



Farba je daná:

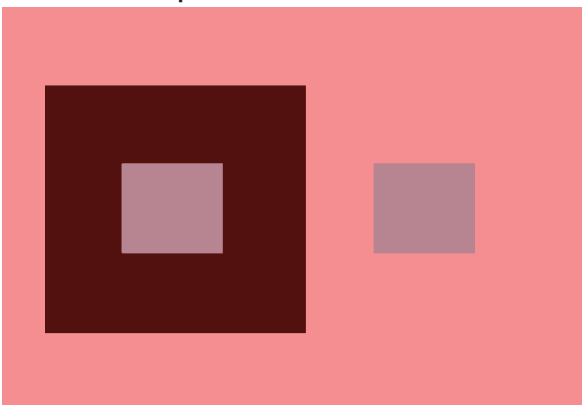
vlastnosťami objektu,



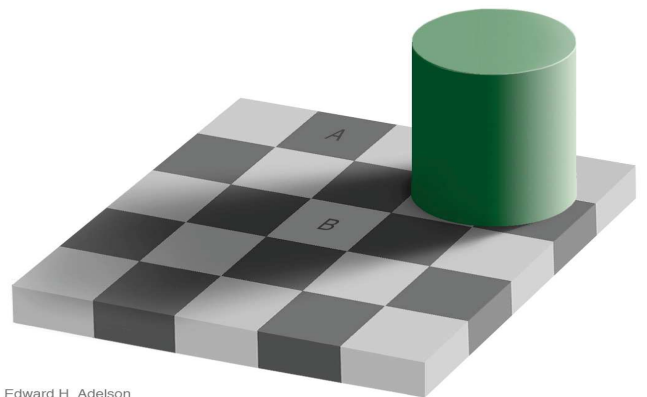
osvetlením objektu,



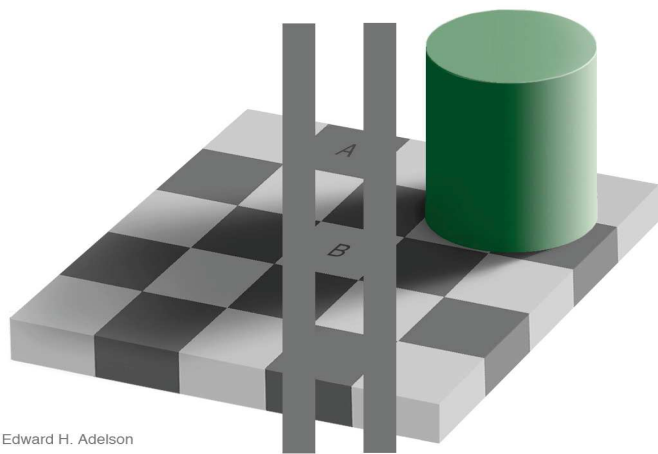
prostredím a...



...a spracovaním v mozgu!



Edward H. Adelson



Edward H. Adelson

Farba

colour, couleur, Farbe, Цвет, szín, barwa, barva

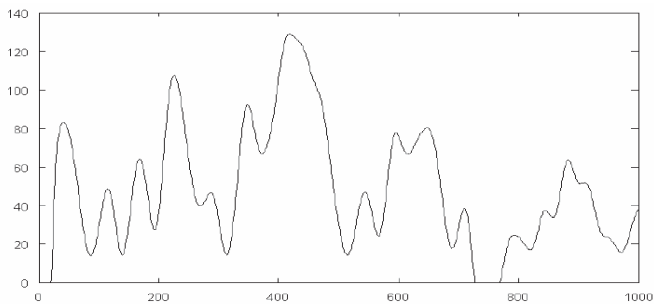
= psychofyzický vnem sprostredkovaný okom, ktorý ostane ak vylúčime priestorovú, rozmerovú a časovú zložku.

Aj rôzne spektrálne rozloženie môže vyvolať ROVNAKÝ vnem

- vnem závisí od
 - farby predmetu (pigmenty, odraz, absorbcia)
 - farby osvetlenia (spektrum)
 - farby prostredia (far. teplota!, filtre)
 - skúsenosti a spracovania v mozgu

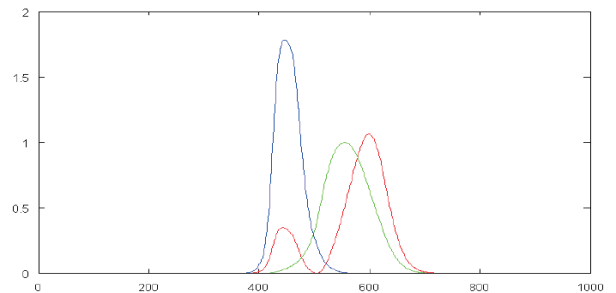
Farba

colour, couleur, Farbe, Цвет, szín, barwa, barva

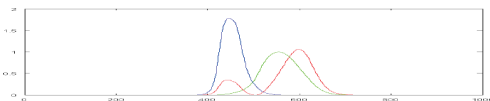


Vnímanie farby

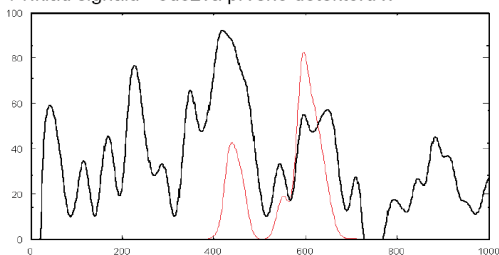
Citlivosť troch detektorov v našom oku



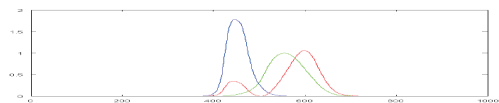
Vnímanie farby



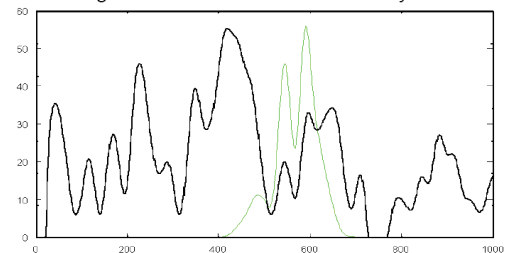
Príklad signálu - odozva prvého detektoru x



Vnímanie farby

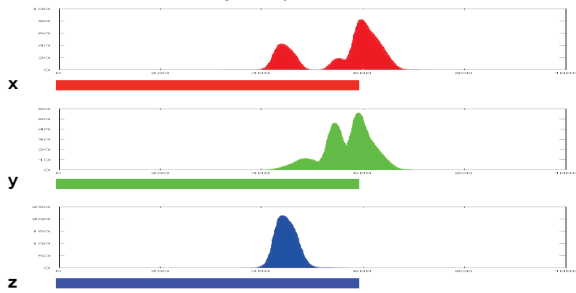


Príklad signálu - odozva druhého detektoru y



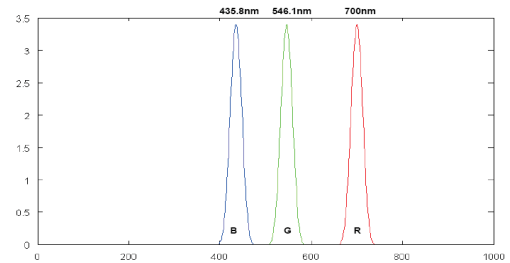
Vnímanie farby

Výsledkom sú len tri čísla, neberie sa ohľad na to ktoré vlnové dĺžky oko práve dráždia



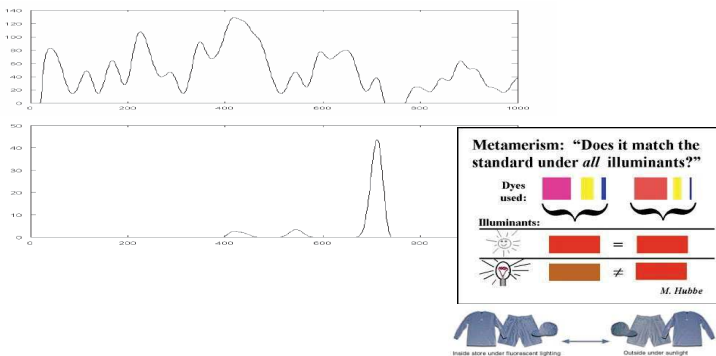
Farba

to využíva monitor počítača, ktorý generuje len tri vlnové dĺžky – červenú, zelenú a modrú – pomocou nich však v mozgu dokáže vyvolať dojem "ľubovoľnej" farby



Vnem metamerizmus

Vskutku tieto dve rôzne distribúcie vyvolajú rovnaký vnem

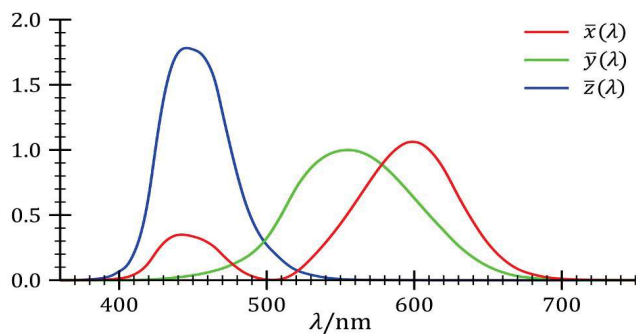


Vnem

vnem je rovnaký a je to šedá (aj biela by to mohla byť)



Farba



- CIE 1931 Standard Colorimetric Observer functions used to map blackbody spectra to XYZ coordinates

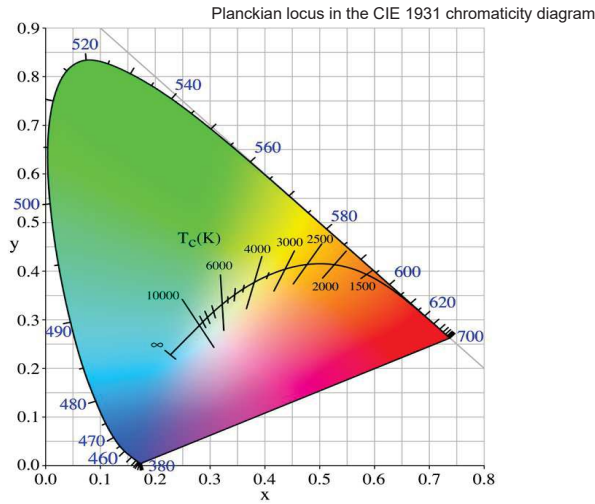
Farebný diagram CIE

- Oko posiela do mozgu vždy tri čísla – x, y, z
- Tento priestor môžeme namapovať do $\langle 0,1 \rangle \times \langle 0,1 \rangle$ (X x Y)

$$X = x/(x+y+z)$$

$$Y = y/(x+y+z)$$

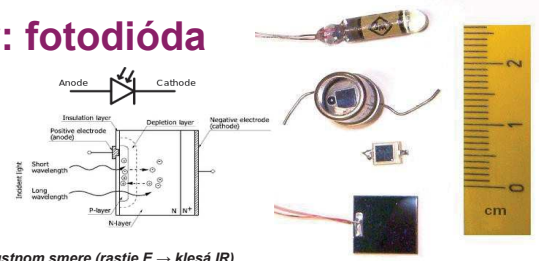
$$Z = z/(x+y+z) = 1-(X+Y)$$



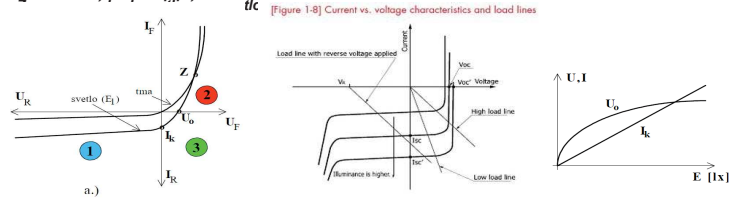
Detektory: fotodióda

photodiode

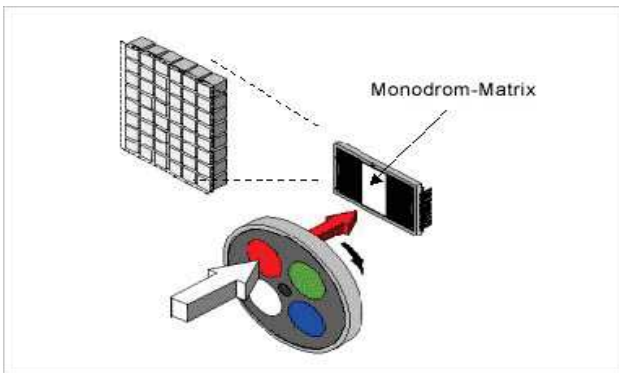
rýchle, málo citlivé



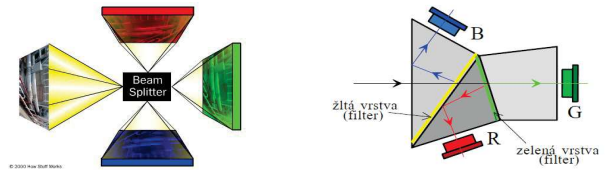
2 - odporový režim v priepustnom smere (rastie $E \rightarrow$ klesá I_R)
 3 - hradlový režim (U_0 je výst. napätie naprázdno, I_k je výst. prúd nakrátko)



6.1. CCD prvky snímanie farby – trojité snímanie



6.1. CCD prvky snímanie farby – tri CCD prvky

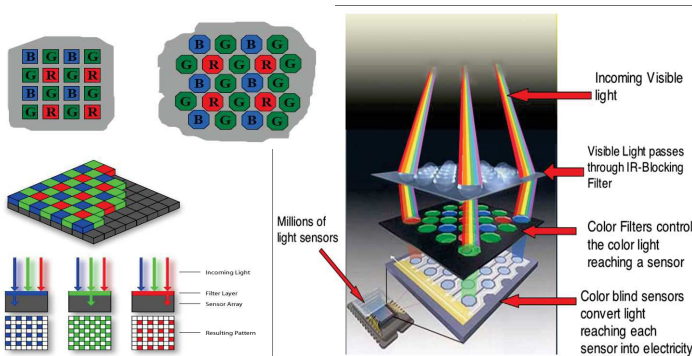


RGB prizma

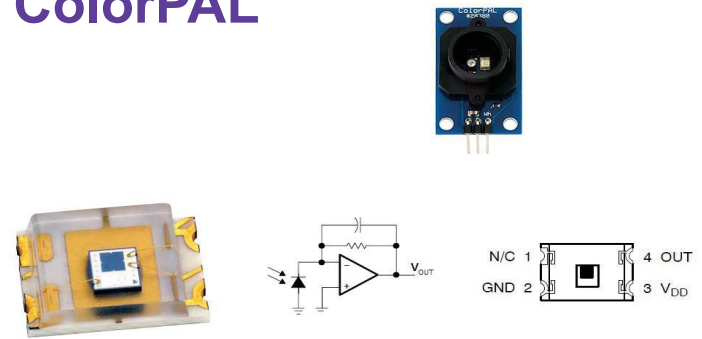
Obr. 48

- kvalitné zobrazenie
- náročné na presné nastavenie

6.1. CCD prvky snímanie farby – mozaikový filter

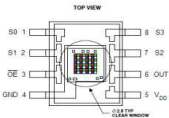
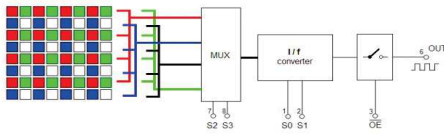
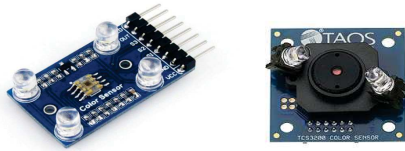


ColorPAL



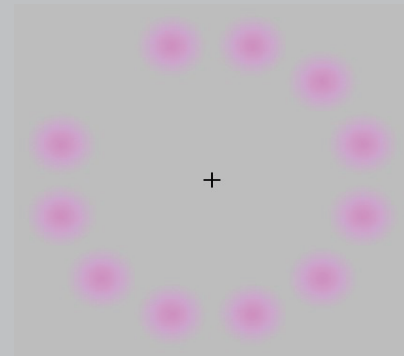
TAOS TSL12T photodiode with integrated Q/U converter.

TCS3200



S2 S3	Photodiode	S0 S1	Frequency output
0 0	Red	0 0	power down
0 1	Blue	0 1	2 %
1 0	Clear	1 0	20 %
1 1	Green	1 1	100 %

Akú farbu vidíte?



Detektory: integrované

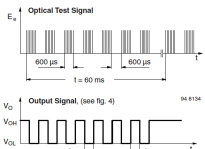
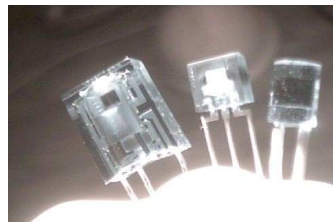
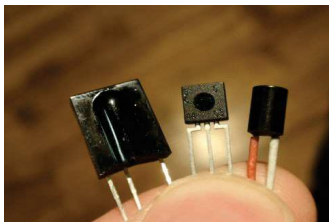


Fig. 3 - Output Function

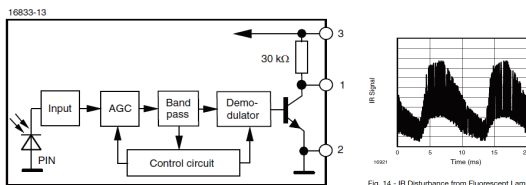
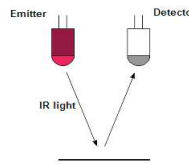
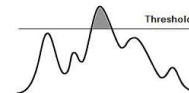


Fig. 14 - IR Disturbance from Fluorescent Lamp



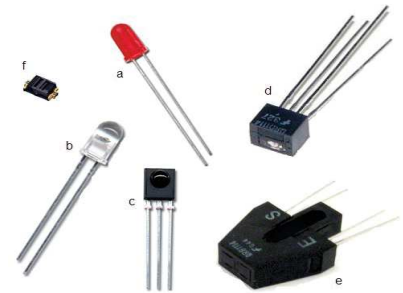
Black = no reflection (0)
= reflection (1)

Output
DIGITAL 0 and 1
ANALOGUE 0-100%



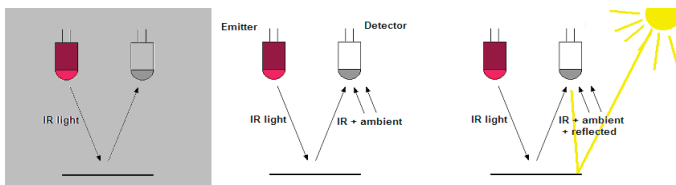
Sources of failures

- Ambient light
- Shadows
- Sun, lamps
- Sources of IR
- Dust, dirt
- Distance!
- Speed



Sensors and detectors:
a) red LED b) Infra red LED c) Infra detector
d) combination emitter + sensor e) larger version
f) miniature SMD version of E+S

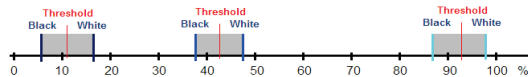
Optical line sensor principle



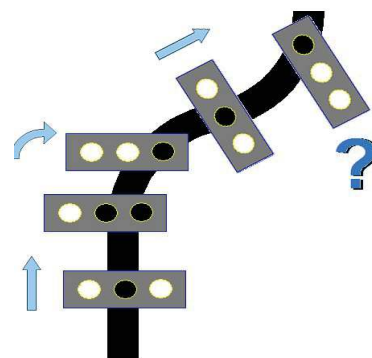
Sensor output

Sensor detector measures not only the reflected IR light, but also the amount of the ambient light

- Shields!
- Calibrate!



Sensor calibration



Three sensors

Sensor	Action
010 (line)	go.forward
011 (right)	turn.right
001 (right)	sharp.right
100 (left)	sharp.left
110 (left)	turn.left
111	???
000	???
101	???

Algorithms



More sensors?

Adds more reliability
Different width of line

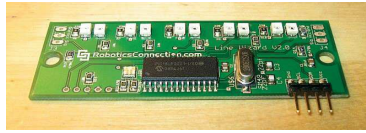


Proportional control

controller output is **proportional** to the error, which is the difference between the desired and actual positions.



Different shapes enable to determine sharp turns in advance.

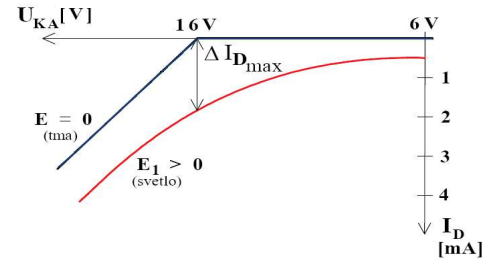
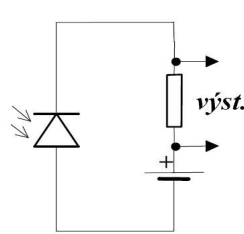
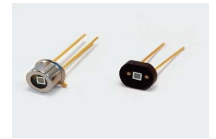


Algorithms

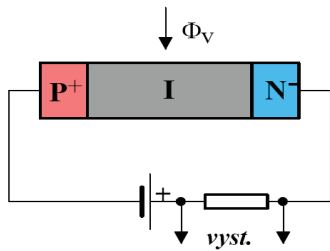
31

31

lavínová fotodióda avalanche photodiode

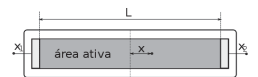
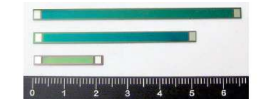
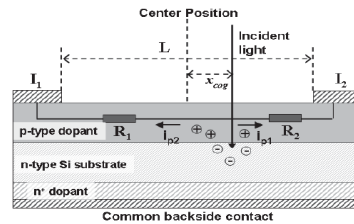


PIN fotodióda avalanche photodiode



- I – intrinzičná časť
 - prijíma fotóny, izolácia
 - vysoké U → rýchlosť 10⁻¹² – 10⁻¹⁵ s

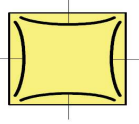
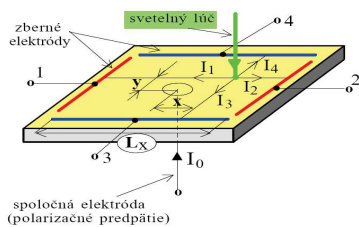
PSD prvky position sensitive device



$$x = \frac{L}{2} \frac{I_2 - I_1}{I_2 + I_1}$$

- informácia o POLOHE, nie o intenzite
- celkový prúd (cez spoločnú el.) I₀ = 1 μA!
- rozlíšenie 12 μm, chyba ±0,9%
- obvykle laser, modulovaný – lepšie SNR

PSD prvky position sensitive device



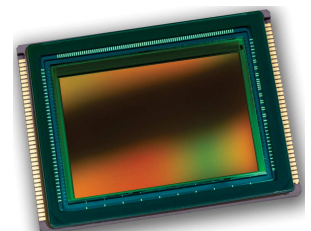
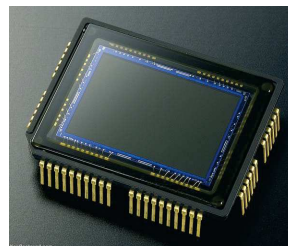
$$x = \frac{L_x}{2} \frac{I_2 - I_1}{I_2 + I_1} \quad y = \frac{L_x}{2} \frac{I_4 - I_3}{I_4 + I_3}$$

vyhodnotenie 4 prúdov voči zbernej elektróde

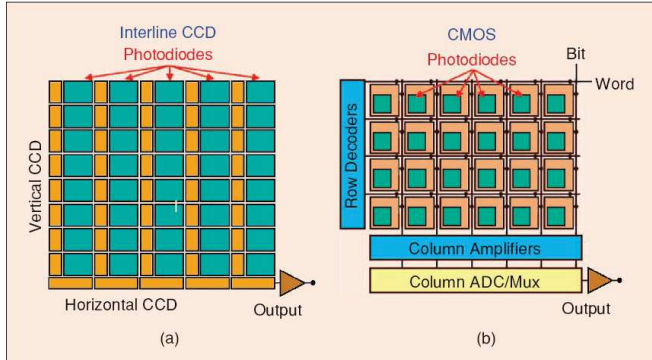
x a y sú vzdialenosti od stredu

6. Optické snímače

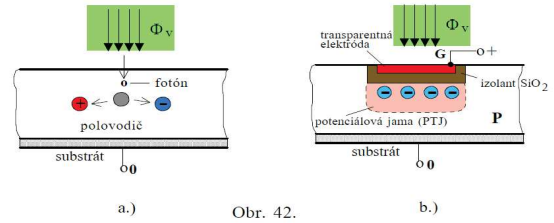
CCD a CMOS



6. Optické snímače



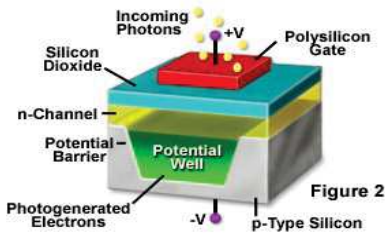
6.1. CCD prvky charge coupled device



- Uchovávame tzv. menšinové náboje, teda v P polovodiči elektróny. Tieto môžu vzniknúť:
- tepelnou generáciou - parazitný jav (šum)
 - injekciou svetlom - vlastný snímací efekt
 - injekciou z blízkeho PN prechodu - odovzdanie výstupného signálu

6.1. CCD prvky základná CCD bunka

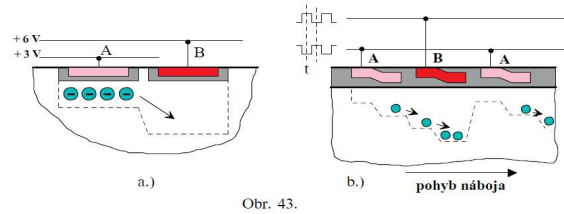
Metal Oxide Semiconductor (MOS) Capacitor



Charge-Coupled Device

- Invented at Bell Labs in 1970
- 2009 Nobel Prize in Physics
- Widely used in TV, medical, astronomy cameras
- Array of light sensitive MOS capacitors (pixels)
- Incoming light generates electrons which are captured in a potential well
- Electrodes, or gates, move the charge

6.1. CCD prvky prenos náboja



- Vyšší potenciál vytvorí hlbšiu PTJ, nosiče do nej prepadávajú.
Tvarované elektródy - tvarovaná PTJ
Elektródy A a B - výstupný register

6.1. CCD prvky

Množstvo nosičov závisí od intenzity osvetlenia E a od času t :

expozícia (osvit) e : (e býva označené tiež H)

$$e = E \cdot t \quad [lx \cdot s; lx; s]$$

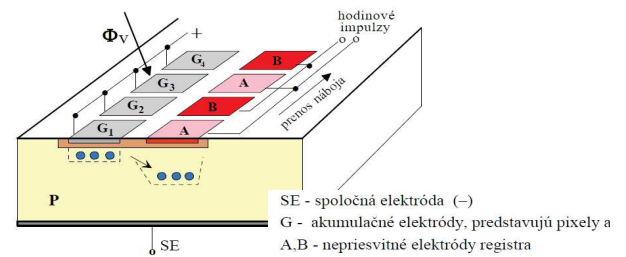
(6 - 2)

Poznámka: Doba existencie náboja v PTJ je asi $100 \text{ ms} + 10 \text{ s}$. (vyrovnanie tepelnou generáciou). Dlhé časy - problém, už cca $5 + 10 \text{ s}$ vyžadujú chladienie prvkov, napr. polovodičové, resp. softwérové potlačenie. (následné zosnímame bez obrazu a odčítanie)

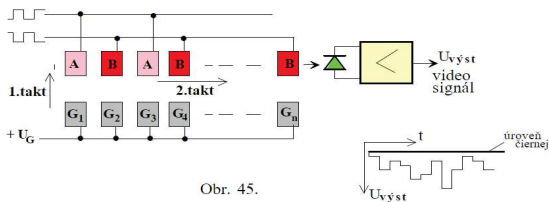
6.1. CCD prvky riadkový CCD senzor

Riadkový CCD senzor

- Svetelný tok $\Phi_v \rightarrow$ náboj pod $G_1, G_2, \text{ atd.}$
- Po dobe expozície presun náboja pod A,B
- Fázovo posunuté impulzy na A,B - vystúpanie nábojov



6.1. CCD prvky riadkový CCD senzor



Video signál:

- poloha bodu - čas od začiatku prenosu
- osvetlenie bodu - amplitúda.

Počet pixelov - 128 (termovízia), po 6 - 10 tis.(profi scannery...)
Rozmery : od 6 x 6 μm do 17 x 8 μm .

6.1. CCD prvky riadkový CCD senzor

Princíp elektronickej uzávierky:

Doba snímania (pre 1728 pixelov) \rightarrow hodinové impulzy :

10 kHz \rightarrow doba snímania = 86 ms (1/12 [s])

10 MHz \rightarrow doba snímania = 86 μs (1/12000 [s])

Optimálne cca 10 ms (1/100 [s]), čomu zodpovedá 86 kHz.

Výhody: netreba mechanickú uzávierku - cena

Nevýhody: pomalé vysvitvanie - akumulujú svetlo aj počas vysvitania (náchyľnejšie na smearing, blooming)
rýchle vysvitvanie - nekalitné (rýchle) odčítanie náboja

T/2 spôsobí posun o jedno miesto, resp. T vysvitne polovicu pixelov (párne - nepárne)

$E = 10 \text{ lx}$ dáva 0,2 V na výstupe.

Citlivosť na svetlo: ASA (DIN) a je $100 \div 3200 \text{ ASA}$ ($21 \div 36 \text{ DIN}$).

Poznámka: Horná hranica je už 6000 - 12000 ASA, diskutabilná je kvalita (malé snímače)

Rozlíšenie úrovni šedej 8 - 32 bitov $\rightarrow 256 - 4,295 \cdot 10^9$ úrovni. (štan. 24 bit)

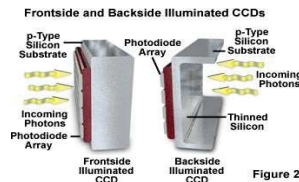
6.1. CCD prvky riadkový CCD senzor

Použitie riadkových CCD :

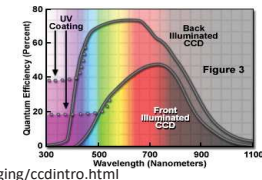
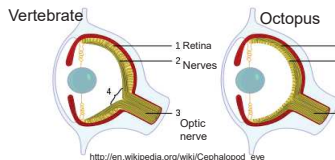
- nepohyblivé obrázky (scannery...) - snímanie po riadkoch
- snímanie polohy (ako PSD)
- iné, napr. zaostrovacie systémy - vyhodnotenie kontrastu (krížový senzor, hrany)

Ako zobrazovacie systémy potrebujú vysokokvalitnú optiku s vysokým rozlíšením pre malé ohniskové vzdialenosti (3 - 8 mm)

6.1. CCD prvky Front or Back Illuminated

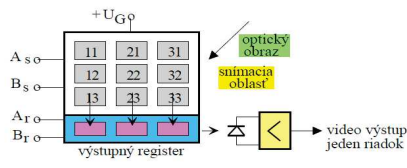


- Traditional, front-illuminated have wiring in front of photosensitive region
- This blocks some light, reducing QE
- Back-illuminated CCDs:
- Back side of the CCD is etched to 10-15 microns
- More fragile and costly, but higher QE



From <http://learn.hamamatsu.com/articles/quantumefficiency.html>
Image from <http://www.microscopy.com/articles/digitalimaging/ccdintro.html>

6.1. CCD prvky maticový CCD senzor: Full frame

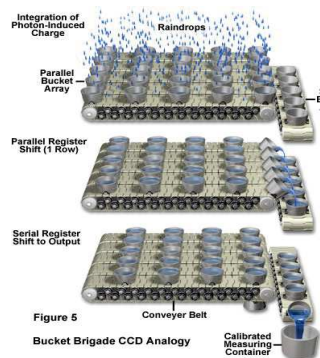


Činnosť :

- obraz sa premietne na snímaciu časť \rightarrow pod elektródami náboj
- hodinové impulzy na A_1, A_2 (1 fáza), a B_1, B_2 (2 fáza) \rightarrow jeden riadok do výstupného registra.
- hodinové impulzy na A_3, B_3 \rightarrow obsah registra po pixeloch do výstupu.

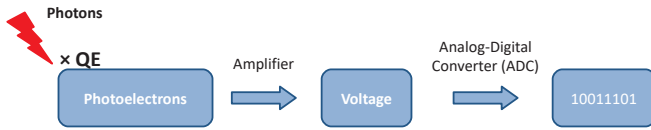
- častejšie pre väčší formát (24 x 36 mm) - pridaný "bočný register"
- pri vysvitvaní by nemal reagovať na svetlo - zakrytie (mechanic, uzávierka)
- lacnejší

Bucket brigade analogy for read out



- Rain accumulates in buckets
- Rows of buckets shifted to readout row
- Readout row shifted bucket-by-bucket to measuring device
- Unless rain stops, last bucket to be read out will have much more water than the first

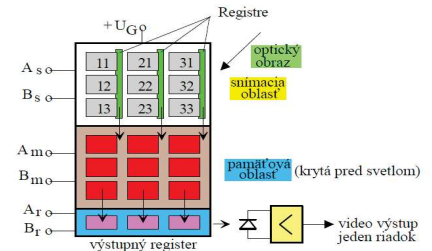
6.1. CCD prvky vyčítanie obsahu...



Bit Depth	Number of gray levels
8	28 = 256
10	210 = 1024
12	212 = 4096
14	214 = 16384
16	216 = 65536

6.1. CCD prvky maticový CCD senzor: frame transfer

- pridaná pamäť (rovnaká)
- pridaný zvislý register k stĺpcom v sn. časti (Al elektródy, krytý pred svetlom)
- úbytok plochy (citlivosť) – nad pixelom mikrošošovka (HAD)



Obr. 47.

6.1. CCD prvky snímanie farby

RGB systém

tri základné farby:

R (Red - červená), G (Green - zelená), B (Blue - modrá)

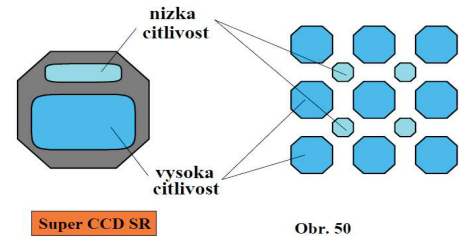
Poznámka: Jedna sa o aditívne miesanie farieb - svetiel.

Možnosti:

- postupne tri expozície cez tri filtre
- tri identické obrazy - tri senzory
- jeden "trojitý" maticový senzor + tzv. mozaikový filter.
- systém FOVEON

6.1. CCD prvky snímanie farby – dynamický rozsah

Zväčšenie dynamického rozsahu.



Obr. 50

CMOS Detectors

Anatomy of the Active Pixel Sensor Photodiode

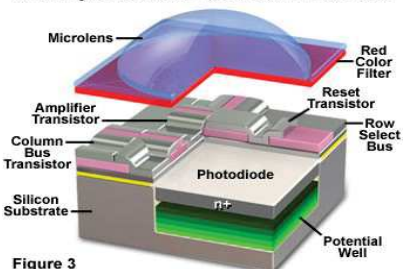


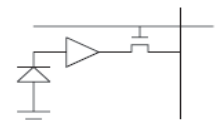
Figure 3

Complementary Metal Oxide Semiconductor

- Transistors in each pixel convert charge to voltage
- More can be done within a pixel meaning frame read out can be faster
- Fabricated much like microprocessors and RAM so are cheaper to make
- Used in webcams, phone cameras since they use less power

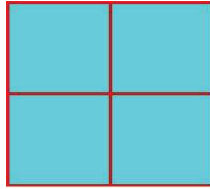
Active Pixel Image Sensor

- 3-4 transistors per pixel.
- Fast, higher SNR, but
- Larger pixel, lower fill factor.
- Lower voltage and lower power.



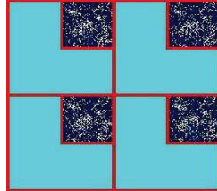
What is a Pixel?

- ◊ The smallest discrete component of an image or picture on a CRT screen is known as a pixel.
- ◊ Each pixel is a sample of an original image, where more samples typically provide more-accurate representations of the original.



What is Fill Factor?

- ◊ Fill factor refers to the percentage of a photo site that is sensitive to light.
- ◊ If circuits cover 25% of each photo site, the sensor is said to have a fill factor of 75%. The higher the fill factor, the more sensitive the sensor.



CMOS Detectors

Anatomy of the Active Pixel Sensor Photodiode

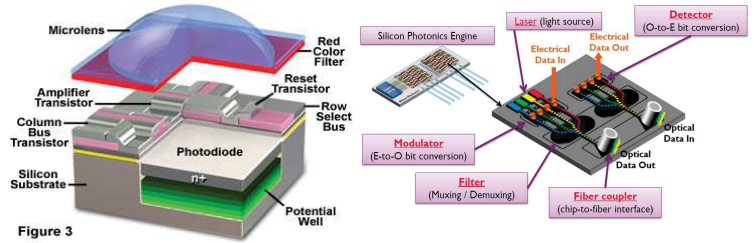
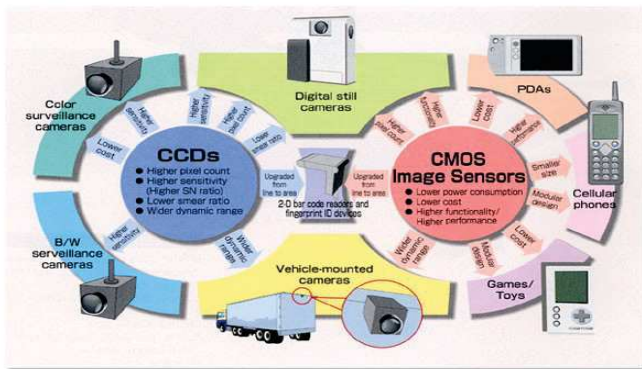


Image from <http://www.olympusmicro.com/primer/digitalimaging/cmosimagesensors.html>

6.1. CCD vs. CMOS

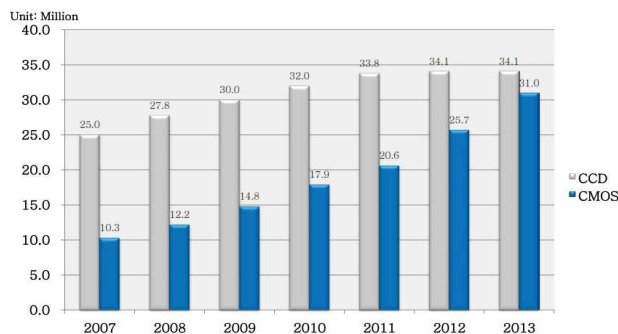


6.1. CCD vs. CMOS

- Create high-quality, low-noise images.
- Greater sensitivity and fidelity
- 100 times more power
- Require specialized assembly lines
- Older and more developed technology
- More susceptible to noise
- Light sensitivity is lower
- Consume little power
- Easy to Manufacture
- Cheaper

Picture quality, sensitivity and cost vs. Cost and battery life.

6.1. CCD vs. CMOS

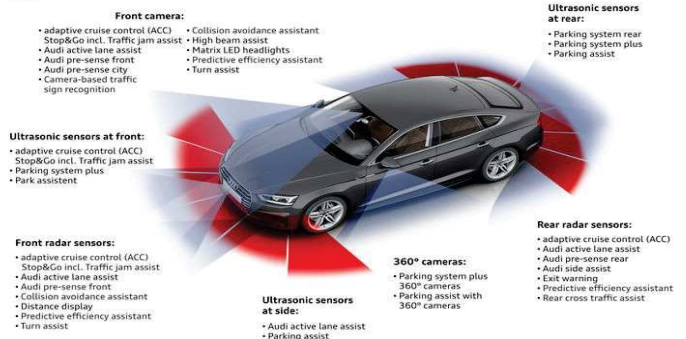


6.1. Kamery v automobiloch case study

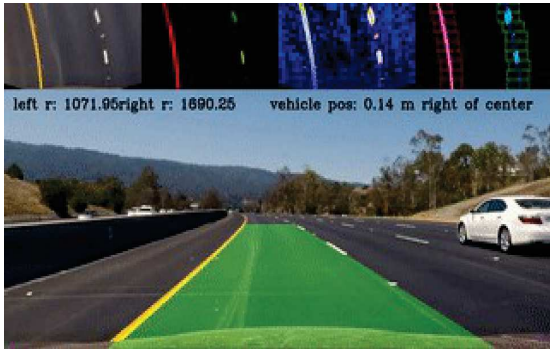
Audi A5 Sportback

Driver assistance systems - overview of sensors

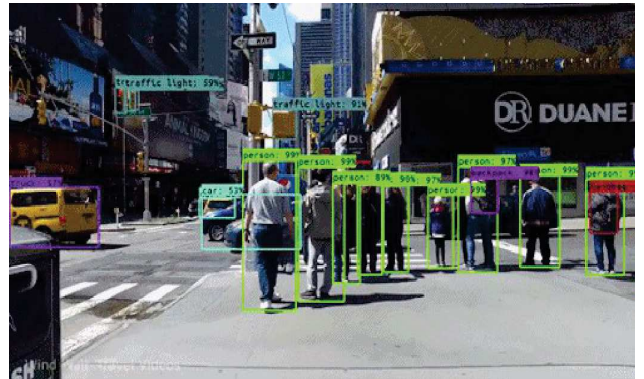
09/16



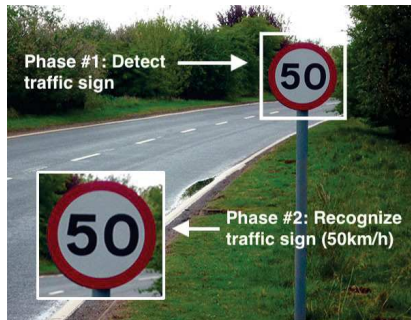
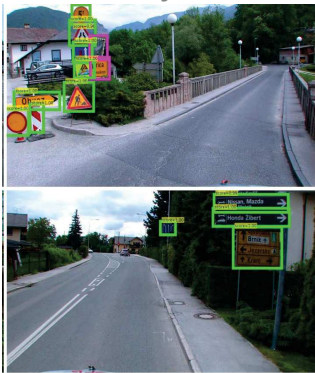
6.1. Kamery v automobiloch case study



6.1. Kamery v automobiloch case study



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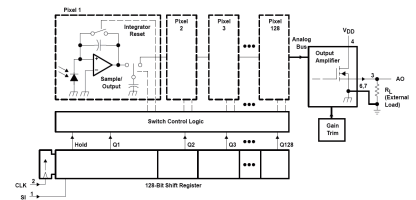
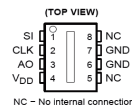


6.1. Kamery v automobiloch case study



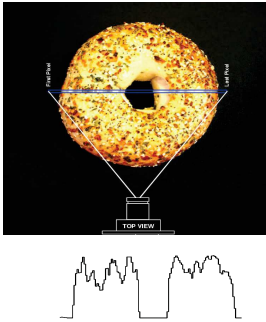
Príklady

Riadkový CCD snímač TAOS TSL 1401 CL

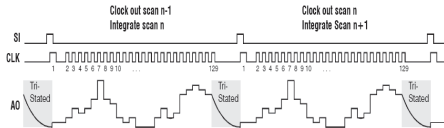


Riadkový CCD snímač

TAOS TSL 1401 CL

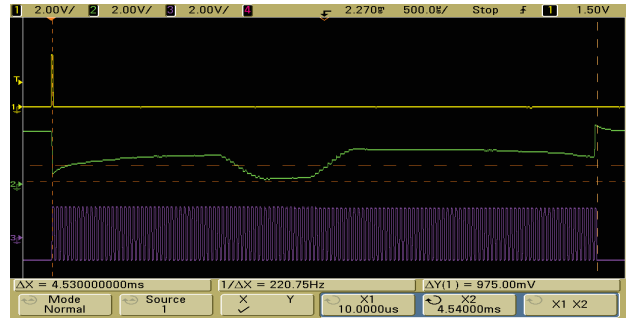


- 1 x 128 pixels
- 0 - 5 V output for each pixel
- 1 pixel / 1 clock pulse



Riadkový CCD snímač

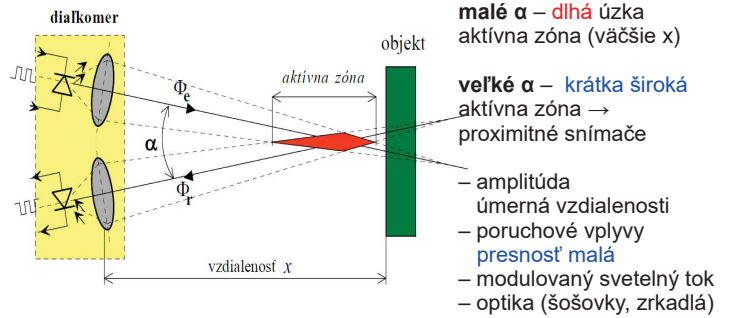
TAOS TSL 1401 CL



Optical distance sensors

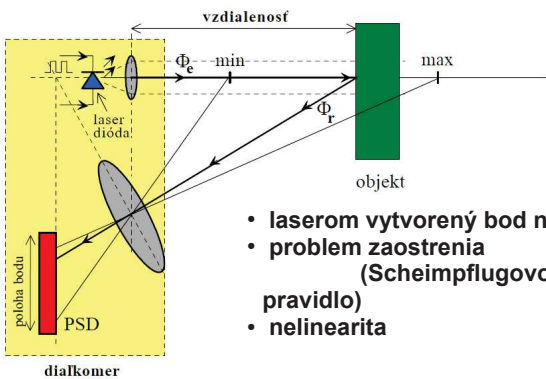
6.2. Optické princípy Optické diaľkometry

Optical rangefinder

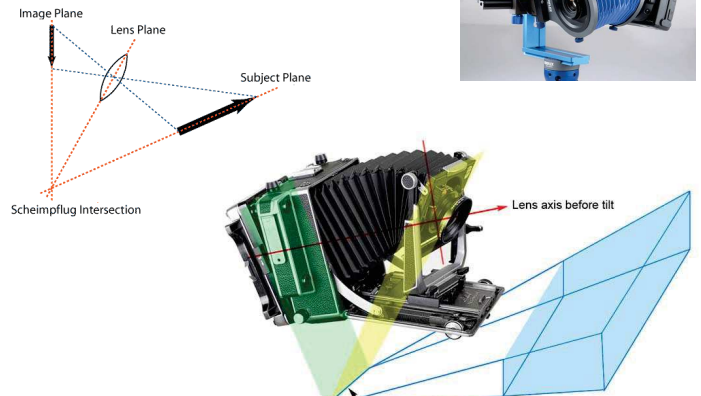


Reflexný optický diaľkometer

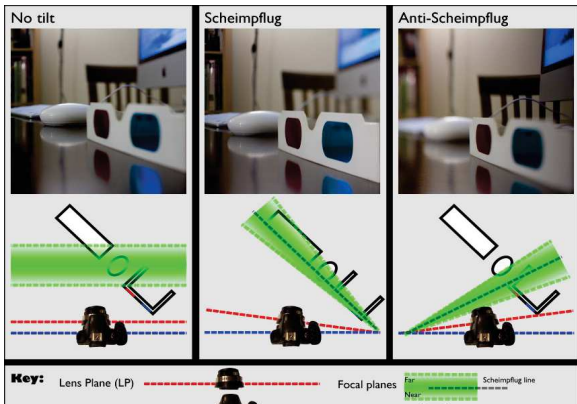
6.2. Optické princípy Triangulačný diaľkometer



6.2. Optické princípy - Triangulačný diaľkometer Scheimpflugovo pravidlo



6.2. Optické princípy – Triangulačný diaľkometer Scheimpflugovo pravidlo



6.2. Optické princípy Triangulačný diaľkometer

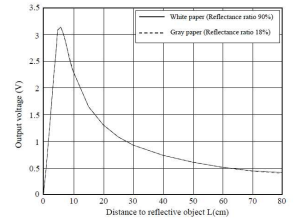


SHARP

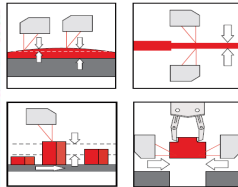
GP2Y0A21YK0F

GP2Y0A21YK0F

Distance Measuring Sensor Unit
Measuring distance: 10 to 80 cm
Analog output type



6.2. Optické princípy Triangulačný diaľkometer



CMOS CCD technology

- range 5 m (10, 50, 100, 200 mm)
- resolution 0.01 % FSO (1 μ m static, 3 μ m dynamic 1kHz)
- 1000 readings per second
- Output 4 ... 20 mA and RS232
- Fast adaption to varying surface properties
- Compact self-contained sensor