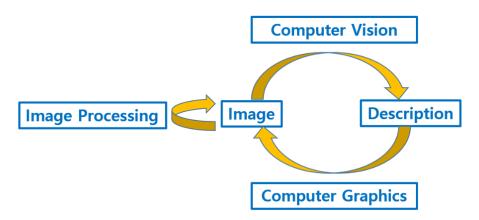
#### Introduction



- Image Processing and Computer Vision
  - A computer vision system uses the image processing algorithms to try and perform emulation of vision at human scale.
  - Image Processing is the field of enhancing the images by tuning many parameter and features of the images.
  - -Image Processing is the subset of Computer Vision.



#### Evolution's Big Bang: Cambrian Explosion, 530-540million years, B.C.





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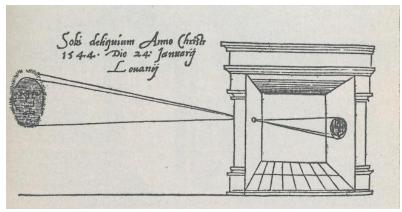




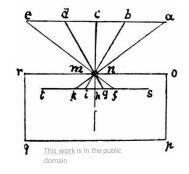
#### Camera Obscura



#### Gemma Frisius, 1545

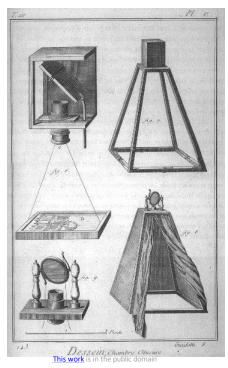


This work is in the public



Leonardo da Vinci, 16<sup>th</sup> Century AD

#### Encyclopedia, 18th Century



#### Camera Obscura



#### Camera Obscura in San Francisco





#### What is an image?



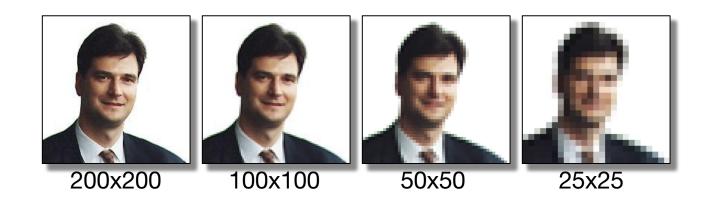
- Image: a visual representation in form of a function f(x, y)
  - where f is related to the brightness (or color) at point (x, y)
  - Most images are defined over a rectangle
  - Continuous in amplitude and space



#### Digital Images and Pixels



- Digital image: discrete samples f[x,y] representing continuous image f(x,y)
- Each element of the 2-d array f [x,y] is called a pixel or pel (from "picture element")



#### Why do we process images?



- Acquire an image
  - Correct aperture and color balance
  - Reconstruct image from projections
- Prepare for display or printing
  - Adjust image size
  - Color mapping, gamma-correction, halftoning
- Facilitate picture storage and transmission.
  - Efficiently store an image in a digital camera
  - Send an image from space
- Enhance and restore images
  - Touch up personal photos
  - Color enhancement for security screening
- Extract information from images
  - Read 2-d bar codes
  - Character recognition
  - Depth estimation
- Many more ... image processing is ubiquitous



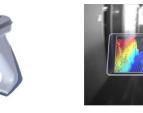


4YCH428

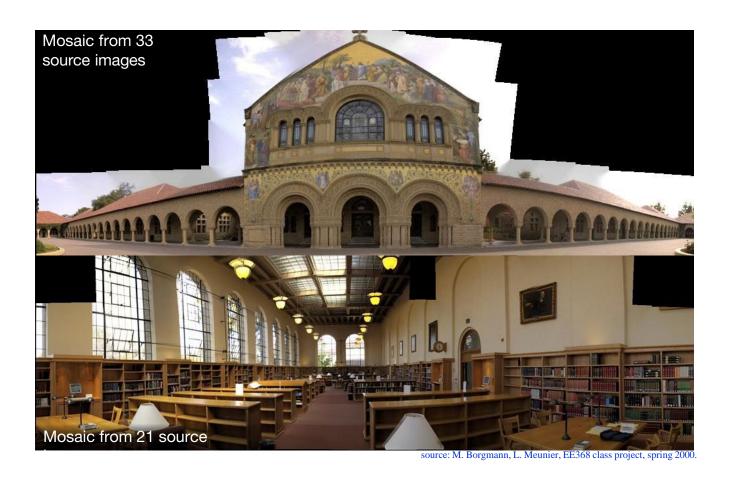
4YCH428













Google Jump



facebook 360



light.c o



#### Face morphing



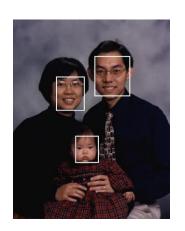


Source: Yi-Wen Liu and Yu-Li Hsueh, EE368 class project, spring 2000.

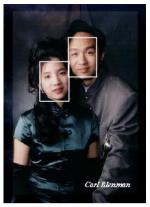


#### **Face Detection**











source: Henry Chang, Ulises Robles, EE368 class project, spring 2000.







source: Michael Bax, Chunlei Liu, and Ping Li, EE368 class project, spring 2003.

#### The Smile Shutter flow

Imagine a camera smart enough to catch every smile! In Smile Shutter Mode, your Cyber-shot® camera can automatically trip the shutter at just the right instant to catch the perfect expression.

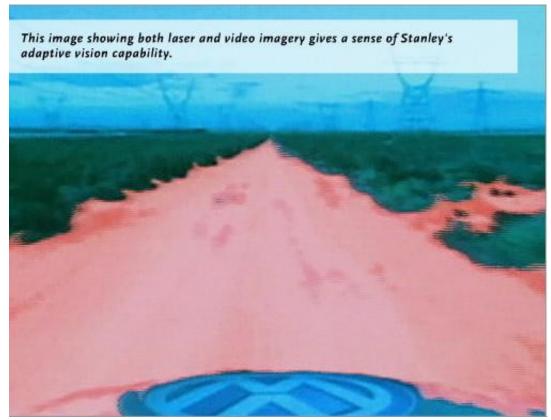














http://cs.stanford.edu/group/roadrunner/stanley.html

#### Image Processing Examples Visual Code Marker Recognition

























## Image Processing Examples Painting Recognition

















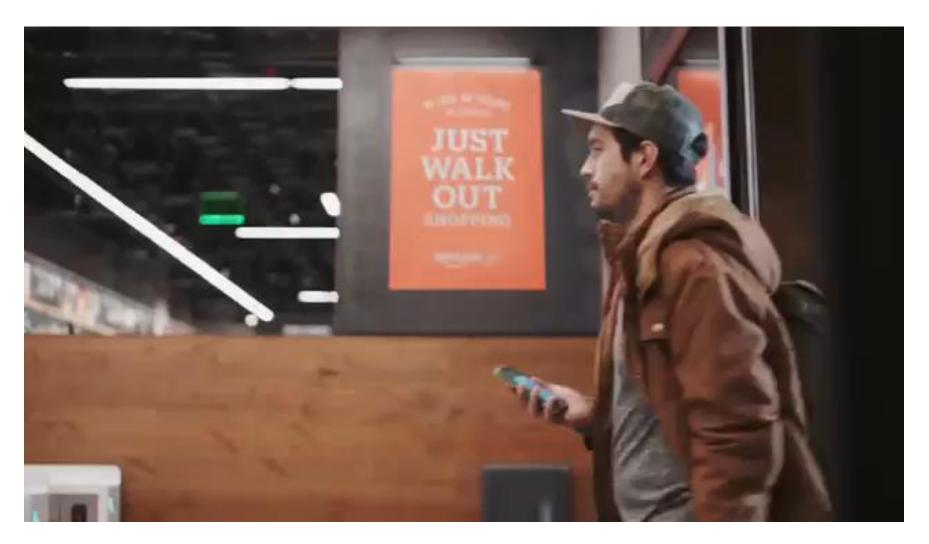






## Amazon Go





#### Vision-based interaction (and games)





Microsoft's Kinect



Sony EyeToy



Assistive technologies

Source: S. Seitz

# Augmented Reality





# Virtual Reality





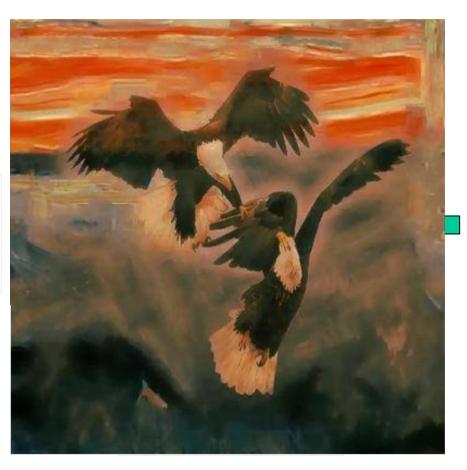
## Image Processing Examples: Style Transfer



Original photos







Style examples

Elias Wang, Nicholas Tan, EE368, 2016/17







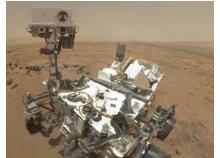
















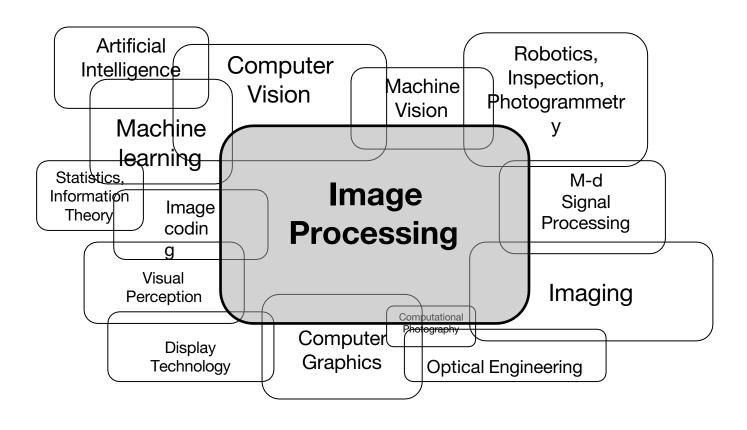






#### Image Processing and Related Fields





#### References



- Slides available as pdf files on the class website (click on
- for source code and data)
  http://www.stanford.edu/class/ee368/handouts.html
  - Popular text books
    - William K. Pratt, "Introduction to Digital Image Processing," CRC Press, 2013.
    - R. C. Gonzalez, R. E. Woods, "Digital Image Processing," 4th edition, Pearson, 2018.
  - Software-centric books
    - R. C. Gonzalez, R. E. Woods, S. L. Eddins, "Digital Image Processing using Matlab," 2nd edition, Gatesmark Publishing, 2009.
    - A. Kaehler, G. Bradski, "Learning OpenCV 3," O'Reilly Media, 2017.
  - Journals/Conference Proceedings
    - IEEE Transactions on Image Processing
    - IEEE International Conference on Image Processing (ICIP)
    - IEEE Computer Vision and Pattern Recognition (CVPR)