## Lecture 01: Introduction

anchen

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## **Course Syllabus**

- Introduction.
- Image Morphology.
- Image Segmentation
- Image Color Spaces.
- Feature Detection.
- Feature Matching.
- Image Clustering.
- Image Classification.
- Face Detection & Recognition.
- Object Tracking.
- Image Stitching.
- Video Shot Detection.

## Textbook

#### **Computer Vision: Algorithms and Applications**

#### © 2010 Richard Szeliski, Microsoft Research



#### An electronic copy is also available free online: <u>http://szeliski.org/Book/drafts/SzeliskiBook\_20100903\_draft.pdf</u>

## Grading

- Lab activities and assignments: 10%
- Final project: 20%
- Mid-term exam: 20%
- Final exam: 50%
- Extra credit: 5% for students who participate actively on the lectures.
- Extra credit: 5% for students who obtain the best final project.

## Prerequisites

- Good knowledge of image processing
- Good knowledge of pattern recognition
- Good knowledge of machine learning
- Basic knowledge of statistics and probability
- Experience with Matlab will help

## **Computer Vision**

•What are examples of computer vision being used in the world?

- Use in security systems.
- > Use in **law enforcement** such as matching face of person in criminal database.
- OCR recognition which can be used in number plate recognition or you can scan any text from image.
- > Use in **robotics**.

## **Computer Vision**

## Make the computer understand images and videos.



What kind of scene? What includes in the image?

Where are the cars?

How far is the building?

## **Computer Vision**

- The part of the human brain dedicated to the **vision operation** is bigger than any other operations.
- Vision is an amazing action of natural intelligence.



"One picture is worth more than ten thousand words"

## **Brief about Computer Vision**

- •1960's: interpretation of artificial worlds.
- 1970's: some progress on interpreting selected images.
- 1980's: **artificial neural networks** (ANNs); shift toward geometry and increased mathematical model
- •1990's: face recognition; statistical analysis
- 2000's: broader recognition; large annotated datasets available; video processing starts
- 2030's: robot revolution





#### Ohta Kanade '78





Turk and Pentland '91

## **Computer Vision Applications**



Safety



Health



Security



Comfort



Fun



Access



## **Computer Vision and Nearby Fields**

- Computer Graphics: Models to Images
- Computer Photography: Images to Images
- Computer Vision: Images to Models

## Examples of state-of-the-art Optical character recognition (OCR)

Technology to convert scanned docs to text

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





Digit recognition, AT&T labs http://www.research.att.com/~yann/ License plate readers http://en.wikipedia.org/wiki/Automatic\_number\_plate\_recognition

## Examples of state-of-the-art **Face detection**



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



## Examples of state-of-the-art **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

### Examples of state-of-the-art Object recognition (in supermarkets)



#### Lane Hawk by Evolution Robotics

"A smart camera is flush-mounted in the checkout lane, continuously watching for items. When an item is detected and recognized, the cashier verifies the quantity of items that were found under the basket, and continues to close the transaction. The item can remain under the basket, and with Lane Hawk, you are assured to get paid for it... "

### Examples of state-of-the-art Vision-based biometrics



"How the Afghan Girl was Identified by Her Iris Patterns" Read the story wikipedia





## Examples of state-of-the-art Login with your biometrics







Fingerprint scanners on many new laptops, other devices Face recognition systems now beginning to appear more widely <u>http://www.sensiblevision.com/</u>

## Examples of state-of-the-art **Object recognition**



## Examples of state-of-the-art Special effects: shape capture



The Matrix movies, ESC Entertainment, XYZRGB, NRC

# Examples of state-of-the-art **Sports**





Sports vision explanation

### Examples of state-of-the-art Smart cars



- <u>Mobileye</u>
  - Vision systems currently in high-end BMW, GM, Volvo models

## Examples of state-of-the-art **Self-driving cars**



Oct 9, 2010. <u>"Google Cars Drive Themselves, in Traffic"</u>. <u>The New York Times</u>. John Markoff

Aug 9, 2011, <u>"Human error blamed after Google's driverless car sparks five-vehicle</u> crash". *The Star* (Toronto)

## Examples of state-of-the-art Interactive Games: Kinect

- Object Recognition: <u>http://www.youtube.com/watch?feature=iv&v=fQ59dXOo630</u>
- Mario: <u>http://www.youtube.com/watch?v=8CTJL5lUjHg</u>
- 3D: <u>http://www.youtube.com/watch?v=7QrnwoO1-8A</u>
- Robot: <u>http://www.youtube.com/watch?v=w8BmgtMKFbY</u>





## Examples of state-of-the-art **Vision in space**



#### NASA'S Mars Exploration Rover Spirit

#### Vision systems used for several tasks

- Panorama stitching
- 3D terrain modeling
- Obstacle detection, position tracking
- For more, read "Computer Vision on Mars" by Matthies et al.

## Examples of state-of-the-art **Robots**



NASA's Mars Spirit Rover http://en.wikipedia.org/wiki/Spirit\_rover



http://www.robocup.org/



## Examples of state-of-the-art Medical imaging





Image guided surgery Grimson et al., MIT

3D imaging MRI, CT

### SUN database Scene Recognition & Object Detection Benchmark



## Computer Vision & Image processing software

- **CVIPtools** (Computer Vision and Image Processing tools)
- Intel Open Computer Vision Library (OpenCV)
- Microsoft Vision SDL Library
- Matlab
- For more information, see
  - •<u>http://www.cs.unr.edu/~bebis/CS791E</u>
  - <u>http://www.cs.unr.edu/CRCD/ComputerVision/cv\_resou</u> rces.html