

**Introduction to Computer Vision and Image Processing**

CSE 573LEC

CSE 473LR

Registration # 10770

Registration #10783

**Fall 2017**

**COURSE INFORMATION**

|                         |                           |                 |                |
|-------------------------|---------------------------|-----------------|----------------|
| CSE 573 / 473 Lectures: | Monday, Wednesday, Friday | 3:00PM - 3:50PM | 121 Cooke Hall |
| CSE 473 Recitation:     | Wednesday                 | 4:00PM – 4:50PM | 115 Baldy Hall |
|                         | Thursday                  | 3:00PM – 3:50PM | 106 Baldy Hall |

|                    |  |           |
|--------------------|--|-----------|
| Number of credits: | CSE 573 (3 lectures per week)                | 3 credits |
|                    | CSE 473 (3 lectures + 1 recitation per week) | 4 credits |

|             |                     |  |                 |                 |
|-------------|---------------------|--|-----------------|-----------------|
| Instructor: | Kevin R. Keane, PhD | <a href="mailto:krkeane@buffalo.edu">krkeane@buffalo.edu</a>   | Wed 1:30-2:30pm | 303 Davis Hall  |
| TAs:        | Radhakrishna Dasari | <a href="mailto:radhakri@buffalo.edu">radhakri@buffalo.edu</a> | Tuesday 2-3pm   | 301A Davis Hall |
|             | Yuhao Du            | <a href="mailto:yuhaodu@buffalo.edu">yuhaodu@buffalo.edu</a>   | Friday 10-11am  | 300 Davis Hall  |
|             | Niyazi Sorkunlu     | <a href="mailto:niyaziso@buffalo.edu">niyaziso@buffalo.edu</a> | Monday 4-5pm    | 300 Davis Hall  |

This term we will be using UBlearns Discussion Board. The system is catered to getting you help fast and efficiently from classmates, the TAs, and myself. Rather than emailing questions to the teaching staff, I encourage you to post your questions on the appropriate forum on the Discussion Board.

**COURSE DESCRIPTION**

This course introduces the fundamental techniques used in computer vision, that is, the analysis of patterns in visual images to reconstruct and understand the objects and scenes that generated them. Topics covered include image formation and representation, camera geometry and calibration, multi-view geometry, stereo, 3D reconstruction from images, motion analysis, image segmentation, object recognition. The material is based on graduate-level texts augmented with research papers, as appropriate. Evaluation is based on homework and a final project. The homework involves considerable MATLAB programming exercises.

**CSE 573 prerequisites:** Knowledge of linear algebra, vector calculus, and basic probability are required. MATLAB programming experience and previous exposure to image processing are desirable, but not required.

**CSE 473 prerequisites:** linear algebra MTH309; vector calculus MTH 241 OR MTH 251; basic probability MTH411 OR STA301 OR EAS305; and, data structures CSE 250. MATLAB programming experience and previous exposure to image processing are desirable. Approved CS, CEN, Bioinformatics/CS majors only.

**STUDENT LEARNING OUTCOMES**

Students completing this course will be well prepared to comprehend current research in computer vision or apply state-of-the-art techniques to problems of interest in their own field.

**TEXTBOOKS:**

*Computer Vision: A Modern Approach* (2nd Edition) by David A. Forsyth and Jean Ponce. (required)

*Computer vision: algorithms and applications* by Richard Szeliski. ([online](#))

*Computer Vision* by Dana H. Ballard and Christopher M. Brown. (On reserve: book / [pdf](#))

*Image processing, analysis and computer vision* by Milan Sonka, Vaclav Hlavac and Roger Boyle. (On reserve: book / [pdf](#))

*Robot Vision* by Berthold Horn. (On reserve: book)

## **COURSE REQUIREMENTS / GRADING POLICY**

Your final grade will be determined by five homework assignments (with considerable MATLAB implementation) worth 17% each, a class project worth 12%, and class participation (measured by *UBlearns* Discussion Board answers following our guidelines) worth 3%. Homework must be submitted on *UBlearns* by 11:59 pm on the given due date. You will be allowed a total of 3 late days throughout the semester - use them wisely! Each additional day late will result in a penalty of 50% of the homework grade, and no homework will be accepted after 3 days past its due date.

## **COURSE OUTLINE:**

- I. Image formation
  - Camera models
  - Light and shading
  - Color
- II. Early vision
  - Linear filters
  - Local image features
  - Texture
  - Stereopsis
  - Structure from motion
- III. Mid-level vision
  - Segmentation by Clustering
  - Grouping and Model Fitting
  - Tracking
- IV. High-level vision
  - Registration
  - Learning to Classify
  - Classifying Images
- V. Applications and topics
  - Looking at people
  - Image search and retrieval
  - Deep learning

## **ACADEMIC INTEGRITY**

Academic integrity is a fundamental university value. Through the honest completion of academic work, students sustain the integrity of the university while facilitating the university's imperative for the transmission of knowledge and culture based upon the generation of new and innovative ideas. Homework may be discussed, but each student must independently write up their own solutions. In particular, no sharing of code. Please see the university policies below on academic honesty. It is fine to use reference materials found online, but do not search for homework solutions. Rather, students are strongly encouraged to ask questions at both office hours and on the class discussion group.

- CSE 573 <http://grad.buffalo.edu/study/progress/policylibrary.html>
- CSE 473 <https://catalog.buffalo.edu/policies/integrity.html>

## **ACCESSIBILITY RESOURCES**

If you have any disability which requires reasonable accommodations to enable you to participate in this course, please contact the Office of Accessibility Resources, 25 Capen Hall, 645-2608, and also the instructor of this course. The office will provide you with information and review appropriate arrangements for reasonable accommodations.

<http://www.buffalo.edu/studentlife/who-we-are/departments/accessibility.html>