

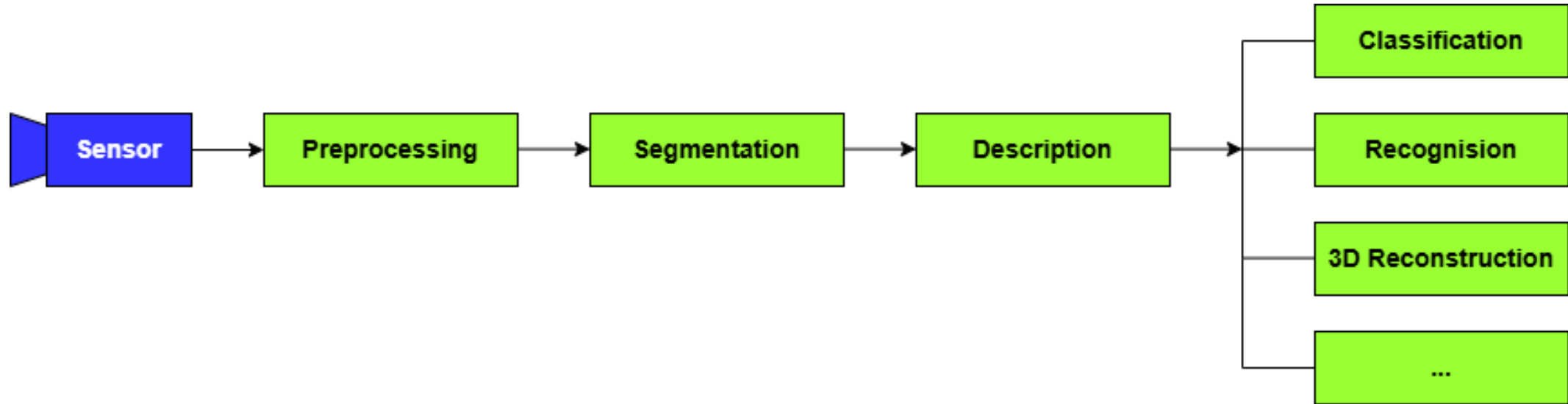


# 11 – Advanced Computer Vision for Robotics

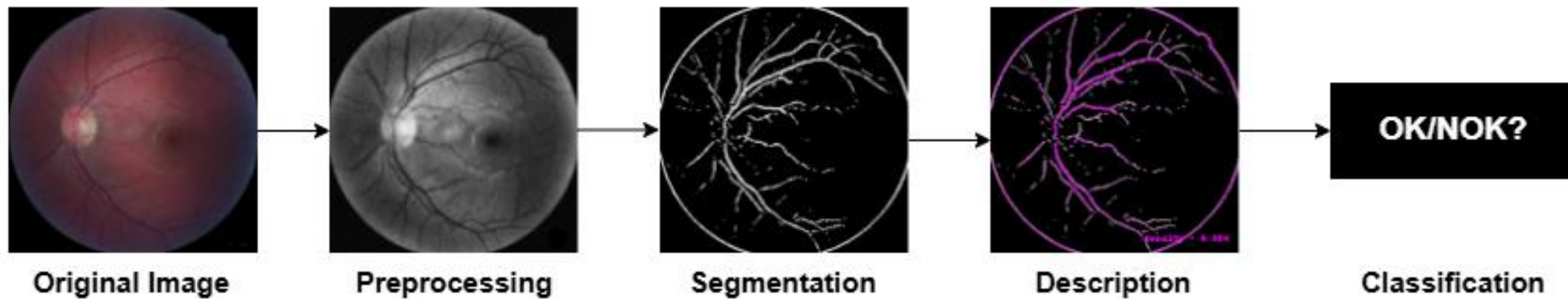
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Robotics and Computer Vision  
BPC-PRP

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Brno University of Technology  
2025



Example:





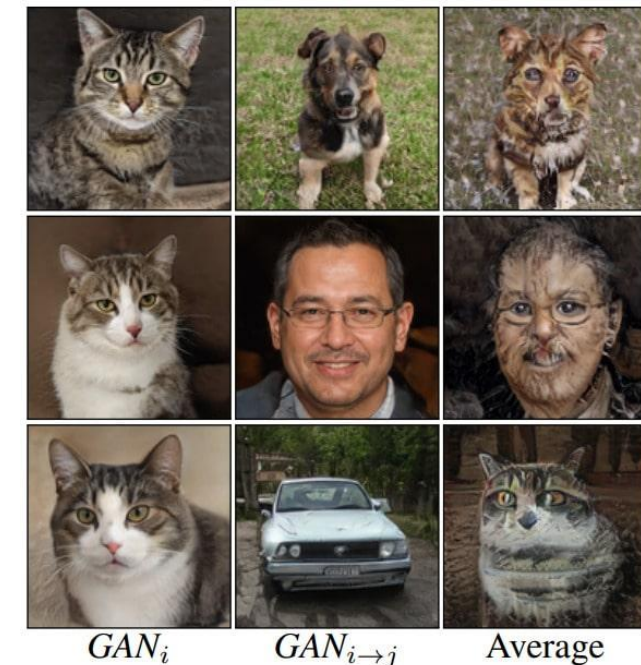
- Real-world robotics demands perception that is reliable, adaptive, and fast.
  
- **Disadvantages:**
  - Manual Feature engineering
  - Fragility (lighting, perspective, occlusions and noise)
  - Poor generalization
  - Scalability
  - Limited Robustness
  - Real-time Constraints

## *What will we learn today?*

- Convolutional Neural Networks
- CNN – Basic and Extended Architectures
- CNN – Uses in Robotics and other fields
- Beyond CNN: Advanced CV Techniques
  - Visual SLAM
  - GAN, Diffusion Models
  - 3D reconstruction (Structure-from-Motion)
  - Multi-modal Vision Systems

People telling me AI is going  
to destroy the world

My neural network



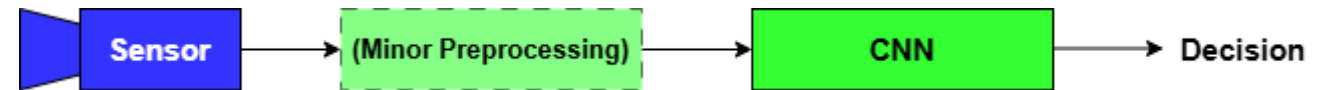


# ***What is Advanced Computer Vision?***

Introduction to Advanced Computer Vision and CNN applications.

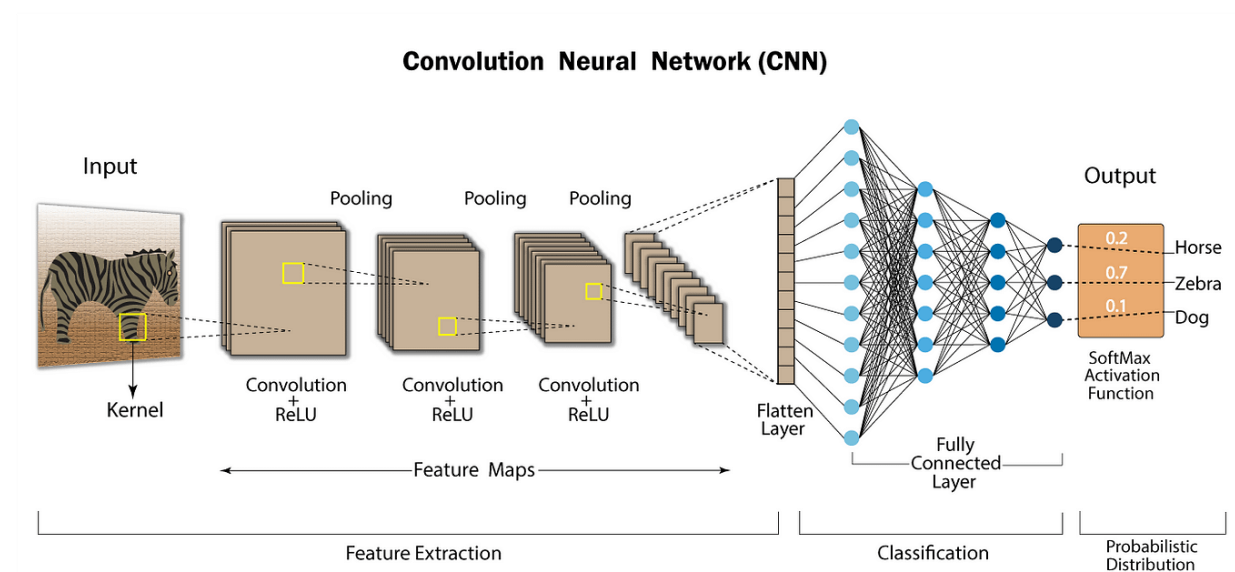


- Using **Deep Learning**
- Autonomously extract relevant features from data
- Capable of generalizing to new scenarios
- **Advantages:**
  - Automatic Feature learning
  - Higher Performance
  - Adaptivity
  - Complex tasks
- **Disadvantages:**
  - Large training dataset
  - Sensitivity to Bias, Overfitting, Difficult Interpretability





- Optimized for image processing
- Leverages image properties
  - Local dependencies
  - Translational invariance
- **Lower Layers** detects Simple Features (Edge, Colors)
- **Higher Layers** combines features into more complex structures (entire object or parts)
- Automatically learns which features are important





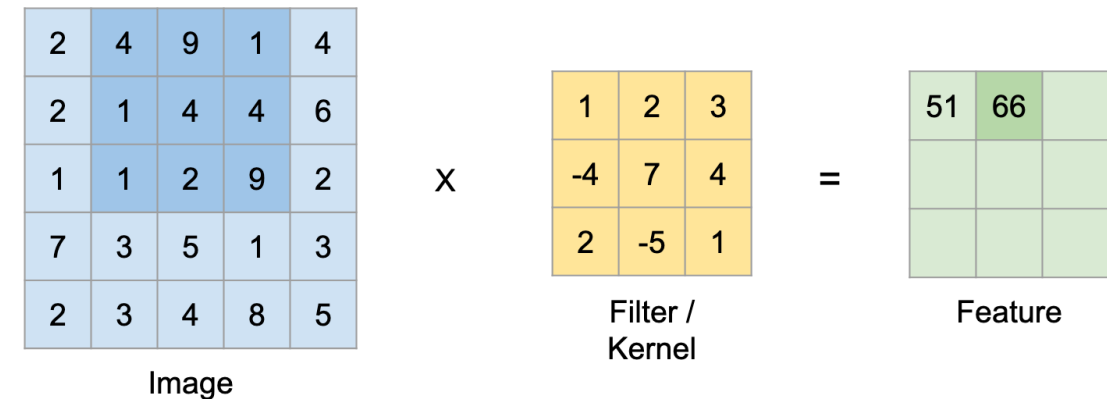
## ■ Convolutional Layers:

- Applying small filters (e.g. 3x3) to input data
- Detects basic patterns like edges, corners, textures
- Using **2D Convolution operation**:

$$Y(i, j) = \sum_m \sum_n K(m, n) \times X(i + m, j + n)$$

## ■ Parameters:

- **Stride** – How many pixels the filter moves
- **Padding** – Adding extra pixels around the input
- **Number of Filters** – Detect different types of features





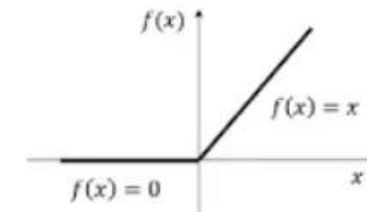
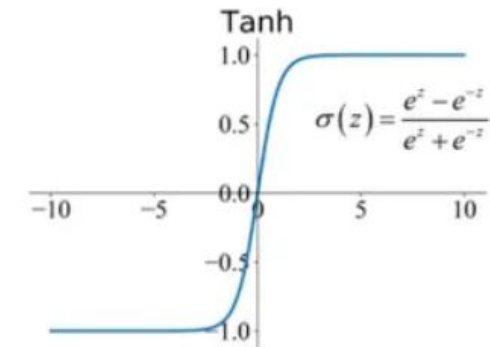


## ■ Activation Function Layers:

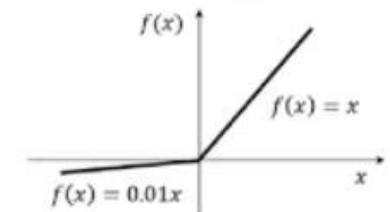
- Applying a **non-linear function** to the output of the convolutional layer
- Allows CNN to learn complex patterns
- Linear layers can only model straight lines or planes – not complex decision boundaries
- Activation layers bend the feature space

## ■ Common Activation functions:

- ReLU
- Sigmoid
- Tanh
- Leaky ReLU



ReLU activation function

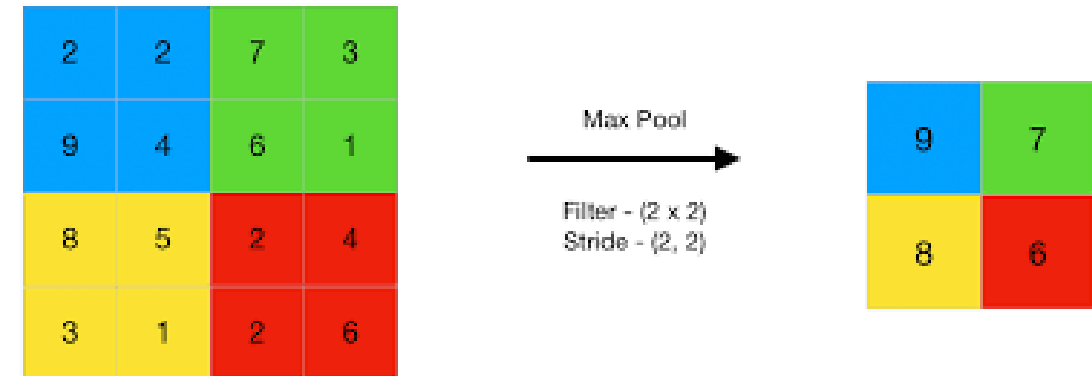


LeakyReLU activation function



## ■ Pooling Layers:

- Reduces the spatial dimensions (width and height) of feature maps
- Helps decrease the number of parameters and computations
- Provides translation invariance by summarizing feature responses in local neighborhoods
- Prevents overfitting by reducing the sensitivity to small shifts and distortions



## ■ Common Pooling operations:

- Max Pooling
- Average Pooling
- Global Average Pooling



- **Fully Connected Layers:**

- Each neuron is connected to every neuron in the previous layer
- Combines extracted features to make final decisions
- Typically used at the end of CNN to map features into output classes

- **Softmax Layer:**

- Converts the raw outputs into probability distribution over classes
- Helps interpret the model's output as class probabilities
- **Common Use:** Last layer in classification - choose the most probable class



- **Extended Layers:**

- **Batch Normalization Layers**

- Normalizes the activation (neuron outputs) within a mini-batch during training
    - Stabilizes and speeds up training
    - Reduces the sensitivity to initialization

- **Dropout Layer**

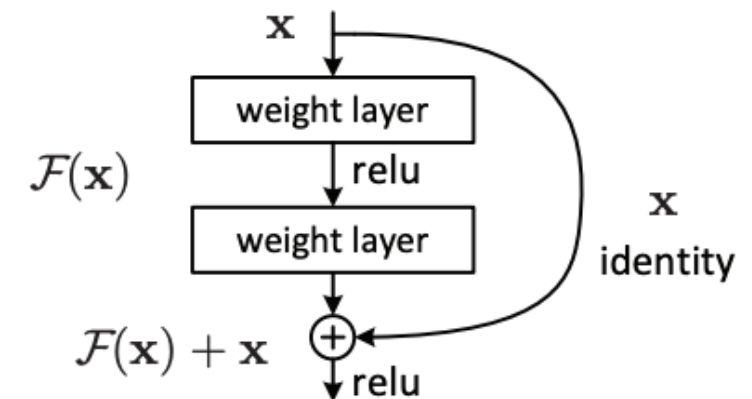
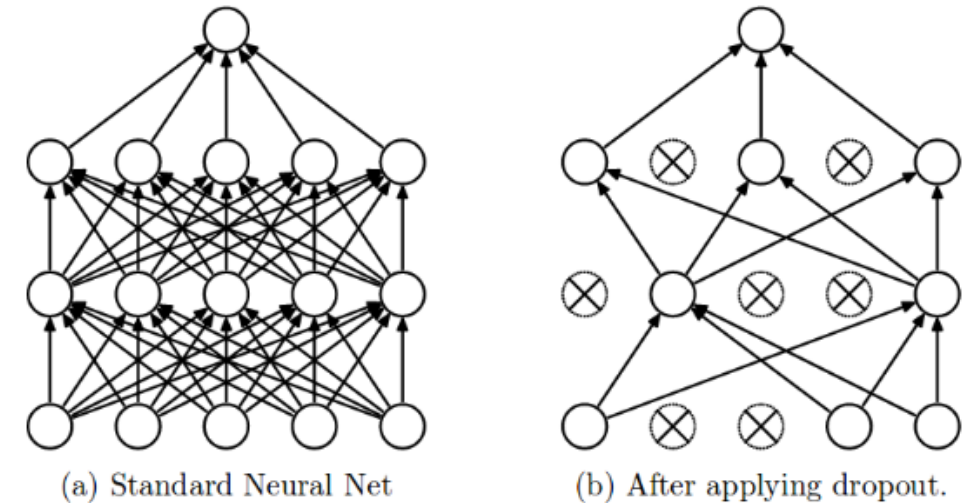
- Randomly sets some neuron outputs to zero
    - Reduces overfitting and increases the robustness

- **Residual Connections**

- Directly add the input of a layer to its output
    - Train deeper networks easily

- **Global Average Pooling (GAP)**

- Reduces the number of parameters compared to FC layer





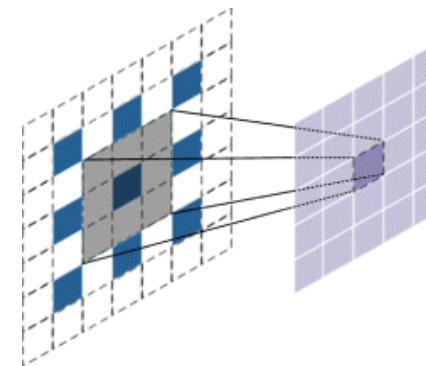
- **Extended Layers:**

- **Dilated (Atrous) Convolution**

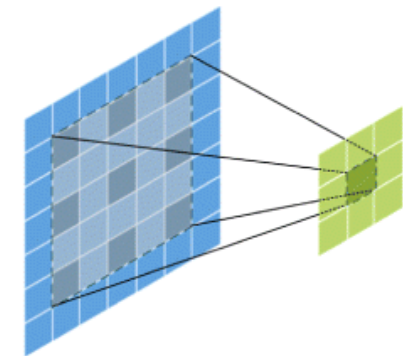
- Increases the receptive field without increasing computation
    - Inserts gaps (zeros) between filter elements
    - Commonly used in segmentation and dense prediction

- **Attention Mechanism**

- Dynamically focuses on relevant parts of the input
  - Captures global relationships between any elements
  - Computes weighted combinations of the input features



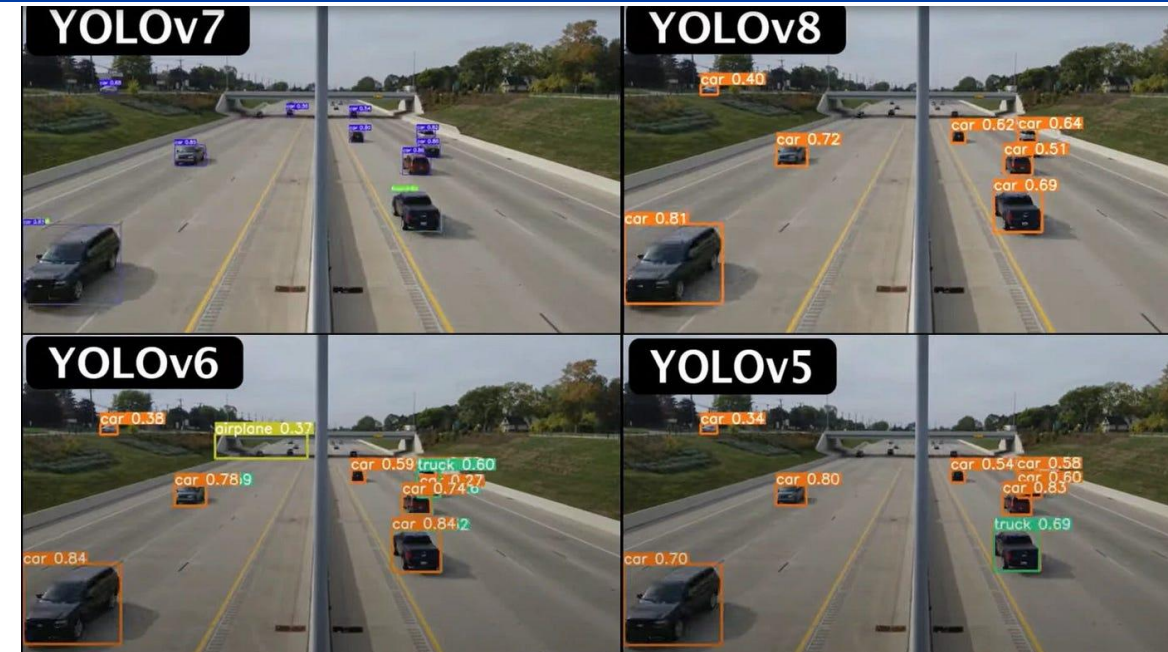
(a) Deconvolution operation



(b) Dilated convolution operation



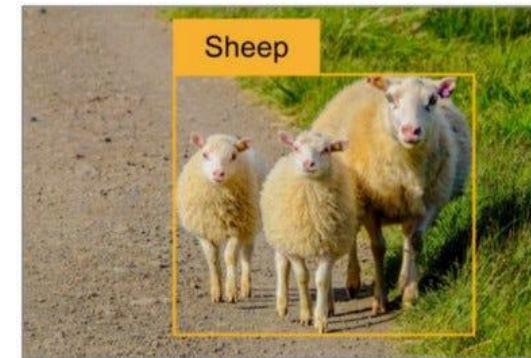
- **Producing where** the objects are located (bounding box) and **what** they are (label)
- Essential for scene understanding, obstacle detection, grasping objects, autonomous navigation and more
- **Common Models:**
  - **YOLOv8** – CNN-based real-time detector
    - Divides the images into a grid and predicts bounding boxes and classes
  - **DETR** – transformer-based end-to-end object detector
    - Object detection as a set prediction problem
  - **Sparse R-CNN**
    - Small set of learnable queries to predict with sparse supervision



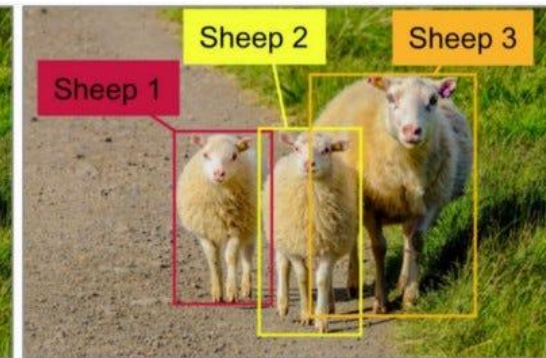




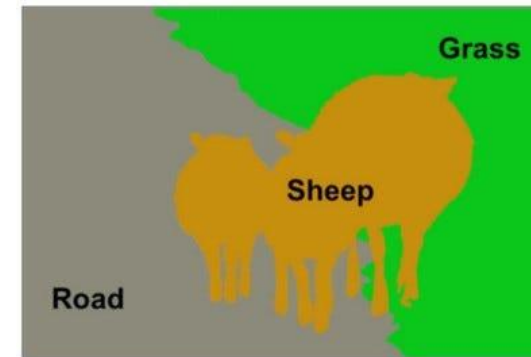
- **Semantic segmentation:** Assigns a class label to every pixel
- **Instance segmentation:** Separates different objects of the same class
- **Common Models:**
  - **Mask2Former** – transformer-based universal model
  - **DeepLabV3** – CNN with Atrous (dilated) convolution for multi-scale semantic segmentation
  - **SAM** – prompt-based segmentation



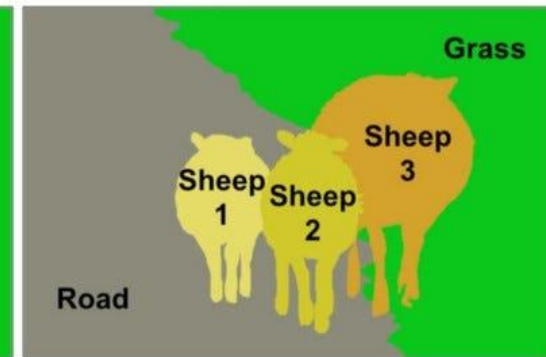
Classification + Localization



Object Detection

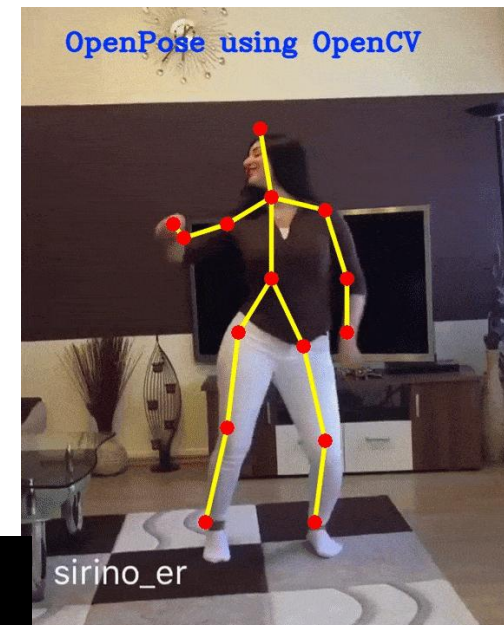
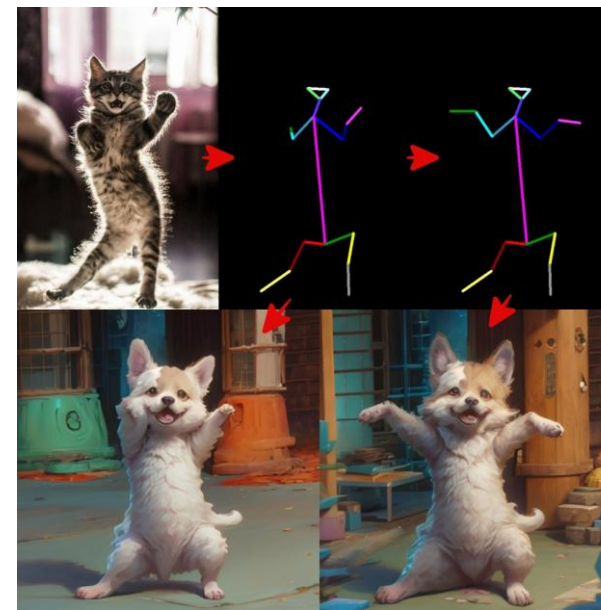


Semantic Segmentation



Instance Segmentation

- **Detect keypoints** of objects (usually human joints)
- Estimate body or hand poses in 2D or 3D images
- **Commonly used:** Human-robot interaction, sport analysis
- **Common Models:**
  - **OpenPose** – Open-source system – keypoint detection, using confidence maps and affinity fields
  - **MediaPipe Pose** – real-time pose estimator optimized for mobile devices





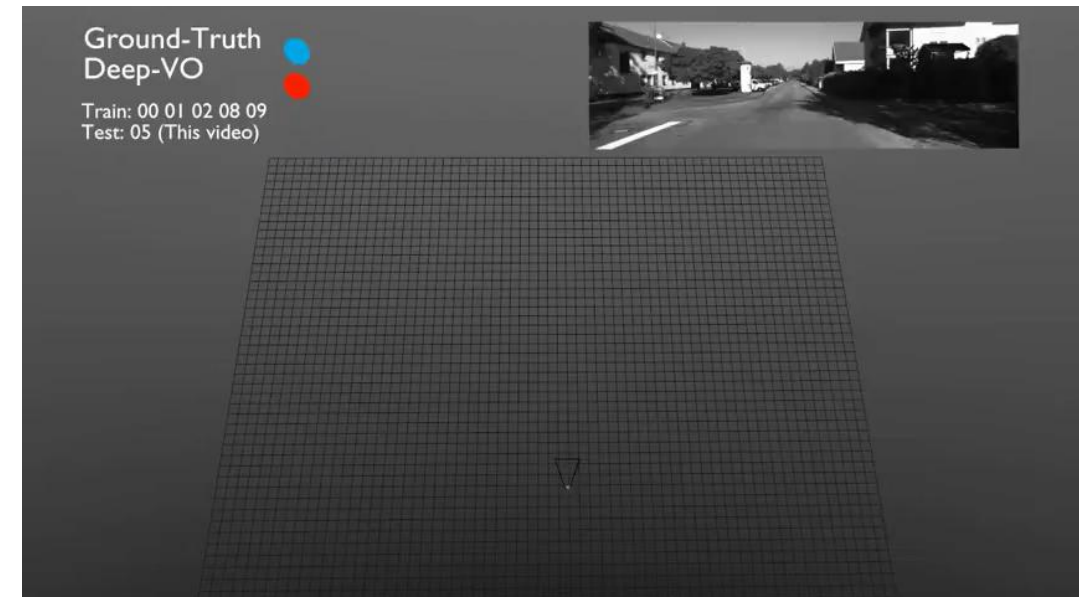


- Predict a depth value (distance to the camera) for every pixel.
- Generate relative or absolute depth maps from monocular images.
- **Commonly used:** 3D obstacle avoidance for robots, scene reconstruction, AR/VR depth sensing
- **Common Models:**
  - **MiDaS** Trained on diverse datasets to generalize monocular depth estimation
  - **DPT (Dense Prediction Transformer)** – prediction tasks like depth and segmentation





- Estimate camera movement based on consecutive image frames
- Track relative pose changes without external localization like GPS
- **Commonly used:** Robot navigation, drone flight stabilization, autonomous driving
- **Common Models:**
  - **DeepVO** - CNN + RNN to directly predict ego-motion from image sequences
  - **DeepTAM** – Combines learned feature maps with classical tracking and mapping ideas

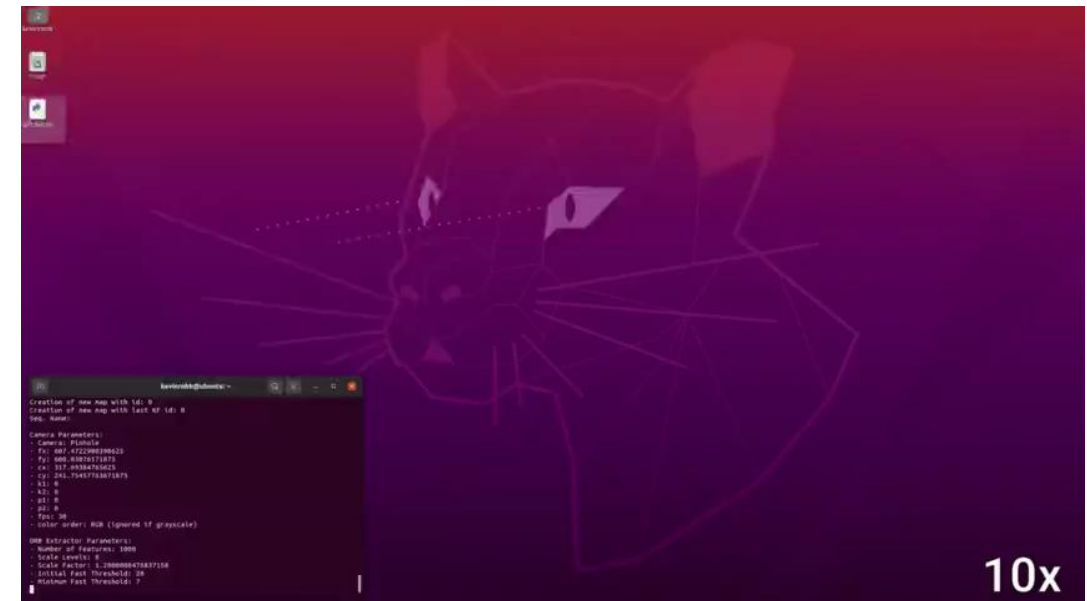




# Is Advanced CV only CNN and Deep Learning?

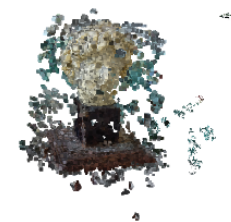
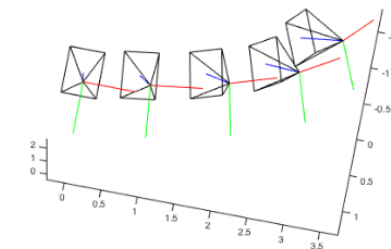
Exploring SLAM, 3D Reconstruction, GANs, and more.

- Builds a map of an unknown environment while simultaneously estimating the robot's location.
- **Uses:** Autonomous robot navigation, AR/VR tracking, drone mapping
- **Implementation Steps:**
  - Feature extraction (e.g., ORB)
  - Feature matching between frames
  - Motion estimation (pose)
  - Map update (3D landmarks)
  - Loop closure detection and optimization
- **Common Models:**
  - **ORB-SLAM3** (feature-based), **LSD-SLAM** (direct), **DROID-SLAM** (deep-learning + direct)



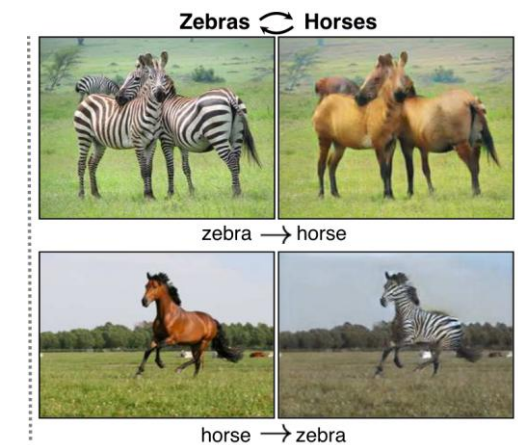
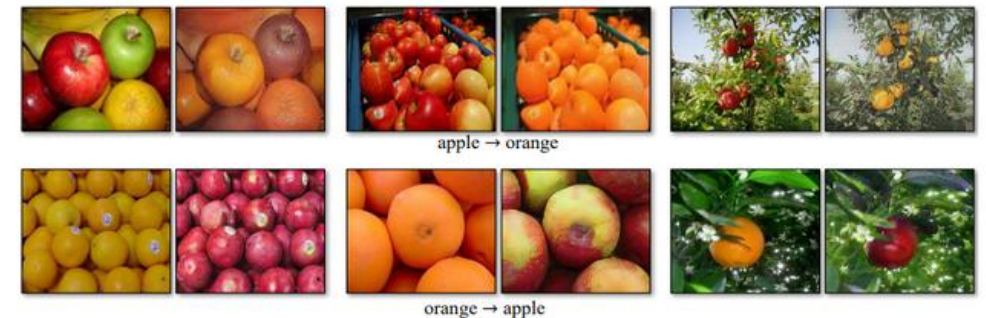
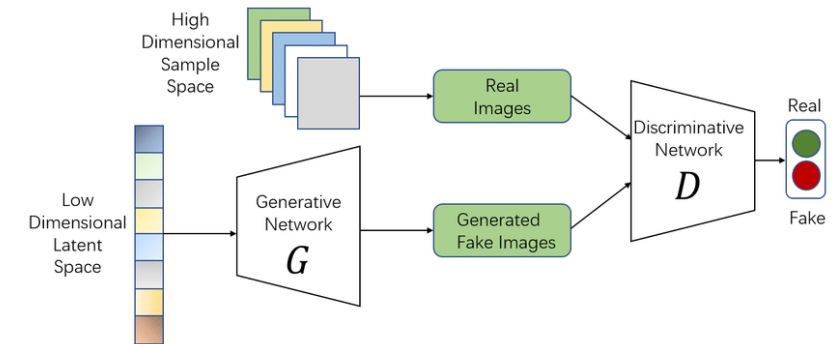


- Recovering the 3D structure of a scene and camera poses from multiple 2D images
- **Uses:** 3D scene reconstruction, photogrammetry
- **Implementation Steps:**
  - Detect and match features between images
  - Estimate relative camera poses
  - Triangulate 3D points to build a sparse 3D structure
  - Perform global optimization (bundle adjustment)
- **Common Models:**
  - **COLMAP** (feature-based), **OpenMVG**



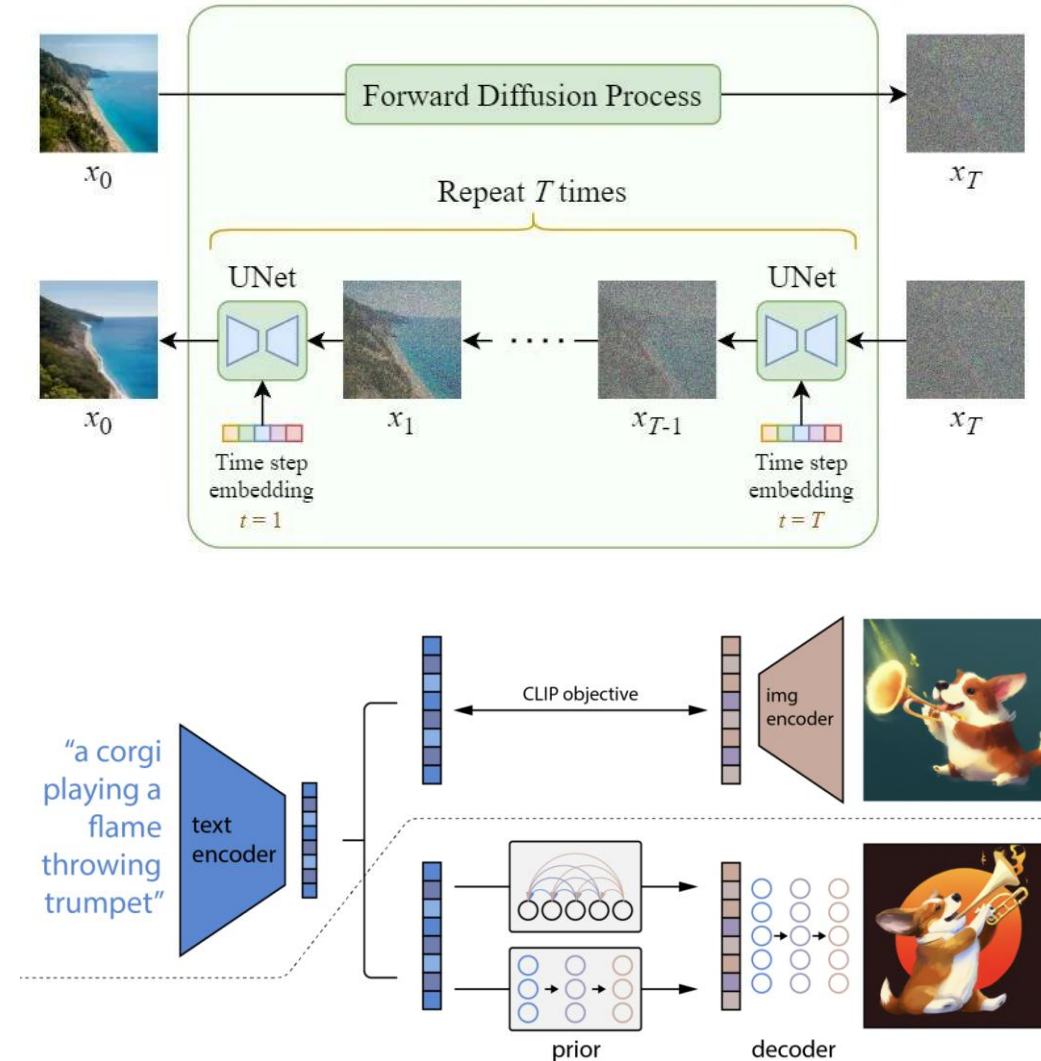


- Two networks (generator and discriminator) compete, resulting in realistic synthetic image generation
- The generator tries to fool the discriminator by producing fake images; the discriminator tries to detect fakes
- Uses:** Data augmentation, Image-to-image translation
- Implementation Steps:**
  - Train the generator to create realistic images
  - Train the discriminator to distinguish real from fake
  - Alternate optimization (adversarial learning)
- Common Models:**
  - CycleGAN** (unpaired image-to-image translation), **Pix2Pix** (paired image-to-image translation)





- Generate high-quality images by gradually denoising random noise, conditioned on inputs like text
- Noise Addition (**Forward Process**) x Noise Removal (**Reverse Process**)
- **Uses:** Text-to-image generation, visual content creation for AR/VR
- **Implementation Steps:**
  - Encode the prompt (optional for conditional generation)
  - Start from random noise
  - Perform multiple denoising steps according to the learned model
- **Common Models:**
  - **Stable Diffusion, DALL-E 2**



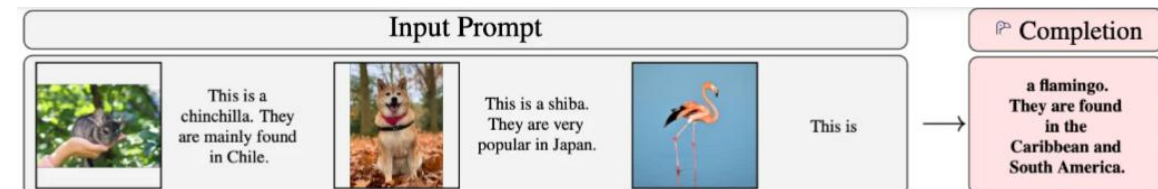
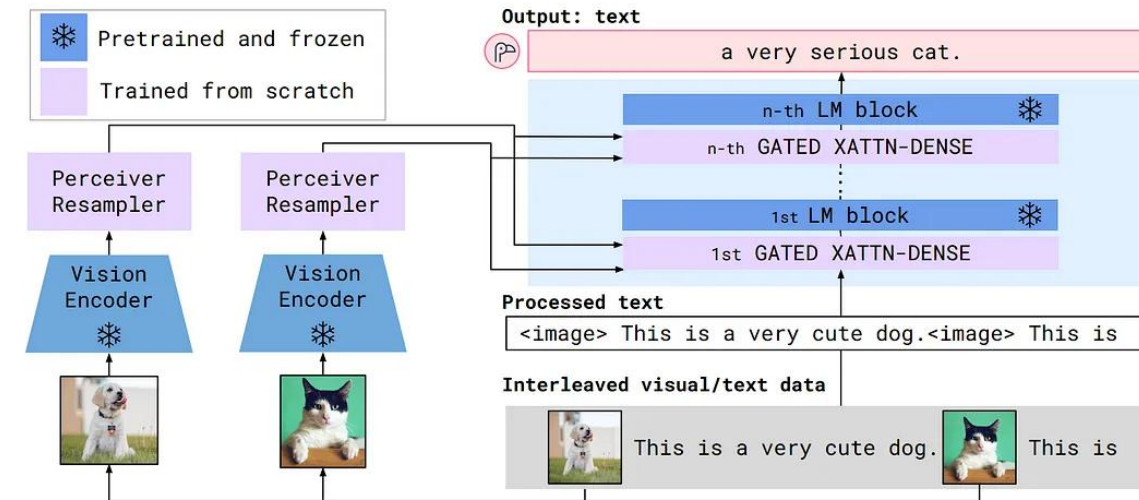
1. Steins. „Stable Diffusion Clearly Explained!“. DORAVEN, 2023. [online]. Available: [Stable Diffusion Clearly Explained! - CodoRaven](#).

2. Spektor, I. „From DALL-E to Stable Diffusion: how do text-to-image generation models work?!“. tryolabs, 2022. [online]. Available: [From DALL-E to Stable Diffusion: how do text-to-image generation models work?! | Tryolabs](#)





- Models that process and combine **visual** (images, videos) and **textual** (language) information
- Uses:** Robotic perception + language understanding
- Implementation Steps:**
  - Use a vision encoder to process the image
  - Use a language encoder to process the text
  - Train both encoders so that matching image-text pairs are close together in the embedding space
  - Use learned embeddings for retrieval, classification, or generation.
- Common Models:**
  - CLIP** (Contrastive Learning of Image and Text), **Flamingo** (Few-shot vision-language model)







- **Advanced Computer vision – its challenges and applications**
- Convolutional Neural Networks
  - Architecture - layers
  - Applications
- Further Techniques in Advanced Computer Vision
  - Visual SLAM
  - 3D reconstruction – Structure-from-Motion
  - GAN
  - Diffusion Models
  - Multi-Modal Vision Systems



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