

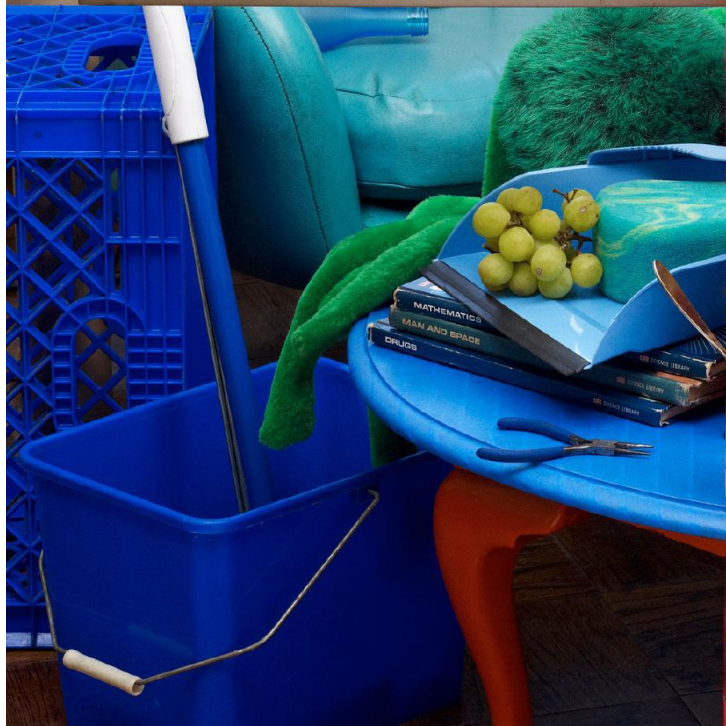
ECE 4973: Lecture 3

Color and representation

Samuel Cheng

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

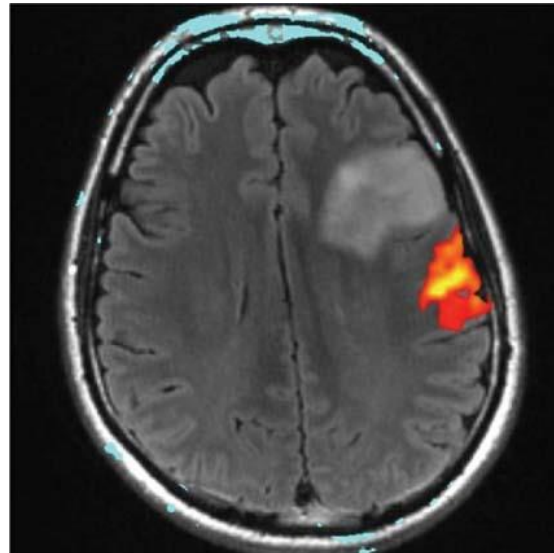
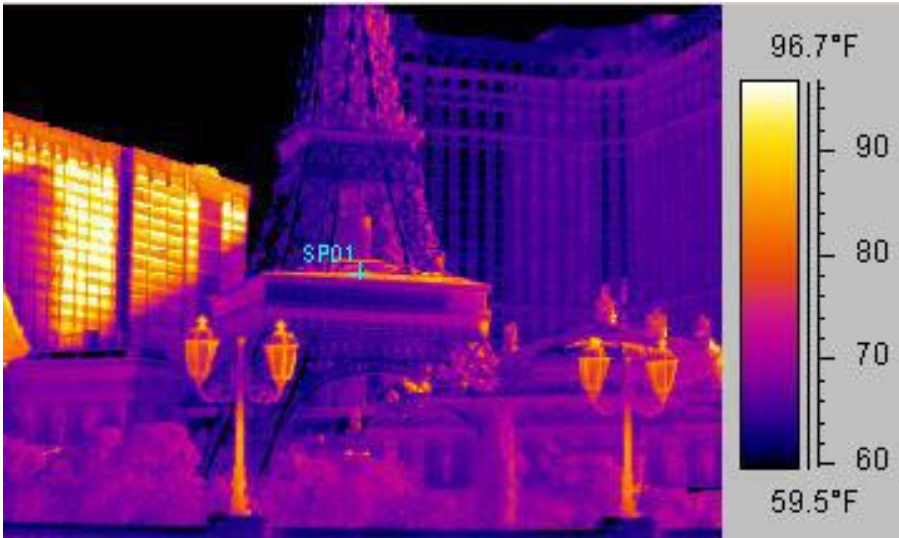
.



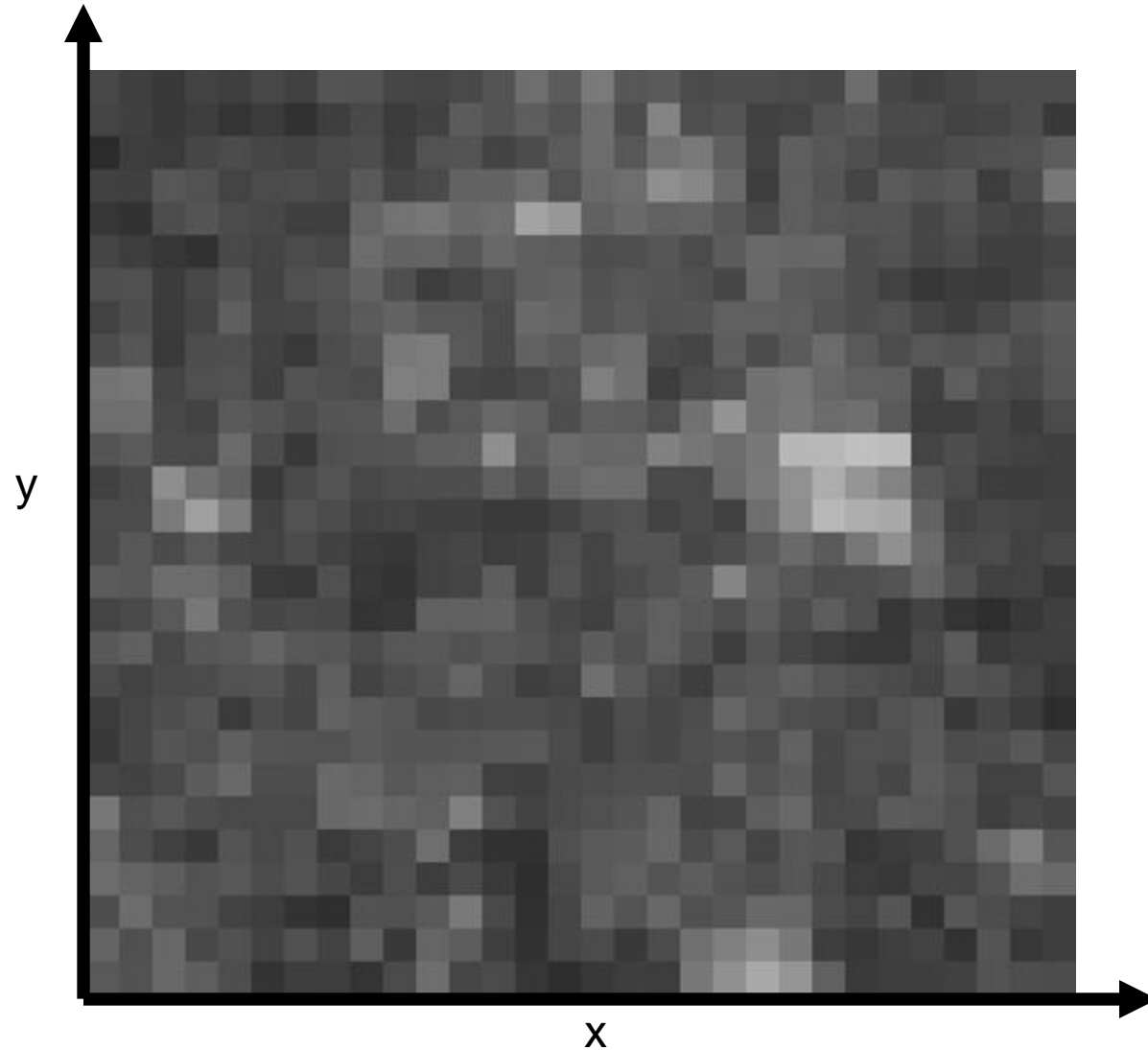


WHAT IS AN IMAGE?

Example 2D Images

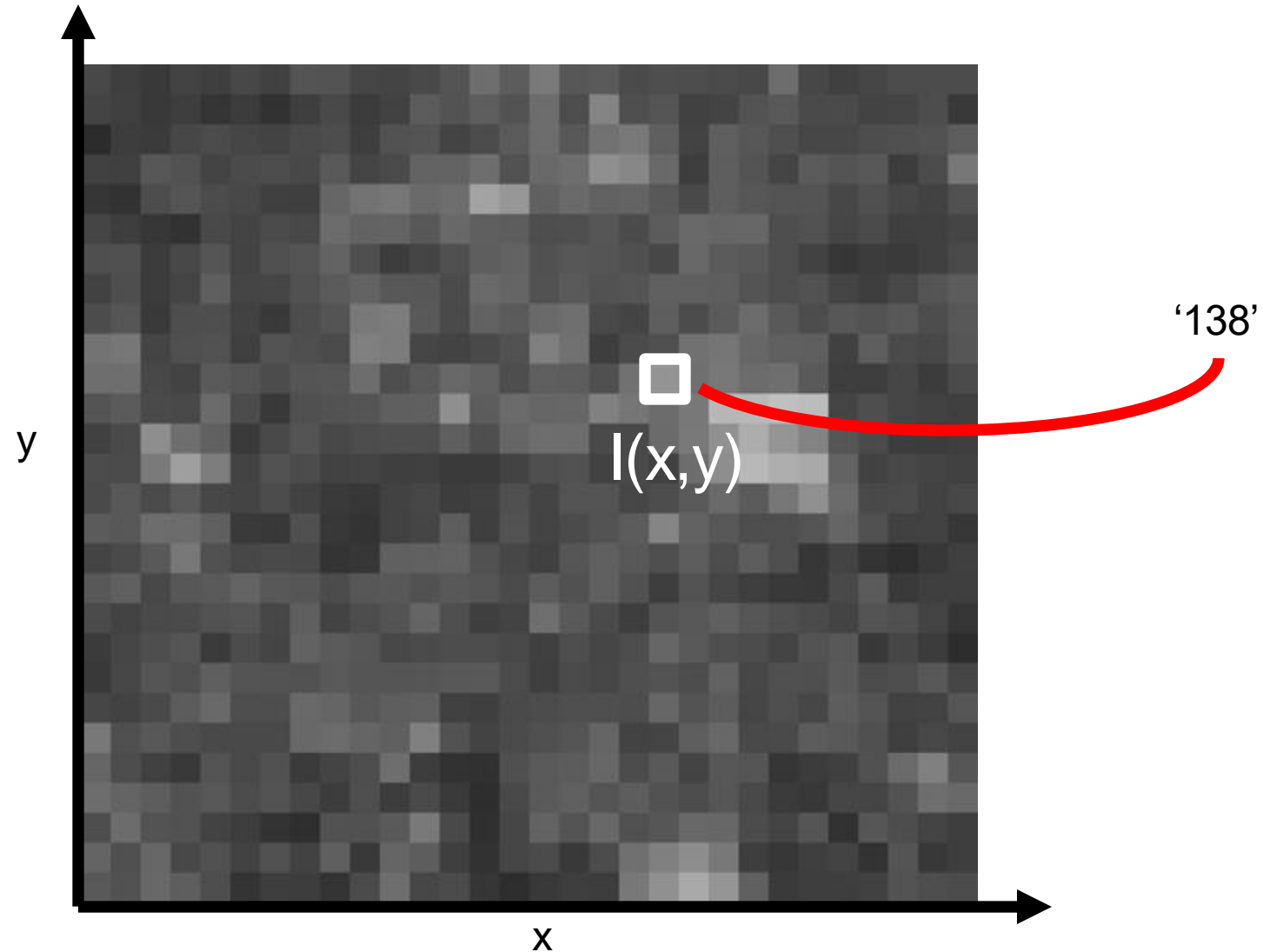


What is each part of a greyscale image?

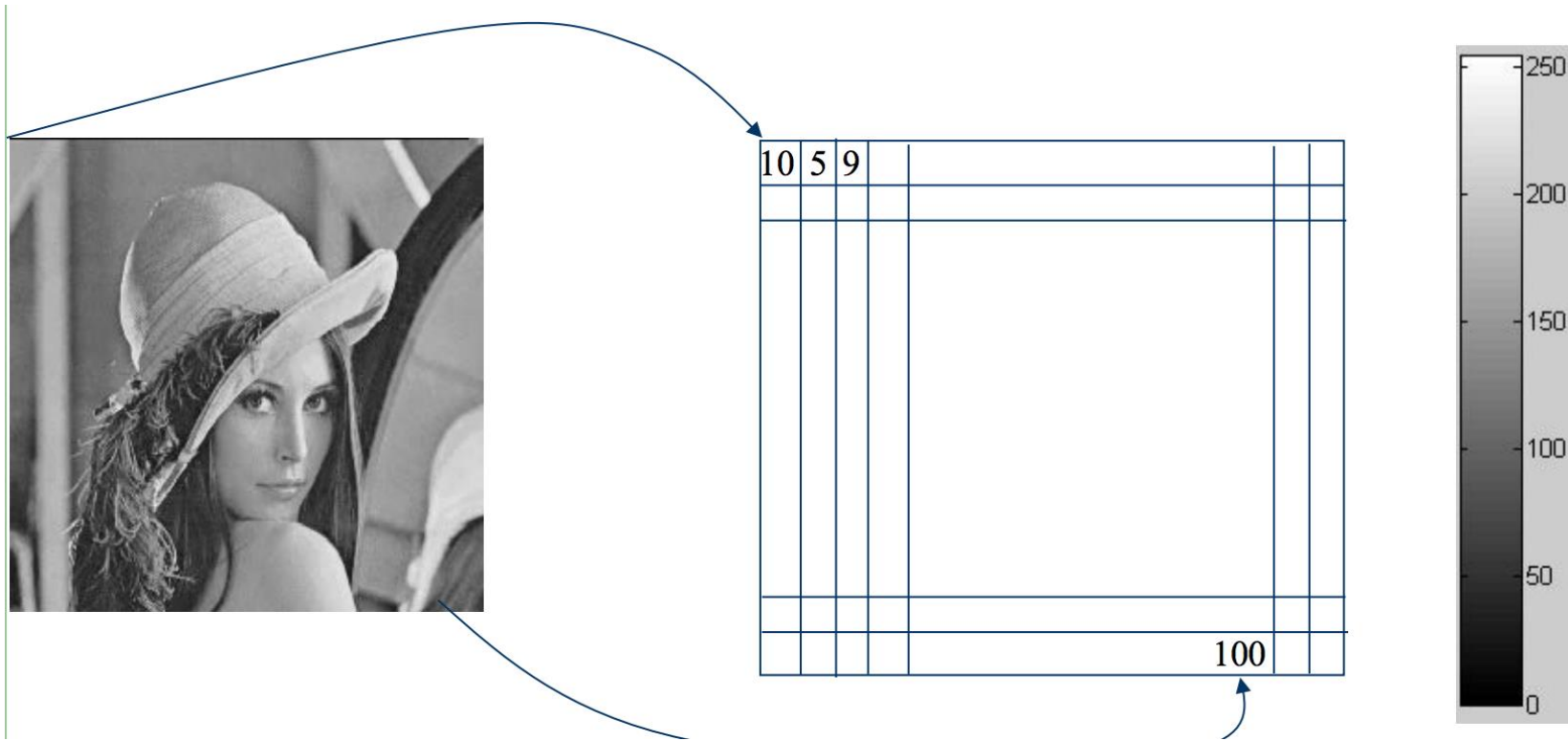


What is each part of a greyscale image?

- Pixel -> picture element

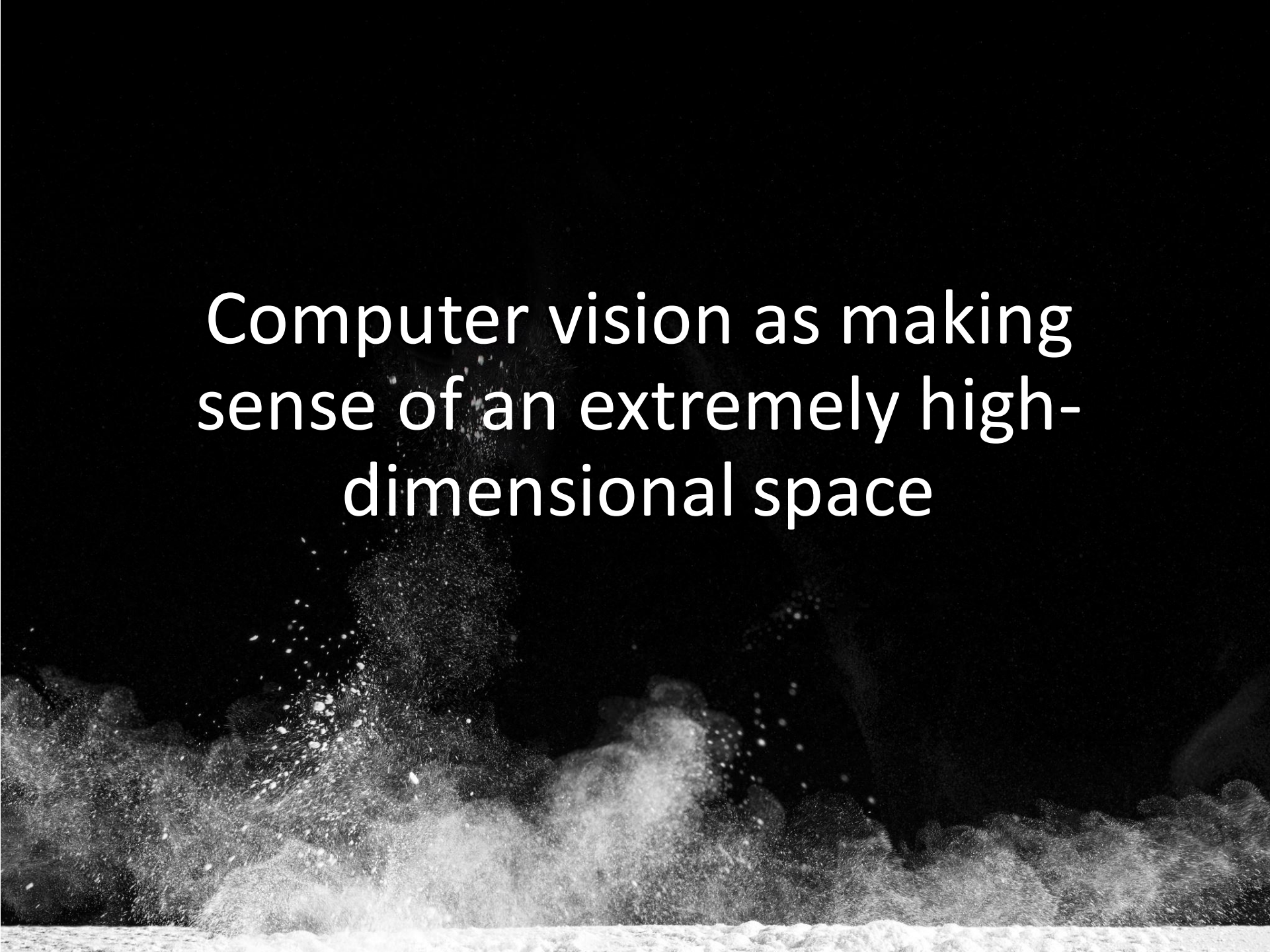


Another example: Lena

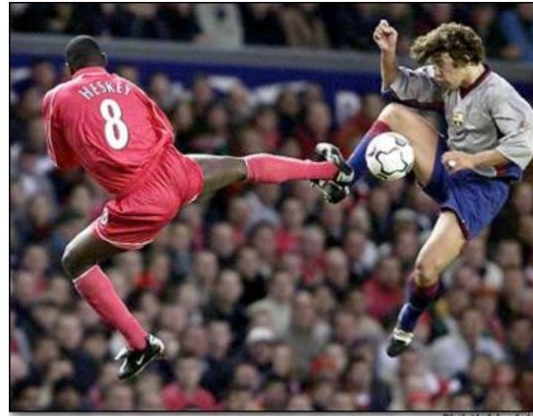


Slide credit: Ulas
Bagci

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



Color image representation



Phil Noble / AP



Phil Noble / AP



Phil Noble / AP

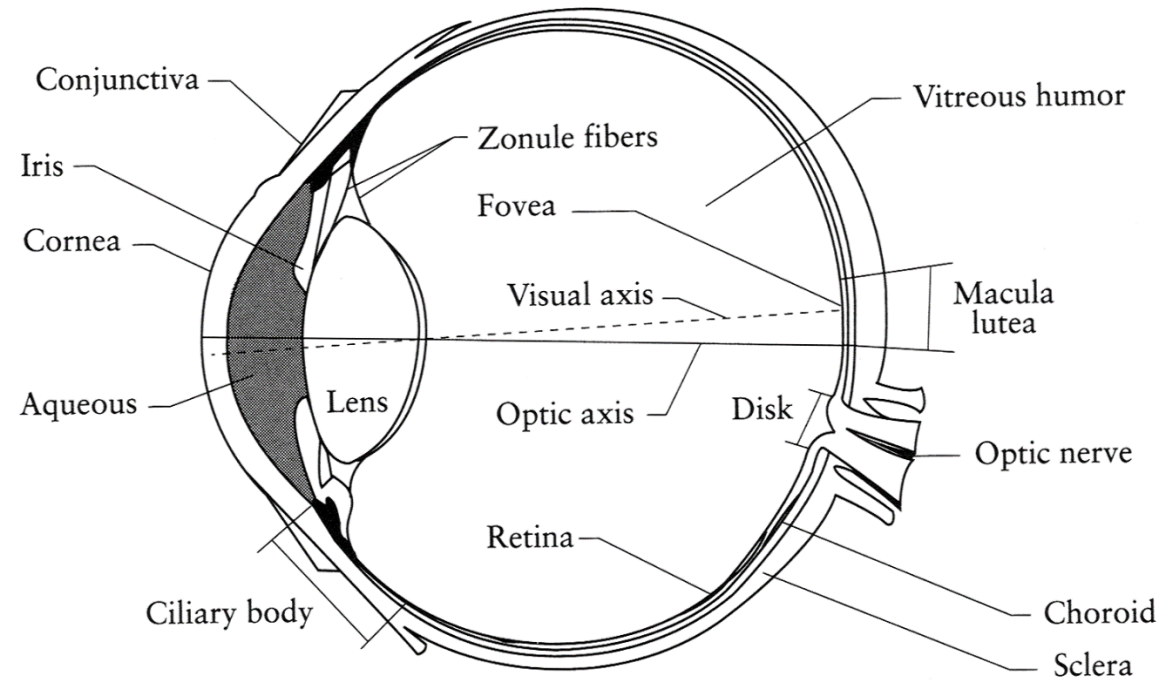
Why **red**, **green**, and **blue**?

Slide credit: Ulas Bagci

Color in human vision

ANATOMY

The Eye



- The human eye is a camera
 - **Iris** - colored annulus with radial muscles
 - **Pupil** - the hole (aperture) whose size is controlled by the iris
 - What's the sensor?
 - photoreceptor cells (rods and cones) in the **retina**

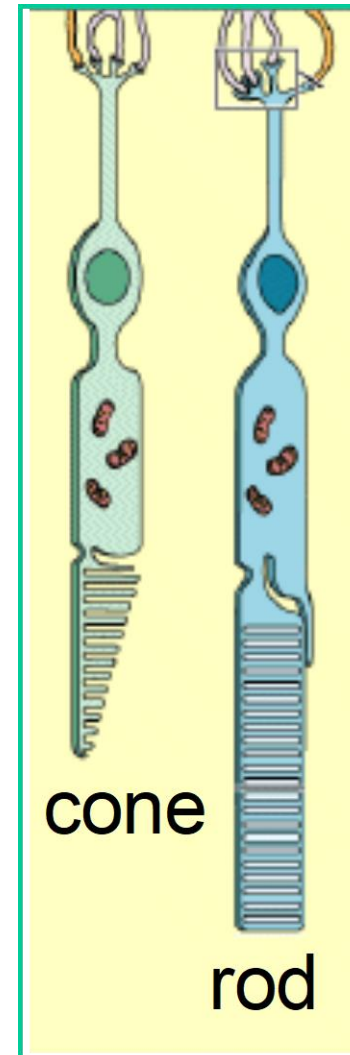
Two types of light-sensitive receptors

Cones

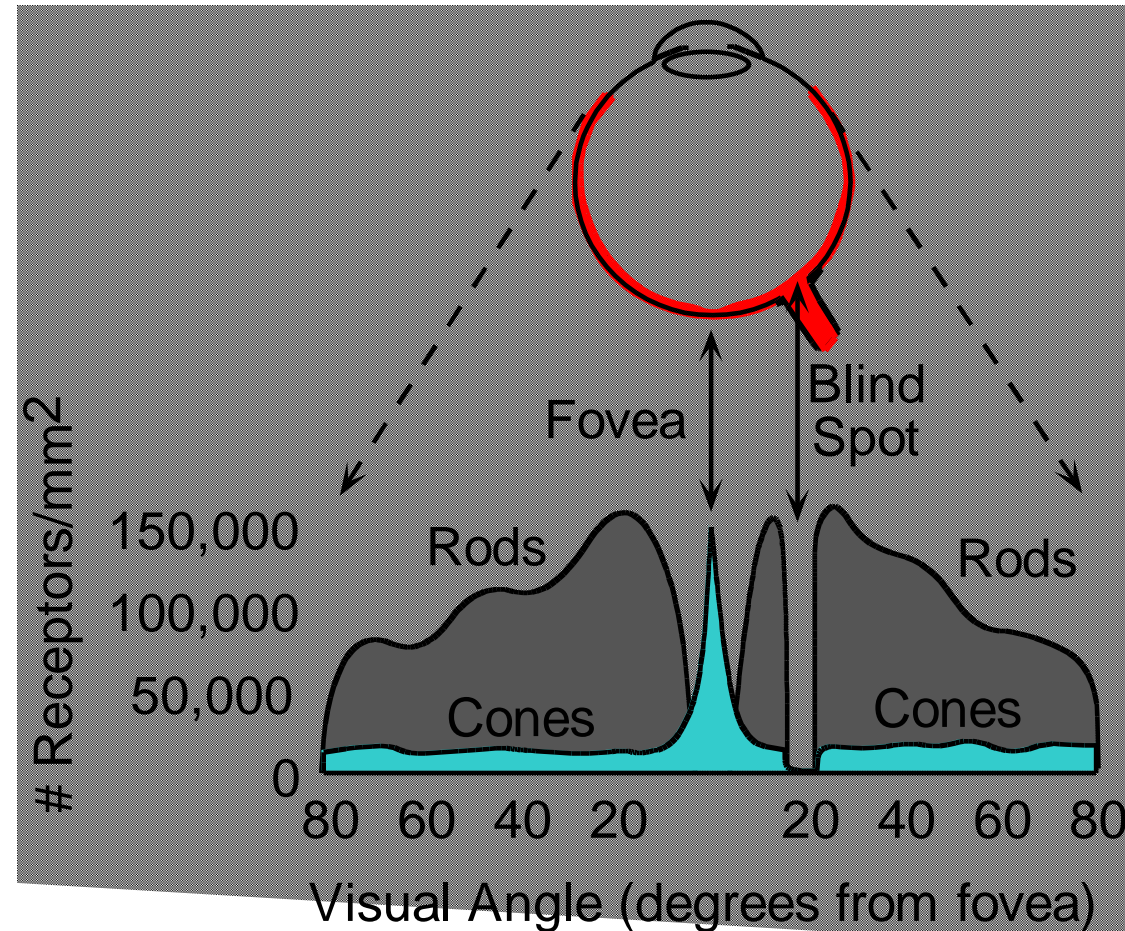
cone-shaped
less sensitive
operate in high light
color vision

Rods

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



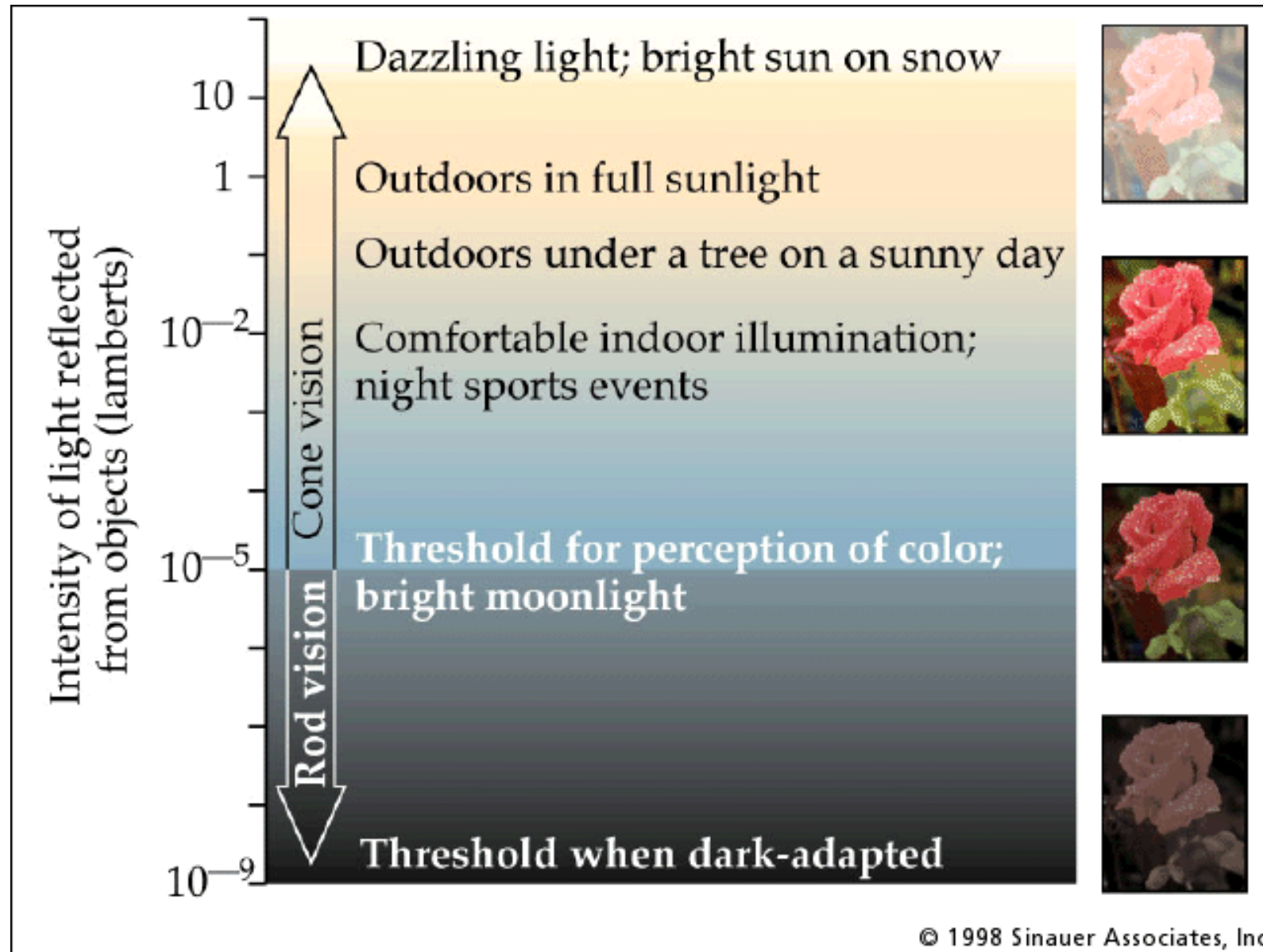
Distribution of Rods and Cones



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

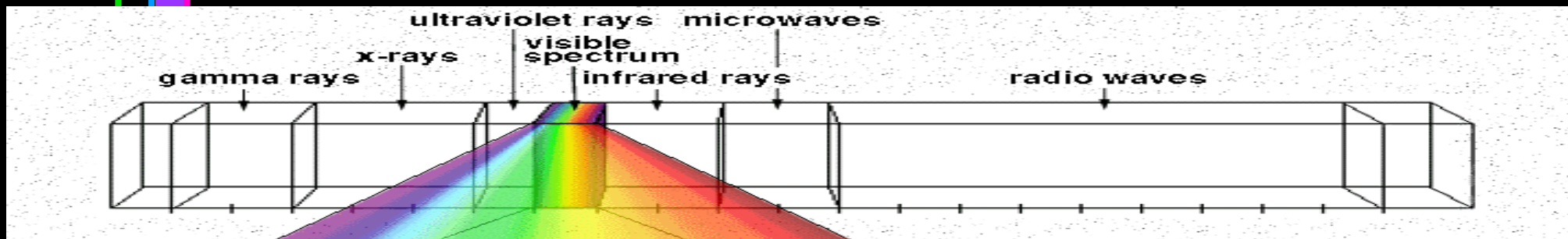
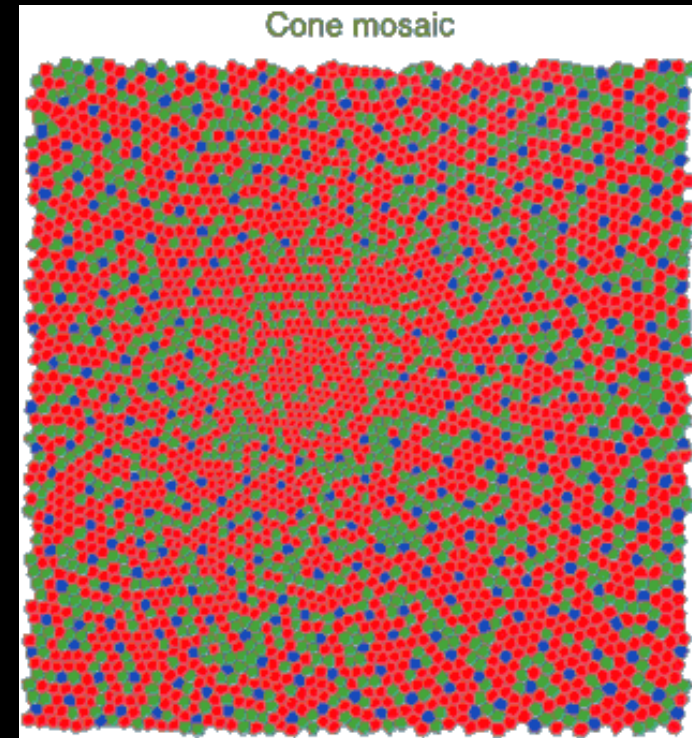
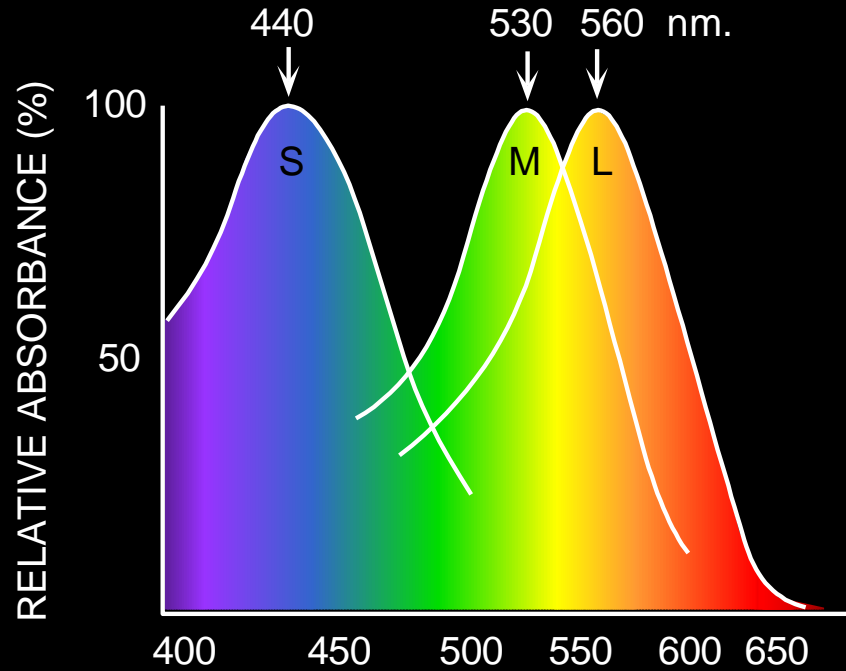
Averted vision: http://en.wikipedia.org/wiki/Averted_vision

Rod / Cone sensitivity



Physiology of Color Vision

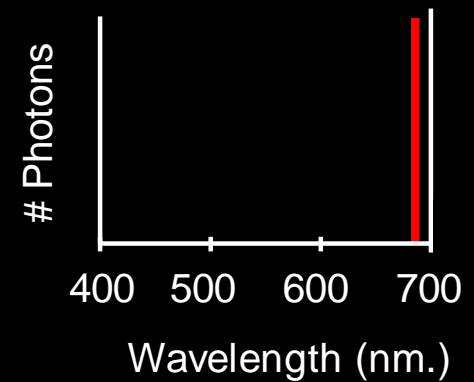
Three kinds of cones:



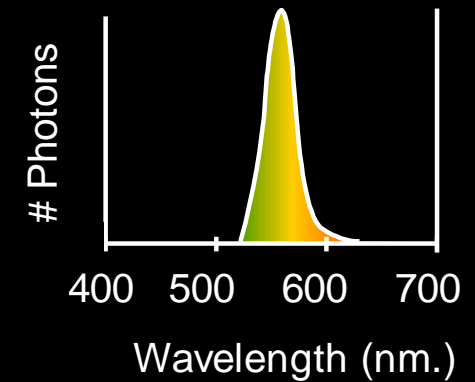
The Physics of Light

Some examples of the spectra of light sources

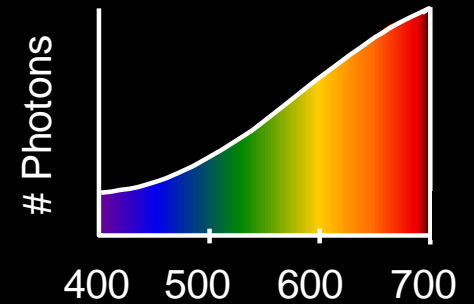
A. Ruby Laser



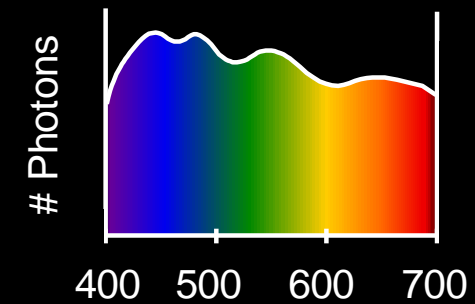
B. Gallium Phosphide Crystal



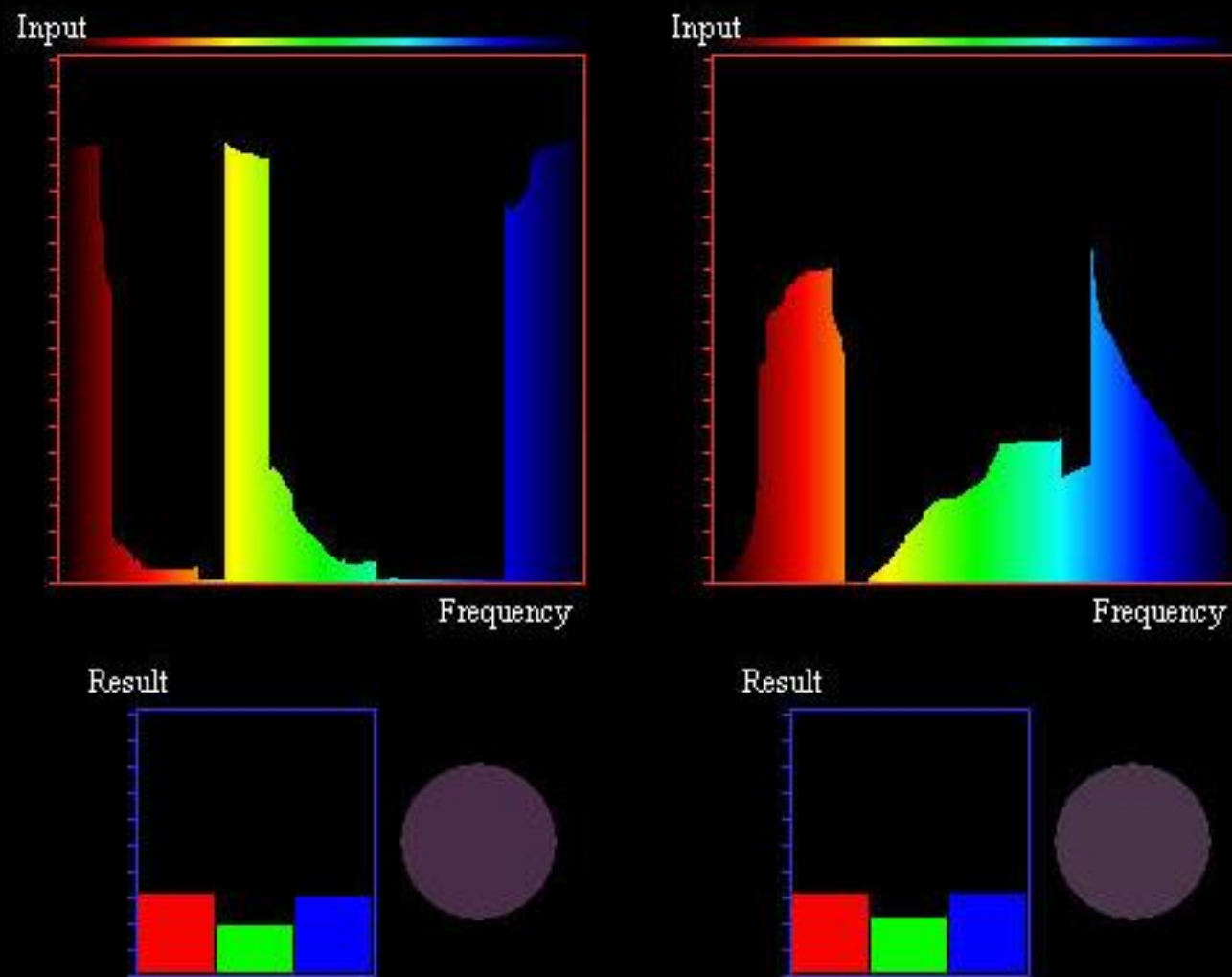
C. Tungsten Lightbulb



D. Normal Daylight



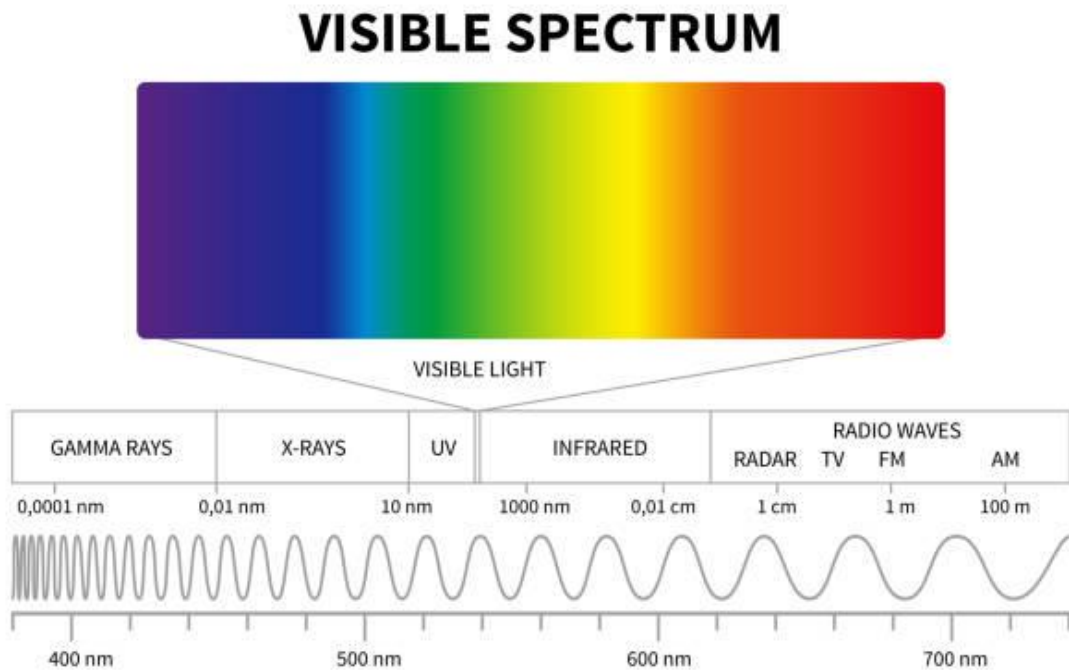
Metamers



by Jeff Beall, Adam Doppelt and John F. Hughes

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

What color will you see?



- What is red + green?
 - Yellow
- What is blue + green?
 - Cyan
- How about blue + red?

Magenta is a ``fake'' color

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



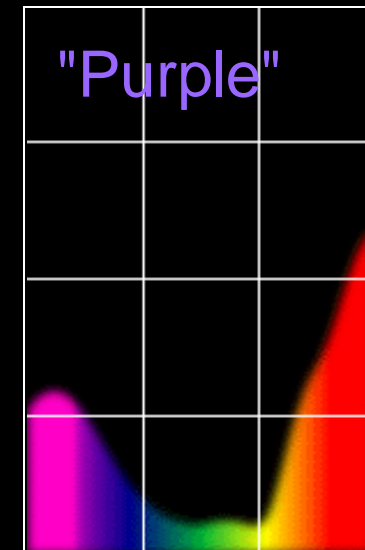
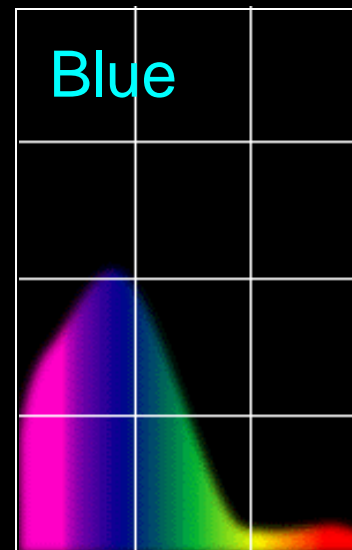
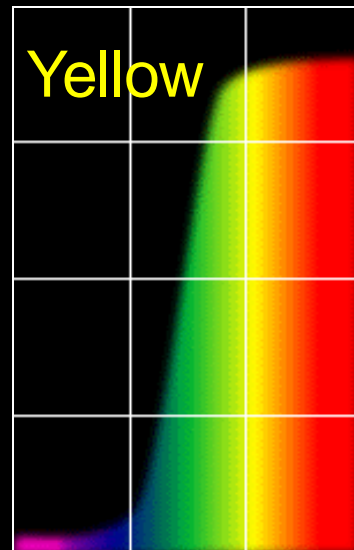
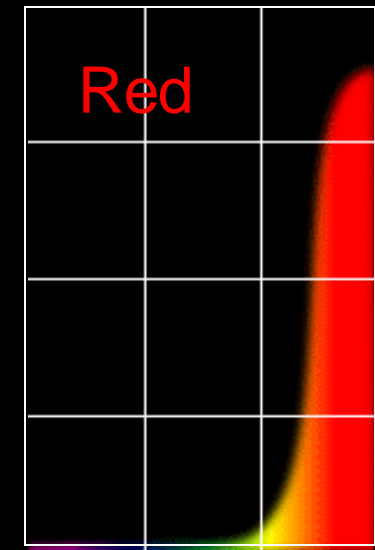
- [Color Mixing: The Mystery of Magenta](#)

The Physics of Light

Some examples of the reflectance spectra of surfaces



% Photons Reflected



400 700

400 700

400 700

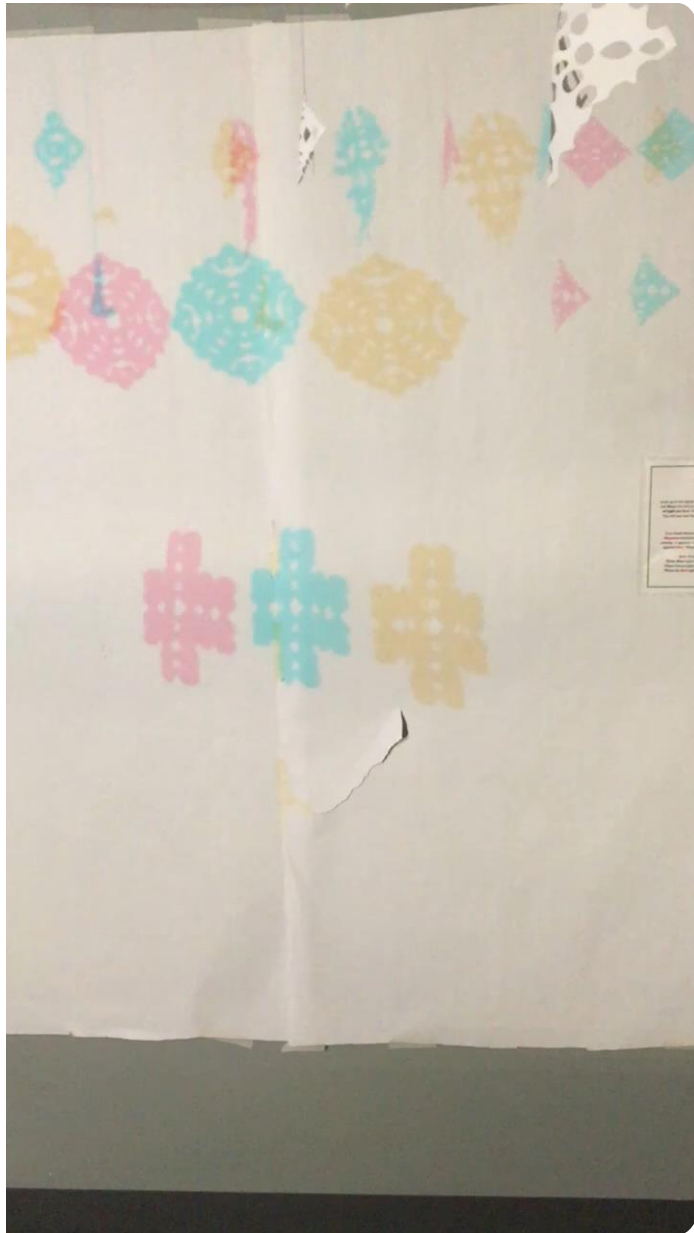
400 700

Wavelength (nm)



Colorful shadow

- Have you seen such thing before?
- Can you reconstruct something similar?
- Hint: 3 color light sources. Can you guess how the light sources oriented?

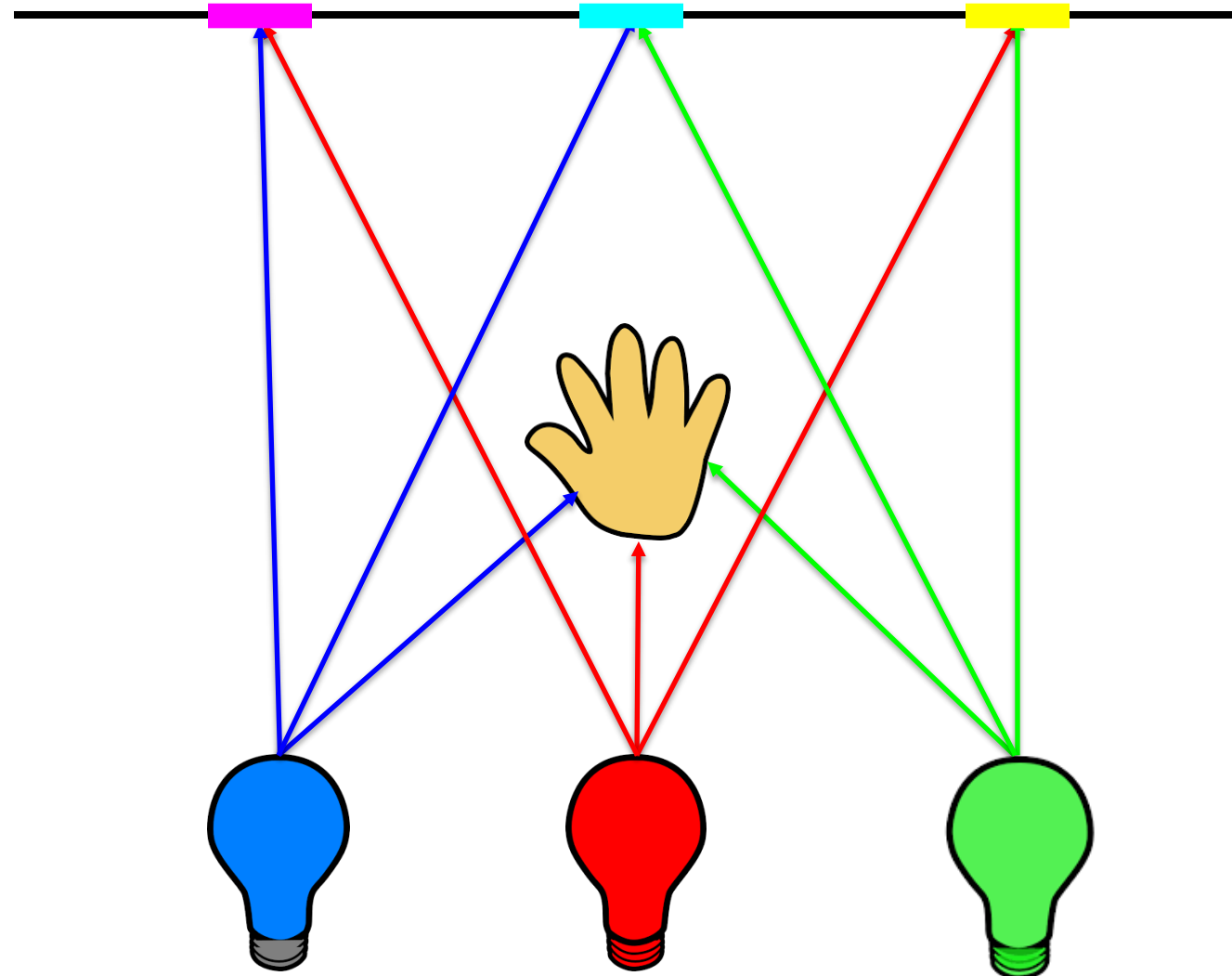


Colorful shadows

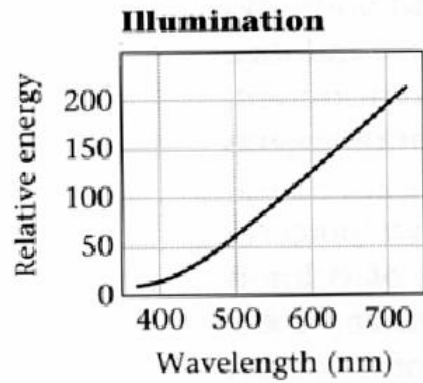
Can you guess the order of
the light (from left to right)?



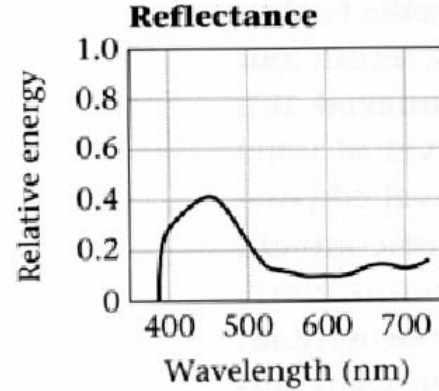
Colorful shadows



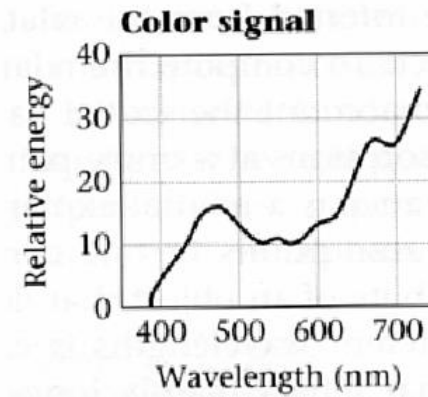
Interaction of light and surfaces



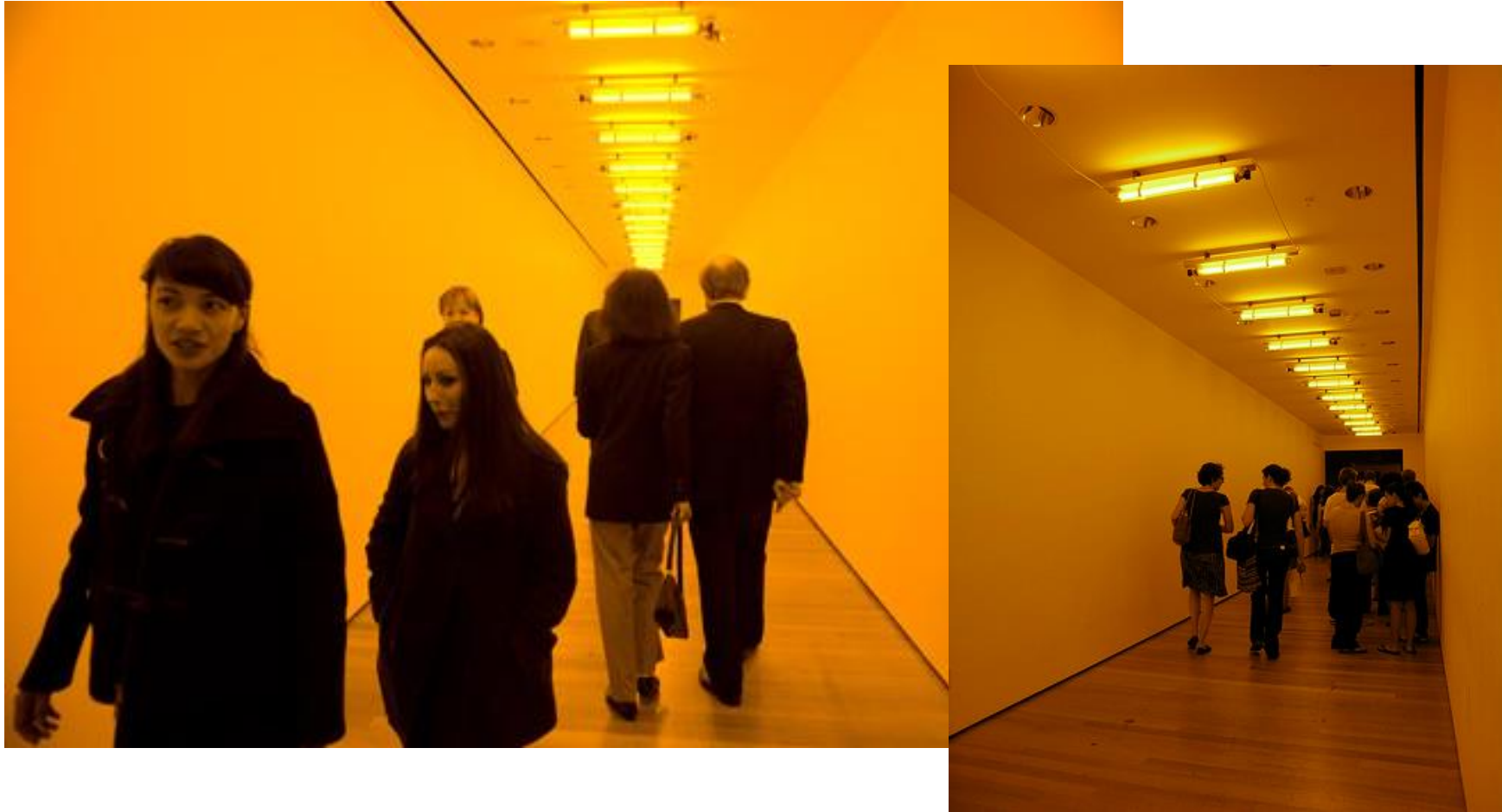
• *



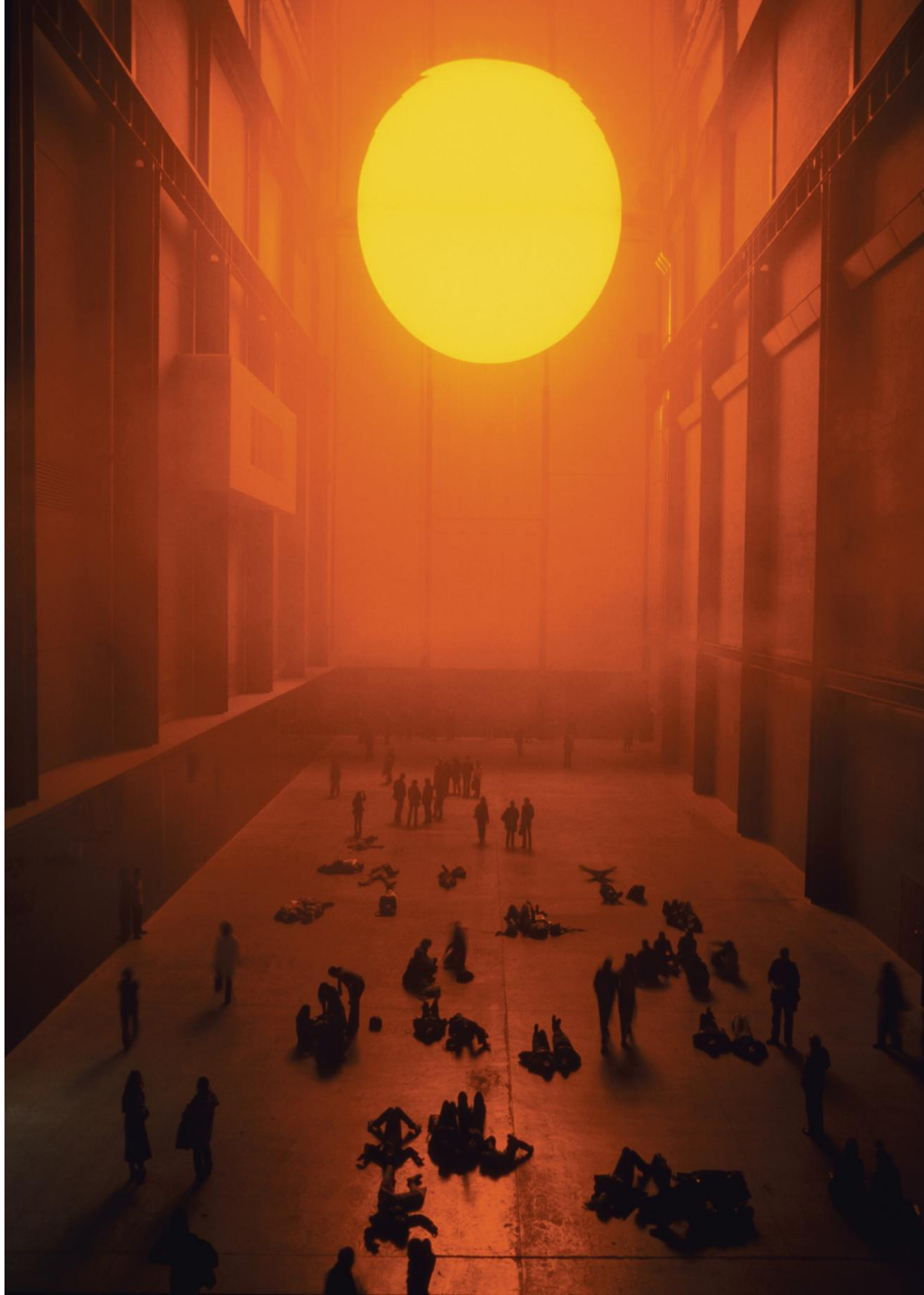
=



Under monochromatic light

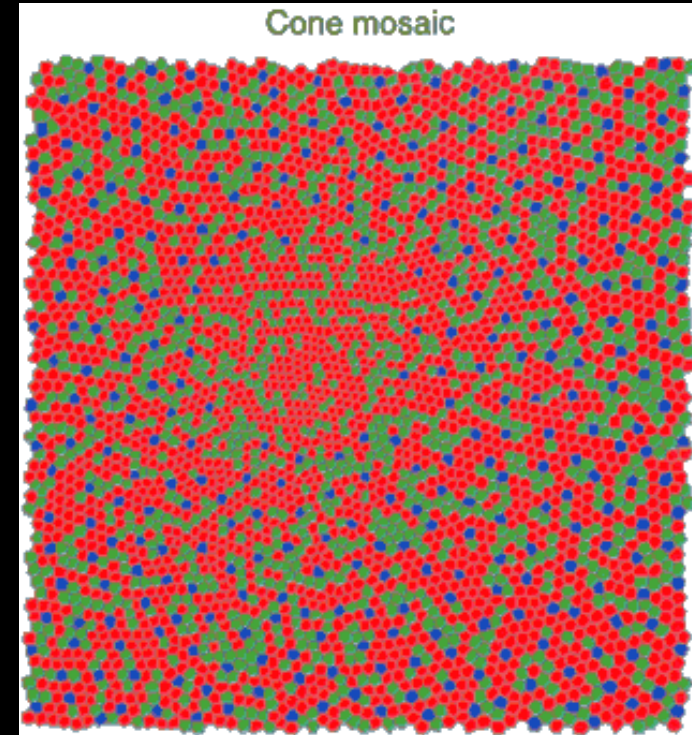
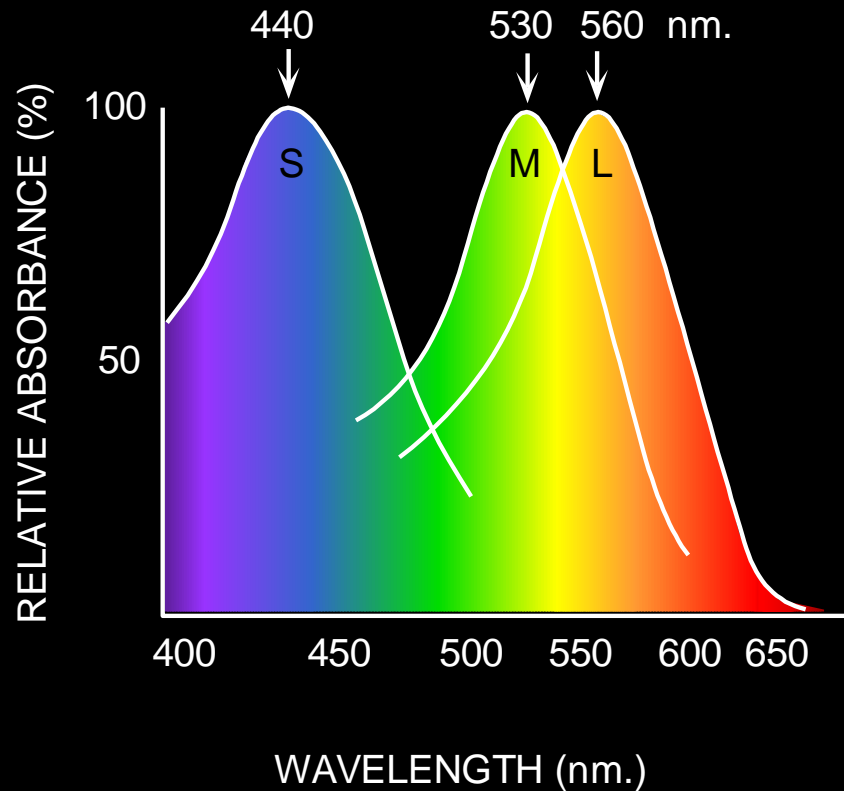


[Olafur Eliasson, *Room for one color*](#)



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

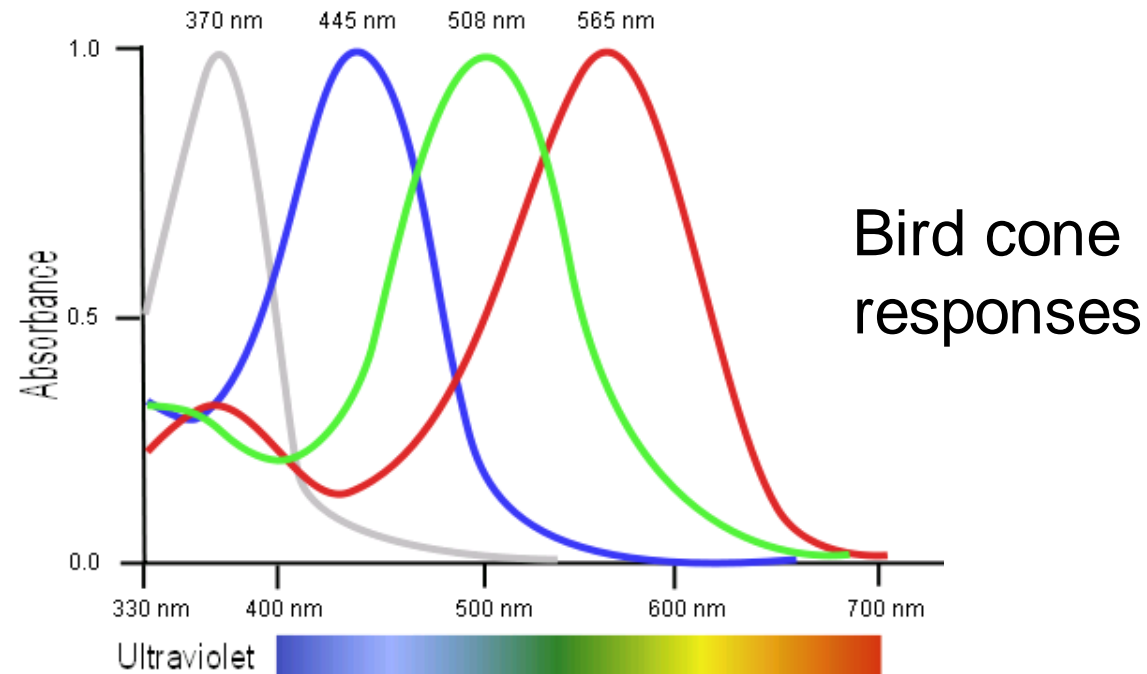
- S cones (peak at 420 nm, bluish-violet)
 - M cones (peak at 534 nm, bluish-green)
 - L cones (peak at 564 nm, yellowish-green)
-
- S cones and rods are totally absent in the foveal area
 - Note that both M and L are sensitive to green

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.

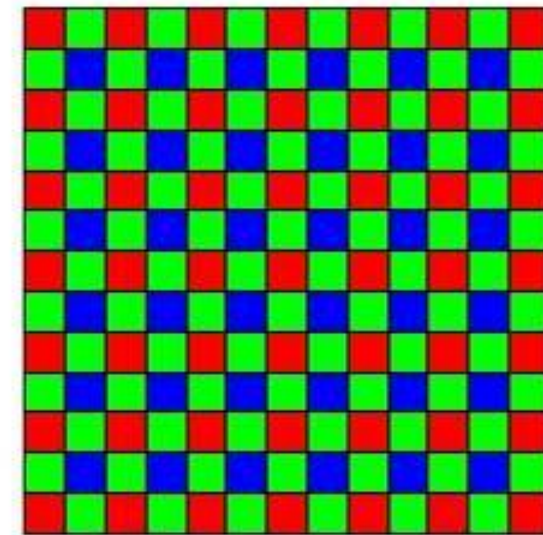
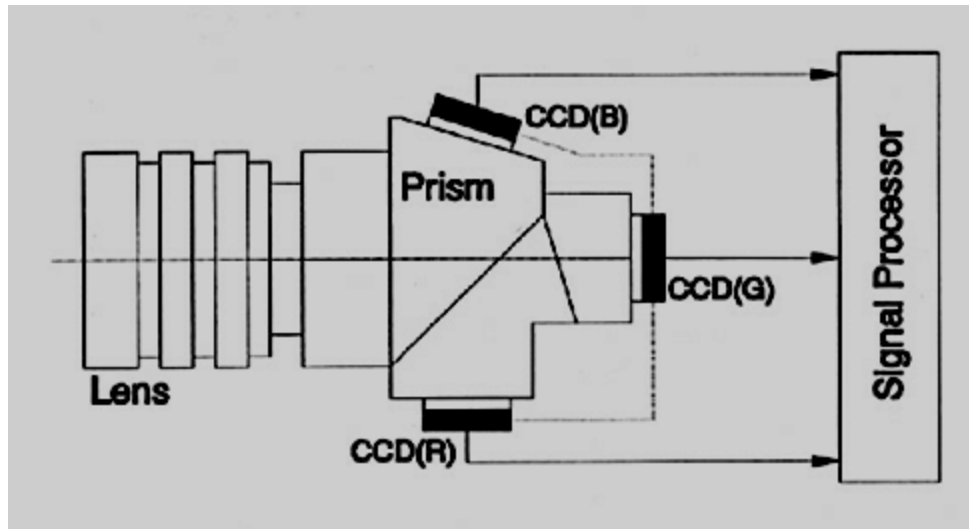
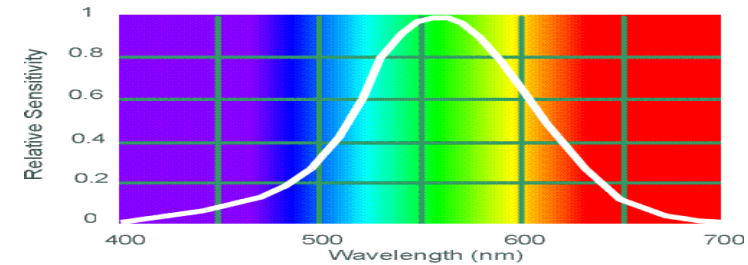
Bee vision



COLOR SENSING IN CAMERA

Color Sensing in Camera (RGB)

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



Bayer filter

Ruff Works

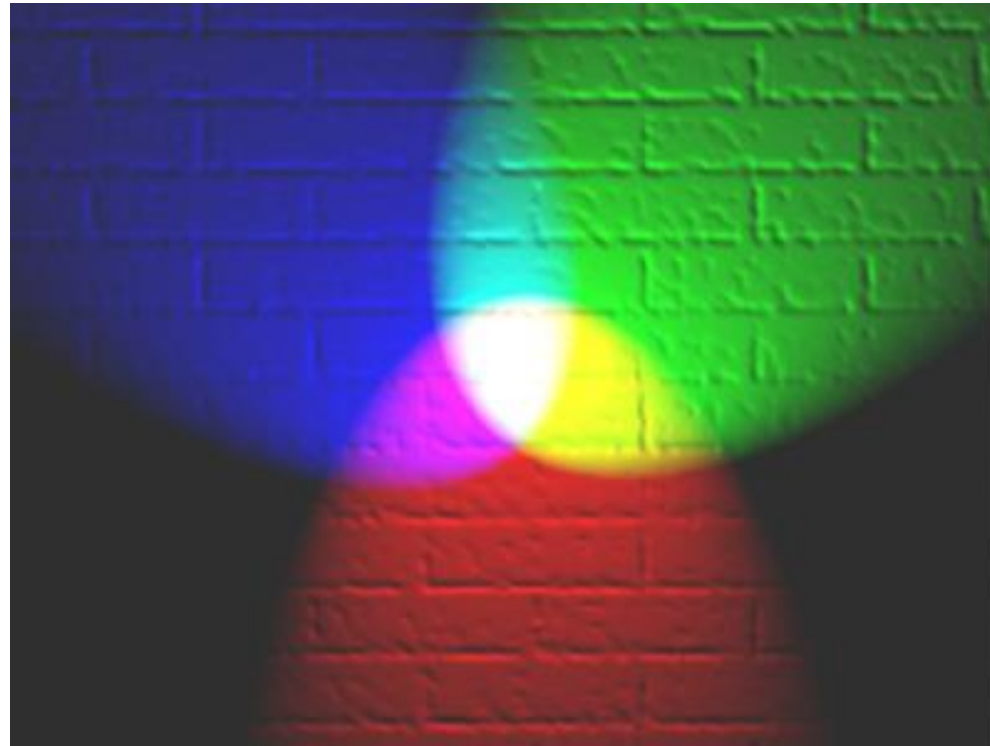
Why 3 colors?

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

COLOR SPACES

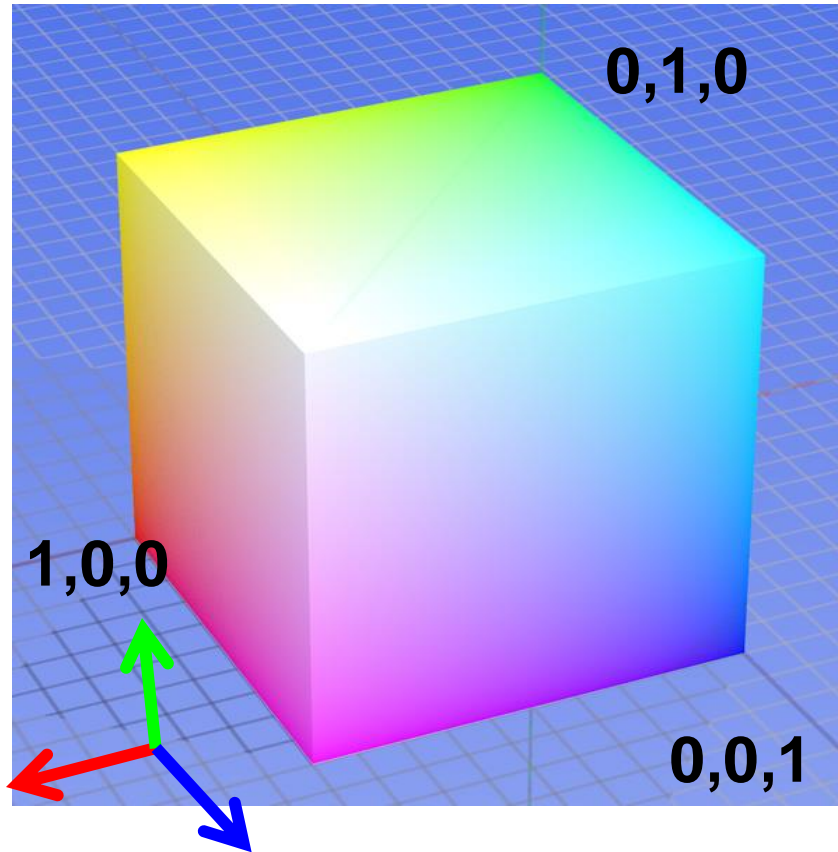
Color spaces

- How can we represent color?



Color spaces: RGB

Default color space



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

- Strongly correlated channels
- Non-perceptually uniform



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

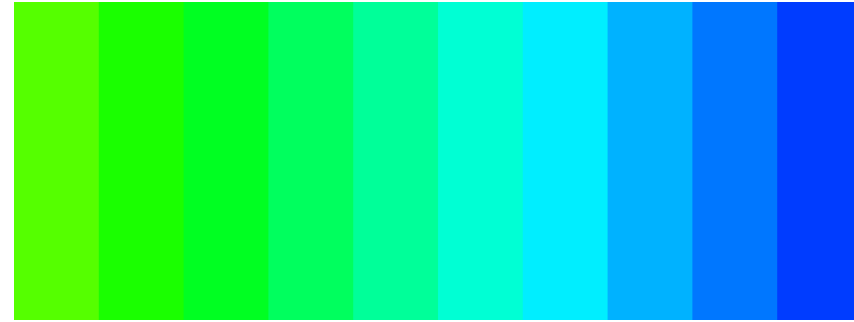
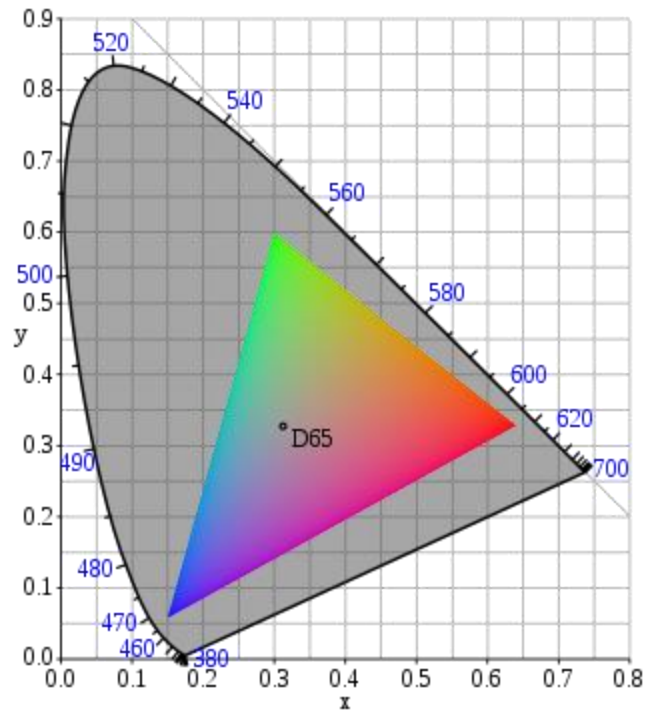


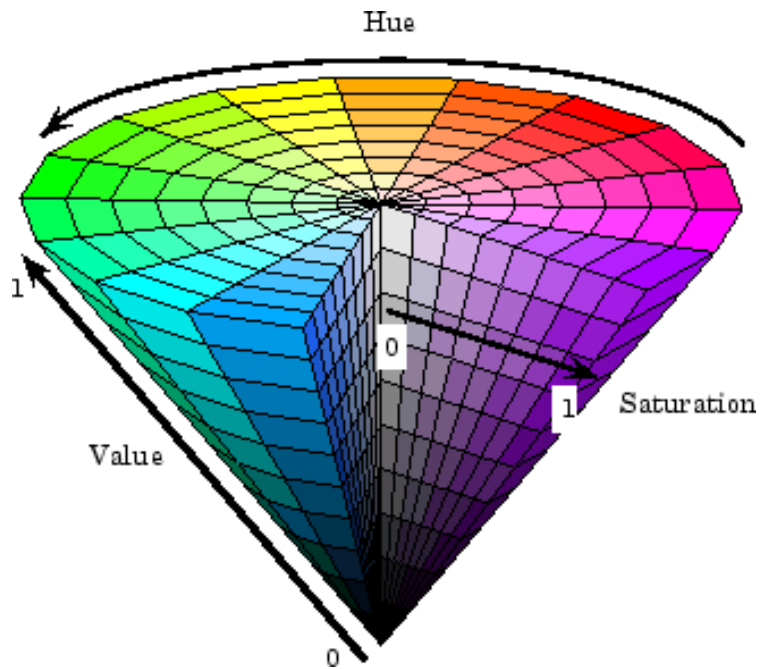
G = 1
(R=0,B=0)



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

RGB is not perceptually uniform





Color spaces: HSV

- More intuitive color space
- More perceptually uniform

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

Most information in intensity



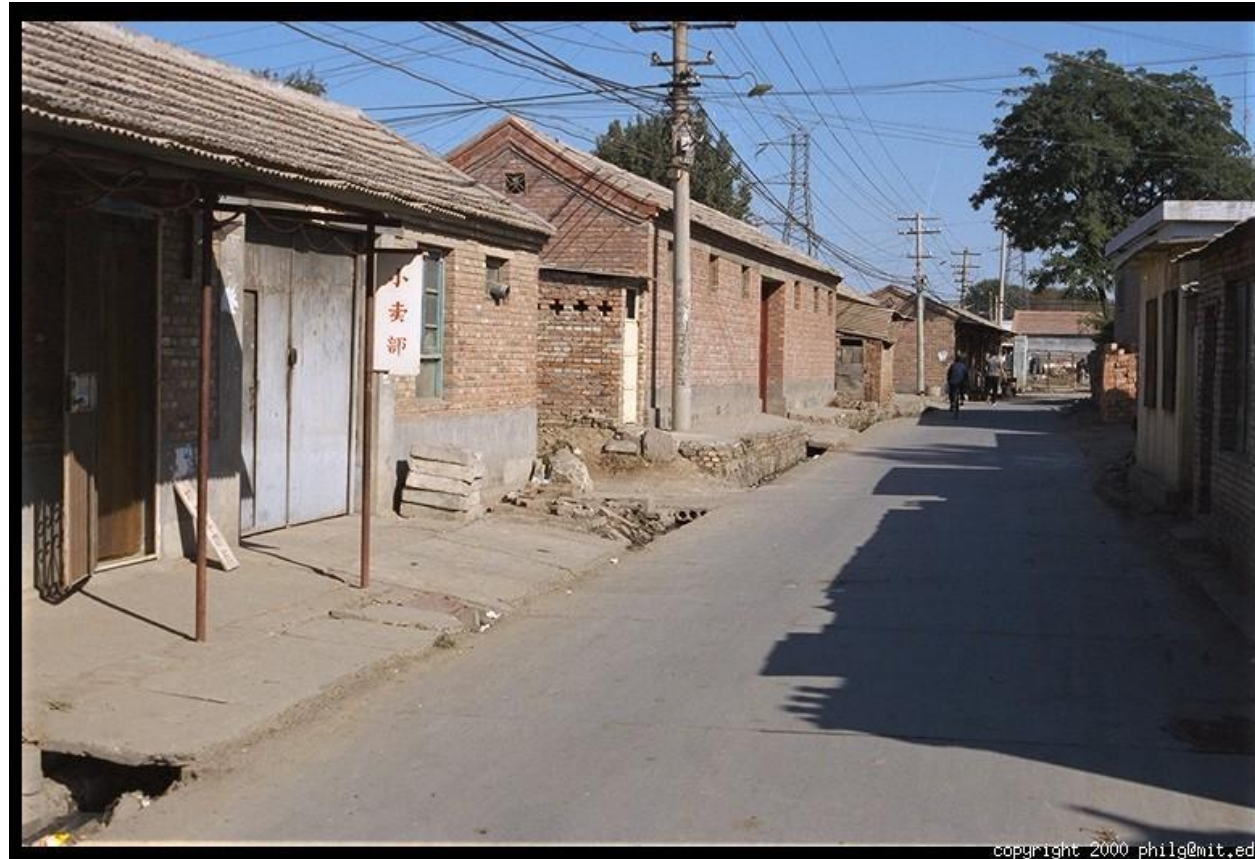
Only color shown – constant intensity

Most information in intensity



Only intensity shown – constant color

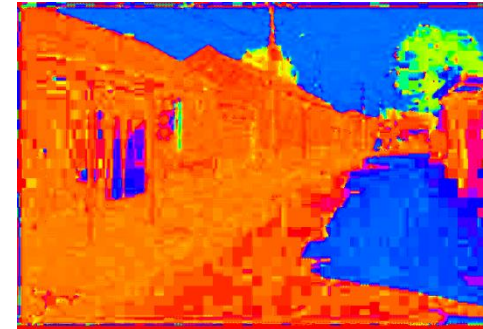
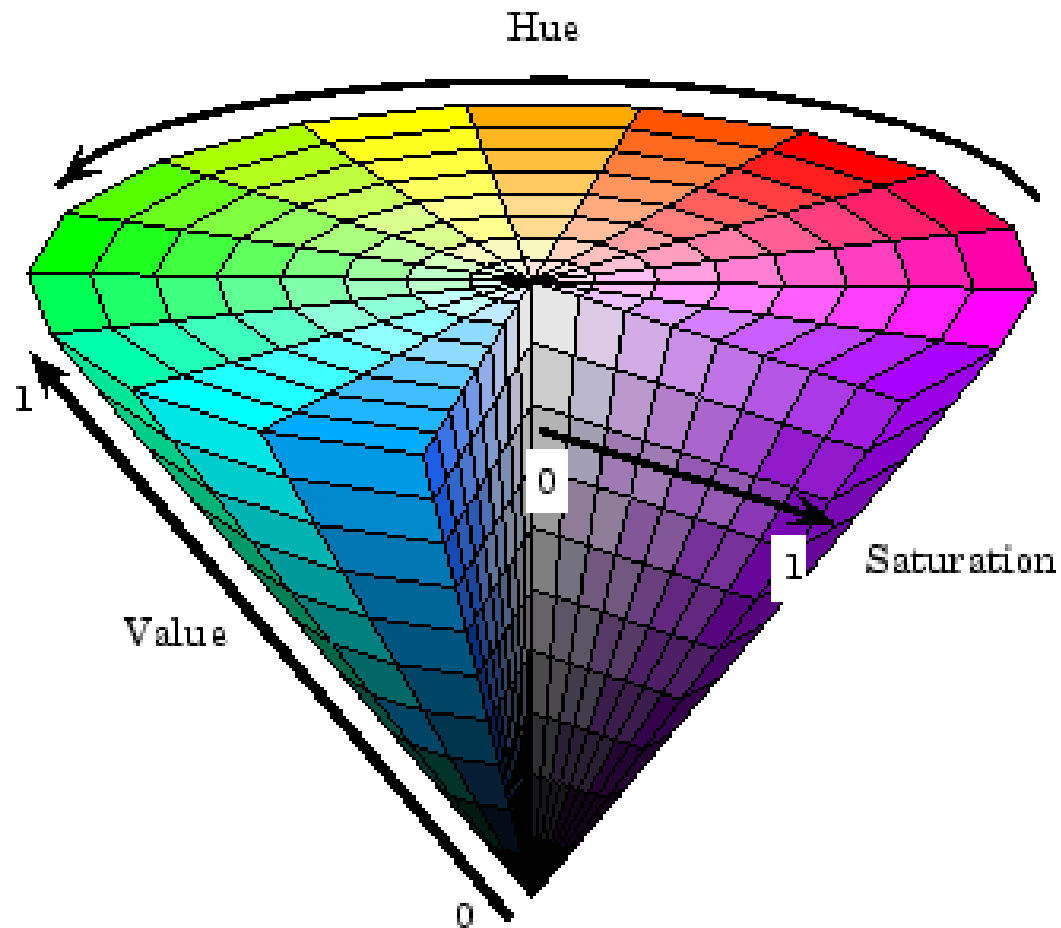
Most information in intensity



Original image

HSV

Intuitive color space



H
(S=1,V=1)



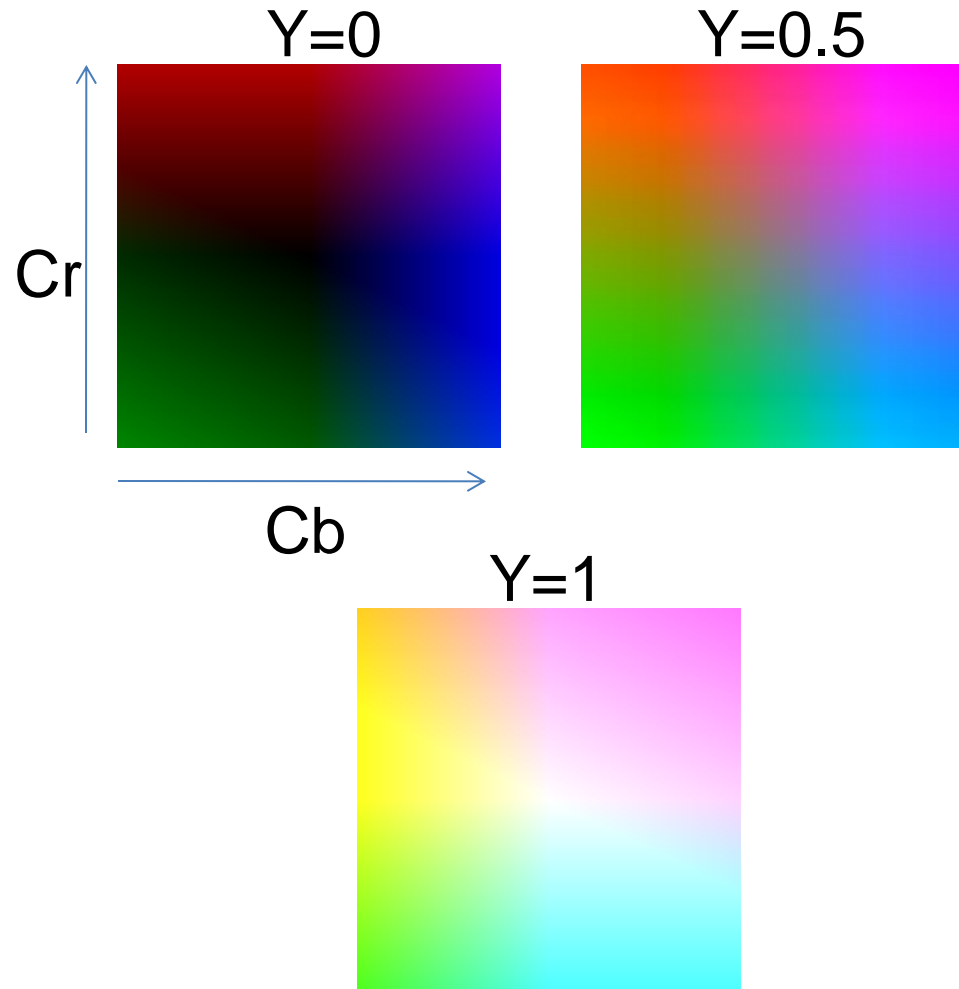
S
(H=1,V=1)



V
(H=1,S=0)

YCbCr (YUV for analog)

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

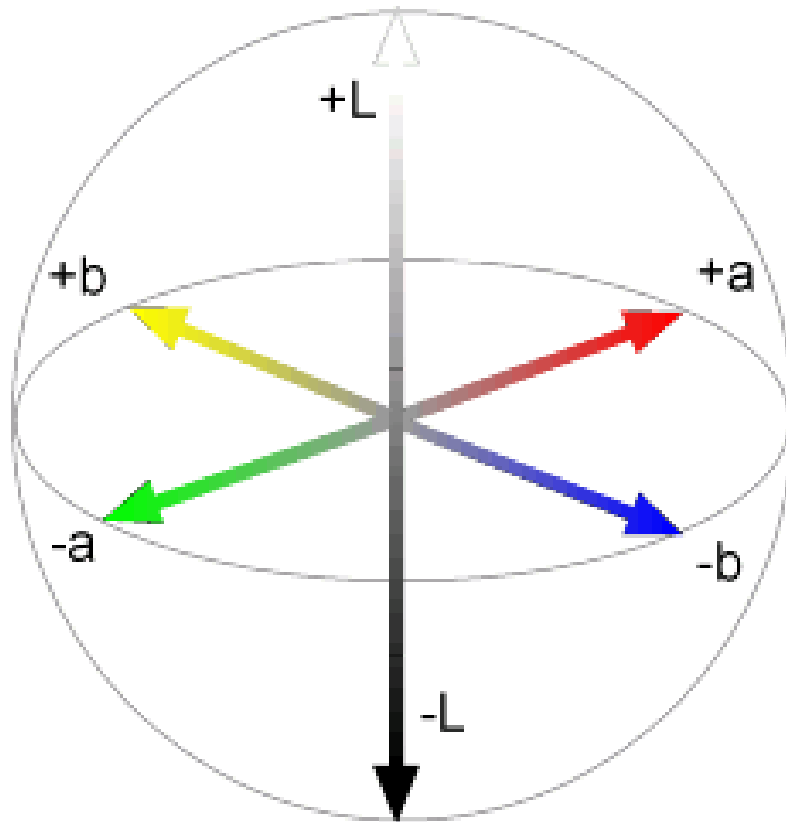


PSP Comp 3
2x2 Chroma subsampling
285K

Original
1,261K lossless
968K PNG

Color spaces: L*a*b*

“Perceptually uniform”* color space



L
(a=0,b=0)

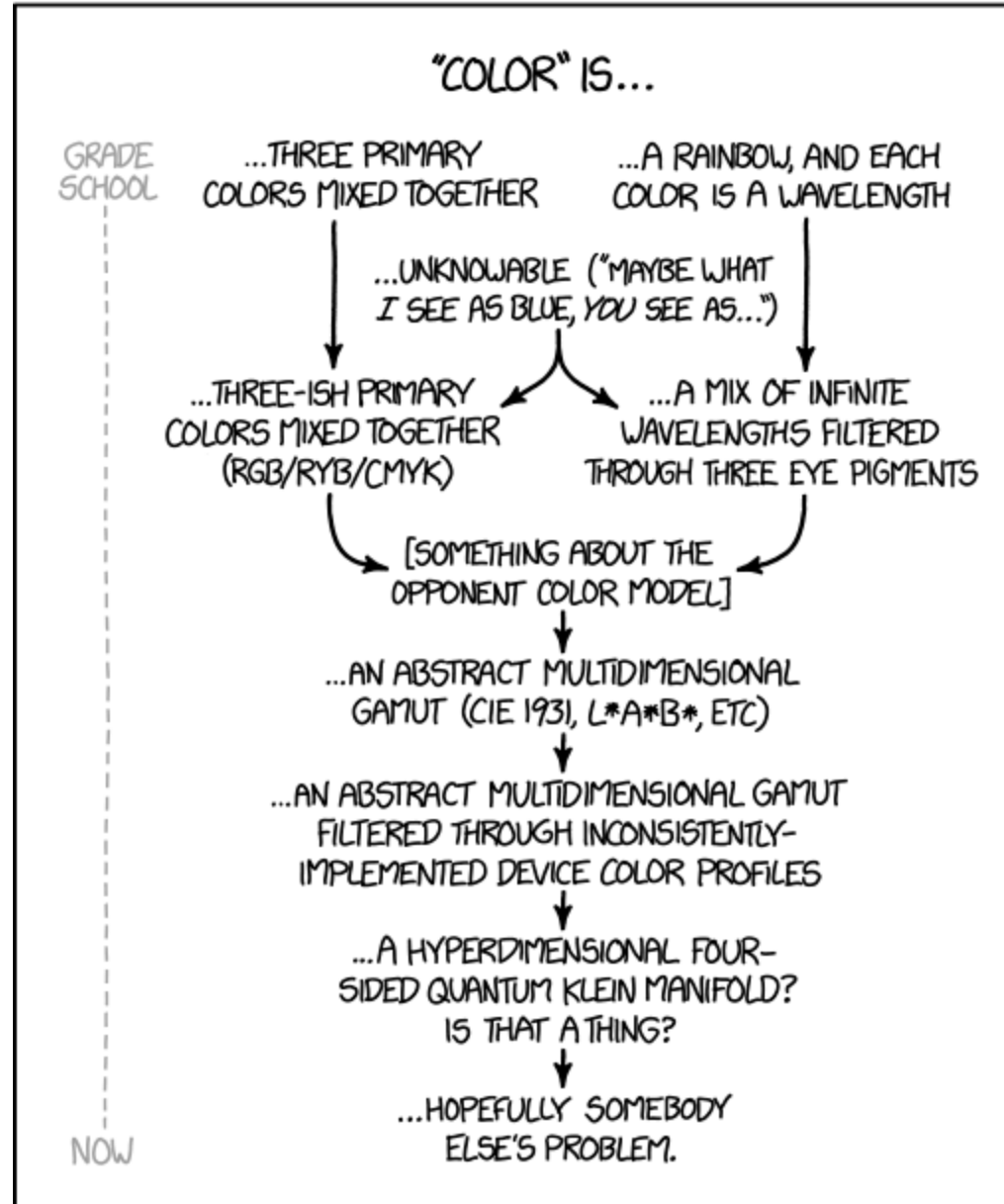


a
(L=65,b=0)



b
(L=65,a=0)

EVOLUTION OF MY UNDERSTANDING OF COLOR OVER TIME:



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

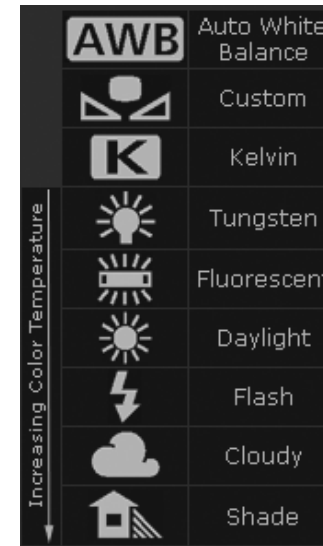
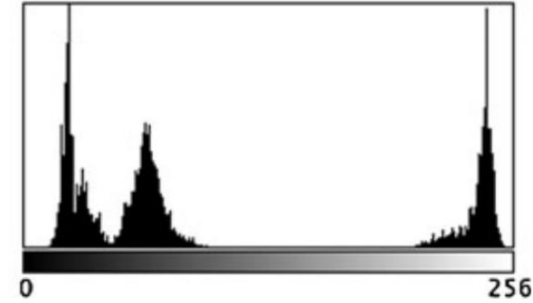
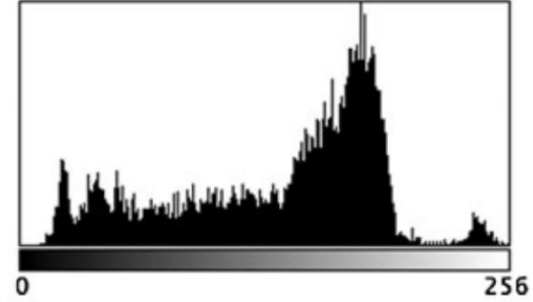




Image histograms

Histogram



Slide credit: Dr. Mubarak Shah

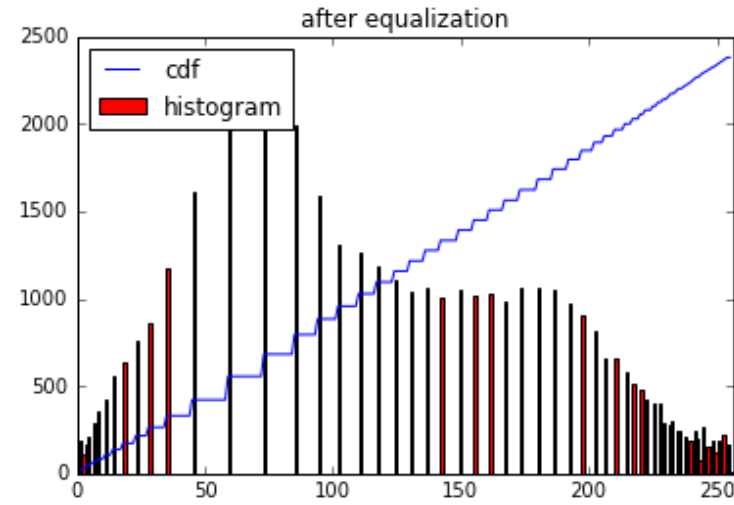
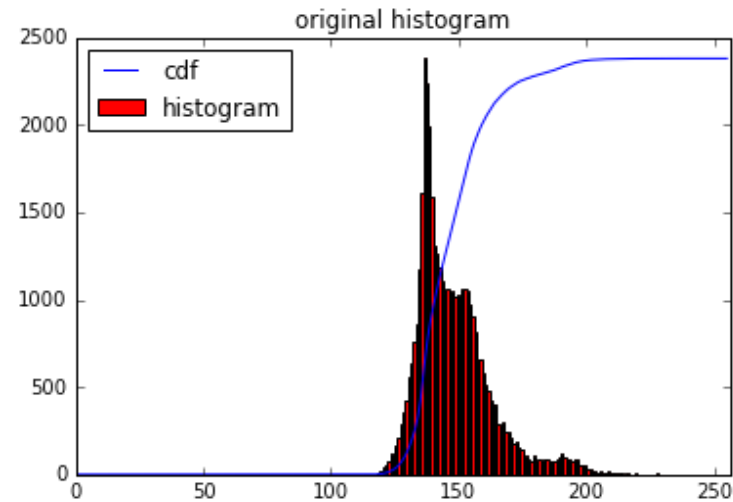
Histogram

- 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



Summary

- Pixels (picture elements)
- Color \approx light frequency, but is also a result of HVS
 - Different species (even individual) see the world differently!
 - Some colors are "fake". Pure "magenta" does not exist
 - Metamer: same color to us can be different spectrum
- Color spaces (RGB/HSV...)
- Color depth (8-bit typically per channel)
- Human Vision System can "measure" more green
 - More green sensors in camera (Bayer filter)
- White balancing/histogram/histogram equalization