

Computer Vision

(Introduction)

Bhabatosh Chanda
bchanda57@gmail.com

Outline

- Introduction
 - Motivation
 - Visual pattern recognition
 - Applications
 - Illusion
 - Image formation
 - Perspective projection
 - Photometric model

1/12/2024

Computer Vision -- Intro

2

Motivation

- Introduction of digital computer in mid-20th century
- The machine turns out to be superior to human being in number crunching.
- If it can mimic the ability of human being in pattern recognition and decision making.
- Birth of new subjects like *computational intelligence, machine intelligence*.

1/12/2024

Computer Vision -- Intro

3

Visual pattern recognition

- In real life, human beings perform the pattern recognition tasks based on the information acquired from the **environment** through sensors like ears, eyes, nose, tongue and skin.
- Most of the **information** is acquired through **eyes**.
- **Visual pattern recognition**, thus, turns out to be most important activity in this context.
- This leads to development of **Computer vision and scene understanding**.

1/12/2024

Computer Vision -- Intro

4

Visual data processing

- Visual or pictorial data processing by digital computer may be grouped into three categories:

- **Input:** textual description; **Output:** an image

Computer Graphics

- **Input:** an image; **Output:** an image

Image Processing

- **Input:** an image; **Output:** textual description

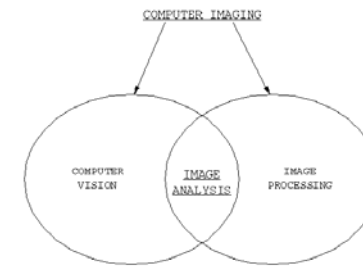
Image analysis and recognition \ Computer Vision

1/12/2024

Computer Vision -- Intro

5

Visual data analysis



1/12/2024

Computer Vision -- Intro

6

Pattern recognition: Learning



• • • • •

1/12/2024

Computer Vision -- Intro

7

Pattern recognition: Learning

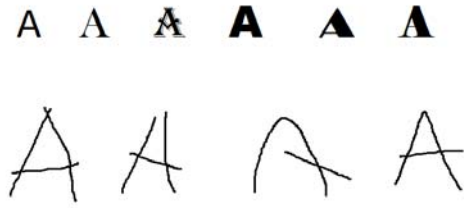


1/12/2024

Computer Vision -- Intro

8

Pattern recognition: Learning

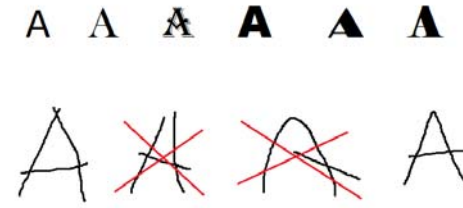


1/12/2024

Computer Vision -- Intro

9

Learning



1/12/2024

Computer Vision -- Intro

10

Natural images: examples



Outdoor scene



Indoor scene



Micrograph

1/12/2024

Computer Vision -- Intro

11/129

Applications

- Intelligent machines (AI)
- Industrial inspection
- Automobile
- Security / biometric
- Image/video retrieval / Digital Library
- Robot navigation
- Activity analysis and so on

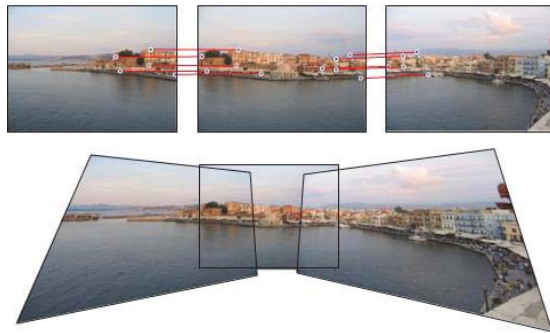


1/12/2024

Computer Vision -- Intro

12

Panorama



1/12/2024

Computer Vision -- Intro

13

Face Detection



- Real-time face detection on most phones / cameras now
- Use to set exposure
- Also input for face *recognition* system

1/12/2024

Computer Vision -- Intro

14

Object recognition

- Referred to by three tasks:
 - Image classification
 - Assigning a class label to an image.
 - May be multiple labels with confidence levels.
- Object localization
 - Drawing a bounding box around the targeted object.
- Object detection
 - Drawing a bounding box around each object of interest and assigning class label to those.

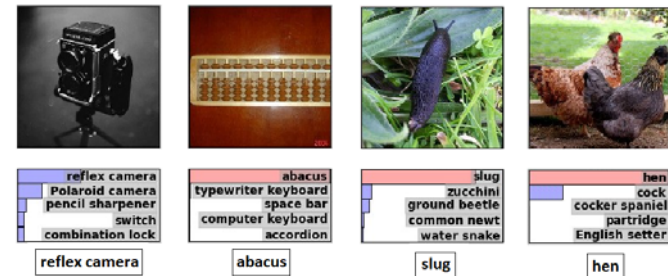
1/12/2024

Computer Vision -- Intro

15

Image (object) recognition

Pixels to class-label:

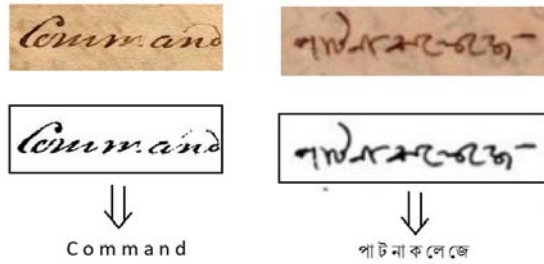


1/12/2024

Computer Vision -- Intro

16

Optical character recognition (OCR)



1/12/2024

Computer Vision – Intro

17

Image to semantic information

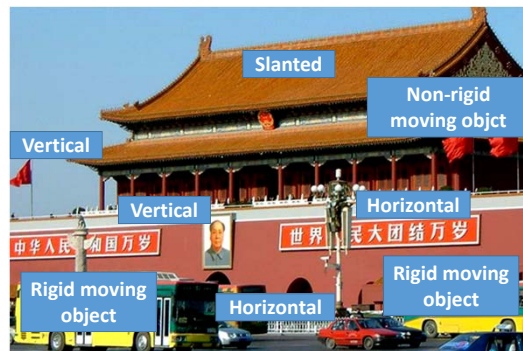


1/12/2024

Computer Vision – Intro

18

Qualitative information



1/12/2024

Computer Vision – Intro

19

Object categorization



1/12/2024

Computer Vision – Intro

20

Scene and context categorization

- Outdoor
- City
- Traffic
- ...



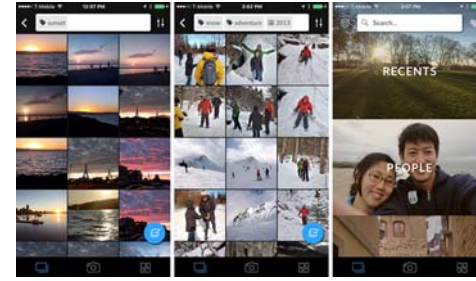
1/12/2024

Computer Vision -- Intro

21

Advanced Photo Search

- Content-based image search
 - that actually looks at image



<http://clarifai-blog.s3.amazonaws.com/wp-content/uploads/2015/12/pic1.jpg>

1/12/2024

Computer Vision -- Intro

22

Data sources



1/12/2024

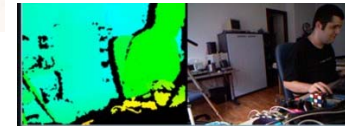
Computer Vision -- Intro

23

Vision-based interaction (and games)



Microsoft Kinect



1/12/2024

Computer Vision -- Intro

24

Virtual/Augmented Reality

- Tracking of user head with high accuracy
- Rendering realistic 3D scene in real-time
- Oculus / HTC / Hololens



1/12/2024

Computer Vision -- Intro

25

Geometry: 3D reconstruction (cond.)

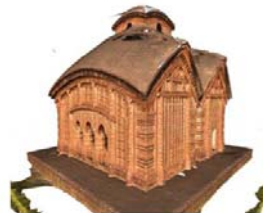


1/12/2024

Computer Vision -- Intro

26

Geometry: 3D reconstruction



1/12/2024

Computer Vision -- Intro

27

Motion detection and tracking

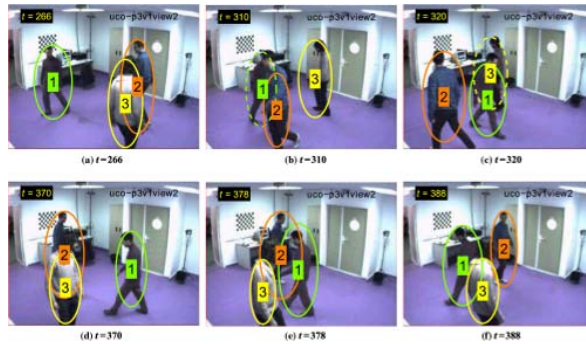


1/12/2024

Computer Vision -- Intro

28

Activity analysis: tracking

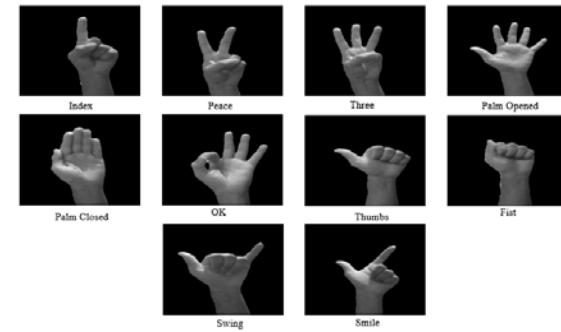


1/12/2024

Computer Vision – Intro

29

Activity analysis: hand gesture



1/12/2024

Computer Vision – Intro

30

Activity analysis: events



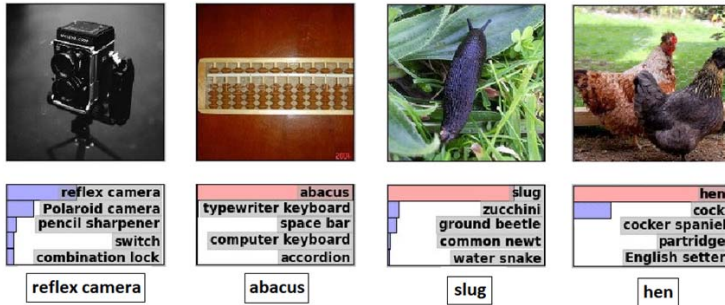
1/12/2024

Computer Vision – Intro

31

Other applications with DL

Image classification



1/12/2024

Computer Vision -- Intro

33

Image generation



1/12/2024

Computer Vision -- Intro

34

Image generation: Progress

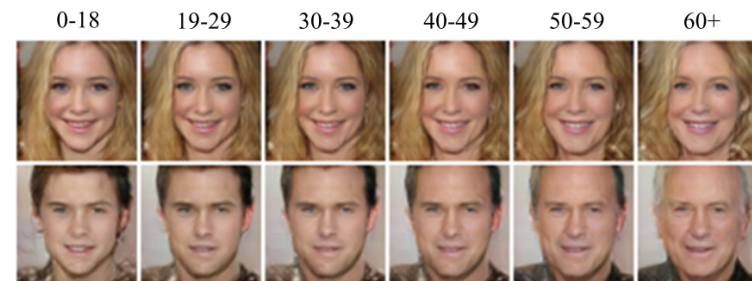


1/12/2024

Computer Vision -- Intro

35

Aging face image



1/12/2024

Computer Vision -- Intro

36

Image colorization

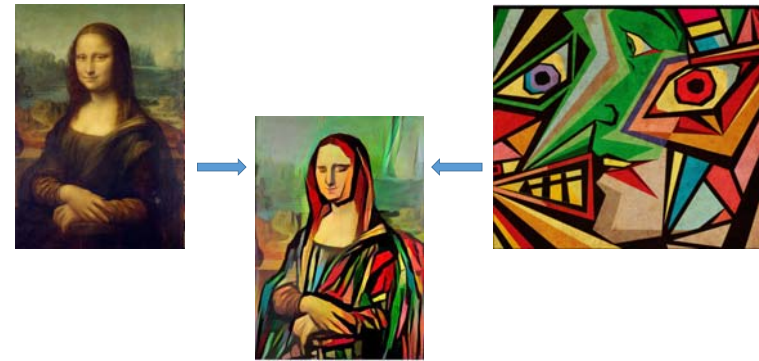


1/12/2024

Computer Vision -- Intro

37

Style transfer

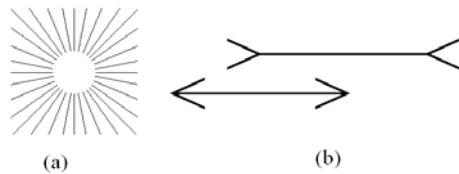


1/12/2024

Computer Vision -- Intro

38

Illusion: Examples



(a)

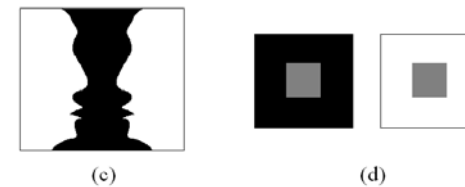
(b)

1/12/2024

Computer Vision -- Intro

39

Illusion: Examples



(c)

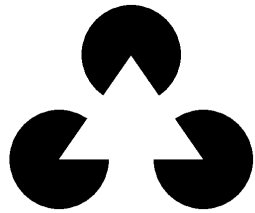
(d)

1/12/2024

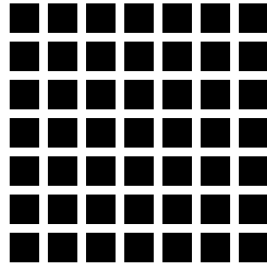
Computer Vision -- Intro

40

Illusion: Examples



(e)



(f)

1/12/2024

Computer Vision -- Intro

41/129

Illusion: Examples



1/12/2024

Computer Vision -- Intro

42

Illusion: Examples



1/12/2024

Computer Vision -- Intro

43

Illusion: Examples



1/12/2024

Computer Vision -- Intro

44

Scene types

Scenes are of two types:

- **3-D**, example: usual outdoor and indoor scenes
- **2-D**, example: document page, micrograph, satellite image, x-ray image, etc.

Types of images:

- Static image (single frame)
 - Black and white, colour
- Sequence of images (video/movies)

Types of digital image

Black-and-white image

- Binary (two-tone) image
- Gray level (gray-tone) image

Color image

Another way of classifying images:

- Static image (single image)
- Image sequence (movie)

Thank you!
Any question?