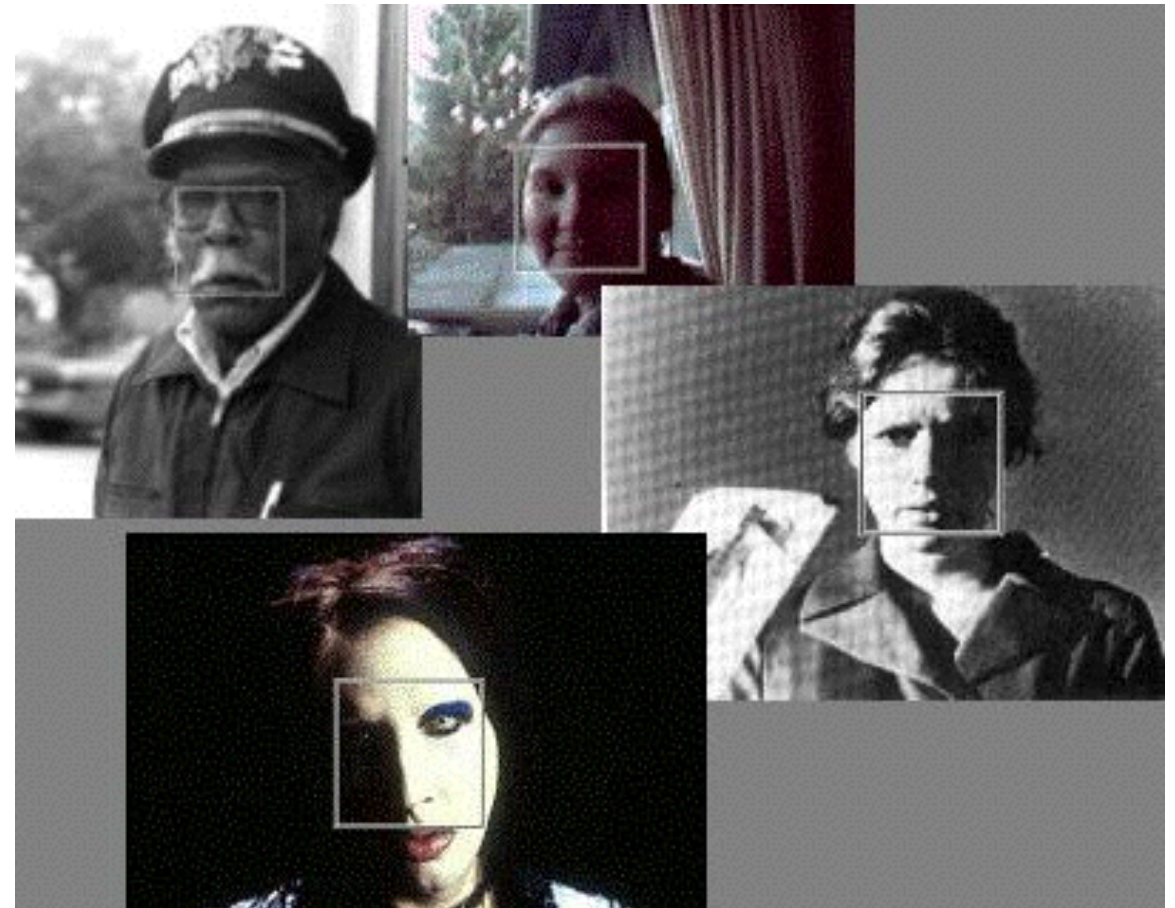
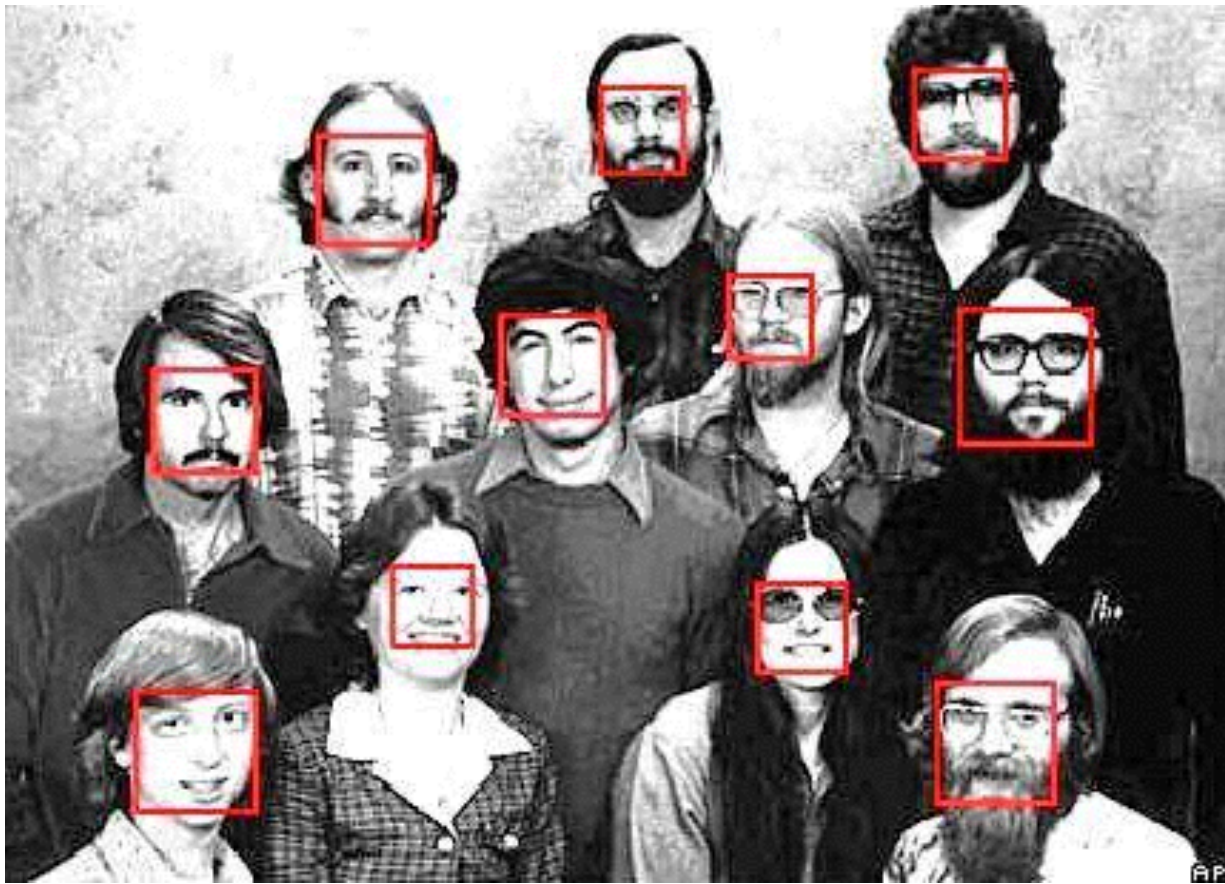


OpenCV CrashCourse

Feb 5th 2017

Face detection



Many slides adapted from P. Viola

Face detection

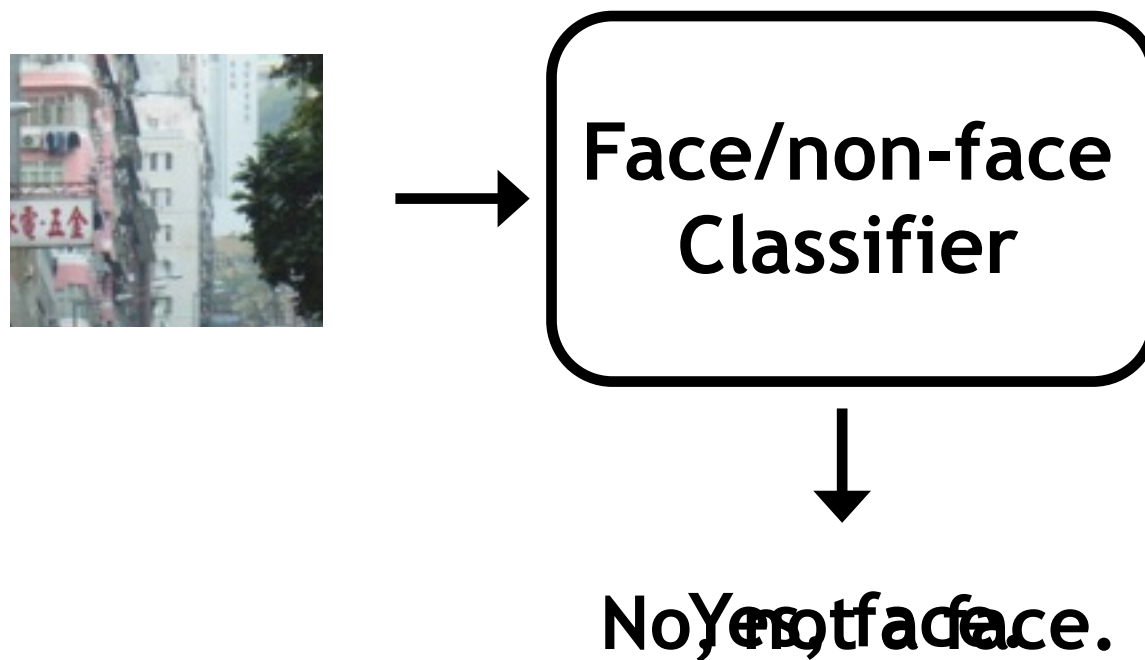
- Basic idea: slide a window across image and evaluate a face model at every location



Window-based models

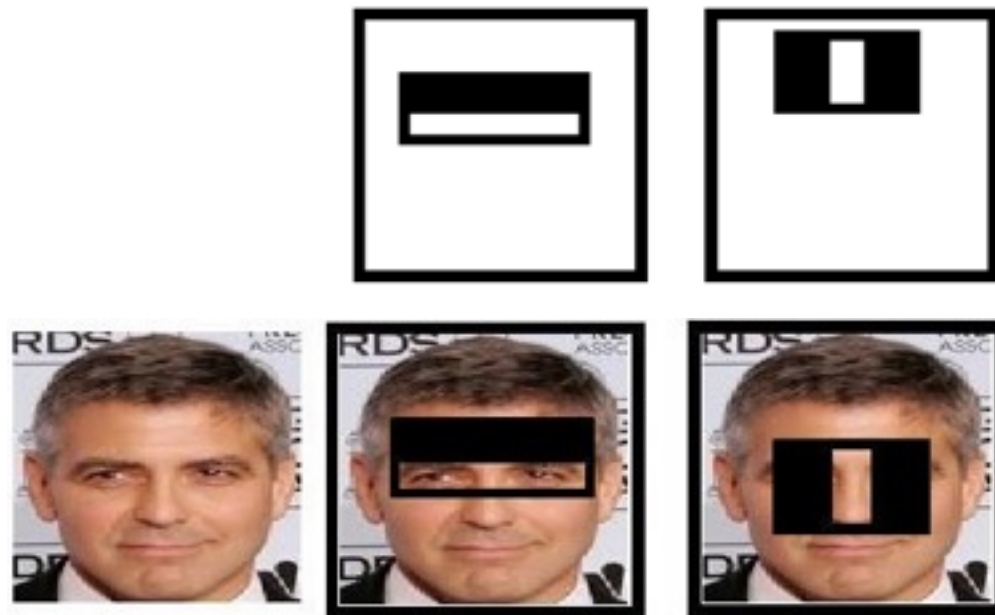
Building an object model

Given the representation, train a binary classifier



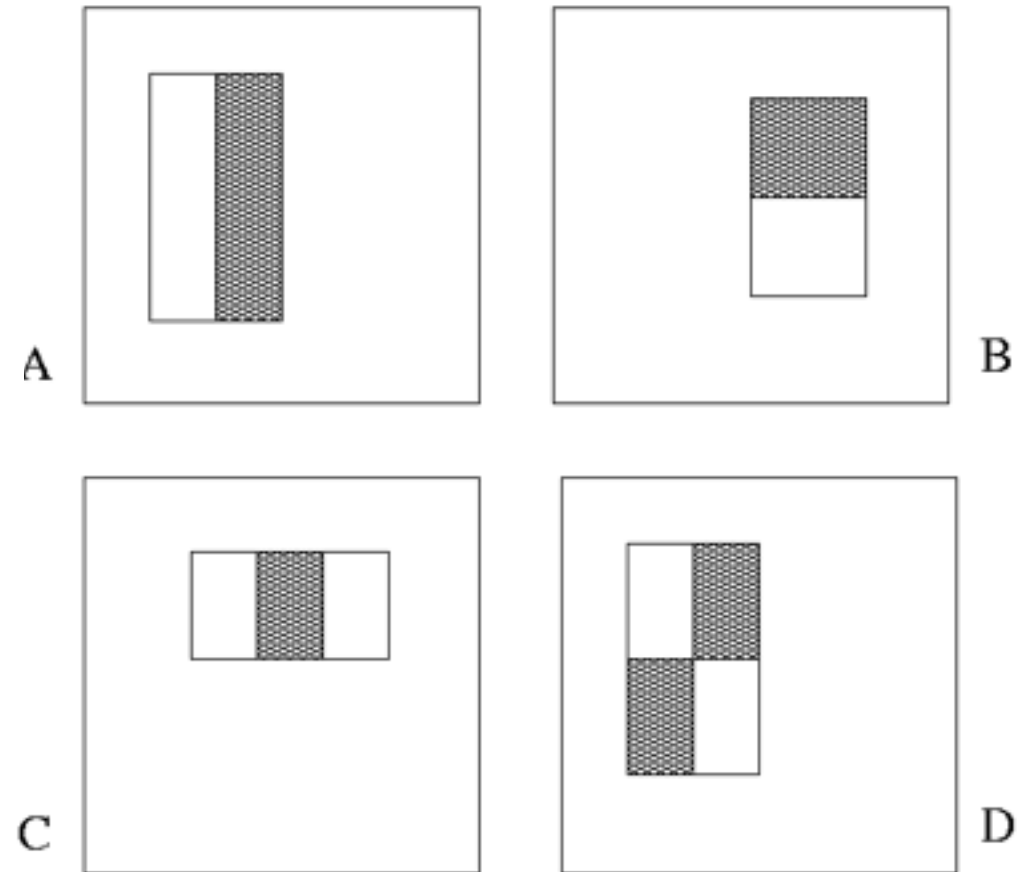
Haar-features (2)

- Capture the face symmetry



Hear Features

“Rectangle filters”



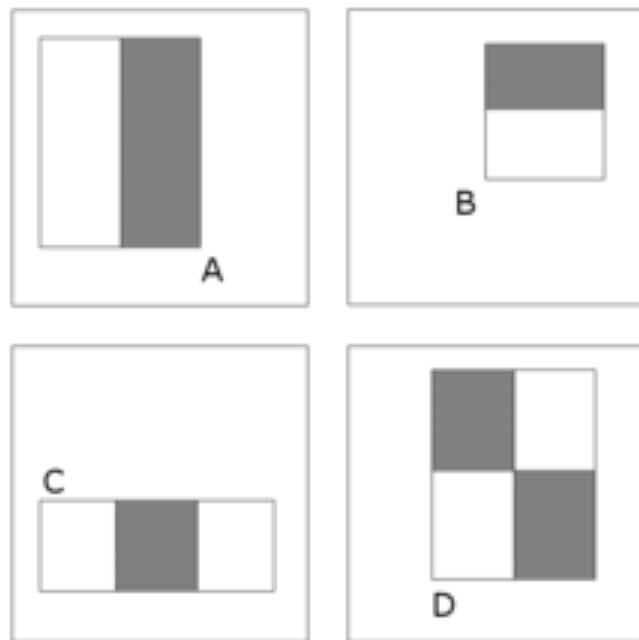
Value =

$$\frac{\sum (\text{pixels in white area}) - \sum (\text{pixels in black area})}{\sum (\text{pixels in white area}) + \sum (\text{pixels in black area})}$$



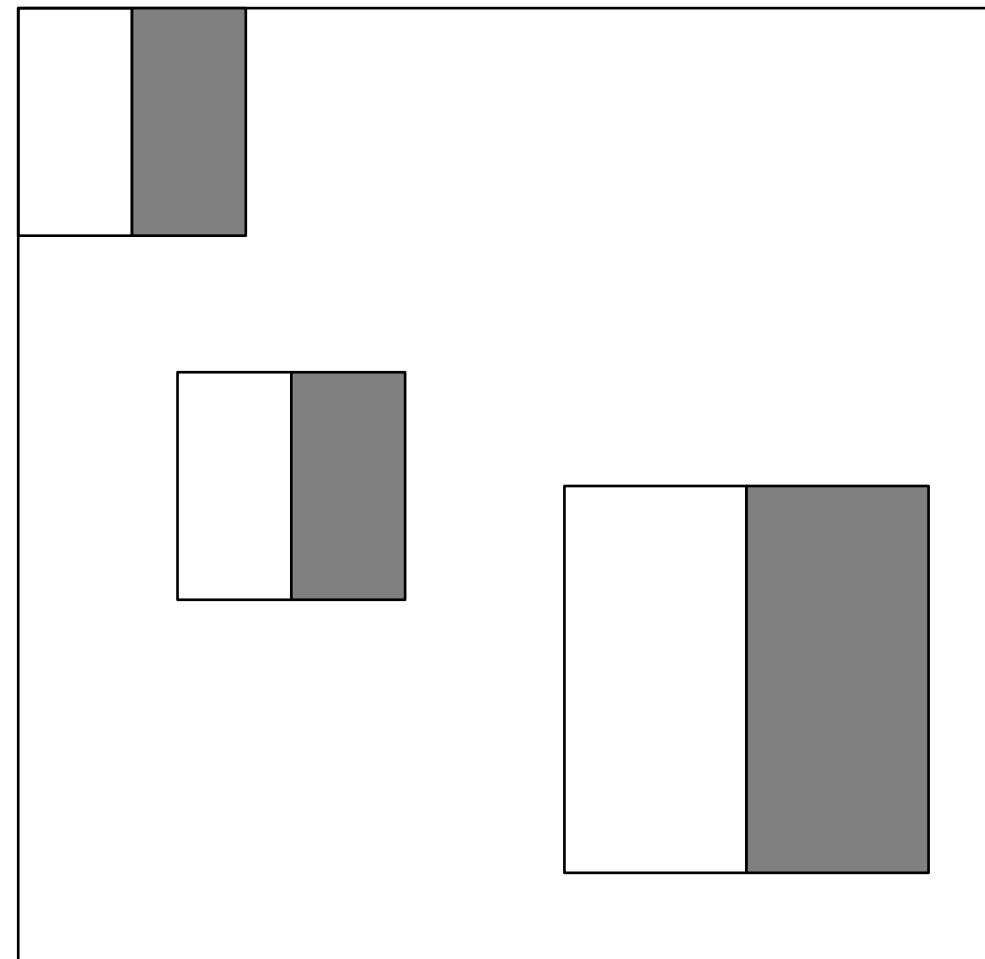
Haar-features (3)

Type A



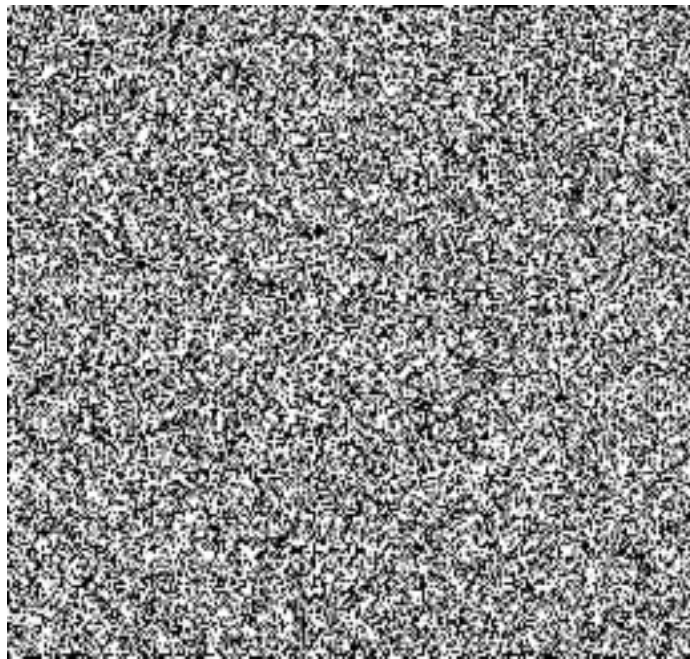
Four types of haar features

Can be extracted at any
location with any scale!



A 24x24 detection window

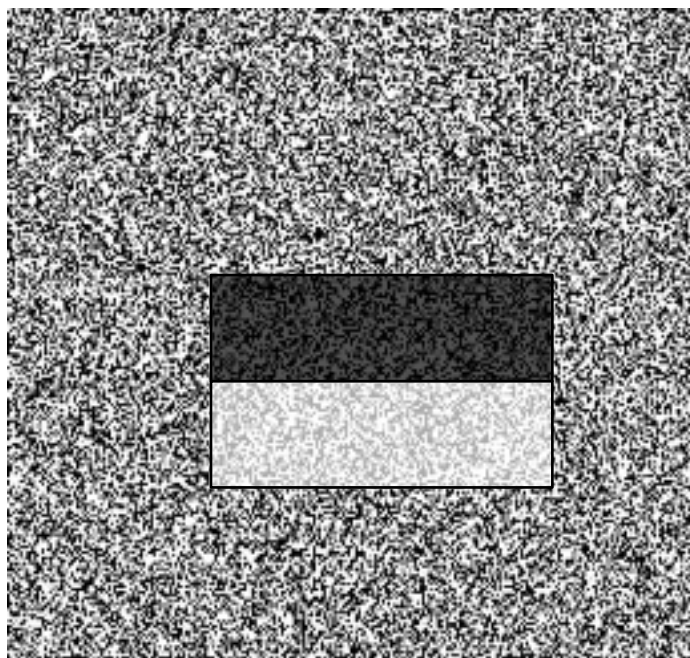
Example



Source



Result



Challenges

view point variation



Michelangelo 1475-1564

illumination



occlusion



Magritte, 1957

and small things
from Apple.
(Actual size)

scale



Slide credit: Fei-Fei Li

Challenges

deformation



Xu, Beihong 1943

background clutter



Klimt, 1913

Algorithm

- 1. Load image
- 2. Load detector (Haar Cascade)
- 3. Scan multiple patches of image at different scales to detect which ones are faces
- 4. Visualize faces by drawing a bounding box

Code

- Python 2.7
- OpenCV 2.4
- Clone repo: <https://git.io/vDC81>
- All code will be pushed to repo after this

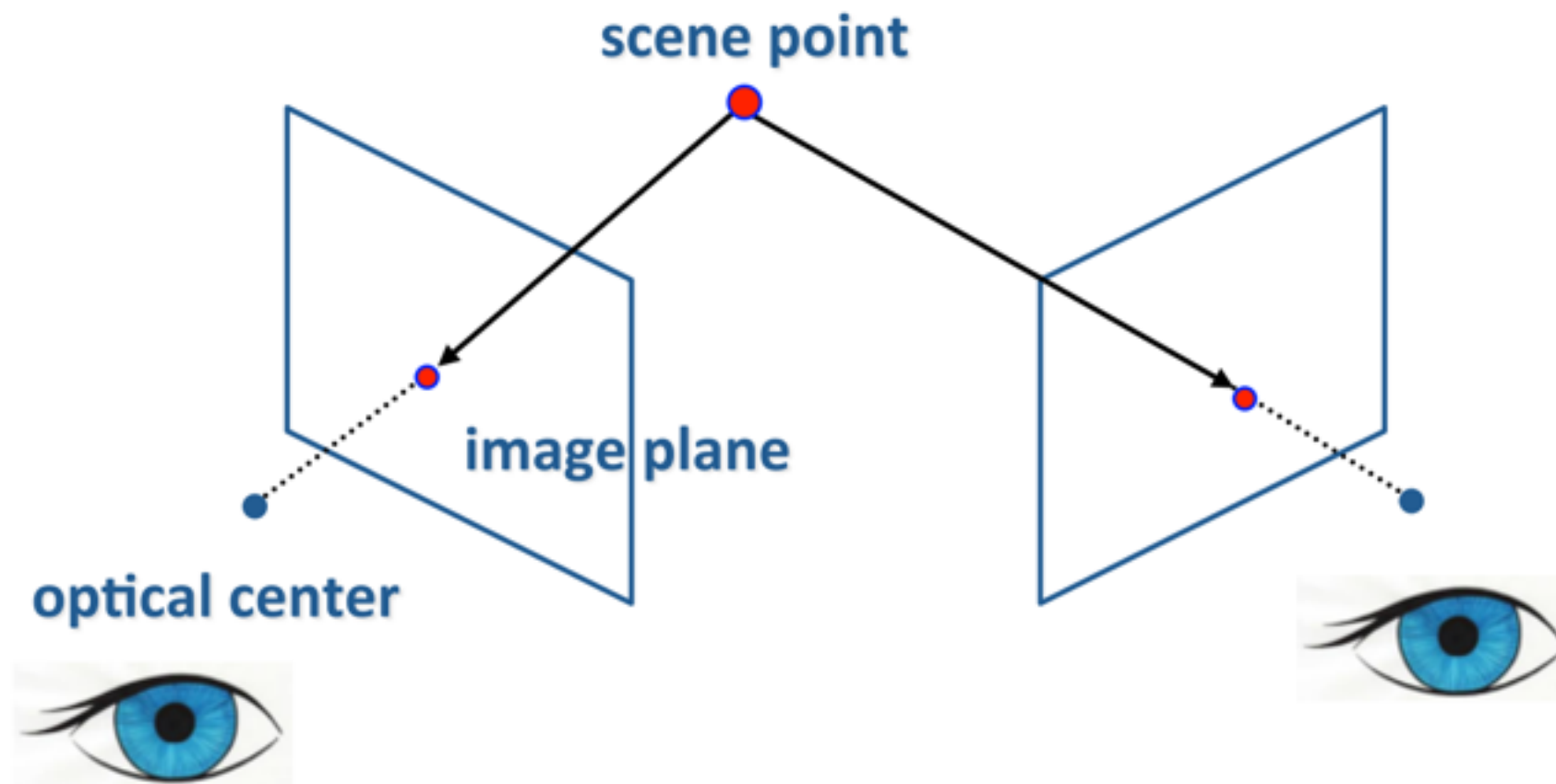
3D reconstruction

- Idea: Build a 3D representation of an object using images
- How many images?
- Any specific requirements on the images?

Multi-view geometry



Two-view (stereo)

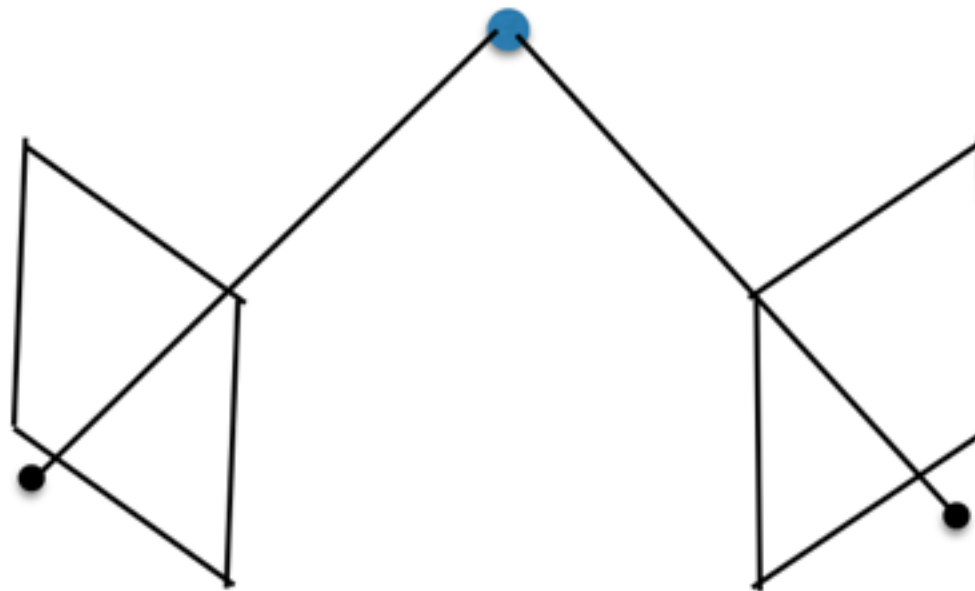


Given 2 corresponding points in 2 cameras, see where the cast rays meet

Much of basics can be derived from this picture

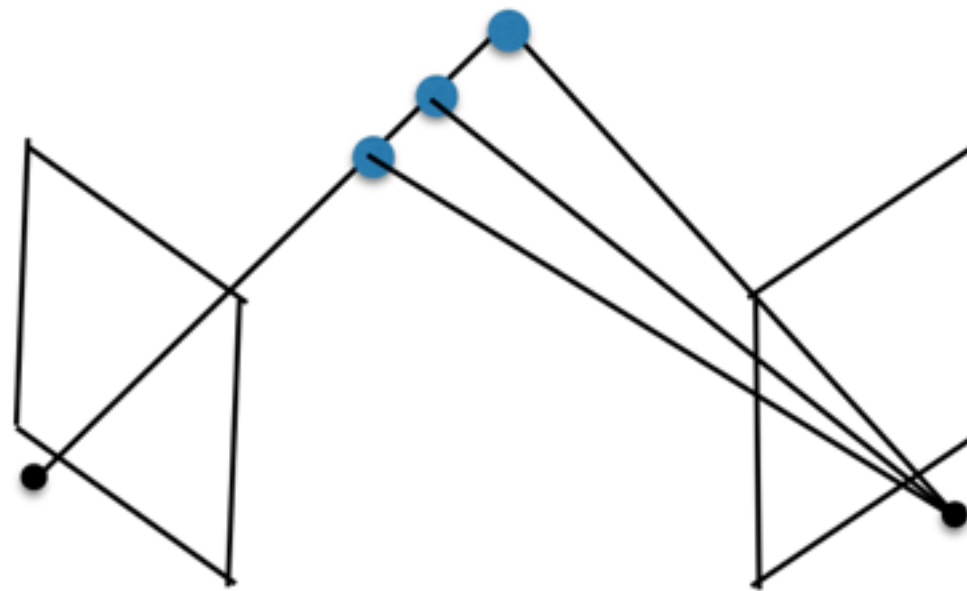
Goal: let's get the geometric intuition before the math

Questions



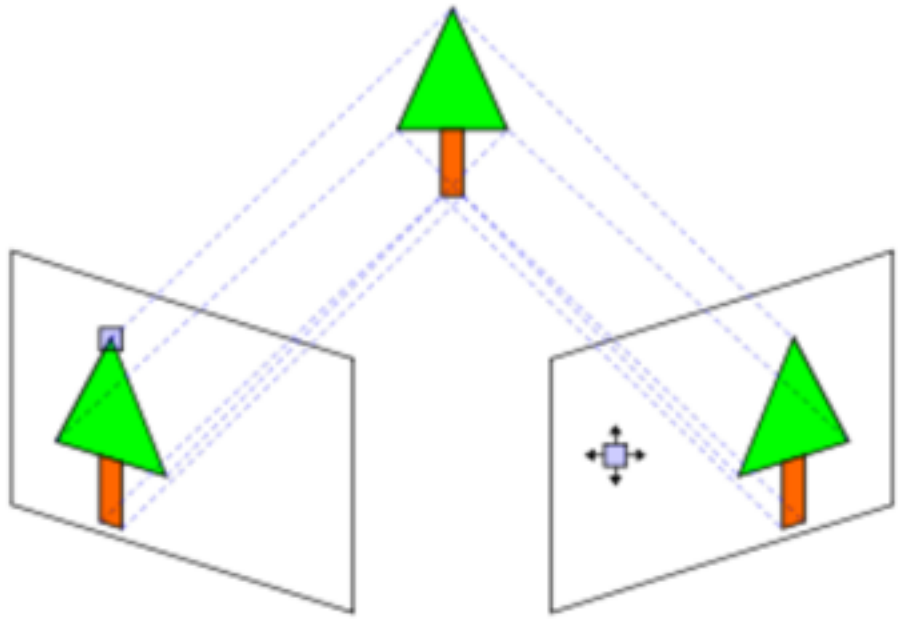
Given a point in left view, what is the set of points it could project to in right view?

Questions



Given a point in left view, what is the set of points it could project to in right view?

Implies that *for known camera geometry*, we need search for corresponds only over 1D line



Stereo Pair



Rectified Stereo Pair

Question: do the epipolar lines depend on scene structure, cameras, or both?

Epipolar geometry is purely determined by camera extrinsics and camera intrinsics

Steps

- 1. Load left and right images
- 2. Calculate depth using both images (disparity map)
- 3. Create 3D point cloud
- 4. Visualize