# 

# Introduction

• What IS computer vision?

the analysis of digital images by a computer

• Where do images come from?

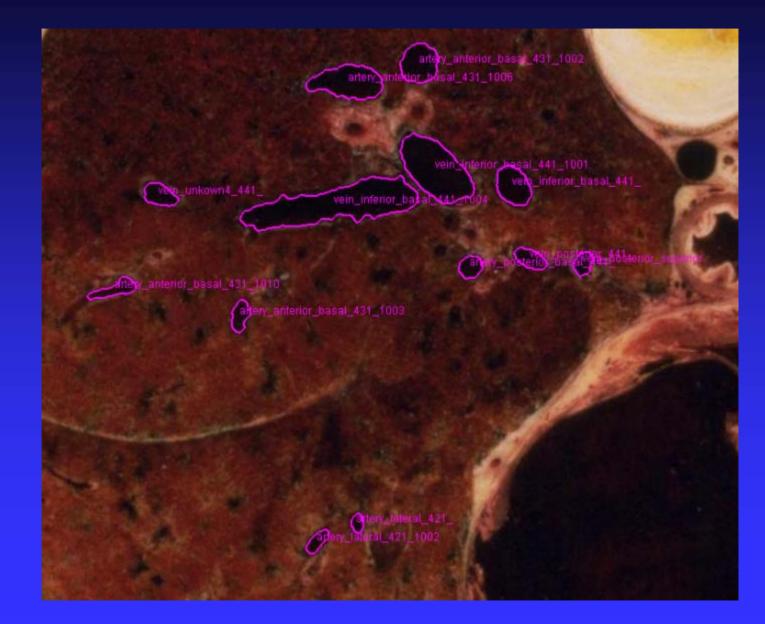
# Applications

• Medical Imaging

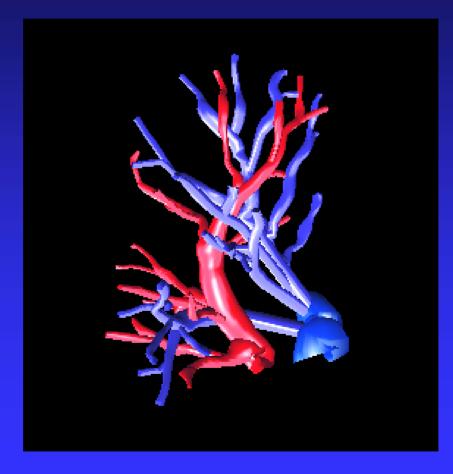
# CT image of a patient's abdomen



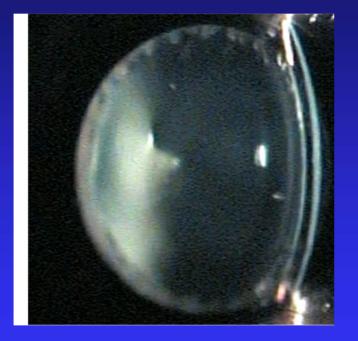
### Visible Man Slice Through Lung



### 3D Reconstruction of the Blood Vessel Tree



### **CBIR of Mouse Eye Images for Genetic Studies**





### Robotics

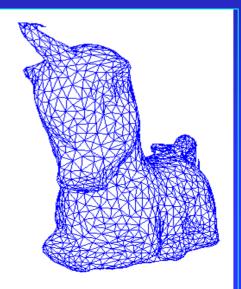
### • 2D Gray-tone or Color Images



### • 3D Range Images

### What am I?





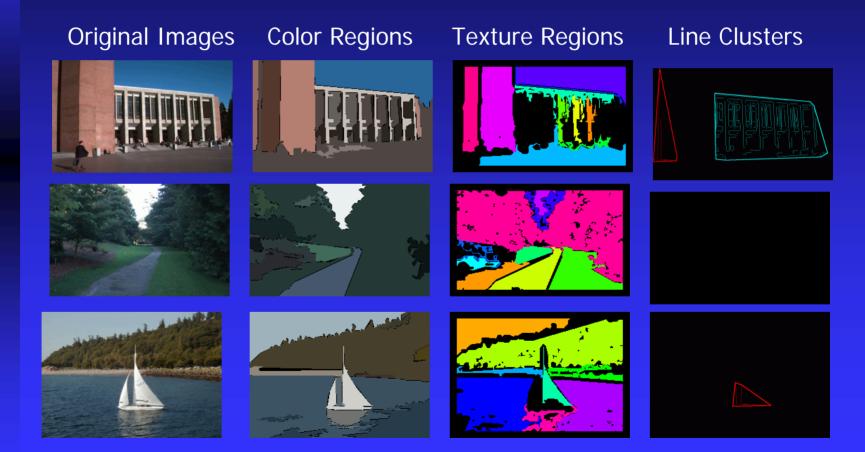
### Image Databases:

### Images from my Ground-Truth collection.

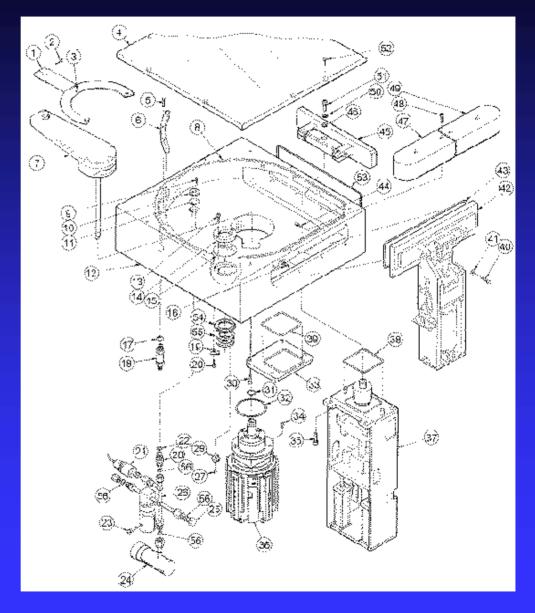


### What categories of image databases exist today?

### Abstract Regions for Object Recognition

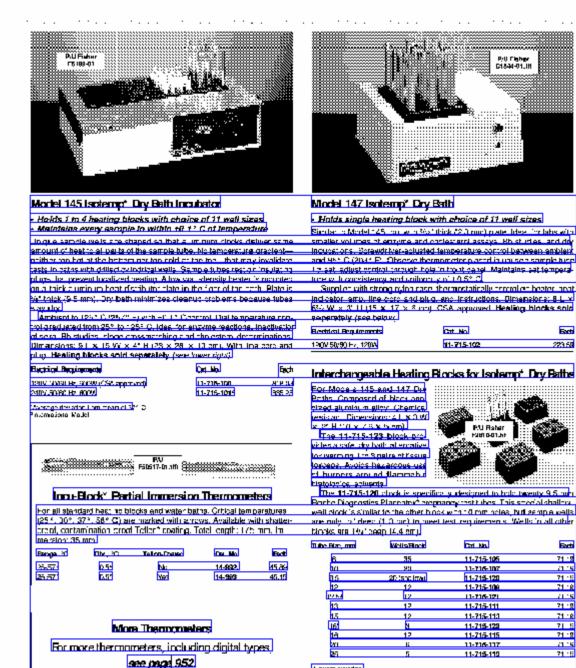


### Documents:









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Each

Each

71 12

*1*1 15

71.15

71.18

71.15

71 . 2 71.18

71.9

71 12

71.15

71.19

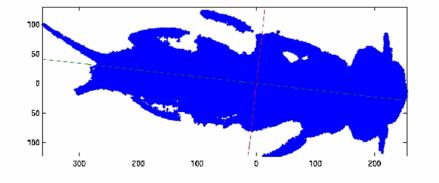
223.58

### **Insect Recognition for Ecology**

cal02.01.boundingbox.JPEG



cal02.01.crop.JPEG

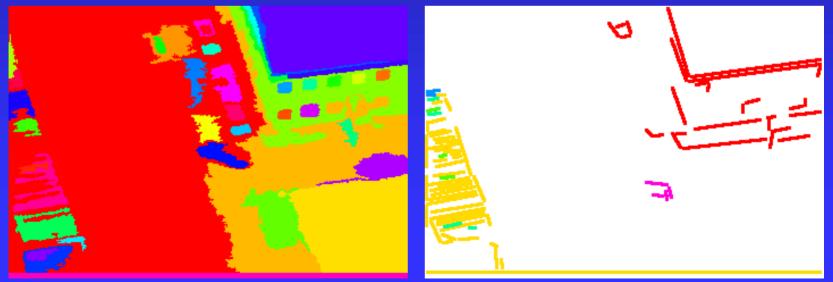


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### **Surveillance: Object and Event Recognition in Aerial Videos**



Original Video Frame



### Color Regions

**Structure Regions** 

# Video Analysis



What are the objects? What are the events?

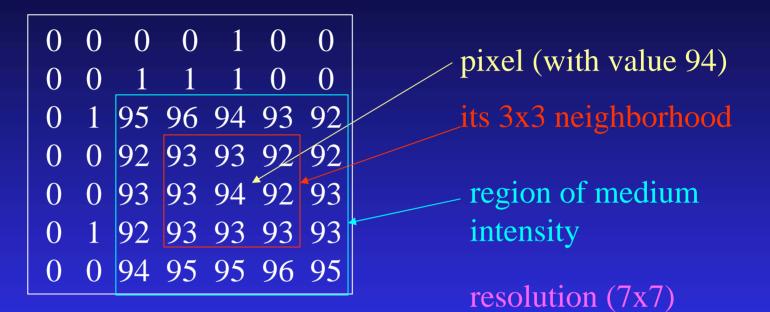


### Vision for Graphics:

# Recent work of Steve Seitz (CSE) and Aaron Hertzman on Computing the Geometry of Objects from Images.



# Digital Image Terminology:



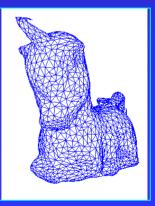
- binary image
- gray-scale (or gray-tone) image
- color image
- multi-spectral image
- range image
- labeled image

### Goals of Image and Video Analysis

- Segment an image into useful regions
- Perform measurements on certain areas
- Determine what object(s) are in the scene
- Calculate the precise location(s) of objects
- Visually inspect a manufactured object
- Construct a 3D model of the imaged object
- Find "interesting" events in a video







### •The Three Stages of Computer Vision

• low-level

image → image

• mid-level

image — → features

• high-level

features *→* analysis



### Low-Level

### sharpening



blurring

### Low-Level



original image

Canny



edge image

### Mid-Level



ORT data structure



circular arcs and line segments <sup>19</sup>

edge image

### Mid-level



original color image

data structure

K-means

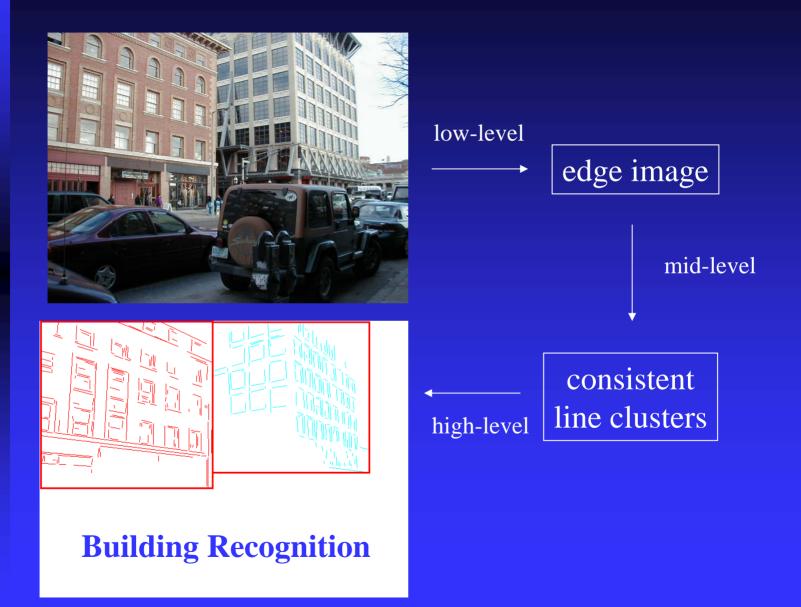
connected

component

analysis)

### regions of homogeneous color

### Low- to High-Level



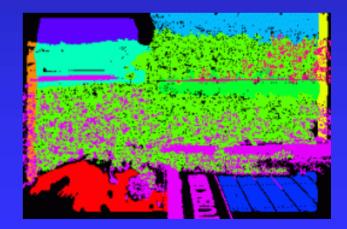
# Imaging and Image Representation

Sensing Process
Typical Sensing Devices
Problems with Digital Images
Image Formats
Relationship of 3D Scenes to 2D Images
Other Types of Sensors

# Images: 2D projections of 3D

The 3D world has color, texture, surfaces, volumes, light sources, objects, motion, ...
 A 2D image is a projection of a scene from a specific viewpoint.





# Images as Functions

**\*** A gray-tone image is a function:

g(x,y) = val or f(row, col) = val

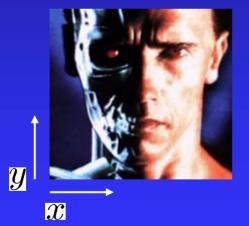
\* A color image is just three functions or a vector-valued function:

f(row,col) =(r(row,col), g(row,col), b(row,col))

# Image vs Matrix

Digital images (or just "images") are typically stored in a matrix.

j



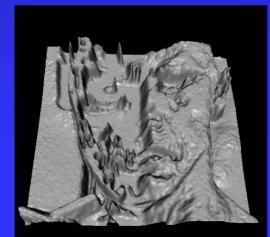
		<b>→</b>						
i	62	79	23	119	120	105	4	0
U	10	10	9	62	12	78	34	0
	10	58	197	46	46	0	0	48
	176	135	5	188	191	68	0	49
	2	1	1	29	26	37	0	77
	0	89	144	147	187	102	62	208
	255	252	0	166	123	62	0	31
	166	63	127	17	1	0	99	30

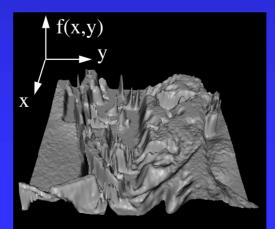
There are many different file formats.

# Gray-tone Image as 3D Function



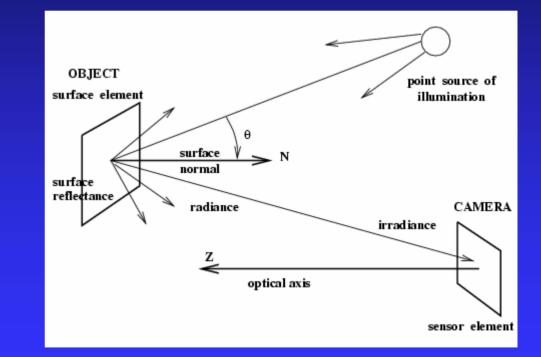






# **Imaging Process**

- Light reaches surfaces in 3D
- Surfaces reflect
- Sensor element receives light energy
- Intensity counts
- Angles count
- Material counts



What are radiance and irradiance?

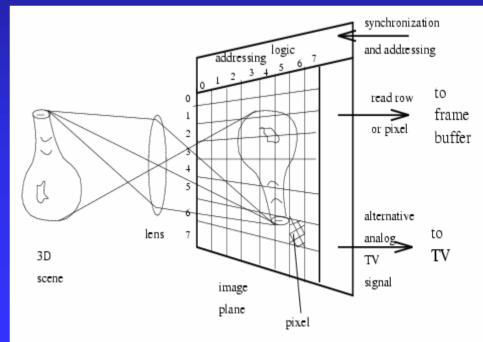
## Radiometry and Computer Vision\*

- **Radiometry** is a branch of physics that deals with the measurement of the flow and transfer of radiant energy.
- Radiance is the power of light that is emitted from a unit surface area into some spatial angle; the corresponding photometric term is **brightness**.
- **Irradiance** is the amount of energy that an imagecapturing device gets per unit of an efficient sensitive area of the camera. Quantizing it gives image gray tones.

•From Sonka, Hlavac, and Boyle, *Image Processing, Analysis, and Machine Vision*, ITP, 1999.

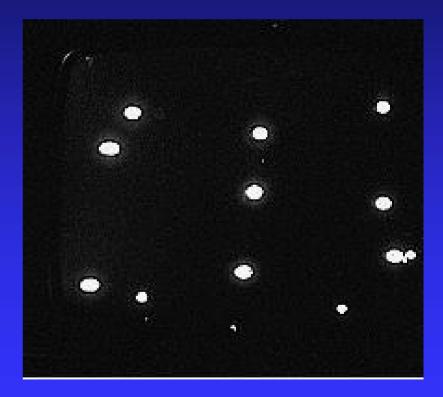
# CCD type camera: Commonly used in industrial applications

- Array of small fixed elements
- Can read faster than TV rates
- Can add refracting elements to get color in 2x2 neighborhoods
- 8-bit intensity common

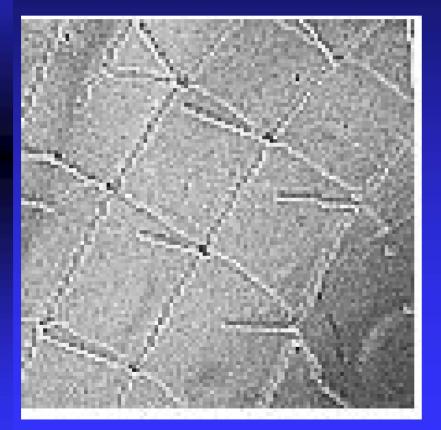


# Blooming Problem with Arrays

- Difficult to insulate adjacent sensing elements.
- Charge often leaks from hot cells to neighbors, making bright regions larger.



# 8-bit intensity can be clipped

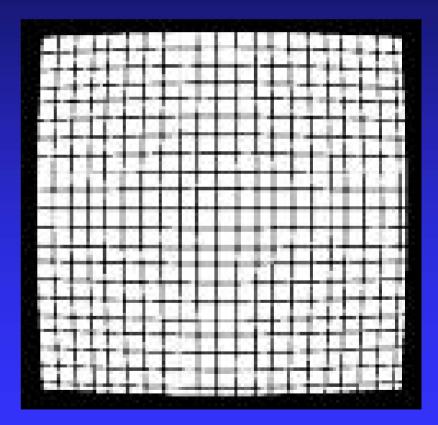


- Dark grid intersections at left were actually brightest of scene.
- In A/D conversion the bright values were clipped to lower values.

# Lens distortion distorts image

 "Barrel distortion" of rectangular grid is common for cheap lenses (\$50)

- Precision lenses can cost \$1000 or more.
- Zoom lenses often show severe distortion.



# Resolution

• resolution: precision of the sensor

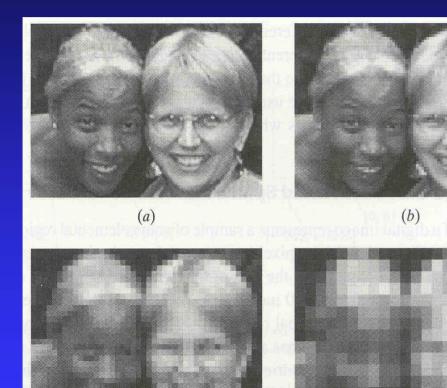
• nominal resolution: size of a single pixel in scene coordinates (ie. meters, mm)

• common use of resolution: num\_rows X num\_cols (ie. 515 x 480)

• subpixel resolution: measurement that goes into fractions of nominal resolution

• field of view (FOV): size of the scene a sensor can sense

# **Resolution Examples**



C

(d)

Resolution decreases by one half in cases at left Human faces can be recognized at 64 x 64 pixels per face

# **Image Formats**

Portable gray map (PGM) older form GIF was early commercial version ■ JPEG (JPG) is modern version Many others exist: header plus data Do they handle color? Do they provide for compression? Are there good packages that use them or at least convert between them?

# PGM image with ASCII info.

- P2 means ASCII gray
- Comments
- W=16; H=8
- 192 is max intensity
- Can be made with editor
- Large images are usually not stored as ASCII

P2 # sample small picture 8 rows of 16 columns, max grey value of 192 # making an image of the word "Hi". 16 8 192 64 64 64 64 64 64 64 64 64 64 64 64 64 6
<pre># making an image of the word "Hi". 16 8 192 64 64 64 64 64 64 64 64 64 64 64 64 64 6</pre>
16       8       192         64 <t< td=""></t<>
64       64 <td< td=""></td<>
64       64       128       64       64       128       128       64       64       192       192       64       64       64         64       64       128       128       128       64       64       192       192       64       64       64         64       64       128       128       64       64       192       192       64       64       64
64       64       128       64       64       128       128       64       64       192       192       64       64       64         64       64       128       128       128       64       64       192       192       64       64       64         64       64       128       128       64       64       192       192       64       64       64
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# PBM/PGM/PPM Codes

- P1: ascii binary (PBM)
- P2: ascii grayscale (PGM)
- P3: ascii color (PPM)

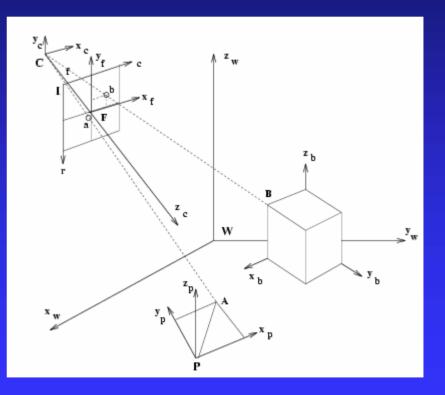
- P4: byte binary (PBM)
- P5: byte grayscale (PGM)
- P6: byte color (PPM)

# JPG current popular form

- Public standard
- Allows for image compression; often 10:1 or 30:1 are easily possible
- 8x8 intensity regions are fit with basis of cosines
- Error in cosine fit coded as well
- Parameters then compressed with Huffman coding
- Common for most digital cameras

# From 3D Scenes to 2D Images

- Object
- World
- Camera
- Real Image
- Pixel Image

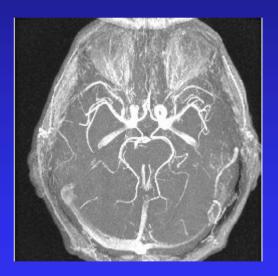


# **3D** Sensors

 Laser range finders
 CT, MRI, and ultrasound machines

- Sonar sensors
- Tactile sensors (pressure arrays)
- Structured light sensors

### MRA (angiograph) showing blood flow.



Stereo

# Where do we go next?

So we've got an image, say a single gray-tone image.

What can we do with it?

The simplest types of analysis is binary image analysis.

Convert the gray-tone image to a binary image (0s and 1s) and perform analysis on the binary image, with possible reference back to the original gray tones in a region.