

# Disparity Refinement Processor Architecture utilizing Horizontal and Vertical Characteristics for Stereo Vision Systems

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# 1. Motivation

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# Motivation

## ✓ Traditional Method-based Stereo Vision System

- In traditional method-based stereo vision systems, Semi-Global Matching (SGM) is widely used
  - High matching accuracy
  - Reasonable hardware resource utilization
  - Real-time operation (pipeline architecture design)
- When using the SGM for stereo matching, the many “hole” are occurred on texture-less and occluded regions
  - Matching accuracy performance is degraded by “hole”
- To improve matching accuracy performance, weighted median-based filters are widely used for disparity refinement are used



Fig. 1. Initial disparity map using semi-global matching (SGM)

# Motivation

## ✓ Disparity Refinement Process

- weighted median filter (WMF) using bilateral weight is widely used
  - It provides high refinement performance, called hole-filling performance
- However, when implemented on an FPGA, it has drawback of requiring large hardware resource utilization
- For this reason, follow-up studies are conducted
  - Separable WMF (sWMF) [1]
    - It proposed a separable operation for each horizontal and vertical direction to reduce computational complexity
    - It still require high hardware resource utilization and its disparity refinement performance is little degraded
  - Sparse-window-approach-based WMF (ssWMF) [2]
    - It proposed a sparse-window-approach for sWMF
    - It further reduce the hardware resource utilization than sWMF
    - It still require high hardware resource utilization of block random access memory (BRAM) and its disparity refinement performance is very degraded

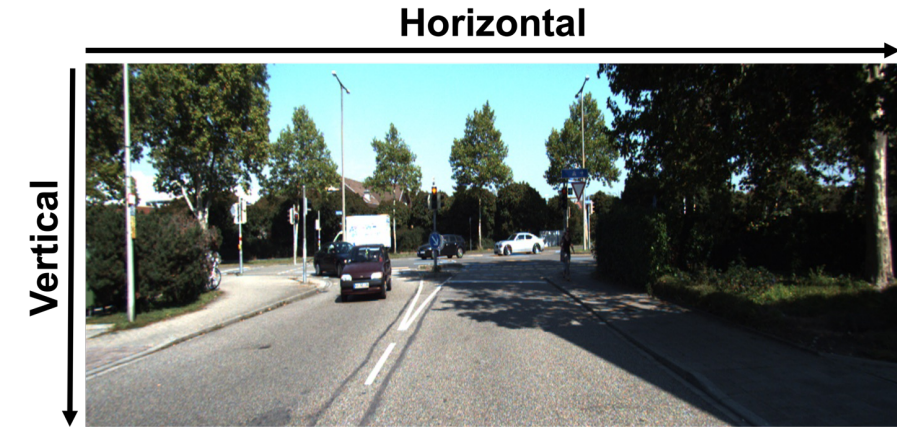
[1] S. Chen, et al., “sWMF: Separable weighted median filter for efficient large-disparity stereo matching,” *2017 IEEE International Symposium on Circuits and Systems (ISCAS)*, 2017

[2] J. Hyun, et al., “Hardware-friendly architecture for a pseudo 2d weighted median filter based on sparse-window approach,” *Multimedia Tools and Applications*, vol. 80, pp. 34221-34236, 2021

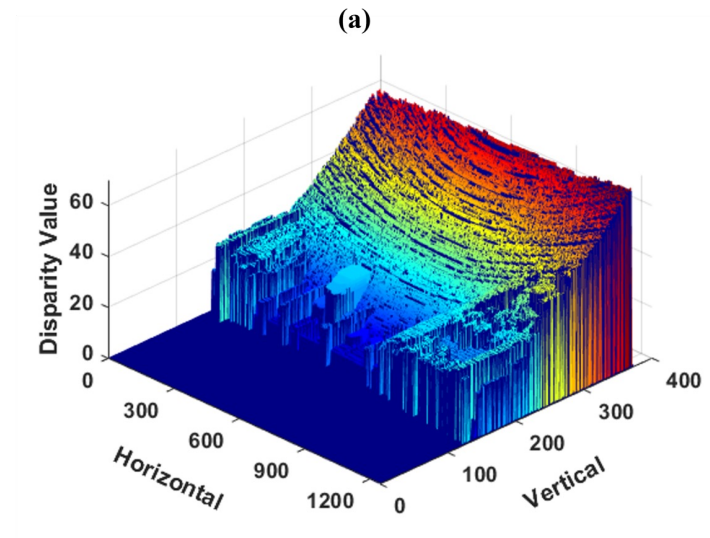
# Motivation

## ✓ Disparity Tendency

- Horizontal Direction
  - It needs to preserve the edge information for objects
- Vertical Direction
  - Disparity value gradually increases from the top coordinate to the bottom coordinate
  - In other words, the depth value gradually increases from the bottom coordinate to the top coordinate [3]
- Therefore, we proposed hybrid max-median filter to utilize these disparity characteristics for horizontal and vertical directions



(a)



(b)

**Fig. 2. (a) left-side stereo input image and (b) 3D plot for disparity values**

[3] R. A. Schowengerdt, "Chapter 8-image registration and fusion," *Remote Sensing, 3rd ed.*;

Academic Press: Cambridge, MA, USA, 2007

## **2. Proposed Method**

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# Proposed Method

## ✓ Algorithm Flow

- Sub-window Generation
  - Generate the  $N \times N$  sub-window
- Inner-sub-window Generation
  - Generate the eight inner-sub-window from  $N \times N$  sub-window
- Maximum Value Selection
  - Select the eight maximum pixel values from eight inner-sub-windows
- Median Value Selection
  - Select the median value from eight maximum pixel values and center pixel value

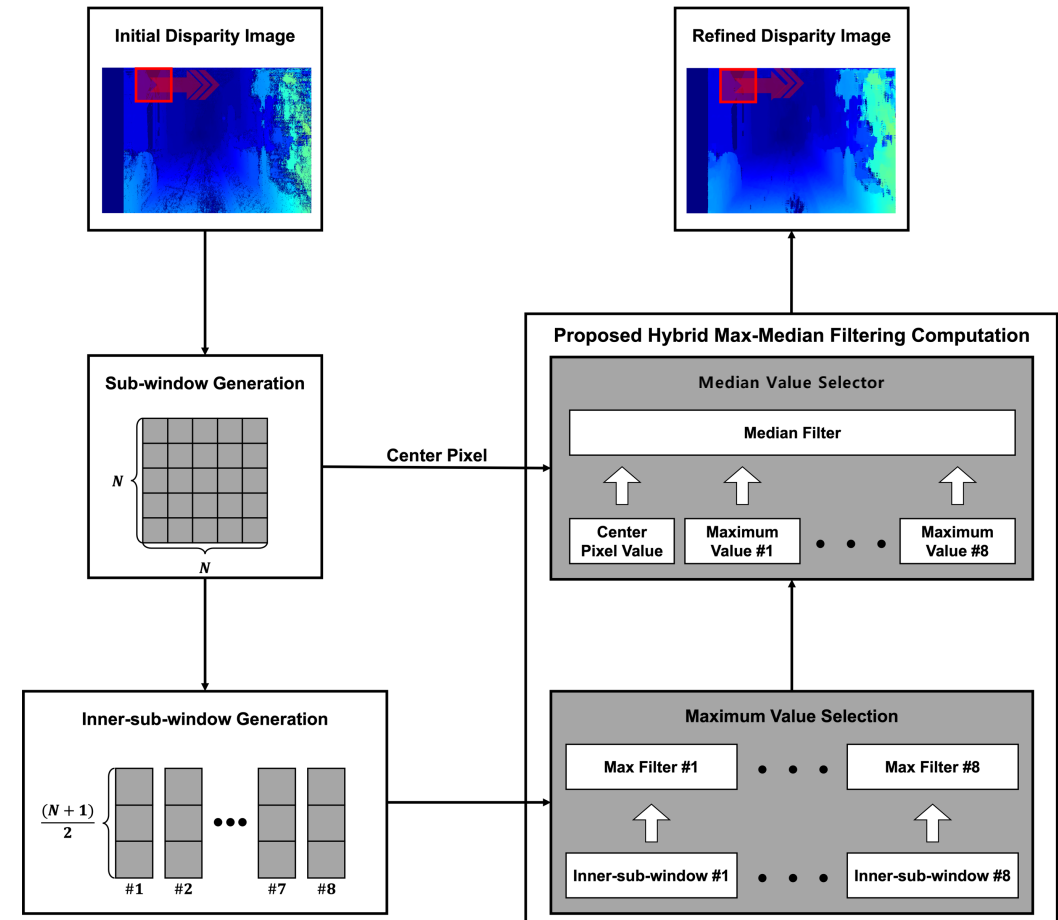


Fig. 3. Proposed method



# Proposed Method

## ✓ Inner-sub-window Generation

- Generate each sub-window for 8-path direction
- Red indicator
  - Horizontal direction
  - Vertical direction
- Blue indicator
  - Diagonal direction
    - North-West
    - North-East
    - South-West
    - South-East

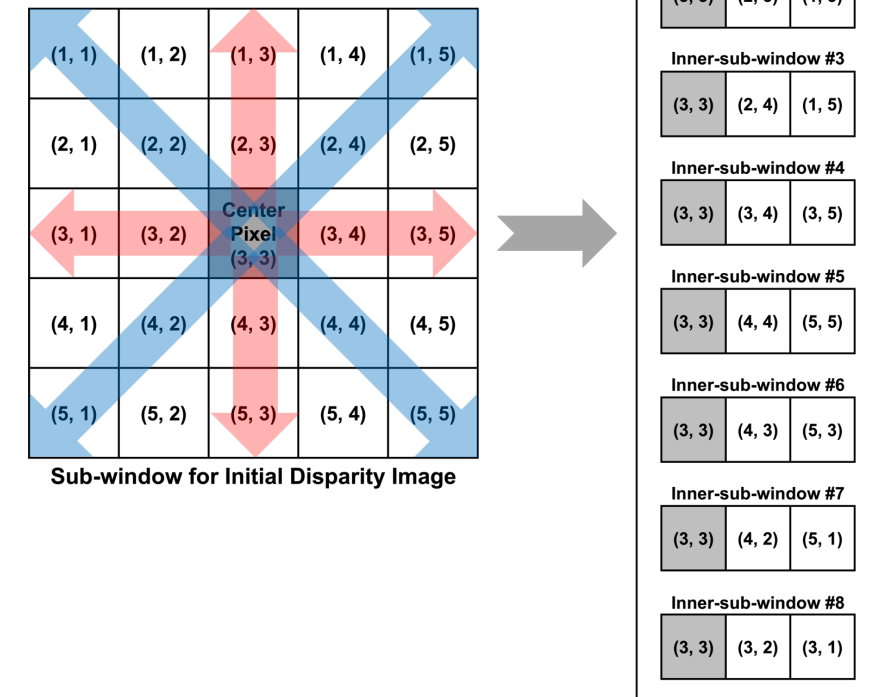


Fig. 4. Proposed inner-sub-window generation method

# **3. Proposed Hardware Architecture**

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# Proposed Hardware Architecture

## ✓ Overall Architecture

- Inner-sub-window Generator
  - Generate N inn-sub-window from input disparity map
- Maximum Value Selector
  - Select the eight maximum pixel values and center pixel value from  $N \times N$  sub-window generated by Inner-sub-window Generator module
- Median Value Selector
  - Select the median pixel value from the nine pixel values selected by Maximum Value Selector module
  - It select median pixel value as output value of refined disparity map

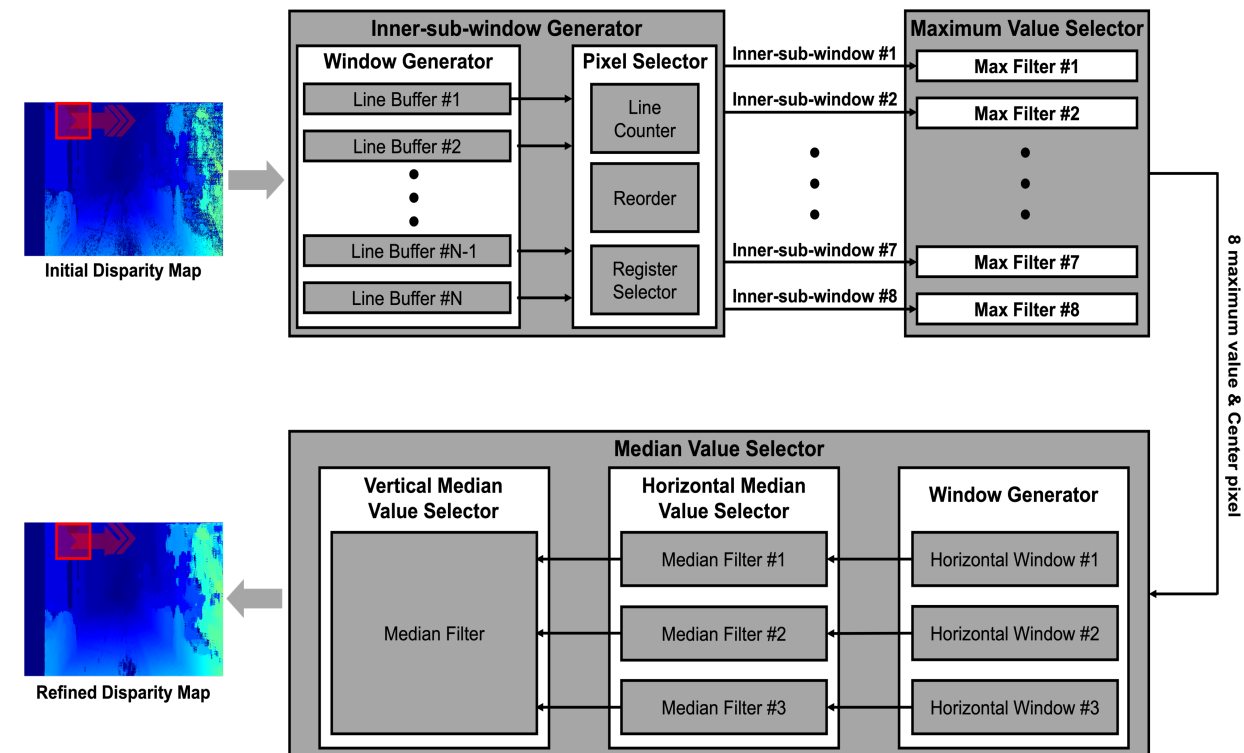


Fig. 5. Proposed disparity refinement processor architecture

# Proposed Hardware Architecture

## ✓ Inner-sub-window Generator

- Window Generator
  - Generate  $N \times N$  sub-window using line buffers based on BRAMs and registers
- Pixel Selector
  - Line Counter
    - Count the address value based on the line and frame valid signal  
(Hsync == Line valid)  
(Vsync == Frame valid)
  - Reorder
    - Based on result value of Line Counter module, Reorder the parallelized input pixel values from Window Generator module
  - Register Selector
    - Select the corresponded pixel values

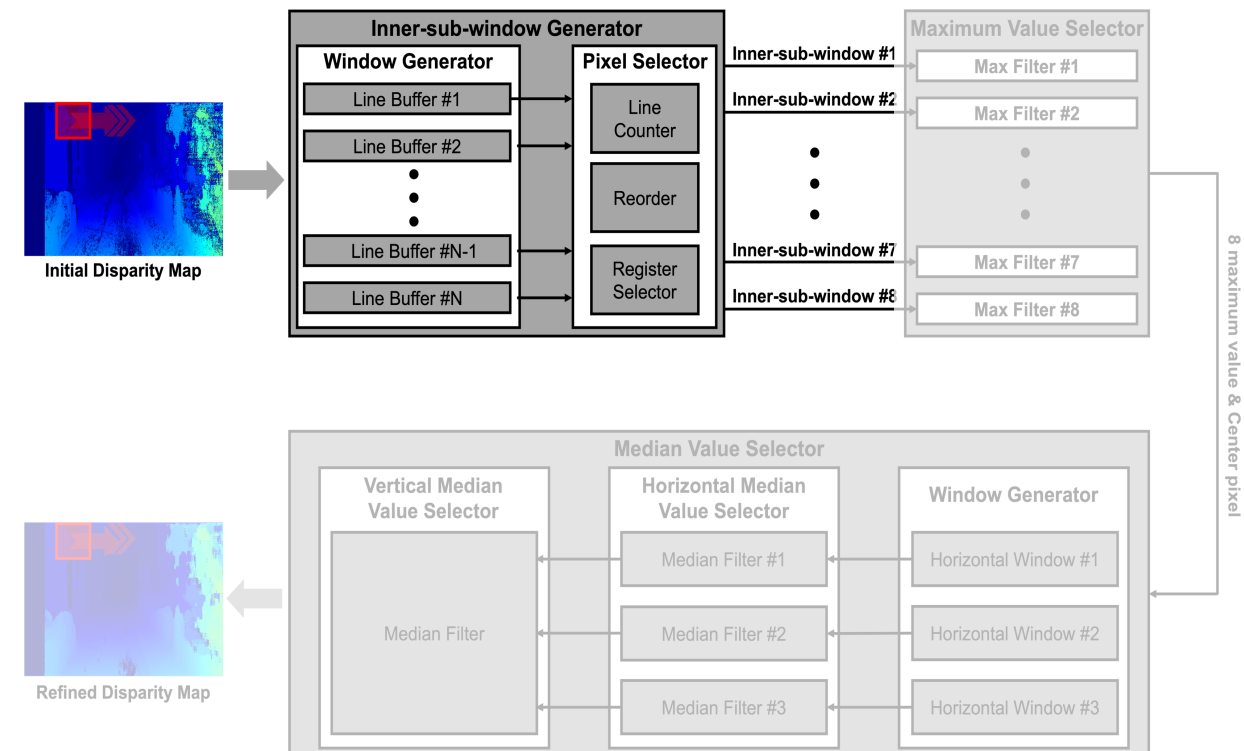


Fig. 5. Proposed disparity refinement processor architecture

# Proposed Hardware Architecture

## ✓ Maximum Value Selector

- Max Filter
  - Select the maximum pixel value
  - It utilizes **pyramidal comparison architecture** using comparators

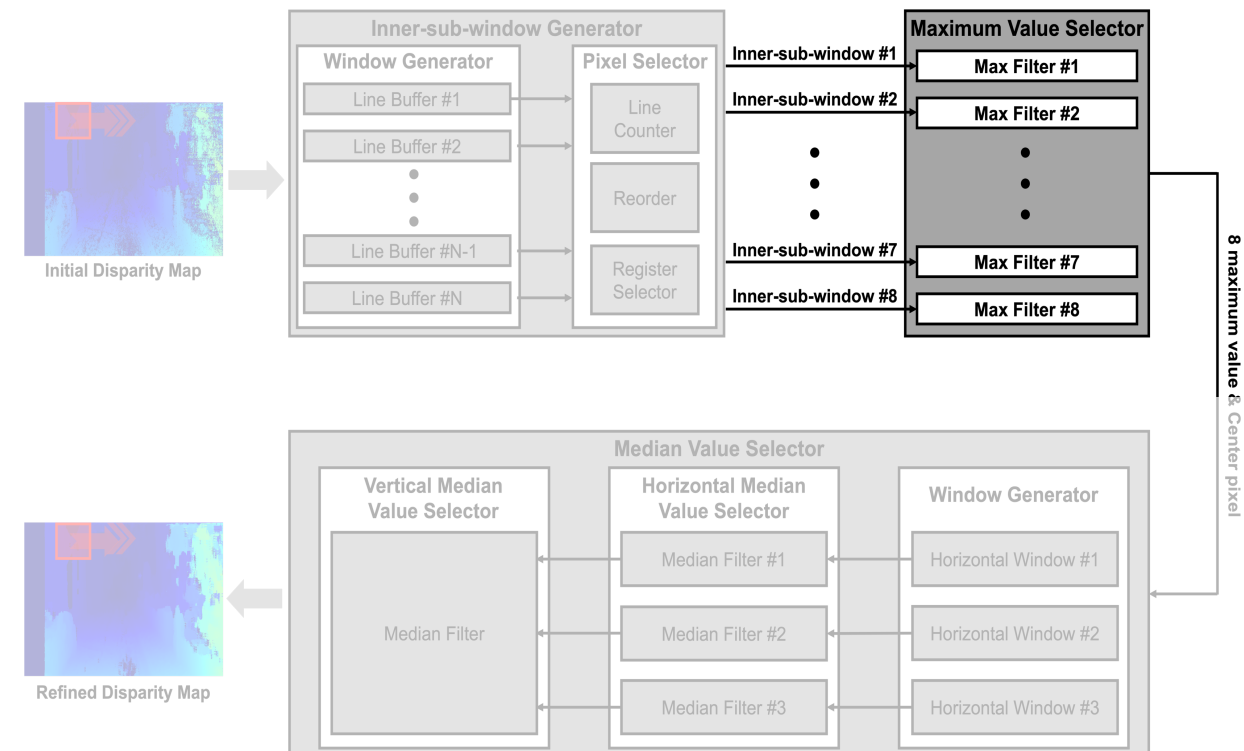


Fig. 5. Proposed disparity refinement processor architecture

# Proposed Hardware Architecture

## ✓ Median Value Selector

- Window Generator
  - Generate the **three horizontal windows** from nine pixel values including eight maximum pixel values and center pixel value
- Horizontal Median Value Selector
  - Select the three median pixel values** from the three horizontal windows
  - the median filter module requires 3 clocks to select the median pixel value for each horizontal window
- Vertical Median Value Selector
  - Select the median pixel value as output value** from the selected three median pixel values from the Horizontal Median Value Selector module

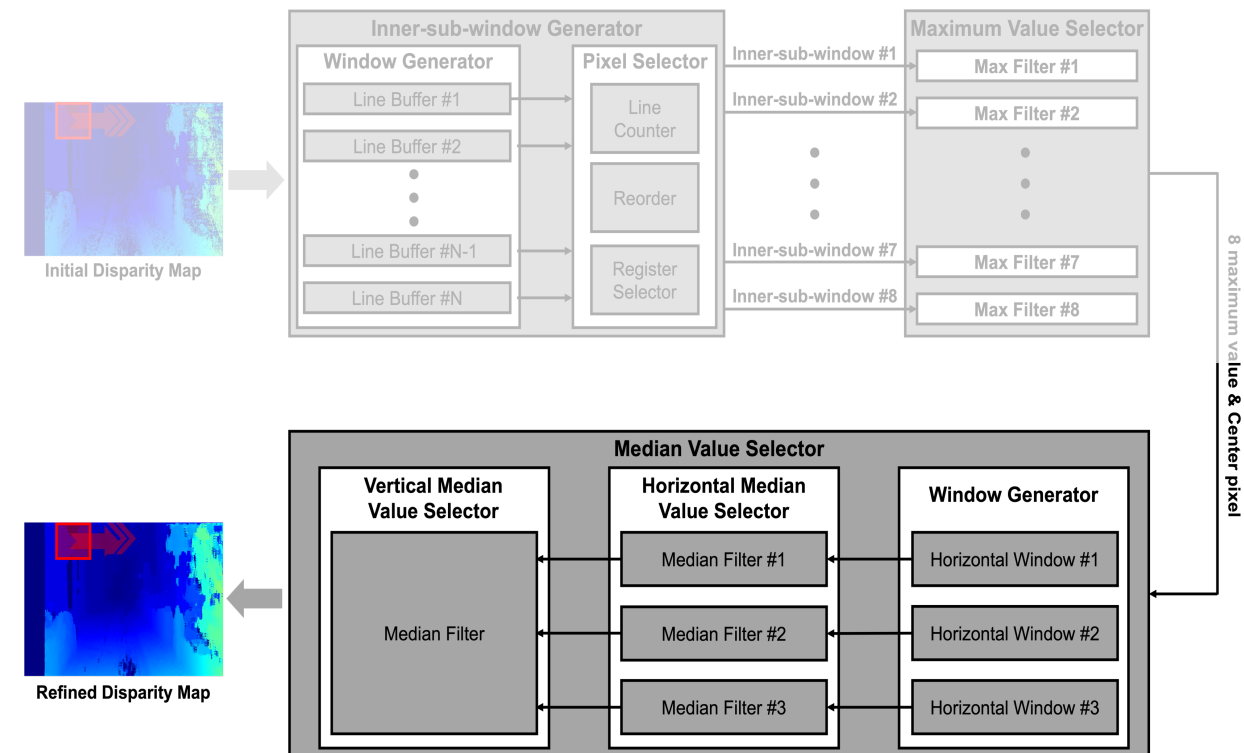


Fig. 5. Proposed disparity refinement processor architecture

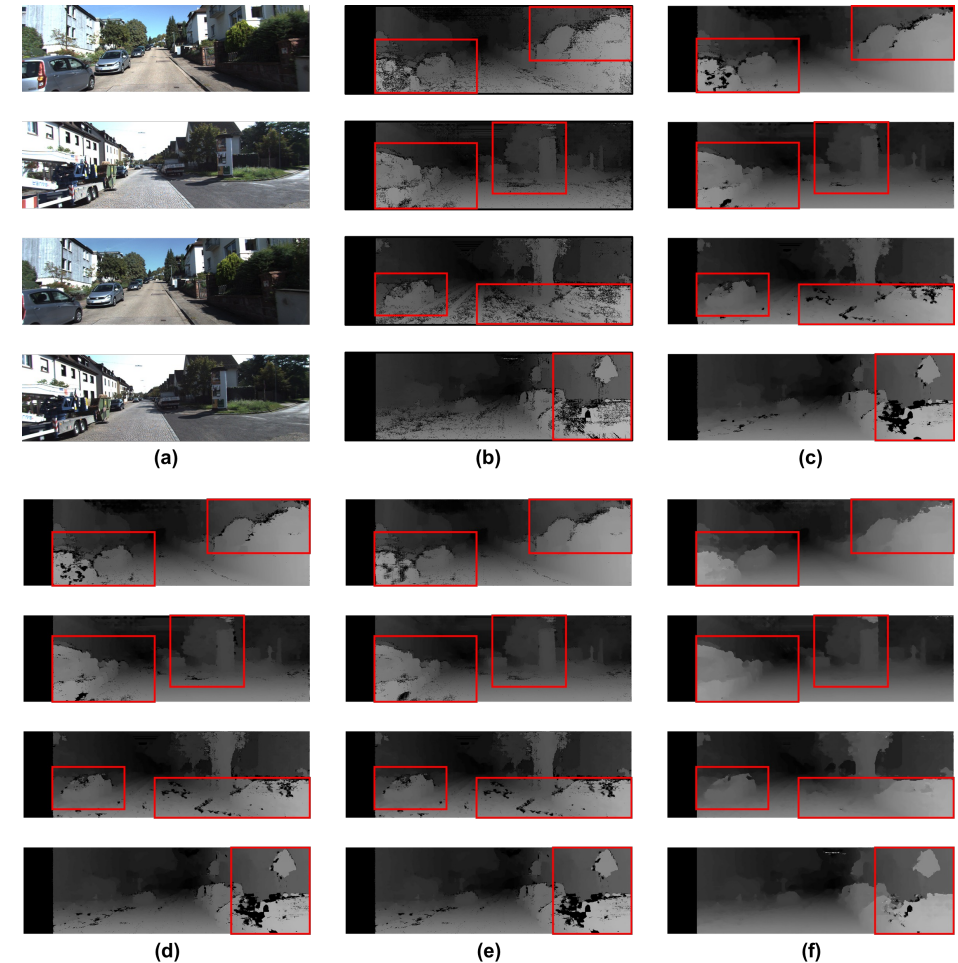
## **4. Experimental Results**

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# Experimental Results

## ✓ KITTI Stereo Dataset

- KITTI 2012 stereo dataset: 195 images
- KITTI 2015 stereo dataset: 200 images
- Figure 6 Explanation
  - Fig. 6(a) : Left-side stereo image
  - Fig. 6(b) : Initial disparity map using SGM
  - Fig. 6(c) : Refined disparity map using the WMF
  - Fig. 6(d) : Refined disparity map using the sWMF
  - Fig. 6(e) : Refined disparity map using the ssWMF
  - Fig. 6(f) : Refined disparity map using the proposed method



**Fig. 6. Experimental results using KITTI 2012 and 2015 stereo benchmark datasets**



# Experimental Results

✓ KITTI 2012 and 2015 Stereo Dataset

Dataset Type	Window Size	MER (%)							
		Methods (Non-Occlusion Condition)				Methods (Occlusion Condition)			
		WMF	sWMF	ssWMF	Proposed	WMF	sWMF	ssWMF	Proposed
KITTI 2012	5 × 5	18.2143	18.6557	19.1182	15.1707	20.0922	20.5225	20.9746	17.1172
	9 × 9	17.7743	18.0694	18.7314	13.6956	19.6617	19.9498	20.5969	15.6760
	13 × 13	17.8572	17.9641	18.9748	13.0475	19.7431	19.8472	20.8350	15.0426
	17 × 17	18.2973	18.0814	19.6769	12.7410	20.1734	19.9620	21.5213	14.7166
	21 × 21	18.9869	18.3367	20.8203	12.5686	20.8475	20.2117	22.6387	14.5743
KITTI 2015	5 × 5	22.7569	23.1292	23.7470	19.0341	24.1061	24.4718	25.0787	20.7115
	9 × 9	22.3964	22.6435	23.2954	17.3801	23.7518	23.9947	24.6349	18.8220
	13 × 13	22.5073	22.5134	23.4517	16.4204	23.8608	23.8669	24.7885	17.8795
	17 × 17	22.9633	22.5696	23.4817	15.8713	24.3089	23.9221	24.8163	17.3405
	21 × 21	23.6811	22.8059	23.6448	15.5413	24.9959	24.2987	24.9266	17.0167

Table 1. Mean Error Rate (MER) performance of the proposed and conventional methods using the KITTI 2012 and 2015 stereo benchmark datasets

# Experimental Results

## ✓ KITTI 2012 and 2015 Stereo Dataset

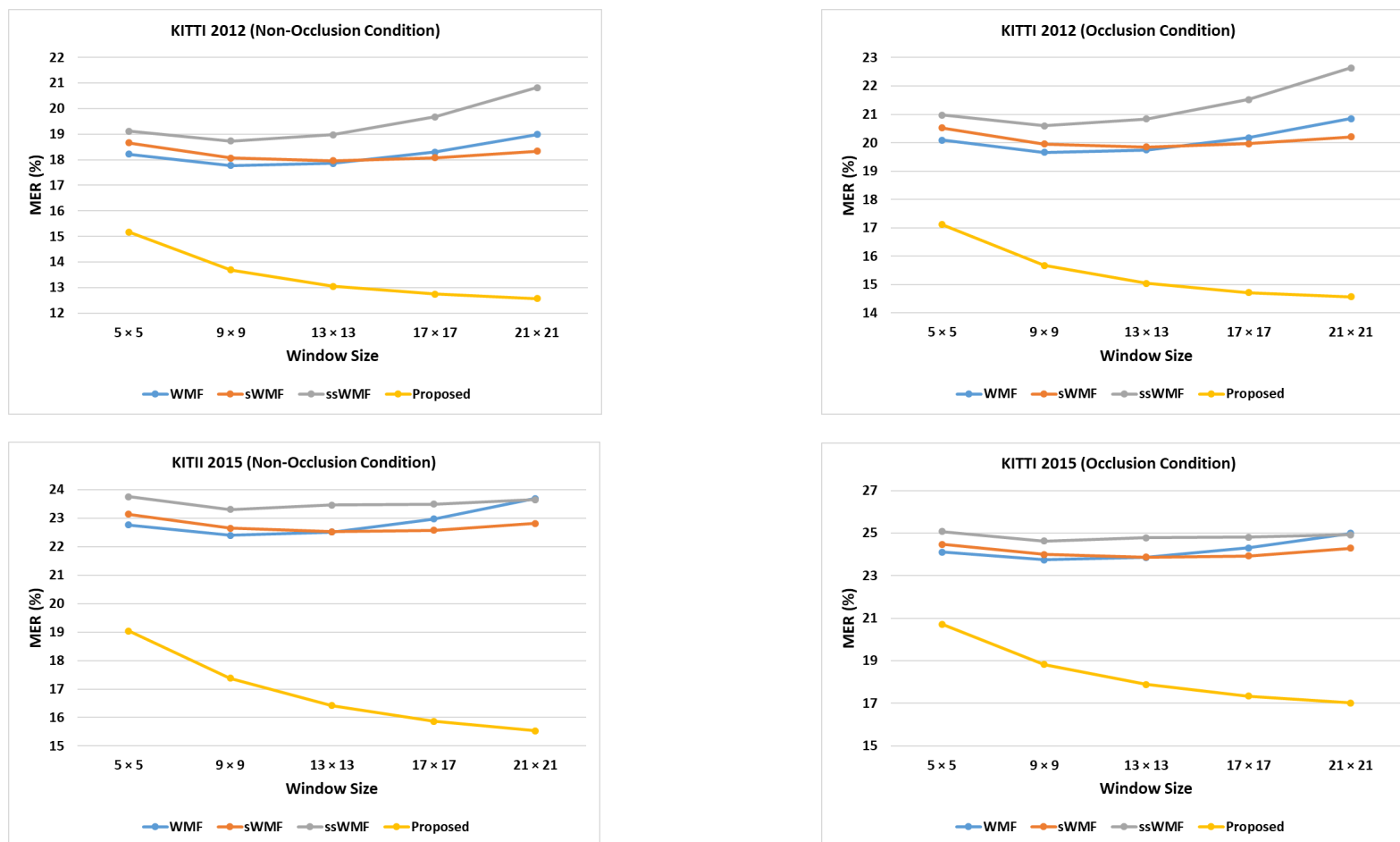


Fig. 7. Experimental results when using the KITTI 2012 and 2015 stereo benchmark datasets

# Experimental Results

## ✓ Cityscapes Dataset

- Dataset collected from various German cities (e.g., Berlin and Munich)
- It has 1525 stereo test images
- Refinement performance
  - In all window size, the proposed method showed better refinement performance than the conventional methods
  - In the  $13 \times 13$  window size, the proposed method showed best refinement performance

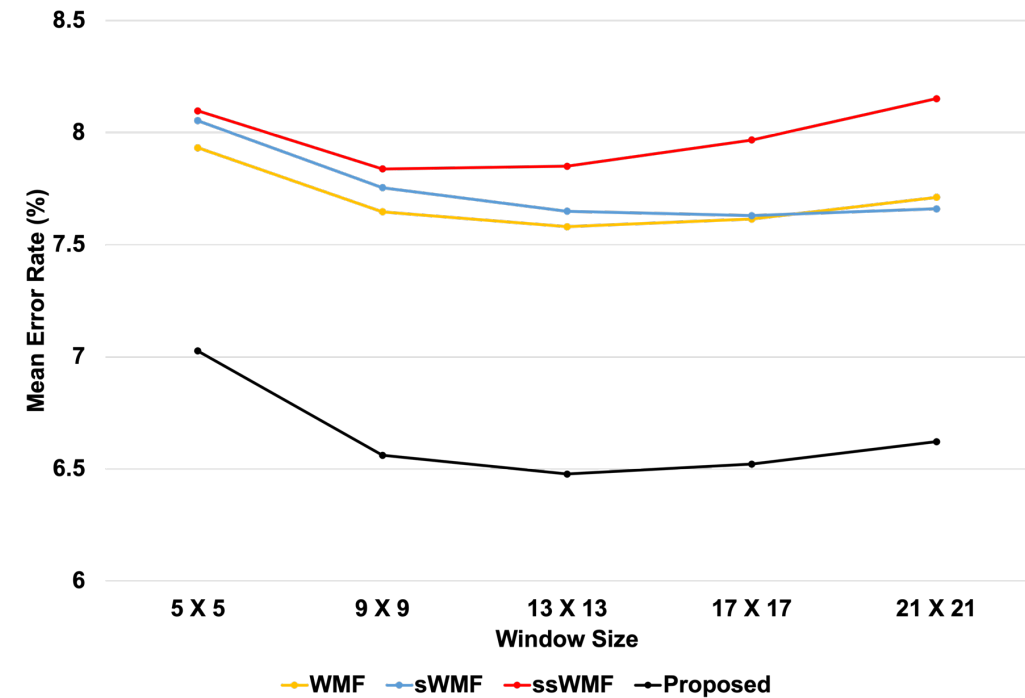


Fig. 8. Experimental results using Cityscapes dataset

# Experimental Results

✓ **Hardware Resource Utilization**

- Synthesis Condition
  - Vivado version : 2020.2
  - Target FPGA board : Xilinx XC7K325T
  - Operation frequency : 148.5 MHz
  - Resolution : FHD (1080p)
  - Disparity range : [0 128]

Window Size	Architecture	Resource Type		
		Slice LUT	Slice Register	BRAM
41 × 41	ssWMF	9,737	5,349	63
	<b>Proposed</b>	<b>3,242</b>	<b>4,436</b>	<b>21</b>
39 × 39	sWMF	12,200	15,813	55
	<b>Proposed</b>	<b>2,757</b>	<b>3,840</b>	<b>20</b>
37 × 37	ssWMF	8,211	4,832	57
	<b>Proposed</b>	<b>2,438</b>	<b>3,422</b>	<b>19</b>

**Table 2. Synthesis results of the proposed architecture and conventional architectures**

# Experimental Results

## ✓ Hardware Resource Utilization

- When implemented on  $13 \times 13$  window size, the proposed disparity refinement processor required less hardware resource utilization than the ssWMF architecture
  - LUT : 2040  $\rightarrow$  773 (62.11%  $\downarrow$ )
  - Register : 1516  $\rightarrow$  1265 (16.56%  $\downarrow$ )
  - BRAM : 21  $\rightarrow$  7 (66.67%  $\downarrow$ )

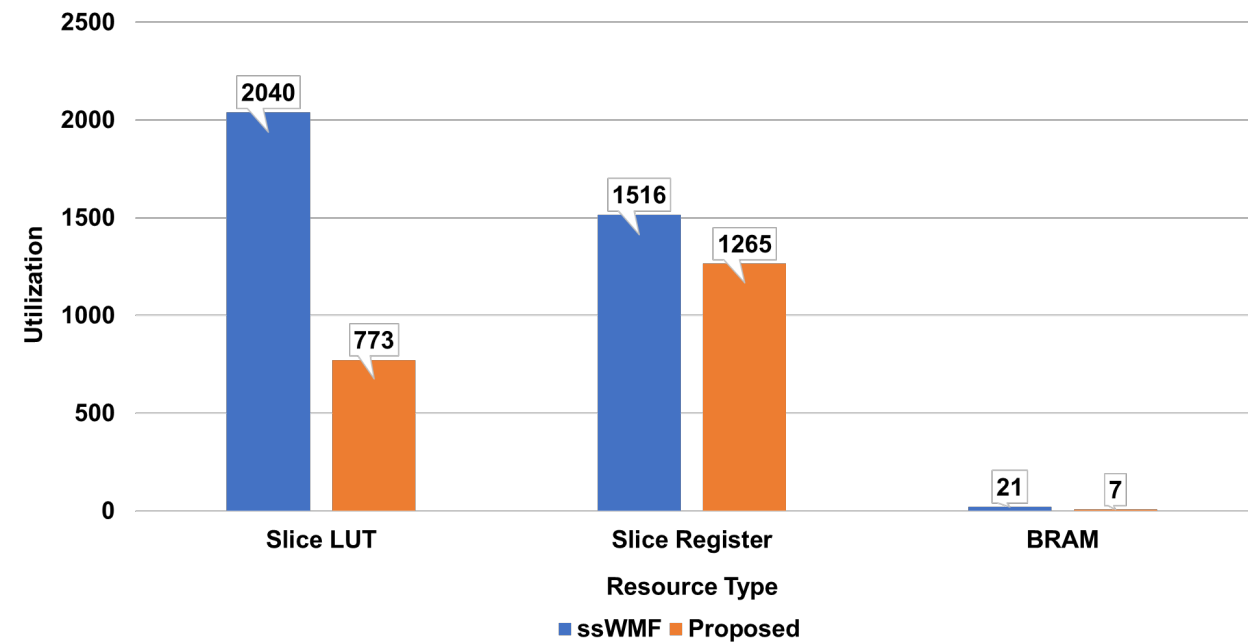


Fig. 9. Resource utilization of the proposed hardware architecture and ssWMF architecture for the  $13 \times 13$  window size

# Experimental Results

## ✓ Implementation Result

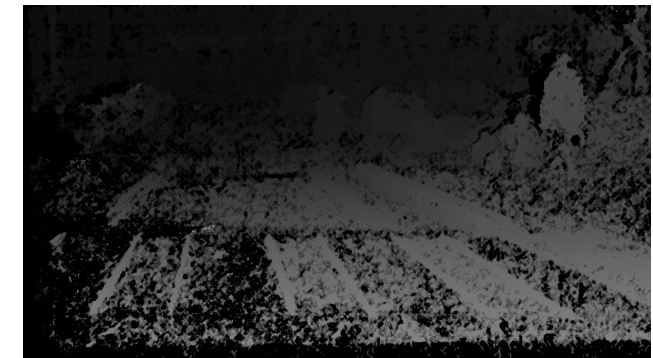
- Implementation Condition
  - Target FPGA: Xilinx Virtex-7 XC7V2000T
  - Resolution:  $1280 \times 720$  (HD)
  - Video format: YUV-422
  - Operation frequency: 74.25 MHz
  - Window size:  $13 \times 13$



(a)



(b)



(c)

**Fig. 10. Implementation results: (a) left-side input image, (b) initial disparity map, and (c) refined disparity map**

## **5. Conclusion**

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# Conclusion and Future Work

## ✓ Conclusion

- We proposed a disparity refinement processor architecture based on hybrid max-median filter
- When using the KITTI and Cityscapes stereo datasets, proposed architecture showed better refinement performance than the conventional architectures → High performance characteristic
- When synthesized on Xilinx FPGA board, proposed architecture required fewer hardware resource utilization than the conventional architectures → Low-cost characteristic
- It can be used for embedded stereo vision systems that requires low-cost and high-performance characteristics

## ✓ Future Work

- We will verify the refinement performance by conducting additional experiments on DrivingStereo dataset.
- We will conduct the experiments on performance evaluation and hardware resource utilization comparison based on various disparity range or input image resolution.
- We plans to conduct experiments on infrared stereo cameras.
  - Infrared stereo camera : QuantumRed by Hanwha Systems, Co., Ltd.



**Thank you for listening**