

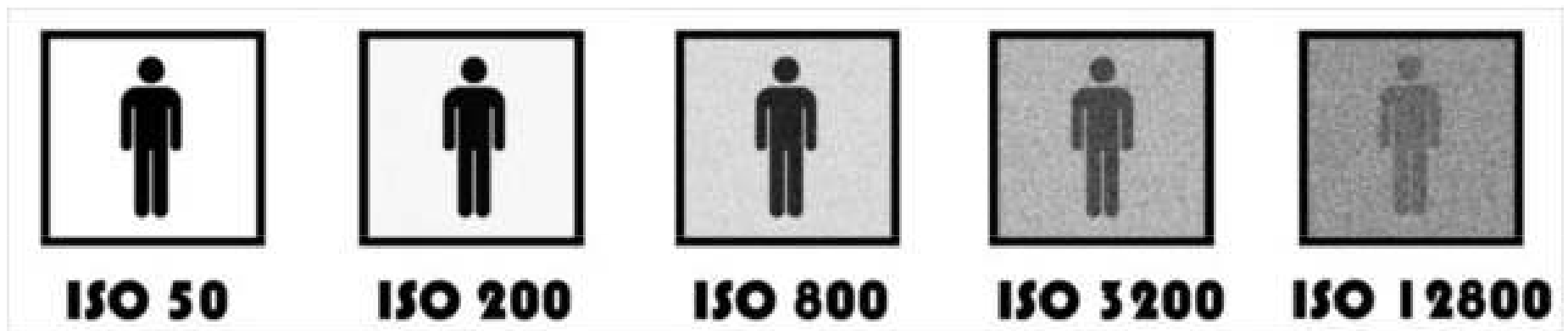


Large
ISO values



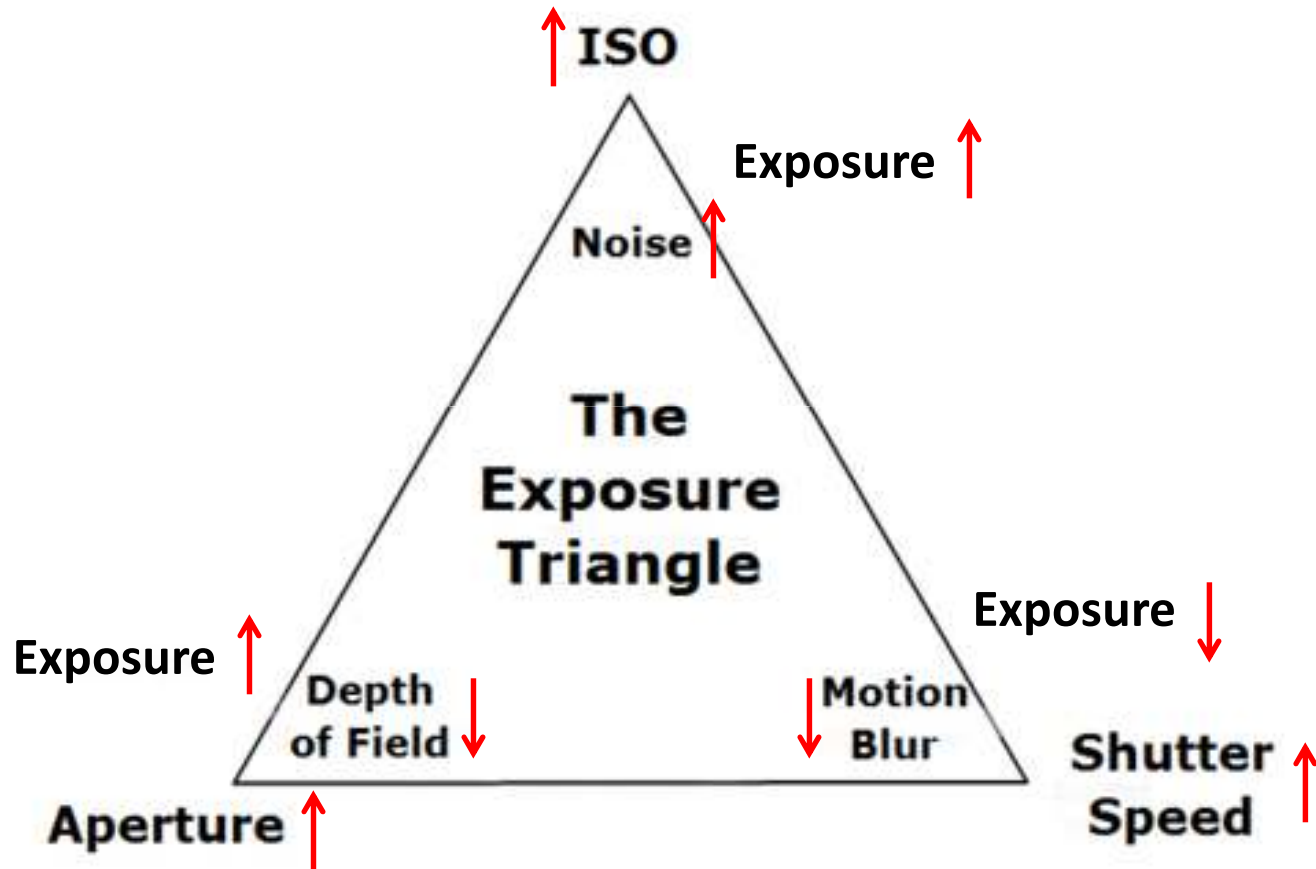
Low ISO
values

The ISO refers to how sensitive the digital sensor in your camera is to light. The lower the ISO number, the less sensitive it is to light. Setting a higher ISO number increases the sensitivity of your camera sensor to light. Most cameras have ISOs ranging from about 50 or 100 ISO right up to 16,000 ISO or higher.

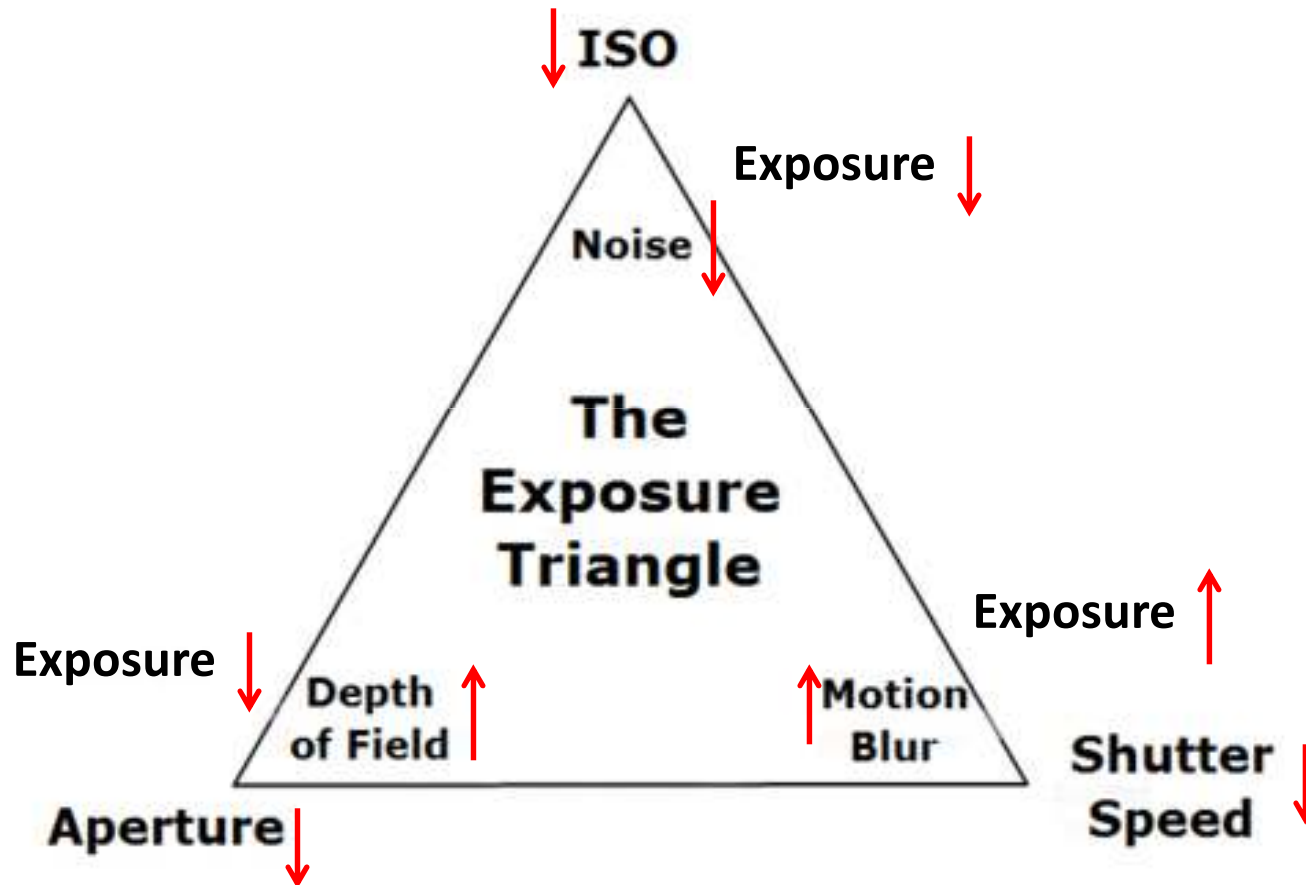


The higher the ISO used, the more digital noise will be present in the image. Digital noise results in a graininess that can have a negative effect on image quality.

Exposure Triangle



Exposure Triangle



ISO ↓
Aperture ↓
Shutter Speed ↑



Underexposure

ISO ↑
Aperture ↑
Shutter Speed ↓



Overexposure



Image with motion

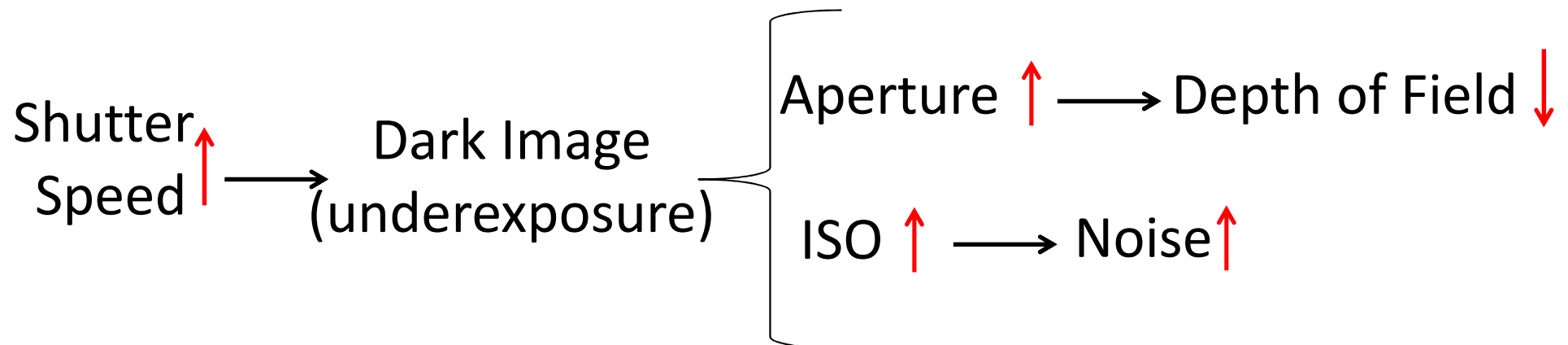
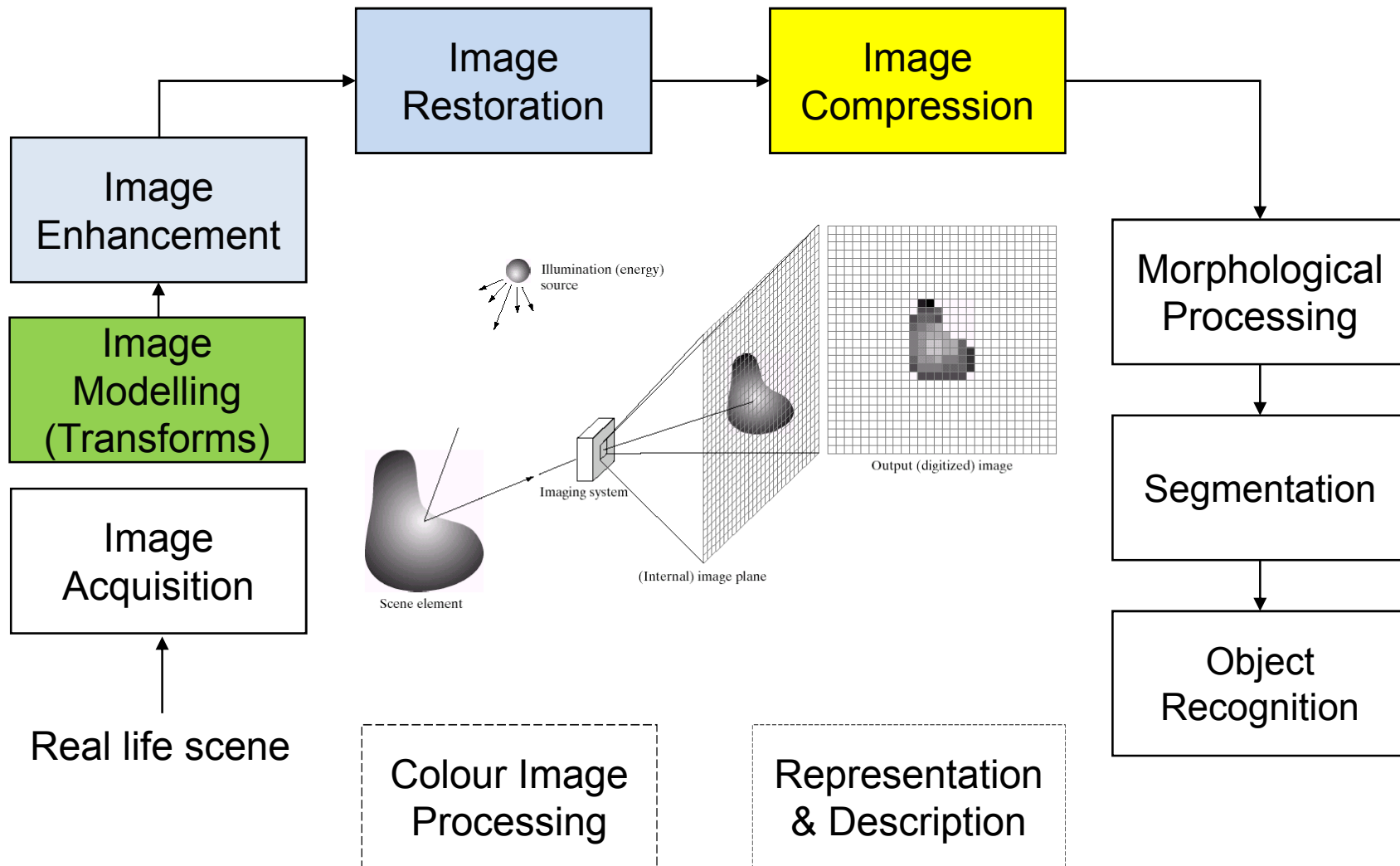
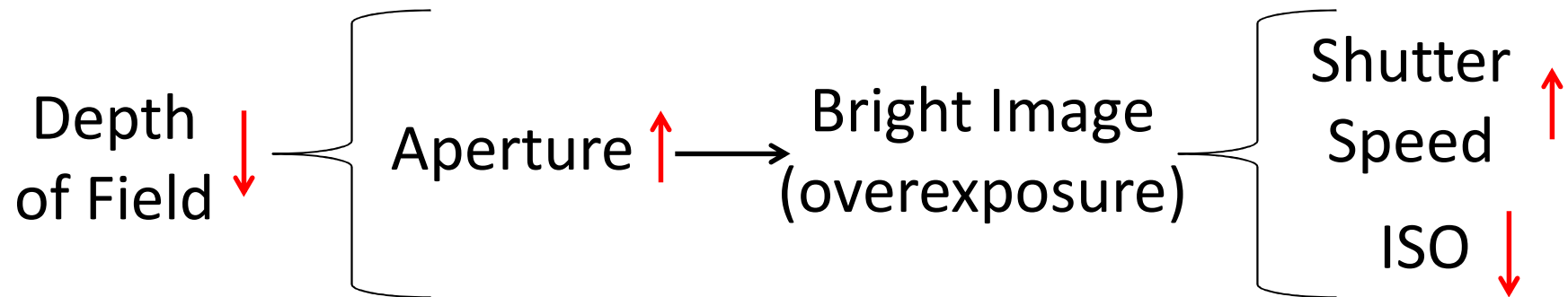
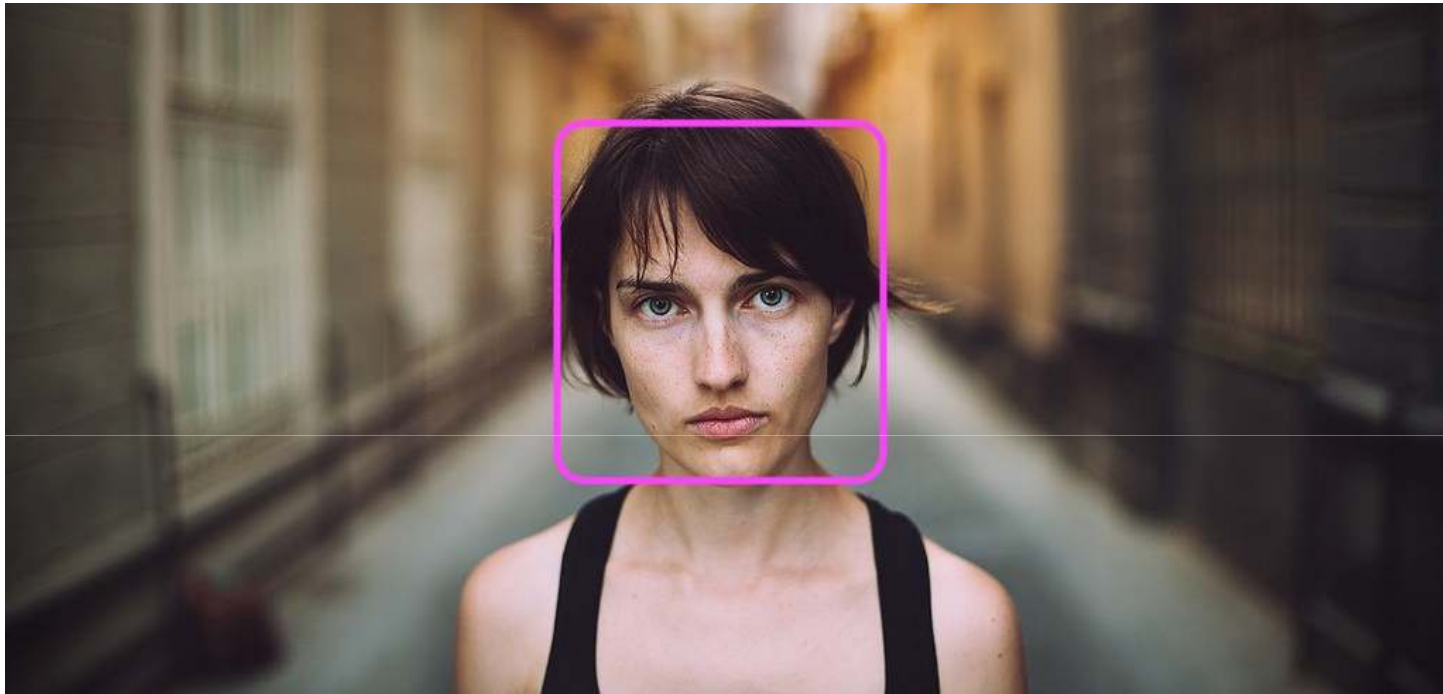


Image Acquisition

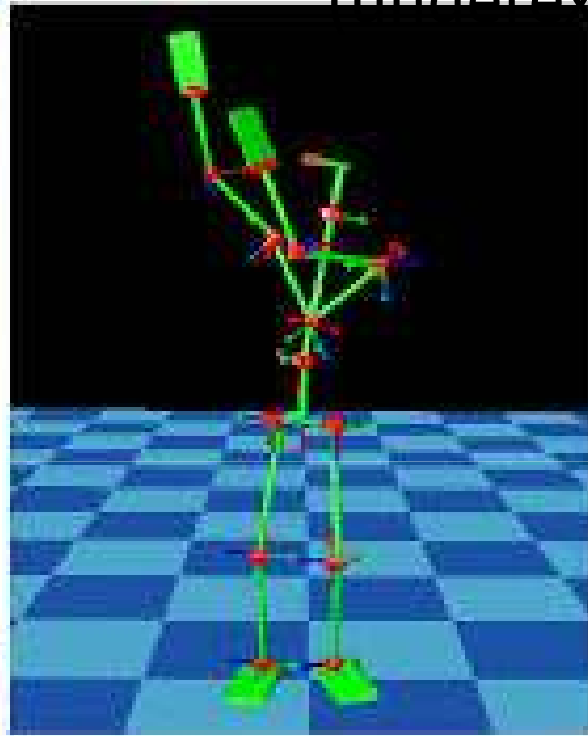


Face Detection/Identification



Motion Tracking

Dark Image
(underexposure)



Blurring



Depth
of Field



Shutter
Speed



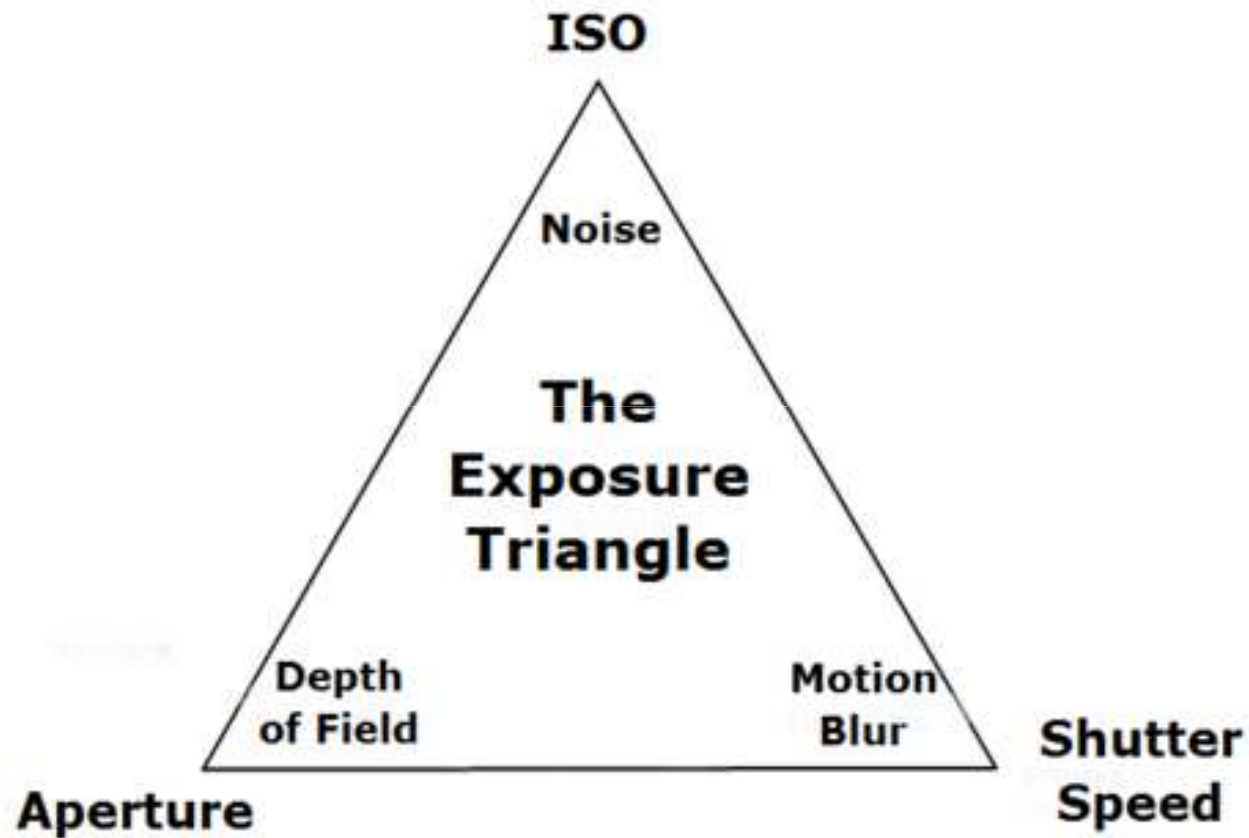
Aperture



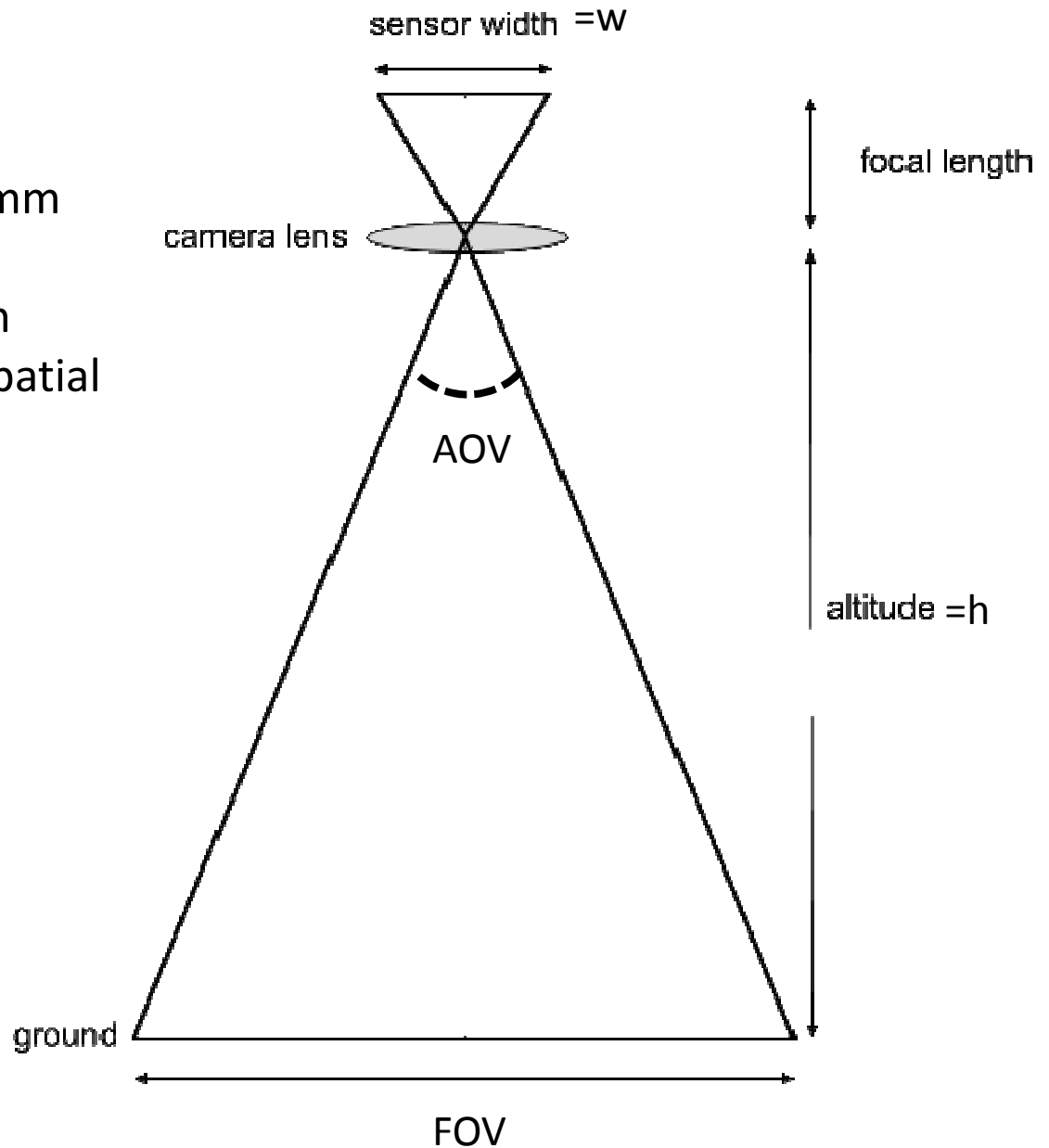
Dark Image
(underexposure)

Bright Image
(overexposure)

Exposure Triangle



Sensor width=35mm
Length covered by pixel=5mm
Altitude=10m
Focal length of Lens=75mm
Determine the minimum spatial
resolution for the camera.



Basics of Digital Cameras

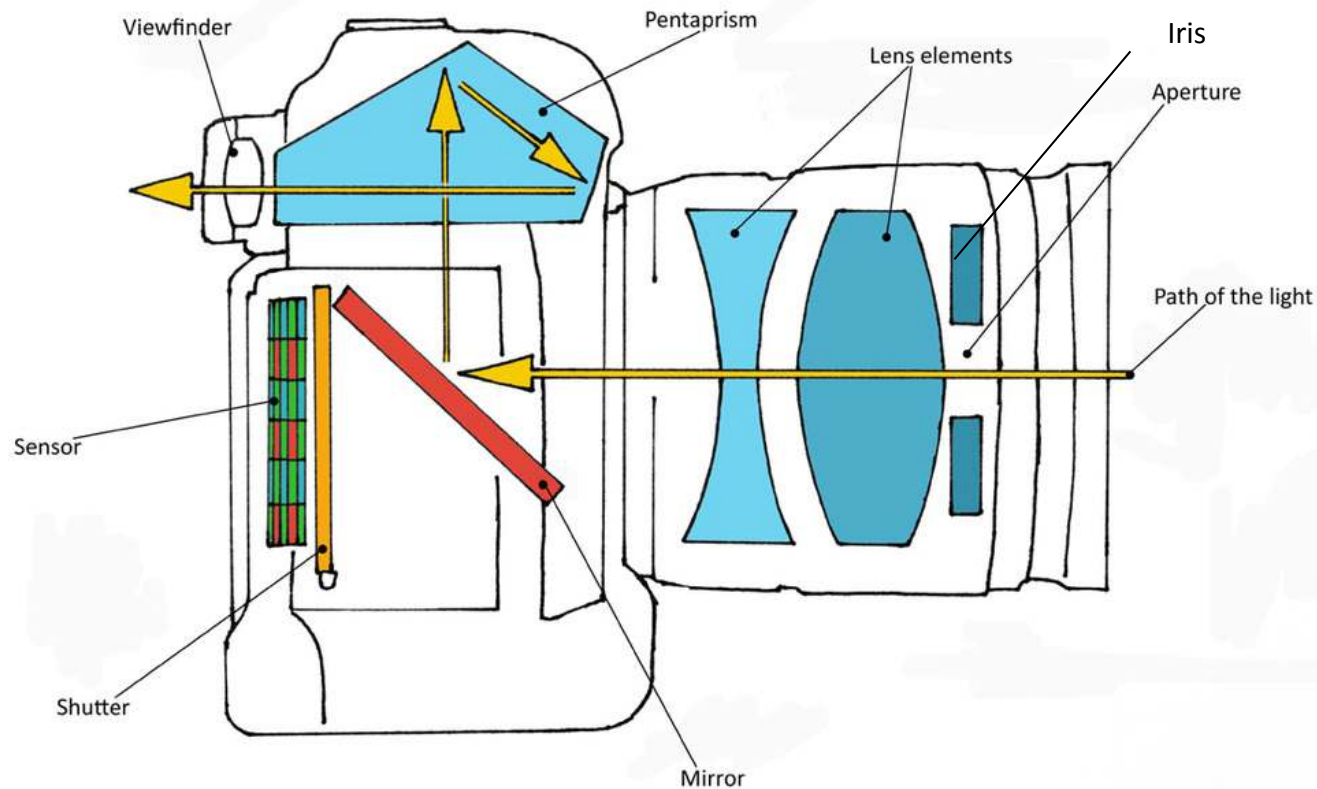
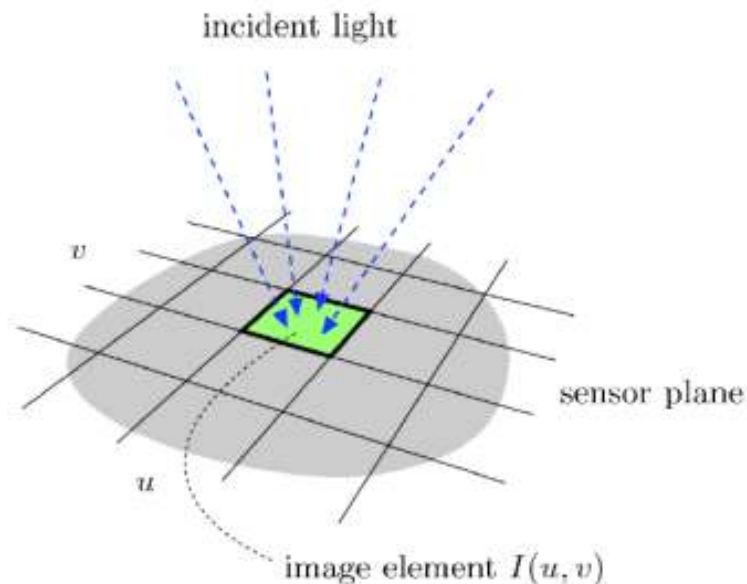


Image Sampling and Quantization

Cannot record image values for all (x,y) .

Sample/record image values at discrete (x,y) .

Sensors arranged in grid to sample image.



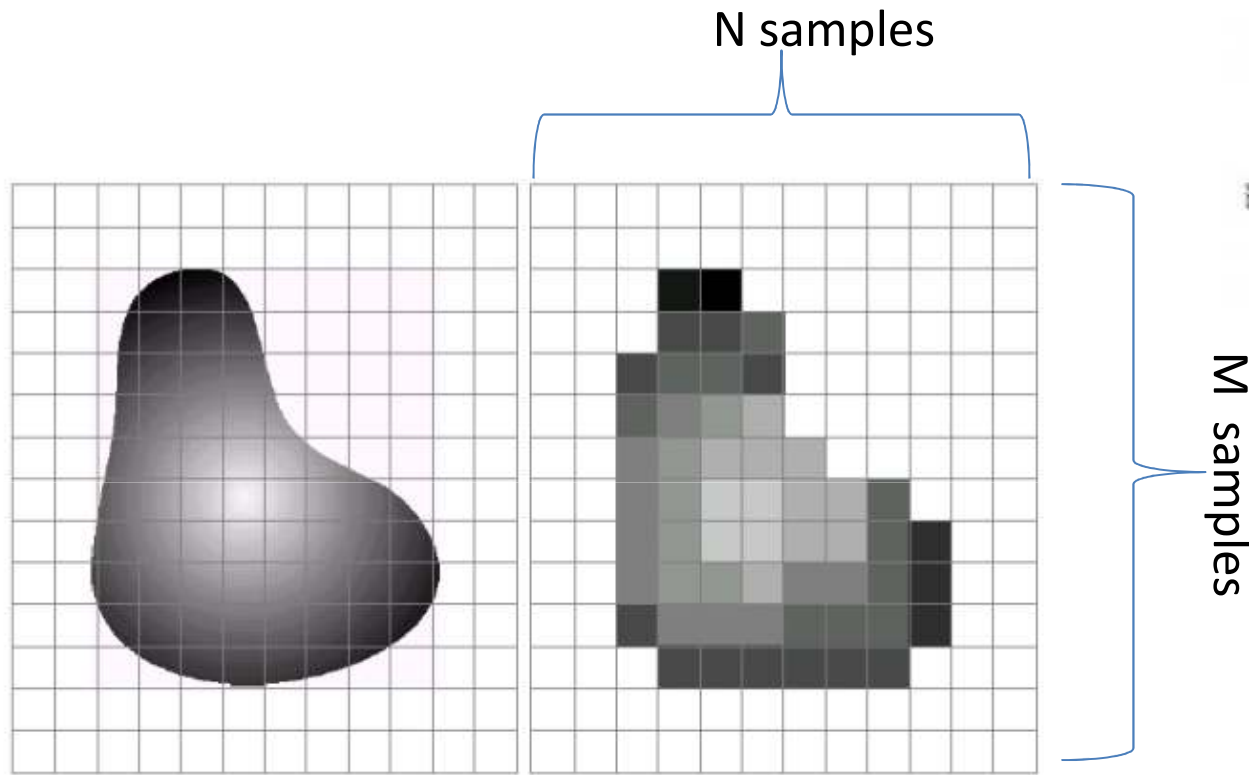
$F(x, y)$



148	123	52	107	123	162	172	123	64	89	...
147	130	92	95	98	130	171	155	169	163	...
141	118	121	148	117	107	144	137	136	134	...
82	106	93	172	149	131	138	114	113	129	...
57	101	72	54	109	111	104	135	106	125	...
138	135	114	82	121	110	34	76	101	111	...
138	102	128	159	168	147	116	129	124	117	...
113	89	89	109	106	126	114	150	164	145	...
120	121	123	87	85	70	119	64	79	127	...
145	141	143	134	111	124	117	113	64	112	...
...

$I(u, v)$

Image Sampling (Spatial)



Digitizing the coordinates values is call sampling.

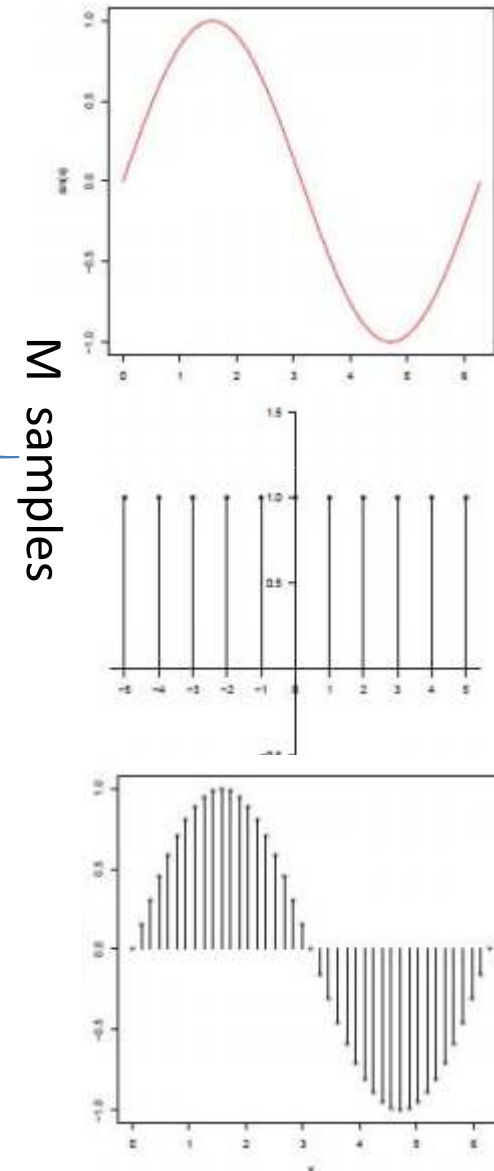
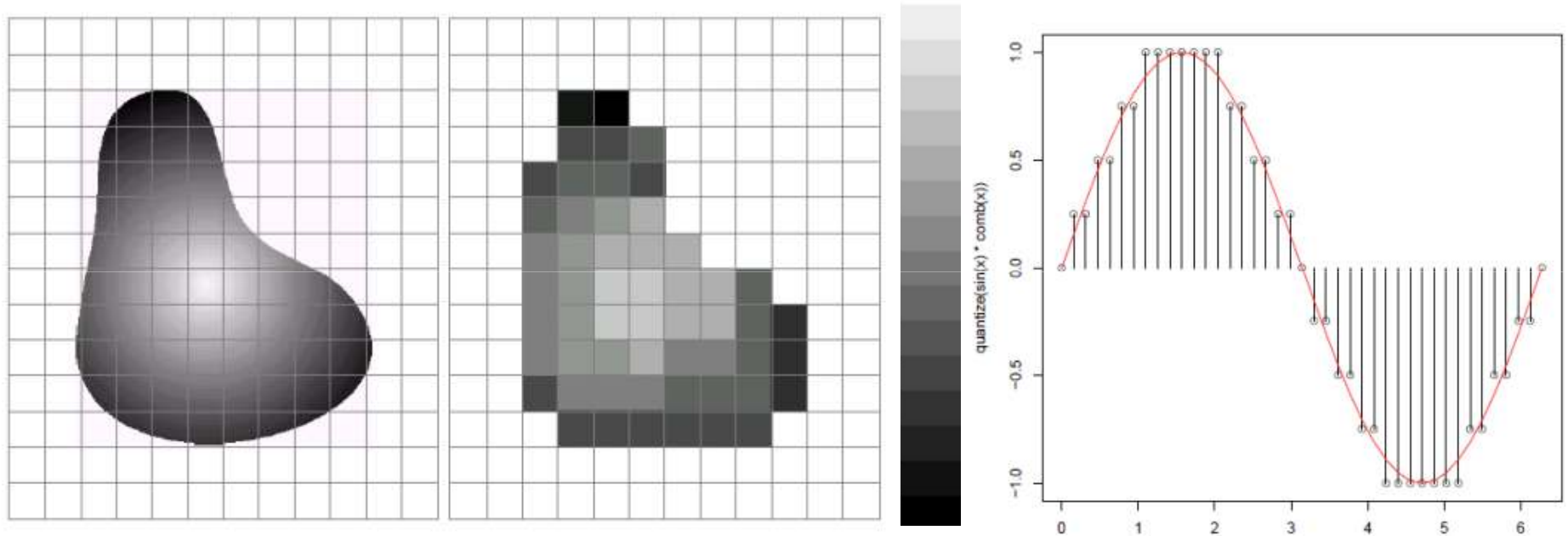


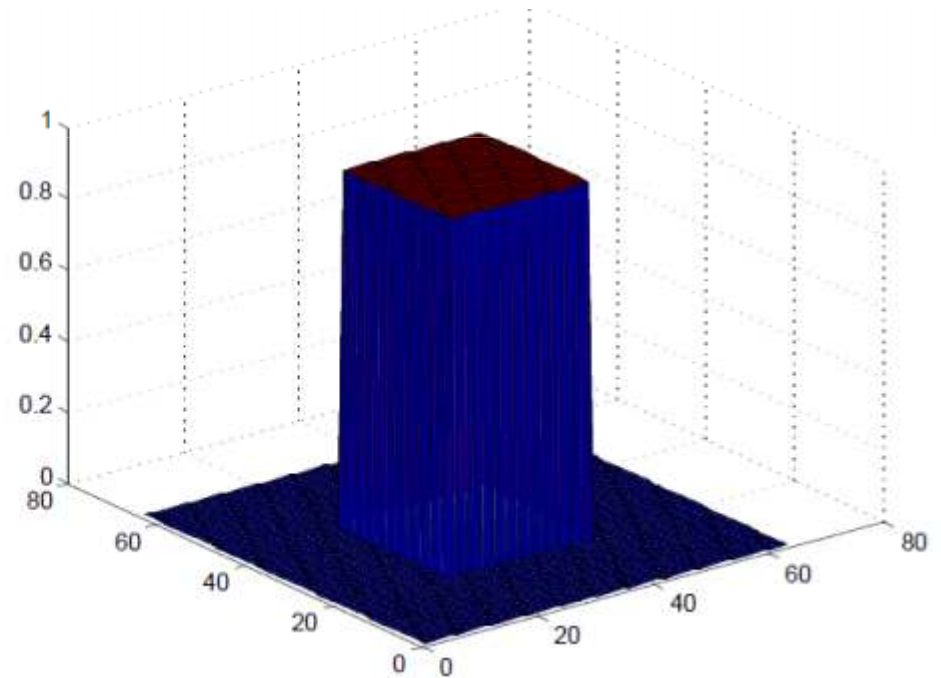
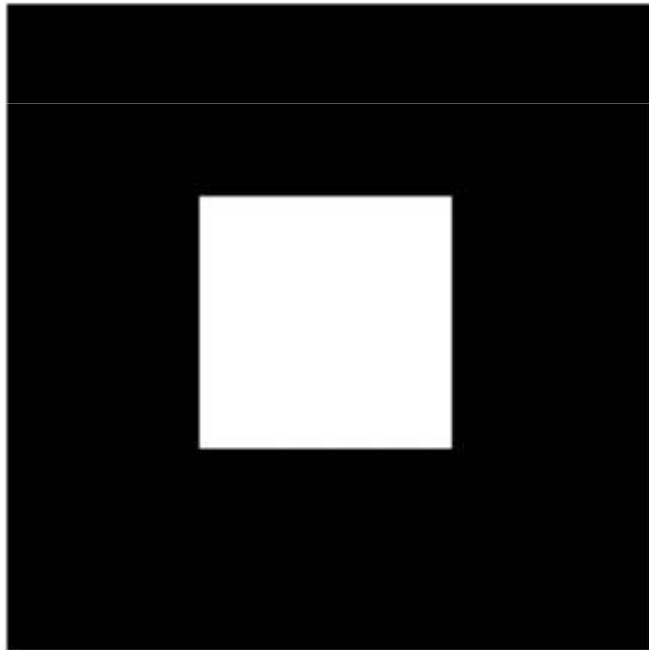
Image Quantization



Digitalizing the amplitude values is call quantization .

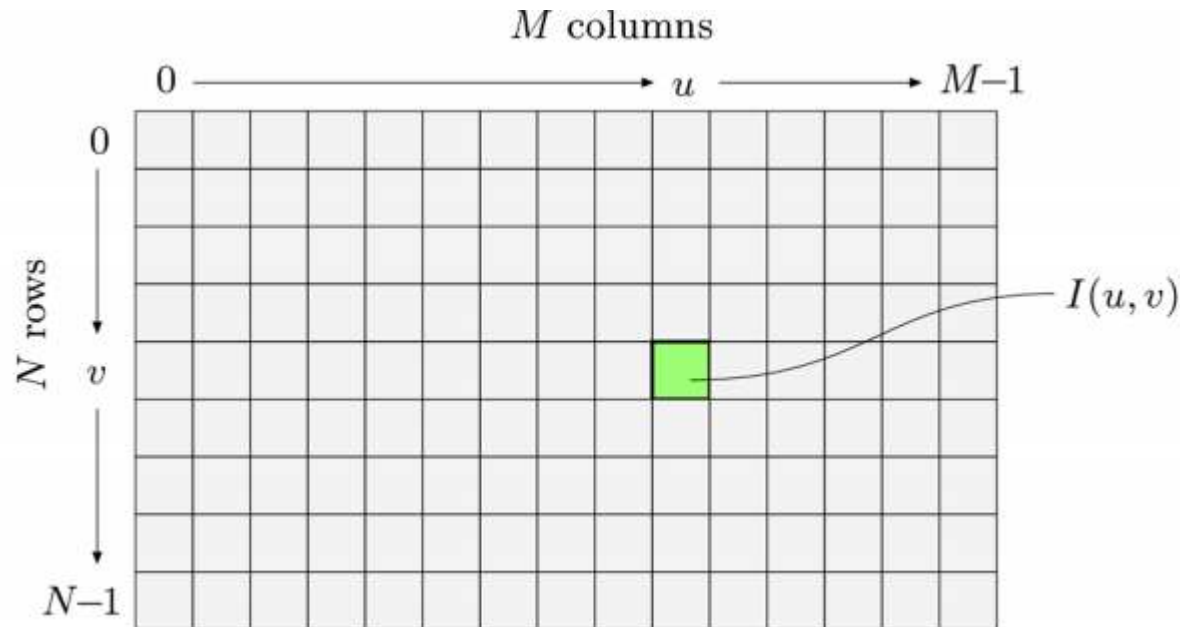
Representation of Image as Discrete Function

- After spatial sampling and quantization, an image is a discrete function.



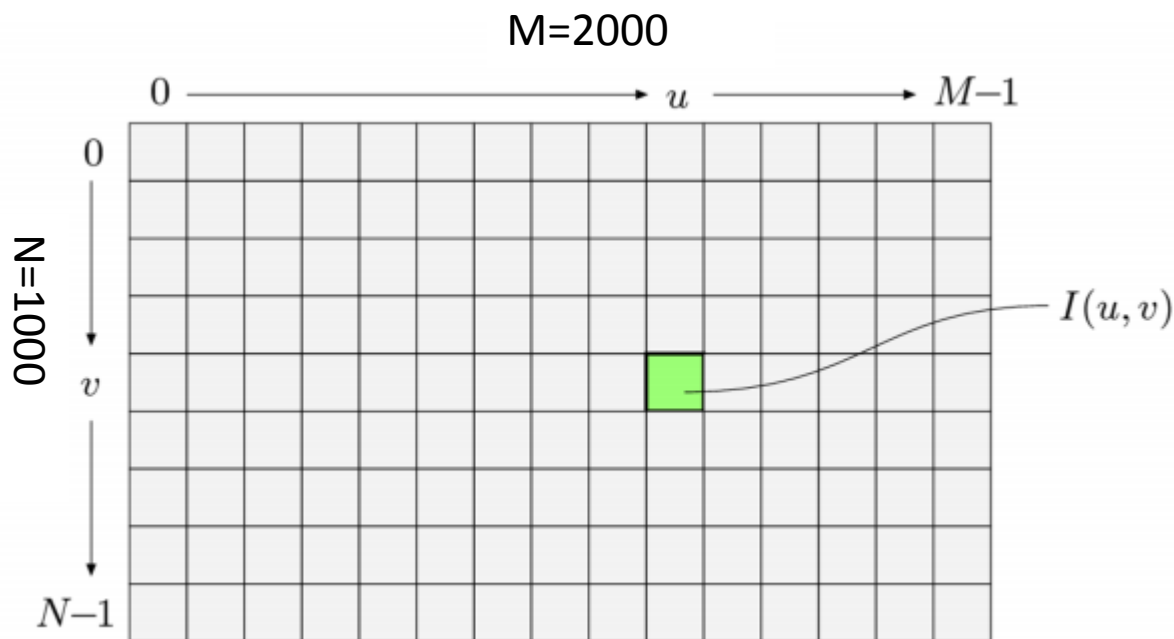
Representing Image

- Image data structure is 2D array of pixels values.
- Pixels values are gray levels in range 0-255 when using 8 bits to represent a pixel.

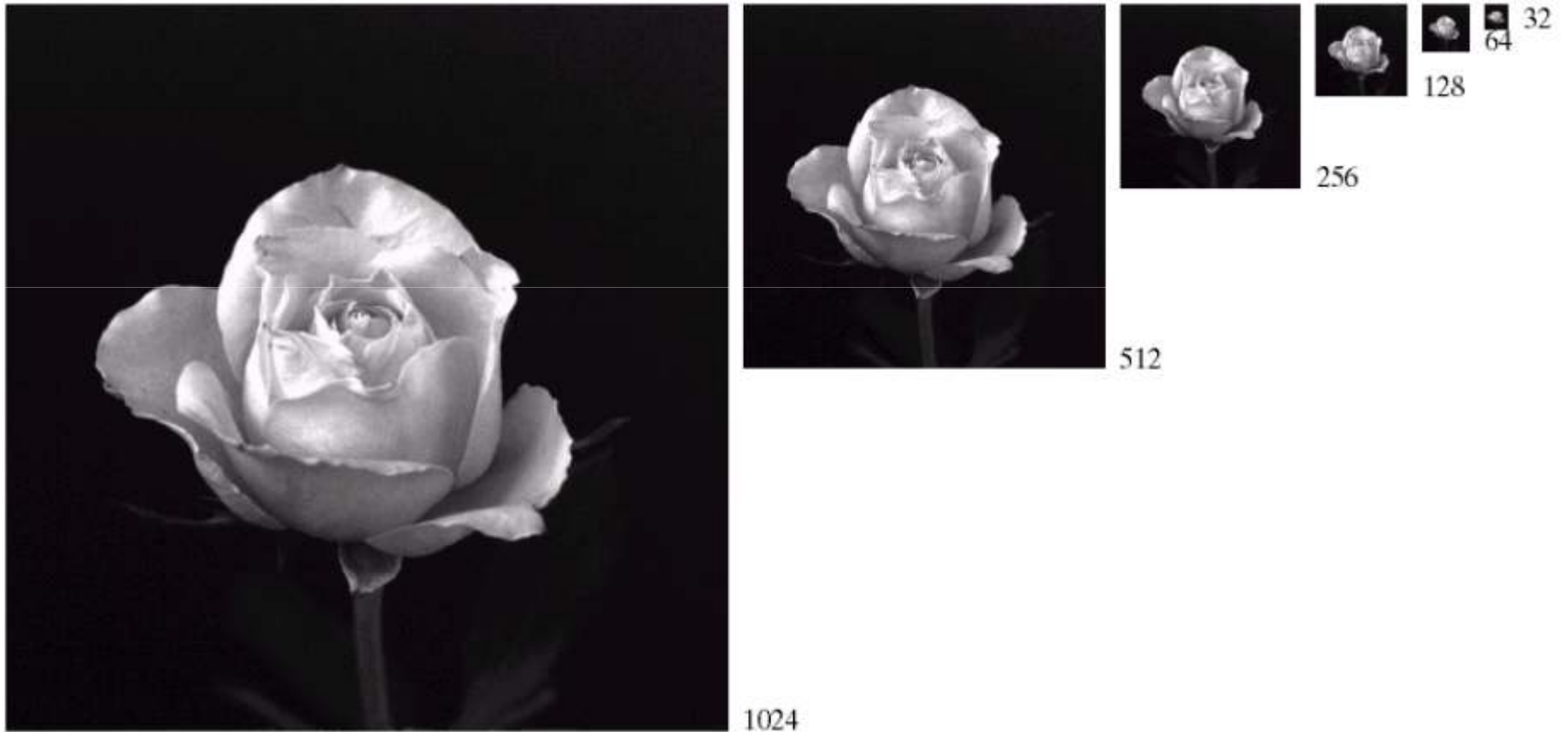


Spatial Resolution

- Number of pixels that composes an image (Graphic designers talk about dots per inch (DPI)).
- Determine how coarse/fine sampling was carried out.



Spatial Resolution



Spatial resolution



Intensity Level Resolution

- Number of intensity levels used to represent a pixels.
- Related to the number of bits used to store a pixel value.

Number of Bits	Number of Intensity Levels	Examples
1	2	0, 1
2	4	00, 01, 10, 11
4	16	0000, 0101, 1111
8	256	00110011, 01010101
16	65,536	1010101010101010

256 grey levels (8 bits per pixel)



128 grey levels (7 bpp)



64 grey levels (6 bpp)



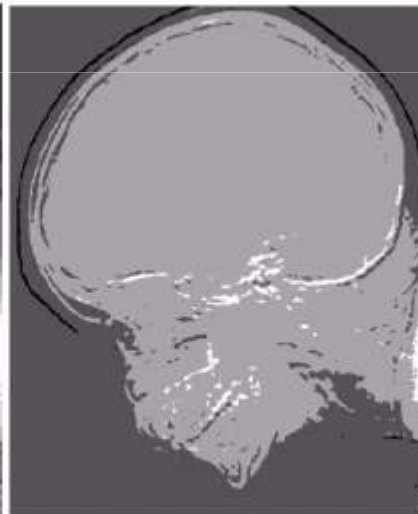
32 grey levels (5 bpp)



16 grey levels (4 bpp)



8 grey levels (3 bpp)



4 grey levels (2 bpp)



2 grey levels (1 bpp)

For smaller intensity levels appear ridge-like structures in areas of constant intensity (false counteracting) .