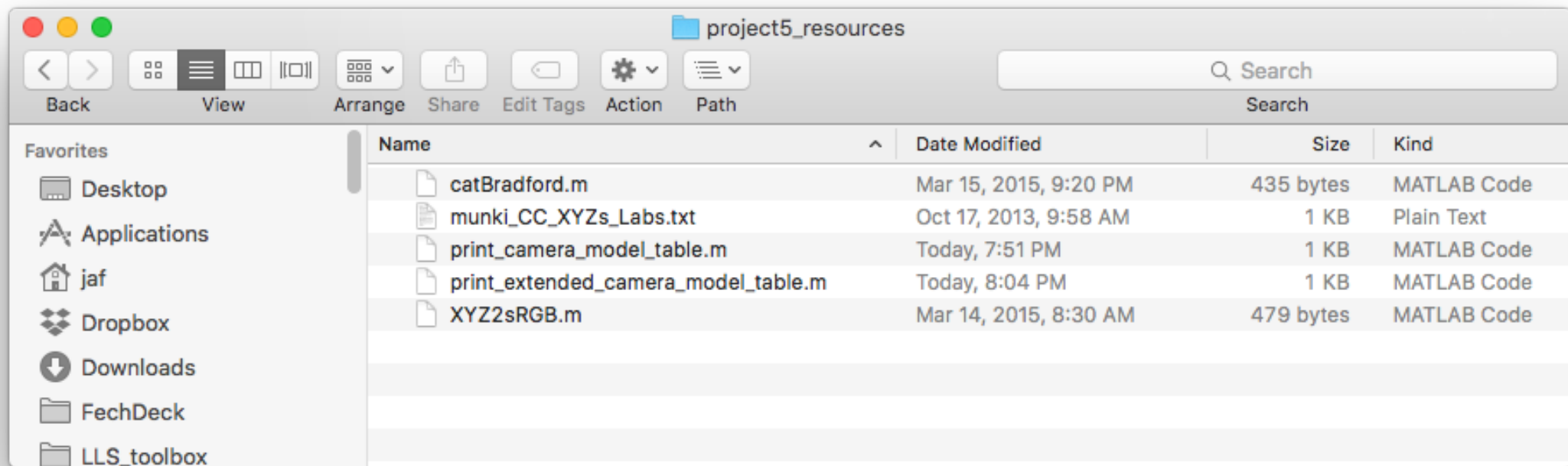


Project 5: Camera characterization

In this project you will characterize your digital camera so that it can be used to estimate the XYZ values of imaged surfaces. First, using the image of the ColorChecker chart you created in Project 1, you will extract the RGB values of the color patches, and use these values together with measured XYZ values for the patches to plot your camera's tone transfer functions (TTFs). You will then fit functions to the TTFs and use them to linearize the camera's response with respect to relative luminance. You will plot these linearized response functions and create images that visualize the camera's original and linearized RGB responses to the patches in the ColorChecker chart. You will then use the linearized RGB data for the ColorChecker patches and measured XYZ values for the patches to derive a matrix that transforms linearized camera RGBs to estimated XYZs. You will then check the accuracy of this transformation by calculating ΔE_{ab} color differences between the ColorMunki-measured and camera-estimated patch values and visualizing images of the ColorChecker from both sets of values. Finally you will use your camera model to estimate the XYZ and Lab values of your colored patches from the image you created in Project 1 and will compare the ColorMunki-measured and camera-estimated values both numerically and visually.

1) Download the project5_resources.zip file from myCourses and unzip its contents to your working directory.



2) a) To characterize your camera you will need a high quality image of the ColorChecker chart in the D50 lightbooth. You took this image in Project 1 and processed it in Project 2, but if the quality of the image you have is poor you will need to take it again. ***It is important that this image is of high quality since the next three projects depend on it!*** Your image of the ColorChecker should be large, uniformly lit, well exposed, well cropped, and rectangular. If you haven't done so already, b) Use a photo-editor to crop and rectify the image of the chart area. c) Downsample the cropped/rectified chart image to 1125x800 and save it as a max quality .jpg or .png

before



after

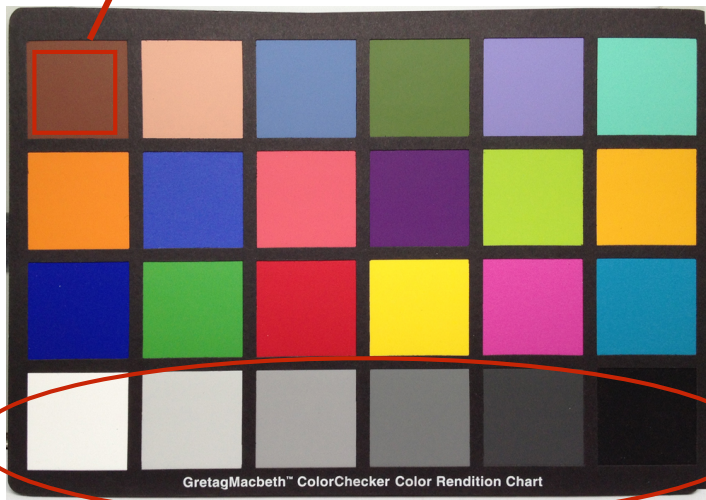


1125x800

3) a) Use your favorite method to find the average RGB values for each of the patches in the chart. b) Normalize these RGBs by dividing by them by 255. c) Extract the normalized RGB values for the gray patches (#19-24). d) L/R flip the resulting array so the values run from low (black) to high (white).

RGB: 144, 89, 567 → $\text{rgb: } 0.5467, 0.3490, 0.2314$
/255

average



cam_RGBs =

144	254	114	114	168	122	.	.	.
89	179	143	130	148	225	.	.	.
67	148	184	67	205	196	.	.	.
.

cam_rgbs =

0.5647	0.9961	0.4471	0.4471	0.6588	0.4784	.	.	.
0.3490	0.7020	0.5608	0.5098	0.5804	0.8824	.	.	.
0.2627	0.5804	0.7216	0.2627	0.8039	0.7686	.	.	.
.

cam_gray_rgbs =

0.1059	0.2353	0.4314	0.6078	0.7686	0.8863
0.1020	0.2314	0.4118	0.5804	0.7333	0.8510
0.1098	0.2235	0.3882	0.5412	0.6980	0.7843

4) a) Load the ColorMunki-measured XYZ and Lab values of the ColorChecker chart provided in the file “munki_CC_XYZs_Labs.txt” into two 3x24 arrays named ‘munki_XYZs’ and ‘munki_Labs’. b) Extract the Y values for the gray patches (#19-24). c) Normalize by dividing the values by 100. d) L/R flip the resulting vector so the entries run from low (black) to high (white).

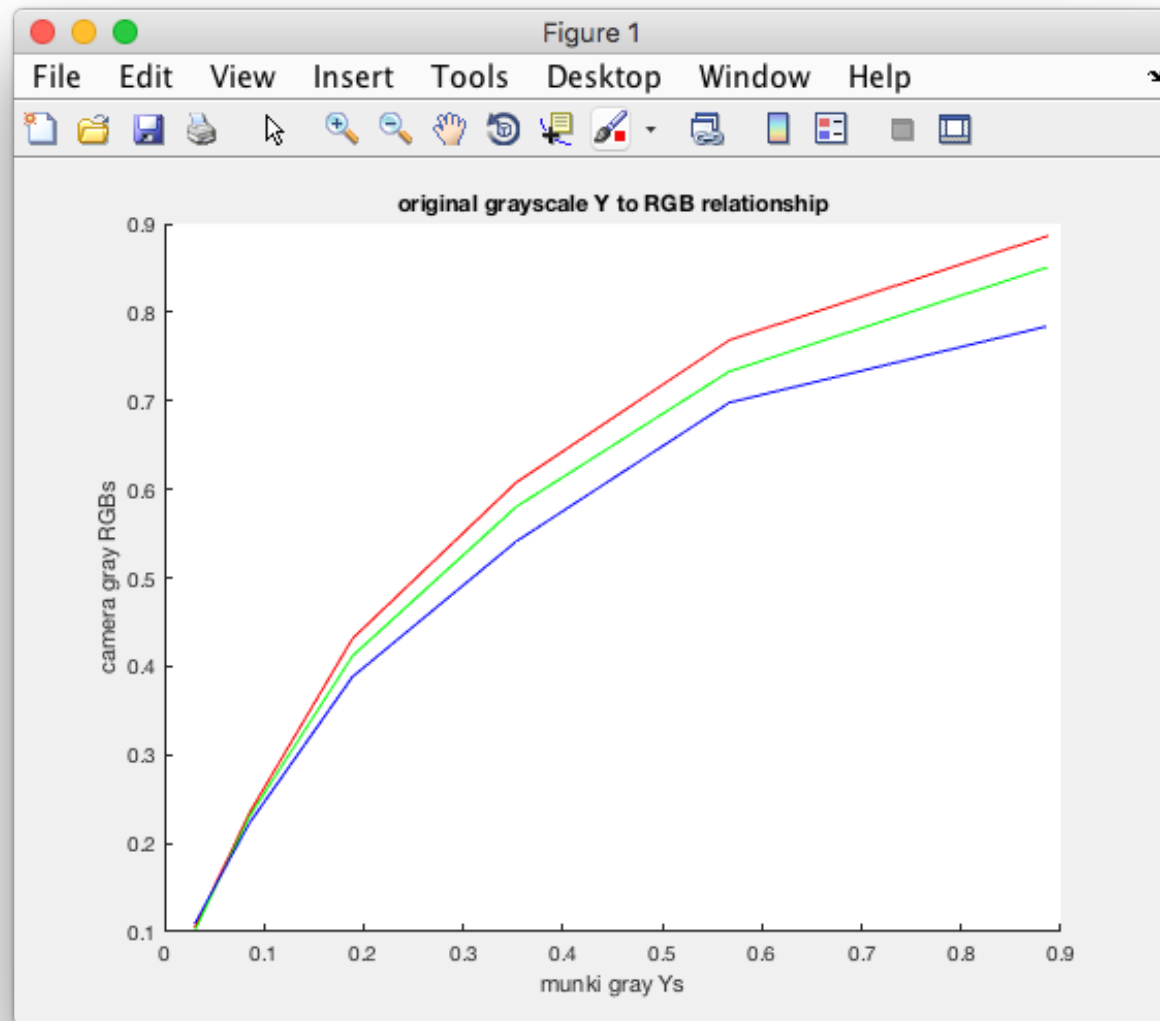


```
% load the munki-measured XYZ and Lab data  
% for the ColorChecker (D50 reference white)  
  
% extract the Ys for the six gray patches  
% normalize the data and transpose and reverse the  
% vector for plotting
```

```
munki_gray_Ys =
```

```
0.0307    0.0858    0.1889    0.3534    0.5674    0.8868
```

5) Plot the normalized ColorMunki-measured gray-patch Ys you calculated in step 4) vs. the normalized camera gray-patch RGBs you calculated in step 3). There will be separate curves for each of the R,G, and B channels. These curves are the tone transfer functions (TTFs) of your camera and show the (typically non-linear) response of the camera with respect to (relative) luminance.



6) The first step in camera characterization is to linearize the camera's RGB response with respect to relative luminance (Y). To do this a) fit polynomial functions between the camera-captured gray-patch RGBs and the ColorMunki-measured gray-patch Ys, then b) use these functions to linearize the camera's responses to the ColorChecker patches (all 24 of them, not just the grays!!!). Finally c) clip out-of-range values, produced by quantization errors in the calculations. The resulting normalized, linearized RGB values are known as **radiometric scalars (RSs)**. MATLAB code that performs these tasks is shown below.

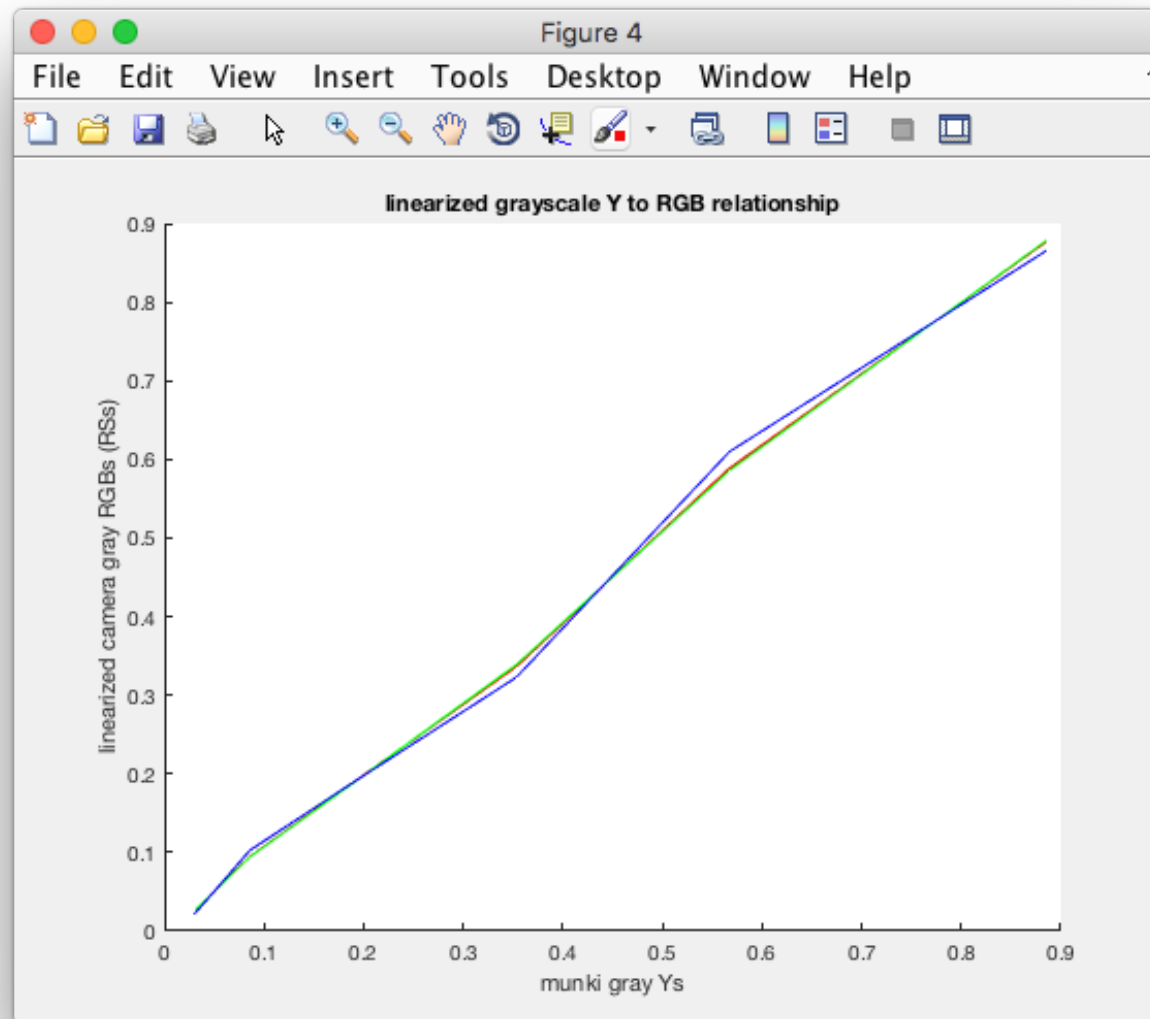
```
r = 1; g = 2; b = 3;

% a) fit low-order polynomial functions between normalized
% camera-captured gray RGBs and the munki-measured gray Ys
cam_polys(r,:) = polyfit(cam_gray_rgbs(r,:), munki_gray_Ys, 3);
cam_polys(g,:) = polyfit(cam_gray_rgbs(g,:), munki_gray_Ys, 3);
cam_polys(b,:) = polyfit(cam_gray_rgbs(b,:), munki_gray_Ys, 3);

% b) use the functions to linearize the camera data
cam_RSs(r,:) = polyval(cam_polys(r,:), cam_rgbs(r,:));
cam_RSs(g,:) = polyval(cam_polys(g,:), cam_rgbs(g,:));
cam_RSs(b,:) = polyval(cam_polys(b,:), cam_rgbs(b,:));

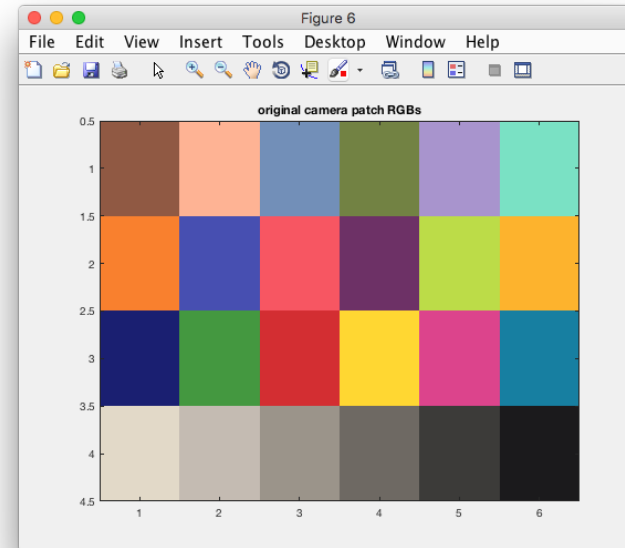
% c) clip out of range values
cam_RSs(cam_RSs < 0) = 0;
cam_RSs(cam_RSs > 1) = 1;
```


7) Verify the quality of the linearization process by re-plotting the graph from step 5), using the radiometric scalars for the gray patches in place of the original values.

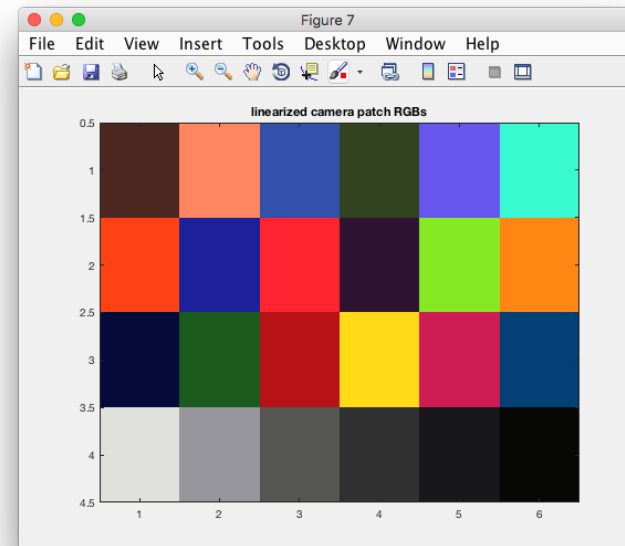


8) To see the impact of the linearization, visualize the pre- and post- linearization ColorChecker patch values by creating images like the ones shown. MATLAB code to do this is shown below. In general, the linearized image should appear darker.

```
% visualize the original camera RGBs
pix = permute(cam_rgbs, [3 2 1]);
pix = reshape(pix, [6 4 3]);
pix = imrotate(pix, -90);
pix = flipdim(pix,2);
figure;
image(pix);
title('original camera patch RGBs');
```



```
% visualize the linearized camera RGBs
pix = permute(cam_RSs, [3 2 1]);
pix = reshape(pix, [6 4 3]);
pix = imrotate(pix, -90);
pix = flipdim(pix,2);
figure;
image(pix);
title('linearized camera patch RGBs');
```



9) a) The second step in camera characterization is to derive a matrix that estimates XYZ values from the RGB radiometric scalars calculated in step 6). Since the two spaces are three dimensional, The most basic matrix is a 3x3. To derive a 3x3 matrix that performs the operation, multiply the ColorChecker XYZ values provided in the file “munki_CC_XYZs_Labs.txt” by the pseudo-inverse of the vector of RGB radiometric scalars calculated in step 6). MATLAB code to do this is shown below. b) Show the resulting matrix in your report.

```
% use the munki-measured ColorChecker XYZs and camera-captured RGB RSs to
% derive a 3x3 matrix that can be used to estimate XYZs from camera RGBs

cam_matrix3x3 = munki_XYZs * pinv(cam_RSs)

cam_matrix3x3 =

    31.4031    28.6209    11.1268
    17.6185    46.9253     9.1596
     3.0302     4.6695    50.4887
```

10) a) Use this matrix to estimate the XYZ values of the ColorChecker patches from the RGB RSs by multiplying them by the matrix (use the form $XYZs = \text{matrix} * RSs$). b) Show the resulting XYZs in your report.

```
% estimate the ColorChecker XYZs from the linearized camera rgbs using  
% the 3x3 camera matrix
```

```
cam_XYZs = cam_matrix3x3 * cam_RSs
```

```
cam_XYZs =
```

```
Columns 1 through 10
```

14.8163	50.5968	22.7289	15.1298	32.7290	43.8609	39.5959	14.0058	37.6238	10.1891
13.3357	45.6655	24.4596	16.9833	31.5518	57.1161	30.3531	13.6574	26.1255	8.6233
7.8089	24.4986	35.9943	8.0537	50.1013	46.3002	8.1060	31.2561	13.1119	10.8069

```
Columns 11 through 20
```

44.2464	47.2311	4.3590	14.9742	25.5988	56.8859	32.3684	12.8920	62.3902	42.0502
53.4508	42.8947	4.2910	19.8054	16.7715	58.6110	22.5475	16.3905	64.6805	43.4579
12.5885	9.2262	11.6567	7.9235	6.8883	11.4083	19.7796	24.6233	50.5185	35.3129

```
Columns 21 through 24
```

23.8533	13.3853	6.8157	1.8394
24.7809	13.8517	7.0339	1.9225
18.8996	10.9704	5.9098	1.3346

12) While the basic camera model with a 3x3 matrix is a good first start, it can almost certainly be improved by adding terms to the matrix that compensate for interactions and non-linearities in the relationship between the RGBs and XYZs. To do this a) create the vector RSrgbs_extd that represents the original set of radiometric scalars used to derive the 3x3 matrix plus additional terms that represent products of the individual RGB channels (interactions) and squares of the individual RGB channels (non-linearities). Then b) derive the matrix for this extended model, by multiplying the ColorMunki measured XYZ values by the pseudo-inverse of this vector. The resulting matrix will be 3x11 to account for the added terms. MATLAB code that illustrates the process is shown below. c) Show the resulting matrix in your report.

```
% split the radiometric scalars (cam_RSs) into r,g,b vectors
RSrgbs = cam_RSs;
RSrs = RSrgbs(1,:);
RSgs = RSrgbs(2,:);
RSbs = RSrgbs(3,:);

% create vectors of these RSs with multiplicative terms to
% represent interactions and square terms to represent non-linearities in
% the RGB-to-XYZ relationship
RSrgbs_extd = [RSrgbs; RSrs.*RSgs; RSrs.*RSbs; RSgs.*RSbs; RSrs.*RSgs.*RSbs; ...
    RSrs.^2; RSgs.^2; RSbs.^2; ones(1,size(RSrgbs,2))];

% find the extended (3x11) matrix that relates the RS and XYZ datasets
cam_matrix = munki_XYZs * pinv(RSrgbs_extd)

cam_matrix =

Columns 1 through 10

    57.1924    15.6866    27.5017    41.2519   -54.3317    20.1728    84.8493   -31.2641   -29.4963   -24.8269
    36.4723    50.1716    22.5163    28.3379   -50.4702     9.0754    99.5690   -24.1544   -36.4450   -22.8196
    11.2293   -10.5528    91.3596     8.5611   -22.9866     2.1365    92.5498   -13.8286    -2.2205   -63.2025

Column 11

   -1.5142
   -1.7897
   -0.6266
```

13) a) Use this extended matrix to estimate the XYZ values of the ColorChecker patches from the RGB RSs. To do this you will need to use the extended representation of the radiometric scalars that includes the interaction and square terms (use the form $XYZs = \text{matrix} * RSs_extd$). MATLAB code that illustrates the process is shown below. b) Show the resulting XYZs in your report.

```
% estimate XYZs from the RSs using the extended matrix and RS  
% representation
```

```
cam_XYZs = cam_matrix3x11 * RSrgbs_extd;
```

```
cam_XYZs =
```

```
Columns 1 through 10
```

17.8685	53.2620	21.0601	15.7058	24.6994	32.5390	36.9343	12.9566	29.0224	12.6322
16.0867	49.3503	22.6861	18.7846	23.2761	44.0611	28.1189	11.8791	18.0748	10.2518
10.2173	30.6058	32.1697	8.9698	32.9292	36.7513	2.8619	30.6696	9.5384	15.2131

```
Columns 11 through 20
```

36.8726	48.1131	5.2696	11.1980	25.7906	56.8326	24.3970	11.1669	83.4463	47.7134
46.3709	43.6933	4.7135	18.8110	15.8205	56.5128	14.1945	15.6650	86.9588	49.2909
9.6988	3.5328	16.5581	6.7608	6.3932	5.9255	18.9884	25.7880	71.9688	41.3940

```
Columns 21 through 24
```

26.5380	15.1674	7.5146	0.9789
27.8556	15.9836	7.8676	0.9571
22.7802	14.1024	7.9686	1.3838

15) Save your extended camera model (polynomial function coefficients and the 3x11 matrix) in a file called 'cam_model.mat' so it can be used in later projects. The MATLAB code to do this shown below.

```
% save the (extended) camera model for use in later projects  
save('cam_model.mat', 'cam_polys', 'cam_matrix3x11');
```

16) a) Create a function **cam_XYZs = camRGB2XYZ(cam_model, cam_RGBs)** that takes as input your 'cam_model.mat' and 'cam_RGBs' a 3xn vector of camera-captured RGBs₀₋₂₅₅ and returns 'cam_XYZs' a 3xn vector of model-estimated XYZs. This function can be developed from parts of the code shown in steps 6), 12), and 13). In particular, note that since you are using the extended 3x11 matrix, you will need to do something akin to step 12a) to create an RSrgbs_extd dataset when using the matrix to estimate XYZs. b) Test the function by using it to estimate XYZs from the cam_RGBs you extracted from the chart image in step 3). Confirm that the XYZ values are the same as those you calculated in step 13). c) Show the code for the function and the resulting XYZ values in your report.

```
% b) test that the camRGB2XYZ function works correctly
cam_XYZs = camRGB2XYZ('cam_model.mat', cam_RGBs)
```

```
cam_XYZs =
```

```
Columns 1 through 10
```

17.8685	53.2620	21.0601	15.7058	24.6994	32.5390	36.9343	12.9566	29.0224	12.6322
16.0867	49.3503	22.6861	18.7846	23.2761	44.0611	28.1189	11.8791	18.0748	10.2518
10.2173	30.6058	32.1697	8.9698	32.9292	36.7513	2.8619	30.6696	9.5384	15.2131

```
Columns 11 through 20
```

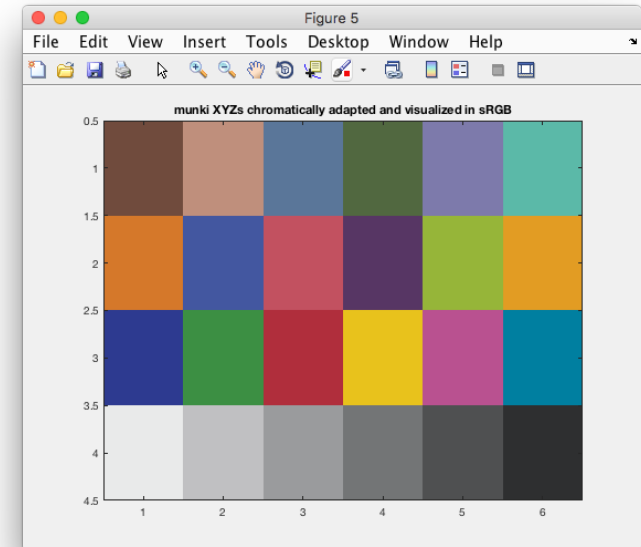
36.8726	48.1131	5.2696	11.1980	25.7906	56.8326	24.3970	11.1669	83.4463	47.7134
46.3709	43.6933	4.7135	18.8110	15.8205	56.5128	14.1945	15.6650	86.9588	49.2909
9.6988	3.5328	16.5581	6.7608	6.3932	5.9255	18.9884	25.7880	71.9688	41.3940

```
Columns 21 through 24
```

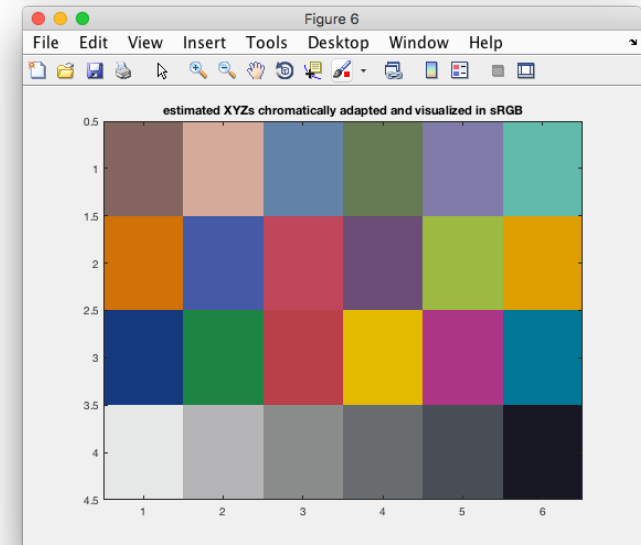
26.5380	15.1674	7.5146	0.9789
27.8556	15.9836	7.8676	0.9571
22.7802	14.1024	7.9686	1.3838

17) To visualize if your camera model and `camRGB2XYZ` function are working correctly, create images like those shown below, that visualize the ColorChecker patches from the ColorMunki-measured and `camRGB2XYZ`-estimated XYZ values. Note that you will need to use the chromatic-adaptation function **`catBradford`** to convert the XYZs (that are calculated relative to a D50 illuminant) to the nominally-D65 whitepoint of your display, and then use the function **`XYZ2sRGB`** to produce the RGB values. Sample MATLAB code and outputs are shown below.

```
% visualize the munki-measured XYZs as an sRGB image
munki_XYZs_D65 = catBradford(munki_XYZs, XYZ_D50, XYZ_D65);
munki_XYZs_sRGBs = XYZ2sRGB(munki_XYZs_D65);
pix = reshape(munki_XYZs_sRGBs', [6 4 3]);
pix = uint8(pix*255);
pix = imrotate(pix, -90);
pix = flipdim(pix,2);
figure;
image(pix);
title('munki XYZs chromatically adapted and visualized in sRGB');
```



```
% visualize the camera-estimated XYZs as an sRGB image
cam_XYZs_D65 = catBradford(cam_XYZs, XYZ_D50, XYZ_D65);
cam_XYZs_sRGBs = XYZ2sRGB(cam_XYZs_D65);
pix = reshape(cam_XYZs_sRGBs', [6 4 3]);
pix = uint8(pix*255);
pix = imrotate(pix, -90);
pix = flipdim(pix,2);
figure;
image(pix);
title('estimated XYZs chromatically adapted and visualized in sRGB');
```



18) a) Use the “publish” menu/function in Matlab to document all the code, results, and figures you generated in steps 3-13. b) Include your names and team number at the beginning of the report. c) Include a feedback section at the end of the report that briefly discusses i) who did what parts of the project, ii) any problems you had with the project, iii) any parts of the project you thought were valuable, and iv) any improvements you’d like to see. d) Submit this document as a single PDF named “teamX_project5_report.pdf” to the dropbox on myCourses.