

# Computer Vision for Pattern Recognition

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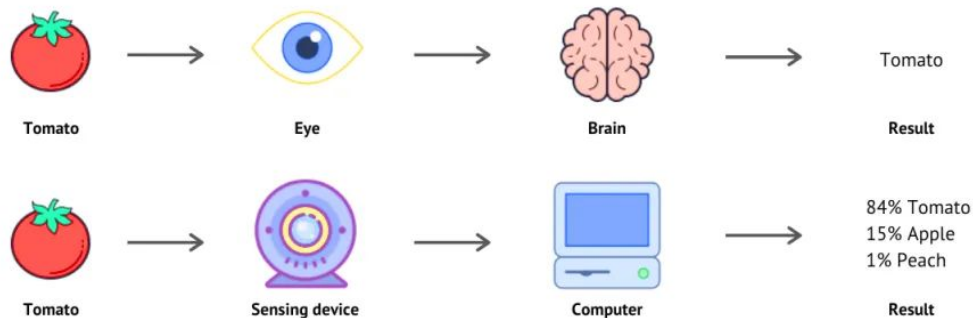
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# Recap

Computer vision is a field of artificial intelligence that trains computers to interpret and understand the visual world. By using digital images from cameras and videos and deep learning models, machines can accurately identify and classify objects and then react to what they "see."

## Human Vision VS Computer Vision



# Why does Computer Vision Matter?

## Pros:

- Automation Efficiency
- Improved Insights
- Enhanced User Experience
- Safety and Security
- Innovation

## Cons:

- Data Dependency
- Complexity
- Ethical and Privacy Concerns
- Interpretability and Trust
- Cost of Resources



# Progression of Computer vision

## 1950s-1970s:

- Foundations of CV was mainly used for edge detection and object recognitions

## 1980s-1990s:

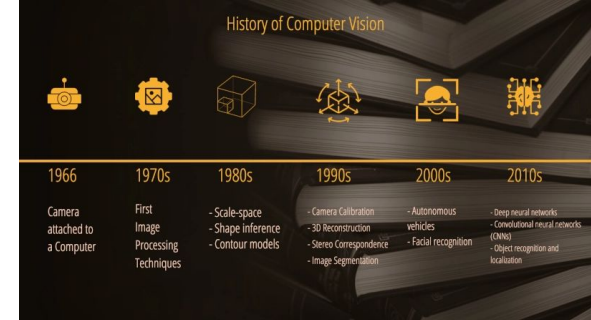
- Introduced feature-based methods for uses such as object tracking and image segmentation

## 1990s-2000s:

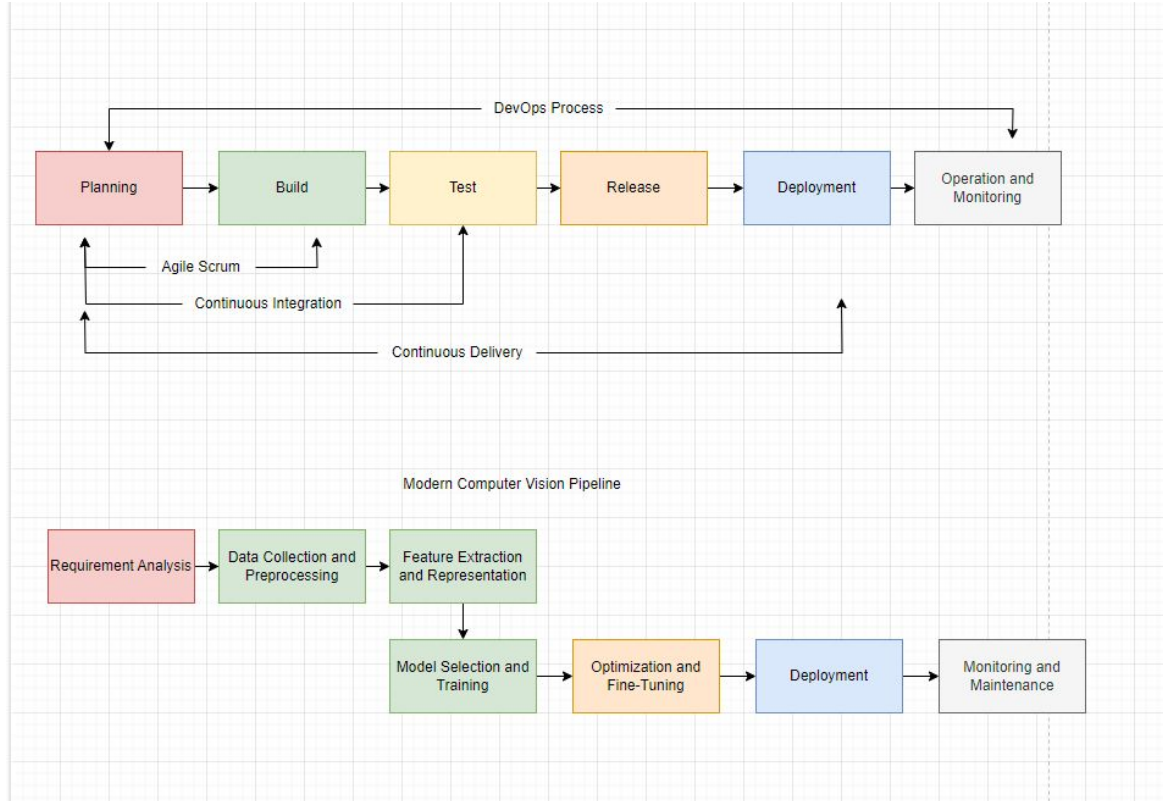
- Statistical Machine Learning with Machine Learning Techniques

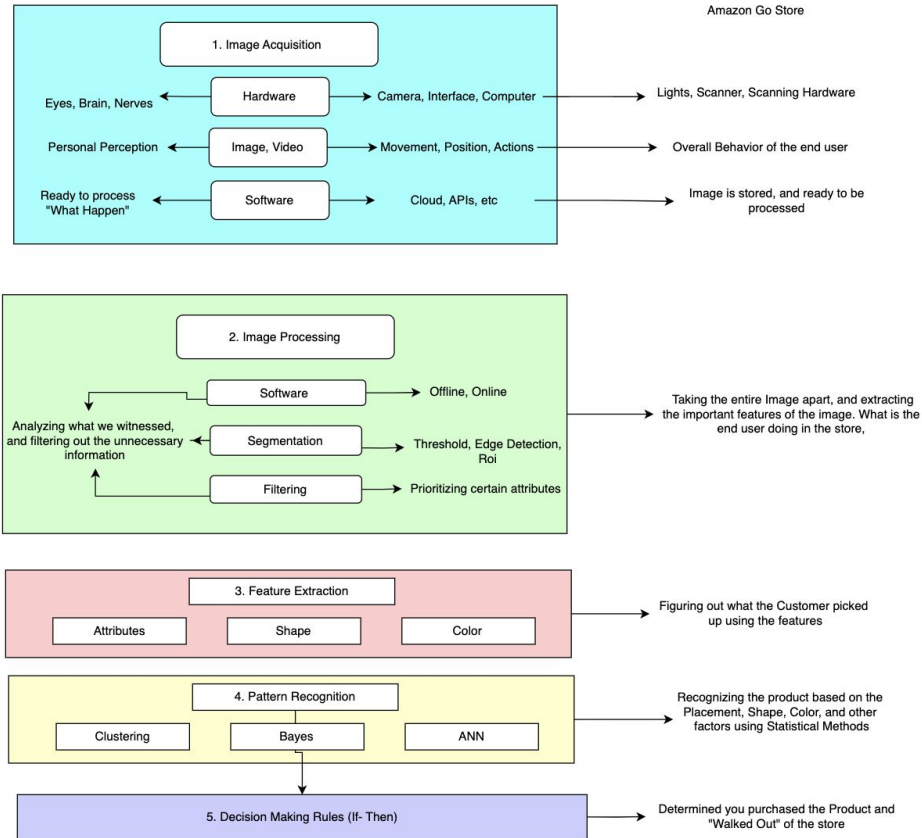
## 2010s - Present Day:

- Deep Learning and Neural Networks Revolution



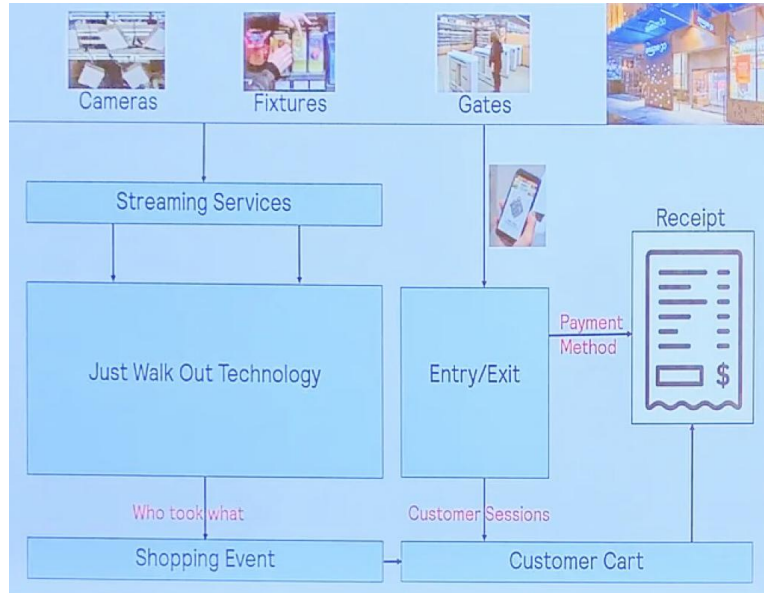
# DevOps Approach & Modern CV Pipeline





# Amazon Go & “Just Walk Out” Tech

- Revolutionizing the retail industry with Just Walk Out Technology
- High-level architecture of the platform



# Requirements for Just Walk Out System

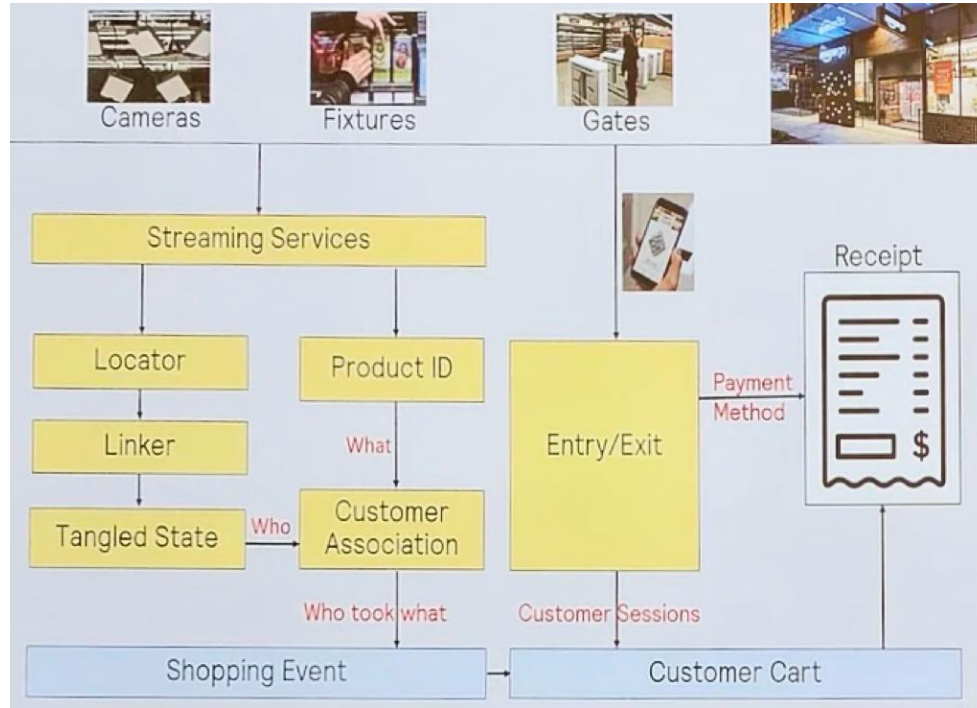
- Calibration
  - Have each camera know its location in the store very accurately
  - Camera Calibration, 3D Store Mapping, Continuous Monitoring
- Sensor fusion
  - Aggregate signals across different sensors or cameras
  - Sensor Fusion, Data Triangulation, Multi-view Tracking
- Activity analysis (Picking Up vs. Putting Down)
  - Determine whether a person has picked up vs. returned an item
  - Object Detection & Tracking, Action Recognition, Contextual Understanding



## High-level system architecture of the platform: “Just Walk Out” Architecture

- **Person Detection:** Through continuous identification and tracking, the system can monitor the presence and movements of individuals within the store in real-time.
- **Object Recognition:** The technology is capable of distinguishing between different items available for purchase, allowing for accurate tracking of inventory and purchases.
- **Pose Estimation:** By analyzing the posture and movements of customers near product shelves, the system can infer their intentions and actions, such as reaching for or returning items.

# Detailed Just Walk Out Architecture



# References

## ❖ Performance Characterization in Computer Vision:

➤ [https://link.springer.com/chapter/10.1007/978-1-4471-3201-1\\_1](https://link.springer.com/chapter/10.1007/978-1-4471-3201-1_1)

## ❖ Computer Vision By E.R Davies

➤ [https://books.google.com/books?hl=en&lr=&id=mEuZDgAAQBAJ&oi=fnd&pg=PP1&dq=computer+vision+design+process&ots=FxJ8toOq-T&sig=dBSh7SYY11ge9lq2h\\_QVnKOzhWM#v=onepage&q=computer%20vision%20design%20process&f=false](https://books.google.com/books?hl=en&lr=&id=mEuZDgAAQBAJ&oi=fnd&pg=PP1&dq=computer+vision+design+process&ots=FxJ8toOq-T&sig=dBSh7SYY11ge9lq2h_QVnKOzhWM#v=onepage&q=computer%20vision%20design%20process&f=false)

## ❖ How the Amazon Go Store's AI Works

➤ [https://books.google.com/books?hl=en&lr=&id=mEuZDgAAQBAJ&oi=fnd&pg=PP1&dq=computer+vision+design+process&ots=FxJ8toOq-T&sig=dBSh7SYY11ge9lq2h\\_QVnKOzhWM#v=onepage&q=computer%20vision%20design%20process&f=false](https://books.google.com/books?hl=en&lr=&id=mEuZDgAAQBAJ&oi=fnd&pg=PP1&dq=computer+vision+design+process&ots=FxJ8toOq-T&sig=dBSh7SYY11ge9lq2h_QVnKOzhWM#v=onepage&q=computer%20vision%20design%20process&f=false)