

# Investigating Human and Computer Performance in Color Comparison for Coral Bleaching Monitoring

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Final Project Presentation  
Wrigley Field Program in Hawaii | 2018  
Dec. 14, 2018

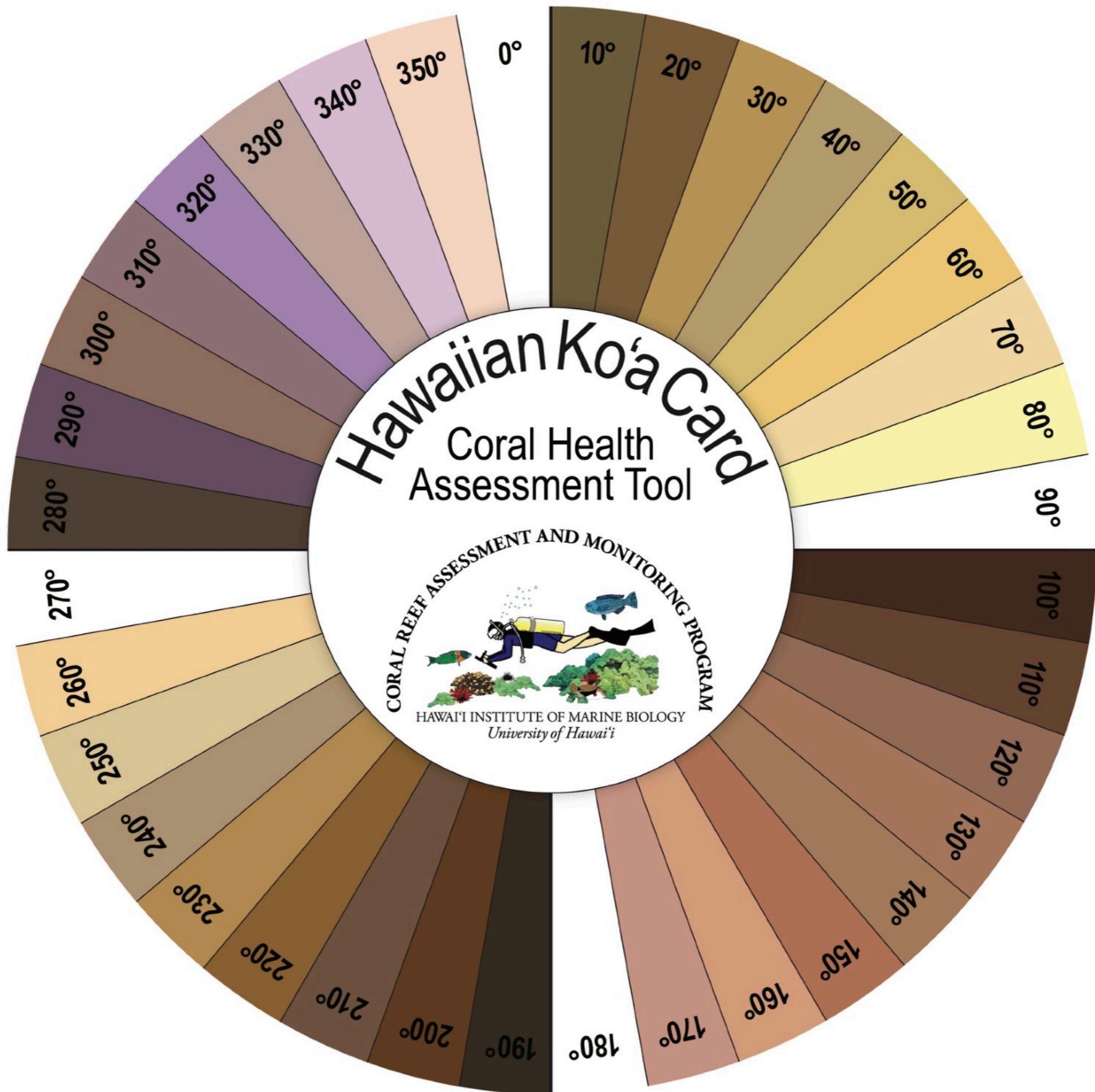
# Presentation Outline

- [ Research Motivation: Coral Bleaching Monitoring ]
- Qualifying Human Color Perception
- Emulating Human Efforts with Computers
- Comparing Computers & Humans - What We Learn

# Problem Statement

- Global Coral Bleaching Events
- Timely, Localized Monitoring
- Consistency in Citizen Science
- Investigating Human Color Perception
- Improving upon Human Color Perception



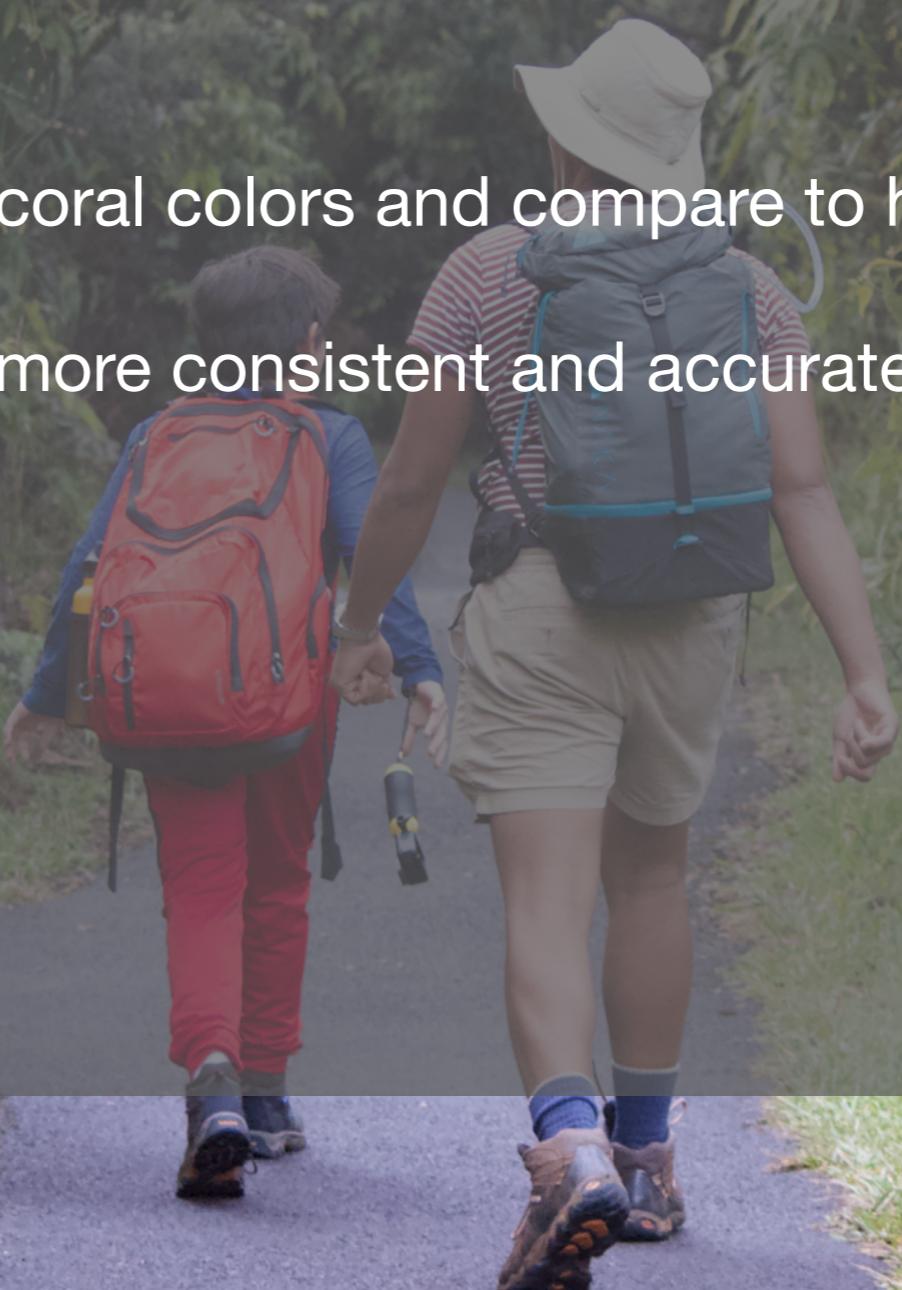




Ko'a Card - Human Observers

# Research Goals & Hypothesis

- Investigate human performance in color perception tasks
  - Large variation motivates more consistent method
- Develop application to analyze coral colors and compare to humans
  - Computer processing is more consistent and accurate
- Improve citizen science efforts



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# Human Performance Analysis

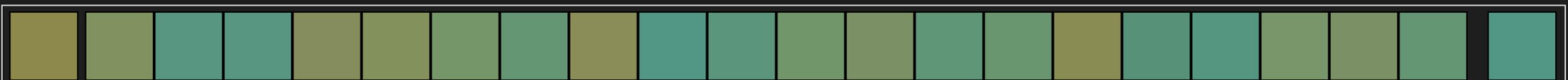
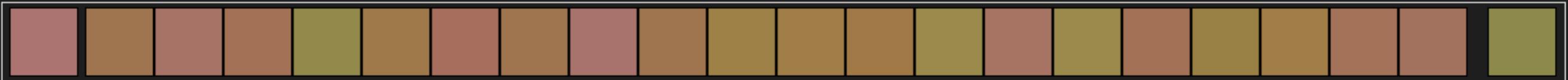
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- Farnsworth-Munsell 100 Hue Test<sup>1</sup>
- Human Observations of Coral

<sup>1</sup> Courtesy of <https://xritephoto.com/cool-tools>

**Drag and drop the colors in each row to arrange them by hue order.**

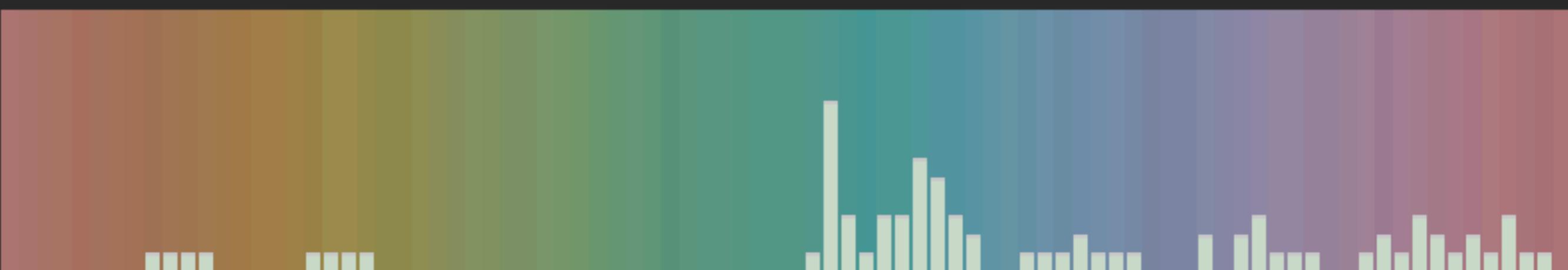
The first and last color chips are fixed. Click on "Score Test" when done.



**Score Test**

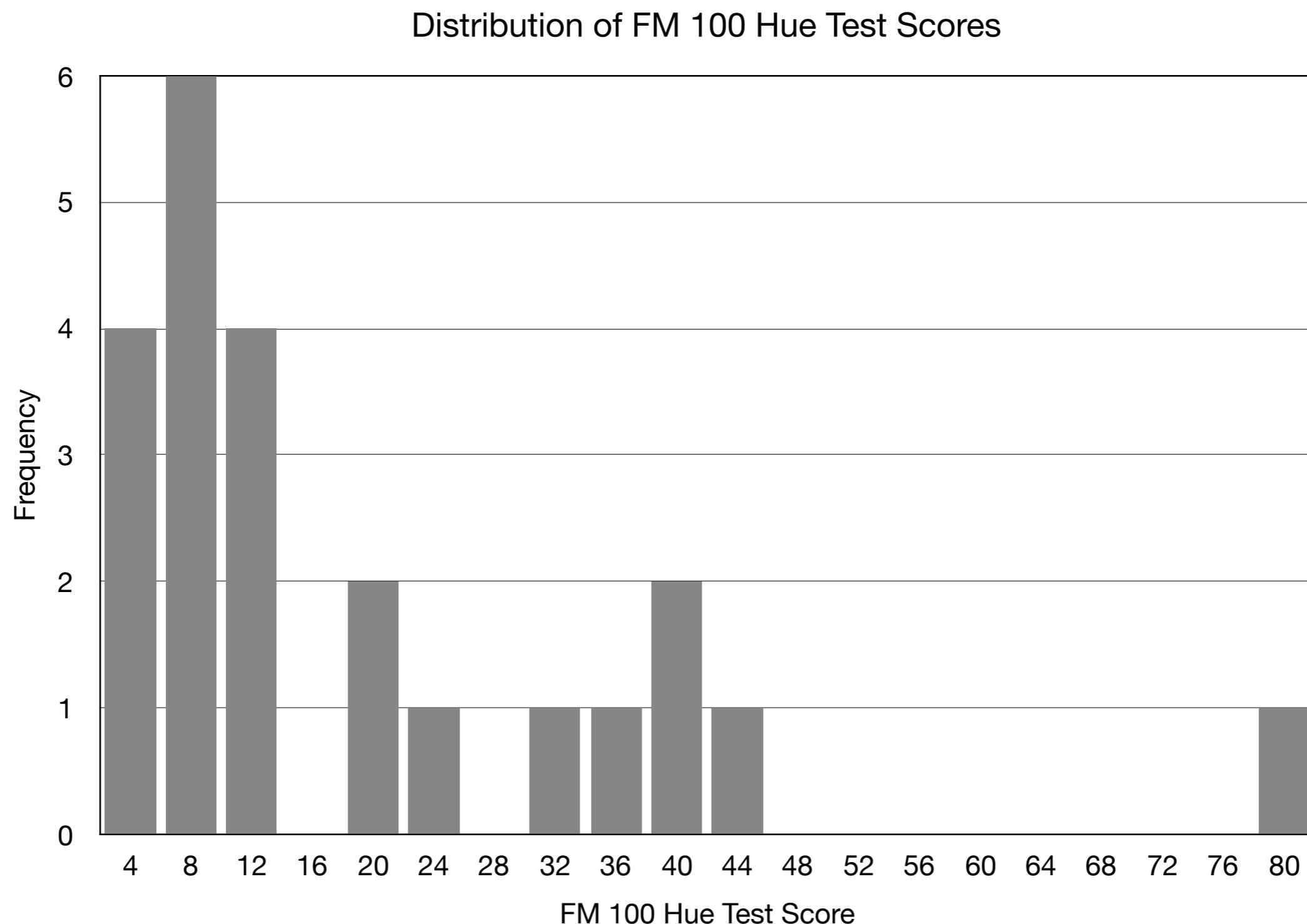
**Your score: 80**

FM Hue Test Results

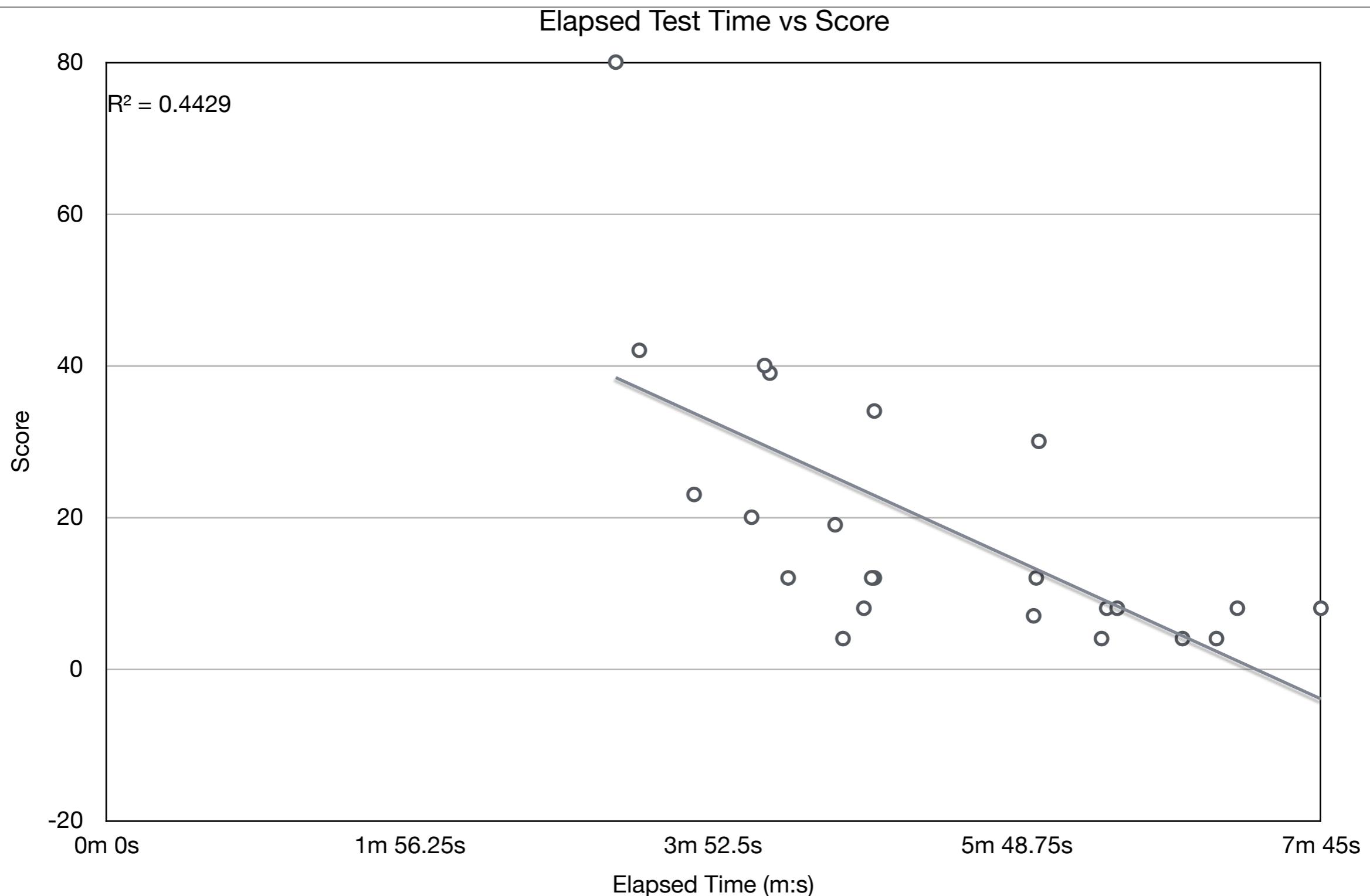


A lower score is better, with ZERO being the perfect score. The bars above show the regions of the color spectrum where hue discrimination is low.

# Human Performance Analysis - Results



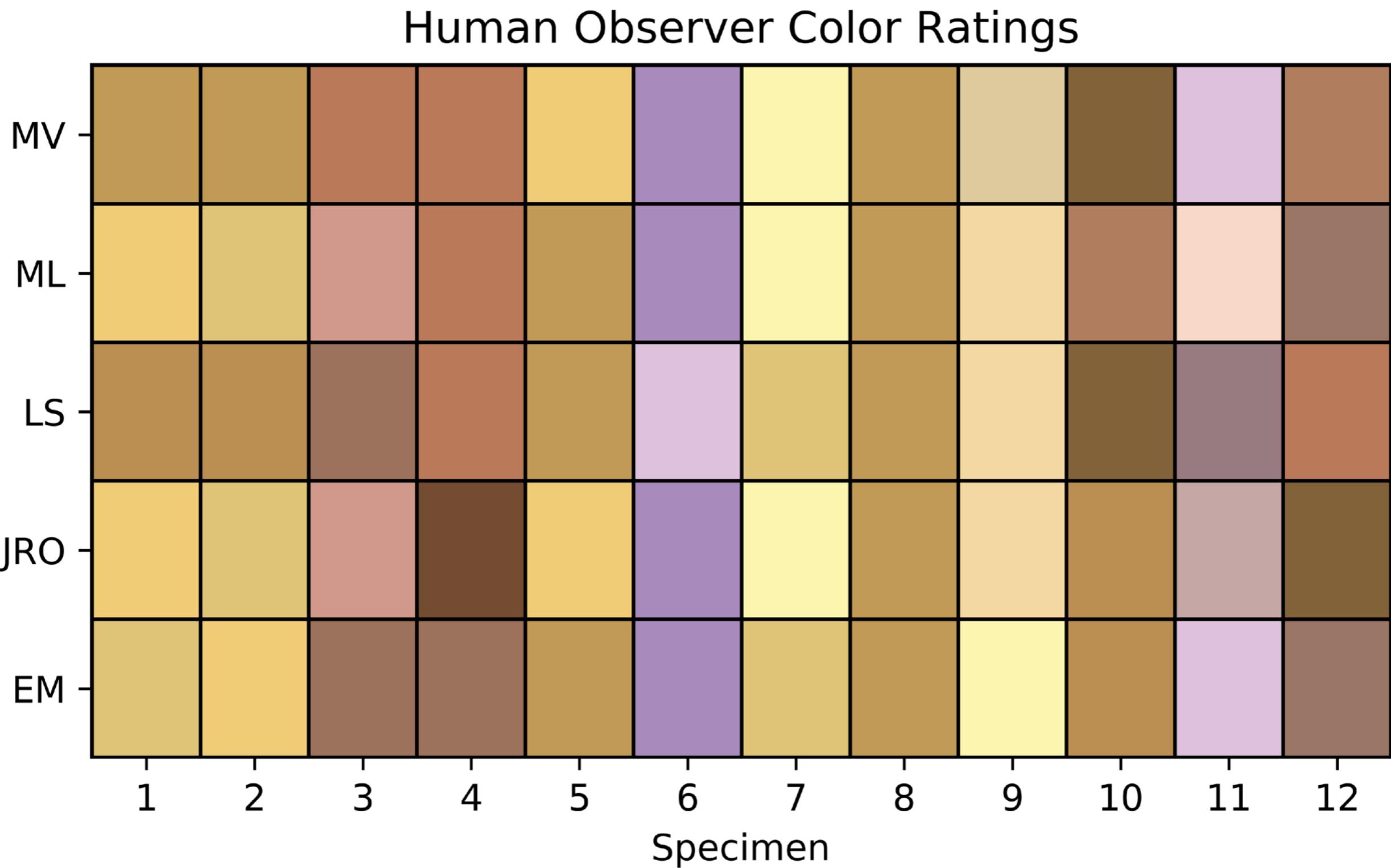
# Human Performance Analysis - Results





Ko'a Card - Human Observers

# Human Performance Analysis - Results



# Human Performance Analysis - Results

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- Surprisingly Robust
- More time deciding = better performance
- Can we do better?

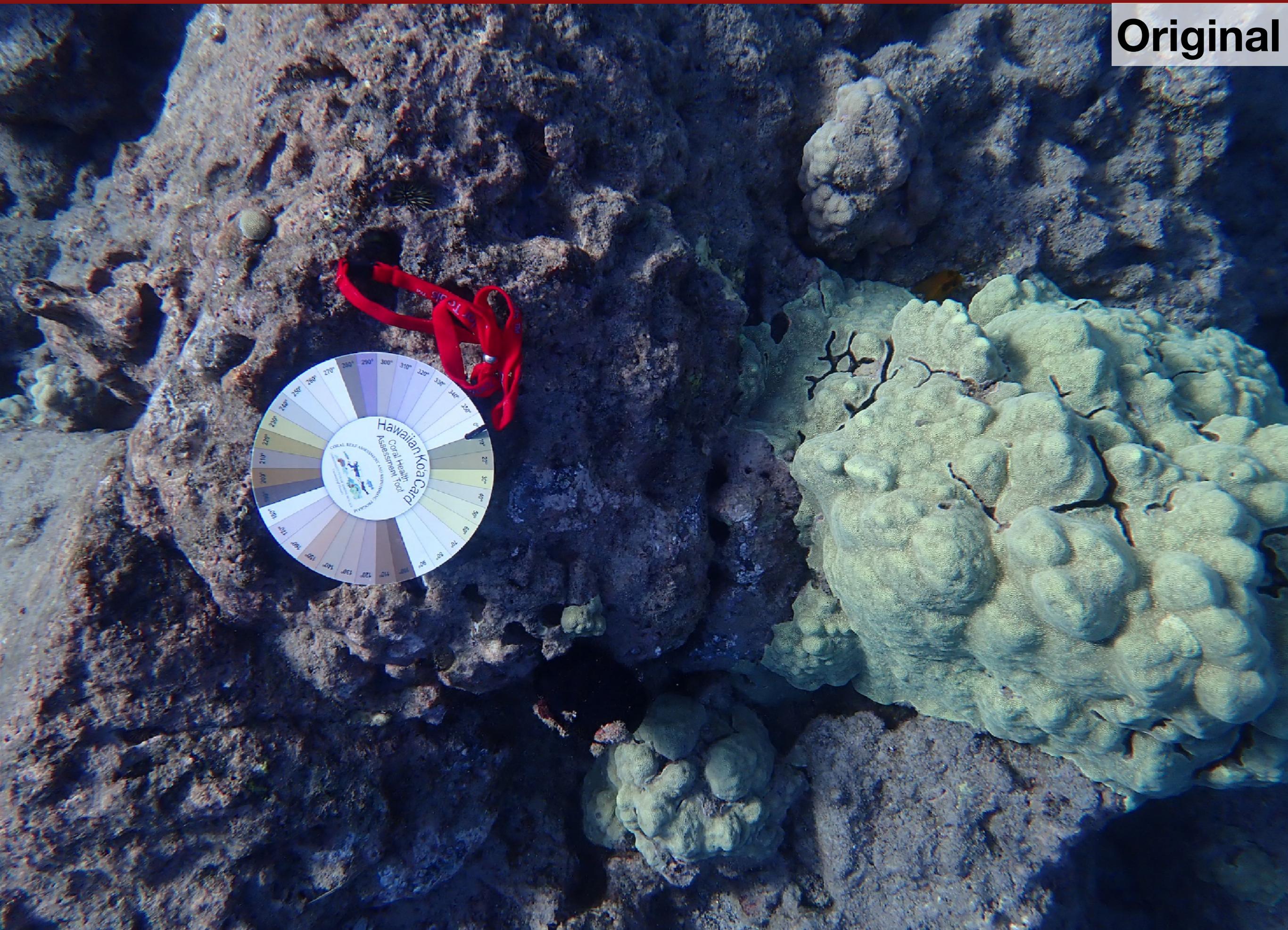
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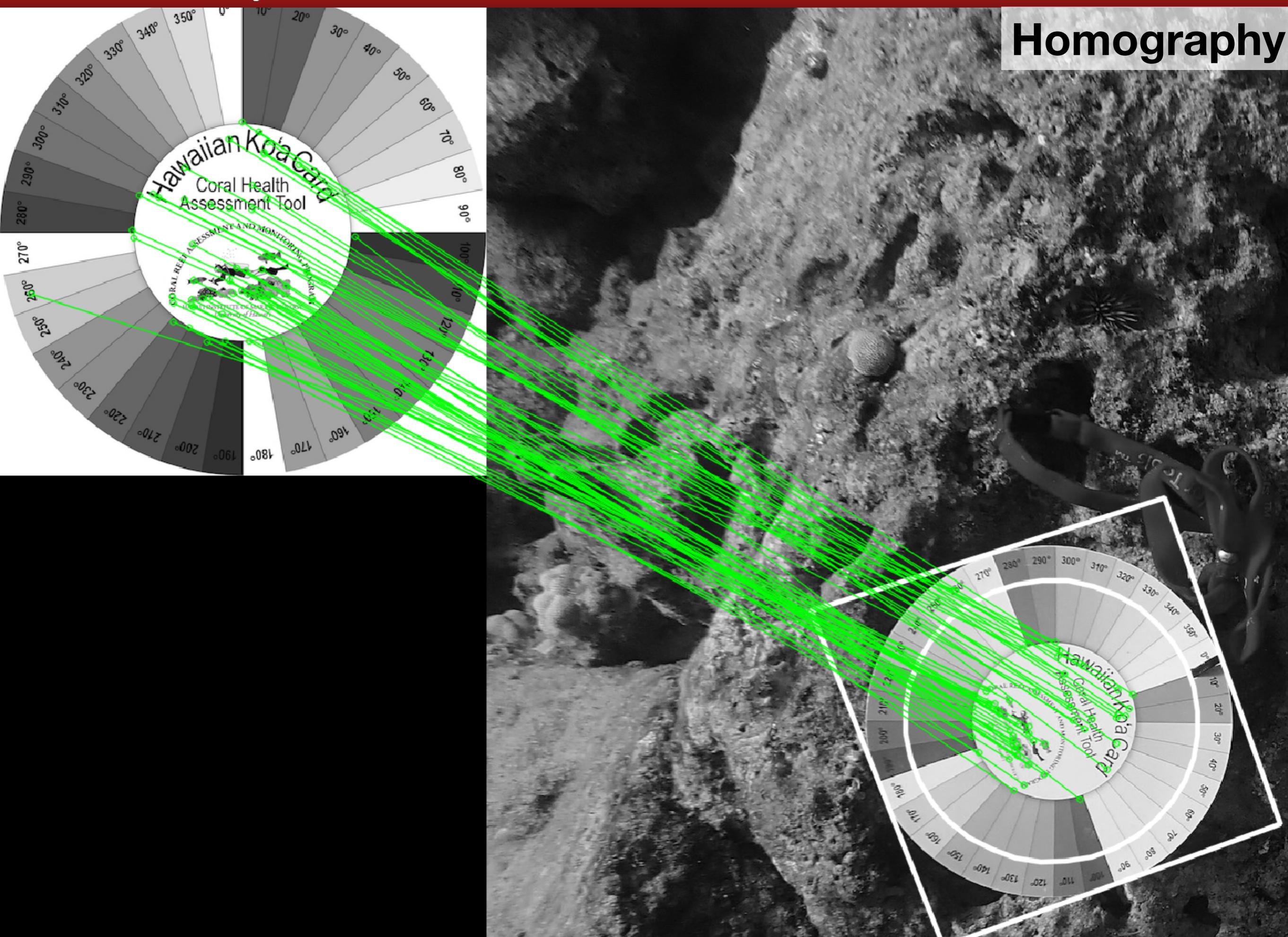
# Computer Performance Analysis

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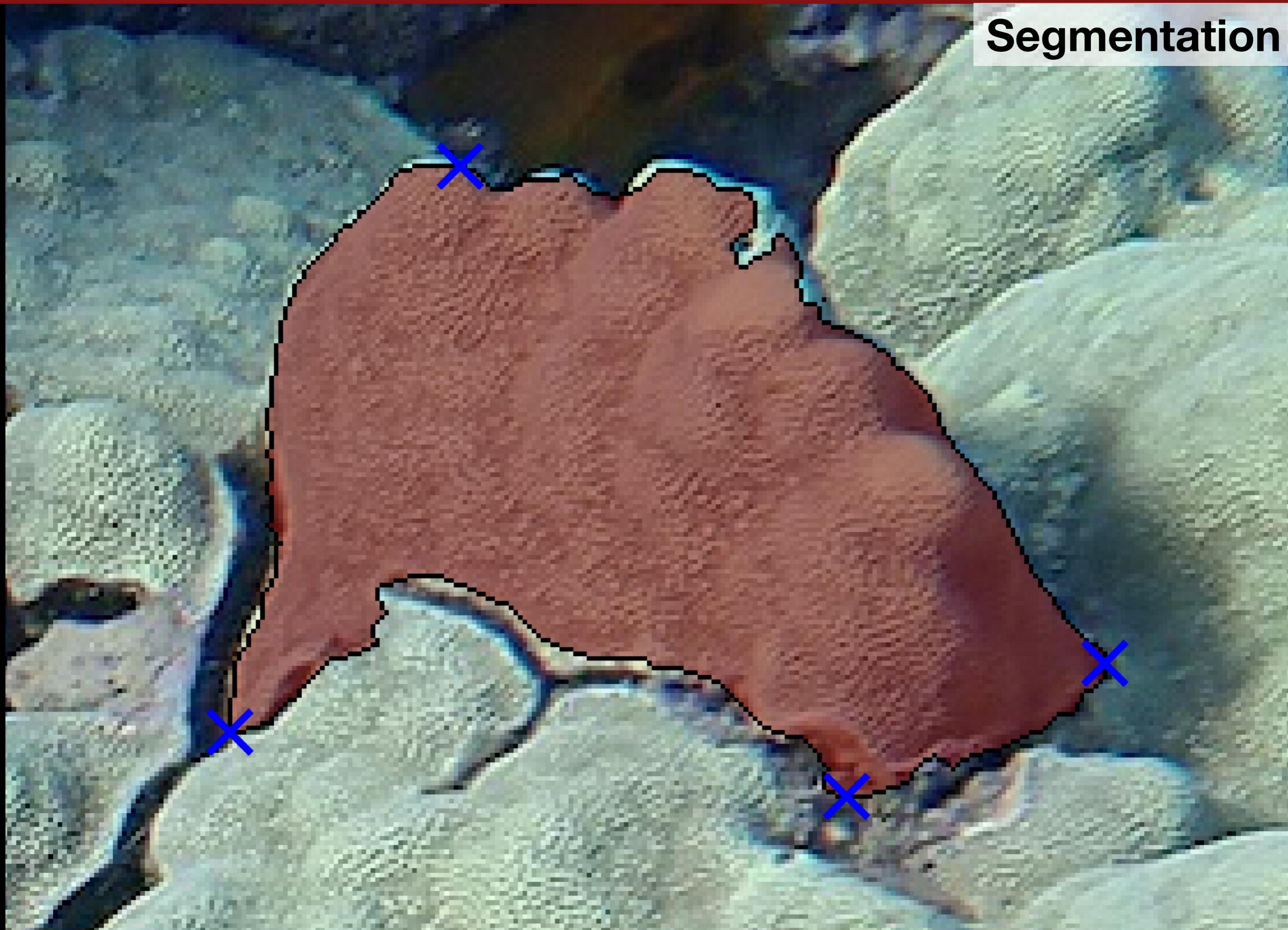
- Applying modern computer vision techniques to process coral images
- Images taken after volunteers rate coral
- Hard Task
  - Underwater Lighting
  - Image Structure



# Homography



# Segmentation



# Partitioning

# Color Matching

Candidates

Modal Value

In-Scene Match

Reference Value

230°

# Color Matching

MV

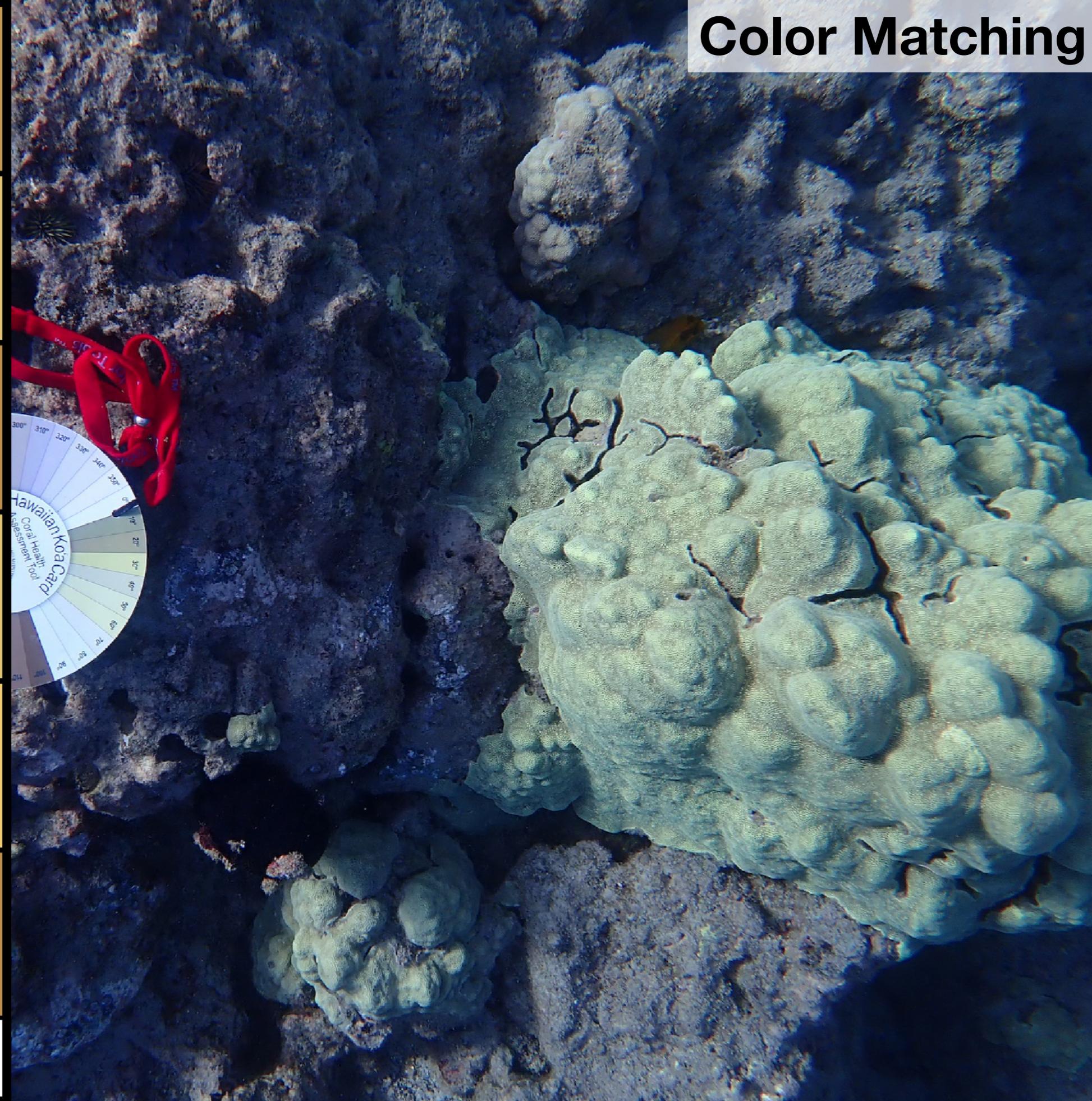
ML

LS

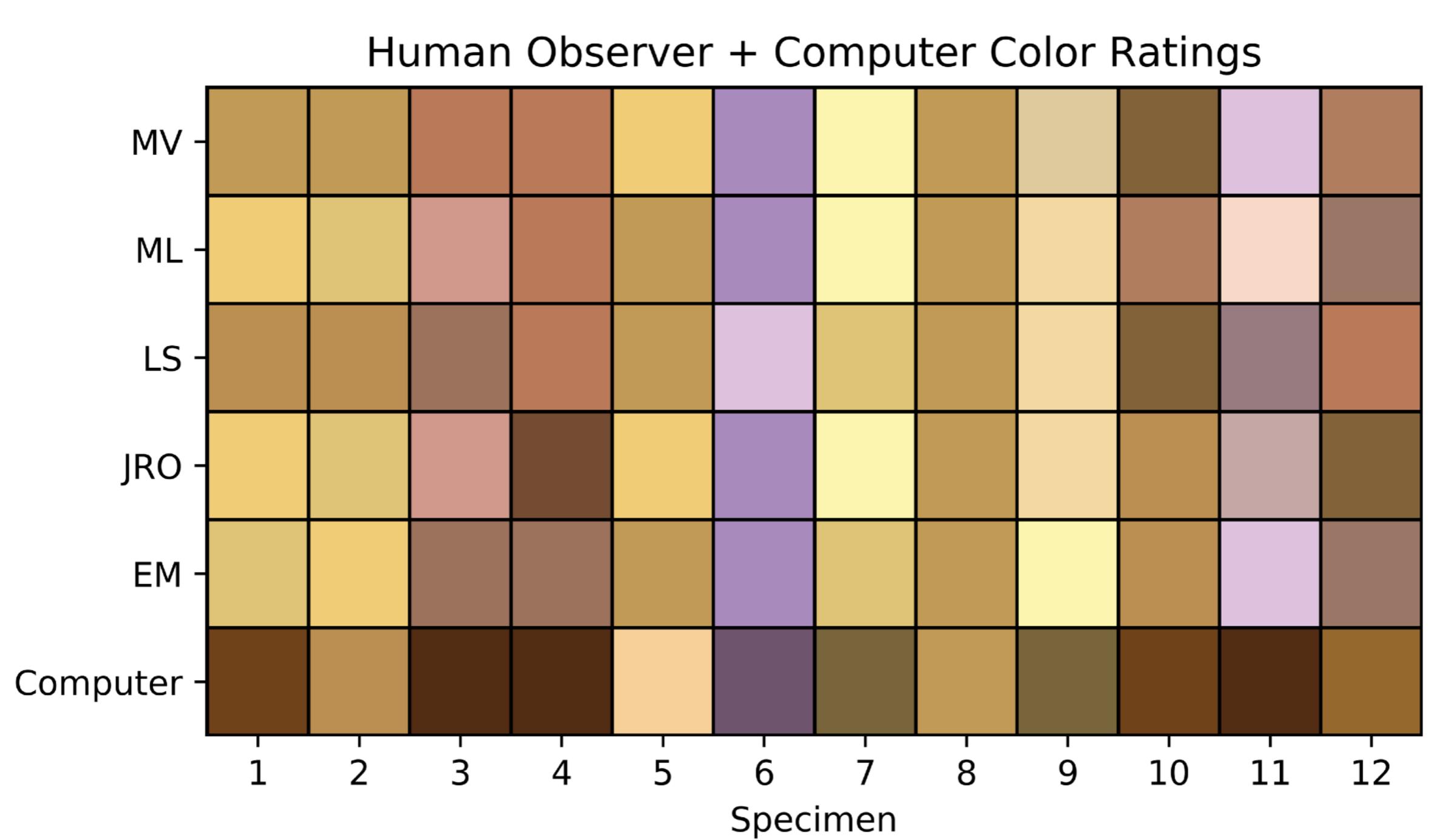
JRO

EM

Computer

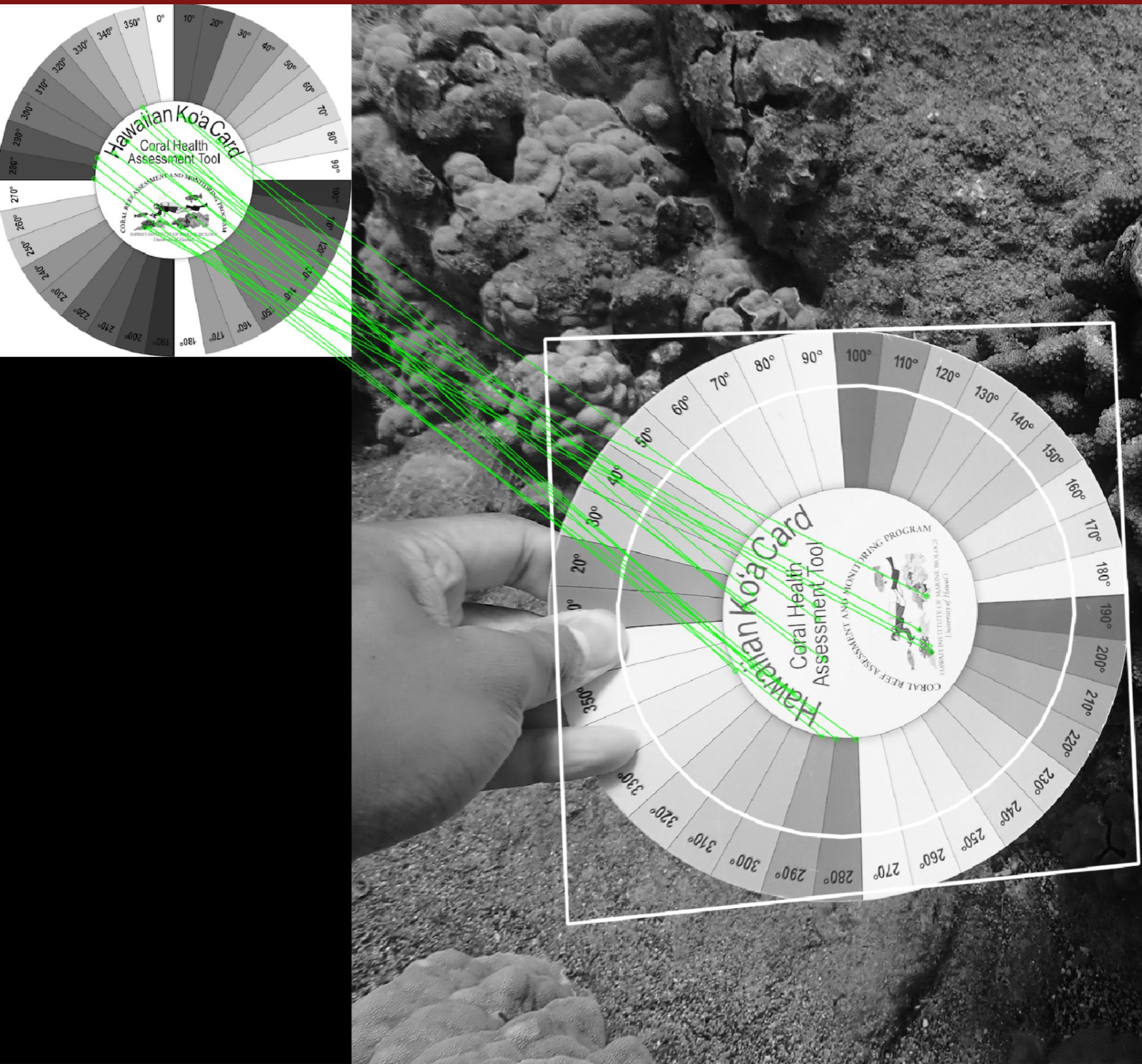


# Computer Performance Analysis - Results

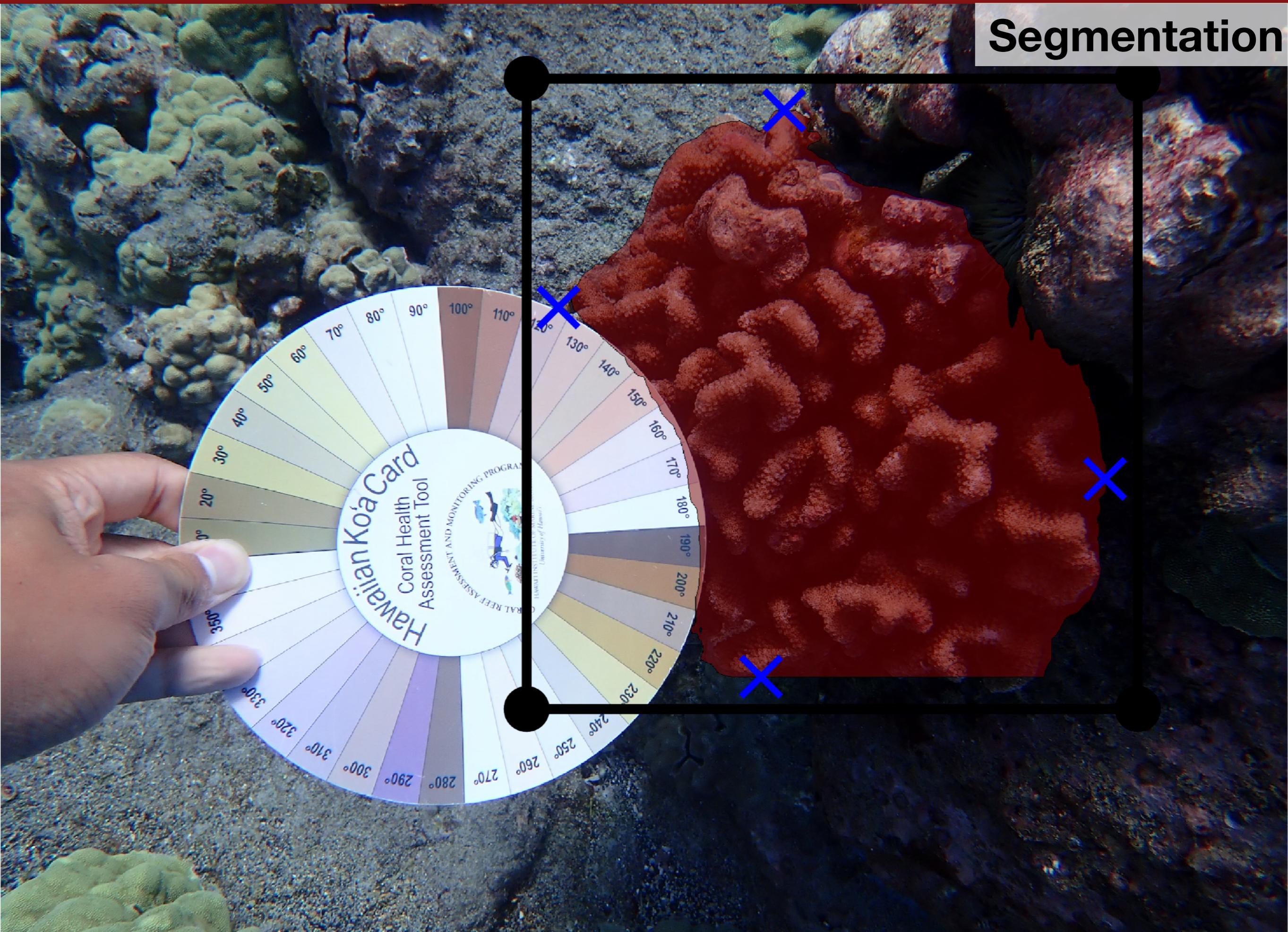




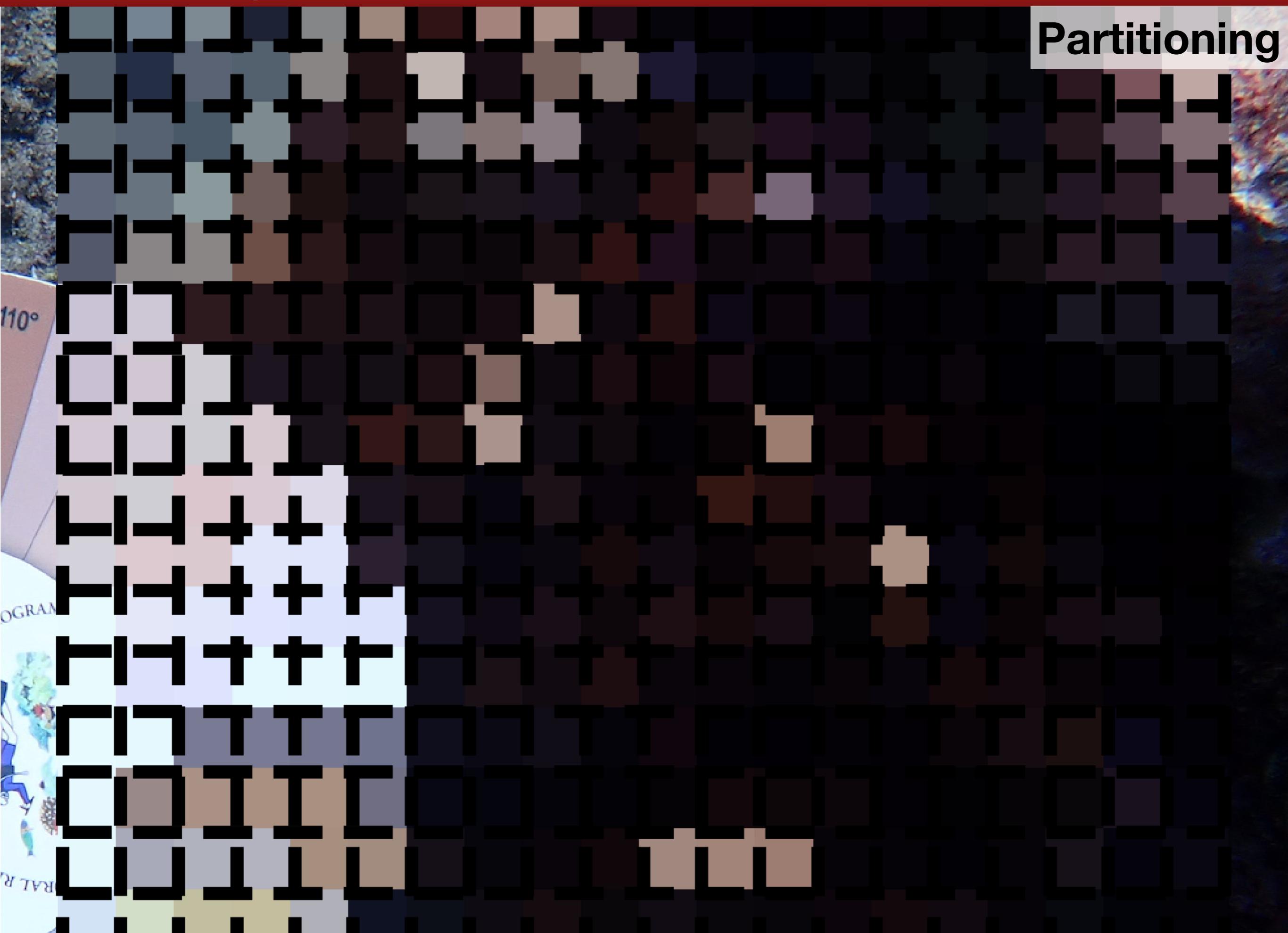
# Homography



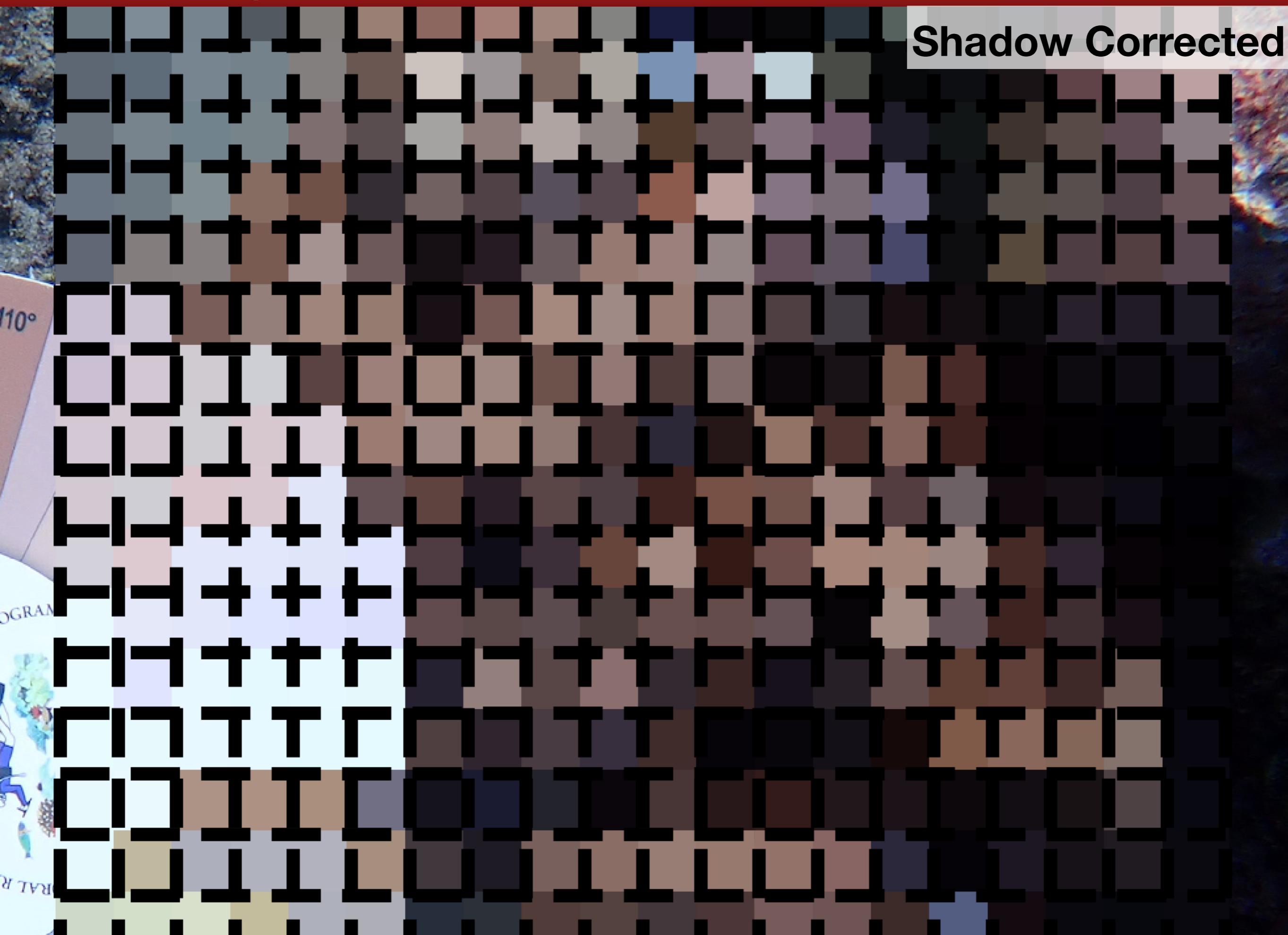
# Segmentation

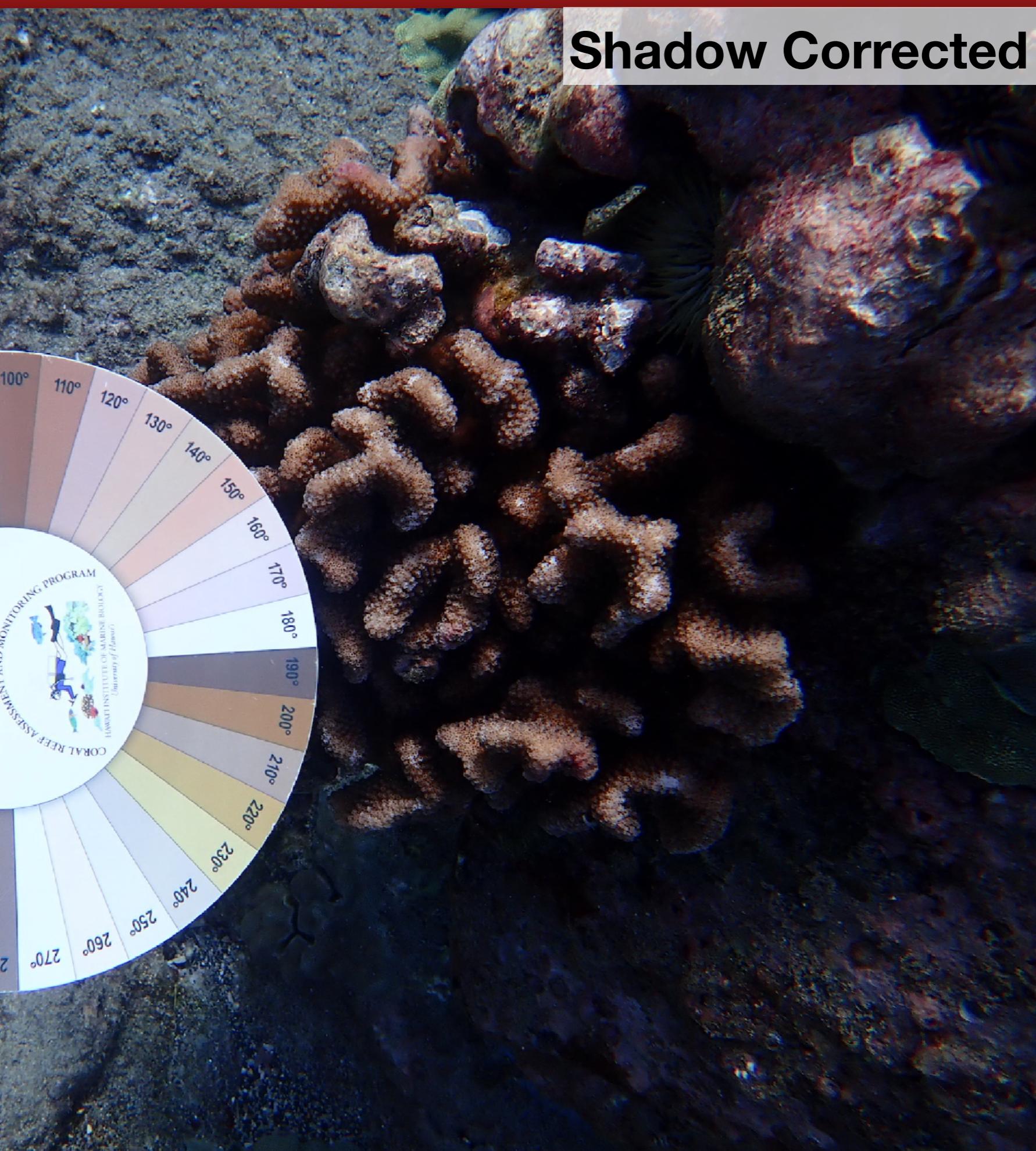
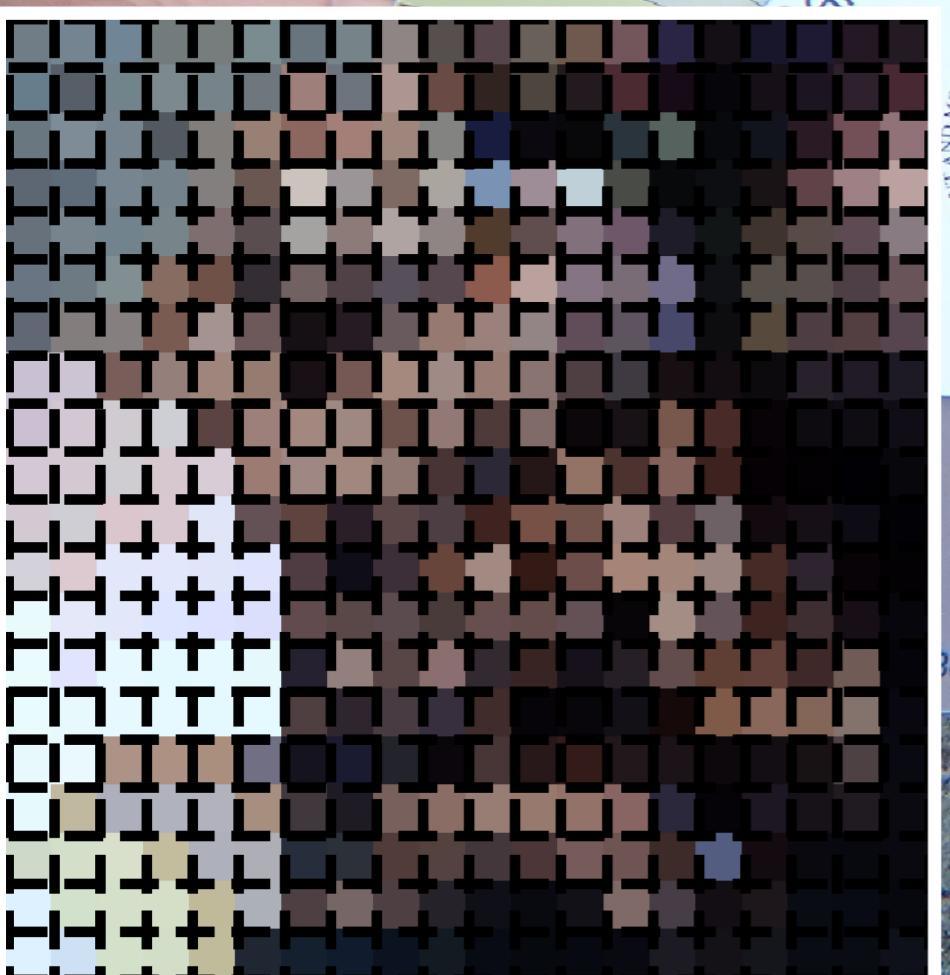
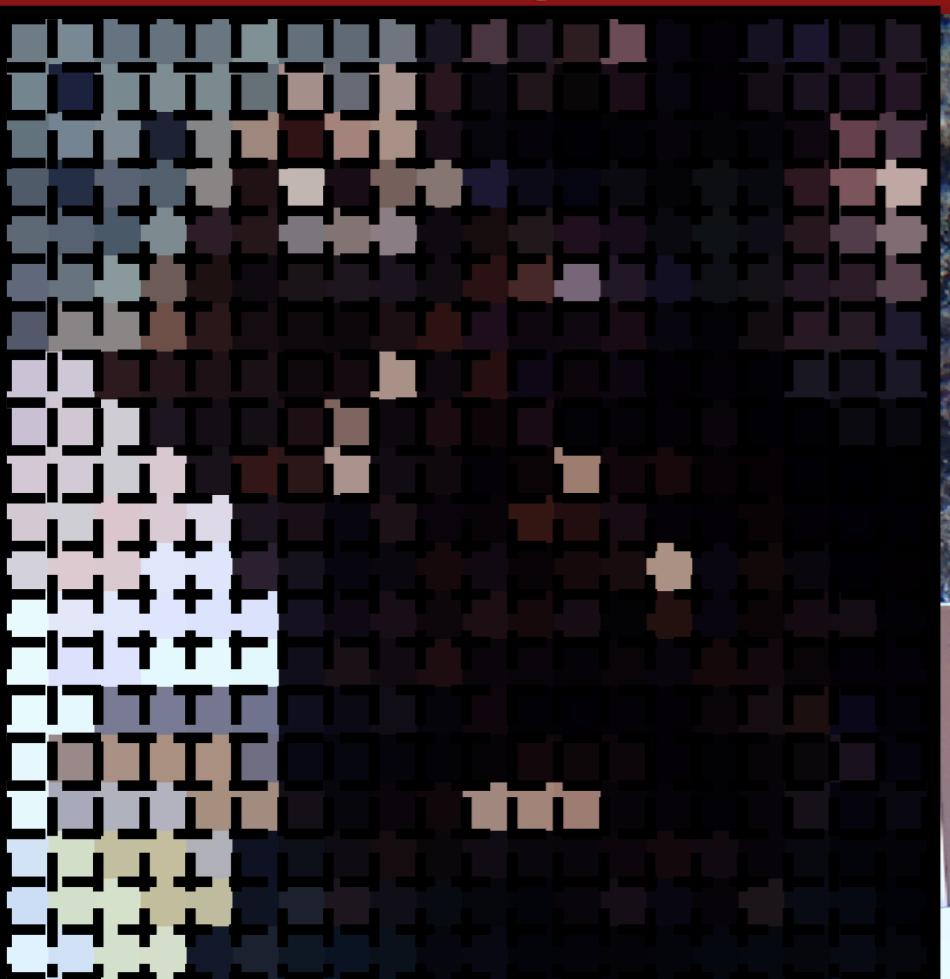


# Partitioning

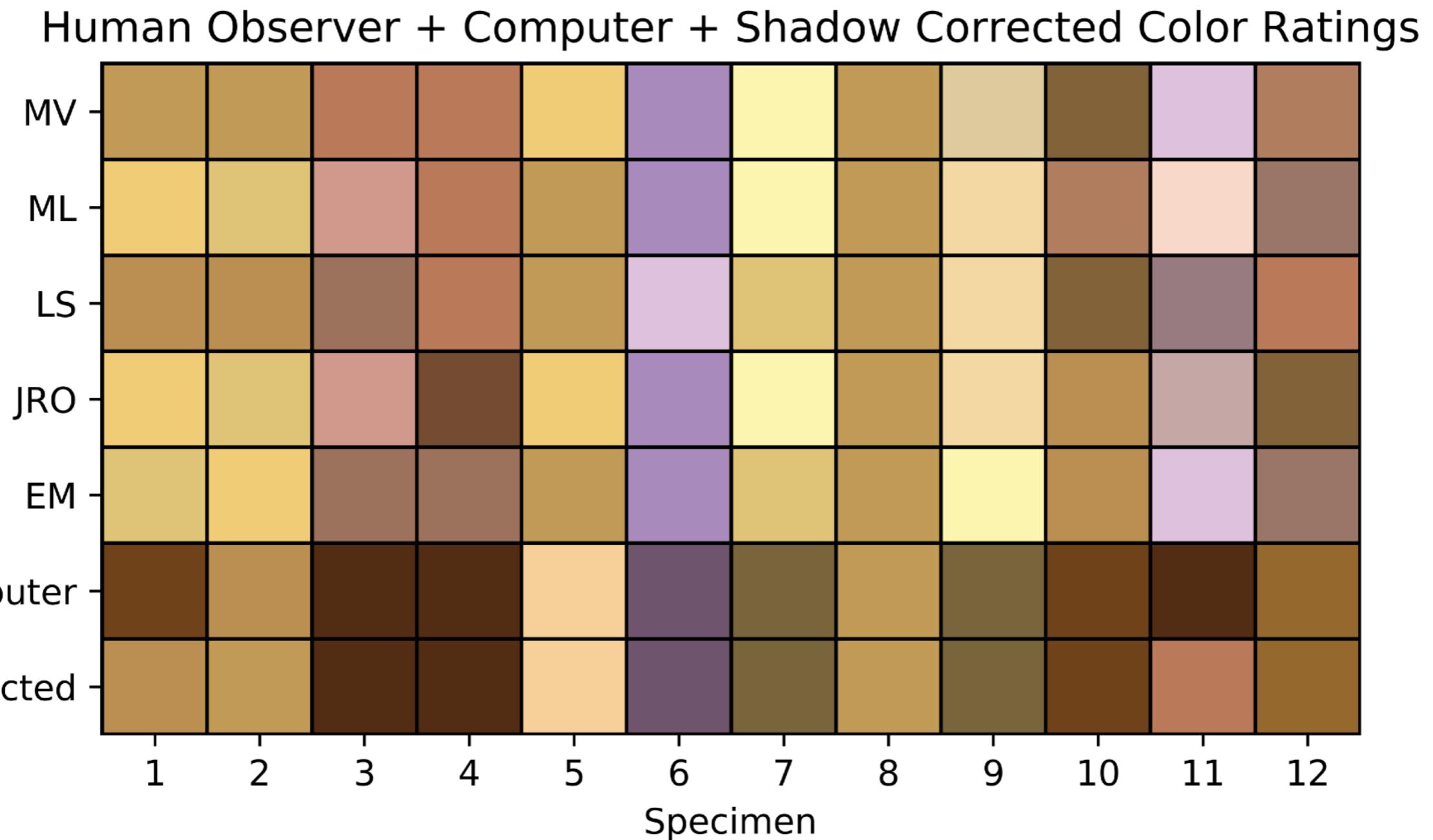


Shadow Corrected





# Computer Performance Analysis - Results



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# Comparing Human and Computer Analysis

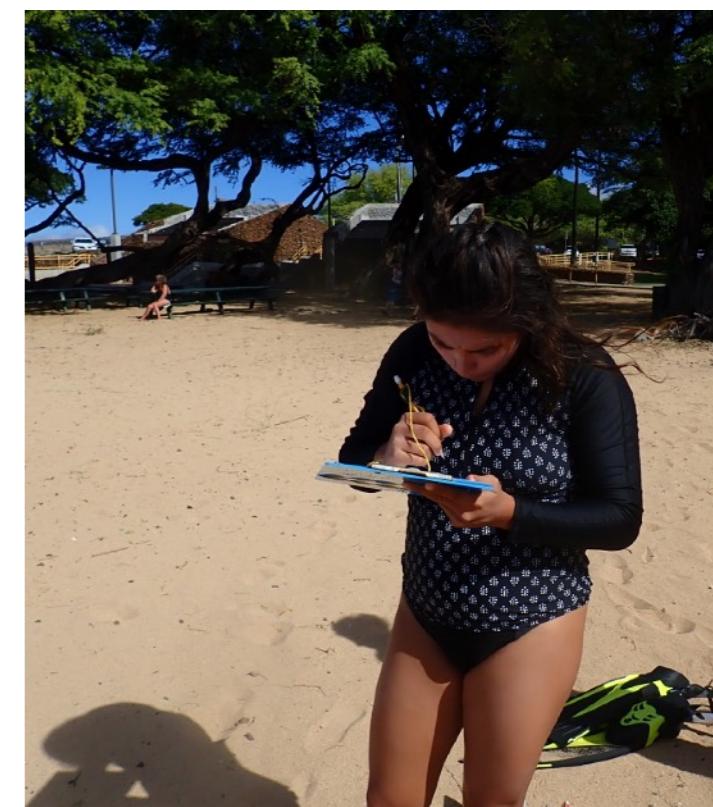
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- Humans are quite good.
- Current computer method had a hard time with shadows.
- Computers have potential in consistency and more complex analysis of images

# Implications on Citizen Science Efforts

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- Citizen science works at scale for bleaching monitoring with colors.
- Developed datasheet
- Developed algorithmic toolbox
- Ko'a Card Improvements

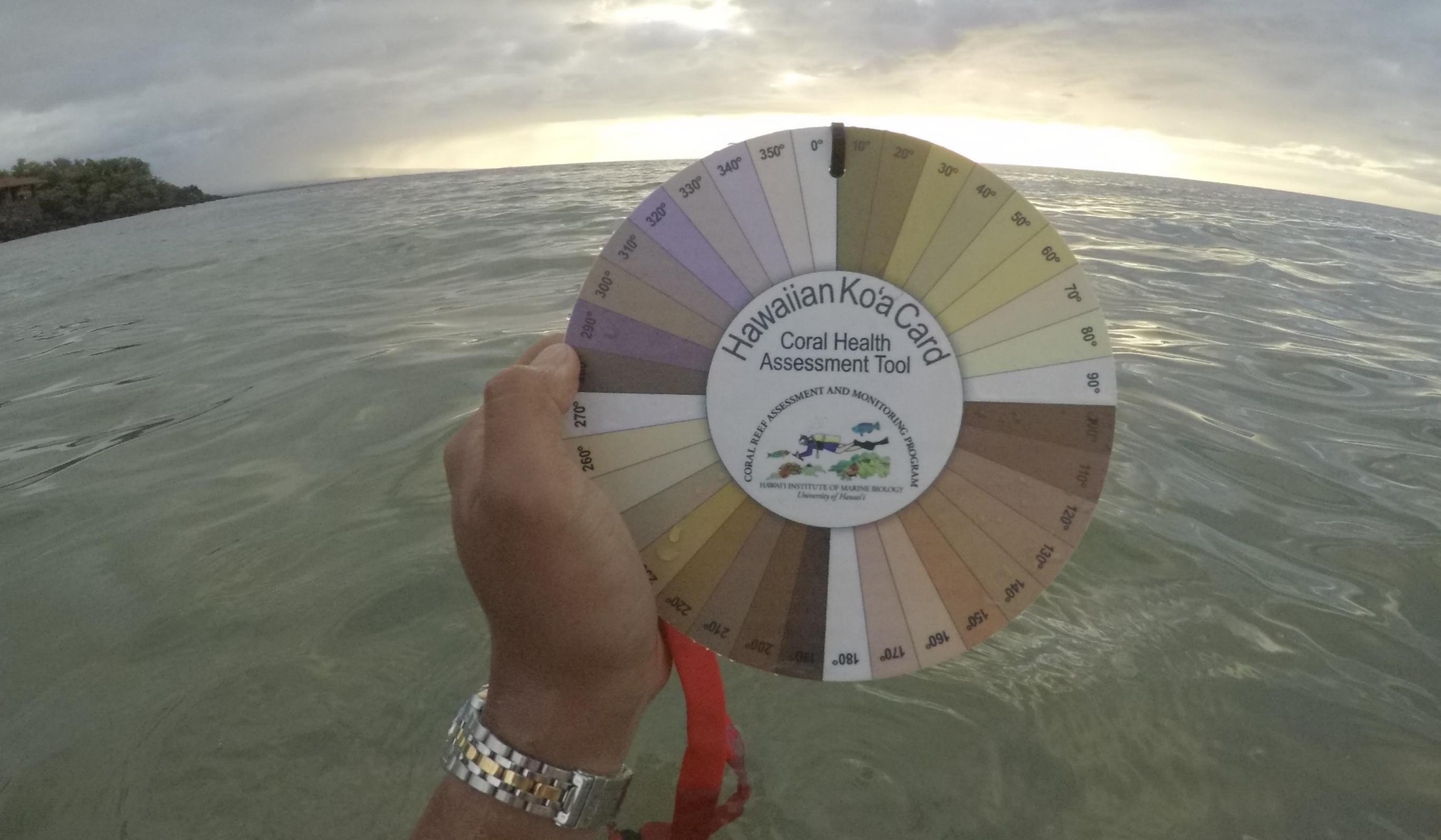


Citizen Scientists?

# Future Work & Limitations

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- More datapoint in different conditions
- More robust shadow elimination and color matching
- Correlating shades with zooxanthellae & chlorophyll
- Integrating with Eyes of the Reef Network  
<https://eorhawaii.org>

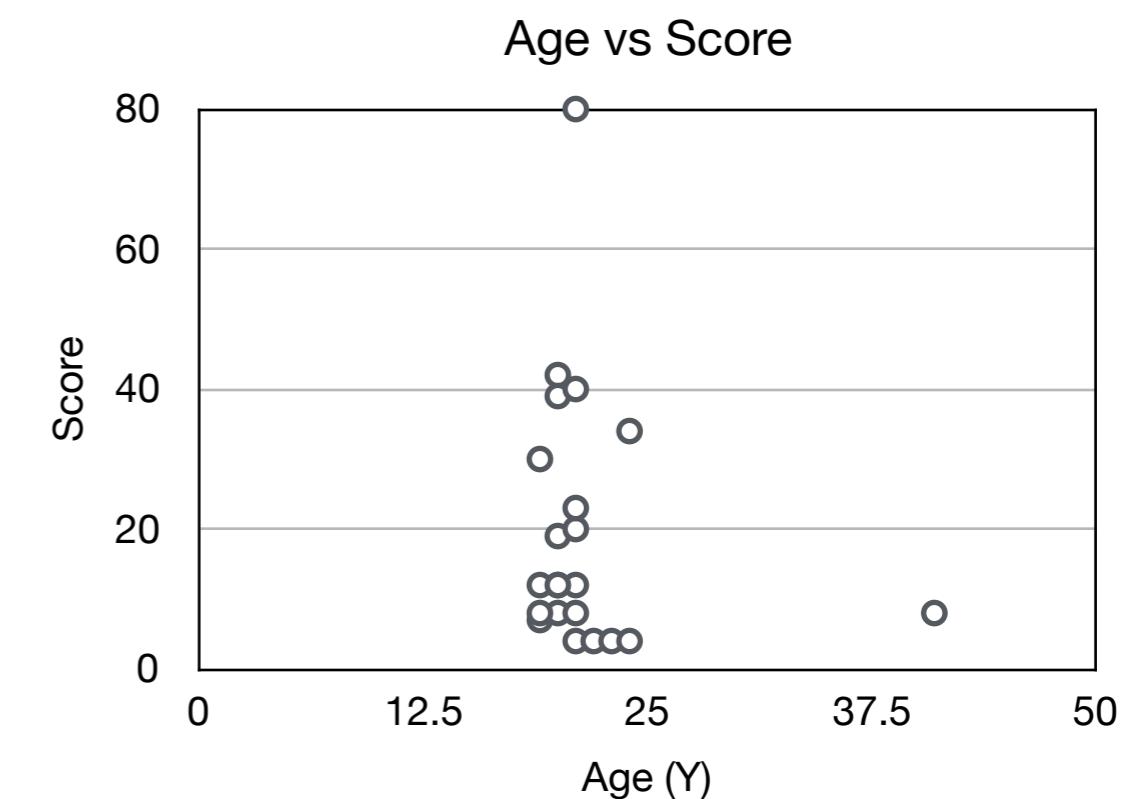
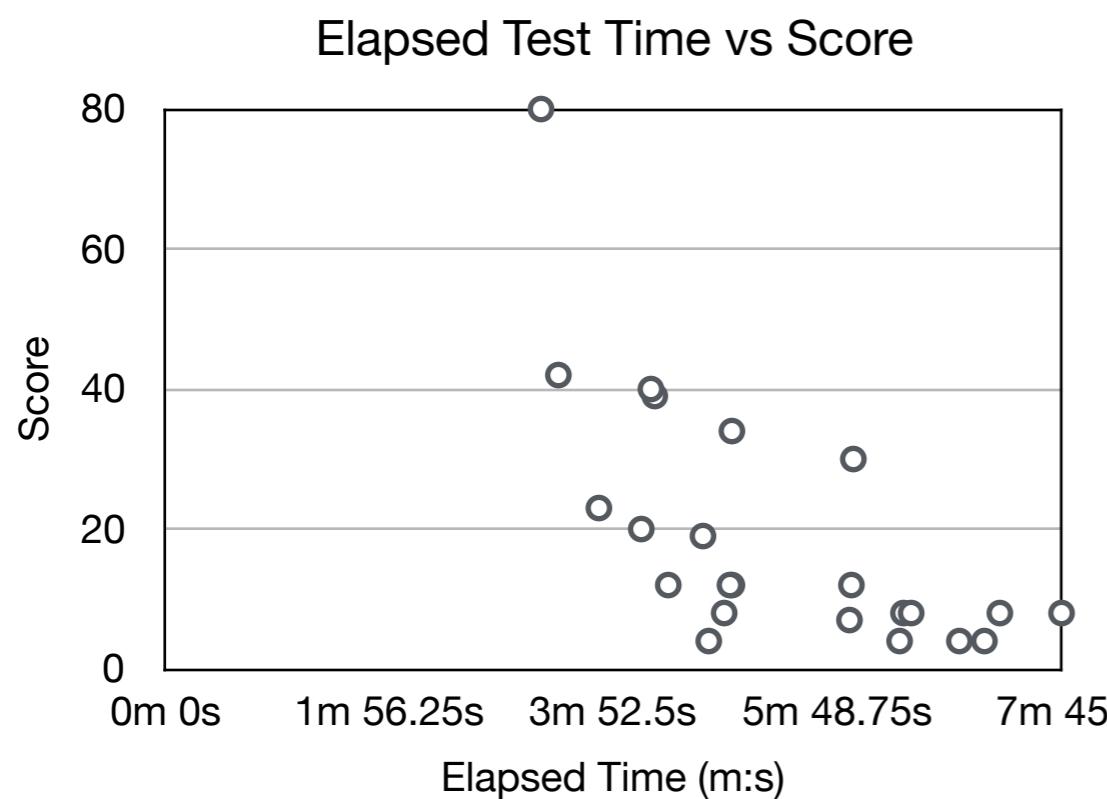
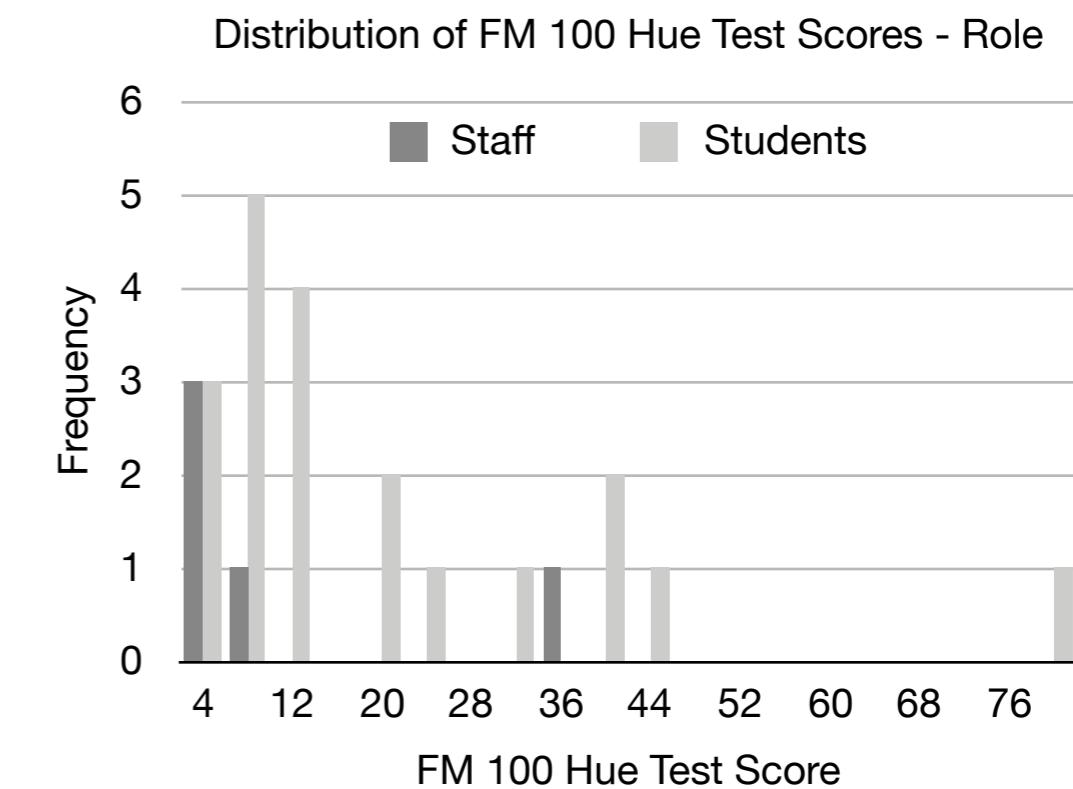
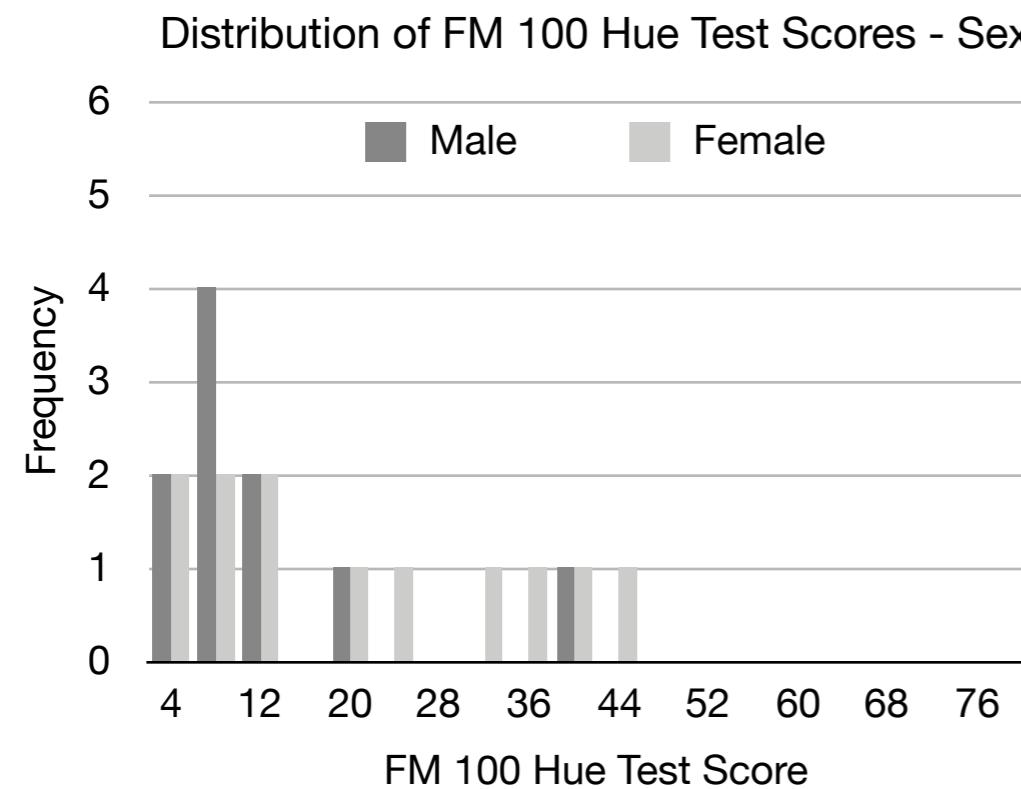


Questions?

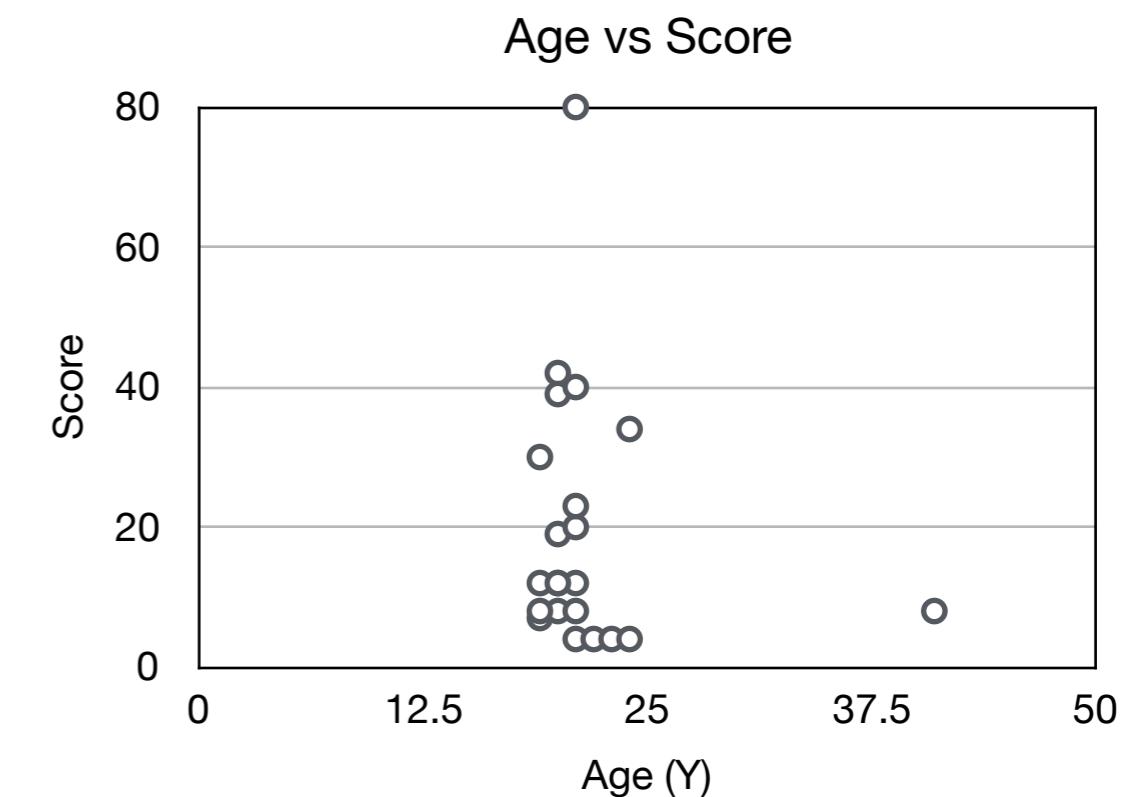
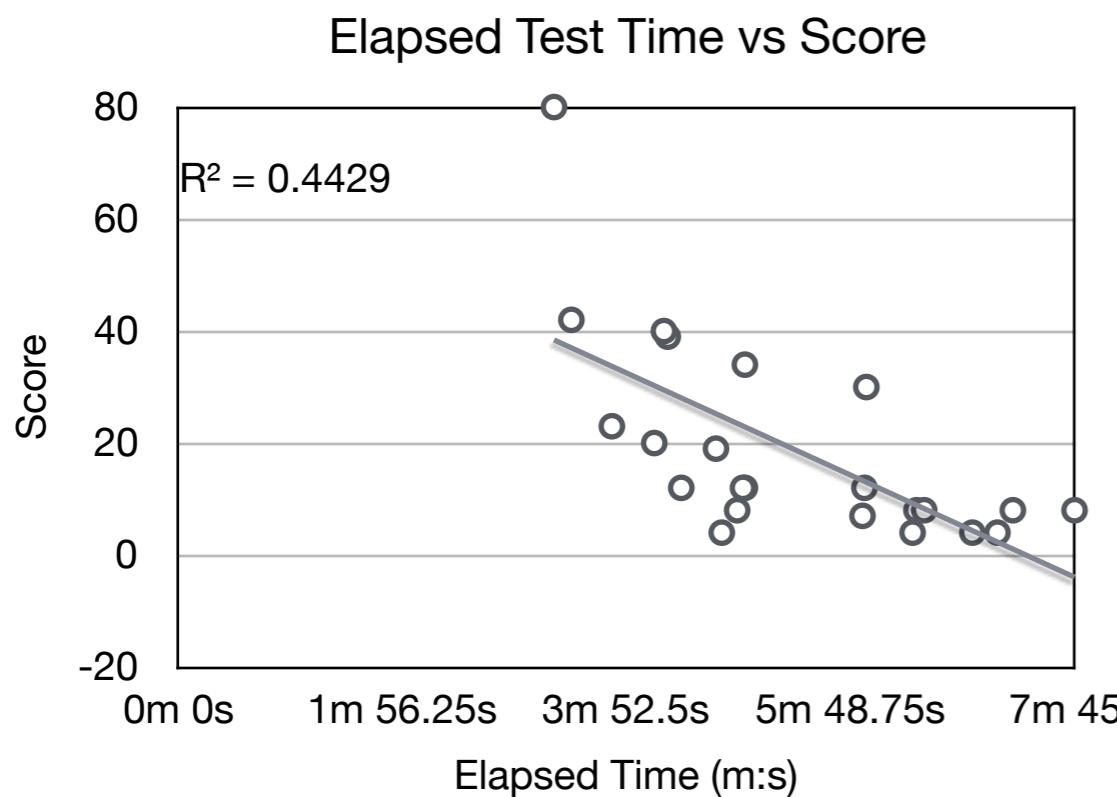
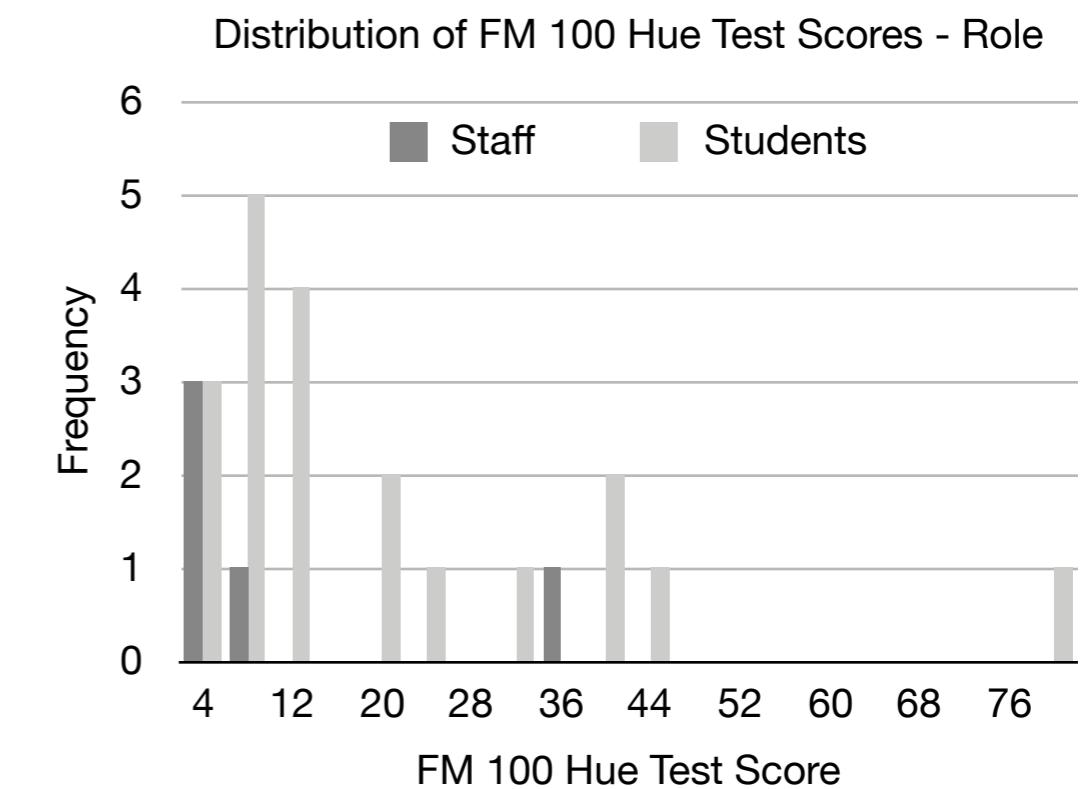
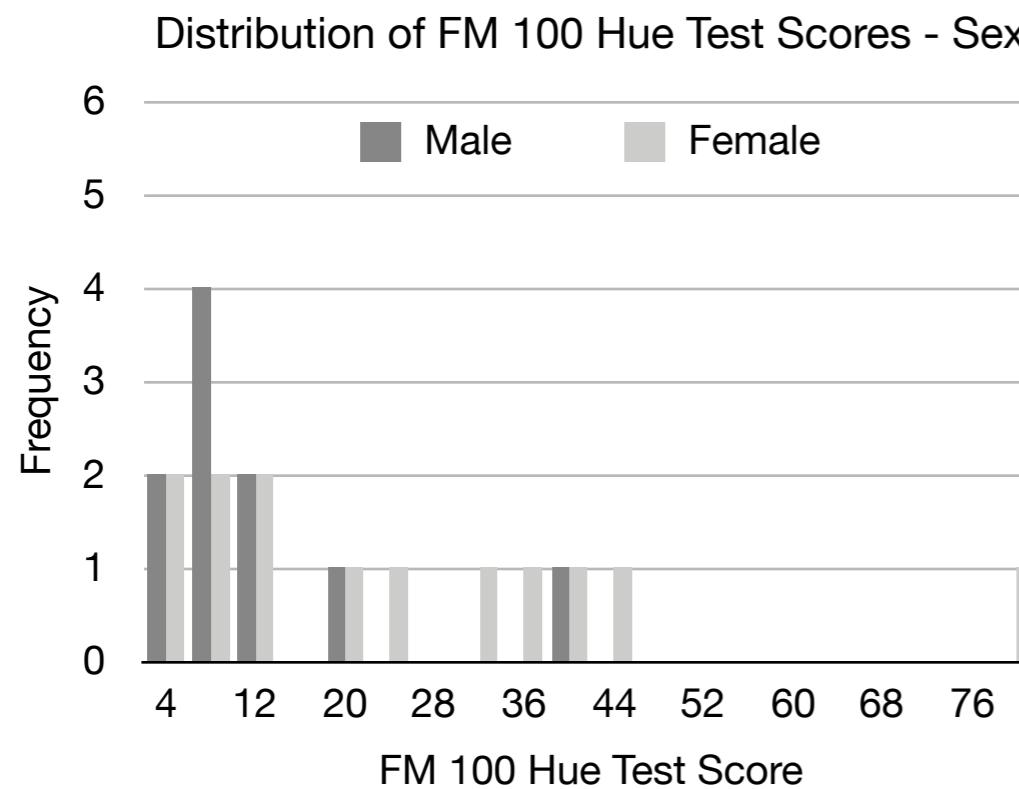
Mahalo!



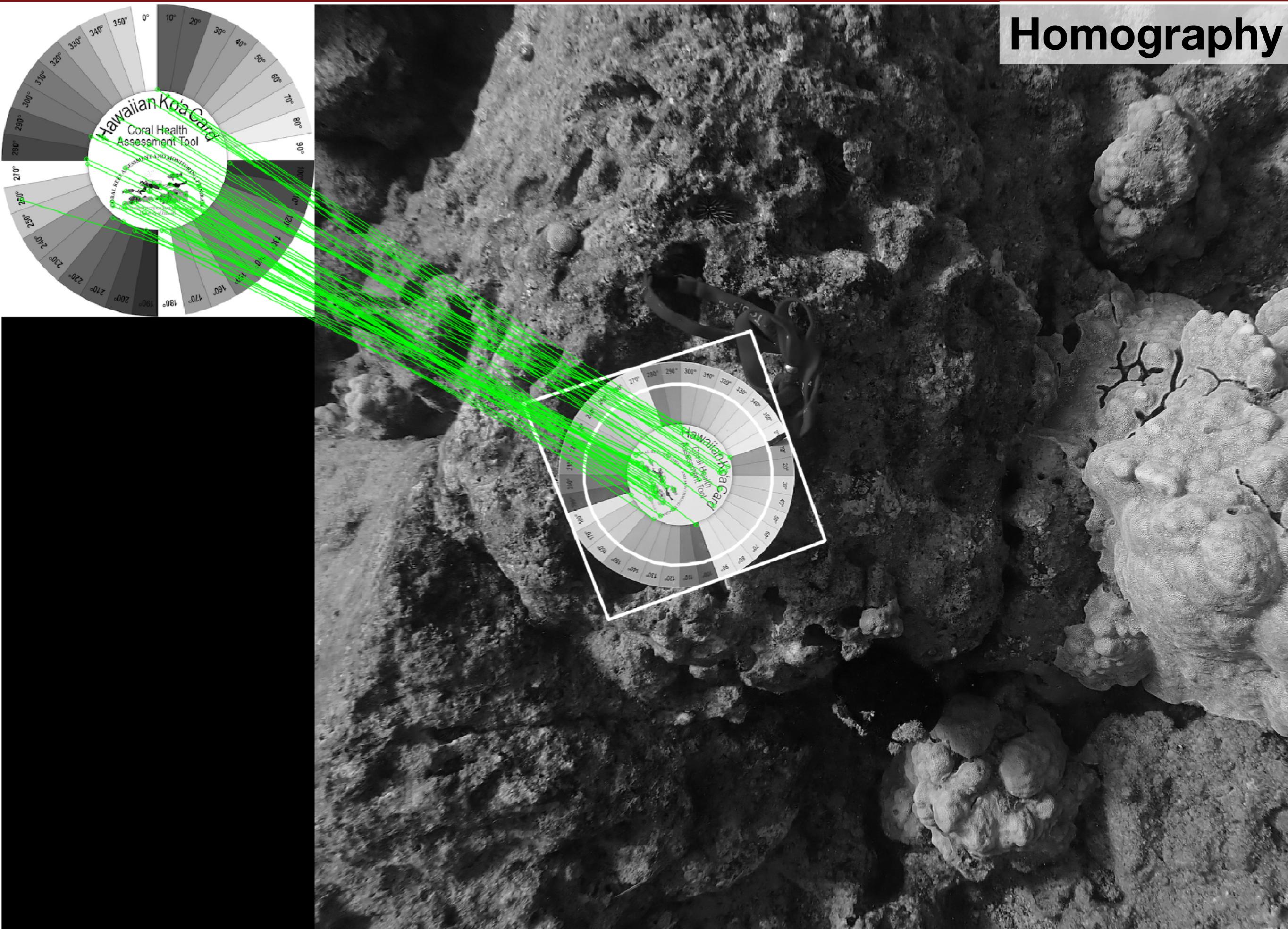
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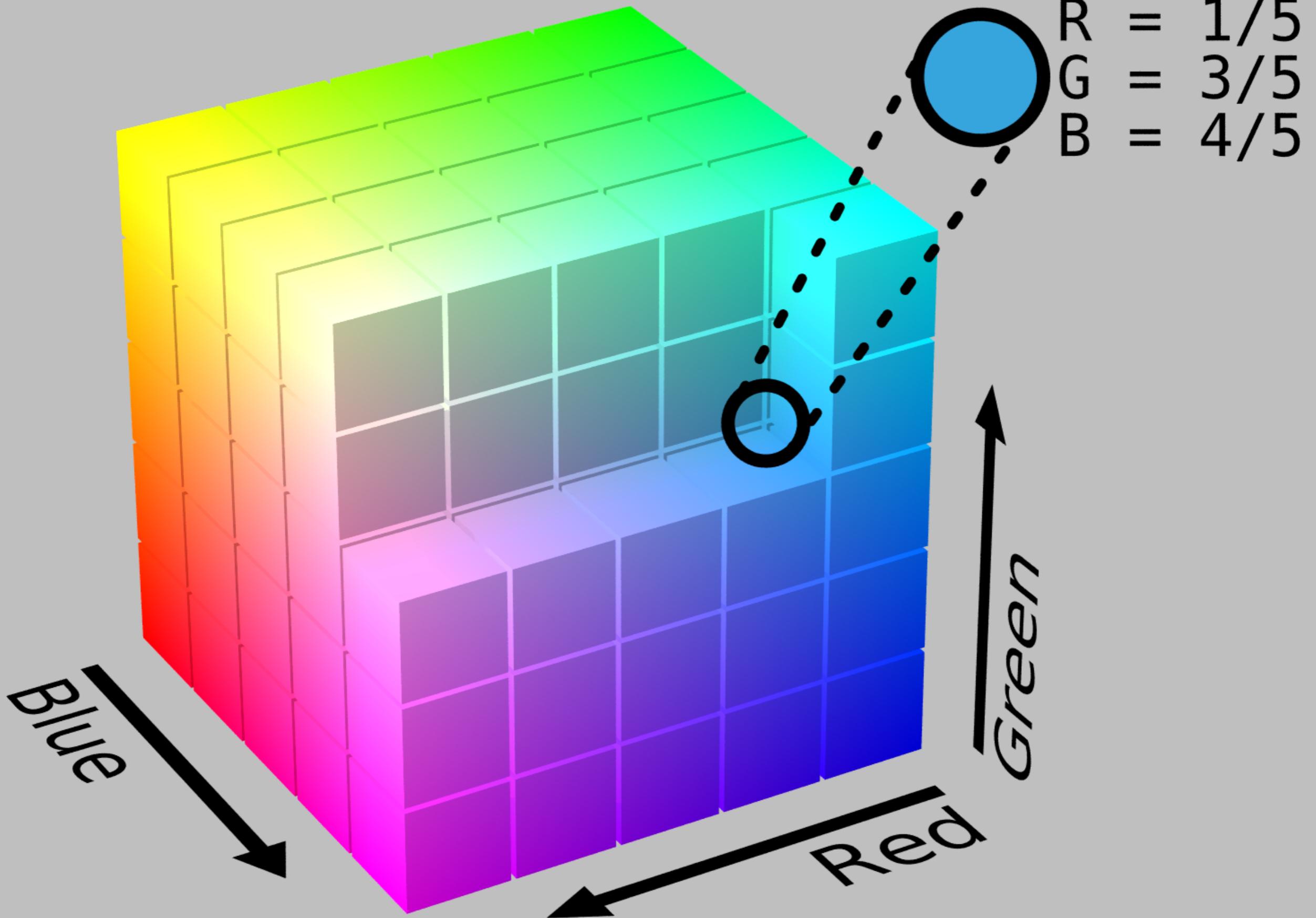
# Homography

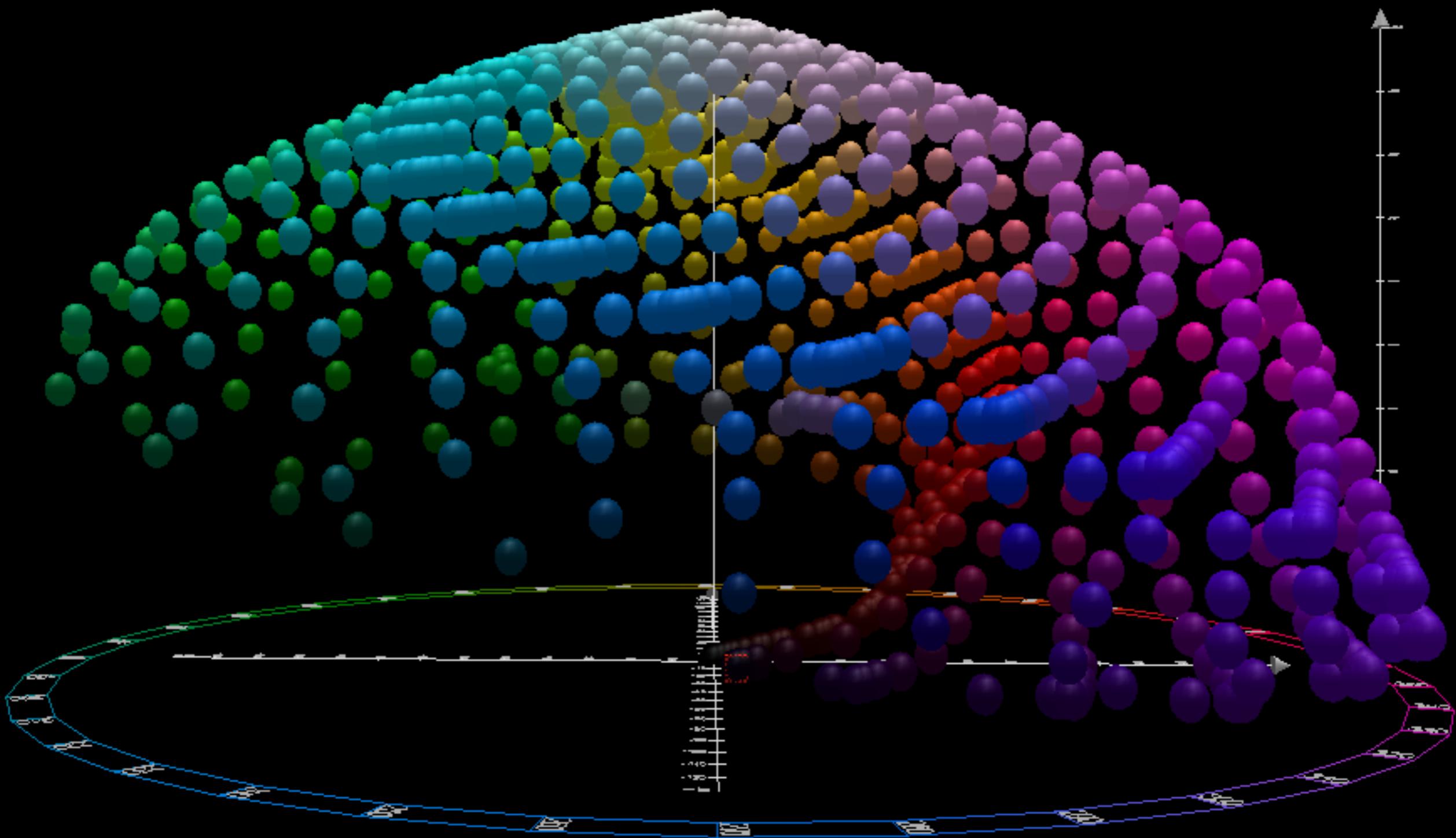


# Hypotheses

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- Variation in human perception motivates a need for consistency and reproducibility
- Modern computer vision technology can deliver both and improve upon or replace human efforts





# Computer Performance Analysis

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- Applying modern computer vision techniques to process coral images
- Image Capture
  - Olympus Tough TG-5 4K
  - 4x Wide Optical Zoom 4.5-18.0 mm 1:2.0-4.9 F2.0
  - Underwater Snapshot Setting

# Computer Performance Analysis

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- November & December
- Mornings, Sunny.
- Same procedure as human observers

# Computer Performance Analysis - Challenges

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- Underwater lighting is hard
- Image structure is hard
- Color is surprisingly hard!

# Computer Performance Analysis - Structure

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- Homography: Finding the Color Card
- Segmentation: Finding the Coral
- Partitioning: Extracting Coral Colors
- Color Comparison: Comparing Coral Color to Card Color

## Color Matching

Candidates

Modal Value

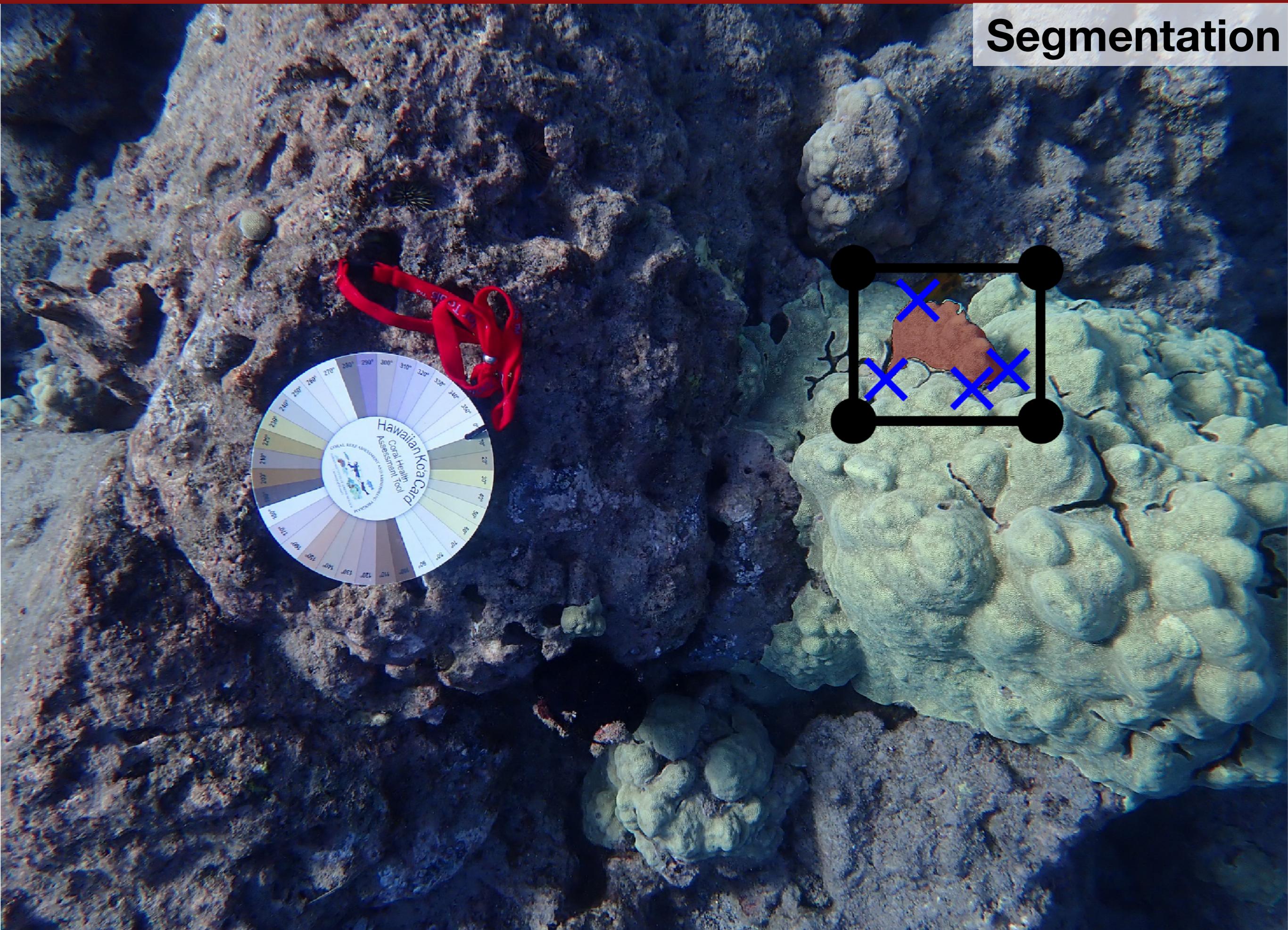
In-Scene Match

Reference Value

230°

Delta-E: 6.09

# Segmentation



# Partitioning

