



Computer Vision

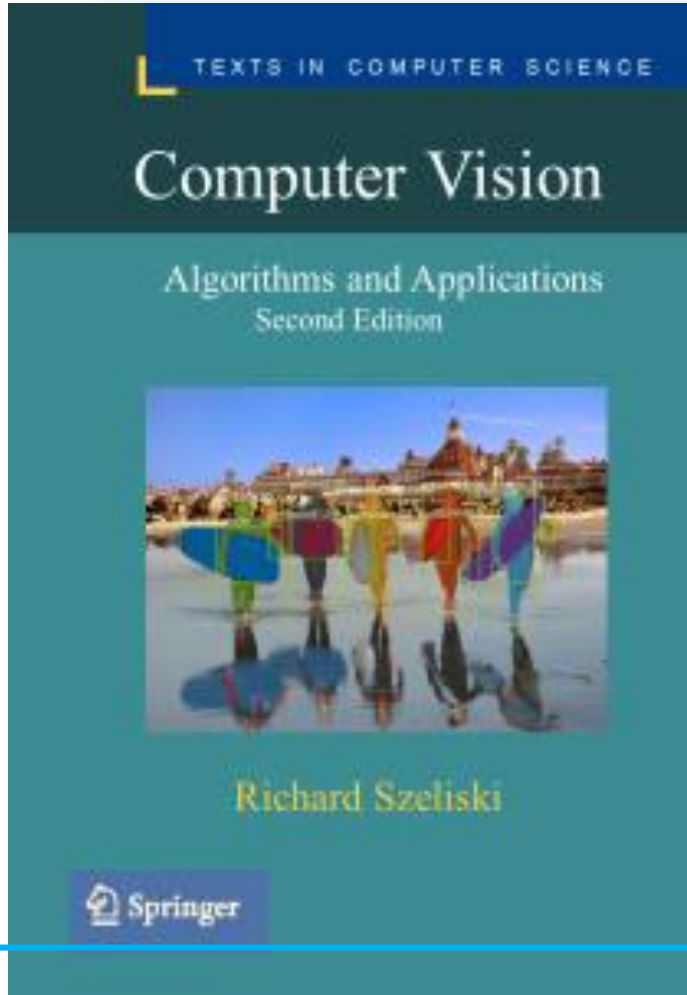
Lecture1

Introduction to computer vision

Dr. Ali Mahmoud Mayya
Computer Science Dept.
AL Manara University, Syria
2024

References Text Book and E-Cites

- [Computer Vision: Algorithms and Applications, by Rick Szeliski](#)



<http://szeliski.org/Book/>



**CS 376: Texas University Computer Vision
Spring 2018**

<http://vision.cs.utexas.edu/376-spring2018/>

المفردات Syllabus

I. Features and filters: low-level vision

- Linear filters
- Edges and contours
- Binary image analysis
- Background subtraction
- Texture
- Motion and optical flow

II. Grouping and fitting: mid-level vision

- Segmentation and clustering algorithms
- Hough transform
- Fitting lines and curves
- Robust fitting, RANSAC
- Deformable contours
- Interactive segmentation

IV. Recognition: high-level vision

- Object/scene/activity categorization
- Object detection
- Supervised classification algorithms
- Probabilistic models for sequence data
- Visual attributes
- Active learning
- Dimensionality reduction
- Non-parametric methods and big data
- Deep learning, convolutional neural networks
- Other advanced topics as time permits

III. Multiple views

- Local invariant feature detection and description
- Image transformations and alignment
- Planar homography
- Epipolar geometry and stereo
- Object instance recognition

Why is the study of computer vision?

- الصور والفيديو في كل مكان! Images and videos are every where!



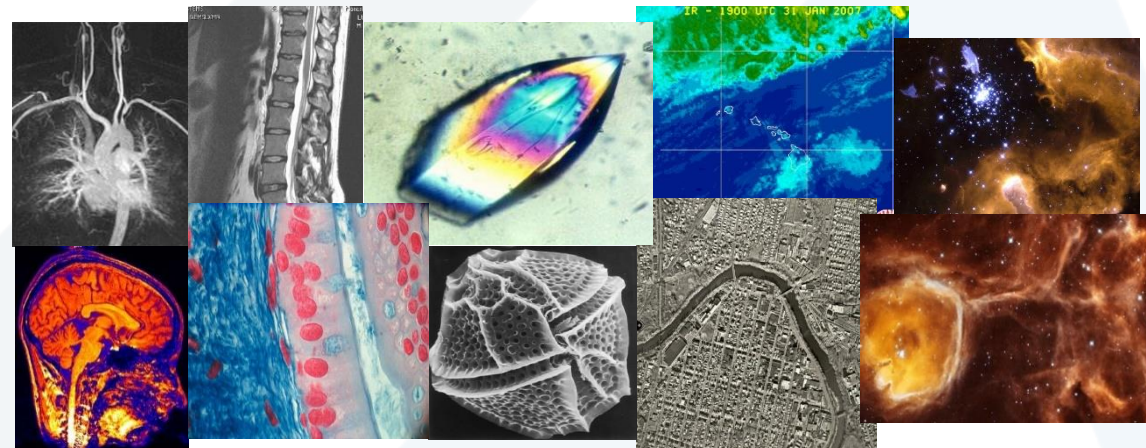
Personal photos



Movies, news, sports



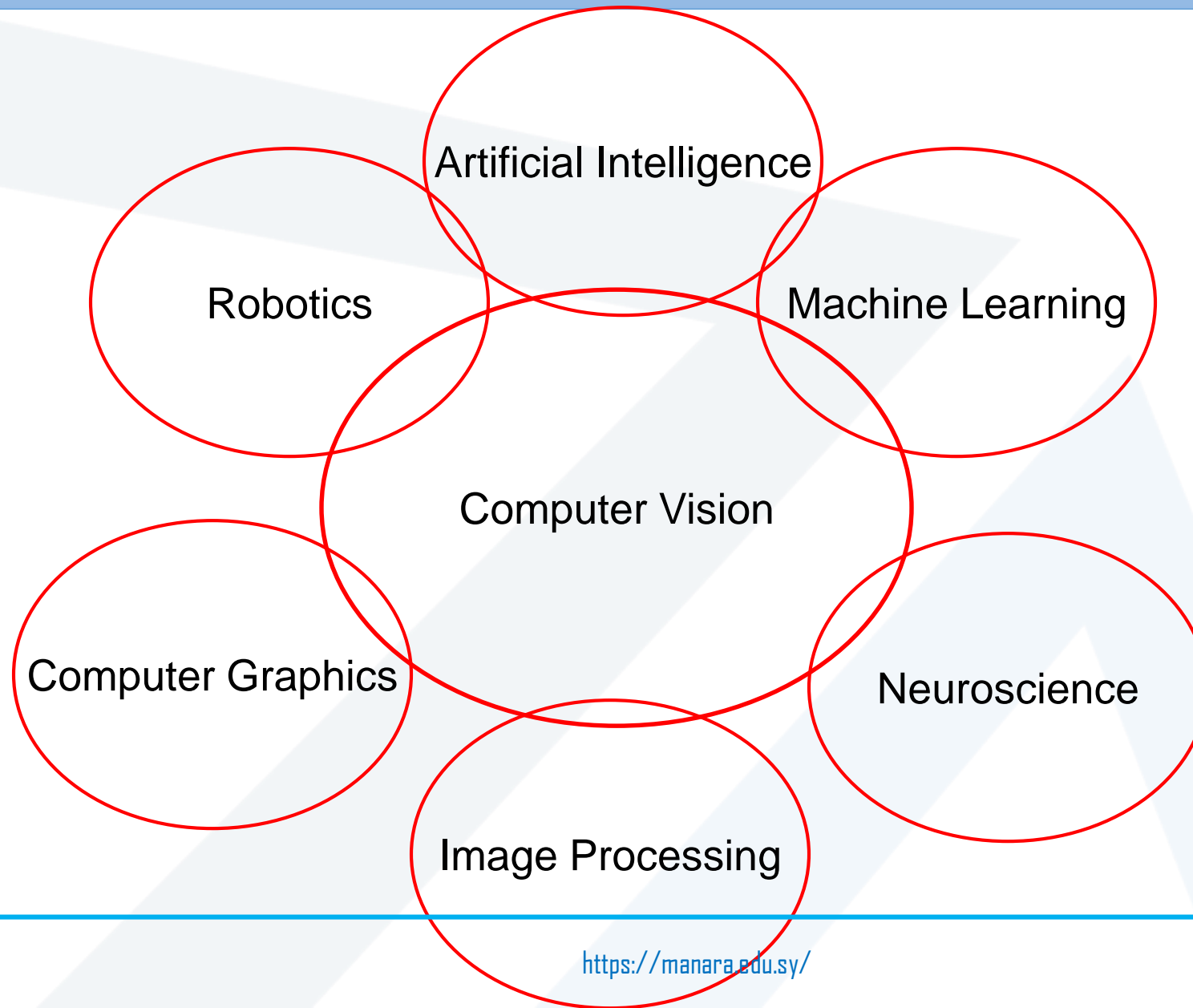
Surveillance and security



Medical and scientific images

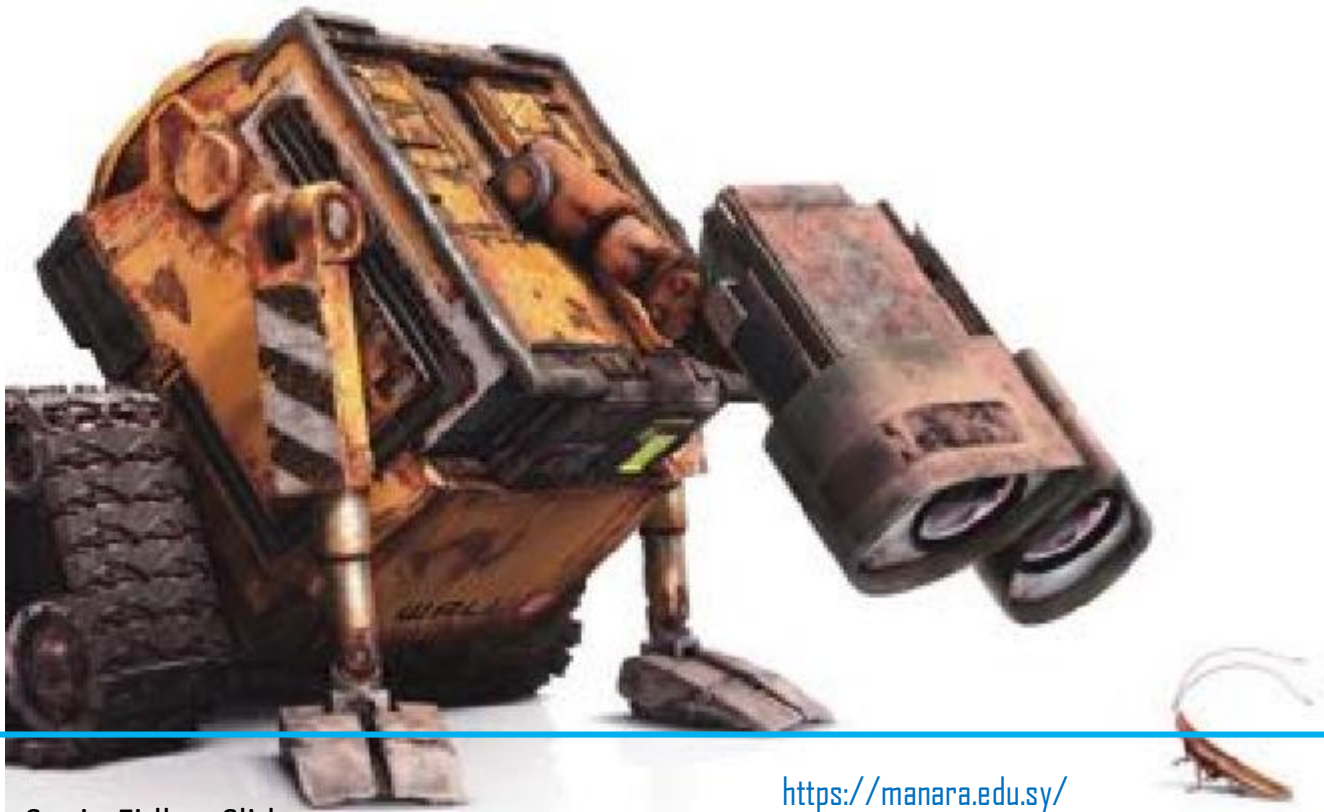


Connection to other fields



What is computer vision?

- A field trying to develop automatic algorithms that would “see”
- حقل من حقول الذكاء الصناعي يحاول تطوير خوارزميات آلية تساعد الآلة لكي ترى وتفهم



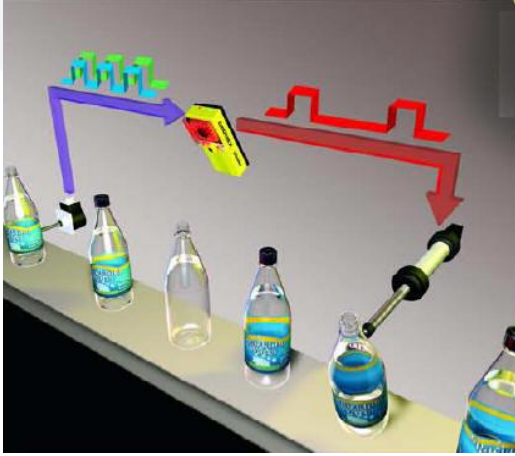
What is computer vision?

- Understand the scene in order to take actions: perception, planning, reasoning
- فهم المشهد من أجل اتخاذ القرار: الإدراك والتخطيط والاستنتاج



How do I prepare dinner in this household?

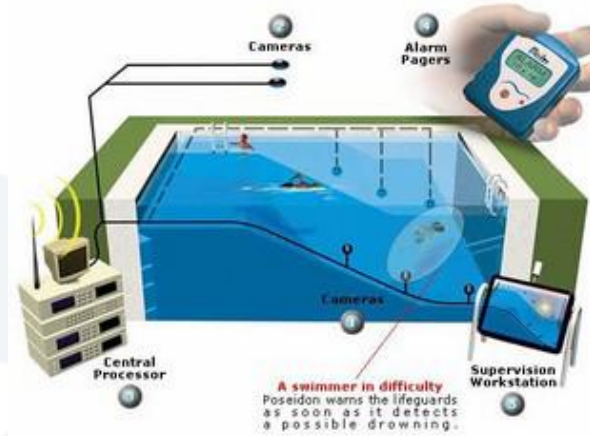
Applications of computer vision



Factory inspection



Reading license plates,
checks, ZIP codes



Monitoring for safety
(Poseidon)



Surveillance



Autonomous driving,
robot navigation



Driver assistance
(collision warning, lane departure
warning, rear object detection)

Applications of computer vision



Assistive technologies



Entertainment
(Sony EyeToy)



Movie special effects



Digital cameras (face detection for setting focus, exposure)



[Face priority AE] When a bright part of the face is too bright



Visual search
(MSR Lincoln)

Applications of computer vision



<https://www.youtube.com/watch?v=gy5g33S0Gzo>

Fold laundry
تجميع الملابس



Amnon Shashua's Mobileye autonomous driving system

<https://www.youtube.com/watch?v=4fxFDypHZLs>

القيادة الآلية

Applications of computer vision



Fancy visualization and game analysis



Fancy visualization and special effects in movies

Applications of computer vision



Play with Faces

Applications of computer vision

A small plane parked in a field with trees in the background.



Generate Image Captioning

توليد مسميات توضيحية للصور (وصف الصور)

<https://manara.edu.sy/>

The goal of computer vision

- To perceive the “world behind the picture”



- What exactly does this mean?
 - Vision as a source of metric 3D information معلومات قياس
 - Vision as a source of semantic information معلومات معنوية

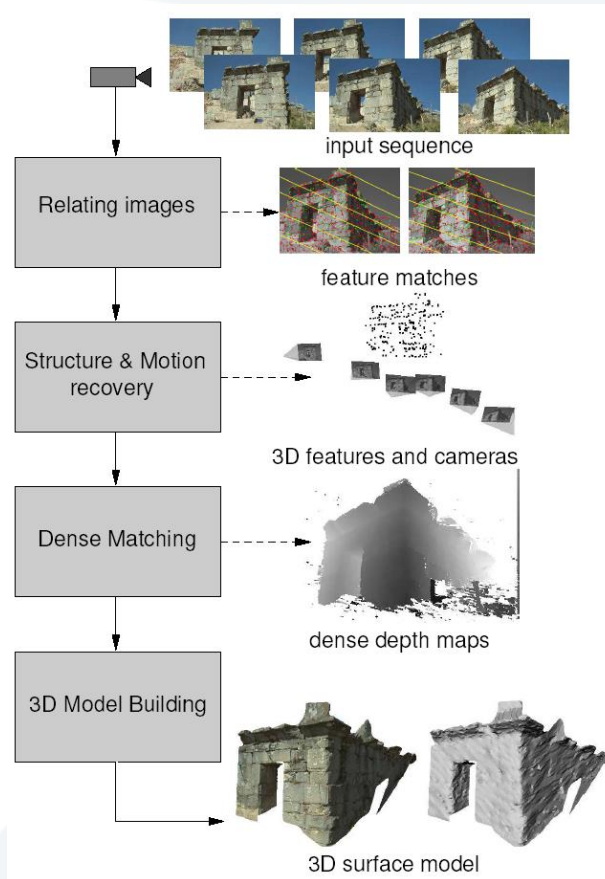
The goal of computer vision

Vision as measurement device
الرؤية كجهاز قياس

Real-time stereo



Structure from motion



Vision as a source of semantic information
الرؤية كمصدر للمعلومات المعنوية



Scene and context categorization

outdoor•
city•
traffic•

Computer Vision: Challenges التحديات

1. viewpoint variation

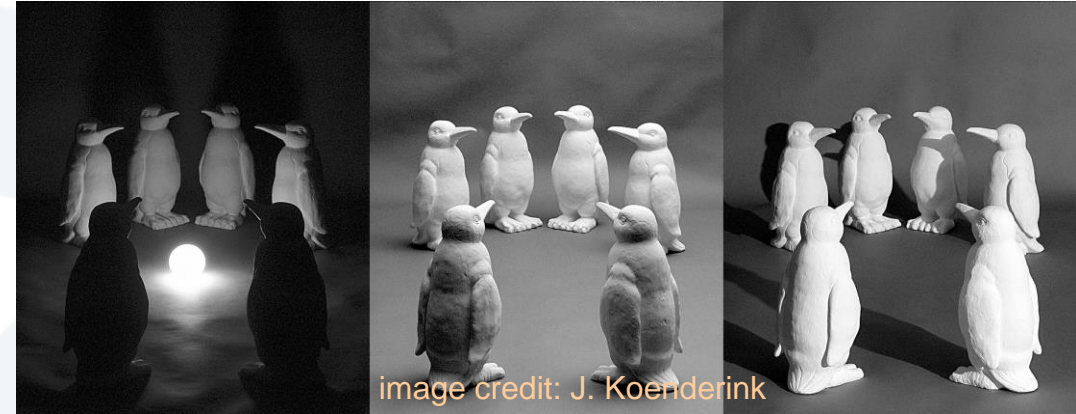
تغير المنظور



slide credit: Fei-Fei, Fergus &
Torralba

2. Illumination variation

تغير الإضاءة



3. Scale variation

تغير الحجم



Computer Vision: Challenges التحديات

4. Occlusion التغطية



5. background clutter تشويش الخلفية



3. object intra-class variation تغير شكل الصنف نفسه بين مشاهد مختلفة (مثال الكرسي)



Computer Vision: Challenges التحديات

- Images are confusing, but
- they also reveal the structure of the world through numerous cues
- Our job is to **interpret the cues!**

- الصور محيرة وخادعة لكنها تكشف بنية العالم من خلال عدة أدلة.
- مهمتنا الأساسية تفسير هذه الأدلة الموجودة في الصور!

Depth Cues: Information
about the 3rd dimension
of the image (Depth)

Depth Cue: Linear Perspective

دليل العمق (المنظور الخطي)

- Parallel lines converge by depth
- الخطوط المتوازية تتقارب لتبدو متقاطعة مع زيادة العمق.
- Deals with the organization of shapes in space



Depth Cue: Linear Perspective

دليل العمق (المنظور الخطي)



Which red line is longer?
أي الخطين الأحمر هو الأطول؟



هل نستطيع بالعين المجردة تحديد ذلك؟ لا

Depth cues: Aerial perspective

دليل العمق (المنظور الهوائي)

• تتعامل مع التأثيرات الهوائية لدرجات الضوء واللون- تتناقص الألوان ودرجات الضوء مع زيادة العمق!

- **Deals with atmospheric effects on tones and colors.**



Depth ordering cues: Occlusion

دليل ترتيب العمق (التغطية)

• إشارة إلى ترتيب العمق النسبي حيث يمكن لكائن ما في صورة أن يغطي جزئياً من قبل كائن آخر.

- **Occlusion: is a cue to relative depth order in which one object partially occluded by another one.**

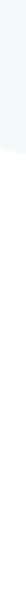


Shape cues: Texture gradient

دليل الشكل (تدرج النسيج)

• تغير (تشوه) الحجم بين الأجسام الأقرب والأبعد – مع زيادة العمق (البعد) تزداد الكثافة ويقل الحجم.

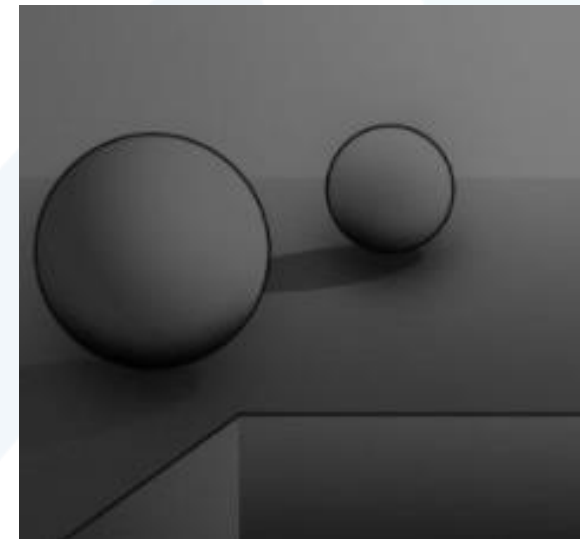
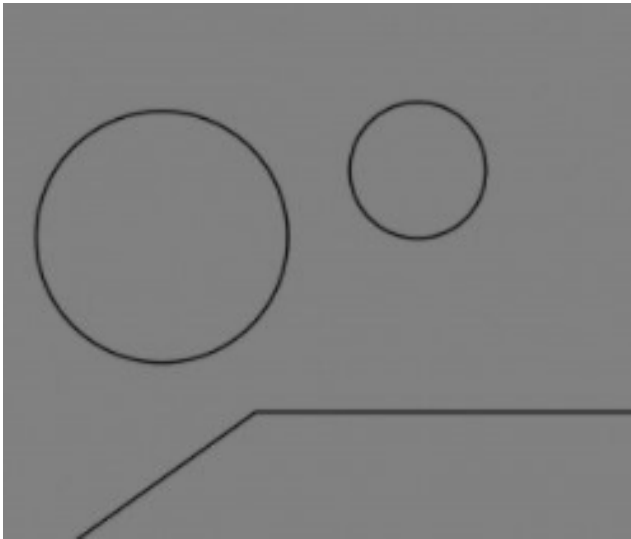
- **Texture Gradient is the distortion in size which closer objects have compared to objects appearing denser as they move farther away.**



Shape and lighting cues: Shading

دليل الإضاءة والشكل: الظلال

- تغيير لون الجسم (ظلاله) في الفضاء ثلاثي الأبعاد بالاعتماد على أشياء مثل **زاوية سطح الجسم بالنسبة للضوء** و **المسافة عن المنبع الضوئي والزاوية عن الكاميرا وبعض خصائص المادة** مثل (الانعكاس)
- **The process of altering the color of an object/surface/polygon in the 3D scene, based on things like (but not limited to) the surface's angle to lights, its distance from lights, its angle to the camera and material properties**
- **Result:** Object gets its 3D shape from shading.

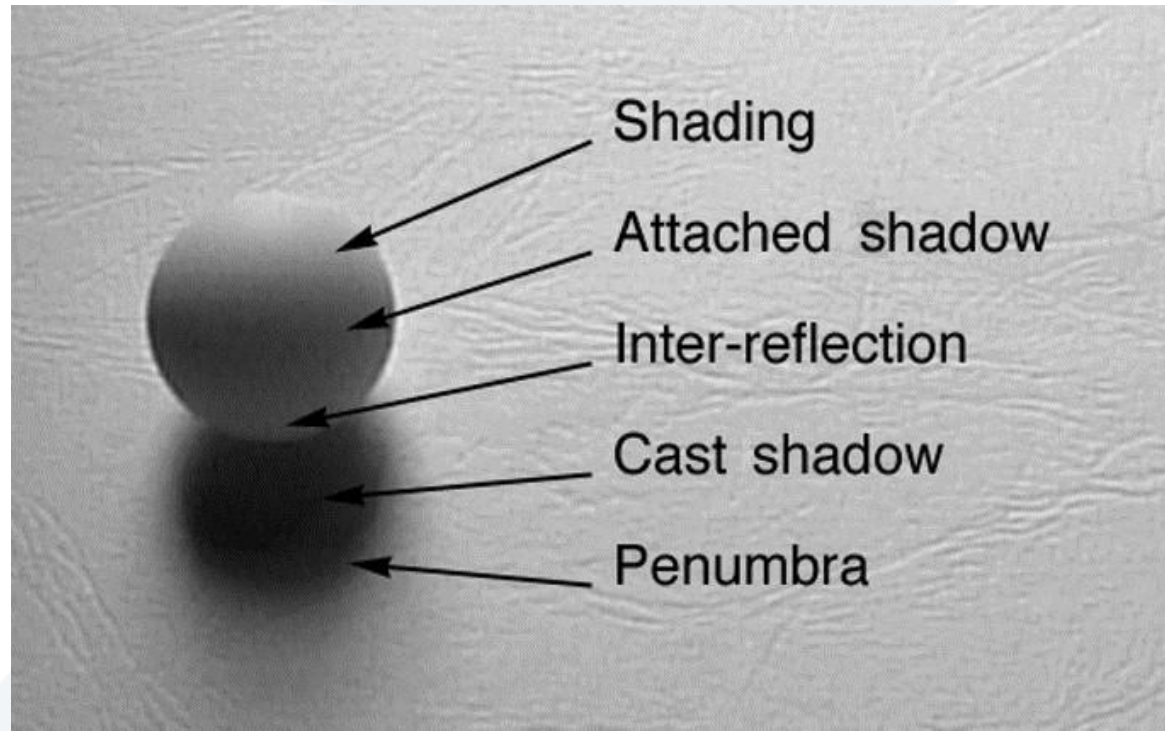


Position and lighting cues: Cast shadows

دليل الضوء والموقع: إلقاء الظل

• يتشكل إلقاء الظل عندما يغطي سطح ما سطحاً آخرأ حاجباً عنه جزءاً من ضوء المنبع فينشأ الظل.

- **Cast shadows are formed when one surface occludes another surface from the light source.**



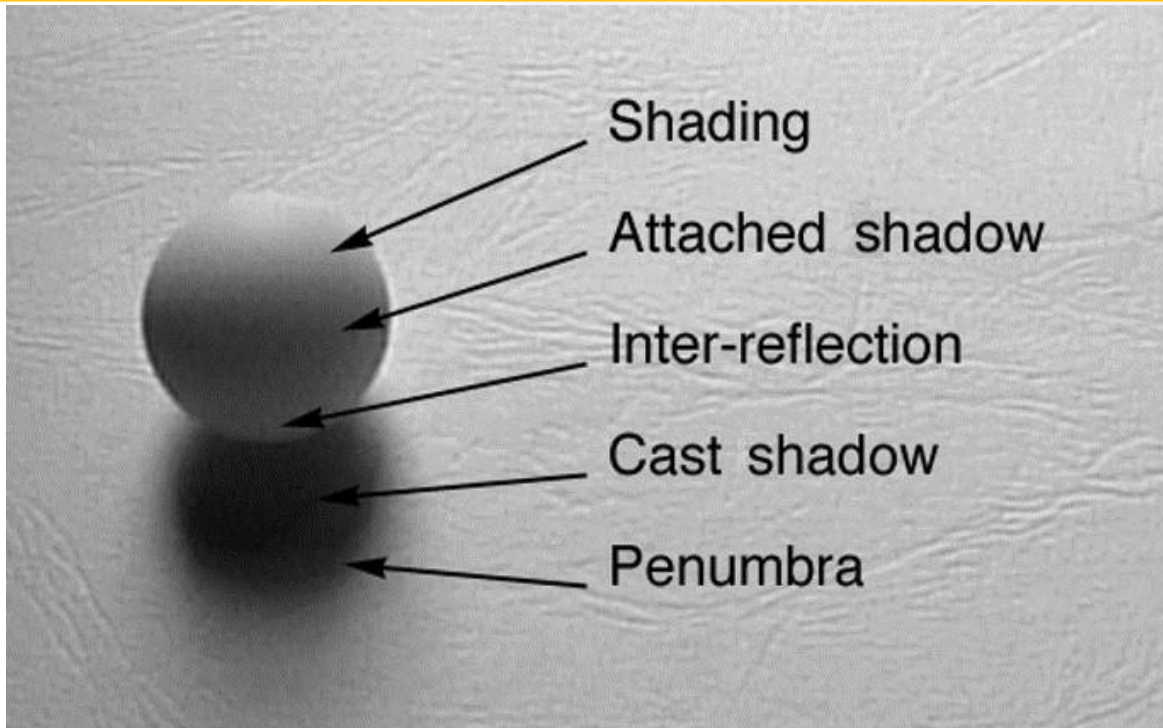
Mamassian et al. –Perception of shadows, Trends in Cognitive Sciences –Vol .2 ,
No .8 ,August 1998

Position and lighting cues: Cast shadows

دليل الضوء والموقع: إلقاء الظل

Shading is the variation of reflected light on a surface patch which faces directly the light source .

الظل: التغير في الضوء المنعكس من السطح والمواجه مباشرة للمنبع الضوئي



Shadows are regions occluded from the light source and come in two types.

الظلال مناطق **مغطاة** أو **محبوبة** عن المنبع الضوئي ولها نوعان

cast shadows are formed on remote surfaces.

ظلال تتشكل على السطح البعيد عن المنبع
For extended light sources, penumbras surround the cast shadows .

شبه الظل Penumbra ظلال تحيط بظلال
Cast Shadow

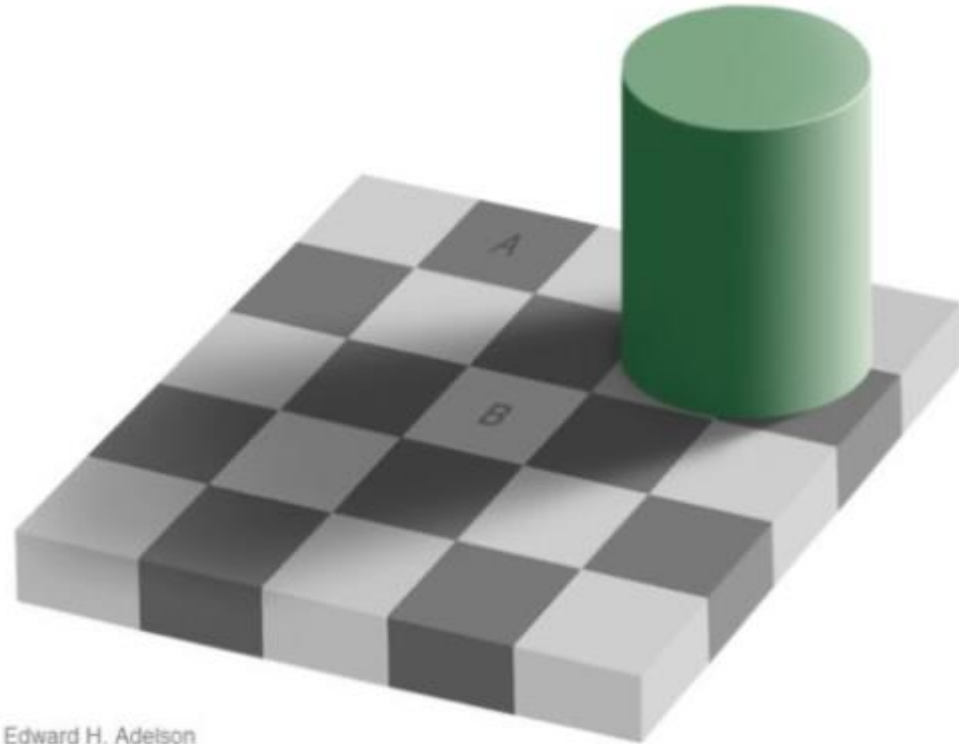
attached shadows are formed on the very surface which is occluding the light
ظلال تتشكل على السطح الذي يحجب الضوء

Attached shadows sometimes include **inter-reflections** that result from light rays bouncing back from surrounding surfaces.

قد تتضمن Attached Shadow انعكاسات داخلية تنتج من الأشعة الضوئية المرتدة من الأسطح المحيطة

Position and lighting cues: Cast shadows

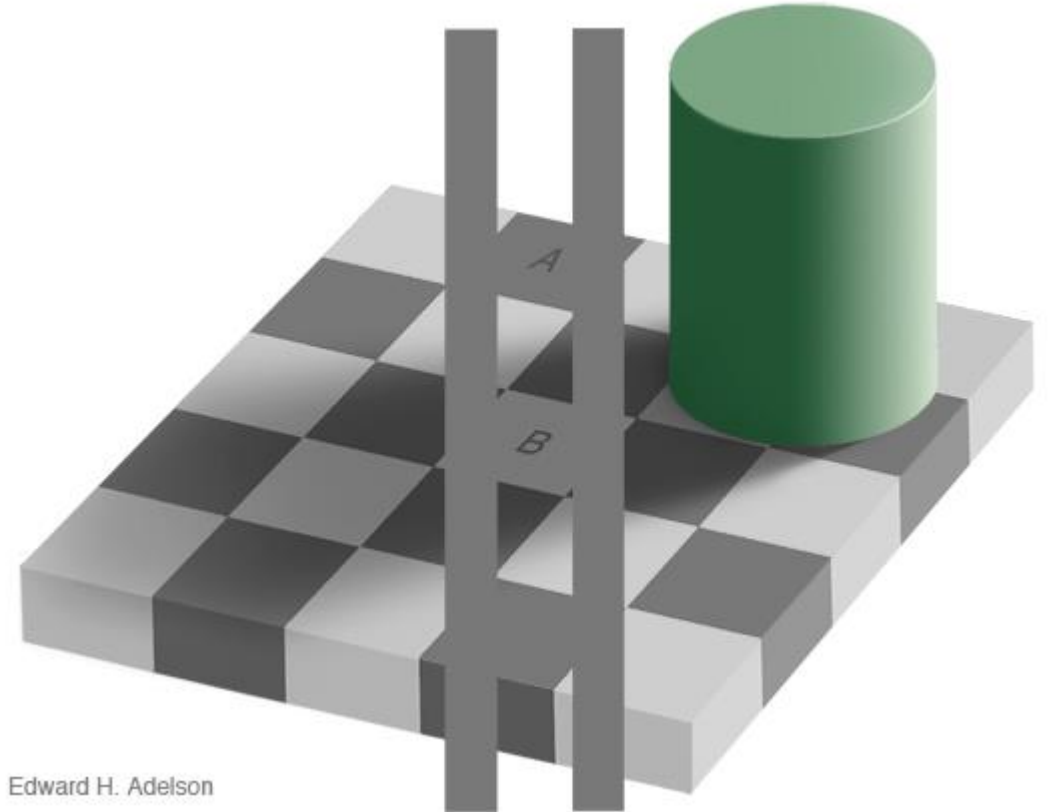
دليل الضوء والموقع: إلقاء الظل



Edward H. Adelson

Which square is lighter, A or B?

من هي الخلية الأكثر إضاءة؟

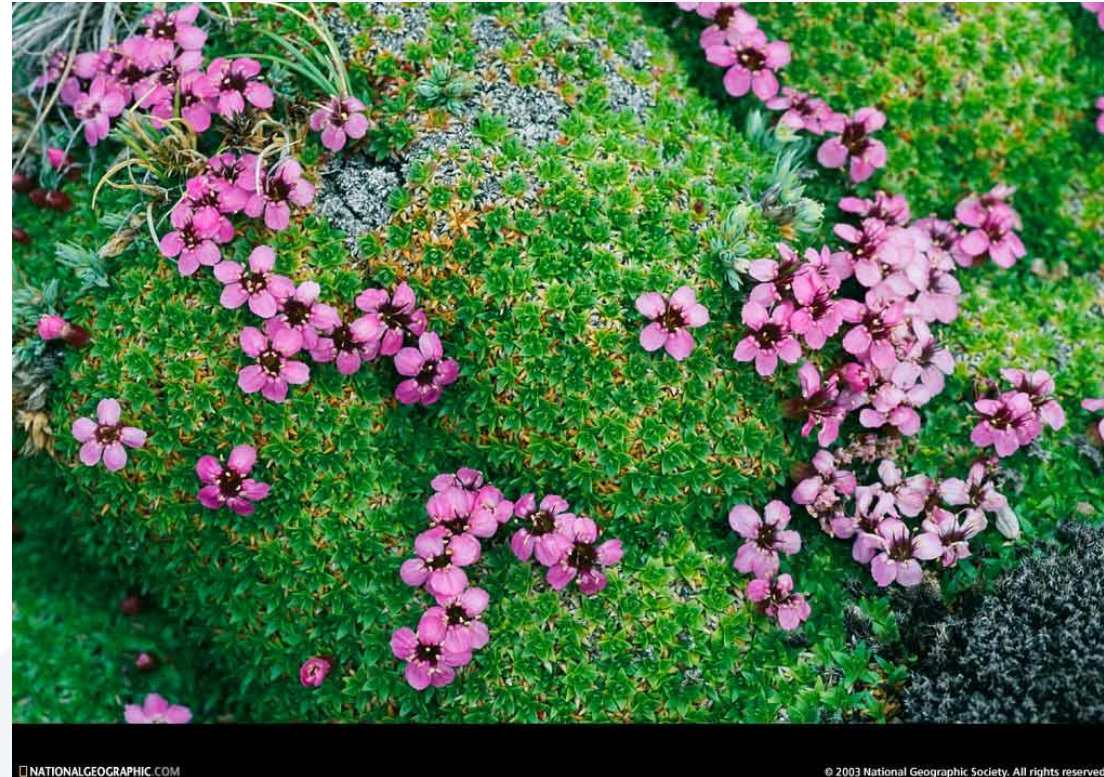


Edward H. Adelson

Grouping cues: Similarity (color, texture, proximity)

دليل المجموعات: التشابه (اللون، النسيج، التقارب)

- التشابه هو معيار (لوني، نسيجي، تقارب) لدمج المكونات المتشابهة ضمن مجموعة واحدة Grouping.



Computer Vision Levels

**Early vision: Image
formation and
processing**

**Mid-level vision:
Grouping and fitting**

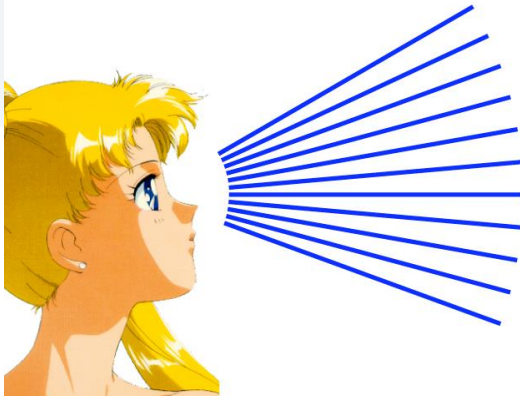
Recognition

Multi-view geometry

Advanced topics

Computer Vision Levels: “Early vision”

Basic image formation and processing



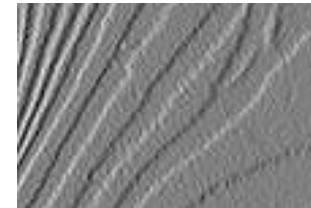
Cameras and sensors
Light and color



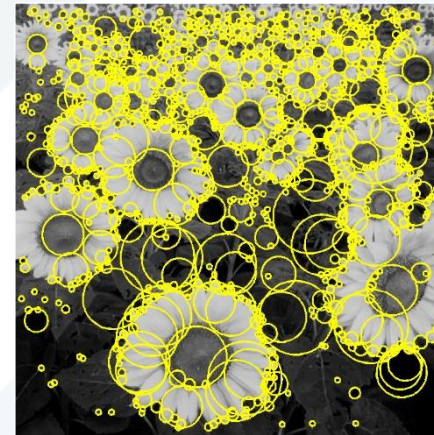
*



=



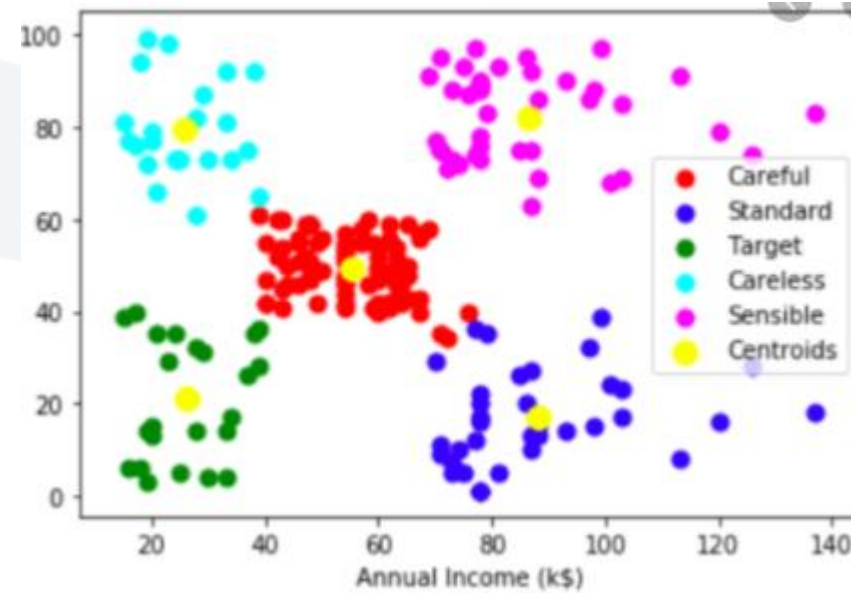
Linear filtering
Edge detection



Feature extraction: corner and blob detection

Computer Vision Levels: “Mid-level vision”

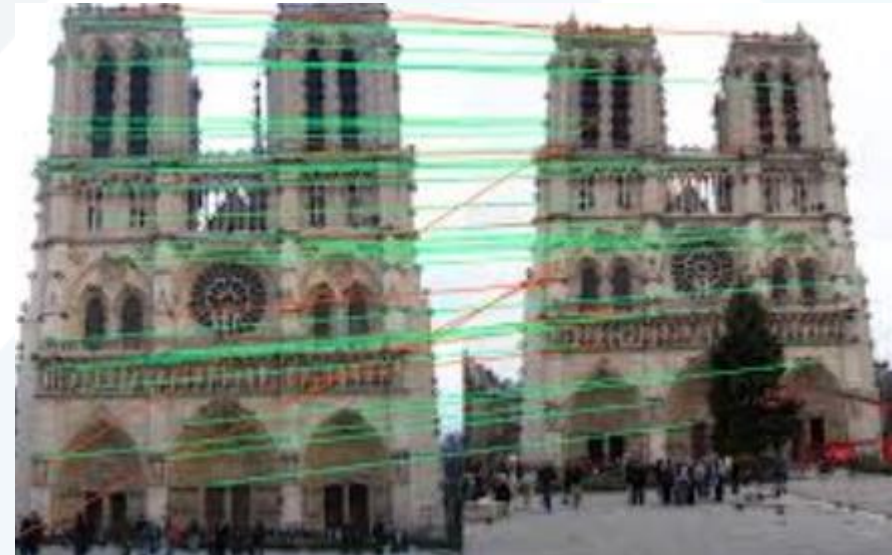
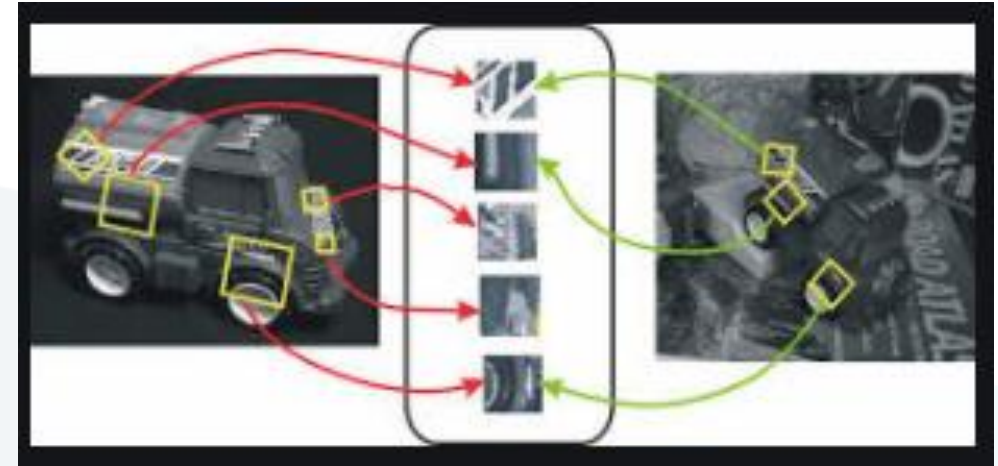
Segmentation and grouping



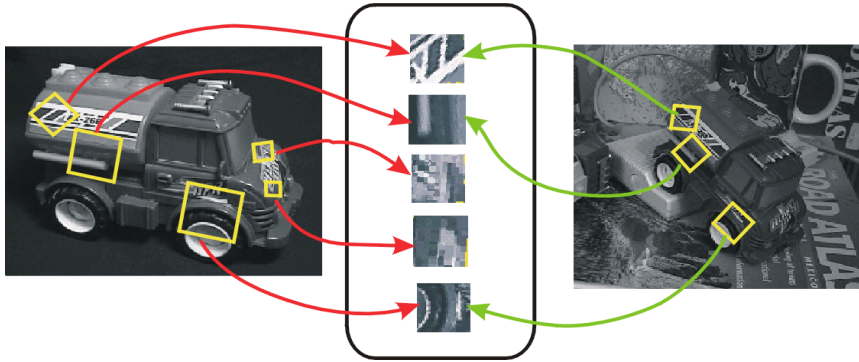
Computer Vision Levels: “Multi-view geometry”

Local invariant features: detection

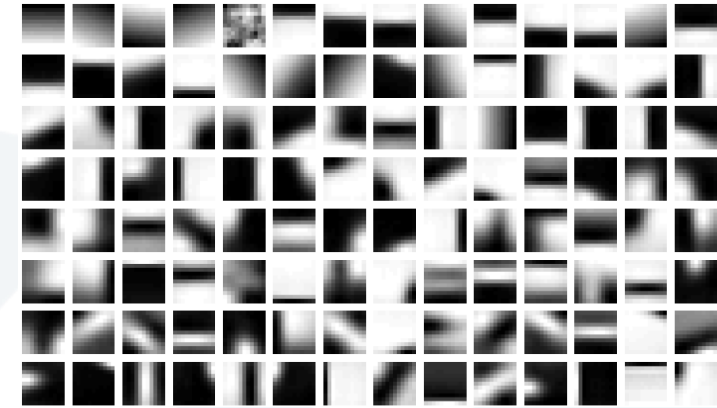
Local invariant features: description and matching



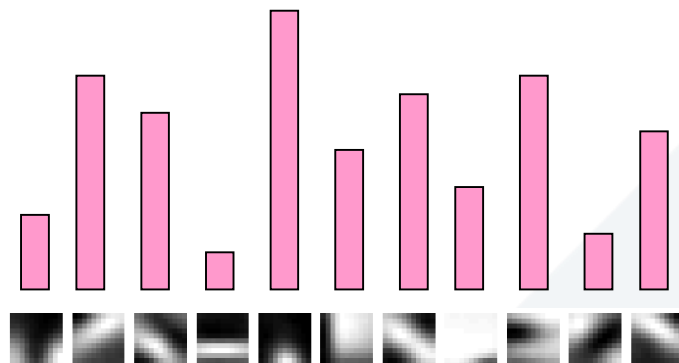
Computer Vision Levels: “Recognition”



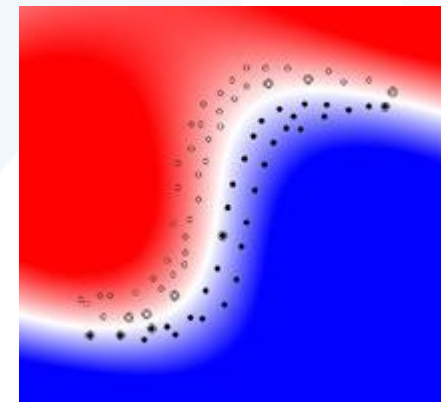
Patch description and matching



Clustering



Bag-of-features models



Classification

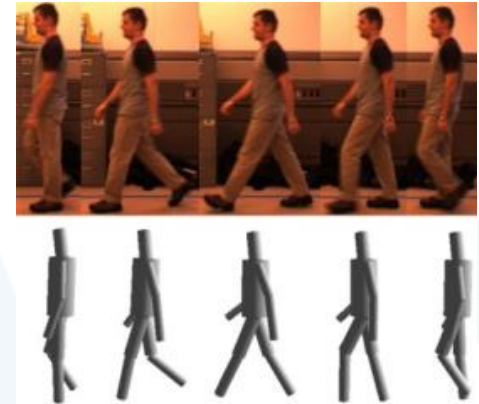
Computer Vision Levels: “Advanced Topics”



Segmentation



Face detection

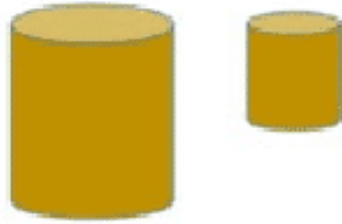


Motion and tracking

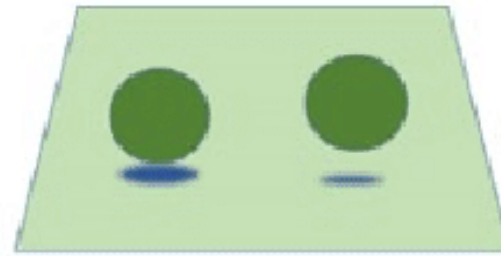
تذكير بمفاهيم رؤية الحاسب



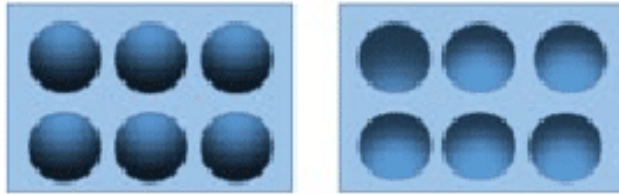
Occlusion



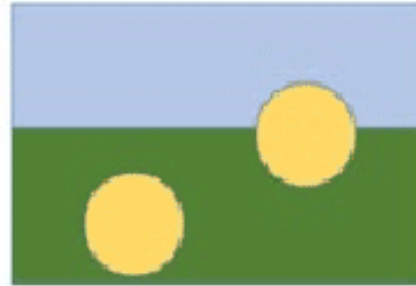
Relative size



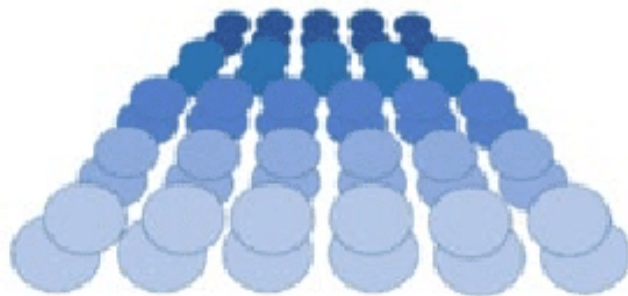
Cast Shadows



Shading



Distance to horizon



Texture gradient



Linear perspective