Deep Homography-Based Video Stabilization

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Motivation

Amateur Video



https://www.billboard.com



https://www.pexels.com



https://www.pexels.com

Digital Video Stabilization











https://www.pexels.com



Traditional

X

Deep Learning



Traditional

X

Deep Learning





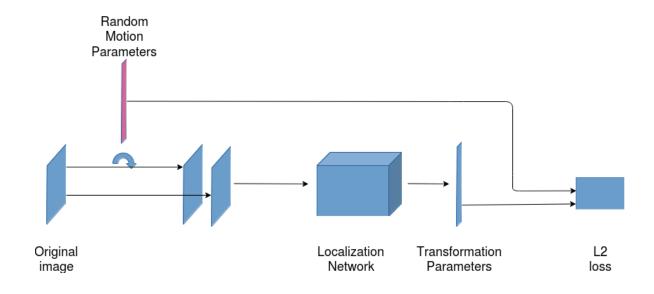


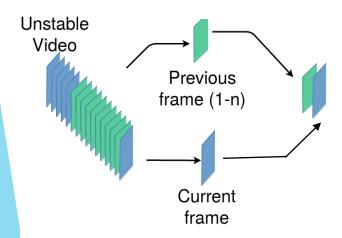
Contributions

- 1. avoid relying on traditional feature extraction and tracking
- 2. address the problem definition issue in a DL context
- our proposed system does not require video datasets that are specific for training DVS systems

Approach

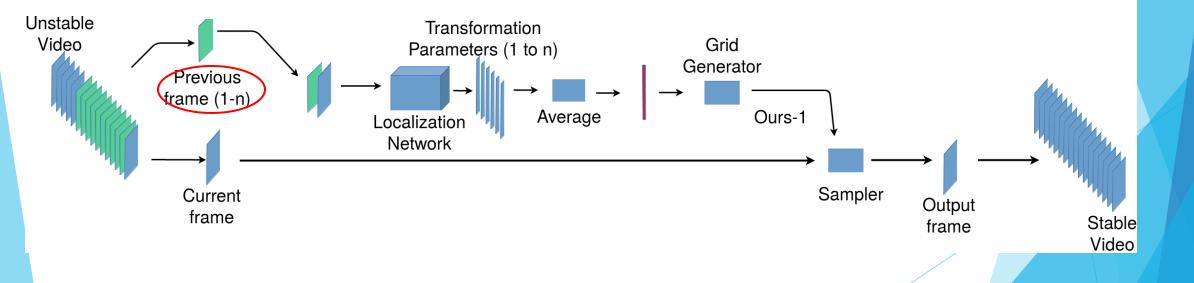
Training

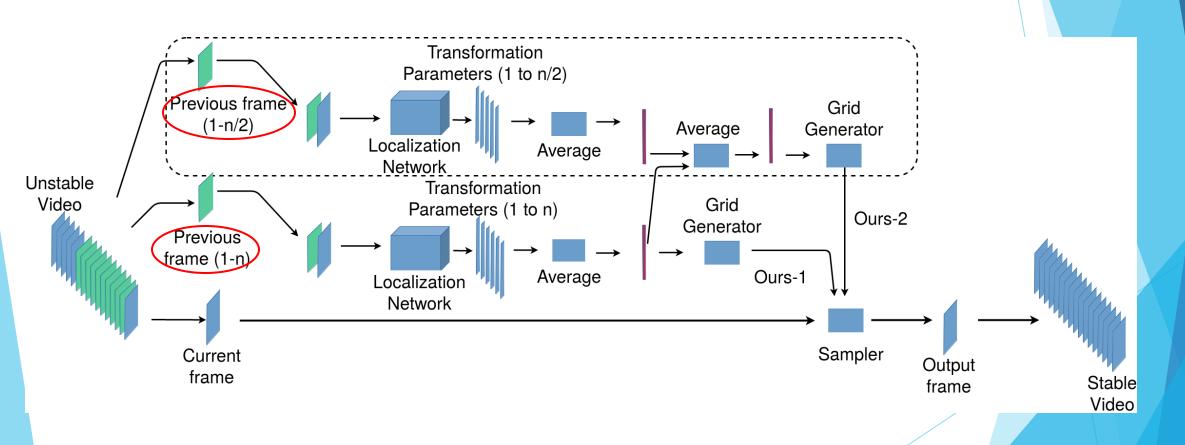




We can use the image alignment module

First approach





Second approach

- Based on previous experiments, n=20
- We limit scale:
 - Scale(n-1) * ½ ≤ Scale(n) ≤ Scale(n-1) * 2
- We crop each resulting frame: 5% from each edge
 - Top
 - Bottom
 - Left
 - Right

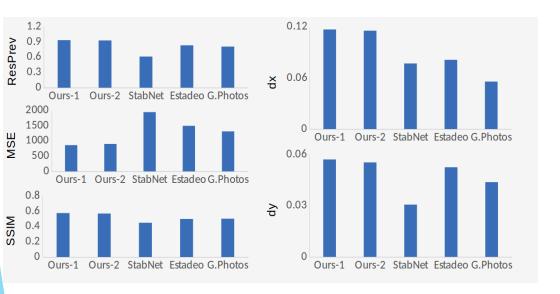
Experimental Results

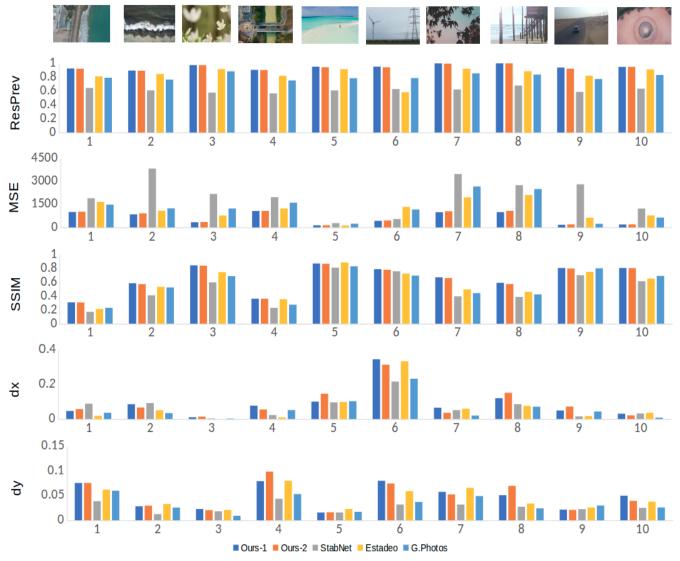
Baseline

- 1. StabNet [12]: a DL-based method
- 2. Estadeo [29]: implements and compares classic digital video stabilization techniques and boundary conditions
- 3. Google Photos [30]: a commercial solution provided by Google, available on mobile phones

Metrics

- Metrics available at [11]:
- Mean MSE
- Mean SSIM
- Resolution Preservation (ResPrev): estimates how much a given frame has been cropped and deteriorated in the output videos
- Mean distance between features (dx and dy): measures how much a given feature has moved between ground truth and stabilized videos





Conclusions

Conclusions

- We combine
 - STNs and their ability to align two images
 - the simplicity of smoothing videos with moving averages
- Experimental results showed
- Our proposed system can stabilize videos even in challenging scenarios
- Demo: https://youtu.be/gOzjOReylaE

Thank you!

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