

Artificial vision

Ghemougui Abdessettar

Computer science departement

2021

Chapter 1: Introduction to computer vision

We see because we have an eye and a brain

What we can do to make computers see ?

Capture device processing device Human vision Computer vision

What is computer vision ?

Every picture tells a story

The goal of computer vision is to write computer software that interpret images.

What is computer vision ?

Computer vision is the science of analyzing images and videos to extract information and Knowledge from them.

Most of the time we deal with real images (Street with cars). the ultimate goal is video and image understanding, understanding means labeling different parts of an image and tracking them as they move

Computer vision applications

- Optical character recognition
- Object recognition
- Face detection
- Face recognition
- Vision based interaction
- Security and surveillance
- Motion Capture
- Smart cars auto driving car.
- and more ...

Optical character recognition (OCR)

Optical character recognition (OCR)

Licence plate recognition

Optical character recognition (OCR)

bank cheque recognition

Object recognition

Object recognition

in supermarket

Object recognition

Augmented reality (AR)

Face detection

Face recognition

Face recognition

Apple ID

vision based interaction

Microsoft Kinect

vision based interaction

Microsoft Kinect

vision based interaction

Microsoft Kinect

Security and surveillance

Computer vision is hard !

Visual illusion

Computer vision is hard !

visual illusion

Computer vision vs image processing

Chapter 2 : Image processing for computer vision

Images as functions

We can think of an image as a function $I(x, y)$ from R^2 to R . The value of I (amplitude) at a point (x, y) is called the intensity or Gray level of the image at that point. Images of this type are often called **Grayscale** images

A colored image is a **vector-valued** function. The value of I at a position (x, y) is a vector that represents the color at that point.

$$I(x, y) = \begin{bmatrix} r(x, y) \\ g(x, y) \\ b(x, y) \end{bmatrix} \quad (1)$$

in image processing and computer vision we operate on digital (discrete) images

- **Sampling** the 2D space into regular grid.
- **quantization** each sample round to some integer.

A digital image is a **matrix** of integer values

Images in python

in python we use the following packages to manipulate images

- **OpenCv** Originally developed by Intel (real-time computer vision)
- **scikit-image** a collection of algorithms for image processing.
- **numpy** It provides a high-performance multidimensional array object.
- **matplotlib** used for plotting images, function graphs, histograms ...etc.
- **jupyter notebooks** or jupyter-lab for online and in-browser coding

The Open Source Computer Vision Library has >2500 algorithms for real-time computer vision.

<https://opencv.org/>

Images in python

Scikit-image

scikit-image is a collection of algorithms for image processing.
<https://scikit-image.org/>

Images in python

Numpy

The fundamental package for scientific computing with Python

<https://numpy.org/>

Images in python

matplotlib

Matplotlib is a comprehensive library for creating static, animated, and interactive visualizations in Python

<https://matplotlib.org/>

Images in python

jupyter notebooks

interactive computing across dozens of programming languages.
initially supported Python, Julia, and R hence the name jupyter
40 programming languages.

```
import cv2
# Reading the image using imread() function
image = cv2.imread('image.png')

# Extracting the height and width of an image
h, w = image.shape[:2]
# Displaying the height and width
print("Height = {}, Width = {}".format(h, w))
```