



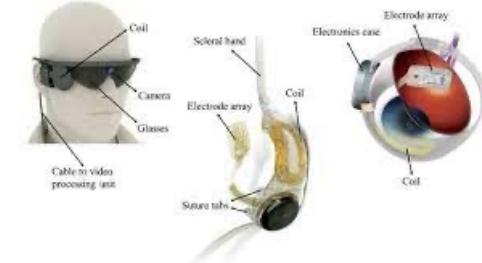
JOHNS HOPKINS
WHITING SCHOOL
of ENGINEERING

Computer Vision

Overview, Introduction to Computer Vision

Introduction

- Instructor: Kapil D. Katyal, kkatyal2@jhu.edu
 - Principal Staff Member at JHU/APL
 - Assistant Research Professor in CS department
 - PhD from JHU under Prof. Greg Hager
 - Background in Robot Perception
- Course Logistics
 - Class times: Tuesdays / Thursdays: 12:00 – 1:15 pm
 - Office hours: Fridays: 9:00 AM – 10:00 AM + by request
 - Course Location: 210 Hodson
 - Course Prerequisites: [Intro to Programming \(Python\)](#), [Linear Algebra](#) & [Probability/Statistics](#)
 - Course web page: canvas.jhu.edu



Teaching and Course Assistants

- TA: Zhuowan Li, zli110@jhu.edu
 - Office hours: Thursdays 10 am – 12 pm
- Course Assistants
 - Kaan Elgin, telgin1@jhu.edu
 - Office hours: Mondays 12 – 1 pm
 - Ju He, jhe47@jh.edu
 - Office hours: Fridays 9 – 10 am
 - Jay Paranjape, jparanj1@jhu.edu
 - Office hours: Fridays 5 – 6 pm



Zhuowan Li



Kaan Elgin



Ju He



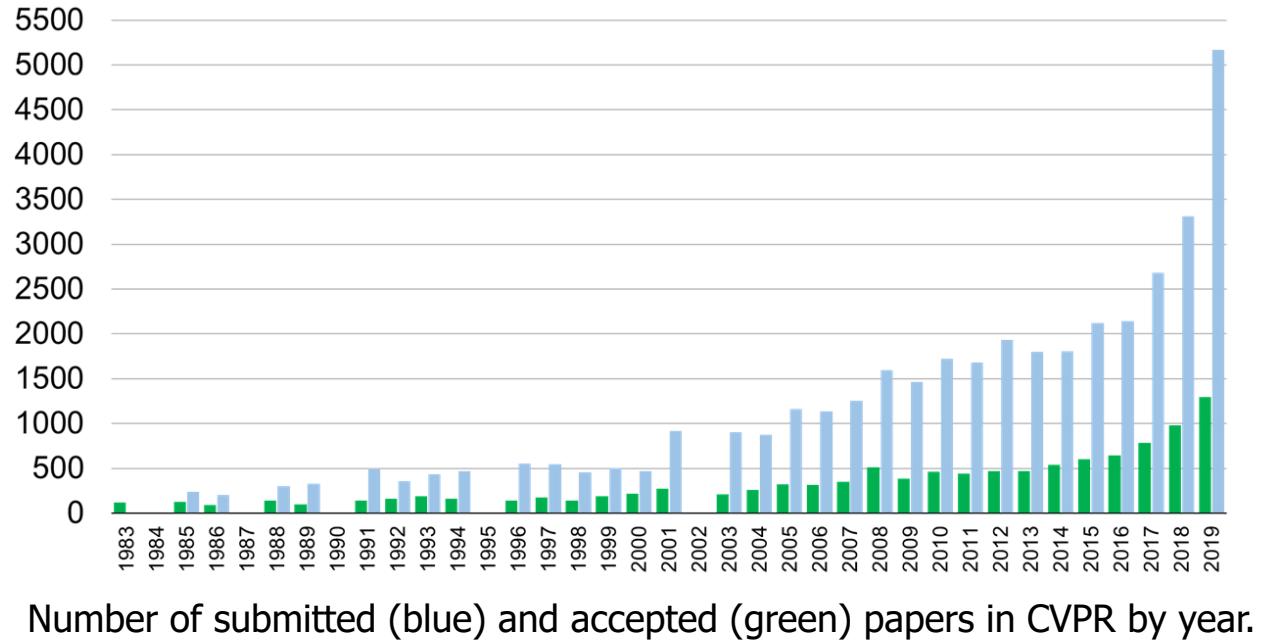
Jay Paranjape

Course Objectives

- Understand the principles of computer vision including cameras, image representations, image processing, feature extraction/detection, stereo camera/3D geometry, camera calibration, object recognition, motion, segmentation and deep learning principles.
- Apply the course material in a variety of vision applications including object detection, semantic segmentation, stereo camera calibration and pose estimation.
- Understand papers presented at leading computer vision conferences and journals.
- Develop the foundation to pursue research in computer vision.

Why Study Computer Vision?

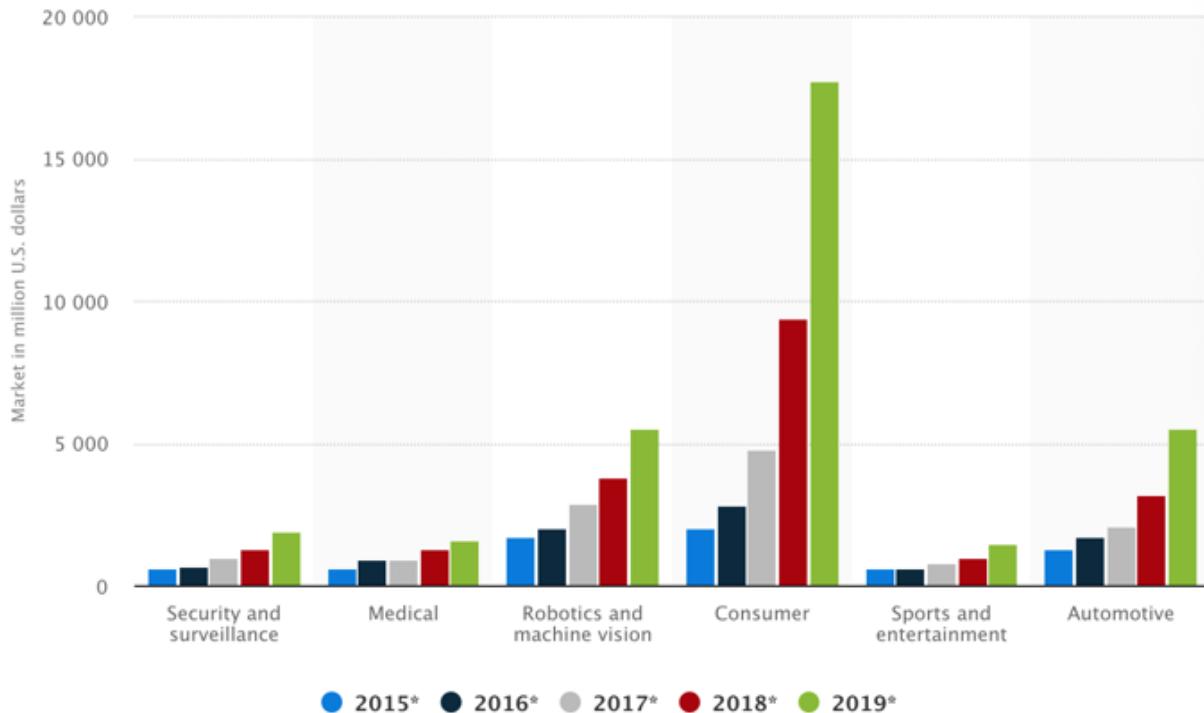
- Tremendous research advancements in the past decade
- Significantly more opportunities available in research



Number of submitted (blue) and accepted (green) papers in CVPR by year.

<https://medium.com/reconstruct-inc/the-golden-age-of-computer-vision-338da3e471d1>

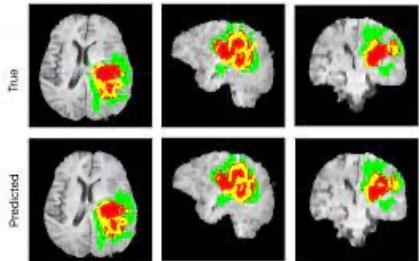
Significant Industry Demand



Applications



Autonomous Driving



Tumor Detection



Industrial Automation



Optical Character Recognition

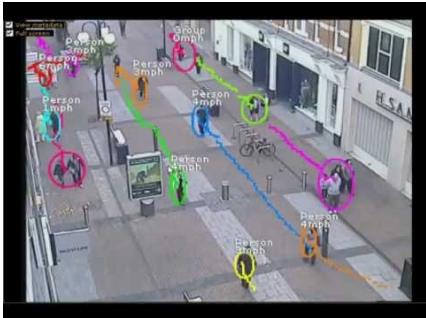


Object Recognition - Grocery



Style Transfer

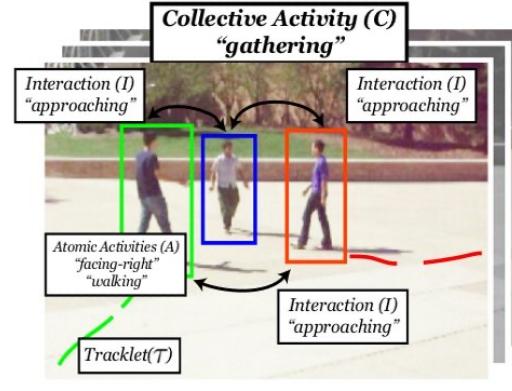
More Applications



People Detection and Tracking



Gaming



Activity Recognition



Face/Smile/Blink Detection



Landmark Recognition



Biometrics

Robotic Navigation Applications

Experimental results: distinguishes between traversable tall grass and impassable shrubs while navigating to five predefined waypoints traversing ~70m.

Traversability Estimation

Sound On

Learning High-Speed Flight in the Wild

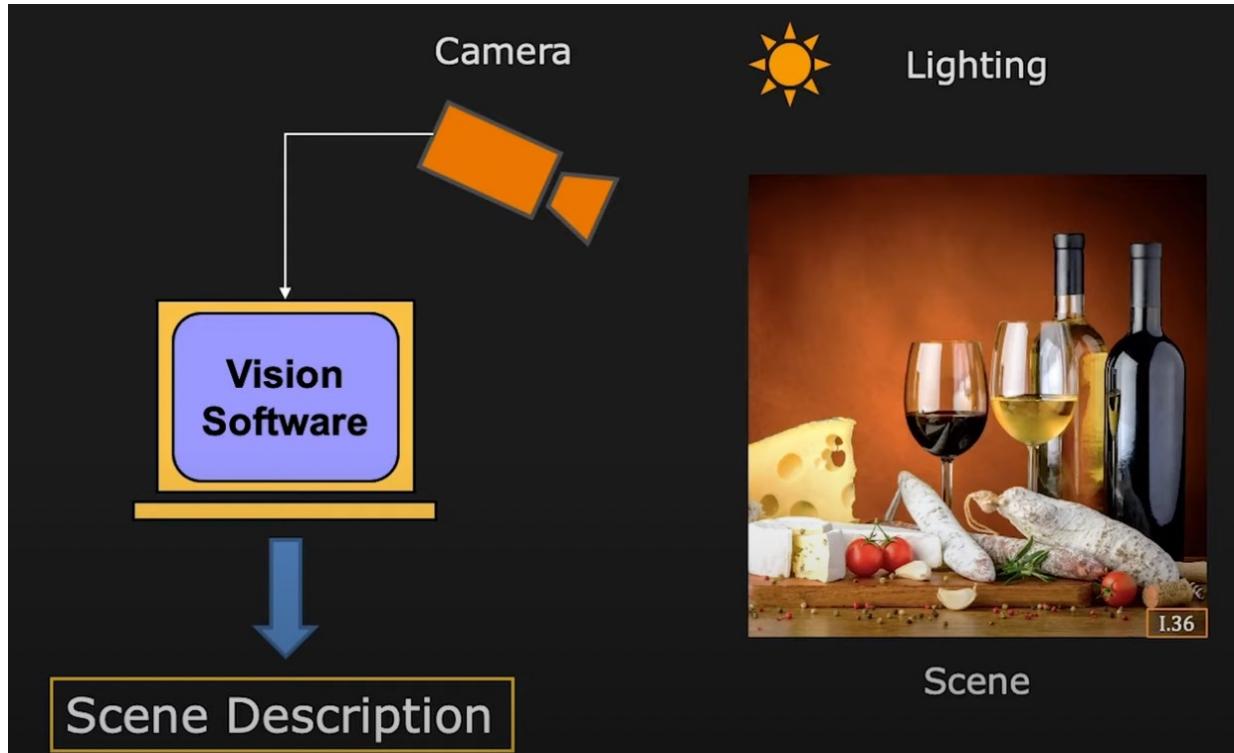
Antonio Loquercio*, Elia Kaufmann*, René Ranftl,
Matthias Müller, Vladlen Koltun, Davide Scaramuzza



*these authors contributed equally

High Speed Obstacle Avoidance

What is Computer Vision?



What is Computer Vision?

- Allowing computers to understand a scene the way humans do (emulate human vision)
- Being able to say things about the objects in the scene and the relationship to the environment
- Very difficult problem – no one really knows how the human visual cortex works
- Inherently multi-disciplinary
 - optics, signal processing, computer science, neuroscience

What Types of Problems Can Computer Vision Solve?

- Object detection
- Semantic segmentation
- Activity recognition
- Motion and Tracking
- 6DoF pose estimation
- Traversability estimation
- ...

Challenges



What we see

0	3	2	5	4	7	6	9	8
3	0	1	2	3	4	5	6	7
2	1	0	3	2	5	4	7	6
5	2	3	0	1	2	3	4	5
4	3	2	1	0	3	2	5	4
7	4	5	2	3	0	1	2	3
6	5	4	3	2	1	0	3	2
9	6	7	4	5	2	3	0	1
8	7	6	5	4	3	2	1	0

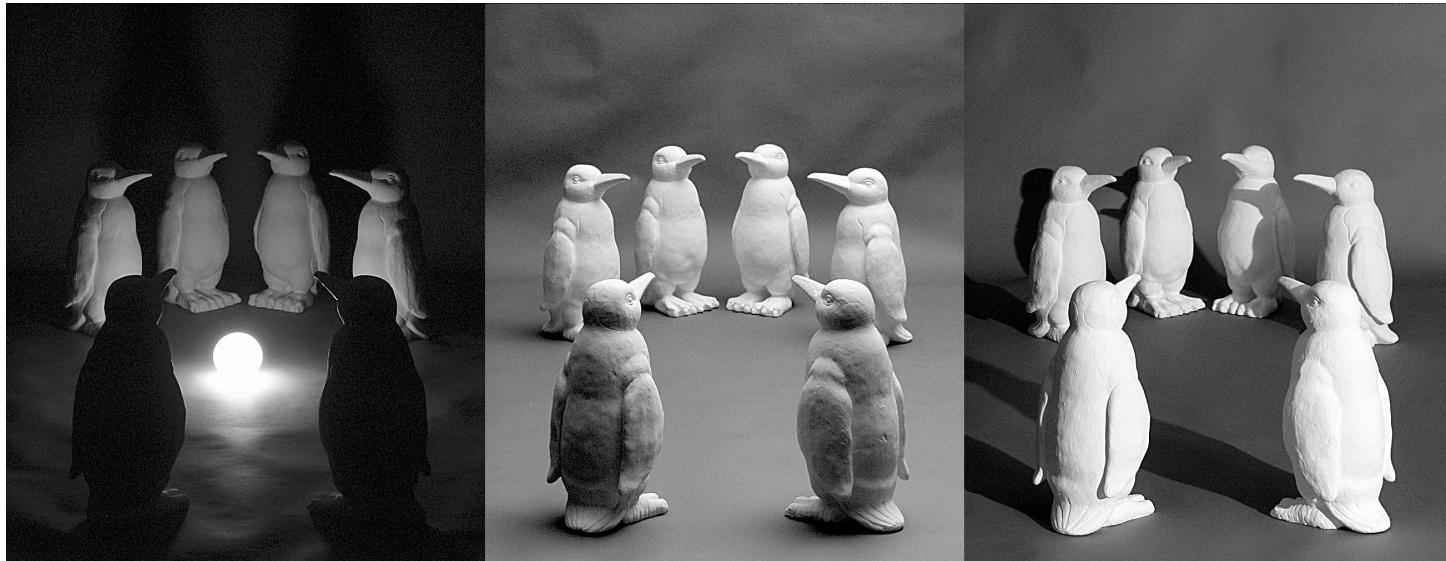
What a computer sees

Challenges: Viewpoint Variation



Robust to different viewpoints

Challenges: Illumination



Robust to different lighting conditions

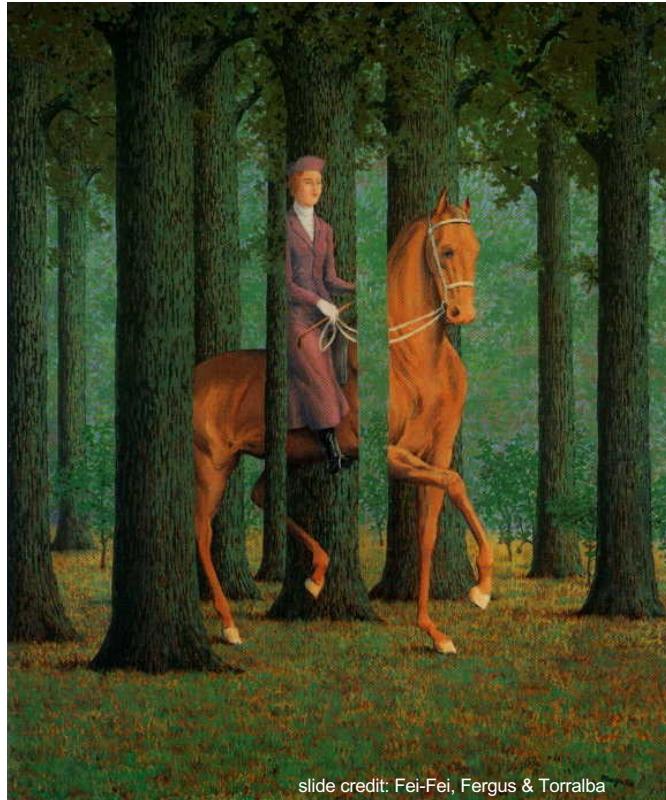
Challenges: Scale



Challenges: Deformation

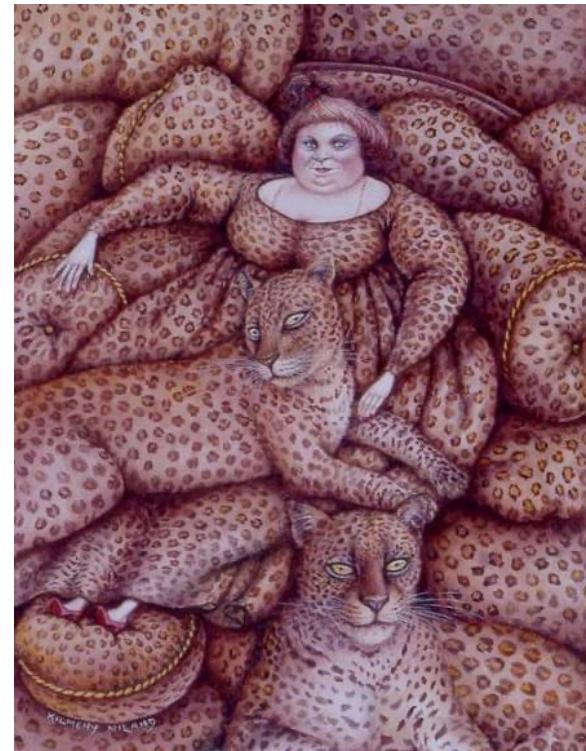


Challenges: Occlusion



slide credit: Fei-Fei, Fergus & Torralba

Challenges: Background Clutter

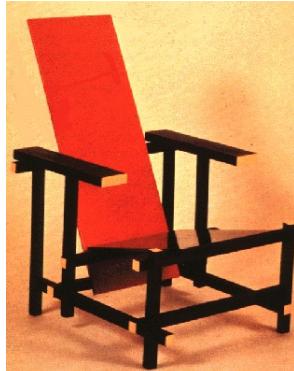


Kilmeny Niland. 1995

Challenges: Object Similarity



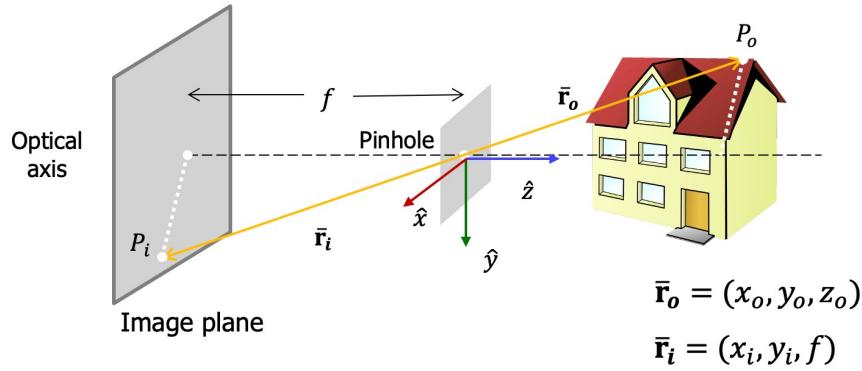
Challenges: Intra-Class Variation



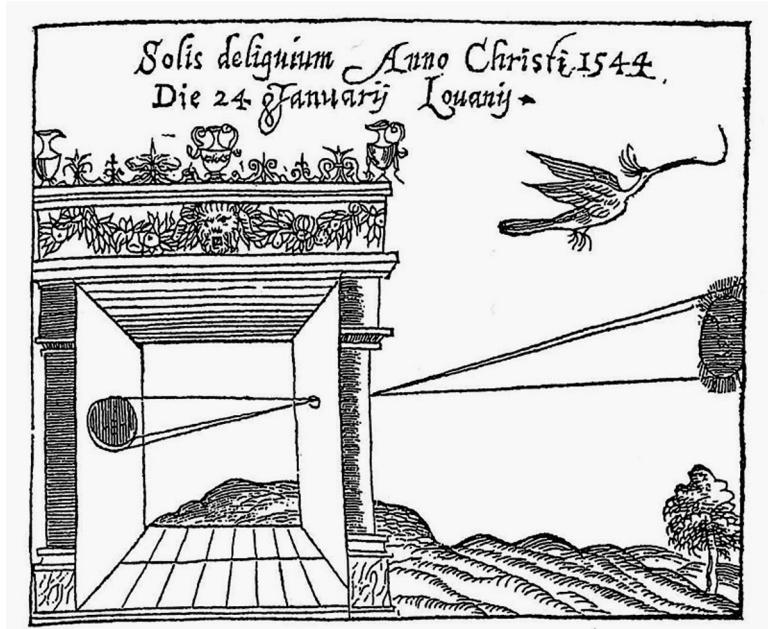
Topics covered

- Part 1: Image Formation
- Part 2: Image Geometry
- Part 3: Machine Learning

Image Formation

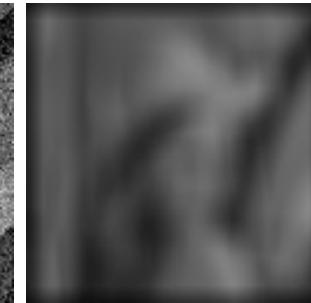
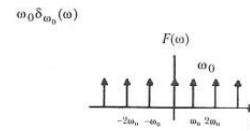
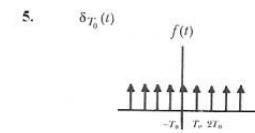
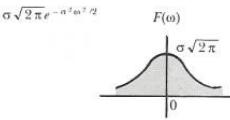
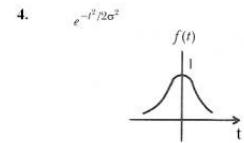
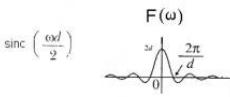
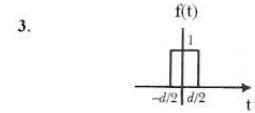
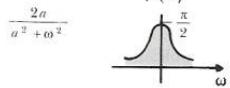
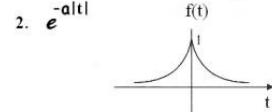
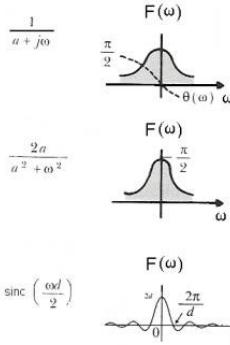
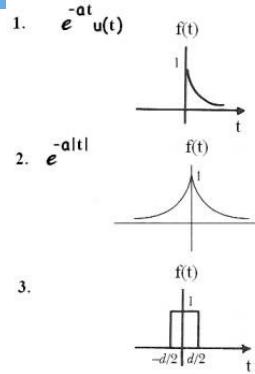


Pinhole Camera Model



The Camera Obscura

Image Processing



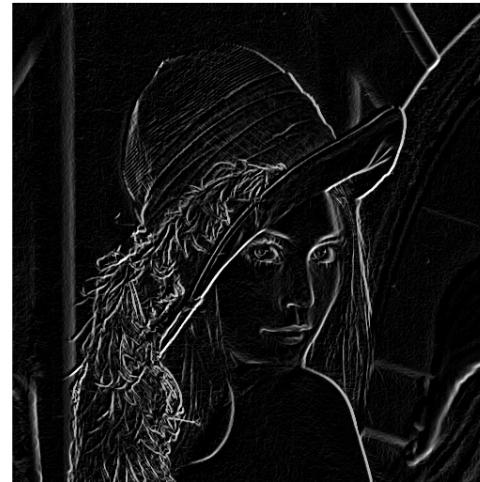
Fourier Transform
Sampling, Convolution

Image enhancement
Feature detection

Edge and Boundary Detection



Original Image



Edges/Boundary

Feature Detection

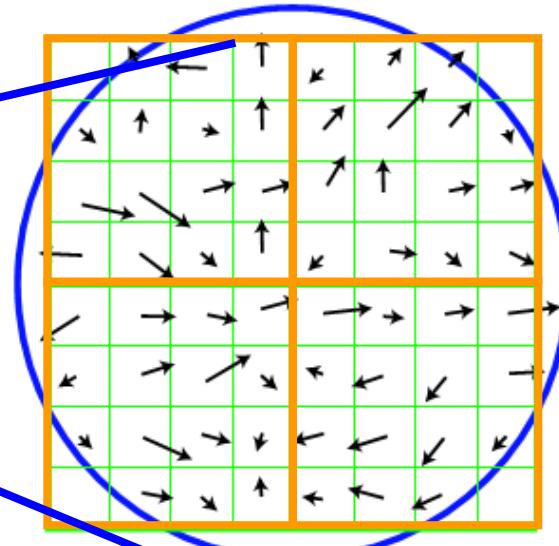
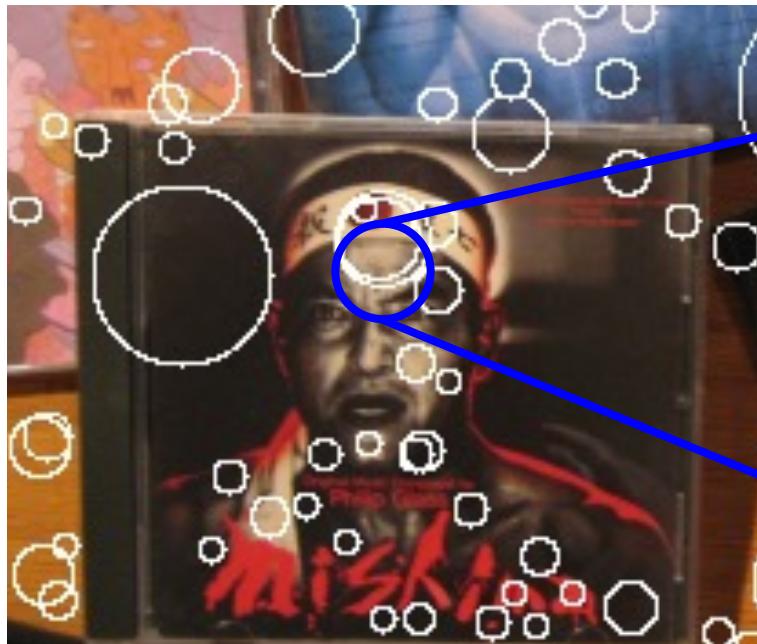
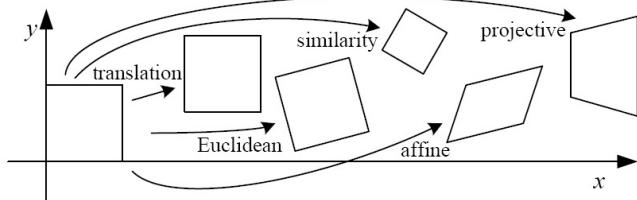


Image gradients

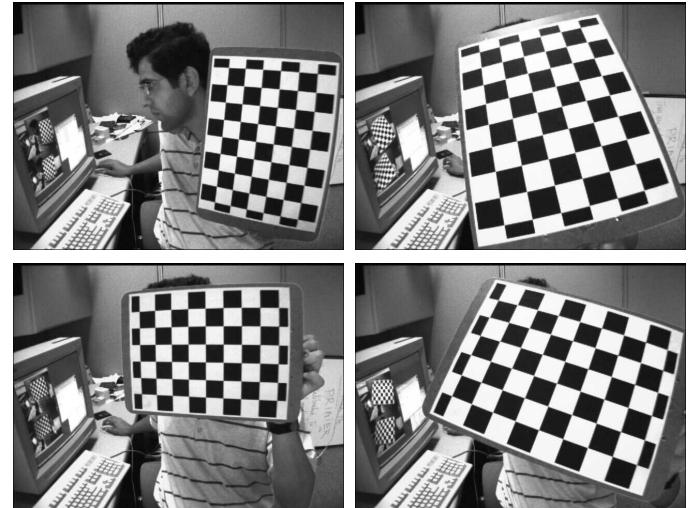
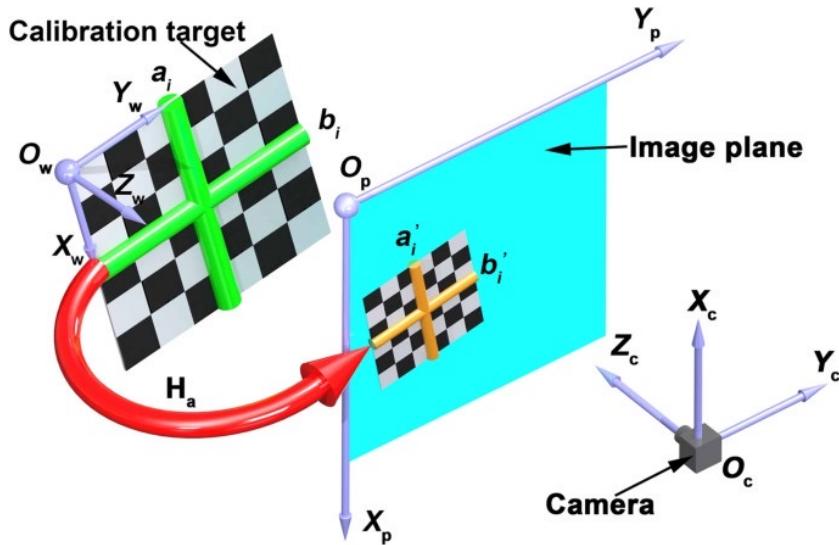
Image Geometry / Alignment



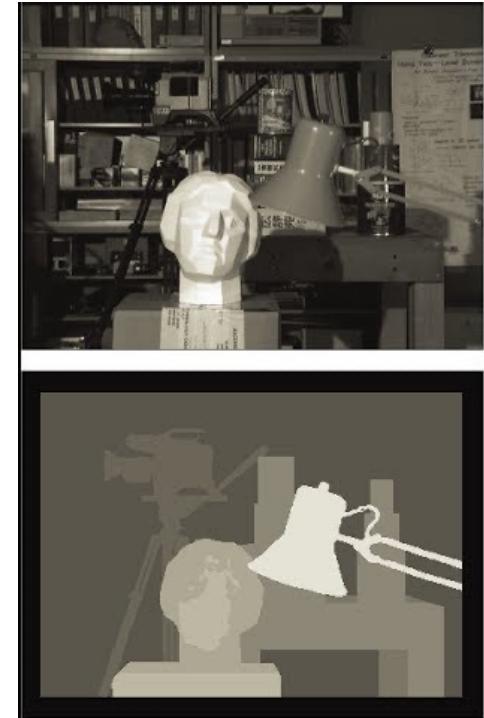
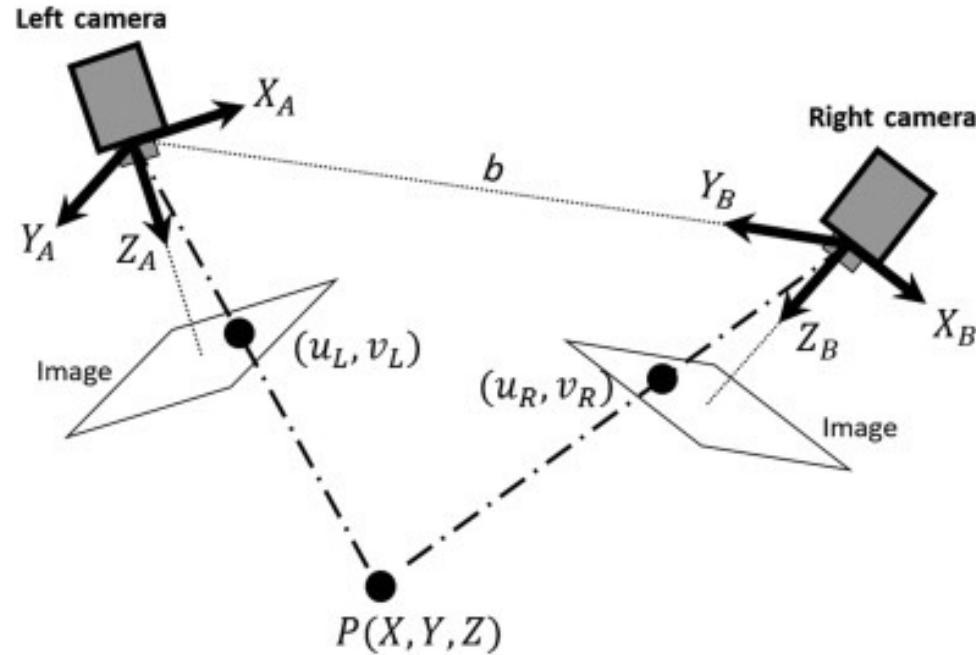
Name	Matrix	# D.O.F.	Preserves:	Icon
translation	$[\mathbf{I} \mid \mathbf{t}]_{2 \times 3}$	2	orientation + ...	
rigid (Euclidean)	$[\mathbf{R} \mid \mathbf{t}]_{2 \times 3}$	3	lengths + ...	
similarity	$[s\mathbf{R} \mid \mathbf{t}]_{2 \times 3}$	4	angles + ...	
affine	$[\mathbf{A}]_{2 \times 3}$	6	parallelism + ...	
projective	$[\tilde{\mathbf{H}}]_{3 \times 3}$	8	straight lines	



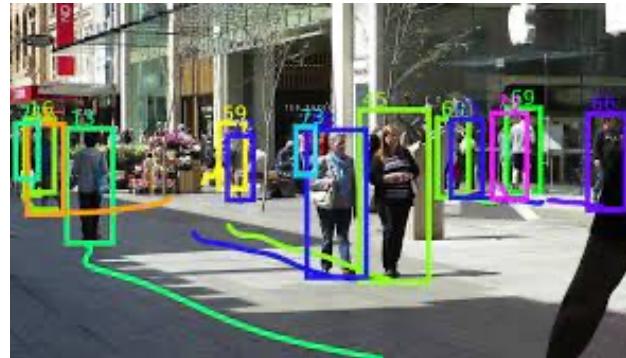
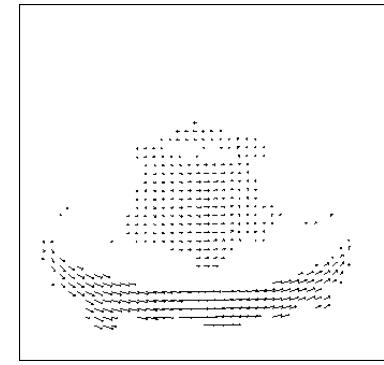
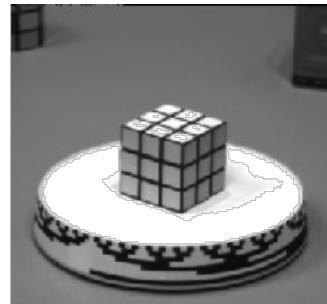
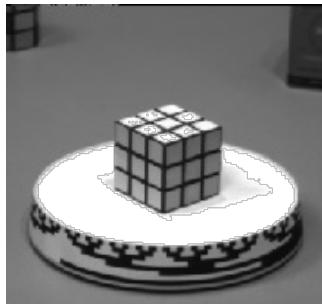
Camera Calibration



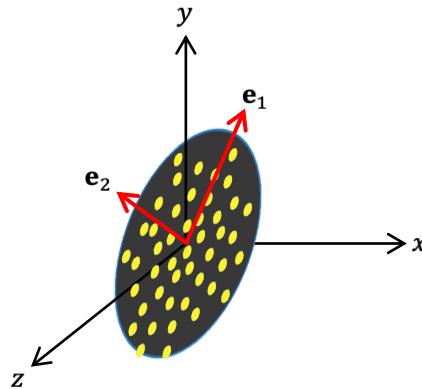
Stereo Vision



Optical Flow, Tracking and Prediction



Classical Machine Learning Techniques



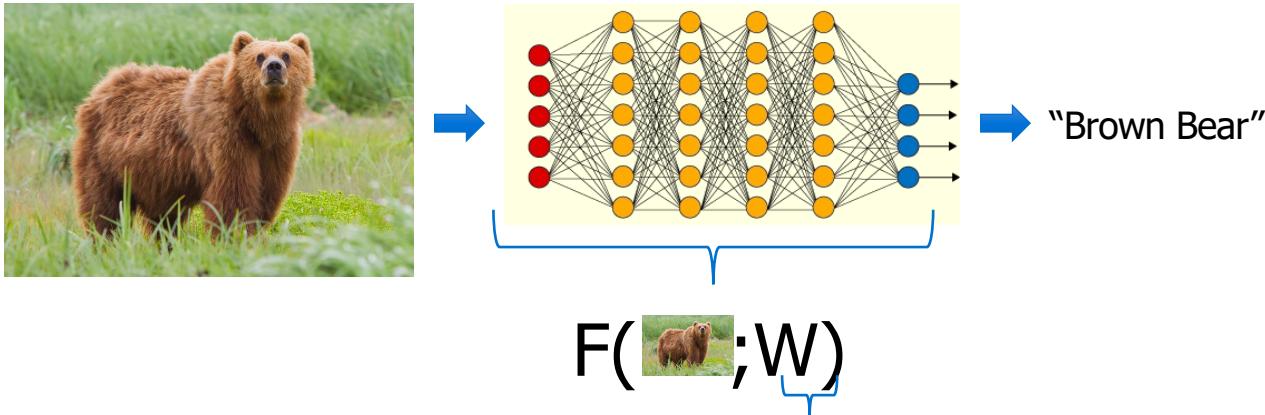
Dimensionality Reduction

Object Recognition Using Visual Bag of Words



Of all the sensory impressions proceeding to the brain, the visual experiences are the dominant ones. Our perception of the world around us is based essentially on the messages that reach our eyes. For a long time the **sensory, brain, visual, perception, retinal, cerebral cortex, eye, cell, optical nerve, image** Hubel, Wiesel

Introduction to Deep Neural Networks



A few 10's of millions of parameters that are
fit to a very large **labelled** data set
including lots of brown bears

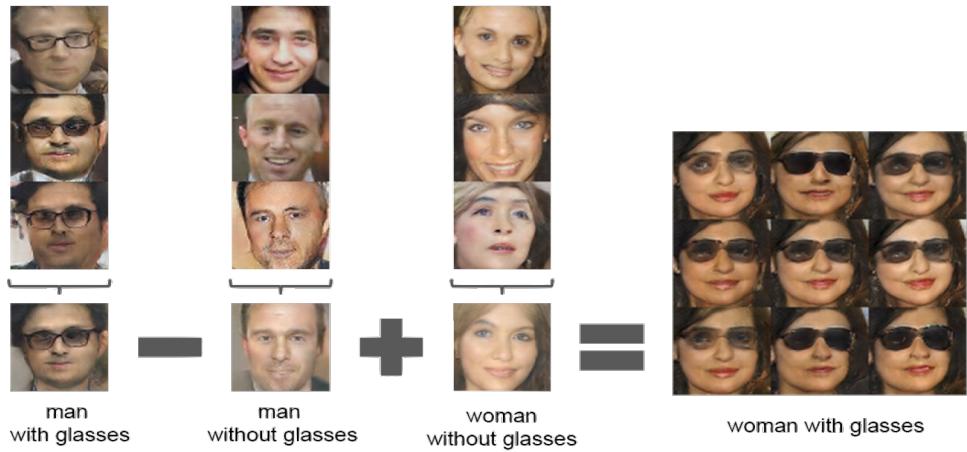
Classification vs Detection



Semantic Segmentation



Generative Neural Networks



**Designed to Deceive: Do
These People Look Real to
You?**

Evaluation and Grading

- Discussion board and general participation (10%)
- Weekly Python notebooks to reinforce course lecture notes (10%)
- Weekly-ish Quizzes (10%)
- 3 Homework assignments: (25%)
 - The first will be on image processing, template matching and Hough transform.
 - The second will be on binocular image matching and/or image stitching.
 - The third will be on deep learning basics.
- A Midterm exam covering Lectures 1 through 16 (20%)
- Course project: (25%)
 - This will be a self-directed course project that allows the student to dive deeper on a particular area of computer vision. The student will submit a project proposal that will be reviewed by the instructor, a mid-point check-in update and a final report and presentation.

Course Projects

- Ideally groups of 2-4 people. Please see me if you want to form a group with more or less students.
- Opportunity to deep dive into an area of interest!
- Potentially submit results to conference or workshop
- **Who already has an idea of what they want to work on?**
- **Who already knows they will work on deep learning?**



Questions?



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