

CSSE463: Image Recognition

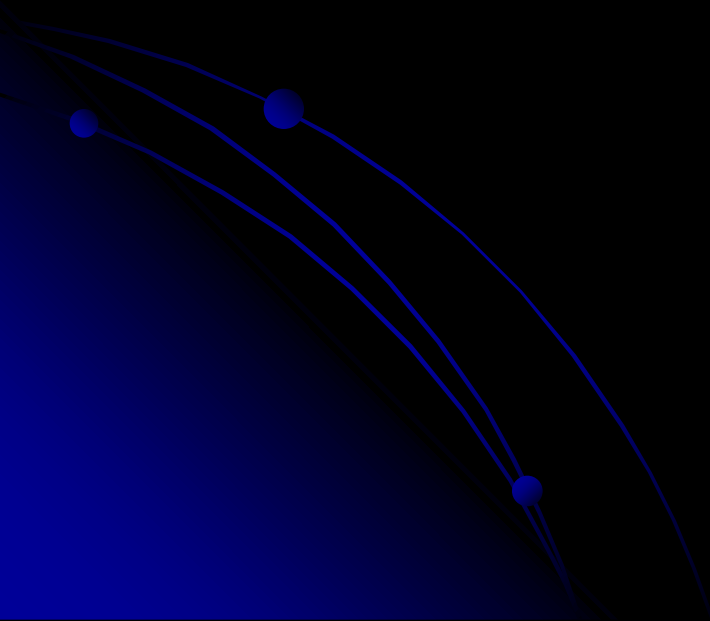
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Agenda: Introductions to...

- The players
- The topic
- The course structure
- The course material



Introductions

- Role call:
 - Your name
 - Pronunciations and nicknames
 - Help me learn your names quickly
 - Your major
 - Your hometown
 - If you had an extra day every week, how would you spend it? Why?

About me

Matt Boutell

U. Rochester
PhD 2005

Kodak Research
intern 4 years

4th year here. Taught
CSSE120 (and Robotics), 220
221, 230, 325; 479

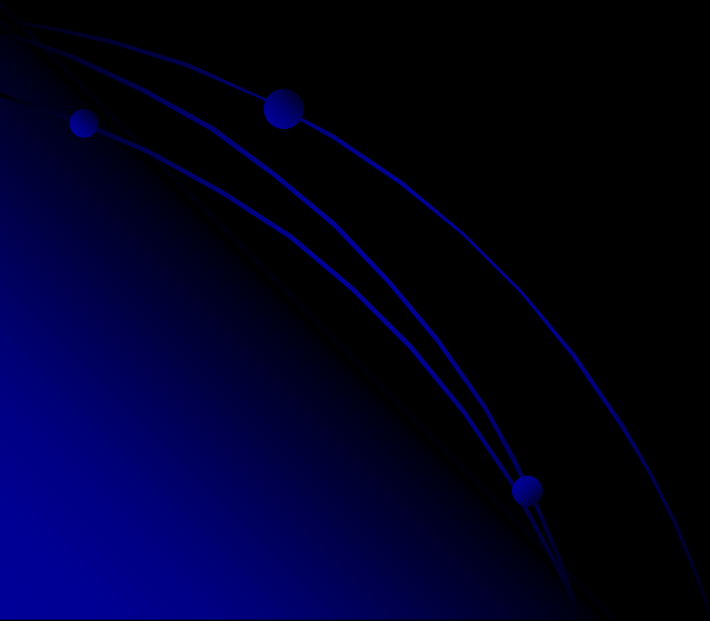


More about me



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What is image recognition?

- Image understanding (IU) is “Making decisions based on images and explicitly constructing the scene descriptions needed to do so” (*Shapiro, Computer Vision, p. 15*)
- Computer vision, machine vision, image understanding, image recognition all used interchangeably
 - But we won't focus on 3D reconstruction of scenes, that's CSSE461 with J.P. Mellor's specialty.
- IU is not image processing (transforming images into images), that's ECE480/PH437.
 - But it uses it
- IU isn't pattern classification: that's ECE597
 - But it uses it

IU vs IP

- Knowledge from images

- What's in this scene?



- It's a sunset
- It has a boat, people, water, sky, clouds

- Enhancing images

- Sharpen the scene!

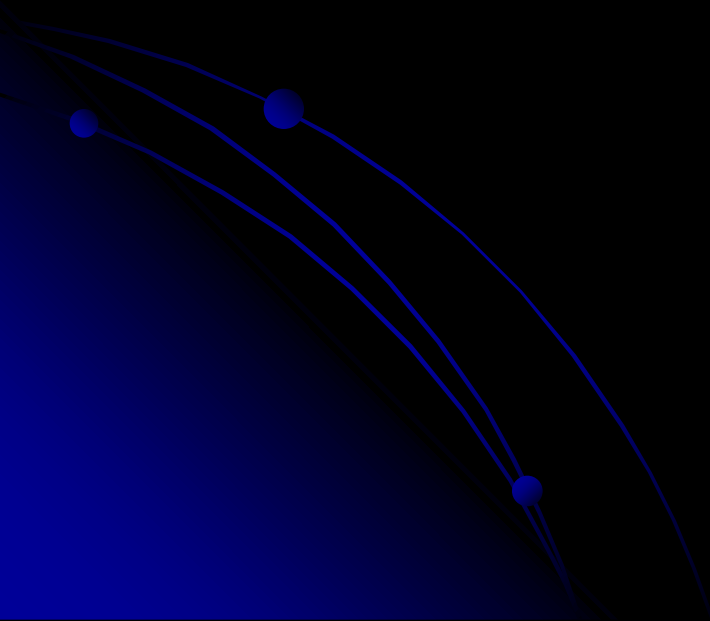


Why IU?

- A short list:
 - Photo organization and retrieval
 - Control robots
 - Video surveillance
 - Security (face and fingerprint recognition)
 - Intelligent IP

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What will we do?

- Learn theory (lecture, text, written problems) and “play” with it (labs)
- See applications (papers, text)
- Create applications (2-3 programming assignments with reports, course project)
- Learn Matlab. (Install it asap if not installed)
 - Based on past student evals
 - Tutorial Tuesday, 10th hour, this room.

Course Resources

- Angel is just a gateway to website (plus dropboxes for labs and assignments)

- Bookmark

<http://www.rose-hulman.edu/class/csse/csse463/200920/>

- Schedule:

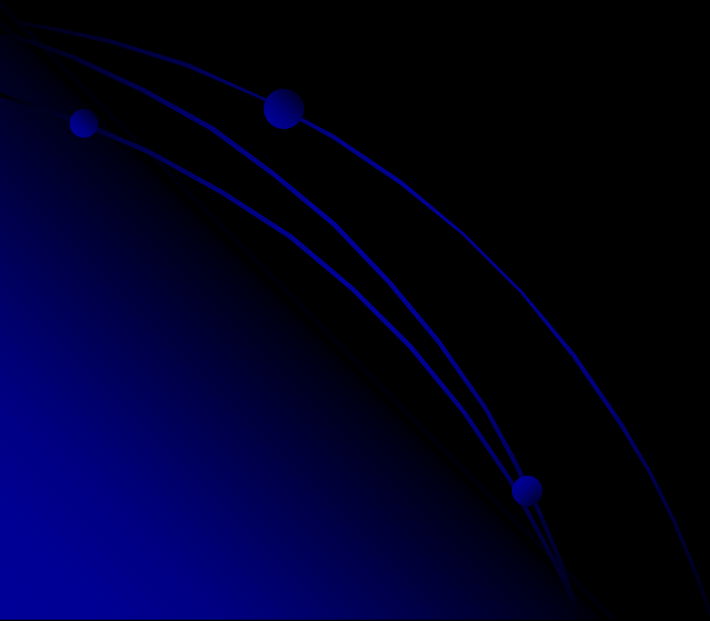
- See HW due tomorrow and Wednesday

- Syllabus:

- Text
- Grading, attendance, academic integrity

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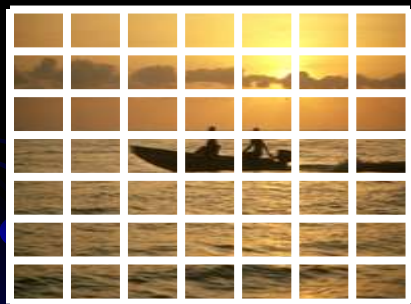


Sunset detector

- A system that will automatically distinguish between sunsets and non-sunset scenes
- I use this as a running example of image recognition
- It's also major programming assignment 2, due in a few weeks
 - Read the paper tonight (focus: section 2.1, skim rest, come with questions tomorrow; I'll ask you about it on the quiz)
 - We'll discuss features in weeks 1-3
 - We'll discuss classifiers in week 4
- A “warm-up” for your term project
- A chance to apply what you've learned to a known problem

Pixels to Predicates

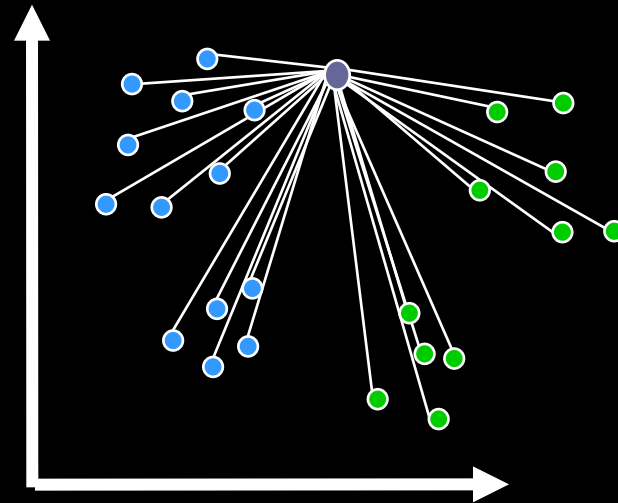
1. Extract features from images



$$x = \begin{pmatrix} 0.4561 \\ 0.1928 \\ \dots \\ 0.2756 \end{pmatrix}$$

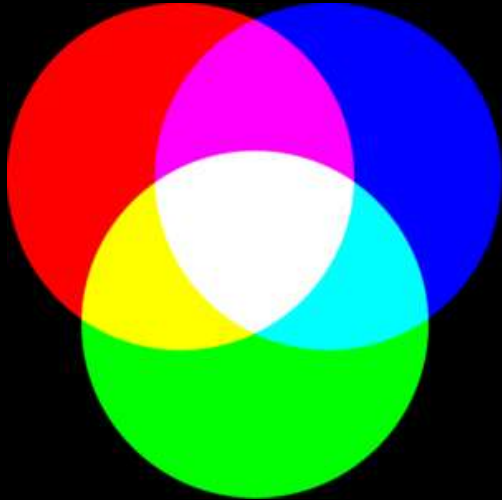
Color
Texture
Shape
Edges
Motion

2. Use machine learning to cluster and classify

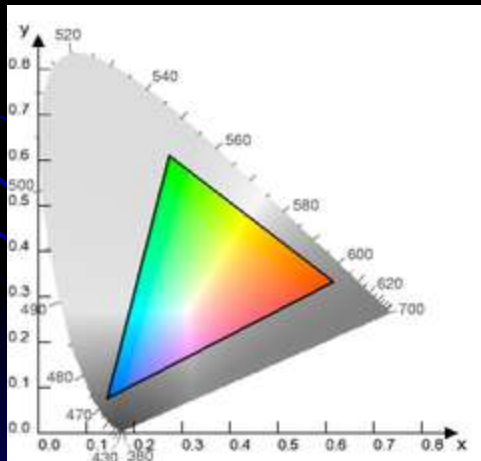


Principal components
Neural networks
Support vector machines
Gaussian models

Basics of Color Images



- A color image is made of red, green, and blue *bands* or *channels*.
 - Additive color
 - Colors formed by adding primaries to black
 - RGB mimics retinal cones in eye.
 - RGB used in sensors and displays
 - Comments from graphics?



Source: Wikipedia

What is an image?

- Grayscale image
 - 2D array of pixels
 - (row,col), not (x,y)! Starts at top!
 - **Matlab demo** (preview of Friday lab):
 - Notice rows-column indexing, 1-based, starting at top left
- Color image
 - 3D array of pixels. Takes 3 values to describe color (e.g., RGB, HSV)
- Video:
 - 4th dimension is time. “Stack of images”
- Interesting thought:
 - View grayscale image as 3D where 3rd D is pixel value