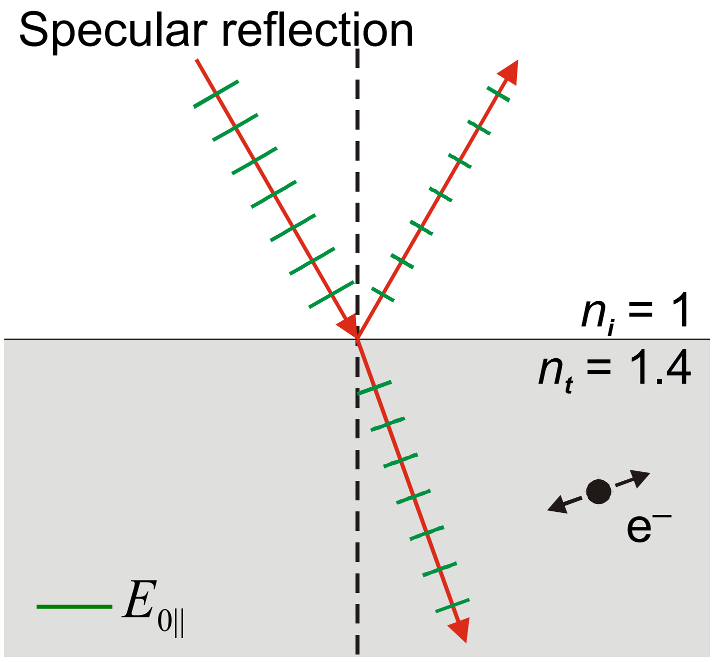
Diffuse polarization versus emittance angle



No Brewster angle for diffuse polarization. Single measurement of polarization gives a single emittance angle.

Polarization stronger the larger refractive index.

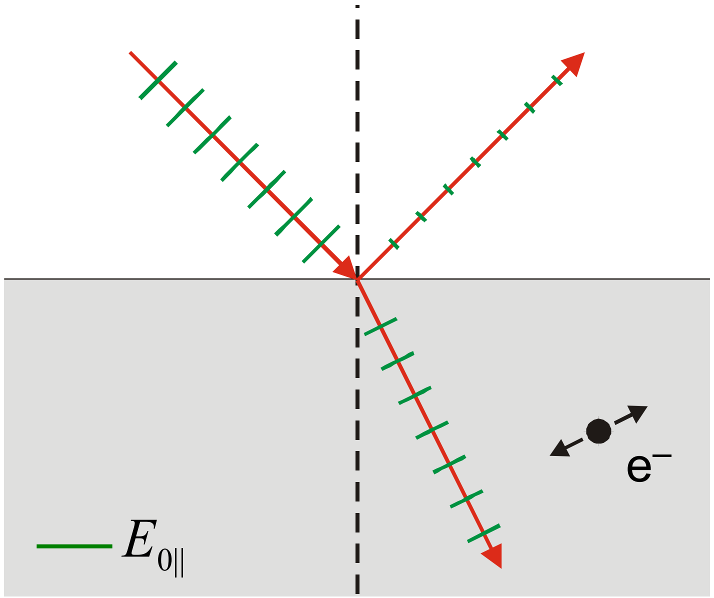
Theory: Polarization by Reflection



Low polarization

Theory: Polarization by Reflection

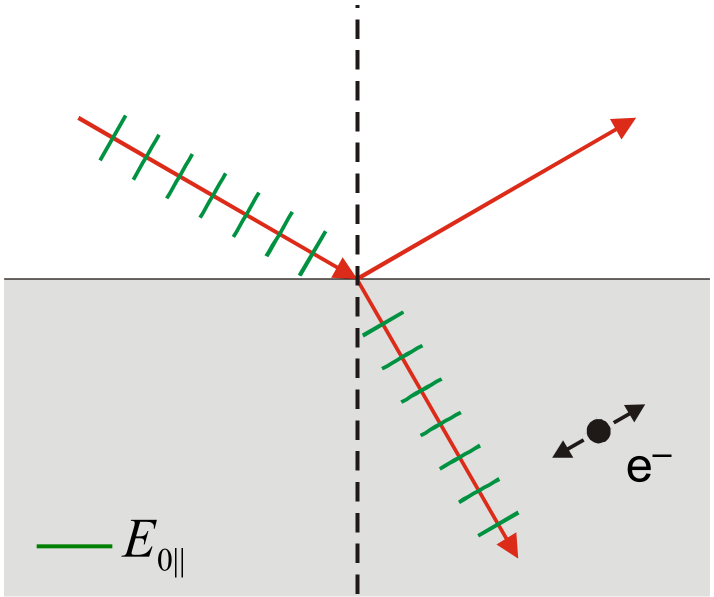
Specular reflection



High polarization

Theory: Polarization by Reflection

Specular reflection

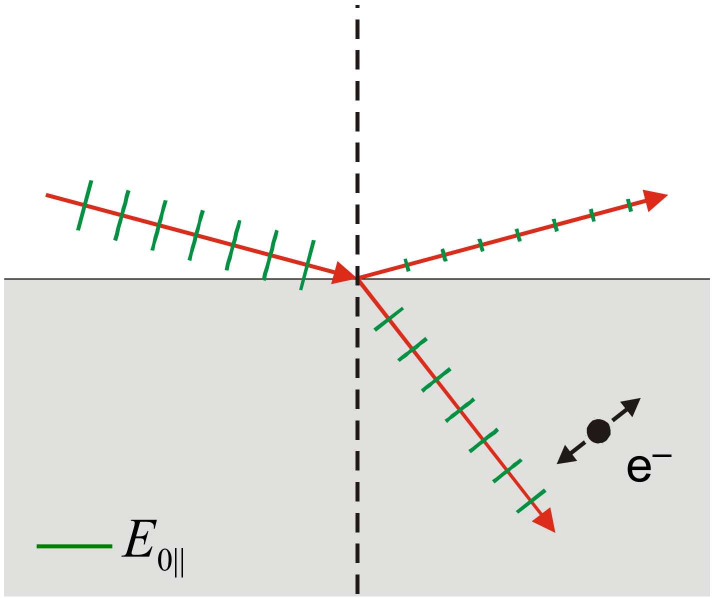


Complete polarization:
Brewster Angle

Reflected light totally extinguished by rotating polarizer.

Theory: Polarization by Reflection

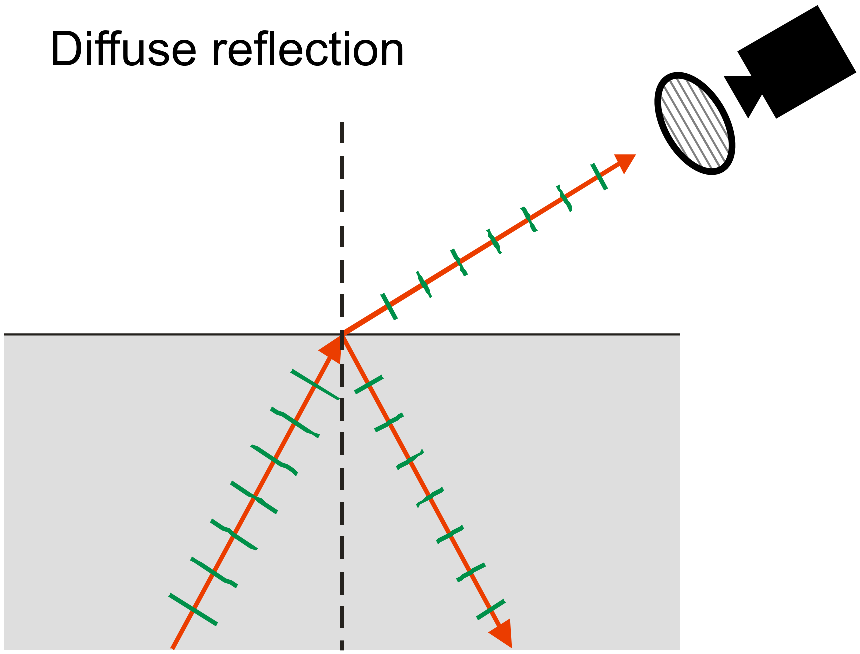
Specular reflection



High polarization

Theory: Shape from Diffuse Polarization

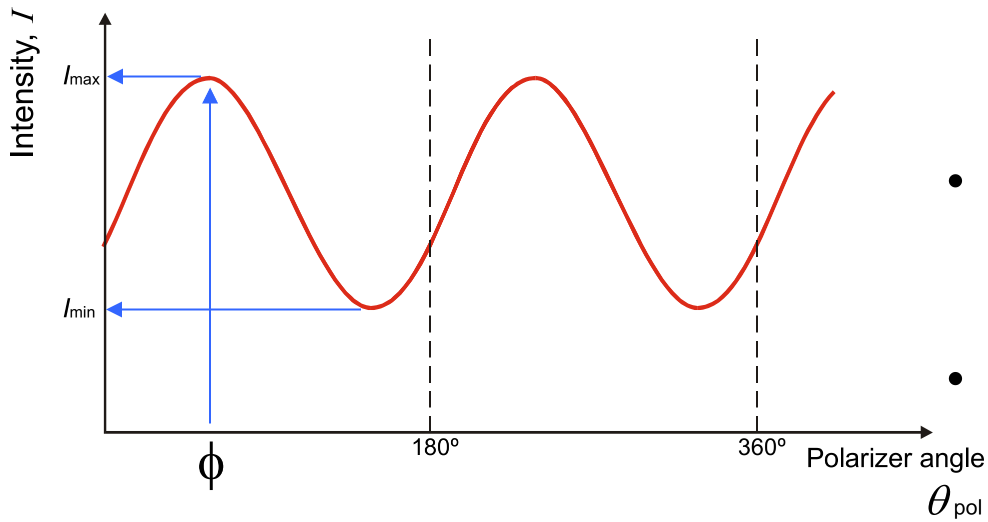
Diffuse reflection



Diffuse component emerges after subsurface scattering

Polarization measurements

Measured intensity variation



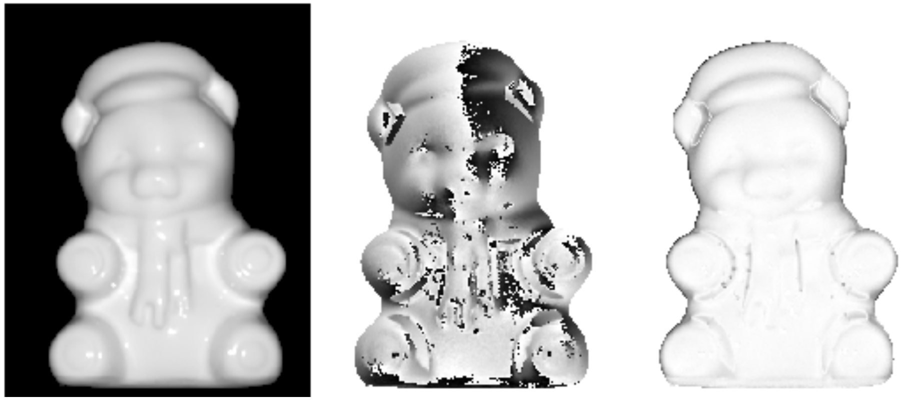
Degree of polarization

$$\rho = \frac{I_{\max} - I_{\min}}{I_{\max} + I_{\min}}$$

- Rotate polarizer and measure brightness at each pixel with camera, light source and object fixed.
- Brightness varies sinusoidally with polarizer angle.
- Fit to recover maximum and minimum brightness together with phase of sinusoid at each pixel.
- Compute polarization from max and min brightnesses.

Polarization Image

- Composed of brightness, phase and polarization



Brightness Phase Polarization

Single view shape reconstruction

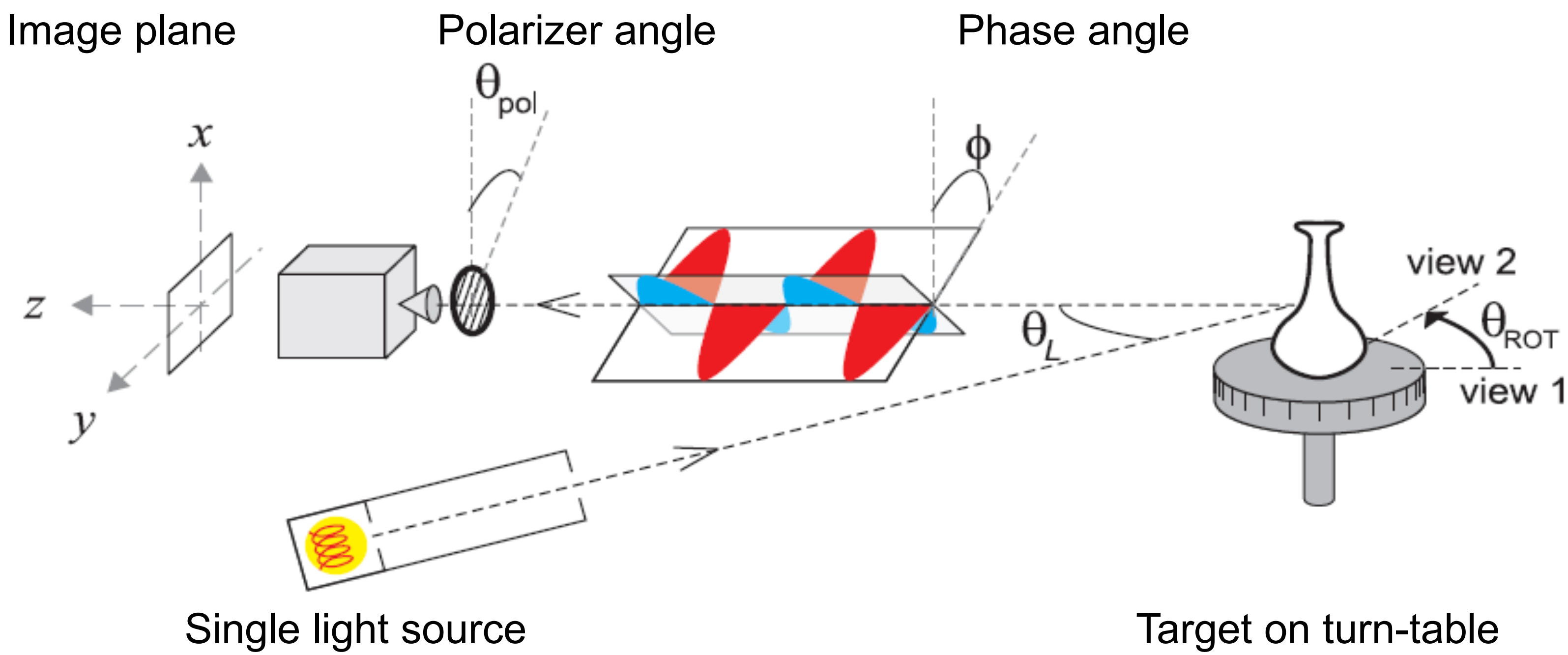
Use estimates of zenith and azimuth angles to recover surface normals. Reconstruct object shape using surface integration.

Single View Shape Recovery: Overview

1. Acquire polarization images
2. Estimate zenith angles from degree of polarization
3. Ambiguously estimate azimuth angles
4. Disambiguate azimuth angles
5. Integrate normals using Frankot-Chellappa method [TPAMI ’88]

Single View Vision: Apparatus

1. Acquire polarization images



Single View Vision: Method

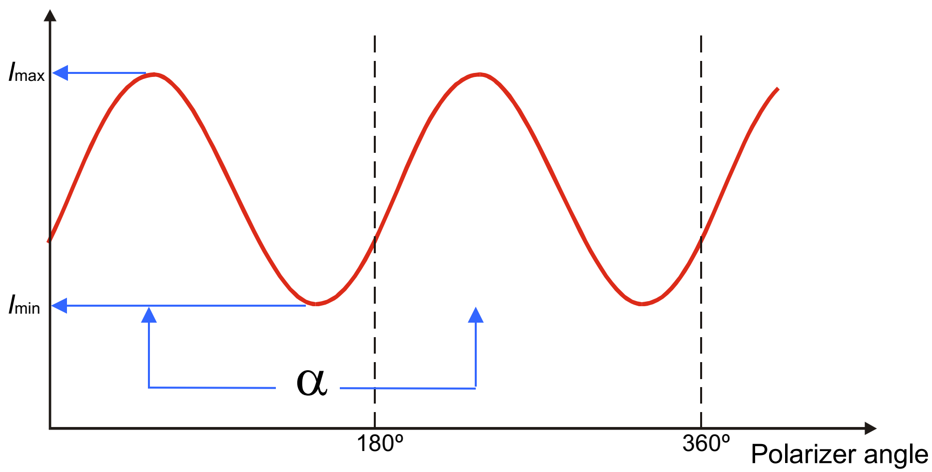
A: Estimate zenith angles from degree of polarization

$$\rho_d = \frac{(n - 1/n)^2 \sin^2\theta}{2 + 2n^2 - (n + 1/n)^2 \sin^2\theta + 4\cos\theta\sqrt{n^2 - \sin^2\theta}}$$

Single real solution since polarization increases monotonically with emittance angle. i.e. there is no Brewster angle for diffuse polarization.

Single View Vision: Method

B: Ambiguously estimate azimuth angles from measured phase



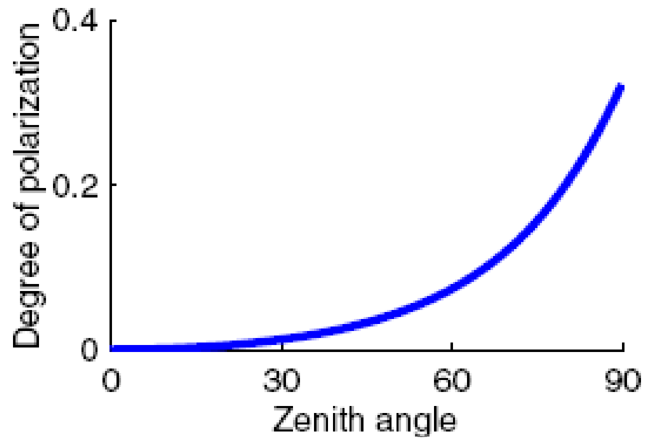
$$\alpha = \begin{cases} \phi \\ \phi + \pi \end{cases}$$

Azimuth angle of surface normal is orientation of projection of surface normal onto image plane. Light is reflected most efficiently when polarized parallel to plane containing surface normal and reflected ray. Hence, phase of polarized light is equivalent to azimuth angle of surface normal up to an ambiguity of 180 degrees.

Disambiguation

- On boundary select azimuth angle that is closest to that of occluding boundary normal.
- Propagate constraint as brush-fire into interior of object.
- For small zenith angles allow aburpt changes of azimuth angle.

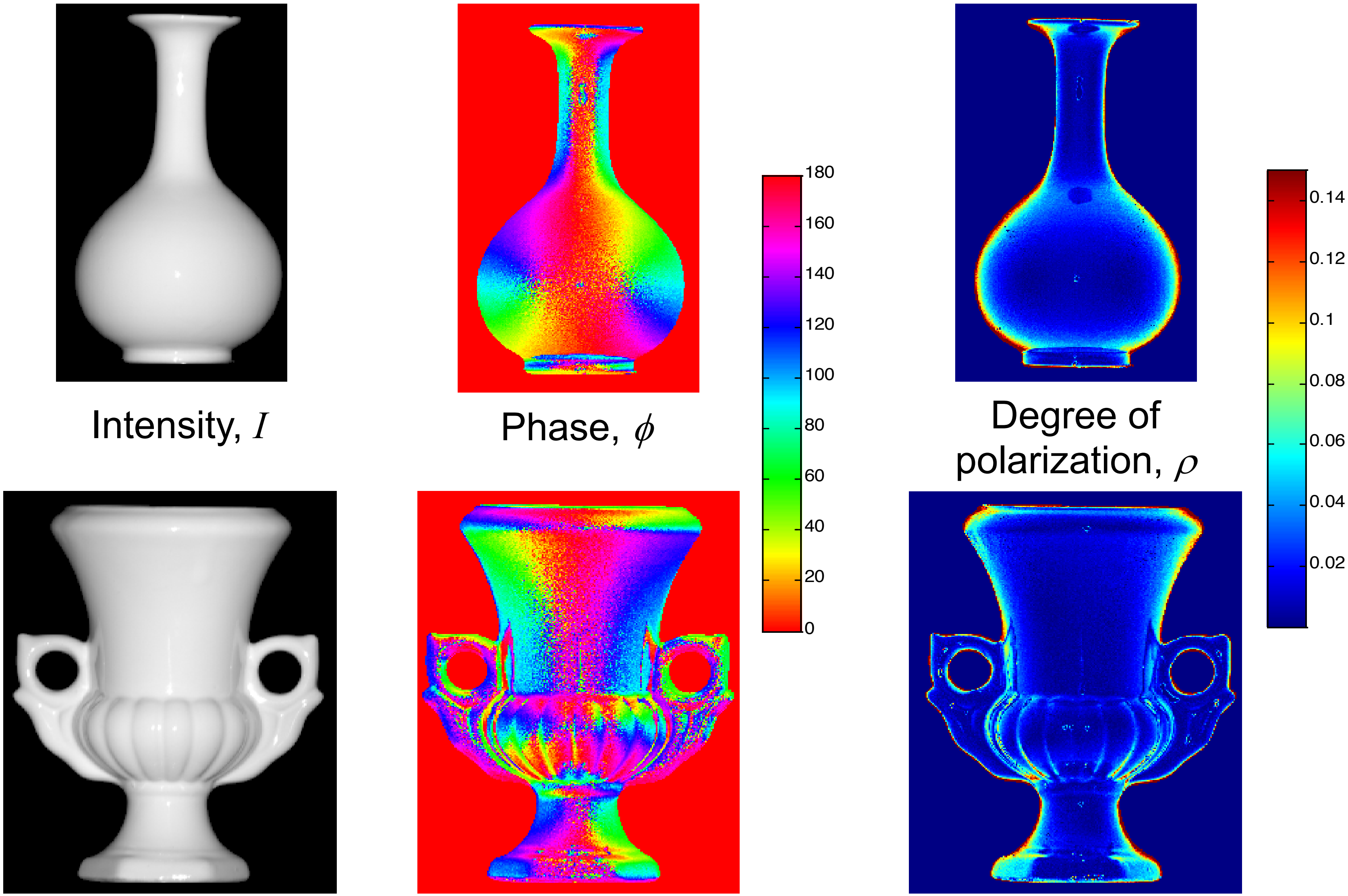
- Diffuse polarization solved for surface normal zenith angle (unambiguously)



- Analogous to shape-from-shading, where Lambert's law allows zenith angle to be determined from measured image brightness

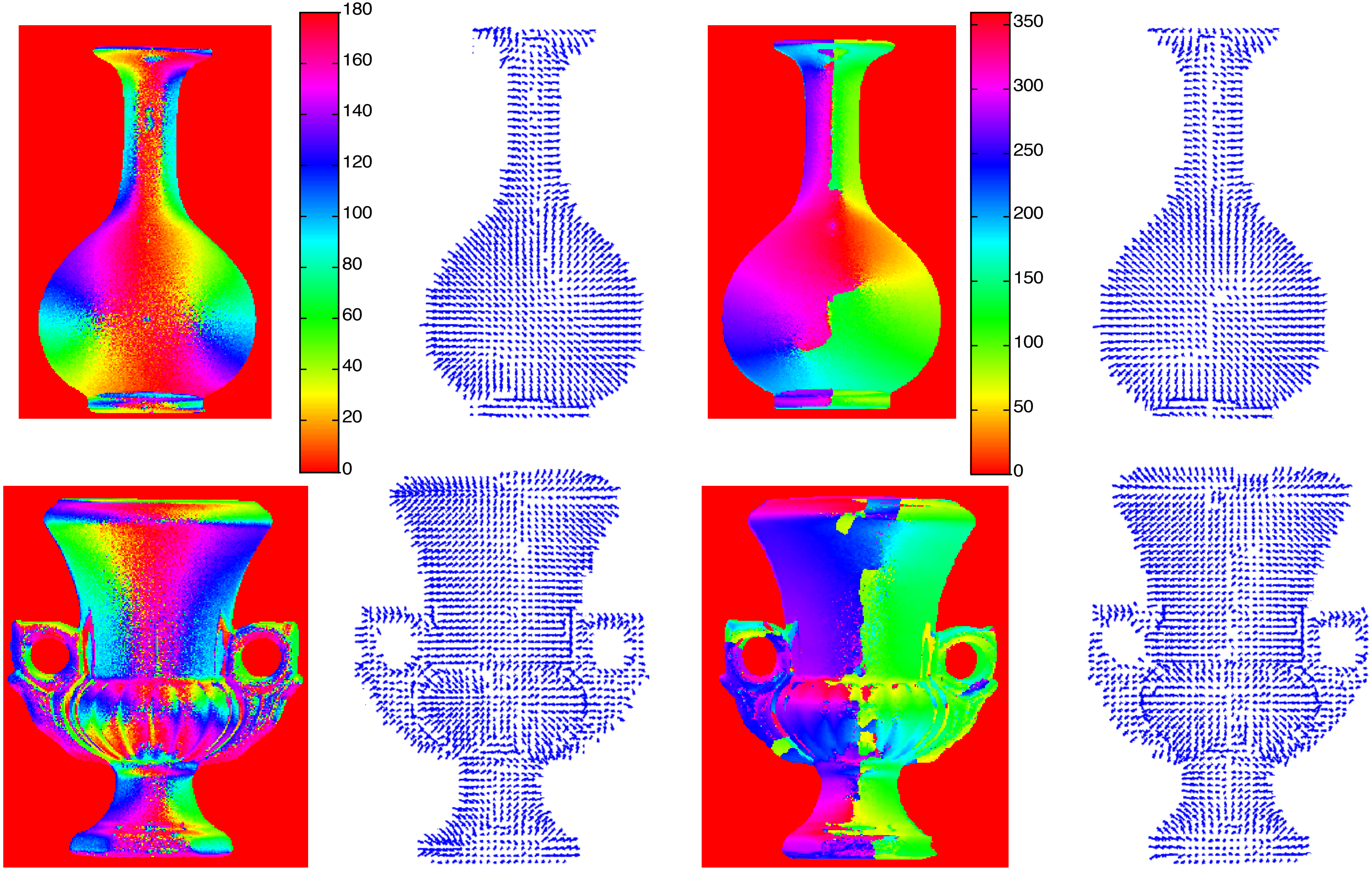
$$L = n.s = \cos\theta$$

Single View Vision: Method

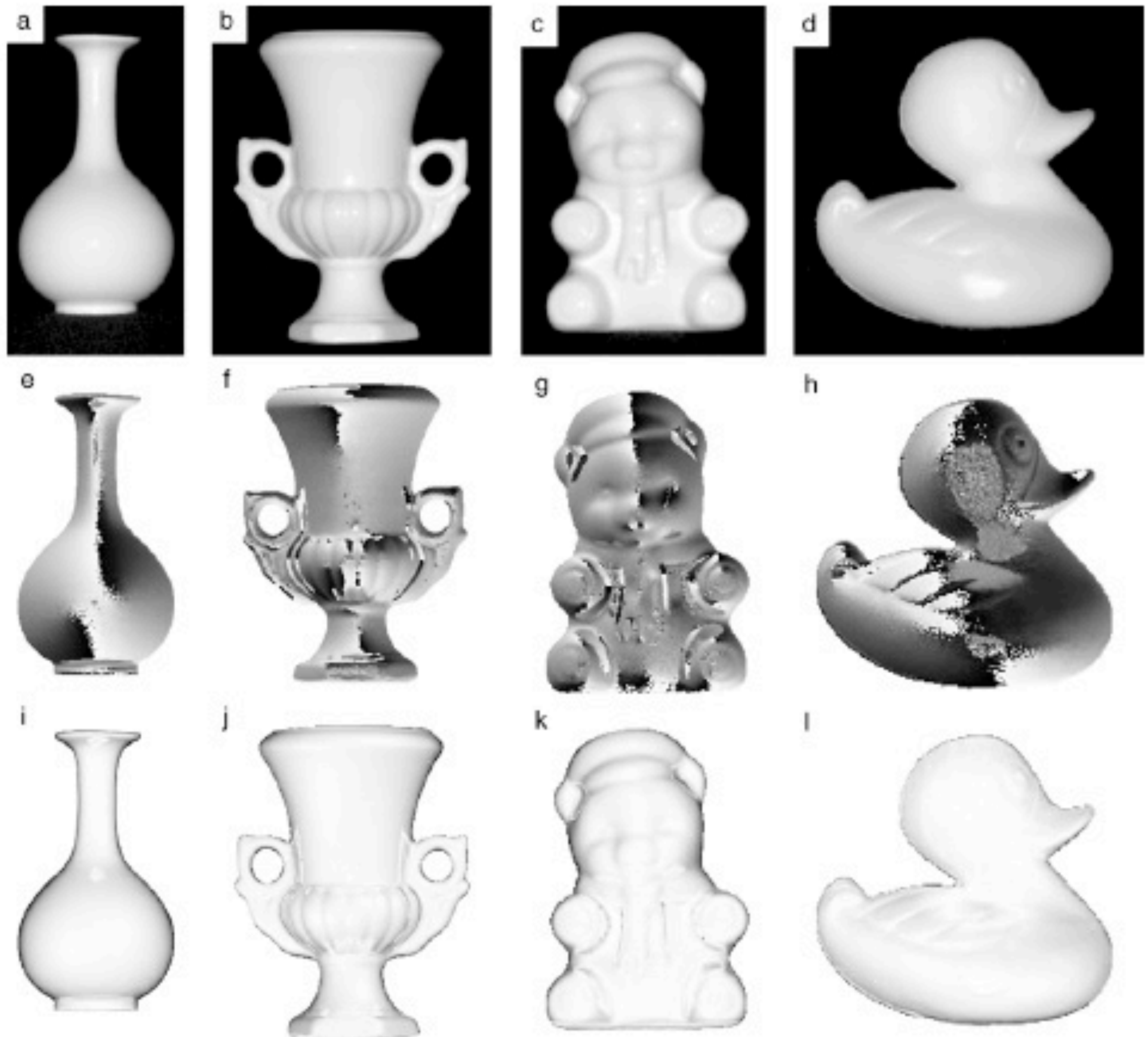


Single View Vision: Method

4. Disambiguate azimuth angles

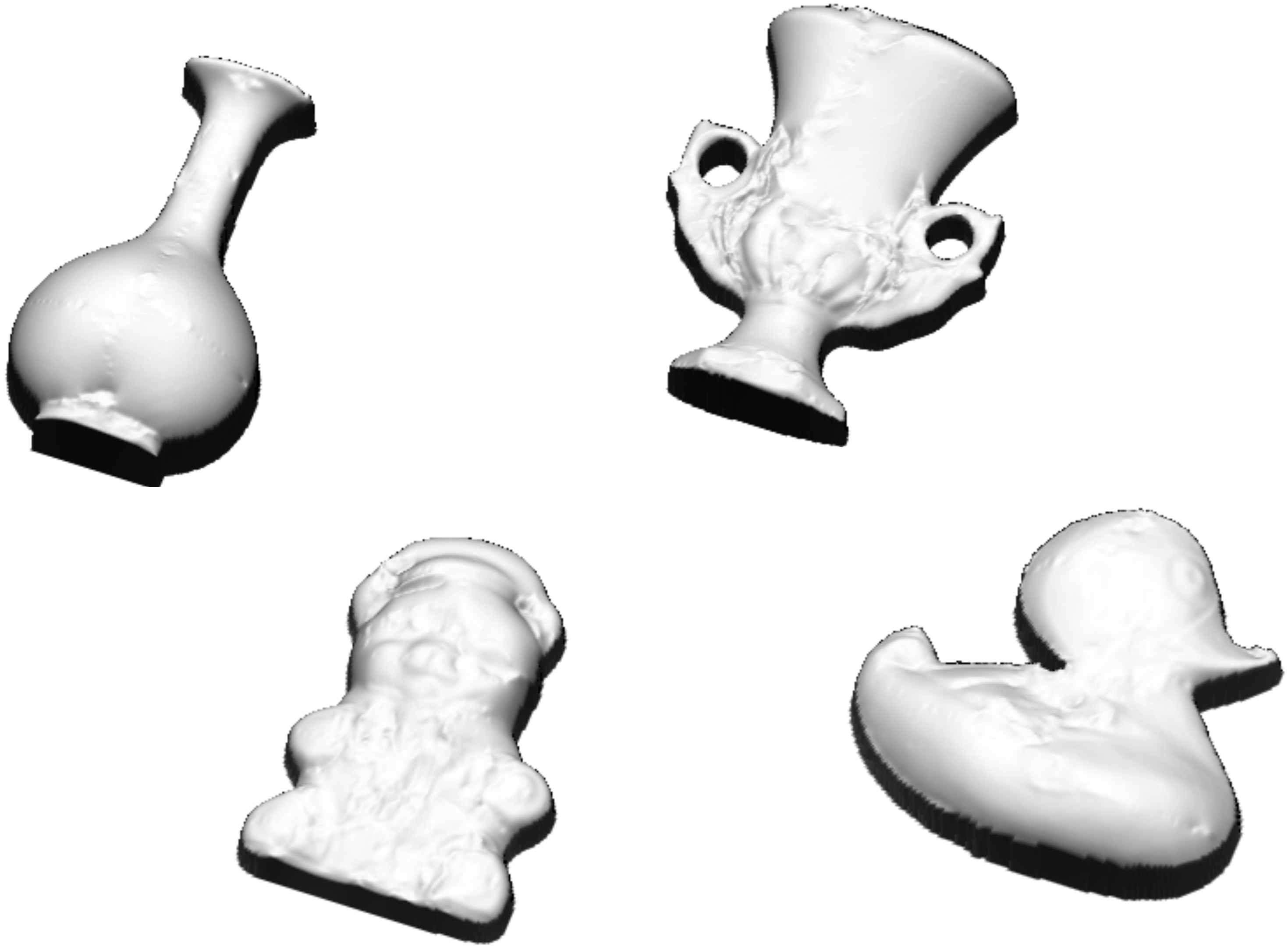


Examples

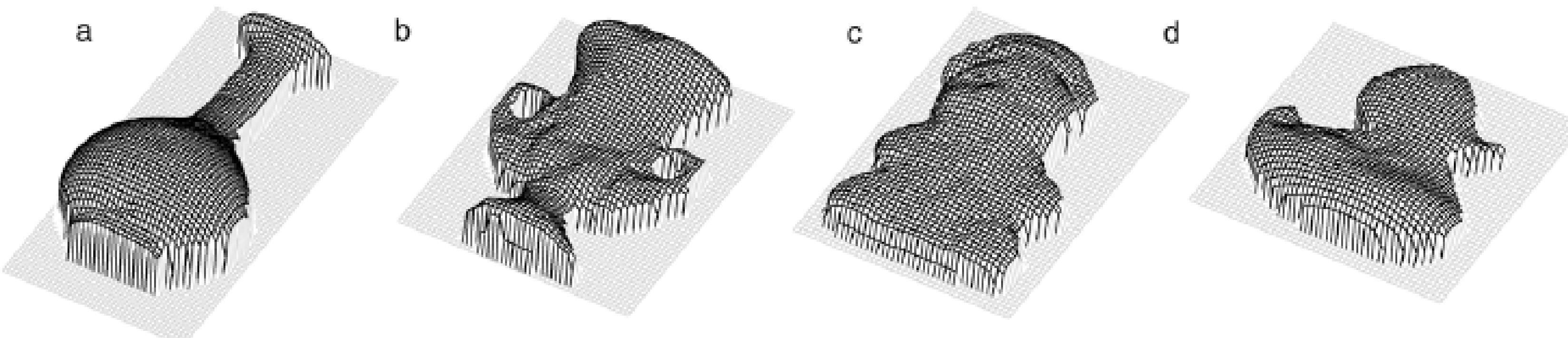


Results

5. Integrate surface normals



Height functions



Reflectance characterisation

Use estimates of zenith and azimuth angles to explore angular dependence of reflected surface radiance.

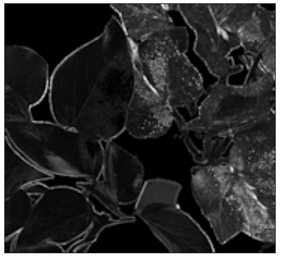
Polarization Image

- Light through a polaroid: $I(\alpha_p) = I_\circ\left[1 + \rho\cos(2\alpha_p - 2\phi)\right]$

- Degree of diffuse polarization

$$\rho = \frac{(n - 1/n)^2 \sin^2\theta}{2 + 2n^2 - (n - 1/n)^2 \sin^2\theta + 4\cos\theta\sqrt{n^2 \sin^2\theta}}$$

Mean Intensity I_o



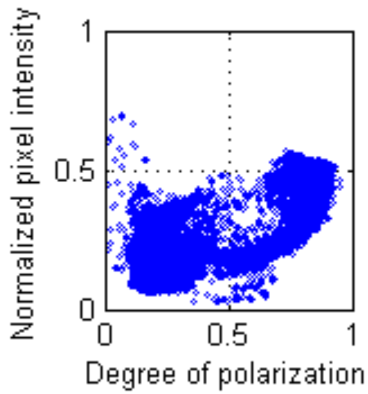
Polarization Degree ρ

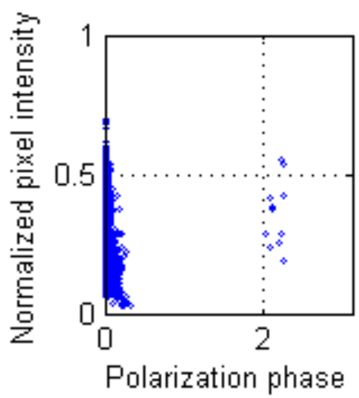
Polarization Phase ϕ

- From the Fresnel theory, azimuth angle equals ϕ ; zenith angle can be computed given ρ and n.

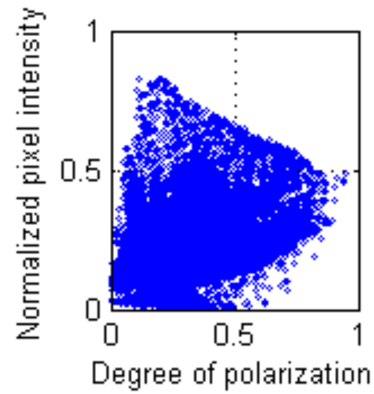
Reflectance Distributions

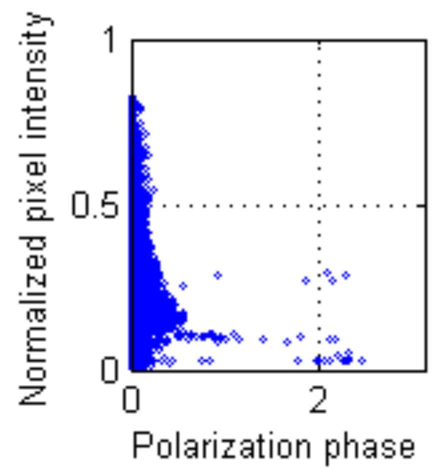
Natural leaves





Plastic leaves





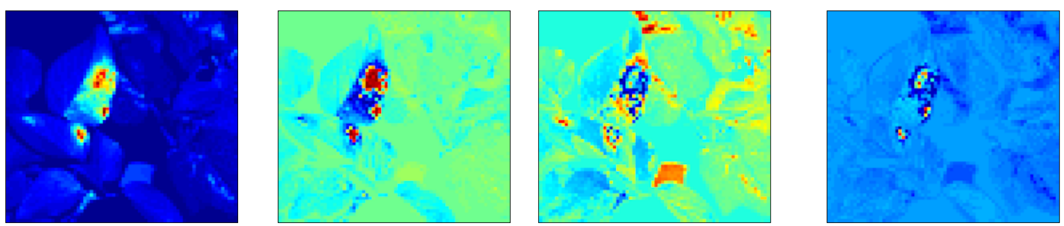
Feature Generation

- Spherical Harmonic coefficient definition

$$a_{l,m} = \frac{1}{M} \sum_{i=1}^{M} \hat{I}_i Y_l^m(\theta_i, \phi_i)$$

- Moment estimates of coefficients

$$a_{l,m} = \int_0^{2\pi} \int_0^{\pi} f(\theta,\phi) Y_l^m(\theta,\phi) \sin\theta \, d\theta \, d\phi$$

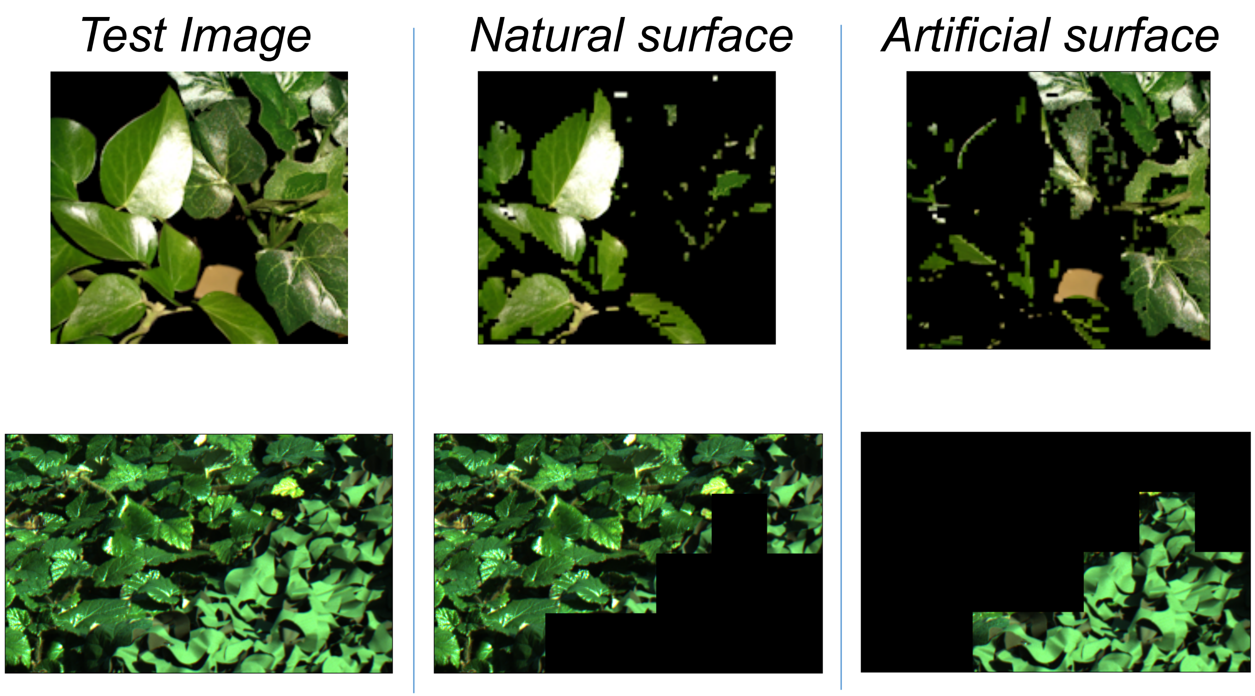


PCA mapped features - 4 dimensions with greatest variance

- Use Mahalanobis distance between the feature vectors for segmentation by normalized graph cuts.

Surface discrimination

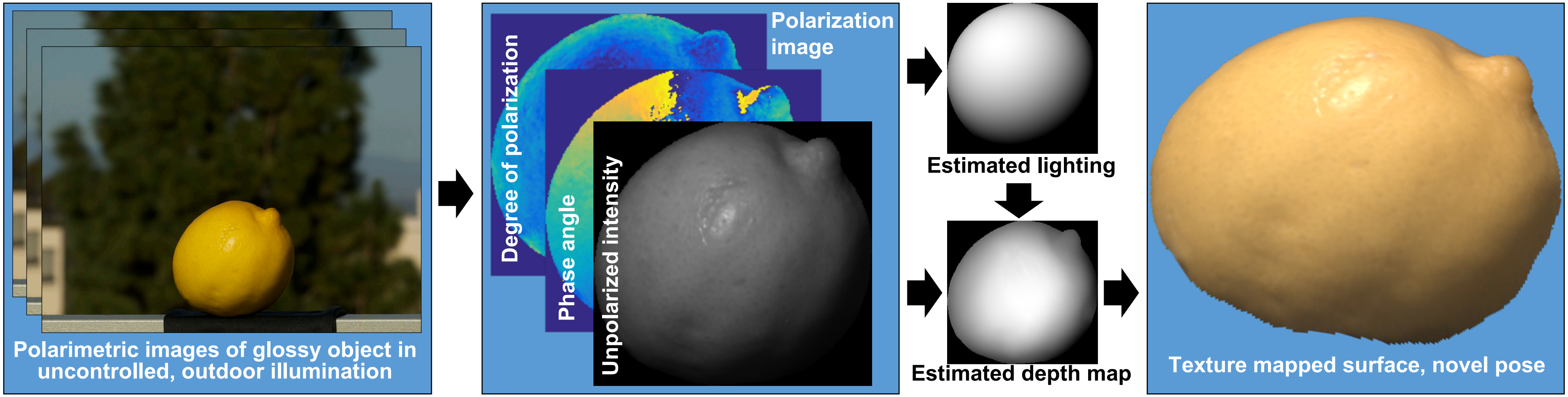
- Segmentation Results:



Polarimetric stereo

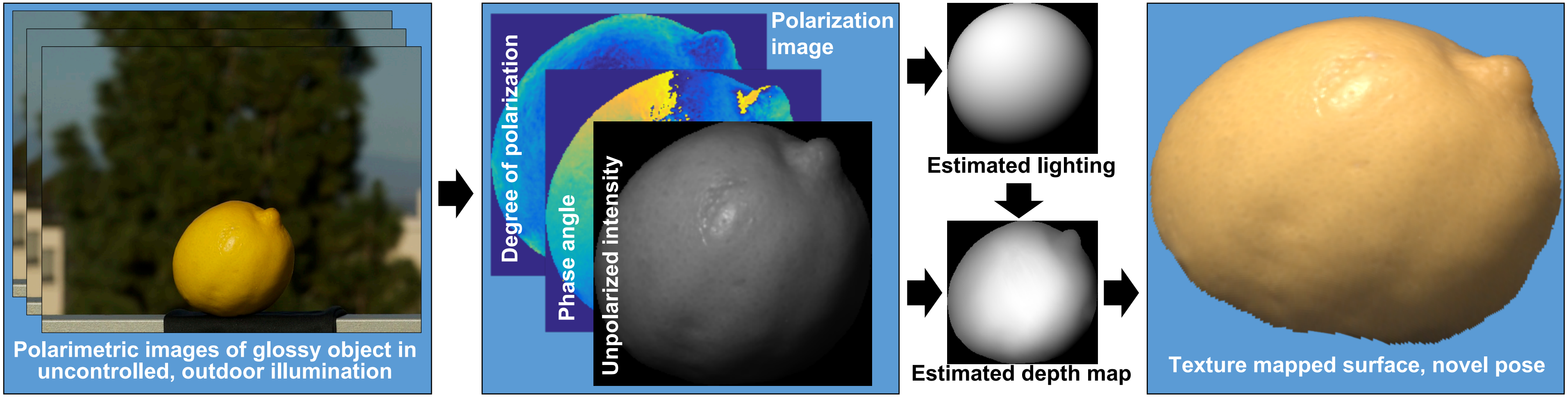
Fixed camera and object, variable light source direction.

Polarimetric Stereo – Direct recovery of surface height

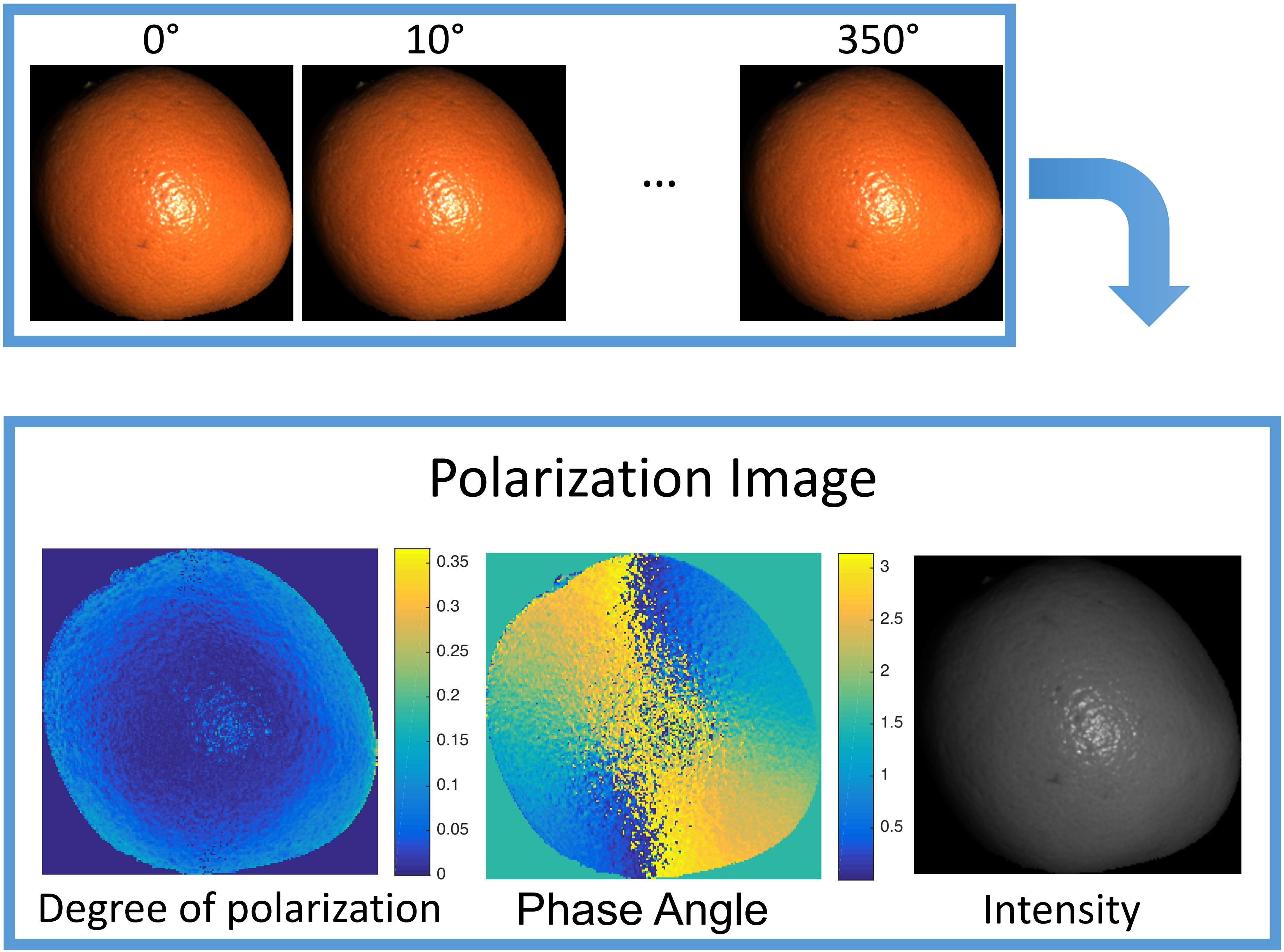


- Multiple polarization images from different viewpoints and fixed light source direction.
- A unified PDE system for height estimation
- Only need to solve large, sparse linear system
- A polarization image from multichannel data
- Arbitrary uncalibrated illuminations (estimated)

Overview



Uncalibrated two source photometric stereo solvable
with two polarization images


0°
10°
...
350°
Polarization Image
0.35
0.3
0.25
0.2
0.15
0.1
0.05
0
3
2.5
2
1.5
1
0.5
Degree of polarization
Phase Angle
Intensity

Unified PDE formulation

Constraints from a) shading, b) azimuth angle and c) polarization lead to following linear PDE for surface height

$$\mathbf{B}(\mathbf{x})\nabla z(\mathbf{x}) = \mathbf{h}(\mathbf{x}),$$

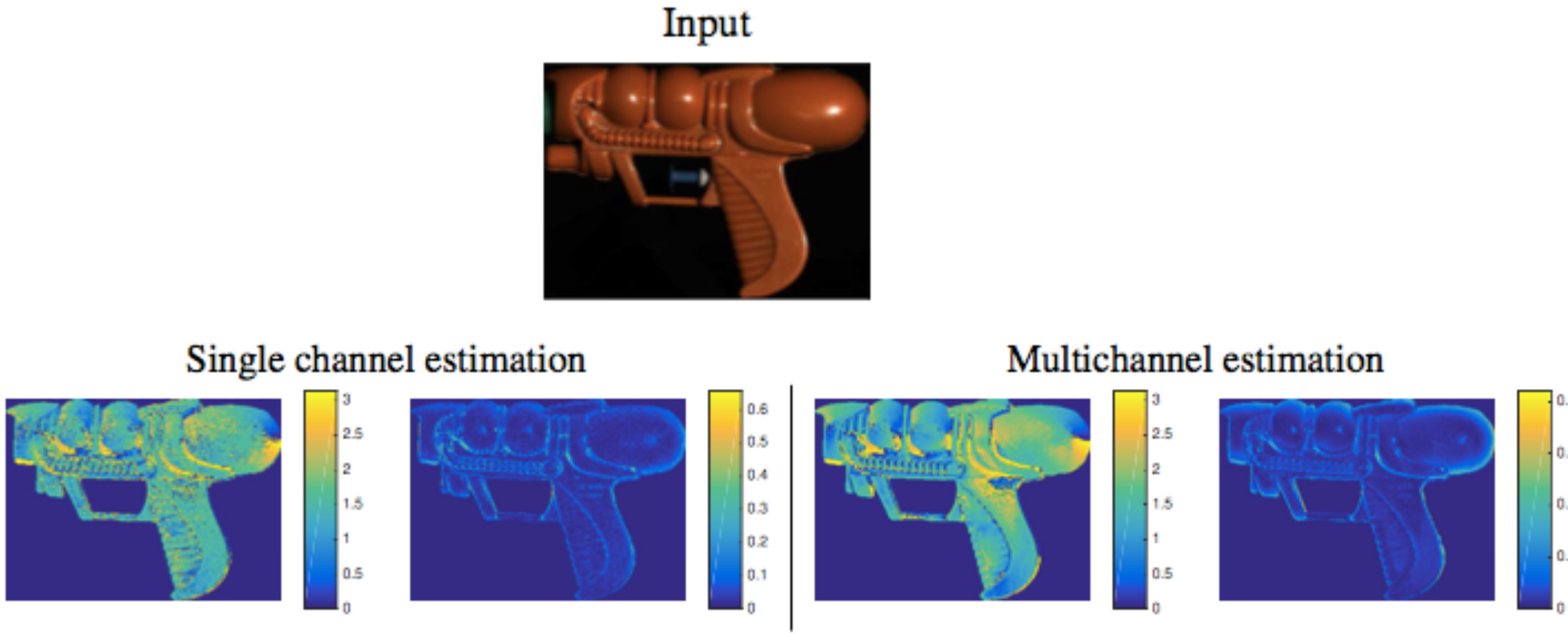
x is image location, z is height and matrices B and h encode constraints.

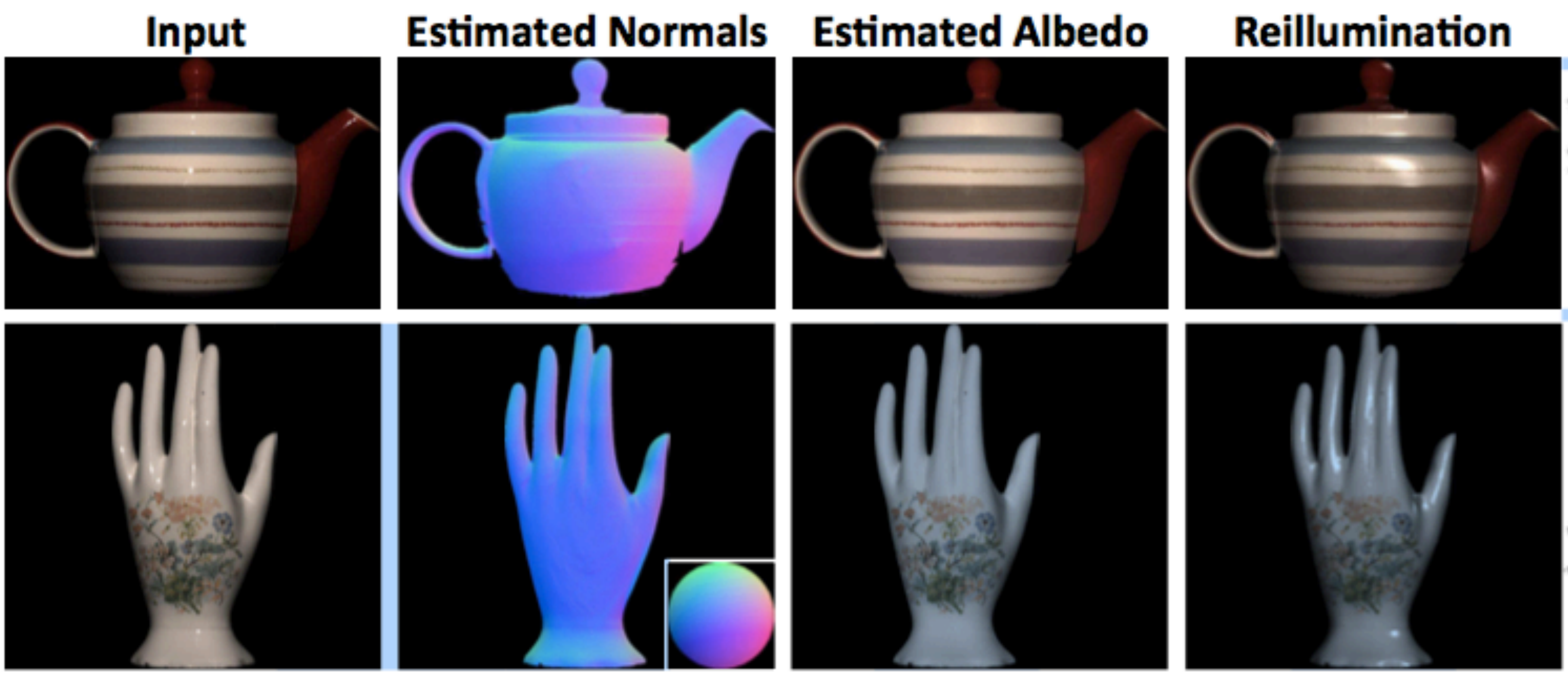
Can be solved using sparse matrix methods.

Variants of method

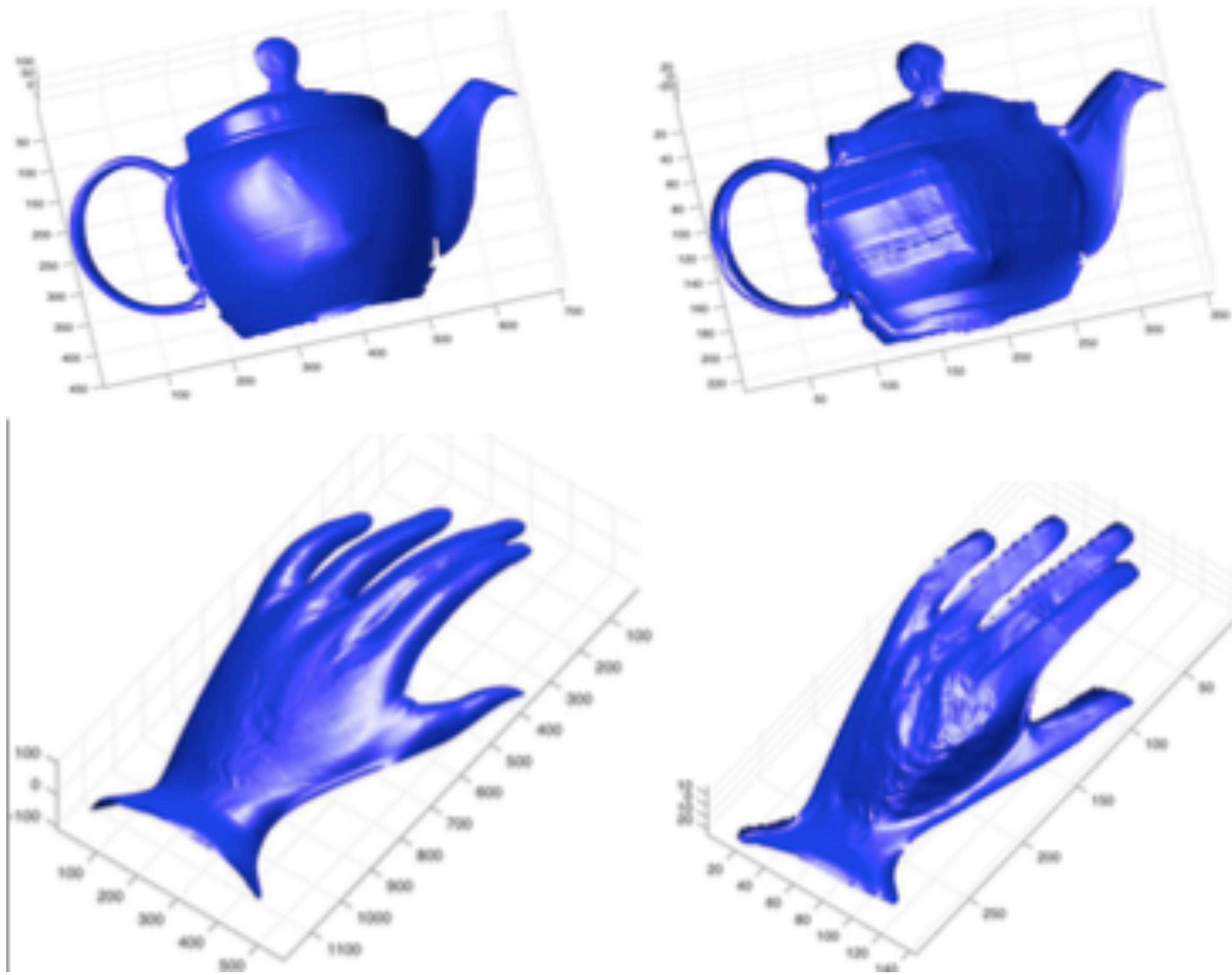
Albedo invariant formulation
(Intensity ratio + phase angle constraint)

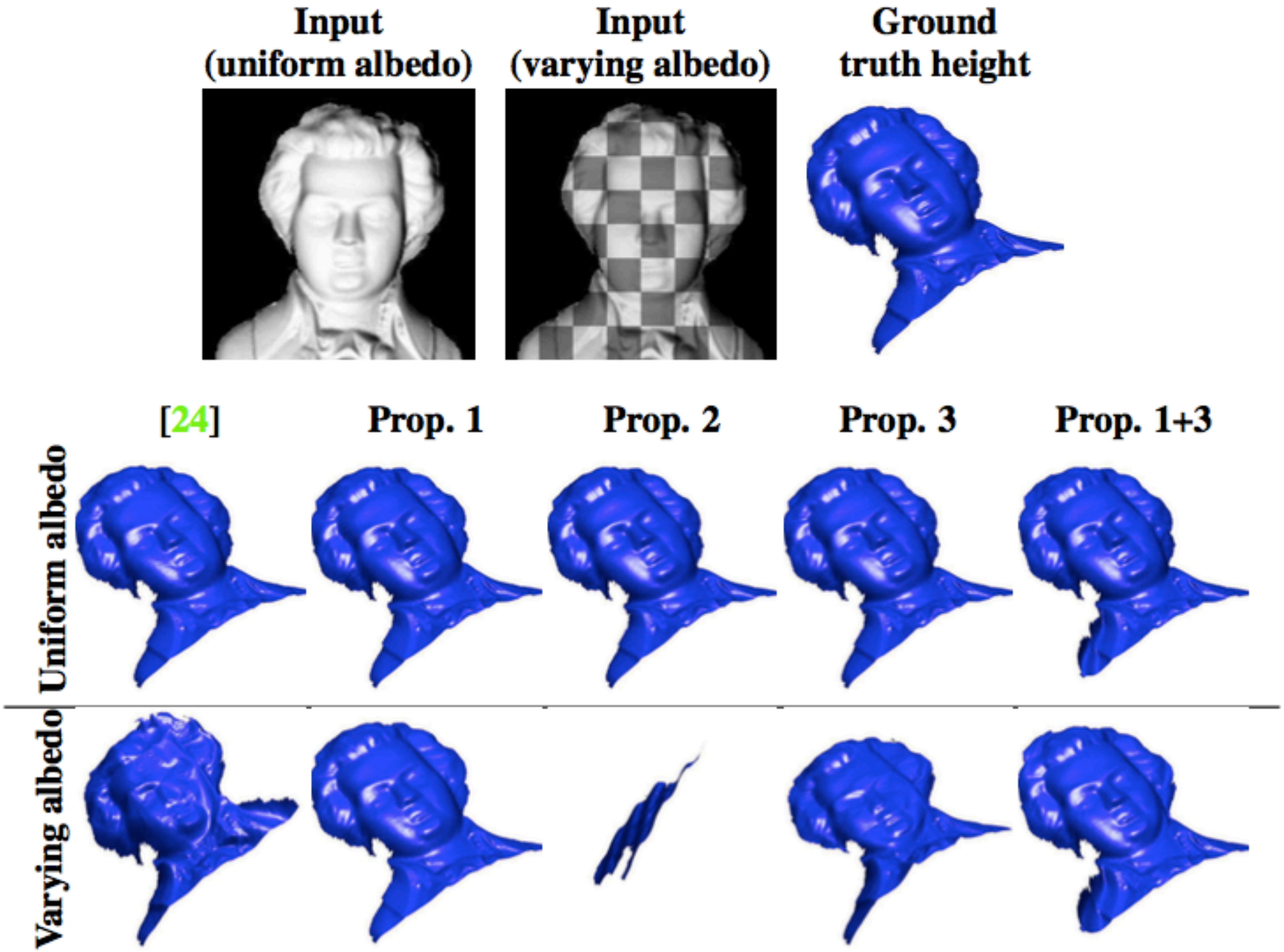
Phase invariant formulation
(DOP ratio + Intensity ratio)


Input
Single channel estimation
Multichannel estimation


Input
Estimated Normals
Estimated Albedo
Reillumination

Estimated surface **[24]**





Input
(uniform albedo)
Input
(varying albedo)
Ground
truth height
[24]
Prop. 1
Prop. 2
Prop. 3
Prop. 1+3
Uniform albedo
Varying albedo

Setting	Method	$\sigma = 0\%$		$\sigma = 0.5\%$		$\sigma = 2\%$	
		Height (pix)	Normal (deg)	Height (pix)	Normal (deg)	Height (pix)	Normal (deg)
Uniform albedo, known lighting	[24]	1.12	2.85	1.68	4.48	5.06	11.28
	Prop. 1	1.78	2.52	1.94	3.30	3.49	7.22
	Prop. 2	**0.23**	1.45	0.70	**1.70**	6.50	5.33
	Prop. 3	0.42	**1.03**	**0.52**	1.74	**1.53**	**4.73**
	Prop. 1+3	3.37	3.22	3.62	4.03	5.82	9.15
Uniform albedo, estimated lighting	[24]	1.10	2.84	1.55	4.36	4.94	11.16
	Prop. 1	1.77	2.51	1.88	3.23	3.04	6.86
	Prop. 2	**0.23**	1.45	0.71	**1.71**	5.87	5.68
	Prop. 3	0.41	**1.02**	**0.49**	1.74	**1.47**	**4.88**
	Prop. 1+3	3.36	3.21	3.57	3.97	5.73	8.93
Unknown albedo, known lighting	[24]	22.50	28.03	21.63	27.76	20.76	26.74
	Prop. 1	**2.74**	**4.18**	**3.28**	**5.76**	**6.65**	**13.11**
	Prop. 2	141.19	59.69	140.04	59.49	131.16	57.69
	Prop. 3	18.62	16.76	18.58	16.85	17.33	16.82
	Prop. 1+3	5.22	9.59	5.80	11.26	7.56	16.50
Unknown albedo, estimated lighting	[24]	7.78	18.10	8.20	18.82	9.93	22.68
	Prop. 1	**2.73**	**4.17**	**3.19**	**5.62**	**6.53**	**12.98**
	Prop. 2	140.56	59.58	133.76	58.31	91.24	47.88
	Prop. 3	18.66	16.79	19.02	17.15	20.34	18.76
	Prop. 1+3	5.21	9.57	5.75	11.09	8.84	19.56

Shape and Refractive iIndex from Spectro-polarimetry

Idea

- Multiple polarization images from a single viewpoint and different wavelengths
- Additional constraints on a) wavelength and b) surface integrability.
- Solved using optmisation method,

Physics

From the Fresnel equations

$$\frac{I_{min}}{I_{max}} = \left(\frac{\cos\theta(u)\sqrt{\eta^2(u,\lambda) - \sin^2\theta(u)} + \sin^2\theta(u)}{\eta(u,\lambda)} \right)^2 \quad = R(u,\lambda)^2$$

Solve for zenith angle

$$\sin\theta(u) \equiv \frac{\eta(u,\lambda)\sqrt{1 - R^2(u,\lambda)}}{\sqrt{\eta^2(u,\lambda) - 2R(u,\lambda)\eta(u,\lambda) + 1}}.$$

Material Dispersion Equations

Need model of wavelength dependence of refractive index (sometimes varies by as much as 10% over visible spectrum).

Cauchy

$$\eta(u, \lambda) = \sum_{m=1}^{M} C_m(u)\lambda^{-2(m-1)},$$

Sellmeier

$$\eta^2(u, \lambda) = 1 + \sum_{m=1}^{M} \frac{B_m(u)\lambda^2}{\lambda^2 - D_m(u)},$$

Cost Function

- At each pixel allow refractive index to vary with wavelength, but zenith and azimuth angles remain fixed with wavelength.

- Objective function is the squared difference between measured and predicted values of the max/min intensity ratio plus a smothness (regularisation term) that ensures the surface normal field is integrable.

- Minimise with respect to the Cauchy/Sellmeir parameters and the surface normal directions.

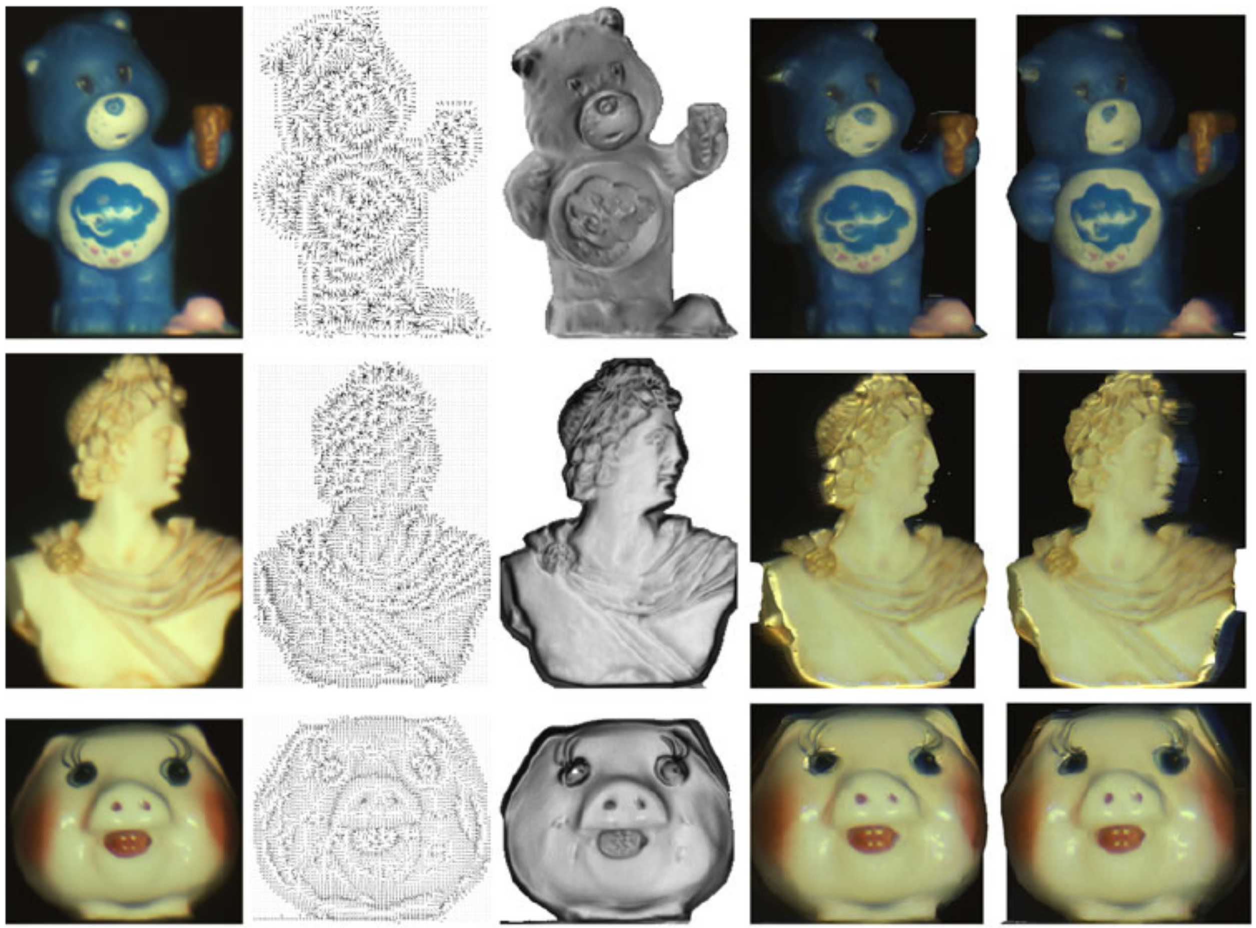
Method

- Collect images with fixed viewpoints at different light source, polarizer and wavelength settings.

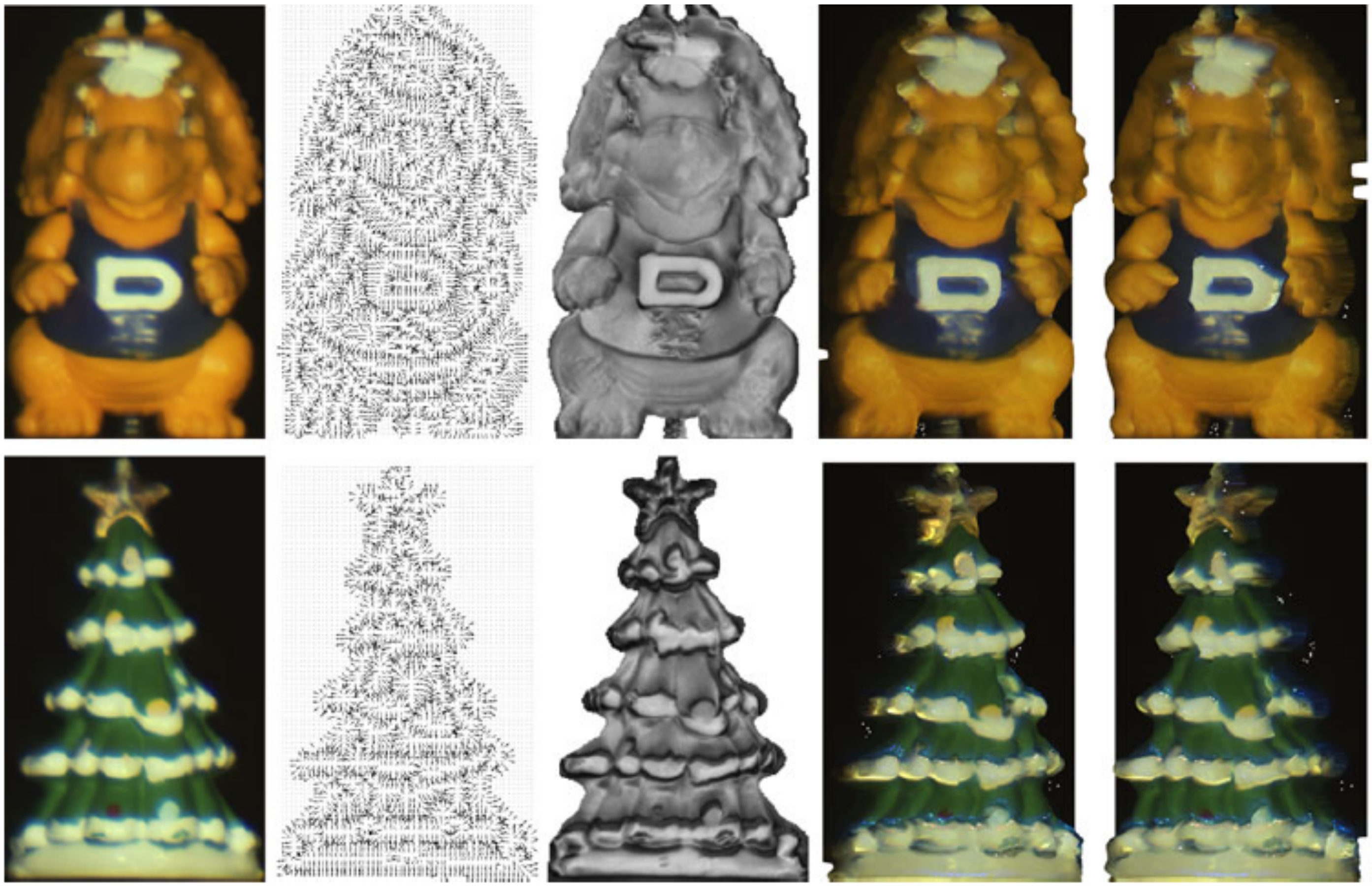
- Solve minimisation problems for refractive index and zenith angle

- Use wavelength dependant phase information for resolve azimuth anlge ambiguity.

Results

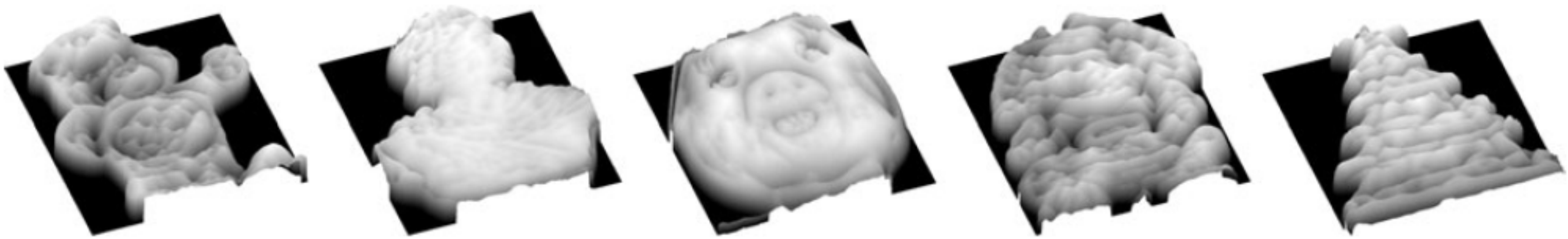


Input normals albedo view 1 view 2

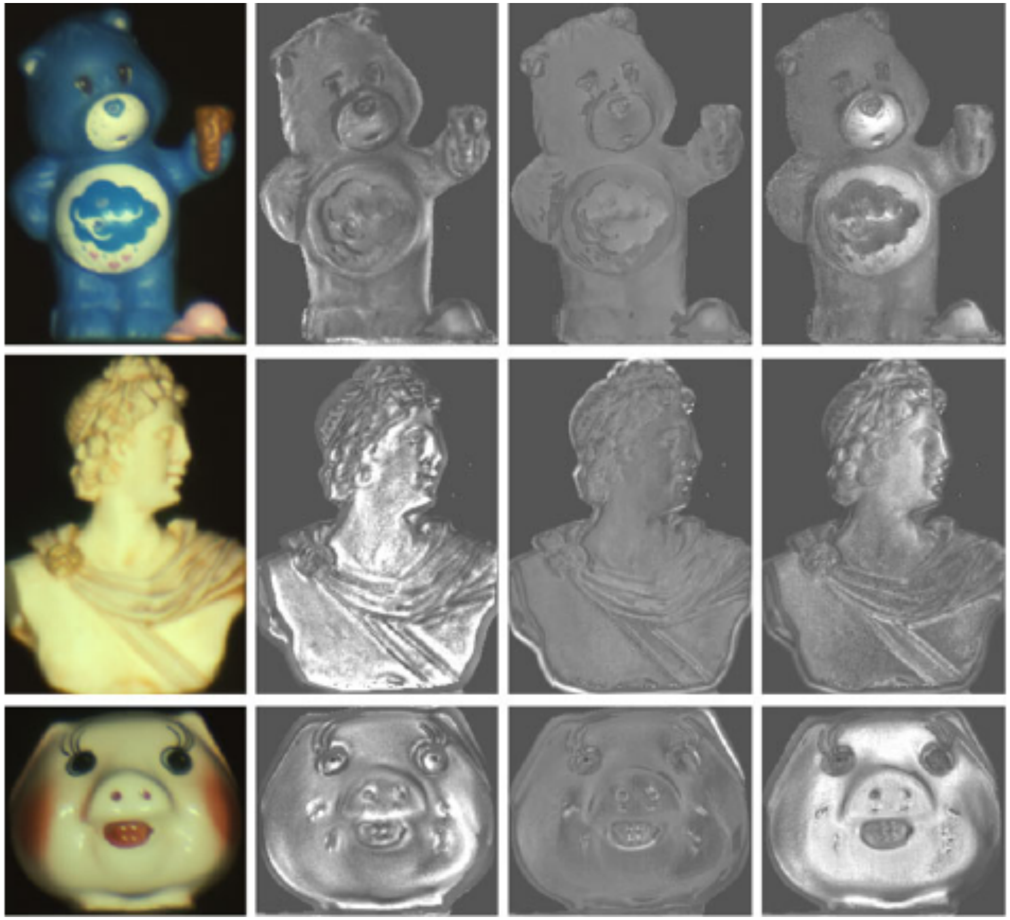


Input normals albedo view 1 view 2

Depth maps

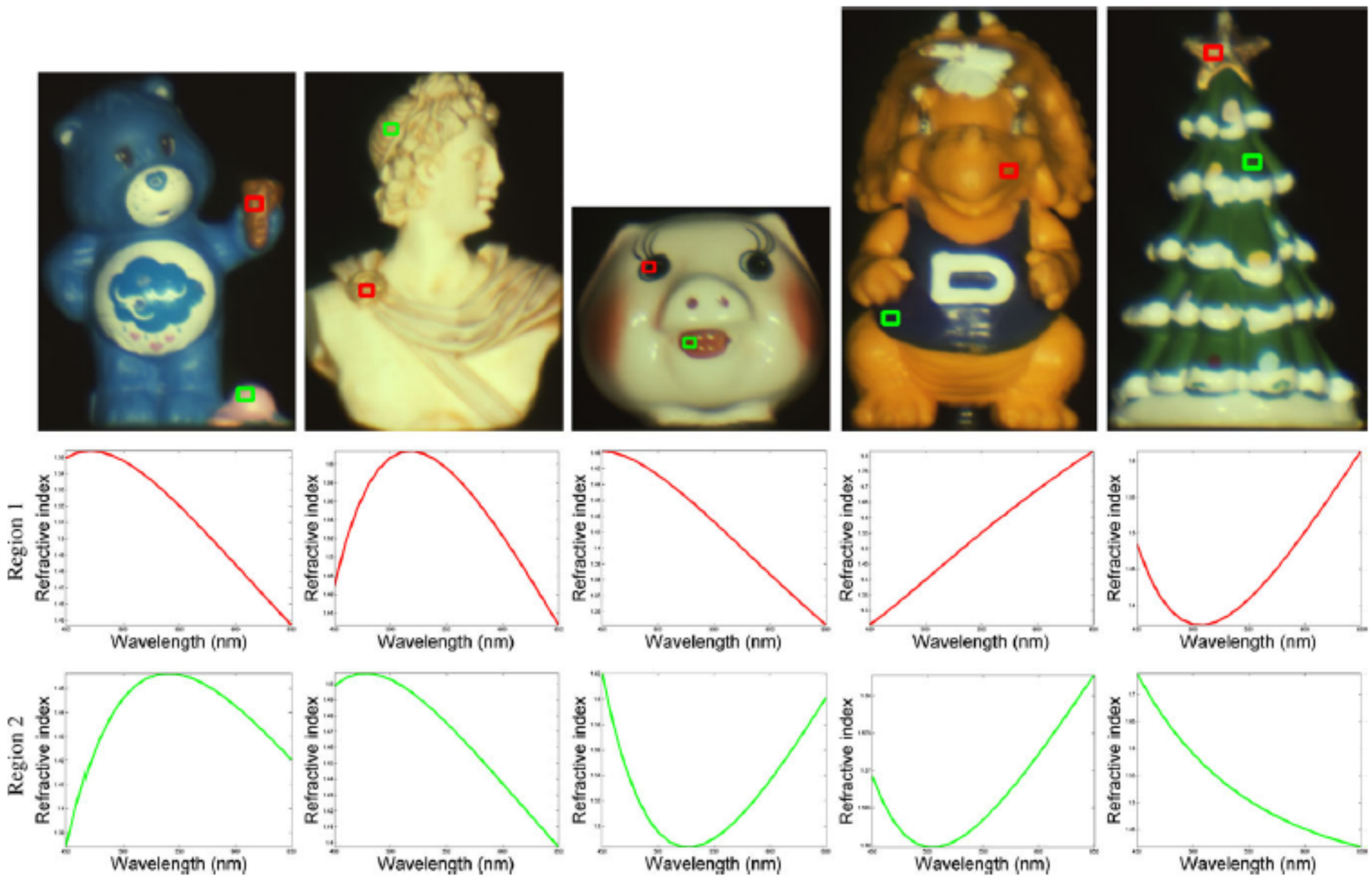


Refractive Index Variation with wavelength



Input 450nm blue 550nm green 650nm red

Wavelength Dependence of Refractive Index



Conclusions

- Demonstrated potential of diffuse polarization for shape-recovery from single and multiple polarization images.
- Gives reliable shape recovery, and could be the basis of a range imaging camera design.
- Can be used to estimate material characteristics of surface (refractive index, complex refractive index).