



# 10 – Classical Computer Vision for Robotics

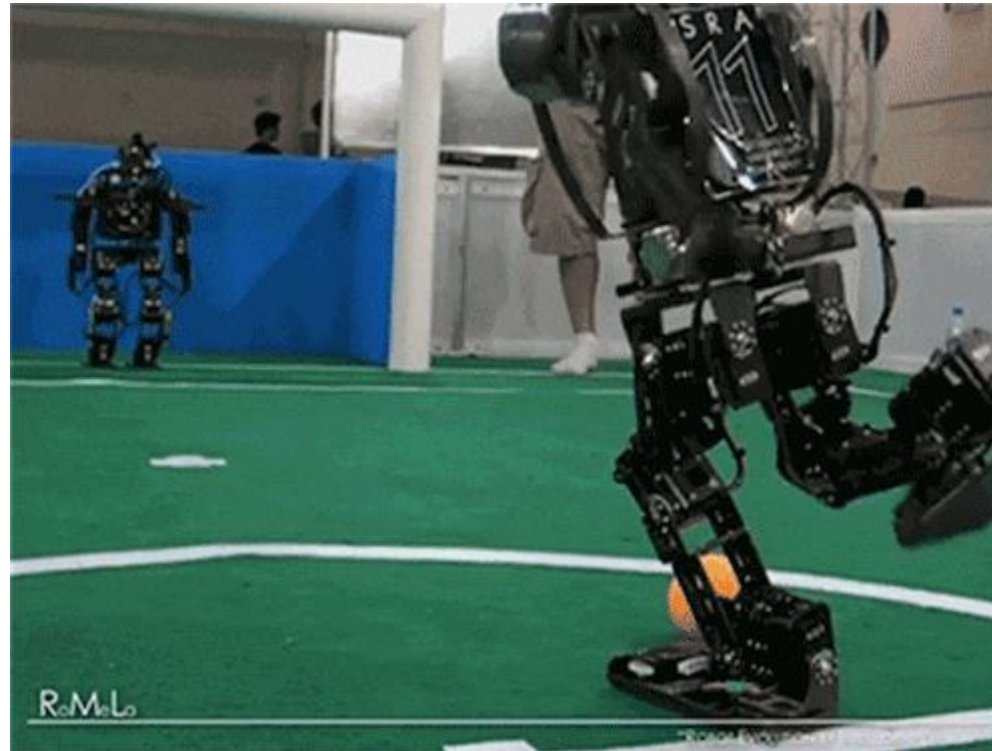
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Robotics and Computer Vision  
BPC-PRP

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Brno University of Technology  
2025



"Imagine living without vision – that's how robots experience the world without computer vision."





## *What will we learn today?*

- The Standard Pipeline of Computer Vision
- Camera as a Sensor
- Introduction to Images and Preprocessing
- Segmentations and Feature Description
- From vision to Action

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### Next Lecture:

- Advance Computer Vision – CNN and more



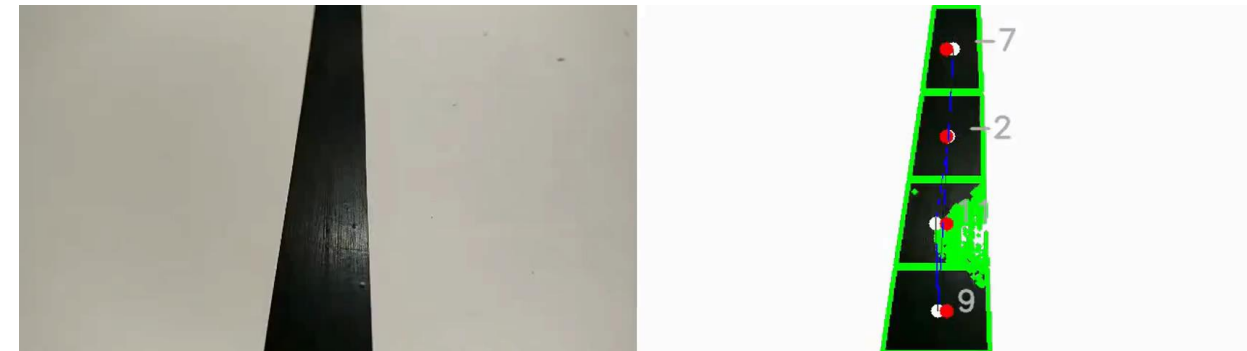
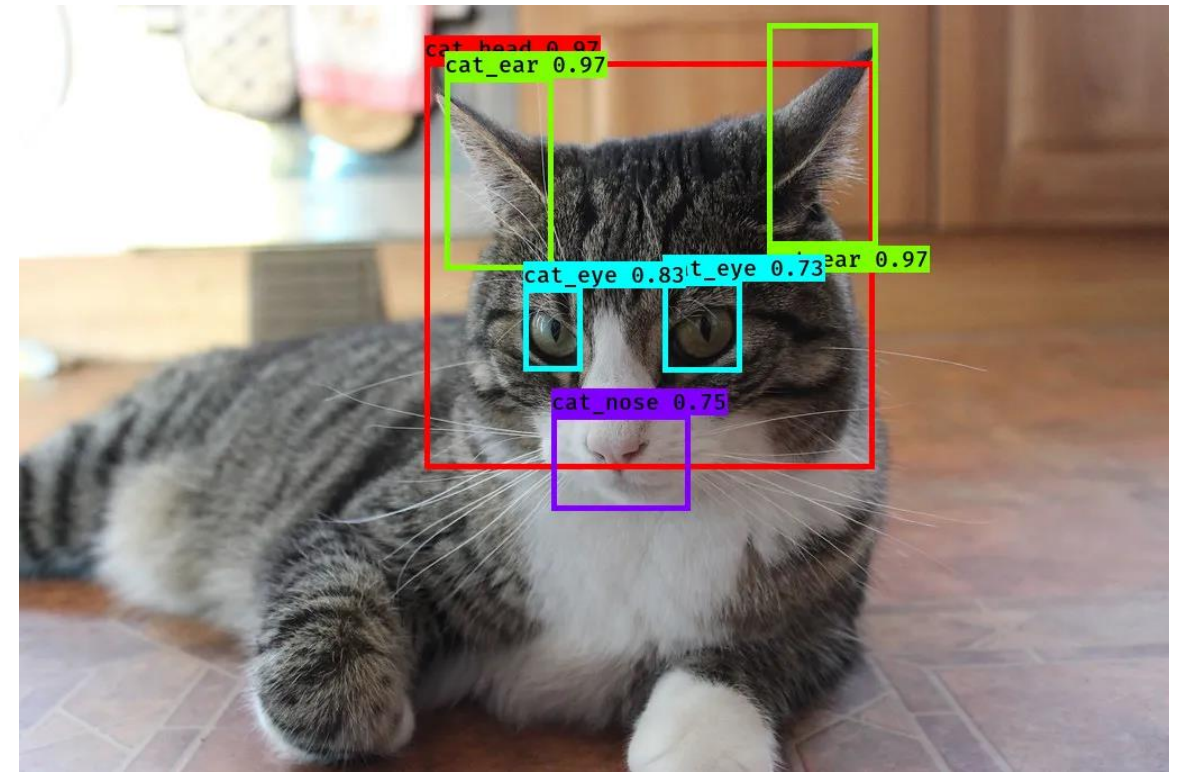


## ***What is Computer Vision?***

*Definition of the term computer vision, its applications and limitations. Then, a discussion of the standard pipeline.*



- A field of AI that enables machines to "see" and understand visual data
- Tries to mimic the Human vision
- Transforms images or videos into useful information
- **The Goal:** recognize, interpret, and react to what is seen

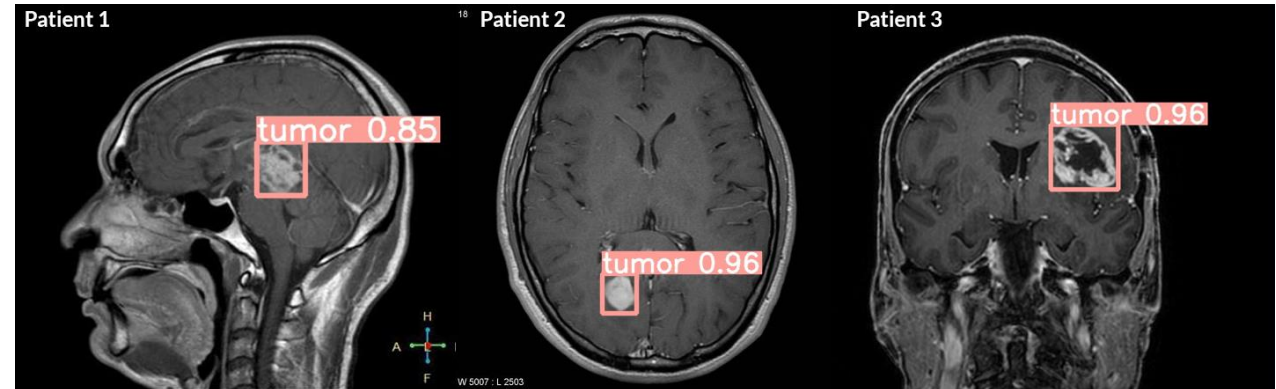






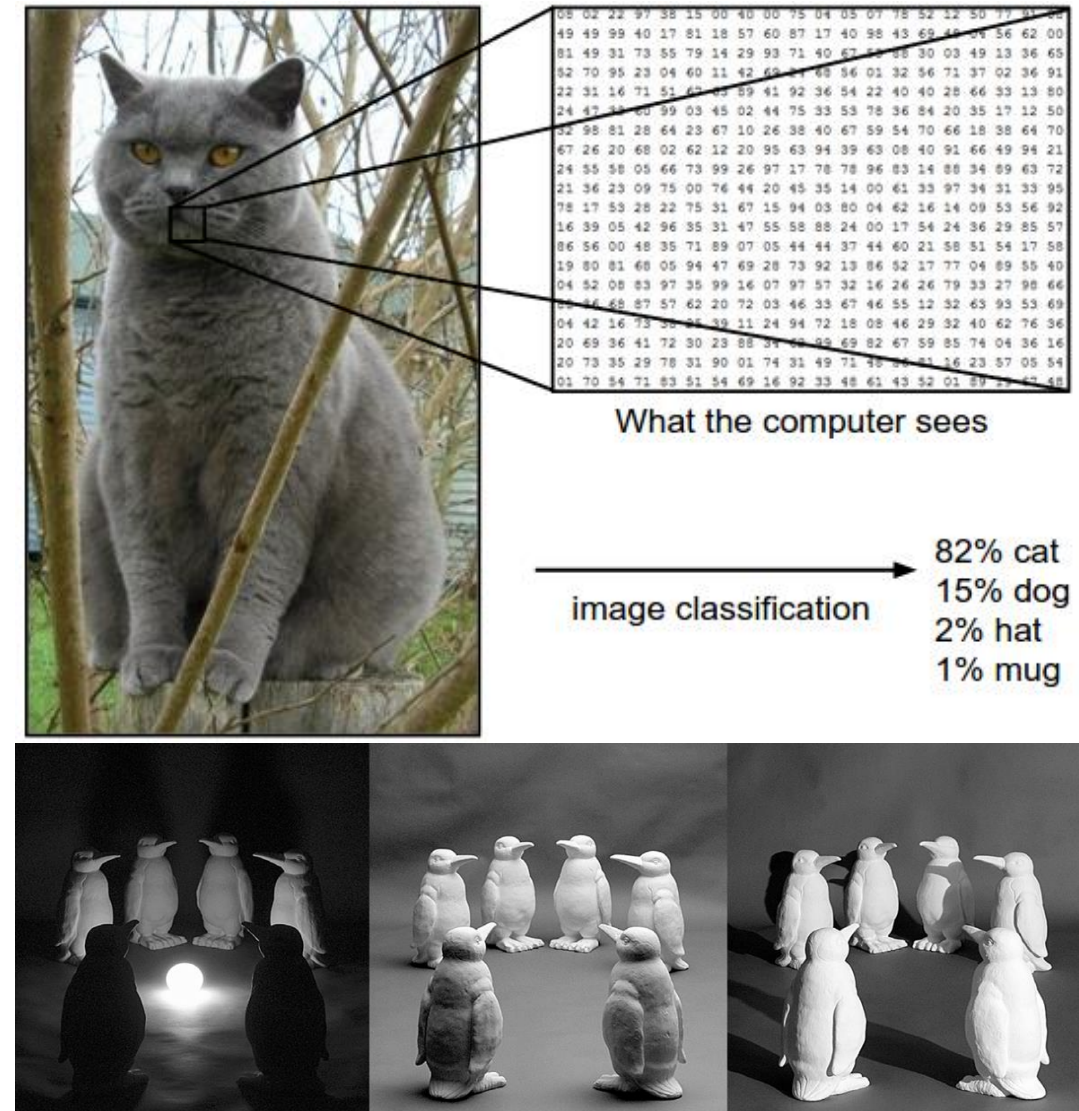
### ■ Example Uses:

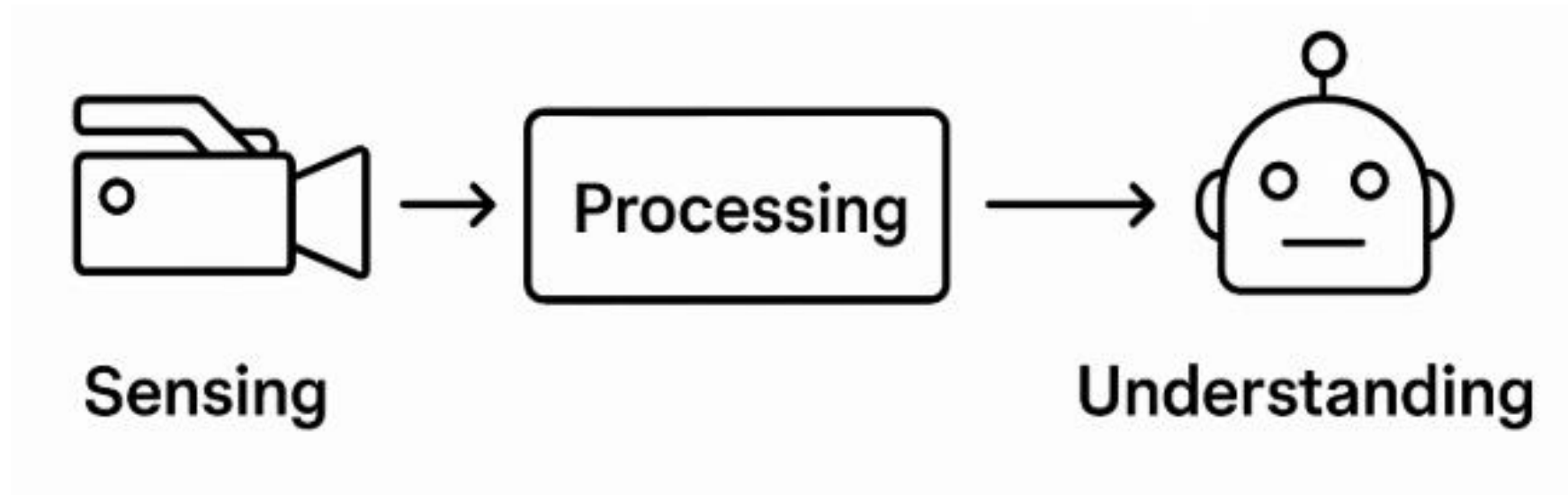
- Autonomous navigation
- Healthcare image processing
- Augument Reality
- OCR
- Quality Inspection
- Barcode and OQ code recognition
- Security systems
- Generative Applications
- 3D Reconstruction
- More ...



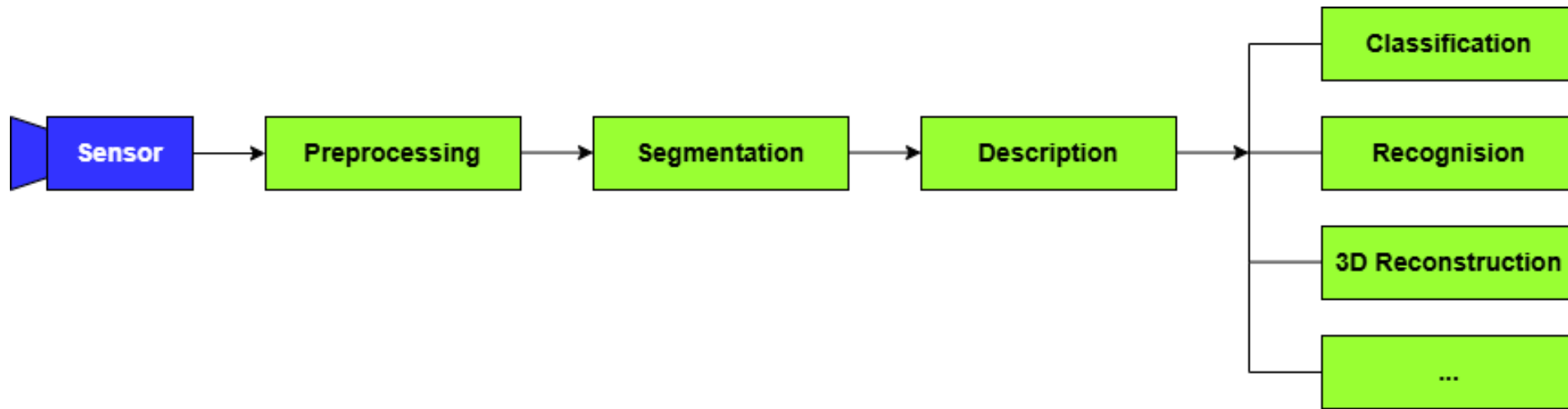


- Why Computer Vision is hard?
- System sees pixels, not objects
- Sensitive to lighting, angle and occlusion
- Struggles with Generalization
- Requires huge dataset (Labeled)
- Vulnerable to noise
- Intra-class variation
- Image Stitching

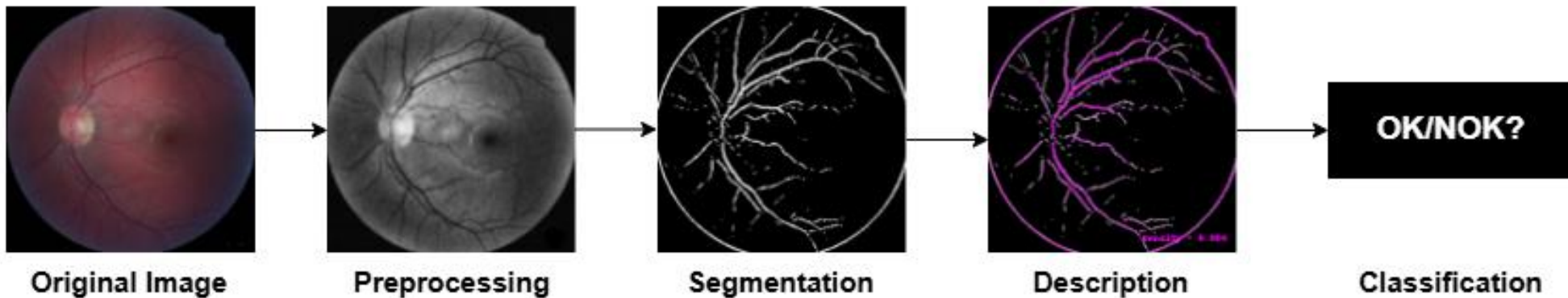








Example:



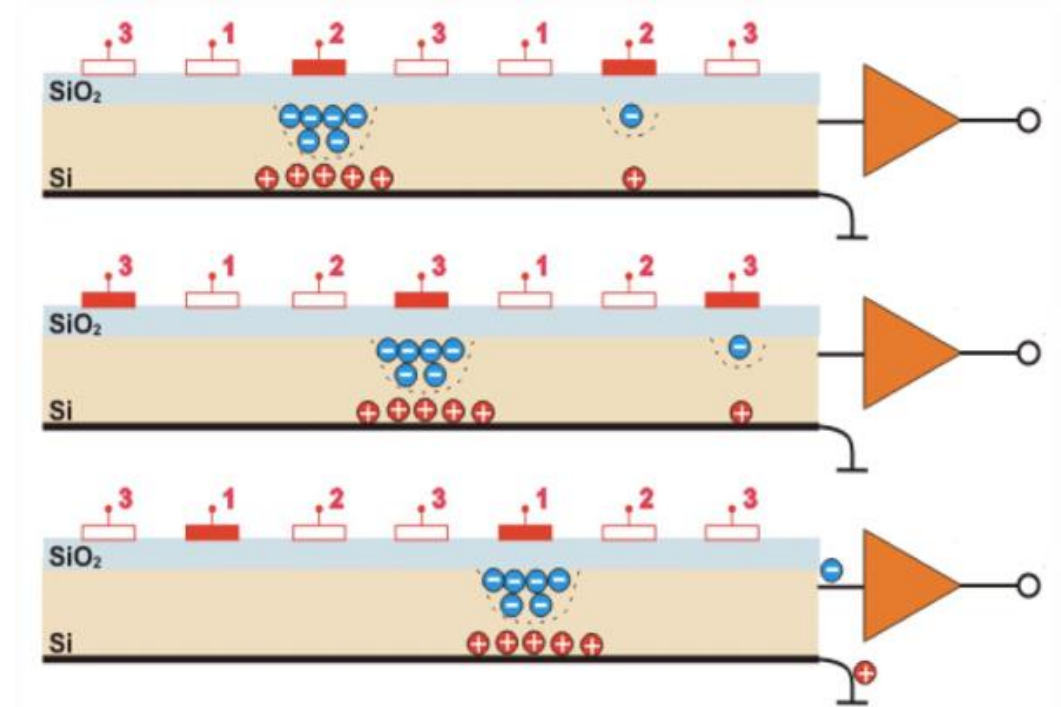


## Camera as a Sensor

Introduction to how machines capture visual information using cameras.  
Cover camera types, important parameters, and limitations that affect image-based processing.

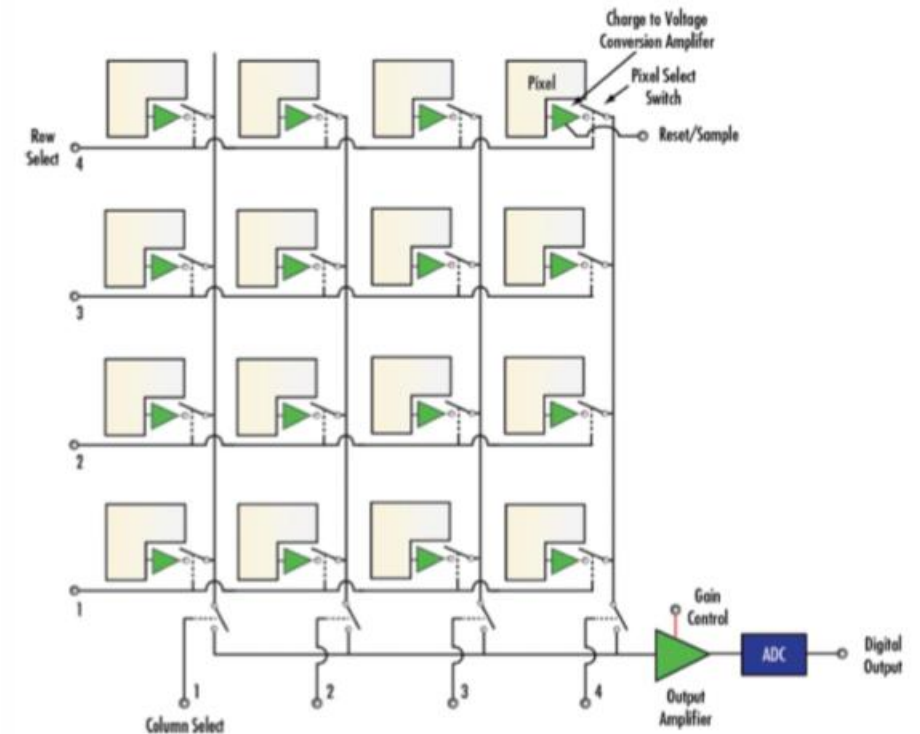


- Photoelectric effect
- Photons are converted into electron-proton pair
- Charge shifters move charge from each pixel one by one to the ADC
- The ADC is typically very precise – lower noise, higher dynamic range



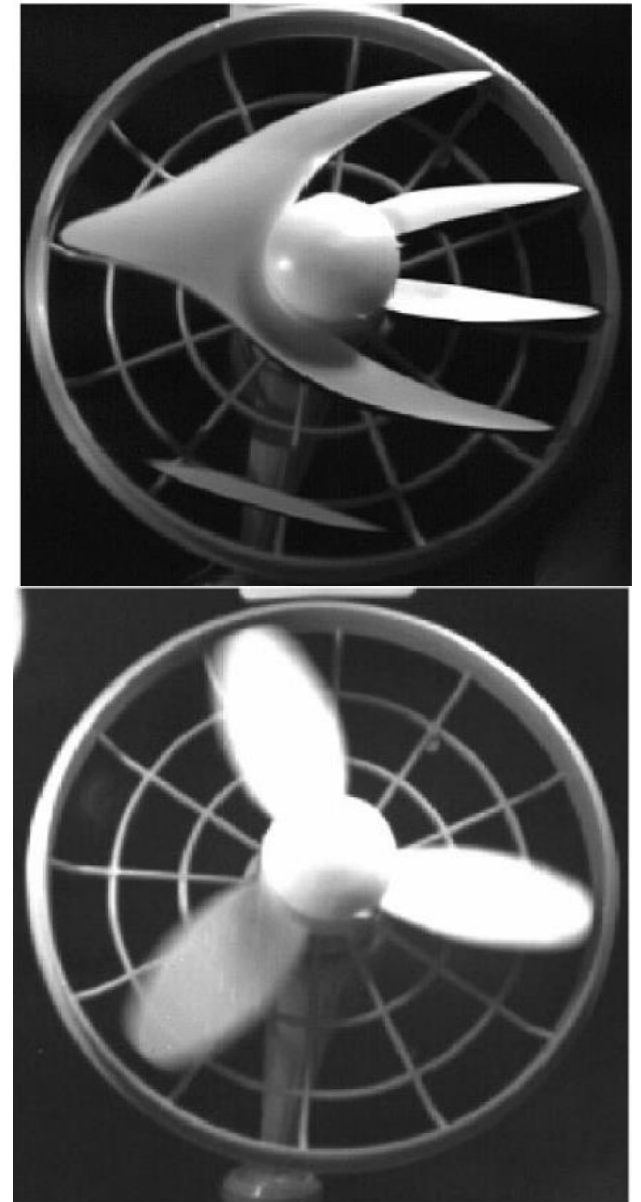


- **Every pixel has own photodiode and amplifier**
- To get the pixel value we measure the current that the photodiode generates
- Each pixel value can be measured in a different time (subwindowing, rolling shutter)
- Large number of accompanying electronics reduce the sensing space
- Example: **Raspberry Pi Camera**





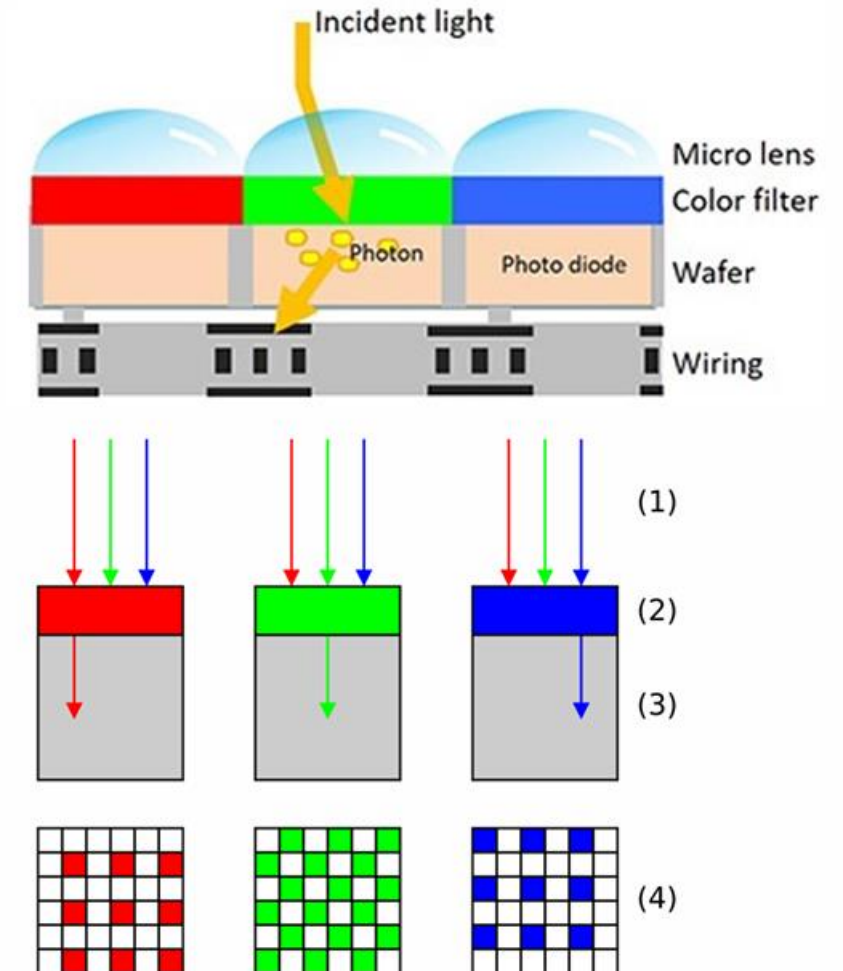
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- To get the pixel value we measure the current that the photodiode generates
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- Large number of accompanying electronics reduce the sensing space
- **Raspberry Pi Camera**
  - RGB CMOS sensor
  - Rolling shutter
  - Bayer mask
  - Demosaicing







- Every pixel is a potential well that traps excited electrons till they're read out
- To maximize sensitivity, each pixel has its own micro lens that focuses light
- Color differentiation is achieved through the filtering
- Our eyes are most sensitive to green color, so Bayer filters have 2 green filters for every red and blue

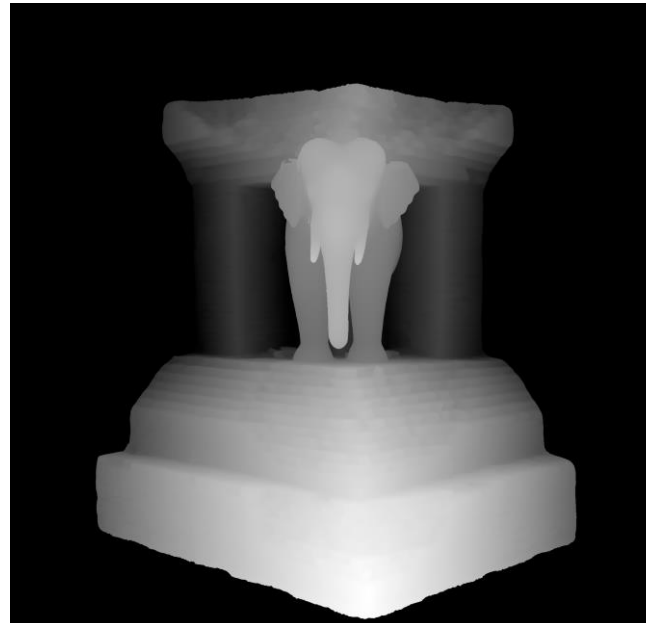
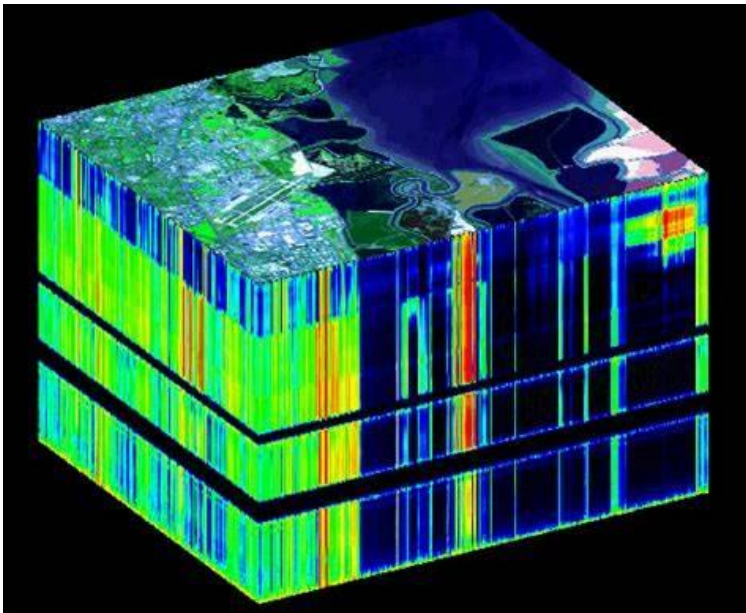




|               | CCD  | CMOS |
|---------------|------|------|
| Price         | High | Low  |
| Power con.    | High | Low  |
| Quality       | High | Low  |
| Noise         | Low  | High |
| Dynamic Range | High | Low  |
| Resolution    | High | Mid  |
| Sensing Speed | Mid  | High |
| Fill Factor   | High | Mid  |



- RGB cameras
- Monochrome Cameras
- IR Cameras (NIR or thermal)
- Depth Cameras
- Hyperspectral / Multispectral Cameras
- Line Scan Camera



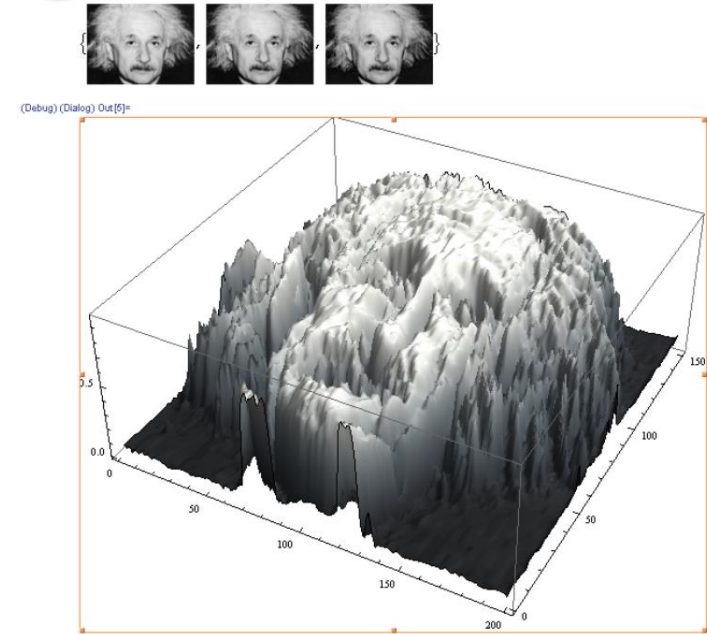


# Image Preprocessing

Understanding what an image is and how we can operate on it — the foundation for understanding image preprocessing.



- An image is 2D array of pixels
- Each pixel stores intensity or color information
- Basic Types of Images:
  - Grayscale Image
  - RGB Image
  - Binary Image
  - HSV / HSL Image
  - Thermal Image
  - And more...



JPG 260 X 194



260 X 194 X 3

8,11,0, 55,13,25,19  
15,241,2,155,13,35,65  
14,211,0,255,23,45,11  
05,255,1,255,10,17,23  
77,167,9,112,56,16,90  
45,245,0,145,22,55,48





- Raw images are often **too noisy, too detailed, or inconsistent**
- Preprocessing helps us:
  - Standardize input (size, color format)
  - Enhance relevant information
  - Remove noise and distortions
  - Simplify the image for analysis



Original (Noisy)



Gaussian Blur



Median Blur



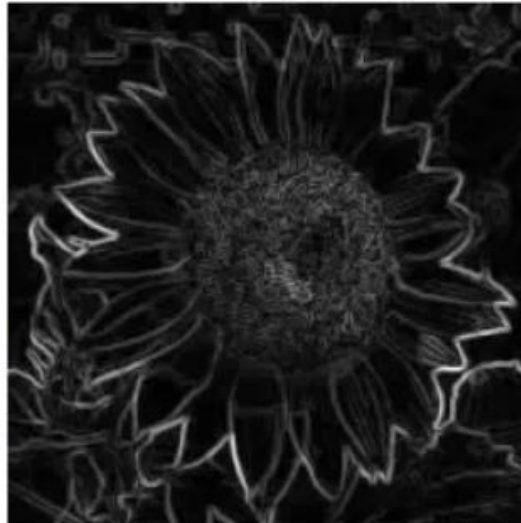
Bilateral Filter



Original



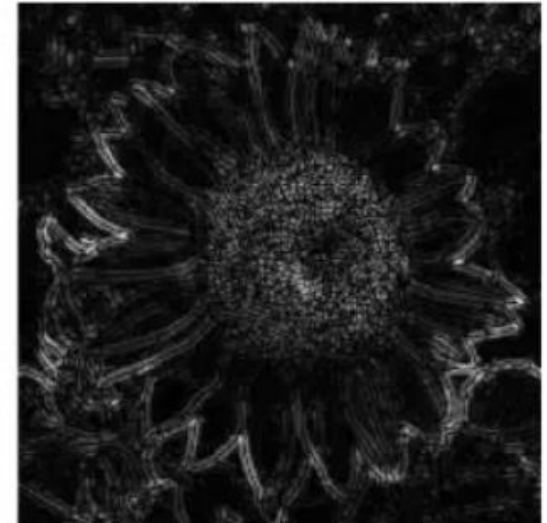
Sobel



Canny



Laplacian of Gaussian





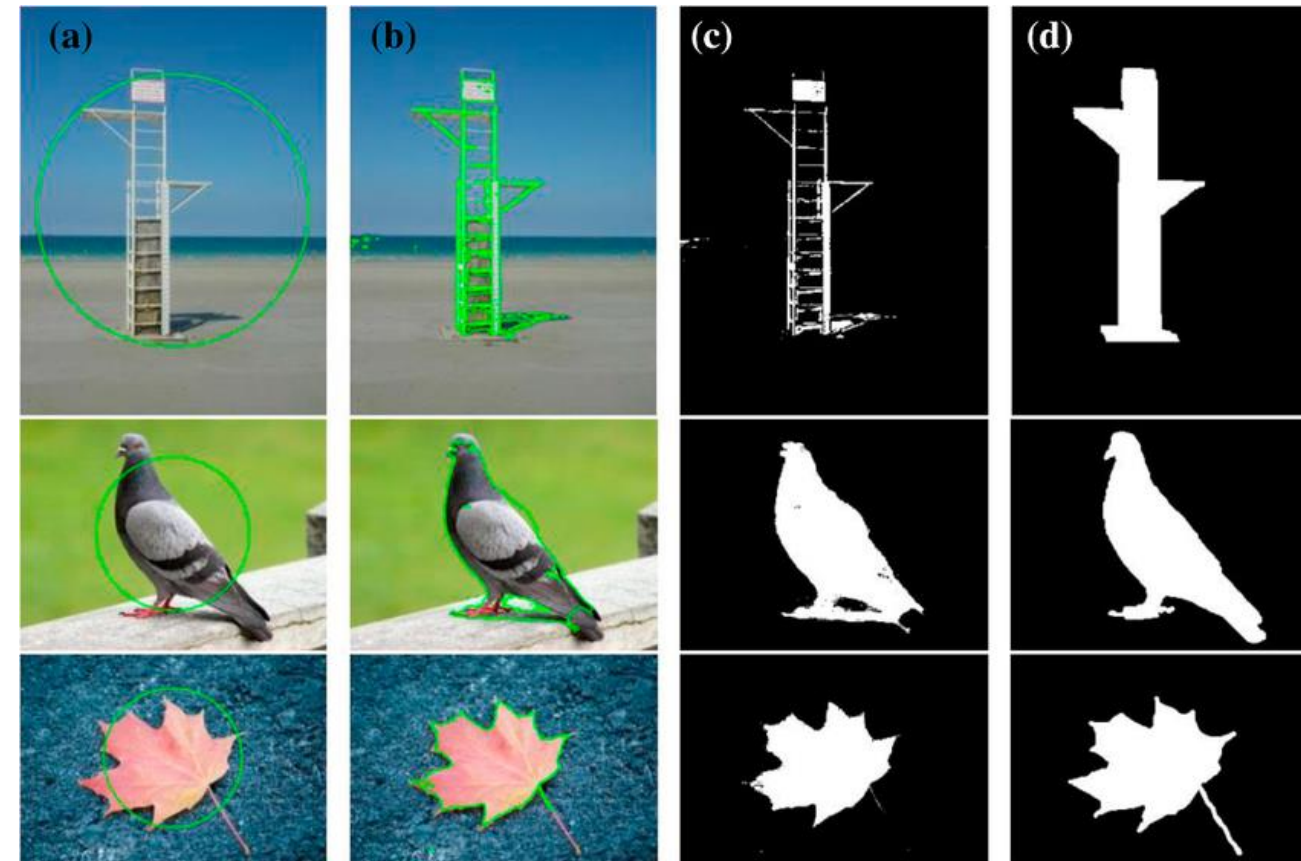
# Image Segmentation

Dividing the image into meaningful parts — the first step toward understanding structure and content.





- Segmentation means **dividing an image into meaningful parts**
- Helps isolate objects, regions, or features
- Simple methods: **thresholding, contour detection, region growing**
- Advanced: **semantic or instance segmentation** (deep learning)





G - Original Image



H - Semantic segmentation



I - Instance segmentation



J - Panoptic segmentation



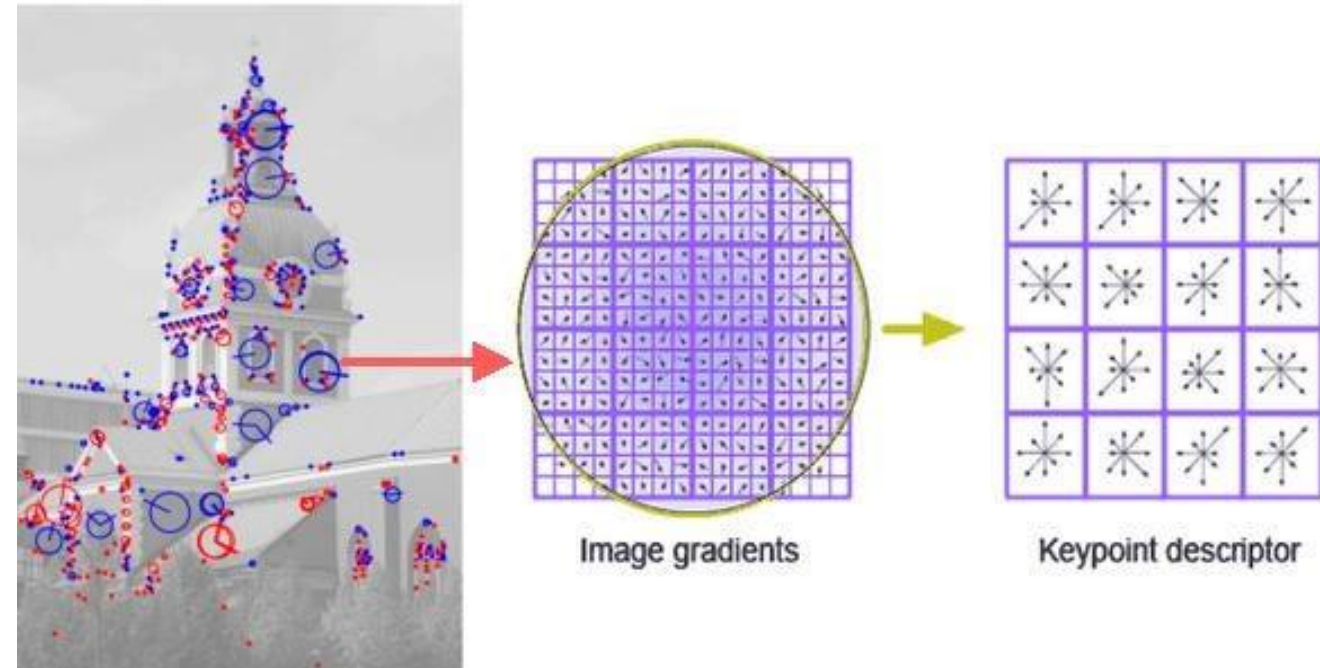


# Feature Extraction and Description

Identifying and describing visual patterns — the key to recognition and matching



- Extracts **distinctive information** from the image
- Transforms image regions into **numerical descriptors**
- Types of features:
  - **Local**: corners, blobs (e.g. ORB, SIFT)
  - **Global**: color histograms, HOG, shape descriptors
- Used for **matching, tracking, recognition**



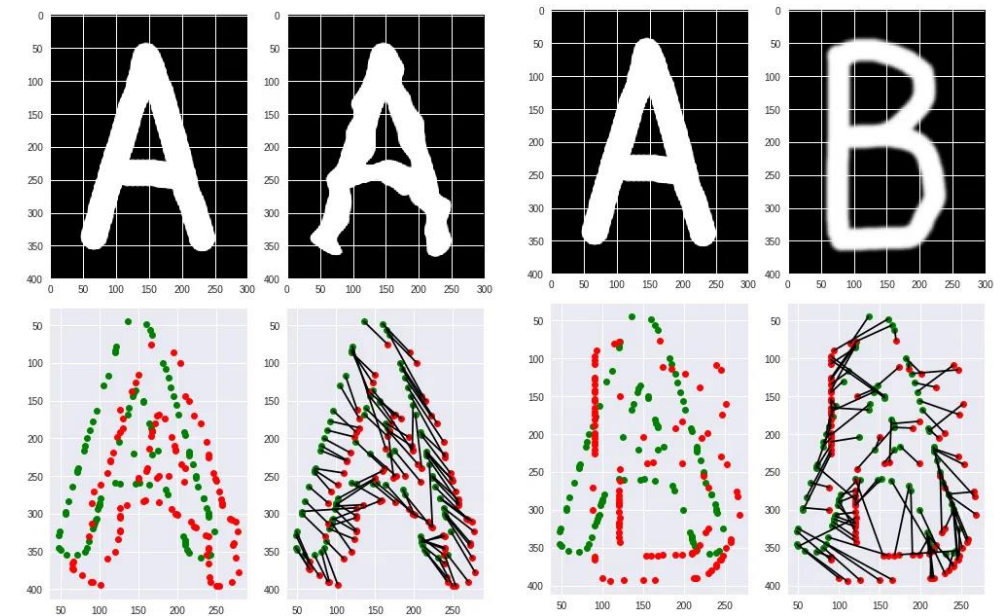


## What Happens After Description?

From understanding to outcome — the final step of vision processing.



- The standard computer vision pipeline often ends with:
  - **Classification** – What is it?
  - **Identification** – Who is it? / Which specific object is this?
  - **(Verification** – Is it the same as..?)
  - **Matching** – Is it similar to a known pattern?
  - **Localization** – Where is it in the image/space?

**Classification  
+ Localization****Object  
Detection****CAT****DOG, DOG, CAT**



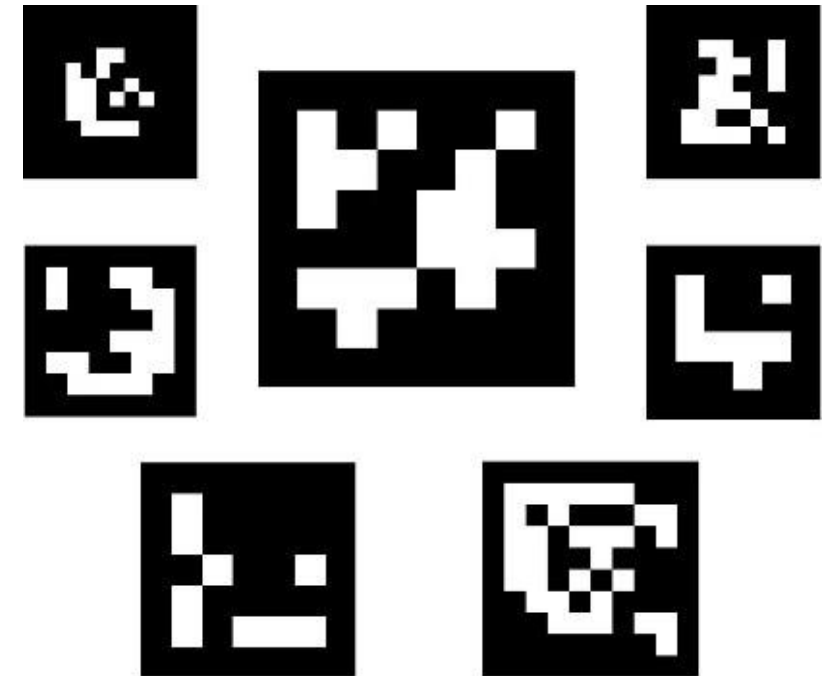
## Practical Application: ArUco Marker Detection

Applying the vision pipeline to detect, identify, and locate square binary markers in the real world





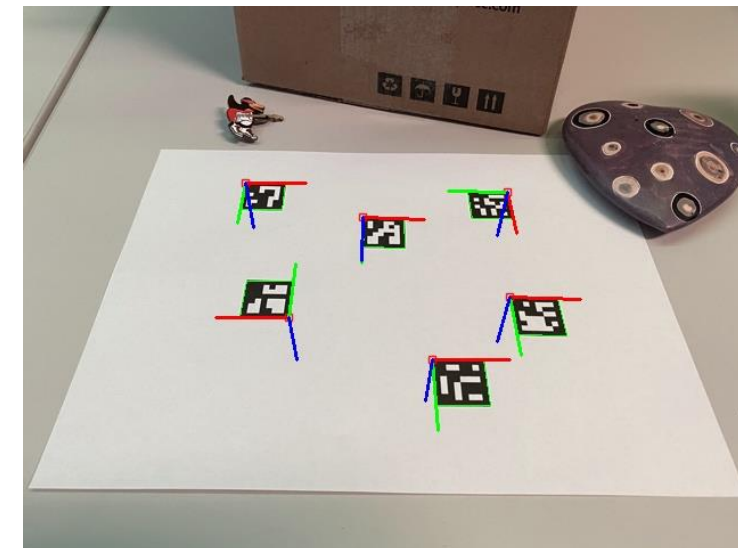
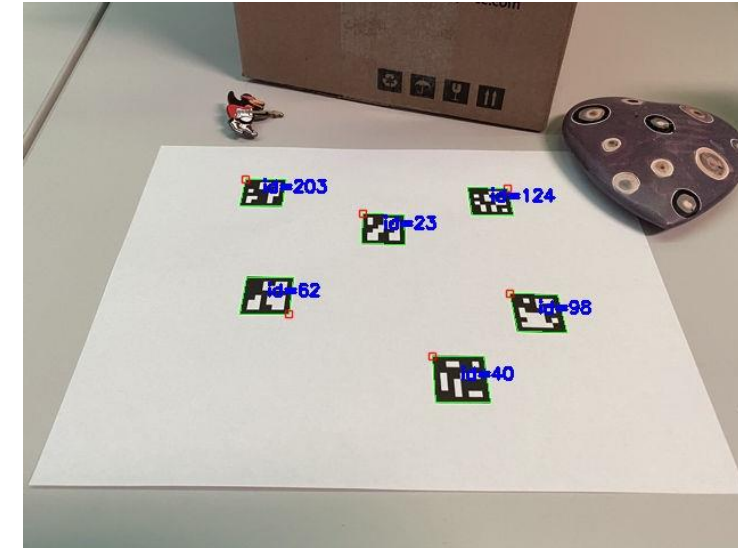
- **Black-and-white square** designed for easy detection by computer vision systems
- Each marker contains:
  - A **black border** (used for shape detection)
  - A **binary inner grid** encoding a unique ID (4x4, 5x5, 6x6 bits)
- Markers are grouped into **dictionaries** (e.g. *DICT\_5X5\_100*)
- **Advantages:**
  - Simple and lightweight
  - Fast to detect
  - Robust to perspective, lighting and partial occlusion
  - Provide **Object ID**, and **Precise location and orientation**





## ■ Step-By-Step Detection Process:

1. Capture Image
2. Preprocess (convert to grayscale, apply thresholding)
3. Find contours – locate square shapes
4. Check corner order – make sure it's properly oriented
5. Warp the square – to get front-facing view
6. Split the marker into cells – read the binary values
7. Compare against dictionary – decode the marker ID
8. (Optional) Estimate pose





### ■ Step-By-Step Detection Process:

1. Load the input image or camera frame

2. Convert the image to grayscale

```
cv::cvtColor(frame, gray, cv::COLOR_BGR2GRAY);
```

3. Get the ArUco dictionary

```
auto dictionary = cv::aruco::getPredefinedDictionary(cv::aruco::DICT_4x4_50);
```

4. Detect Markers

```
cv::aruco::detectMarkers(gray, dictionary, corners, ids);
```

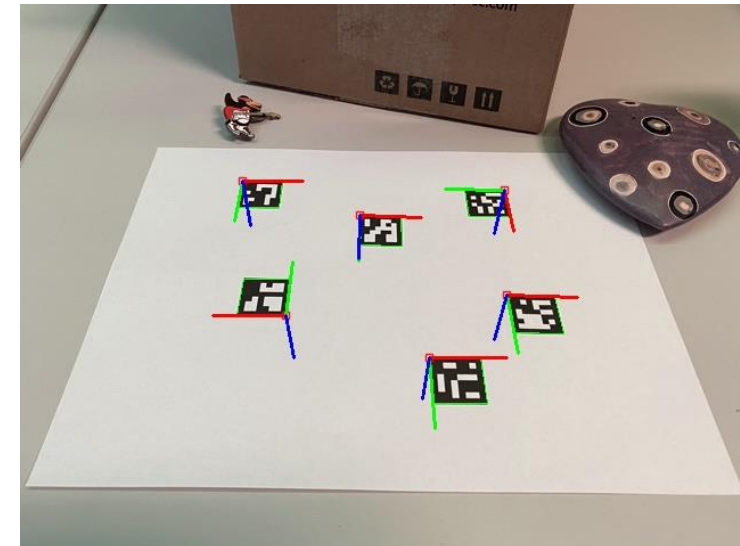
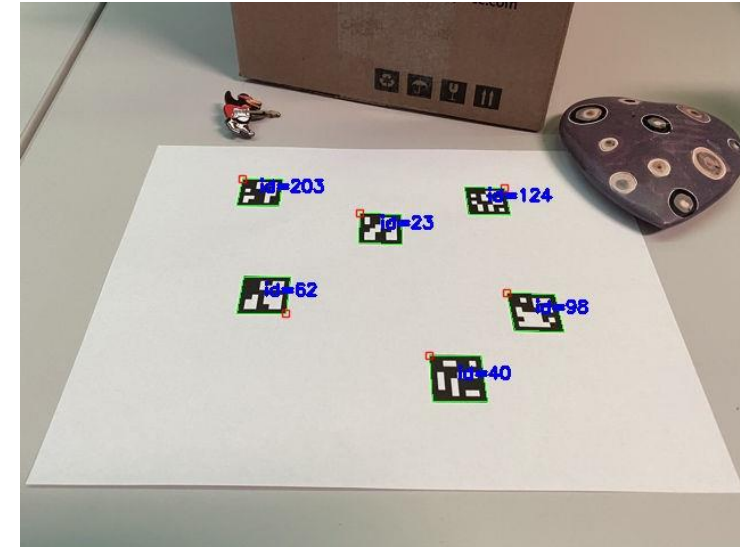
5. Print the detected marker IDs

6. (Optional) Draw markers on the image

```
cv::aruco::drawDetectedMarkers(frame, corners, ids);
```

7. (Optional) Estimate the pose of each marker

```
cv::aruco::estimatePoseSingleMarkers(corners, markerLength, cameraMatrix, distCoeffs,  
Rvecs, tvecs);
```





- **Computer vision – its challenges and applications**
- Standard Vision Pipeline
  - Sensors (CMOS, CCD, other types)
  - Image Preprocessing
  - Image Segmentation
  - Feature Extraction
  - Final Step
- ArUco marker - ID detection and Pose estimation



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