Introduction



16-385 Computer Vision Fall 2020, Lecture 1

Overview of today's lecture

- Teaching staff introductions
- What is computer vision?
- Course fast-forward and logistics

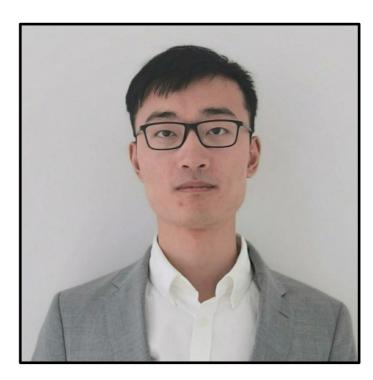
Teaching staff introductions



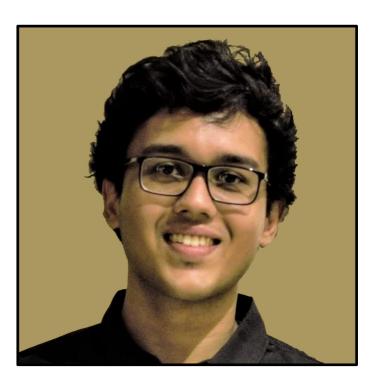
Matthew O'Toole (Instructor)



Prakhar Kulshreshtha



Chaoyang Wang

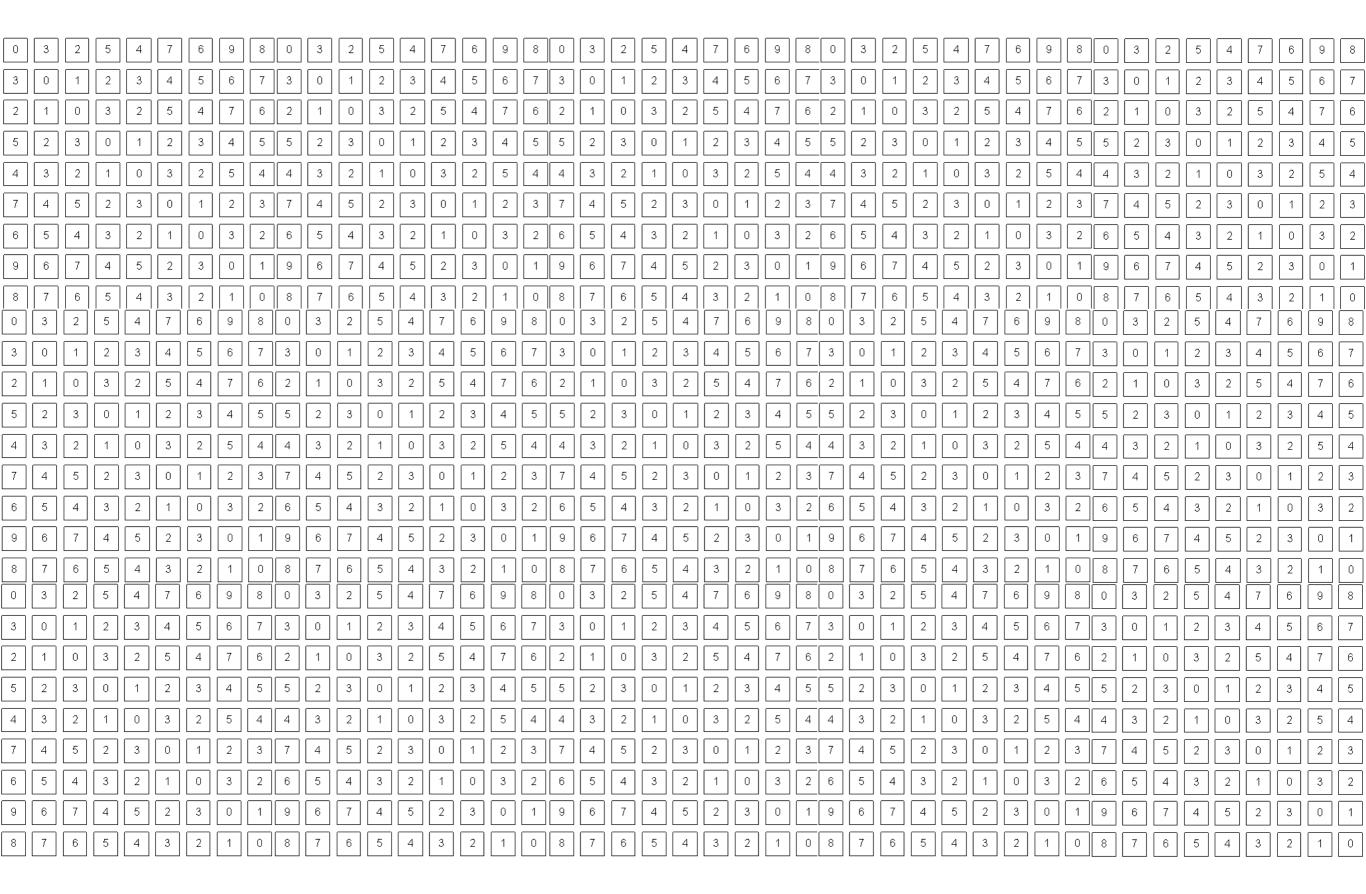


Varun Jain

What is computer vision?



What a person sees



What a computer sees

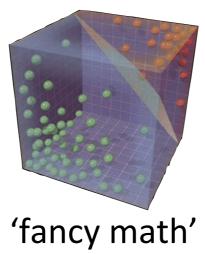


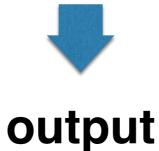
Why are we able to interpret this image?

The goal of computer vision is to give computers (super) human-level perception

representation

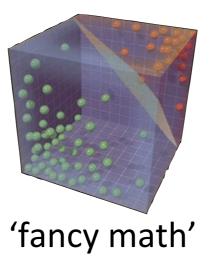






representation



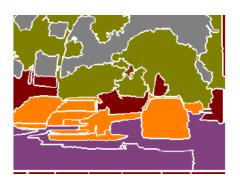




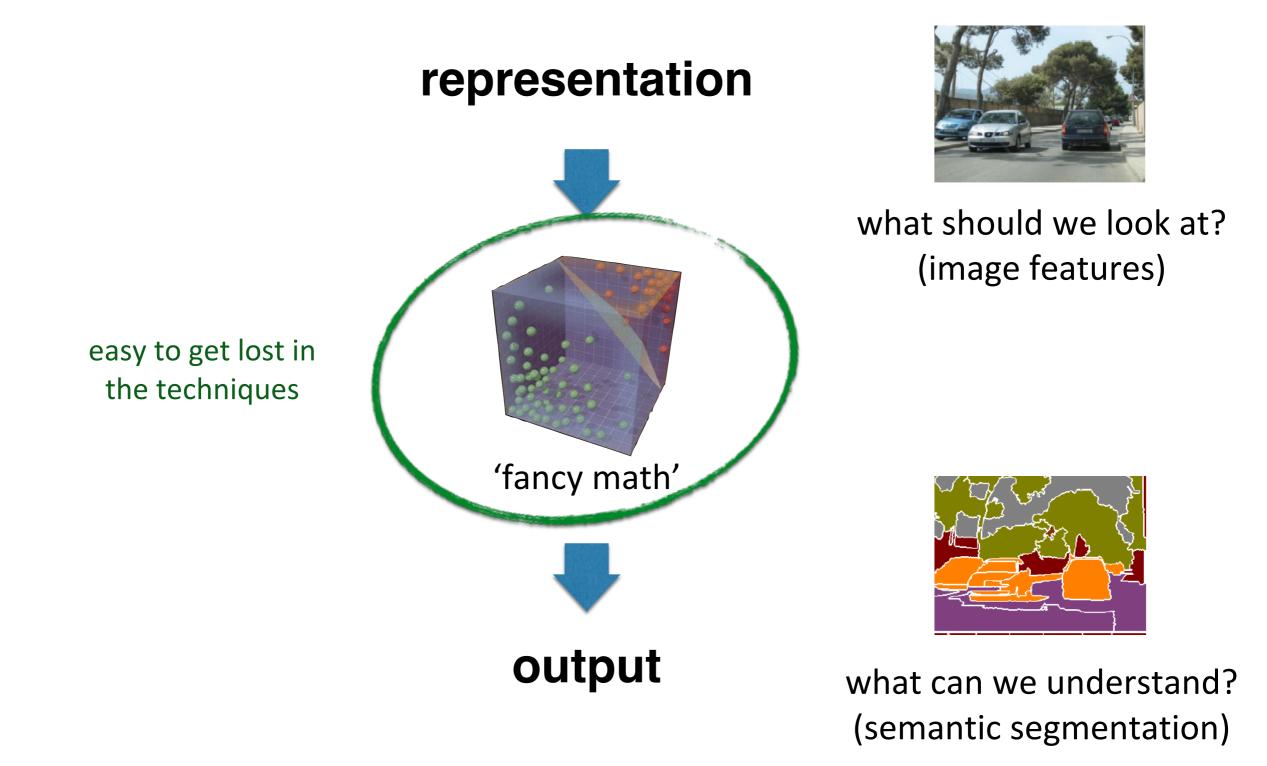
output

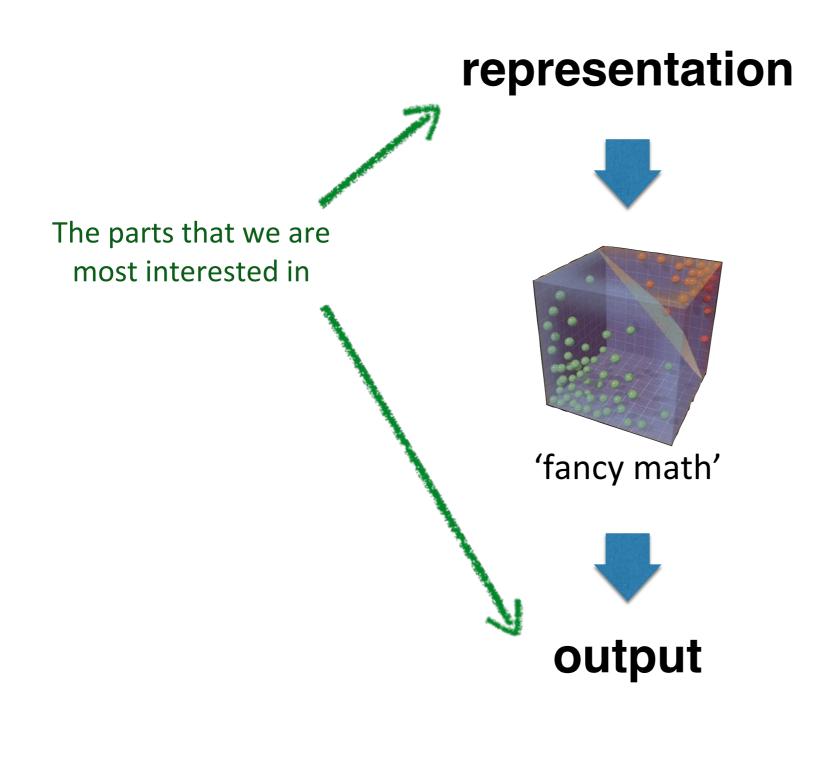


what should we look at? (image features)



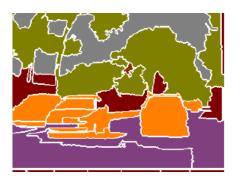
what can we understand? (semantic segmentation)







what should we look at? (image features)



what can we understand? (semantic segmentation)

Important note:

In general, computer vision does not work

Important note:

In general, computer vision does not work

(except in certain situations/conditions)

Applications of computer vision

Machine Vision



Automated visual inspection

Object Recognition



Toshiba Tech IS-910T



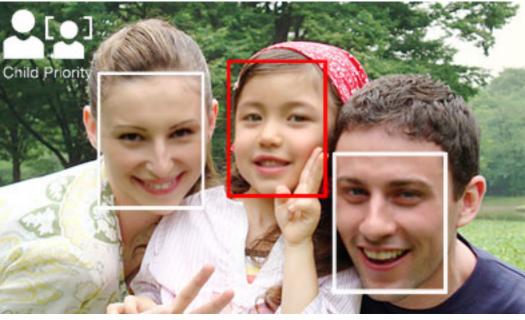


DataLogic LaneHawk LH4000 2012

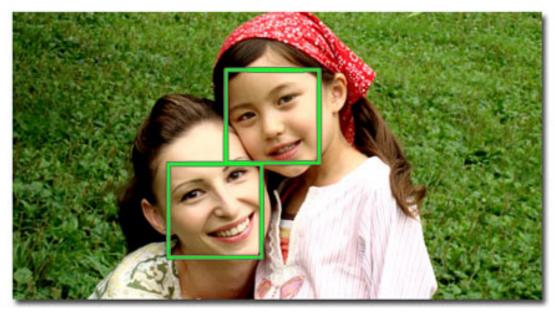
Face detection



Sony Cyber-shot

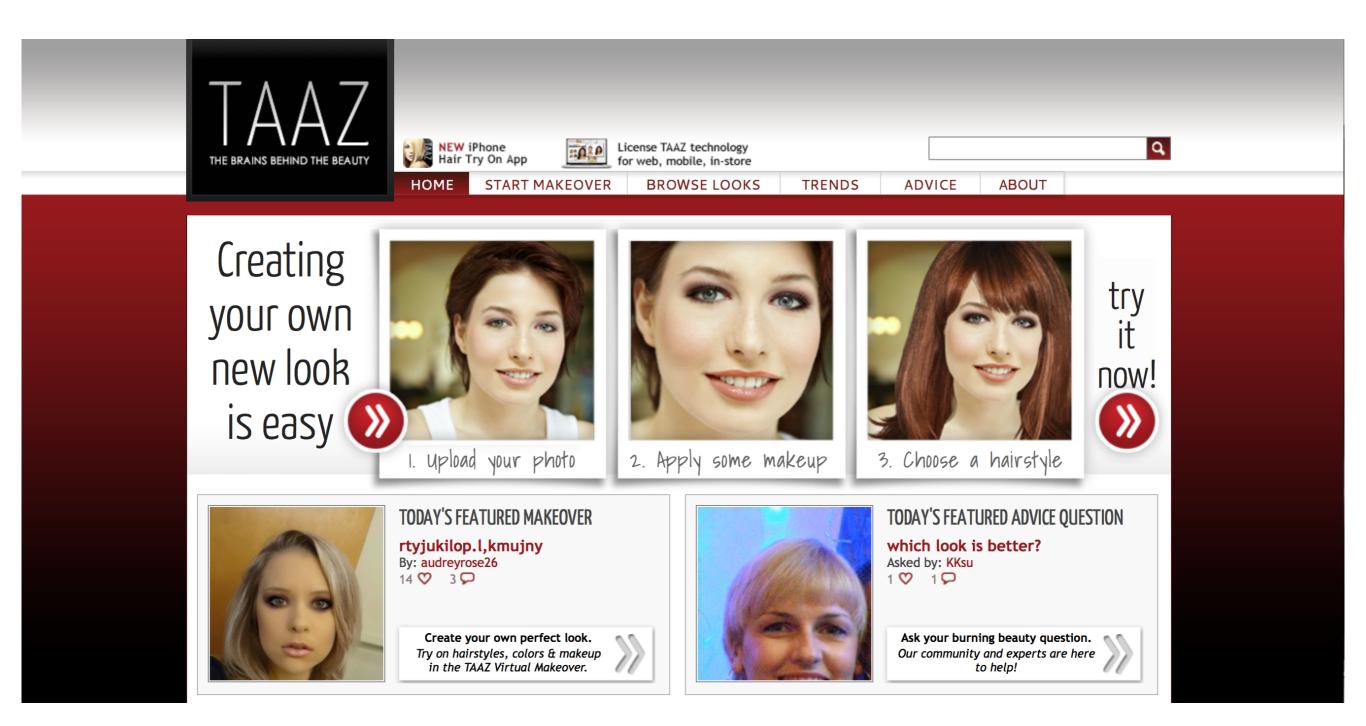


Age recognition



Smile recognition

Face makeovers









Word Lens



Word Lens

www.QuestVisual.com

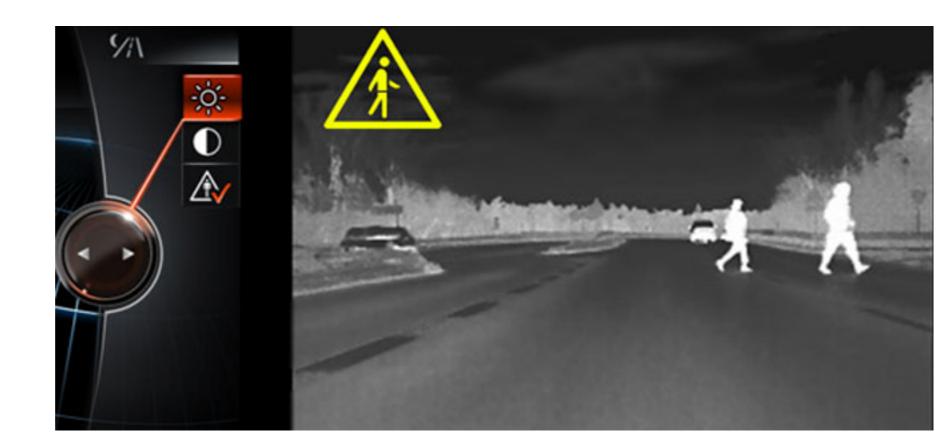
First-down line





BMW 5 series

BMW night vision





Infinity EX

"Around view" camera





The system converts image data taken by 4 super-wide angle cameras, to display a virtual image of the vehicle from above.

Vision in Cars

2015

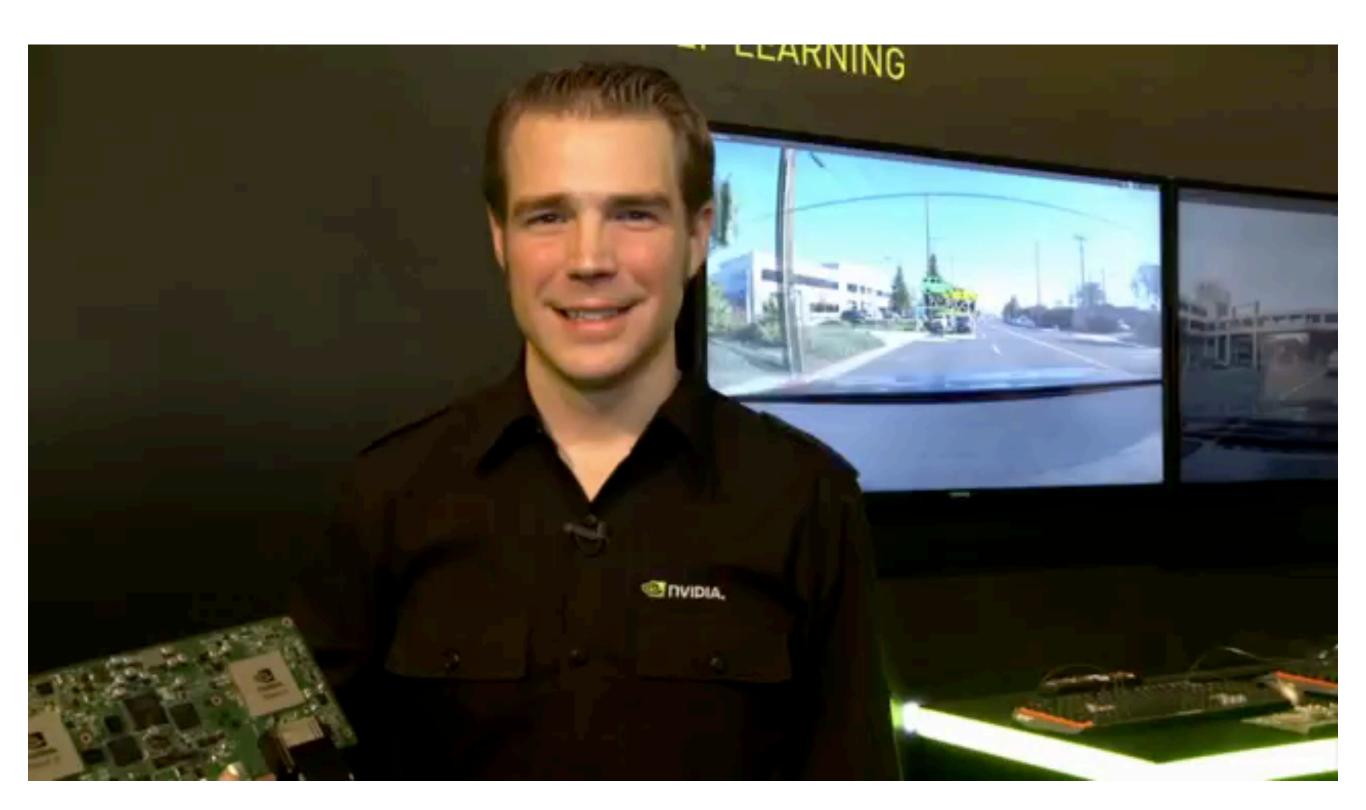
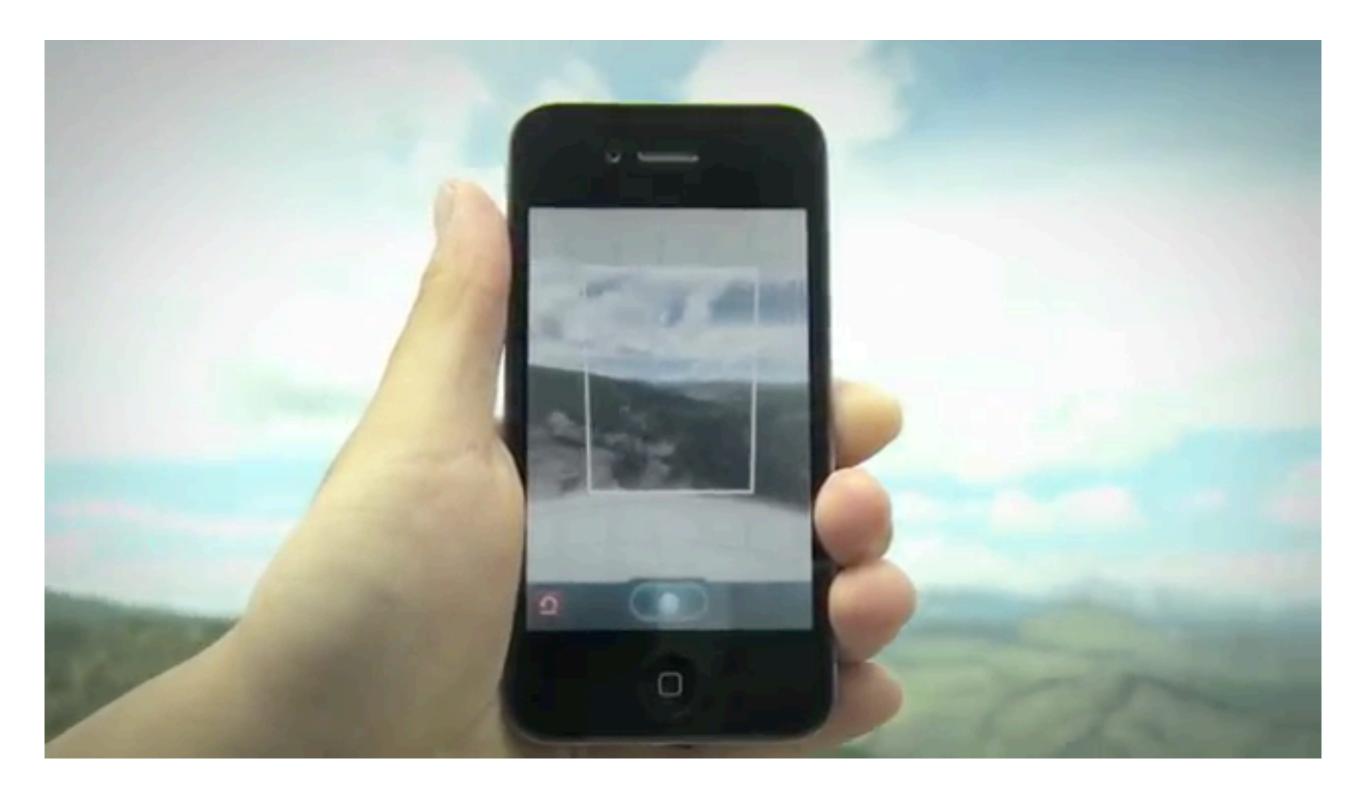


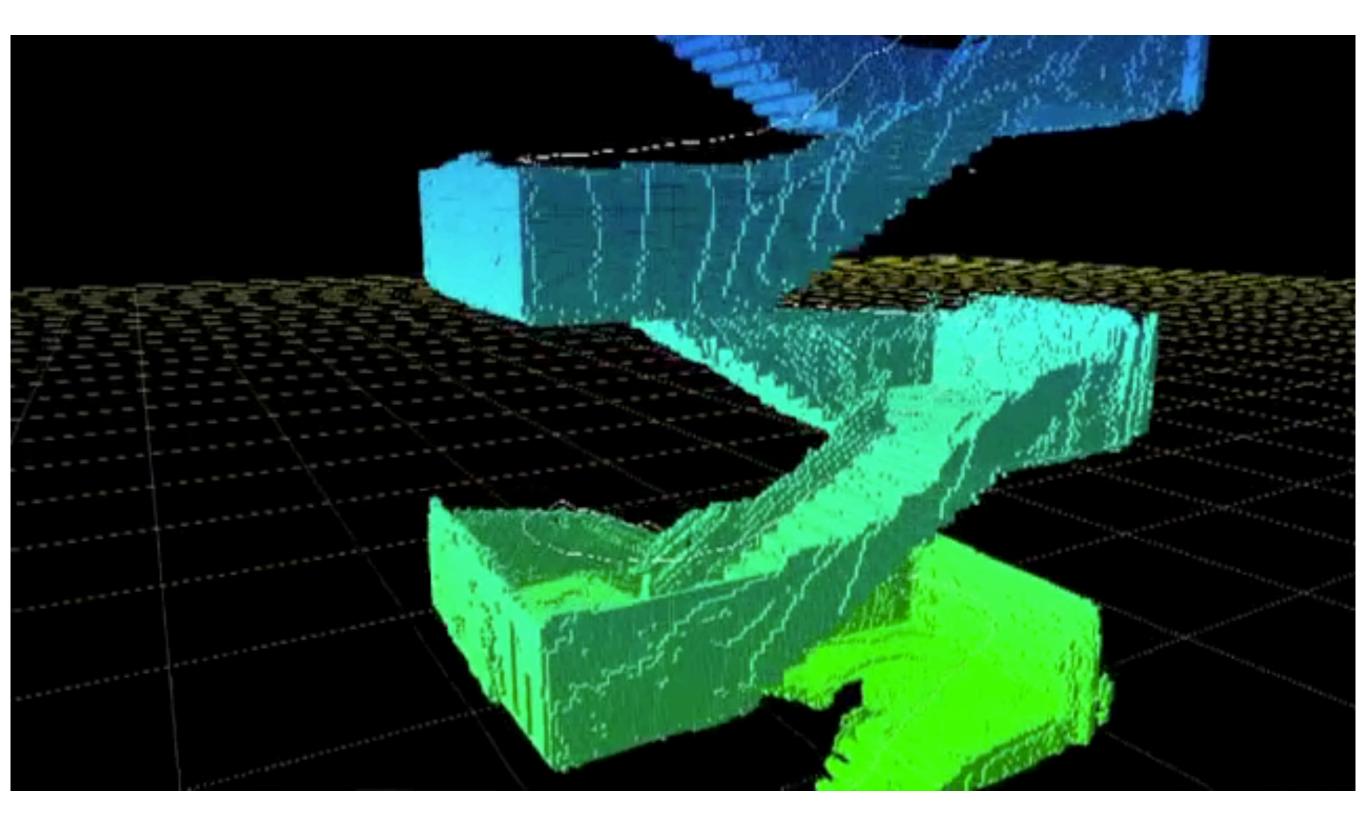
Image stitching



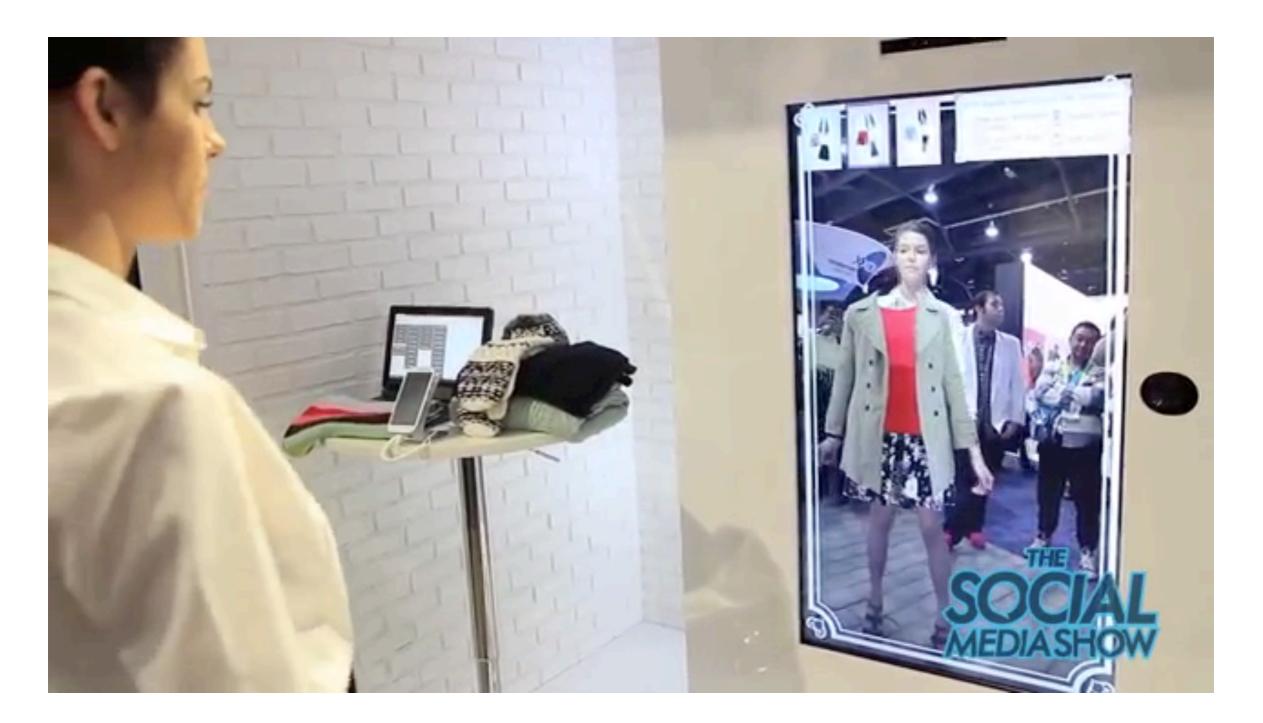
Photosynth



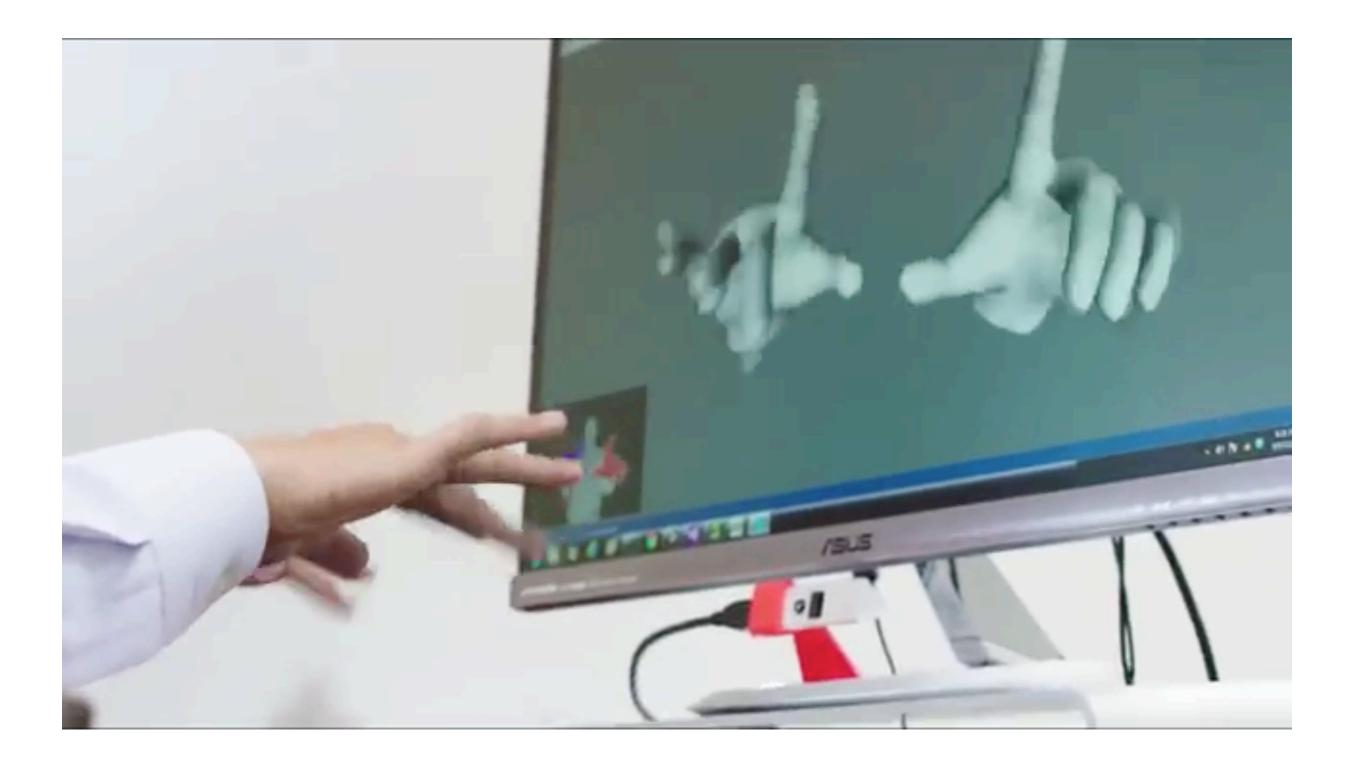
Tango



Virtual Fitting



Computer Vision for VR

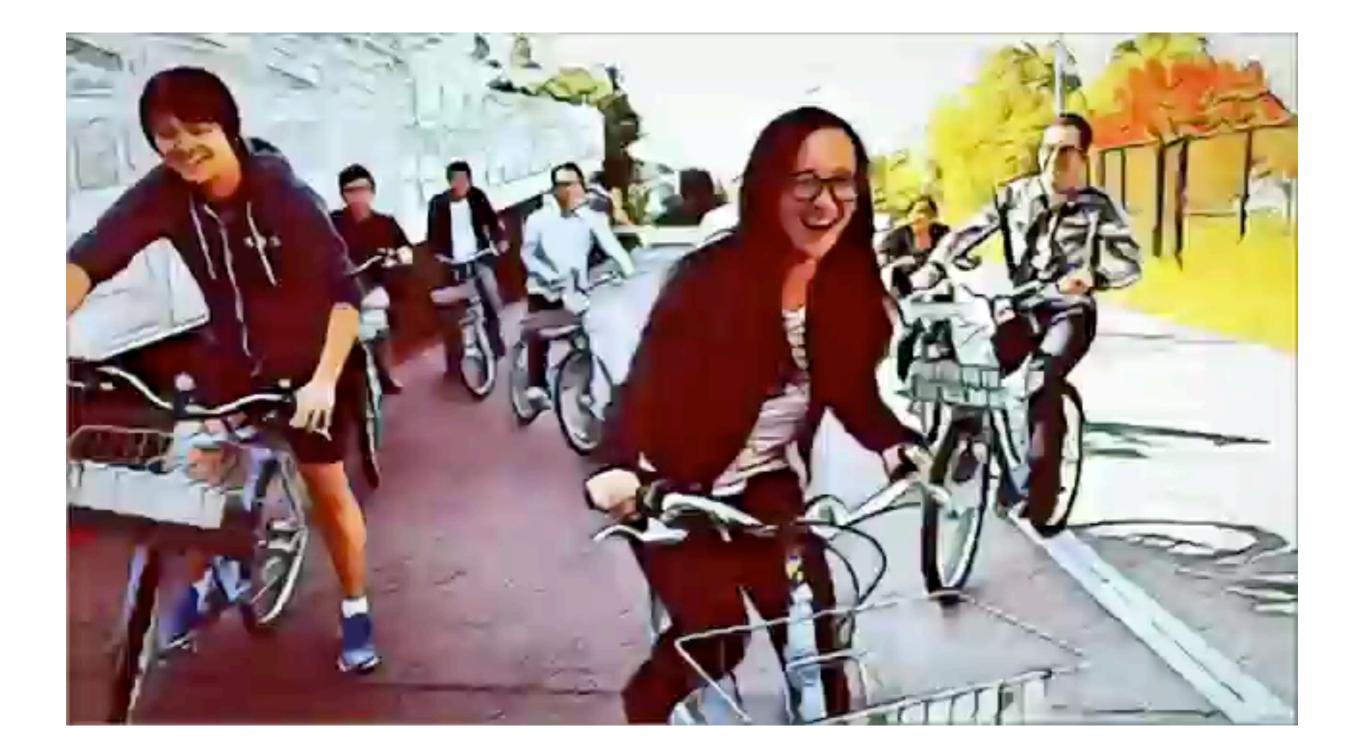


Deep Face



Deep Dream





Facebook video style transfer 2016

Face2Face: Real-time Face Capture and Reenactment of RGB Videos

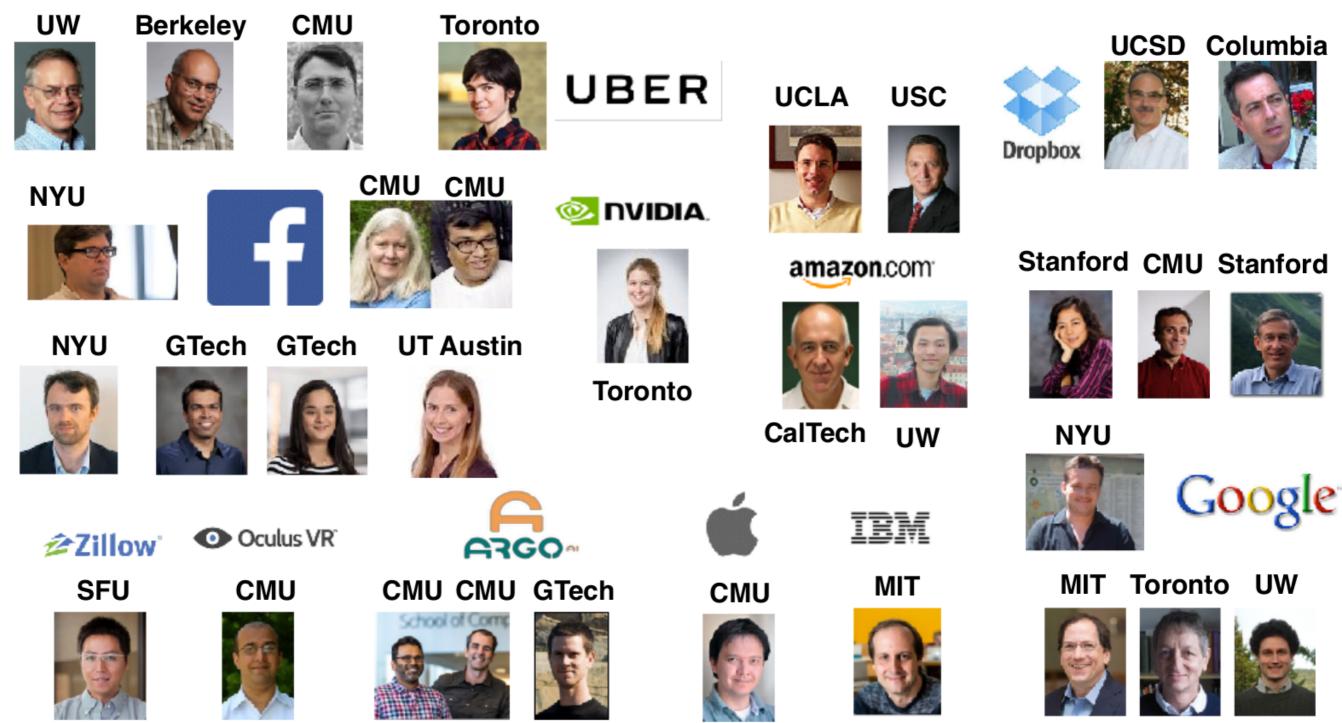
Justus Thies¹, Michael Zollhöfer², Marc Stamminger¹, Christian Theobalt², Matthias Nießner³

> ¹University of Erlangen-Nuremberg ²Max-Planck-Institute for Informatics ³Stanford University

> > CVPR 2016 (Oral)

It's a good time to do computer vision

Industry aggressively hiring CV faculty from universities



Platinum Donors 9222CLINT 格 灵 深 睡 UISEE驭势 facebook amazon O. Microsoft Google **NVIDIA** Tencent 腾讯 (intel) Nervana **MOMENTA** Gold Donors HISCENE O Mighty Ai Robot CVTE 视源股份 😚 MALONG 码隆 👩 Sighthound SENSETIME 🖨 BOSCH 图森 🛄 Simple [] nuTonomy meitu MMTLAB Snap Inc. Silver Donors Kitware UBER ATG Diskieje Research VionVision ΤΟΥΟΤΑ AIMATTER & XILINX Bronze Donors 📣 MathWorks 🛛 👘 matterport 🕹 Mapillary PLunit omron 🖉 Spri SPORTLOG CloudSight" Horizon Rob Panasonic SEGWAY ROGOTICS JAITUOT A 3dMD Zillow 🕖 AiCure gumgum^{en} Ø Synaptics' 🕿 NIO objective NetP®sa Yandex 👤 playground 😪 🕻 Startup Donors MORPX AUTOMATA Wrnch inilabs Au 💐 umdo cvi 😽 turing feature🚷 🙈 anantak 🐺 s 🖧 📮 Augmented 🚸 🐜 🗛 EgoVid deepcogn ai 🍘 Shopagon 🛛 speech #cean 🦯 水濱科技 🌐 MLJKH ISEE Non-Profit Donors S CHOLIS EYENUK 🖤 ARKABLE SANCU OPIN

A Industry aggressively hiring CV graduates, or even Students!

(strong dominant industrial presence at conferences for recruitment)

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AXON Skydio Skydio MENS prover for wdFlower MGFlower Scale	The latest news from Research at Good	Research	Blog	Micr	rosoft Re	esearch @	D CVPF	201	7

Google at CVPR 2017 Friday, July 21, 2017

CVPR GROWTH Number of papers at CVPR

Original slide courtesy of CVPR 2016

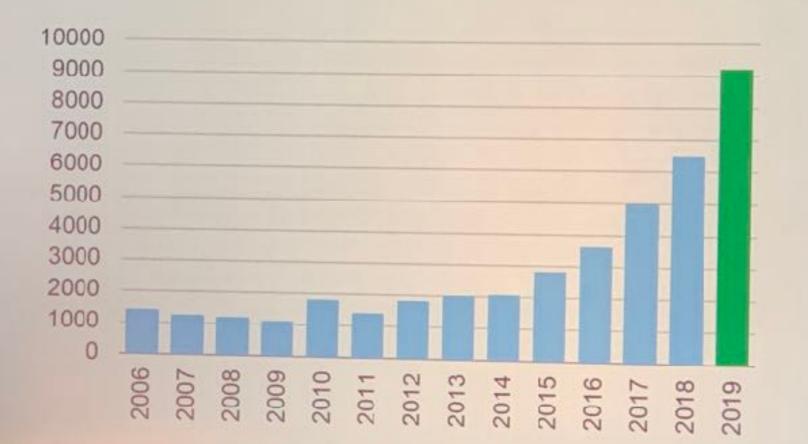
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CVPR GROWTH Number of attendees at CVPR

Original slide courtesy of CVPR 2016

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CVPR Attendance Trend



Computer vision at CMU

Dedicated courses for each subject we cover in this class:

- Physics-based Methods in Vision
- Geometry-based Methods in Computer Vision
- Computational Photography
- Visual Learning and Recognition
- Statistical Techniques in Robotics
- Sensors and sensing

... plus an entire department's worth of ML courses.

Master in Computer Vision at CMU





















Carnegie Mellon THE ROBOTICS INSTITUTE

Master of Science - Computer Vision



August 2016 - December 2017 (16-month program)

Computer vision is the study of acquiring and interpreting visual imagery. As computer vision shifts from research to development, there is a critical need for developers with expertise in this field.

GOALS

Offer a comprehensive set of courses
 Facilitate hands-on research and development projects
 Expose students to current and emerging
 state-of-the-art Computer Vision applications
 Prepare students for careers in Computer Vision

COURSES

Intoduction to Computer Vision Introduction to Machine Learning Mathematical Fundamentals for Robotics Visual Learning and Recognition Geometry-based Methods in Computer Vision

Electives (choose 2)

Human Communication and Multimodal Machine Learning The Visual World as seen by Neurons and Machines Comprehensive Sensing and Sparse Optimization Large Scale Learning using Images and Text Big Data approaches in Computer Vision Human Motion Modeling and Analysis Statistical Techniques in Robotics Physics-based Methods in Vision Probabilistic Graphical Models Statistical Machine Learning Convex Optimization Vision Sensors Project and Seminar Courses

Project and Seminar Courses MSCV Seminar MSCV Project I MSCV Project II

ADMISSION AND APPLICATION Requirements: Undergraduate (B.S. or equivalent) in engineering, computer science or applied mathematics

> Application Materials • Résumé • General GRE • TOEFL / IELTS (Foreign Students only) • Statement of Purpose (1 to 2 pages) • Letters of Recommendation (3 Required) • Undergraduate/Graduate (as applicable) Transcripts

Only online applications will be accepted. Early application deadline: December 3, 2015 Final application deadline: December 15, 2015

FOR INDUSTRY SPONSORSHIPS PLEASE CONTACT JULIE GOLDSTEIN (JGOLDS@CS.CMU.EDU), 412-268-4017

Carnegie Mellon University 5000 Forbes Avenue, Pittsburgh, PA 15232 ms-cv@ri.cmu.edu www.ri.cmu.edu/MSCV

MSCV Faculty





Martial Hebert MSCV Spiritual Guru



J. Andrew (Drew) Bagnell



Fernando De la Torre Frade



Abhinav Gupta



Kris M. Kitani



Simon Lucey



Deva Kannan Ramanan



Yaser Ajmal Sheikh





Course logistics

Website



http://16385.courses.cs.cmu.edu/

(includes links to Canvas and Piazza)

Assignments Canvas

https://canvas.cmu.edu/courses/19897

Discussion & Notes plaza

https://piazza.com/class/kehd7pdme0a4e

(you should sign up here on your own)

Image processing:

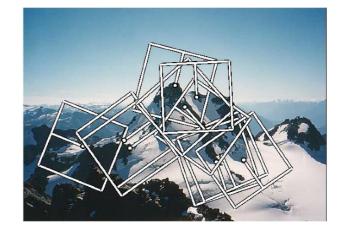
- Basics of filtering.
- Image pyramids.
- Gradients and lines.
- Hough transforms.

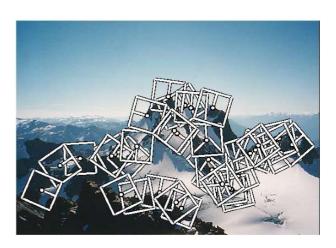


Feature detection and correspondences:

- Corner detection.
- SIFT et al.
- Feature descriptors.
- RANSAC.

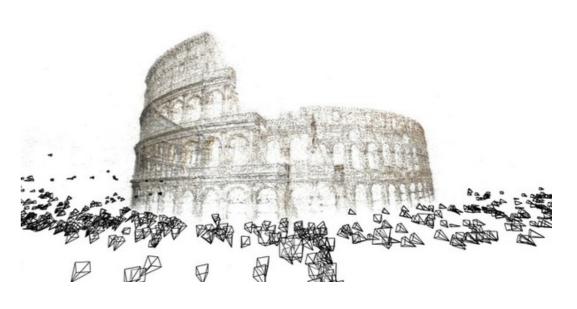






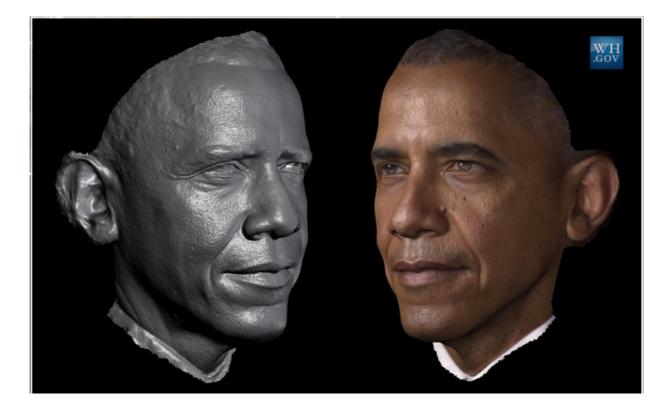
Transformations and geometry:

- Homographies and image alignment.
- Camera models.
- Fundamental matrix.
- Epipolar geometry and stereo.
- Structure from motion.



Physics-based vision:

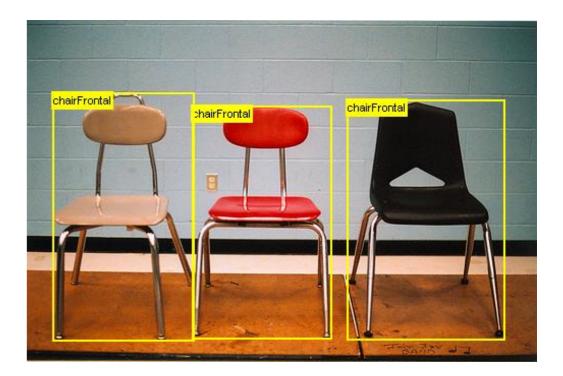
- Reflectance and image formation.
- Radiometry.
- Shape from shading.
- Photometric stereo.



• Color.

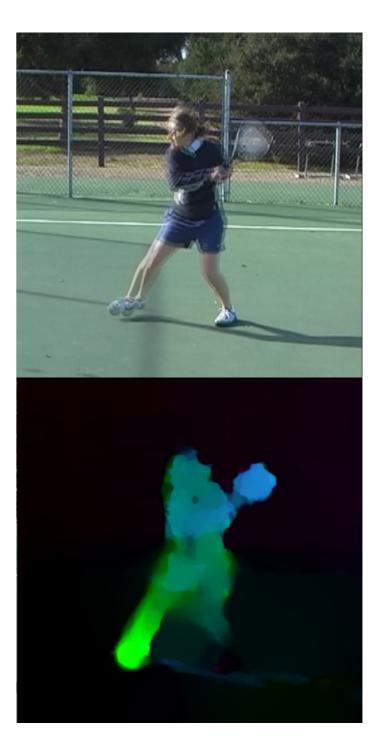
Objects, faces, and learning:

- Basics of probability.
- K-means, KNN, PCA, SVM.
- Bag of words.
- Viola-Jones face detection.
- Perceptron, backpropagation.
- Convolutional neural networks.



Dealing with motion:

- Optical flow (LK, HS).
- Image registration.
- Kalman Filtering.
- Tracking (KLT, Mean-Shift).



Special topics:

- Computational photography.
- ???



Grading

- Seven two-week programming assignments: 70%
- Twelve weekly take-home quizzes: 27%
- Class, Website, and Piazza participation: 3%

Participation:

- Be online for lectures (if possible).
- Post on Piazza discussions.
- Ask and answer questions.

Programming Assignments

- a lot of programming <u>in Python.</u>
- hours and hours of programming.
- days and days of debugging.
- generous grading policy (like grad school)
- take advantage of extra credit

Assignment 1 Hough Transform Assignment 2 Homography Assignment 3 Stereo Assignment 4 Photometric Stereo Assignment 5 Bag of Words Assignment 6 Convolutional Neural Nets Assignment 7 Lucas-Kanade Tracking

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Seriously.. a lot of programming, so start early!

Leniency

Late days for programming assignments:

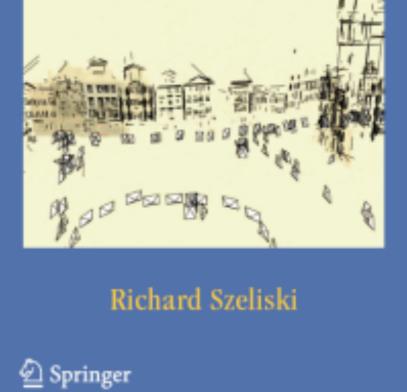
- 10% reduction of points per late day
- 6 free late days <u>total</u>
- use them wisely... save for later (harder) assignments!

Option to skip <u>take-home quizzes</u>:

- you only need to submit 8 out of 11 quizzes
- late quizzes will not be graded

Book

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PDF online

http://szeliski.org/Book/

Prerequisites

We assume familiarity with calculus, linear algebra, basic probability, and programming.

Formal prerequisites:

 "Mathematical Foundations of Electrical Engineering" (18-202) and "Principles of Imperative Computation" (15-122)

OR

 "Matrix Algebra with Applications" (21-240) and "Matrices and Linear Transformations" (21-241) and "Calculus in Three Dimensions" (21-259) and "Principles of Imperative Computation" (15-122)

If you are missing a prerequisite but still want to enroll, let me know and we'll discuss it.

Contact information

- Feel free to email us about administrative questions.
 o please use [16385] in email title!
- Technical questions should be asked on Piazza.
 - we won't answer technical questions through email.
 - $\circ~$ you can post anonymously if you prefer.
- Office hours will be determined by poll.
 - o feel free to email Matt about additional office hours.