

Course Name: Computer Vision
Credit Hours: 2-1
Contact Hours: 2-3
Pre-requisites: Artificial Neural Networks

Course Introduction:

With a single glance a human interprets the entire scene. How many objects are present in the scene and where they are located. Which person is present in the scene. What will happen next. However, computers lack this capability. We have seen only face detectors so far working in our mobile phones? What is the challenge in understanding the 3D scene, i.e., the identity, the location and the size of the objects present in the scene. In this course we will introduce the basic concepts related to 3D scene modelling from single view and multiple views.

CLO No.	Course Learning Outcomes	Bloom Taxonomy
CLO-1	Understanding the single view geometry concepts	C2 (Understand)
CLO-2	Understanding the multiple view geometry concepts	C2 (Understand)
CLO-3	Apply concepts of CV for solving real world problems	C3 (Apply)

Course Outline:

Introduction to Computer Vision (Problems faced, History and Modern Advancements). Image Processing, Image filtering, Image pyramids and Fourier transform, Hough transform. Camera models, Setting up a camera model from parameters, Camera looking at a plane, Relationship of plane and horizon line, Rotation about camera center. Concatenation, Decomposition and Estimation of transformation from point correspondences, Points and planes in 2D/3D, Transformations in 2D/3D, Rotations in 2D/3D. Edge detection, corner detection. Feature descriptors and matching (HoG features, SIFT, SURF). Applications of Computer Vision Traditional Methods: Image Stitching: Making a bigger picture from smaller pictures Single View Geometry: Converting a single image into a 3D model. Applications of CV using Deep Learning: Image Detection (Localization, Historical Techniques, RCNN, FRCNN, YOLO, Retina), Image Segmentation (UNet, SegNet, MaskRCNN), Image Generation (GANN)

Reference Materials:

Text Book:

1. Computer Vision: Algorithms and Applications, by Richard Szeliski.

Reference Book:

2. Multiple View Geometry in Computer Vision, by Richard Hartley and Andrew Zisserman.
3. Computer Vision: A Modern Approach, by David Forsyth and Jean Ponce.
4. Digital Image Processing, by Rafael Gonzalez and Richard Woods.