



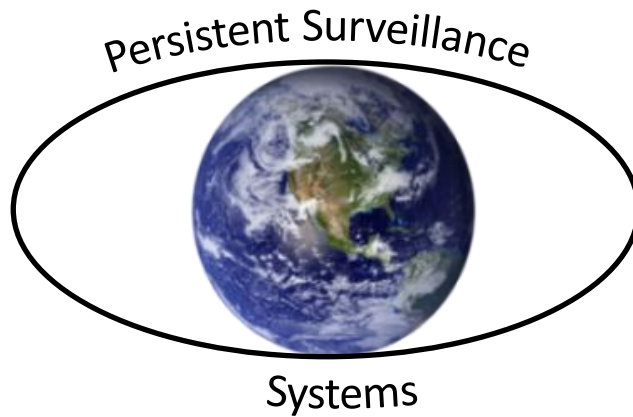
# Wide Area Motion Imagery Technical Overview

Dr Ross McNutt



# Technical Aspects of Wide Area Surveillance

- Pixels, Pixels, and more Pixels
- Coverage
  - Look Angles, Orbits, and Altitude
- Georectification and Orthorectification
  - Elevation Maps, Camera Models, and IMUs
- Data, Data, and more Data
  - Compression
  - Data Links
  - Data Storage
- Color Images



# Pixels, Pixels, and More Pixels

Resolution and Area



# PSS Wide Area Surveillance

How many cameras would it take to cover this areas?

Indianapolis Downtown





# Megapixels Our Experts

- <http://www.youtube.com/watch?v=i9r7BUzKMGY&feature=related>
- <http://www.youtube.com/watch?v=R0PM5sZQztg&NR=1>



# Resolution

- Pixels
- Resolution
- Ground Sampling Distance (GSD)

<http://www.youtube.com/watch?v=i9r7BUzKMGY&feature=related>

<http://www.youtube.com/watch?v=R0PM5sZQztg&NR=1>



# Samples of Pixels

Typical Security Camera	320 x 240	0.08 MP
Standard TV	640 x 480	0.31 MP
HD TV 720P	1280 x 720	0.92 MP
HD 1080	1920 x 1080	2.07 MP
Digital Cinema 2K	2048 x 1080	2.21 MP
Imax Digital Cinema 4k	4096 x 2160	8.84 MP
PSS Hawkeye		99 MP
PSS Hawkeye II		192 MP



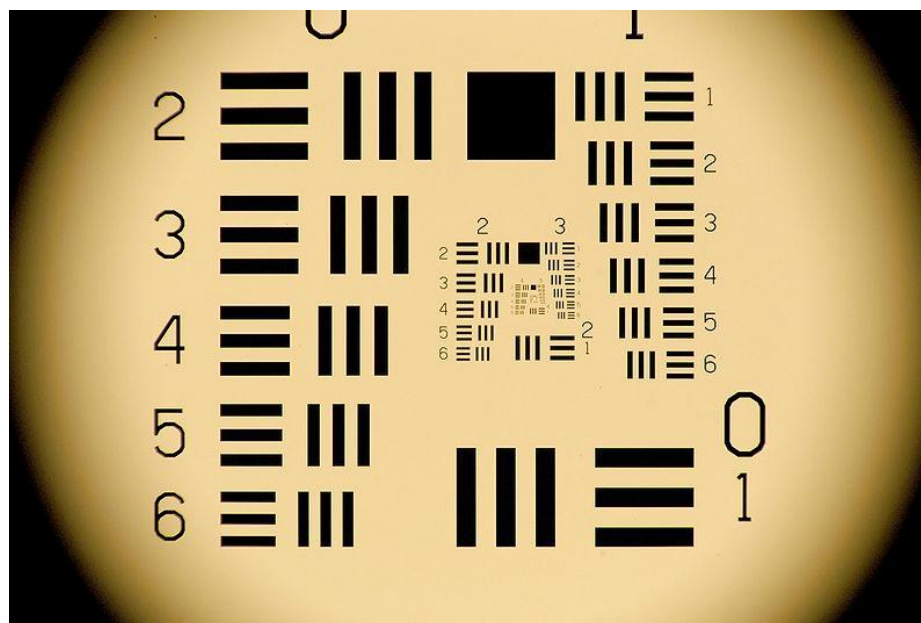
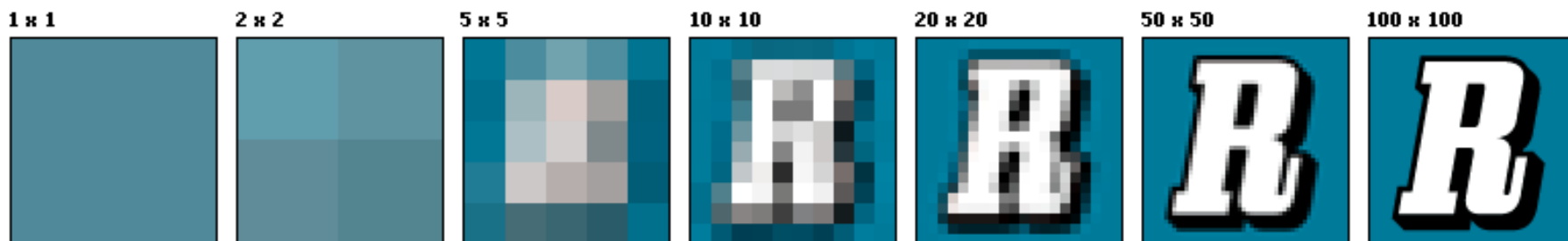
# GSD

**Ground Sample Distance (GSD)** is the spacing of areas represented by each pixel in a digital photo (such as an orthophoto) of the ground from air or space. For example, in an image with a one-metre GSD, each pixel represents a ground area of 1 square metre.<sup>[1]</sup> GSD is a measure of one limitation to image resolution, that is, the limitation due to sampling.<sup>[2]</sup>

Google and or PSS Example



# Resolution Required





# Our Resolution Objectives

- Be able to track humans from areas of interest to vehicles
- Be able to track vehicles from areas of interest to place of origin and place of destination
- Maximize coverage area



# NIIRS

## National Image Interpretability Rating Scales

NIIRS 1	> 9 meters	Ports and Runways
NIIRS 2	4.5 to 9	Large Hangers
NIIRS 3	2.5 to 4.5	Large Aircraft Wing Configuration
NIIRS 4	1.2 to 2.5	Identify Fighters
NIIRS 5	.75 to 1.2	Identify radar as vehicle mounted
NIIRS 6	.4 to .75	Identify Spare tire on truck
NIIRS 7	.2 to .4	detect details of the silo door hinges
NIIRS 8	.1 to .2	Identify rivet lines on Bombers
NIIRS 9	less than .1	Distinguish screw heads on AC skin

Track a Car

Track a Human

# Event Locations 27 Feb 10

Mouse 83.00/248.00

- Map Layer
- PSS Image
- Tracking
- Stabilization
- Effect





## Part I Crime

# Victim Shot at 13:40:42 - 27 Feb 2010



# Victim Shot at 13:56:16 – 27 Feb 10



Shot of actual shooter, victim and getaway car  
Accomplice car 2 (left) also shown waiting around the corner



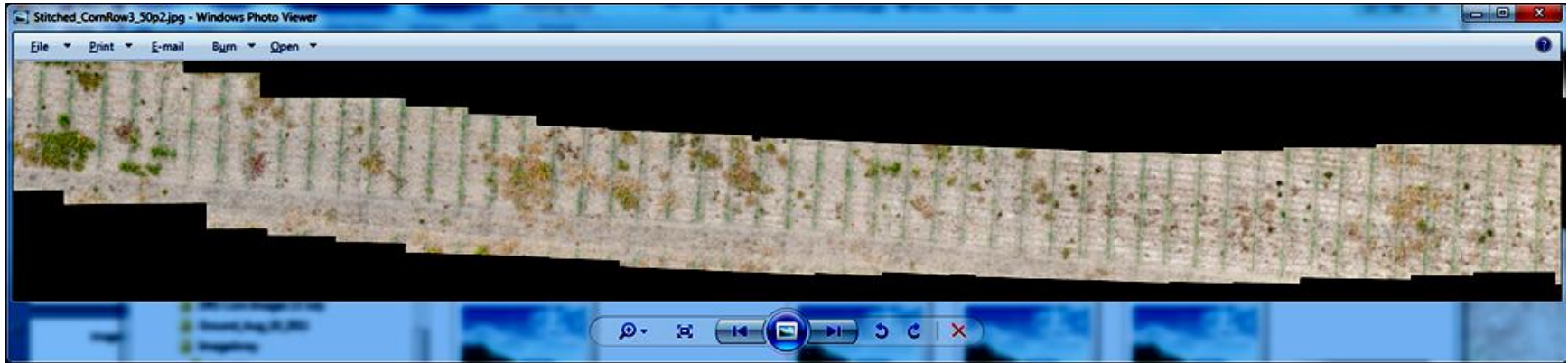
# Not Our Resolution Objectives

- Identify vehicles specific type of vehicle
  - 6 inch resolution
- Read License Plates
  - 3 cm resolution - wrong look angle
- Identify people
  - 1 cm resolution
- Determine if someone is armed
  - 2 cm resolution
- If I had more pixels would want to cover more area
- Use secondary higher resolution systems





# Stitched 200mm Imagery



Sample Stitching



Sample Seams



Sample Resolution





13:48:57

Mouse 528.00/399.00

- Map Layer
- PSS Image
- Tracking
- Motion Detect
- Motion Alarm
- Layers
- Effects



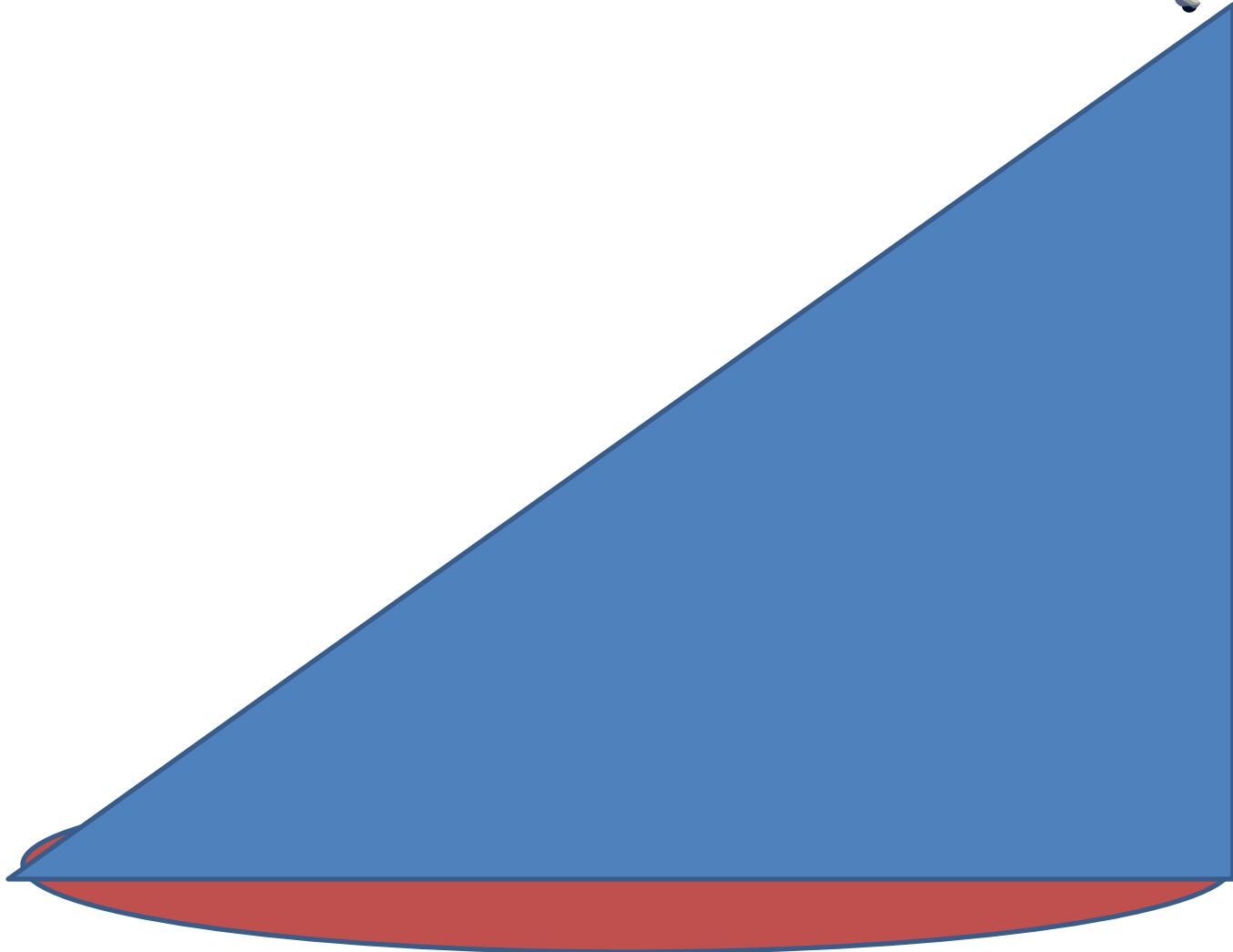
10825 ft



PSS Proprietary Information

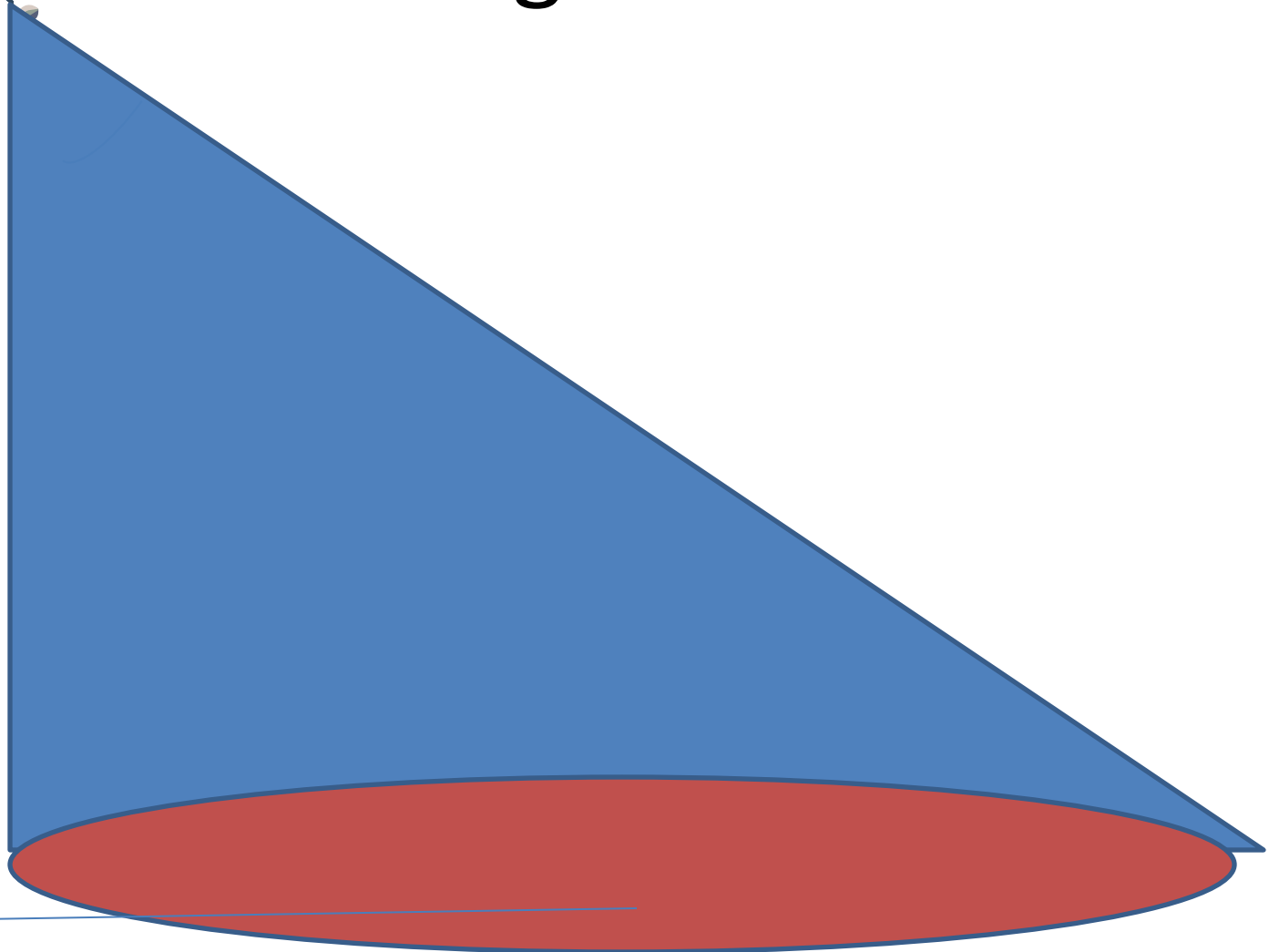


# Coverage Area



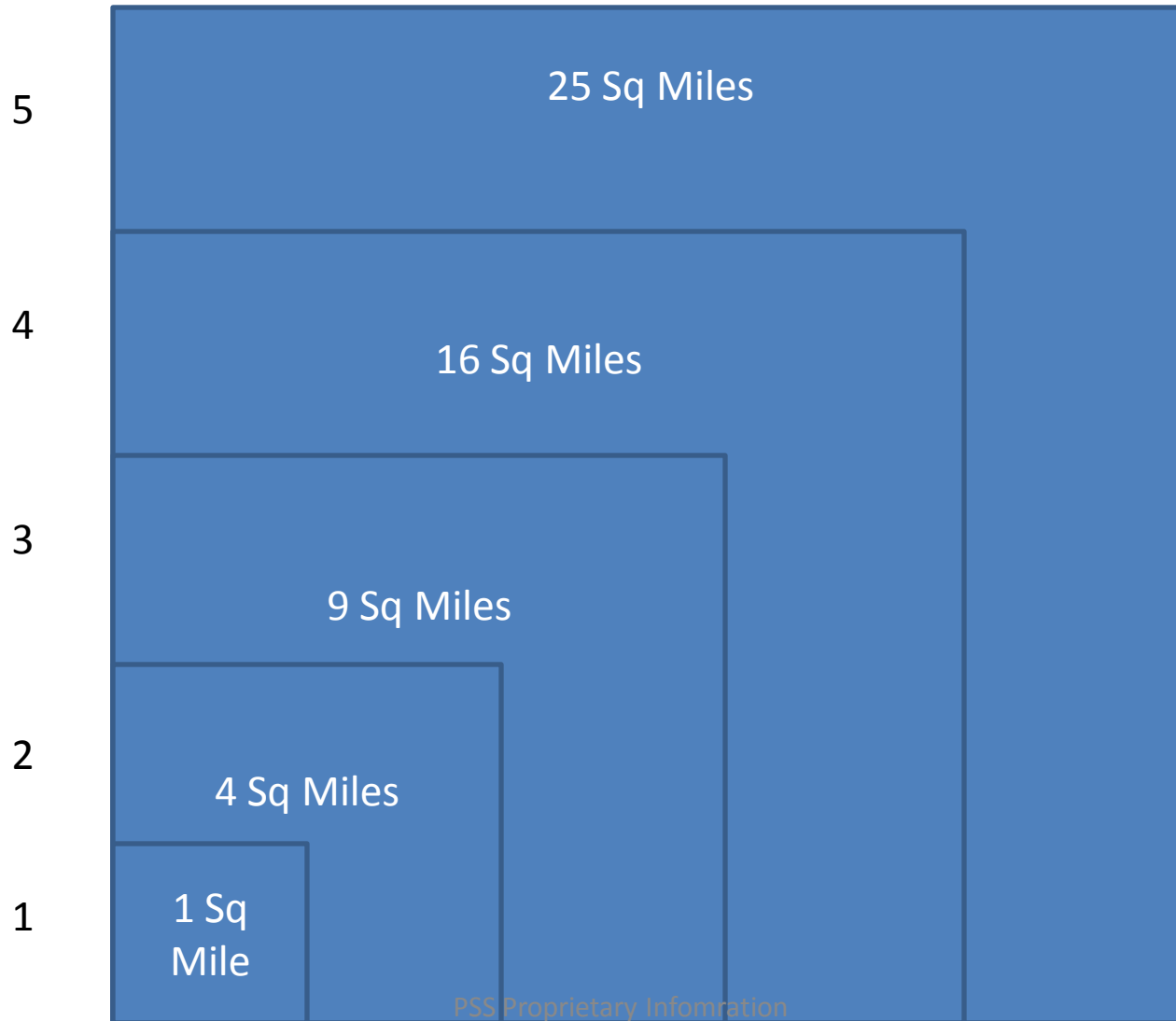


# Coverage Area





# Coverage Area







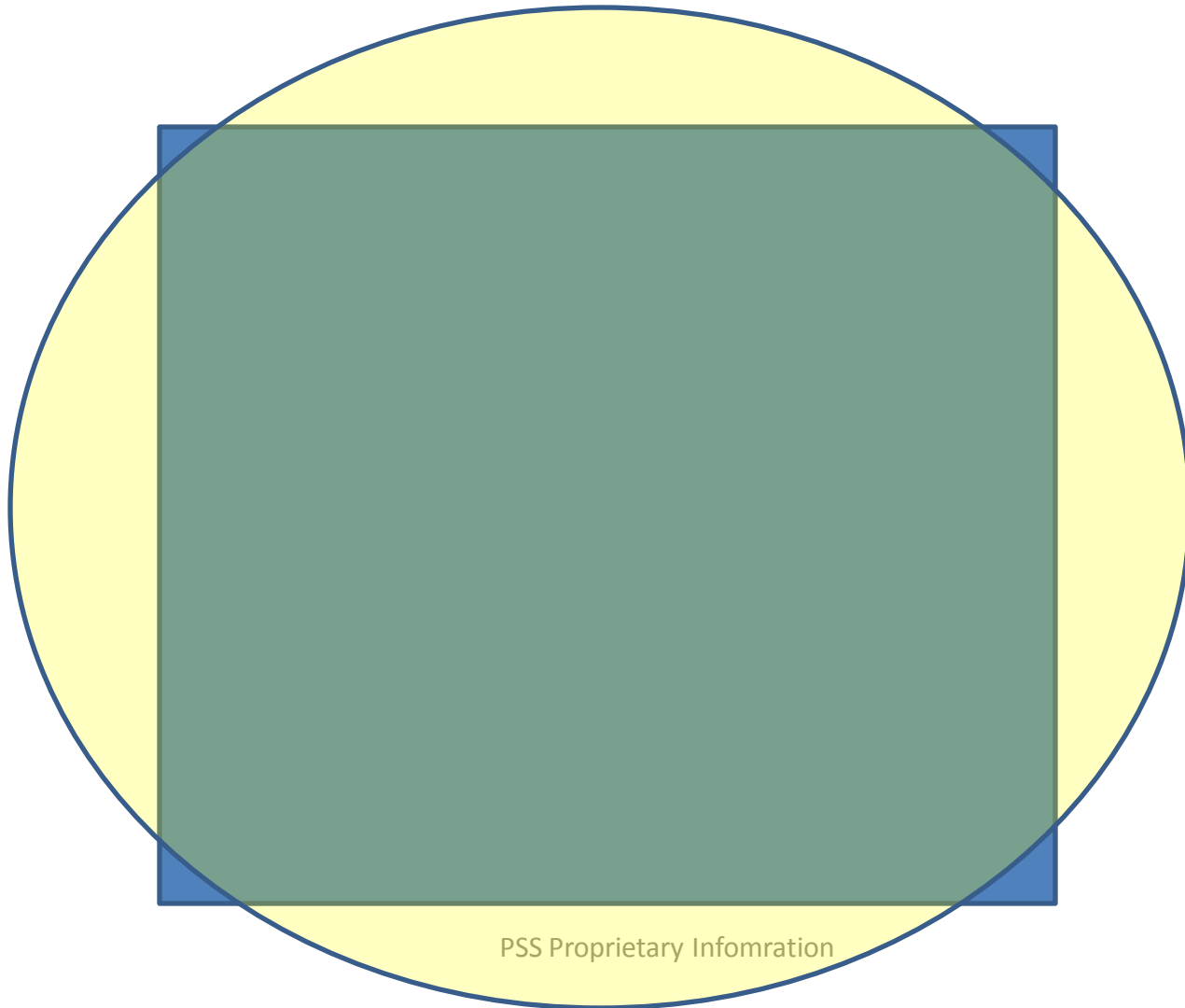
# Resolution and Area

## 1 Square Mile

		1 yard		1 foot		6 inches		3 inches		1 inch		.5 inch		.25 inch	
Feet		5280		3		1		0.5		0.25	0.083333333	0.041666667		0.02083333	
5280			1760		5280		10560		21120		63360		126720		253440
1 yard	3	1760	3,097,600	9,292,800	18,585,600	37,171,200	111,513,600	223,027,200	446,054,400						
1 foot	1	5280	9,292,800	27,878,400	55,756,800	111,513,600	334,540,800	669,081,600	1,338,163,200						
6 inchs	0.50	10560	18,585,600	55,756,800	111,513,600	223,027,200	669,081,600	1,338,163,200	2,676,326,400						
3 inches	0.25	21120	37,171,200	111,513,600	223,027,200	446,054,400	1,338,163,200	2,676,326,400	5,352,652,800						
1 inch	0.08333	63360	111,513,600	334,540,800	669,081,600	1,338,163,200	4,014,489,600	8,028,979,200	16,057,958,400						
.5 inch	0.04166	126720	223,027,200	669,081,600	1,338,163,200	2,676,326,400	8,028,979,200	16,057,958,400	32,115,916,800						
.25 inch	0.02083	253440	446,054,400	1,338,163,200	2,676,326,400	5,352,652,800	16,057,958,400	32,115,916,800	64,231,833,600						



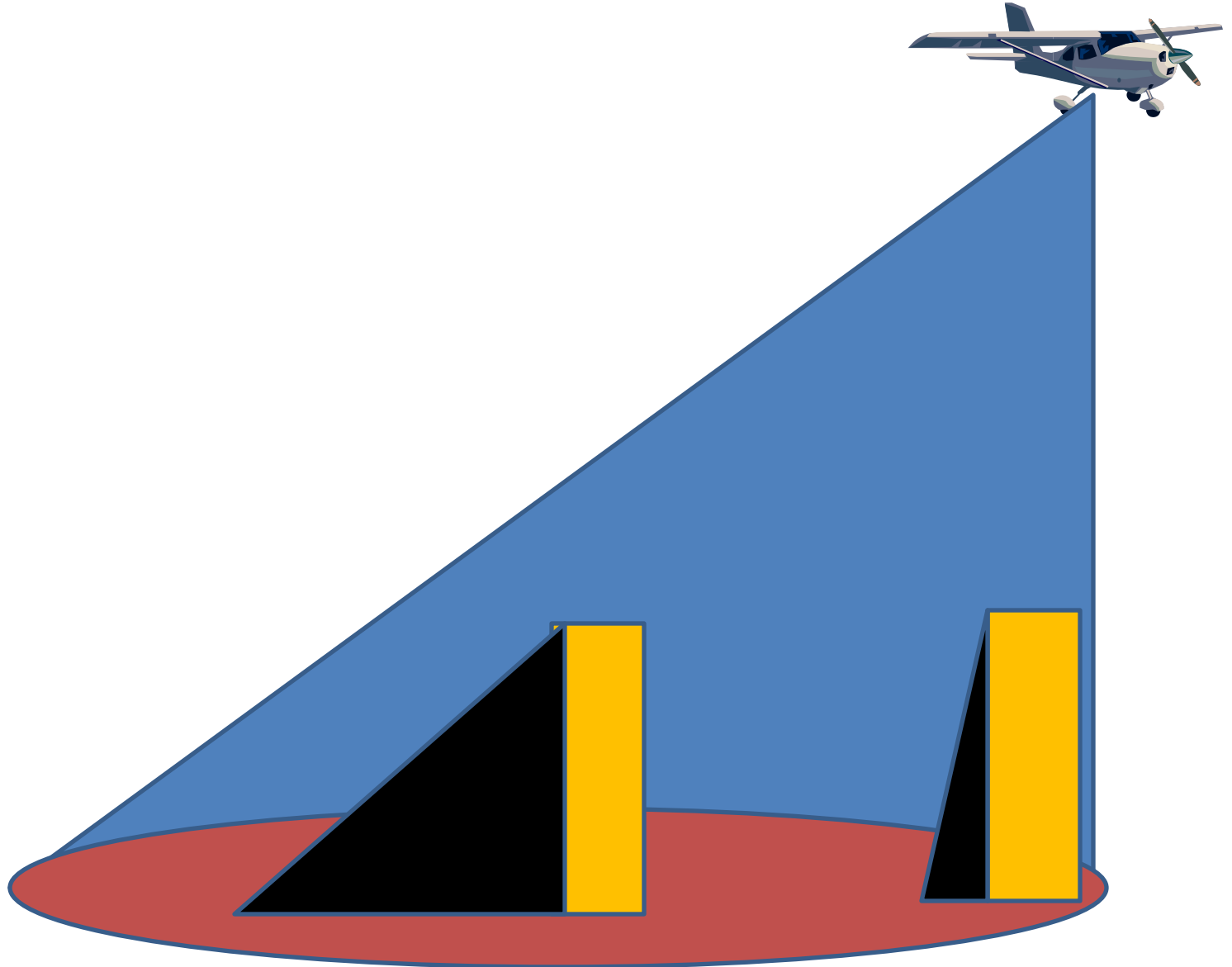
# Continuous Coverage Area



PSS Proprietary Information

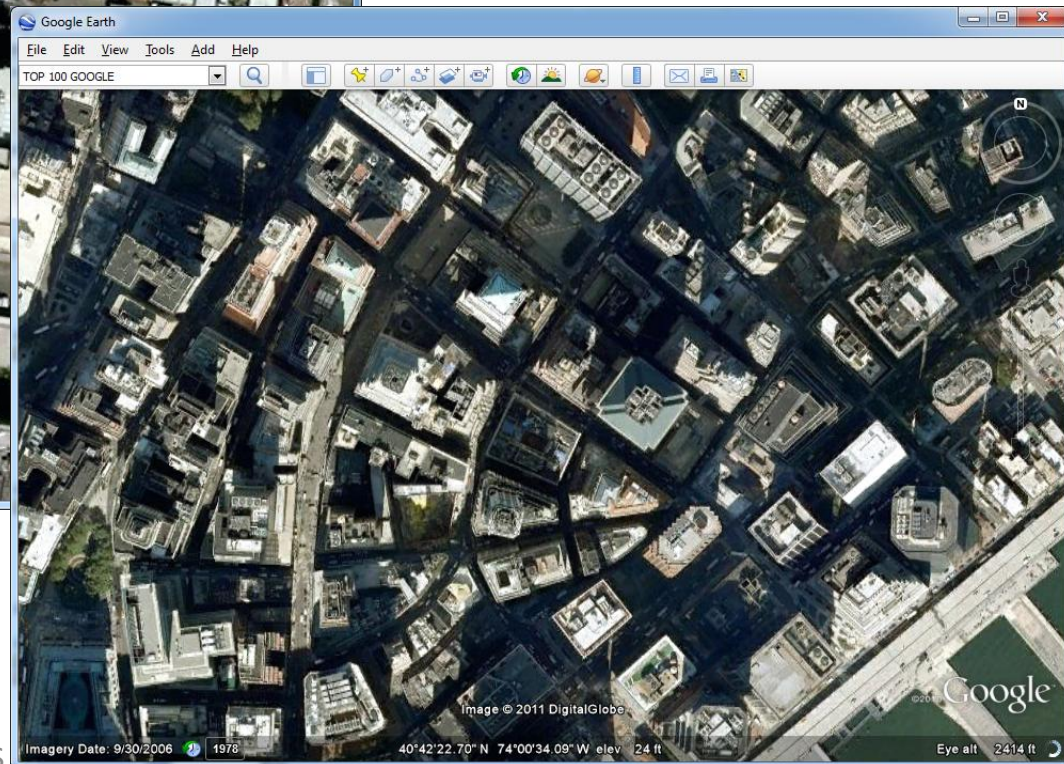
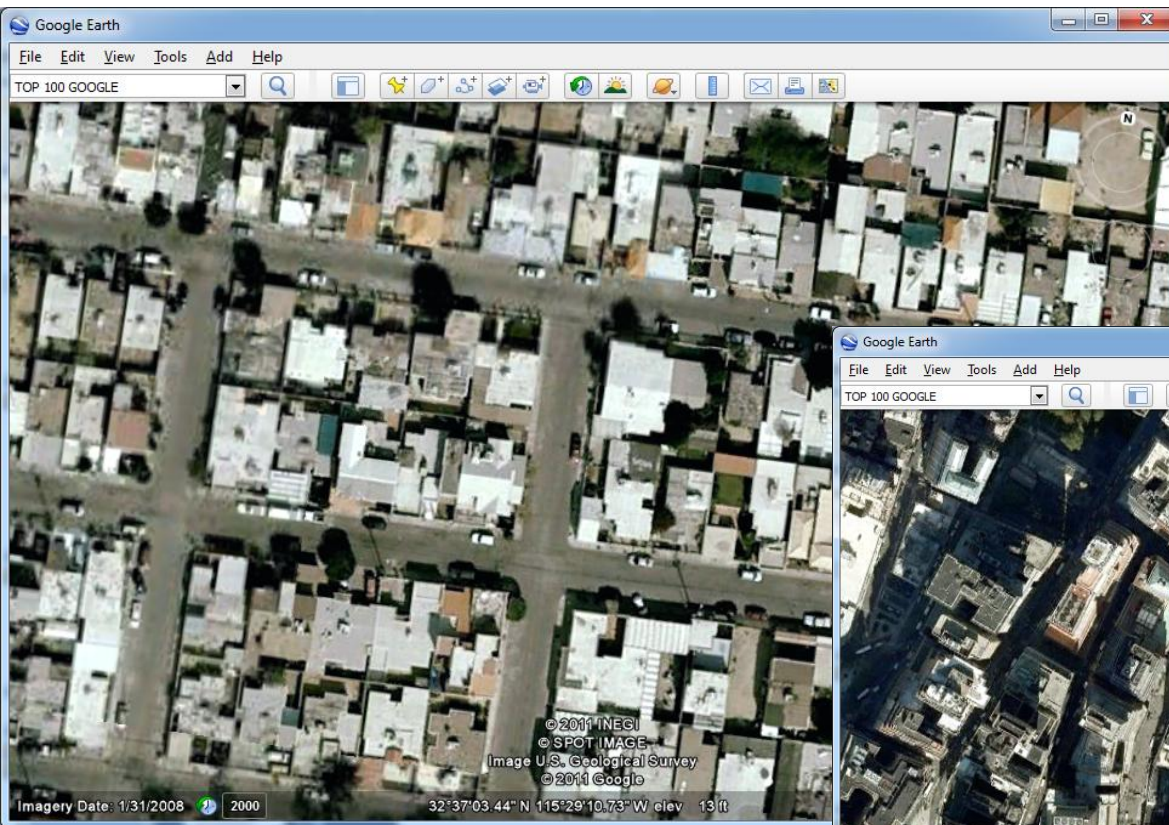


# Look Angles and Shadowing

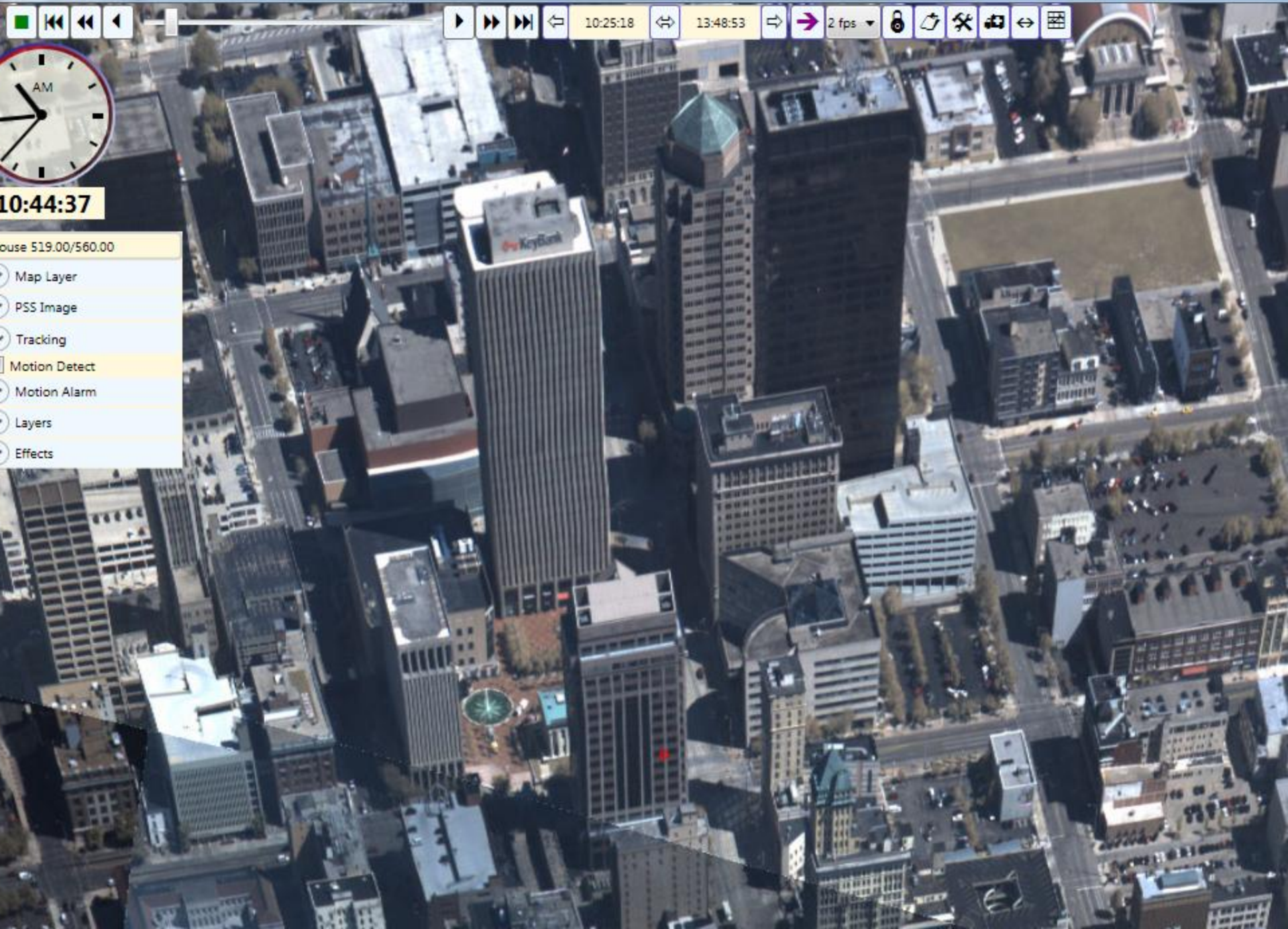




# Terrain







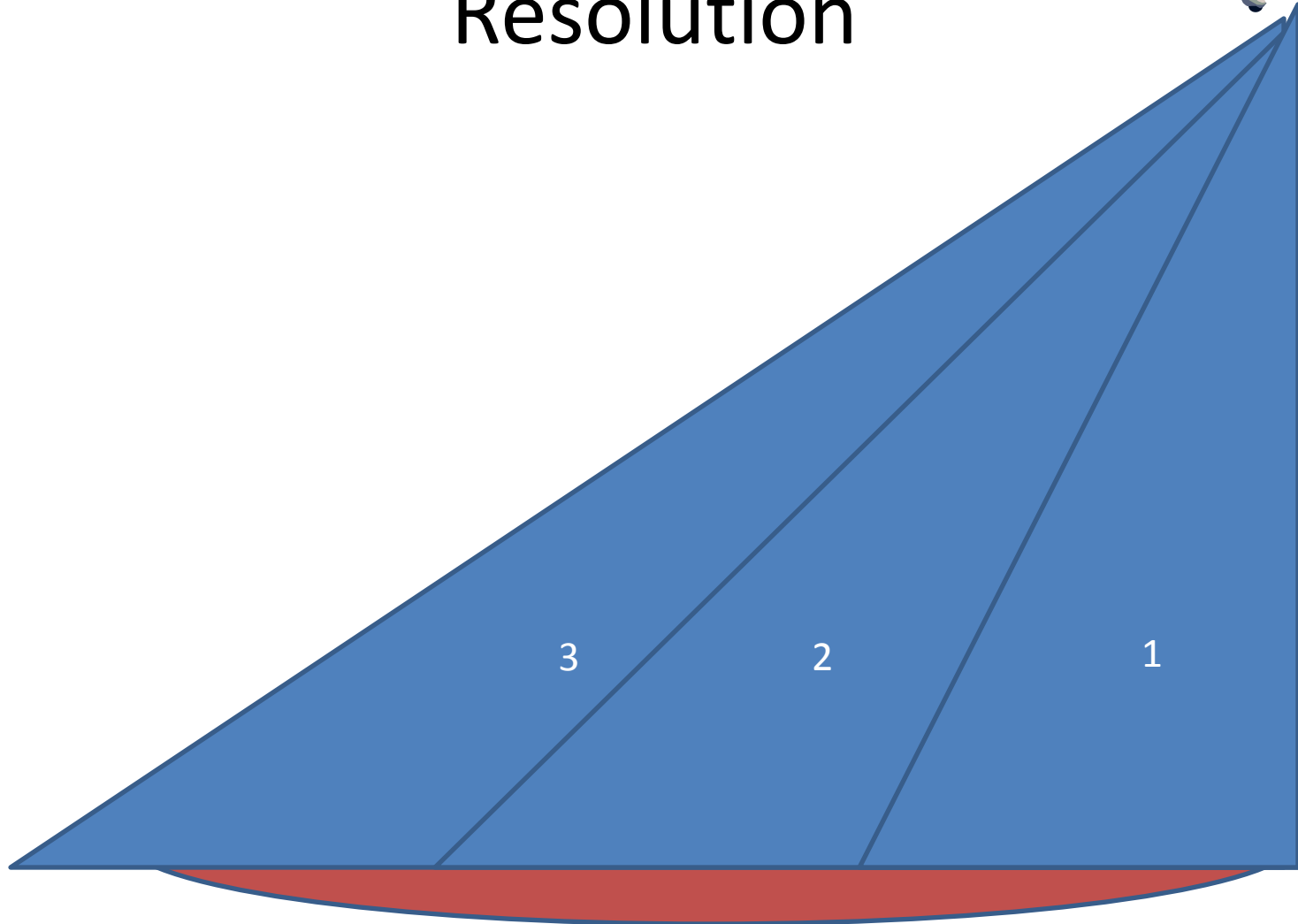
Navigation controls including play, pause, and stop buttons, a timeline slider, and a list of settings: 10:25:18, 13:48:53, 2 fps, and various icons for map, image, tracking, motion detect, motion alarm, layers, and effects.



10:44:37

- ouse 519.00/560.00
- Map Layer
- PSS Image
- Tracking
- Motion Detect
- Motion Alarm
- Layers
- Effects

# Coverage Area Resolution





# OrthoRectification

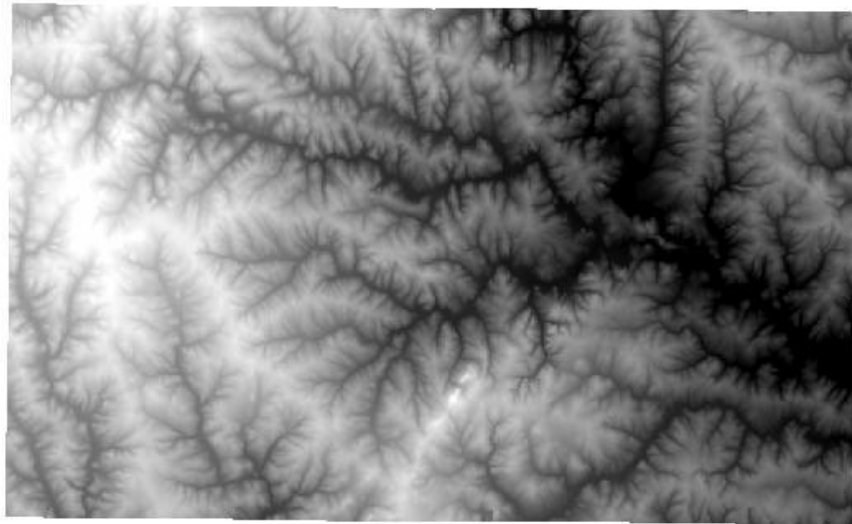
An **orthophoto**, **orthophotograph** or **orthoimage** is an [aerial photograph](#) geometrically corrected ("orthorectified") such that the scale is uniform: the photo has the same lack of distortion as a map. Unlike an uncorrected aerial photograph, an orthophotograph can be used to measure true distances, because it is an accurate representation of the Earth's surface, having been adjusted for [topographic relief<sup>\[1\]</sup>](#), [lens distortion](#), and [camera tilt](#).



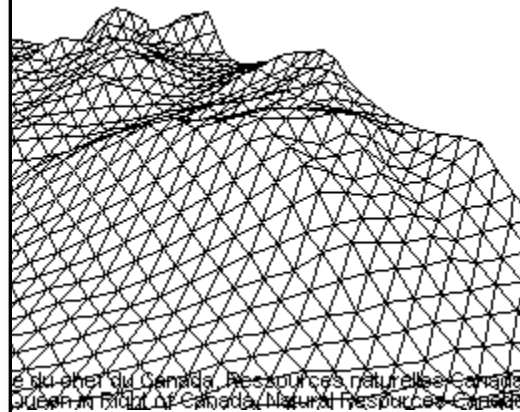
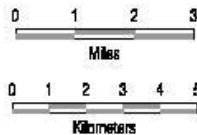
# Inertial Measurement Unit

- Where your camera is
  - Latitude, Longitude, Altitude
- Where your camera is looking
  - Roll, Pitch, and Yaw angles
- Errors
  - Offset – Misalignment
  - Random Shot to Shot

# Digital Elevation Maps



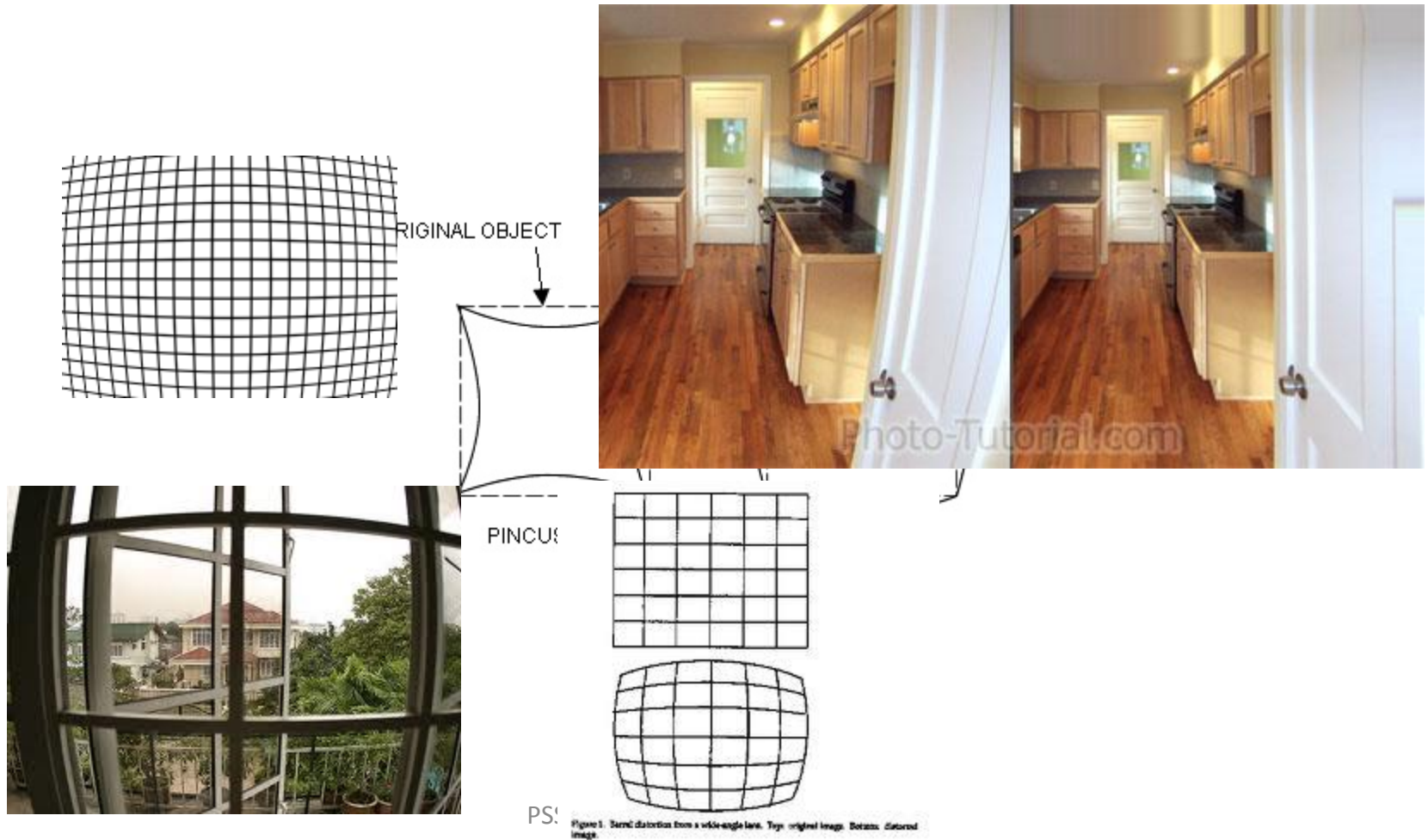
Lightest shades indicate  
highest elevation



ary Infomration



# Lens Distortion





# Camera Model

- Location
- Overlap
- 11 elements per camera
- 9 to 12 cameras

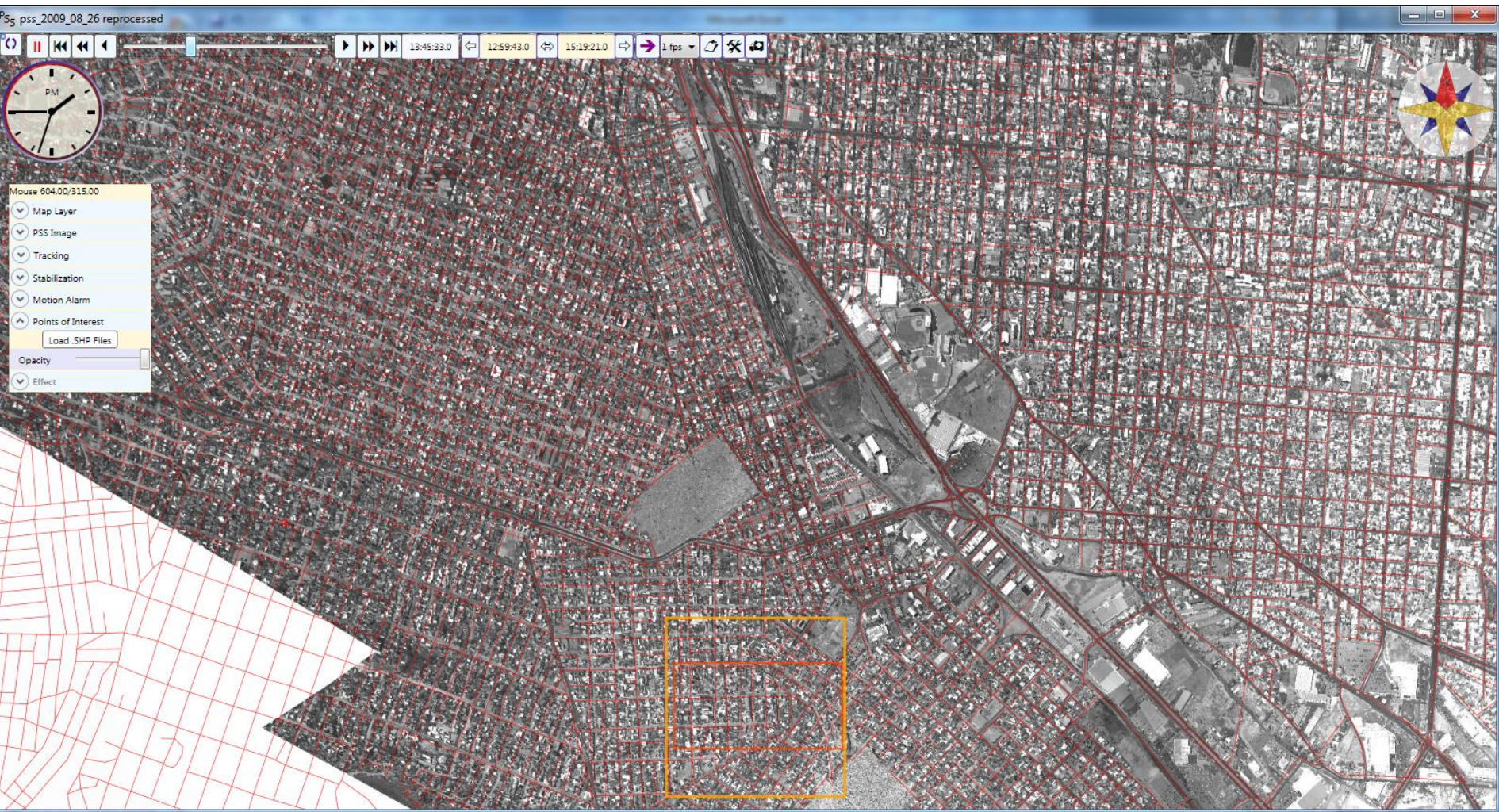
132 parameters to optimize

Image quality and location





# Objective getting images where they are supposed to be on the map







# Data, Data, and More Data

## Sample

- PSS Image File ~60 MB
- 3600 images per hour
- 6 hour mission
- $6 \text{ Hours} \times 3600 \text{ Sec/Hour} \times 60 \text{ MB/Sec} = 1.29 \text{ TB}$
- 150 day storage = 194 TB



# Data Management and Distribution

## Data Storage and Server Systems

- PSS 200 TB Affordable Disk Array
  - Up to 180 days of data
  - Portable (small bar fridge sized on wheels)
  - Raid 6 dual failure data protection
  - Easily expandable
  - Up to 10 Gbps Interface
- Integrated PSS Servers
  - PSS Image Server
  - PSS Investigation Data Base Server
    - Incident based information tracks,
    - imagery, records
  - PSS Incident Locator Server
  - PSS Locate Server
  - Map Server
    - GIS information , Comm Imagery,
    - Shape Files

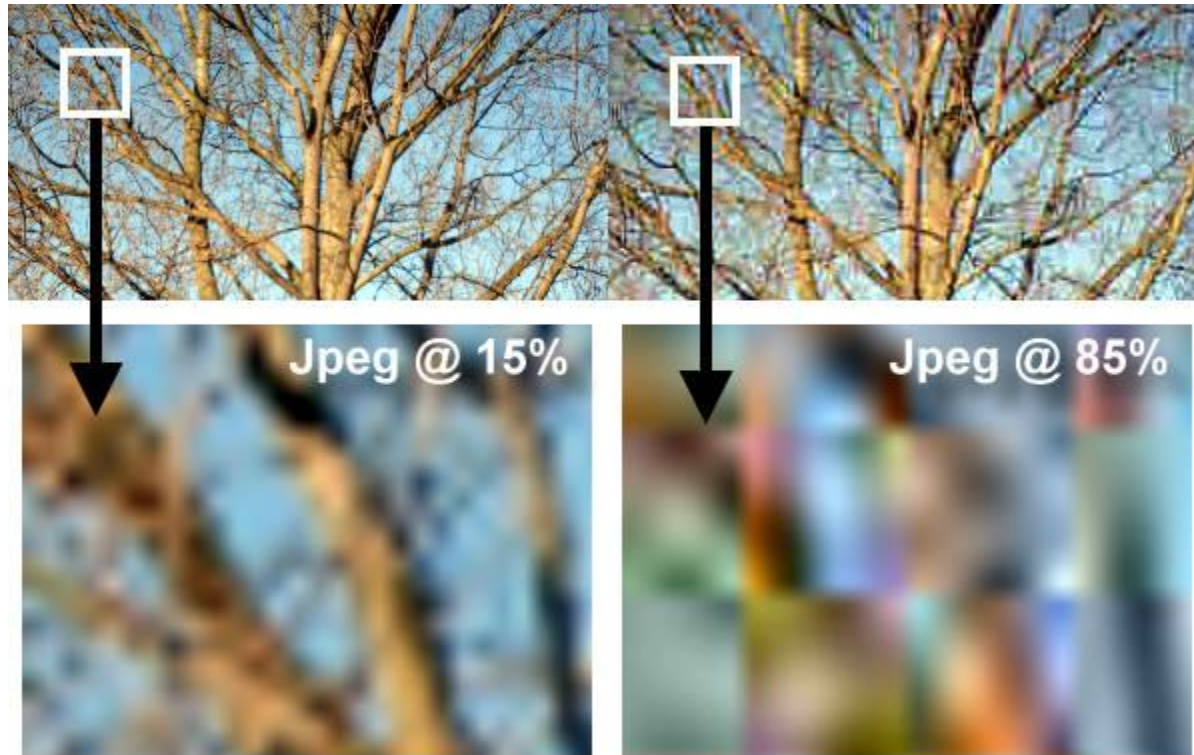




# Image Compression

- Processed Imagery 495 MB/Image
- JPEG Compression 5-10 to 1 ~60 MB/Image
- Also cuts bandwidth per user by factor of 5 to 10

# JPEG Artifacts





# Color vs. Monochrome

Monochrome

8 bits per pixel

256 shades of grey

Medium color car

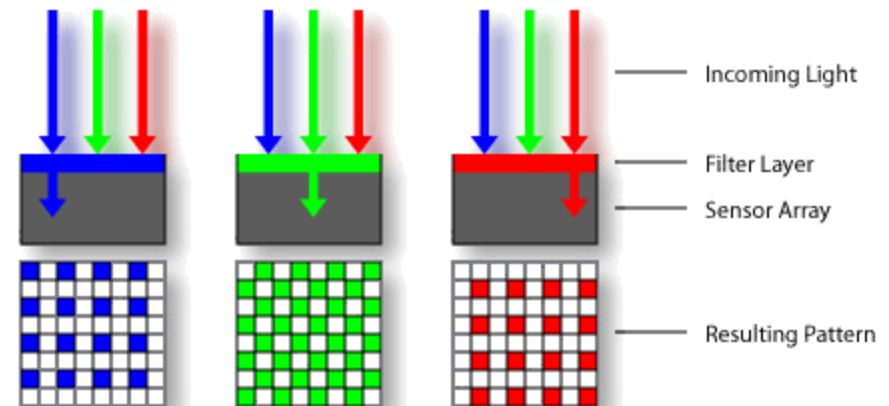
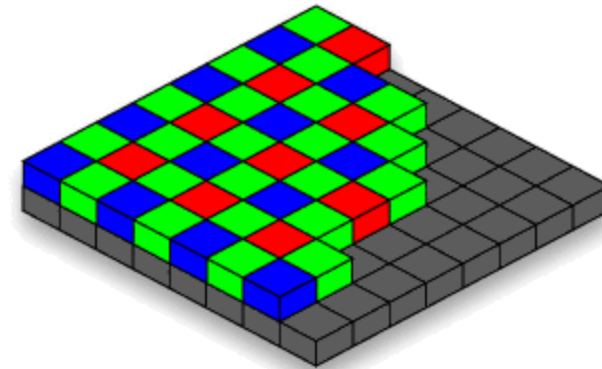
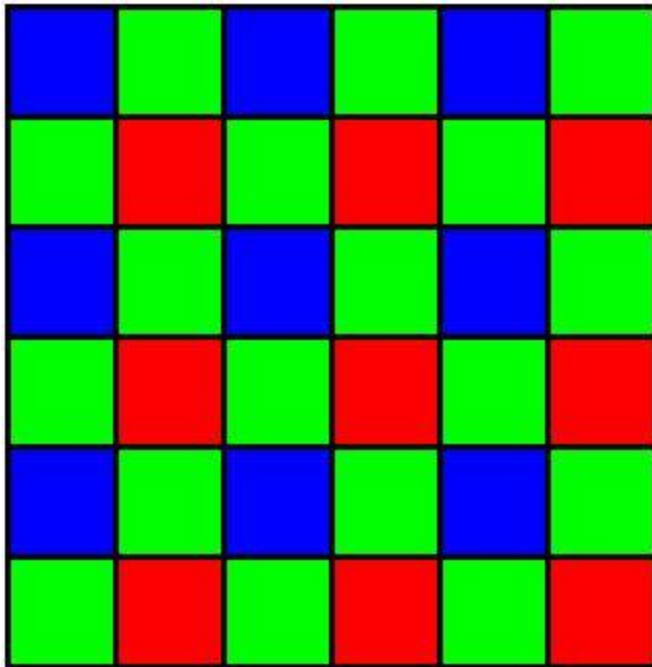
Color

24 bits per pixel

16 mil colors

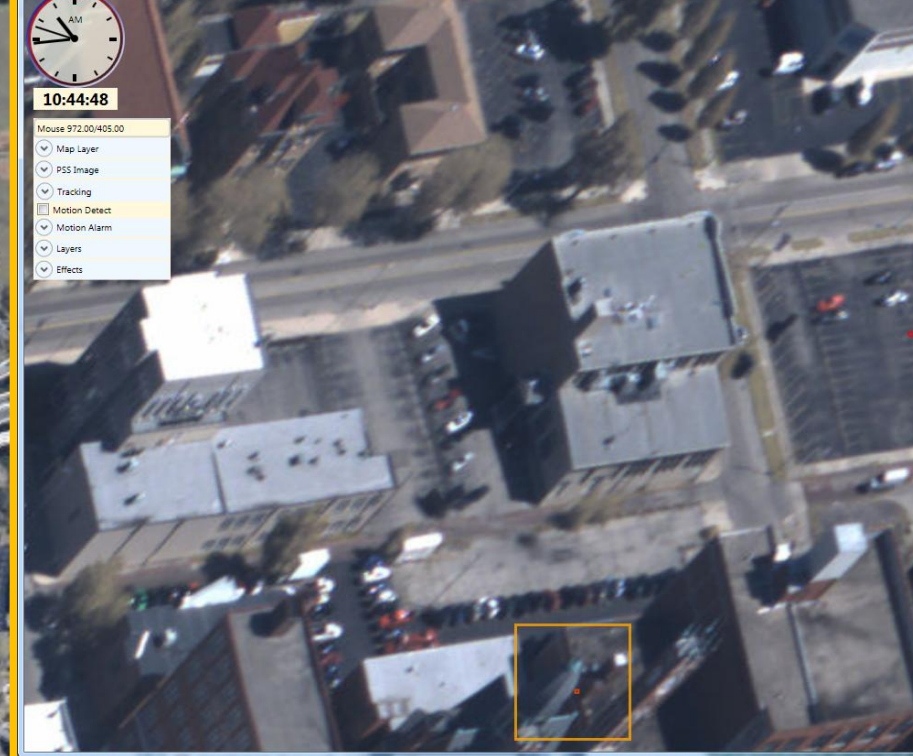
Blue, red, green Car


# Bayer Pattern - Color



<http://www.youtube.com/watch?v=2-stCNB8jT8&NR=1&feature=fvwp>







10:44:48

Mouse 972.00/405.00

- Map Layer
- PSS Image
- Tracking
- Motion Detect
- Motion Alarm
- Layers
- Effects

PSS Proprietary Information