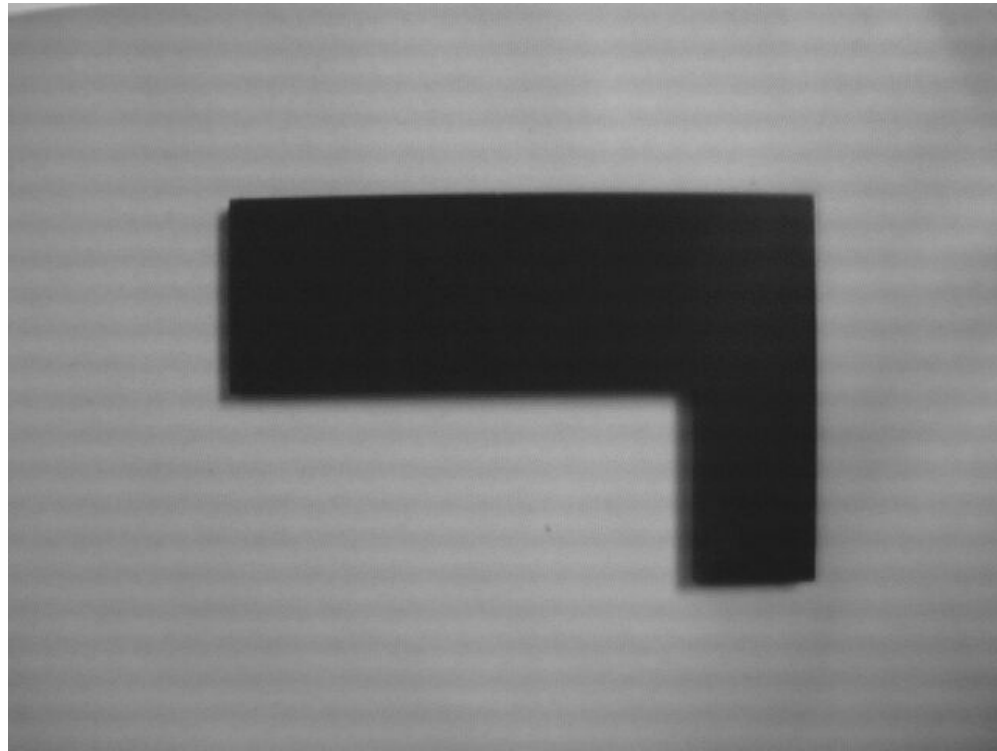
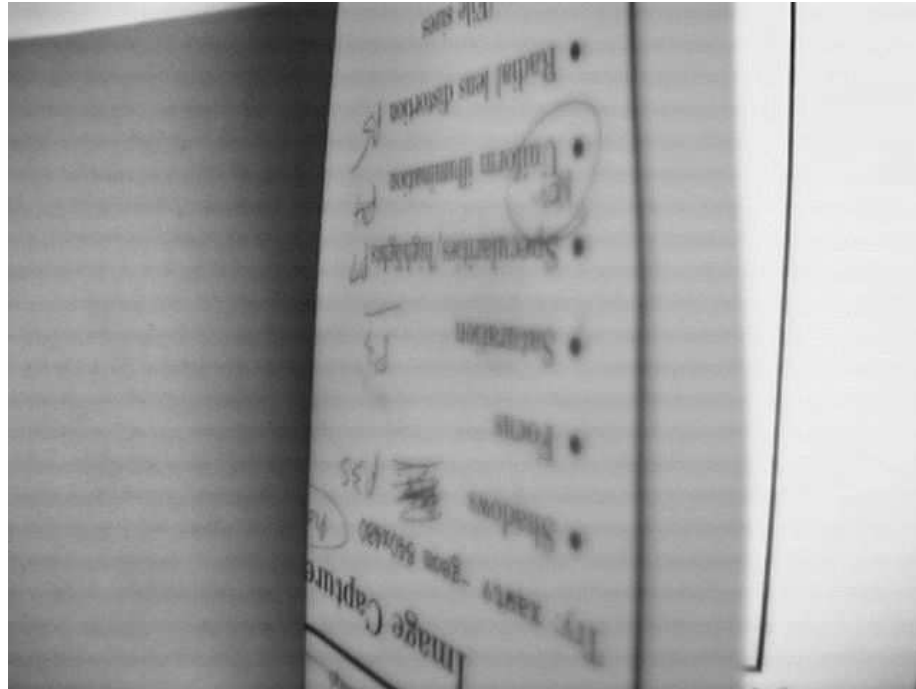


Image Capture and Problems



A reasonable capture

Image Capture: Focus problems



Focus set to one distance. Nearby distances in focus (depth of focus). Further not so well focused. Compare 'identical' lines.

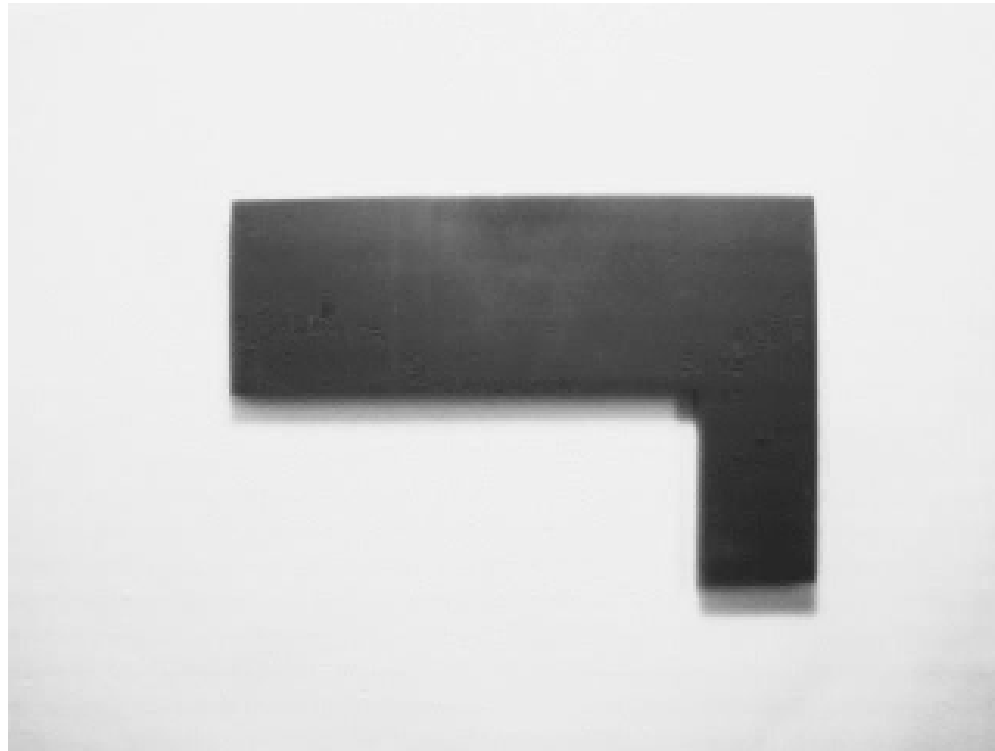
Image Capture: Shadow problems

False color to emphasize the shadow location.

Often hard to separate from part.

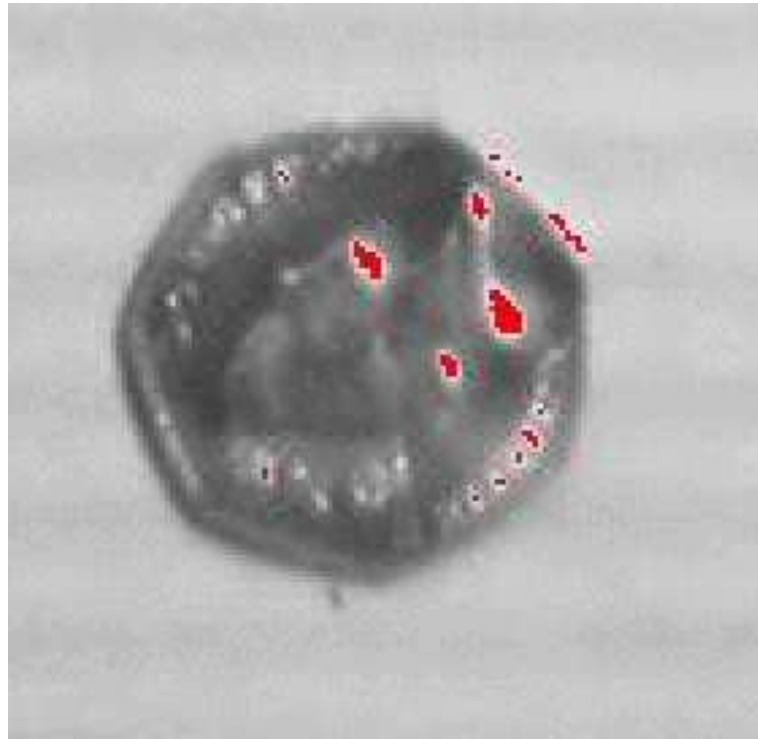


Image Capture: Saturation problems



Pixels clip at 255.

Image Capture: Specularities/highlights



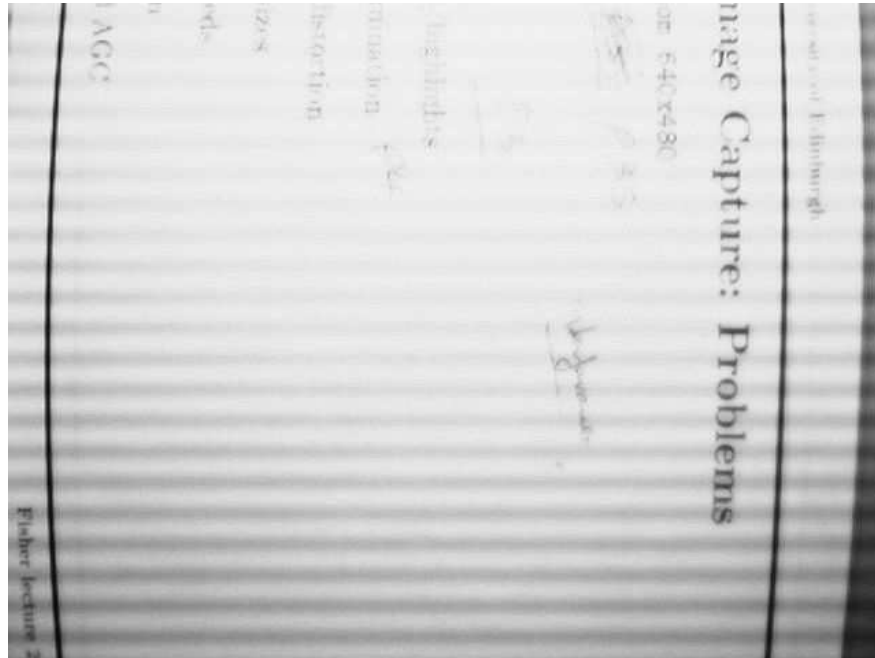
Saturated pixels set to red.

Image Capture: Non-uniform illumination



Contrast on background enhanced: may cause analysis problems.

Image Capture: Radial lens distortion



Note 'straight' lines at image edge. May make accurate measurements hard.

Image Capture: Overcoming Problems

- **Shadows, specularities, non-uniform illumination:** increase ambient lighting by using light diffusing panels or lots of point lights
- **Depth of Focus:** use smaller aperture and brighter light
- **Motion Blur:** use shorter capture time and brighter light
- **Saturation:** use smaller aperture, reduce gain and adjust gamma

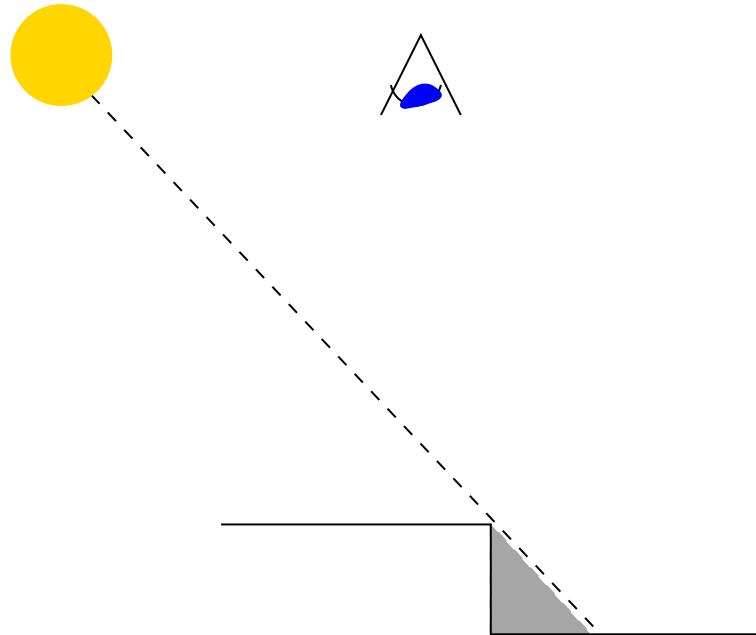
- **Lens Distortion:** more expensive lenses, view from further away
- **Aliasing:** use incandescent lights

Illumination control techniques

Main cause of problem: point light sources

$$\text{Brightness} = B / (\text{surface distance from source})^2$$

Sharp shadows:

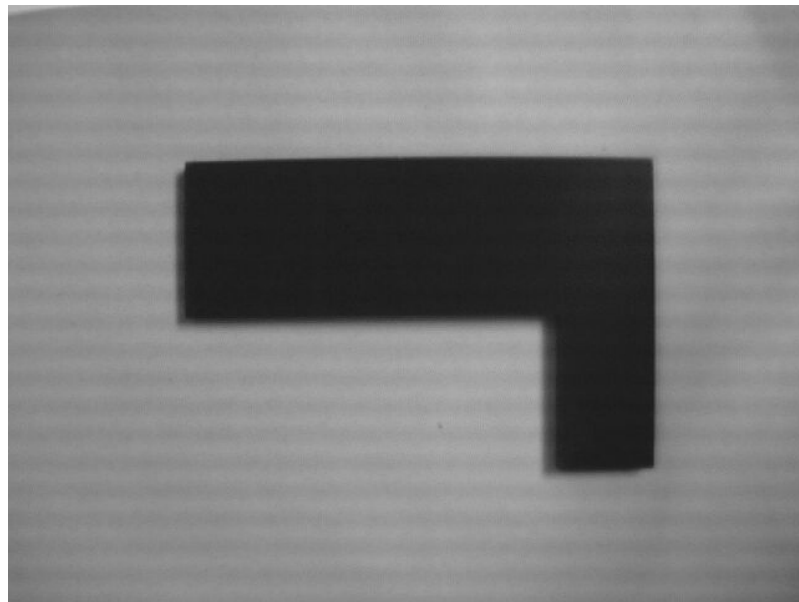


Strong illumination variations



Shadow Example

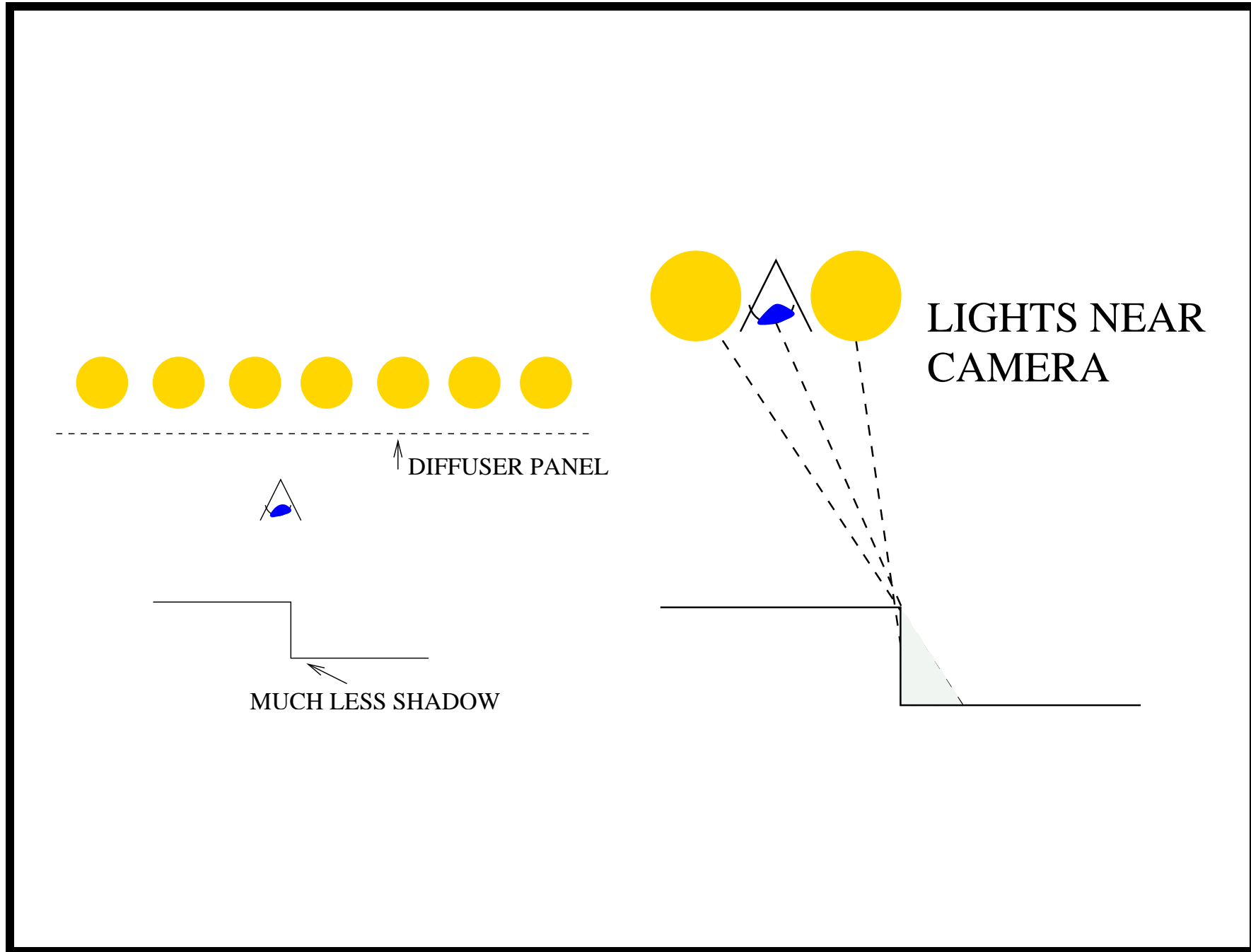
Figure and shadow at bottom left emphasized



Lighting control

To reduce complications arising from illumination:

- Increase ambient (all direction) light with light diffuser panels
- Illumination by camera to move shadows to non-visible places
- Backlighting panel



Isolating flat parts

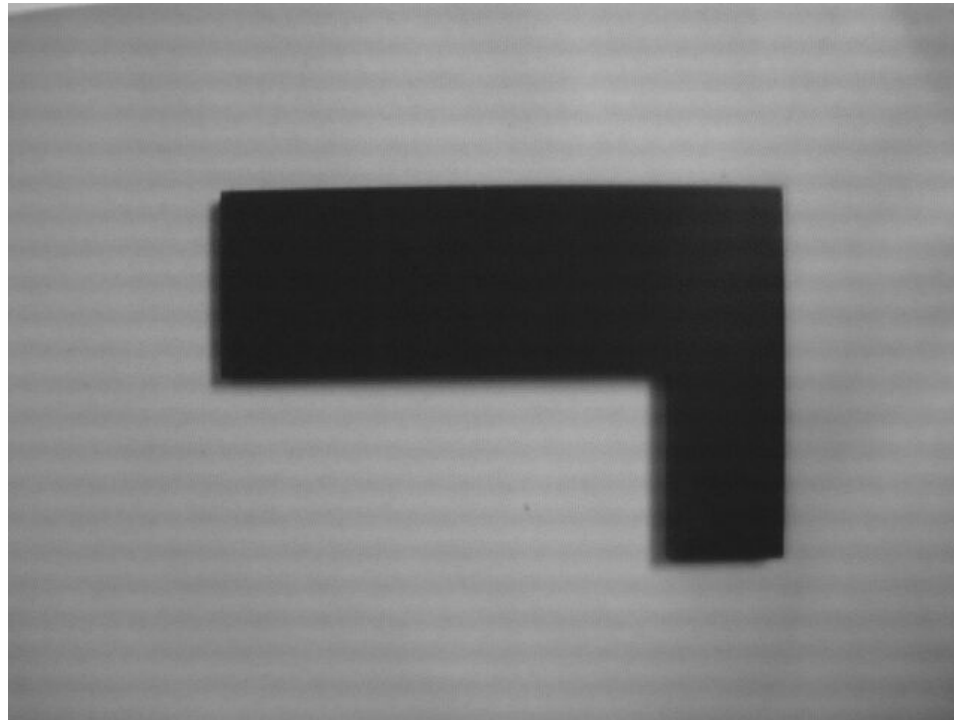
Isolate parts, then characterise later

Assume

- Dark part
- Light background
- Reasonably uniform illumination – $>$ distinguishable parts

Midlecture Problem

Given this image, how might we label pixels as object and background?

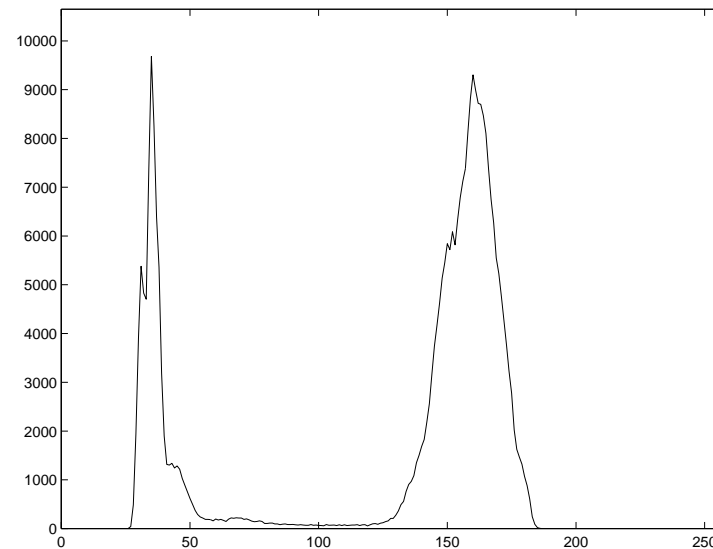
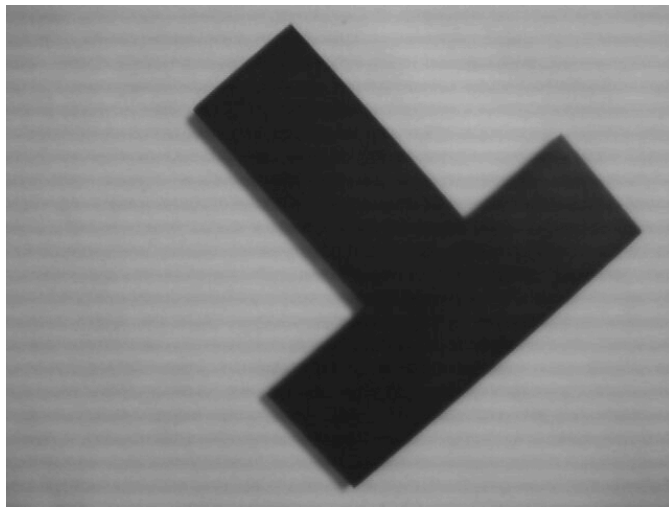


Thresholding Introduction

Key technique: thresholding

Assume pixel values are separable

Part and typical distribution

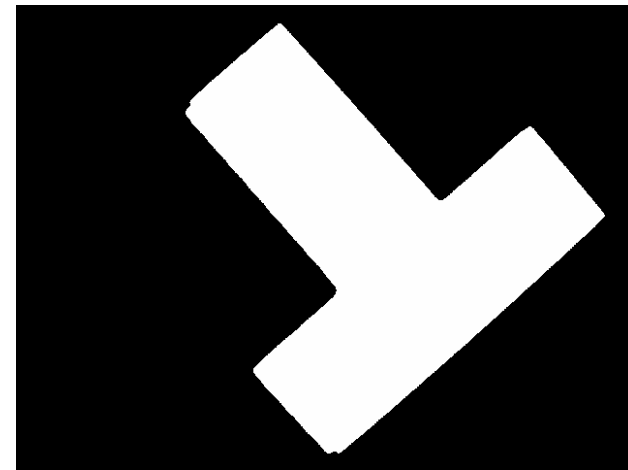
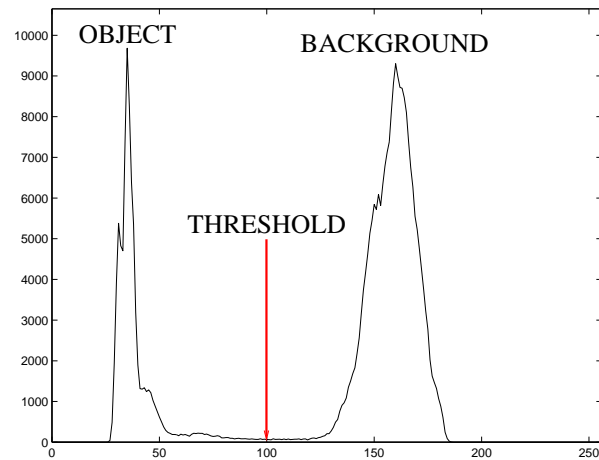


Spread: not quite uniform illumination + part color variations + sensor noise

Thresholding

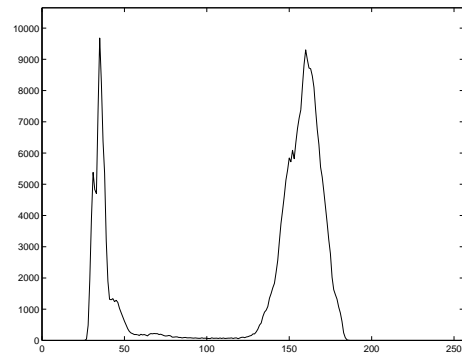
Thresholding: central technique

```
for row = 1 : height
    for col = 1 : width
        if value(row,col) < ThreshHigh % inside high bnd
            % & value(row,col) > ThreshLow % optional low bnd
            output(row,col) = 1;
        else
            output(row,col) = 0;
        end
    end
end
```



Threshold Selection

Exploit bimodal distribution



But:

- Distributions broad and some overlap – > misclassified pixels
- Shadows dark so might be classified with object
- Distribution has more than 2 peaks

So: smooth histogram to improve shape for selection

Convolution

General purpose image (and signal) processing function

Computed by a weighted sum of image data and a fixed mask

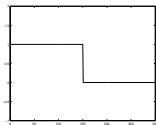
Linear operator: $\text{conv}(a*B, C) = a*\text{conv}(B, C)$

Used in different processes: noise removal, smoothing, feature detection, differentiation, ...

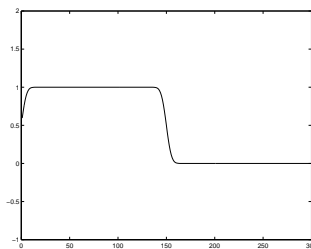
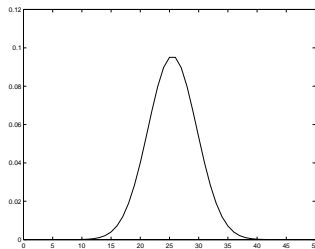
Convolution in 1D

$$Output(x) = \sum_{i=-N}^N weight(i) * input(x - i)$$

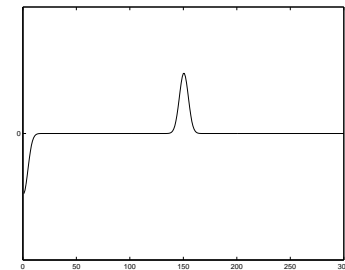
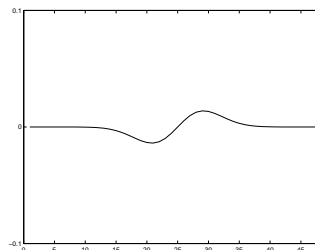
Input:



Gaussian Mask and Output:

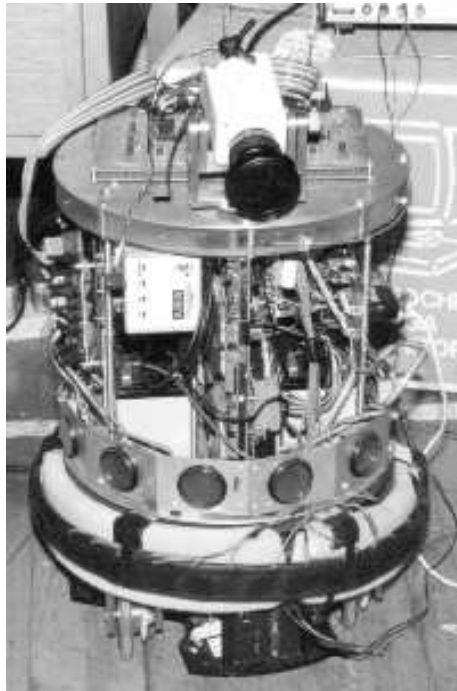


Derivative of Gaussian Mask and Output:



2D Convolution - Smoothing

$$Output(x, y) = \sum_{i=-N}^N \sum_{j=-N}^N weight(i, j) * input(x - i, y - j)$$

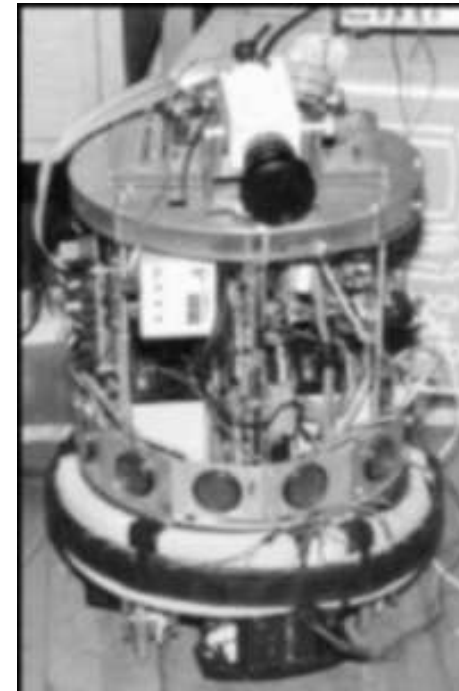


*

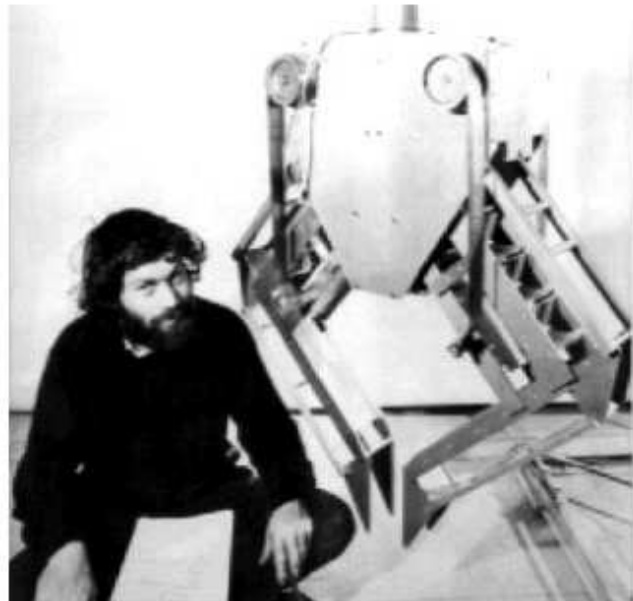
$\frac{1}{273}$

1	4	7	4	1
4	16	26	16	4
7	26	41	26	7
4	16	26	16	4
1	4	7	4	1

=



Convolution for Edge Detection



$$\begin{array}{|c|c|c|} \hline 1 & 2 & 1 \\ \hline 0 & 0 & 0 \\ \hline -1 & -2 & -1 \\ \hline \end{array}$$



Edge
detection

$$\begin{array}{|c|c|c|} \hline 1 & 0 & -1 \\ \hline 2 & 0 & -2 \\ \hline 1 & 0 & -1 \\ \hline \end{array}$$

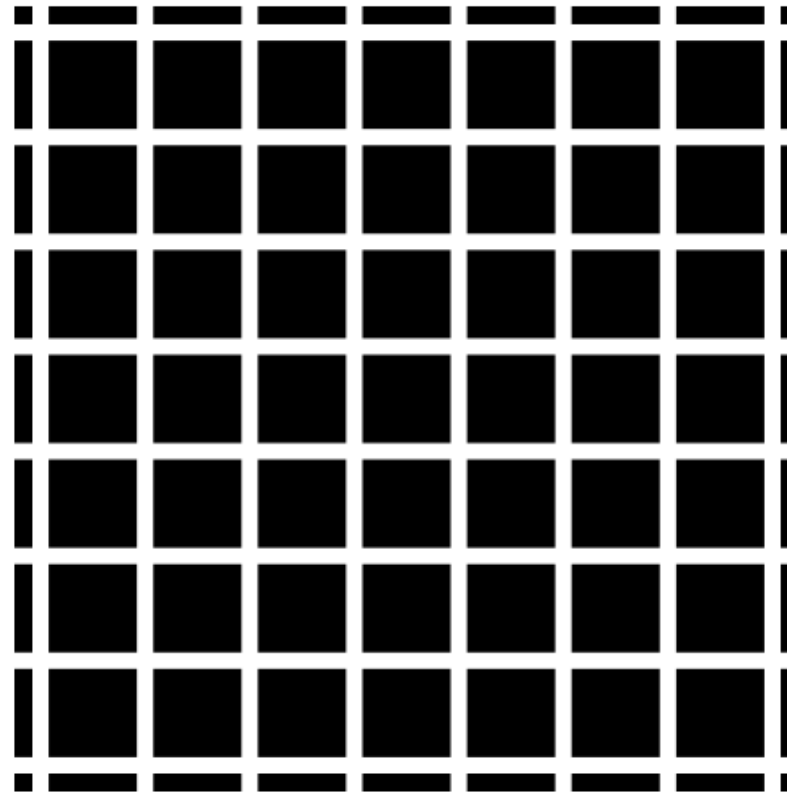


Convolution ‘Explains’ Illusions

Edge enhancement in human vision



**Centre-surround
receptors -
convolved with
retinal image**



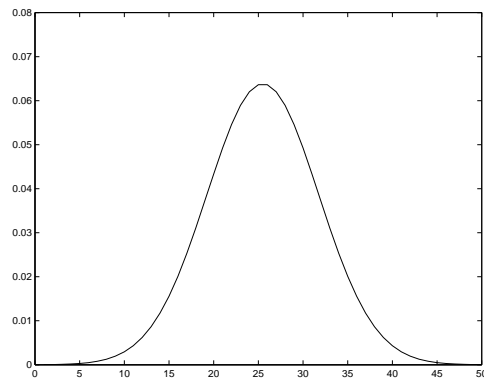
Hermann grid illusion – full explanation more complex

Histogram Smoothing for threshold selection

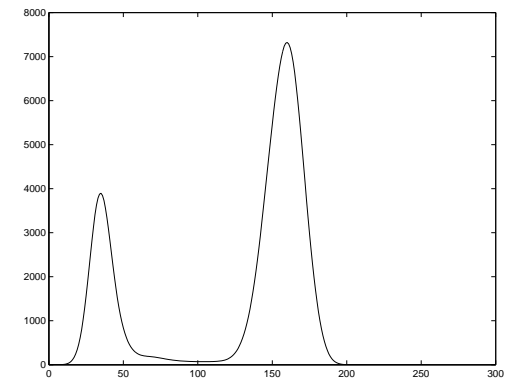
Histogram Smoothing (in `findthresh.m`)

Convolve with a Gaussian smoothing window

```
filterlen = 50;                % filter length
thefilter = gausswin(filterlen,sizeparam); % size=4
thefilter = thefilter/sum(thefilter); % unit norm
tmp2=conv(thefilter,thehist); % makes longer output
% select corresponding portion
offset = floor((filterlen+1)/2);
tmp1=tmp2(offset:len+offset-1);
```



FILTER SHAPE



SMOOTHED HISTOGRAM

What We Have Learned

1. Image Capture Problems and Fixes
2. Differentiating object from background
3. Convolution
4. Histogram smoothing & threshold selection