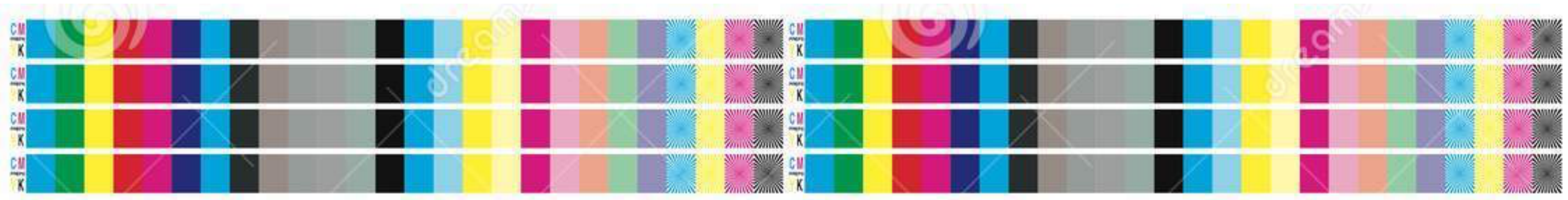
THE UNIVERSITY OF BRITISH COLUMBIA

CPSC 425: Computer Vision



Lecture 24: Color

(unless otherwise stated slides are taken or adopted from **Bob Woodham, Jim Little** and **Fred Tung**)

Hope you enjoyed the **course**!

Menu for Today

Topics:

- Colour
- Colour Matching Experiments
- Trichromasity
- Colour Spaces

Readings:

- **Today's** Lecture: Forsyth & Ponce (2nd ed.) 3.1-3.3

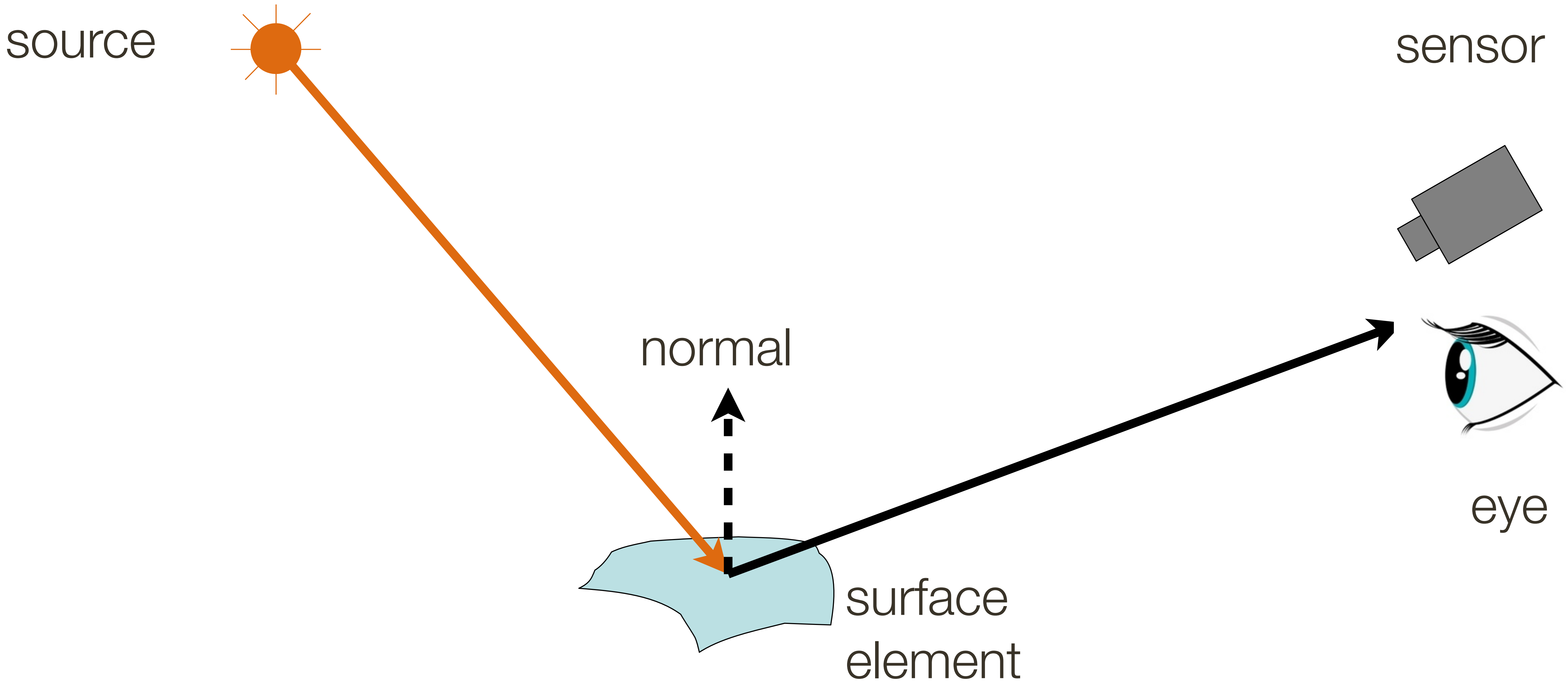
Reminders:

- **Assignment 6**: Deep Learning is due **tomorrow** (last day of classes)
- **Quiz 6** is due by **tonight**
- **Assignment 4** grades are out
- **Solutions** to final prep questions are out, **Office hours** will post

Overview: Image Formation, Cameras and Lenses

The **image formation process** that produces a particular image depends on

- **Lightening** condition
- Scene **geometry**
- **Surface** properties
- Camera **optics**



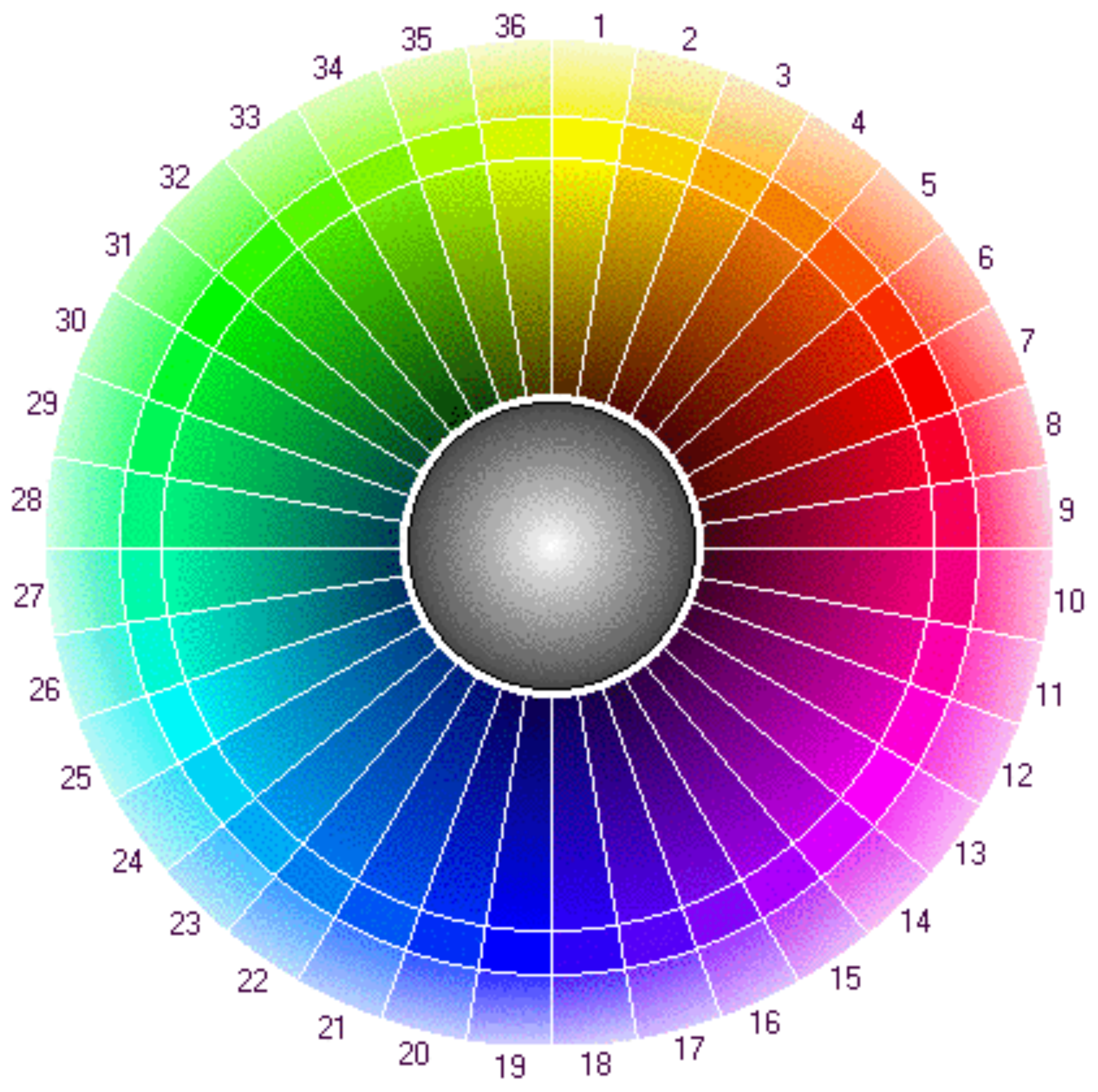
Sensor (or eye) **captures amount of light** reflected from the object

Colour

— Light is produced in different amounts at different wavelengths by each light source

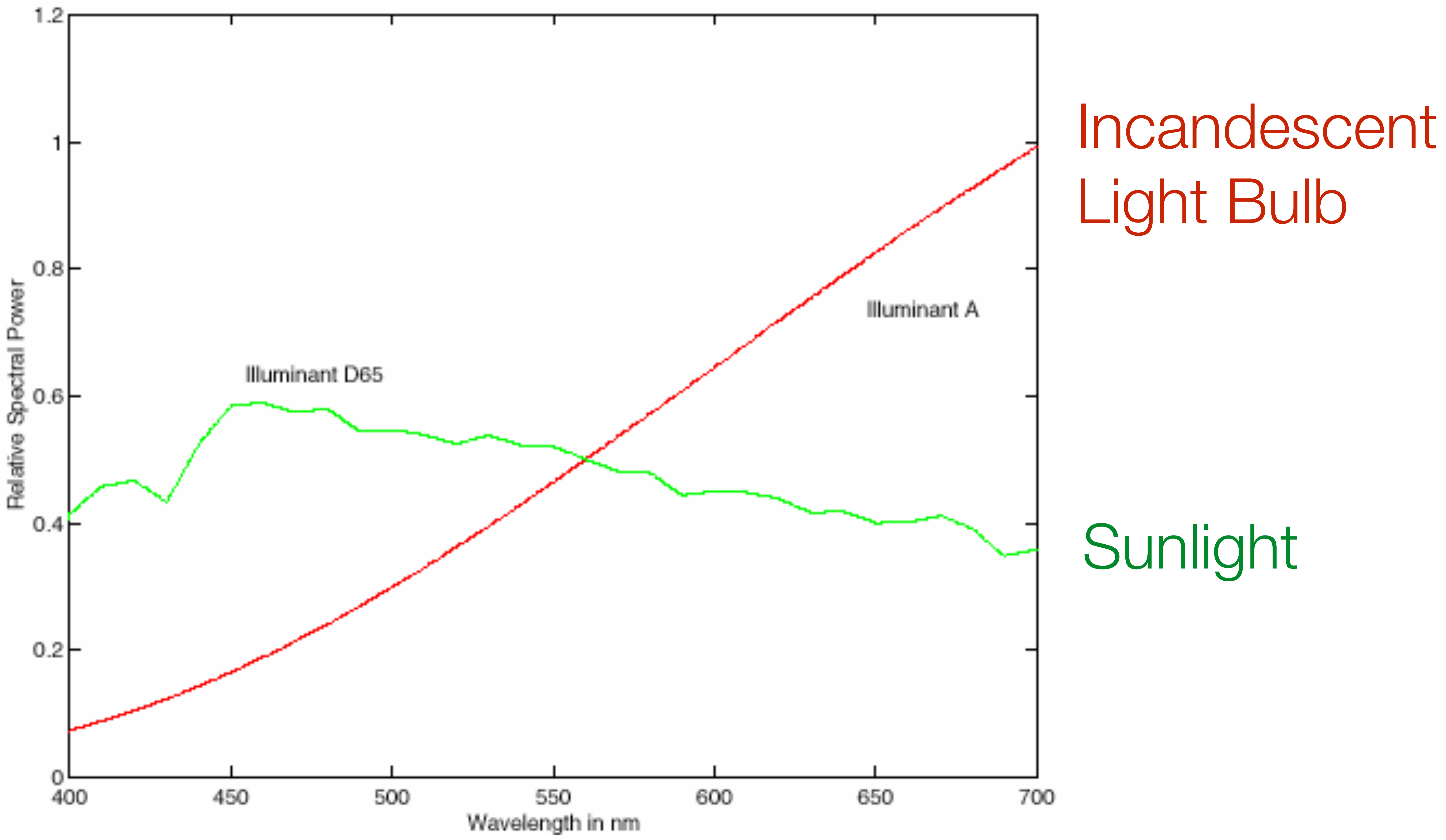
— Light is differentially reflected at each wavelength, which gives objects their natural colour (**surface albedo**)

— The sensation of colour is determined by the human visual system, based on the product of light and reflectance



Relative **Spectral Power** of Two Illuminants

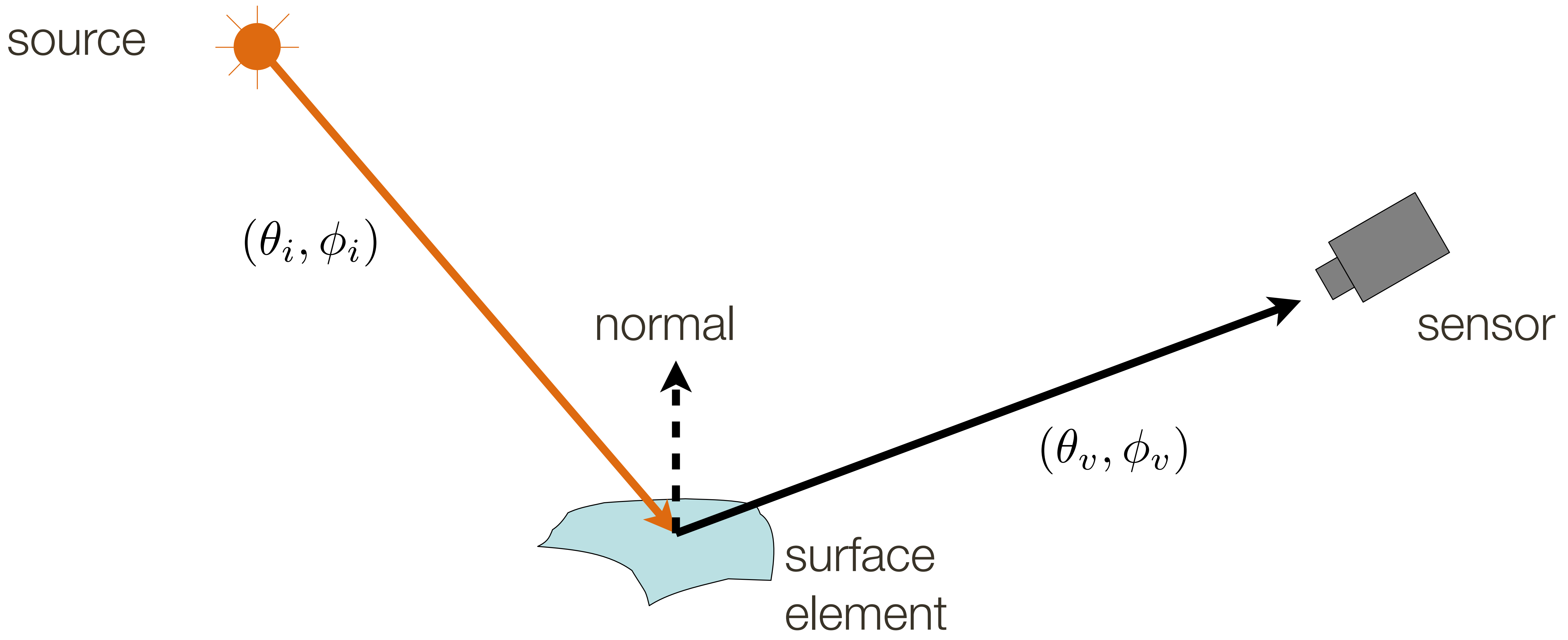
Relative spectral power plotted against wavelength in nm



Forsyth & Ponce (2nd ed.) Figure 3.4

(small) **Graphics** Review

Surface reflection depends on both the **viewing** (θ_v, ϕ_v) and **illumination** (θ_i, ϕ_i) direction, with Bidirectional Reflection Distribution Function: $\mathbf{BRDF}(\theta_i, \phi_i, \theta_v, \phi_v)$



Slide adopted from: Ioannis (Yannis) Gkioulekas (CMU)

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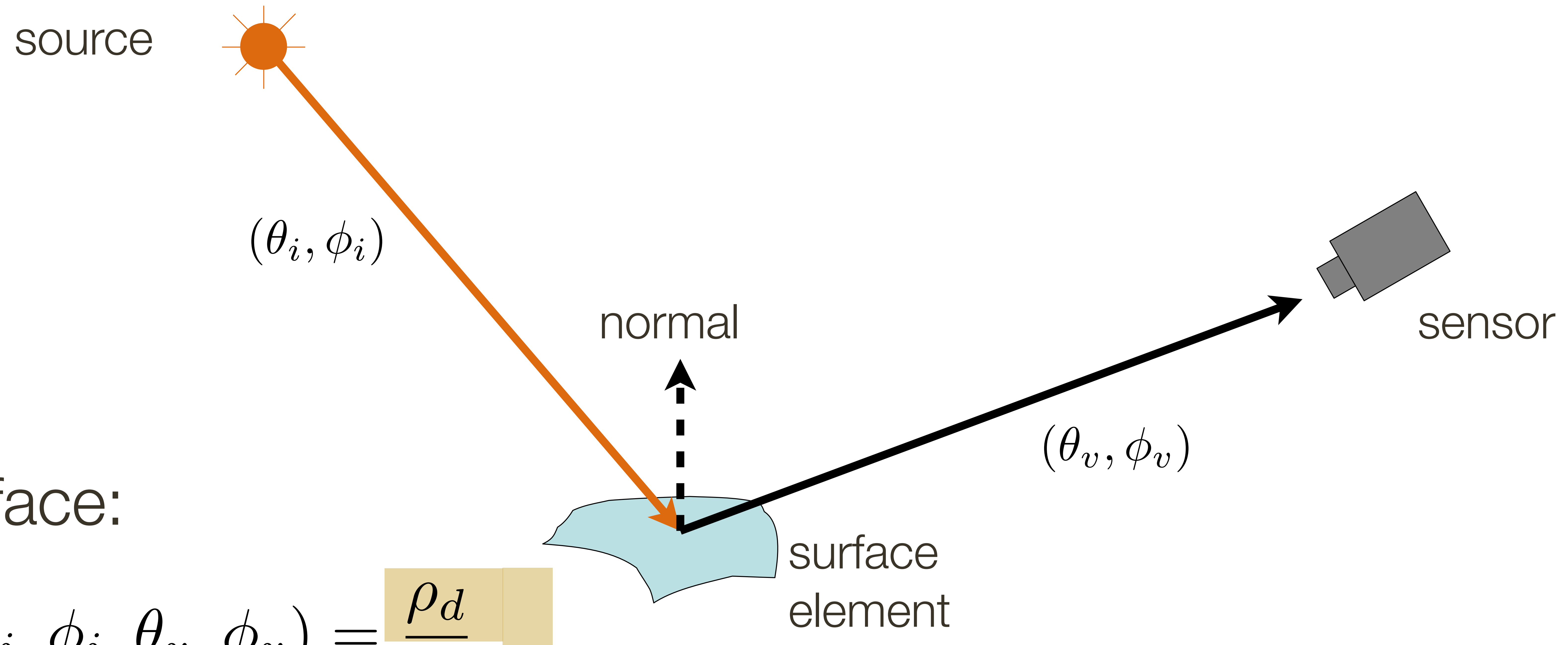


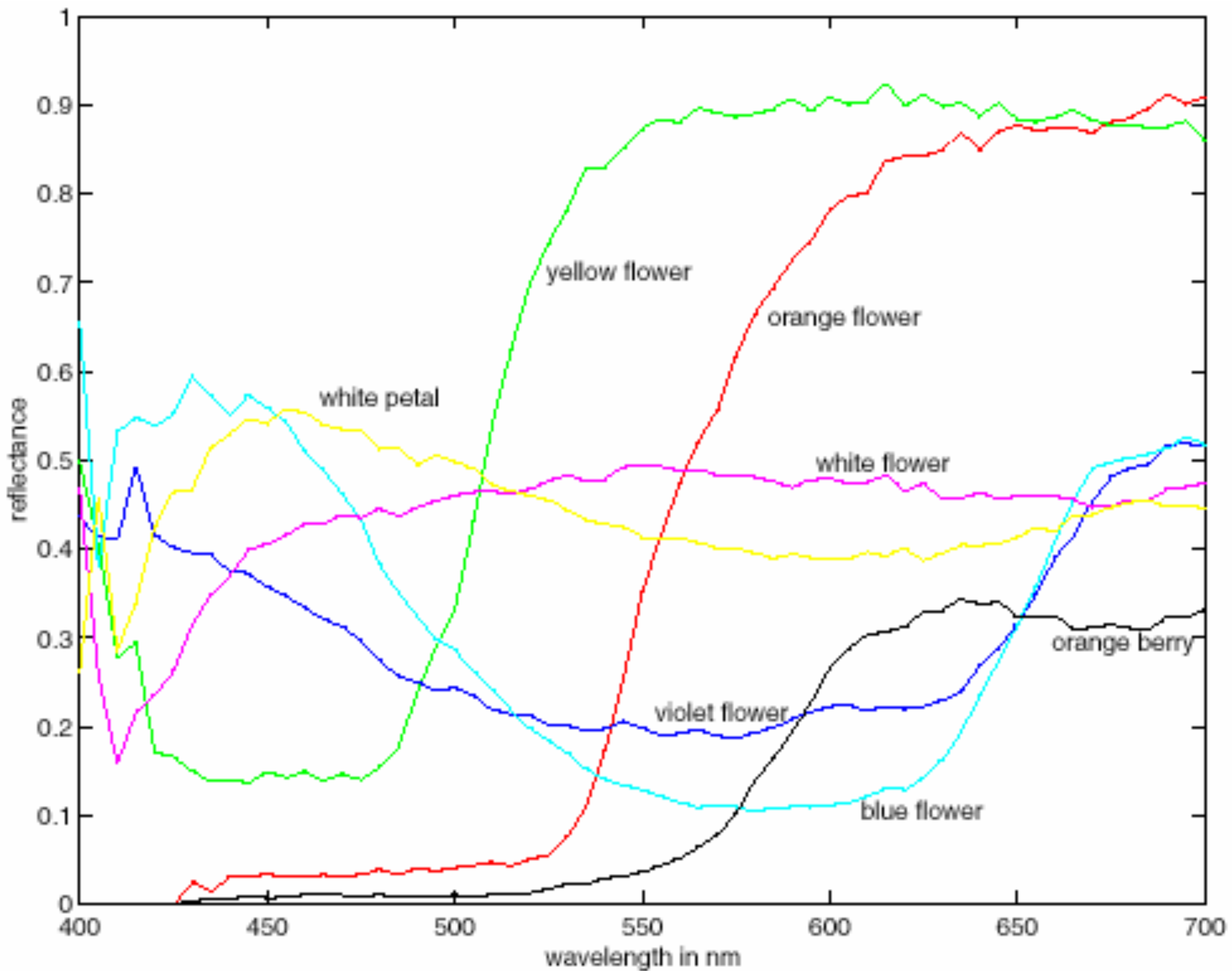
Lambertian surface:

$$\mathbf{BRDF}(\theta_i, \phi_i, \theta_v, \phi_v) = \frac{\rho_d}{\pi}$$

constant, called **albedo**

Slide adopted from: Ioannis (Yannis) Gkioulekas (CMU)

Spectral **Albedo** of Natural Surfaces



Forsyth & Ponce (2nd ed.) Figure 3.6

Colour Appearance

Reflected light **at each wavelength** is the product of illumination and surface reflectance at that wavelength

Surface reflectance often is modeled as having two components:

— **Lambertian** reflectance: equal in all directions (diffuse)

— **Specular** reflectance: mirror reflectance (shiny spots)

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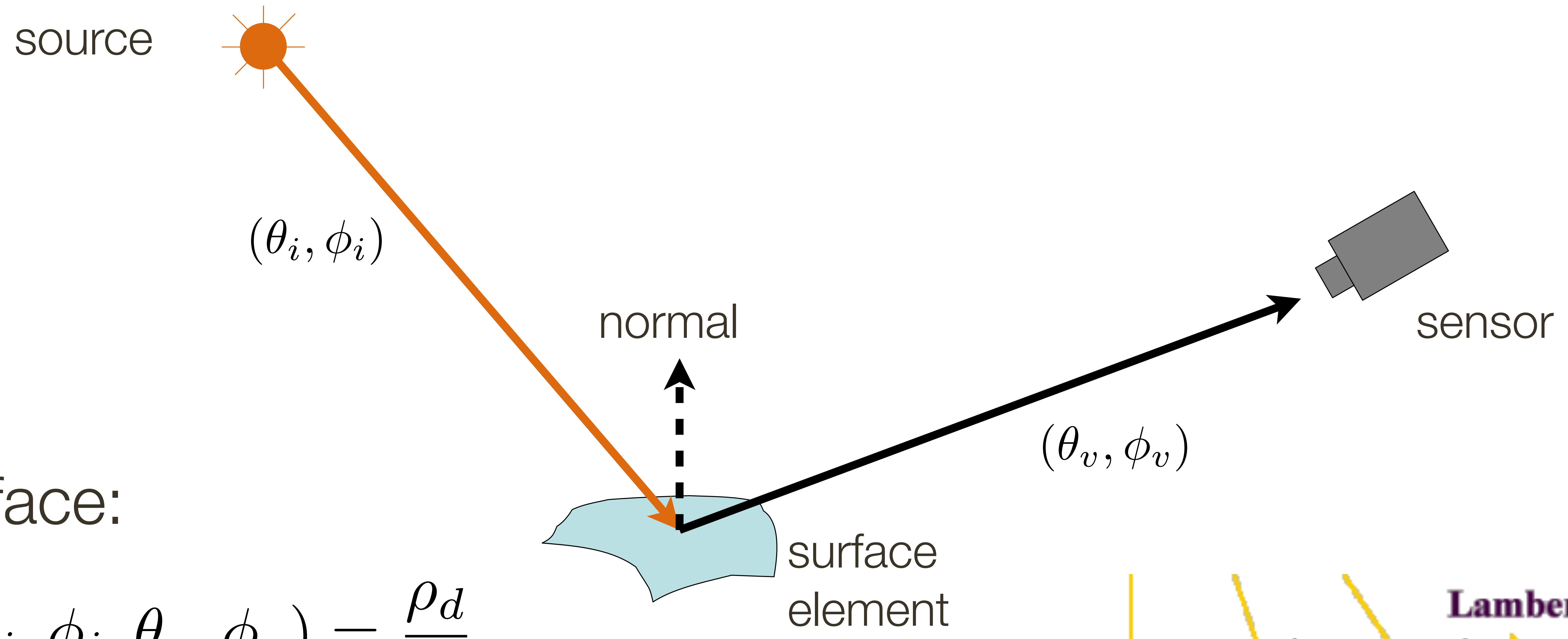
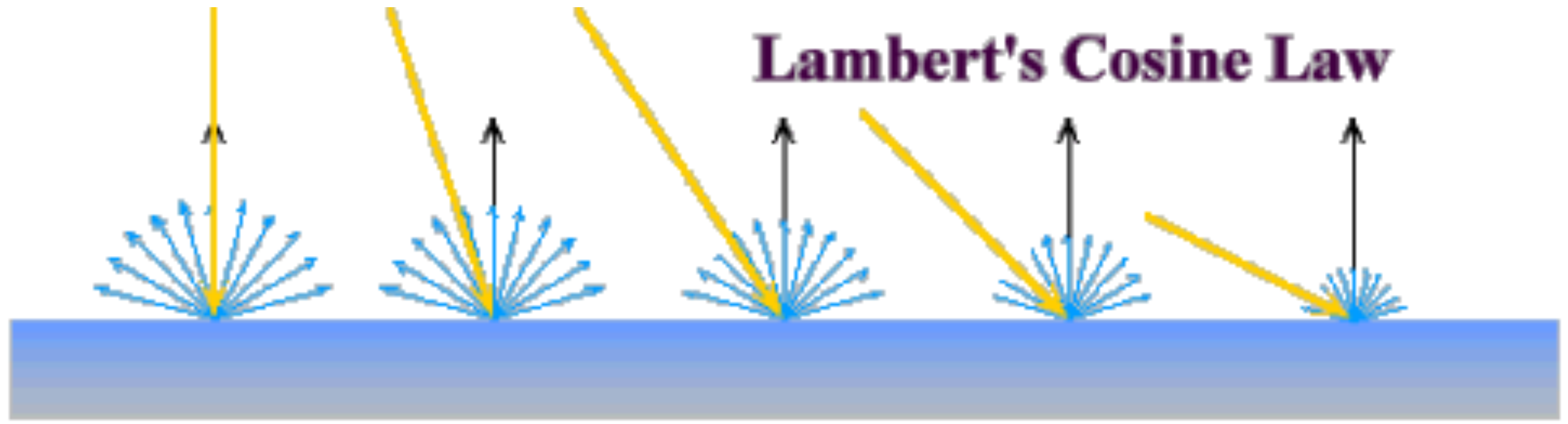


Lambertian surface:

$$\mathbf{BRDF}(\theta_i, \phi_i, \theta_v, \phi_v) = \frac{\rho_d}{\pi}$$

$$L = \frac{\rho_d}{\pi} I(\vec{i} \cdot \vec{n})$$



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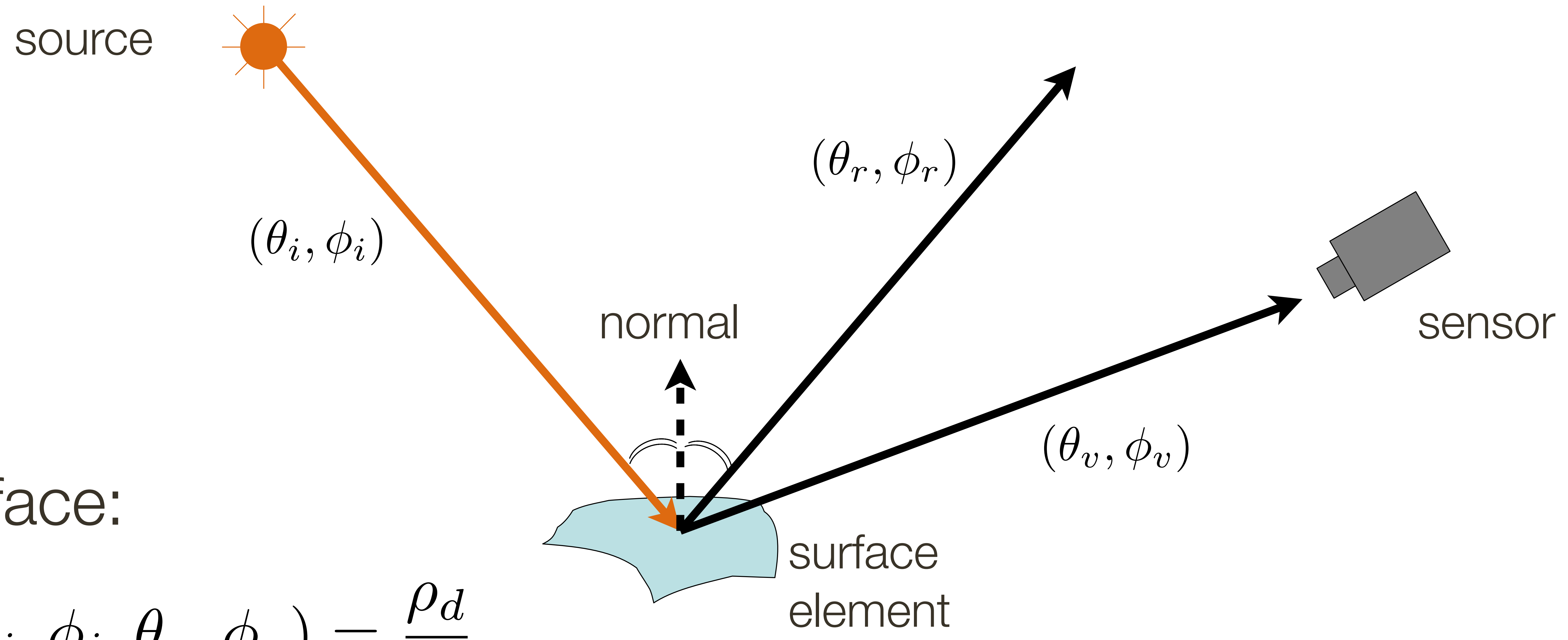


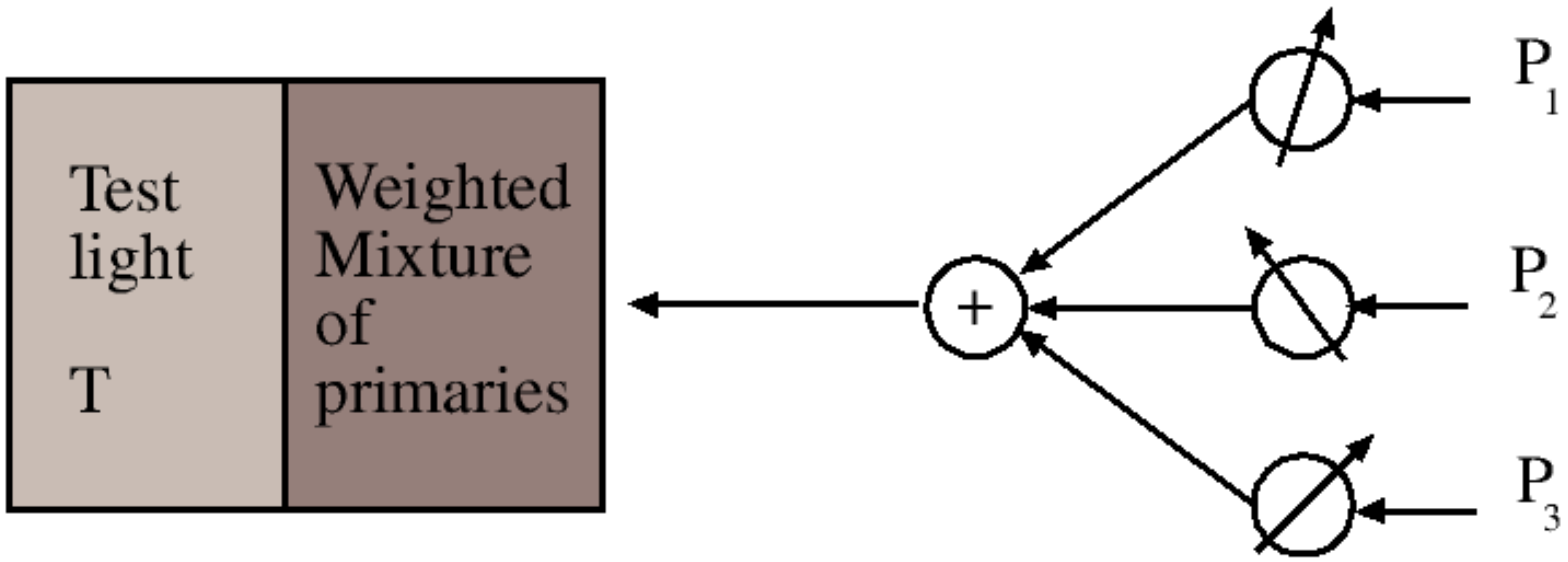
Lambertian surface:

$$\mathbf{BRDF}(\theta_i, \phi_i, \theta_v, \phi_v) = \frac{\rho_d}{\pi}$$

Mirror surface: all incident light reflected in one directions $(\theta_v, \phi_v) = (\theta_r, \phi_r)$

Slide adopted from: Ioannis (Yannis) Gkioulekas (CMU)

Color Matching Experiments



Forsyth & Ponce (2nd ed.) Figure 3.2

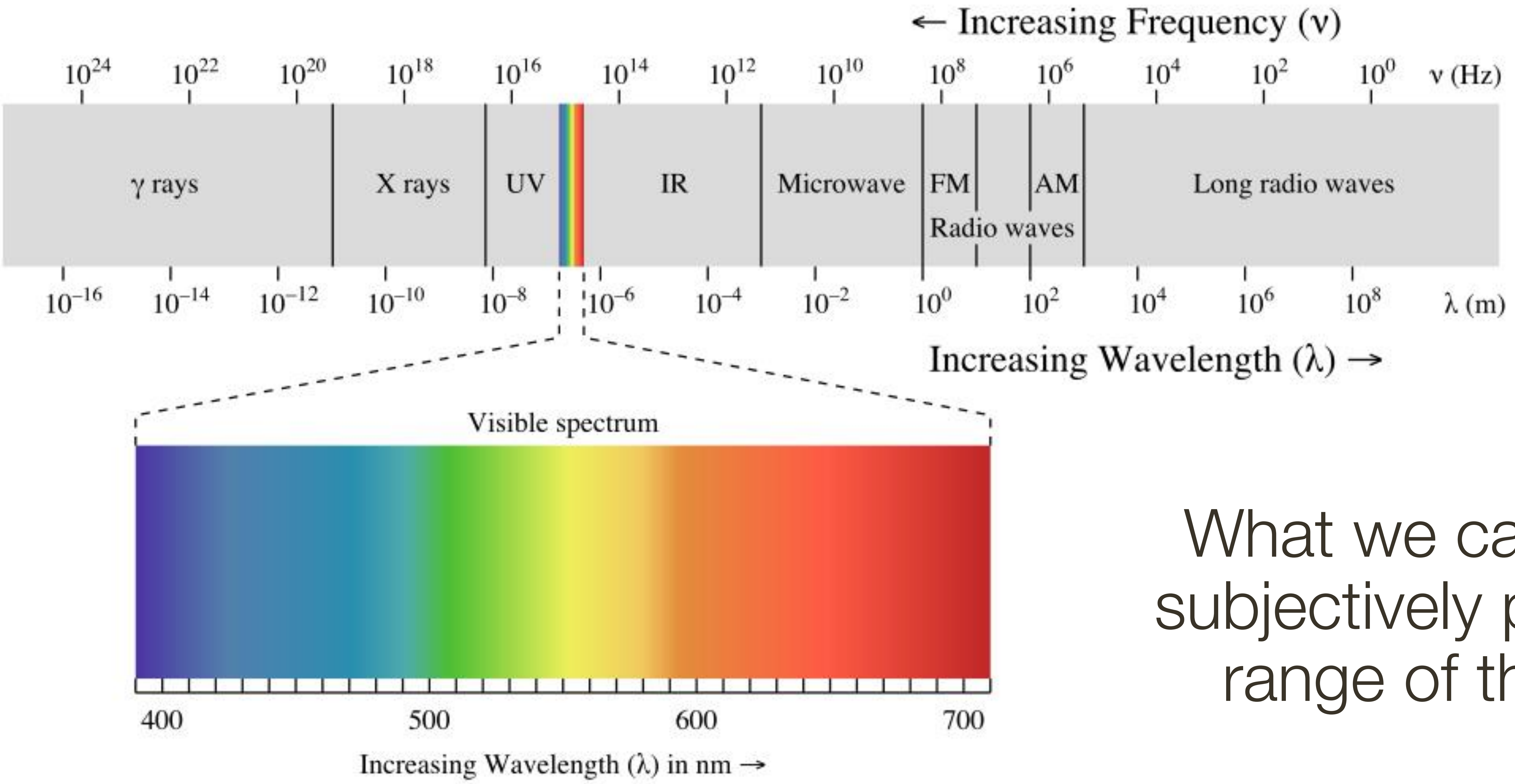
Show a split field to subjects. One side shows the light whose colour one wants to match. The other a weighted mixture of three primaries (fixed lights)

$$T = w_1 P_1 + w_2 P_2 + w_3 P_3$$

Recall: Color is an Artifact of Human Perception

“Color” is **not** an objective physical property of light (electromagnetic radiation).

Instead, light is characterized by its wavelength.



electromagnetic spectrum

What we call “color” is how we subjectively perceive a very small range of these wavelengths.

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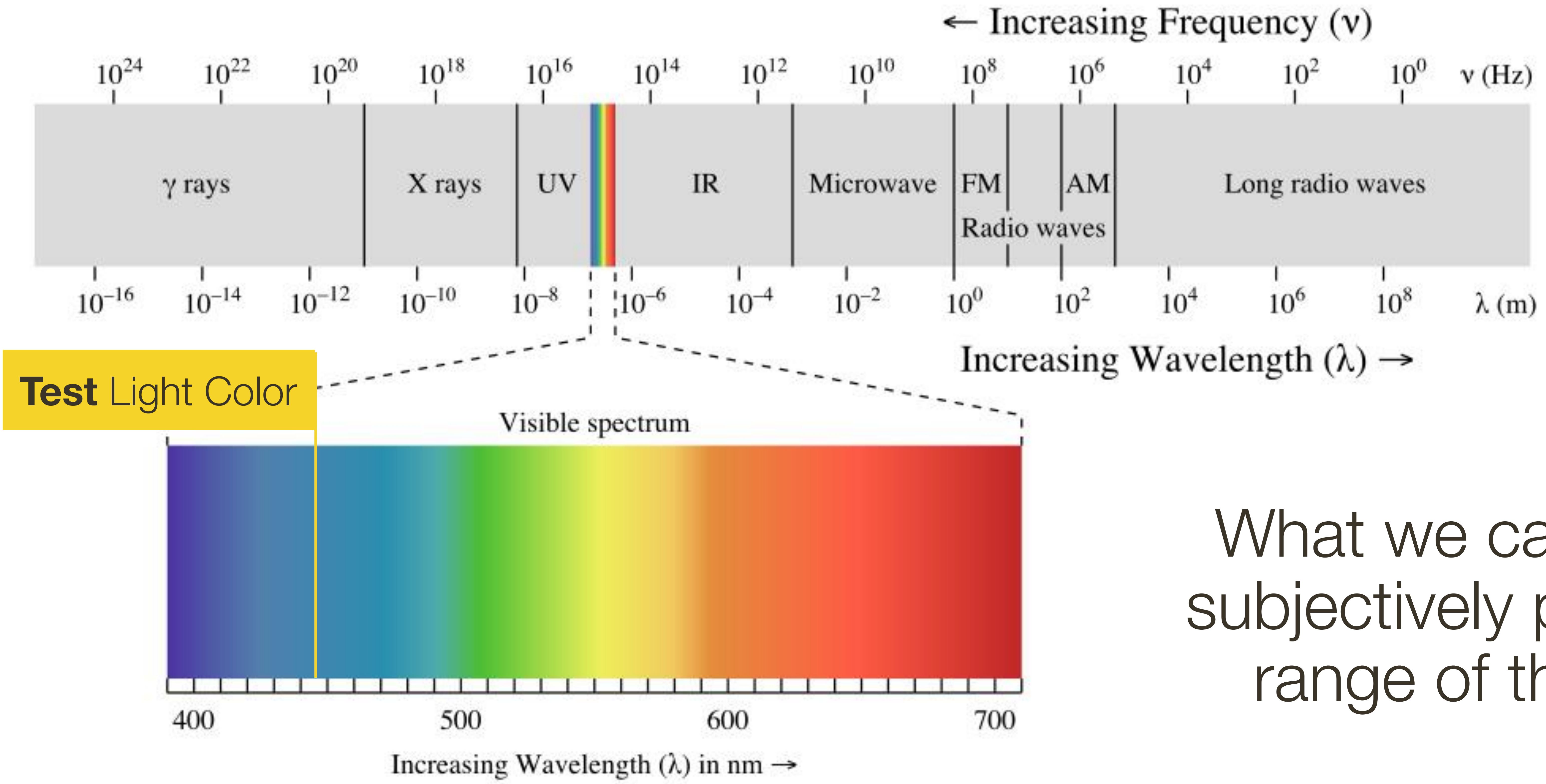

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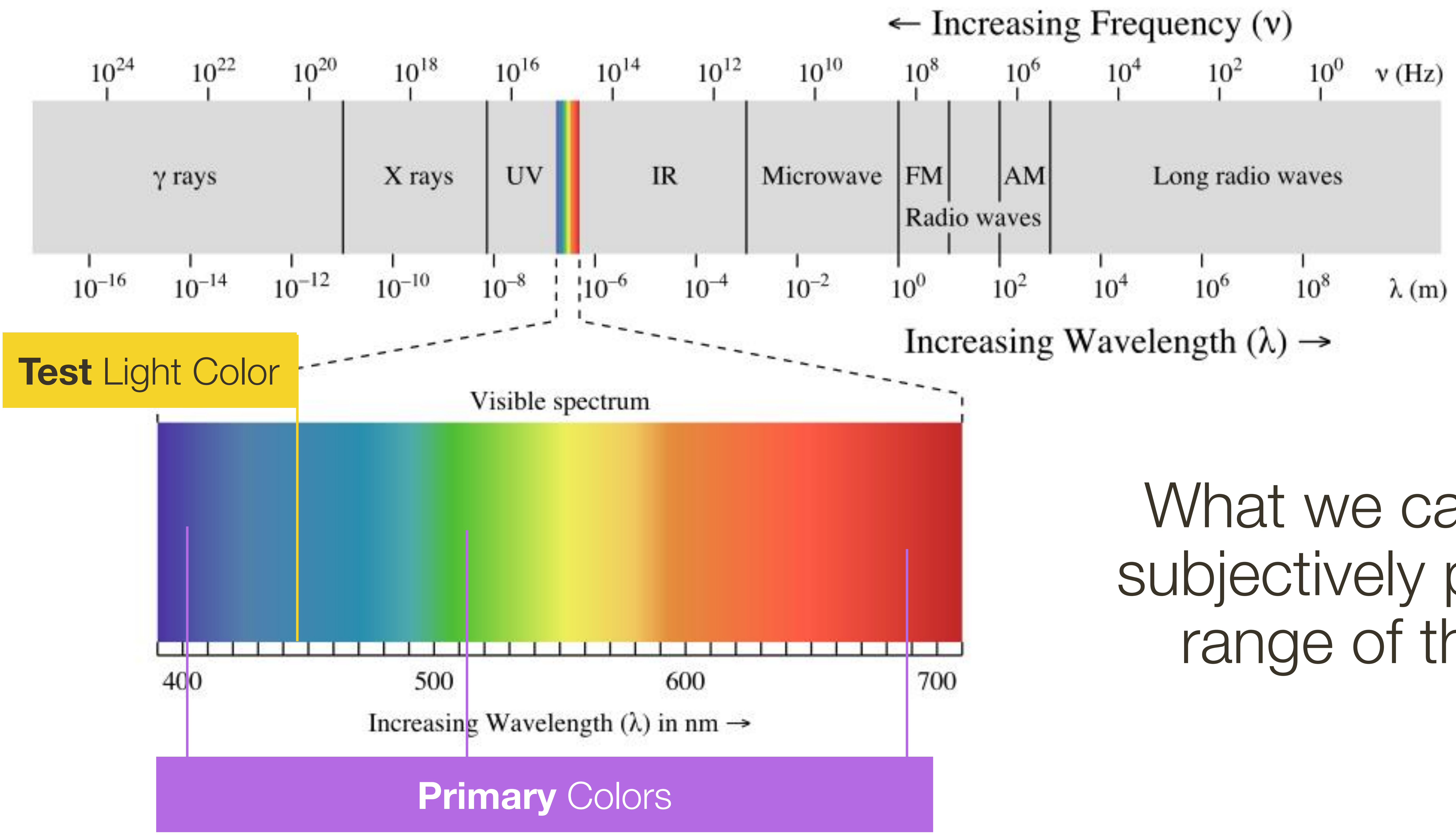

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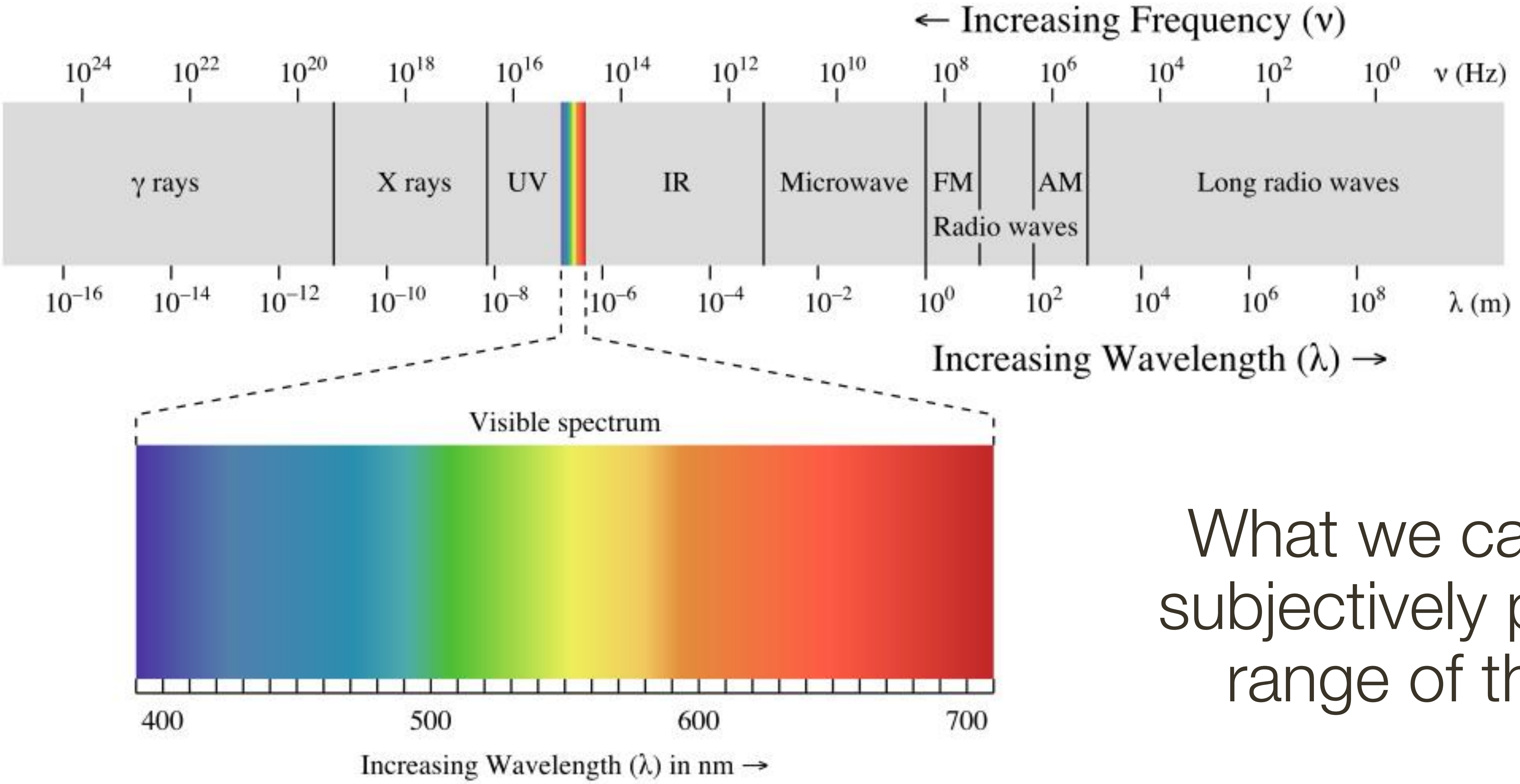

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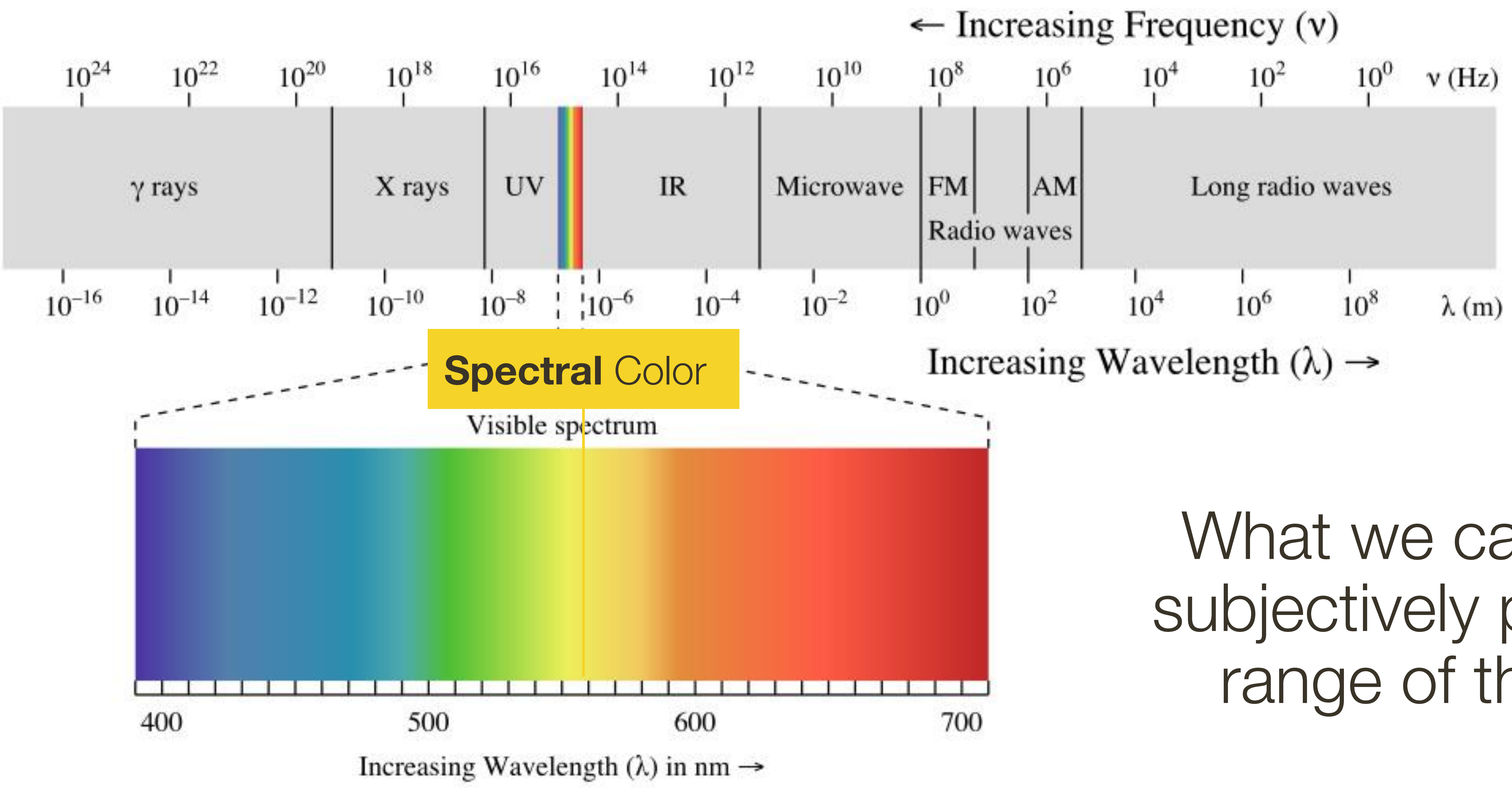

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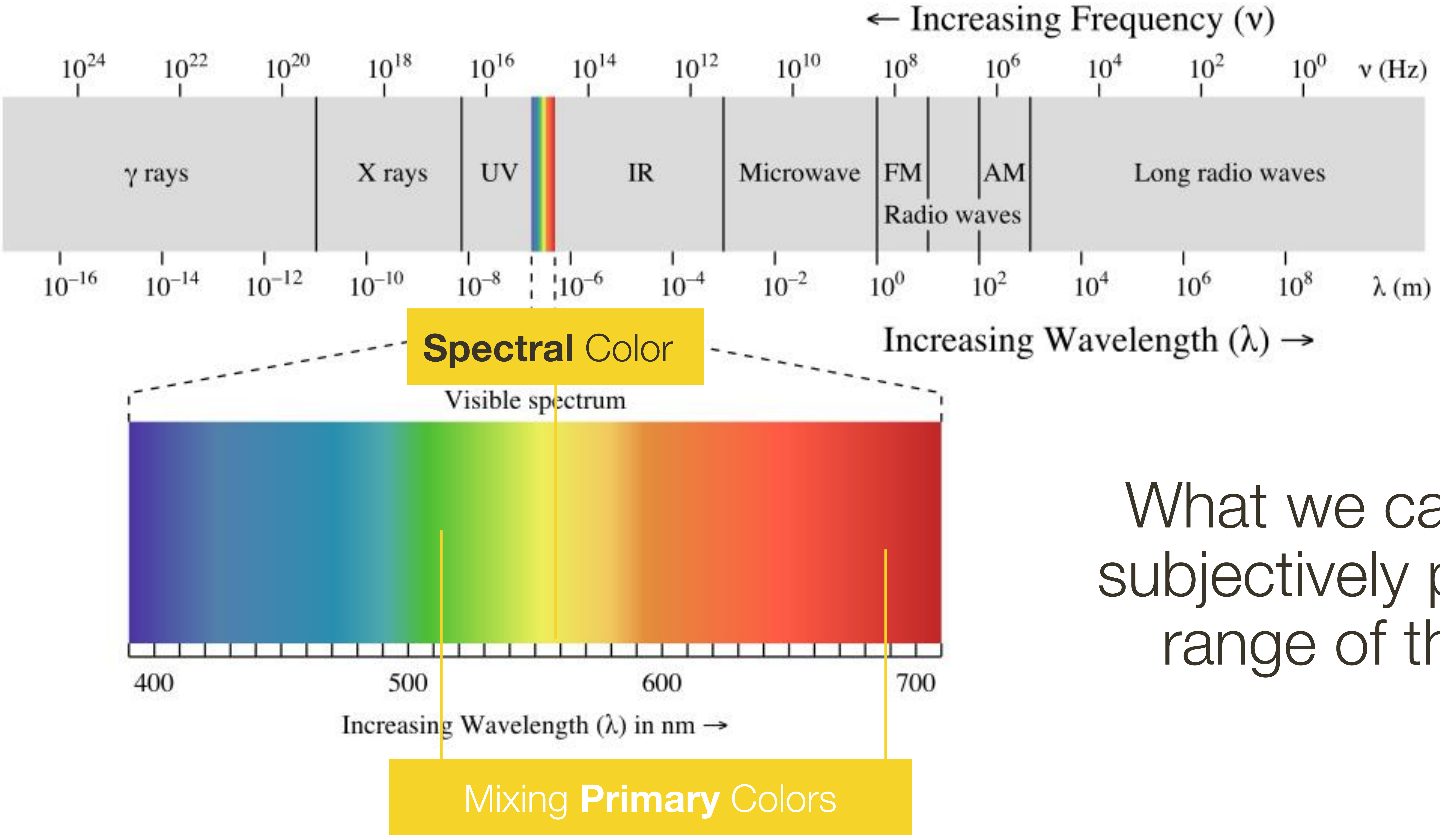

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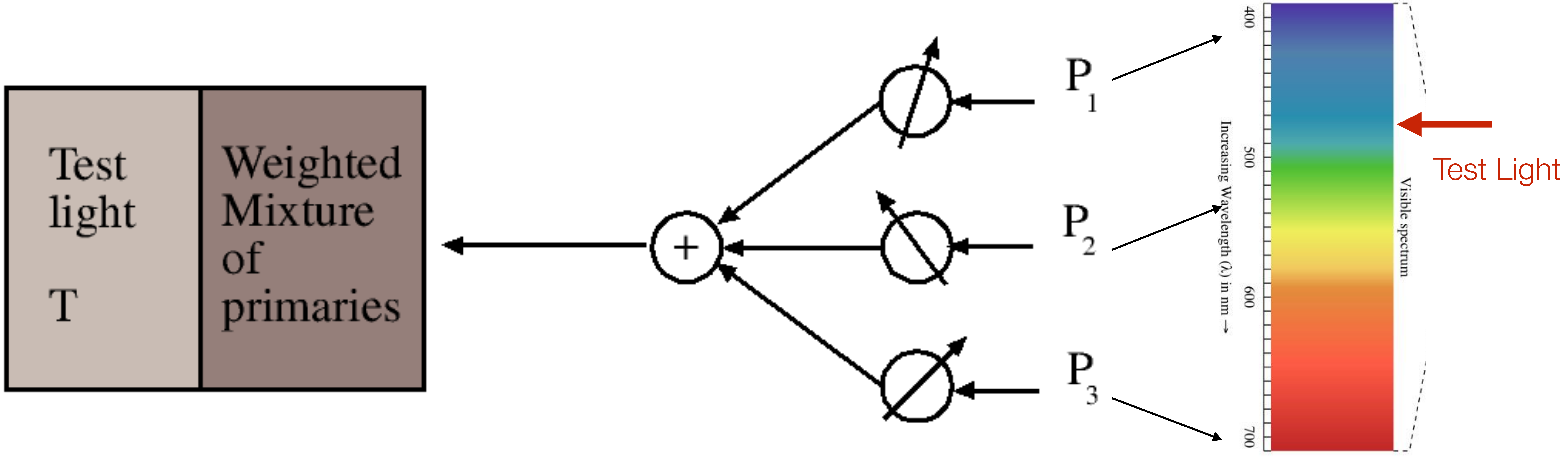
Color Matching Experiments



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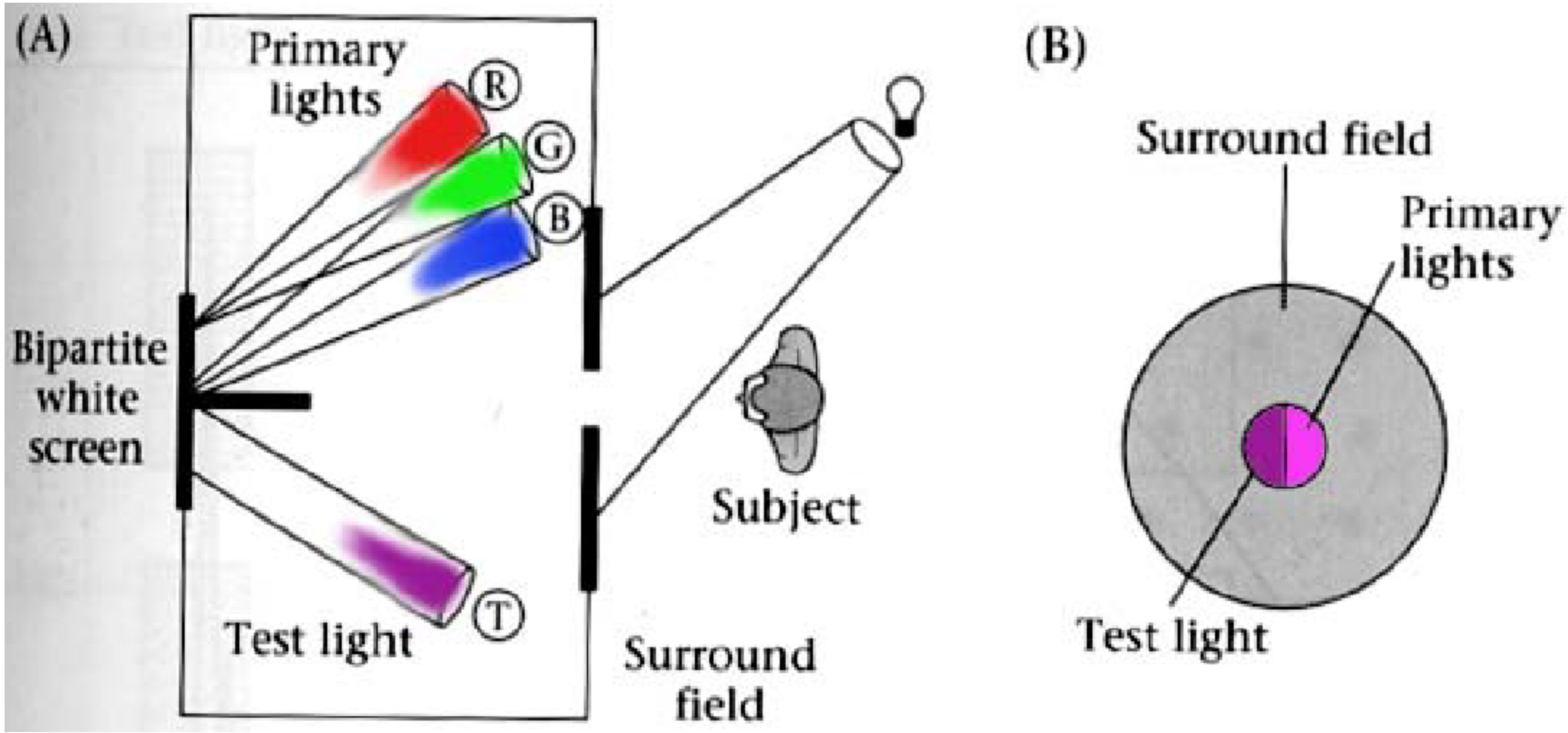
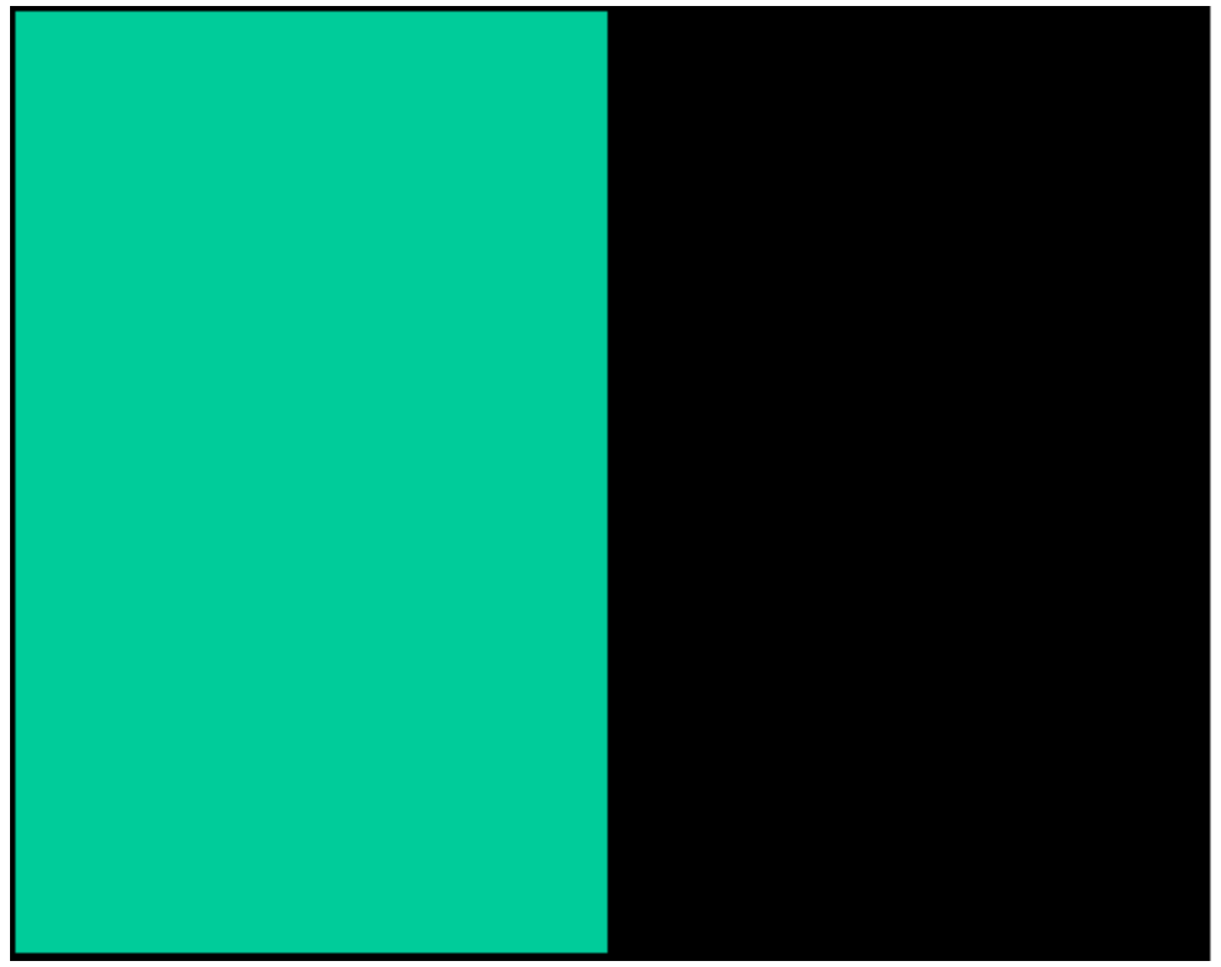


Figure Credit: Brian Wandell, Foundations of Vision, Sinauer Associates, 1995

Example 1: Color Matching Experiment



knobs here

Example Credit: Bill Freeman

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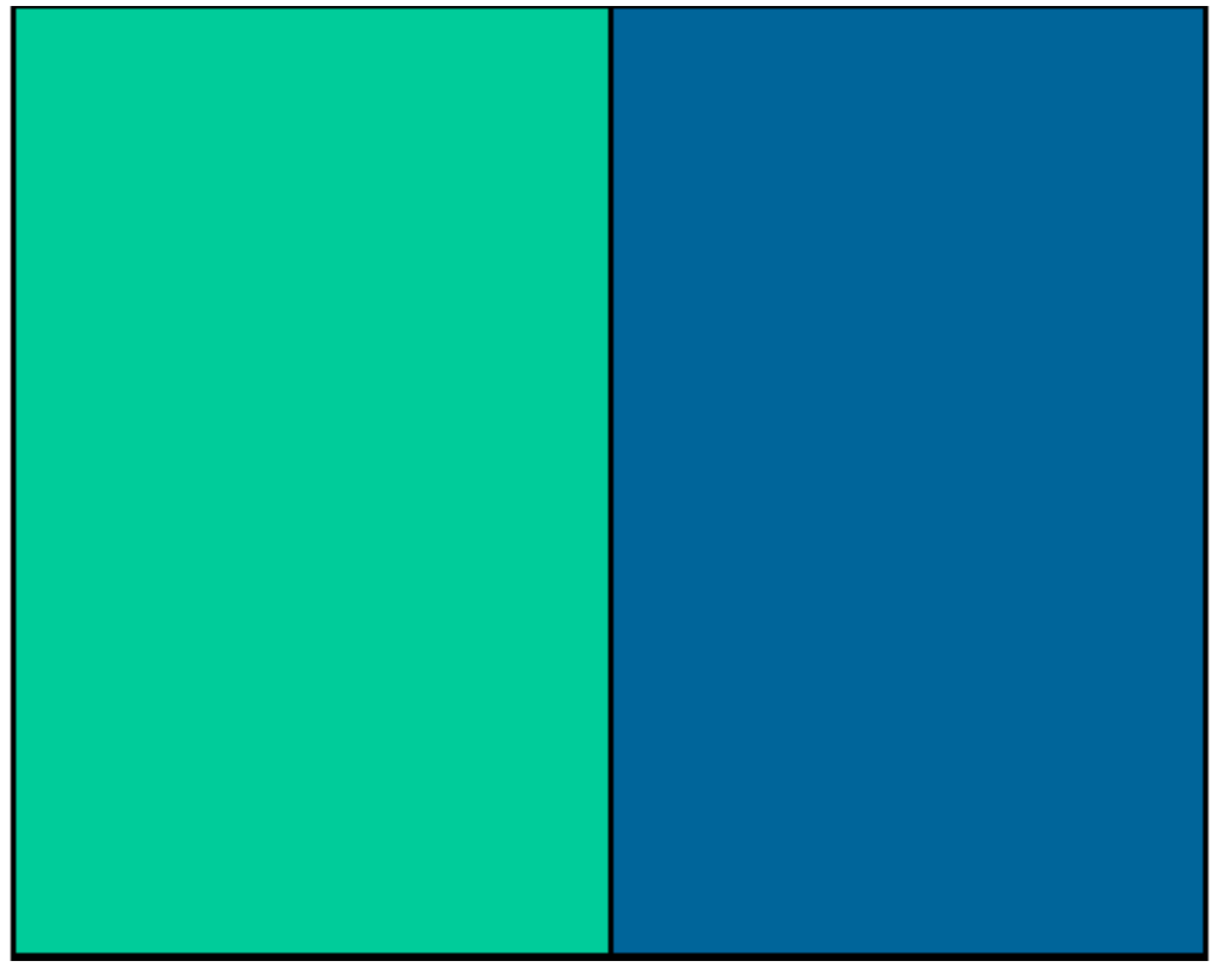

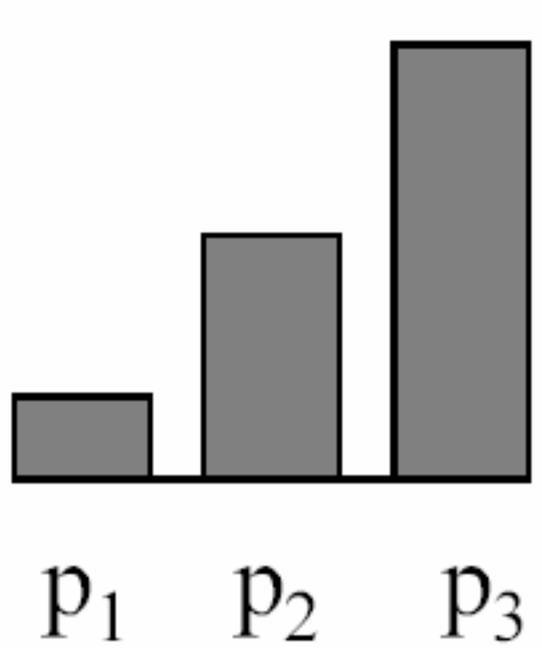

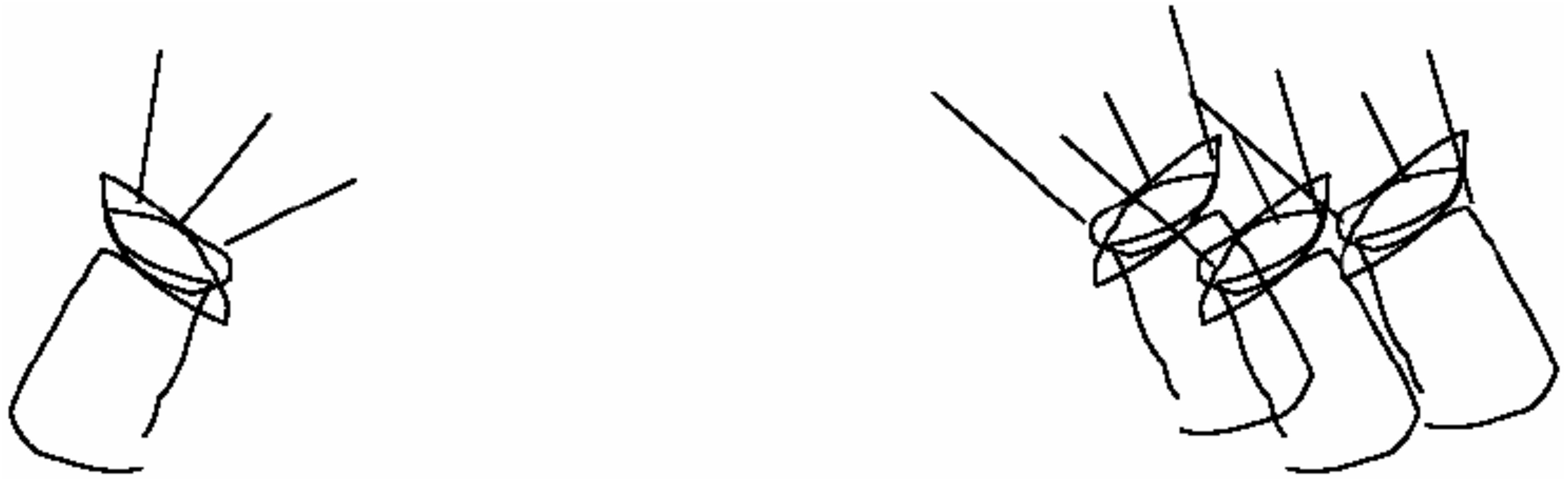

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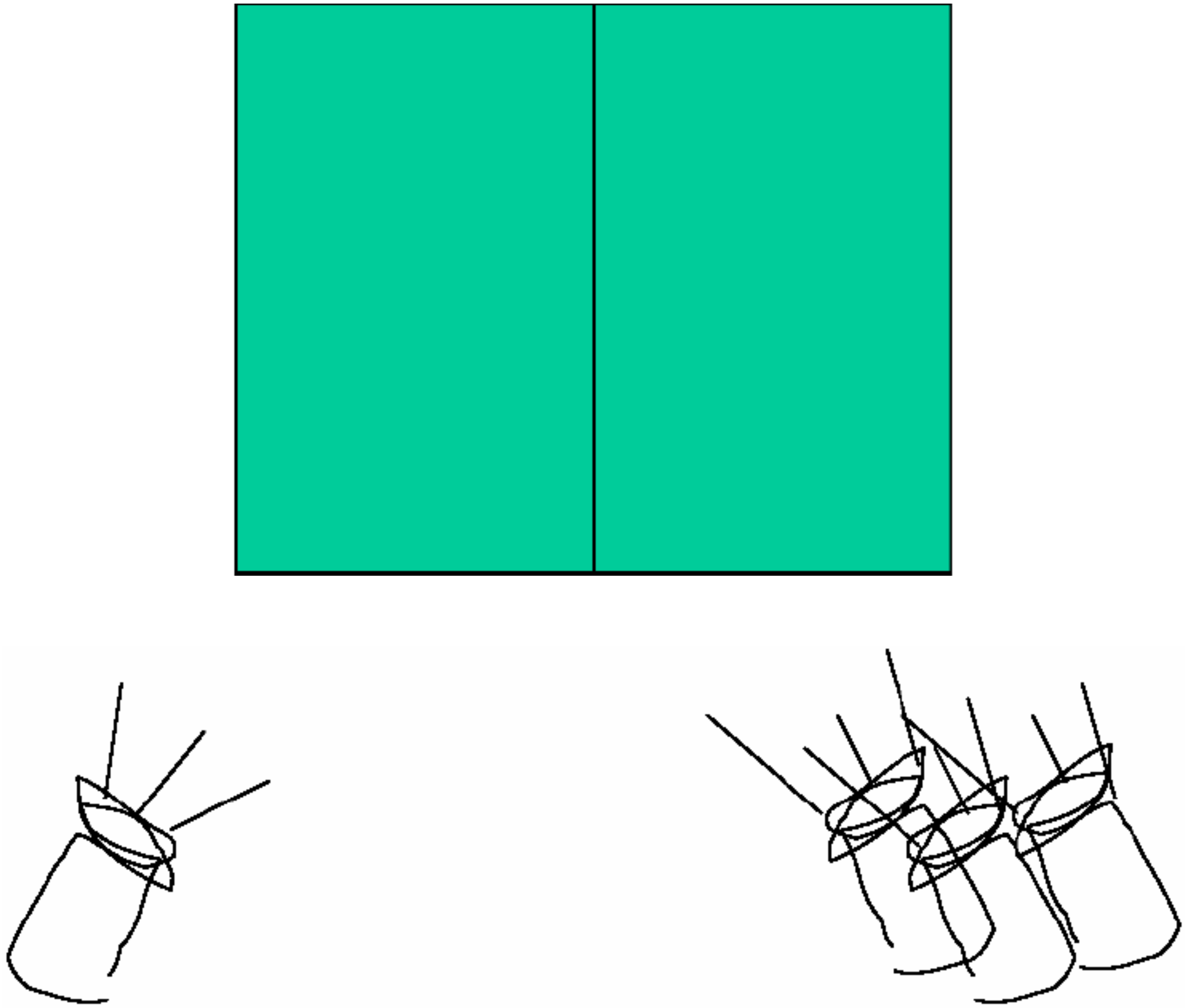

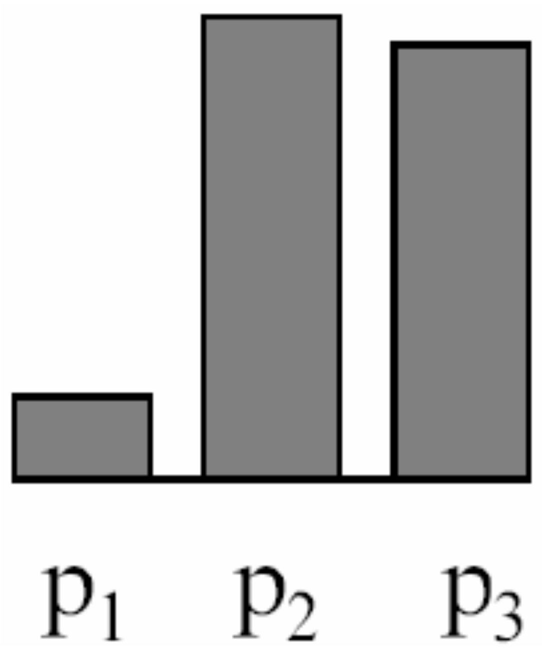

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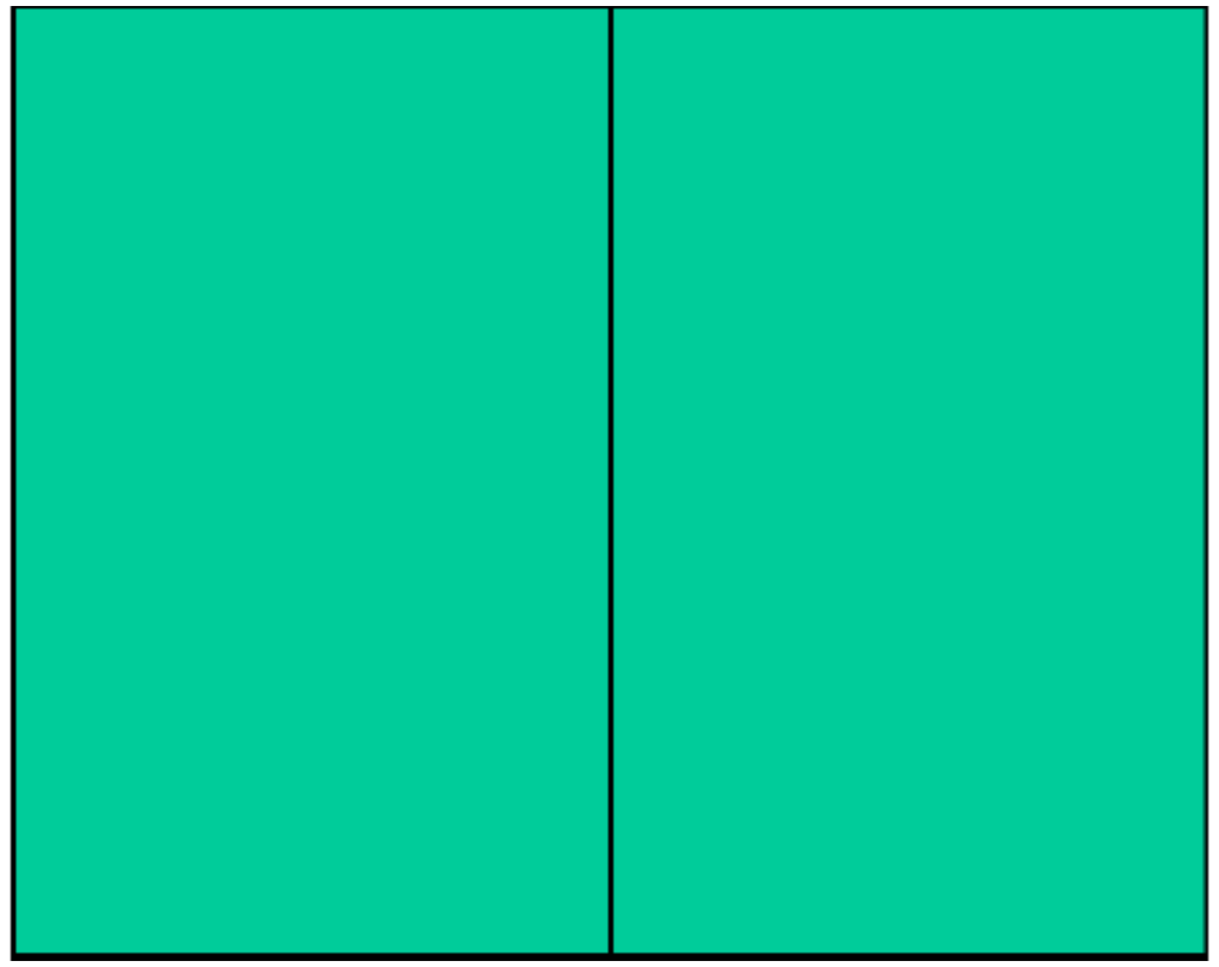

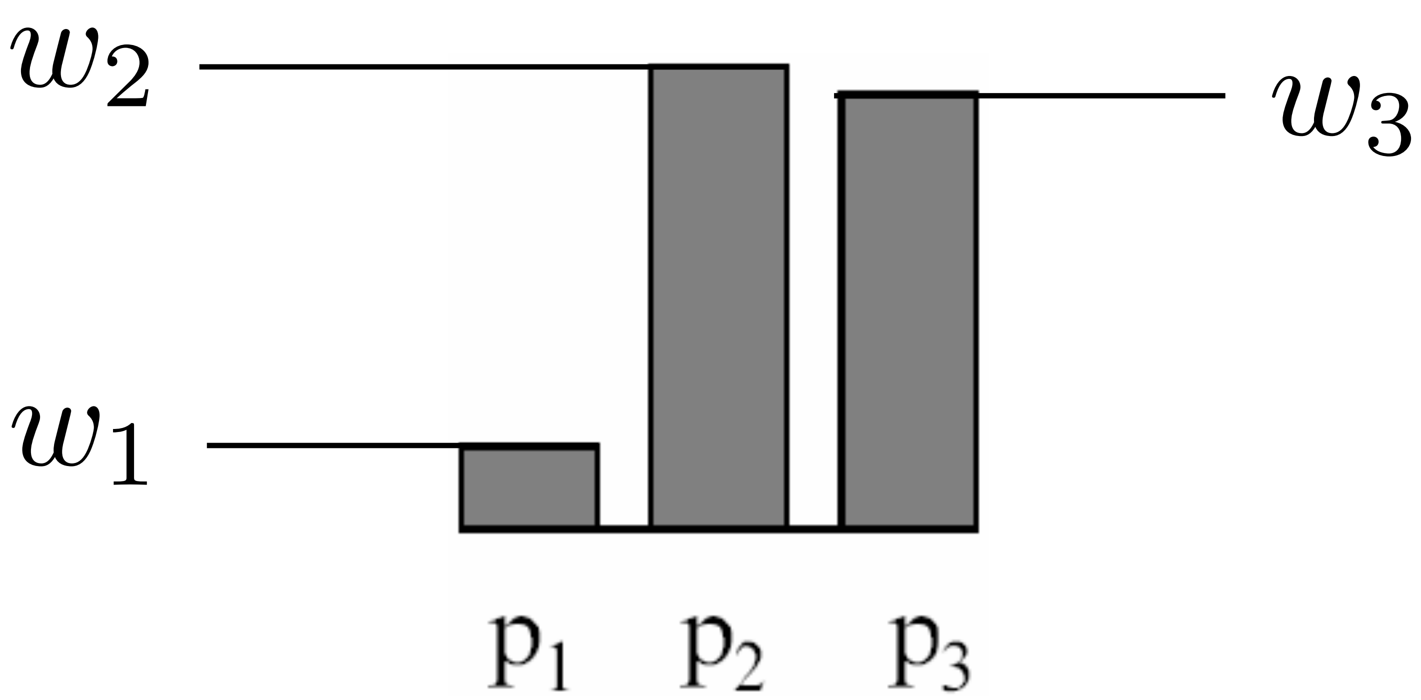

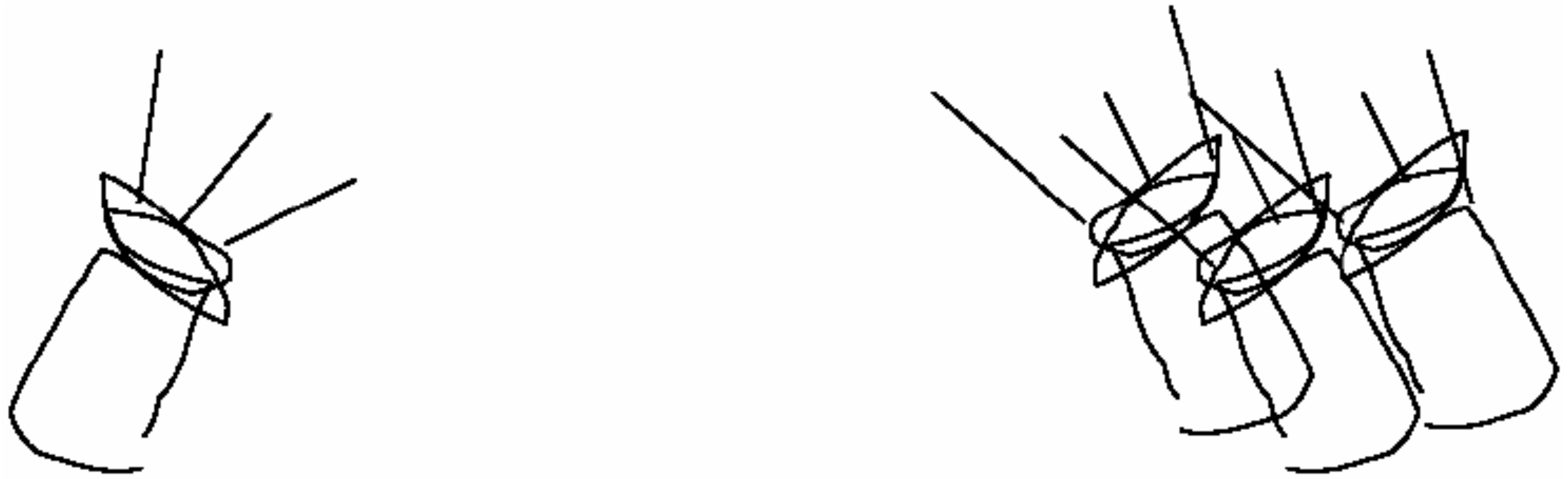

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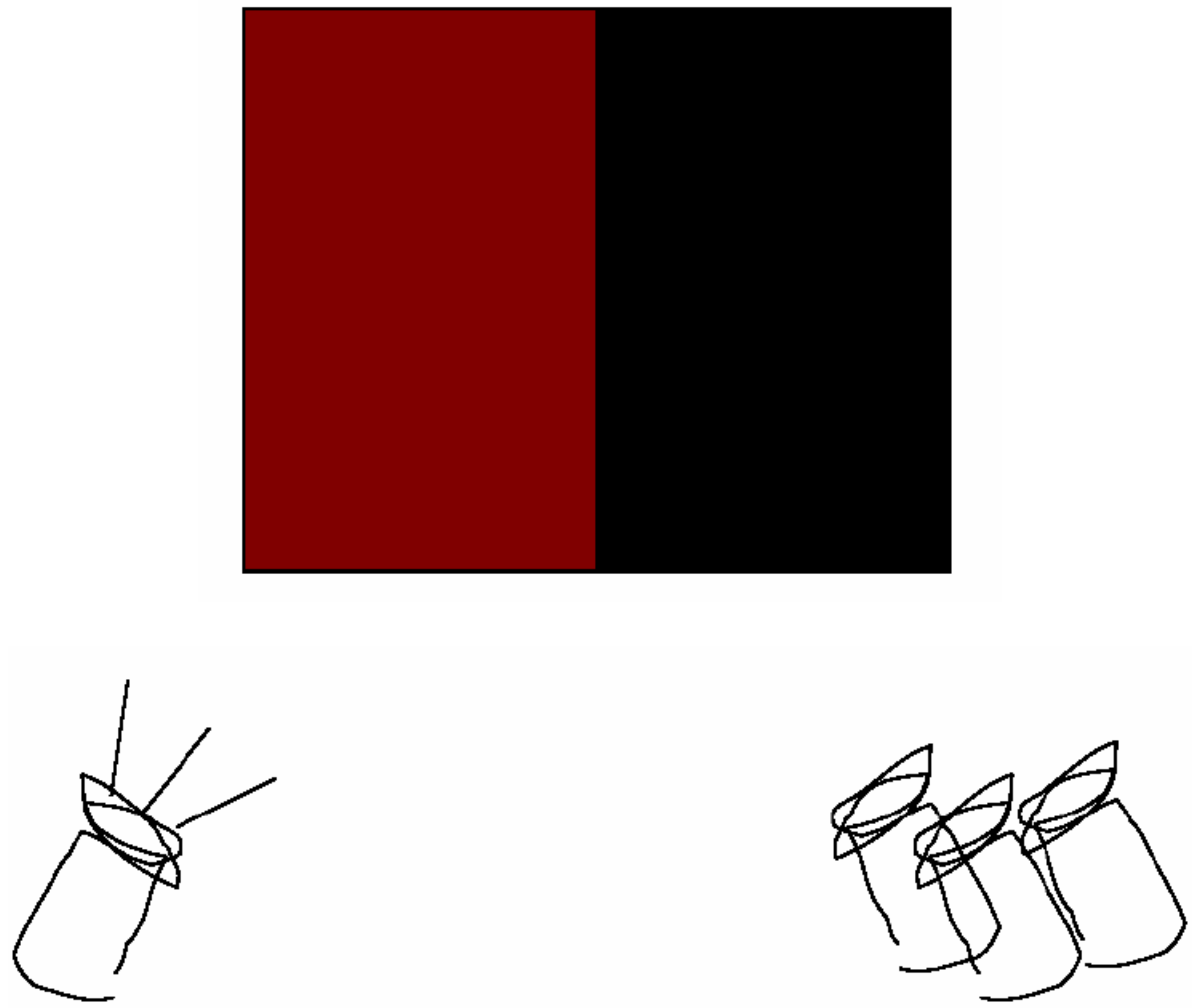

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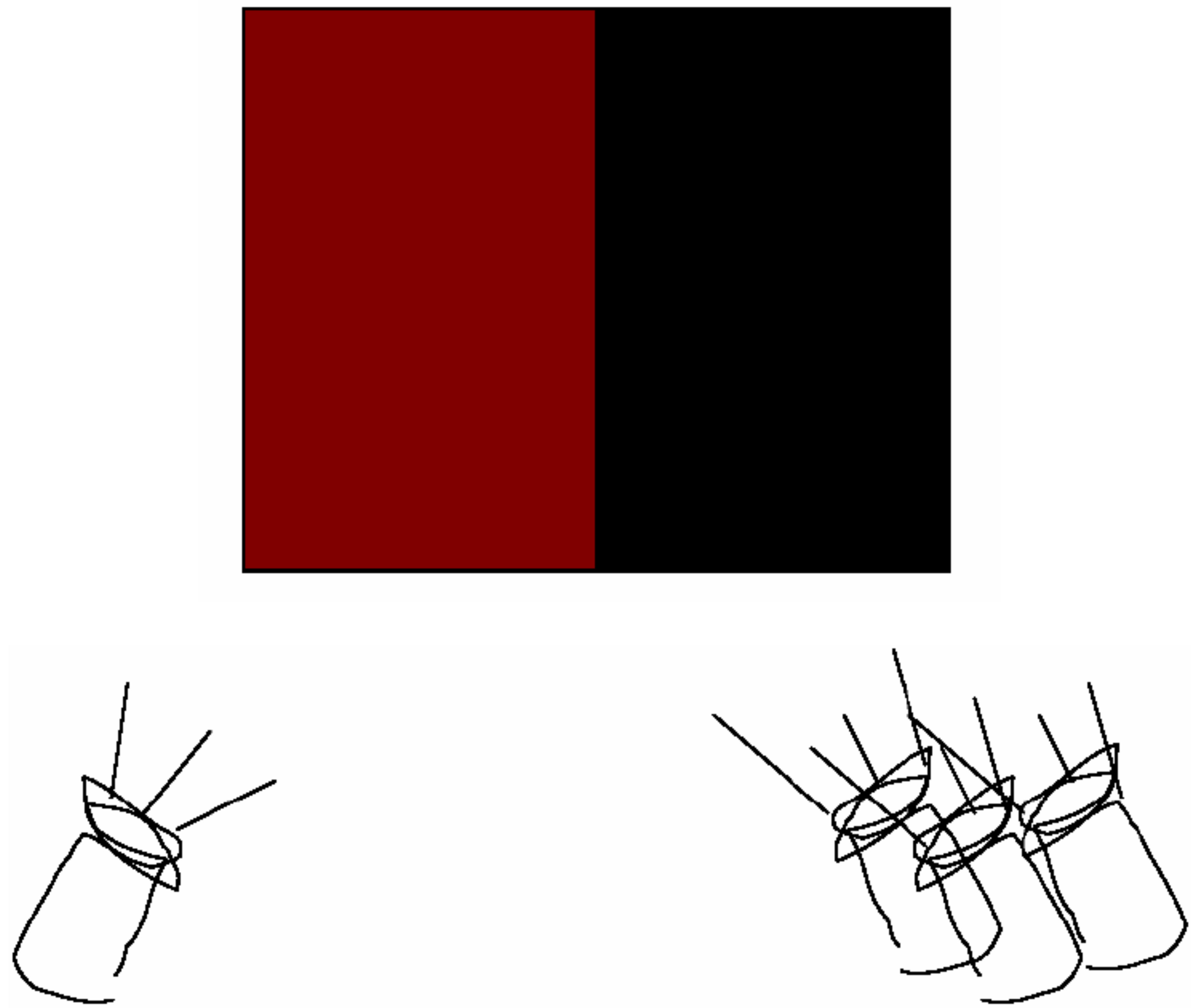

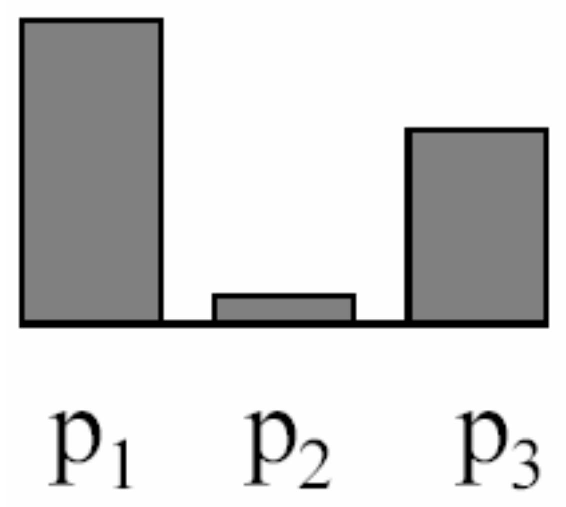

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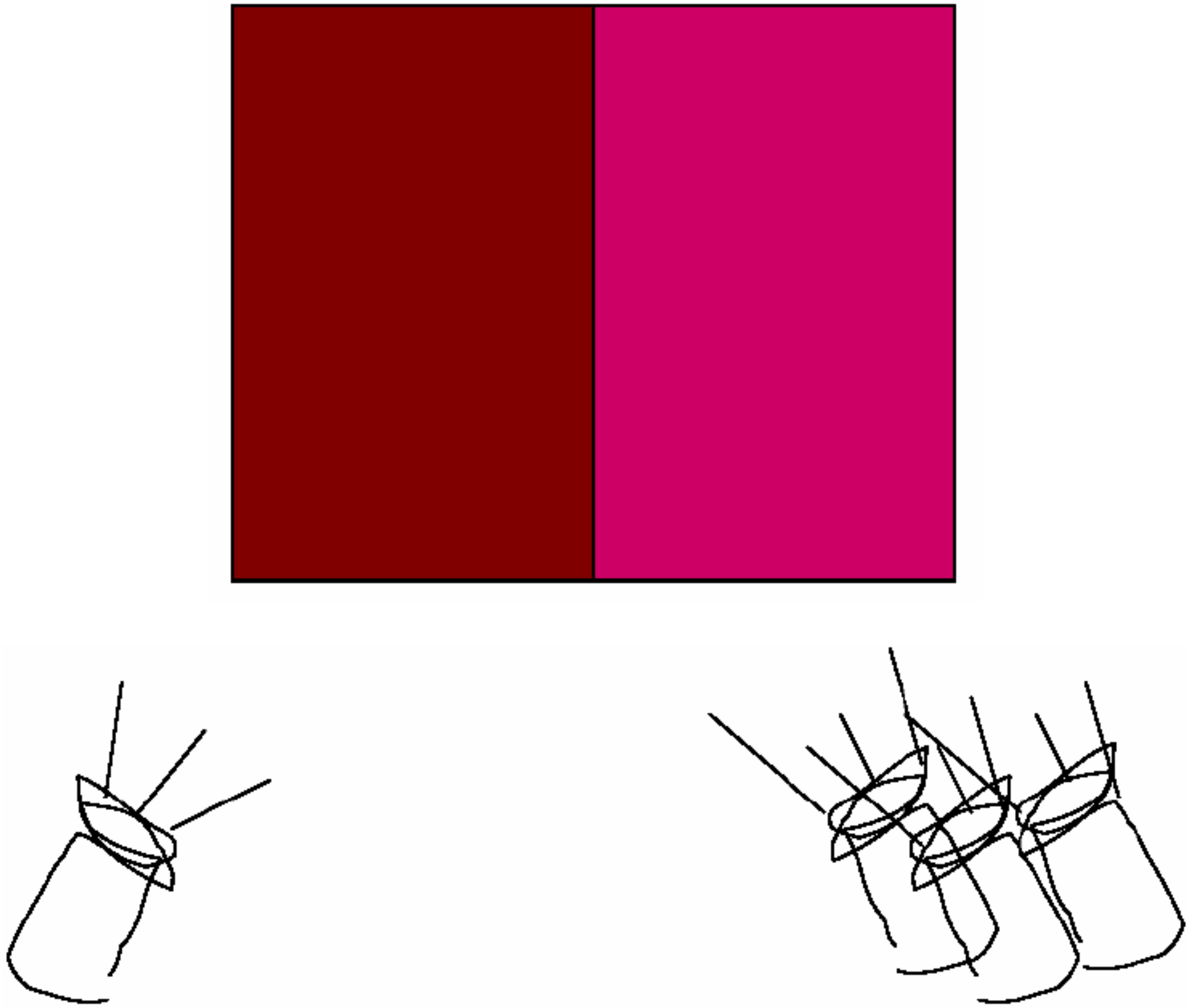

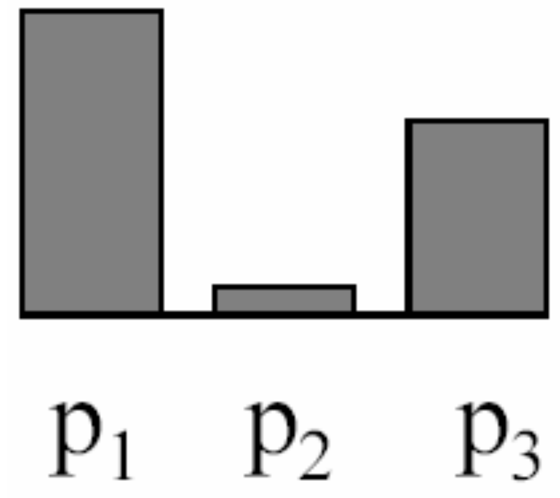

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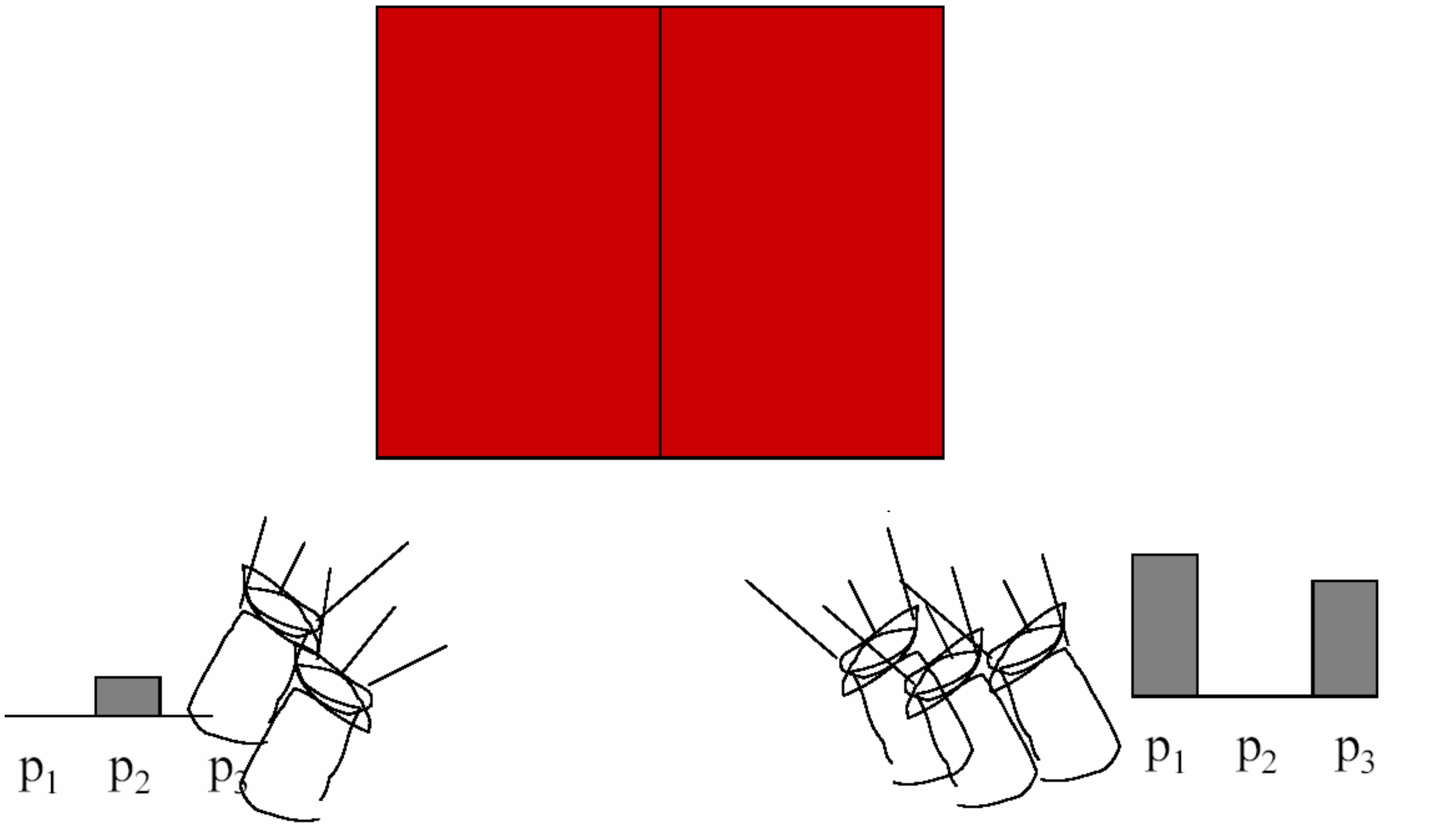

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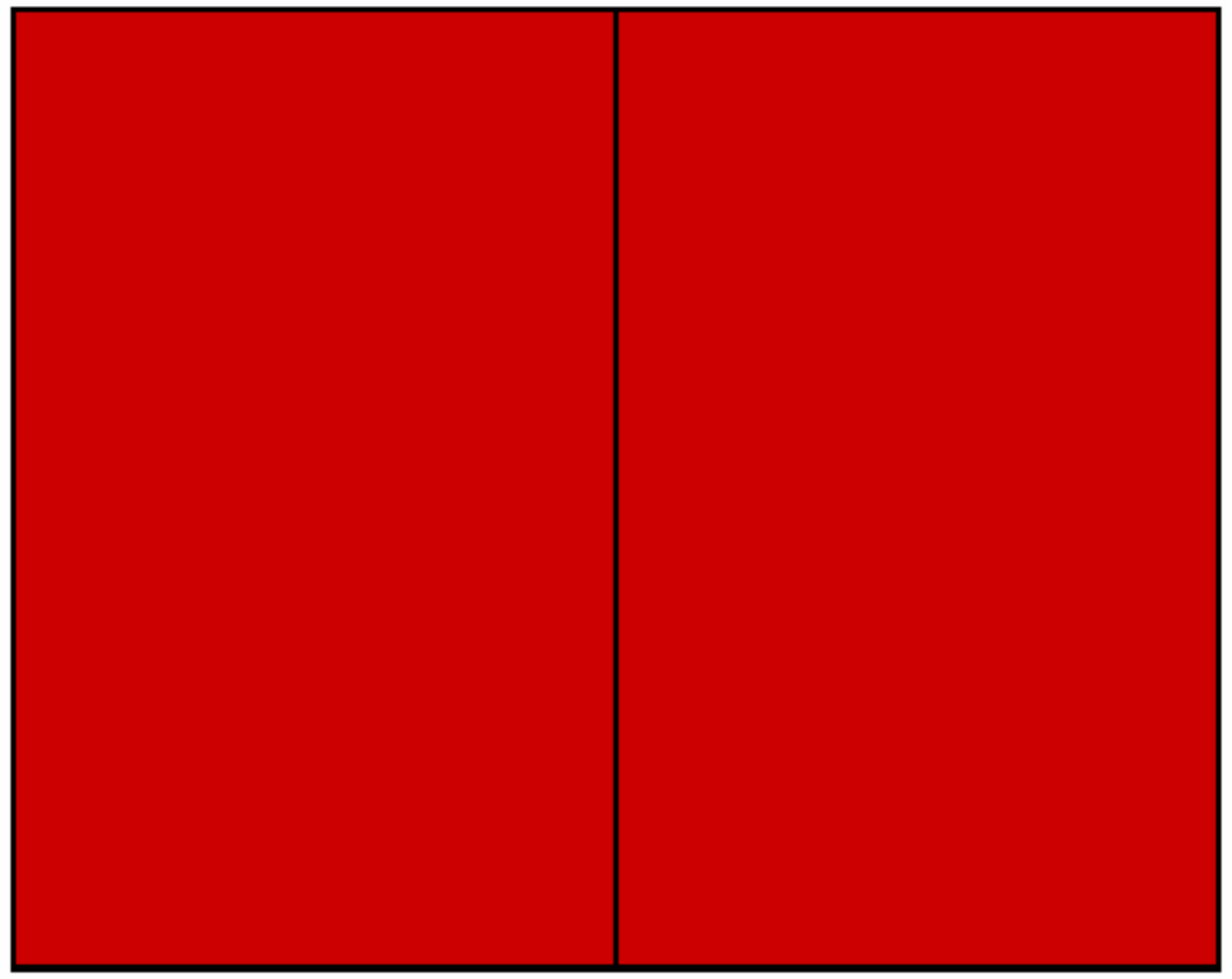
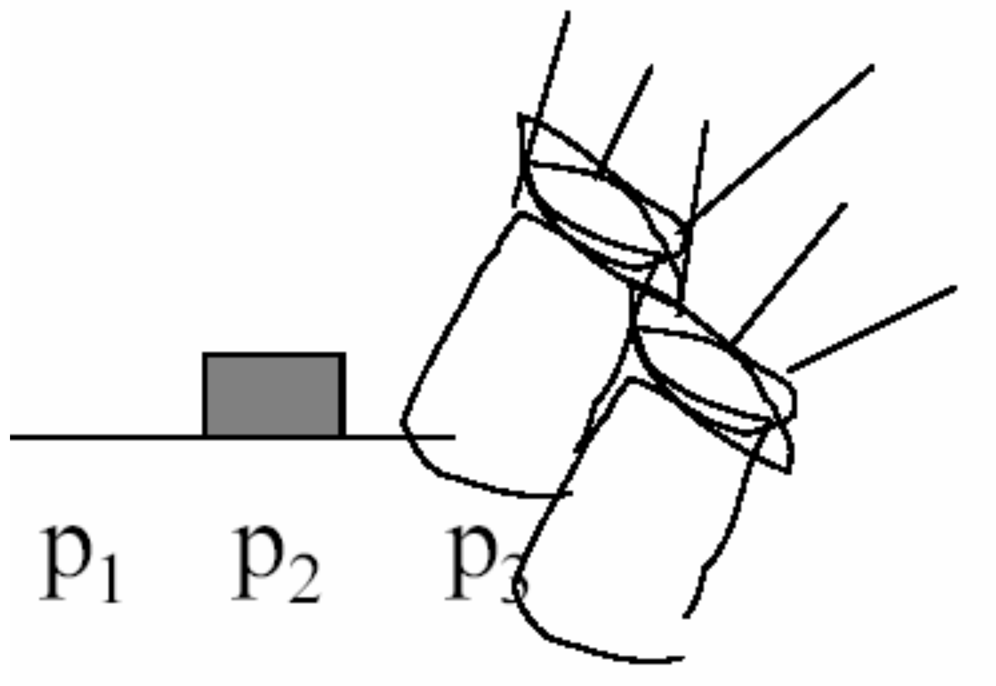
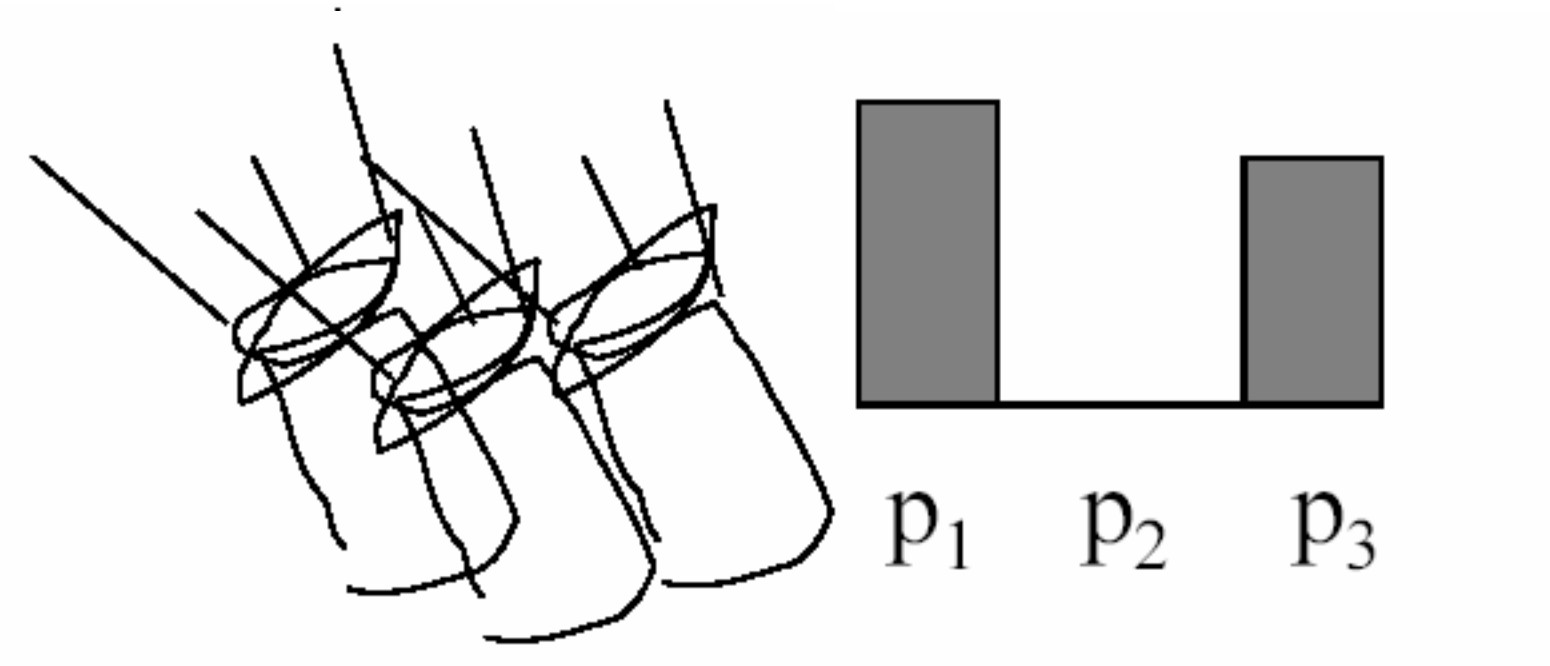
Example 2: Color Matching Experiment

We say a “negative” amount of P_2 was needed to make a match , because we added it to the test color side







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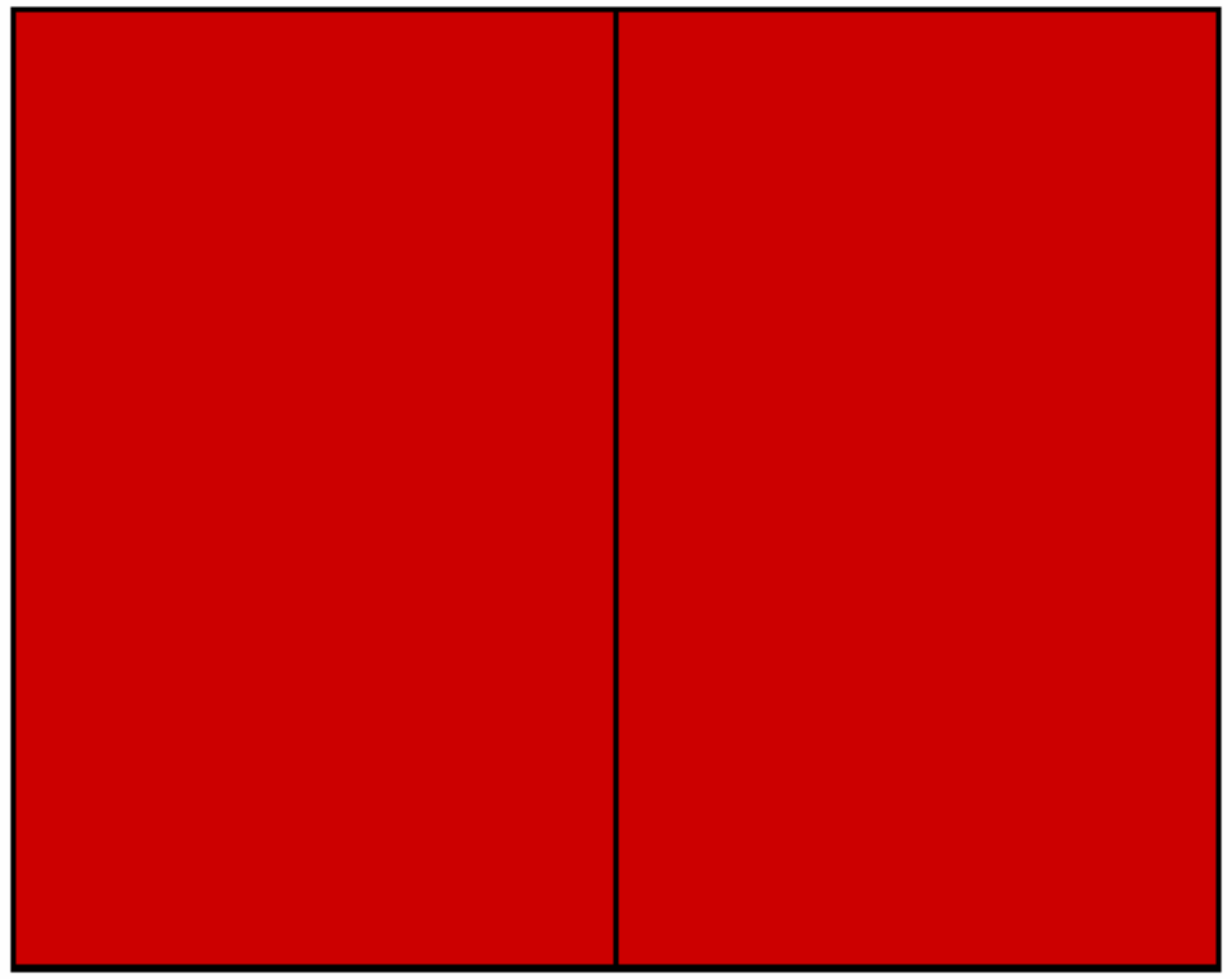
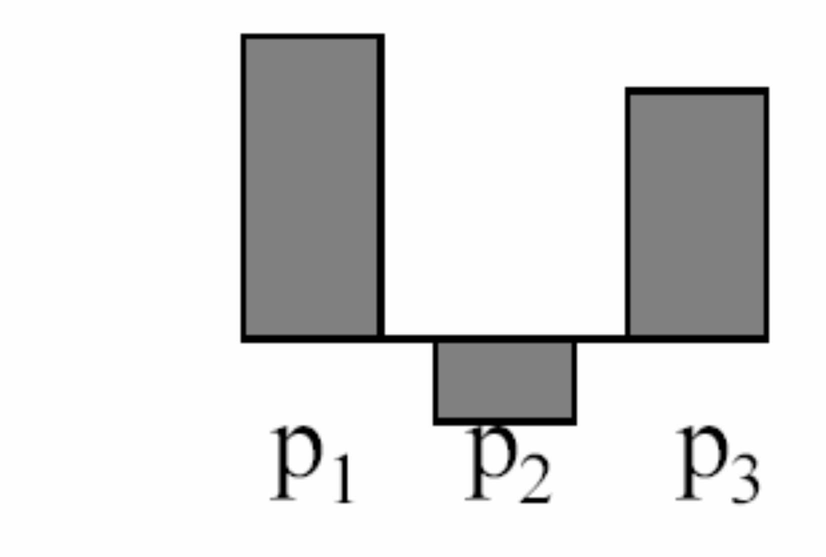
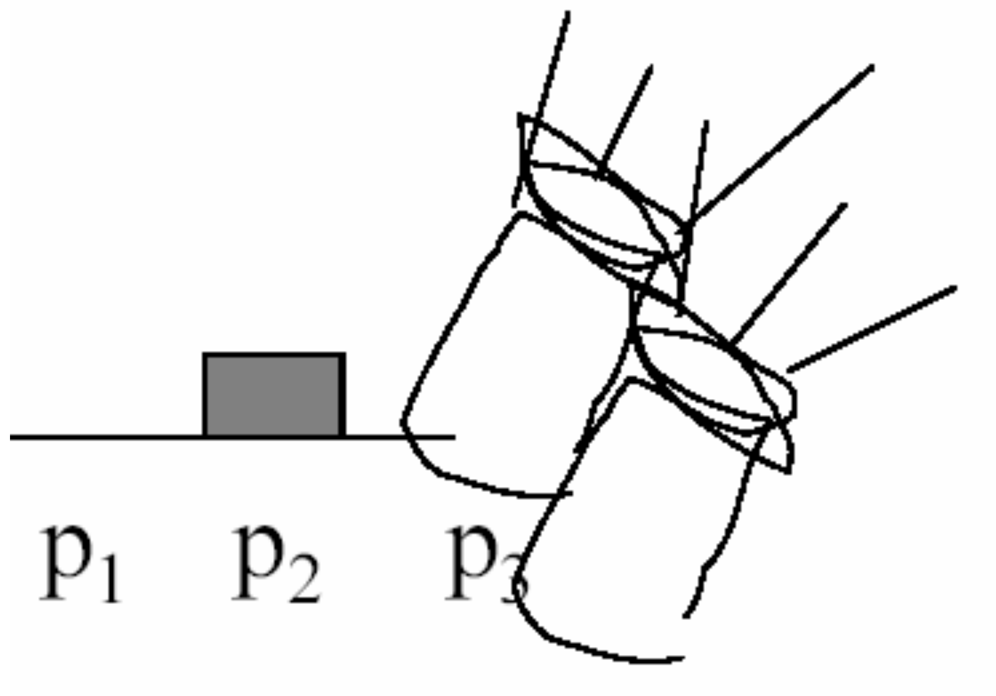
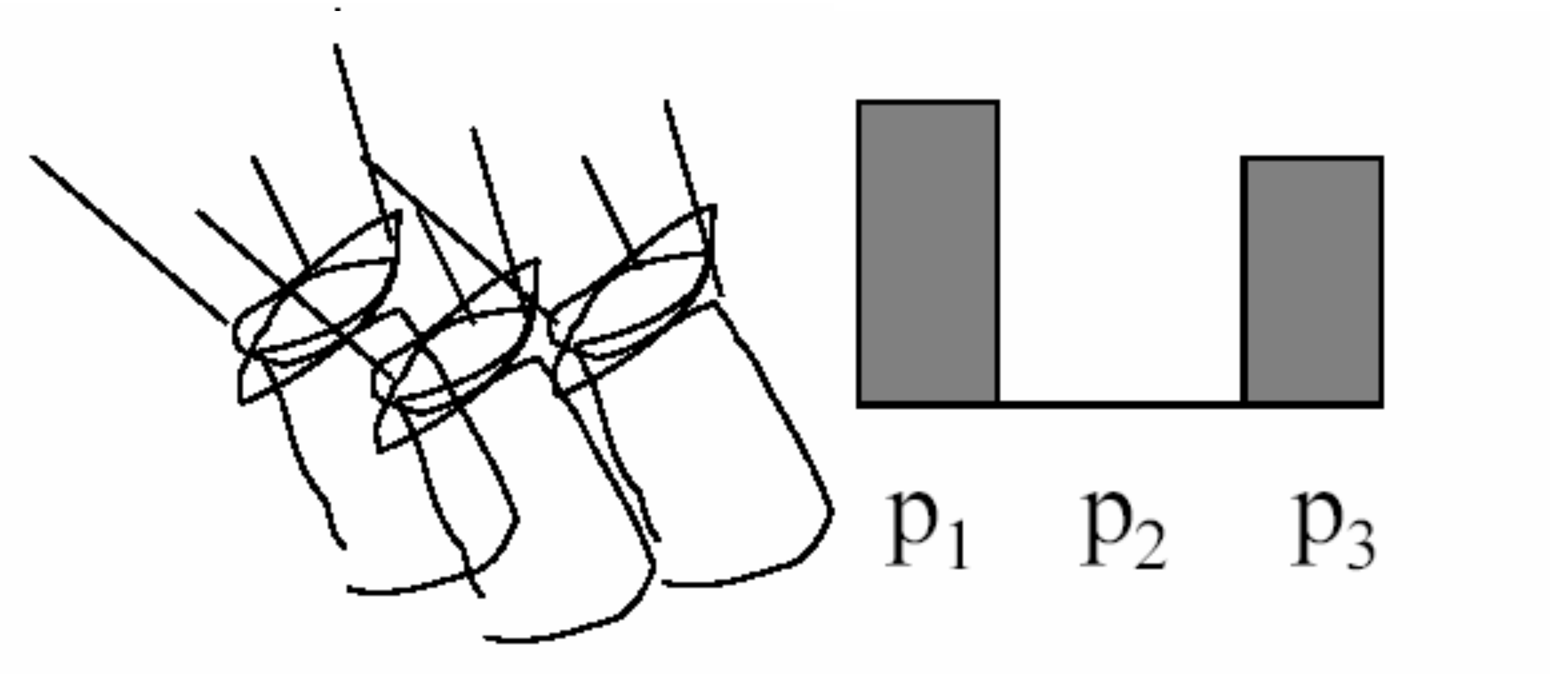


The primary color amount needed to match:







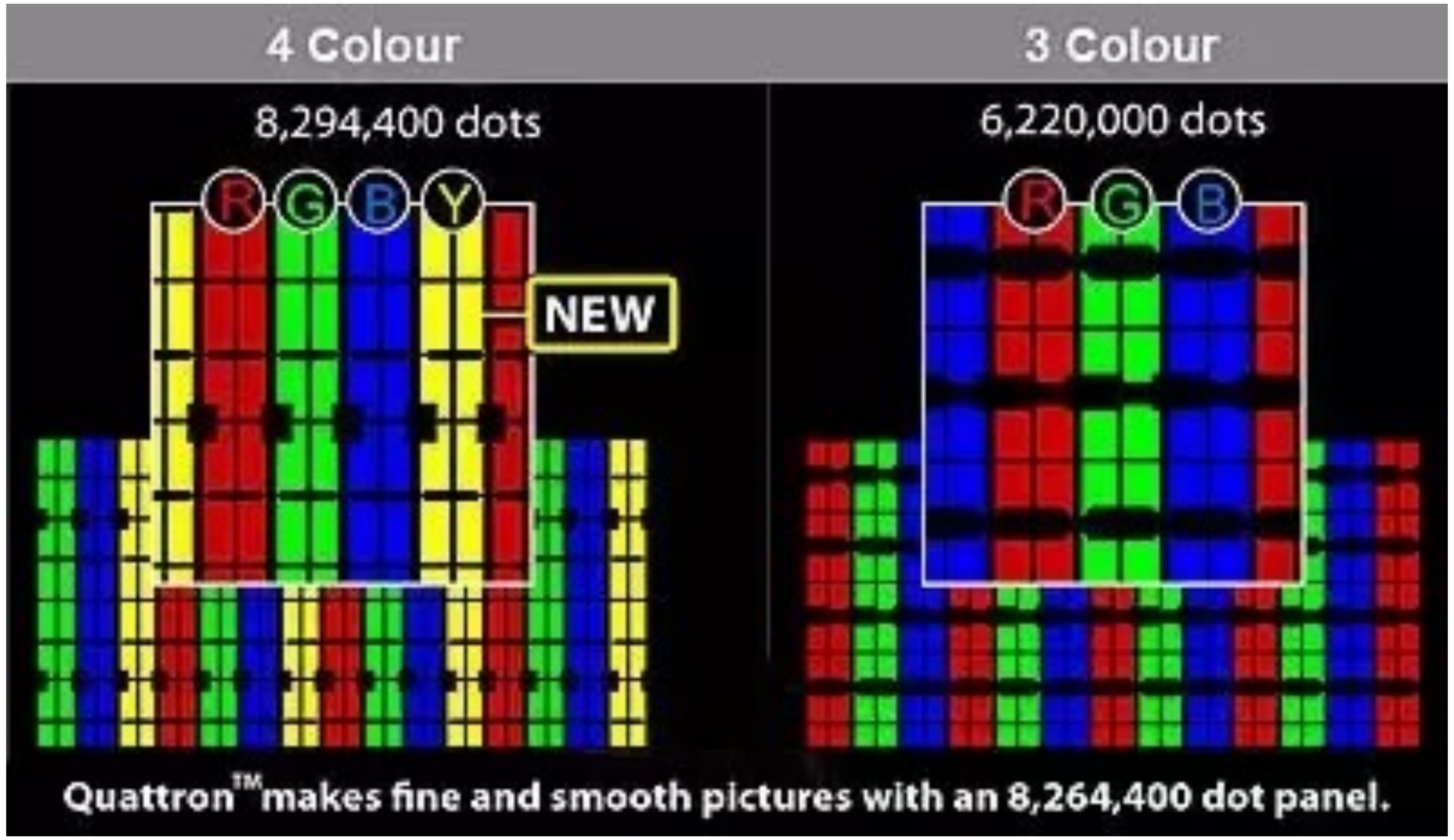
$$T + w_2 P_2 = w_1 P_1 + w_3 P_3$$

Example Credit: Bill Freeman

Important Implication

Most televisions and monitors that are tri-chromatic cannot produce the full spectrum of colors we as humans can perceive (e.g., there are natural colors in bluish-greenish range that we cannot generally produce using RGB)

Sharp aquos



Color Matching Experiments

— Many colours can be represented as a positive weighted sum of A, B, C

— Write

$$M = aA + bB + cC$$

where the = sign should be read as “matches”

— This is **additive** matching

— Defines a colour description system
  — two people who agree on A, B, C need only supply (a, b, c)

Color Matching Experiments

— Some colours can’t be matched this way

— Instead, we must write

$$M + aA = bB + cC$$

where, again, the = sign should be read as “matches”

— This is **subtractive** matching

— Interpret this as (–a, b, c)

Color Matching Experiments

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— This is **subtractive** matching

— Interpret this as (–a, b, c)

Problem for **designing displays**: Choose phosphors R, G, B so that **positive linear combinations** match a large set of colours

Principles of **Trichromacy**

Experimental facts:

Three primaries work for most people, provided we allow subtractive matching

— Exceptional people can match with two or only one primary

— This likely is caused by biological deficiencies

Most people make the same matches

— There are some anomalous trichromats, who use three primaries but match with different combinations

Grassman's Laws

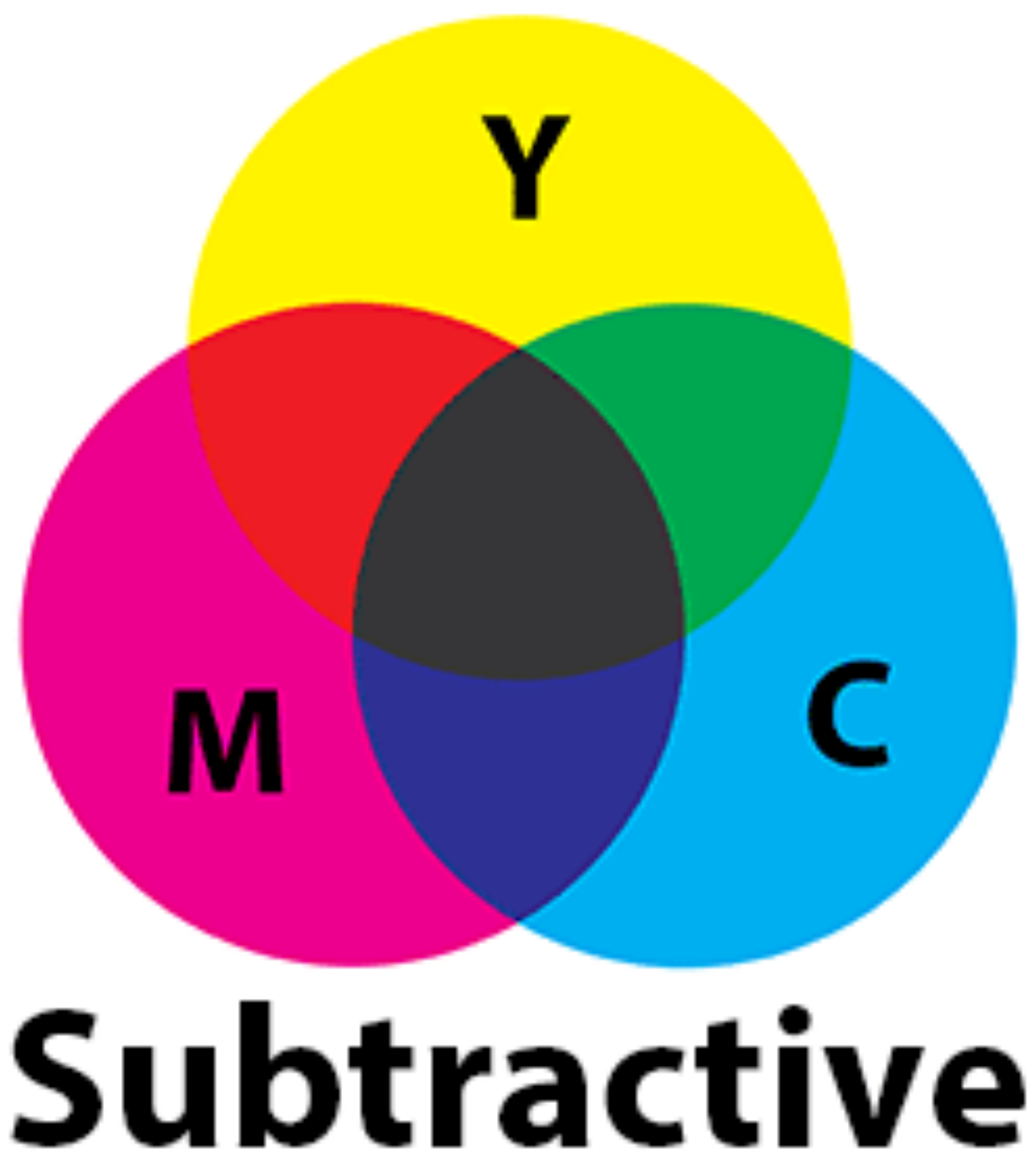
For colour matches:

- **symmetry**: $U = V \Leftrightarrow V = U$
- **transitivity**: $U = V \text{ and } V = W \Rightarrow U = W$
- **proportionality**: $U = V \Leftrightarrow tU = tV$
- **additivity**: if any two of the statements are true, then so is the third

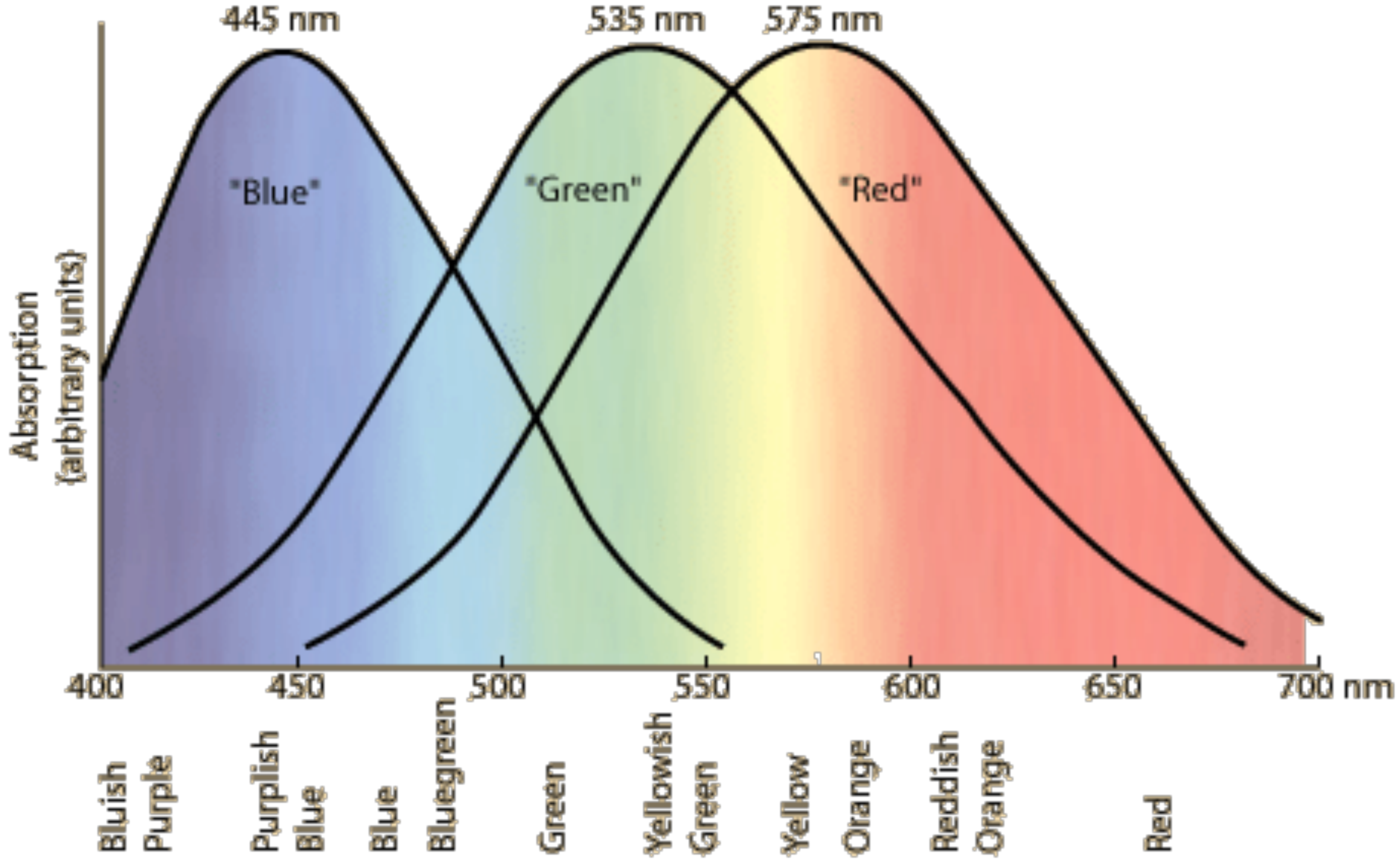
$$\begin{aligned} U &= V, \\ W &= X, \\ (U + W) &= (V + X) \end{aligned}$$

These statements mean that colour matching is, to an accurate approximation, linear.

Additive vs. **Subtractive** Color



Human **Cone** Sensitivity



http://hyperphysics.phy-astr.gsu.edu/hbase/vision/colcon.html

Representing Colour

— Describing colours accurately is of practical importance (e.g. Manufacturers are willing to go to a great deal of trouble to ensure that different batches of their product have the same colour)

— This requires a standard system for representing colour.

Linear Color Spaces

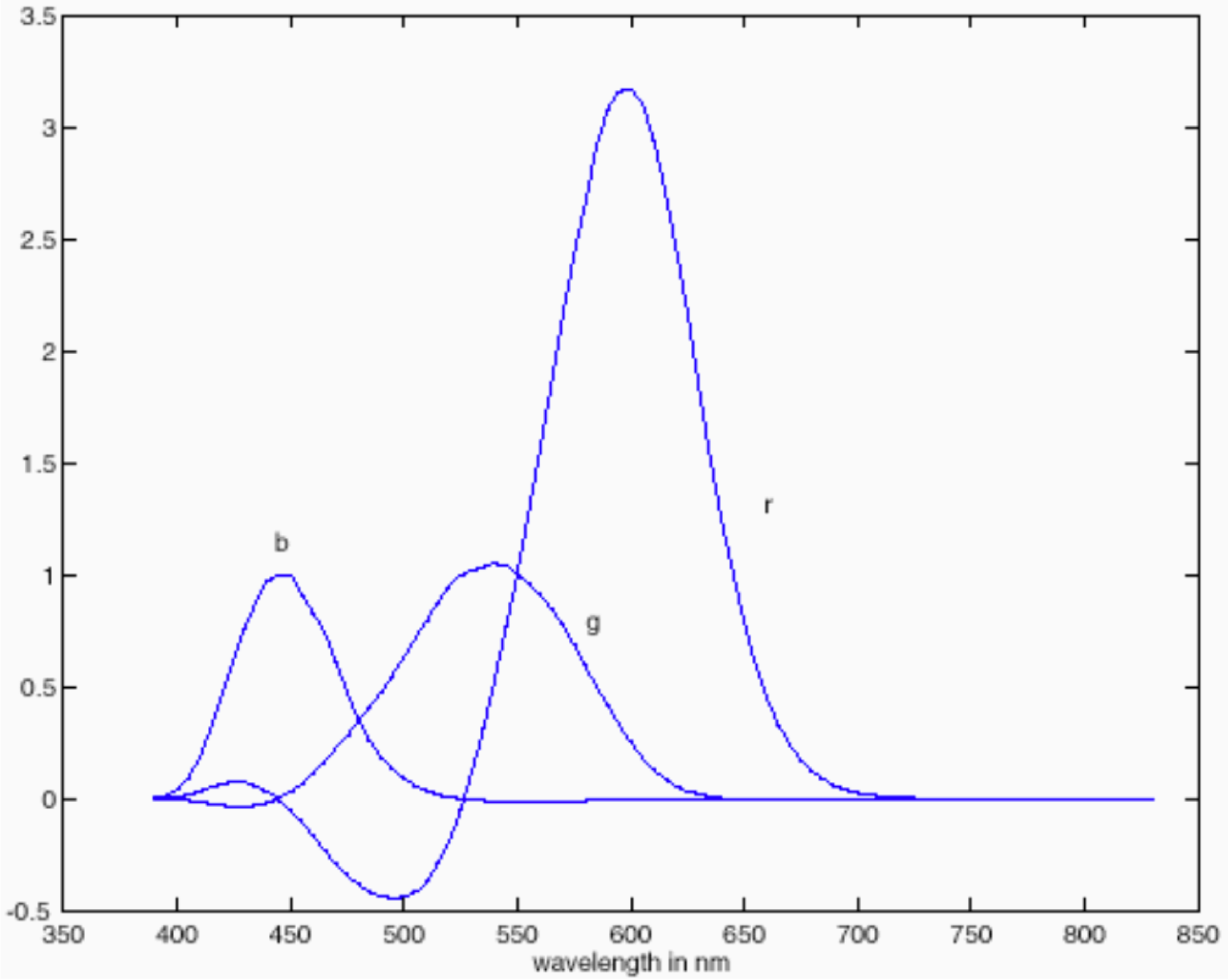
A choice of primaries yields a linear colour space
— the coordinates of a colour are given by the weights of the primaries used to match it

Choice of primaries is equivalent to choice of colour space

— **RGB**: Primaries are monochromatic energies, say 645.2 nm, 526.3 nm, 444.4 nm

— **CIE XYZ**: Primaries are imaginary, but have other convenient properties. Colour coordinates are (X , Y , Z), where X is the amount of the X primary, etc.

RGB Colour Matching Functions



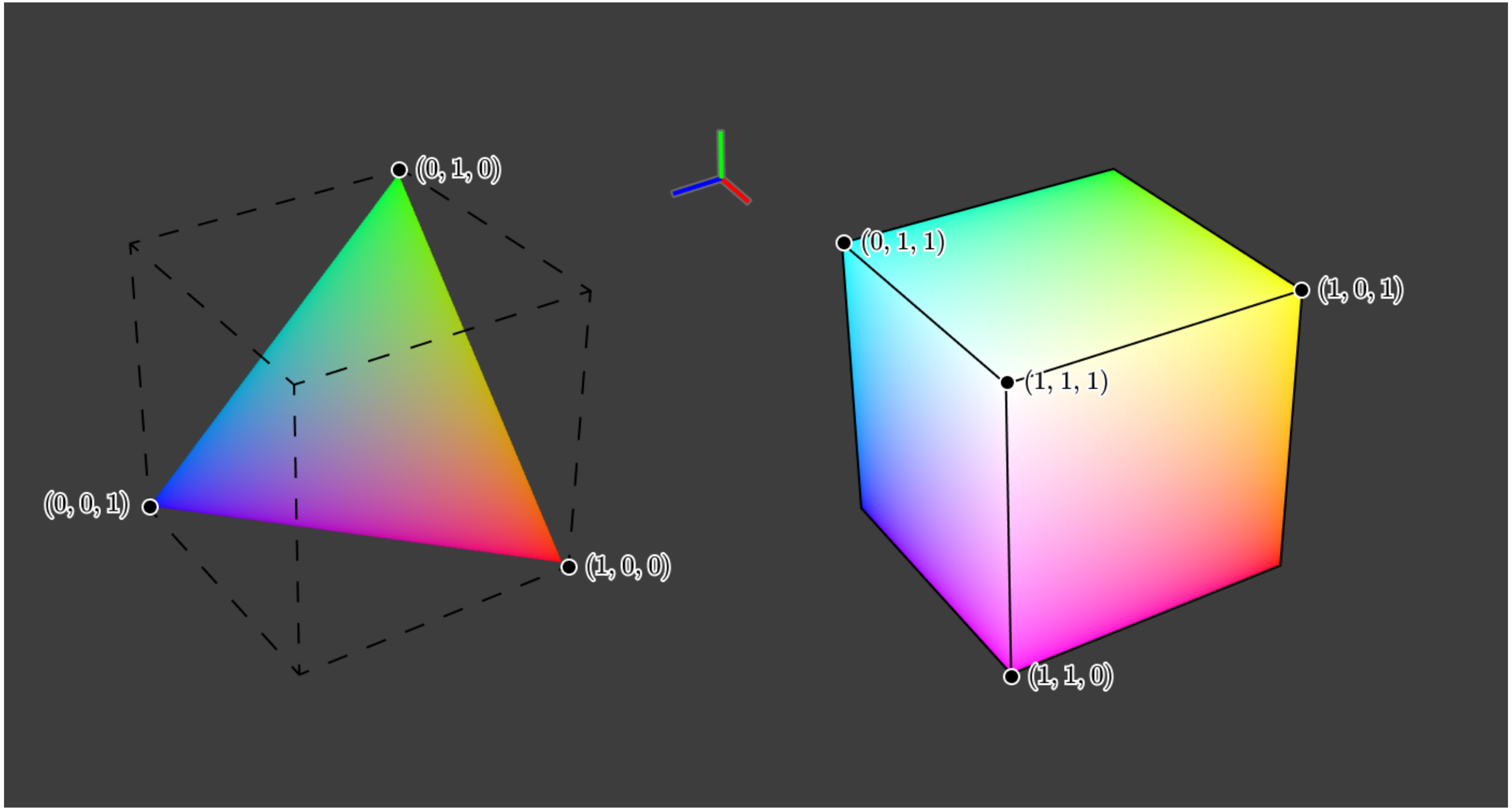
Forsyth & Ponce (2nd ed.) Figure 3.9

— Primaries monochromatic

— Wavelengths 645.2, 526.3 and 444.4 nm

— Negative parts means some colours can be matched only subtractively

RGB Color Space



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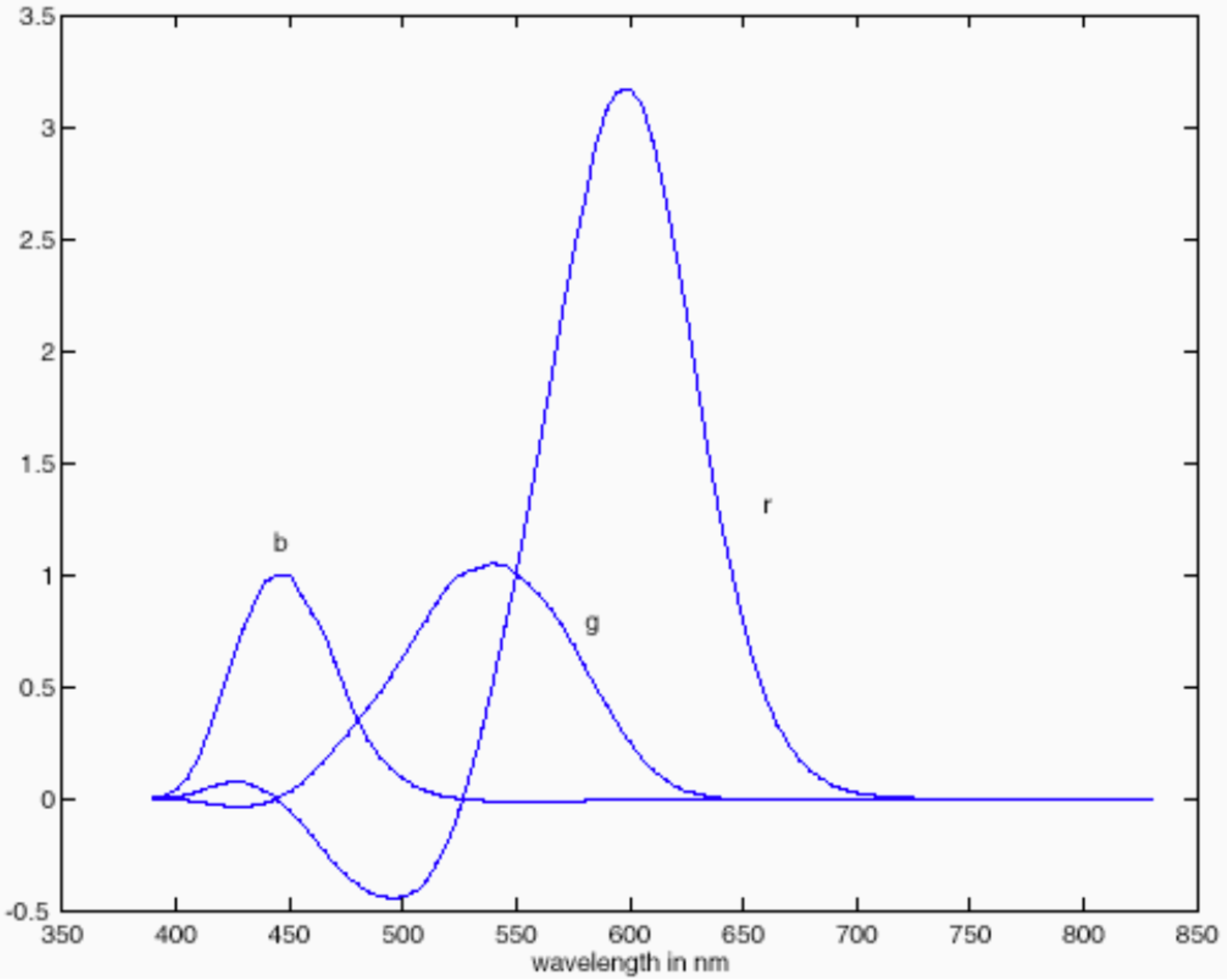

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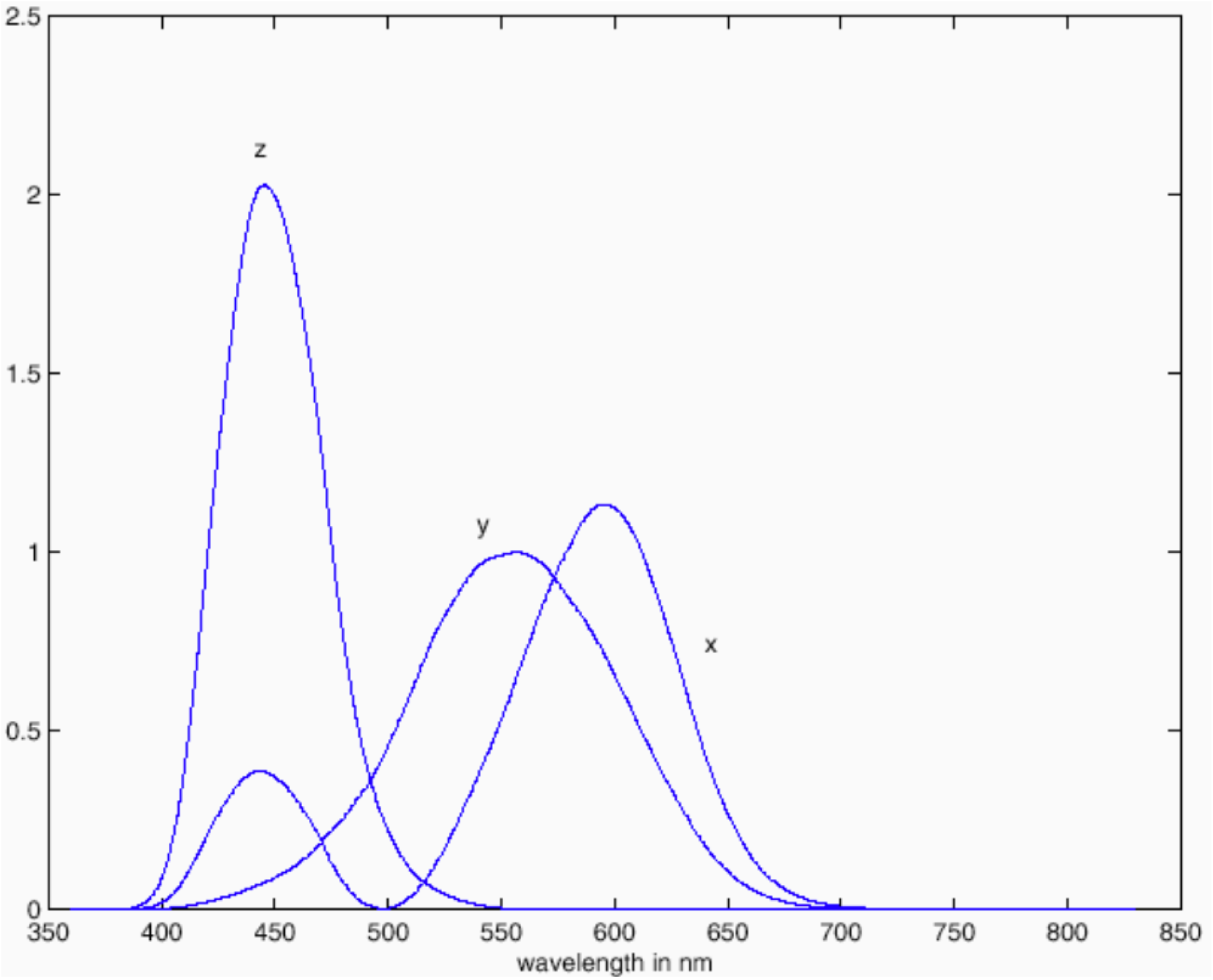


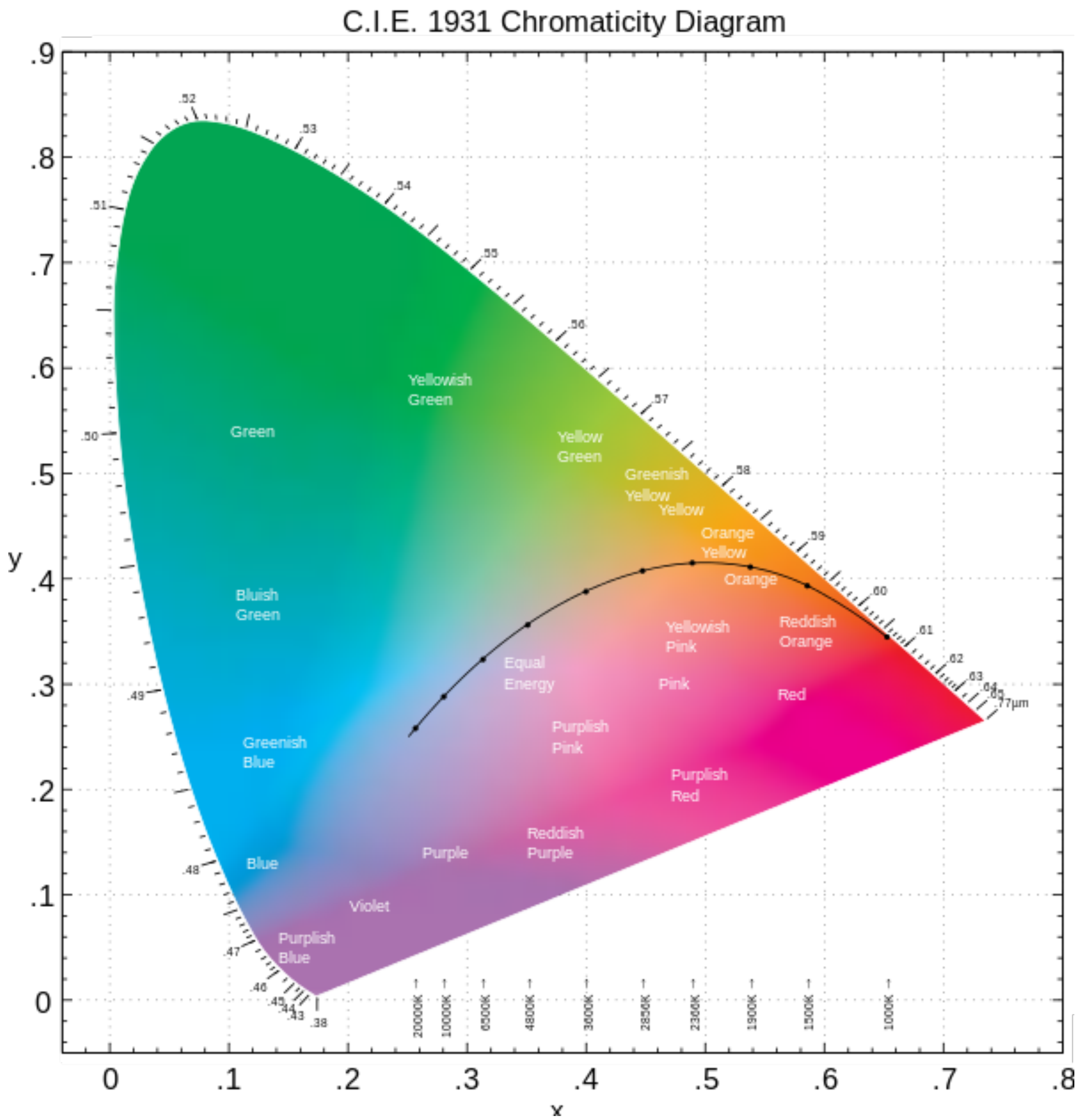
Forsyth & Ponce (2nd ed.) Figure 3.8

CIE XYZ: Colour matching functions are positive everywhere, but primaries are imaginary. Usually draw x, y, where

$$x = X/(X+Y+Z)$$
$$y = Y/(X+Y+Z)$$

Overall brightness is ignored

Geometry of Colour (CIE)



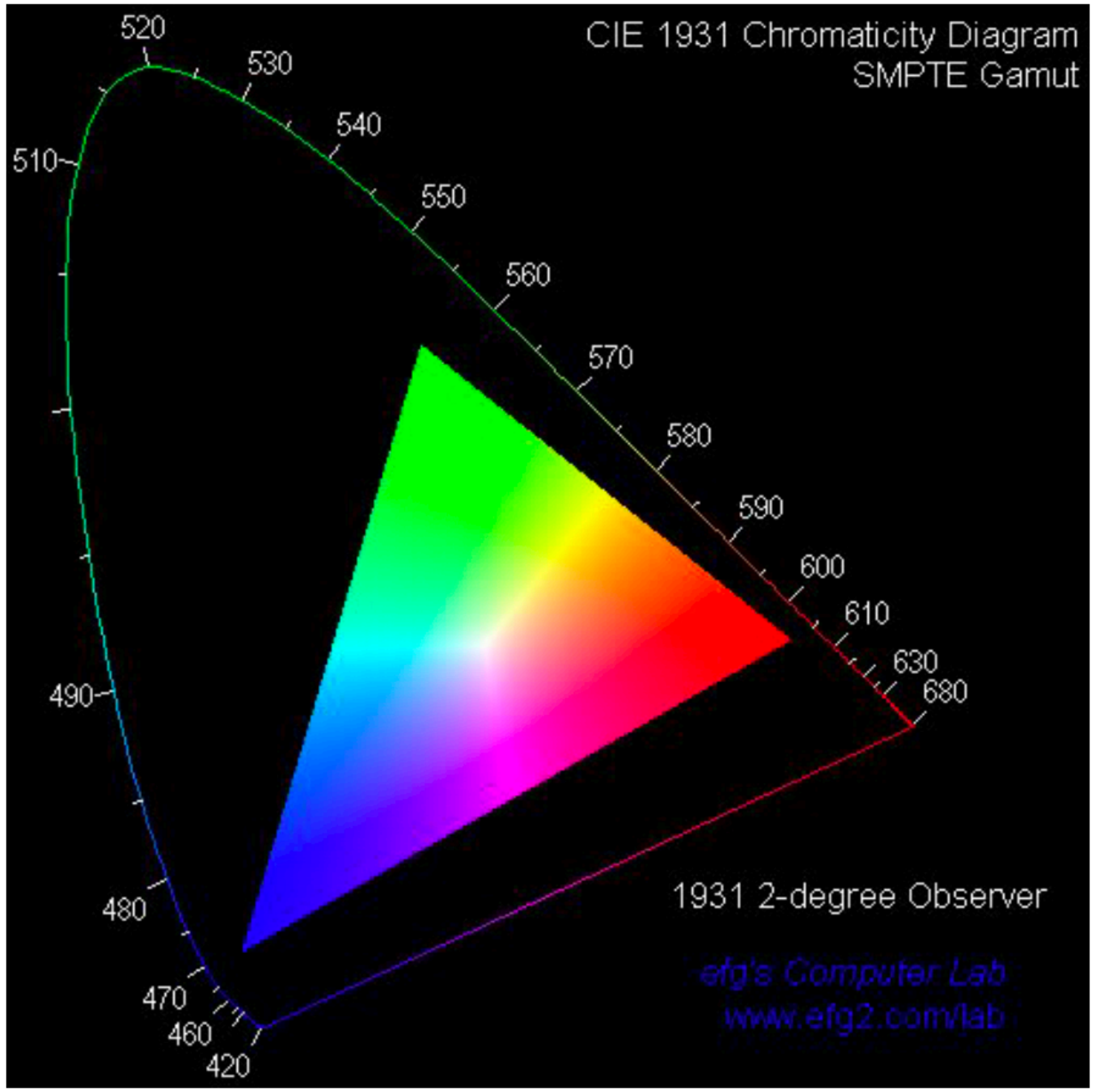
— White is in the center, with saturation increasing towards the boundary

— Mixing two coloured lights creates colours on a straight line

— Mixing 3 colours creates colours within a triangle

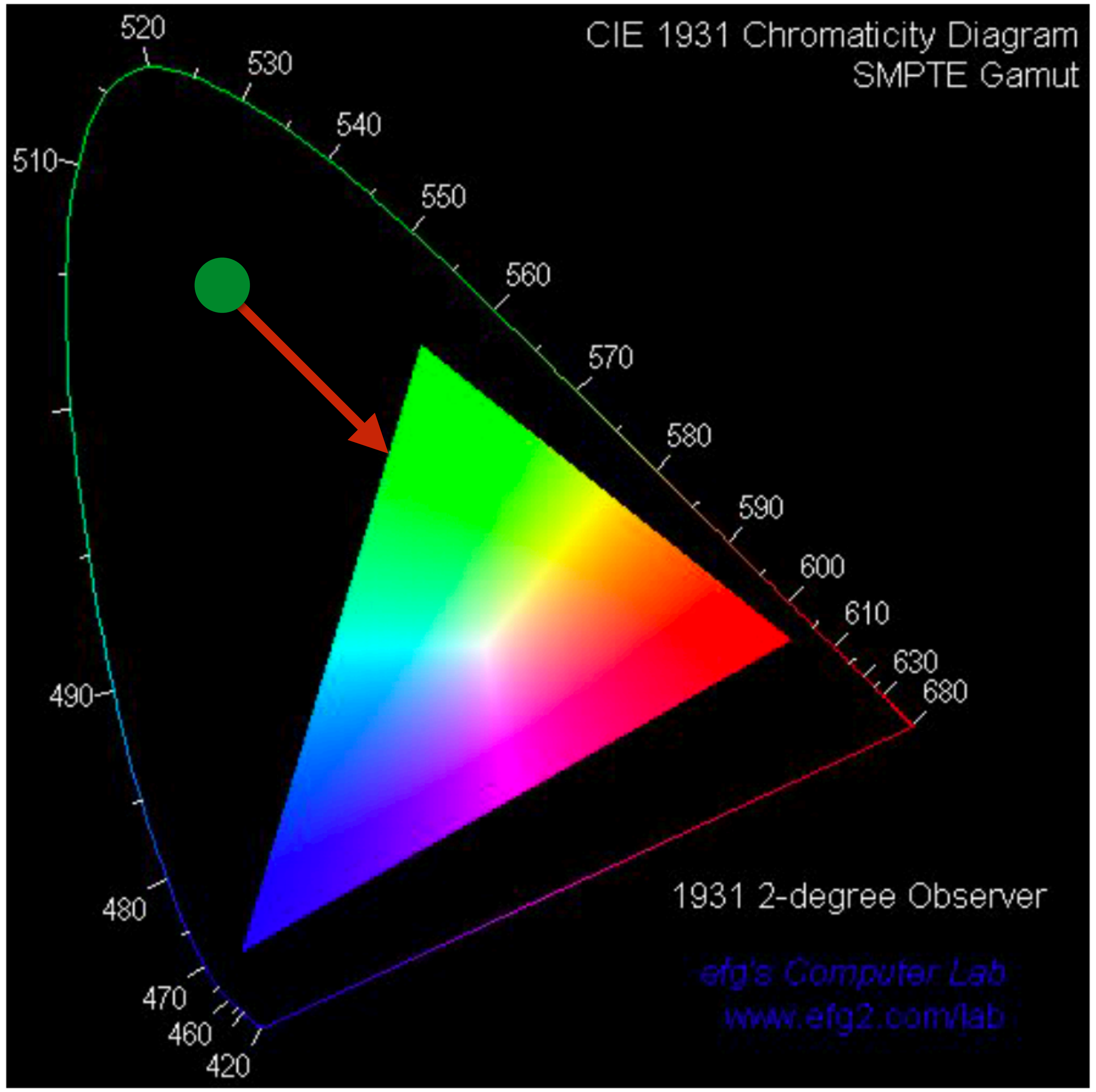
— Curved edge means there are no 3 actual lights that can create all colours that humans perceive!

RGB Colour Space



The sub-space of CIE colours that can be displayed on a typical computer monitor (phosphor limitations keep the space quite small)

RGB Colour Space



Adding **red** to the green color outside of the region brings it back to where it can be matched by **green** and **blue** RGB primaries

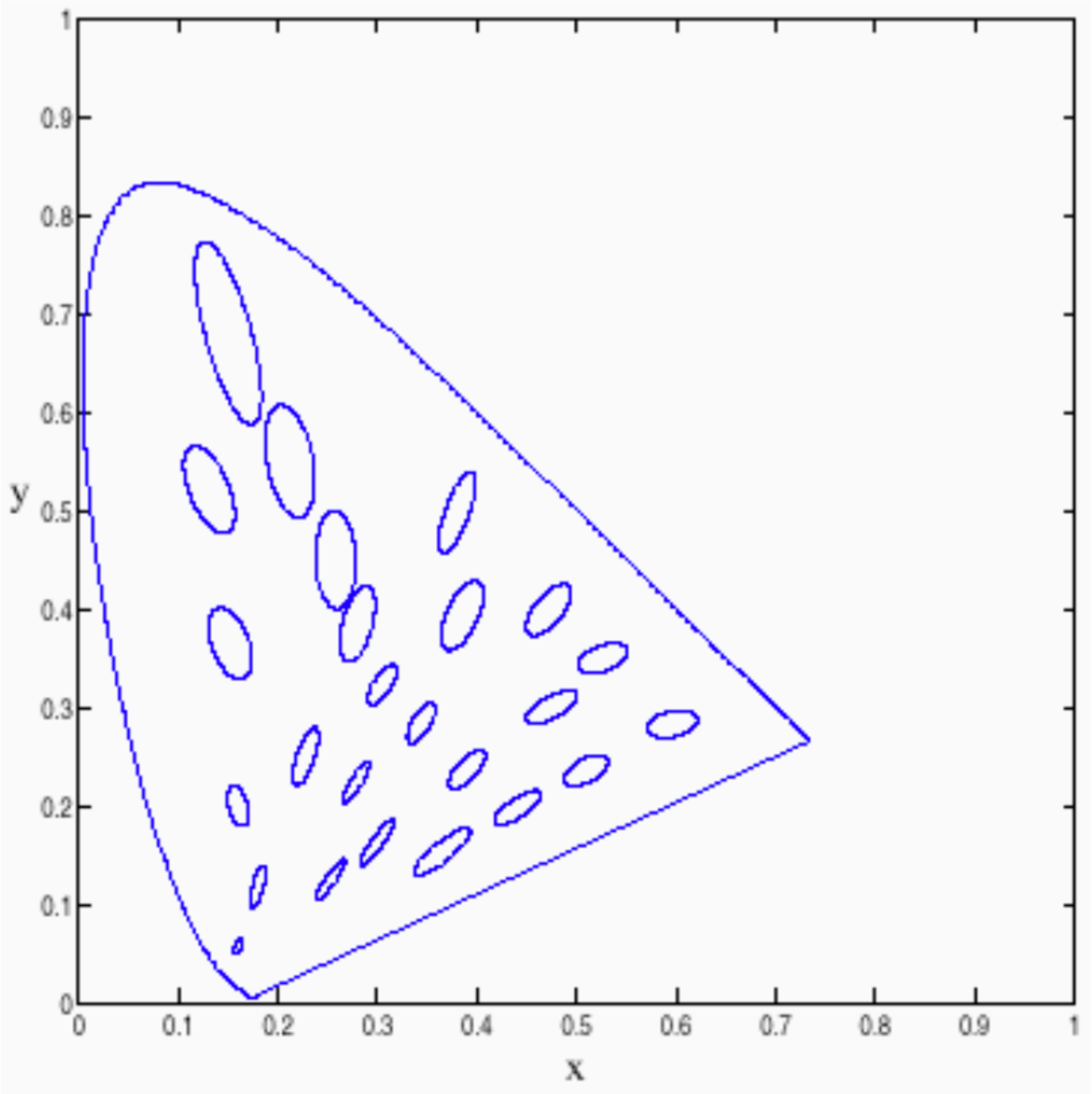
Uniform Colour Spaces

Usually one cannot reproduce colours exactly

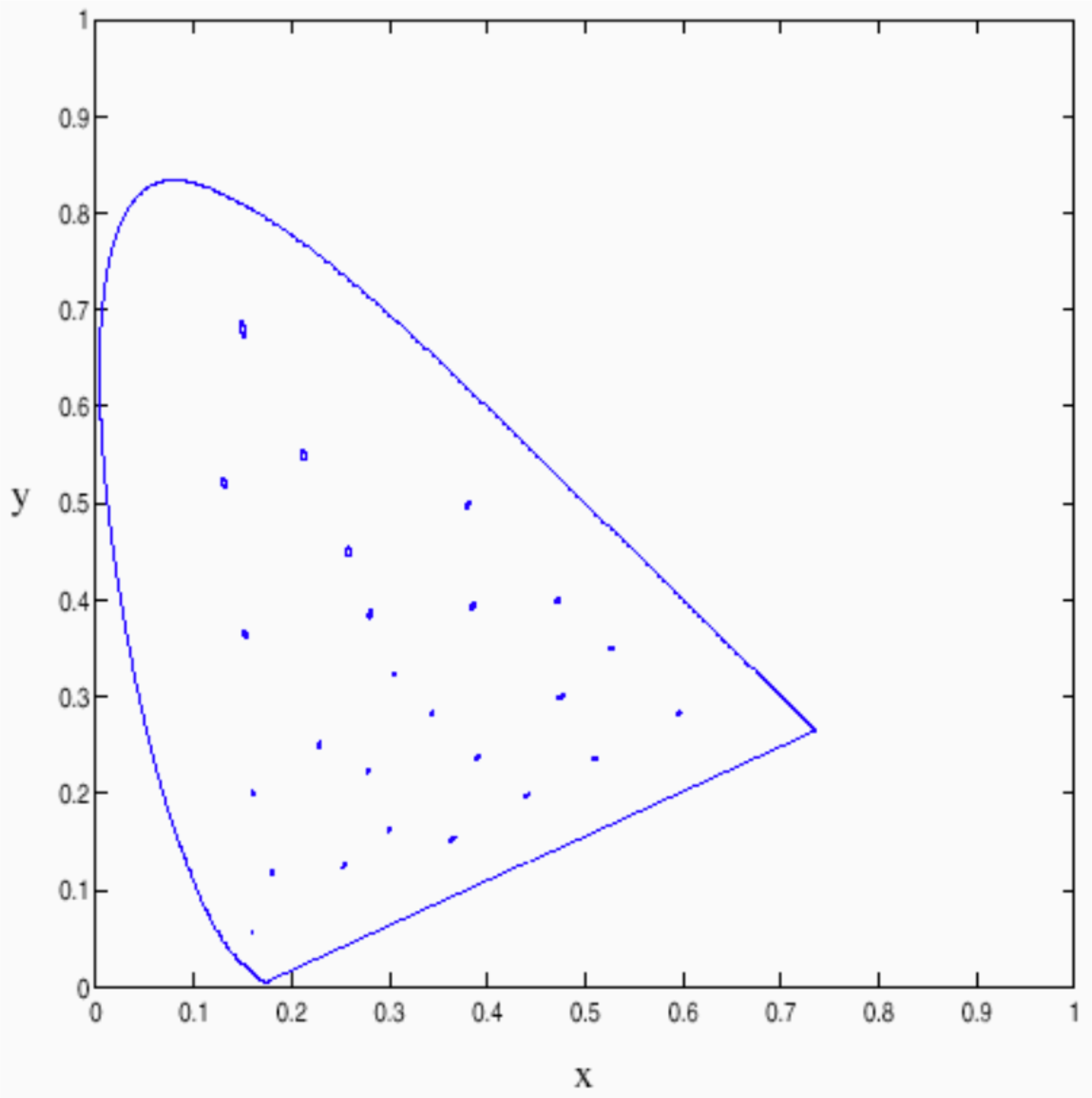
This means it is important to know whether a colour difference would be noticeable to a human viewer

Uniform Colour Spaces

McAdam Ellipses: Each ellipse shows colours perceived to be the same



10 times actual size



Actual Size

Forsyth & Ponce (2nd ed.) Figure 3.14

Uniform Colour Spaces

McAdam ellipses demonstrate that differences in x , y are a poor guide to differences in perceived colour

A **uniform colour space** is one in which differences in coordinates are a good guide to differences in perceived colour

— example: CIE LAB

Colour **Constancy**

Image colour depends on both light colour and surface colour

Colour constancy: determine hue and saturation under different colours of lighting

It is surprisingly difficult to predict what colours a human will perceive in a complex scene
— depends on context, other scene information

Humans can usually perceive
— the colour a surface would have under white light

Environmental Effects

Chromatic adaptation: If the human visual system is exposed to a certain colour light for a while, colour perception starts to skew

Contrast effects: Nearby colours affect what is perceived

Summary

- Approaches to texture exploit pyramid (i.e. scaled) and oriented representations
- Human colour perception
    - colour matching experiments
    - additive and subtractive matching
    - principle of trichromacy
- RGB and CIE XYZ are linear colour spaces
- Uniform colour space: differences in coordinates are a good guide to differences in perceived colour
- HSV colour space: more intuitive description of colour for human interpretation
- (Human) colour constancy: perception of intrinsic surface colour under different colours of lighting