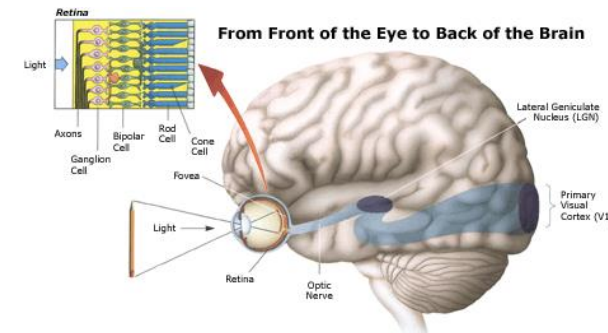
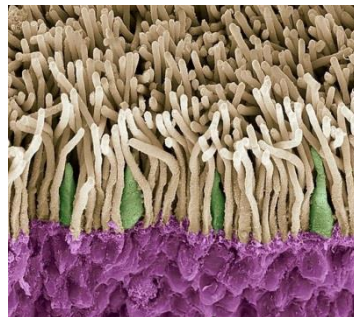
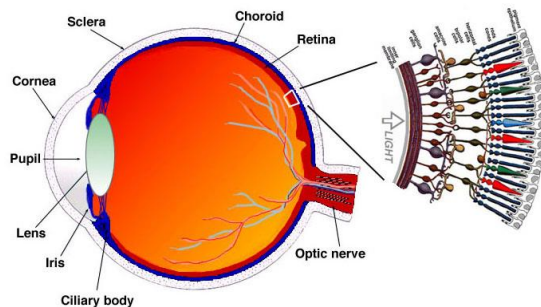


Human vision

- **Vision** is our most powerful sense in aiding our perception of the 3D world
- Retina is $\sim 1000\text{mm}^2$. Contains millions of **photoreceptors**
(120 mil. rods and 7 mil. Cones for color sampling)
- The human eye resolution is equivalent to that of a digital camera with more than 500Megapixels!
- Provides **enormous** amount of information: data-rate of **$\sim 3\text{GBytes/s}$**
⇒ a large proportion of our brain power is dedicated to processing the signals from our eyes

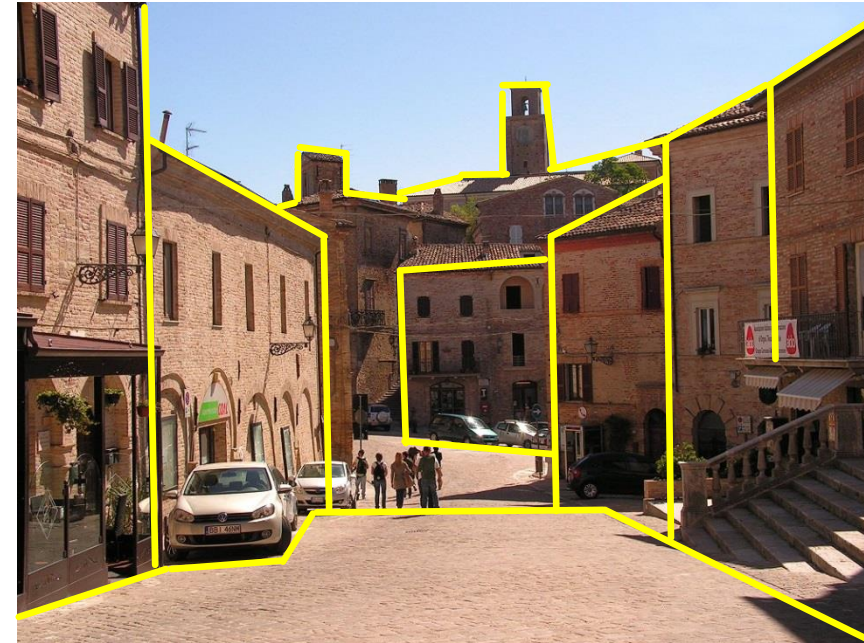


Computer vision | definition

- Automatic extraction of “meaningful” information from images and videos



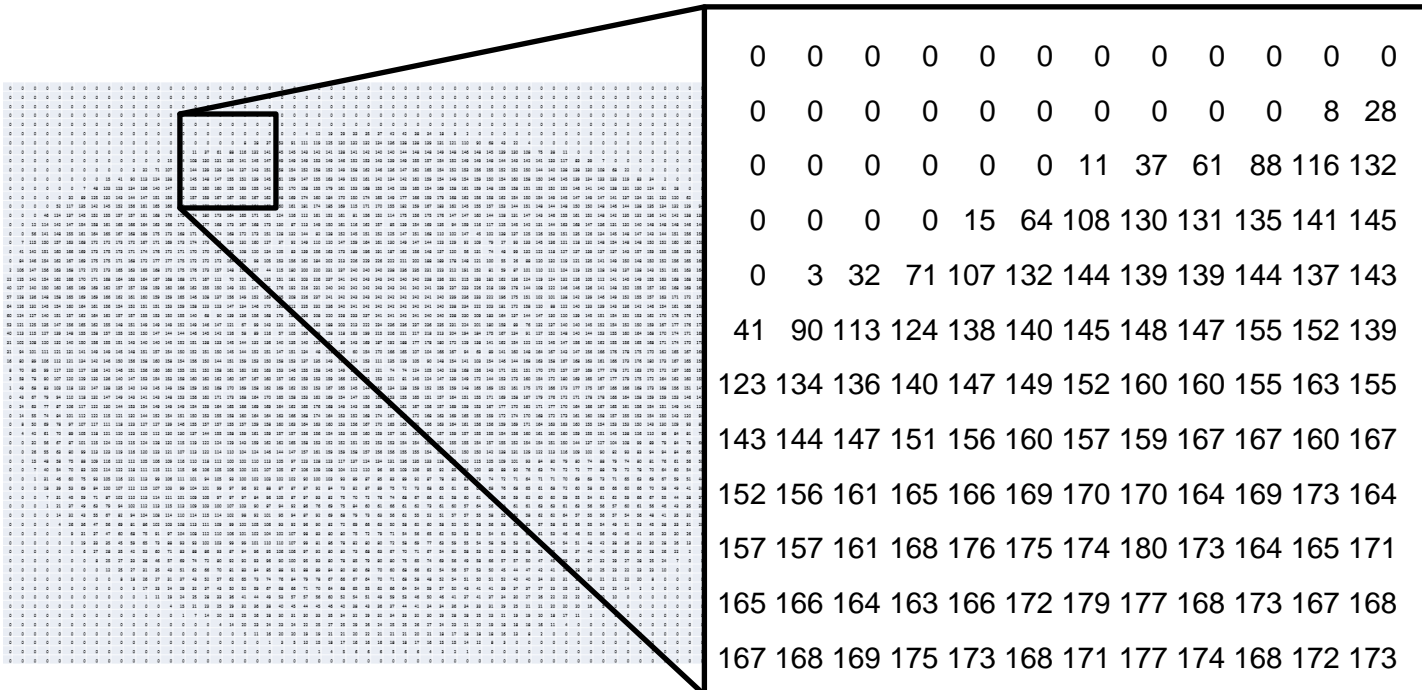
Semantic information



Geometric information

Computer vision | why is it hard?

- Half of primate cerebral cortex is devoted to visual processing
- Achieving human-level visual perception is probably “AI-complete”



What a computer sees



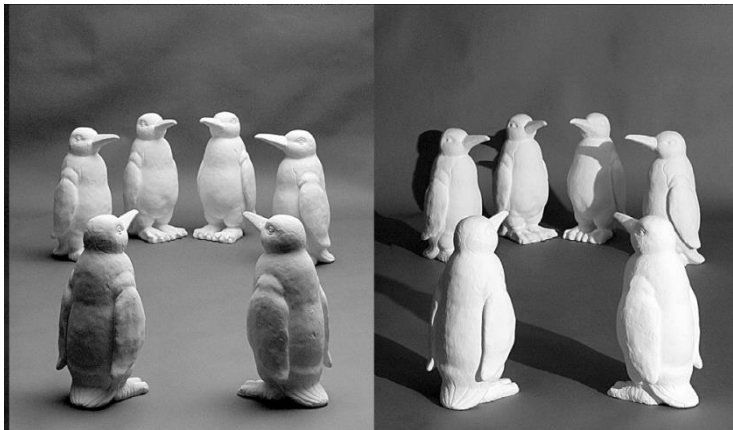
What we see

Computer vision | challenges

- Viewpoint changes
- Illumination changes
- Object intra-class variations
- Inherent ambiguities:
many different 3D scenes can give rise to a particular 2D picture



Viewpoint changes



Illumination changes



Object intra-class variations



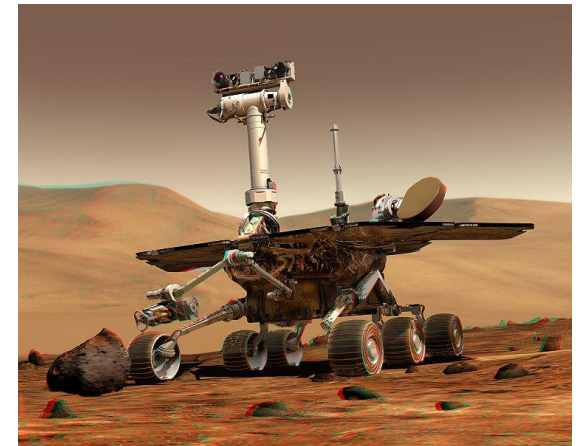
Inherent ambiguities

Computer vision | applications

- 3D reconstruction and modeling
- Recognition
- Motion capture
- Augmented reality:
- Video games and tele-operation
- Robot navigation and automotive
- Medical imaging



Google Earth, Microsoft's Bing Maps



Mars rover Spirit used cameras for visual odometry