DS525PE: COMPUTER VISION AND ROBOTICS (Professional Elective - II)

B.Tech. III Year II Sem. L T P C 3 0 0 3

Pre-Requisites: Linear Algebra and Probability.

Course Objectives:

- · To understand the Fundamental Concepts Related To sources, shadows and shading
- To understand the The Geometry of Multiple Views

Course Outcomes:

- Implement fundamental image processing techniques required for computer vision
- Implement boundary tracking techniques
- Apply chain codes and other region descriptors, Hough Transform for line, circle, and ellipse detections.
- Apply 3D vision techniques and Implement motion related techniques.
- Develop applications using computer vision techniques.

UNIT - I

CAMERAS: Pinhole Cameras

Radiometry - Measuring Light: Light in Space, Light Surfaces, Important Special Cases

Sources, Shadows, And Shading: Qualitative Radiometry, Sources and Their Effects, Local Shading

Models, Application: Photometric Stereo, Interreflections: Global Shading Models

Color: The Physics of Color, Human Color Perception, Representing Color, A Model for Image Color, Surface Color from Image Color.

UNIT - II

Linear Filters: Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing, Filters as Templates

Edge Detection: Noise, Estimating Derivatives, Detecting Edges

Texture: Representing Texture, Analysis (and Synthesis) Using Oriented Pyramids, Application: Synthesis by Sampling Local Models, Shape from Texture.

UNIT - III

The Geometry of Multiple Views: Two Views

Stereopsis: Reconstruction, Human Stereposis, Binocular Fusion, Using More Cameras

Segmentation by Clustering: Segmentation, Human Vision: Grouping and Getstalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering,

UNIT - IV

Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness

Geometric Camera Models: Elements of Analytical Euclidean Geometry, Camera Parameters and the Perspective Projection, Affine Cameras and Affine Projection Equations

Geometric Camera Calibration: Least-Squares Parameter Estimation, A Linear Approach to Camera Calibration, Taking Radial Distortion into Account, Analytical Photogrammetry, An Application: Mobile Robot Localization

UNIT - V

Introduction to Robotics: Social Implications of Robotics, Brief history of Robotics, Attributes of hierarchical paradigm, Closed world assumption and frame problem, Representative Architectures, Attributes of Reactive Paradigm, Subsumption Architecture, Potential fields and Perception

Common sensing techniques for Reactive Robots: Logical sensors, Behavioural Sensor Fusion, Pro- prioceptive sensors, Proximity Sensors, Topological Planning and Metric Path Planning

TEXT BOOKS:

- 1. David A. Forsyth and Jean Ponce: Computer Vision A Modern Approach, PHI Learning (Indian Edition), 2009.
- 2. Robin Murphy, Introduction to Al Robotics, MIT Press

REFERENCE BOOKS:

- 1. E. R. Davies: Computer and Machine Vision Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4th edition, 2013.
- 2. The Robotics premier, Maja J Matari, MIT Press
- 3. Richard Szeliski "Computer Vision: Algorithms and Applications" Springer-Verlag London Limited 2011.