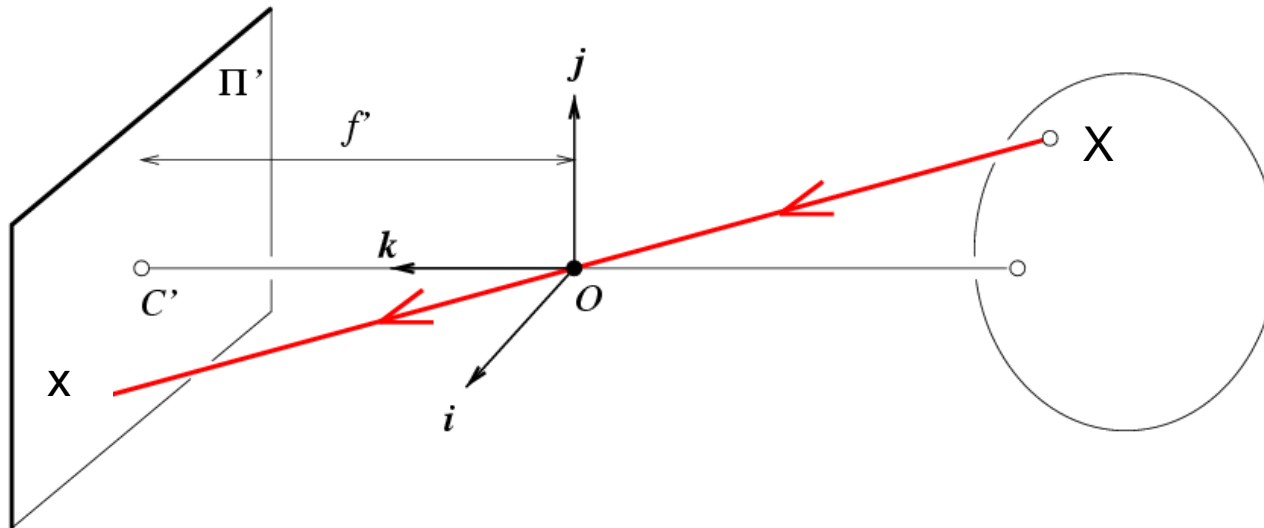


Previous classes

- Computer vision overview
- Mathematics of pinhole camera
- Sensors and light

Recap: projection



$$\mathbf{x} = \mathbf{K}[\mathbf{R} \quad \mathbf{t}] \mathbf{X}$$



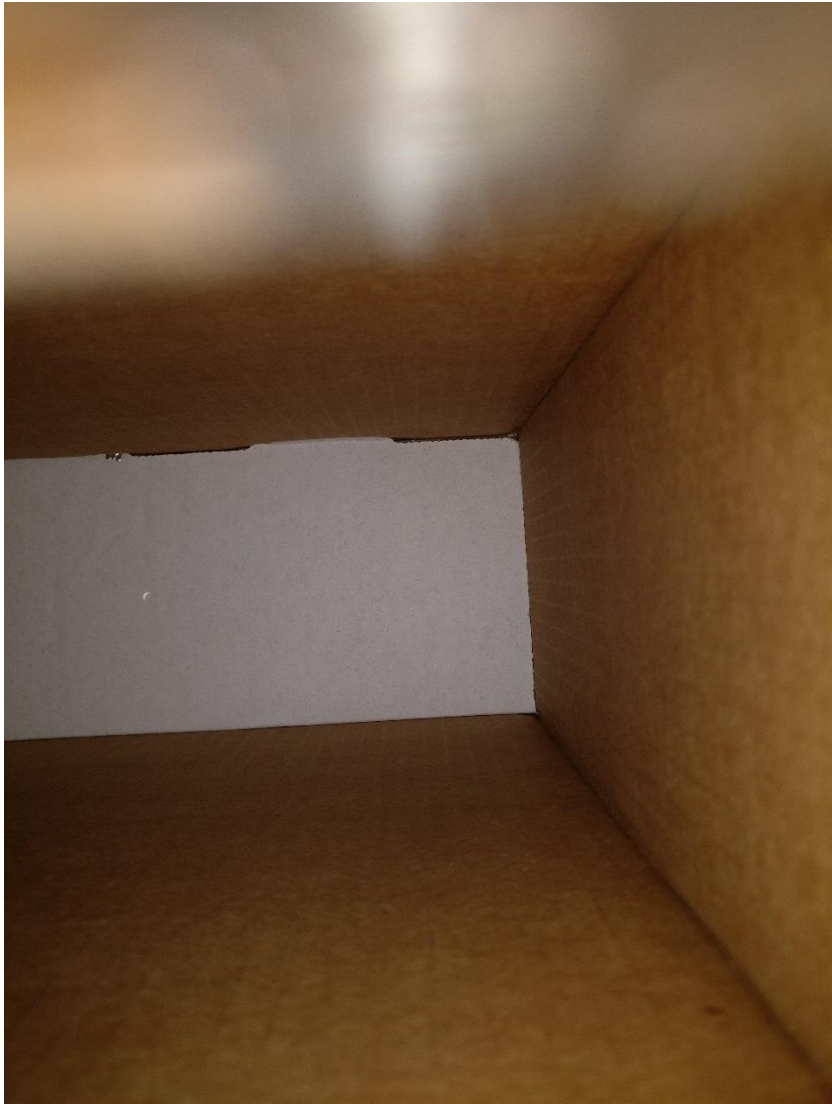
$$w \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} \alpha & s & u_0 \\ 0 & \beta & v_0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & t_x \\ r_{21} & r_{22} & r_{23} & t_y \\ r_{31} & r_{32} & r_{33} & t_z \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

Relating multiple views



Figure Credit: Bundler: Structure from Motion (SfM) for Unordered Image Collections

Pinhole camera - Eclipse photos



Michael Eden



Pictures taken from: Tech Green

By: Sergio Aguilera

Date: 08/21/2017



Stephen Eick





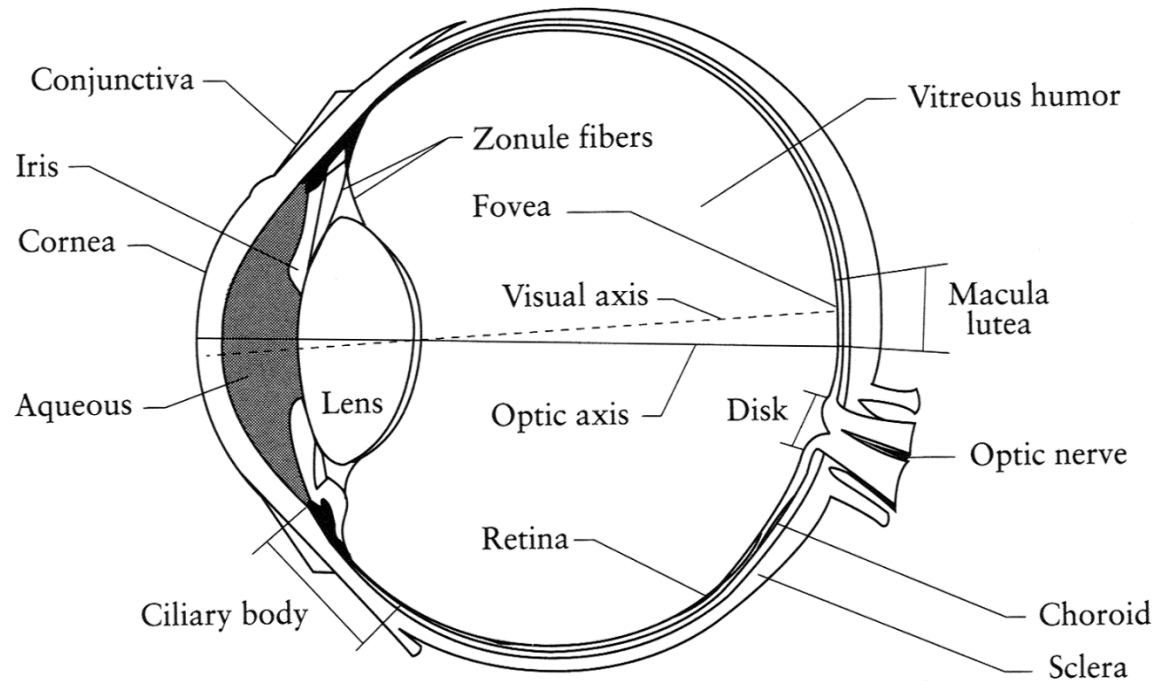


Why use lenses?

Today's class

- Biological vision and color
- Image filtering

The Eye

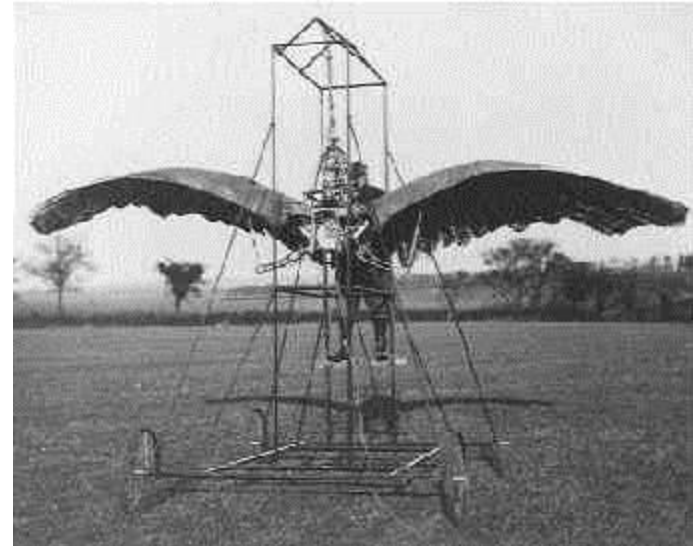
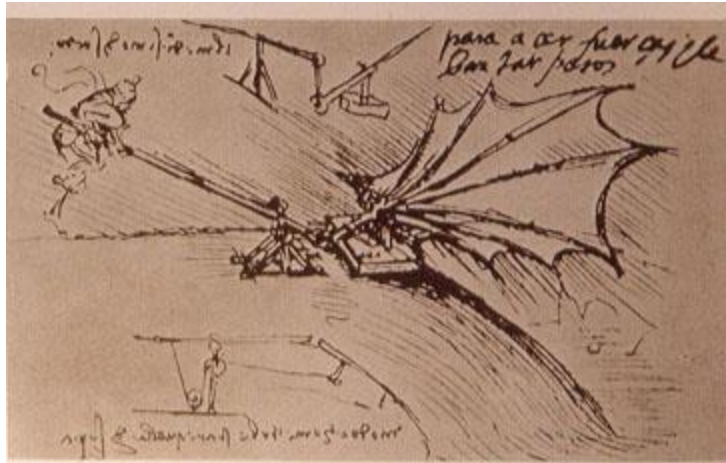


- The human eye is a camera!
 - **Iris** - colored annulus with radial muscles
 - **Pupil** - the hole (aperture) whose size is controlled by the iris
 - What's the "film"?
 - photoreceptor cells (rods and cones) in the **retina**

Aside: why do we care about human vision in this class?

- We don't, necessarily.

Ornithopters



Why do we care about human vision?

- We don't, necessarily.
- But cameras necessarily imitate the frequency response of the human eye, so we should know that much.
- Also, computer vision probably wouldn't get as much scrutiny if biological vision (especially human vision) hadn't proved that it was possible to make important judgements from 2d images.

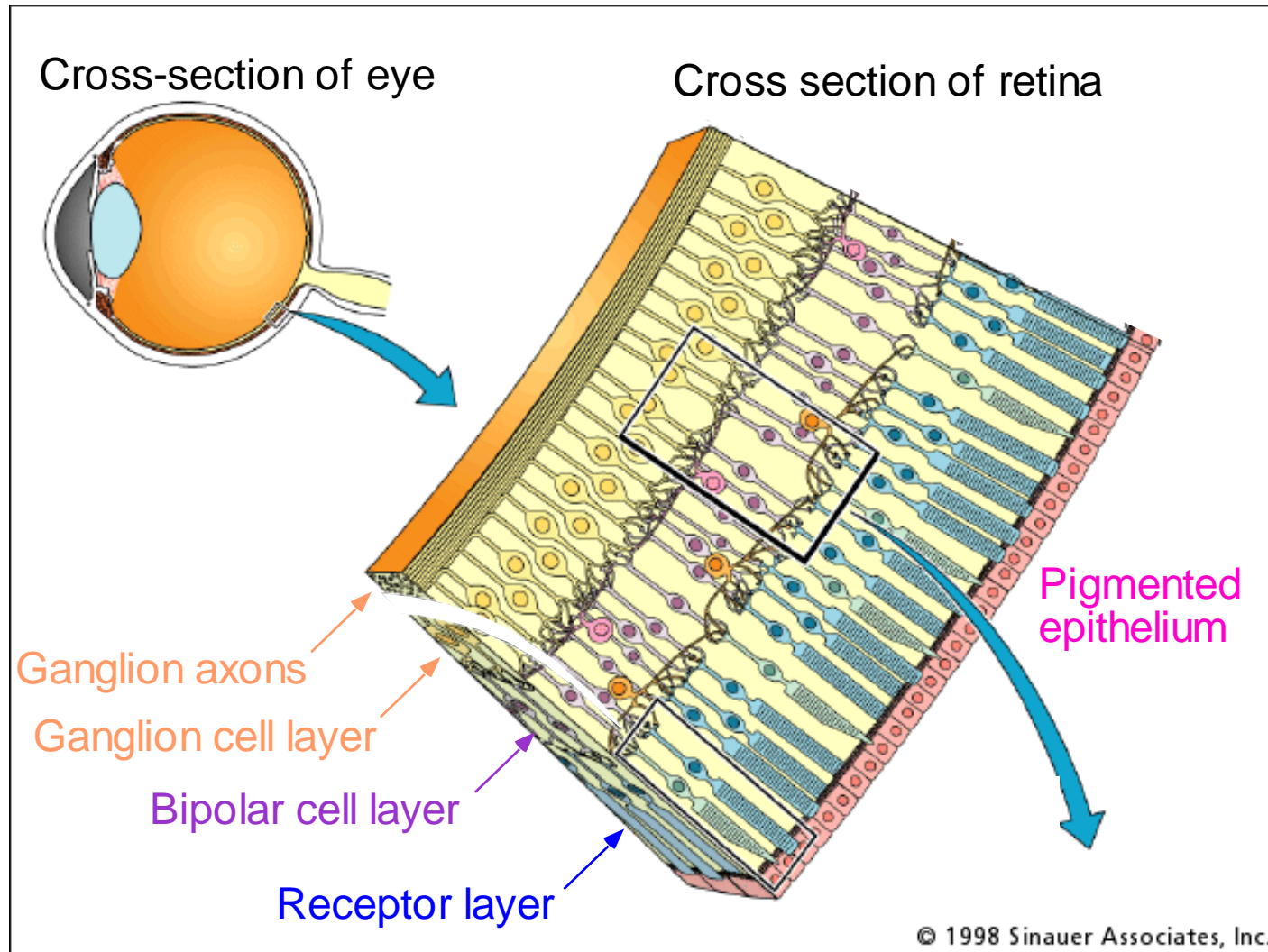
Does computer vision “understand” images?

"Can machines fly?" The answer is yes, because airplanes fly.

"Can machines swim?" The answer is no, because submarines don't swim.

"Can machines think?" Is this question like the first, or like the second?

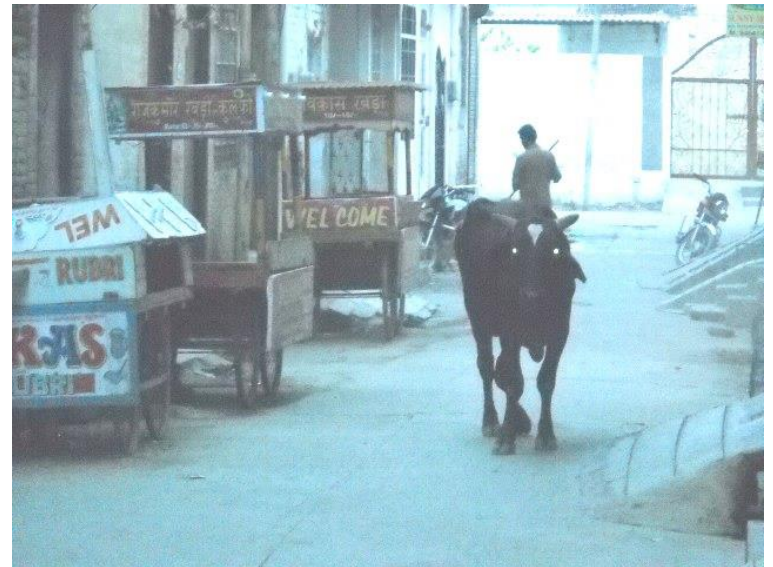
The Retina



What humans don't have: tapetum lucidum



Human eyes can reflect a tiny bit and blood in the retina makes this reflection red.



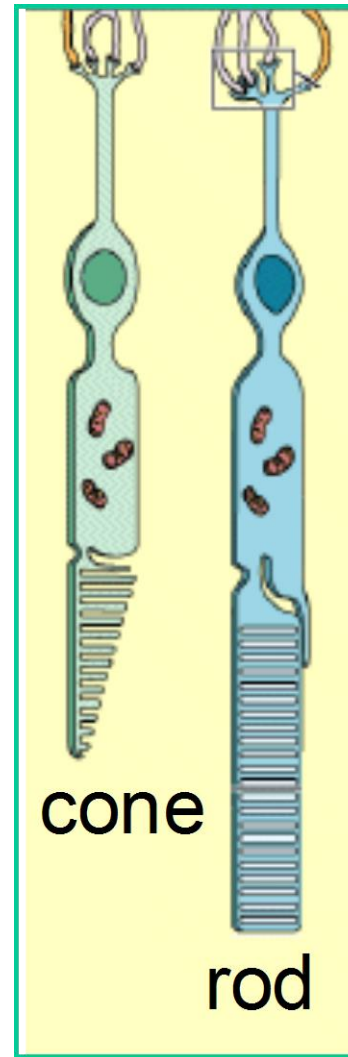
Two types of light-sensitive receptors

Cones

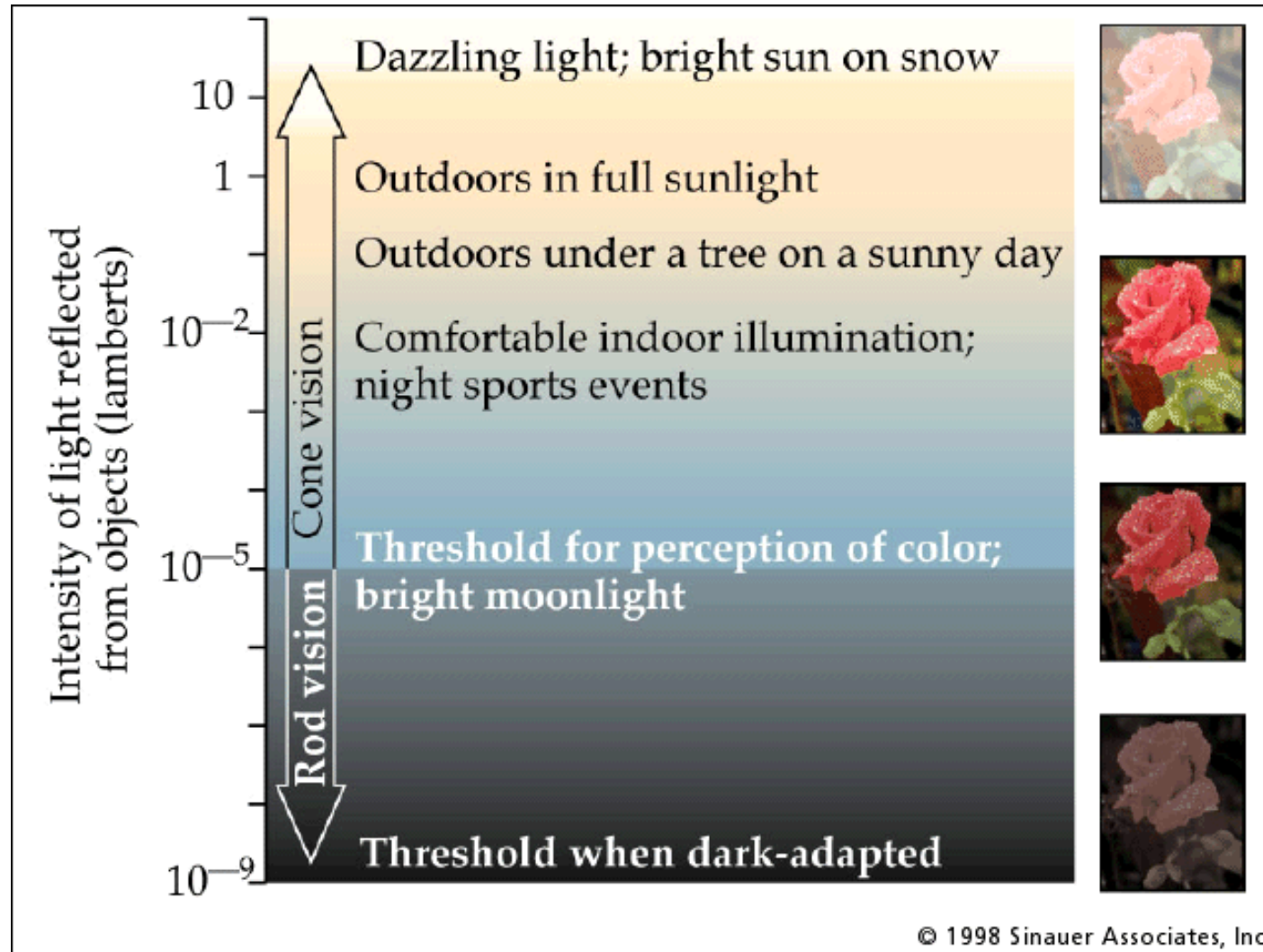
cone-shaped
less sensitive
operate in high light
color vision

Rods

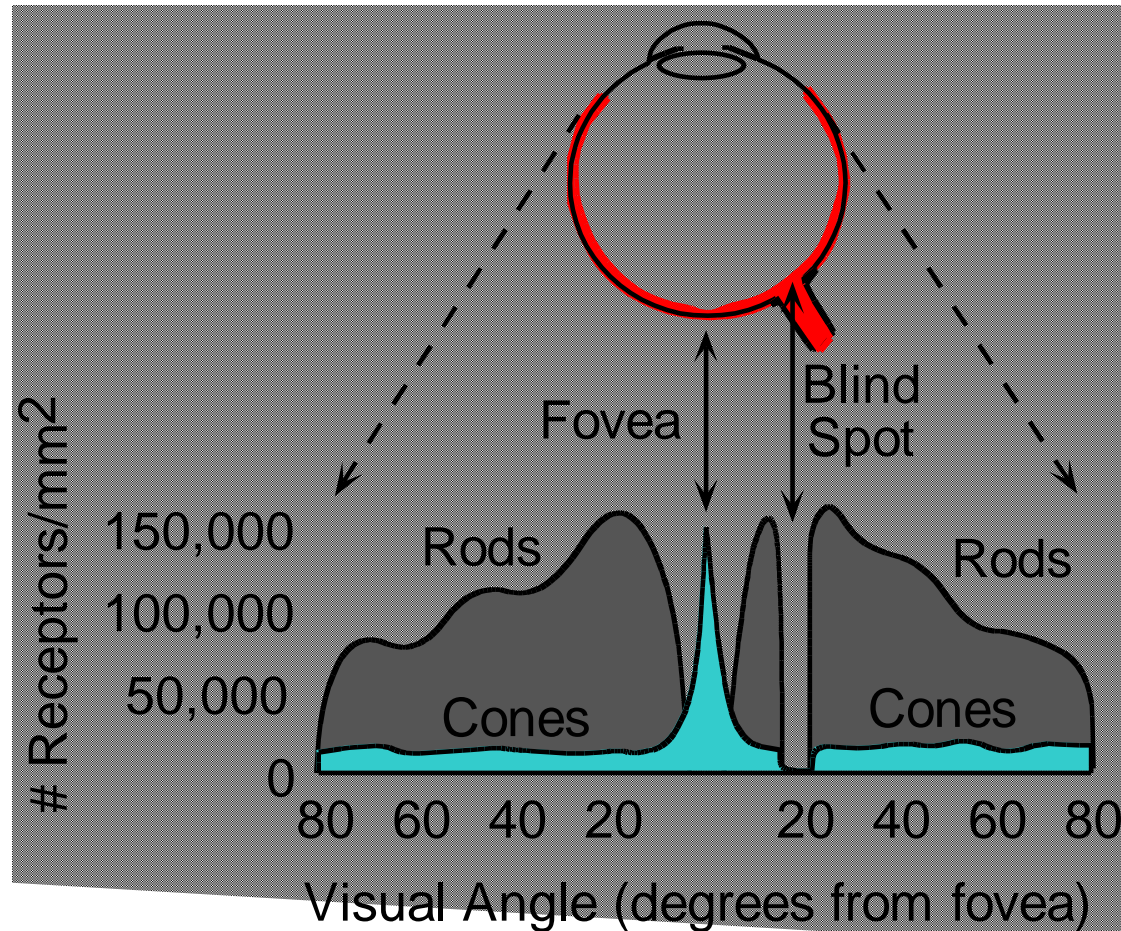
rod-shaped
highly sensitive
operate at night
gray-scale vision



Rod / Cone sensitivity



Distribution of Rods and Cones



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

Averted vision: http://en.wikipedia.org/wiki/Averted_vision

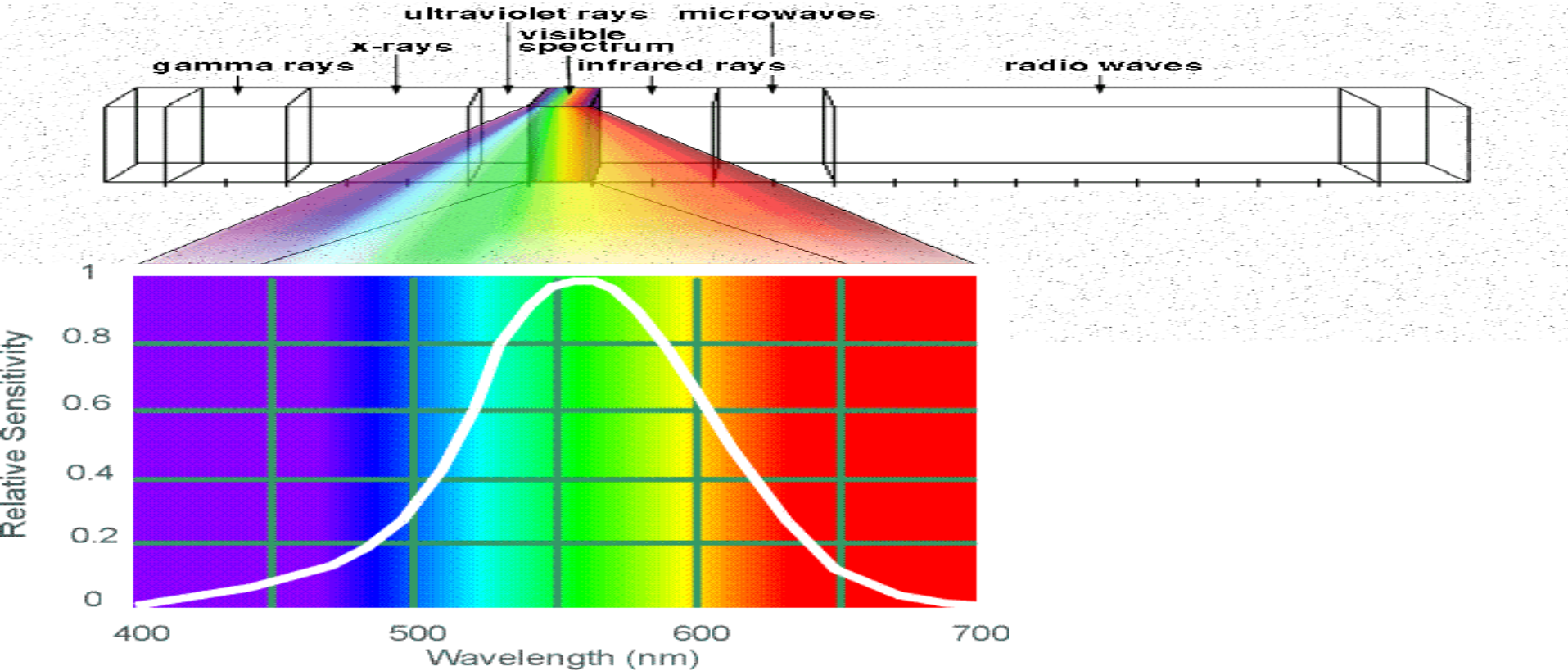
Wait, the blood vessels are in front of the photoreceptors??

https://www.youtube.com/watch?v=L_W-IXqoxHA

Eye Movements

- Saccades
 - Can be consciously controlled. Related to perceptual attention.
 - 200ms to initiation, 20 to 200ms to carry out. Large amplitude.
- Microsaccades
 - Involuntary. Smaller amplitude. Especially evident during prolonged fixation. Function debated.
- Ocular microtremor (OMT)
 - involuntary. high frequency (up to 80Hz), small amplitude.
- Smooth pursuit – tracking an object

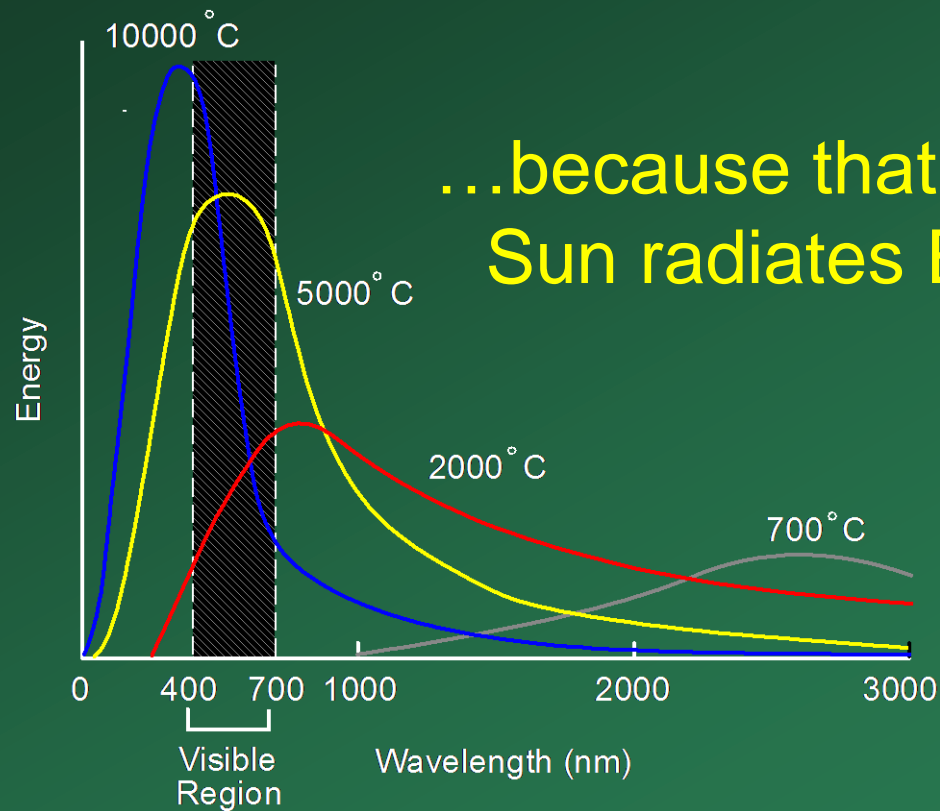
Electromagnetic Spectrum



Human Luminance Sensitivity Function

Visible Light

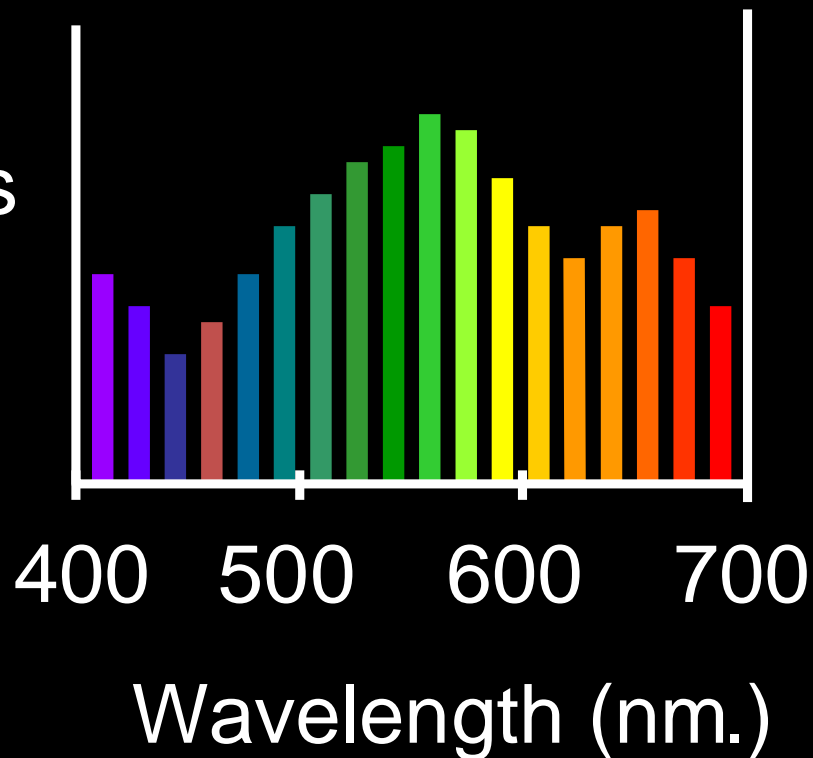
Why do we see light of these wavelengths?



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.

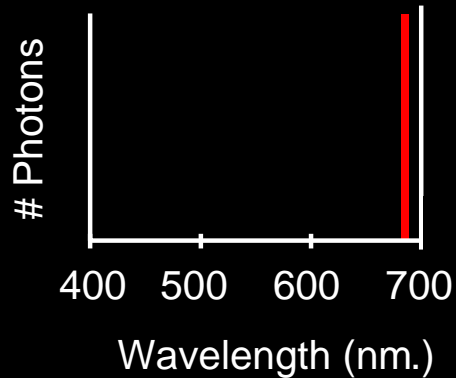
Photons
(per ms.)



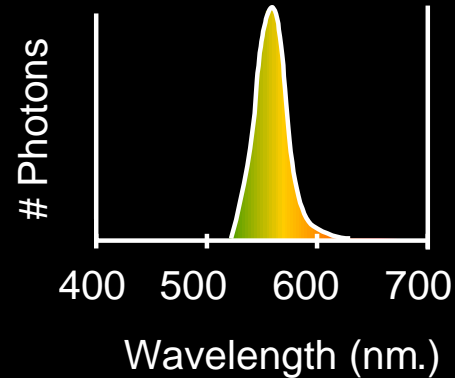
The Physics of Light

Some examples of the spectra of light sources

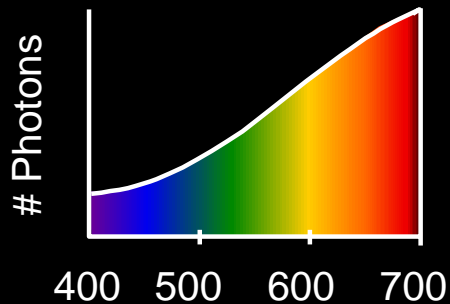
A. Ruby Laser



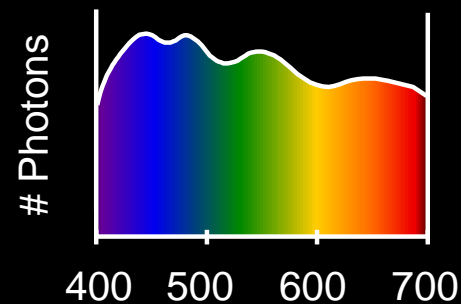
B. Gallium Phosphide Crystal



C. Tungsten Lightbulb

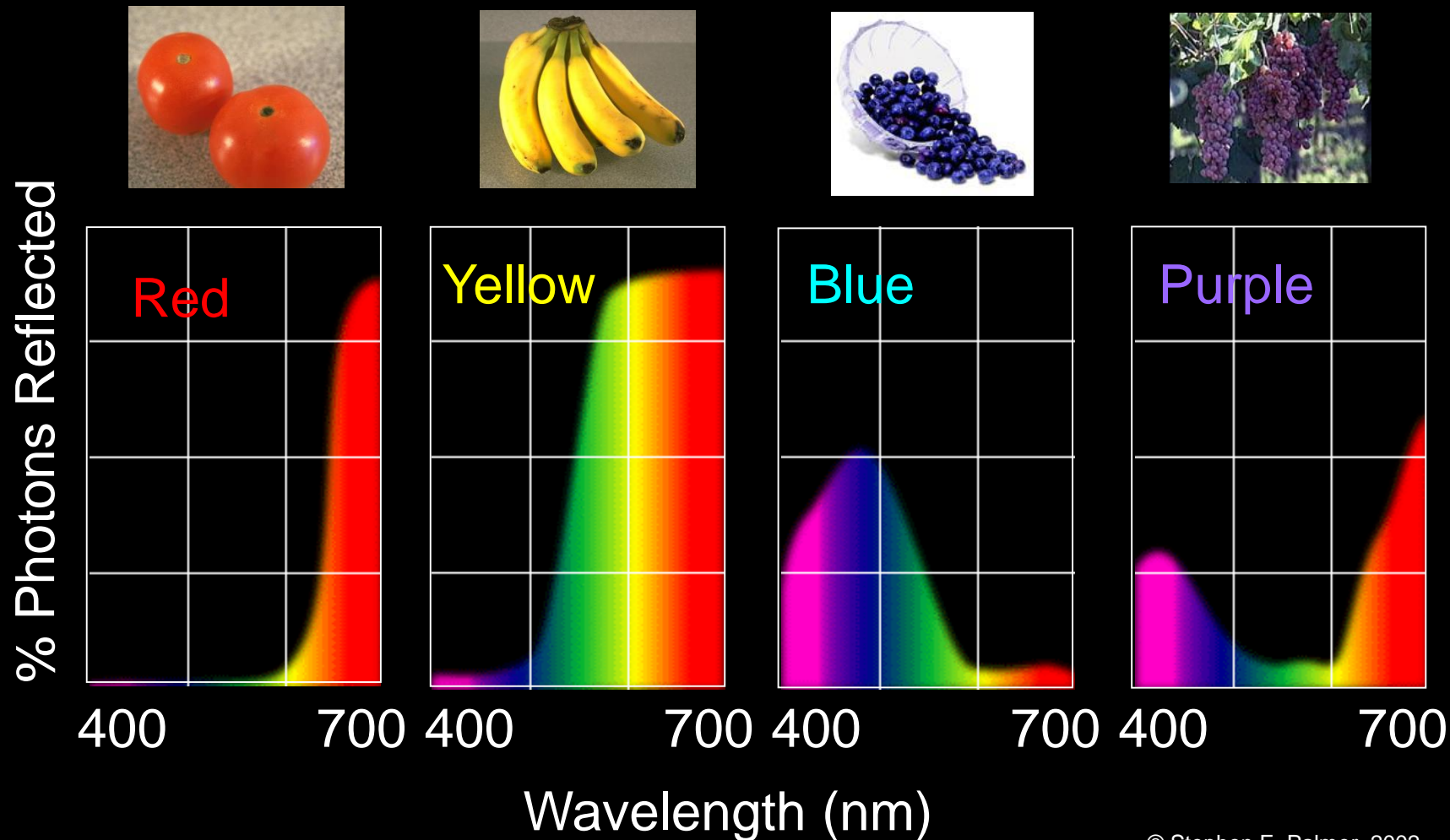


D. Normal Daylight



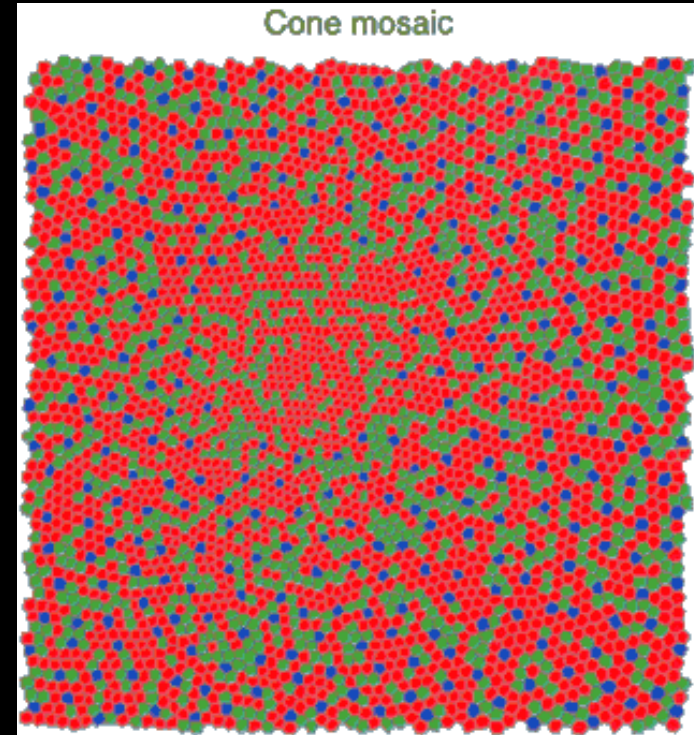
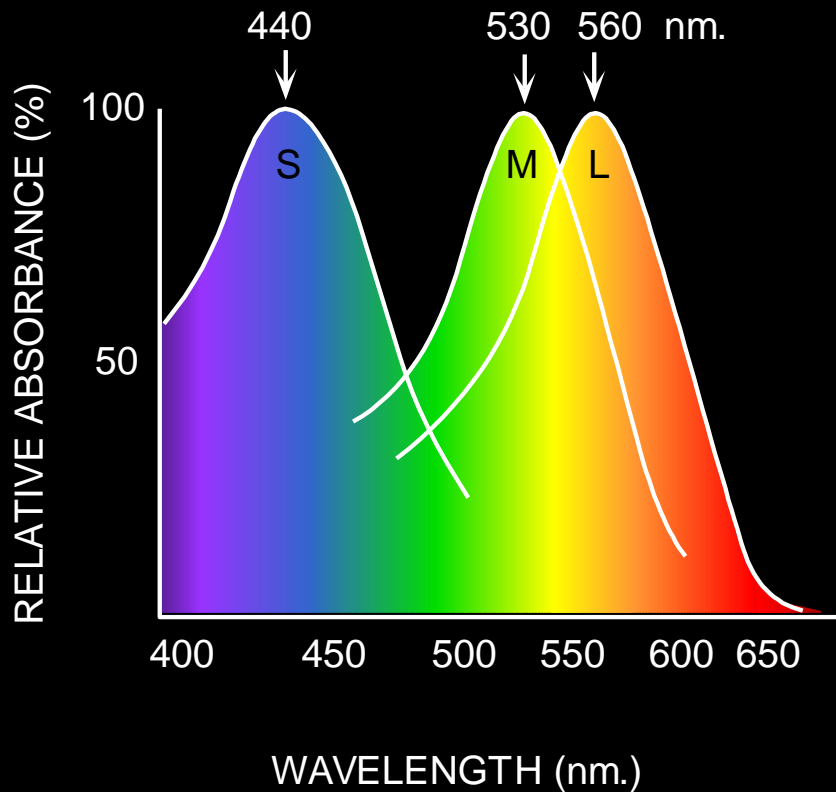
The Physics of Light

Some examples of the reflectance spectra of surfaces



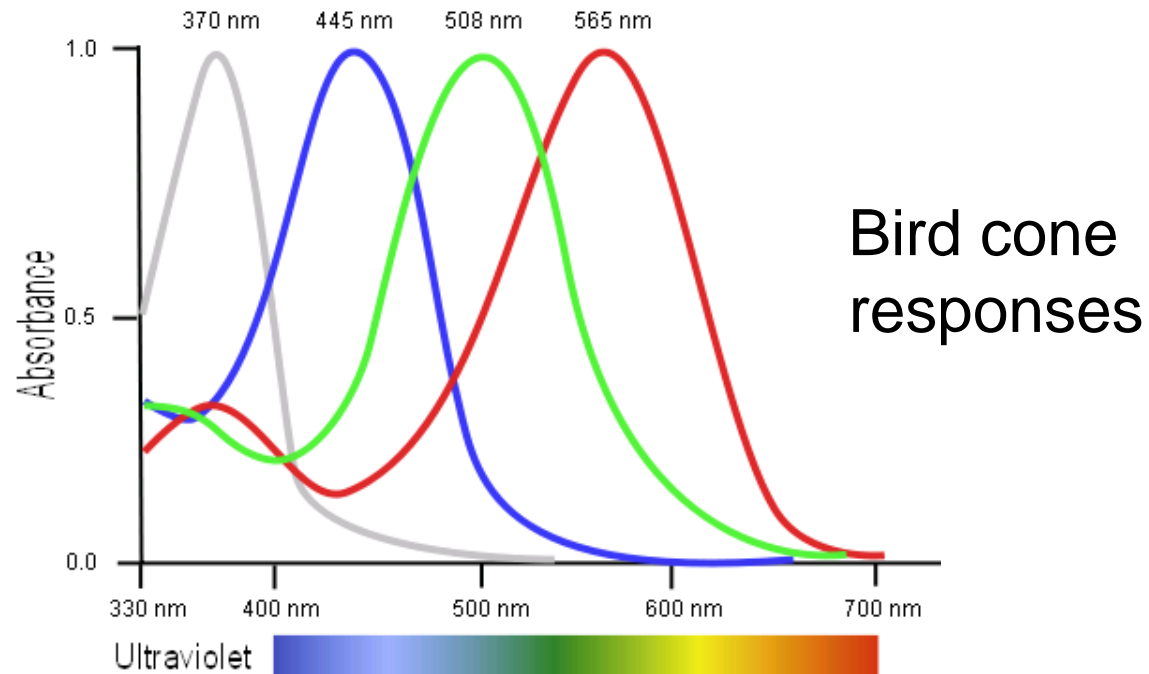
Physiology of Color Vision

Three kinds of cones:



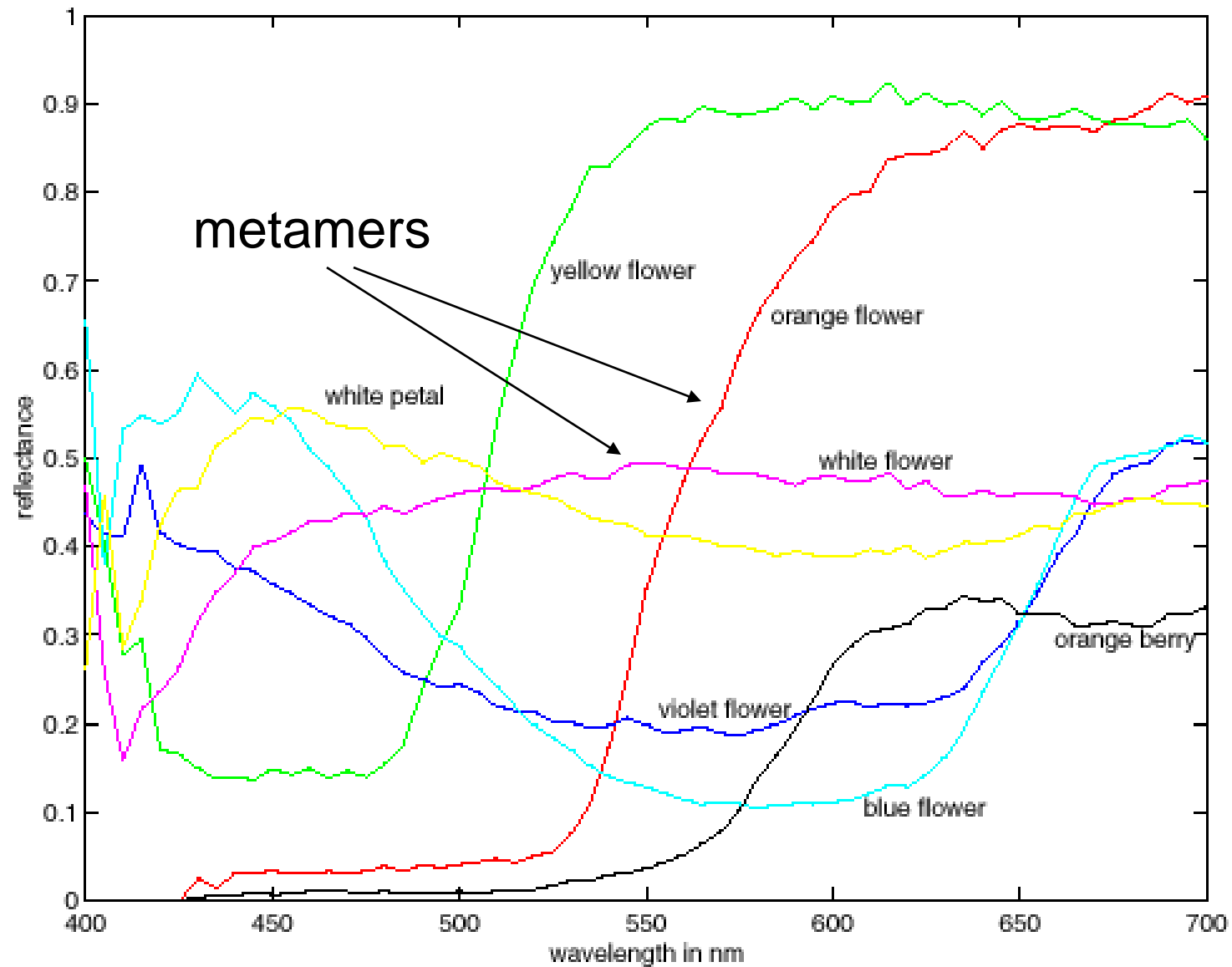
- Why are M and L cones so close?
- Why are there 3?

Tetrachromatism

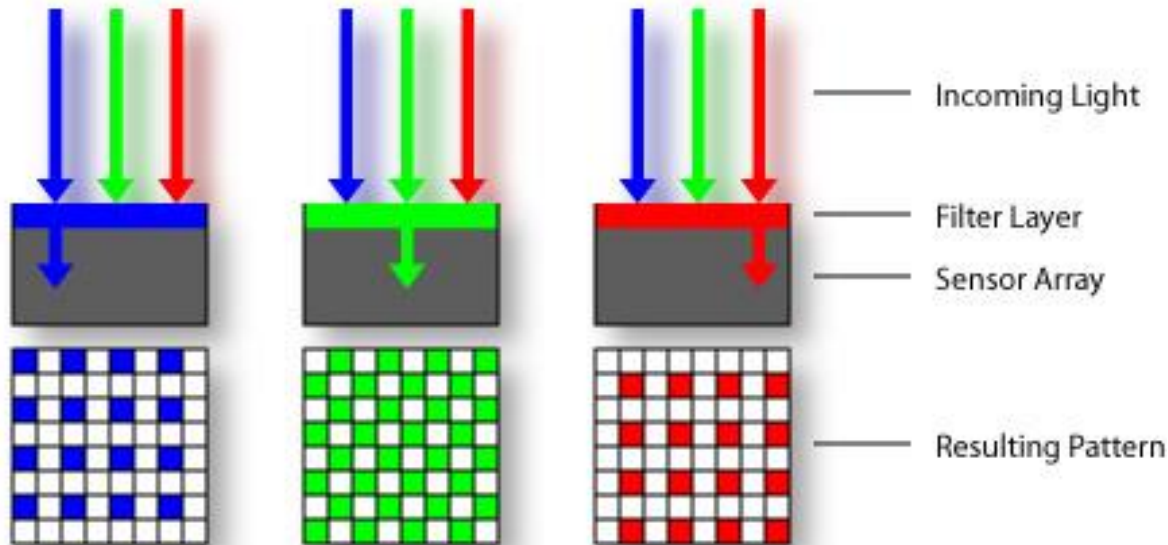
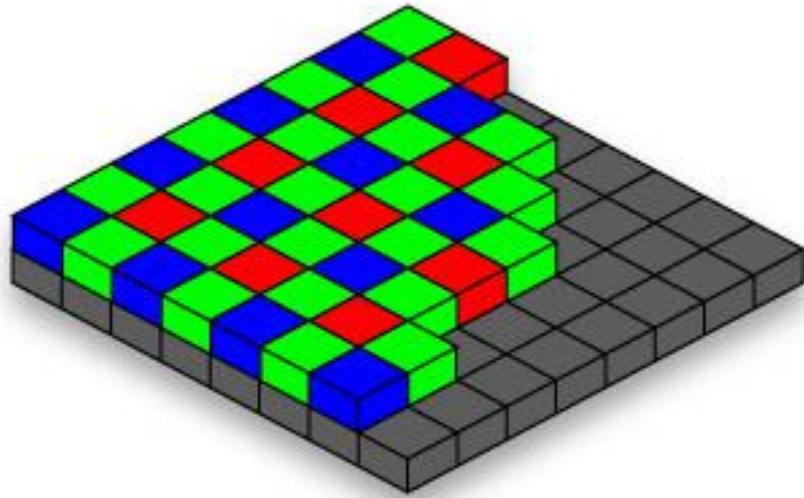


- Most birds, and many other animals, have cones for ultraviolet light.
- Some humans, mostly female, seem to have slight tetrachromatism.

More Spectra

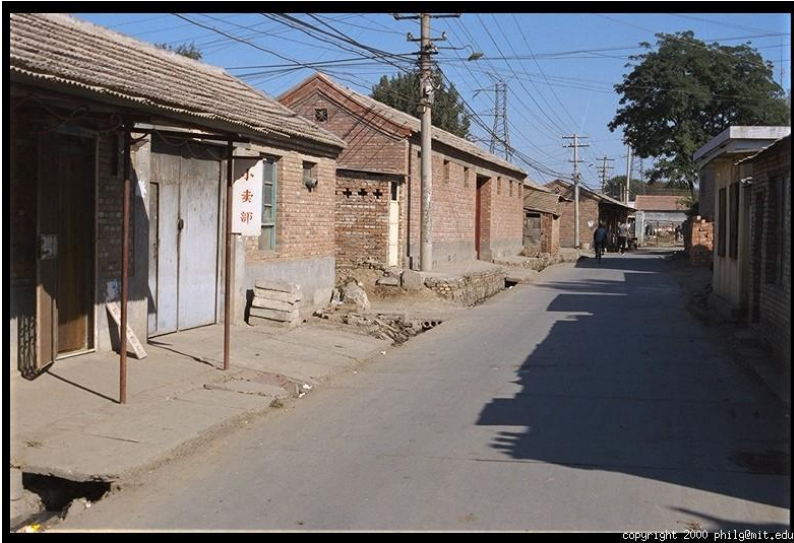


Practical Color Sensing: Bayer Grid



- Estimate RGB at 'G' cells from neighboring values

Color Image



Images in Matlab

- Images represented as a matrix
- Suppose we have a NxM RGB image called “im”
 - $\text{im}(1,1,1)$ = top-left pixel value in R-channel
 - $\text{im}(y, x, b)$ = y pixels down, x pixels to right in the b^{th} channel
 - $\text{im}(N, M, 3)$ = bottom-right pixel in B-channel
- `imread(filename)` returns a uint8 image (values 0 to 255)
 - Convert to double format (values 0 to 1) with `im2double`

row ↓ **column** →

0.92	0.93	0.94	0.97	0.62	0.37	0.85	0.97	0.93	0.92	0.99
0.95	0.89	0.82	0.89	0.56	0.31	0.75	0.92	0.81	0.95	0.91
0.89	0.72	0.51	0.55	0.51	0.42	0.57	0.41	0.49	0.91	0.92
0.96	0.95	0.88	0.94	0.56	0.46	0.91	0.87	0.90	0.97	0.95
0.71	0.81	0.81	0.87	0.57	0.37	0.80	0.88	0.89	0.79	0.85
0.49	0.62	0.60	0.58	0.50	0.60	0.58	0.50	0.61	0.45	0.33
0.86	0.84	0.74	0.58	0.51	0.39	0.73	0.92	0.91	0.49	0.74
0.96	0.67	0.54	0.85	0.48	0.37	0.88	0.90	0.94	0.82	0.93
0.69	0.49	0.56	0.66	0.43	0.42	0.77	0.73	0.71	0.90	0.99
0.79	0.73	0.90	0.67	0.33	0.61	0.69	0.79	0.73	0.93	0.97
0.91	0.94	0.89	0.49	0.41	0.78	0.78	0.77	0.89	0.99	0.93

R

0.92	0.99
0.95	0.91
0.91	0.92
0.97	0.95
0.79	0.85
0.45	0.33
0.49	0.74
0.82	0.93
0.90	0.99
0.93	0.97
0.99	0.93

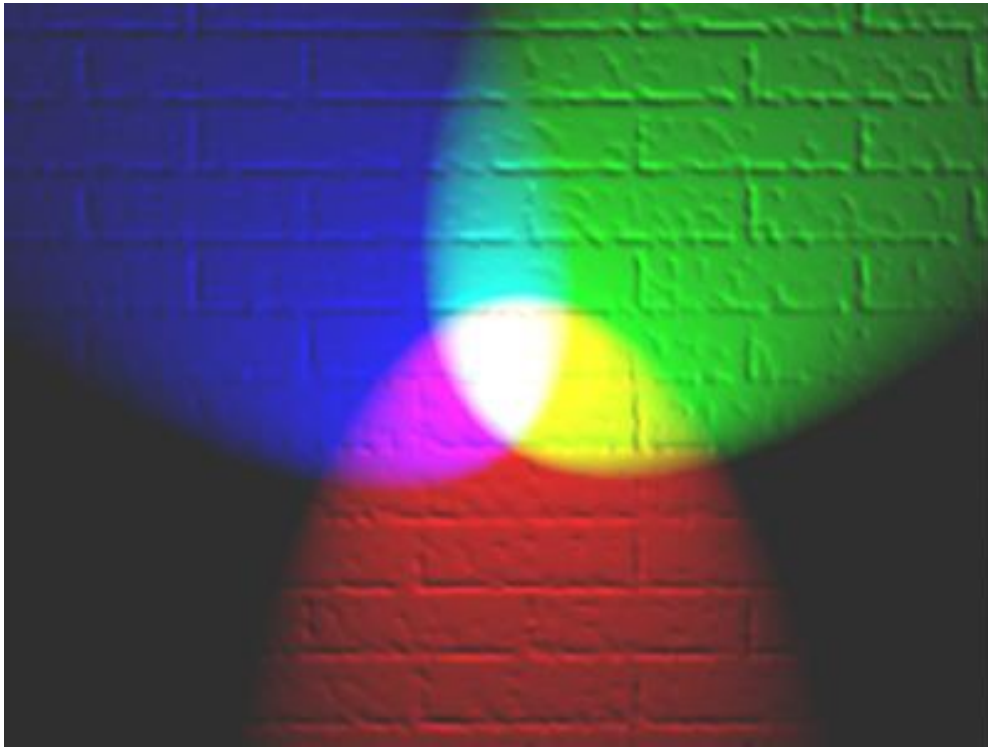
G

0.92	0.99
0.95	0.91
0.91	0.92
0.97	0.95
0.79	0.85
0.45	0.33
0.49	0.74
0.82	0.93
0.90	0.99
0.93	0.97
0.99	0.93

B

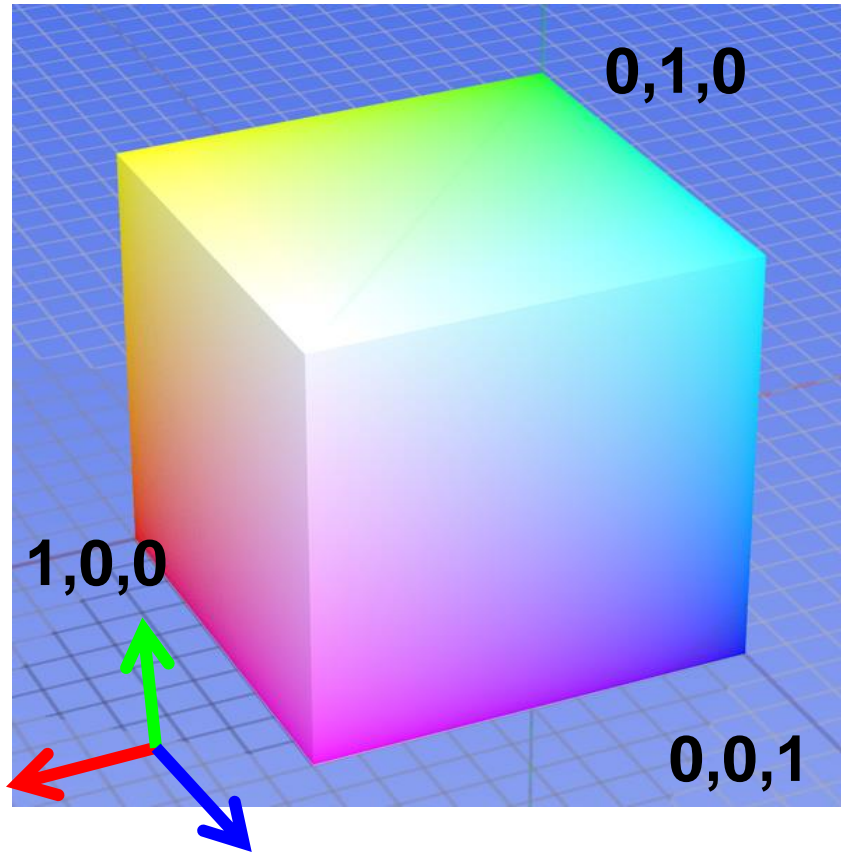
Color spaces

- How can we represent color?



Color spaces: RGB

Default color space



Some drawbacks

- Strongly correlated channels
- Non-perceptual



R
(G=0,B=0)



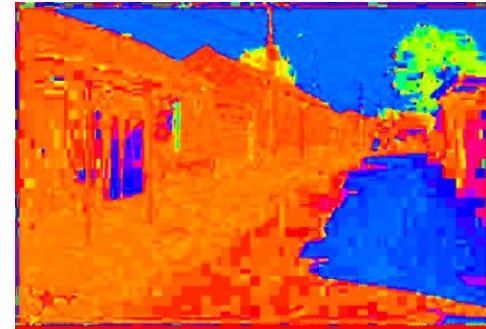
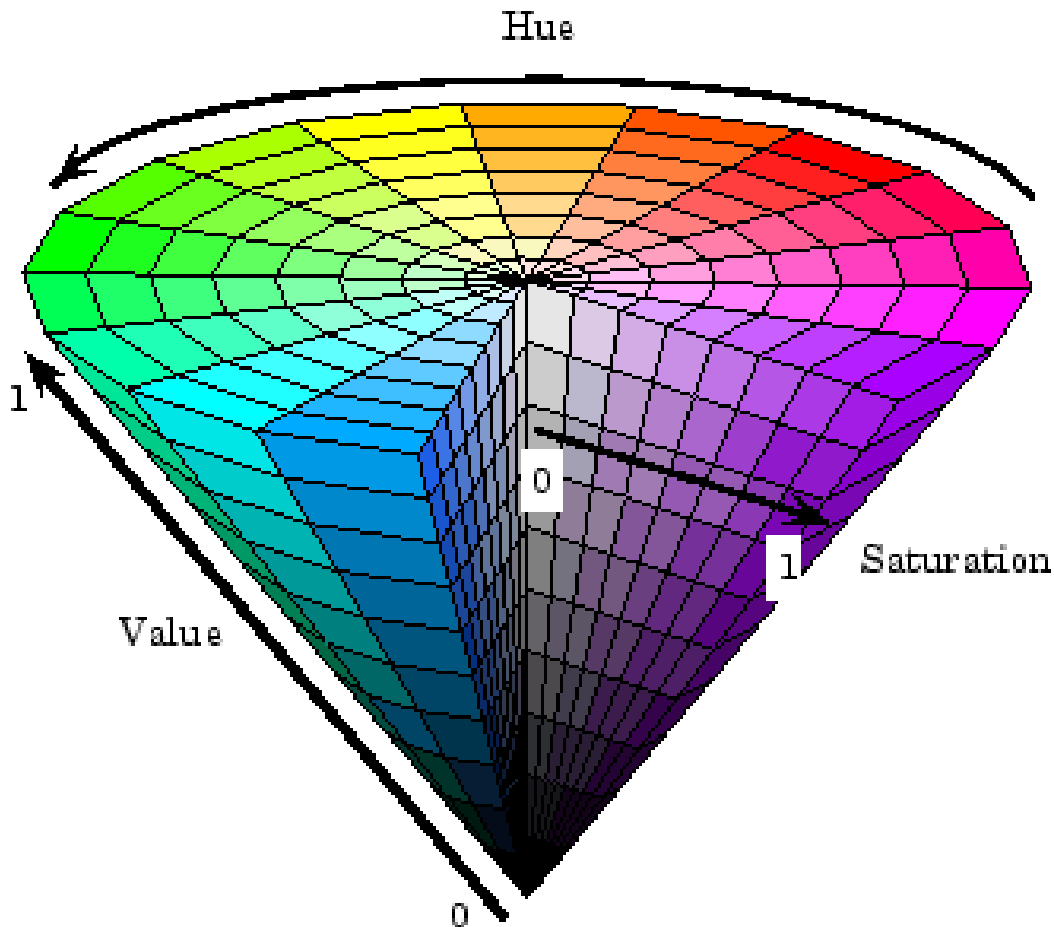
G
(R=0,B=0)



B
(R=0,G=0)

Color spaces: HSV

Intuitive color space



H
(S=1,V=1)



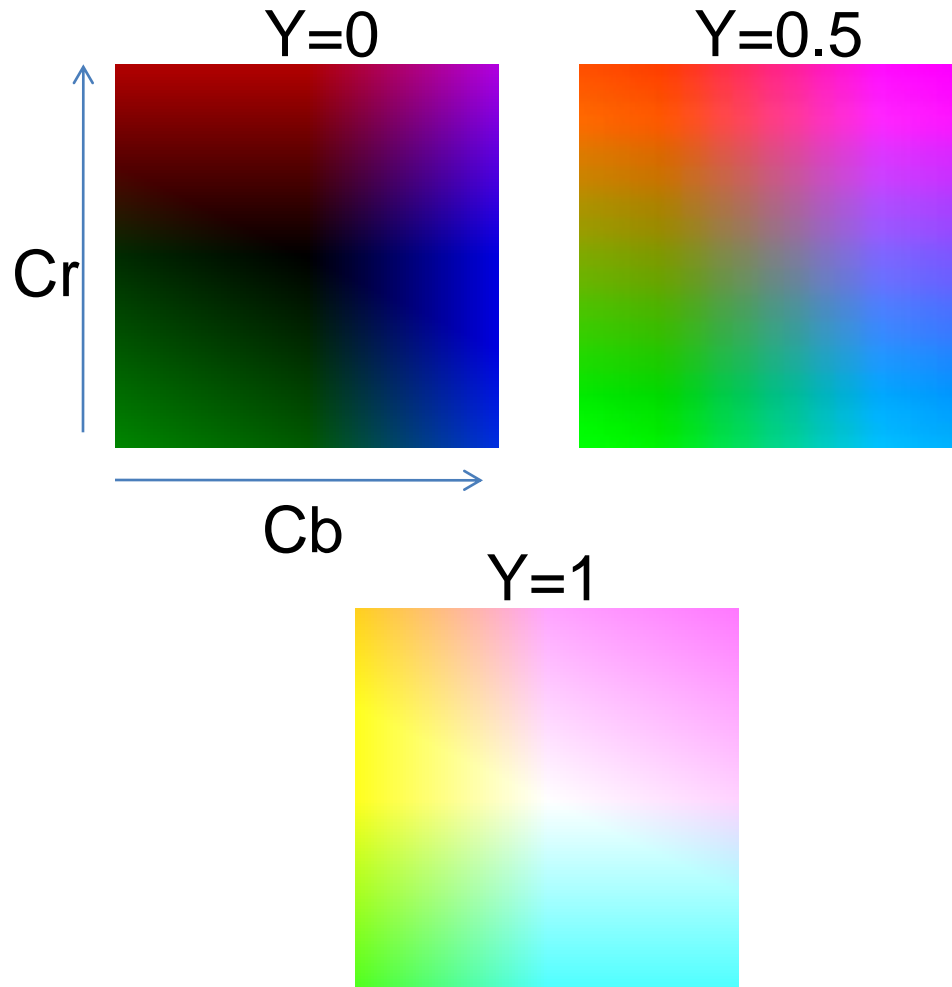
S
(H=1,V=1)



V
(H=1,S=0)

Color spaces: YCbCr

Fast to compute, good for compression, used by TV



Y
(Cb=0.5,Cr=0.5)



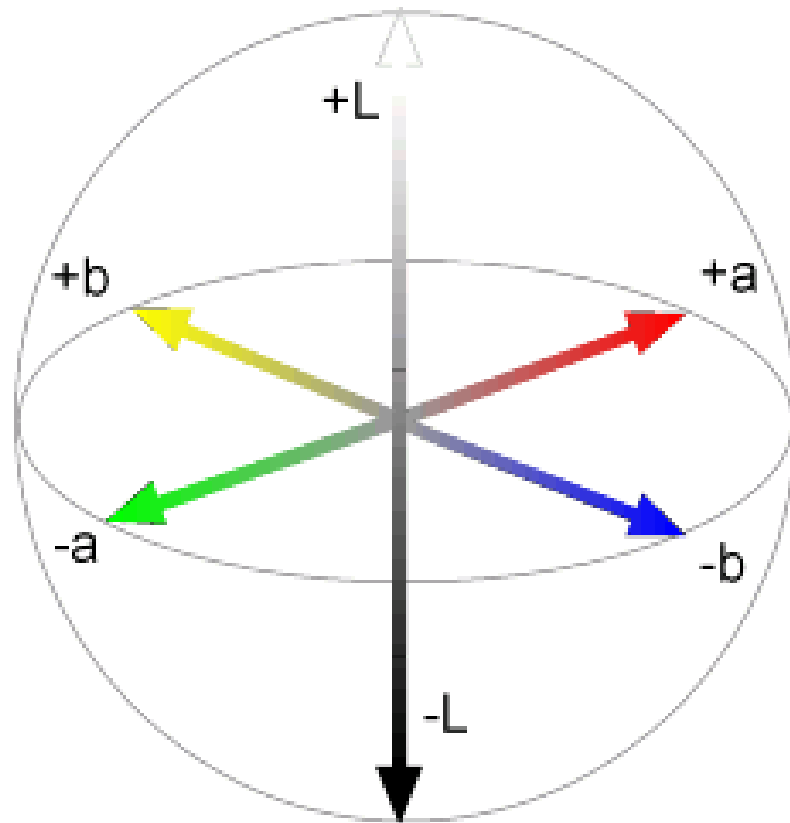
Cb
(Y=0.5,Cr=0.5)



Cr
(Y=0.5,Cb=0.5)

Color spaces: $L^*a^*b^*$

“Perceptually uniform”* color space



L
($a=0, b=0$)



a
($L=65, b=0$)



b
($L=65, a=0$)

If you had to choose, would you rather go without luminance or chrominance?

If you had to choose, would you rather go
without **luminance** or chrominance?

Most information in intensity



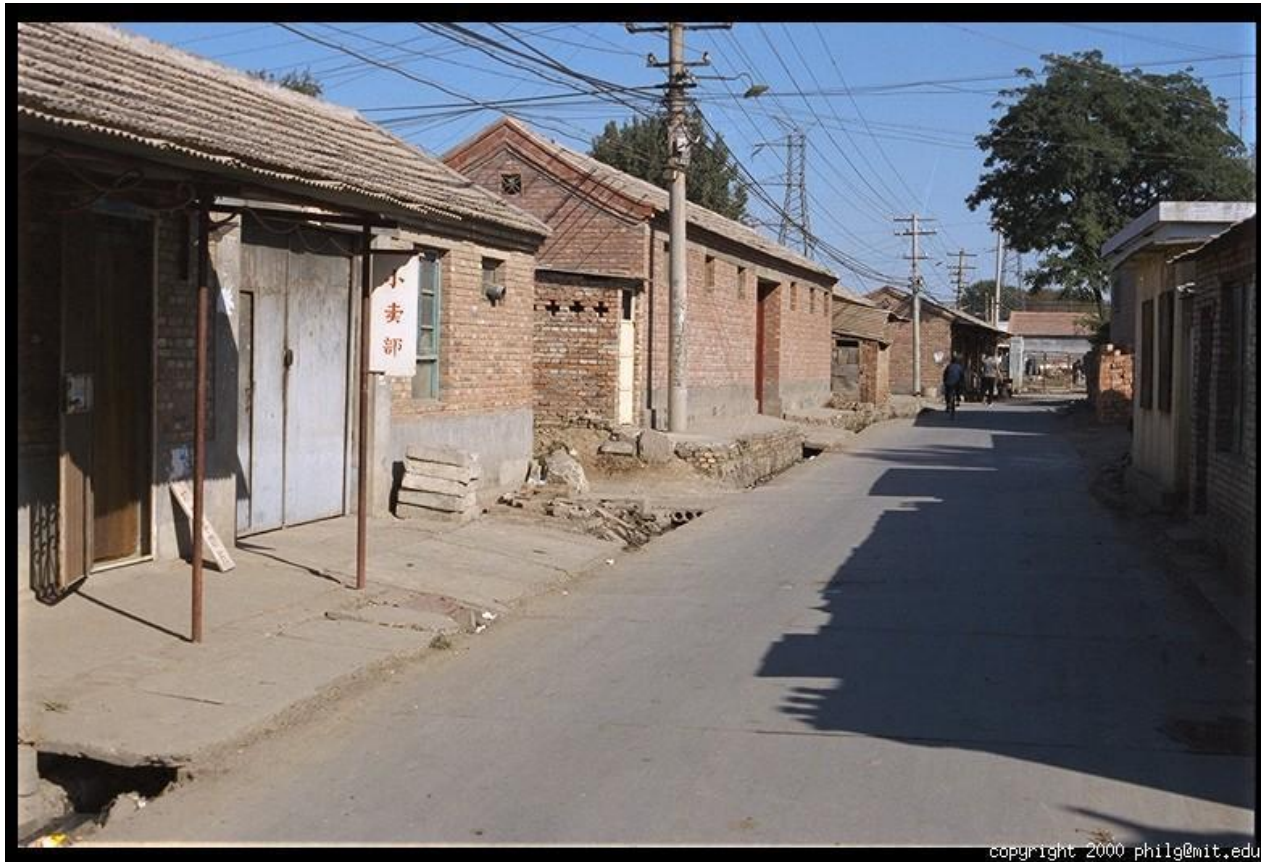
Only color shown – constant intensity

Most information in intensity



Only intensity shown – constant color

Most information in intensity



Original image

Back to grayscale intensity

