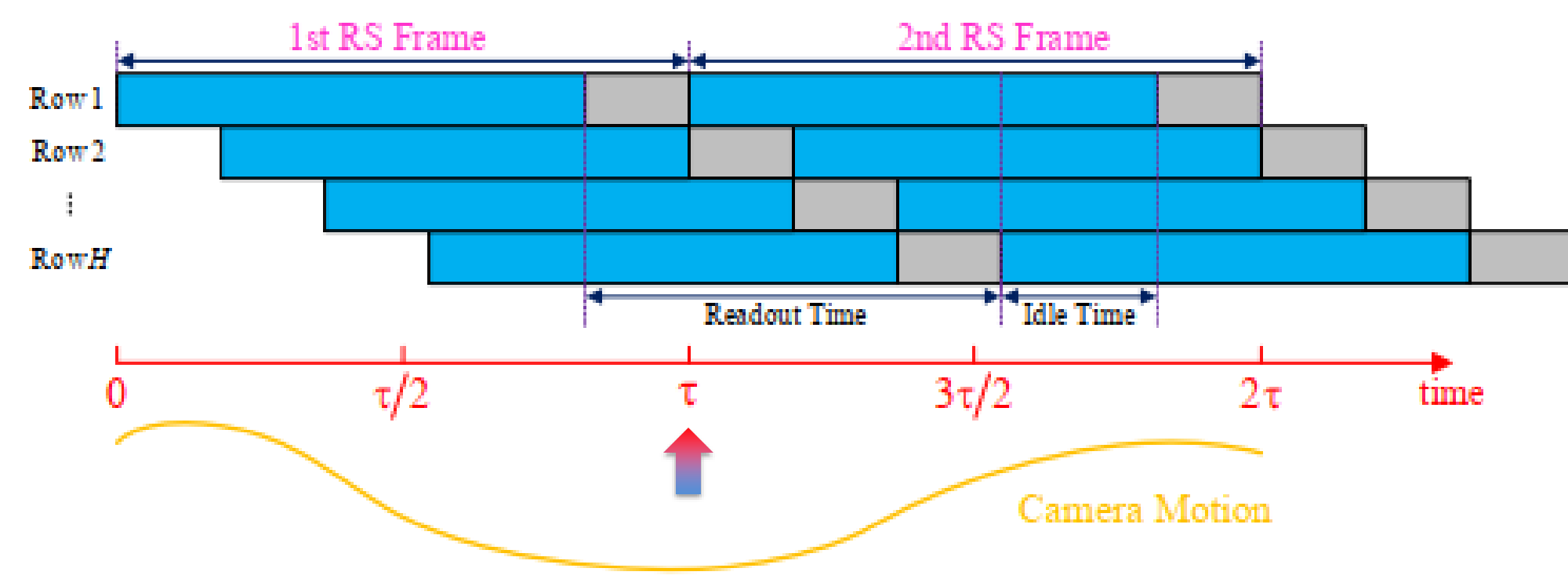


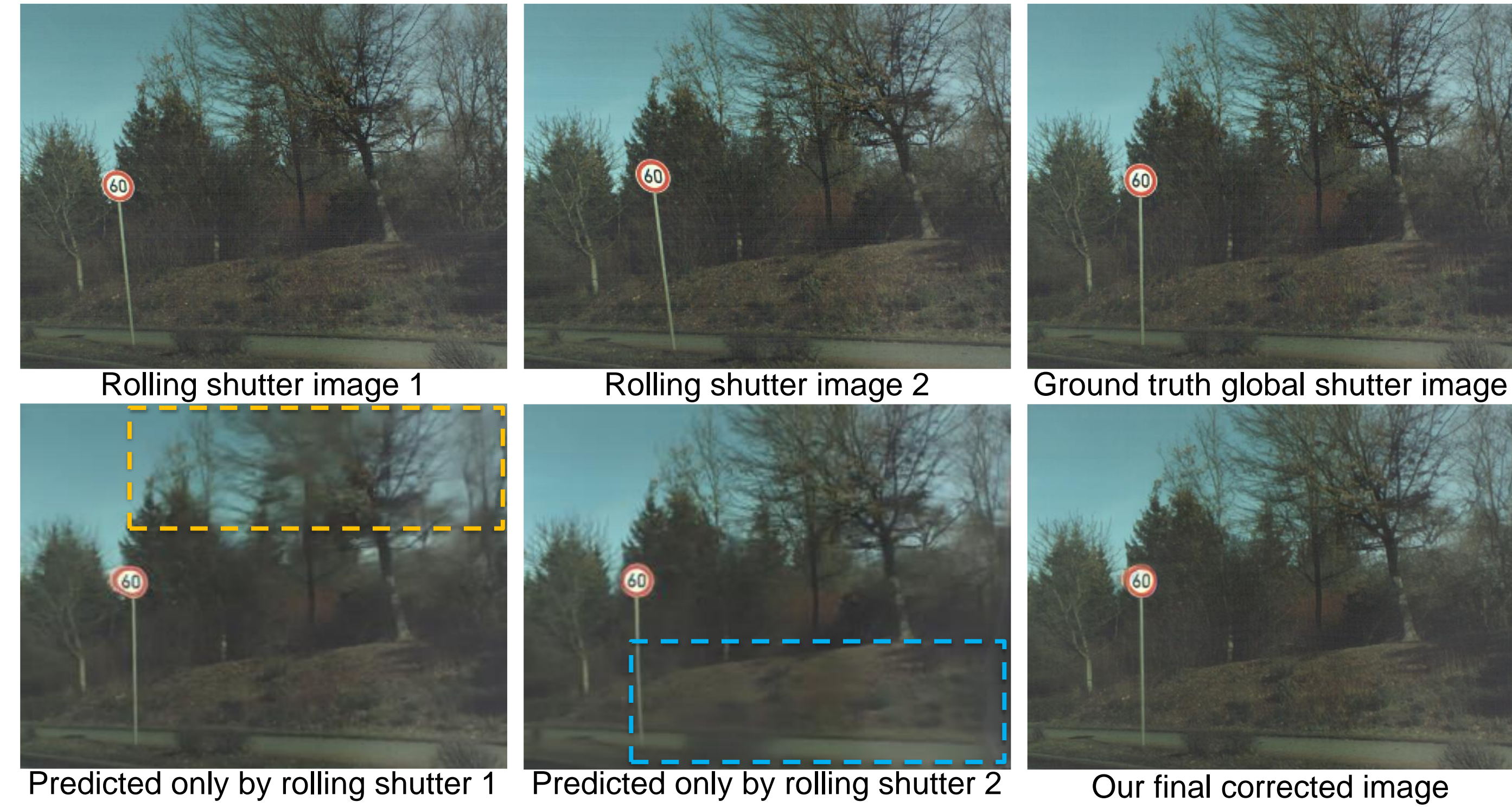
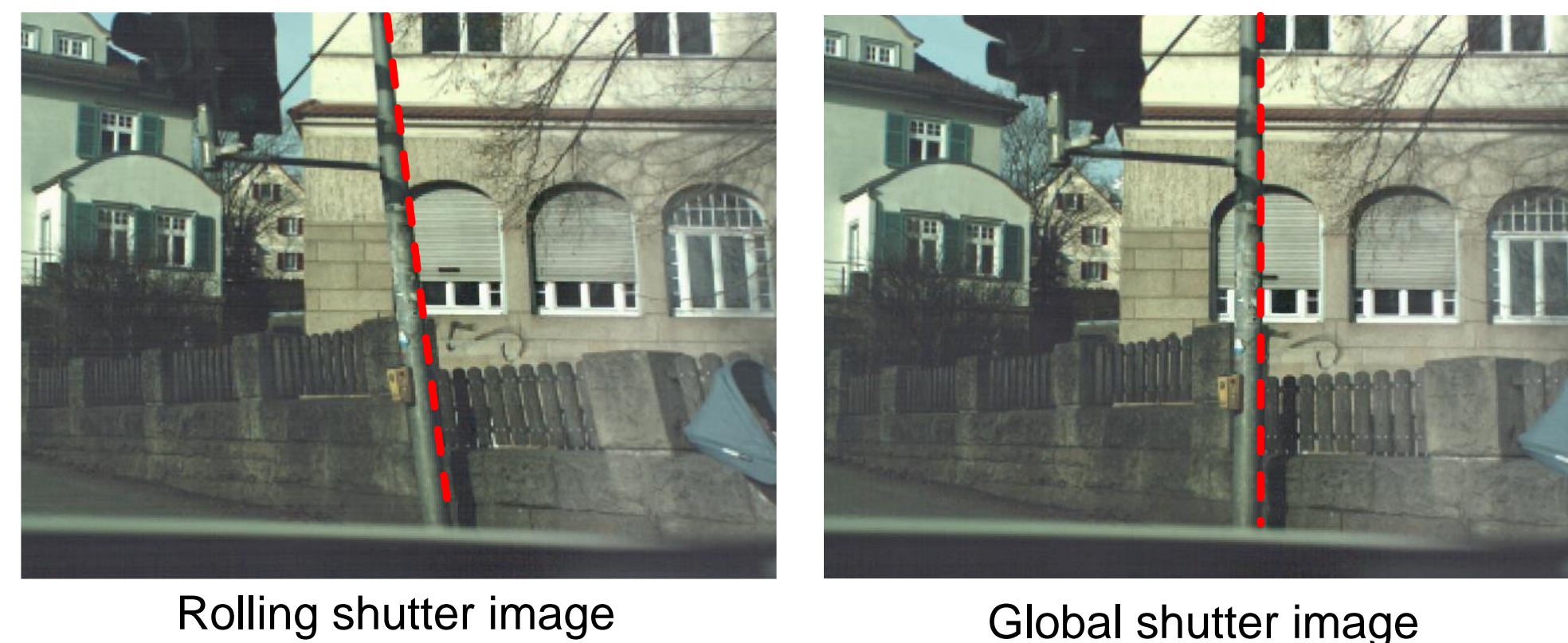
Introduction

- **Enlightening Observation:** The first and second rolling shutter images have different contributions to different regions of the time-centered global shutter image.
- **Distinct Advantage:** The use of symmetric architecture to improve the efficient aggregation of contextual information.
- **Major Innovations:** Context-aware cost volume layer and symmetric consistency constraint effectively aggregate the contextual cues of two input rolling shutter images.

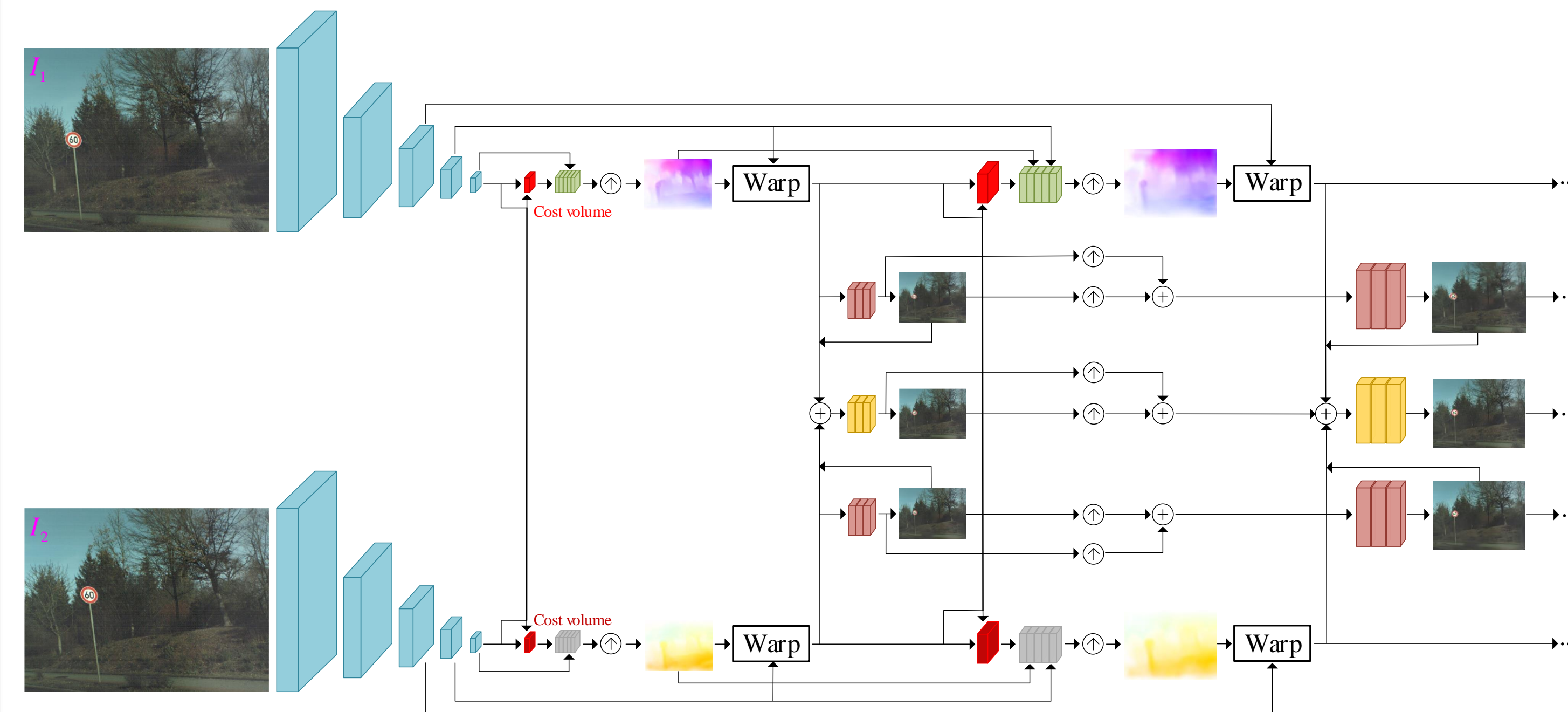
Motivation



- Rolling shutter cameras are usually time-synchronized with other sensors (e.g., global shutter camera, IMU, etc.) by referring to the first scanline time.
- It is of both theoretical interest and great practical importance to **recover the global shutter image corresponding to the first scanline of the second frame (i.e., the intermediate time τ of these two frames).**



Symmetric Undistortion Network



1. PWC-based undistortion flow estimator
 - **Symmetric network architecture:** estimate the pixel-wise undistortion flows based on PWC (pyramid, warping, and context-aware cost volume).
 - **Context-aware cost volume:** promote contextual consistency at different scales.
2. Time-centered global shutter image decoder
 - **Symmetric consistency constraint:** facilitate contextual in a coarse-to-fine manner.

Results

Performance on Carla-RS and Fastec-RS benchmarks

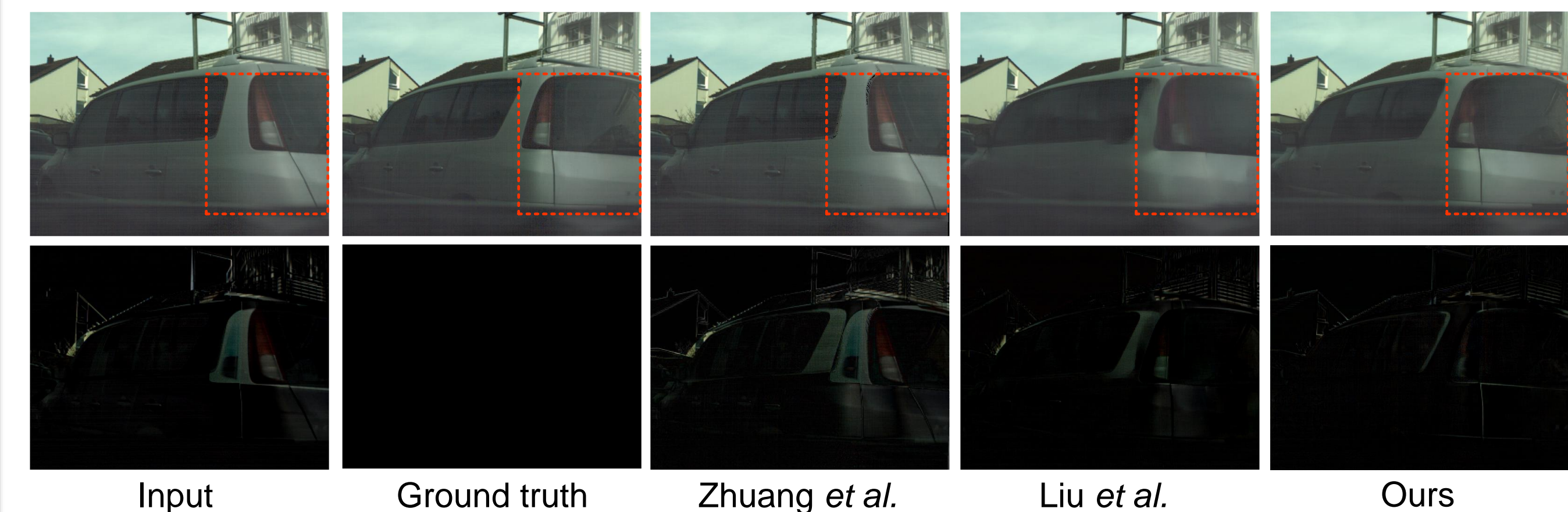
Methods	PSNR \uparrow (dB)			SSIM \uparrow	
	CRM	CR	FR	CR	FR
SMARSC [38]	18.70	18.47	-	0.58	-
DiffSfM [36]	25.93	22.88	21.44	0.77	0.71
DSUN [20]	26.90	26.46	26.52	0.81	0.79
SUNet (Ours)	29.28	29.18	28.34	0.85	0.84

Inference time

Method	Time	Hardware
DiffSfM (SOTA classic-model-based)	~ 8 minutes	i7-7700K CPU
DSUN (SOTA deep-learning-based)	0.34 seconds	NVIDIA GeForce 2080Ti GPU
SUNet (Ours)	0.21 seconds	NVIDIA GeForce 2080Ti GPU

640 \times 480 image resolution

Qualitative results



3D reconstruction

