



No:-

Date:

MC47XX19

Computer Vision

L-T-P-Cr: 3-0-0-3

**Pre-requisites:** Linear Algebra, Vector Calculus, Data Structures and Programming, Image Processing

**Objectives/Overview:**

- To introduce various topics of computer vision with their applications.

**Course Outcomes:**

At the end of the course, a student should:

Sl. No	Outcome	Mapping to PO
CO1.	Learn basic concepts of computer vision	PO1, PO2
CO2.	Understand image formation and camera calibration	PO1, PO3
CO3.	Understand feature detection and matching techniques	PO1, PO2, PO3
CO4.	Learn the concepts of stereo vision and stereo camera geometry	PO1, PO2, PO3, PO4
CO5.	Understand concepts of generating shapes from shading and structure from motion	PO1, PO2, PO3, PO4, PO5

**UNIT I: Image formation and camera calibration**

**Lectures: 8**

Introduction to computer vision, geometric camera models, orthographic and perspective projections, weak perspective projection, intrinsic and extrinsic camera parameters, linear and nonlinear approaches of camera calibration.

**UNIT II: Feature detection and matching**

**Lectures: 6**

Edge detection, interest points and corners, local image features, feature matching and Hough transform, model fitting and RANSAC, scale invariant feature matching

**UNIT III: Stereo Vision**

**Lectures: 12**

Stereo camera geometry and epipolar constraints, essential and fundamental matrix, image rectification, local methods for stereo matching: correlation and multi-scale approaches, global methods for stereo matching: order constraints and dynamic programming, smoothness and graph based energy minimization, optical flow.

**UNIT IV: Shape from Shading**

**Lectures: 10**

Modeling pixel brightness, reflection at surfaces, the Lambertian and specular model, area sources, photometric stereo: shape from multiple shaded images, modeling inter-reflection, shape from one shaded image.

## **UNIT V: Structure from motion**

**Lectures: 6**

Camera self-calibration, Euclidean structure and motion from two images, Euclidean structure and motion from multiple images, structure and motion from weak-perspective and multiple cameras.

### **Text/Reference Books**

1. Forsyth, D. A. and Ponce, J., "Computer Vision: A Modern Approach", Prentice Hall, 2nd Ed.
2. Szeliski, R., "Computer Vision: Algorithms and Applications", Springer.
3. Hartley, R. and Zisserman, A., "Multiple View Geometry in Computer Vision", Cambridge University Press..