

Vision AI

Introduction

Notes based on
CS231n, Stanford University, and
EECS 498-007 / 598-005, University of Michigan
with permission from [Justin Johnson](#)

Deep Learning for Computer Vision

Building artificial systems that
process,
perceive, and
reason about visual data

Computer Vision is everywhere



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[Image from Unsplash](#)



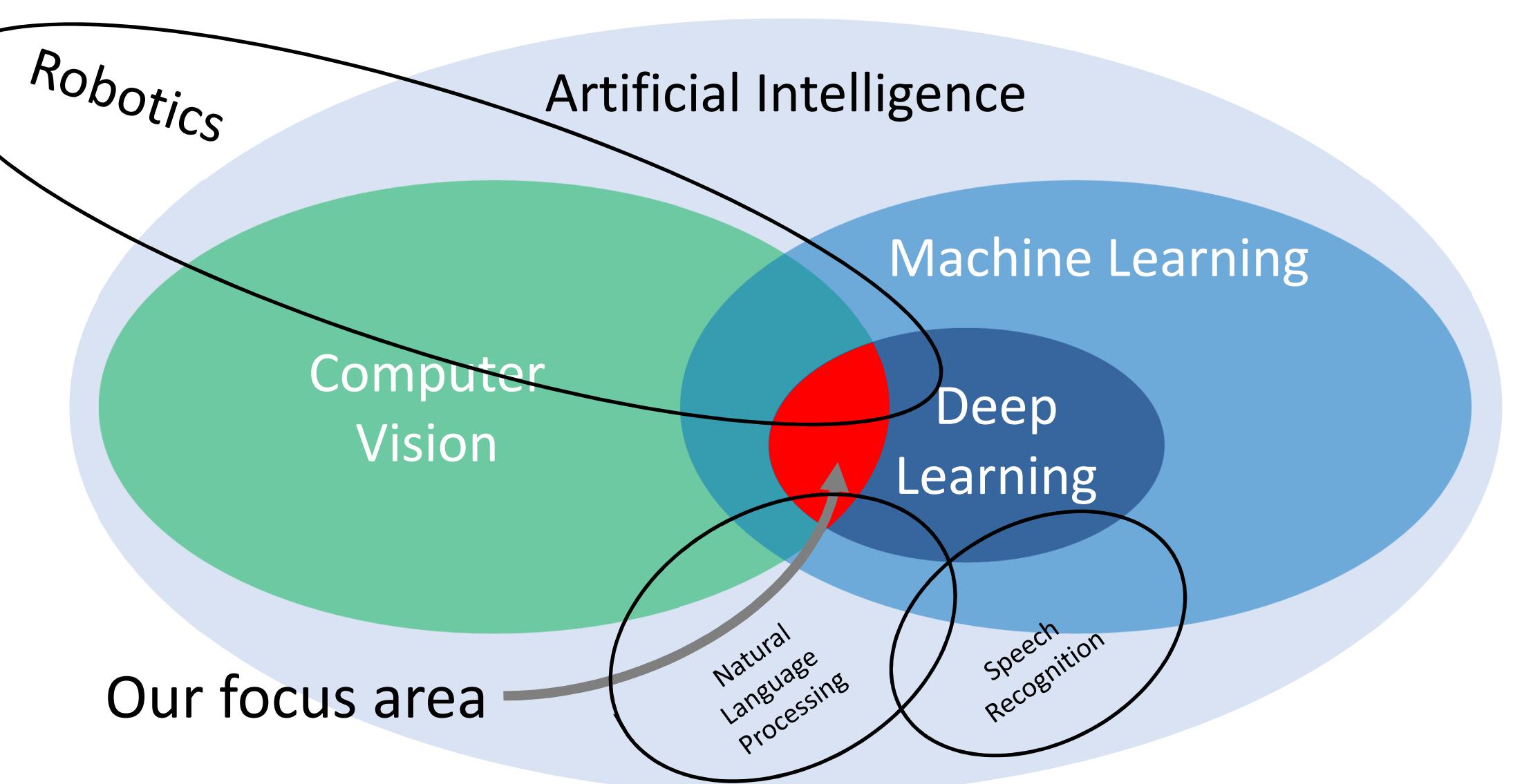
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Deep Learning for Computer Vision

Building artificial systems that
learn from data and experience

Deep Learning for Computer Vision

Hierarchical learning algorithms
with many “layers”,
(very) loosely inspired by the brain

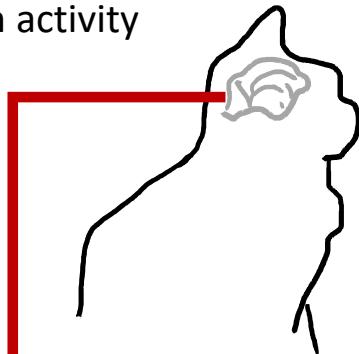


A brief history of computer vision and deep learning

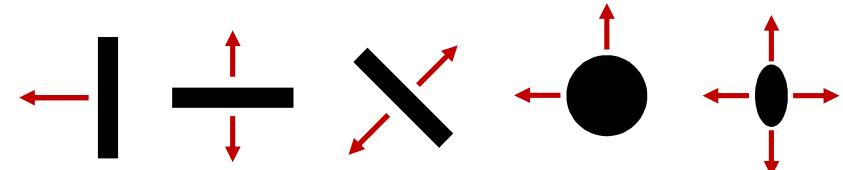
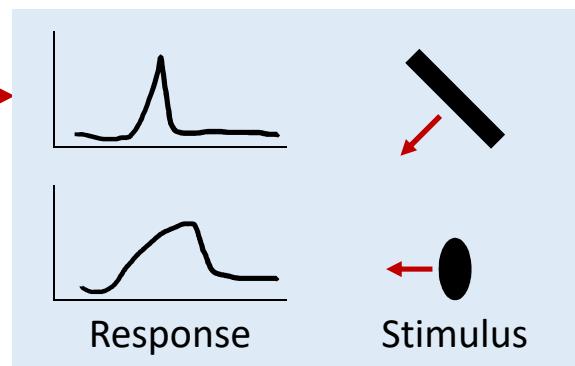
Hubel and Wiesel, 1959

[\[source\]](#)

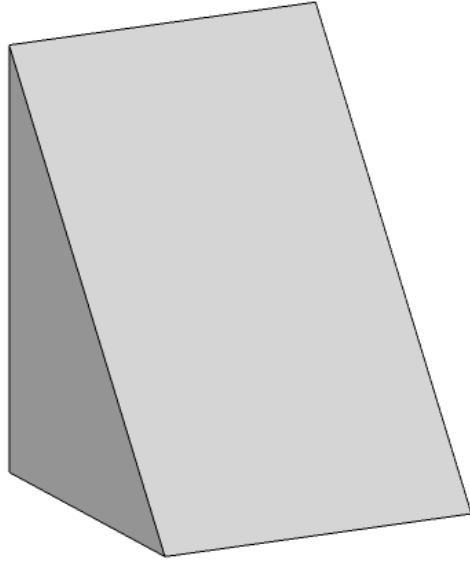
Measure
brain activity



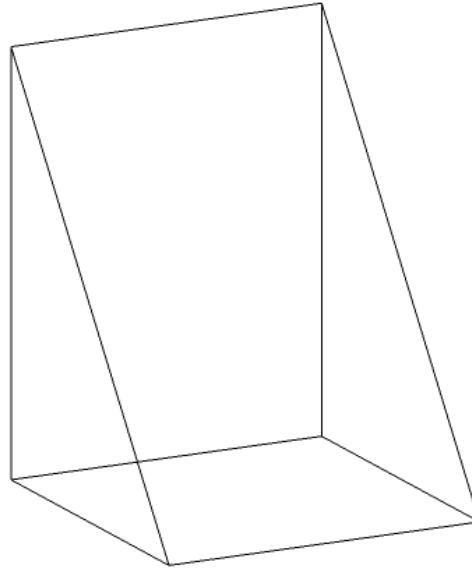
1959
Hubel & Wiesel



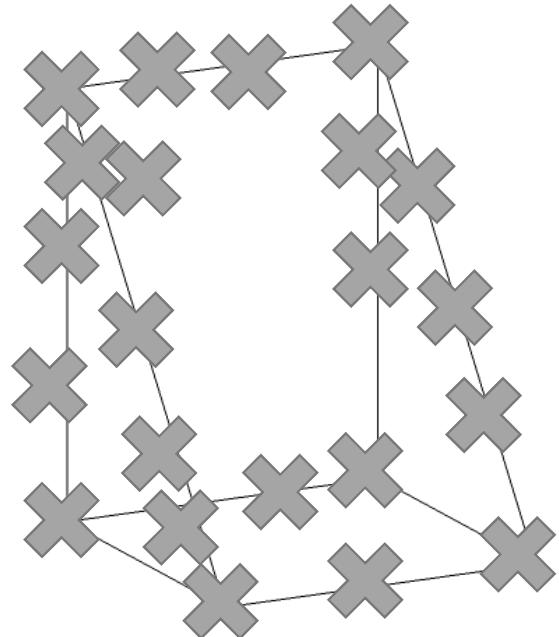
Larry Roberts, 1963



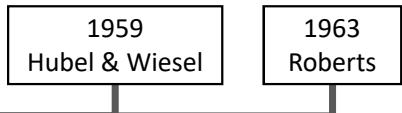
(a) Original picture

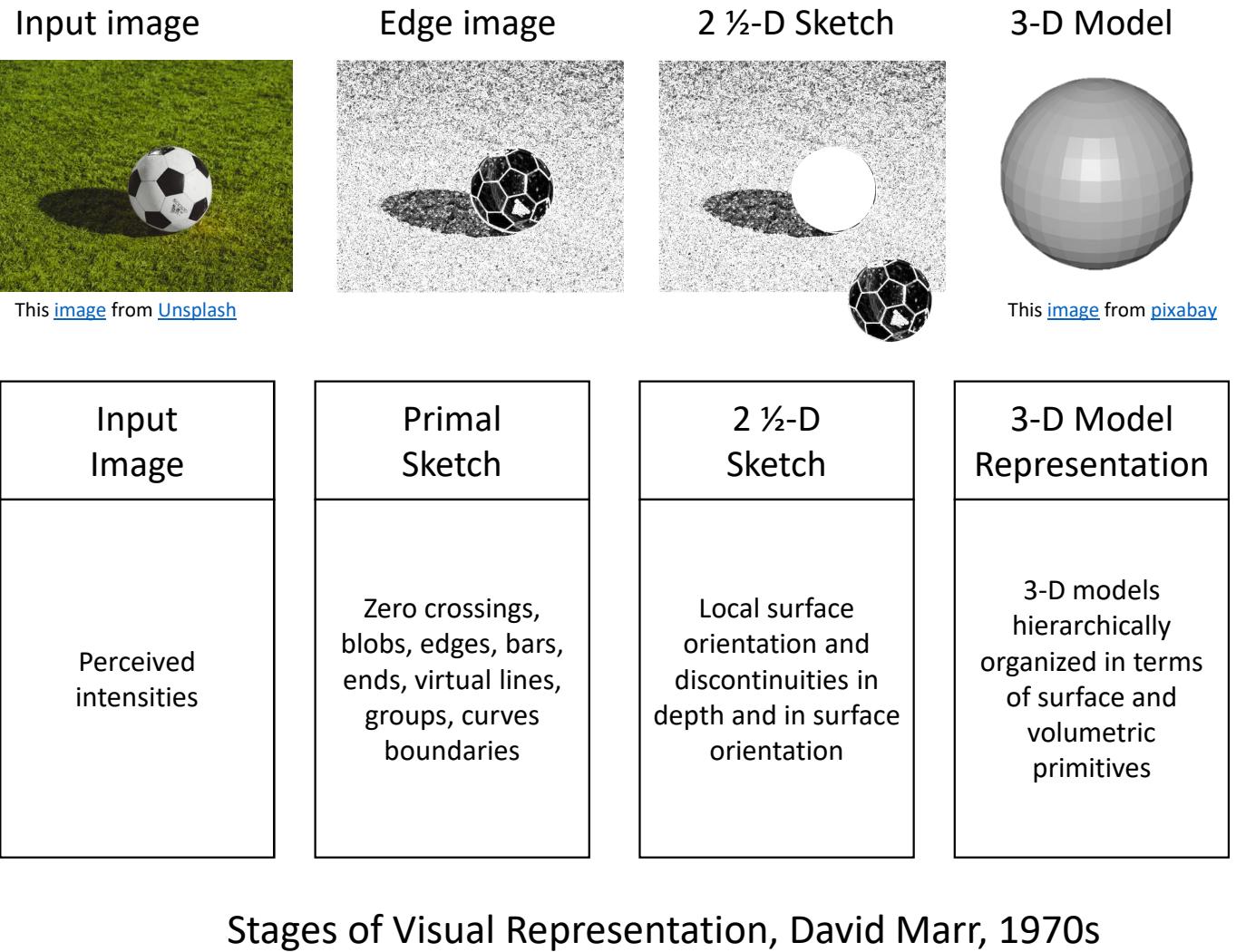
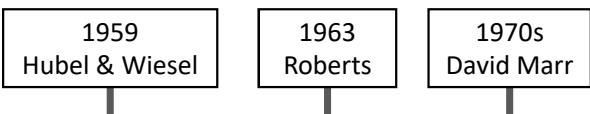
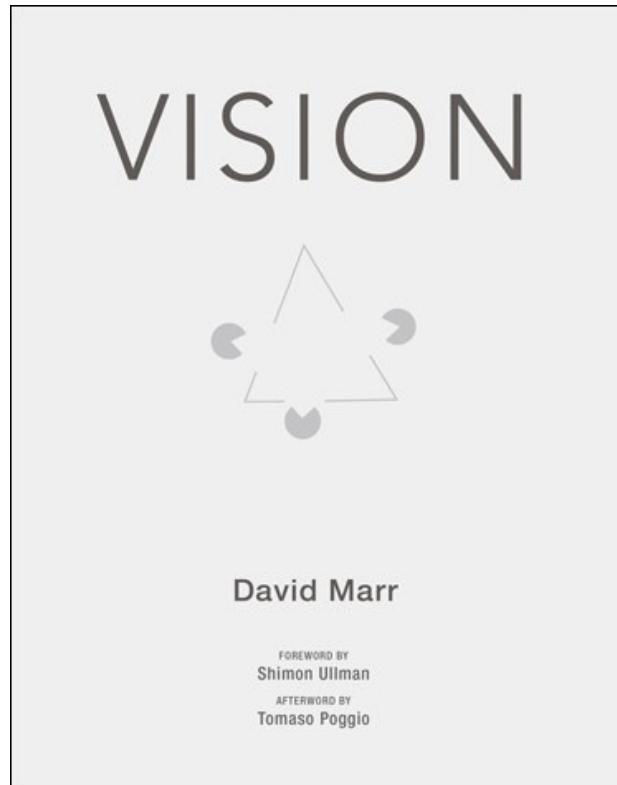


(b) Differentiated picture

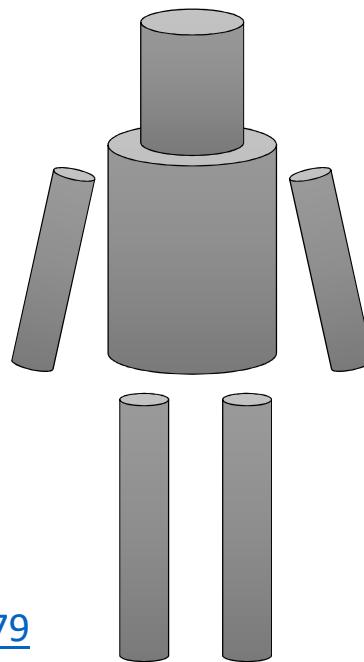


(c) Feature points selected

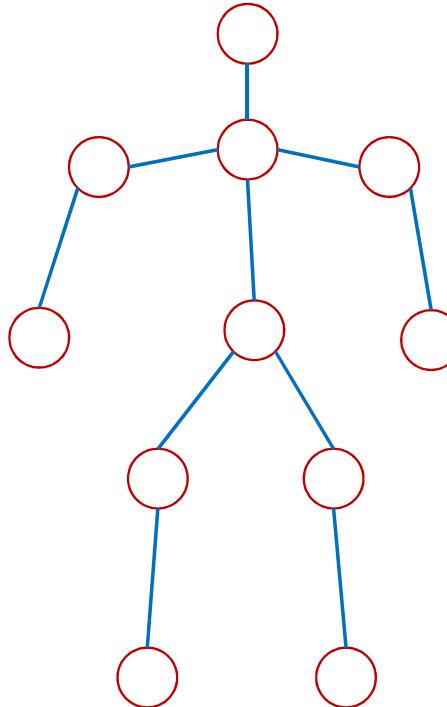




Recognition via Parts (1970s)



Generalized Cylinders,
[Brooks and Binford, 1979](#)



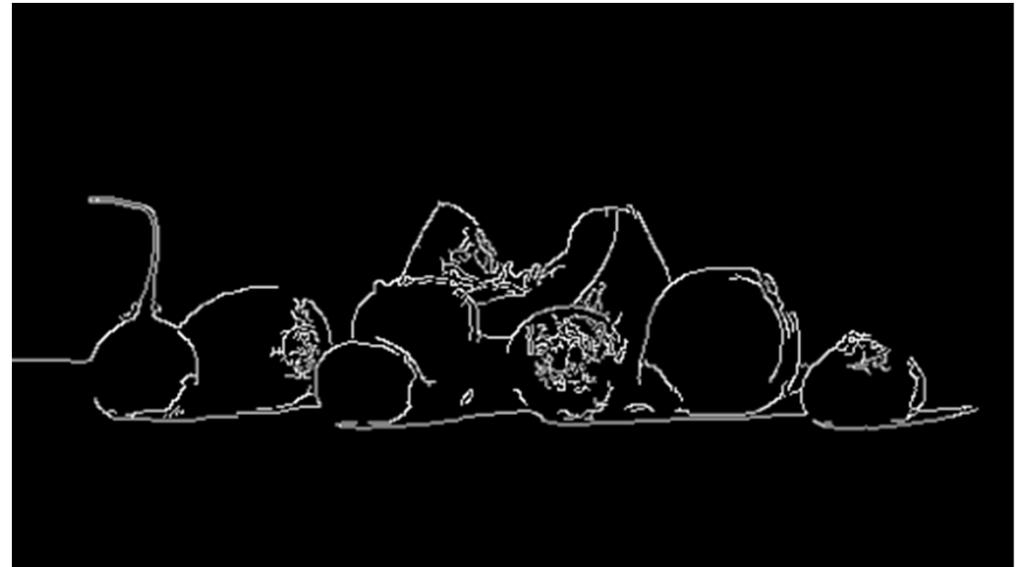
Pictorial Structures,
[Fischler and Elshlager, 1973](#)



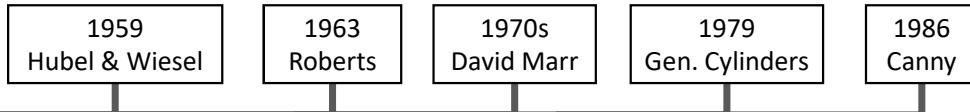
Recognition via Edge Detection (1980s)



[Image](#) from [Unsplash](#)

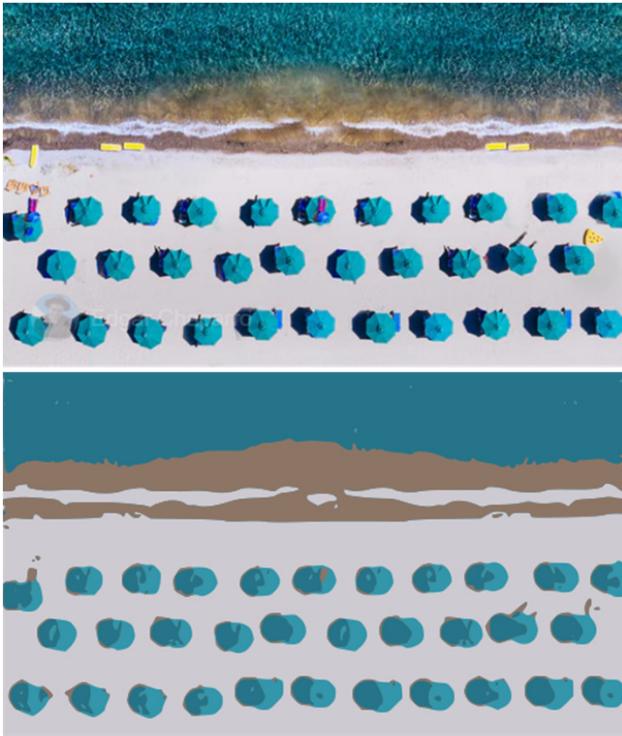


Apply Canny edge detection in OpenCV



John Canny, 1986
David Lowe, 1987

Recognition via Grouping (1990s)



1959
Hubel & Wiesel

1963
Roberts

1970s
David Marr

1979
Gen. Cylinders

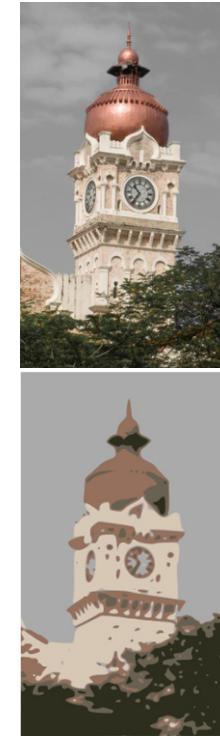
1986
Canny

1997
Norm. Cuts

[Image from Unsplash](#)

[Image from Unsplash](#)

[Image from Unsplash](#)



Normalized Cuts, Shi and Malik, 1997

Recognition via Matching (2000s)



1959
Hubel & Wiesel

1963
Roberts

1970s
David Marr

1979
Gen. Cylinders

1986
Canny

1997
Norm. Cuts

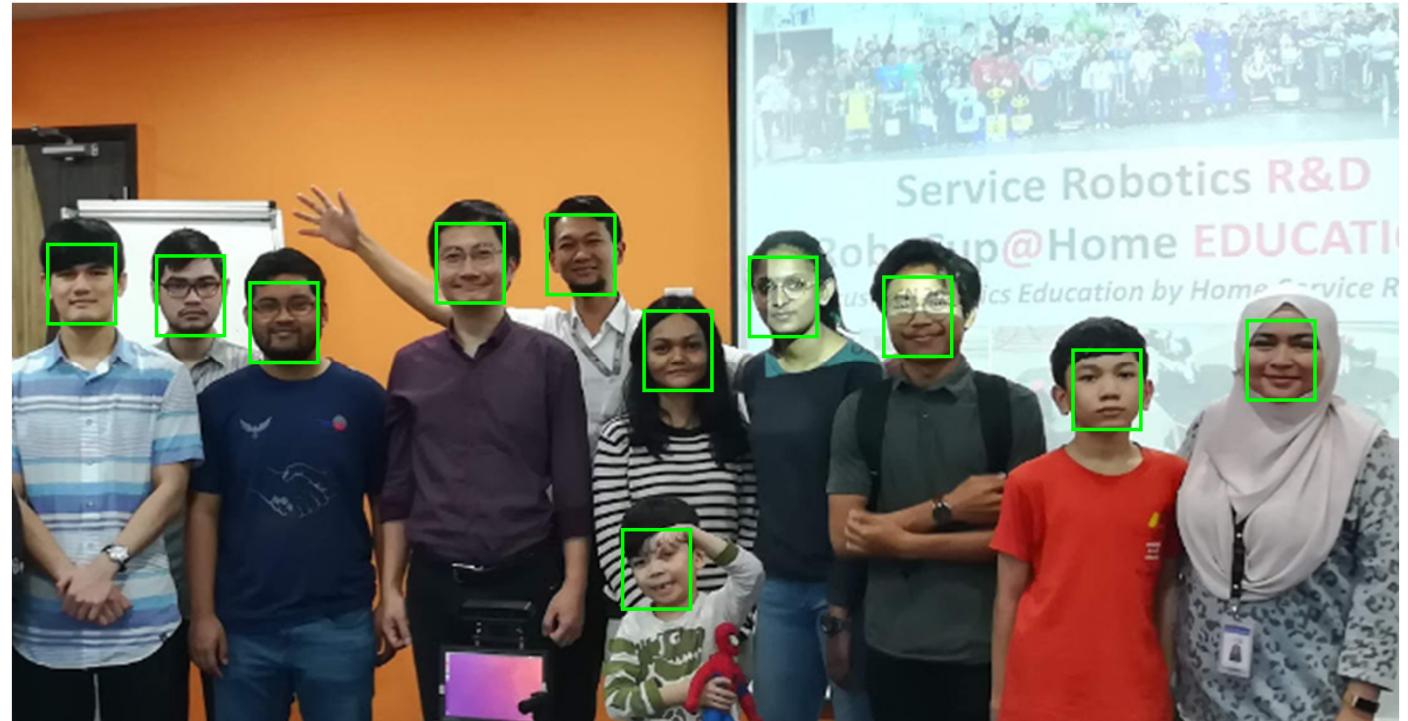
1999
SIFT

SIFT, David
Lowe, 1999

Face Detection

Viola and Jones, 2001

One of the first successful applications of machine learning to vision



1959
Hubel & Wiesel

1963
Roberts

1970s
David Marr

1979
Gen. Cylinders

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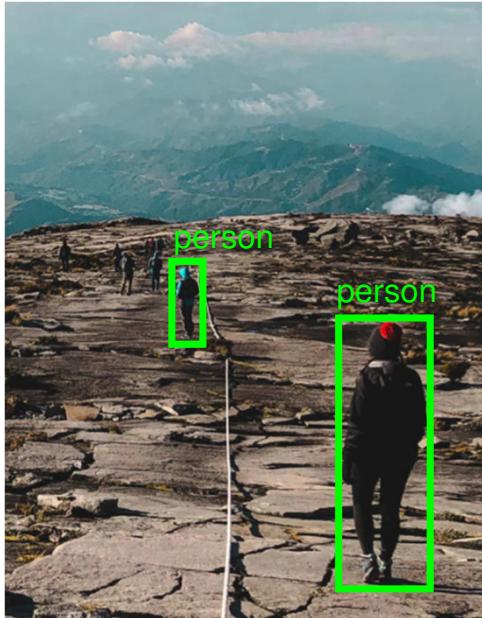
2001
V&J

PASCAL Visual Object Challenge [\[source\]](#)

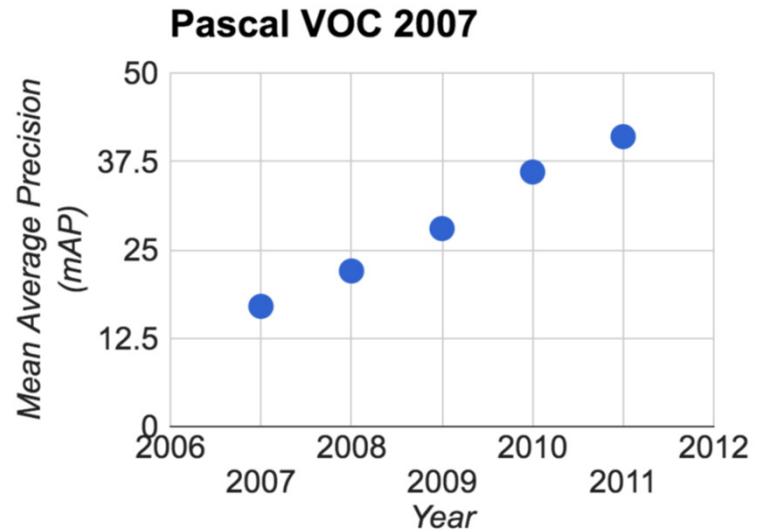
[Image from Unsplash](#)



[Image from Unsplash](#)



[Image from Unsplash](#)



1959
Hubel & Wiesel

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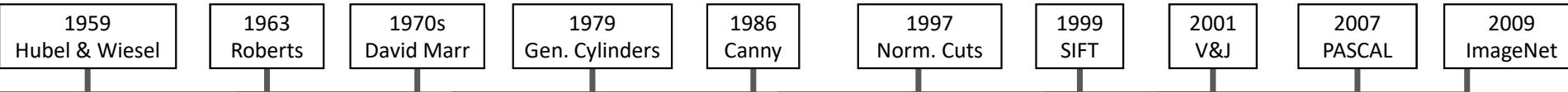
2001
V&J

2007
PASCAL

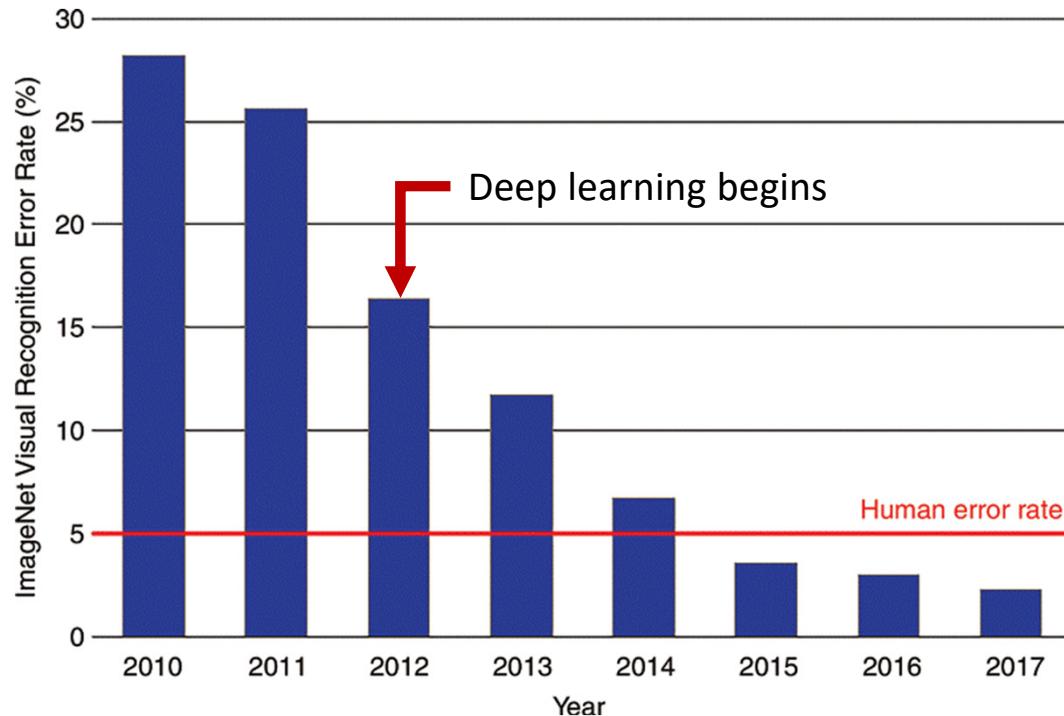
IMAGENET Large Scale Visual Recognition Challenge

The Image Classification Challenge:
1,000 object classes
1,431,167 images

Deng et al, 2009
Russakovsky et al. IJCV 2015



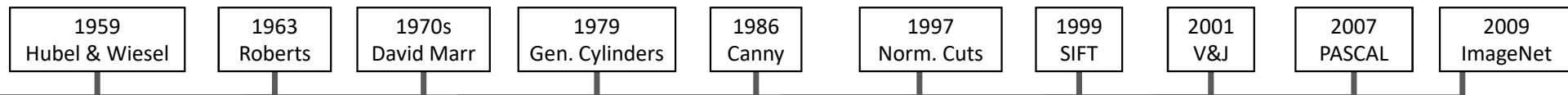
IMAGENET Large Scale Visual Recognition Challenge



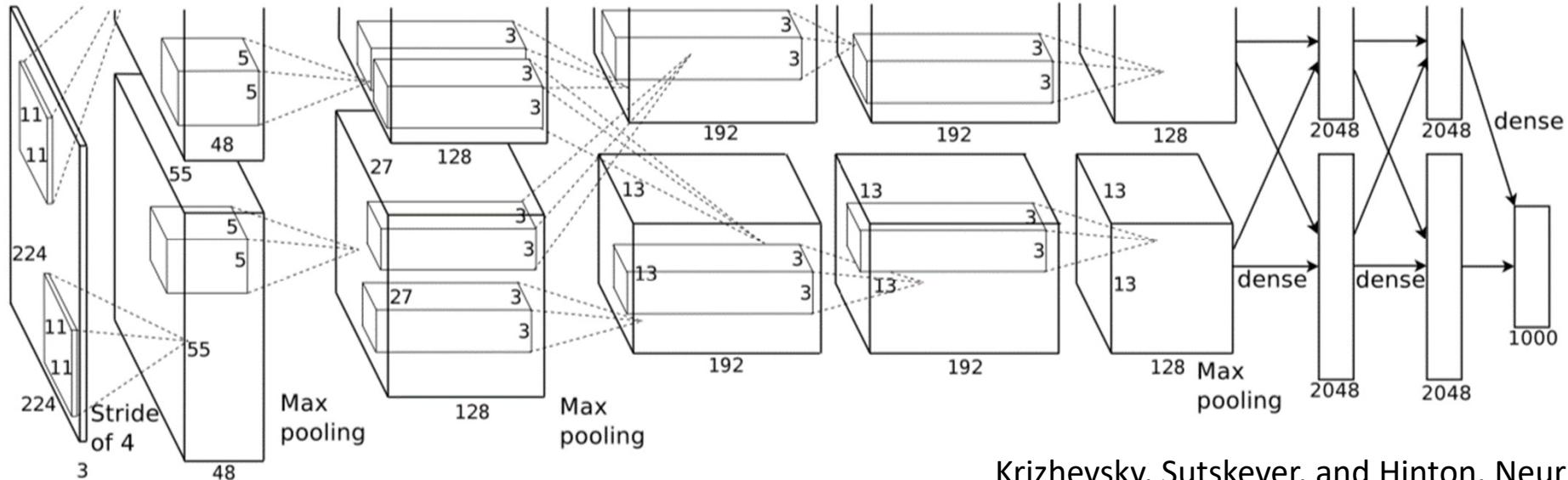
[Interactive Graph](#)

Deng et al, 2009

Russakovsky et al. IJCV 2015

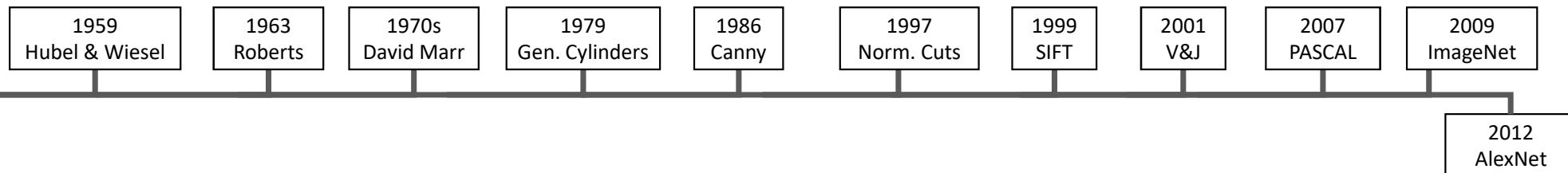


Deep Learning now famous: AlexNet



Krizhevsky, Sutskever, and Hinton, NeurIPS 2012

[\[paper\]](#)



Perceptron

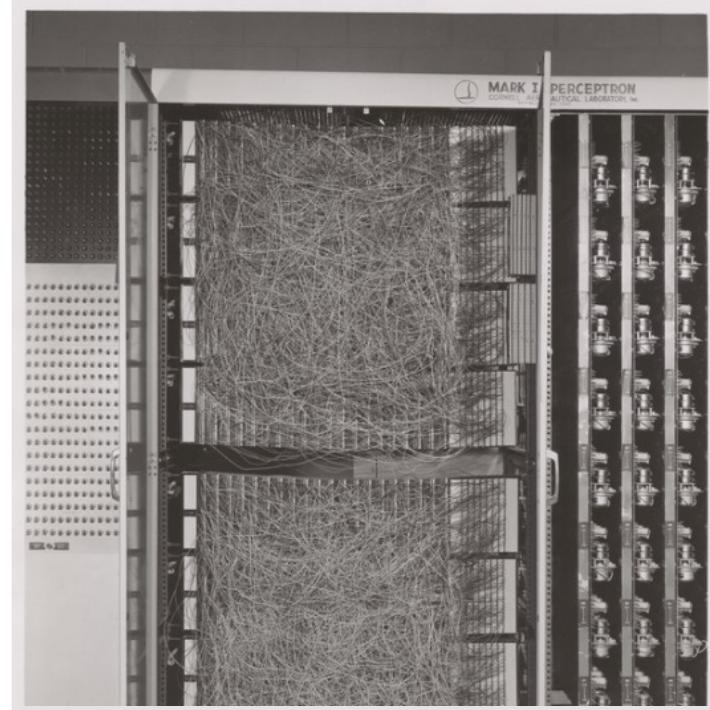
One of the earliest algorithms that could learn from data

Implemented in hardware! Weights stored in potentiometers, updated with electric motors during learning

Connected to a camera that used 20x20 cadmium sulfide photocells to make a 400-pixel image

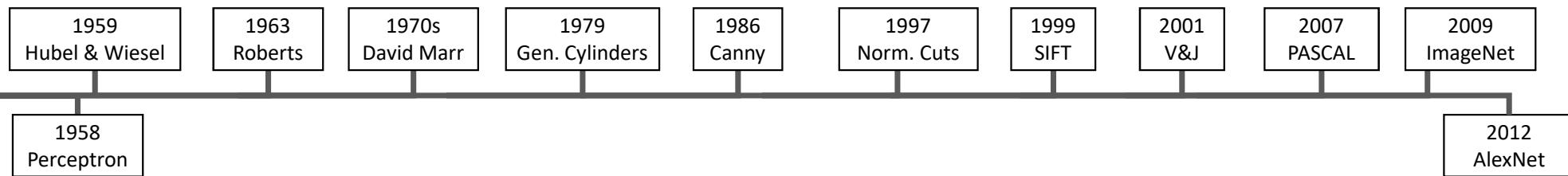
Could learn to recognize letters of the alphabet

Today we would recognize it as a **linear classifier** [\[try\]](#)



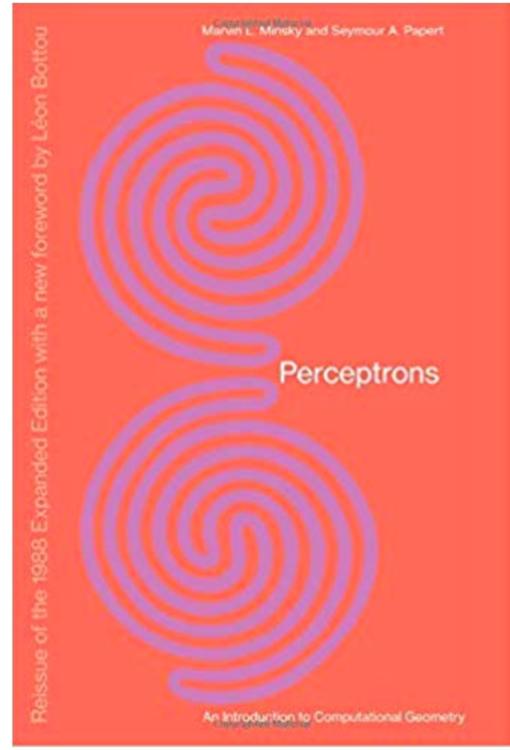
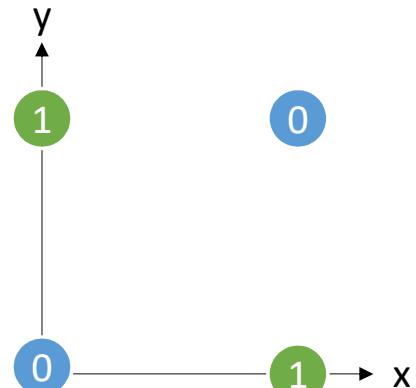
Mark I Perceptron

at the Cornell Aeronautical Laboratory
Cornell University News Service records, #4-3-15. Division of Rare and Manuscript Collections, Cornell University Library.



Minsky and Papert, 1969

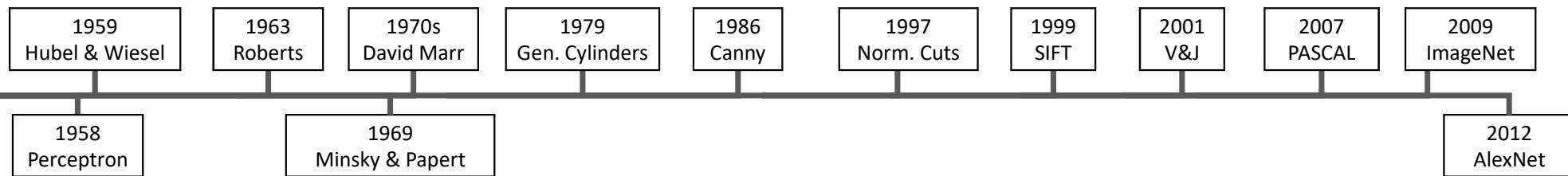
X	y	$\text{XOR}(x,y)$
0	0	0
0	1	1
1	0	1
1	1	0



[MIT Press](#)

Showed that Perceptrons could not learn the XOR function.

Caused a lot of disillusionment in the field.



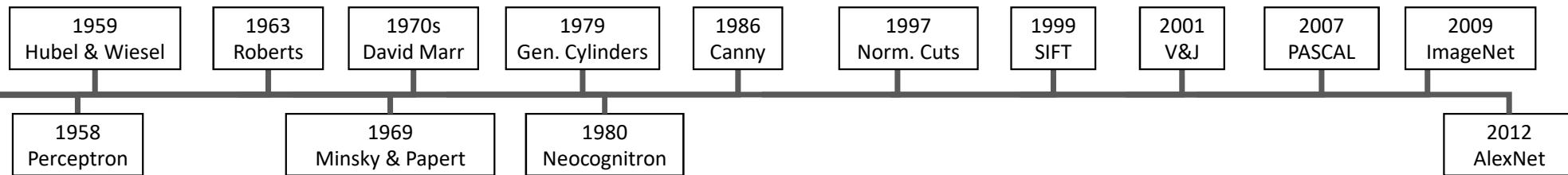
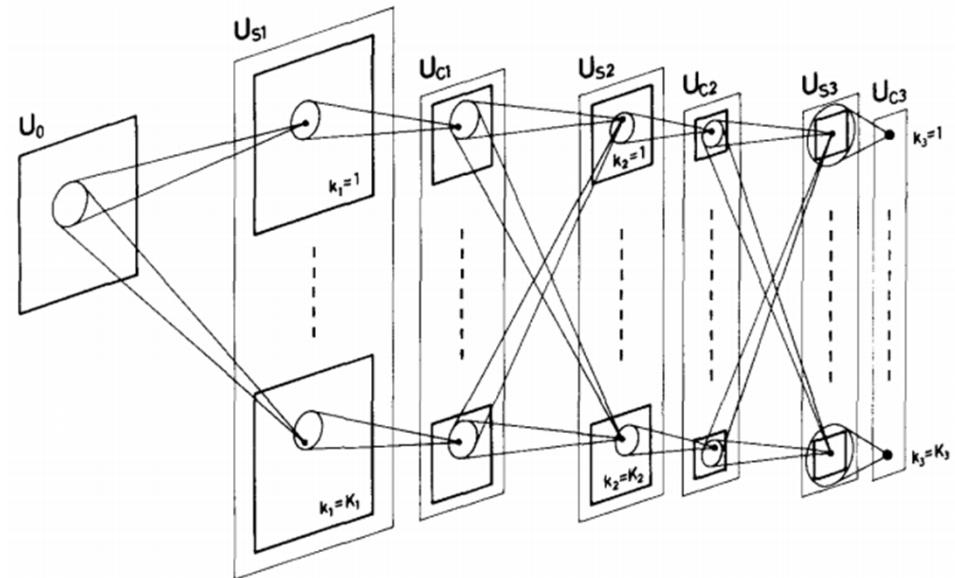
Neocognitron: Fukushima, 1980

[\[paper\]](#)

Computational model the visual system,
directly inspired by Hubel and Wiesel's
hierarchy of complex and simple cells

Interleaved simple cells (convolution)
and complex cells (pooling)

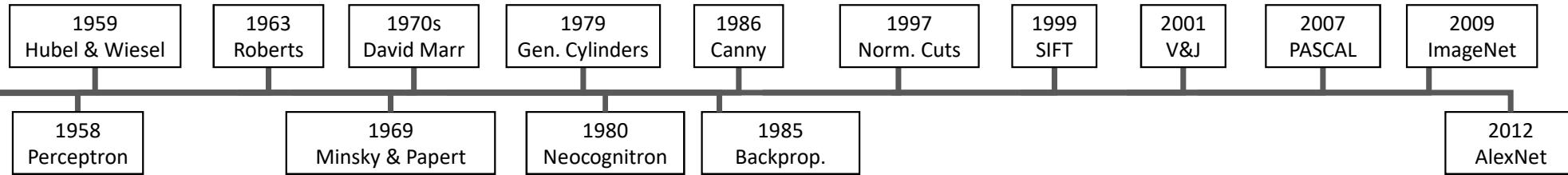
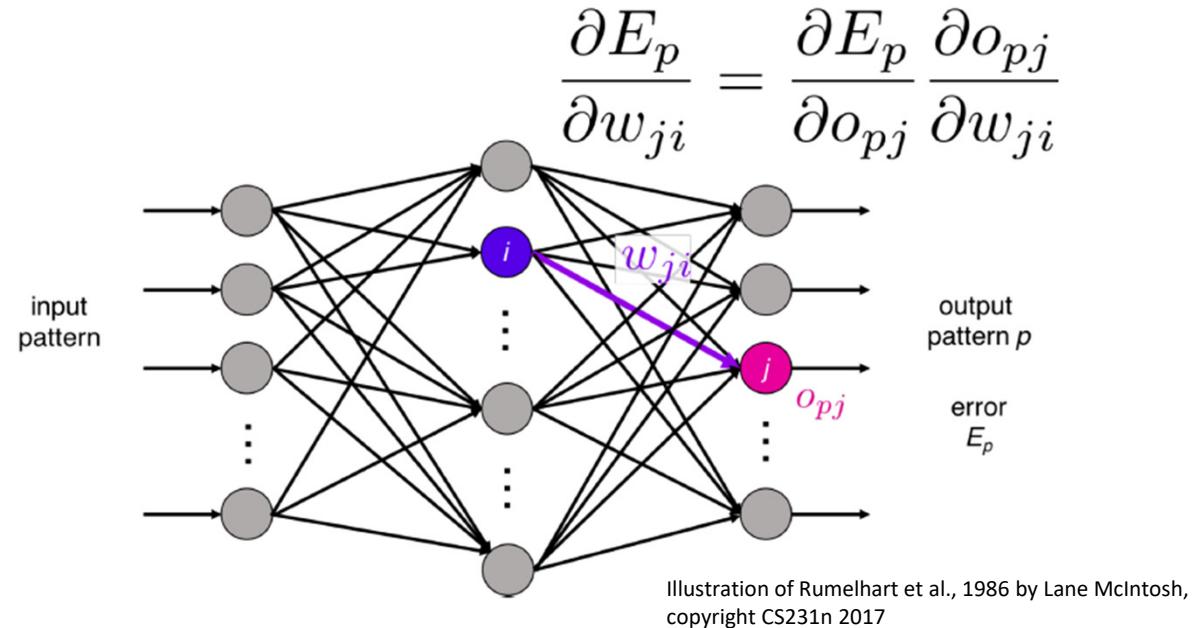
No practical training algorithm



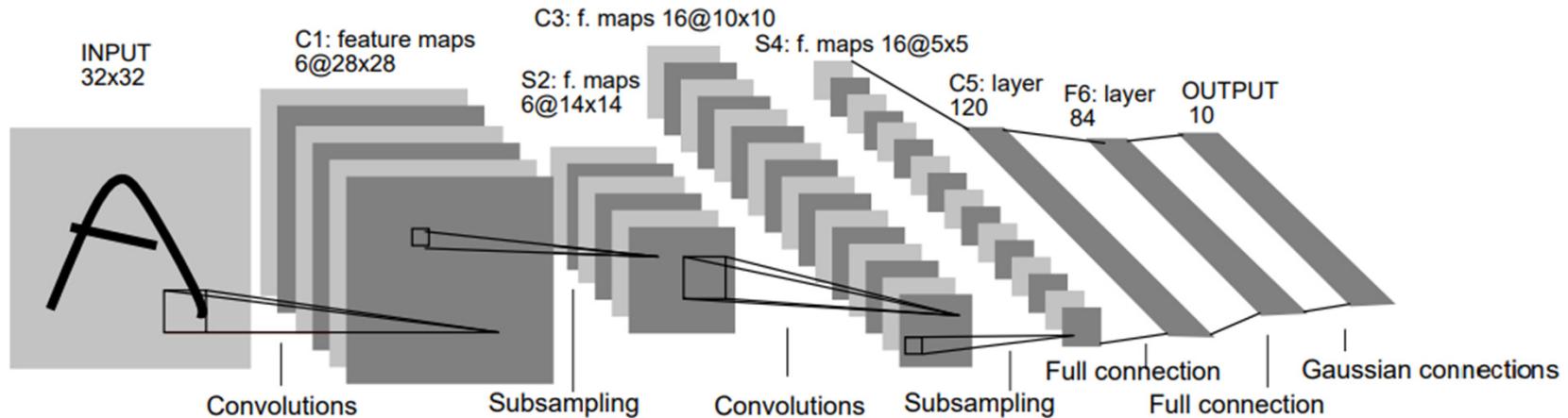
Backprop: Rumelhart, Hinton, and Williams, 1986 [\[paper\]](#)

Introduced backpropagation for computing gradients in neural networks

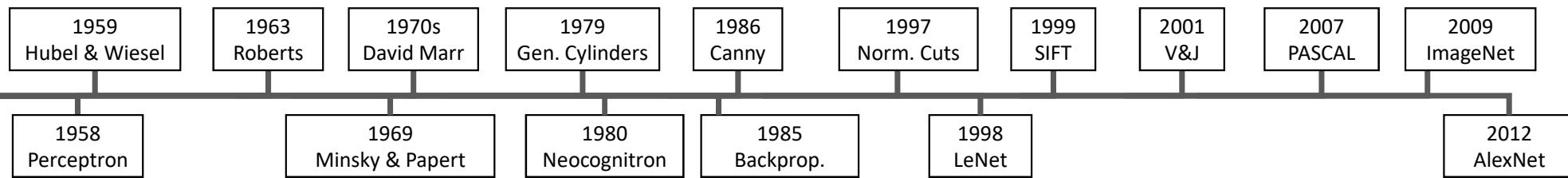
Successfully trained perceptrons with multiple layers



Convolutional Networks: LeCun et al, 1998 [\[Lecun's Paper\]](#)



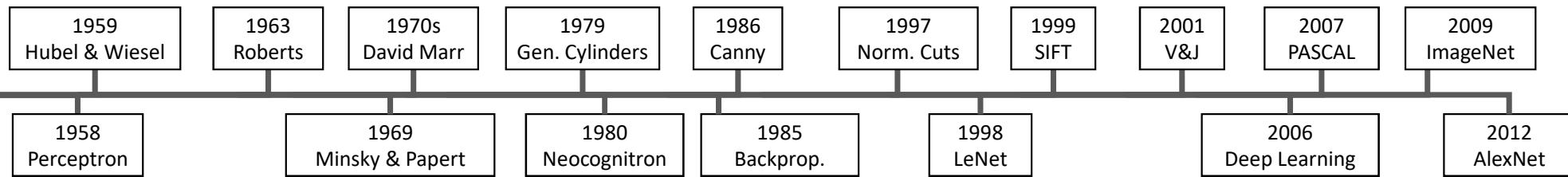
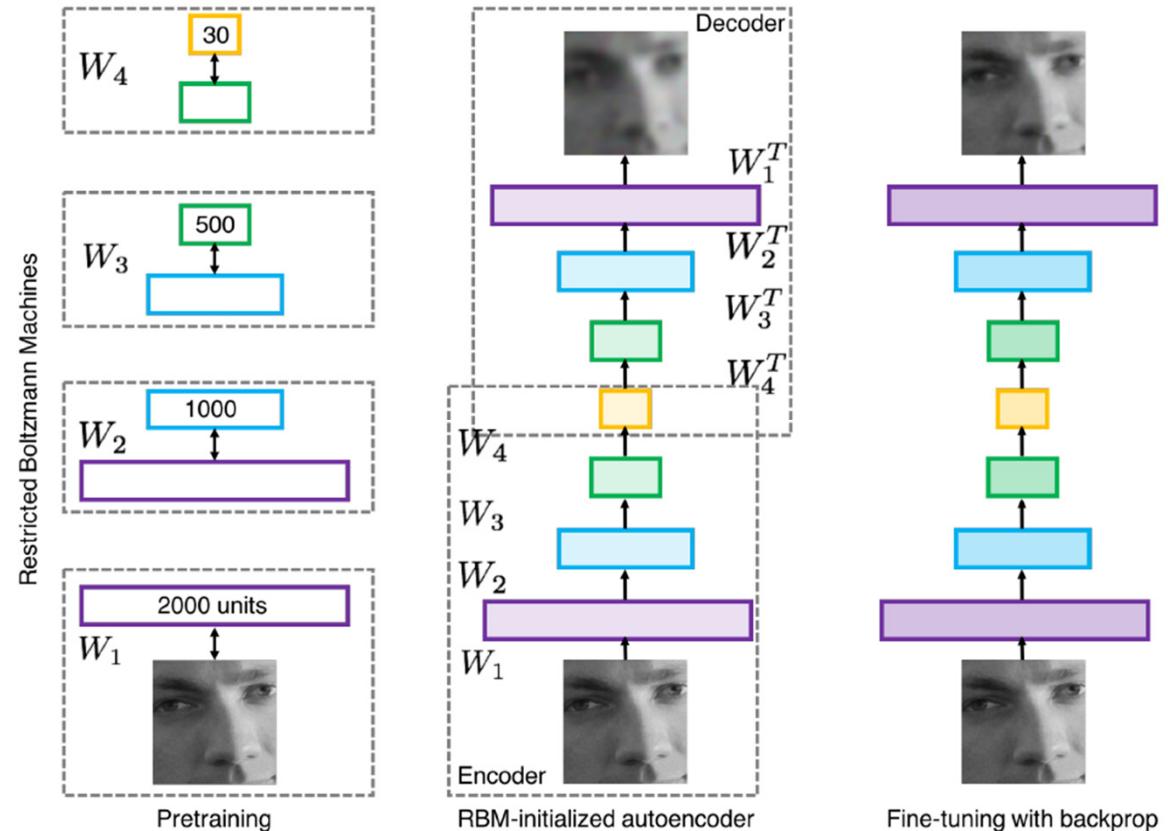
- Applied backprop algorithm to a Neocognitron-like architecture
- Learned to recognize handwritten digits
- Was deployed in a commercial system by NEC, processed handwritten checks
- Very similar to our modern convolutional networks!



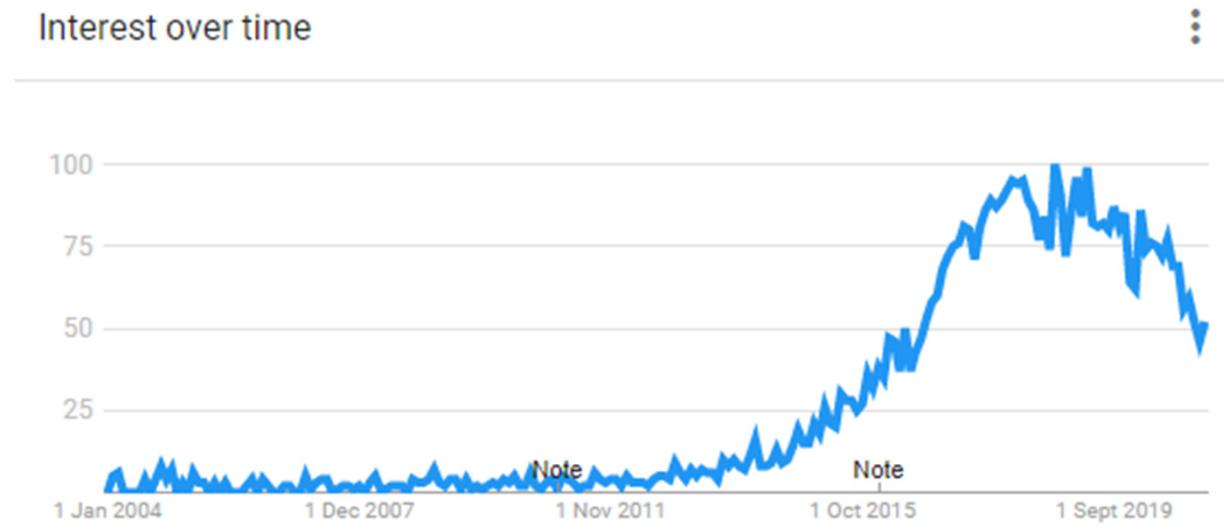
2000s: “Deep Learning”

- People tried to train neural networks that were deeper and deeper
- Not a mainstream research topic at this time

Hinton and Salakhutdinov, 2006
 Bengio et al, 2007
 Lee et al, 2009
 Glorot and Bengio, 2010

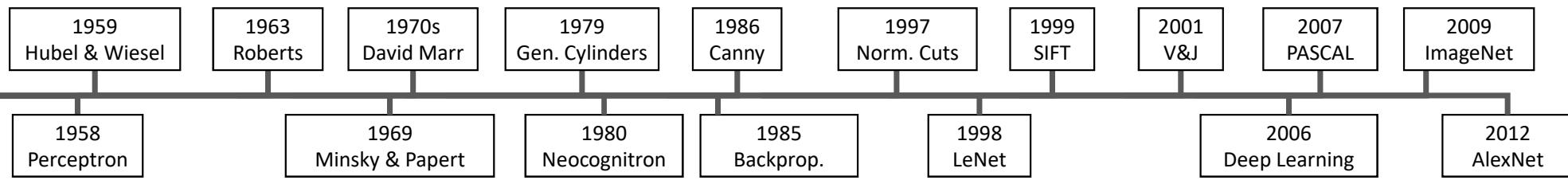


2012 to Present: Deep Learning Explosion



Google Trends: “Deep Learning”

<https://trends.google.com/trends/explore?date=all&q=Deep%20learning>



2012 to Present: ConvNets are everywhere

Image Classification

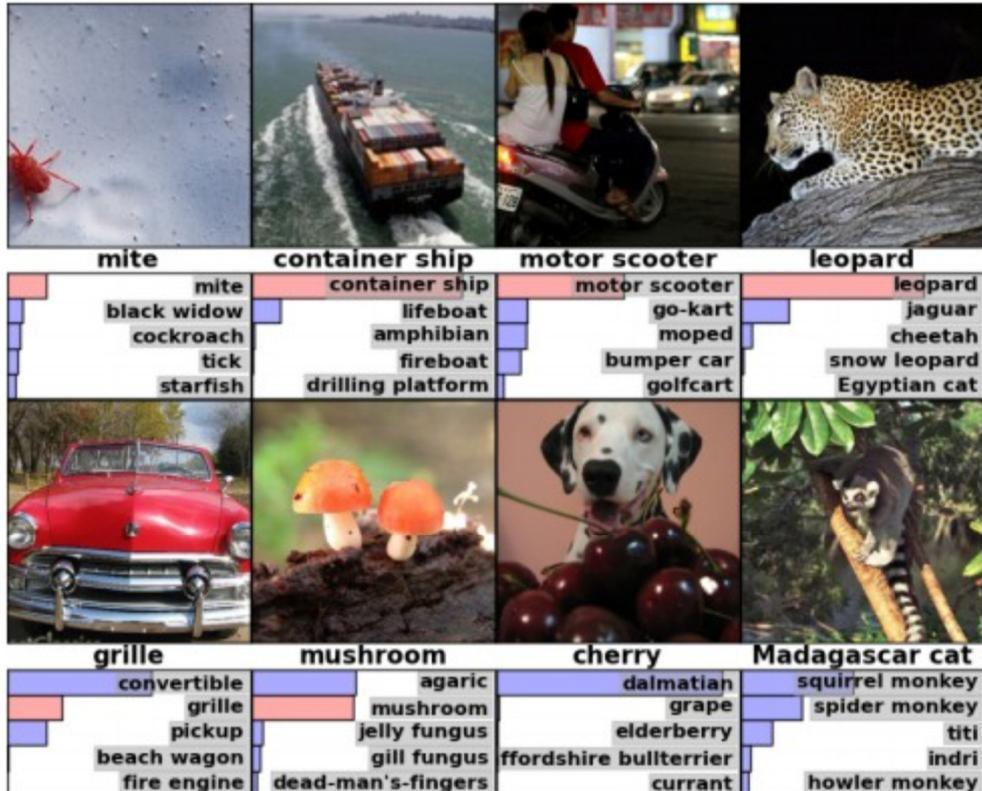
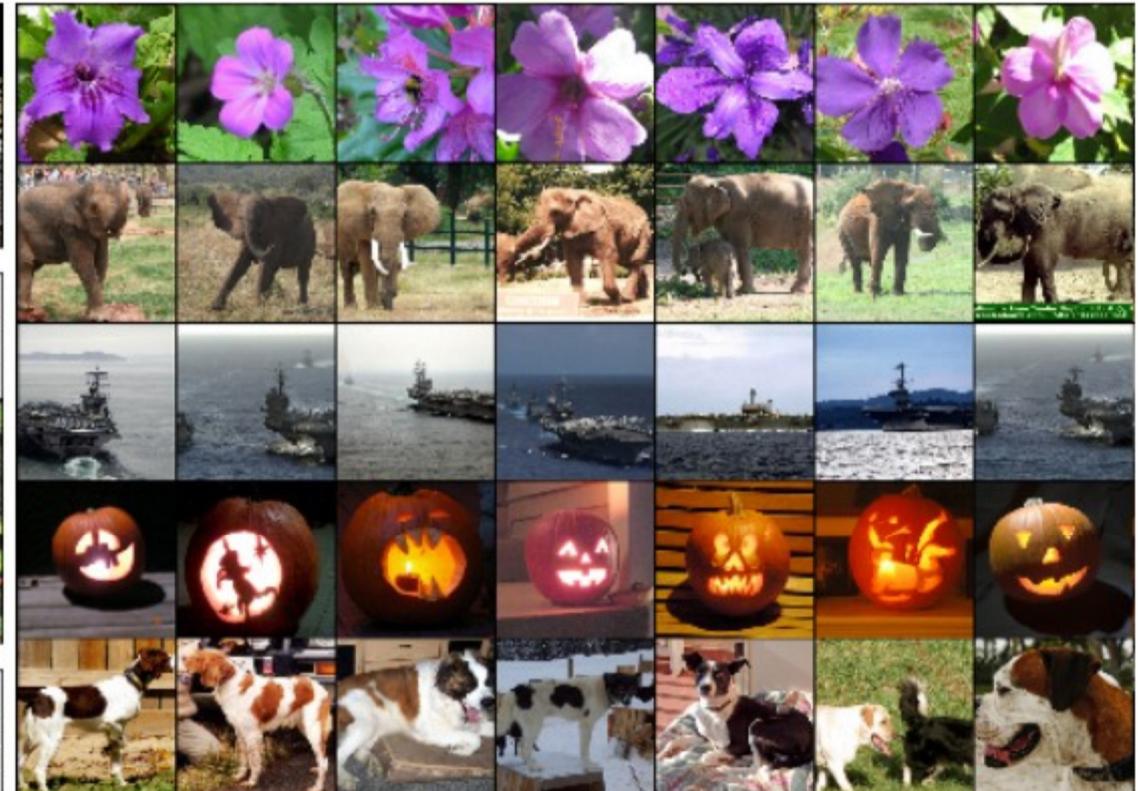


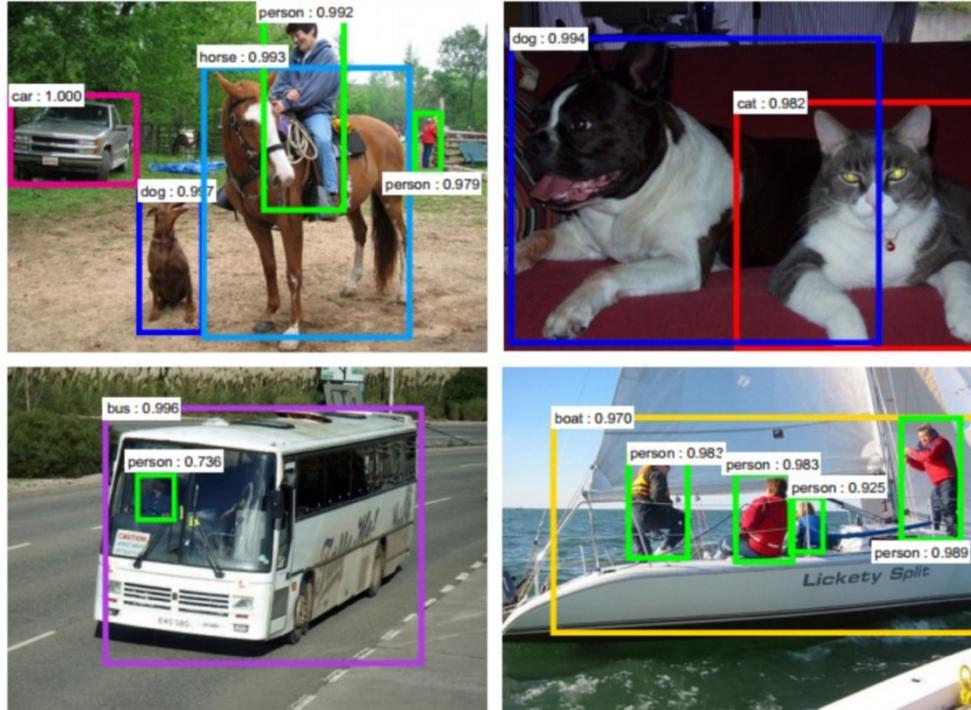
Image Retrieval



Figures copyright Alex Krizhevsky, Ilya Sutskever, and Geoffrey Hinton, 2012.

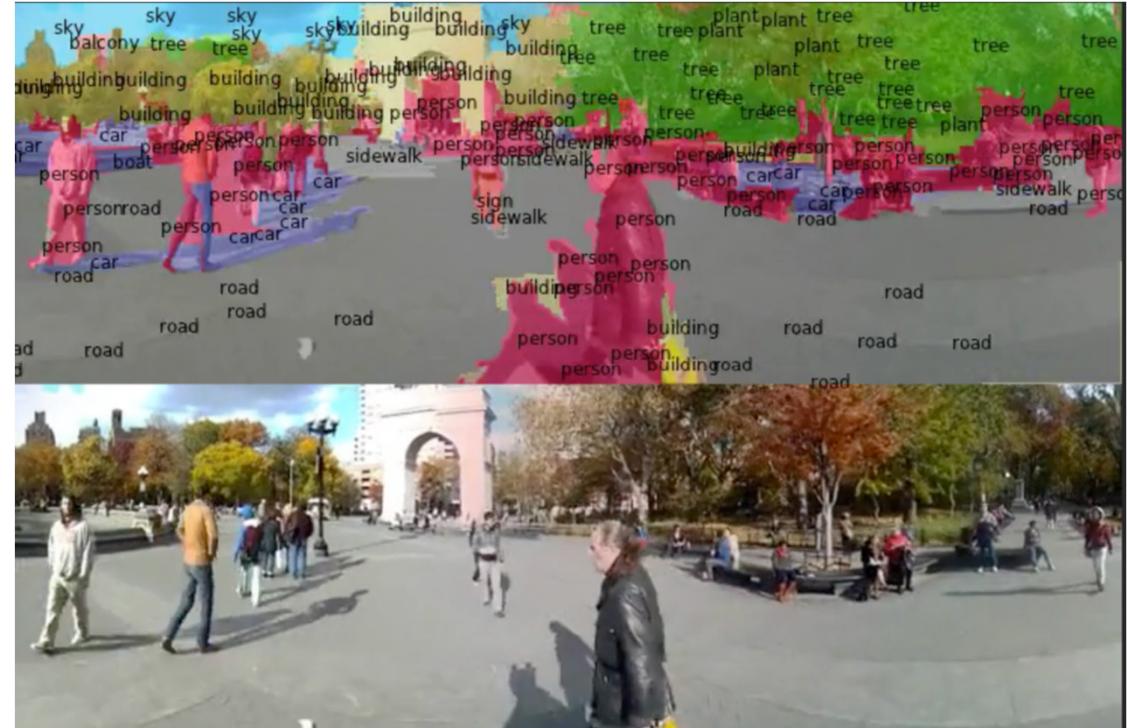
2012 to Present: ConvNets are everywhere

Object Detection



Ren, He, Girshick, and Sun, 2015

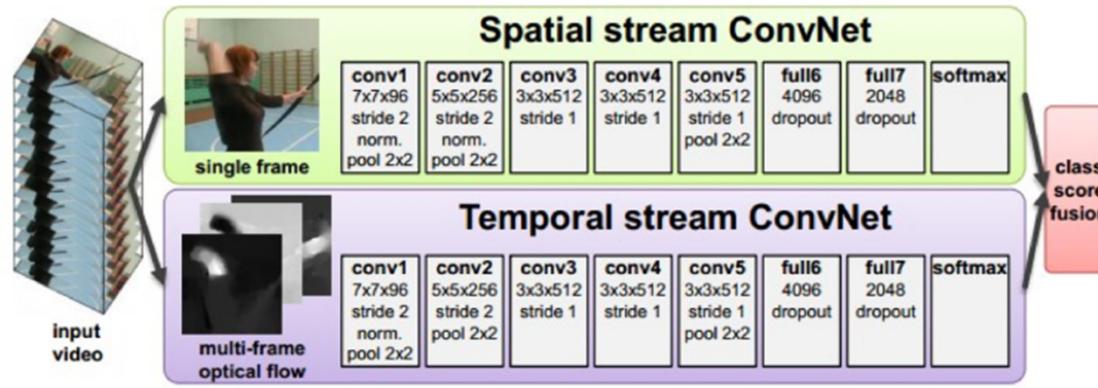
Image Segmentation



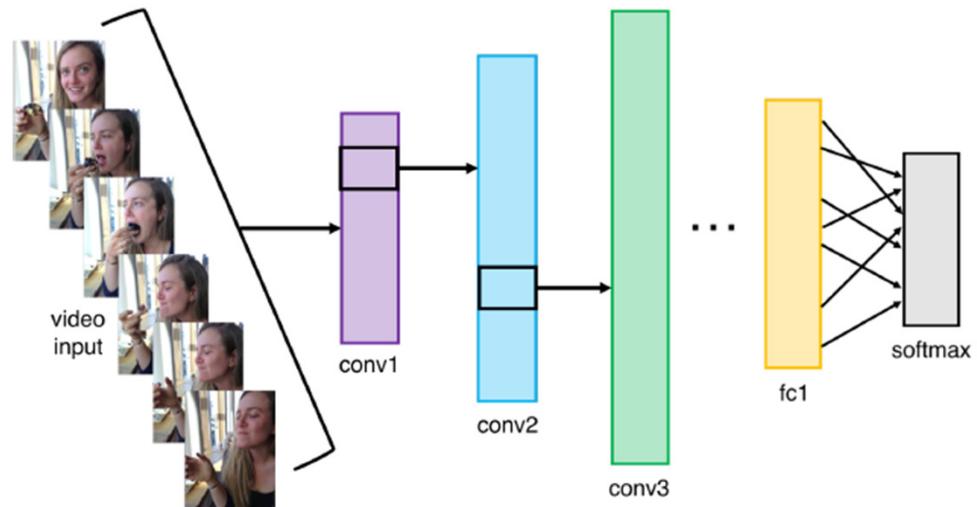
Fabaret et al, 2012

2012 to Present: ConvNets are everywhere

Video Classification



Activity Recognition



2012 to Present: ConvNets are everywhere

Pose Recognition (Toshev and Szegedy, 2014)

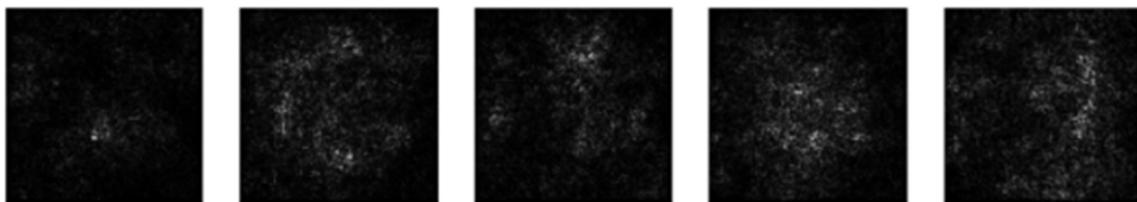
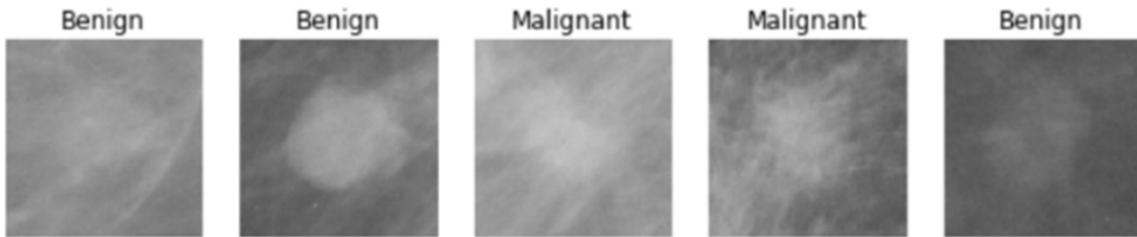


Playing Atari games (Guo et al, 2014)



2012 to Present: ConvNets are everywhere

Medical Imaging, Levy et al, 2016



Galaxy Classification, Dieleman et al, 2014



Whale recognition



[Kaggle Challenge](#)

2012 to Present: ConvNets are everywhere

Image Captioning

Vinyals et al, 2015

Karpathy and Fei-Fei, 2015



A white teddy bear sitting in the grass



A man in a baseball uniform throwing a ball



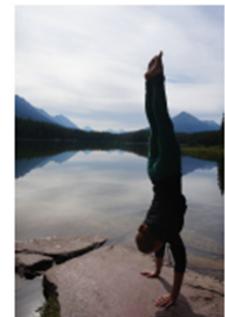
A woman is holding a cat in her hand



A man riding a wave on top of a surfboard



A cat sitting on a suitcase on the floor



A woman standing on a beach holding a surfboard

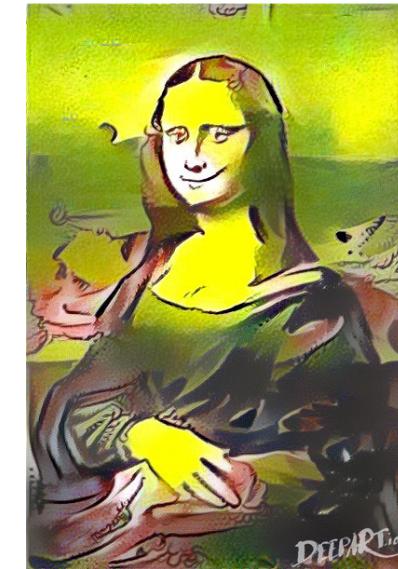
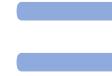
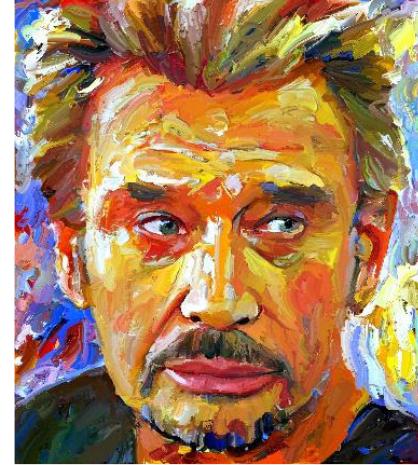
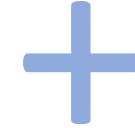
All images are CC0 Public domain:

<https://pixabay.com/en/luggage-antique-cat-1643010/>
<https://pixabay.com/en/teddy-plush-bears-cute-teddy-bear-1623436/>
<https://pixabay.com/en/surf-wave-summer-sport-litoral-1668716/>
<https://pixabay.com/en/woman-female-model-portrait-adult-983967/>
<https://pixabay.com/en/handstand-lake-meditation-496008/>
<https://pixabay.com/en/baseball-player-shortstop-infield-1045263/>

Captions generated by Justin Johnson using [Neuraltalk2](#)

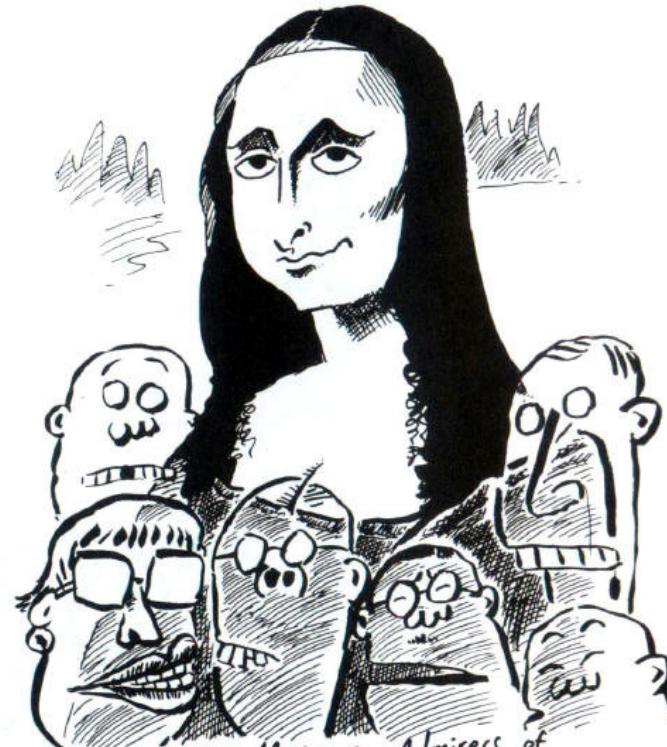
Style transfer

<https://deepart.io>



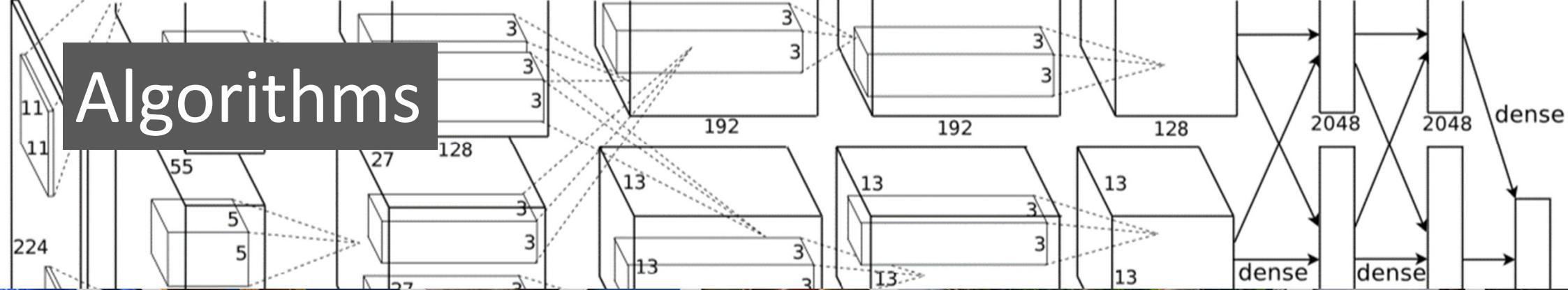
Style transfer

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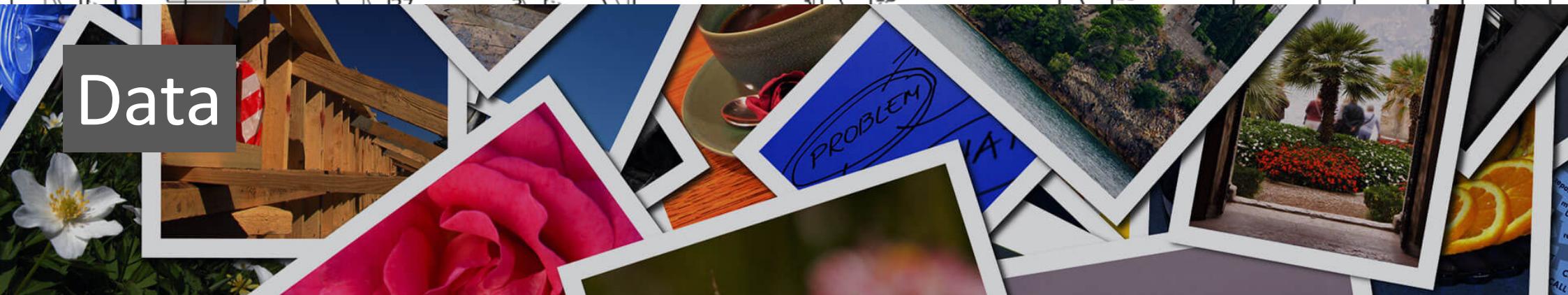


At the Louvre Museum... Admirers of
Mona Lisa see their own reflections
on the glass protecting the famous lady...

Algorithms



Data



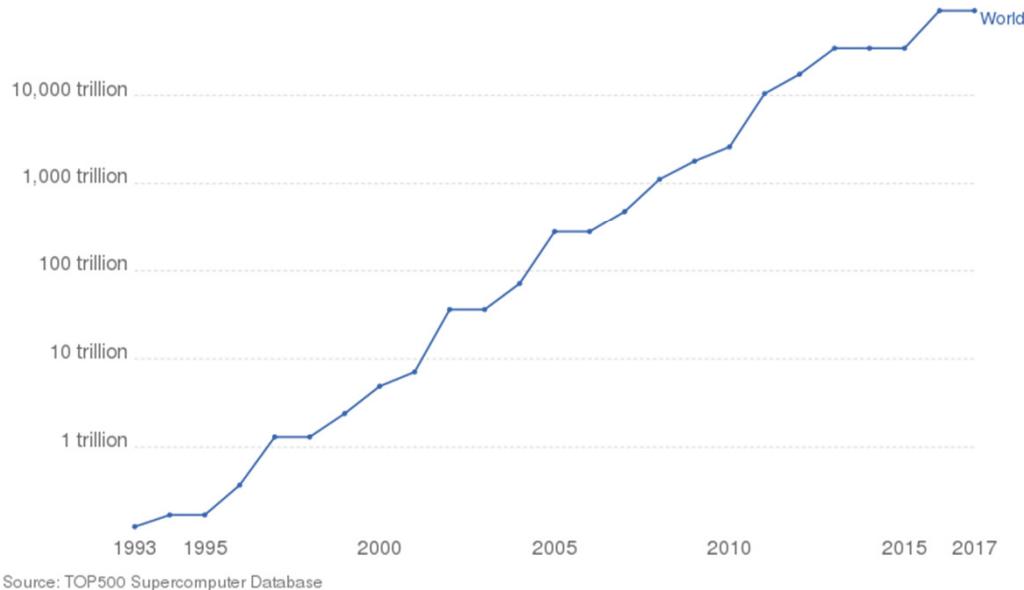
Computation

GEFORCE RTX™

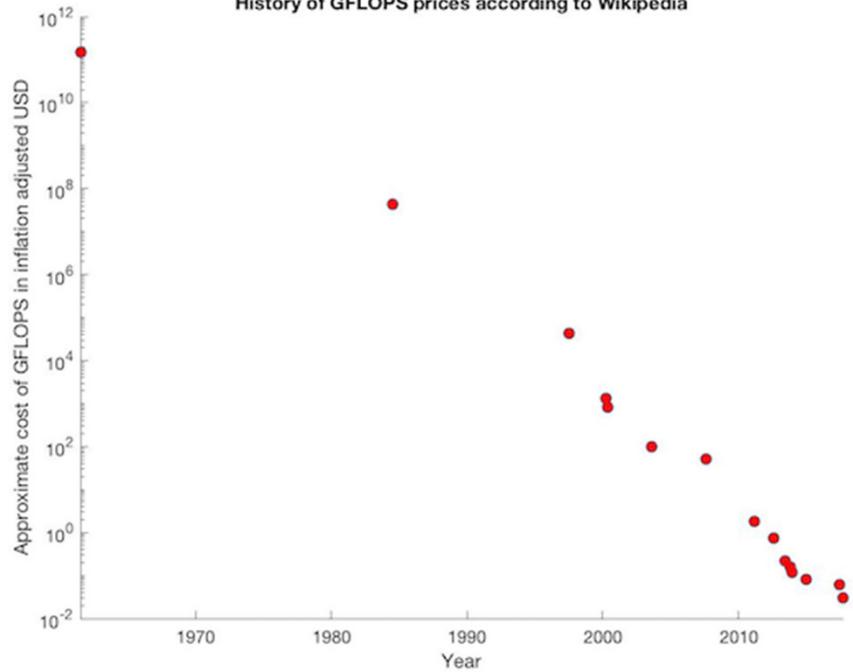
Higher GigaFLOPs at a lower cost

Supercomputer Power (FLOPS)

The growth of supercomputer power, measured as the number of floating-point operations carried out per second (FLOPS) by the largest supercomputer in any given year. (FLOPS) is a measure of calculations per second for floating-point operations. Floating-point operations are needed for very large or very small real numbers, or computations that require a large dynamic range. It is therefore a more accurate measured than simply instructions per second.



History of GFLOPS prices according to Wikipedia



http://en.wikipedia.org/wiki/FLOPS#Hardware_costs

2018 Turing Award

For conceptual and engineering breakthroughs that have made deep neural networks a critical component of computing.



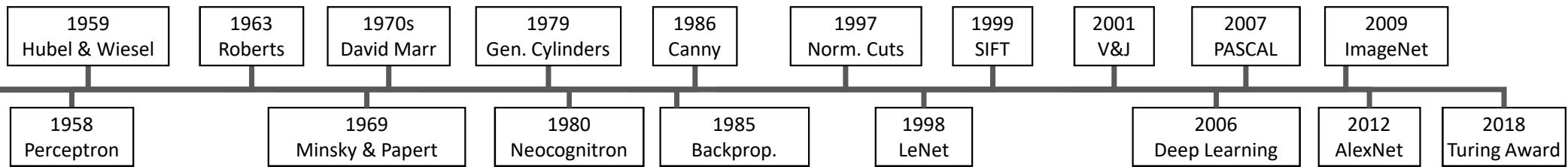
Yoshua Bengio



Geoffrey Hinton



Yann LeCun



Artificial Intelligence Technology Can Better Our Lives