Topic III

COMPUTER VISION AND IMAGE PROCESSING

Topic Description

This topic is designed to give students all the fundamentals in 2- D digital image processing with emphasis in image processing techniques, image filtering design and applications.

The topic emphasis in:

- Processing techniques,
- II. Image filtering,
- III. Image segmentation,
- IV. Image enhancement,
- v. Morphological processing of image and
- VI. Recognition of objects in an image.

Lecture 1:

Introduction to Image and Vision

Every picture tells a story

- Image carries vast amount of information.
- We, humans, are selective of what we consume through visual sense.
- □ The goal of computer vision is to write computer programs that can interpret images
- Can computers match human perception?
 - Yes and No (but mostly no!)

Humans are much better at "hard" things Computers can be better at "easy" things



What is Digital Image Processing?

- □ Digital image processing helps us enhance images to make them visually pleasing, or emphasize regions or features of an image to better represent the content.
 - Region-Of-Interest is vital in image processing
- □ For example, we may wish to enhance the brightness and contrast to make a better print of a photograph, similar to popular photo-processing software.
- □ In a magnetic resonance image (MRI) of the brain, we may want to highlight a certain region (only interesting part) of image intensities to see certain parts of the brain.

Computer Vision!

Reconstruction

Receive from the real world and reconstruct it internally---Digitally How do humans perform this task?

Recover 3D information from data

- Angle and lighting

Recognition

Feature extraction

Segmentation of image parts

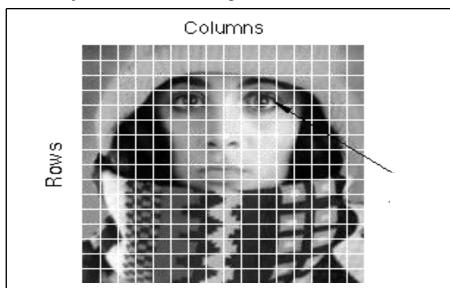
Detect and identify objects

Understanding

Giving context to image parts
Knowing what is happening in the scene?

What is an image?

- □ The pattern is defined is a coordinate system whose origin is conventionally defined as the upper-left corner of the image .
- We can describe the pattern by a function f(x,y).



Closer Look at elements of image

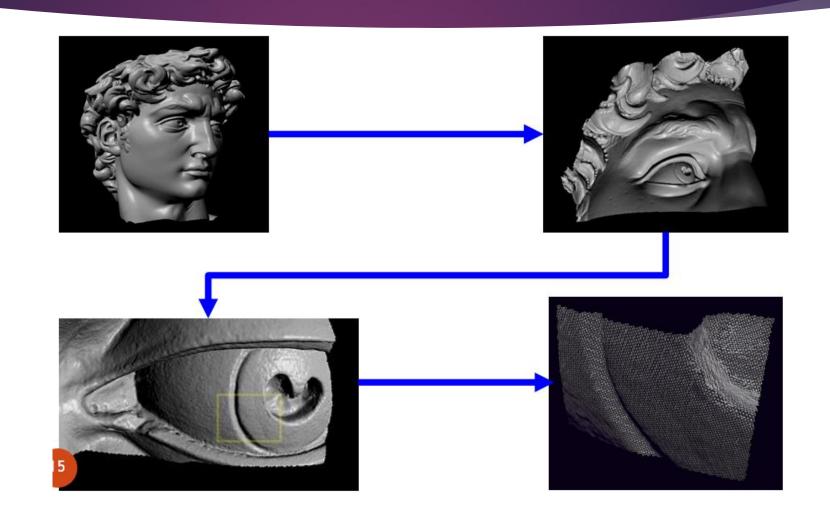


Image Processing and Related Fields

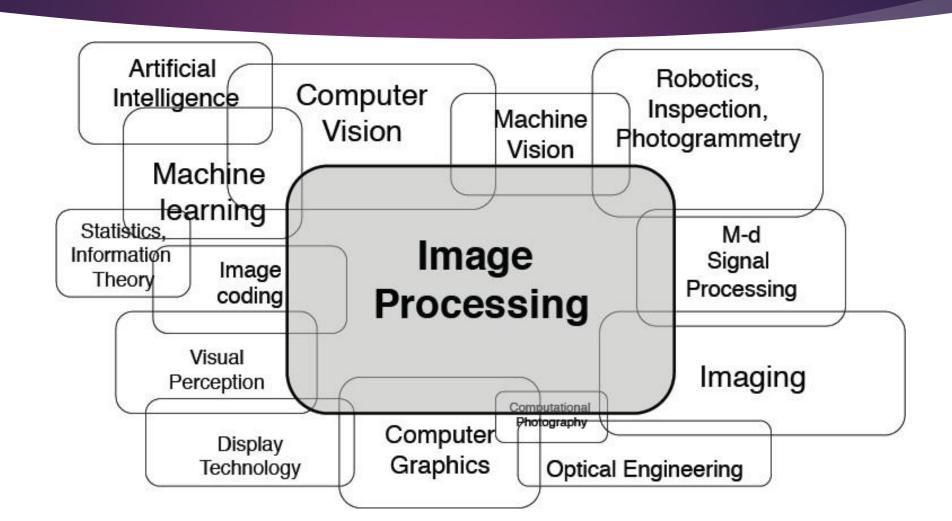
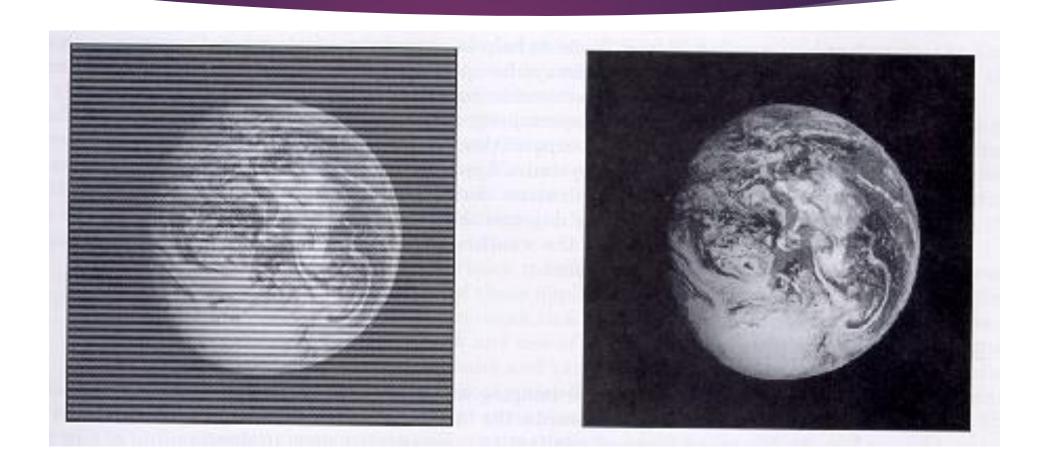
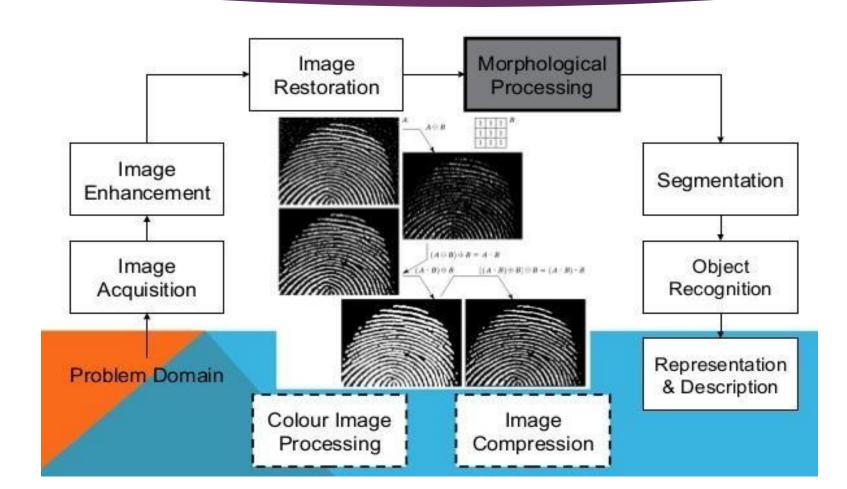


Image Restoration(e.g., correcting out-focus images)



Computer Vision



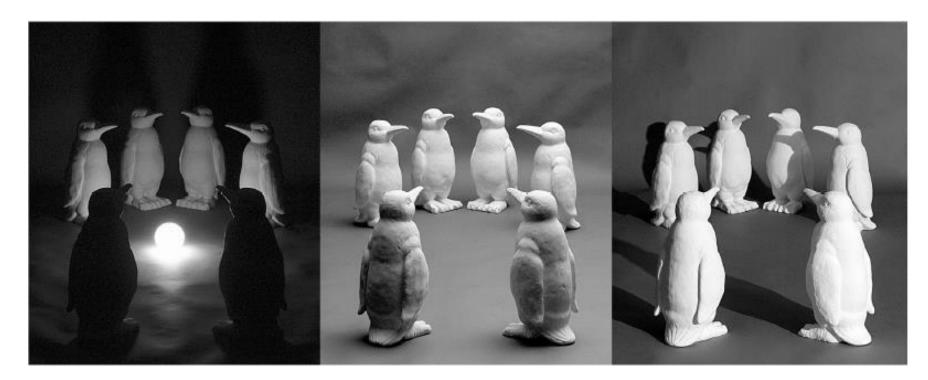
Issue of Contrast

- □ Objects appear to the eye to become darker as the background gets lighter.
- □ The example below is a piece of paper that seems white when lying on a desk, but can appear totally black in a lighter background



Issue of Illumination

- Same objects and arrangement
- Different angle of light



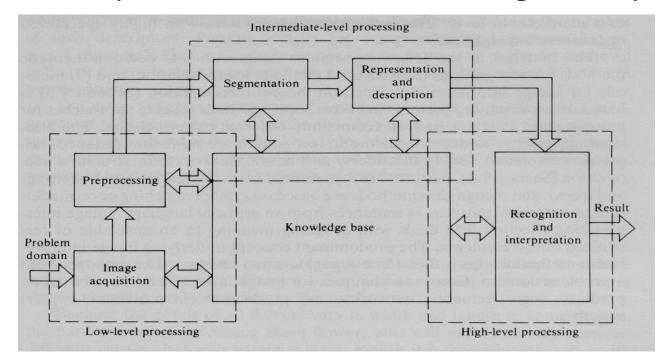
What is Computer Vision?

Deals with the development of the theoretical and algorithmic basis by which useful information about the 3D world can be automatically extracted and analyzed from a single or multiple 2D images of the world.

The Three Image Processing Levels

1.Low-level processing

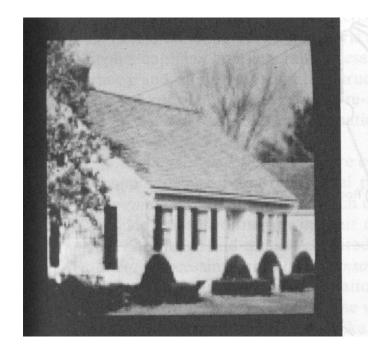
Standard procedures are applied to improve image quality. Procedures are required to have no intelligent capabilities.

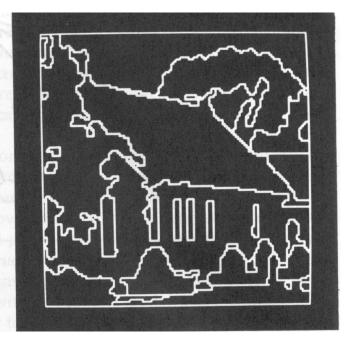


The Three Image Processing Levels (2)

2. Intermediate-level processing

- Extract and characterize components in the image
- Some intelligent capabilities are required.



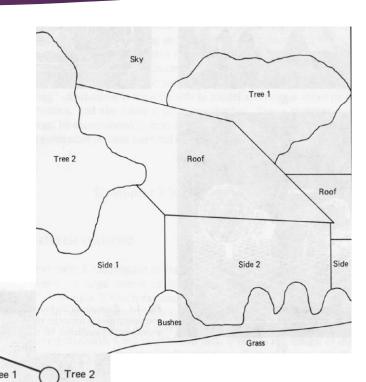


The Three Image Processing Levels (3)

House

3. High-level processing

- Recognition and interpretation of segments of the image
- Procedures require high intelligent capabilities.



Mathematics in Computer Vision

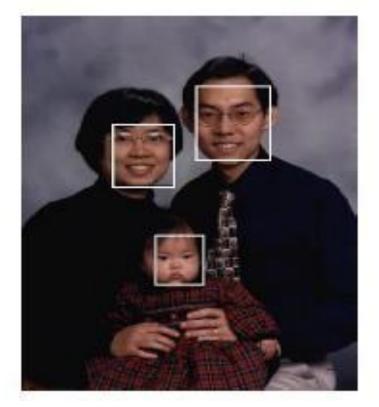
- □ In the early days of computer vision, vision systems employed simple heuristic methods.
- □ Today, the domain is heavily inclined towards theoretically, well-founded methods involving non-trivial mathematics.
 - Calculus
 - Linear Algebra
 - Probabilities and Statistics
 - Signal Processing
 - Projective & Computational Geometry
 - Optimization Theory
 - Control Theory

Computer Vision Applications

- ☐ Industrial inspection/quality control
- ☐ Surveillance and security/ biometrics
- ☐ Face recognition
- ☐ Space Science applications
- ☐ Medical image analysis
- ☐ Autonomous vehicles (self-driving car like Tesla)
- ☐ Virtual reality and much more

Face Detection Vs Face Blurring

On Facebook



on NEWS



Passport photo

Select photo





The photo you want to upload does not meet our criteria because:

Subject eyes are closed

Please refer to the technical requirements. You have 9 attempts left.

Check the photo requirements.

Read more about <u>common photo problems and</u> how to resolve them.

After your tenth attempt you will need to start again and re-enter the CAPTCHA security check.

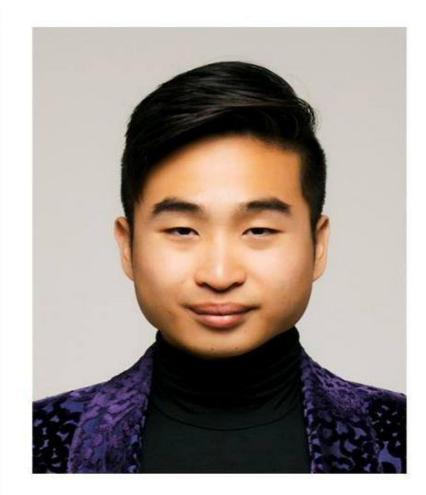
Reference number: 20161206-81

Filename: Untitled.jpg

If you wish to <u>contact us</u> about the photo, you must provide us with the reference number given above.

Please print this information for your records.





Passport photo

Select photo





X The photo you want to upload does not meet our criteria because:

Subject eyes are closed

Please refer to the technical requirements. You have 9 attempts left.

Check the photo requirements.

Read more about <u>common photo problems and</u> how to resolve them.

After your tenth attempt you will need to start again and re-enter the CAPTCHA security check.

Reference number: 20161206-81

Filename: Untitled.jpg

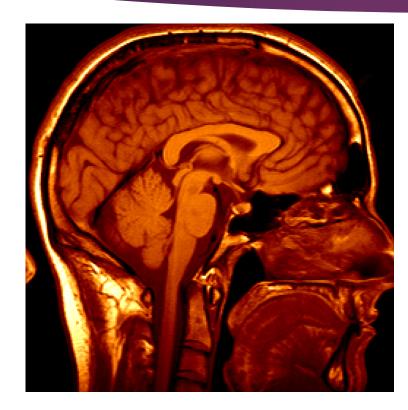
If you wish to <u>contact us</u> about the photo, you must provide us with the reference number given above.

Please print this information for your records.





Medical image analysis



3D imaging: MRI, CT

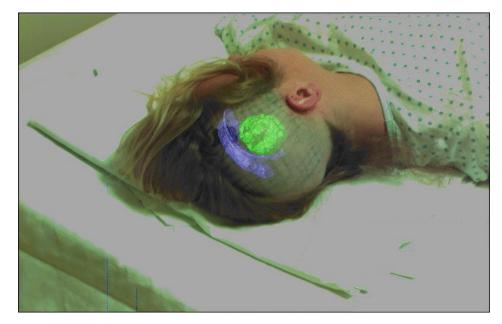
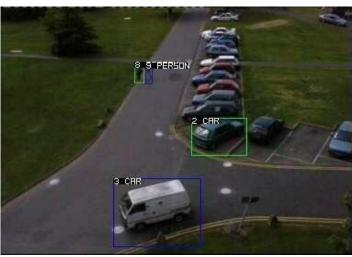


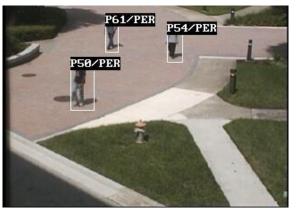
Image guided surgery Grimson et al., MIT

Surveillance and tracking









Surveillance and tracking



Vehicle protection



Lane departure warning, collision warning, traffic sign recognition, pedestrian recognition, blind spot warning

Smart cars



https://www.theguardian.com/technology/2018/mar/31/tesla-car-crash-autopilotmountain-view

Self-driving cars

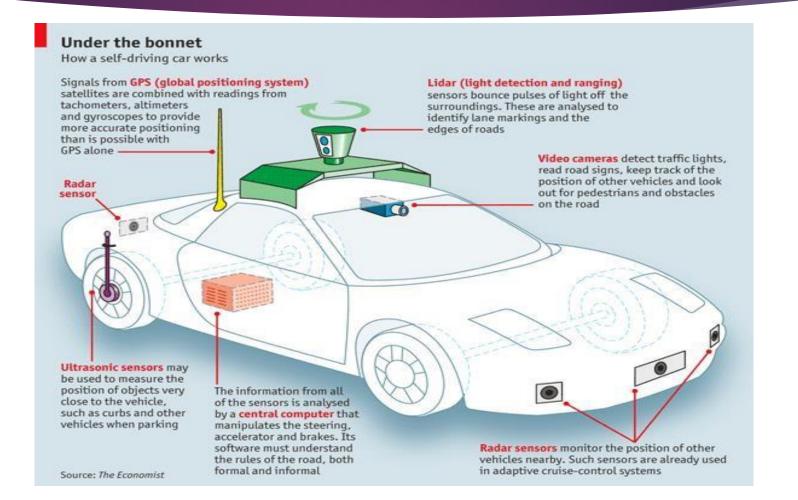




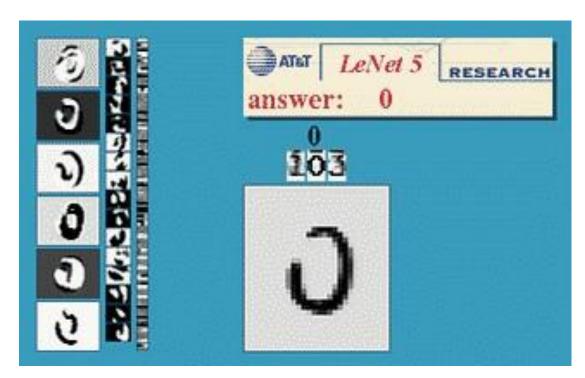




Self-driving cars



Optical character recognition

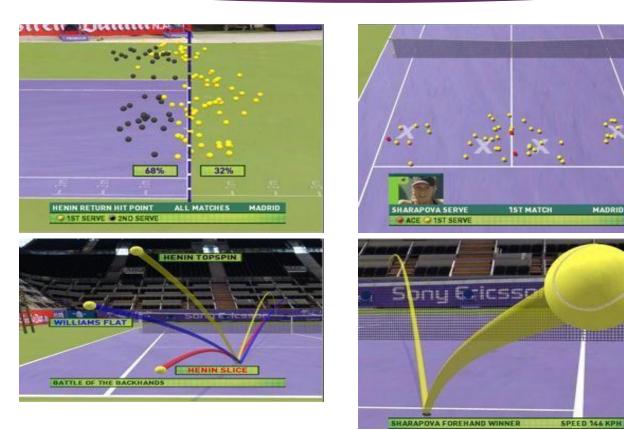




Digit recognition, AT&T labs http://www.research.att.com/~yann

License place recognition

Sports video analysis



Tennis review system

Virtual Reality

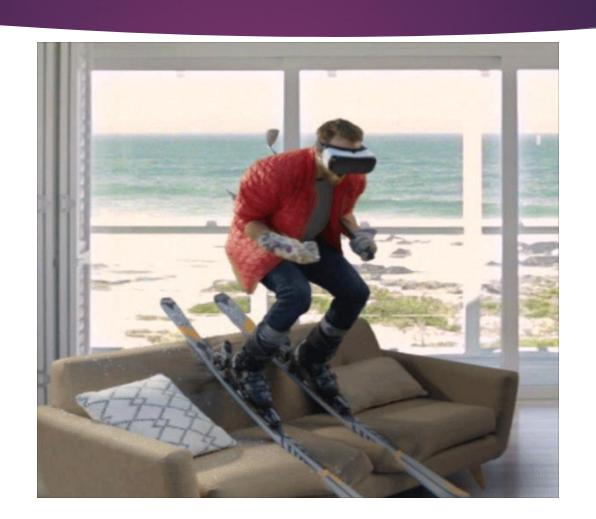


Image Sensing and Acquisition

□ The types of images in which we are interested are generated by the combination of an "illumination" source and the reflection or absorption of energy from that source by the elements of the "scene" being imaged.

What do computers see?

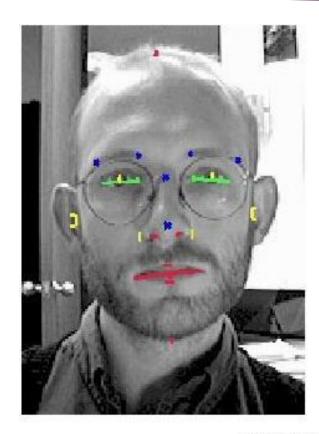
Number.....

What do these numbers represent?

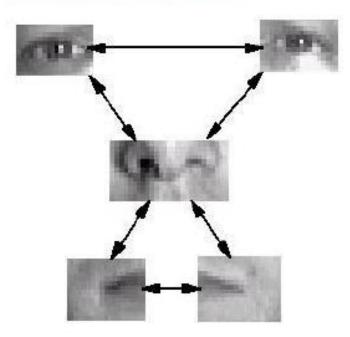
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45	44	39	38	37	48	67	95	138	151	156	157	165	157	125	79	36	38	47	48	48	43	38	36
43	35	31	45	64	109	155	179	178	160	142	132	146	187	195	170	133	86	45	46	51	41	36	32
33	24	24	47	88	149	135	136	160	170	166	135	111	153	169	169	109	113	86	57	49	46	40	36
22	19	22	47	122	131	99	120	204	199	185	150	119	152	159	173	110	80	83	82	63	58	45	42
22	20	24	60	114	108	123	191	215	212	198	169	156	169	168	172	151	115	91	77	82	59	53	53
20	19	29	86	127	87	169	223	219	218	212	182	178	190	194	185	169	108	88	85	74	55	52	51
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29	26	25	104	92	123	220	226	230	228	218	213	210	193	152	118	136	97	50	26	39	41	36	33
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40	33	33	34	30	17	31	50	182	159	49	45	136	248	208	24	11	13	12	17	11	10	15	19



Parts and relations



Patch Model



http://www.research.ibm.com/ecvg/biom/facereco.html

Image Sampling and Quantization

Objective of imaging is to generate digital images (representation) from sensed data (observation)

- □ In creating digital image, there is a need to convert the continuous sensed data into digital form.
- □ This involves two processes: **sampling** and **quantization**.
- $lue{}$ An image may be continuous with respect to the x- and y- coordinates, and also in amplitude.
- □ To convert it to digital form, we have to sample the function in both coordinates and in amplitude.
 - 1. Digitizing the coordinate values is called sampling.
 - 2. Digitizing the amplitude(color intensity) values is called quantization.

Image Representation

- 1. Image capture
- 2. Image quality measurements
- 3. Image resolution
- 4. Colour representation
- 5. Camera calibration
- 6. Parallels with human visual system

The End