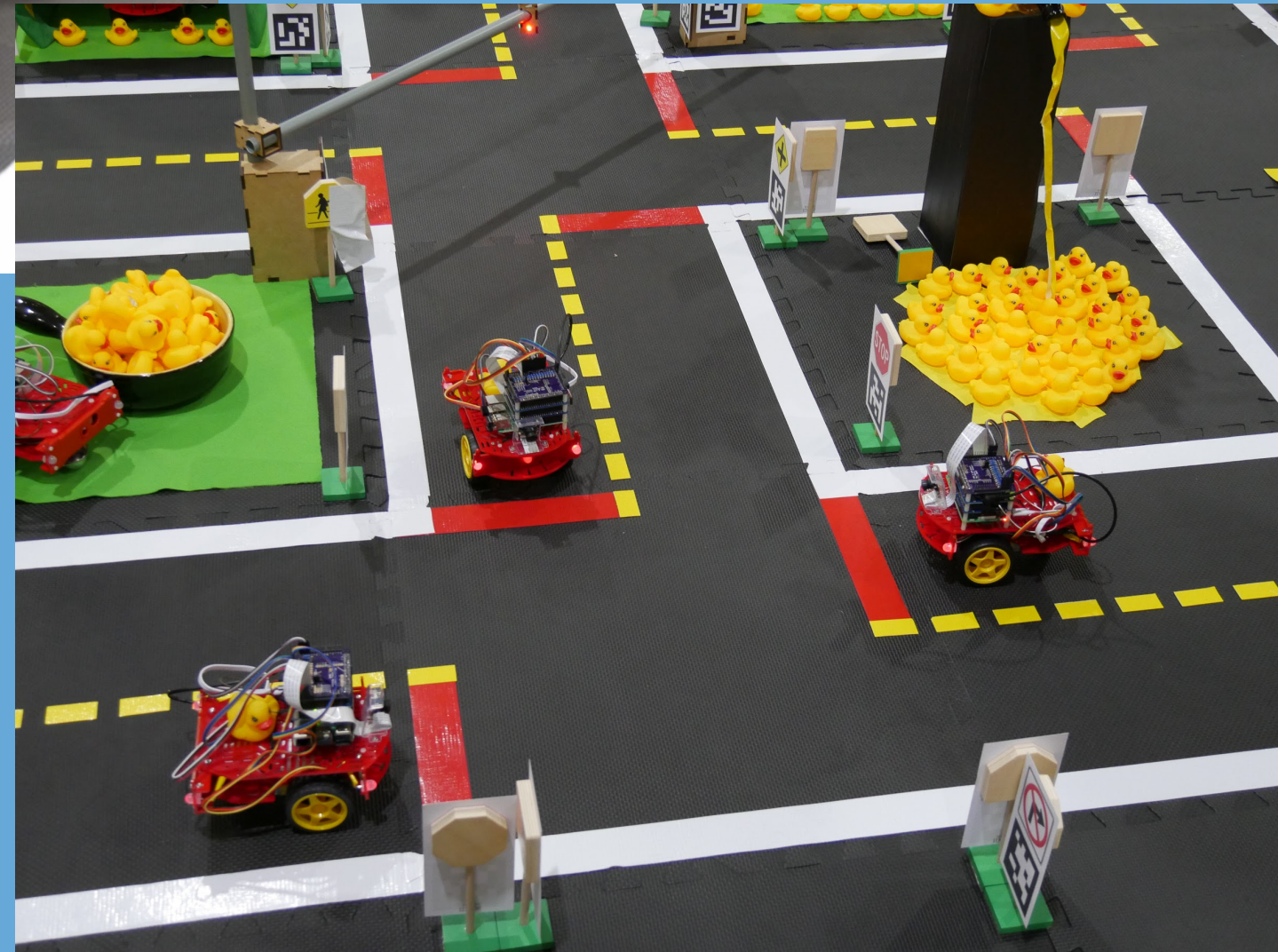


CS 3630!



***Lecture 14:
Computer Vision
Fundamentals***

Topics

- 1. What is Computer Vision?**
- 2. Applications of CV**
- 3. Images as 2D arrays**
- 4. Basic Image Processing**
- 5. Image Filtering**

- Many slides borrowed from James Hays, Irfan Essa, and others.
- Intro CV course: CS 4476
 - This spring: Judy Hoffmann
 - Coming Fall: Frank Dellaert

Motivation

- Robots need to act in the world
- One of the cheapest and richest sensors is a camera
- Unfortunately, understanding camera images is **not** easy
- Since the sixties, researchers have tried to tackle this problem
- Since 2012, deep learning has led to incredible progress
- Perception for robotics is following closely behind

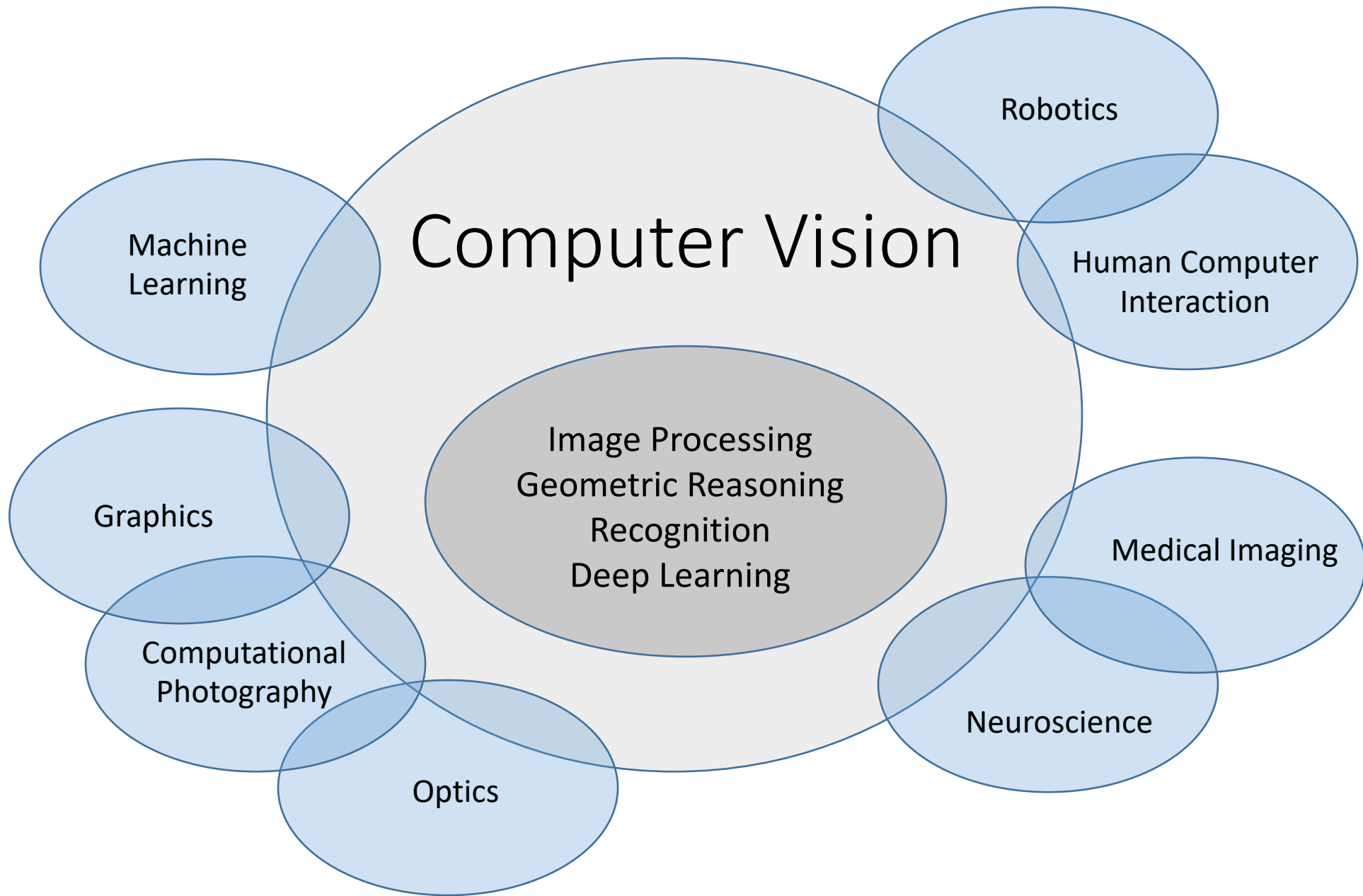
1. What is Computer Vision?



Computer Graphics: Models to Images

Comp. Photography: Images to Images

Computer Vision: Images to Models



Computer Vision

Machine Learning

Graphics

Computational Photography

Optics

Image Processing
Geometric Reasoning
Recognition
Deep Learning

Robotics

Human Computer Interaction

Medical Imaging

Neuroscience

Computer Vision

Make computers understand images and video **or any visual data**.



What kind of scene?

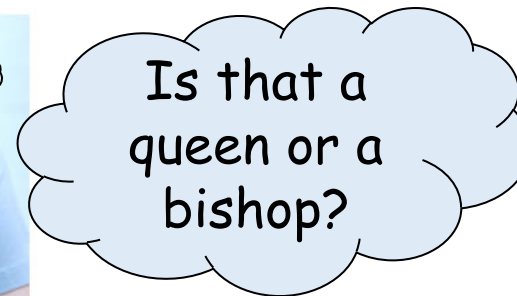
Where are the cars?

How far is the building?

...

Vision is really hard

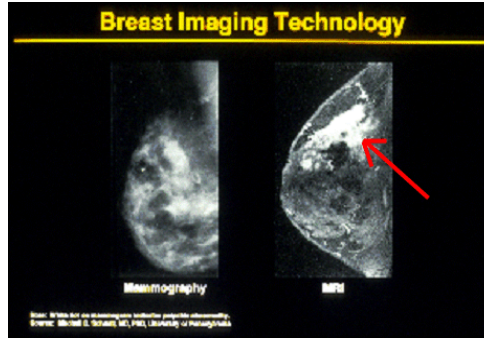
- Vision is an amazing feat of natural intelligence
 - Visual cortex occupies about 50% of Macaque brain
 - One third of human brain devoted to vision (more than anything else)



Why computer vision matters



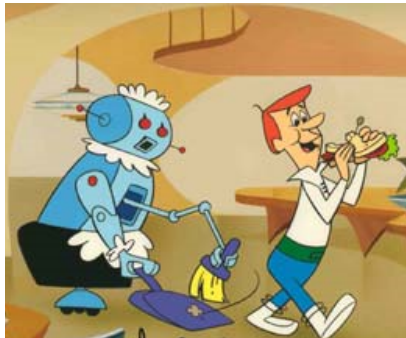
Safety



Health



Security



Comfort



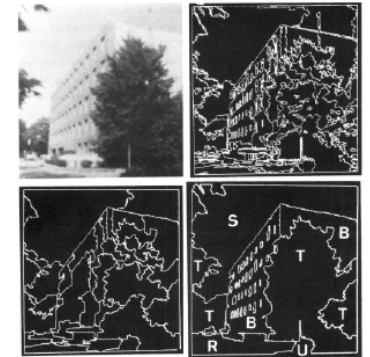
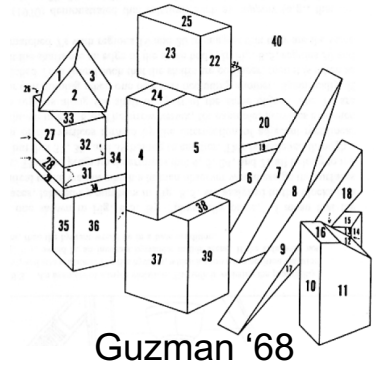
Fun



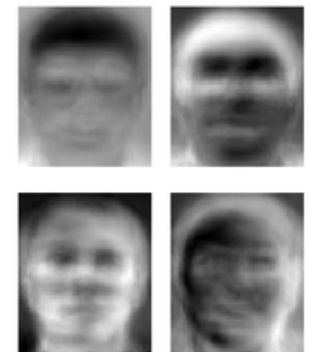
Robotics

Ridiculously brief history of computer vision

- 1966: Minsky assigns computer vision as an undergrad summer project
- 1960's: interpretation of synthetic worlds
- 1970's: some progress on interpreting selected images
- 1980's: ANNs come and go; shift toward geometry and increased mathematical rigor
- 1990's: face recognition; statistical analysis in vogue
- 2000's: broader recognition; large annotated datasets available; video processing starts
- 2010's: Deep learning with ConvNets
- 2020's: Widespread autonomous vehicles?
- 2030's: robot uprising?



Ohta Kanade '78



Turk and Pentland '91

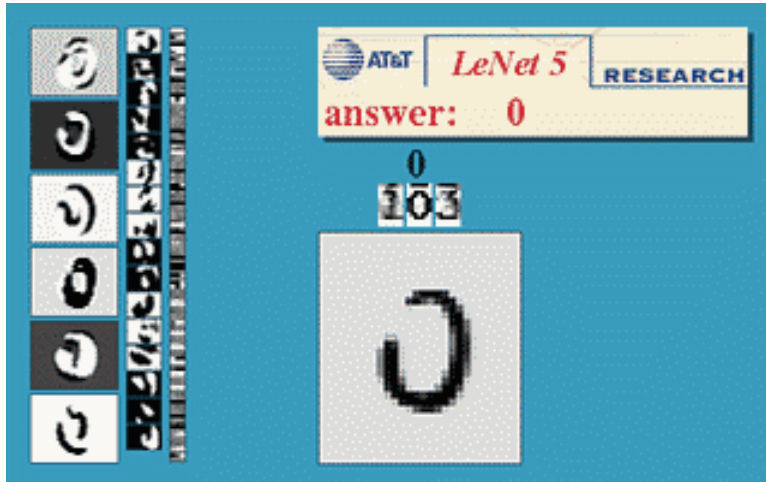
2. Applications of Computer Vision

- Examples of real world applications
- Emphasis on Robotics

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

Face detection

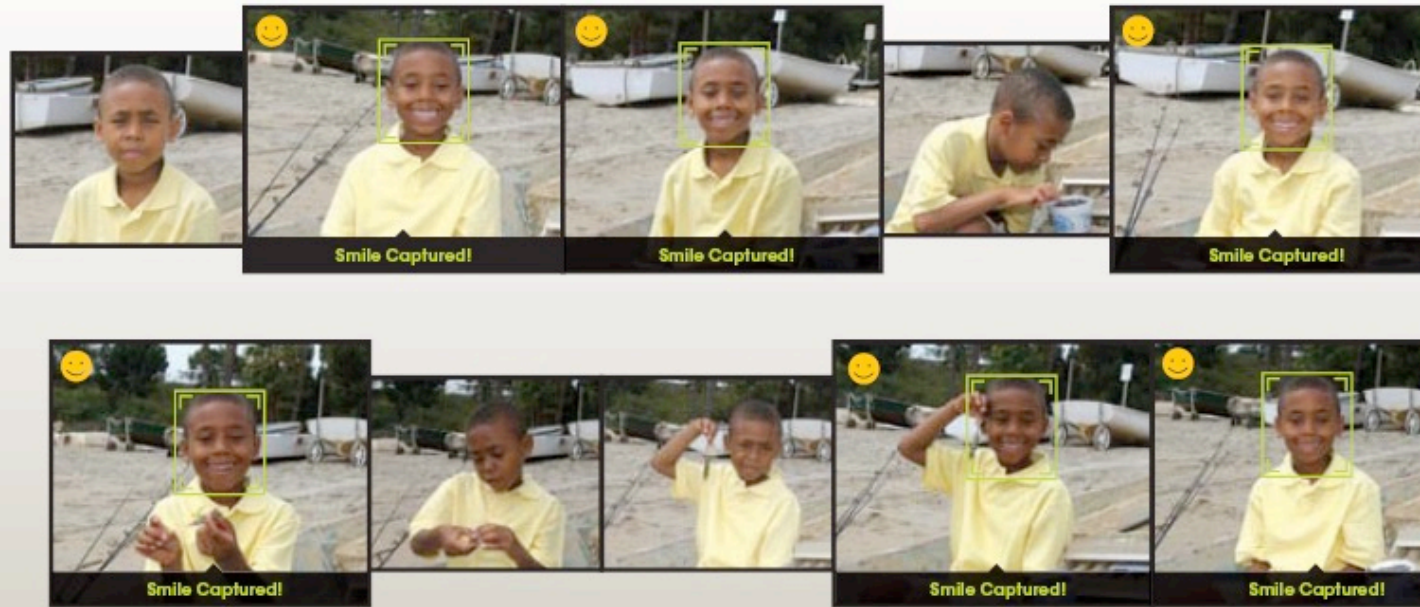


- Digital cameras (you know these as “phones”) detect faces

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.

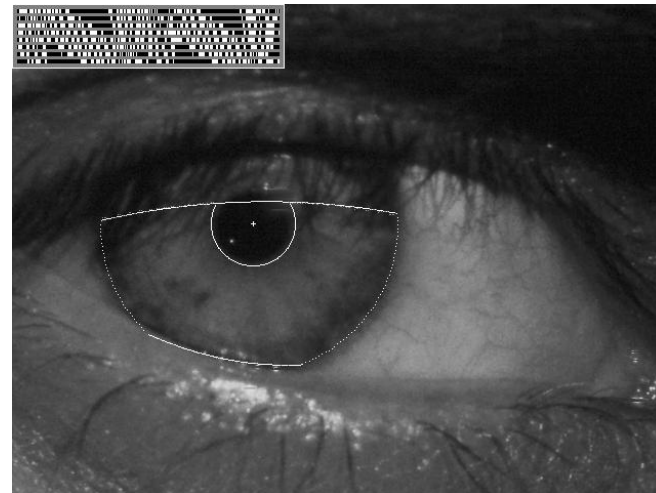
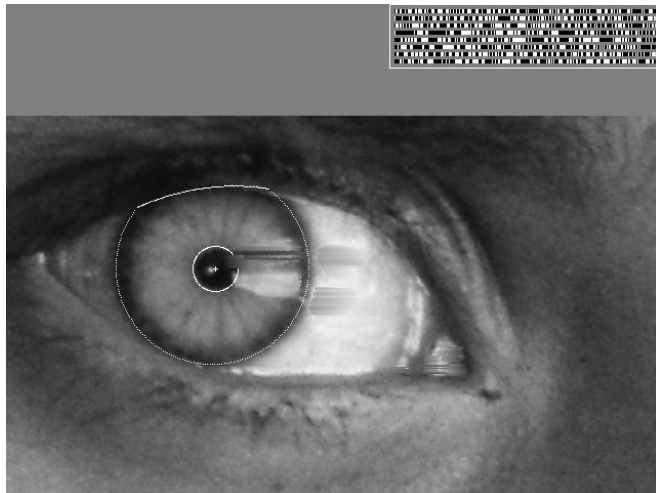


[Sony Cyber-shot® T70 Digital Still Camera](#)

Biometrics



“How the Afghan Girl was Identified by Her Iris Patterns” Read the [story](#)
[wikipedia](#)



Login without a password...

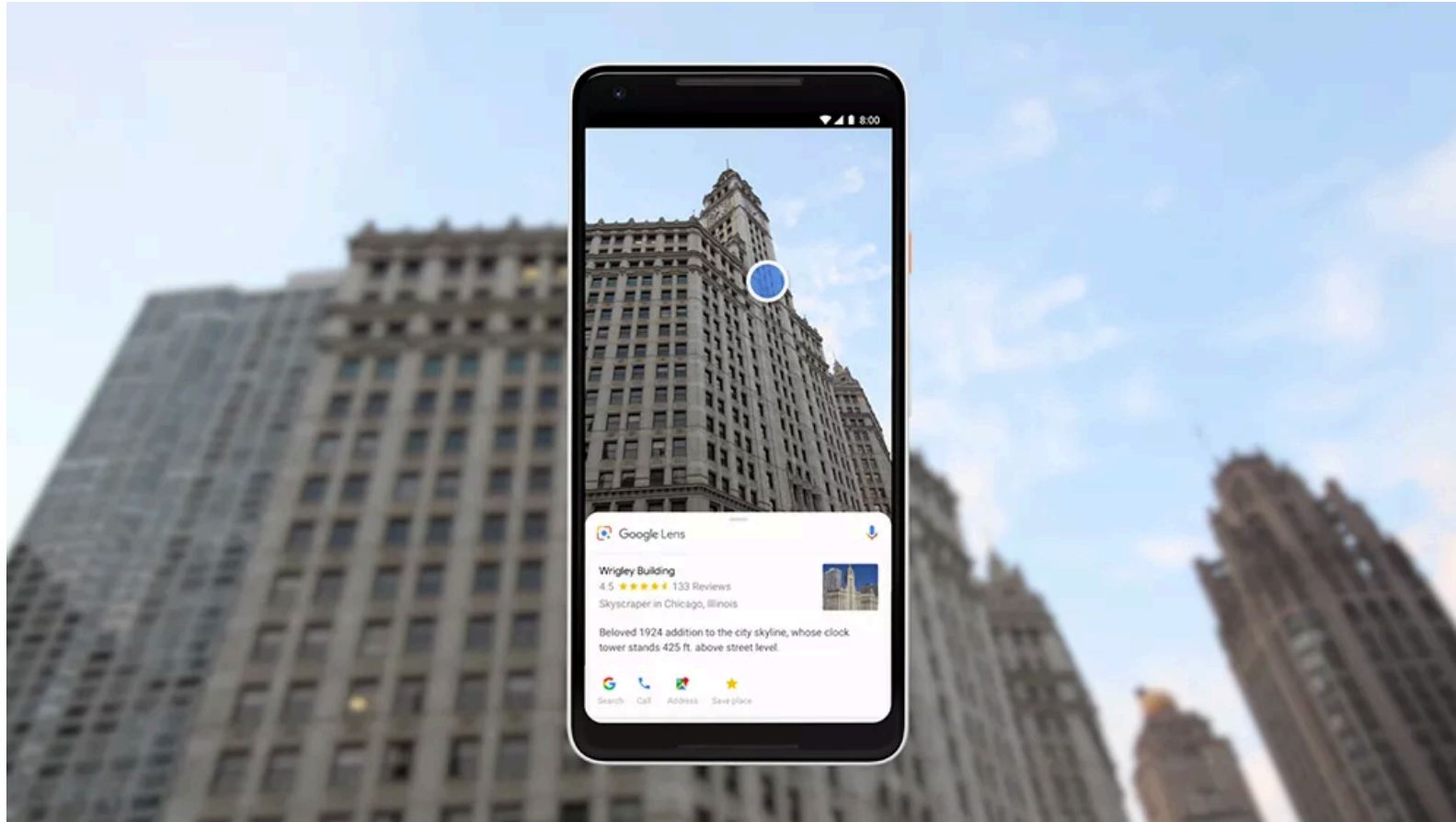


Fingerprint scanners on many new laptops, other devices



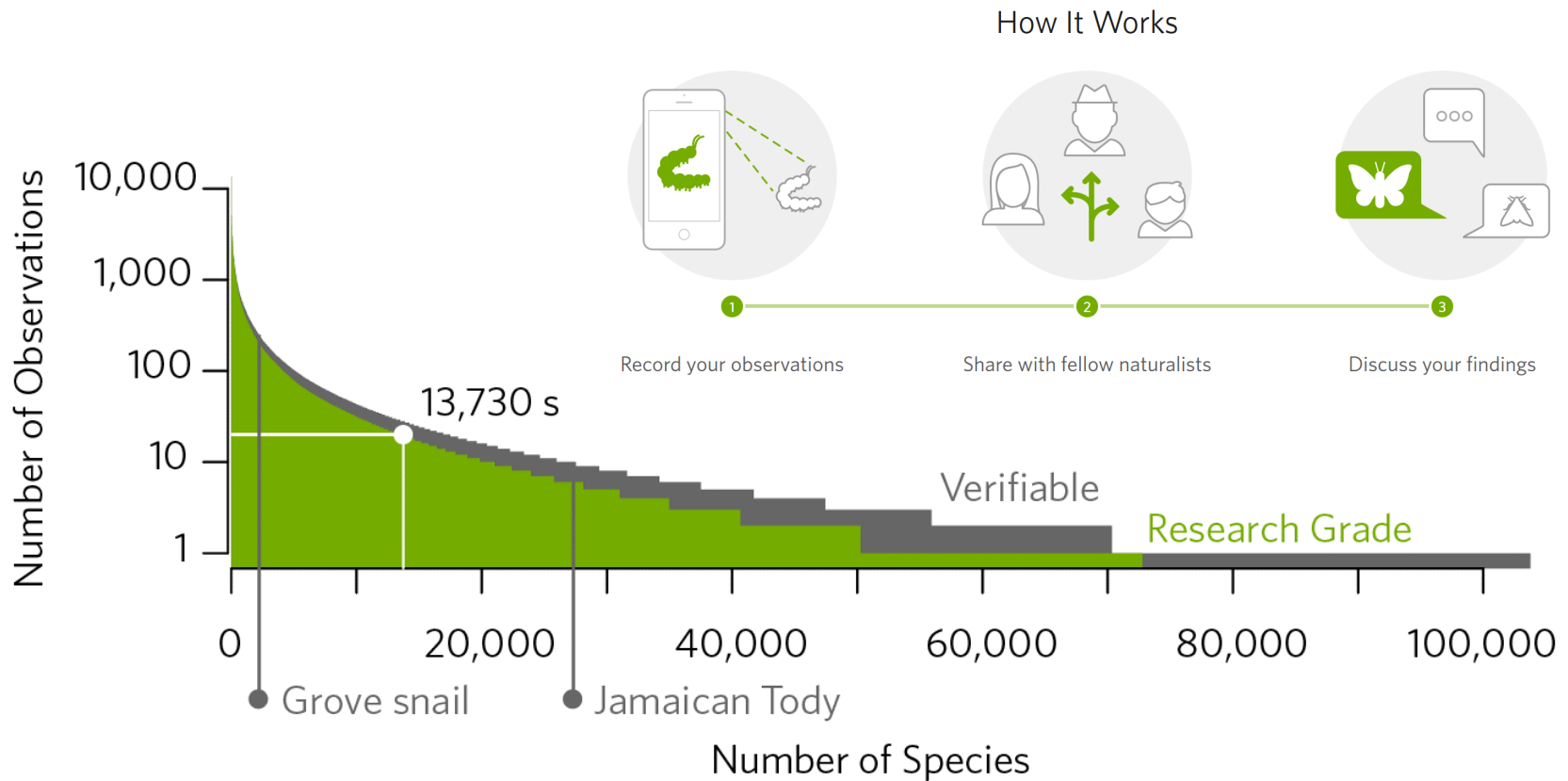
Face recognition systems now widely in use on smartphones

Object recognition (in mobile phones)



E.g. Google Lens

iNaturalist



https://www.inaturalist.org/pages/computer_vision_demo

Special effects: shape capture



The Matrix movies, ESC Entertainment, XYZRGB, NRC

Special effects: motion capture



Pirates of the Caribbean, Industrial Light and Magic

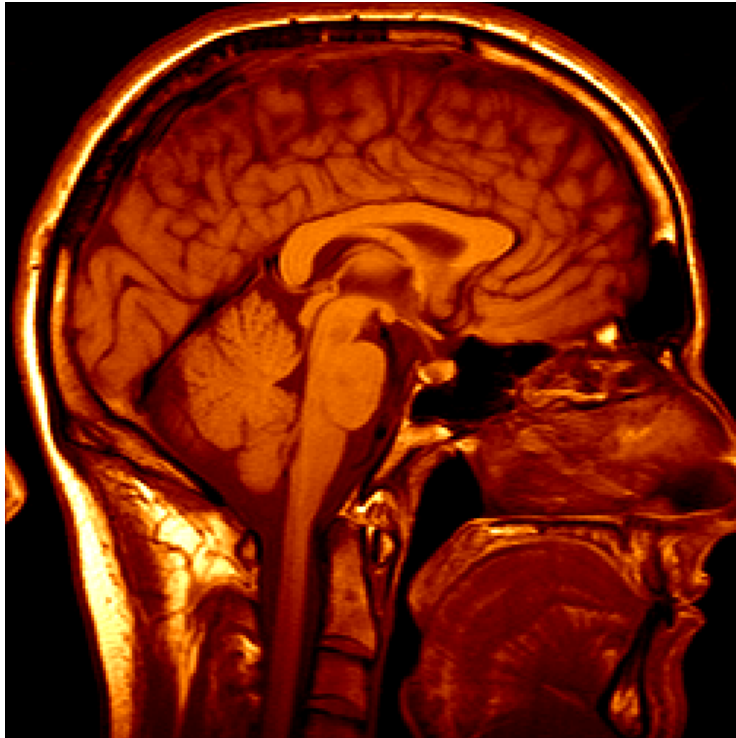
Sports



Sportvision first down line
Nice [explanation](http://www.howstuffworks.com) on www.howstuffworks.com

<http://www.sportvision.com/video.html>

Medical imaging



3D imaging
MRI, CT



Image guided surgery
[Grimson et al., MIT](#)

Smart cars

The screenshot displays the Mobileye website interface. At the top, there are navigation tabs for 'manufacturer products' and 'consumer products'. The main header reads 'Our Vision. Your Safety.' Below this, a top-down view of a car is shown with three camera fields of view: 'rear looking camera', 'side looking camera', and 'forward looking camera'. The bottom section features three product highlights: 'EyeQ Vision on a Chip' with an image of the chip, 'Vision Applications' showing a pedestrian detection box around a person, and 'AWS Advance Warning System' with a circular display showing a car icon and a distance of '0.8'. On the right side, there are sections for 'News' and 'Events', each with a list of recent articles and a 'read more' link.

- Mobileye
 - ~~Market Capitalization: 11 Billion dollars~~
 - Bought by Intel for 15 Billion dollars

Waymo



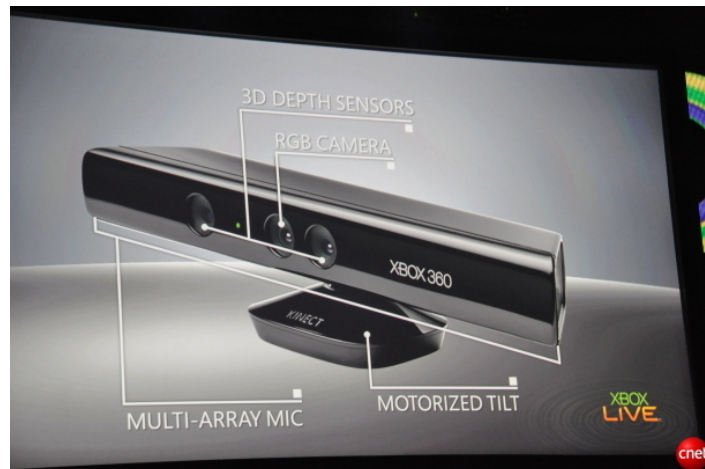
"Google Cars Drive Themselves, in Traffic". *The New York Times*. John Markoff

"Nevada state law paves the way for driverless cars". *Financial Post*. Christine Dobby

"Human error blamed after Google's driverless car sparks five-vehicle crash". *The Star* (Toronto)

Interactive Games: Kinect

- Object Recognition: <http://www.youtube.com/watch?feature=iv&v=fQ59dXOo63o>
- Mario: <http://www.youtube.com/watch?v=8CTJL5IUjHg>
- 3D: <http://www.youtube.com/watch?v=7QrnwoO1-8A>
- Robot: <http://www.youtube.com/watch?v=w8BmgtMKFbY>



Augmented Reality and Virtual Reality



Magic Leap, Oculus, Hololens, etc.

Industrial robots



Vision-guided robots position nut runners on wheels

Computer Vision in space



[NASA'S Mars Exploration Rover Spirit](#) captured this westward view from atop a low plateau where Spirit spent the closing months of 2007.

Vision systems (JPL) used for several tasks

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

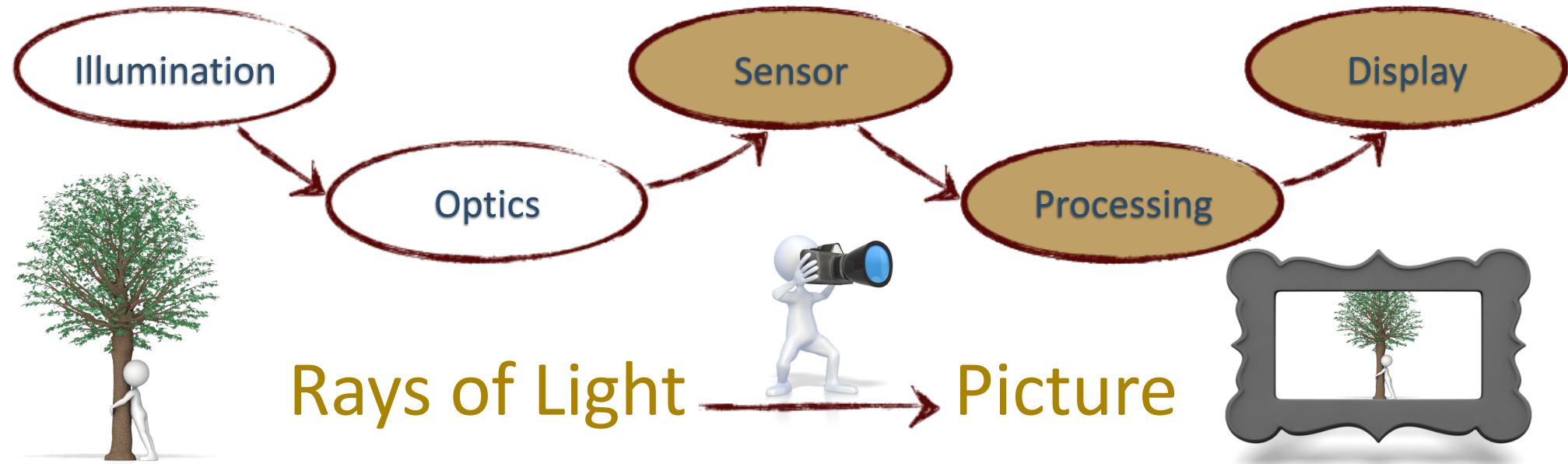
Amazon Prime Air



<https://www.amazon.com/b?node=8037720011>

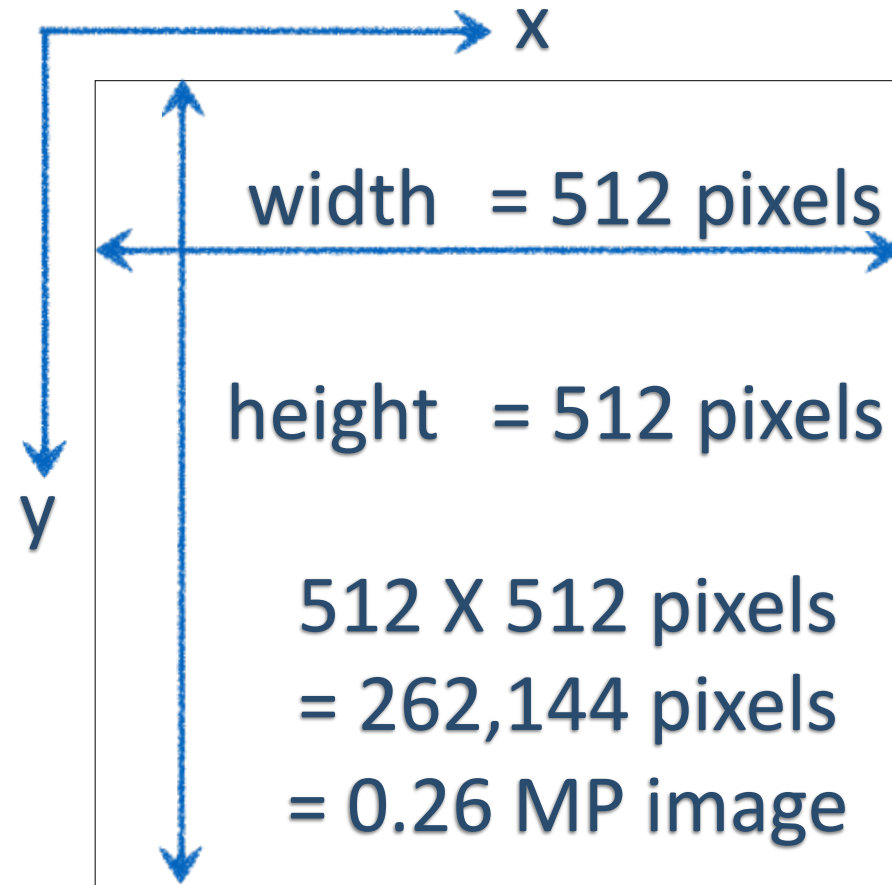
3. Images as 2D Arrays

Image Acquisition Pipeline

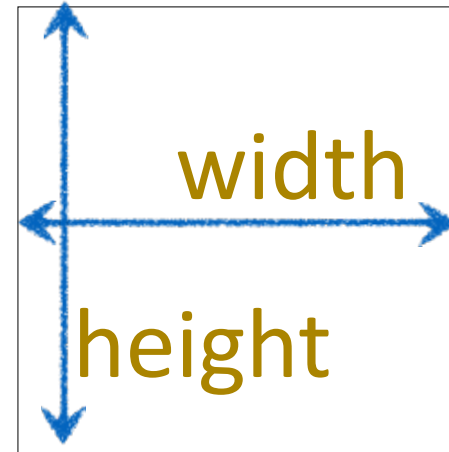
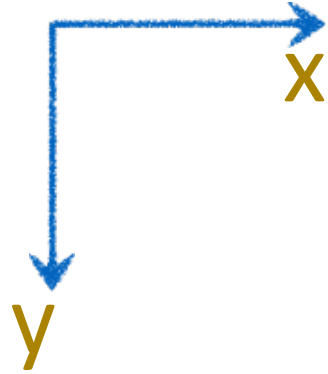
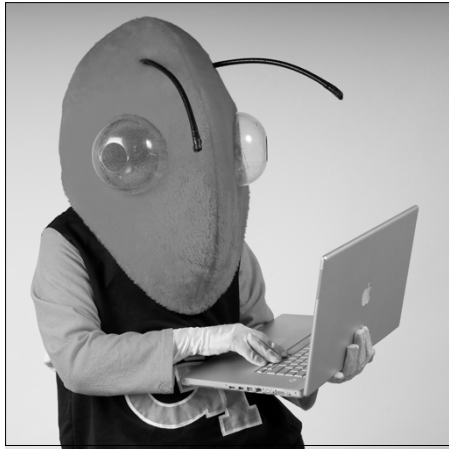


* Analog (incoming light) to digital (pixels)

A Digital Image (W X H)



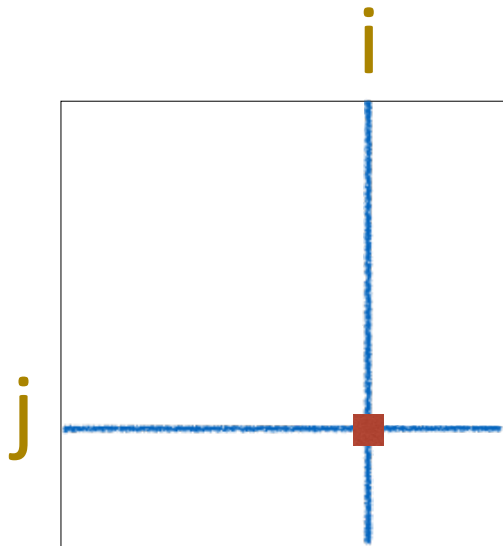
A Digital Image!



- * Numeric representation in 2-D (x and y)
- * Referred to as $I(x,y)$ in continuous function form, $I(i,j)$ in discrete
- * **Image Resolution**: expressed in terms of Width and Height of the image

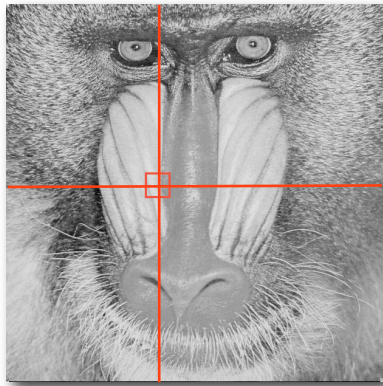
Pixel

A “picture element” that contains the light intensity at some location (i,j) in the image

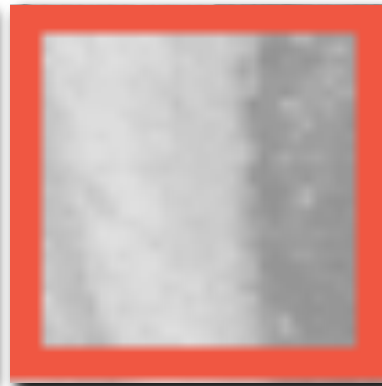


$$I(i,j) = \text{Some Numeric Value}$$

Characteristics of a Digital Image



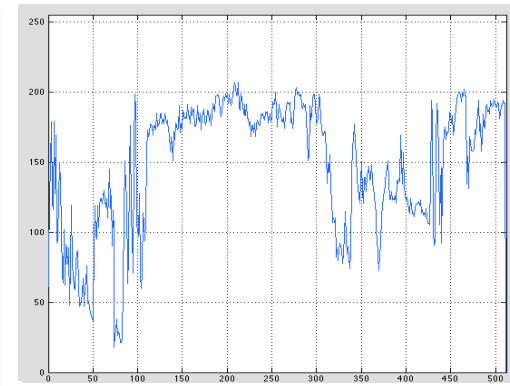
Original Image



Zoomed In

159	166	149	134	142	145	152	156
154	147	127	126	134	139	144	142
163	153	157	137	132	145	155	144
178	160	166	152	142	151	166	136
179	164	156	153	138	136	145	134
184	164	159	168	154	129	128	141
186	171	160	164	148	132	130	139
161	177	160	146	131	131	132	129
173	167	158	152	144	136	130	129
184	175	170	164	144	138	136	135
188	188	160	151	147	146	144	143
190	193	189	172	140	149	157	143
171	182	174	168	136	141	150	144

Values



Plots of Values at a Slice

- * A two-dimensional array of pixels and respective intensities
- * Image can be represented as a Matrix
- * Intensity Values range from 0 = Black to 255 = White

Common data types

Data types used to store pixel values:

- `unsigned char`
- `uint8`
- `unsigned char 8bit`
- 2^n ($2^1, 2^2, 2^4, 2^8, \text{etc.}$)

Digital Image Formats

Images can also be 16, 24, 32 bits-per-pixel:

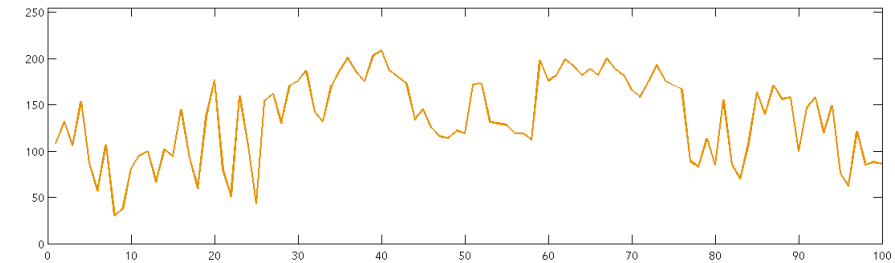
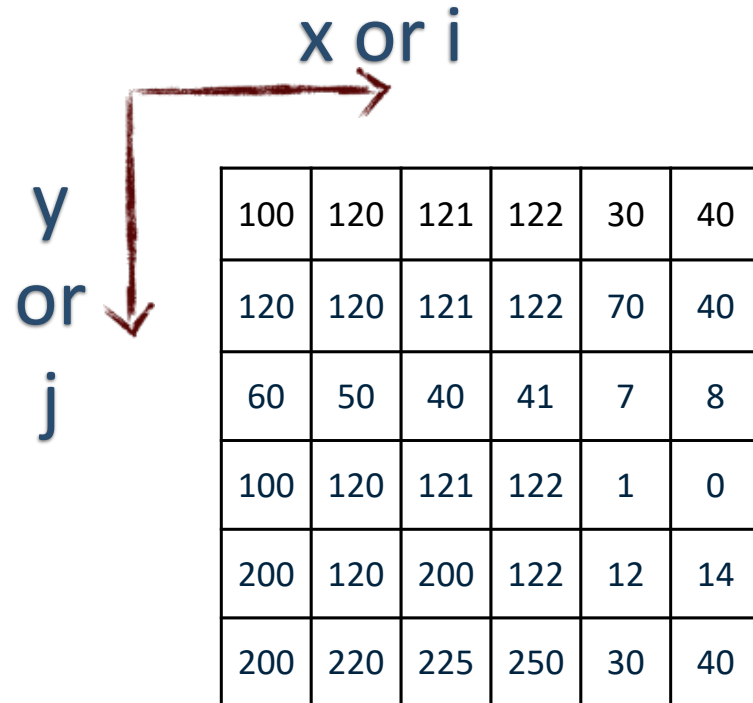
- 24 bits per pixel usually means 8 bits per color
- At the two highest levels, the pixels themselves can carry up to 16,777,216 different colors

Common raster image formats:

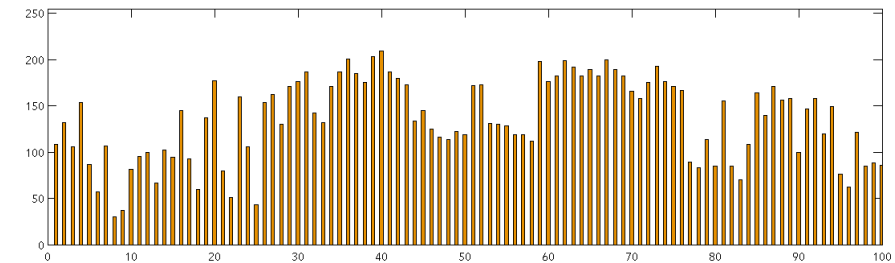
- GIF, JPG, PPM, TIF, BMP, etc.



Digital Image is a Function

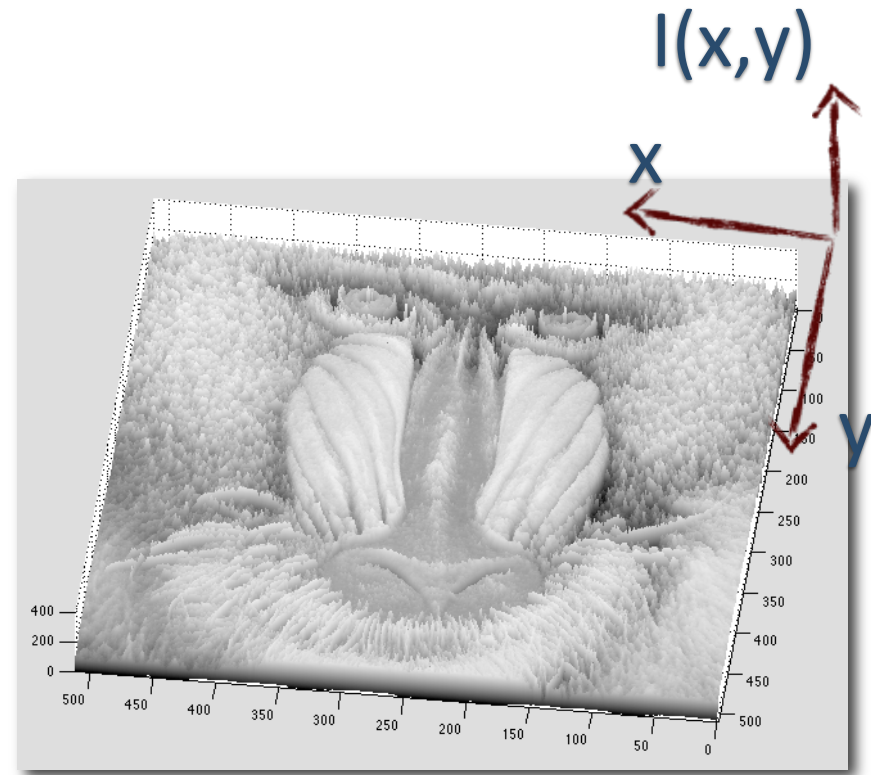
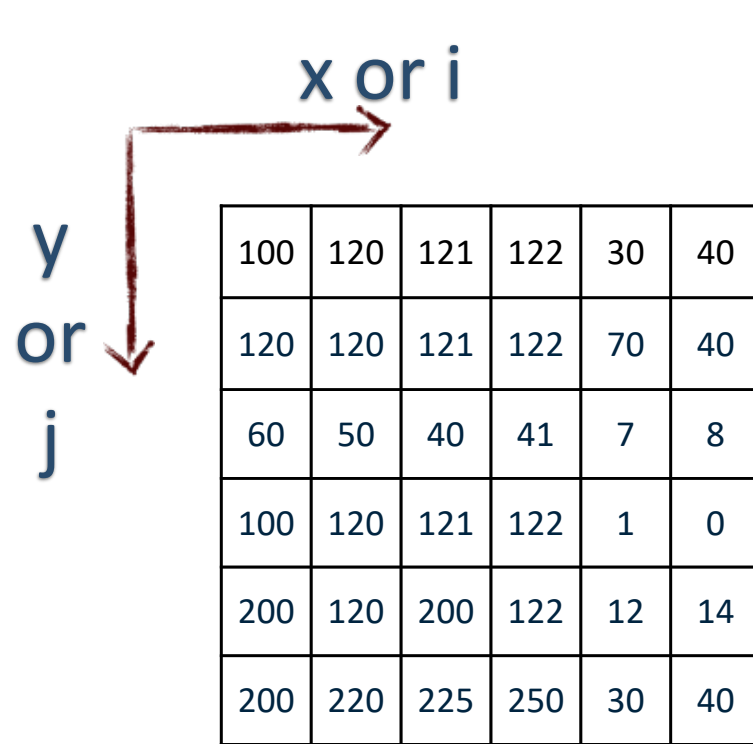


Continuous Signal

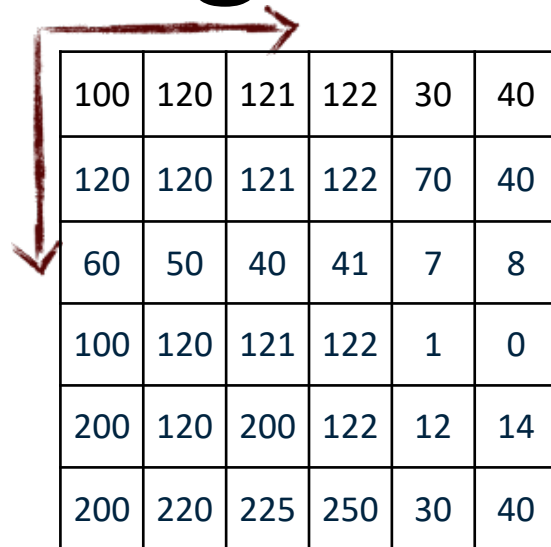


Discrete Signal

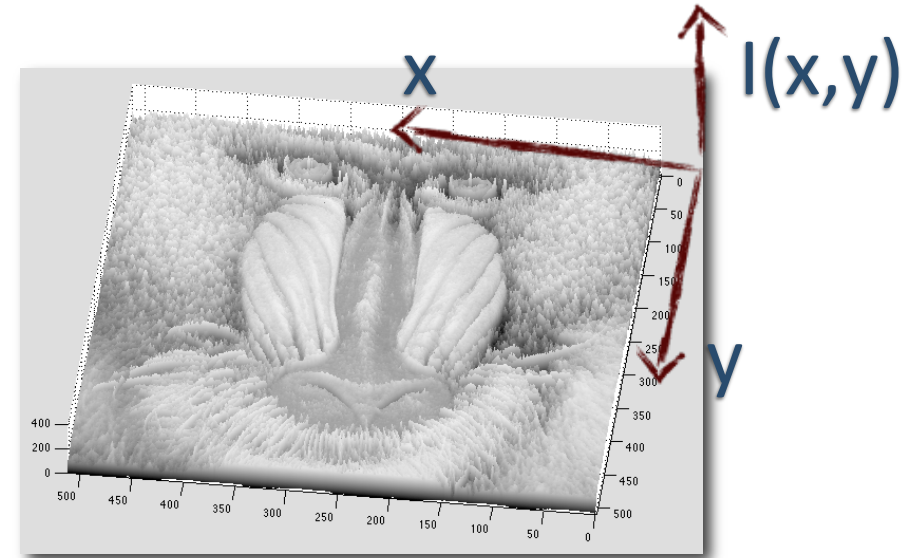
Digital Image is a Function



Digital Image is a Function



100	120	121	122	30	40
120	120	121	122	70	40
60	50	40	41	7	8
100	120	121	122	1	0
200	120	200	122	12	14
200	220	225	250	30	40



- Typically, the functional operation requires discrete values
 - Sample the two-dimensional (2D) space on a regular grid
 - Quantize each sample (rounded to “nearest integer”)
 - Matrix of integer values (Range: 0-255)

Digital Image Statistics

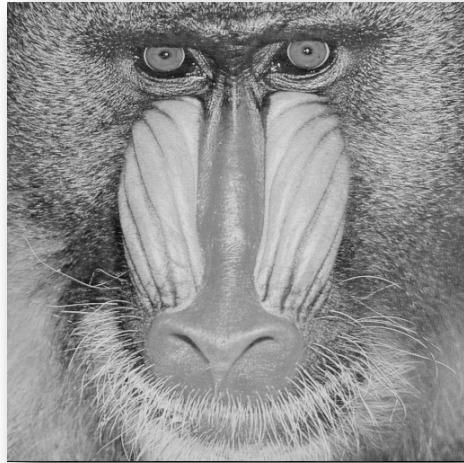
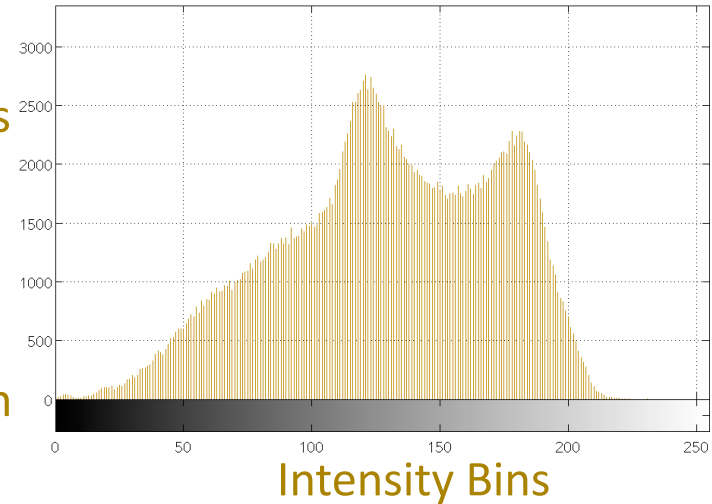


Image Histogram

Pixel
Counts



- Image statistics - average, median, mode
 - Scope - entire image or smaller windows/regions
- Histogram - distribution of pixel intensities in the image
 - Can be separate for each channel, or region-based too

Color Digital Image: An Example



Color

Red Channel

Green Channel

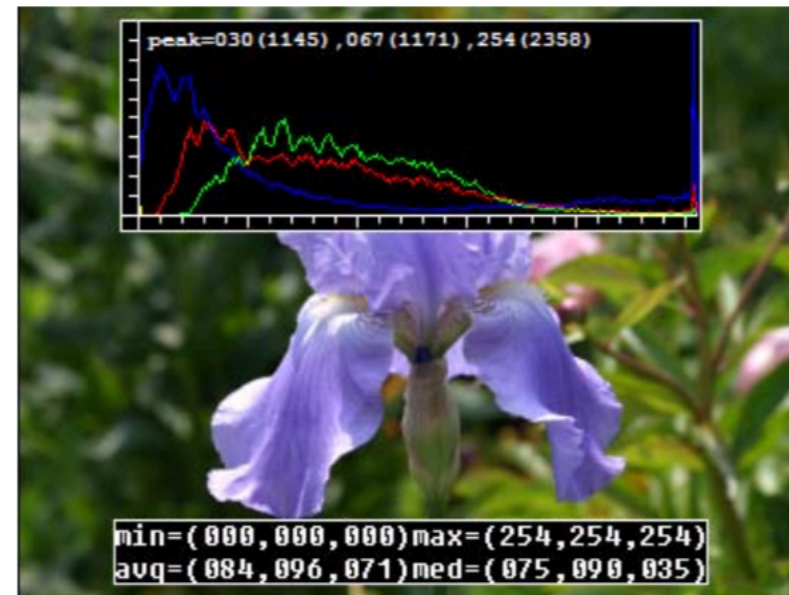
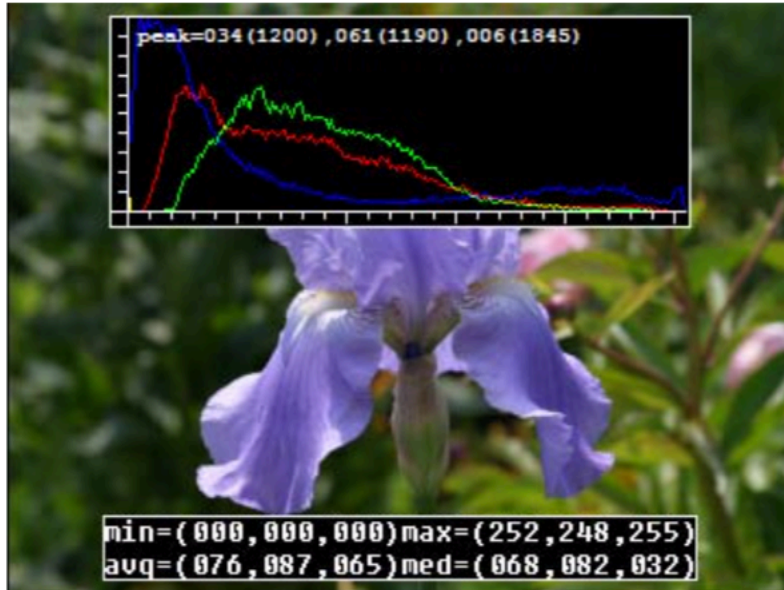
Blue Channel

- Color image = 3 color channels (images, with their own intensities) blended together
- Makes 3D data structure of size: Width X Height X Channels
- Each pixel has therefore 3 intensities: Red (R), Green (G), Blue (B)

4. Basic Image Processing

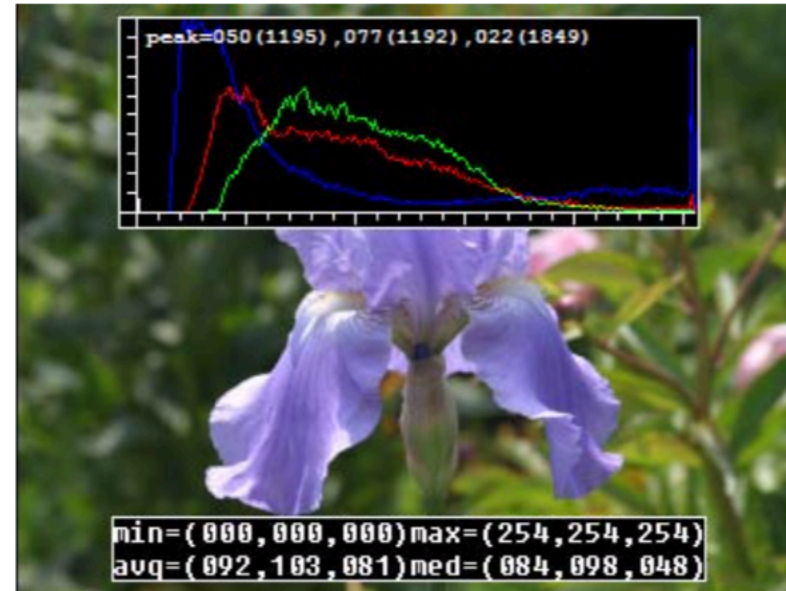
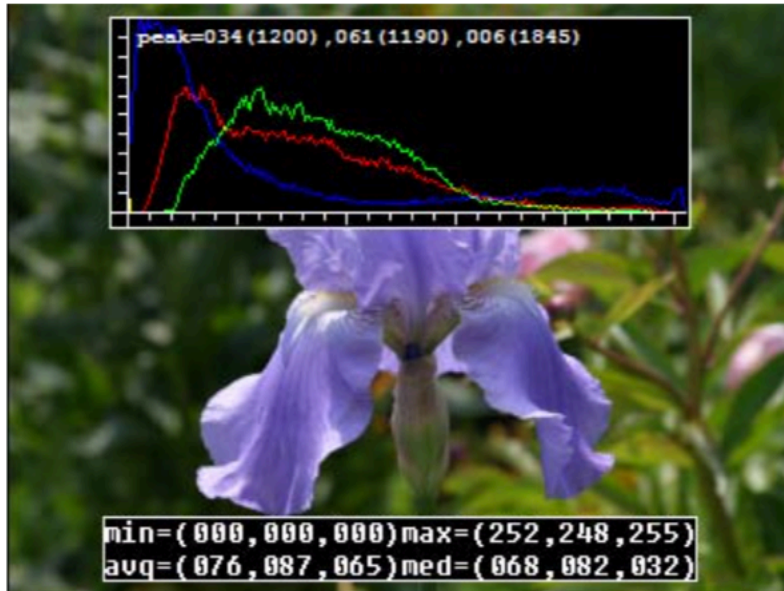
- Contrast
- Brightness
- Gamma
- Histogram equalization
- Arithmetic
- Compositing

Contrast



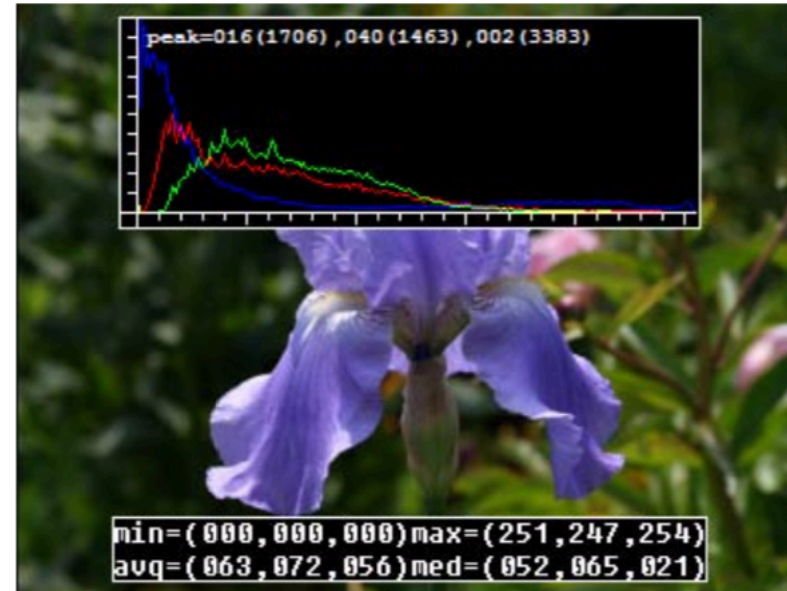
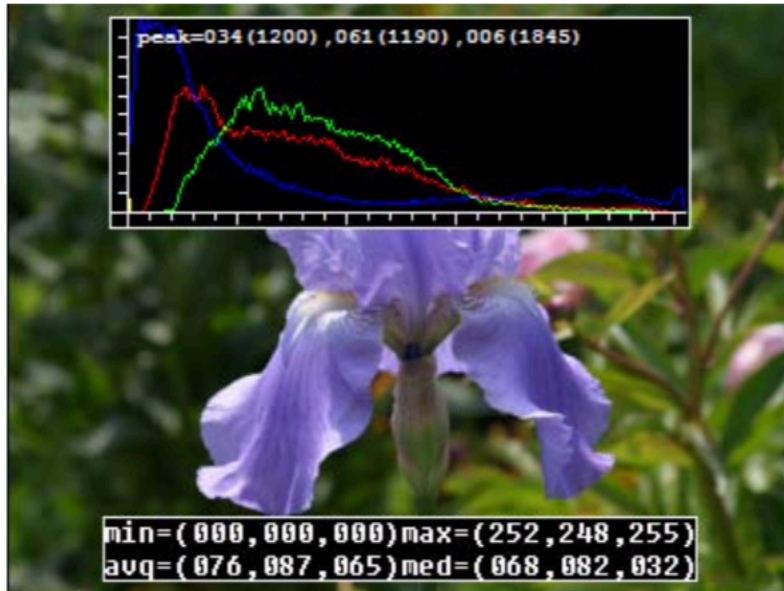
- $g(x) = a f(x)$, $a=1.1$

Brightness



- $g(x) = f(x) + b, b=16$

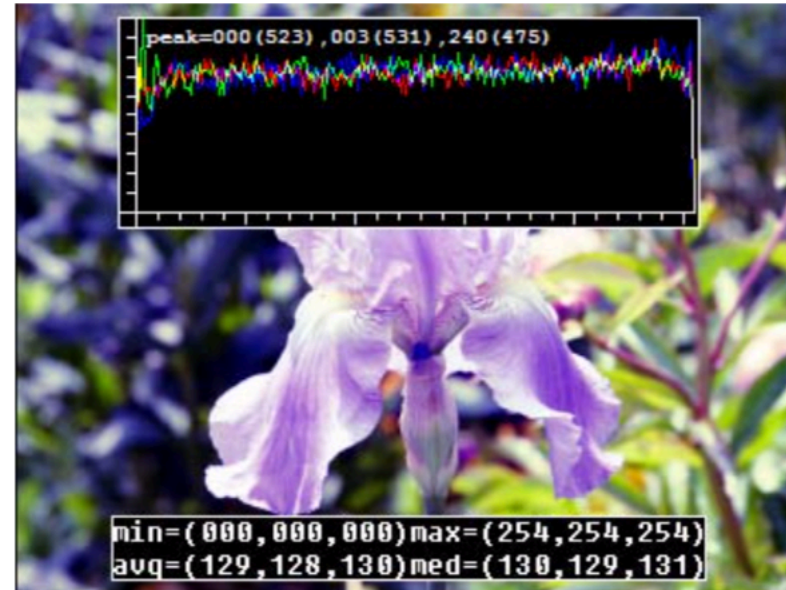
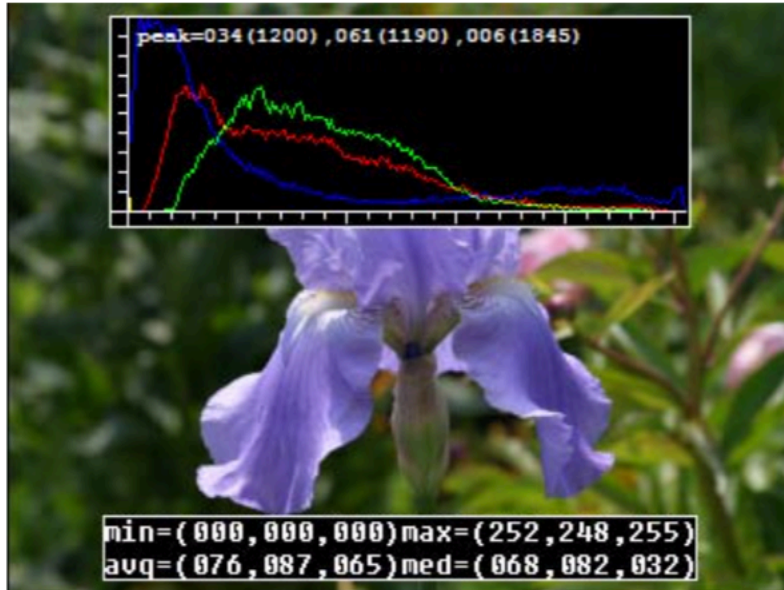
Gamma correction



$$g(\mathbf{x}) = [f(\mathbf{x})]^{1/\gamma}$$

- gamma = 1.2

Histogram Equalization



- Non-linear transform to make histogram flat
- Still a per-pixel operation $g(x) = h(f(x))$

Point-Process: Pixel/Point Arithmetic

120	122	140	142	143		120	122	140	142	143		240	244	280	284	286
121	120	141	144	147		121	80	40	144	10		121	200	181	288	157
122	121	144	146	11	+	122	81	40	0	151	=	122	202	184	146	162
125	121	144	145	10		125	80	40	0	152		125	201	184	145	164
126	121	145	147	13		126	70	40	0	153		126	191	185	147	166
120	122	140	142	143		120	122	140	142	143		0	0	0	0	0
121	120	141	144	147		121	80	40	144	10		0	40	101	0	137
122	121	144	146	11	-	122	81	40	0	151	=	0	40	104	146	-140
125	121	144	145	10		125	80	40	0	152		0	40	104	145	-142
126	121	145	147	13		126	70	40	0	153		0	191	185	147	-140

Pixel/Point Arithmetic: An Example



Image 1

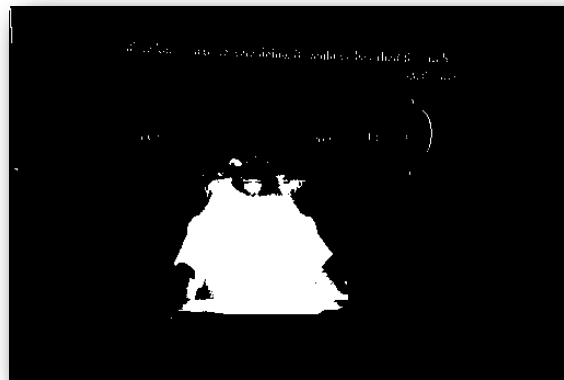


Image 2

-

Image 1 - Image 2

=

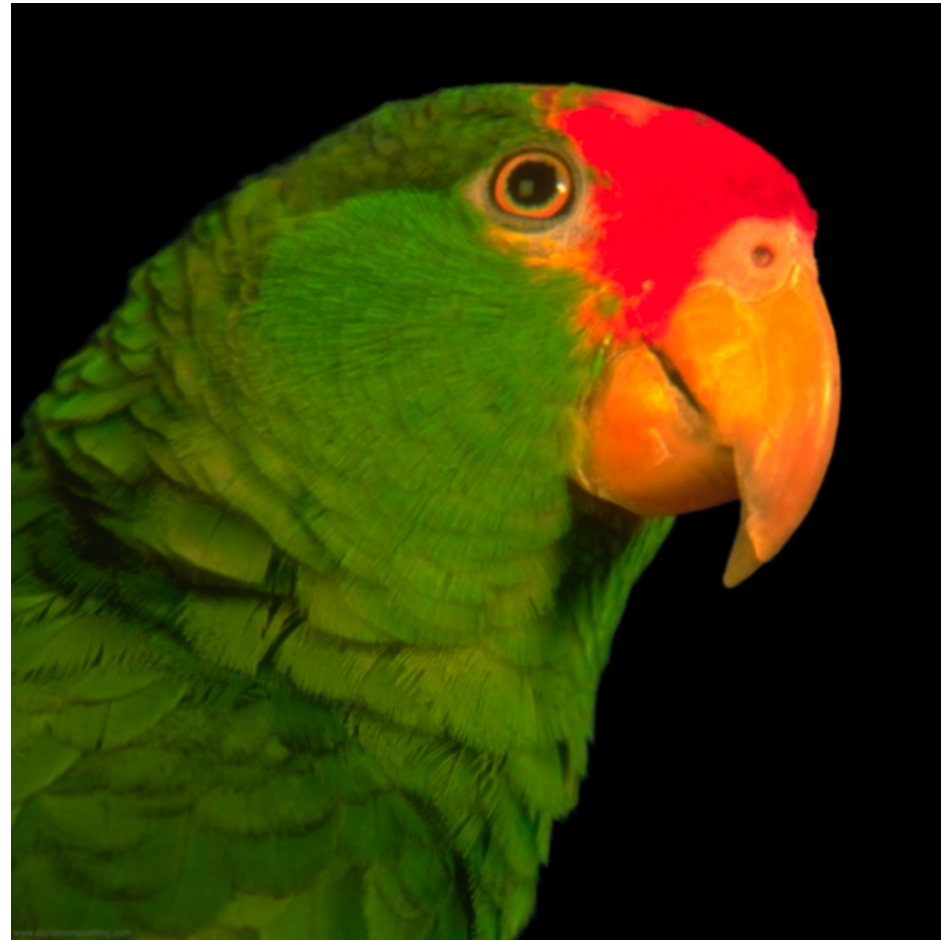


Binary(Image 1 - Image 2)

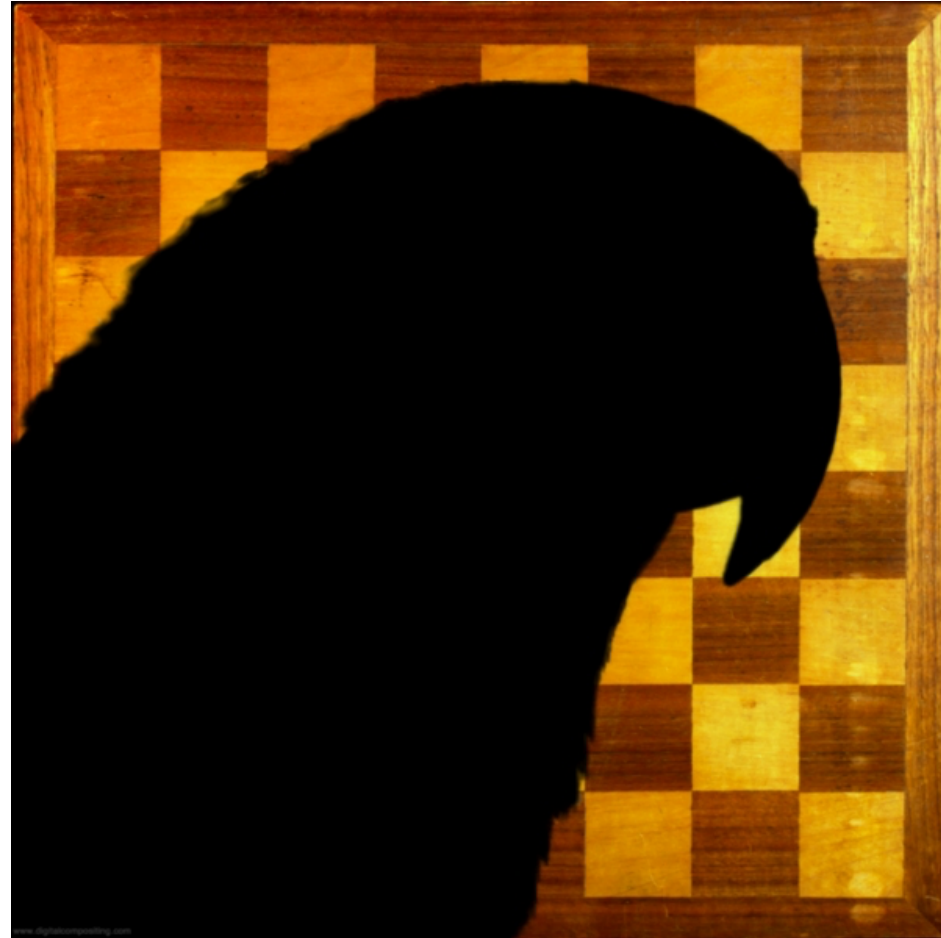
Matte: an alpha image



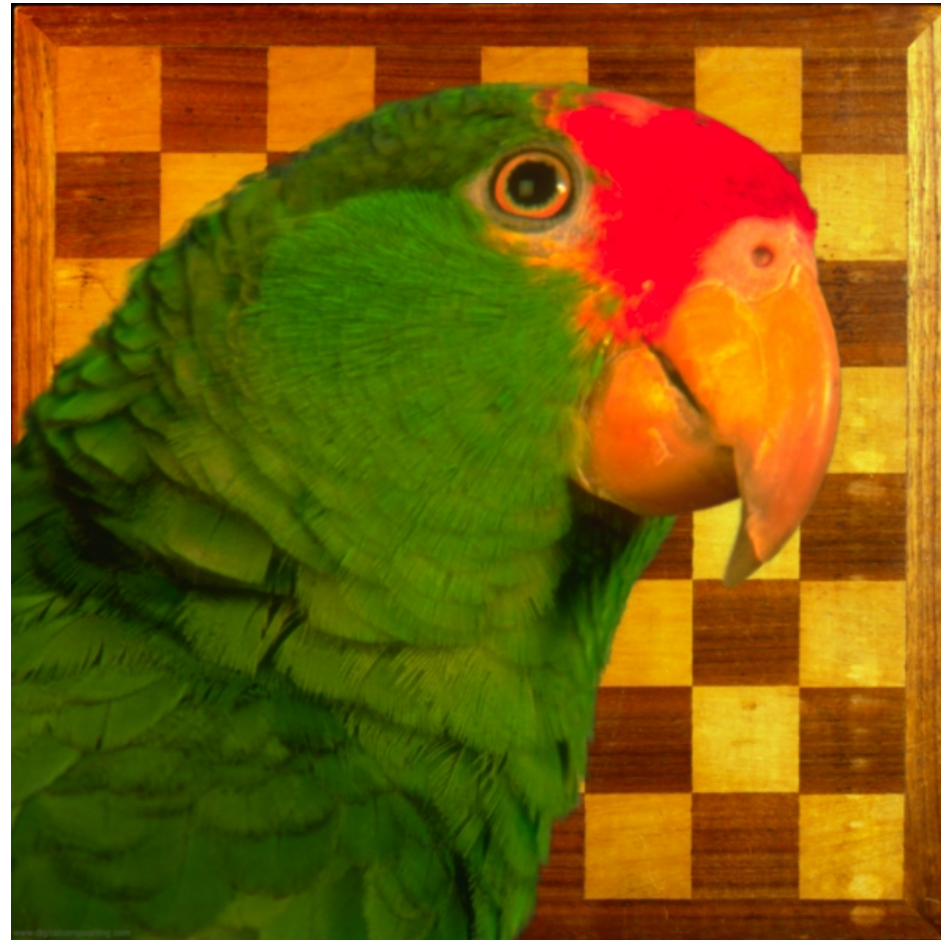
aF



(1-a)B



KeyMix: $aF + (1-a)B$



5. Image Filtering

Image filtering: compute function of local neighborhood at each position

- Very important!
 - Enhance images
 - Denoise, resize, increase contrast, etc.
 - Extract information from images
 - Texture, edges, distinctive points, etc.
 - Detect patterns
 - Template matching
 - Deep Convolutional Networks

Example: box filter

$g[\cdot, \cdot]$

	1	1	1
1	1	1	1
9	1	1	1

Image filtering

$$g[\cdot, \cdot] \frac{1}{9}$$

1	1	1
1	1	1
1	1	1

$f[\cdot, \cdot]$

0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0	0
0	0	0	90	90	90	90	90	0	0	0
0	0	0	90	90	90	90	90	0	0	0
0	0	0	90	0	90	90	90	0	0	0
0	0	0	90	90	90	90	90	0	0	0
0	0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0

$h[\cdot, \cdot]$

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Image filtering

$$g[\cdot, \cdot] \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$f[\cdot, \cdot]$

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

$h[\cdot, \cdot]$

	0	10							

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Image filtering

$$g[\cdot, \cdot] \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$f[\cdot, \cdot]$

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

$h[\cdot, \cdot]$

	0	10	20						

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Image filtering

$$g[\cdot, \cdot] \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$f[\cdot, \cdot]$

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

$h[\cdot, \cdot]$

	0	10	20	30					

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Image filtering

$$g[\cdot, \cdot] \frac{1}{9}$$

1	1	1
1	1	1
1	1	1

$f[\cdot, \cdot]$

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

$h[\cdot, \cdot]$

	0	10	20	30	30				

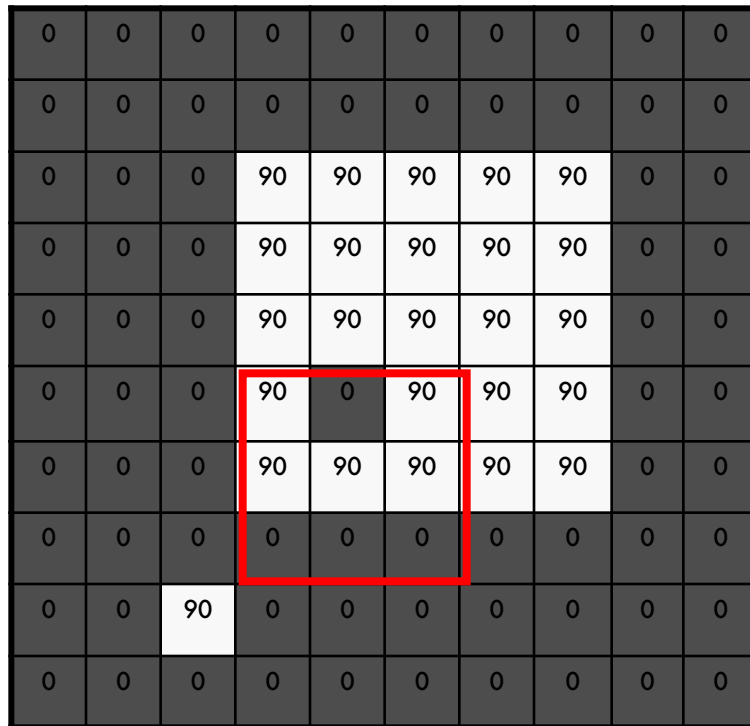
$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Image filtering

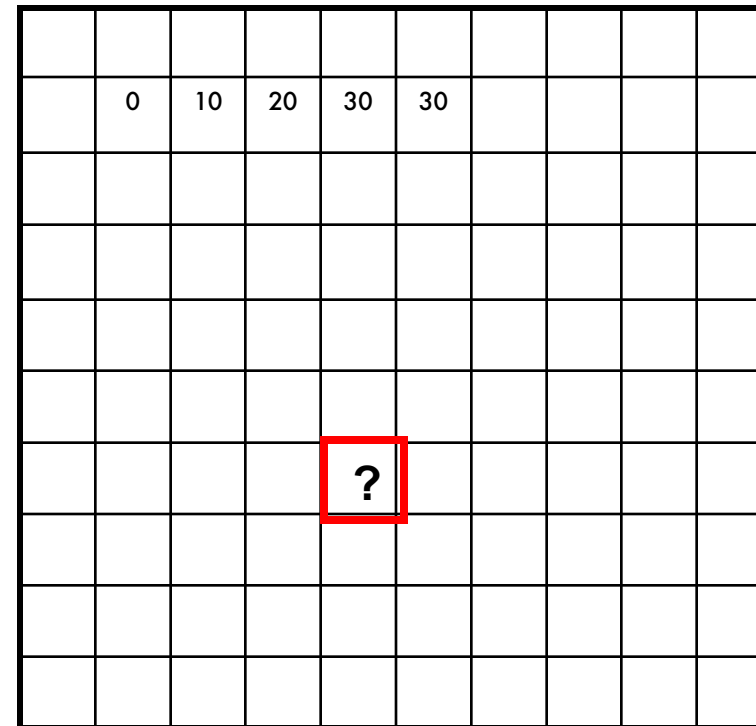
$$g[\cdot, \cdot] \frac{1}{9}$$

1	1	1
1	1	1
1	1	1

$f[\cdot, \cdot]$



$h[\cdot, \cdot]$



$$h[m, n] = \sum_{k, l} g[k, l] f[m+k, n+l]$$

Image filtering

$$g[\cdot, \cdot] \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$f[\cdot, \cdot]$

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

$h[\cdot, \cdot]$

	0	10	20	30	30				
							?		
				50					

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Image filtering

$$g[\cdot, \cdot] = \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$f[\cdot, \cdot]$$

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

$$h[\cdot, \cdot]$$

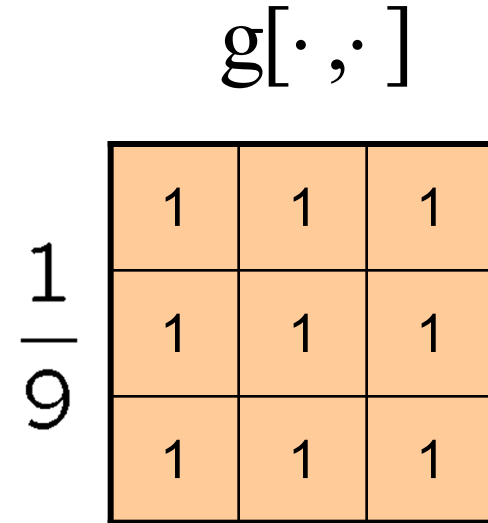
	0	10	20	30	30	30	20	10	
	0	20	40	60	60	60	40	20	
	0	30	60	90	90	90	60	30	
	0	30	50	80	80	90	60	30	
	0	30	50	80	80	90	60	30	
	0	20	30	50	50	60	40	20	
	10	20	30	30	30	30	20	10	
	10	10	10	0	0	0	0	0	

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Box Filter

What does it do?

- Replaces each pixel with an average of its neighborhood
- Achieve smoothing effect (remove sharp features)



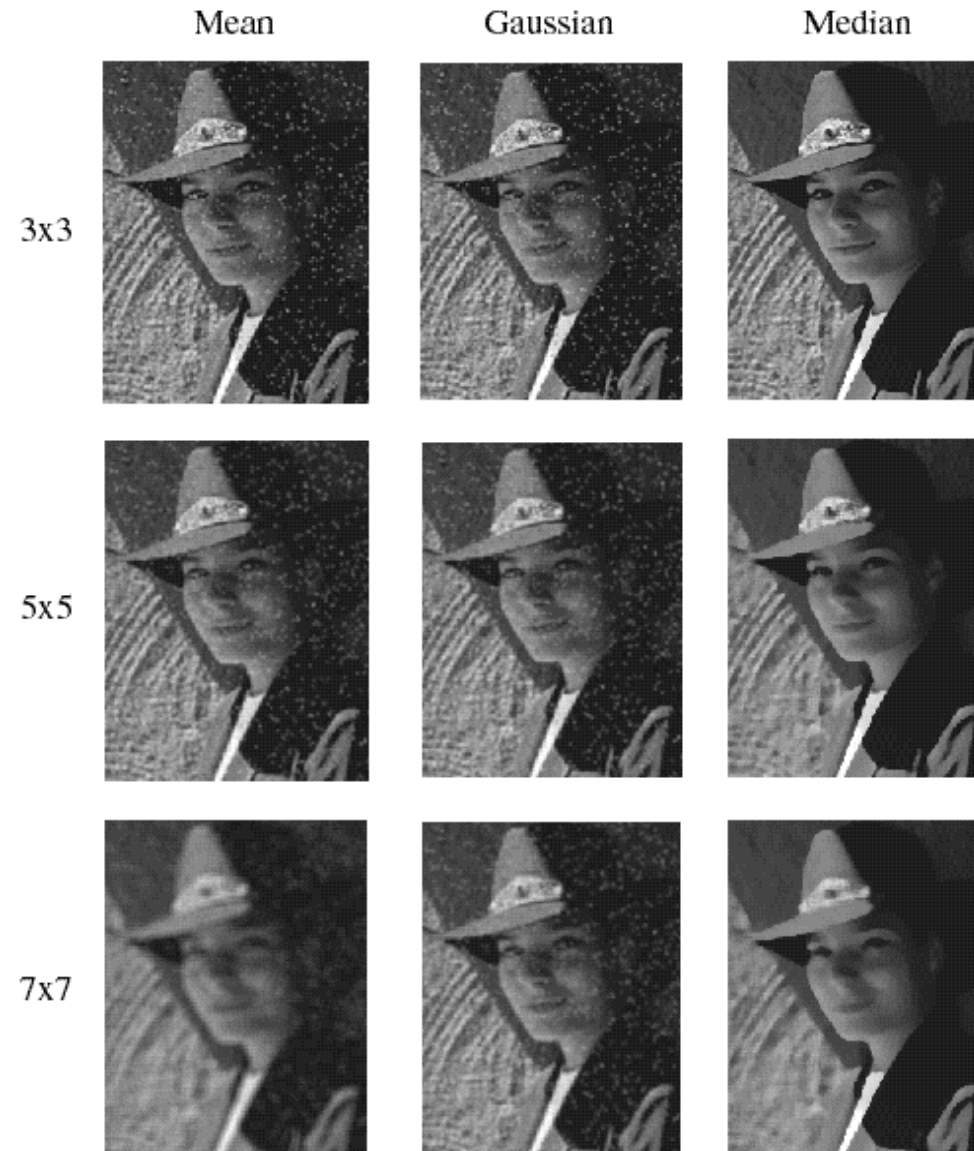
Smoothing with box filter



Median filters

- A **Median Filter** operates over a window by selecting the median intensity in the window.
- What advantage does a median filter have over a mean filter?
- Is a median filter a kind of convolution?

Comparison: salt and pepper noise



Summary

1. **Computer Vision** defined
2. **Applications** of CV are plentiful!
3. Images are **2D arrays** of pixel values
4. Basic **image processing**: contrast, intensity, histogram eq., arithmetic
5. **Image filtering**: convolution (linear) and non-linear (median)