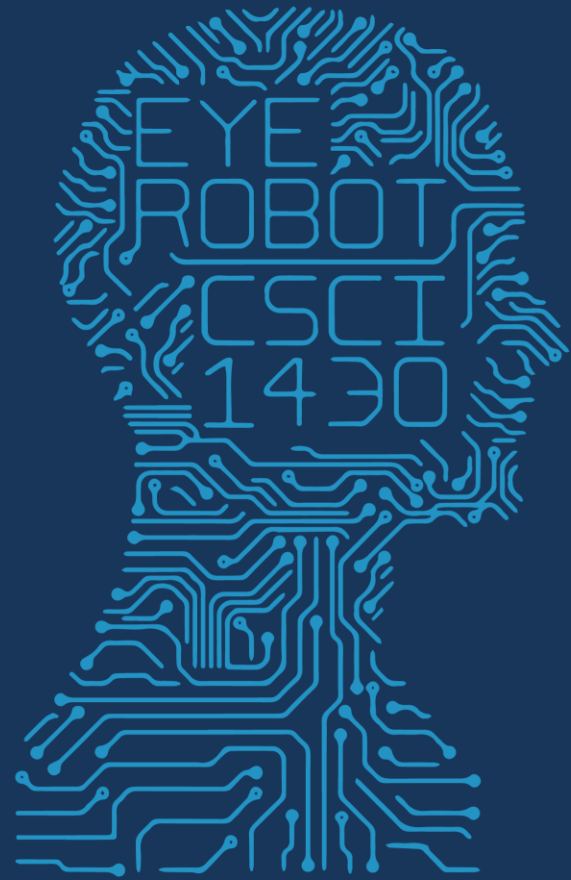




1950

FUTURE VISION



9 FEBRUARY 2019

COMPUTER VISION

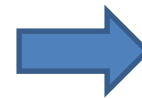


Salvador Dalí, 1976

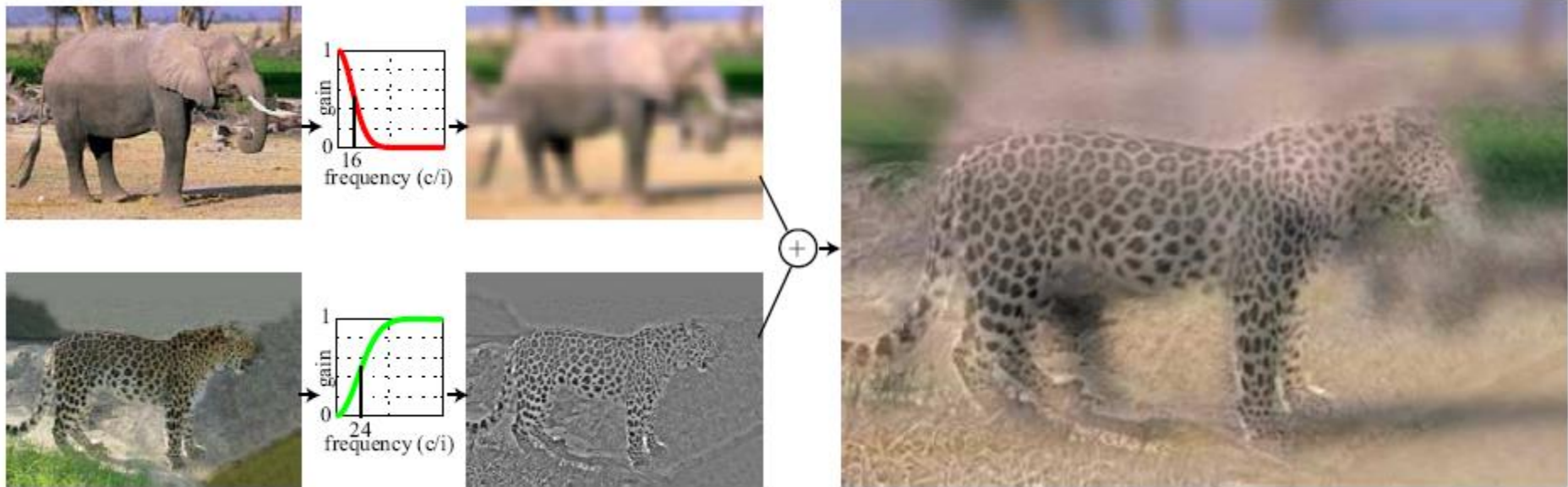
# Next Classes

- Spatial frequency
- Fourier transform and frequency domain
  - Frequency view of filtering
  - Hybrid images
  - Sampling
- Reminder: Textbook
  - Today's lecture covers material in 3.4

**Why does a lower resolution image still make sense to us? What information do we lose?**

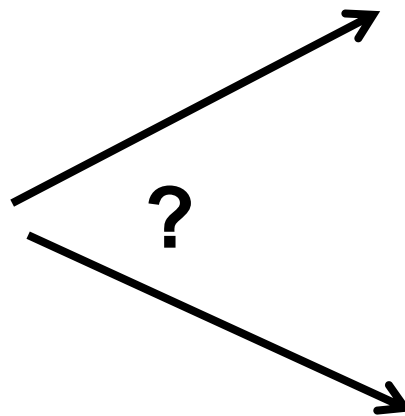


# Hybrid Images



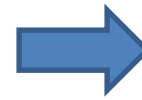
- A. Oliva, A. Torralba, P.G. Schyns, [“Hybrid Images,”](#) SIGGRAPH 2006

# Why do we get different, distance-dependent interpretations of hybrid images?



# Sampling

**Why does a lower resolution image still make sense to us? What do we lose?**



# Subsampling by a factor of 2



Throw away every other row and column to create a 1/2 size image



512

256

128

64

32

16

8



A 'bar' in the big images is a hair on the zebra's nose; in smaller images, a stripe; in the smallest, the animal's nose

# Algorithm for downsampling by factor of 2

1. Start with image of  $w \times h$
2. Sample every other pixel
  - `im_small = image[ ::2:, ::2 ]`
3. Repeat until `im_small` is 1 pixel large.

*Numpy syntax:*

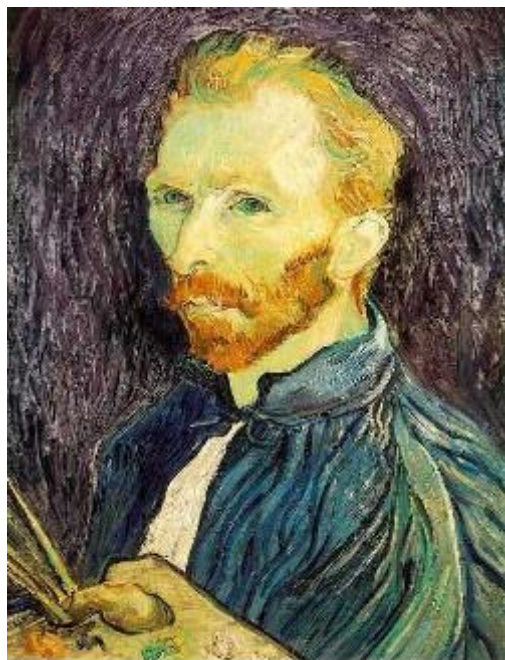
`::2` -> start at 0,  
end at 'end',  
increase every 2,  
until the end.

e.g.,

`0,2,4,6,...,w`

(if  $w$  is not even,  
then this goes to  
 $w-1$ )

# Image sub-sampling



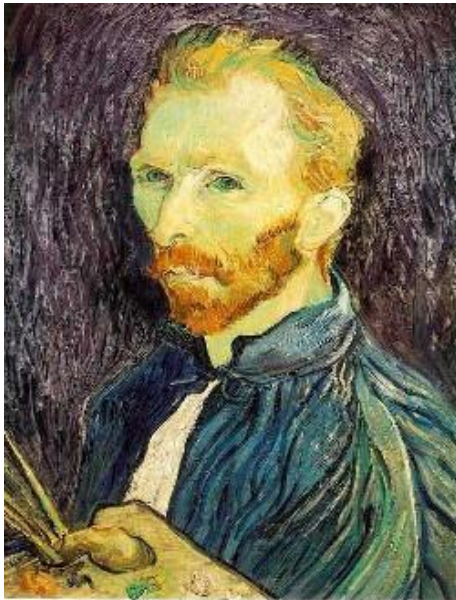
1/4



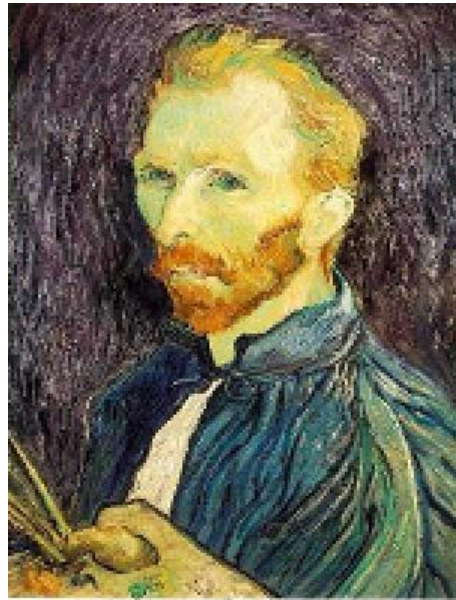
1/8

Throw away every other row and column to create a  $1/2$  size image.

# Subsampling without filtering



1/2



1/4 (2x subsample)



1/8 (4x subsample)

# Sampling and aliasing

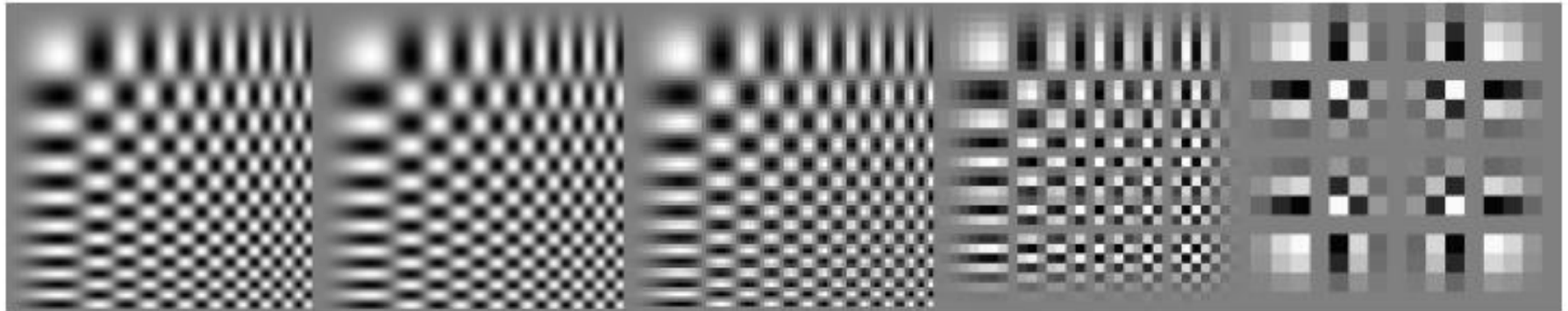
256x256

128x128

64x64

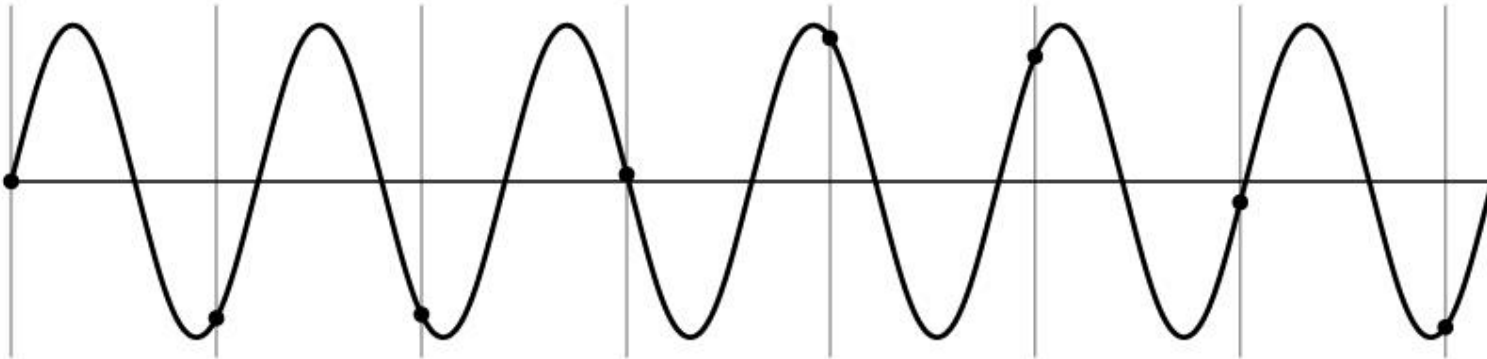
32x32

16x16



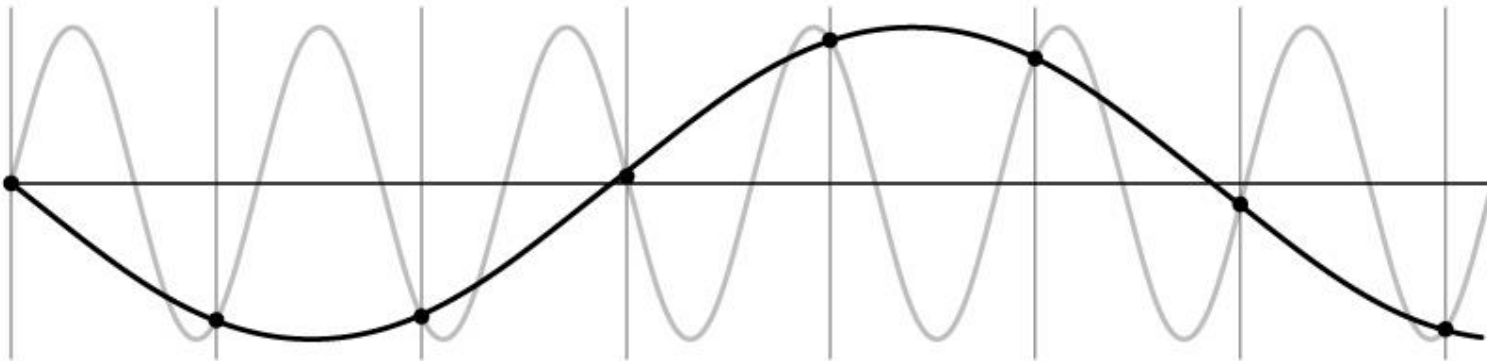
# Aliasing problem

- 1D example (sinewave):



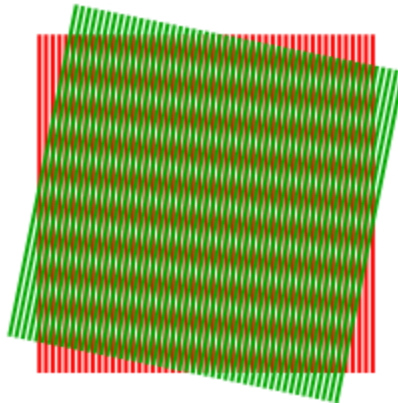
# Aliasing problem

- 1D example (sinewave):



# Aliasing problem

- Sub-sampling may be dangerous....
- Characteristic errors may appear:
  - “car wheels rolling the wrong way in movies”
  - “checkerboards disintegrate in ray tracing”
  - “striped shirts look funny on color television”
    - Moiré patterns



# Aliasing in graphics



# Aliasing and Moiré patterns



Gong 96, 1932, Claude Tousignant, Musée des Beaux-Arts de Montréal





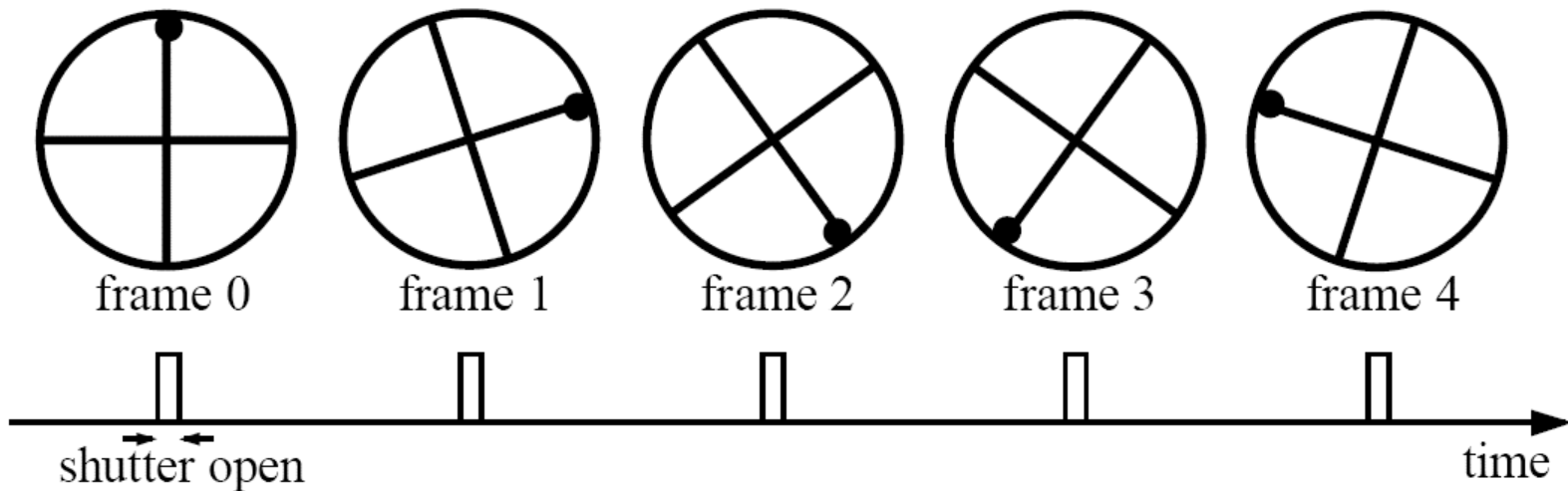
The blue and green colors are actually the same

<http://blogs.discovermagazine.com/badastronomy/2009/06/24/the-blue-and-the-green/>

# Aliasing in video

Imagine a spoked wheel moving to the right (rotating clockwise).  
Mark wheel with dot so we can see what's happening.

If camera shutter is only open for a fraction of a frame time (frame time = 1/30 sec. for video, 1/24 sec. for film):



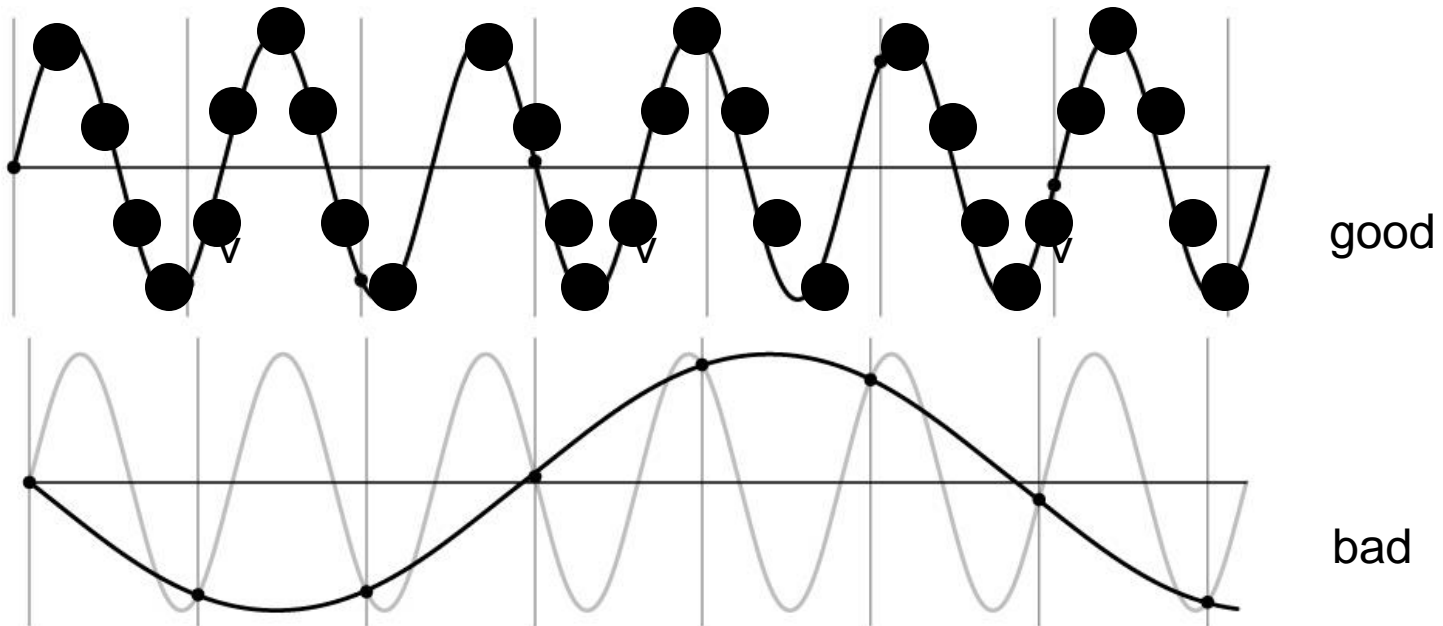
Without dot, wheel appears to be rotating slowly backwards!  
(counterclockwise)

# Videos



# Nyquist-Shannon Sampling Theorem

- When sampling a signal at discrete intervals, the sampling frequency must be  $\geq 2 \times f_{\max}$
- $f_{\max}$  = max frequency of the input signal
- This will allow to reconstruct the original perfectly from the sampled version



# How to fix aliasing?

## Solutions?

# Better sensors

Solutions:

- Sample more often

# Anti-aliasing

## Solutions:

- Sample more often
- Get rid of all frequencies that are greater than half the new sampling frequency
  - Will lose information
  - But it's better than aliasing
  - Apply a smoothing (*low pass*) filter

# Anti-aliasing

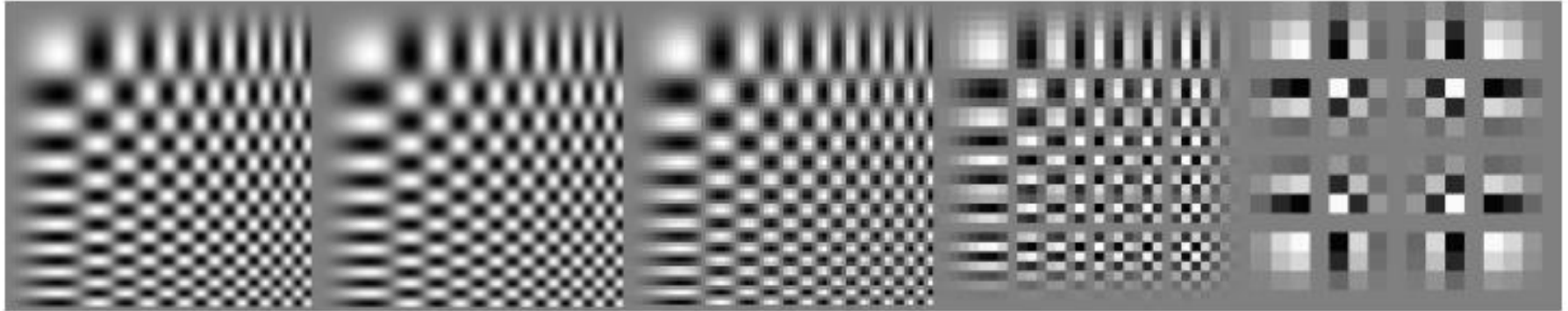
256x256

128x128

64x64

32x32

16x16



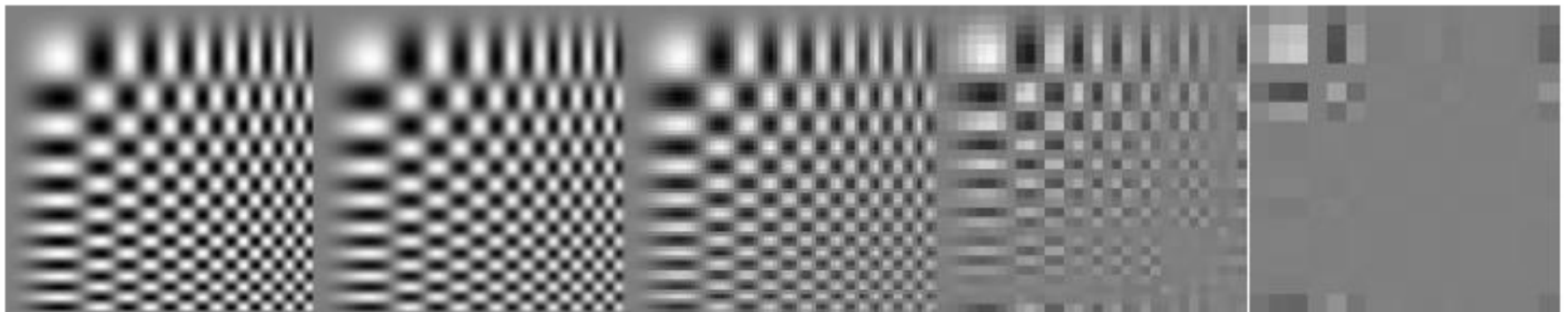
256x256

128x128

64x64

32x32

16x16



# Algorithm for downsampling by factor of 2

1. Start with image(h, w)

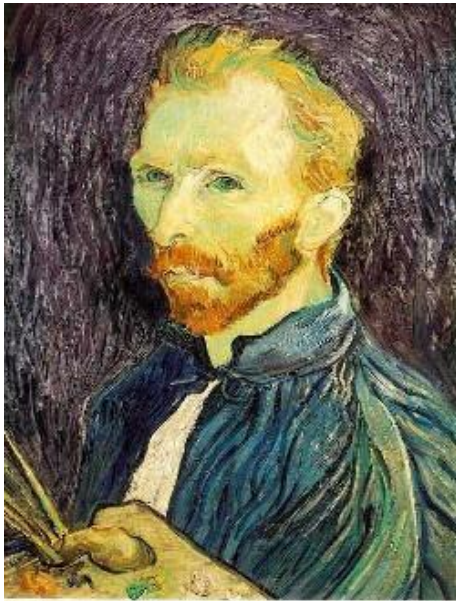
2. Apply low-pass filter

```
im_blur = imfilter( image, fspecial('gaussian', 7, 1) )
```

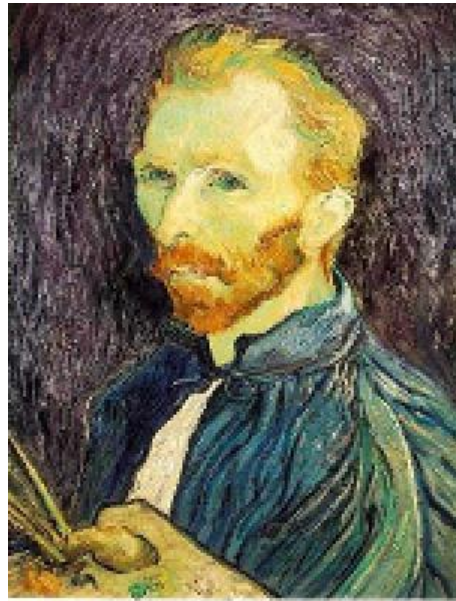
3. Sample every other pixel

```
im_small = im_blur( 1:2:end, 1:2:end );
```

# Subsampling without filtering



1/2



1/4 (2x subsample)



1/8 (4x subsample)

# Subsampling with Gaussian pre-filtering



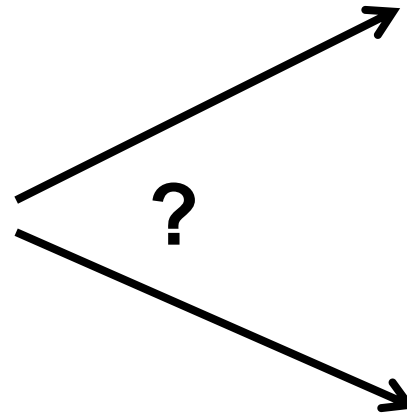
Gaussian 1/2

G 1/4

G 1/8

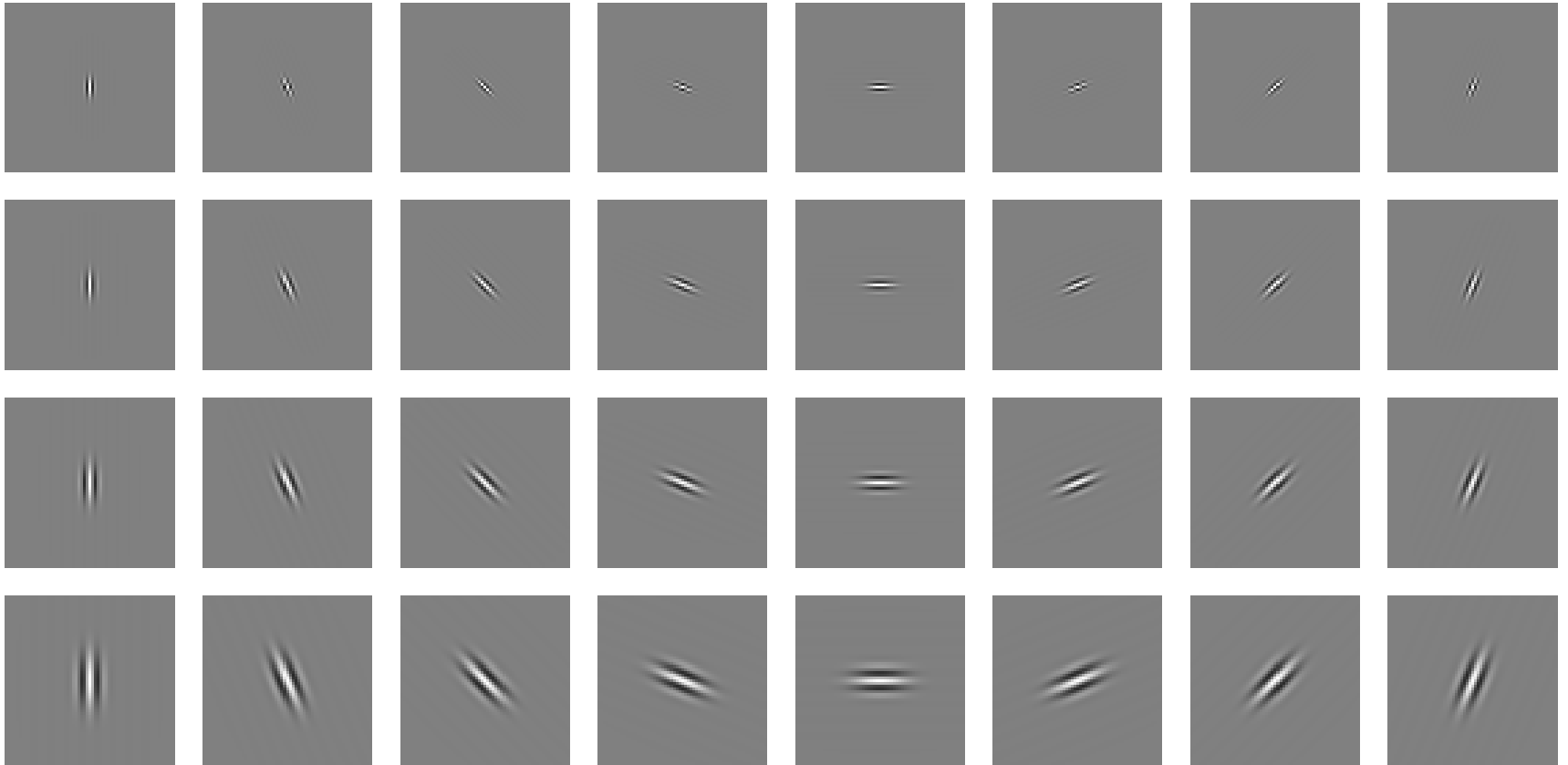
**Gaussian Pyramid** [Burt and Adelson, 1983]

# Why do we get different, distance-dependent interpretations of hybrid images?



# Clues from Human Perception

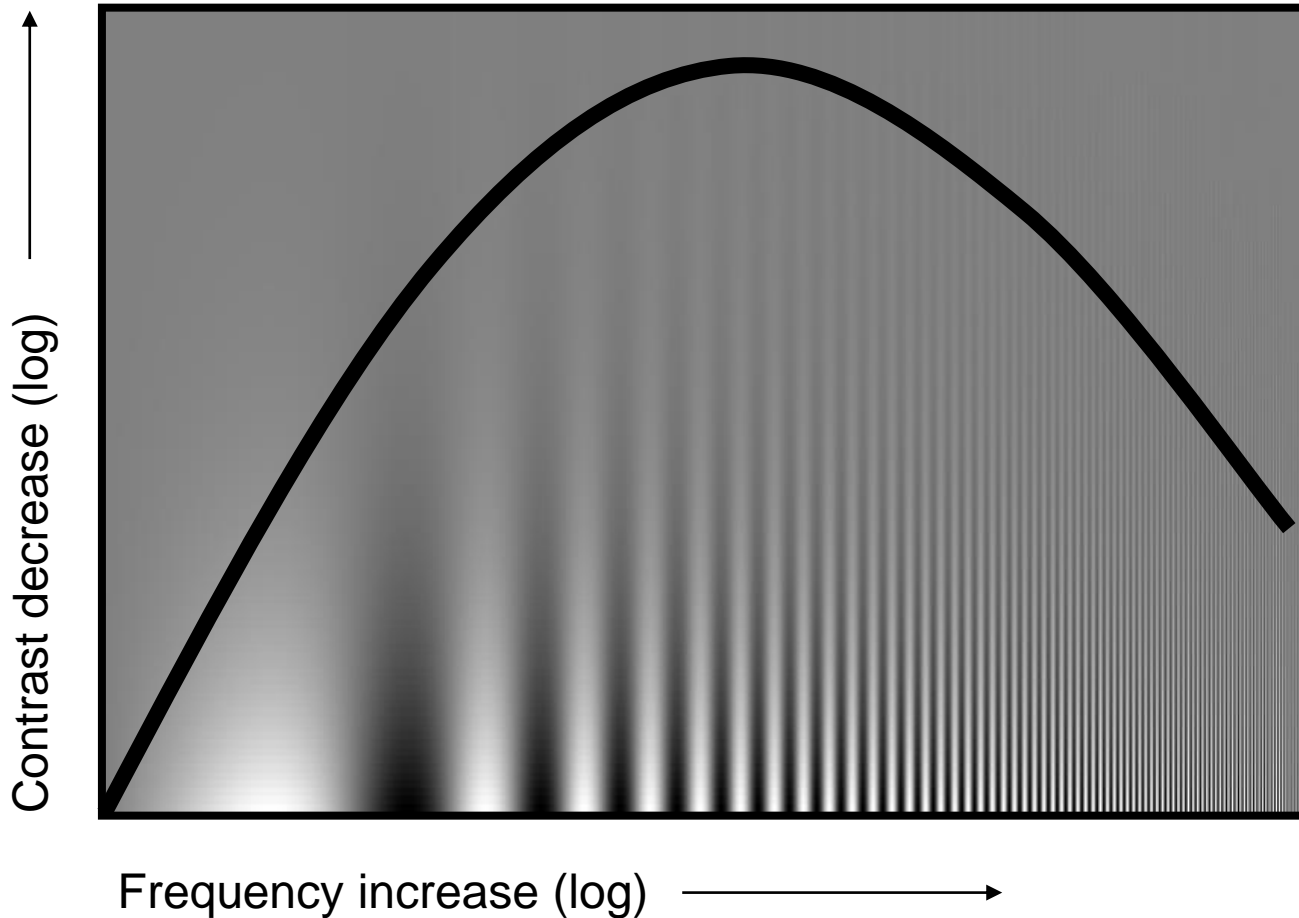
- Early processing in humans filters for orientations and scales of frequency.



Early Visual Processing: Multi-scale edge and blob filters

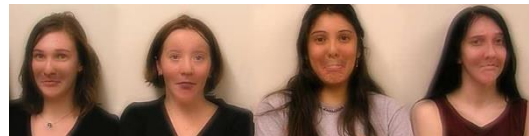
# Campbell-Robson contrast sensitivity curve

Perceptual cues in the mid-high frequencies dominate perception.



# Application: Hybrid Images

When we see an image from far away, we are effectively subsampling it!



A. Oliva, A. Torralba, P.G. Schyns, SIGGRAPH 2006



**Salvador Dalí**  
*"Gala Contemplating the Mediterranean Sea,  
which at 30 meters becomes the portrait  
of Abraham Lincoln", 1976*

Salvador Dali invented Hybrid Images?

**Salvador Dali**  
*“Gala Contemplating the Mediterranean Sea, which at 30 meters becomes the portrait of Abraham Lincoln”, 1976*



