

# Computational Imaging

Lecture 04: Cameras I



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## Today's Topic

- Lens
  - Aperture
  - Depth of Field
  - Field of View
  - Diffraction Limit
- Tips for Photography
- Sensors
  - Pixels and CFA
  - Exposure and ISO
  - Dynamic Range



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# Lens



- Focus light
- Magnify objects



Nimrud lens - 2700 years old

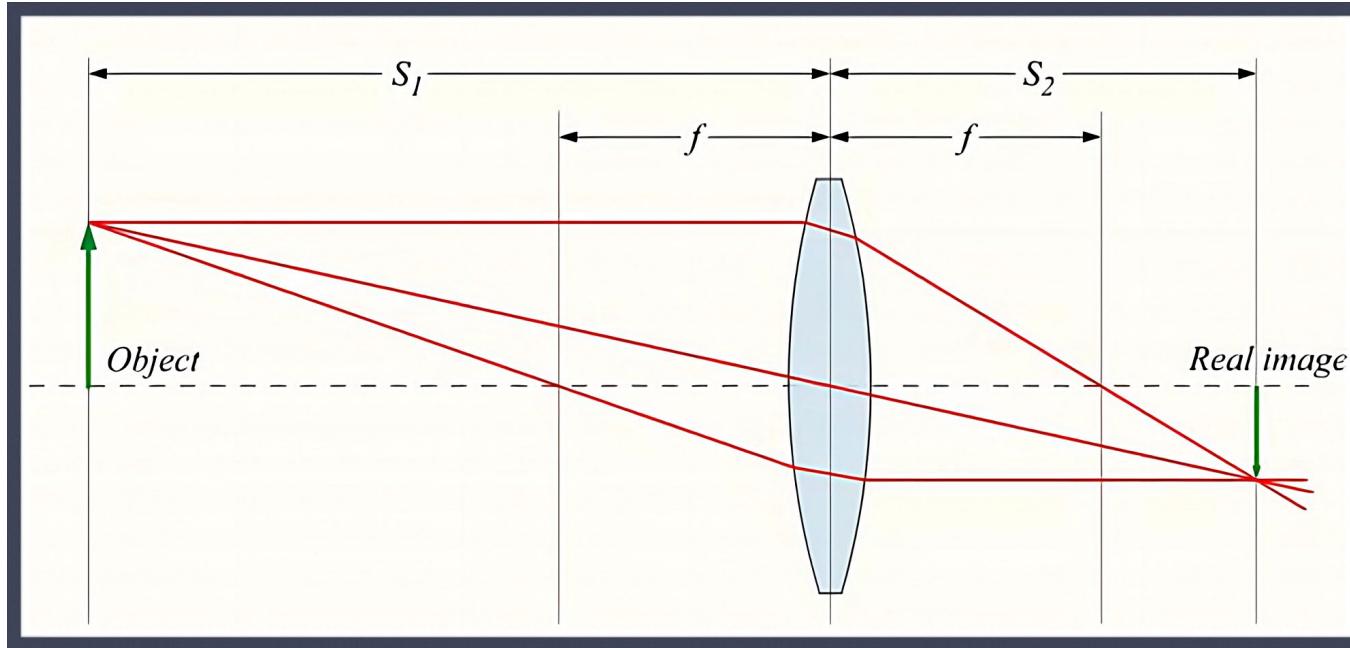


# Camera Optics: Lens

lensmaker's  
equation:

$$\frac{1}{f} = \frac{1}{S_1} + \frac{1}{S_2}$$

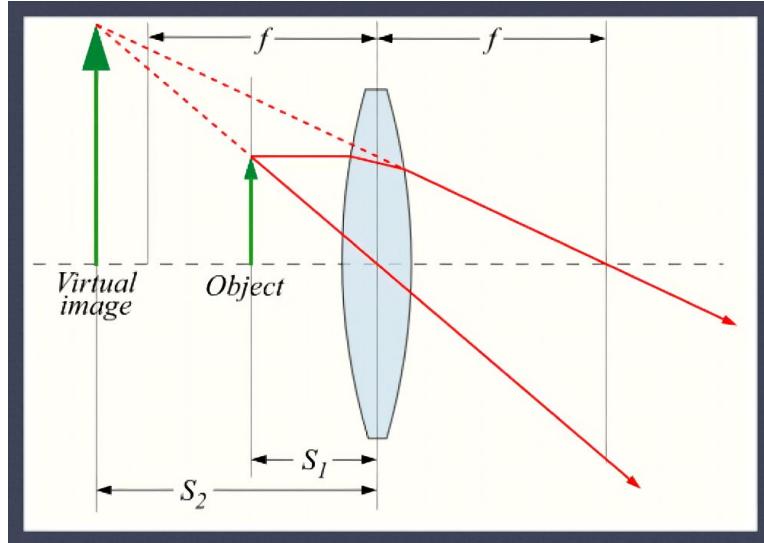
magnification:  $M = -\frac{S_2}{S_1} = \frac{f}{f - S_1}$



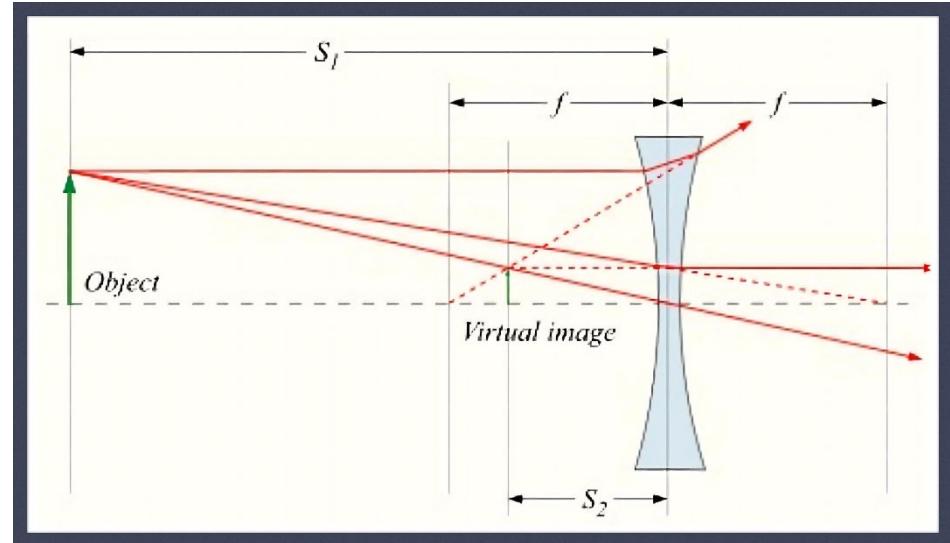


# Camera Optics: Lens

$S_1 < f$ : magnifying glass

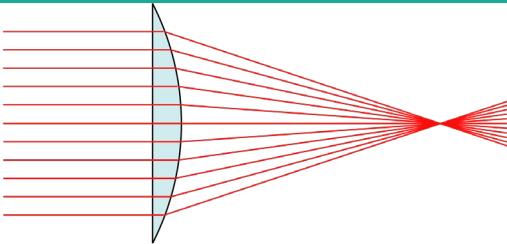


magnification

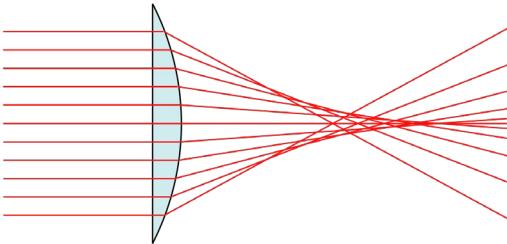




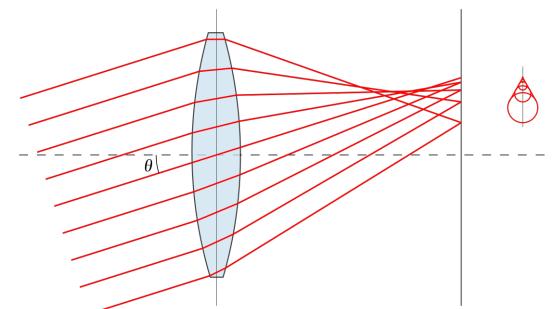
# Camera Optics: Lens Aberrations



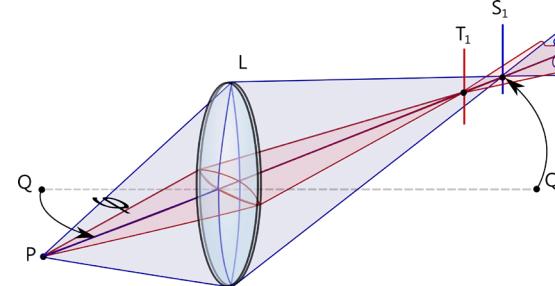
Ideal



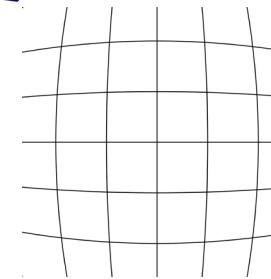
Spherical  
Abberation



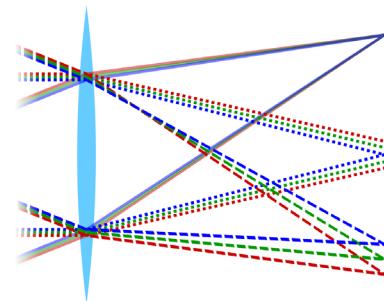
Coma



Astigmatism



Distortion



Chromatic  
Abberation

# Camera Optics: Lens Aberrations



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Sharp Image

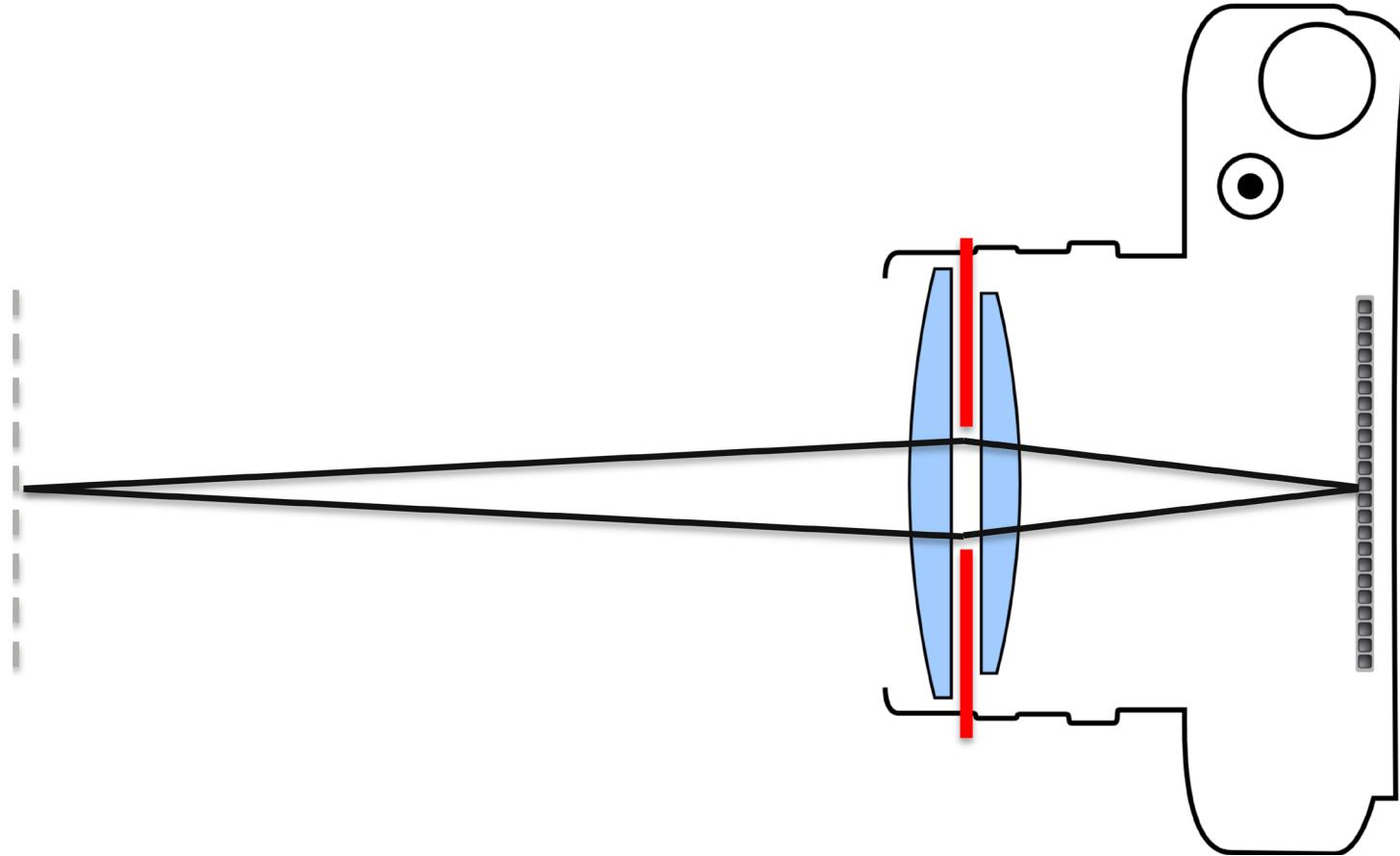


Blurred Image due to optical aberrations





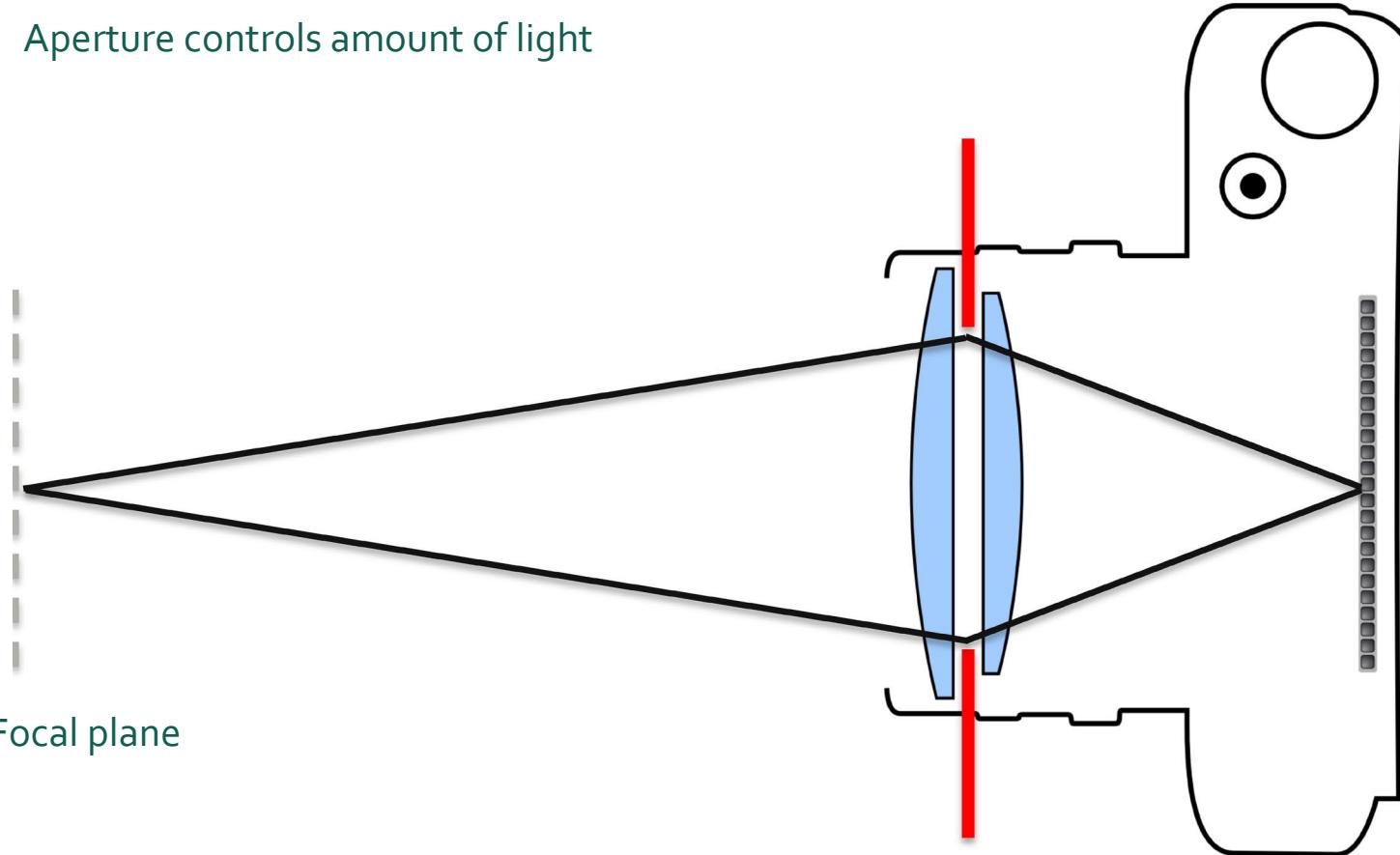
# Camera Aperture





# Camera Aperture

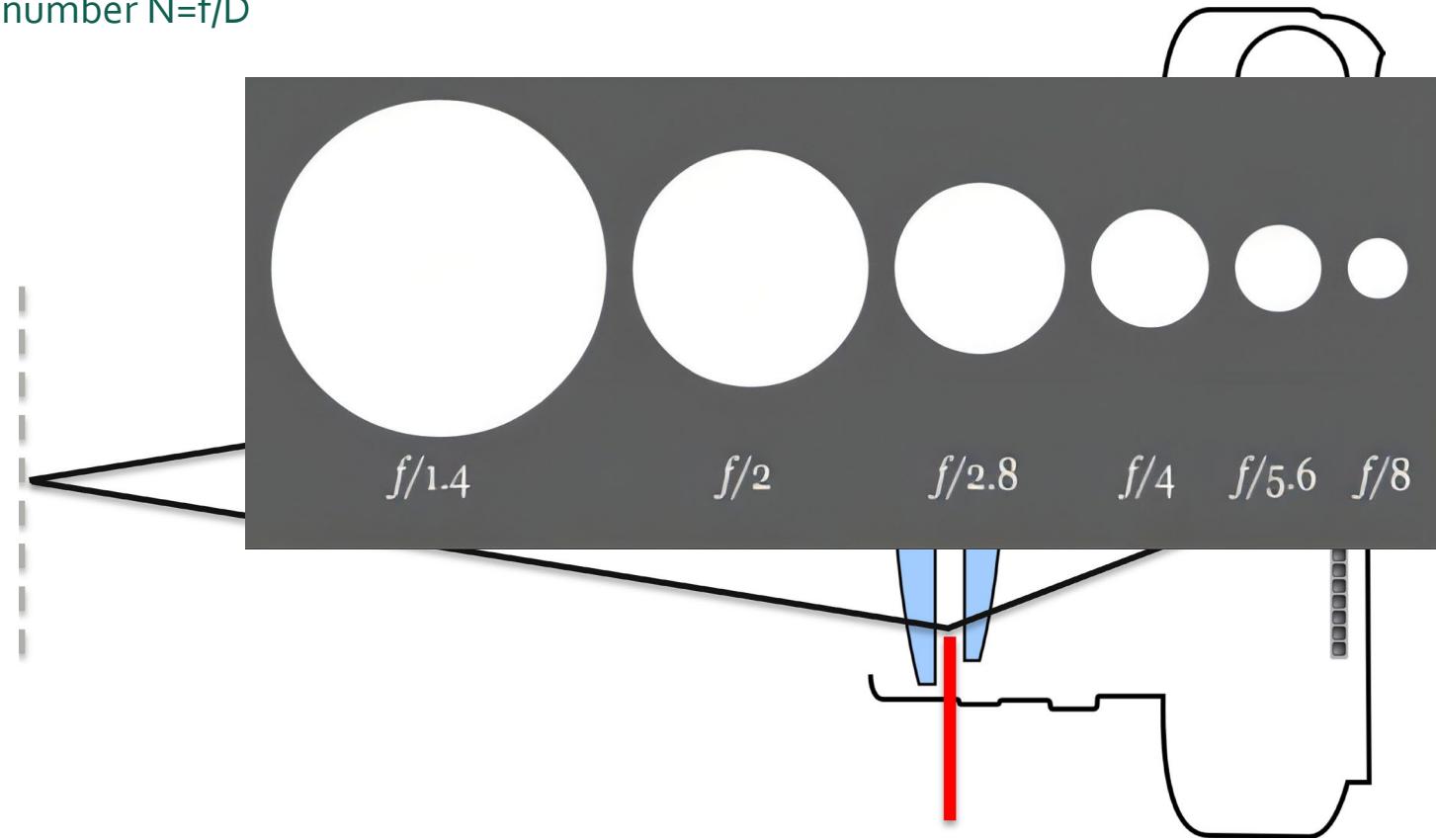
Aperture controls amount of light





# Camera Aperture

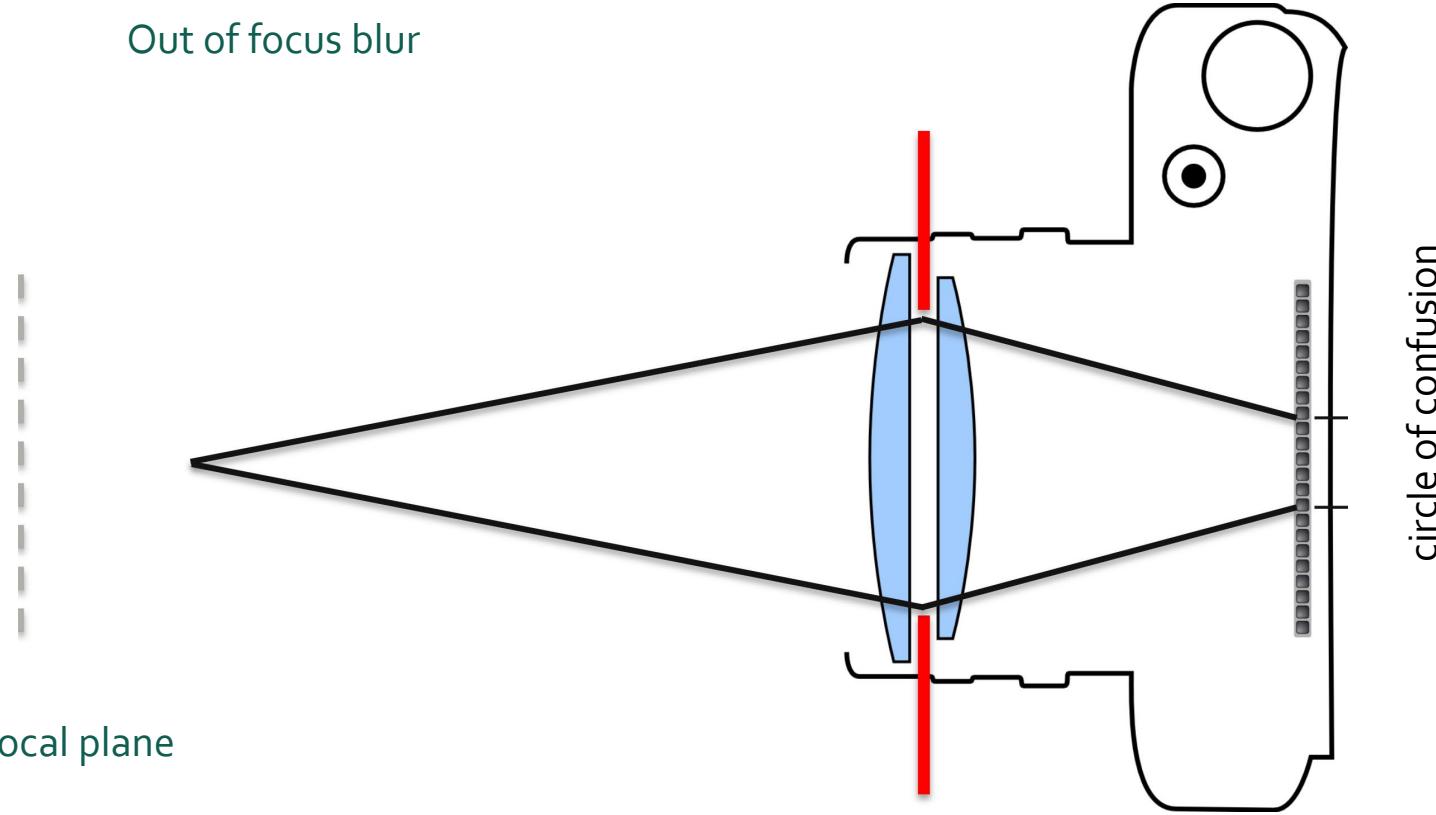
Unit: f-number  $N=f/D$





# Camera Aperture

Out of focus blur



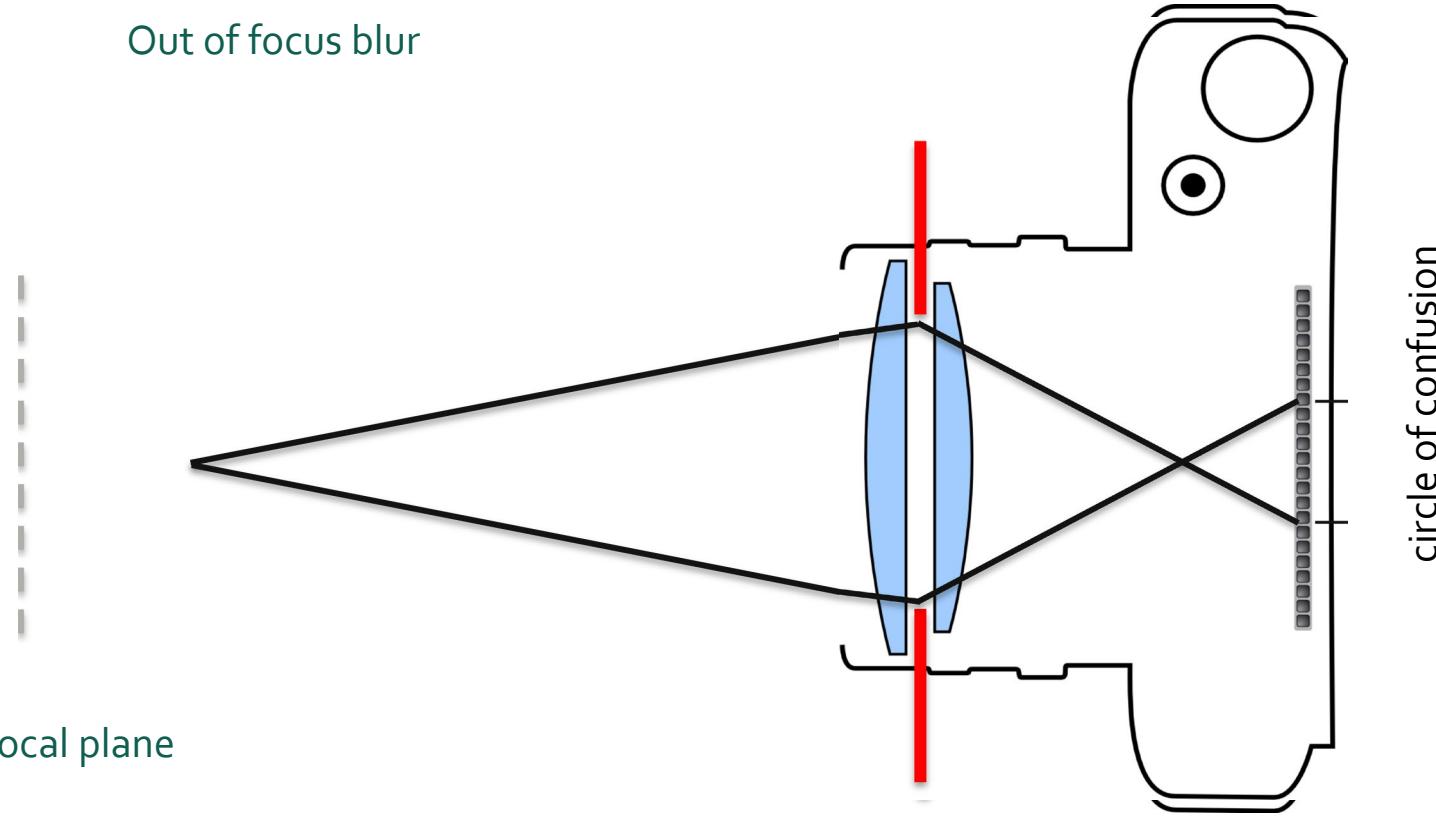
Focal plane

circle of confusion



# Camera Aperture

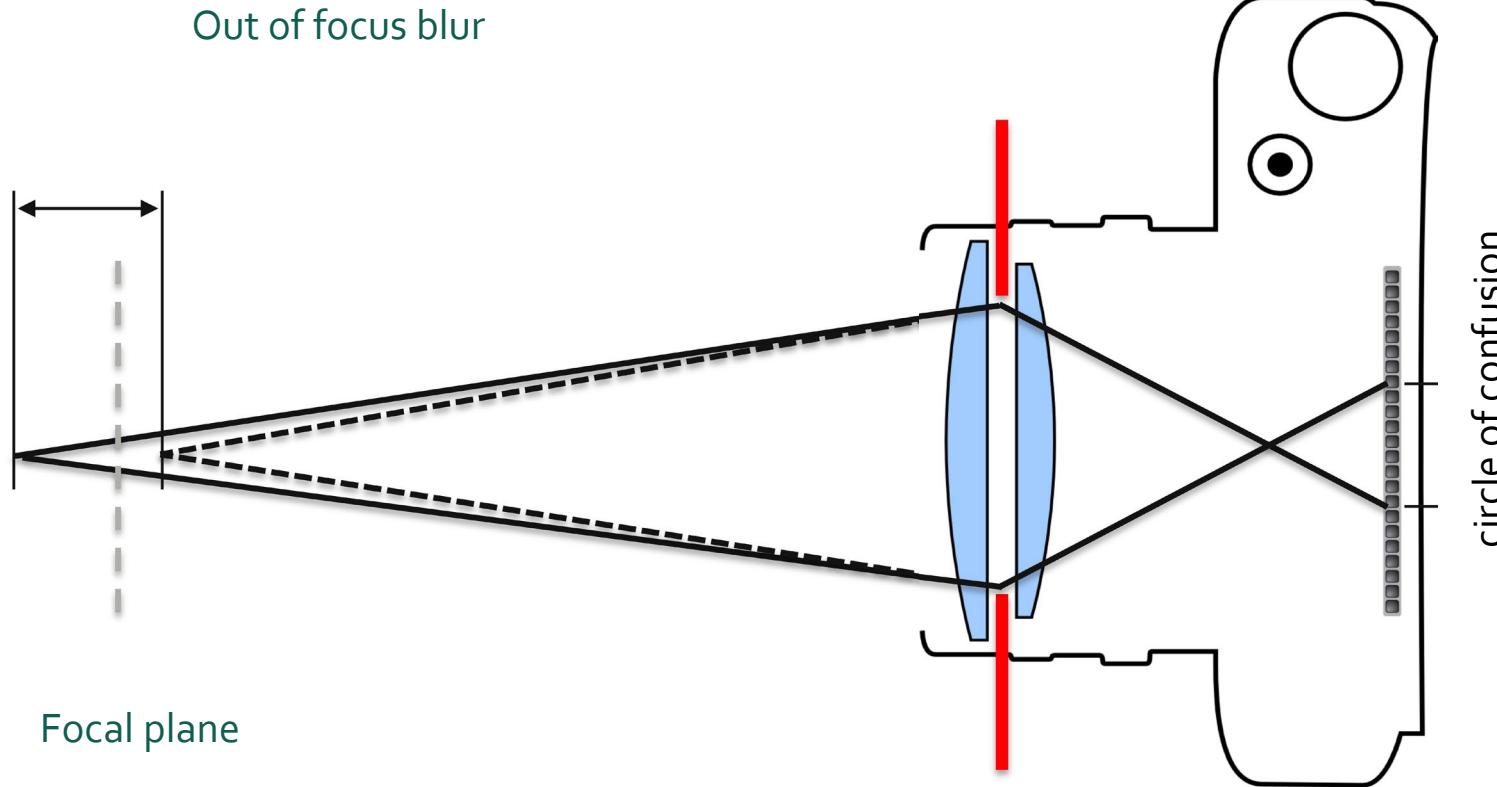
Out of focus blur



Focal plane



# Camera Depth of Field

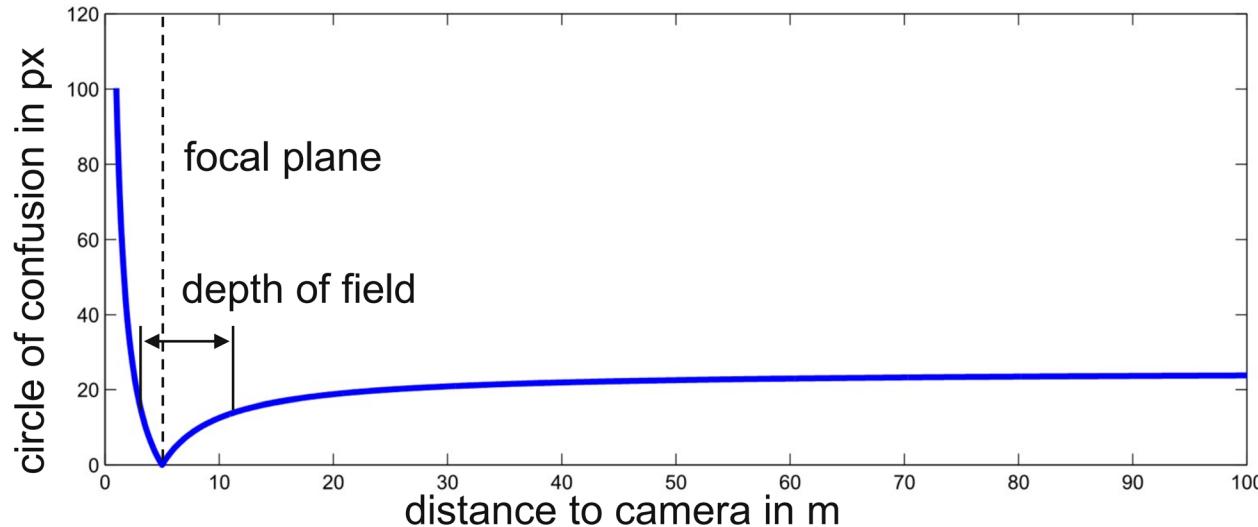




# Camera Depth of Field

$$c = MD \frac{|S - S_1|}{S}$$

Canon 5D Mark III: f=50mm, f/2.8 (N=2.8),  
focused at 5m, pixel size=7.5um





# Camera Depth of Field



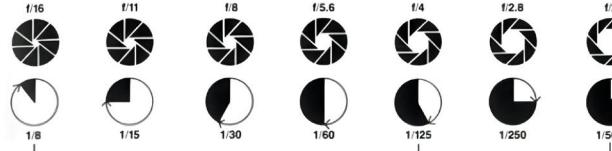
aperture....f 1.8  
shutter.....1/500  
ISO.....100  
distance...~3ft

aperture....f 4  
shutter.....1/125  
ISO.....100  
distance...~3ft

aperture....f 8  
shutter.....1/40  
ISO.....125  
distance...~3ft



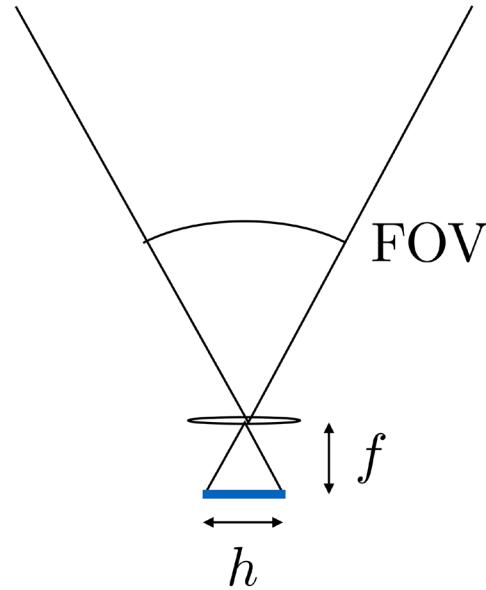
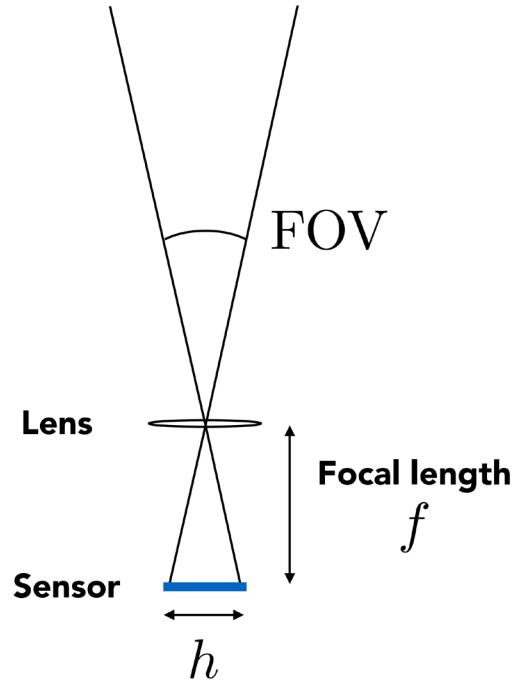
# Camera Depth of Field



London, Photography



# Camera Field of View (FOV)

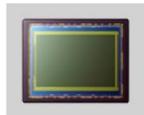
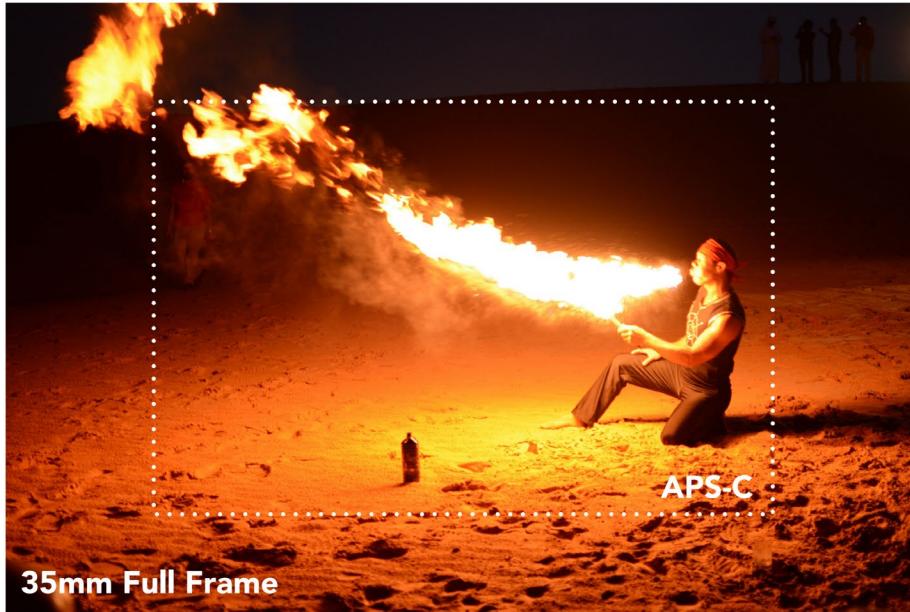


$$\text{FOV} = 2 \arctan \left( \frac{h}{2f} \right)$$

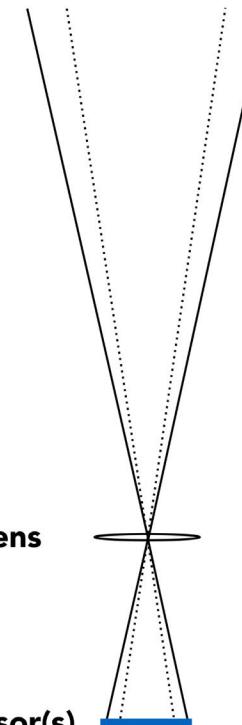
For a fixed sensor size, decreasing the focal length increases the field of view.



# Camera Field of View (FOV)

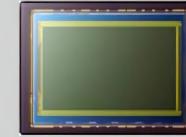


**Object**





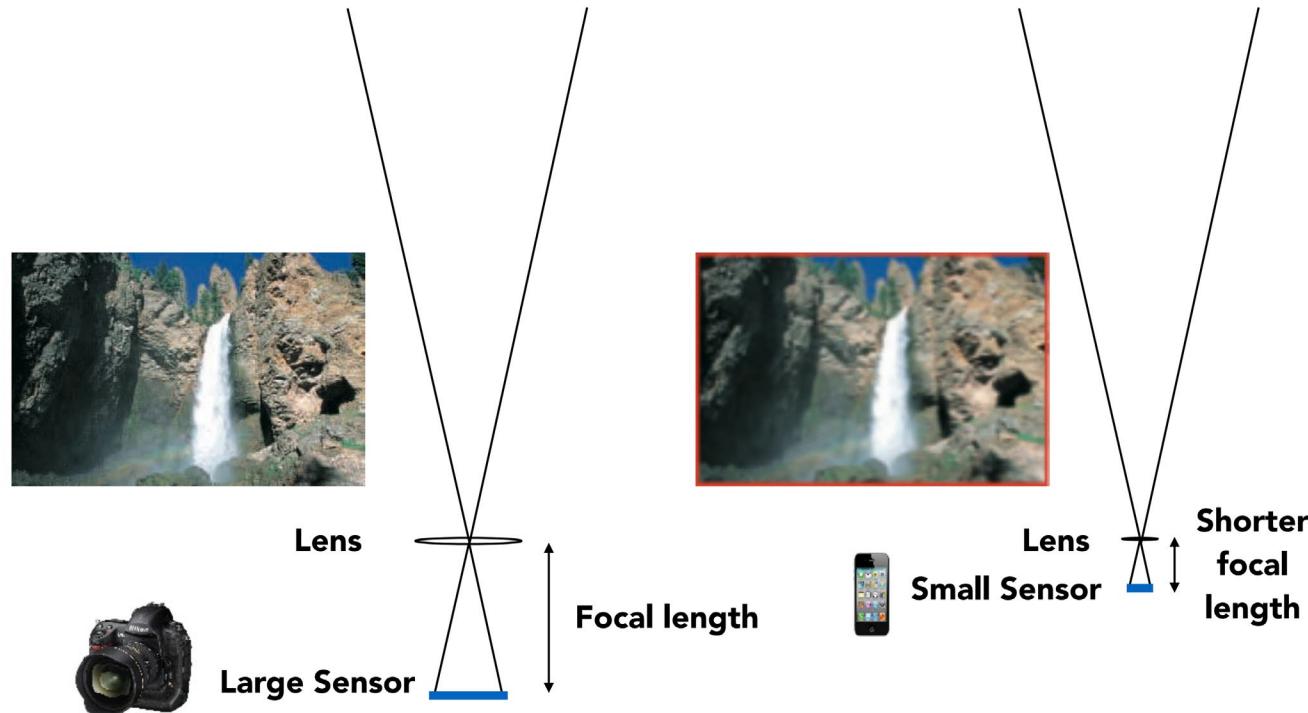
# Camera Field of View (FOV)

Sensor Name	Medium Format	Full Frame	APS-H	APS-C	4/3	1"	1/1.63"	1/2.3"	1/3.2"
<b>Sensor Size</b>	53.7 x 40.2mm	36 x 23.9mm	27.9x18.6mm	23.6x15.8mm	17.3x13mm	13.2x8.8mm	8.38x5.59mm	6.16x4.62mm	4.54x3.42mm
<b>Sensor Area</b>	21.59 cm <sup>2</sup>	8.6 cm <sup>2</sup>	5.19 cm <sup>2</sup>	3.73 cm <sup>2</sup>	2.25 cm <sup>2</sup>	1.16 cm <sup>2</sup>	0.47 cm <sup>2</sup>	0.28 cm <sup>2</sup>	0.15 cm <sup>2</sup>
<b>Crop Factor</b>	0.64	1.0	1.29	1.52	2.0	2.7	4.3	5.62	7.61
<b>Image</b>									
<b>Example</b>									



# Camera Field of View (FOV)

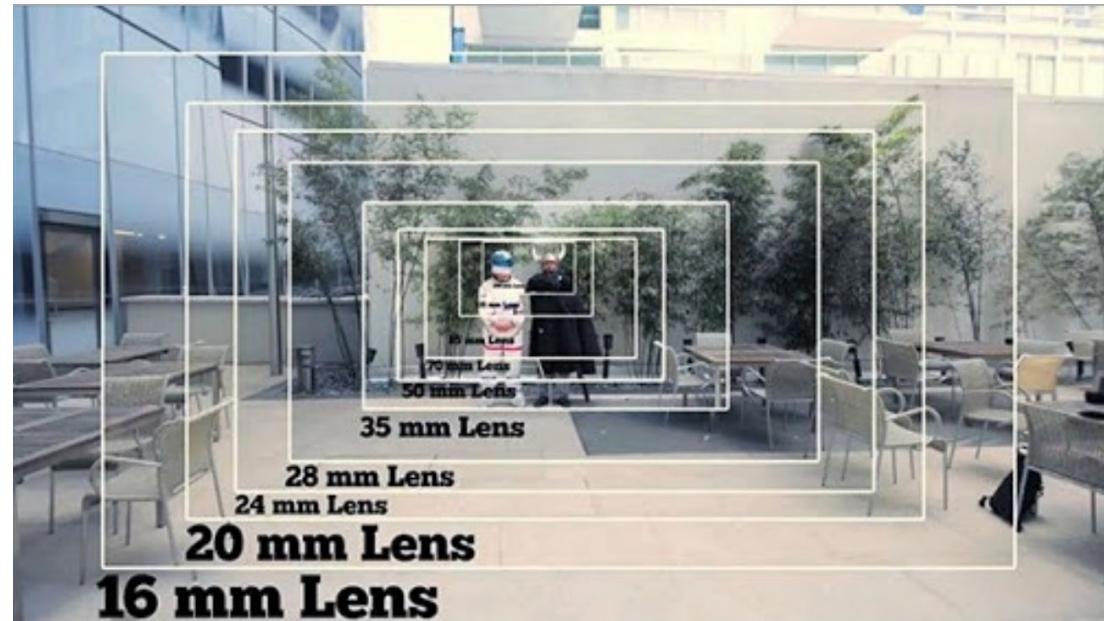
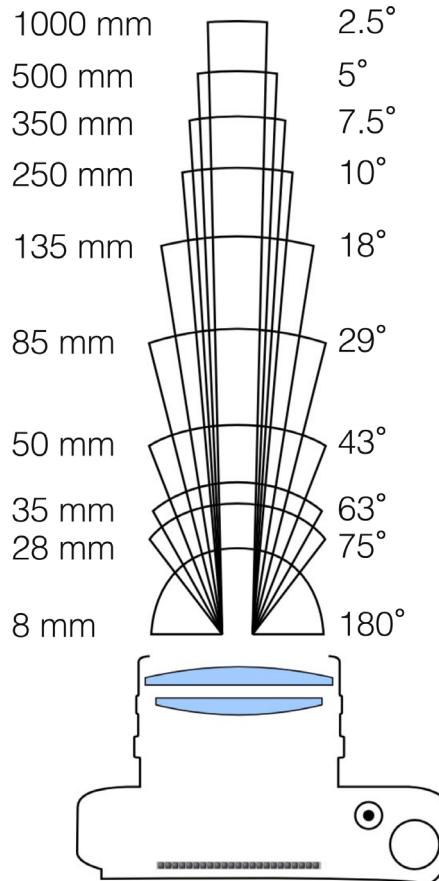
Mobile Phone: Maintain FOV on Smaller Sensor?



To maintain FOV, decrease focal length of lens  
in proportion to width/height of sensor



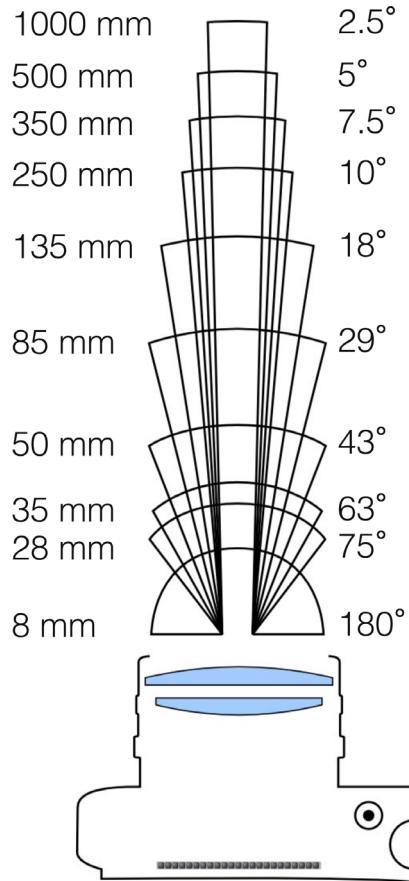
# Camera Field of View (FOV)



Andrew McWilliams



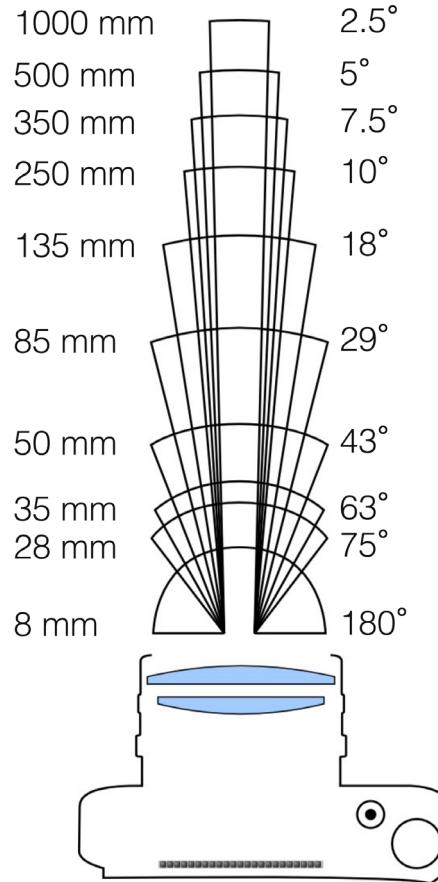
# Camera Field of View (FOV)



Hubble – What's the focal length?  
57.6 m



# Camera Field of View (FOV)



- For historical reasons, it is common to refer to angular field of view by focal length of a lens used on a 35mm-format film (36 x 24mm)
- Examples of focal lengths on 35mm format:
  - 17mm is wide angle  $104^\circ$
  - 50mm is a “normal” lens  $47^\circ$
  - 200mm is telephoto lens  $12^\circ$
- Careful! When we say current cell phones have approximately 28mm “equivalent” focal length, this uses the above convention. The physical focal length is often 5-6 times shorter, because the sensor is correspondingly smaller



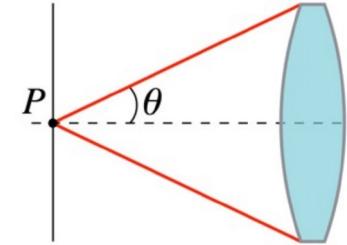
# Diffraction Limit

Ernst Abbe 1873:

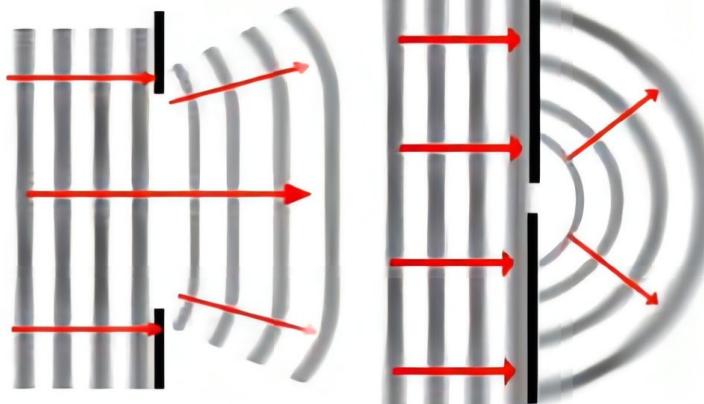
$$d = \frac{\lambda}{2n \sin \theta} = \frac{\lambda}{2NA} \approx \frac{\lambda}{f\text{-number}}$$

spot radius (image space)

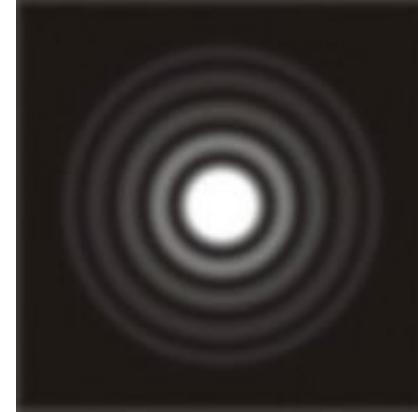
numerical aperture



Diffraction



Airy pattern



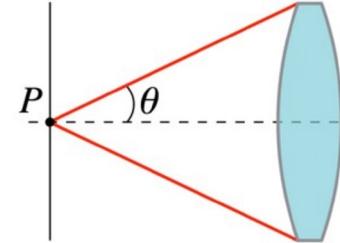
# Diffraction Limit



Ernst Abbe 1873:

$$d = \frac{\lambda}{2n \sin \theta} = \frac{\lambda}{2NA} \approx \frac{\lambda}{f\text{-number}}$$

spot radius (image space)      numerical aperture



- Microscope objectives today: NA 1.4-1.6 à  $d=\lambda/2.8$
- Small f-number (large NA) = high resolution but shallow depth of field
  - inherent tradeoff between “3D” information and 2D resolution
  - space-bandwidth product (uncertainty principle)



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# Tips for Photography



# Tips: Photographer's Mindset



From Canon EF Lens Work III

In this sequence, distance from subject increases with focal length to maintain image size of human subject.

Notice the dramatic change in background perspective.

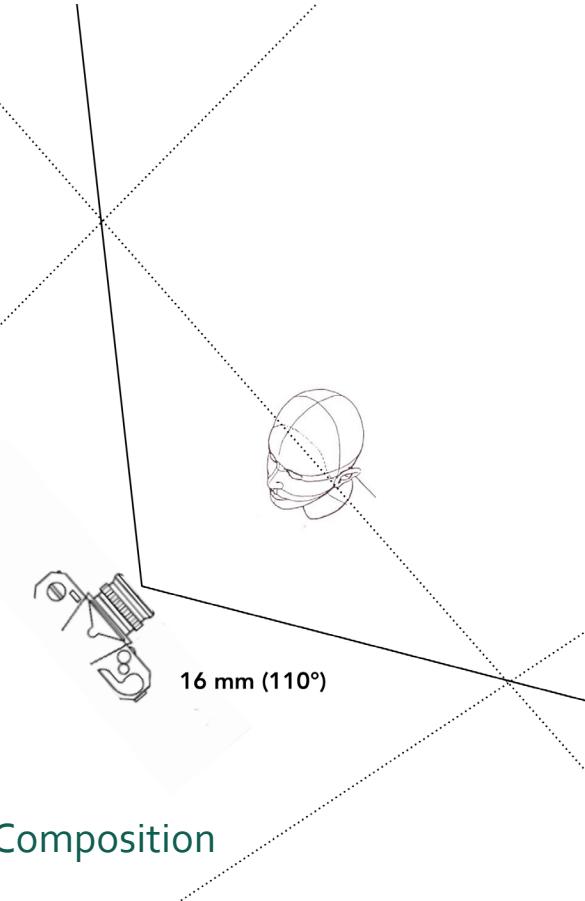
## Perspective Composition – Camera Position / Focal Length



# Tips: Photographer's Mindset



Up close and zoomed wide  
with short focal length



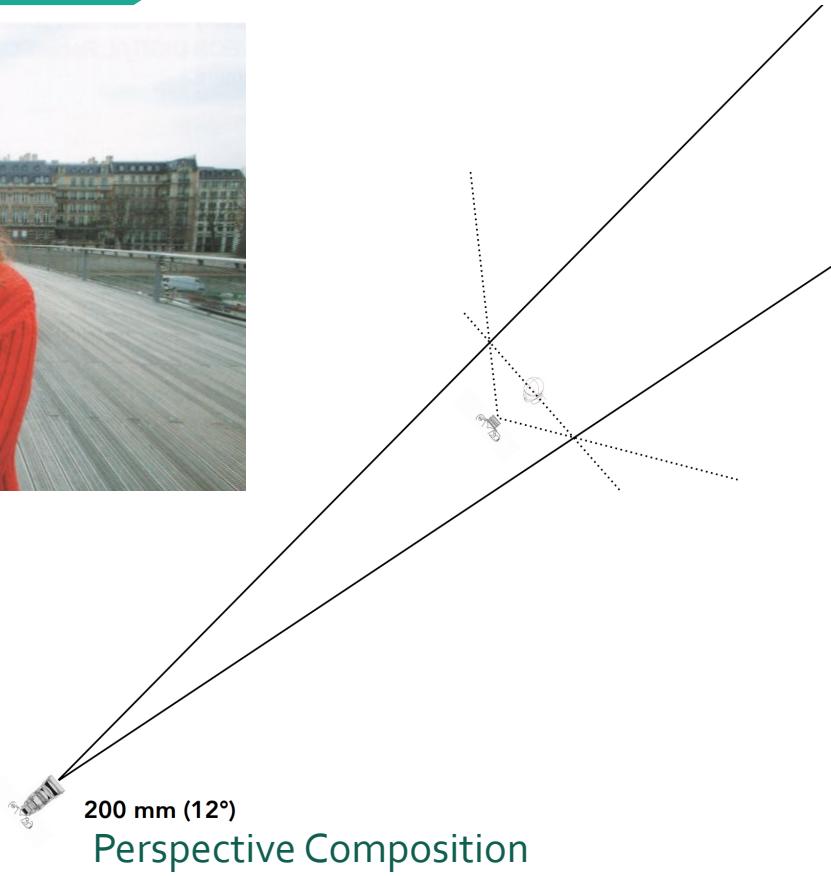
Perspective Composition



# Tips: Photographer's Mindset



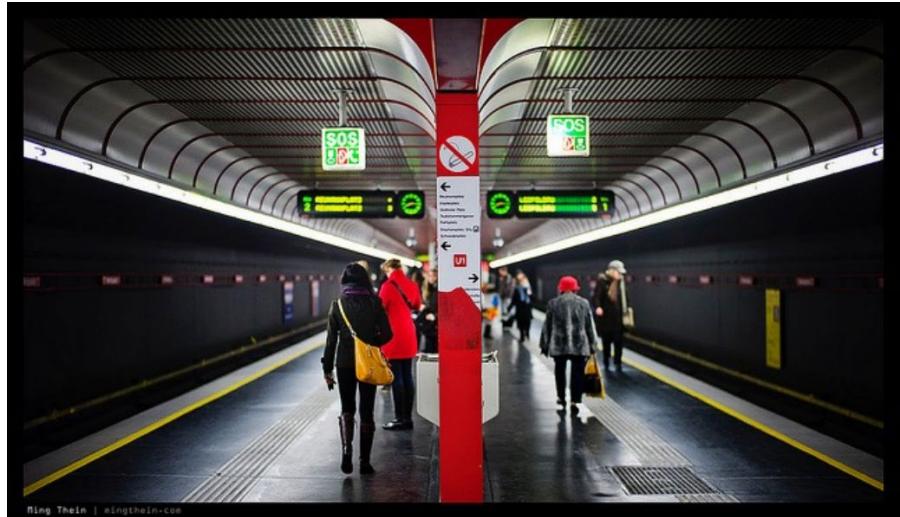
Walk back and zoom in  
with long focal length



200 mm (12°)  
Perspective Composition



# Tips: Photographer's Mindset



“Choose your perspective before you choose your lens.”

— Ming Thein, [mingthein.com](http://mingthein.com)

## Perspective Composition

# Tips: Improve Your Own Photography



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Tip 1: Make sure you have a strong subject

- Make it prominent, e.g. 1/3 of your image

Tip 2: Choose a good perspective relationship (relative size) between your subject and background (or foreground)

- Complement, don't compete with the subject

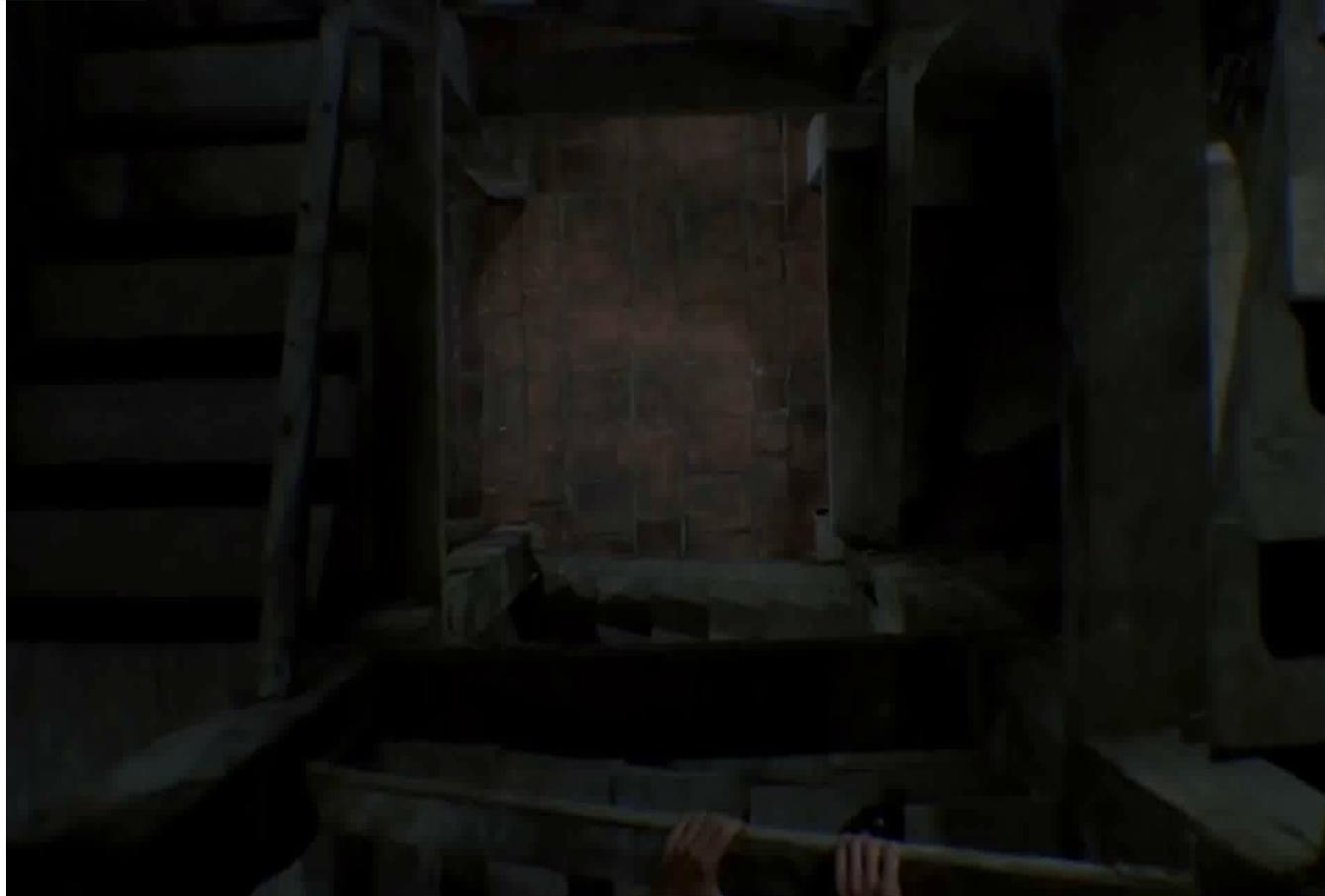
Tip 3: Change the zoom and camera distance to your subject

- Implement: actively zoom, and move your camera in/out
- Even works with your smartphone!



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# Tips: Dolly Zoom





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# Sensors



# Sensors: What's a Pixel?

Anatomy of the Active Pixel Sensor Photodiode

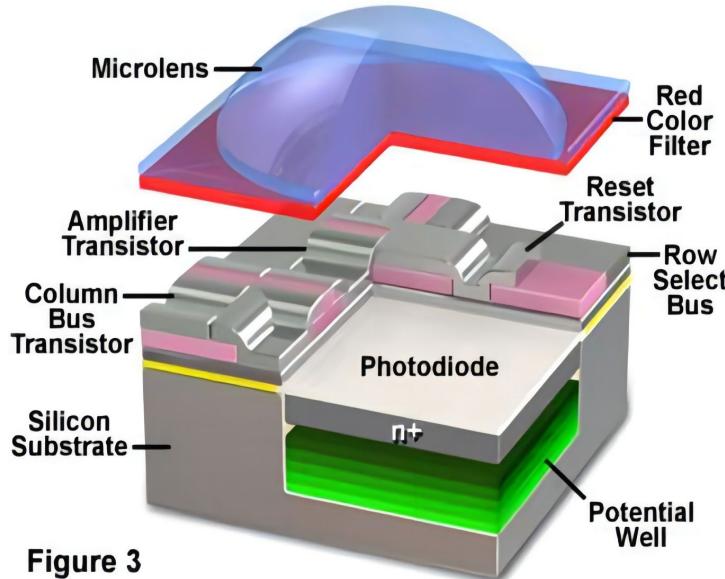
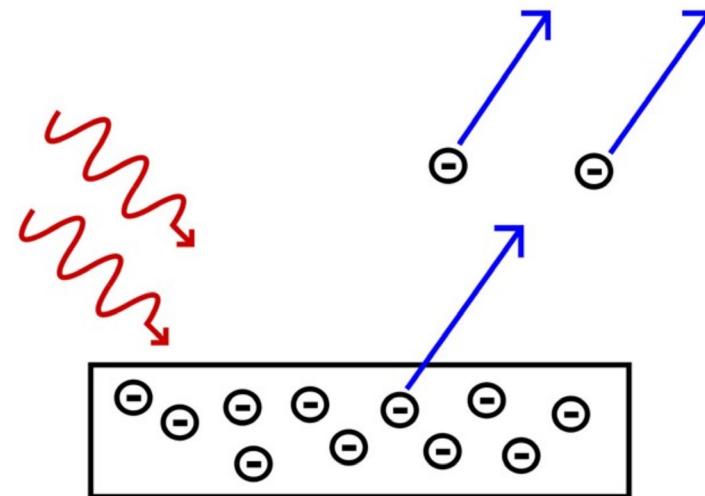


Figure 3

[www.olympus-lifescience.com](http://www.olympus-lifescience.com)

photon to electron converter  
photoelectric effect!



wikipedia



# Sensors: What's a Pixel?

## Anatomy of the Active Pixel Sensor Photodiode

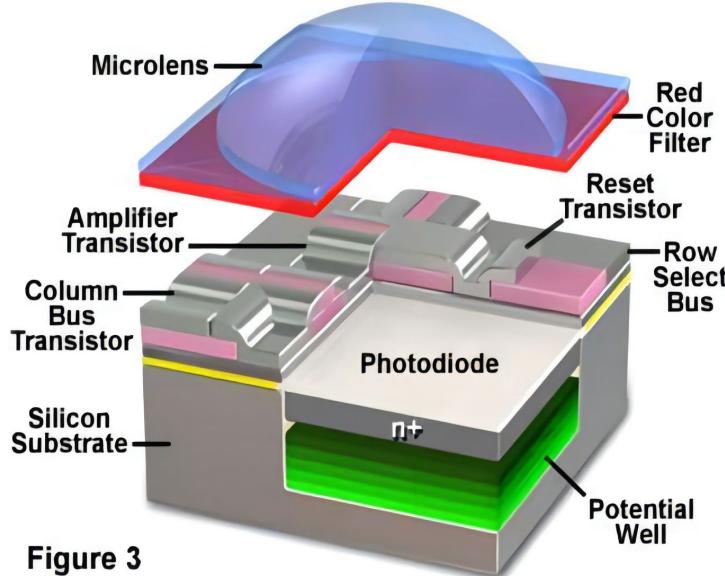


Figure 3

- Microlens: focus light on photodiode
- Color filter: select color channel
- Quantum efficiency: ~50%
- Fill factor: fraction of surface area used for light gathering



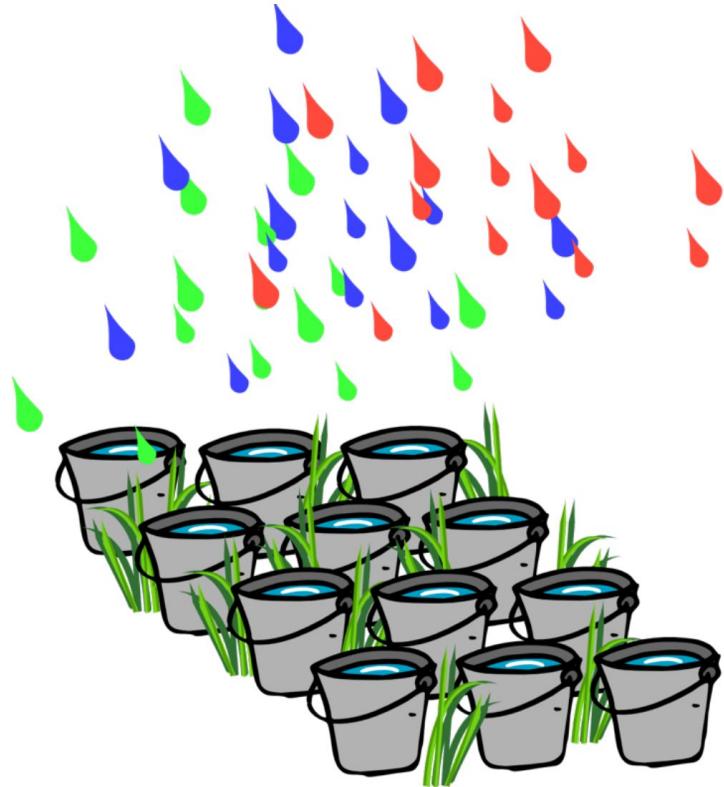
# Sensors: What's a Pixel?





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# Sensors: What's a Pixel?





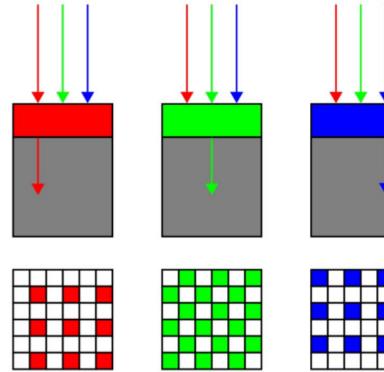
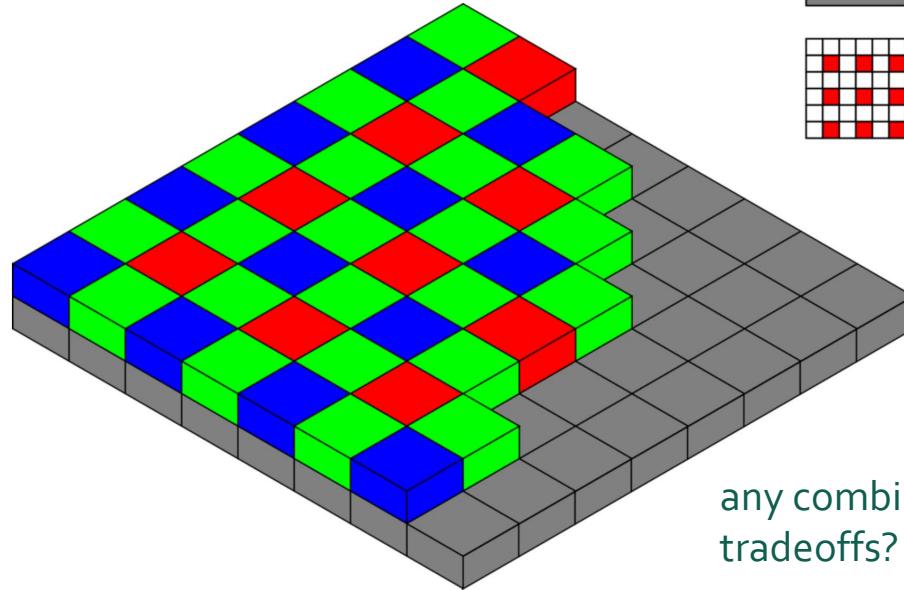
# Sensors: What's a Pixel?



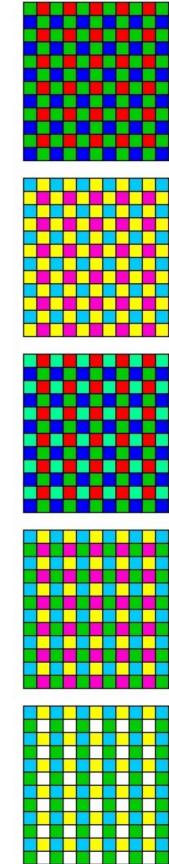
# Sensors: Color Filter Arrays



Bayer pattern



any combination possible  
tradeoffs?

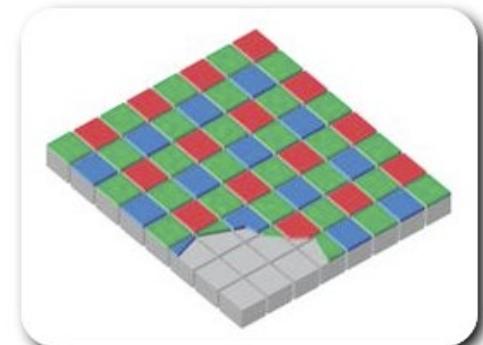




# Sensors: Color Filter Arrays

## Approach

- Pixels are covered by color filters
- Twice as many green pixels as red or blue ones
  - Interpreted as “intensity”
- Missing color values are interpolated for every pixel
  - More in later lecture
- Note: camera specs report the total number of pixels in a sensor
  - I.e a image recorded by a 1-chip camera only consists of  $\frac{1}{3}$  measured values,  $\frac{2}{3}$  are interpolated



# Sensors: “Direct Imaging Sensor”

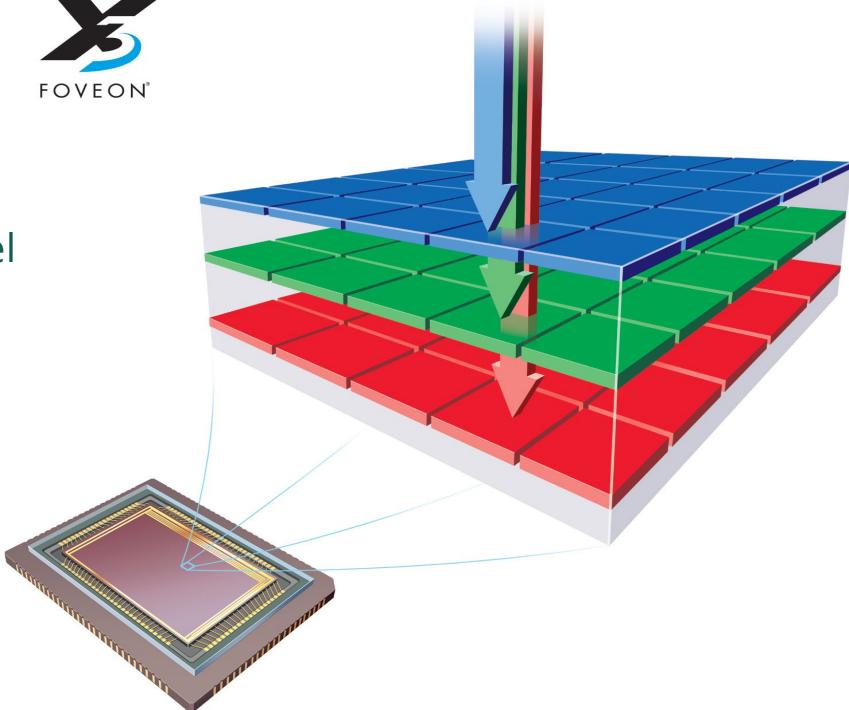


## Approach

- Layered RGB sensors
- All channels actually measure for every pixel

But

- Currently lower resolution
- Reportedly problems with color quality





# Sensors

Common Semiconductor sensors used in cameras:

- Charge Coupled Devices (CCD)
- Complementary Metal-Oxide-Semiconductor (CMOS)
- Foveon

Others

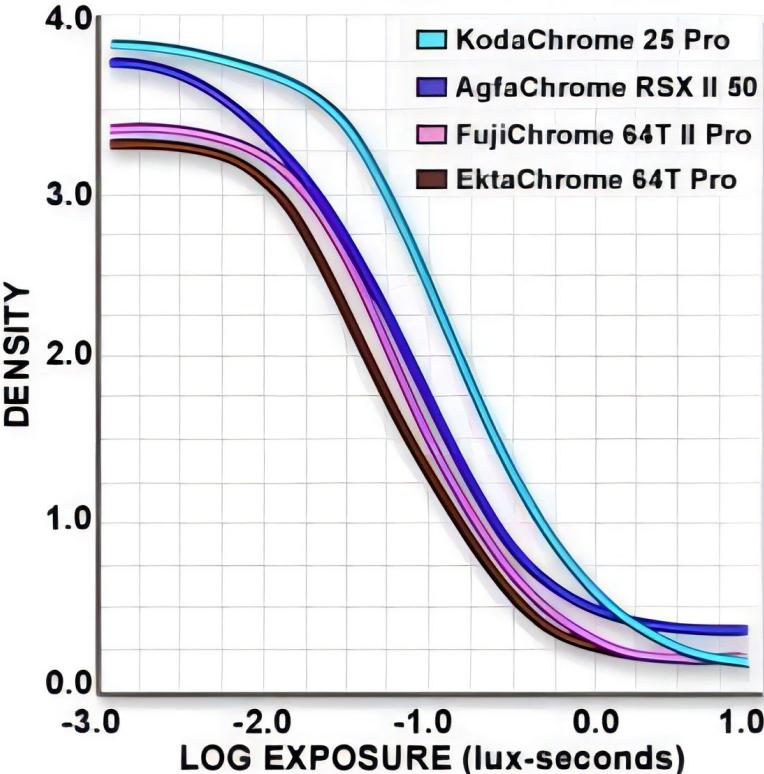
- Charge Injection Devices (CID)
- Photomultipliers
- Cathode Ray Tubes (CRT)
- Single Photon Avalanche Diode Array(SPAD)
- Quanta Image Sensor (QIS)
- Two-bucket Sensor
- Photonic Mixer Device (PMD)
- ...



# Analog Film

- Highly non-linear response:
  - Here shown for slide film
- Terminology:
  - Transmittance T: portion of light transmitted (0...1)
  - Density:  $\log(1/T)$
  - Contrast: ratio between max. and min. discernible intensity
- Example:
  - Transmittance 0.001
  - Density: 3
- Contrast of film:
  - 1,000:1 or more

## Characteristic Curves for Popular Color Transparency Films





# Semiconductor Light Sensors -Photoconductivity

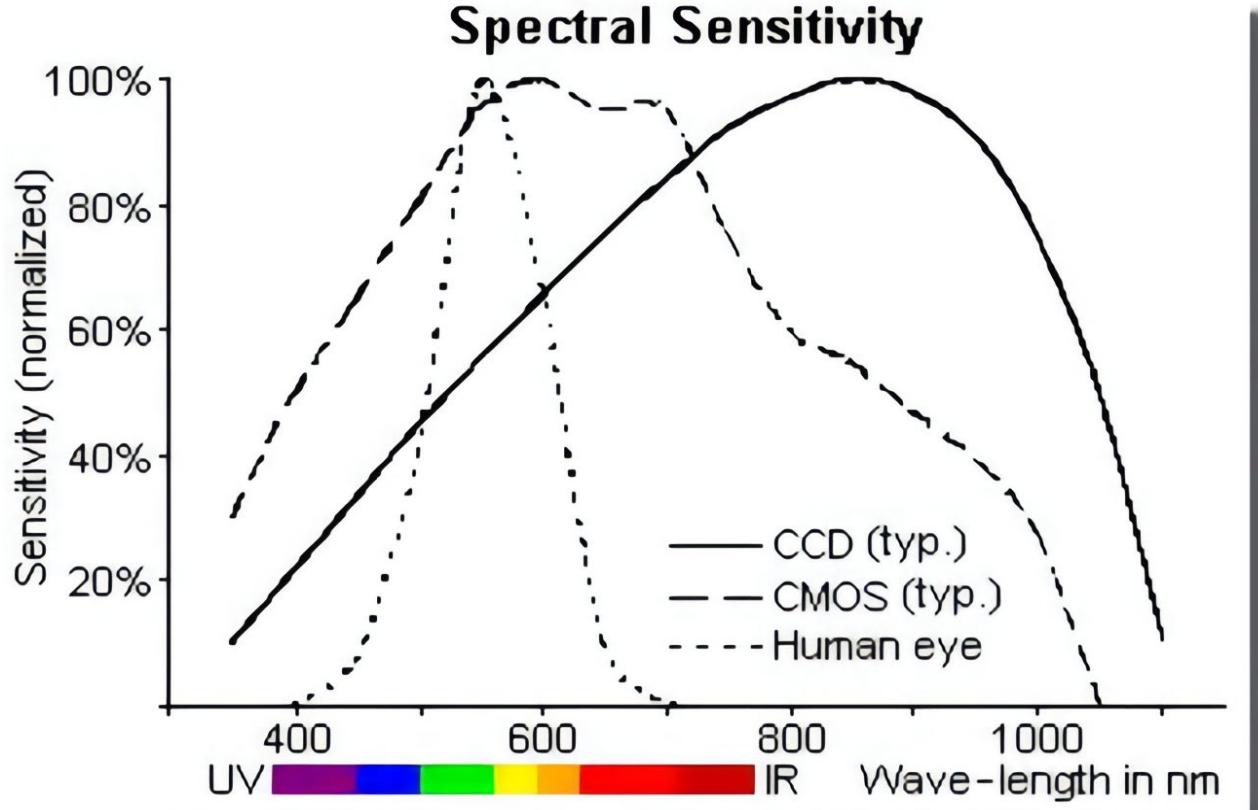
Principle:

- A photon entering a semiconductor material collides with an atom
- Through the collision, an electron is moved from the valence band to the conductance band
  - The electron leaves behind a positively charged “hole”
  - Electrons in the conductance band can move freely about the material, and can hence be measured as a charge

Basic Properties:

- Response is linear
  - Every photon interacting with an atom generates a single electron
- Quantum efficiency is high
  - Percentage of photons generating electrons is about 85% for blue and green in consumer products

# Spectral Sensitivity



CCD: High Sensivity for infrared

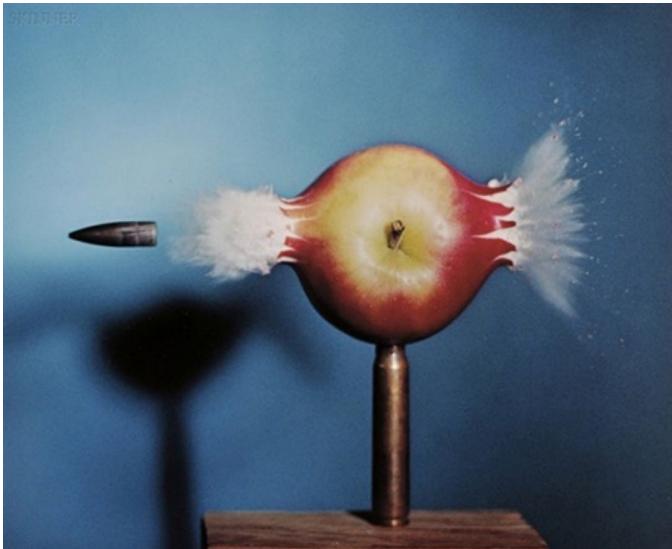
# Exposure



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## High-Speed Photography

- Short exposure
- Bright strobe illumination
- Gun synced to camera



Harold Edgerton



Mark Watson



## Long-Exposure Photography



<https://www.demilked.com/best-long-exposure-photos/>



# Exposure (shutter speed)

- $Q = T \times E$
- Exposure = time x irradiance (e.g. 1/250, 1/60, 1, 15, bulb)
- Exposure time (T)
  - Controlled by shutter
- Irradiance (E)
  - Power of light falling on a unit area of sensor
  - Controlled by lens aperture and focal length



$\frac{1}{4}$  sec, f/3.3



2 sec, f/6.3,

wikipedia



# Exposure Levels (1 “Stop” = 2x Exposure)

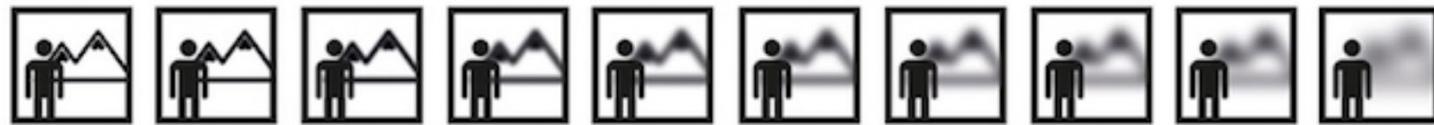
Exposure bracketing with +/- 1 stop exposure



<https://www.dpmag.com/how-to/tip-of-the-week/how-and-why-to-use-auto-exposure-bracketing/>



# Exposure Controls: Aperture, Shutter, Gain (ISO)



F32    F22    F16    F11    F8    F5,6    F4    F2,8    F2    F1,4



1/1000    1/500    1/250    1/125    1/60    1/30    1/15    1/8    1/4    1/2



ISO 50    ISO 100    ISO 200    ISO 400    ISO 800    ISO 1600    ISO 3200    ISO 6400    ISO 12800    ISO 25600



## Definition: F-Number of a Lens

- The F-Number of a lens is defined as the focal length divided by the diameter of the aperture
- Common F-stops on real lenses: 1.4, 2, 2.8, 4.0, 5.6, 8, 11, 16, 22, 32
- 1 stop doubles exposure
- Notation: an f-stop of, e.g. 2 is sometimes written  $f/2$ , or F:2



# Exposure Controls: Aperture, Shutter, Gain (ISO)

Aperture size:

- Change the f-stop by opening / closing the aperture (if camera has iris control)

Shutter speed:

- Change the duration the sensor pixels integrate light

ISO gain:

- Change the amplification (analog and/or digital) between sensor values and digital image values



# Constant Exposure: F-Stop vs Shutter Speed

Example: these pairs of aperture and shutter speed give equivalent exposure

F-Stop	1.4	2.0	2.8	4.0	5.6	8.0	11.0	16.0	22.0	32.0
Shutter	1/500	1/250	1/125	1/60	1/30	1/15	1/8	1/4	1/2	1

If the exposure is too bright/dark, may need to adjust f-stop and/or shutter up/down.



Third variable for exposure

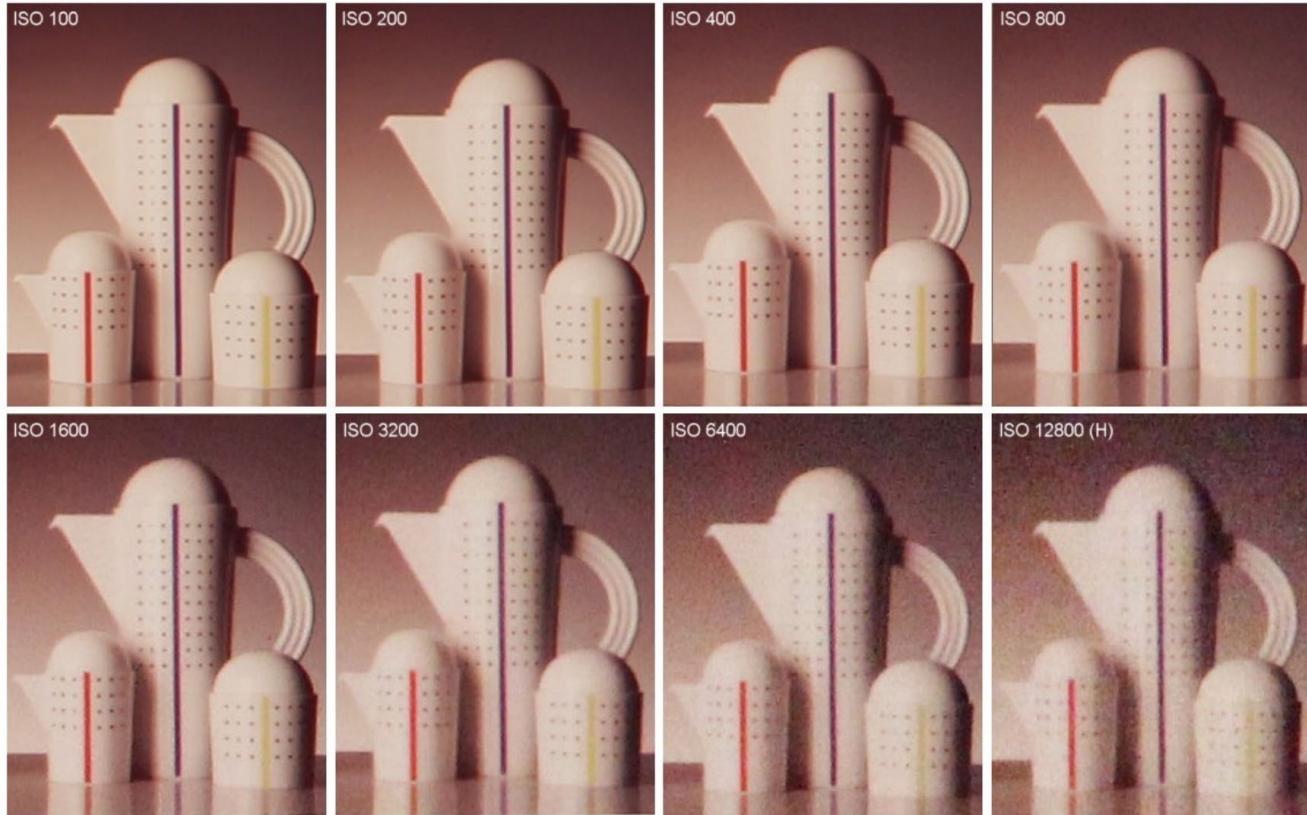
Image sensor: trade sensitivity for noise

- Multiply signal before analog-to-digital conversion
- Linear effect (ISO 200 needs half the light as ISO 100)



# ISO Gain vs Noise in Canon T2i

sensor  
sensitivity  
–  
analog gain  
applied before  
ADC!

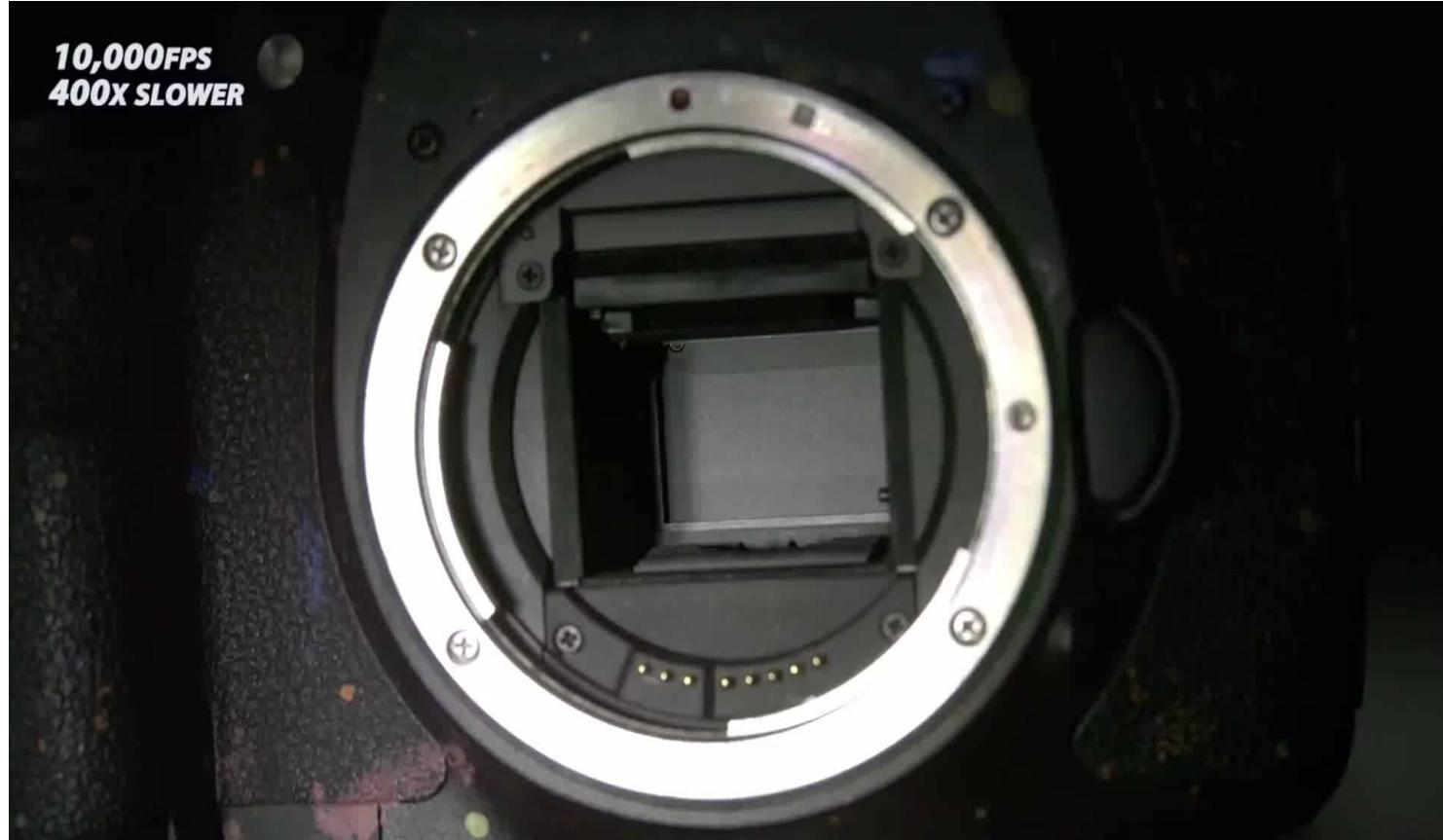


bobatkins.com

Note: trend is same in current sensors, but much less noise!



# Shutters: Physical



The Slow Mo Guys, <https://youtu.be/CmjeCchGRQo>



# Main Side Effect of Shutter Speed

Motion blur: handshake, subject movement  
Doubling shutter time doubles motion blur



Gavin Hoey <http://www.gavtrain.com/?p=3960>



# Main Side Effect of Shutter Speed

Motion blur: handshake, subject movement  
Doubling shutter time doubles motion blur

**Slow shutter speed**



**Fast shutter speed**



London



# Electronic Shutter

- Pixel is electronically reset to start exposure
- Fills with photoelectrons as light falls on sensor
- Reading out pixel electronically “ends” exposure
- Problem: most sensors read out pixels sequentially, takes time (e.g. 1/30 sec) to read entire sensor
  - If reset all pixels at the same time, last pixel read out will have longer exposure
  - So, usually stagger reset of pixels to ensure uniform exposure time
  - Problem: rolling shutter artifact

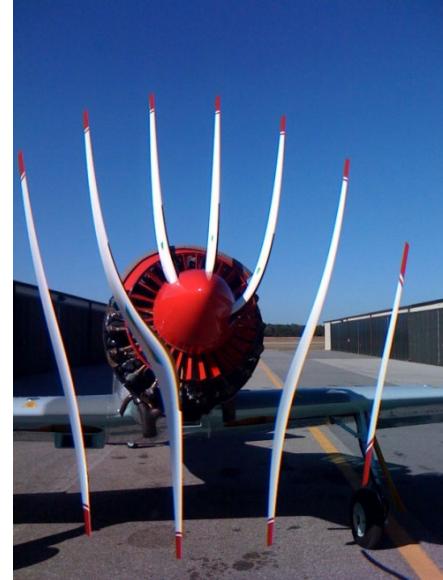
# Electronic Rolling Shutter



香港中文大學(深圳)  
The Chinese University of Hong Kong, Shenzhen



Credit: David Adler, B&H Photo Video  
<https://www.bhphotovideo.com/explora/video/tips-and-solutions/rolling-shutter-versus-global-shutter>



Credit: Soren Ragsdale  
<https://flic.kr/p/5S6rKw>



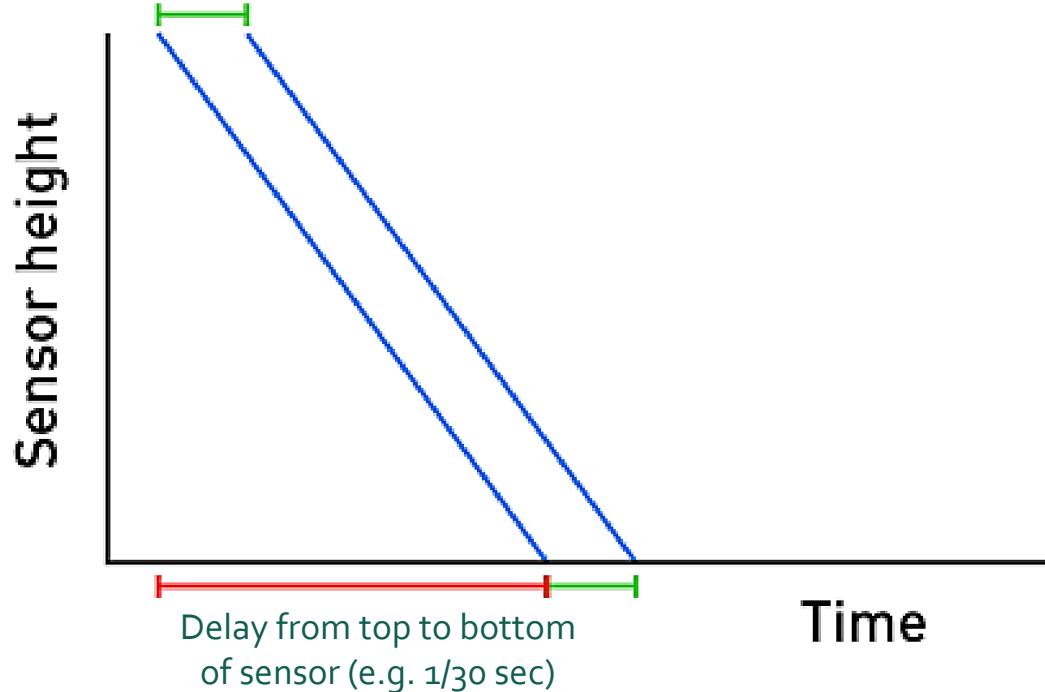
# Electronic Rolling Shutter



The Slow Mo Guys, <https://youtu.be/CmjeCchGRQo>

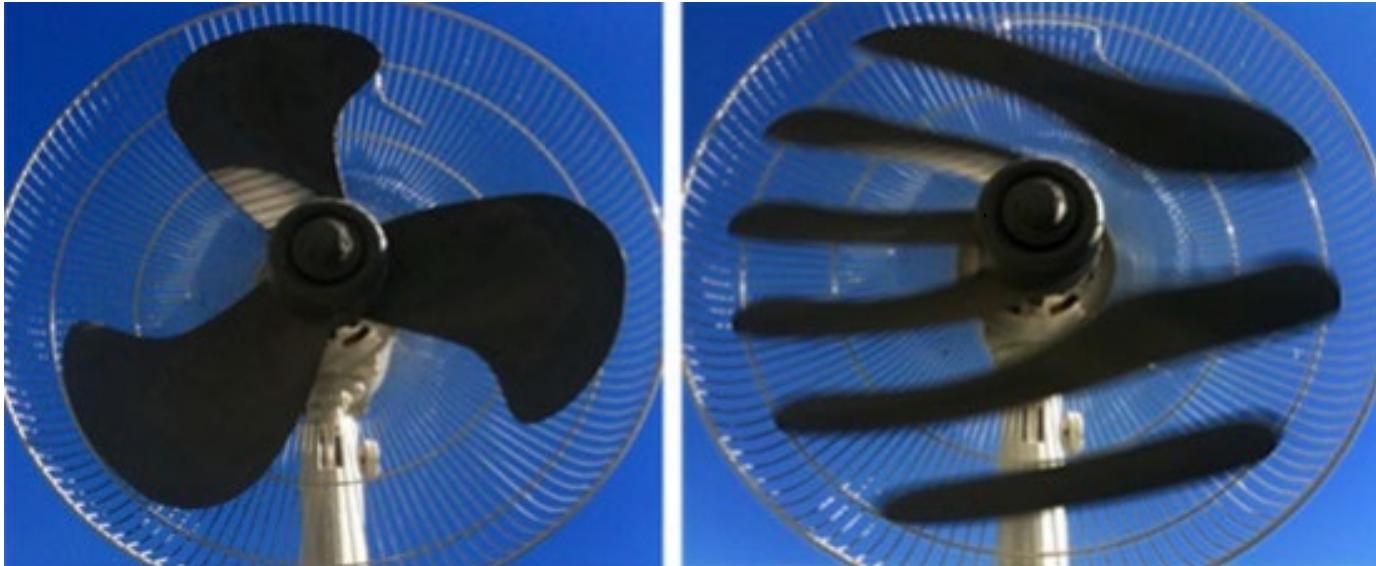


# Electronic Rolling Shutter





# Global Shutter vs. Rolling Shutter



All sensor pixels exposed at  
same time

Row-by-row readout of image

- shorter exposure times per pixel
- motion artifacts



# Exposure Tradeoffs: Depth of Field vs Motion Blur



f / 4  
1/125 sec



f / 11  
1/15 sec



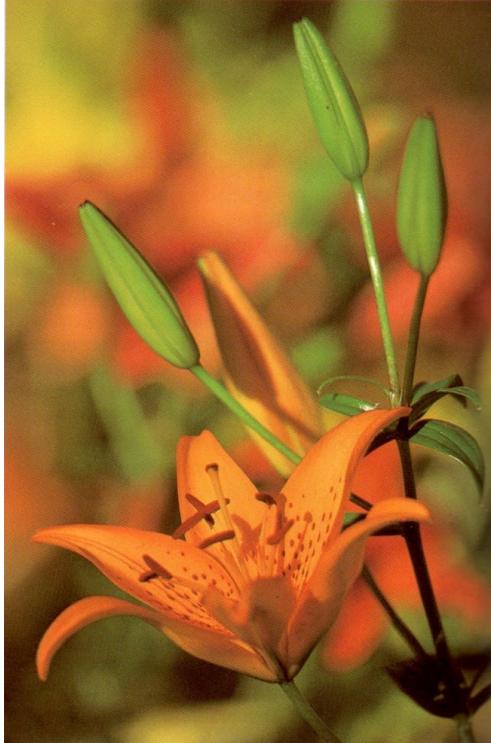
f / 32  
1/2 sec

Photographers must trade off depth of field  
and motion blur for moving subjects



# Exposure Tradeoffs: Depth of Field vs Motion Blur

Shallow Depth of Field Can Create a Stronger Image

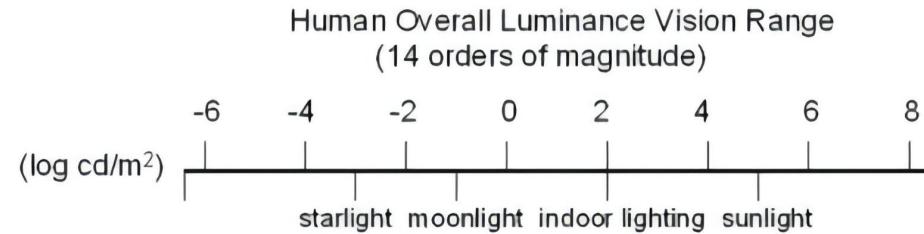


From Peterson, Understanding Exposure  
200mm, f/4, 1/1000 (left) and f/11, 1/125 (right)



## Sunnybrook Technologies

### Mission: Real World Images



Human Instantaneous  
Luminance Vision Range



5 orders  
of magnitude

Today's Display Luminance

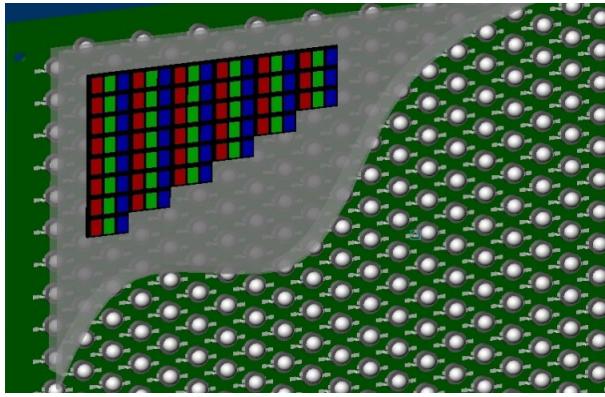


3 orders

**Sunnybrook HDR Display Technology – 5 Orders of Magnitude**



# High Dynamic Range Displays



Low Resolution LED Array

➤ About 1000-2000 LEDs

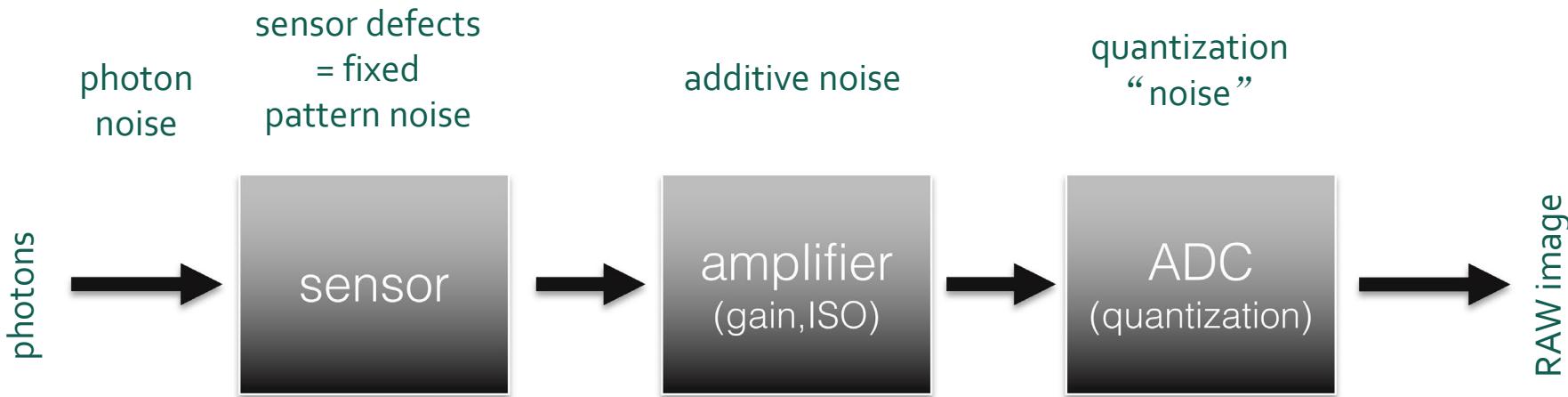
➤ Conventional LCD

➤ Diffusion aOptics

Wolfgang Heidrich [BrightSite Technology]



# Photons to RAW Image





## Today's Topic

- Lens
  - Aperture
  - Depth of Field
  - Field of View
  - Diffraction Limit
- Tips for Photography
- Sensors
  - Pixels and CFA
  - Exposure and ISO
  - Dynamic Range



# Thank You!

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