



Back to Event Basics: Self-Supervised Learning of Image Reconstruction for Event Cameras via Photometric Constancy

Federico Paredes-Valles and Guido C. H. E. de Croon
(Poster Session Three, ID: 8305)

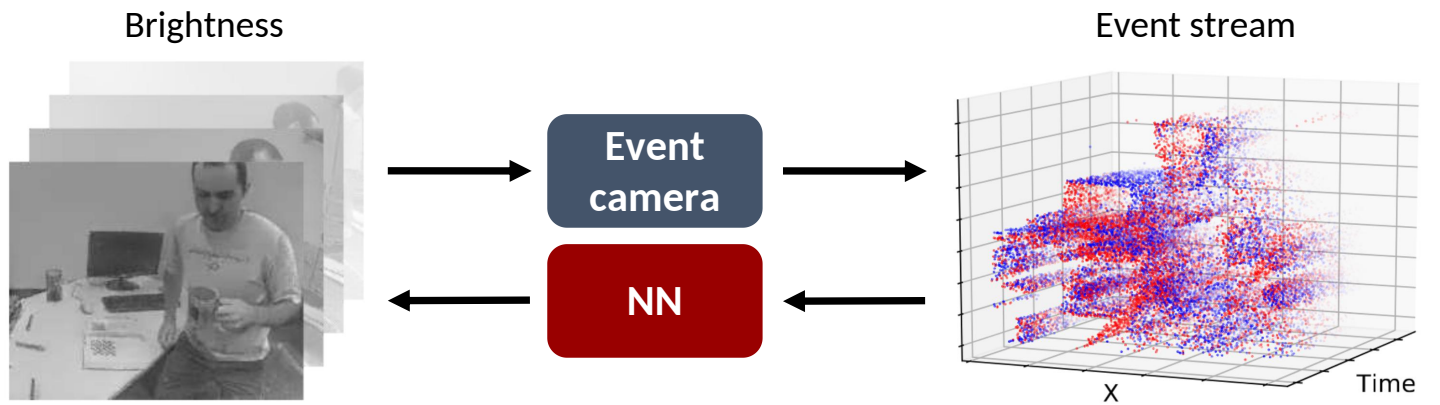


Code and models: mavlab.tudelft.nl/ssl_e2v/



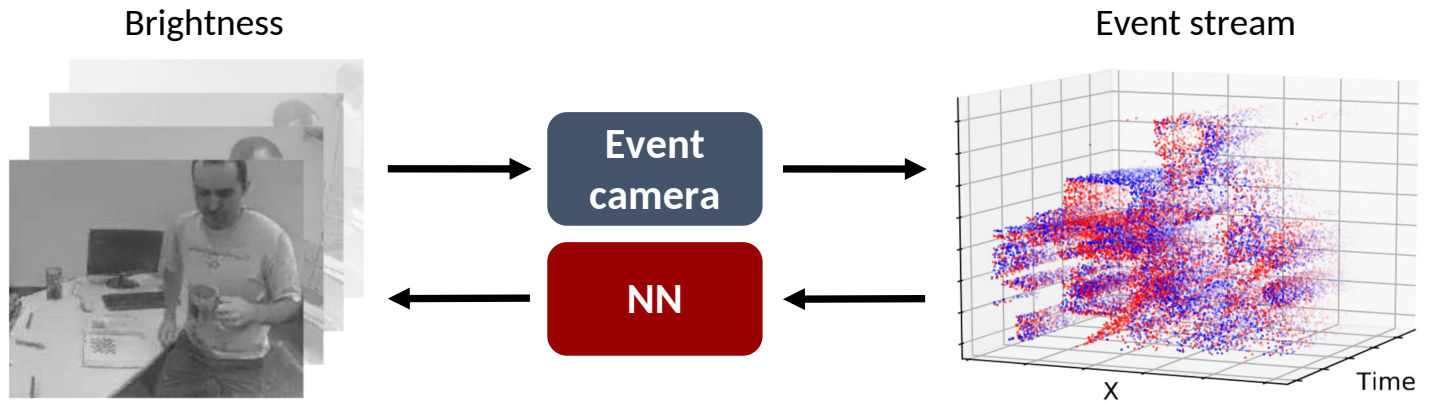
Problem formulation

Event cameras and
image reconstruction:



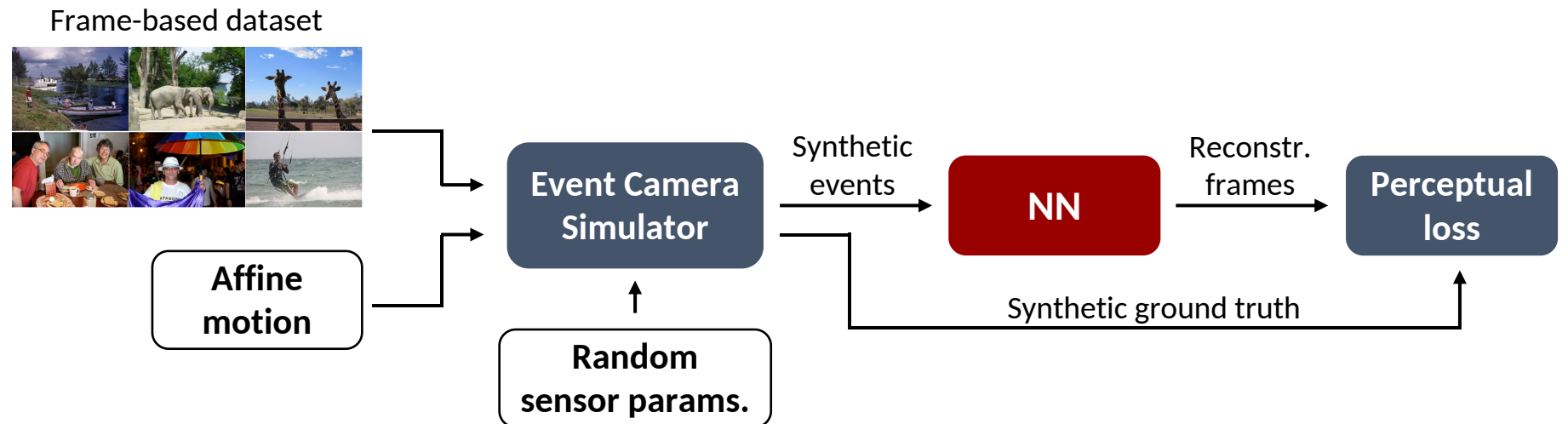
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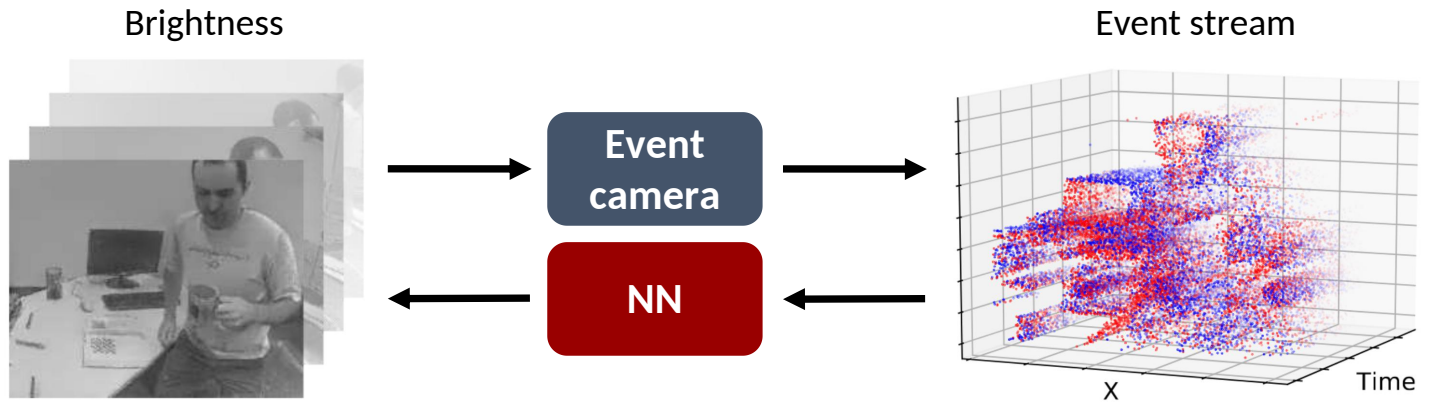
Minimal training pipeline:

- Rebecq *et al.*, TPAMI'19
- Stoffregen *et al.*, ECCV'20



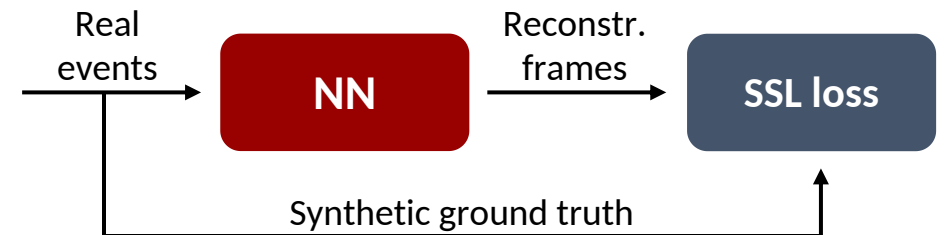
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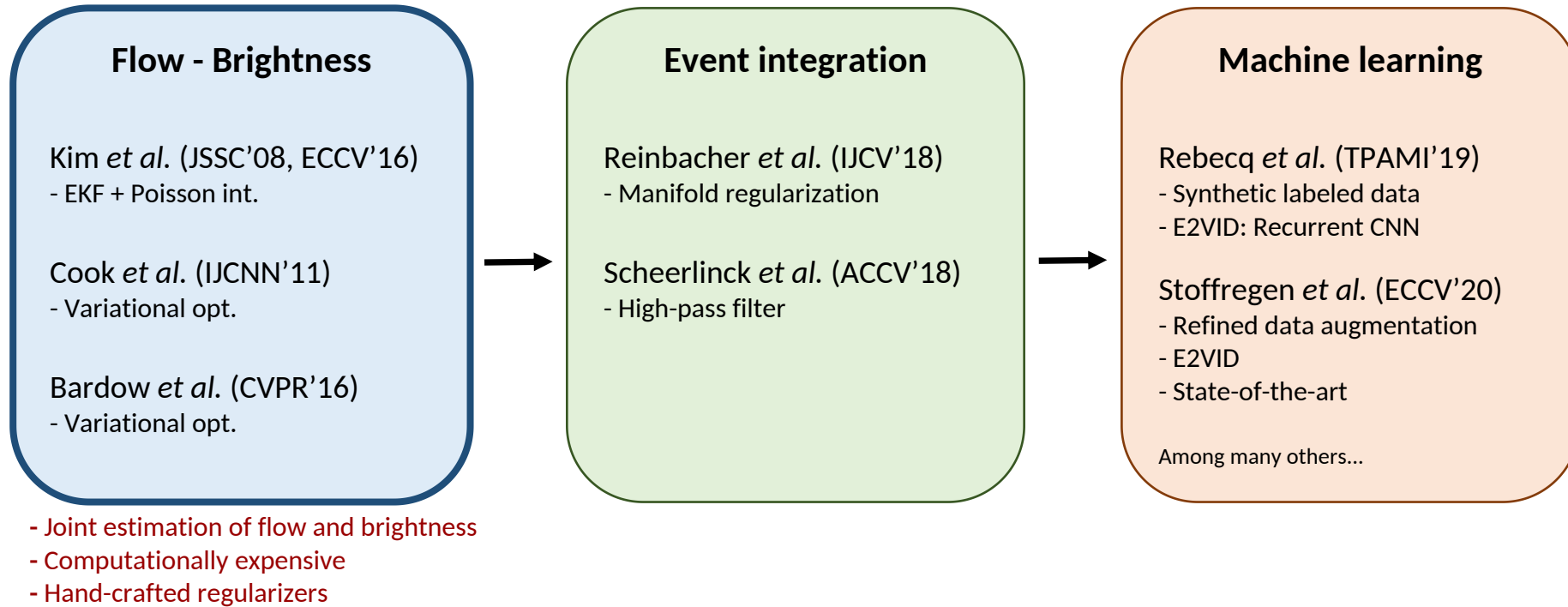


Our goal:

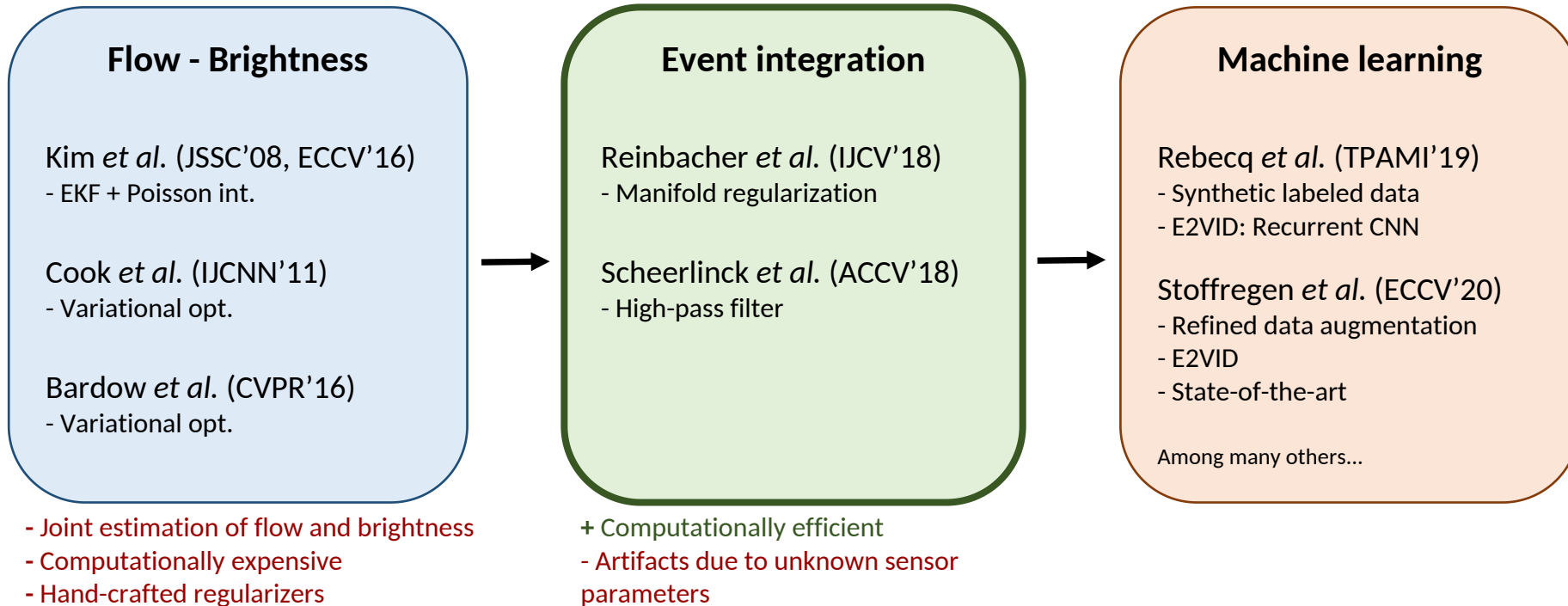
To leverage our knowledge of the inner workings of event cameras to learn, in a self-supervised fashion, to perform image reconstruction without the need for any ground-truth or synthetic data.



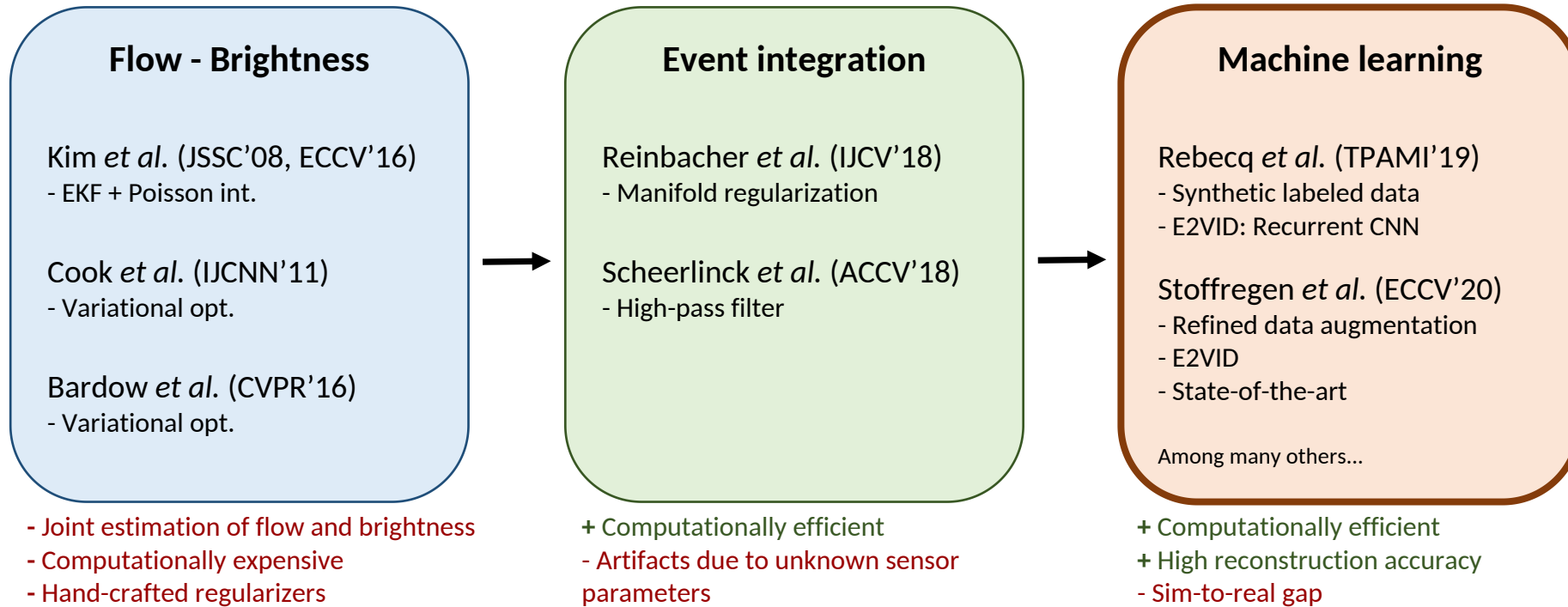
Related work



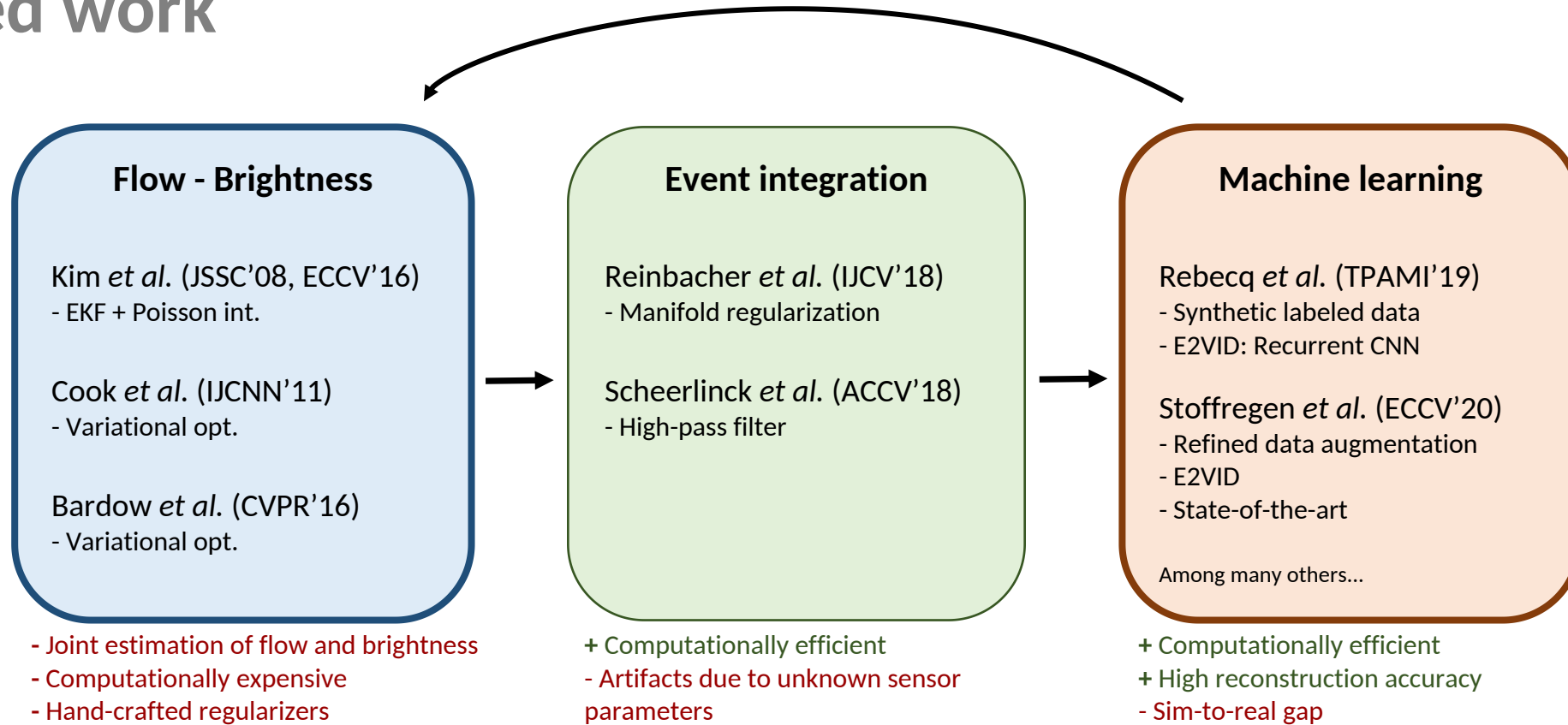
Related work



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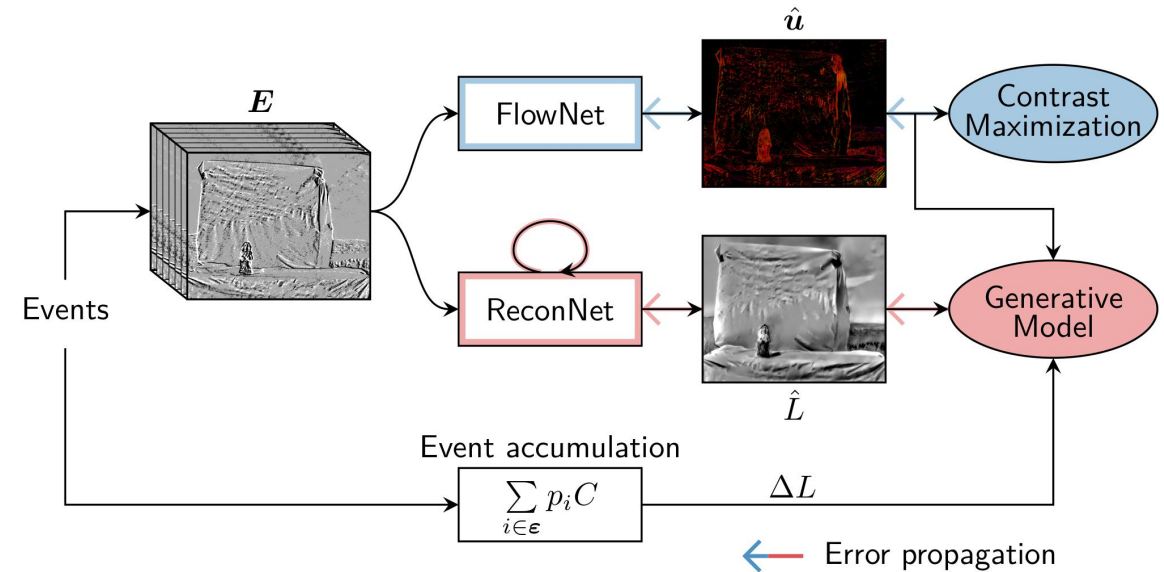
We propose to come **back to the theoretical basics** of event cameras with a machine learning approach that leverages the optical flow - image brightness relation to learn to perform image reconstruction from real unlabeled event data while remaining computationally efficient.

Proposed framework

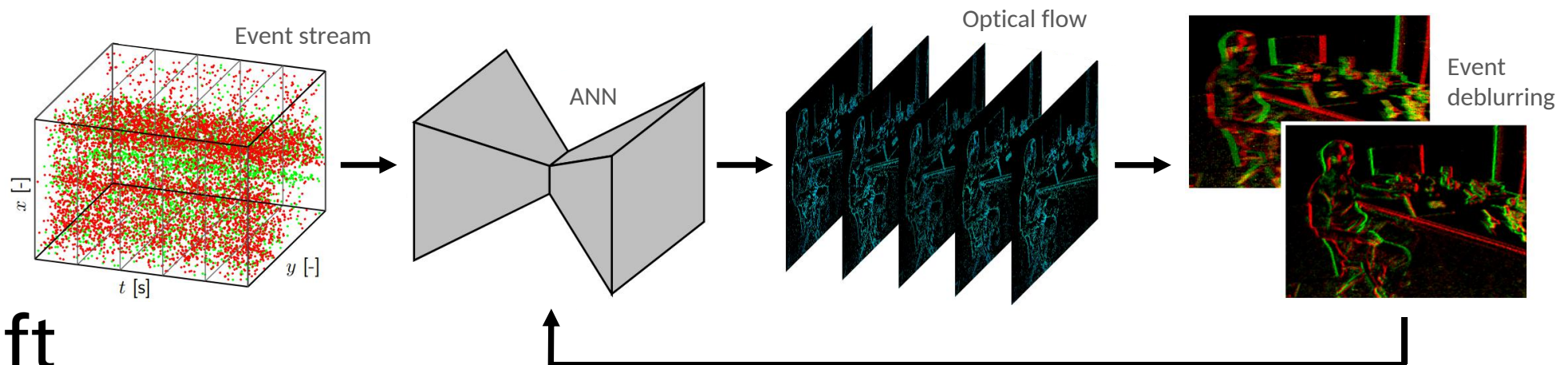
Self-supervised image reconstruction

Proposed training pipeline:

- FlowNet learns to estimate event-based optical flow by compensating for the motion blur in the input events (Zhu *et al.*, CVPR'19).
- ReconNet learns to perform image reconstruction by predicting the brightness frames that best satisfy the input events and the estimated optical flow.

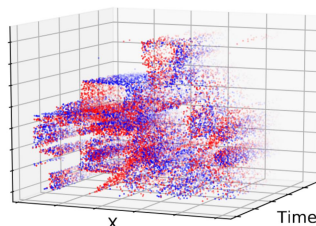


Self-supervised learning of optical flow via contrast maximization:



Proposed framework

Self-supervised image reconstruction



Measured brightness increment

Predicted brightness increment

Temporal derivative
of brightness

$$\Delta L \approx \frac{\partial L}{\partial t} \Delta t$$

$$\frac{\partial L}{\partial t} + \nabla L \cdot \mathbf{u} = 0$$

Brightness
constancy

$$\Delta L = \sum_{e_i \in \Delta t} p_i C$$

$$\Delta L \approx -\nabla L \cdot \mathbf{u} \Delta t \quad \text{Generative model}$$

The brightness change
encoded in the events...

$$\sum_{e_i \in \Delta t} p_i C \approx -\nabla L \cdot \mathbf{u} \Delta t$$

...is caused by the
displacement of the
spatial gradients of the
brightness signal.

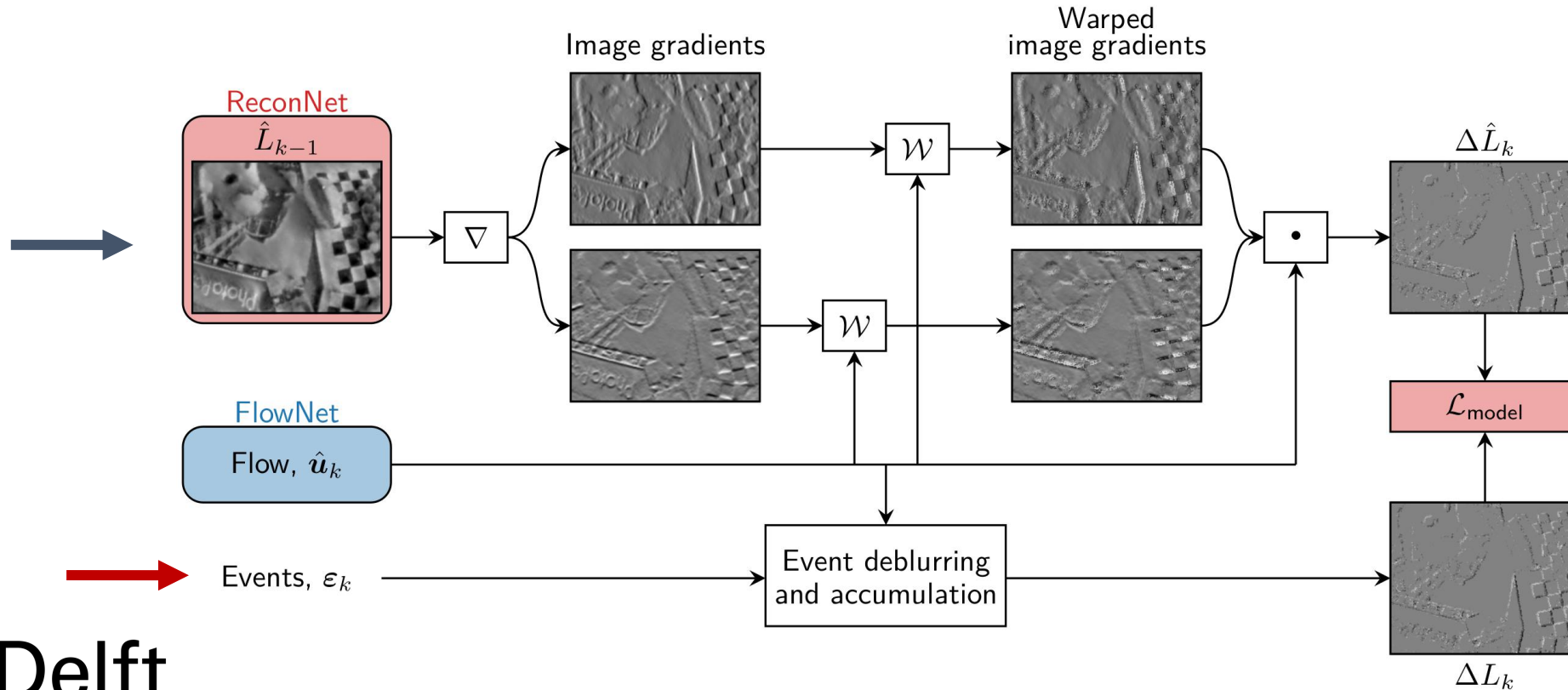
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Self-supervised image reconstruction

The brightness change encoded in the events...

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...is caused by the displacement of the spatial gradients of the brightness signal.



Training details

Loss function:

$$\mathcal{L}_{\text{ReconNet}} = \sum_{k=0}^S \mathcal{L}_{\text{model}} + \lambda_2 \sum_{k=S_0}^S \mathcal{L}_{\text{TC}} + \lambda_3 \sum_{k=0}^S \mathcal{L}_{\text{TV}}$$

Architectures:

Input representation: voxel grid (Zhu, CVPR'19)

FlowNet:

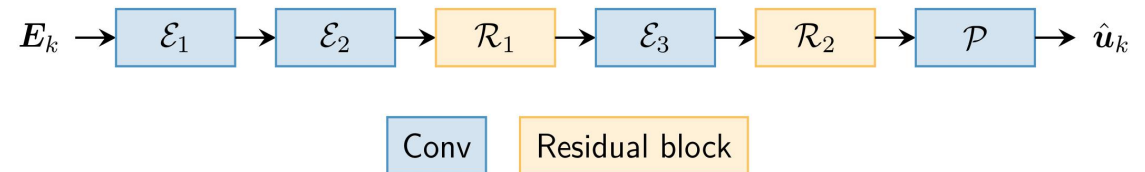
- EV-FlowNet (Zhu *et al.*, RSS'18)
- FireFlowNet (Ours)

ReconNet:

- E2VID (Rebecq *et al.*, TPAMI'19)
- FireNet (Scheerlinck *et al.*, WACV'20)

	EV-FlowNet	FireFlowNet
No. params. (k)	14130.28	57.03
Memory (Mb)	53.90	0.22
Downsampling	Yes	No

FlowNet: **FireFlowNet** (Ours)

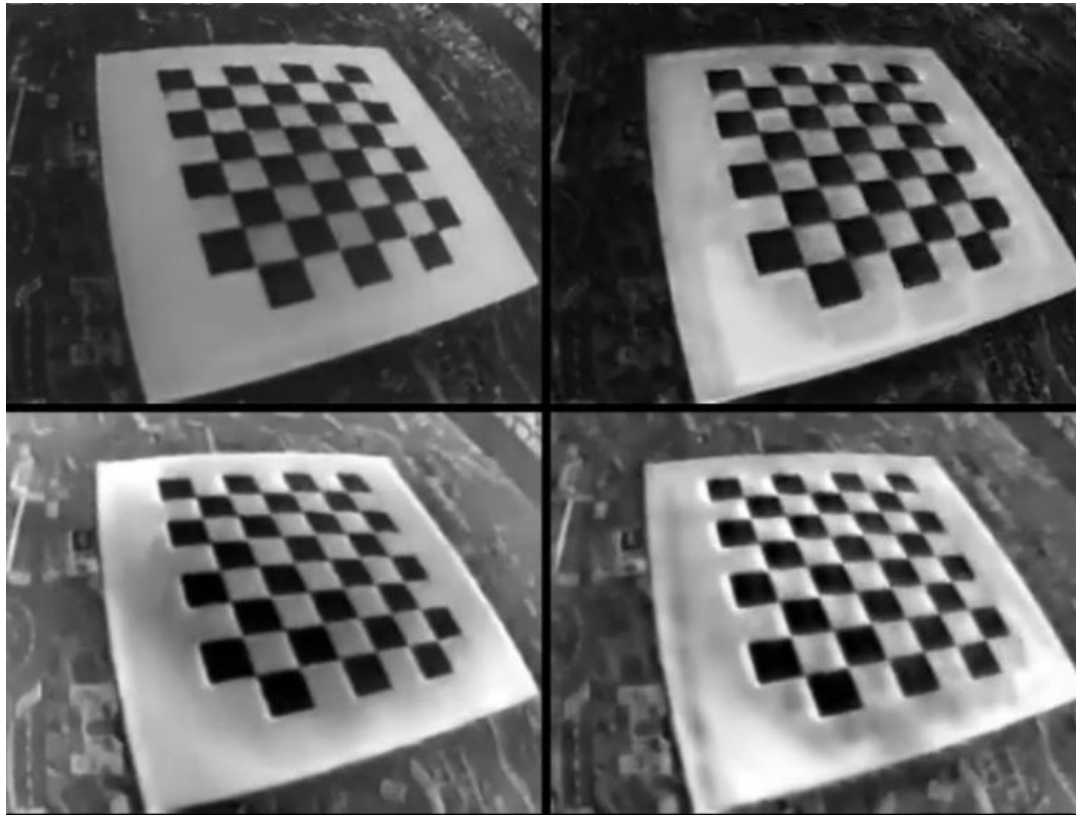


Dataset: UZH-FPV Drone Racing Dataset (Delmerico, ICRA'19).

Results

E2VID+ (Stoffregen, ECCV'20)

FireNet+ (Stoffregen, ECCV'20)



SSL-E2VID (Ours)

SSL-FireNet (Ours)

Close to SOTA performance!

Event-Camera Dataset (Mueggler, IJRR'17)

	MSE	SSIM	LPIPS
E2VID (Rebecq, TPAMI'19)	0.08	0.54	0.37
FireNet (Scheerlinck, WACV'20)	0.06	<u>0.57</u>	<u>0.29</u>
E2VID+ (Stoffregen, ECCV'20)	0.04	0.60	0.27
FireNet+ (Stoffregen, ECCV'20)	<u>0.06</u>	0.51	0.32
E2VID _F (Ours)	0.07	0.52	0.38
E2VID _E (Ours)	0.06	0.55	0.37
FireNet _F (Ours)	0.06	0.52	0.38
FireNet _E (Ours)	0.06	0.51	0.41

Perceptual
similarity

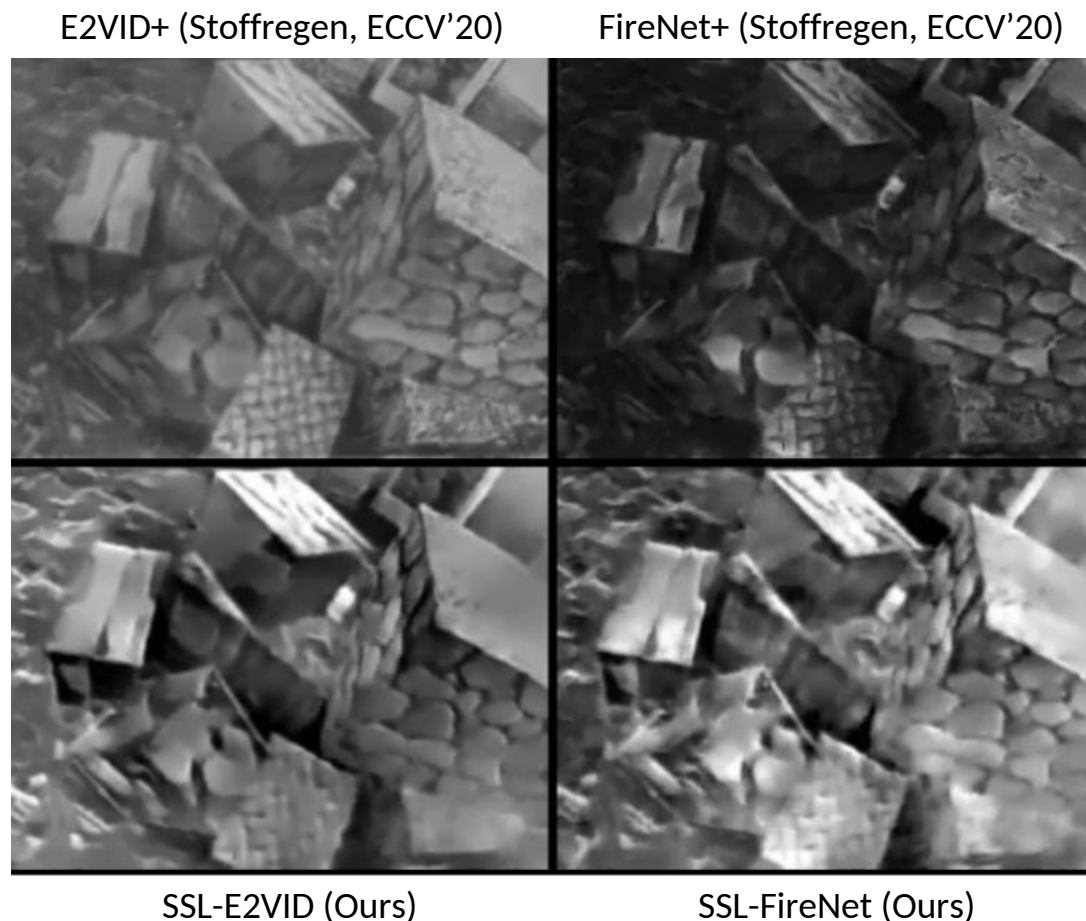


High Quality Frames (Stoffregen, ECCV'20)

	MSE	SSIM	LPIPS
E2VID (Rebecq, TPAMI'19)	0.14	0.46	0.45
FireNet (Scheerlinck, WACV'20)	0.07	<u>0.48</u>	0.42
E2VID+ (Stoffregen, ECCV'20)	0.03	0.57	0.26
FireNet+ (Stoffregen, ECCV'20)	<u>0.05</u>	0.47	<u>0.36</u>
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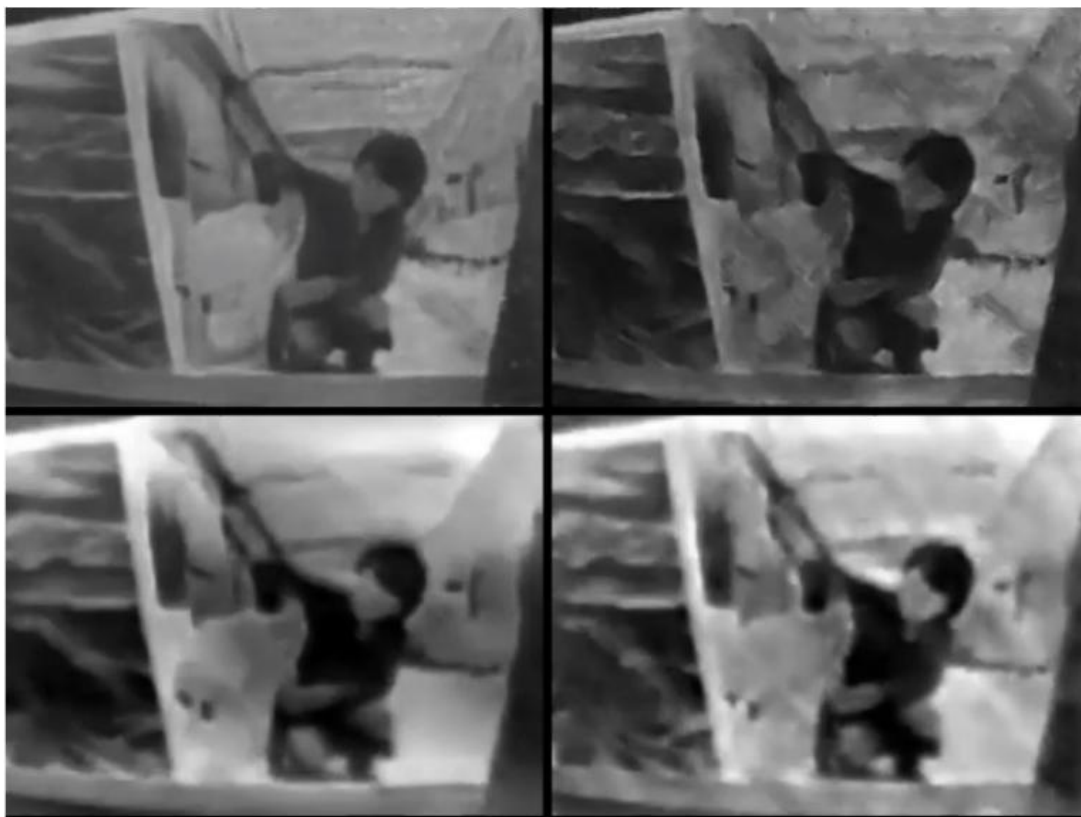
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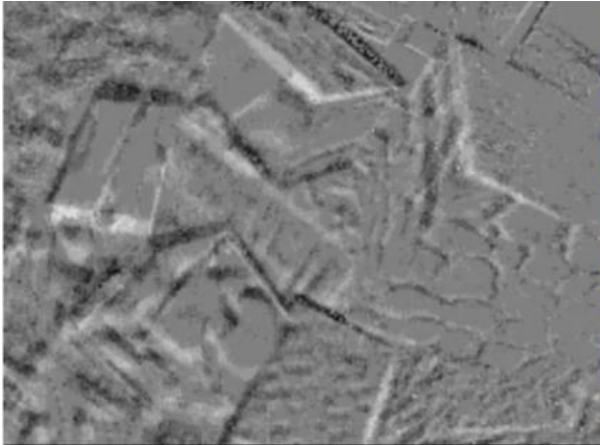
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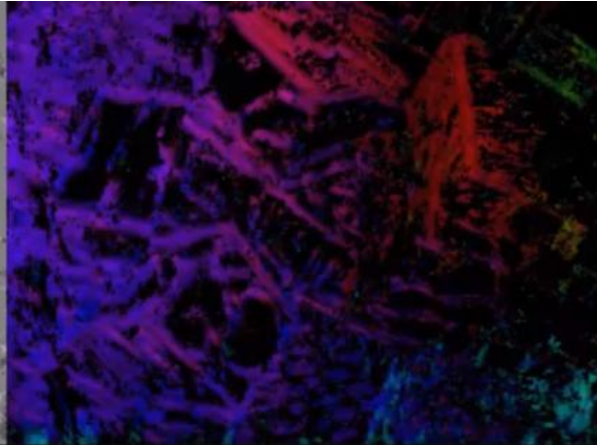
Conclusion

- We presented the first self-supervised learning-based approach to event-based image reconstruction.
- The framework can be extended in multiple ways (architectures, losses, optical flow algorithms, etc.).
 - Architectures
 - Optical flow algorithms
 - Other regularizers

Input events



Optical flow



Reconstructed frames

