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Global Multiple-View Color Consistency

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1 Introduction

In a multiple-view image acquisition process, color consistency is not ensured. This is an important problem for image fusion tasks: object texturing or mosaics blending for example. In automatic mode, the camera adapts its settings –shutter-speed and aperture– to the captured image content. Therefore the color of objects changes over an image sequence. In order to restore the color consistency, a transformation model between reference and observed colors have to be estimated. It introduces two main problems: the data selection (common pixels between images) and the estimation of a reliable color transformation between those pixels. While most techniques ensure only pairwise consistency [HaCohen et al. 2011; Reinhard et al. 2001] and possibly proceed incrementally [Snavely et al. 2008], we address the problem globally on the entire photo collection.

We propose a global multi-view color consistency solution that in a first step selects robustly the common color information between images and in a second step estimates the color transformations that set all pictures in a common color reference, which involves a global minimization. Our compact representation enables to process large image datasets efficiently.

2 Our approach

In a sequence of images $I_i, i = 1, \ldots, n$ we aim at having corresponding pixel colors as consistent as possible. We begin by computing the common plausible corresponding pixels per image pair. Geometrically coherent points are identified by local image matching techniques, such as SIFT keypoints, and an estimation of the epipolar geometry is performed. To extend this correspondence set, we use the VLD filter [Liu and Marlet 2012] that identifies common virtual segments between pairs of images. Using common segments as pixel masks, common but unadjusted pixel colors are extracted. Pixel by pixel alignment is not guaranteed, so we use histogram distribution of colors. Color consistency is solved by best aligning a set of quantile positions of the cumulated histogram distribution under the $l_\infty$ norm. A gain $g_{ij}$ and offset $o_{ij}$ are used per image to normalize the shutter speed and the aperture time. This is applied for each color channel independently to build a look up table and align the colors. We solve the following Linear Programming problem:

$$\text{minimize} \max_{(g_{ij}, o_{ij})} \left| (g_{ij}Q_{ij}^{ij} + o_{ij}) - (g_{ij}Q_{ij}^{ref} + o_{ref}) \right|$$

subject to $g_{ij} \geq 0 : \forall i, g_{\text{ref}} = 1$ and $o_{\text{ref}} = 0$.

References


