

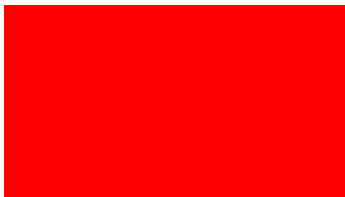
# Images are Data!

DSC 96

Colin Jemmott

# Colors

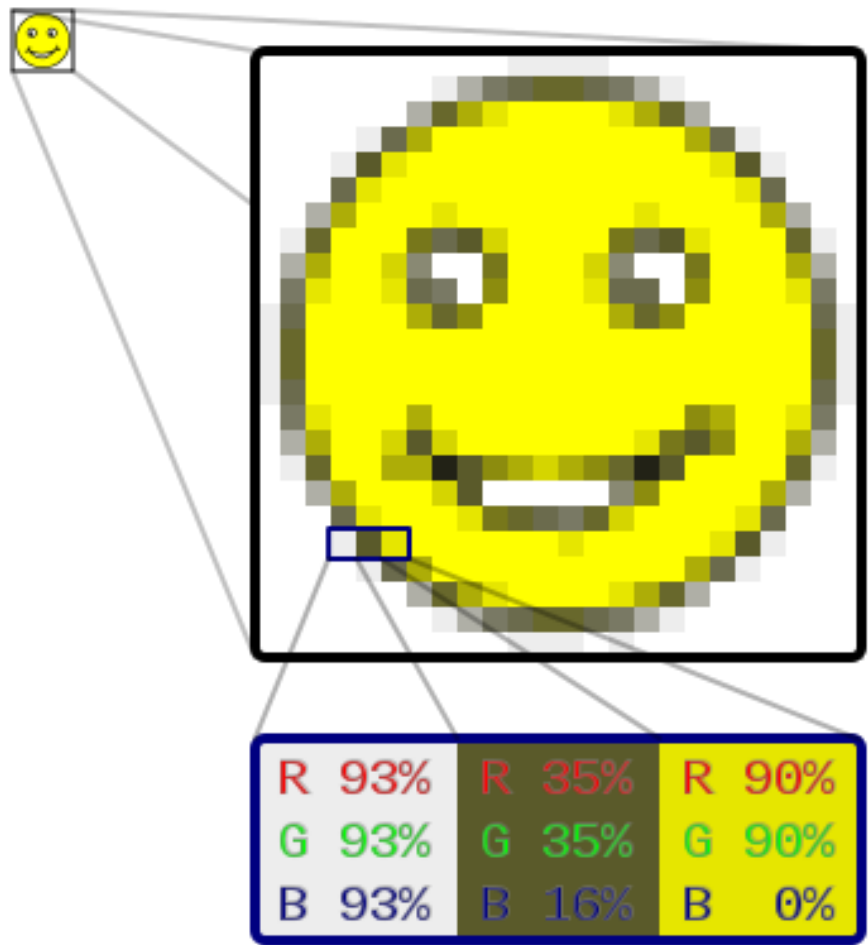
To human:



To computer: 255, 0, 0 (in decimal) or #FF0000 (in hexadecimal)

Computer can see more: <http://www.rapidtables.com/web/color/red-color.htm>

Pixels



# Image is data

**Data** We have three values  
per pixel (RGB)

**Pixel [0,0]**

**R = 174**

**G = 198**

**B = 234**



# Image is data

**Data** We have three values  
per pixel (RGB)

**Pixel [0,0]**

**R = 174**

**G = 198**

**B = 234**



# Image is data

**Data** We have three values  
per pixel (RGB)

**Pixel [0,0]**

**R = 174**

**G = 198**

**B = 234**



# Image is data

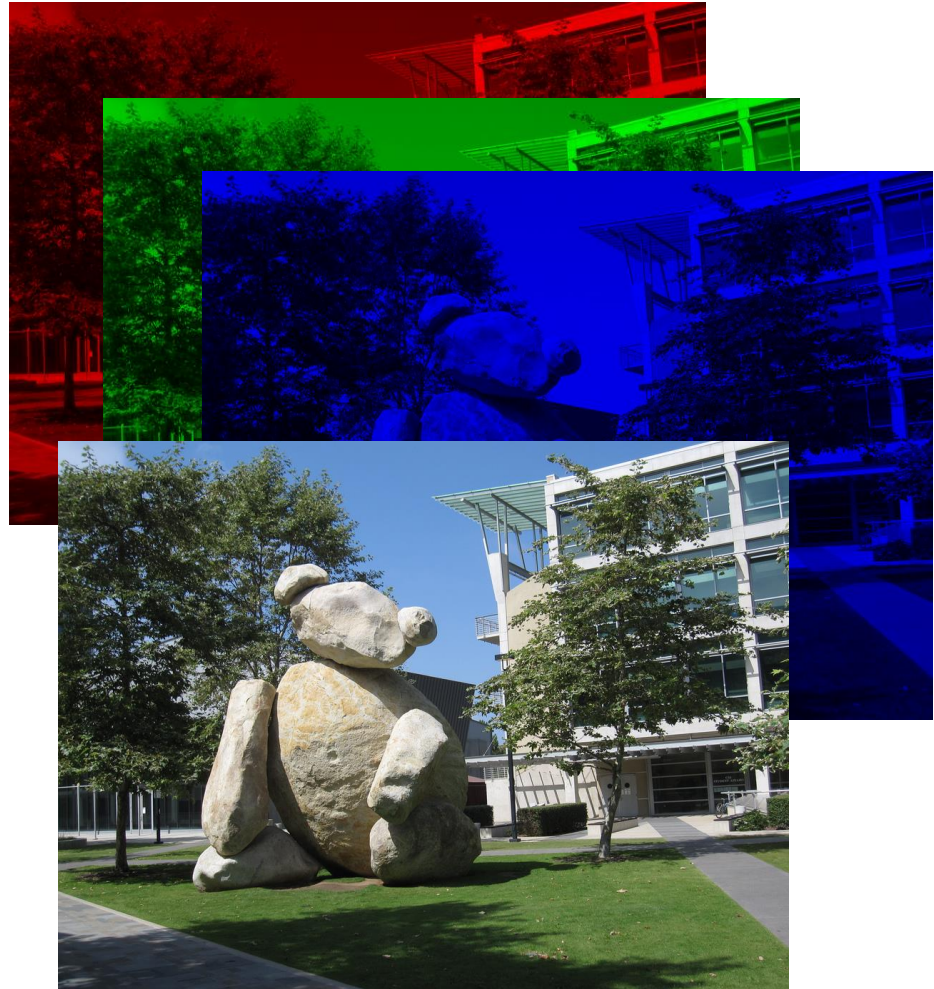
**Data** We have three values per pixel (RGB)

**Pixel [0,0]**

**R = 174**

**G = 198**

**B = 234**



# Data and Information





# Data and Information

**Data** This is a 700x629 RGB image (700x629x3 = 1,320,900 points!)

**Pixel** RGB = 236, 34, 50

## Information

what information is really inside that image?



# Data and Information

**Data** This is a 700x629 RGB image (700x629x3 = 1,320,900 points!)

**Pixel** RGB = 236, 34, 50

## Information

what information is really inside that image?

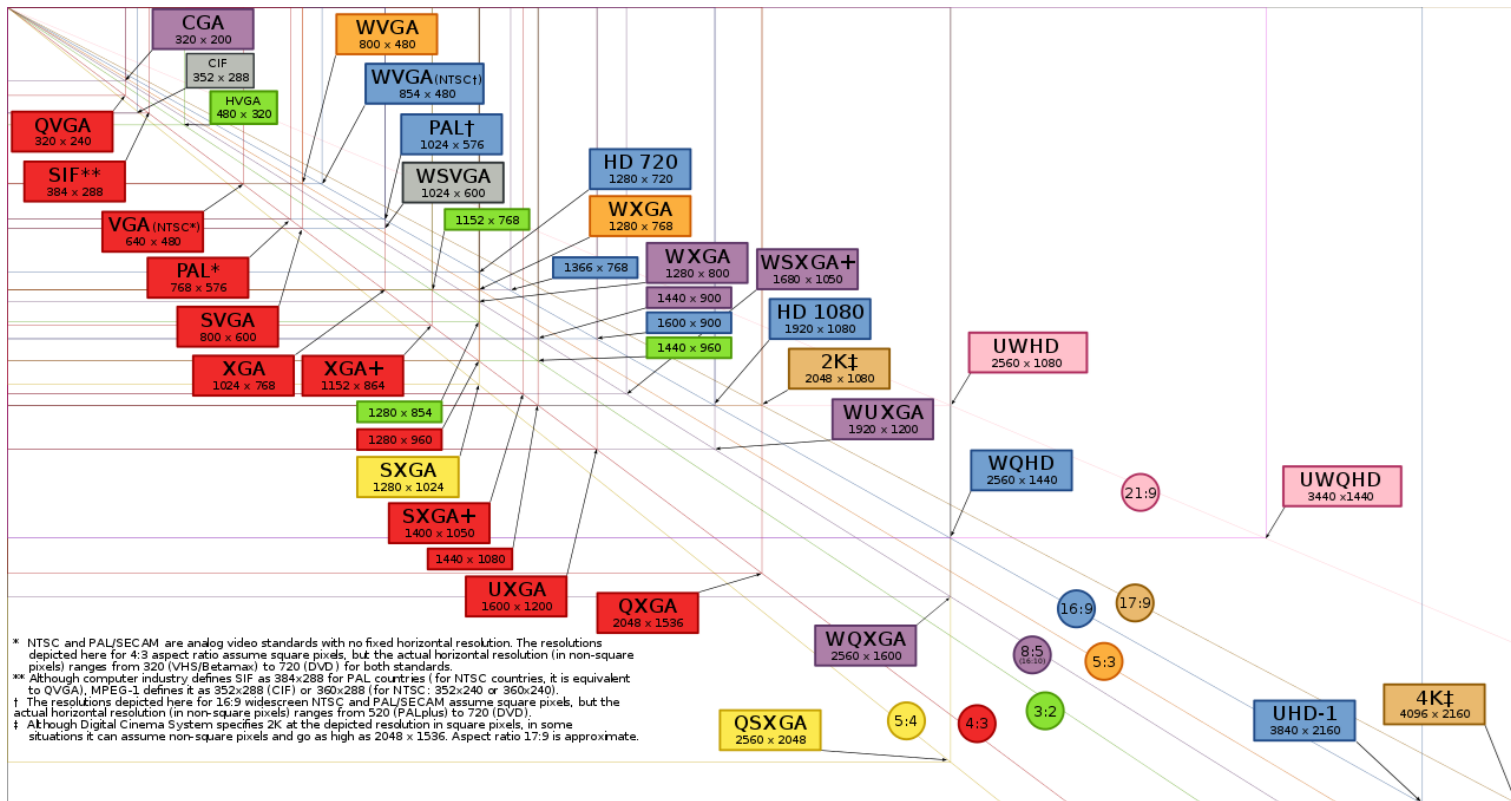


**Image .jpg**

**700x629 pixels**

**all pixels = 236, 34, 50**

# Resolution

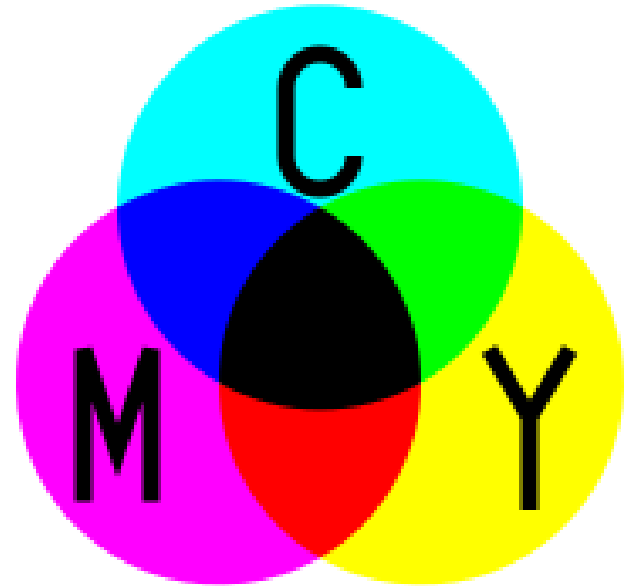
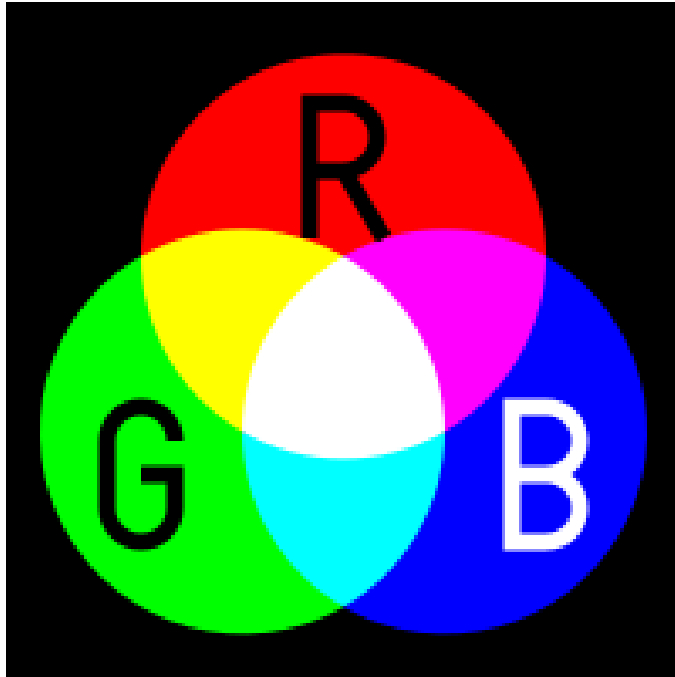


# 16 color vs 256 color



Image from [https://en.wikipedia.org/wiki/Display\\_resolution](https://en.wikipedia.org/wiki/Display_resolution)

# Colorspace



# Image Processing

Original

Gaussian Blur

Sharpen

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$



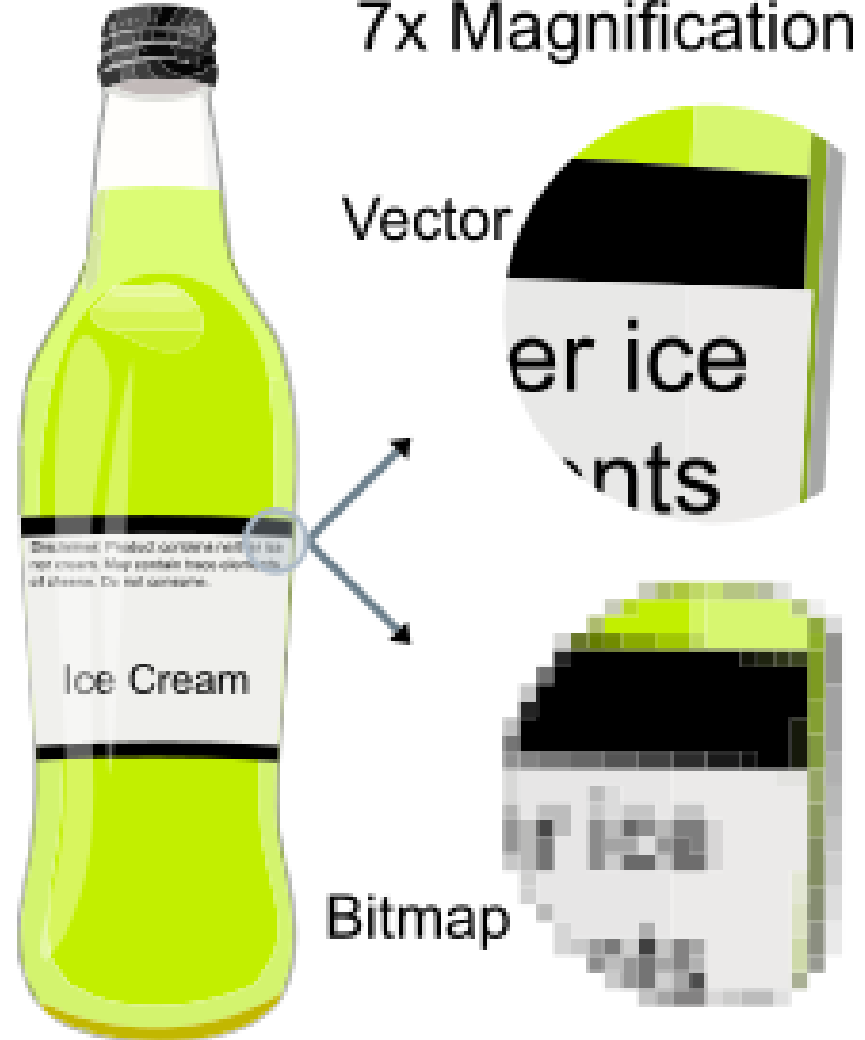
# Image Processing

## Edge Detection



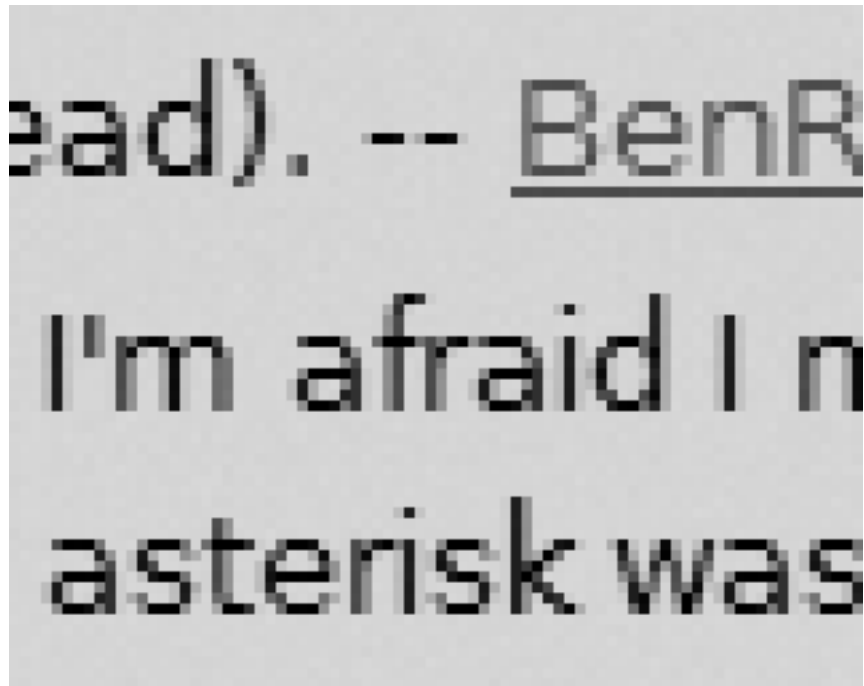


# Vector Images





# Compression Artifacts



# Digit Recognition & OCR

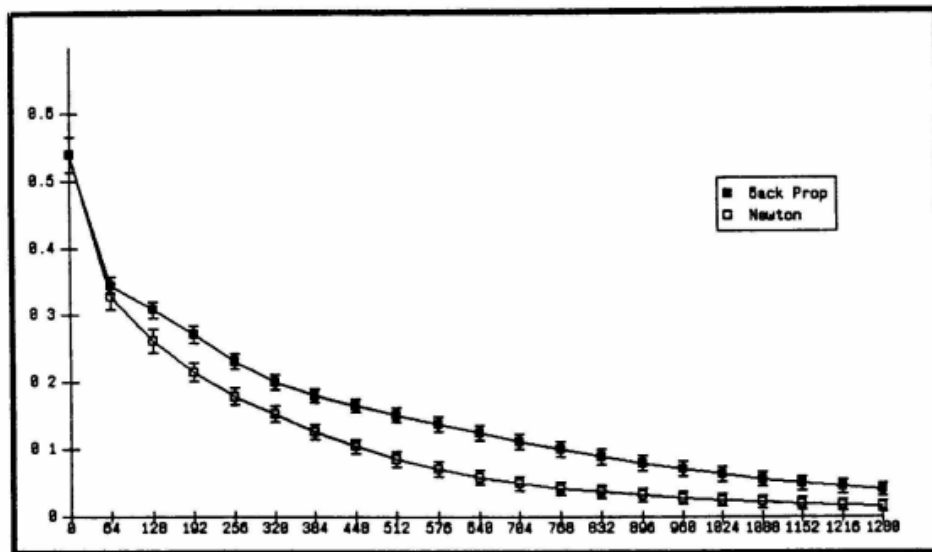
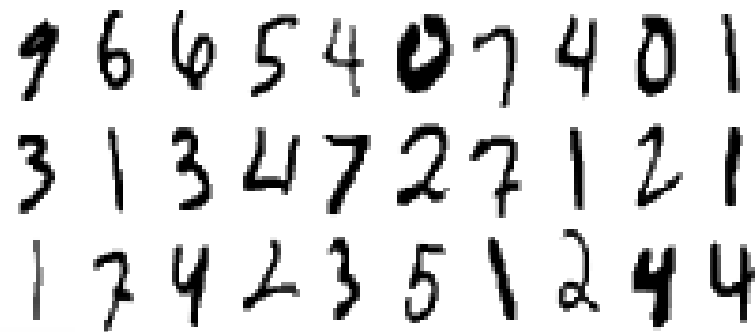


Figure 3: Mean error and standard deviation for 100 repetitions of 1280 pattern presentations with Batch Back Propagation versus Pseudo-Newton learning.

## Improving the Convergence of Back-Propagation Learning with Second Order Methods

Sue Becker & Yann le Cun  
Department of Computer Science, University of Toronto

Technical Report CRG-TR-88-5  
Sept 1988

# Facial Recognition

## Face detection

Detect one or more human faces in an image and get back face rectangles for where in the image the faces are, along with face attributes which contain machine learning-based predictions of facial features. The face attribute features available are: Age, Emotion, Gender, Pose, Smile, and Facial Hair along with 27 landmarks for each face in the image.

See it in action



Detection result:

JSON:

```
[
  {
    "faceId": "da5a0f39-d2bc-4c4b-83ba-41f62e555b4d",
    "faceRectangle": {
      "top": 115,
      "left": 265,
      "width": 140,
      "height": 140
    },
    "faceAttributes": {
      "hair": {
        "bald": 0.06,
        "invisible": false,
        "hairColor": [
          {
            "color": "black",
            "confidence": 1.0
          },
          {
            "color": "brown",
            "confidence": 0.95
          },
          {
            "color": "gray",
            "confidence": 0.43
          }
        ]
      }
    }
  }
]
```