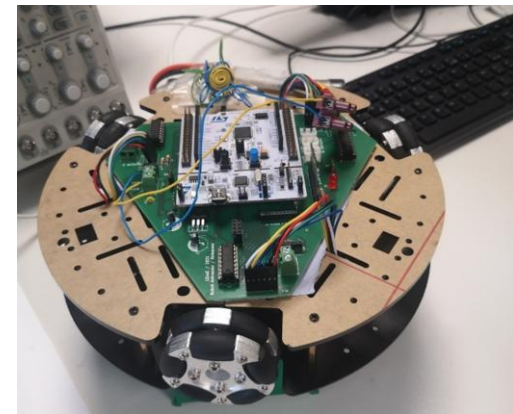
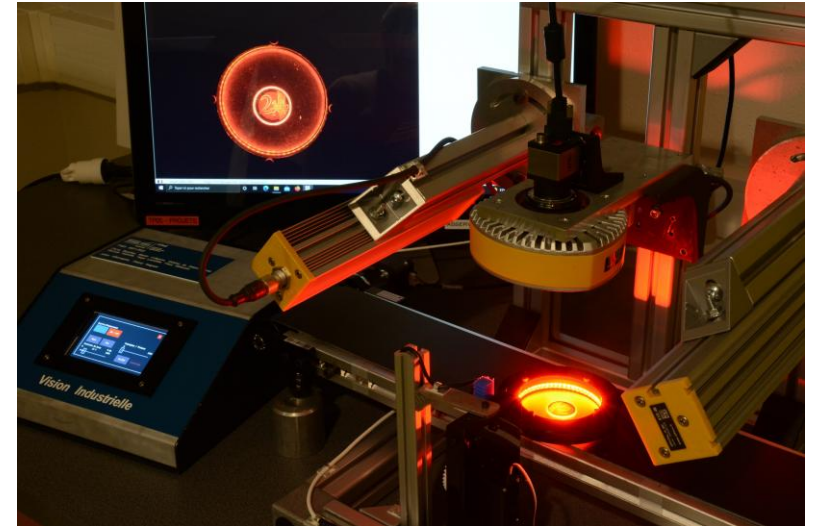
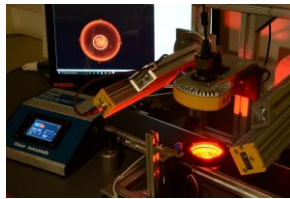


Interfaçage Numérique

Vision Industrielle

Julien VILLEMEJANE





Vision Industrielle

Machine Vision

Système basé sur un **système imageant** permettant d'**automatiser les procédés d'inspection** de produits



Prendre une décision

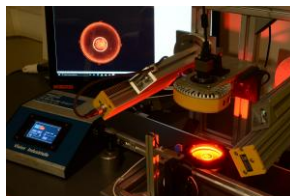
Contrôle Qualité / Tri d'objets

- Détecter des défauts ou irrégularités
- Vérifier l'uniformité de surface
- Compter ou/et trier des objets

Gain en efficacité et en répétabilité

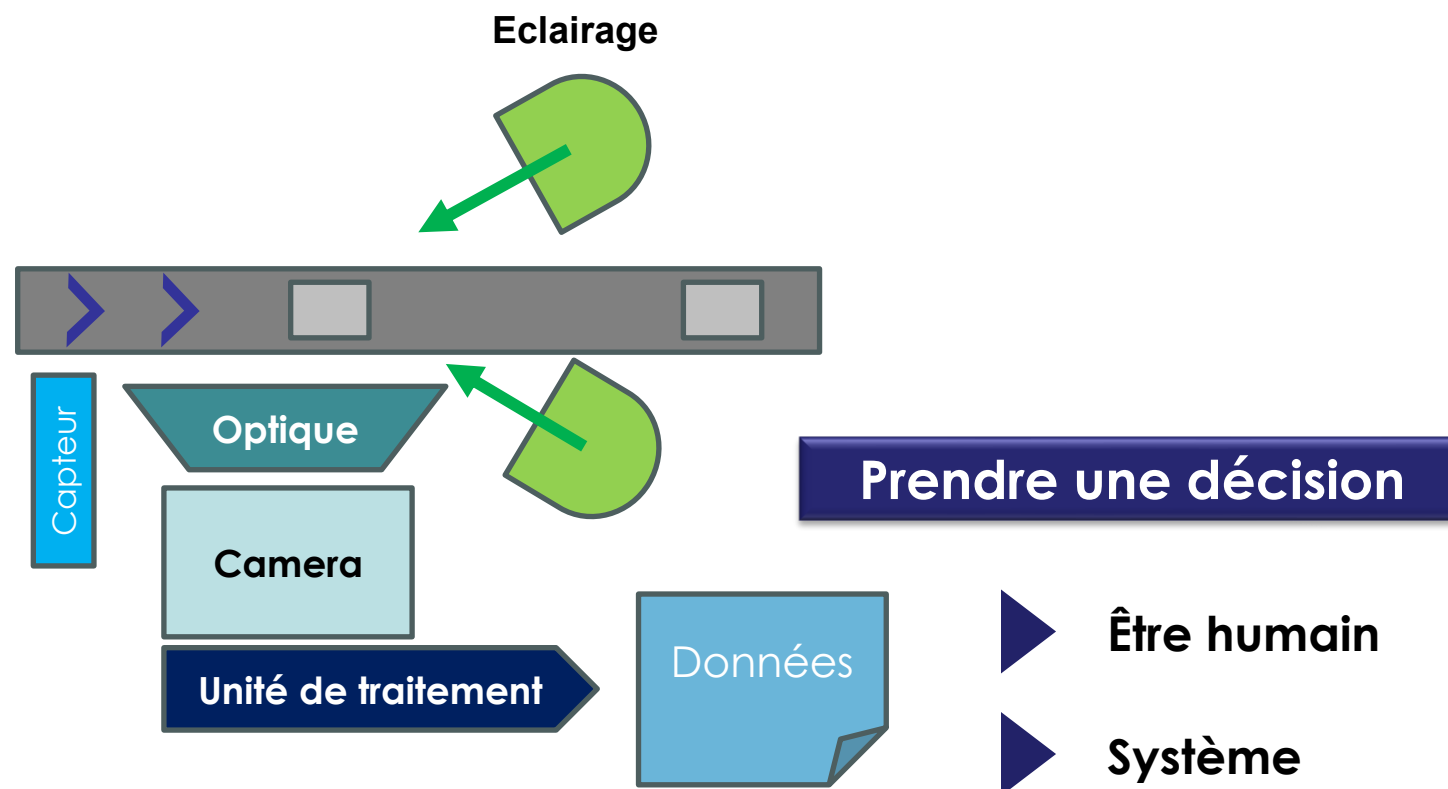
- Inspection en temps réel et à vitesse élevée
- Opérations en continu

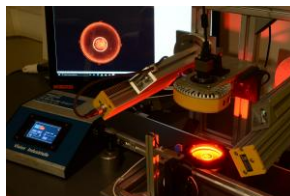




Vision Industrielle

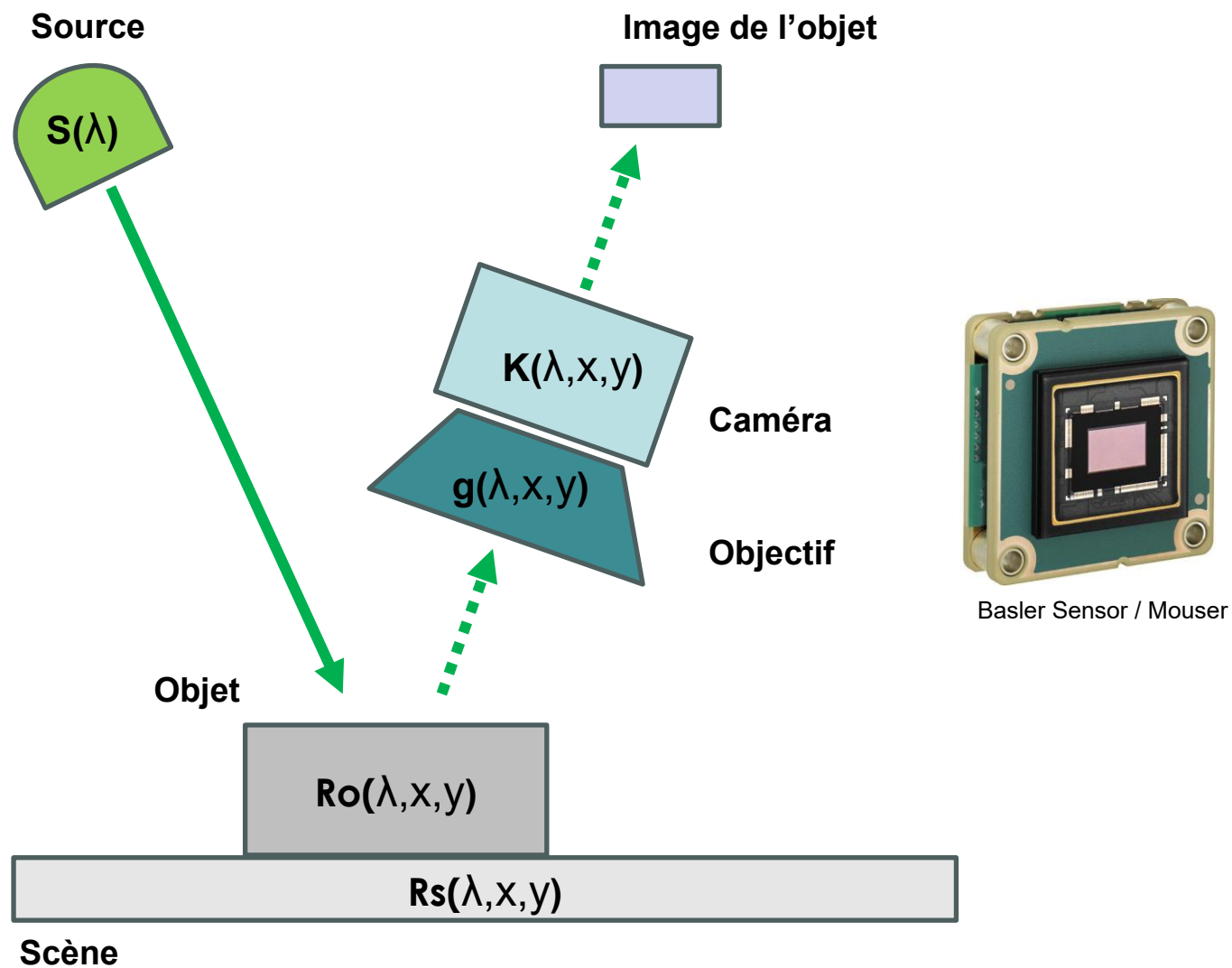
Éléments constitutifs





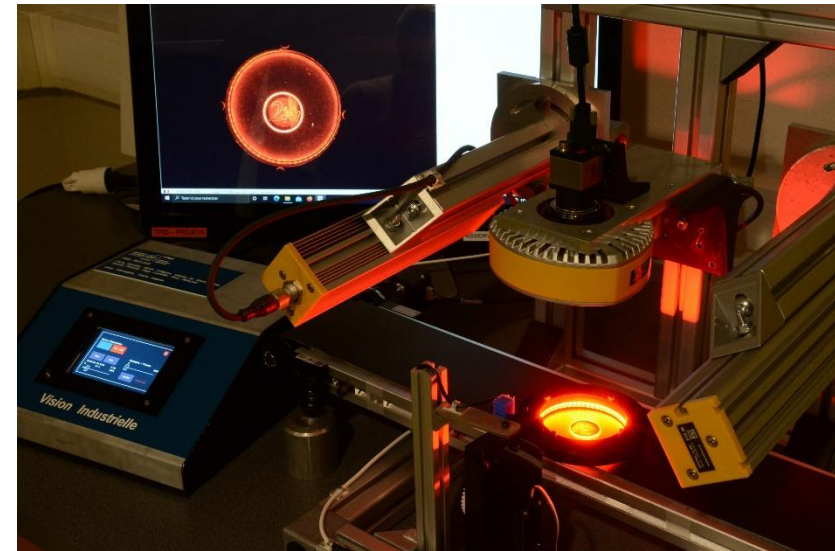
Vision Industrielle

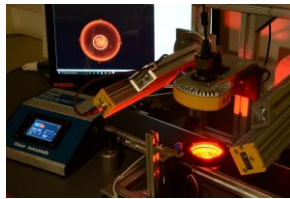
Modélisation de la chaîne



Objets / Sources

Eclairage / Colorimétrie

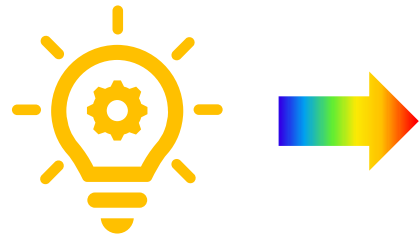




Sources

Sources primaires

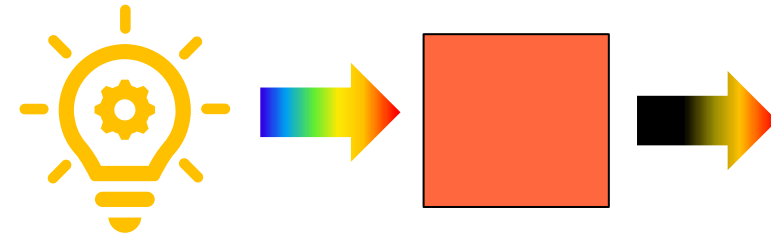
Produisent leur propre lumière



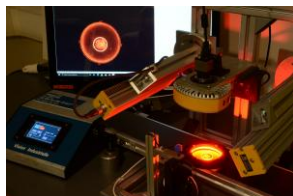
Caractérisées par leur **spectre d'émission**

Sources secondaires

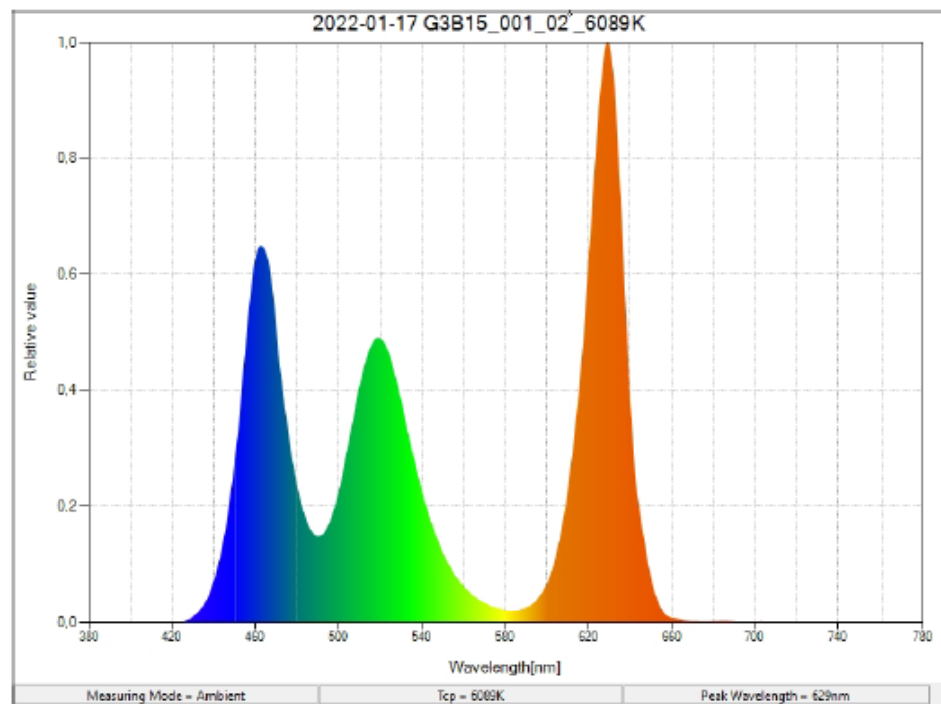
Diffusent la lumière produite par une source primaire



Caractérisées par le **spectre de l'illuminant** et leur **spectre en réflectance**



Spectre d'émission

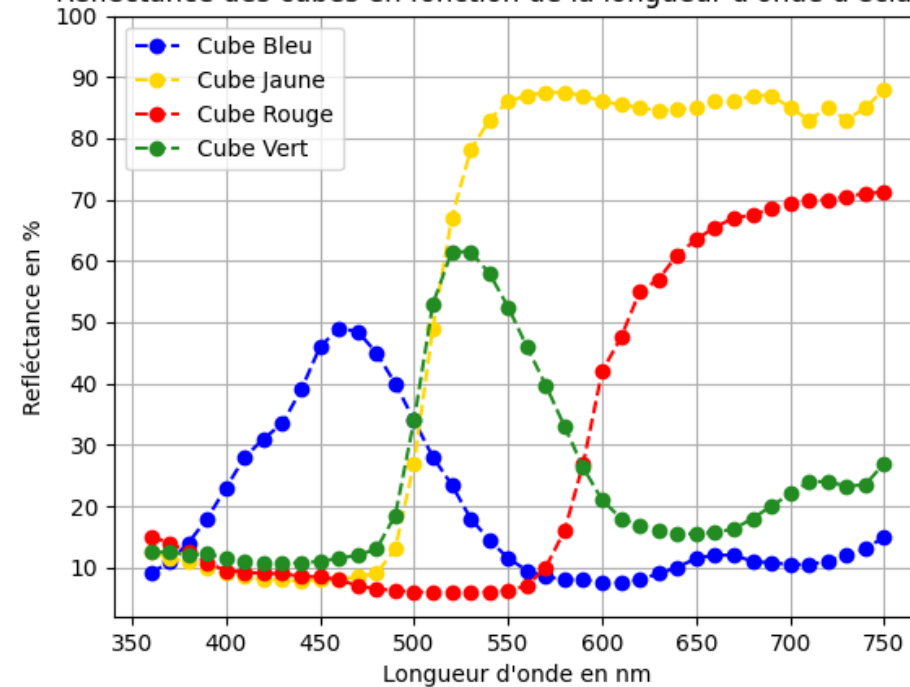


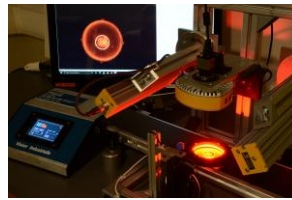
Sources

Réflectance



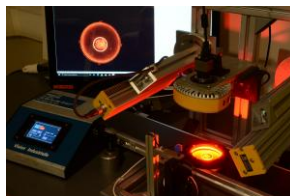
Réflectance des cubes en fonction de la longueur d'onde d'éclairage





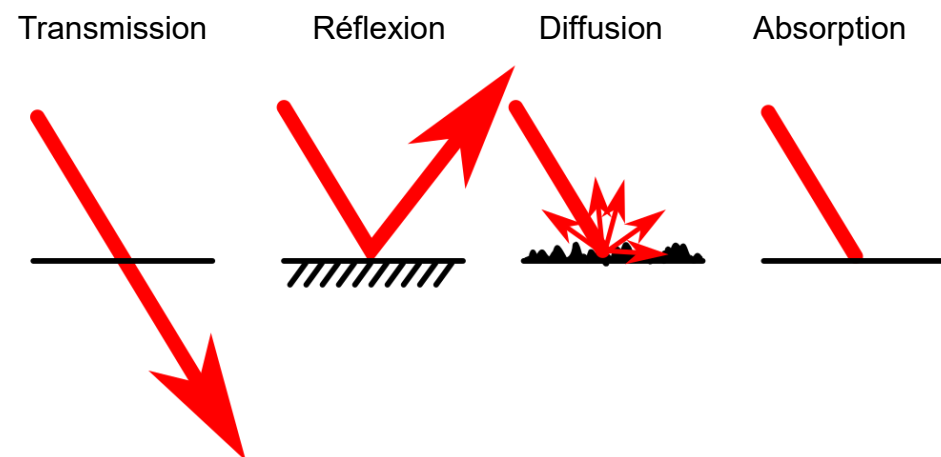
Eclairage

Uniformité de l'éclairage



Eclairage

Impact du type d'éclairage / Nature des objets



Directif



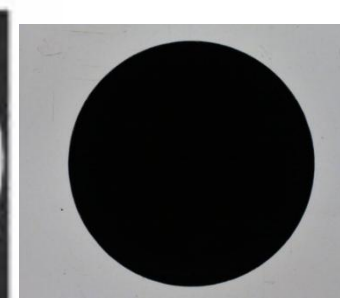
Diffus



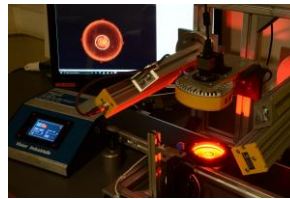
Rasant



Coaxial



Retro



Colorimétrie

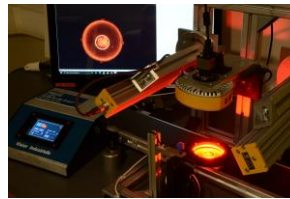
*Image prise par un capteur optique
(sans balance des blancs)*



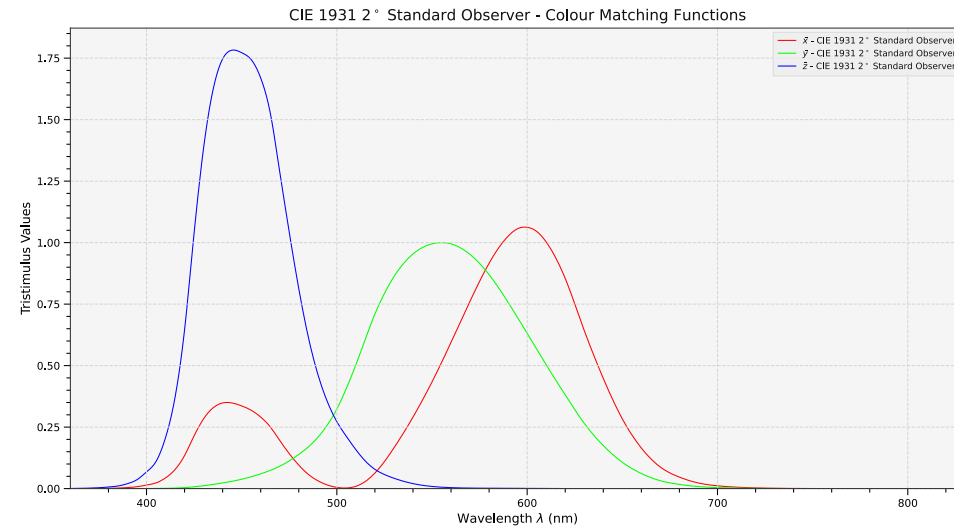
*Image vue par un humain
(grâce à l'adaptation chromatique)*



► Fairchild, Color Appearance models

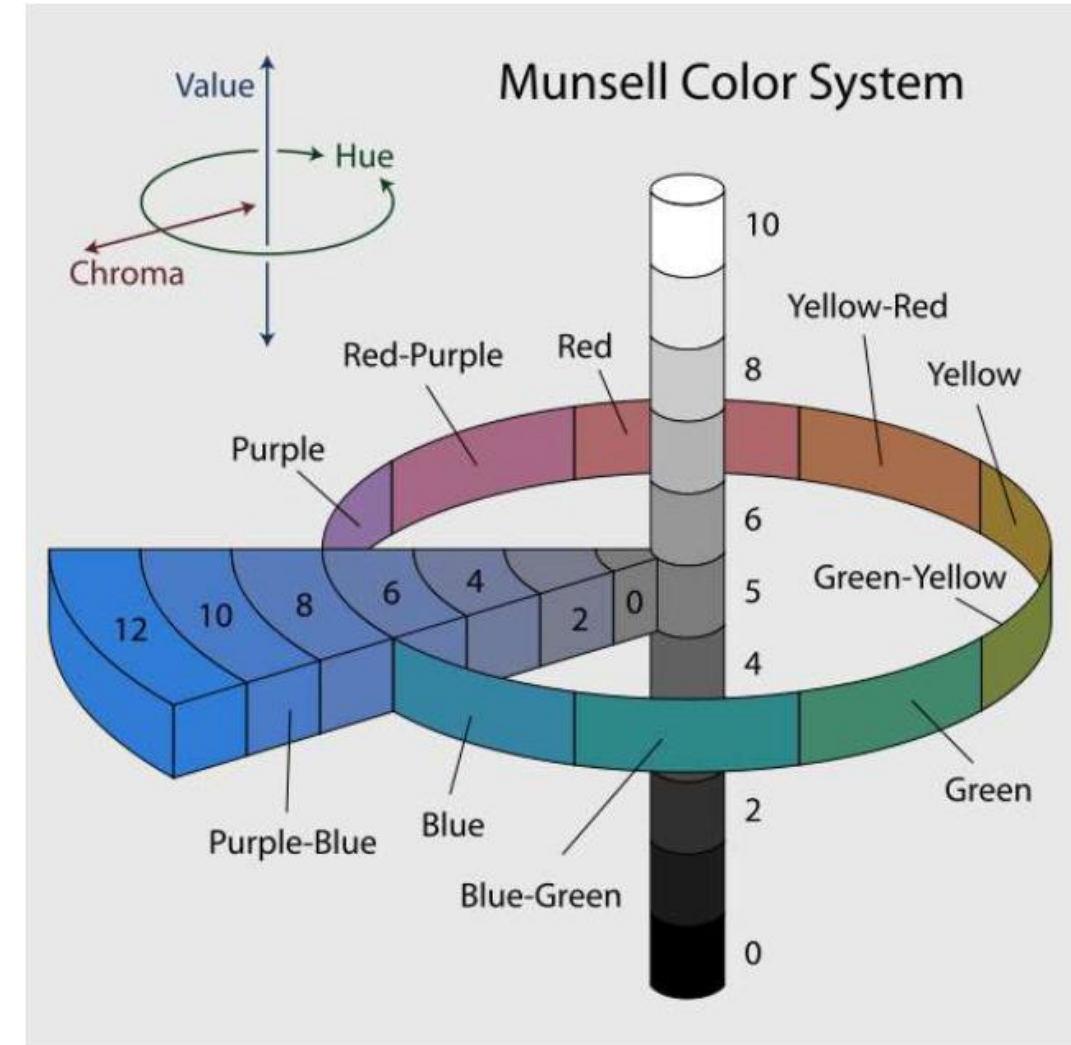


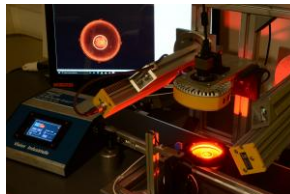
Colorimétrie



$$K_m = 683 \text{ lm/W}$$

$$\begin{cases} X = K_m \int_0^\infty \bar{x}(\lambda) L_{e,\lambda}(\lambda) d\lambda \\ Y = K_m \int_0^\infty \bar{y}(\lambda) L_{e,\lambda}(\lambda) d\lambda \\ Z = K_m \int_0^\infty \bar{z}(\lambda) L_{e,\lambda}(\lambda) d\lambda \end{cases}$$



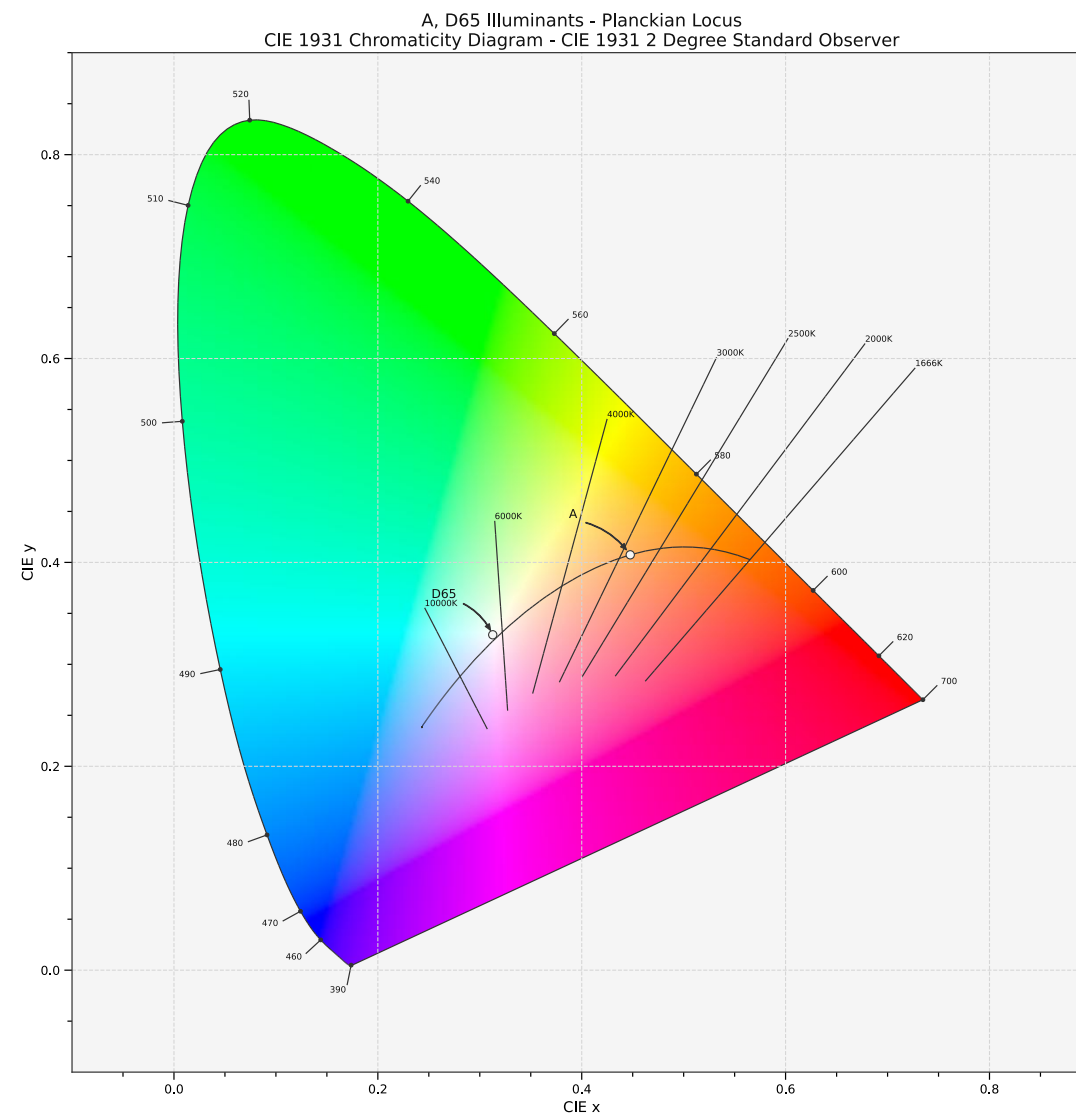


Colorimétrie

Diagramme de chromaticité CIE 1931 xy

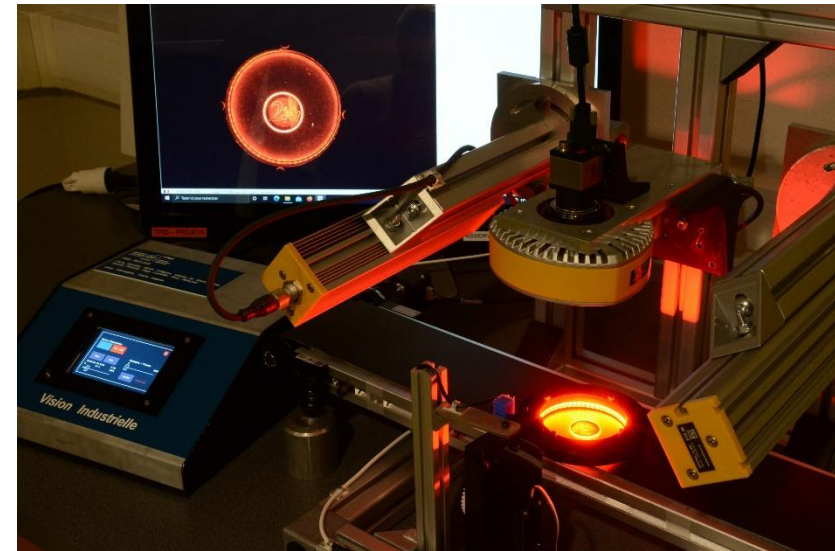
$$\begin{cases} x = \frac{X}{X + Y + Z} \\ y = \frac{Y}{X + Y + Z} \end{cases}$$

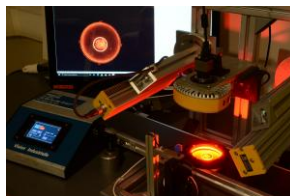
Les coordonnées (x,y) définissent la couleur de la source échantillon



Objectif optique

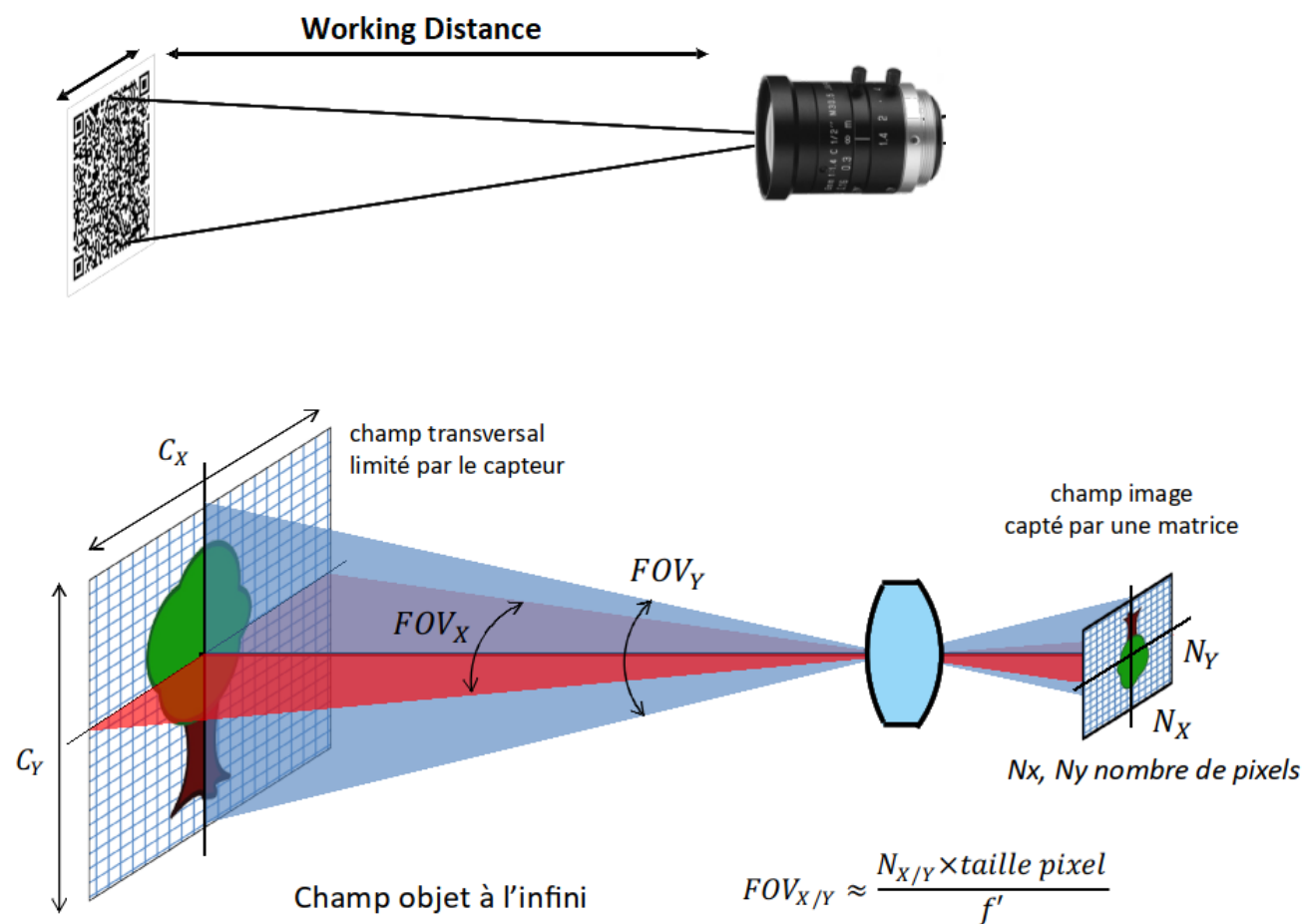
Créer une image exploitable

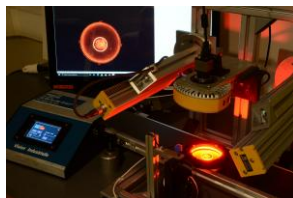




Objectif optique

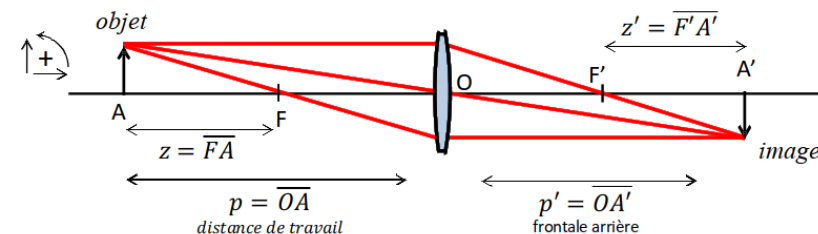
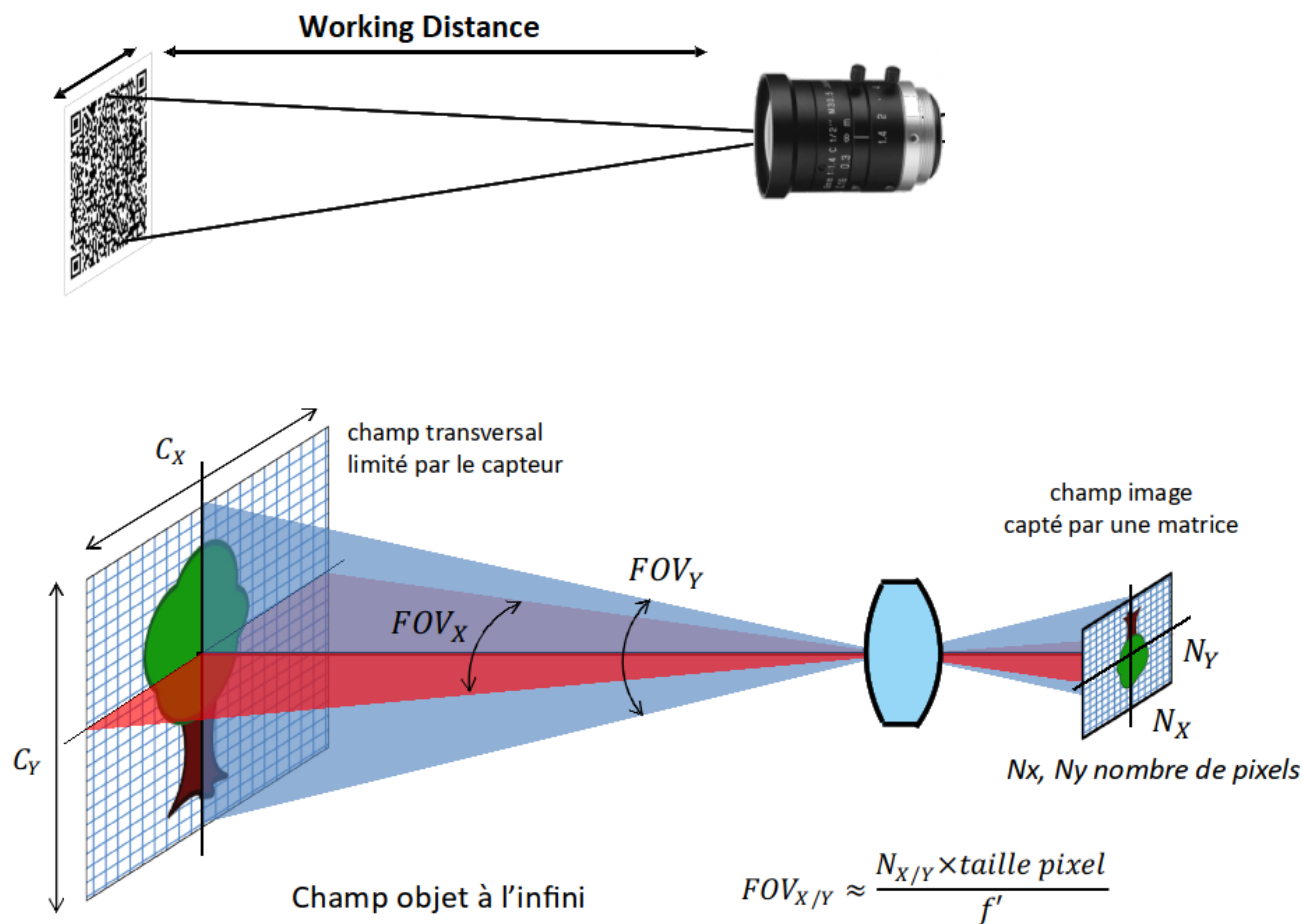
Créer une image





Objectif optique

Créer une image

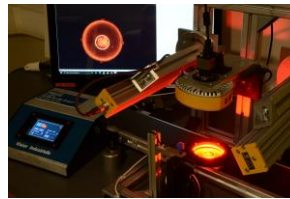


taille image
grandissement transversal

$$g_y = \frac{y'}{y} = \frac{p'}{p} = -\frac{z'}{f'} = -\frac{f}{z}$$

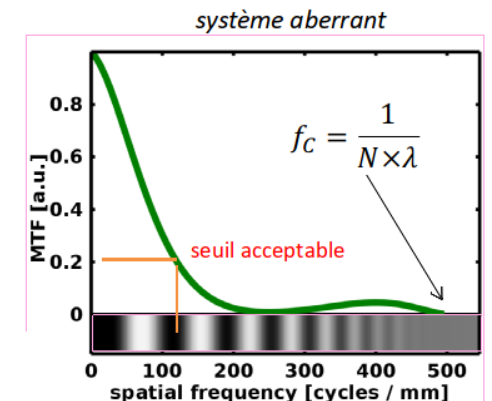
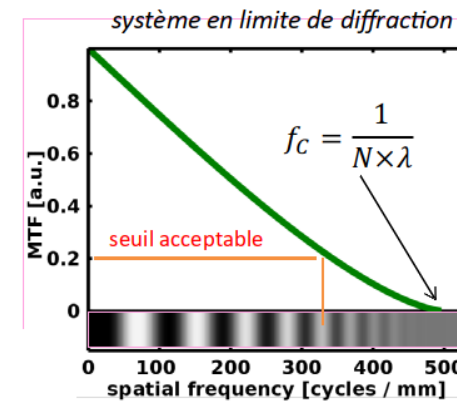
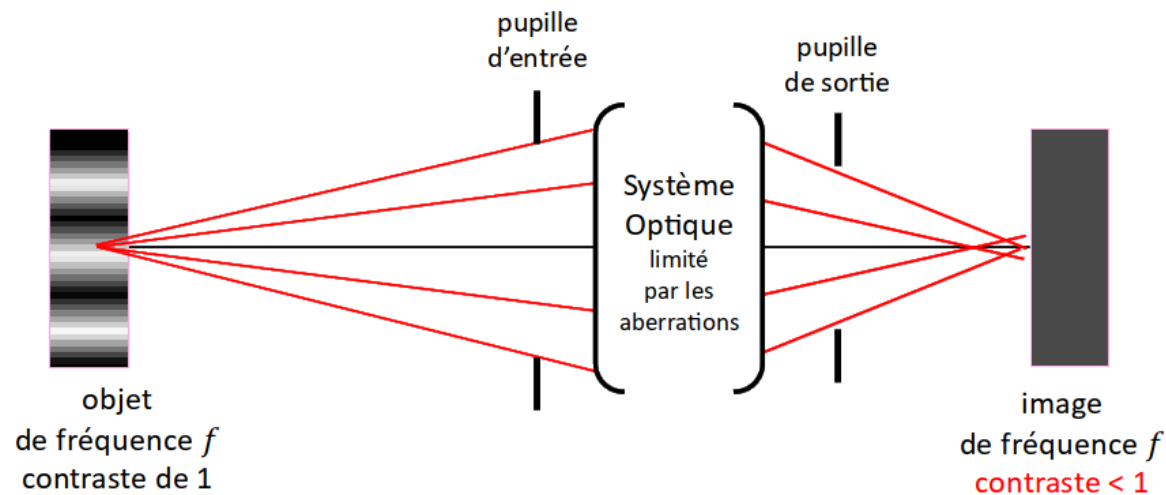
grandissement longitudinal

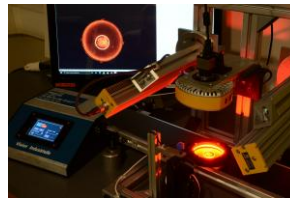
$$g_z = \frac{\delta p'}{\delta p} = (g_y)^2$$



Objectif optique

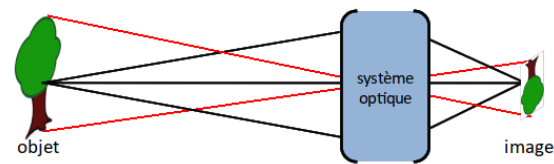
Créer une image





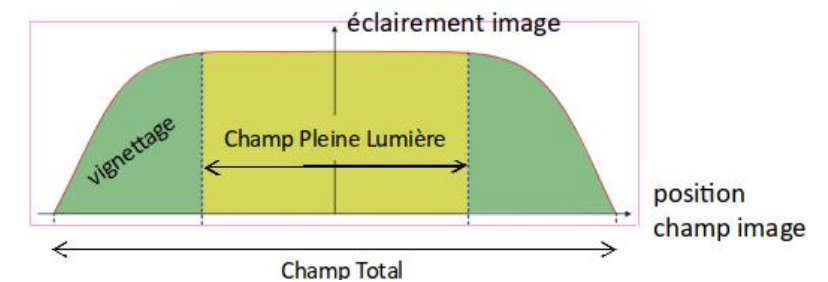
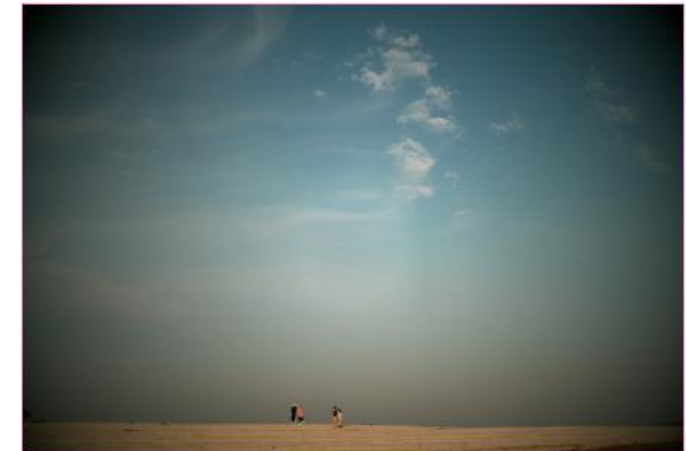
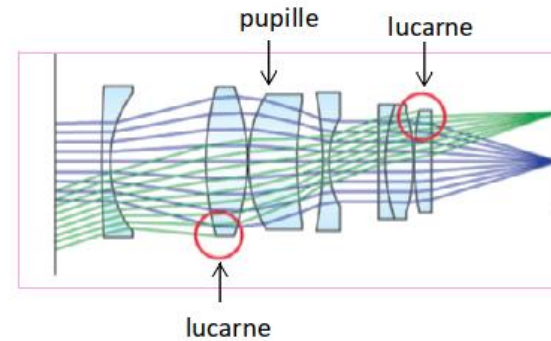
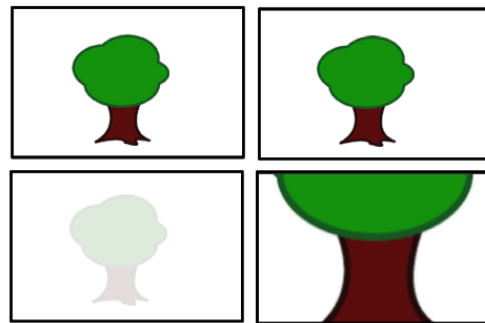
Objectif optique

Créer une image



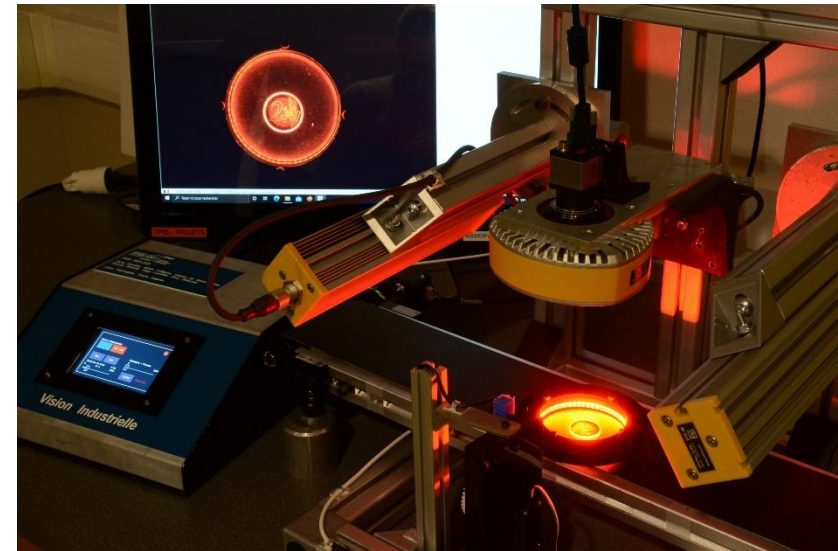
Ouverture
flux collecté

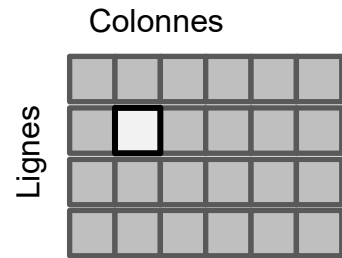
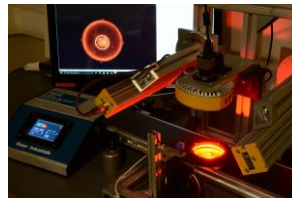
Champ
taille max objet capté



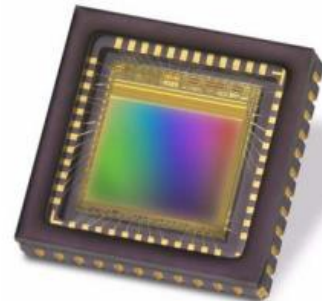
Caméra numérique

Echantillonnage / Quantification
Colorimétrie





IDS UI-1240SE-C-HQ



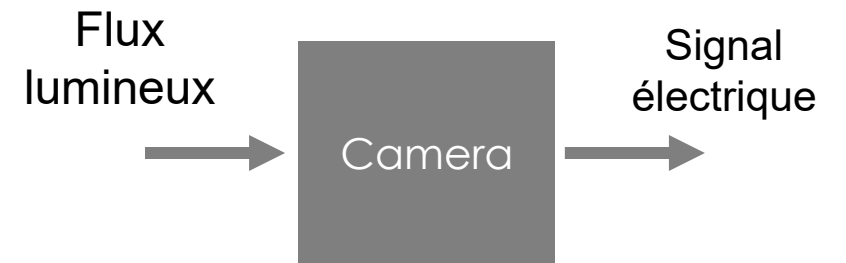
e2v sensor EV76C560ACT

Caméra numérique

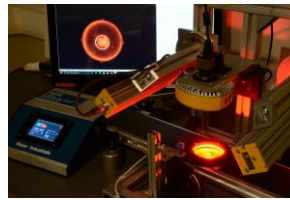
Matrice de pixel

Camera

Système qui transforme un **flux lumineux** en un **signal électrique mesurable**

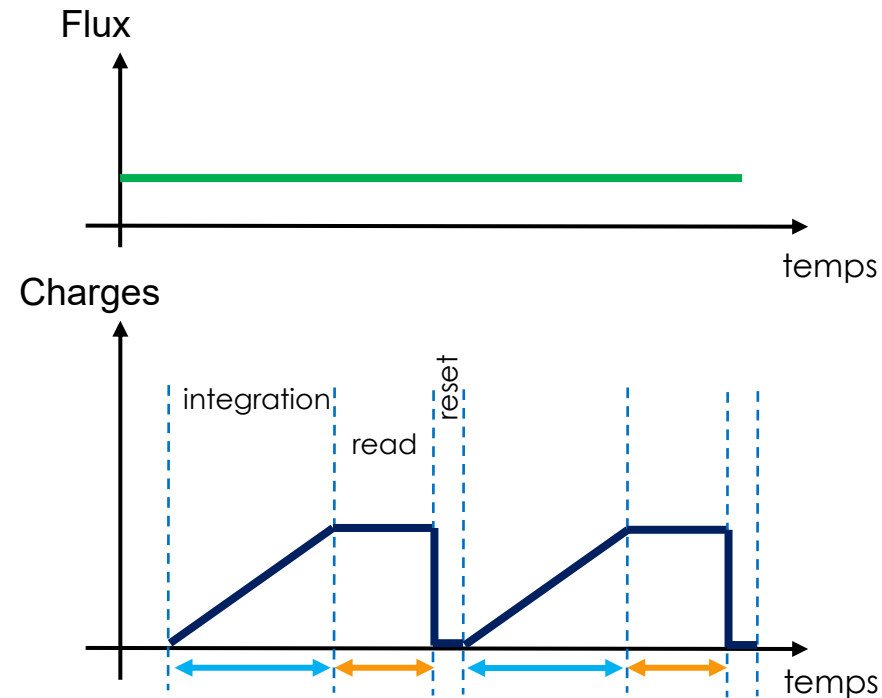
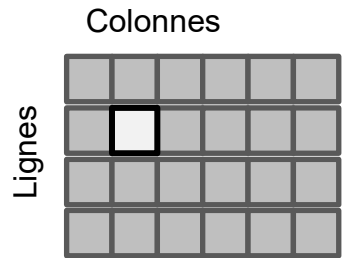


Taille d'un pixel de l'ordre de 2 à 10 μm



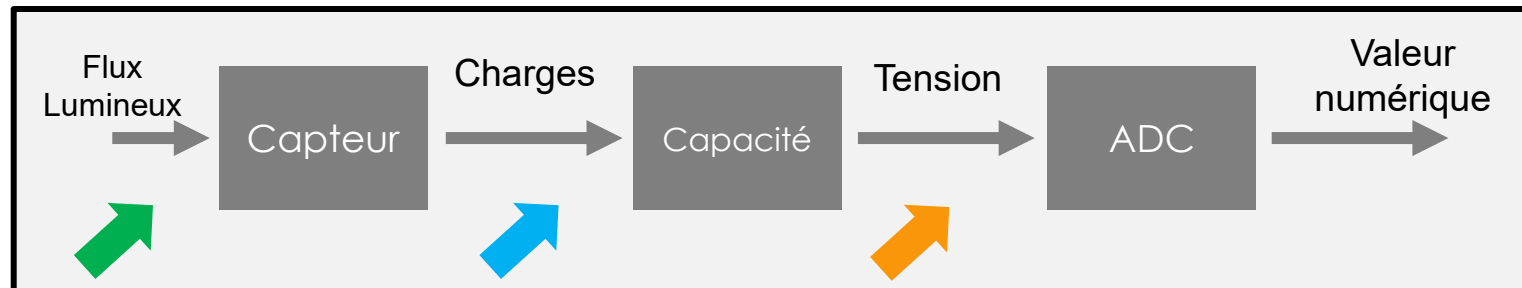
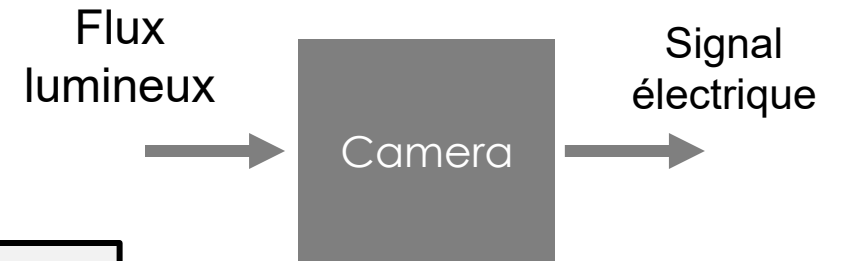
Caméra numérique

Matrice de pixel

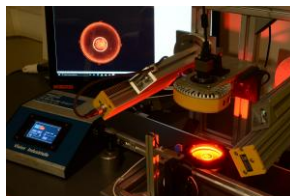


Camera

Système qui transforme un **flux lumineux** en un **signal électrique mesurable**

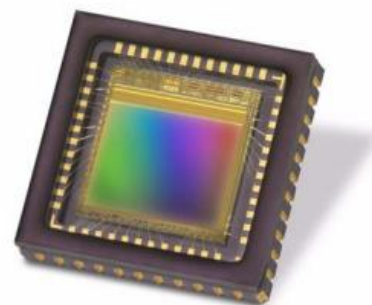


Taille d'un pixel de l'ordre de 2 à 10 μm

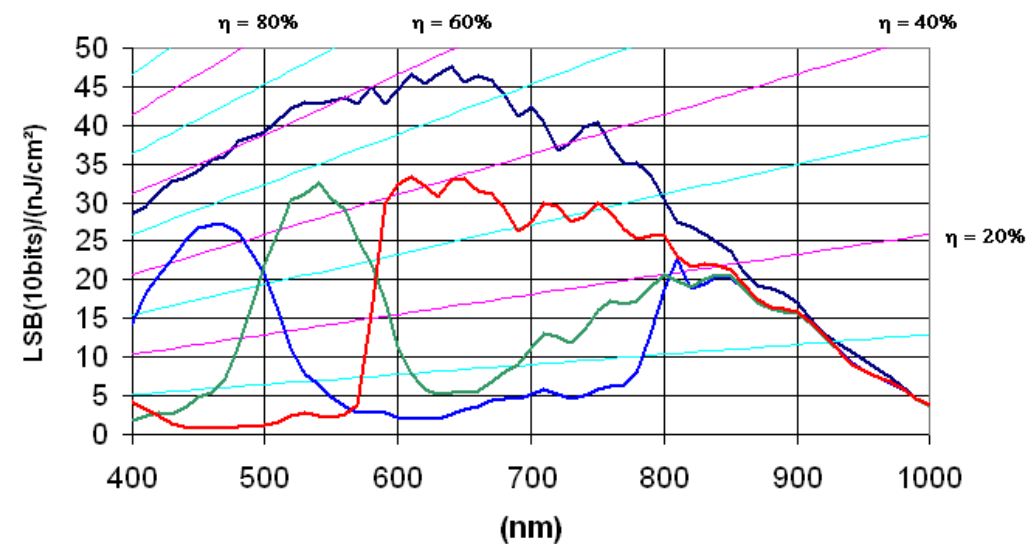
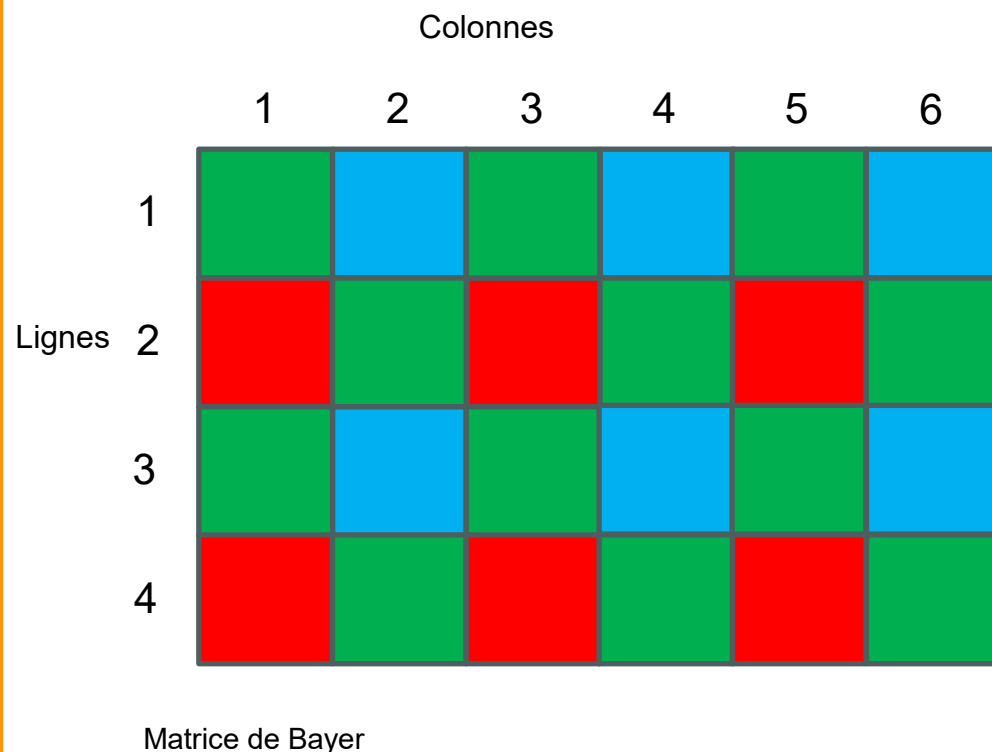


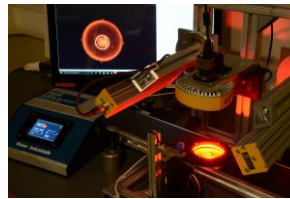
Caméra numérique

Réponse spectrale

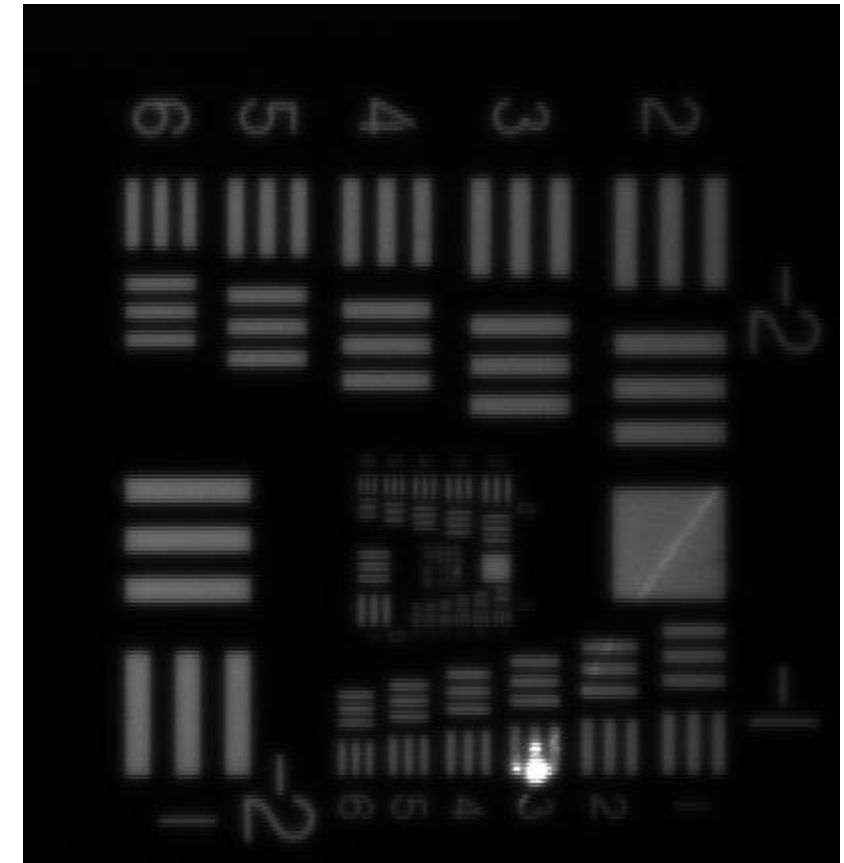


e2v sensor EV76C560ACT





Vision Industrielle



Traitement d'image

Pré-traitement / Segmentation / Classification

