



Computer Vision



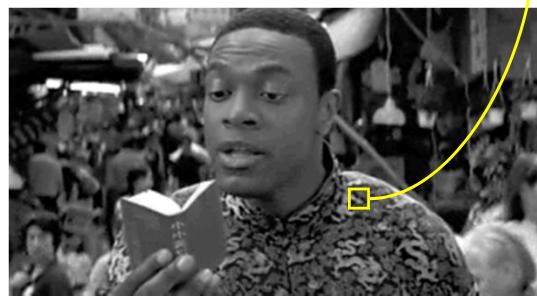
Computer Vision

- The ability of computers to see.
 - Image Understanding
 - Machine Vision
 - Robot Vision
 - Image Analysis
 - Video Understanding

Image

- 2-D array of numbers (intensity values, gray levels)
 - Gray levels 0 (black) to 255 (white)
 - Color image is 3 2-D arrays of numbers
 - Red
 - Green
 - Blue
 - Resolution (number of rows and columns)
 - 128X128
 - 256X256
 - 512X512
 - 640X480

34	2	60	60	16	47	0	63	63	0
67	3	23	67	75	0	0	0	0	0
58	0	23	67	75	0	5	0	0	75
11	47	57	100	0	7	20	0	0	0
65	0	147	155	114	73	4	60	73	0
23	0	115	100	105	114	4	25	40	73
23	0	74	0	73	0	73	0	0	0
73	0	45	62	57	65	73	0	62	62
67	0	61	100	100	97	0	62	62	0
67	0	0	0	97	0	71	62	62	0



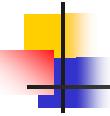
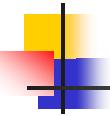


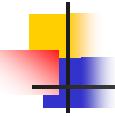
Image Formats

- TIF
- PGM
- PBM
- GIF
- JPEG
- RAW



Video

- Sequence of frames
- 30 frames per second
- Formats
 - AVI
 - MPEG
 - Quick Time



Video Clip



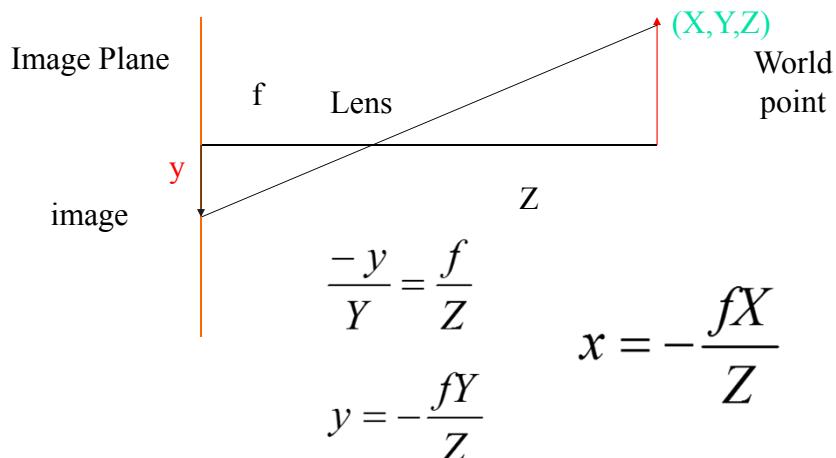
Sequence of Images



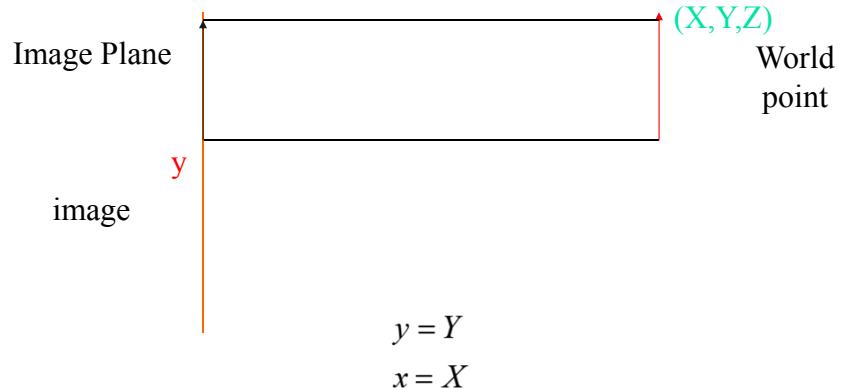
Image Formation

- Light Source
- Camera (extrinsic and intrinsic parameters)
- Scene (Surface reflectance, Surface shape)

Perspective Projection (Pin Hole)

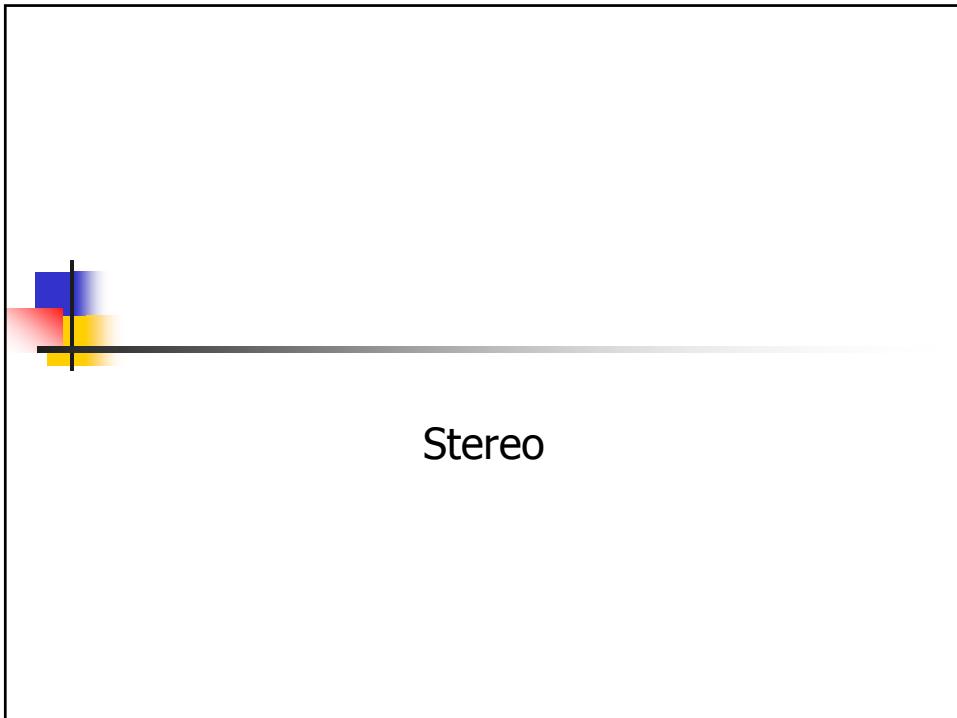


Orthographic Projection

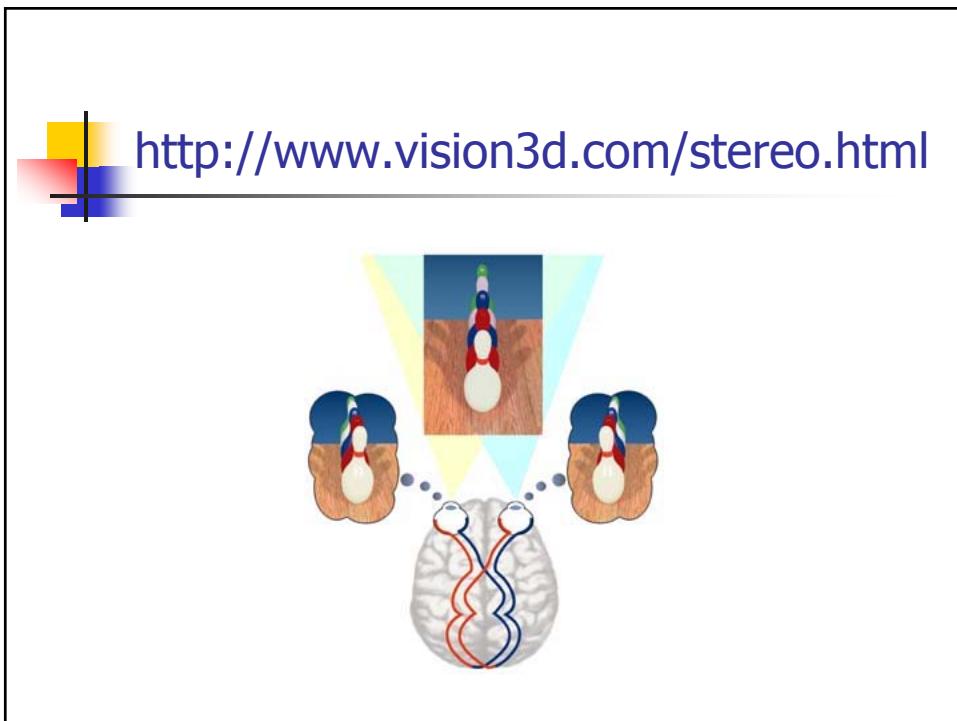


Shape from X

- Recover 3-D shape from 2-D image(s)
 - Stereo
 - Motion
 - Shading
 - Texture
 - Contours



Stereo



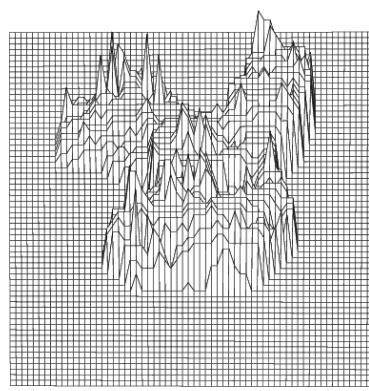
Renault Stereo Pair

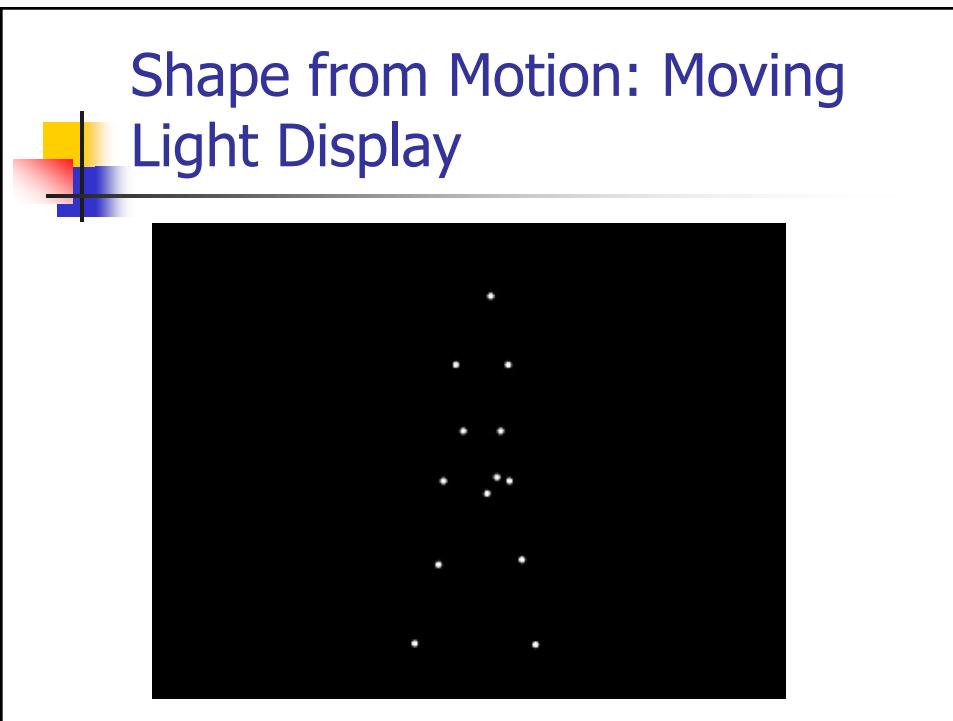
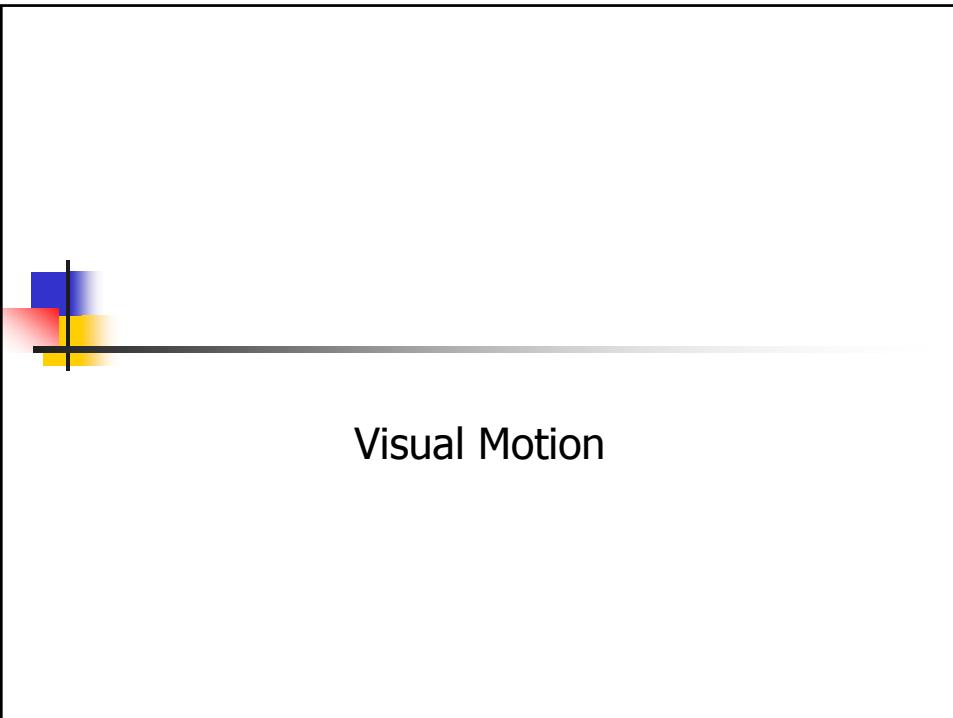


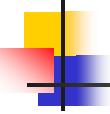
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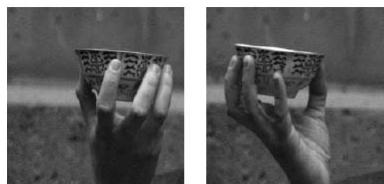
Depth Map







Shape from Motion



(a)



(b)



(c)



(d)

Applications of Computer Vision

- Face Recognition
- Object Recognition
- Video Surveillance and Monitoring
 - Object detection, tracking and behavior analysis
- Remote Sensing: UAVs
- Robotics
- Computer Graphics

Object Recognition

Finding People in images

Problem 1: Given an image I

Question: Does I contain an image of a person?

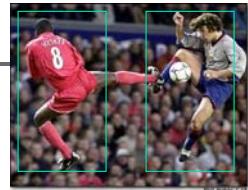
"Yes" Instances



"No" Instances



Localize People (Human Detection)



Human Detection



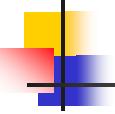
Individuals within small groups of people

Airplanes



Motor Cycles





Face Recognition



 University of Central Florida CRCV | Center for Research in Computer Vision

facebook **flickr** **Picasa**



facebook
350 million photos uploaded daily

Taming Wild Faces: Web-Scale, Open-Universe Face Recognition

 University of Central Florida CRCV | Center for Research in Computer Vision

YouTube  Google play **amazon** instant video **iTunes**



YouTube
100 hours of movies uploaded per hour

iTunes
60,000 movies

Taming Wild Faces: Web-Scale, Open-Universe Face Recognition



Open-Universe Face Identification

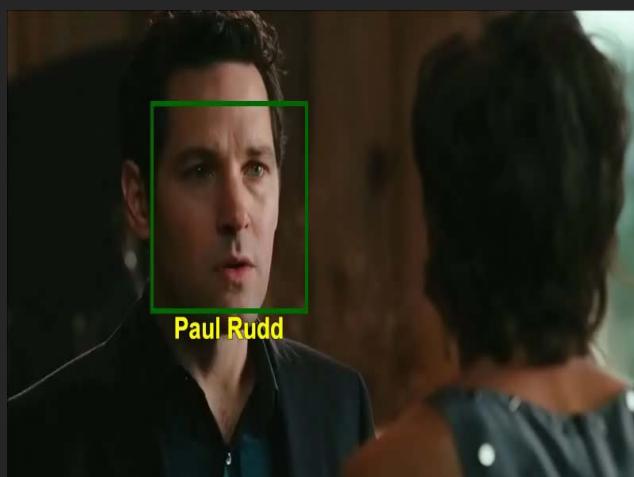


Taming Wild Faces: Web-Scale, Open-Universe Face Recognition

Recognition – Qualitative



Recognition – Qualitative



Recognition – Qualitative



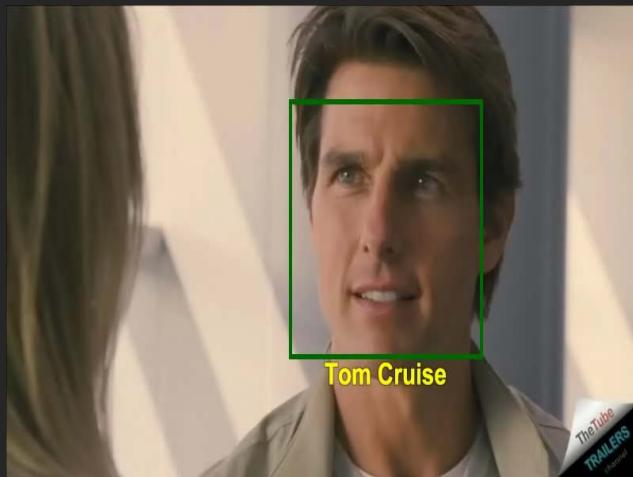
Known:
Owen Wilson
Reese Witherspoon
Paul Rudd

Recognition – Qualitative



Known:
Bruce Willis
Morgan Freeman

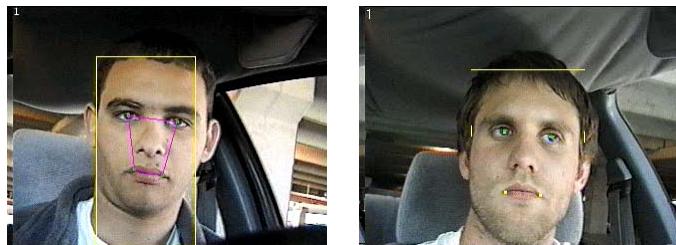
Recognition – Qualitative



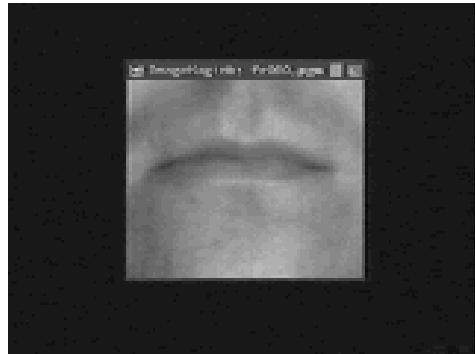
FACIAL EXPRESSIONS



Detecting Driver Alertness



Lipreading



Video Surveillance and Monitoring



- Automated Surveillance System (Detection & Tracking)



A. I Person Tracking



A. II Part Tracking

UAV: Unmanned Aerial Vehicle

UVAs: Unmanned Aerial Vehicles (Drones)



Global Hawk



Predator



Microdrone

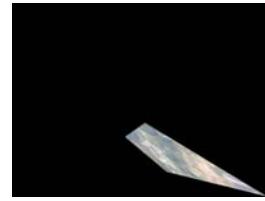
Registration Result - I



Aerial Video - EO



Mosaic



Alignment



Mask



Registration Result - II



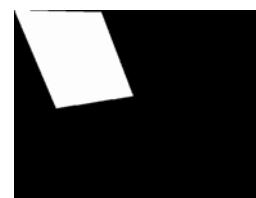
Aerial Video - IR



Mosaic



Alignment



Mask



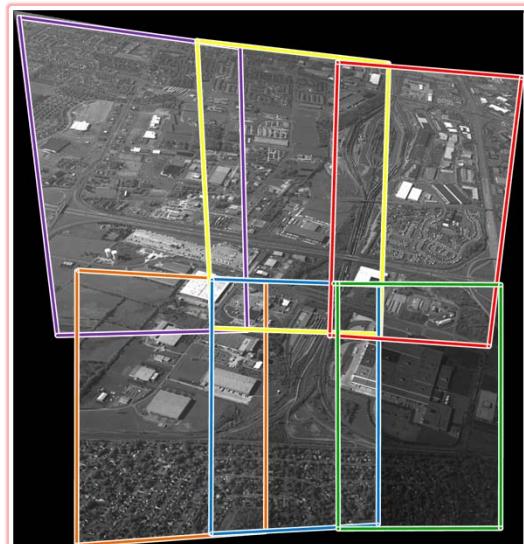
Detection Results



Tracking Results



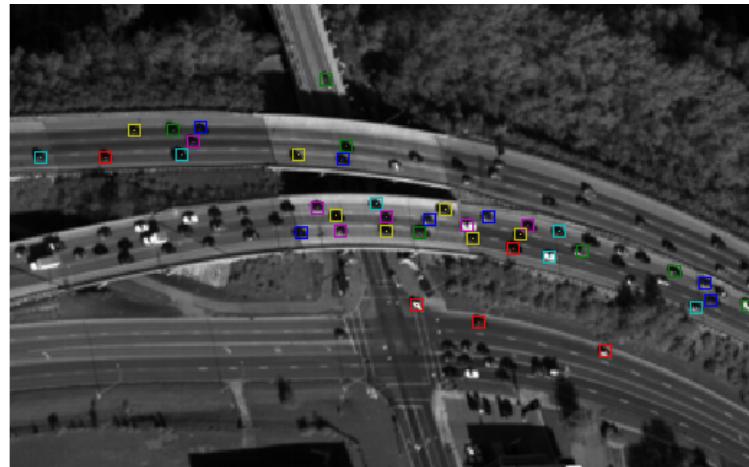
Wide Area Surveillance



Wide Area Surveillance



Tracking Results



Robot Vision (Unmanned Ground Vehicle)



[UGV](#)



UGV



Human Action Recognition



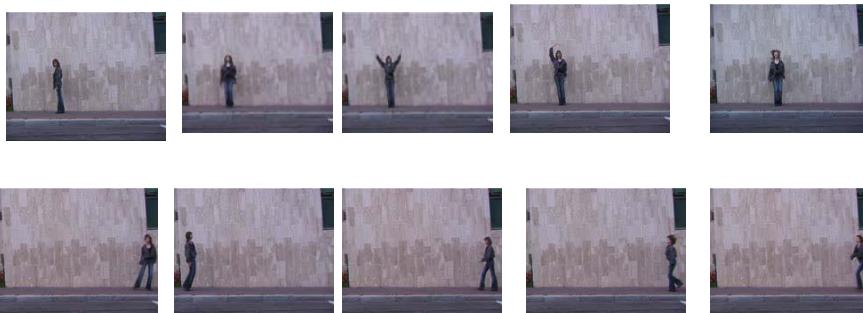
Events, Actions, Activities,

- Action
- Event
- Movement
- Activity
- Interaction
- Verb
-



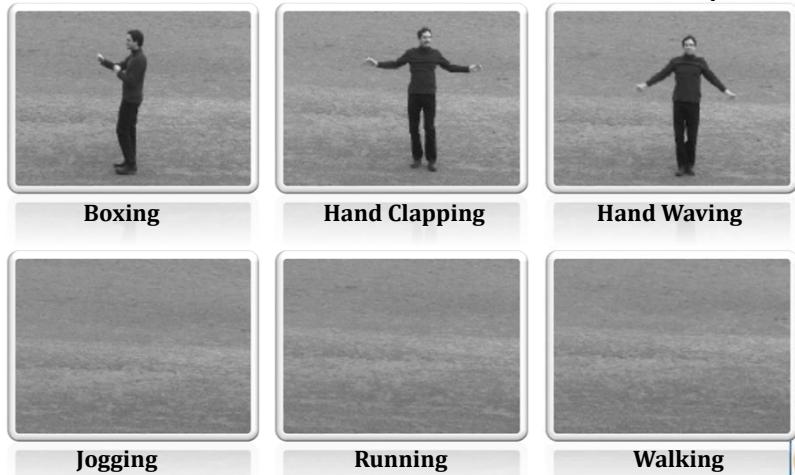
Weizmann Action Dataset

- 10 actions
- 9 actors per action



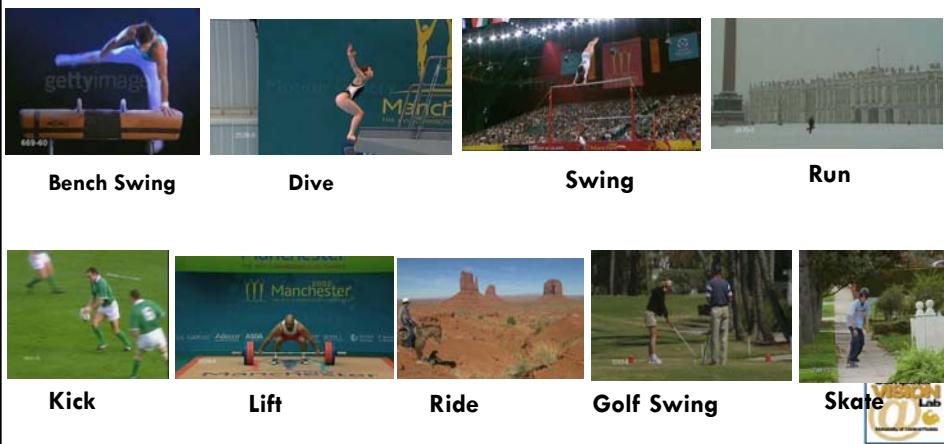
KTH Data Set

- Six Categories, 25 actors, 4 instances, 600. clips



UCF Sports Action Dataset

9 actions, 142 videos.



IXMAS Multi-view Data Set

- 13 action categories, 4 camera views, 10 actors, 3 instances.

View 1



View 2



View 3



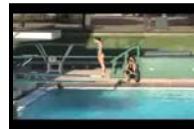
View 4



UCF YouTube Action Dataset (UCF-11)



Cycling



Diving



Golf Swinging



Riding



Juggling



Basketball Shooting



Swinging



Tennis Swinging



Volleyball

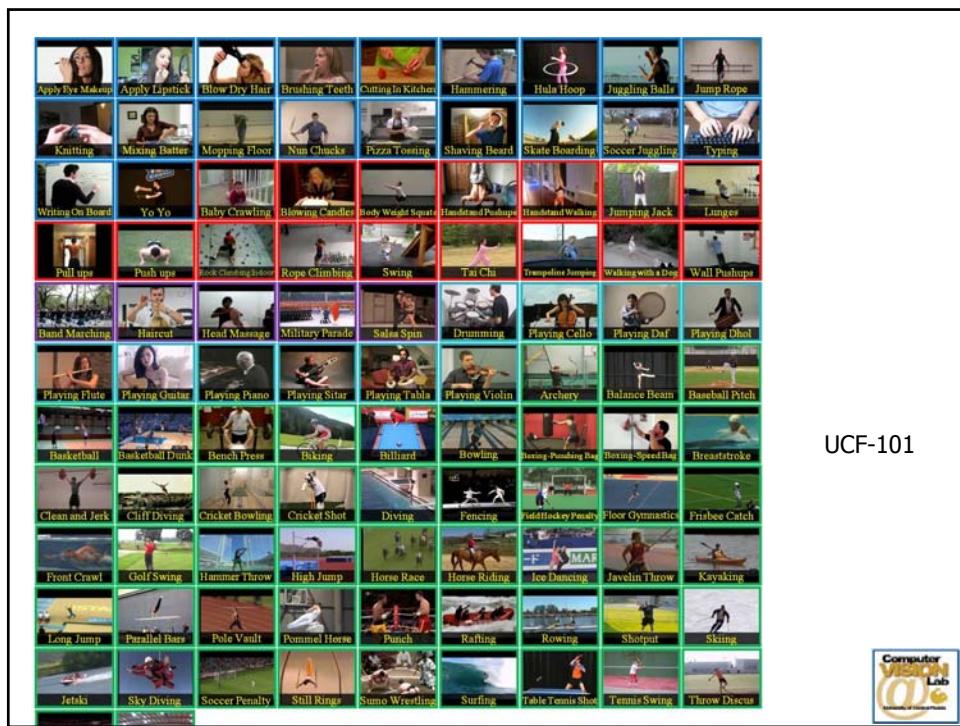


Trampoline Jumping

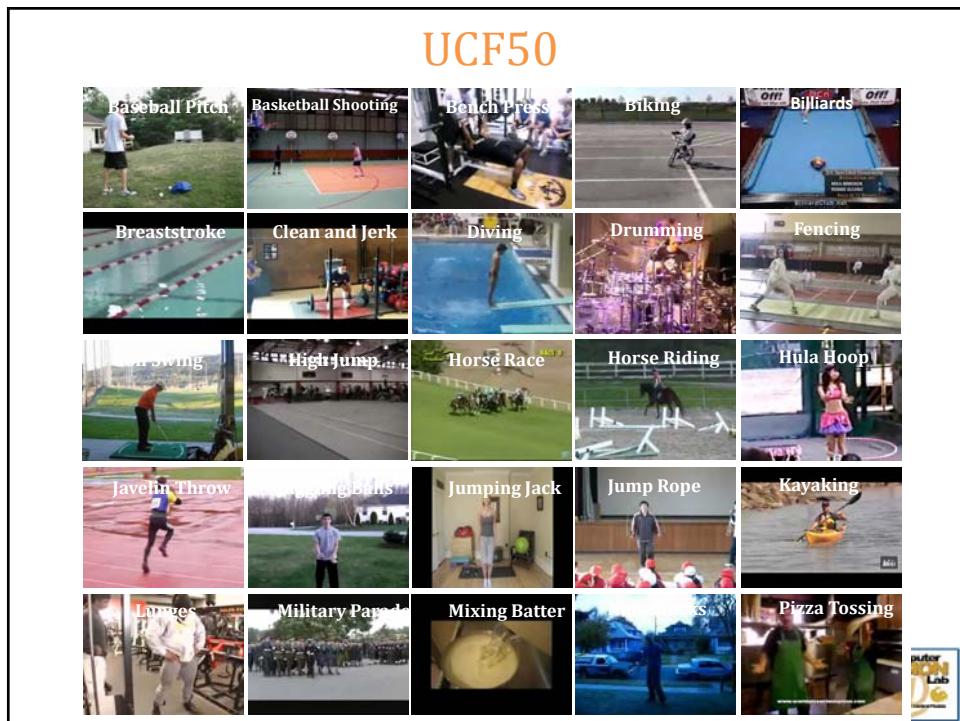


Walking Dog

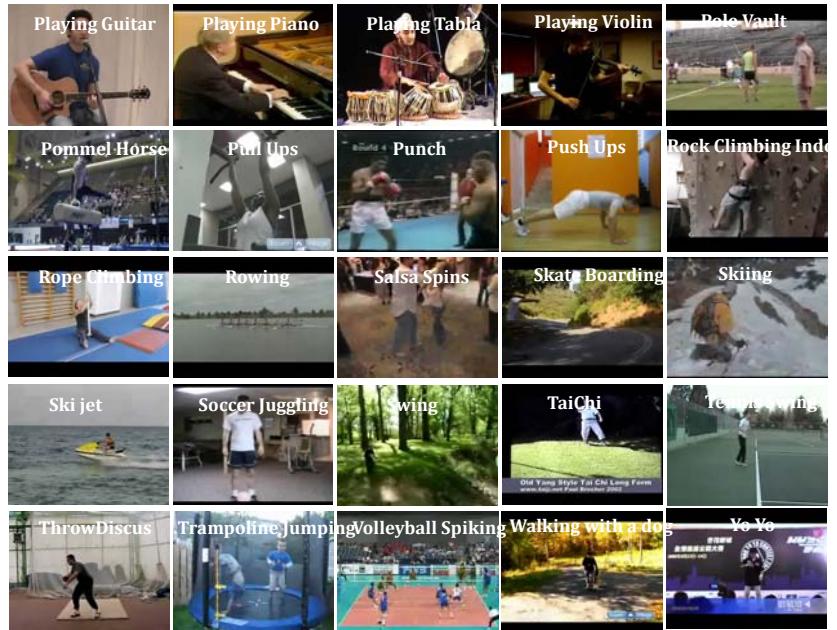




UCF-101



UCF50



Microsoft Kinect sensor

- Data Captured using Microsoft Kinect sensor



- Approximately 50,000 gesture samples

Gesture Lexicons



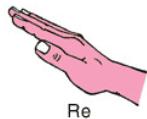
Diving Signals



Referee Signals



Nurse Gesture



Re

Music Notes



Gestures from Depth camera



▼ Gestures from RGB camera



Discovered Primitives



Left arm moving down



Left arm waving up



Left shoulder moving to right



Right arm moving up



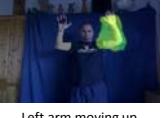
Left arm moving up



Right arm moving away from body



Left arm moving to right



Left arm moving up



Left hand moving forward



Right arm moving laterally up



Left arm moving down



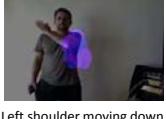
Left arm moving down



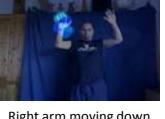
Left arm moving to body



Left arm moving away from body



Left shoulder moving down



Right arm moving down

Representative Motion Primitives (out of 136) for different batches



High Density Crowded Scenes



Political Rallies



Religious Festivals



Marathons

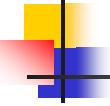


High Density
Moving Objects

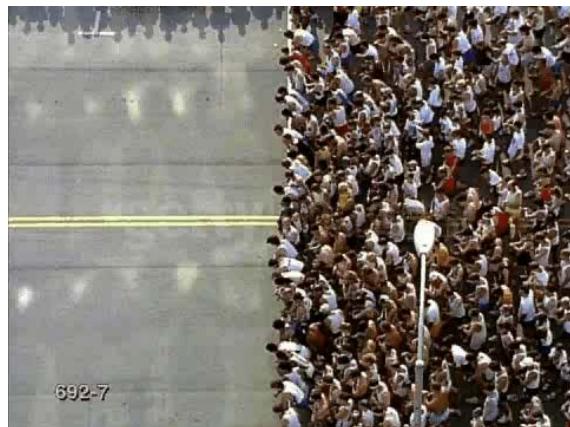
Tracking in Crowds



- Average chip size 14 x 22 pixels
- 492 Frames
- Selected 199 athletes for tracking
- Successfully tracked 143 athletes



Results



Experiment – 1



Experiment-3



- Average chip size 14 x 17 pixels
- 453 Frames
- Selected 50 athletes for tracking

Experiment – 3



Behaviors in Crowded Scenes



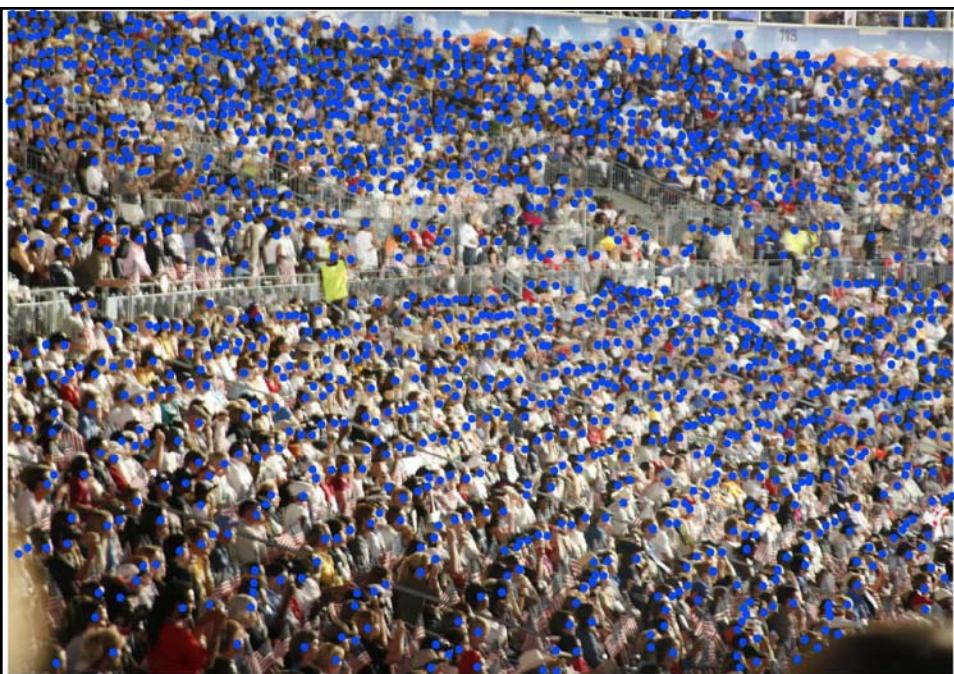
**Multi-Source Multi-Scale
Counting in Extremely
Dense Crowd Images**

CVPR 2013

Haroon Idrees, Imran Saleemi, Cody
Seibert, Mubarak Shah



Ground truth=634 Proposed Method=640



Ground truth=1567 Proposed Method=1590



Ground truth=1428 Proposed Method=1468



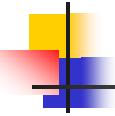
Ground truth=653 Proposed Method=673



Ground truth=2322 Proposed Method=2203



Ground truth=2319 Proposed Method=2496



Where Am I?

“Where Am I?”



Problem:

Accurate Image Localization

Input



Mere Visual Information/Images

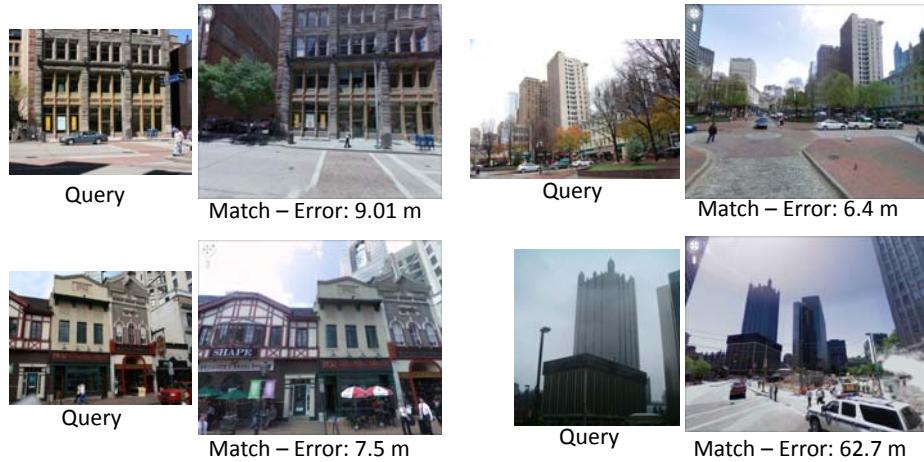
Output



Location in Terms of λ (Lon.) and φ (Lat.)
 $\varphi=40.4419, \lambda=-79.9986$

Qualitative Image Localization Results:

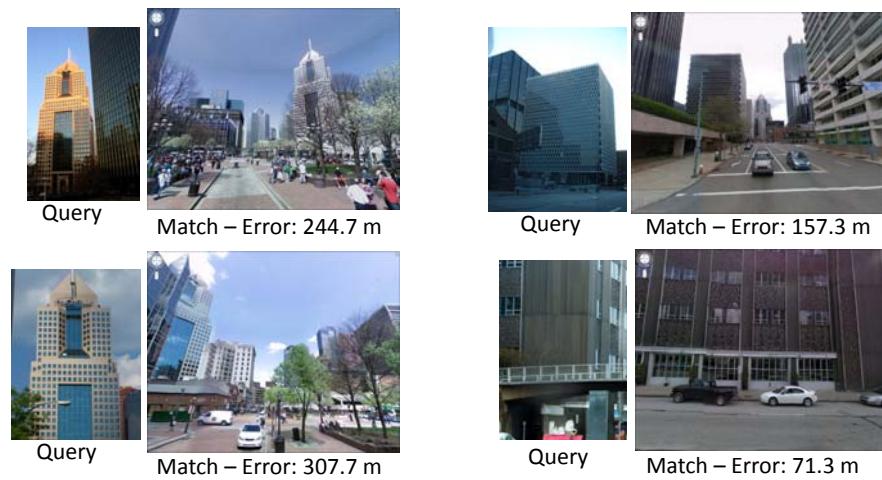
68.3%: The best match found:



Qualitative Image Localization Results:

68.3%: The best match found:

13.2%: A correct match found, but not the best one:



Geospatial Trajectory Extraction



Visual Business Recognition

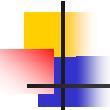
ACM Multimedia 2013

NAME: Pizza My Heart
ADDRESS: 220 University Ave, Palo Alto, CA 94301
USER Rating: 3.5/5
CATEGORY: Pizza
PHONE: (650) 327-9400

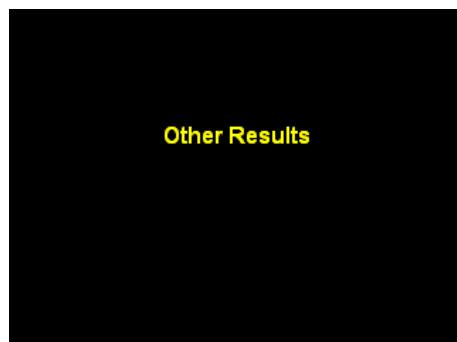
Computer Vision for Computer Graphics



Video Completion



Other Results



Layer Based Video Composition



Results of Doll



Results of Mom-Daughter



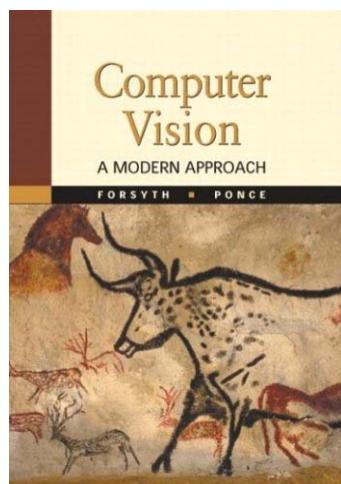
Multimedia: Segmentation of Moving-Sounding Objects

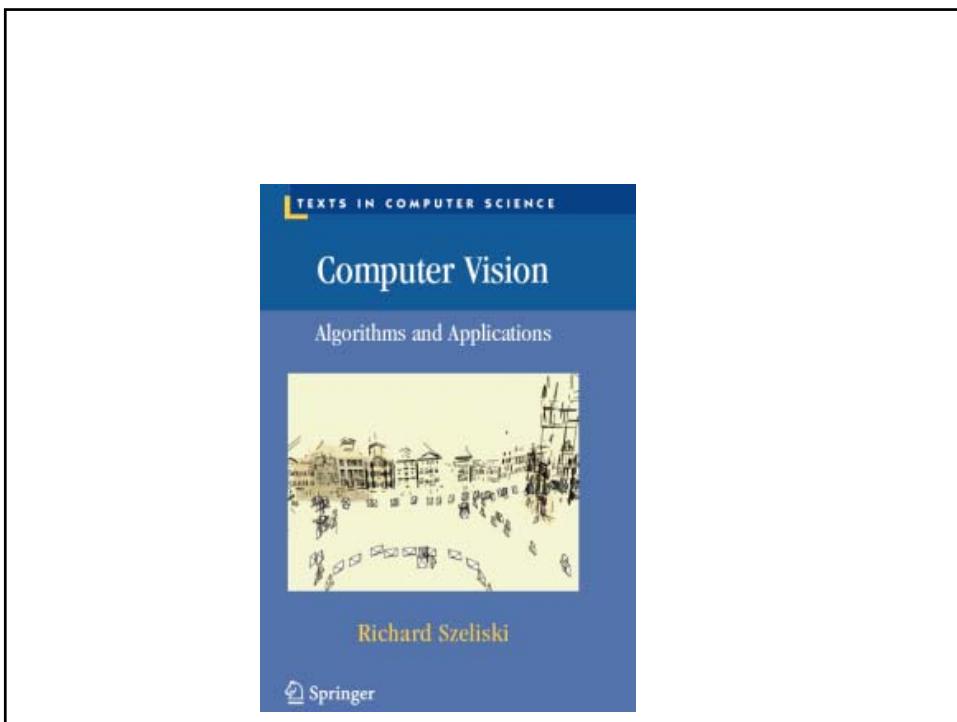


Accepted in **IEEE Transactions on
Multimedia**

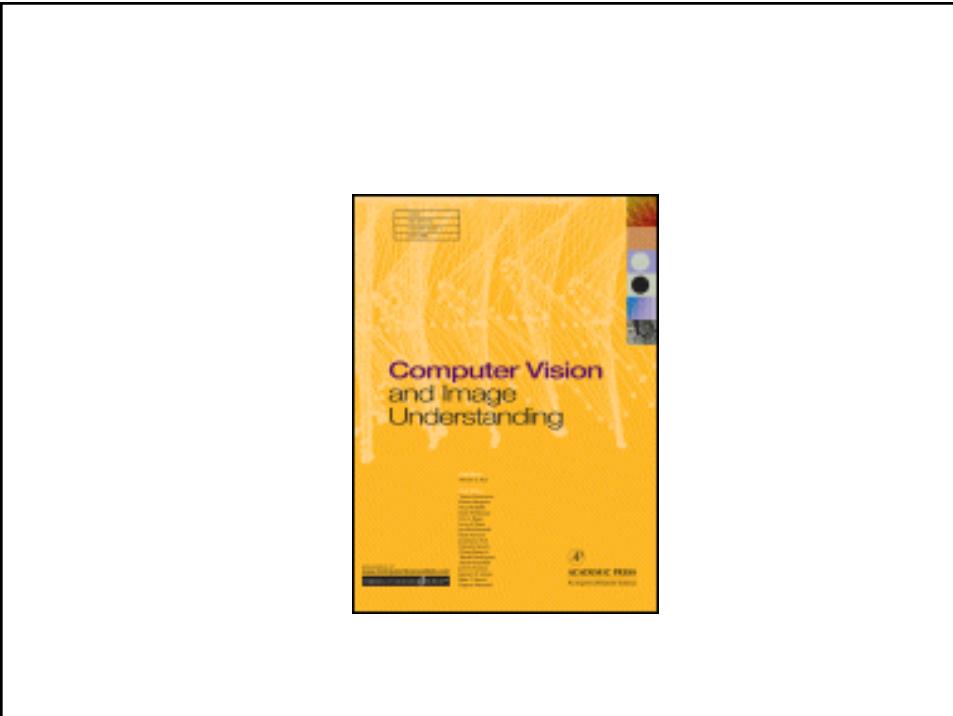
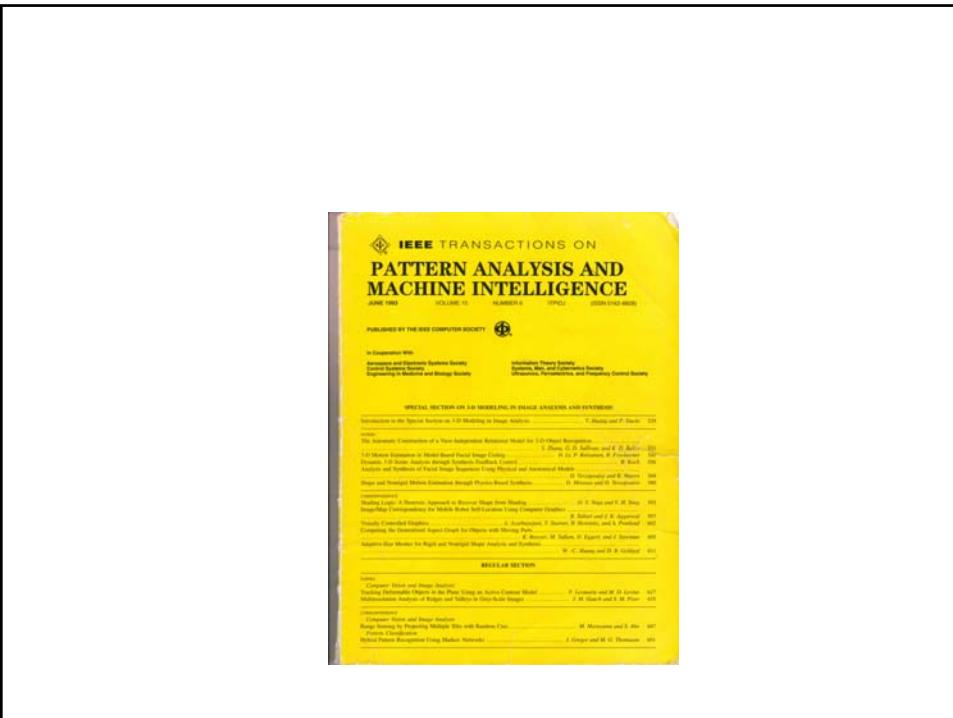
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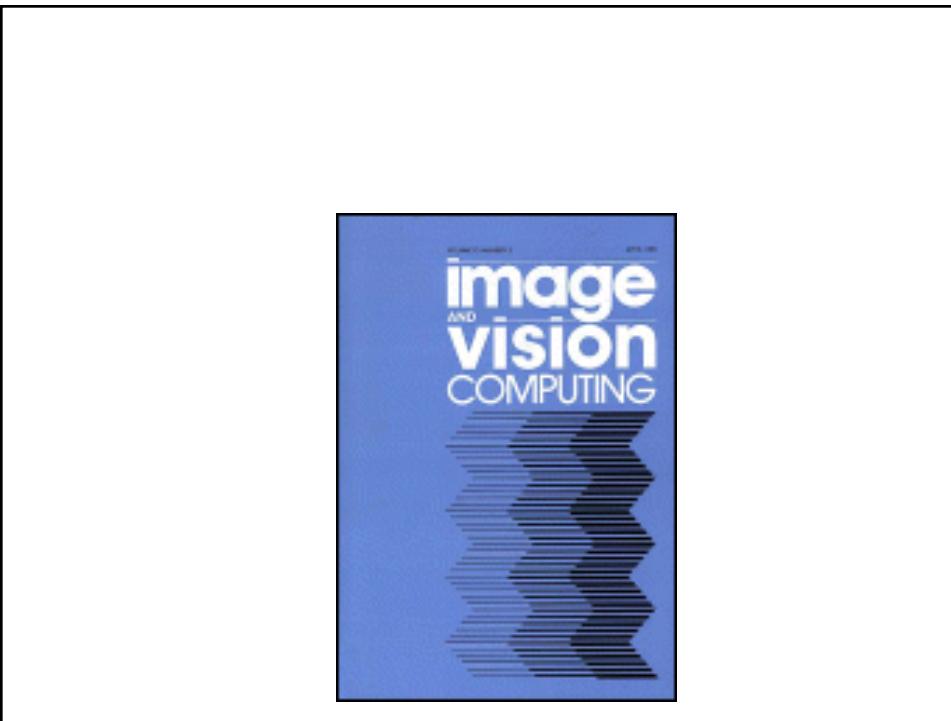
Computer Vision Text Books





Computer Vision Researchers







Computer Vision Conferences

IEEE Conference on Computer Vision and Pattern Recognition (CVPR)

- June 24-27, 2014
- [Greater Columbus Convention Center](#) in
Columbus, Ohio.



European Conference on Computer Vision (ECCV)



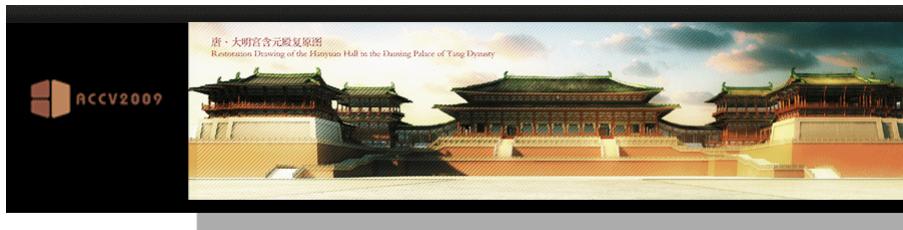
European Conference
on Computer Vision

International Conference on Pattern Recognition (ICPR)



23 - 26 August 2010 Istanbul Turkey

Asian Conference on Computer Vision (ACCV)



International Conference on Image Processing

