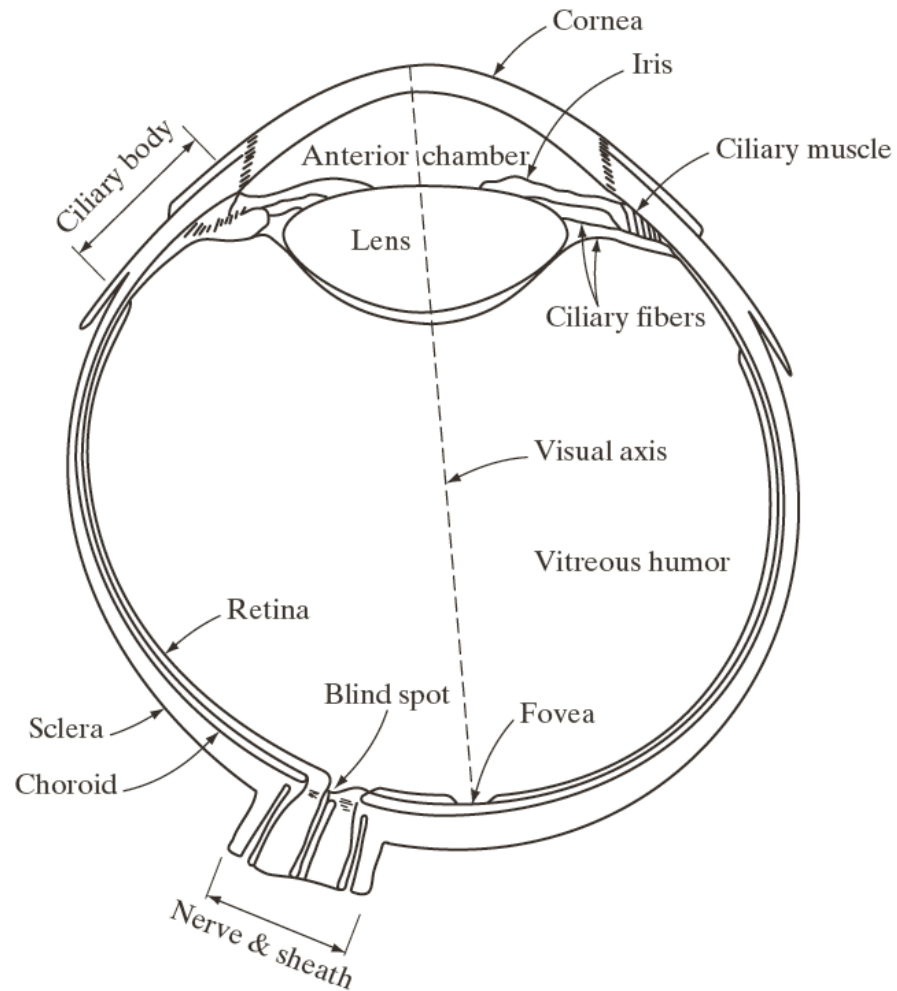


SYDE 575: Introduction to Image Processing

Psychovisual Model

Human Eye

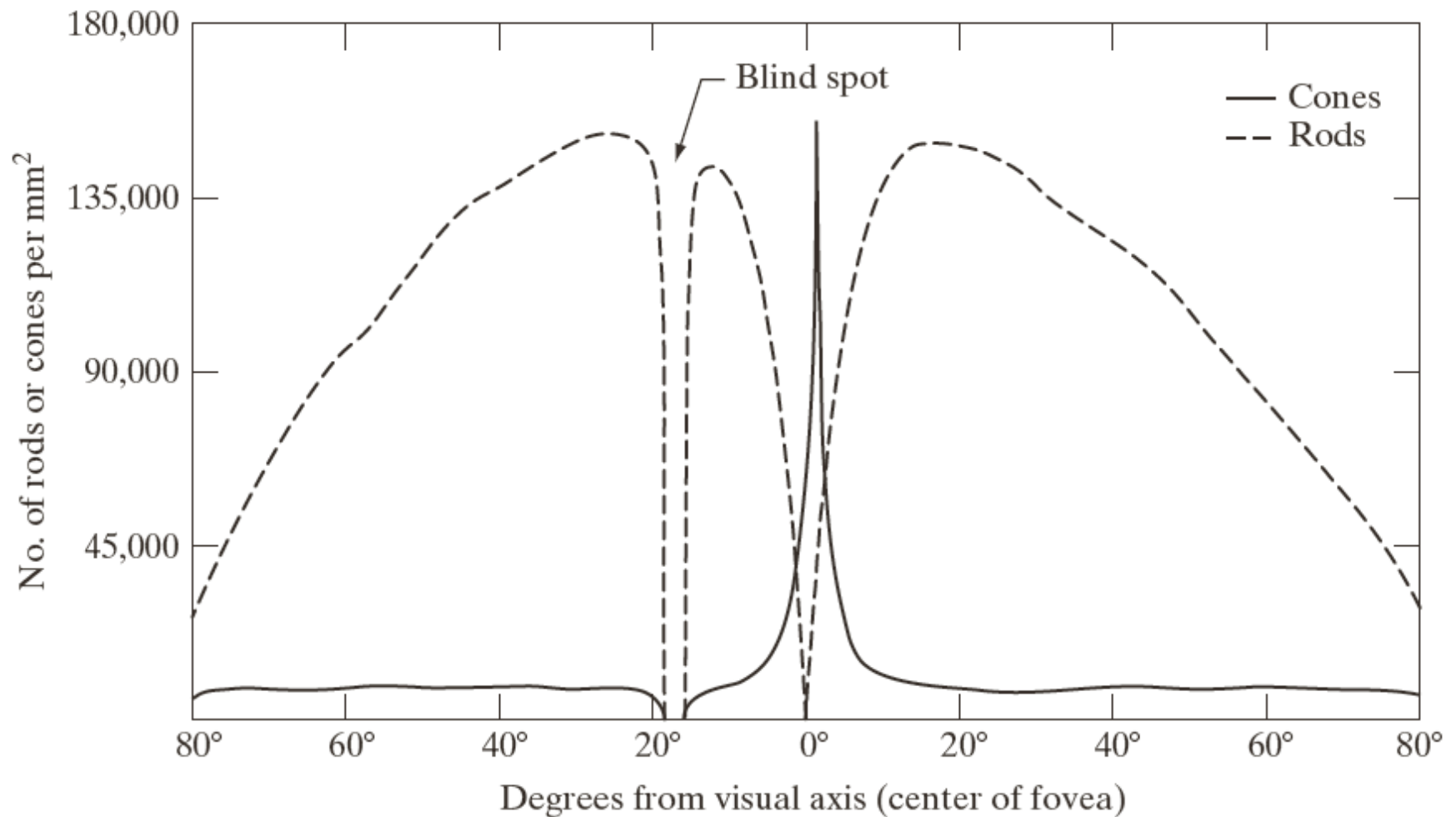


Source: Gonzalez and Woods

Rods and Cones

- Rods
 - 75 to 150 million
 - High light sensitivity
 - Dim-light vision (scotopic)
 - Monochrome vision
 - Low visual resolution (shares nerve ends)
- Cones
 - 6 to 7 million
 - Low light sensitivity
 - Bright-light / day-time vision (photopic)
 - High visual resolution (has own nerve end)
 - Color vision

Distribution of Rods and Cones



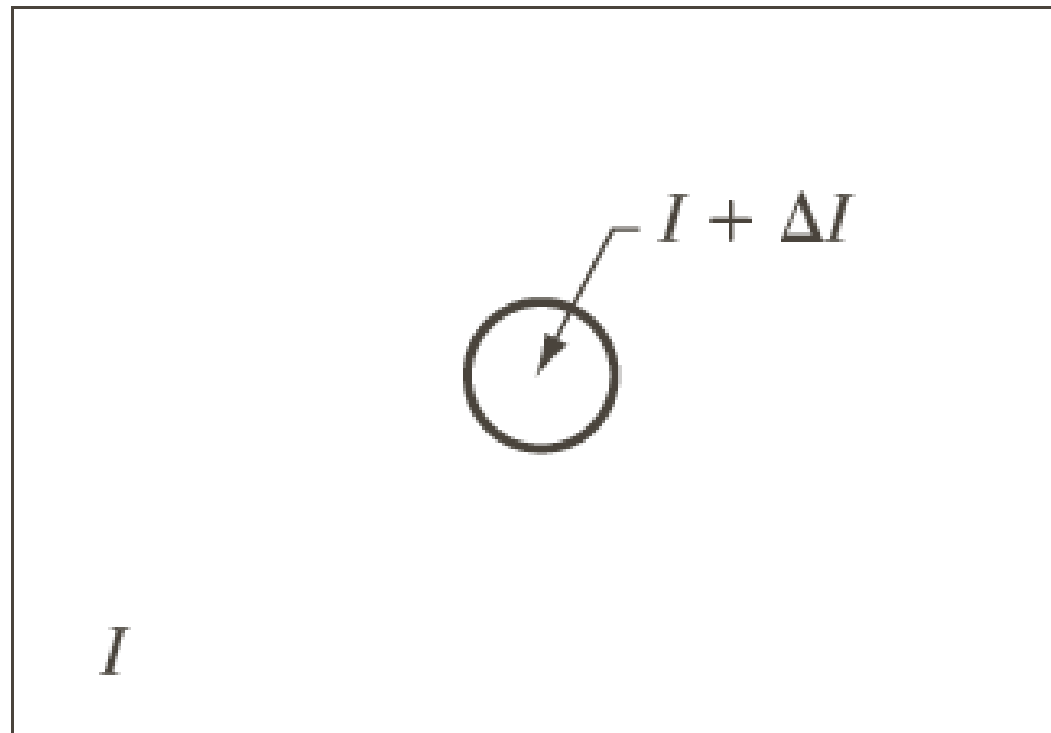
Source: Gonzalez and Woods

Blind Spot

- Close left eye and stare at cross with right eye
- Move farther and closer from screen until dot

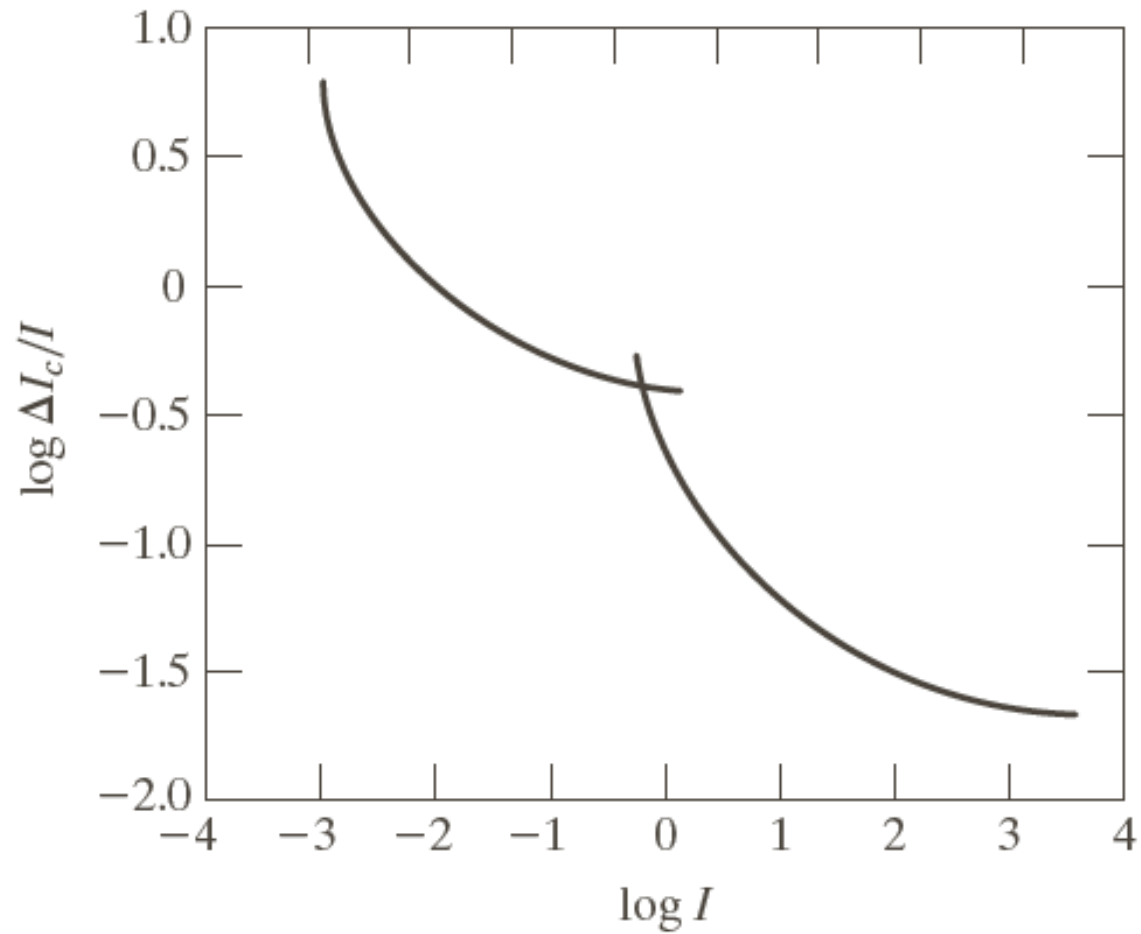


Brightness Adaptation



Source: Gonzalez and Woods

Weber Ratio



Source: Gonzalez and Woods

What does it mean?

- Brightness discrimination poor (large Weber ratio) at low levels of illumination
- Brightness discrimination improves (small Weber ratio) at high levels of illumination
- Reflects fact that dim-light vision carried out by rods, while bright-light vision carried out by cones.

Color vs. Luminance Sensitivity

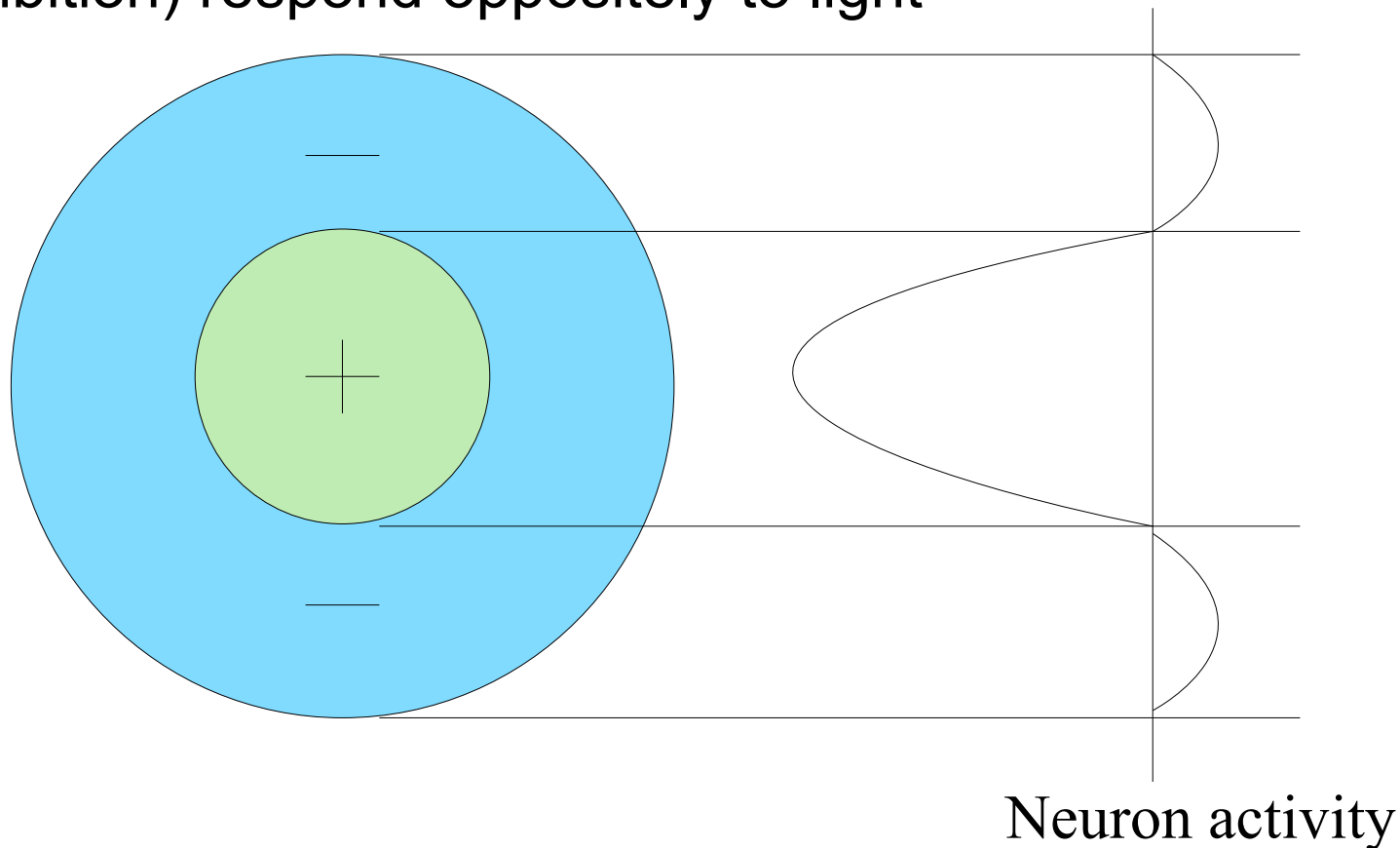
- Human vision system is less sensitive to changes in chrominance (color) than luminance (brightness)



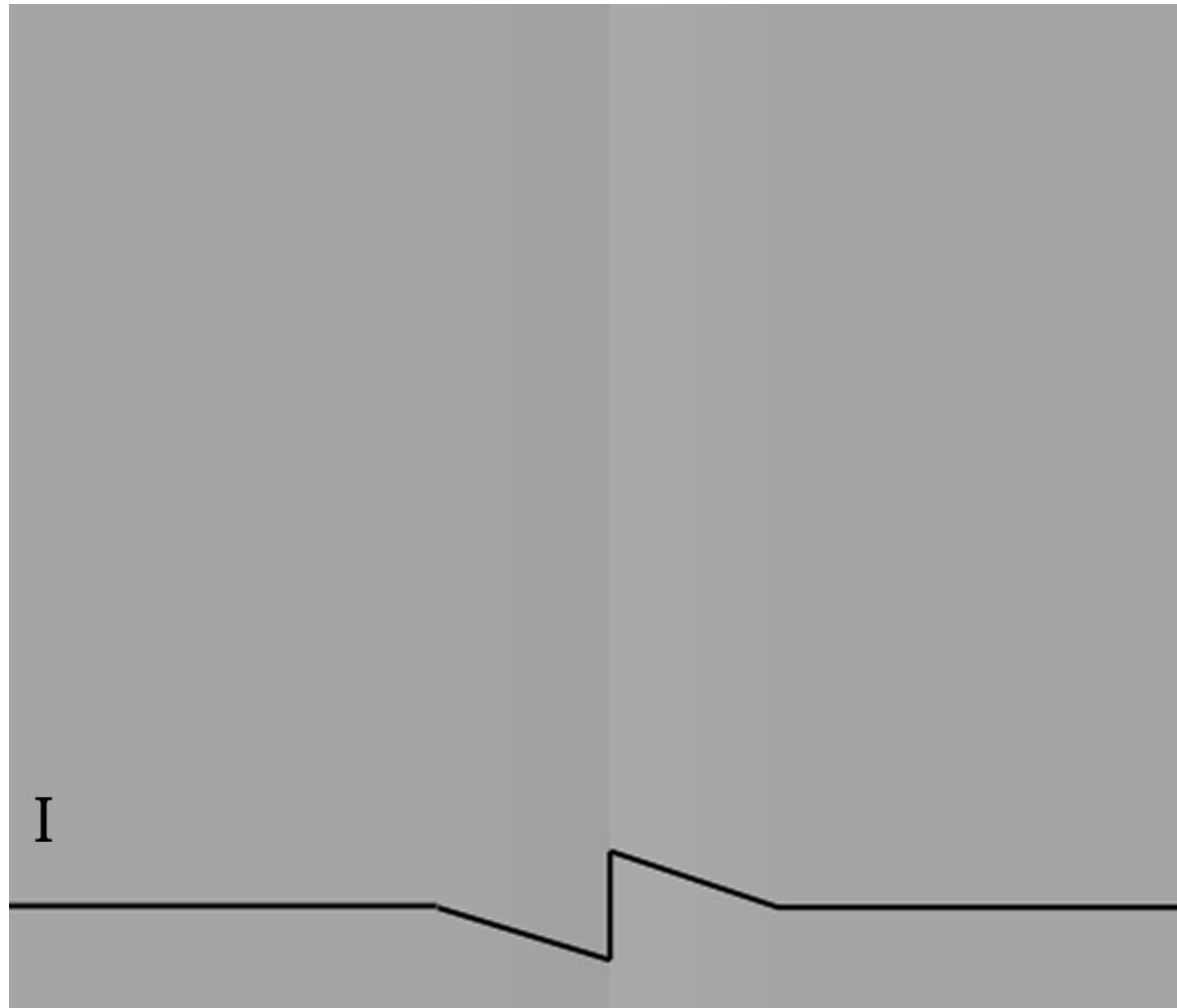
$\frac{1}{4}$ color information

Retinal Ganglion Cells

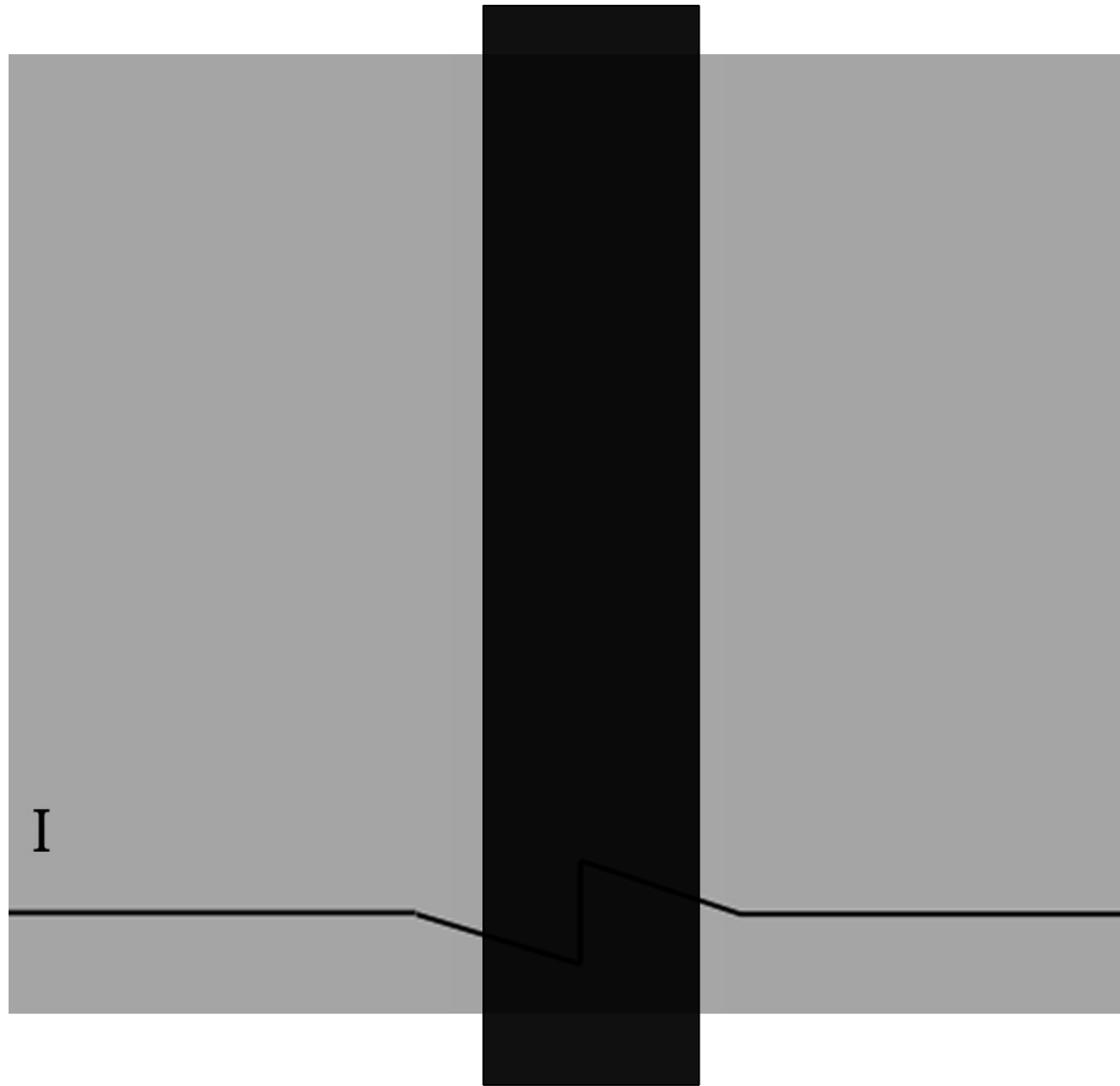
- Receptive field of ganglion cell organized for contrast detection (discontinuities in distribution of light)
- Centre (lateral excitation) and surround regions (lateral inhibition) respond oppositely to light



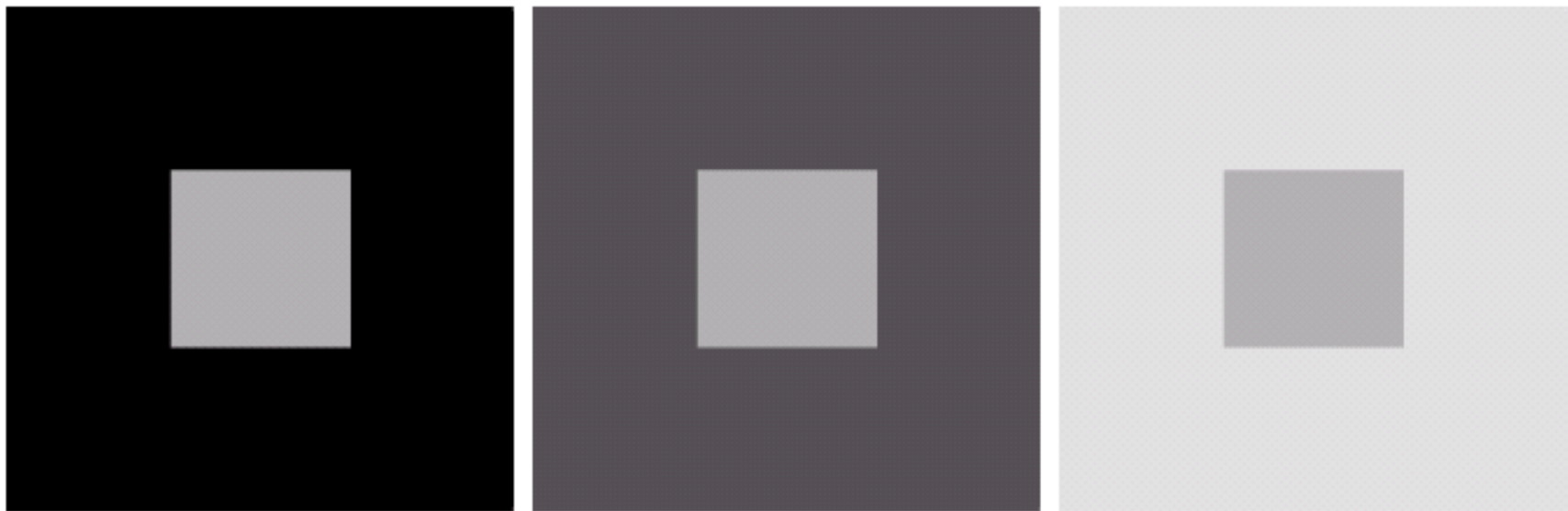
Effect of Lateral Inhibition and Excitation (Cornsweet Effect)



Effect of Lateral Inhibition and Excitation (Cornsweet Effect)



Effect of Lateral Inhibition and Excitation



a b c

FIGURE 2.8 Examples of simultaneous contrast. All the inner squares have the same intensity, but they appear progressively darker as the background becomes lighter.

Why?

- Cells near edge of grey square on right say decreasing intensity as you move into square
- Cells near edge of grey square on left say increasing intensity as you move into square
- Relative intensity has significant impact on perception

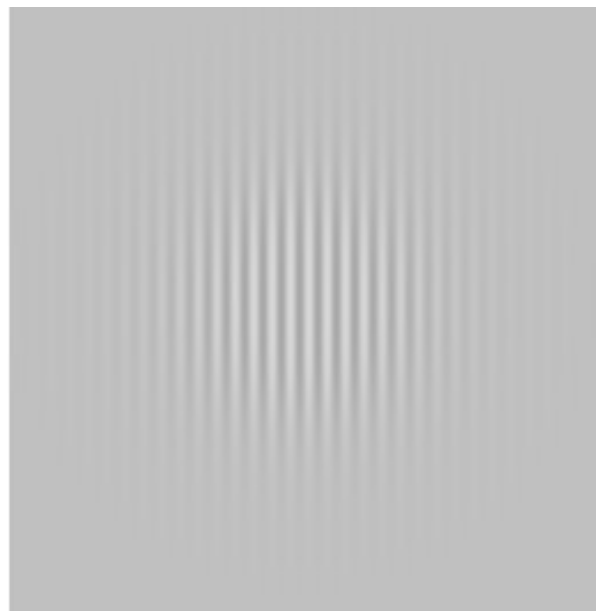
Spatial Contrast Sensitivity

- Size of retinal ganglion cells' receptive field controls spatial frequency sensitivity
- Small receptive fields
 - Sensitive to high spatial frequencies
 - Responsible for fine detail
- Large receptive fields
 - Sensitive to low spatial frequencies
 - Responsible for coarse detail

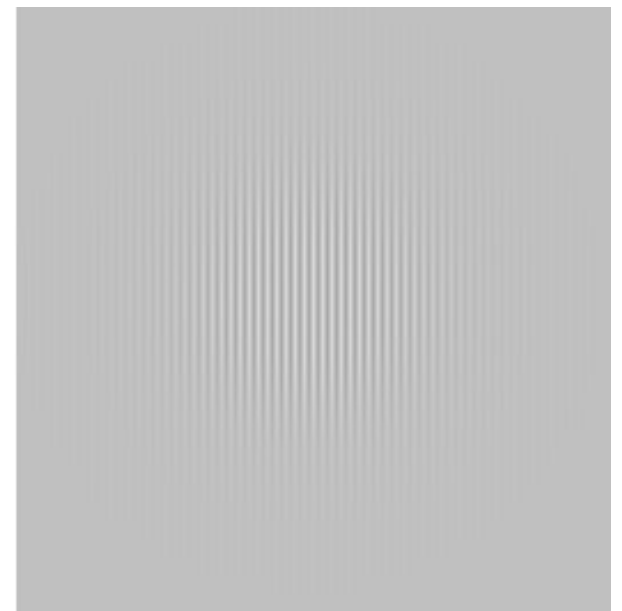
Sine Wave Grating



8
cycles/
deg



32
cycles/
deg



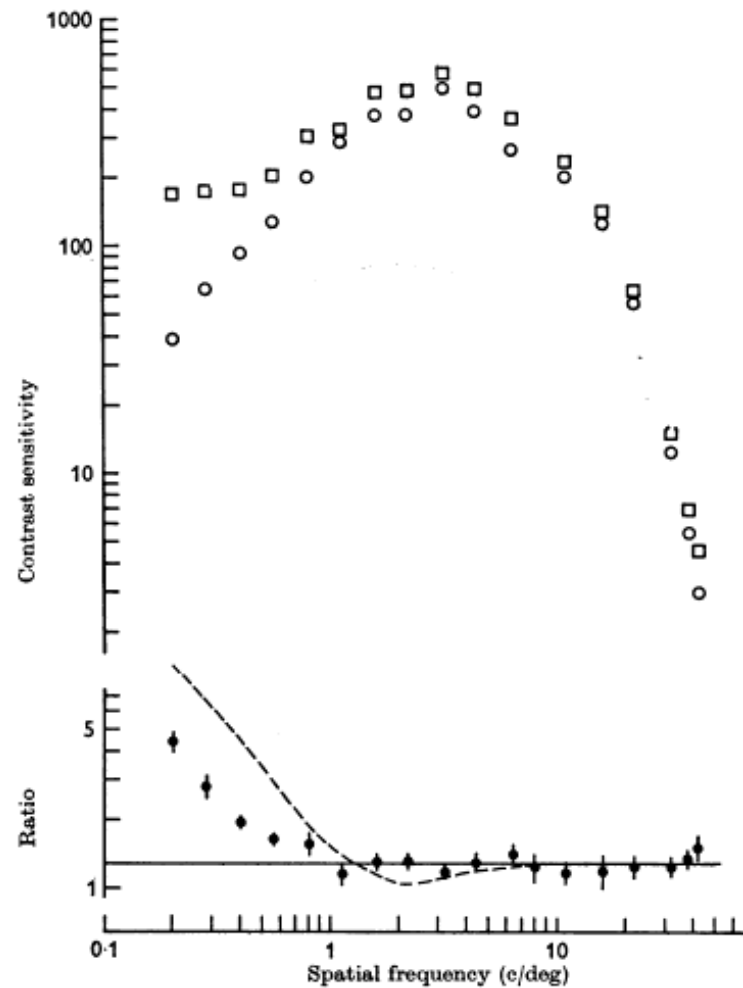
64
cycles/
deg

Source: Schieber, 1992

Spatial Contrast Sensitivity

- Lateral inhibition results in bandpass nature of spatial contrast sensitivity of human vision system
- For coarse gratings (low frequencies), bands fall on both centre and surround region
- This results in lateral inhibition and low frequency drop-off in contrast sensitivity
- High resolution drop-off due to optical limitations (e.g., packing density of photoreceptor cells)

Contrast Sensitivity Function



Source: Campbell et al., 1968

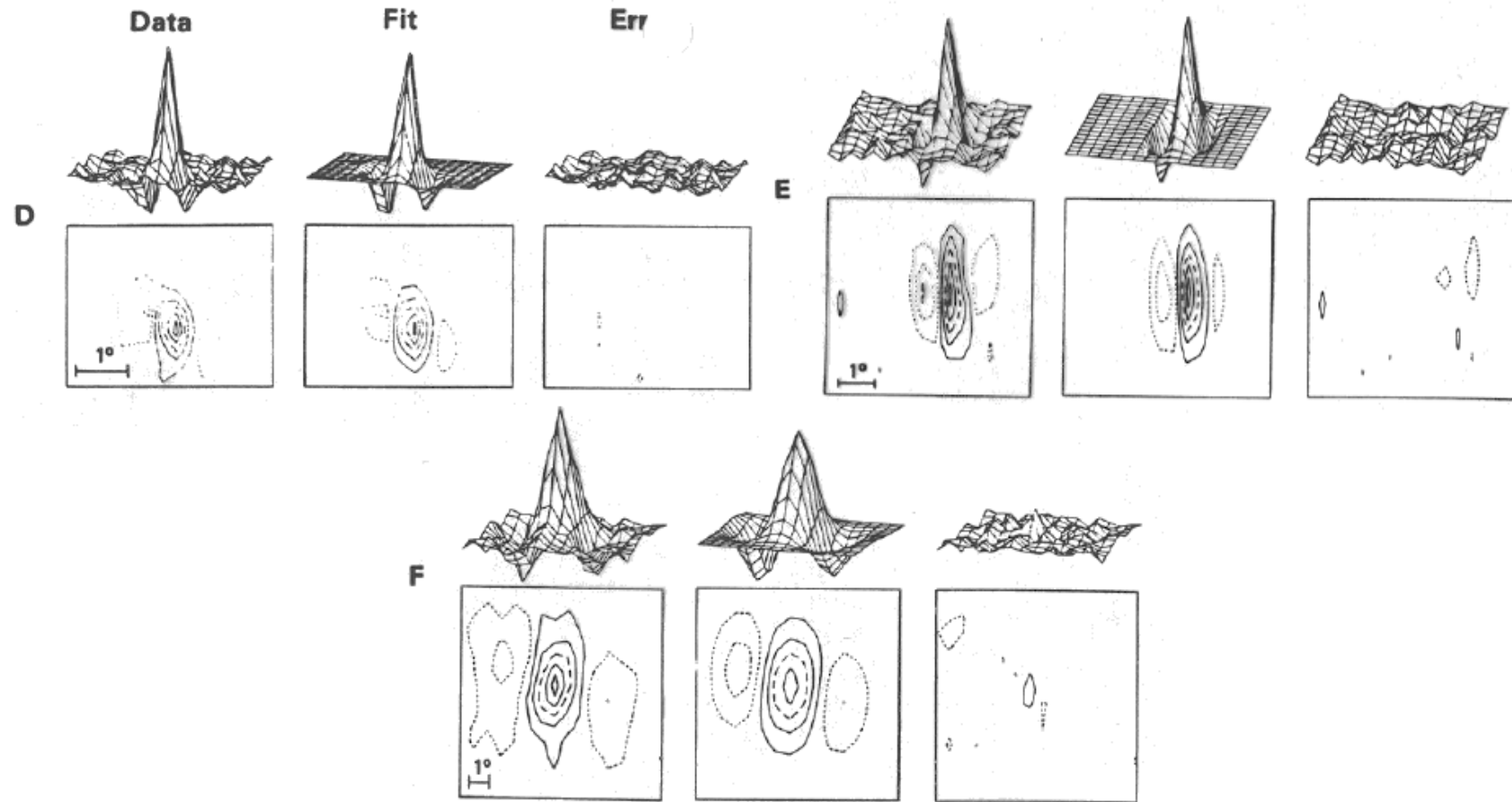
Effects of Spatial Contrast Sensitivity

- Human vision good at spotting small brightness differences in low to medium frequencies
- Human vision poor at judging brightness differences in regions with high frequency information
- Human vision more sensitive to noise in low to medium frequency regions than high frequency regions

Primary Visual Cortex (V1)

- Earliest and largest cortical visual area
- Majority of all visual information enter cortex through V1
- V1 neurons considered simplest of all neurons in visual cortex
- Early V1 neurons tuned to low-level visual characteristics such as orientations and spatial frequencies
- Often modeled using Gabor wavelets

Response of V1 neurons



Source: Jones et al., 1987

Why care about all of this?

- Image quality is highly subjective and greatly dependent on the way our vision system works
- By taking into account the psychovisual characteristics of the human vision systems, we can:
 - Design image processing algorithms that make images look better perceptually
 - Design image compression algorithms that look almost as good as the original while storing much less information
 - Design information extraction algorithms that provides good representation of the image content