

# ***NEW - Image Processing and Computer Vision***

***[2hr lecture]-0-[2hr lab]-[4hr self-study] (4 credits)***

***Prerequisite:*** CS102/ CS103, MA202

## ***Unit 1. Introduction***

*04- hours*

Light, Brightness adaptation and discrimination, Pixels, coordinate conventions, Imaging Geometry, Perspective Projection, Spatial Domain Filtering, sampling and quantization. Basic concepts of Image Formation, Geometric Transformations, Camera Models

## ***Unit 2. Spatial Domain Filtering***

*06- hours*

Intensity transformations, contrast stretching, histogram equalization, Correlation and convolution, Smoothing filters, sharpening filters, gradient and Laplacian.

## ***Unit 3. Morphological Image Processing***

*04- hours*

Basics, SE, Erosion, Dilation, Opening, Closing, Hit-or-Miss Transform, Boundary Detection, Hole filling, Connected components, convex hull, thinning, thickening, skeletons, pruning, Geodesic Dilation, Erosion, Reconstruction by dilation and erosion.

## ***Unit 4. Image Descriptors***

*08- hours*

Object Boundary and Shape Representations, Interest or Corner Point Detectors, Histogram of Oriented Gradients, Texture Descriptors, Scale Invariant Feature Transform, Speeded up Robust Features, Saliency, Feature Matching

## ***Unit 5. Image Segmentation***

*08- hours*

Boundary detection based techniques, Point, line detection, Edge detection, Edge linking, local processing, regional processing, Hough transform, Thresholding, Iterative thresholding, Otsu's method, Moving averages, Multi-variable thresholding, Region based segmentation, Watershed algorithm, Use of motion in segmentation

## ***Unit 6. Applications of Computer Vision***

*09- hours*

Artificial Neural Network for Pattern Classification, Gesture Recognition, Motion Estimation and Object Tracking

### ***Evaluation Scheme:***

*ETE: 40%    MTE: 25%    Quiz: 10%    Assignments: 25%*

***Text Book:***

1. *Digital Image Processing, 3rd Edition, by Rafael C Gonzalez and Richard E Woods.*  
*Publisher: Pearson Education*
2. *Computer and Machine Vision: Theory, Algorithms, Practicalities, 4th Edition, by E. R. Davies*

***References:***

- ☐ 1. *Fundamentals of Digital Image Processing By Anil K Jain*
- ☐ 2. *Image Processing: Principles and Applications by Tinku Acharya, Ajoy K. Ray*