

Jan 28, 2021

Welcome to CMPE258 I

First Day of the Class

Harry LI, github/hualili/opencv/deep-learning-2020S

20-2021S Email: hualili@sjsu.edu

Office Hours M.W. 4:30-5:30 PM.

Zoom Based

(650) 400-1116 Text Only

On-Line Material

github/hualili

CANVAS

Homework Assignment

Collect Submission of Homework

Write/Submit Pseudo Code (Brief Summary) Report

1 page

Note, Post a

Sample on github Latex

3. Homework Submission

if Submission (Including Semester Long team Projects).

Action 2: Form 4-person Team

By Feb 14 week; work has to

Individual/Encourage team Discussion.

Grading Policy: { Mid: 30%
Homework: 30%
Final: 40%

x Introduction

Neural Nets

Biological System
Human Brain

Neurons (Cells)

Note: Python 3. Python Virtual Environment

3 major Areas { Handwritten Nerals
Recognition. MNIST

{ Time Series Prediction LSTM

{ C.V. ROI.
Deep NN

Subjects

③ FaceNet, ResNet

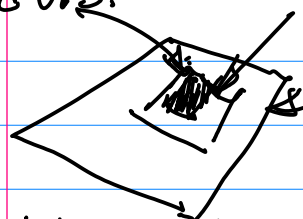
④ Deep Reinforcement Learning

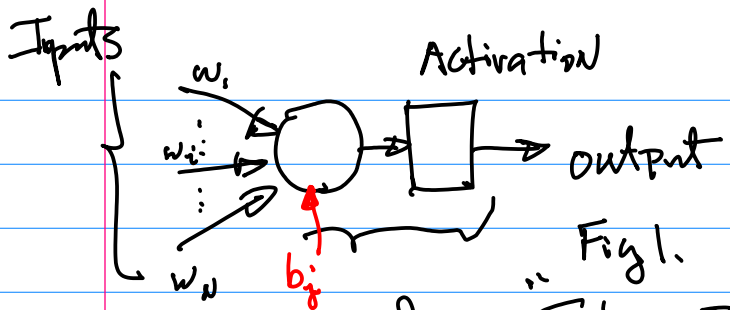
DRL
Action - Policy - Reward

Virtual Box
and O.S.

U.B. (Free)

Native O.S.





Activation

Fig.1.

Prof. Carver Mead — "Silicon Brain"

Intel Processor ~1992-94, ↓

~1994-95

"Father of VLSI"

Autonomous System ↓

OpenCV 1997

2005-2006

Stanford Group + Google

Self Driving Market Hype

2013 Alex Net (Deep Convolutional Neural Network)
NVIDIA GPU Architecture

Recently: FaceNet, ResNet
Time Series Analysis (LSTM)
Deep Reinforcement

Computer Vision

multiple layers of Photo Receptors
~10 layers.

110 ~ 120 million P.R.

Optic N. (Brain Cells)
~ 1 million

Fig.2a

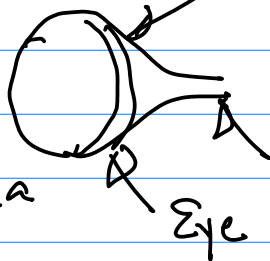
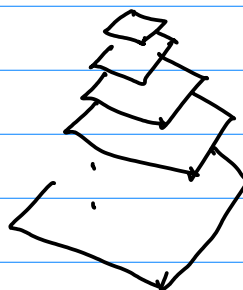


Image Pyramid



$I(x, y)$

Fig.2b

x (for Col)

2/

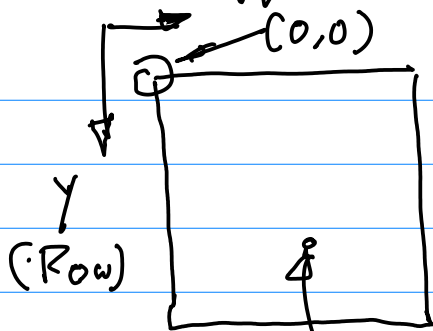


Fig.3

Note:

1° "Scanning" ~ Resolution
From L to R, top to B
"L2R, T2B"

2° Resolution 1024×768

No. of column No. of Row

$M \times N \rightarrow 1024 \times 768$

Column x Row y

3° Color Image Vector
Color Space (r, g, b)

Primitive Color

r — red;
 g — green;
 b — blue

color cube

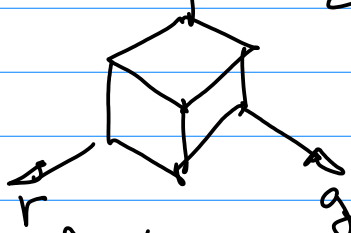


Fig.4

$(0,0,0)$ Black $(1,1,1)$ White
grey scale as Traveling from
 $(0,0,0)$ towards $(1,1,1)$

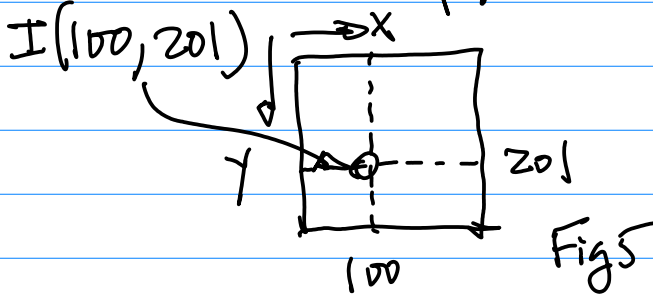
Highest Red $(r, g, b) = (1, g, b)$

" Green $(r, g, b) = (r, 1, b)$

" Blue $(r, g, b) = (r, g, 1)$

$I(x, y)$ Intensity in terms of (r, g, b)

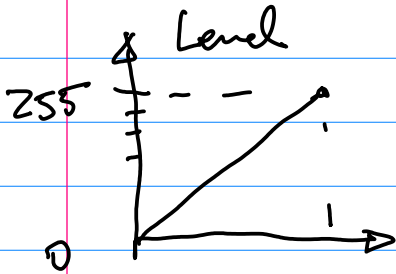
① Location on the Image Plane



r : 8 bit $[0, 255]$ ($2^8 = 256$)

g, b : 8 bit, " "

Pixel Depth (BPP: Bit Per Pixel) Quantization Level

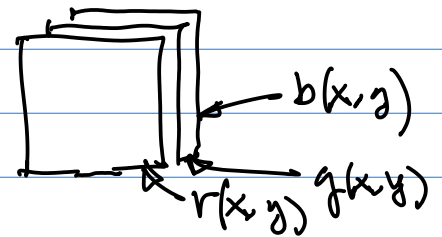


For 8 bit

GrayScale Image

$$I(x, y)_g = \frac{1}{3} [r(x, y) + g(x, y) + b(x, y)] \dots (1)$$

r, g, b . Convert Color Image to GrayScale Image



Example: Suppose an $I(x, y)$ is given below,

0	2	3	10	0
0	2	3	0	0
0	2	3	0	0
0	2	3	0	0
0	2	3	0	0

$M \times N$

Action 3. Enable OpenCV

.... Display A "Jpg"

Color Image \rightarrow From your Smart

Feb 4th, CMPE258

Today's Topics: 1^o Convolution, Two Dimensional Convolution; 2^o Intro to Neural Network

Note: 1^o Installation of Python, OpenCV, and T.F.

Python { 2.7
3.5 or higher

Anaconda — Python Distribution \rightarrow Python Virtual Environment

OpenCV 4.2 Version 3.0 or higher

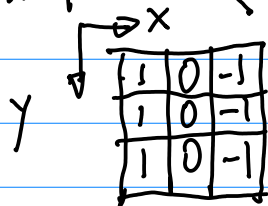
T.F. Keras (API)

Given a digital image

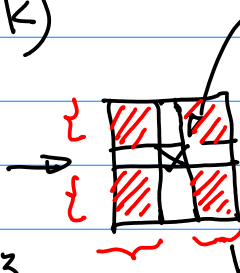
$$I(x, y) \rightarrow r(x, y), g(x, y), b(x, y)$$

Perform Convolution on $I(x,y)$

Convolution kernel (mask)



3x3



Center of the kernel

pixel of Interest

$$② f(i,j) g(x-i, y-j)$$

$$③ g(x-i, y-j)$$

Shift

$$g(1-i, 1-j)$$

$$g(2-i, 1-j)$$

$$g(2-i, 2-j)$$

and so on ...

Summary: 2D Convolution
Consists of Shift-Product-Summation

Compute 2D Convolution:

Step 1. Place the kernel @

the initial condition, e.g.,

the top left hand corner

of the image, in such a way

its boundary rows and

columns are aligned with

the image boundary row

and column.

Ref: [2020s] ... 2D Convolution

From 1D Case, given a function $f(x)$
and a kernel $g(x)$

$$\int_{\Omega} f(u) g(x-u) du \quad \dots (1)$$

$$\sum_{i \in \Omega} f(i) g(x-i) \quad \dots (2)$$

Now, 2D Case

$$\iint_{\phi} f(u,v) g(x-u, y-v) du dv \quad \dots (3)$$

$$\sum_j \sum_i f(i,j) g(x-i, y-j) \quad \dots (4)$$

Image

Kernel

Index of pixel location

$$\text{Kernel } g(x,y) \rightarrow g(-x, -y)$$

①
Flip



a) Flips the Kernel

b) $g(x,y) = g(-x, -y)$
if Symmetric

$$\begin{aligned} & f(0,0) * 1 + f(1,0) * 0 + \\ & f(2,0) * (-1) + \\ & f(0,1) * 1 + f(1,1) * 0 + \\ & f(2,1) * (-1) + \end{aligned}$$

$$f(0,2) \times 1 + f(1,2) \times 0 + f(2,2) \times (-1)$$

$$= 0 \times 1 + 2 \times 0 + 3 \times (-1) +$$

$$0 \times 1 + 2 \times 0 + 3 \times (-1) +$$

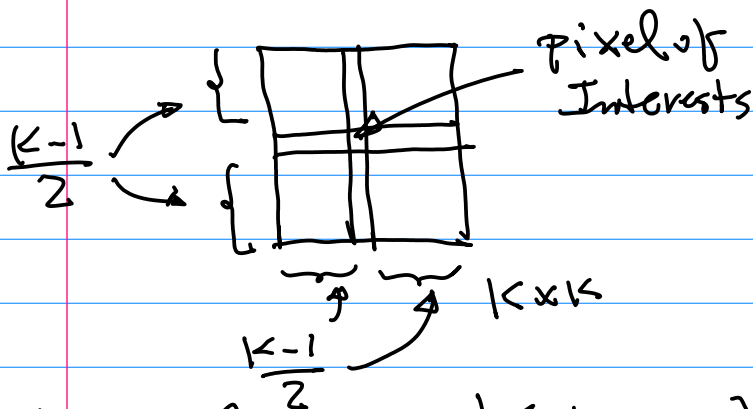
$$0 \times 1 + 2 \times 0 + 3 \times (-1)$$

$$= -3 - 3 - 3 = -9$$

Note: This convolution resulted in a new processed image plane

$I_{\text{new}}(x, y)$ whose Rows is less than the original image,
No. of Rows = Original No. of Rows - 2

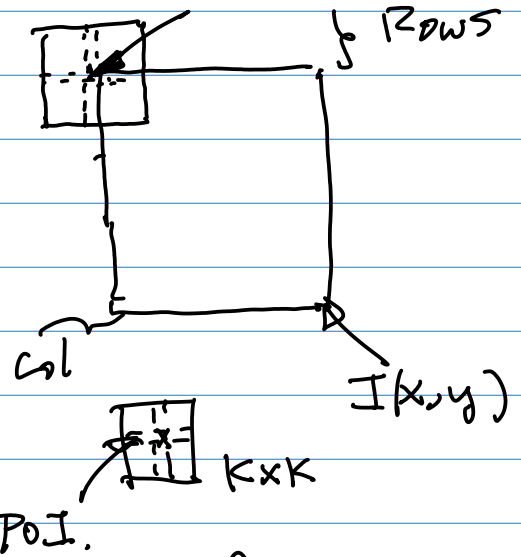
for 3×3 kernel, for $K \times K$ kernel (K is odd Number), in this case
No. of Rows Reduced by $2 \times \left(\frac{K-1}{2}\right)$
 $= K-1$.



Homework (Exercise — No Submission)

Based on the given $I(x, y)$ Image from PPT @ github, Perform hand Calculation of 2D Convolution

Note follow the example in Class.



Consider Neural Networks.

Supervised Learning

Reference: 20-20215-2

Example:

$$\bar{x} = (x_1, x_2, \dots, x_n)$$

$$\bar{w} = (w_1, w_2, \dots, w_n)$$

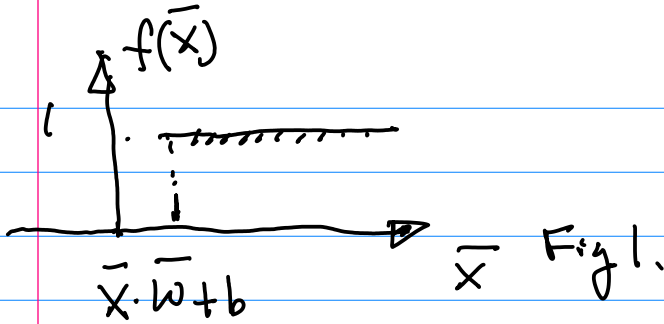
$$\bar{x} \cdot \bar{w} = (x_1, x_2, \dots, x_n) \cdot (w_1, w_2, \dots, w_n)$$

$$= x_1 w_1 + x_2 w_2 + \dots + x_n w_n + \dots + x_n w_n$$

$$= \sum_{i=1}^n x_i w_i \quad \dots (1)$$

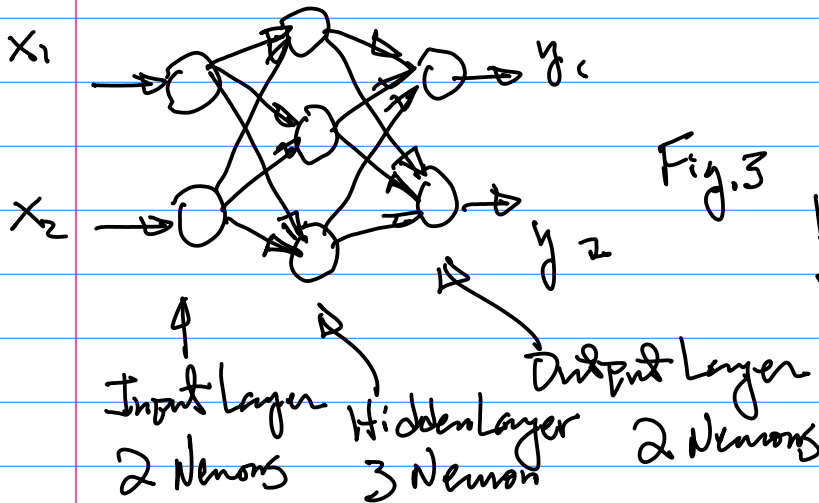
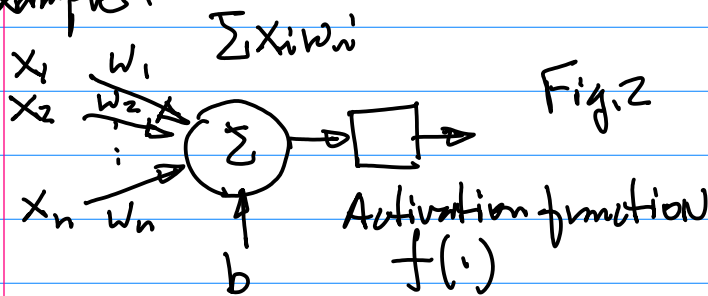
Define Transfer function $f(\cdot)$ as follows

$$f(\bar{x}) = \begin{cases} 1 & \sum_{i=1}^n x_i w_i + b > 0 \\ 0 & \text{o/w} \end{cases} \quad \dots (2)$$



Consider a Simple Feedforward NN

Example:



FeedForward

Have Training Dataset ϕ or Ω

Two Classes C_1, C_2 Representing 2 Patterns

Feature Vector $X = (x_1, x_2)$, up to N_1 of them

N_1, N_2 do not have to be equal; up to N_2 for C_2

$$w_i = w_i + \Delta w_i = w_i + \eta (d - y) x_i$$

updated Current ~

Rate

Training (Learning)

desired output

Actual output

Sigmoid

Feb 11,

Today's Topics: 1° Introduction to NN; 2° Coding (Python)

Examples.

Action 1: Form 4-Person Team. Submit your team member information By Friday 5:00 pm.

Subject: CMPE258 First Last Name of the group Coordinator

First, Last Name, Last 4 Digits of your SID; E-mail Contact information;

Homework 1: Due A week from Today; Submission to CANVAS.

Consider Dense Feedforward NN From the PPT.

1. A Single Neuron

Block Diagram
Notation

$$\bar{x} = (x_1, \dots, x_n)$$

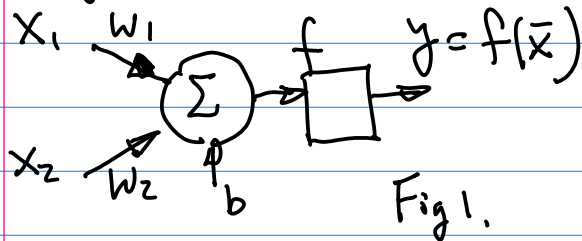
$$y = f(\bar{x}) = f(x_1, x_2, \dots, x_n)$$

Activation function

$$2. S(x) = \frac{1}{1 + e^{-x}}$$

3. Python Implementation

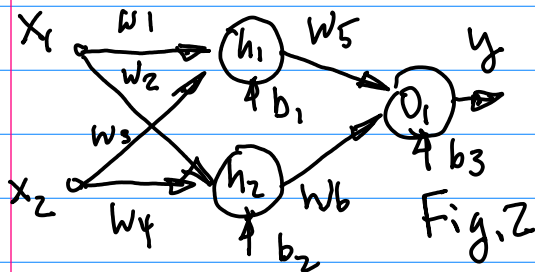
Create A template for your program header,



$$x_1 = 2, x_2 = 3, w_1 = 0, w_2 = 1.$$

$$b = 4, f(x) = \text{Sigmoid}(x)$$

4. Feedforward NN



5. Data Set \rightarrow Pre-processing
to allow Activation
function to Better
handle the input values

Supervised Learning

Data \rightarrow Its Categories Known

Labeling Images/Videos \rightarrow
Annotation.

ImageNet ~ 1.4 million Test
Images

6. Loss Function \rightarrow Objective
Function
Subset
SuperSet

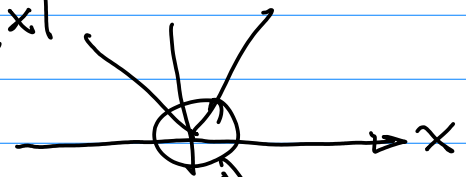


$y_{\text{true}}, y_{\text{pred}}$ — Notation &
meaning
gives the information
for which Category
the data belongs to

7 Use squared difference to
handle potential error (Loss)

Cancellations due to opposite Signs

Note: Be Careful Not Absolute
value! $|x|$



No derivatives
at this point.

8. Define Loss
function

\downarrow
Behavior of Loss
Function

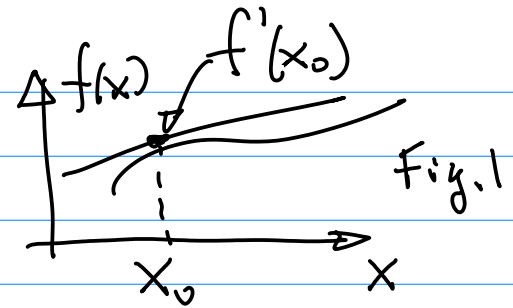
Gradient gives the
fastest increase
of the error

\rightarrow Minimize the
Loss/error
function
in the
negative
direction
of the gradient

q, Denote the Loss as

$$L(W, b) = \sum (y_{\text{true}} - y_{\text{pred}})^2 \dots (2)$$

$b = (b_1, b_2, \dots, b_m)$
 $W = (w_1, w_2, \dots, w_n)$
 $m \neq n$



$$f'(x_0) > 0 \Rightarrow f(x_0 + \Delta x) - f(x_0) > 0 \dots (2)$$

CMPE258 Feb 18

Reference: 1° Training Algorithm
(PART I) 2° OpenCV — Preprocessing

Increase

$$f'(x_0) < 0 \Rightarrow f(x_0 + \Delta x) - f(x_0) < 0 \dots (2^*)$$

Objectives: Deep Convolutional NN
[Deep Reinforcement Learning

$$f(x) = \text{Basic Building Block}_0 + \text{BBB}_1 + \text{BBB}_2 + \text{BBB}_3 + \dots$$

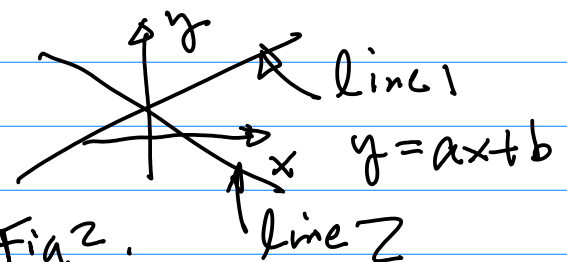
Higher order terms

- (1) Handwritten Digits Recognition MNIST
- (2) Facial Recognition (3) Deep Reinforcement Learning (4) LSTM Time Series Data

Note: 1° Minimization Optimization, Maximization.

$$f \rightarrow \frac{1}{f} \text{ max} \quad g \rightarrow \frac{1}{g} \text{ min}$$

BBB₀ 1st One Constant
BBB₁ 2nd one Linear

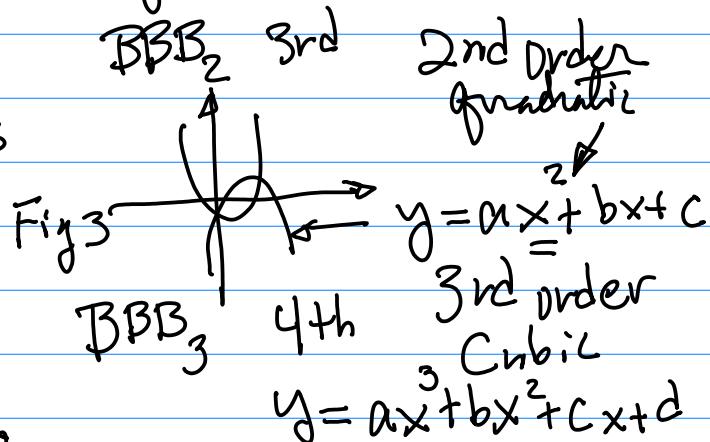


2° Taylor Expansion

Basic Building Blocks to Build A Given function $f(x)$ provided it has derivatives up to order K .

$$\lim_{\Delta x \rightarrow 0} \frac{\Delta f(x)}{\Delta x} = f'(x) = \frac{d}{dx} f(x) \dots (1)$$

$\Delta x \rightarrow \Delta f \rightarrow \frac{\Delta f}{\Delta x} \rightarrow \frac{df}{dx} \Big|_{\Delta x \rightarrow 0}$

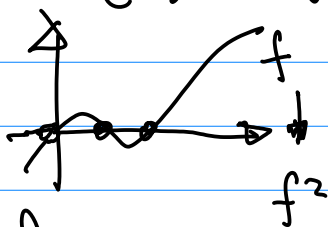


$$f(x) = f(x_0) + \frac{f'(x_0)}{1!}(x-x_0) + \frac{f''(x_0)}{2!}(x-x_0)^2 + \dots \quad (3^*) \quad \text{Fig 4}$$

$$f(x_i^{n+1}) - f(x_i^n) < 0 \quad \dots (5)$$

$$\Delta x_i^n = ?$$

Root Finding
Minimization



3° For N-Dimensional Case

$$w_1, w_2, \dots, w_N; b_1, b_2, \dots, b_m$$

$$N = N_1 + M$$

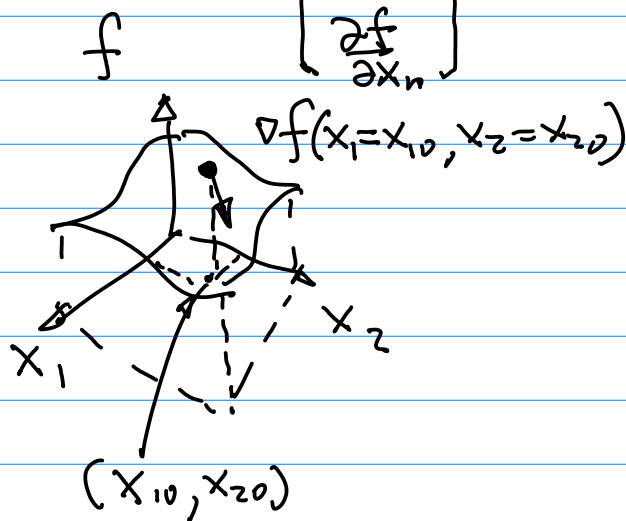
Rewrite b_1, b_2, \dots, b_m as w_i
 $i = N_1 + 1, N_1 + 2, \dots, N_1 + M$

$$L(w, b)$$

$$L(\underline{w})$$

4° Gradient

$$\nabla f(x) = \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \frac{\partial f}{\partial x_2} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{bmatrix} \quad \dots (6)$$



Partial Derivatives

One-Dimensional Case $f'(x) = \frac{d}{dx} f(x)$

N-Dimensional Case

$$\frac{\partial}{\partial x_1} f(x_1, x_2, \dots, x_N)$$

$$\frac{\partial}{\partial x_2} f(x_1, x_2, \dots, x_N)$$

...

$$\frac{\partial}{\partial x_N} f(x_1, x_2, \dots, x_N) \quad \dots (4)$$

5° Update Rule

$(x_1^{n+1}, x_2^{n+1}, \dots, x_n^{n+1})$ New updated Value

Based on Gradient with "—" "

$$-\eta \nabla f = -\eta \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{bmatrix}$$

$$\text{Find } x_i^{n+1} = x_i^n + \Delta x_i^n$$

... (7)

$$f(x_1, x_2, \dots, x_n) = f(a_1, a_2, \dots, a_n)$$

$$+ \frac{\partial f}{\partial x_1}(x_1 - a_1) + \frac{\partial f}{\partial x_2}(x_2 - a_2) + \dots + \frac{\partial f}{\partial x_n}(x_n - a_n)$$

$$+ \text{higher Order Term} \dots (8)$$

$$\underline{\text{Let}} \Delta x_1 = -\frac{\partial f}{\partial x_1}, \dots$$

$$\Delta x_n = -\frac{\partial f}{\partial x_n}$$

$$\dots (11)$$

Remove higher order terms,

$$f(x_1, x_2, \dots, x_n) \approx f(a_1, a_2, \dots, a_n) +$$

$$\frac{\partial f}{\partial x_1}(x_1 - a_1) + \frac{\partial f}{\partial x_2}(x_2 - a_2) + \dots + \frac{\partial f}{\partial x_n}(x_n - a_n)$$

$$\dots (8x)$$

Substitute eqn (11) Back to Eqn (10)

$$(\Delta x_1, \Delta x_2, \dots, \Delta x_n) \begin{pmatrix} \frac{\partial f}{\partial x_1} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{pmatrix}$$

$$f(x_1, x_2, \dots, x_n) - f(a_1, a_2, \dots, a_n) = \dots$$

"< 0"

$$= \left(-\frac{\partial f}{\partial x_1}, -\frac{\partial f}{\partial x_2}, \dots, -\frac{\partial f}{\partial x_n} \right) \begin{pmatrix} \frac{\partial f}{\partial x_1} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{pmatrix}$$

$$f(x_1, x_2, \dots, x_n) < f(a_1, a_2, \dots, a_n)$$

"(9) We want

PH =

$$\frac{\partial f}{\partial x_1}(x_1 - a_1) + \frac{\partial f}{\partial x_2}(x_2 - a_2) + \dots + \frac{\partial f}{\partial x_n}(x_n - a_n)$$

$$= - \left[\left(\frac{\partial f}{\partial x_1} \right)^2 + \dots + \left(\frac{\partial f}{\partial x_n} \right)^2 \right] \dots (12)$$

"≤ 0"

$$\underbrace{(x_1 - a_1, \dots, x_n - a_n)}_{\Delta x_1 \dots \Delta x_n} \cdot \begin{pmatrix} \frac{\partial f}{\partial x_1} \\ \frac{\partial f}{\partial x_2} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{pmatrix} \dots (10)$$

from Eqn (11) (Handout, Note 1, pp. 1) Gradient

Feb 25 (Thu)

Topics:

1° MNIST Convolution Neural Network — Sample Code, githwb

2° Pre-processing Techniques (OpenCV) to prepare Images/Videos for MNIST

Ref:

1° 20-20215-4-gradient-

Type: "-" sign should be "+"

$$\frac{\partial}{\partial x_1} (x_1^2 + x_1 x_2) = \frac{\partial}{\partial x_1} (x_1^2) + \frac{\partial}{\partial x_1} (x_1 x_2)$$

$$= 2x_1 + x_2 ;$$

then

$$\frac{\partial f}{\partial x_2} = \frac{\partial}{\partial x_2} (x_1^2 + x_1 x_2) = \frac{\partial}{\partial x_2} x_1^2 + \frac{\partial}{\partial x_2} x_1 x_2$$

$$= 0 + x_1 = x_1$$

$$\nabla f = \begin{pmatrix} f_{x_1} \\ f_{x_2} \end{pmatrix} = \begin{pmatrix} 2x_1 + x_2 \\ x_1 \end{pmatrix}$$

2° 3 Sample Code for Tensors/Vectors
github

3° Base Reference Code for
MNIST CNN (Sample code)

TK Keras Implementation of MNIST
CNN.

1° Architectural of the CNN

Basic Block: Convolution layer
Building
model. Summary in Keras to
Print the CNN Architecture

CONV2D - 1

"C"

No. of the layers

max pulling

A technique to Reduce

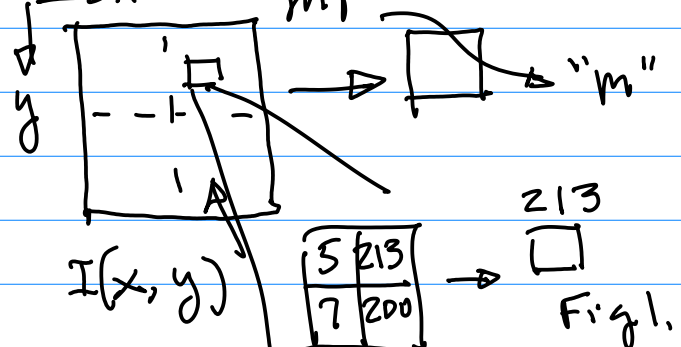
Image Resolution By

Selecting the Largest

Number from 2x2

Image Patch

Example: Max-pulling Hand-
Calculation



"Better way" → Max → Higher
Edge or Frequency
Boundary of Object ← Comp.

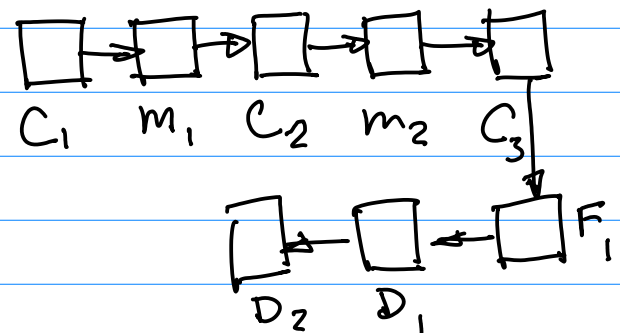
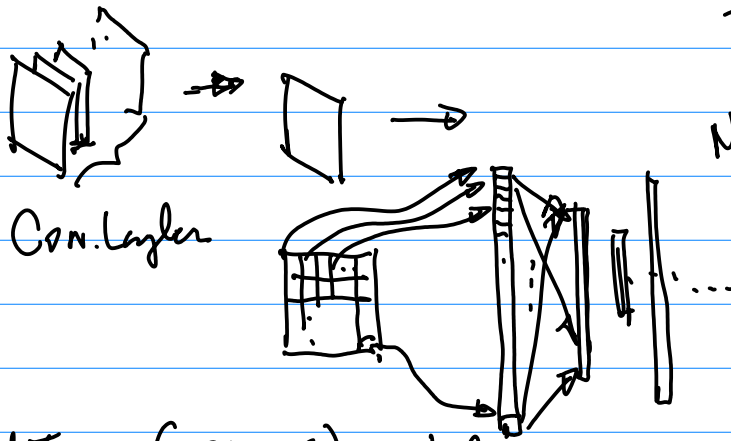


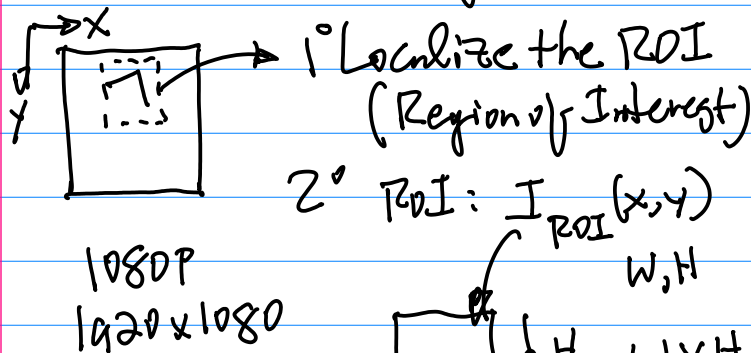
Fig 2. $C_1, m_1, C_2, m_2, C_3, F_1, \theta_1, \theta_2$

Note



\Rightarrow Input Image (28×28) \Rightarrow 1 layer plane
Gray Scale Image

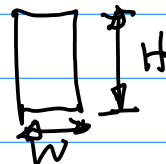
Example: From Python Program.



Aspect Ratio
 $W/H = \alpha$

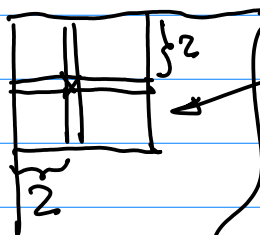
Preserve the Aspect Ratio

$I_{ROI}(x, y) \Rightarrow$ Square Image



Resize the Image to 28×28

Note: Each Convolution \Rightarrow Produce One output (One Image Plane)



Kernel

Top Row - 2
Left Col - 2
 $K \times K$
5x5
B. Row - 2
R. Col - 2

3. Sample code
models, sequential()

Note: Dataset from Repos.
from youtube
from google
create the data by yourself

OpenCV \Rightarrow I_i is partition into
Training, Labeling
Testing, Labeling

Annotation
Image \Rightarrow Label
 I_i
"b"

Preprocessing Using OpenCV for Handwritten Digits Recognition

Step 1. Input Image/Video

Localization of ROI.

i. Binarization of Image

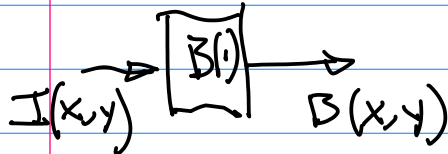
$I(x, y; t) = (r(x, y; t), g(x, y; t), b(x, y; t)) \Rightarrow$

Convert it to gray scale Image

$I(x, y; t) \Rightarrow I_{gray}(x, y)$

$I(x, y)$ Gray Scale
Binarization

$$B(x, y) = \begin{cases} 255 & I(x, y) \geq T \\ 0 & \text{o/w} \end{cases} \dots (1)$$



Example:

$I(x, y)$	$T=50$	$B(x, y)$																		
<table border="1"> <tr><td>11</td><td>200</td><td>200</td></tr> <tr><td>5</td><td>255</td><td>180</td></tr> <tr><td>7</td><td>20</td><td>30</td></tr> </table>	11	200	200	5	255	180	7	20	30	\rightarrow	<table border="1"> <tr><td>0</td><td>255</td><td>255</td></tr> <tr><td>0</td><td>255</td><td>255</td></tr> <tr><td>0</td><td>0</td><td>0</td></tr> </table>	0	255	255	0	255	255	0	0	0
11	200	200																		
5	255	180																		
7	20	30																		
0	255	255																		
0	255	255																		
0	0	0																		

Note Use OpenCV for Binarization,
Consider using mean, Std
 $\text{mean} \pm \text{Std} * \eta$
as a Threshold.

Step 2. Ability to Detect the
Shape of the Object(s)

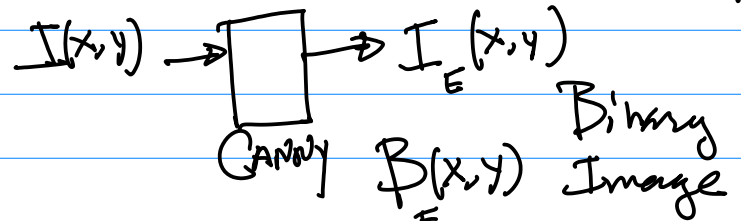
Primitive Features of Given Image

Edge, Contours elements, Aspect Ratio,
Area, moments, Shape Descriptor(s)

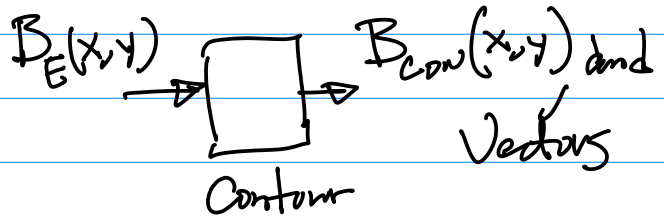
etc. (\bar{x}, \bar{y}) Centroid;

\rightarrow Size of the Object

$I(x, y)$ \rightarrow Canny
gray Edge Detection Edge Map



$I(x, y) \rightarrow B_E(x, y) \rightarrow$ Contour Analysis
 $B(x, y)$



Contours can be Computed By
OpenCV function. (github Sample)

4-types of contours.

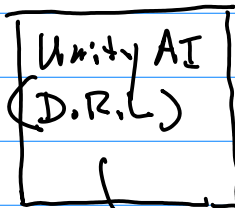
\downarrow
External Contour.

Moments

\downarrow
 (\bar{x}, \bar{y}) , Area, W/H

x_1, x_2, x_3, x_4 (S.T.A.R)

$X = \{x_1, x_2, x_3, x_4\}$



Project Topics: Unity & ROS

1^o DRL for 6 DoF Robot

Pick & place Application

2^o Yolo / Pedestrian & Behavior
Analysis (Pose Recognition)

3^o Unity AI and Self Driving Based on Unity ML-Toolkit

4° LSTM Time Series Analysis for Anomaly Detection

2 weeks from Today (march 4)
Homework/Project 1: 10 Pts
Handwritten Digits Recognition

March 4 (Thursday)

Topics: { 1^o Handout on Source Code Walk-Through
2^o Project 1 & Pre-processing Technique

To Be Posted ON CANVAS in 1~2 days

Note: ① A Semester Long Project is

A Team Project, e.g. 4-person
Team work together on your
Project. And Submission is ALSO
Team Submission. Due 1 week
before the End of Semester

② Topics (4 Topics)

Ref: 20-20215-6- Handout
1. Architecture

Note: $f(z_i) = \frac{e^{z_i}}{\sum_{j=1}^K e^{z_j}} \dots (1)$

$$f(z_1) + f(z_2) + \dots + f(z_{10})$$

$$= \frac{e^{z_1}}{\sum_{j=1}^K e^{z_j}} + \frac{e^{z_2}}{\Delta} + \dots + \frac{e^{z_{10}}}{\Delta}$$

$j=1$
 Here $e^{z_1} + e^{z_2} + \dots + e^{z_n} = \sum_{j=1}^n e^{z_j}$
 Therefore, they are
 rough equal to 1.

Therefore, they give

19 Example Input [2.0, 1.0, 0.1]

Find $\text{Prob}(Z_1=2.0)$, $\text{Prob}(Z_2=1.0)$,

$$\text{Prob}(z_3 = 0.1)$$

S2 From Eqn (1)

$$\text{Prob}(z_1) = \frac{e^{z_1}}{\sum_{j=1}^3 e^{z_j}}$$

$$= \frac{e^{z_1}}{e^{z_1} + e^{z_2} + e^{z_3}}$$

$$= \frac{e^{2.0}}{e^{2.0} + e^{1.0} + e^{0.1}} = 0.7$$

Note
model.add { layers.conv2D
 Flatten

Note: Activation Functions $\begin{cases} \text{Softmax} \\ \text{ReLU} \end{cases}$ $B(x,y) = \begin{cases} 255 & \text{If } I(x,y) > T \\ 0 & \text{o/w} \end{cases}$ $\dots(z)$

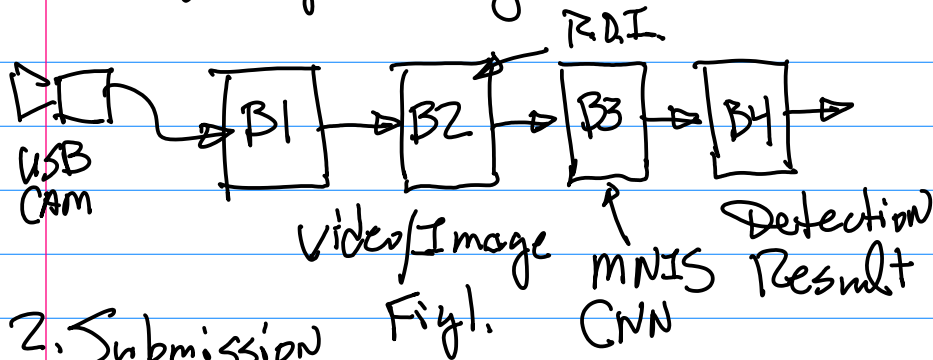
a Math Formulation

b Hand Calculation, c T.F. Code

Discussion On Project 1. (10pts)

1. Objectives

To Develop/Integrate CNN with pre-processing capability to Realize the function of Hand Written Digits Recognition



2. Submission Fig1.

2.1. Readme.txt ; 2.2 Python Code ;
2.3 Video Clips (3 to 5 seconds) of the Result ;

3. Ref 20-20215-3-load deployment

4. Preprocessing Techniques

Step 1 Video Input, $I(x,y;t) \rightarrow I(x,y)$
Image Frame
Step 2 grayscale
Image $I_{gray}(x,y)$
Binarization

Note: Perform Canny Edge Detection First

$$I_{canny}(x,y) = B_{canny}(x,y) = B(x,y)$$

Step 3. Contour Computation

Contour Map \rightarrow Draw your Result Back on $I_{gray}(x,y)$

Step 4. \bar{x}, \bar{y}

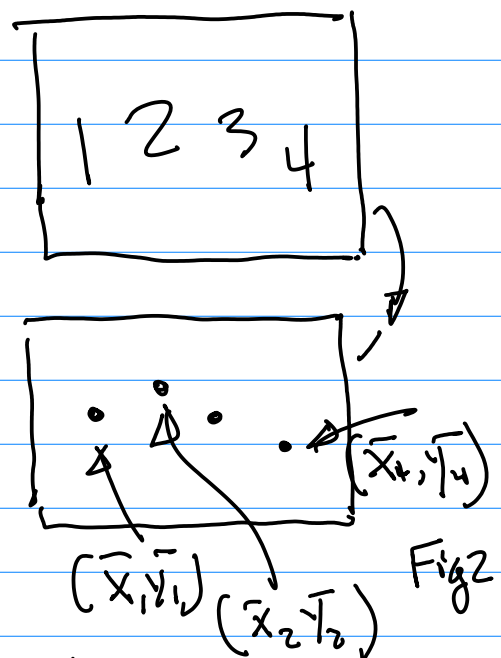
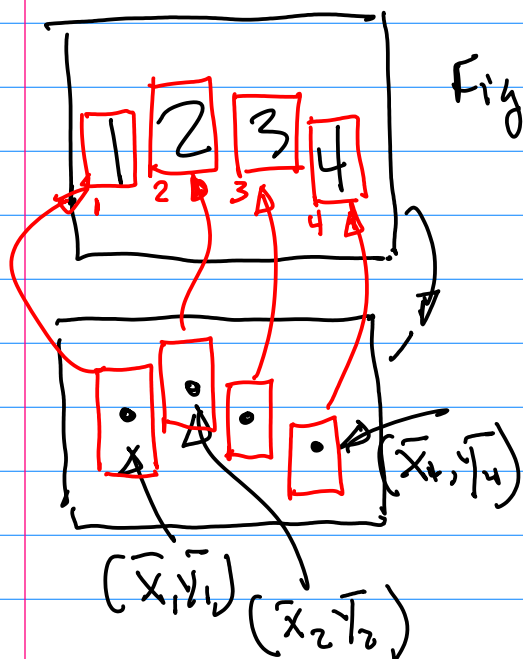
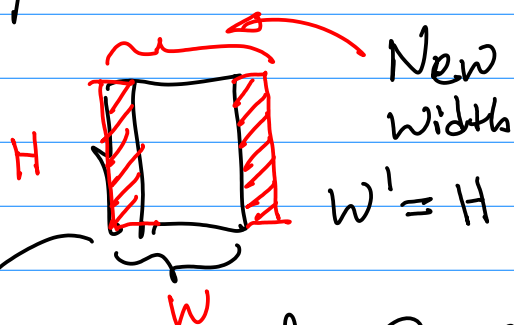


Fig2

Step 5 Build Bounding Boxes (ROI)



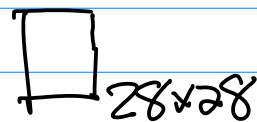
First make it a Squared Image,
 $\max\{w, h\} \rightarrow D$
 $\max\{125, 211\} = 211$
 Make your ROI 211×211 .



Use pre-Build function to find \bar{x}, \bar{y} , then use either pre-Build function from Contour or your self developed function (If self Developed, then use $B(x, y)$).

Bitwise function from OpenCV to make it Square ROI then, Resize the Squared ROI.

Find H, W for the Bounding Box

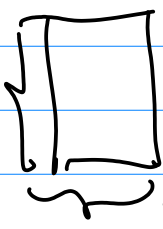


Step 6. Resizing while Keeping the Original Aspect Ratio

1° Aspect Ratio

H/W or W/H

211



ROI
125

Step 7. From the deployment Code, Integrate your pre-processing stage Function, To complete the Project.

March 18

Example: 1st moments Definition

$$\iint_{\Omega} (x - \bar{x})^k B(x, y) dx dy \quad \dots (1)$$

$$\sum_{y=0}^{N-1} \sum_{x=0}^{M-1} (x - \bar{x})^k B(x, y) \quad \dots (1^*)$$

$$m_{pq} = \iint (x - \bar{x})^p (y - \bar{y})^q B(x, y) dx dy \quad \dots (2)$$

moment(s) for $p = 0, 1, 2, \dots$

$q = 0, 1, 2, \dots$

Let $q = 0$, Eqn (2) becomes Eqn (1)
 $p = k$

Let $p = 0$, $q = 2$, to get Eqn (4) from the ppt Example.

$$m_{p0} = \sum_{y=0}^{N-1} \sum_{x=0}^{M-1} (x - \bar{x})^p (y - \bar{y})^0 B(x, y) \quad \dots (2^*)$$

Note: Eqn (2^{*}) is implemented as one of the OpenCV function.

Use $I(x, y)$ (Binary Image $B(x, y)$) to compute a (from Eqn (1^{*})).

$$k=2 \quad a = \sum_{y=1}^4 \sum_{x=1}^4 (x - \bar{x})^2 B(x, y)$$

Suppose we have computed \bar{x} already.

$$= \sum_{y=1}^4 \sum_{x=1}^4 (x - \bar{x})^2 B(x, y)$$

$$= \sum_{y=1}^4 \left((1 - \bar{x})^2 B(1, y) + \right.$$

$$\left. (2 - \bar{x})^2 B(2, y) + (3 - \bar{x})^2 B(3, y) + (4 - \bar{x})^2 B(4, y) \right)$$

$$= (1 - \bar{x})^2 B(1, 4) + (2 - \bar{x})^2 B(2, 3) + (2 - \bar{x})^2 B(2, 4) + (3 - \bar{x})^2 B(3, 2) + (4 - \bar{x})^2 B(4, 1)$$

$$= (1 - \bar{x})^2 + (2 - \bar{x})^2 + (3 - \bar{x})^2 + (4 - \bar{x})^2$$

Example: External Contours
Tree List → Tree Contours
→ Pattern



Build "Tree" for this

Review.

1) midterm 1 1/2 hr.

2) Formula Sheet is allowed, No
Example, No Verbal Explanation,
Close Book, close Notes

3) ~ 3 Questions

a Math. Formulation,
Calculation.

b Design Implementations

4) Subjects.

a F.NN , b Preprocessing

Neurons,

Functions

Weight

$B(x,y); \bar{x}, \bar{y};$

$\sum_{i=1}^n W_i x_i$

Orientation;
moments

c Convolutions CNN
Kernel, Computation.

Activation Function