

Welcome to CIVIL-510

“Quantitative Imaging for Engineers”

Lecturer: **Edward Andò**
(Principal Scientist, EPFL Center for Imaging)
edward.ando@epfl.ch

Lecture Two: 2021-09-27

Lesson One

Definitions

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- ▶ Measuring lengths in pixels

This lesson: Optics and Hardware

Learning objectives

- ▶ Where do images actually come from?

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- ▶ Where do images actually come from?
- ▶ How does your eye work?
- ▶ What are the consequences on our images of the image capture?

We're capturing light

Light is a wave, with a given amplitude and frequency.

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Double slit experiment – light behaving as a wave...

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Double slit experiment – light behaving as a wave... and a discretely (*i.e.*, as a particle).

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Introducing the star of the show, a CCD or CMOS sensor – it is **one pixel**.

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- ▶ Exposure time (Min, Max)
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- ▶ Angle and colour sensitivity
- ▶ Number of pixels vs pixels in a colour picture

Variation in time

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Time profile of the readout value vs time $\Rightarrow$ Histogram of values

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Many sources – in many cases *Additive Gaussian Noise* is a good model.

How to characterise noise?

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- ▶ 1D detector projection geometry explanation...

Space for drawing

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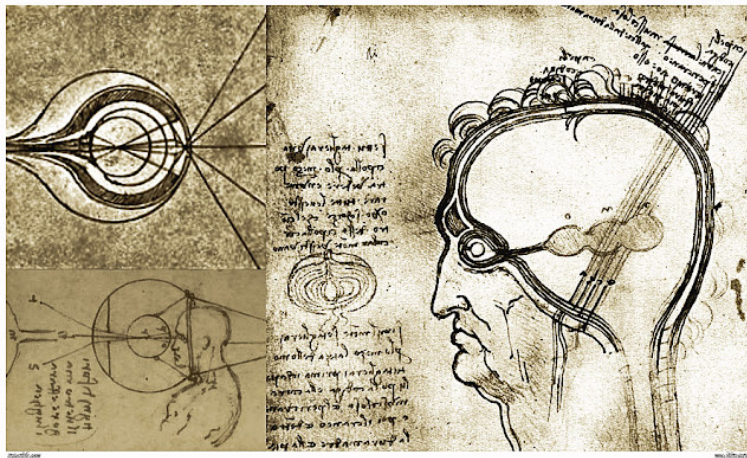
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Let's draw an example with a 1D detector – geometry is all angular!

Space for drawing



Much to learn

Key elements to discuss

- ▶ Pixel size definition

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- ▶ FOV (field of view) vs. pixel size tradeoff

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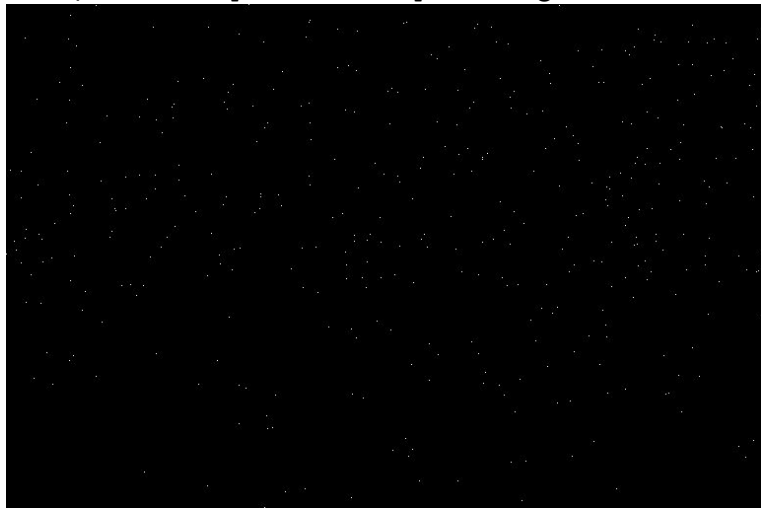
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- ▶ Sensitivity vs. speed

Sensitivity vs. speed

Example from https://en.wikipedia.org/wiki/Shot_noise



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Early photo



Real example with camera

1. Dark image

Real example with camera

1. Dark image
2. Direct image

Real example with camera

1. Dark image
2. Direct image
3. Pinhole example

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4. Optics

Optics basics

Crash course in optics

DOF

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Blur, sharpness

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DOF example



Rough autofocus algorithm

DOF example

aperture f/22; exposure 2 sec Rough autofocus algorithm



DOF example

aperture f/10; exposure 1/2 sec Rough autofocus algorithm



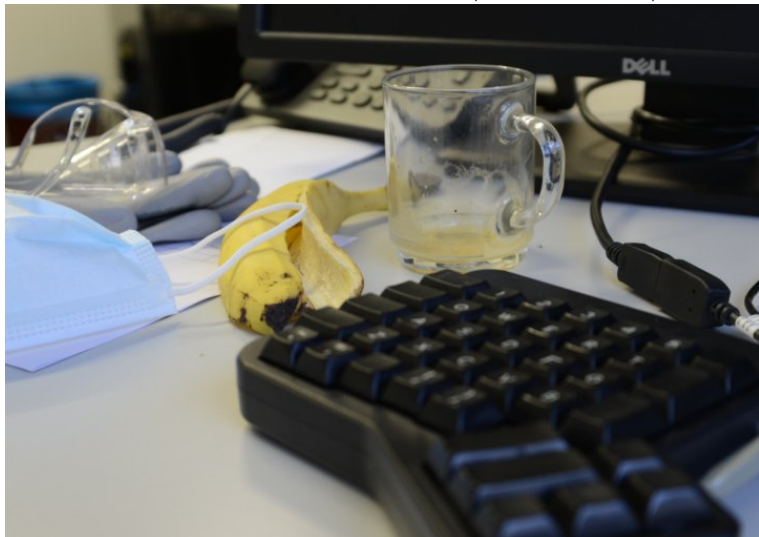
DOF example

Rough autofocus algorithm aperture $f/5.6$; exposure $1/6$ sec



DOF example

Rough autofocus algorithm aperture $f/4$; exposure $1/13$ sec



Sources of blur:

- ▶ Spatial/geometric

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- ▶ What else?

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- ▶ What else?
- ▶ tracking