

| COMPUTER VISION AND ROBOTICS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII | | | |
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| Subject Code | 15CS752 | IA Marks | 20 |
| Number of Lecture Hours/Week | 3 | Exam Marks | 80 |
| Total Number of Lecture Hours | 40 | Exam Hours | 03 |
| CREDITS – 03 | | | |
| Course objectives: This course will enable students to <ul style="list-style-type: none"> • Review image processing techniques for computer vision • Explain shape and region analysis • Illustrate Hough Transform and its applications to detect lines, circles, ellipses • Contrast three-dimensional image analysis techniques, motion analysis and applications of computer vision algorithms | | | |
| Module – 1 | | | Teaching Hours |
| 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. | | | 8 Hours |
| Module – 2 | | | |
| 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. | | | 8 Hours |
| Module – 3 | | | |
| The Geometry of Multiple Views: Two Views, Stereopsis: Reconstruction, Human Stereopsis, Binocular Fusion, Using More Cameras, Segmentation by Clustering: What Is Segmentation?, Human Vision: Grouping and Gestalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering, | | | 8 Hours |
| Module – 4 | | | |
| Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness, Segmentation and Fitting Using Probabilistic Methods: Missing Data Problems, Fitting, and Segmentation, The EM Algorithm in Practice, Tracking With Linear Dynamic Models: Tracking as an Abstract Inference Problem, Linear Dynamic Models, Kalman Filtering, Data Association, Applications and Examples. | | | 8 Hours |
| Module – 5 | | | |
| 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, Model- Based Vision: Initial Assumptions, Obtaining | | | 8 Hours |

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| Hypotheses by Pose Consistency, Obtaining Hypotheses by pose Clustering, Obtaining Hypotheses Using Invariants, Verification, Application: Registration In Medical Imaging Systems, Curved Surfaces and Alignment. | |
| Course outcomes: The students should be able to: | |
| <ul style="list-style-type: none"> • Implement fundamental image processing techniques required for computer vision • Perform shape analysis • Implement boundary tracking techniques • Apply chain codes and other region descriptors • Apply Hough Transform for line, circle, and ellipse detections. • Apply 3D vision techniques. • Implement motion related techniques. • Develop applications using computer vision techniques. | |
| Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module. | |
| Text Books: | |
| 1. David A. Forsyth and Jean Ponce: Computer Vision – A Modern Approach, PHI Learning (Indian Edition), 2009. | |
| Reference Books: | |
| 2. E. R. Davies: Computer and Machine Vision – Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4 th edition, 2013. | |