

CSC 4120/6120

Introduction to Robotics

Module 4: Computer Vision

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Welcome!

- CSC 4120/6120: Introduction to Robotics
 - M-W 5:30-7:15pm (Langdale 517)
- Instructor: Ashwin Ashok
 - Office hrs: Wed 4.15-5.15pm (Room 734@25 Park Place)
- TA: Yashaswini
 - Office hrs: Th 3.30-5.30pm, Room 650@25 Park Place
- Course Materials on Course Website
 - <http://mobile.cs.gsu.edu/aashok/courses/csc4120/>

Course Structure

- Modular design of a terrestrial robot
- 1 kit provided per student
- Evaluation of Module through in-class demonstration bi-weekly on Wednesdays
 - Complete the module exercises
 - Complete (design and demonstrate) 2 Assigned Problems/Questions in each Module (Module 2-5)
 - Complete 2 projects (Module 6 and 7)
 - Project 1: Same project assigned for all
 - Project 2: Each student proposes their idea and implements
- Separate curves for undergraduate and graduate students

Plagiarism and Grades

- Don't covet thy neighbor's code!
- We use code checker
 - Across all submissions
 - All submissions in the previous editions of the class
 - You will get caught!
- Collaboration
 - Discuss ideas
 - When in doubt, check with instructors
- Copying results in an F grade
- Grades are final – please discuss any grade requirements you have early and not after the final project demonstration!

Timeline

- Monday, Oct 7
 - 100% lecture
- Wednesday, Oct 9
 - 100% lecture
- Monday, Oct 14
 - In class working and discussion
 - Resolve issues/clarifications
 - Can do early demonstration for preliminary feedback
- Wednesday, Oct 16
 - Module 3: 2 assigned problems
 - No extensions: those demonstrating on Thu to the TA will be penalized 2pts
 - Project 2 proposals (1 page description) due by Oct 17 (midnight) – update in iCollege submission where you provided GitHub link

Learning Python

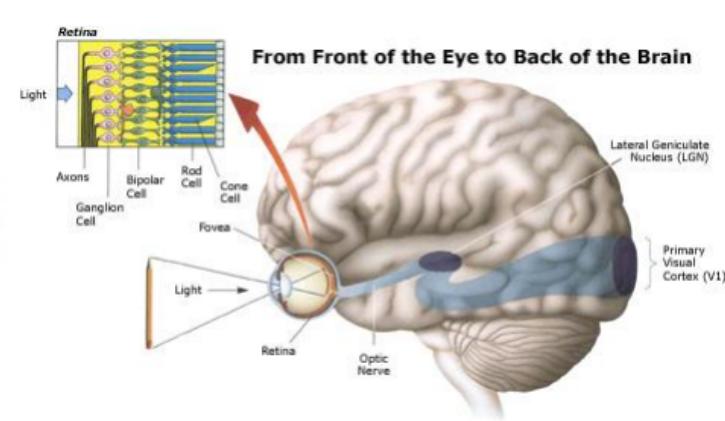
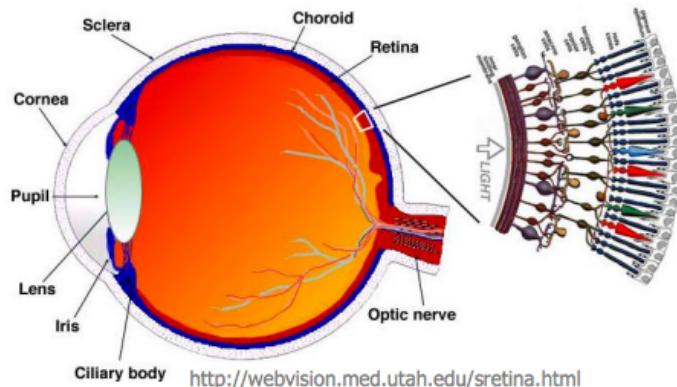
Thanks to Dr. Raj Sunderraman!

<http://tinman.cs.gsu.edu/~raj/7003/su19/>

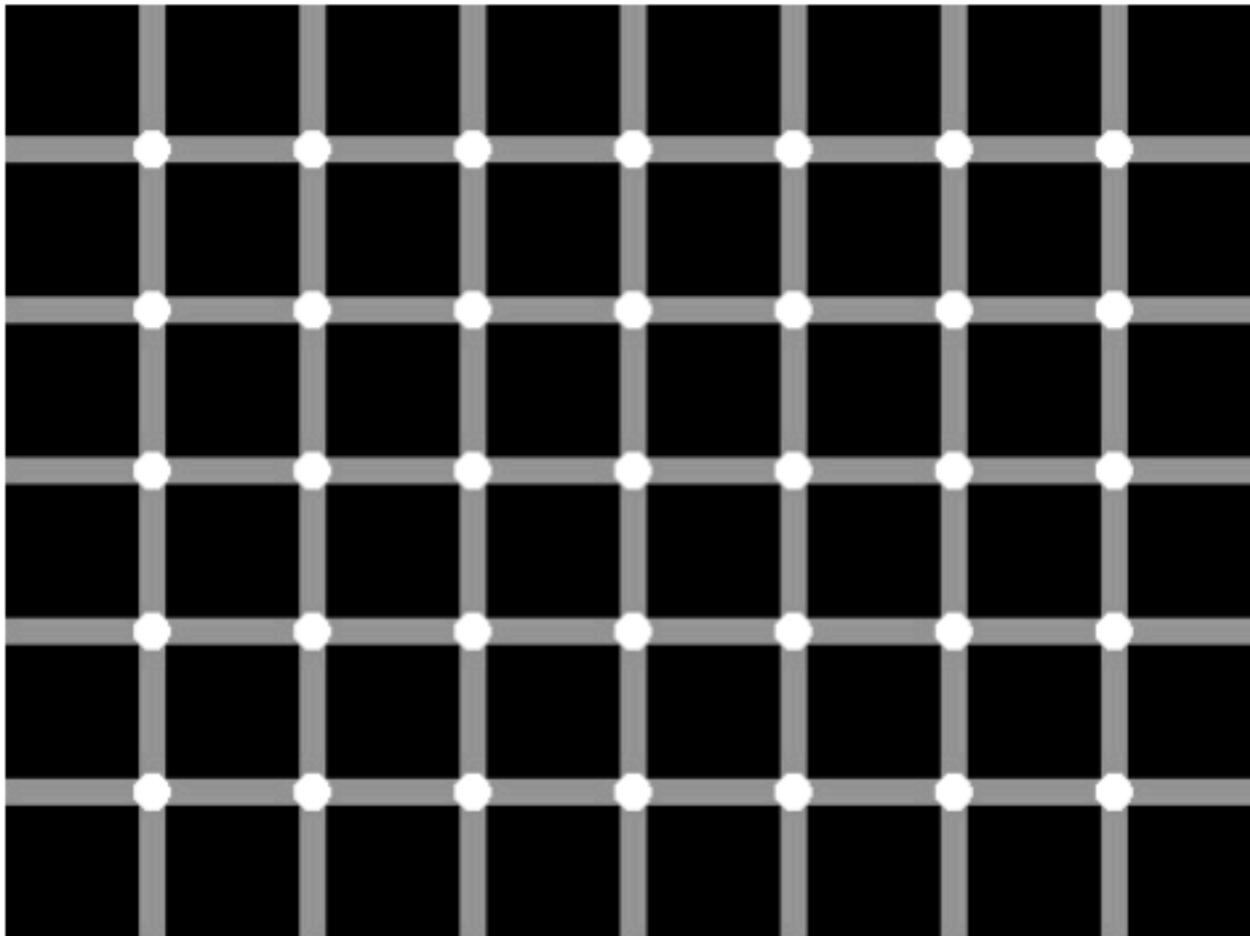


Vision In Nature

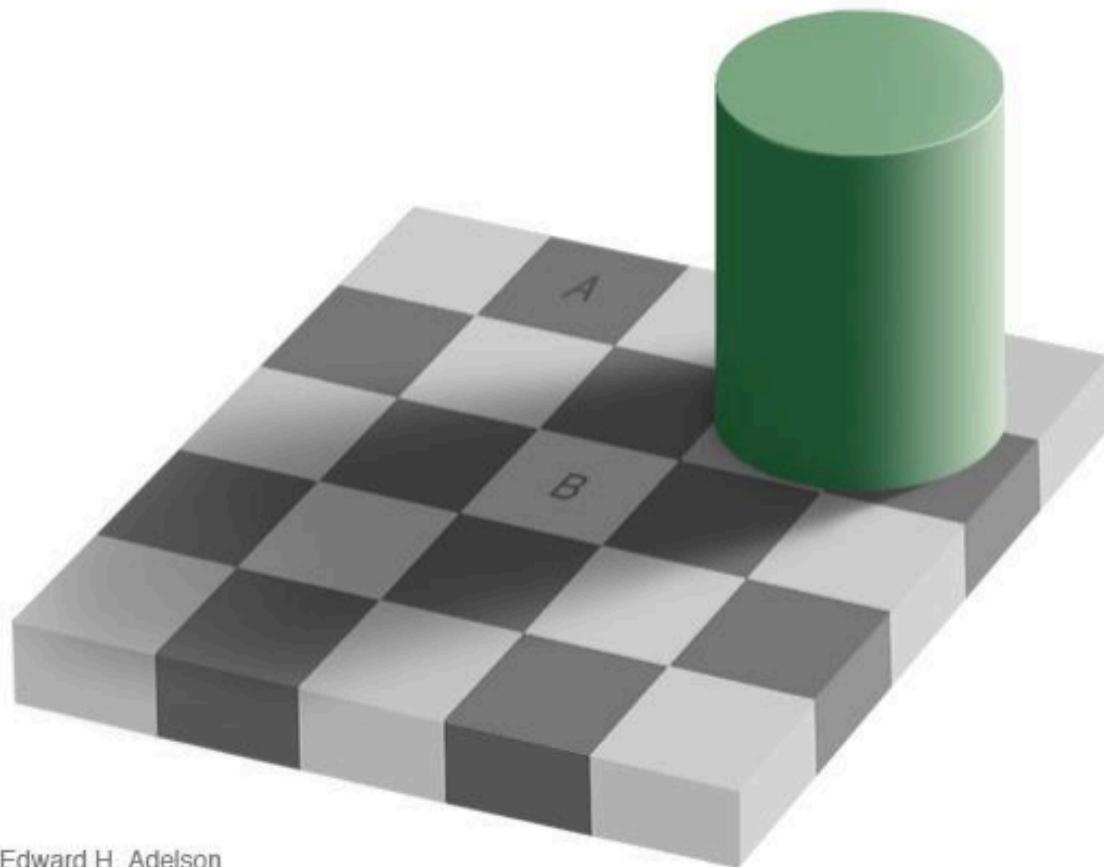
- Of all our senses, vision aids us the most
- Retina $\sim 1000\text{mm}^2$ and millions of photoreceptors
- Provides lots of information $\sim 3\text{Gb/s}$
- Brain dedicates significant processing power to processing signals from our eyes
- Visual system very sophisticated but not perfect



Count The Black Dots

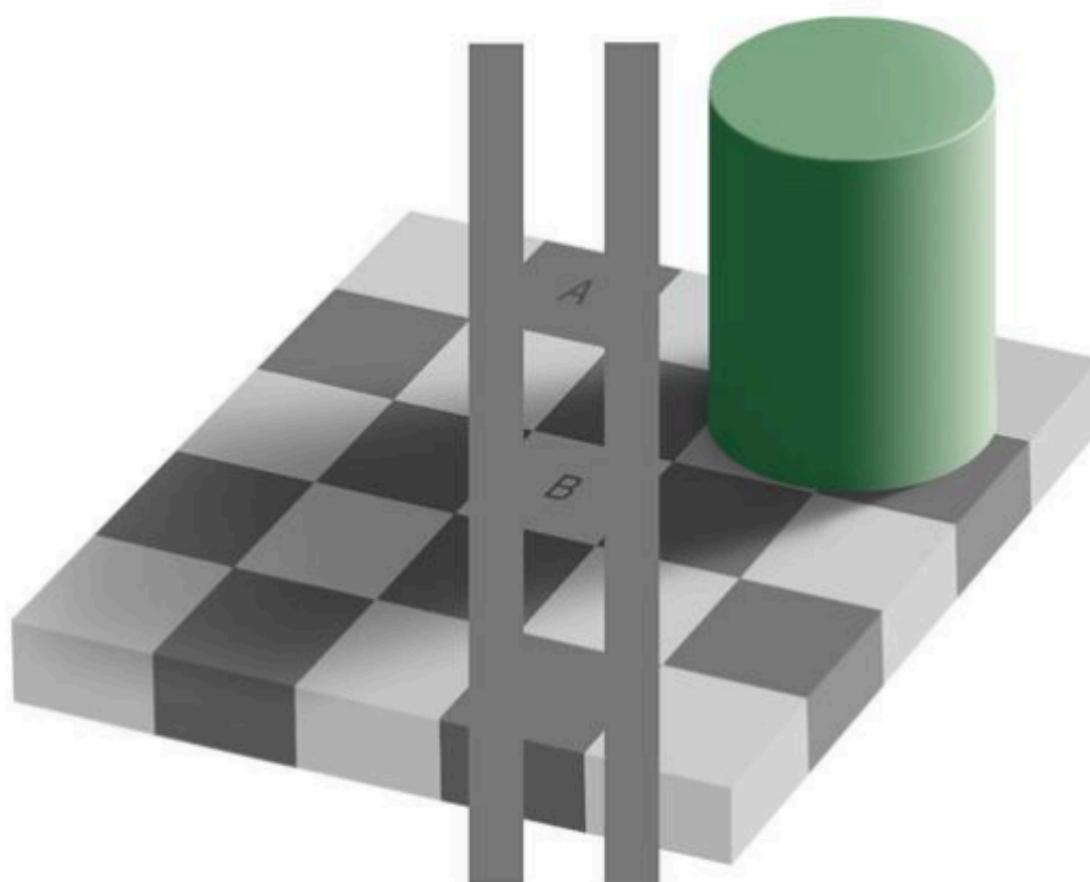


Which Square is Darker? A or B?



Edward H. Adelson

Which Square is Darker? A or B?

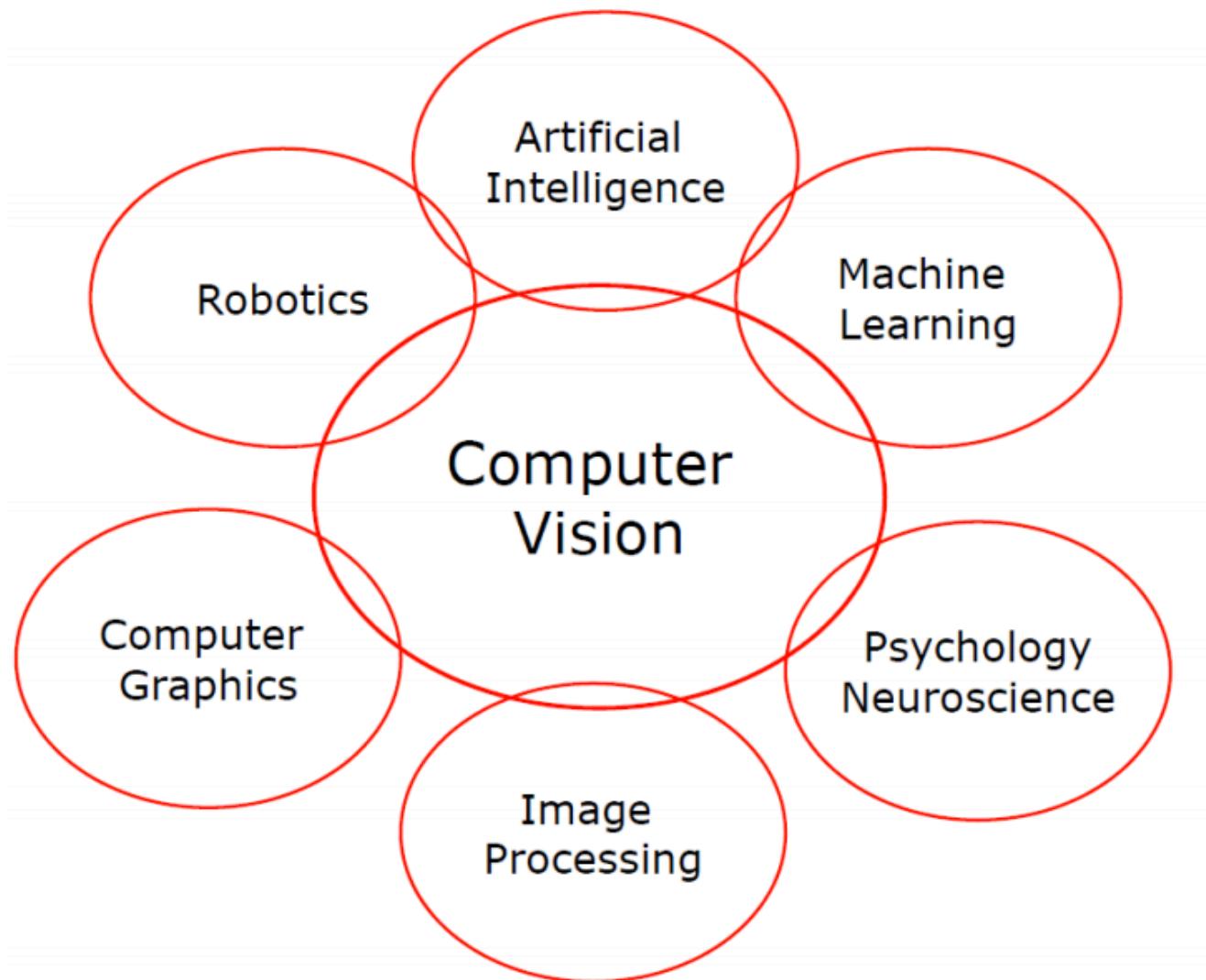


Vision For Robots

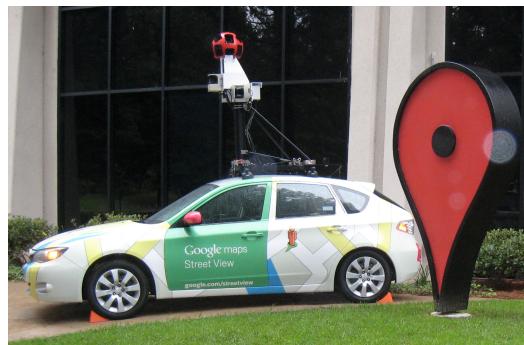
- Picture is worth a thousand words
- Hard to copy from Biology
- Capture Light → Convert to digital image → detect “salient” features
- Vision increasingly popular
 - Expressiveness
 - Cost
 - HW advances
 - Increase in computational power



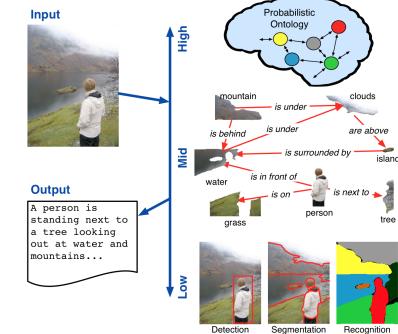
Computer Vision



Applications

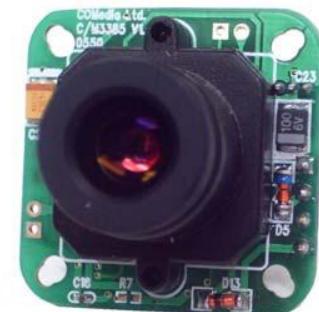


Generalized Image Understanding



Digital Camera

- Two kinds
 - Charge Coupled Device (CCD)
 - Complementary Metal Oxide on Silicon (CMOS)
- CCD
 - Pixels made of light-sensitive discharging capacitors
 - Read serially
 - Inconsistency and dynamic range
- CMOS
 - Read in parallel
 - Simpler, consumes less power
 - Traditionally outperformed by CCD cameras in quality, but have caught up nowadays



Camera Output

- Single-chip Bayer filter
 - Visual system sensitive to high frequency detail in luminance
 - Demosaicing: Interpolate to get all values
- Three-chip color camera
- Photodiodes typically most sensitive at near-IR end
- Blue channel gain is higher
- Separate control for white balance

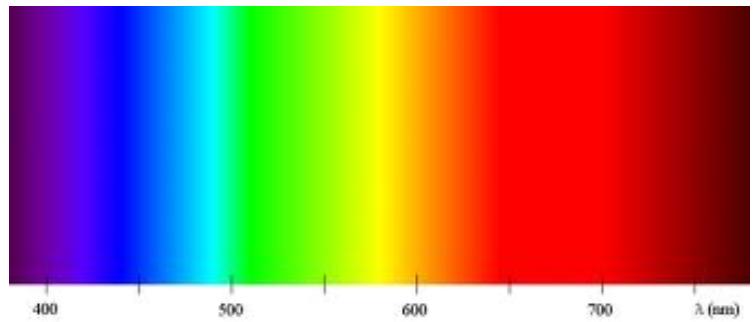
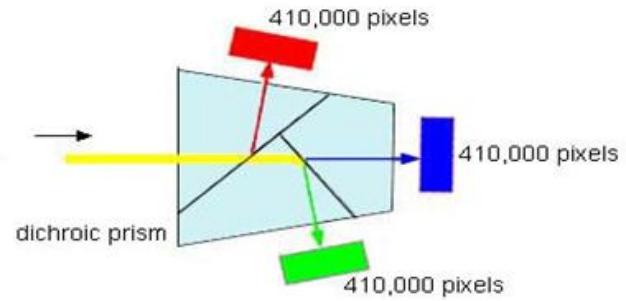
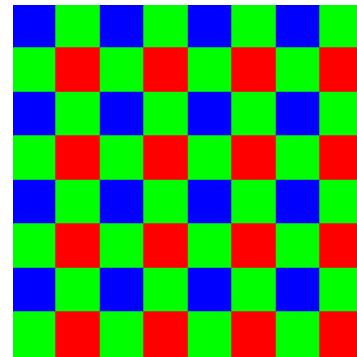
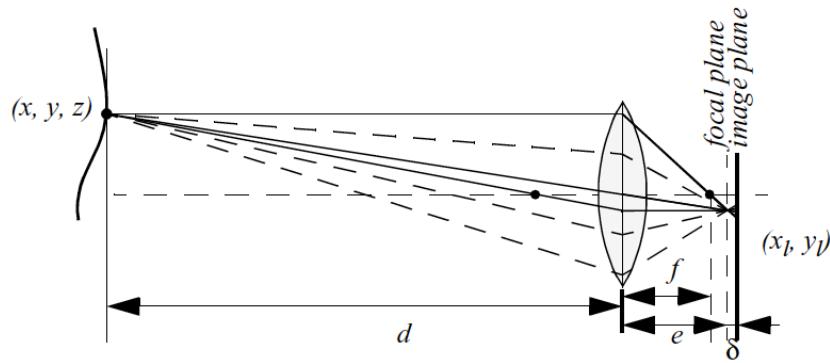


Image Formation



$$\frac{1}{f} = \frac{1}{d} + \frac{1}{e}$$

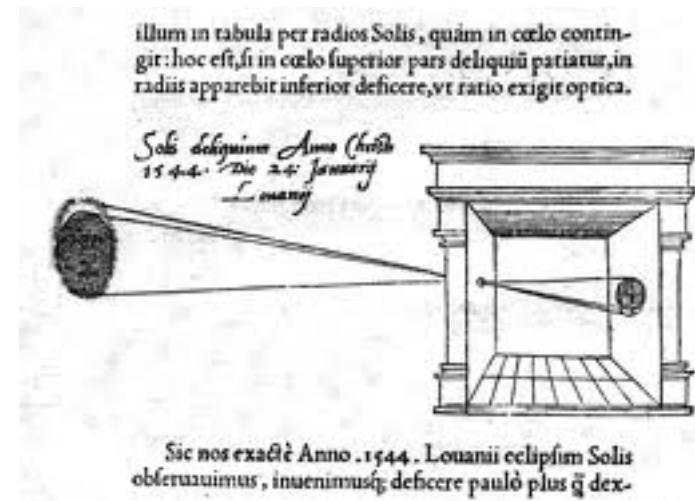
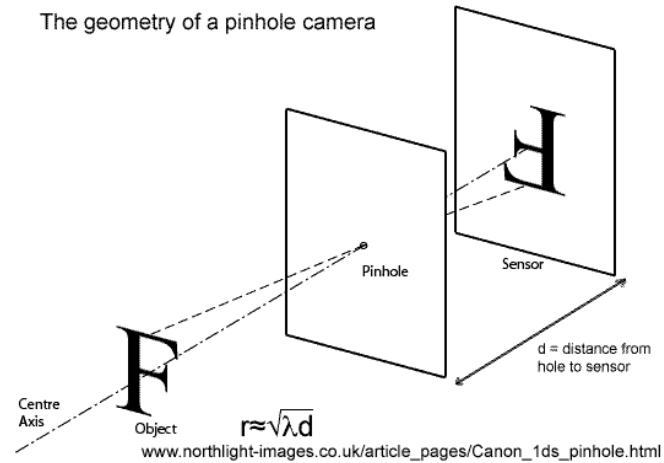


- Distance behind the lens at which a focused image is formed (e) is related to the distance at which the object is (d) and the focal length of the lens (f)
- *Depth from focus:* Estimate distance of object given f and e
- *Blur circle:* If image plane is not at e , object is cast as a blur

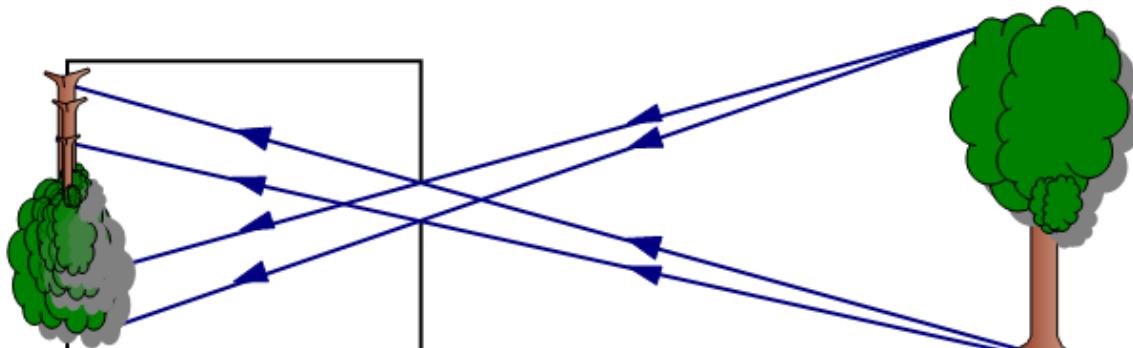
Pinhole Camera

- Capture a beam of rays through a single point
- Center of projection/Optical center
- Image formed on image plane
- *Camera Obscura*
 - First mention in book by mathematician Reinerus Gemma-Frisius

The geometry of a pinhole camera



Pinhole Camera Design

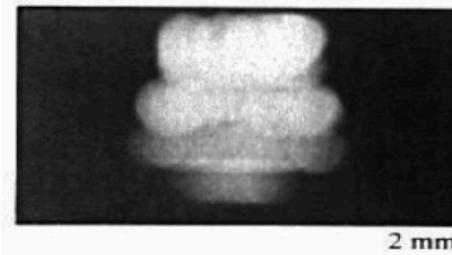
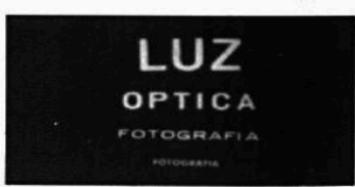
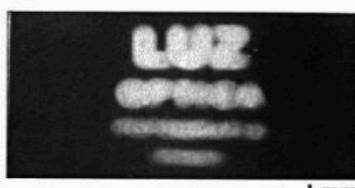
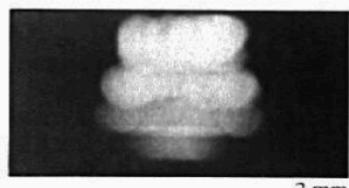


Fuzzy out of focus image with a large pinhole

- Size of aperture along with distance from scene determines if the object is in focus or blurry

Pinhole Camera Design - II

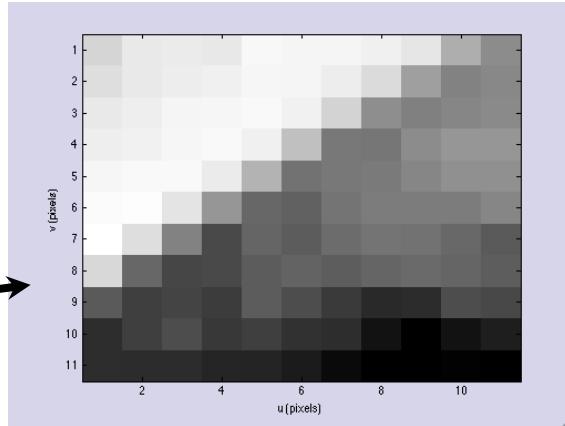
- Make aperture tiny?
 - Less light gets through
 - Increase exposure?
 - Diffraction effects



Images courtesy Steve Seitz

Digital Images

Images and Pixels



163	176	177	175	185	183	183	180
174	140	121	169	176	178	180	184
183	178	167	132	116	119	176	179
183	184	186	181	162	122	115	118
120	179	181	184	186	180	151	111
110	121	127	127	184	186	186	177
143	108	111	112	118	124	123	187
188	173	127	102	99	109	113	113
113	118	190	169	116	89	101	97
105	109	108	103	96	165	102	87
89	97	100	98	101	104	101	98
96	84	86	83	97	90	82	75
76	90	88	77	84	90	81	84
78	77	67	61	67	71	77	76
76	74	73	70	65	61	59	62

Images and Pixels (2)

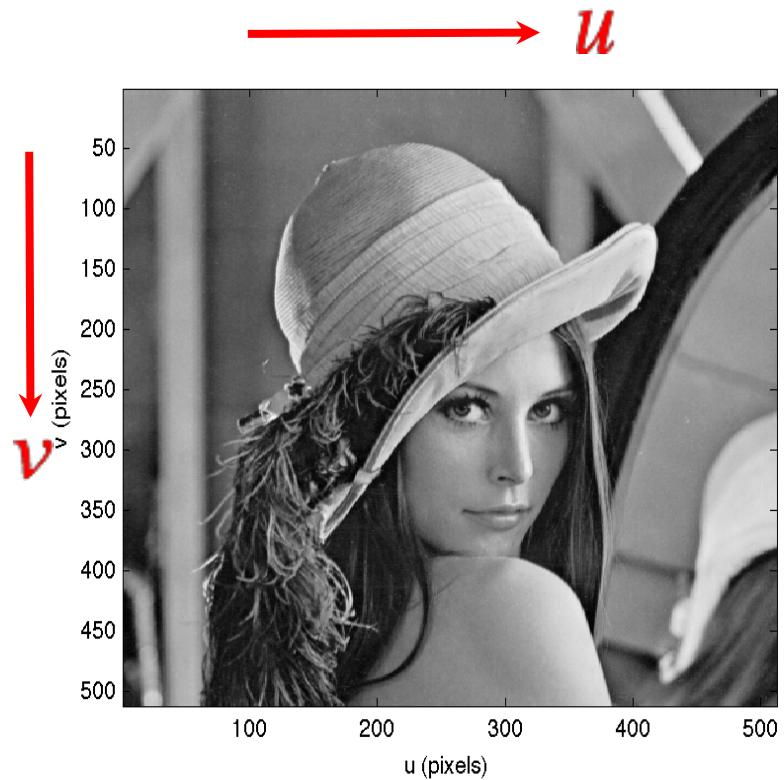


Image Formats

- Heaps to choose from
- Consider the container format separate from the image data
 - JPEG file is correctly an EXIF container

