

# Computer Vision

CS 543 / ECE 549

University of Illinois

Instructor: Derek Hoiem

TA: Ruiqi Guo



# 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-**

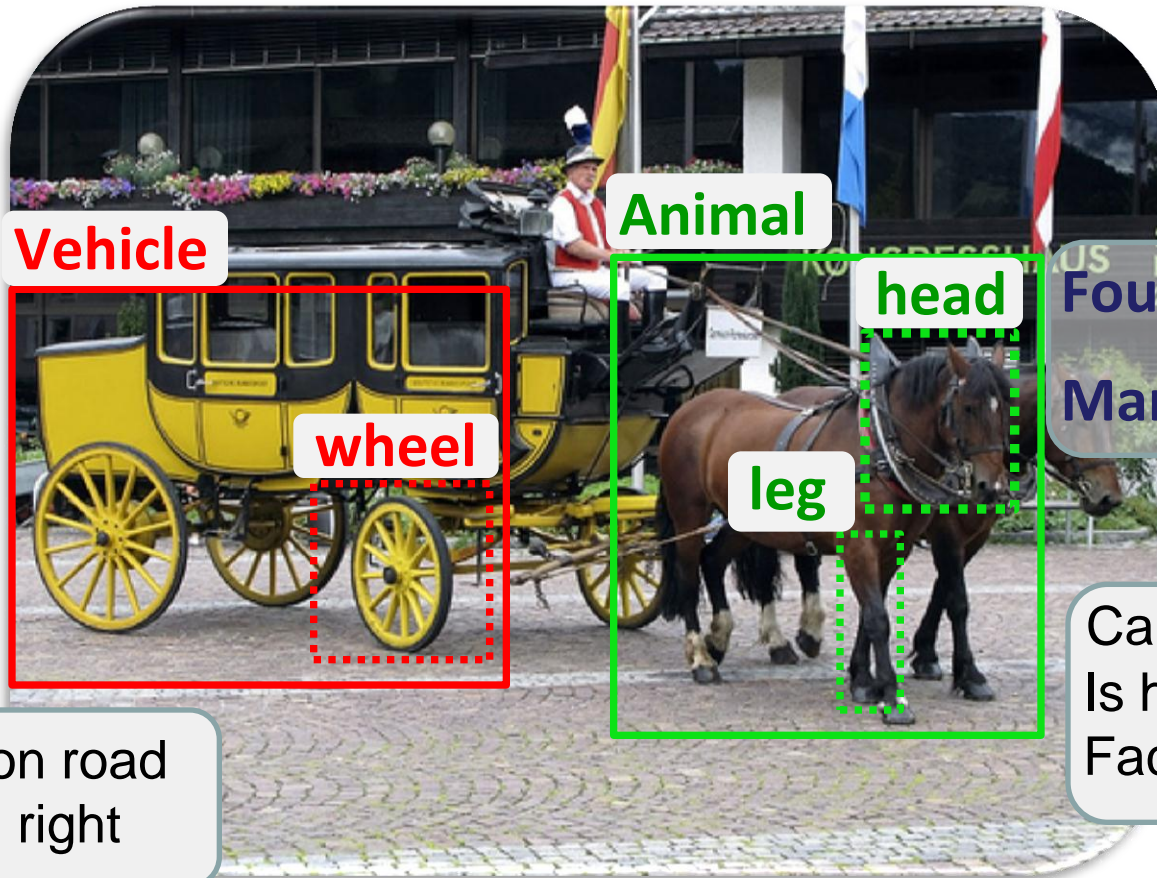
**Assistant Prof in CS at UIUC**

# My research





# My Research



Vehicle

Animal

head

Four-legged  
Mammal

wheel

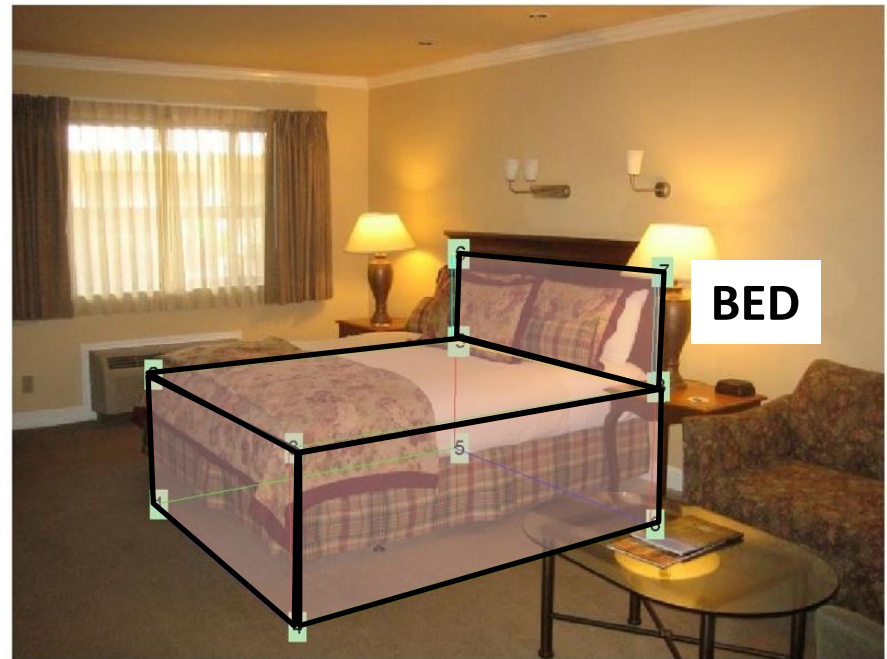
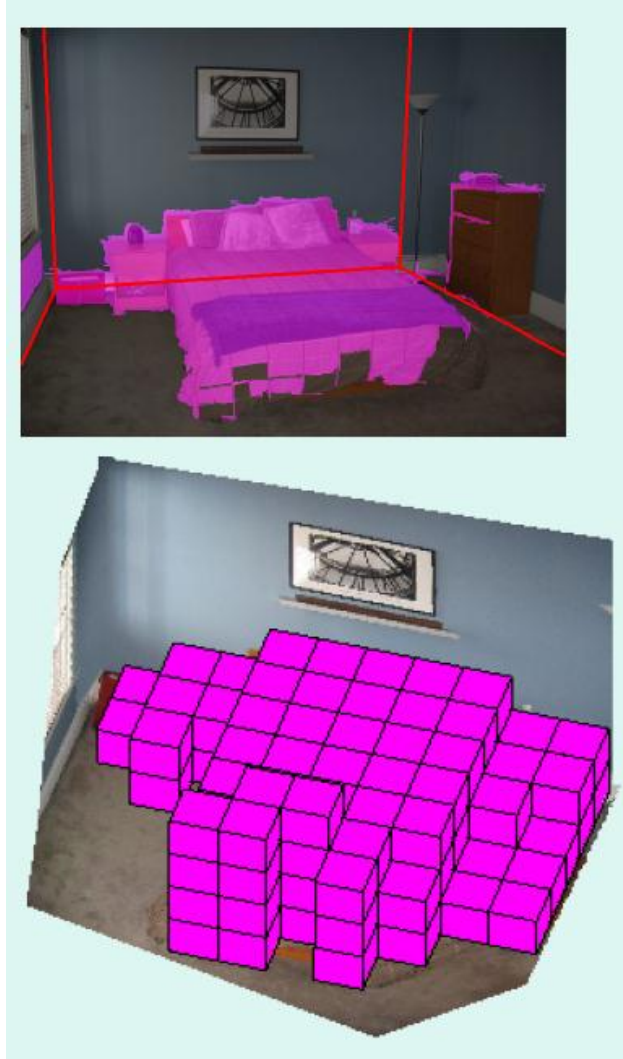
leg

Move on road  
Facing right

Can run, jump  
Is herbivorous  
Facing right

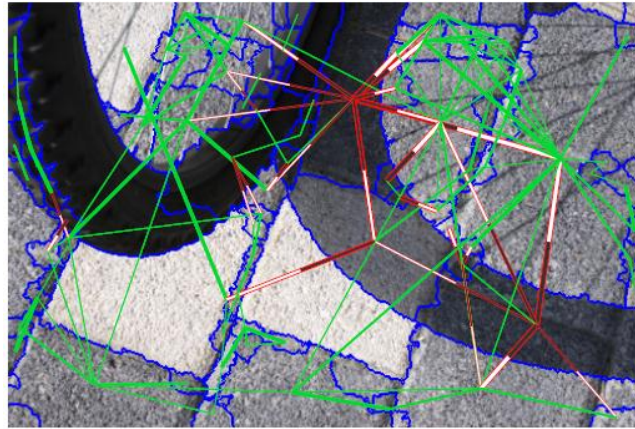
# My Research

## Recovering 3D layout and context



# My Research

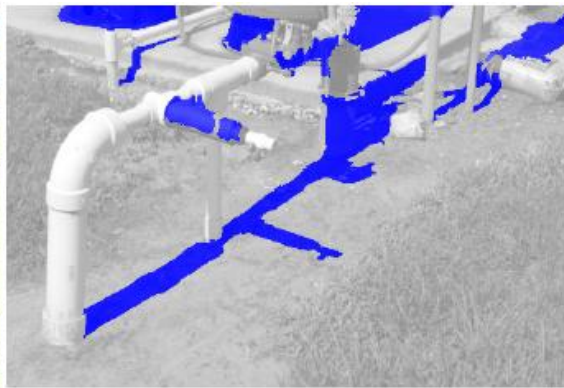
## Shadow detection and removal



Detection by Comparing Pairs of Regions



Input



Detected Shadows



Removed Shadows



# My Research

Editing images as if they were 3D scenes



(video)

with Karsch, Hedau, Forsyth

# Computer Vision

Make computers understand images and video.



What kind of scene?

Where are the cars?

How far is the building?

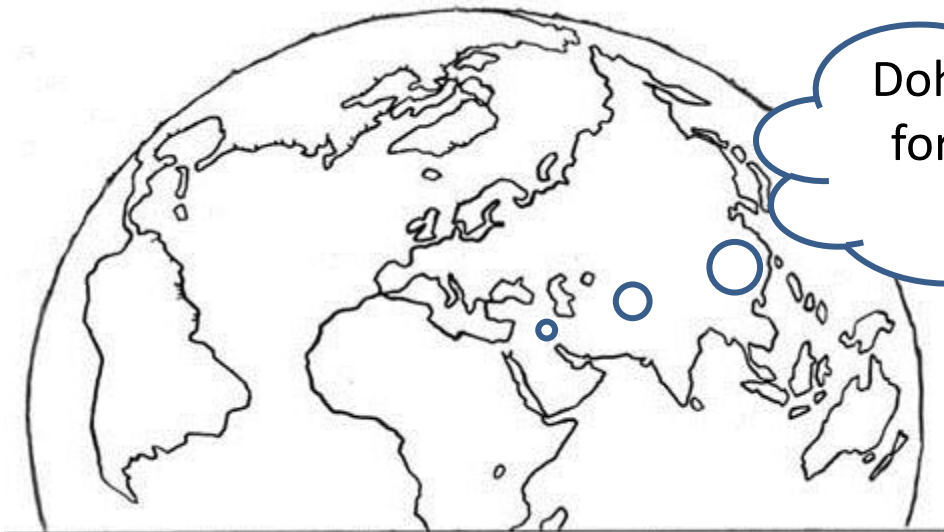
...

# The miracle of vision

Let there be light!

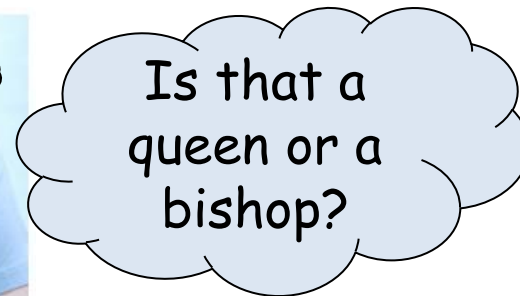


Doh! I was hoping  
for a laser range  
finder.



# Vision is really hard

- Vision is an amazing feat of natural intelligence
  - More human brain devoted to vision than anything else

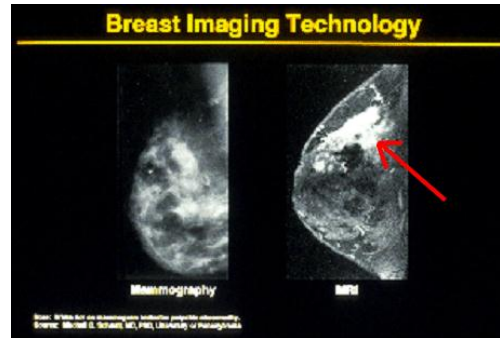




# Computer vision matters



Safety



Health



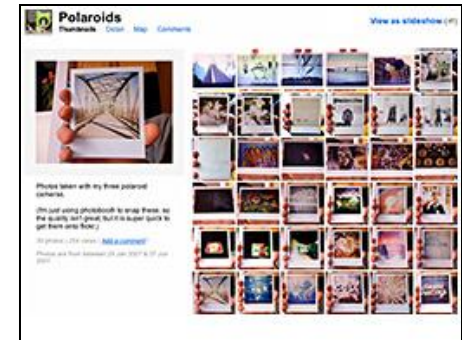
Security



Comfort

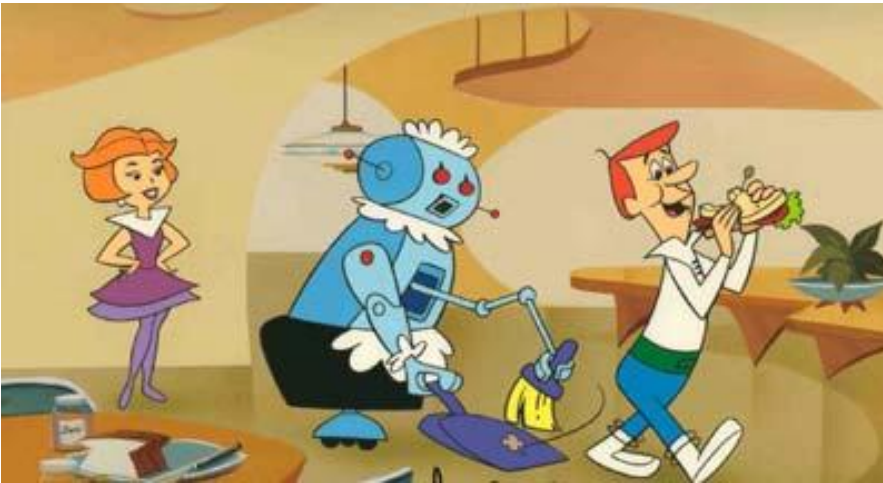


Fun



Access

# Two reasons for computer vision



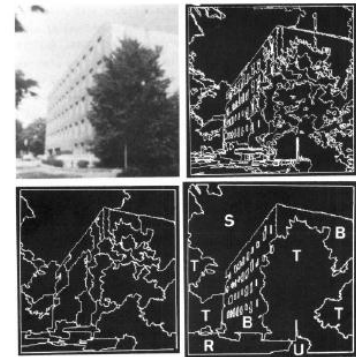
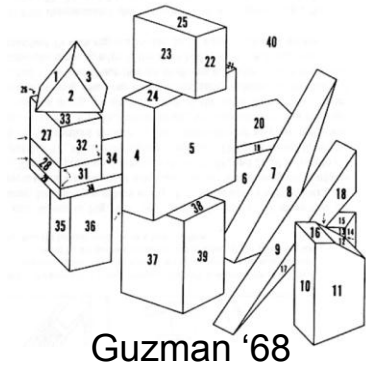
Household Robots



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
- 2010's: robots rule the world??



# How vision is used now

- Examples of state-of-the-art



# Earth viewers (3D modeling)

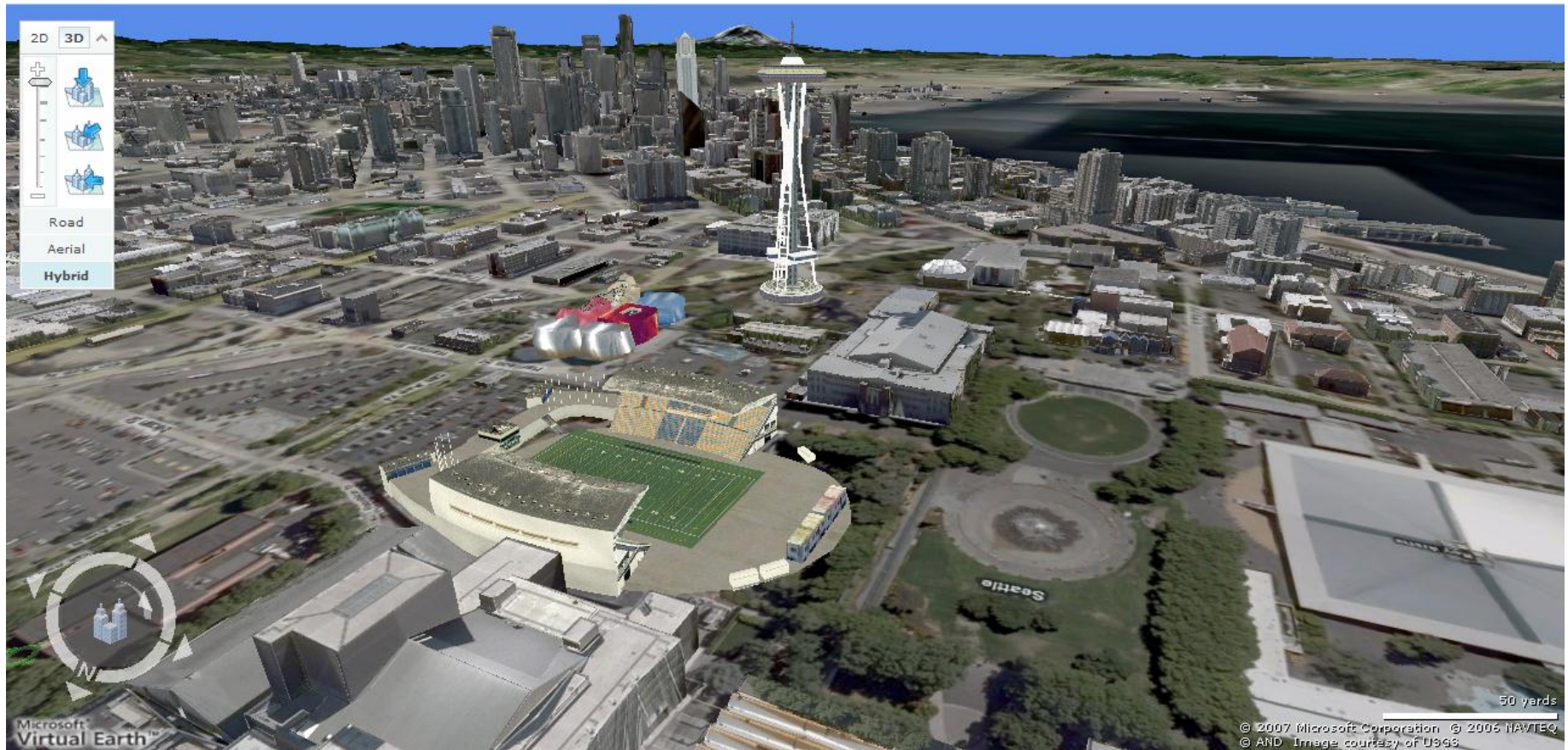


Image from Microsoft's [Virtual Earth](#)  
(see also: [Google Earth](#))

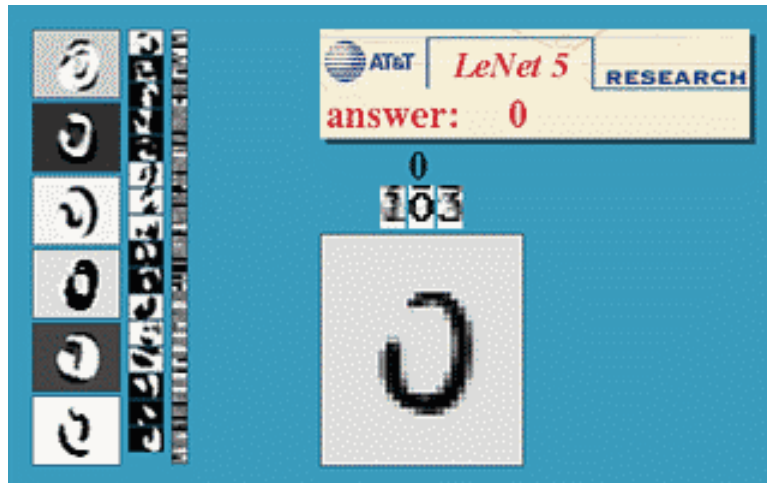
# 3D from thousands of images



# 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](http://en.wikipedia.org/wiki/Automatic_number_plate_recognition)



# Face detection



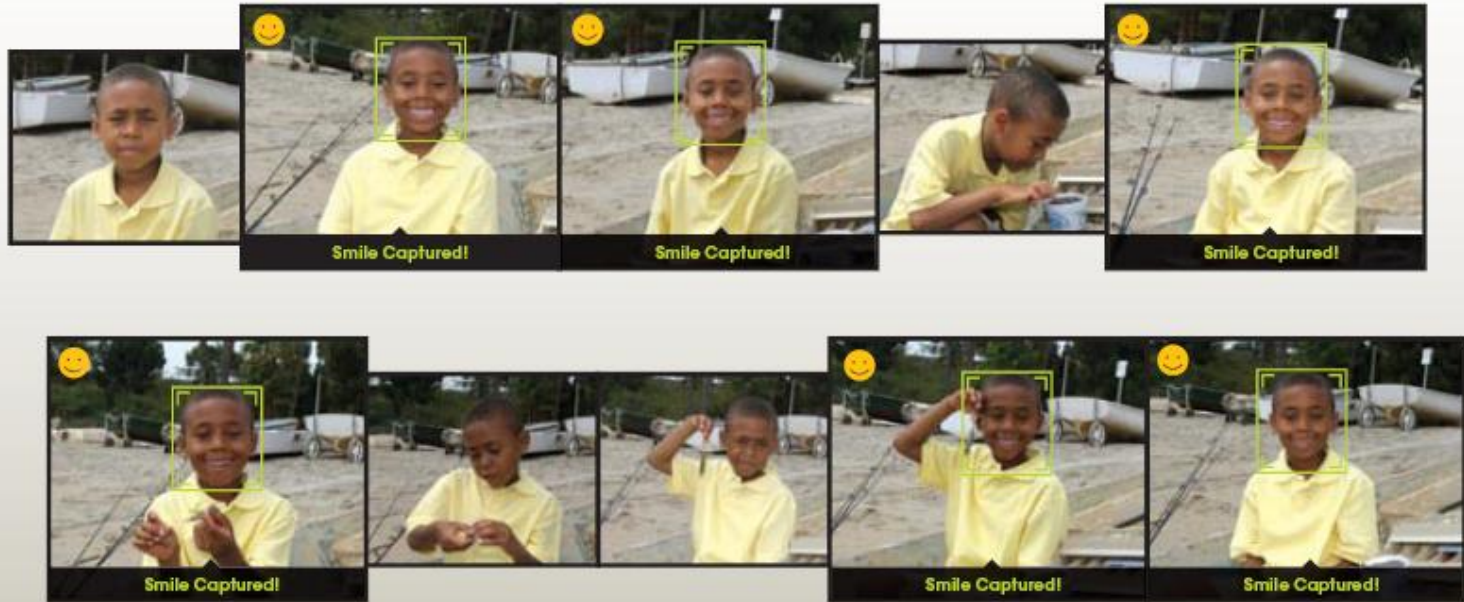
- Many new digital cameras now detect faces
  - Canon, Sony, Fuji, ...



# Smile detection?

## The Smile Shutter flow

Imagine a camera smart enough to catch every smile! In Smile Shutter Mode, your Cyber-shot® camera can automatically trip the shutter at just the right instant to catch the perfect expression.



[Sony Cyber-shot® T70 Digital Still Camera](#)

# Object recognition (in supermarkets)



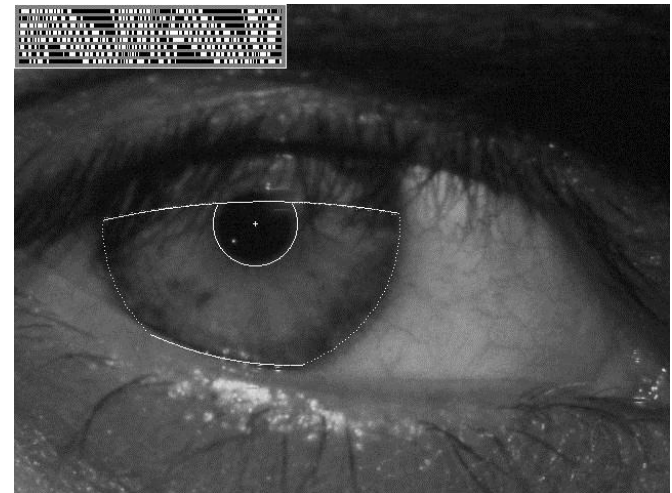
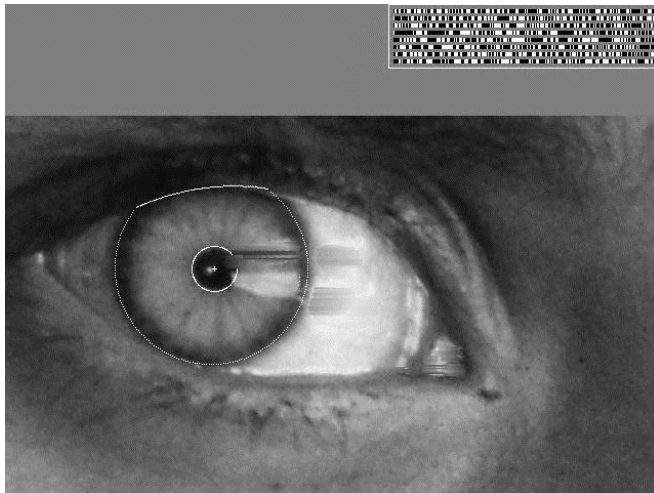
## [LaneHawk by EvolutionRobotics](#)

“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.howstuffworks.com)

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



# Smart cars

The image is a screenshot of the Mobileye website. At the top, there are two navigation buttons: "manufacturer products" and "consumer products". Below them is the slogan "Our Vision. Your Safety." in large white text. The central part of the page features a top-down view of a car with four yellow beams representing camera fields of vision, labeled "rear looking camera", "forward looking camera", and "side looking camera". Below this, there are three main product sections: "EyeQ Vision on a Chip" with an image of the chip, "Vision Applications" showing a pedestrian on a crosswalk, and "AWS Advance Warning System" with a circular display showing a car icon and the number "0.8". To the right of these sections is a "News" sidebar with two headlines about Volvo's collision warning system and a "read more" link. Below the news is an "Events" section with two links: "Mobileye at Equip Auto, Paris, France" and "Mobileye at SEMA, Las Vegas, NV", followed by another "read more" link.

manufacturer products consumer products

**Our Vision. Your Safety.**

rear looking camera forward looking camera side looking camera

➤ **EyeQ** Vision on a Chip

➤ **Vision Applications**  
Road, Vehicle, Pedestrian Protection and more

➤ **AWS** Advance Warning System

➤ **News**

➤ Mobileye Advanced Technologies Power Volvo Cars World First Collision Warning With Auto Brake System

➤ Volvo: New Collision Warning with Auto Brake Helps Prevent Rear-end

> all news

Events

➤ Mobileye at Equip Auto, Paris, France

➤ Mobileye at SEMA, Las Vegas, NV

> read more

- Mobileye
  - Vision systems currently in many high-end models

<http://mobileye.com/technology/applications/vehicle-detection/forward-collision-warning/>

<http://mobileye.com/technology/applications/pedestrian-detection/pedestrian-collision-warning/>

# Google cars



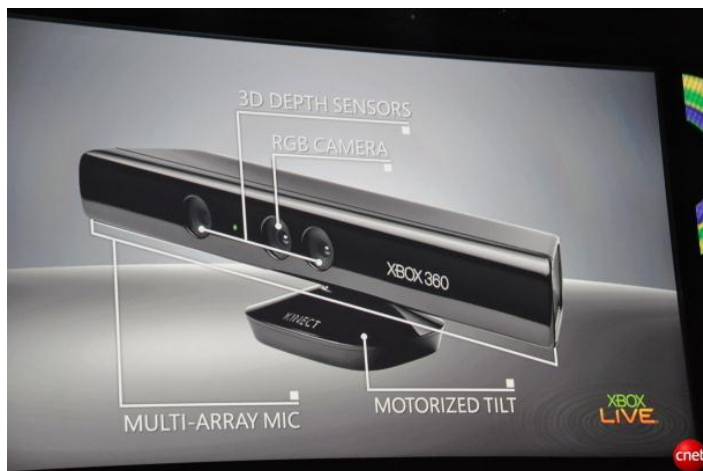
Oct 9, 2010. ["Google Cars Drive Themselves, in Traffic"](#). [The New York Times](#). John Markoff

June 24, 2011. ["Nevada state law paves the way for driverless cars"](#). [Financial Post](#). Christine Dobby

Aug 9, 2011, ["Human error blamed after Google's driverless car sparks five-vehicle crash"](#). *The Star* (Toronto)

# Interactive Games: Kinect

- Object Recognition:  
<http://www.youtube.com/watch?feature=iv&v=fQ59dXOo63o>
- Mario: <http://www.youtube.com/watch?v=8CTJL5IUjHg>
- 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.

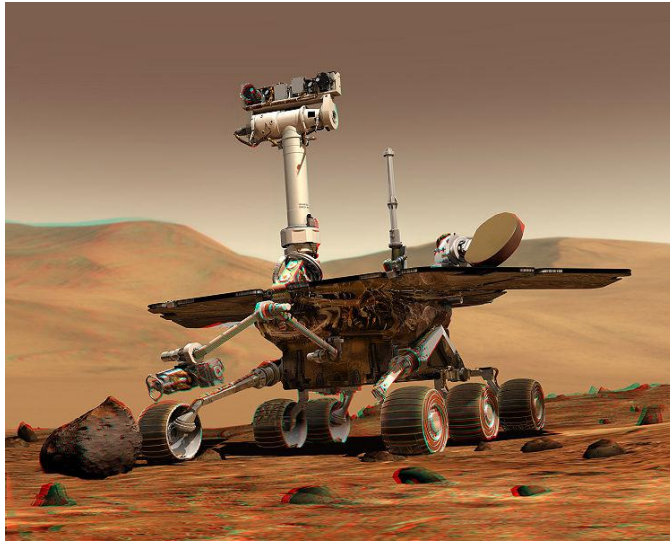


# Industrial robots



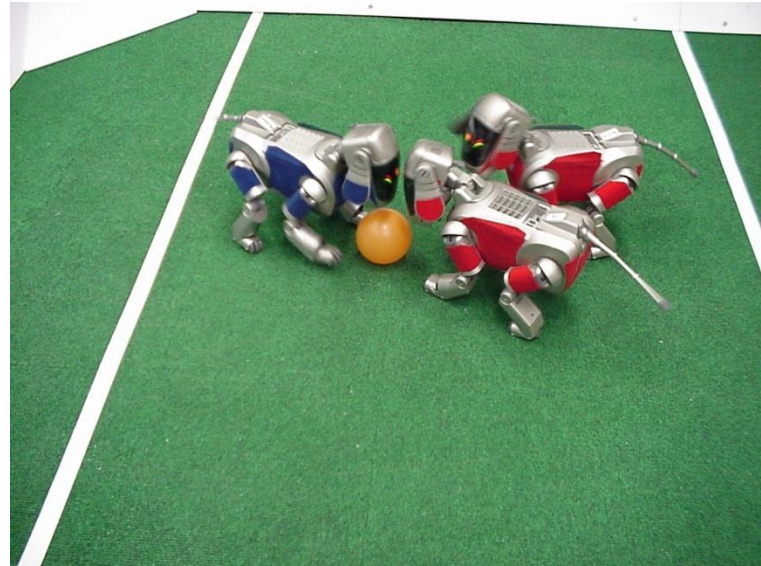
Vision-guided robots position nut runners on wheels

# Mobile robots

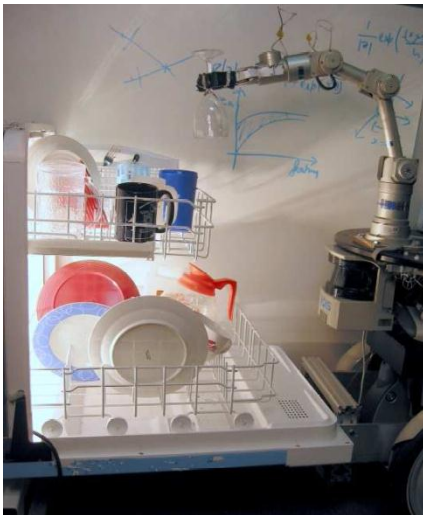


NASA's Mars Spirit Rover

[http://en.wikipedia.org/wiki/Spirit\\_rover](http://en.wikipedia.org/wiki/Spirit_rover)



<http://www.robocup.org/>

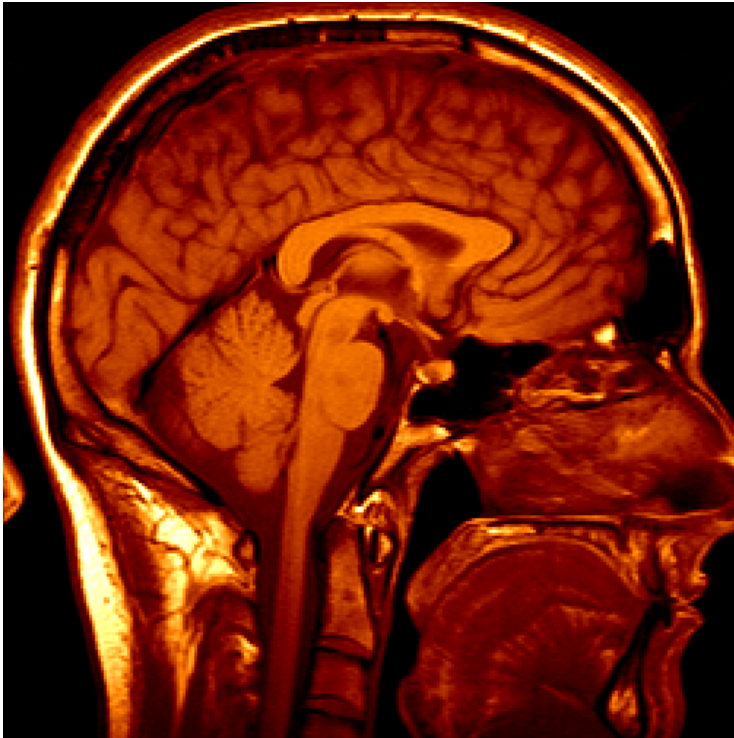


Saxena et al. 2008  
[STAIR](#) at Stanford



<http://www.youtube.com/watch?v=DF39Ygp53mQ>

# 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](http://www.cs.ubc.ca/spider/lowe/vision.html) maintains an excellent overview of vision companies
    - <http://www.cs.ubc.ca/spider/lowe/vision.html>



# Course outline

**Prof:** Derek Hoiem ([dhoiem@illinois.edu](mailto:dhoiem@illinois.edu)), SC3312

**TA:** Ruiqi Guo ([guo29@illinois.edu](mailto:guo29@illinois.edu)), SC3307

**Web page:**

<http://www.cs.illinois.edu/class/sp12/cs543/>

# Online and In-Class

- First time offering online portion
  - Recorded videos
  - Skype during office hours
- In-class students
  - Can review via recorded lectures
  - Do come to class!

# Grades

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

## Late policy

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

# Academic Integrity

- Can discuss hw with peers, but don't copy
- Carefully document any sources within hw hand-in
- Don't use code from Internet unless you have permission
  - If you're not sure, ask



# Getting help outside of class

## Office hours

- Time TBA, please mark good times on Doodle:  
<http://www.doodle.com/5hwe36cwqzr2yny5>
- Otherwise, just stop by. If I'm not there, send me an e-mail.

## Discussion board:

<http://groups.google.com/group/cs543-spring2012-uiuc>

**TA:** Ruiqi Guo ([guo29@illinois.edu](mailto:guo29@illinois.edu)), Siebel Center 3307

## Readings/Textbook

- [Computer Vision: A Modern Approach \(2<sup>nd</sup> edition\)](#) by David Forsyth and Jean Ponce (2011)
- See syllabus for other useful books

# 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

- Interpreting Intensities
  - What determines the brightness and color of a pixel?
  - How can we use image filters to extract meaningful information from the image?
- Correspondence and Alignment
  - How can we find corresponding points in objects or scenes?
  - How can we estimate the transformation between them?
- Perspective and 3D Geometry
  - How can we map between the 3D world and the 2D image?
  - How can we recover 3D coordinates from images or video?
- Grouping and Segmentation
  - How can we group pixels into meaningful regions?
- Categorization and Object Recognition
  - How can we represent images and categorize them?
  - How can we recognize categories of objects?
- Advanced Topics
  - Action recognition, 3D scenes and context, ...

# Prerequisites

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



# Goals and Expectations

- My goal: maximize the learning effectiveness of your time
- What I expect from you
  - Attend and participate, when possible
  - Start assignments well before deadline
  - Tell me what's working and suggest improvements

# Introduce yourselves

# Final comments

- Feedback
- To do
  - Sign up for newsgroup:  
<http://groups.google.com/group/cs543-spring2012-uiuc>
  - Help pick office hours:  
<http://www.doodle.com/5hwe36cwqzr2yny5>
  - Read syllabus, etc.
- Next class: light and color
- Questions?

