



# Joint Depth Estimation and Camera Shake Removal from Single Blurry Image

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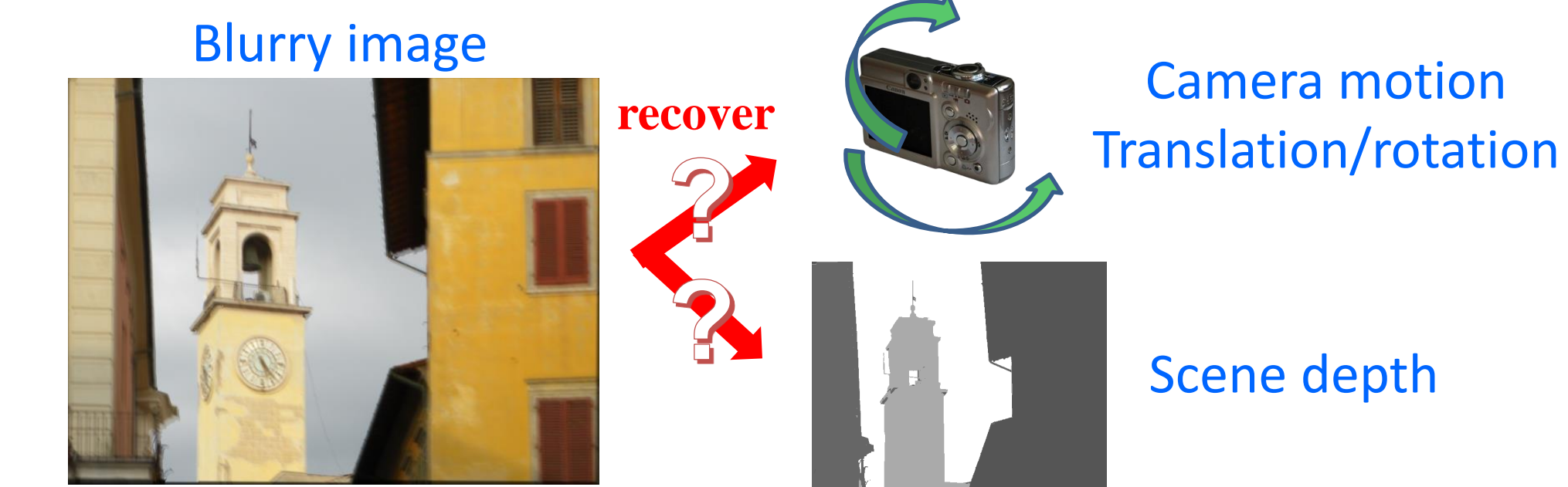
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Code Available at [https://eng.ucmerced.edu/people/zhu/CVPR14\\_depthdeblur.html](https://eng.ucmerced.edu/people/zhu/CVPR14_depthdeblur.html)



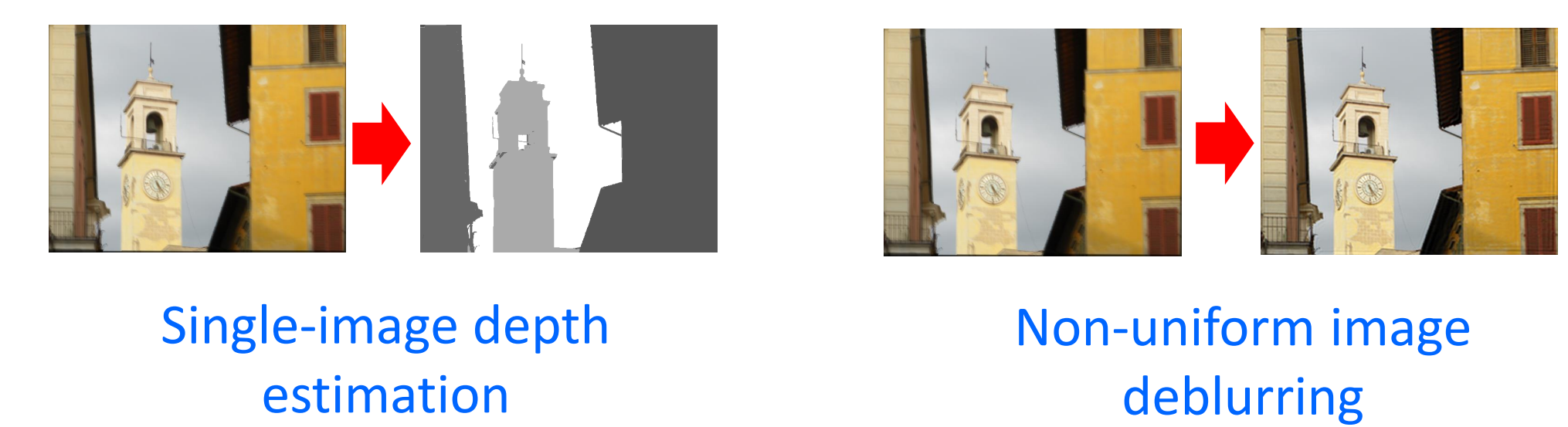
## Motivation

- Factors of motion blur effect: Camera motion (translation/rotation) / scene depth



- Goal: Single-image blur removal by estimating both camera motion and scene depth

- Challenging: Each sub-problem is challenging by itself



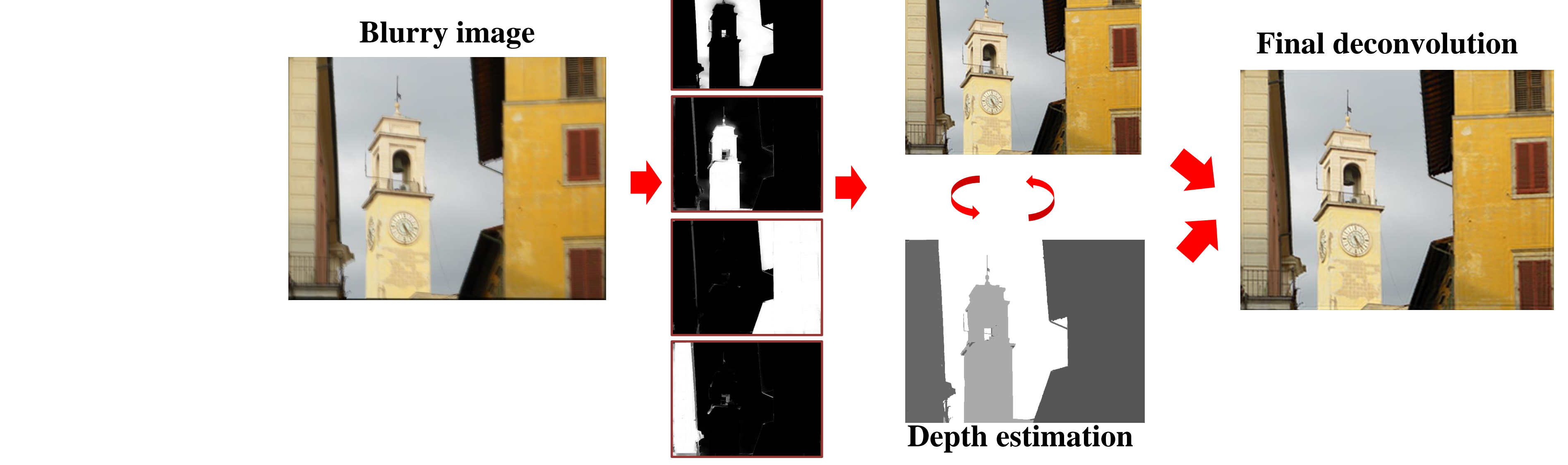
## Problem Simplification

- Assumption: The image can be split into several regions
- latent image  $x = \sum_{i=1}^N x_i$     blurry image  $y = \sum_{i=1}^N y_i$



- Constant depth  $d_i$  for each region  $x_i$ ,  $D = \{d_i\}$
- Continuous depth value → discrete depth value

## Pipeline



## Problem Formulation

$$y = \sum_{i=1}^N y_i = \sum_{i=1}^N \sum_{j=1}^t w_j K(\theta_j, d_i) x_i + n$$

$\theta_j$ : camera pose  
 $W = (w_1, w_2, \dots, w_t)$ : weights at camera poses  
 $K(\theta_j, d_i)$ : matrix that warps  $x_i$  to the transformed copy at pose  $\theta_j$

Consider marginal likelihood of the observed image

$$\log p(y, D|x, W) = \log p(y|x, W, D)p(D|x, W)$$

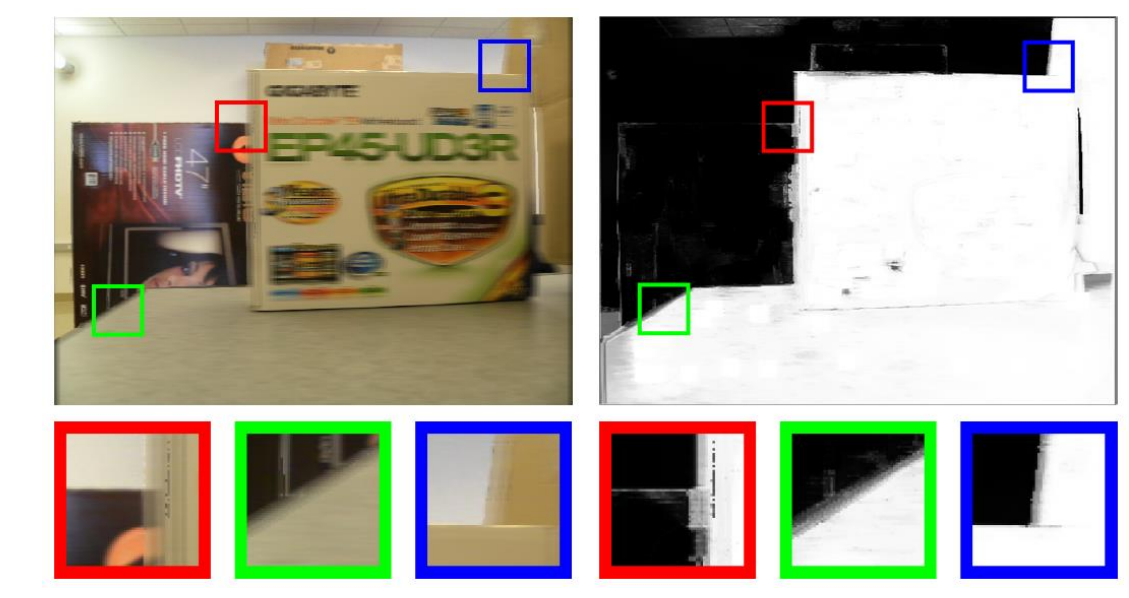
$$\propto -\frac{1}{2\eta^2} \sum_{i=1}^N \sum_{k=1}^s \alpha_{i,k} \|y_i - \sum_{j=1}^t w_j K(\theta_j, v_k) x_i\|^2$$

$\alpha_{i,k}$ : 1 or 0, indicating sampled depth value for  $d_i$

- EM algorithm to estimate  $E[\alpha_{i,k}]$  and  $(x, w)$

## Image Partition

- Difficulty: ambiguity of the region boundary
- Matting: assign weights for pixels on the boundary



## Depth Estimation Results



- Synthetic example of depth estimation



## Reference

[1] Q. Chen, D. Li, and C.-K. Tang. KNN matting. In CVPR, 2012.  
 [2] A. Saxena, M. Sun and A.Y. Ng. Make3d: Learning 3d scene structure from a single still image. In PAMI, 2009.  
 [3] M. Hirsch, C.J. Schuler, S. Harmeling and B. Scholkopf. Fast removal of non-uniform camera shake. In ICCV, 2011.  
 [4] Z. Hu and M.-H. Yang. Fast non-uniform deblurring using constrained camera pose subspace. In BMVC, 2012.

## Qualitative Comparisons

