

CNN for CV

AI for CV Group
2019

The background of the slide features a large, circular, abstract graphic. It is primarily dark blue on the right side and light blue with white speckles on the left side. The graphic has a textured, splattered appearance with various shades of blue and white. It resembles a stylized planet or a liquid droplet.

Week 1.

What Is The Course

Compulsory Course:

- CNN for CV

Optional Courses for CV:

- CV in Self-Driving Cars
- Face Recognition
- GAN
- 工程能力提升

Outline:

I. Course Introduction

- A. CNN? & CV?
- B. Course Schedule

II. Sth Need To Mention

- C. Notices Of The Course
- D. Coding Preparation
- E. Projects

III. Image Introduction

- F. Low Level Image Processing (Part I)

I. Course Introduction

I. Course Introduction

A. CNN? & CV?

C: Computer

V: Vision

C: Convolutional

N: Neural

N: Network

I. Course Introduction

A. CNN? & CV?

A1. CNN?

I. Course Introduction

A. CNN? & CV?

A1. CNN?

Others??????

Deep Learning?

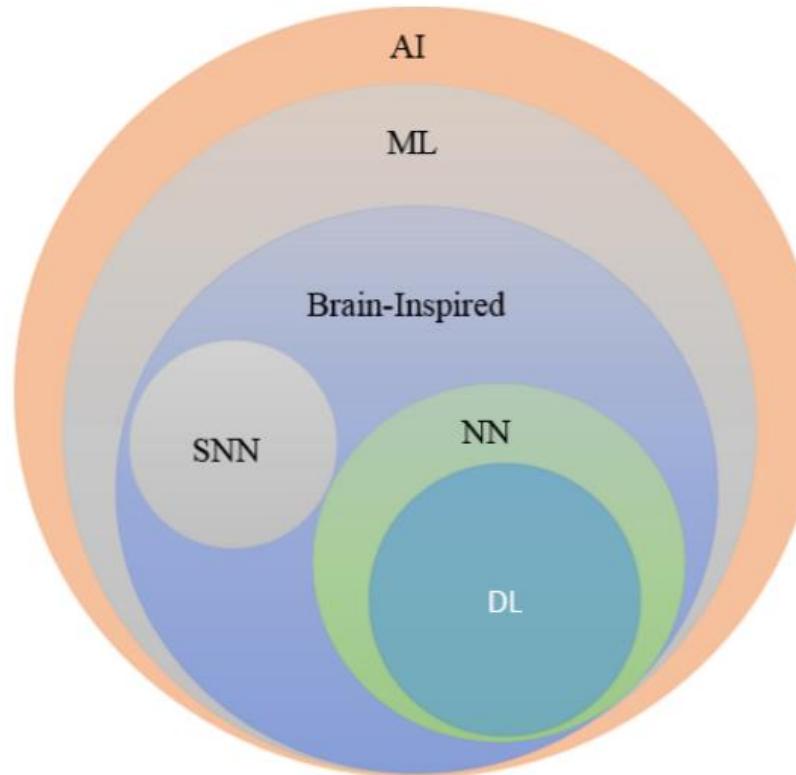
Machine Learning?

Artificial Intelligence?

I. Course Introduction

A. CNN? & CV?

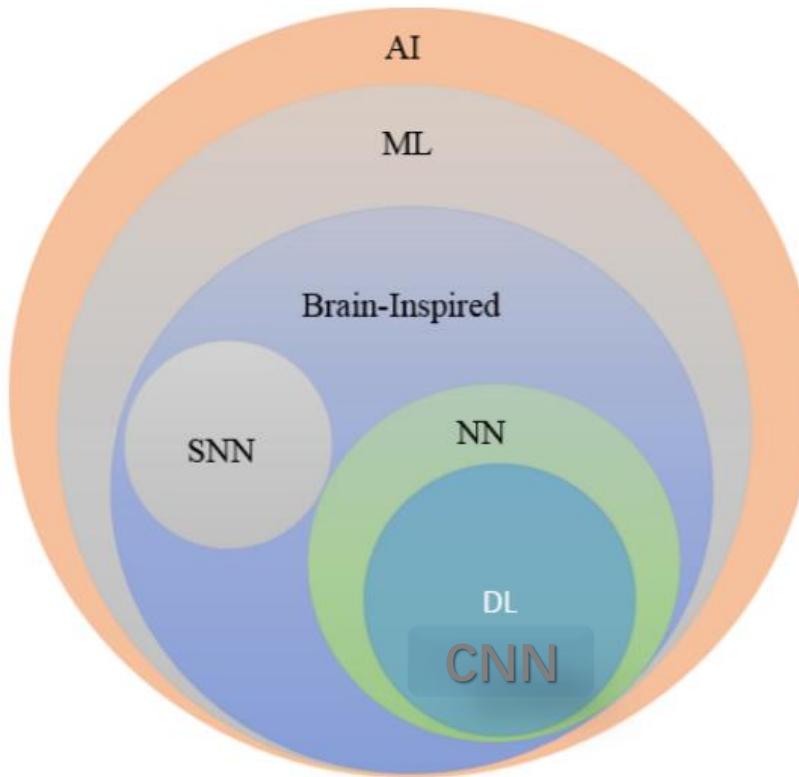
A1. CNN!



I. Course Introduction

A. CNN? & CV?

A1. CNN!

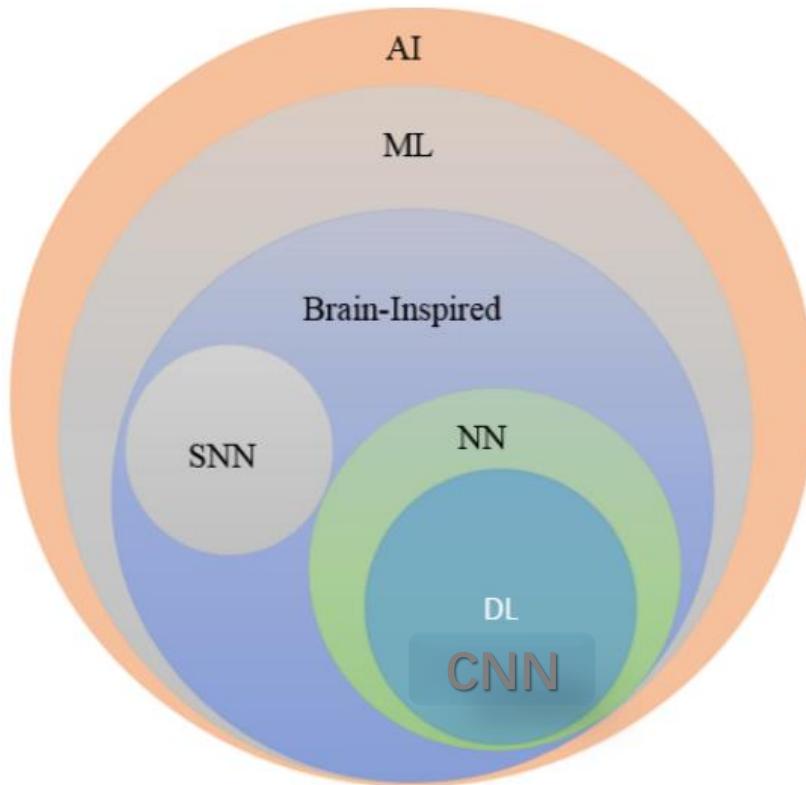


CNN:
A method

I. Course Introduction

A. CNN? & CV?

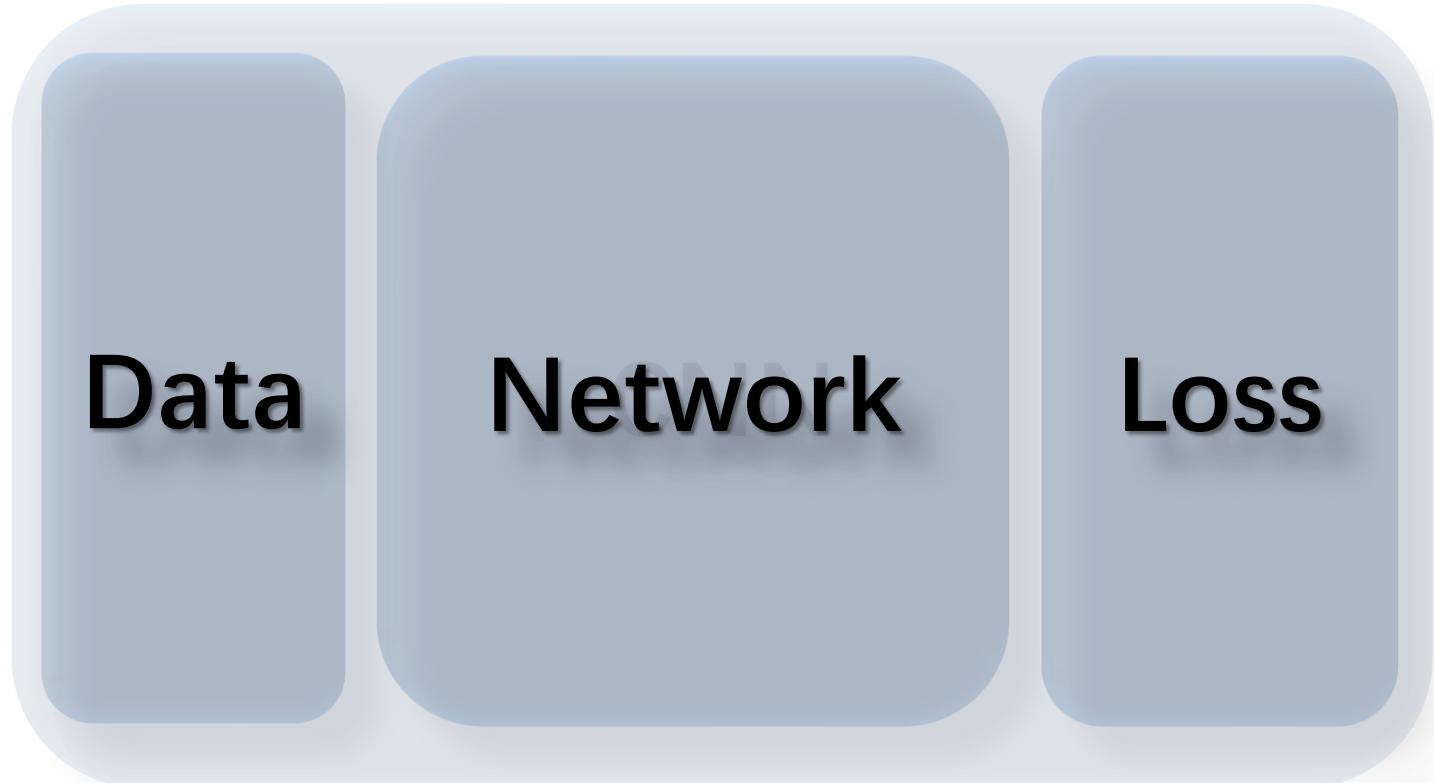
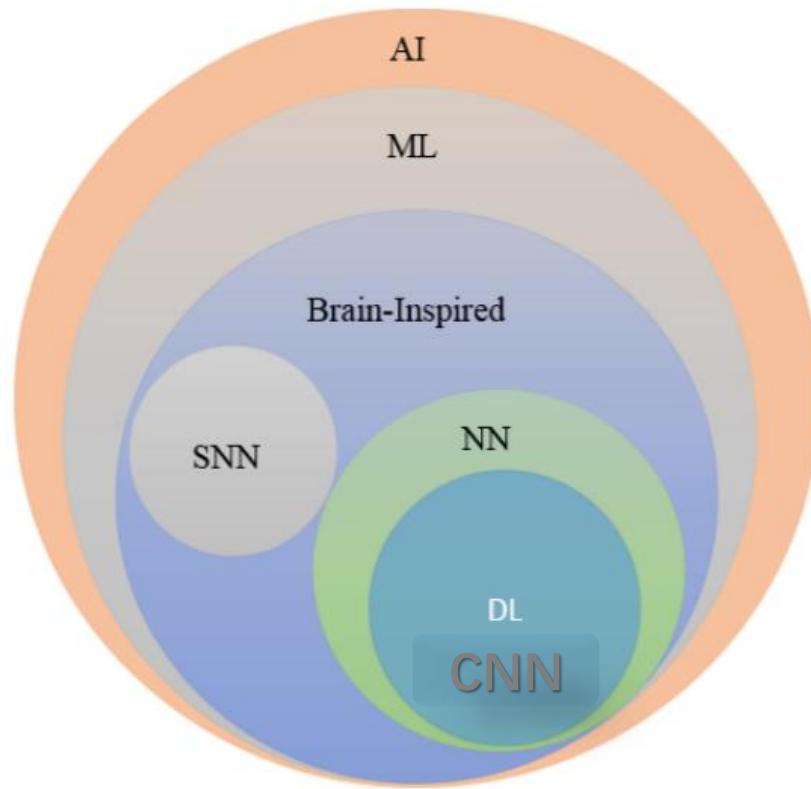
A1. CNN-What's Inside?



I. Course Introduction

A. CNN? & CV?

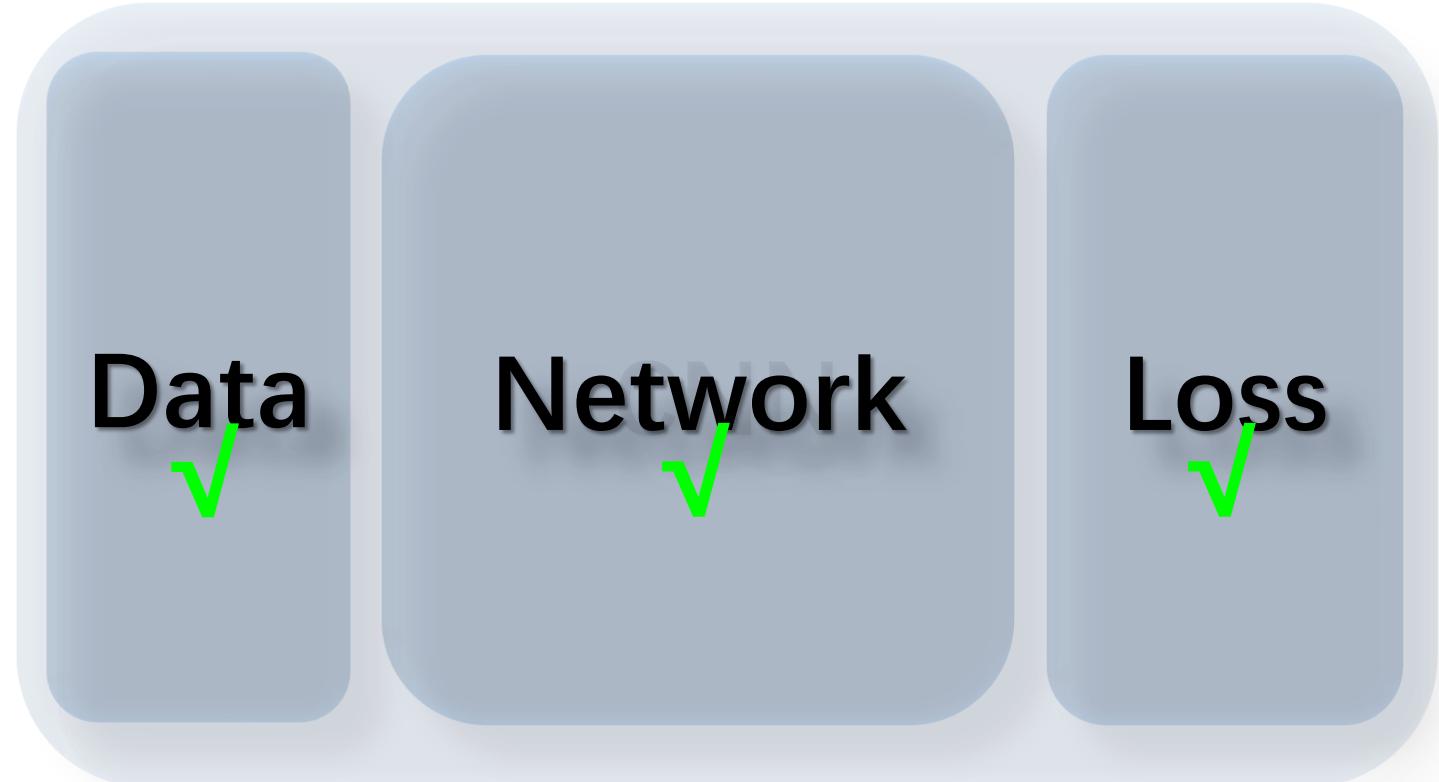
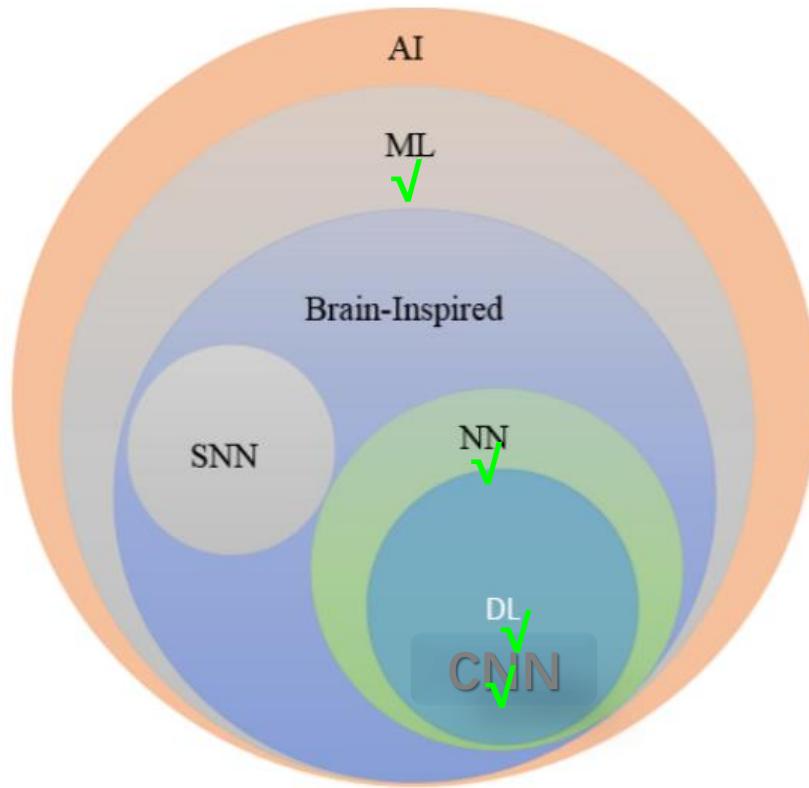
A1. CNN-**What's Inside?**



I. Course Introduction

A. CNN? & CV?

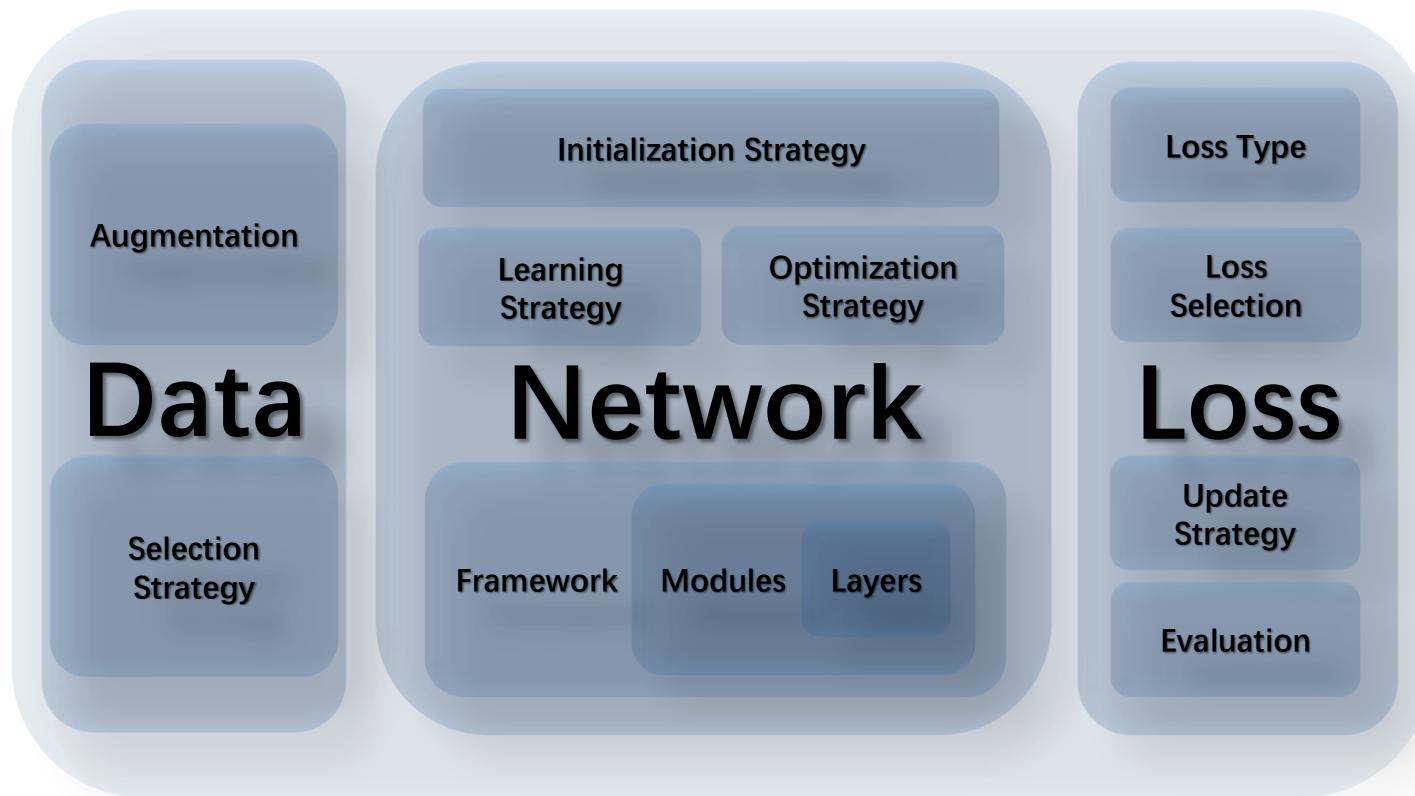
A1. CNN-What's Inside?



I. Course Introduction

A. CNN? & CV?

A1. CNN-**What's Inside?**



I. Course Introduction

A. CNN? & CV?

A2. CV?

I. Course Introduction

A. CNN? & CV?

A2. CV!

Low Level

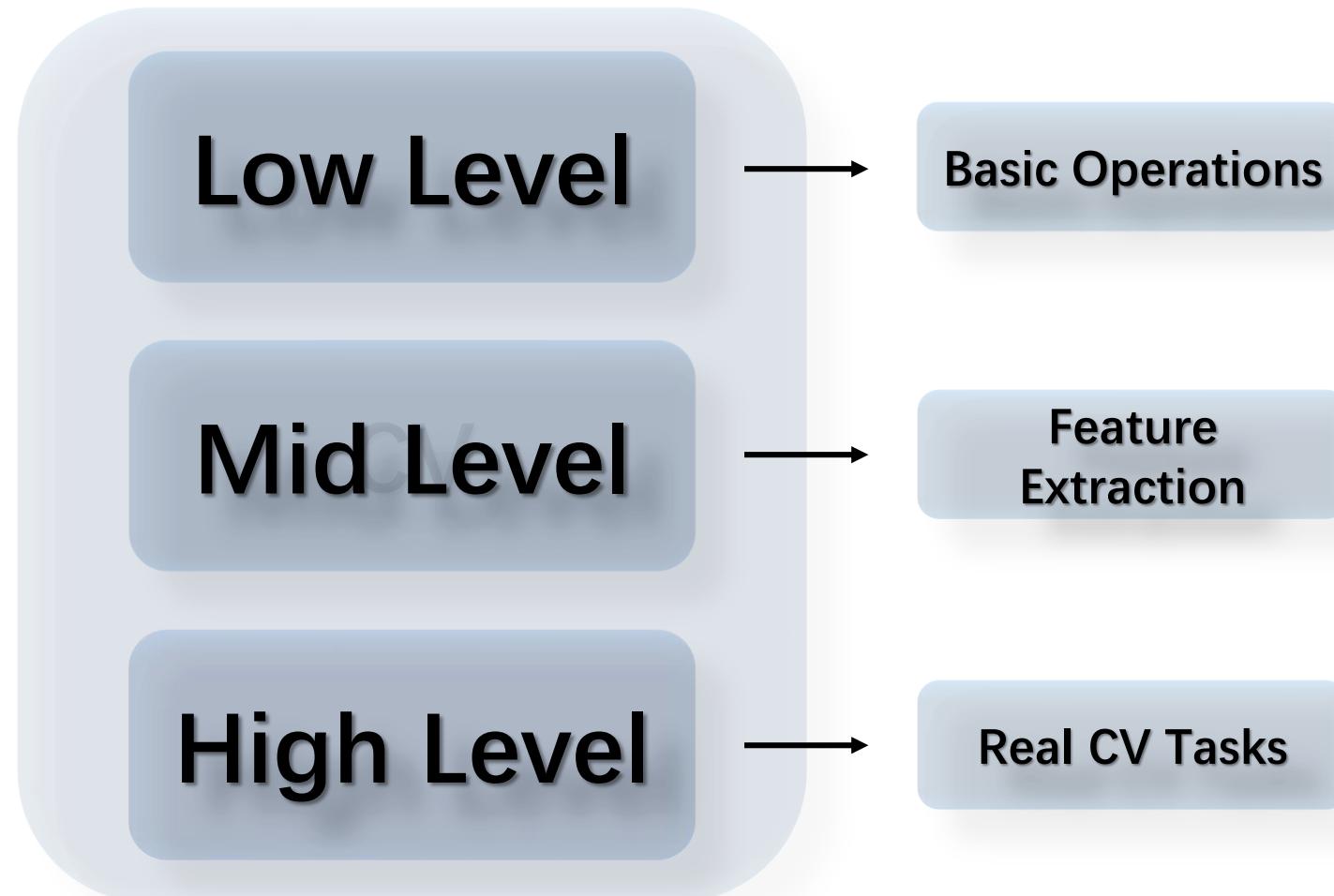
Mid Level

High Level

I. Course Introduction

A. CNN? & CV?

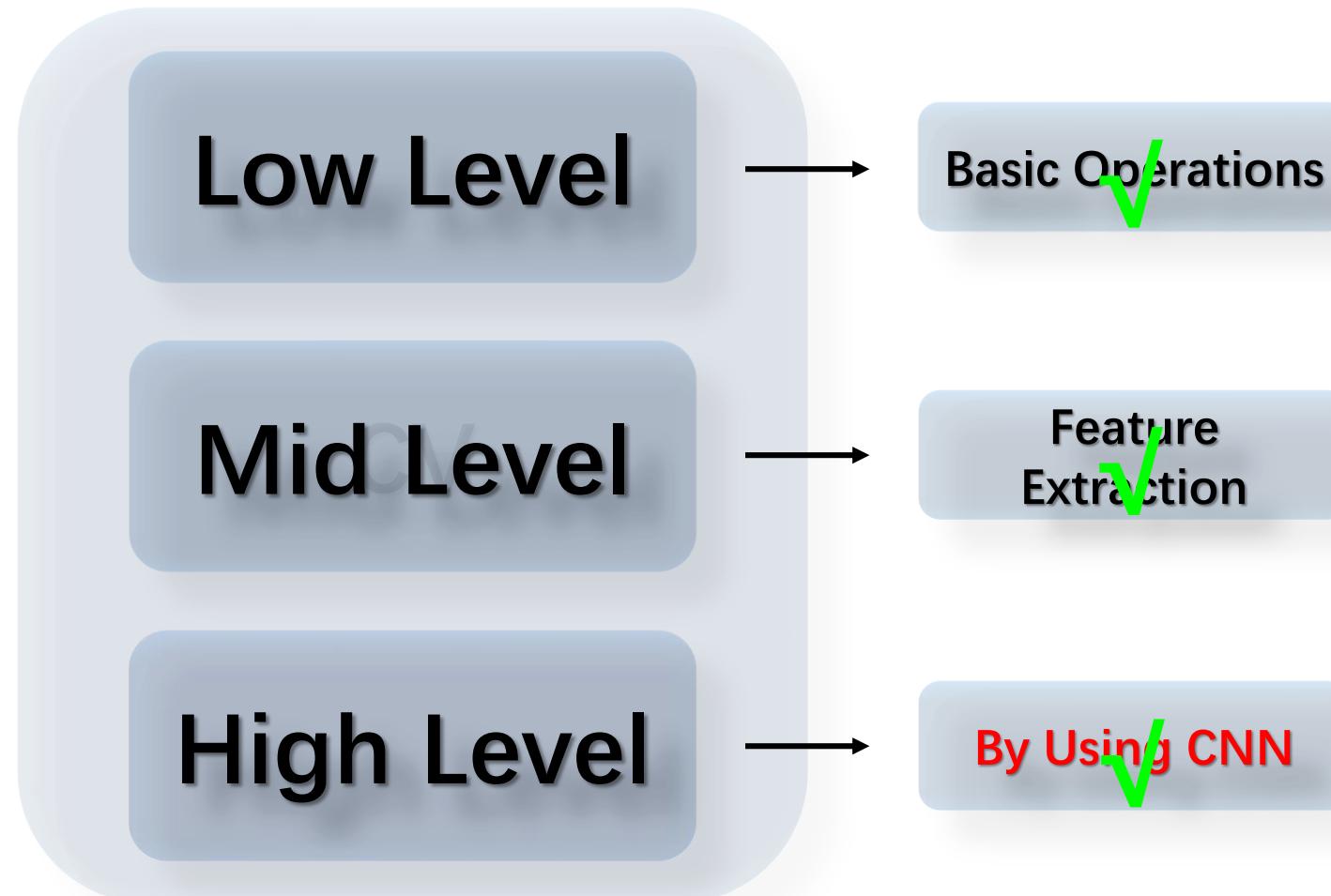
A2. CV!



I. Course Introduction

A. CNN? & CV?

A2. CV!



I. Course Introduction

A. CNN? & CV?

A2. CV!

What Can It Do

I. Course Introduction

A. CNN? & CV?

A2. CV!

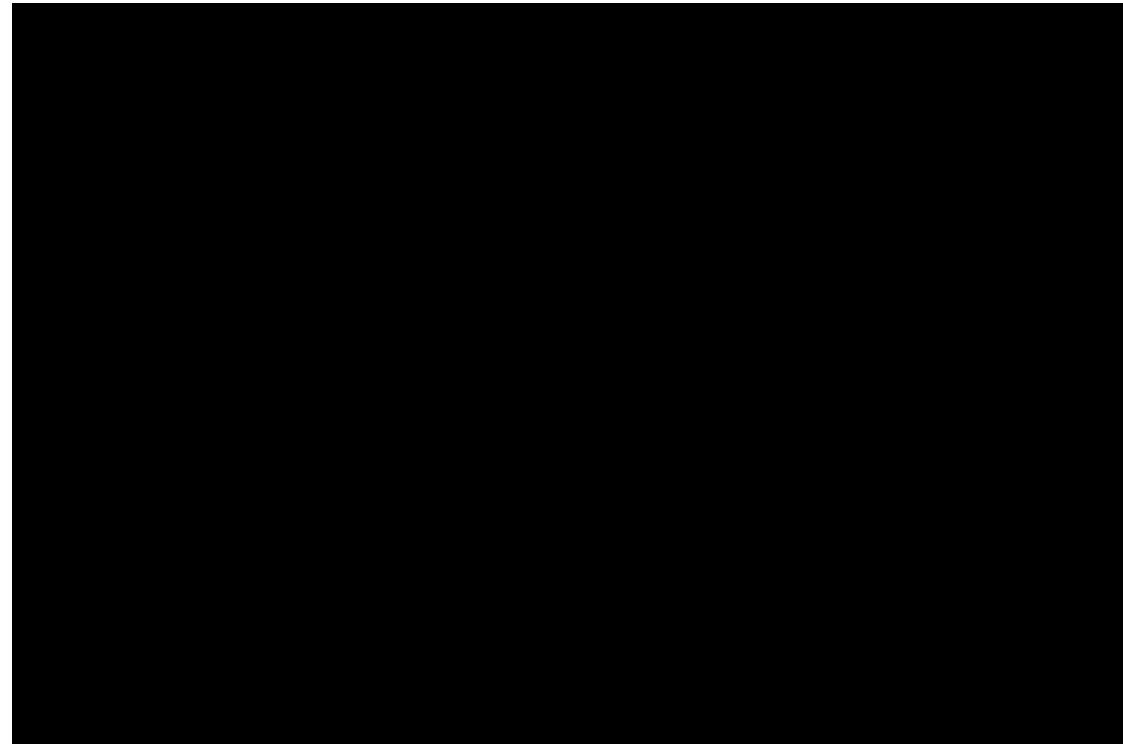


Compare original GVF algorithm with mine: Pacman

I. Course Introduction

A. CNN? & CV?

A2. CV!



I. Course Introduction

A. CNN? & CV?

A2. CV!

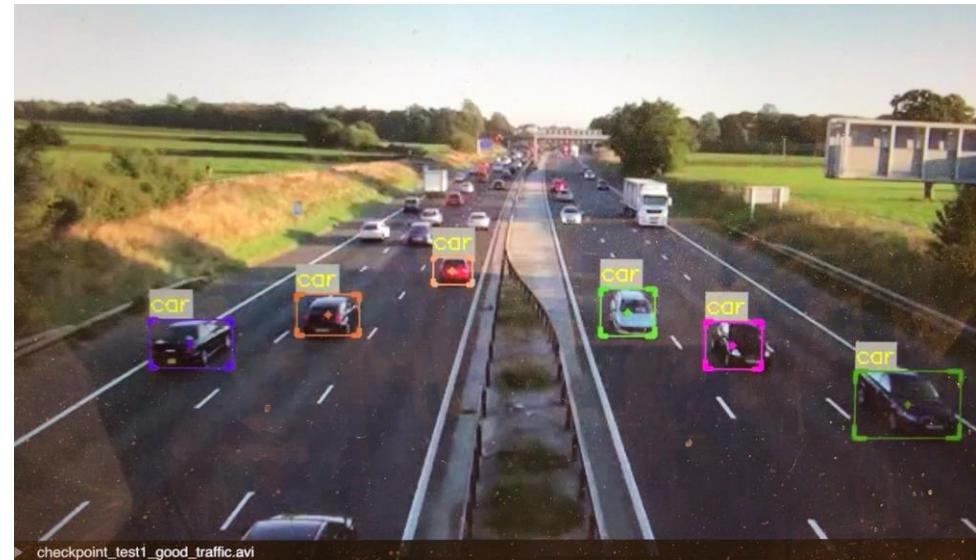


Inverse Mapping Demo

I. Course Introduction

A. CNN? & CV?

A2. CV!



I. Course Introduction

A. CNN? & CV?

A2. CV!



I. Course Introduction

A. CNN? & CV?

A2. CV!

Fantastic Transformation

Style Transfer

Image Generation

2D To Depth

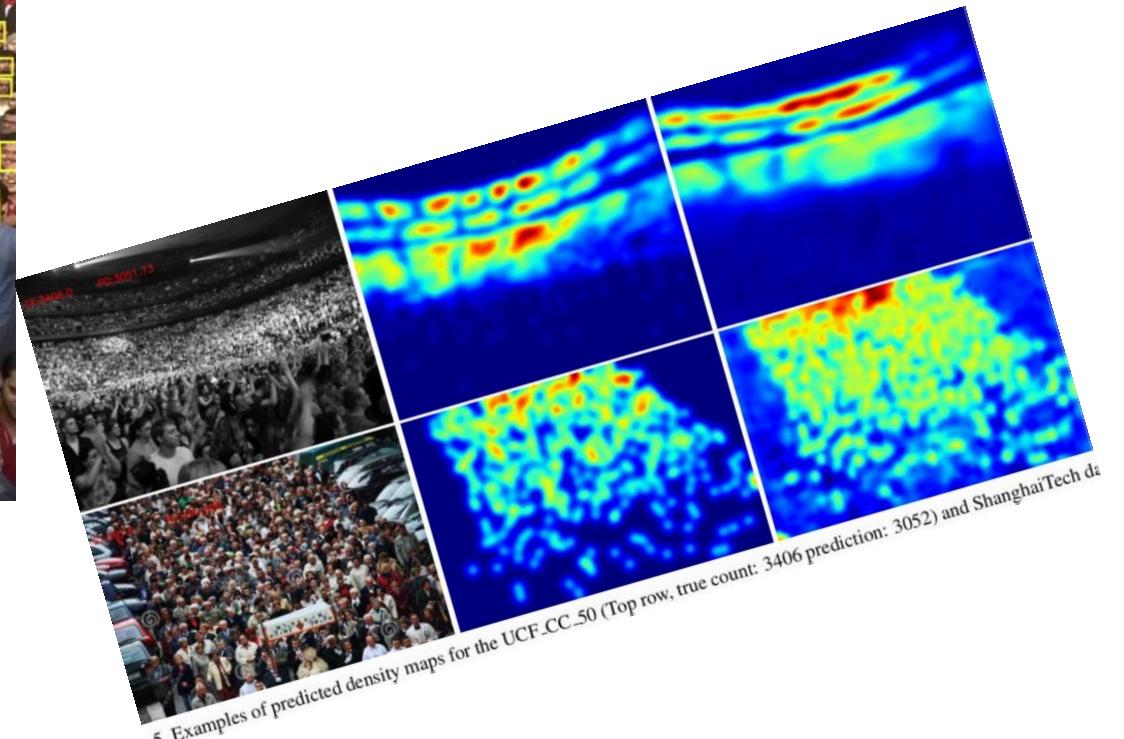
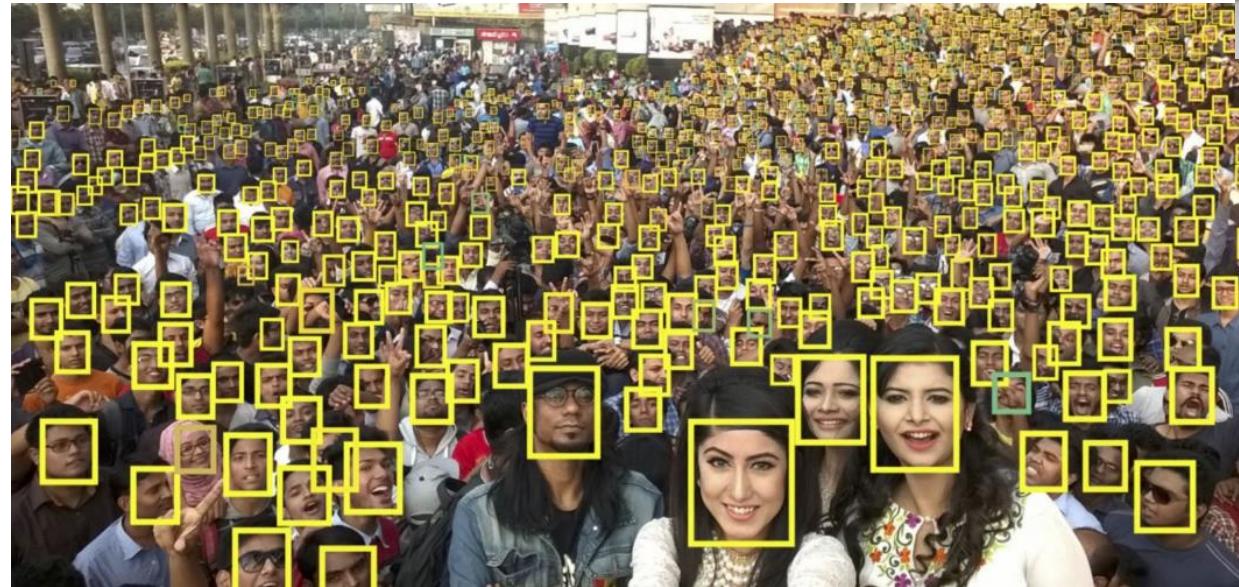
3D objects from 2D

Slam

I. Course Introduction

A. CNN? & CV?

A2. CV!



15. Examples of predicted density maps for the UCF_CC_50 (Top row, true count: 3406 prediction: 3052) and ShanghaiTech da

I. Course Introduction

A. CNN? & CV?

A3. CV-CNN?

I. Course Introduction

A. CNN? & CV?

A3. CV-CNN!

Research:

AutoML
Acceleration
New Applications
New Structure
Refinement
.....

Applications:

Image/Video Classification
Object Detection
Keypoint Detection
Recognition
Segmentation
Voxel
Tracking
2D-3D/3D-2D
Image Captioning
Image Transfer
Mixed Inputs
GAN
Slam
.....

Engineering:

Modified Models
Light Models
Accelerating Algorithm
Fixed Point
“Applicationized”
Implement Applications
Hardware/Chips
.....

I. Course Introduction

A. CNN? & CV?

A3. CV-CNN!

Research:

AutoML
Acceleration
New Applications
New Structure
Refinement
.....

Applications:

Image/Video Classification
Object Detection
Keypoint Detection
Recognition
Segmentation
Voxel
Tracking
2D-3D/3D-2D
Image Captioning
Image Transfer
Mixed Inputs
GAN
Slam
.....

Engineering:

Modified Models
Light Models
Accelerating Algorithm
Fixed Point
“Applicationized”
Implement Applications
Hardware/Chips
.....

I. Course Introduction

B. Course Schedule

CV Fundamental I

CV Fundamental II

ML Fundamental I

ML Fundamental II

ML Fundamental III

CNN Fundamental I

CNN Fundamental II

CNN Fundamental III

Classification

Detection I

Detection II

Image Transfer

Backup

Coding Preparation I

Coding Preparation II

Projects Show

GAN I-Theo.

GAN II-Theo.

GAN III-App.

GAN IV-App.

II. Sth Need To Mention

II. Sth Need To Mention

C. Notices Of Course

Platforms:

Trello, Slack, GitHub

Languages:

Python, C++

Frameworks:

Caffe, Caffe2, Tensorflow, CNTK,
Paddlepaddle, MXNet, PyTorch



II. Sth Need To Mention

C. Notices Of Course

Platforms:

Trello, Slack, GitHub

Languages:

Python, C++

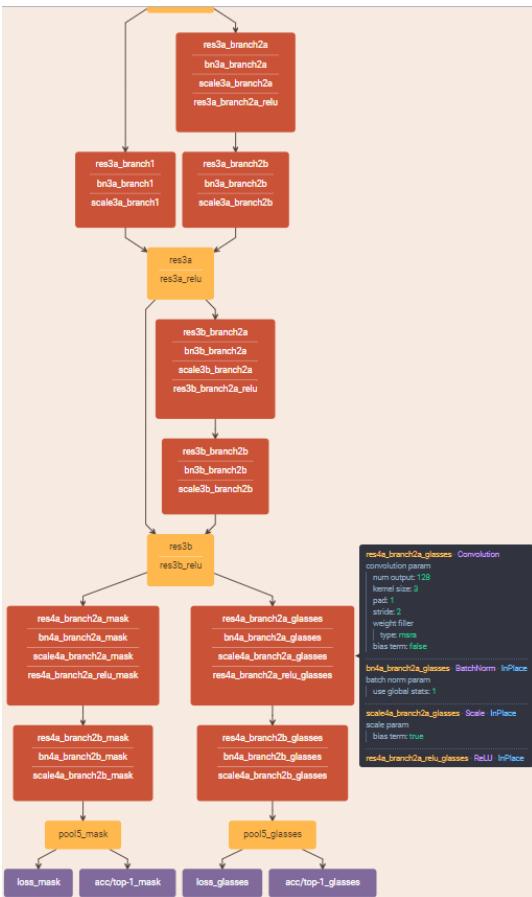
Frameworks:

Caffe, Caffe2, Tensorflow, CNTK,
Paddlepaddle, MXNet, **PyTorch**



II. Sth Need To Mention

C. Notices Of Course



Caffe → Caffe2
(UC Berkeley) (Facebook)

PaddlePaddle
(Baidu)

Torch → PyTorch
(NYU/Facebook) (Facebook)

MXNet
(Amazon)

Theano → TensorFlow
(U Montreal) (Google)

CNTK
(MS)

II. Sth Need To Mention

D. Coding Preparation

- Coding Test
- Extremely Critical
- 200 / 300+
- 40min, 4 / 5, medium
- Strategy / Material
- Lintcode / Leetcode / 九章算法

II. Sth Need To Mention

D. Coding Preparation

计算机视觉算法

岗位职责：

1. 负责以机器/深度学习为基础的高级驾驶辅助系统物体检测算法，包括模型训练和优化。
2. 负责计算机视觉、深度学习相关方向的技术难点攻关与前瞻研究，包括人脸检测/识别、车辆检测/追踪等。

任职要求：

1. 熟悉机器学习（Boosting等）和深度学习（CNN等），有caffe, tensorflow, mxnet等至少一个深度学习框架使用经验。
2. 熟悉并实践过物体检测算法，如SSD、Fast-RCNN等，熟练掌握训练、评测、调参等过程。
3. 优秀的Python/C/C++编程能力，良好的代码风格。熟练Linux操作，掌握Git开发流程，了解Cmake、GCC等。

算法工程师（上海/北京）

工作内容

1. 智能算法研究，快速实现前沿工作，创新理论框架
 2. 根据客户场景，完成算法设计，实现和调优，推进算法落地
 3. 负责计算机视觉、自然语言理解、深度学习算法等领域的研发工作，保持算法在工业界和学术界的领先
 4. 追踪技术前沿，判断最新技术对产品的影响
- 职位要求
1. 熟悉Linux操作系统，熟悉C++及Python/Bash开发，本科及本科学历以上
 2. 熟悉CNN等深度学习技术，有caffe/tensorflow/pytorch使用经验更佳
 3. 对机器学习、计算机视觉、自然语言理解等领域有强烈好奇心
 4. 有优秀的分析问题和解决问题的能力，乐于挑战尖端研究课题
 5. 良好的沟通能力和团队合作精神。

语义Slam算法

职位描述：

1. 开发基于语义感知的SLAM系统；
2. 开发交通目标的检测&分割系统，包括车道线、路沿、标识牌等；
3. 多批次数据的SLAM联合优化。

职位要求：

1. 具有扎实的数学基础，精通多视几何、非线性优化等；
2. 具有SFM/SLAM等算法开发和系统实现经验，具有视觉目标检测场景分割经验；
3. 熟悉OpenCV&Ceres&g2o及TF/MxNet/Caffe等库；
4. 扎实的C/C++/python等语言知识及熟练使用常用的数据结构与算法。

优先项：

1. 有相应论文或可展示作品的优先；

计算机视觉算法

岗位职责：

1. 负责以机器/深度学习为基础的高级驾驶辅助系统物体检测算法，包括模型训练和优化。

2. 负责计算机视觉、深度学习相关方向的技术难点攻关与前瞻研究，包括人脸检测/识别、车辆检测/追踪等。

任职要求：

1. 熟悉机器学习（Boosting等）和深度学习（CNN等），有caffe, tensorflow, mxnet等至少一个深度学习框架使用经验。
2. 熟悉并实践过物体检测算法，如SSD、Fast-RCNN等，熟练掌握训练、评测、调参等过程。
3. 优秀的Python/C/C++编程能力，良好的代码风格。熟练Linux操作，掌握Git开发流程，了解Cmake、GCC等。

语义slam算法

职位描述：

1. 开发基于语义感知的SLAM系统；
2. 开发交通目标的检测&分割系统，包括车道线、路沿、标识牌等；
3. 多批次数据的SLAM联合优化。

职位要求：

1. 具有扎实的数学基础，精通多视几何、非线性优化等；
2. 具有SFM/SLAM等算法开发和系统实现经验，具有视觉目标检测场景分割经验；
3. 熟悉OpenCV&Ceres&g2o及TF/MxNet/Caffe等库；
4. 扎实的C/C++/python等语言知识及熟练使用常用的数据结构与算法。

优先项：

1. 有相应论文或可展示作品的优先；

II. Sth Need To Mention

D. Coding Preparation

计算机视觉算法工程师(智能物联网)

工作职责：

- 1、负责计算机视觉、深度学习相关的技术系统与产品的研发工作；
- 2、负责计算机视觉、深度学习相关方向的技术难点攻关与前瞻研究；
- 3、负责算法计算性能优化，并推动其上线应用。

任职资格：

- 1、创造性思维，富有想象力，有推进人工智能的理想和使命感；
- 2、在深度学习、统计机器学习、计算机视觉、最优化方法等方面有较深入的研究；
- 3、熟悉物体（人体、人脸、通用目标）检测、跟踪与识别的基本算法；
- 4、较强的逻辑思维能力以及算法实现能力；
- 5、具有良好的沟通能力和团队合作精神。

计算机视觉/深度学习算法研究员

岗位职责：

- 1、负责计算机视觉和深度学习算法的研发，研发下属课题中的一项或多项，包括不限于：物体检测、跟踪、识别、分类、语义分割、深度估计、图像处理、视频结构化分析、强化学
习相关算法等。
- 2、推动研发的算法在实际场景应用领域的性能优化和落地。

要求：

- 1、在计算机视觉、机器学习和深度学习方面有深入研究。
- 2、算法基础扎实，有较强的算法实现能力，熟悉掌握C/C++编程，熟悉Shell/Python/Matlab编程。
- 3、有较强的研究能力者优先，比如在国际顶尖会议或期刊（包括不限于CVPR、ICCV、ECCV、NIPS等）上发表过论文。
- 4、有很强的代码能力者优先，比如获得过ACM或商业代码竞赛荣誉，或代码开源在GitHub上有较大影响者优先。
- 5、有很强的比赛经验者或一些重要数据集的排行榜上靠前的优先，比如ActivityNet竞赛、ImageNet, FDDB等。

II. Sth Need To Mention

D. Coding Preparation

试用期期间工资为转正工资的 100%，试用期结束之后税前肆万元人民币每月

II. Sth Need To Mention

E. Projects

II. Sth Need To Mention

E. Projects

THE MOST IMPORTANT THING
understand what you want

II. Sth Need To Mention

E. Projects

- **Do Sth New:**
 - a. Sth really new
 - b. Less people do
 - c. Structure / Data / Training
 - d. App

II. Sth Need To Mention

E. Projects

- **Do Sth New:**
 - a. Sth really new
 - b. Less people do
 - c. Structure / Data / Training
 - d. App
- **Self Driven**
 - a. Group
 - b. Presentation: Slides & Talk

II. Sth Need To Mention

E. Projects

- **Advices:**

3 projects: 1 + 1 + 1

1: classical CV (3 weeks)

1: simple CNN (1-2 weeks) – like multi-classification

1: real task (rest time)

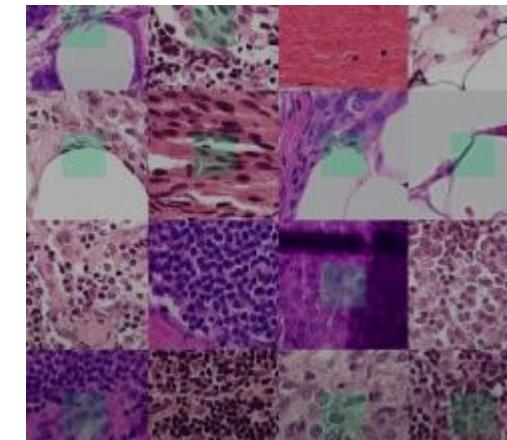
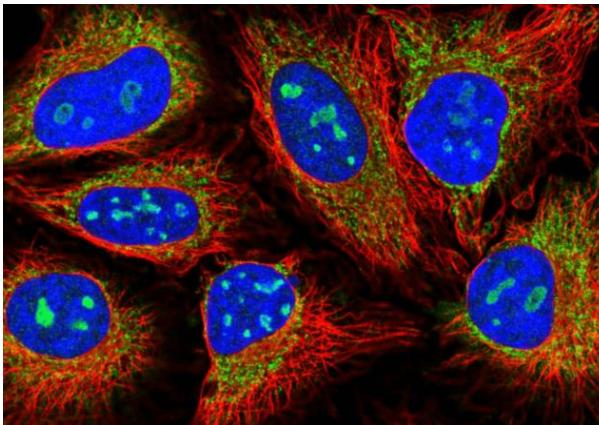
II. Sth Need To Mention

E. Projects

- **Tiny Projects:**

Kaggle: {

- Cancer Detection: [link1](#)
- Cactus Identification: [link1](#)
- Protein Atlas Image Classification: [link1](#)



II. Sth Need To Mention

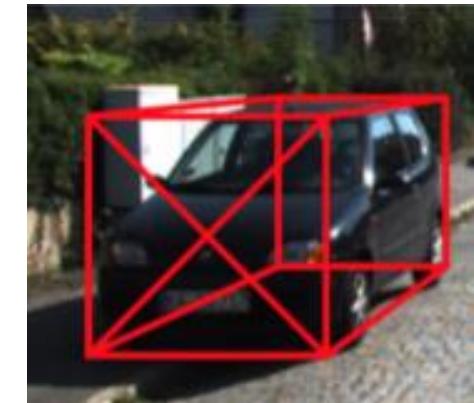
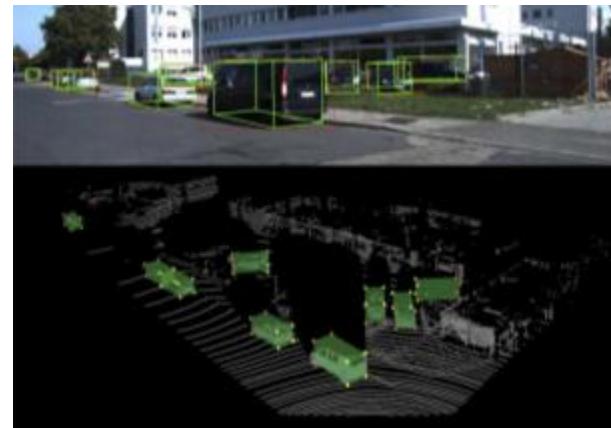
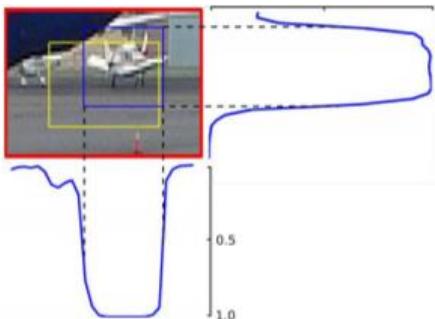
E. Projects

- **Projects:**
detection:

Detection with rotated bbx: [link1](#), [link2](#)
(More Accurate: Orientation)

LocNet: [link1](#), [link2](#)
(More Accurate: BBX)

PointFusion: [link1](#) **3D BBX:** [link1](#)
(More Accurate: 2D-3D)

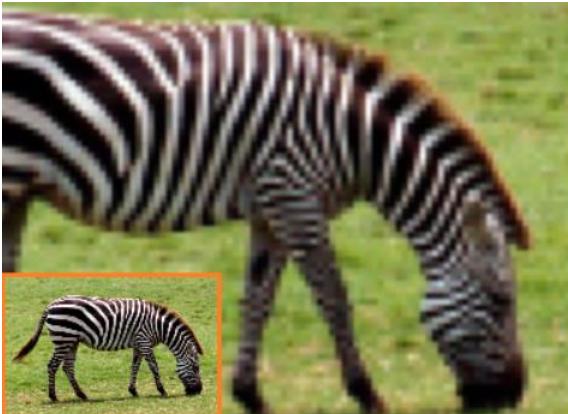


II. Sth Need To Mention

E. Projects

- **Projects:**
Image
Transferring:

{ **Reflection Removal:** [link1](#)
Super Resolution: [link1](#), [link2](#)
Face Frontalization: [link1](#)
Add / Remove Sth: [link1](#)



II. Sth Need To Mention

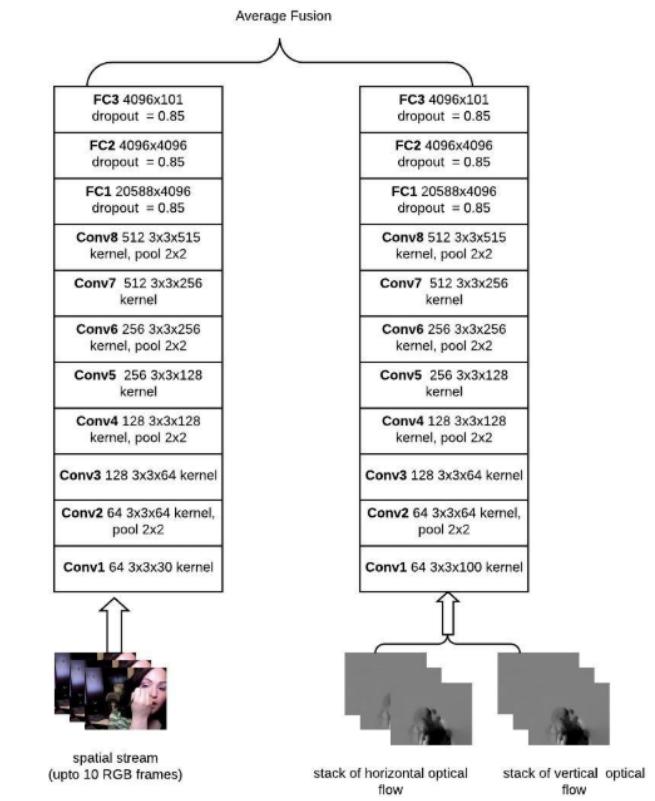
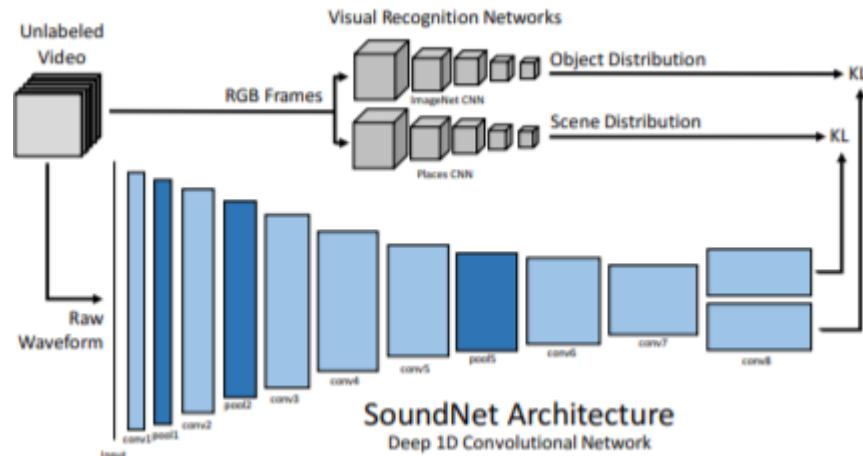
E. Projects

- **Projects:**
Multi-
Inputs/outputs:

Video->Sound: [link1](#), [link2](#)

Video + Sound -> Classification: [link1](#)

2-Stream Videos-> Classification: [link1](#)



II. Sth Need To Mention

E. Projects

- **Projects:**

Others:

Image/Video Classification
Object Detection
Keypoint Detection
Face Detection/Recognition
Segmentation
Voxel
Tracking
2D-3D/3D-2D
Image Captioning
Image Transfer
Mixed Inputs
GAN
Slam
.....

II. Sth Need To Mention

Summary

1. Find your field **AS SOON AS POSSIBLE**
2. Be **FRIENDLY** with recruiters
3. REALLY **CARE** about job description and **FORGET** the contents
4. **CODE MORE, THINK MORE, READ MORE**
5. CVPR, ECCV, ICCV, NIPS / PAMI / SIGGRAPH / arXiv / Kaggle

III. Image Introduction



III. Image Introduction

F. Low Level Image Processing

Basic Operations I:

- Read in (Gray or Color) / Show out
- Print out an image
- Image data type/shape/crop
- Channels / Spaces
- Change color (Assignment)
- Gamma Correction
- Histogram (Thinking: adaptive & align)

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

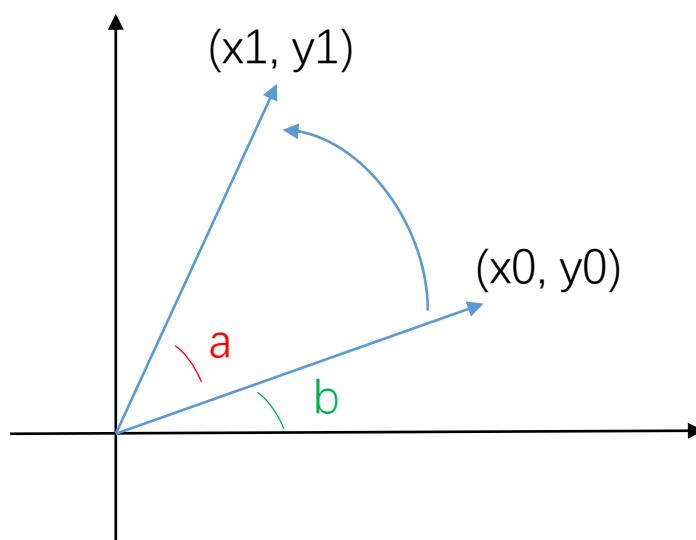
- Similarity Transform
- Affine Transform
- Perspective Transform

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Rotation



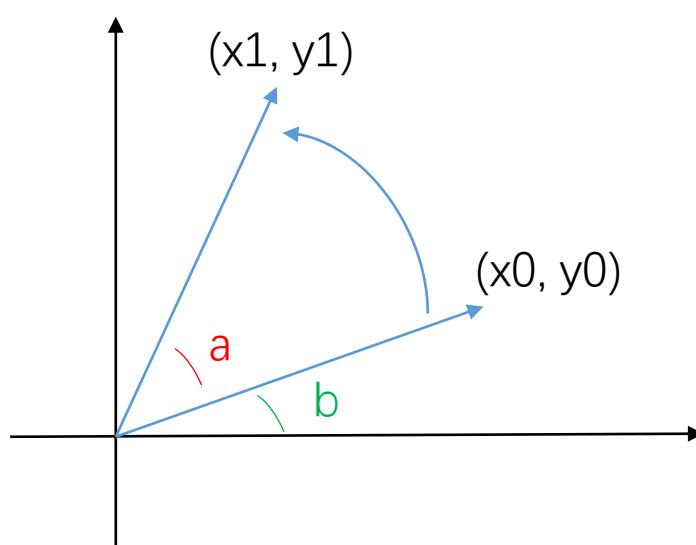
$$\vec{x}_1 = \mathbf{R}\vec{x}_0 = \begin{bmatrix} \cos a & -\sin a \\ \sin a & \cos a \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}$$

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Rotation+Translation



$$\vec{x}_1 = \mathbf{R}\vec{x}_0 = \begin{bmatrix} \cos a & -\sin a \\ \sin a & \cos a \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}$$

$$\vec{x}_1 = [\mathbf{R}|t]\vec{x}_0 = \begin{bmatrix} \cos a & -\sin a & t_x \\ \sin a & \cos a & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ 1 \end{bmatrix}$$

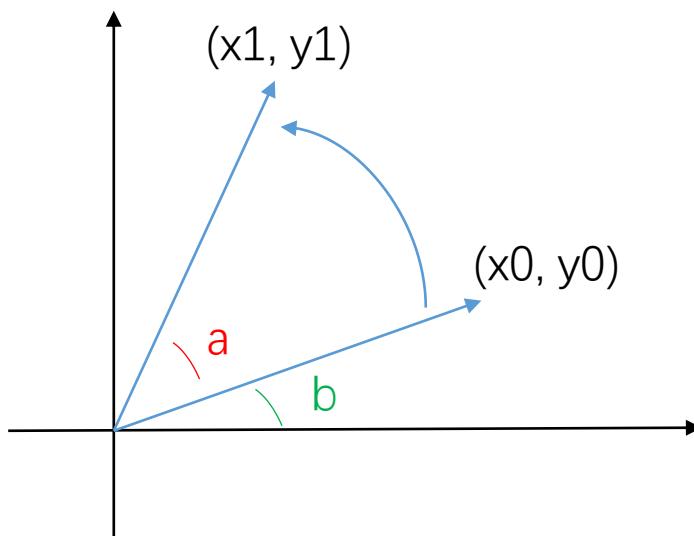
Homogeneous Coordinate (齐次坐标)

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Rotation+Translation+Scale=Similarity Transform



$$\vec{x}_1 = \mathbf{R}\vec{x}_0 = \begin{bmatrix} \cos a & -\sin a \\ \sin a & \cos a \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}$$

$$\vec{x}_1 = [\mathbf{R}|t]\vec{x}_0 = \begin{bmatrix} \cos a & -\sin a & t_x \\ \sin a & \cos a & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ 1 \end{bmatrix}$$

Homogeneous Coordinate (齐次坐标)

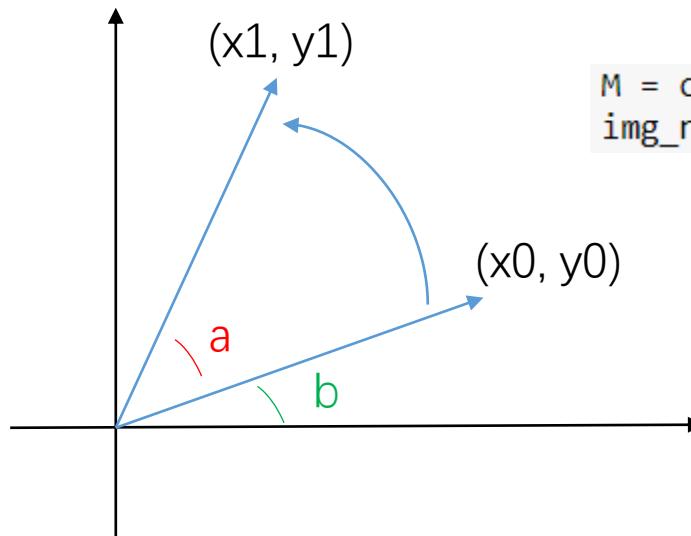
$$\vec{x}_1 = s[\mathbf{R}|t]\vec{x}_0 = s \begin{bmatrix} \cos a & -\sin a & t_x \\ \sin a & \cos a & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ 1 \end{bmatrix}$$

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Similarity Transform



```
M = cv2.getRotationMatrix2D((img.shape[1] / 2, img.shape[0] / 2), 30, 0.5)
img_rotate = cv2.warpAffine(img, M, (img.shape[1], img.shape[0]))
```

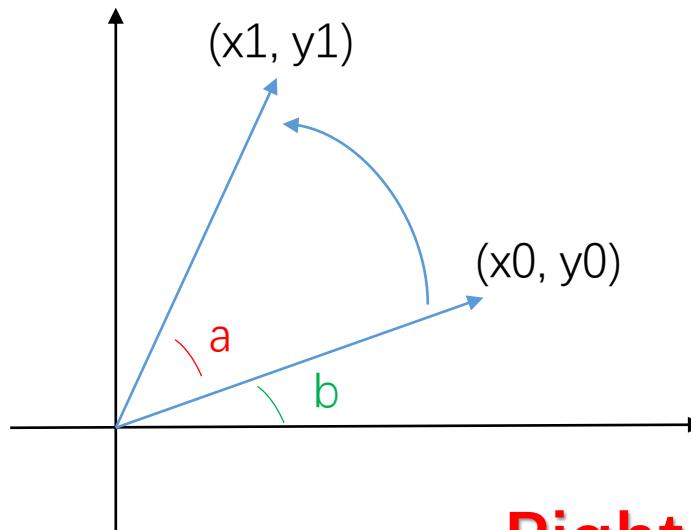
New Centers Angle Scale

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Similarity Transform
 - 1. Regard $(0,0)$ as base
 - 2. Scale
 - 3. Rotate around $(0,0)$
 - 4. Translate to the new center



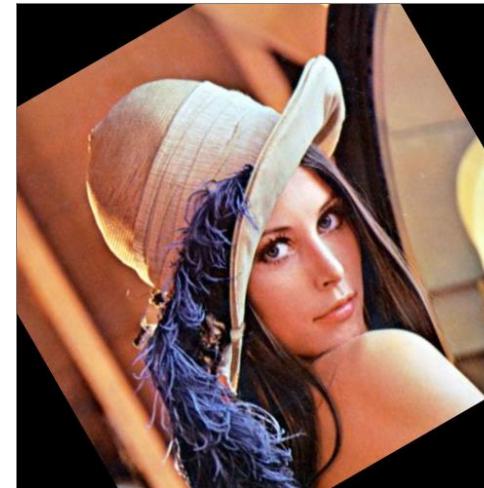
Right Angle Is STILL Right Angle

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Similarity Transform



Right Angle Is STILL Right Angle

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform

$$\vec{x_1} = \mathbf{A}\vec{x_0} = \begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ 1 \end{bmatrix}$$

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform

$$\vec{x_1} = A\vec{x_0} = \begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ 1 \end{bmatrix}$$

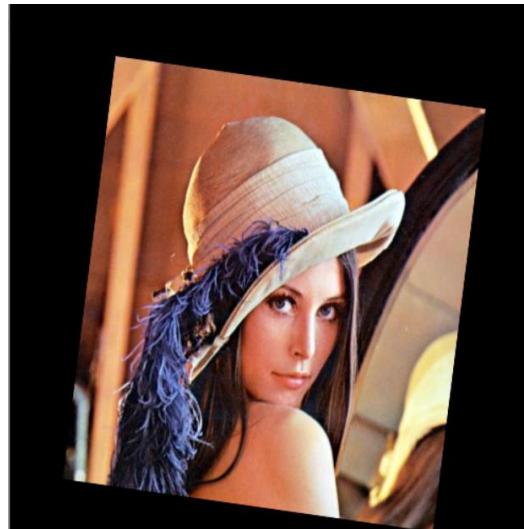
Parallel Lines Are STILL Parallel Lines

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform



III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform

3 Src Points + 3 Dst Points

```
pts1 = np.float32([[0, 0], [cols - 1, 0], [0, rows - 1]])
pts2 = np.float32([[cols * 0.2, rows * 0.1], [cols * 0.9, rows * 0.2], [cols * 0.1, rows * 0.9]])

M = cv2.getAffineTransform(pts1, pts2)
dst = cv2.warpAffine(img, M, (cols, rows))
```

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform

3 Non-Collinear Point Pairs determines 1 Affine Transform

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform

3 Non-Collinear Point Pairs determines 1 Affine Transform

WHY ??

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Affine (仿射) Transform

3 Non-Collinear Point Pairs determines 1 Affine Transform

$$\vec{x_1} = A \vec{x_0} = \begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ 1 \end{bmatrix}$$

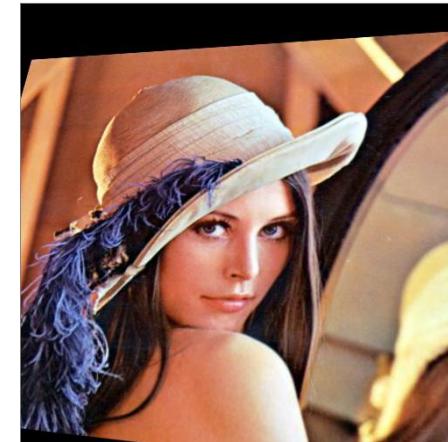
6 Parameters !
(6 Degree of Freedom)

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform



III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform

$$\vec{I_1} = \mathbf{P}\vec{I_0} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ w_0 \end{bmatrix}$$

Lines Are **STILL** Lines

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform

$$\vec{I_1} = P \vec{I_0} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ w_0 \end{bmatrix}$$

How many points do we need to solve it?

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform

$$\vec{I_1} = \mathbf{P}\vec{I_0} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ w_0 \end{bmatrix}$$

4 !

8 Degree of Freedom !

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform

$$\vec{I_1} = \mathbf{P}\vec{I_0} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \\ w_0 \end{bmatrix}$$

4 !

$\|\mathbf{P}\|^2 = 1$, when calculation

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform

```
pts1 = np.float32([[x1, y1], [x2, y2], [x3, y3], [x4, y4]])
pts2 = np.float32([[dx1, dy1], [dx2, dy2], [dx3, dy3], [dx4, dy4]])
M_warp = cv2.getPerspectiveTransform(pts1, pts2)
img_warp = cv2.warpPerspective(img, M_warp, (width, height))
```

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform

Perspective Transform (Particularly for 4 points)

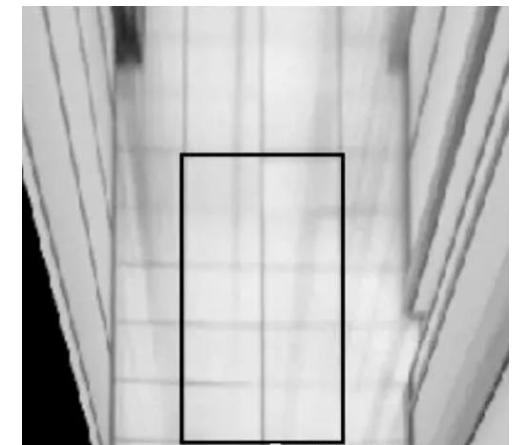
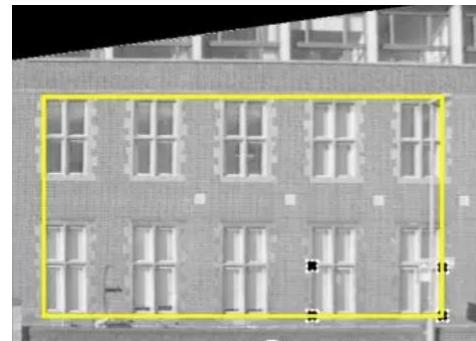
(≥ 4 points: Homography 单应性)

III. Image Introduction

F. Low Level Image Processing

Basic Operations II:

- Perspective (投影) Transform





n003258_216_4.jpg



n003258_217_4.jpg



n003258_218_4.jpg



n003258_219_4.jpg



n003258_221_4.jpg



n003258_222_4.jpg



n003258_223_4.jpg



n003258_228_4.jpg



n003258_229_4.jpg



n003258_230_4.jpg



n003258_231_4.jpg



n003258_232_4.jpg



n003258_233_4.jpg



n003258_234_4.jpg



n003258_239_4.jpg



n003258_240_4.jpg



n003258_241_4.jpg



n003258_242_4.jpg



n003258_243_4.jpg



n003258_244_4.jpg



n003258_245_4.jpg



n003258_250_4.jpg



n003258_251_4.jpg



n003258_252_4.jpg



n003258_253_4.jpg



n003258_254_4.jpg



n003258_255_4.jpg



n003258_256_4.jpg



n003258_261_4.jpg



n003258_262_4.jpg



n003258_263_4.jpg



n003258_264_4.jpg



n003258_265_4.jpg



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n003258_267_4.jpg