

# 大话成像之 数字成像系统 32讲

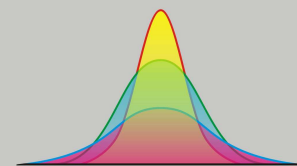
色彩空间 & 色彩重建

Maver Jiang

imaging algorithm specialist

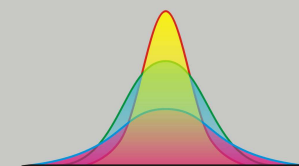
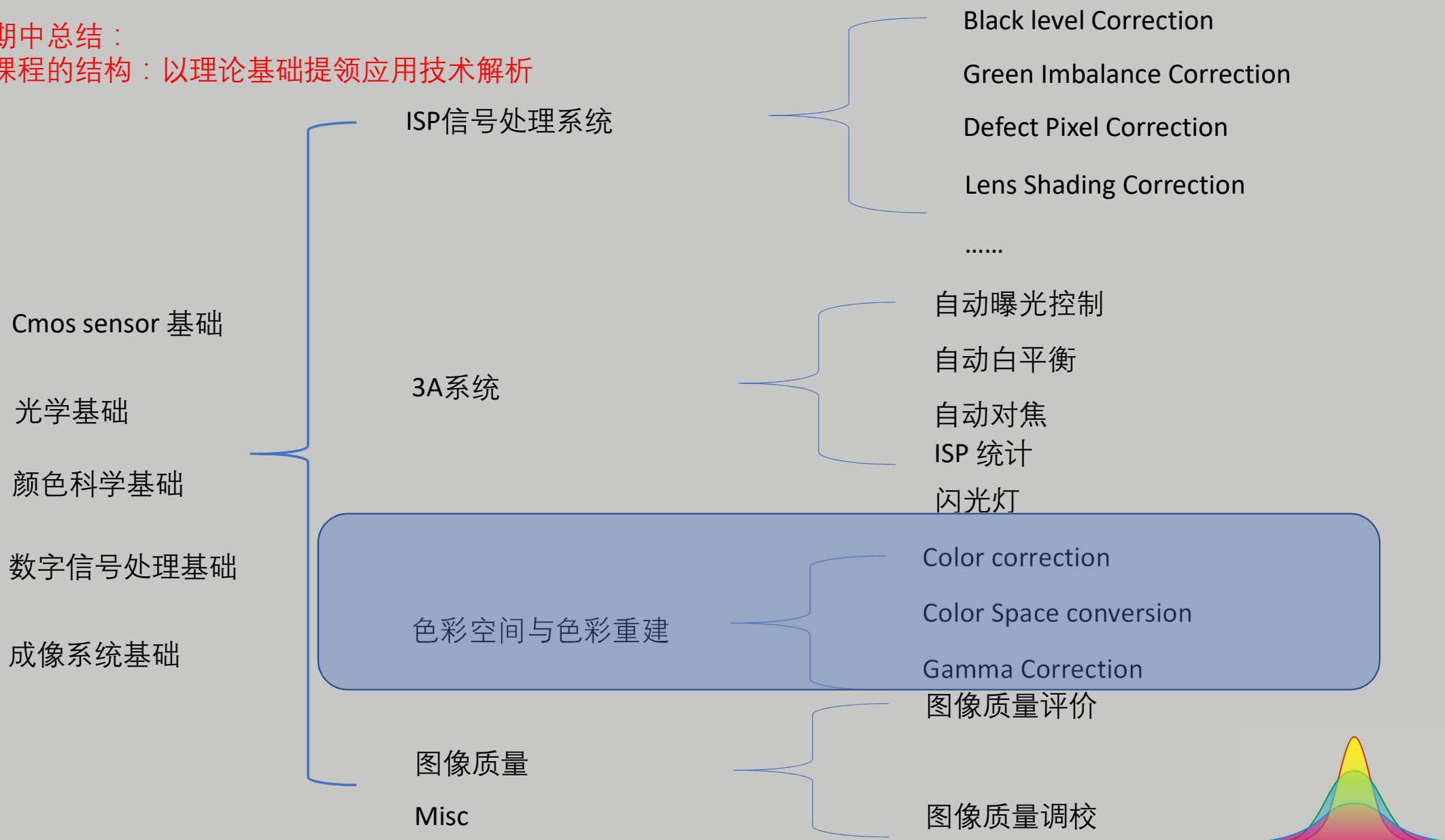
staff image quality engineer

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期中总结：

课程的结构：以理论基础提领应用技术解析



三个概念：

Color model

Color space/color working space

Color management : ICC profile

设备无关

设备相关

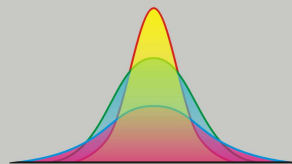
White point

Color model

Color Space

*profile connection space (PCS)*

Color Conversion Engine



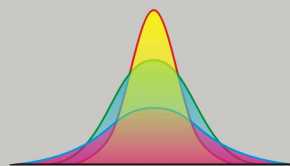
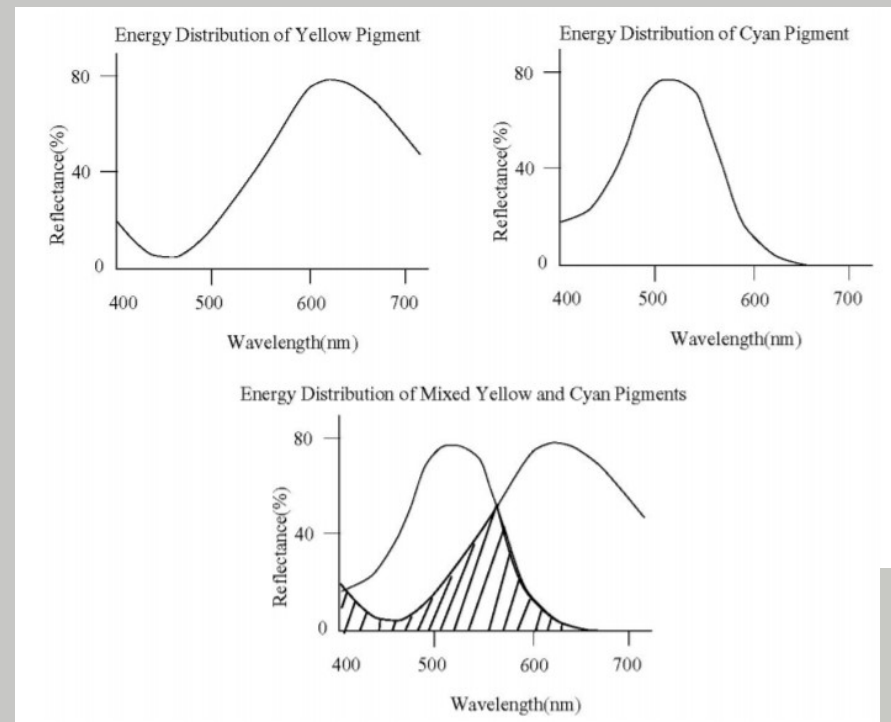
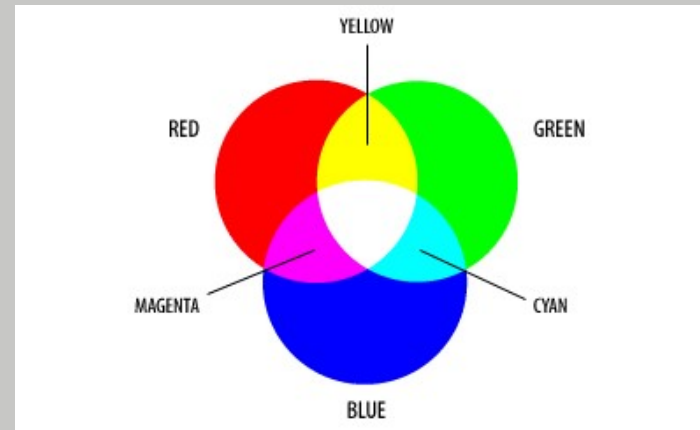
color model :

RGB

- Additive system 加性色彩系统  
imaging, display, eye

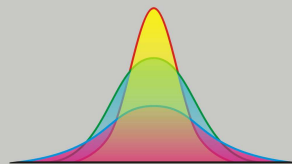
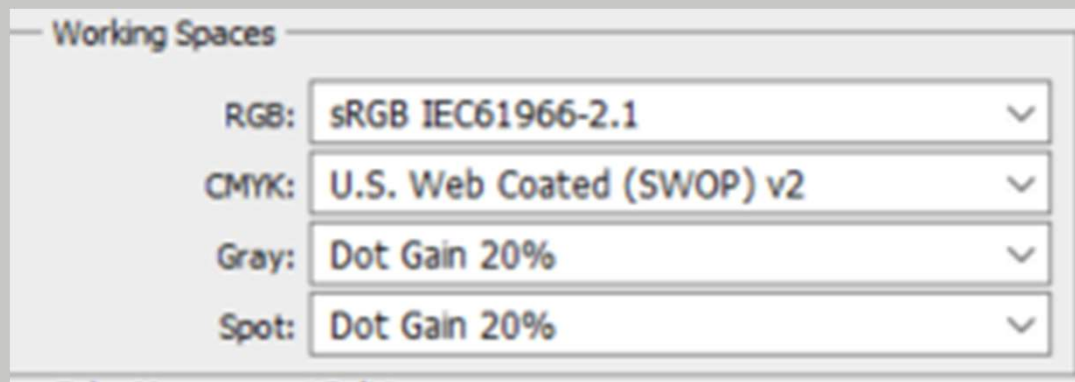
CMYK

- Subtractive system 减性色彩系统  
dye, paint, print



color model：以有限的基本元素表现出颜色，比如rgb，cmyk。是一个广义，非准确定量描述的概念。

所以：说rgb color model, r,g,b (10,30,50), 没有任何实际意义，无法知道到底是什么颜色  
只有在某个色彩空间下，才能按图索骥找到定义的颜色。

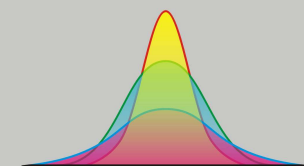
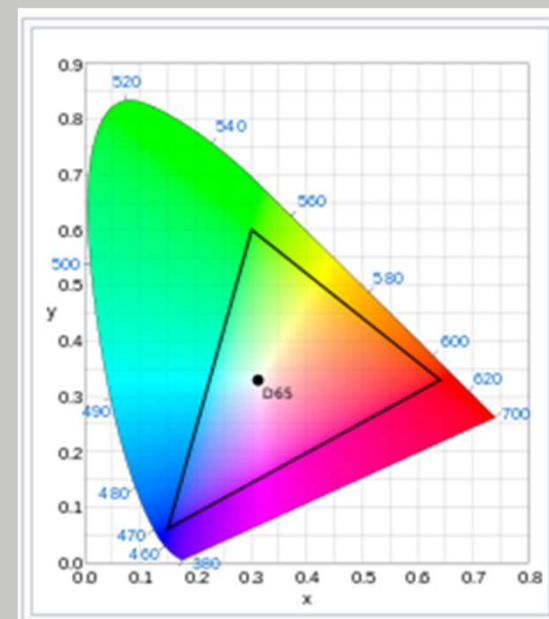
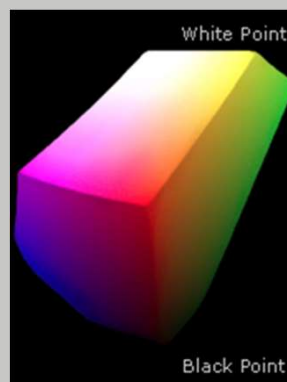
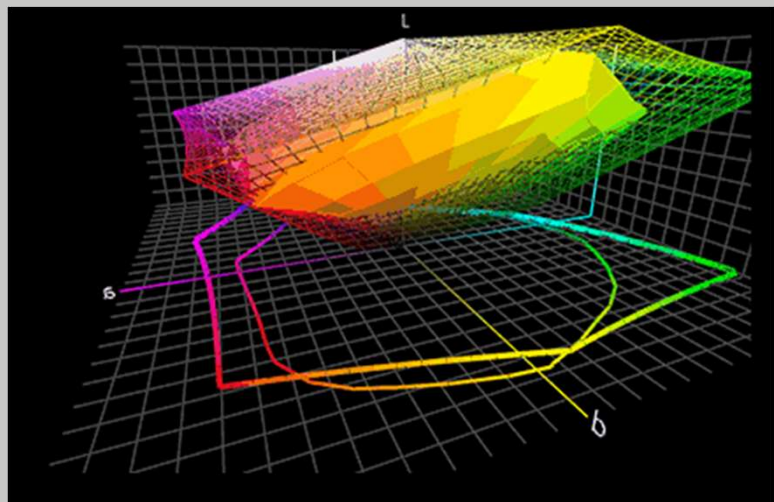


色彩空间定义：

Color space：也是一个color model，但用准确的量化来描述坐标系，量化范围，白点数据以及非线性转换特性。

设备无关：CIE XYZ, CIE LAB

设备相关：sRGB, Adobe RGB



Working Spaces

RGB: sRGB IEC61966-2.1

CMYK: U.S. Web Coated (SWOP) v2

Gray: Dot Gain 20%

Spot: Dot Gain 20%

RGB: sRGB IEC61966-2.1

CMYK: Other

Gray: Monitor RGB - sRGB IEC61966-2.1

Spot:

Adobe RGB (1998)

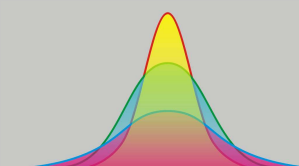
Apple RGB

ColorMatch RGB

ProPhoto RGB

sRGB IEC61966-2.1

RGB color space parameters for Rec. 601								
Color space	White point ( $D_{65}$ )		Primary color					
	$x_W$	$y_W$	$x_R$	$y_R$	$x_G$	$y_G$	$x_B$	$y_B$
625 line	0.3127	0.3290	0.640	0.330	0.290	0.600	0.150	0.060
525 line	0.3127	0.3290	0.630	0.340	0.310	0.595	0.155	0.070



CIE color space 色彩空间

CIE Chromaticity Diagram (1931)

CIE xyY 2D

CIE XYZ 3D

Device independent color space  
: CIELAB, CIEXYZ...

Device dependent color space  
sRGB, Adobe RGB, etc.

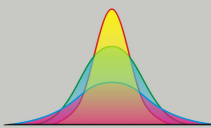
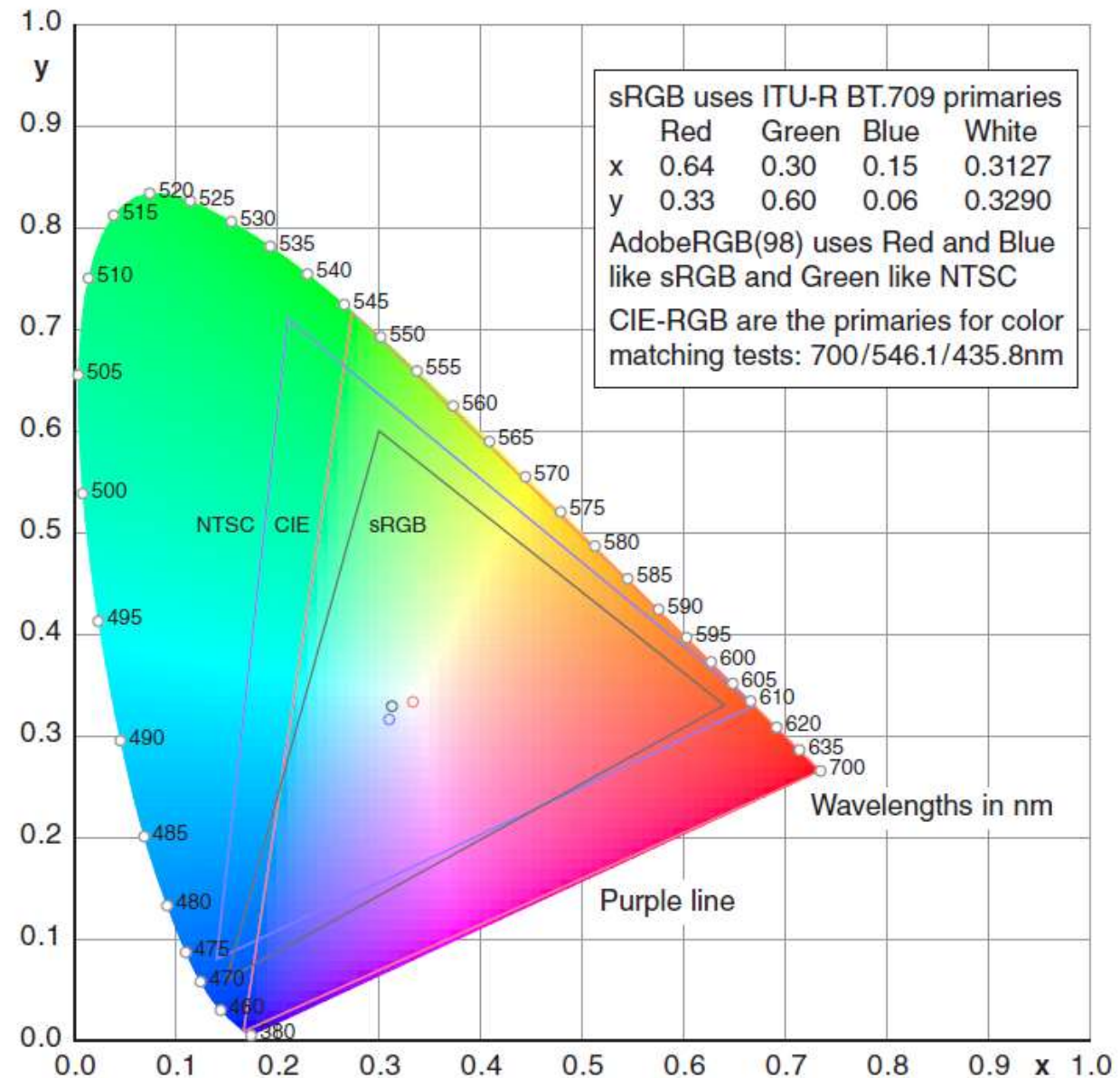
ICC profile:

White point

Color model

Color Space

Color Conversion

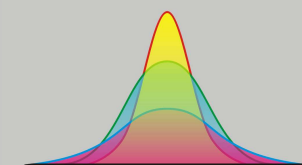
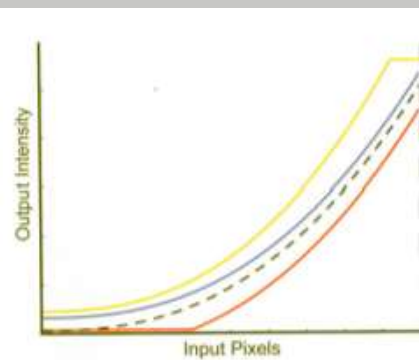
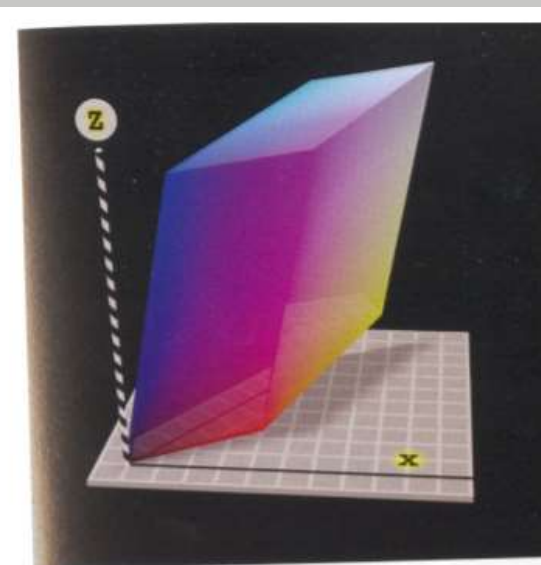
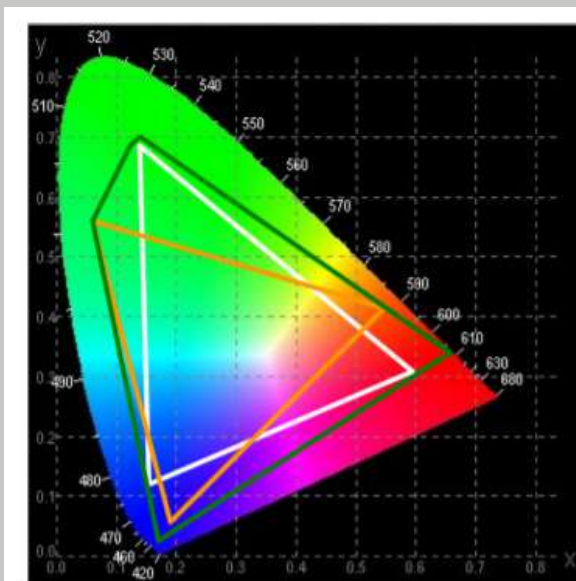




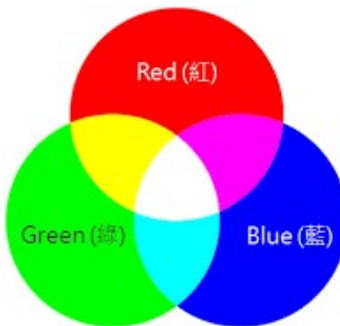
加性色彩重建系统的几个重要概念：

Color Gamut：色域

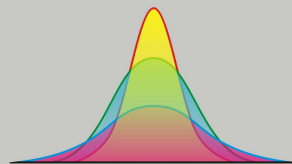
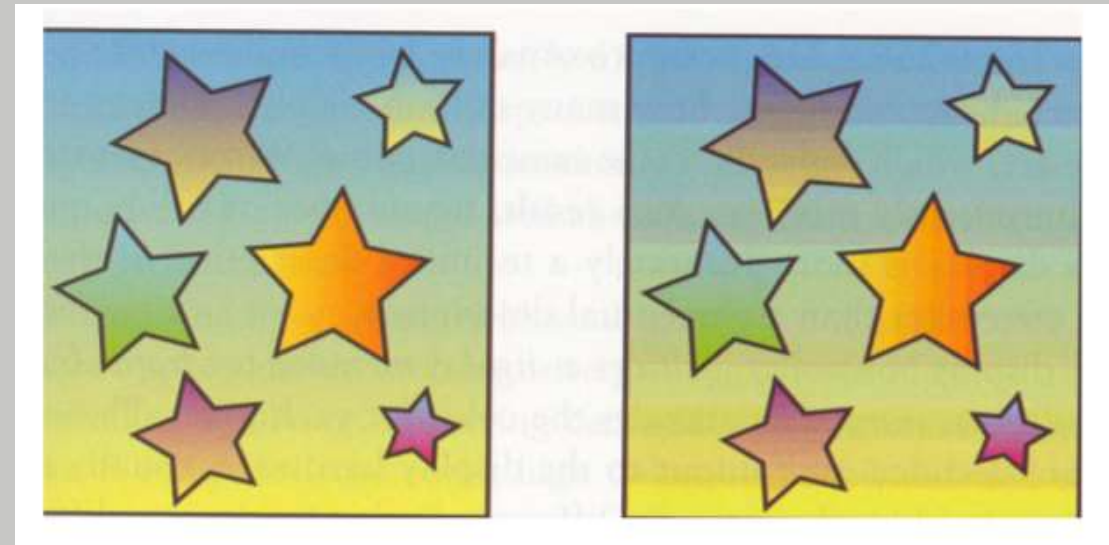
Tone Mapping Function



## Color Balance



## Intensity Resolution



好的色彩重建的基本要求

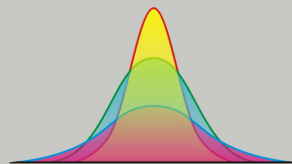
Basic principles of good color reproduction

Correct mapping of white and neutral colors

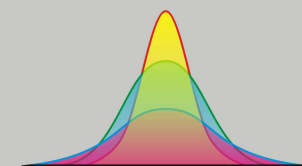
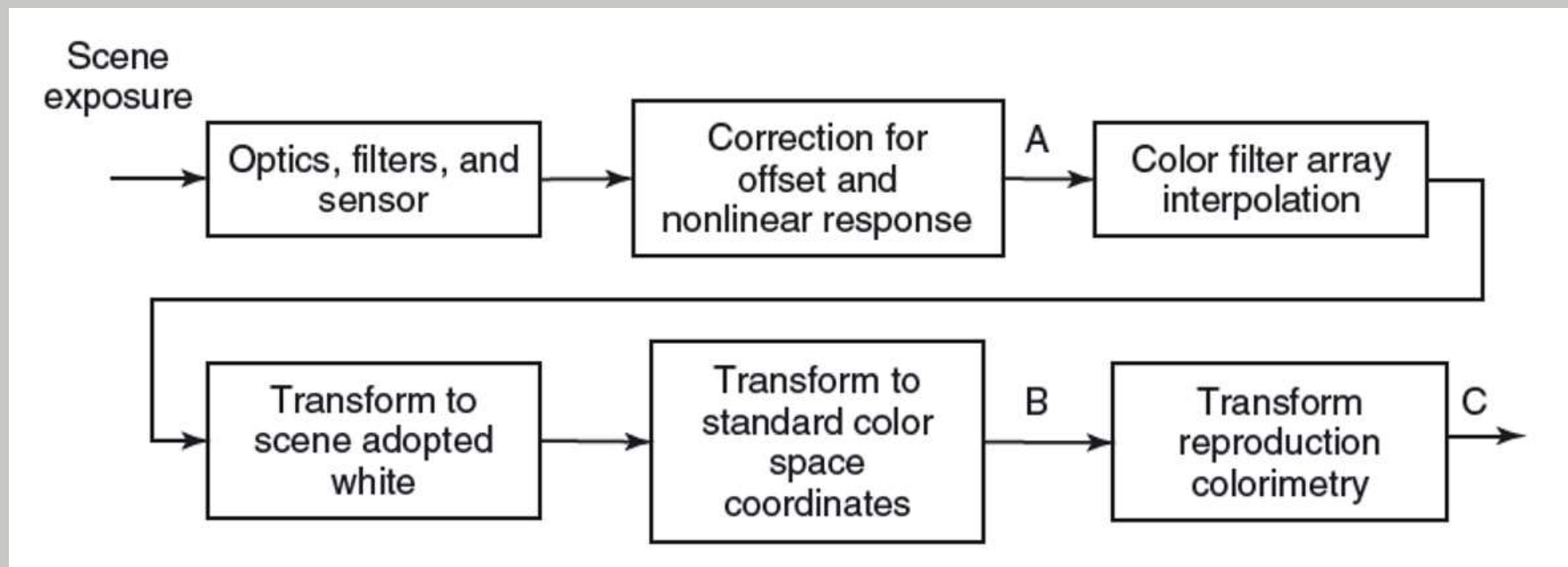
Control of the overall colorfulness

Correct mapping of critical reference colors such as sky, foliage and skin tones

Control of the tone reproduction involves mapping of the overall contrast and brightness



## 色彩重建的过程



色彩重建的数学表达

$$X = \int_{\lambda} \beta(\lambda) S(\lambda) \bar{x}(\lambda) d\lambda$$

$$Y = \int_{\lambda} \beta(\lambda) S(\lambda) \bar{y}(\lambda) d\lambda$$

$$Z = \int_{\lambda} \beta(\lambda) S(\lambda) \bar{z}(\lambda) d\lambda$$

$$\mathbf{s} = \mathbf{B}^T \mathbf{S} \mathbf{r}$$

$$\mathbf{t} = \mathbf{C}^T \mathbf{S} \mathbf{r}$$

$$\mathbf{S} = \begin{bmatrix} s_1 & & & 0 \\ & s_2 & & \\ & & \ddots & \\ 0 & & & s_n \end{bmatrix}$$

$$\mathbf{s} = [RGB]^T$$

$$\mathbf{t} = [XYZ]^T$$

$$\mathbf{r} = [r_1 r_2 \dots r_n]^T$$

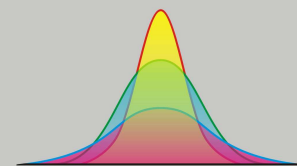
$$\mathbf{B} = \begin{bmatrix} b_{1,1} & b_{1,2} & b_{1,3} \\ b_{2,1} & b_{2,2} & b_{2,3} \\ \vdots & \vdots & \vdots \\ b_{n,1} & b_{n,2} & b_{n,3} \end{bmatrix}$$

$$\mathbf{C} = \begin{bmatrix} \bar{x}_1 & \bar{y}_1 & \bar{z}_1 \\ \bar{x}_2 & \bar{y}_2 & \bar{z}_2 \\ \vdots & \vdots & \vdots \\ \bar{x}_n & \bar{y}_n & \bar{z}_n \end{bmatrix}$$

B C 是不一样的，如果要match成一样的，需要两步处理

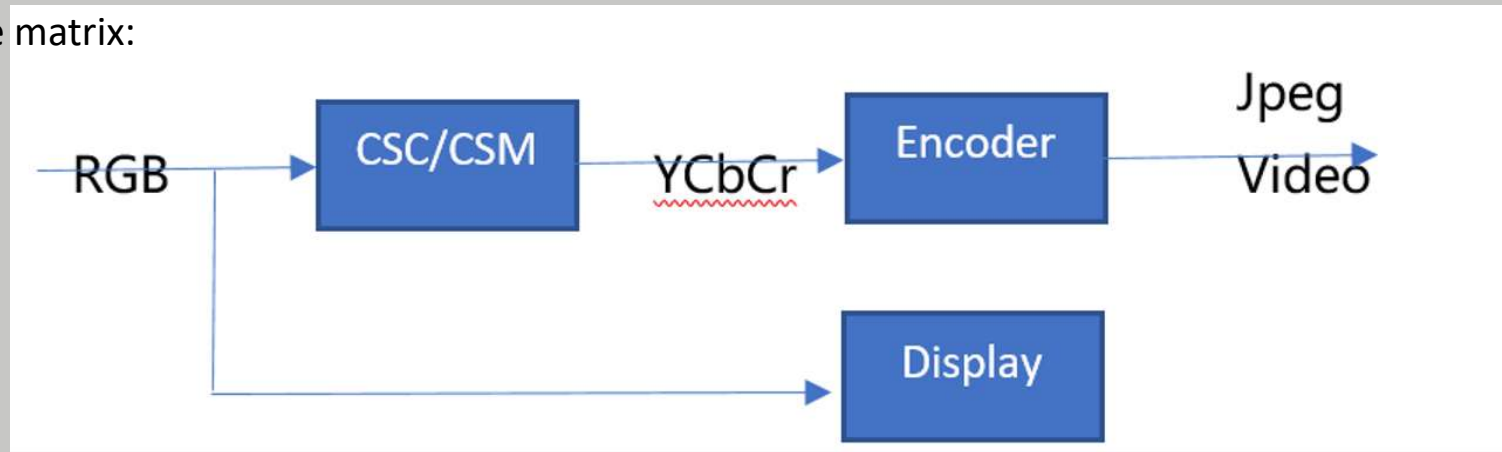
1.Measure OETF of each other channel, grey balance signal level.

2.Derive a transformation from balanced R',G',B' to 对应的CIE color 坐标。



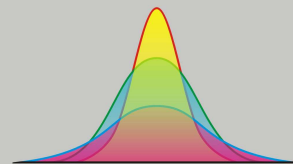
Color space conversion:

Color space matrix:



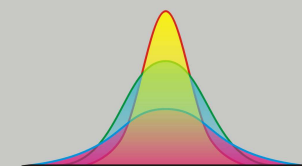
$$\begin{bmatrix} Y \\ Cb \\ Cr \end{bmatrix} = \begin{bmatrix} 0 \\ 128 \\ 128 \end{bmatrix} + \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.169 & -0.331 & 0.500 \\ 0.500 & -0.419 & -0.081 \end{bmatrix} \cdot \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Ranges:  
R/G/B [ 0 ... 255 ]  
Y/Cb/Cr [ 0 ... 255 ]



# THANKS

本课程由 Maver Jiang提供



# 大话成像之 数字成像系统 32 讲

## 内容目录

1. 数字成像系统介绍
2. CMOS image sensor基础
3. 光学基础
4. 颜色科学基础
5. ISP 信号处理基础
6. 3A概述
7. 黑电平与线性化
8. Green Imbalance
9. 坏点消除
10. Vignetting与Color shading
11. SNR 与Raw Denoise
12. Dynamic Range与Tone Mapping
13. MTF与Demosaic
14. 色彩空间与色彩重建
15. Color Correction Matrix与3D LUT
16. Gamma与对比度增强
17. Sharpening
18. Color Space Conversion
19. 空域去噪
20. 时域去噪
21. Color Aberrance Correction and Depurple
22. ISP 的统计信息
23. 自动曝光
24. 自动白平衡
25. 自动对焦
26. 闪光灯
27. HDR
28. Exif 和DNG
29. Encoder
30. 图像防抖
31. 图像质量评价工具与方法
32. 画质调优

