Computer Vision (CSE/EE 576)

Staff

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• http://www.cs.washington.edu/education/courses/cse576/03sp/

Handouts

- · intro lecture
- filter lecture
- signup sheet
- · account forms

Today

Overview of Computer Vision Overview of Course Images & transformations

Readings for this week

- Forsyth & Ponce textbook, chapter 7
- Intelligent Scissors

Every picture tells a story



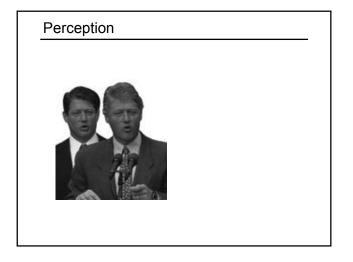
Goal of computer vision is to write computer programs that can interpret images

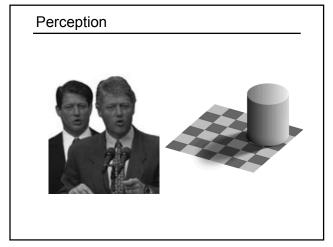
Can computers match human perception?

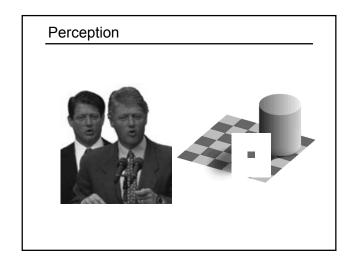


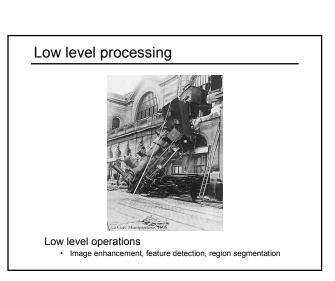
Not yet

- computer vision is still no match for human perception
 but catching up, particularly in certain areas









Mid level processing



Mid level operations

• 3D shape reconstruction, motion estimation

High level processing



High level operations

Recognition of people, places, events

Application: Document Analysis

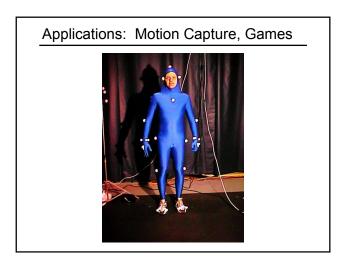


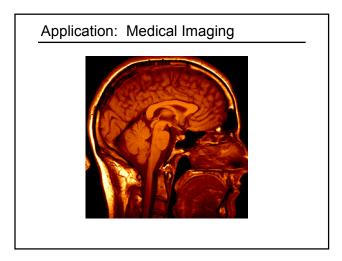
Digit recognition, AT&T labs http://www.research.att.com/~yann/

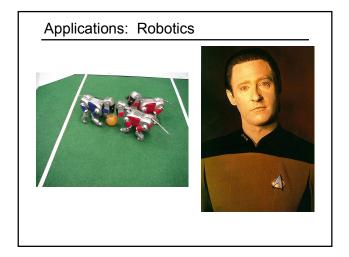
Applications: 3D Scanning

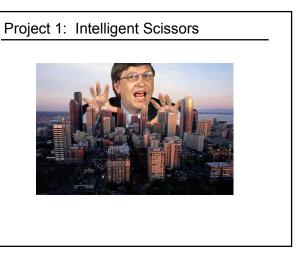


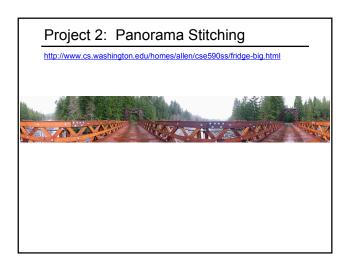
Scanning Michelangelo's "The David" • The Digital Michelangelo Project - http://graphics.stanford.edu/projects/mich/ • UW Prof. Brian Curless, collaborator • 2 BILLION polygons, accuracy to .29mm

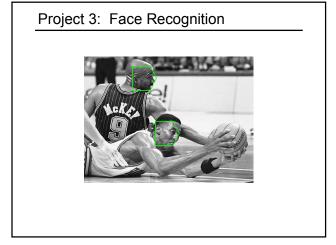












Project 4 Open-ended research project



Grading

Programming Projects

- image scissors
- panoramas
- face recognition
- final project

one or two written homeworks no final

General Comments

Prerequisites—these are essential!

- Data structures
- A good working knowledge of C and C++ programming
- Linear algebra
- · Vector calculus

Course does not assume prior imaging experience

• computer vision, image processing, graphics, etc.

Emphasis on programming projects!