

# Introduction

Introduction to Computer Vision: CS 566

Computer Sciences

University of Wisconsin-Madison

Instructor: Mohit Gupta

# Typically We Would Talk About...

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Computer Vision

Successes

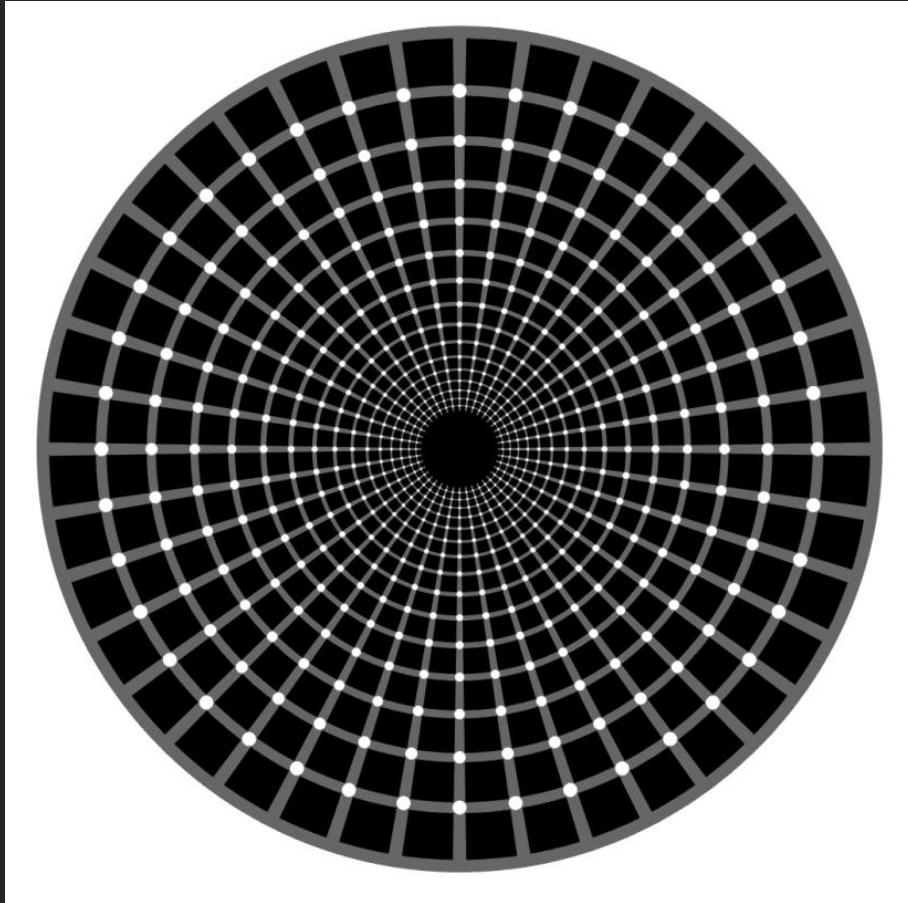
# But First, Let's Talk About...

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## Human Vision

### “Failures”

# Optical Illusions



# What are optical illusions?

Perception: I see



Light (Sensing)



Truth: But this is an !



Oracle

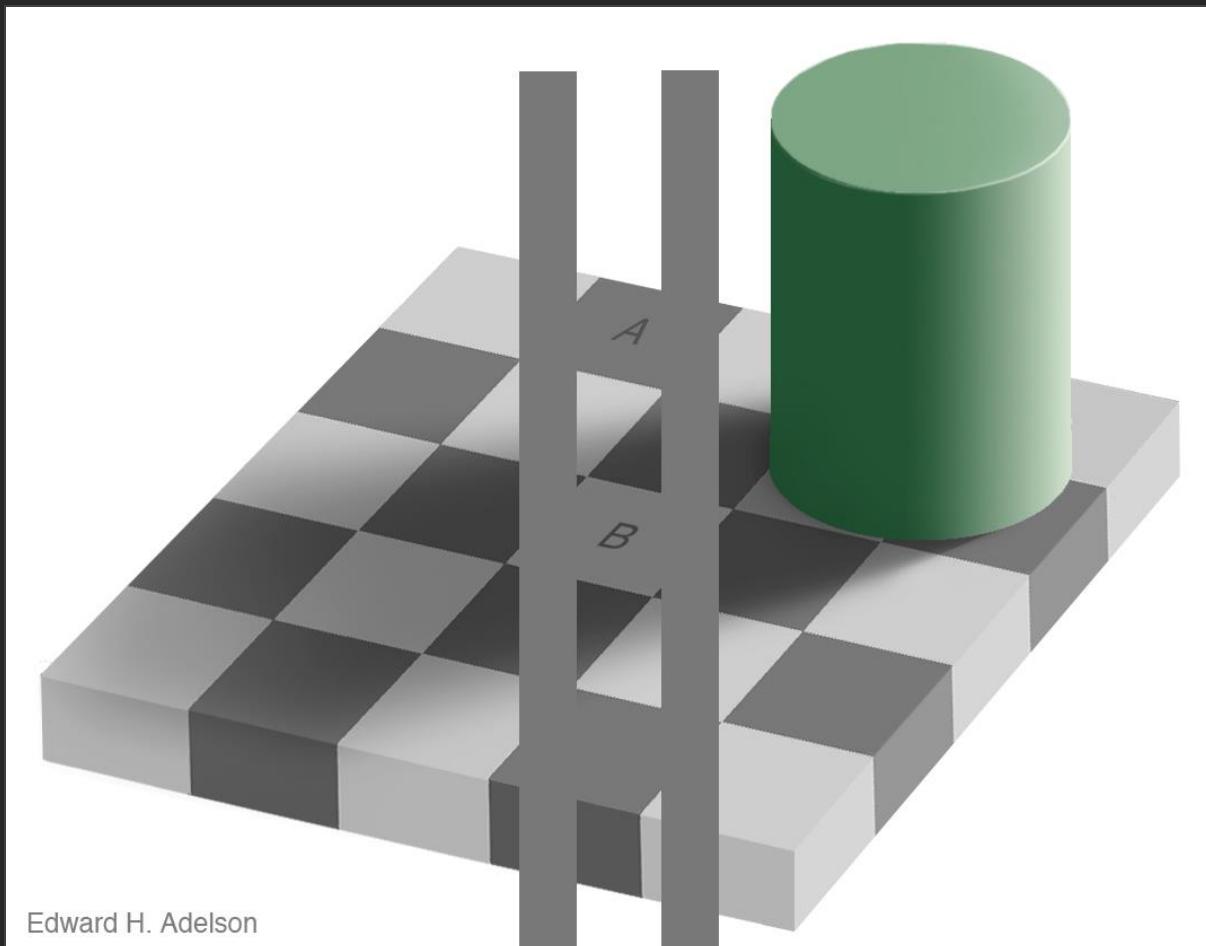
# Optical Illusion in Nature



© 2007 Thomson Higher Education

Image Courtesy: [http://apollo.lsc.vsc.edu/classes/met130/notes/chapter19/graphics/infer\\_mirage\\_road.jpg](http://apollo.lsc.vsc.edu/classes/met130/notes/chapter19/graphics/infer_mirage_road.jpg)

# A Brightness Illusion



# Why study optical illusions?

- Studying how brain is fooled teaches us how it works

“Illusions of the senses tell us the truth about perception” [Purkinje]
- It makes us happy ☺ : *Al Seckel*

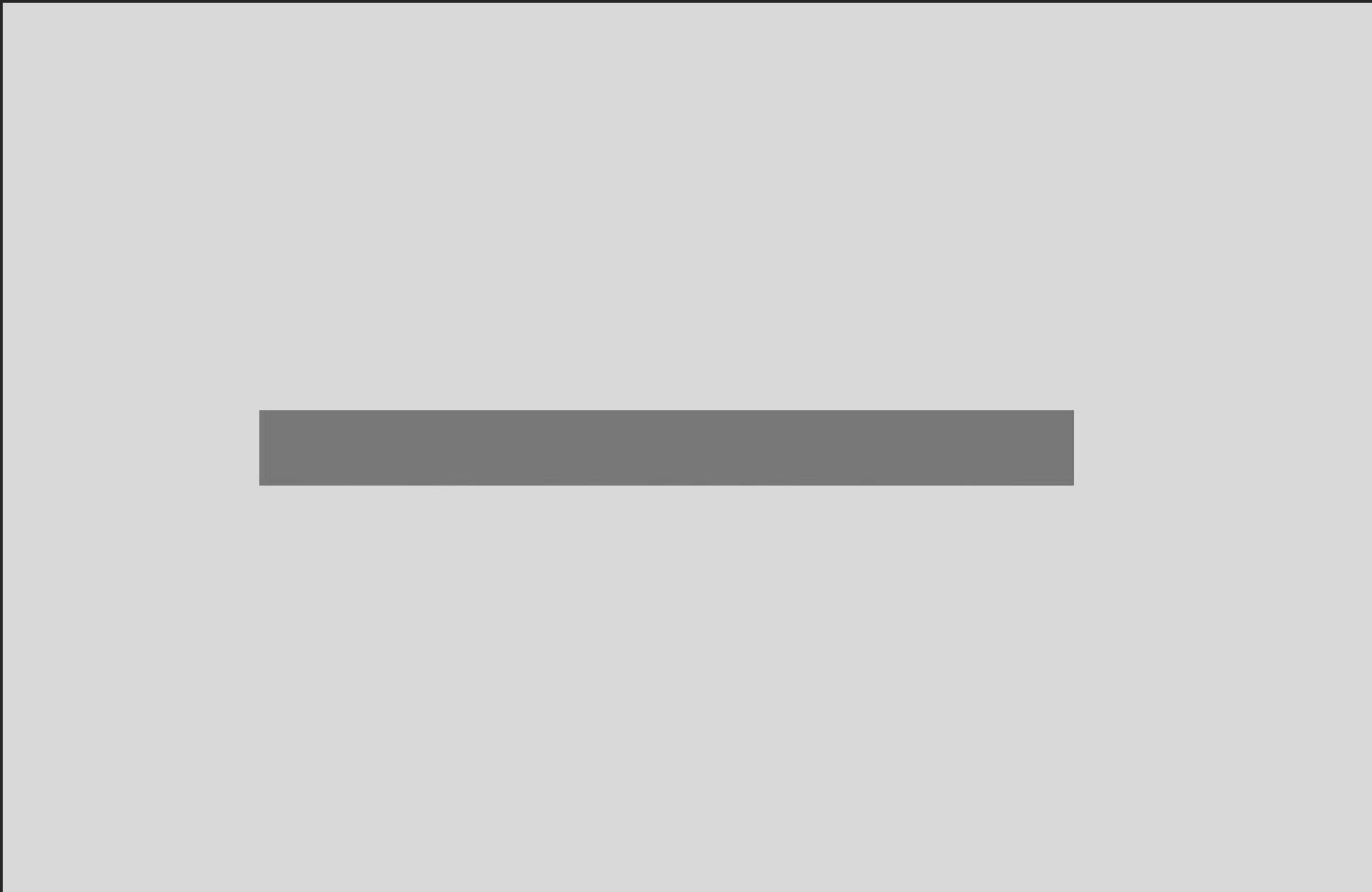
# Different kinds of illusions

- Brightness and Contrast Illusions

- Color Illusions
- Perspective Illusions
- Relative Motion Illusions
- Illusions of Expressions



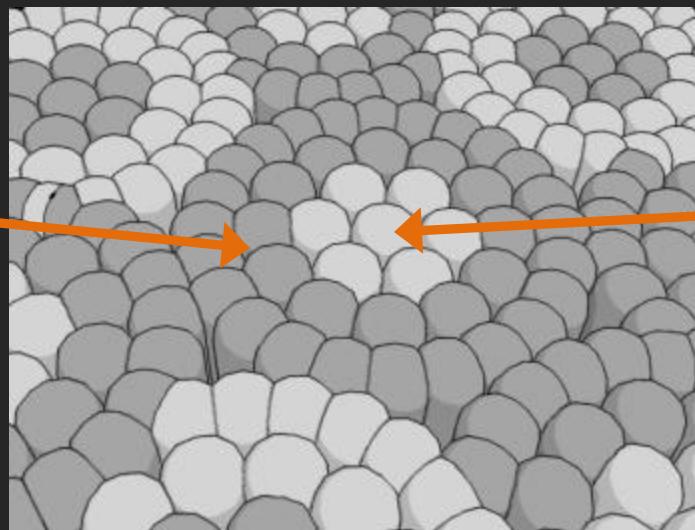
# Simultaneous Contrast Illusions



# Low-level Vision Explanation

Negative  
Photo-receptors

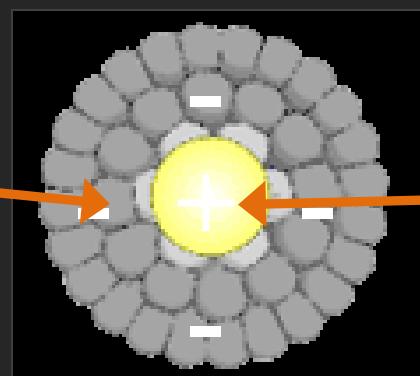
Positive  
Photo-receptors



Receptive Fields in the Retina

Inhibitory  
Light

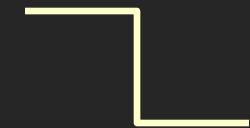
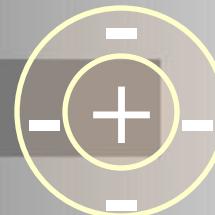
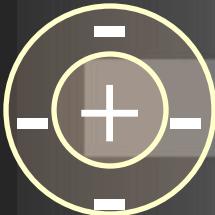
Excitatory  
Light



# Low-level Vision Explanation

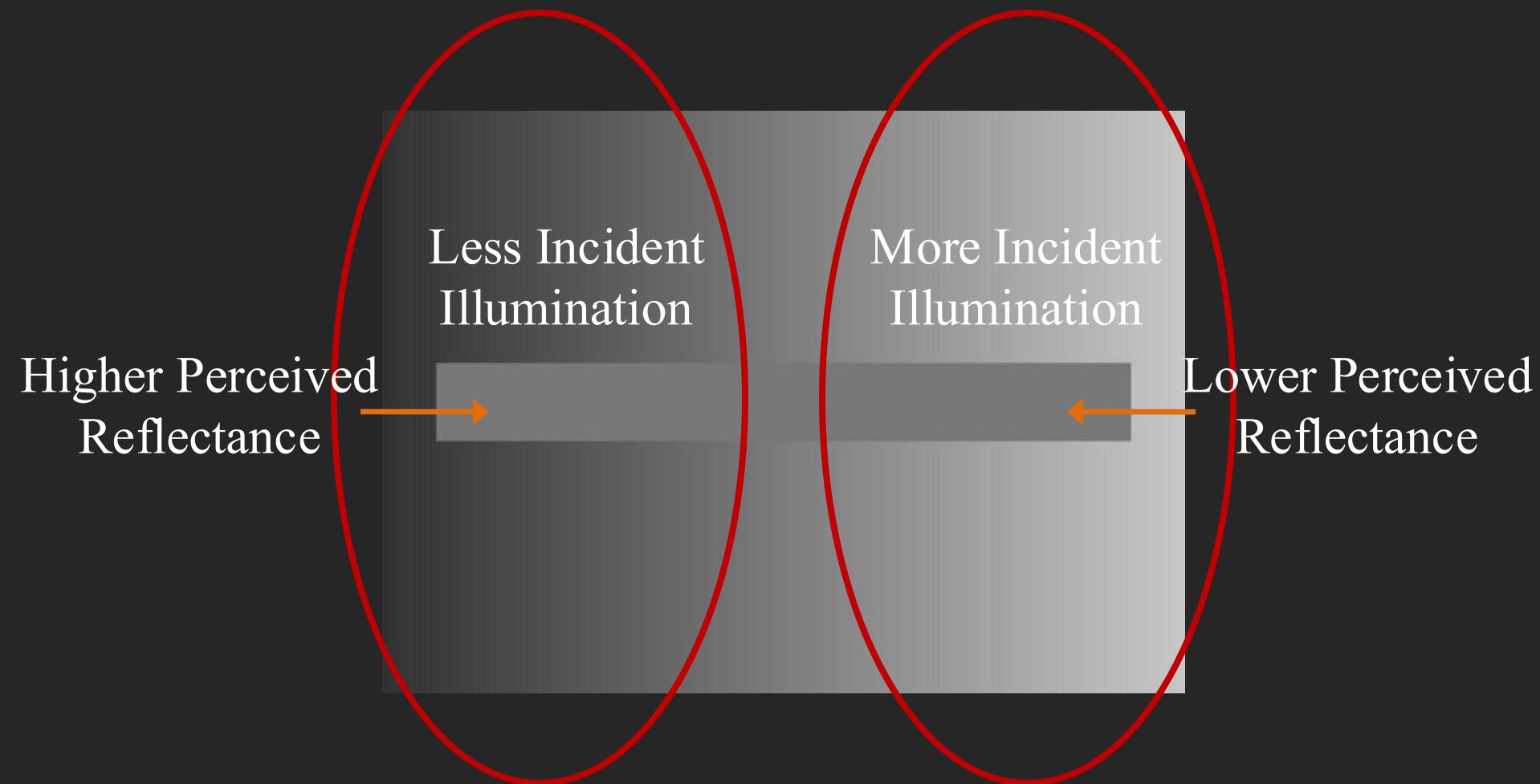


Positive  
Gradient



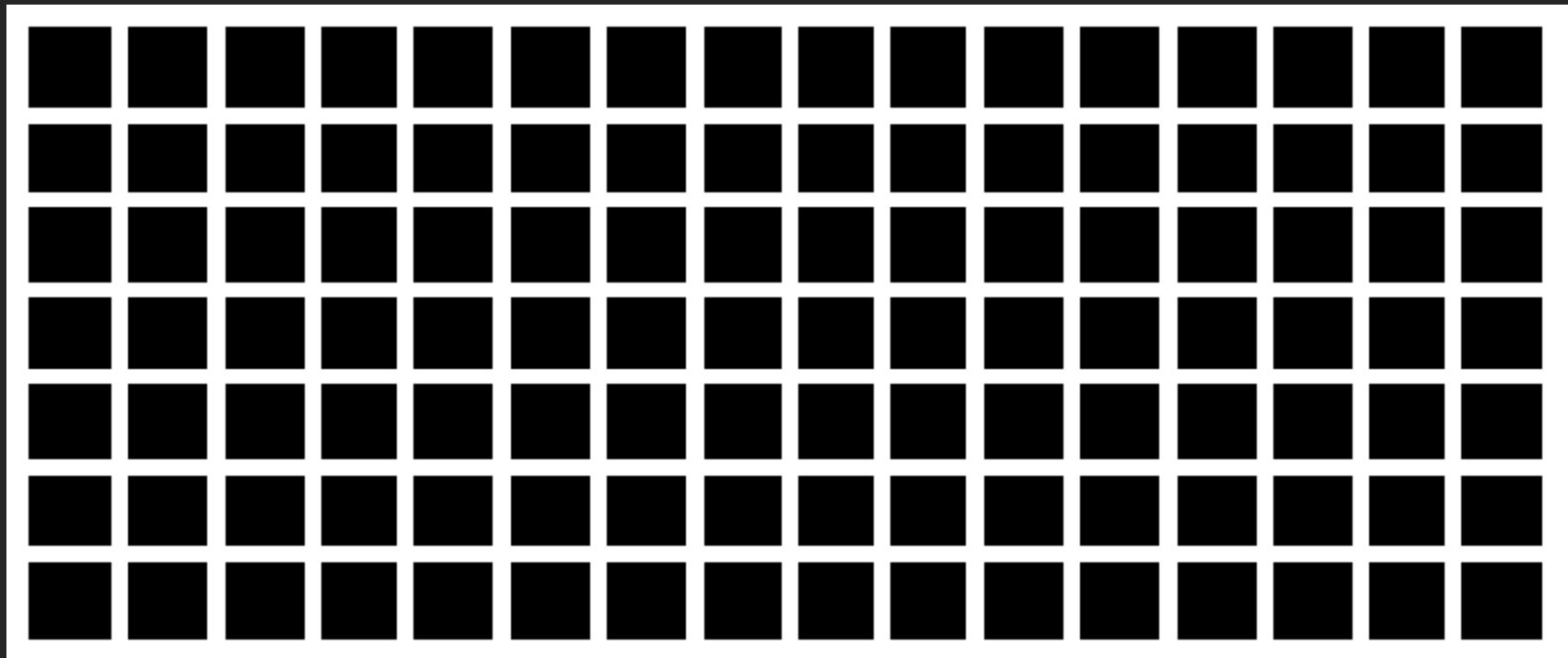
Negative  
Gradient

# High-level Vision Explanation: Context

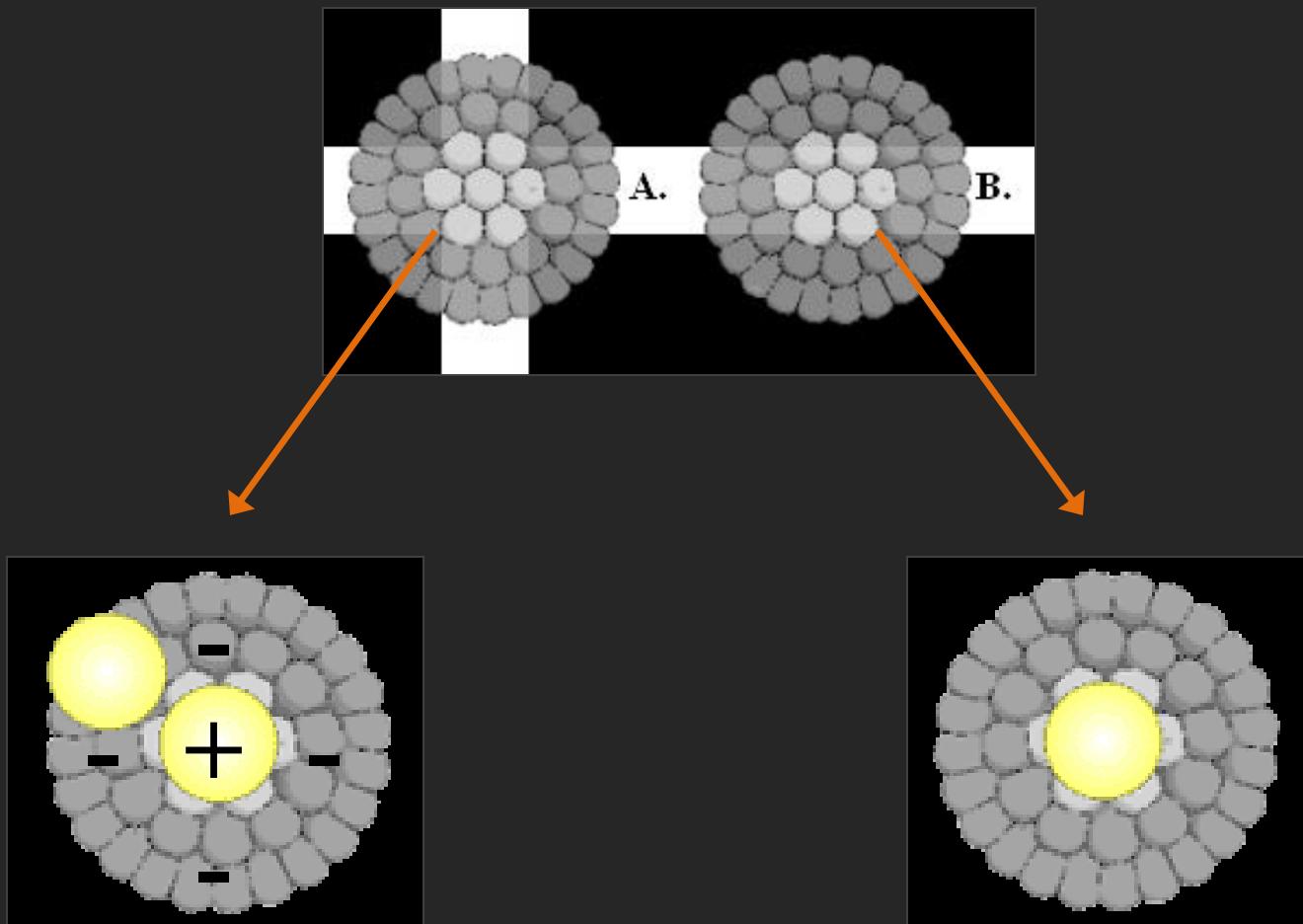


$$\text{Image Intensity} = \text{Object Brightness} * \text{Incident Illumination}$$

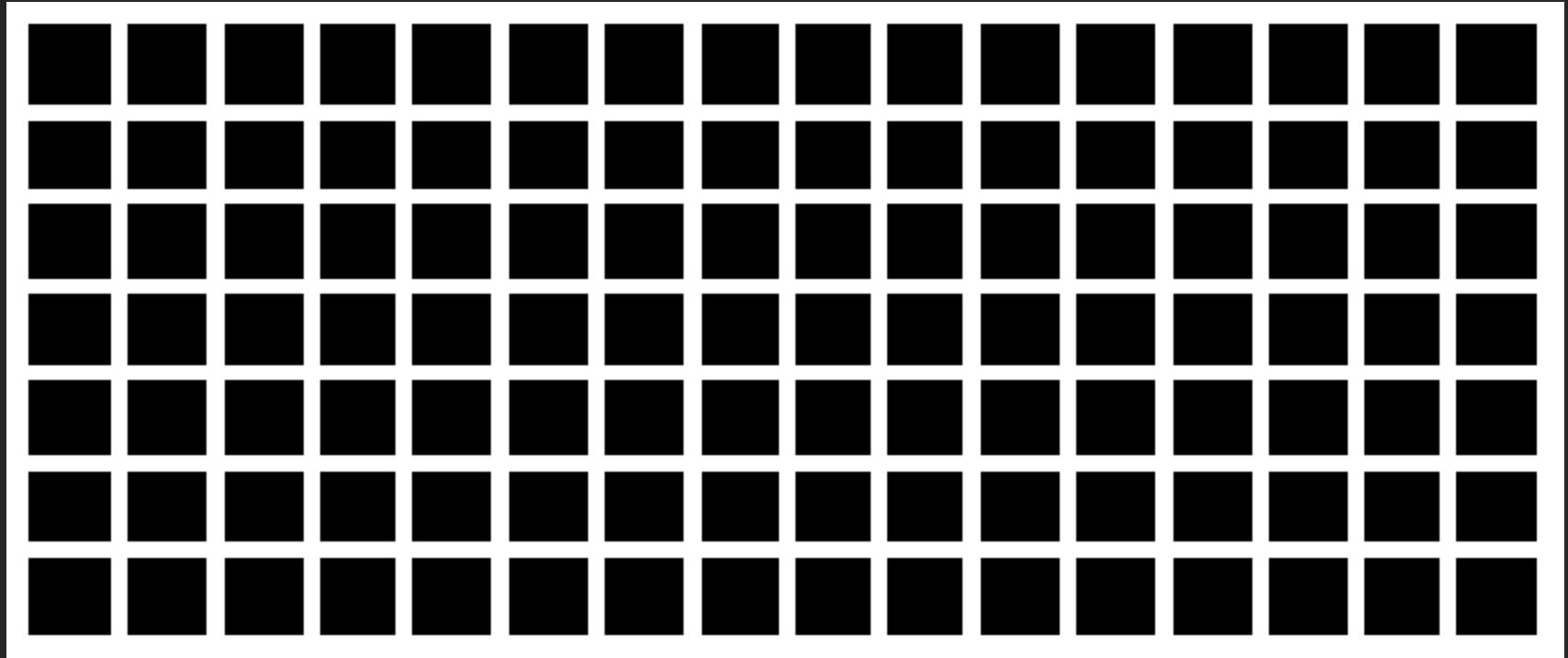
# The Hermann grid illusion



# The Hermann grid: Low level Explanation

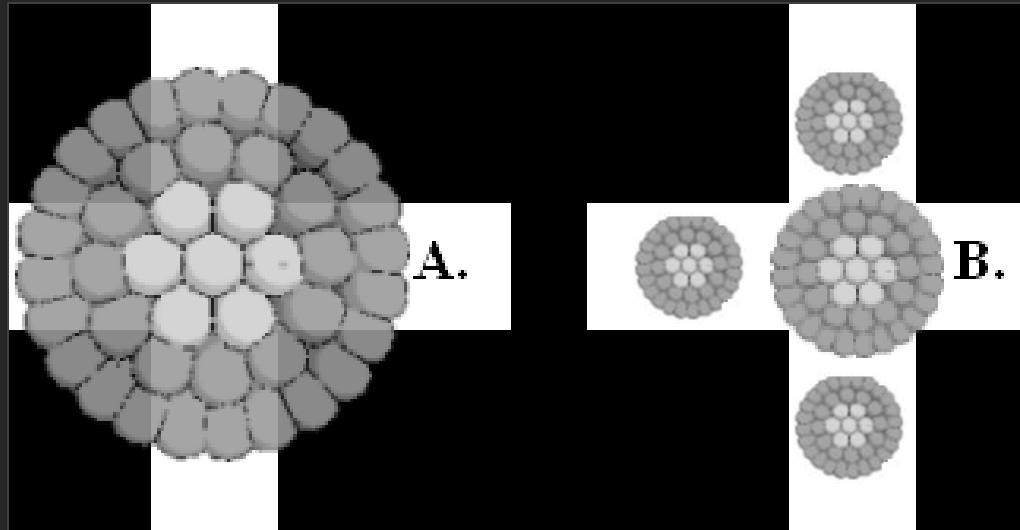


# The Hermann grid illusion



Focus on one intersection

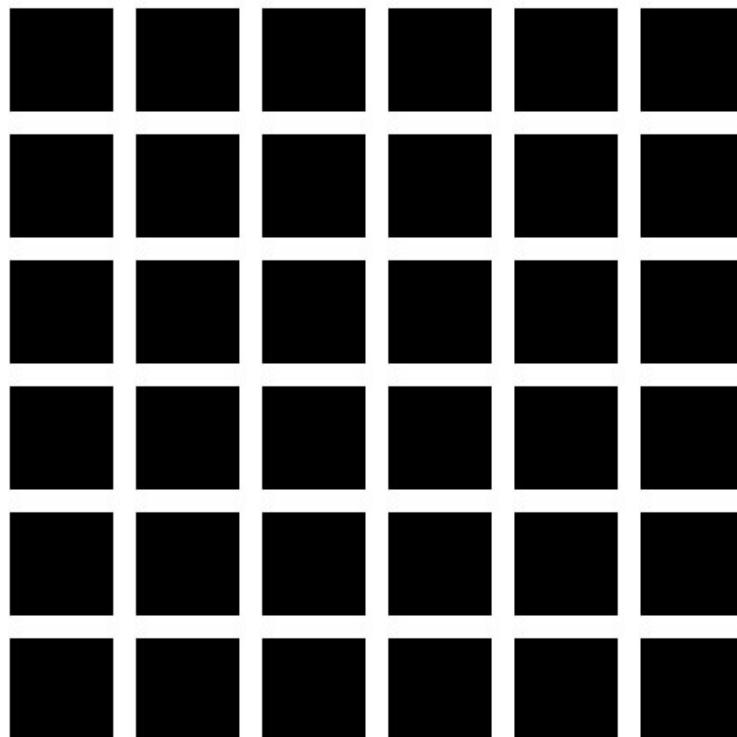
# Why does the illusion disappear?



Receptive fields are smaller near the fovea (center) of the eye

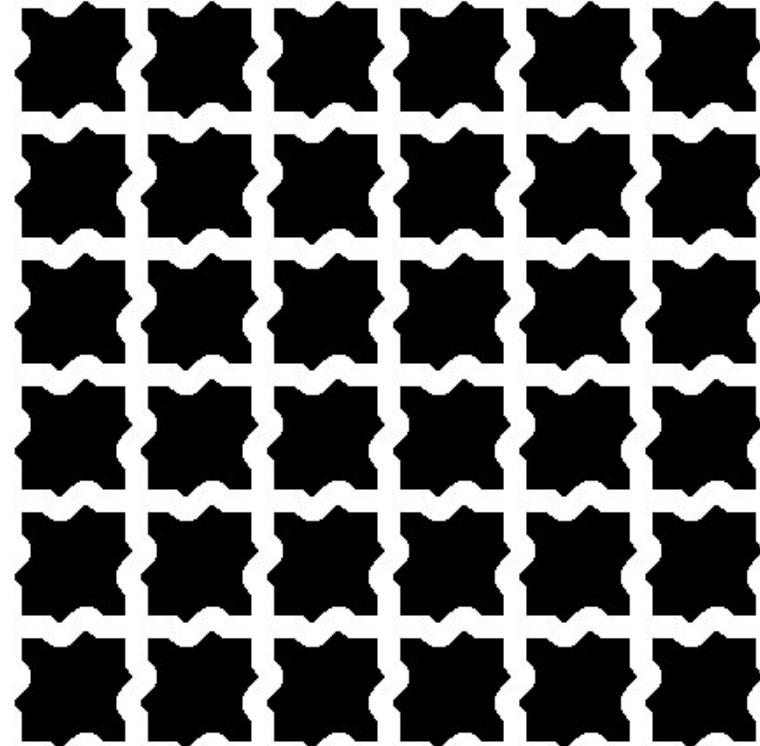
# The Waved Grid: No illusion!

The Hermann grid



Why do you see spots?

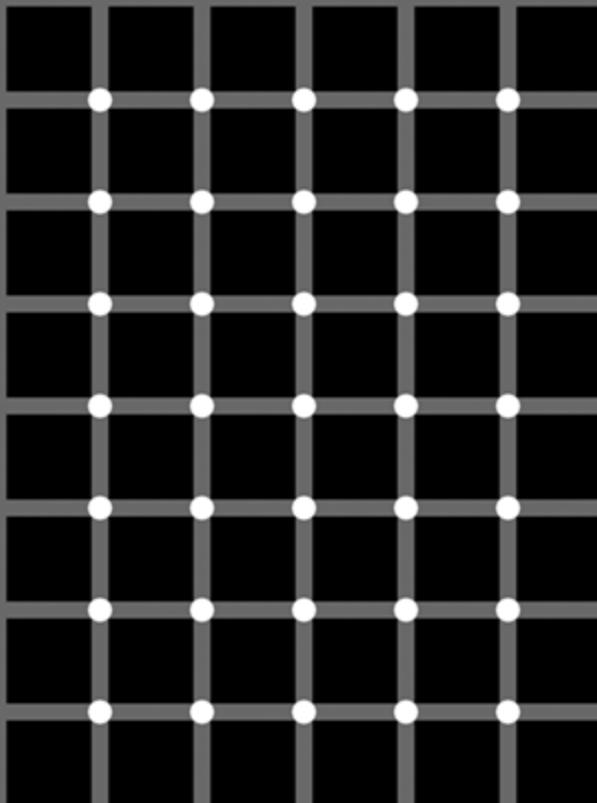
The waved grid



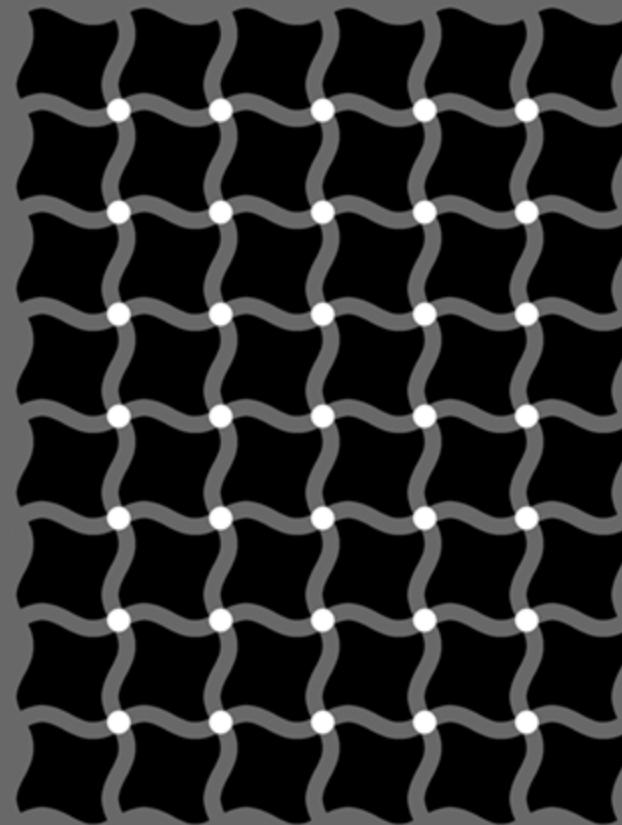
Why don't you see spots?

Image by J. Geier <janos@geier.hu>

# Scintillating Grids: Straight and Curved

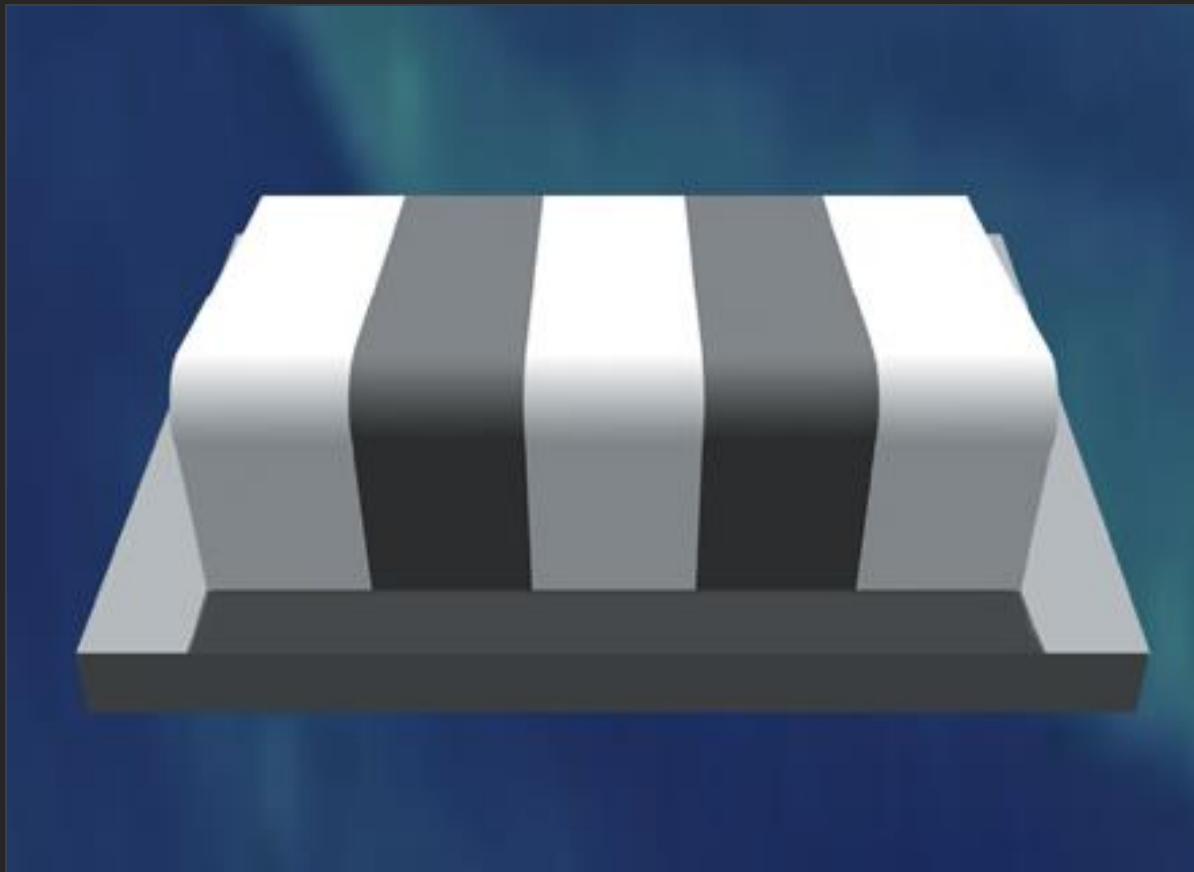


Scintillation grid: you see scintillations



Sinusoid variation: you do not see scintillations

# Where is the illusion?

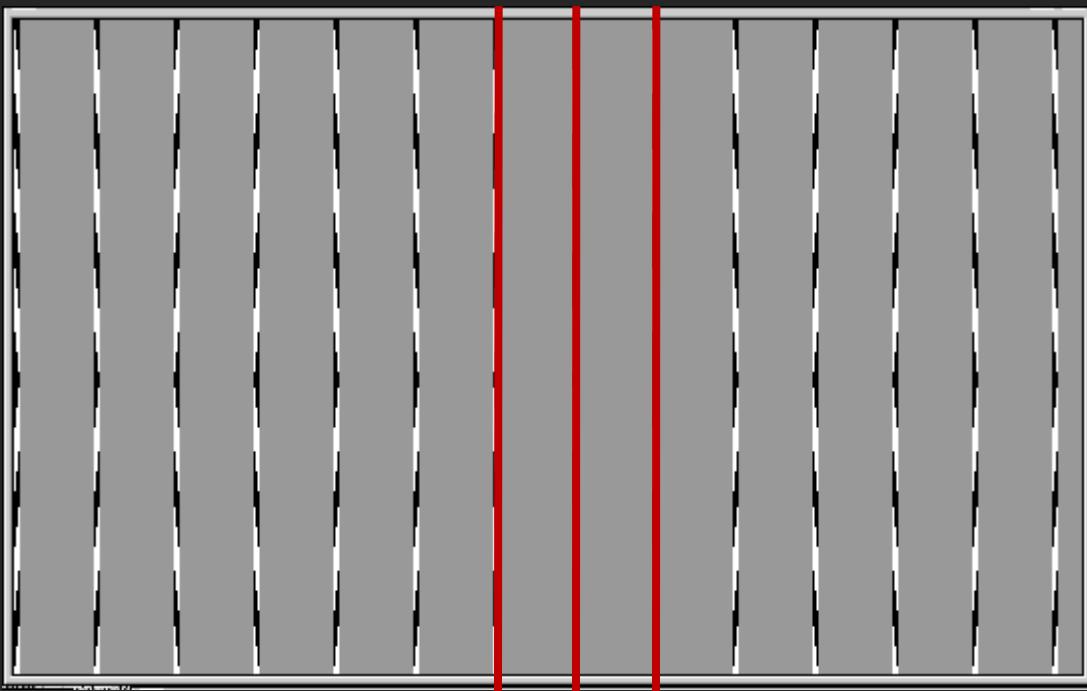


# Where is the illusion?

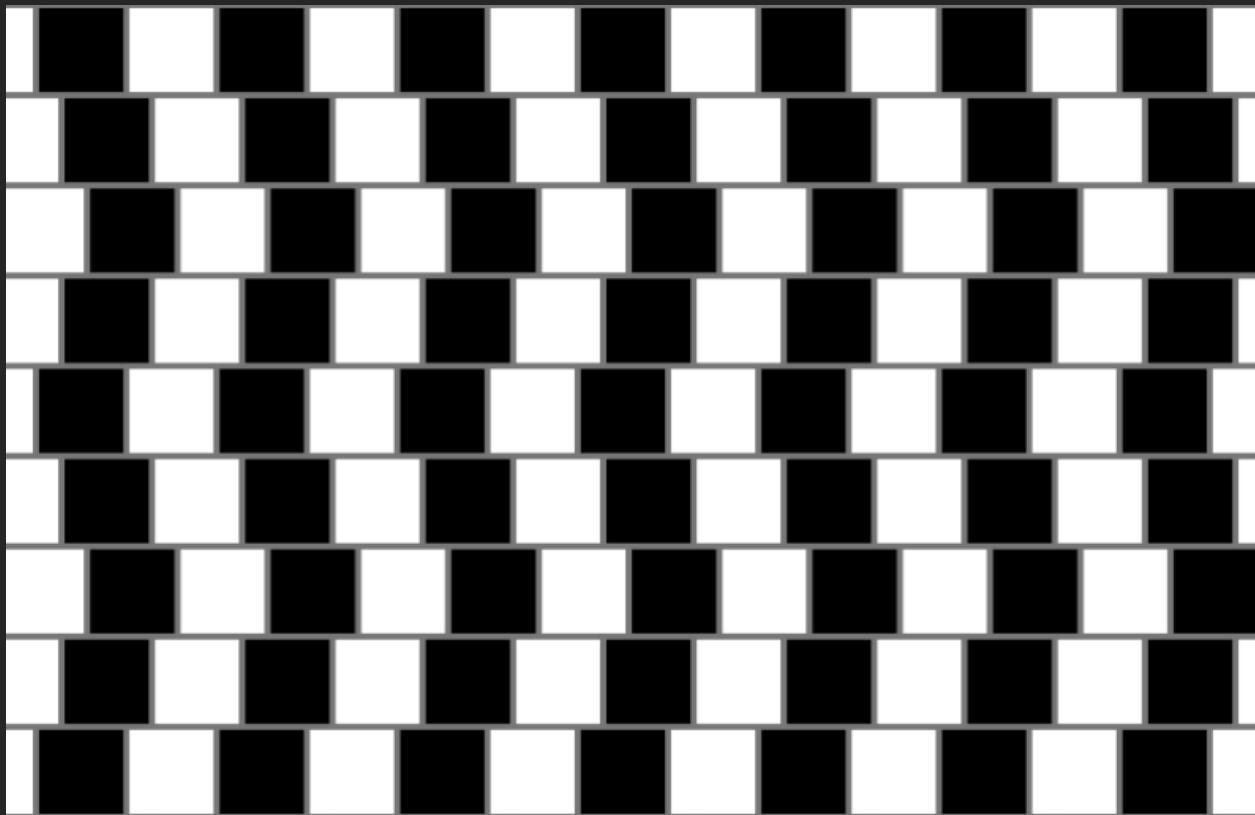


# Twisted Cord Illusions

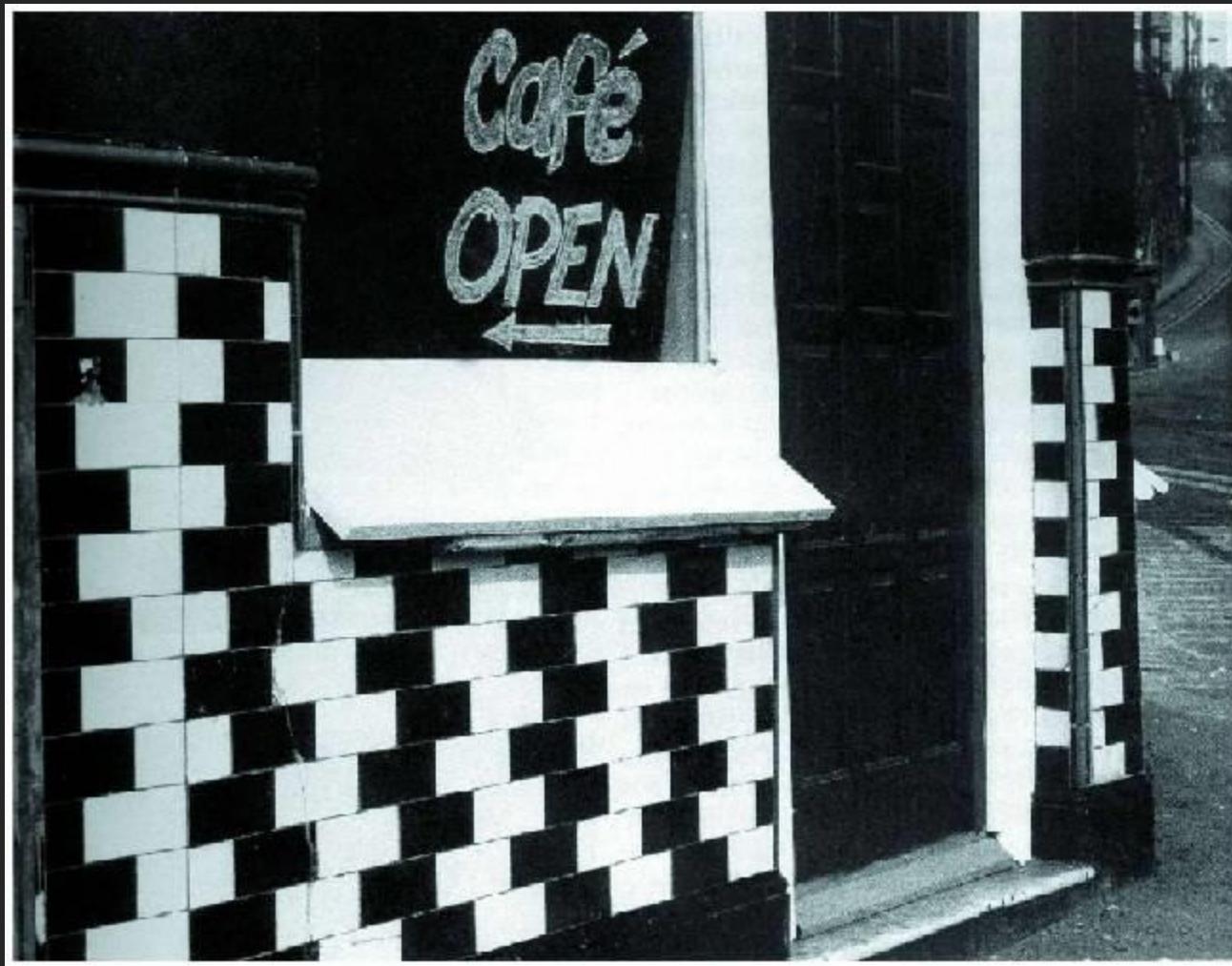
# Are the lines parallel? Straight?



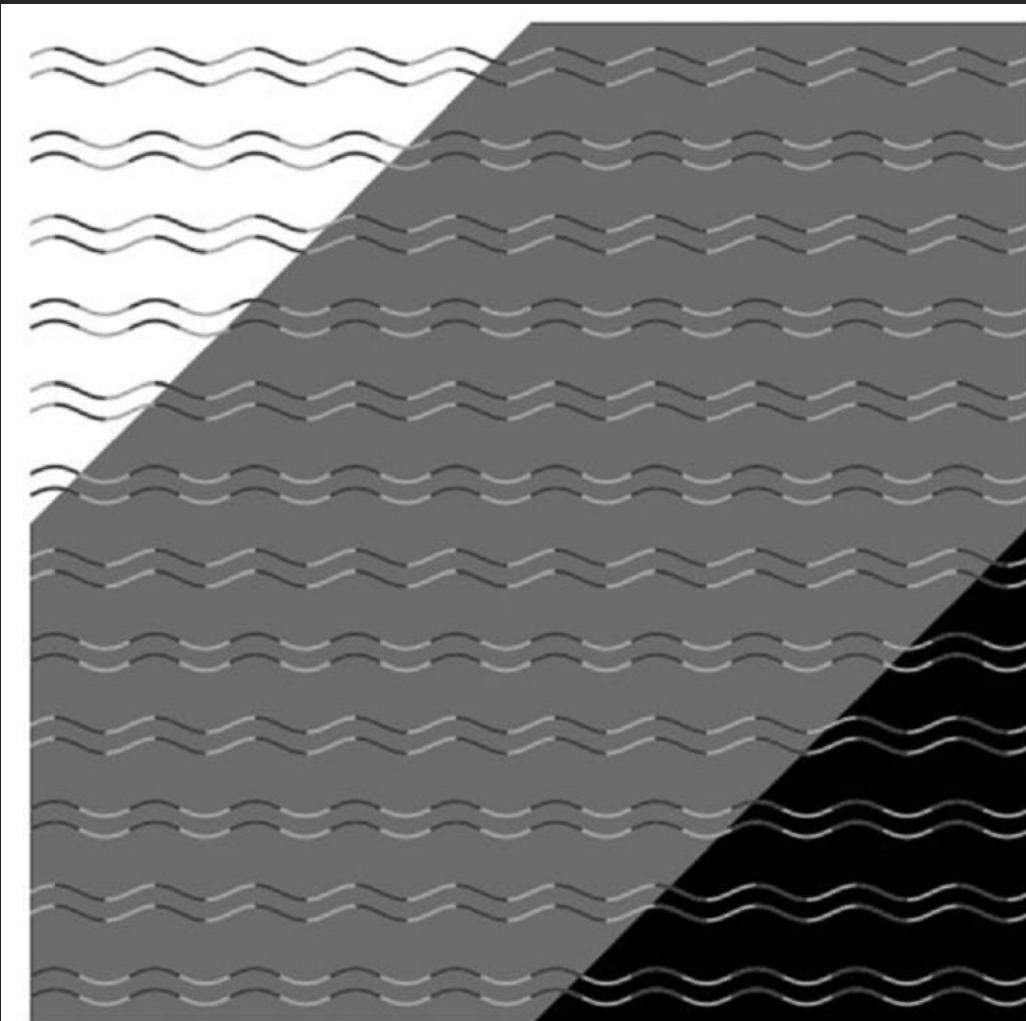
# Café Wall Illusion



# Café Wall Illusion



# A New Arrival...



Curvature blindness illusion. All of the lines crossing the image are identical in shape, but half of them appear "zig-zagged" against the grey background

Image taken from Takahashi (2017) iPerception

# Illusions involving perspective

# Illusions: Forced Perspective

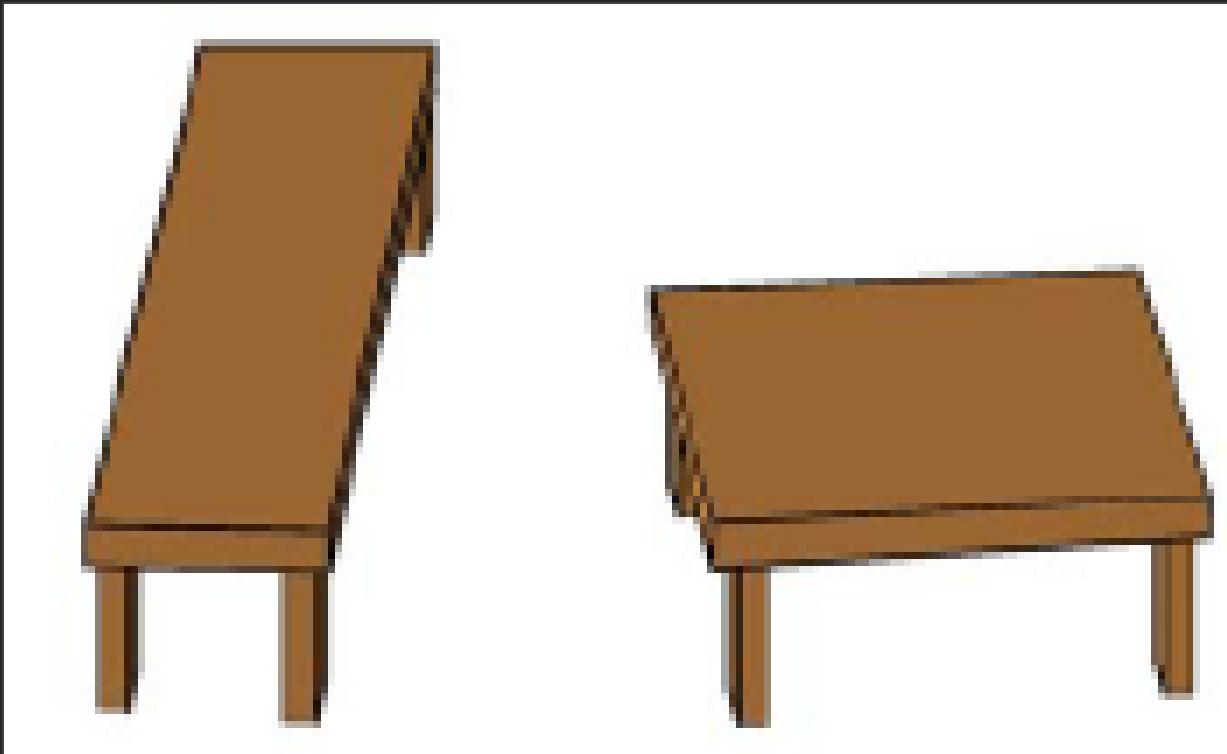
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I.24

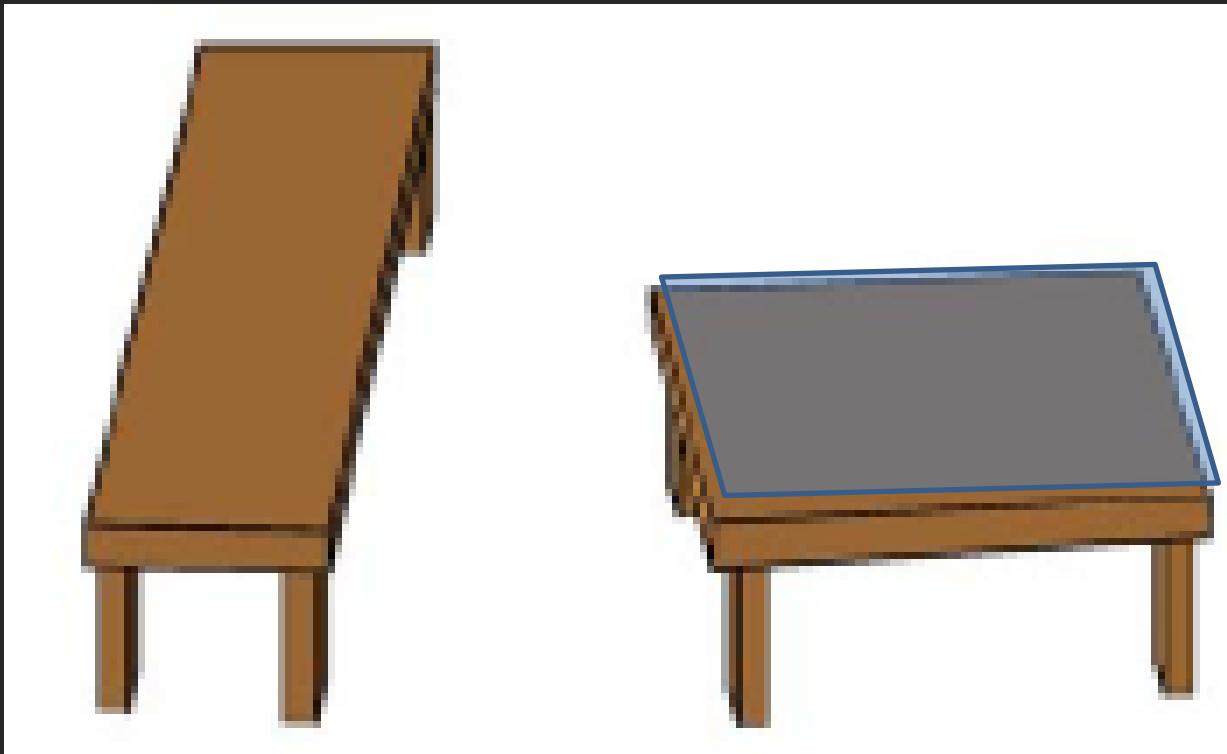
These two people are of the same height!

# Shepard's table-top illusion



Which is bigger?

# Shepard's table-top illusion



Which is bigger?

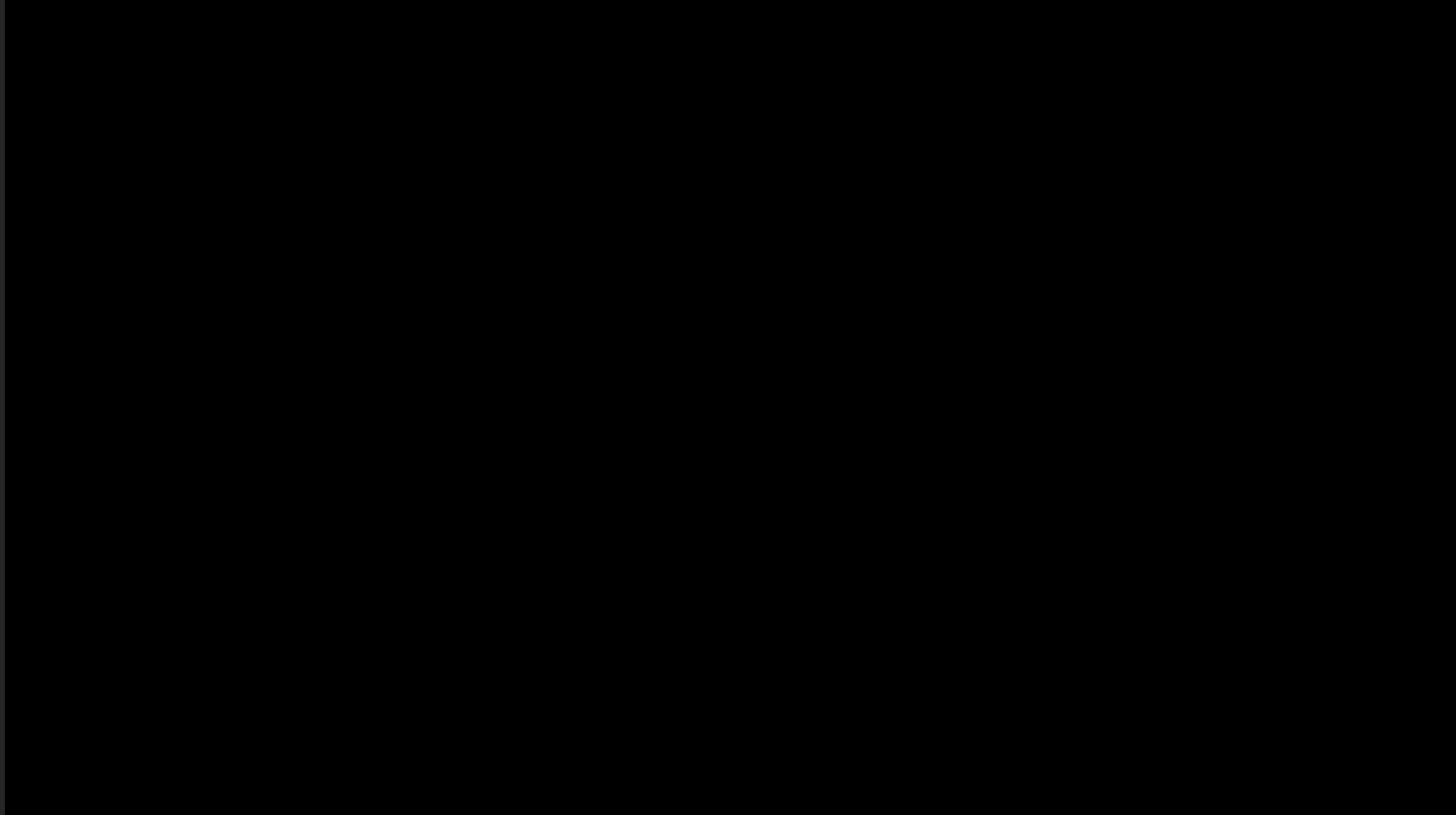
# Impossible Arrow: Always Right!



@physicsfun

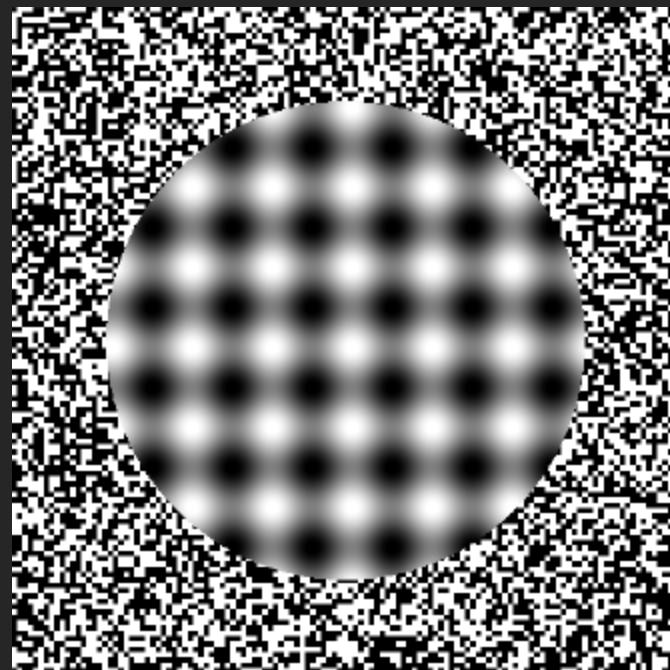
Kokichi Sugihara

# Shape Shifting Tubes (Kokichi Sugihara)

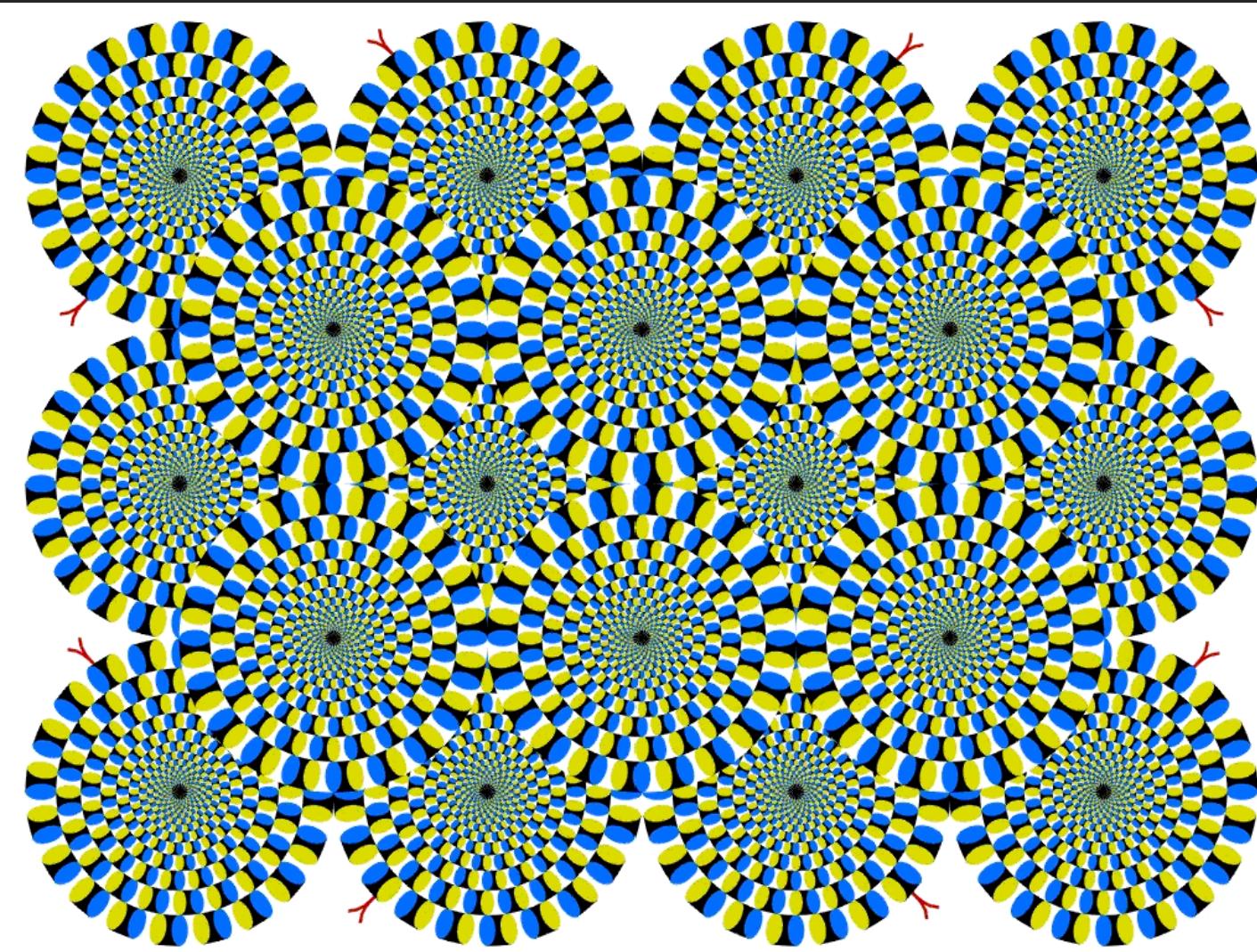


# Relative Motion Illusions

# Out of Focus Illusion



# Spinning Wheel Illusion



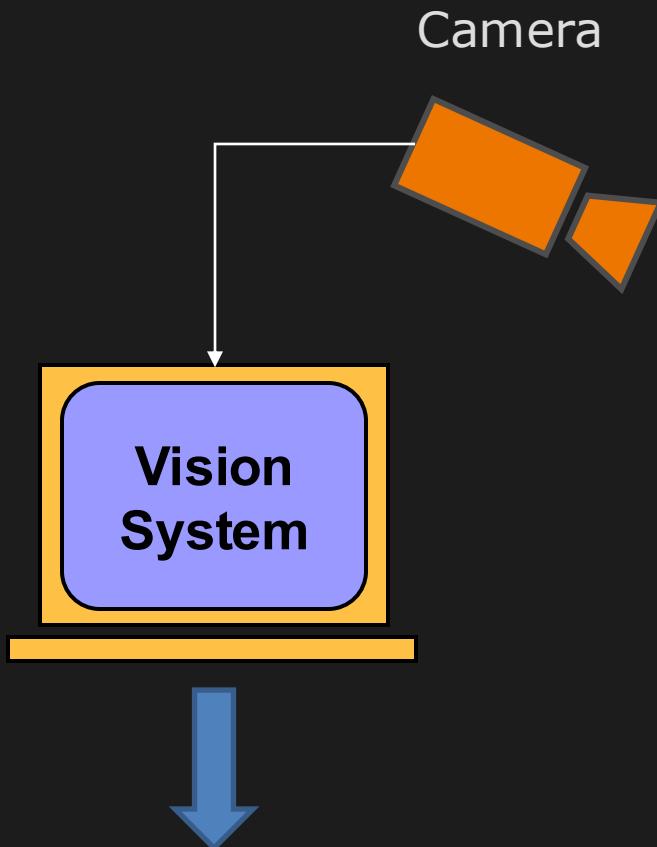
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- Studying how brain is fooled teaches us how it works  
“Illusions of the senses tell us the truth about perception” [Purkinje]
- It makes us happy ☺ : *Al Seckel*

[Click](#)

# What is Computer Vision?

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Scene

# But, What Really is Computer Vision?

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Vision is

- ... automating human visual processes
- ... an information processing task
- ... inverting image formation
- ... inverse graphics
- ... really useful!

# What is Vision Used For?

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**Industrial Inspection**

# What is Vision Used For?

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**Industrial Inspection**

# What is Vision Used For?



I.5

**Optical Character Recognition (OCR): Book Digitization**

# What is Vision Used For?

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ATA 010

**Optical Character Recognition (OCR):** Reading License Plates

# What is Vision Used For?



**Biometrics:** Iris Recognition

# What is Vision Used For?



I.6

**Security:** Object Detection and Tracking

# What is Vision Used For?



I.7

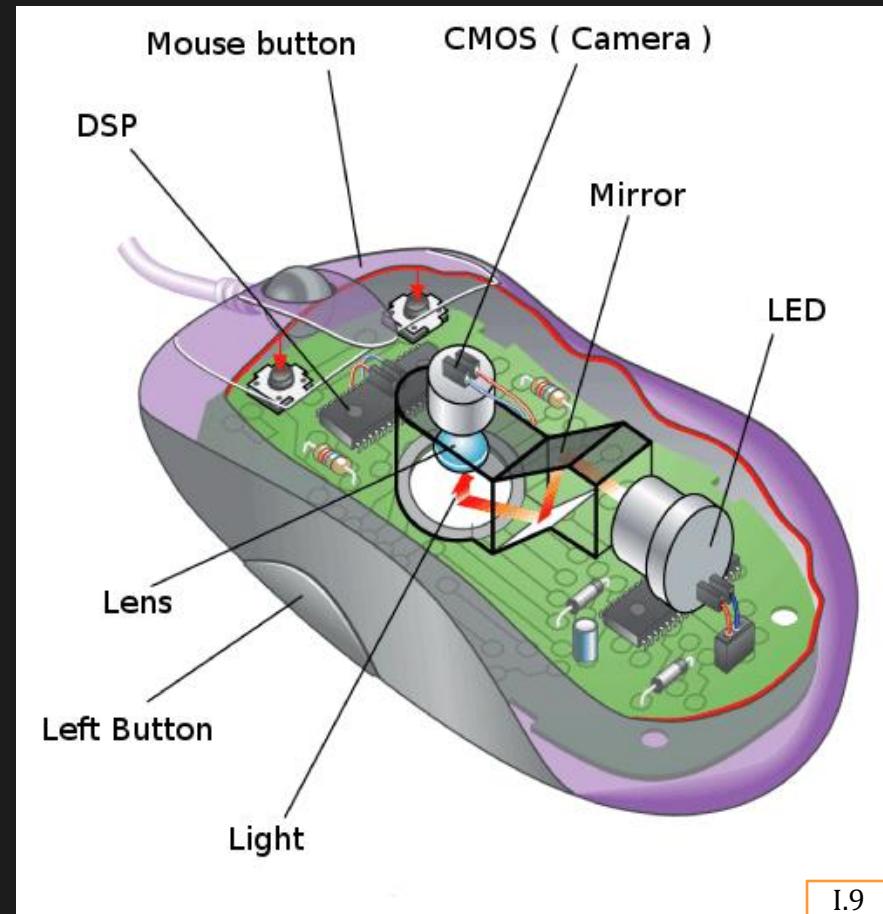
**Biometrics:** Face Detection and Recognition

# What is Vision Used For?



**Intelligent Marketing:** Vending Machine with Face Detection

# What is Vision Used For?



I.9

**Human Computer Interaction:** Optical Mouse

# What is Vision Used For?



I.10

**Entertainment and Gaming:** Kinect

# What is Vision Used For?

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**Human Computer Interaction:** Gesture-based UI

# What is Vision Used For?

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I.11

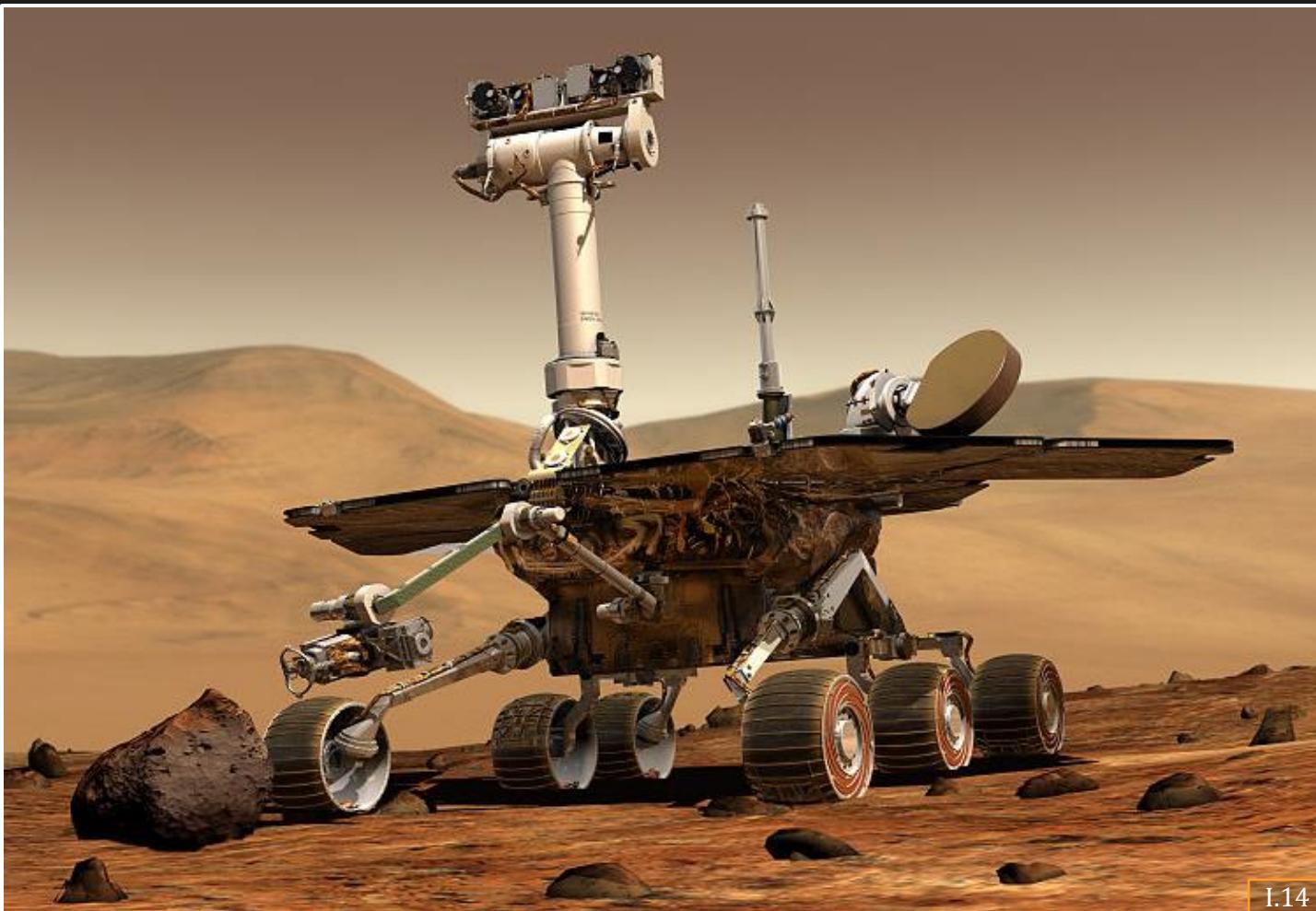


I.12

**Visual Effects:** Motion and Performance Capture

# What is Vision Used For?

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I.14

**Autonomous Navigation:** Space Exploration

# What is Vision Used For?

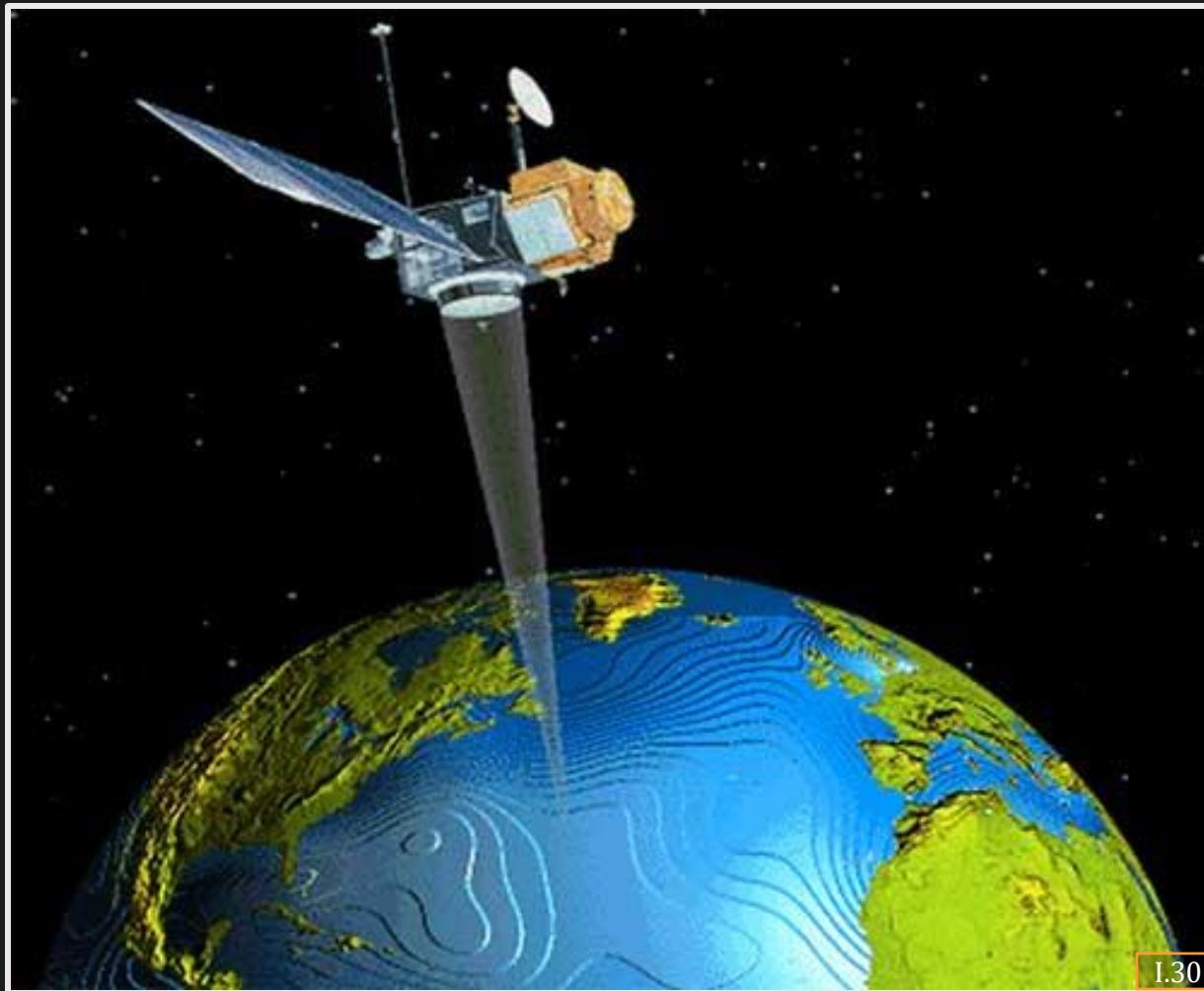


I.15

**Autonomous Navigation:** Driverless Car

# What is Vision Used For?

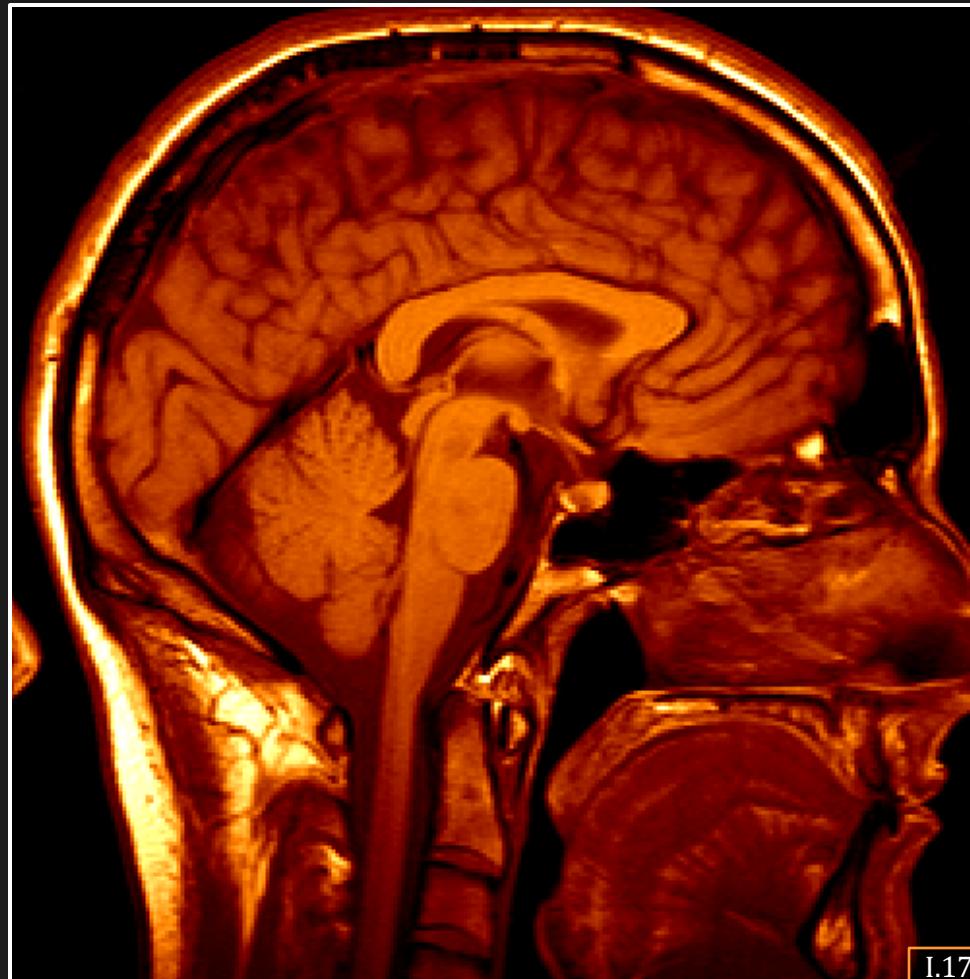
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**Remote Sensing**

# What is Vision Used For?

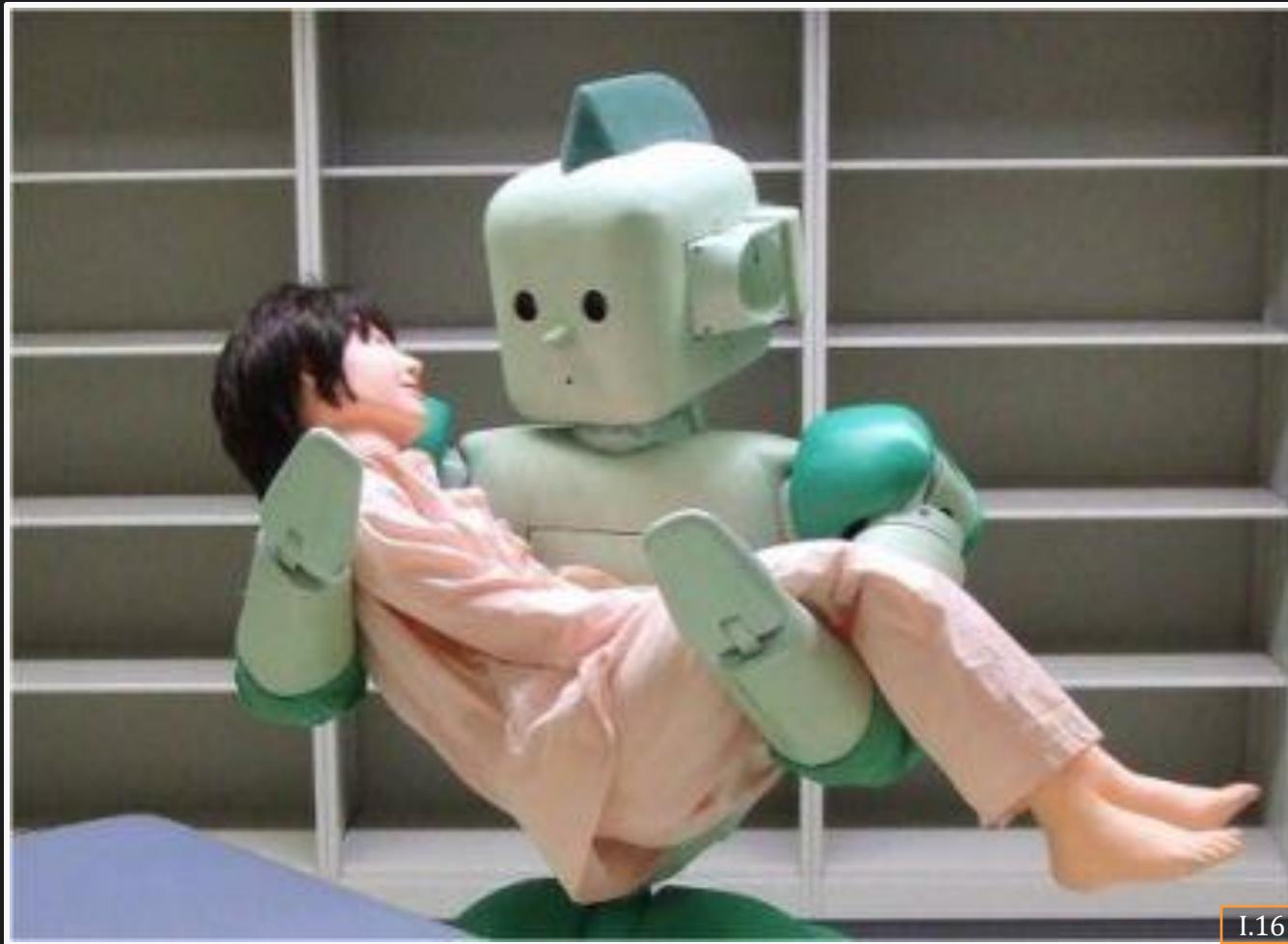
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**Medical Image Analysis**

# What is Vision Used For?

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I.16

**Humanoid Robots:** Healthcare and Assistance

# Images Are Interesting

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# But When You Look Close...

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157	159	159	104	104	115	128	131	133	133	132	131	132	130	129	118	132	158	156	153	190	144	117	126	120	81
159	165	153	101	103	113	126	129	130	130	126	124	127	128	127	120	122	158	159	154	160	190	121	118	67	47
162	154	154	98	101	114	124	127	130	132	144	159	155	132	123	119	119	148	154	150	140	185	161	60	48	45
141	132	158	93	98	110	121	125	122	129	143	172	191	188	143	105	117	148	140	145	142	153	105	44	49	71
100	130	157	93	99	110	120	116	116	129	138	163	191	205	211	130	107	153	98	133	147	107	44	47	81	151
87	130	157	92	97	109	124	111	123	134	139	175	194	201	207	205	126	151	74	114	160	57	49	63	141	163
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96	134	164	95	97	113	147	108	125	142	156	171	173	178	184	181	186	191	206	203	161	44	84	158	159	155
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101	133	167	94	96	100	154	137	123	92	67	57	72	153	182	184	175	101	116	53	48	119	166	163	159	152
99	130	169	97	99	109	131	128	84	55	60	75	149	176	170	194	209	99	79	51	67	150	158	155	154	151
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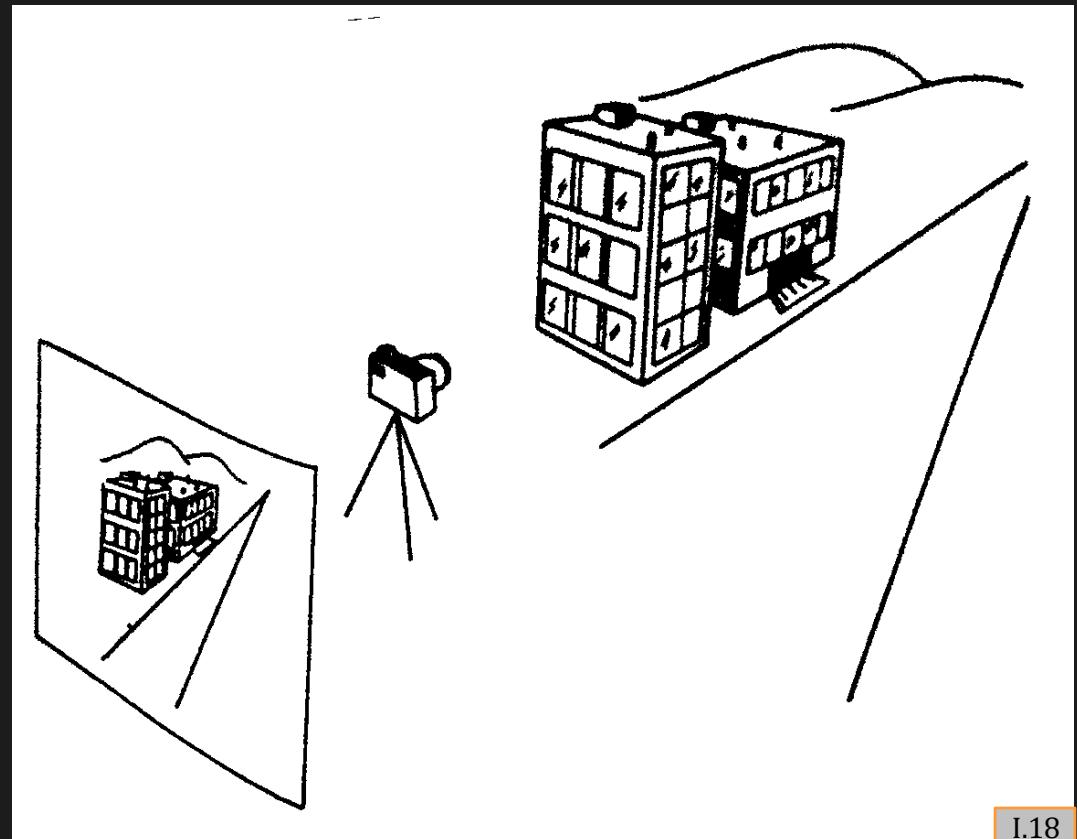
# Vision Deals with Images

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An Image is an Array of Pixels

A Pixel has Values:

- Brightness
- Color
- Distance
- Material
- ...



# Human Vision is Impressive!

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You can:

- Recognize people and objects
- Navigate around obstacles
- Understand mood in the scene

What you see isn't always what you get!

# What do we do?

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REINVENT!

# Vision Research

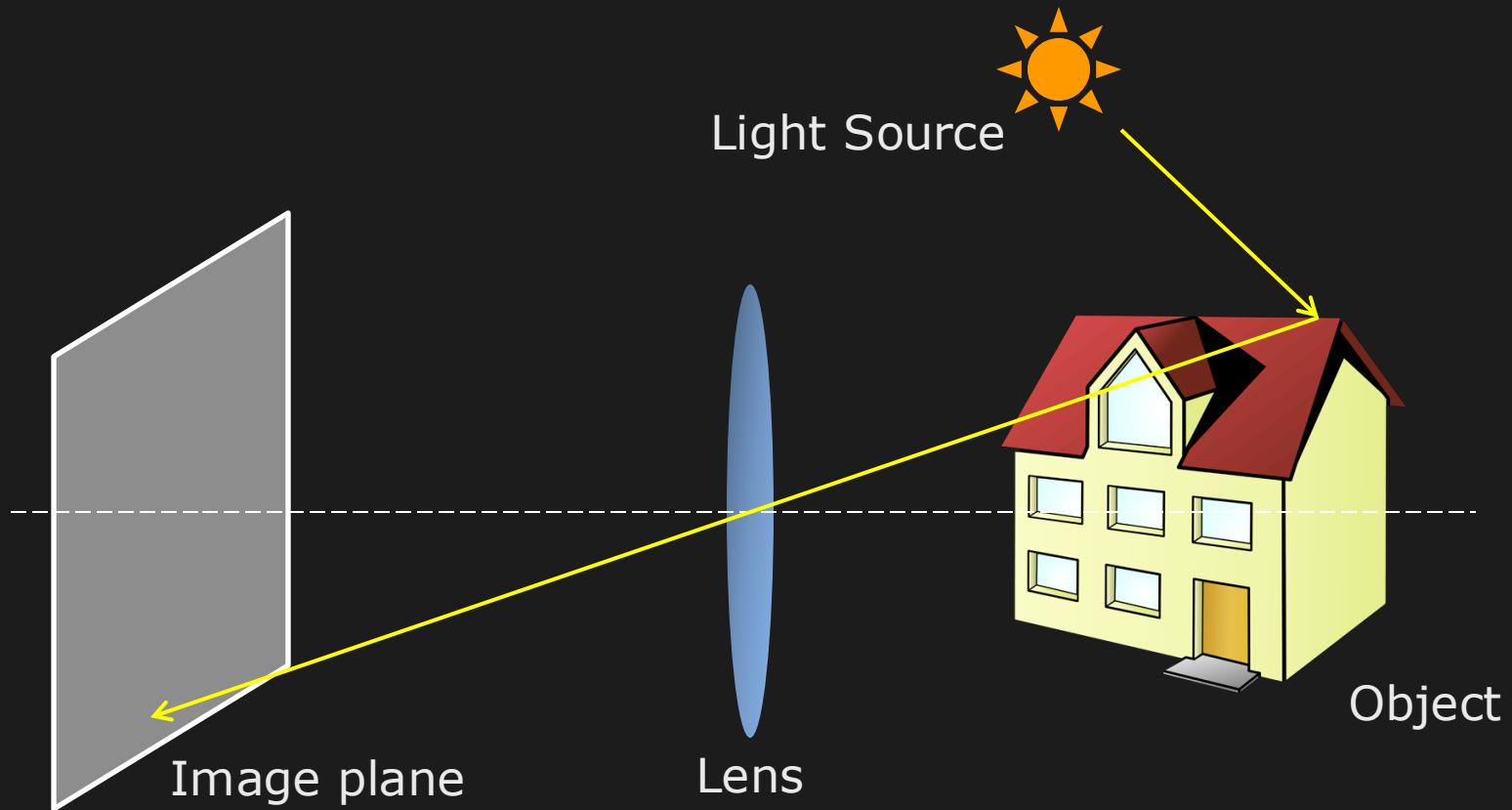
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- Vision is a Hard Problem
- Vision is Multi-Disciplinary
- Considerable Progress Has Been Made
- Many Successful Real-World Applications

# Syllabus Overview

# Image Formation and Optics

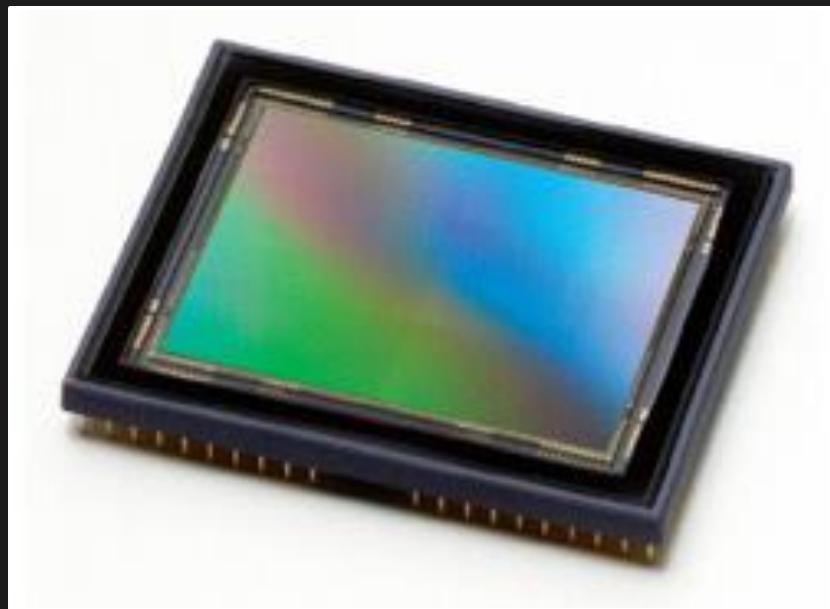
Where do Images Come From?



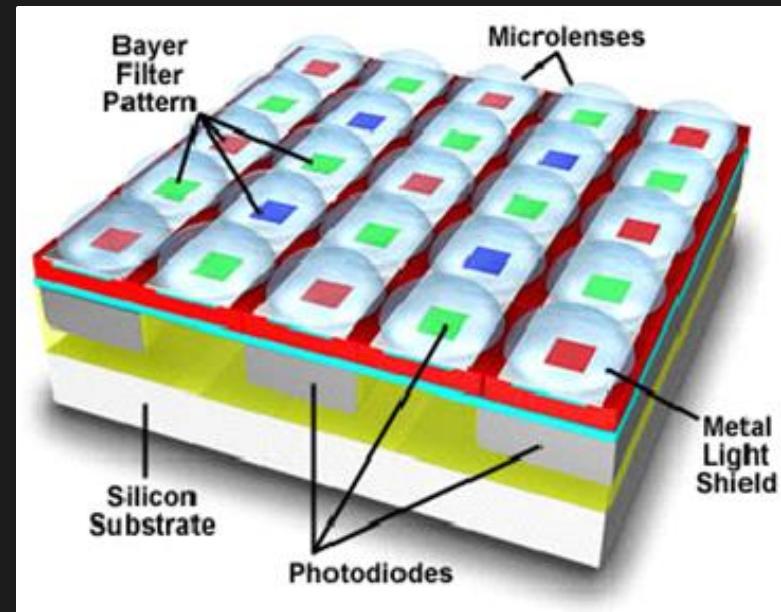
Projection of 3D world on a 2D Plane

# Image Sensors

Convert Optical Images to Electrical Signals



Consumer Image Sensor

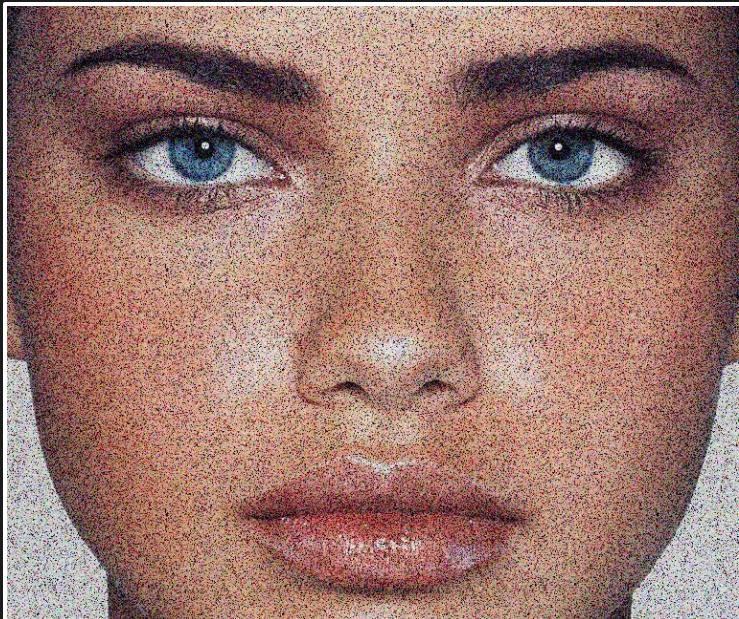


Typical Structure of Image Sensor

# Image Processing

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Transform Image to New One that is More Useful



Input Image



Edge-Preserved Smoothing

# Edge and Corner Detection

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Detecting Intensity Changes in the Image



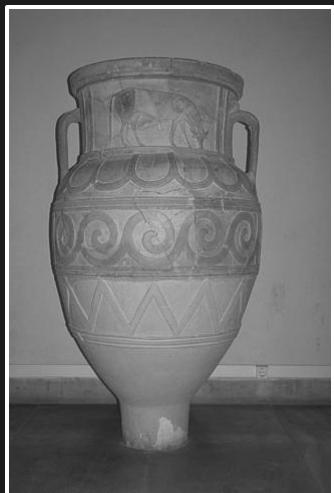
Input Image



Edges

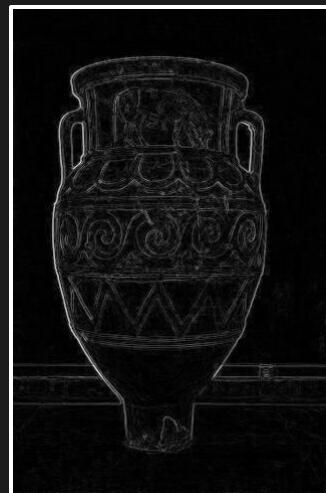
# Boundaries from Edges

Finding Continuous Lines from Edge Segments



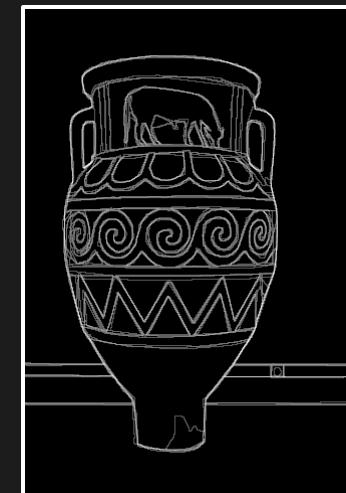
Input Image

Edge  
Detection



Edges

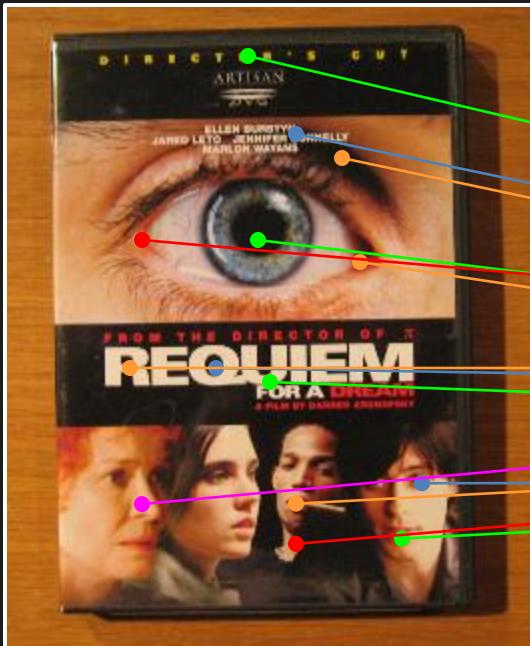
Boundary  
Detection



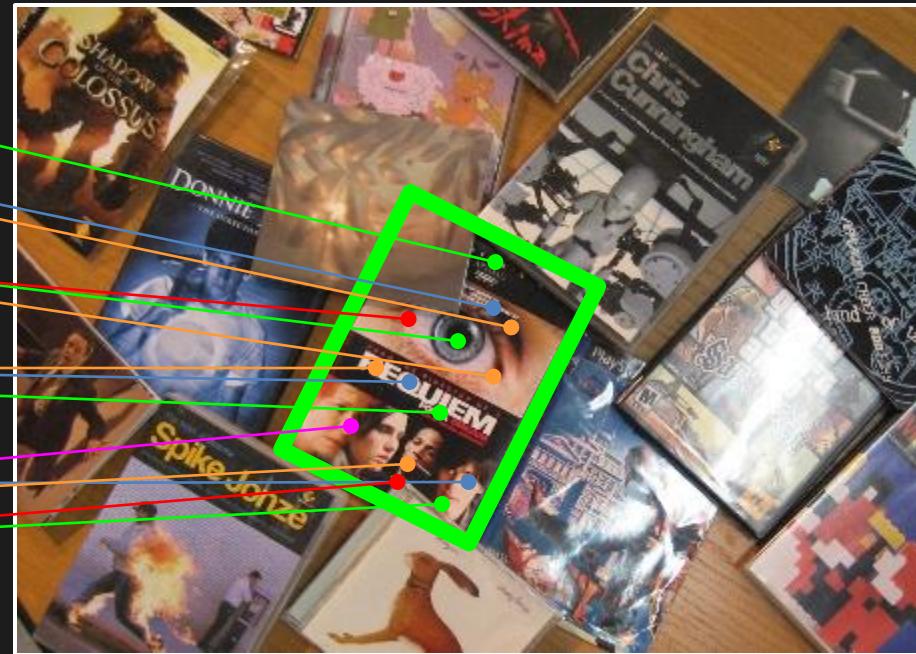
Boundaries

# 2D Recognition using Features

Matching using “Interesting Points”



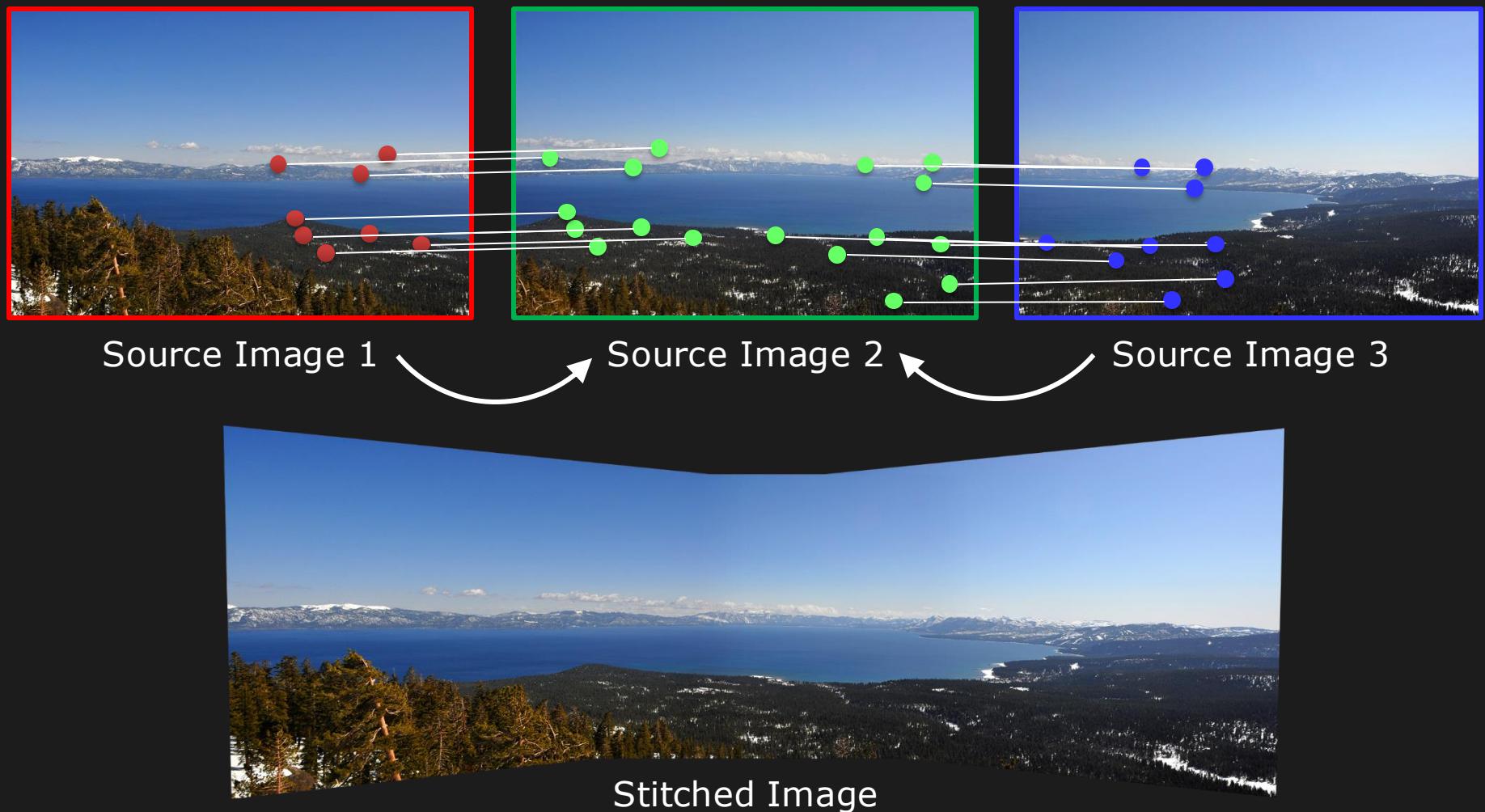
Object in Database



Input Image and Detected Object

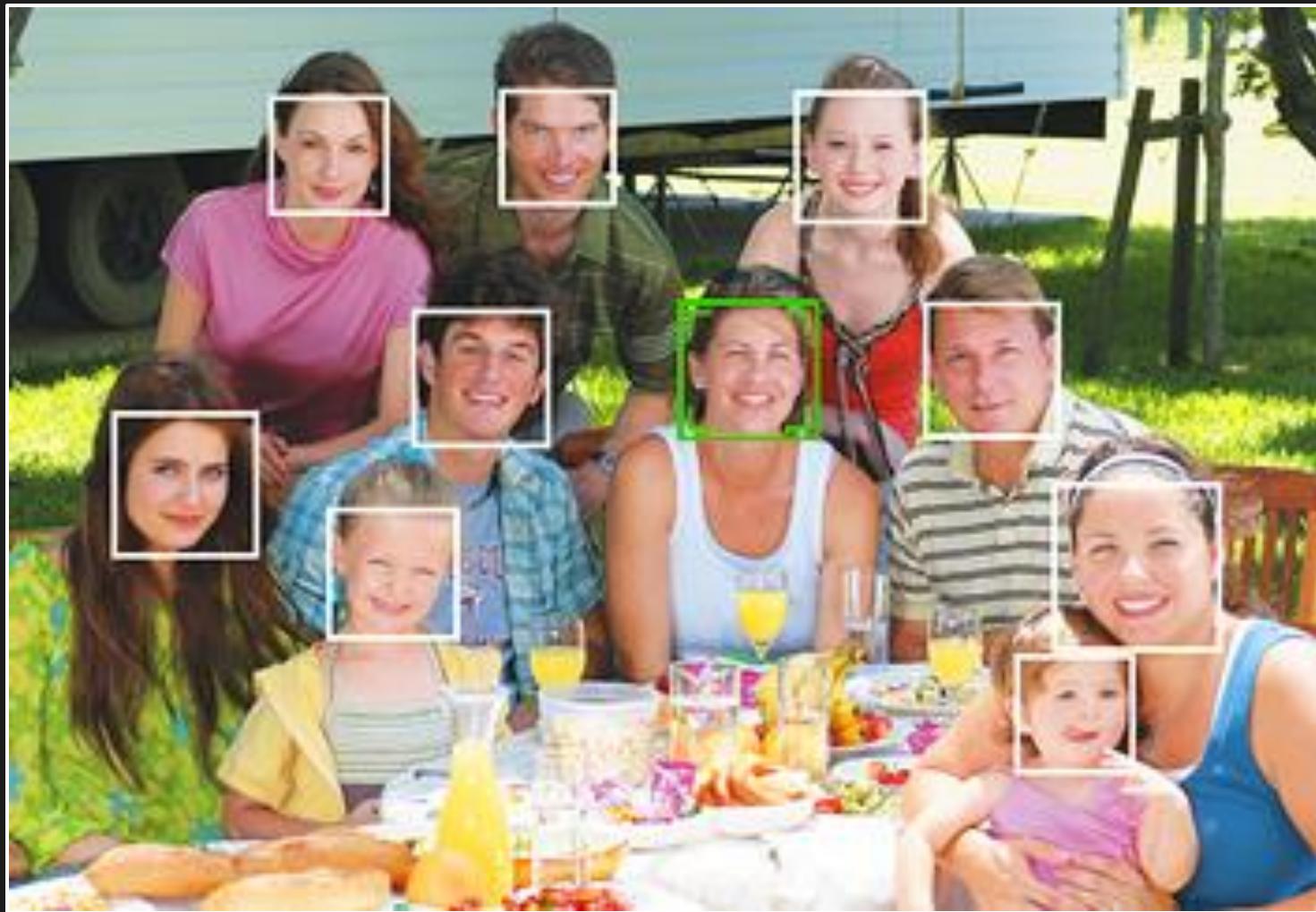
# Image Alignment and Stitching

Combine multiple photos to create a larger photo



# Face Detection

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# Image Segmentation

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Group pixels with similar visual characteristics.



Input Image



Segmented Image

# Convolutional Neural Networks

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## Sports Video Classification

I.31

# Syllabus – Part I

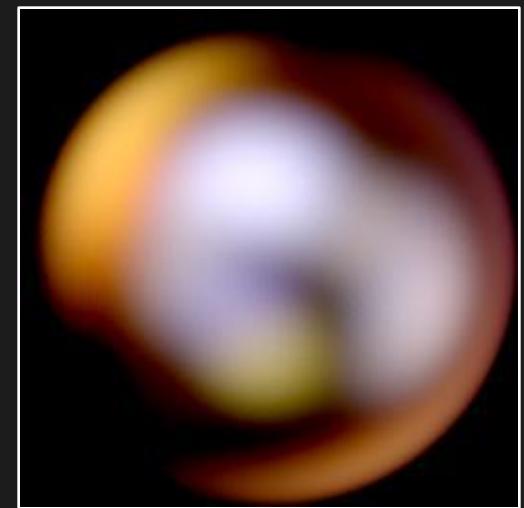
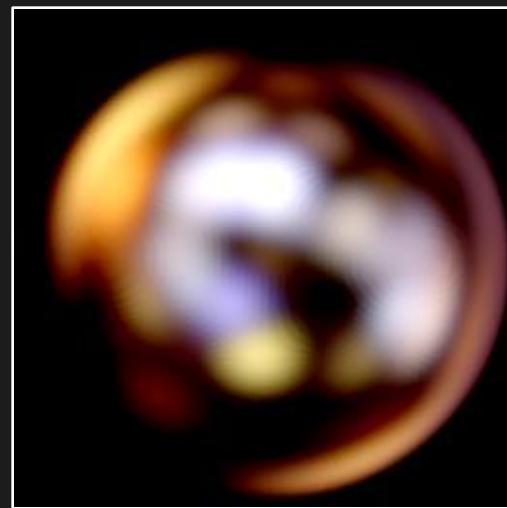
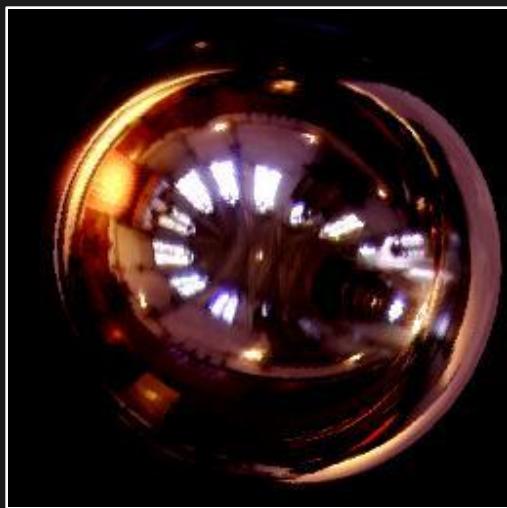
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- Image Formation and Sensing
- Image Processing I and II
- Edge and Corner Detection
- Boundary Detection and Hough Transform
- SIFT and 2D Recognition
- Image Alignment and Stitching
- Face Detection
- Segmentation
- Convolutional Neural Networks

# Reflectance and Color

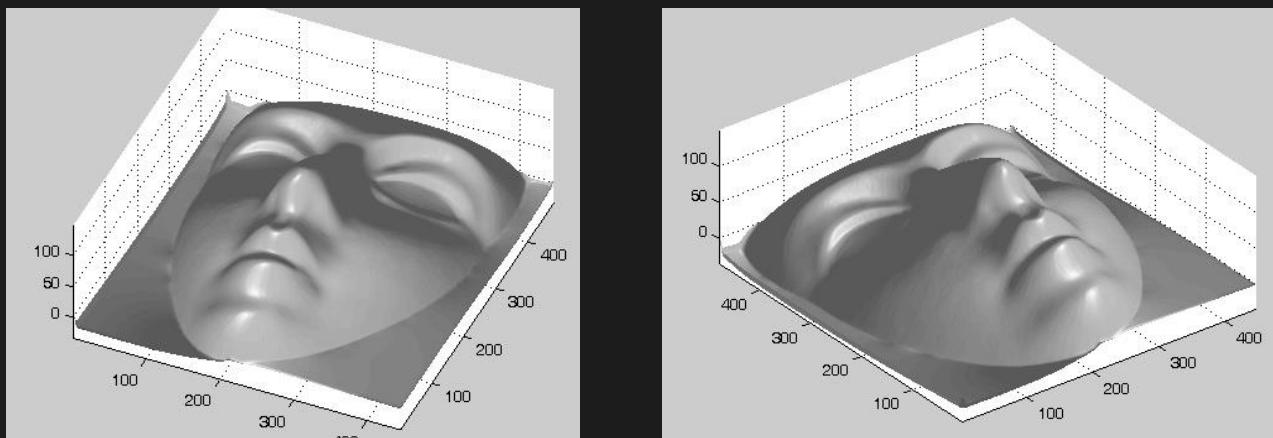
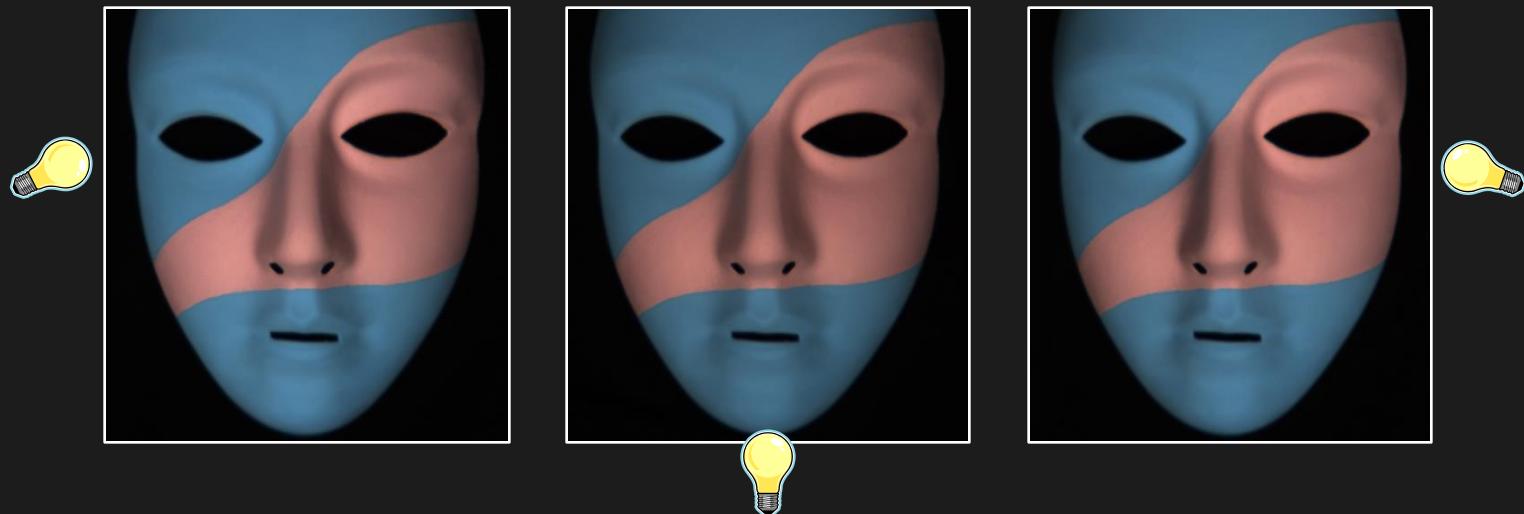
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Why do these Spheres Look Different?



# Photometric Stereo

3D Shape from Images under Different Lighting



Estimated Shape

# Shape from Focus and Defocus



Near-Focus Image



Far-Focus Image



Estimated Depth Map

# Binocular Stereo

Computing Depth using Two Views



Right View



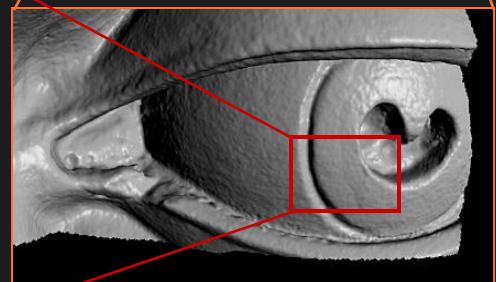
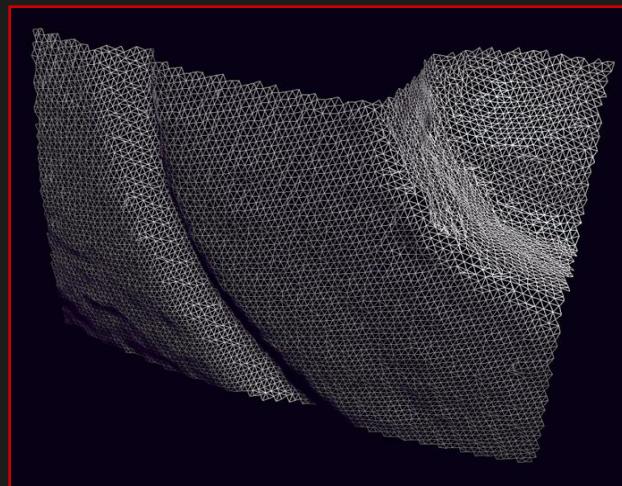
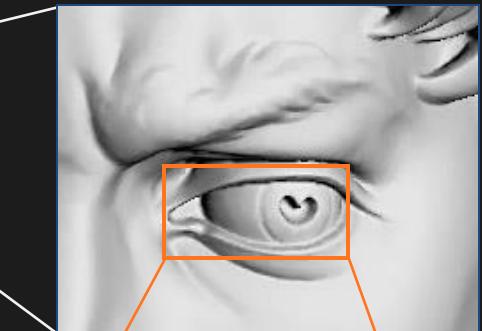
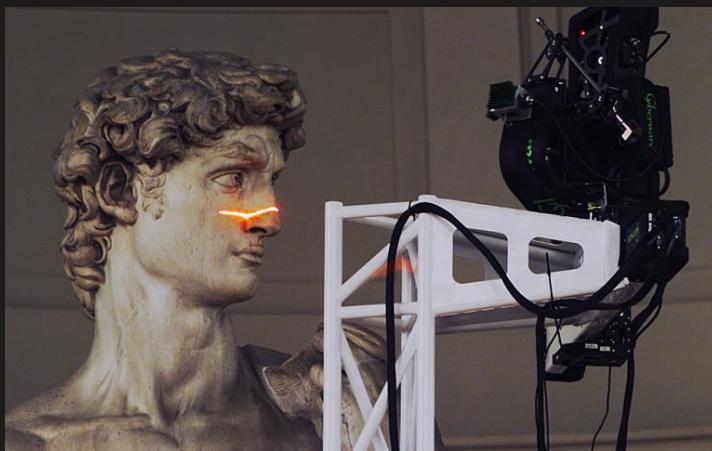
Left View



Estimated  
Depth Map

# Shape from Structured Light

Using Patterned Lighting to Recover Shape



# Motion and Optical Flow

Determining the Movement of Scene Points



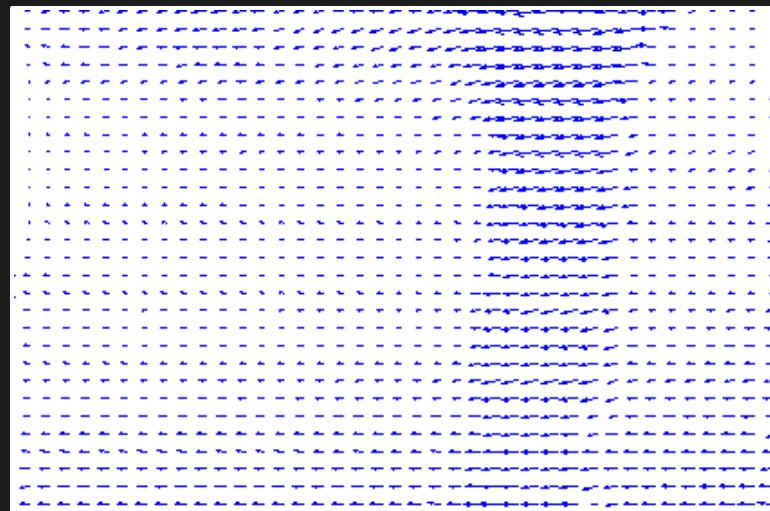
Frame 1



Frame 2



Frame 3



Estimated Motion

# Object Tracking

Determining the Movement of Objects in Videos



# Syllabus – Part II

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- Radiometry
- Photometric Stereo
- Depth from Focus and Defocus
- Camera Calibration
- Uncalibrated Stereo
- Motion and Optical Flow
- Object Tracking
- Structured Light Methods
- Modern Computational Cameras

# Course Logistics

<http://pages.cs.wisc.edu/~mohitg/courses/CS566/>

# Lectures

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## Instructor

Mohit Gupta

Email: [mohitg@cs.wisc.edu](mailto:mohitg@cs.wisc.edu)

Office Hours: Tuesdays, 11:00 AM – 12:00 PM

Online on Zoom

## Classes (online on Zoom, synchronous)

Tues, Thur --- 9:30 AM – 10:45 AM

# Teaching Assistants

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Eric Brandt ([elbrandt@wisc.edu](mailto:elbrandt@wisc.edu))

Office hours:

Mondays and Thursdays, 12pm-1pm, via Canvas Zoom Page

Sungjin Cheong ([sungjin.cheong@wisc.edu](mailto:sungjin.cheong@wisc.edu))

Office hours:

Wednesdays and Fridays, 12pm-1pm, in-person in MH B2562

# Course Prerequisites

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- Fundamentals of Linear Algebra
- Fundamentals of Calculus
- Statistics
- Python

# Grading

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- 5 Programming Assignments 55%
- Python programming assignments.
- All assignments must be done individually.
- Total of 7 late days. 20% penalty per late day thereafter.
- More information on course website.

# Academic Honesty Policy

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Unless specifically authorized by the instructor, all assignment are to be done by the student working alone.

# Final Project

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- Research Oriented: 35% Grade
- Be creative. Originality will have the highest weight.
- Four milestones:
  - Proposal (due 30<sup>th</sup> Sep) (5%)
  - Mid-Term Report (due October 30<sup>th</sup>) (5%)
  - Presentations (December 2-11) (10%)
  - Project Webpage (Due: December 11) (15%)
- Done in teams of 2-4
- Start early!

# Class Quizzes

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- 10% Grade
- Multiple choice questions (10-15 per quiz)
- Meant to Check Your Understanding
- Done Offline, Due 2 days (48 hours) After the Class
- Full grades for participating, correctness not evaluated!

# About the Slides

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**First Principles of Computer Vision**

Lectures      Monographs      About      Research

<https://fpcv.cs.columbia.edu/>

# Course Reading

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**Computer Vision: Algorithms and Applications** (Vision)

Szeliski, R., Springer [PDF Available Online - <http://szeliski.org/Book>]

**Computer Vision: A Modern Approach** (Vision)

Forsyth, D and Ponce, J., Prentice Hall

**Robot Vision** (Vision)

Horn, B. K. P., MIT Press

**A Guided Tour of Computer Vision** (Vision)

Nalwa, V., Addison-Wesley Pub

**Digital Image Processing** (Image Processing)

González, R and Woods, R., Prentice Hall

**Optics** (Optics)

Hecht, E., Addison Wesley

**Eye and Brain** (Human Vision)

Gregory, R., Princeton University Press

**Animal Eyes** (Biological Vision)

Land, M. and Nilsson, D., Oxford University Press

# Image Credits

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- I.1 <http://www.daveltd.com/photo/macro/eyes/jalene/beautiful-right-eye.jpg>
- I.2 <http://www.automation.com/images/article/omron/MVWP3.jpg>
- I.3 <http://www.qualitydigest.com/june06/Images/ARTICLES/3DMEASURE/3-D-Header.jpg>
- I.4 <http://seetech-corp.com/engineering/wp-content/uploads/2011/07/SEETECH-3d-laser-build-inspection-technology.jpg>
- I.5 [http://www.ionaudio.com/downloads/booksaver\\_2011\\_overview.pdf](http://www.ionaudio.com/downloads/booksaver_2011_overview.pdf)
- I.6 <http://www.qualitydigest.com/june06/Images/ARTICLES/3DMEASURE/3-D-Header.jpg>
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- I.8 <http://ngm.nationalgeographic.com/2002/04/afghan-girl/mccurry-photography>
- I.9 <http://www.petervaldivia.com/eso/computers/images/optical-mouse.png>
- I.10 [http://theflickcast.com/wp-content/uploads//0908-kinect\\_full\\_600.jpg](http://theflickcast.com/wp-content/uploads//0908-kinect_full_600.jpg)

# Image Credits

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- I.13 [http://vicos.fri.uni-lj.si/files/2008/02/imobvis\\_small.jpg](http://vicos.fri.uni-lj.si/files/2008/02/imobvis_small.jpg)
- I.14 [http://en.wikipedia.org/wiki/File:NASA\\_Mars\\_Rover.jpg](http://en.wikipedia.org/wiki/File:NASA_Mars_Rover.jpg)
- I.15 <http://sfcitizen.com/blog/wp-content/uploads/2012/09/rsf.jpg>
- I.16 <http://nxtbot.com/blog/wp-content/uploads/2006/03/riman.jpg>
- I.17 [http://www.sciencephoto.com/image/307062/530wm/P3320434-Brain\\_anatomy,\\_MRI\\_scan-SPL.jpg](http://www.sciencephoto.com/image/307062/530wm/P3320434-Brain_anatomy,_MRI_scan-SPL.jpg)
- I.18 Adapted from V. Nalwa, "A Guided Tour of Computer Vision."
- I.19 <http://1x.com/photo/23656/portfolio/8197>
- I.20 Adapted from "Scientific American," November 1999.