

Chapter 2
Digital Image Fundamentals

How do we see?

What is an image?

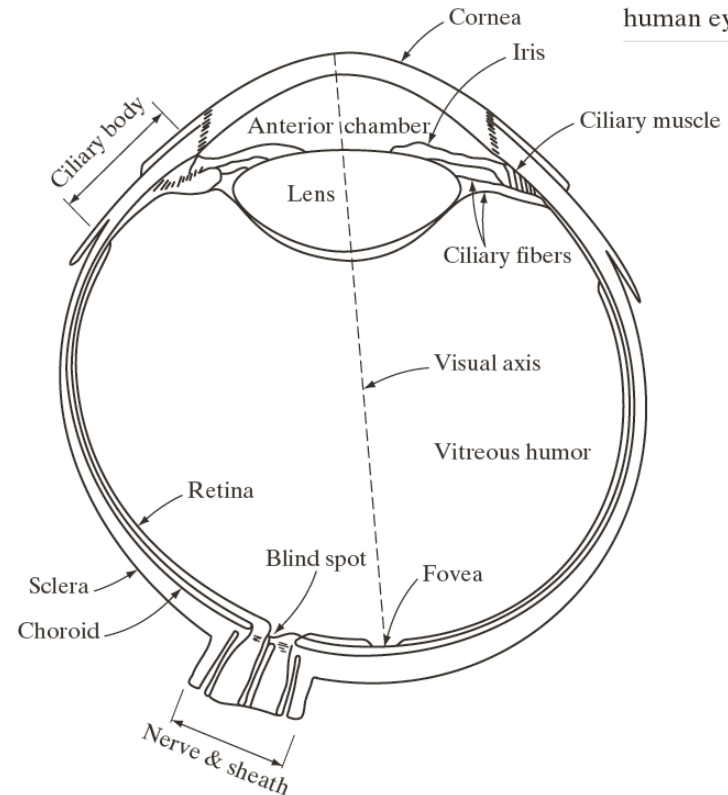
Chapter 2
Digital Image Fundamentals

How do we see? Elements of Visual Perception

FIGURE 2.1
Simplified
diagram of a cross
section of the
human eye.

Light receptors on the retina

- *Cones*: 6-7 mill. mainly in fovea
Highly sensitive to color
Resolve fine detail
Photopic vision
- *Rods*: 75-150 mill. over retina
Not involved in color vision
Sensitive to low illumination
Coarse view
Scotopic vision



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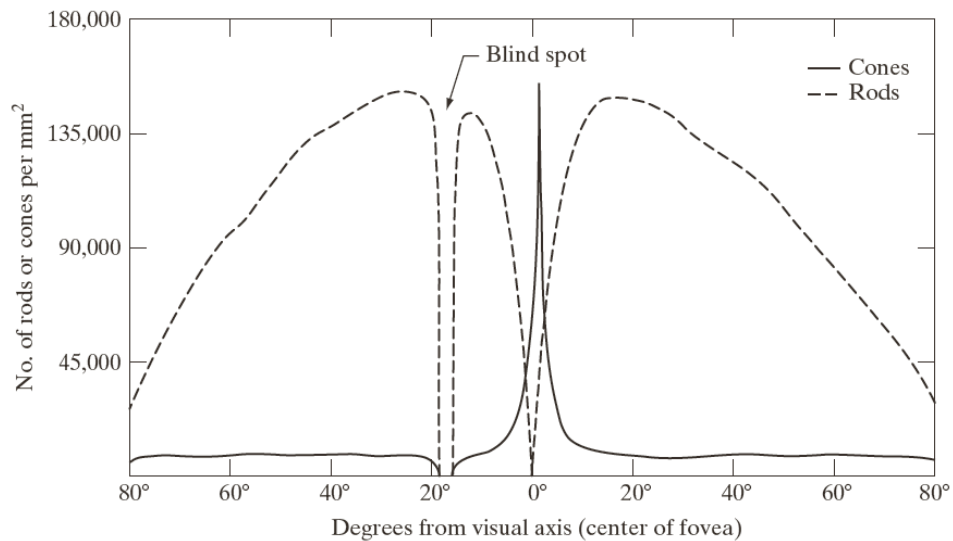


FIGURE 2.2
Distribution of
rods and cones in
the retina.

Density of cones and rods

- The eye can resolve fine details and colors at the center

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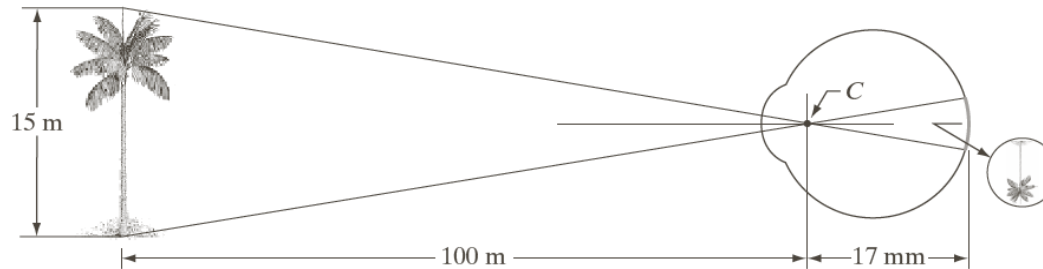


FIGURE 2.3

Graphical representation of the eye looking at a palm tree. Point *C* is the optical center of the lens.

Image formation in the eye

- The distance between the lens and the fovea (imaging region) is fixed

$$\text{Example: } 15/100 = h/17$$

$$h = 2.5 \text{ mm}$$

- The shape of the lens vary to adapt the focus

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Brightness adaptation and discrimination

- The eye can adapt to an enormous intensity range, but not simultaneously
- Subjective (perceived) brightness
- Brightness adaptation level (B_a)
- Shorter adaptation range at specific level

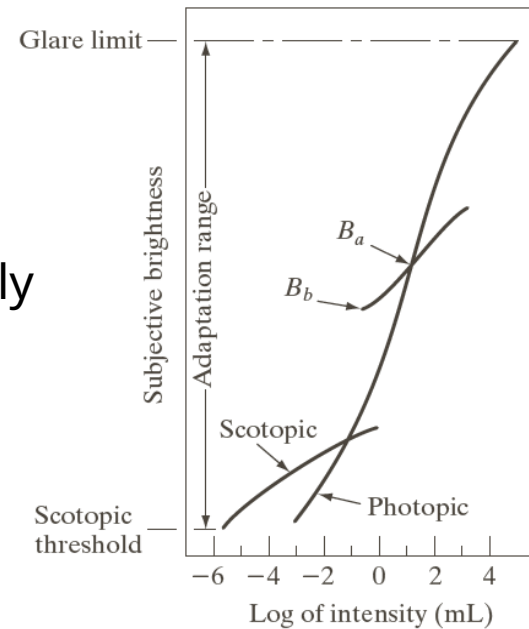


FIGURE 2.4
Range of subjective brightness sensations showing a particular adaptation level.

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- Discrimination of changes in intensity at specific level
- ΔI : Increment of illumination (flash)
- Weber ratio: $\Delta I_c / I$ (50% discernible)

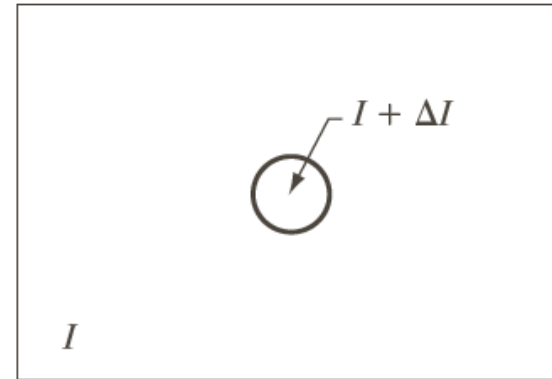


FIGURE 2.5 Basic experimental setup used to characterize brightness discrimination.

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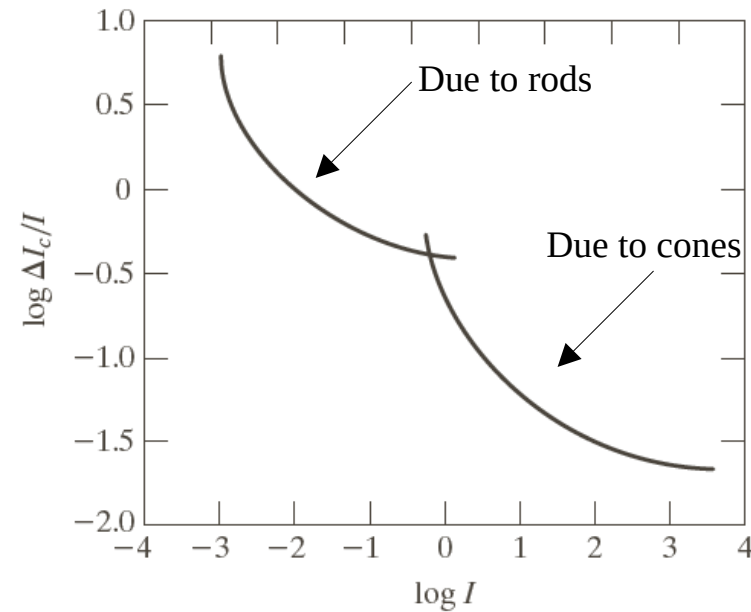
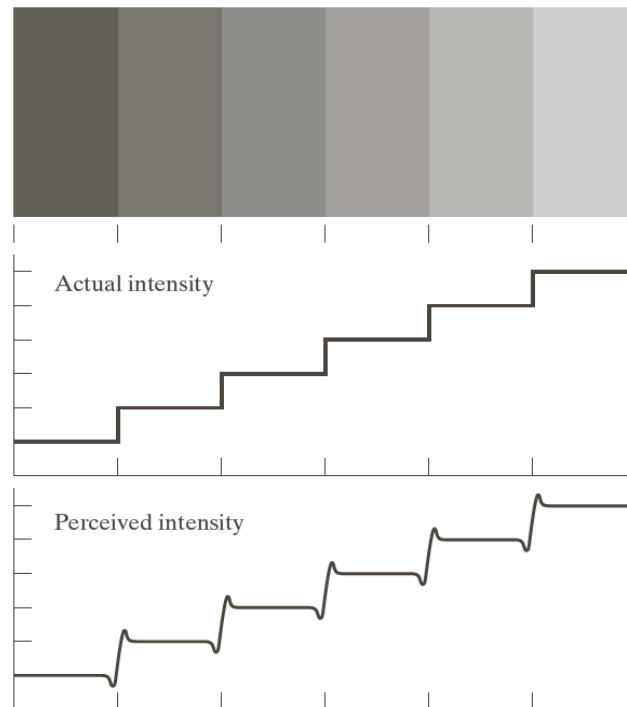


FIGURE 2.6
Typical Weber ratio as a function of intensity.

- Discrimination of intensities better with photopic vision (cones)

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The brain is also processing the image!



a
b
c

FIGURE 2.7

Illustration of the Mach band effect. Perceived intensity is not a simple function of actual intensity.

Example1: Undershoot/overshoot effect near boundary regions

Chapter 2

Digital Image Fundamentals



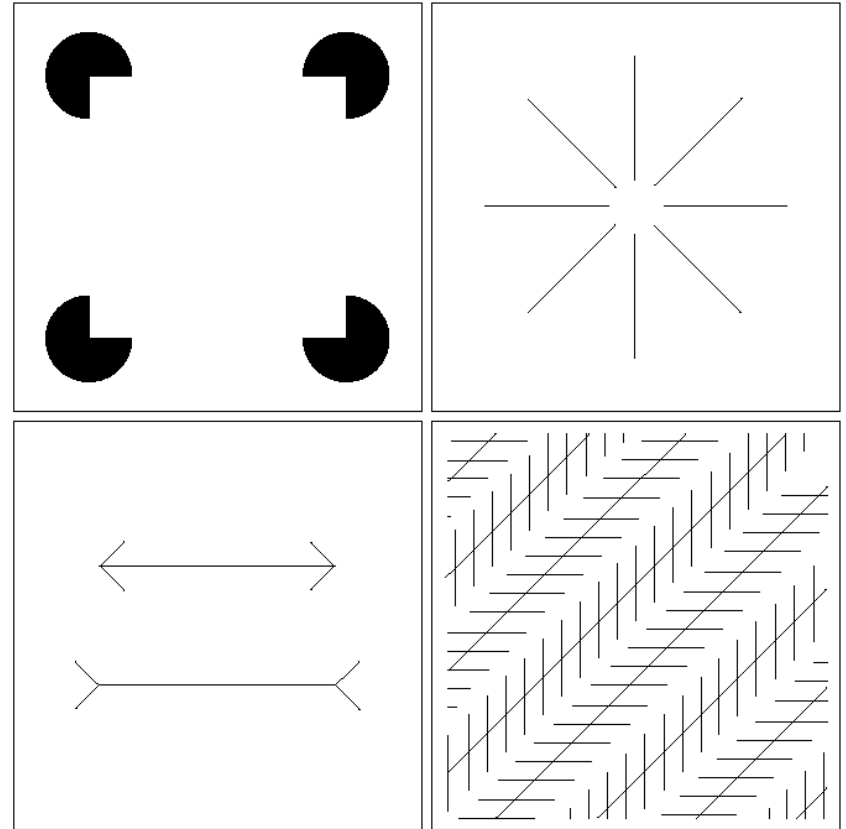
FIGURE 2.8 Examples of simultaneous contrast. All the inner squares have the same intensity, but they appear progressively darker as the background becomes lighter.

- Example 2: Different contrast between regions may lead to different subjective brightness

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a b
c d

FIGURE 2.9 Some well-known optical illusions.



- Example 3: Related phenomena of optical illusions

Chapter 2
Digital Image Fundamentals

What is an image?

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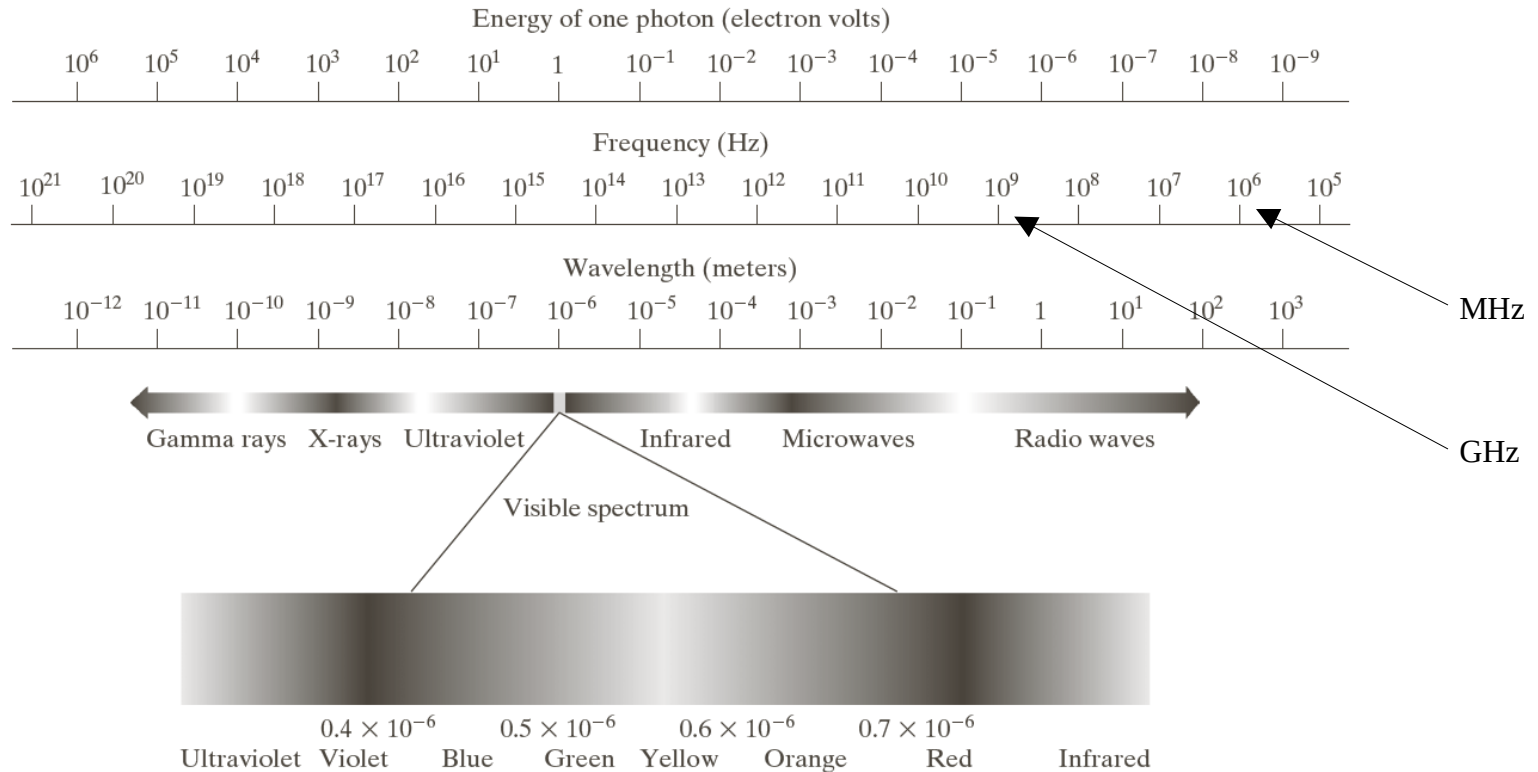


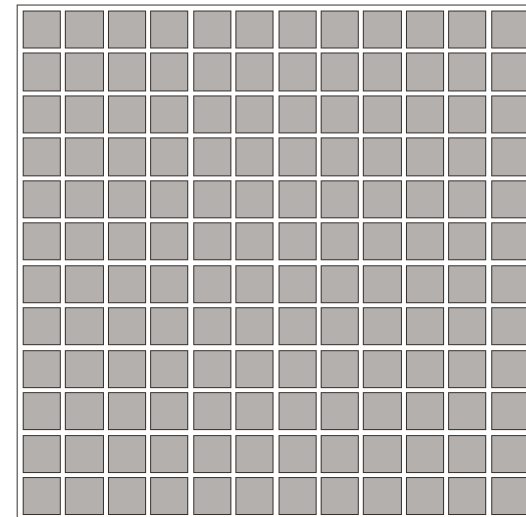
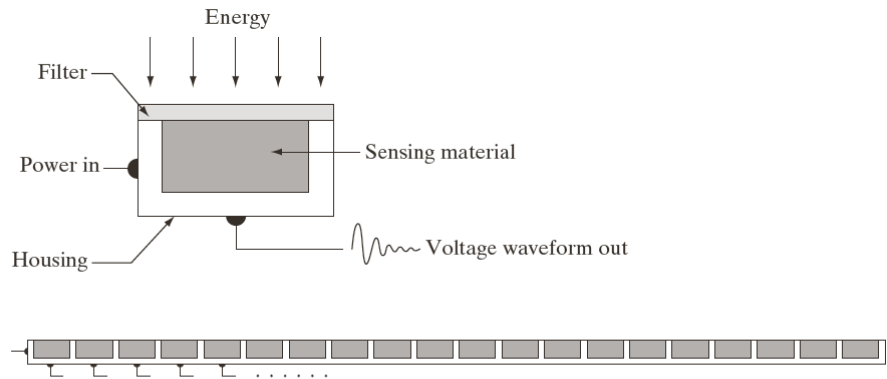
FIGURE 2.10 The electromagnetic spectrum. The visible spectrum is shown zoomed to facilitate explanation, but note that the visible spectrum is a rather narrow portion of the EM spectrum.

Intensity: number of photons, **color:** frequency of the photons

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Image Sensing and Aquisition

- (Light) sensor
- Output proportional to light
- Arranged in lines
- Or in arrays (like in digital cameras)



a
b
c

FIGURE 2.12

(a) Single imaging sensor.

(b) Line sensor.

(c) Array sensor.

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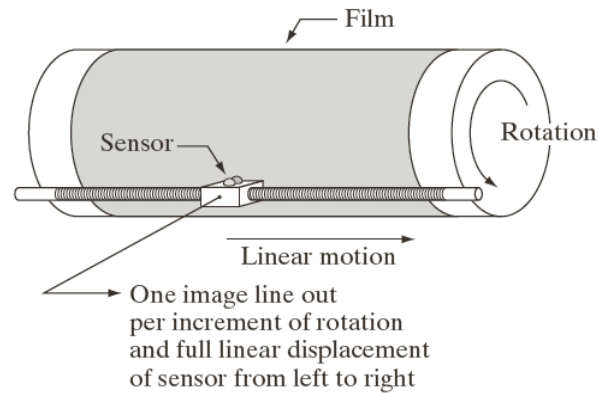
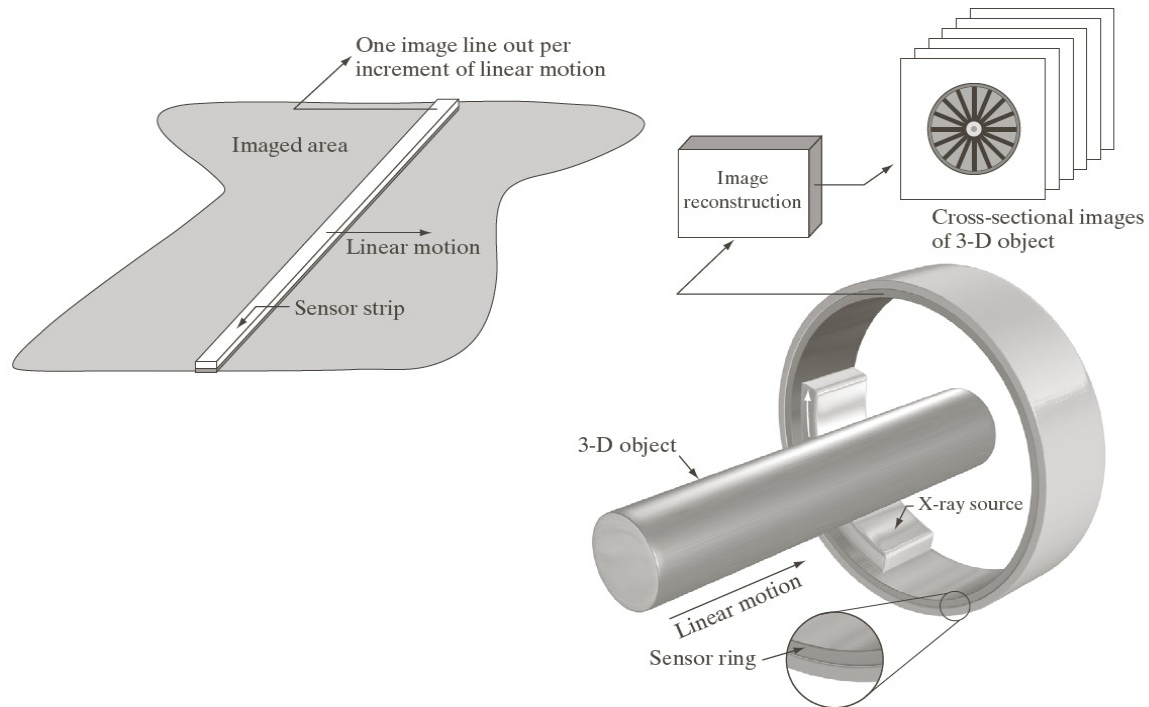


FIGURE 2.13

Combining a single sensor with motion to generate a 2-D image.

- Line sensors need mechanical motion to produce images

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a b

FIGURE 2.14 (a) Image acquisition using a linear sensor strip. (b) Image acquisition using a circular sensor strip.

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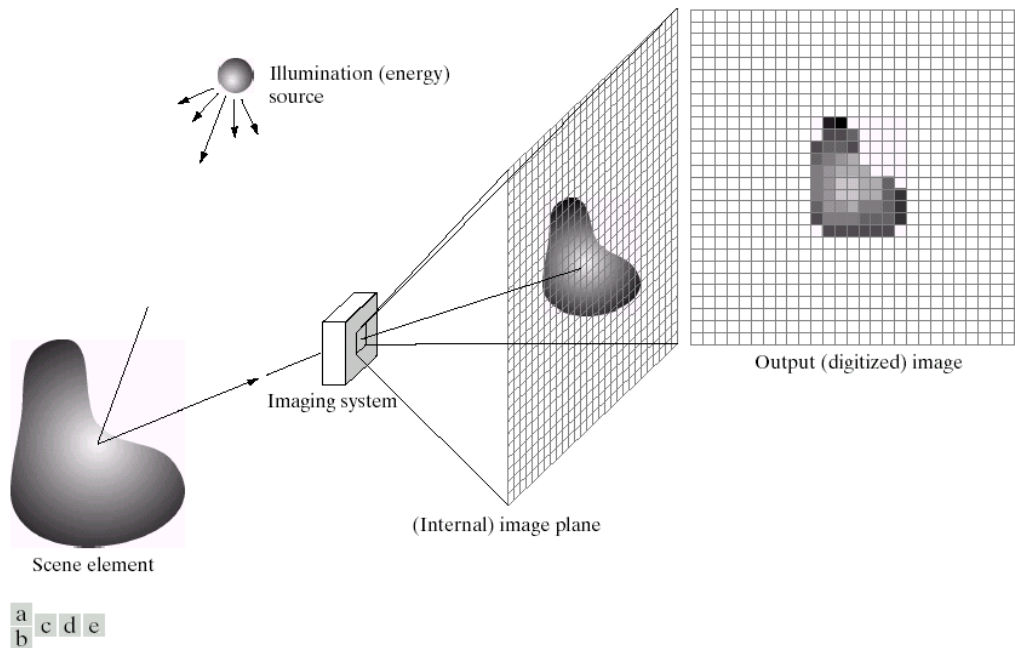


FIGURE 2.15 An example of the digital image acquisition process. (a) Energy (“illumination”) source. (b) An element of a scene. (c) Imaging system. (d) Projection of the scene onto the image plane. (e) Digitized image.

Principle of digital images

- Focus energy (light) onto sensing array
- Sensors integrate light
- Analog signal produced
- Digitizing process!

Pixels!

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Analog signal of form

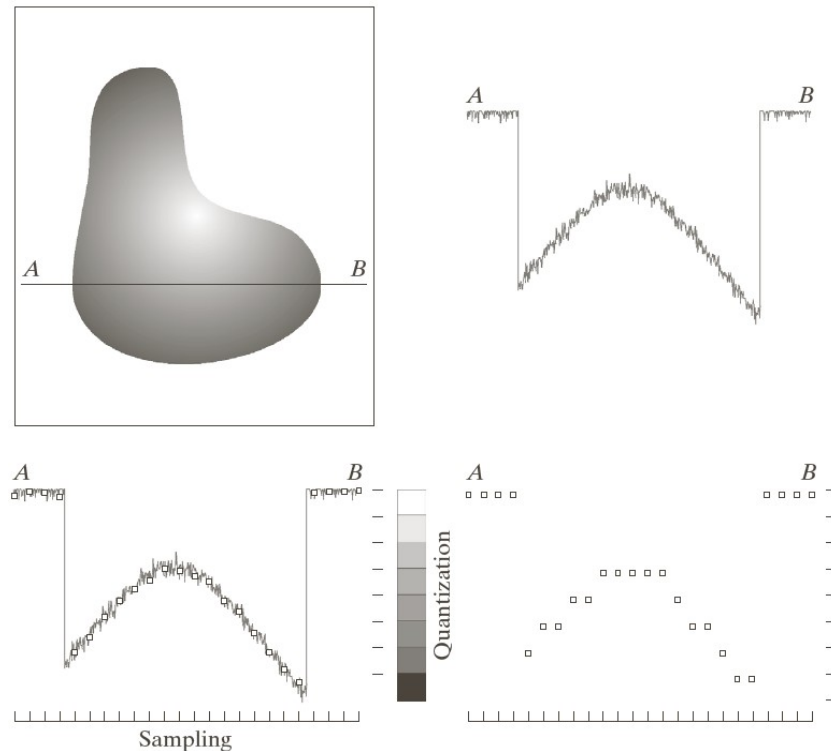
$$f(x,y) = i(x,y) * r(x,y)$$

- x, y are spatial coordinates
- f is amplitude
- i : illumination $\langle 0, \text{infinity} \rangle$ (light source)
- r : reflectance $\langle 0, 1 \rangle$ (object property)

E.g: Black velvet: 0.01. Snow: 0.93.

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- Sampling: Digitize the *coordinate* values
- Quantization: Digitize the *amplitude* values



a b
c d

FIGURE 2.16
Generating a digital image.
(a) Continuous image. (b) A scan line from A to B in the continuous image, used to illustrate the concepts of sampling and quantization. (c) Sampling and quantization. (d) Digital scan line.

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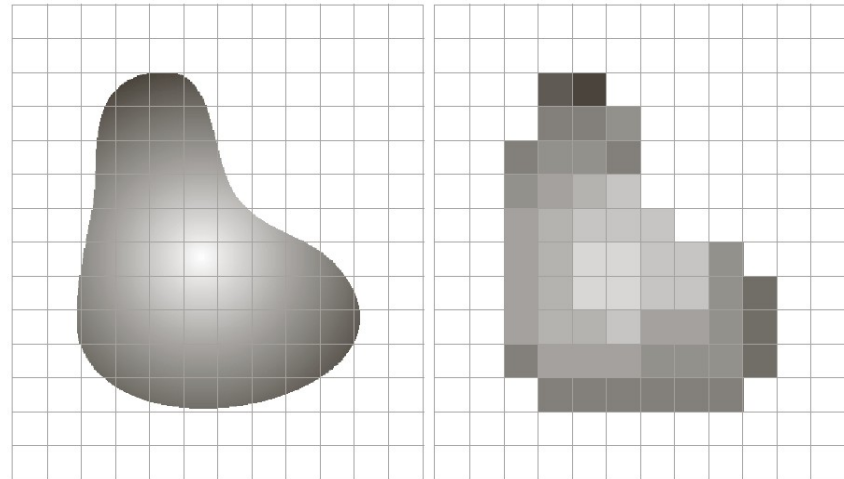
Quality of digital image:

- Number of samples
- Number of quantization levels:

$$L = 2^k$$

- Integers in $[0, L-1]$
- k-bit image

$$L = 256, k = 8$$



a b

FIGURE 2.17 (a) Continuous image projected onto a sensor array. (b) Result of image sampling and quantization.