

# Актуальные системы компьютерного зрения

Виктор Ерухимов

<http://www.itseez.com>

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# Компьютерное зрение

- Извлечение высокоуровневой информации об окружающем мире из изображений

Computer vision



Perception

Point cloud



# itseez



*Vision that works!*

<http://www.itseez.com>

# Computer vision dimensions

- End user applications
- Hardware sensors
- Computing devices
- Algorithms
- Software

# Why do we need computer vision?

- Computational photography
- Smart video surveillance
- Biometrics
- Automatic Driver Assistance Systems
- Machine vision (Visual inspection)
- Image retrieval (e.g. Google Goggles)
- Movie production
- Robotics

# Computational photography

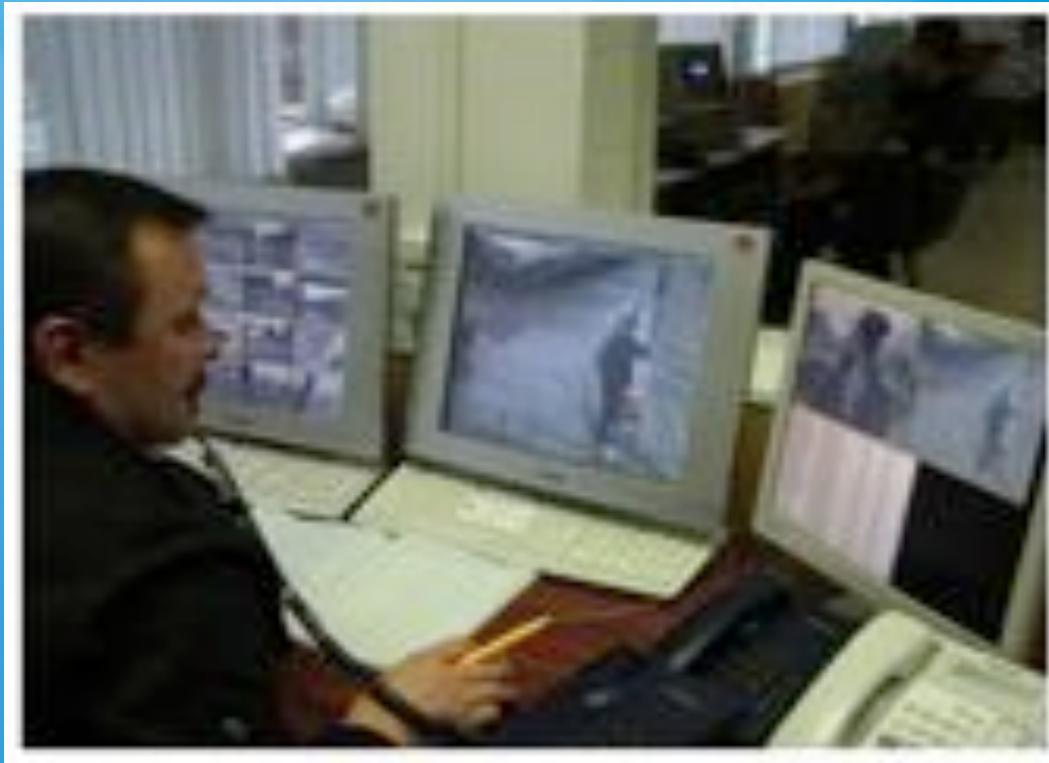
- High dynamic range imaging



- Object detection



# Smart video surveillance



Need interest operators!

- Object tracking



- Car registration

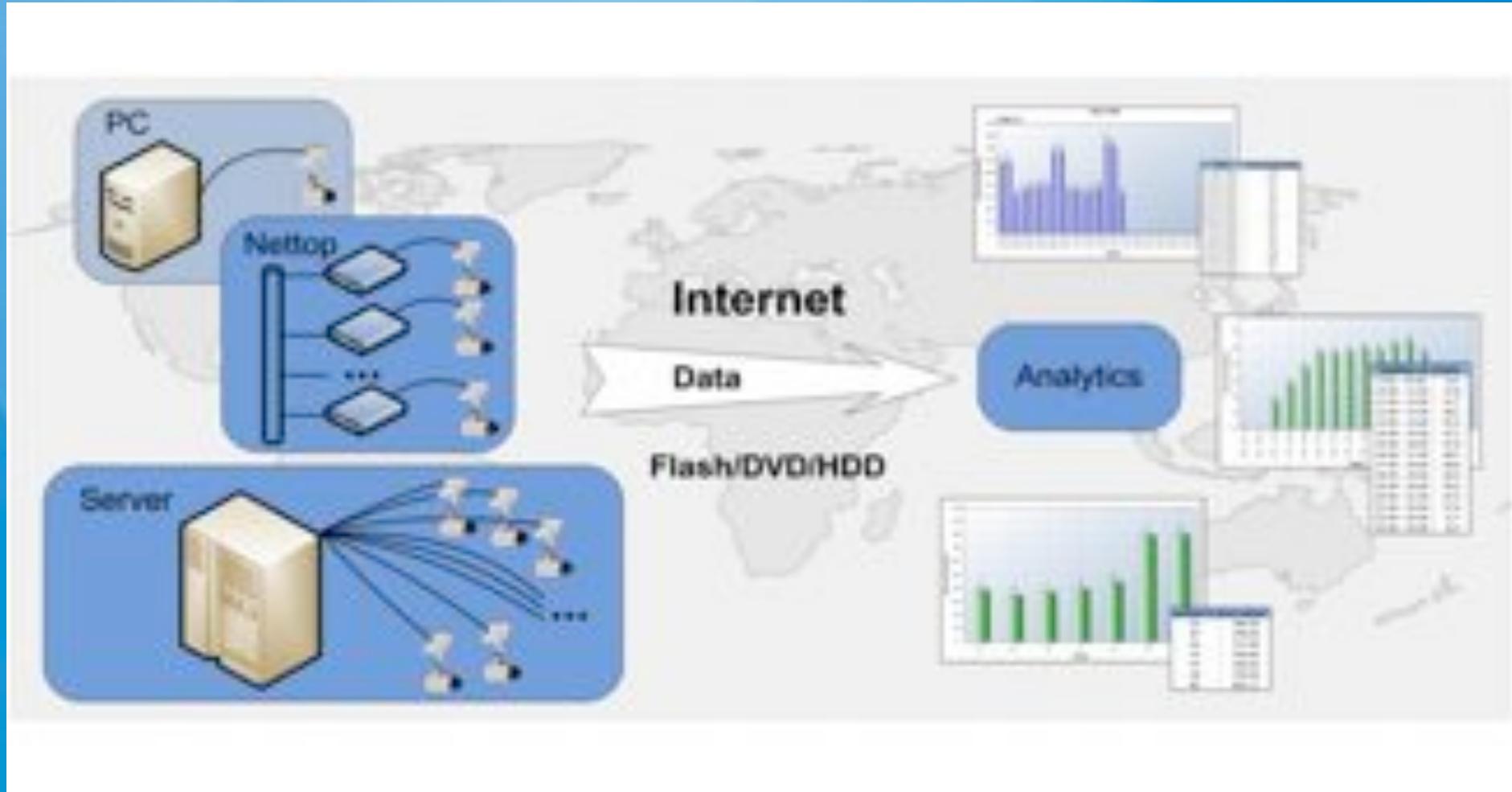


# vCount™ people counter



<http://vimeo.com/9830158>

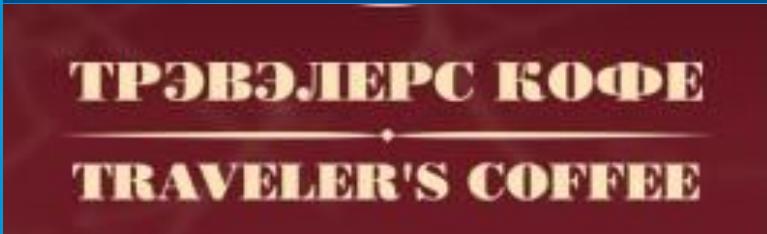
# vCount™ people counter



<http://www.vcount.ru>

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# vCount™ customers



# Biometrics

- Fingerprint recognition
- Face recognition
- Iris recognition

# Facial feature detection

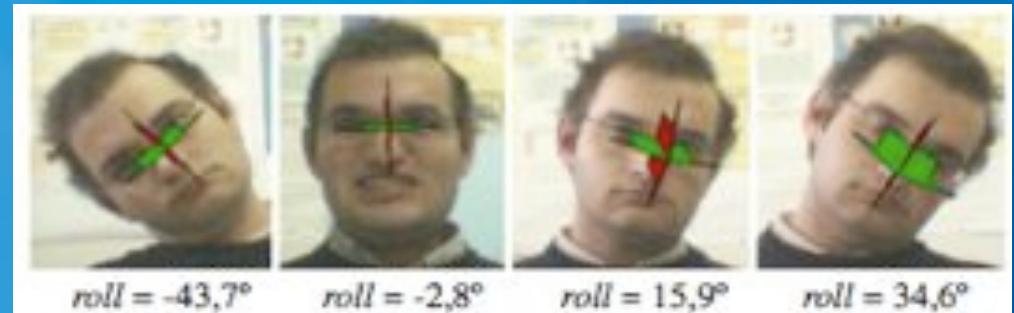
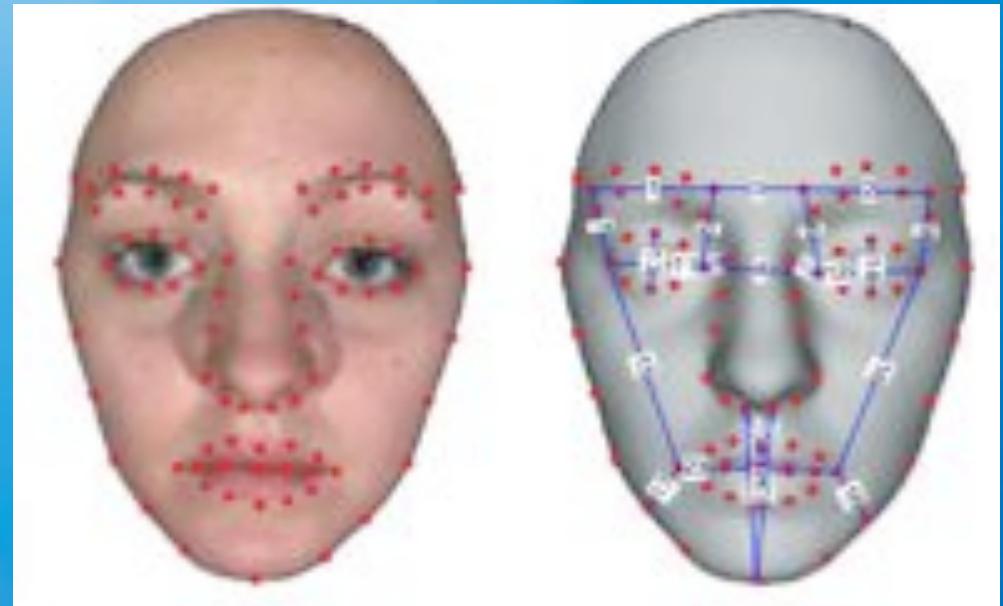
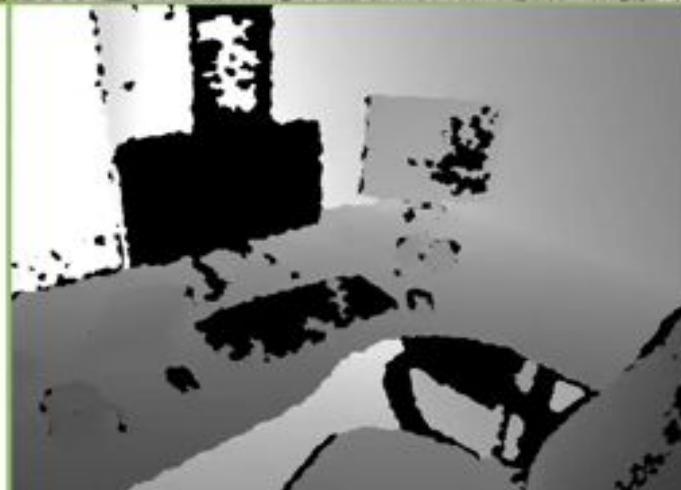
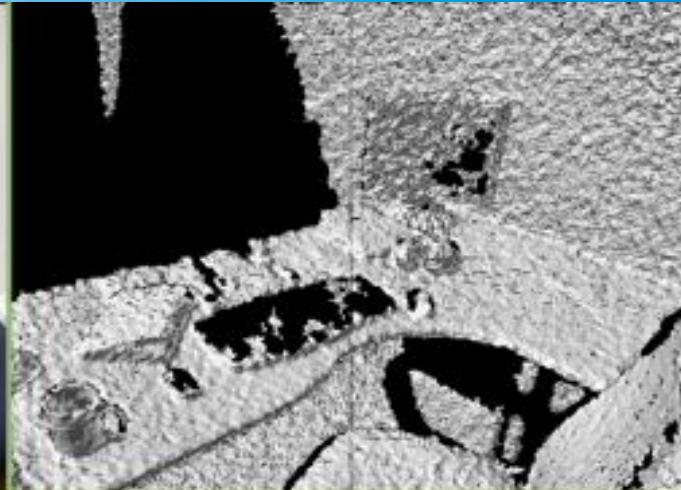


Figure 6. Estimation of roll angle of the face using the location of the eyes. Some faces and the resulting *roll* are shown. Observe that faces can have different expressions.

# Automatic driver assistance systems

- Pedestrian detection
- Lane departure warning
- Forward car collision warning
- Fatigue detection
- Visual odometry for automatic navigation

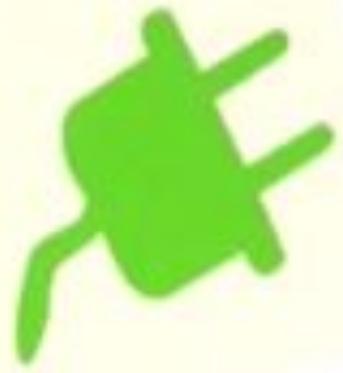
# Machine vision



<http://www.youtube.com/watch?v=Kks9VI2qhAg>

# Robotics

- Navigation
- Grasping
- Human-robot interaction

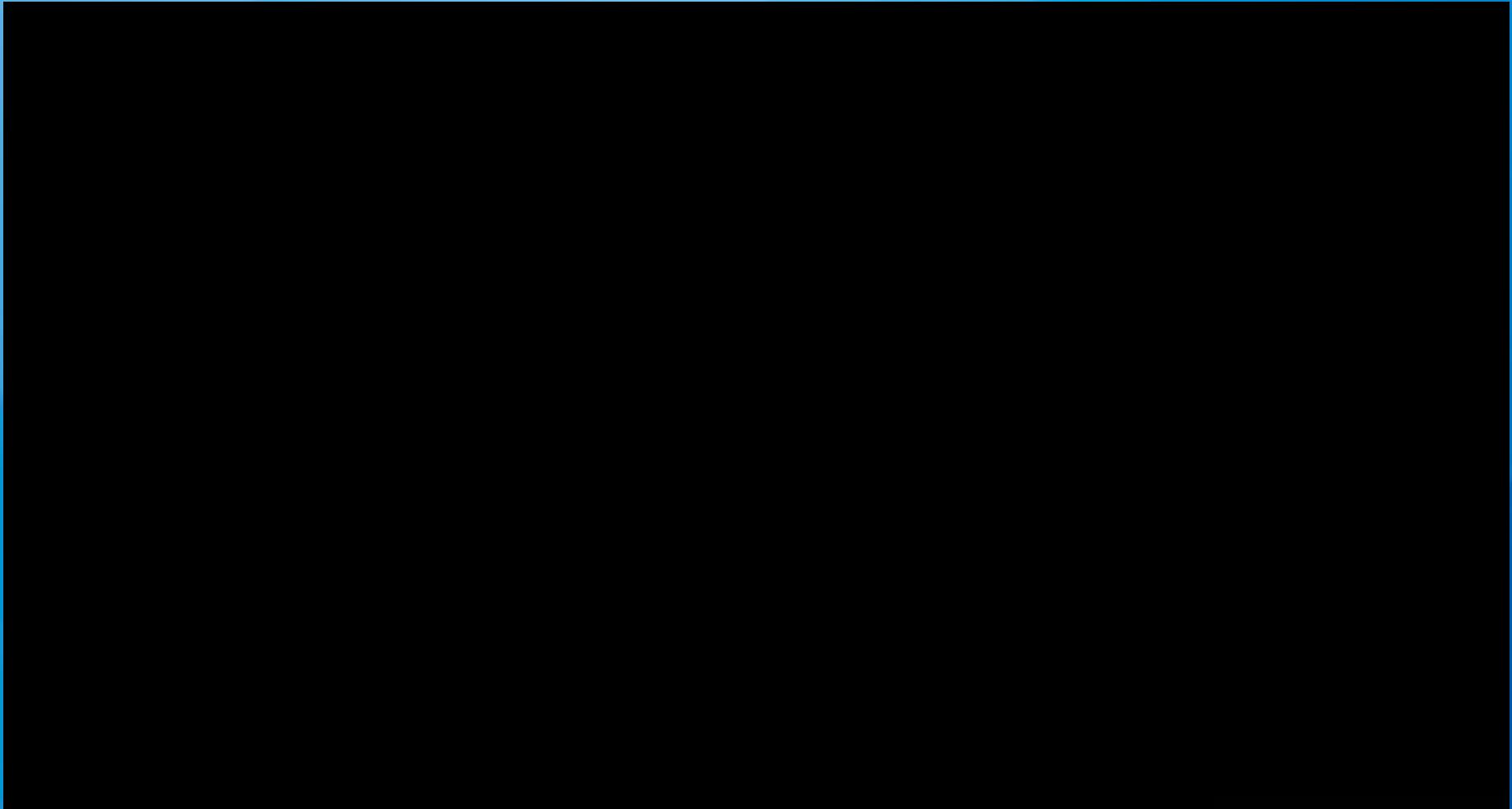


Complete Run

<http://www.youtube.com/watch?v=GWcepdgXsU>

# Grasping of transparent objects

# Driverless cars



<http://www.youtube.com/watch?v=bp9KBrH8H04>

# Computer vision startups

- ObjectVideo
- IntelliVid
- IntelliVision
- Organic Motion
- Tangam gaming
- PrimeSense
- Like.com
- PolarRose
- Occipital
- Picnik
- PittPatt
- Face.com

In no way complete!

# Computer vision dimensions

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# Sensors

- Monocular cameras

- Analog
  - Digital



- Stereo cameras



- Structured light devices (PrimeSense)

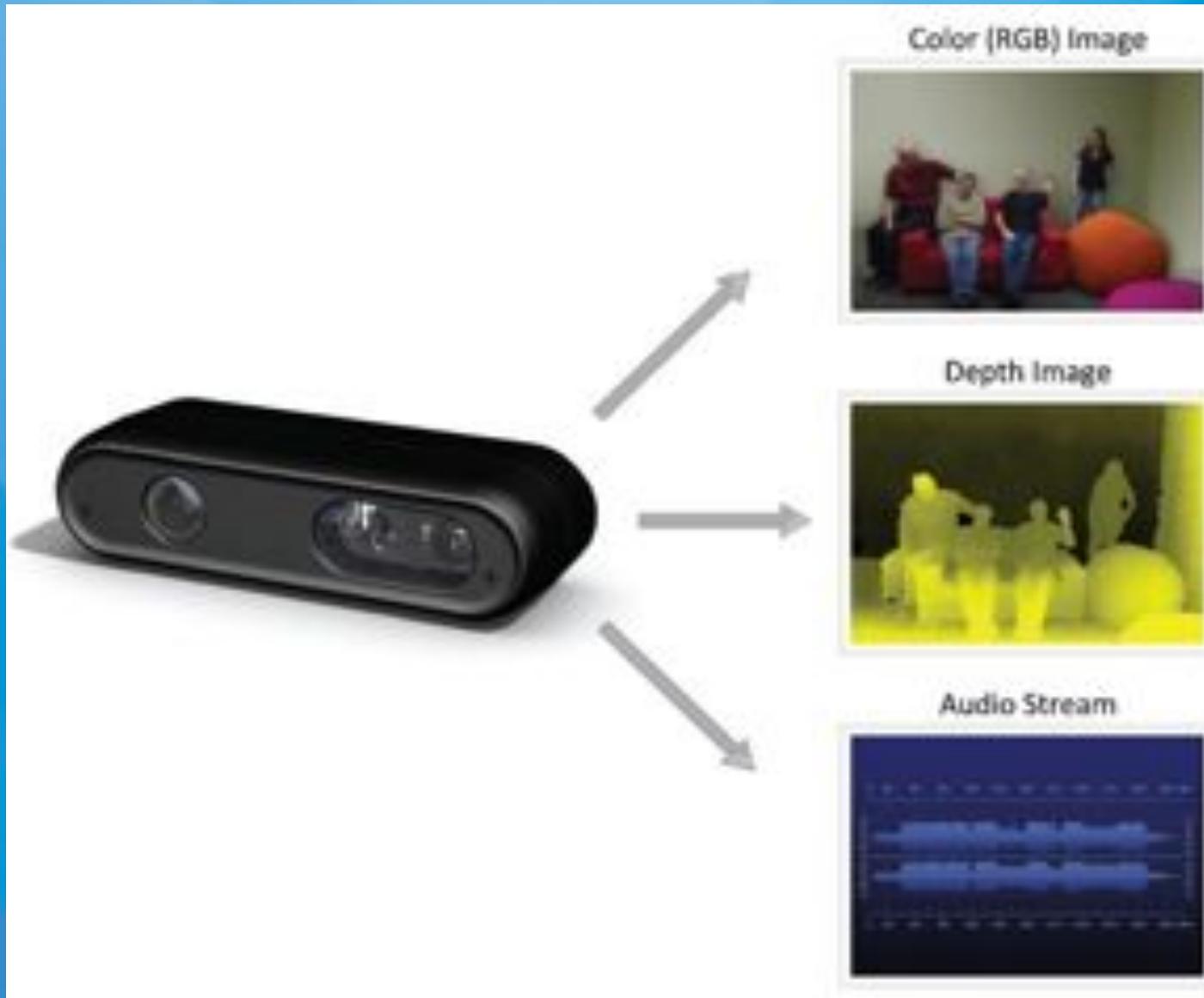
- Time-of-flight cameras



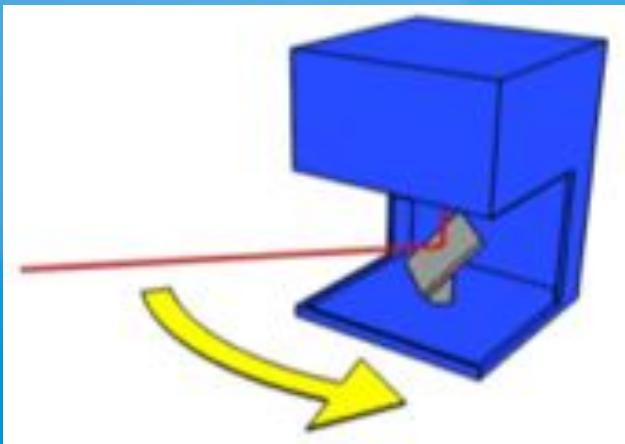
# Stereo camera



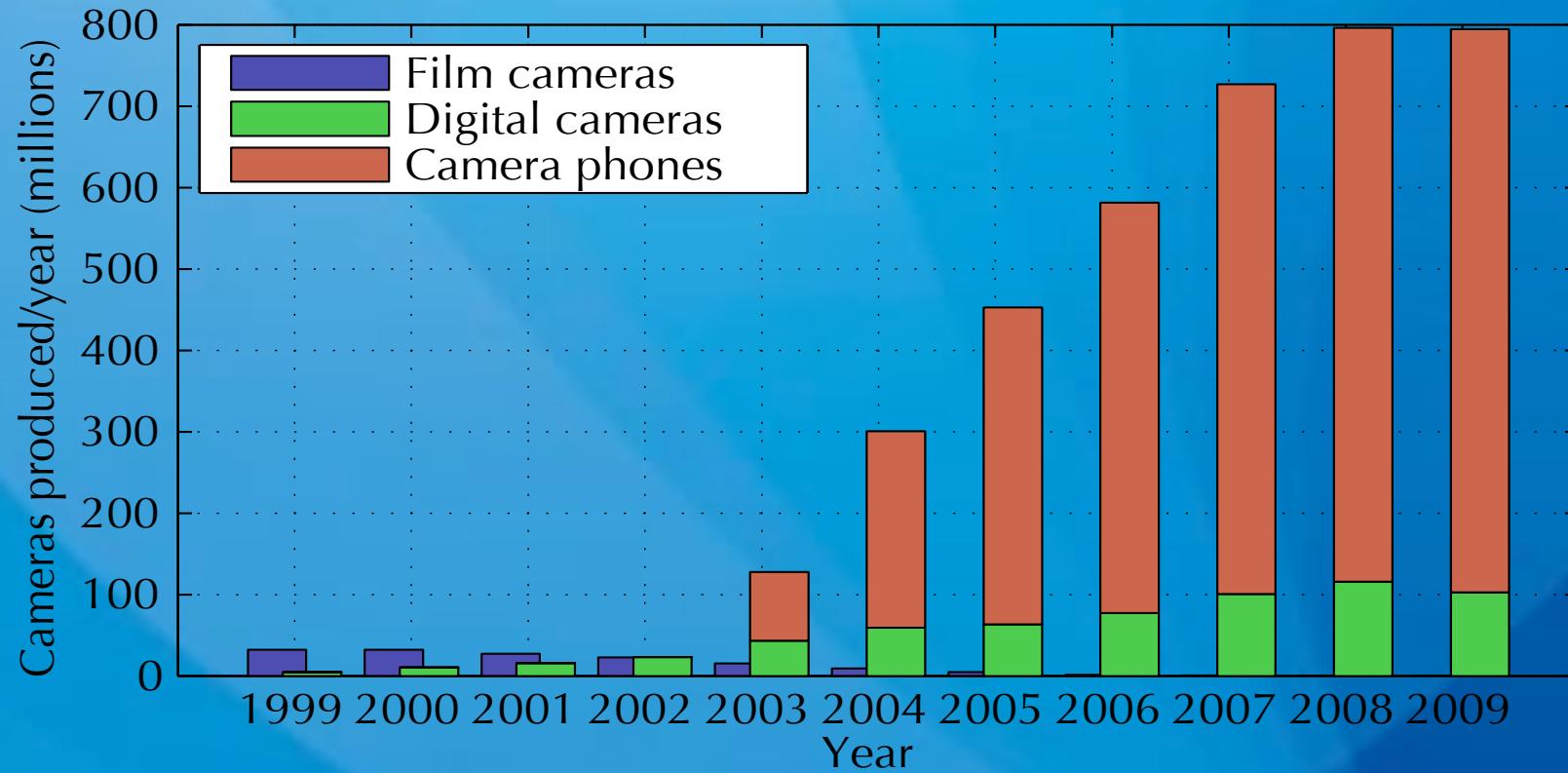
# Structured light sensor



# Lidar



# Mobile is important for CV!



# Sensor fusion

- Sensors of help:
  - GPS
  - Accelerometer
  - Gyro

# Computer vision dimensions

- End user applications
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# Why hardware matters

- Algorithms must be realtime!
- .. And power efficient!

# Computing hardware

- Embedded devices
  - FPGA
  - DSP
  - ARM
  - Embedded GPU
- Servers
  - CPU
  - GPU

# Computer vision dimensions

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# Software

- OpenCV
- IPP (Intel)
- NPP (NVIDIA)
- IMGLIB, VLIB (TI)
- CoreImage (Apple)
- FastCV (Qualcomm)

# OpenCV Architecture

Languages:

C  
C++  
Python  
Java

Technologies:

SSE  
CUDA  
TBB

3<sup>rd</sup> party libs:

TBB  
IPP  
Eigen  
Jasper  
JPEG, PNG  
OpenEXR  
OpenNI  
VideoInput  
QT

Development:

Maintainers  
Contributors

Modules:

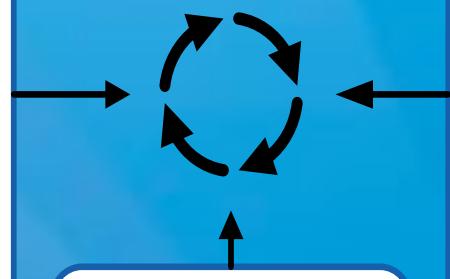
Core  
ImgProc  
Features2D  
Calib3D  
ObjDetect  
Video  
ML  
FLANN  
HighGUI  
GPU

Target archs:

X86  
X64  
ARM  
GPU

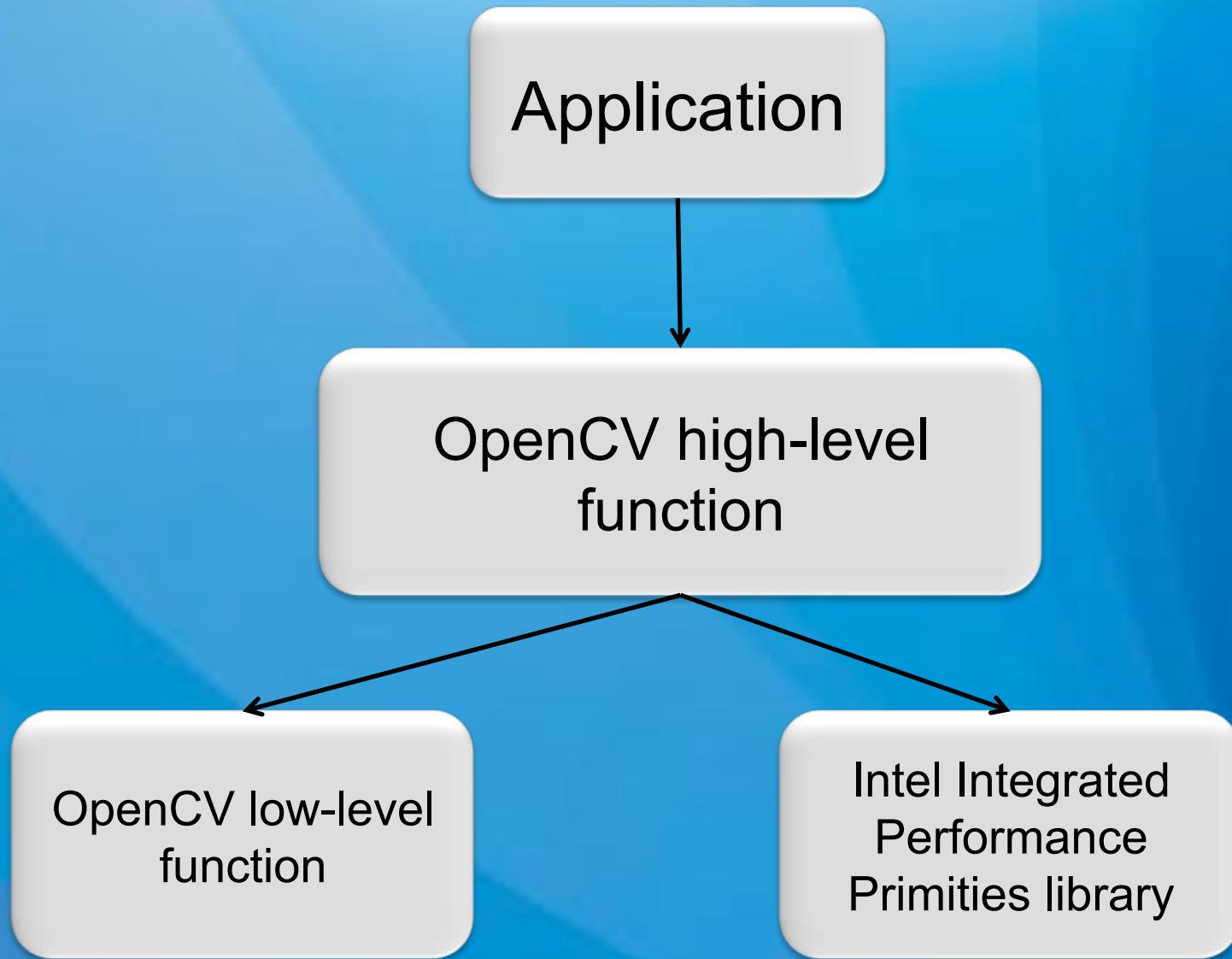
Target OS:

Windows  
Linux  
Mac OS  
Android  
iOS



QA:  
Buildbot  
Google Tests

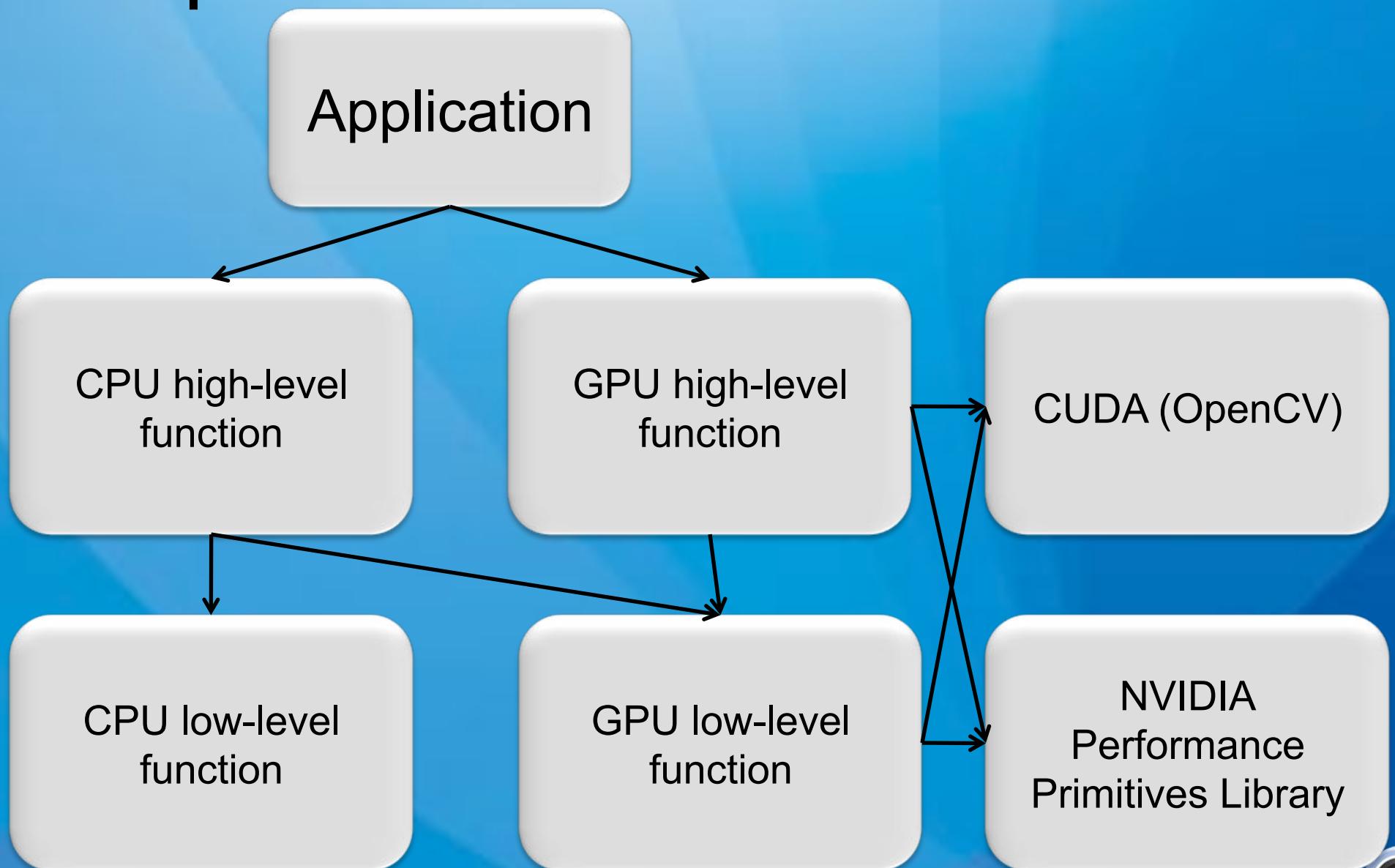
# OpenCV and hardware: CPU



# Hardware optimization: Intel architectures

- arithmetical operations on large matrices/images:  
add, sub, absdiff - 5-6x faster
- image filtering: e.g. median 3x3 filter is 20x faster!
- geometrical transformations: resize is 2.5 faster
- template matching: 2-2.5 faster
- large matrix processing: SVD of 50x50-1000x1000  
matrices is 1.4-2.7x faster

# OpenCV and hardware: GPU



# OpenCV GPU Module Performance

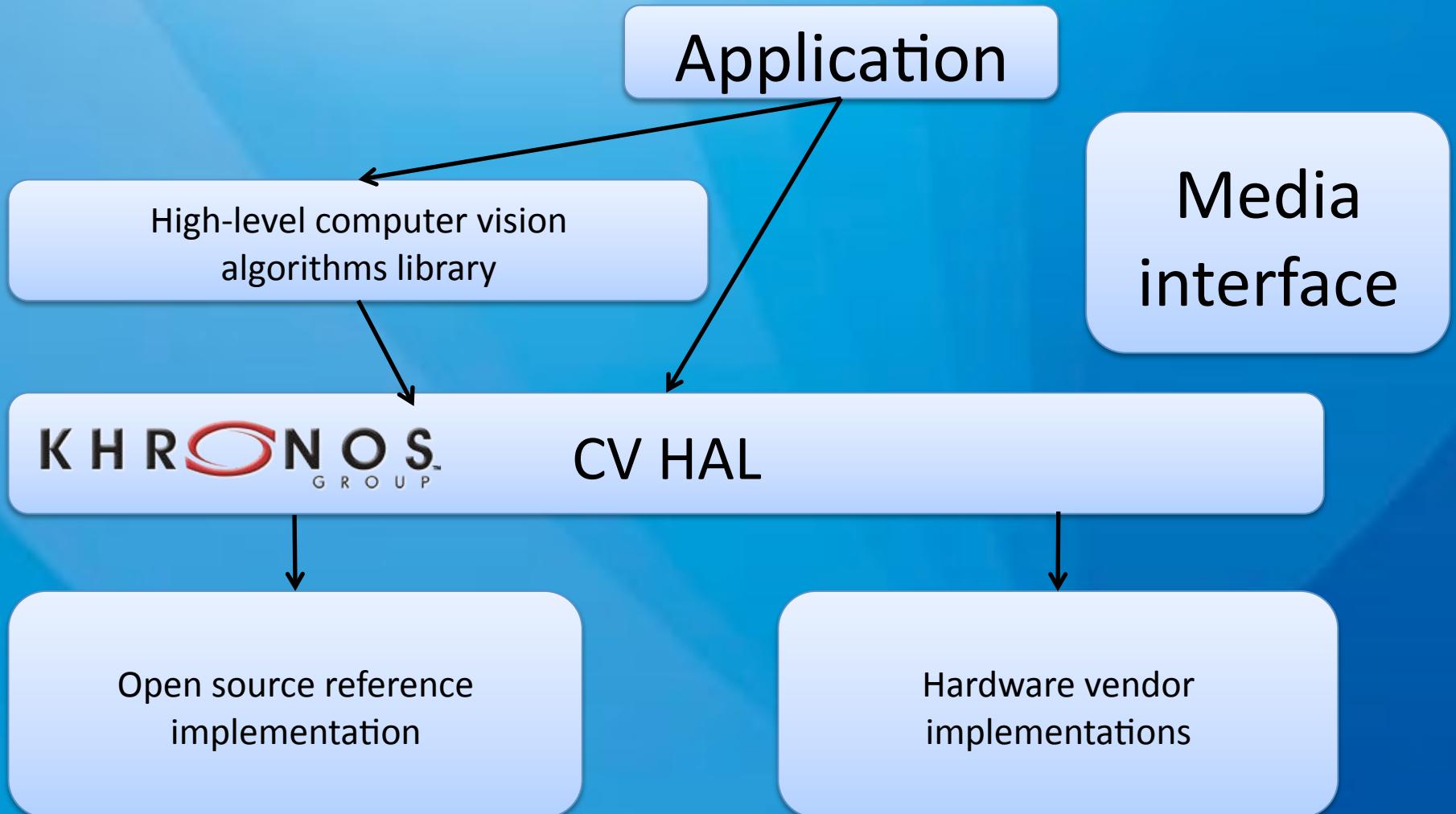
- Tesla C2050 (Fermi) vs. Core i5-760 2.8GHz (4 cores, TBB, SSE)



| Pipeline                        | GPU vs CPU speedup |
|---------------------------------|--------------------|
| Primitive image processing      | <b>~30x</b>        |
| Stereo vision                   | <b>7x</b>          |
| Pedestrian detection (HoG)      | <b>8x</b>          |
| Viola-Jones face detector       | <b>6x</b>          |
| SURF matching (visual odometry) | <b>12x</b>         |



# Computer vision HAL



# Important HAL issues

- Performance vs power
- Memory model (transparent vs opaque)
- Contents (what to put in)
- Conformance
- Heterogeneous computing

# Full-HD stereo in realtime



<http://www.youtube.com/watch?v=ThE7sRAtaWU>

# Heterogeneous stereo vision



- Image warping
- Correlation function
- Post-filtering

# Opportunities

- Google Summer of Code
  - Deadline April 6!
- Internship at Itseez
  - Deadline tomorrow!



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# Q&A