

- HeadTop/neck/bodyCenter
- Left shoulder/elbow/wrist
- Right shoulder/elbow/wrist
- Left hip/knee/ankle
- Right hip/knee/ankle

# ***CSCI 5561 COMPUTER VISION***

## **HYUN SOO PARK**

3D Motion Reconstruction  
(Trajectory Stream Association)



Projection on A Novel HD View

# *WHAT THIS IMAGE CAN TELL US ABOUT THE SCENE?*



# *WHAT THIS IMAGE CAN TELL US ABOUT THE SCENE?*

- Rainy day
- Street market
- People / role
- Interaction
- Car/fruit/shelter
- Distance
- Height of the cameraman



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## *COMPUTER VISION*

Def) computationally understanding the scene/image.

Cf) image processing

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- Car/fruit/shelter
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- Height of the cameraman

## *COMPUTER VISION*

Def) computationally understanding the scene/image.

Cf) image processing

## **Extremely difficult**

# of pixels: 8.2M



Marvin Minsky, MIT

## Birth of Computer Vision

In 1966, Minsky hired a first-year undergraduate student and assigned him a problem to solve over the summer:

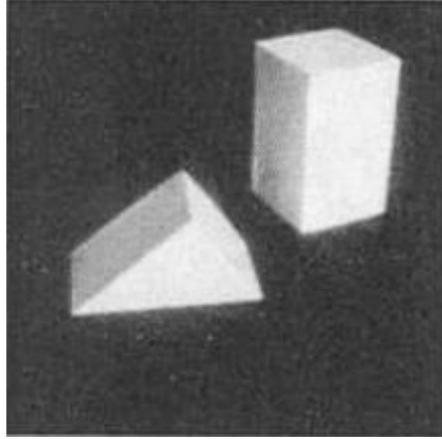
*Connect a camera to a computer and get the machine to describe what it sees.*

# 1960's: interpretation of synthetic worlds

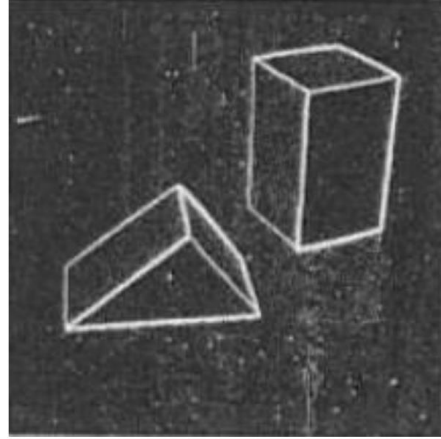


Larry Roberts

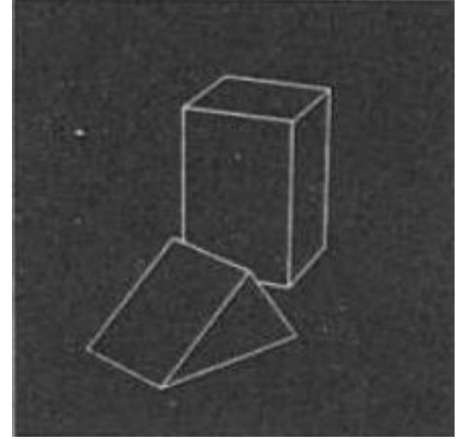
“Father of Computer Vision”



Input image



2x2 gradient operator



computed 3D model  
rendered from new viewpoint

Larry Roberts PhD Thesis, MIT, 1963,  
Machine Perception of Three-Dimensional Solids

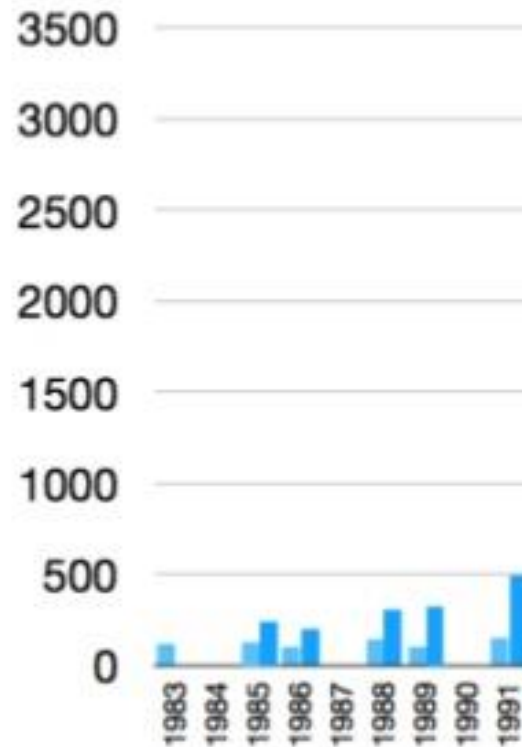
Slide credit: Steve Seitz





# Conference on Computer Vision and Pattern Recognition

## Number of Papers



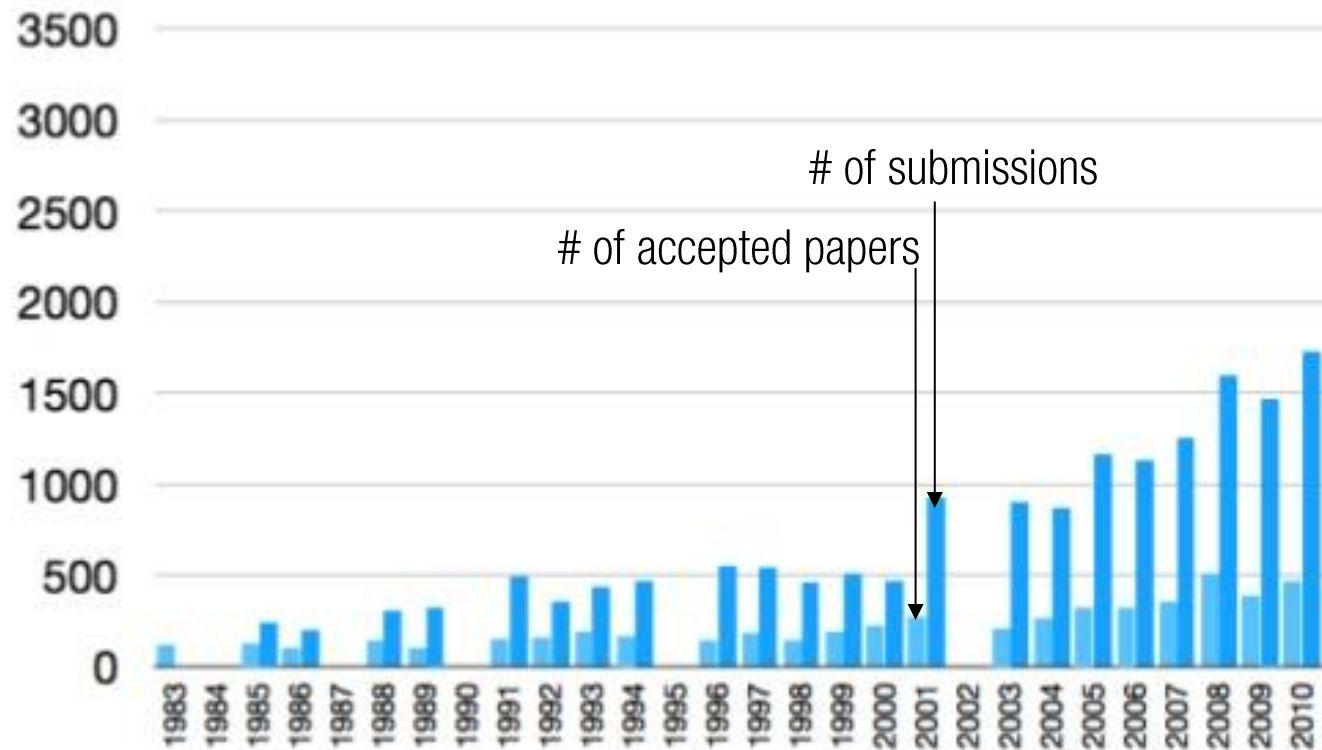
Takeo Kanade, CMU



Dana Ballard, U of Rochester

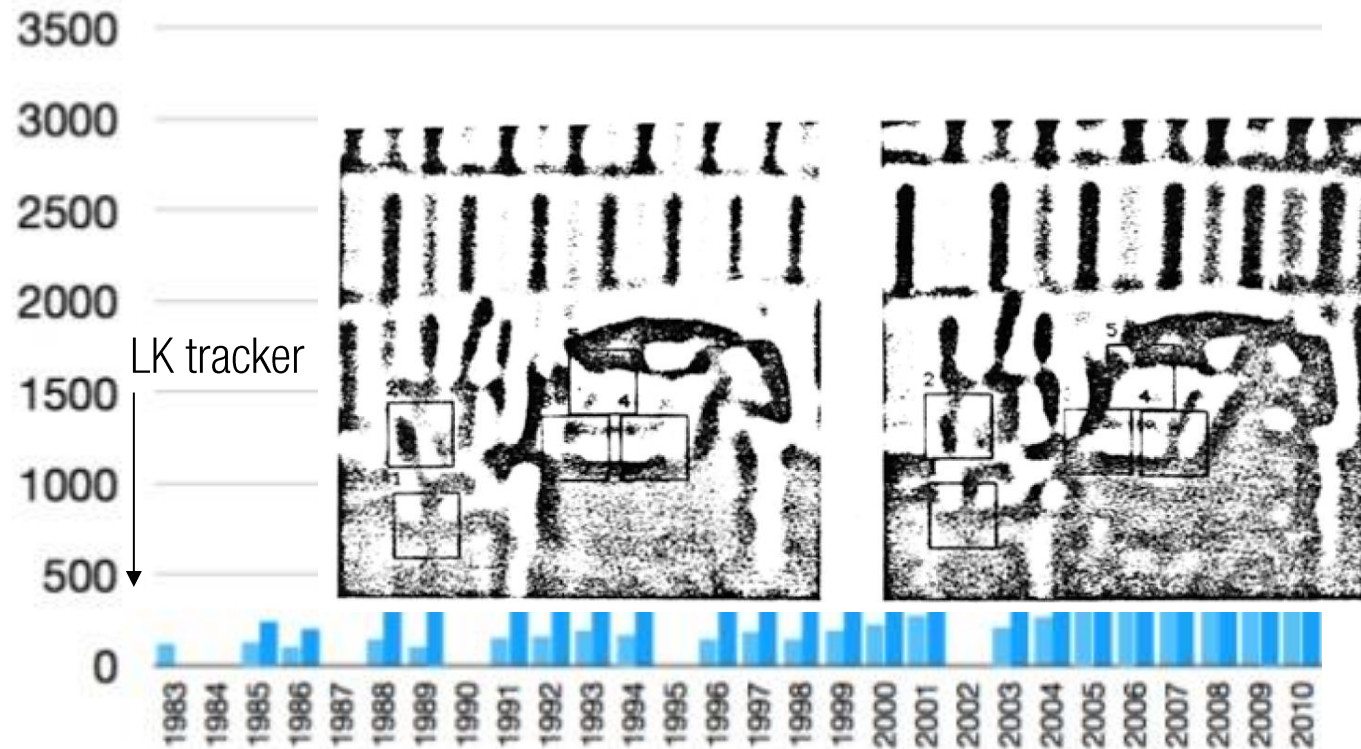
# Conference on Computer Vision and Pattern Recognition

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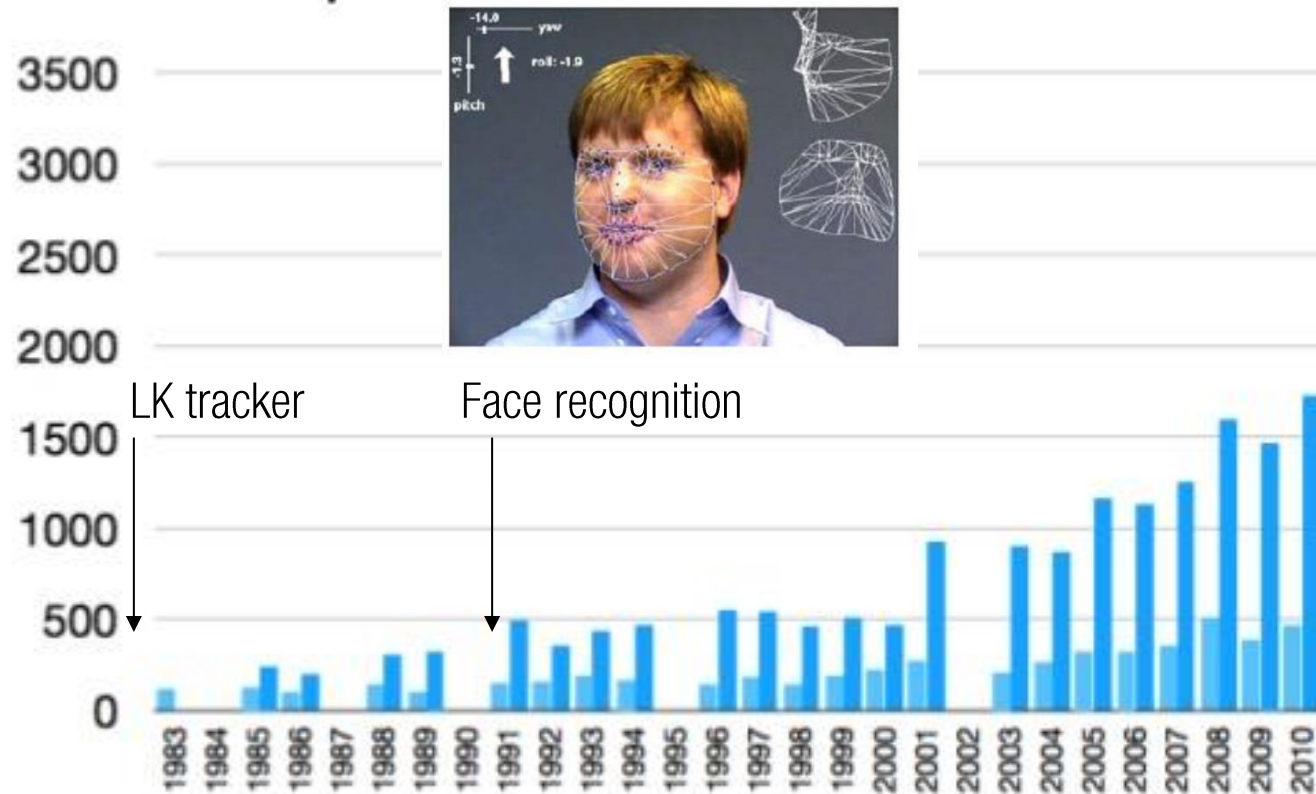
# Conference on Computer Vision and Pattern Recognition

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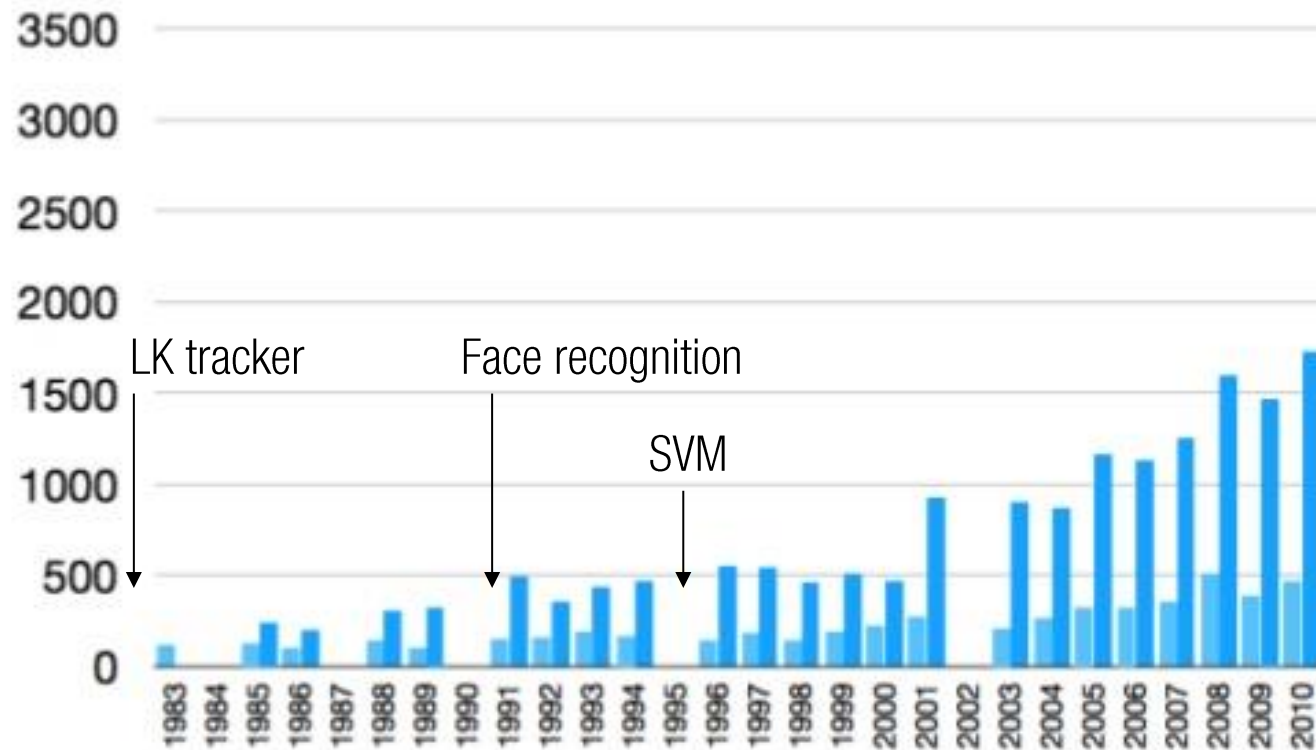
# Conference on Computer Vision and Pattern Recognition

## Number of Papers



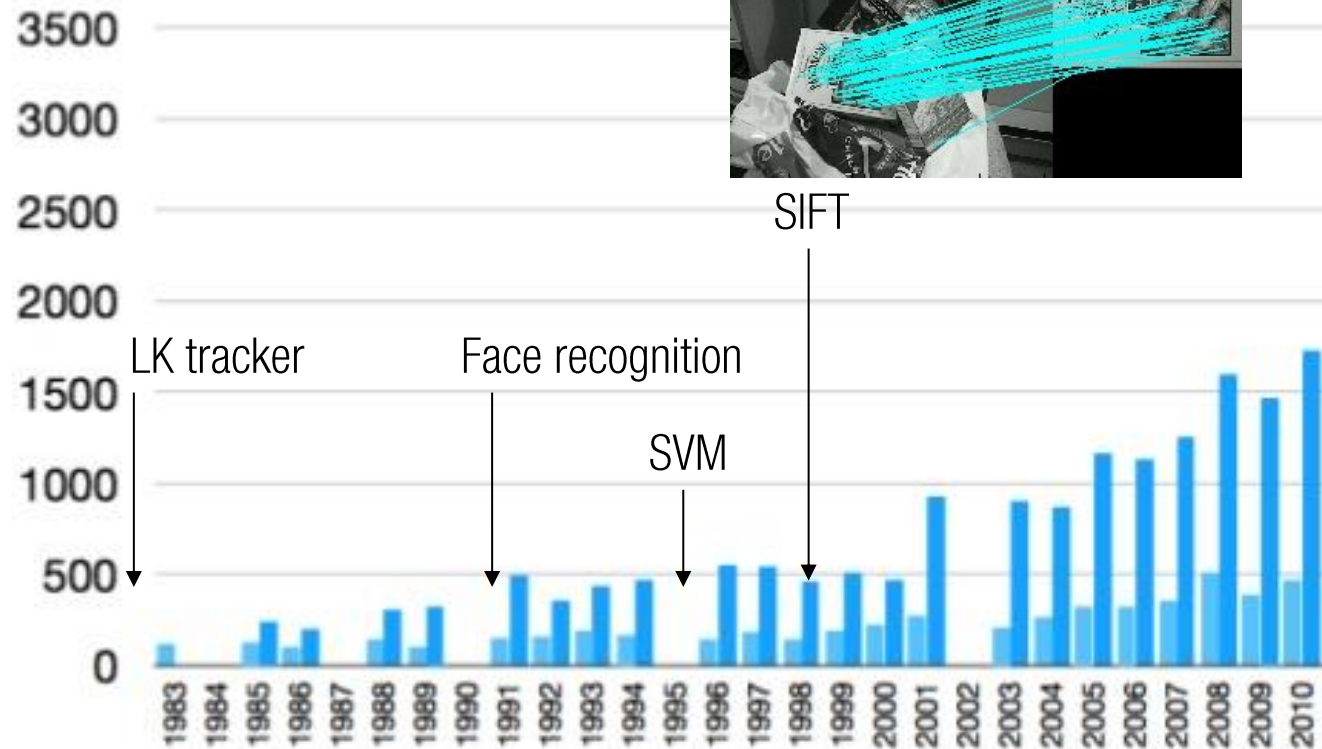
# Conference on Computer Vision and Pattern Recognition

## Number of Papers



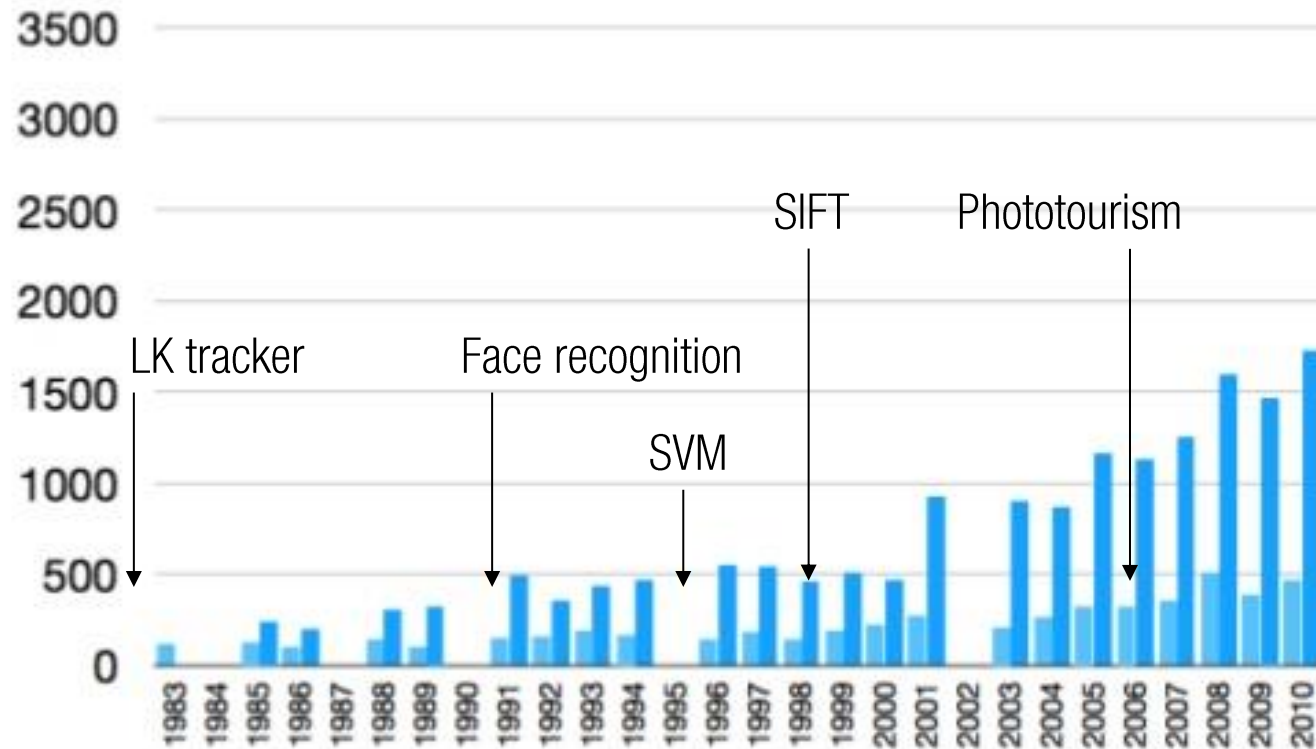
# Conference on Computer Vision and Pattern Recognition

## Number of Papers



# Conference on Computer Vision and Pattern Recognition

## Number of Papers



Conf

Nun

350

300

250

200

150

100

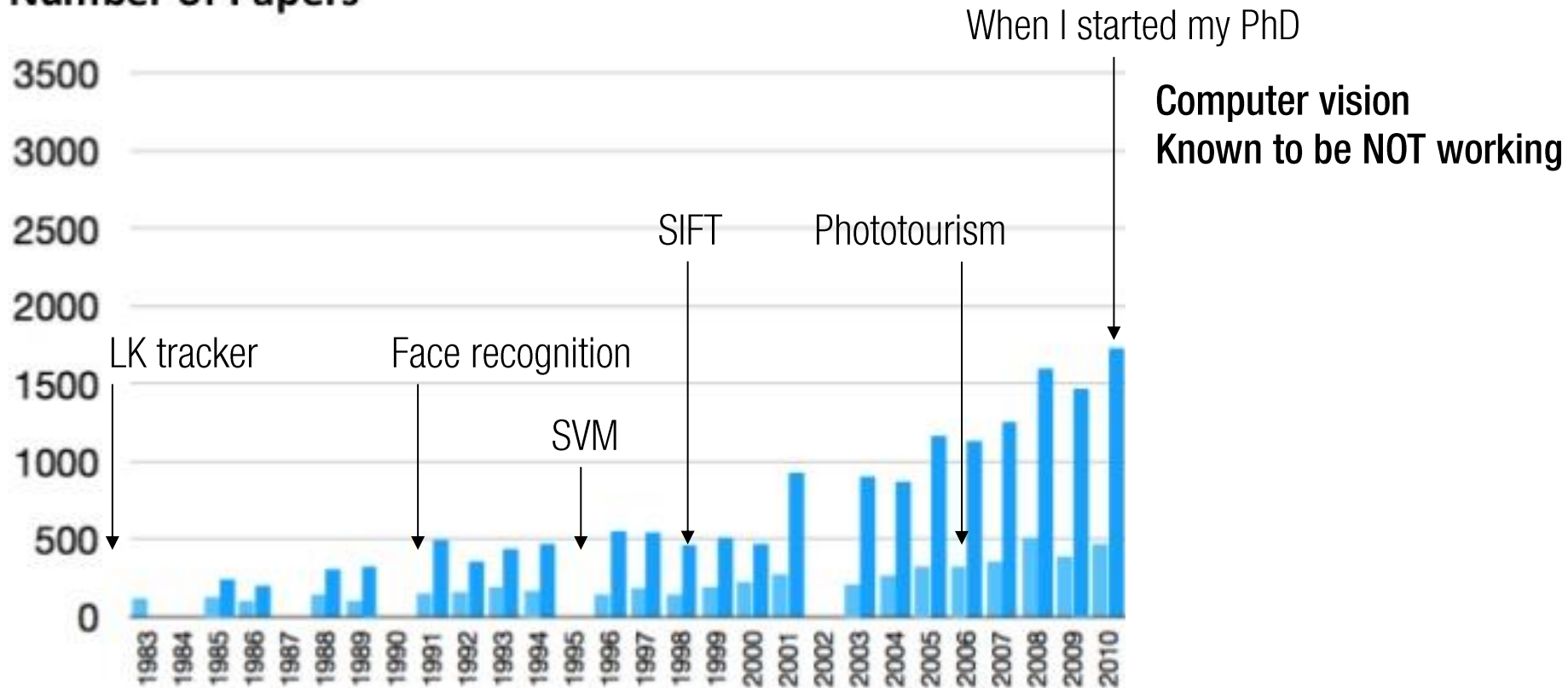
50





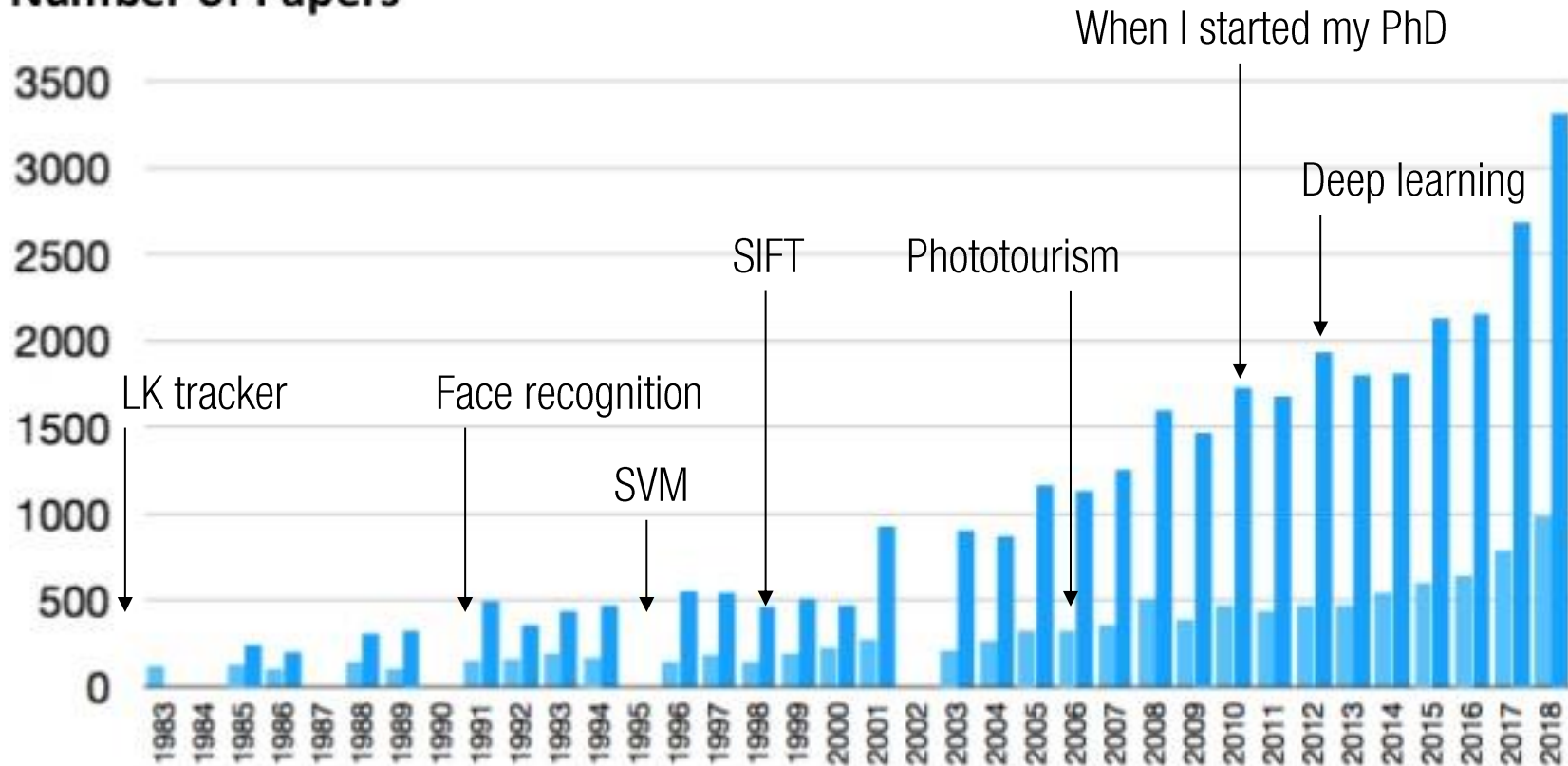
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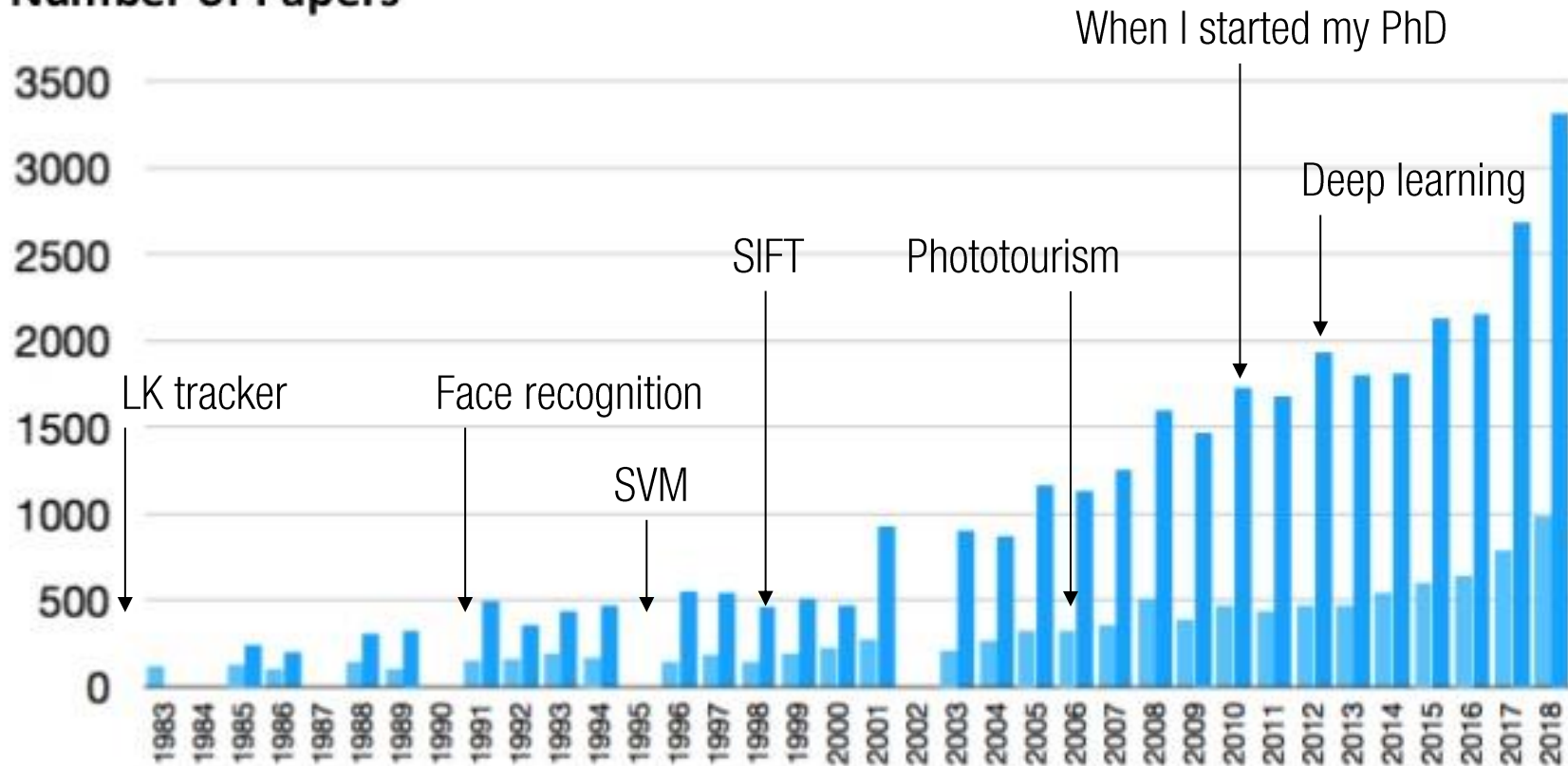
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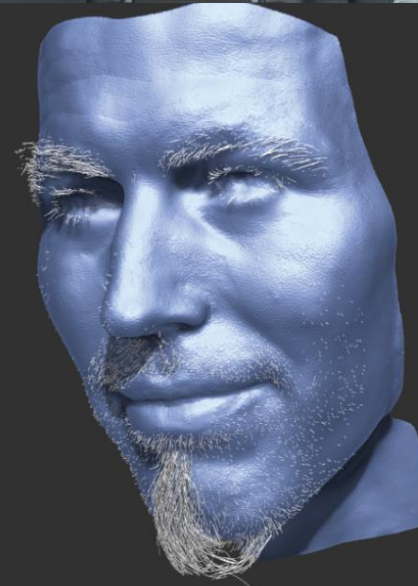
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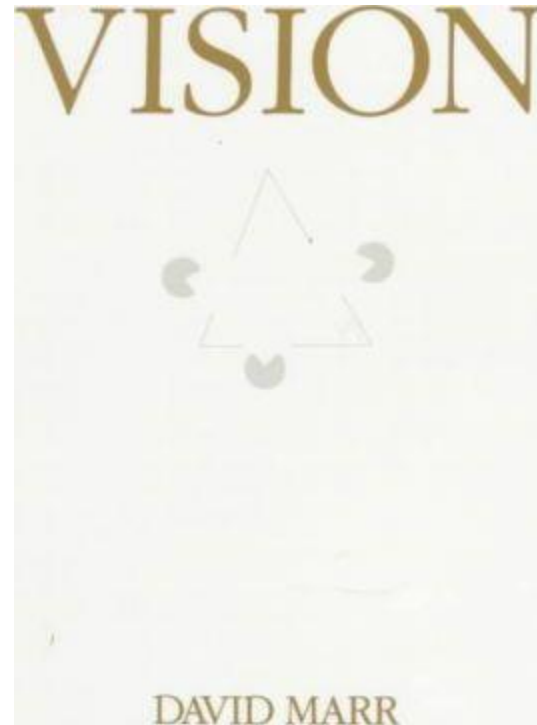


**HOW TO MAKE A COMPUTER TO UNDERSTAND AN IMAGE?**

# *MARR'S VISION*



David Marr (1945-1980)



1982

# *THREE LEVELS OF VISUAL PERCEPTION*



**David Marr (1945-1980)**

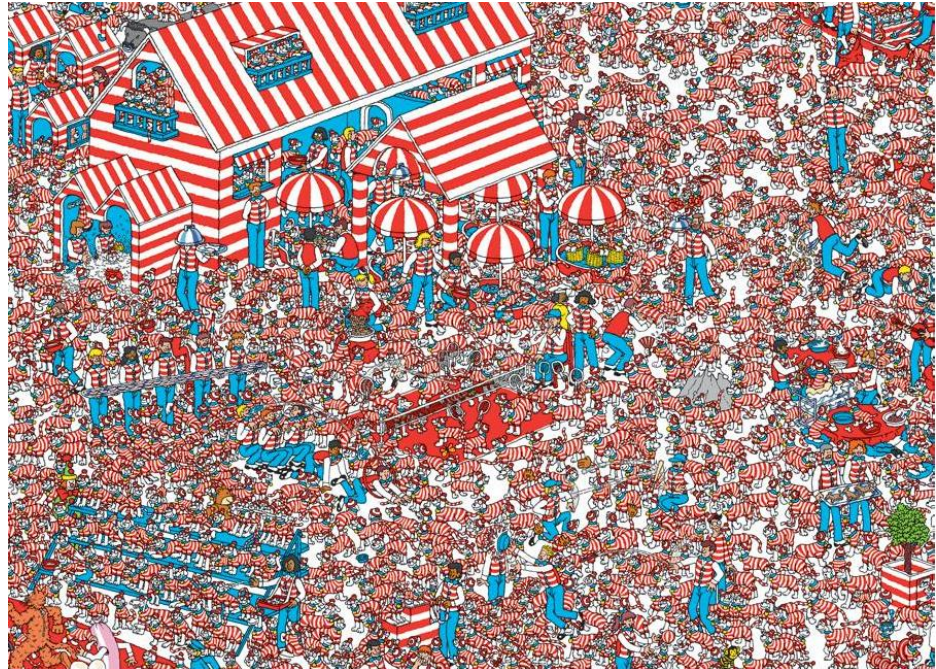
# THREE LEVELS OF VISUAL PERCEPTION



David Marr (1945-1980)

## 1. Algorithmic

e.g., what representation can implement the computation?



*How to represent the image?*



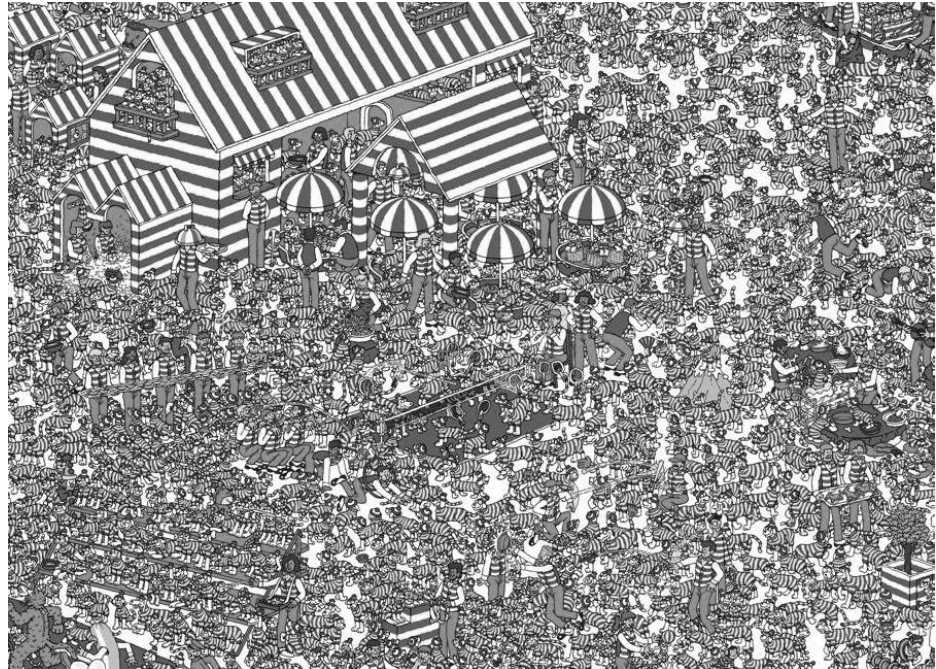
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David Marr (1945-1980)

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78	99	108	106	117	117	149	205	206	169	109	118	147	150	155	217	222	233
78	98	106	104	116	115	148	205	206	169	109	118	147	150	155	217	222	233
78	103	113	111	121	120	151	207	208	170	108	117	146	149	154	217	223	233
74	145	176	170	164	158	183	226	229	178	93	103	134	136	143	224	233	239
62	147	184	177	169	161	187	227	230	178	90	101	133	134	142	225	234	240
159	165	168	167	165	158	187	236	239	188	101	111	135	136	143	225	234	240
226	179	158	162	162	157	189	244	247	195	108	118	136	137	144	226	235	240
213	178	163	166	163	156	189	242	245	194	106	117	137	137	144	226	235	240
225	162	133	137	161	166	193	243	246	194	110	120	132	131	139	227	236	241
235	152	114	119	159	171	196	243	245	196	113	123	130	128	137	229	238	243
215	143	111	114	162	178	199	242	245	194	106	116	125	124	132	227	237	242
155	112	92	91	171	200	212	240	245	187	86	98	110	109	118	223	234	239
161	114	91	91	170	198	211	241	247	187	86	98	108	107	117	223	234	239
141	110	96	93	174	205	212	234	239	184	90	101	119	119	127	223	234	240
85	100	106	99	187	224	216	213	220	176	102	111	147	150	155	226	234	240
87	100	105	98	186	223	216	215	221	176	102	112	146	148	154	226	234	240
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117	151	166	160	213	240	209	164	173	135	69	81	135	140	146	215	222	232
115	148	162	156	211	239	210	167	176	138	70	81	136	141	146	216	223	233
197	215	223	201	198	159	89	94	101	108	113	169	175	178	225	229	238	
222	238	246	248	202	190	147	66	71	88	115	118	174	180	183	228	232	240
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192	160	146	149	134	129	110	73	70	110	171	173	241	250	246	222	219	232
201	171	157	160	143	139	117	76	73	110	165	166	237	247	243	226	223	235
151	136	130	132	113	108	90	57	54	105	190	186	232	238	233	202	196	218

255	255	245	215
223	222	213	197
111	109	123	145
114	112	125	145
222	222	226	233
253	252	254	255
248	248	250	254
246	246	248	251
246	246	247	249
245	245	248	251
245	244	248	253
245	243	248	254
249	248	248	246
254	255	248	235
253	253	248	238

*How to represent the image?*

# THREE LEVELS OF VISUAL PERCEPTION



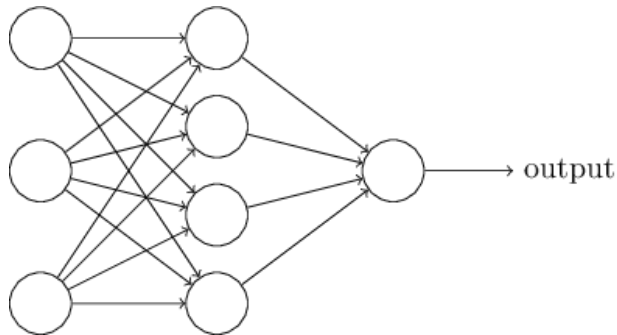
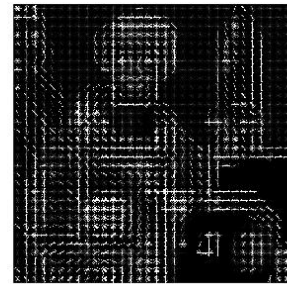
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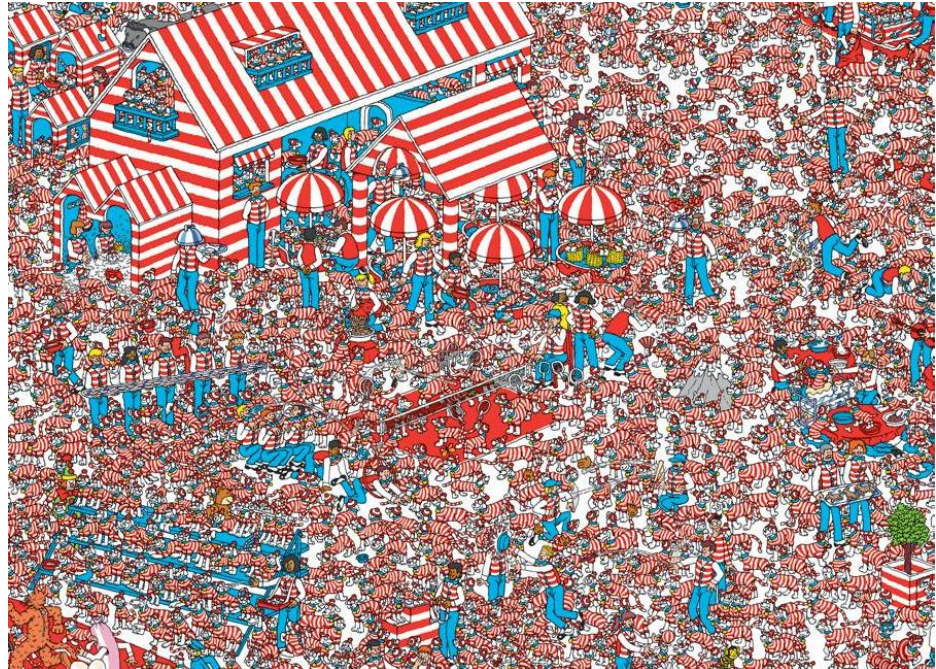
# THREE LEVELS OF VISUAL PERCEPTION



David Marr (1945-1980)

## 2. Computational

e.g., what is the goal of the computation?



*How to computationally find Waldo?*

# THREE LEVELS OF VISUAL PERCEPTION



David Marr (1945-1980)

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e.g., what is the goal of the computation?

*How to formulate the objective:*

$$\text{minimize}_p \sum_{\mathbf{x}} (J(w(\mathbf{x}; p)) - T(\mathbf{x}))^2$$

# THREE LEVELS OF VISUAL PERCEPTION



David Marr (1945-1980)

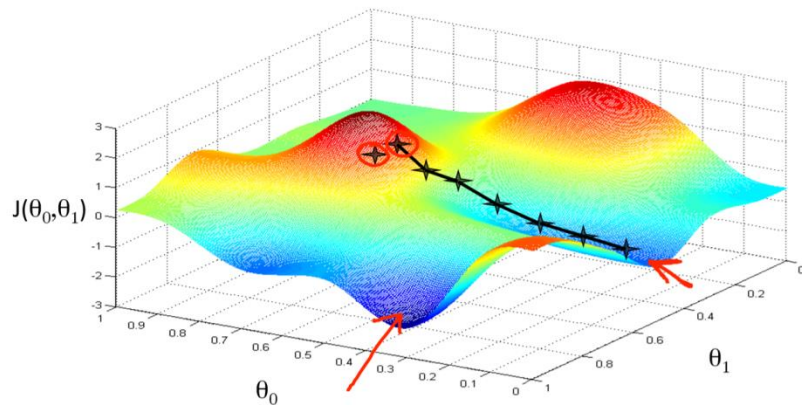
## 2. Computational

e.g., what is the goal of the computation?

*How to formulate the objective:*

$$\text{minimize}_p \sum_{\mathbf{x}} (J(w(\mathbf{x}; p)) - T(\mathbf{x}))^2$$

*How to achieve the objective:*



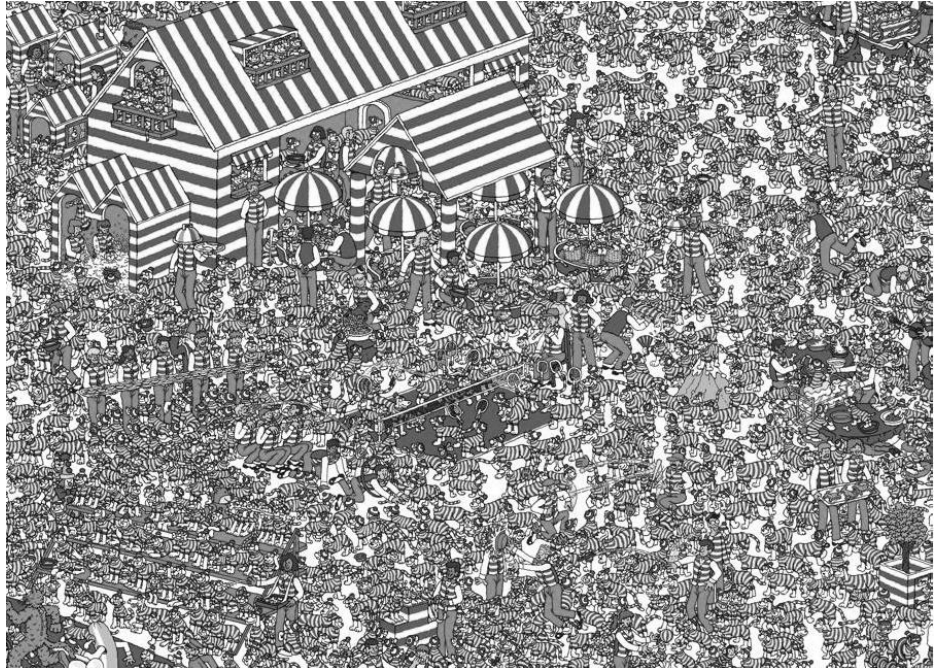
# THREE LEVELS OF VISUAL PERCEPTION



David Marr (1945-1980)

## 3. Implementational

e.g., how hardware can carry out such computation?



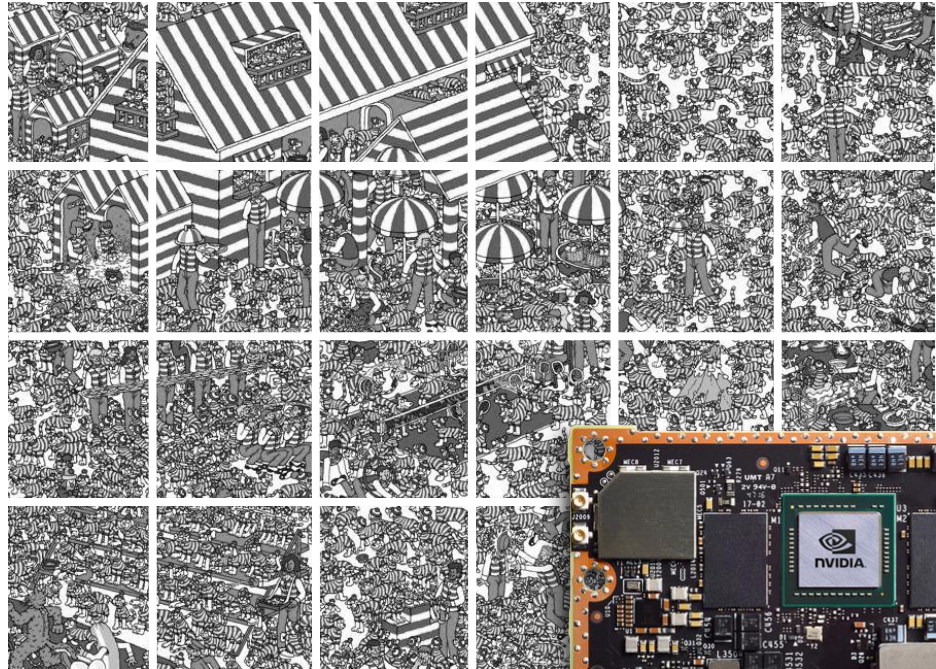
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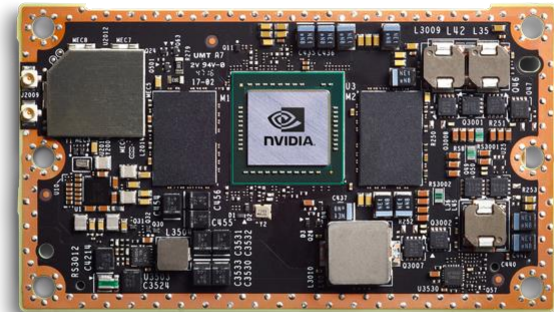
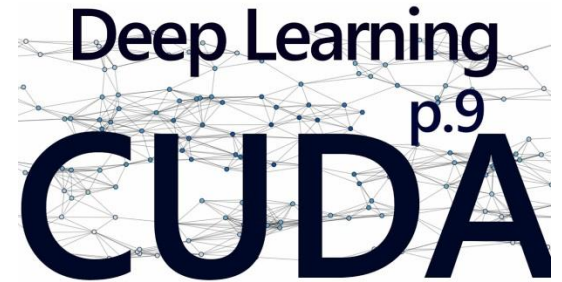
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David Marr (1945-1980)

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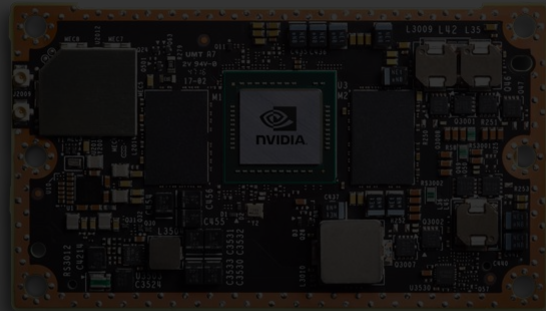
e.g., how hardware can carry out such computation?

**BEYOND THE SCOPE OF THIS COURSE.**



Deep Learning  
p.9  
**CUDA**

David Marr (1945-1980)



# **WHAT WILL BE COVERED?**

Basics and 4 Rs of Computer Vision

# ***BASICS***

Image formation

Image convolution/filtering

Feature representation

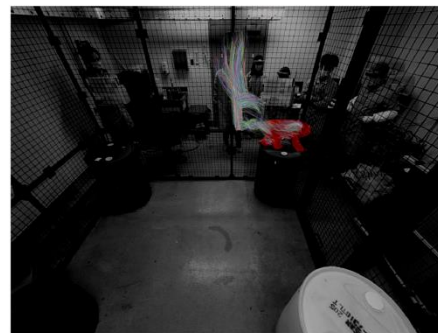
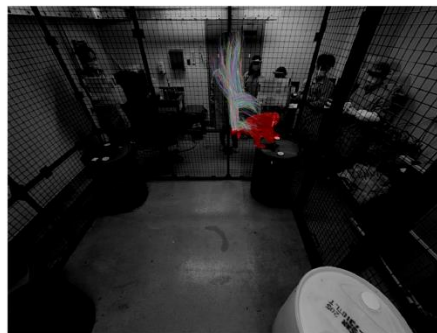
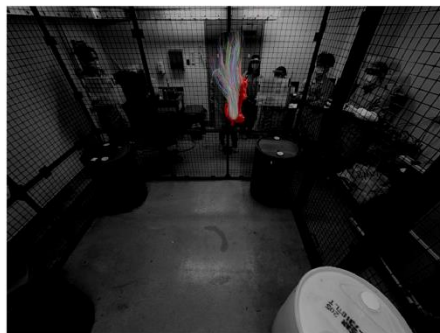
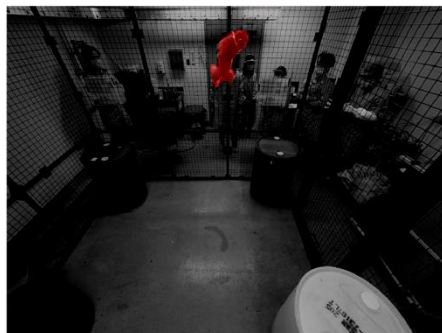


# 4 Rs: REGISTRATION

Optical flow

Image alignment

Tracking



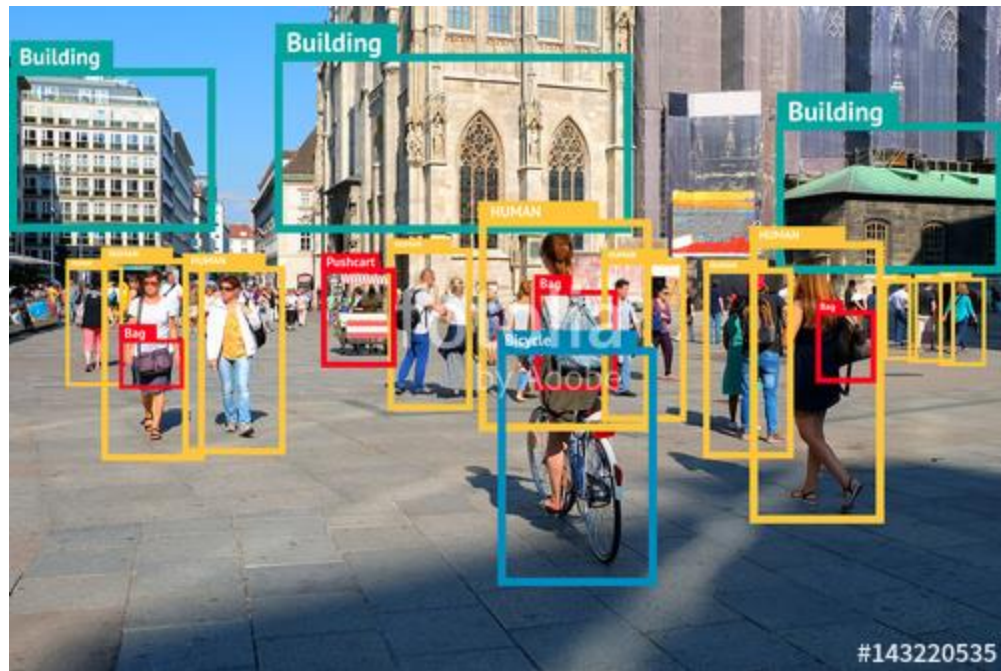
# 4 Rs: RECOGNITION

Bag of feature

Template matching

Object proposal

Convolutional neural network



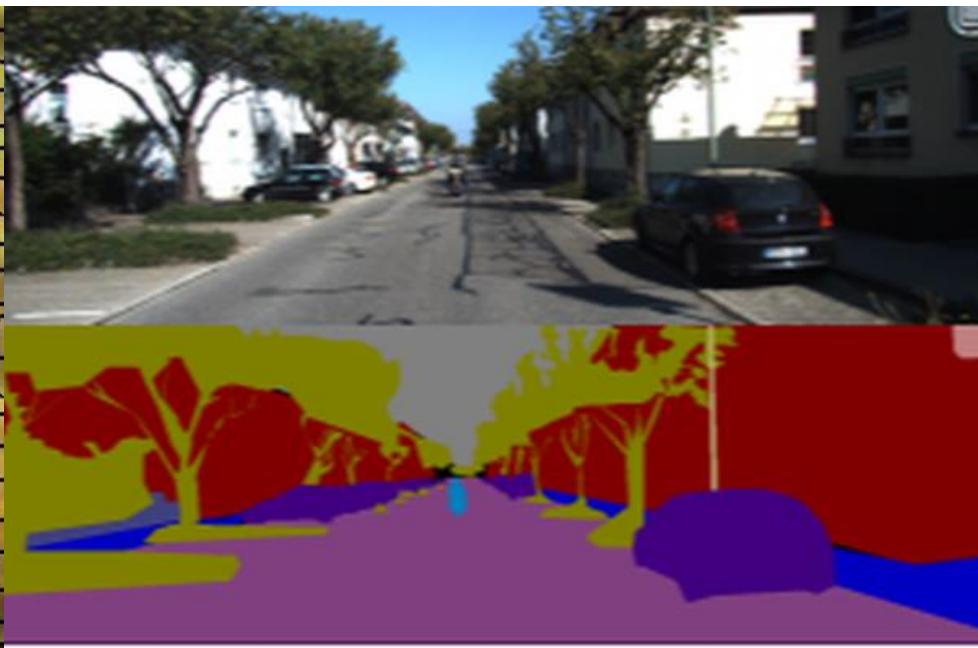
#143220535

# 4 Rs: REORGANIZATION

Graph cuts

Superspixel

Semantic segmentation



- HeadTop/neck/bodyCenter
- Left shoulder/elbow/wrist
- Right shoulder/elbow/wrist
- Left hip/knee/ankle
- Right hip/knee/ankle

# 4 Rs: RECONSTRUCTION

Camera geometry  
Epipolar geometry  
Stereo



3D Motion Reconstruction  
(Trajectory Stream Association)





# WHAT WILL NOT BE COVERED?

# WHAT WILL NOT BE COVERED?

- Basic Machine Learning knowledge
- Python programming
- Linear algebra / Calculus

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- Basic Machine Learning knowledge
- Python programming
- Linear algebra / Calculus

## **Tips:**

1. Drop this course if you are not fluent on these materials---you will be embarrassed if you ask these even during office hours.
2. Drop this course if you are not confident on mathematical programming, e.g., translating math concept to code.
3. Drop this course if you are not comfortable on debugging and the usage of debugging tools.
4. Study by yourself and read relevant materials (e.g., book, wikipedia, coursera).

# ***EVALUATION***

- 5 programming assignments (15% each)
  - Late submission: 20% off from each extra late day
- Project (up to two students) (25%)
  - Project proposal presentation 5%: Oct 22, 27
  - Written project proposal 5% (3 pages): Oct 30 midnight
  - Final project presentation 10%: Dec 10, 15 in-class
  - Written final report 5% (6 pages): Dec 18 midnight

**No make-up assignment**

# *OFFICE HOUR*

- Hyun Soo Park: M 2-3pm @ Zoom
- Yasamin Jafarian: T/W 2-3pm @ Zoom
- Yang Yang: Th 2-3pm @ Zoom

# COURSE WEBSITE

[https://www-users.cs.umn.edu/~hspark/csci5561\\_F2020/csci5561.html](https://www-users.cs.umn.edu/~hspark/csci5561_F2020/csci5561.html)

Fall 2020 CSCI 5561  
Computer Vision

- Syllabus
- Schedule
- Lecture slide
- Homework

## Information

### Syllabus

Instructor: [Hyun Soo Park](mailto:hspark@umn.edu) (hspark at umn.edu)  
Office hour: Mon 2:00pm-3:00pm (Zoom)

TA1: Yasamin Jafarian (yasamin at umn.edu)  
Office hour: Tue/Wed 2:00pm-3:00pm (Zoom)

TA2: Yang Yang (yang5276 at umn.edu)  
Office hour: Thr 2:00pm-3:00pm (Zoom)

Teaching mode: online

Textbook: Not required but the following books will be frequently referred: