

# Contents

List of Figures	xi
List of Tables	xxix
Preface	xxxii
<b>1 Introduction to Computational Imaging</b>	<b>1</b>
1.1 What Is Computational Imaging?	1
1.2 Historical Roots of Computational Imaging	3
1.3 Modern Uses of Computational Imaging	4
1.4 Roadmap of the Book	6
<b>I PART I: TOOLKITS</b>	<b>9</b>
<b>2 Imaging Toolkit</b>	<b>11</b>
2.1 Optics	11
2.1.1 Animal Eyes	11
2.1.2 Light, Waves, and Particles	11
2.1.3 Measuring Light with Rays	13
2.1.4 Pinhole Model	16
2.1.5 Ray Bending and Lenses	19
2.1.6 Lenses and Focus	30
2.1.7 Masks and Aperture Manipulation	32
2.2 Image Sensors	35
2.2.1 Cameras, Rays, and Radiance	35
2.2.2 Digital Image Formation	37
2.2.3 Image Interpolation	39
2.2.4 Digital Imaging Pipeline	44
2.3 Illumination	48
2.3.1 Duration and Intensity	48
2.3.2 Auxiliary Lighting	49
2.3.3 Modifying Color, Wavelength, and Polarization	50
2.3.4 Modifying Position and Orientation	52
2.3.5 Modifying Space and Time	53

	Exercises	57
<b>3</b>	<b>Computational Toolkit</b>	<b>67</b>
3.1	Modeling: Forward vs. Inverse Problems	67
3.2	Mathematical Tools	68
3.2.1	Signal Processing	68
3.2.2	Linear Algebra	80
3.3	Model-Based Inversion	85
3.3.1	Examples of Ill-Posed Inverse Problems	86
3.3.2	Tools and Techniques	90
3.3.3	Examples of Model-Based Reconstruction	95
3.4	Data-Driven Inversion Techniques	99
3.4.1	Machine Learning	99
3.4.2	Neural Networks and Deep Learning	102
3.4.3	Convolutional Neural Networks and Computer Vision	110
3.5	Hybrid Inversion Techniques (Data Driven and Model Based)	115
3.5.1	Physics-Based Regularization	116
3.5.2	Physics-Guided Network Initialization	116
3.5.3	Physics-Based Network Architectures	116
3.5.4	Hybrid Models	118
3.5.5	Optical Neural Networks	118
	Exercises	121
<b>II</b>	<b>PART II: PLENOPTIC IMAGING</b>	<b>125</b>
<b>4</b>	<b>Spatially Coded Imaging</b>	<b>127</b>
4.1	Coding the Aperture	128
4.1.1	Physical Perspective	128
4.1.2	Mathematical Perspective	130
4.1.3	Noncoded Aperture	130
4.1.4	Pinhole	130
4.1.5	Coded Aperture	131
4.2	Coding the Sensor	138
4.2.1	Coded Sensors for Color Imaging	138
4.2.2	Coded Sensors for High Dynamic Range Imaging	140
4.2.3	Modulo Sensors for HDR Imaging	142
4.2.4	Tone Mapping	145
4.2.5	Exposure Metering	148
4.2.6	Improving the Resolution	149
4.2.7	Capturing Fast Phenomena	150
4.2.8	Using Coded Sensors for Light Field Capture	151
4.3	Coding the Illumination	151
4.3.1	Coded Illumination Imaging with Flash	152
4.3.2	Coded Illumination Imaging with Lasers	153
4.3.3	Coded Illumination Imaging with LEDs	154

4.4	Further Research	155
4.4.1	Compressive Imaging	156
4.4.2	Ghost Imaging	158
4.4.3	Spectrometry	160
	Exercises	162
<b>5</b>	<b>Temporally Coded Imaging</b>	<b>169</b>
5.1	A Brief History of the Time-of-Flight Revolution	170
5.2	Optical Time-Resolved Imaging	173
5.3	Time-Resolved Image Formation Model	176
5.3.1	Probing Function	176
5.3.2	Scene Response Function	176
5.3.3	Reflected Function	179
5.3.4	Instrument Response Function	180
5.3.5	Continuous-Time Measurements	181
5.3.6	Discrete-Time Measurements	181
5.4	Lock-in Sensor-based 3D Imaging	181
5.4.1	Continuous Wave Imaging	181
5.4.2	Coded Time-of-Flight Imaging	182
5.5	Application Areas	185
5.5.1	Diffuse Imaging	185
5.5.2	Light-in-Flight Imaging	187
5.5.3	Multidepth Imaging	188
5.5.4	Fluorescence Lifetime Imaging	190
5.5.5	Non-Line-of-Sight Imaging	191
5.6	Summary of Recent Advances and Further Applications	196
5.6.1	Time-Resolved Imaging through Scattering Media	198
5.6.2	Time-Resolved Imaging Systems	200
5.7	Related Optical Imaging Techniques	201
5.7.1	Optical Coherence Tomography	201
5.7.2	Digital Holography	202
5.7.3	Time-Stretched Optics	202
	Exercises	206
<b>6</b>	<b>Light Field Imaging and Display</b>	<b>211</b>
6.1	Historical Highlight: Lippmann Light Field Camera (1908)	212
6.2	Light Field Processing	212
6.2.1	Light Field Formulation	213
6.2.2	Refocusing	215
6.2.3	Generating Novel Views	216
6.2.4	Depth Estimation	218
6.2.5	Further Research	221
6.3	Light Field Capture	225
6.3.1	Camera Arrays	225
6.3.2	Dappled Photography	229

6.3.3	Microscopic Light Field Imaging	231
6.3.4	Further Research and Applications	234
6.4	Light Field Displays	238
6.4.1	Traditional 3D Displays	238
6.4.2	Multilayer and Multiframe Displays	239
6.4.3	Tensor Displays	242
6.4.4	Open Problems with Light Field Displays	244
	Exercises	248
<b>7</b>	<b>Polarimetric Imaging</b>	<b>253</b>
7.1	Principles of Polarization	253
7.1.1	Formal Definition of Polarization	253
7.1.2	Coding with Polarization	255
7.1.3	Information in Polarization	258
7.2	Full Stokes Imaging	260
7.2.1	Parametrization of Polarization	260
7.2.2	Measuring Stokes Parameters	261
7.3	3D Shape Reconstruction	263
7.4	Imaging through Scattering Media	267
7.4.1	Underwater Imaging	268
7.4.2	Imaging through Haze and Fog	270
7.4.3	Polarization-ToF Fusion for Depth Maps	275
7.5	Reflectance Decomposition Using Polarimetric Cues	276
7.5.1	Specular vs. Diffuse Reflection	276
7.5.2	Virtual vs. Real Image Decomposition	280
	Exercises	285
<b>8</b>	<b>Spectral Imaging</b>	<b>287</b>
8.1	Spectral Effects on Light-Matter Interaction	287
8.1.1	Formal Definition of Spectrum	287
8.1.2	Absorption, Reflectance, and Transmittance	288
8.1.3	Multispectral and Hyperspectral Imaging	290
8.1.4	Applications of Nonvisible Light	292
8.2	Color Theory	293
8.2.1	Retinal Color	293
8.2.2	Perceptual Color	295
8.2.3	Information Loss in Human-Inspired Vision	295
8.3	Optical Setups for Spectral Imaging	297
8.3.1	Prisms, Gratings, and Scanners	297
8.3.2	Multispectral Filter Arrays and Compound Imaging	299
8.3.3	Spectrum-RGB Parallel Capture	300
8.3.4	Coded Spectral Illumination	301
8.4	Computational Methods for Analyzing Spectral Data	304
8.4.1	Spatiospectral Matrix Representations	304
8.4.2	Dimensionality Reduction	306

8.4.3	Multispectral Demosaicking	309
	Exercises	312
<b>III</b>	<b>PART III: SHADING AND TRANSPORT OF LIGHT</b>	<b>315</b>
<b>9</b>	<b>Programmable Illumination and Shading</b>	<b>317</b>
9.1	Scene Reflectance and Photometry	317
9.1.1	Albedo, Radiance, and Irradiance	317
9.1.2	Lambert's Law	319
9.1.3	Bidirectional Reflectance Distribution Function	319
9.2	Shape from Intensity	320
9.2.1	Reflectance Maps and Gradient Space	322
9.2.2	Calibrated Diffuse Photometric Stereo	323
9.2.3	Uncalibrated Diffuse Photometric Stereo	326
9.2.4	Dichromatic Reflection Model	328
9.2.5	Shape from Interreflections	331
9.2.6	Example-Based Photometric Stereo	334
9.3	Multiplexed Illumination	336
9.4	Applications in Graphics	338
9.4.1	Light Stage	338
9.4.2	Image Rendering and Relighting	338
9.4.3	Local Shading Adaptation	341
	Exercises	343
<b>10</b>	<b>Light Transport</b>	<b>357</b>
10.1	Motivation	357
10.1.1	Curse of Dimensionality	357
10.1.2	Light Transport Addresses Curse of Dimensionality	358
10.1.3	Forward vs. Inverse Light Transport	358
10.1.4	Chapter Organization	359
10.2	Light Transport Matrix	359
10.2.1	Light Transport Matrix: Forward Perspective	359
10.2.2	Light Transport Matrix: Inverse Perspective	360
10.3	Relaxations of Inverse Light Transport	363
10.3.1	Global and Direct Separation	364
10.3.2	Optical Probing of the Light Transport Matrix	369
10.4	Non-Line-of-Sight Imaging	378
10.4.1	Time-of-Flight Methods	379
10.4.2	Intensity-Based Methods	397
10.5	Applications	401
10.5.1	Applications in ToF Imaging	401
10.5.2	Skin Imaging	404
10.5.3	Imaging through Scattering Media	407
	Exercises	412

Glossary	415
References	421
Index	443