

# Linear, Shift Invariant Imaging Systems

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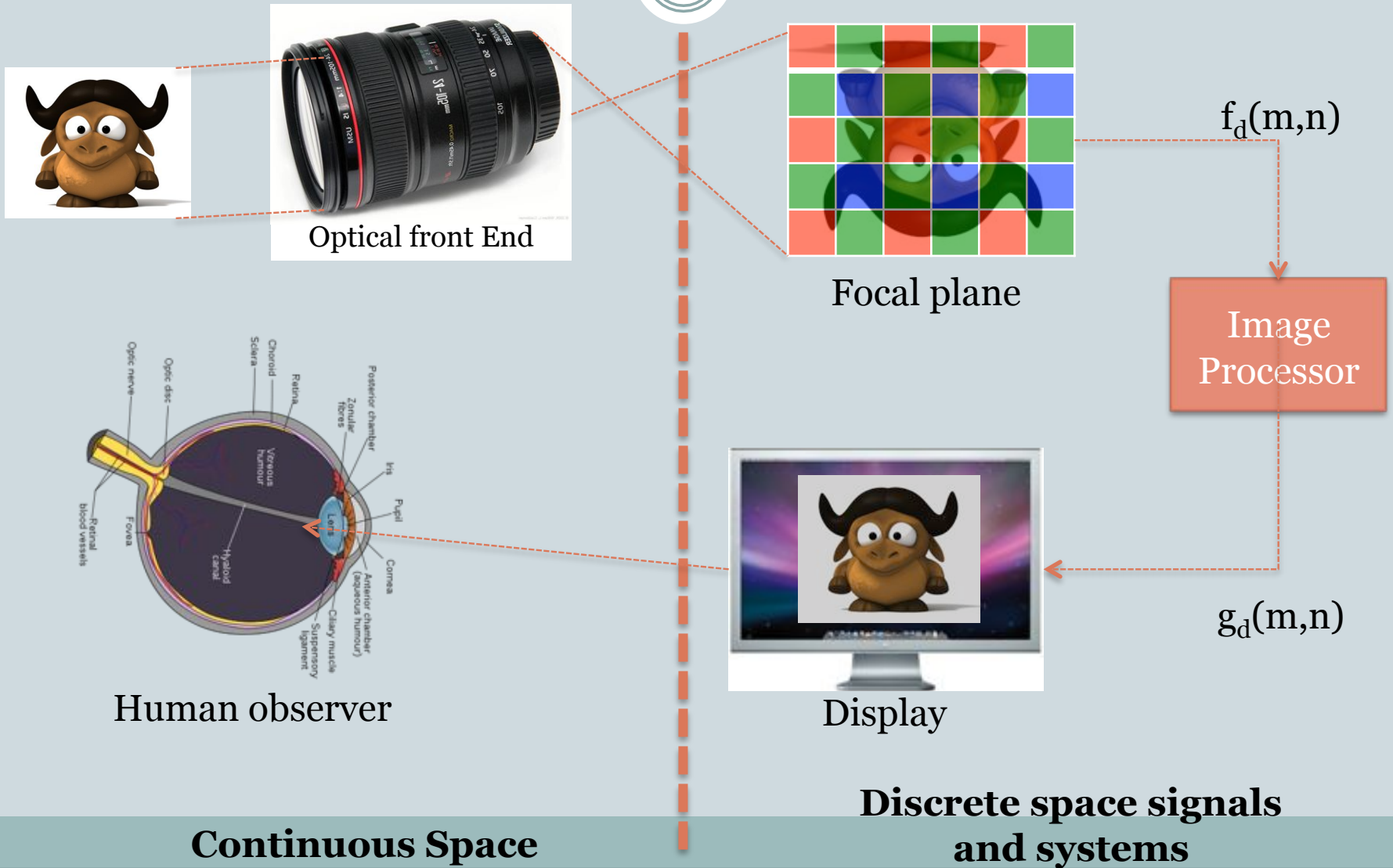
MONDAY, NOVEMBER 11<sup>TH</sup>, 2009  
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\*We will concentrate on digital incoherent systems such as digital cameras.

# Overview

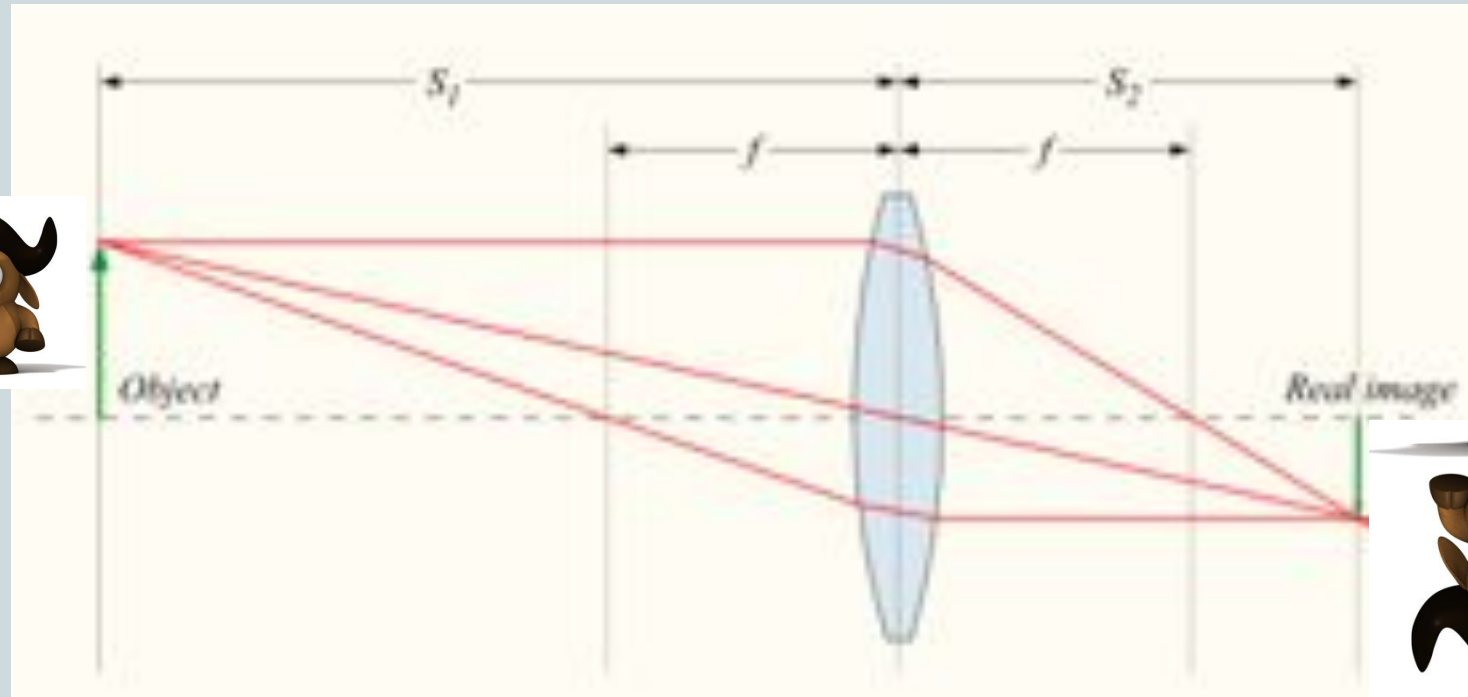
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# How does a camera work?

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\*neglecting thickness of lens



Focal length:

$$\frac{1}{f} = \frac{1}{S_1} + \frac{1}{S_2}$$

Magnification:

$$M = \frac{f}{f - S_1} = -\frac{S_2}{S_1}$$

# Aberrations

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$$\delta(x, y) \rightarrow h(x, y) \neq \delta(x, y)$$

- **Diffraction**

- Caused by aperture
- Creates a “airy disk” pattern

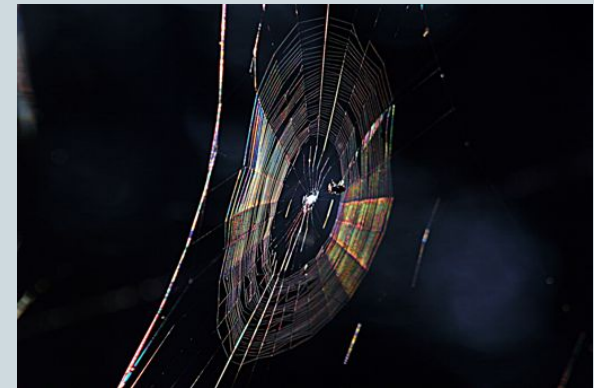
- **Lens geometry**

- Edges of lens create problems
- Shape imperfections

- **Dispersion**

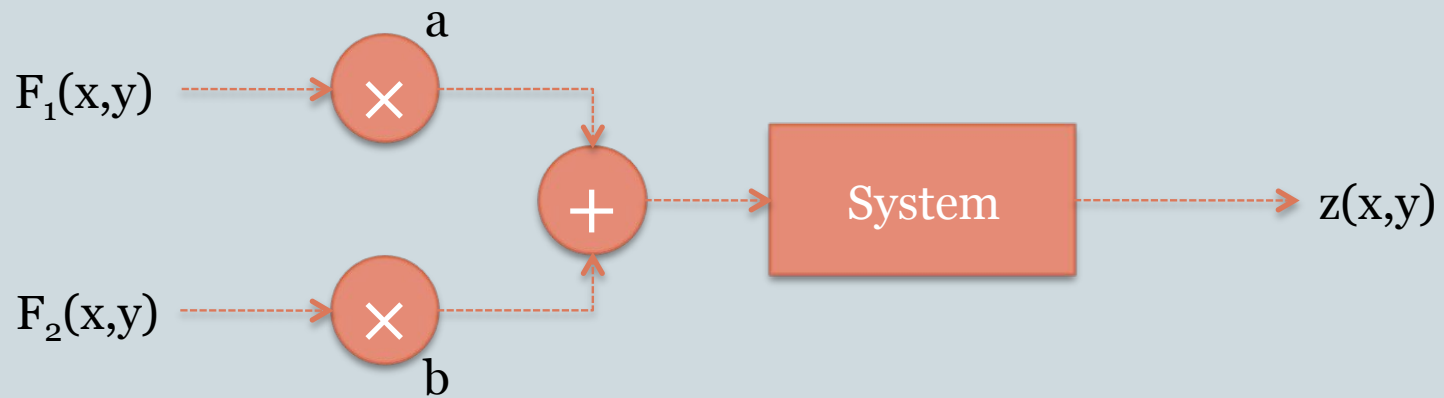
- Refractive index of light depends on its wavelength

Point spread function

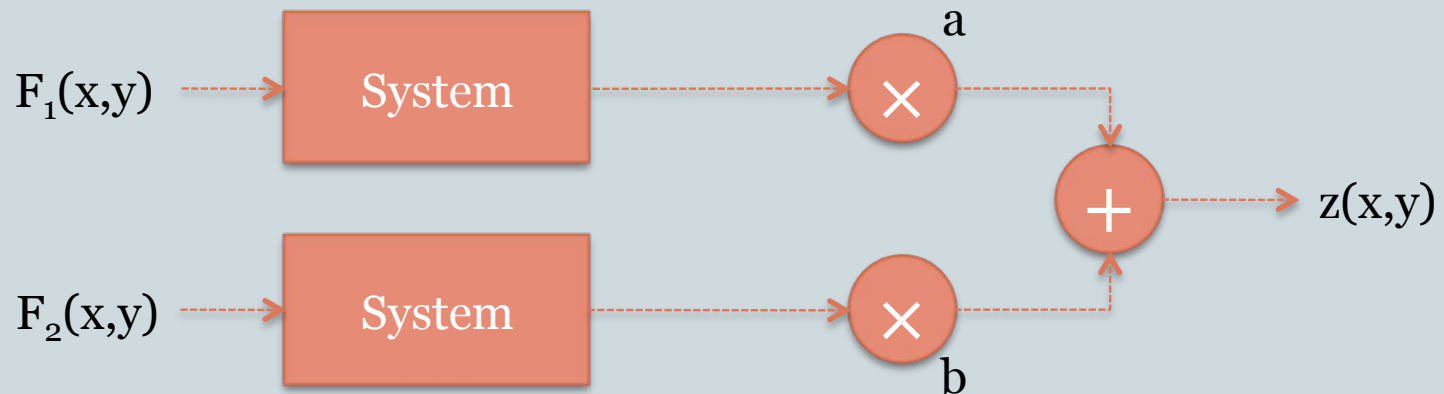


# Linear continuous-space system

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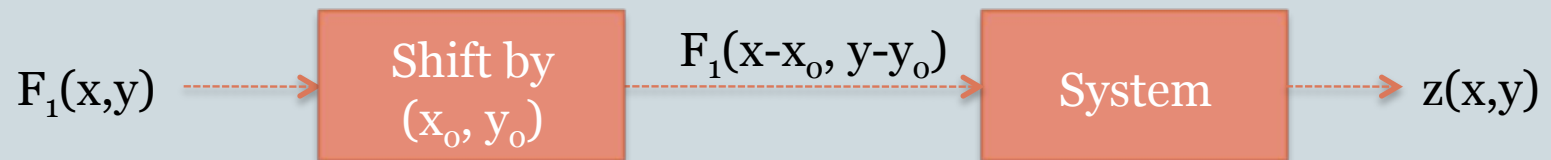
**Same as:**



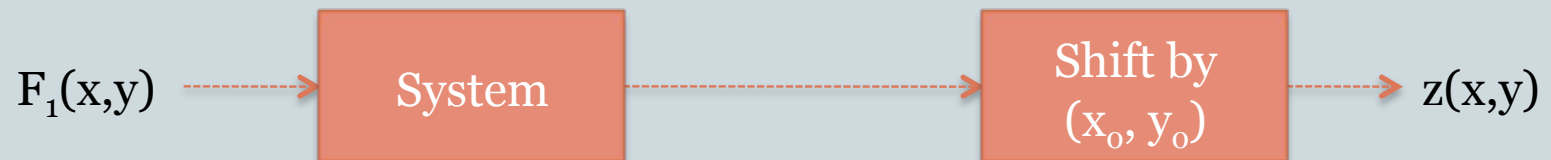
\*Same for discrete-space systems

# Shift invariant continuous-space system

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**Same as:**



\*Same for discrete-space systems

# Note on shift invariance

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In our camera system, we do not have shift invariance. Let  $h(x,y)$  be the system's response to  $\delta(x,y)$

$$\delta(x, y) \rightarrow h(x, y)$$

Then,

$$\delta(x - \epsilon, y - \eta) \not\rightarrow h(x - \epsilon, y - \eta)$$

\*Because of magnification factor.

Rather,

$$\delta(x - \epsilon, y - \eta) \not\rightarrow h(x - M\epsilon, y - M\eta)$$

$$M = \frac{S_2}{S_1}$$

In order to assume shift invariance need to assume magnification  $M=1$ .



# Note on linearity

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**Claim:** Output of linear, shift invariant imaging systems can be computed by convolving the input with the point spread function.

Because,

$$f(x, y) = \iint_{\mathbb{R}^2} f(u, v) \delta(x - u, y - v) dudv$$

Then,

$$\begin{aligned} \text{image } I(x, y) &= \iint_{\mathbb{R}^2} f(u, v) [\text{image of } \delta(x - u, y - v)] dudv \\ &= \iint_{\mathbb{R}^2} f(u, v) h(x - u, y - v) dudv \\ &= f(x, y) \star h(x, y) \end{aligned}$$