



Computational Imaging

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R&D Grass Valley Cameras



Agenda



- Real Time Imaging
 - 4k almost for free
 - HDR
 - Lens corrections
- Post processing
 - Coded aperture



4K ALMOST FOR FREE



Bayer and the zone chart

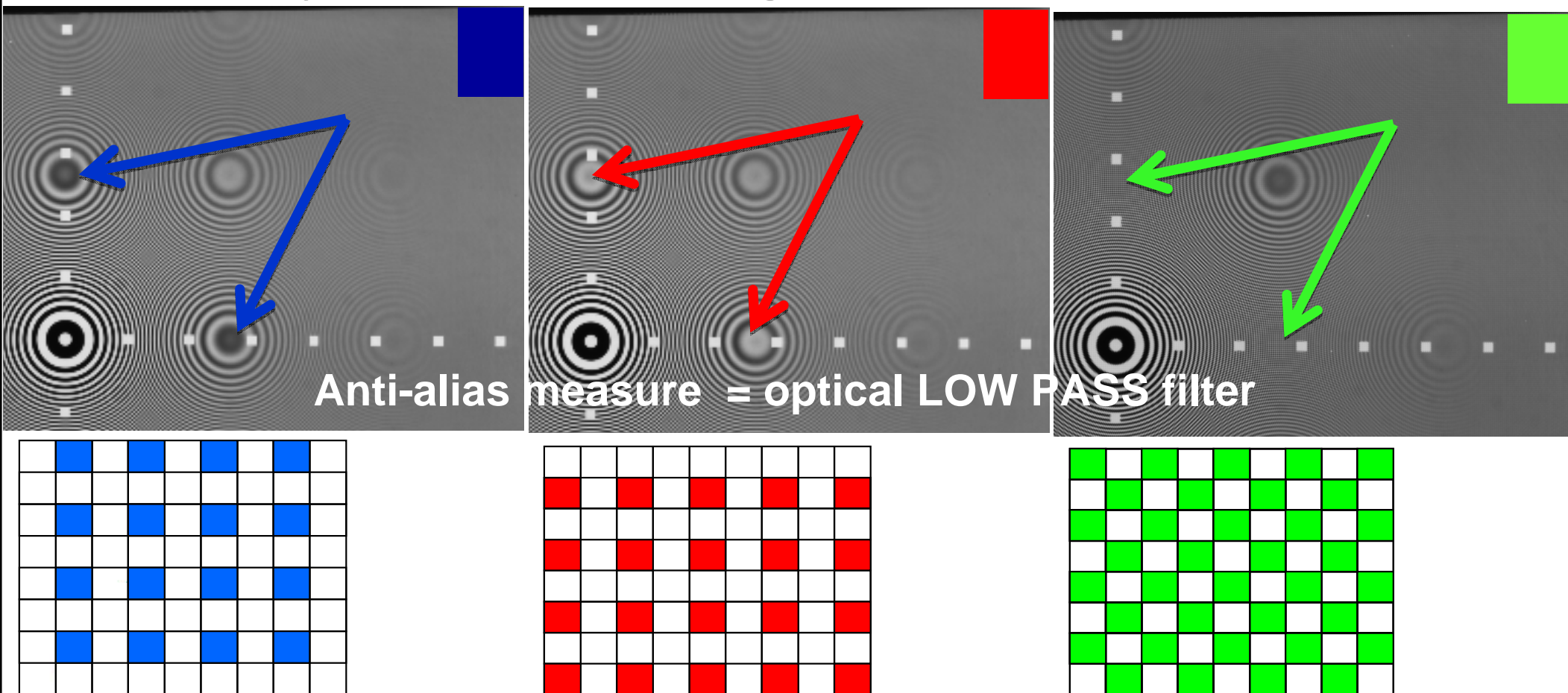


In imaging there are always frequencies violating Nyquist (both spatial and temporal) causing aliasing

no MTF without Alias



Bayer and aliasing in B, R, G



Bayer and Computational Imaging



- 4k single imager
 - 2Mpixels R, after computation 8Mpixels R
 - 2Mpixels B, after computation 8Mpixels B
 - 2x2Mpixels G, after computation 8Mpixels G
- Up-convert 4:4:4 HDTV to 4kp60 @ almost for free
 - Single imager 4k : Pixels per line $2 \times 2k = 4k$
 - 3 imager HDTV : Pixels per line $3 \times 2k = 6k$



HDR



The beauty of CMOS



- HDR built-in
 - Low AC flare
 - Low DC flare
- On the + side: better blacks
- On the – side: more lens corrections needed





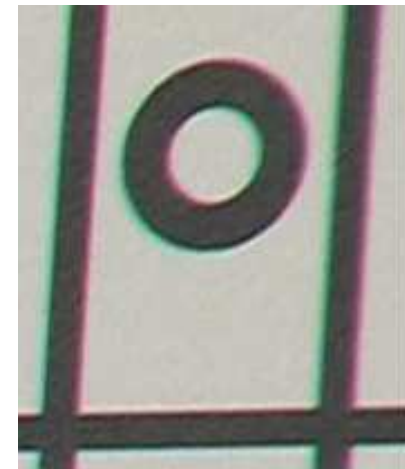
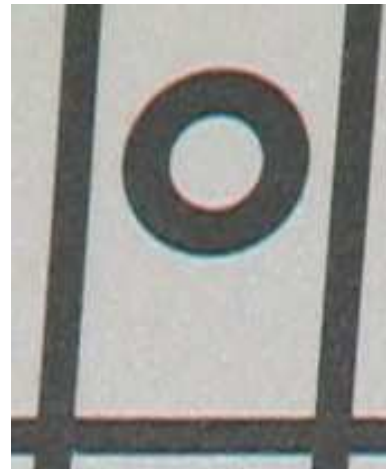
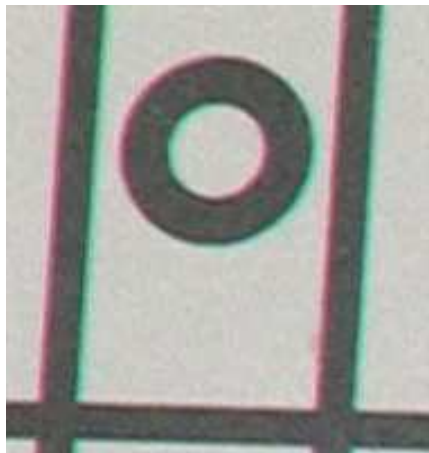
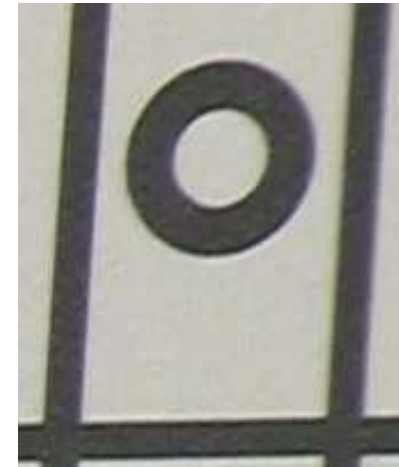
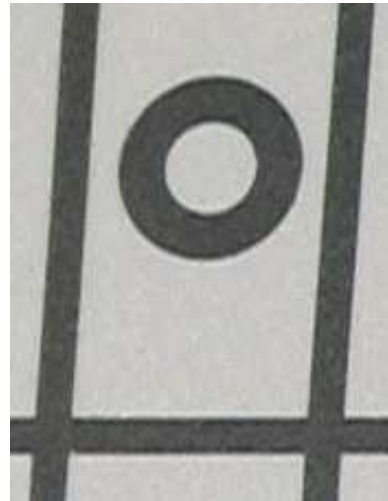
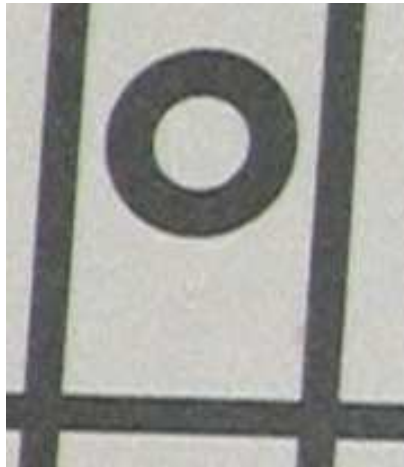
zillion
LEDs

How to **map** 140dB in 8-10bit.....need for more bandwidth/bits

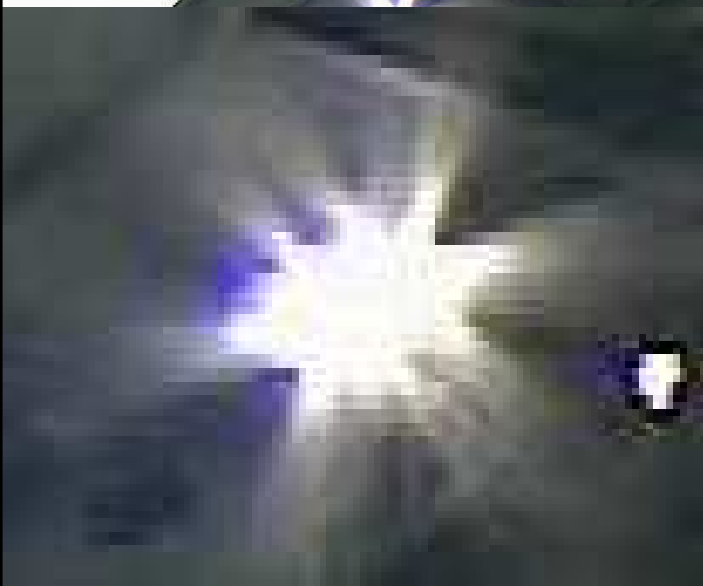
CORRECTABLE LENS ABERRATIONS



2nd benefit: “Deblurring”



The next challenge: correcting **blue** fringing



INTENTIONAL LENS ABERRATIONS



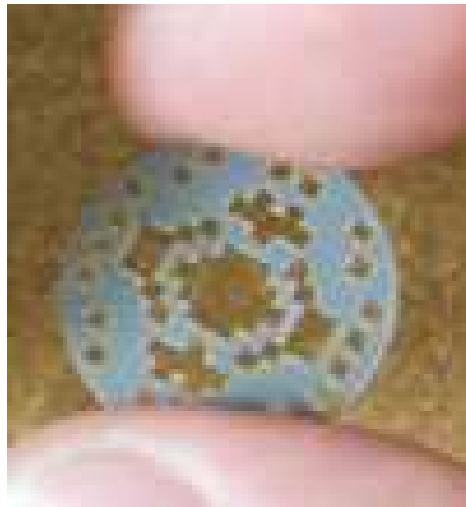
Coded aperture



- *Image and Depth from a Conventional Camera with a Coded Aperture*
 - Anat Levin, Rob Fergus, Frédo Durand, William Freeman,
 - MIT CSAIL, SIGGRAPH 2007
 - <http://groups.csail.mit.edu/graphics/CodedAperture>



Coded aperture



Add a disk between the lens and the camera!



<http://groups.csail.mit.edu/graphics/CodedAperture>

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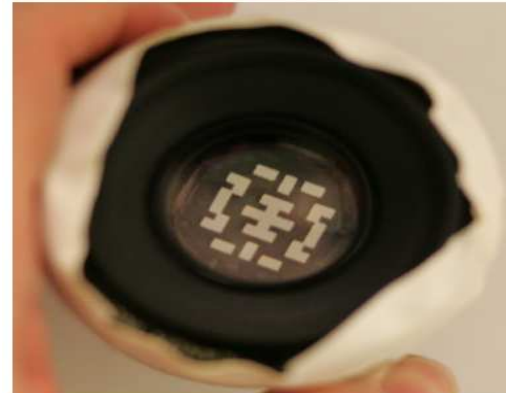


Coded aperture

Make defocus patterns different from natural images: it is about zeros in the spectrum



Conventional aperture



coded aperture



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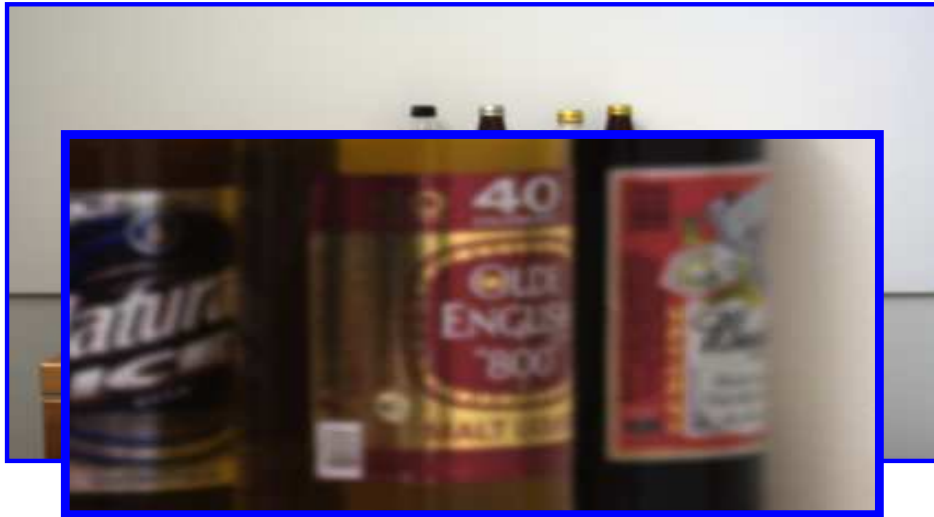
<http://groups.csail.mit.edu/graphics/CodedAperture>



grass valley



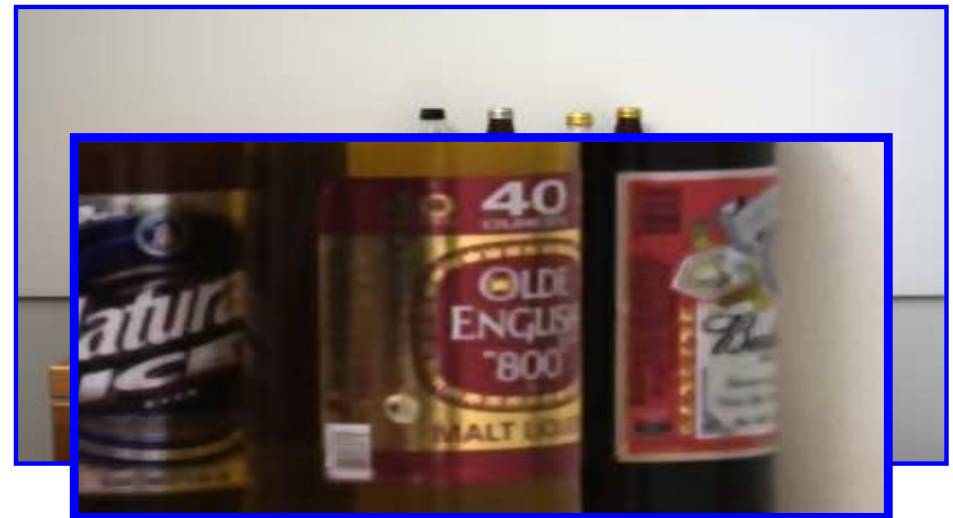
Single input image:



Output #1: Depth map



Output #2: All-focused image



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Application: Digital refocusing



<http://groups.csail.mit.edu/graphics/CodedAperture>

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Conclusion



- From computational point of view:
 - Intensity dependent **Mapping** (HDR)
 - Position dependent **Scaling** (Chromatic aberration corrections)
 - **Interpolation** (4k single-imager and 2k three-imager)
 - **De-convolution** (Coded aperture)
- Filling the bit-pipe with HDTV, 4k, 8K and frame rates
 - 12 Gbps @ 8kp15 = 4kp60 = 1080p240 = 720p480



The next 5 years or so

NABSHOW
Where Content Comes to Life



Moore's law
SD, HD, 4k, 8k
SNR, HDR, WCG, HFR
Filling the bit-pipe



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