

# Computer Vision

## Introduction

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#### Literature:

- Sonka, M., Hlavac, V., Boyle R.: Image Processing, Analysis, and Machine Vision, Thomson Learning, 2008
- Szeliski, R.: Computer Vision: Algorithms and Applications, 2010
- Šikudová E., et al.: Počítačové videnie. Detekcia a rozpoznávanie objektov.

Webpage: <https://flurry.dg.fmph.uniba.sk/webog/sk/balko-vyucba/101-balko/439-pocitacove-videnie>

# What is computer vision

- Describe the world that we see in one or more pictures and reconstruct its properties.

What do you see on this picture?



# What is computer vision

What about this one?



## How to make a computer to see

- Try to imitate our visual system.

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Problem?

# How to make a computer to see

- Try to imitate our visual system.

Problem?

- We do not fully understand how our visual system works.



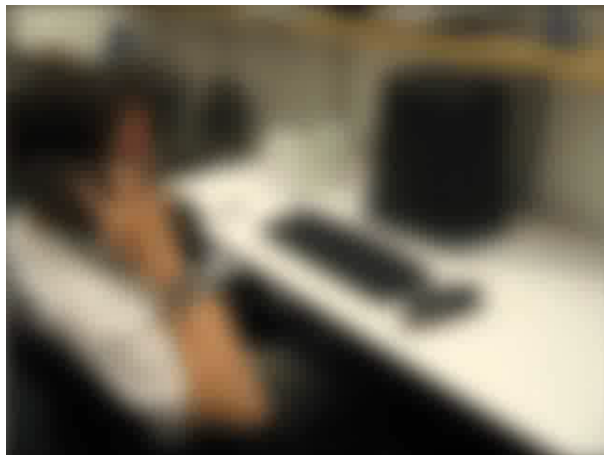
# Computer vision difficulties

- Loss of information



# Computer vision difficulties

- Interpretation



# Computer vision difficulties

- Interpretation



# Computer vision difficulties

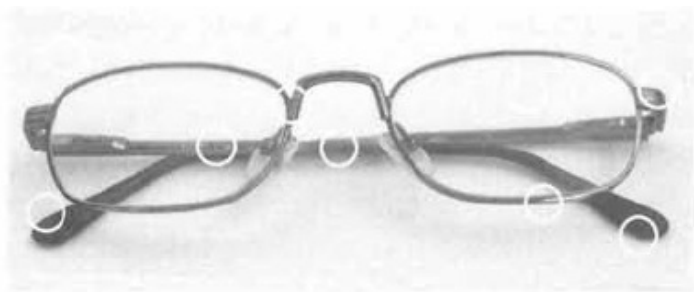
- Local vs. global view



Figure: From Sonka, Hlavac, Boyle: Image Processing, Analysis, and Machine vision

# Computer vision difficulties

- Local vs. global view

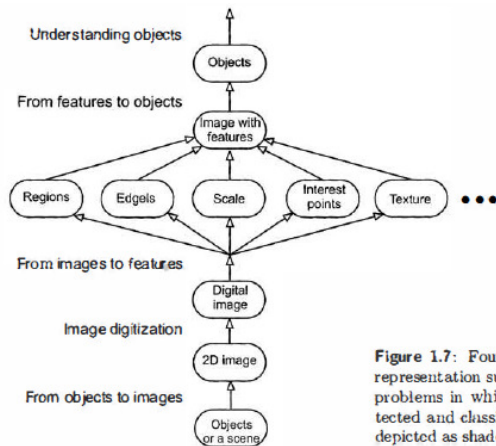


**Figure:** From Sonka, Hlavac, Boyle: Image Processing, Analysis, and Machine vision

# Computer vision difficulties

- Noise
- Too much data
- Brightness measured
- ...

# Image analysis



**Figure 1.7:** Four possible levels of image representation suitable for image analysis problems in which objects have to be detected and classified. Representations are depicted as shaded ovals.

Figure: From Sonka, Hlavac, Boyle: Image Processing, Analysis, and Machine vision

# Image analysis

## Low-level image processing

- uses data which resemble the input image,
- noise filtering, edge extraction, image sharpening...

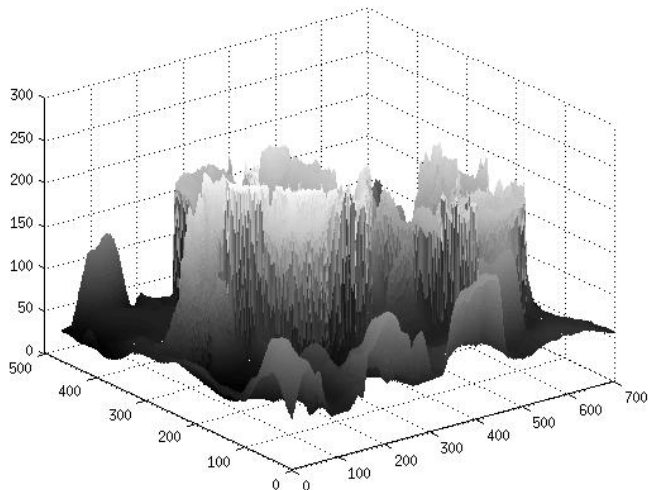
## High-level image processing

- Starts with a model of the world,
- compares this model with 'reality' in the form of digitized images,
- (partial) matches are sought,
- updates the model by information obtained by low-level processing,
- repeats the process iteratively.



# Image representation—what does the computer 'see'

Can you tell what this image represents?



# Image representation—what does the computer 'see'?

We have already seen it.



# Applications of computer vision

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- Industry, e.g. quality control

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# Applications of computer vision

- Industry, e.g. quality control
- Autonomous cars
- Robot vision
- Photography
- Medicine
- Entertainment
- ...

# Image representation

Image as *continuous function* of continuous intensities

- Continuous domain and range

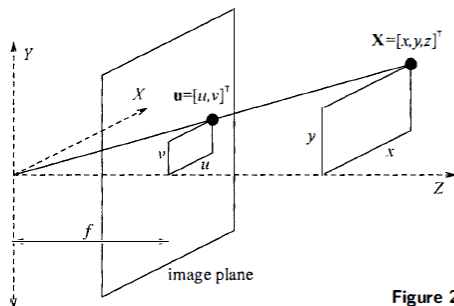


Figure 2.1: Perspective projection geometry.

# Image representation

Image as a *discrete function* of intensities

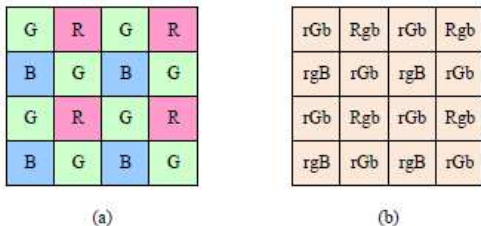
- Discrete domain, continuous range
- Obtained by sampling a continuous image function
- Sampling causes problems – aliasing

Image as a *digital function*

- Discrete domain and range
- Obtained by quantization
- Possible false contours

# Digital image acquisition

- Photosensitive sensors, e.g. CCD or CMOS
- Usually arranged in a grid
- Measure intensity of light, i.e. obtain gray-scale image.
- Use various methods to obtain colour images, Bayer filter is probably the most used. (Image from [Szeliski] pg. 86)



**Figure 2.30** Bayer RGB pattern: (a) color filter array layout; (b) interpolated pixel values, with unknown (guessed) values shown as lower case.

## Digital image acquisition

- For more information about digital cameras see part 2.3 of Szeliski's book or 2.5 in [Sonka, Hlavac Boyle]

## Next lecture

- Image as a signal
- Frequency domain, Fourier analysis