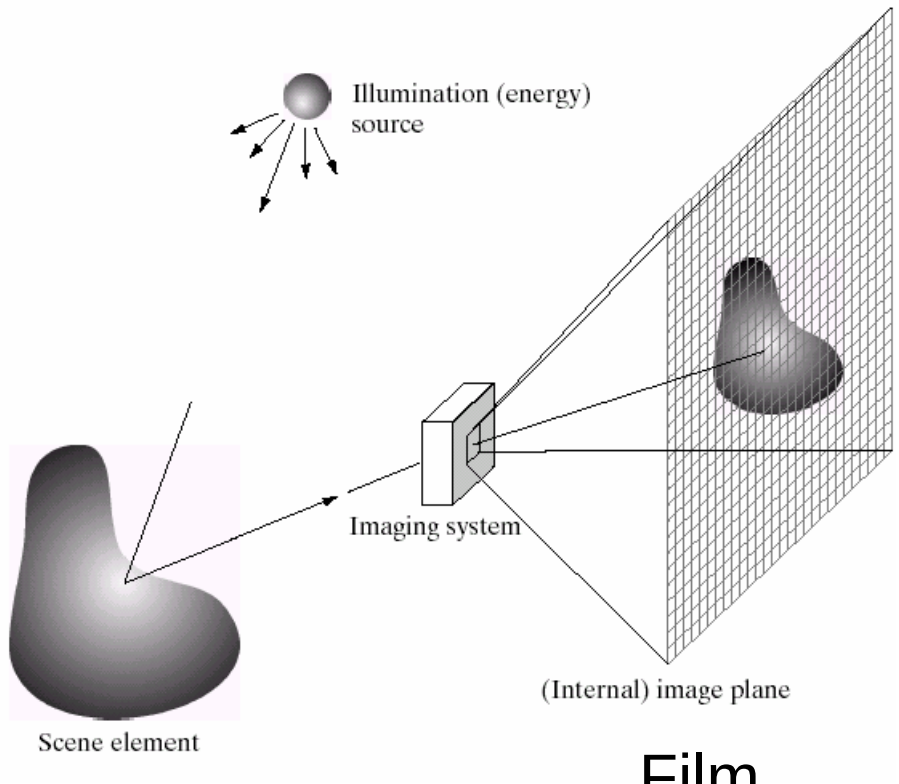
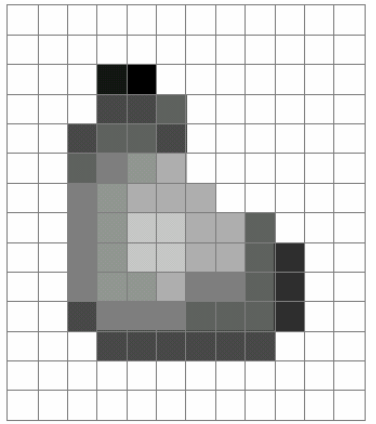
Capturing Light… in man and machine

15-463: Computational Photography
Alexei Efros, CMU, Fall 2007

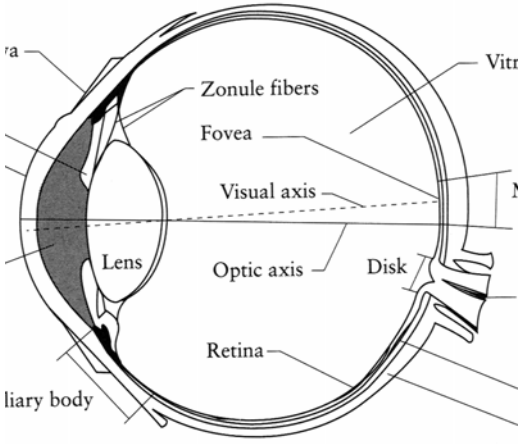
Image Formation



Film



Digital Camera



The Eye

Digital camera

A digital camera replaces film with a sensor array

- Each cell in the array is light-sensitive diode that converts photons to electrons
- Two common types
  - Charge Coupled Device (CCD)
  - CMOS
- http://electronics.howstuffworks.com/digital-camera.htm

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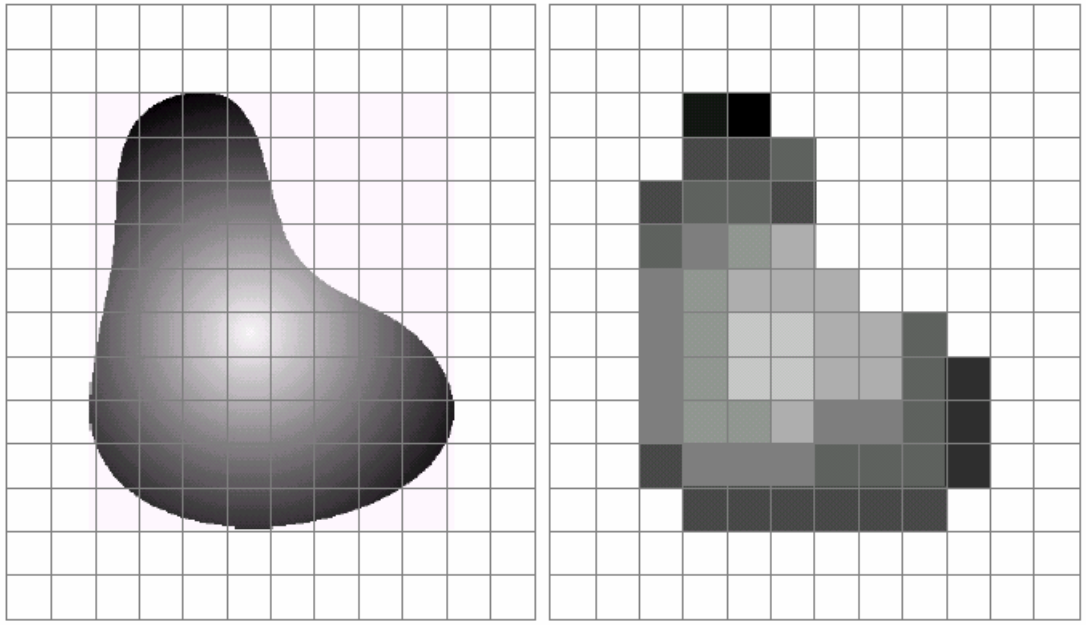
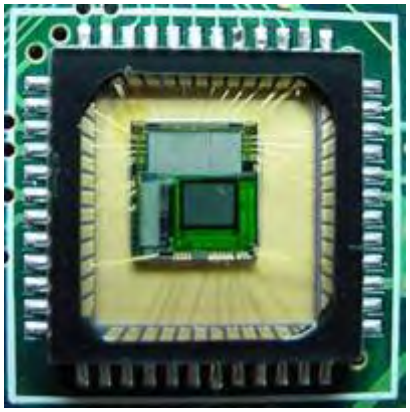
Sensor Array



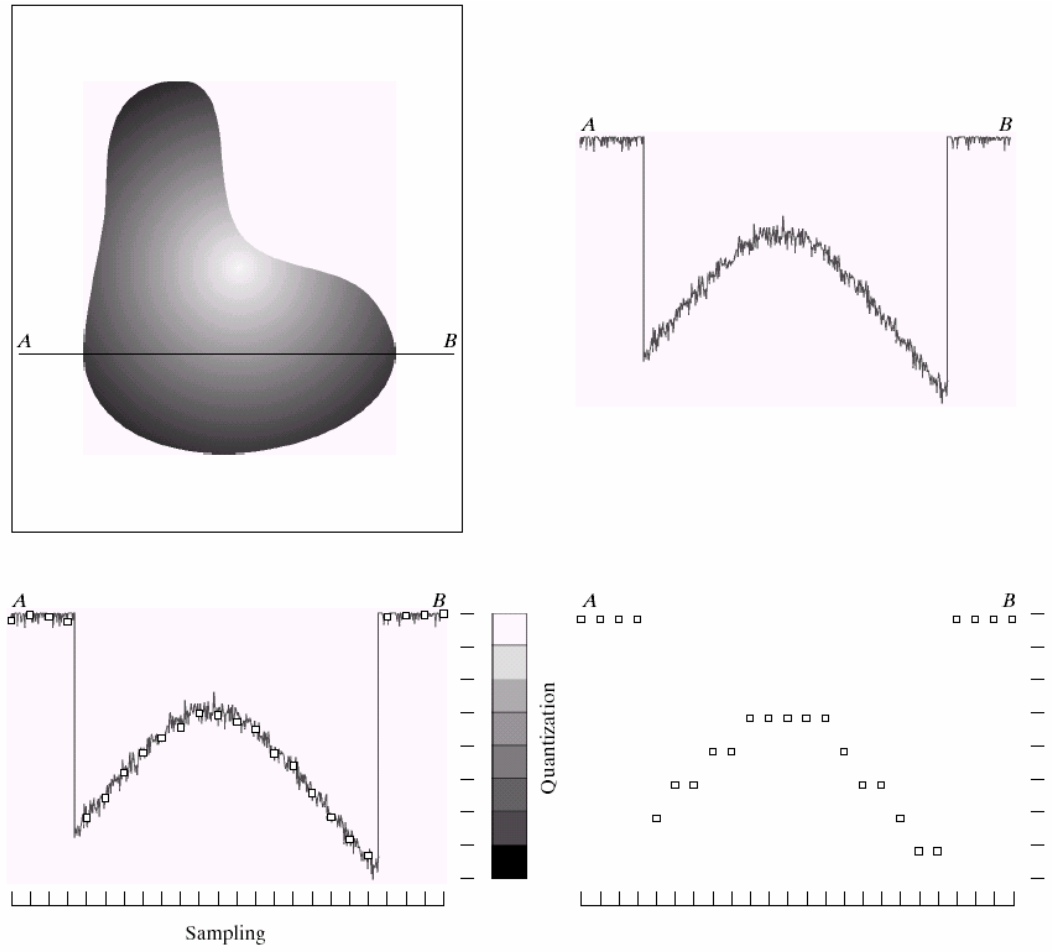
a b

FIGURE 2.17 (a) Continuos image projected onto a sensor array. (b) Result of image sampling and quantization.



CMOS sensor

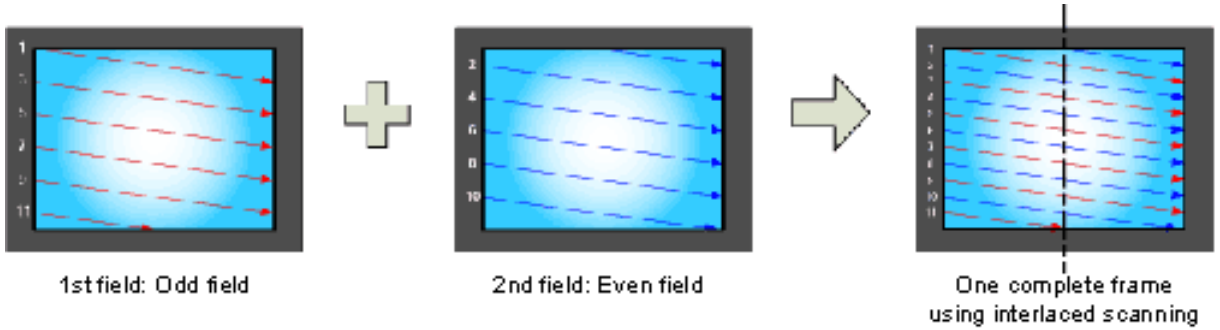
Sampling and Quantization

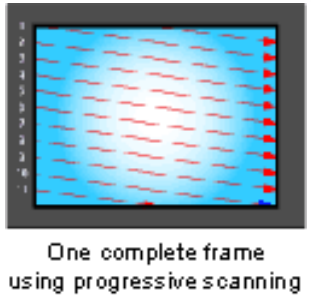


a b
c d

FIGURE 2.16 Generating a digital image. (a) Continuous image. (b) A scan line from *A* to *B* in the continuous image, used to illustrate the concepts of sampling and quantization. (c) Sampling and quantization. (d) Digital scan line.

Interlace vs. progressive scan





http://www.axis.com/products/video/camera/progressive_scan.htm

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Progressive scan

http://www.axis.com/products/video/camera/progressive_scan.htm

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Interlace

http://www.axis.com/products/video/camera/progressive_scan.htm

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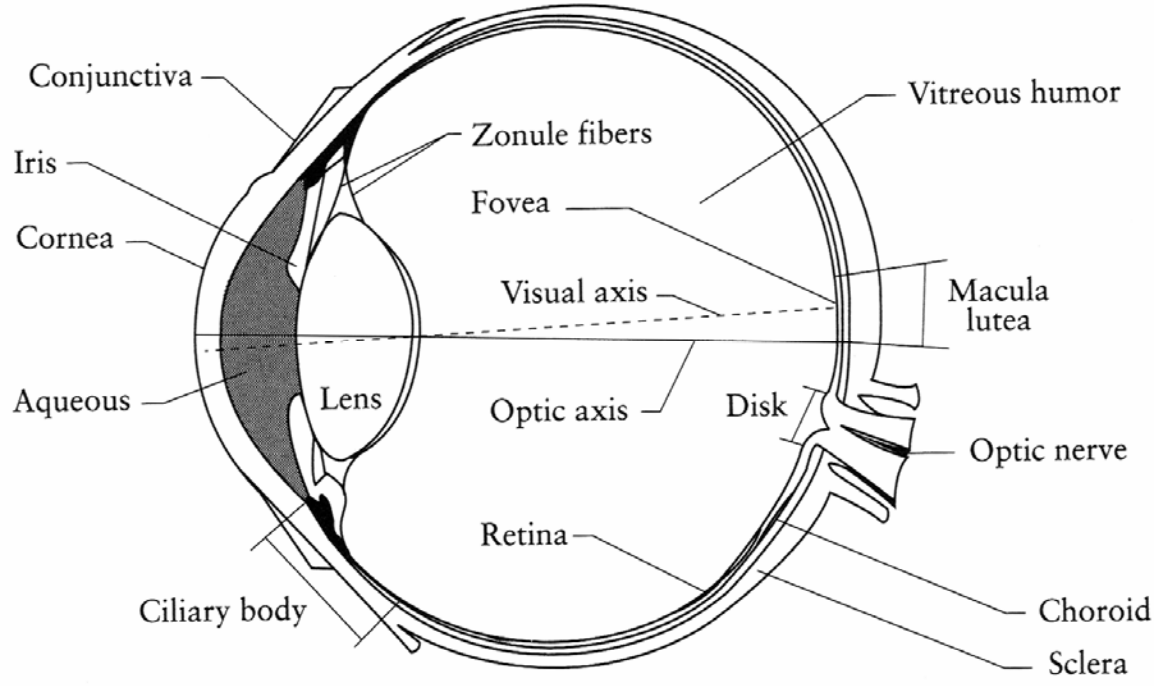
The Eye



The human eye is a camera!

- **Iris** - colored annulus with radial muscles
- **Pupil** - the hole (aperture) whose size is controlled by the iris
- What's the "film"?
  - photoreceptor cells (rods and cones) in the **retina**

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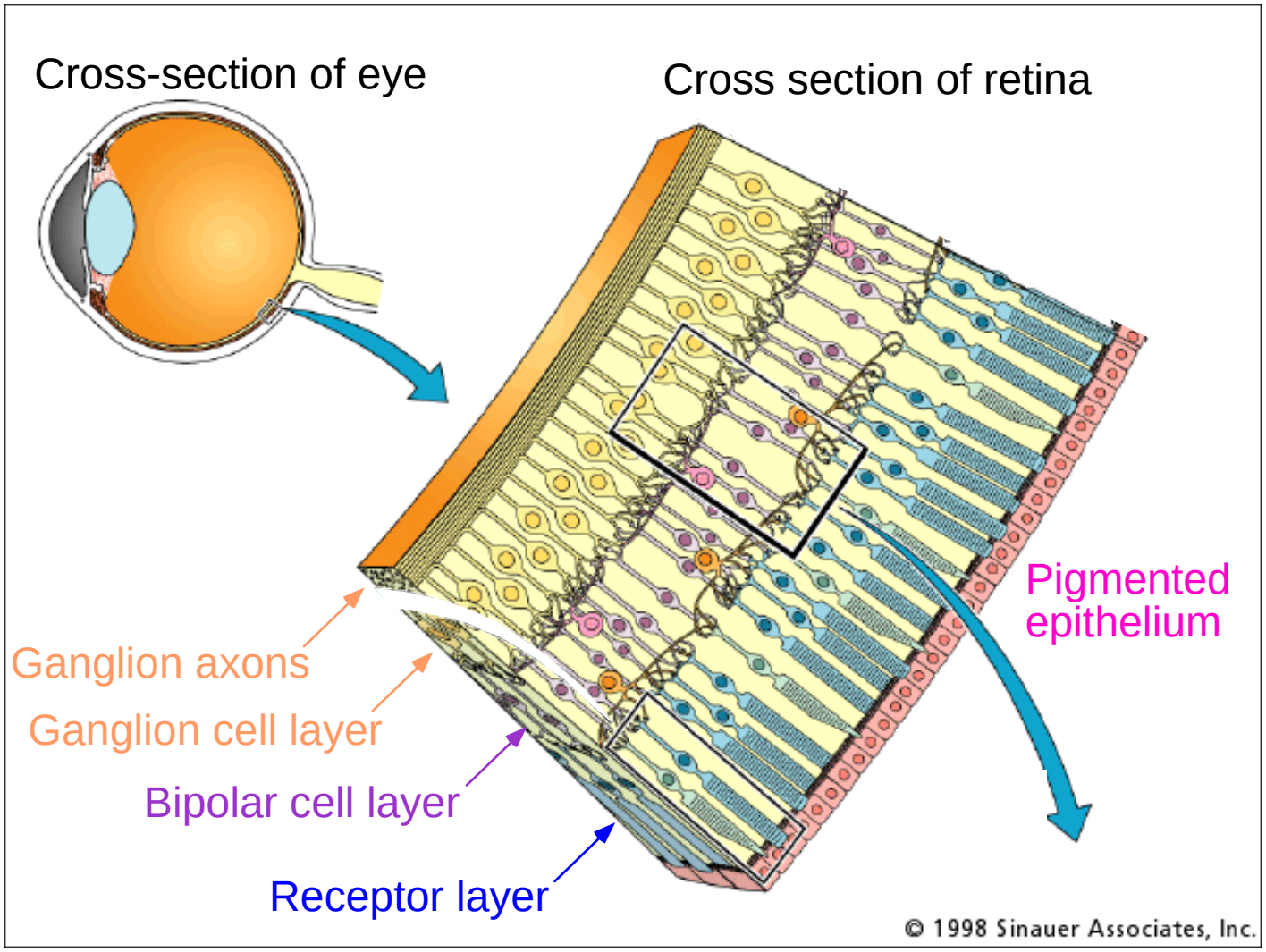
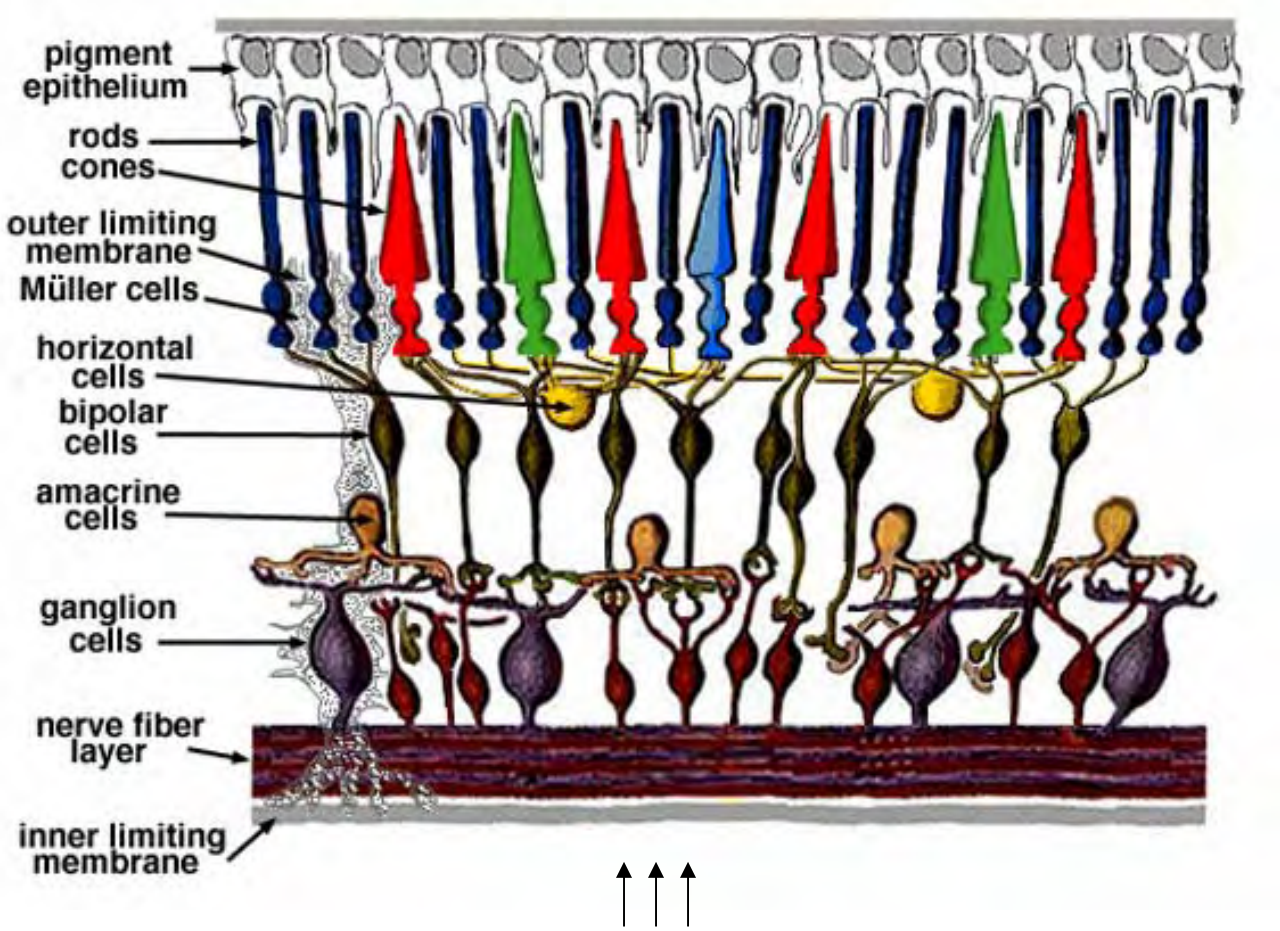
The Retina


Cross-section of eye
Cross section of retina
Pigmented epithelium
Ganglion axons
Ganglion cell layer
Bipolar cell layer
Receptor layer
© 1998 Sinauer Associates, Inc.

Retina up-close



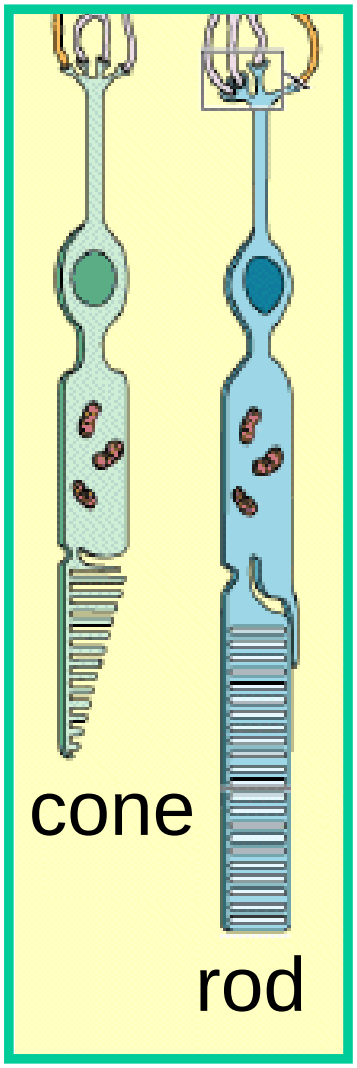
Two types of light-sensitive receptors

Cones

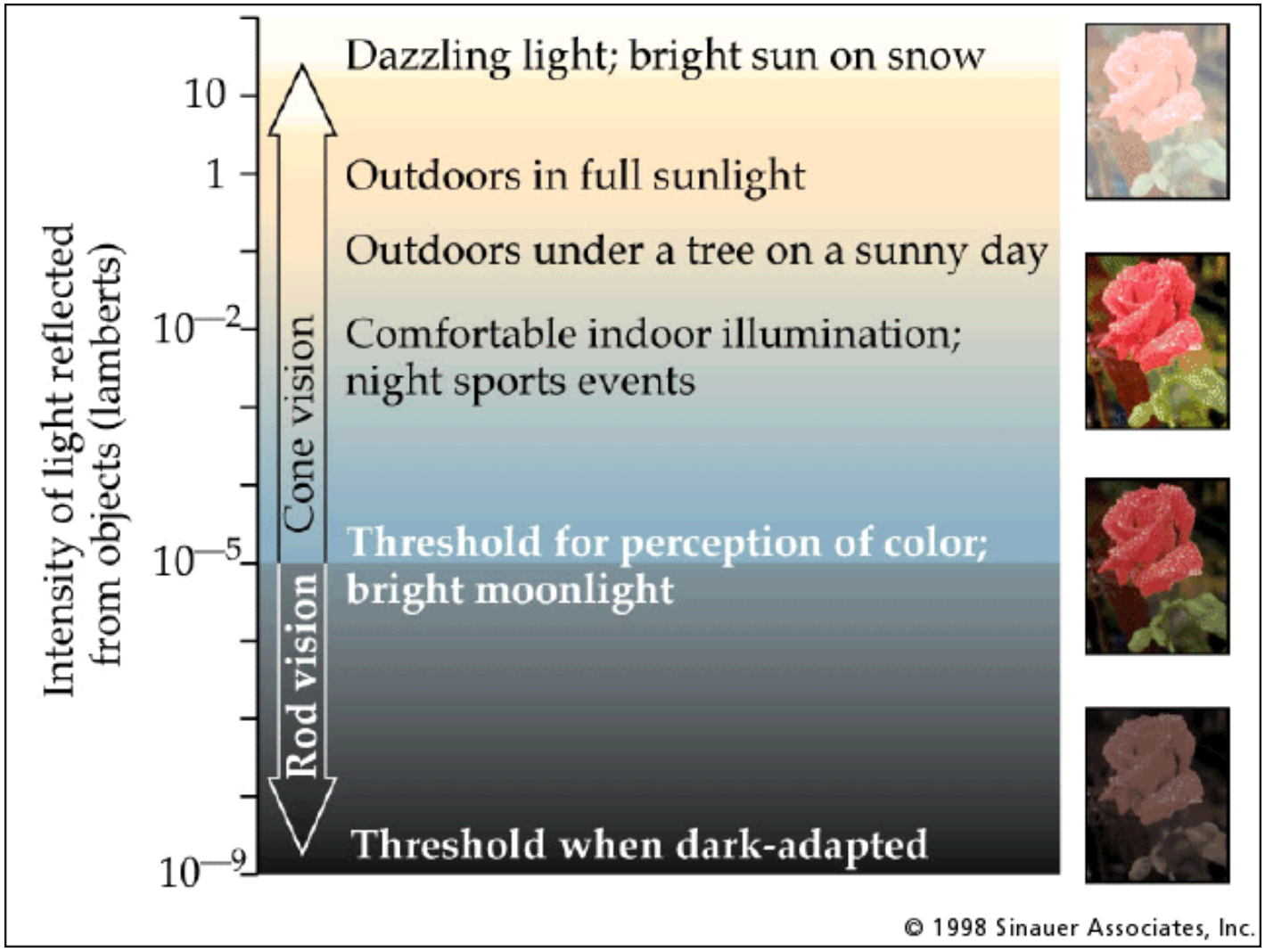
- cone-shaped
- less sensitive
- operate in high light
- color vision

Rods

- rod-shaped
- highly sensitive
- operate at night
- gray-scale vision

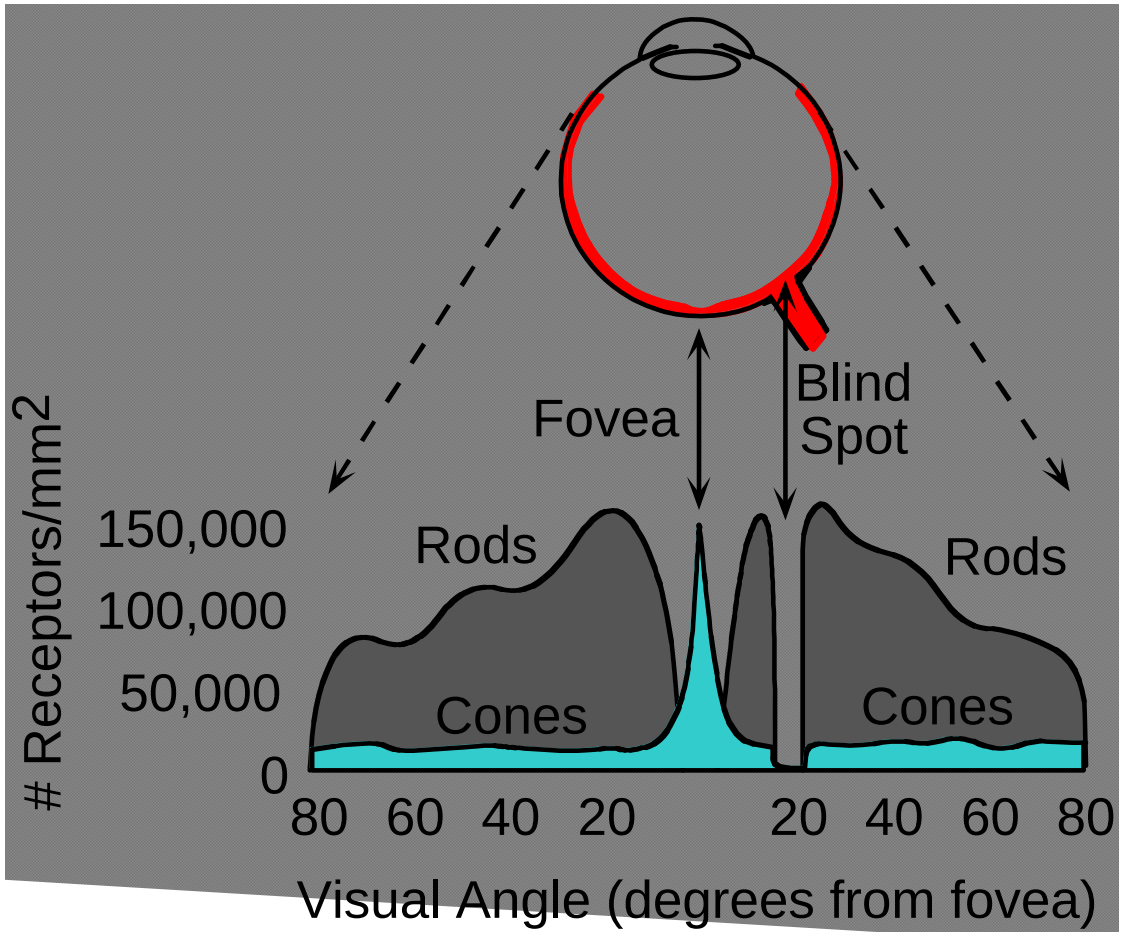


Rod / Cone sensitivity



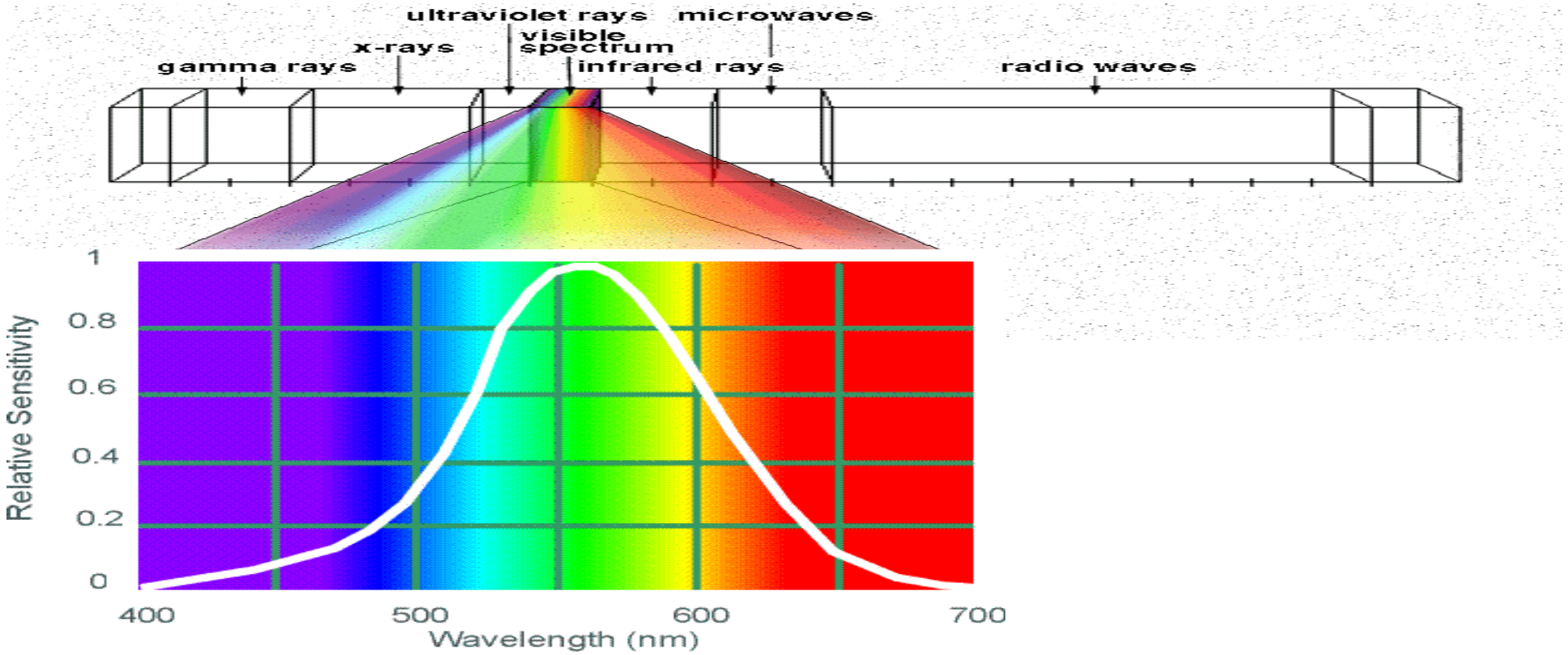
The famous sock-matching problem…

Distribution of Rods and Cones



Night Sky: why are there more stars off-center?

Electromagnetic Spectrum

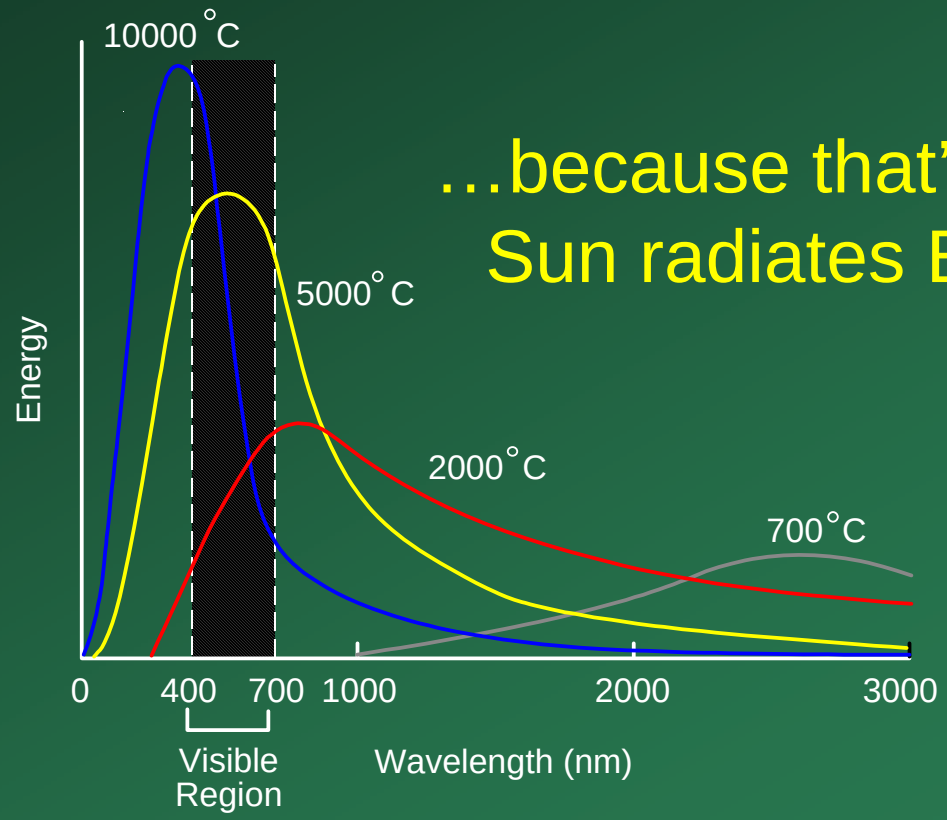


Human Luminance Sensitivity Function

http://www.yorku.ca/eye/photopik.htm

Visible Light

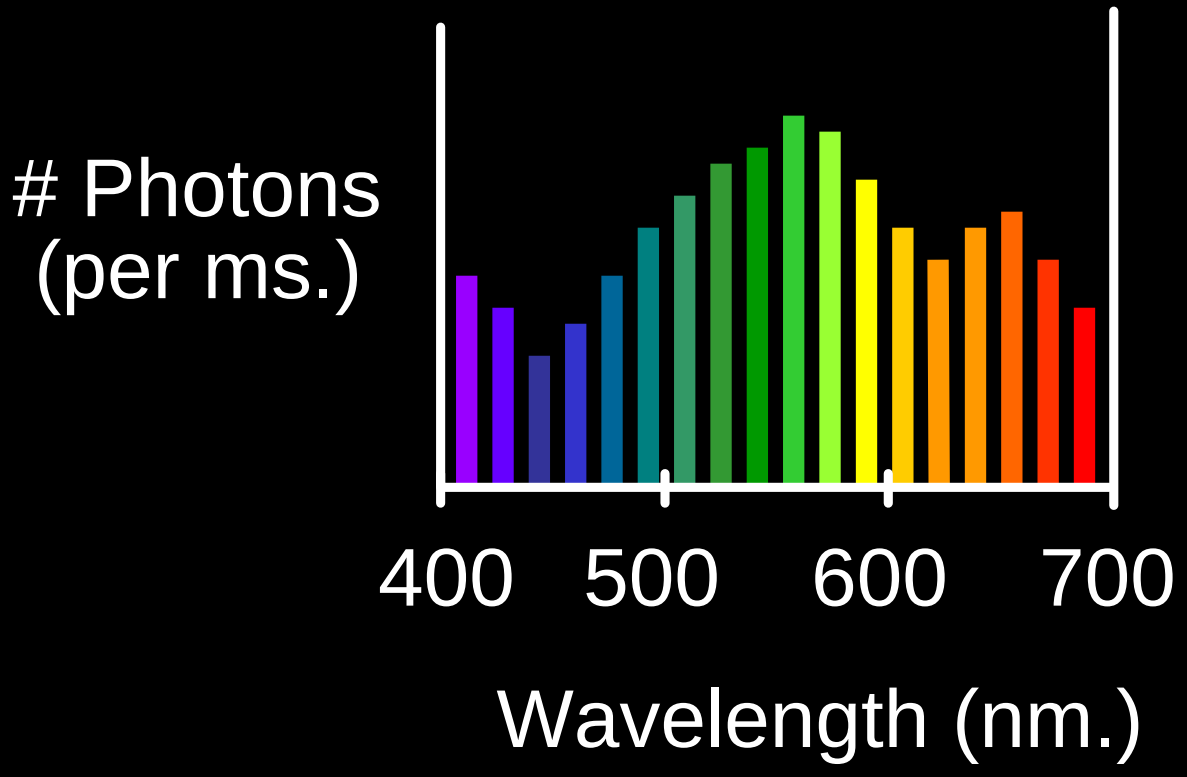
Why do we see light of these wavelengths?



…because that's where the Sun radiates EM energy

The Physics of Light

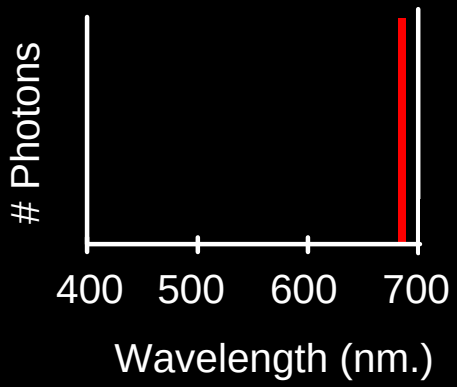
Any patch of light can be completely described physically by its spectrum: the number of photons (per time unit) at each wavelength 400 - 700 nm.



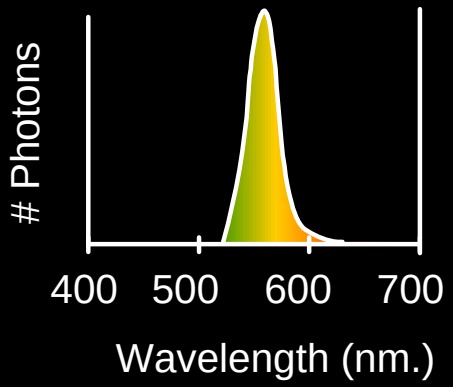
The Physics of Light

Some examples of the spectra of light sources

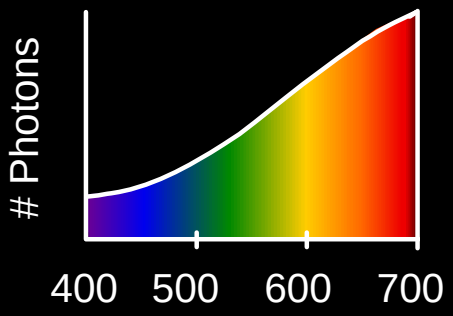
A. Ruby Laser



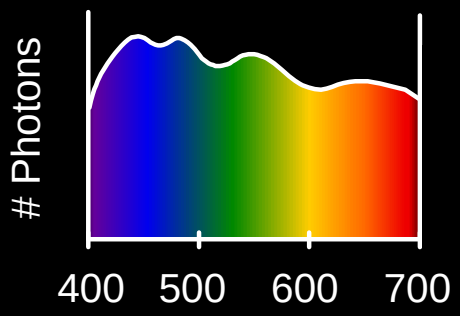
B. Gallium Phosphide Crystal



C. Tungsten Lightbulb



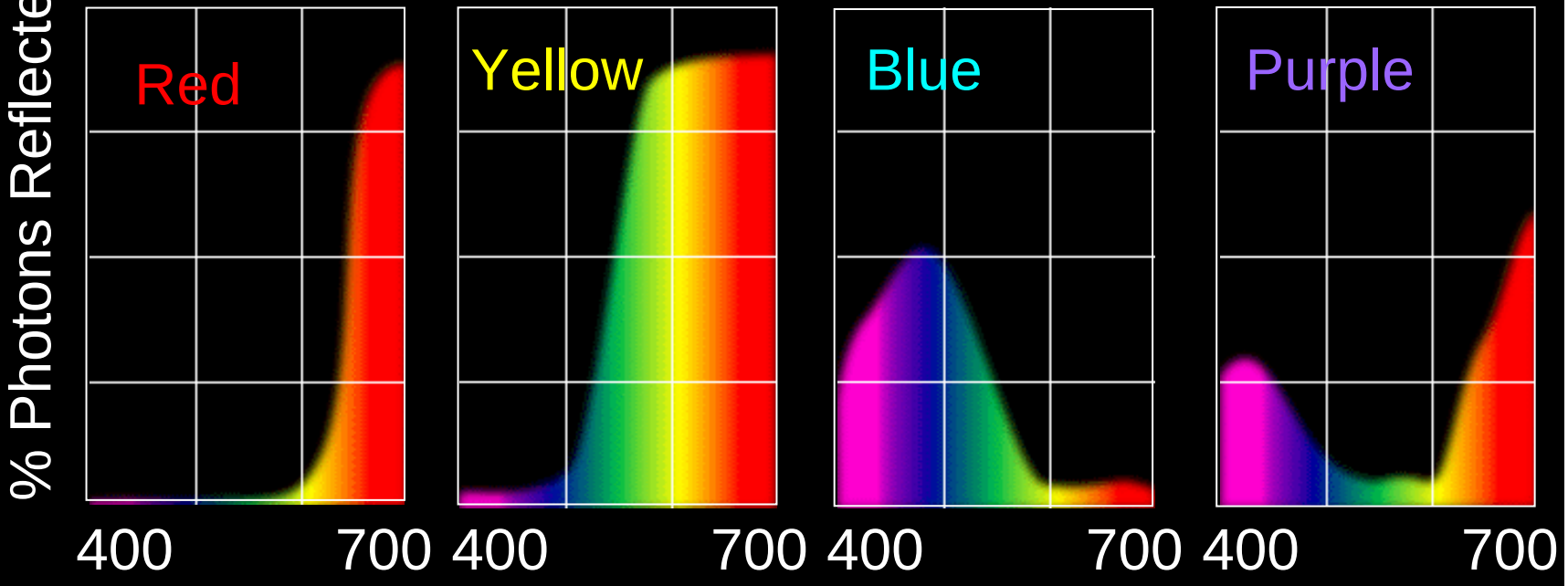
D. Normal Daylight



The Physics of Light

Some examples of the reflectance spectra of surfaces

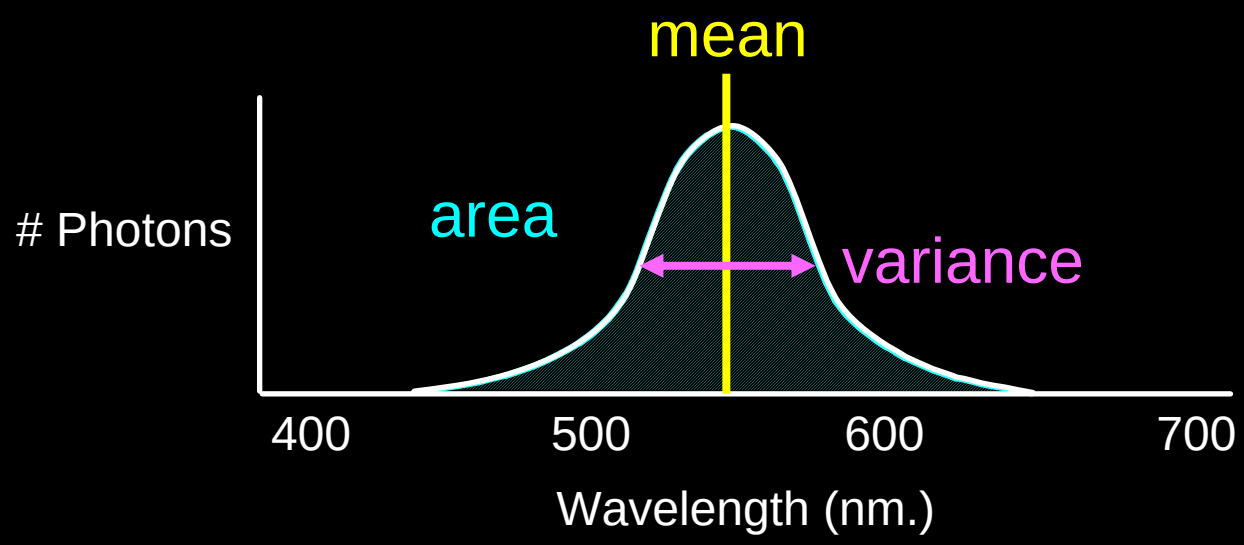


The Psychophysical Correspondence

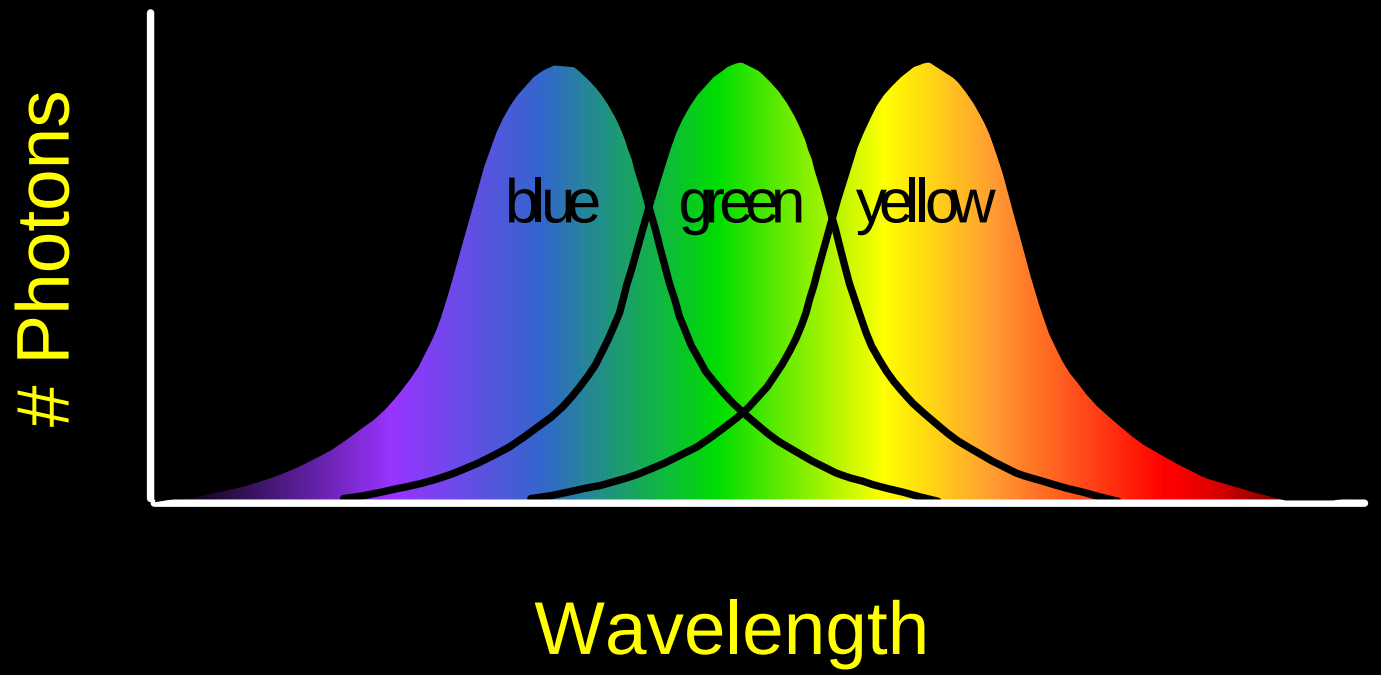
There is no simple functional description for the perceived color of all lights under all viewing conditions, but ……

A helpful constraint:
Consider only physical spectra with normal distributions



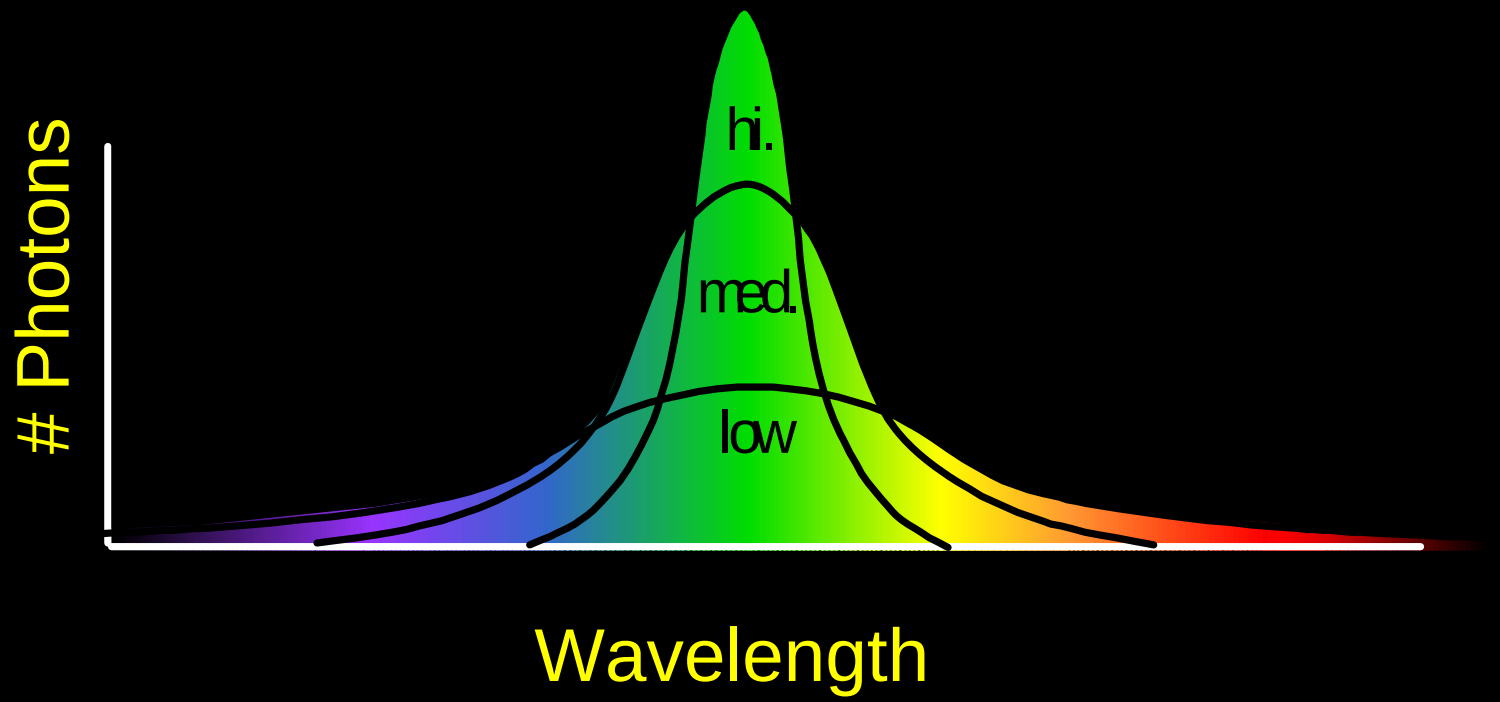
The Psychophysical Correspondence

Mean ⟷ Hue



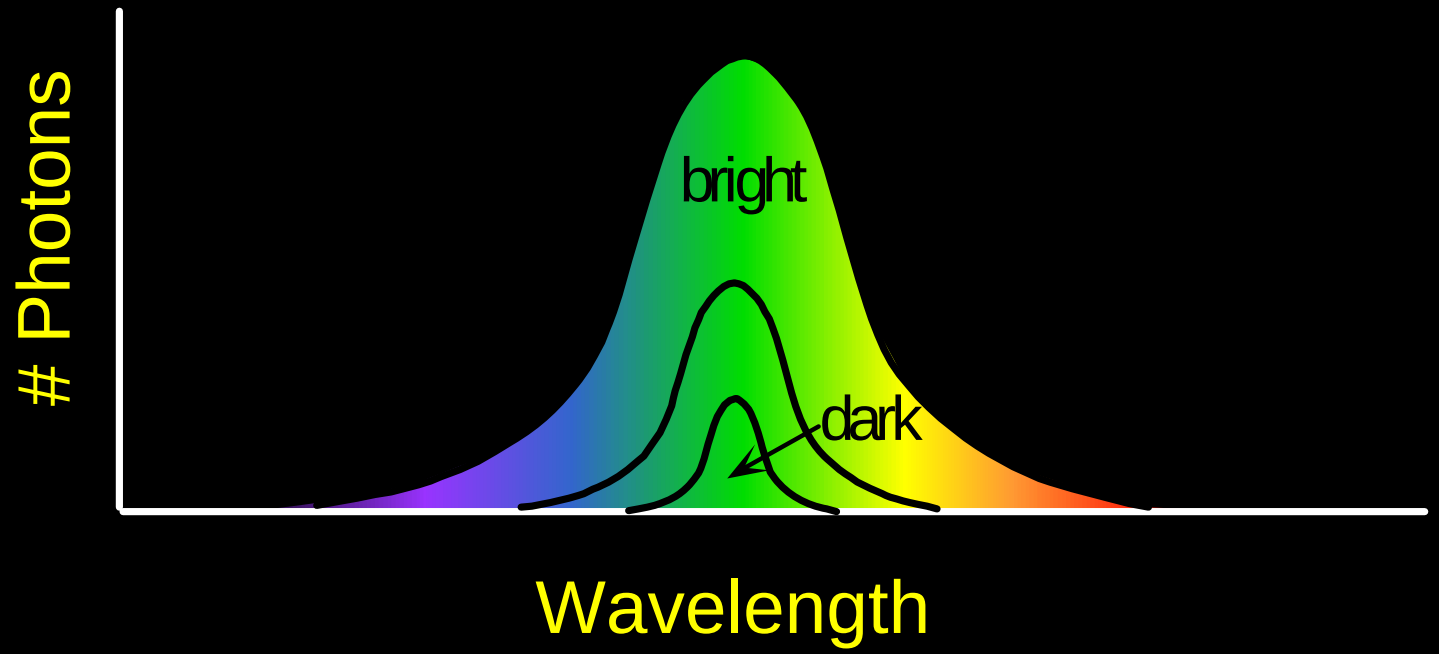
The Psychophysical Correspondence

Variance ⟷ Saturation



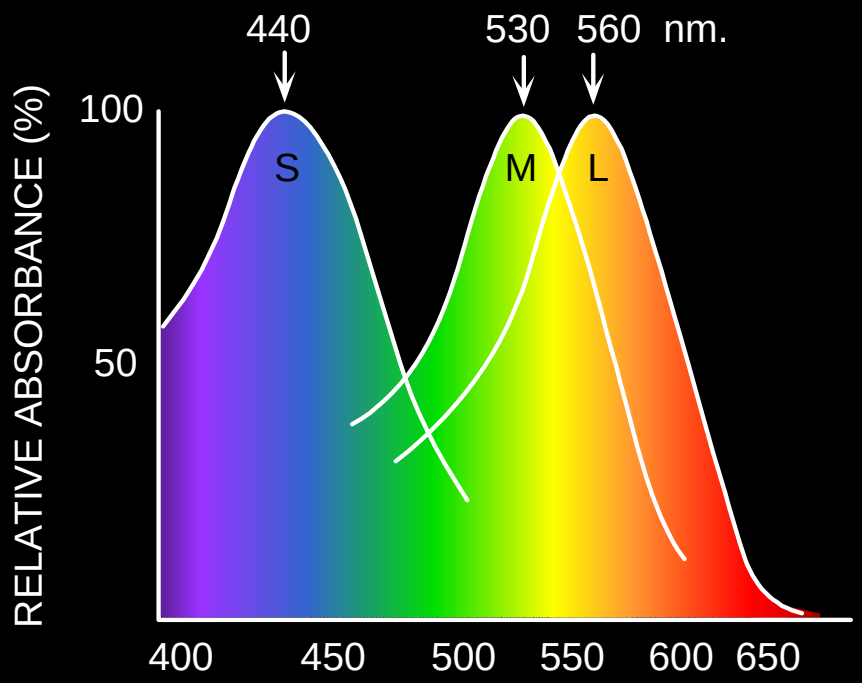
The Psychophysical Correspondence

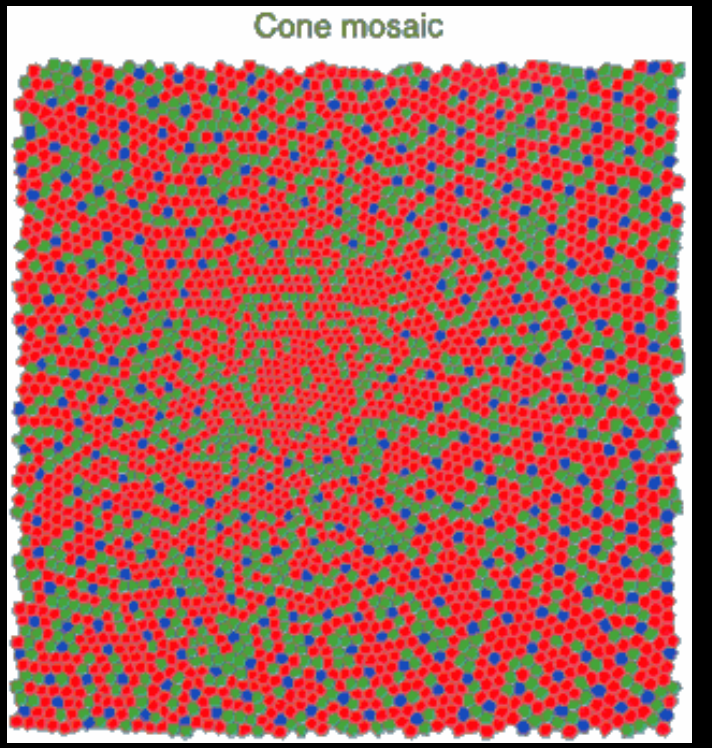
Area ⟷ Brightness



Physiology of Color Vision

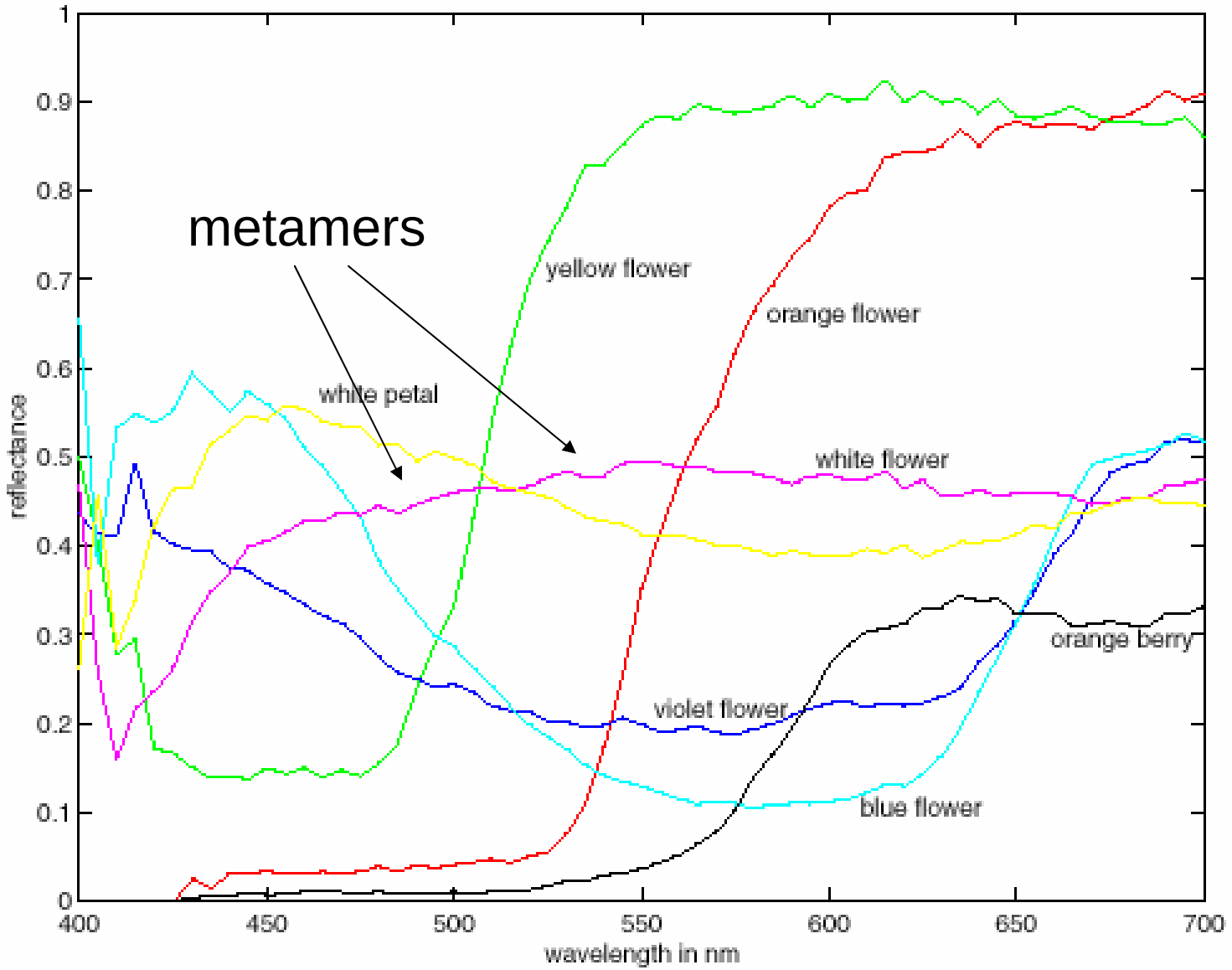
Three kinds of cones:





- Why are M and L cones so close?
- Are are there 3?

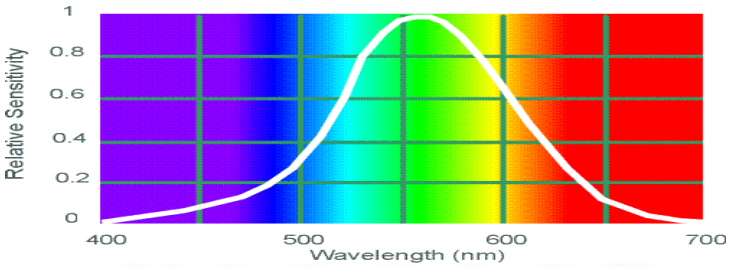
More Spectra

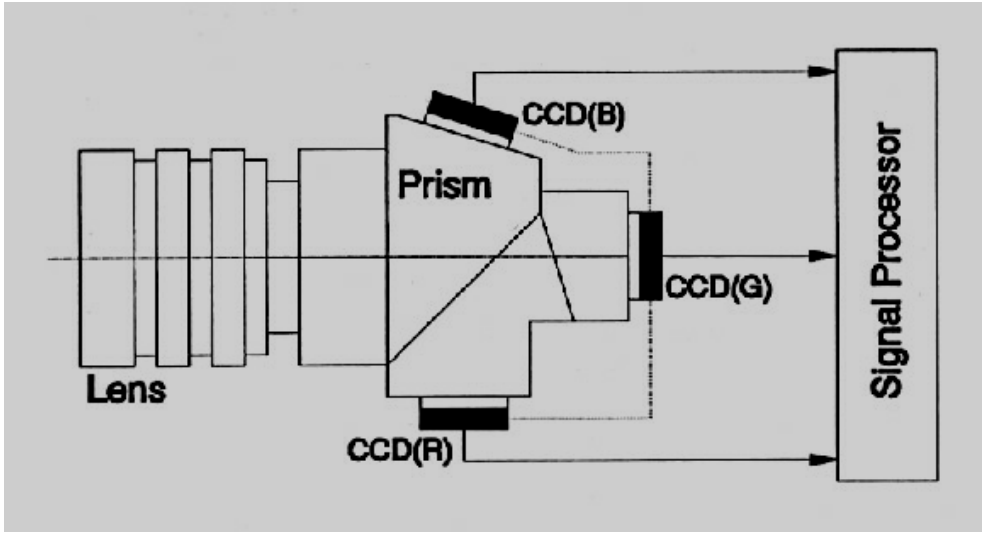


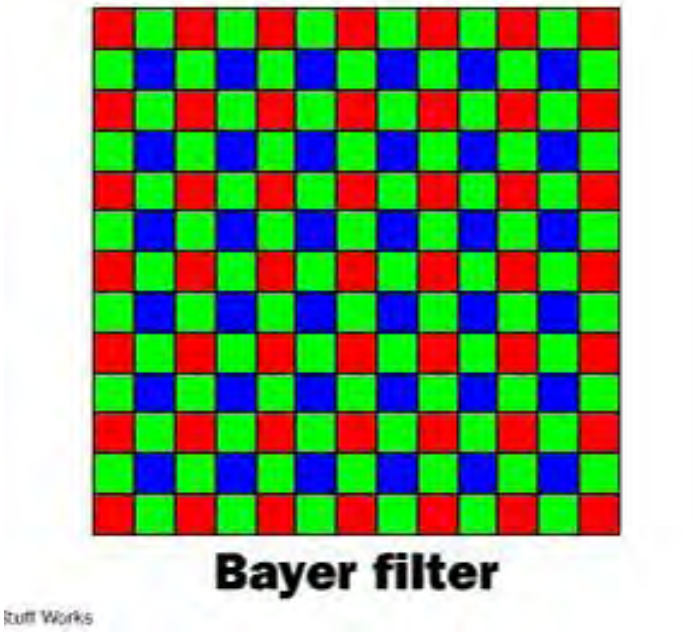
Color Sensing in Camera (RGB)

3-chip vs. 1-chip: quality vs. cost

Why more green?







Why 3 colors?

http://www.cooldictionary.com/words/Bayer-filter.wikipedia

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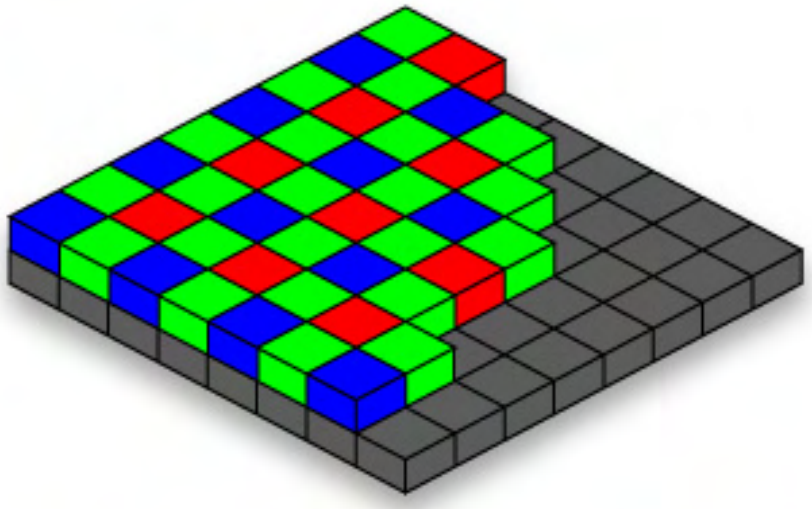
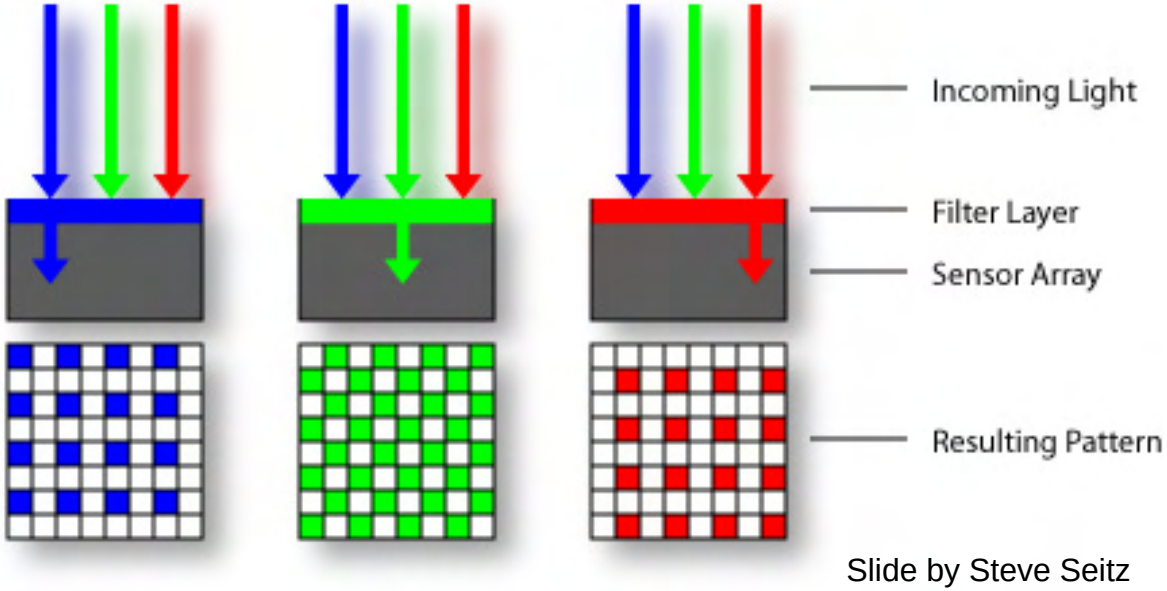
Practical Color Sensing: Bayer Grid



Estimate RGB at ‘G’ cels from neighboring values



http://www.cooldictionary.com/words/Bayer-filter.wikipedia

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RGB color space

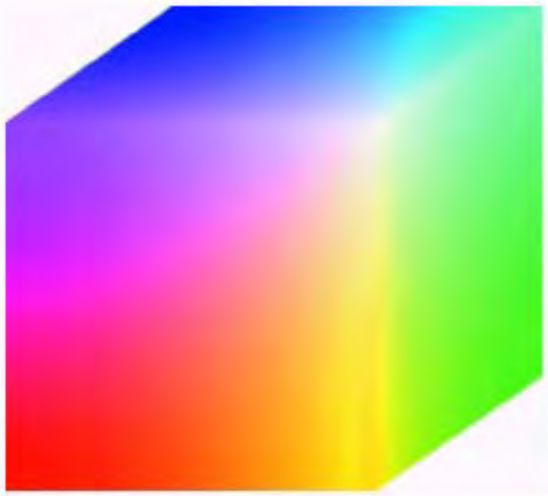

FIGURE 6.8 RGB 24-bit color cube.

RGB cube

- Easy for devices
- But not perceptual
- Where do the grays live?
- Where is hue and saturation?

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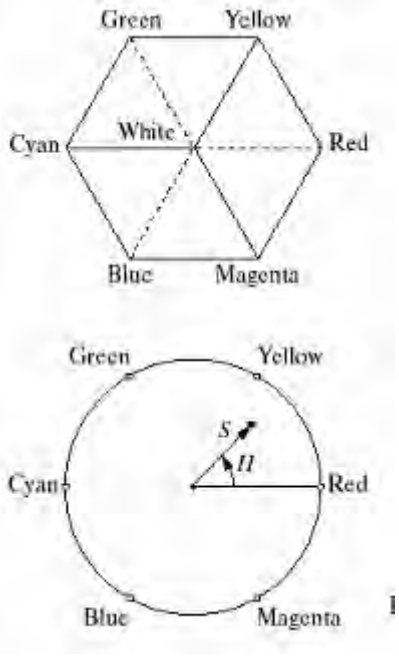
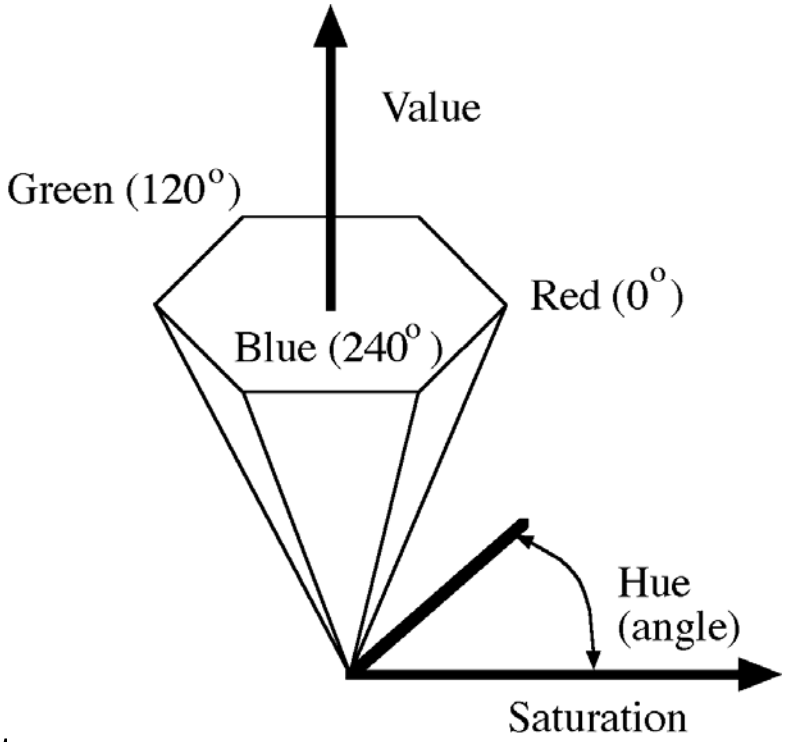
HSV





Hue, Saturation, Value (Intensity)

- RGB cube on its vertex

Decouples the three components (a bit)

Use rgb2hsv() and hsv2rgb() in Matlab

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Programming Project #1

- How to compare R,G,B channels?
- No right answer
  - Sum of Squared Differences (SSD):

$$ssd(u,v) = \sum_{(x,y)\in N} \left[I(u+x, v+y) - P(x,y) \right]^2$$

  - Normalized Correlation (NCC):

$$ncc(u,v) = \frac{\sum_{(x,y)\in N} \left[I(u+x, v+y) - \bar{I} \right] \left[P(x,y) - \bar{P} \right]}{\sqrt{\sum_{(x,y)\in N} \left[I(u+x, v+y) - \bar{I} \right]^2 \sum_{(x,y)\in N} \left[P(x,y) - \bar{P} \right]^2}}$$