

GUJARAT TECHNOLOGICAL UNIVERSITY

INFORMATION TECHNOLOGY (23)

COMPUTER VISION

SUBJECT CODE: 2742302

M.E. 4TH SEMESTER

Type of course: Elective

Prerequisite: Programming and Mathematic course

Rationale: In this course students will learn basic principles of image formation, image processing algorithms and different algorithms for 3D reconstruction and recognition from single or multiple images (video). This course emphasizes the core vision tasks of scene understanding and recognition. Applications to 3D modelling, video analysis, video surveillance, object recognition and vision based control will be discussed.

Teaching and Examination Scheme:

Teaching Scheme			Credits C	Examination Marks						Total Marks
L	T	P		Theory Marks		Practical Marks				
				ESE (E)	PA (M)	ESE (V)		PA (I)		
						ESE	OEP	PA	RP	
3	2#	0	4	70	30	30	0	10	10	150

Content:

Sr. No.	Content	Total Hrs	% Weightage
1	Introduction : Image Processing, Computer Vision and Computer Graphics , What is Computer Vision - Low-level, Mid-level, High-level , Overview of Diverse Computer Vision Applications: Document Image Analysis, Biometrics, Object Recognition, Tracking, Medical Image Analysis, Content-Based Image Retrieval, Video Data Processing, Multimedia, Virtual Reality and Augmented Reality	05	10
2	Image Formation Models : Monocular imaging system , Radiosity: The 'Physics' of Image Formation, Radiance, Irradiance, BRDF, color etc, Orthographic & Perspective Projection,• Camera model and Camera calibration, Binocular imaging systems, Multiple views geometry, Structure determination, shape from shading , Photometric Stereo, Depth from Defocus , Construction of 3D model from images	07	15
3	Image Processing and Feature Extraction: Image preprocessing, Image representations (continuous and discrete) , Edge detection	05	10
4	Motion Estimation : Regularization theory , Optical computation , Stereo Vision , Motion estimation , Structure from motion	07	15
5	Shape Representation and Segmentation : Contour based representation, Region based representation, Deformable curves and surfaces , Snakes and active contours, Level set representations , Fourier and wavelet descriptors , Medial representations , Multiresolution analysis	07	15
6	Object recognition : Hough transforms and other simple object recognition methods, Shape correspondence and shape matching ,	07	15

	Principal component analysis , Shape priors for recognition		
7	Image Understanding : Pattern recognition methods, HMM, GMM and EM	05	10
8	Applications: Photo album – Face detection – Face recognition – Eigen faces – Active appearance and 3D shape models of faces Application: Surveillance – foreground-background separation – particle filters – Chamfer matching, tracking, and occlusion – combining views from multiple cameras – human gait analysis Application: In-vehicle vision system: locating roadway – road markings – identifying road signs – locating pedestrians	05	10

Reference Books:

1. Computer Vision - A modern approach, by D. Forsyth and J. Ponce, Prentice Hall
Robot Vision, by B. K. P. Horn, McGraw-Hill.
2. Introductory Techniques for 3D Computer Vision, by E. Trucco and A. Verri, Publisher: Prentice Hall.
3. R. C. Gonzalez, R. E. Woods. Digital Image Processing. Addison Wesley Longman, Inc., 1992.
4. D. H. Ballard, C. M. Brown. Computer Vision. Prentice-Hall, Englewood Cliffs, 1982.
5. Richard Szeliski, Computer Vision: Algorithms and Applications (CVAA). Springer, 2010
6. Image Processing, Analysis, and Machine Vision. Sonka, Hlavac, and Boyle. Thomson.
7. E. R. Davies, Computer & Machine Vision, Fourth Edition, Academic Press, 2012
8. Simon J. D. Prince, Computer Vision: Models, Learning, and Inference, Cambridge University Press, 2012
9. Mark Nixon and Alberto S. Aquado, Feature Extraction & Image Processing for Computer Vision, Third Edition, Academic Press, 2012.

Course Outcome:

After learning the course the students should be able to:

1. To implement fundamental image processing techniques required for computer vision
2. Understand Image formation process
3. To perform shape analysis
4. Extract features form Images and do analysis of Images
5. Generate 3D model from images
6. To develop applications using computer vision techniques
7. Understand video processing, motion computation and 3D vision and geometry

List of Tutorials:

1. Implement image preprocessing and Edge detection
2. Implement camera calibration methods
3. Implement Projection
4. Determine depth map from Stereo pair
5. Construct 3D model from Stereo pair
6. Implement Segmentation methods
7. Construct 3D model from defocus image
8. Construct 3D model from Images
9. Implement optical flow method
10. Implement object detection and tracking from video
11. Face detection and Recognition
12. Object detection from dynamic Background for Surveillance

13. Content based video retrieval
14. Construct 3D model from single image

List of Open Source Software/learning website:

1. Computer Vision. Ballard and Brown
2. Invitation to 3D Vision: From Images to Geometric Models: Y. Ma, S. Soatto, J. Kosecka and S. Sastry

Review Presentation (RP): The concerned faculty member shall provide the list of peer reviewed Journals and Tier-I and Tier-II Conferences relating to the subject (or relating to the area of thesis for seminar) to the students in the beginning of the semester. The same list will be uploaded on GTU website during the first two weeks of the start of the semester. Every student or a group of students shall critically study 2 papers, integrate the details and make presentation in the last two weeks of the semester. The GTU marks entry portal will allow entry of marks only after uploading of the best 3 presentations. A unique id number will be generated only after uploading the presentations. Thereafter the entry of marks will be allowed. The best 3 presentations of each college will be uploaded on GTU website.