EECS 442

Computer Vision

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Contents

Abstract

Computational methods for the recovery, representation and application of visual information. Topics from image formation, binary images, digital geometry, similarity and dissimilarity detection, matching, curve and surface fitting, constraint propagation relaxation labeling, stereo, shading texture, object representation and recognition, dynamic scene analysis and knowledge based techniques. Hardware, software techniques.

1 Regions of Images, and Segmentation

```cpp
#include <iostream>

int main(){
    cout << "Hello World!" << endl;


    // nOPE.
    for (int i = 0; i < 10; ++i){
        cout << "\t*i\n";
    }
    cout << endl;

    return 0;
}
```