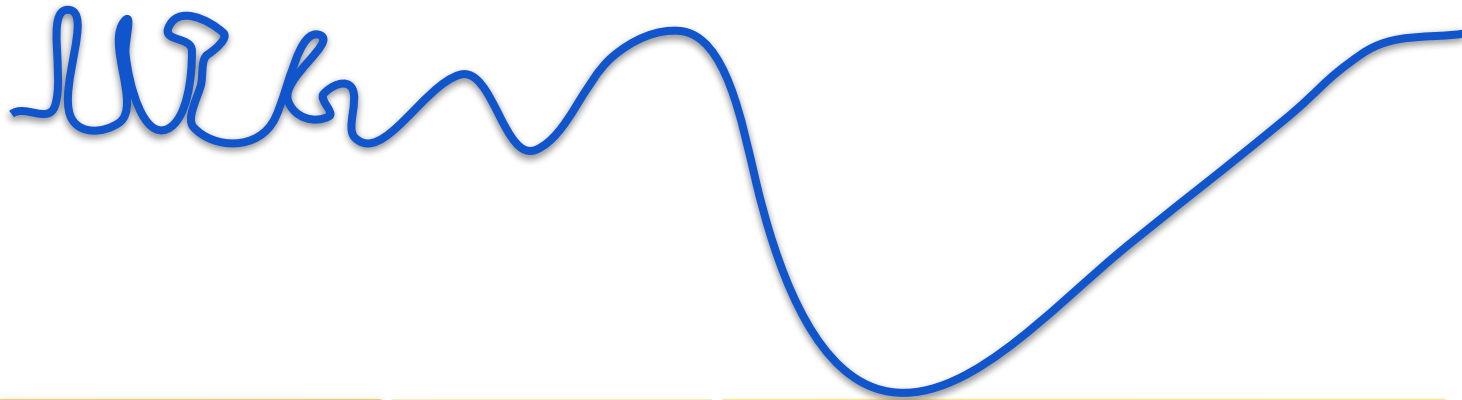


# Computing with Signals



**DA 623**

Jan - May 2024

IIT Guwahati

Instructors: Neeraj Sharma

Lecture-15  
(and more)

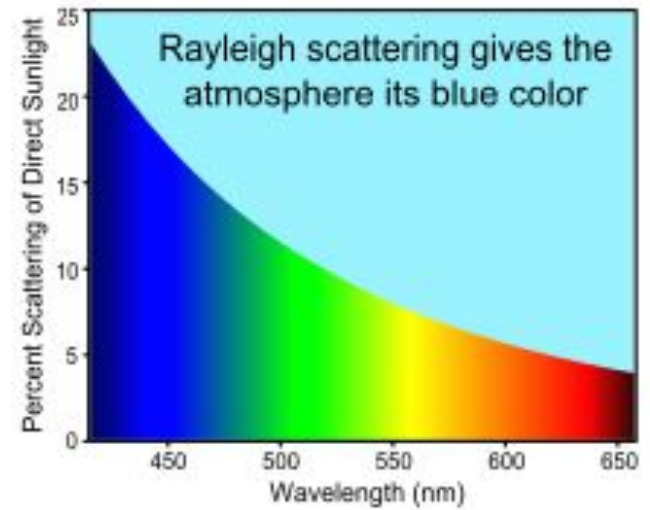


Why are car tails lights **red**?



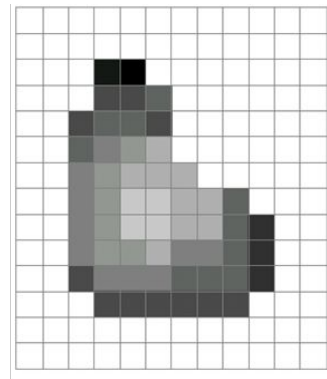
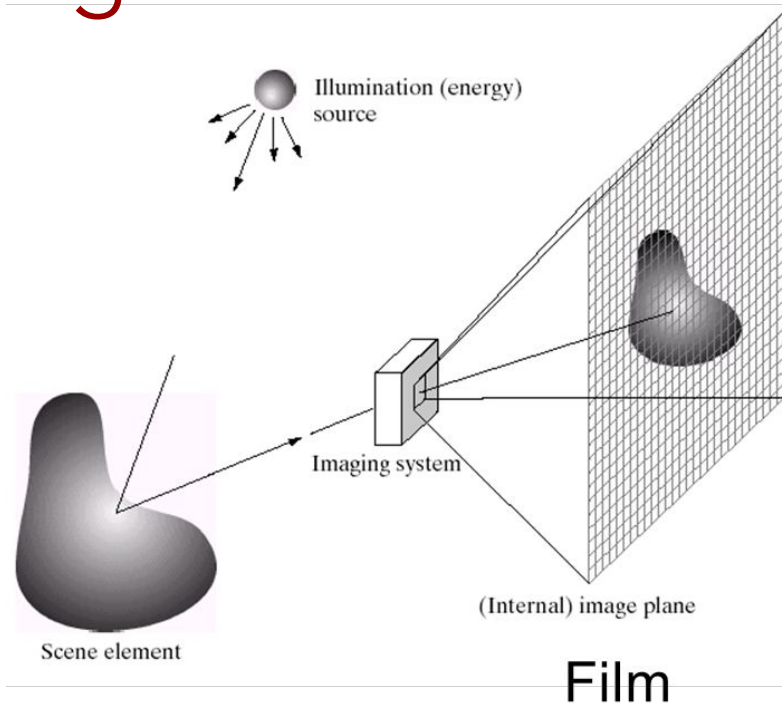


# Why are car tails lights red?

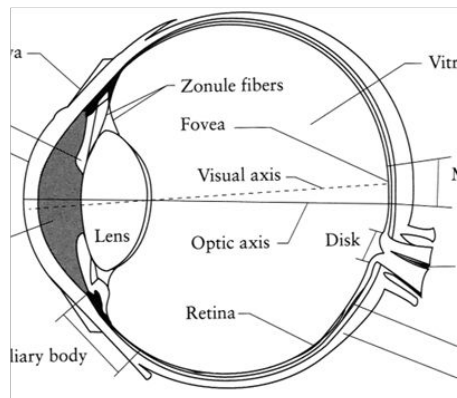


- Amount of scattering inversely proportional to fourth power of the wavelength
- Red light scattered least (in fog and rain), travels farthest

# Imaging



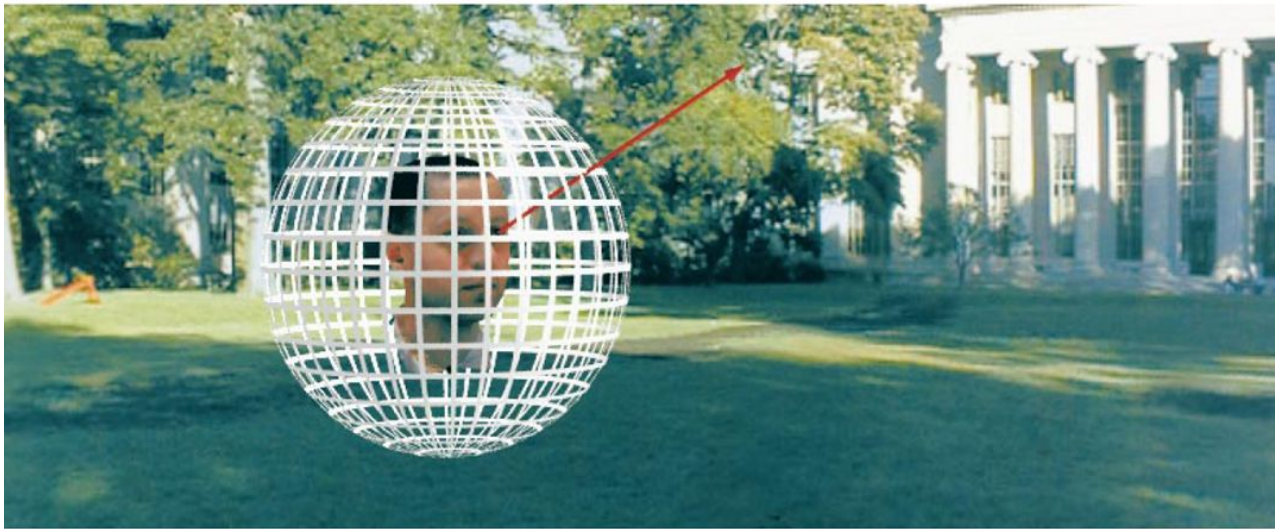
Digital Camera



The Eye

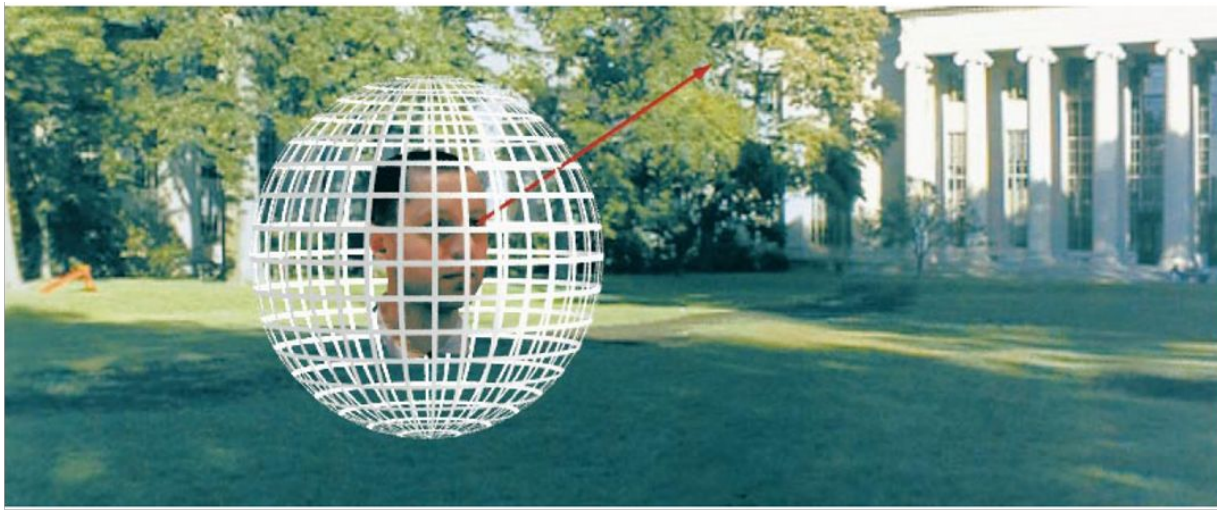
# The Plenoptic Function

A hypothetical function representing the intensity or chromacity of the light observed from every position and direction in 3-dimensional space.



Let's start with a stationary person and try to  
parameterize everything what they (usually) see ...

$$P(\cdot, \cdot, \cdot) = \text{what they see}$$

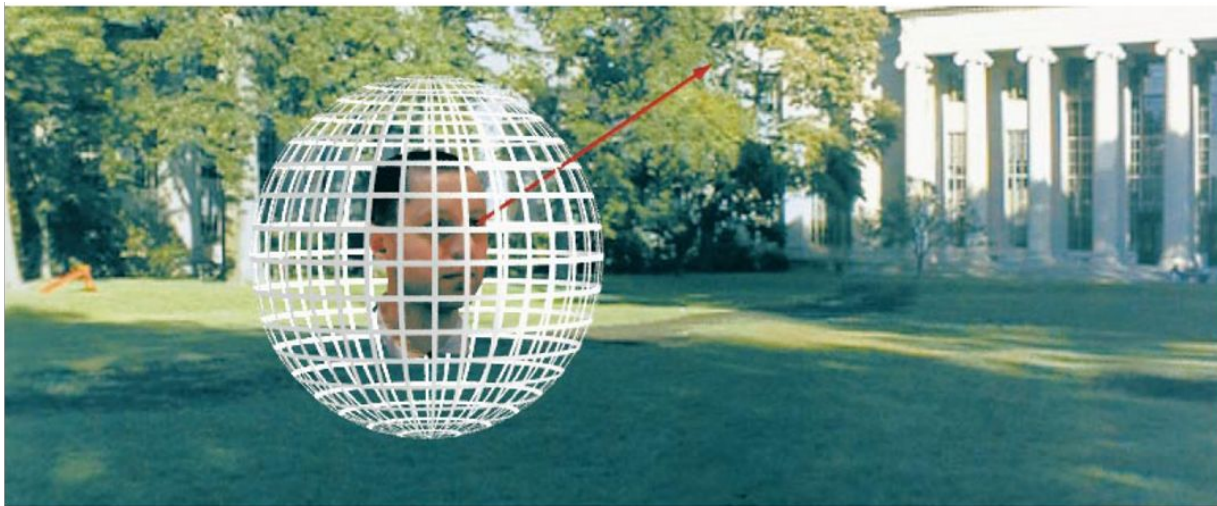


$$P(\theta, \phi, \lambda)$$

is intensity of light

- Seen from a single view point
- At a single time
- As a function of wavelength

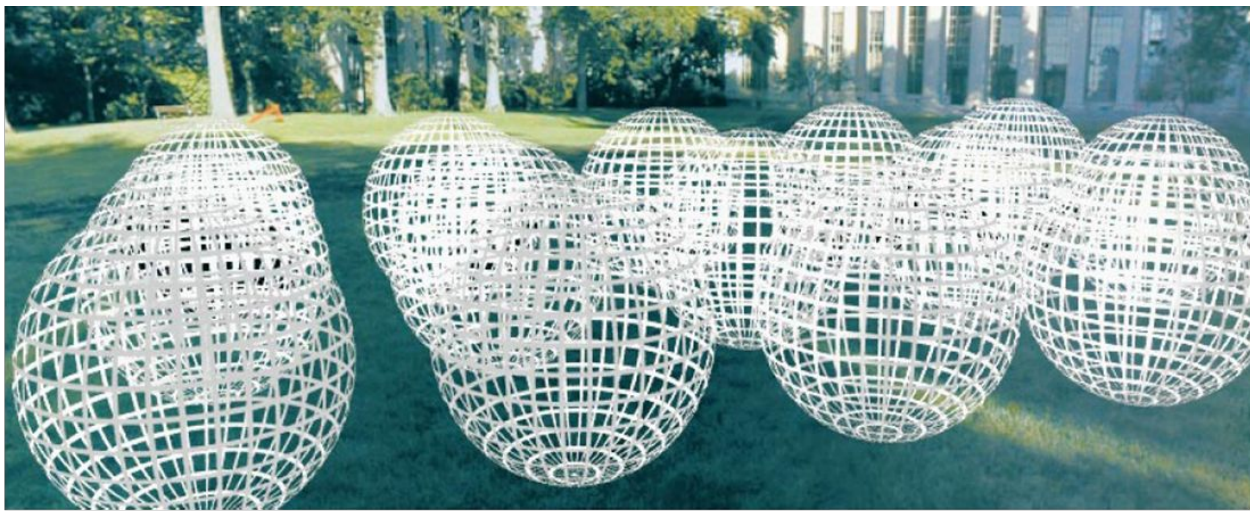




$$P(\theta, \phi, \lambda, t)$$

is intensity of light

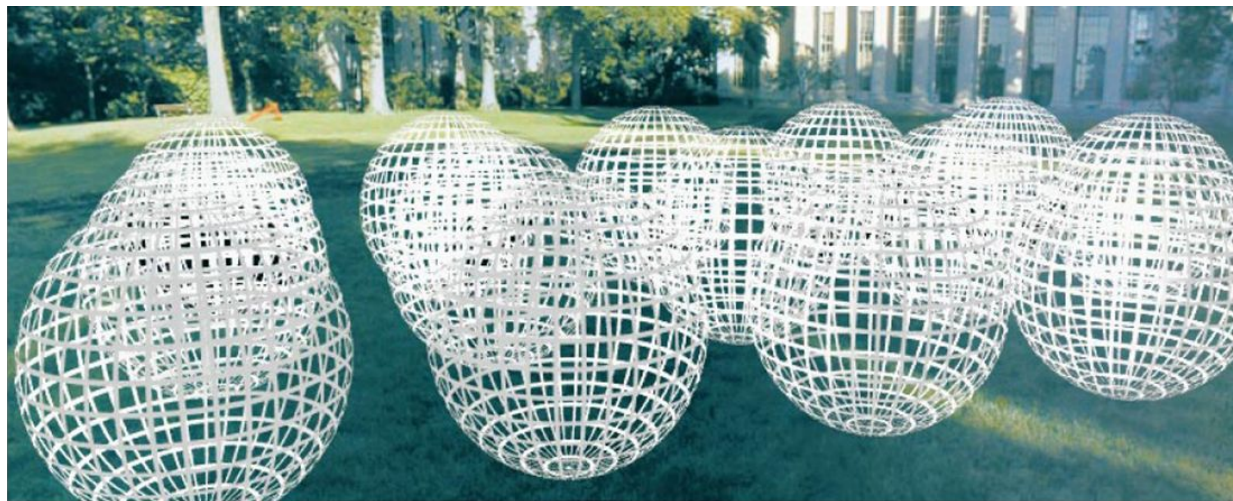
- Seen from a single view point
- Over time
- As a function of wavelength



$$P(\theta, \phi, \lambda, t, V_x, V_y, V_z)$$

is intensity of light

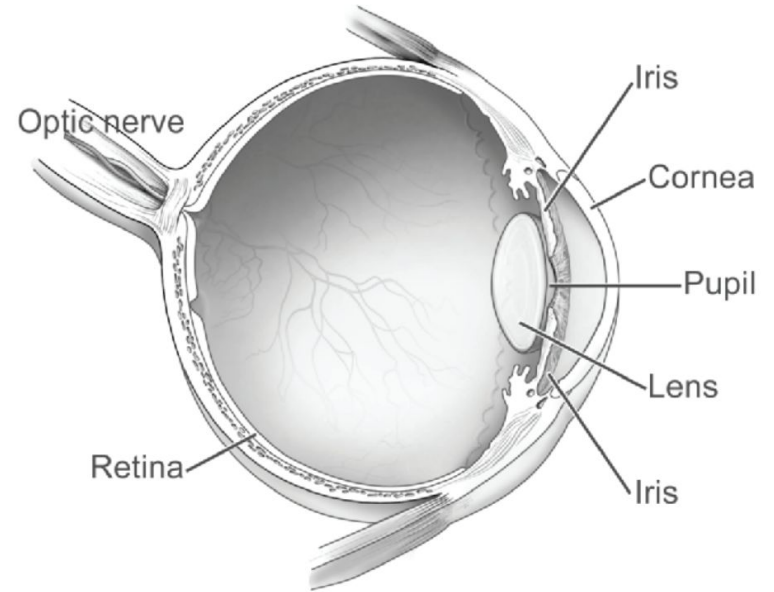
- Seen from ANY viewpoint
- Over time
- As a function of wavelength



$$P(\theta, \phi, \lambda, t, V_x, V_y, V_z)$$

- This can reconstruct every possible view, at every moment, from every position, at every wavelength
- Contains every photograph, every movie, everything that anyone has ever seen! it completely captures our visual reality!

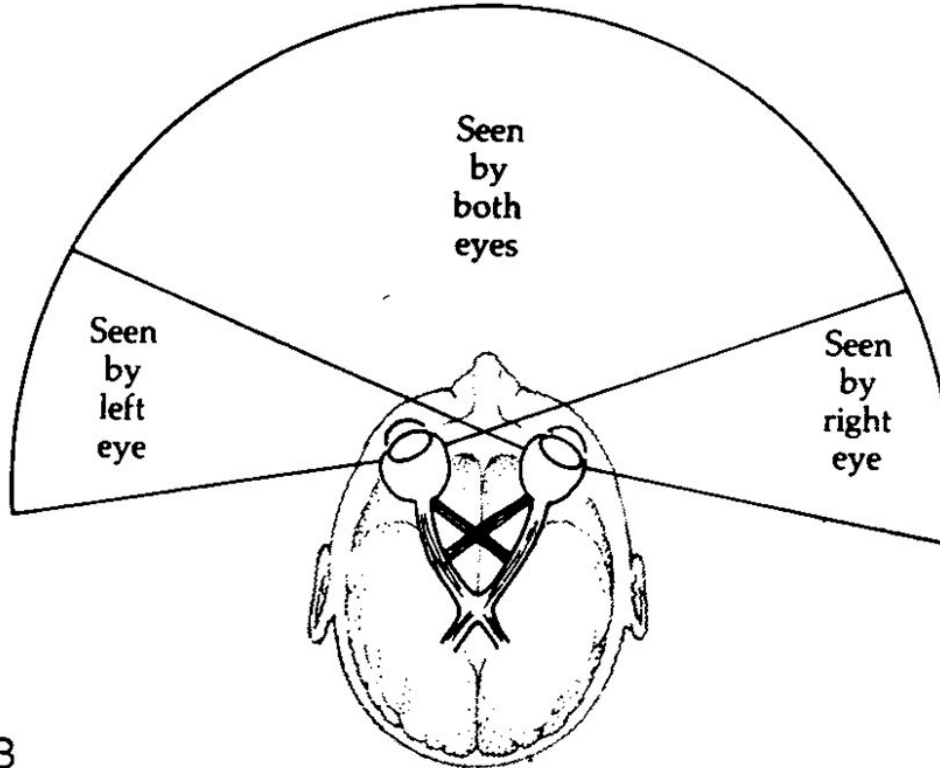
# Human Eye



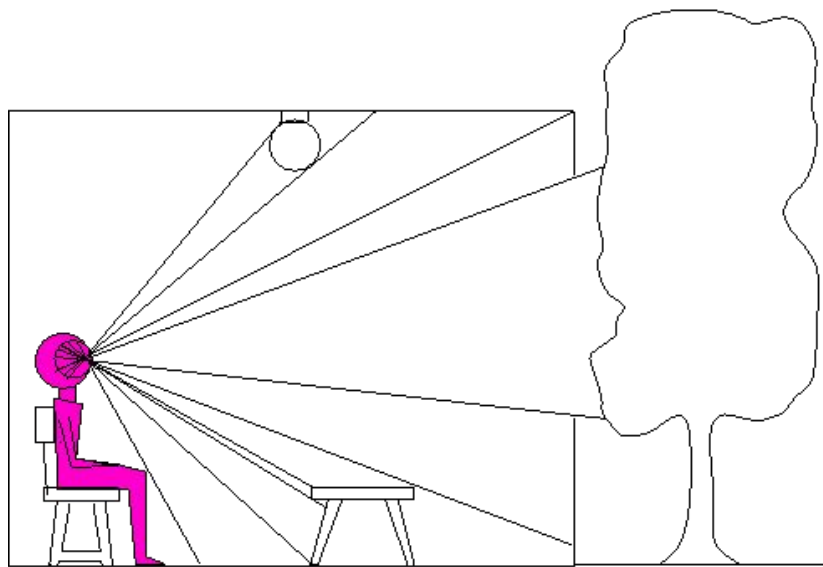


Monocular Visual Field: 160 deg (w) X 135 deg (h)

Binocular Visual Field: 200 deg (w) X 135 deg (h)



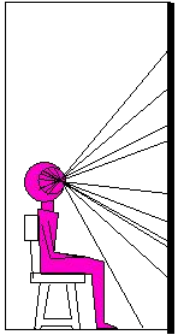
# *3D world*



Point of observation

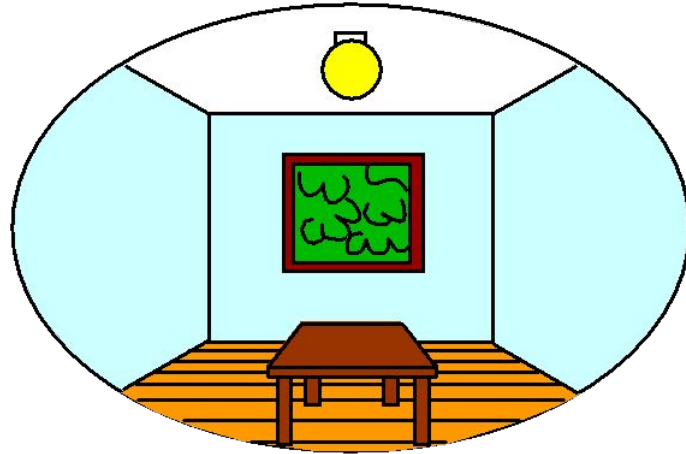
# What do we see?

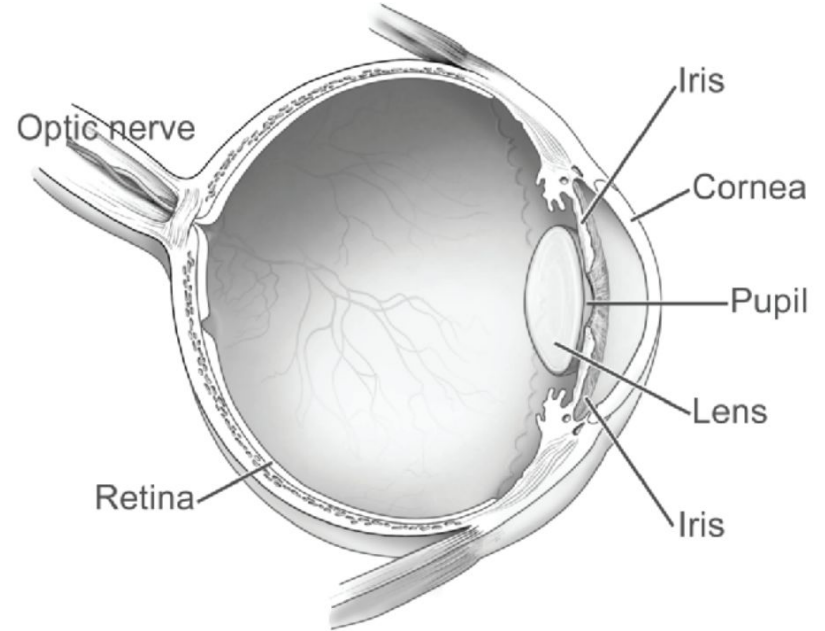
*3D world*



Painted  
backdrop

*2D image*



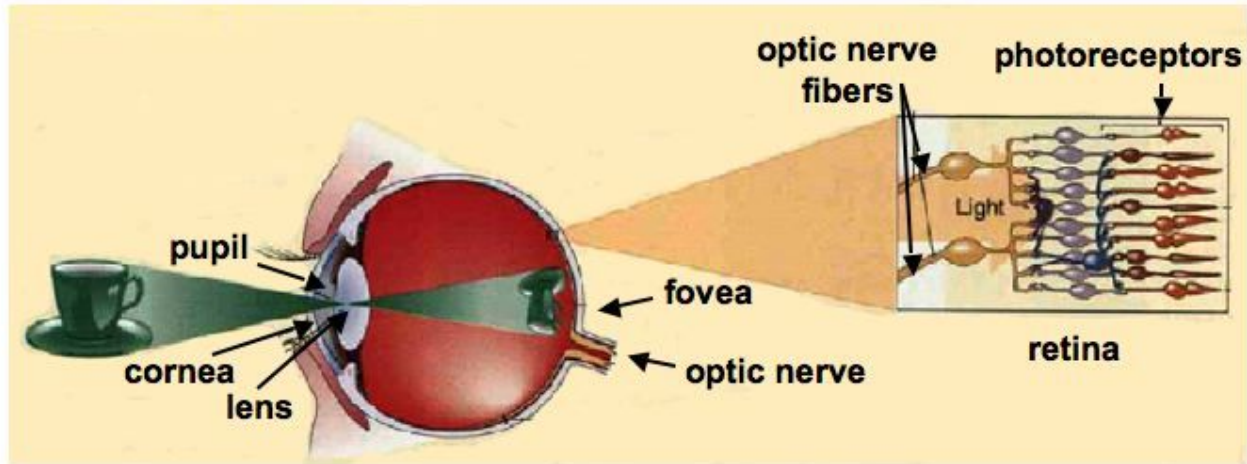


The human eye can be understood as a camera

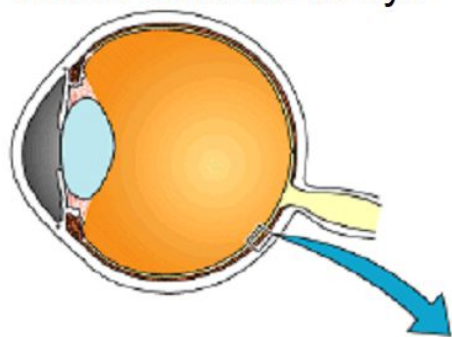
- Iris - colored annulus with radial muscles
- Pupil - the hole (aperture) whose size is controlled by the iris
- What about the “film”?
  - Photoreceptor cells (rods and cones) in the retina



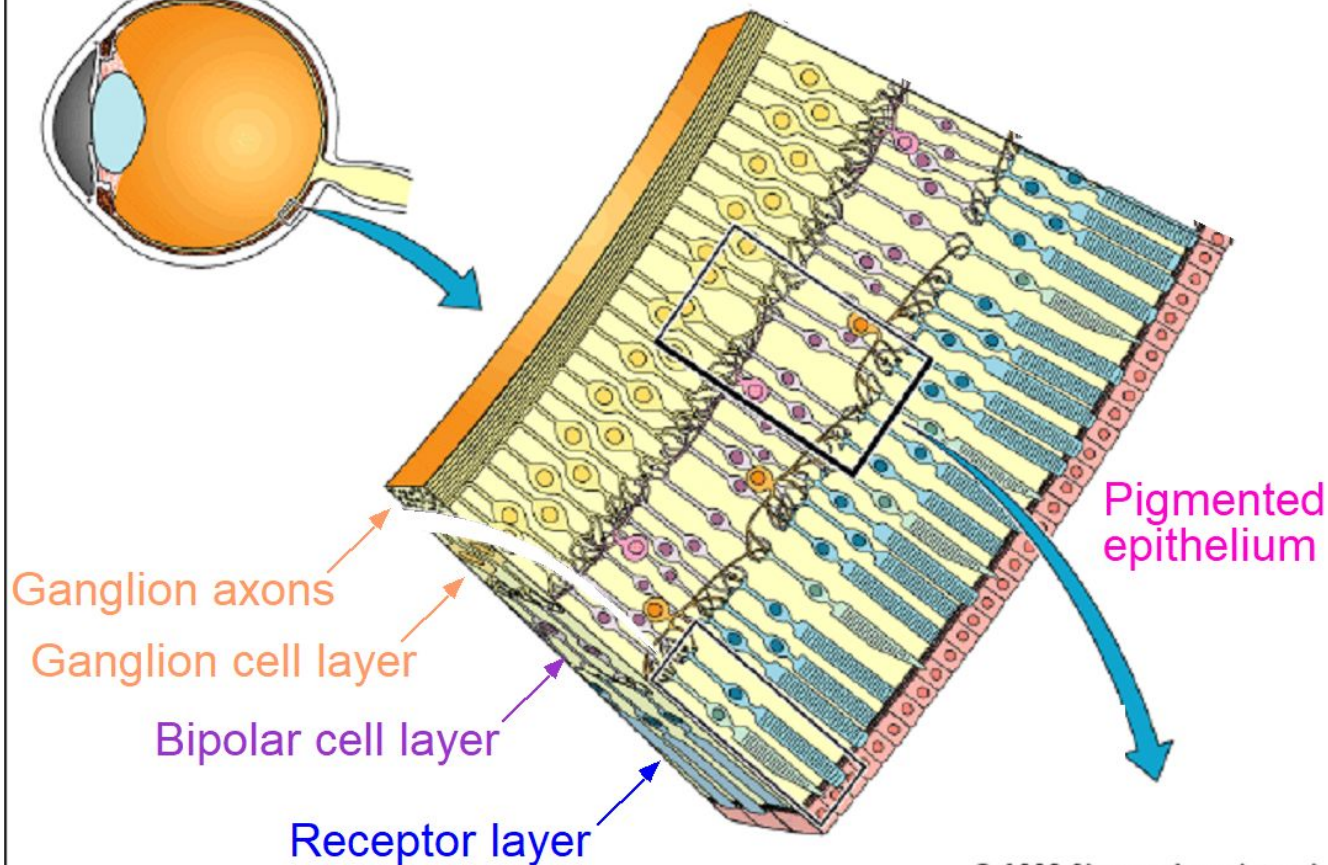
# The eye

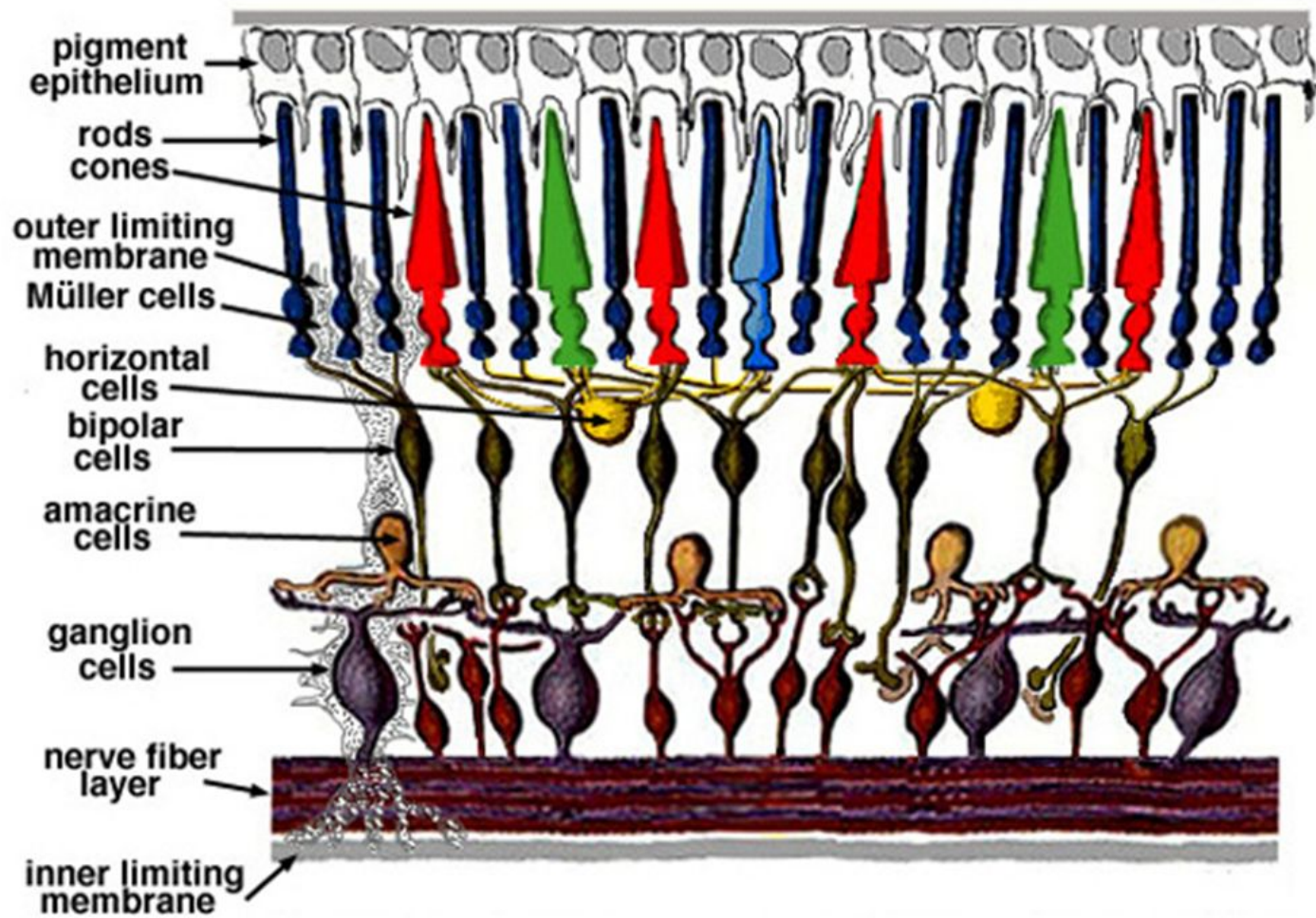


Cross-section of eye



Cross section of retina



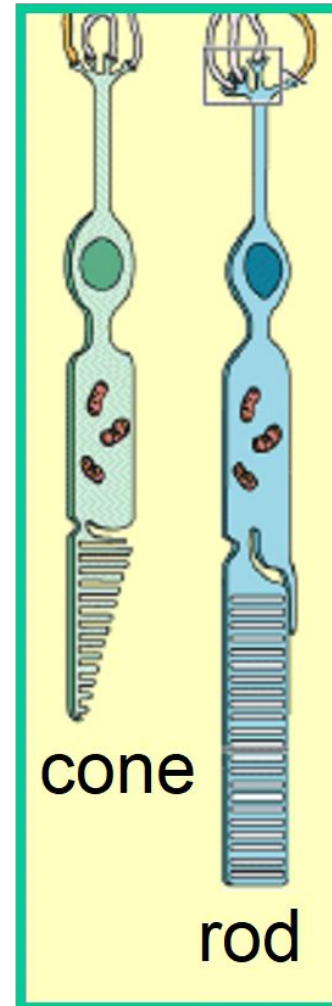


## **Cones**

cone-shaped  
less sensitive  
operate in high light  
color vision

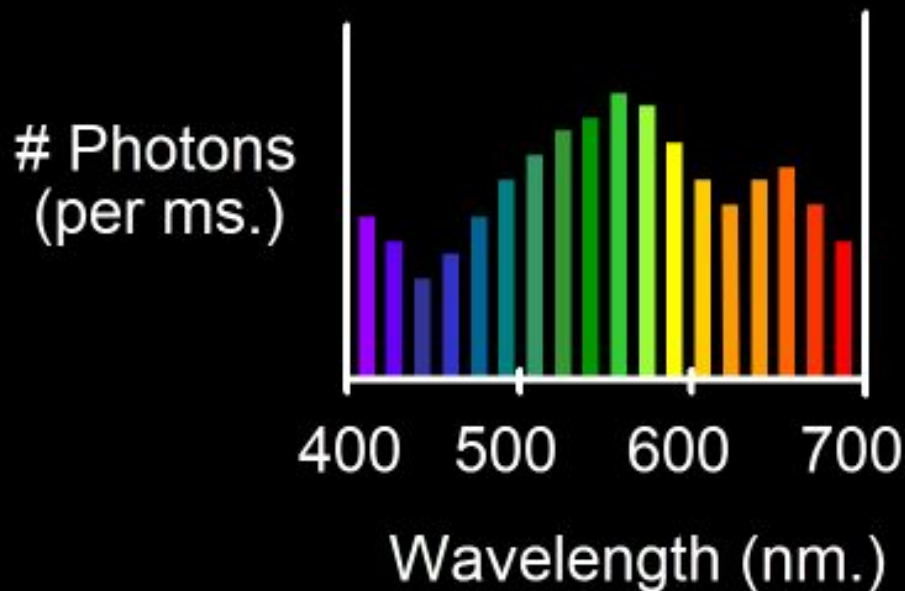
## **Rods**

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



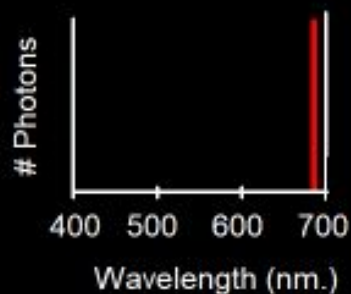


Any patch of light can be completely described physically by its spectrum: the number of photons (per time unit) at each wavelength 400 - 700 nm.

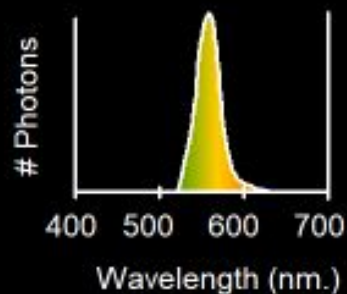


## Some examples of the spectra of light sources

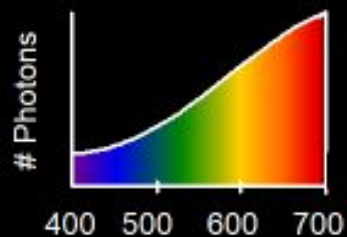
A. Ruby Laser



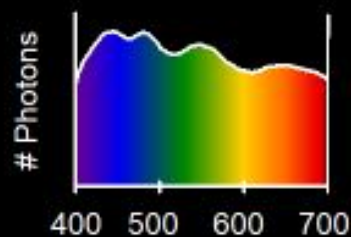
B. Gallium Phosphide Crystal



C. Tungsten Lightbulb



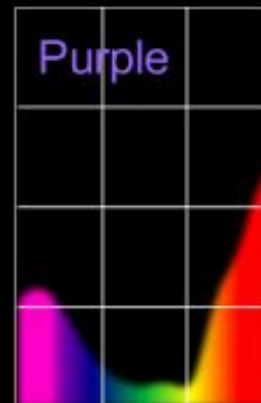
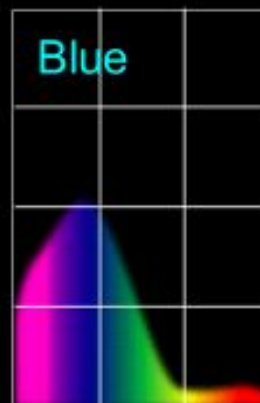
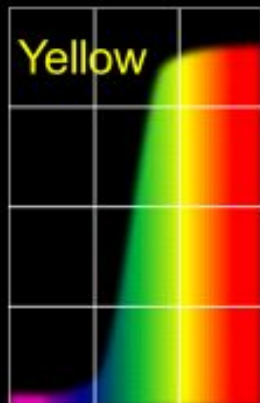
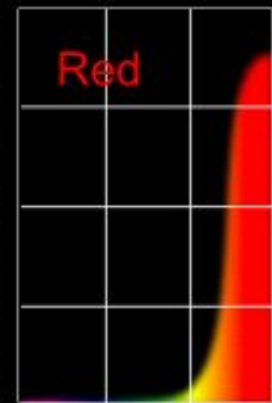
D. Normal Daylight



## Some examples of the reflectance spectra of surfaces



% Photons Reflected



400

700

400

700

400

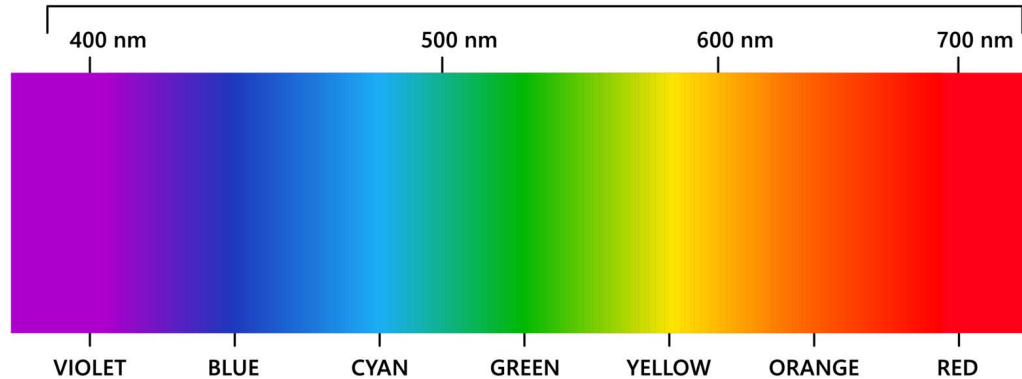
700

400

700

Wavelength (nm)

# VISIBLE SPECTRUM



The continuous visible spectrum



# Color spaces: RGB

- Every natural object reflects a continuous spectrum of colors.
- However, the human eye only has three color sensors:
  - Red cones are sensitive to lower frequencies
  - Green cones are sensitive to intermediate frequencies
  - Blue cones are sensitive to higher frequencies

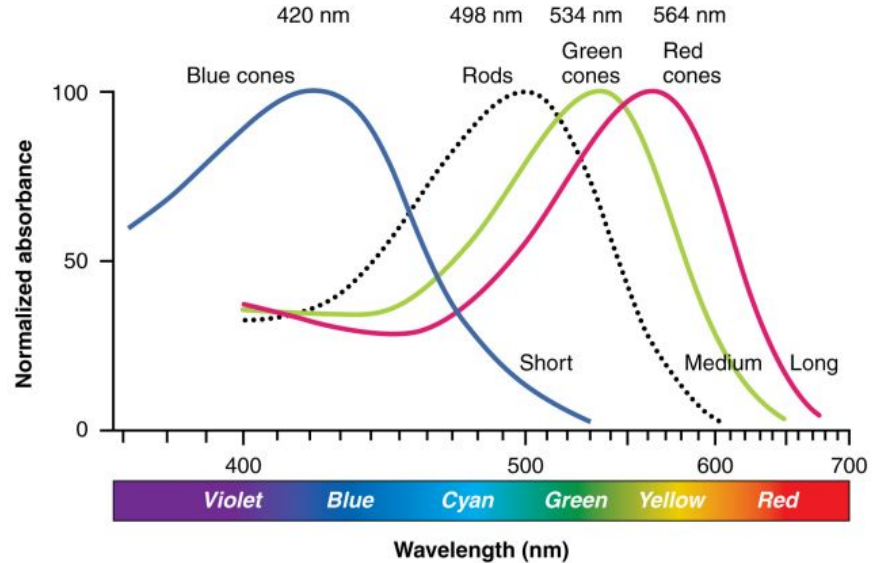
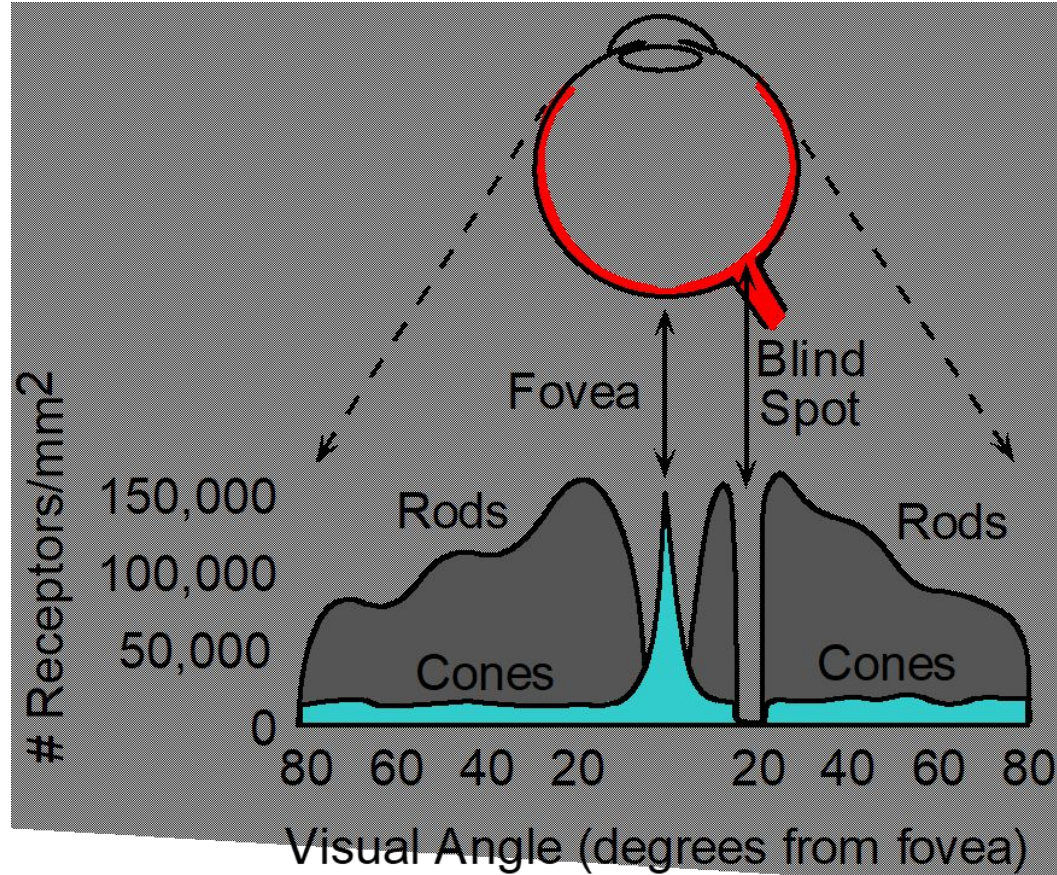


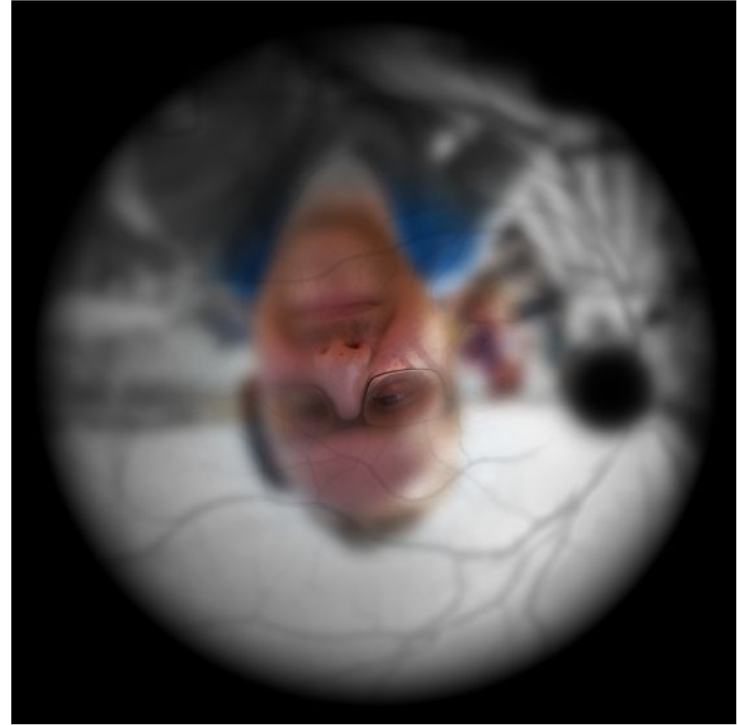
Illustration from Anatomy & Physiology, Connexions Web site.  
<http://cnx.org/content/col11496/1.6/>, Jun 19, 2013.



# Structure of the eye

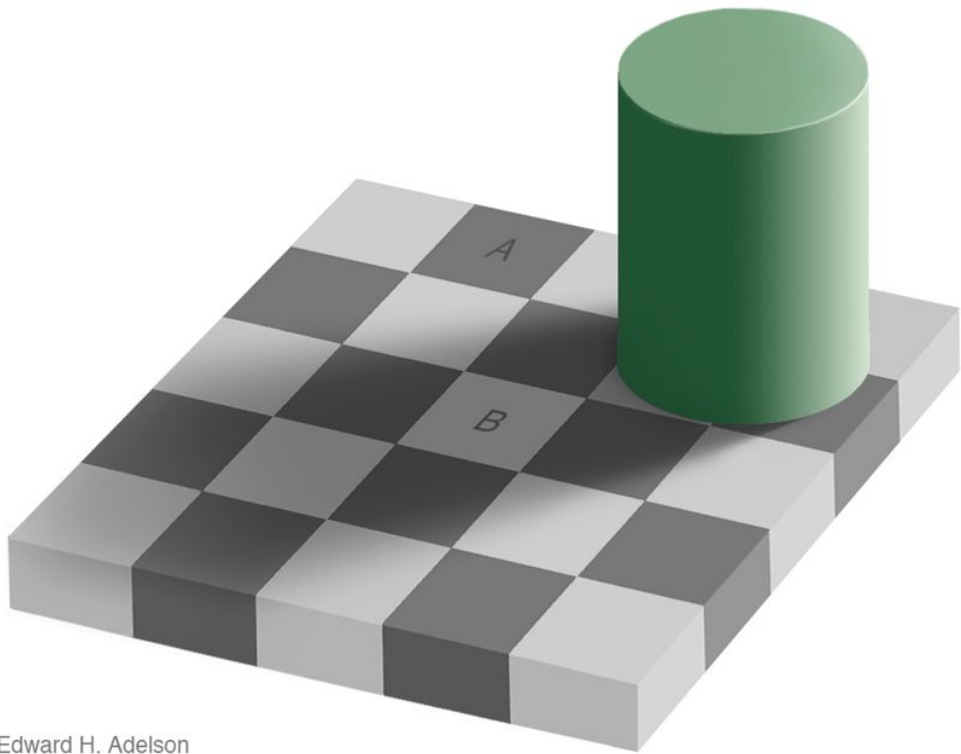
- Because we only have cones in the center of the eye, we can only actually see color in the center.
- The colors that you believe you see, in the periphery of your vision, are being filled in from memory by your pre-conscious visual processes (optic nerve and striate cortex).

Illustration of image as 'seen' by the retina independent of optic nerve and striate cortex processing.



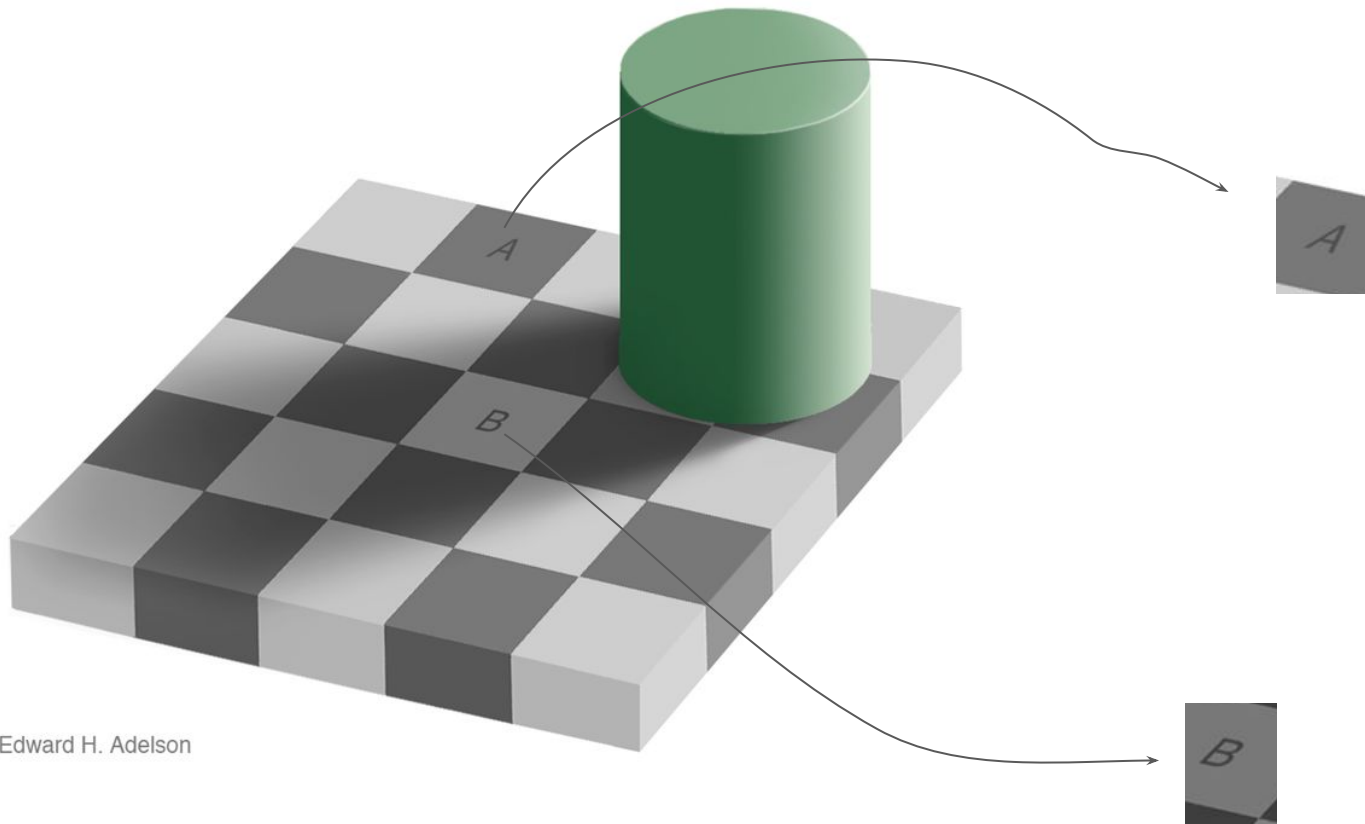
By Ben Bogart - Own work, CC BY-SA 3.0,  
<https://commons.wikimedia.org/w/index.php?curid=31009153>

Do we see what is out  
there?

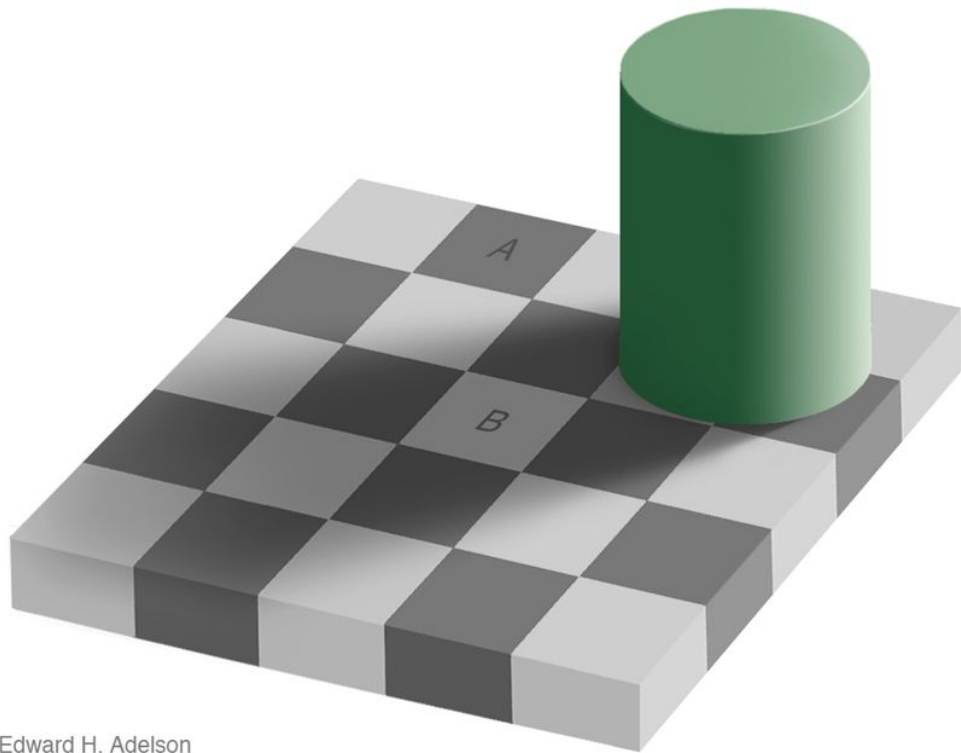


Tiles at A and  
B are of  
different  
color?





Edward H. Adelson



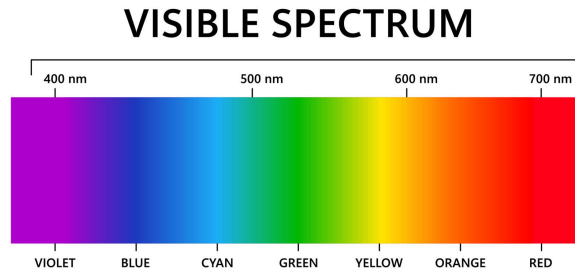
They are same  
color!

Capturing image using sensor

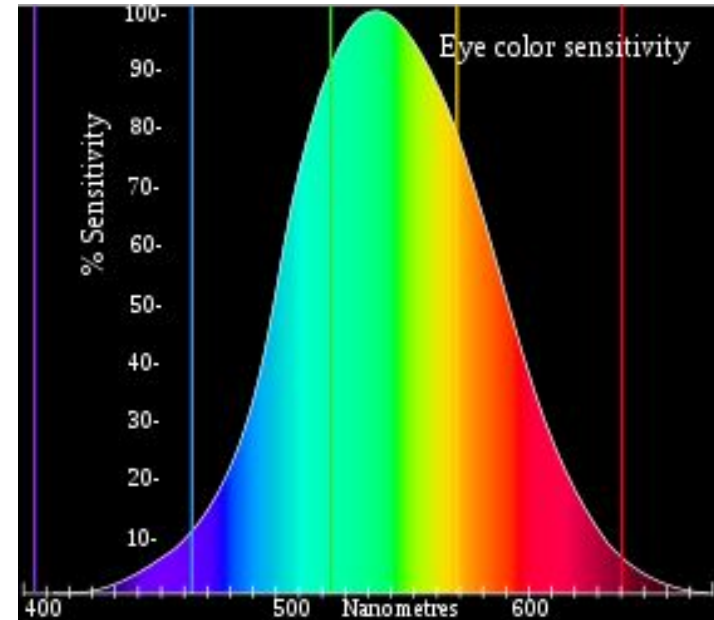
## Human vision



Cone cells help  
to see color



Human color vision has  
highest sensitivity to green



# Color spaces: RGB

- By activating LED or other display hardware at just three discrete colors (R, G, and B), it is possible to fool the human eye into thinking that it sees a continuum of colors.
- Therefore, a so-called “color” camera is really three different black-and-white photographs:
  - $R(x',y')$  is the brightness of red light at position  $(x',y')$
  - $G(x',y')$  is brightness of green.
  - $B(x',y')$  is brightness of blue.

A photograph of [Mohammed Alim Khan](#) (1880–1944), [Emir of Bukhara](#), taken in 1911 by [Sergey Prokudin-Gorsky](#) using three exposures with blue, green, and red filters.



By Sergei Prokudin-Gorskii - Taken from the Library of Congress' website and converted from TIFF to PNG.TIFF file from LOC, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=1470606>

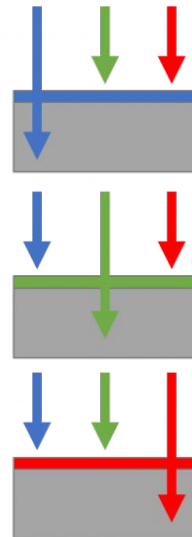
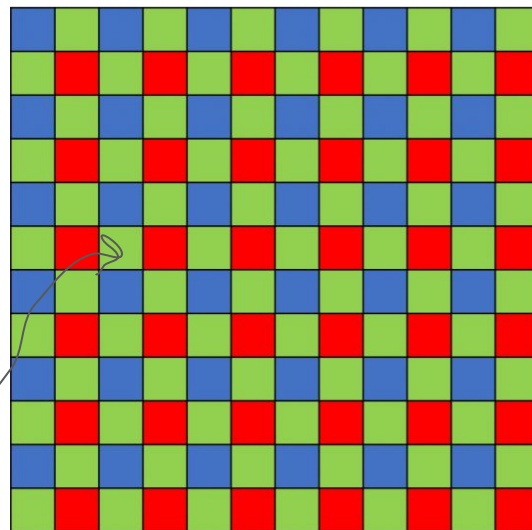


# How does camera capture a scene?



- cone cells help to see color
- primarily sense red, green, and blue light
- RGB!

Bayer Filter



# How does camera capture color?

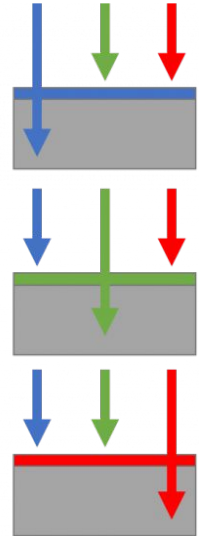
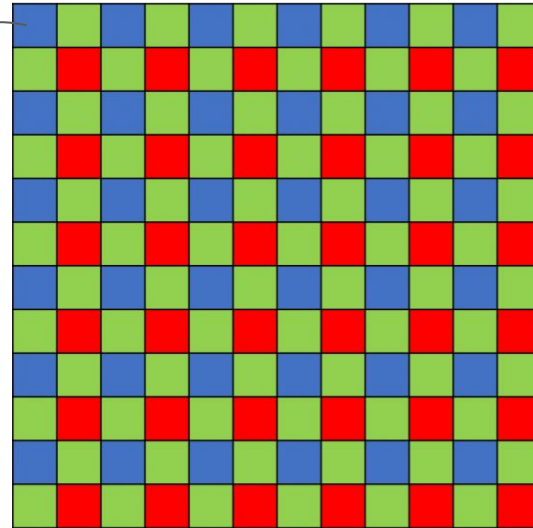


Bayer Filter

How much blue has been captured?

- Count the number of photons falling for Blue - in a time interval  $T$
- This quantifies the reflected blue light from a specific point on the object being photographed
- Quantize the count using N-bit number (bit depth)

note: measurements are (again) discrete



Combined  
image



Only R



Only G



Only B



