Introduction

Computer vision is the analysis of digital images by a computer for such applications as:

- Industrial: part localization and inspection, robotics
- Medical: disease classification, screening, planning
- Military: autonomous vehicles, tank recognition
- Intelligence Gathering: face recognition, video analysis
- Security: video analysis
- Science: classification, measurement
- Document Processing: text recognition, diagram conversion

Medical Applications

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

"Mars" rover

• 3D Range Images

What am I?



Image Databases:

Images from my Ground-Truth collection.



- Retrieve all images that have trees.
- Retrieve all images that have buildings.
- Retrieve all images that have antelope.

Documents:









Sectore coveries armama / nanomari alenash, in tana k 8

Each

Each

71 12

*(*1.15

71.15

71.18

71.15

71 . 2 71.18

71.9

71 12

71.15

71.19

223.58

Surveillance: Object and Event Recognition in Aerial Videos



Original Video Frame



Color Regions

Structure Regions

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



Canny edge operator



original image

edge image

Mid-Level (Lines and Curves)



ORT line & circle extraction data structure



edge image

circular arcs and line segments¹⁵

Mid-level (Regions)



original color image

data structure

K-means

connected

analysis)

regions of homogeneous color

Low- to High-Level



Filtering Operations Use Masks

- Masks operate on a neighborhood of pixels.
- A mask of coefficients is centered on a pixel.
- The mask coefficients are multiplied by the pixel values in its neighborhood and the products are summed.
- The result goes into the corresponding pixel position in the output image.

36363636363636454545364554545436455454544545545454

Input Image

1/9 1/9 1/9 1/9 1/9 1/9 1/9 1/9 1/9

3x3 Mask (mean filter)

**	**	**	**	**
**	39	**	**	**
**	**	**	**	**
**	**	**	**	**
**	**	**	**	**

Output Image

Comparison: salt and pepper noise



Comparison: Gaussian noise



5x5

7x7

Lines and Arcs Segmentation

In some image sets, lines, curves, and circular arcs are more useful than regions or helpful in addition to regions.

Lines and arcs are often used in

- object recognition
- stereo matching
- document analysis



Edge Detection

Basic idea: look for a neighborhood with strong signs of change.

Problems:

• neighborhood size

818226248233252581822624

• how to detect change

Differential Operators

Differential operators

• attempt to approximate the gradient at a pixel via masks

• threshold the gradient to select the edge pixels

Example: Sobel Operator

$$\mathbf{Sx} = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix} \qquad \qquad \mathbf{Sy} = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

On a pixel of the image I
let gx be the response to Sx
let gy be the response to Sy

Then the gradient is $\nabla I = [gx \ gy]^T$

And $g = (gx^2 + gy^2)^{1/2}$

is the gradient magnitude.

 $\theta = atan2(gy,gx)$ is the gradient direction.

Sobel Operator on the Blocks Image







original image

gradient magnitude thresholded gradient magnitude

Common Masks for Computing Gradient



Canny Edge Detector

- Smooth the image with a Gaussian filter with spread σ .
- Compute gradient magnitude and direction at each pixel of the smoothed image.
- Zero out any pixel response ≤ the two neighboring pixels on either side of it, along the direction of the gradient.
- Track high-magnitude contours.

• Keep only pixels along these contours, so weak little segments go away.

Canny Examples

Canny σ=1





Canny $\sigma=4$







Canny σ=1

Roberts 2X2

Canny on Kidney Image



Canny on the Blocks image



Canny Characteristics

The Canny operator gives single-pixel-wide images with good continuation between adjacent pixels

It is the most widely used edge operator today; no one has done better since it came out in the late 80s. Many implementations are available.

It is very sensitive to its parameters, which need to be adjusted for different application domains.

Segmentation into Regions

- Instead of looking for 1D features like lines and curves, some processes look for regions.
- The regions must be homogeneous in some attribute such as gray-tone, color, texture,...
- Although "region-growing" was popular in the past, clustering the pixels into subsets has become the best methodology for finding regions.