

# Image formation Colour

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Senior researcher

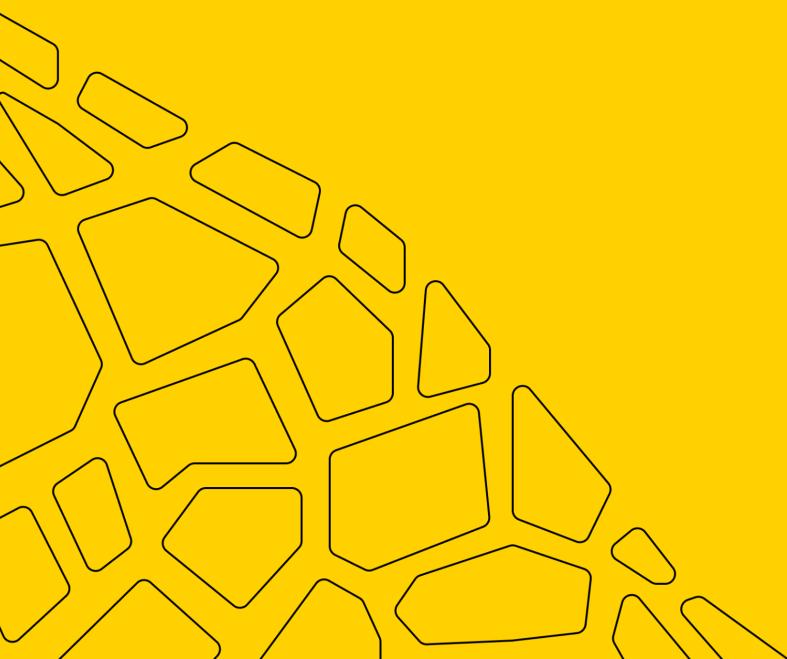


# Revise

Lecture 1:  
Biological vision

- Eyes structure and types
- Human eye parameters
- Binocular vision
- Ways to improve eyes performance
- Applications in science and business

# Outline

- 
1. Light and colour
  2. Camera models
  3. Sensors

# Some basic definitions

- **Computer vision** (CV) is an interdisciplinary field that deals with how computers can be made to gain high-level understanding from digital images or videos
- **Image processing** and image analysis tend to focus on 2D images, how to transform one image to another, e.g., by pixel-wise operations such as contrast enhancement, local operations such as edge extraction or noise removal, or geometrical transformations such as rotating the image
- **Machine vision** (MV) is the technology and methods used to provide imaging-based automatic inspection and analysis for such applications as automatic inspection, process control, and robot guidance, usually in industry

# Light and colour

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# Mathematics of colour

In case of direct light

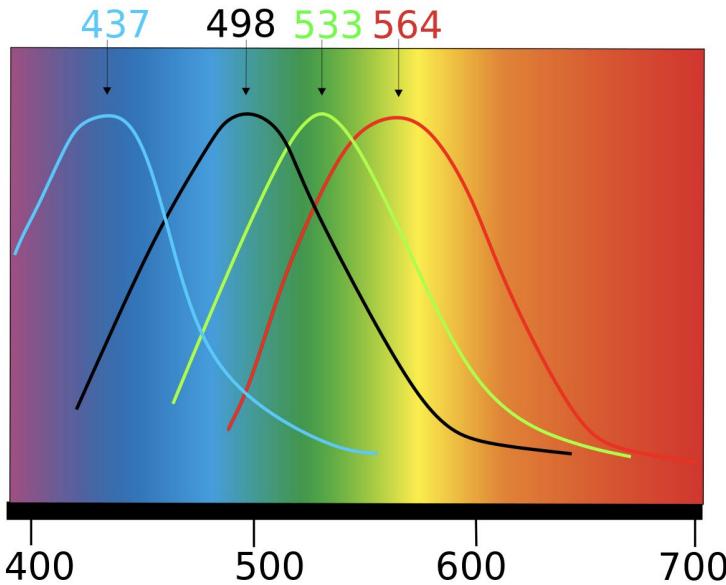
$$S(\lambda) \rightarrow \chi_i(\lambda)$$

short  $\chi_B(\lambda)$

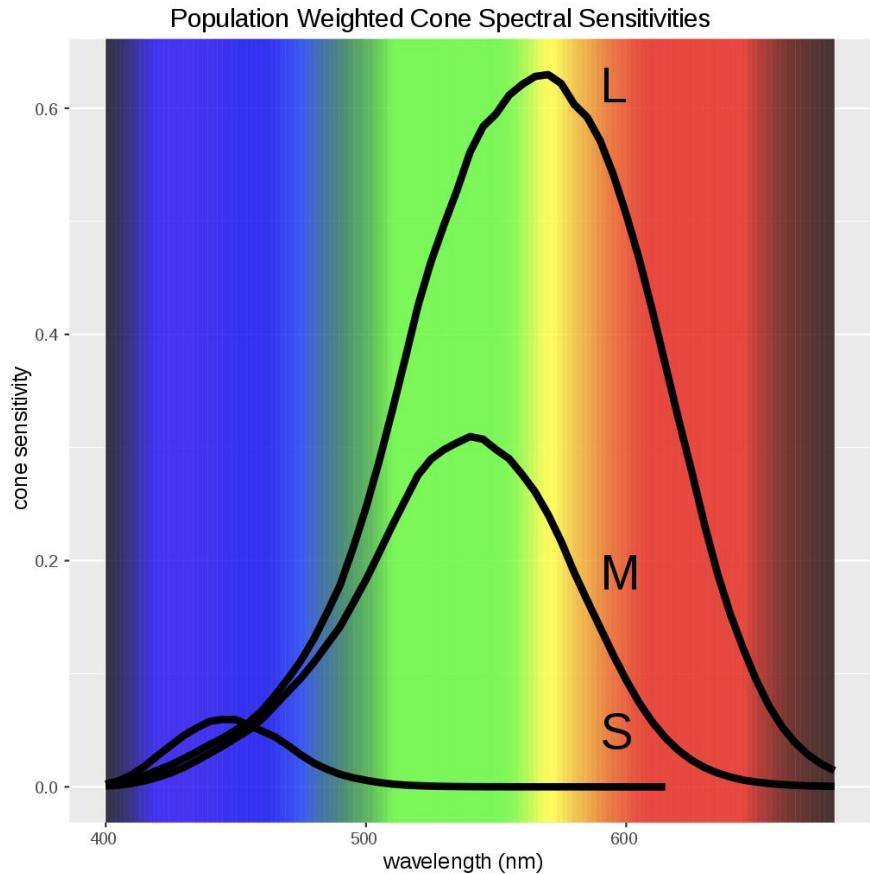
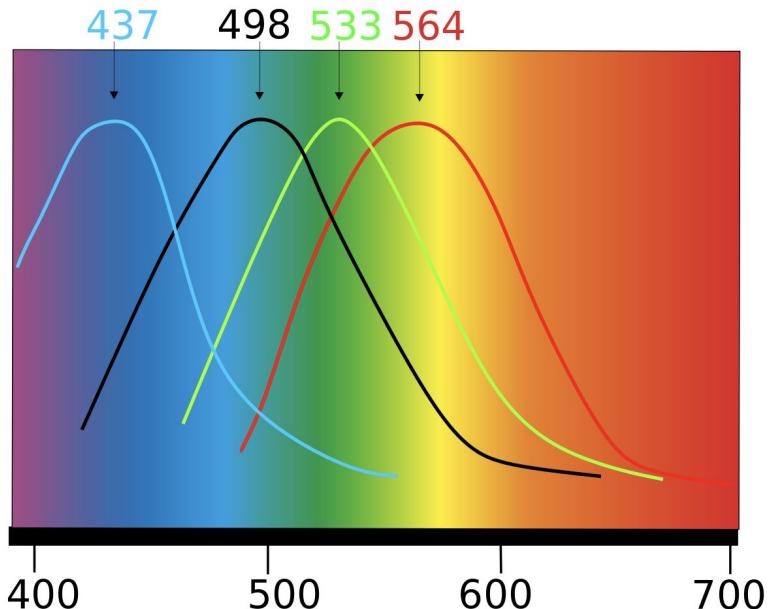
medium  $\chi_G(\lambda)$

long  $\chi_R(\lambda)$

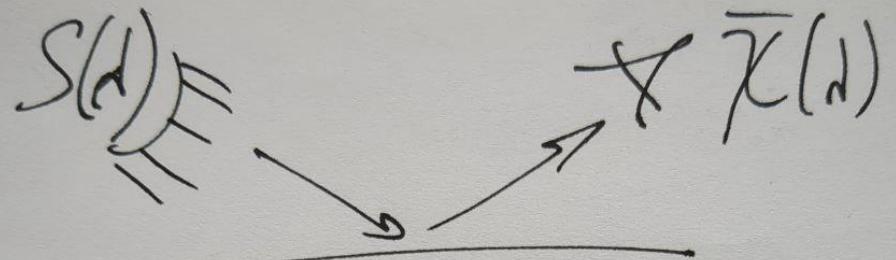
$$\bar{a} = \int_0^{\infty} S(\lambda) \cdot \chi(\lambda) d\lambda$$



# Sensitivity of cones



# Reflected light



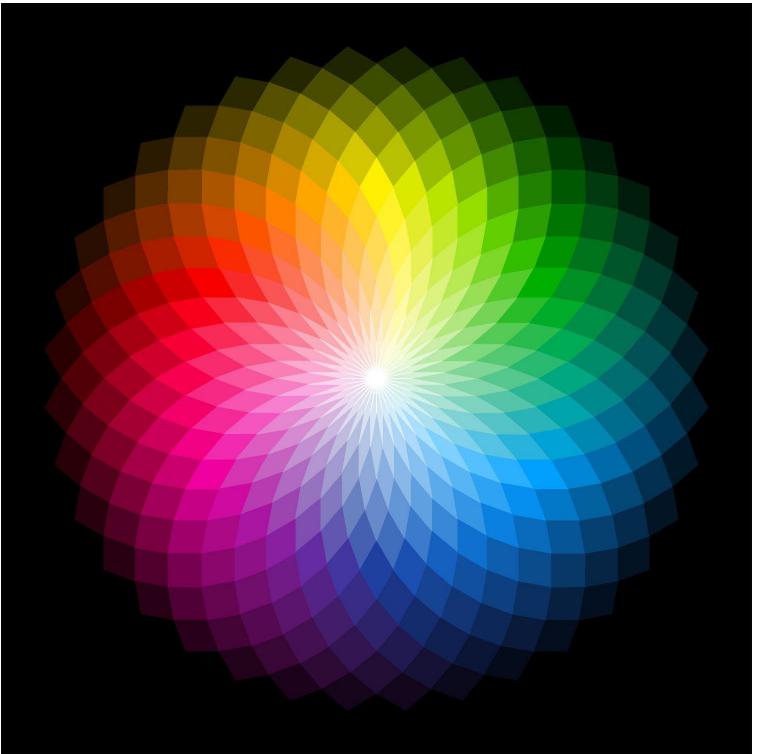
$$\bar{\alpha} = \int_0^{\infty} s(d) \cdot \varphi(d) \bar{x}(d) dd$$

# Colour

visual perception based on the electromagnetic spectrum.

One of pioneers of colour theory is Erwin Schrödinger

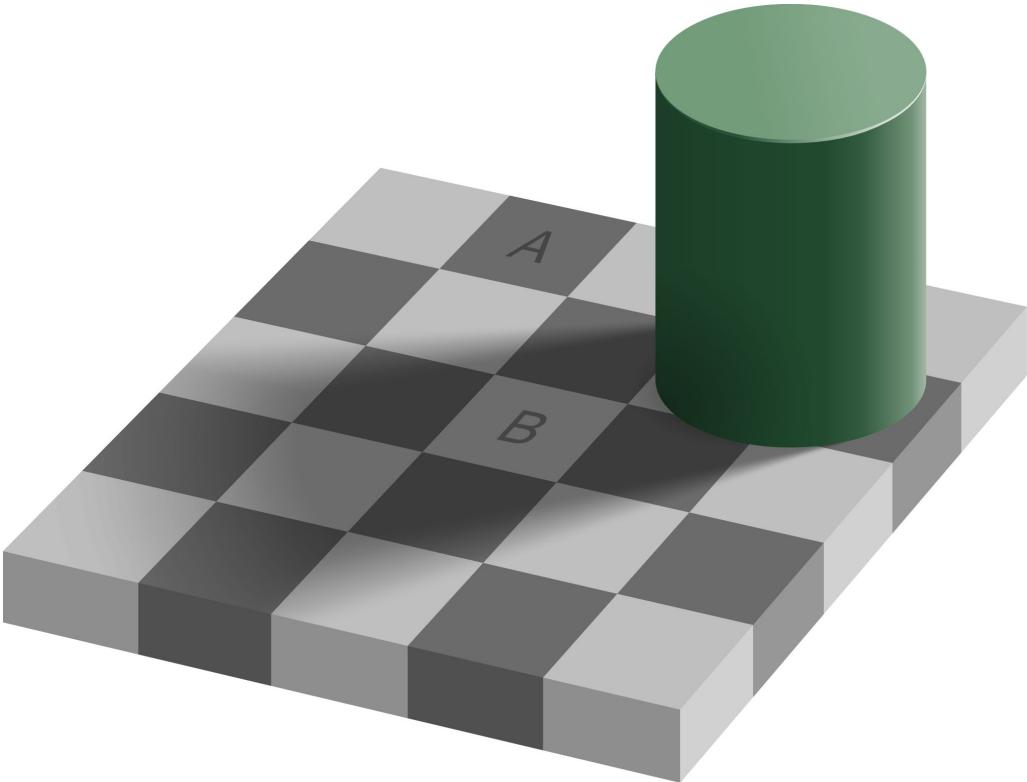
[Great lecture on colour theory \(Ru\)](#)



# Color constancy

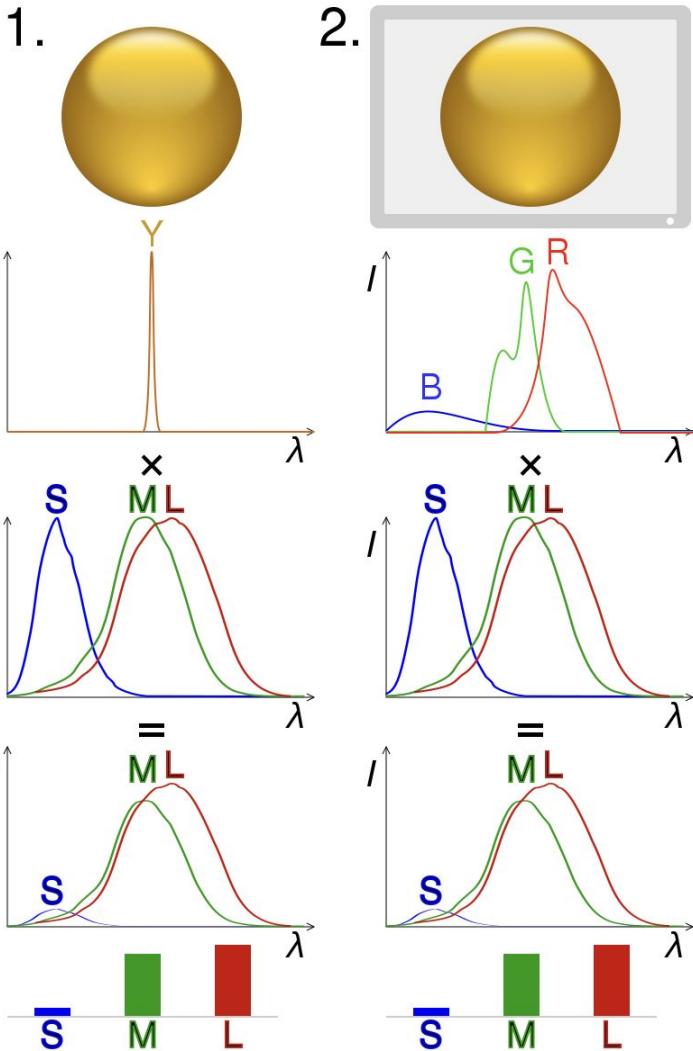
Despite wavelength we infer same colour of A and B

This is hard to achieve!

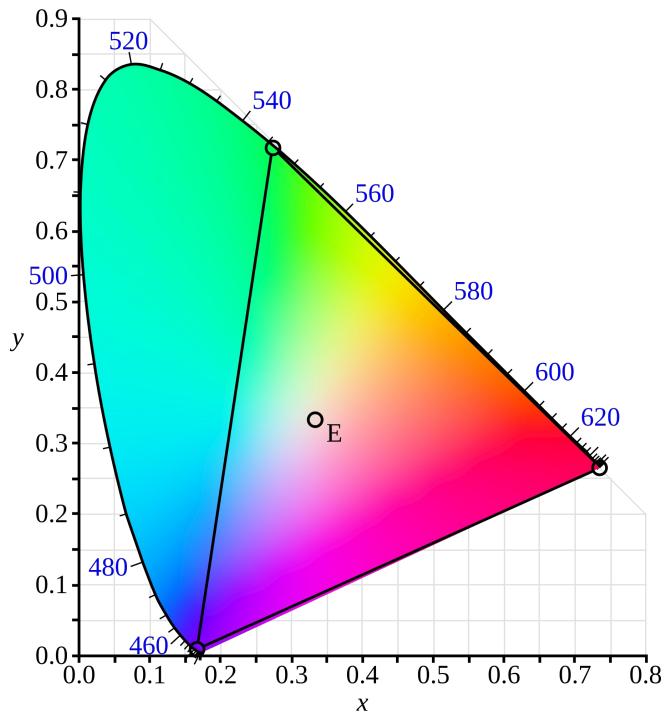


# Metamerism

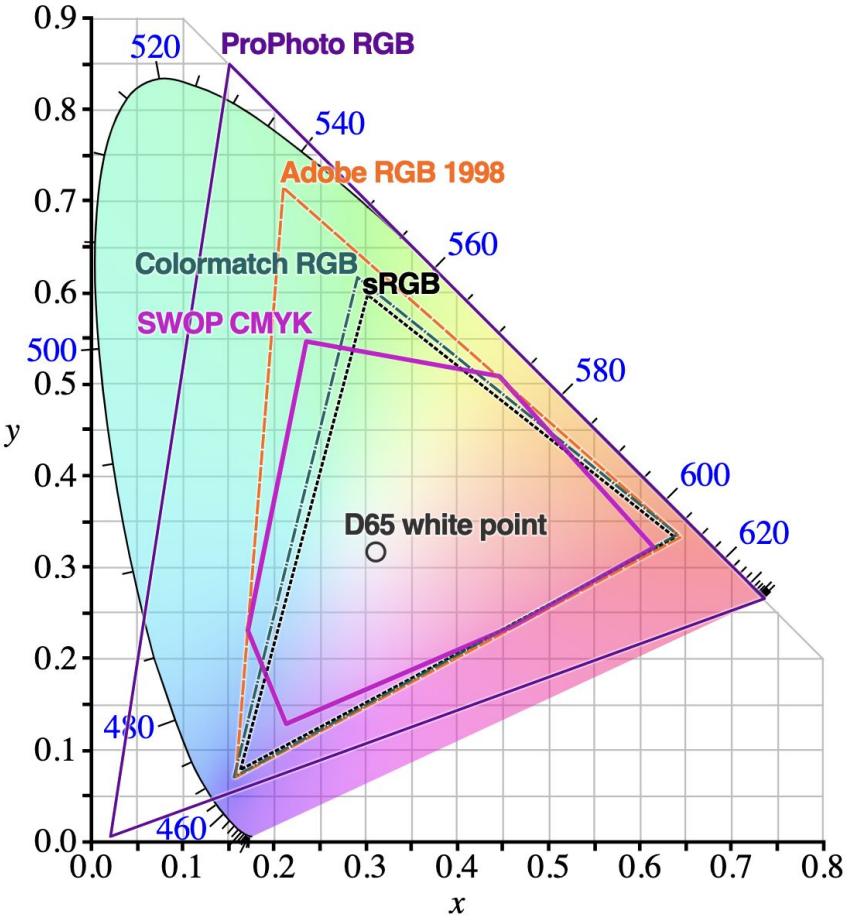
One feeling of colours can be produced by different spectrums



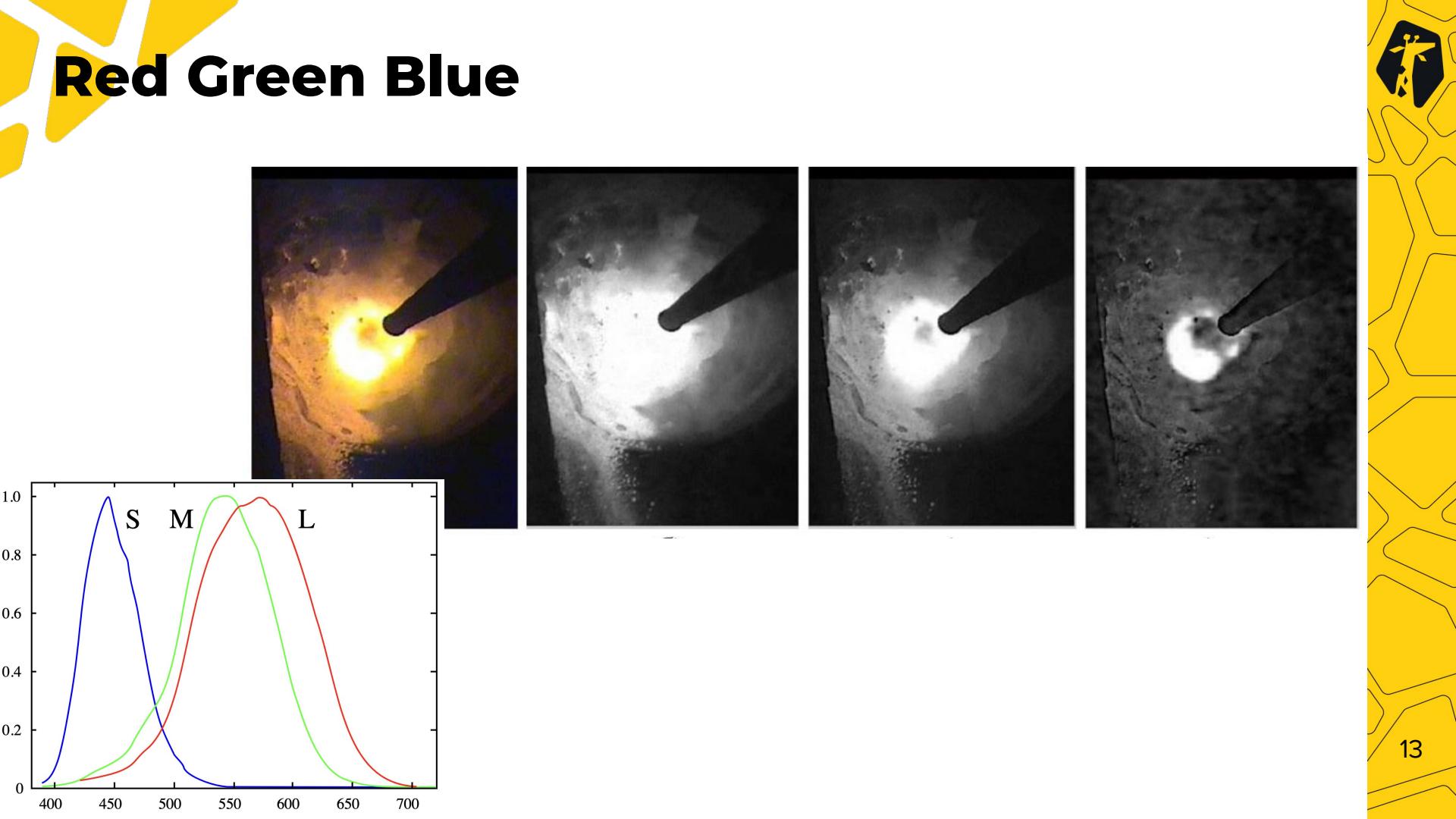
# Colour space



CIE 1931

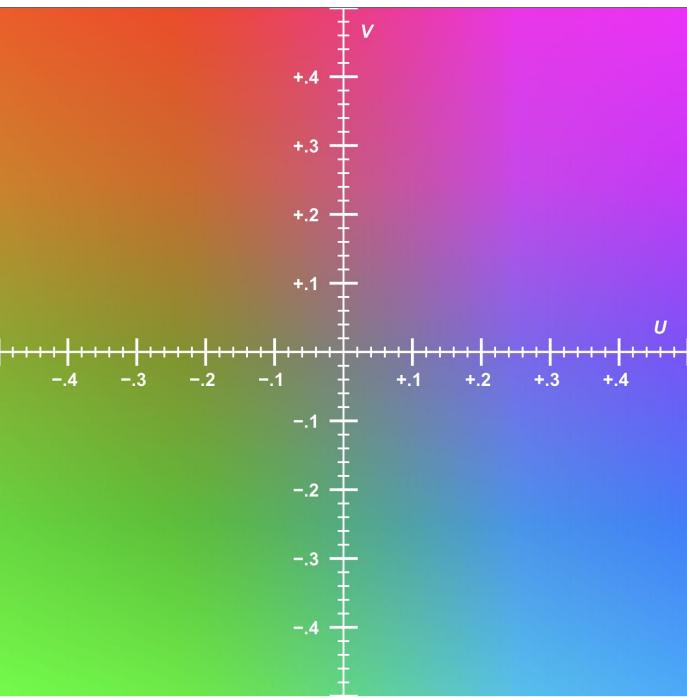


# Red Green Blue



# YUV

is used in television (analog signal) [wiki](#)

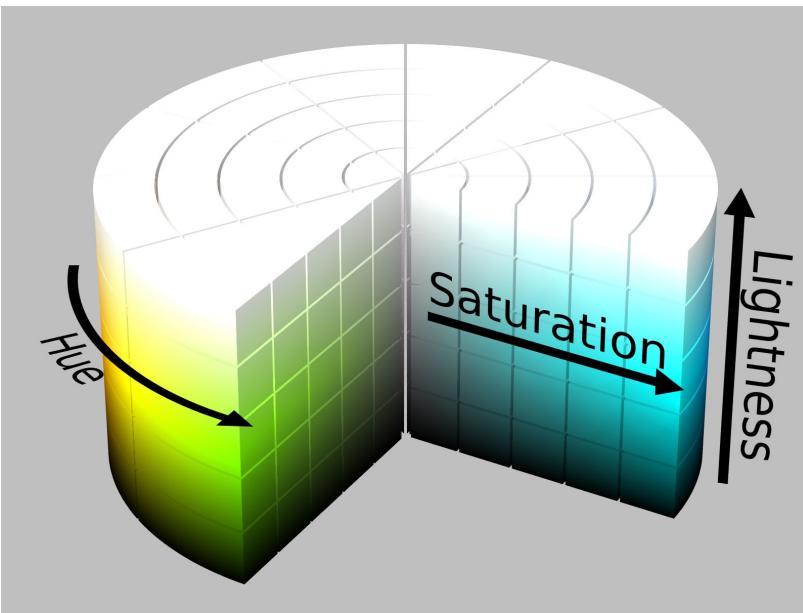
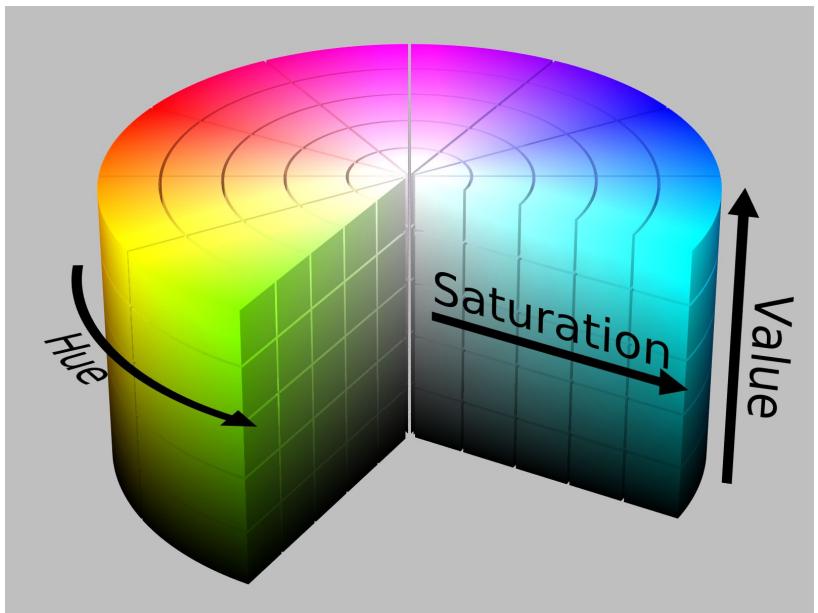


$$Y = 0.2989 \cdot R + 0.5870 \cdot G + 0.1140 \cdot B,$$

$$U = 0.493 (B - Y),$$

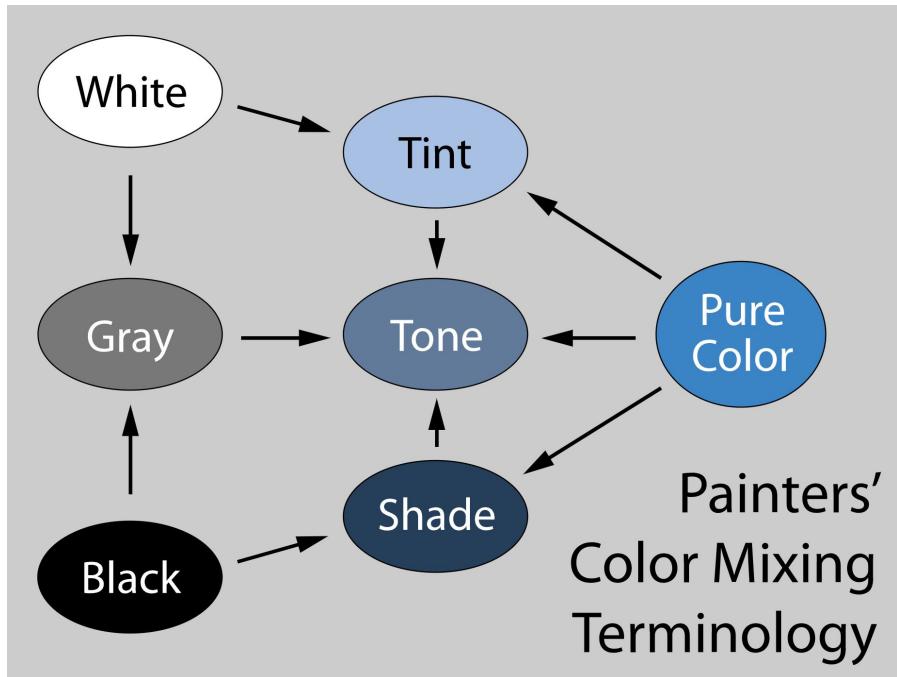
$$V = 0.877 (R - Y).$$

# Hue, Saturation, Value (HSV)



# HSV

animation



Polar-Coördinate Representations of the RGB Color Space

RGB Cube  
tilt cube and add seams

force RGBCMY into a plane

set height from luma

embed in hexagonal prism

expand horizontal slices

force RGBCMY into a plane

set height from luma

embed in hexagonal prism

expand horizontal slices

force RGBCMY into a plane

set height from luma

embed in hexagonal prism

**HSV**  
"Hexcone" Model

**HSL**  
"Double Hexcone" Model

vertical cross-sections

# HSV usage



Fig. 13a. Color photograph (sRGB colorspace).



Fig. 13b. CIELAB  $L^*$  (further transformed back to sRGB for consistent display).



Fig. 13c. Rec. 601 luma  $Y'$ .



Fig. 13d. Component average: "intensity"  $I$ .



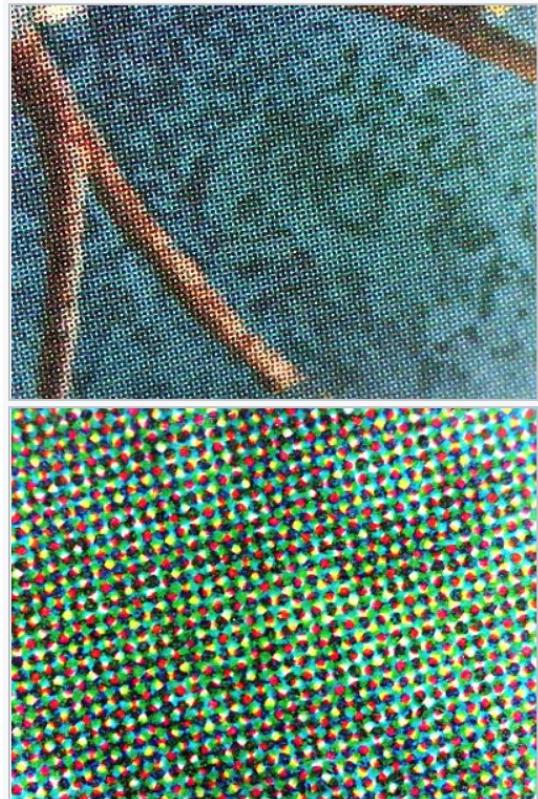
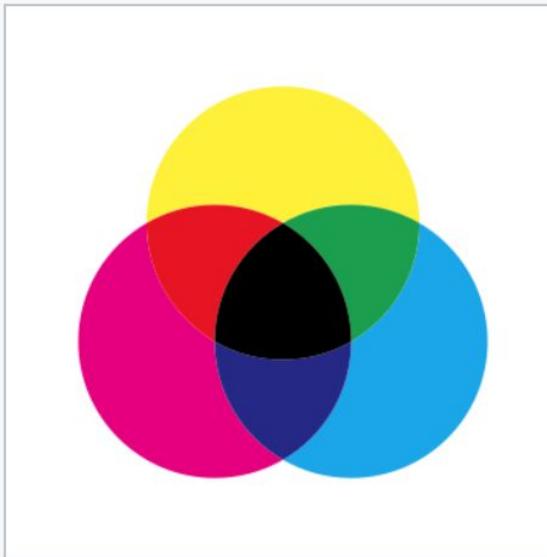
Fig. 13e. HSV value  $V$ .



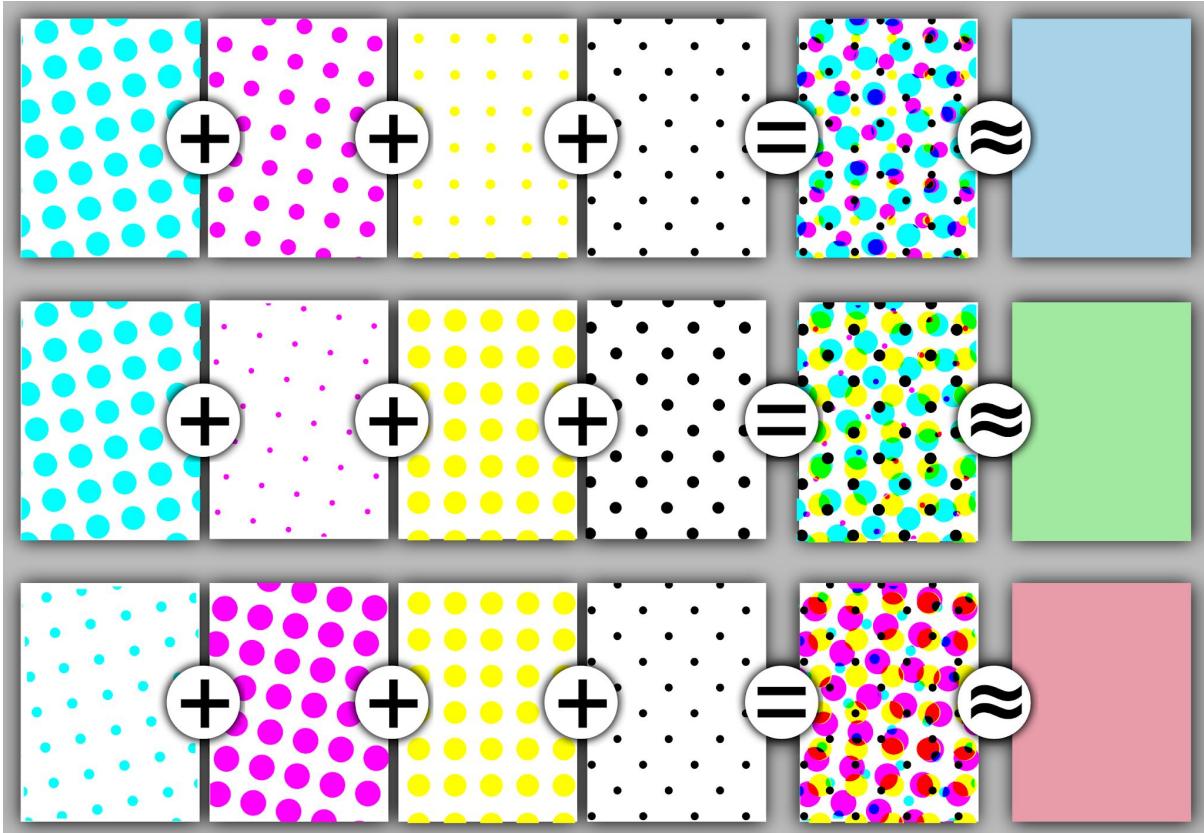
Fig. 13f. HSL lightness  $L$ .

# CMYK

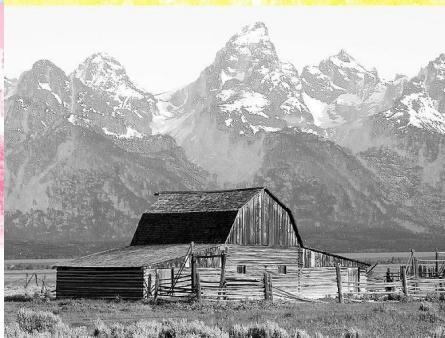
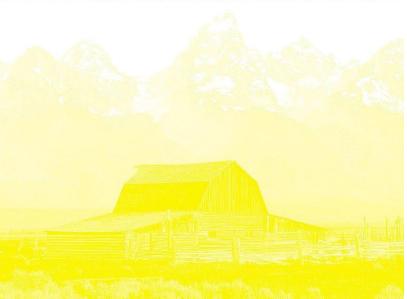
Cyan, Magenta, Yellow, Key (black)



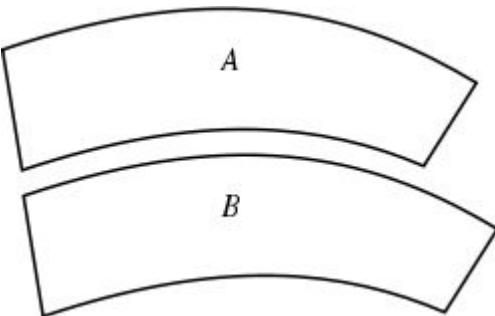
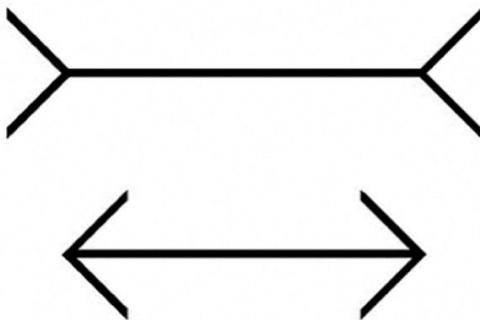
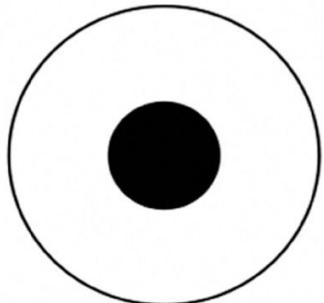
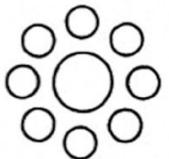
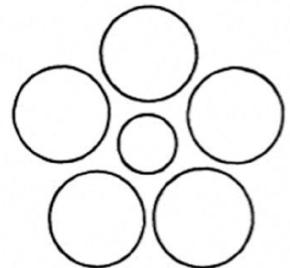
# CMYK printing



# CMYK printing



# Size estimation



# Perspective

(1)

$$\frac{AC \times BD}{BC \times AD} = \frac{A'C' \times B'D'}{B'C' \times A'D'}$$

$$\frac{(30 + 20) \times (20 + 10)}{20 \times (30 + 20 + 10)} = \frac{(7 + W)(W + 6)}{W(7 + W + 6)}$$

$$5W(W + 13) = 4(W + 7)(W + 6)$$

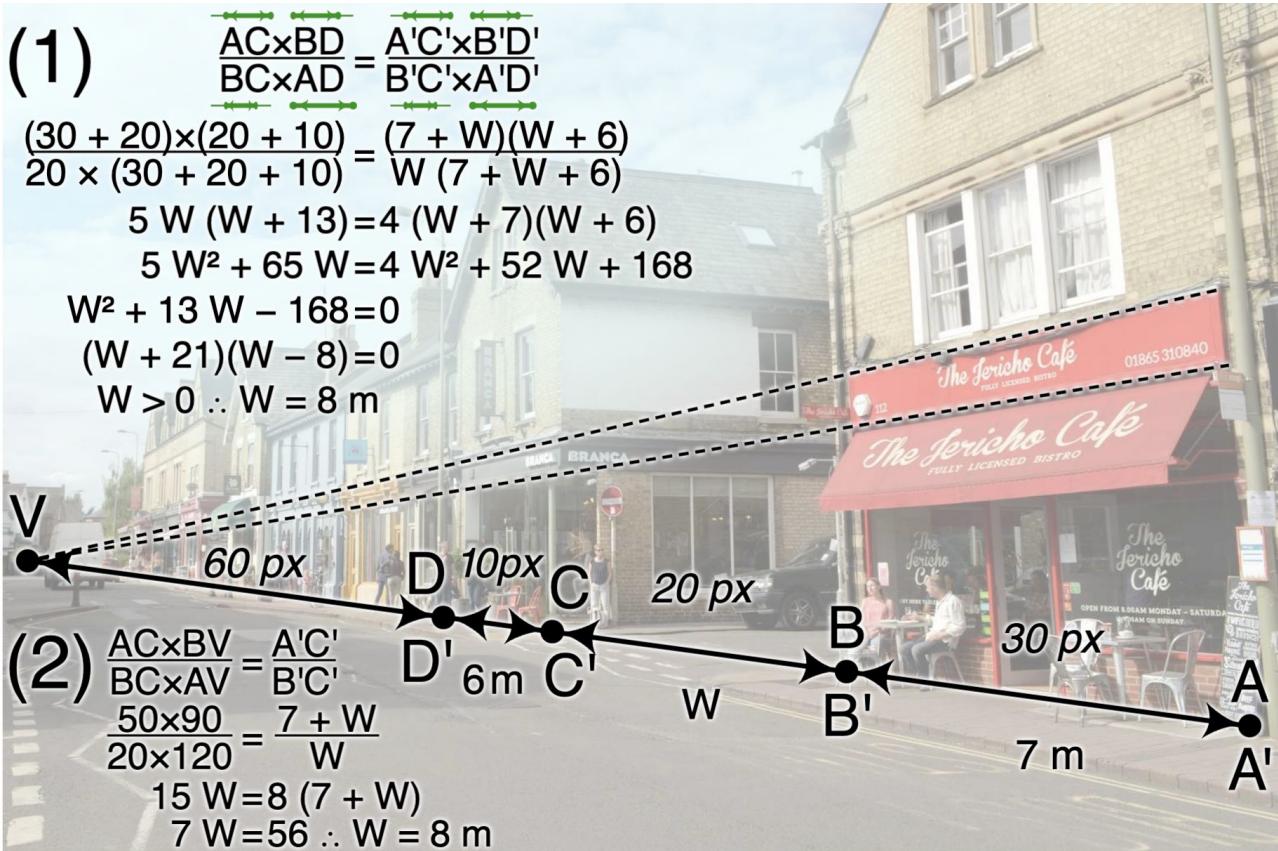
$$5W^2 + 65W = 4W^2 + 52W + 168$$

$$W^2 + 13W - 168 = 0$$

$$(W + 21)(W - 8) = 0$$

$$W > 0 \therefore W = 8 \text{ m}$$

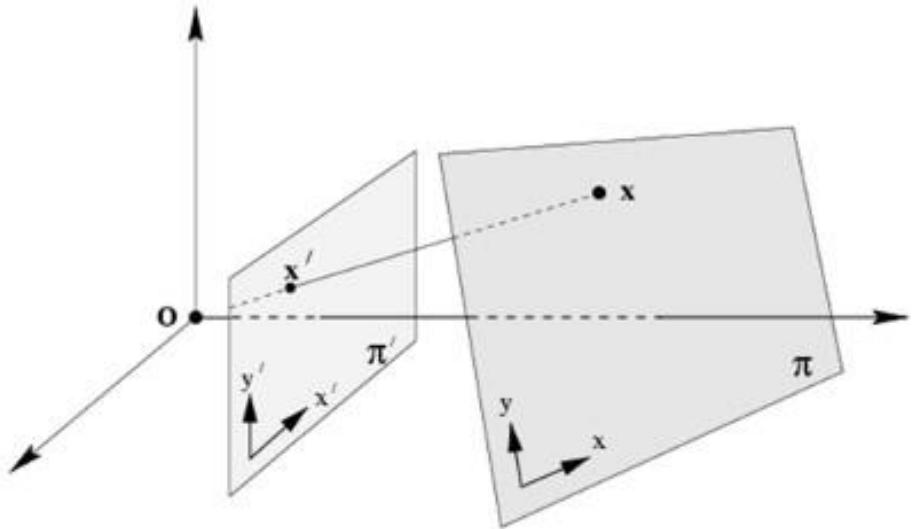
(2)



# Homography

The homography matrix is a  $3 \times 3$  matrix but with 8 DoF (degrees of freedom) as it is estimated up to a scale.

It is generally normalized with  $h_{33}=1$



$$s \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \mathbf{H} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

# Camera models

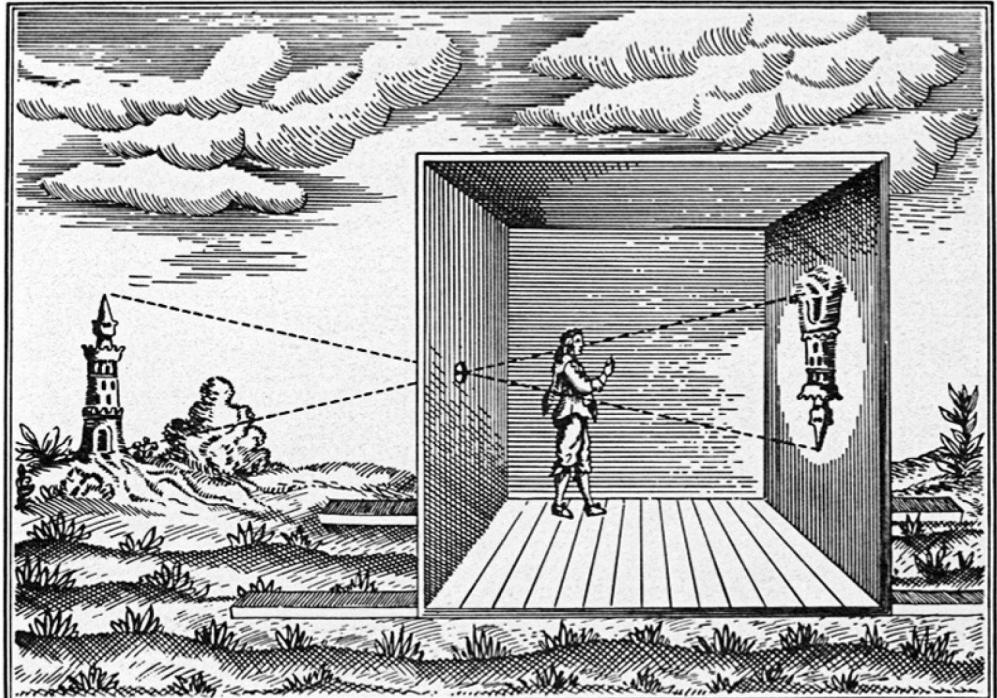
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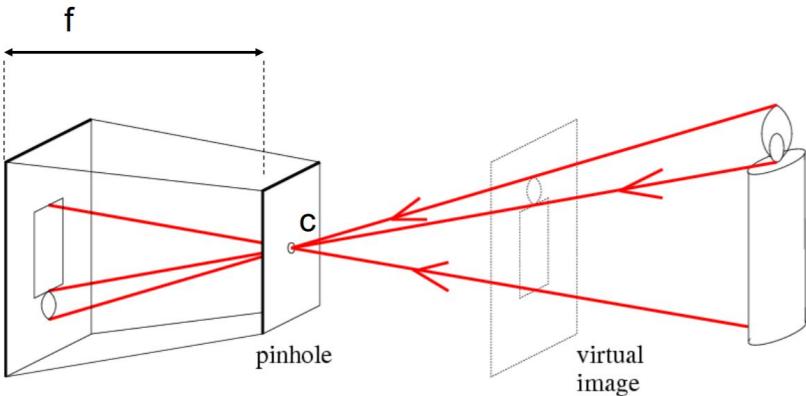
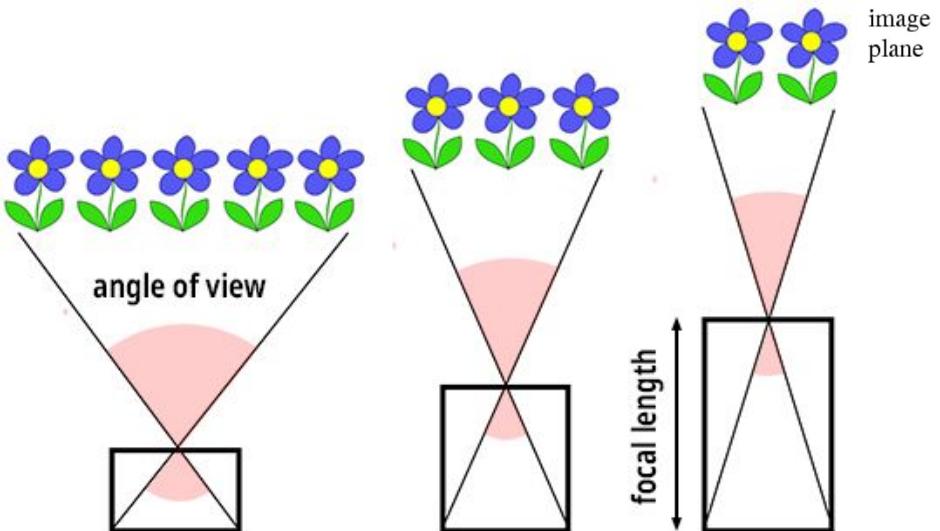
# Camera obscura

- from Latin camera obscūra - dark chamber
- used since 500 BC

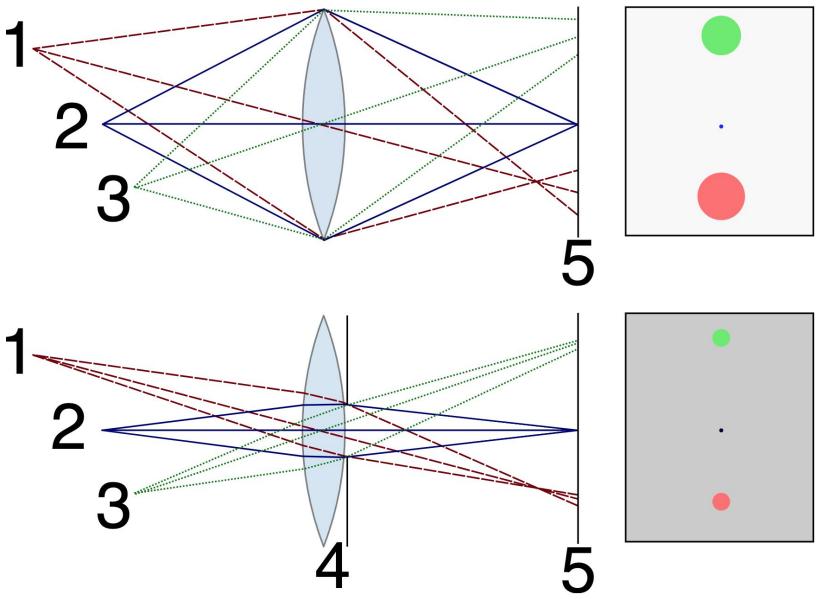
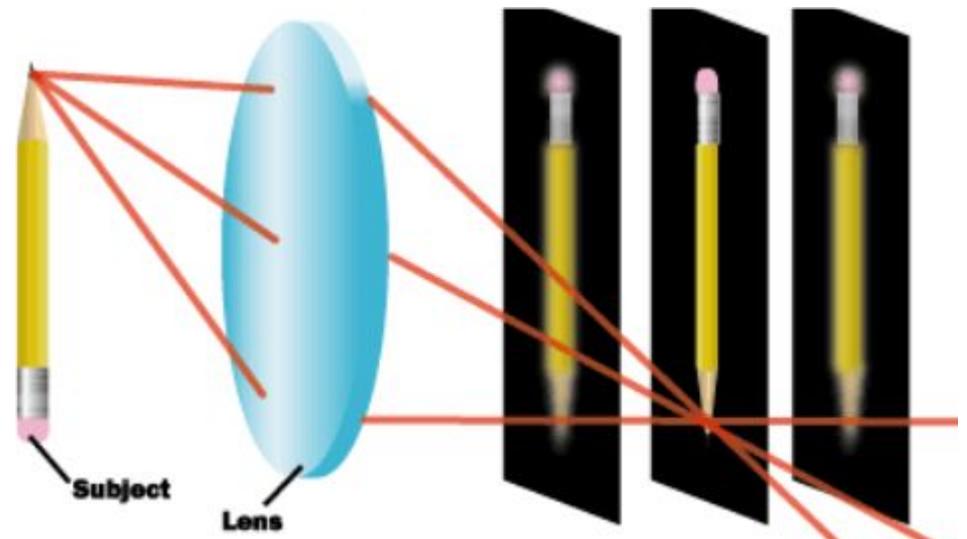


# Pinhole camera model

Light don't refract



# Single lens camera



# Depth of field

distance between the nearest and the furthest objects that are in acceptably sharp focus in an image captured with a camera

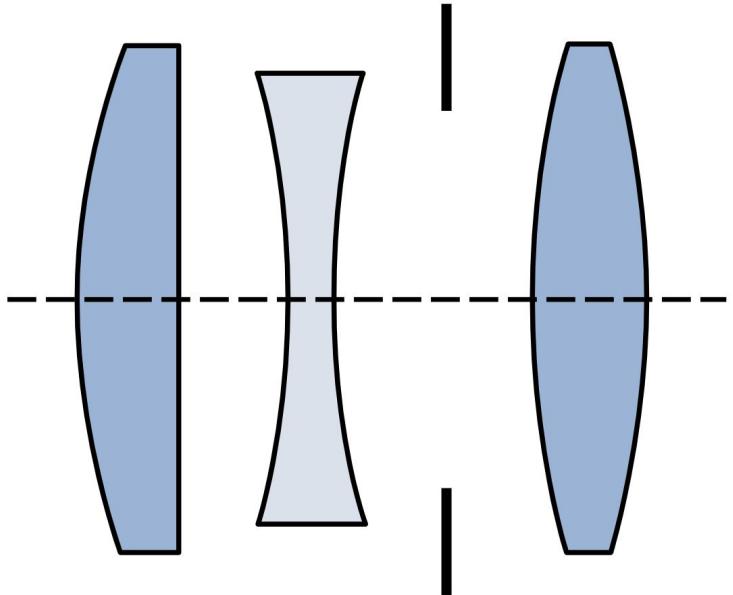


Aperture =  $f/1.4$ . DOF = 0.8 cm

Aperture =  $f/4.0$ . DOF = 2.2 cm

Aperture =  $f/22$ . DOF = 12.4 cm

# Compound lenses



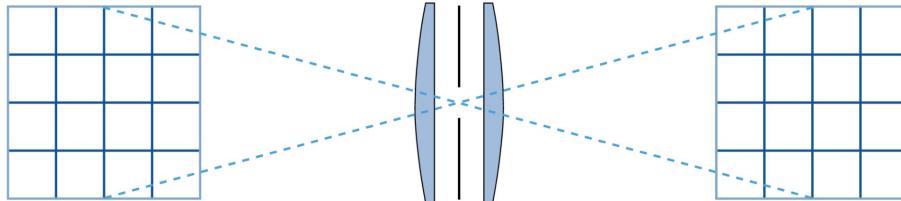
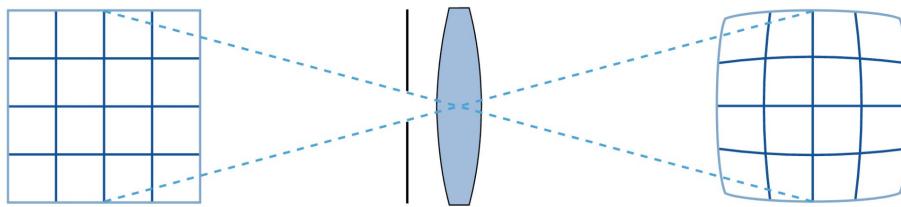
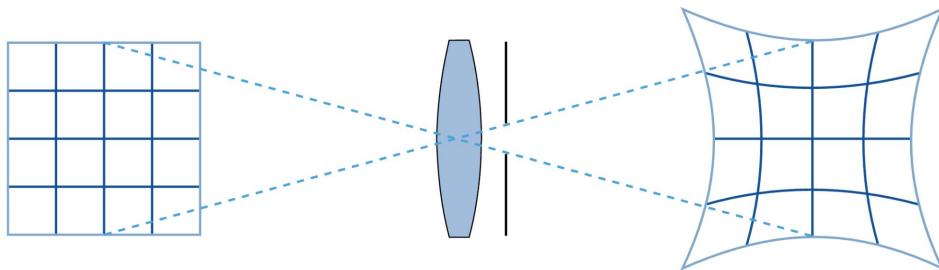
triplet lens



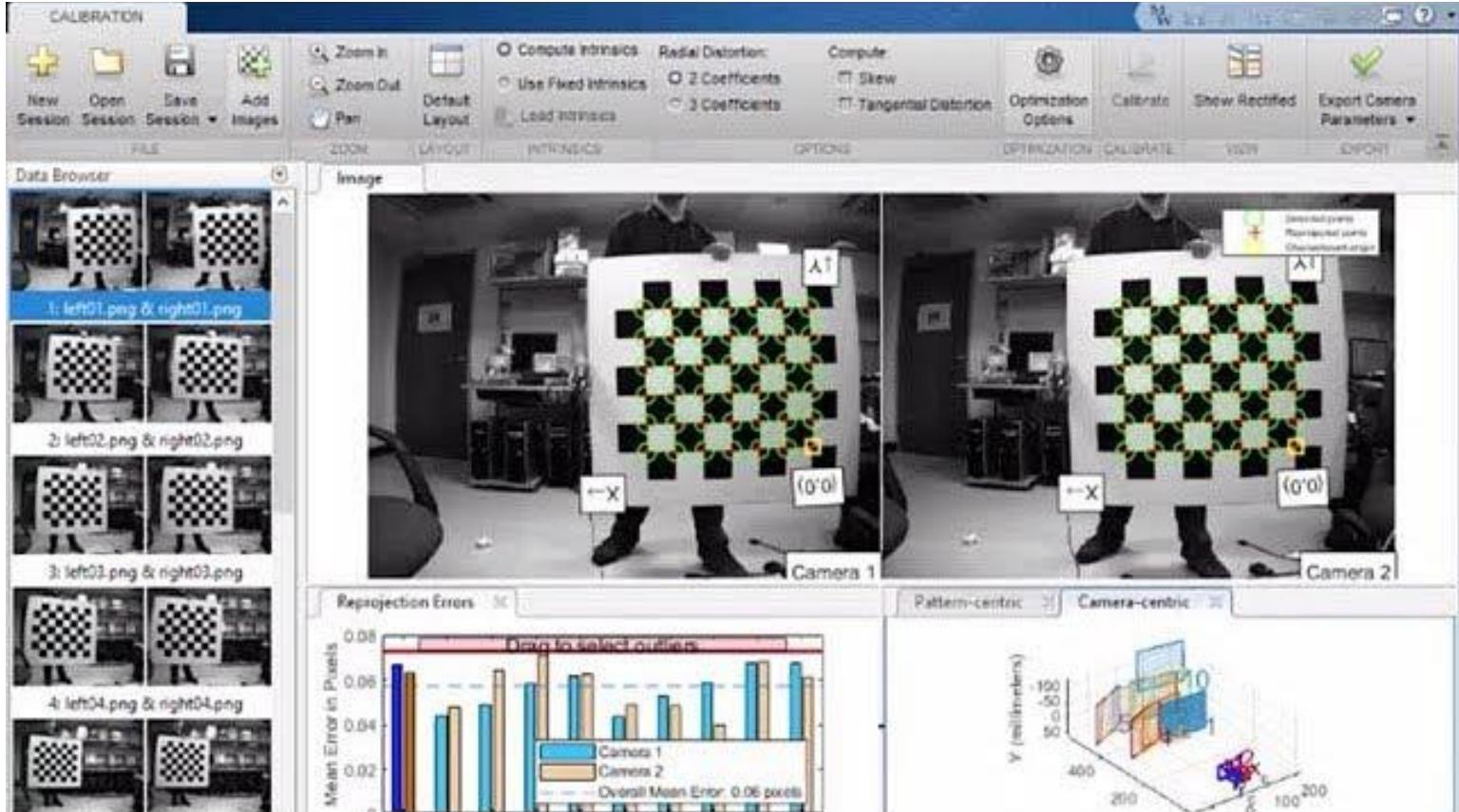
# Distortion



# Distortion

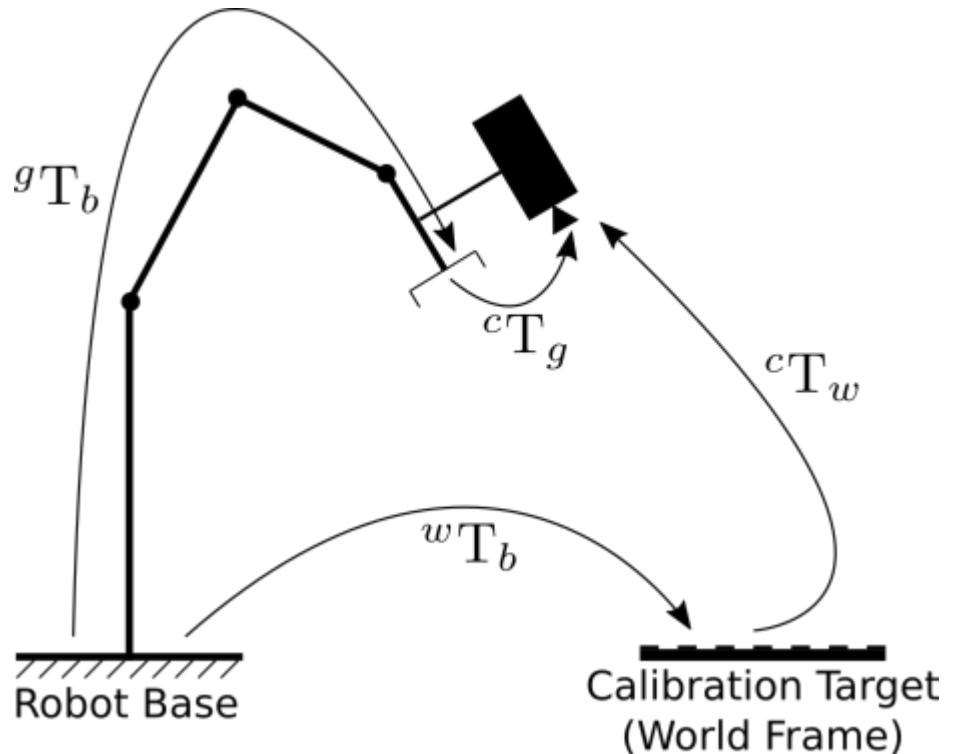


# Camera resectioning



# Camera model in OpenCV

[Documentation](#)



# Sensors

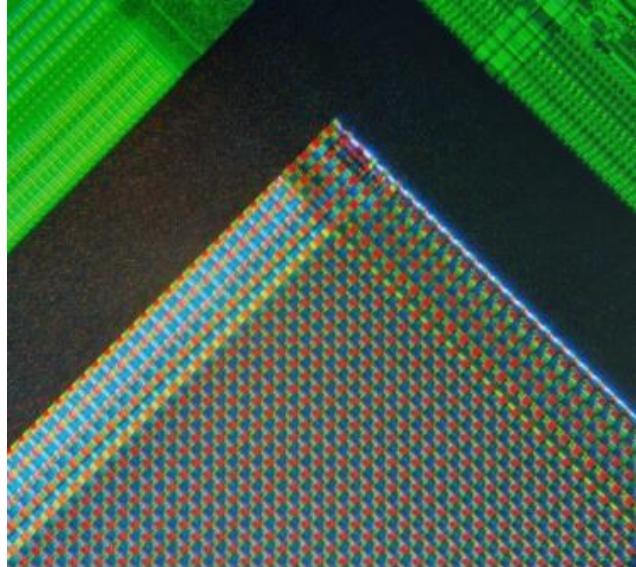
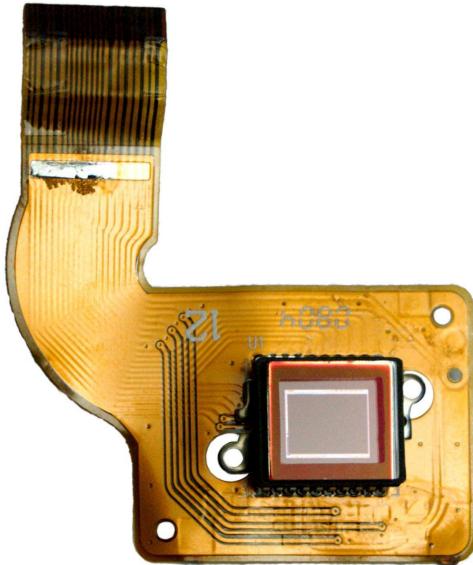
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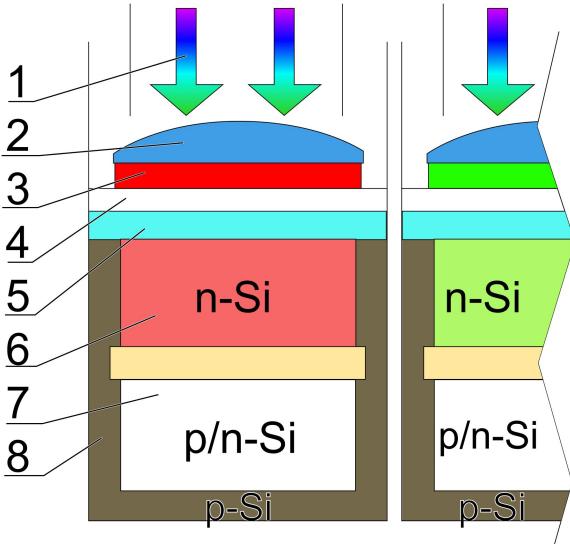
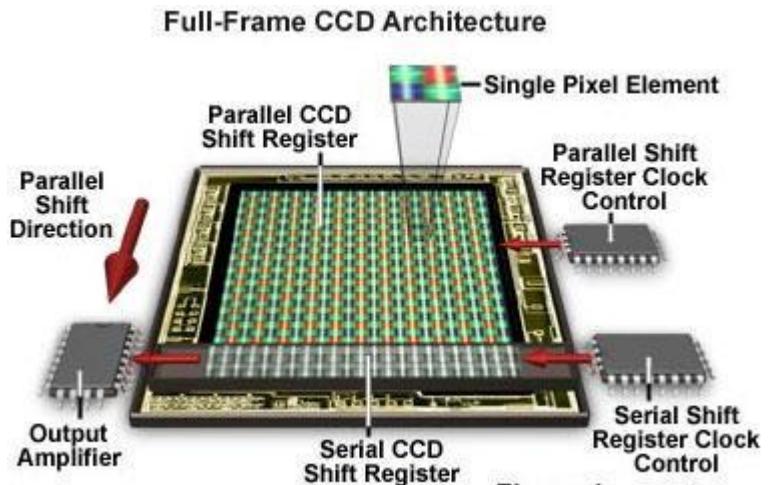
# Image sensor

is a sensor that detects and conveys information used to form an image. It does so by converting the variable attenuation of light waves (as they pass through or reflect off objects) into signals, small bursts of current that convey the information



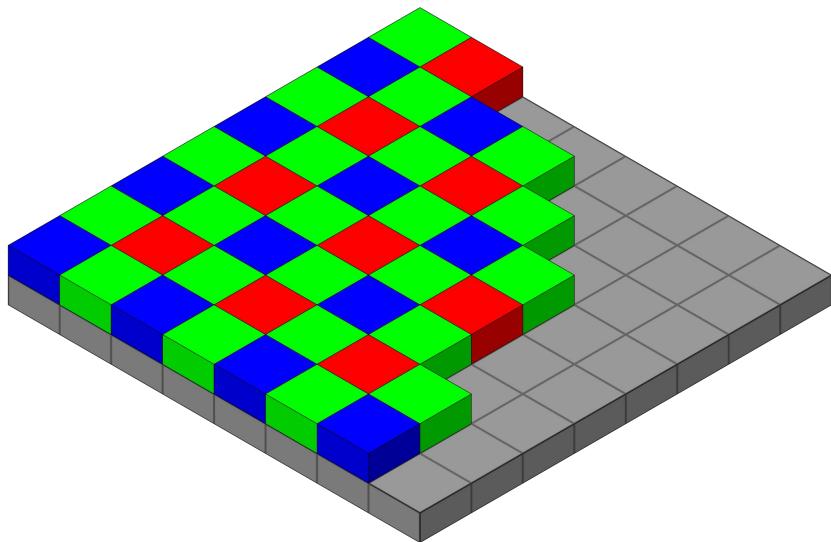
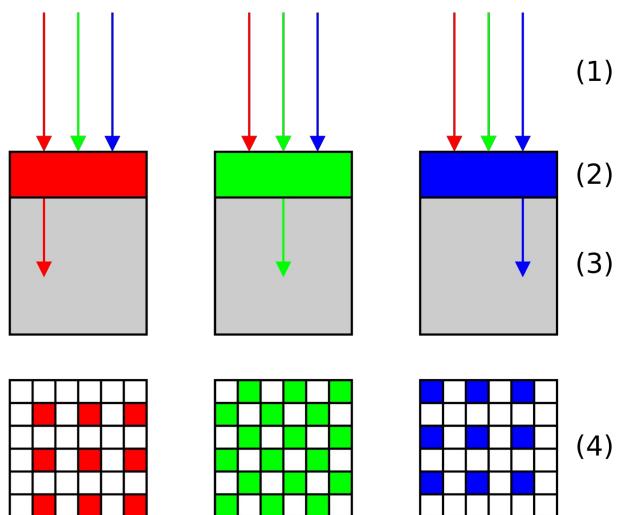
# Charge-coupled device

- The charge-coupled device (CCD) was invented by Willard S. Boyle and George E. Smith at Bell Labs in **1969**
- in **2009** they were awarded the Nobel Prize for Physics[20] for their invention of the CCD concept

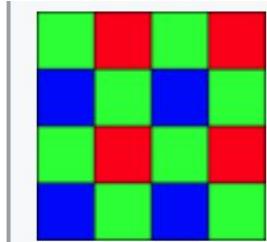


# Bayer filter

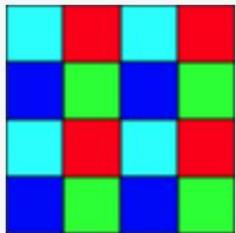
is a **color filter array (CFA)** for arranging RGB color filters on a square grid of photosensors. Its particular arrangement of color filters is used in most single-chip digital image sensors used in digital cameras, camcorders, and scanners to create a color image. First patented in 1976



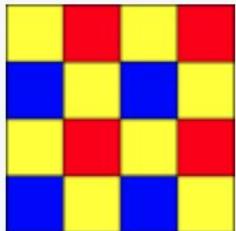
# Different color filter arrays



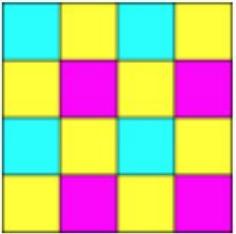
Bayer filter



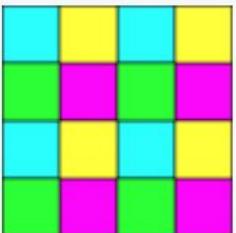
RGBE filter



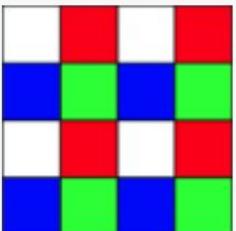
RYYB filter



CYYM filter

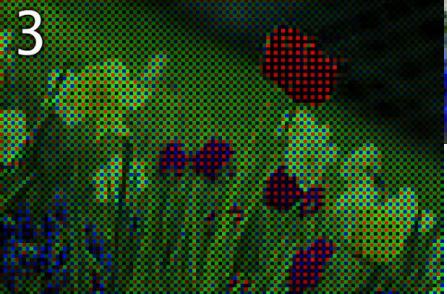


CYGM filter



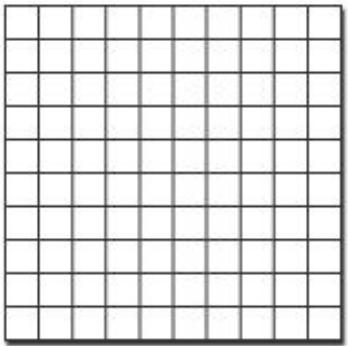
RGBW  
Bayer

# Demosaicing aka debayering

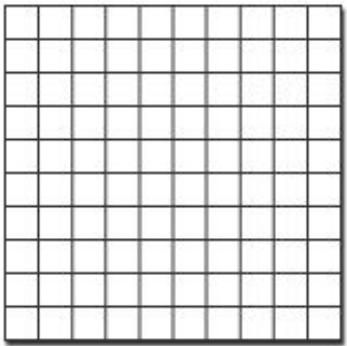


# Camera shutter

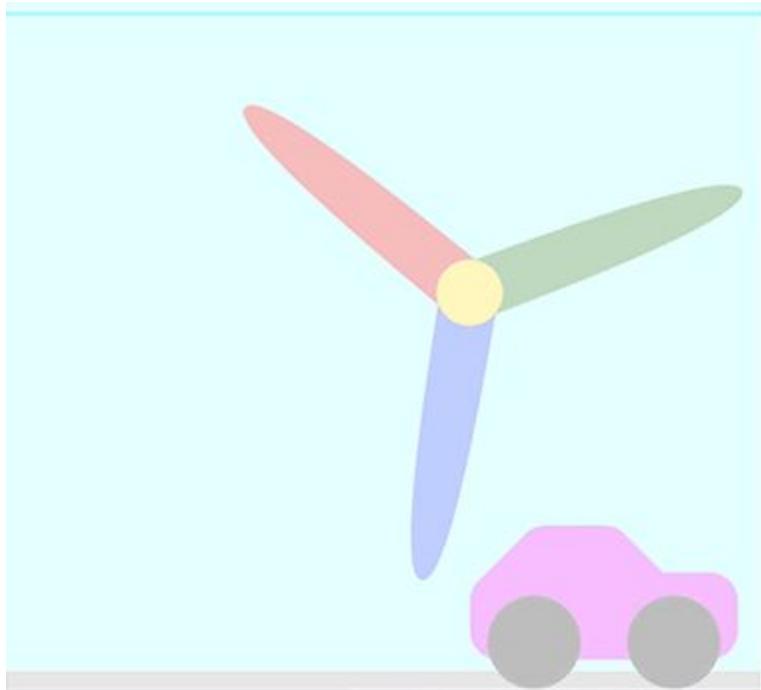
Rolling Shutter



Total Shutter



# Rolling shutter



# Comparison



[video](#)  
[link](#)

# Frequency influence

Rolling shutter



Global shutter



Shutter speed :1/2000

[video](#)  
[link](#)

# Camera shutter

Сравнительная таблица плюсов и минусов

Режим	Rolling Shutter	Global Shutter
Снимок экспозиции	нет	да
Порядок считывания	Нет — очень разная «временная» последовательность воздействия	Да — чрезвычайно похожая последовательность воздействия
Временная задержка между различными регионами изображения области	Нет — разница до 10 мс (560 МГц) между центром и верхом или низом изображения	Да — все пиксели представляют одинаковое время экспозиции.
Возможность синхронизации	Комплекс для синхронизации. Требуется источник стробоскопического света. Более длительное время цикла.	Просто синхронизировать. Любой источник света. Более короткое время цикла.
Быстрая двойная экспозиция	нет	да
Максимальная частота кадров	Максимально доступно (не синхронизировано).	Максимальная частота кадров уменьшается вдвое.
Шум	Низкий уровень в районе $1 \text{ e}^{-}$ до $1,3 \text{ e}^{-}$	Более высокий уровень в районе $2,3 \text{ e}^{-}$ до $2,6 \text{ e}^{-}$
Искажения, артефакты	Возможны	Нет
Эффективность рабочего цикла	Уменьшено, например, если требуется отключить подсветку во время «переходных» фаз считывания	Как правило, намного больше, так как не требуется переходной фазы считывания.

# Revise

1. Light and colour
2. Camera models
3. Sensors

# Thanks for attention!

Questions?