

Practical AI: Classic computer vision. Models

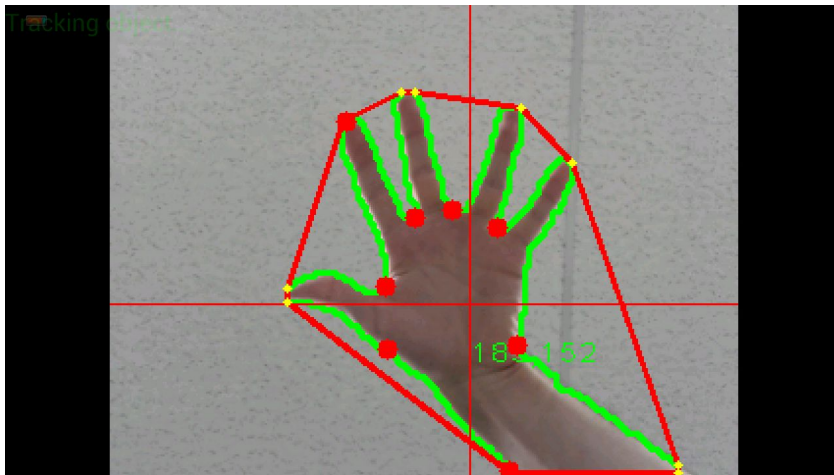
Stanislav Protasov for
Harbour.Space University



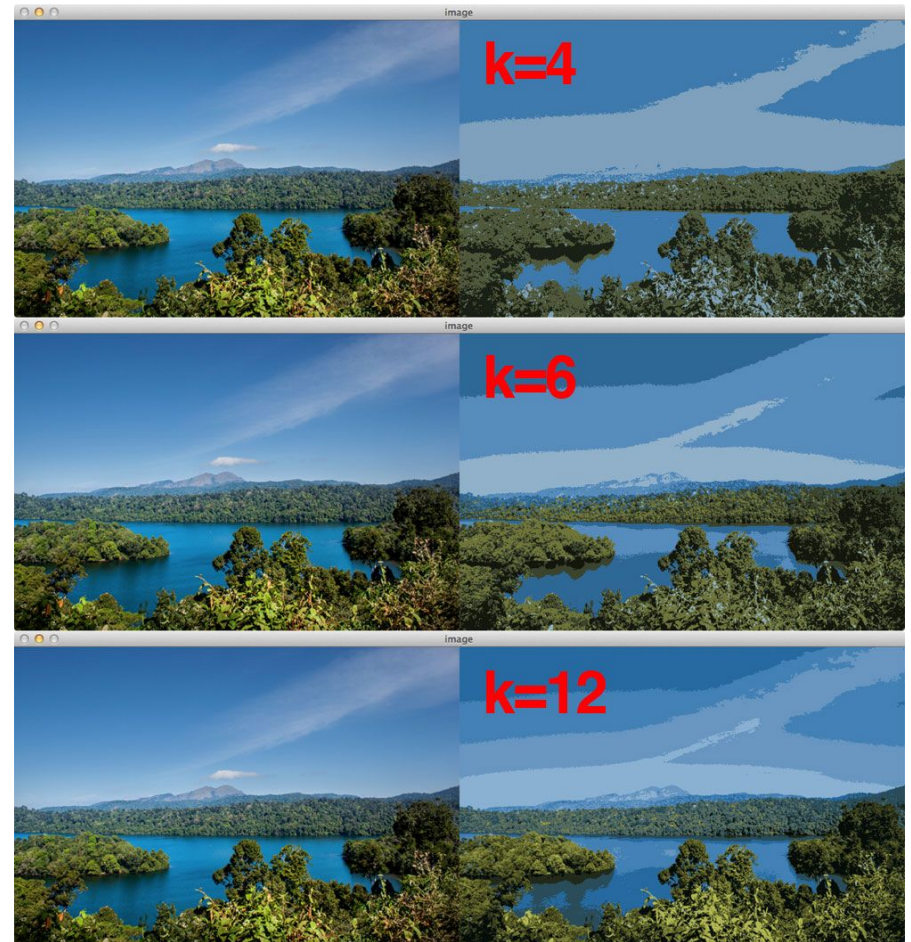
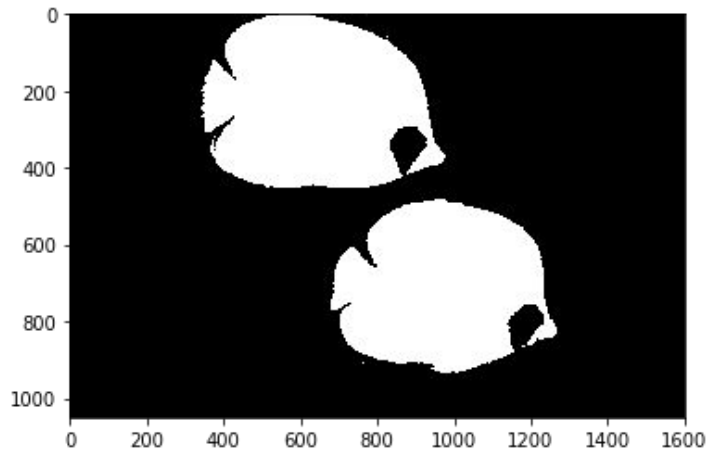
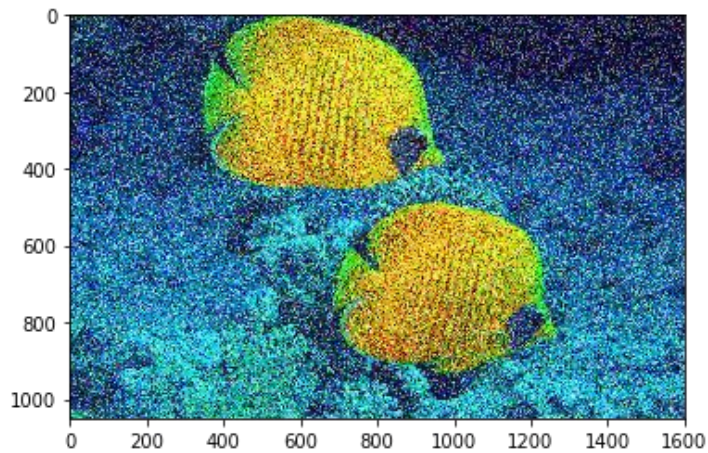
Agenda

- Model
- Blobs, hulls and skeletons
- Parametric lines
- Primitive feature detectors
- Bag of features

CV techniques: contours, hulls, areas and skeletons



CV techniques: color thresholding and clustering



Lab #1: animal counting



- 1) Write a script that automatically counts animals at image
 - a) Binarize an image
 - b) Find connected components
 - c) Filter by size, form, color, ...
 - d) Count!
- 2) (*) Write down parameters (number) of your solution. Think, which of them can be estimated automatically?



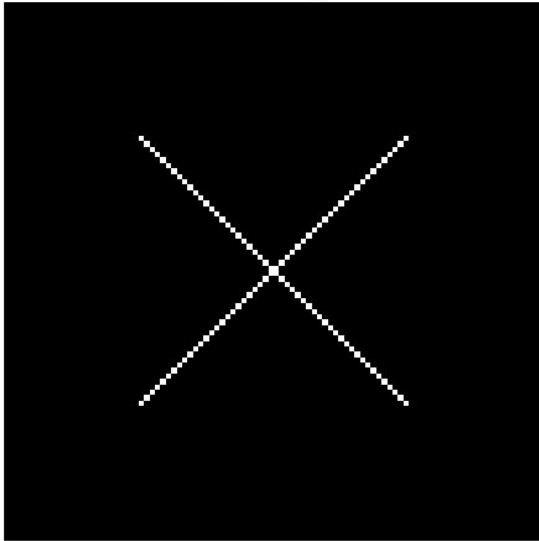
Parametric models



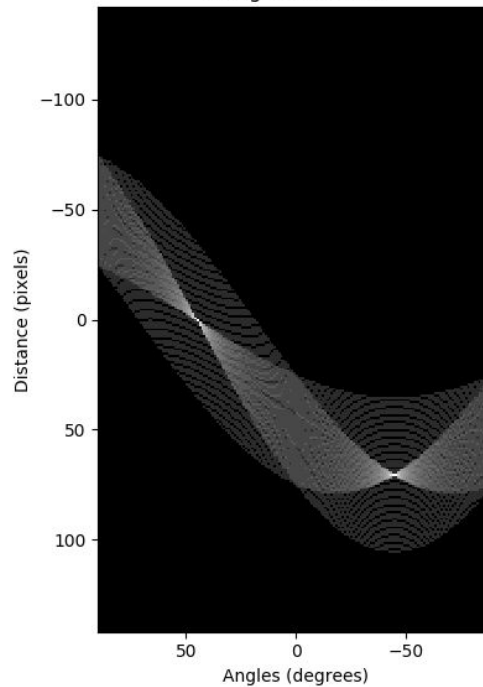
CV techniques: straight lines

Hough transform

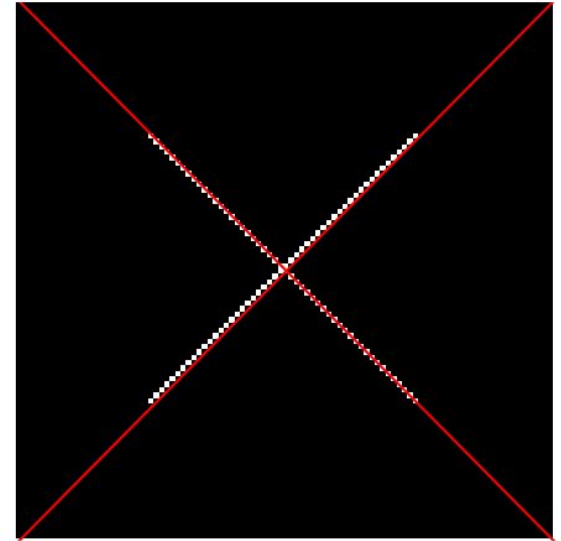
Input image



Hough transform



Detected lines

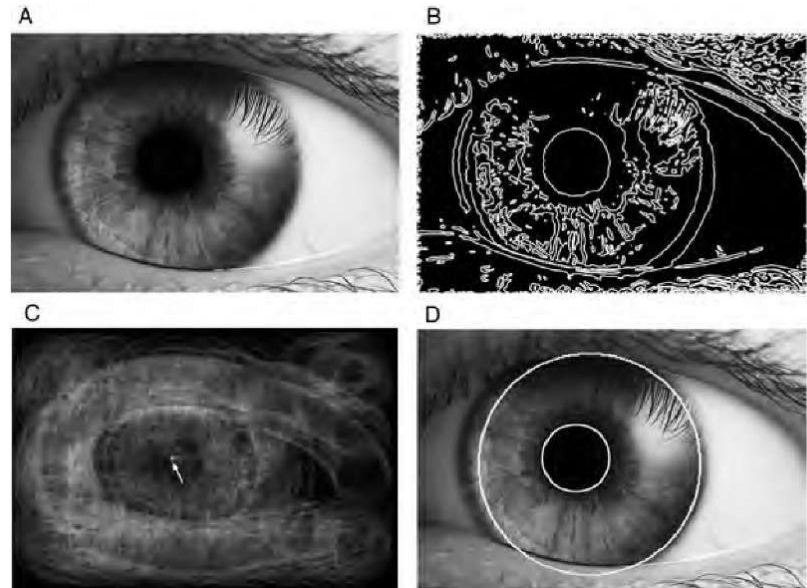
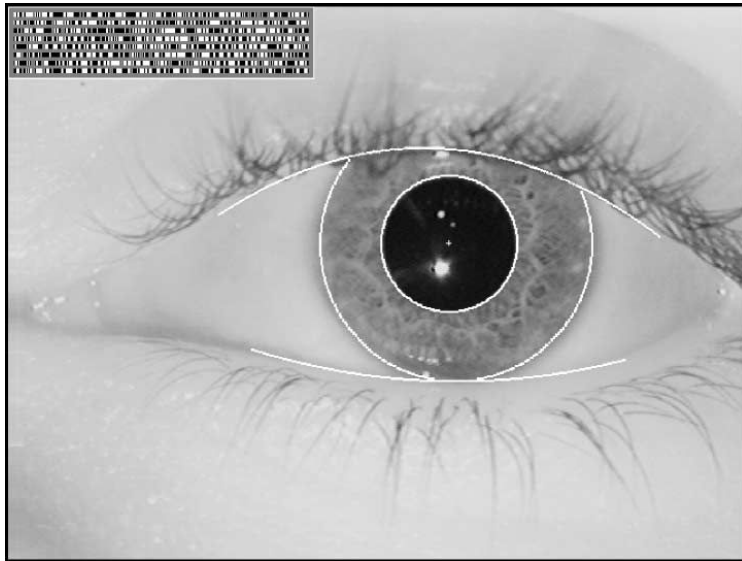


$$r = x \cos \theta + y \sin \theta$$

CV techniques: circles

Hough transform

DAugman detector



Lab #2. Restore a graph

You are given a drawing of the graph. Restore graph nodes and connections in the graph!

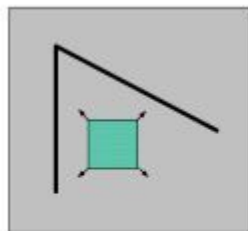
<https://github.com/hsu-ai-course/hsu.ai/blob/master/code/09.%20Graph%20lab.ipynb>



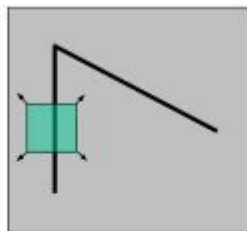
Features and keypoints



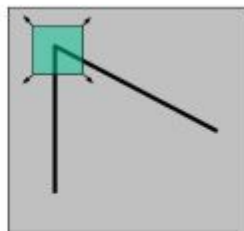
Harris corner detector



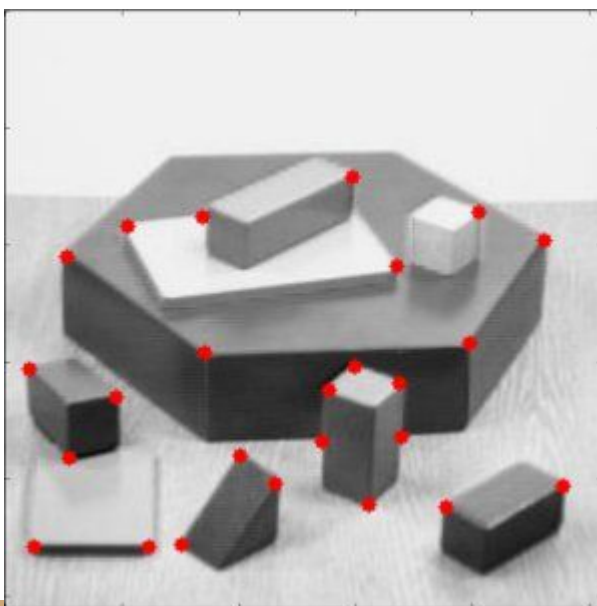
"flat" region:
no change in all
directions



"edge":
no change along the
edge direction



"corner":
significant change in
all directions

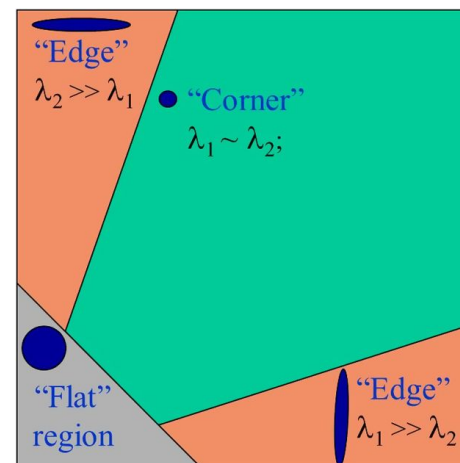


$$M = \sum_{x,y} w(x,y) \begin{bmatrix} I_x I_x & I_x I_y \\ I_x I_y & I_y I_y \end{bmatrix}$$

$$R = \det M - k(\text{trace } M)^2$$

$$\det M = \lambda_1 \lambda_2$$

$$\text{trace } M = \lambda_1 + \lambda_2$$



SIFT: Scale-invariant feature transform

- 1) Compute gradients for different images in *image pyramid* using difference of Gaussians (DoG). Image pyramid ~ Scale invariant
- 2) Search for local extrema in scale and space (*keypoints*)
- 3) Compute *direction* (rotation invariant)
- 4) Create descriptor: in 16x16 neighbourhood make 16 blocks, compute gradients (8 bins for angles) and make a vector.
- 5) Normalize (*intensity invariant*)

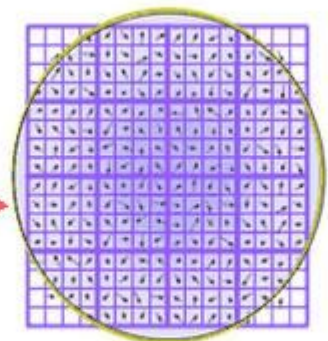
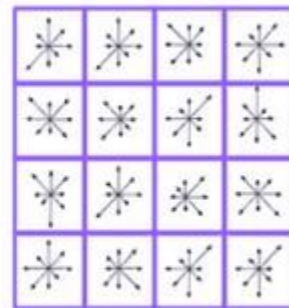
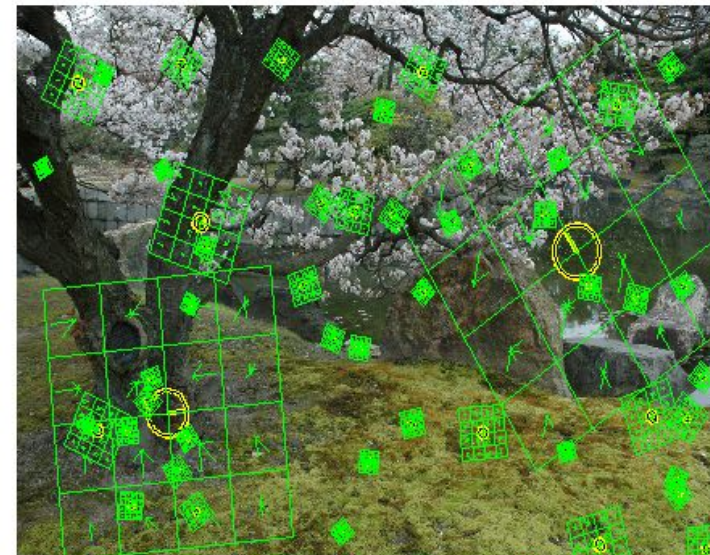


Image gradients



Keypoint descriptor



Checkers homework

- 1) **Recognize field** position on image
 - a) **Detect pieces** and colors
 - b) Find out pieces **positions**

<https://github.com/hsu-ai-course/hsu.ai/tree/master/homeworks/09>