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# CVi – 1

## Introduction to Computer Vision

***Alina Trifan***  
(*alina.trifan@ua.pt*)



# Outline

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- Computer Vision?
- History of Cameras
- Pinhole Model
- The Human Visual System

**Acknowledgements:** Most of this course is based on the excellent courses offered by Prof. Shree Nayar at Columbia University, USA and by Prof. Srinivasa Narasimhan at CMU, USA and these slides have been mostly prepared by Prof. João Paulo Cunha . This was also based on Prof. Miguel Coimbra's slides. Please acknowledge the original source when reusing these slides for academic purposes.



# Topic: Computer Vision?

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- Computer Vision ?
- History of Cameras
- Pinhole Model
- The Human Visual System



# A Picture is Worth 1000 Words

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# A Picture is Worth 100.000 Words

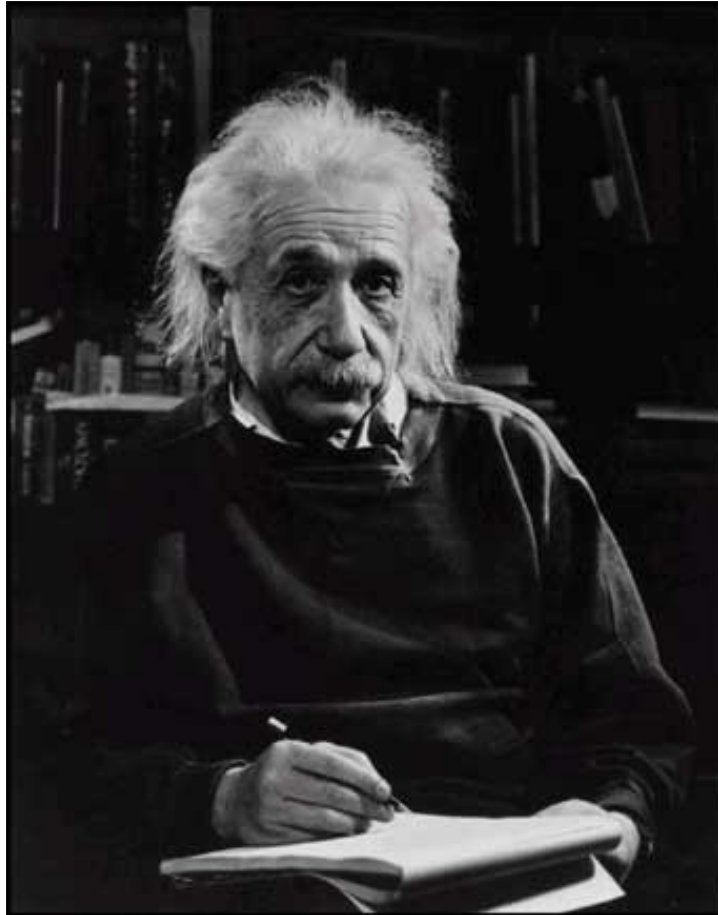
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# A Picture is Worth a Million Words

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# Human Vision

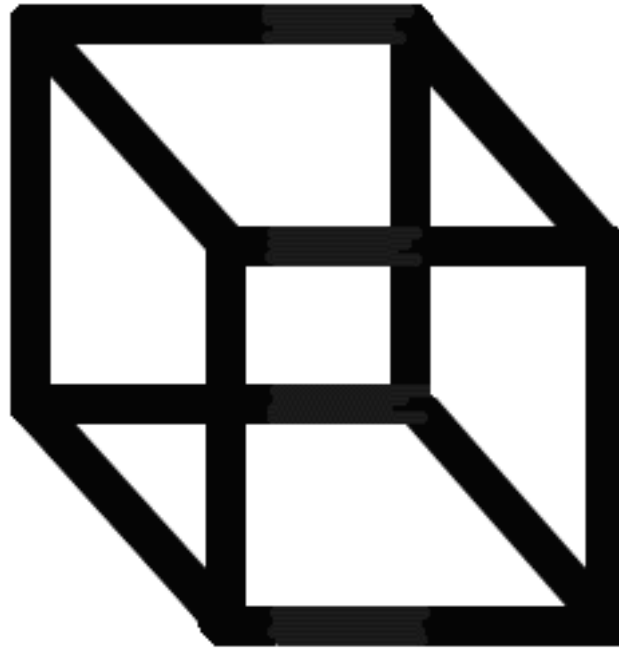
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- Can do amazing things like:
  - Recognize people and objects
  - Navigate through obstacles
  - Understand mood in the scene
  - Imagine stories
- But:
  - Suffers from illusions
  - Ignores many details
  - Ambiguous description of the world
  - Doesn't care about accuracy of world



# A Picture is Worth a ...?

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Necker's Cube Reversal

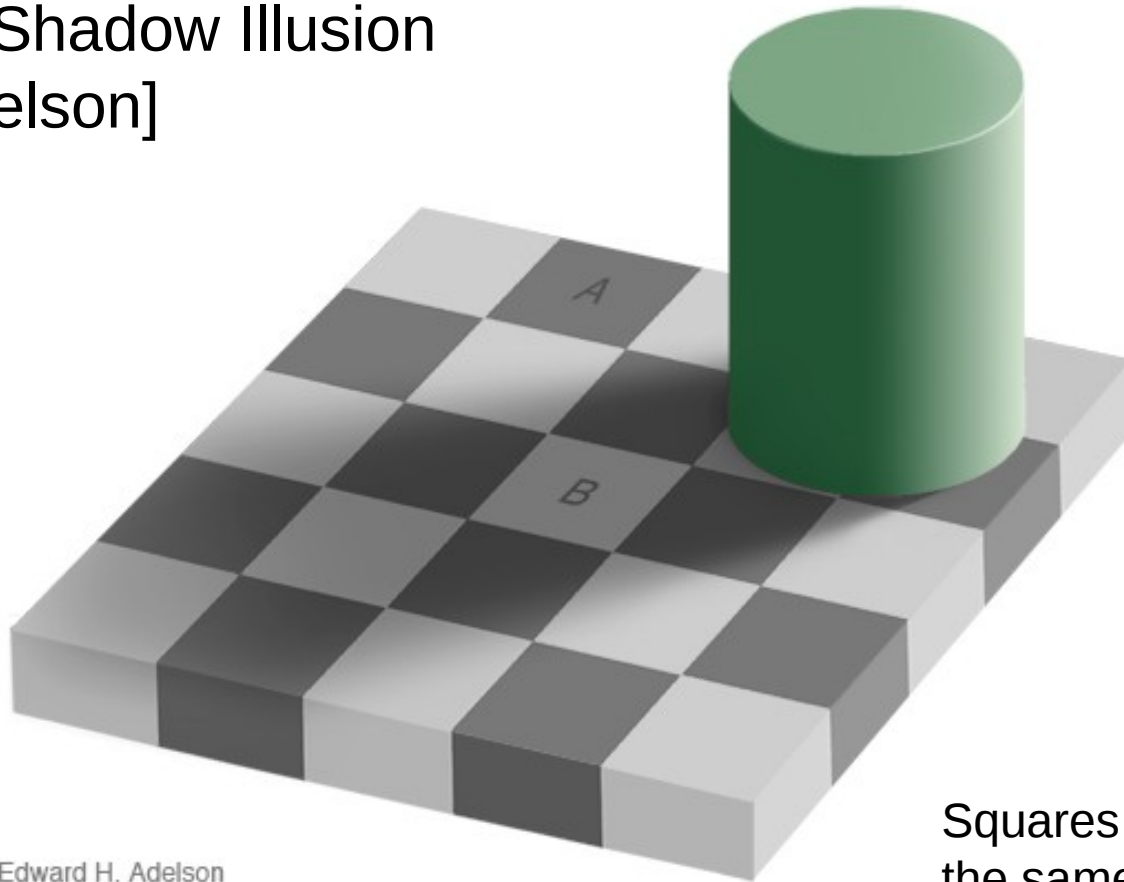




# A Picture is Worth a ...?

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## Checker Shadow Illusion [E. H. Adelson]



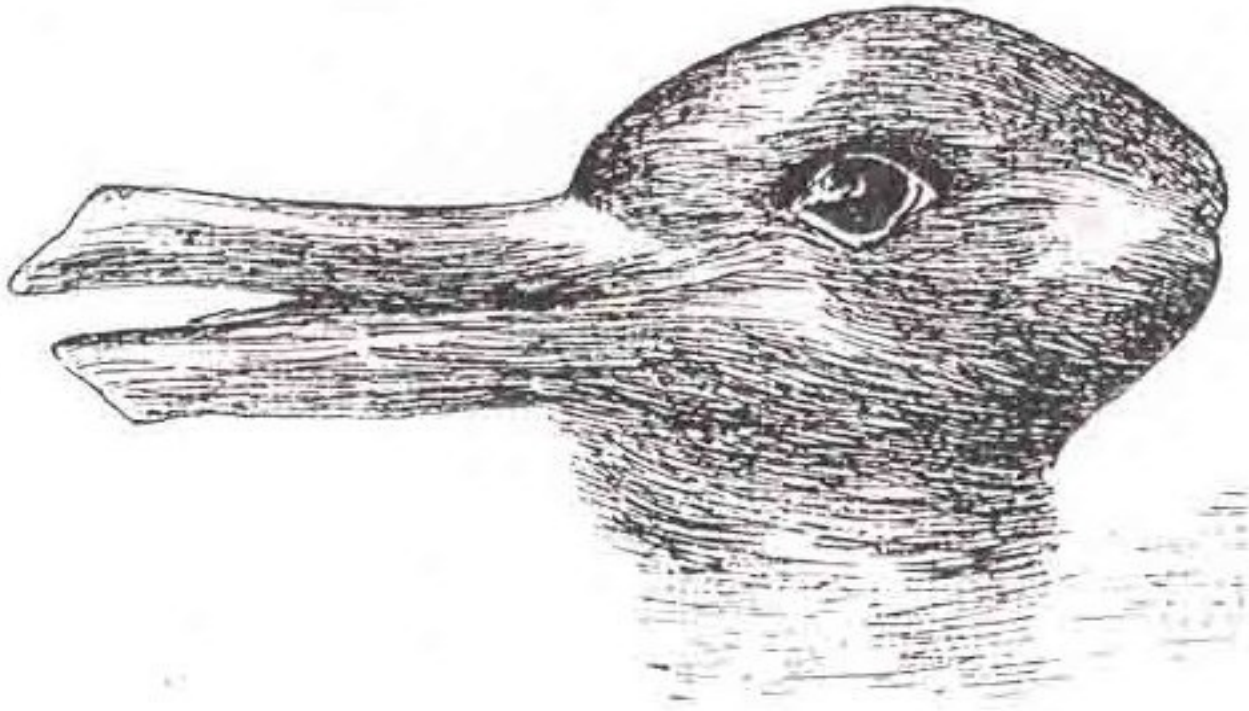
Edward H. Adelson

Squares A&B are at  
the same level of grey



# A Picture is Worth a ... ?

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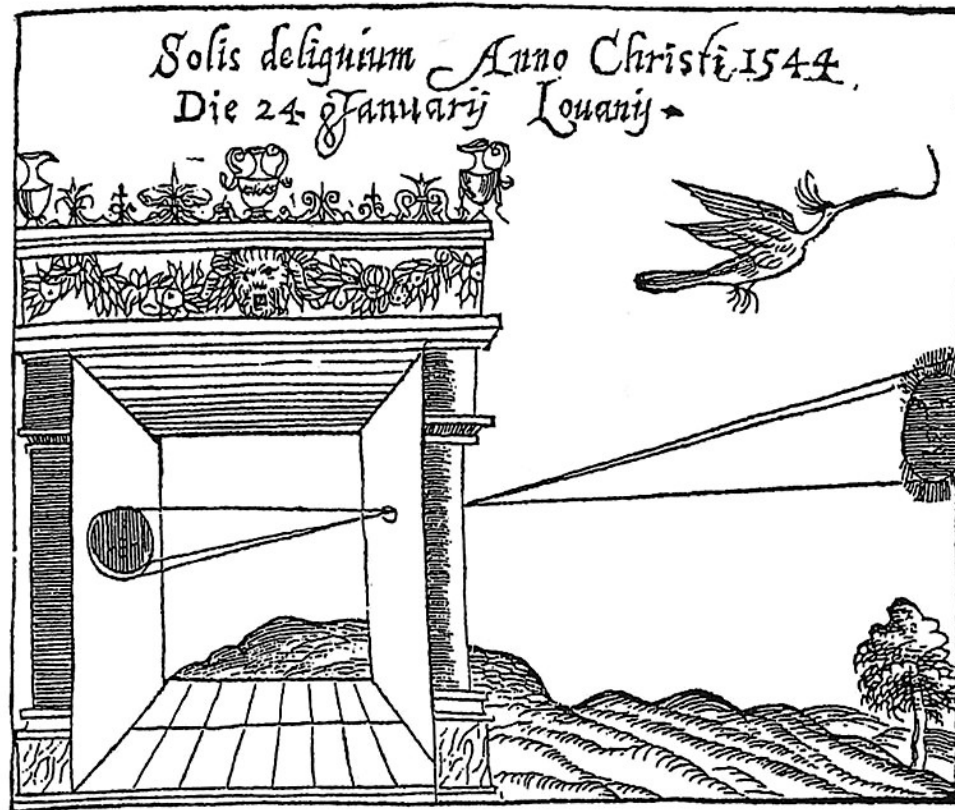
# Topic: History of Cameras

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- Computer Vision ?
- History of Cameras
- Pinhole Model
- The Human Visual System



# A Brief History Cameras

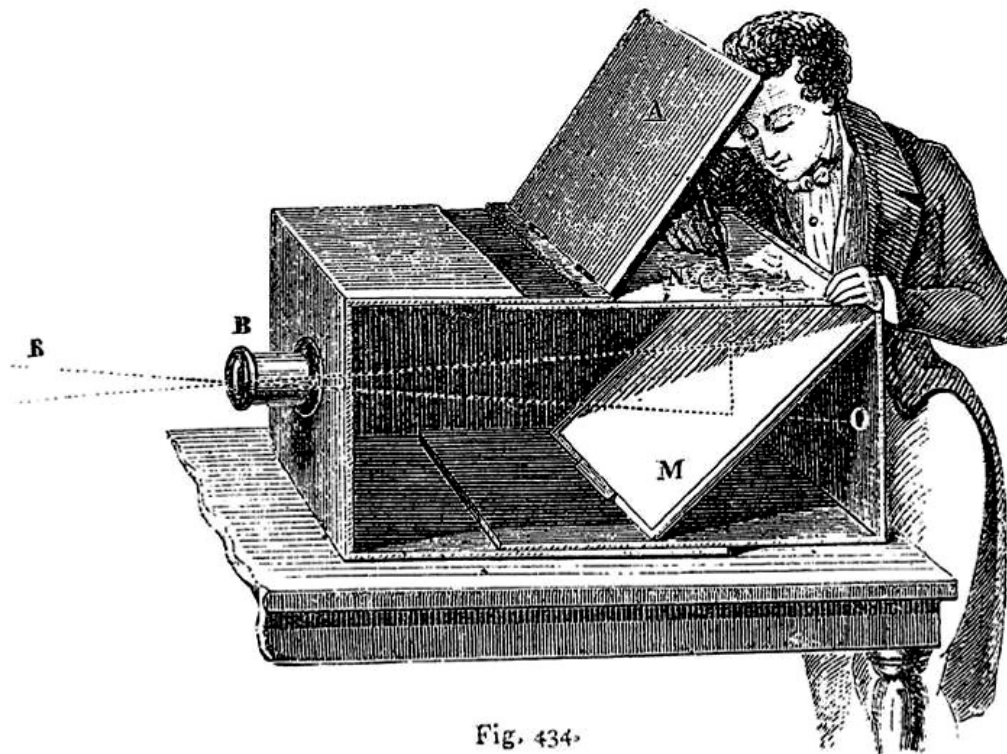


1544

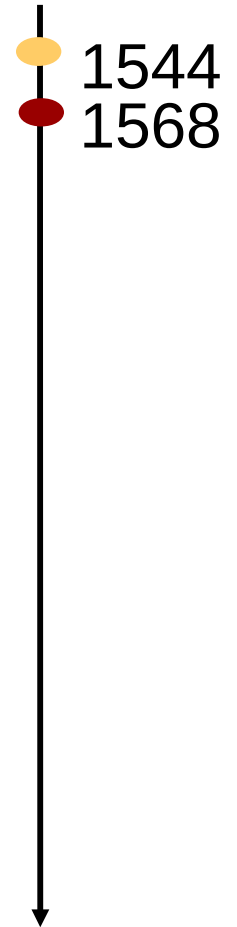
*Camera Obscura*, Gemma Frisius, 1544



# A Brief History of Cameras



Lens Based Camera Obscura, 1568

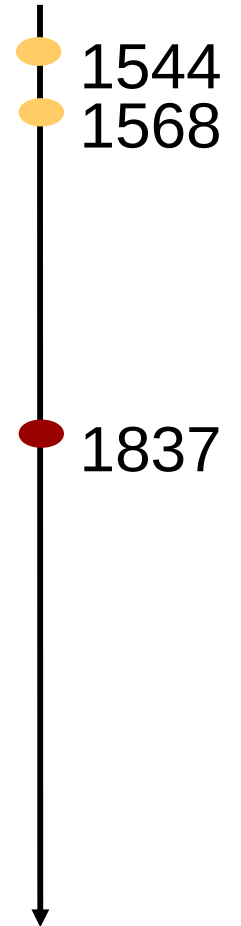




# A Brief History of Cameras



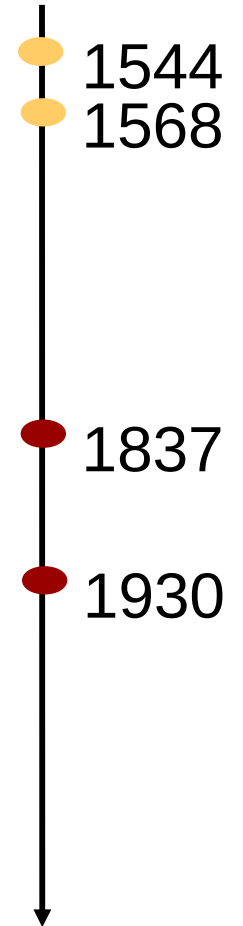
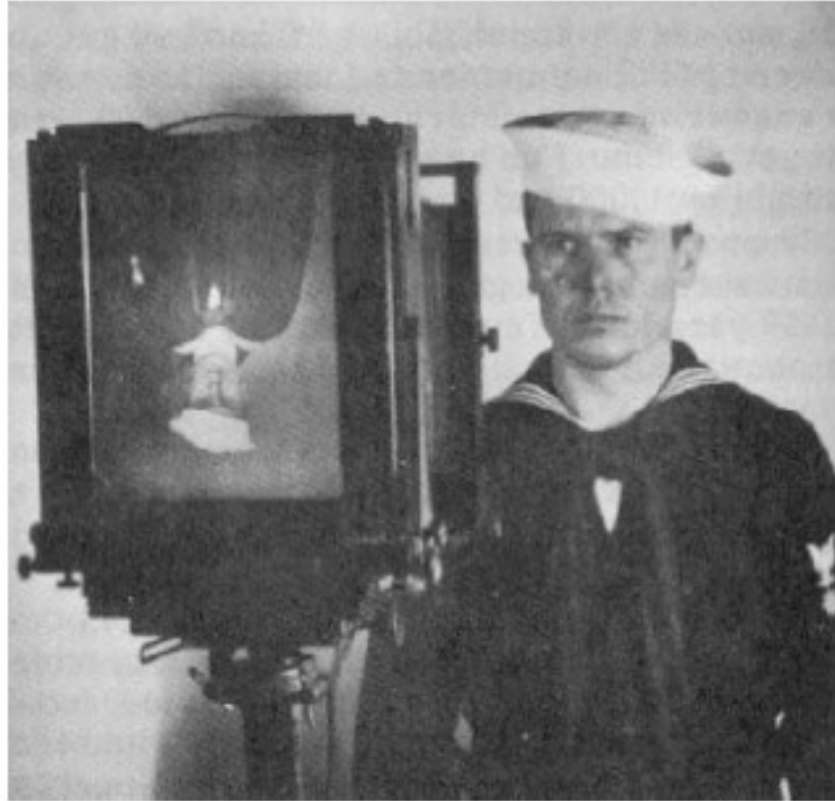
*Still Life*, Louis Jaques Mande Daguerre, 1837





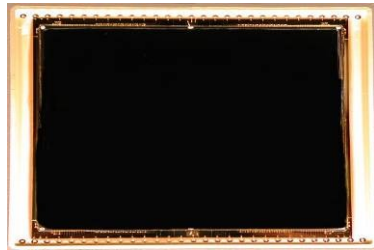
# A Brief History of Cameras

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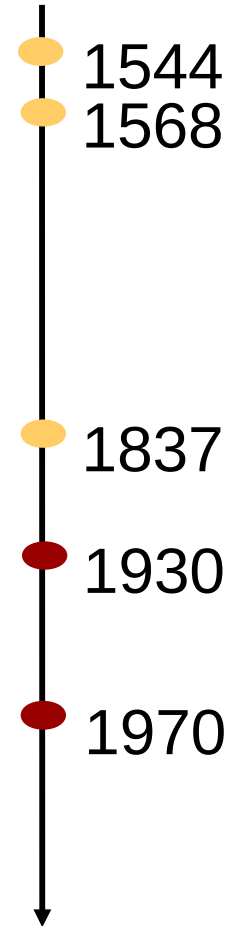


# A Brief History of Cameras

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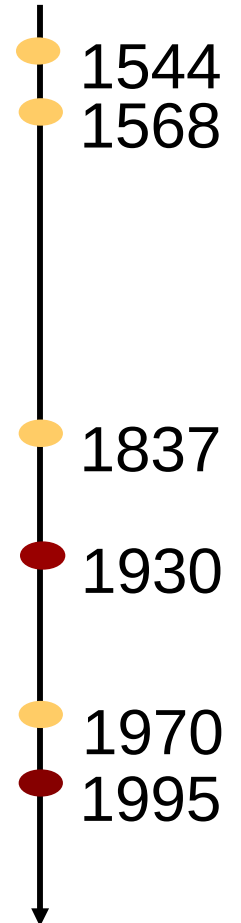
Silicon Image Detector, 1970



# A Brief History of Cameras



Digital Cameras



# Topic: Pinhole Model

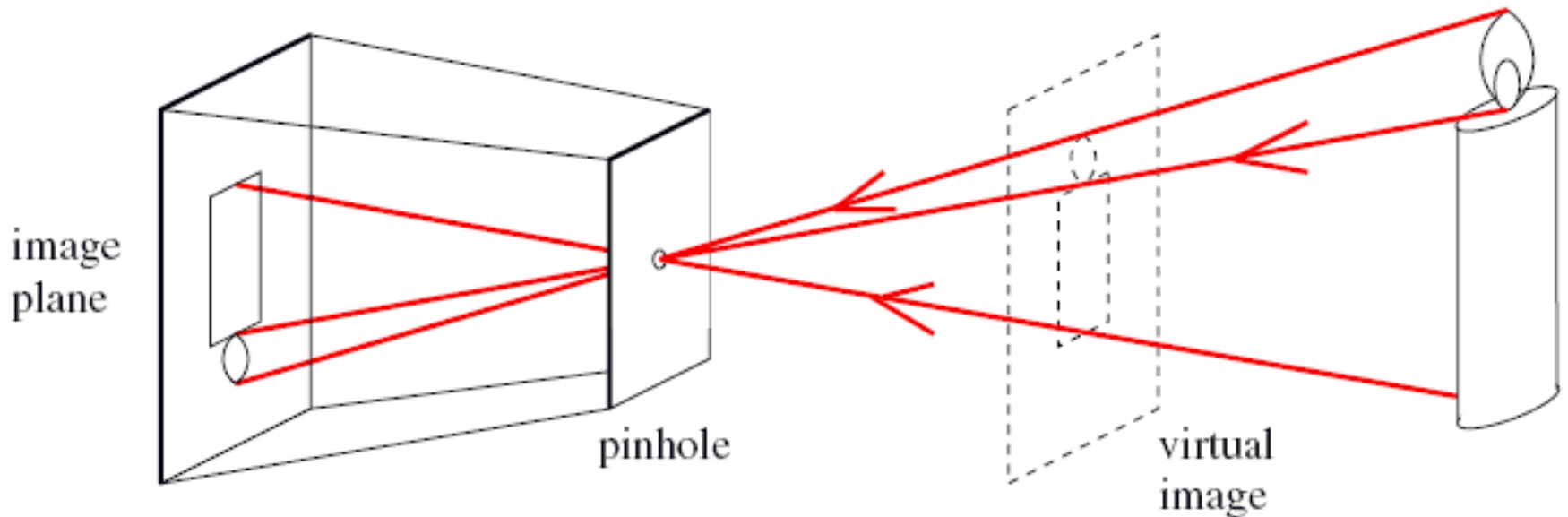
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- Computer Vision ?
- Camera History
- Pinhole Model
- The Human Visual System



# Pinhole Camera Model

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**Figure 1.2.** The pinhole imaging model.

Pinhole or central perspective, Bruneleschi, XV century



# Basic Camera Geometry

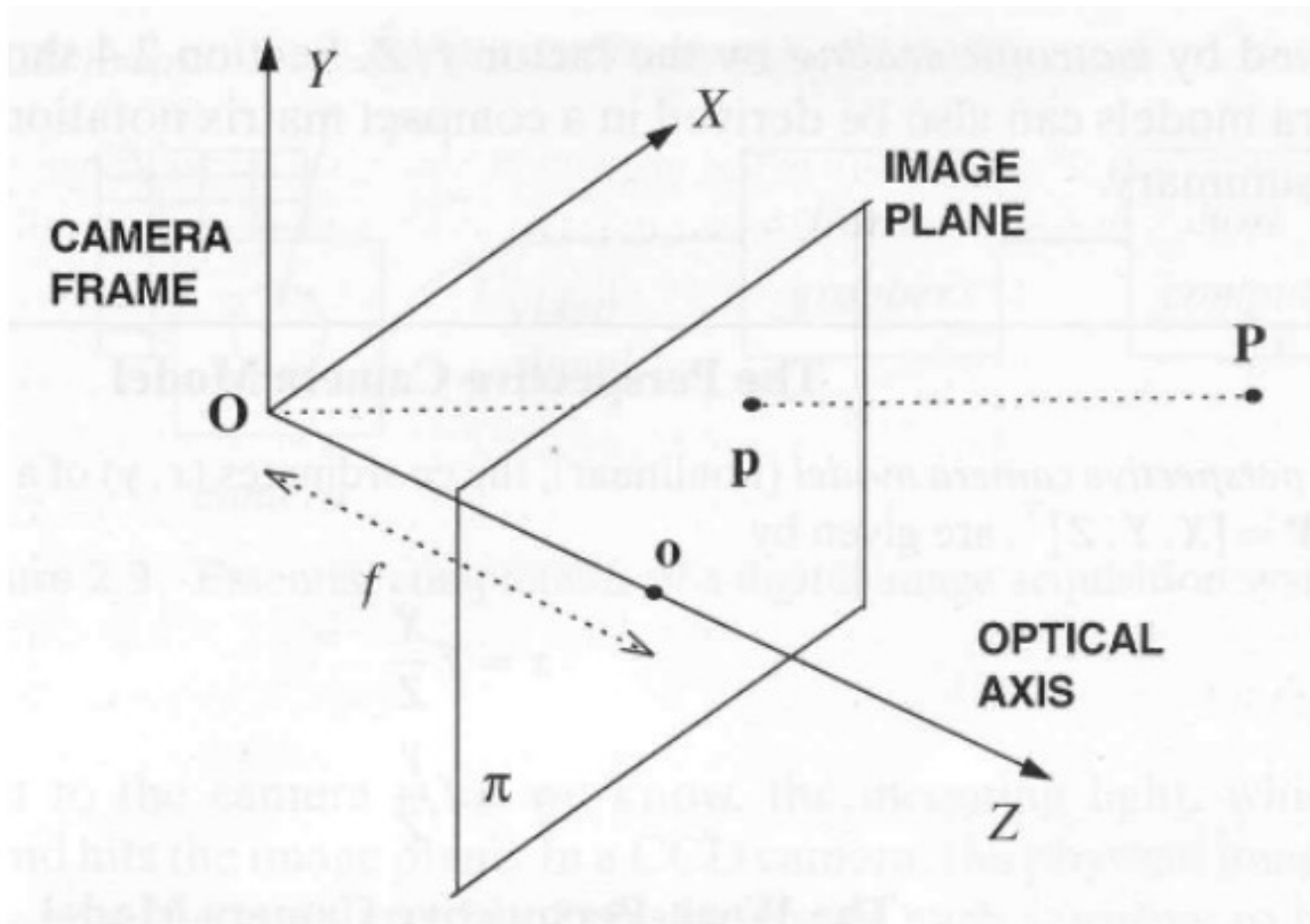
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- The model consists of a plane (*image plane*) and a 3D point  $O$  (*center of projection*).
- The distance  $f$  between the image plane and  $O$  is the *focal length*.
- The line through  $O$  and perpendicular to the image plane is the *optical axis*.
- The intersection of the optical axis with the image plane is called *principal point*.





# Basic Camera Geometry



# Basic Camera Geometry

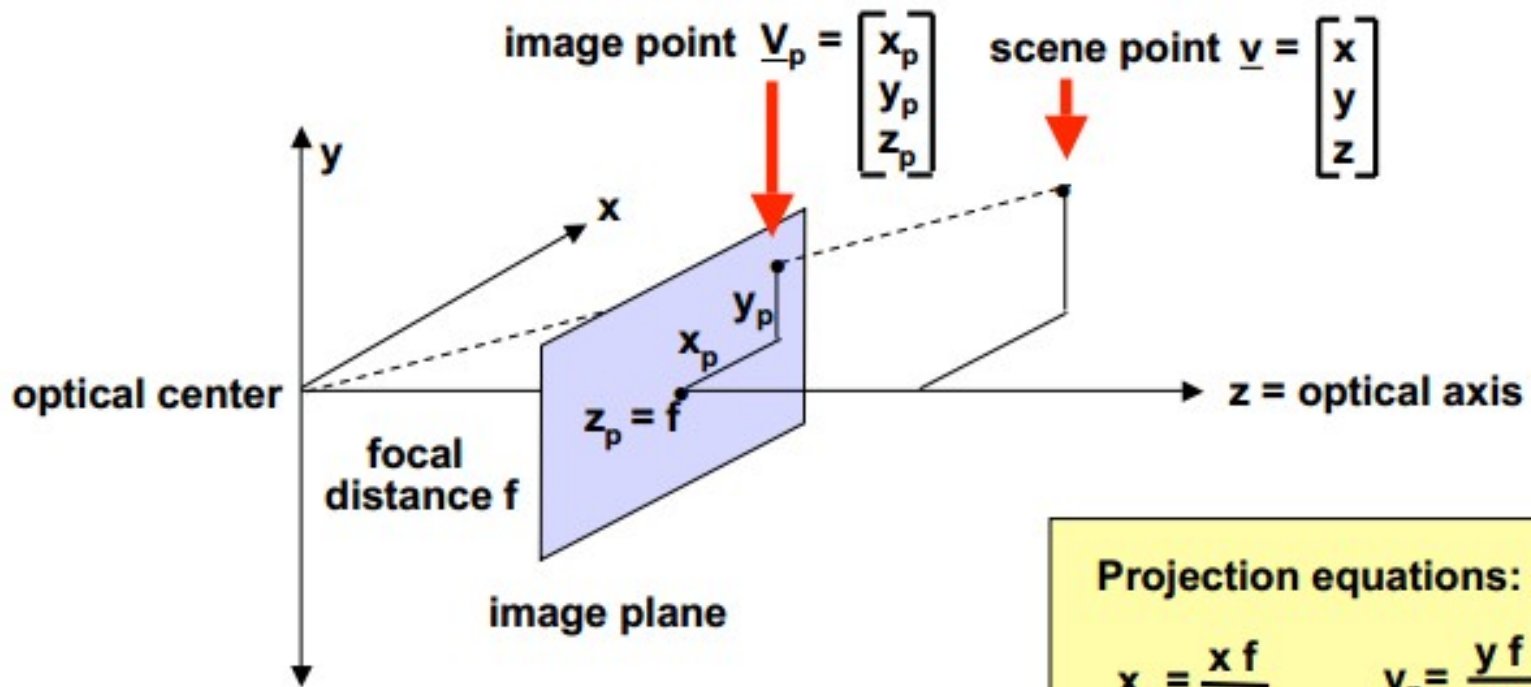
---

- Far objects appear smaller
- Lines project to lines
- These geometric properties are “common sense”
- Other properties can be inferred if we formalize the model using....

.... Mathematics, of course...



# Perspective Projection

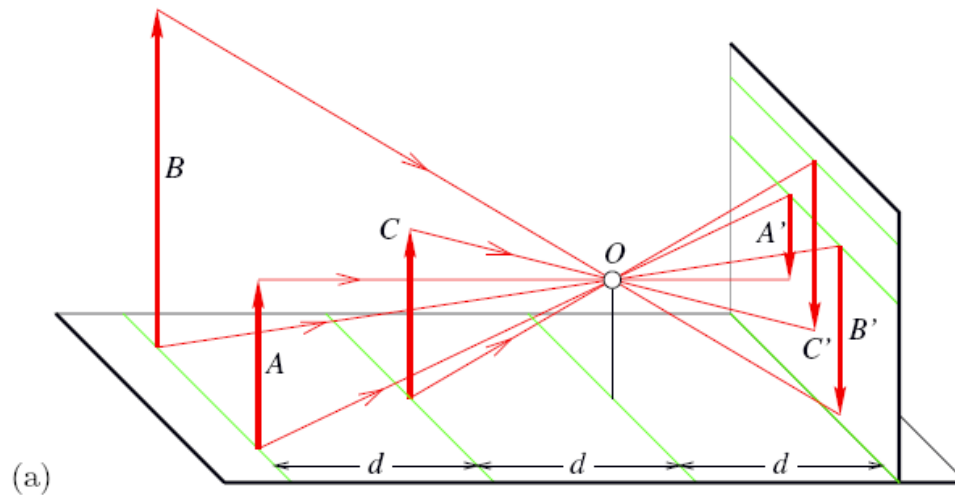


Projection equations:

$$x_p = \frac{x f}{z} \quad y_p = \frac{y f}{z}$$



# Perspective Projection

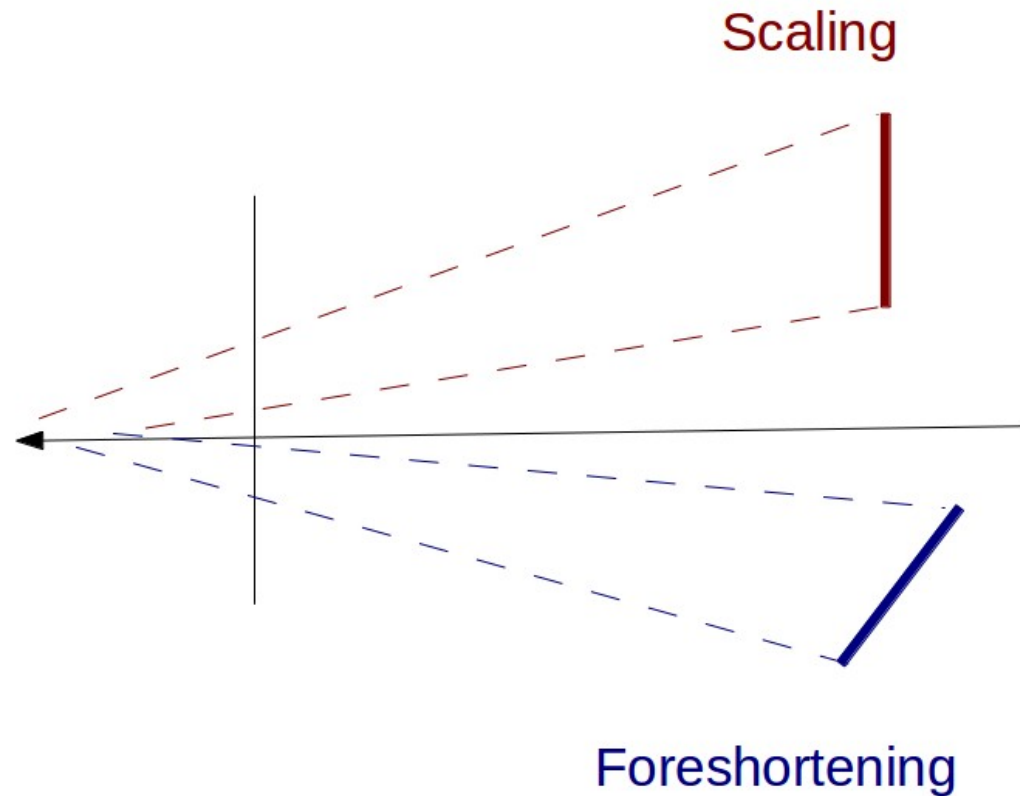


$$H_A = H_C = 0.5 H_B$$



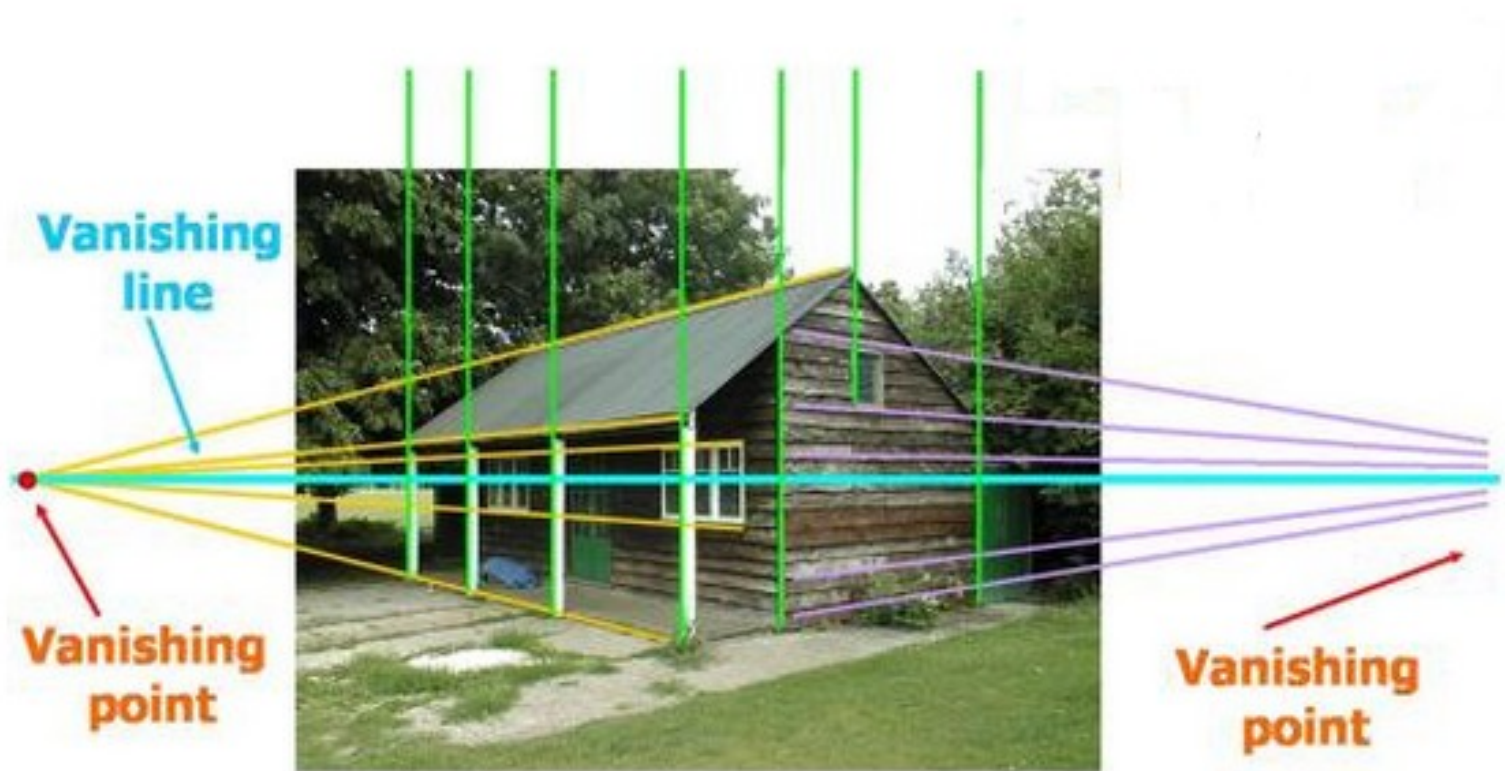
# Perspective Projection

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# Perspective Projection

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# Perspective Projection

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- $f$  gets smaller  $\rightarrow$  wide-angle camera
- $f$  gets larger  $\rightarrow$  more telescopic
- Lines in 3D project to lines in 2D.
- Distances and angles are not preserved.
- Parallel lines project onto lines that on extension intersect at a single point in the image plan (*vanishing point*).
- The vanishing points of all the lines that lie on the same plane form the *vanishing line*.



# Problems with Pinholes

- Pinhole size (aperture) must be “very small” to obtain a clear image.
- However, as pinhole size is made smaller, less light is received by image plane.
- If pinhole is comparable to wavelength  $\lambda$  of incoming light, DIFFRACTION blurs the image!
- Sharpest image is obtained when:

pinhole diameter  $d = 2 \sqrt{f' \lambda}$

Example: If  $f' = 50\text{mm}$ ,  
=  $600\text{nm}$  (red),

$$d = 0.36\text{mm}$$



Fig. 5.96 The pinhole camera. Note the variation in image clarity as the hole diameter decreases. [Photos courtesy Dr. N. Joel, UNESCO.]



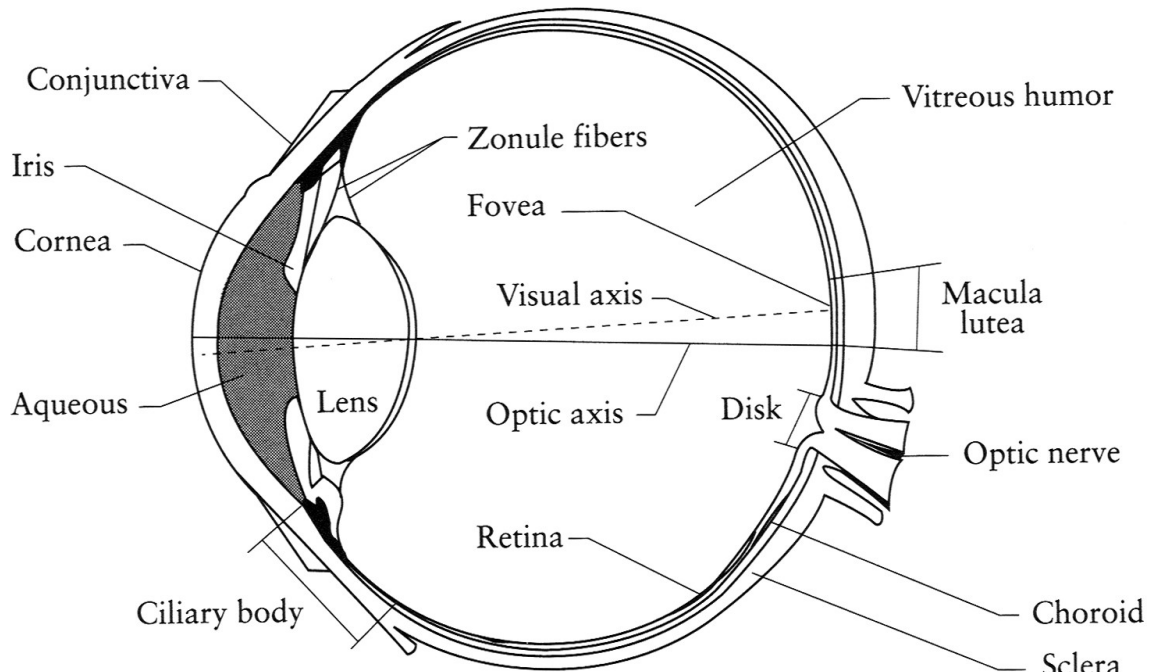
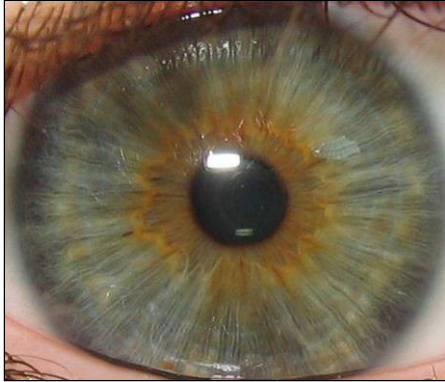
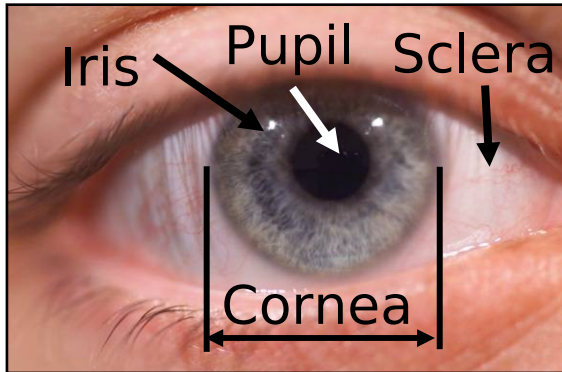
# Topic: The Human Visual System

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- Computer Vision ?
- Camera History
- Pinhole Model
- The Human Visual System



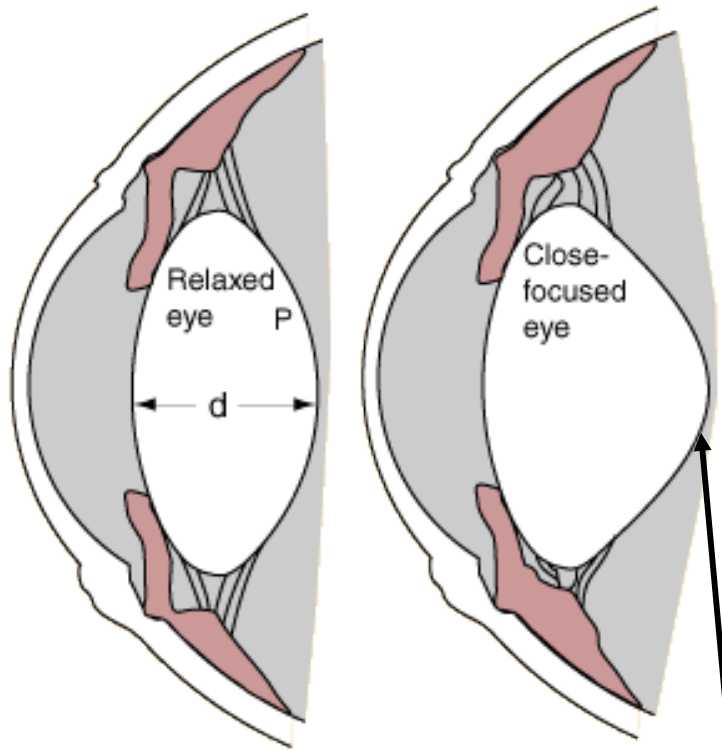
# Our Eyes



- Iris is the diaphragm that changes the aperture (pupil)
- Retina is the sensor where the fovea has the highest resolution

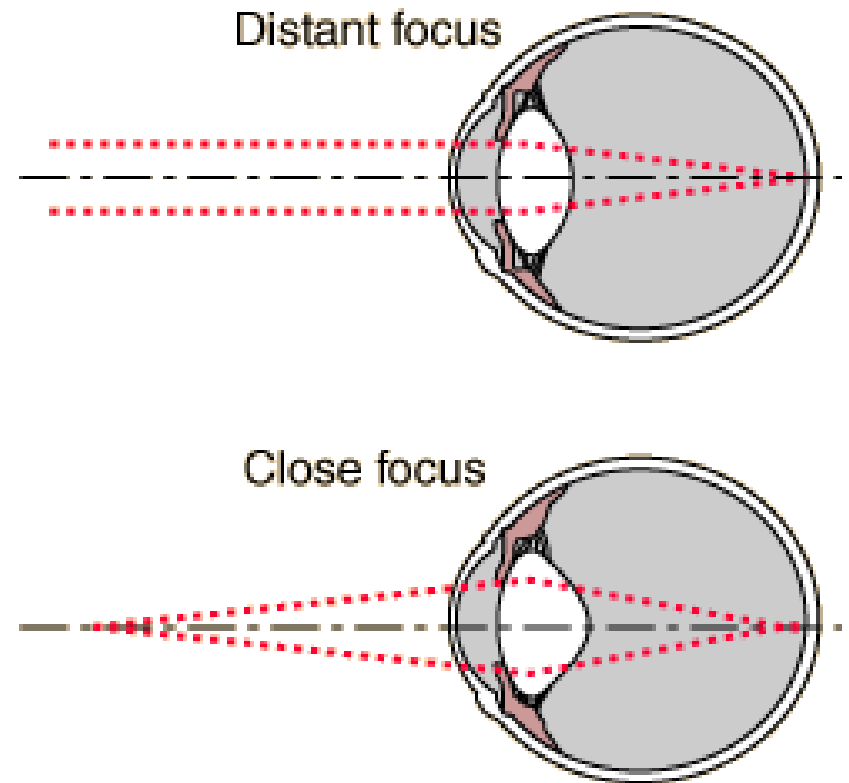


# Focusing

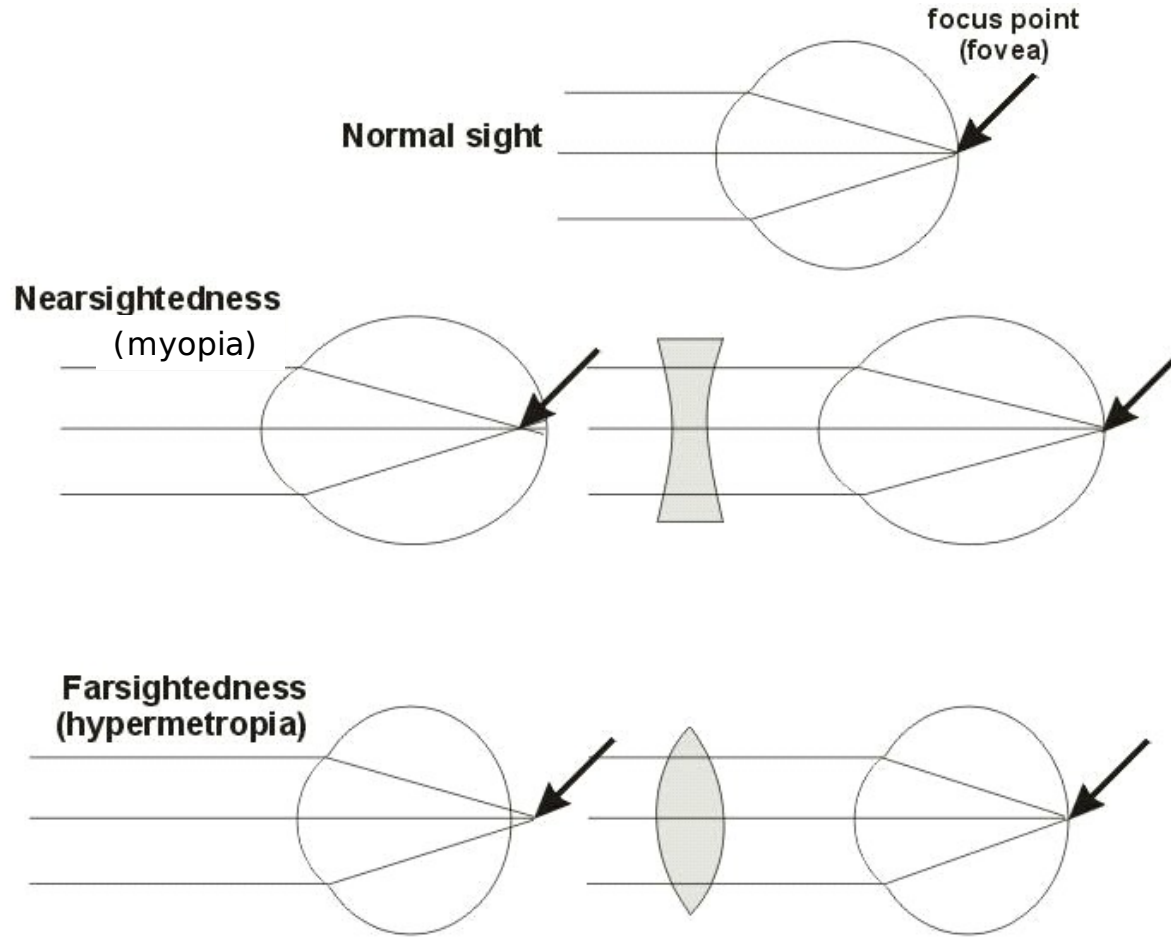


shorter focal length

Changes the focal length of the lens

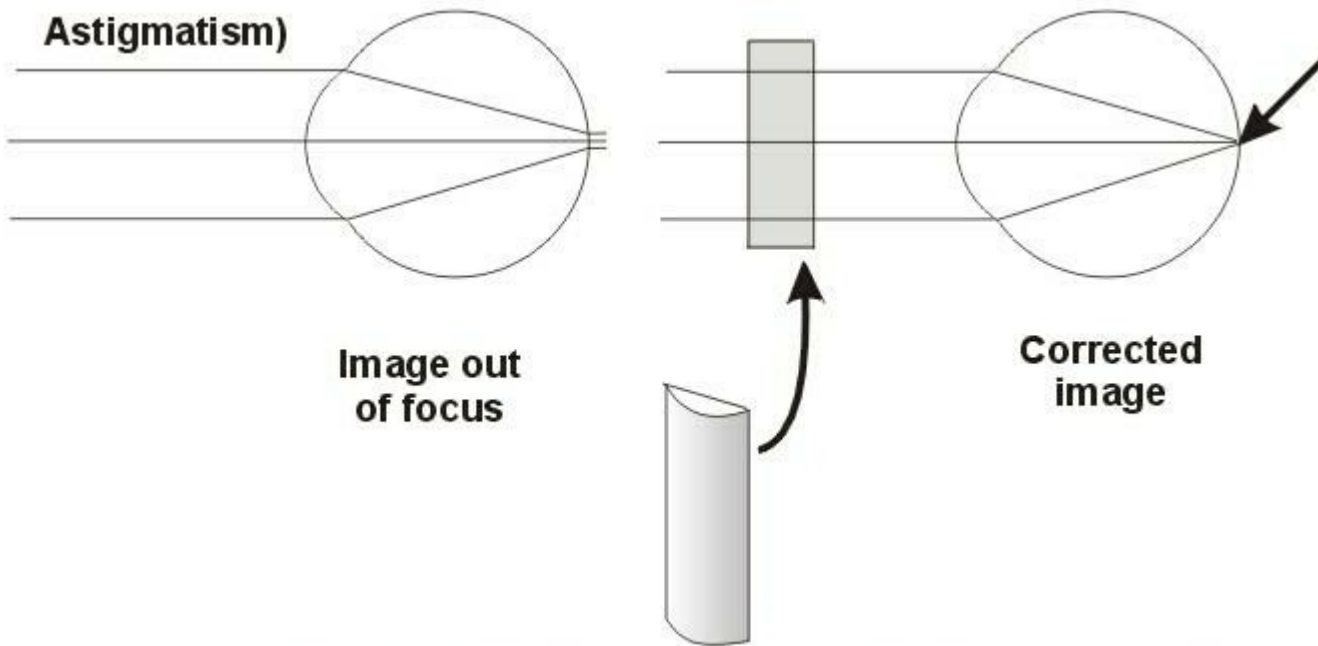


# Myopia and Hyperopia





# Astigmatism



The cornea is distorted causing images to be un-focused on the retina.



# Blind Spot in the Eye

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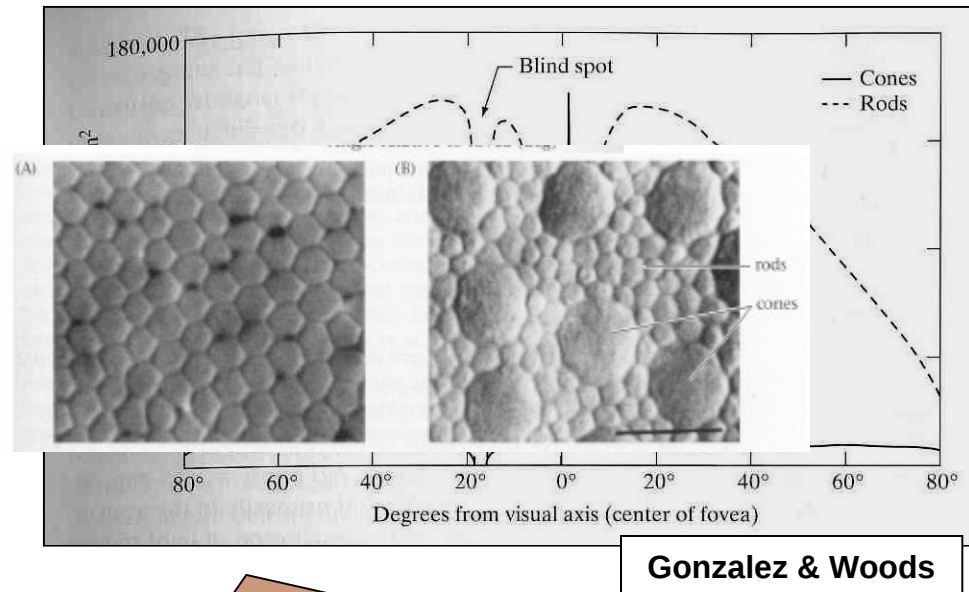
Close your right eye and look directly at the “+”



# Colour

• Our retina has:

- **Cones** – Measure the frequency of light (colour)
  - 6 to 7 millions
  - High-definition
  - Need high luminosity
- **Rods** – Measure the intensity of light (luminance)
  - 75 to 150 millions
  - Low-definition
  - Function with low luminosity



We only see colour in the center of our retina!



# Resources

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- J.C. Russ – Chapters 1 and 2
- Gonzalez & Woods – Chapter 1
- L. Shapiro, and G. Stockman – Chapter 1
- “Color Vision: One of Nature's Wonders” in <http://www.diycalculator.com/sp-cvision.shtml>



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# CVi – 1

## Introduction to Computer Vision

***Alina Trifan***  
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IEETA / Universidade de Aveiro

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# Topic: Computer Vision?

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- Computer Vision ?
- History of Cameras
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# A Picture is Worth 1000 Words

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# A Picture is Worth 100.000 Words

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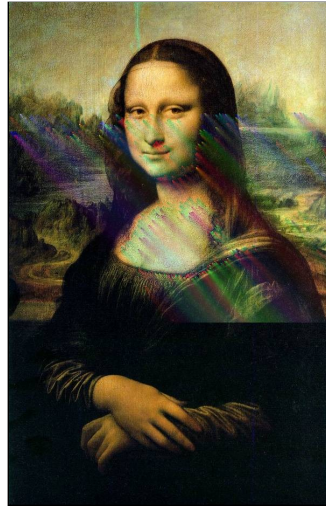
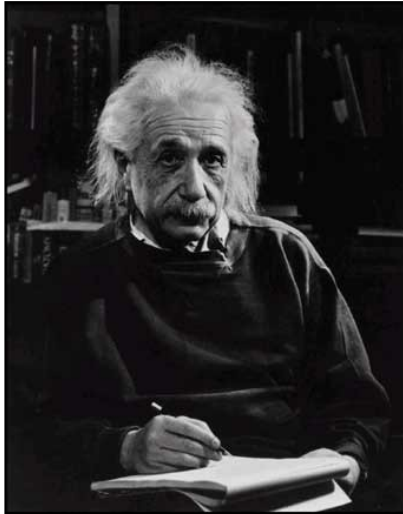


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# A Picture is Worth a Million Words

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# Human Vision

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- Can do amazing things like:
  - Recognize people and objects
  - Navigate through obstacles
  - Understand mood in the scene
  - Imagine stories
- But:
  - Suffers from illusions
  - Ignores many details
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  - Doesn't care about accuracy of world

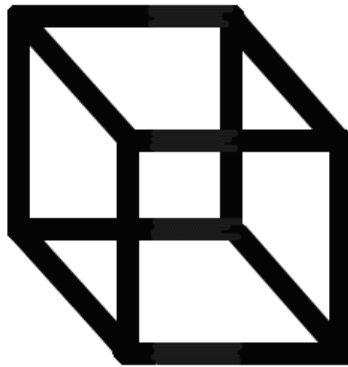


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# A Picture is Worth a ...?

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Necker's Cube Reversal



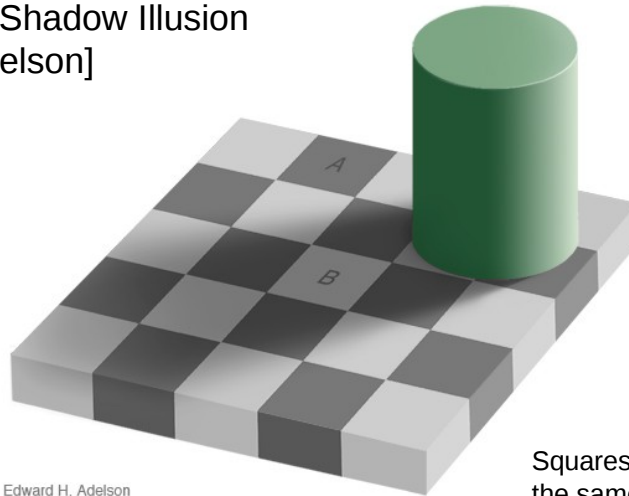
[alina.trifan@ua.pt](mailto:alina.trifan@ua.pt)

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# A Picture is Worth a ...?

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Checker Shadow Illusion  
[E. H. Adelson]



Edward H. Adelson

Squares A&B are at  
the same level of grey

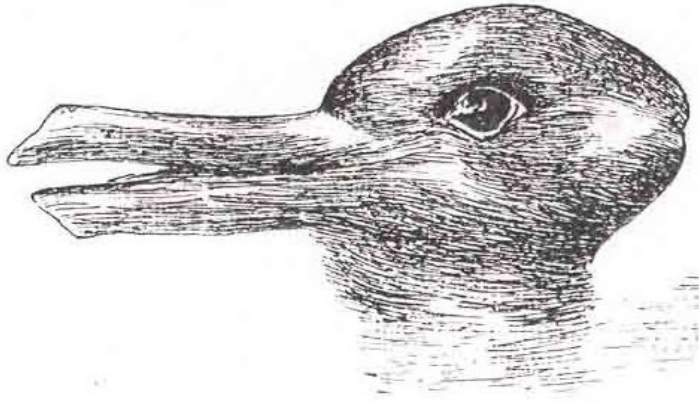


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# A Picture is Worth a ... ?

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# Topic: History of Cameras

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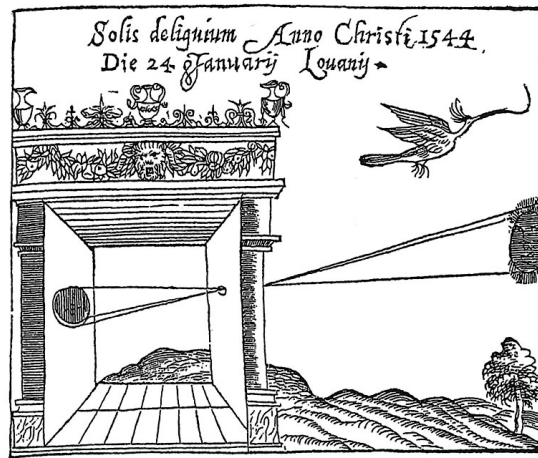
- Computer Vision ?
- History of Cameras
- Pinhole Model
- The Human Visual System



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# A Brief History Cameras



1544

Camera Obscura, Gemma Frisius, 1544



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# A Brief History of Cameras

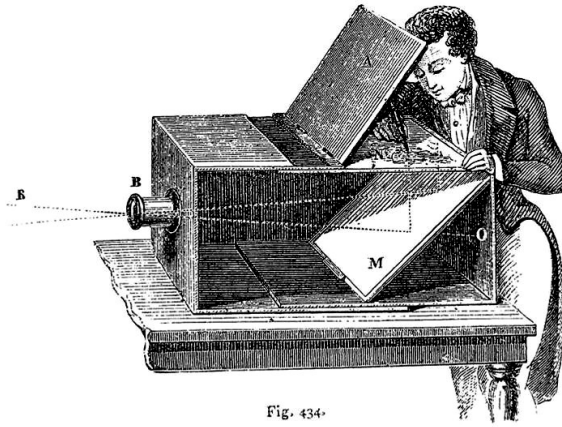


Fig. 434.

Lens Based Camera Obscura, 1568



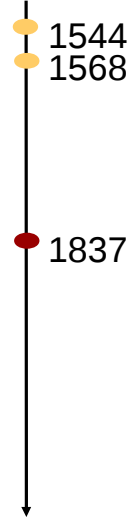
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# A Brief History of Cameras



*Still Life*, Louis Jaques Mande Daguerre, 1837

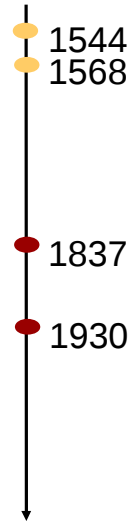


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# A Brief History of Cameras

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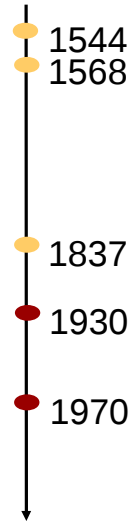
15

# A Brief History of Cameras

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Silicon Image Detector, 1970



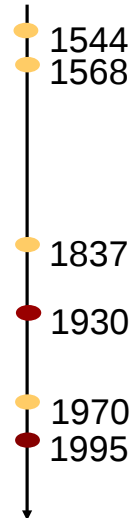
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# A Brief History of Cameras



Digital Cameras



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# Topic: Pinhole Model

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- Computer Vision ?
- Camera History
- **Pinhole Model**
- The Human Visual System

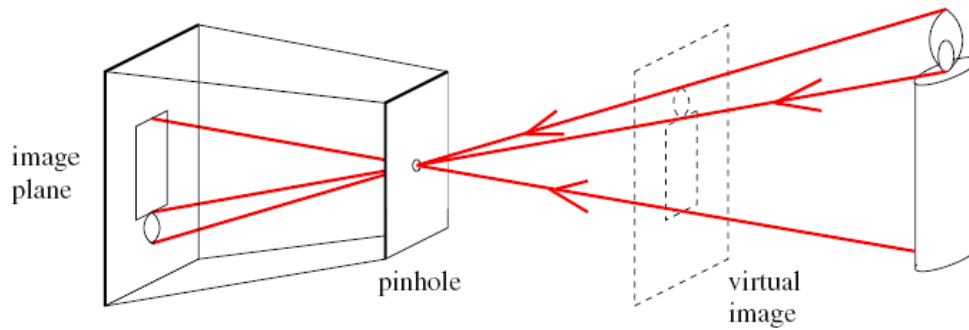


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# Pinhole Camera Model

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**Figure 1.2.** The pinhole imaging model.

Pinhole or central perspective, Bruneleschi, XV century



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# Basic Camera Geometry

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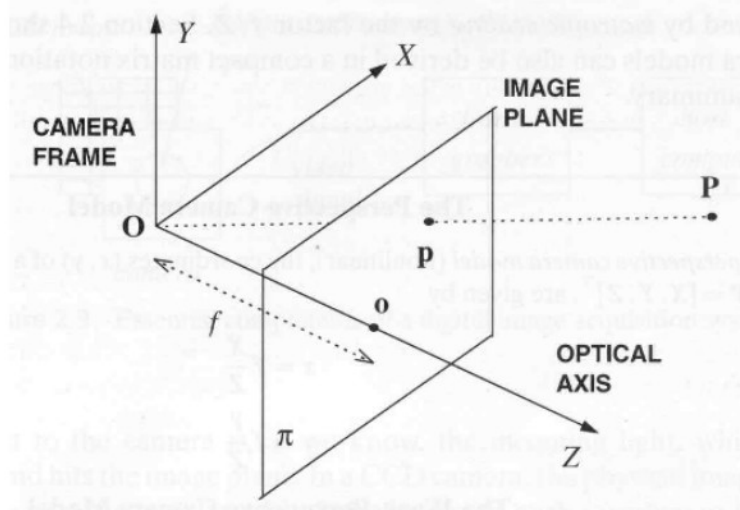
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# Basic Camera Geometry



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# Basic Camera Geometry

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- Far objects appear smaller
- Lines project to lines
- These geometric properties are “common sense”
- Other properties can be inferred if we formalize the model using....

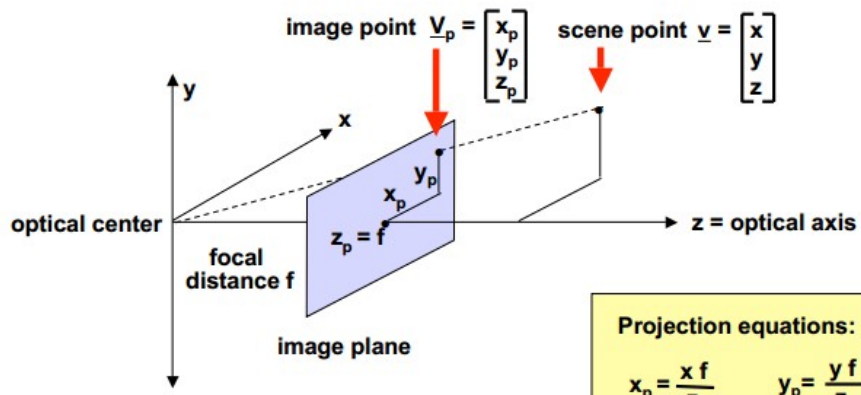
.... Mathematics, of course...



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# Perspective Projection

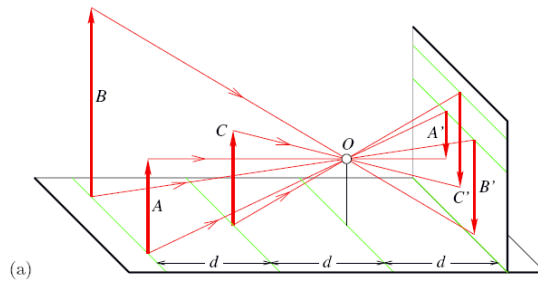


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# Perspective Projection

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$$H_A = H_C = 0.5 H_B$$



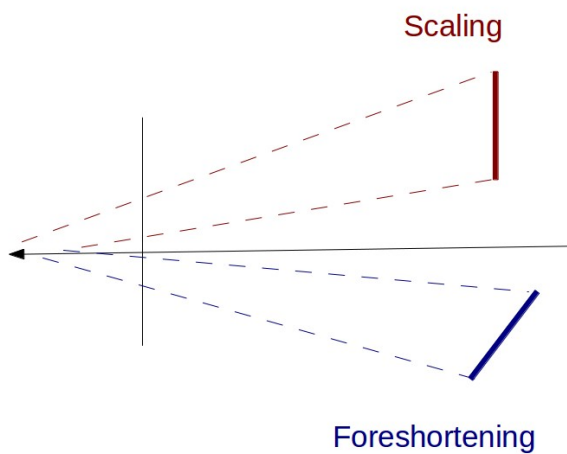
[alina.trifan@ua.pt](mailto:alina.trifan@ua.pt)

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# Perspective Projection

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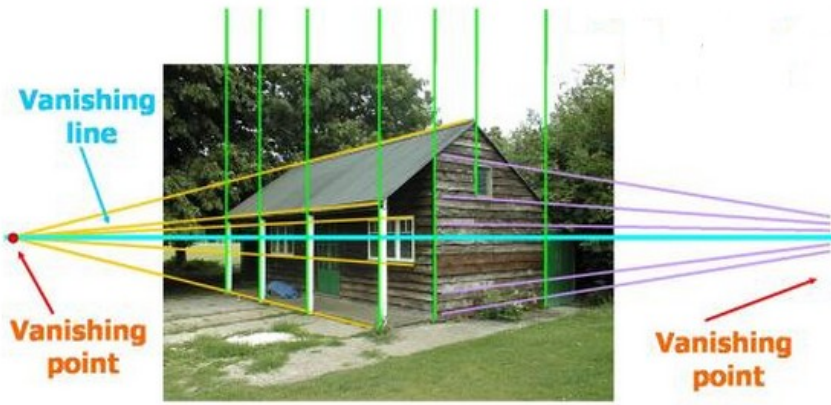


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# Perspective Projection

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# Perspective Projection

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- $f$  gets smaller  $\rightarrow$  wide-angle camera
- $f$  gets larger  $\rightarrow$  more telescopic
- Lines in 3D project to lines in 2D.
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- Parallel lines project onto lines that on extension intersect at a single point in the image plan (*vanishing point*).
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# Problems with Pinholes

- Pinhole size (aperture) must be "very small" to obtain a clear image.
- However, as pinhole size is made smaller, less light is received by image plane.
- If pinhole is comparable to wavelength  $\lambda$  of incoming light, DIFFRACTION blurs the image!
- Sharpest image is obtained when:

pinhole diameter  $d = 2 \sqrt{f' \lambda}$

Example: If  $f' = 50\text{mm}$ ,  
 $= 600\text{nm}$  (red),

$$d = 0.36\text{mm}$$



Fig. 5.96 The pinhole camera. Note the variation in image clarity as the hole diameter decreases. [Photos courtesy Dr. N. Joel, UNESCO.]



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# Topic: The Human Visual System

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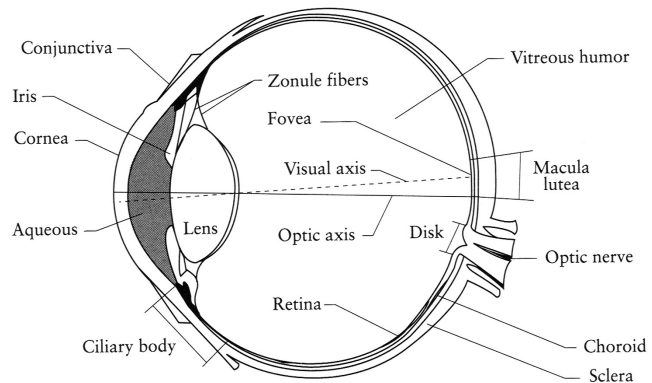
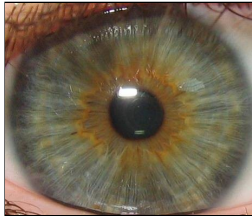
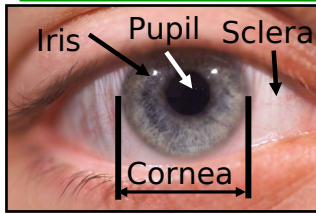
- Computer Vision ?
- Camera History
- Pinhole Model
- The Human Visual System



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# Our Eyes



-Iris is the diaphragm that changes the aperture (pupil)

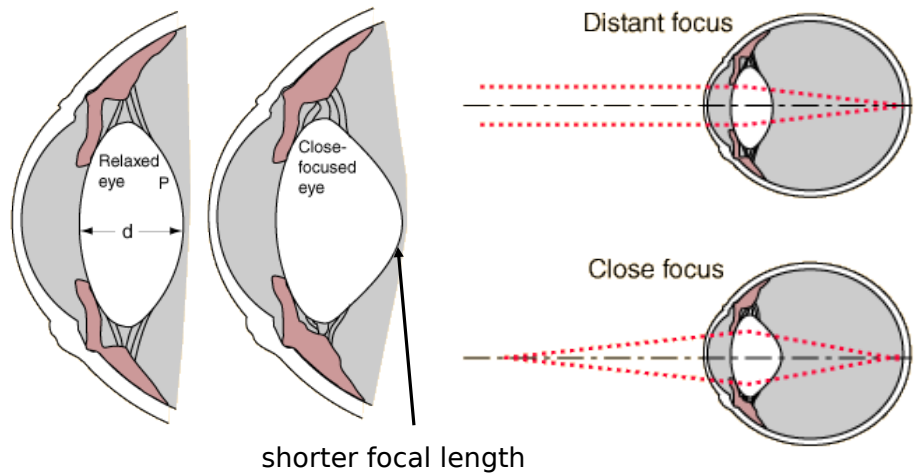
-Retina is the sensor where the fovea has the highest resolution



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# Focusing



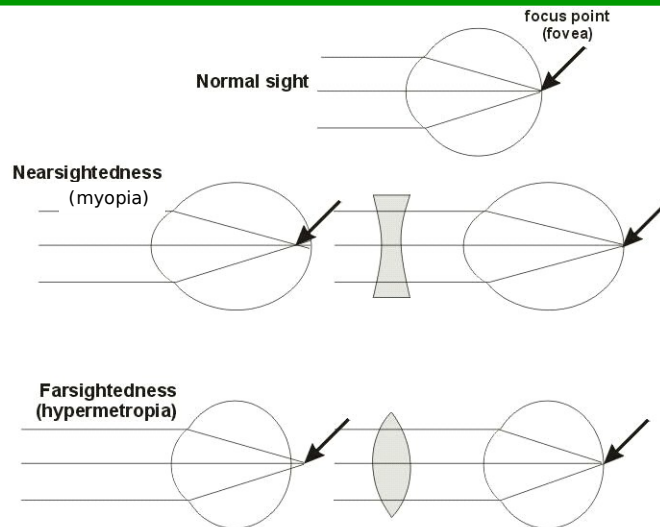
Changes the focal length of the lens



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# Myopia and Hyperopia



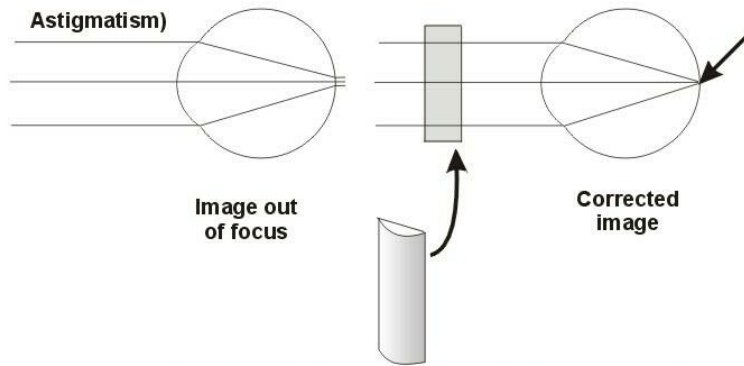
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# Astigmatism

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The cornea is distorted causing images to be un-focused on the retina.



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# Blind Spot in the Eye

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Close your right eye and look directly at the “+”



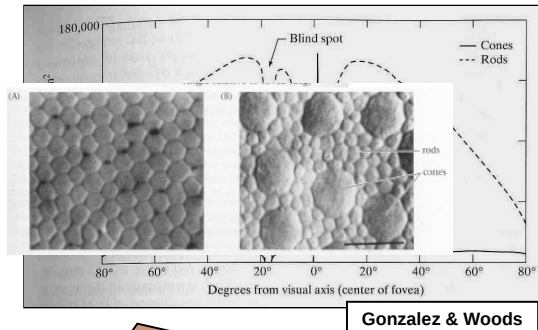
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# Colour

Our retina has:

- **Cones** – Measure the frequency of light (colour)
  - 6 to 7 millions
  - High-definition
  - Need high luminosity
- **Rods** – Measure the intensity of light (luminance)
  - 75 to 150 millions
  - Low-definition
  - Function with low luminosity



We only see colour in the center of our retina!



# Resources

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- J.C. Russ – Chapters 1 and 2
- Gonzalez & Woods – Chapter 1
- L. Shapiro, and G. Stockman – Chapter 1
- “Color Vision: One of Nature's Wonders” in <http://www.diycalculator.com/sp-cvision.shtml>



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