### Introduction



16-385 Computer Vision Spring 2022, Lecture 1

# Overview of today's lecture

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

# Teaching staff introductions

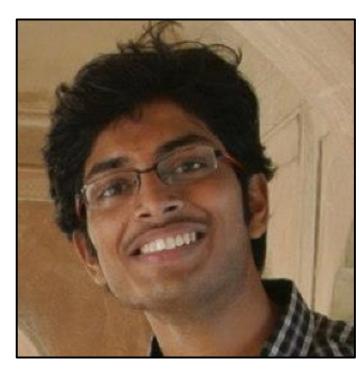
# 



Matthew O'Toole (Instructor)



**Harry Zhang** 

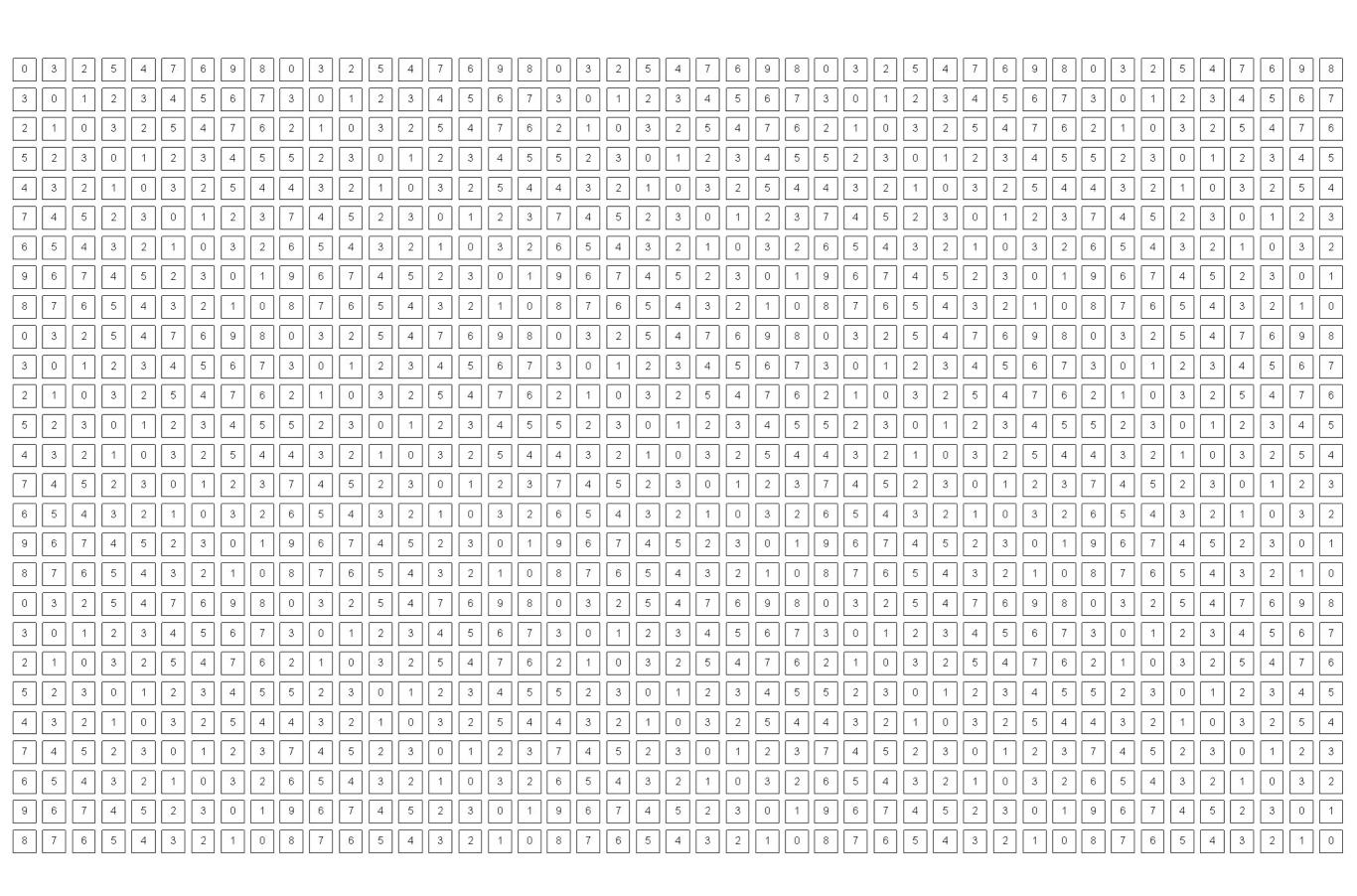


**Arpit Agarwal** 

# What is computer vision?



What a person sees



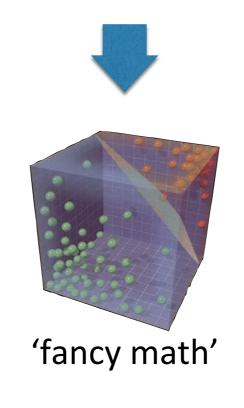
#### What a computer sees

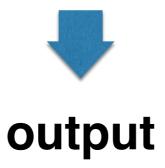


Why are we able to interpret this image?

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

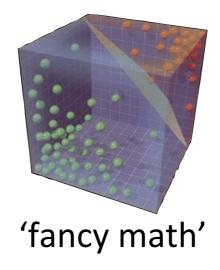
#### representation

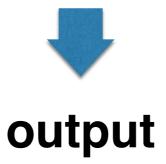




#### representation

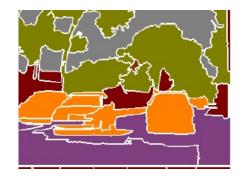






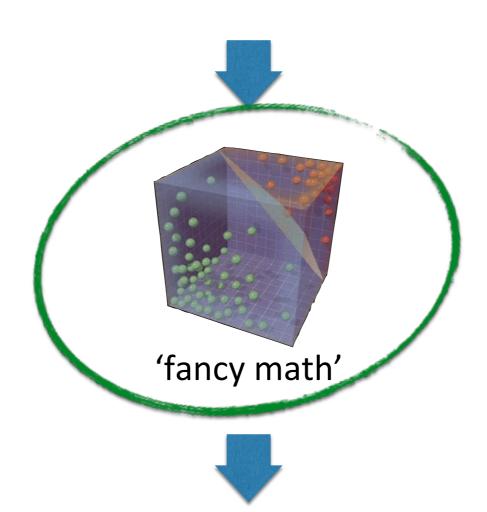


what should we look at? (image features)



what can we understand? (semantic segmentation)

#### representation



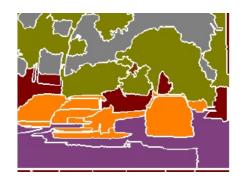
output

easy to get lost in

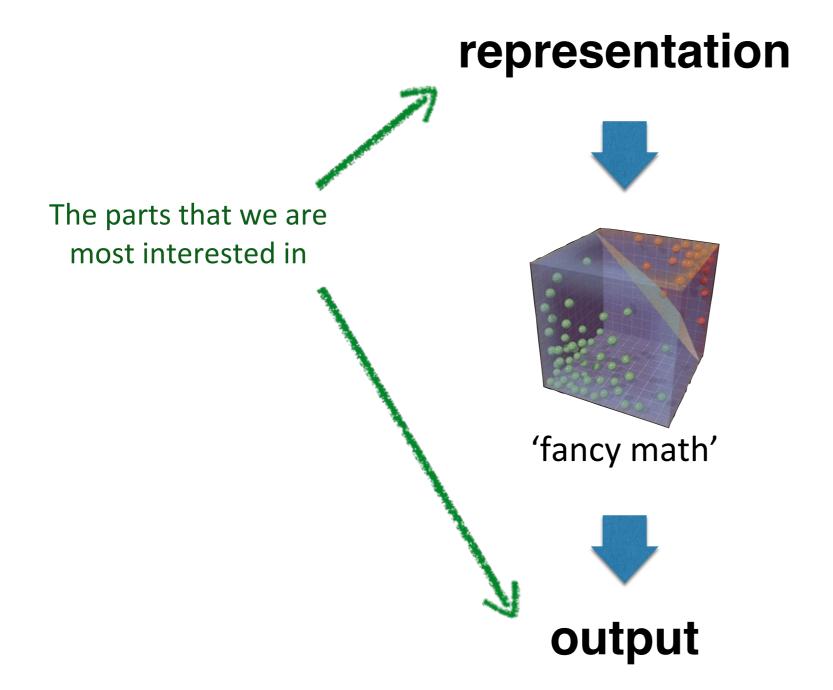
the techniques



what should we look at? (image features)

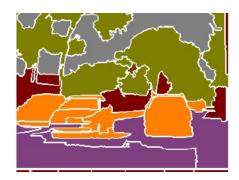


what can we understand? (semantic segmentation)





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

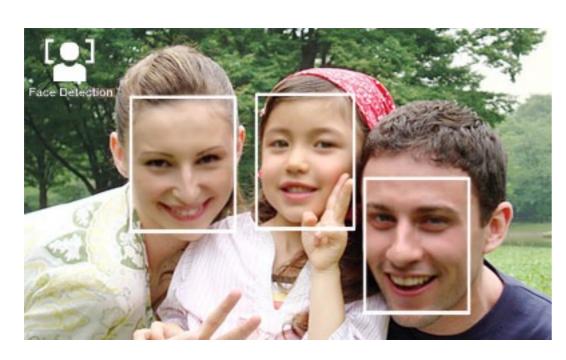
2013



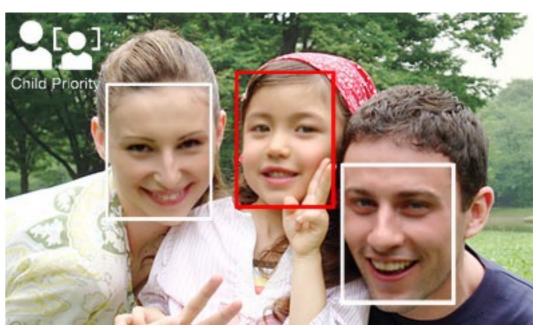
DataLogic LaneHawk LH4000

2012

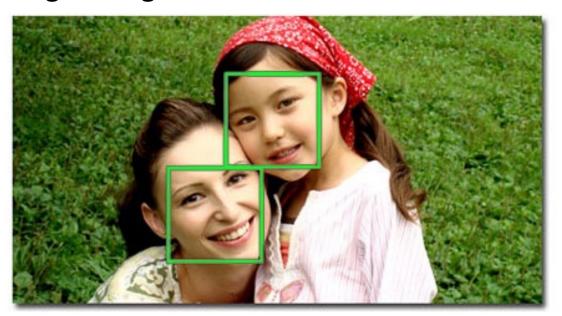
### Face detection



Sony Cyber-shot

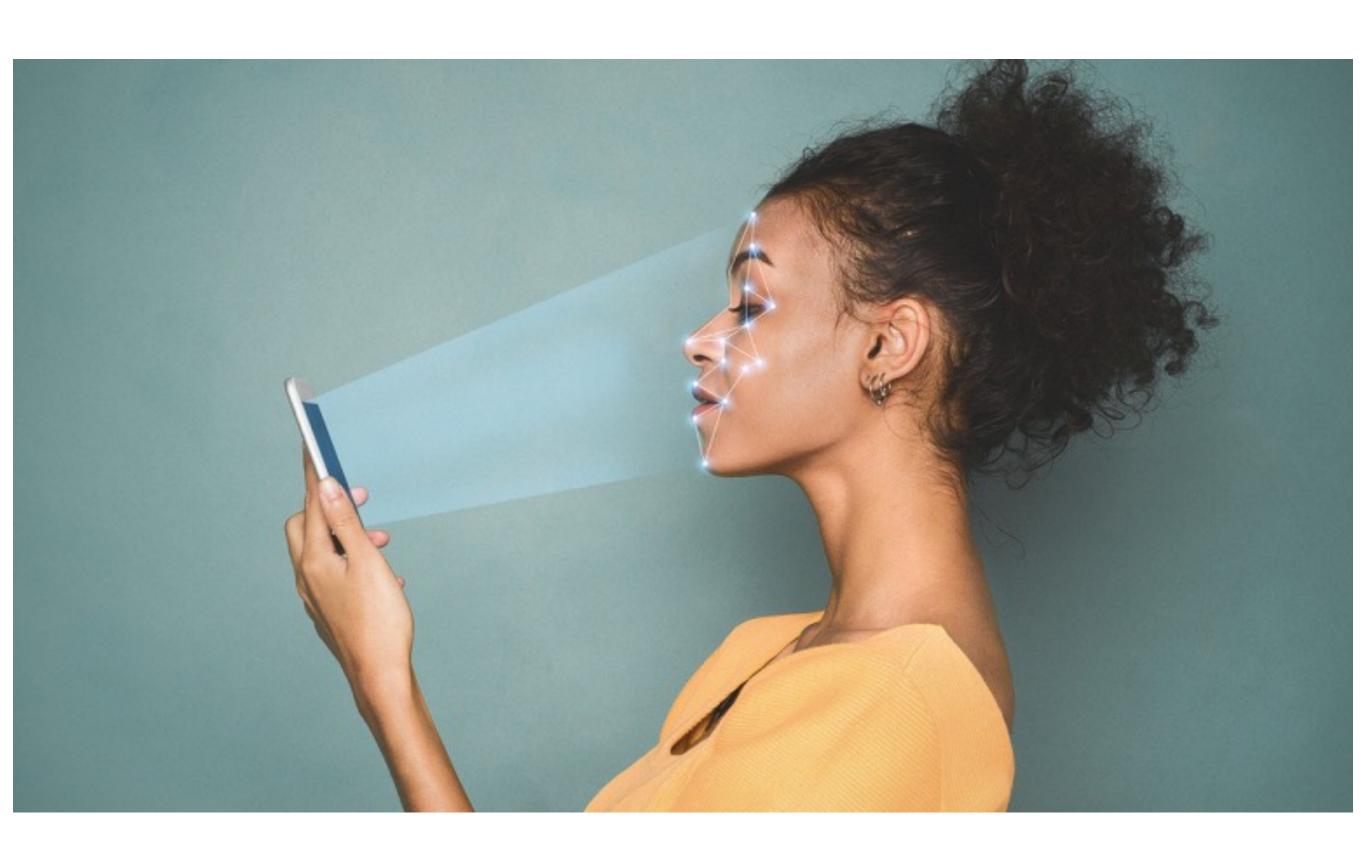


Age recognition



Smile recognition

## Face ID



### Face ID



# Identifying plants



## Google translate



#### First-down line





BMW 5 series

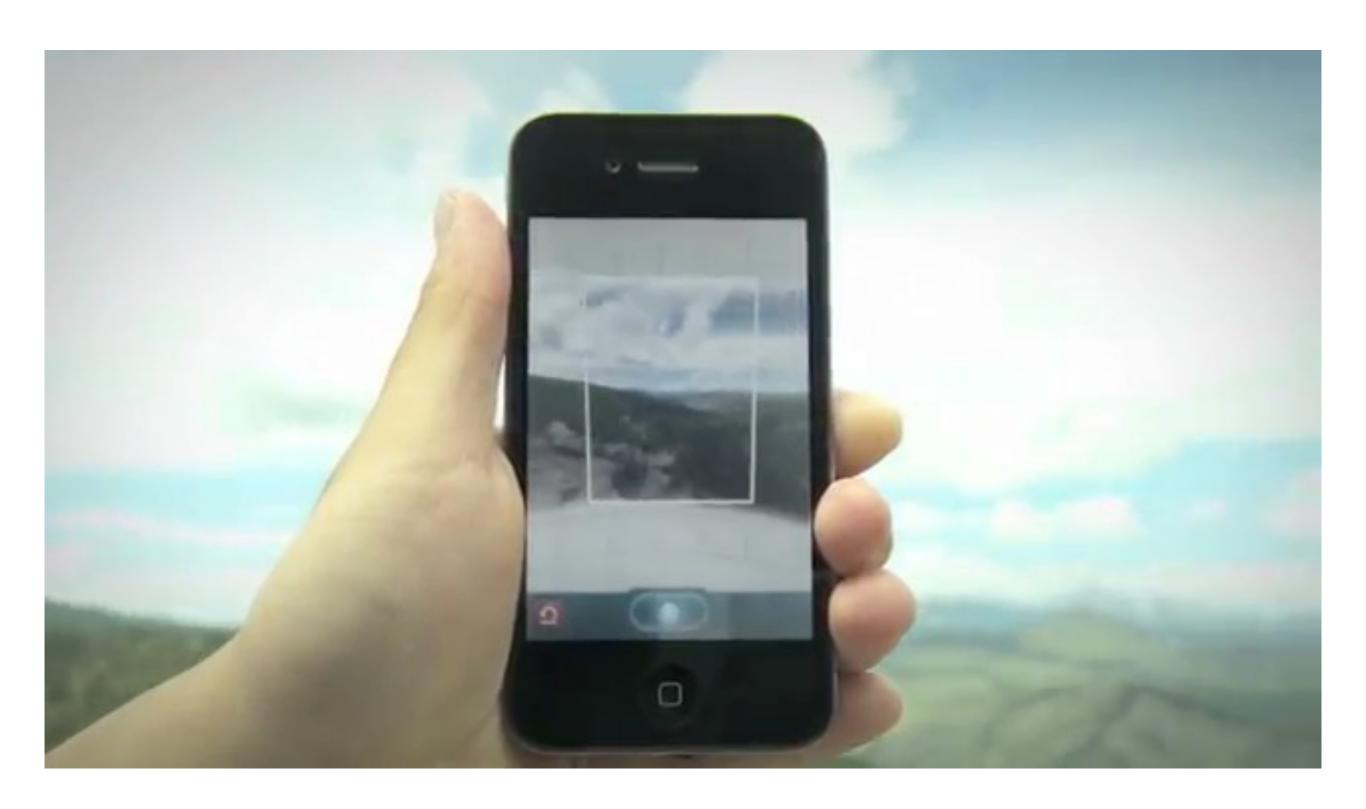
BMW night vision



## Vision in Cars



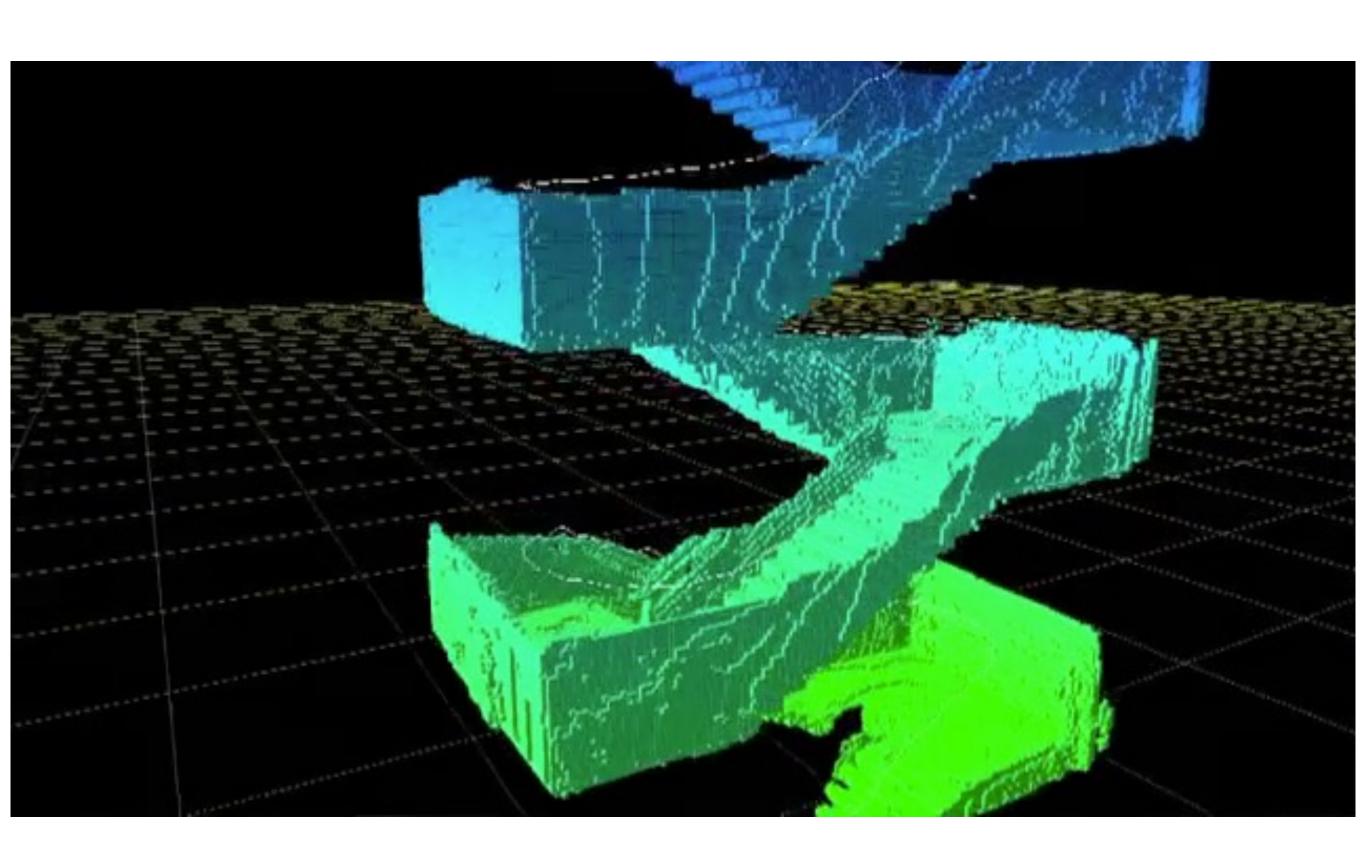
# Image stitching



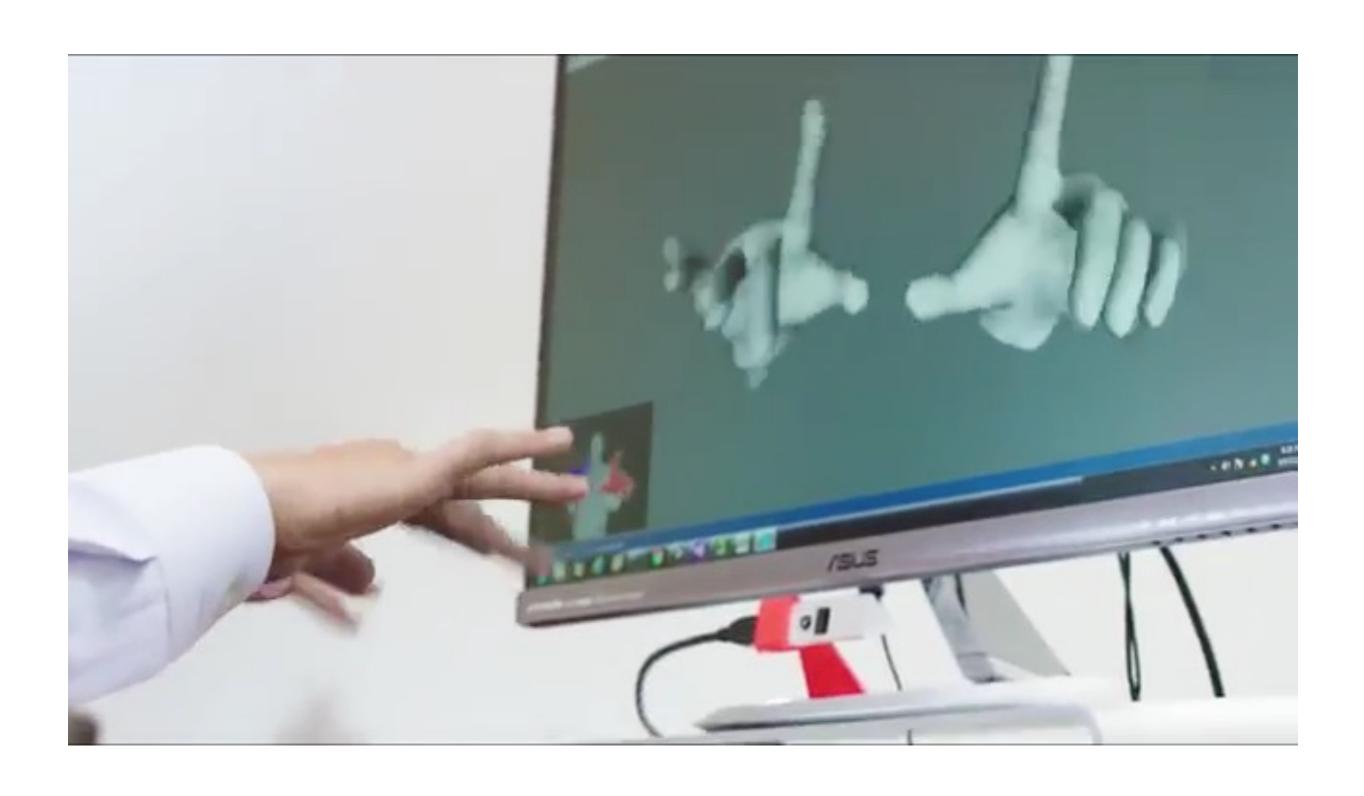
# Photosynth



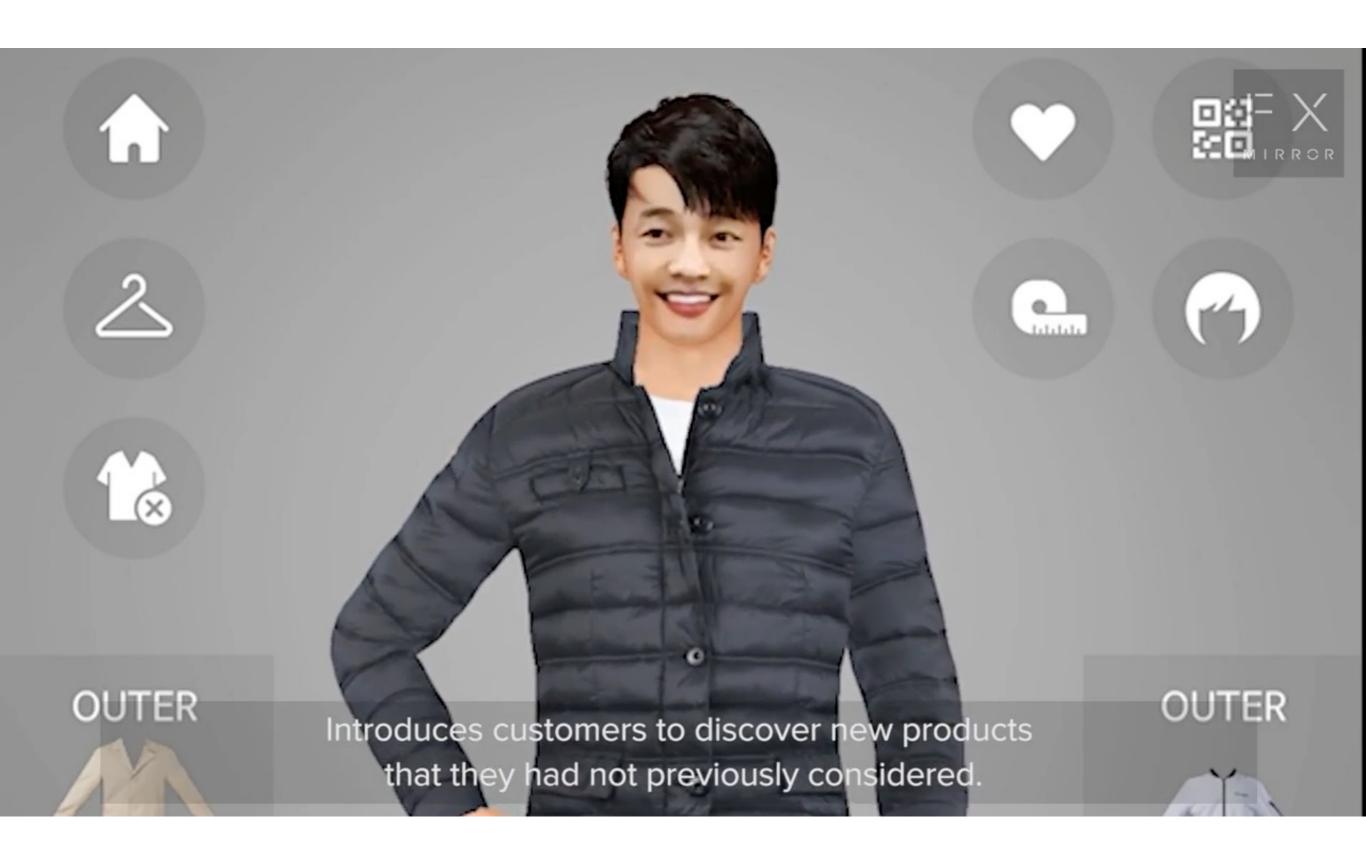
# Tango



## Computer Vision for VR



## Virtual Fitting



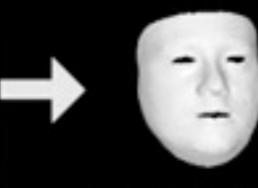
## Style Transfer



#### Reenactment Pipeline



Input Source



Tracking Source



Input Target



X

Expr. Transfer

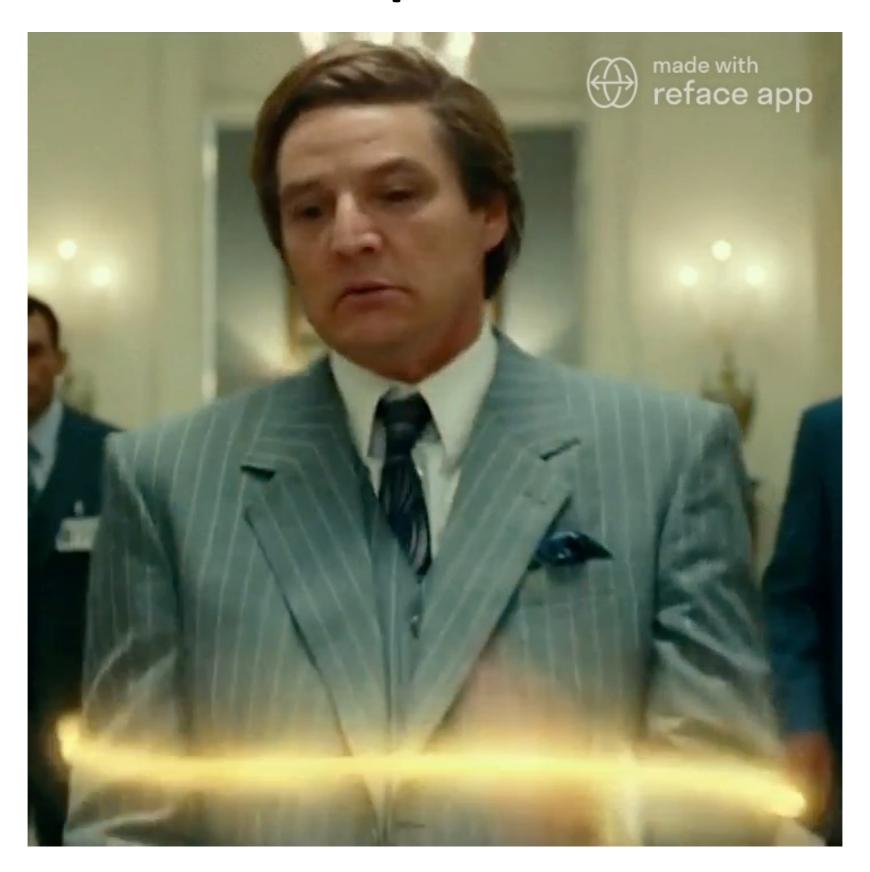


Tracking Target

# Deep Fake



# Deep Fake



# It's a good time to do computer vision

# Industry aggressively hiring CV faculty from universities

UW





**Toronto** 



UBER

**UCLA** USC



Dropbox



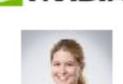
NYU













amazon.com











NYU



**GTech** 



**GTech** 



**UT Austin** 



CalTech

UW

NYU





**₽Zillow** 







**CMU** 





CMU CMU GTech







**CMU** 



MIT



**Toronto UW** 





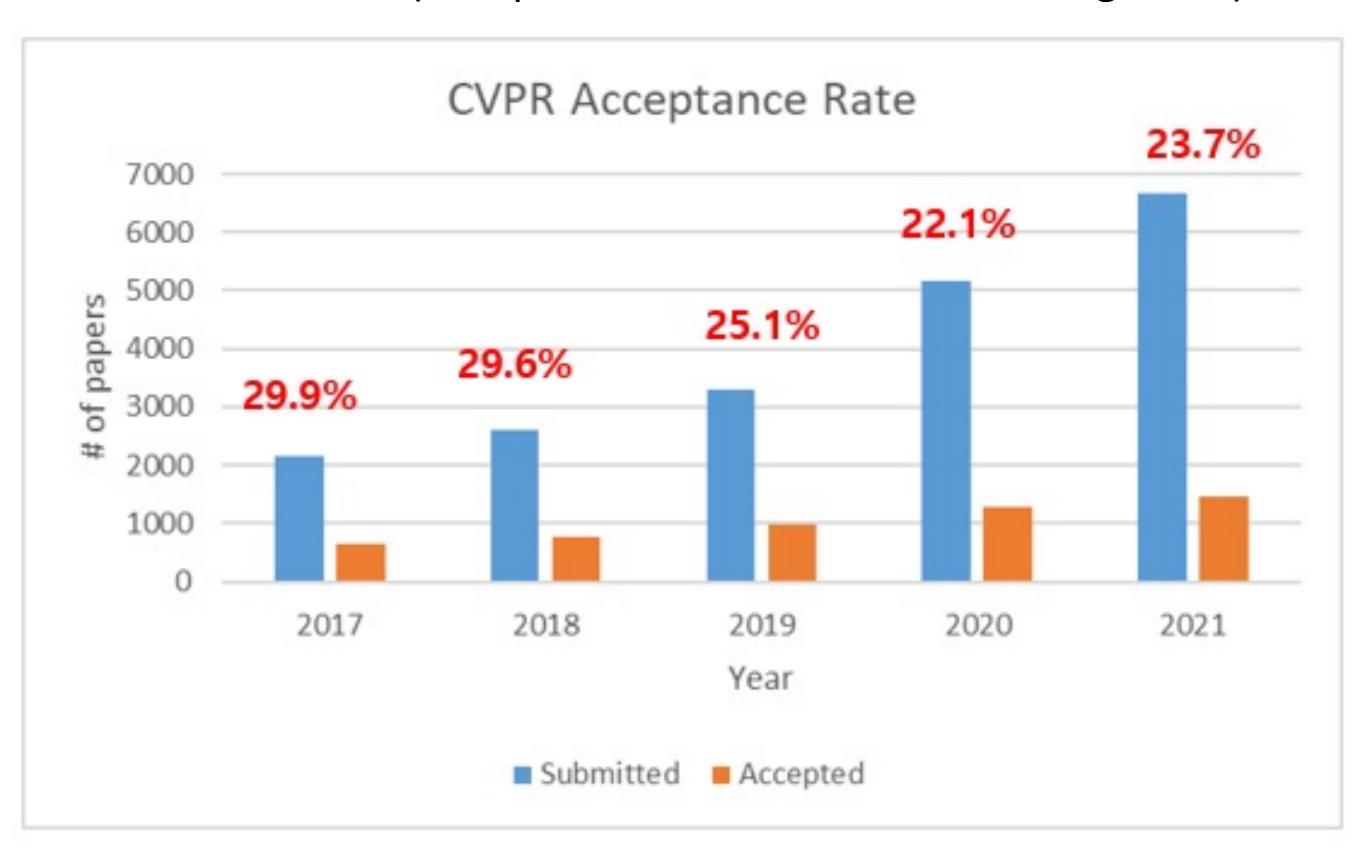




# Industry aggressively hiring CV graduates, or even students!

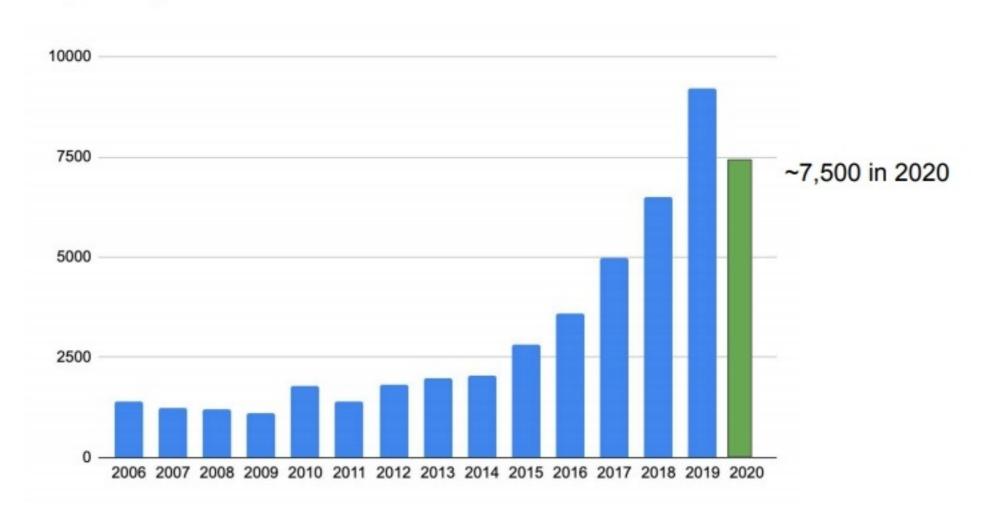
(strong dominant industrial presence at conferences for recruitment)

### Stats for CVPR (Computer Vision and Pattern Recognition)



## Stats for CVPR (Computer Vision and Pattern Recognition)

## Attendees per year



## 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

#### MSCV

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

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.

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





Srinivasa Narasimhan MSCV Program Directi



Martial Hebert MSCV Spiritual Guru



J. Andrew (Drew Bagnell



Fernando De la Torre Frad



Abhinas



(ris M



Simon Lucev



Deva Kannan Ramanan



Yaser Ajma

# Course logistics

## Website



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

(includes links to Canvas and Piazza)

## Assignments canvas

https://canvas.cmu.edu/courses/28379

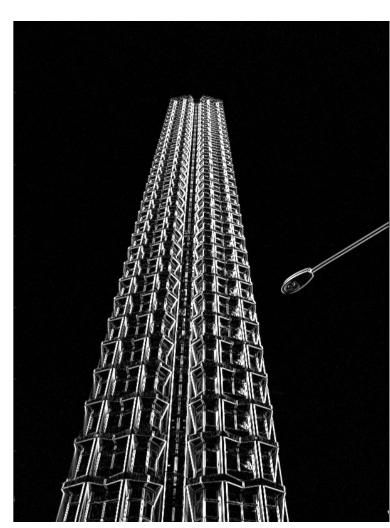
## Discussion & Notes plazza

https://piazza.com/cmu/spring2022/16385

### Image processing:

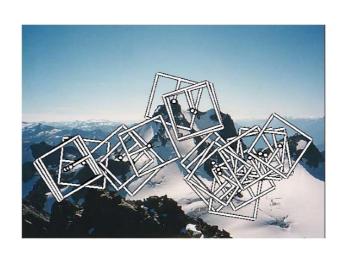
- Basics of filtering.
- Image pyramids.
- Gradients and lines.
- Hough transforms.





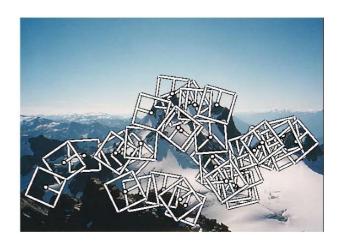
#### Feature detection and correspondences:

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



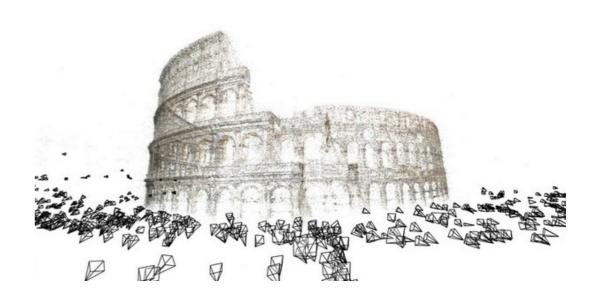






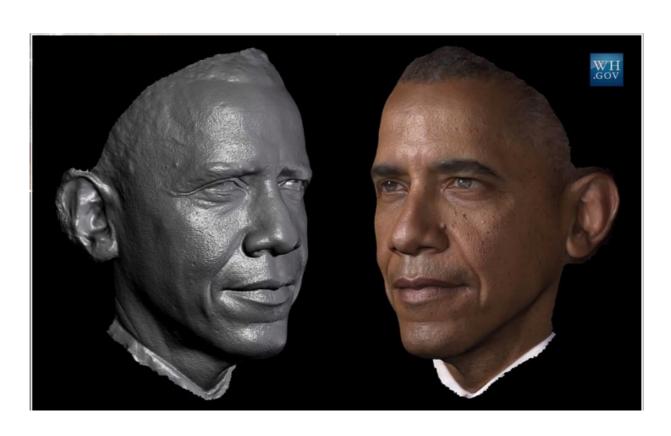
#### Transformations and geometry:

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



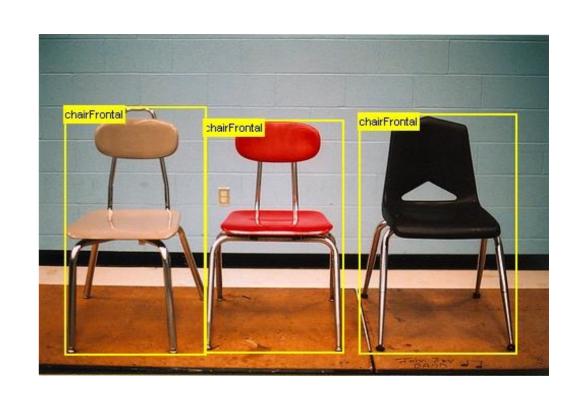
#### Physics-based vision:

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



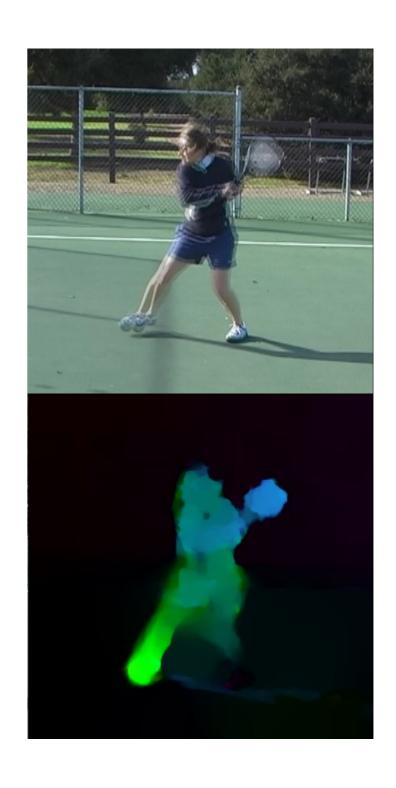
Objects, faces, and learning:

- 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).



## Grading

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

#### **Participation:**

- Be active! Ask questions.
- Post on Piazza and course website.

## Programming Assignments

- a lot of programming in Python
- hours and hours of programming
- days and days of debugging
- generous grading policy
- take advantage of extra credit

Assignment 1 Hough Transform

Assignment 2 Homography

Assignment 3 Stereo

Assignment 4 Bag of Words

Assignment 5 Convolutional Neural Nets

Assignment 6 Image Alignment

## Programming Assignments

- a lot of programming in Python
- hours and hours of programming
- days and days of debugging
- generous grading policy
- take advantage of extra credit

Assignment 1 Hough Transform

Assignment 2 Homography

Assignment 3 Stereo

Assignment 4 Bag of Words

Assignment 5 Convolutional Neural Nets

Assignment 6 Image Alignment

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

## Leniency

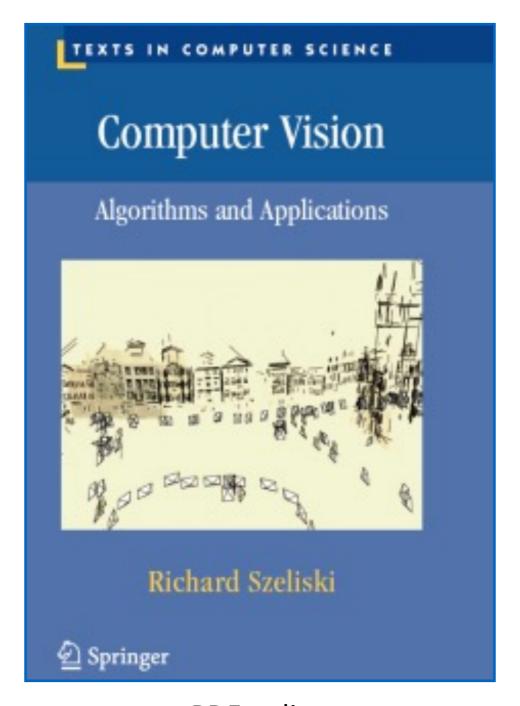
### Late days for programming assignments:

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

#### Option to skip take-home quizzes:

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

## Book



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.
  - please use [16385] in email title!
- Lecture questions should be asked on course website (or in lecture), and assignment/quiz/logistic questions should be asked on Piazza.
  - we won't answer technical questions through email.
  - you can post anonymously if you prefer.
- Office hours will be determined by poll.
  - o feel free to email me about additional office hours.

I will announce office hours at the end of this week.