Computer Vision

CS 543 / ECE 549

University of Illinois

Instructor: Derek Hoiem

TA: Ian Endres

Today's class

- A little about me
- Intro to computer vision
- Course logistics
- A bit about you
- Questions

About me

Raised in “upstate” NY

About me

1998-2002
Undergrad at SUNY Buffalo
B.S., EE and CSE

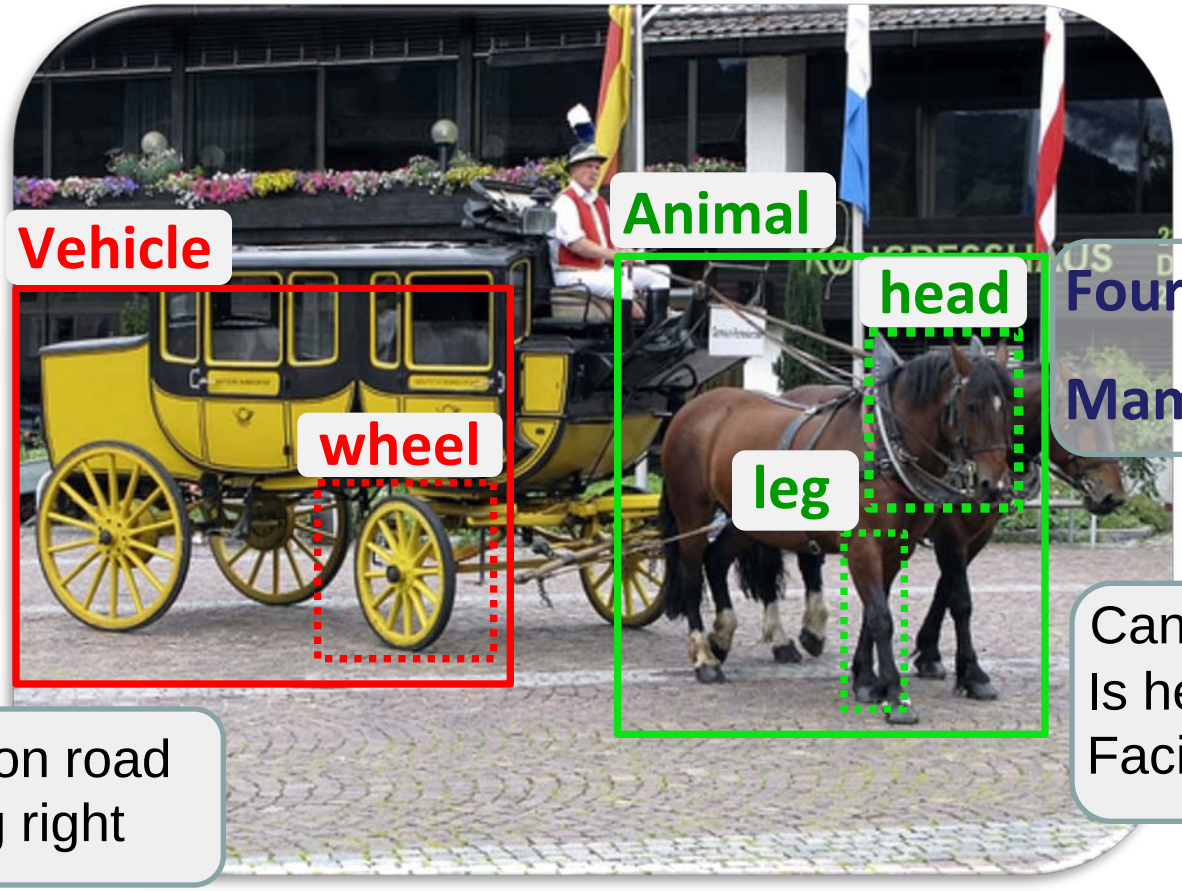
2002-2007
Grad at Carnegie Mellon
Ph.D. in Robotics

2007-2008
Postdoc at Beckman Institute

2009-
Assistant Prof in CS at UIUC

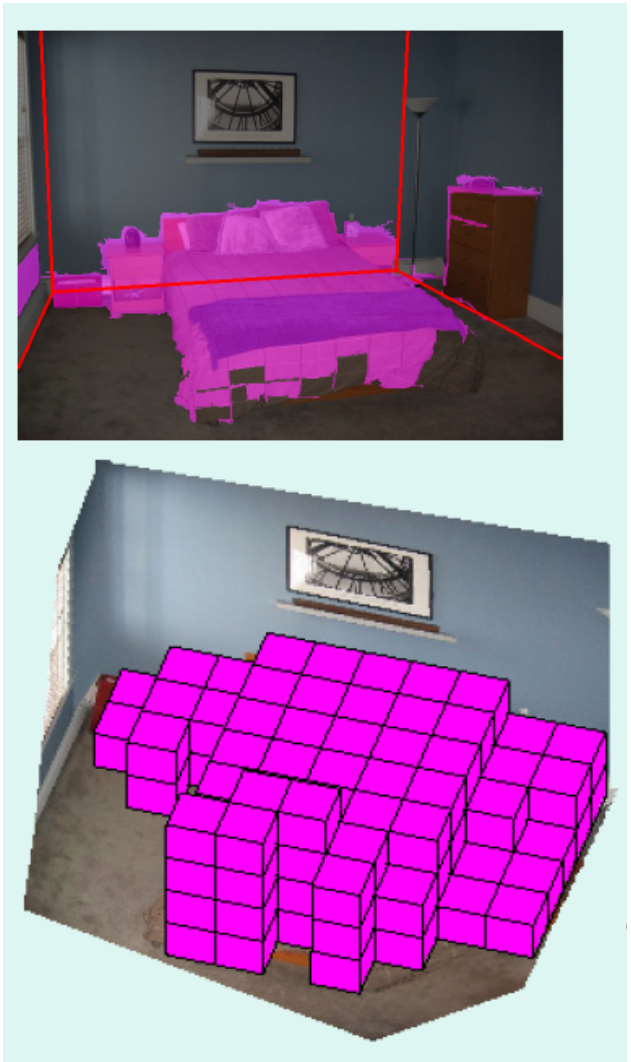
My research

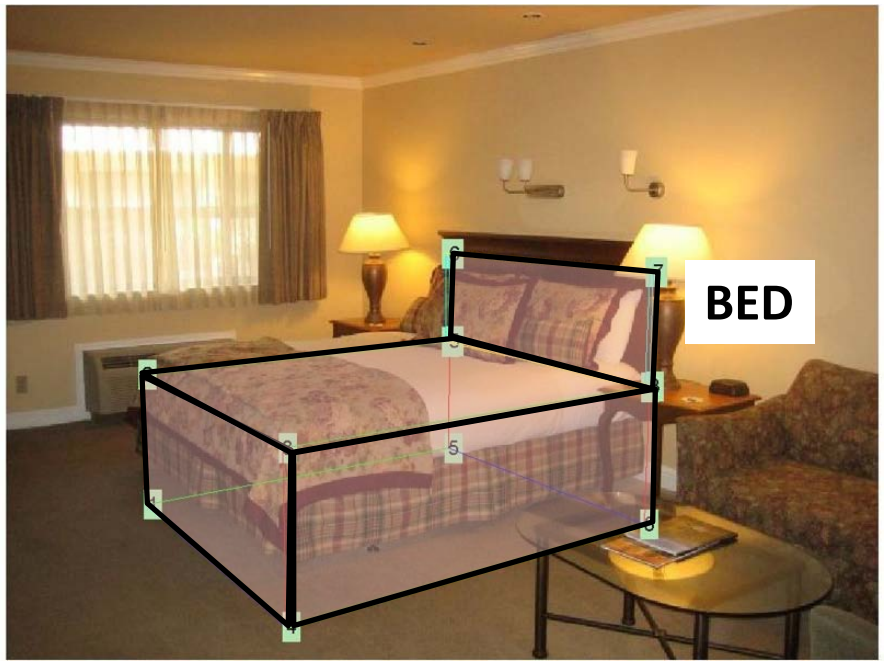
My Research


Vehicle
wheel
Animal
head
leg
Four-legged
Mammal
Move on road
Facing right
Can run, jump
Is herbivorous
Facing right

My Research

Recovering 3D layout and context





My Research

Editing images as if they were 3D scenes

Computer Vision

Make computers understand images and video.

What kind of scene?

Where are the cars?

How far is the building?

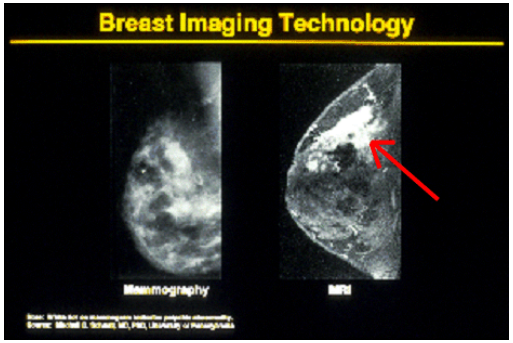
…

Vision is really hard

- Vision is an amazing feat of natural intelligence
  - Visual cortex occupies about 50% of Macaque brain
  - More human brain devoted to vision than anything else

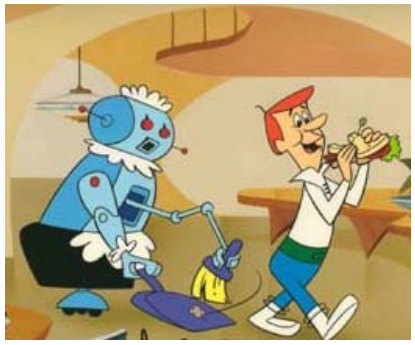
Why computer vision matters

Safety



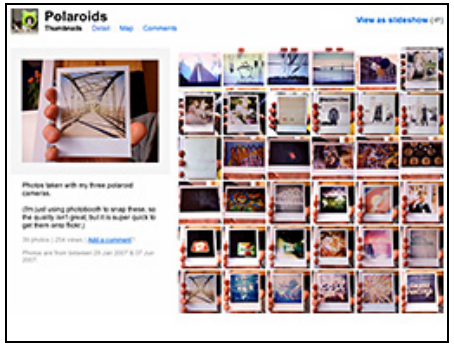
Health

Security



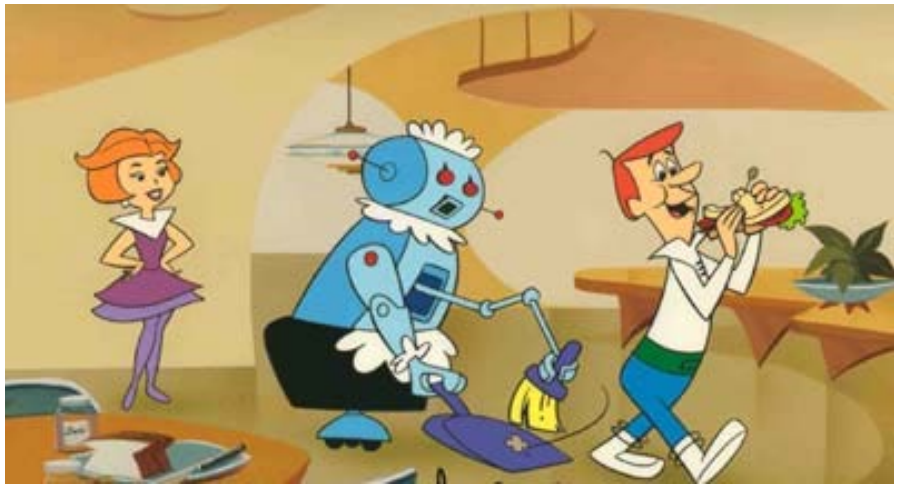
Comfort

Fun



Access

Two reasons for computer vision

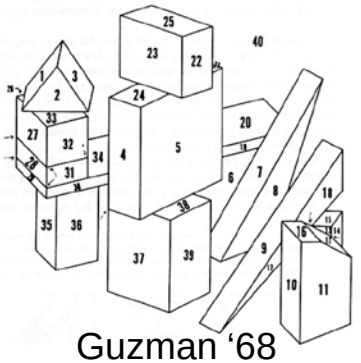


Household Robots

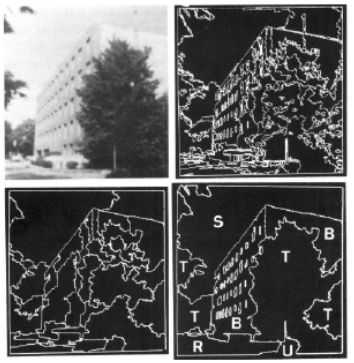
Assisted Driving

Ridiculously brief history of computer vision

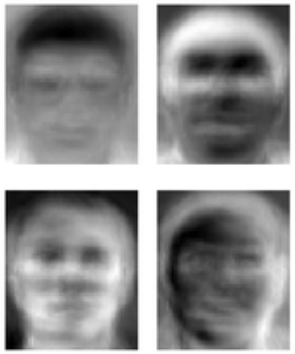
- 1966: Minsky assigns computer vision as an undergrad summer project
- 1960's: interpretation of synthetic worlds
- 1970's: some progress on interpreting selected images
- 1980's: ANNs come and go; shift toward geometry and increased mathematical rigor
- 1990's: face recognition; statistical analysis in vogue
- 2000's: broader recognition; large annotated datasets available; video processing starts



Guzman '68



Ohta Kanade '78



Turk and Pentland '91

How vision is used now

- Examples of state-of-the-art

Some of the following slides by Steve Seitz

Earth viewers (3D modeling)

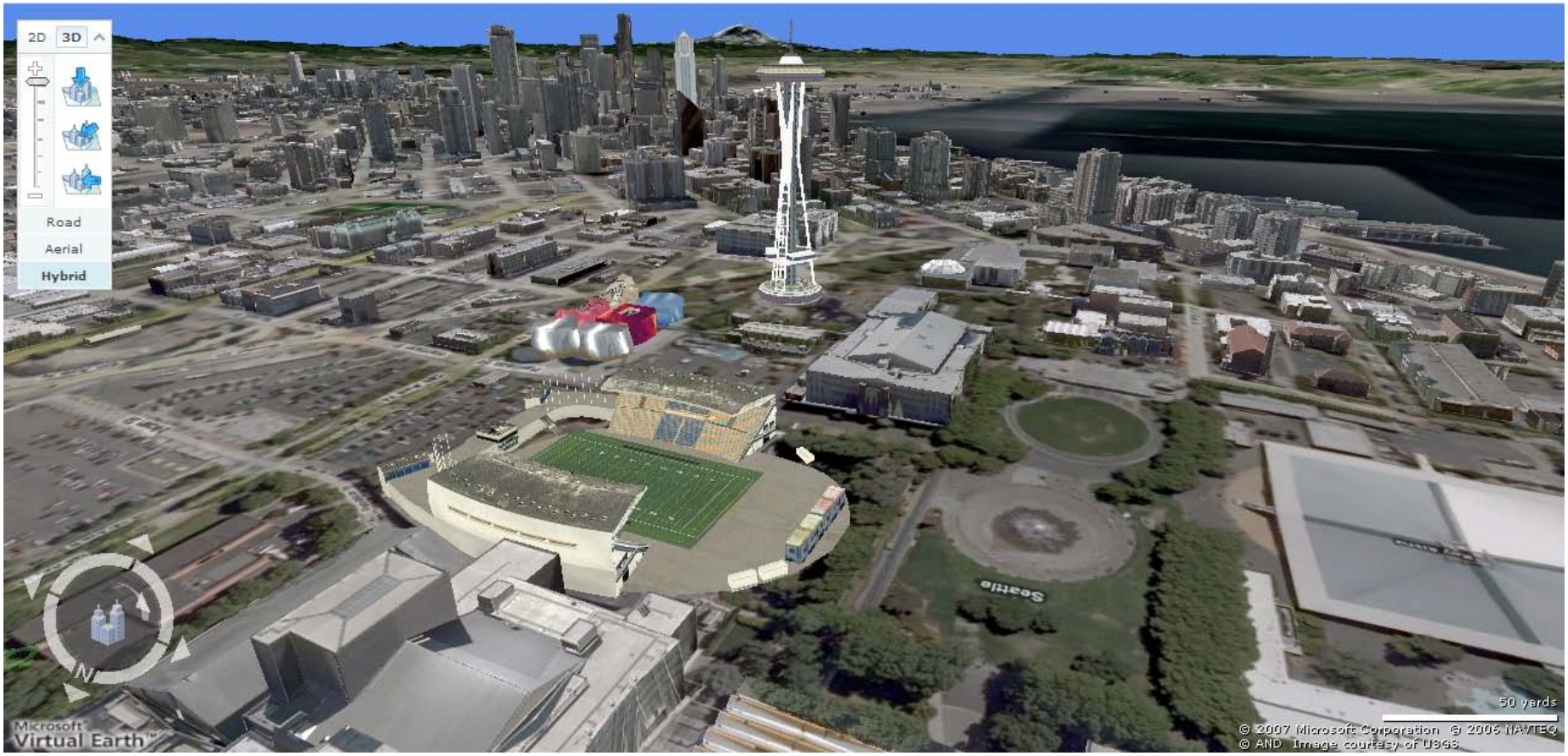
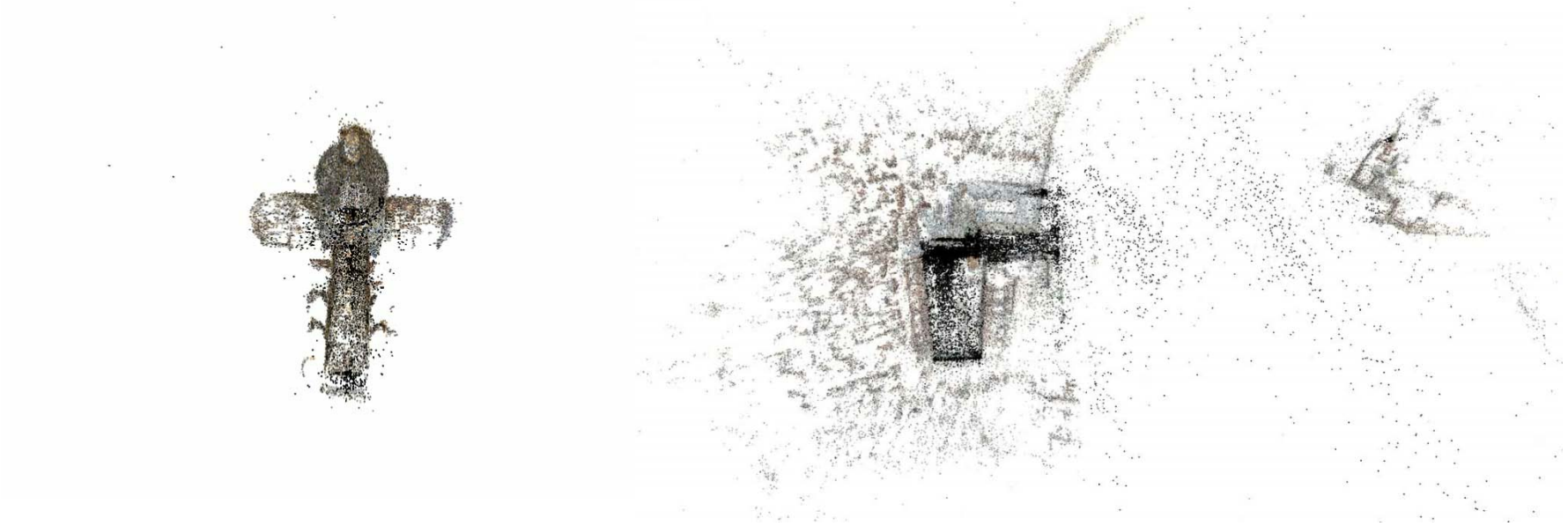


Image from Microsoft's Virtual Earth
(see also: Google Earth)

3D from thousands of images

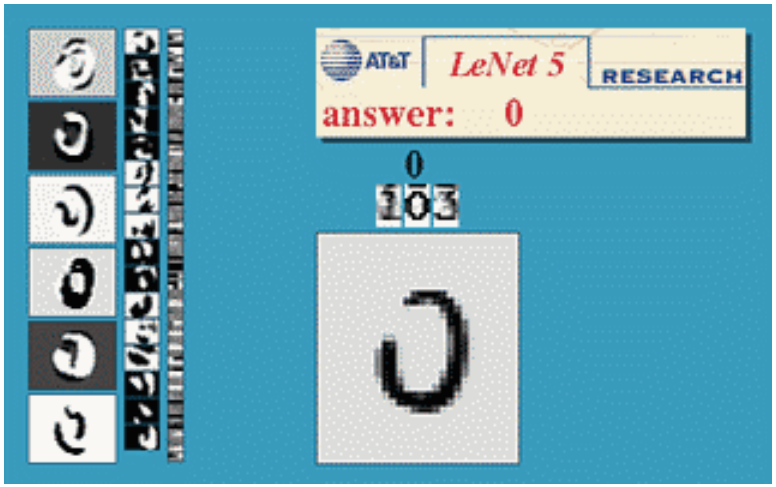


Building Rome in a Day: Agarwal et al. 2009

Optical character recognition (OCR)

Technology to convert scanned docs to text

- If you have a scanner, it probably came with OCR software



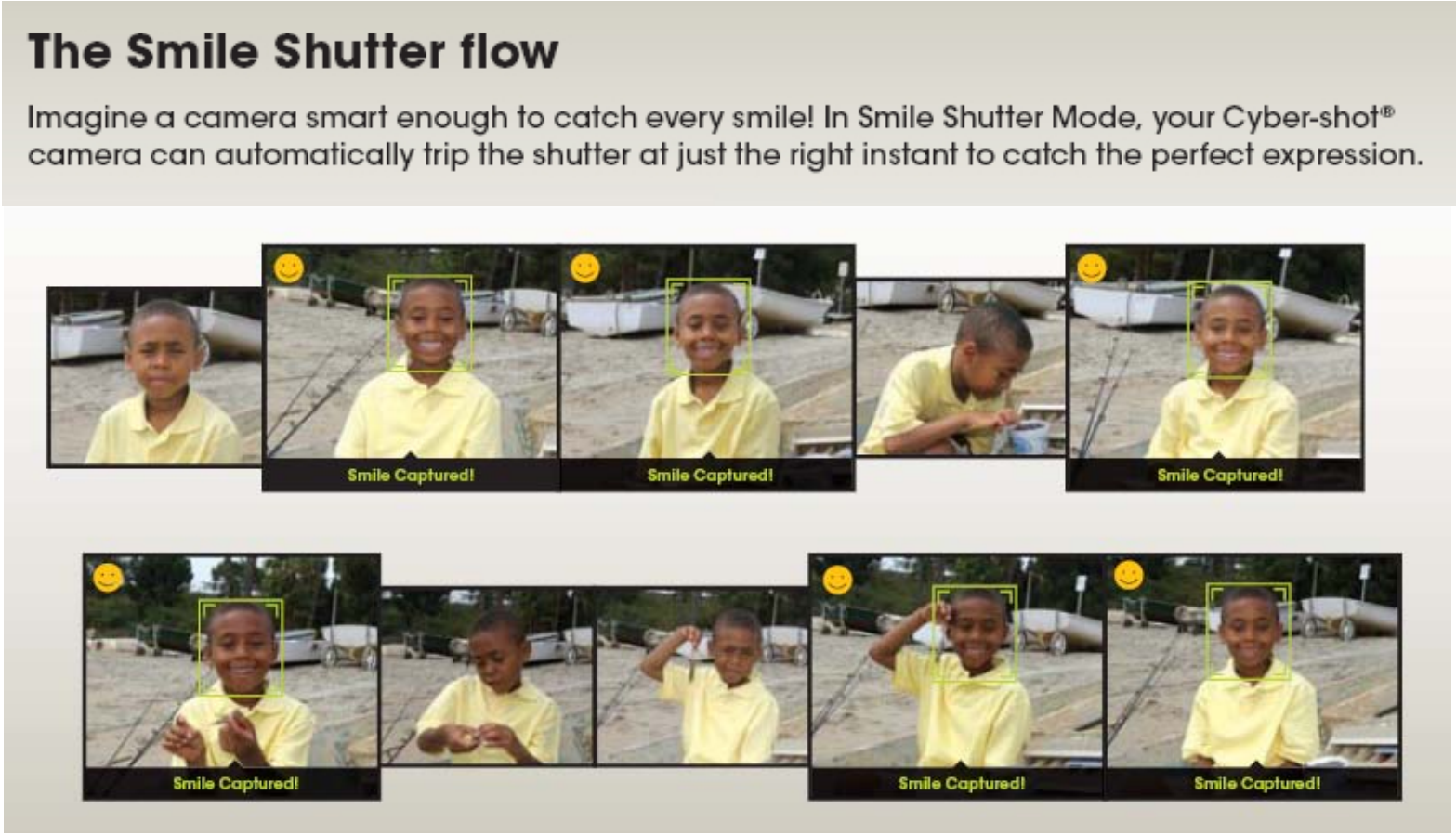
Digit recognition, AT&T labs
http://www.research.att.com/~yann/

License plate readers
http://en.wikipedia.org/wiki/Automatic_number_plate_recognition

Face detection

- Many new digital cameras now detect faces
  - Canon, Sony, Fuji, …

Smile detection?



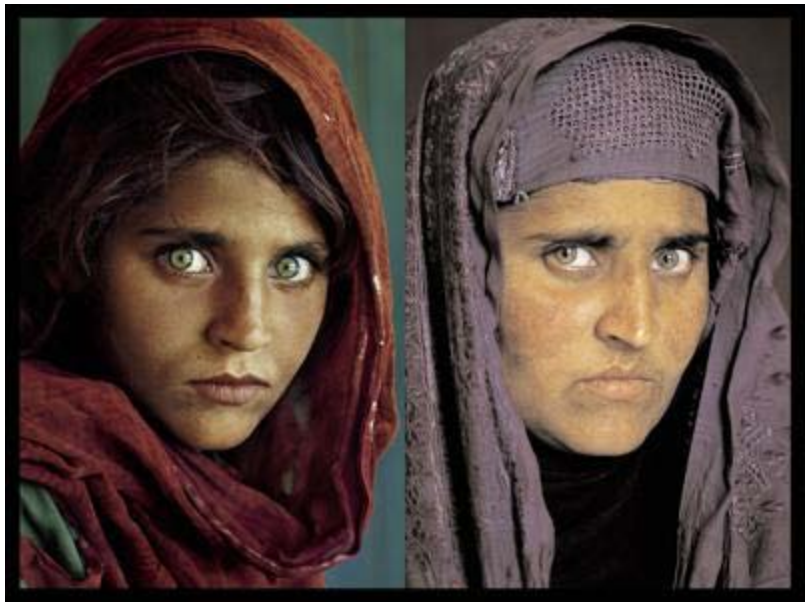
[Sony Cyber-shot® T70 Digital Still Camera]

Object recognition (in supermarkets)

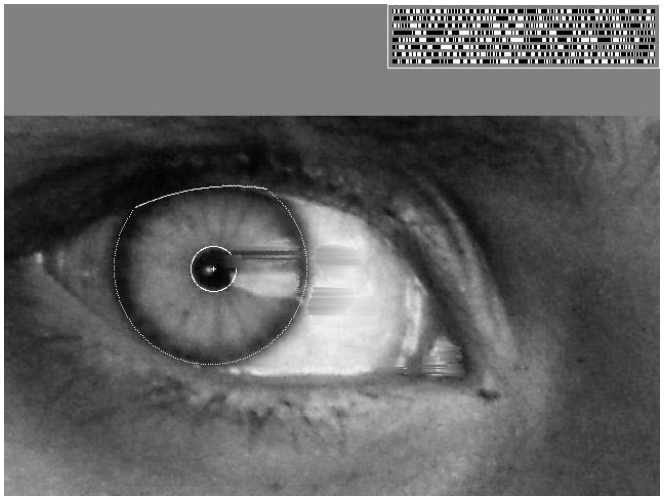
LaneHawk by EvolutionRobotics

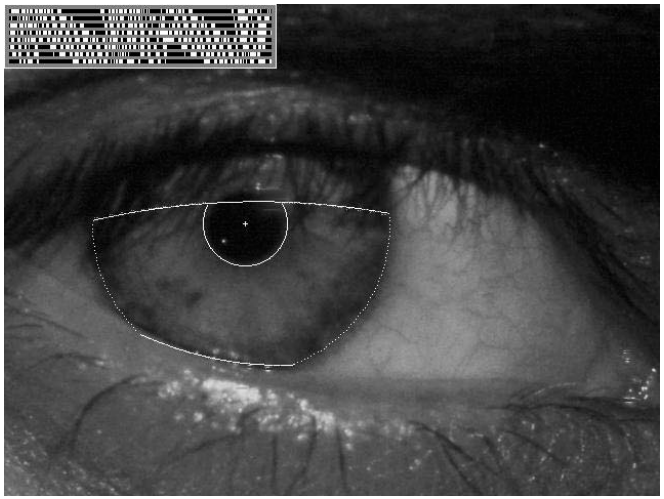
“A smart camera is flush-mounted in the checkout lane, continuously watching for items. When an item is detected and recognized, the cashier verifies the quantity of items that were found under the basket, and continues to close the transaction. The item can remain under the basket, and with LaneHawk,you are assured to get paid for it… “

Vision-based biometrics



"*How the Afghan Girl was Identified by Her Iris Patterns*" Read the story wikipedia





Login without a password…

Fingerprint scanners on many new laptops, other devices

Face recognition systems now beginning to appear more widely
http://www.sensiblevision.com/

Object recognition (in mobile phones)

[Point & Find](), [Nokia]()

[Google Goggles]()

Special effects: shape capture

The Matrix movies, ESC Entertainment, XYZRGB, NRC

Special effects: motion capture

Pirates of the Carribean, Industrial Light and Magic

Sports

Sportvision first down line
Nice explanation on www.howstuffworks.com

http://www.sportvision.com/video.html

Smart cars

Slide content courtesy of Amnon Shashua

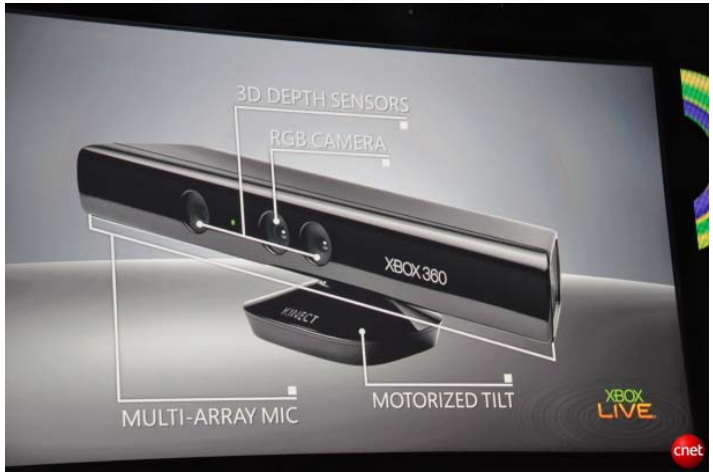
- Mobileye
  - Vision systems currently in high-end BMW, GM, Volvo models
  - By 2010: 70% of car manufacturers.

Google cars

http://www.nytimes.com/2010/10/10/science/10google.html?ref=artificialintelligence

Interactive Games: Kinect

- Object Recognition: http://www.youtube.com/watch?feature=iv&v=fQ59dXOo63o
- Mario: http://www.youtube.com/watch?v=8CTJL5lUjHg
- 3D: http://www.youtube.com/watch?v=7QrnwoO1-8A
- Robot: http://www.youtube.com/watch?v=w8BmgtMKFbY



Vision in space

NASA'S Mars Exploration Rover Spirit captured this westward view from atop a low plateau where Spirit spent the closing months of 2007.

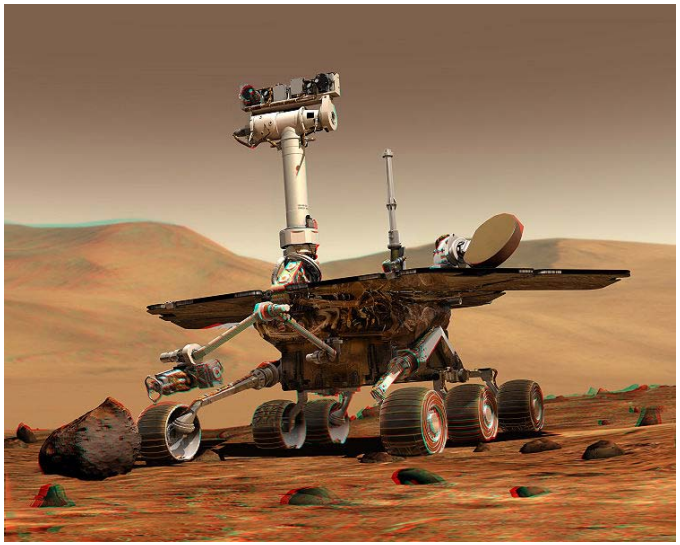
Vision systems (JPL) used for several tasks

- Panorama stitching
- 3D terrain modeling
- Obstacle detection, position tracking
- For more, read "Computer Vision on Mars" by Matthies et al.

Industrial robots

Vision-guided robots position nut runners on wheels

Mobile robots

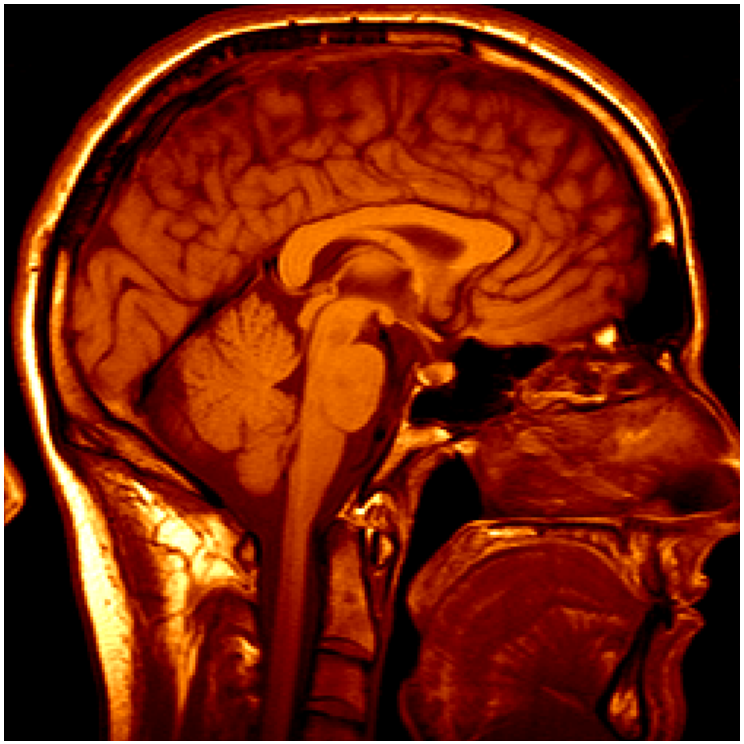


NASA's Mars Spirit Rover
http://en.wikipedia.org/wiki/Spirit_rover

http://www.robocup.org/

Saxena et al. 2008
STAIR at Stanford

Medical imaging



3D imaging
MRI, CT

Image guided surgery
Grimson et al., MIT

Current state of the art

- You just saw examples of current systems
  - Most of these are less than 5 years old

- This is a very active research area, and rapidly changing
  - Many new apps in the next 5 years

- To learn more about vision applications and companies
  - David Lowe maintains an excellent overview of vision companies
    - http://www.cs.ubc.ca/spider/lowe/vision.html

Course outline

Prof: Derek Hoiem (dhoiem@illinois.edu), SC3312

TA: Ian Endres (iendres2@illinois.edu), SC3307

Web page:

http://www.cs.illinois.edu/class/sp11/cs543/

Grades

- Homeworks (75%)
- Final project (25%)
- Attendance

Late policy

- 10% per day
- One late HW will be forgiven (up to one week)

Academic Integrity

Getting help outside of class

Office hours

- Time TBA, please mark good times on Doodle: http://www.doodle.com/sbg39gsptwaurpnz
- Otherwise, just stop by. If I'm not there, send me an e-mail.

Discussion board: http://groups.google.com/group/cs543-spring2011-uiuc

TA: Ian Endres (iendres2@illinois.edu), Siebel Center 3307

Readings/Textbook

Other comments

Prerequisites

- **Linear algebra**, basic calculus, and probability
- Experience with image processing or Matlab will help but is not necessary

What to expect from this course

- Broad coverage (geometry, image processing, recognition, multiview, video)
- Background to delve deeper into any computer vision-related topic
- Practical experience
- Lots of work, tough material, fast pace, but hopefully lots of learning too!

Topics

- Image Formation and Basic Processing
  - How does a 3D scene project to an image?
  - How can we model light? What are useful color spaces?
  - How can we use image filters to model texture and detect things?
- Grouping and Fitting
  - How can we detect edges and segment the image into meaningful regions?
- Recognition
  - How can we represent images and categorize them?
  - How can we recognize particular objects or categories of objects?
- Multiple Views and Motion
  - How can we track points and objects?
  - How can we recover depth from multiple views?
- Advanced Topics
  - Action recognition, 3D scenes and context, …

Introduce yourselves

Final comments

- Feedback
- To do
  - Sign up for newsgroup:
    http://groups.google.com/group/cs543-spring2011-uiuc
  - Help pick office hours:
    http://www.doodle.com/sbg39gsptwaurpnz
  - Read syllabus, etc.
- Next class: camera model and perspective
- Questions?