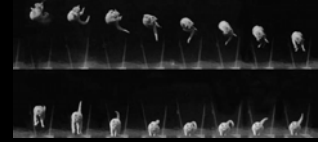


## Analyzing Impossible Images

Steve Seitz  
University of Washington

Computational Photography Symposium  
May 23, 2004

## Imaging Breakthroughs



Etienne-Jules Marey, falling cat

- photography, moving pictures
- xray, ultrasound, MRI, etc.

## Imaging Desiderata

Analyzing real images is a pain

- occlusions
- clutter
- shading
- focus
- fidelity

Impossible images don't have such problems

- can computational imaging make these problems go away?

## Removing Occlusions



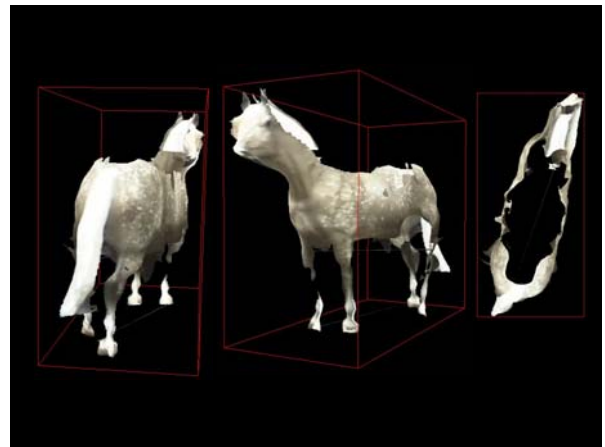
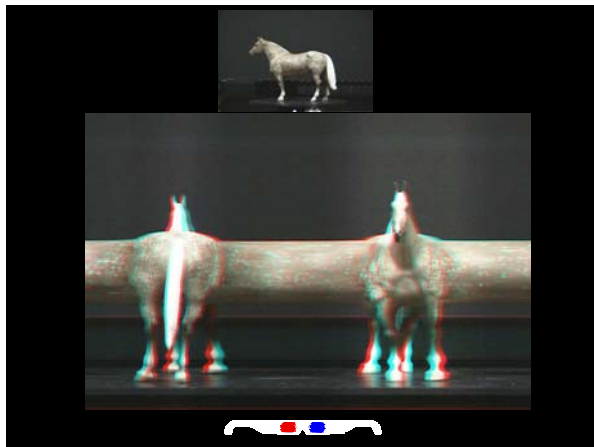
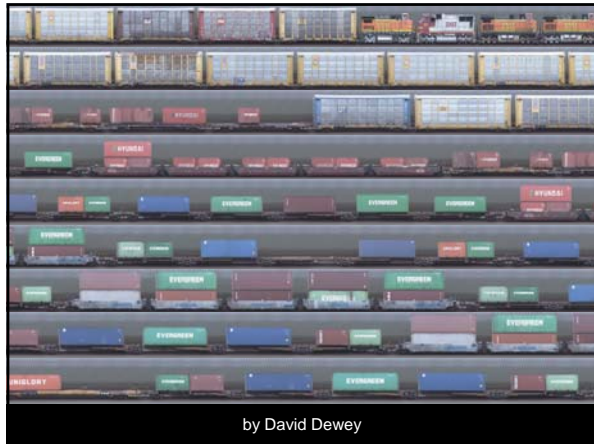
Rollout Photographs © Justin Kerr  
<http://research.famsi.org/kerrmaya.html>



*The Blue Marble*, NASA satellite image composite



*The Blue Marble*, NASA satellite image composite



### Open Questions

How much visibility can we get?

- sensor design

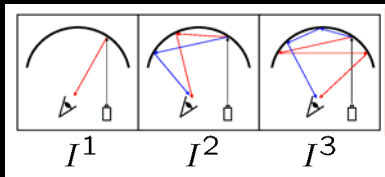
Many possible projections

How do we process these images?

### Removing Interreflection

Images by Ward et al., SIGGRAPH 88

## Bounce Images



$$I = I^1 + I^2 + I^3 + \dots$$

## Main Results

There exists a matrix  $C^1$  that removes all interreflections in a photograph (or lightfield)

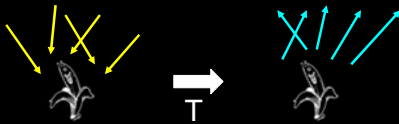
$$I^1 = C^1 I$$

Works for *any* illumination

There is a matrix  $C^k$  that retains only the  $k^{\text{th}}$  bounce

$$I^k = C^k I$$

## Light transport



## The transport matrix

$$\left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right] \begin{array}{c} \left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right] = \left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right]$$

$T \quad L_{in} \quad L_{out}$

Accounts for

- interreflections, shadows, refraction, subsurface scatter, ...
- [Dorsey 94] [Zongker 99] [Debevec 00] [Peers 03] [Goesele 05] [Sen 05] ...

## The transport matrix

$$\left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right] \begin{array}{c} \left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right] = \left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right]$$

$T \quad L_{in} \quad L_{out}$

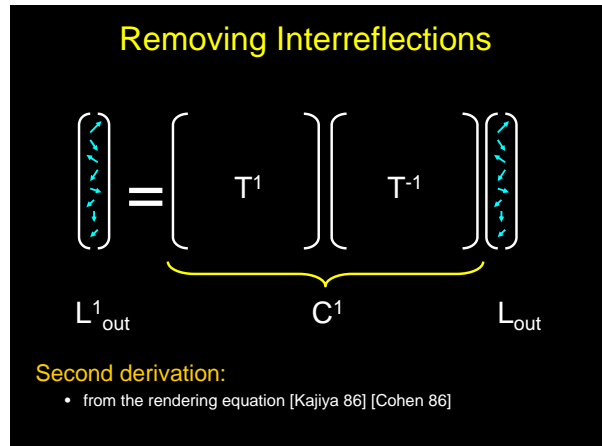
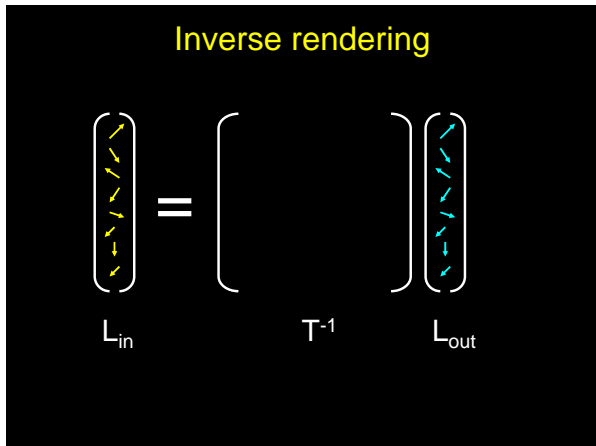
## Direct illumination rendering

$$\left[ \begin{array}{c} \leftarrow \text{BRDF} \rightarrow \\ \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right] \begin{array}{c} \left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right] = \left[ \begin{array}{c} \phantom{L_{in}} \\ \phantom{L_{in}} \\ \phantom{L_{in}} \end{array} \right]$$

$T^1 \quad L_{in} \quad L_{out}^1$

Single bounce from light to eye

- no interreflections



### Cancellation Operators

**Recursively define other operators**

$(I - C^1)$   
– gives interreflected light

$C^2 = C^1 (I - C^1)$   
– gives second bounce of light

$C^k = C^1 (I - C^1)^{k-1}$   
– gives  $k^{th}$  bounce of light

**Inverse ray tracing!**

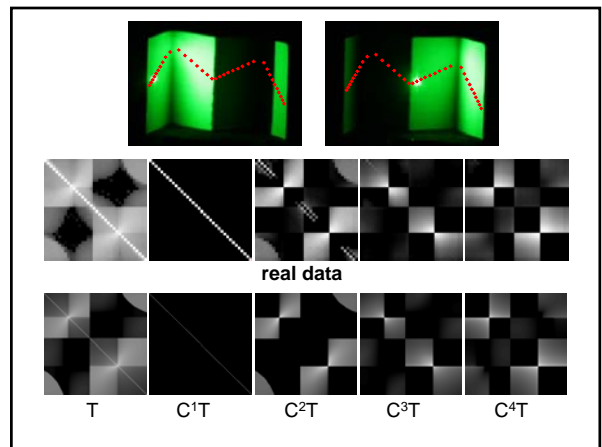
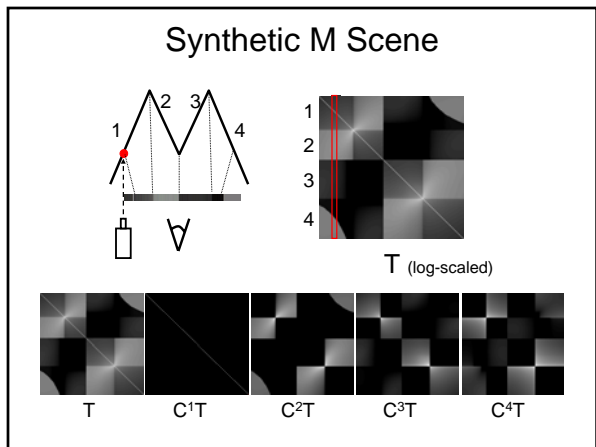
### How to compute $C^1$

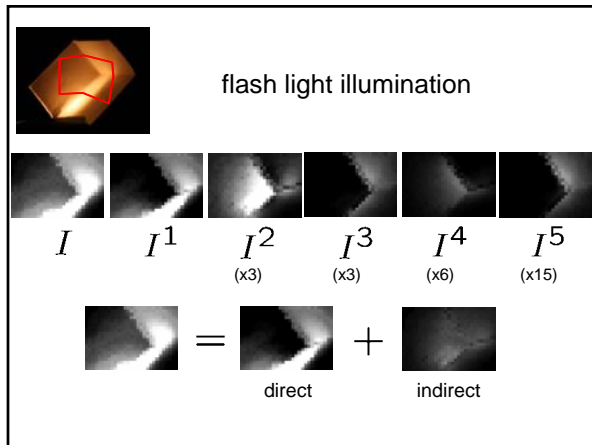
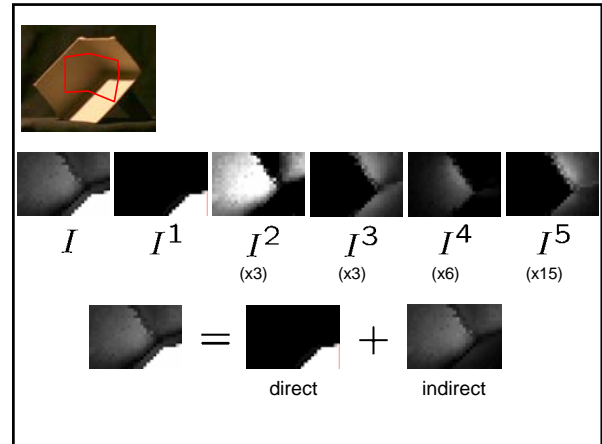
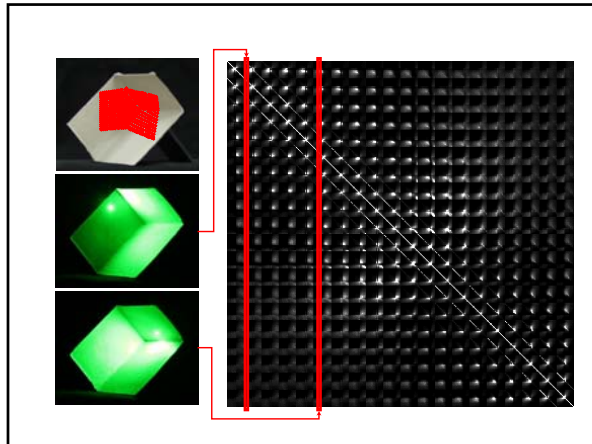
**Simplified case**

- Lambertian reflectance and fixed viewpoint
- $L_{in}$  and  $L_{out}$  are 2D
- Can capture  $T$  by scanning a laser


$$C^1 = T^1 T^{-1},$$

where  $T^1$  is a diagonal  $n \times n$  matrix containing the reciprocals of the diagonal elements of  $T^{-1}$ .






### Collaborators on Interreflections



Yasuyuki Matsushita  
(MSR Asia)



Kyros Kutulakos  
(U. Toronto)

S. M. Seitz, Y. Matsushita, and K. Kutulakos, "A Theory of Inverse Light Transport," Microsoft Technical Report MSR-TR-2005-66, May 2005.

## Conclusions

### Impossible images

- no occlusions, no interreflections

### Better sensing techniques

- can they solve all analysis problems?
  - shape
  - tracking
  - recognition

What other kinds of "impossible" images do we want?