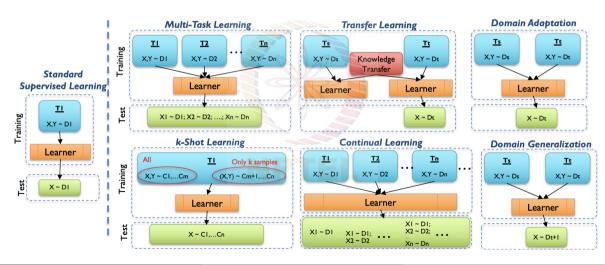
Course Conclusion

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Other Topics: Learning with Limited Supervision



Other Topics: Reinforcement Learning and Vision

- Reinforcement Learning: A paradigm of machine learning based where an agent takes actions and interacts with an environment to maximize total, potentially delayed, rewards; usually modeled as a Markov Decision Process (MDP)
- Uses in computer vision?



Other Topics: Reinforcement Learning and Vision

- Reinforcement Learning: A paradigm of machine learning based where an agent takes
 actions and interacts with an environment to maximize total, potentially delayed, rewards;
 usually modeled as a Markov Decision Process (MDP)
- Uses in computer vision? We already saw hard attention and NAS which in turn have many applications!
- Other example use cases:
 - Games
 - Visual servoing
 - Visual tracking

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§12.6 Conclusion

Other Contemporary Topics

Methods

- Egocentric Vision
- Embodied Vision
- Visual Perception and Robotics
- Visual Tracking
- Hyperspectral Image Analysis
- Computer vision for Augmented/Virtual Reality
- Fair, Explainable and Trusted Computer Vision

Applications

- Vision for Autonomous Navigation
- Vision for Drone Imagery
- Vision for all Seasons: Adverse
 Weather and Lighting Conditions
- Vision for Healthcare and Biomedical Imaging
- Vision for Agriculture
- Vision for Fashion and Retail
- Vision for Sports

Course Topics

Segment 1: The Journey So Far

- Image Formation, Linear Filtering
- Edges, Blobs, Features
- Visual Descriptors, Matching

Segment 2: The Building Blocks

- Review of Neural Networks
- Convolutional Neural Networks (CNNs)
- CNN Architectures, Visualizing and Understanding CNNs

Segment 3: The Many Forms and Uses

 Recognition, Verification, Retrieval, Detection, Segmentation

Segment 4: A Dimension Beyond

- Recurrent Neural Networks
- Spatio-Temporal Models
- Attention, Vision-Language Tasks

Segment 5: Staying Contemporary

- Deep Generative Models
- Learning with Limited Supervision
- Recent Trends

Computer Vision: Topics

Learningbased Vision

Visual Recognition, Detection, Segmentation, Tracking, Retrieval, etc.

Focus of

Geometrybased Vision

Feature-based Alignment, Image Stitching, Epipolar Geometry, Structure from Motion, 3D Reconstruction, etc.

Physicsbased Vision

Computational Photography, Photometry, Lightfields, Color Spaces, Shape-from-X, Reflection, Refraction, Polarization, Diffraction, Interference, etc. this course

Acknowledgements

- We are grateful to the deep learning/computer vision courses and their contents that are
 publicly available online. Wherever possible and relevant, these sources have been cited.
 If you notice an oversight, please let us know, and we will be glad to acknowledge.
- Any errors in the material are our own. Please point out such issues, and we will be glad to rectify.

Thank you, and happy learning

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