

# CS354

Nathan Sprague

November 8, 2022

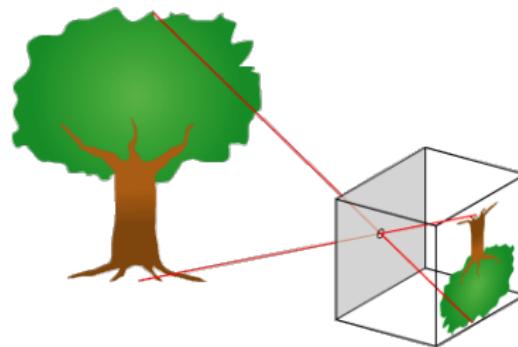
# Computer Vision and Image Processing

- Computer Vision:
  - Working backward from an image of a scene to a description of the scene. The description could include:
    - 3D structure
    - Object labels
    - Complex descriptions: "The boy is sneaking up on his mother"
  - All of these are hard.

# Computer Vision and Image Processing

- Computer Vision:
  - Working backward from an image of a scene to a description of the scene. The description could include:
    - 3D structure
    - Object labels
    - Complex descriptions: "The boy is sneaking up on his mother"
  - All of these are hard.
- Image processing:
  - Low level image transformations
    - blurring, sharpening, resizing etc.
  - Computer vision generally involves some initial image processing.

# Image Formation



<http://commons.wikimedia.org/wiki/File:Pinhole-camera.png>

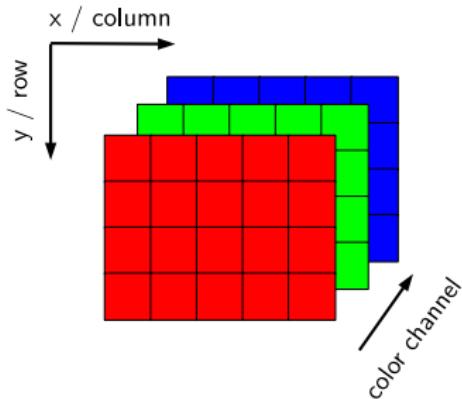
$$\begin{bmatrix} x \\ y \\ 1 \end{bmatrix} \sim \begin{bmatrix} f_x & 0 & 0 & 0 \\ 0 & f_y & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

<https://staff.fnwi.uva.nl/r.vandenboomgaard/PCV20162017/LectureNotes/CV/PinholeCamera/PinholeCamera.html>

# OpenCV

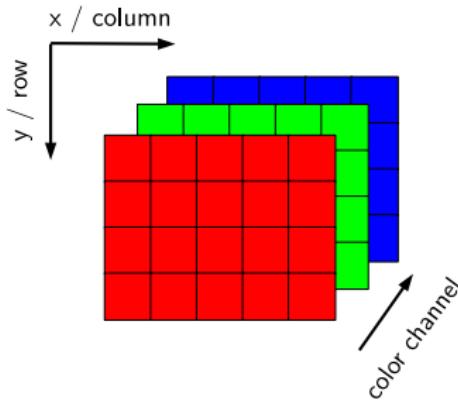
- OpenCV is an old and widely used computer vision library
- Default computer vision library used with ROS
- Written mostly in C++, with Python bindings
- Python OpenCV uses numpy arrays to represent images

# Image Representations



- Color images are often stored as a collection of RGB triples
- $(0, 0, 0)$  is black,  $(255, 255, 255)$  is white.
- **RGB Color Model**

# Images In Numpy



- We will work with images stored as three-dimensional numpy arrays:
  - `img[row, col, color]`
- `img[0, 0, 0]` - Upper-left red value
- `img[3, 4, 2]` - Lower-right blue value
- `img[0:1, 0:2, :]` - Crop of upper left corner

# Arithmetic with Images

- Many low level operations on image can be performed either with OpenCV *or* with numpy:
- [OpenCV Arithmetic Tutorial](#)
- By default, images are 8-bit unsigned integers (which can lead to unexpected results.)

# Why is Computer Vision Hard?

- Let's look at some balloons...

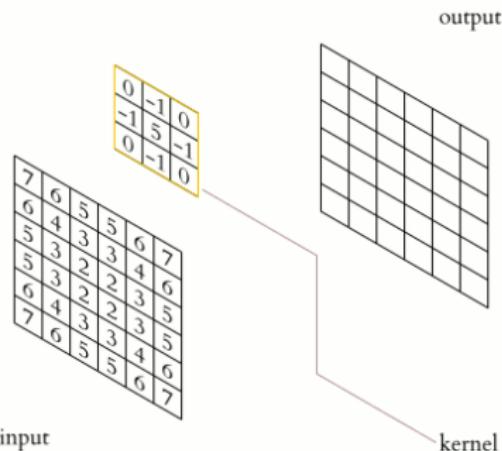
# Why is Computer Vision Hard?

- Let's look at some balloons...
- Computer vision is hard (in part) because there is no simple mapping from an object to its pixel-level appearance
- Appearance is influenced by
  - Lighting
  - Viewing angle and distance
  - Camera properties

# Image Processing - Convolutions

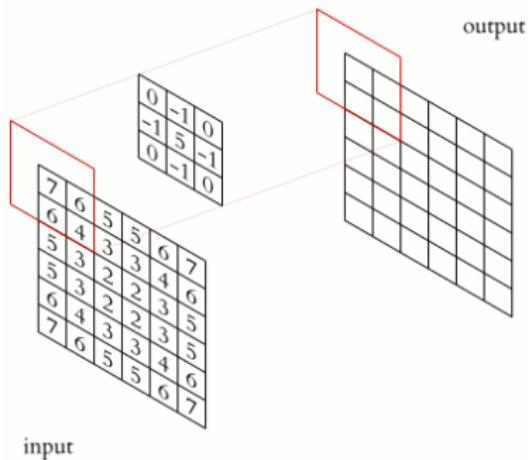
- Many low-level image processing tasks can be handled with the convolution operator:
  - **Image Convolutions**

# Image Processing - Convolution Example



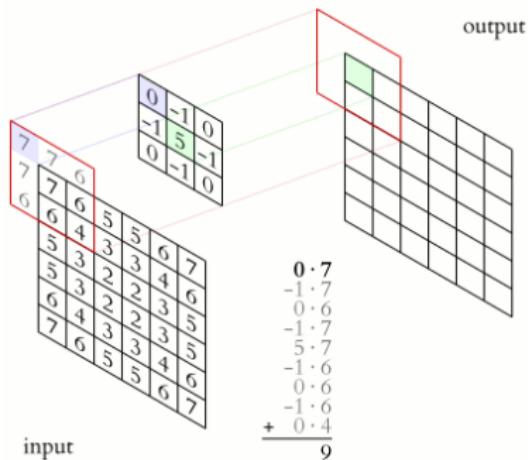
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# Image Processing - Convolution Example



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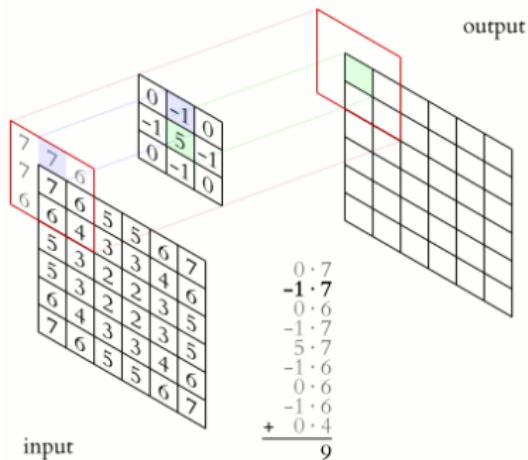


output

$$\begin{array}{r} 0 \cdot 7 \\ -1 \cdot 7 \\ 0 \cdot 6 \\ -1 \cdot 7 \\ 5 \cdot 7 \\ -1 \cdot 6 \\ 0 \cdot 6 \\ -1 \cdot 6 \\ + 0 \cdot 4 \\ \hline 9 \end{array}$$

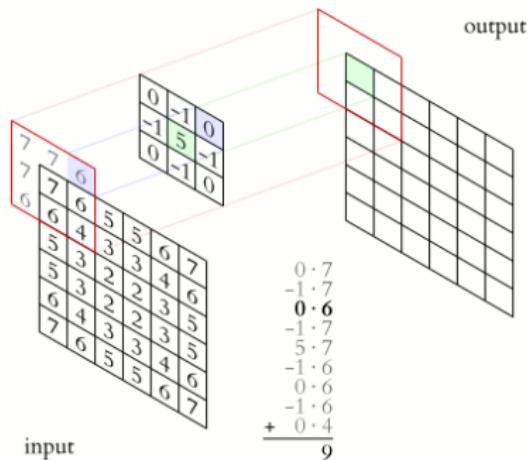
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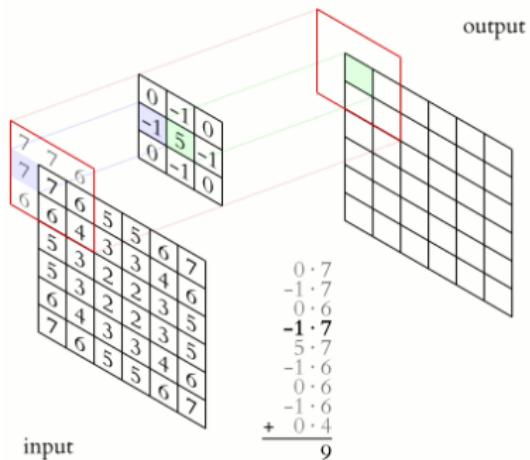
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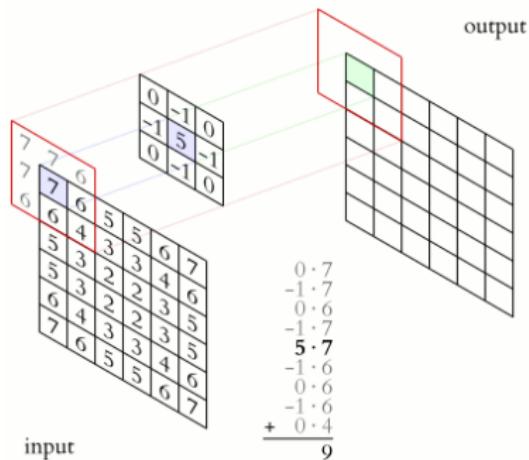
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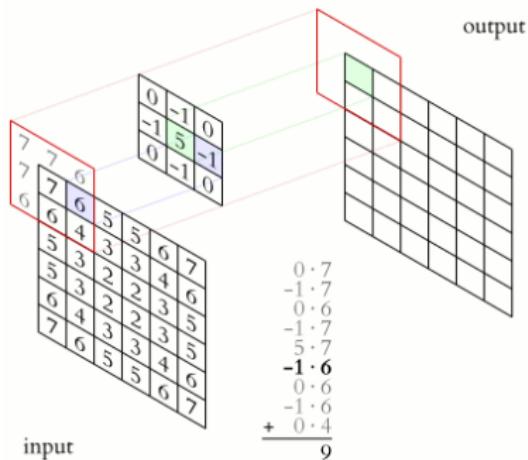
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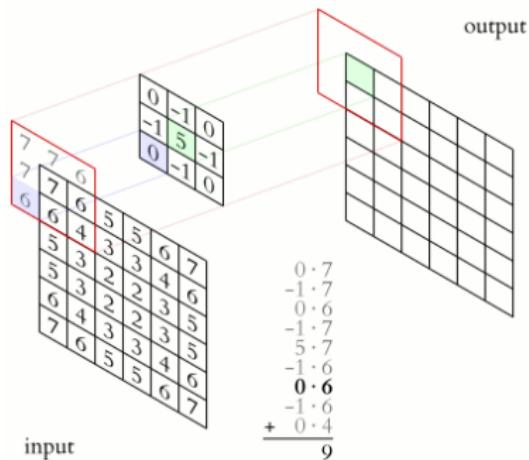
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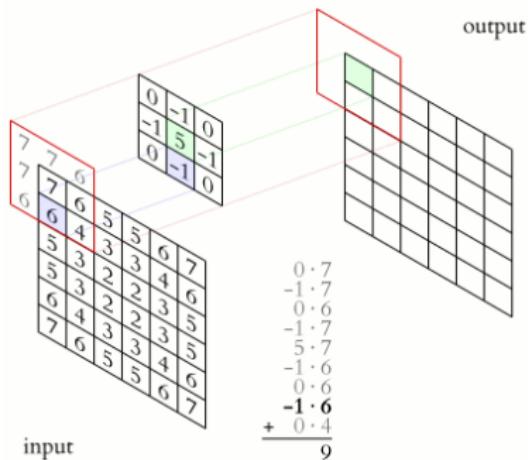
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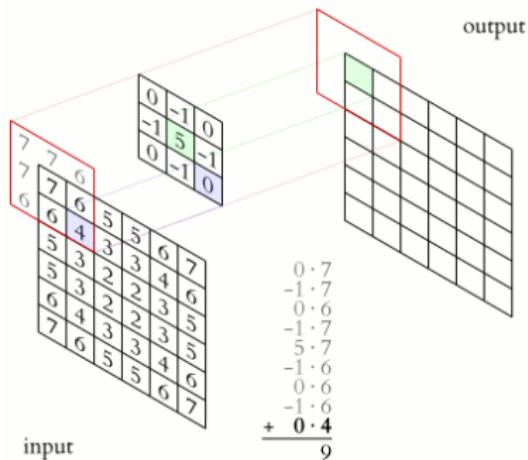
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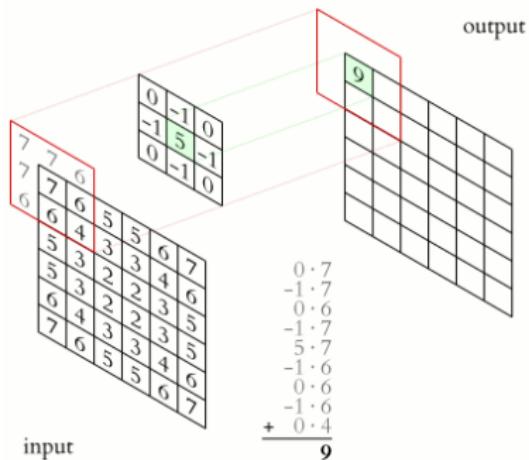
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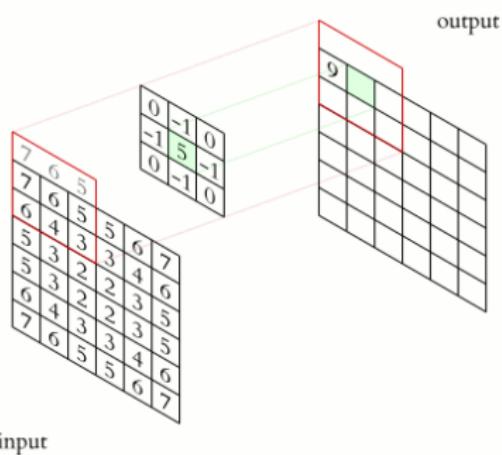
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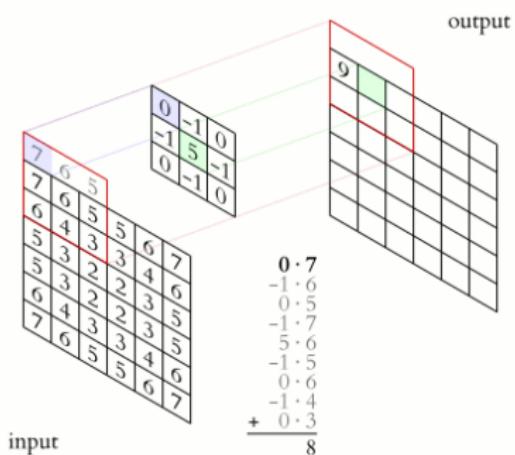
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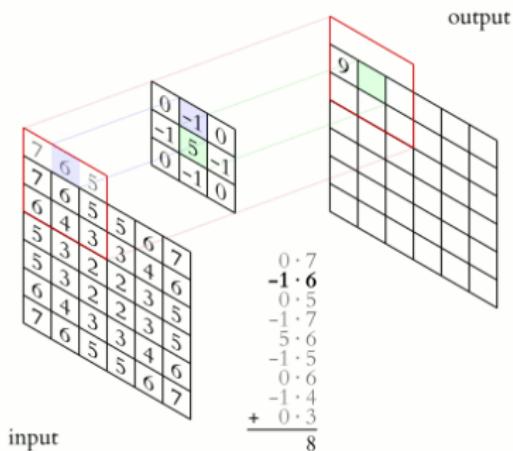
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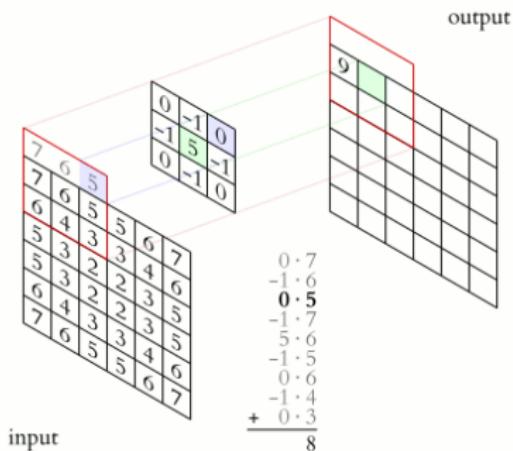
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$$\begin{array}{r} 0 \cdot 7 \\ -1 \cdot 6 \\ 0 \cdot 5 \\ -1 \cdot 7 \\ 5 \cdot 6 \\ -1 \cdot 5 \\ 0 \cdot 6 \\ -1 \cdot 4 \\ + 0 \cdot 3 \\ \hline 8 \end{array}$$

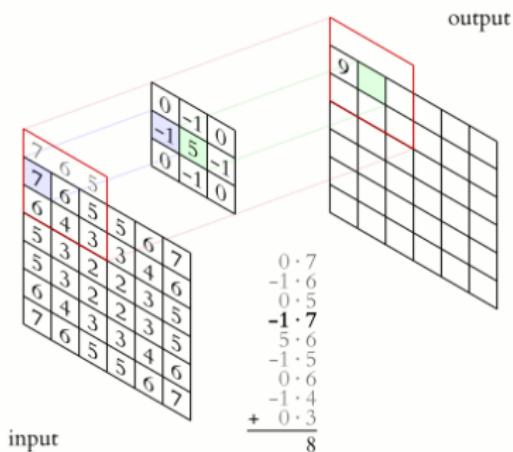
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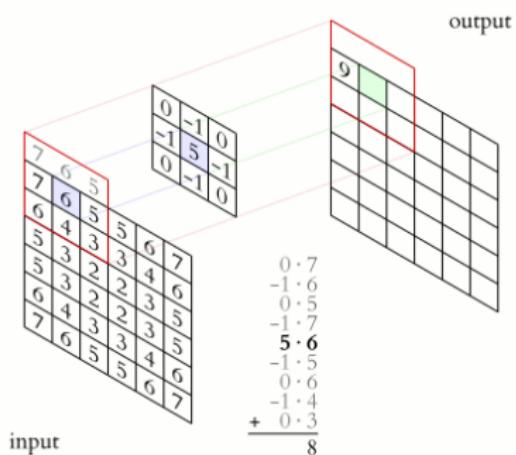
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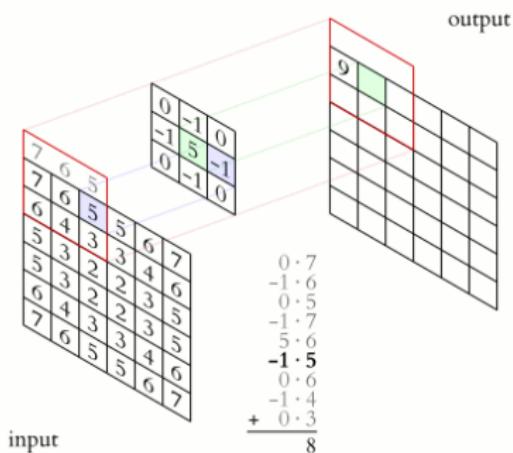
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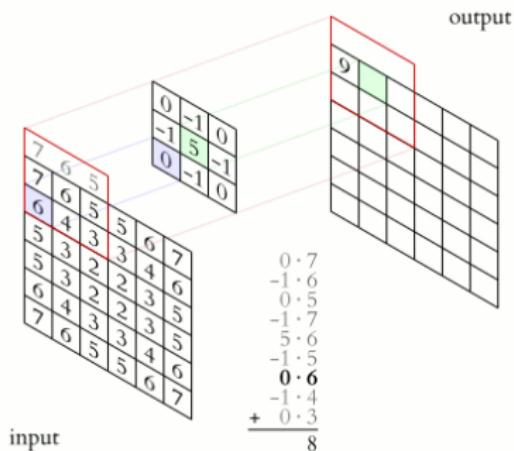
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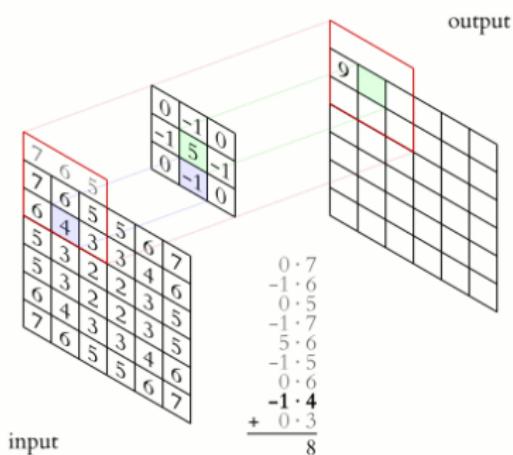
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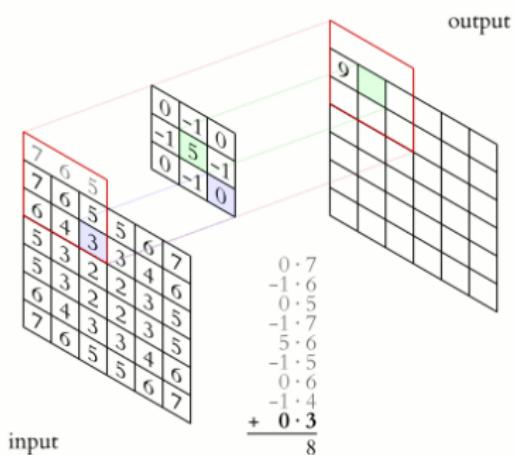
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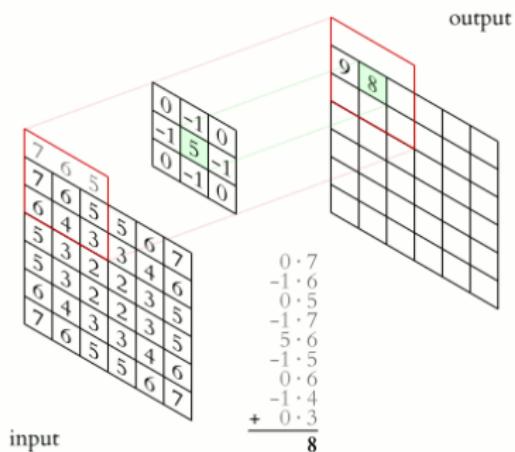
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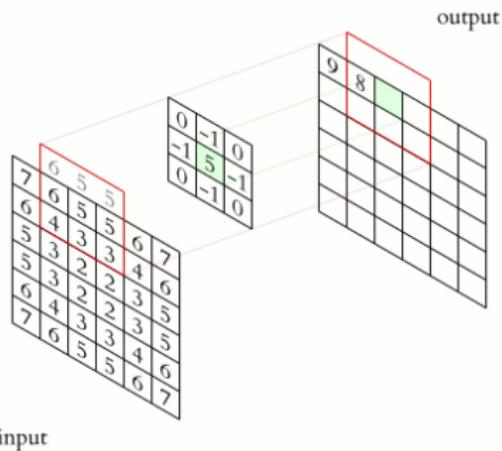
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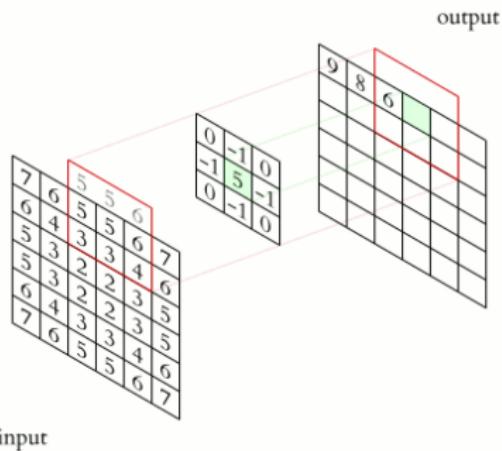
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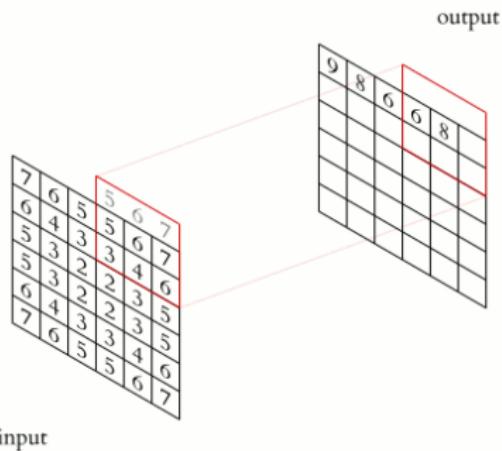
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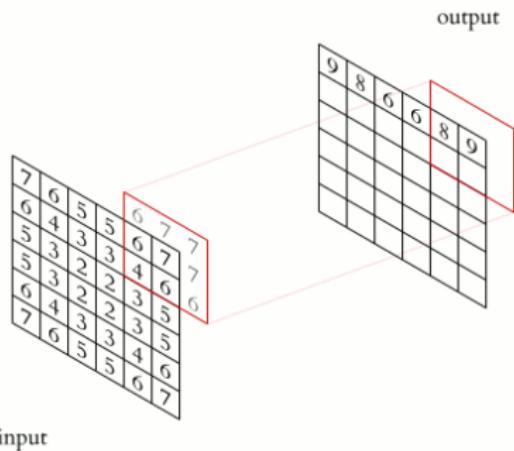
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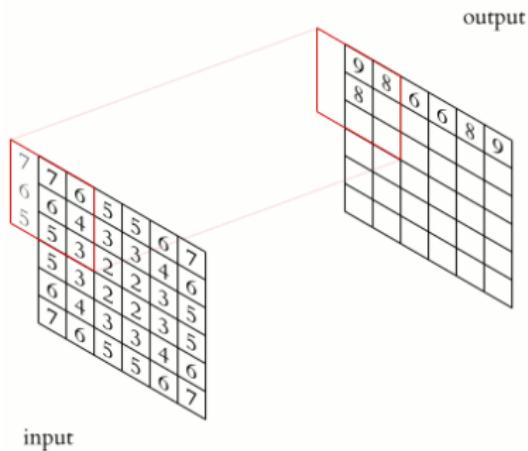
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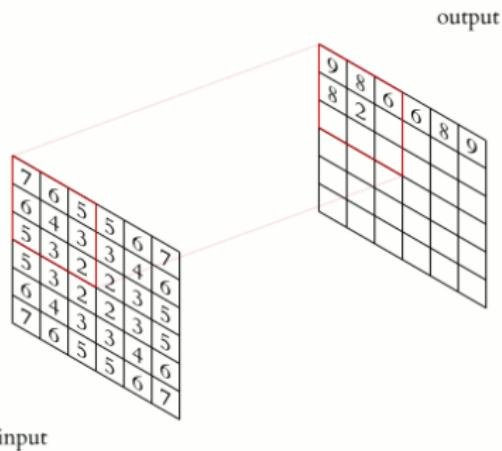
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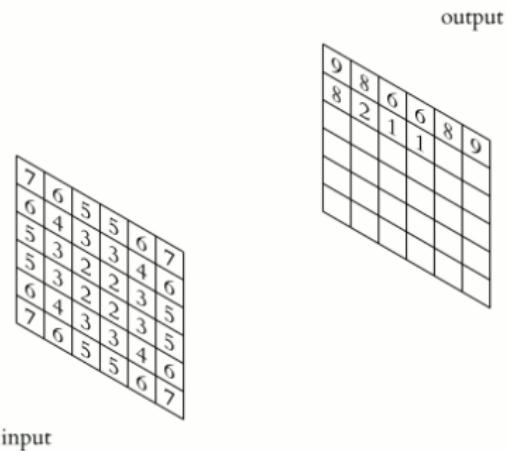
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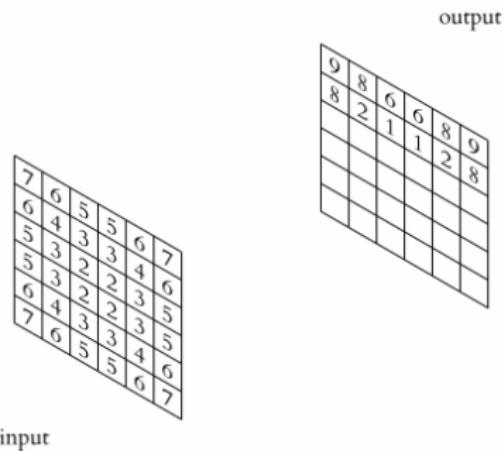
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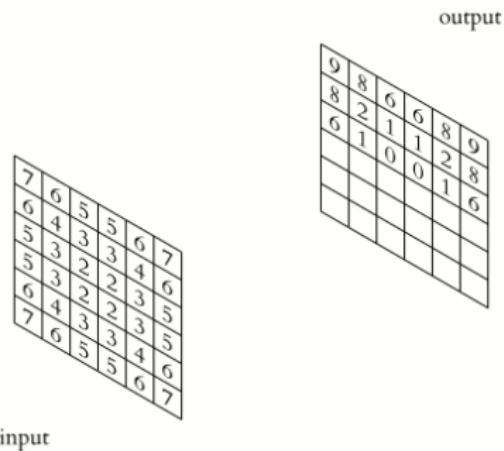
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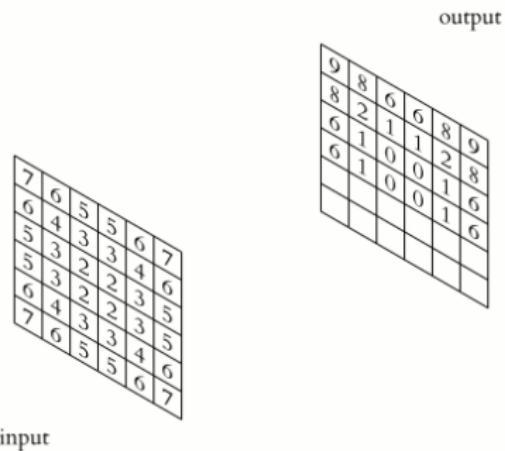
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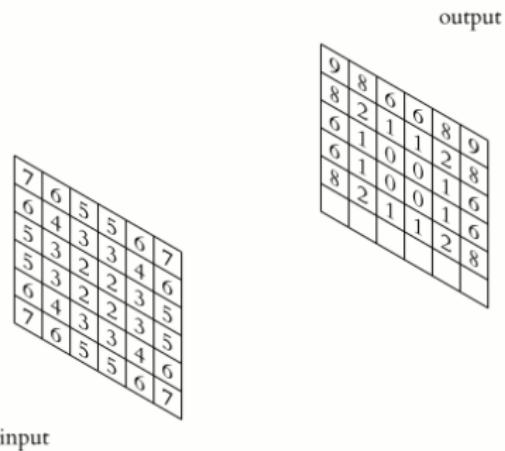
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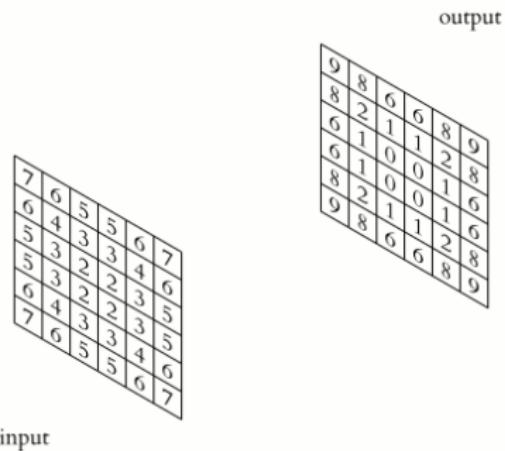
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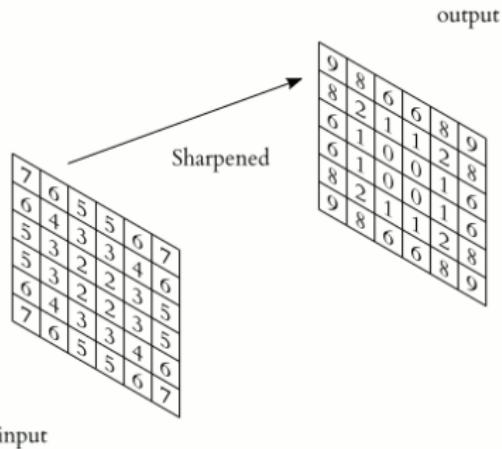
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