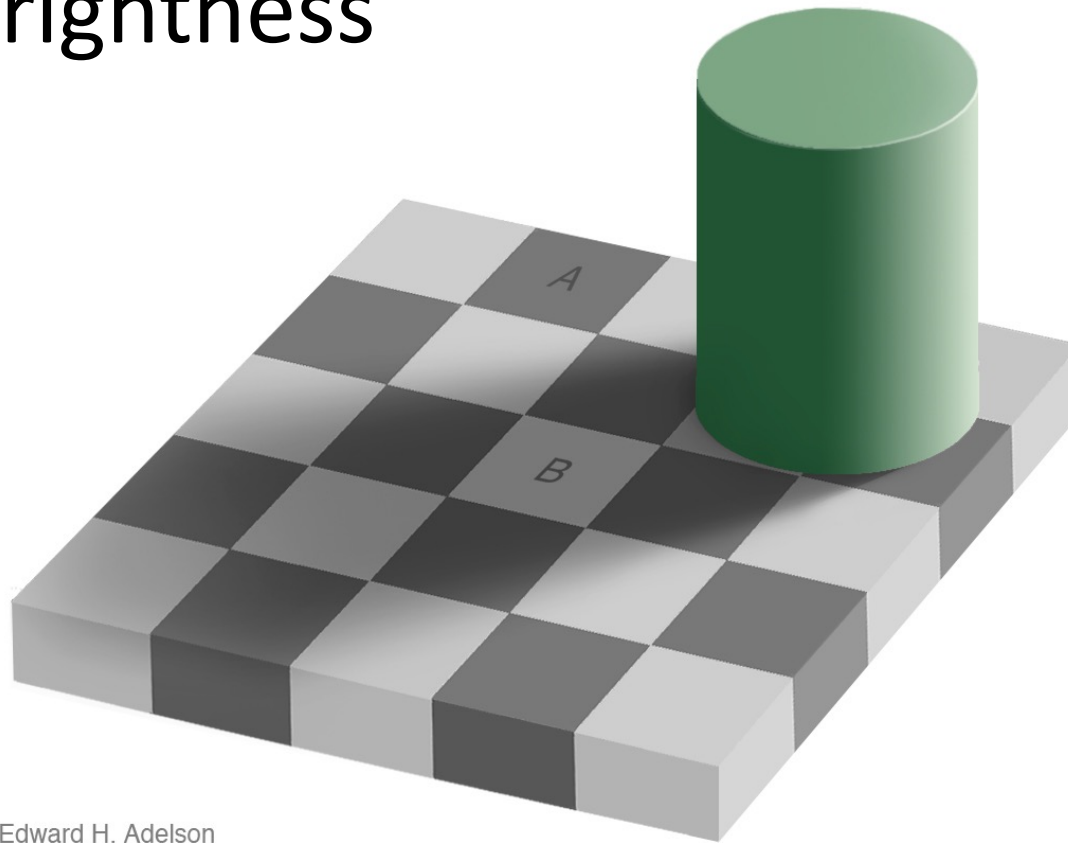


# Measurement

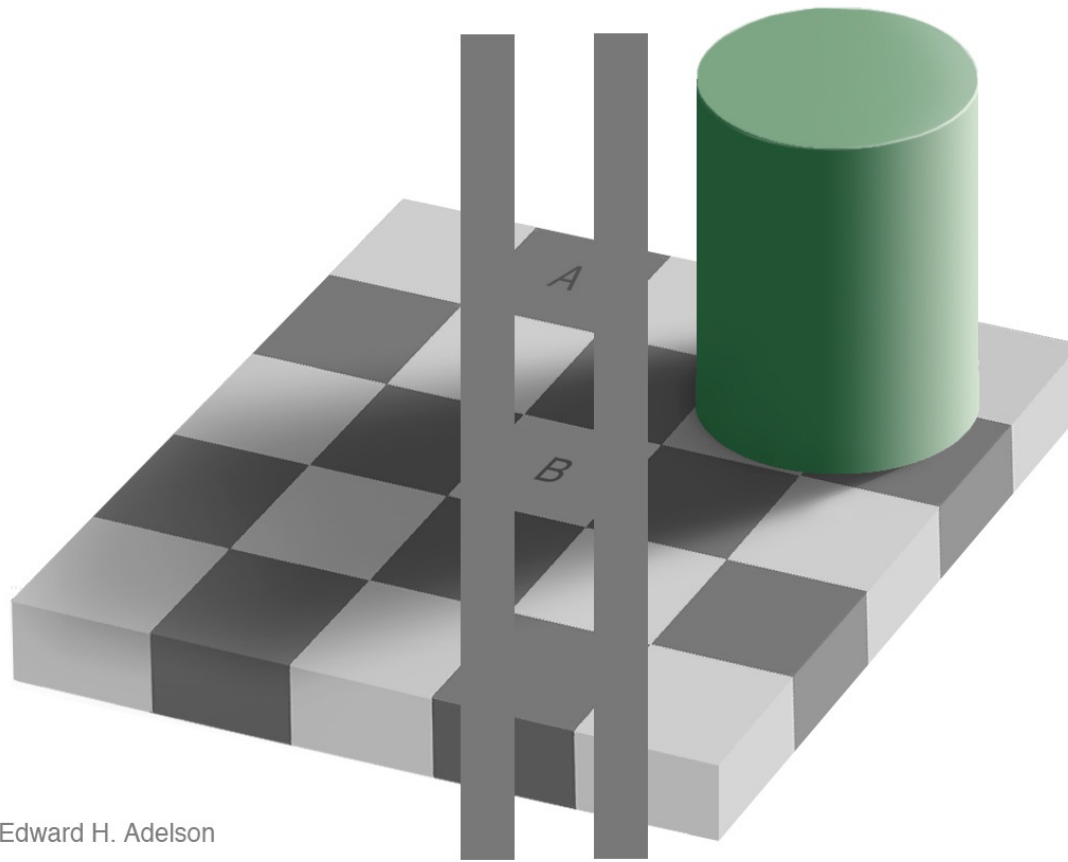
Brightness



Edward H. Adelson

# Measurement

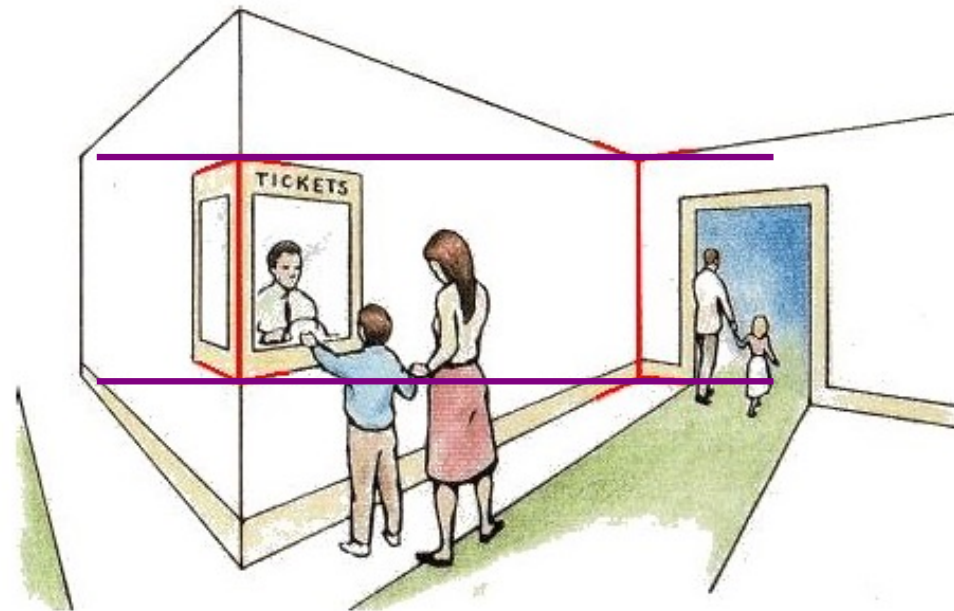
## Brightness



Edward H. Adelson

# Measurement

## Length

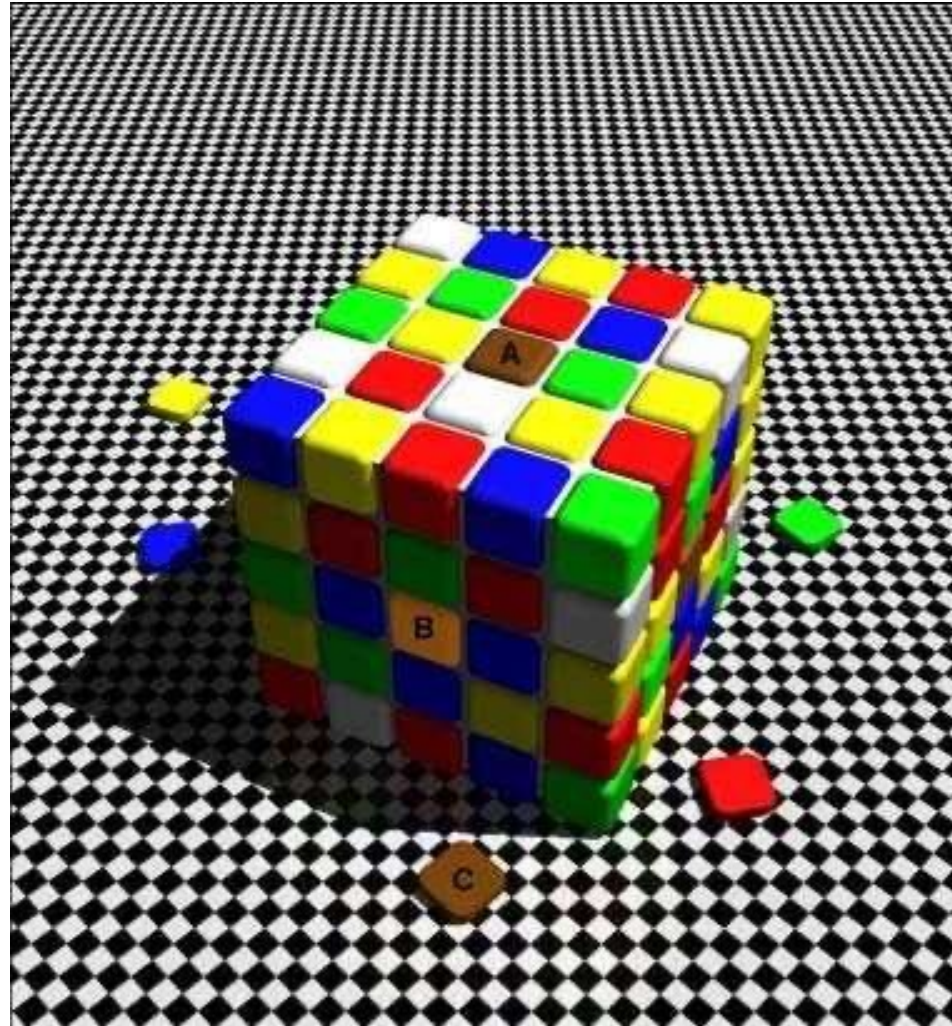


Müller-Lyer Illusion

[http://www.michaelbach.de/ot/sze\\_muelue/index.html](http://www.michaelbach.de/ot/sze_muelue/index.html)

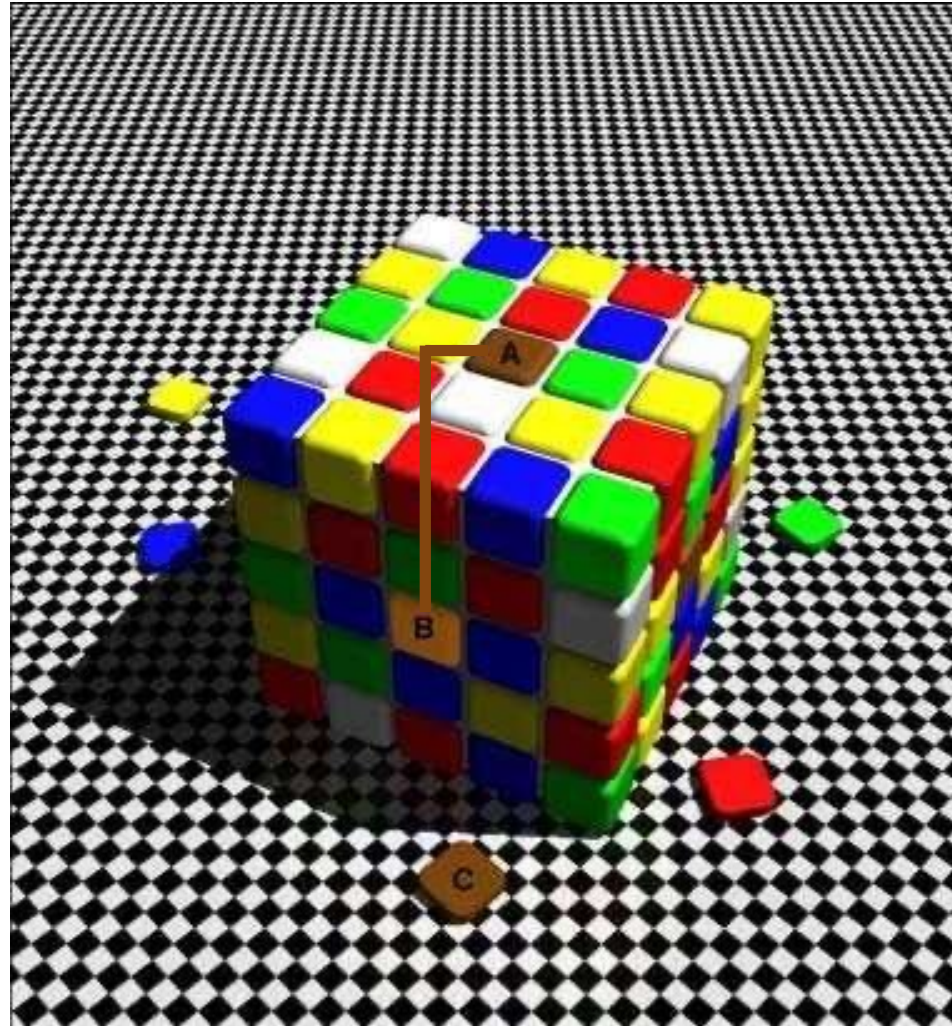
# Measurement

Color



# Measurement

Color





# Measurement

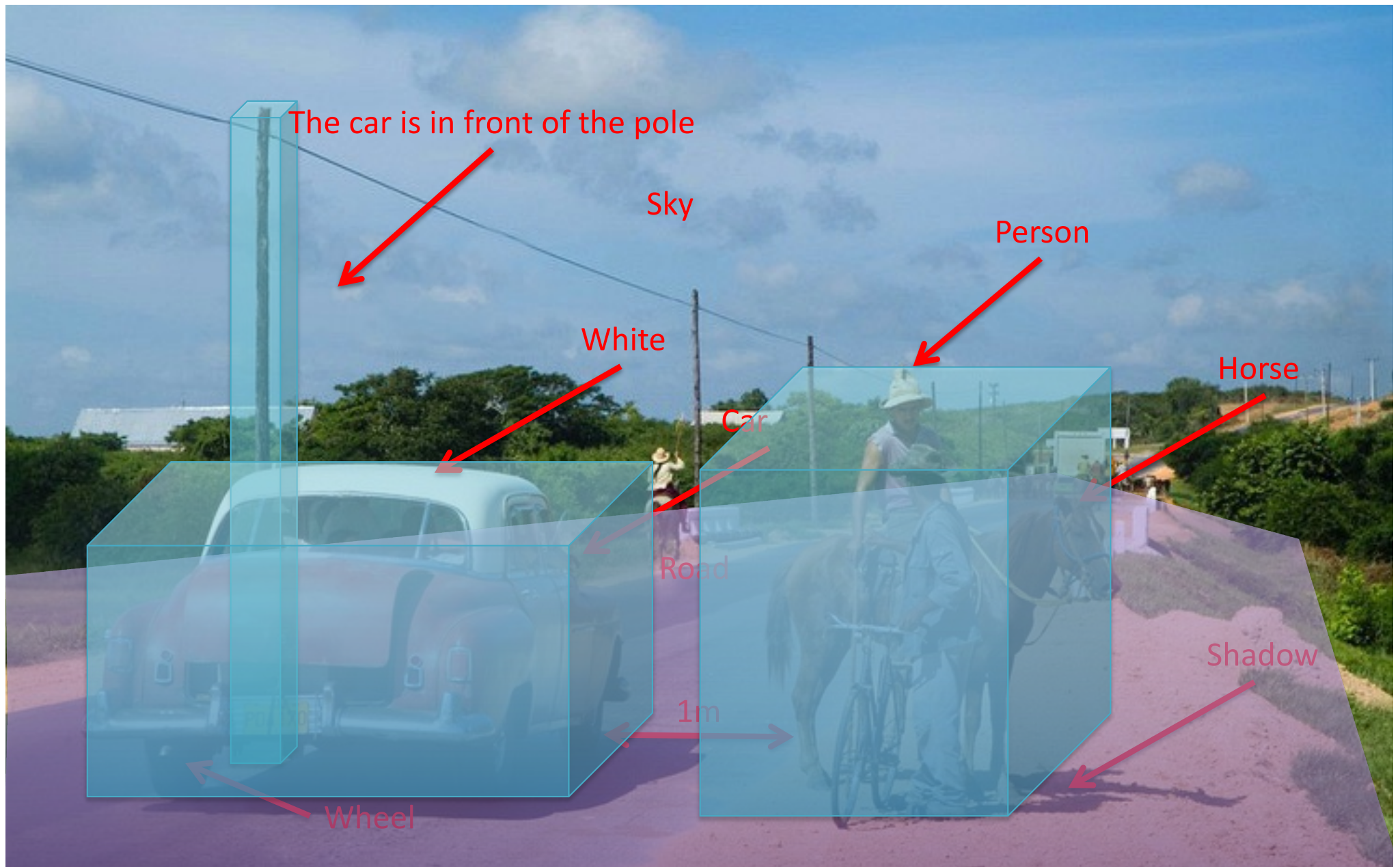
Color



[https://www.reddit.com/r/opticalillusions/  
comments/1cc8cwp/coca\\_cola\\_classic/](https://www.reddit.com/r/opticalillusions/comments/1cc8cwp/coca_cola_classic/)









# Computer Vision

- Low Level Vision
  - Measurements
  - Enhancements
  - Region segmentation
  - Features
- Mid Level Vision
  - Reconstruction
  - Depth
  - Motion Estimation
- High Level Vision
  - Category detection
  - Activity recognition
  - Deep understandings



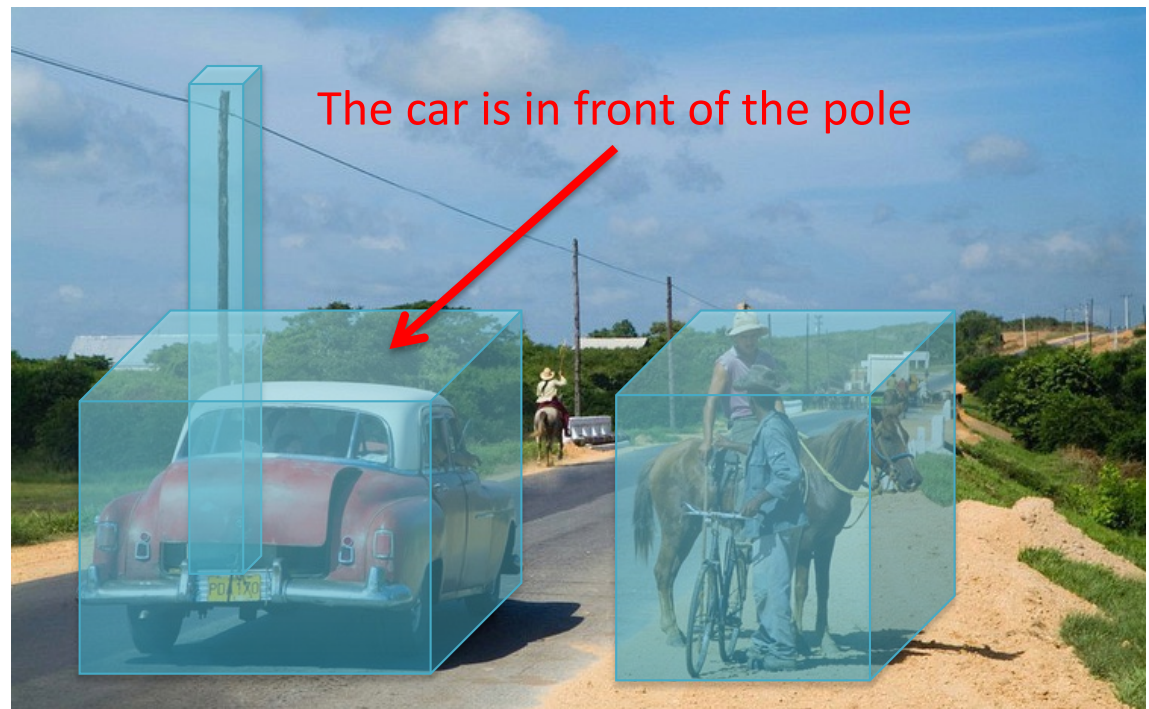
# Computer Vision

- Low Level Vision
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# Computer Vision

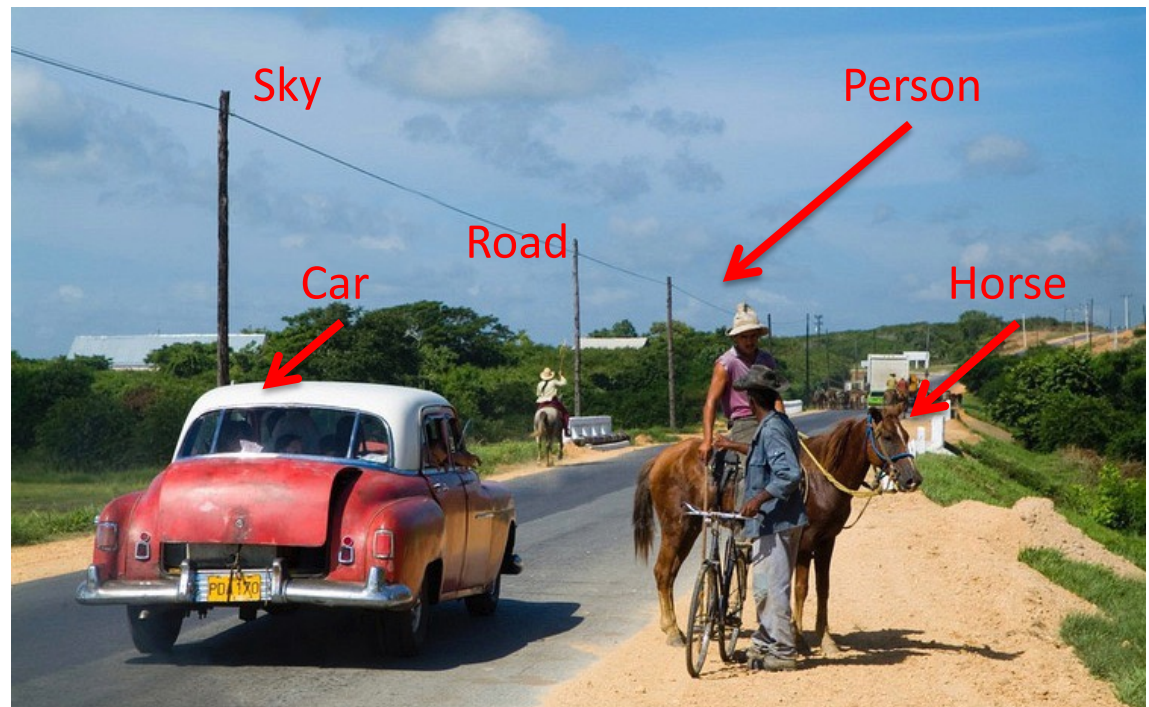
- Low Level Vision
  - Measurements
  - Enhancements
  - Region segmentation
  - Features
- Mid Level Vision
  - Reconstruction
  - Depth
  - Motion Estimation
- High Level Vision
  - Category detection
  - Activity recognition
  - Deep understandings



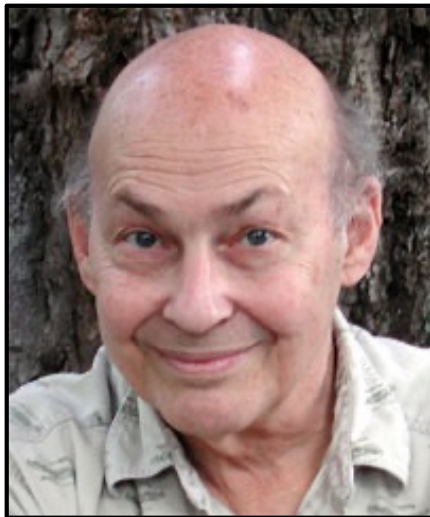


# Computer Vision

- Low Level Vision
  - Measurements
  - Enhancements
  - Region segmentation
  - Features
- Mid Level Vision
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  - Motion Estimation
- High Level Vision
  - Category detection
  - Activity recognition
  - Deep understandings
  - Pose estimation



# How hard is computer vision?



Marvin Minsky, MIT  
Turing award, 1969

“In 1966, Minsky hired a first-year undergraduate student and assigned him a problem to solve over the summer: connect a television camera to a computer and get the machine to describe what it sees.”

Crevier 1993, pg. 88



MASSACHUSETTS INSTITUTE OF TECHNOLOGY  
PROJECT MAC

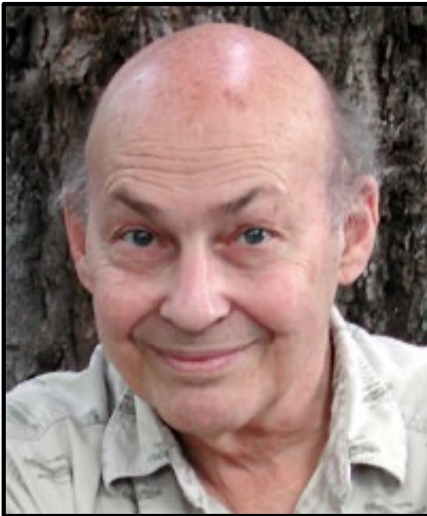
Artificial Intelligence Group  
Vision Memo. No. 100.

July 7, 1966

THE SUMMER VISION PROJECT

Seymour Papert

The summer vision project is an attempt to use our summer workers effectively in the construction of a significant part of a visual system. The particular task was chosen partly because it can be segmented into sub-problems which will allow individuals to work independently and yet participate in the construction of a system complex enough to be a real landmark in the development of "pattern recognition".



Marvin Minsky, MIT  
Turing award, 1969



Gerald Sussman, MIT  
(the undergraduate)

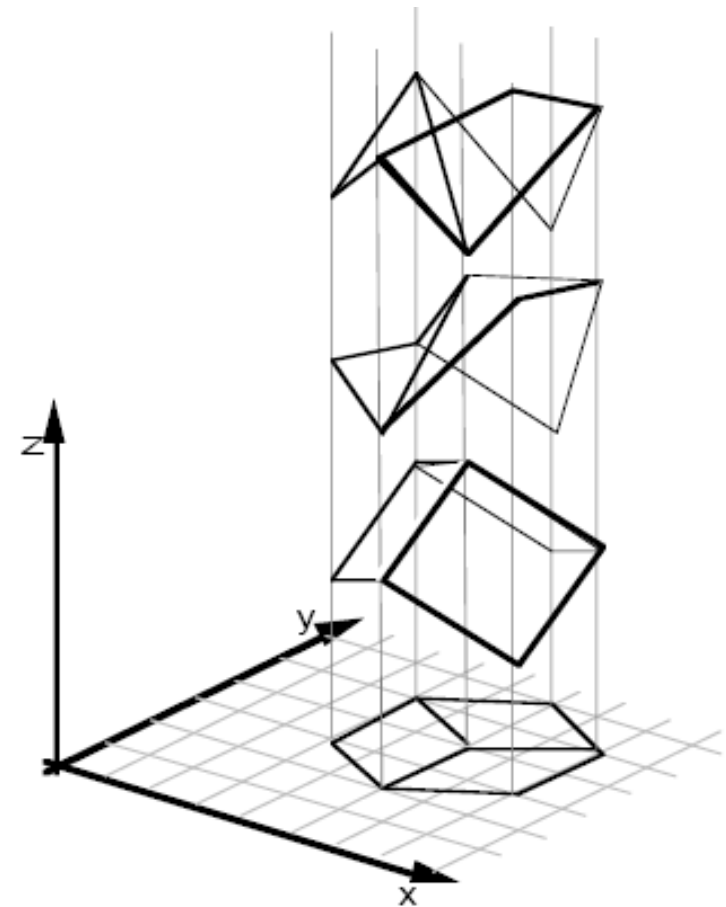
“You’ll notice that Sussman never worked  
in vision again!” – Berthold Horn

# Why vision is so hard?



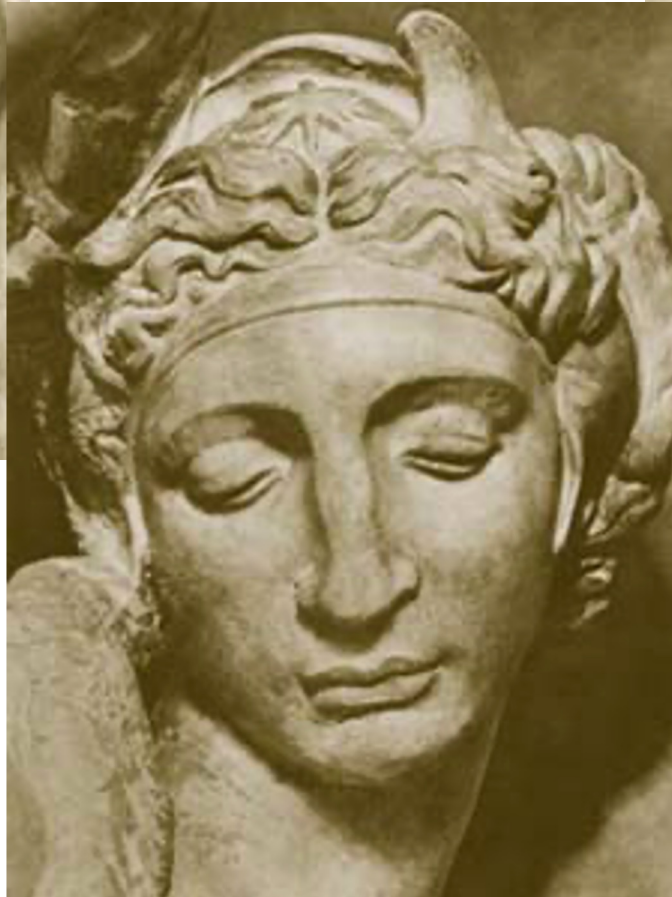
# Why is vision so hard?

- Ill-posed problem



[Sinha and Adelson 1993]

# Challenges 1: view point variation



Michelangelo 1475-1564

slide by Fei Fei, Fergus & Torralba<sup>20</sup>

## Challenges 2: illumination





## Challenges 3: occlusion

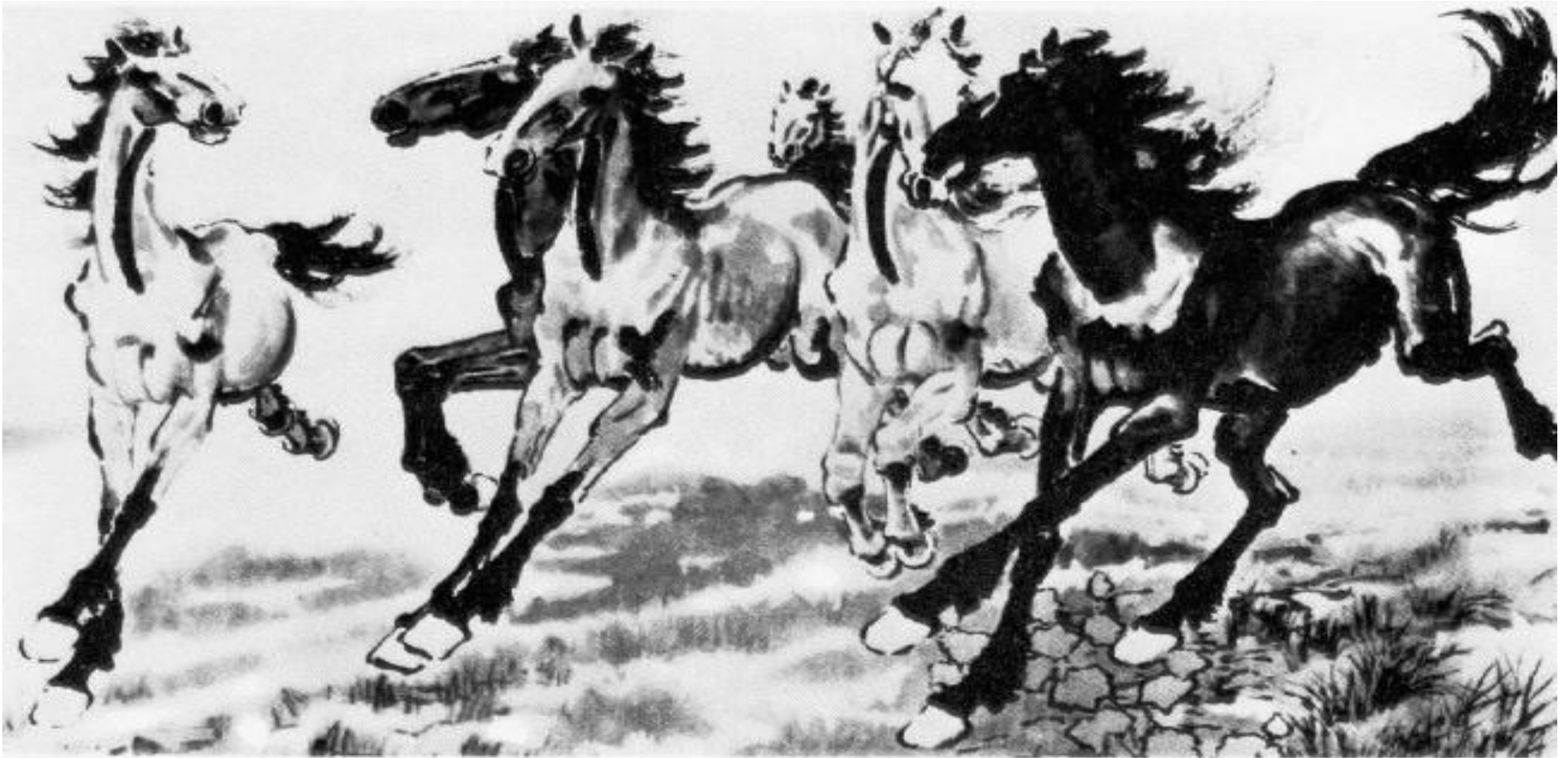


Magritte, 1957

# Challenges 4: scale



## Challenges 5: deformation





## Challenges 6: background clutter



Klimt, 1913

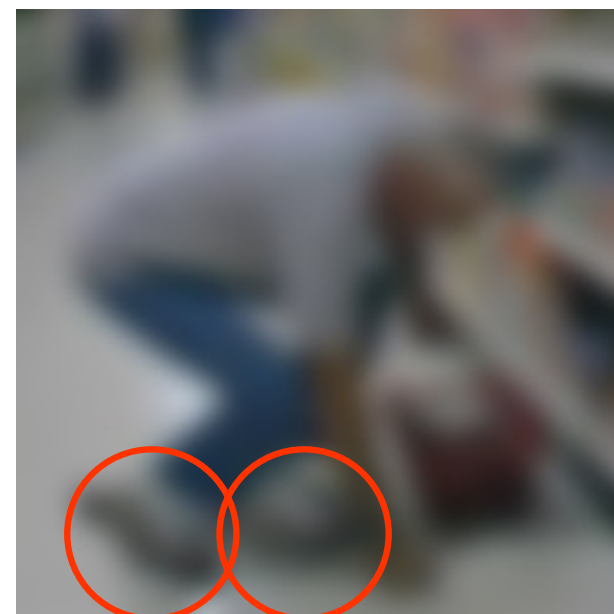
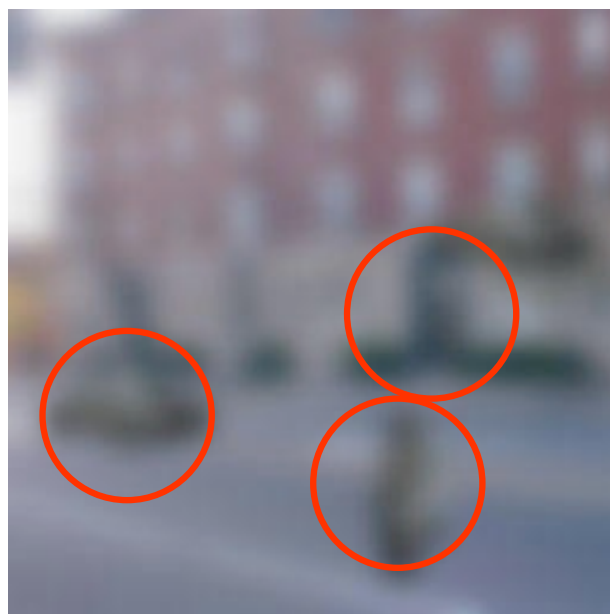
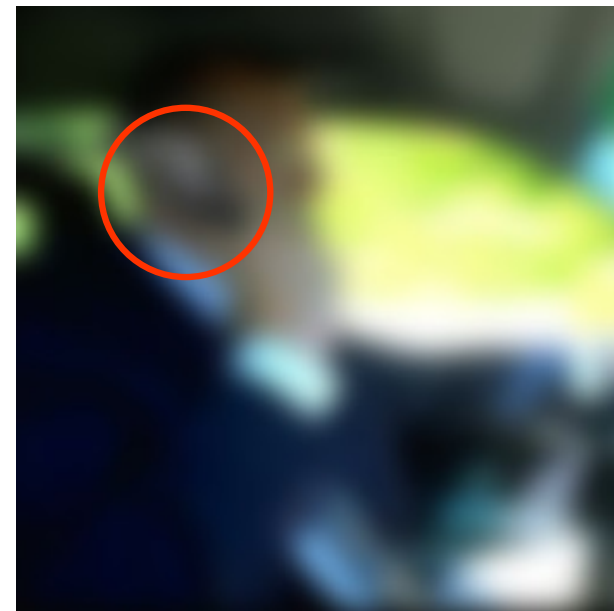
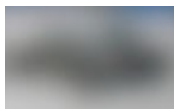
slide by Fei Fei, Fergus & Torralba<sup>25</sup>



# Challenges 7: object intra-class variation



## Challenges 8: local ambiguity



# Challenges 9: the world behind the image

