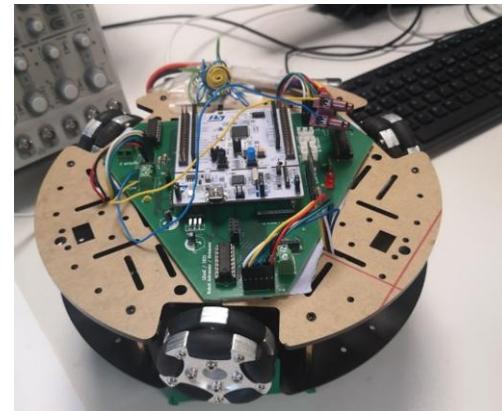
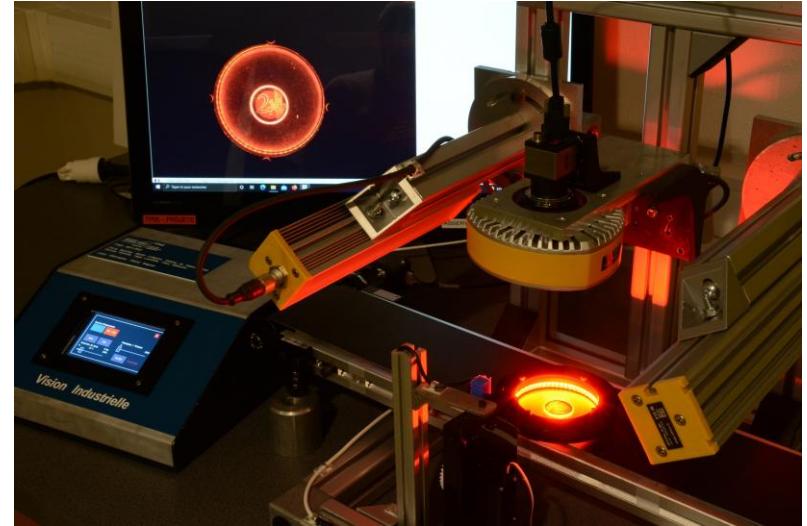
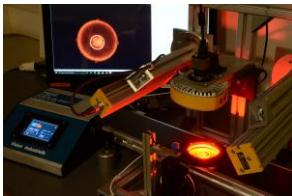


Interfaçage Numérique

Vision Industrielle

Julien VILLEMEJANE





Système basé sur un **système imageant** permettant d'**automatiser les procédés d'inspection** de produits



Prendre une décision

Contrôle Qualité / Tri d'objets

- Déetecter des défauts ou irrégularités
- Vérifier l'uniformité de surface
- Compter ou/et trier des objets

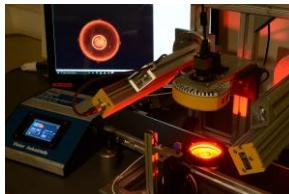
Gain en efficacité et en répétabilité

- Inspection en temps réel et à vitesse élevée
- Opérations en continu

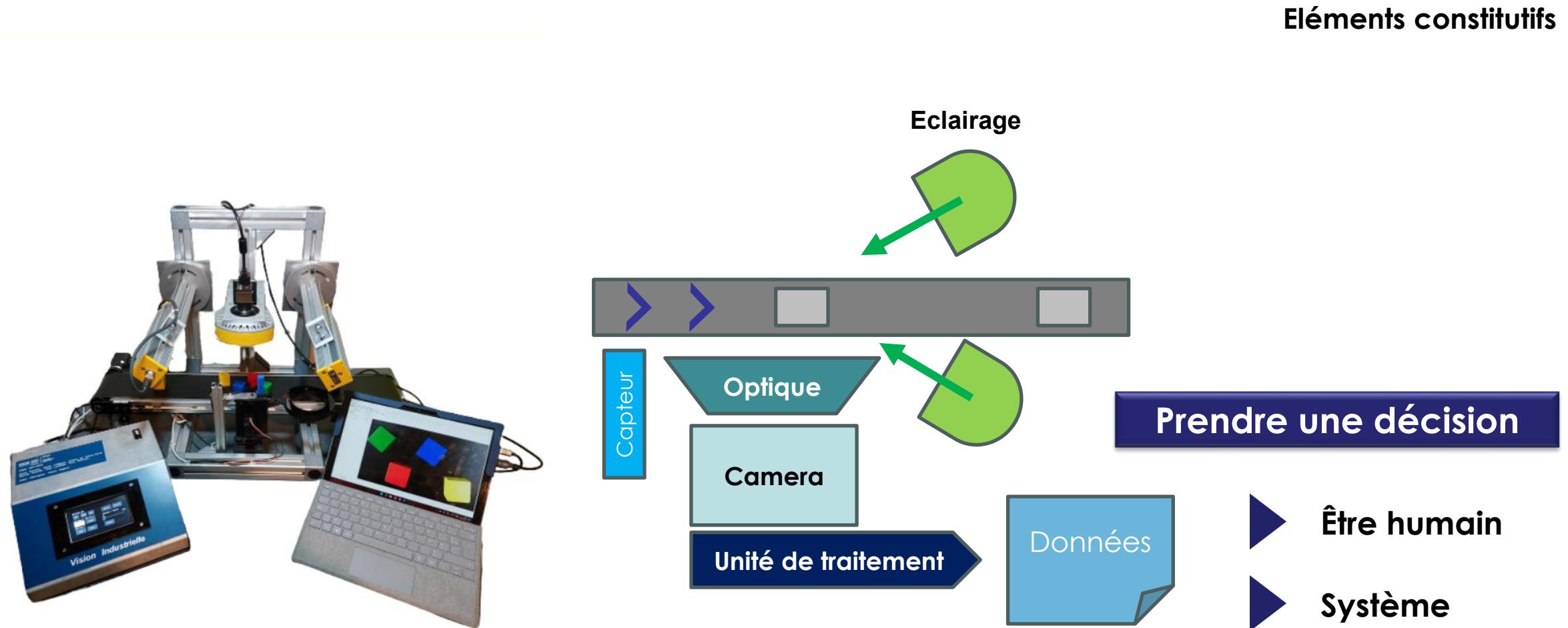
Vision Industrielle

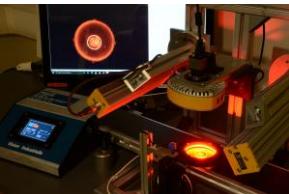
Machine Vision





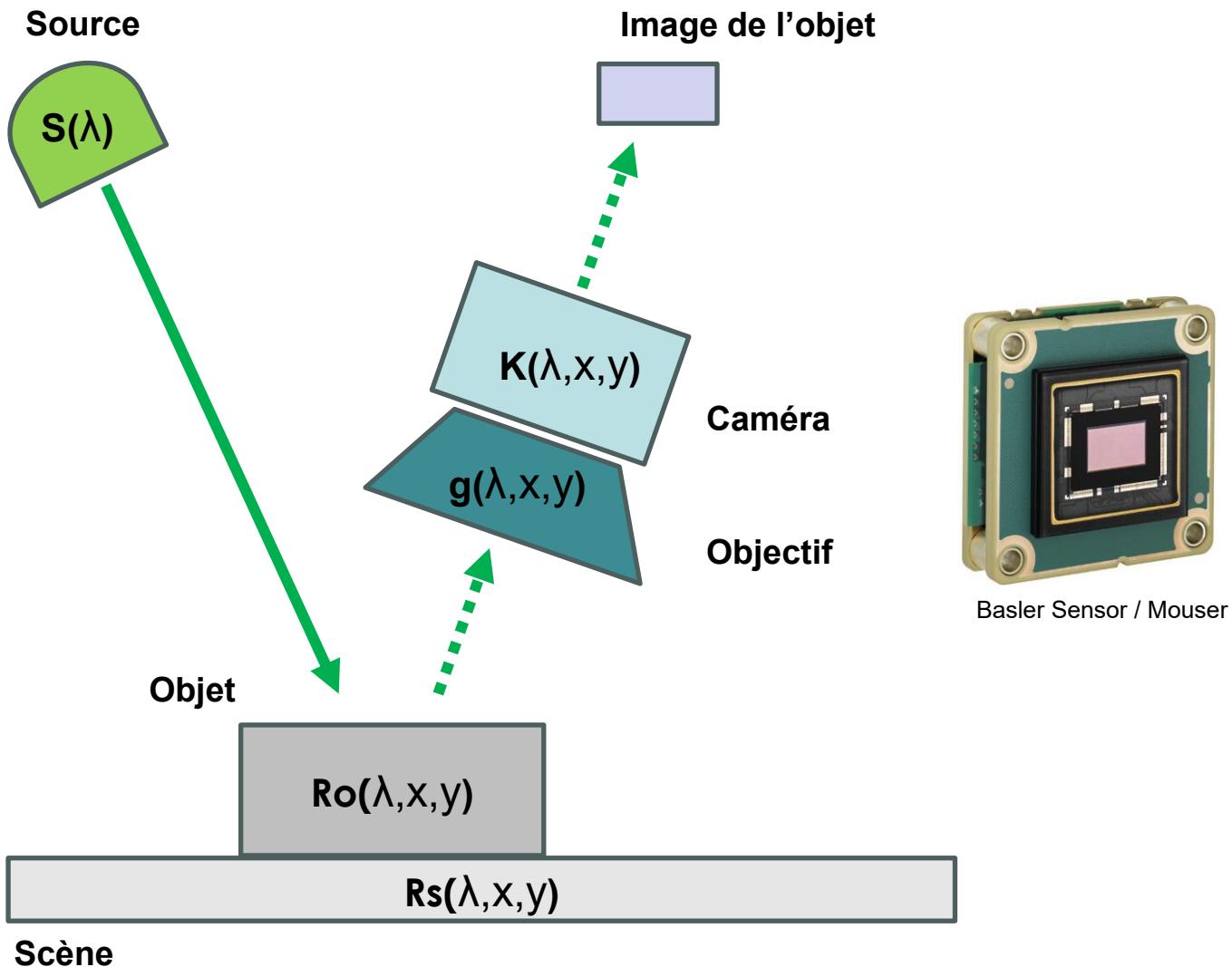
Vision Industrielle





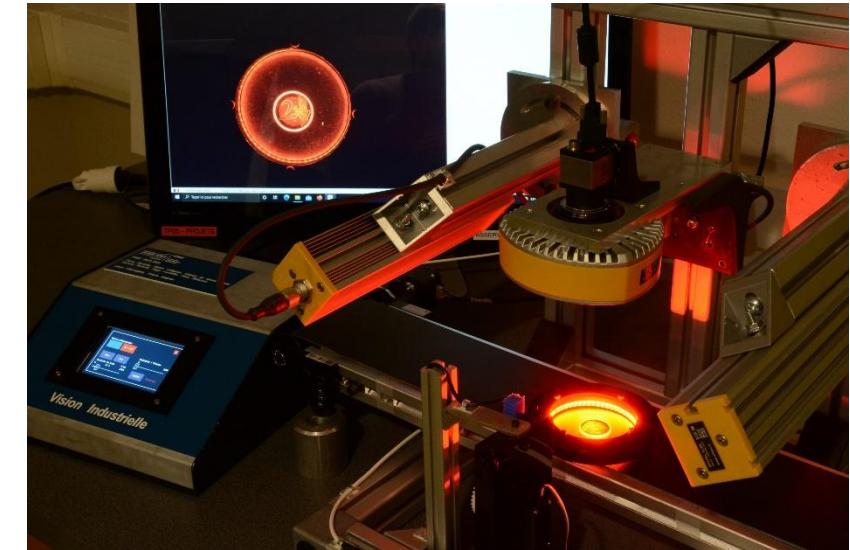
Vision Industrielle

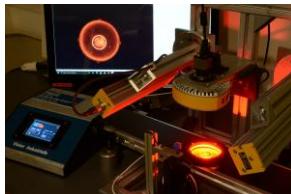
Modélisation de la chaîne



Objets / Sources

Eclairage / Colorimétrie

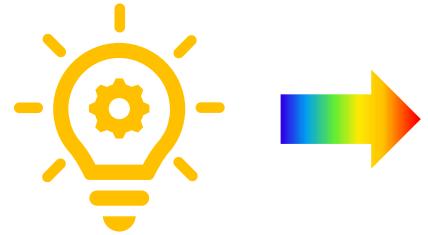




Sources

Sources primaires

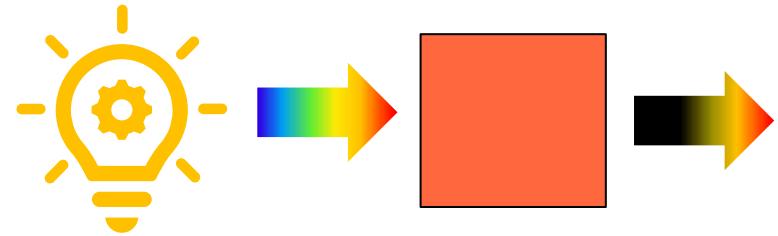
Produisent leur propre lumière



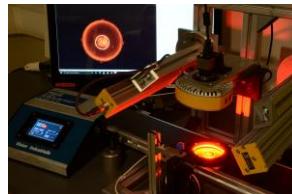
Caractérisées par leur **spectre d'émission**

Sources secondaires

Diffusent la lumière produite par une source primaire

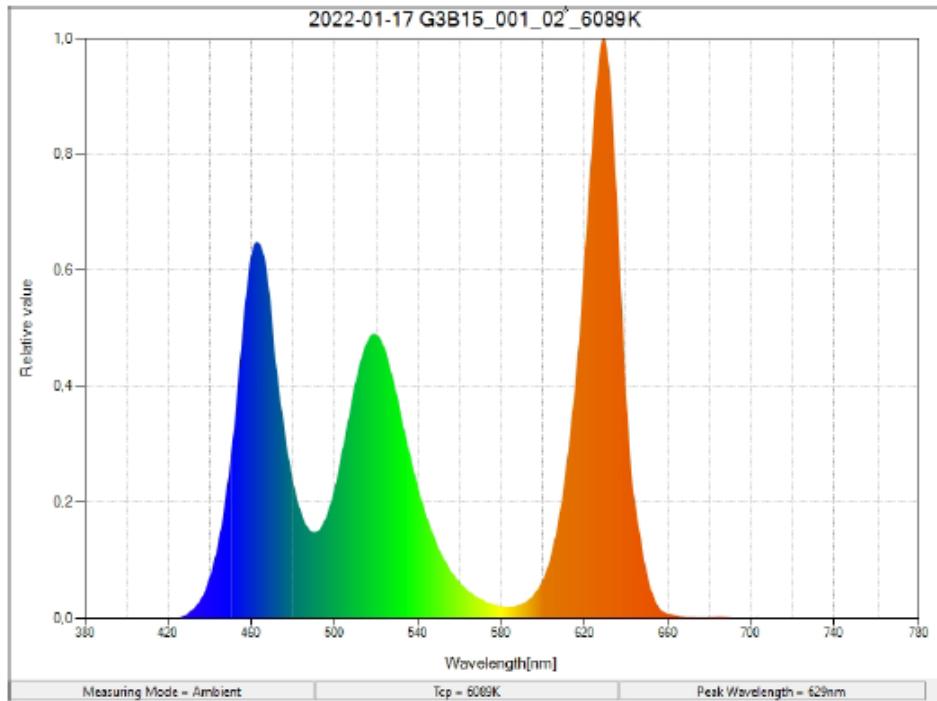


Caractérisées par le **spectre de l'illuminant** et leur **spectre en réflectance**



Sources

Spectre d'émission

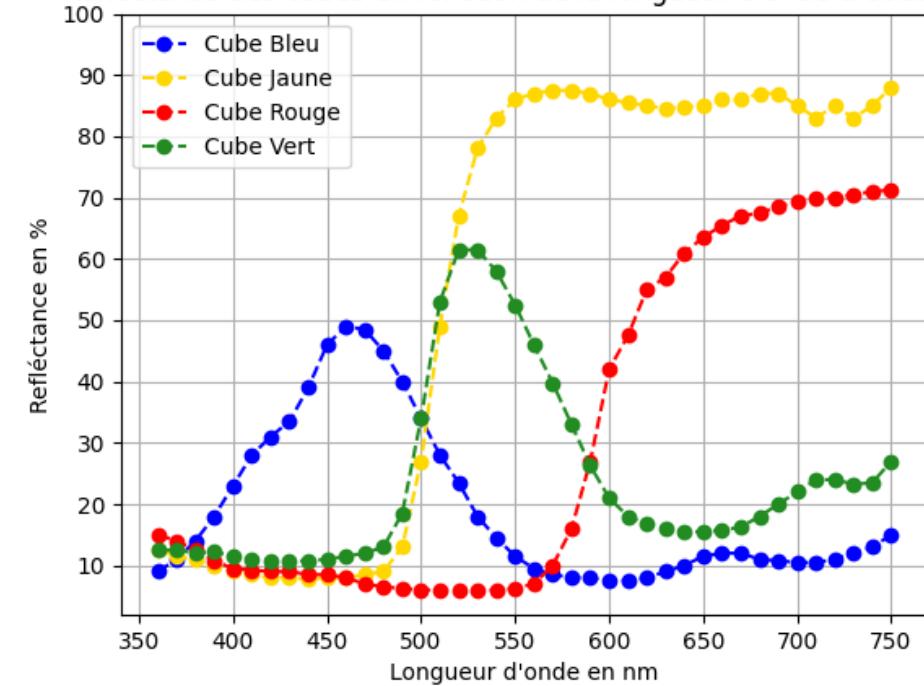


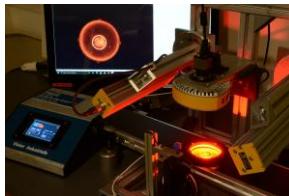
Source Effilux Ring RGB

Réflectance



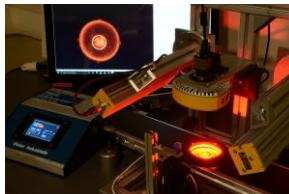
Réflectance des cubes en fonction de la longueur d'onde d'éclairage



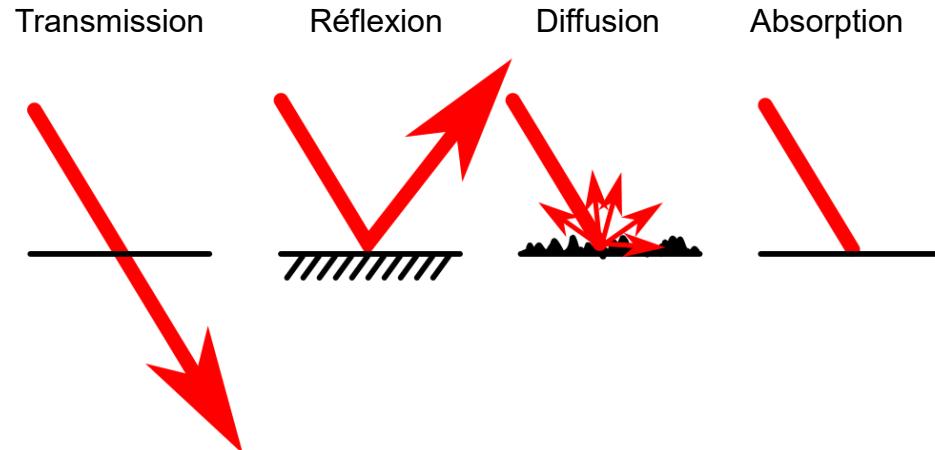


Eclairage

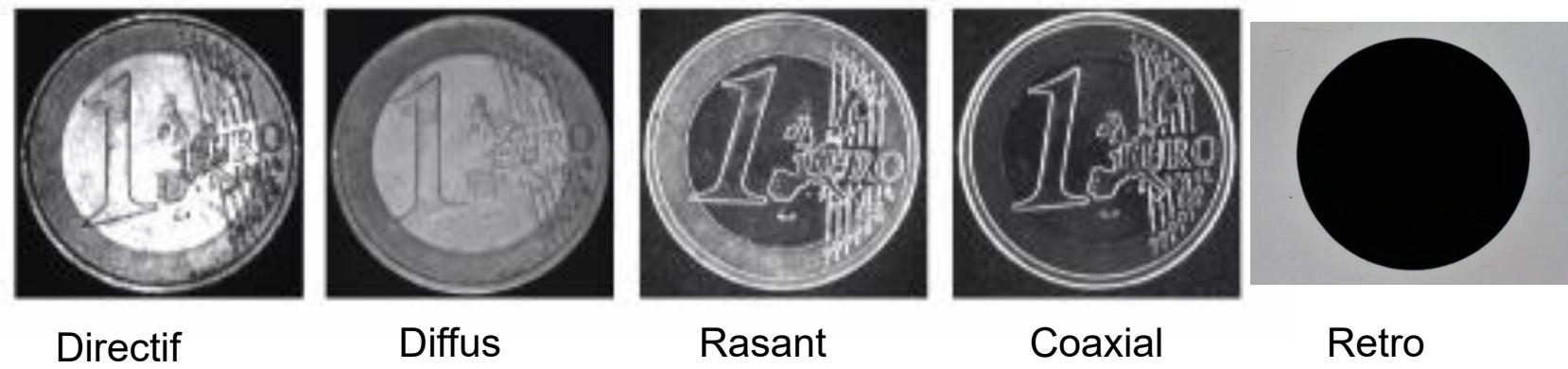
Uniformité de l'éclairage



Eclairage



Impact du type d'éclairage / Nature des objets



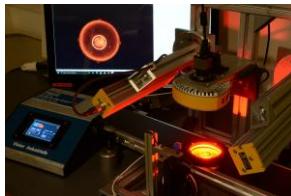
Directif

Diffus

Rasant

Coaxial

Retro



Colorimétrie

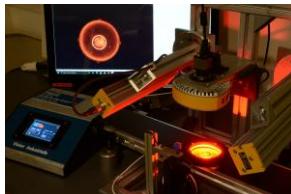
*Image prise par un capteur optique
(sans balance des blancs)*



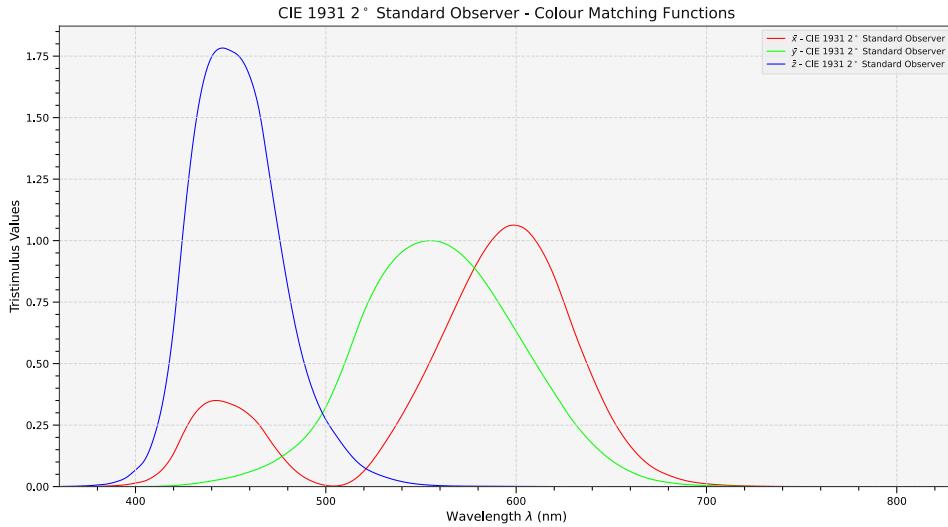
*Image vue par un humain
(grâce à l'adaptation chromatique)*



► Fairchild, *Color Appearance models*

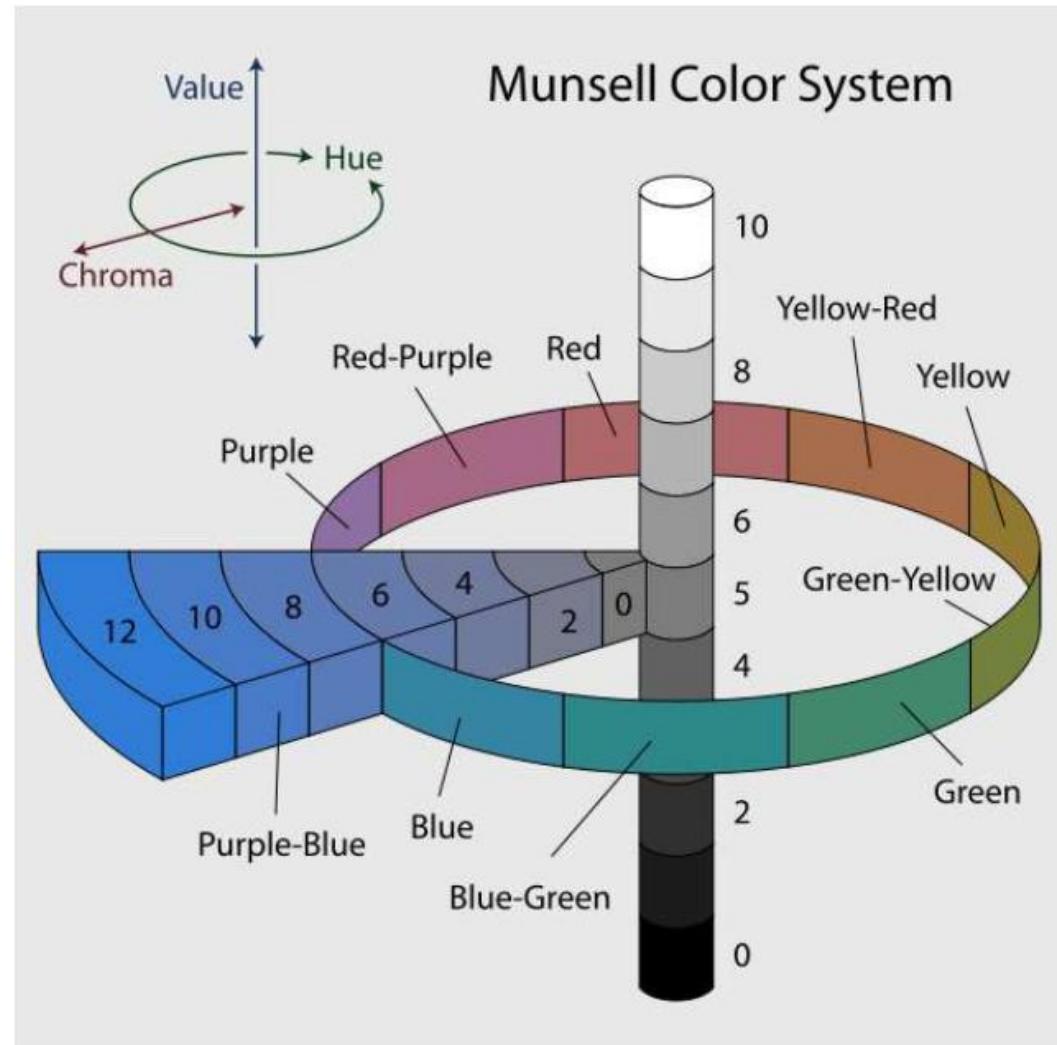


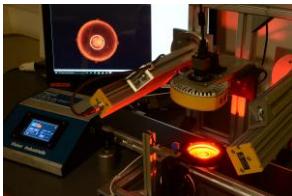
Colorimétrie



$$K_m = 683 \text{ lm/W}$$

$$\left\{ \begin{array}{l} X = K_m \int_0^{\infty} \bar{x}(\lambda) L_{e,\lambda}(\lambda) d\lambda \\ Y = K_m \int_0^{\infty} \bar{y}(\lambda) L_{e,\lambda}(\lambda) d\lambda \\ Z = K_m \int_0^{\infty} \bar{z}(\lambda) L_{e,\lambda}(\lambda) d\lambda \end{array} \right.$$



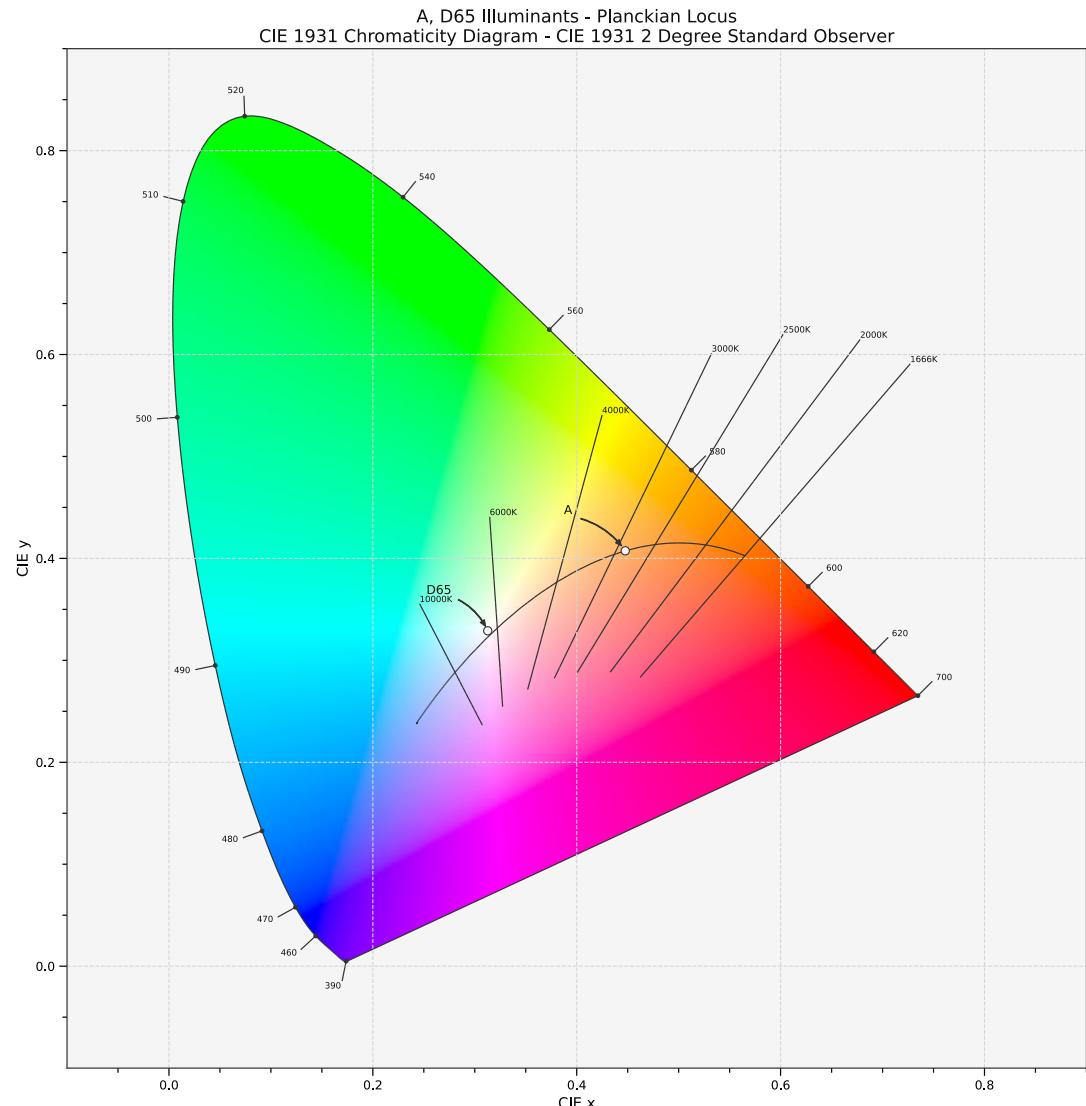


Colorimétrie

Diagramme de chromaticité CIE 1931 xy

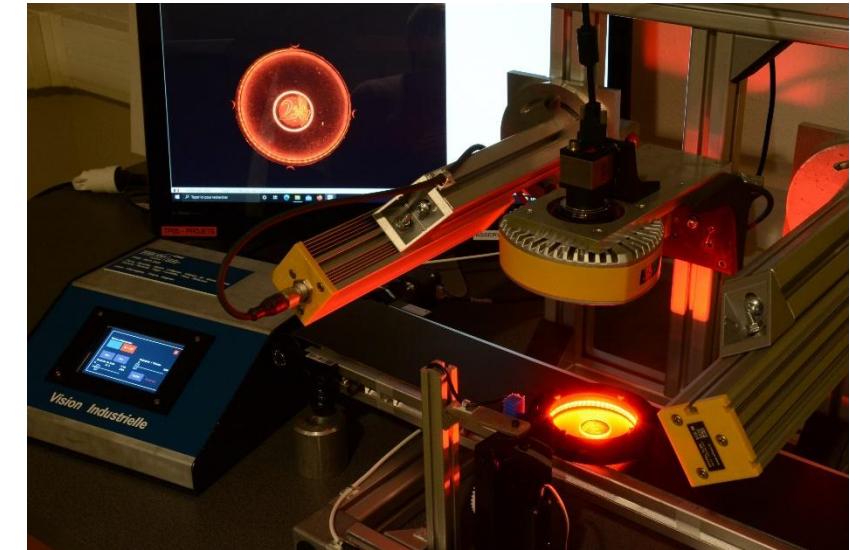
$$\begin{cases} x = \frac{X}{X + Y + Z} \\ y = \frac{Y}{X + Y + Z} \end{cases}$$

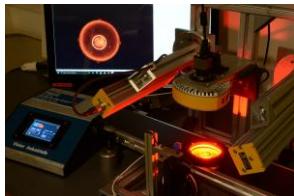
Les coordonnées (x,y) définissent la couleur de la source échantillon



Objectif optique

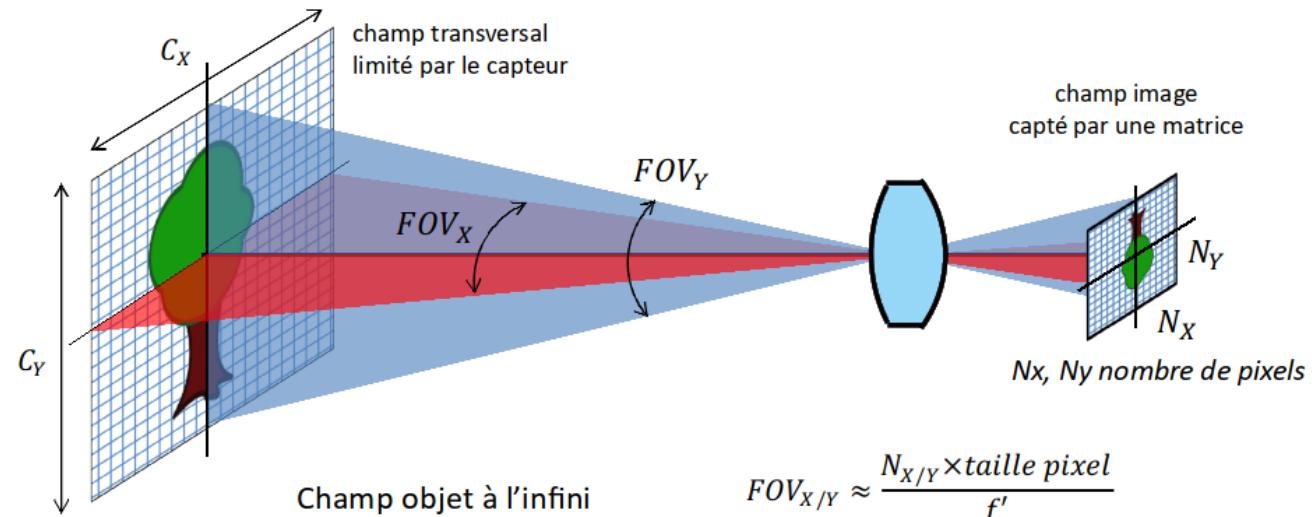
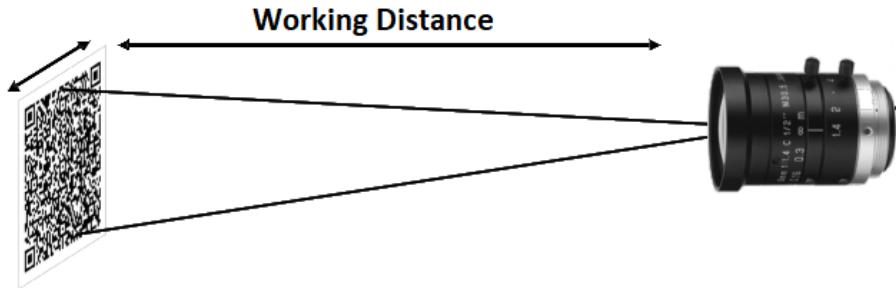
Créer une image exploitable



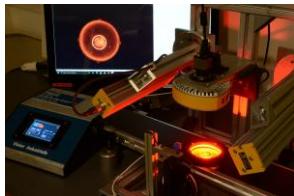


Objectif optique

Créer une image

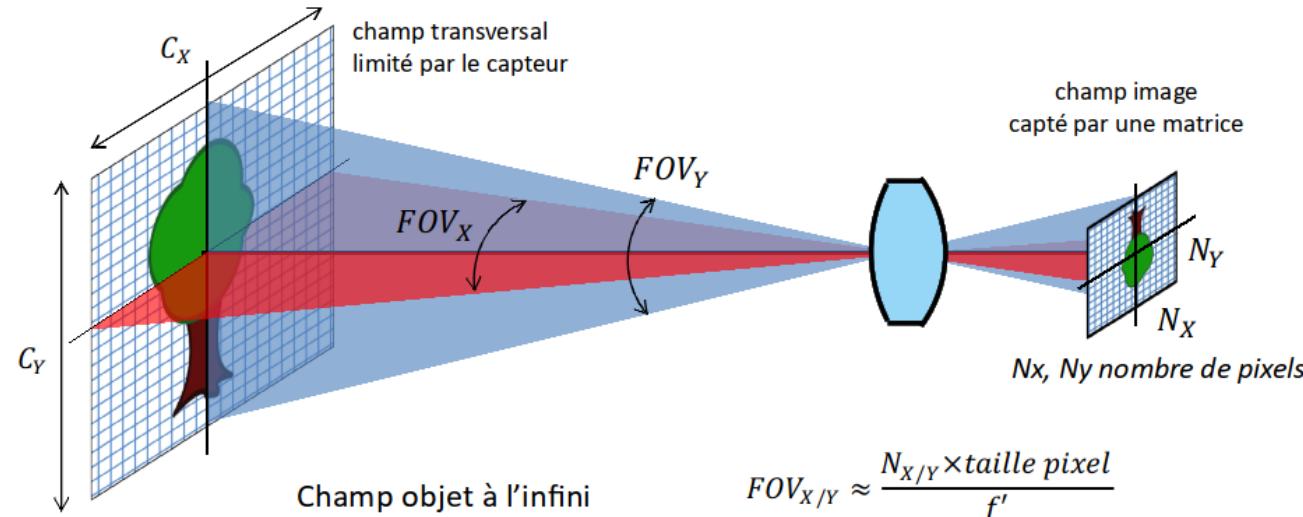
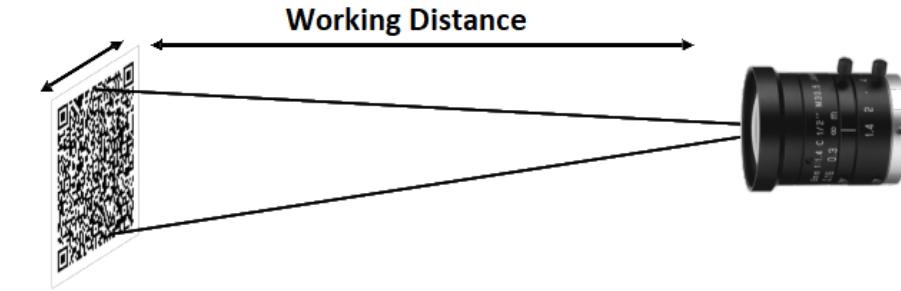


$$FOV_{x/y} \approx \frac{N_{x/y} \times \text{taille pixel}}{f'}$$

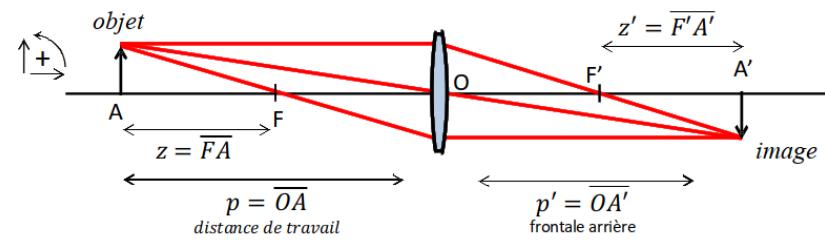


Objectif optique

Créer une image



$$FOV_{X/Y} \approx \frac{N_{x/y} \times \text{taille pixel}}{f'}$$

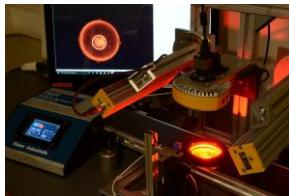


taille image
grandissement transversal

$$g_y = \frac{y'}{y} = \frac{p'}{p} = -\frac{z'}{f'} = -\frac{f}{z}$$

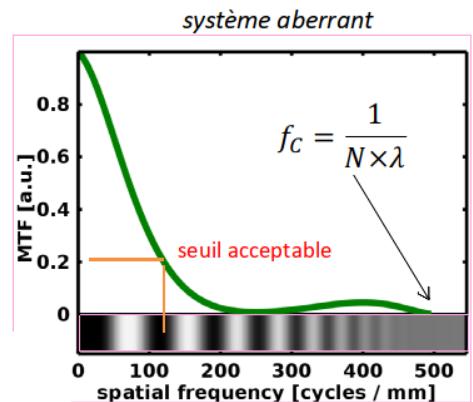
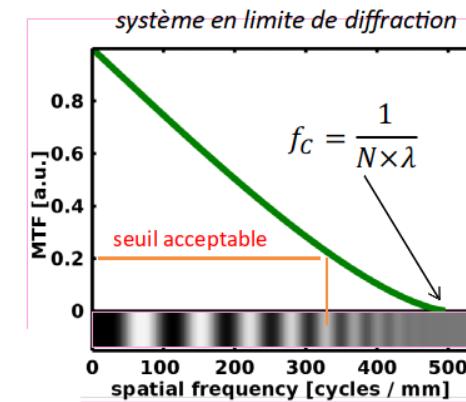
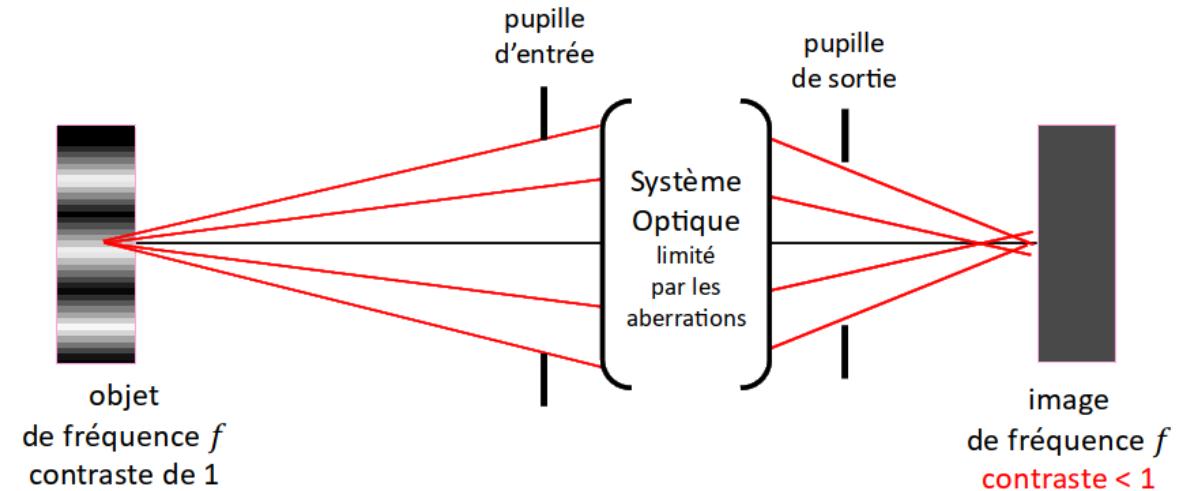
grandissement longitudinal

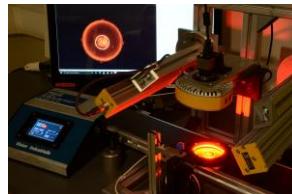
$$g_z = \frac{\delta p'}{\delta p} = (g_y)^2$$



Objectif optique

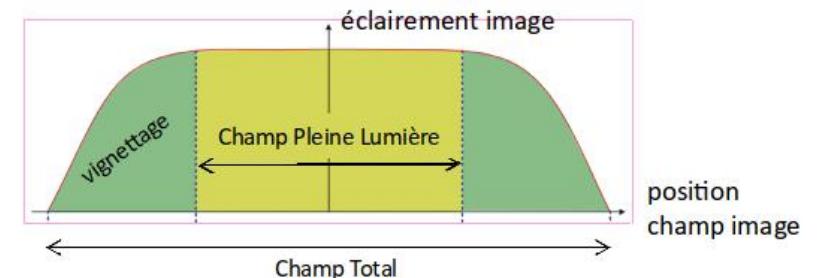
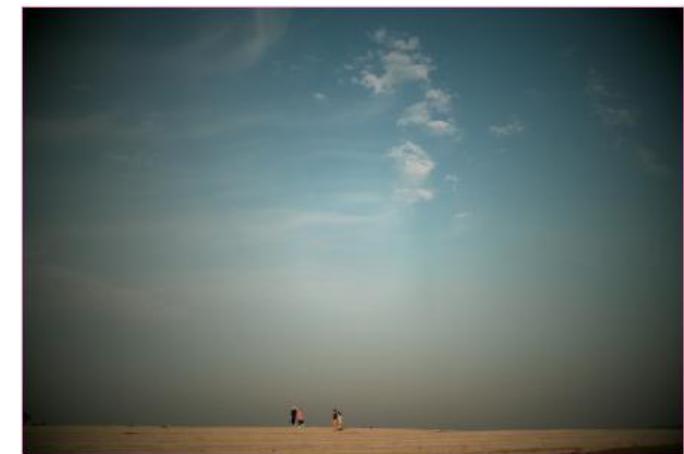
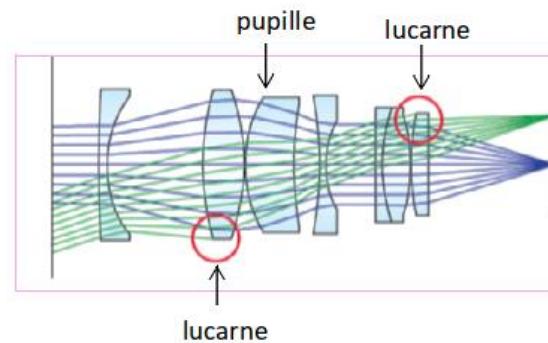
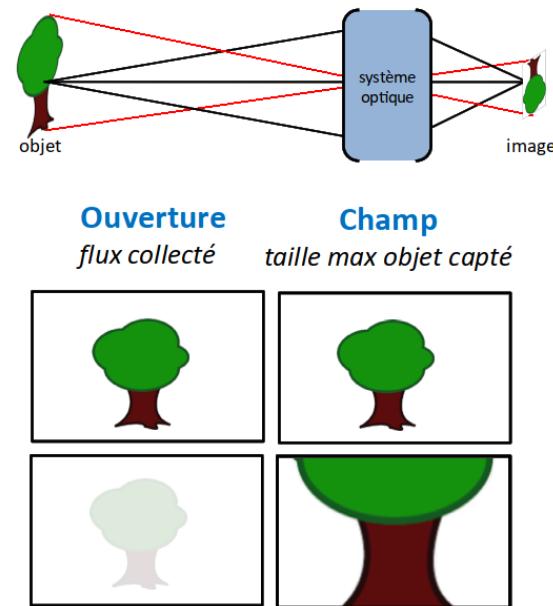
Créer une image





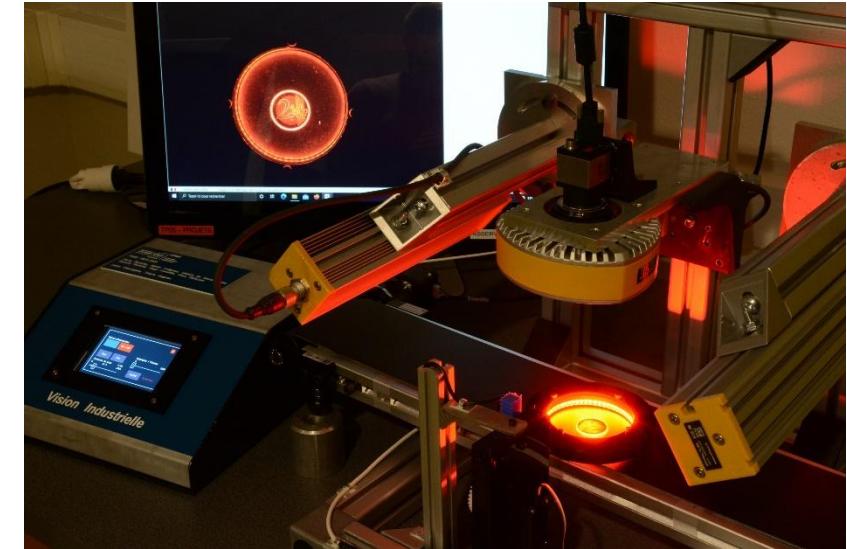
Objectif optique

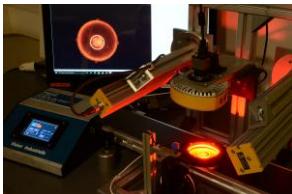
Créer une image



Caméra numérique

Echantillonnage / Quantification
Colorimétrie



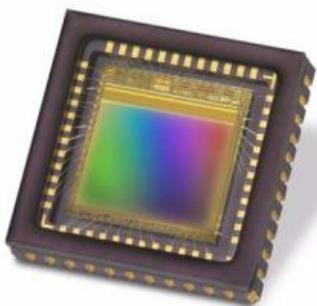


Caméra numérique

Matrice de pixel



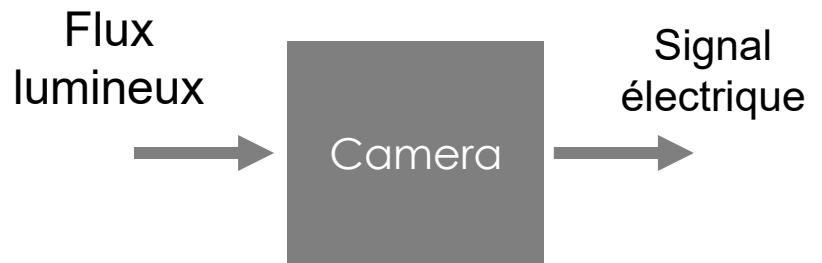
IDS UI-1240SE-C-HQ



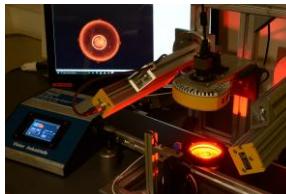
e2v sensor EV76C560ACT

Système qui transforme un **flux lumineux** en un **signal électrique mesurable**

Camera

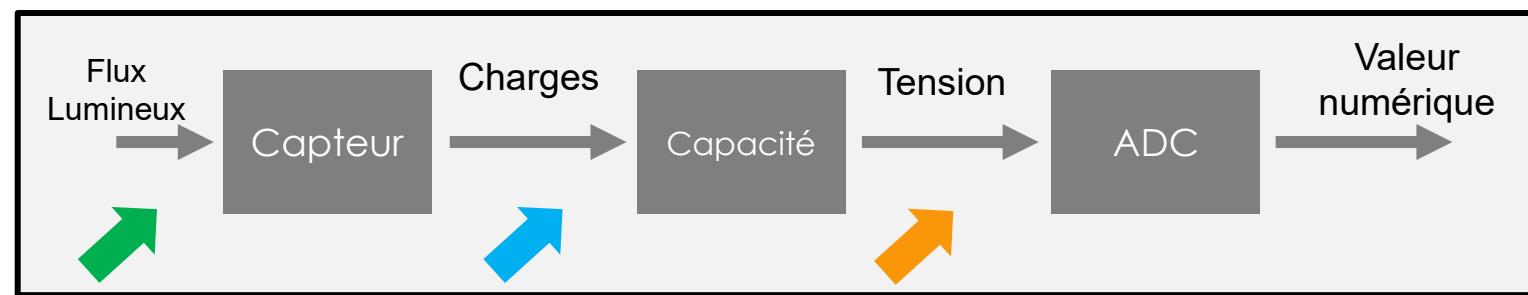
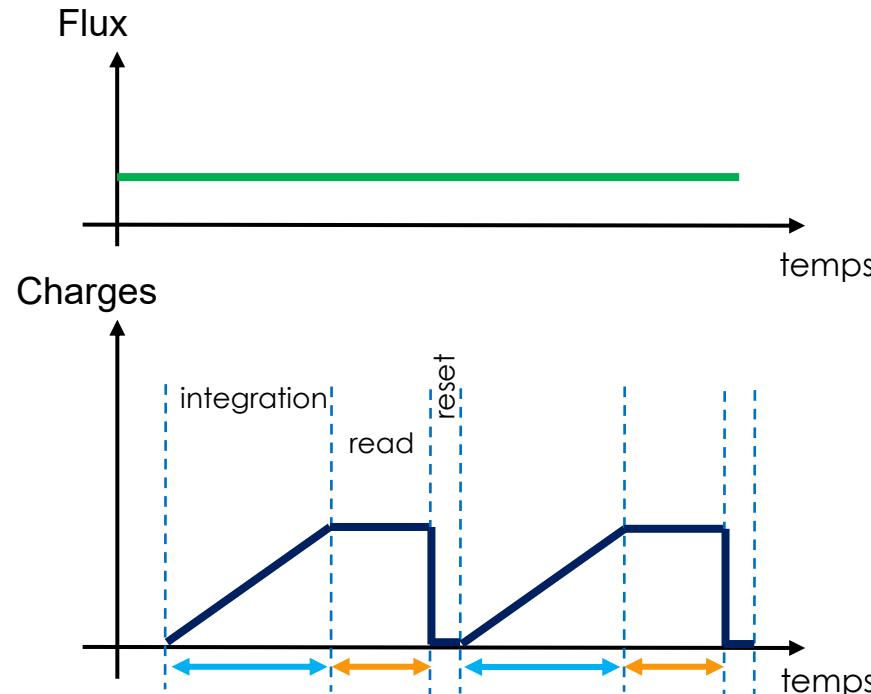
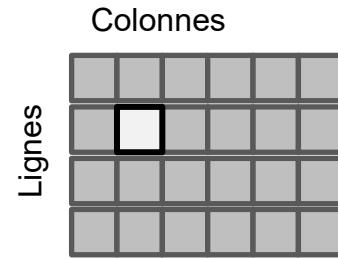


Taille d'un pixel de l'ordre de 2 à 10 um

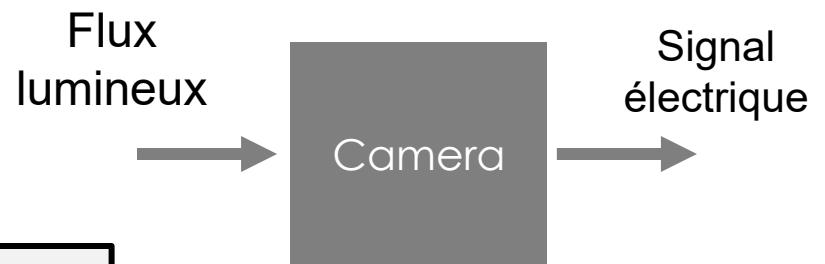


Caméra numérique

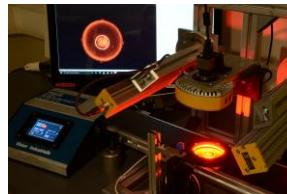
Matrice de pixel



Système qui transforme un **flux lumineux** en un **signal électrique mesurable**



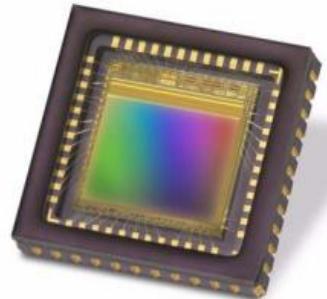
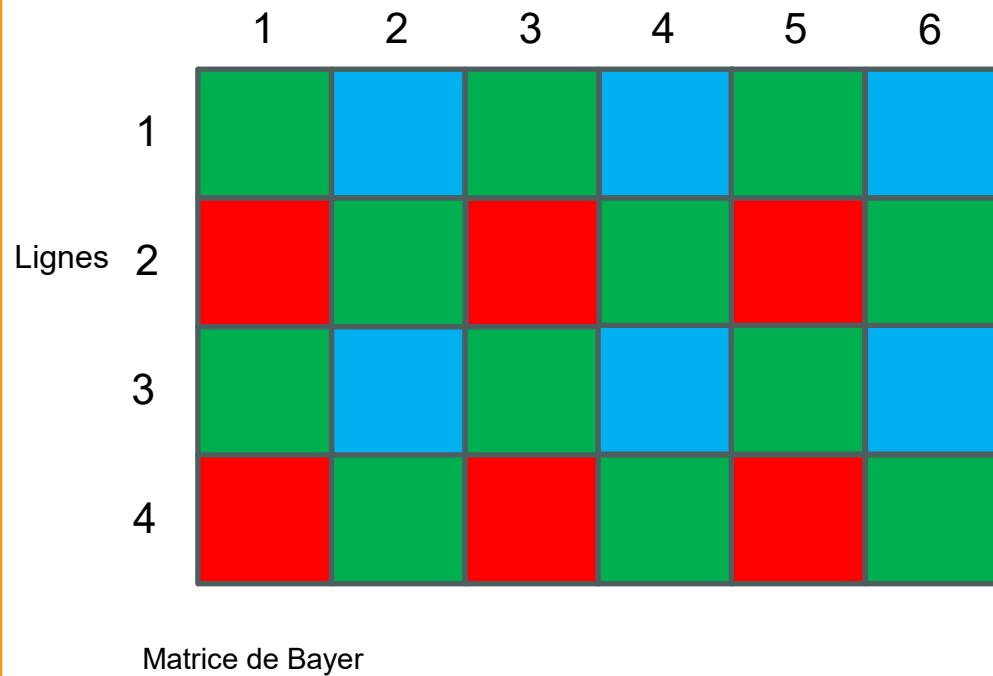
Taille d'un pixel de l'ordre de 2 à 10 um



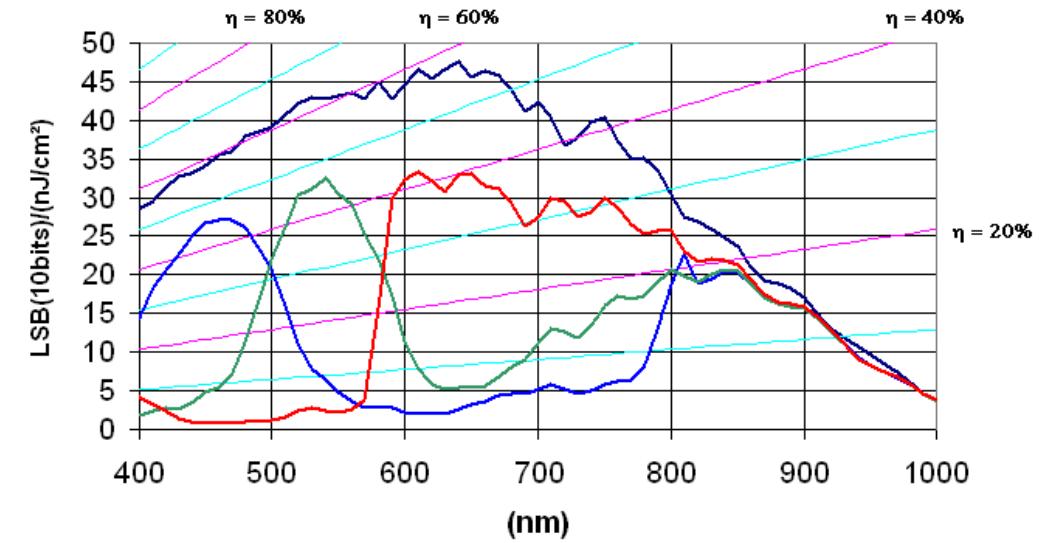
Caméra numérique

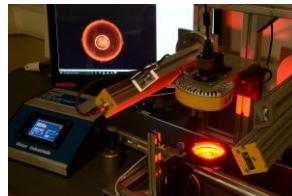
Réponse spectrale

Colonnes

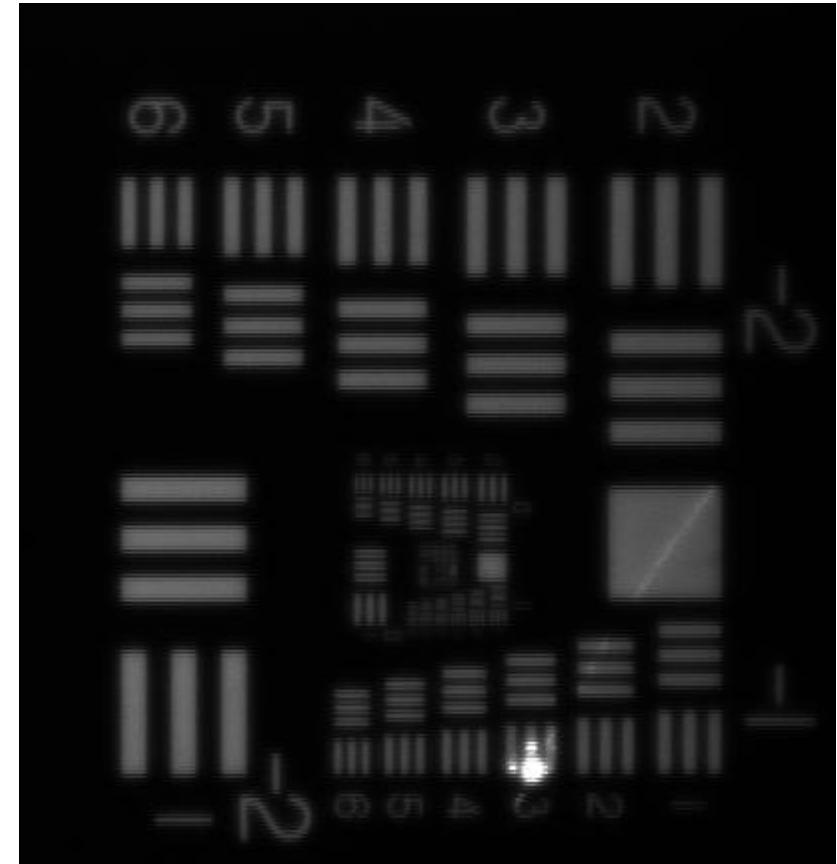


e2v sensor EV76C560ACT





Vision Industrielle



Traitements d'image

Pré-traitement / Segmentation / Classification

