



# CSE 175 / COGS 125 : Introduction to Artificial Intelligence **An Introduction to Computer Vision**

---

**Mohammad K. Ebrahimpour**

PhD Student of Electrical Engineering and Computer Science  
University of California, Merced

November 2018

# About me

<http://graduatetestudent.ucmerced.edu/mebrahimpour>

[Home](#)  
[Publications](#)  
[Research](#)  
[Teaching](#)

## Mohammad K. Ebrahimpour



PhD Student,  
Electrical Engineering and Computer Science,  
University of California  
5200 N. Lake Road  
Merced, CA, 95343  
Phone: +1 (209) 228-4101  
E-mail: [mebrahimpour\[@\]ucmerced\[dot\]edu](mailto:mebrahimpour[@]ucmerced[dot]edu)

### About me

I received my B.Sc. and M.Sc. degrees in computer engineering and artificial intelligence from Shahid Bahonar University of Kerman,Iran ([SBUK](#)) in 2013 and 2015, respectively. Since then, I've been working toward my Ph.D. degree under supervision of [Prof. David C. Noelle](#) in the computational cognitive neuroscience lab (CCNL) at University of California in Merced. I am interested in deep learning problems as well as their applications in computer vision. Mainly, my research has been focused on object localization and object detection on high resolution images. I am also interested in other machine learning problems like dimensionality reduction and ensemble learning. During my M.Sc. degree I have done research in the field of combinatorial optimization with its application on feature selection. You may take a look at my brief [CV](#).

### Research

My research interests include

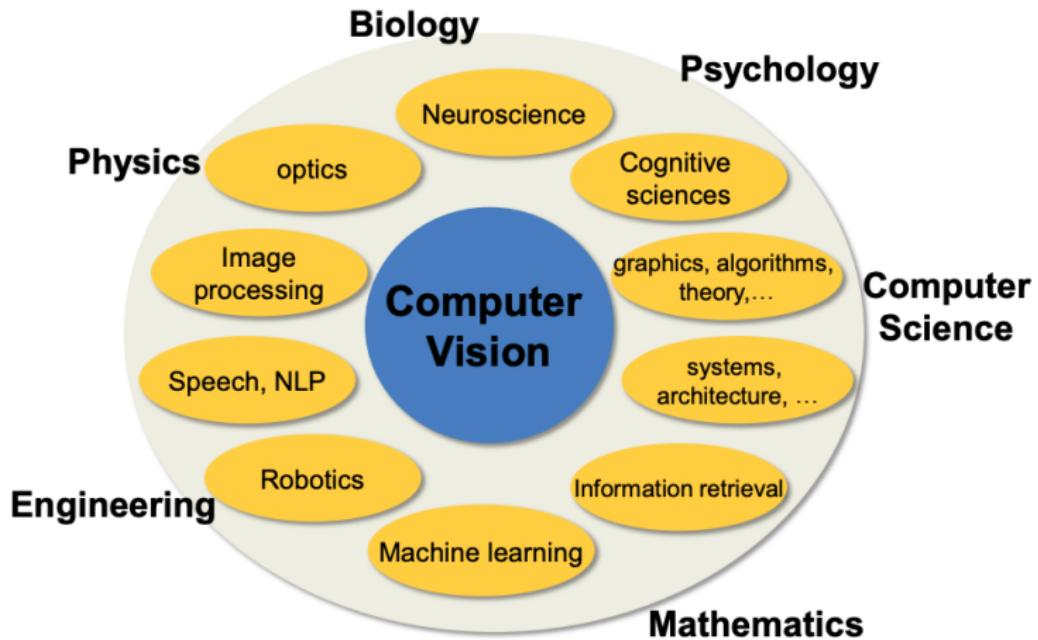
- Object Detection
- Selective Attention
- Deep Learning
- Machine Learning
- Feature Selection
- Ensemble Learning

# Welcome to Computer Vision!

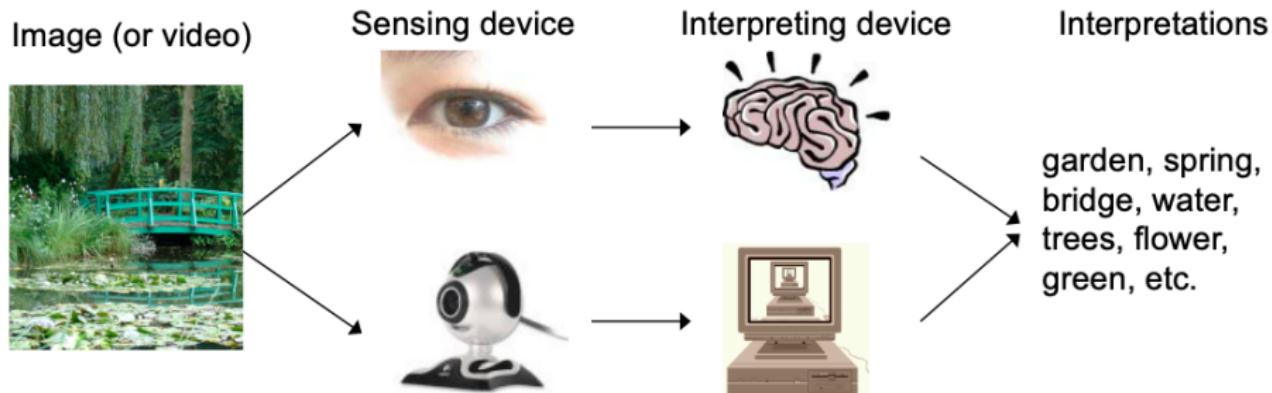
- Vision is the fastest growing field in AI
- Cisco claimed that in 2018 more than 85% of internet data would be pixels related
- In every minute 150 hours of videos will be uploaded through the Youtube



# Computer vision is highly interdisciplinary field



# What is (Computer) Vision?



# Us vs. Computers

- To bridge the gap between pixels and “meaning”



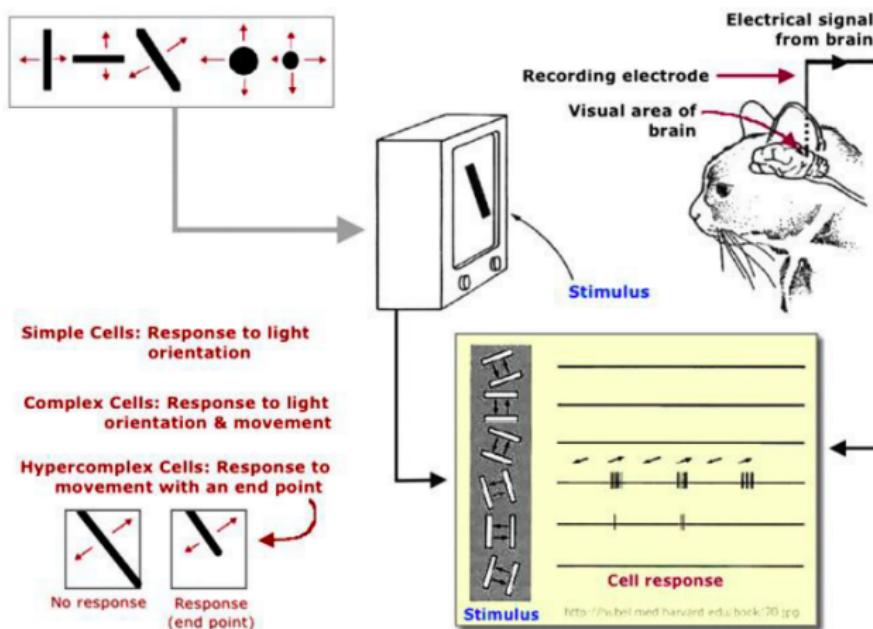
What we see

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

Source: S. Narasimhan

# How does vision work in the biological brain?

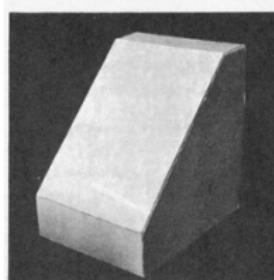


Hubel & Wiesel, 1959

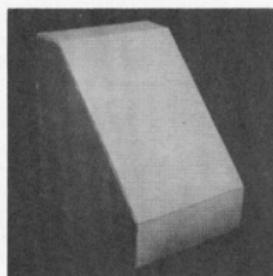
# When did computer vision begin?

## Block world

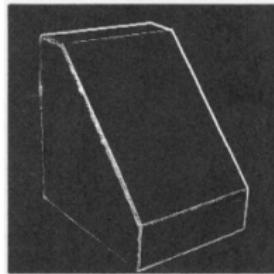
Larry Roberts,  
1963



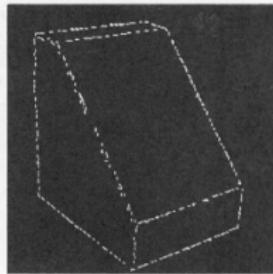
(a) Original picture.



(b) Computer display of picture  
(reflected by mistake).



(c) Differentiated picture.



(d) Feature points selected.

# The first AI lab!

MASSACHUSETTS INSTITUTE OF TECHNOLOGY  
PROJECT MAC

Artificial Intelligence Group  
Vision Memo. No. 100.

July 7, 1966

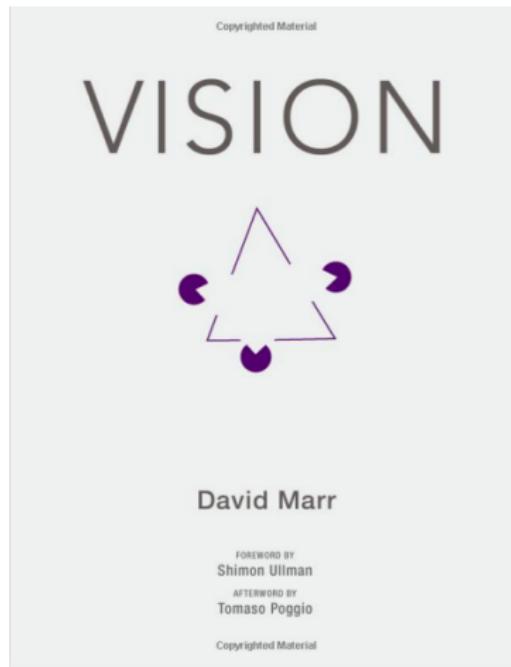
## THE SUMMER VISION PROJECT

Seymour Papert

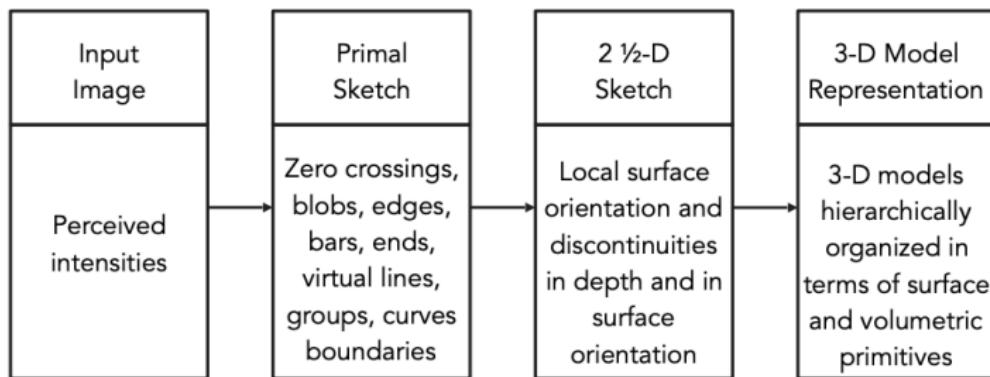
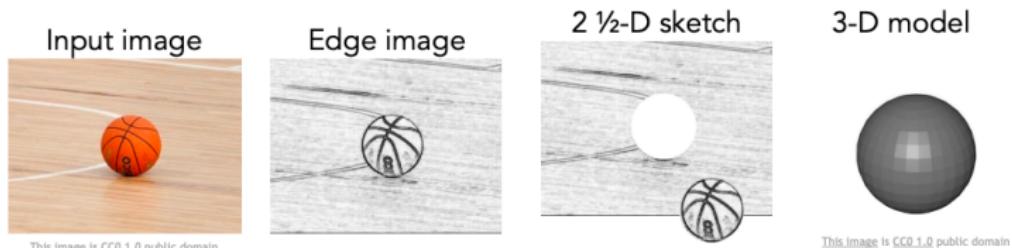
The summer vision project is an attempt to use our summer workers effectively in the construction of a significant part of a visual system. The particular task was chosen partly because it can be segmented into sub-problems which will allow individuals to work independently and yet participate in the construction of a system complex enough to be a real landmark in the development of "pattern recognition".

# Another piece of vision— Vision is hierarchical

David Marr, 1970's



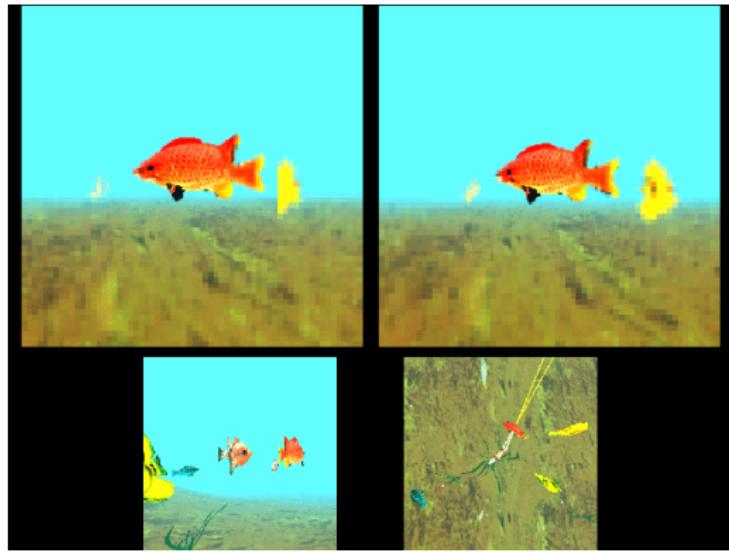
# Stages of Visual Representations



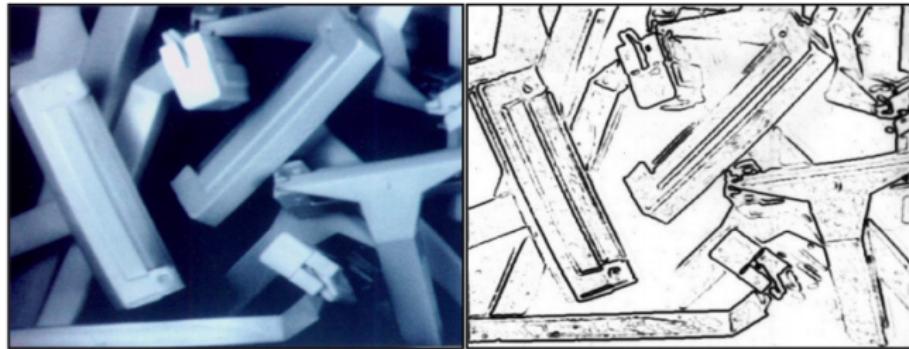
Stages of Visual Representation, David Marr, 1970s

# Active Vision

Active vision is particularly important to cope with problems like occlusions, limited field of view and limited resolution of the camera.



# Computer Vision in 80's



David Lowe, 1987

# Colorful images in 90's

## Normalized Cut (Shi & Malik, 1997)

[Image](#) is CC BY 3.0



[Image](#) is public domain



[Image](#) is CC-BY-SA 3.0

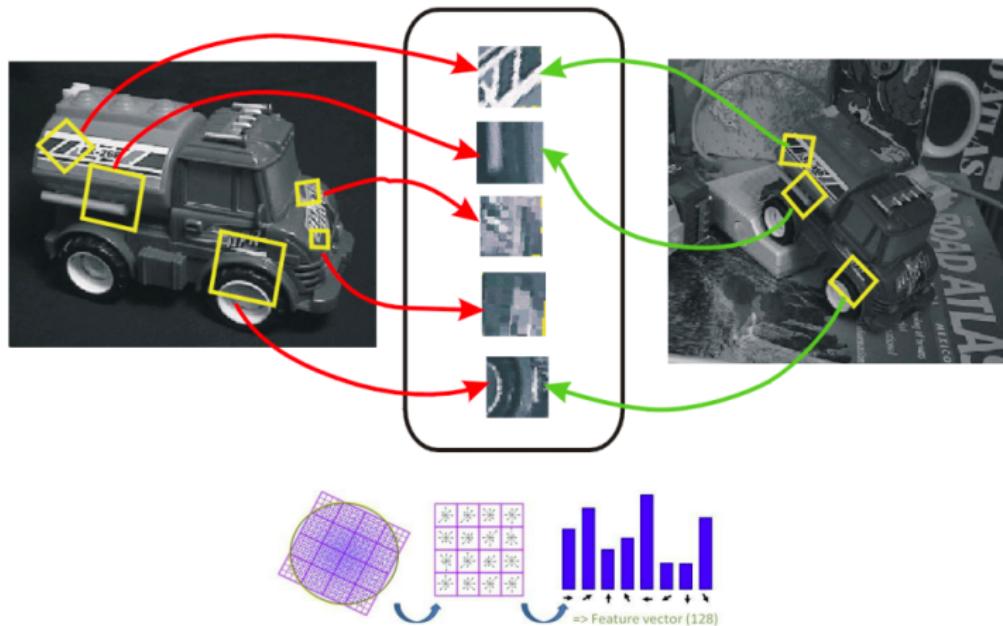


## Vision in early 2000 - Face Detection!



Viola & Jones, 2001 Fuji Film implemented this approach in their digital camera in 2006!

# Feature Extraction

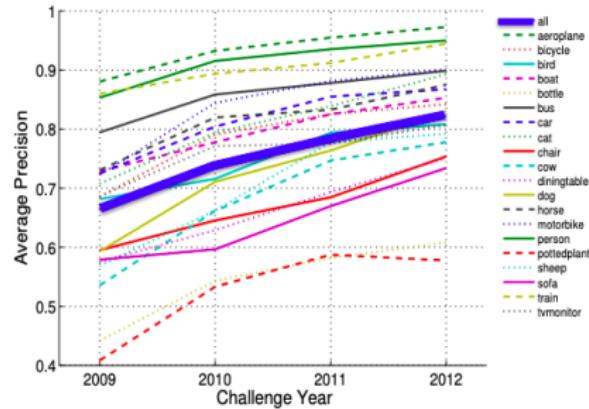


"SIFT" & Object Recognition, David Lowe, 1999

# PASCAL Challenge with 20 Categories

## PASCAL Visual Object Challenge (20 object categories)

[Everingham et al. 2006-2012]



# World is bigger than 20 categories



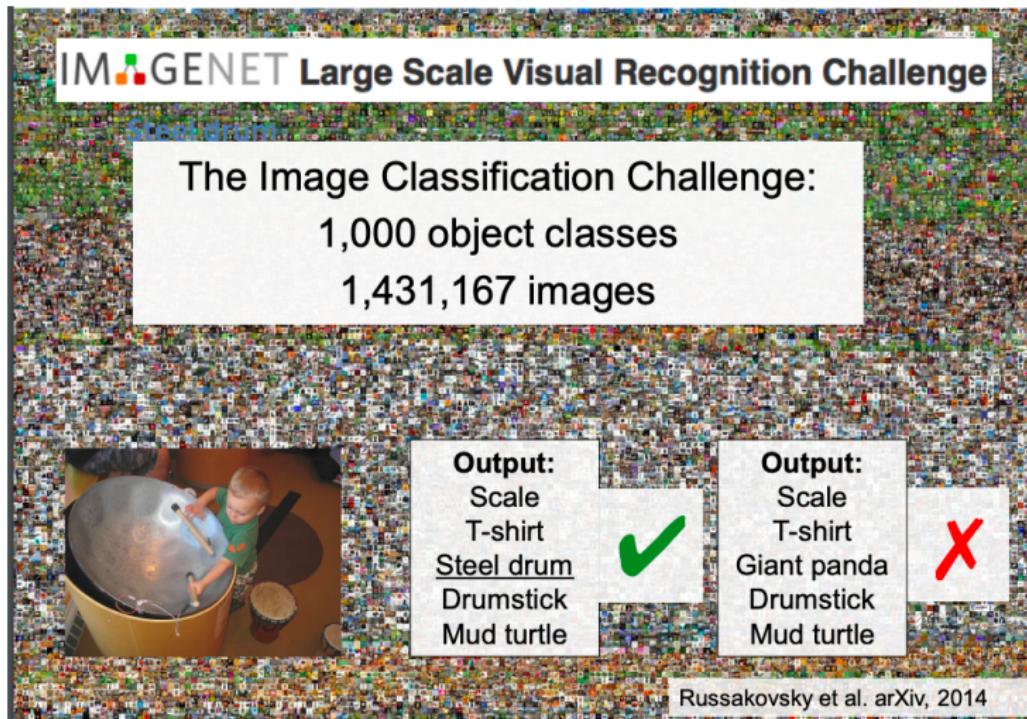
**IMAGENET** [www.image-net.org](http://www.image-net.org)

**22K categories and 14M images**

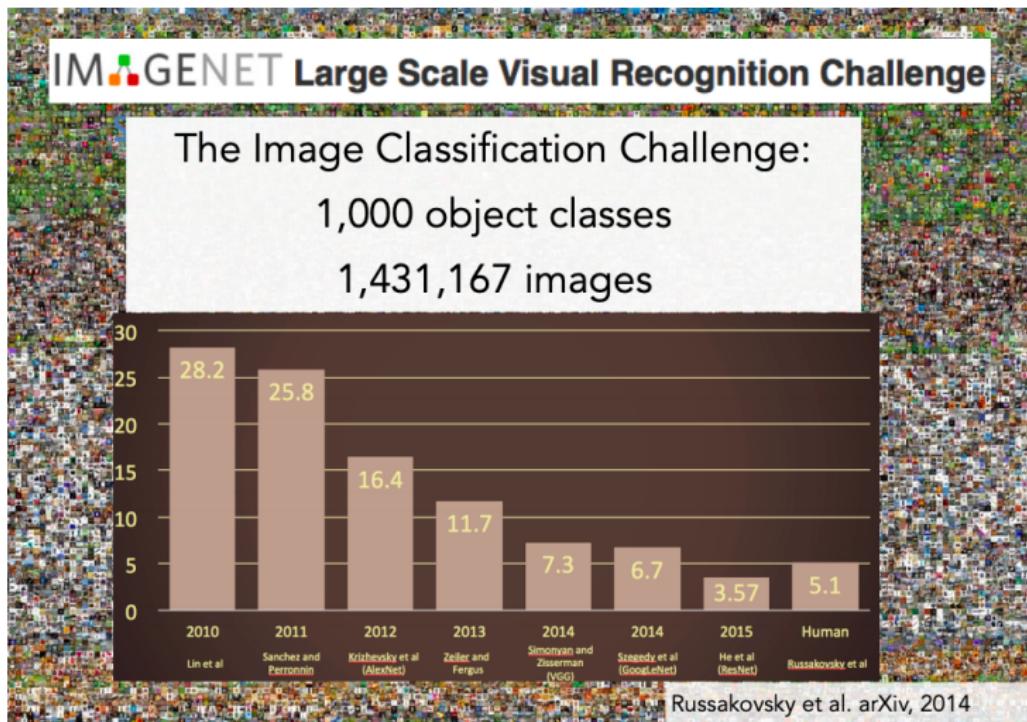
- Animals
  - Bird
  - Fish
  - Mammal
  - Invertebrate
- Plants
  - Tree
  - Flower
  - Food
  - Materials
- Structures
  - Artifact
  - Tools
  - Appliances
  - Structures
- Person
- Scenes
  - Indoor
  - Geological Formations
- Sport Activities

Deng, Dong, Socher, Li, Li, & Fei-Fei, 2009

# Image Net Challenge as Computer Vision Olympics



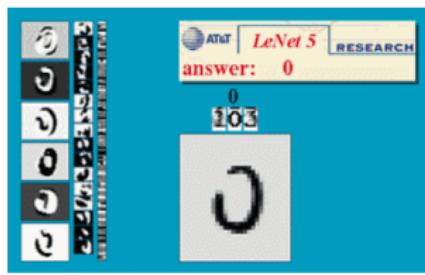
# Surpassing human performance!



# Applications of Computer Vision (Optical Character Recognition)

Technology to convert scanned docs to text

- If you have a scanner, it probably came with OCR software



Digit recognition, AT&T labs



License plate readers

[http://en.wikipedia.org/wiki/Automatic\\_number\\_plate\\_recognition](http://en.wikipedia.org/wiki/Automatic_number_plate_recognition)

Source: S. Seitz

# Applications of Computer Vision (Face Detection)

## Face detection



- Many digital cameras now detect faces
  - Canon, Sony, Fuji, ...

Source: S. Seitz

# Applications of Computer Vision (Smile Detection)

## The Smile Shutter flow

Imagine a camera smart enough to catch every smile! In Smile Shutter Mode, your Cyber-shot® camera can automatically trip the shutter at just the right instant to catch the perfect expression.



[Sony Cyber-shot® T70 Digital Still Camera](#)

Source: S. Seitz

# Applications of Computer Vision (Biometrics)



Fingerprint scanners on  
many new laptops,  
other devices



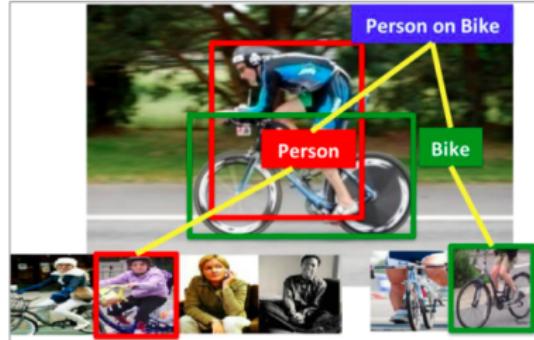
Face recognition systems now beginning  
to appear more widely  
<http://www.sensiblevision.com/>

Source: S. Seitz

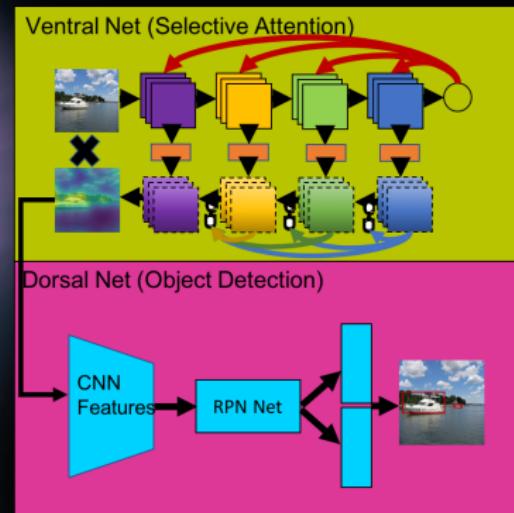
# Visual Recognition Problems



- Object detection
- Action classification
- Image captioning
- ...



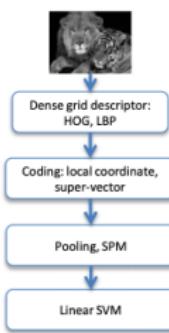
# My Research



# Deep Learning Models

## Year 2010

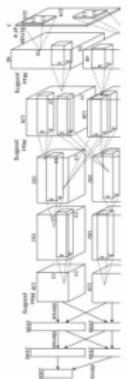
NEC-UIUC



[Lin CVPR 2011]

## Year 2012

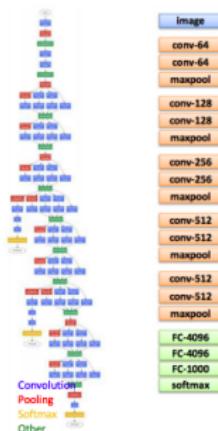
SuperVision



[Krizhevsky NIPS 2012]

## Year 2014

GoogLeNet VGG



[Szegedy arxiv 2014] [Simonyan arxiv 2014]

## Year 2015

MSRA



# Computer Vision Goal



**PT = 500ms**

Some kind of game or fight. Two groups of two men? The man on the left is throwing something. Outdoors seemed like because i have an impression of grass and maybe lines on the grass? That would be why I think perhaps a game, rough game though, more like rugby than football because they pairs weren't in pads and helmets, though I did get the impression of similar clothing. maybe some trees? in the background. (Subject: SM)

Fei-Fei, Iyer, Koch, Perona, JoV, 2007

# We Are FAR From the Ultimate Goal!



