

Introduction to

Computer Vision

Introduction

Human Vision

Light, Color, Eyes, etc.



Photo of a ray of light striking
a glass table top by Phil
Ruthstrom



■ Several definitions:

- Color of a single frequency of light:
 - ◆ “red light” = Wavelength of 780 nanometers (nm)
- Color of multi-frequency light:
 - ◆ Defined by the single frequency which matches it.
 - ◆ A 50/50 combination of red and green light yields _____?
- Color of an object:
 - ◆ Defined in terms of the light it reflects (more about this later).
 - ◆ Is an apple red under green light?
 - ◆ Is an apple red in the dark?
- *Perceived color:*
 - ◆ *A complex function of light, our visual systems, our experience, context, and our expectations.*

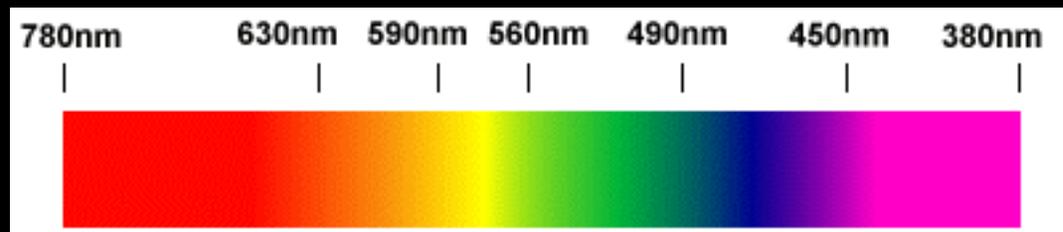
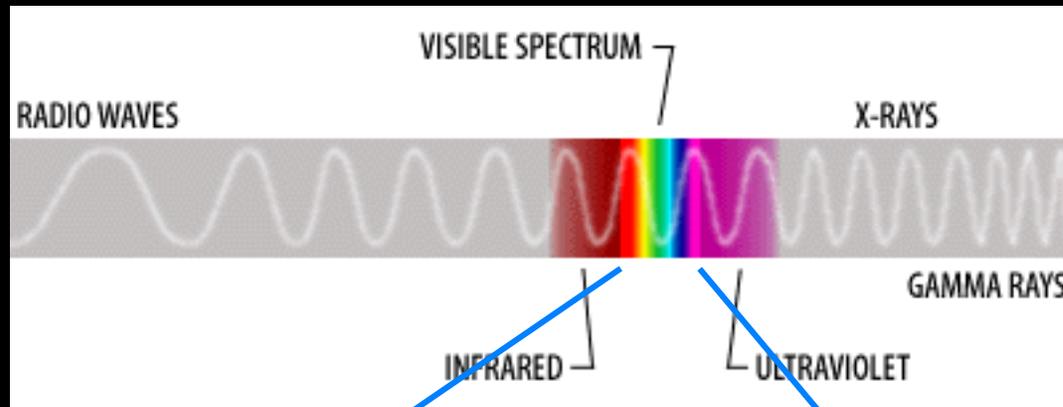
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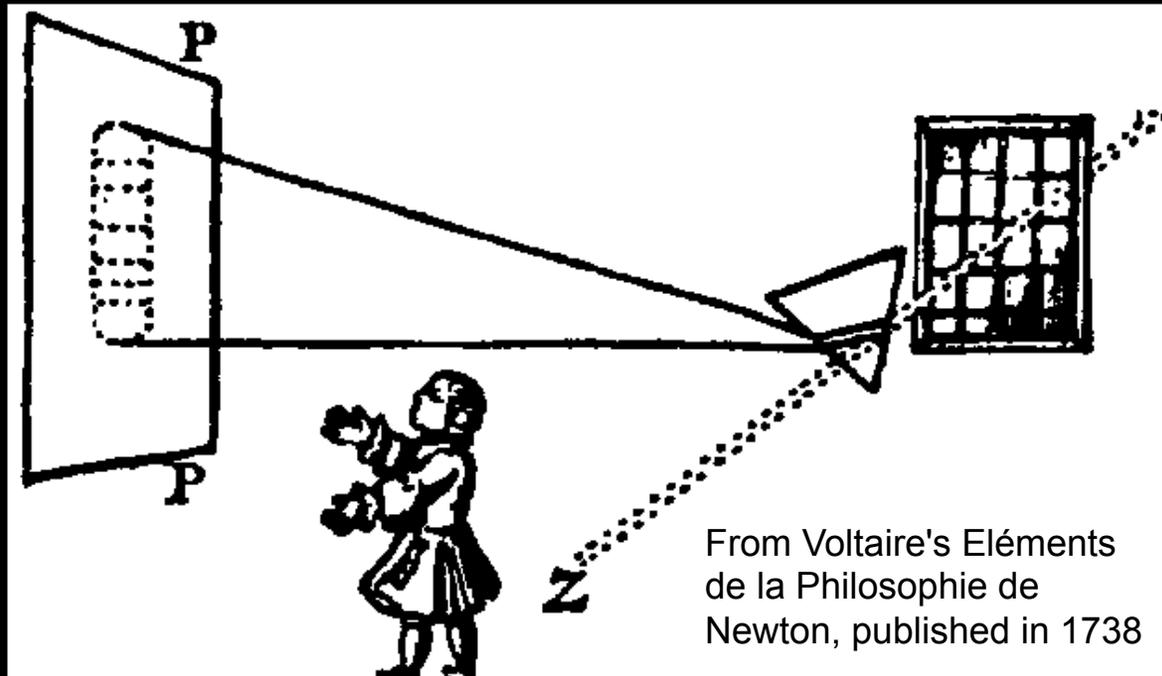
Goal for Today

- Understand how natural lights create responses from our light detecting cells, and how that leads to our eyes' "summary" of the incoming light.

Electromagnetic Spectrum



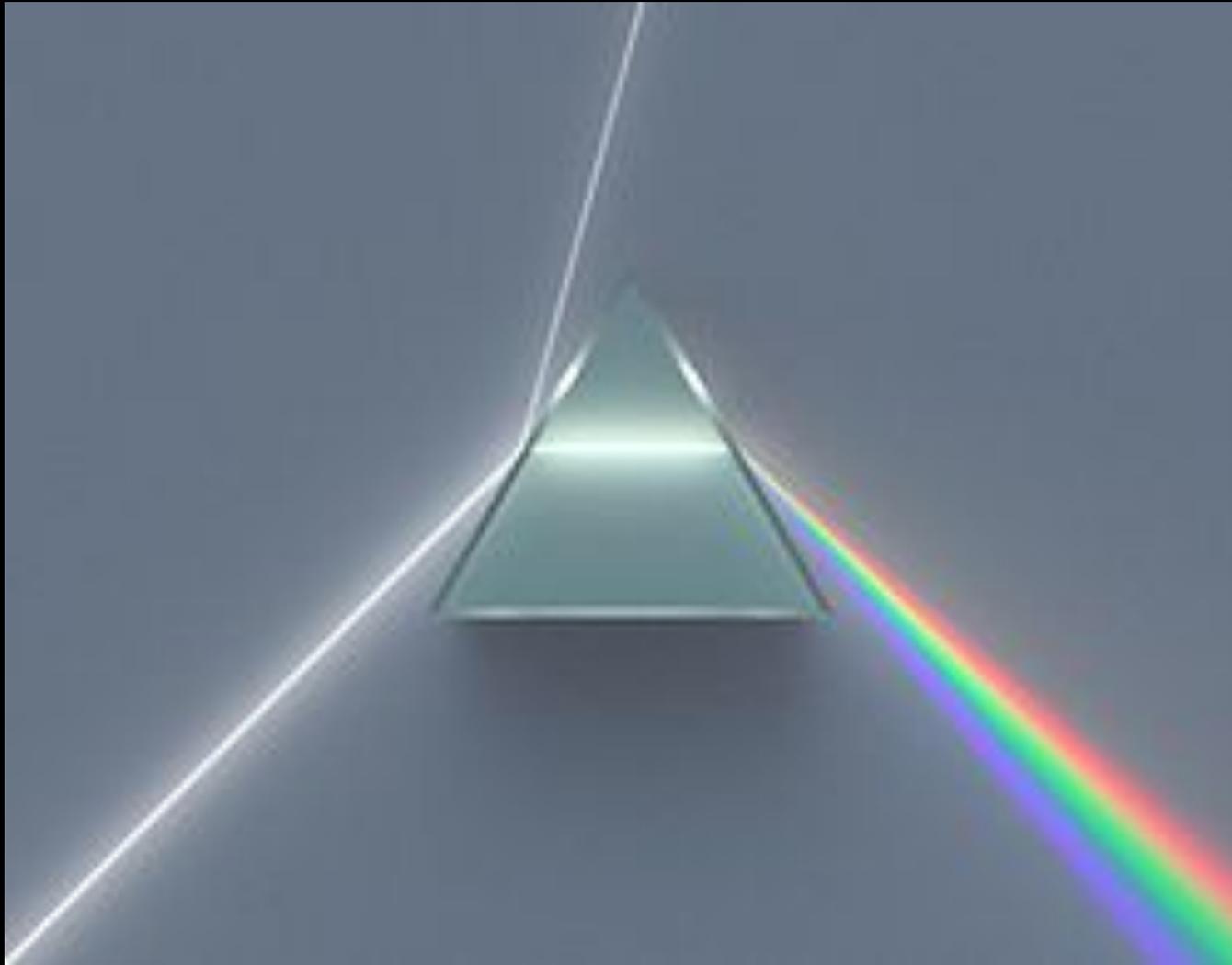
'Visible' Spectrum



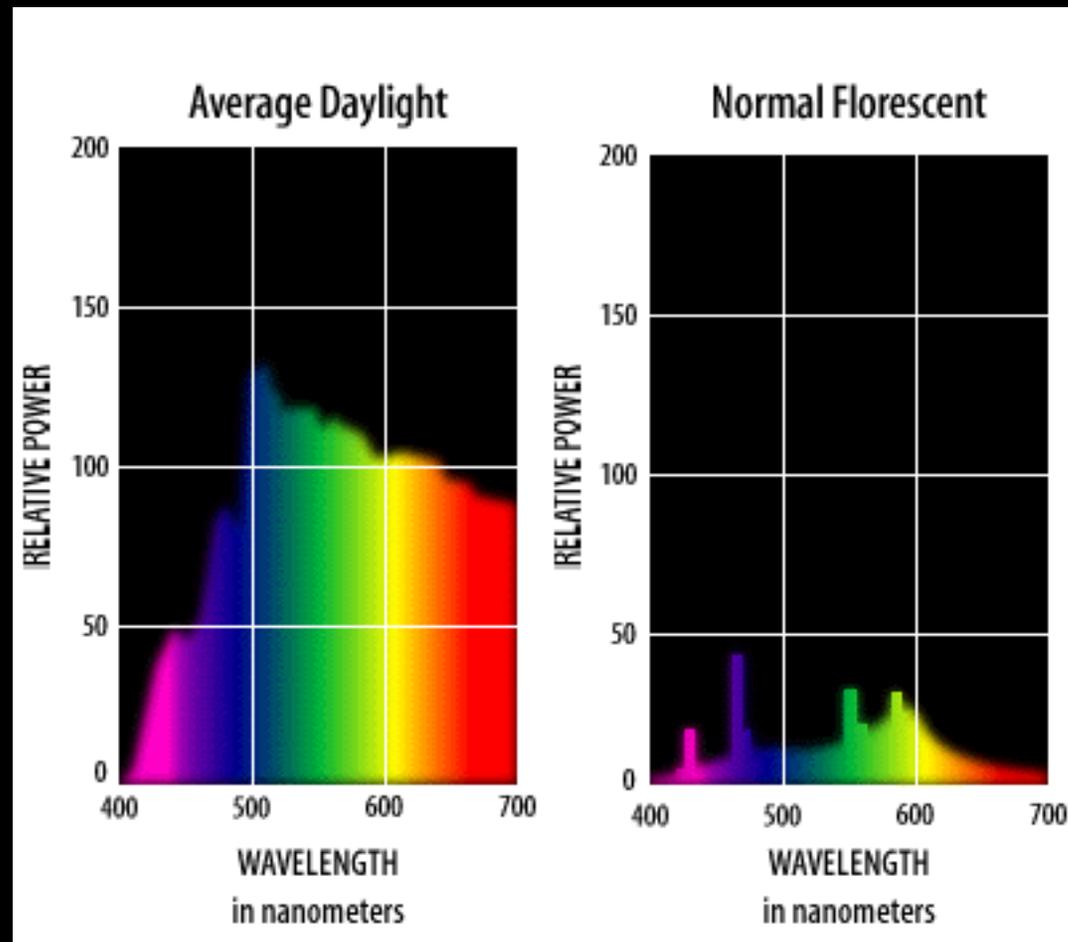
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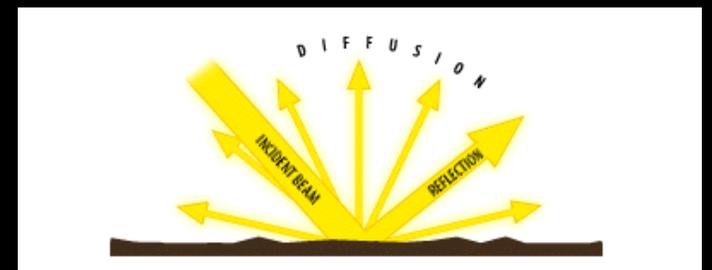
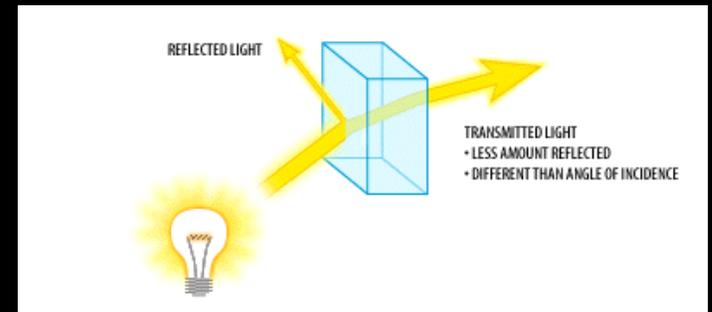
Decomposition of White Light



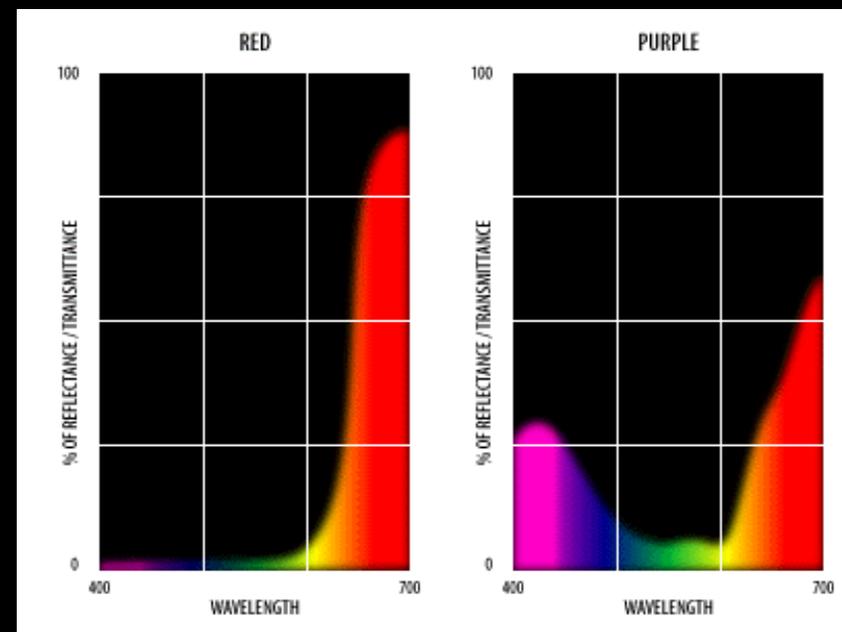
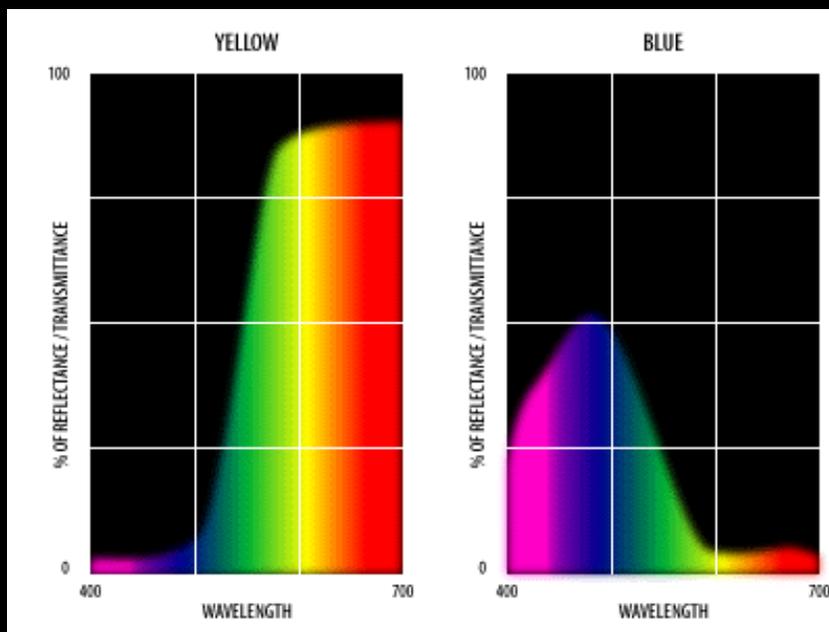
- Spectral distributions show the ‘amount’ of energy at each wavelength for a light source; e.g.



- When light strikes an object,
 - It will be wholly or partly transmitted.
 - It will be wholly or partly reflected.
 - It will be wholly or partly absorbed.
 - Physical surface properties dictate what happens
- When we see an object as blue or red or purple,
 - what we're really seeing is a partial reflection of light from that object.
 - The color we see is what's left of the spectrum after part of it is absorbed by the object.



- Reflectance curves for objects that appear to be:



The wavelengths reflected or transmitted from or through an object determine the stimulus to the retina that provokes the optical nerve into sending responses to our brains that indicate color.

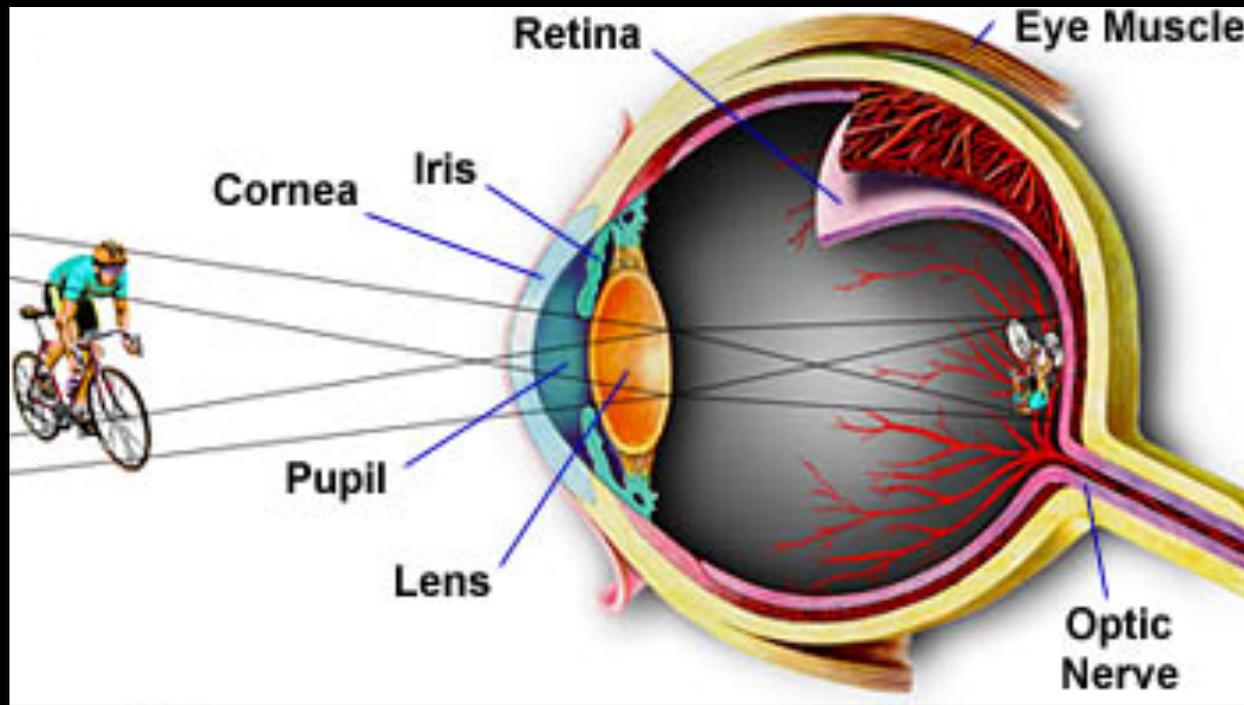


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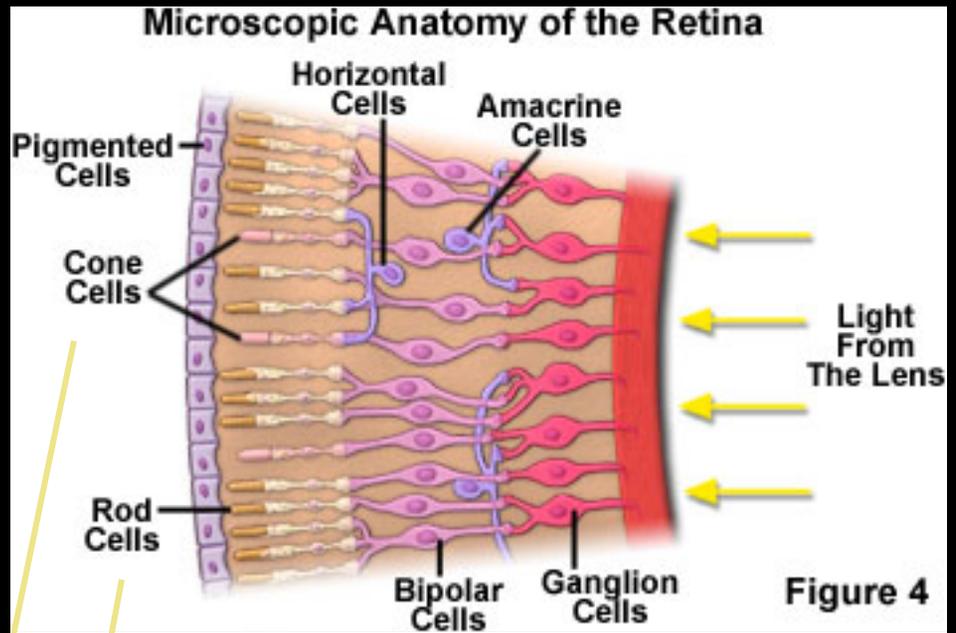
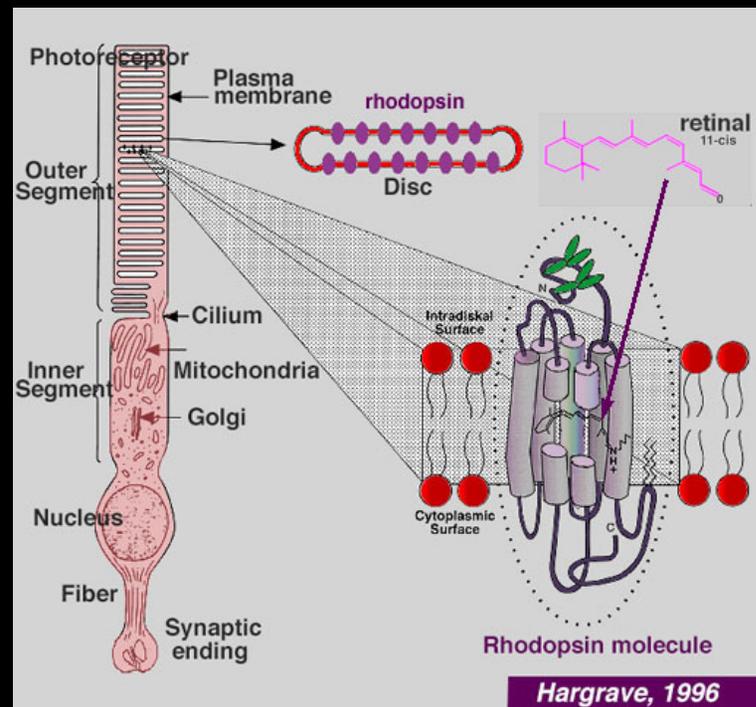


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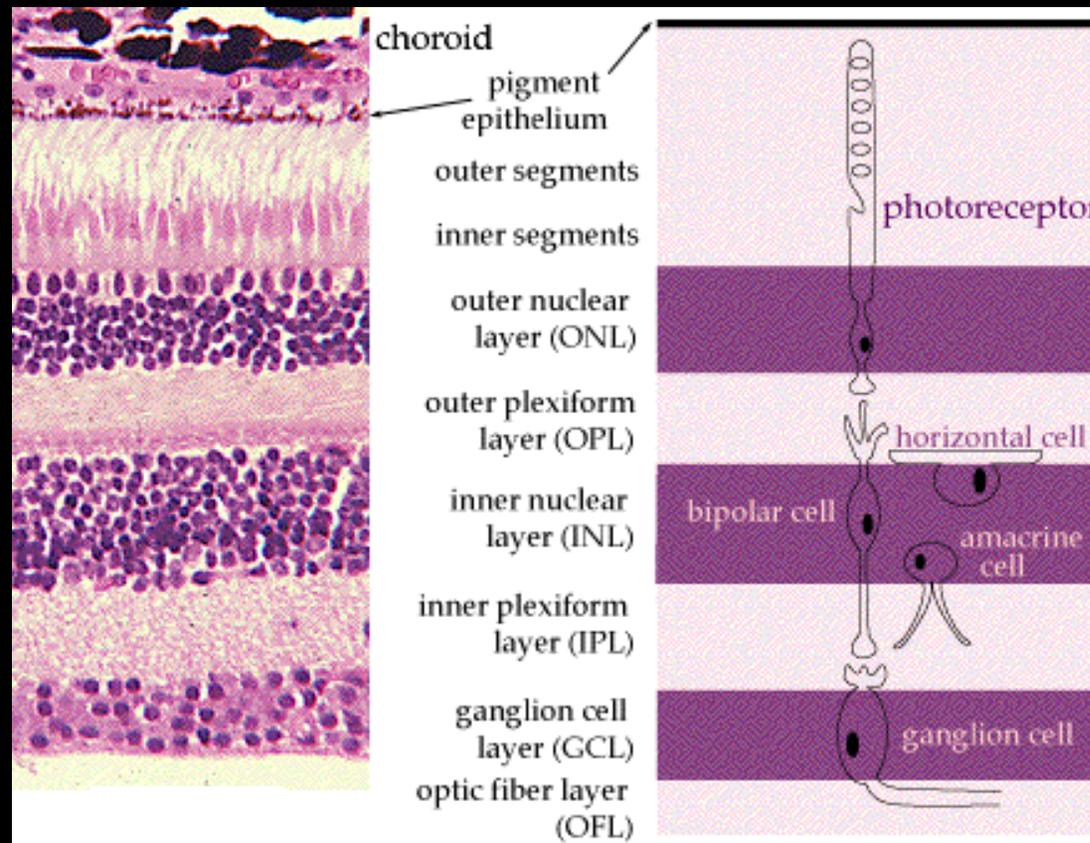
The Human Eye



- Pupil - The opening through which light enters the eye - size from 2 to 8 mm in diameter
- Iris - The colored area around the pupil that controls the amount of light entering the eye.
- Lens - Focuses light rays on the retina.
- Retina - The lining of the back of the eye containing nerves that transfer the image to the brain.
- Rods - Nerve cells that are sensitive to light and dark.
- Cones - Nerve cells that are sensitive to a particular primary color.



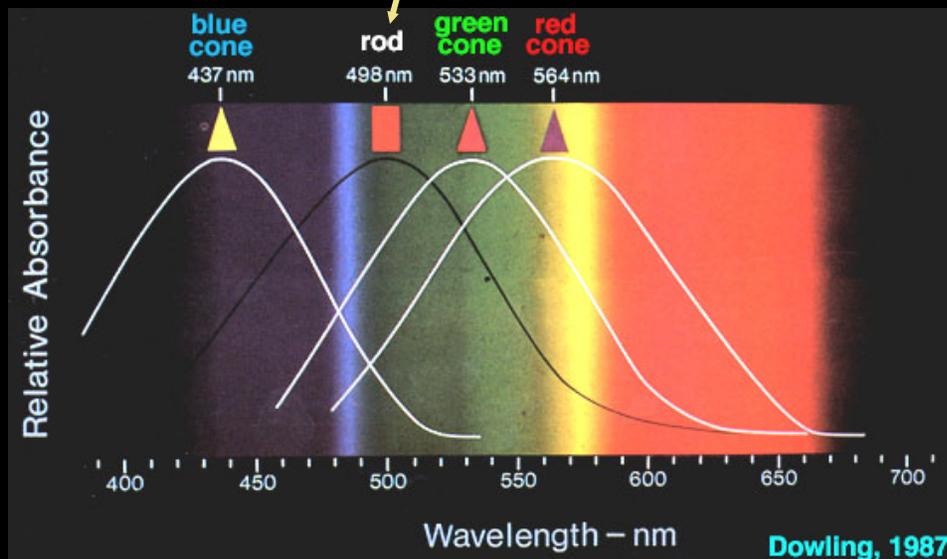
Low light receptors: ~125 million
Color receptors: 5-7 million



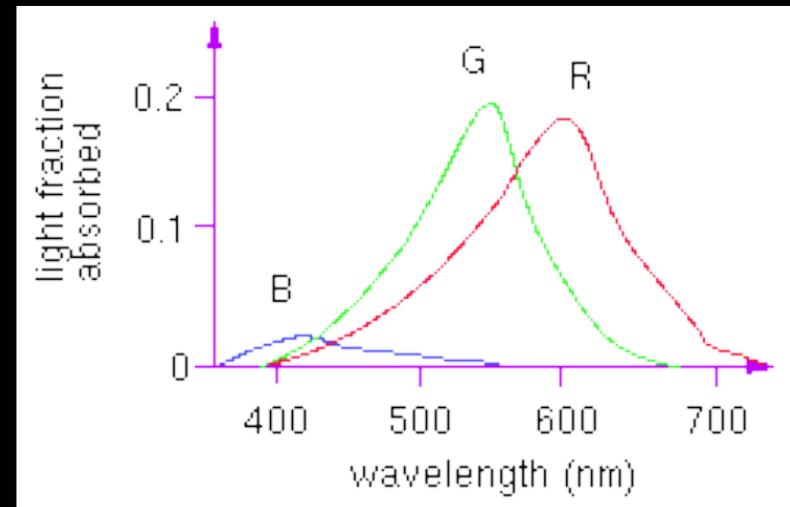
↑↑↑↑↑
LIGHT

- **Cones** are located in the fovea and are sensitive to color.
 - Each one is connected to its own nerve end.
 - Cone vision is called photopic (or bright-light vision).
- **Rods** give a general, overall picture of the field of view and are not involved in color vision.
 - Several rods are connected to a single nerve and are
 - Sensitive to low levels of illumination (scotopic or dim-light vision).

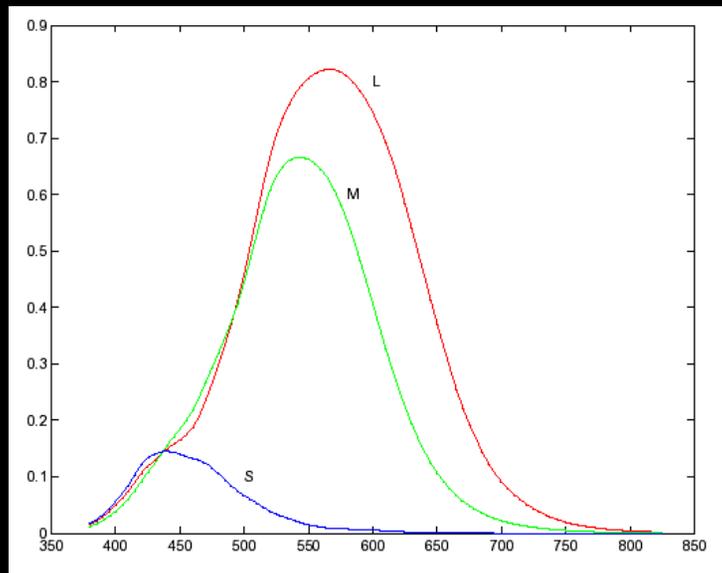
Rods: achromatic vision



The different kinds of cells have different spectral sensitivities



Peak sensitivities are located at approximately 437nm, 533nm, and 610nm for the "average" observer.



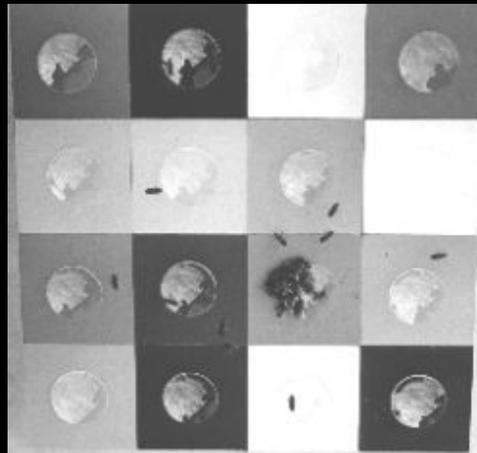
Cone sensitivity curves

Response from i-th cone type:

$$c_i = \int s_i(\lambda)t(\lambda)d\lambda$$

$s_i(\lambda)$ = sensitivity of i-th cone
 $t(\lambda)$ = spectral distribution of light
 λ = wavelength

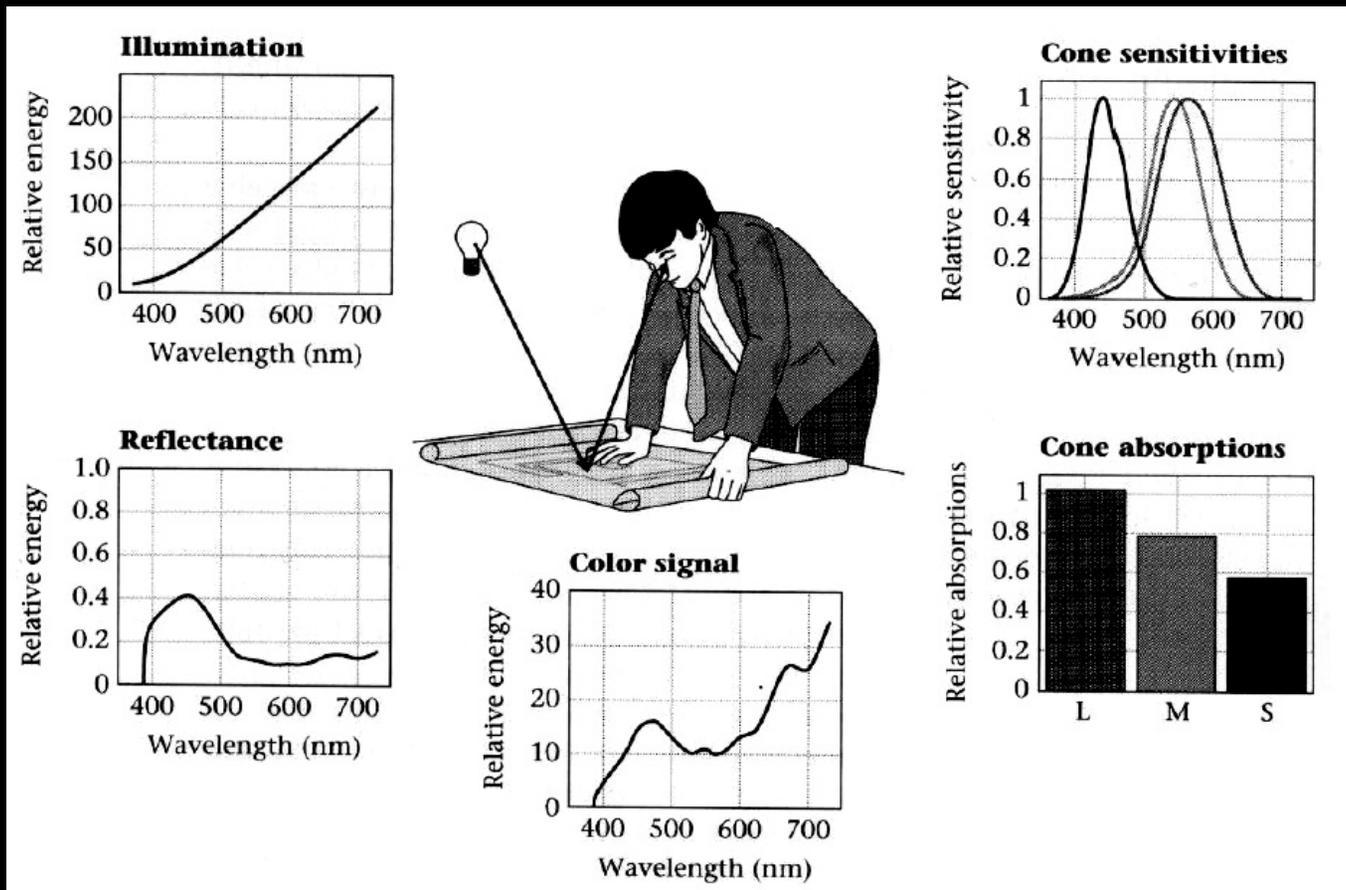
How can we find color equivalents?



What Do We 'See' ?

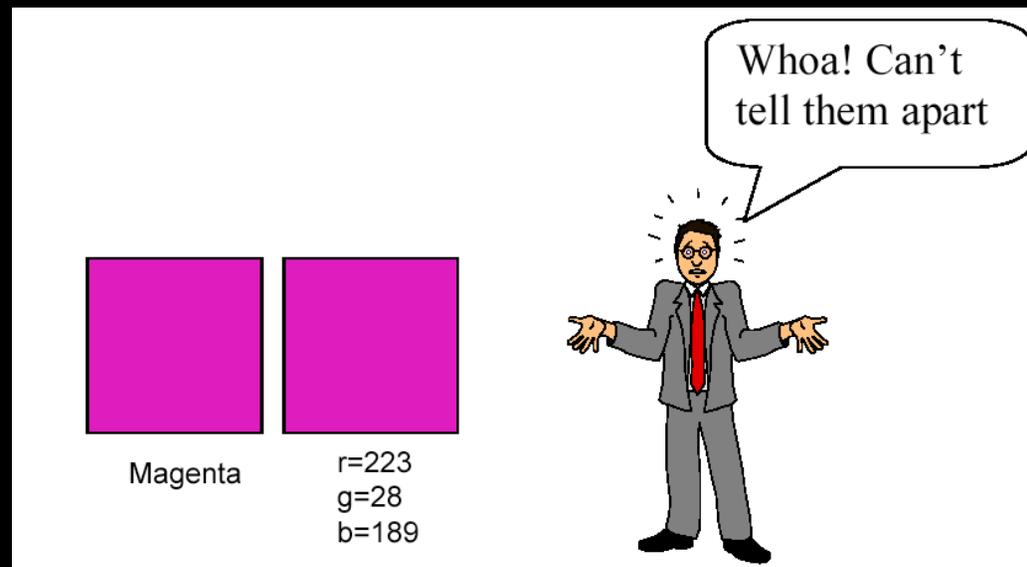
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Light Sources Surface Reflectance Eye sensitivity

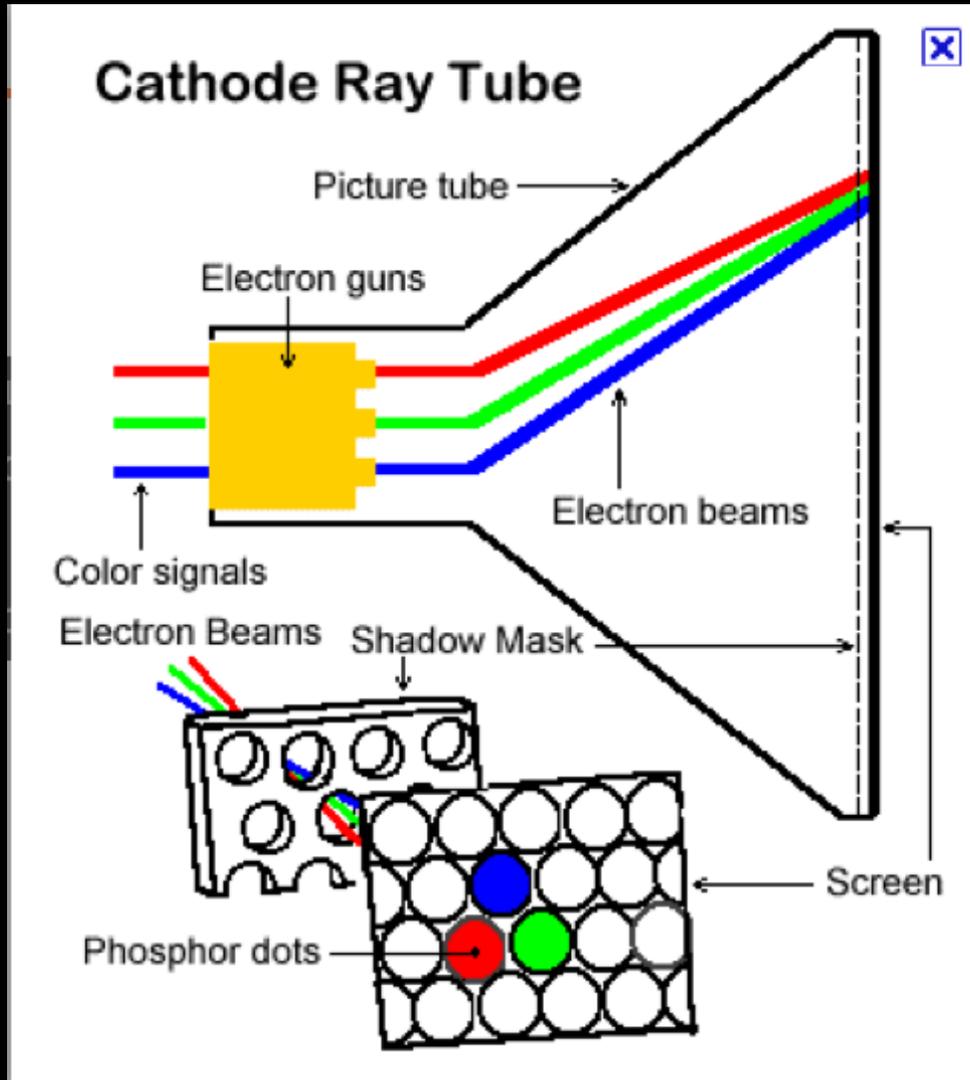


- Two light sources $S1$ and $S2$ may have very different spectral distribution functions and yet appear identical to the human eye.
- The human retina has three types of color receptors.
- The receptors have different responses to light of different frequencies.
- Two sources $S1$ and $S2$ will be indistinguishable if they generate the same response in each type of receptor.
 - same observer
 - same light conditions
 - called **metamerism**

- 1st Law: Any color stimulus can be matched exactly by a combination of three primary lights.
 - The match is independent of intensity
- Basis of many color description systems



- 2nd Law: adding another light to both of these stimuli changes both in the same way.



- Response of a retinal cell to a particular light.
- Response of a retinal cell to a particular light bouncing off a particular surface.
- Computing metamers.
 - “minimal” metamers
 - general metamers

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End