



3D Imaging and Applications 2023

Conference Chairs

Tyler Bell, University of Iowa (US)

William Puech, Laboratory d'Informatique de Robotique et de Microelectronique de Montpellier (France)

Robert Sitnik, Warsaw University of Technology (Poland)

PROGRAM AND PROCEEDINGS

This document details the conference program, held as part of the 2023 IS&T International Symposium on Electronic Imaging, 15-19 January 2023. Manuscripts of conference papers are reproduced from PDFs as submitted and approved by authors; no editorial changes were made.

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3D Imaging and Applications 2023

Conference overview

Scientific and technological advances during the last decade in the fields of image acquisition, processing, telecommunications, and computer graphics have contributed to the emergence of new multimedia, especially 3D digital data. Nowadays, the acquisition, processing, transmission, and visualization of 3D objects are a part of possible and realistic functionalities over the internet. Confirmed 3D processing techniques exist and a large scientific community works hard on open problems and new challenges, including 3D data processing, transmission, fast access to huge 3D databases, or content security management.

The emergence of 3D media is directly related to the emergence of 3D acquisition technologies. Indeed, recent advances in 3D scanner acquisition and 3D graphics rendering technologies boost the creation of 3D model archives for several application domains. These include archaeology, cultural heritage, computer assisted design (CAD), medicine, face recognition, video games, and bioinformatics. New devices such as time-of-flight cameras open challenging new perspectives on 3D scene analysis and reconstruction.

Three-dimensional objects are more complex to handle than other multimedia data, such as audio signals, images, or videos. Indeed, only a unique and simple 2D grid representation is associated to a 2D image. All the 2D acquisition devices generate this same representation (digital cameras, scanners, 2D medical systems). Unfortunately (for the users), but fortunately (for scientists), there exist different 3D representations for a 3D object. For example, an object can be represented on a 3D grid (digital image) or in 3D Euclidian space. In the latter, the object can be expressed by a single equation (like algebraic implicit surfaces), by a set of facets representing its boundary surface, or by a set of mathematical surfaces. One can easily imagine the numerous open problems related to these different representations and their processing, a new challenge for the image processing community.

Paper authors listed as of 1 January 2023; refer to manuscript for final authors. Titles that are not listed with the proceedings files were presentation-only.

Conference Chairs: Tyler Bell, University of Iowa (US); William Puech, Laboratory d'Informatique de Robotique et de Microelectronique de Montpellier (France); and Robert Sitnik, Warsaw University of Technology (Poland)

Program Committee: Silvia Biasotti, Consiglio Nazionale delle Ricerche (Italy); Florent Dupont, University Claude Bernard Lyon 1 (France); Frédéric Payan, University of Nice Sophia Antipolis - I3S Laboratory, CNRS (France); and Stefano Tubaro, Politecnico di Milano (Italy)

3D Imaging and Applications 2023

MONDAY 16 JANUARY 2023

Monday 16 January PLENARY: Neural Operators for Solving PDEs

Session Chair: Robin Jenkin, NVIDIA Corporation (United States)

2:00 PM – 3:00 PM

Cyril Magnin I/II/III

Deep learning surrogate models have shown promise in modeling complex physical phenomena such as fluid flows, molecular dynamics, and material properties. However, standard neural networks assume finite-dimensional inputs and outputs, and hence, cannot withstand a change in resolution or discretization between training and testing. We introduce Fourier neural operators that can learn operators, which are mappings between infinite dimensional spaces. They are independent of the resolution or grid of training data and allow for zero-shot generalization to higher resolution evaluations. When applied to weather forecasting, neural operators capture fine-scale phenomena and have similar skill as gold-standard numerical weather models for predictions up to a week or longer, while being 4-5 orders of magnitude faster.

Anima Anandkumar, Bren professor, California Institute of Technology, and senior director of AI Research, NVIDIA Corporation (United States)

Anima Anandkumar is a Bren Professor at Caltech and Senior Director of AI Research at NVIDIA. She is passionate about designing principled AI algorithms and applying them to interdisciplinary domains. She has received several honors such as the IEEE fellowship, Alfred. P. Sloan Fellowship, NSF Career Award, and Faculty Fellowships from Microsoft, Google, Facebook, and Adobe. She is part of the World Economic Forum's Expert Network. Anandkumar received her BTech from Indian Institute of Technology Madras, her PhD from Cornell University, and did her postdoctoral research at MIT and assistant professorship at University of California Irvine.

EI 2023 Highlights Session

Session Chair: Robin Jenkin, NVIDIA Corporation (United States)

3:30 – 5:00 PM

Cyril Magnin II

Join us for a session that celebrates the breadth of what EI has to offer with short papers selected from EI conferences.

NOTE: The EI-wide "EI 2023 Highlights" session is concurrent with Monday afternoon COIMG, COLOR, IMAGE, and IQSP conference sessions.

IQSP-309

Evaluation of image quality metrics designed for DRI tasks with automotive cameras, Valentine Klein, Yiqi Li, Claudio Greco, Laurent Chanas, and Frédéric Guichard, DXOMARK (France)

SD&A-224

Human performance using stereo 3D in a helmet mounted display and association with individual stereo acuity, *Bonnie Posselt, RAF Centre of Aviation Medicine (United Kingdom)*

IMAGE-281

Smartphone-enabled point-of-care blood hemoglobin testing with color accuracy-assisted spectral learning, *Sang Mok Park¹, Yuhyun Ji¹, Semin Kwon¹, Andrew R. O'Brien², Ying Wang², and Young L. Kim¹; ¹Purdue University and ²Indiana University School of Medicine (United States)*

AVM-118

Designing scenes to quantify the performance of automotive perception systems, *Zhenyi Liu¹, Devesh Shah², Alireza Rahimpour², Joyce Farrell¹, and Brian Wandell¹; ¹Stanford University and ²Ford Motor Company (United States)*

VDA-403

Visualizing and monitoring the process of injection molding, *Christian A. Steinparz¹, Thomas Mitterlehner², Bernhard Praher², Klaus Straka^{1,2}, Holger Stitz^{1,3}, and Marc Streit^{1,3}; ¹Johannes Kepler University, ²Moldsonics GmbH, and ³datavisyn GmbH (Austria)*

COIMG-155

Commissioning the James Webb Space Telescope, *Joseph M. Howard, NASA Goddard Space Flight Center (United States)*

HVEI-223

Critical flicker frequency (CFF) at high luminance levels, *Alexandre Chapiro¹, Nathan Matsuda¹, Maliha Ashraf², and Rafal Mantiuk³; ¹Meta (United States), ²University of Liverpool (United Kingdom), and ³University of Cambridge (United Kingdom)*

HPCI-228

Physics guided machine learning for image-based material decomposition of tissues from simulated breast models with calcifications, *Muralikrishnan Gopalakrishnan Meena¹, Amir K. Ziabari¹, Singanallur Venkatakrishnan¹, Isaac R. Lyngaas¹, Matthew R. Norman¹, Balint Joo¹, Thomas L. Beck¹, Charles A. Bouman², Anuj Kapadia¹, and Xiao Wang¹; ¹Oak Ridge National Laboratory and ²Purdue University (United States)*

3DIA-104

Layered view synthesis for general images, *Loic Dehan, Wiebe Van Ranst, and Patrick Vandewalle, Katholieke University Leuven (Belgium)*

ISS-329

A self-powered asynchronous image sensor with independent in-pixel harvesting and sensing operations, Ruben Gomez-Merchan, Juan Antonio Leñero-Bardallo, and Ángel Rodríguez-Vázquez, University of Seville (Spain)

COLOR-184

Color blindness and modern board games, Alessandro Rizzi¹ and Matteo Sassi²; ¹Università degli Studi di Milano and ²consultant (Italy)

TUESDAY 17 JANUARY 2023

Tuesday 17 January PLENARY: Embedded Gain Maps for Adaptive Display of High Dynamic Range Images

Session Chair: Robin Jenkin, NVIDIA Corporation (United States)

2:00 PM – 3:00 PM

Cyril Magnin I/II/III

Images optimized for High Dynamic Range (HDR) displays have brighter highlights and more detailed shadows, resulting in an increased sense of realism and greater impact. However, a major issue with HDR content is the lack of consistency in appearance across different devices and viewing environments. There are several reasons, including varying capabilities of HDR displays and the different tone mapping methods implemented across software and platforms. Consequently, HDR content authors can neither control nor predict how their images will appear in other apps.

We present a flexible system that provides consistent and adaptive display of HDR images. Conceptually, the method combines both SDR and HDR renditions within a single image and interpolates between the two dynamically at display time. We compute a Gain Map that represents the difference between the two renditions. In the file, we store a Base rendition (either SDR or HDR), the Gain Map, and some associated metadata. At display time, we combine the Base image with a scaled version of the Gain Map, where the scale factor depends on the image metadata, the HDR capacity of the display, and the viewing environment.

Eric Chan, Fellow, Adobe Inc. (United States)

Eric Chan is a Fellow at Adobe, where he develops software for editing photographs. Current projects include Photoshop, Lightroom, Camera Raw, and Digital Negative (DNG). When not writing software, Chan enjoys spending time at his other keyboard, the piano. He is an enthusiastic nature photographer and often combines his photo activities with travel and hiking.

Paul M. Hubel, director of Image Quality in Software Engineering, Apple Inc. (United States)

Paul M. Hubel is director of Image Quality in Software Engineering at Apple. He has worked on computational photography and image quality of photographic systems for many years on all aspects of the imaging chain, particularly for iPhone. He trained in optical engineering at University

of Rochester, Oxford University, and MIT, and has more than 50 patents on color imaging and camera technology. Hubel is active on the ISO-TC42 committee Digital Photography, where this work is under discussion, and is currently a VP on the IS&T Board. Outside work he enjoys photography, travel, cycling, coffee roasting, and plays trumpet in several bay area ensembles.

WEDNESDAY 18 JANUARY 2023

3D Segmentation and Recognition (W1)

Session Chair: Tyler Bell, University of Iowa (United States)

8:45 – 10:10 AM

Powell I/II

8:45

Conference Welcome

8:50

3DIA-100

Few-shot learning on point clouds for railroad segmentation, *Abdur R. Fayjie and Patrick Vandewalle, Katholieke University Leuven (Belgium)*

9:10

3DIA-101

Appearance segmentation and documentation applied to cultural heritage surfaces, *Sunita Saha¹, Amalia Siatou^{2,3}, Christian Degrigny³, Alamin Mansouri², and Robert Sitnik¹; ¹Politechnika Warszawska (Poland), ²University of Burgundy (France), and ³University of Applied Sciences and Arts Western Switzerland (HES-SO) (Switzerland)*

9:30

3DIA-102

Learned visual localization with camera pose refinement and verification based on differentiable renderer, *Chanchang Tsai, Hajime Taira, and Masatoshi Okutomi, Tokyo Institute of Technology (Japan)*

9:50

3DIA-103

3D mesh saliency from local spiral hop descriptors, *Olivier Lézoray¹ and Anass Nouri²; ¹University of Caen Normandy (France) and ²Ibn Tofail University (Morocco)*

Depth Estimation and 3D Reconstruction (W2)

Session Chair: Tyler Bell, University of Iowa (United States)

10:40 AM – 12:20 PM

Powell I/II

10:40

3DIA-104

Layered view synthesis for general images, *Loic Dehan, Wiebe Van Ranst, and Patrick Vandewalle, Katholieke University Leuven (Belgium)*

11:00

3DIA-105

DL-based floorplan generation from noisy point clouds, *Xin Liu, Egor Bondarev, and Peter H. de With, Eindhoven University of Technology (the Netherlands)*

11:20

3DIA-107

A comparative evaluation of 3D geometries of scenes estimated using factor graph based disparity estimation algorithms, *Hanieh Shabani¹ and Madhusudhanan Balasubramanian²; ¹Northern Kentucky University and ²University of Memphis (United States)*

11:40

3DIA-108

Assistive mobile application for real-time 3D spatial audio soundscapes toward improving safe and independent navigation, Broderick S. Schwartz and Tyler Bell, University of Iowa (United States)

12:00

3DIA-109

3D nuclei segmentation for multicellular quantification for zebrafish embryo using NISNet3D, Linlin Li, Liming Wu, Alain Chen, Edward J. Delp, and David M. Umulis, Purdue University (United States)

Wednesday 18 January PLENARY: Bringing Vision Science to Electronic Imaging: The Pyramid of Visibility

Session Chair: Andreas Savakis, Rochester Institute of Technology (United States)

2:00 PM – 3:00 PM

Cyril Magnin I/II/III

Electronic imaging depends fundamentally on the capabilities and limitations of human vision. The challenge for the vision scientist is to describe these limitations to the engineer in a comprehensive, computable, and elegant formulation. Primary among these limitations are visibility of variations in light intensity over space and time, of variations in color over space and time, and of all of these patterns with position in the visual field. Lastly, we must describe how all these sensitivities vary with adapting light level. We have recently developed a structural description of human visual sensitivity that we call the Pyramid of Visibility, that accomplishes this synthesis. This talk shows how this structure accommodates all the dimensions described above, and how it can be used to solve a wide variety of problems in display engineering.

Andrew B. Watson, chief vision scientist, Apple Inc. (United States)

Andrew Watson is Chief Vision Scientist at Apple, where he leads the application of vision science to technologies, applications, and displays. His research focuses on computational models of early vision. He is the author of more than 100 scientific papers and 8 patents. He has 21,180 citations and an h-index of 63. Watson founded the Journal of Vision, and served as editor-in-chief 2001-2013 and 2018-2022. Watson has received numerous awards including the Presidential Rank Award from the President of the United States.