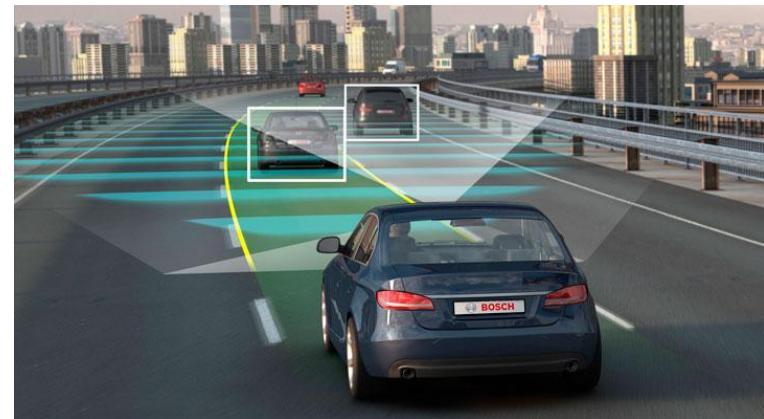




Introduction to Computer Vision



Universitatea Tehnică
"Gheorghe Asachi", Iași



Facultatea de
Automatică și Calculatoare

Today

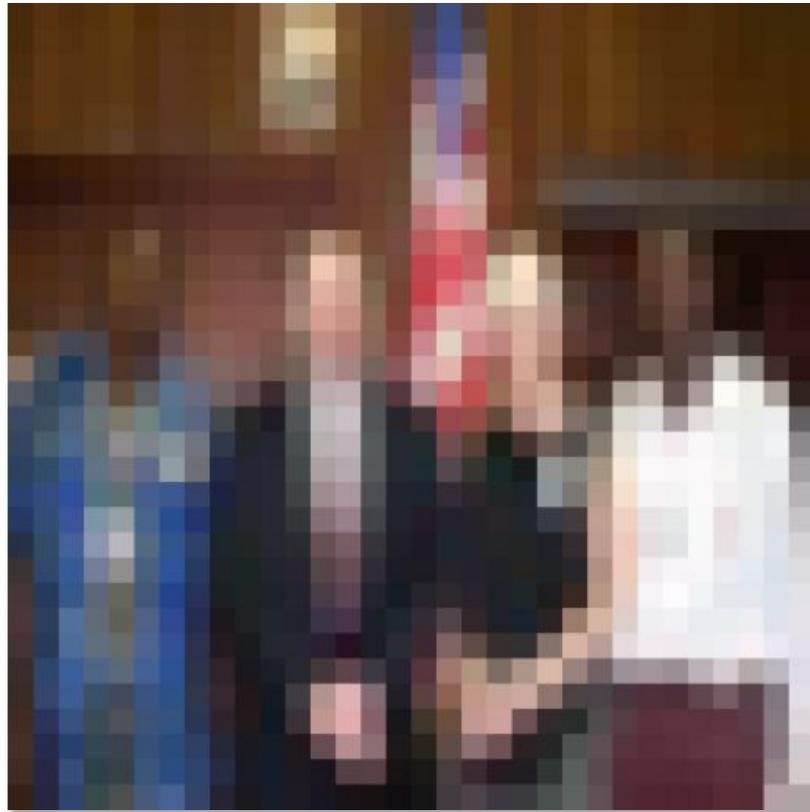
1. What is computer vision?
1. Why study computer vision?
1. Projects and grading policy

Every image tells a story



- Goal of computer vision:
perceive the “story”
behind the picture
- Compute properties of
the world
 - 3D shape
 - Names of people or
objects
 - What happened?

But humans can tell a lot about a scene
from a little information...

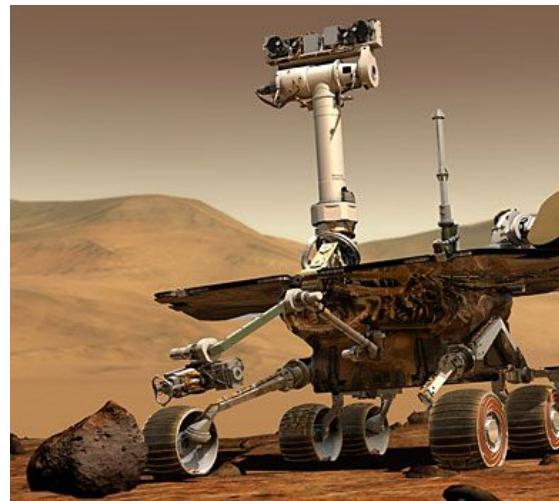


Source: “80 million tiny images” by Torralba, et
al.



The goal of computer vision

- Compute the 3D shape of the world

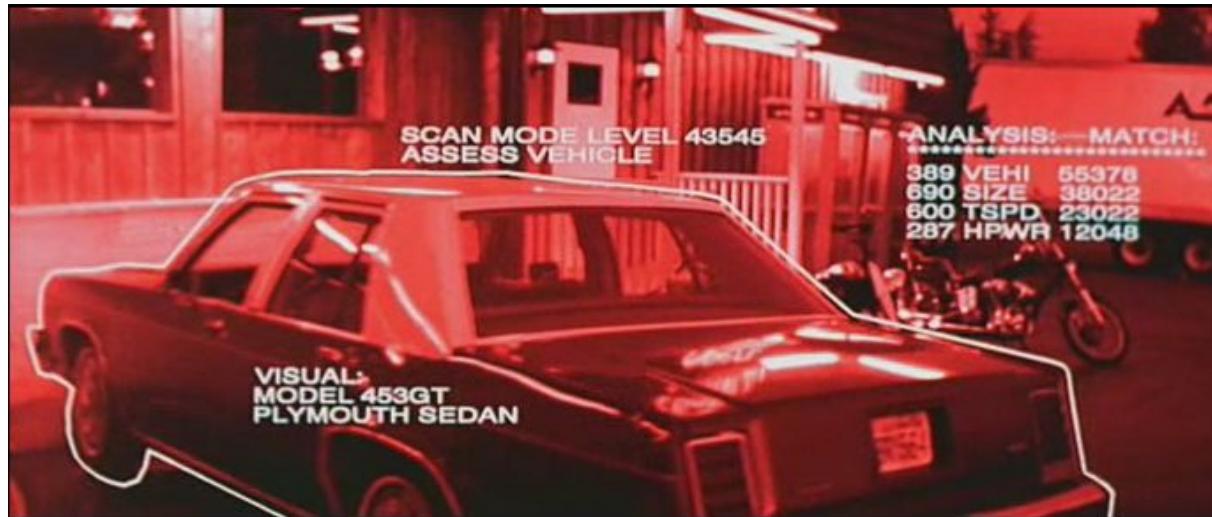




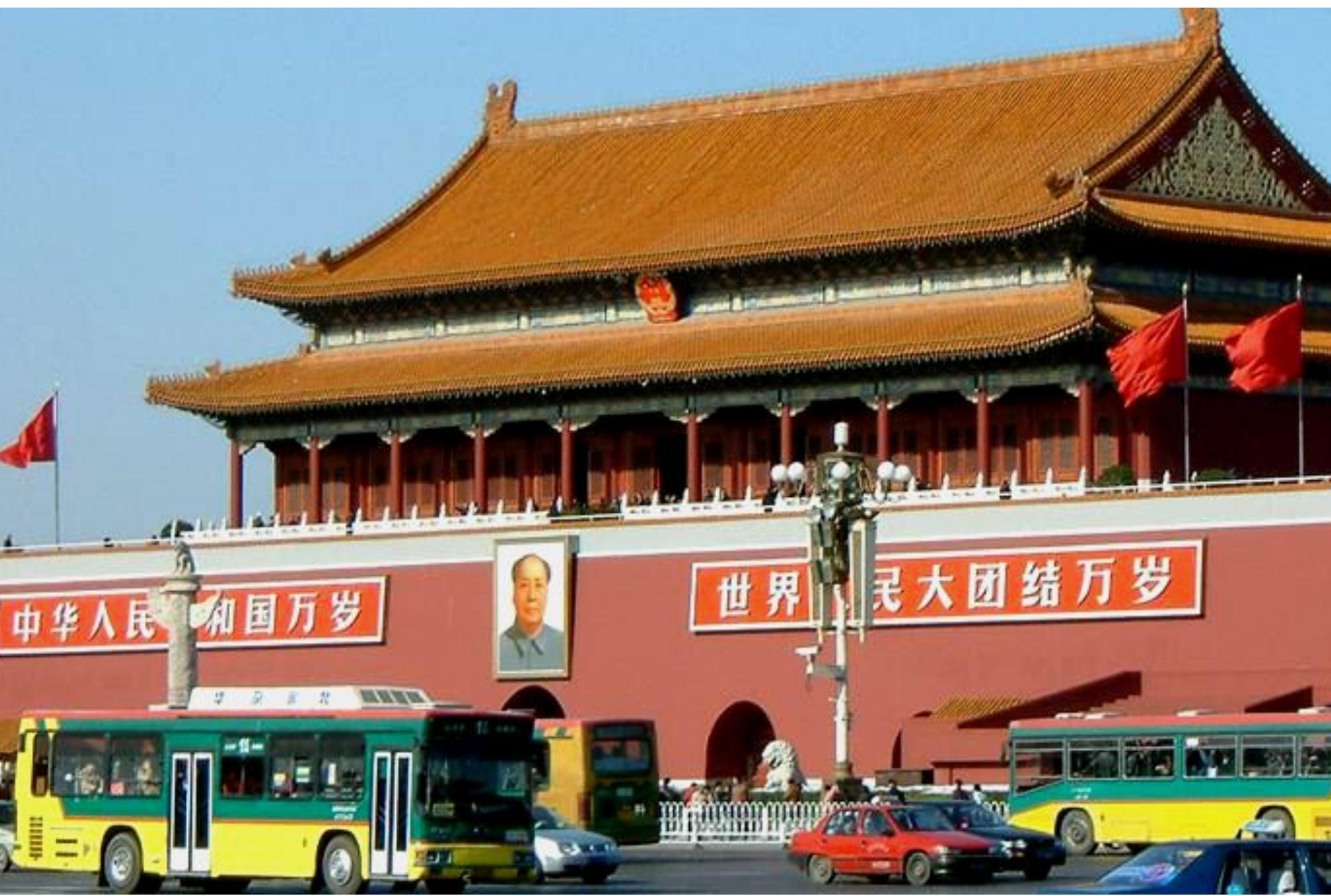
[link](#)

The goal of computer vision

- Recognize objects and people



Terminator 2, 1991



sky

building

flag

banner

face

中华人民共和国万岁



世界人民大团结万岁

wall

street lamp

bus

bus

cars

slide credit: Fei-Fei, Fergus & Torralba

The goal of computer vision

- “Enhance” images





The goal of computer vision

- Forensics



Source: Nayar and Nishino, "Eyes for Relighting"



Source: Nayar and Nishino, "Eyes for Relighting"



Source: Nayar and Nishino, "Eyes for Relighting"

The goal of computer vision

- Improve photos (“Computational Photography”)



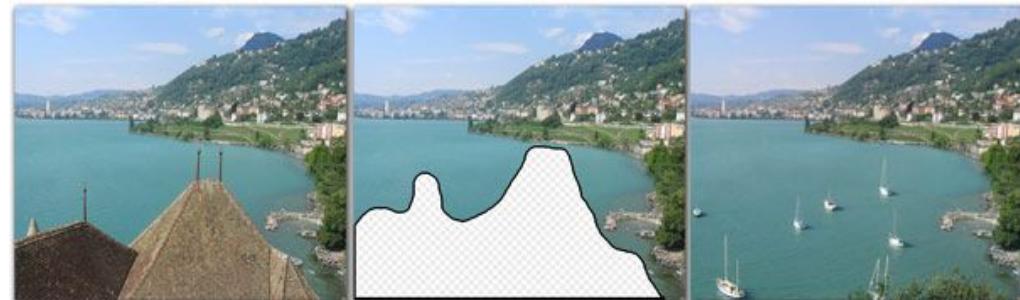
Super-resolution (source: 2d3)



Low-light photography
(credit: [Hasinoff et al., SIGGRAPH ASIA 2016](#))



Depth of field on cell phone camera
(source: [Google Research Blog](#))



Inpainting / image completion
(image credit: Hays and Efros)

Why study computer vision?

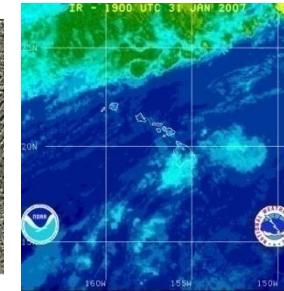
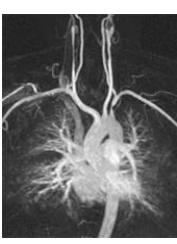
- Billions of images/videos captured per day



flickr



YouTube
Broadcast Yourself™



- Huge number of useful applications
- The next slides show the current state of the art

Optical character recognition (OCR)

- If you have a scanner, it probably came with OCR software



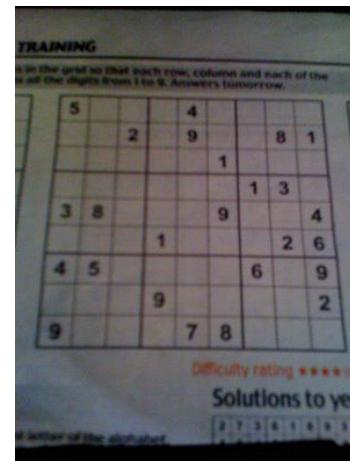
Digit recognition, AT&T labs (1990's)
<http://yann.lecun.com/exdb/lenet/>



Automatic check processing

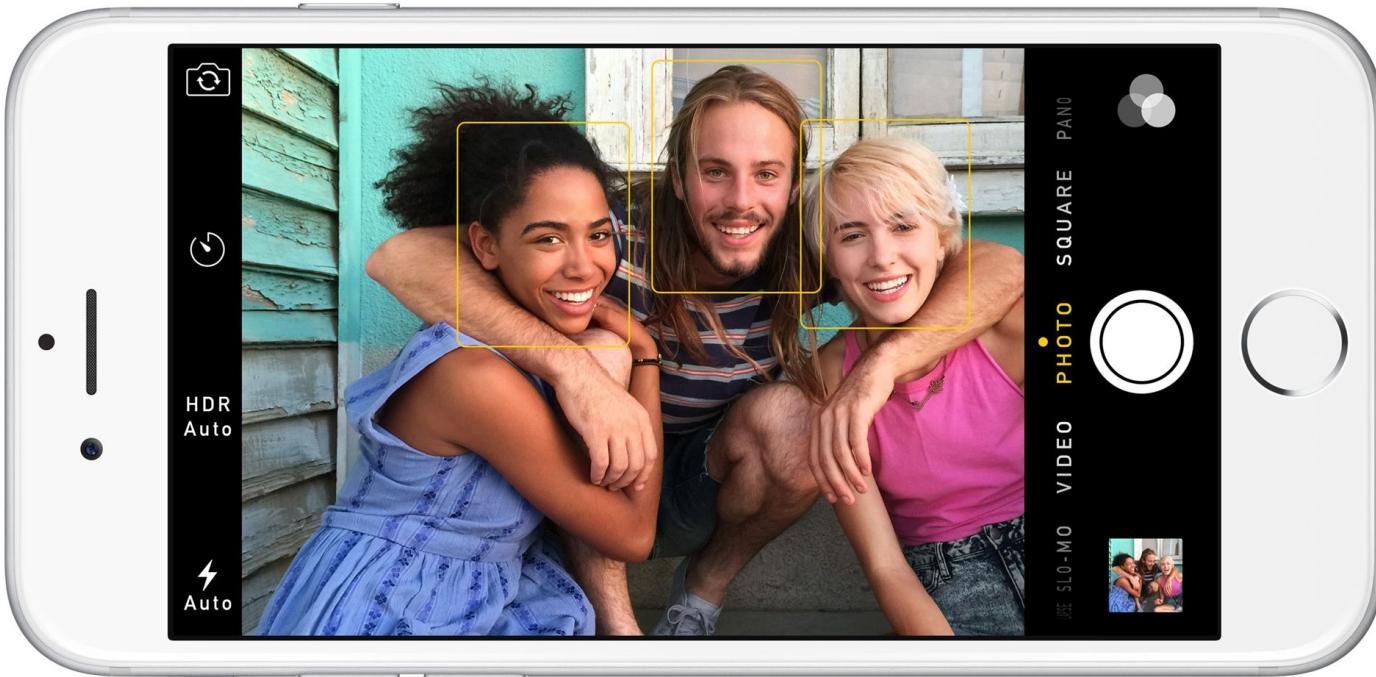


License plate readers
http://en.wikipedia.org/wiki/Automatic_number_plate_recognition



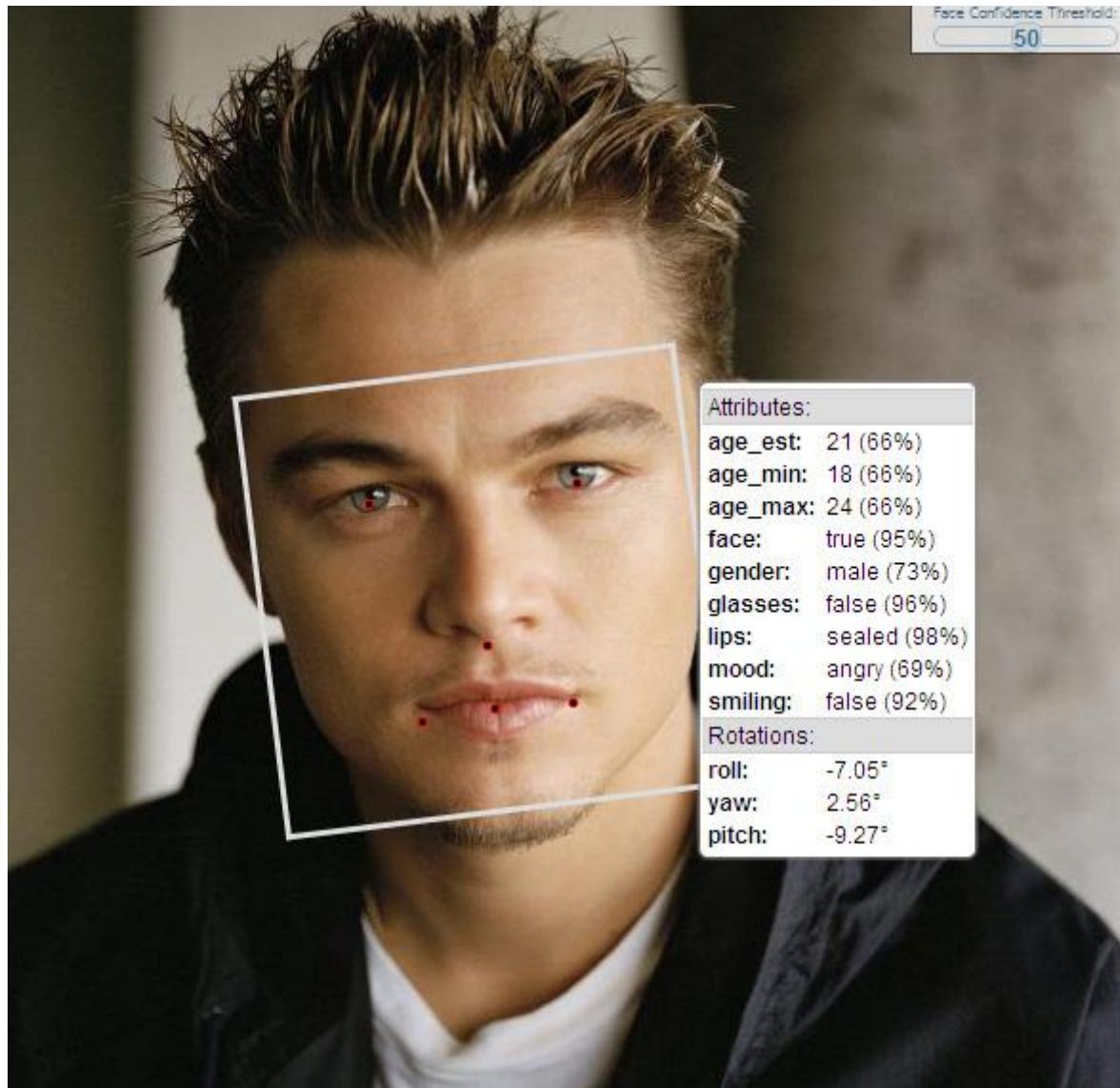
Sudoku grabber
<http://sudokugrab.blogspot.com/>

Face detection

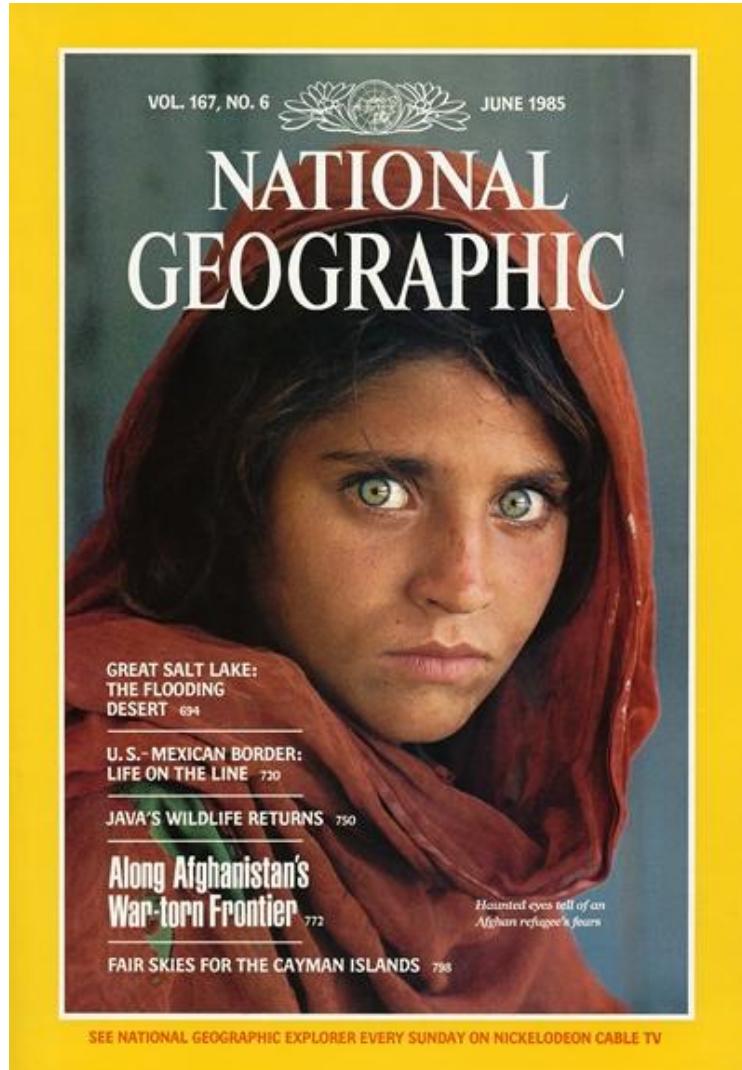


- Nearly all cameras detect faces in real time

Face analysis and recognition



Face recognition



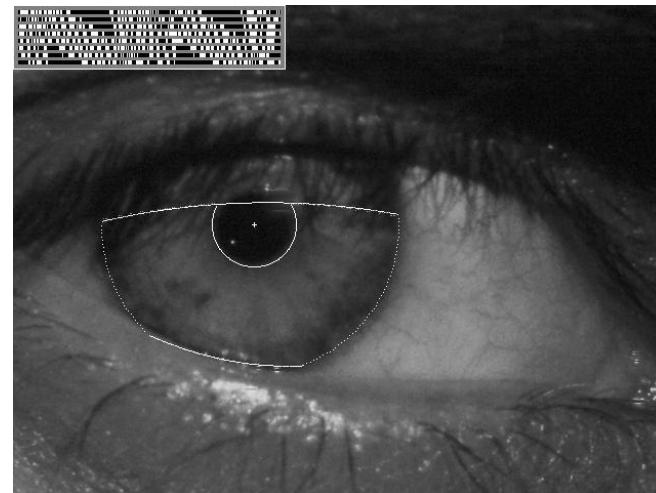
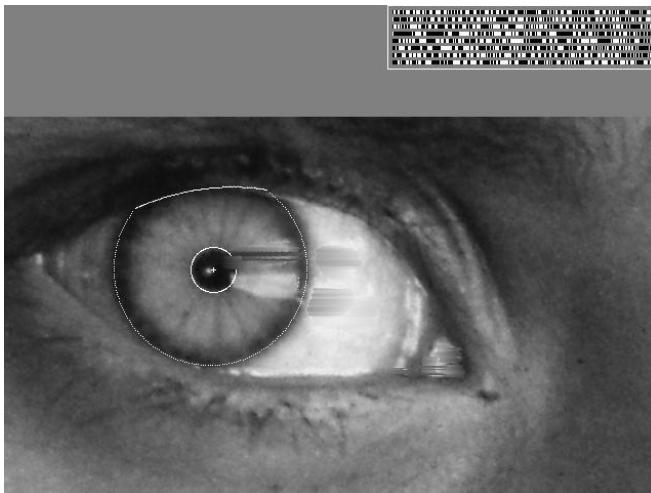
Who is she?

Source: S. Seitz

Vision-based biometrics



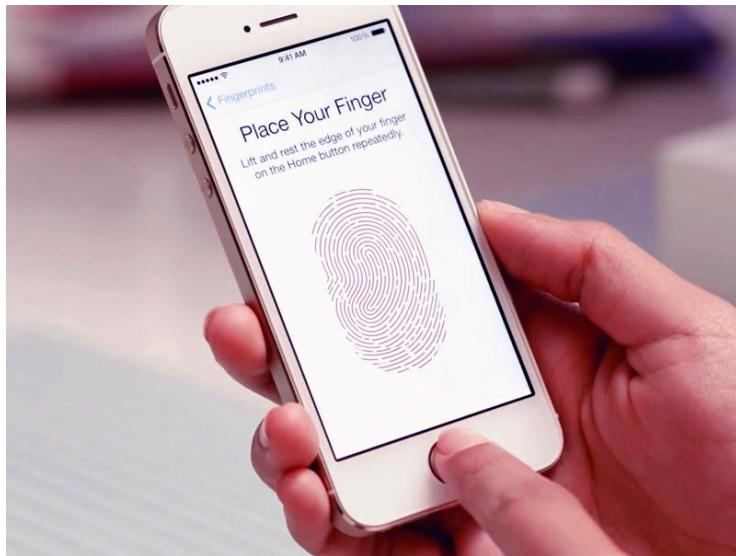
“How the Afghan Girl was Identified by Her Iris Patterns” Read the [story](#)



Source: S. Seitz



Login without a password



Fingerprint scanners on
many new smartphones
and other devices



Face unlock on Apple iPhone X
See also <http://www.sensiblevision.com/>
<https://sensiblevision.com/videos>

Researchers warn peace sign photos could expose fingerprints

But the likelihood of anyone actually using images to recreate prints is pretty slim.



Jamie Rigg, @jmerigg
01.13.17 in Security

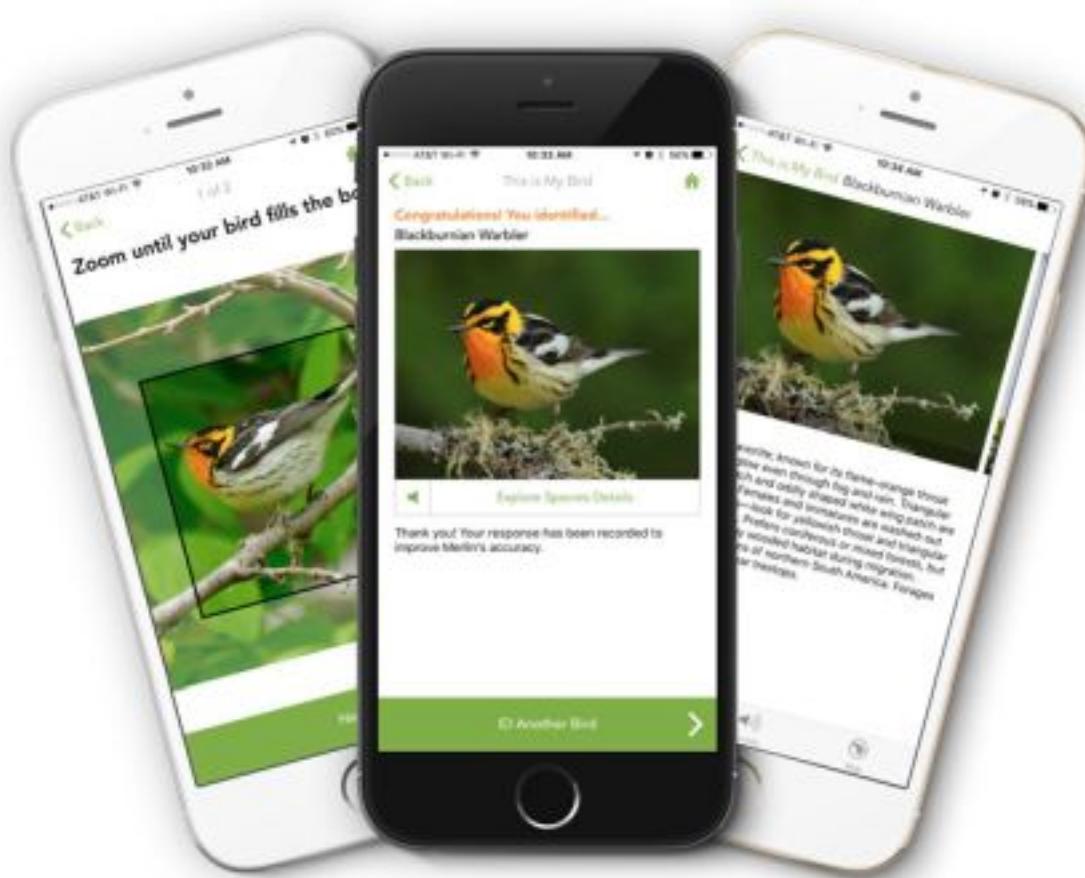
Comments

1721
Shares



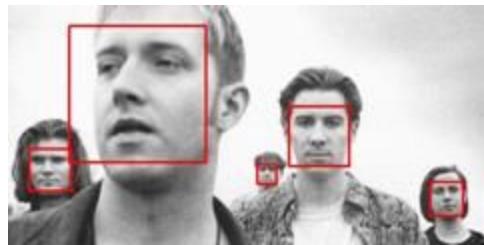
Getty

Bird identification

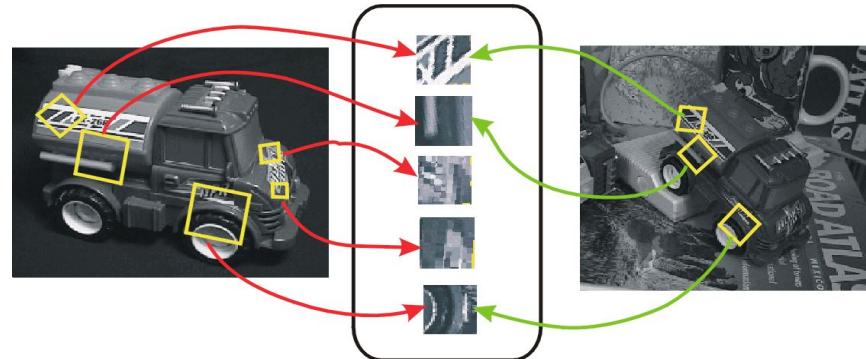


Merlin Bird ID

Recognition

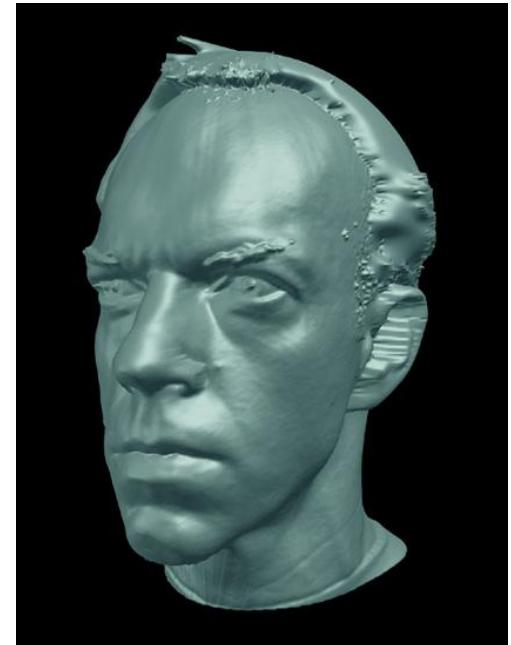


Face detection and recognition



Category recognition

Special effects: shape capture



The Matrix movies, ESC Entertainment, XYZRGB, NRC

Source: S. Seitz

Special effects: motion capture



Pirates of the Caribbean, Industrial Light and Magic

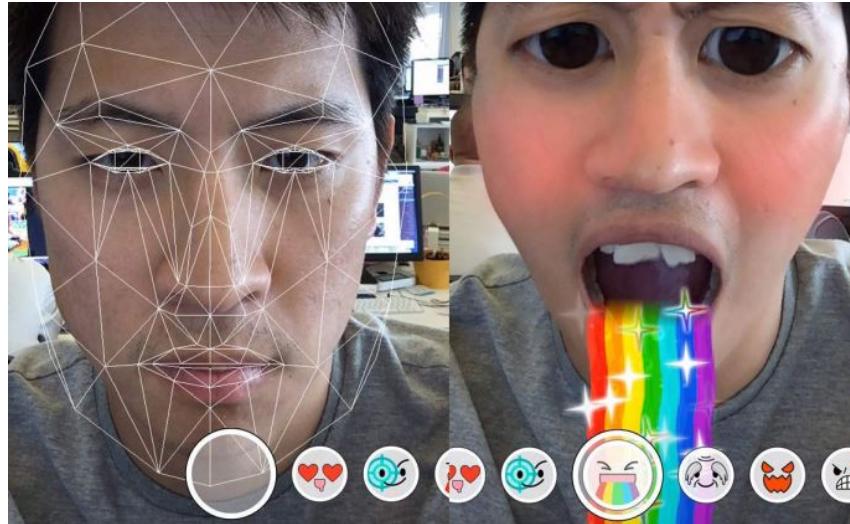
Source: S. Seitz

Los Angeles Times



f
t
a

3D face tracking w/ consumer cameras



Snapchat Lenses



Face2Face system (Thies et al.)



[link](#)

Source Actor



Real-time Reenactment



Reenactment Result



Target Actor

[link](#)

Image synthesis



Coarse styles
 $(4^2 - 8^2)$



Middle styles
 $(16^2 - 32^2)$

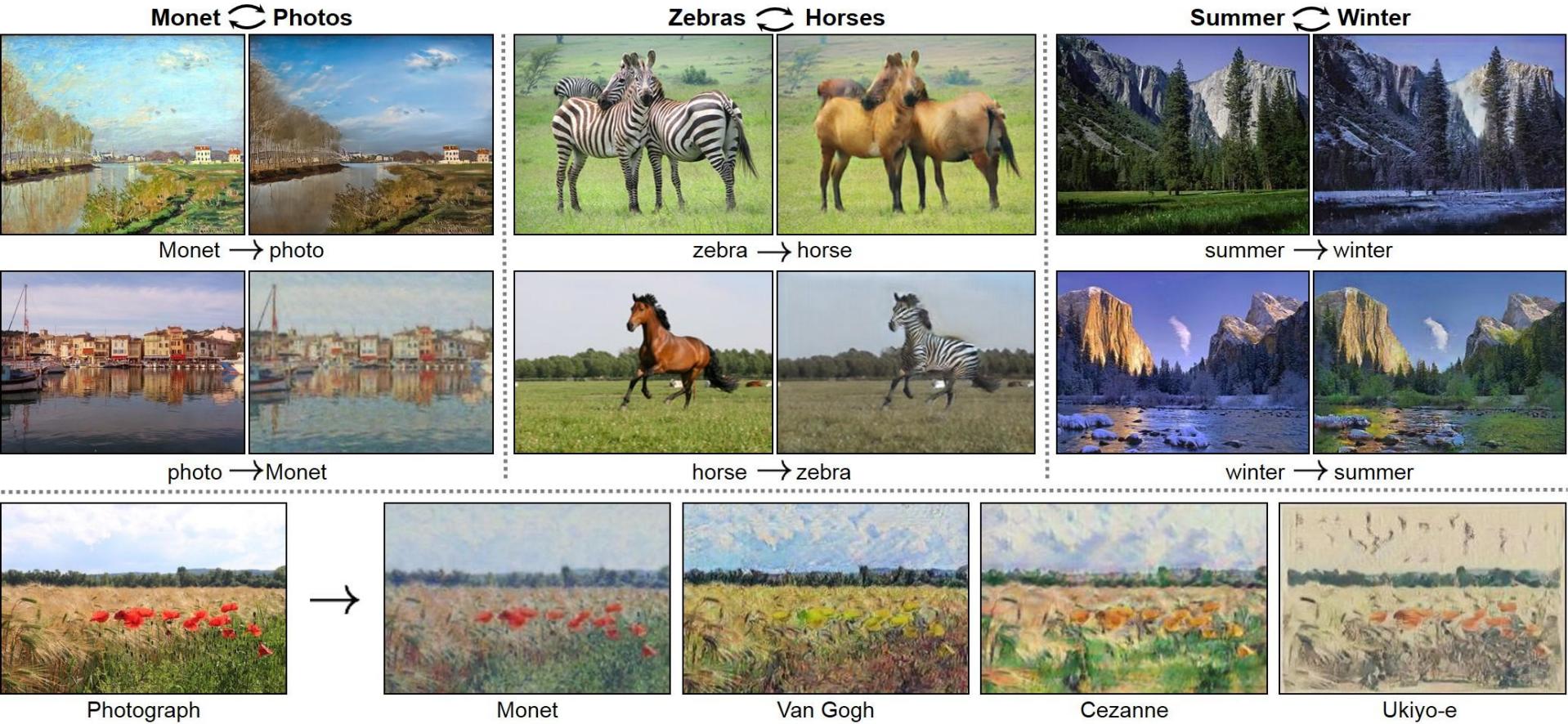


Fine styles
 $(64^2 - 1024^2)$



[link](#)

Image synthesis



DALL-E from OpenAI



"an impressionist painting of students in their first class of introduction to deep learning"

[link](#)

Sports



Sportvision first down line

Nice explanation on www.howstuffworks.com



Source: S. Seitz

Smart cars

►► manufacturer products consumer products ◀◀

Our Vision. Your Safety.

rear looking camera forward looking camera side looking camera

> EyeQ Vision on a Chip  [> read more](#)

> Vision Applications Road, Vehicle, Pedestrian Protection and more  [> read more](#)

> AWS Advance Warning System  [> read more](#)

News

> [Mobileye Advanced Technologies Power Volvo Cars World First Collision Warning With Auto Brake System](#)

> [Volvo: New Collision Warning with Auto Brake Helps Prevent Rear-end](#)

[> all news](#)



Events

> [Mobileye at Equip Auto, Paris, France](#)

> [Mobileye at SEMA, Las Vegas, NV](#)

[> read more](#)

- [Mobileye](#)
- [ZooX](#) by Amazon
- Tesla Autopilot
- Safety features in many high-end cars



[link](#)



Self-driving cars



Waymo ([link](#))

Robotics



NASA's Mars Curiosity Rover
[https://en.wikipedia.org/wiki/Curiosity_\(rover\)](https://en.wikipedia.org/wiki/Curiosity_(rover))



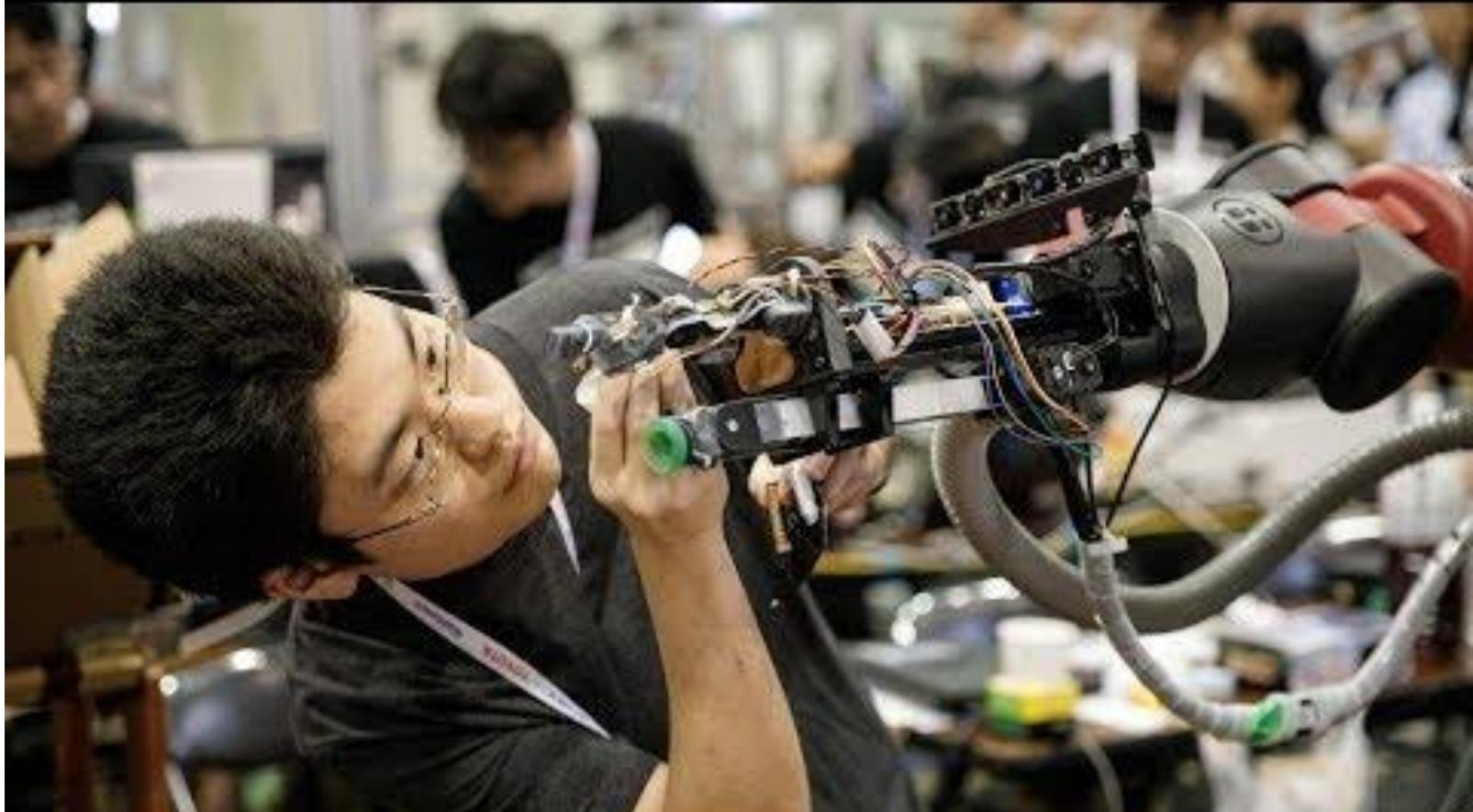
Amazon Picking Challenge
<http://www.robocup2016.org/en/events/amazon-picking-challenge/>



Amazon Prime Air

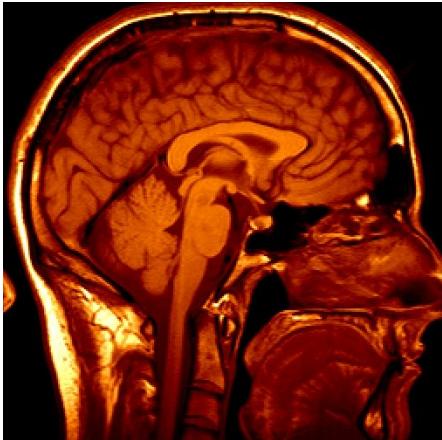


Amazon Scout

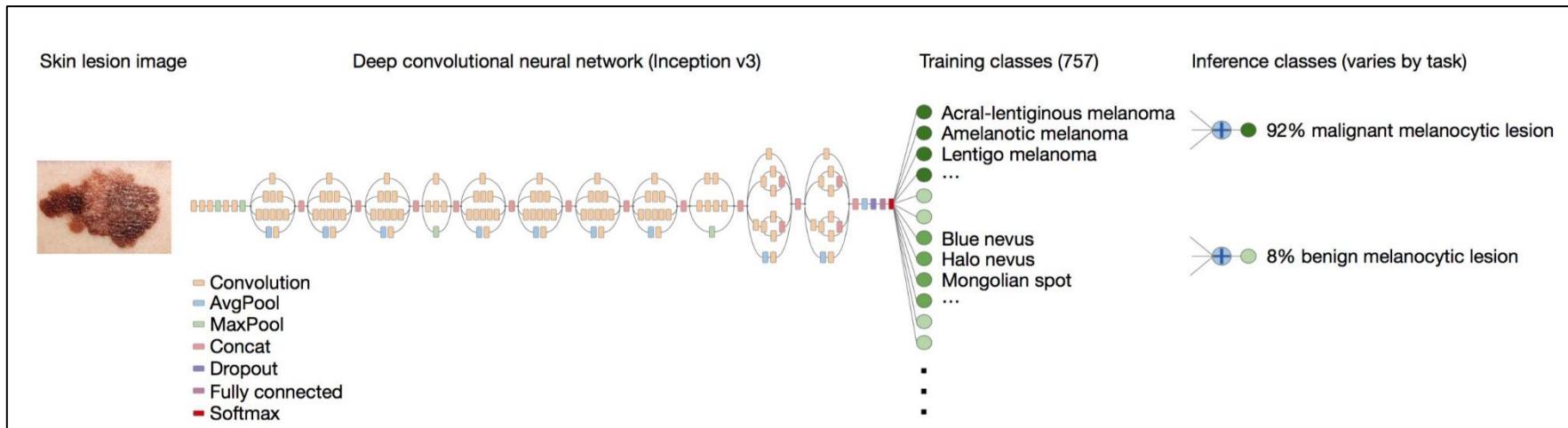


[link](#)

Medical imaging



3D imaging
(MRI, CT)



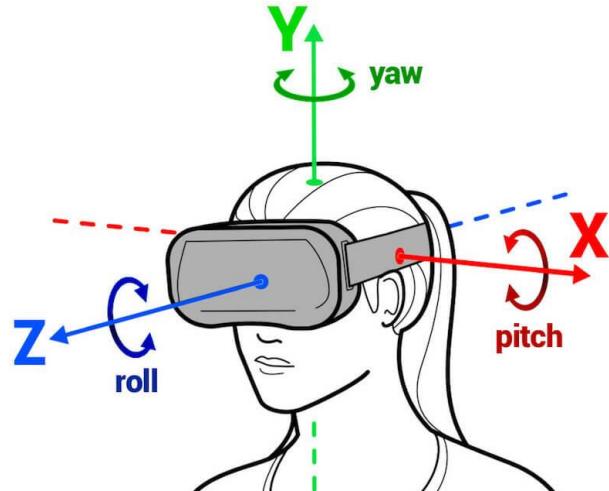
Skin cancer classification with deep learning
<https://cs.stanford.edu/people/esteva/nature/>

Facebook Buys Oculus, Virtual Reality Gaming Startup, For \$2 Billion

[+ Comment Now](#) [+ Follow Comments](#)



Virtual & Augmented Reality



6DoF head tracking



Hand & body tracking



3D scene understanding



3D-360 video capture

Current state of the art

- You just saw many examples of current systems.
 - Many of these are less than 5 years old
- This is a very active research area, and rapidly changing
 - Many new apps in the next 5 years
 - Deep learning powering many modern applications
- Many startups across a dizzying array of areas
 - Deep learning, robotics, autonomous vehicles, medical imaging, construction, inspection, VR/AR, ...

Why is computer vision difficult?



Viewpoint variation



Illumination



Credit: Flickr user michaelpaul

Scale

Why is computer vision difficult?



Motion (Source: S. Lazebnik)

Intra-class variation

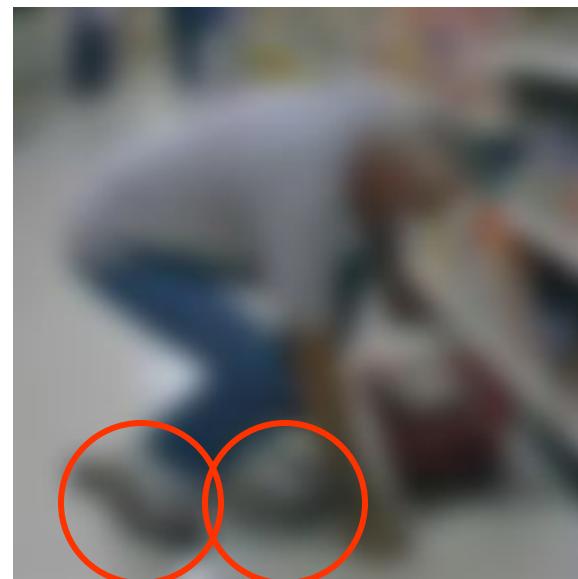
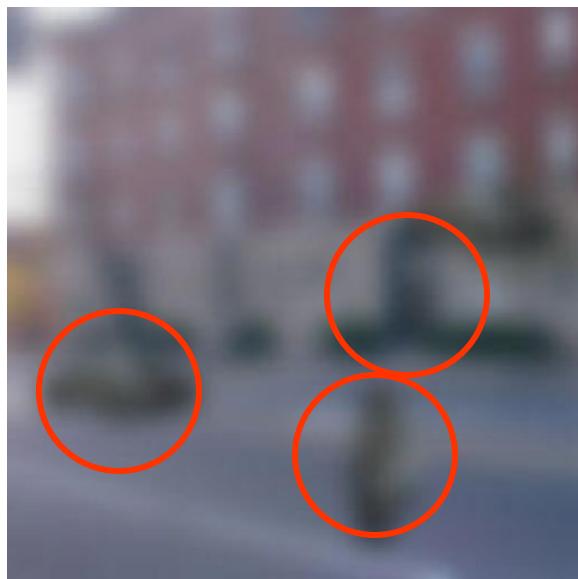
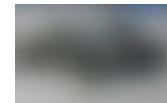
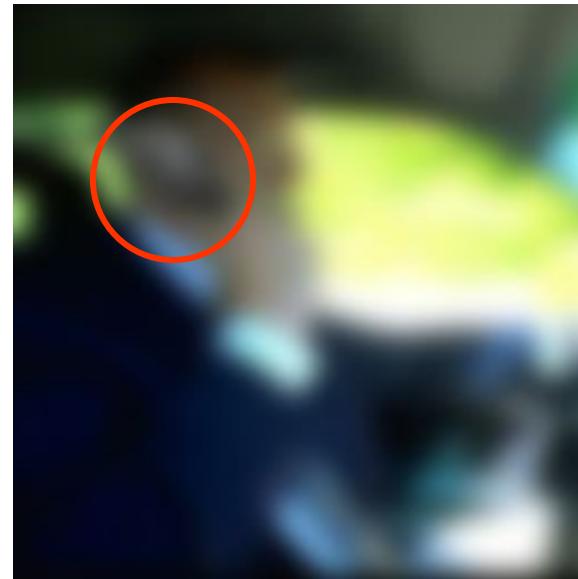
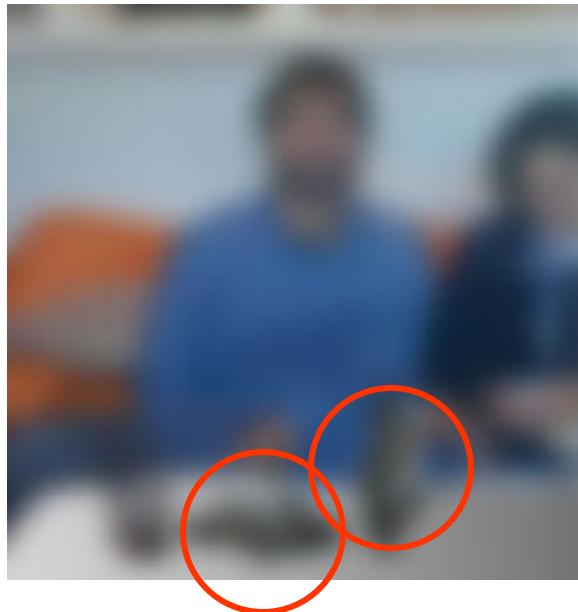


Background clutter



Occlusion

Challenges: local ambiguity



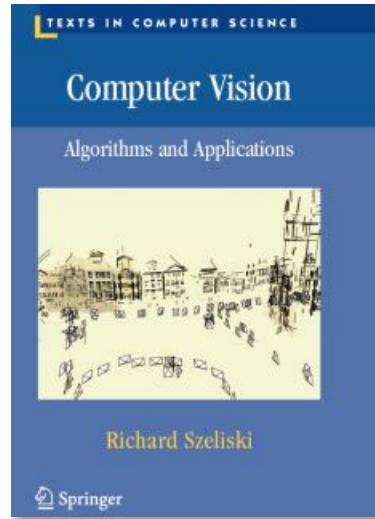
Bottom line

- Perception is an inherently ambiguous problem
 - Many different 3D scenes could have given rise to a particular 2D picture



- We often need to use prior knowledge about the structure of the world

Important information



- Textbook:

Rick Szeliski, *Computer Vision: Algorithms and Applications*

online at: <http://szeliski.org/Book/>

RĂZVAN RUGHINIŞ
STĂPÂNI,
SOCIETATEA
CETĂȚENI
SAU
DIGITALĂ
SCLAVI?



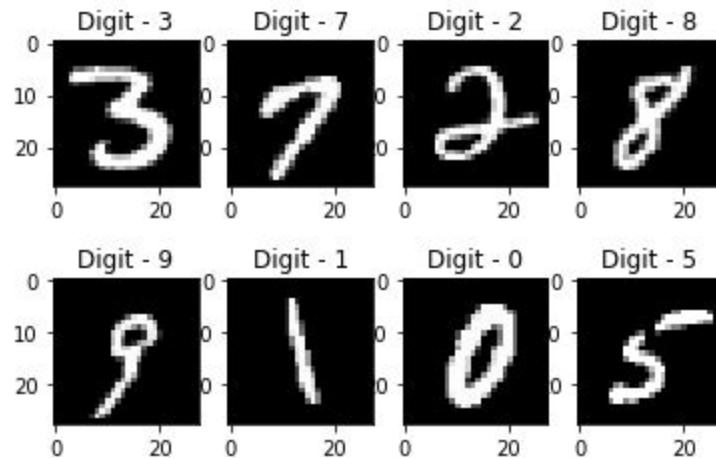
Cuvânt înainte de Constantin Vică

Primul val al tehnologiilor informației a amplificat puterea de calcul și memoria, iar al doilea a redefinit relațiile umane și comunitățile. Astăzi, valul inteligenței artificiale încredințează algoritmilor decizii ce țin de bine și de rău, de viață și de moarte, de la armată și medicină la școli, trafic urban sau credite bancare. Creatori, dar și supuși ai algoritmilor, vom putea rămâne oare stăpâni ai propriei sorti? Sau vom deveni sclavi ai unei tehnologii tot mai greu de înțeles, chiar și pentru creatorii săi? Răzvan Rughiniş examinează noua societate digitală cu ochiul inginerului în calculatoare și cu lupa eticii aplicate, oferindu-ne un ghid care să ne ajute să navigăm prin noua societate digitală și, deopotrivă, să apărăm demnitatea umană în întâlnirea cu tehnologia.

Project 1: Lane Detection



Project 2: Digit Recognition



4YCH428

4YCH428

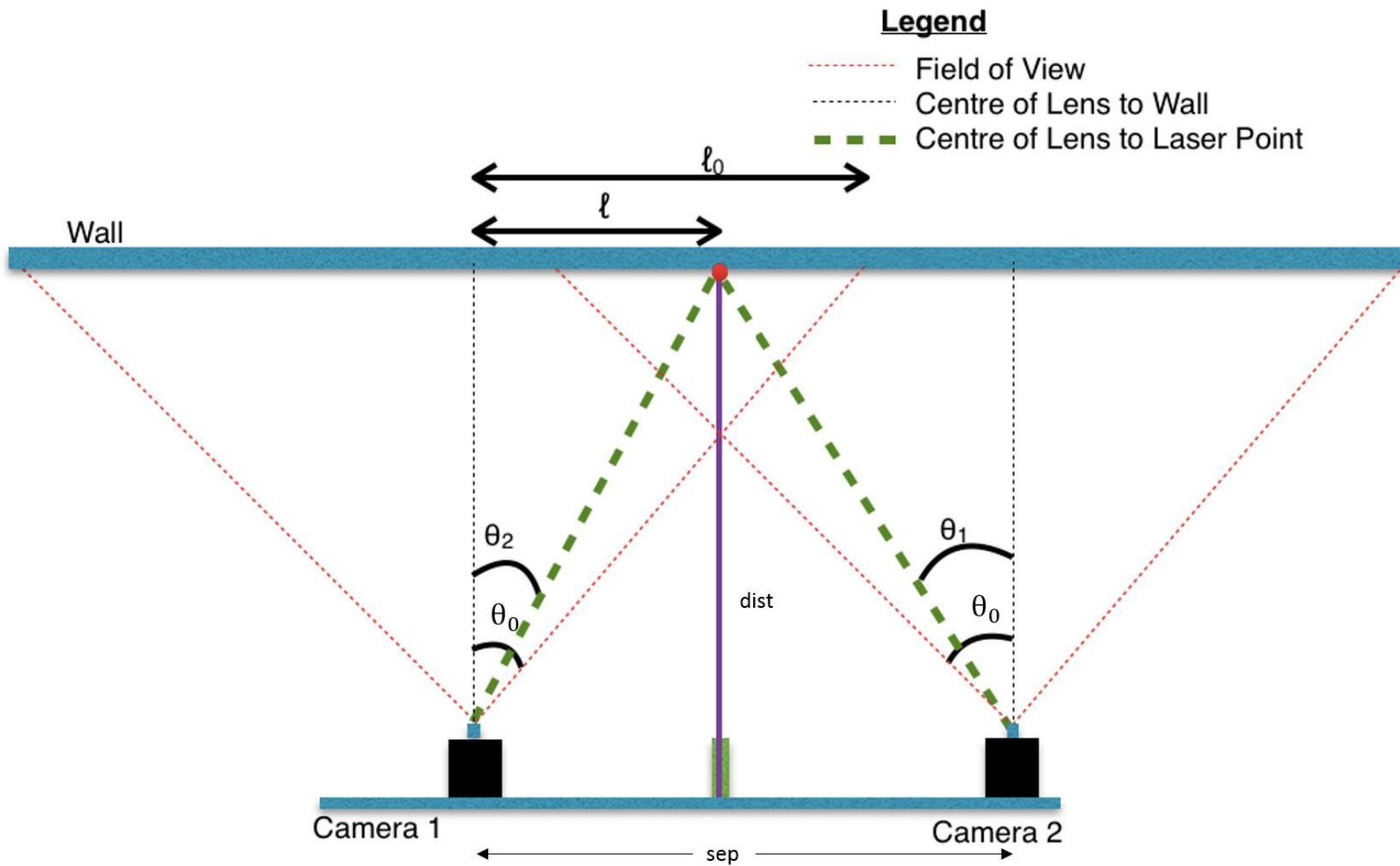
4YCH428

Project 3: Image Stitching

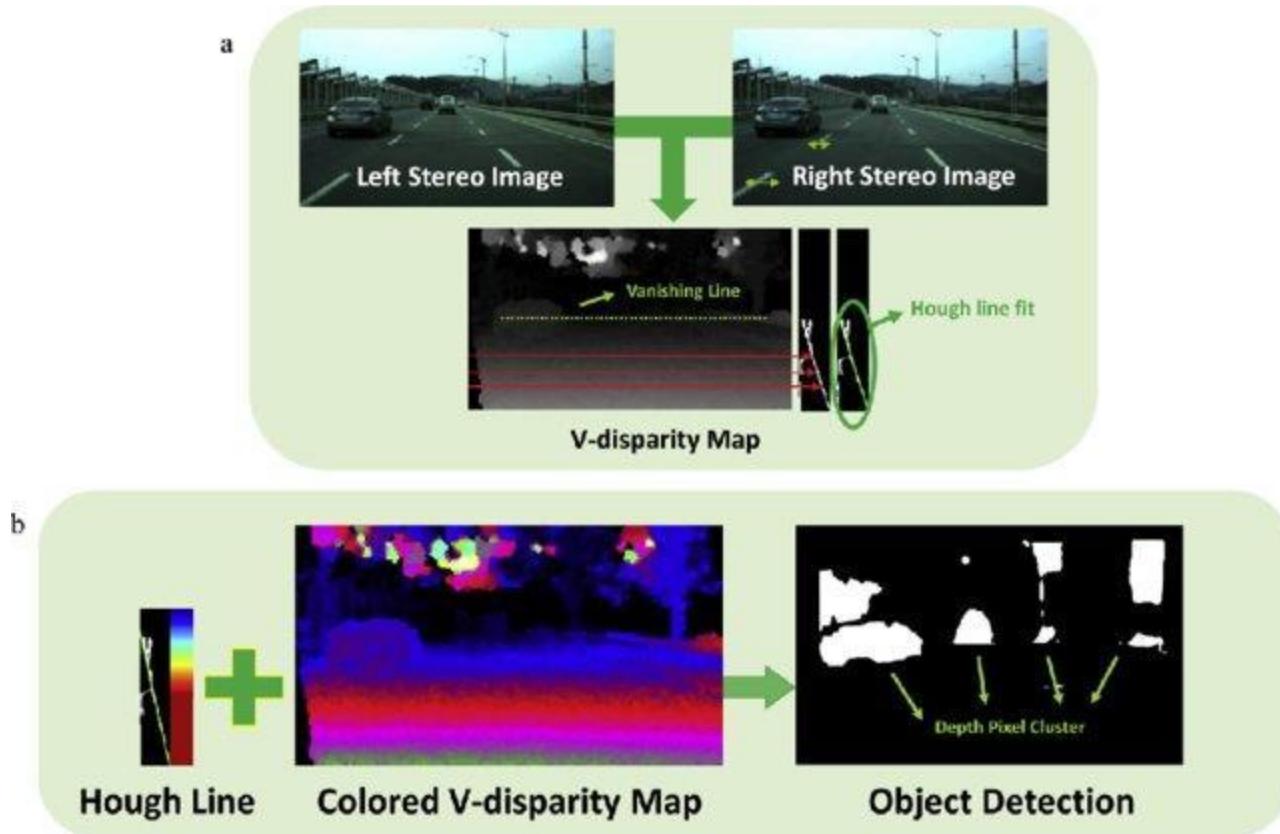
- creating panoramas -



Project 4: Stereo



Project 4: Stereo



Project 4: Stereo



Project 5: Object Detection using neural networks



Grading policy for Projects

Project 0: 1 week ->

<https://classroom.github.com/a/jXtbzh8n>

Project 1: 3 weeks

Project 2: 2 weeks

Project 3: 2 weeks

Project 4: 2 weeks

Project 5: 3 weeks

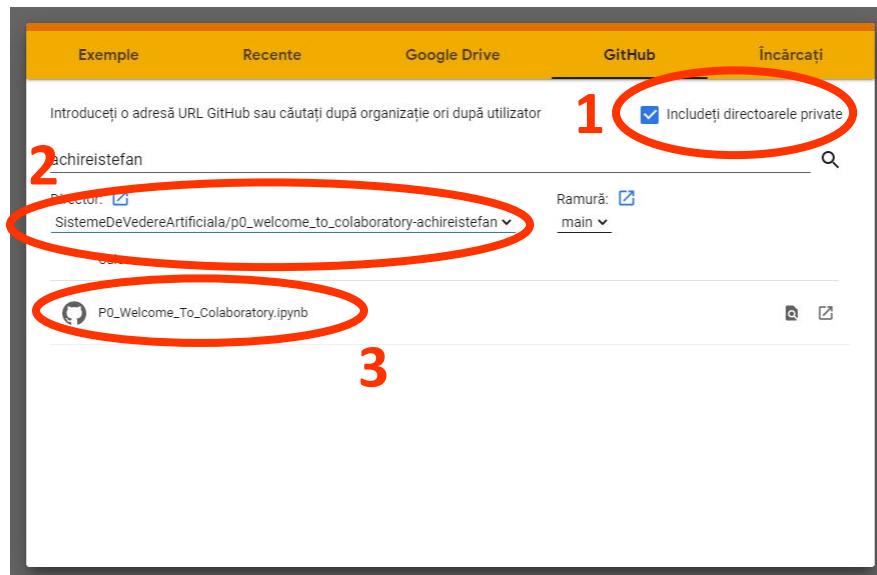
Total: 13 weeks

SistemeDeVedereArtificiala-2021-2022

Accept the assignment — P0_Welcome_To_Colaboratory

Once you accept this assignment, you will be granted access to the `p0_welcome_to_colaboratory-achirestefan` repository in the `SistemeDeVedereArtificiala` organization on GitHub.

1

Accept this assignment

Step 1: click on the assignment invite link
(previous slide)

Step 2: “Accept this assignment”

Step 3: Refresh page -> repository is created automatically

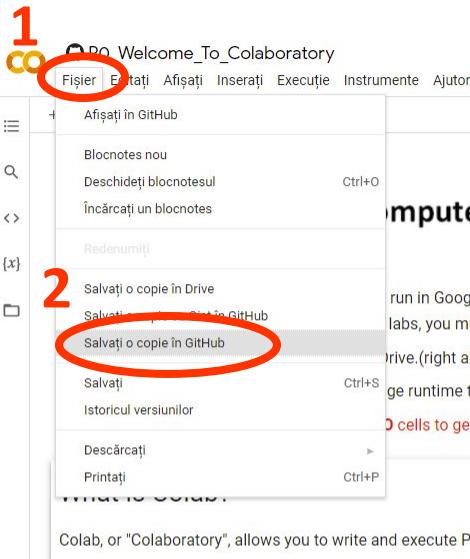
Step 4: Navigate to
<http://colab.research.google.com/github>

Step 5: Click the "Include Private Repos" checkbox and select the correct repository (SistemeDeVedereArtificiala/assignment_name-student_name)

Step 7: Click on the jupyter notebook of the assignment

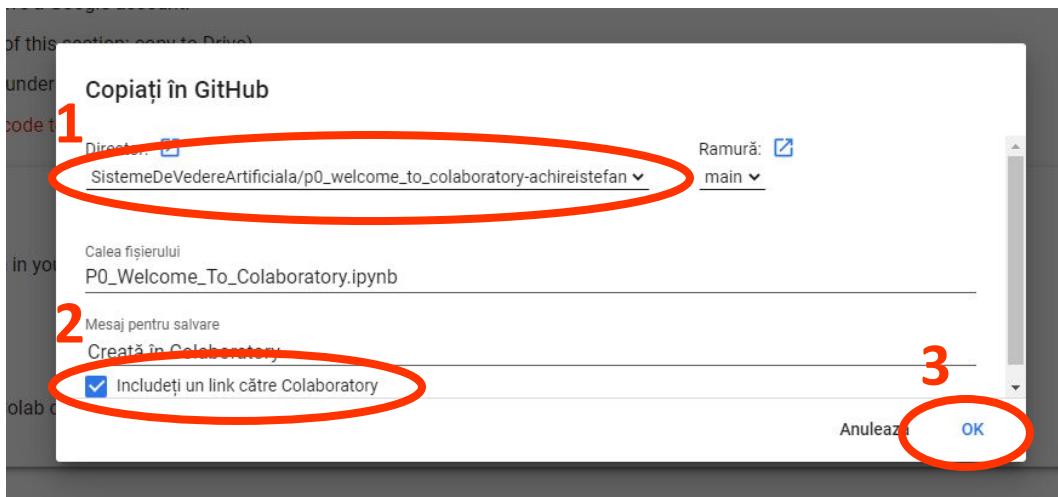
Step 6: In the popup window, sign-in to your Github account and authorize Colab to read the private files.

Step 7: Your private repositories and notebooks will now be available via the github navigation pane.



Once inside colab

Step 8: File -> Save a copy to GitHub



Step 9: Select the correct repository for the SPECIFIC assignment

Step 10: Tick the “Include Colab Link”

Step 11: Click “OK”

Read the suggestions and accomplish all tasks marked with #TODO

HARD DEADLINE at the end of each laboratory. REPEAT steps 8, 9, 10, 11 in order to SAVE the answers to your private GitHub repository (individual and different for each assignment)

Assignments considered for grading must have AT LEAST two commits:

- 1. the initial one (Step 8)**
- 2. the one at the end of the laboratory**

Q Search by GitHub username or student identifier

Total students	Submitted	Passing	Sort
achireistefan	2 commits	□	