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2 Image, Video and Vision

3 OpenCV and MATLAB

Artificial Intelligence

- Perception (Observation)
- Learning
- Presentation
- Reasoning (Inference)

Relevant Subjects

- Computer Graphics
- Image and Video Processing
- Computer Vision
- Multimedia Computing
- Computational Linguistics
- Speech Recognition
- Natural Language Processing

Computer Vision

- Motion analysis
- Stereo and monocular vision
- Contour, blob, silhouette
- Object segmentation
- Object detection
- Object recognition
- Object tracking
- Behavior analysis
- Visual event computing
- Intelligent navigation

Questions?



Questions?

Artificial Intelligence (AI) is related to:

- Perception, Learning, Presentation, Reasoning
- 2 Observation, Learning, Presentation, Reasoning
- 3 Perception, Learning, Presentation, Inference
- 4 None of the given options

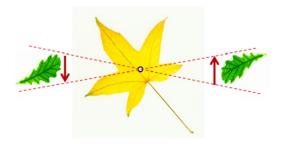
The wrong answer is: ___

Questions?



Image Formation

- Geometry of image formation: Virtual
- Photometry of image formation: Real

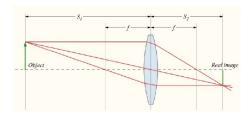


Lens System

A lens is much wider than a pinhole, enabling to let in more light. This is paid for by the fact that not all the scene can be in sharp focus at the same time.

$$\frac{1}{S_1} + \frac{1}{S_2} = \frac{1}{f}$$

where f is the focal length of the lens, S_1 is the object distance, S_2 is the image distance.



Color: Image Formation

- Binary image: I(x, y) = (R, G, B), R = G = B, $R, G, B \in \{0, 2^b - 1\}, b \text{ (e.g., } b = 8) \text{ is the bit plane;}$ $x = 1, 2, \dots, width; y = 1, 2, \dots, height$
- Grayscale image: $I(x,y) = (R,G,B), R = G = B, R, G, B \in \{0, 1, 2, 3, \dots, 2^b 1\}$
- Color image: I(x,y) = (R,G,B), $R,G,B \in \{0,1,2,3,\cdots,2^b-1\}$
- Real color image: $I(x,y) = (R,G,B,\alpha)$, $R,G,B \in \{0,1,2,3,\cdots,2^b-1\}, \alpha \in [0,1]$



Image Set













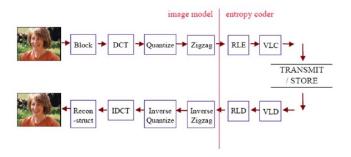




JPEG Image Compression

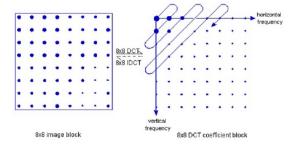
- The representation of the colors in the image is converted from RGB to YCbCr.
- The resolution of the chroma data is reduced, usually by downsampling.
- The image is split into blocks of 8×8 pixels, and for each block, each of the Y, Cb, and Cr data undergoes a Discrete Cosine Transform (DCT).
- The amplitudes of the frequency components are quantized, the high-frequency components are discarded.
- The resulting data for all 8×8 blocks is further compressed with a lossless algorithm, a variant of Huffman encoding.
- The decoding process reverses these steps.

JPEG Image Compression



RLE: Run-length encoding VLC: Variable-length code

Zigzag Coding



MATLAB: Example





website: https://au.mathworks.com/help/images/discrete-cosine-transform.html

MPEG Video Compression

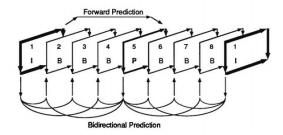
- MPEG stands for the Moving Picture Experts Group (1988, Canada).
- MPEG-1(1992): For VCD formats, up to 1.5 Mbits per second.
- MPEG-2(1994): For digital broadcast television, the bit rates between 1.5 and 15 Mbits per second.
- MPEG-4(1999, 23 Parts): Advanced Video Coding (AVC), object-oriented composite files, etc.
- MPEG-7(2001, 10 Parts): For multimedia content description, it uses XML to store metadata in order to tag particular events.
- MPEG-21(2002, 9 Parts): For sharing digital rights, permissions and restrictions of digital content.

H.26X Video Compression

- H.261 (1990): Designed for dual communication over ISDN lines, supports data rates 64Kbits per second. The algorithm is based on DCT and uses Intraframe (I-Frame coding) and Interframe (P-Frame coding) compression.
- H.264 (2003): Issued by the ITU-T VCEG together with MPEG. The ITU-T H.264 standard and the ISO/IEC MPEG-4 Part 10 or AVC (Advanced Video Coding) standard is jointly maintained so that they have identical technical content.
- H.265 (2013): High Efficiency Video Coding (HEVC), scale from 320×240 pixels up to 7680×4320 (8K).
- H.266 (2023): Versatile Video Coding (VVC) for streaming UHD content in 4K, 8K and even 16K on TV as well as High Dynamic Range (HDR) and 360° video.

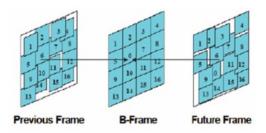
GOP: Group of Pictures

- *I-Frame*: Intra-coded picture or frame
- B-Frame: Bi-directionally predicted picture or frame
- *P-Frame*: Inter-coded picture or forwarded prediction frame
- *Motion Vector*: To present the position of a macro-block in another picture



Motion Vectors

- *I-Frame*: Intra-coded picture or frame
- B-Frame: Bi-directionally predicted picture or frame
- *P-Frame*: Inter-coded picture or forwarded prediction frame
- *Motion Vector*: To present the position of a macro-block in another picture



Questions?



Questions?

Which video compression standard is the most popular one at present?

- MPEG-1
- 2 MPEG-4
- MPEG-7
- **4** MPEG-21

The right answer is:___

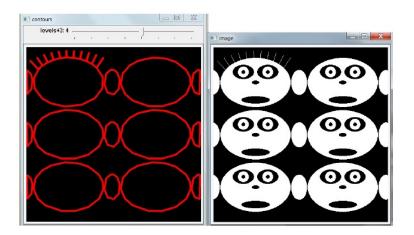
Questions?



OpenCV: Examples

- Contours
- Edge extraction
- Hough lines
- \bullet k-means
- Morphology
- PCA: Principle component analysis
- Object segmentation
- Object detection
- Object tracking
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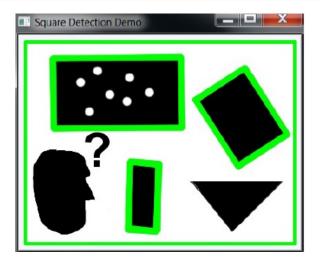
OpenCV: Contour



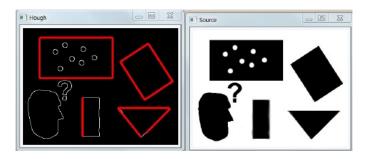
OpenCV: SIFT Matching



OpenCV: Square Detection

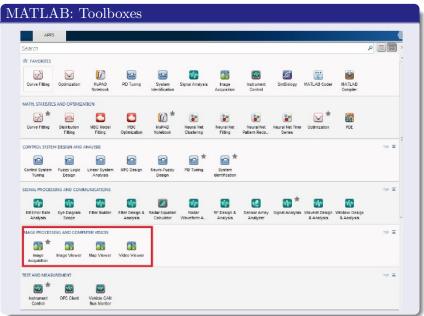


OpenCV: Hough Line Detection



MATLAB: Key Features

- Image analysis, including segmentation, morphology, statistics, and measurement
- Image enhancement, filtering, and deblurring
- Geometric transformations and intensity-based image registration methods
- Image transforms, including FFT, DCT, etc.
- Large image workflows, including block processing, tiling, and multiresolution display
- Visualization Apps, including image viewer and video viewer
- Multicore- and GPU-enabled functions, and C-code generation support



Questions?



Questions?

What's the difference between OpenCV and MATLAB in digital image processing and computer vision?

- OpenCV has the toolbox, MATLAB has not the toolbox.
- 2 MATLAB has the toolbox, OpenCV has not the toolbox.
- 3 MATLAB and OpenCV have the toolbox.
- 4 MATLAB and OpenCV have not the toolbox.

The right answer is:___

Questions?



Learning Objectives

- To get organized for the course and to provide an overview of the core issues.
- Demonstrate understanding of the basic concepts, approaches, and algorithms used in vision intelligence.