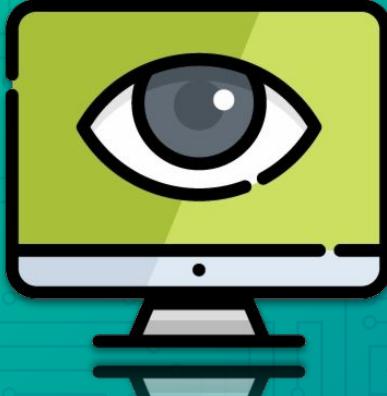


Introduction to Computer Vision



1

Introduction

Presentation of myself, Outline and Subject



Welcome!

I am Tom Genlis

EPITA (2024) ING2

SCIA Major - CV Speciality

tom.genlis@gmail.com



SCIA Major

AI & Data Science Major at EPITA

- Analysis & Optimization Maths
- Deep Learning
- CV & NLP
- Basics to state-of-the-art algorithms and models
- Data Engineering

Presentation Outline

- Quick Intro to Machine Learning & ML Concepts
- General Conference over Computer Vision
- Available Workshop (Learn)
- Kaggle Contest (Practice)

Feel free to **ask any questions** regarding this presentation !

Info Links

[github.com/GDSC-EPITA/gds
c-computer-vision-workshop](https://github.com/GDSC-EPITA/gds-c-computer-vision-workshop)



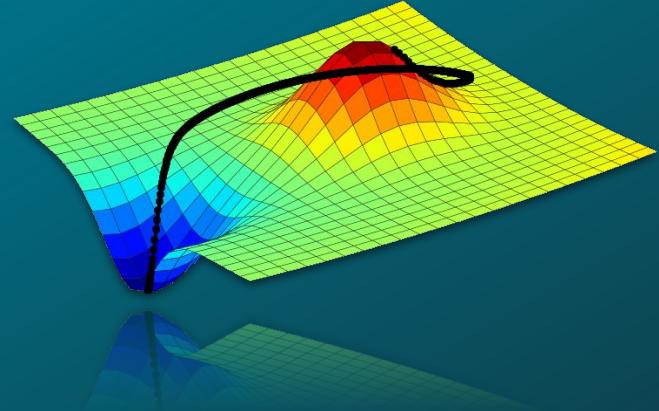
discord.gg/3kbcZRFpbm



2

Quick Intro to Machine Learning

Definitions

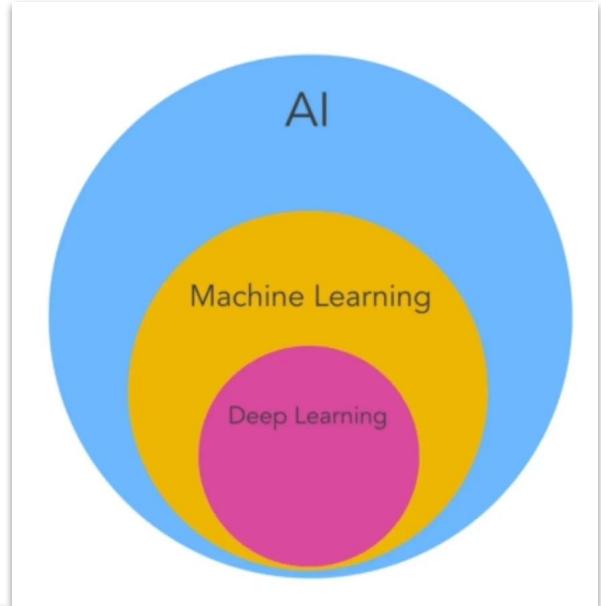


Introduction Outline

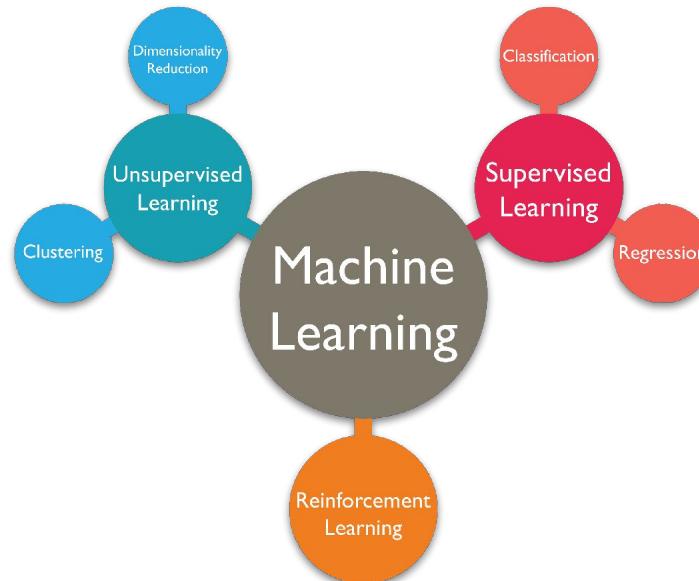
- What is AI ?
- What is Machine Learning ?
- Supervised Learning
- Unsupervised Learning
- Reinforcement Learning
- Deep Learning
- 8 Core ML Concepts

What is AI ?

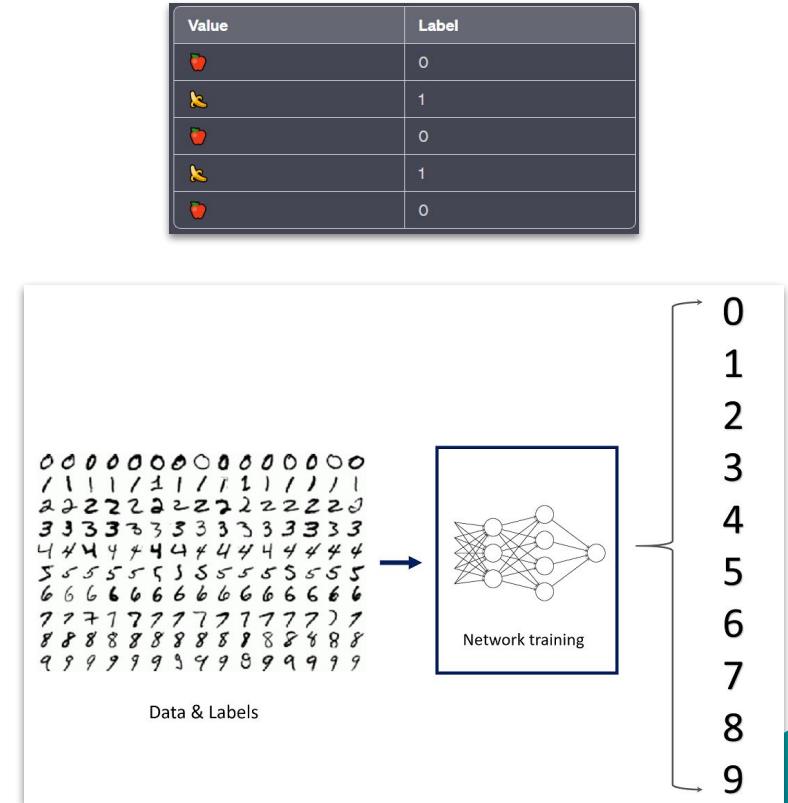
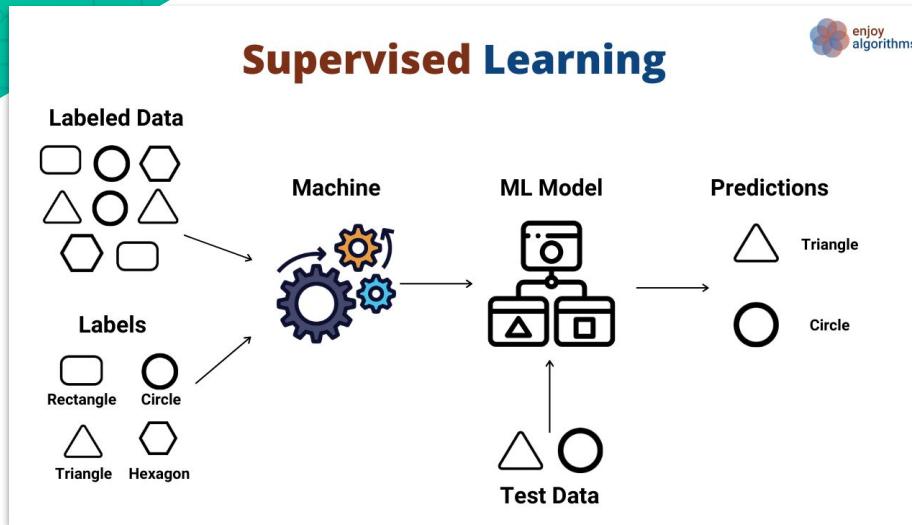
- Mimic Human Behavior



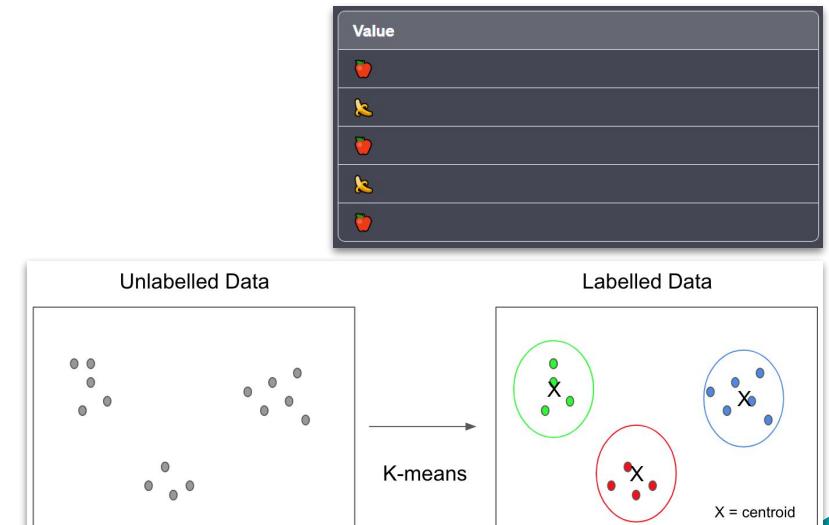
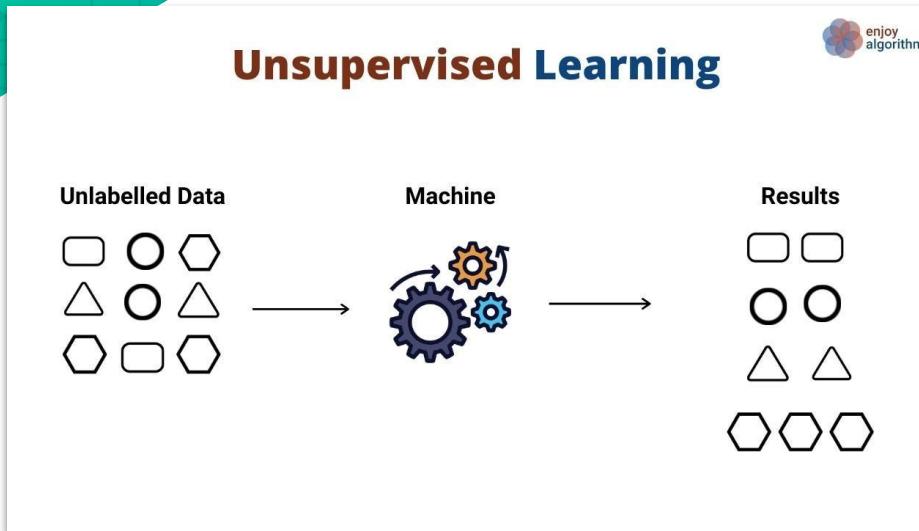
What is Machine Learning ?



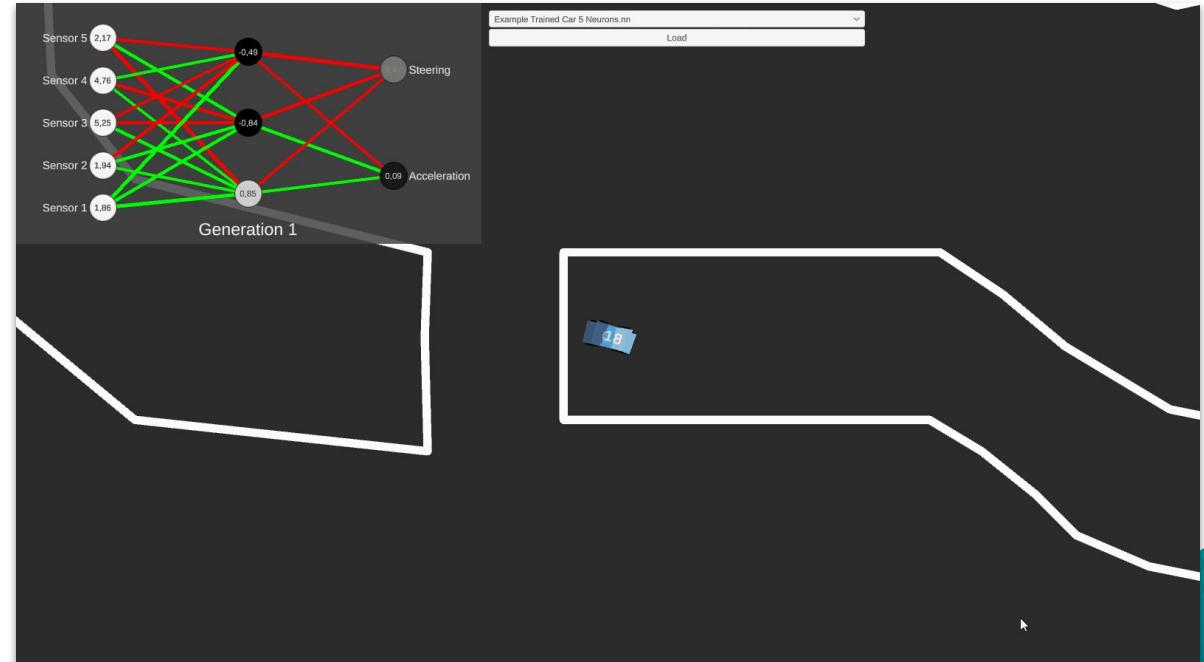
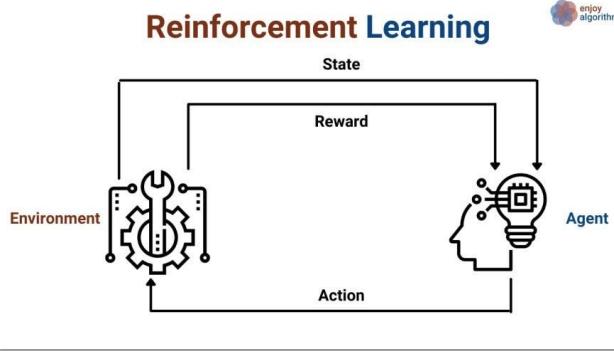
Supervised Learning



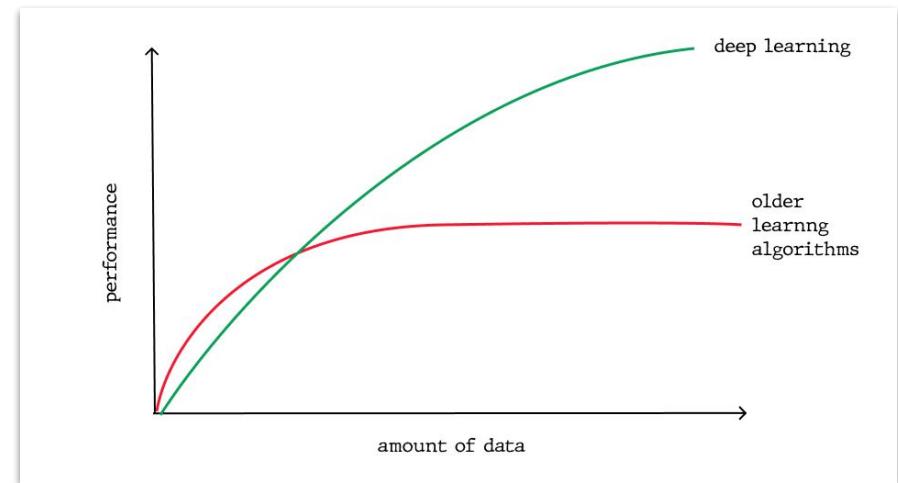
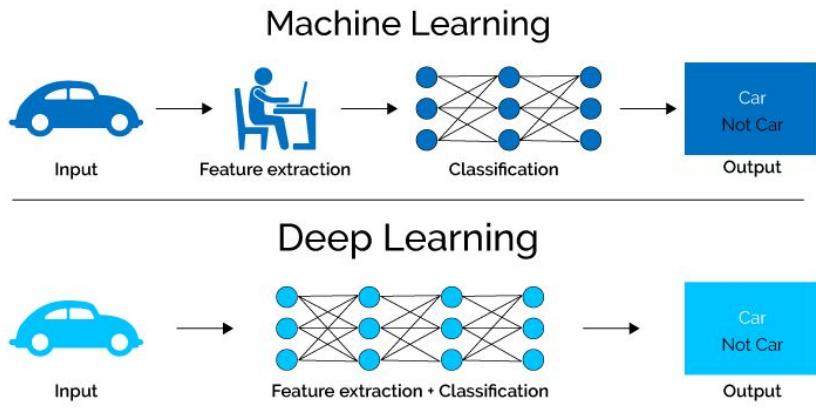
Unsupervised Learning



Reinforcement Learning



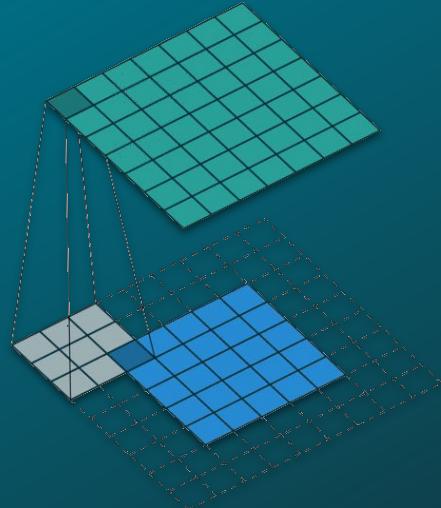
Deep Learning



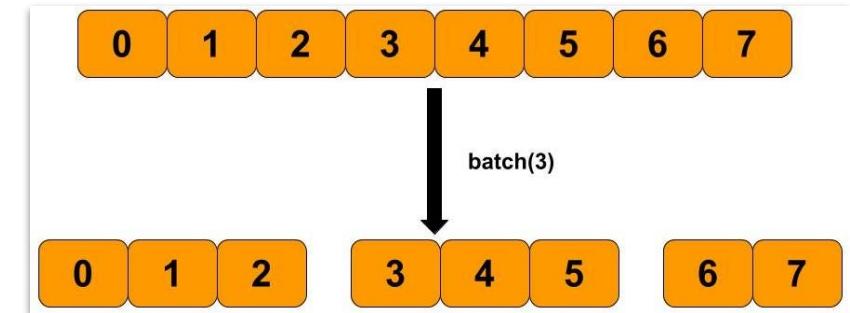
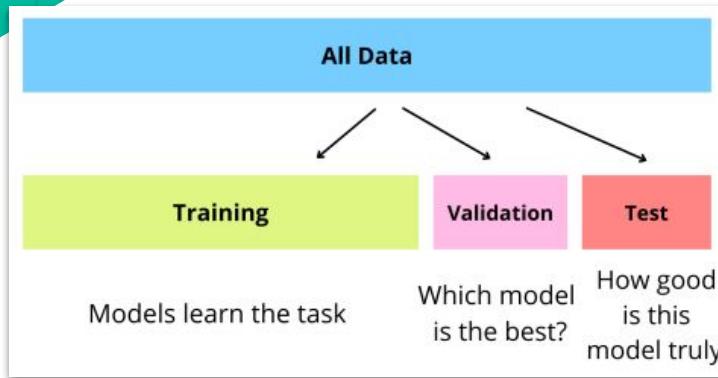
3

Core ML Concepts

Definitions, Examples



ML Concepts : Datasets & Batching



ML Concepts : Convolutions

Convolution

1x1	1x0	1x1	0	0
0x0	1x1	1x0	1	0
0x1	0x0	1x1	1	1
0	0	1	1	0
0	1	1	0	0

Result

4		

- Kernel size (in ex :(3, 3))
- Strides (in ex : (1, 1))
- Padding (in ex : none)
- Spatial Context

Kernels

Identity

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$



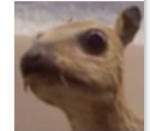
Sharpen

$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$



Average
Blur

$$\frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$



Edge
Detection

$$\begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$



Gaussian
Blur

$$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$



0	0	0	0	0	0	0	0
0	60	113	56	139	85	0	0
0	73	121	54	84	128	0	0
0	131	99	70	129	127	0	0
0	80	57	115	69	134	0	0
0	104	126	123	95	130	0	0
0	0	0	0	0	0	0	0

Kernel

0	-1	0
-1	5	-1
0	-1	0

114				

ML Concepts : Pooling

Max Pooling

29	15	28	184
0	100	70	38
12	12	7	2
12	12	45	6

Average Pooling

31	15	28	184
0	100	70	38
12	12	7	2
12	12	45	6

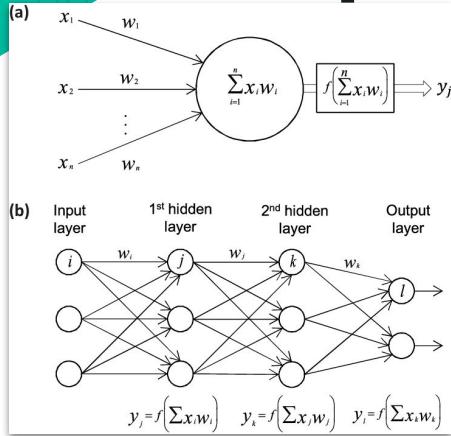
2 x 2
pool size

100	184
12	45

2 x 2
pool size

36	80
12	15

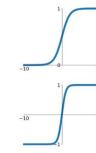
ML Concepts : Neural Networks



Activation Functions

Sigmoid

$$\sigma(x) = \frac{1}{1+e^{-x}}$$



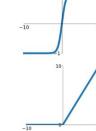
Leaky ReLU

$$\max(0.1x, x)$$



tanh

$$\tanh(x)$$



ReLU

$$\max(0, x)$$

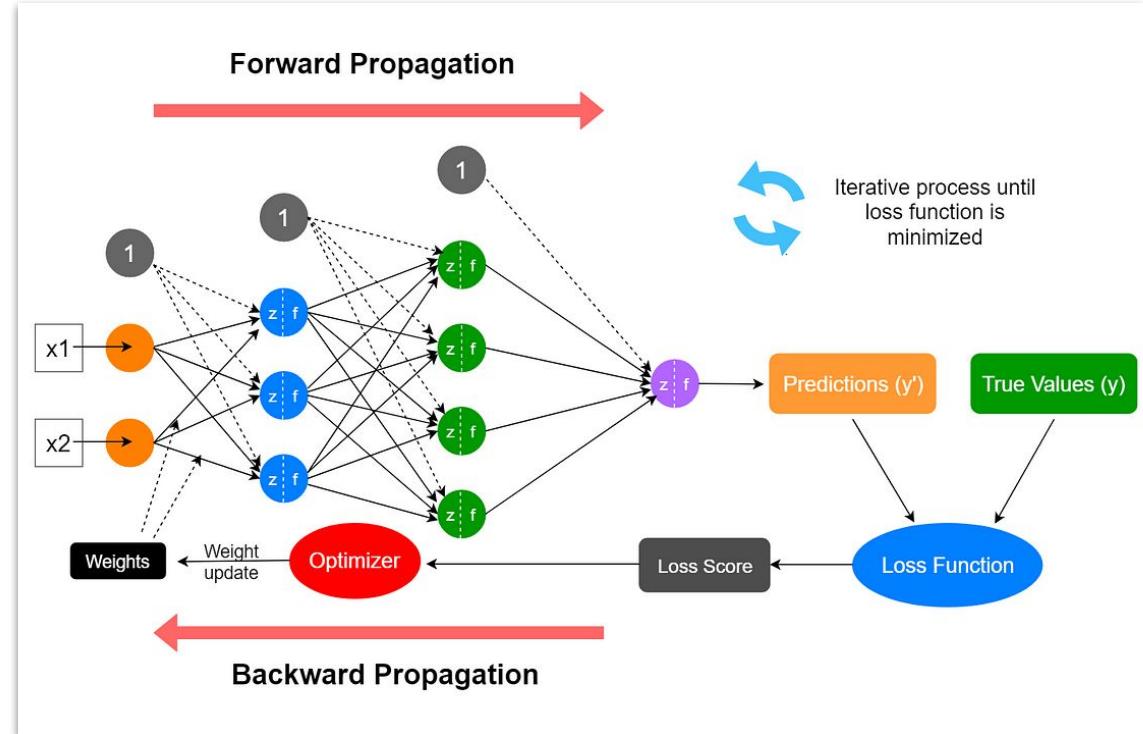


Maxout

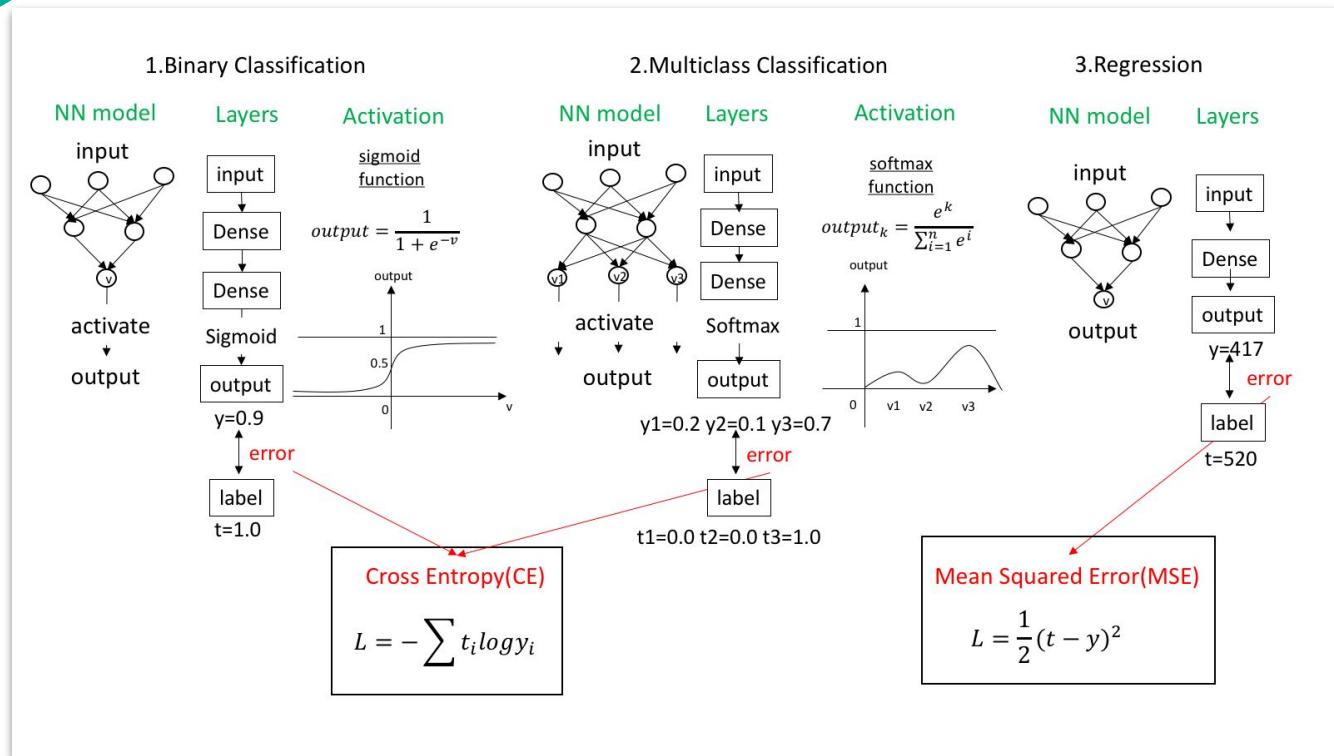
$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

ELU

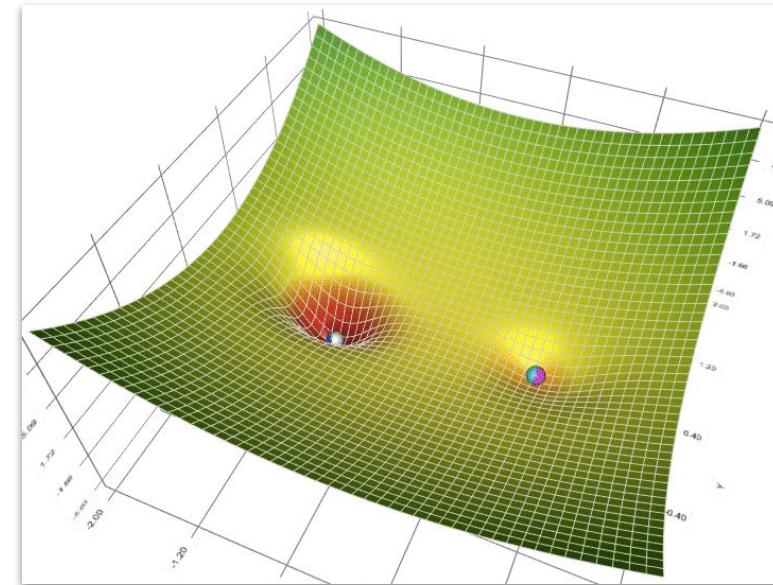
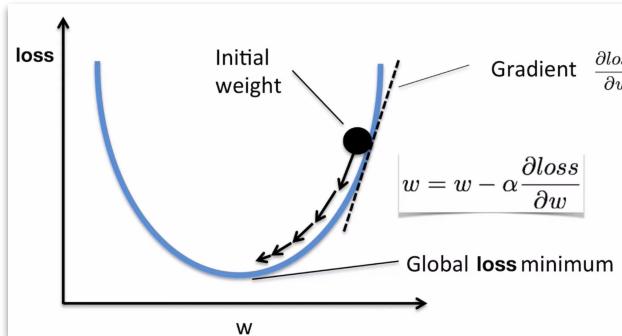
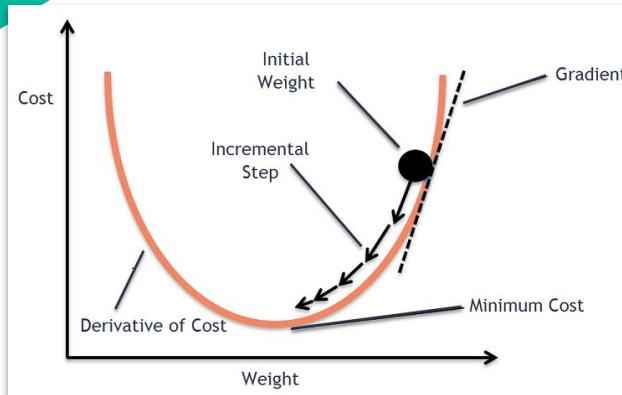
$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



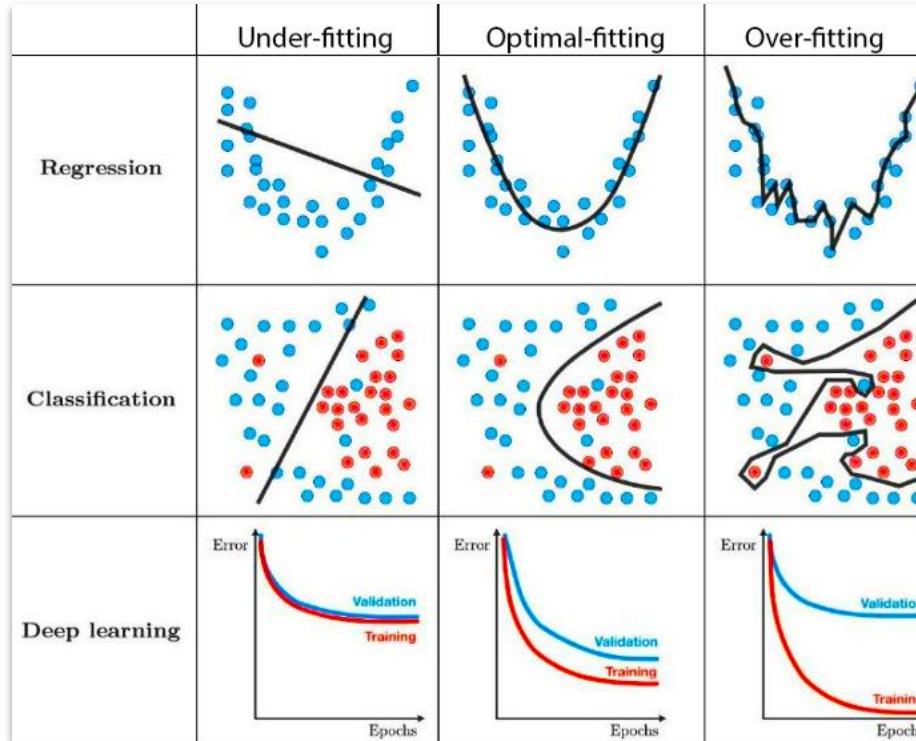
ML Concepts : Loss Function



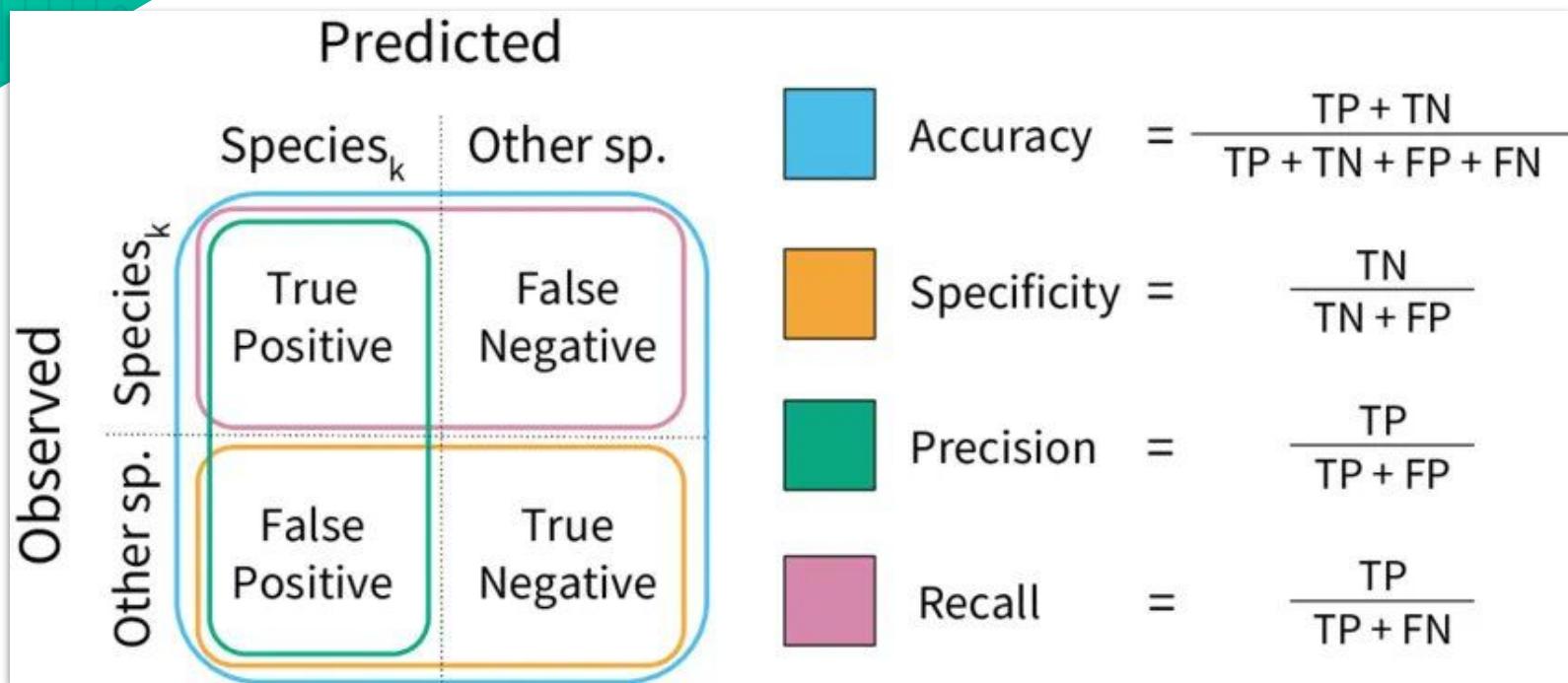
ML Concepts : Gradient Descent



ML Concepts : Overfitting & Underfitting

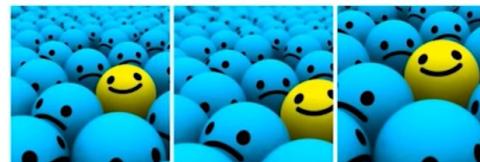


ML Concepts : Metrics

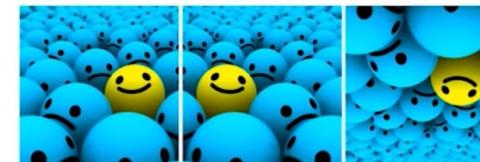


ML Concepts : Data Augmentation

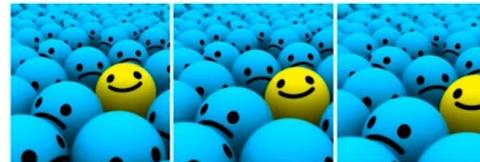
Crop:



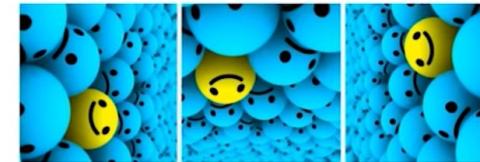
Flip:



Scale:



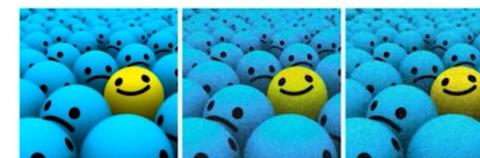
Rotate:



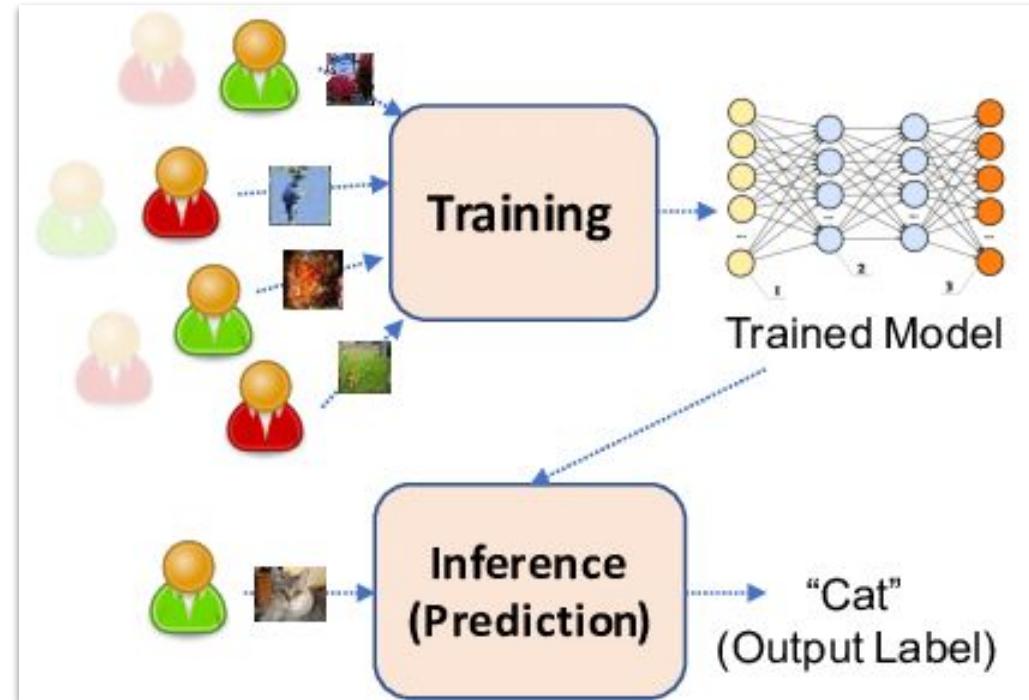
Translation:



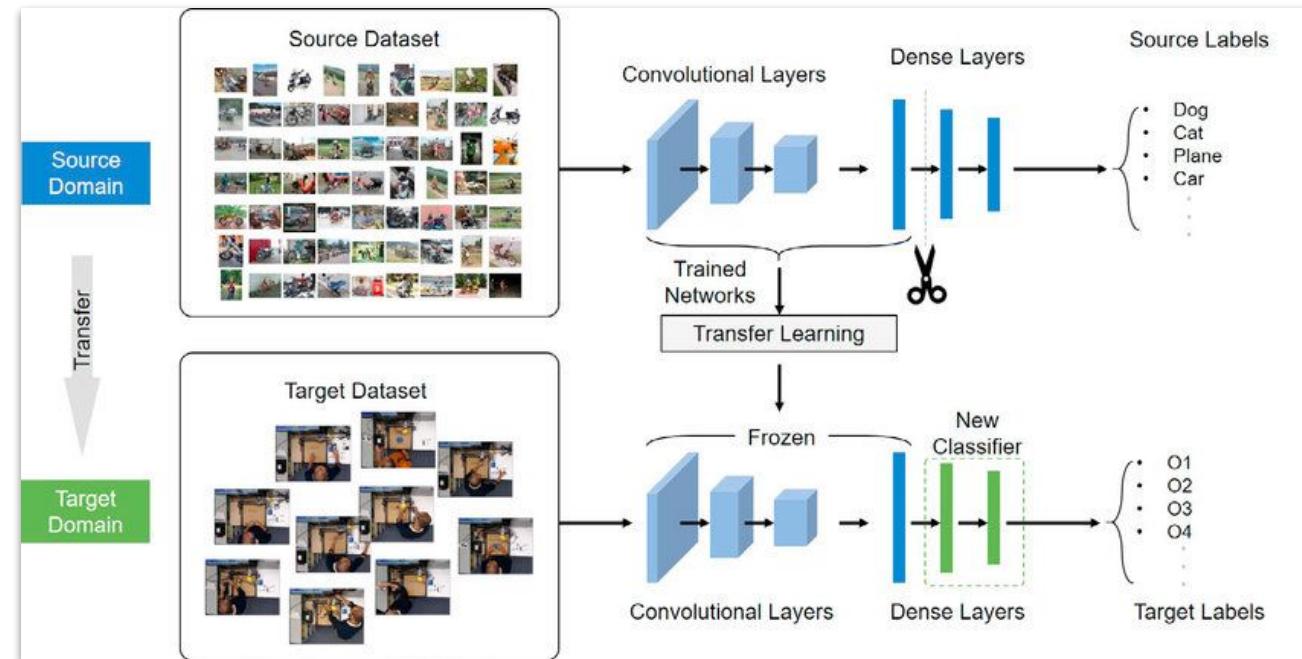
Noise:



ML Concepts : Post Training Usage

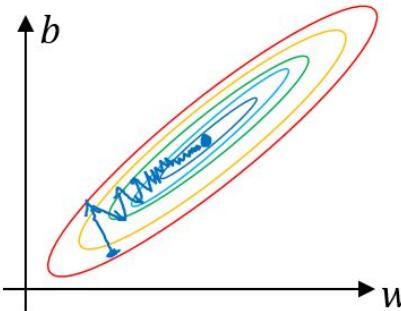
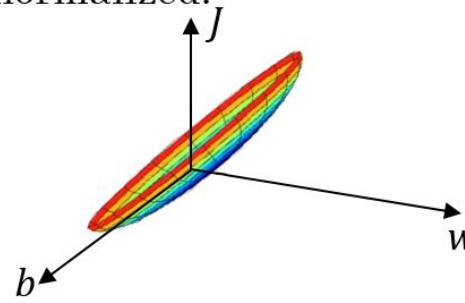


ML Concepts : Transfer Learning

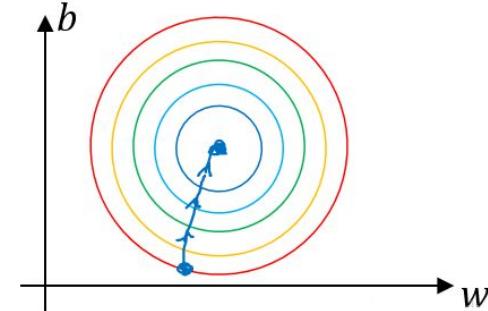
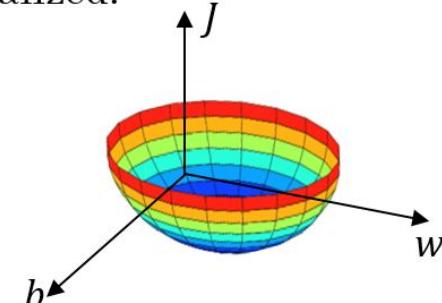


ML Concepts : Normalization

Unnormalized:



Normalized:



4

What is Computer Vision ?

Definition, Applications and Progress



Exploration Outline

- History Of Computer Vision
- Computer Vision Subfields
- Classification
- Localization
- Object Detection
- Segmentation

Computer Vision

Subfield of AI



History of Computer Vision

1963 – Larry Roberts, the father of CV, described the process of deriving 3D info about solid objects from 2D photographs.

2001 – Two researchers at MIT introduced the first face detection framework (Viola-Jones) that works in real-time.

2017 – Apple released the iPhone X in 2017, advertising face recognition as one of its primary new features.

1980 – Kunihiko Fukushima built the 'neocognitron', the precursor of modern Convolutional Neural Networks.

2012 – Google Brain's neural network recognized pictures of cats using a deep learning algorithm.

2018 – Alibaba's AI model scored better than humans in a Stanford University reading and comprehension test.

Computer Vision Subfields

Semantic
Segmentation



CAT GRASS
TREE

No object
Just pixels

Classification



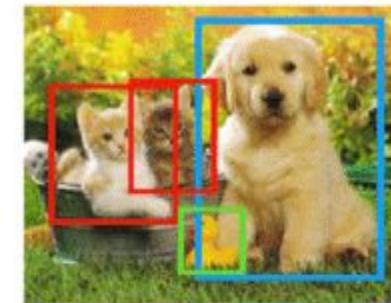
CAT

Classification
+ localization



CAT

Object detection



CAT DOG DUCK

Multiple objects

Instance
segmentation



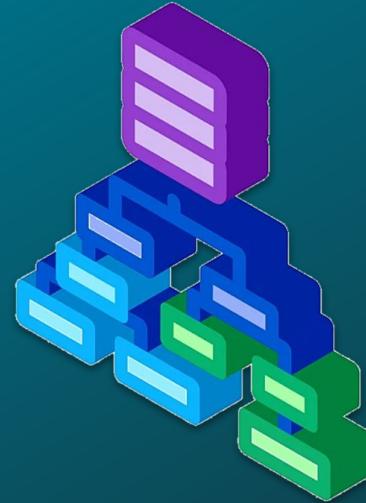
CAT CAT DOG DUCK

Single object

5

Computer Vision : Classification

Definition, Applications and Examples



Classification Types

Binary Classification



Dog
0.9

Not Dog
0.1

Multiclass Classification



Dog
0.5

Cat
0.09

Bus
0.01

Plant
0.4

Multilabel Classification



Dog
0.8

Cat
0.2

Bus
0.04

Plant
0.7

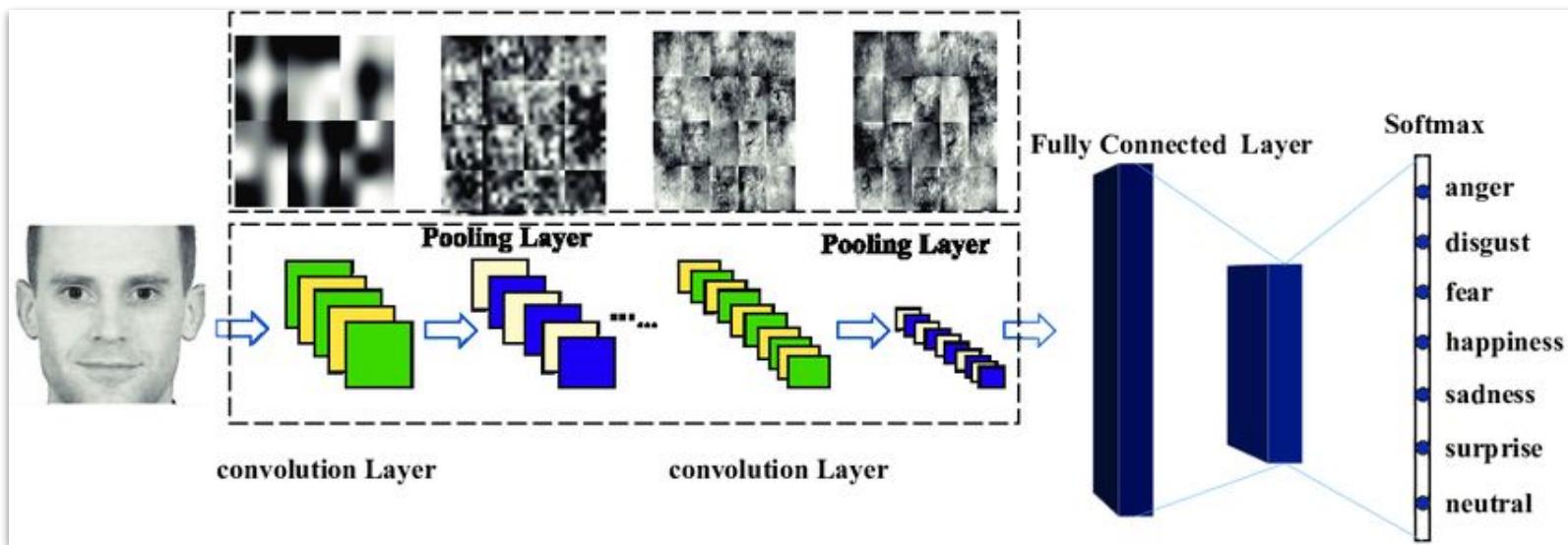
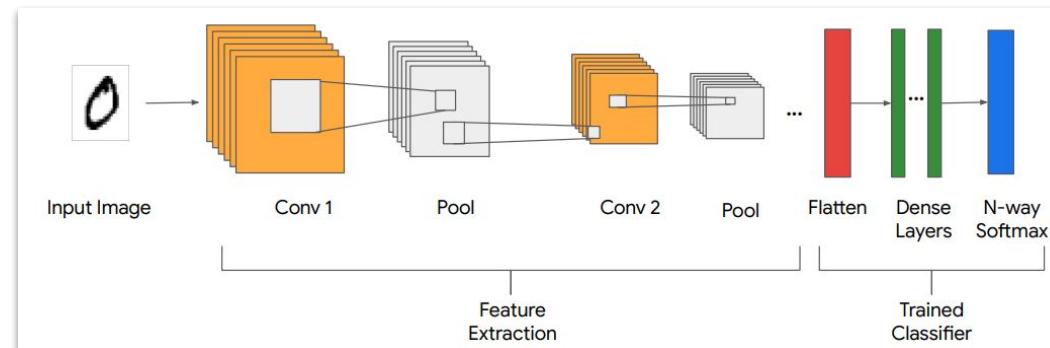
Single Object

Multiple Objects

Classification Example

3	4	2	1	9	5	6	2	1	8
8	9	1	2	5	0	0	6	6	4
6	7	0	1	6	3	6	3	7	0
3	7	7	9	4	6	6	1	8	2
2	9	3	4	3	9	8	7	2	5
1	5	9	8	3	6	5	7	2	3
9	3	1	9	1	5	8	0	8	4
5	6	2	6	8	5	8	8	9	9
3	7	7	0	9	4	8	5	4	3
7	9	6	4	7	0	6	9	2	3

Classification Model Example



Classification Example Loss

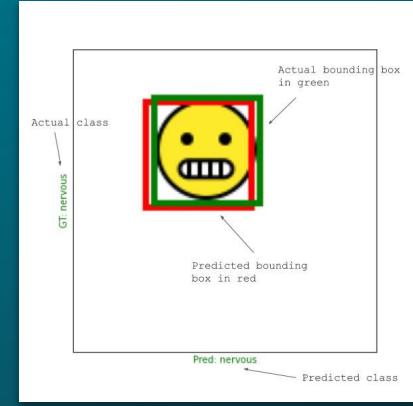
$$L_{\text{CE}} = - \sum_{i=1}^n t_i \log(p_i), \text{ for } n \text{ classes,}$$

where t_i is the truth label and p_i is the Softmax probability for the i^{th} class.

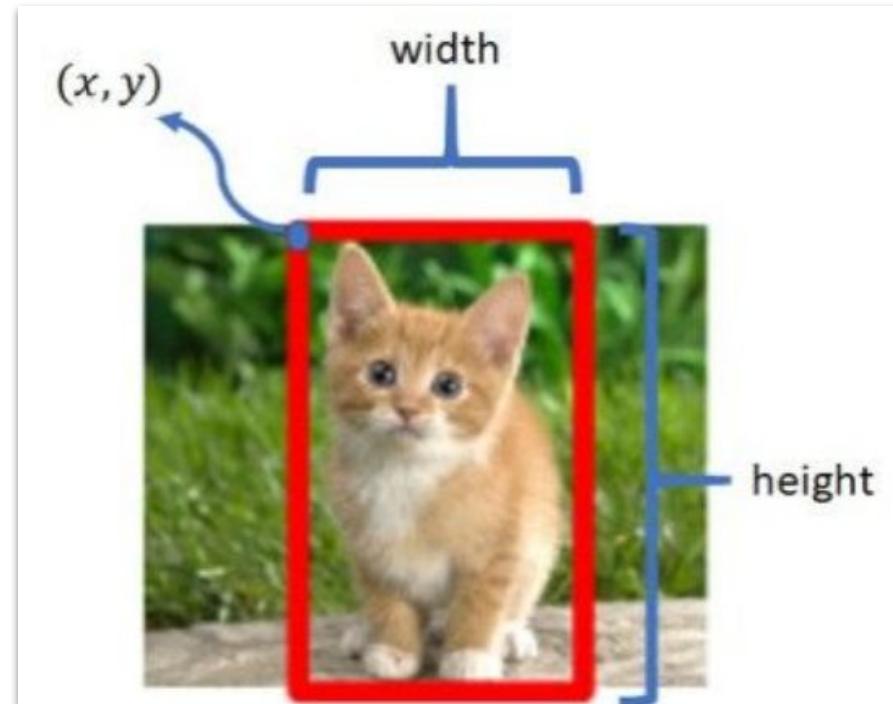
6

Computer Vision : Localization

Definition, Applications and Examples



Localization



Localization Example

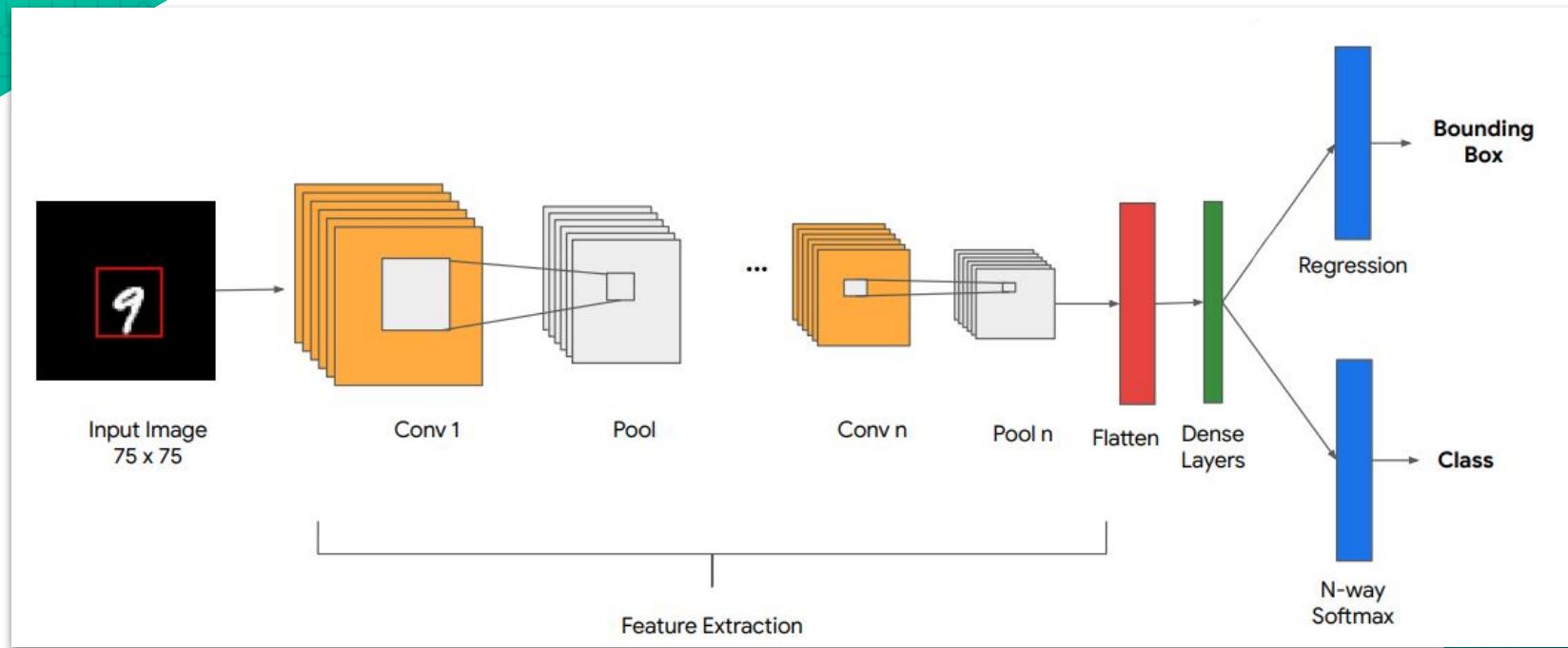


A sample from MNIST

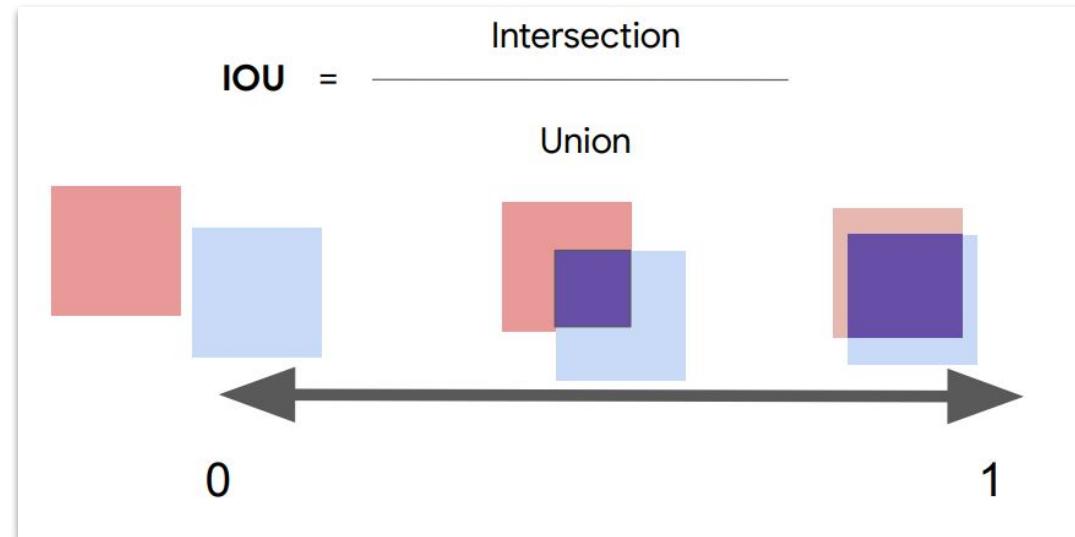


Sample pasted on a 75 x 75
black canvas

Localization Model Example



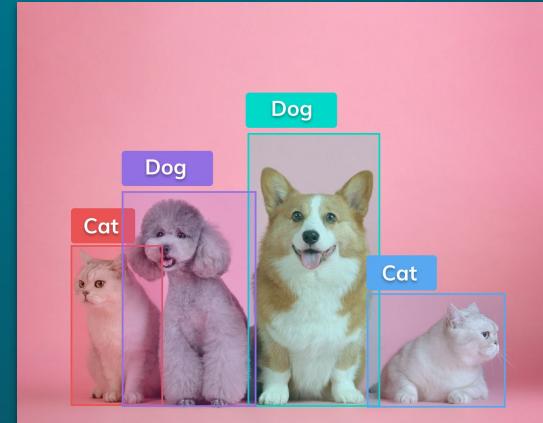
Localization Example Loss



7

Computer Vision : Object Detection

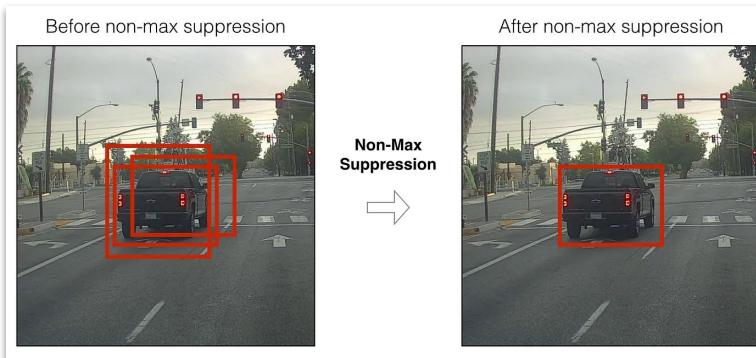
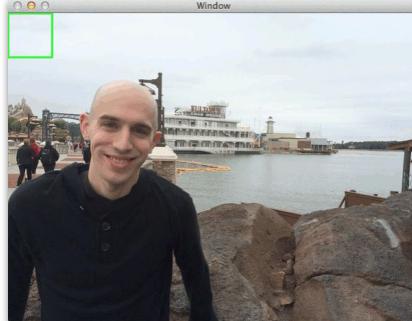
Definition, Applications and Examples



Object Detection



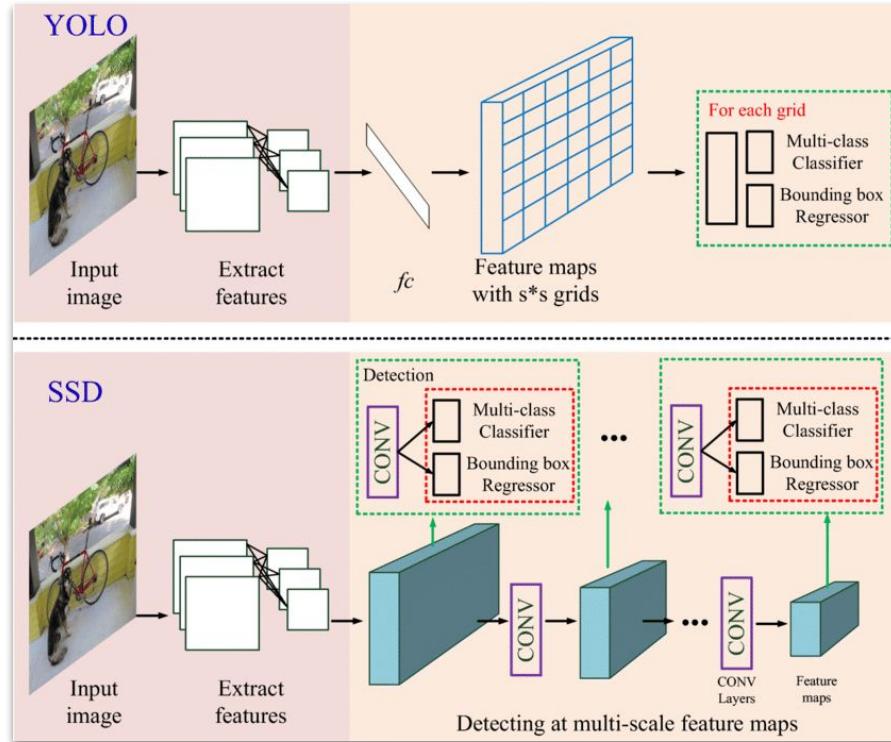
Object Detection Steps



Two phases :

- Sliding Window & Non-Maximum Suppression
- Object Detection & Classification

Object Detection Model Examples

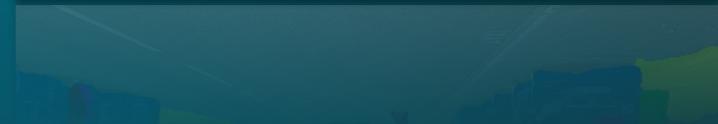
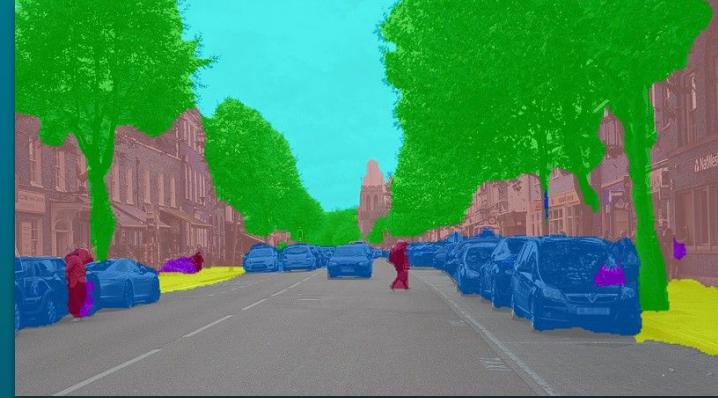


1. [YOLOv5 GitHub](#)
2. [SSD Paper](#)

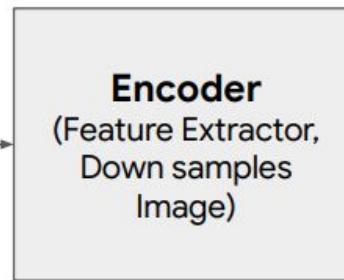
8

Computer Vision : Segmentation

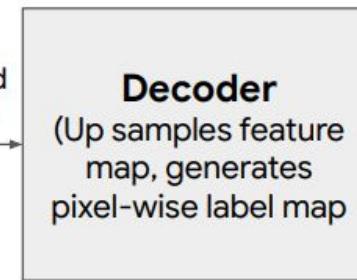
Definition, Applications and Examples



Segmentation Architecture



Downsampled
Feature Map



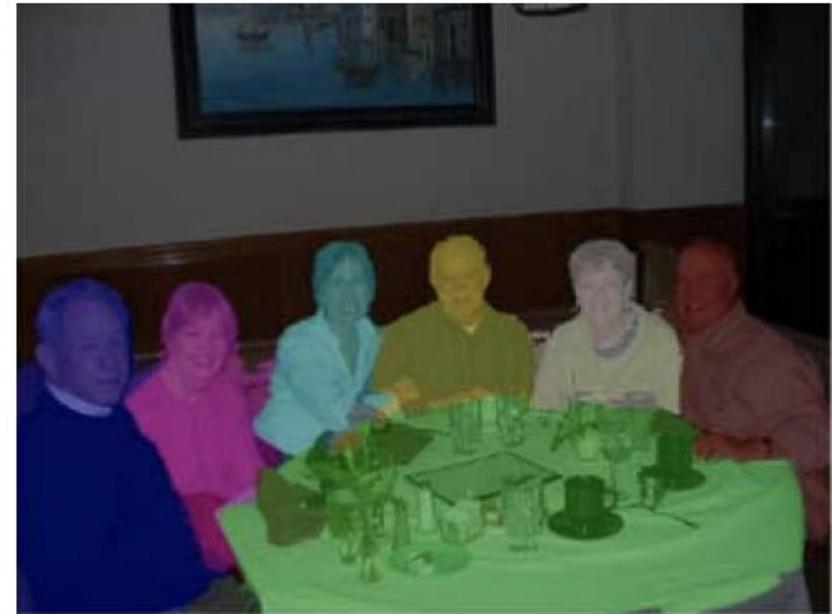
224 x 224 x 3 (RGB image)

224 x 224 x n (Pixel map)
n = number of classes

Semantic Segm. VS Instance Segm.



Semantic Segmentation



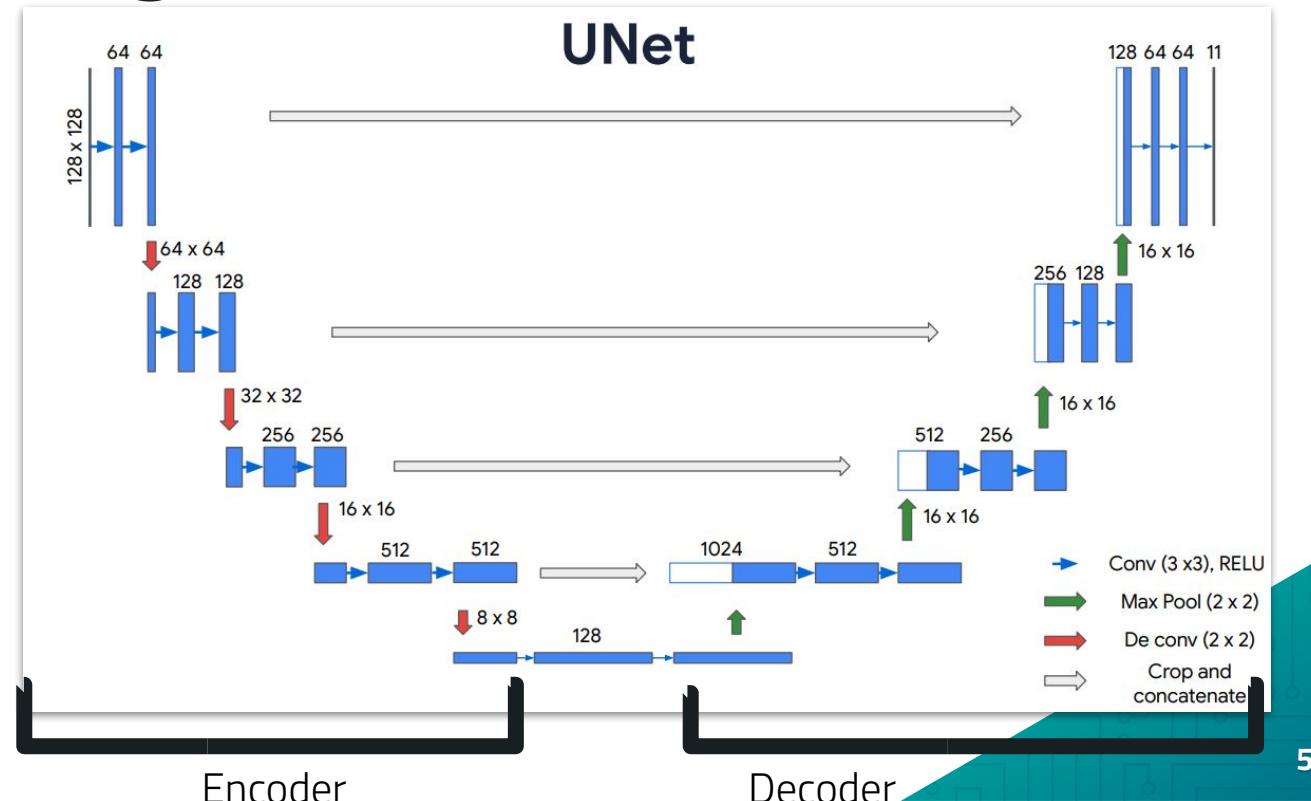
Instance Segmentation

Semantic Segmentation Model Example

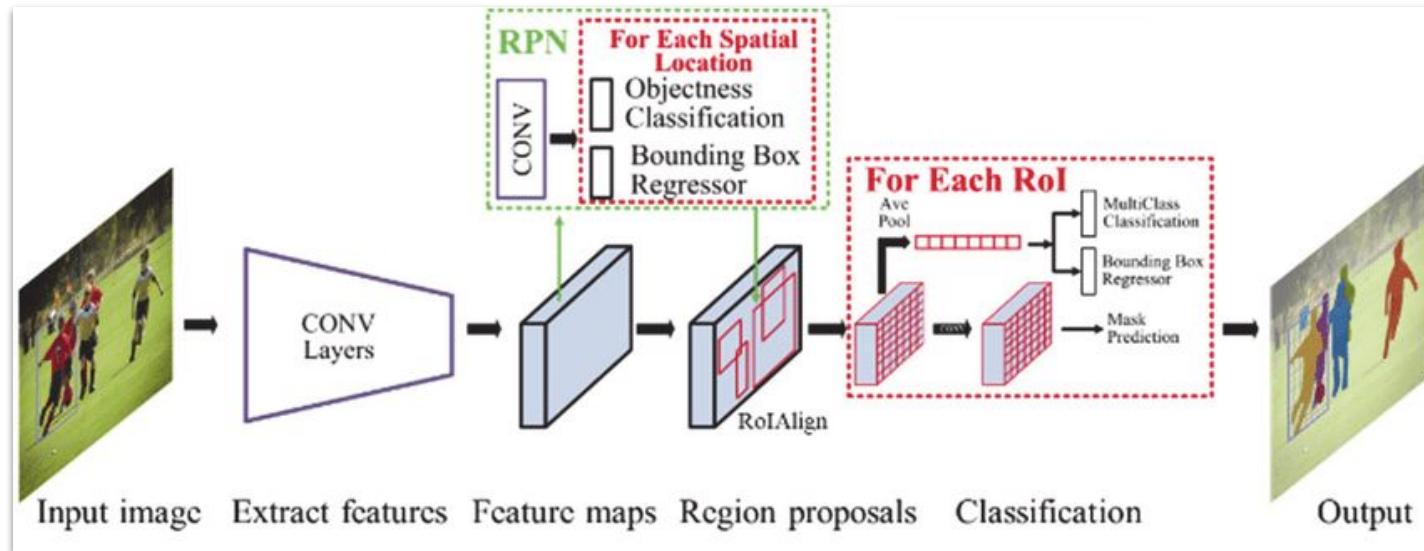


The diagram illustrates a UNet architecture. On the left, a small image labeled 'Input' shows a scene with a blue sky, white clouds, and green trees. An arrow points from this input to a larger diagram representing the model. The diagram features a central vertical column of three blue rectangles, each labeled '64 64'. To the left of this column is a white box containing a smaller version of the input image. To the right is a white box containing a segmented output image where the sky is light blue, clouds are white, and trees are green.

UNet



Instance Segmentation Example Model

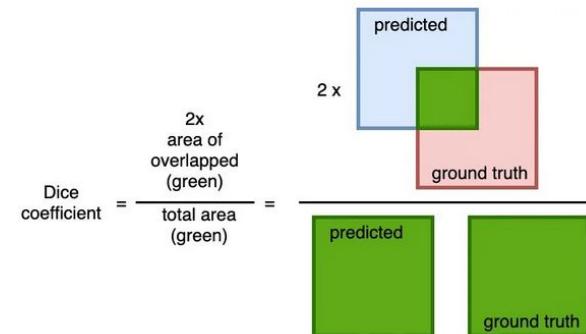


Segmentation Example Loss

$$L_{CE} = - \sum_{i=1}^n t_i \log(p_i), \text{ for } n \text{ classes,}$$

where t_i is the truth label and p_i is the Softmax probability for the i^{th} class.

Or

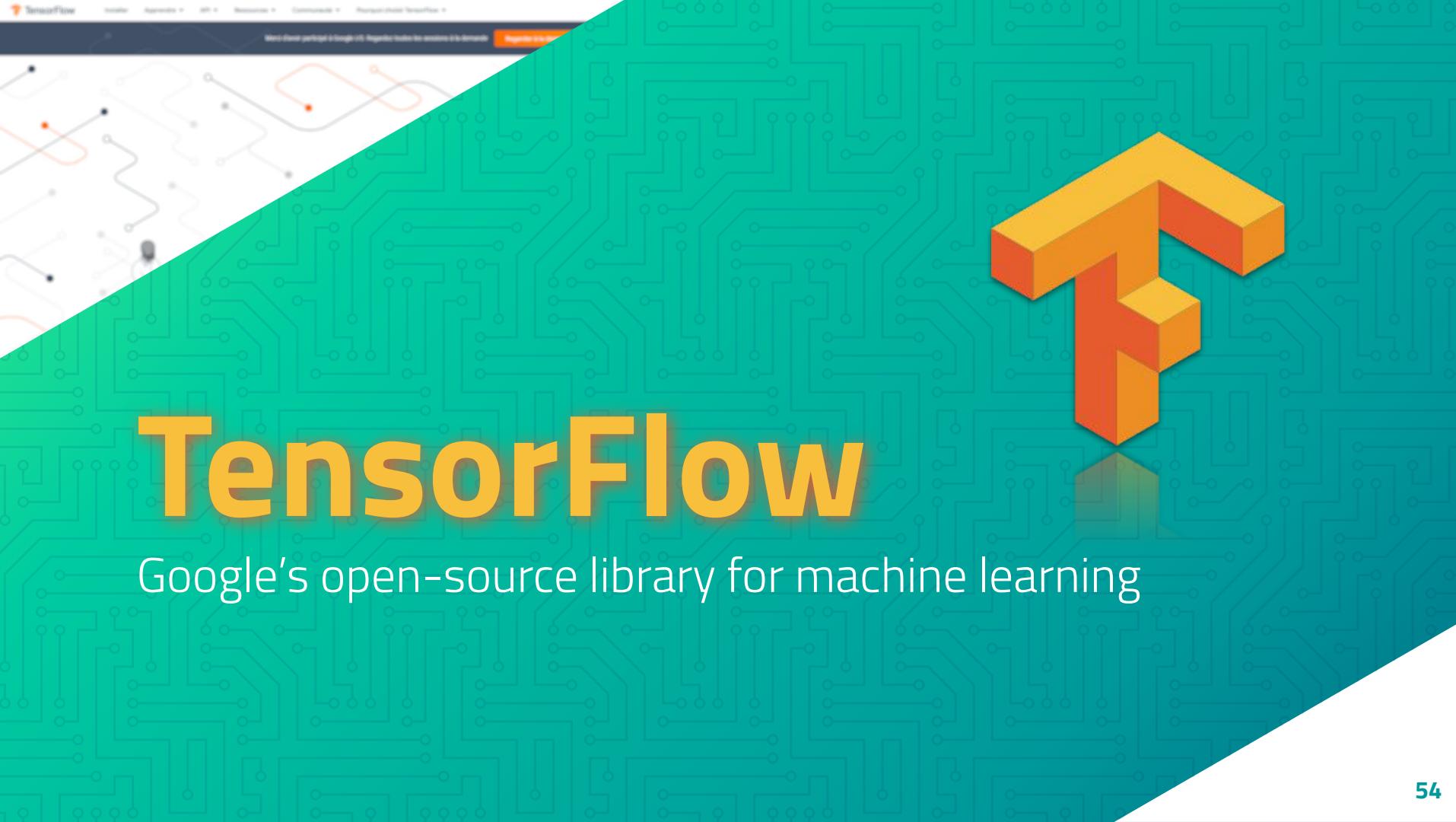


9



Workshop Presentation

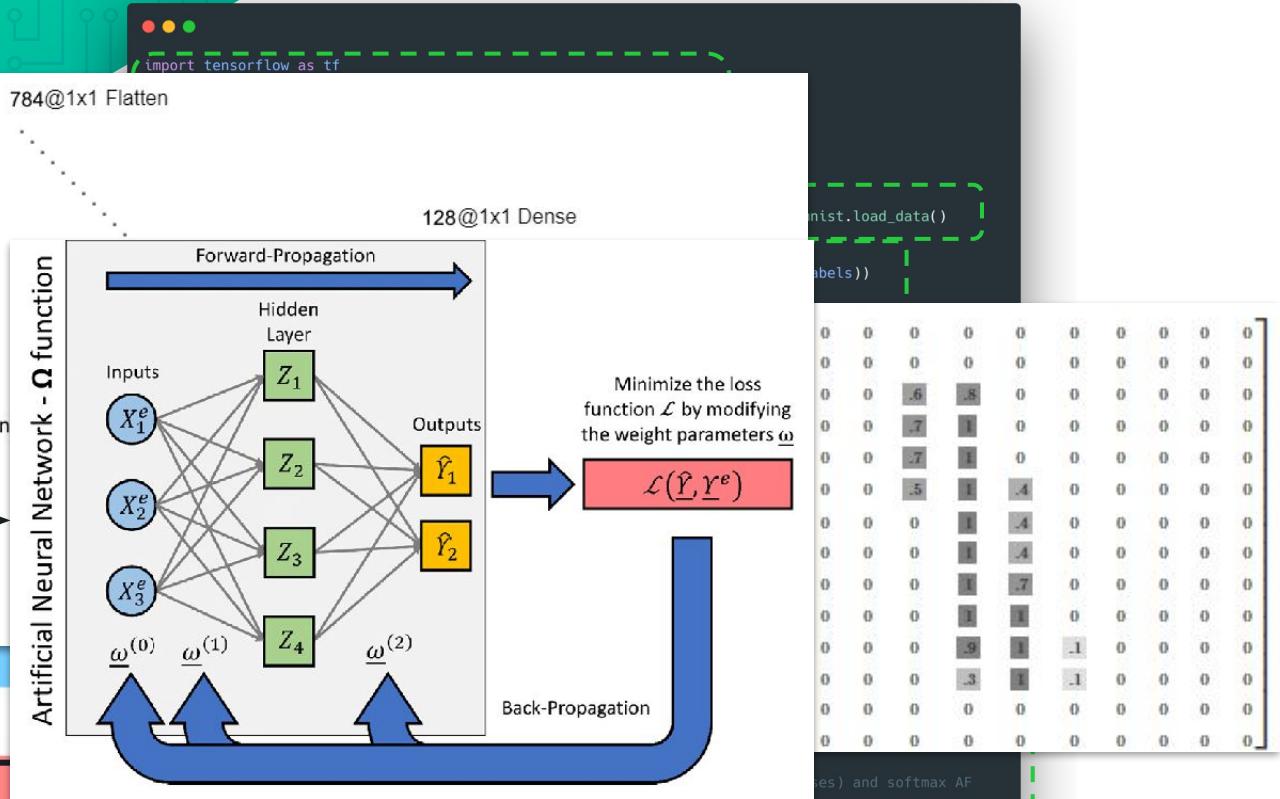
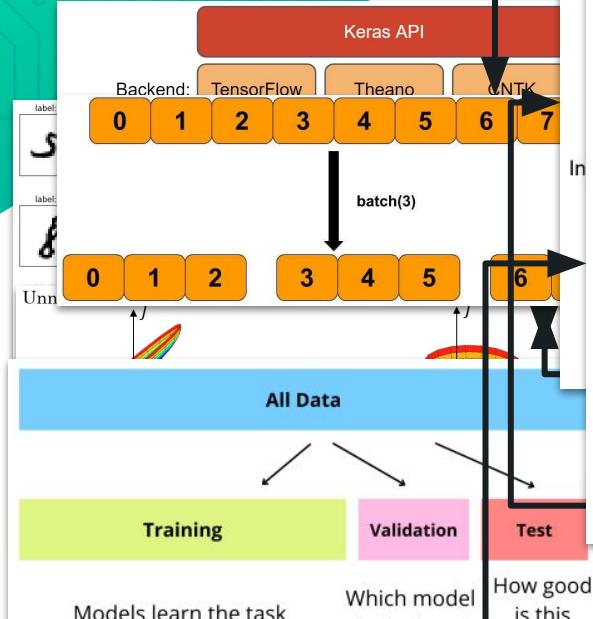
Explanation of the workshop



TensorFlow

Google's open-source library for machine learning

TensorFlow Example



8

9

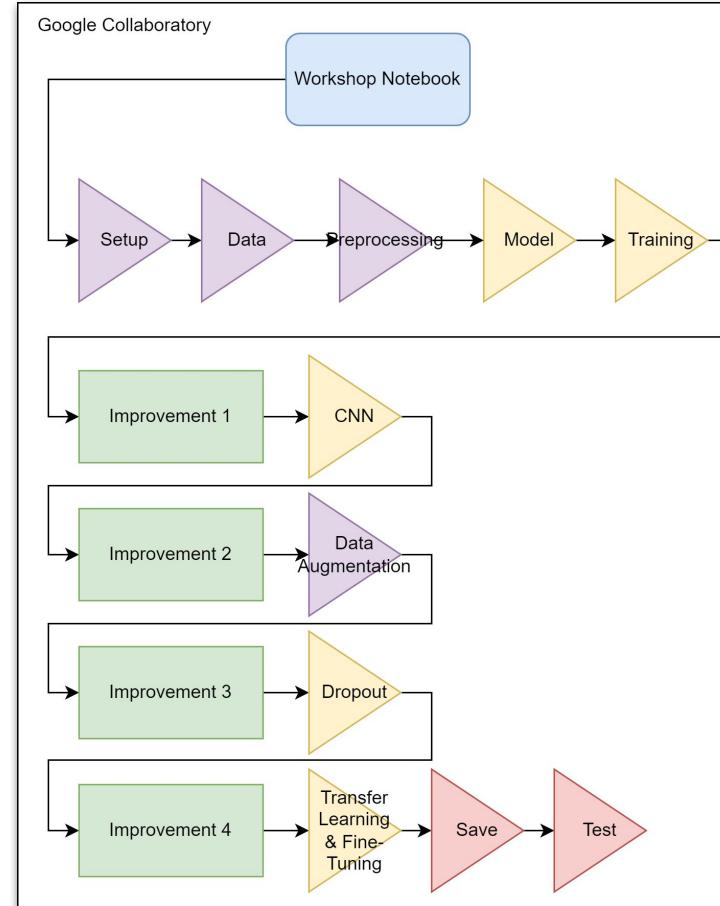
10

Workshop Subject



- Classification problem
- Model improvements
- Data improvements
- Model testing
- Model exporting

Workshop Relationships



10



Kaggle Contest

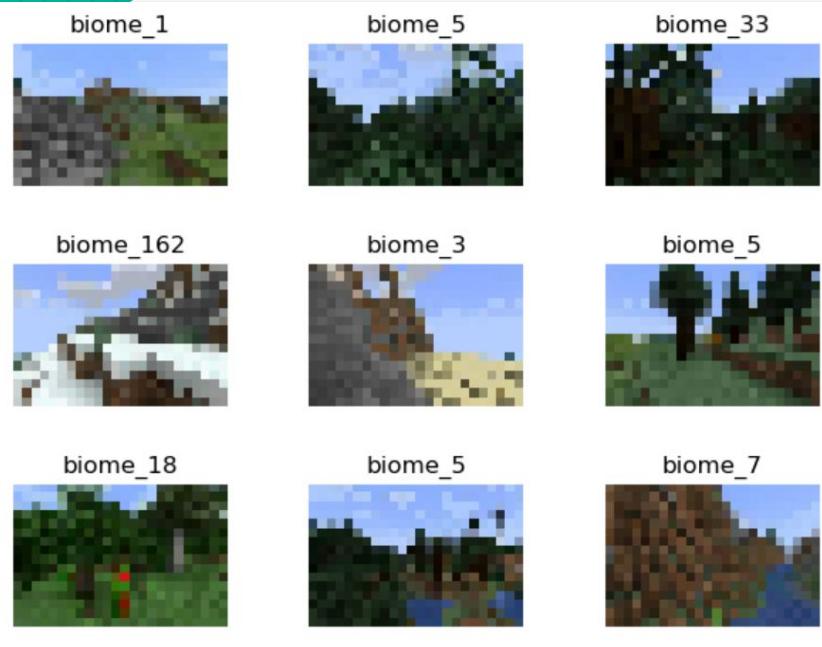
Contest subject & rules



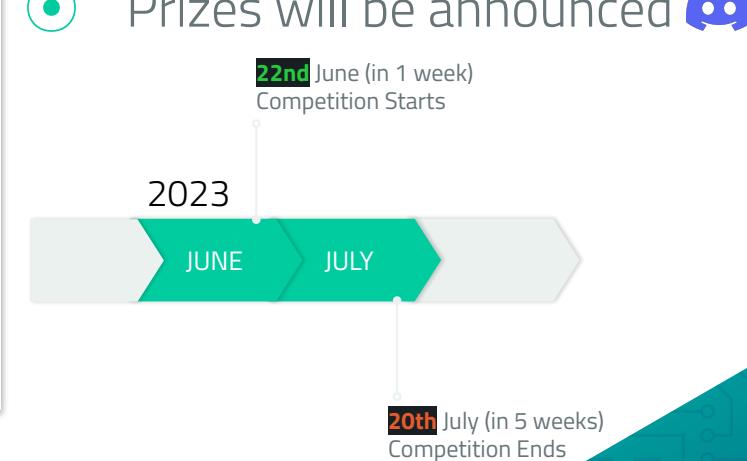
Kaggle

Google's platform for data science competitions

Contest Subject



- Classification problem
- Minecraft Biome Dataset
- No transfer learning
- Maximum 22 layers
- Skeleton provided
- Prizes will be announced



Contest Tips

- Use **successive convolutions**
- Take a look at the architecture of **VGG**
- **Validation dataset** is closest to reality
- Data is very **unbalanced**
- Don't **overfit** too much !
- Don't forget to create your **CSV submission** during execution !
- Inspire yourself from the **workshop**
- Don't hesitate **to contact** SCIA folks !



Did you notice ?

**20% of the photo is
computer generated !**

(DALLE-2 from OpenAI)



THANKS!

Any questions?

You can find me at:

- OrdinaryDev83 
- tom.genlis@gmail.com
- Tom Genlis 
- OrdinaryDev83#9338 

