

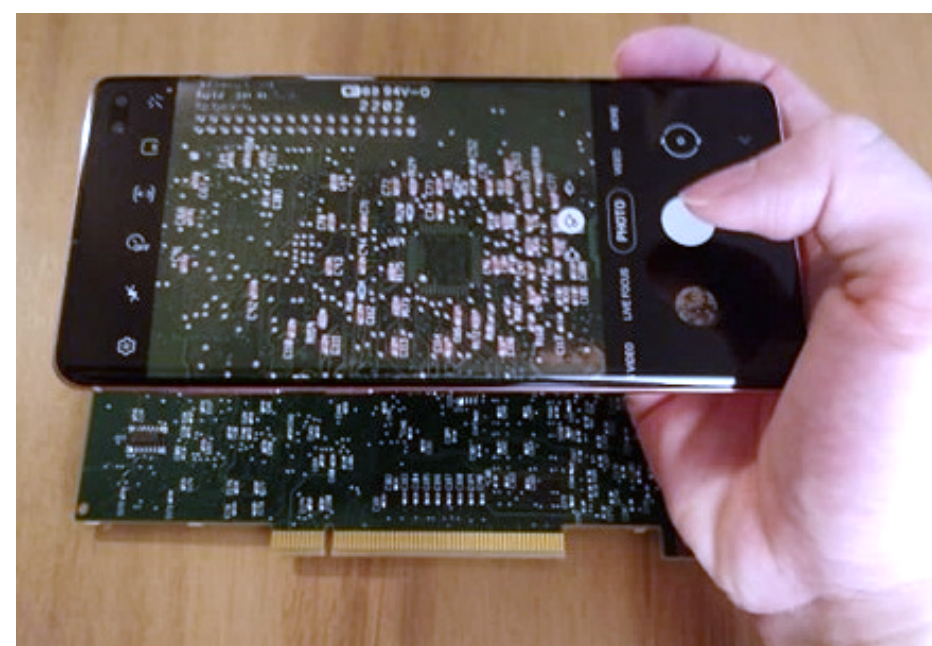
## Summary

- We developed an end-to-end, intensity-based, CNN-regularized<sup>1</sup>, photogrammetric reconstruction algorithm that stitches multiple phone camera images taken at close range under freehand motion
- We demonstrate high-accuracy (10s of  $\mu\text{m}$ ) 3D profilometry of mesoscopic samples (sub-mm variation)

## Motivation

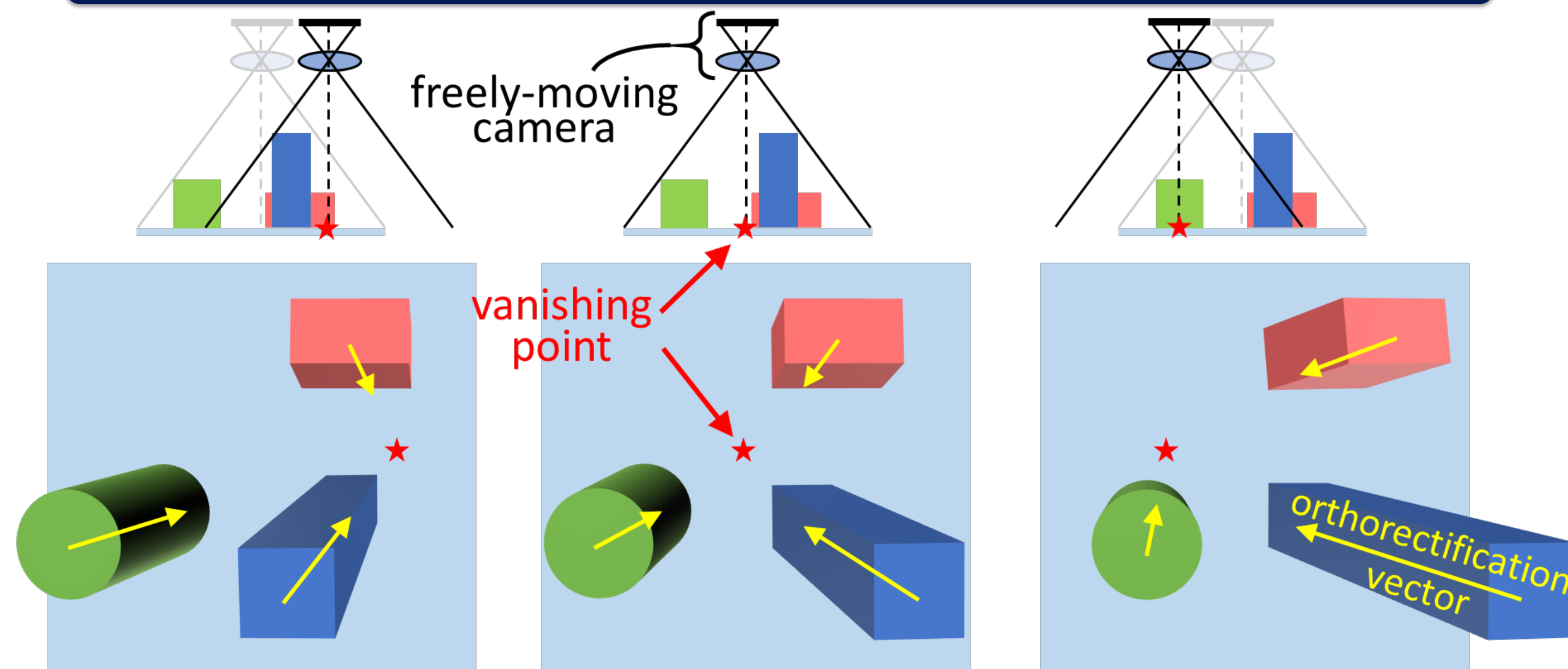
- Smartphone cameras and 3D photogrammetric/structure-from-motion (SfM) algorithms are designed for large objects far away (10s of cm ~ infinity)

- But, can we use our smartphones to get high-resolution 3D height profiles using a sequence of very close-range images (5-10 cm)?



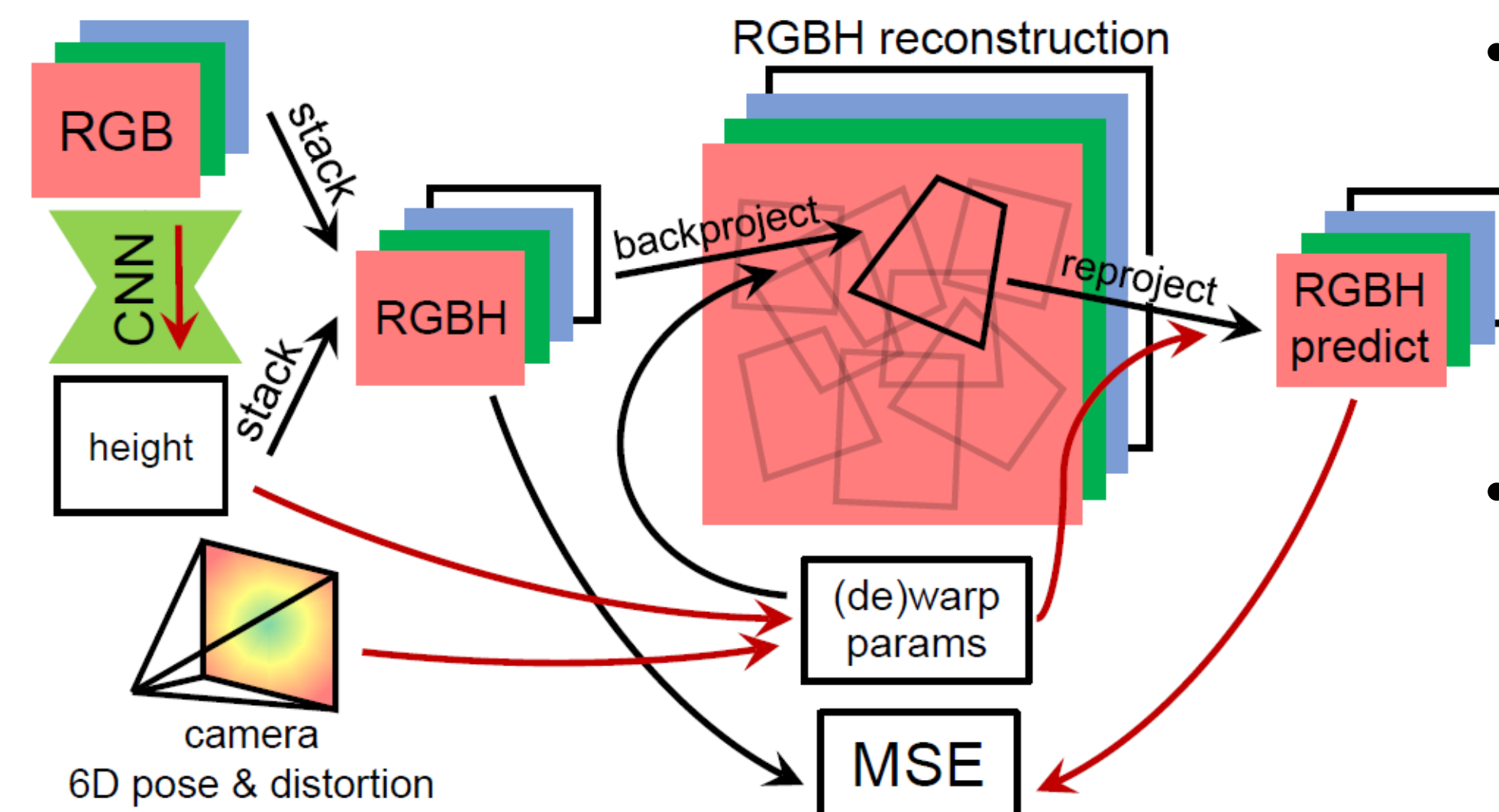
- Applications: low-cost approach for historical artwork documentation, material inspection, biomedical imaging

## Physical model: plane-plus-parallax



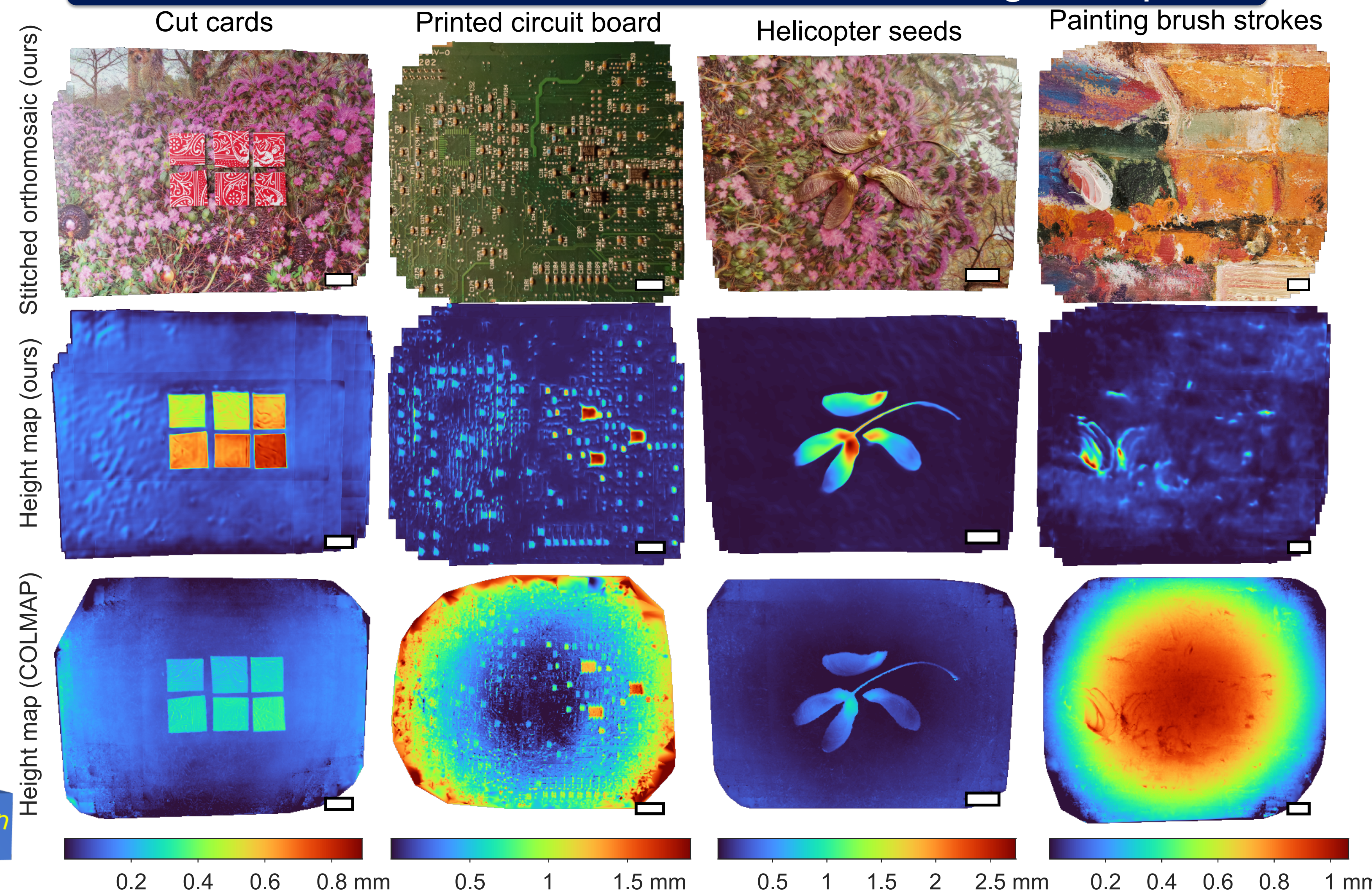
Parallax-correcting orthorectification vector lengths are proportional to height, which are optimized jointly with camera 6D pose

## End-to-end 3D reconstruction and stitching algorithm



- Treat height as an unknown 4<sup>th</sup> image channel, parameterized as the output of an untrained CNN (DIP<sup>1</sup>)
- Minimize reprojection error with respect to CNN, camera poses, and distortion simultaneously

## Results: stitched orthomosaics and 3D height maps



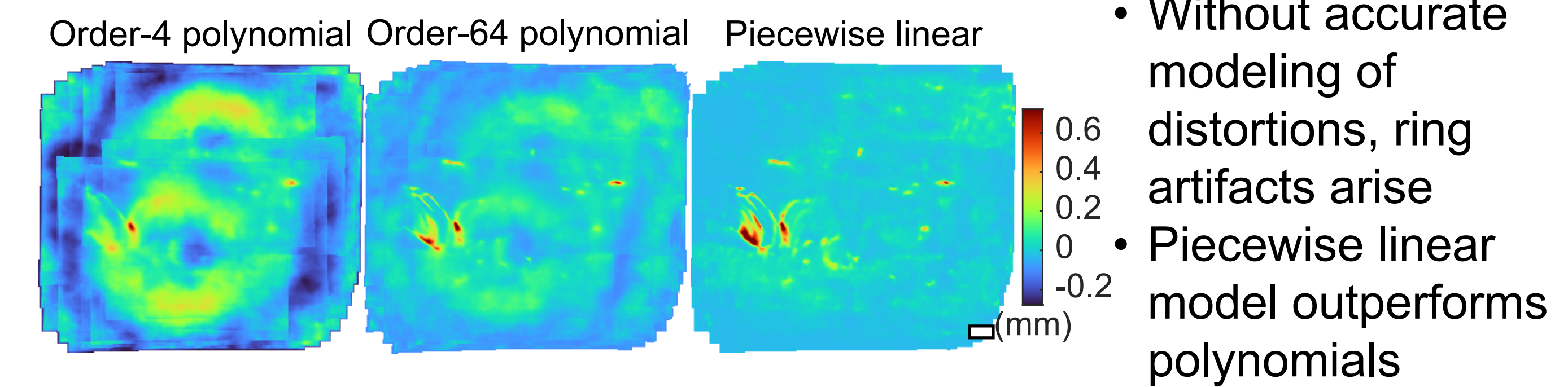
Our method yields height maps with 10s-of- $\mu\text{m}$  accuracy; however, COLMAP<sup>2</sup> consistently underestimates height at this scale (scale bars = 1 cm)

## Quantification of height accuracy



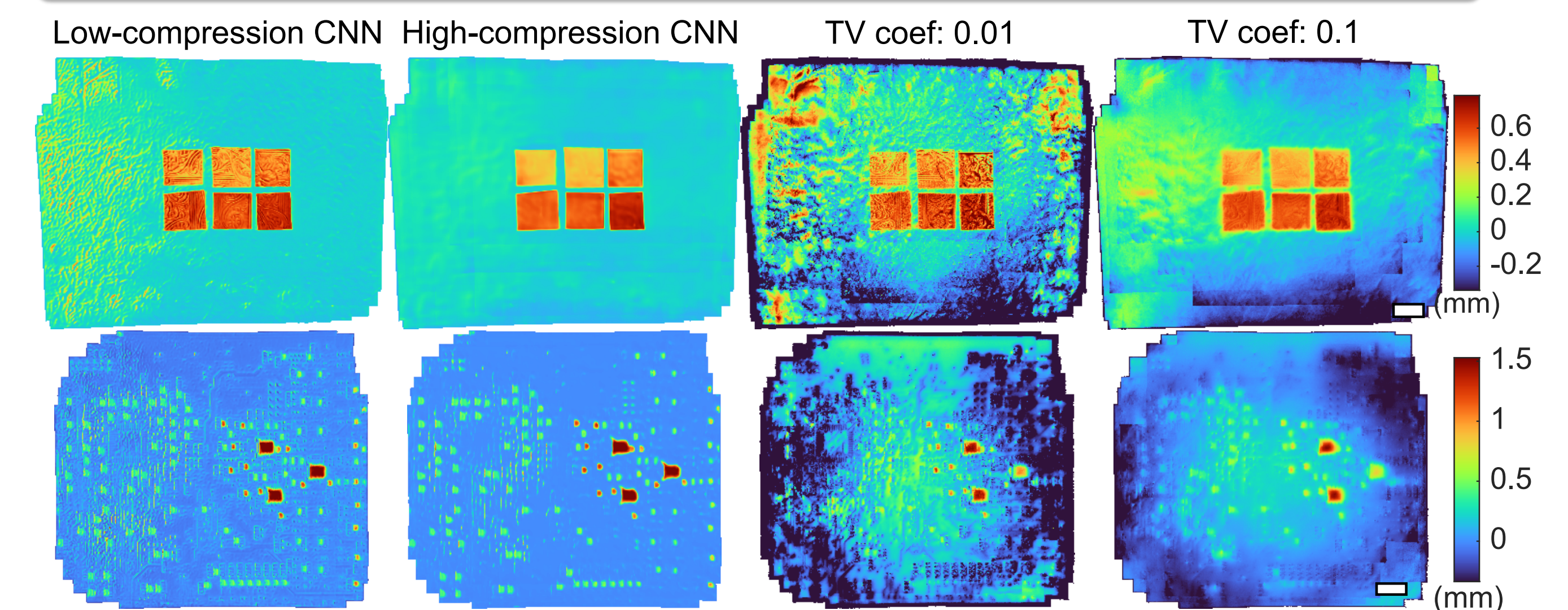
- Cut playing cards backed with 0-5 layers of scotch tape, whose thicknesses were measured using calipers
- Our method: **26.3- $\mu\text{m}$**  mean abs. error
- COLMAP<sup>2</sup>: 95.6- $\mu\text{m}$  mean abs. error

## Importance of distortion modeling



- Without accurate modeling of distortions, ring artifacts arise
- Piecewise linear model outperforms polynomials

## Importance of CNN reparameterization



Regularization with an untrained CNN/DIP outperforms traditional regularization techniques (e.g., total variation)

## Open-source code and data

[github.com/kevinczhou/mesoscopic-photogrammetry](https://github.com/kevinczhou/mesoscopic-photogrammetry)

[1] Ulyanov et al. "Deep image prior", CVPR 2018  
[2] Schonberger et al. "Structure-from-motion revisited", CVPR 2016