

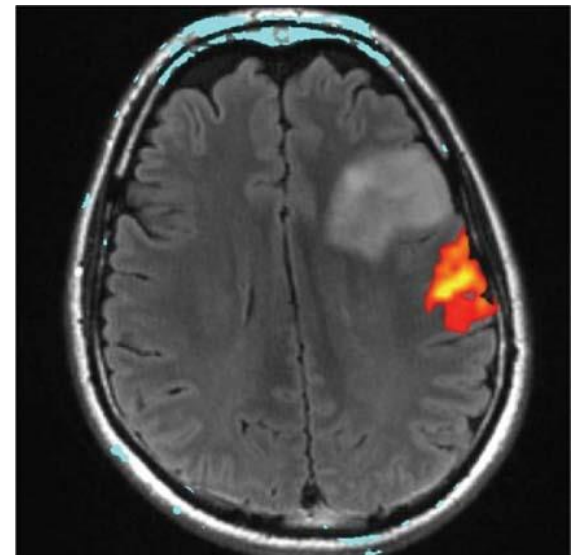
ECE 4973: Lecture 8

Color and representation

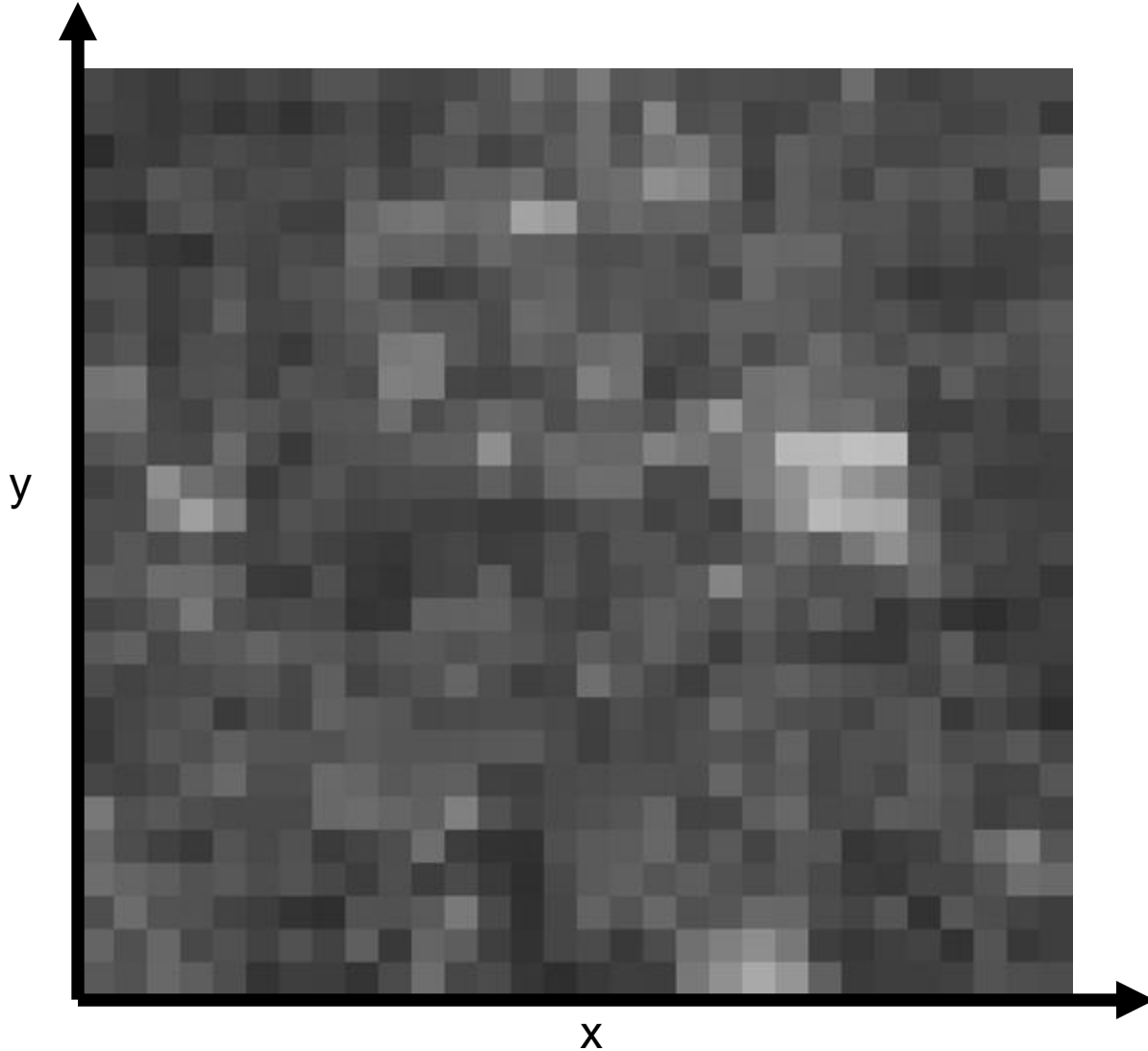
Samuel Cheng

Slide credits: James Thompkin, Juan Carlos
Niebles and Ranjay Krishna

WHAT IS AN IMAGE?

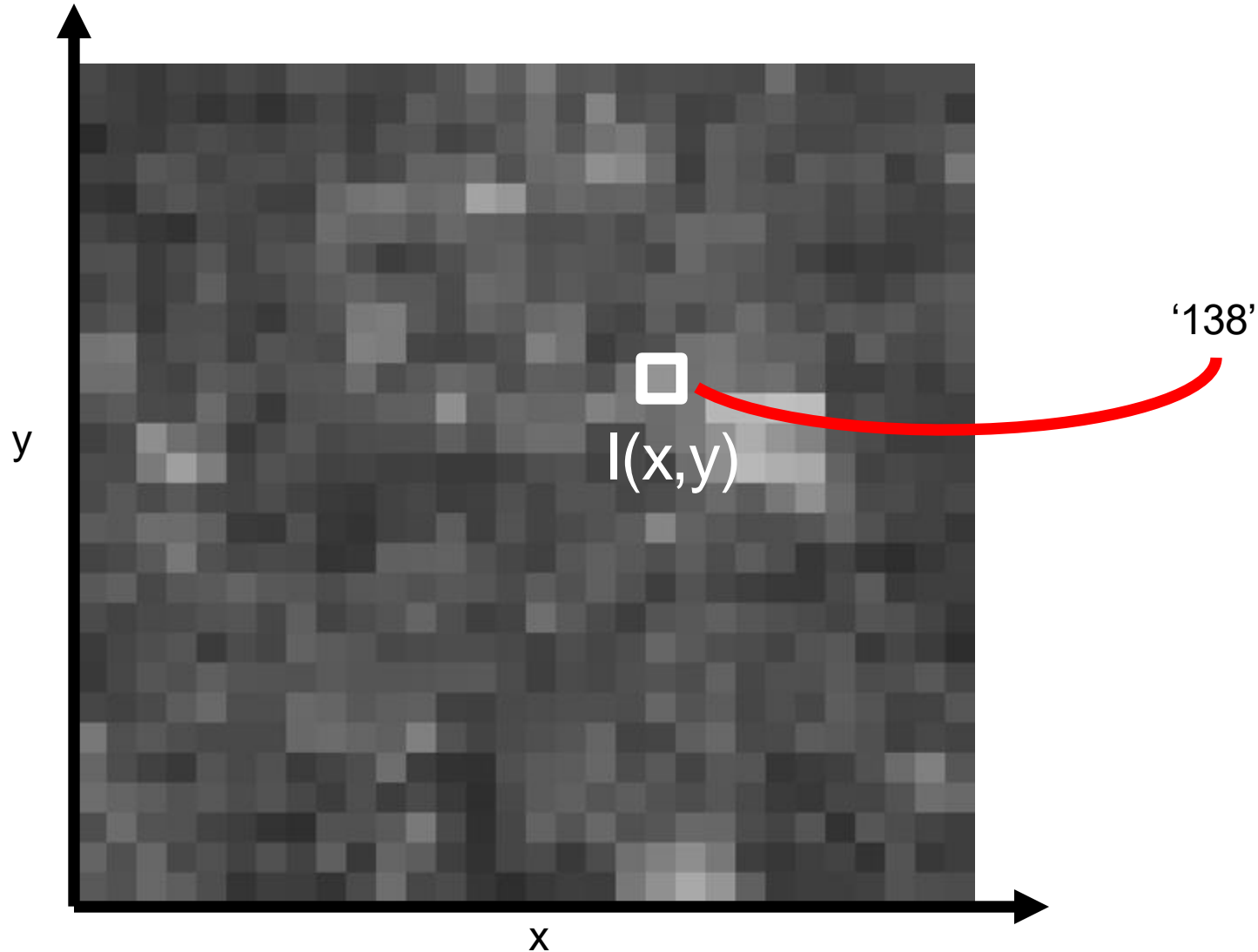


What is each part of a greyscale image?

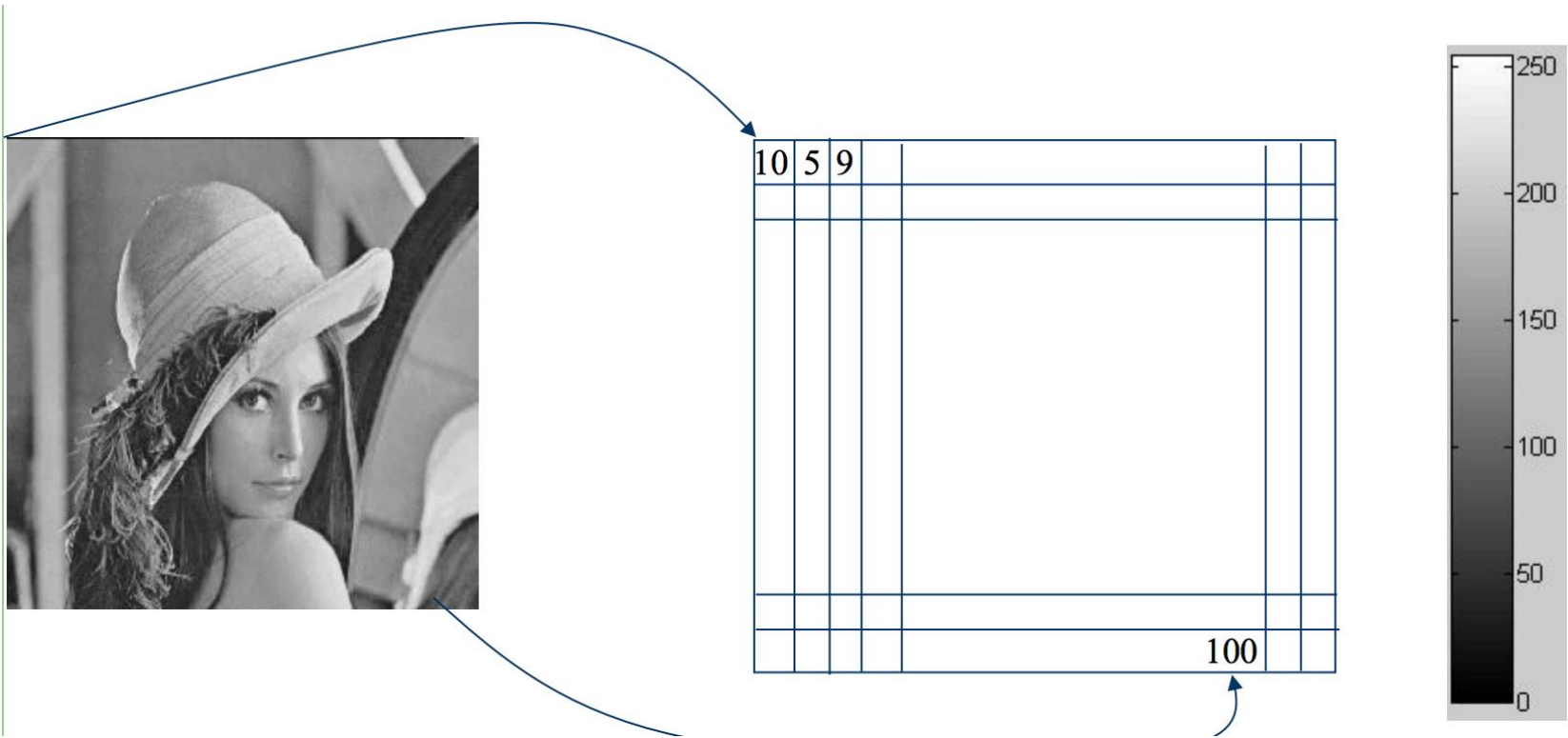


What is each part of a greyscale image?

- Pixel -> picture element



Another example: Lena



Slide credit: Ulas
Bagci

Computer vision as making
sense of an extremely high-
dimensional space

A black and white photograph of a large splash of water or sand against a black background. The splash is captured in mid-air, with many droplets and particles visible, creating a sense of motion and depth. The text is overlaid on the upper portion of the image.

Color image representation



Slide credit: Ulas
Bagci

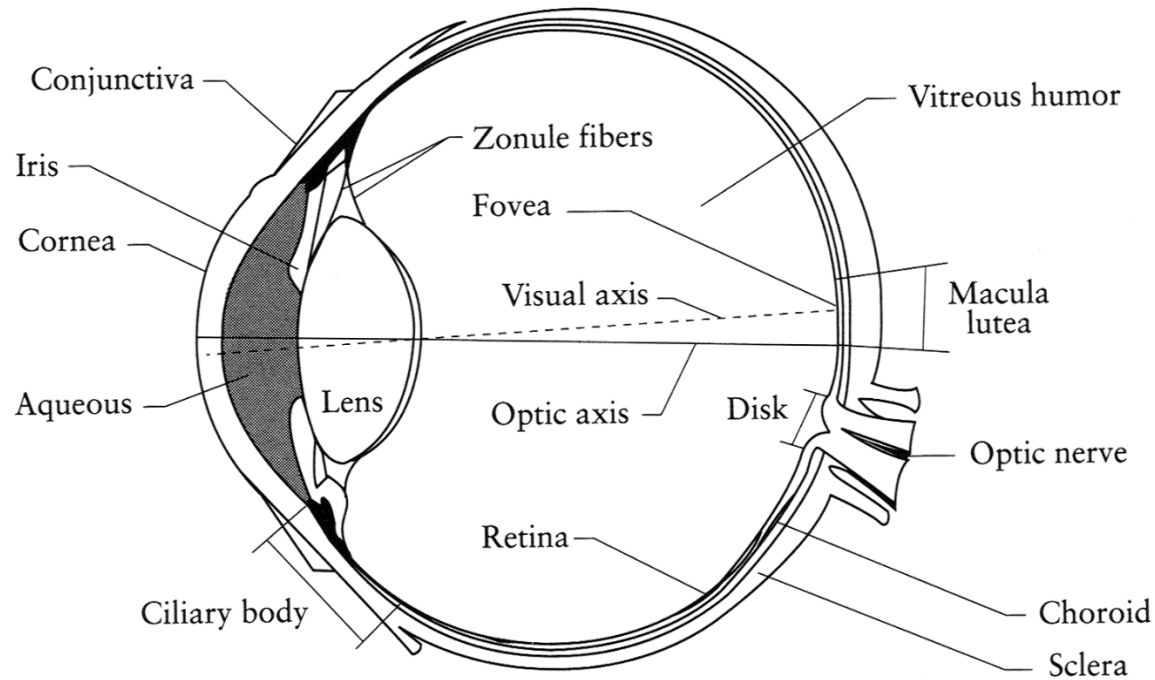
Color in human vision

ANATOMY





The Eye



- The human eye is a camera
 - photoreceptor cells (rods and cones) in the **retina**

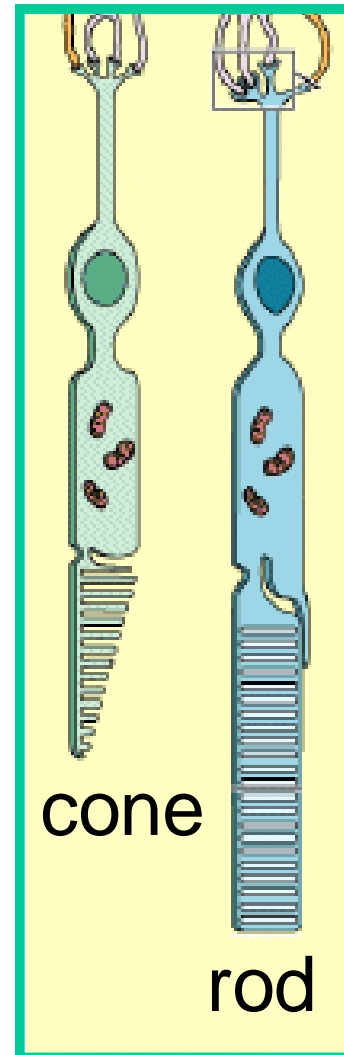
Two types of light-sensitive receptors

Cones

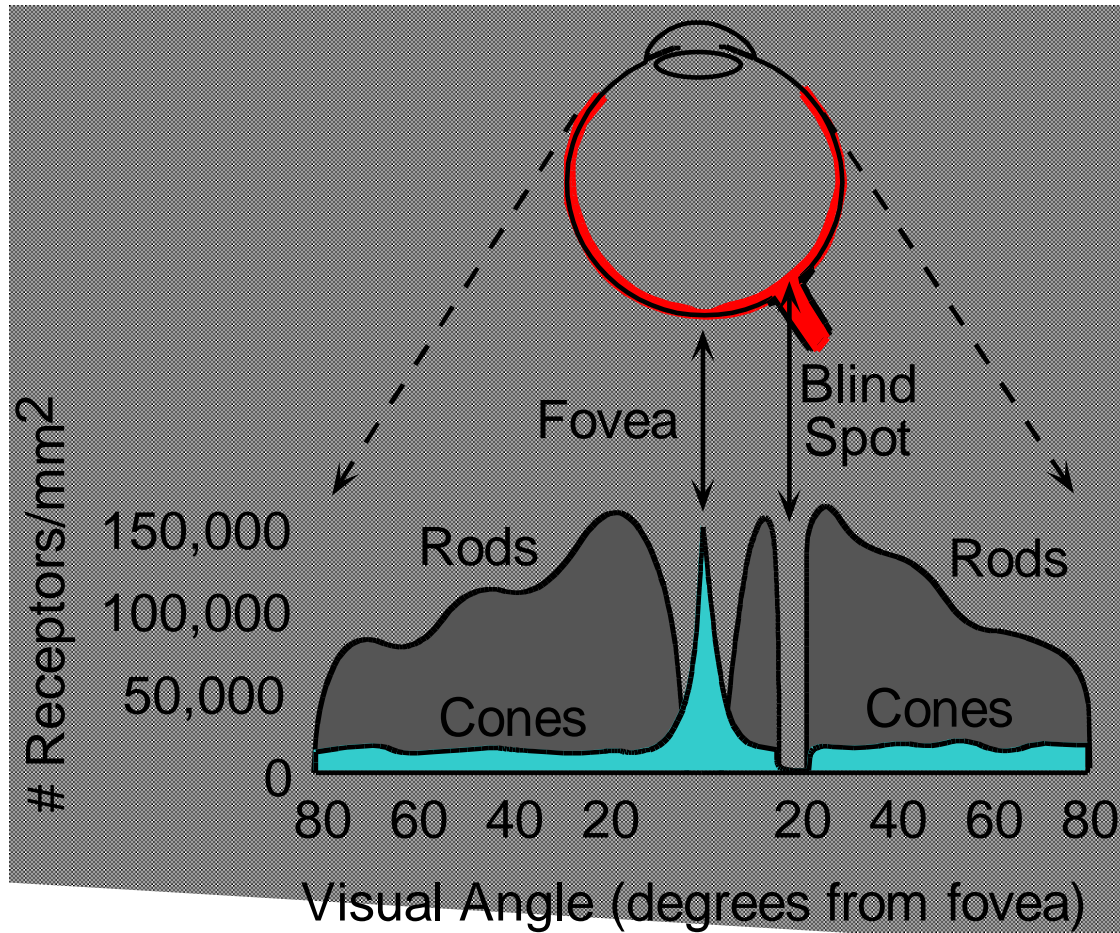
cone-shaped
less sensitive
operate in high light
color vision

Rods

rod-shaped
highly sensitive
operate at night
gray-scale vision



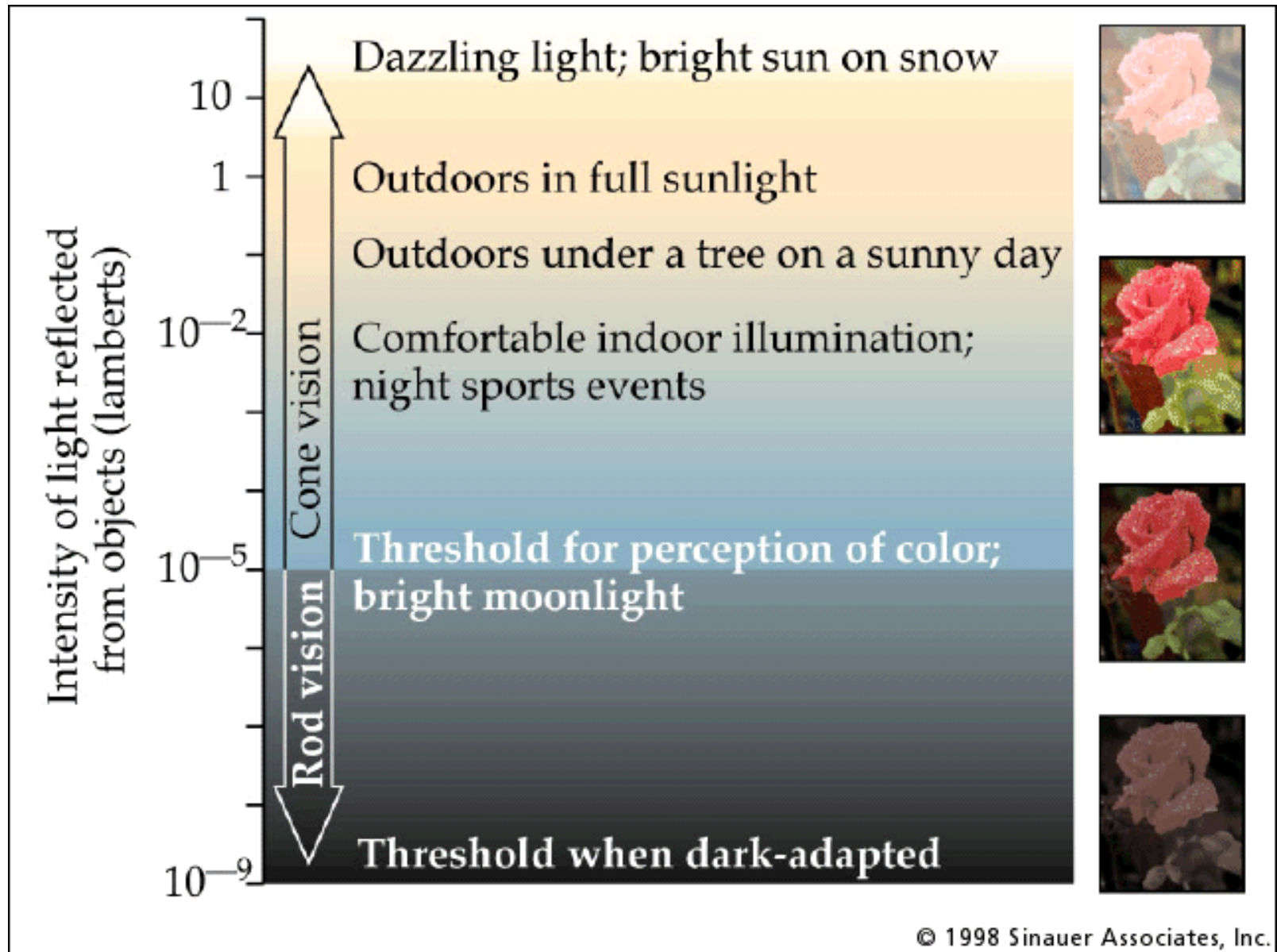
Distribution of Rods and Cones



Night Sky: why are there more stars off-center?

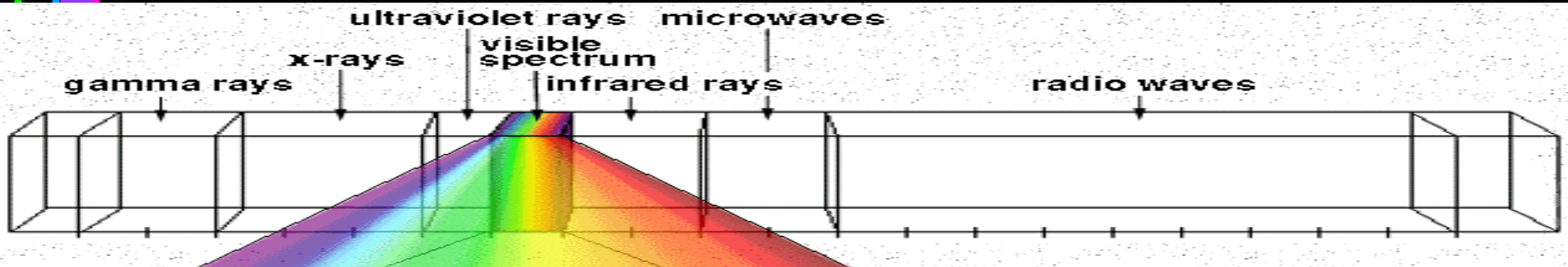
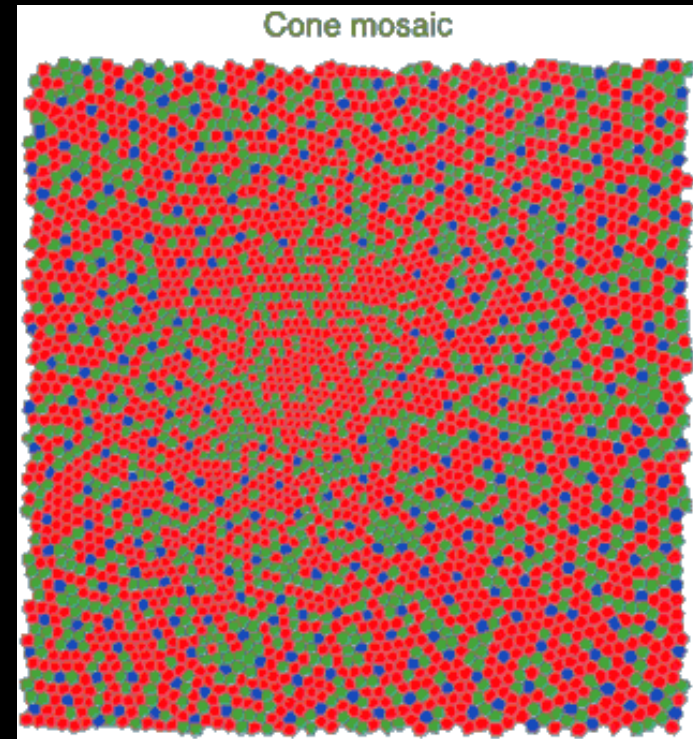
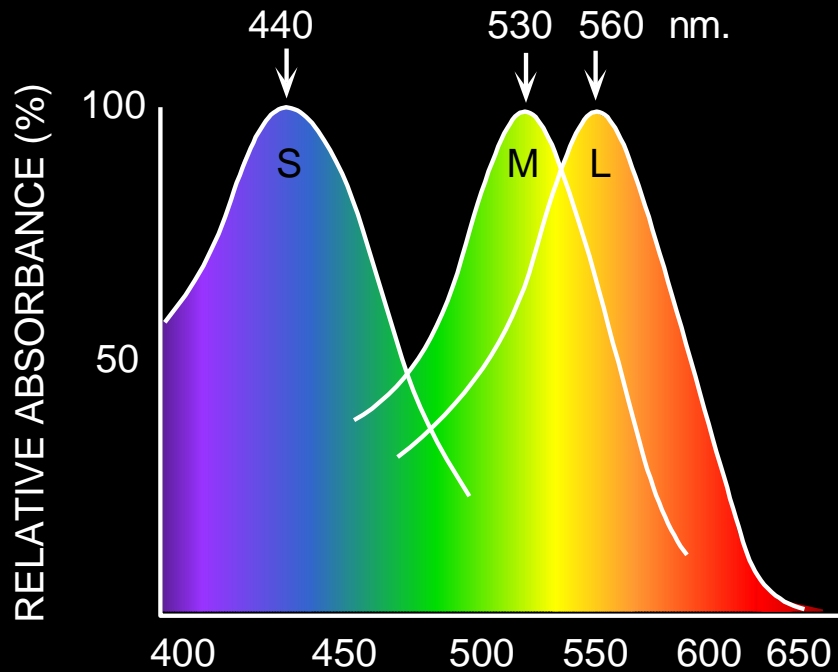
Averted vision: http://en.wikipedia.org/wiki/Averted_vision

Rod / Cone sensitivity



Physiology of Color Vision

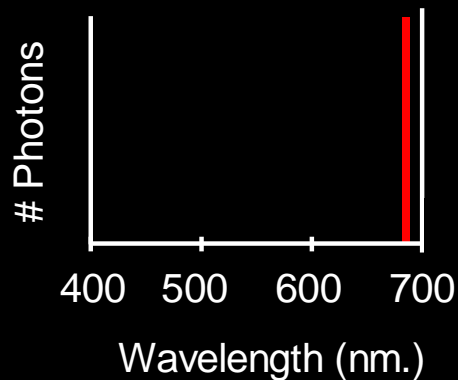
Three kinds of cones:



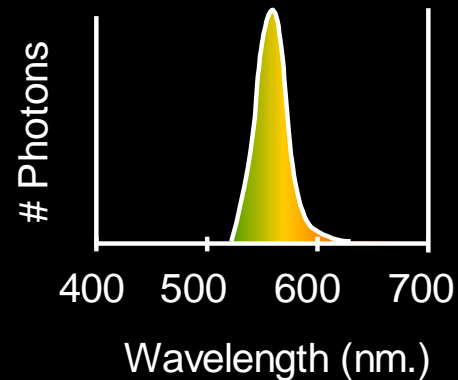
The Physics of Light

Some examples of the spectra of light sources

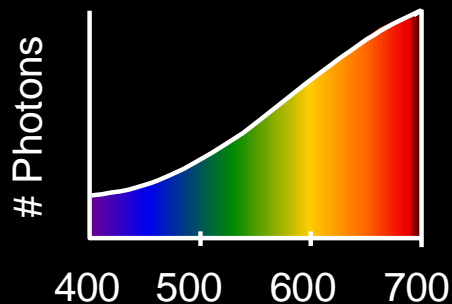
A. Ruby Laser



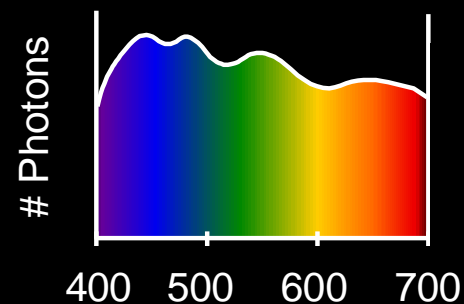
B. Gallium Phosphide Crystal



C. Tungsten Lightbulb



D. Normal Daylight

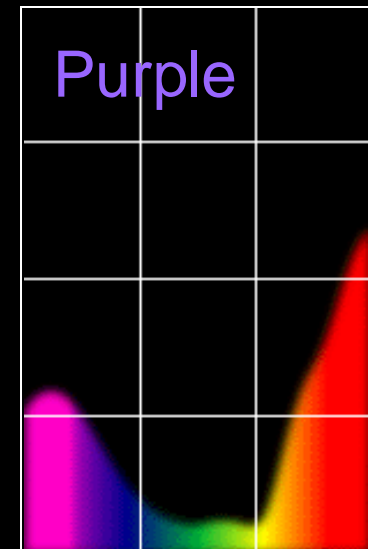
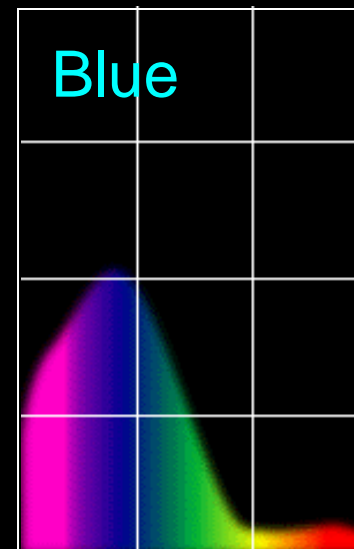
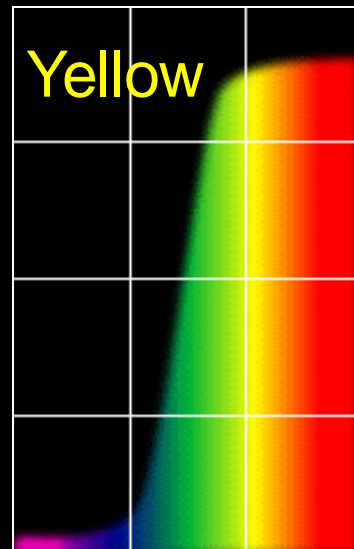
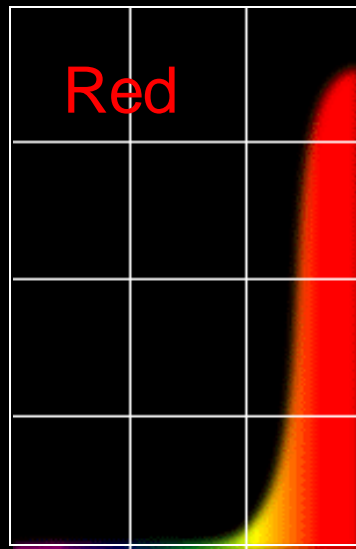


The Physics of Light

Some examples of the reflectance spectra of surfaces



% Photons Reflected



400

700

400

700

400

700

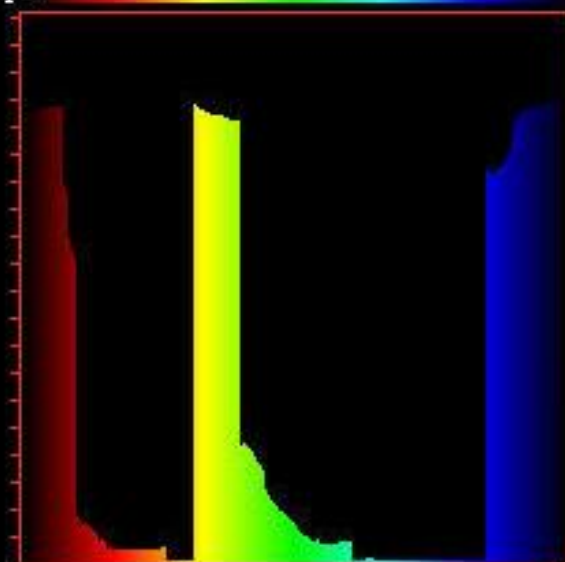
400

700

Wavelength (nm)

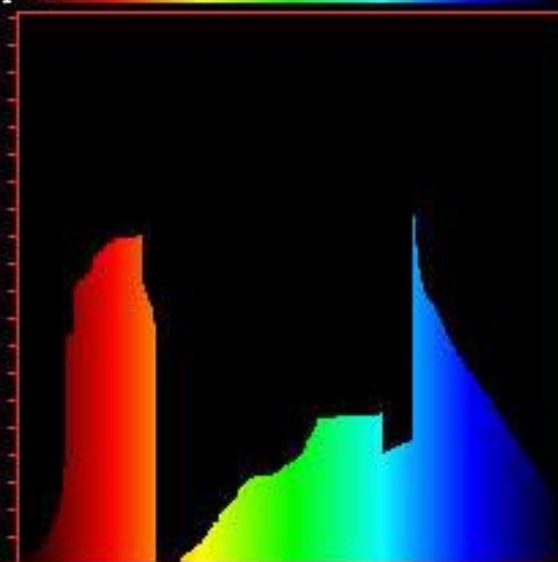
Metamers

Input



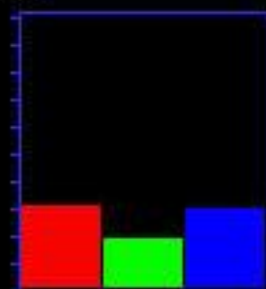
Frequency

Input

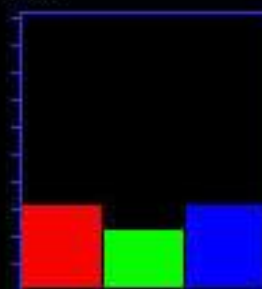


Frequency

Result



Result



by Jeff Beall, Adam Doppelt and John F. Hughes

(c) 1995 Brown University and the NSF Graphics and Visualization Center

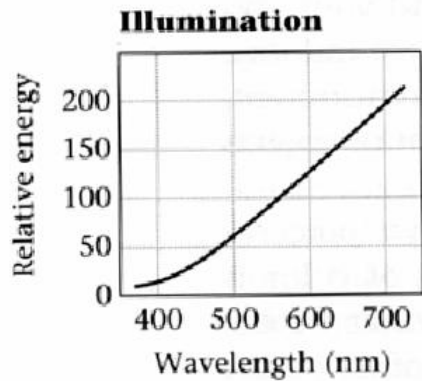
Magenta is a ``fake'' color

- You won't see **Magenta** in a rainbow

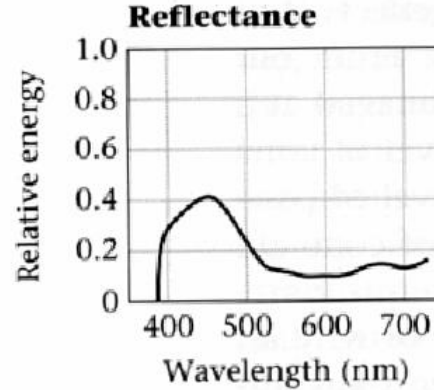


- [Color Mixing: The Mystery of Magenta](#)

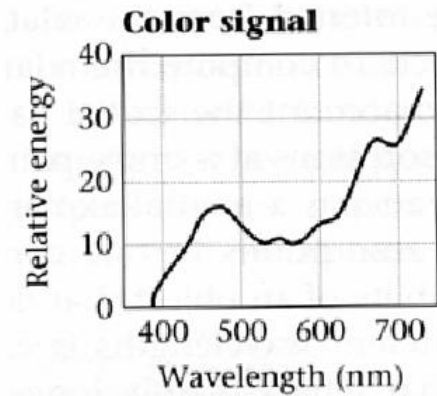
Interaction of light and surfaces



• *



=



Under monochromatic light

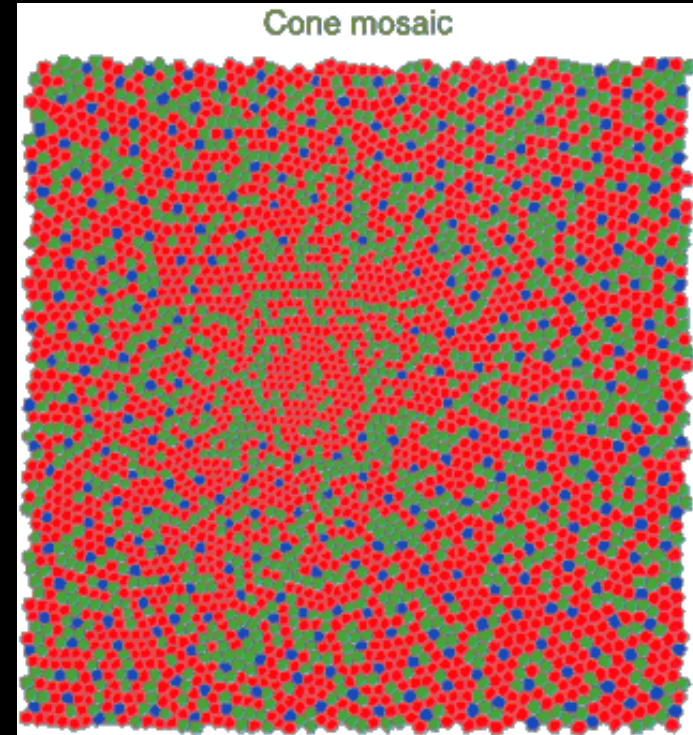
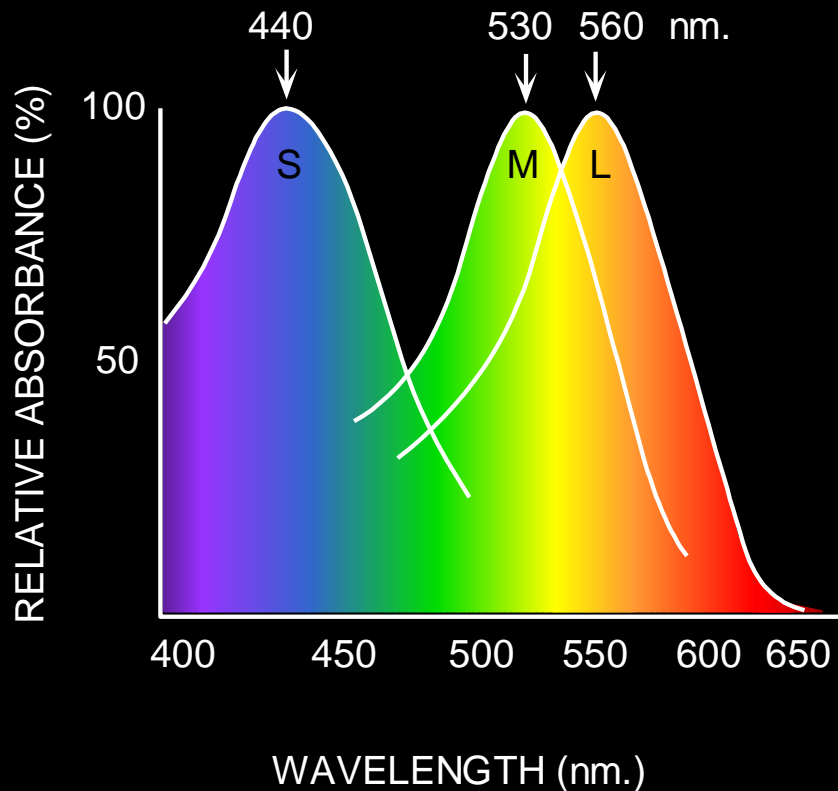


[Olafur Eliasson, *Room for one color*](#)



Physiology of Color Vision

Three kinds of cones:



- Why are M and L cones so close?
- Why are there 3?

S are more different from the M and L

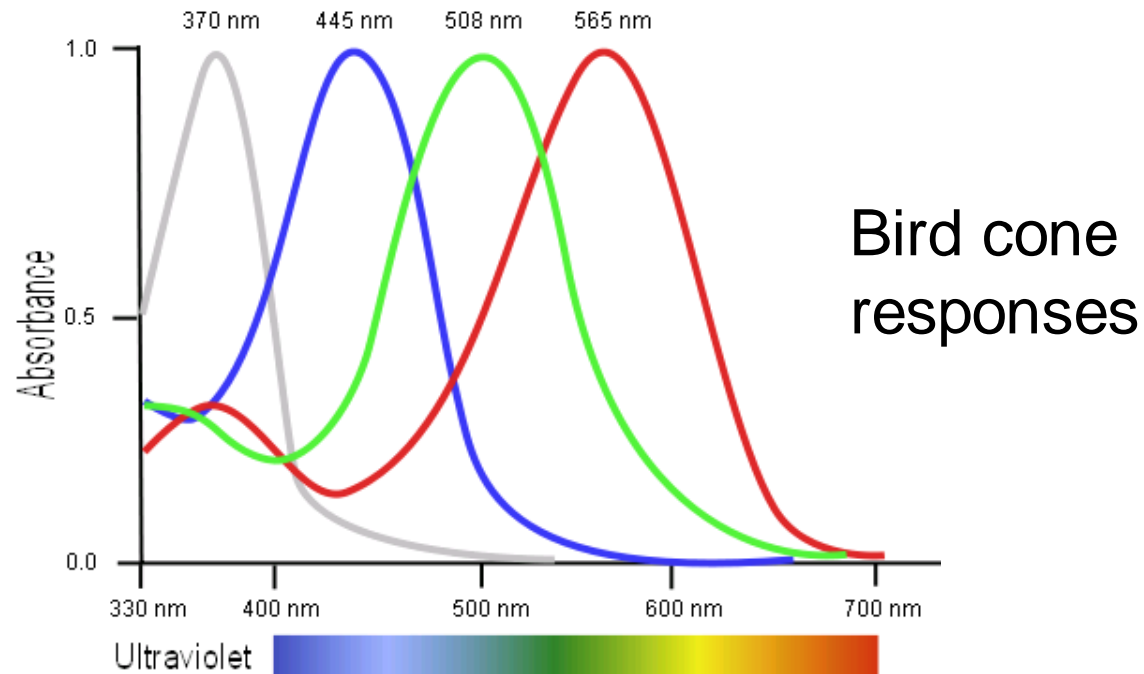
- S cones (peak at 420 nm, bluish-violet)
 - M cones (peak at 534 nm, bluish-green)
 - L cones (peak at 564 nm, yellowish-green)
-
- S cones and rods are totally absent in the foveal area
 - Note that both M and L are sensitive to green

S are more different from the M and L

The genes of the photoreceptors lie on different chromosomes

- rod lies on chromosome 8,
- S cone lies on chromosome 7
- Both L and M cones lie on the X chromosome

Tetrachromatism



- Most birds, and many other animals, have cones for ultraviolet light.
- Some humans seem to have four cones (12% of females).
- True tetrachromatism is *rare*; requires learning.

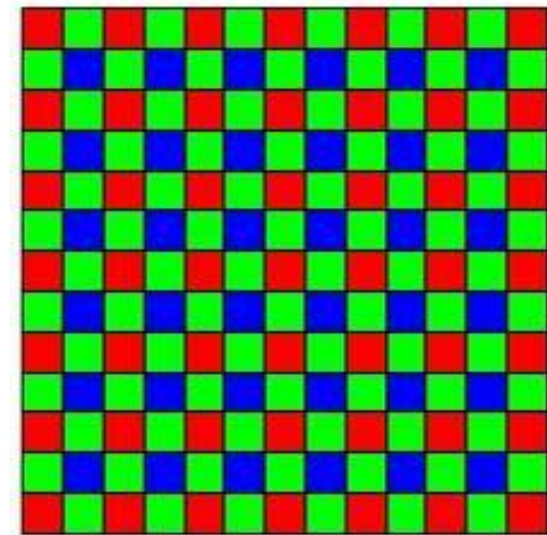
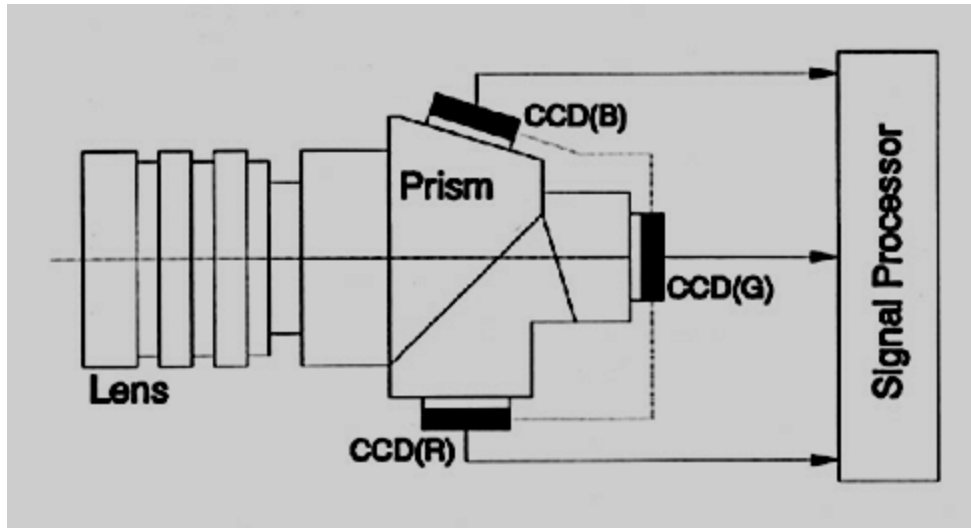
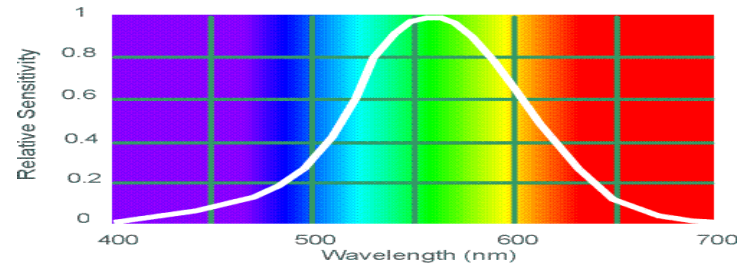
Bee vision



COLOR SENSING IN CAMERA

Color Sensing in Camera (RGB)

- 3-chip vs. 1-chip: quality vs. cost
- Why more green?



Bayer filter

Ruff Works

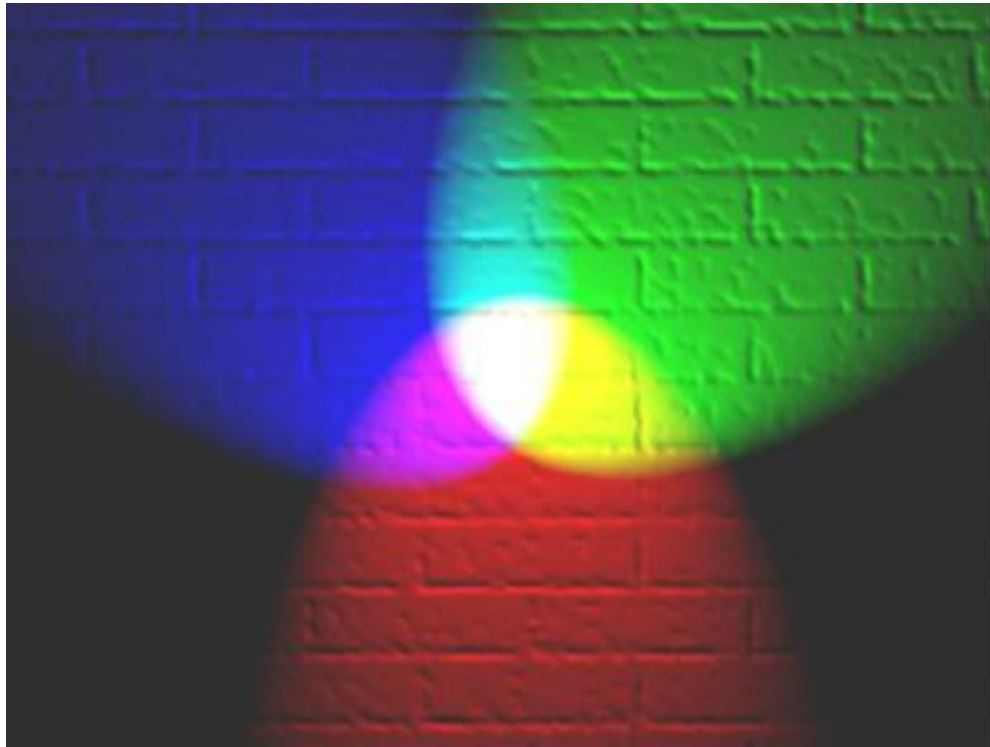
Why 3 colors?

<http://www.cooldictionary.com/words/Bayer-filter.wikipedia>

COLOR SPACES

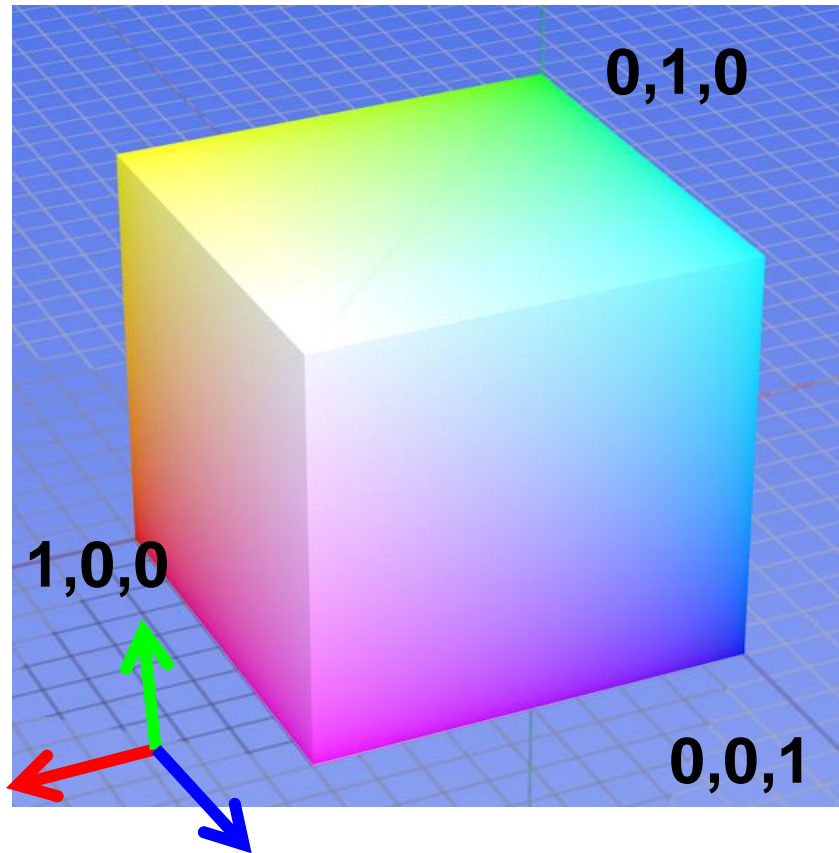
Color spaces

- How can we represent color?



Color spaces: RGB

Default color space



R = 1
(G=0,B=0)



G = 1
(R=0,B=0)



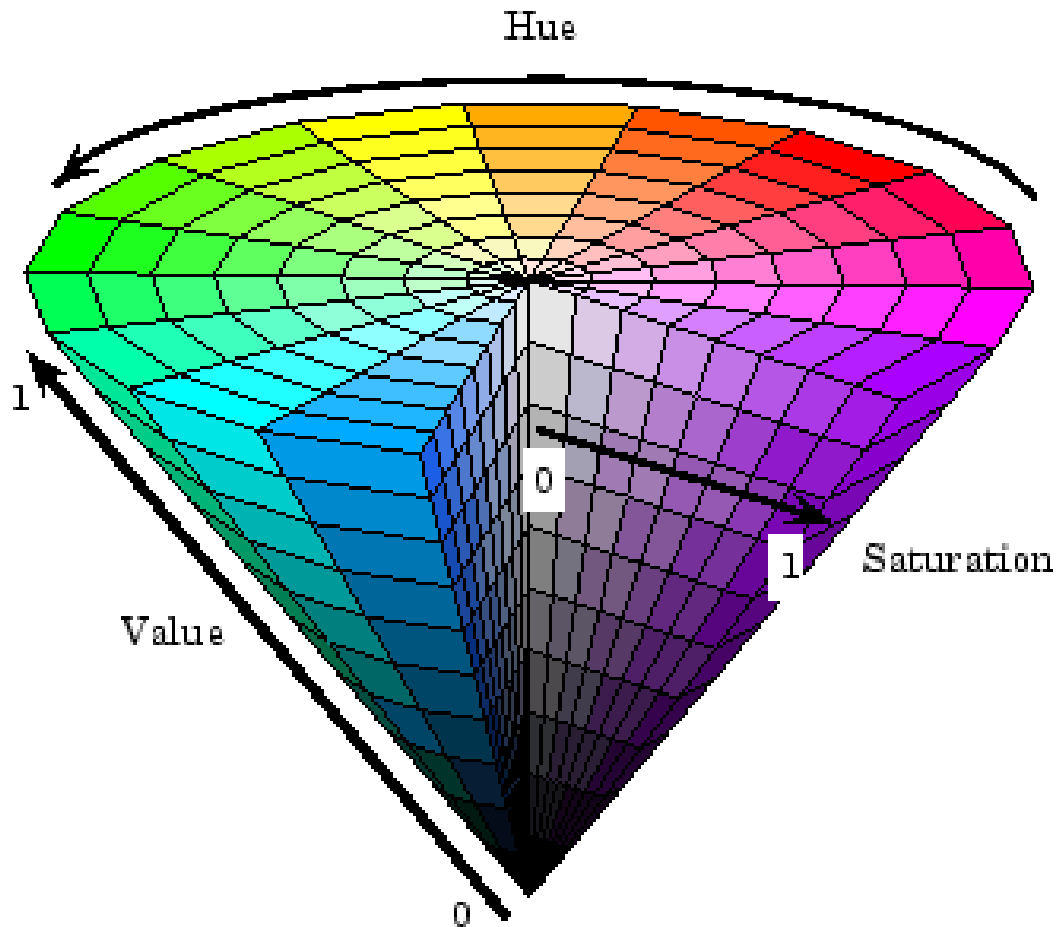
B = 1
(R=0,G=0)

Any color = $r \cdot R + g \cdot G + b \cdot B$

- Strongly correlated channels
- Non-perceptual

Color spaces: HSV

Intuitive color space



If you had to choose, would you rather go
without **luminance** or chrominance?

Most information in intensity



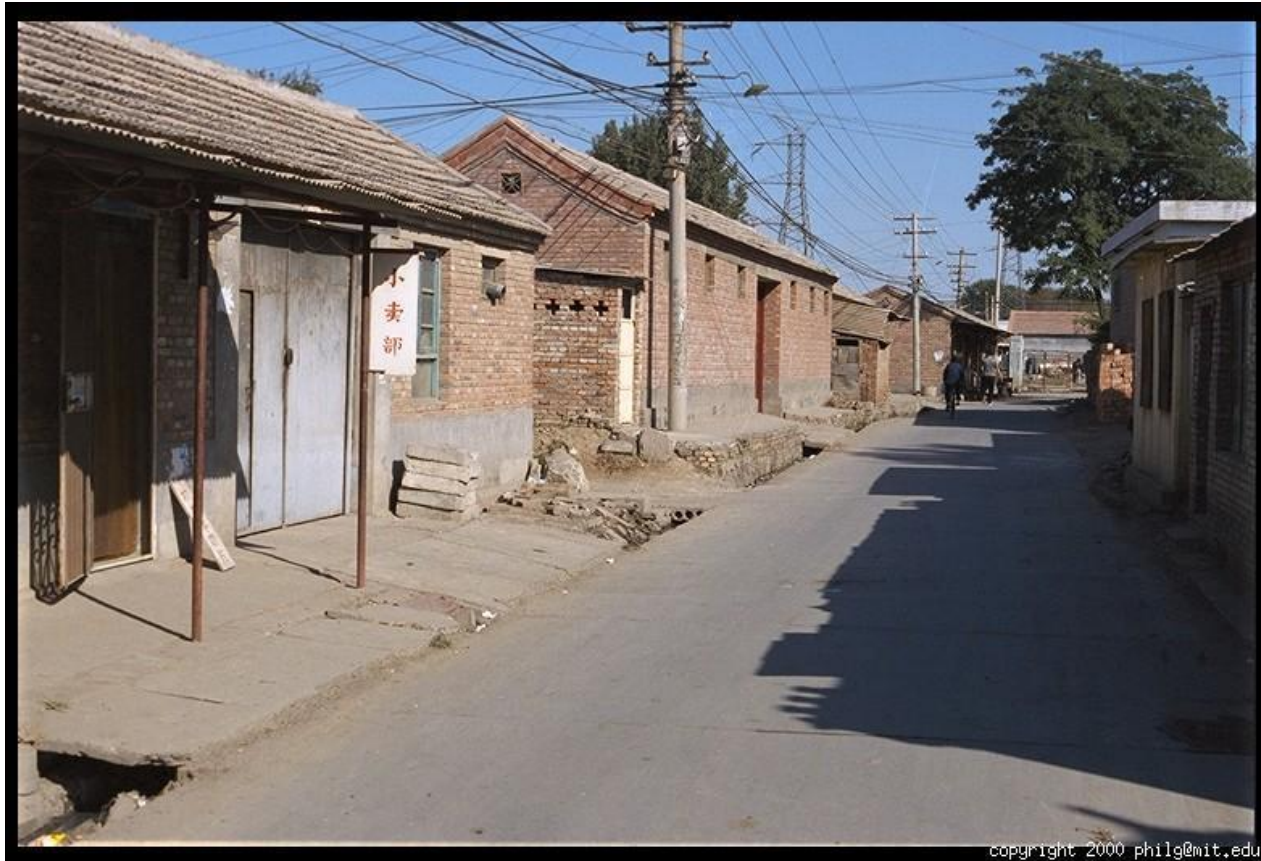
Only color shown – constant intensity

Most information in intensity



Only intensity shown – constant color

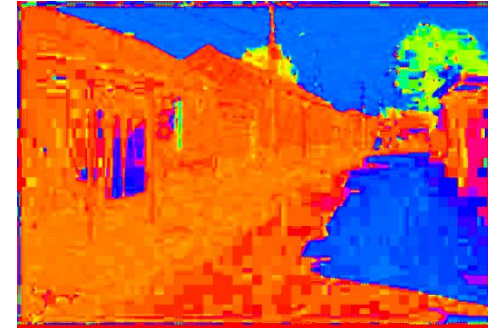
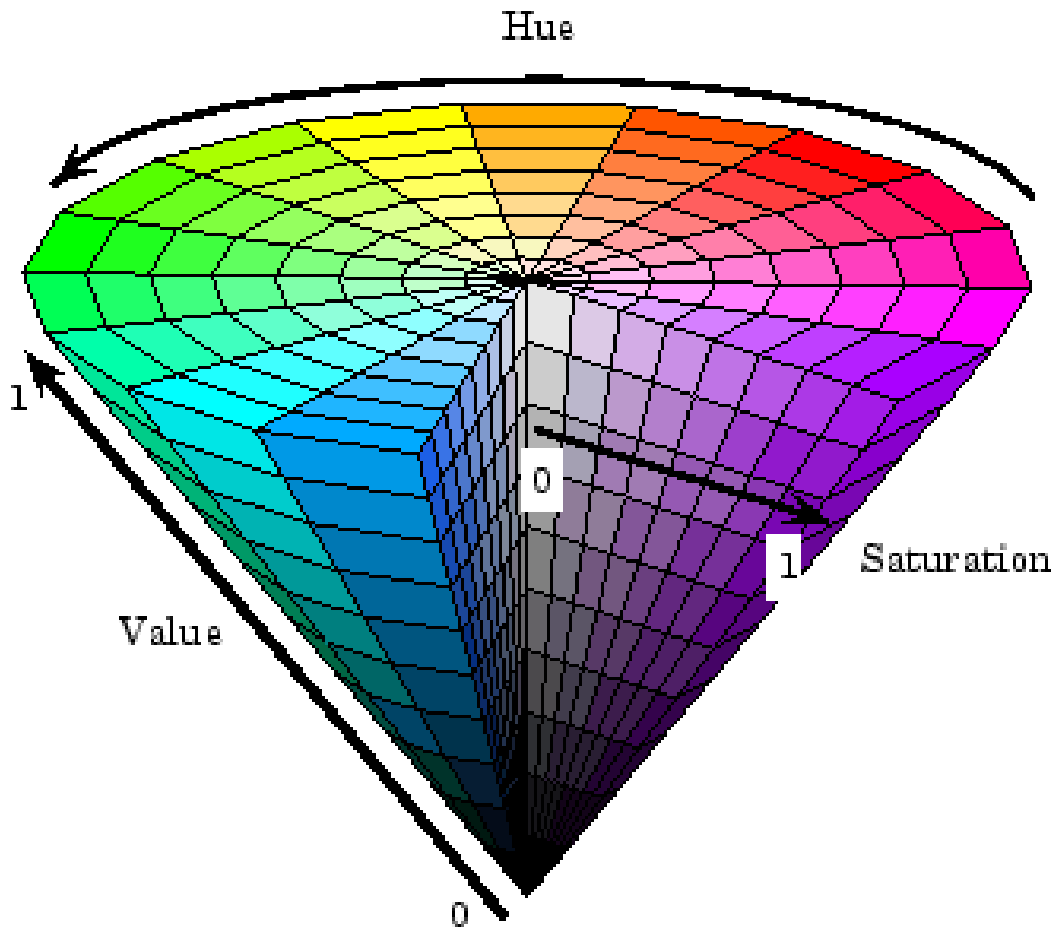
Most information in intensity



Original image

Color spaces: HSV

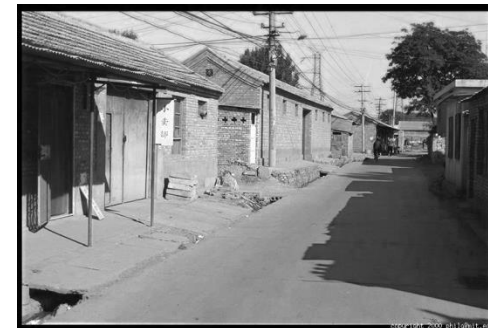
Intuitive color space



H
(S=1,V=1)



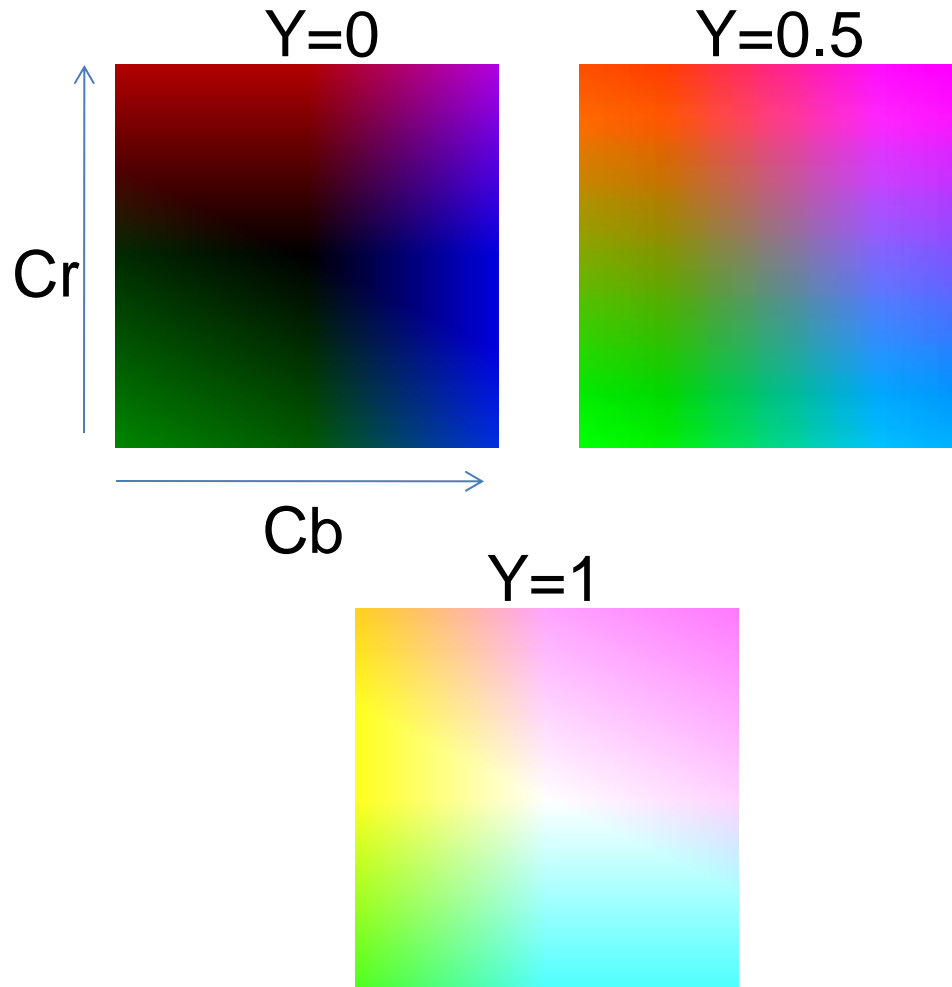
S
(H=1,V=1)



V
(H=1,S=0)

Color spaces: YCbCr

Fast to compute, good for compression, used by TV



Y
(Cb=0.5,Cr=0.5)



Cb
(Y=0.5,Cr=0.5)



Cr
(Y=0.5,Cb=0.5)

Most JPEG images & videos subsample chroma

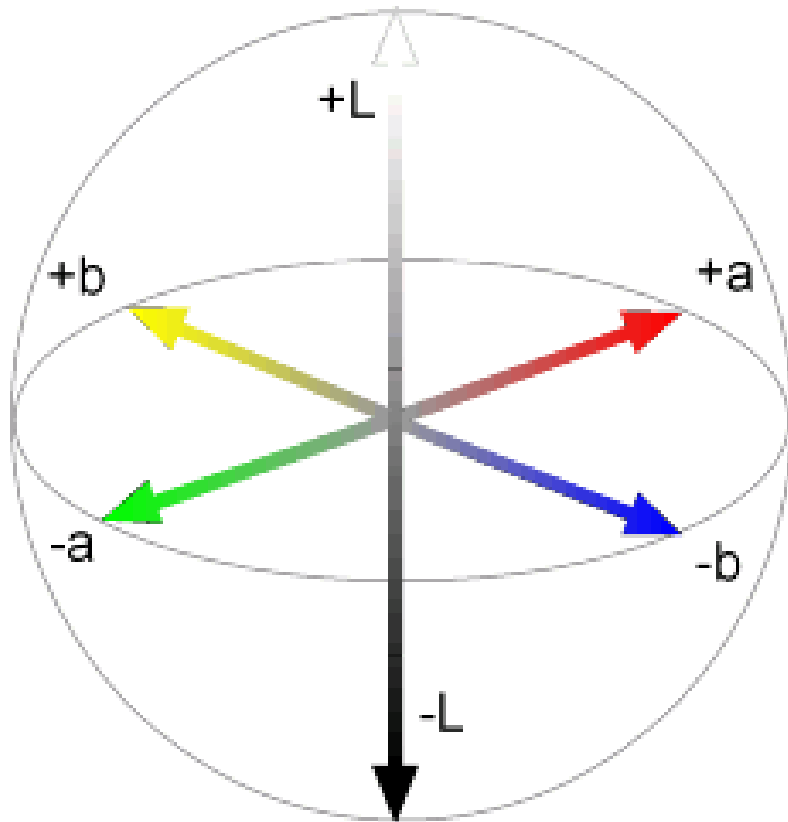


PSP Comp 3
2x2 Chroma subsampling
285K

Original
1,261K lossless
968K PNG

Color spaces: L*a*b*

“Perceptually uniform”* color space



L
(a=0,b=0)

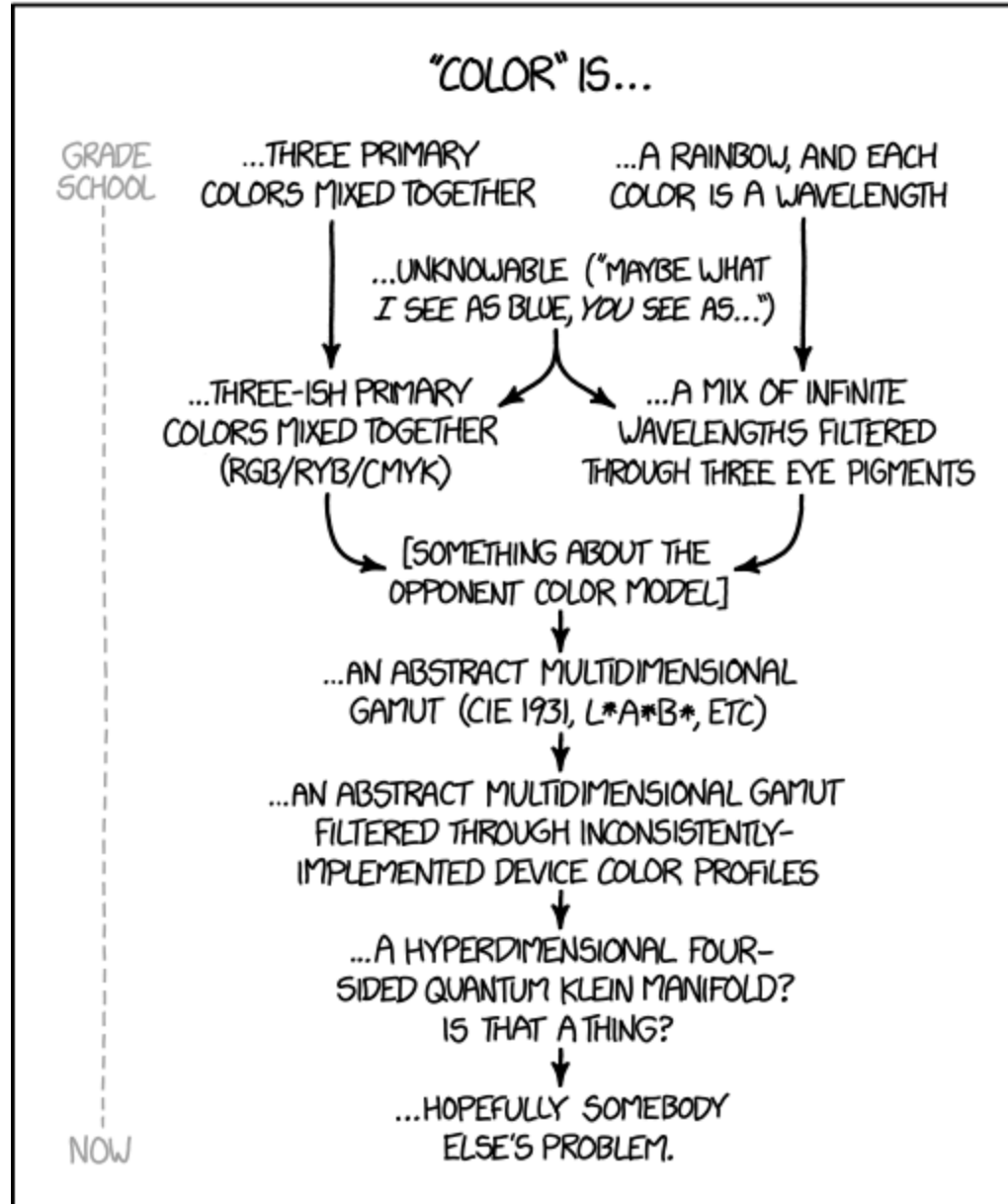


a
(L=65,b=0)



b
(L=65,a=0)

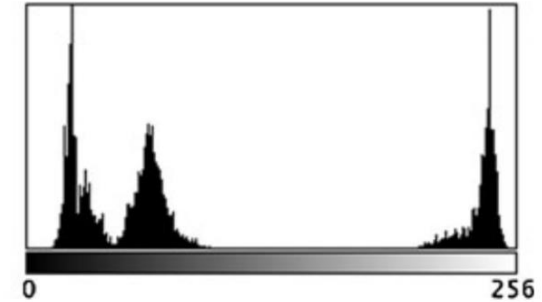
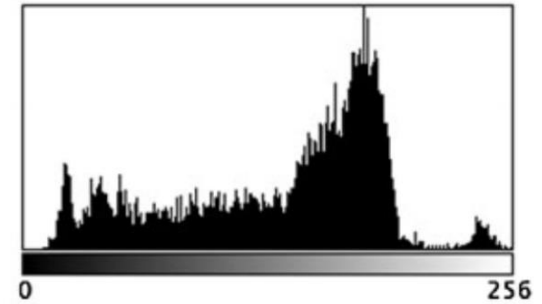
EVOLUTION OF MY UNDERSTANDING OF COLOR OVER TIME:



A dark, irregular ink blot with white splatters on a white background. The blot is roughly circular but has jagged, feathered edges. The center is a solid dark blue/black, while the edges are lighter and more textured, with many small white specks and larger white splatters scattered around it.

Image histograms

Histogram



Slide credit: Dr. Mubarak Shah

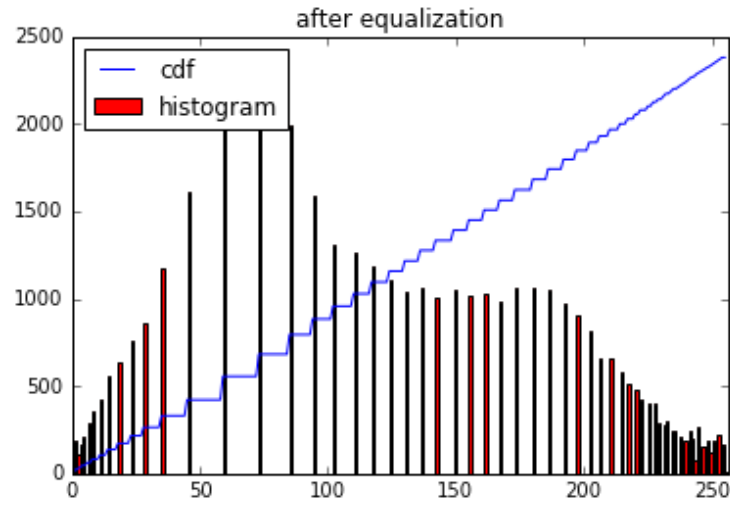
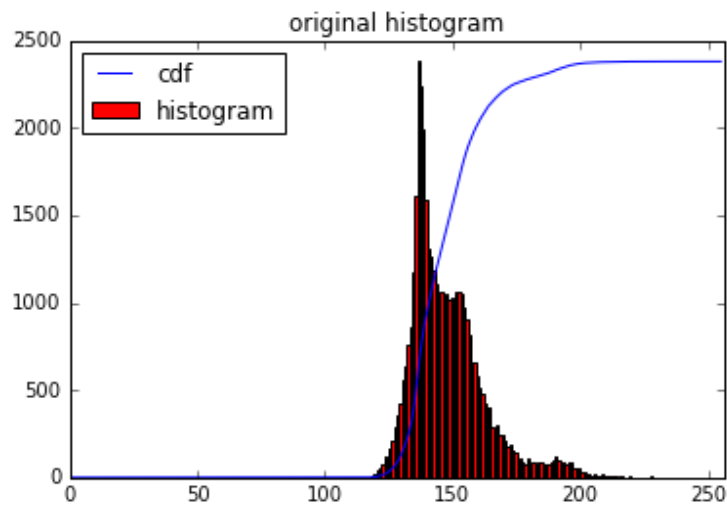
Histogram

- Histogram of an image provides the frequency of the brightness (intensity) value in the image.

```
function h=histogram(im)
    h=zeros(1,255);
    for row=1:size(im,1)
        for col=1:size(im,2)
            val = im(row,col)+1;
            h(val)=h(val)+1;
        end
    end
end
```

```
def histogram(im):
    h = np.zeros(255)
    for row in im.shape[0]:
        for col in im.shape[1]:
            val = im[row, col]
            h[val] += 1
```

A use case: histogram equalization



White balance

- When looking at a picture on screen or print, we adapt to the illuminant of the room, not to that of the scene in the picture
- When the white balance is not correct, the picture will have an unnatural color “cast”

incorrect white balance



correct white balance



White balance

- Film cameras:
 - Different types of film or different filters for different illumination conditions
- Digital cameras:
 - Automatic white balance
 - White balance settings corresponding to several common illuminants
 - Custom white balance using a reference object

