Advances in Camera Capture and Photo Segmentation

Brad Ford, Camera Software
Jacob Schack Vestergaard, Camera Software
David Hayward, Core Image
Multi-Camera Capture

Semantic Segmentation for Photos
Multi-Camera Capture
MultiCam
Multi-Camera Capture Support by Platform

OS X Lion
(2011)
Multi-Camera Capture Support by Platform

OS X Lion (2011) ✔

iOS 12 (2018) ✗
Multi-Camera Capture Support
Multi-Camera Capture Support
Multi-Camera Capture Support
AV Foundation Capture Classes
AV Foundation Capture Classes

AVCaptureSession
AV Foundation Capture Classes

AVCaptureSession

AVCaptureDeviceInput

AVCaptureDevice (DualCamera)
AV Foundation Capture Classes

AVCaptureSession

AVCaptureDeviceInput

AVCaptureDevice (DualCamera)

AVCaptureVideoDataOutput

AVCaptureDepthDataOutput
AV Foundation Capture Classes

AVCaptureDevice (DualCamera)

AVCaptureDeviceInput

AVCaptureSession

AVCaptureVideoDataOutput

AVCaptureDepthDataOutput

Video SampleBuffers

AVDepthData
Introducing AVCaptureMultiCamSession

Multiple AVCaptureDeviceInputs
Multiple AVCaptureOutputs of the same type
Multiple AVCaptureVideoPreviewLayers
Not a replacement for AVCaptureSession
AVCaptureMultiCamSession Example
AVCaptureMultiCamSession Example

AVCaptureDevice
(Front Camera)

AVCaptureDeviceInput

AVCaptureDevice
(Back Camera)

AVCaptureDeviceInput

AVCaptureMultiCamSession
AVCaptureMultiCamSession Example

AVCaptureDevice (Front Camera) -> AVCaptureDeviceInput -> AVCaptureMultiCamSession

AVCaptureDeviceInput

AVCaptureVideoDataOutput (Front) -> Video SampleBuffers

AVCaptureDevice (Back Camera) -> AVCaptureDeviceInput -> AVCaptureMultiCamSession

AVCaptureDeviceInput

AVCaptureVideoDataOutput (Back) -> Video SampleBuffers
AVCaptureMultiCamSession Example

AVCaptureDevice (Front Camera)
- AVCaptureDeviceInput
- AVCaptureVideoDataOutput (Front)
  - AVCaptureVideoPreviewLayer (Front)
    - AVCaptureMetadataOutput (Front)

AVCaptureDevice (Back Camera)
- AVCaptureDeviceInput
- AVCaptureVideoDataOutput (Back)
  - AVCaptureVideoPreviewLayer (Back)
    - AVCaptureMetadataOutput (Back)
AVCaptureMultiCamSession Example

AVCaptureDevice (Front Camera)
- AVCaptureDeviceInput
  - AVCaptureMultiCamSession
    - AVCaptureVideoDataOutput (Front)
      - AVCaptureVideoPreviewLayer (Front)
        - AVCaptureMetadataOutput (Front)
          - AVCaptureMovieFileOutput (Front)
          - AVCapturePhotoOutput (Front)
          - AVCaptureMetadataOutput (Front)

AVCaptureDevice (Back Camera)
- AVCaptureDeviceInput
  - AVCaptureMultiCamSession
    - AVCaptureVideoDataOutput (Back)
      - AVCaptureVideoPreviewLayer (Back)
        - AVCaptureMetadataOutput (Back)
          - AVCaptureMovieFileOutput (Back)
          - AVCapturePhotoOutput (Back)
          - AVCaptureMetadataOutput (Back)
Anatomy of a Connection

AVCaptureDevice
(Dual Camera)

AVCaptureDeviceInput
## Anatomy of a Connection

<table>
<thead>
<tr>
<th>AVCaptureDeviceInput</th>
<th>Video Port</th>
<th>Depth Port</th>
<th>Metadata Objects Port</th>
<th>Face Metadata Items Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Dual Camera)</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
Anatomy of a Connection

let ports: [AVCaptureInput.Port] = dualCameraDeviceInput.ports
Anatomy of a Connection

AVCaptureDevice (Dual Camera)

- **AVCaptureDeviceInput**
  - Video Port
  - Depth Port
  - Metadata Objects Port
  - Face Metadata Items Port
Anatomy of a Connection

```python
session.addInput(dualCameraInput)
```

AVCaptureDevice (Dual Camera)

- Video Port
- Depth Port
- Metadata Objects Port
- Face Metadata Items Port

AVCaptureSession
Anatomy of a Connection

```python
session.addOutput(videoDataOutput)
```
Anatomy of a Connection

AVCaptureDevice (Dual Camera)

AVCaptureDeviceInput

AVCaptureSession

AVCaptureVideoDataOutput

Video Port
Depth Port
Metadata Objects Port
Face Metadata Items Port
MultiCam Session Building Best Practices

When adding inputs and outputs
MultiCam Session Building Best Practices

When adding inputs and outputs

- Use `addInputWithNoConnections` or `addOutputWithNoConnections`
MultiCam Session Building Best Practices

When adding inputs and outputs

• Use `addInputWithNoConnections` or `addOutputWithNoConnections`

When adding video preview layers
MultiCam Session Building Best Practices

When adding inputs and outputs
• Use `addInputWithNoConnections` or `addOutputWithNoConnections`

When adding video preview layers
• Use `AVCaptureVideoPreviewLayer.setSessionWithNoConnections()`
MultiCam Session Building Best Practices

Then create and add explicit connections

```swift
let backCameraVideoConnection = AVCaptureConnection(inputPorts: [backCameraVideoPort],
output: backVideoDataOutput)

session.addConnection(backCameraVideoConnection)
```
AVMultiCamPiP Graph Topology

AVCaptureDevice (Front Camera)
| AVCaptureDeviceInput
| AVCaptureDevice (Back Camera)
| AVCaptureDeviceInput

AVCaptureMultiCamSession

AVCaptureVideoDataOutput (Front)
| AVCaptureVideoDataOutput (Back)

AVCaptureVideoPreviewLayer (Front)
| (Metal Shader Compositor)
| AVCaptureVideoPreviewLayer (Back)

AVAssetWriter
Multi-Camera Capture

Limitations
No Camera Cloning at the Input

AVCaptureDevice (Back Camera)

AVCaptureDeviceInput 1

AVCaptureDeviceInput 2

AVCaptureMultiCamSession
No Split Personality Camera Output

AVCaptureDeviceInput

AVCaptureDevice (Back Camera)

AVCaptureMultiCamSession

AVCaptureVideoDataOutput 1

AVCaptureVideoDataOutput 2
No Split Personality Camera Output
No Multi-Camera Output Stuffing

AVCaptureDevice
(Back Camera)

AVCaptureDeviceInput

AVCaptureVideoDataOutput

AVCaptureMultiCamSession
No Multi-Camera Output Stuffing

AVCaptureDevice (Back Camera)
AVCaptureDeviceInput

AVCaptureDevice (Back Camera)
AVCaptureDeviceInput

AVCaptureMultiCamSession

AVCaptureVideoDataOutput
Presets

AVCaptureSession

AVCaptureVideoDataOutput
  - Video SampleBuffers

AVCaptureDepthDataOutput
  - AVDepthData

session.sessionPreset = .high

AVCaptureDevice (DualCamera)
  - AVCaptureDeviceInput
    - AVCaptureSession
Presets? We Don’t Need No Stinkin’ Presets
Presets? We Don’t Need No Stinkin’ Presets

- **Front Camera**
  - AVCaptureDeviceInput
  - AVCaptureVideoPreviewLayer (Front)
  - AVCapturePhotoOutput (Front)
  - AVCaptureMetadataOutput (Front Faces)
  - AVCaptureMovieFileOutput (Front)

- **Microphone**
  - AVCaptureDeviceInput
  - AVCaptureVideoPreviewLayer

- **Back Camera**
  - AVCaptureDeviceInput
  - AVCaptureVideoPreviewLayer (Back)
  - AVCapturePhotoOutput (Back)
  - AVCaptureMetadataOutput (Back Faces)
  - AVCaptureMovieFileOutput (Back)
Presets? We Don’t Need No Stinkin’ Presets
Preset? We Don’t Need No Stinkin’ Presets

640x480 @ 30 fps

Front Camera
AVCaptureDeviceInput

Microphone
AVCaptureDeviceInput

Back Camera
AVCaptureDeviceInput

AVCaptureMultiCamSession

AVCaptureVideoPreviewLayer (Front)
AVCapturePhotoOutput (Front)
AVCaptureMetadataOutput (Front Faces)
AVCaptureMovieFileOutput (Front)

AVCaptureVideoPreviewLayer (Back)
AVCaptureMovieFileOutput (Back)

AVCapturePhotoOutput (Back)
AVCaptureMetadataOutput (Back Faces)
Presets? We Don’t Need No Stinkin’ Presets
Presets? We Don’t Need No Stinkin’ Presets

1920x1080 @ 60 fps
Multi-Camera Capture
Cost functions
“There’s no such thing as a free lunch.”

- Somebody who wants you to pay for lunch
Hardware Costs

Multiple cameras = multiple sensors
Hardware Costs

Multiple cameras = multiple sensors

One ISP, limited to n pixels per clock
Hardware Costs

Multiple cameras = multiple sensors

One ISP, limited to n pixels per clock

Contributors to hardware cost
Hardware Costs

Multiple cameras = multiple sensors

One ISP, limited to n pixels per clock

Contributors to hardware cost
• Video resolution
Hardware Costs

Multiple cameras = multiple sensors
One ISP, limited to n pixels per clock

Contributors to hardware cost
• Video resolution
• Max frame rate
Hardware Costs

Multiple cameras = multiple sensors

One ISP, limited to n pixels per clock

Contributors to hardware cost

- Video resolution
- Max frame rate
- Sensor “binning”
Sensor Binning
Sensor Binning
Sensor Binning

<p>| | | |</p>
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</table>

Diagram showing a grid of sensor binning.
Hardware Cost Reporting
Hardware Cost Reporting

`multicamSession.hardwareCost`
Hardware Cost Reporting

`multicamSession.hardwareCost` ≥ 0.0 && ≤ 1.0 : Runnable
Hardware Cost Reporting

\[
\text{multicamSession.hardwareCost} \\
\geq 0.0 \&\& \leq 1.0: \text{Runnable} \\
\geq 1.0: \text{No Bueno}
\]
Hardware Cost Reporting

multicamSession.hardwareCost

≥ 0.0 && ≤ 1.0 : Runnable

≥ 1.0 : No Bueno

AVCaptureSessionRuntimeError = hardwareCostOverage
How to Reduce Your Hardware Cost

Refer to AVMultiCamPIP Sample Code
How to Reduce Your Hardware Cost

Lower the camera resolution

Choose a binned format

Refer to AVMultiCamPIP Sample Code
How to Reduce Your Hardware Cost

Lower the camera resolution

Choose a binned format

Lower the camera max frame rate

Refer to AVMultiCamPiP Sample Code
How to Reduce Your Hardware Cost

- Lower the camera resolution
- Choose a binned format
- Lower the camera max frame rate

Refer to AVMultiCamPiP Sample Code
How to Reduce Your Hardware Cost

Lower the camera resolution
Choose a binned format
**Lower the camera max frame rate**
Set a max frame rate override at the device input

Refer to AVMultiCamPiP Sample Code
How to Reduce Your Hardware Cost

Lower the camera resolution

Choose a binned format

Lower the camera max frame rate

Set a max frame rate override at the device input

```cpp
CMTime thirtyFPS = CMTimeMake( 1, 30 )
deviceInput.videoMinFrameDurationOverride = thirtyFPS
```

Refer to AVMultiCamPiP Sample Code
System Pressure States
System Pressure States

Camera System Pressure States introduced in iOS 11
System Pressure States

Camera System Pressure States introduced in iOS 11

• System Temperature
System Pressure States

Camera System Pressure States introduced in iOS 11

- System Temperature
- Peak Power Demands
System Pressure States

Camera System Pressure States introduced in iOS 11

• System Temperature
• Peak Power Demands
• Infrared Projector Temperature
System Pressure States

Nominal
Fair
Serious
Critical
Shutdown
System Pressure Cost

Camera system cost excluding all other factors

Contributors

• Same as hardware cost contributors
• VIS, OIS
• Smart HDR
• Infrared sensor and projector power for TrueDepth
• Microphone power
MultiCamSession tallies a system pressure cost
Independent of current system pressure state
Accounts only for factors the session knows about
System Pressure Cost Reporting
System Pressure Cost Reporting

multicamSession.systemPressureCost
System Pressure Cost Reporting

multicamSession.systemPressureCost

< 1.0 : Runnable indefinitely
System Pressure Cost Reporting

multicamSession.systemPressureCost

- < 1.0: Runnable indefinitely
- ≥ 1.0 && ≤ 2.0: Runnable for 15 minutes
System Pressure Cost Reporting

`multicamSession.systemPressureCost`

- **< 1.0**: Runnable indefinitely
- **≥ 1.0 && ≤ 2.0**: Runnable for 15 minutes
- **≥ 2.0 && ≤ 3.0**: Runnable for 10 minutes
System Pressure Cost Reporting

`multicamSession.systemPressureCost`

- `< 1.0 : Runnable indefinitely`
- `≥ 1.0 && ≤ 2.0 : Runnable for 15 minutes`
- `≥ 2.0 && ≤ 3.0 : Runnable for 10 minutes`
- `> 3.0 : ¿Cómo se dice en fuego?`
System Pressure Cost Reporting

```
multicamSession.systemPressureCost
```

- `< 1.0 : Runnable indefinitely`
- `≥ 1.0 && ≤ 2.0 : Runnable for 15 minutes`
- `≥ 2.0 && ≤ 3.0 : Runnable for 10 minutes`
- `> 3.0 : ¿Como se dice en fuego?`

MultiCamSession will interrupt your session when system pressure = Shutdown
How to Reduce System Pressure While Running

Lower one or more capture device frame rates
Throttle any GPU or CPU processing in your app code
Disable a camera (session keeps running!)
How to Reduce System Pressure While Running

Lower one or more capture device frame rates

Throttle any GPU or CPU processing in your app code

Disable a camera (session keeps running!)

```javascript
frontCameraInputVideoPort.enabled = false
```
Unreported Costs

Unreported costs are unreported

Artificial constraints on devices and formats
## Supported Device Combinations (iPhone XS)

<table>
<thead>
<tr>
<th></th>
<th>Back Wide</th>
<th>Back Telephoto</th>
<th>Back Dual Camera</th>
<th>Front</th>
<th>Front TrueDepth</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>✔</td>
<td></td>
<td></td>
<td>✔</td>
<td>✔</td>
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<td>4</td>
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<td>✔</td>
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<td>✔</td>
</tr>
<tr>
<td>6</td>
<td>✔</td>
<td></td>
<td></td>
<td></td>
<td>✔</td>
</tr>
</tbody>
</table>
guard AVCaptureMultiCamSession.isMultiCamSupported else {
    print("MultiCam not supported on this device")
    setupResult = .multiCamNotSupported
    return
}

// Find the supported multicam device combinations

let deviceTypes = [AVCaptureDevice.DeviceType.builtInDualCamera,
                   AVCaptureDevice.DeviceType.builtInWideAngleCamera,
                   AVCaptureDevice.DeviceType.builtInTelephotoCamera]

let session = AVCaptureDevice.DiscoverySession(deviceTypes: deviceTypes, 
                                                mediaType: .video, 
                                                position: .unspecified)

let multicamSupportedDeviceSets = session.supportedMultiCamDeviceSets
guard AVCaptureMultiCamSession.isMultiCamSupported else {
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## Supported MultiCam Formats (iPhone XS)

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<tr>
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<th>Max FPS</th>
<th>Binned?</th>
<th>Hi-Res Stills</th>
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</thead>
<tbody>
<tr>
<td>640x480</td>
<td>60</td>
<td>Yes</td>
<td>2016x1512</td>
</tr>
<tr>
<td>1280x720</td>
<td>60</td>
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<td>30</td>
<td>No</td>
<td>4224x2376</td>
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</tbody>
</table>
// Find and activate the next smaller format that supports multicam

let formats = videoDeviceInput.device.formats
for format in formats.reversed() {
    if format.isMultiCamSupported {
        dims = CMVideoFormatDescriptionGetDimensions(format.formatDescription)
        if dims.width < activeWidth || dims.height < activeHeight {
            do {
                try videoDeviceInput.device.lockForConfiguration()
                videoDeviceInput.device.activeFormat = format
                videoDeviceInput.device.unlockForConfiguration()
                return true
            } catch {
                return false
            }
        }
    }
}

## Supported Session / App Configurations

<table>
<thead>
<tr>
<th>Configuration</th>
<th>macOS</th>
<th>iOS</th>
</tr>
</thead>
<tbody>
<tr>
<td>One app, one capture session, multiple cameras</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>One app, multiple sessions, one or more cameras</td>
<td>✔</td>
<td>✗</td>
</tr>
<tr>
<td>Multiple apps, multiple sessions, one or more cameras</td>
<td>✔</td>
<td>✗</td>
</tr>
</tbody>
</table>
Be Responsible
Multi-Camera Capture
Synchronized Streaming
Virtual Cameras
Virtual Cameras

DualCam presents one video stream at a time*
Switches between cameras at different zoom levels
Generates disparity (depth) from wide and tele

*AVCapturePhotoOutput dualCameraDualPhotoDelivery is the exception
// Virtual devices are made up of constituent devices

if aCameraDevice.isVirtualDevice == true {
    let subCameras = aCameraDevice.constituentDevices
    for let subCamera in subCameras {
        print("Sub cameras: \\((subCamera.localizedDescription)\)")
    }
}
Synchronized Streaming
Synchronized Streaming

When running a virtual device, its constituent devices share the same
Synchronized Streaming

When running a virtual device, its constituent devices share the same
• Active resolution
Synchronized Streaming

When running a virtual device, its constituent devices share the same
- Active resolution
- Frame rate
Synchronized Streaming

When running a virtual device, its constituent devices share the same
- Active resolution
- Frame rate

They are synchronized
Synchronized Streaming

When running a virtual device, its constituent devices share the same
• Active resolution
• Frame rate

They are synchronized
• Sensor read out matches frame centers
Synchronized Streaming

When running a virtual device, its constituent devices share the same
- Active resolution
- Frame rate

They are synchronized
- Sensor read out matches frame centers
- Exposure / White Balance / Focus
Demo
AVDualCam
AVDualCam Graph Topology

AVCaptureDeviceInput

AVCaptureMultiCamSession

AVCaptureVideoDataOutput (Wide)

AVCaptureDepthDataOutput (Tele)

AVCaptureDataOutputSynchronizer

(Metal Shader Filter / Compositor)

Preview

AVAssetWriter
Any Port in a Storm?

```
let ports: [AVCaptureInput.Port] = dualCameraDeviceInput.ports
```
Virtual devices have secret ports.
// Constituent Device Port Discovery

guard let widePort = dualCameraInput.ports(for: .video,
    sourceDeviceType: .builtInWideAngleCamera,
    sourceDevicePosition: dualCamera.position).first,
let telePort = dualCameraInput.ports(for: .video,
    sourceDeviceType: .builtInTelephotoCamera,
    sourceDevicePosition: dualCamera.position).first
else {
    print("Could not obtain wide and telephoto camera input ports")
    return false
}
// Constituent Device Port Discovery

```
guard let widePort = dualCameraInput.ports(for: .video,
    sourceDeviceType: .builtInWideAngleCamera,
    sourceDevicePosition: dualCamera.position).first,
let telePort = dualCameraInput.ports(for: .video,
    sourceDeviceType: .builtInTelephotoCamera,
    sourceDevicePosition: dualCamera.position).first
else {
    print("Could not obtain wide and telephoto camera input ports")
    return false
}
```
// Constituent Device Port Connections

let wideAngleCameraConnection = AVCaptureConnection(inputPorts: [widePort],
                                            output: wideVideoDataOutput)

guard session.canAddConnection(wideAngleCameraConnection) else {
    print("Could not connect wide-angle video input to output")
    return false
}

session.addConnection(wideAngleCameraConnection)
Dual Camera Homography Aids

Camera Intrinsics

Camera Extrinsics
Camera Intrinsics

\[
K = \begin{bmatrix}
f_x & s & x_0 \\
0 & f_y & y_0 \\
0 & 0 & 1 \\
\end{bmatrix}
\]
Camera Extrinsics

```swift
// Get extrinsics
if let wide = AVCaptureDevice.default(.builtInWideAngleCamera, for: nil, position: .back),
    let tele = AVCaptureDevice.default(.builtInTelephotoCamera, for: nil, position: .back) {
    self.extrinsics = AVCaptureDevice.extrinsicMatrix(from: tele, to: wide)
}
```

\[
\begin{bmatrix}
R & t \\
\end{bmatrix} = \begin{bmatrix}
r_{1,1} & r_{1,2} & r_{1,3} & t_1 \\
r_{2,1} & r_{2,2} & r_{2,3} & t_2 \\
r_{3,1} & r_{3,2} & r_{3,3} & t_3 \\
\end{bmatrix}
\]
Removing Despair from Disparity

\[
\frac{b}{z} = \frac{d}{fl}
\]
Multi-Camera Capture

Multi-Microphone Capture
Review: AVCaptureSession Mic Selection

Default behaviors
• Front camera in use = selects front microphone
• Back camera in use = selects back microphone
• Audio only session = selects omnidirectional mic (usually at the bottom)

Power feature — app can use AVAudioSession to configure mics
There’s no such thing as a “front mic”.
iPhone Microphone Arrays

Landscape view

Mic 1
Mic 2
Mic 3
Mic 4

Side view

Mic 1 and 4
Mic 2
Mic 3
Microphone Beam Forming

[Diagram showing two microphone elements pointing at an iPhone]

iPhone
Microphone Beam Forming
Microphone Beam Forming
AVCaptureSession Mic Input Port Behavior

AVCaptureDeviceInput (Microphone)

Primary Port
(Front / Back / Omni)
MultiCam Behavior: The Return of the Secret Ports

AVCaptureDeviceInput (Microphone)

Primary Port (Omni)

Back Beam-Formed

Back Beam-Formed
Positional Audio Connections

```swift
let frontPort = micInput.ports(for: .audio,
    sourceDeviceType: micDevice.deviceType,
    sourceDevicePosition: .front).first

let backPort = micInput.ports(for: .audio,
    sourceDeviceType: micDevice.deviceType,
    sourceDevicePosition: .back).first
```

Only supported in AVCaptureMultiCamSession
Positional Audio Connections

```swift
let frontPort = micInput.ports(for: .audio,
    sourceDeviceType: micDevice.deviceType,
    sourceDevicePosition: .front).first

let backPort = micInput.ports(for: .audio,
    sourceDeviceType: micDevice.deviceType,
    sourceDevicePosition: .back).first
```

Only supported in AVCaptureMultiCamSession
Positional Audio Connections

```swift
let frontPort = micInput.ports(for: .audio,
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    sourceDevicePosition: .front).first

let backPort = micInput.ports(for: .audio,
    sourceDeviceType: micDevice.deviceType,
    sourceDevicePosition: .back).first
```

Only supported in AVCaptureMultiCamSession
Multi-Mic Beam Forming in AVMultiCamPiP
Non Built-In Mic Behaviors

Beam-forming only works with built-in mics

External audio signal is duplicated to all audio input ports (omni, front, and back)
Multi-Camera Capture Summary
Multi-Camera Capture Summary

Use AVCaptureMultiCamSession
Multi-Camera Capture Summary

Use AVCaptureMultiCamSession

Know its limitations
Multi-Camera Capture Summary

Use AVCaptureMultiCamSession

Know its limitations

Thoughtfully handle hardware and system pressure costs
Multi-Camera Capture Summary

Use AVCaptureMultiCamSession

Know its limitations

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Use constituent device ports for synchronized camera streaming
Multi-Camera Capture Summary

Use AVCaptureMultiCamSession

Know its limitations

Thoughtfully handle hardware and system pressure costs

Use constituent device ports for synchronized camera streaming

Use front, back, or omni mics simultaneously
And Now For Something Completely Different

Changes to AVCapturePhotoOutput
• Deprecation of auto still image stabilization
• Addition of photo quality versus speed hinting

Video coming soon to developer.apple.com
Semantic Segmentation Mattes

Jacob Schack Vestergaard, Camera Software
David Hayward, Core Image
iOS12: PortraitEffectsMatte
Semantic Segmentation Mattes

NEW
Semantic Segmentation Mattes
Semantic Segmentation Mattes
Semantic Segmentation Mattes
Semantic Segmentation Mattes
Semantic Segmentation Mattes

\[ \alpha = 0.7 \]
Mattes Are Half-Size
Under the Hood

Apple Neural Engine

Image

Segmentation and matting

PortaitEffectsMatte  Skin  Hair  Teeth

Image  Depth  PEM  Skin  Hair  Teeth

HEIF/JPEG

0.5W x 0.5H  0.5W x 0.5H  0.5W x 0.5H  0.5W x 0.5H
Where Do the Mattes Come From?

Embedded in Portrait Mode captures
Write your own capture app and opt-in
More Information

developer.apple.com/wwdc19/249

<table>
<thead>
<tr>
<th>Topic</th>
<th>WWDC 2017</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capturing Depth in iPhone Photography</td>
<td>WWDC 2017</td>
</tr>
<tr>
<td>Introducing the Photos Frameworks</td>
<td>WWDC 2014</td>
</tr>
</tbody>
</table>