

Lecture 9

Introduction of Computer Vision

Multimedia System

Spring 2020

컴퓨터 비전(computer vision, 컴퓨터 視角)

▶ 시각의 중요성

- 인간의 오감 중 시각으로 얻는 정보는 전체 감각기관으로 얻는 정보의 90%이상을 차지
- 인간은 태어나서 보기 시작한 모든 정보로부터 스스로 학습

▶ 컴퓨터(로봇) 비전

- 컴퓨터(로봇)에 인간의 시각 기능을 구현하고자 하는 노력에서 비롯된 학문 분야
- 카메라로 획득한 영상 정보에서 유용한 정보를 추출하기 위한 기술



컴퓨터비전

▶ 2차원 컴퓨터비전

- 2차원 영상센서로부터 획득한 2차원 영상으로부터 다양한 응용분야에 적용할 수 있는 2차원 정보를 획득하기 위한 컴퓨터 기술
- 문자인식, 얼굴인식, 물체추적 등

▶ 3차원 컴퓨터비전

- 2차원 영상정보로부터 3차원 정보를 획득하기 위한 컴퓨터 기술
- 3차원 스캐닝, 3차원 TV, 3차원 로봇비전 등

Applications

- ▶ Visual Inspection
- ▶ Robotics
- ▶ Intelligent Image Tools
- ▶ Image Compression (MPEG 1 / 2 / 4 / 7)
- ▶ Document Analysis (OCR)
- ▶ Image Libraries (DL)
- ▶ Virtual Environment Construction
- ▶ Environment
- ▶ Media and Entertainment
- ▶ Medicine
- ▶ Astronomy
- ▶ Law Enforcement
 - surveillance, security
- ▶ Traffic and Transportation
- ▶ Tele-Conferencing and e-Learning

Recognition (1)

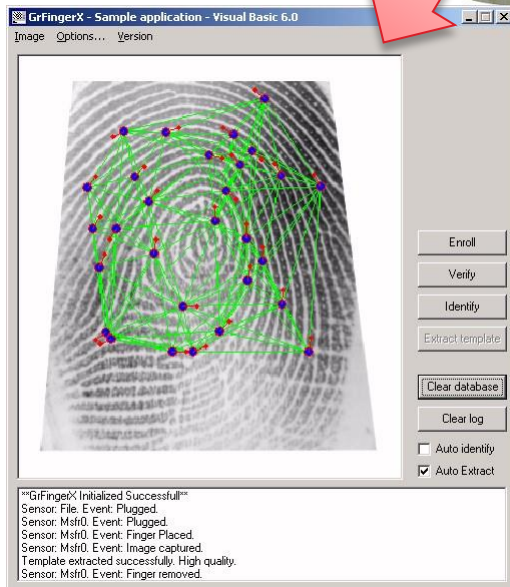
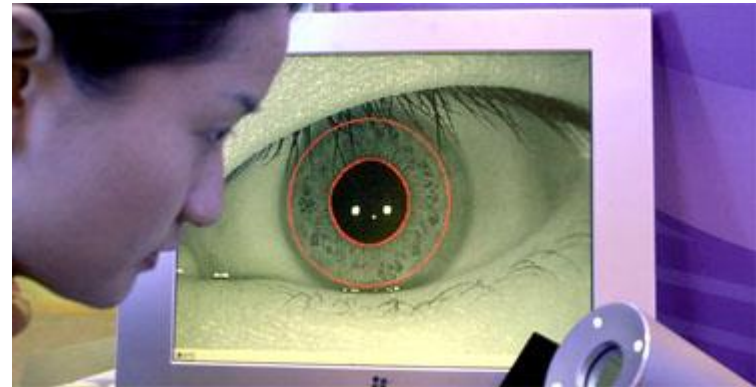
- ▶ Character recognition
- ▶ Car plate recognition



- “패턴인식”은 확률, 통계와 밀접한 관련이 있음
- 일반적으로 별도의 과목으로 강의

Recognition (2)

- ▶ Bio recognition (fingerprint, iris, palm vein ..)



Face detection & recognition

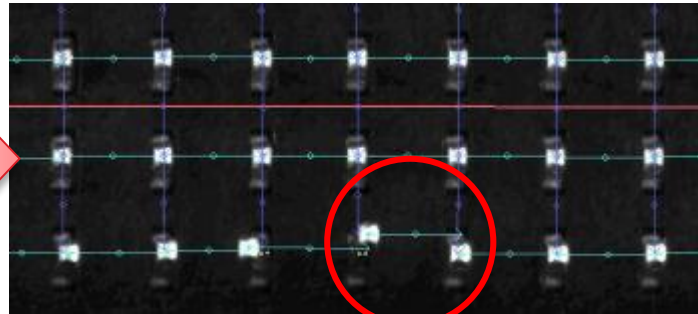
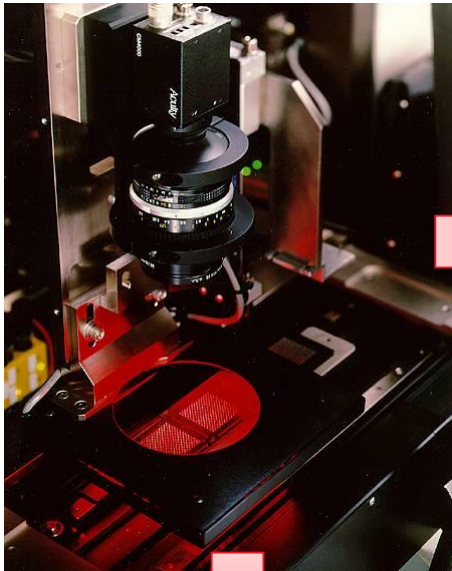
- ▶ Many application areas
 - Security
 - Smart device
 - Smile interface
 - Human robot interface



<https://www.youtube.com/watch?v=sPmXZGSsiYM>

Inspection

▶ Defect inspection



Semiconductor chip inspection

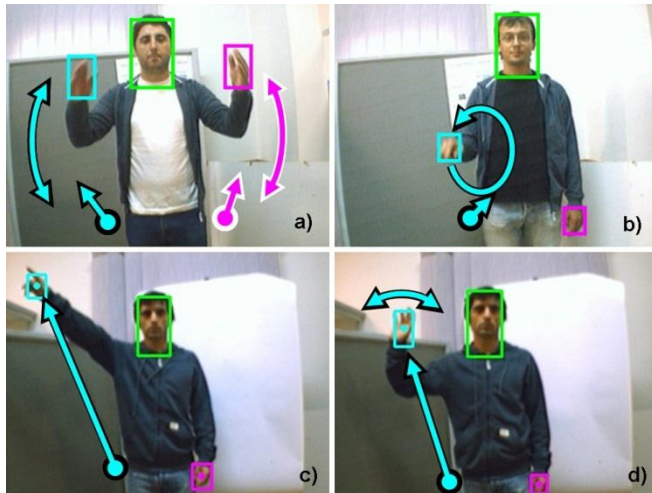


Bottle inspection



Gesture Recognition

- ▶ Human computer(robot) interaction
- ▶ Smart wall
- ▶ Smart mobile device (phone, pad..)
- ▶ Game



University of Tsukuba, Japan

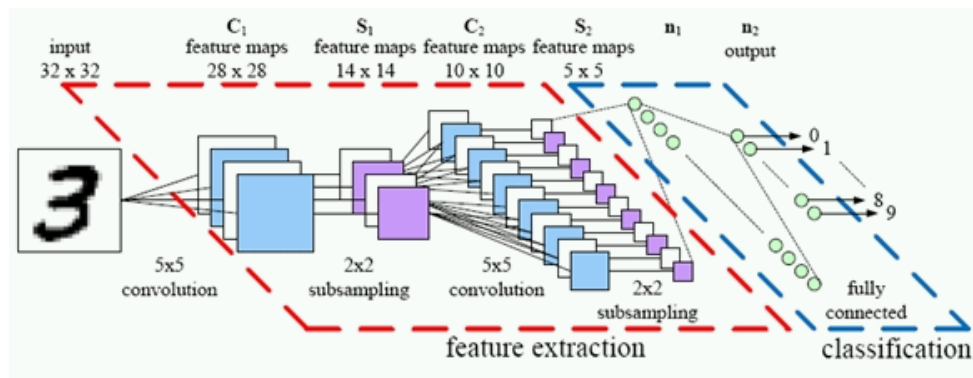


Interactive 3D TV and you're watching a Haynes manual?

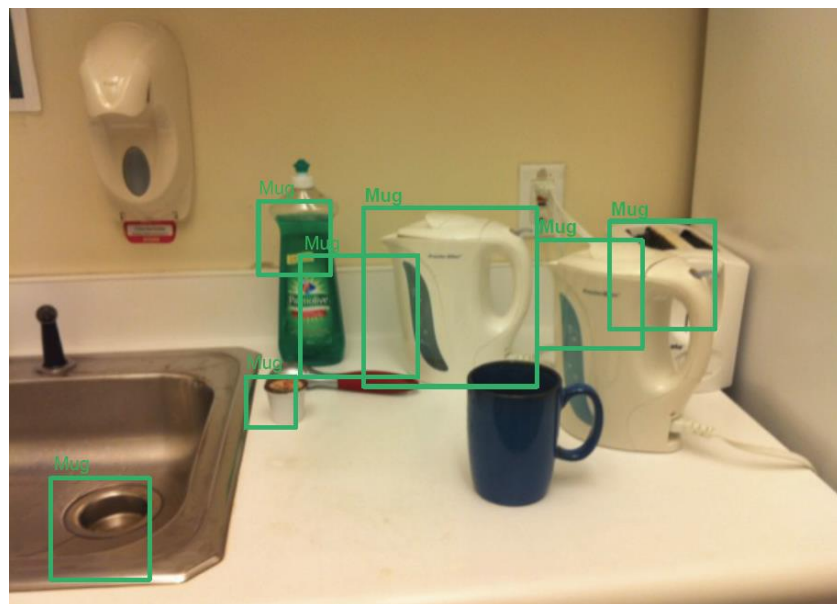


Deep learning

- ▶ Neural network with specialized connectivity structure
- ▶ Stack multiple stages of feature extractors
- ▶ Higher stages compute more global, more invariant features
- ▶ Classification layer at the end

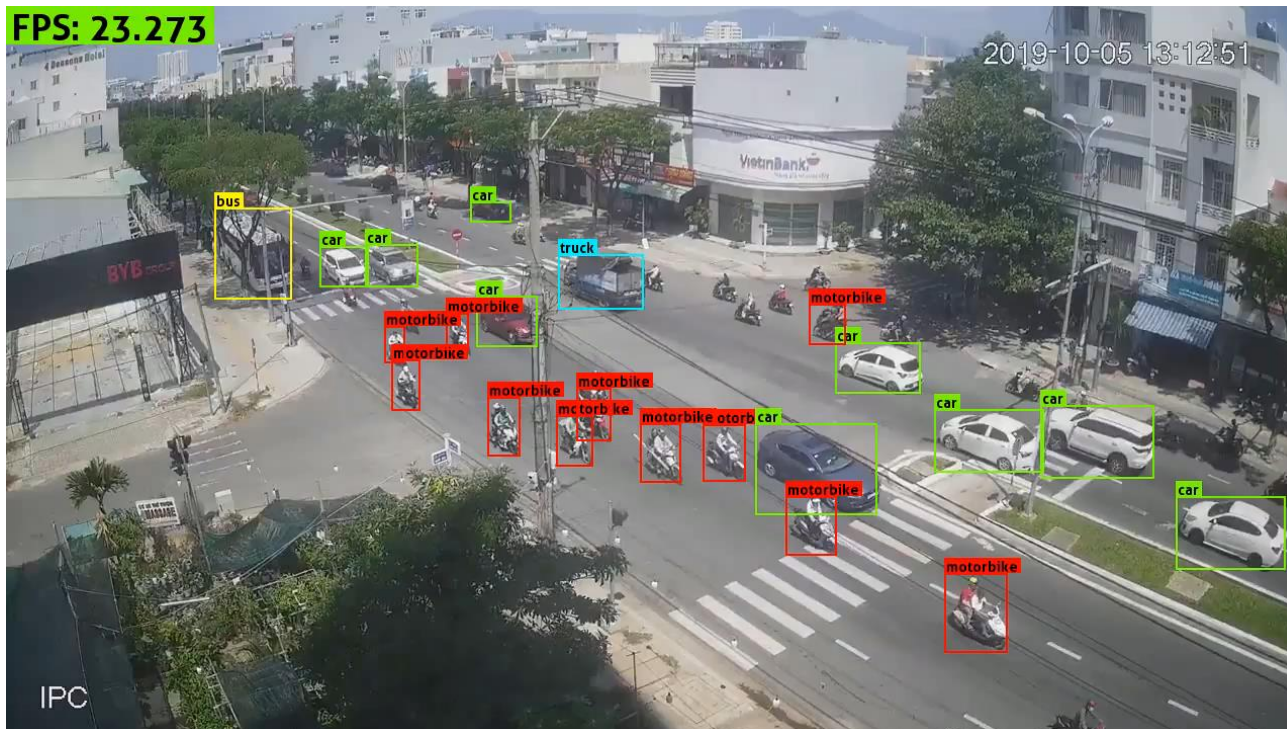


Example of Convolutional Neural Network



Detection and Tracking

- ▶ Detection and tracking of objects in a video sequence is an important technique in computer vision
- ▶ Many application areas
 - Traffic monitoring
 - Security
 - Entertainment



<https://www.youtube.com/watch?v=24ZjHGx4rdQ>

Detection and Tracking

- ▶ National defense is an important application area of the vision tracking technique
- ▶ UAV is a good application target of object tracking



UAV



Quadcopter



- ▶ Quadcopter examples
- ▶ <http://www.youtube.com/watch?v=vHpw8zc7-JQ&list=UUrZt485fBMeNtCDlgEZAHV&index=1>
- ▶ <http://www.youtube.com/watch?v=IMSozUpFFkU>

3D Modeling

- ▶ 3D model generation one or more camera views.
- ▶ 3D models are saved in 3D graphic format such as PLY, OBJ, 3DM, OFF.

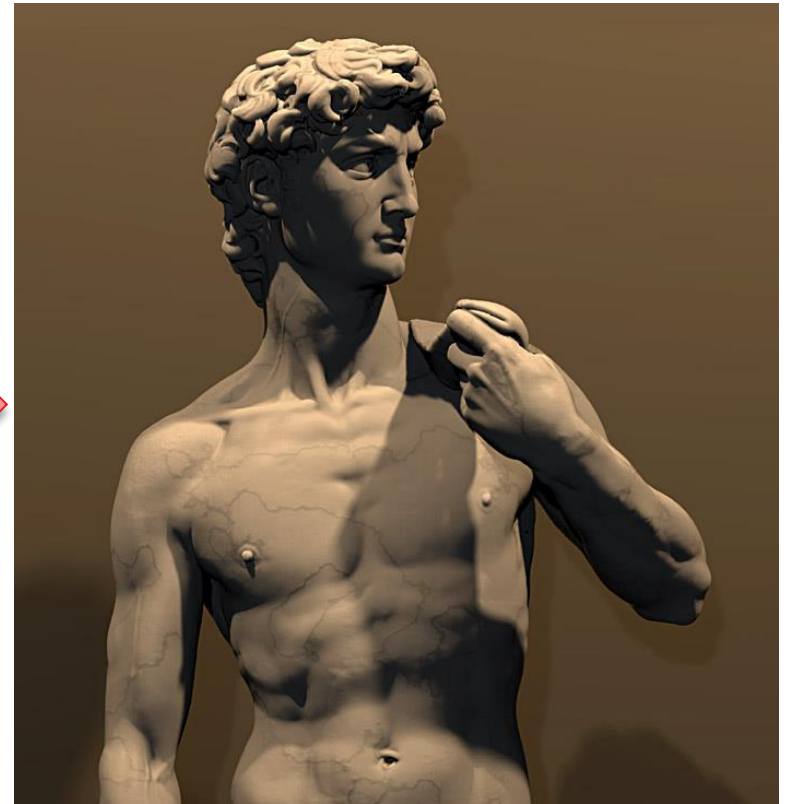
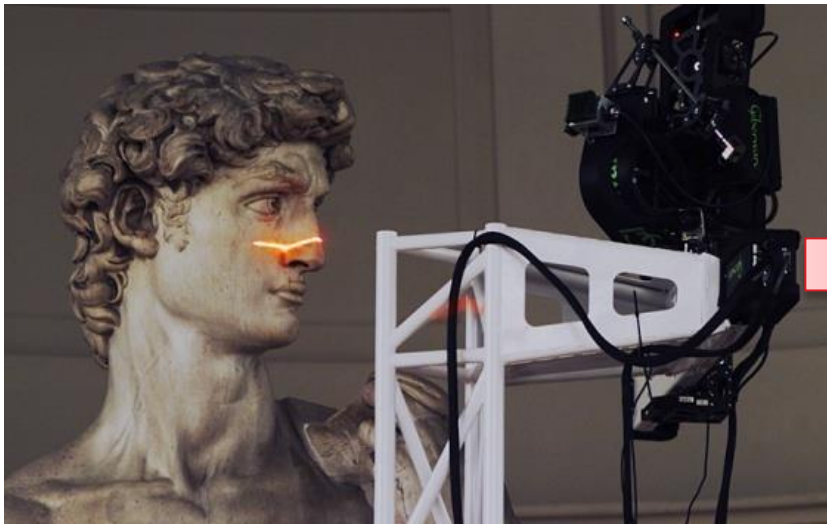
High-Quality Streamable Free-Viewpoint Video

Alvaro Collet, Ming Chuang, Pat Sweeney,
Don Gillett, Dennis Evseev, David Calabrese,
Hugues Hoppe, Adam Kirk, Steve Sullivan



3D Modeling: Offline

- ▶ Accurate 3D model reconstruction
- ▶ Application: Reverse engineering, cultural heritage, city modeling...



The Michelangelo project by Stanford U.

3D Modeling: Online

- ▶ Real-time 3D modeling
- ▶ Application: Game, entertainment, security...

Fusion4D

Real-time Performance Capture of Challenging Scenes

Mingsong Dou, Sameh Khamis, Yury Degtyarev, Philip Davidson*, Sean Ryan Fanello*,
Adarsh Kowdle*, Sergio Orts Escolano*, Christoph Rhemann*, David Kim,
Jonathan Taylor, Pushmeet Kohli, Vladimir Tankovich, Shahram Izadi

*equal contribution

MICROSOFT RESEARCH

contact: shahrami@microsoft.com

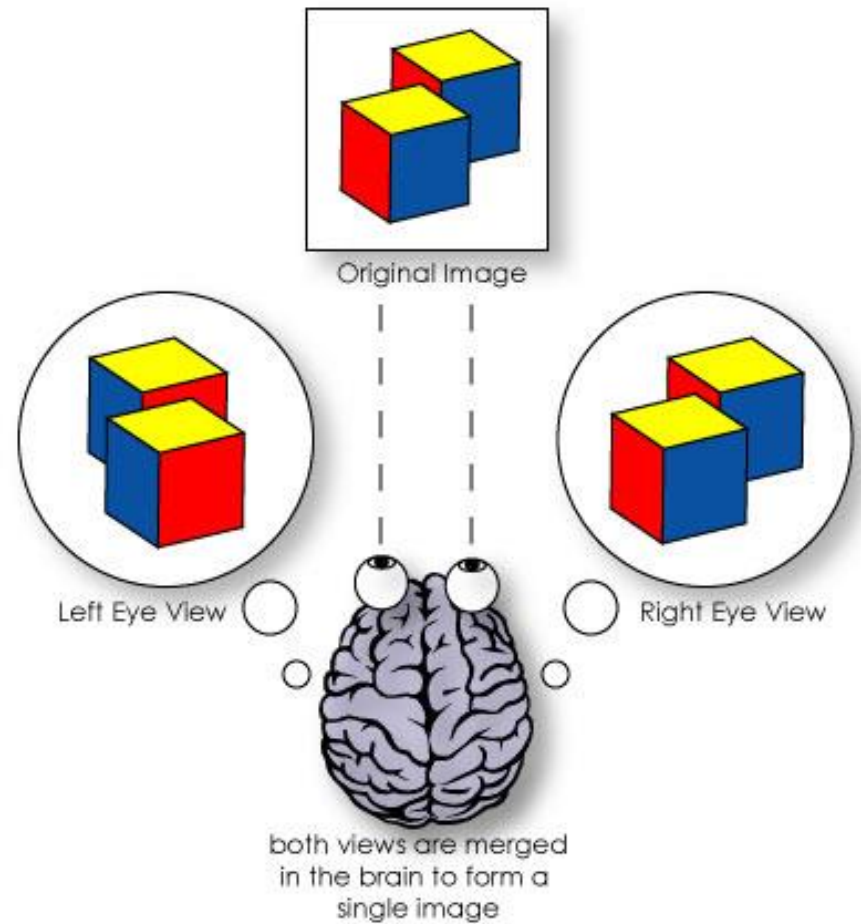
3D modeling : Kinect

- ▶ Microsoft의 Xbox용 motion recognition device



Stereo Vision

- ▶ Human beings have two eyes positioned side by side.
- ▶ Each eye has a view of the same area from a slightly different angle.
- ▶ The brain takes the information from each eye and unites them into one picture, interpreting the slight differences between each view as **depth**.



Stereo Vision

- ▶ Stereo vision is a part of the field of computer vision
- ▶ Stereo vision technique compares two or more images to find the shift between the correspondences in the images. The shifted amount is called the **disparity**.



Left image

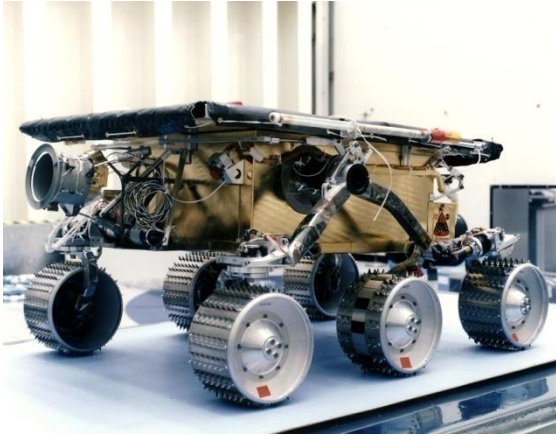


Right image



Disparity image

Robot Vision



Path finder



KAIST Hubo



Honda Asimo

HCI, HRI

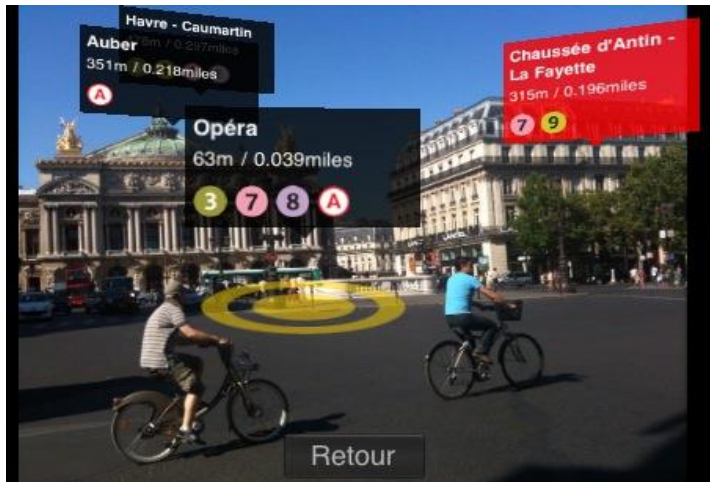


Digital Special Effects



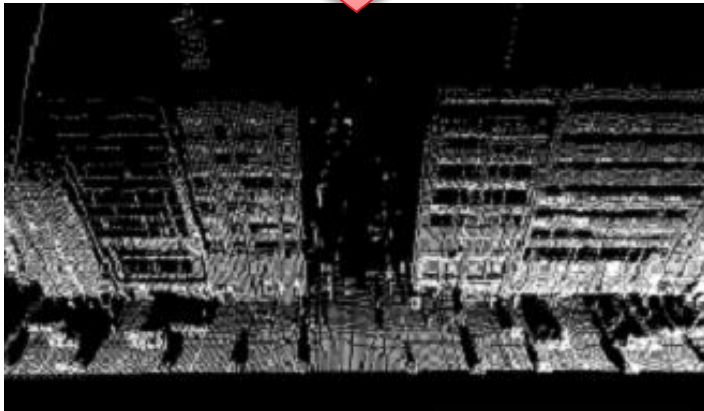
<https://www.youtube.com/watch?v=NKZUo0NaKT4>

Augmented Reality

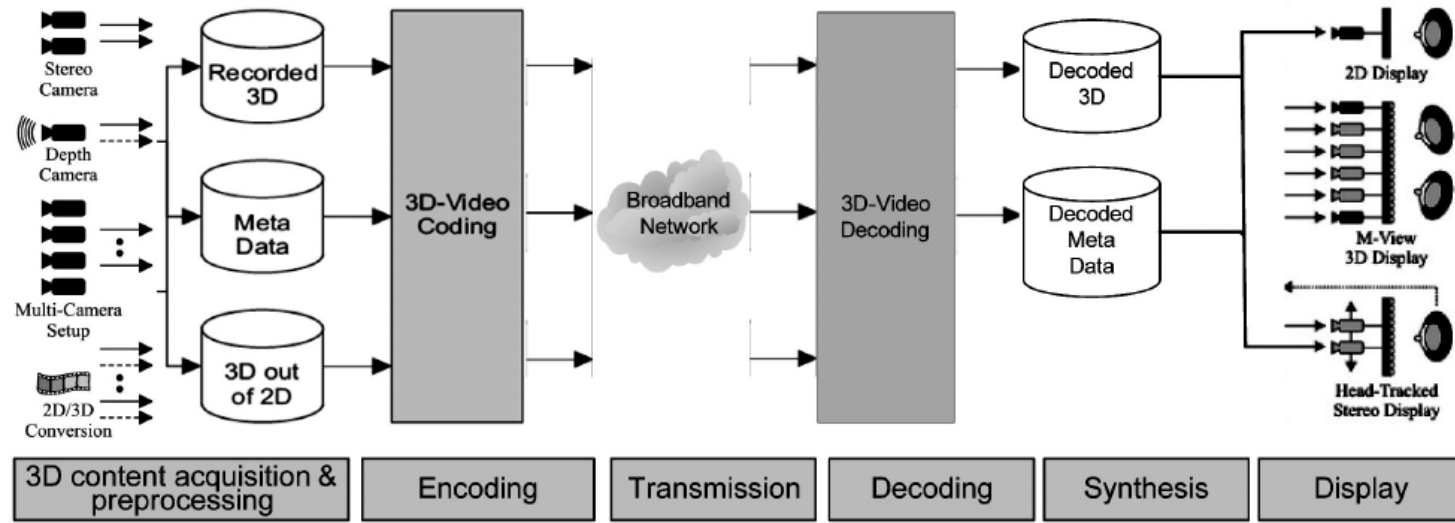


City modeling

- ▶ 3차원 센서를 사용한 도시 규모의 모델링



3DTV



Contents Acq. and Proc.

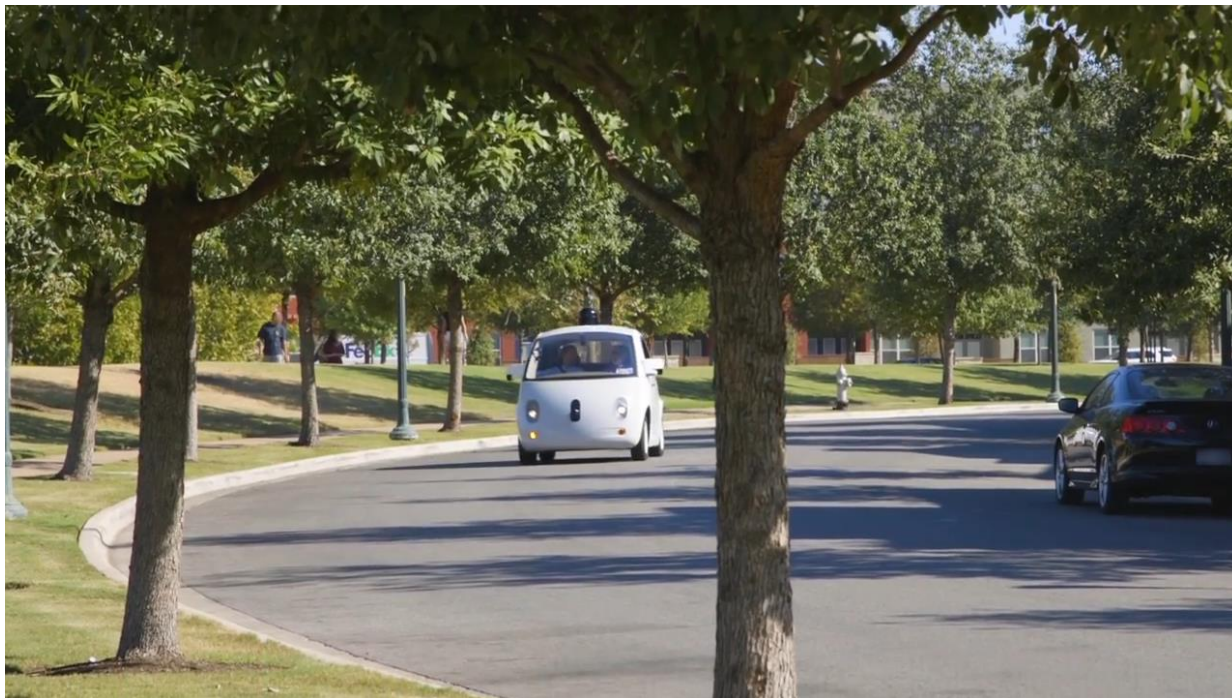
Coding & Transmission

3D Display

Vehicle Vision

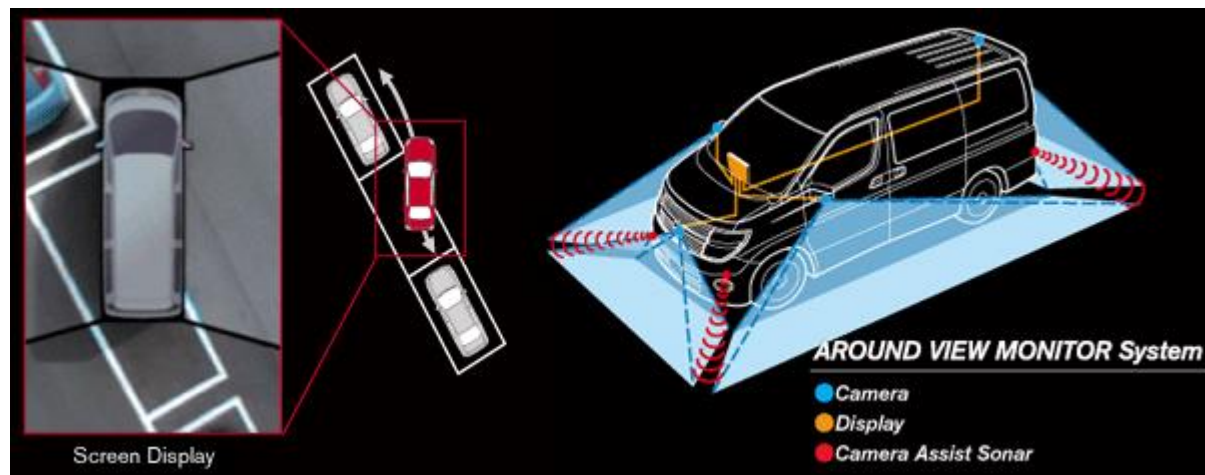
- ▶ Vehicle vision is a hot research topic in computer vision
- ▶ Vehicle in the future will be equipped with several vision, IR and Lidar sensors
- ▶ Google car

https://www.youtube.com/watch?v=X_d3MCklvg8



Vehicle Vision

- ▶ Around view (Bird-eye view) monitoring
 - Transformation of different camera views to a common (top) view
 - Assists drivers to park more easily by better understanding the vehicle's surroundings
 - Example
 - <http://www.youtube.com/watch?v=ScyMY7eqzXs>



From Nissan homepage

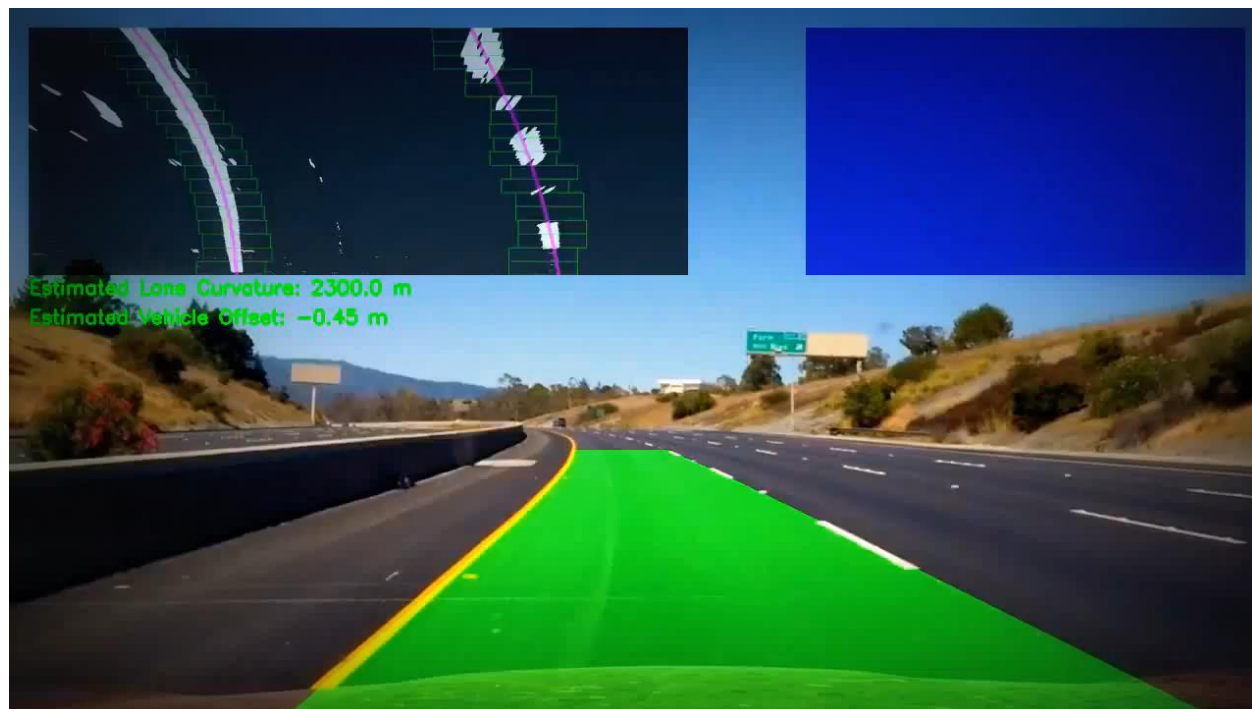
Vehicle Vision

- ▶ LDWS (Lane Departure Warning system)
- ▶ A mechanism designed to warn a driver when the vehicle begins to move out of its lane
- ▶ Example
 - <http://www.youtube.com/watch?v=PvnGG673ZPo>



Vehicle vision

- ▶ On-road vehicle detection
- ▶ Alert a driver about driving environments and possible collision with other vehicles
- ▶ Robust and reliable vehicle detection is needed



Vehicle vision

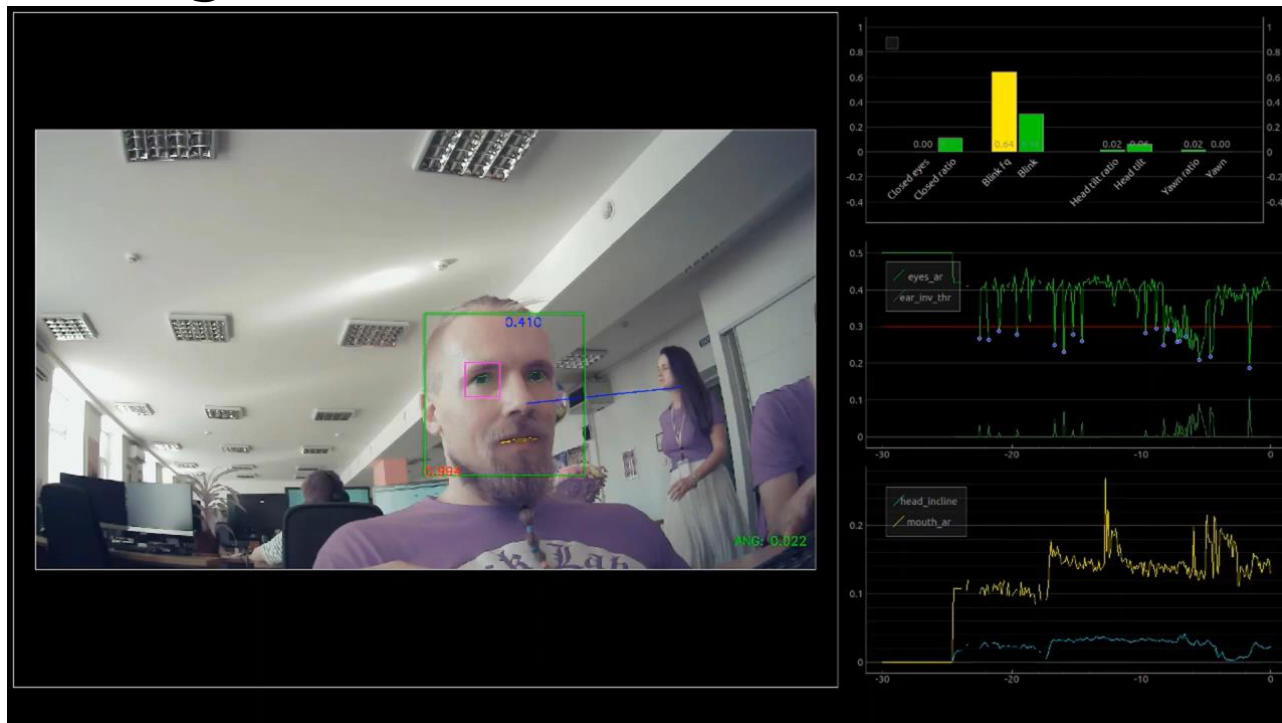
- ▶ Pedestrian detection
 - Pedestrian detection is very important for safety issue
 - HOG (Histogram of Gradient) feature
 - Deep learning



<https://www.youtube.com/watch?v=0hWW6FVcFAo>

Vehicle Vision

- ▶ Driver Drowsiness Monitoring
- ▶ Driver drowsiness is responsible for about 30% of severe traffic accidents
- ▶ Based on face/eye detection and eye opening monitoring



<https://www.youtube.com/watch?v=4QctDyUK2RY>

Why computer vision ?

Image



Foggy golden triangle in Pittsburgh

But ...

123	121	119	127	116	114	118	116	154	201	134	133	99	123	123	131
143	157	123	255	111	116	114	112	99	128	131	125	137	137	129	116
137	116	198	122	152	127	203	117	155	161	167	149	143	159	116	93
143	157	123	255	111	116	114	112	99	128	131	125	137	137	129	116
149	103	111	238	172	154	110	108	134	162	129	119	137	141	109	125
123	121	119	127	116	114	118	116	154	201	134	133	99	123	123	131
165	133	176	98	128	111	173	201	152	172	165	97	113	125	122	129
172	103	111	238	172	154	110	108	134	162	129	119	137	141	109	125
134	175	132	255	111	161	114	112	99	128	131	125	137	137	129	116
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117	155	161	167	149	143	159	116	93	137	116	198	122	152	127	203
116	114	118	116	154	201	134	133	99	123	131	171	121	119	127	
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116	114	118	116	154	201	134	133	99	123	131	171	121	119	127	
110	108	134	162	129	119	137	141	109	125	149	103	111	238	172	154
119	127	116	114	118	116	123	121	154	201	134	133	99	123	123	131
159	116	93	137	116	198	122	152	127	203	117	155	161	167	149	143

A lot of data

- ▶ Landsat image

- 1 scene: $3300 \times 2300 \times 4 = 30000000$ bytes
- 200 scenes/ day

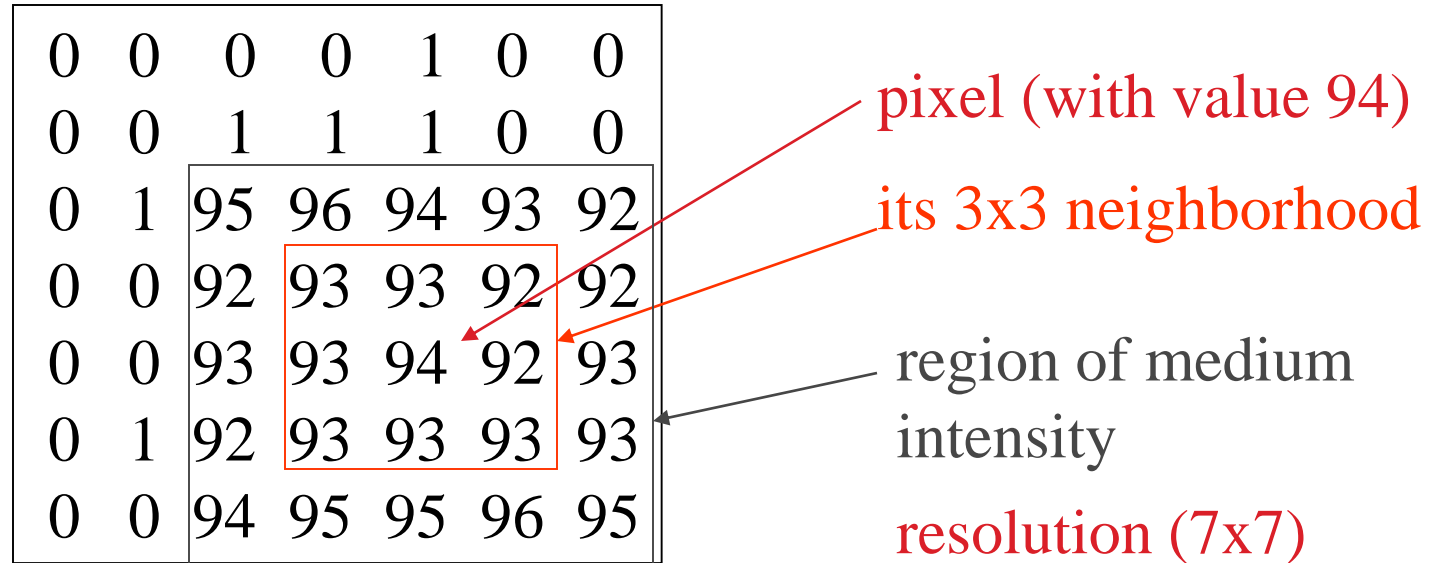
- ▶ Color TV image

- $512 \times 512 \times 3 \times 30 = 25000000$ bytes/sec

Why difficult ?

- ▶ A lot of data
- ▶ Ambiguity
 - Projection of a 3D world to a 2D image
- ▶ Many factors to influence the image
 - Illumination condition
 - Object shape
 - Camera characteristics

Digital Image Terminology:



- binary image
- gray-scale (or gray-tone) image
- color image
- multi-spectral image
- range image
- labeled image

Three Stages of Computer Vision

- low-level

image → image

- mid-level

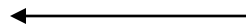
image → features

- high-level

features → analysis

Low-Level

sharpening



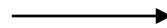
blurring

Low-Level



original image

Canny



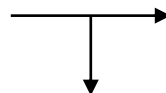
edge image

Mid-Level



edge image

ORT



data
structure



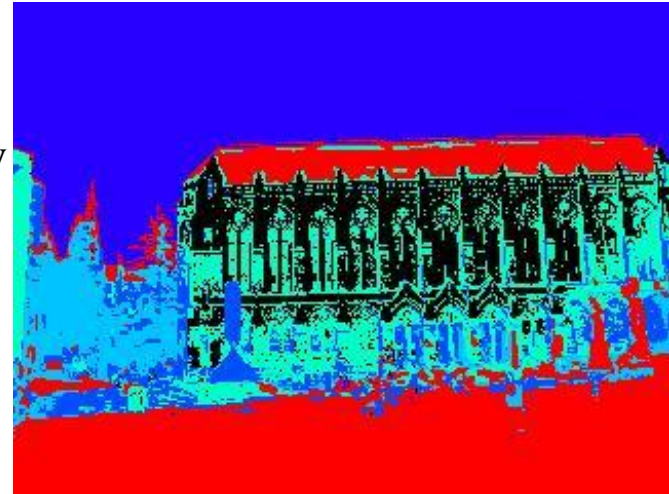
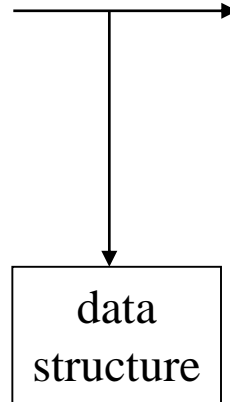
circular arcs and line segments

Mid-Level



original color image

K-means
clustering
(followed by
connected
component
analysis)

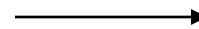


regions of homogeneous color

Low- to High-Level



low-level



edge image

mid-level



high-level

consistent
line clusters

