

CMPS 3660/6660 - Computer Vision

Contact Details

- Instructor: Dr. Zhengming Ding
- Office location: 402A Stanley Thomas Hall
- Email: <u>zding1@tulane.edu</u> [Feel free to reach me by email if you have any questions.]
- Class Time: 09:30AM 10:45AM Tuesday & Thursday
- **In-Person Location:** ST 302
- Office Hours: 2:00PM 3:30PM Tuesday & Thursday or by email appointment

Course Description

Learning Goals:

This computer vision course is mainly designed for undergraduate and graduate students majoring/minoring in computer science. It covers core topics in image/video understanding, such as object detection/recognition/tracking (with applications in face detection, gesture detection, pose detection), image segmentation (saliency detection, semantic segmentation, co-segmentation), image enhancement (super-resolution, image recovery), visual relationship mining (spatial relationship, kinship), 3D reconstruction, image generation, optical flow, and video segmentation. It will also touch several advanced computer vision topics, such as multiview image clustering, image captioning, image generation from the text, and visual question & answering. This course goals and objectives include

- Understand the basic concepts of computer vision and key problems in computer vision.
- Understand the principles of visual descriptors discovery, and gain insight into the stateof-the-art visual descriptors.
- Master the usage of popular visual descriptors and techniques.
- Apply the learned techniques/tools to complex computer vision problems in real-world.

Textbook [Recommended]

Readings will be assigned from the following textbook (available online for free):

• Computer Vision: Algorithms and Applications, by Richard Szeliski. https://szeliski.org/Book/

Additional readings will be assigned from relevant papers. Readings will be posted on the website. The following textbooks can also be useful references for different parts of the class, but are not required:

- Computer Vision: A Modern Approach, by David Forsyth and Jean Ponce.
- Deep Learning for Vision Systems, by Mohamed Elgendy.

Course Details

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ii 🖹 Introduction to Computer Vision [08-23]	\bigcirc	:
Google Colab Tutorial e e	\bigcirc	:

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Image Filtering [08-25]	\bigcirc	:
Image Filter ∉	\bigcirc	:
Image Pyramids and Frequency Domain [08-30]	\bigcirc	:
ii 🔗 Gaussian Pyramid 🖻	\bigcirc	:
Hough Transform [09-01]	\bigcirc	:
₩ A Hough Transform a	\bigcirc	:
E Feature Detectors and Descriptors [09-06]	\bigcirc	:
E Feature Visualization [09-08]	\bigcirc	:
₩ 🖉 t-SNE ø	\bigcirc	:
2D Transformations [09-13]	\bigcirc	:
Image Homographies [09-15]	\bigcirc	:
II & Homography &	\bigcirc	:

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ii ▼ Module 3: High-level Vision	◎ + :
ii 🖹 Image Classification [09-27, 09-29]	\odot :
ii Diject Detection and Image Segmentation [10-04]	\circ :
	\odot :
⋮	\odot :
E Convolutional Neural Networks [10-18, 10-20]	\otimes :
ii 🖹 Attention Visualization [10-25]	\otimes :

⋮ ▼ Module 4: Advanced Topics	◎ + :
ii 🖹 Style Transfer [10-27]	\odot :
⋮ B 3D CNNs and Reconstruction [11-01]	\odot :
Image: Berlin Multimodal Visual Understanding [11-03]	\odot :
⋮ Iransfer Learning [11-08]	\odot :
Image:	\odot :
ii Pedestrian Intent Prediction [11-15]	⊘ :

Evaluation

Your final grade will be made up from:

- Six Assignments (60%).
- Course Project (35%).
- Class participation (5%).

[Note that some questions are different for undergraduate/graduate levels]

Assignments: Assignments will require implementing a significant computer vision algorithm. Some of them will also have a small theory component relevant to the implementation. Programming will be done in Python.

Project: TBD