

Slide credits: Julio Marco

Wavelength (Color) :: Multi-Spectral Imaging





3D

2D



Graphics and
Imaging Lab

Computational Imaging – Master in Robotics, Graphics, and Computer Vision

Sources: [CMU 15-463](#), [Dartmouth College CS89/189](#).

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What would an image taken like this look like?



What does the image on
the sensor look like?

All scene points contribute to all sensor pixels



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All scene points contribute to all sensor pixels

What would an image taken like this look like?



it through



it through



Each scene point contributes to only one sensor pixel

What does the image on
the sensor look like?



copy of real-world object (inverted and scaled)





(470 to 390 BC)





focal length f



focal length $0.5 f$



focal length $0.5 f$



focal length 0.5 f

Ideal pinhole has infinitesimally small size

- In practice that is impossible.



- What is the effect of doubling the pinhole diameter?
- What is the effect of doubling the focal length? focal length f

- 2x pinhole diameter \rightarrow 4x light
- 2x focal length \rightarrow $\frac{1}{4}$ x light

focal length f

- Small** (ideal) pinhole:
1. Image is sharp.
 2. Signal-to-noise ratio is low.

Large pinhole:

1. Image is blurry.
2. Signal-to-noise ratio is high.

Can we get best of both worlds?



Lenses map “bundles” of rays from points on the scene to the sensor.

How does this mapping work exactly?





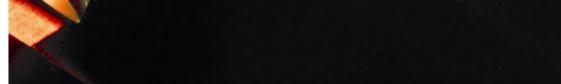
You can see the aperture by removing the lens and looking inside it.



<https://www.city-academy.com/news/what-is-aperture-in-photography/>







1. Rays passing through lens center are unaffected.

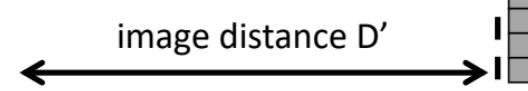
1. Rays passing through lens center are unaffected.
2. Parallel rays converge to a single point located on focal plane.

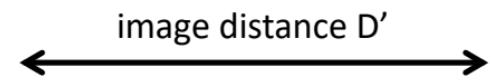
1. Rays passing through lens center are unaffected.
2. Parallel rays converge to a single point located on focal plane.

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2. Parallel rays converge to a single point located on focal plane.

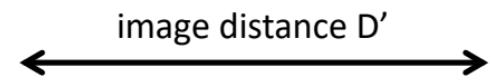
Focusing property: object distance D focal length f

1. Rays emitted from a point on one side converge to a point on the other side.

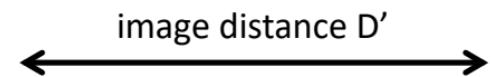




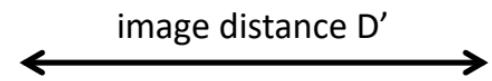
Use similar triangles



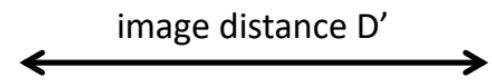
Use similar triangles



Use similar triangles



Use similar triangles



Use similar triangles

- We call $m = y / y'$ the magnification factor

image distance D'



Do we lose anything by using a lens?



focal length f
digital
sensor



We get a blurry image. This is called defocus.

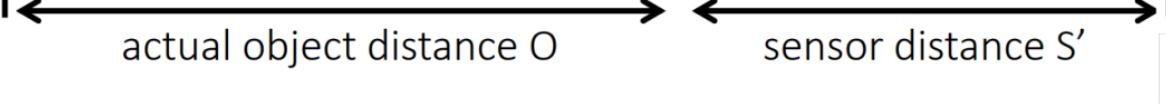
- Defocus never happens with a pinhole camera.

focal length f

digital
sensor

$$\frac{1}{D'} + \frac{1}{D} = \frac{1}{f}$$

Unless our scene is just one plane, part of it will always be out of focus.



actual object distance O

sensor distance S'

actual object distance O

sensor distance S'



- focus

move lens further
away from sensor

- What happens to plane in focus?

• focus

move lens further
away from sensor

- Focal plane moves closer



- ↑ Focal length
- ↓ Field of view

drawbacks related with the shape of the lens: barrel distortion, perspective distortion, vignetting...

- What happens to field of view as we focus closer?

- What happens to field of view as we focus closer? → It becomes smaller.



- What happens to field of view when we reduce sensor size? → It decreases.





Aperture

... until the camera shutter closes. Then, they convert stored photons to intensity values.

over exposure
(non-linearity due
to sensor saturation)



number of photons





ISO 50

ISO 100

ISO 200

ISO 400

ISO 800

ISO 1600

ISO 3200

ISO 6400

ISO 12800

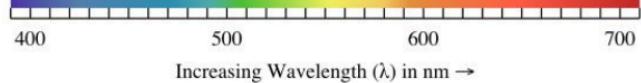
ISO 25600

on the top statue

creep into focus

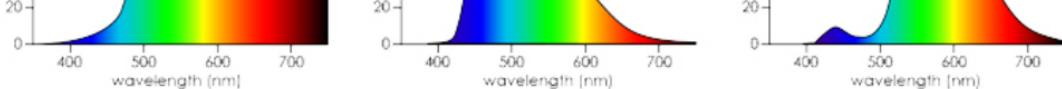






... range of these wavelengths.

distributions “white”.



Weighted combination of light's SPD: light contributes more at wavelengths where the sensor has higher sensitivity.

well

well

well

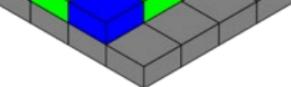
well

well

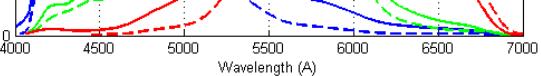
well



Why more
green pixels?



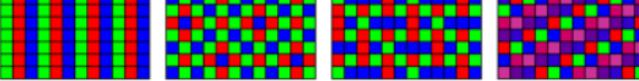
Generally do not
match human LMS.



$$f(\lambda)$$

Sources: [CMU 15-463](#), [Dartmouth Co](#) [189.](#)

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CFA? What criteria would you consider?





color filter array



pipeline







[Slide credit: Todd Zickler]

different whites



image captured under
fluorescent



image white-balanced to
daylight



1000 - 2000 K

Candle Flame

where κ controls the exposure



white-balanced RGB \rightarrow
$$\begin{bmatrix} G' \\ B' \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & G_{max}/B_{max} \end{bmatrix} \begin{bmatrix} G \\ B \end{bmatrix}$$
 \leftarrow sensor RGB

input image

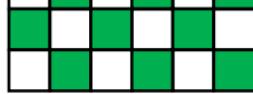
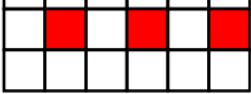
grey world

white world





- Edge-aware interpolation.

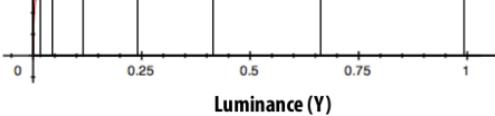




Bright scene and large pixels: photon shot noise is the main noise source.









INPUT:
Recorded Value in a File



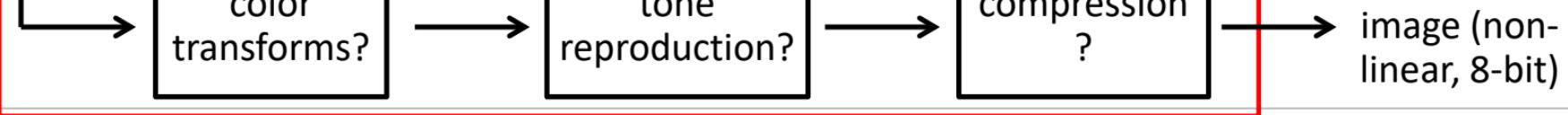
- Add inverse display transform here.
- This transform is the tone reproduction or gamma encoding.

before gamma

after gamma







- Chakrabarti et al., "Probabilistic Derendering of Camera Tone-mapped Images," PAMI 2014.
Discusses how to (attempt to) derender an image that has already gone through the image processing pipeline of some (partially calibrated) camera.