



RoboJackets



THE ARTHUR M. BLANK
FAMILY FOUNDATION

2007 Adv TE Sessions – Computer Vision

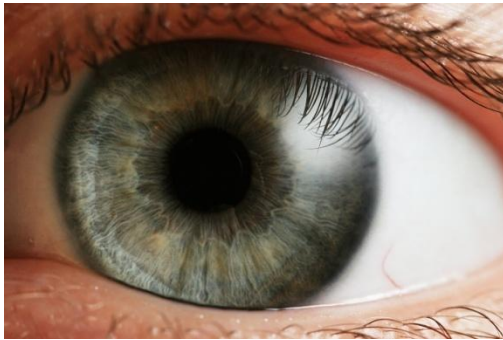
Andy Bardagjy

September 25, 2007

www.robojackets.org



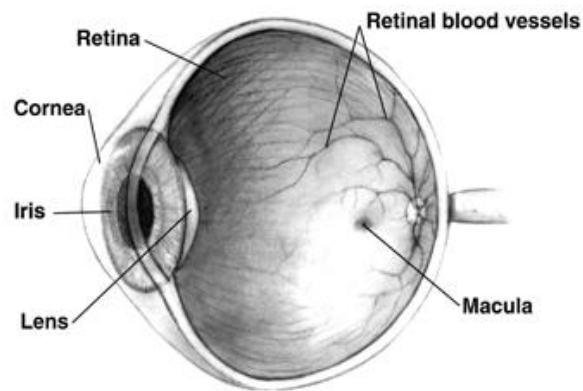
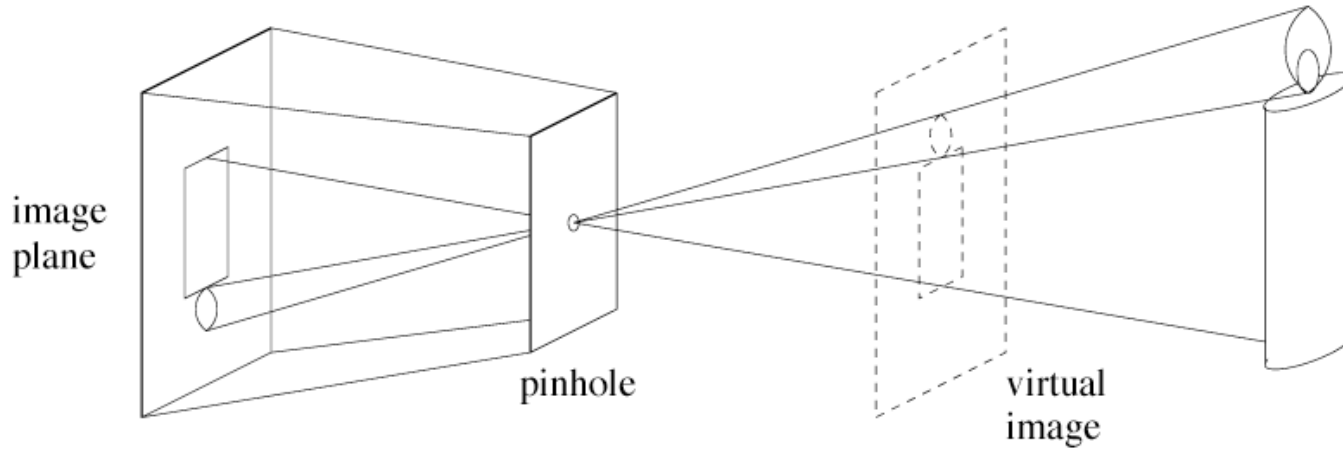
Why use vision?



- Tremendous amount of information
 - Spatial
 - Temporal
 - Radiometric
- Cost
- Passive
- Size
- Our “primary” sensor

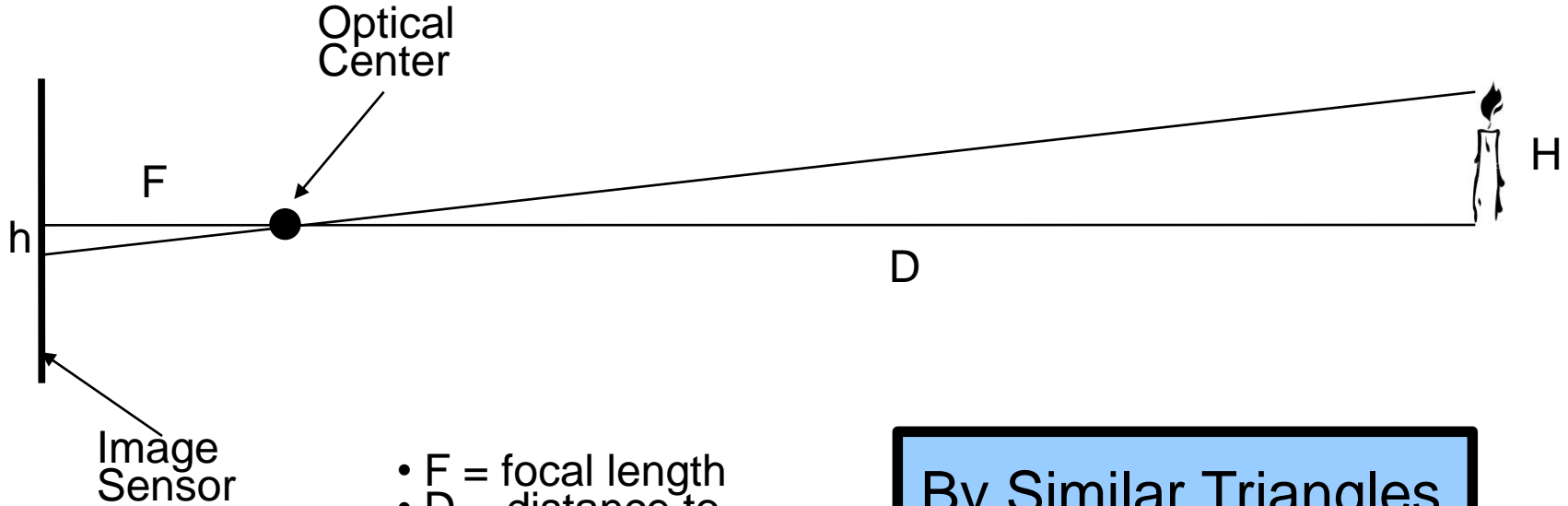


Image Formation





Distance?



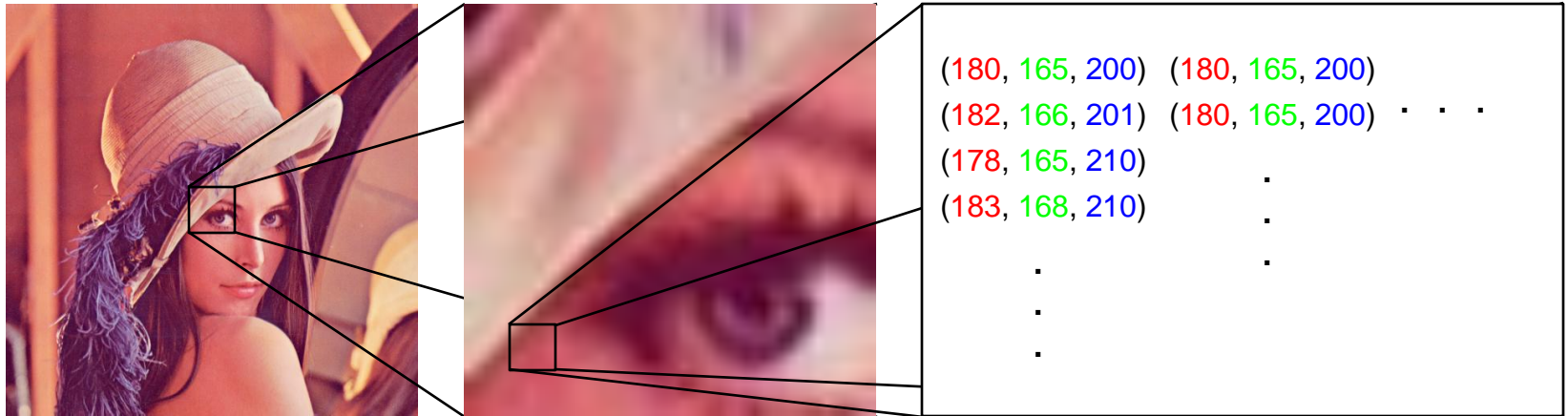
- F = focal length
- D = distance to object
- h = displacement on sensor
- H = height of object

By Similar Triangles

$$\frac{h}{f} = \frac{H}{D}$$



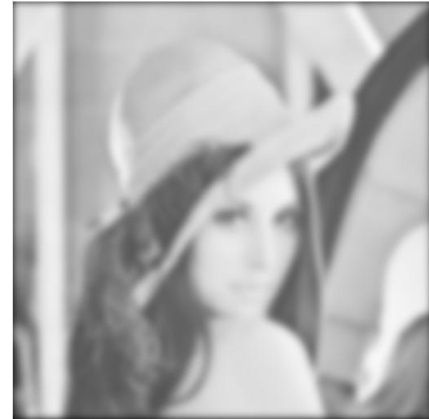
Image Representation



- Matrix representation of image data
- Data “cube”
- Origin at upper left



Filtering



- Convolution
- Thresholding



Convolution



200, 210, 205,	*	1/9, 1/9, 1/9	=	200.55
195, 198 , 200,		1/9, 1/9, 1/9		
198, 199, 200,		1/9, 1/9, 1/9		

*This is an example of an averaging ("mean") filter.

$$g * f [m] \equiv \sum f [n] g [m - n]$$

$$g * f [m] \equiv \int f [n] g [m - n] dn$$



Other Masks...

Gaussian Blur

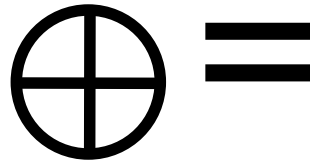
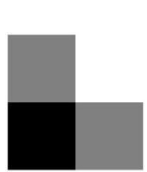


- More weight given to center pixel
- Approximates image resizing, real world blur.
- Resistant to outliers
- Enemy of noise



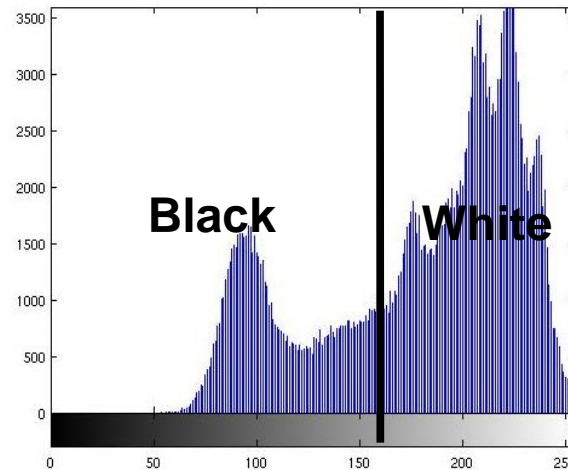
Other Masks...

Robert's Edge Detector





Thresholding



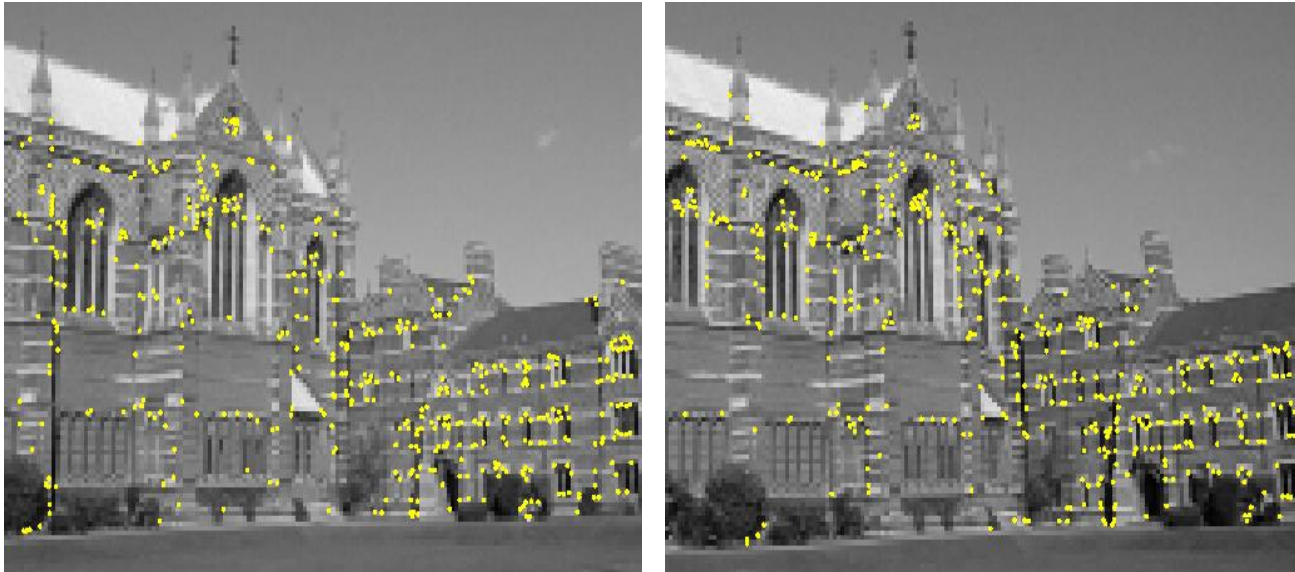
```
if (pixel > threshold)  
white  
else  
black
```

Useful for

- Color recognition
- Crude image compression



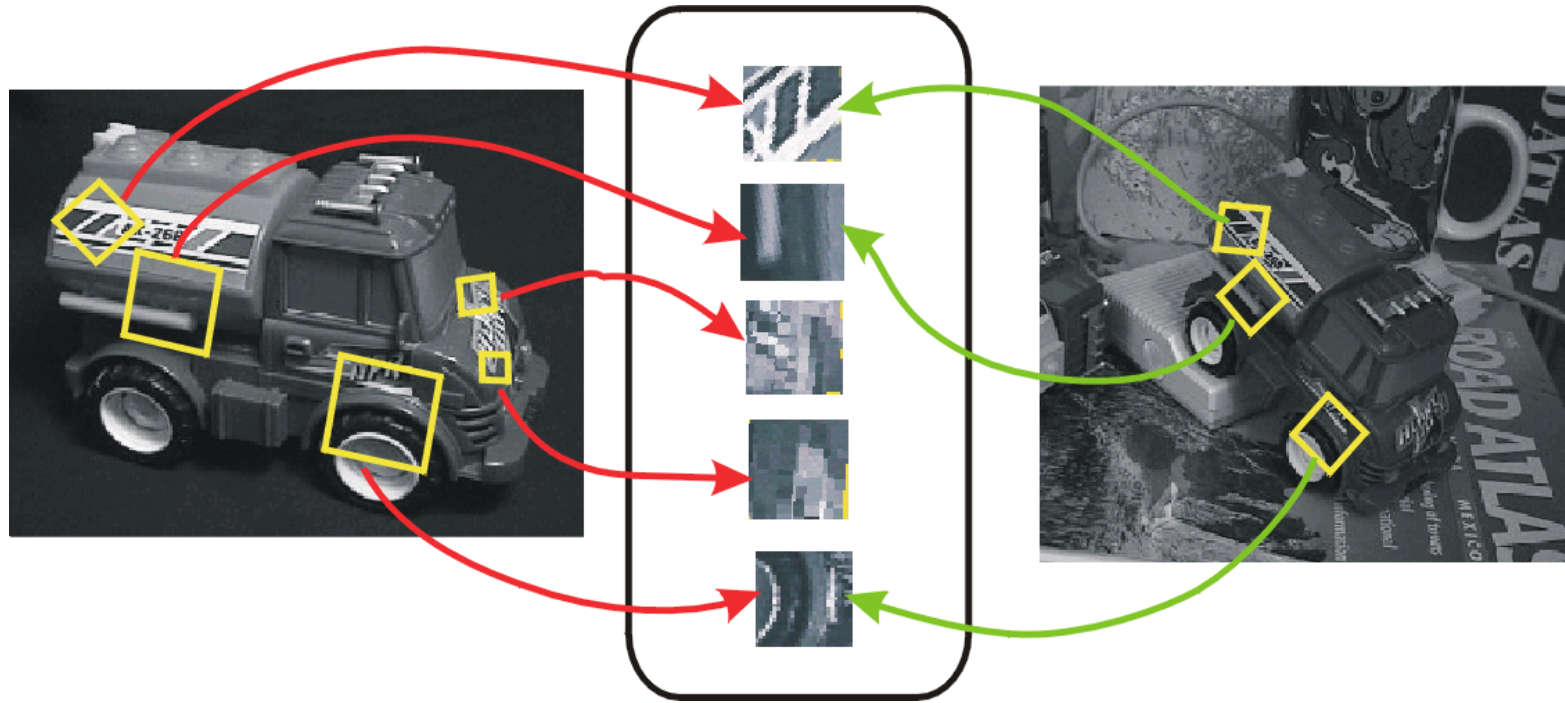
Feature Detecting



- Active area of research
- Harris Corner Detector
- SIFT Feature Detector
- By hand...



Feature Matching



- Active area of research
- Particle Filtering
- RANSAC
- Bundle Adjustment
- Expectation Maximization



Video Google



Retrieved key-frames from three different shots





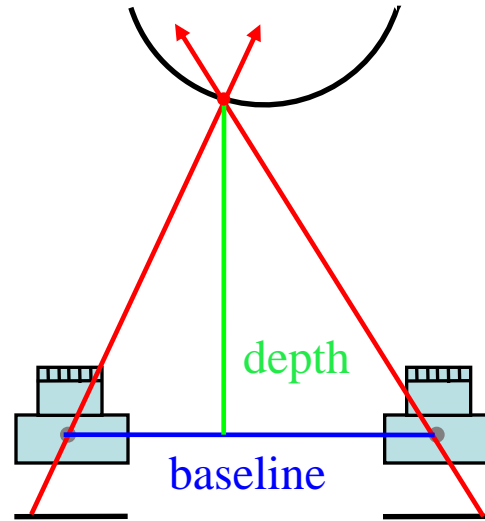
Stereo



Triangulate to find depth from the same feature in two (or more) images.

Requires

- Feature detection and matching across views (correspondence points)
- Calibrated cameras*



Left

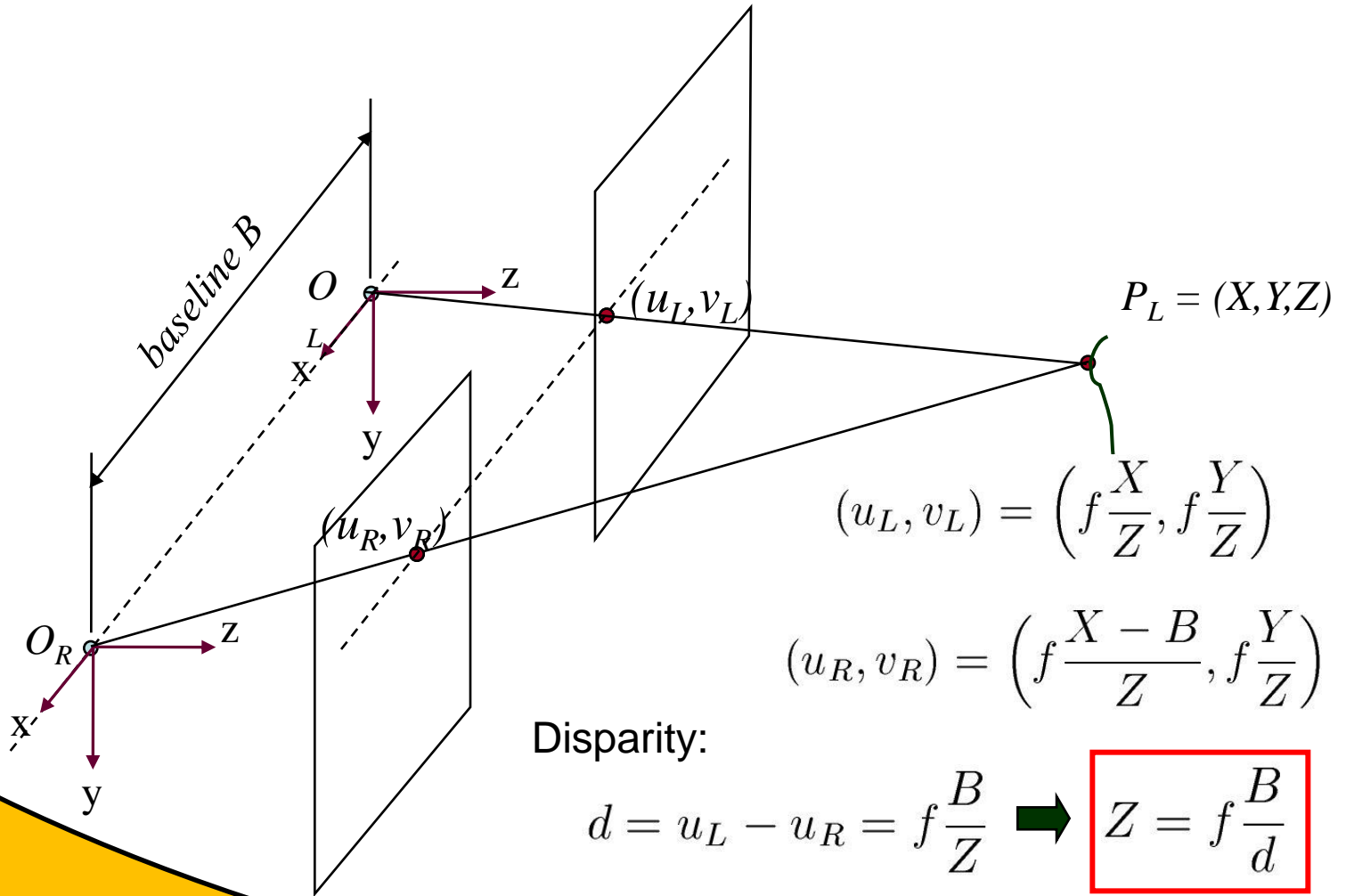


Right



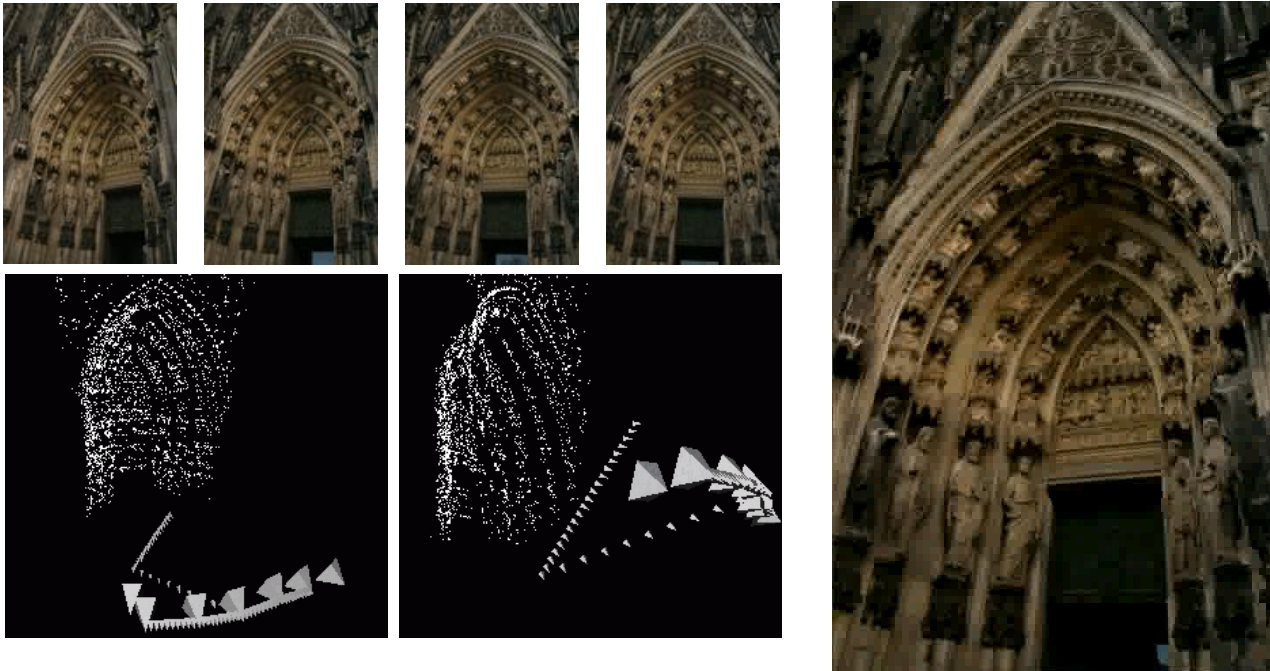


Stereo





Wide Baseline Stereo



Video: PhotoSynth
Video: 4D Cities



SLAM

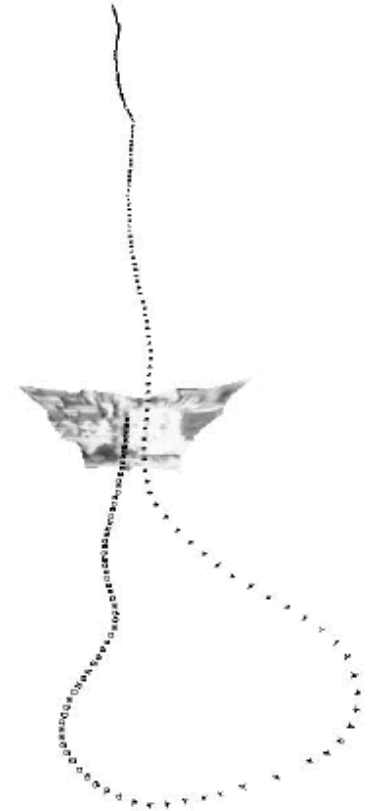
Self Localization and Mapping



Uses features and stereo equations to compute its location and map its environment

Equations solved, features still need work.

Without other sensors, no sense of scale.





Bullet Time!



Video: The Matrix - Bullet Time

- Stereo
- View Morphing



Projections



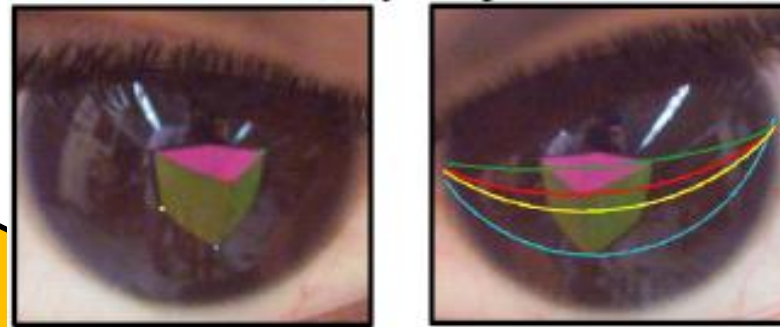
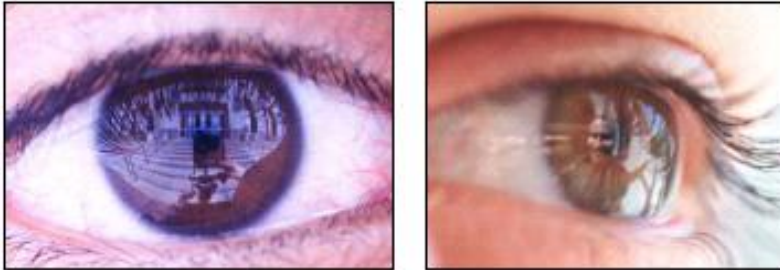
Catadioptric Camera
(latin for mirror + lens)



RoboJackets



The World in an Eye



(a) Eye image (cropped)



(b) Spherical Panorama (cropped)



(c) Foveated retinal image (45° FOV)

(l) Interacting with a Computer



Clustering



Image



Clusters on intensity



Clusters on color



K-means clustering on intensity and color



K-Means Clustering



Algorithm

- Fix cluster centers and allocate points to closest center.
- Find centroid of clusters and recompute.
- Stop when no points change allegiances.



Rotoscoping

A Scanner Darkly



Done semiautomatically in the movie,
techniques exist to do it automatically.

Techniques Used

- Linear Filtering
- Clustering
- Edge Detection



Expectation Maximization



- Objective:
 - Robust fit of a model to data S
- Algorithm
 - Randomly select s data points
 - Make a model with those points
 - Get consensus set S
 - If $|S| > T$, terminate and return model
 - Repeat for N trials, return model with max $|S|$
 - Optional: refine returned model



Mosaicking



Techniques Used

- Feature Detection and Matching
- Model Fitting
 - Expectation Maximization
 - Graph Cuts (optional)



Driving



Competitions

- DARPA Grand Challenge
- DARPA Urban Challenge
- IGVC
- LAGR

Applications

- Structured and unstructured road following
- Lane detection
- Pedestrian detection / avoidance
- Signal detection
- Cruise control
- Merge assistance
- Driver impairment detection





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