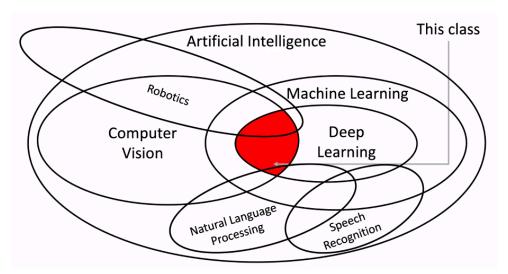
Lecture 1- Introduction

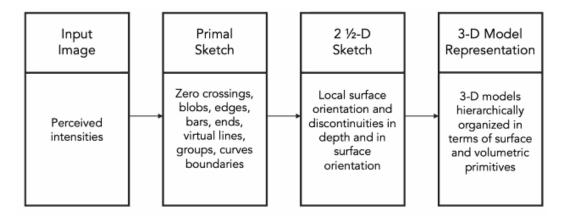
• Deep Learning for Computer Vision

- Computer Vision: Building artificial systems that process, perceive, and reason about visual data
- Learning: Building artificial systems that learn from data and experience
- Deep Learning: Hierarchical learning algorithms with many "layers", (very) loosely inspired by the brain

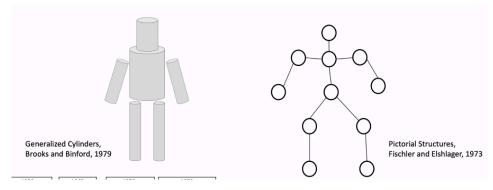


Vision History

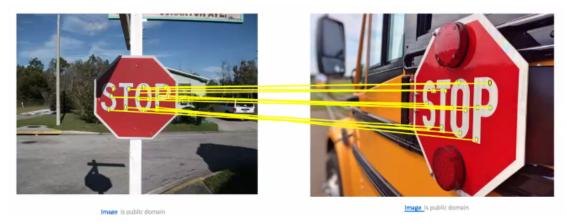
- Hubel 1959: edges are important in vision stimulus
- Larry Roberts 1963: differentiate an image and extract features, then use **feature points** to reconstruct the picture
- David Marr 1970s: layered procedure --> blueprint pipeline for computer vision systems



• Generalized Cylinders 1979: recognition via **Parts** --> recognize people

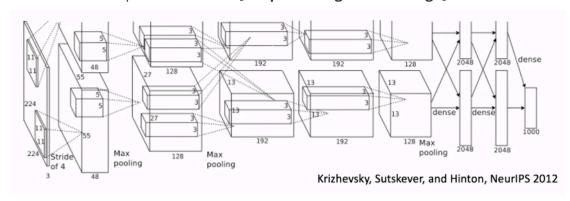


- John Canny 1986: recognition via **Edge Detection** --> template matching
- Normalized cuts 1997: recognition via **Grouping** --> match the object into the images (group pixels into clusters)
- SIFT 2000s: Recognition via Matching --> recognize key points in the image --> write little visual descriptor --> even the camera moves or conditions change, key points are the same

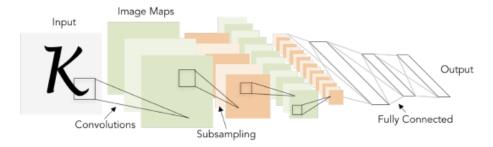


• Viola and Jones 2001: Face Detection --> first successful application

- PASCAL 2007: Visual Object Challenge (object detection) --> set up standardized benchmarks (dataset, metrics)
- IMAGENET 2009: image classification challenge
- AlexNet 2012: deep neural network [Deep Learning Breakthrough]



- Deep Learning History
 - **Perceptron** 1958: One of the earliest algorithms that could learn from data, implemented in hardware --> **linear classifier**
 - Neocognitron: Fukushima 1980
 - **Backpropagation** 1986: compute gradients in neural networks --> Successfully trained perceptrons with multiple layers
 - Convolutional Networks: Lecun et al, 1998



Algorithm + Data + Computation

- CV can Cause Harm
 - Harmful stereotypes
 - Affect people's life
 - Find the motive, physics and logics of the story behind an image