



Insper

Computer Vision

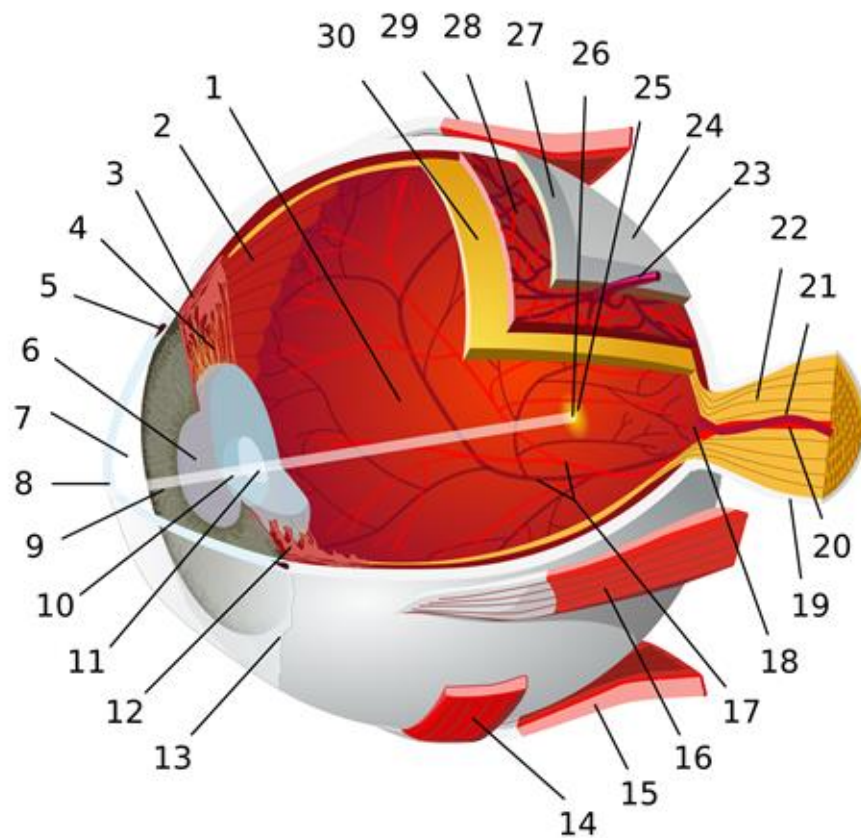
Class 1: Introduction



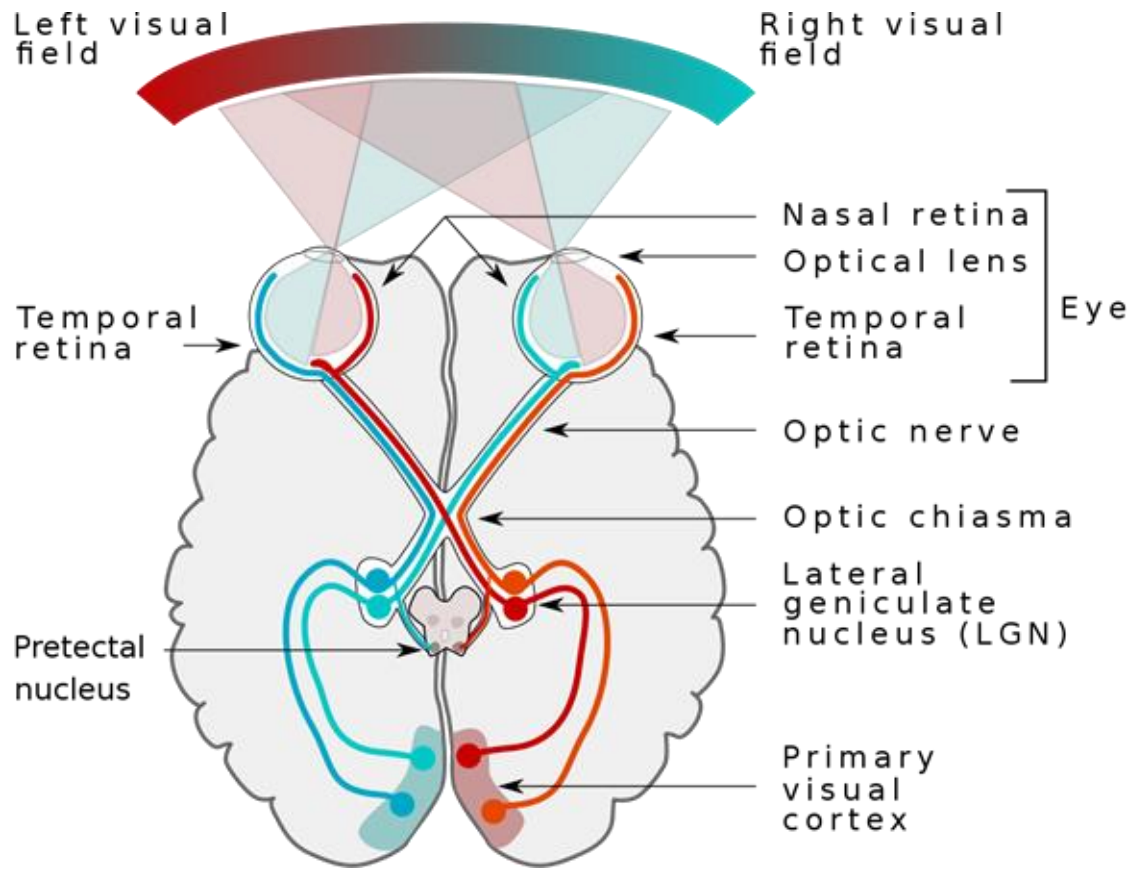
What is computer vision?

*First: what is **vision**?*





- 1, vitreous body 2, ora serrata 3, ciliary muscle
4, ciliary zonules 5, Schlemm's canal 6, pupil
7, anterior chamber 8, cornea 9, iris 10, lens
11, lens nucleus 12, ciliary process 13,
conjunctiva 14, inferior oblique muscle 15,
inferior rectus muscle 16, medial rectus
muscle 17, retinal arteries and veins 18, optic
disc 19, dura mater 20, central retinal artery
21, central retinal vein 22, optic nerve 23,
vorticose vein 24, bulbar sheath 25, macula
26, fovea 27, sclera 28, choroid 29, superior
rectus muscle 30, retina



*Better: how do we **use** vision?*

Human vision:

eyes capture image and
brain extracts information



*This is a panoramic view of the two
Insper buildings under daylight.
You can also see other buildings,
nearby streets, and surrounding
trees. The sky is slightly clouded.
Some of the windows are lit, but
others are not...*

Computer vision:

camera captures image and
algorithms extract information



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Inspers buildings under daylight.
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Computer vision: algorithms to extract high-level information from one or more digital images.

Computer vision: algorithms to
extract **high-level information***
from one or more digital images.

**this is why it is useful*

Boolean model

"Is it a face?"



True / False

Discrete model

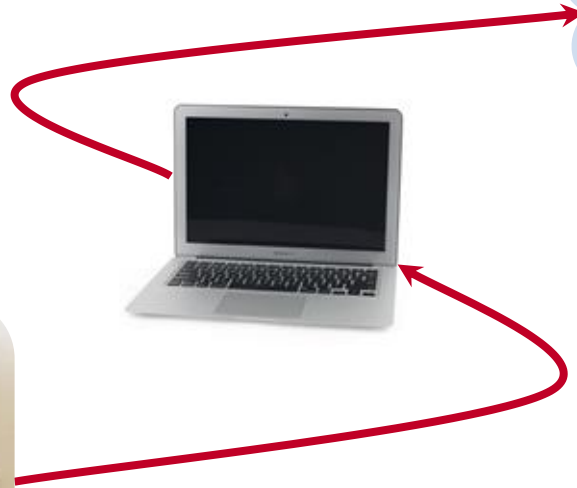
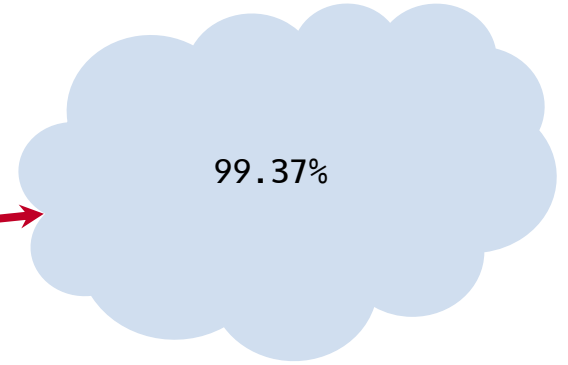
"Where are the faces?"



(71, 54, 15, 19),
(92, 79, 15, 19),
(117, 71, 16, 18),
...

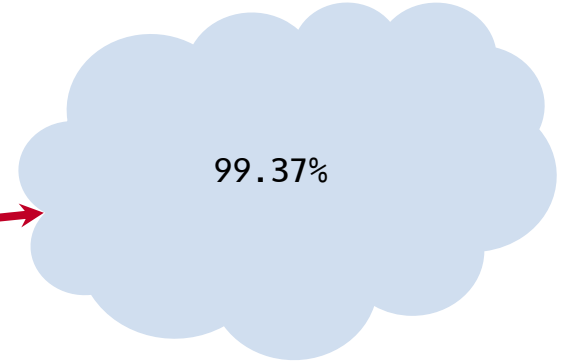
Continuous model

"What is the similarity?"



Continuous model

"What is the similarity?"

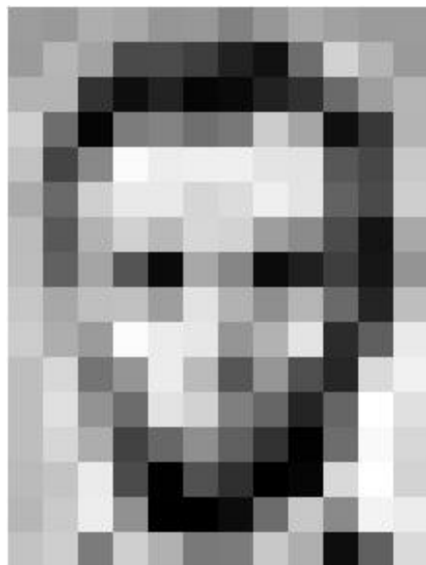


Think this example is unrealistic? This man was actually arrested because of the sketch. Last slide has a link.

*Computer vision: algorithms to
extract high-level information
from one or more **digital images****.

**this is why it is difficult*

Raster image: array of integers



157	153	174	168	150	152	129	151	172	161	155	156
155	182	163	74	75	62	33	17	110	210	180	154
180	180	50	14	84	6	10	33	48	106	159	181
206	109	5	124	131	111	120	204	166	15	56	180
194	68	137	251	237	239	239	228	227	87	71	201
172	105	207	233	233	214	220	239	228	98	74	206
188	88	179	209	185	215	211	158	139	75	20	169
189	97	165	84	10	168	134	11	31	62	22	148
199	168	191	193	158	227	178	143	182	105	36	190
205	174	155	252	236	231	149	178	228	43	95	234
190	216	116	149	236	187	86	150	79	38	218	241
190	224	147	108	227	210	127	102	36	101	255	224
190	214	173	66	103	143	95	50	2	109	249	215
187	196	235	75	1	81	47	0	6	217	255	211
183	202	237	145	0	0	12	104	200	138	243	236
195	206	123	207	177	121	123	200	175	13	95	218

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The background of the slide consists of numerous horizontal, wavy lines in two shades of pink, creating a rhythmic, undulating pattern.

handout

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COMPUTER VISION - 6A - 2025/61

Conteúdo Calendário Avisos Discussões Boletim de notas Anal

Conteúdo do curso

- +
 - 🔗 Course Website
 - 👁 Visível para alunos ▾
- +
 - 🔗 Rules about Cheating and Plagiarism

All materials will be centralized in this website, except for tests and other e

No meeting has occurred yet.

▼ Future meetings



Warning

Some pages in this section might be available, but they are subject to updates and corrections until the day of the class. You can see in advance, but I suggest you see again in the day of the class to avoid out-of-date or incorrect information.

04/02	Tuesday	Class 1	<ul style="list-style-type: none">• Slides• Notebook• Notebook with answers• Form
06/02	Thursday	Class 2	<ul style="list-style-type: none">• Slides• Notebook

Toolkit

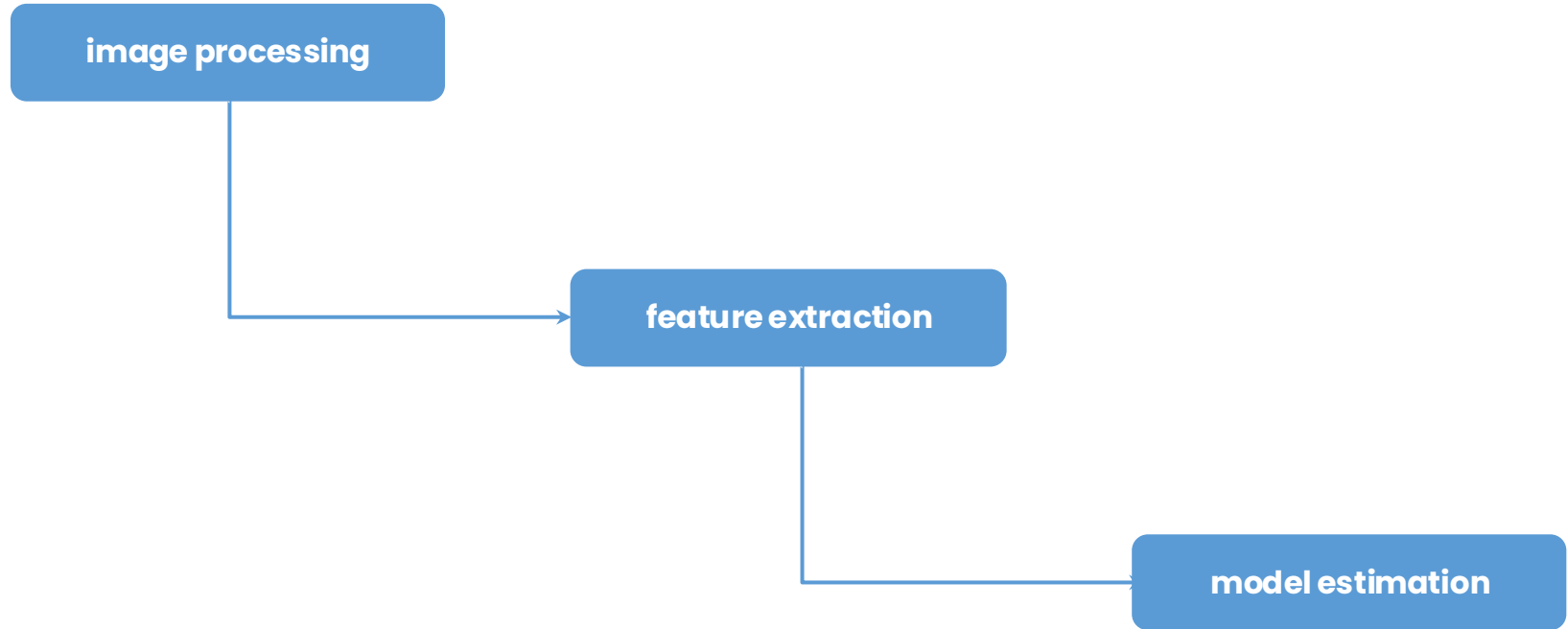
- **Language:** Python
- **Library:** OpenCV
- **Platform:** Google Colab



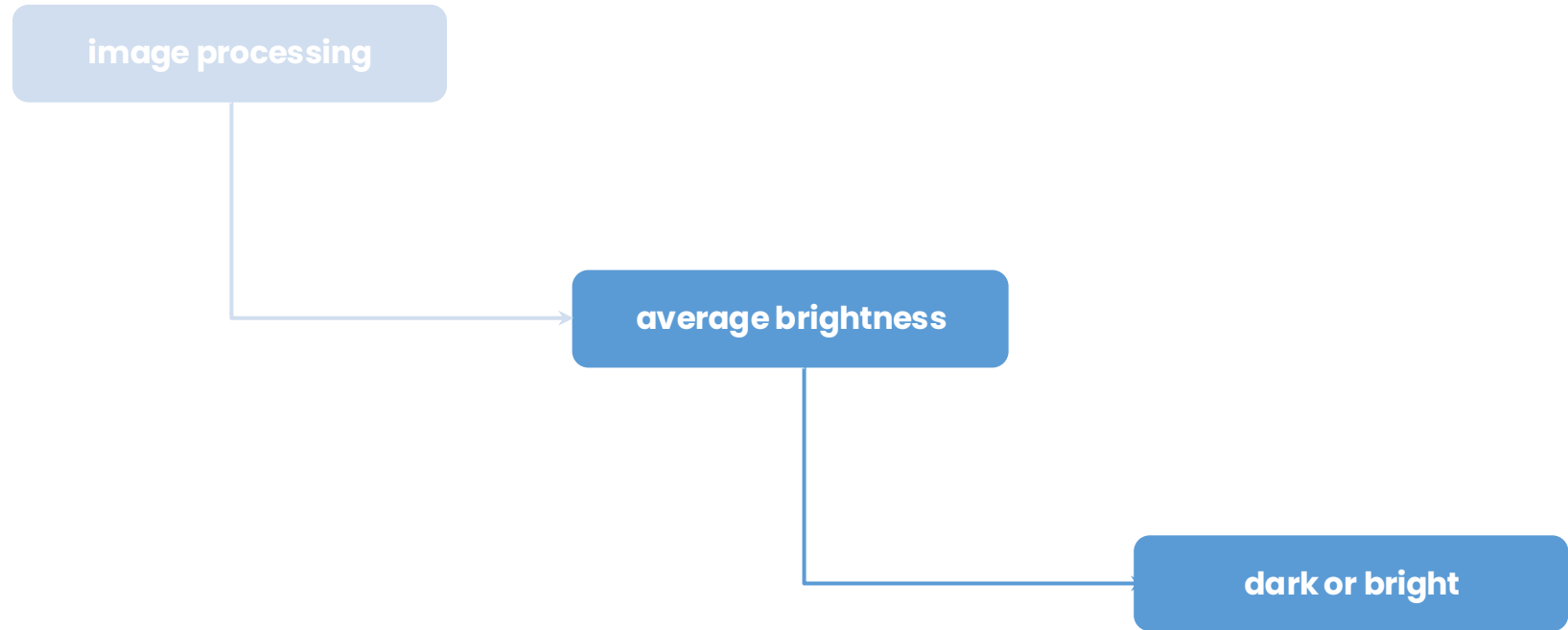
Instructions

1. Organize in groups of 2 or 3 members. No more, no less.
1. Make a copy of the notebook, read it, and do the activities.
1. Clean the notebook, save as `ipynb`, and submit via form.

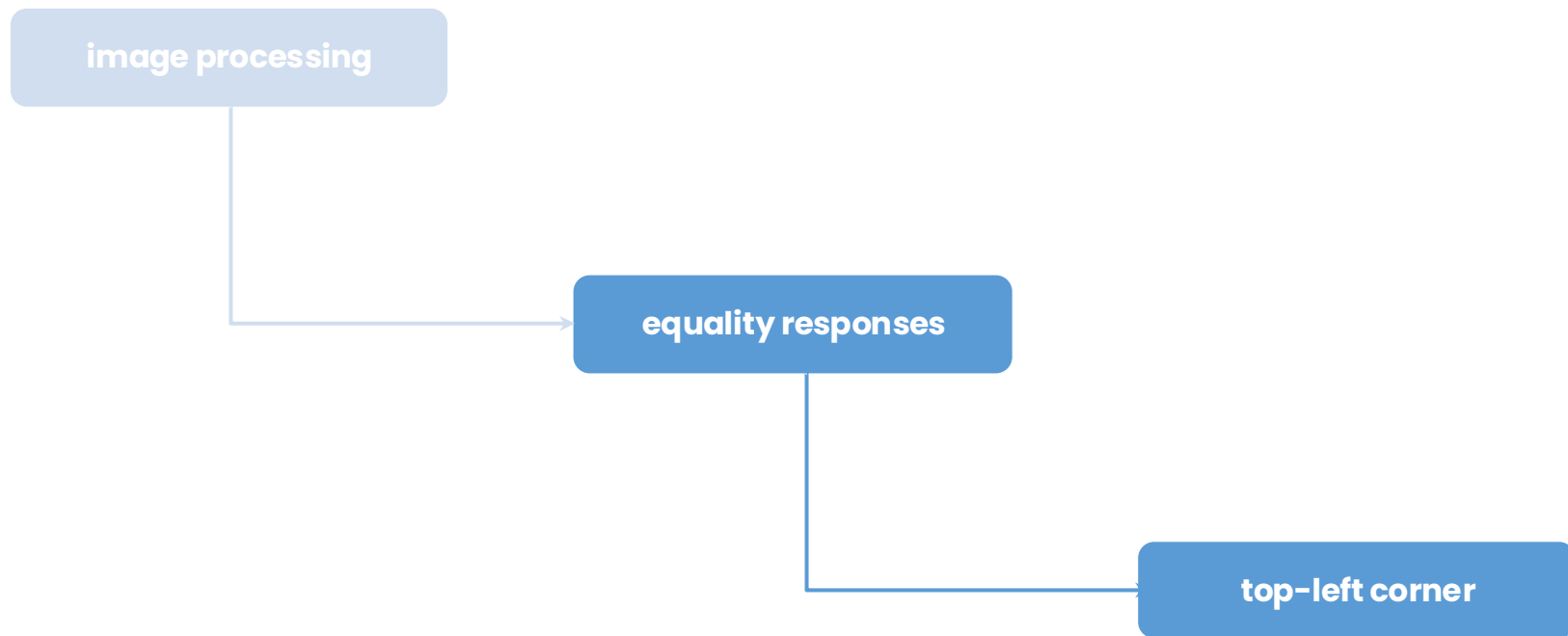
The basic computer vision pipeline



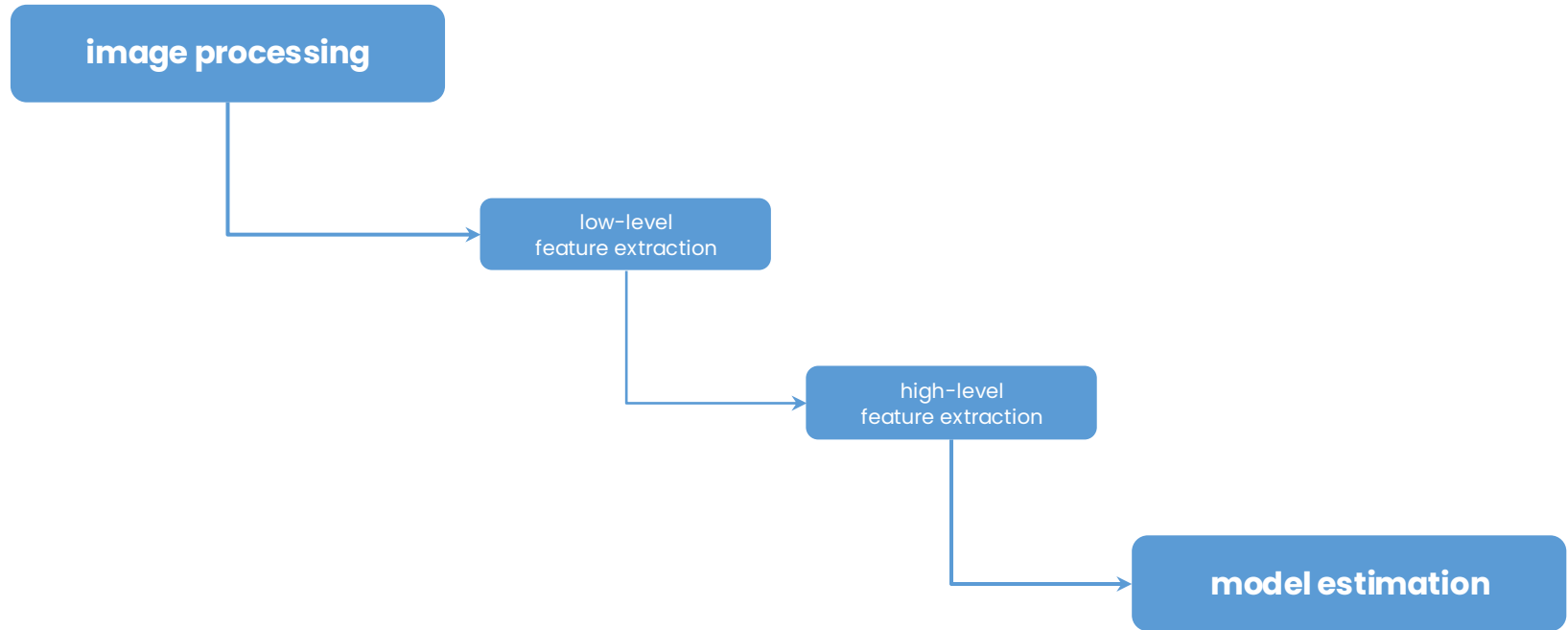
The basic computer vision pipeline (*Activity 1*)



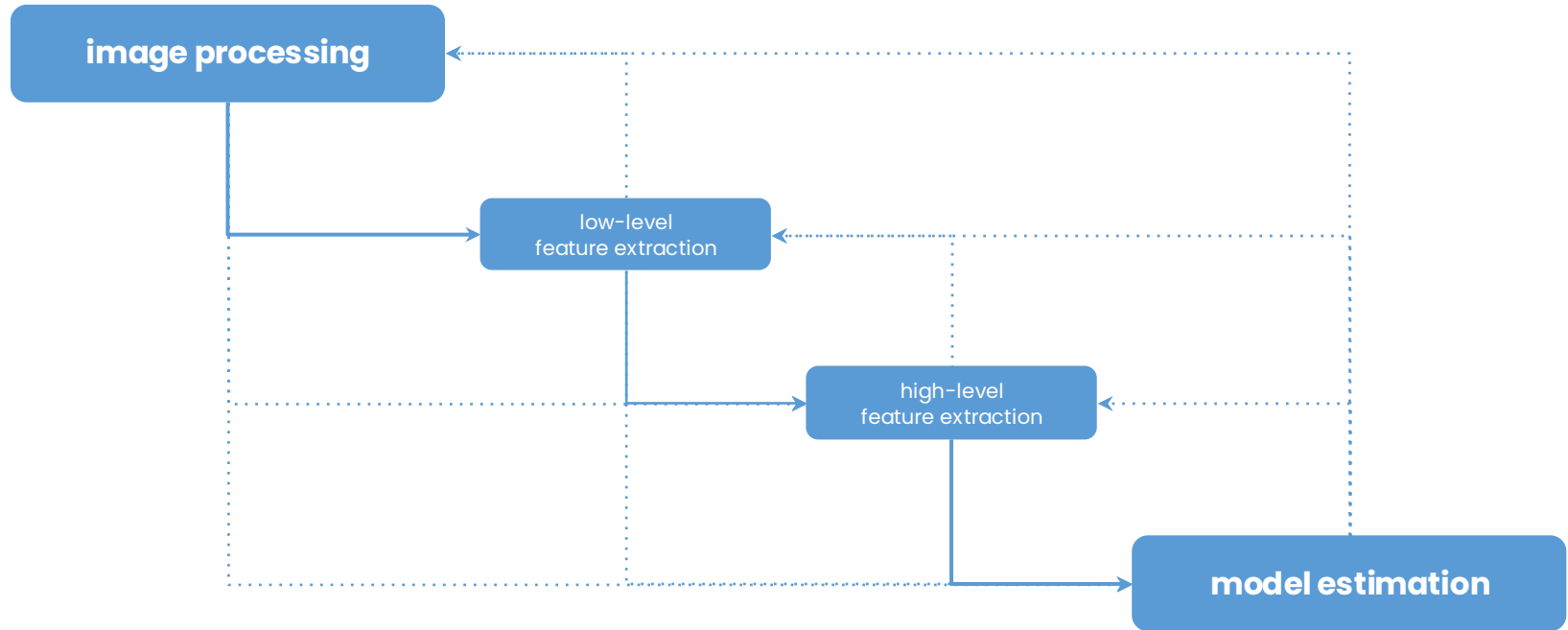
The basic computer vision pipeline (*Activity 2*)



The advanced computer vision pipeline

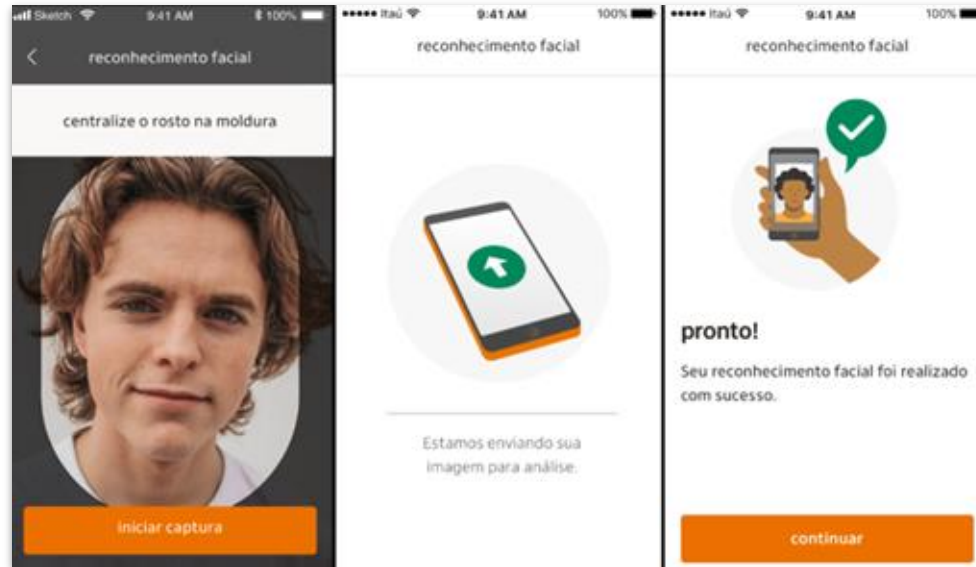


The advanced computer vision pipeline



The recognition problem:

likelihood of belonging to a specific category



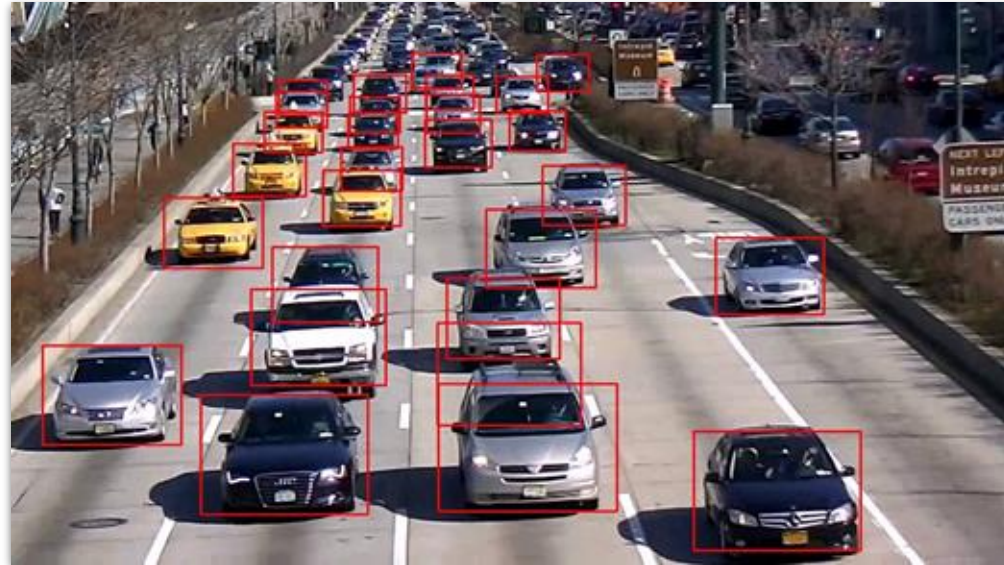
The classification problem:

likelihood of belonging to each of multiple categories



The detection problem:

approximate position of something



The segmentation problem:

exact boundaries of something



Hybrid problem: classification + detection



Hybrid problem:

recognition + segmentation



Hybrid problem:

recognition + classification + detection + segmentation



Possible obstacles:

- gray level reduction;
- brightness changes;
- contrast changes;
- noise;
- occlusion;
- translation;
- rotation;
- scale;
- perspective distortion;
- deformation.



organization

Objectives

- Analysis of problems involving image processing and computer vision.
- Design and implementation of technical solutions for image processing and computer vision problems using classical techniques and the OpenCV library.
- Performance evaluation of image processing and computer vision implementations.

Assessment

- **Complementary (25%):** class handouts and project sprints.
- **Essential (75%):** final submission of the project.

Class handouts

- Non-trivial submissions are mandatory for attendance.
- Adequate submissions receive one point.
- Above-average submissions receive two points.
- Complementary grade will be based on the received-total ratio.
- The criteria for “adequate” and “above-average” is specific to each handout and will consider the general performance.

Project sprints

- Non-trivial progress is mandatory for attendance.
- Adequate progress receive one point.
- Above-average progress receive two points.
- Complementary grade will be based on the received-total ratio.
- The criteria for “adequate” and “above-average” is specific to each project and will consider the general performance.

Project tracks:

- 1. researcher;
- 1. contributor;
- 1. developer;
- 1. entrepreneur.

Researcher track

- Study and implementation of a vision paper from 2020–2025.
- Study must result in a Medium article and an YouTube video. Both should make the main ideas accessible for a general audience. Level of depth and degree of formality are negotiable.
- Implementation can use any available libraries, including the ones created for the paper itself, and does not necessarily need a refined interface. However, it must be straightforward to run with arbitrary input and parameters.

Contributor track

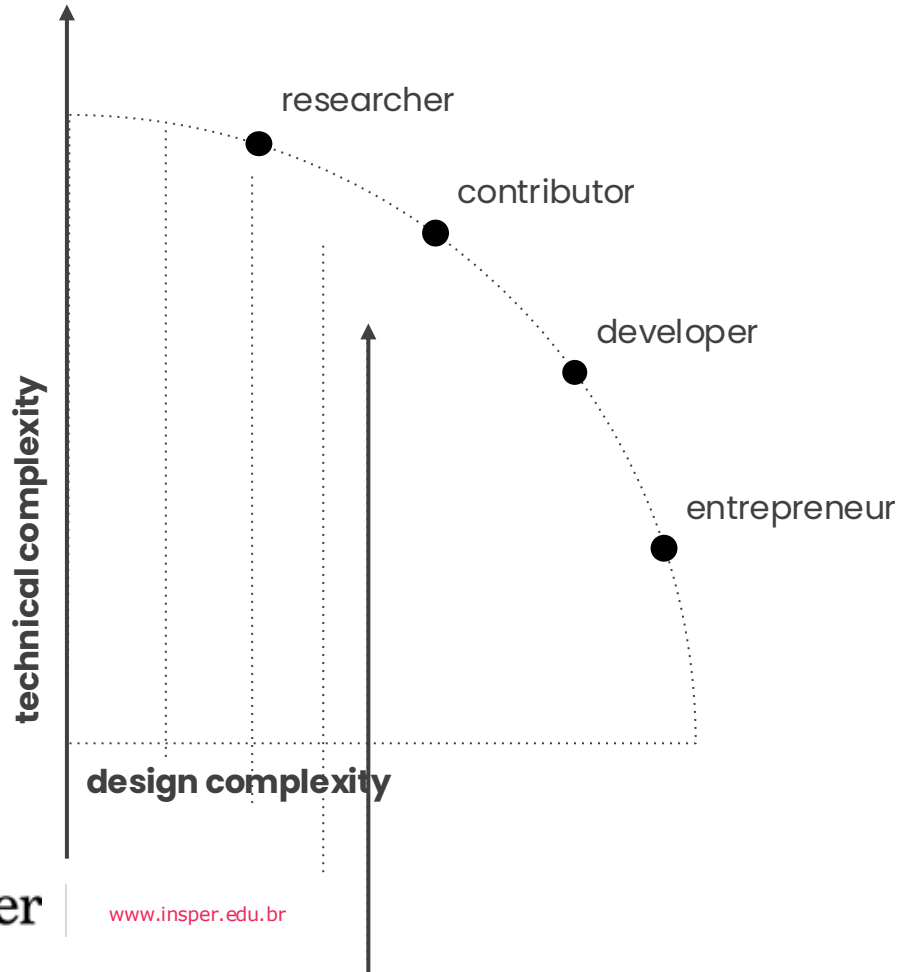
- Implementation and documentation of a new public library for usage of vision in a specific domain.
- Implementation can use any available libraries, but must wrap them in an API specifically designed for the domain and focus on novelty and developer experience. Ideally, should include tests with good coverage.
- Documentation must include the full API specification and a complete manual, with high-level explanations and examples.

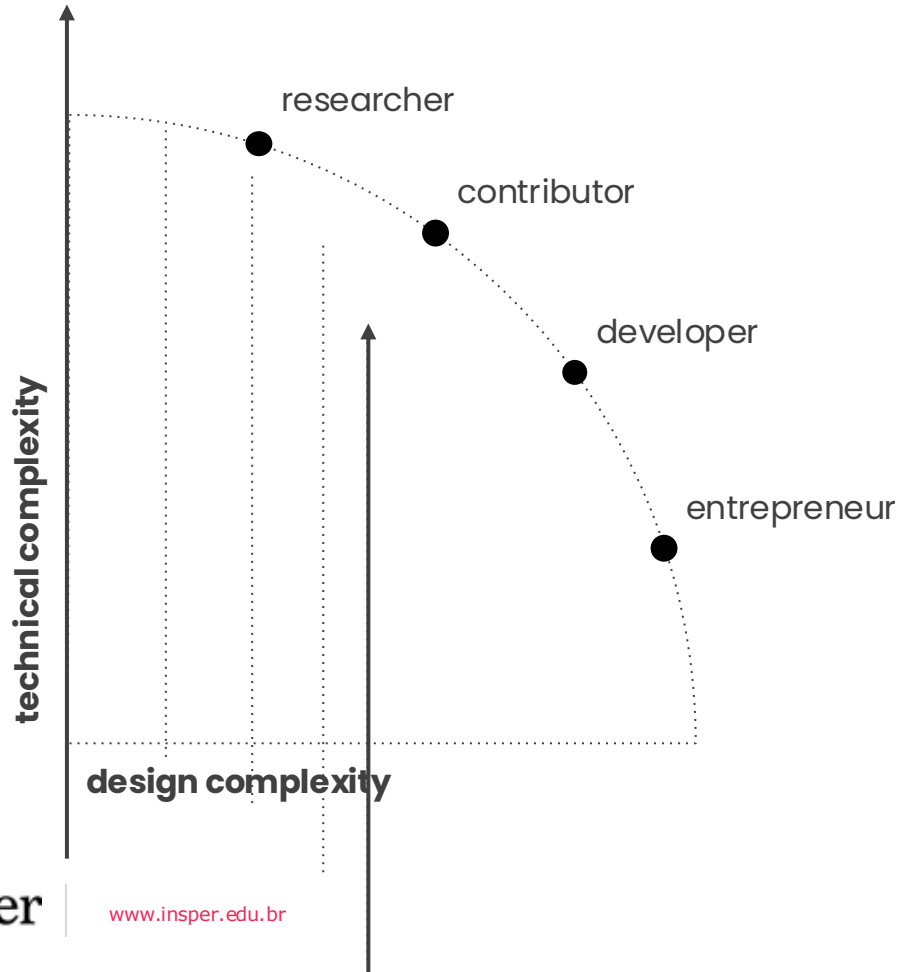
Developer track

- Implementation and deployment of a web application primarily based on vision.
- Implementation must be useful, novel, and fully-functional, but not necessarily monetizable. Accuracy, performance, and resource usage, all considering real data, must show potential.
- Deployment must be public, with professional-level presentation, responsiveness, and usability. Ideally, should be continuous and use a testing environment based on containers.

Entrepreneur track

- Proposal of a startup primarily based on vision.
- Desirability and viability must be shown via interviews, personas, benchmarks, a complete canvas, and a video pitch. Ideally, should have feedback from investors.
- Feasibility must be shown via a functional proof of concept. Implementation can use any available libraries and does not necessarily need a refined interface. Accuracy, performance, and resource usage, all considering real data, must show potential.





The perceived difficulty is irrelevant. All tracks can be made easier or harder as needed.

Next class:

- modern computer vision.

Credits

This material was based on the work of other professors, listed below.

- Fabio Miranda (fabiomiranda@insper.edu.br)
- Raul Ikeda (RaullGS@insper.edu.br)
- Fabio Ayres (FabioJA@insper.edu.br)
- Igor Montagner (IgorSMl@insper.edu.br)
- Andrew Kurauchi (AndrewTNK@insper.edu.br)
- Luciano Silva (LucianoS4@insper.edu.br)
- Tiago Sanches (tiagoss4@insper.edu.br)

Well, except for the errors. Any errors you might find are probably my fault.

Images

<https://cultfaction.com/2015/10/31/cult-movie-essentials-ringu-1998/>
https://en.wikipedia.org/wiki/Human_eye
https://en.wikipedia.org/wiki/Visual_system
<https://www.insper.edu.br/campus/>
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