

Table of contents

- Definition
- Digital Images
- Image projection
- Components in a Vision System
- Human Vision vs. Computer
- Related fields and applications

Introduction

Definition	3
Computer Vision:	
Computer vision aims at extracting information from the 3D world by means of a set of images and a computer	
Introduction	

Table of contents

- ✓ Definition
- Digital Images
- Image projection
- Components in a Vision System
- Human Vision vs. Computer
- Related fields and applications

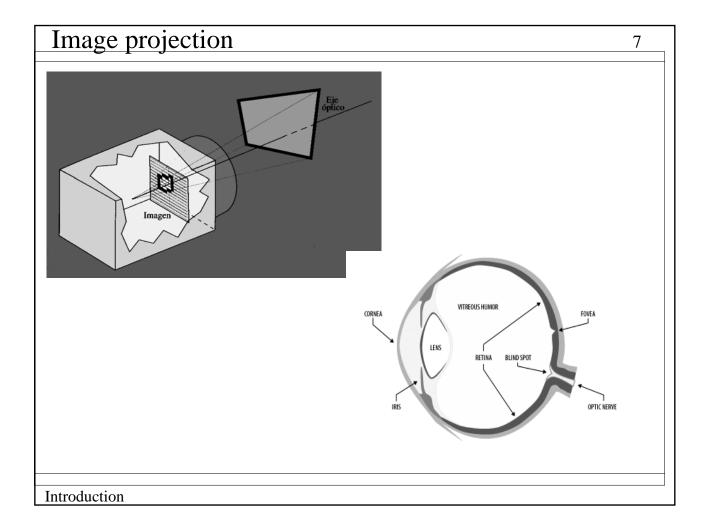
Introduction

Digital Image		5
	47 54 77 64 70	
A digital image is a 2D	68 72 80 78 65	
matrix of pixels (picture	100 104 110 90 101	
elements).	135 124 120 138 112	
Each value stores its intensity.	165 170 165 163 160	
Introduction		

Table of contents

- ✓ Definition
- ✓ Digital Images
- Image projection
- Components in a Vision System
- Human Vision vs. Computer
- Related fields and applications

Introduction



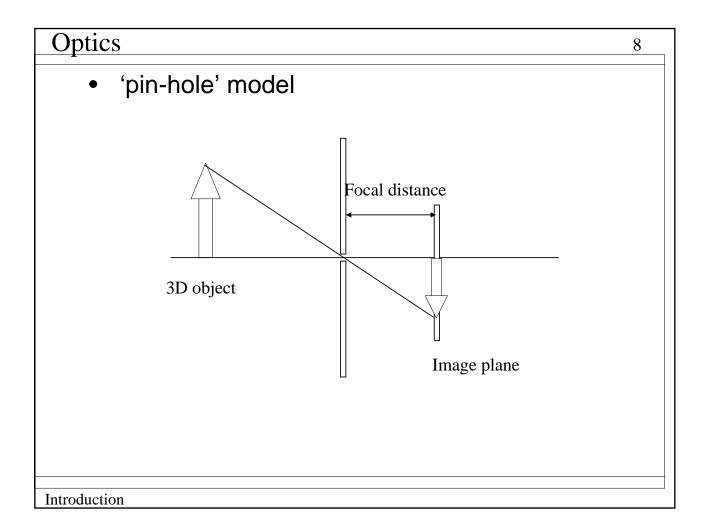
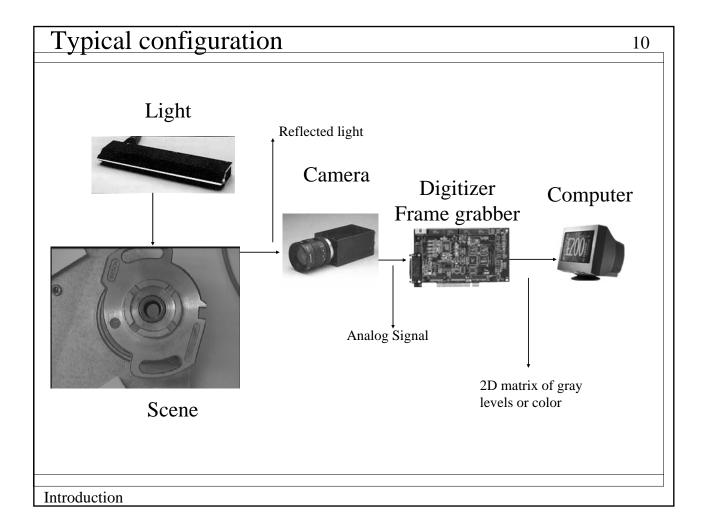


Table of contents 9 ✓ Definition ✓ Digital Images ✓ Image projection • Components in a Vision System • Human Vision vs. Computer • Related fields and applications



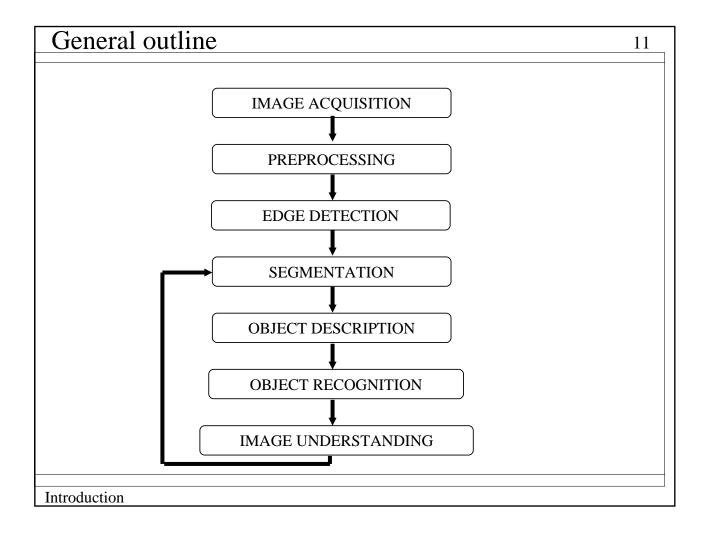
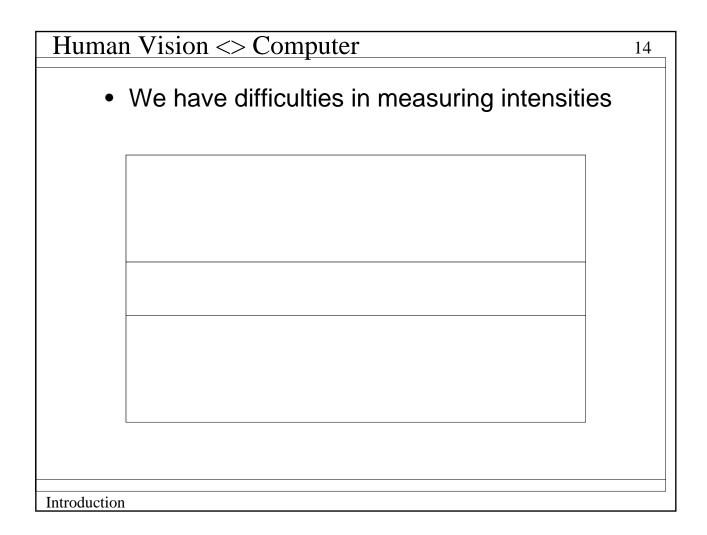
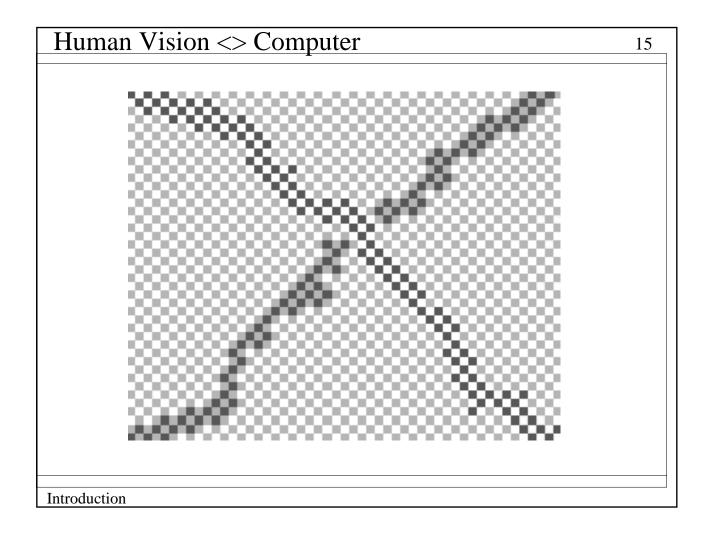
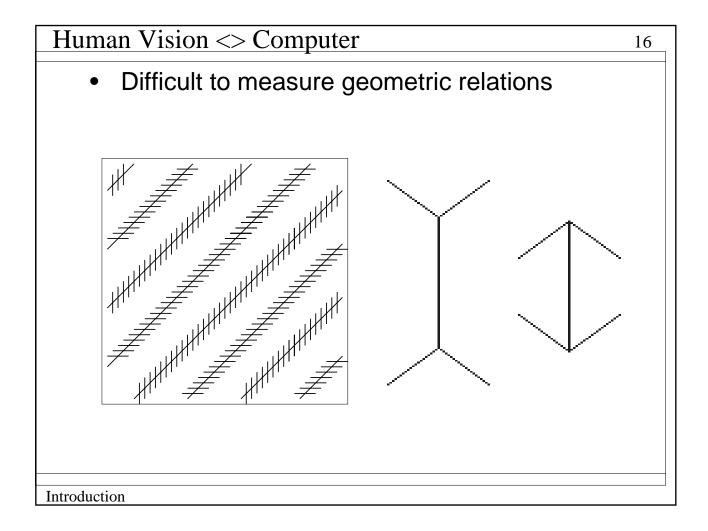


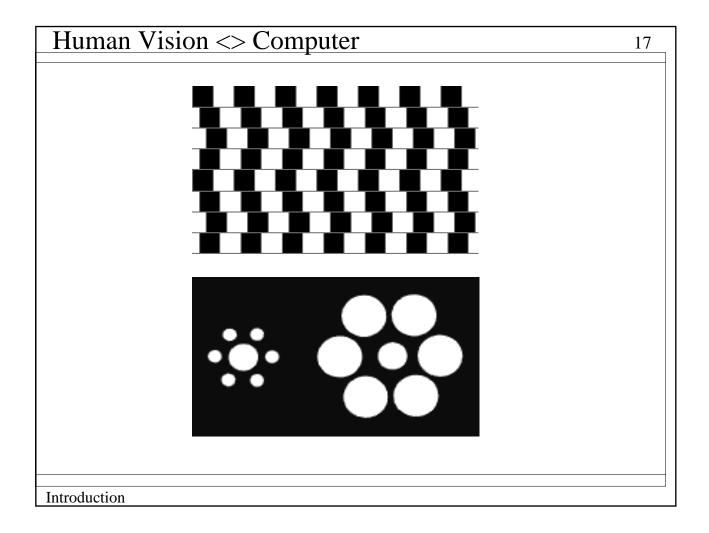
Table of contents	12
✓ Definition	
✓ Digital Images	
✓ Image projection	
✓ Components in a Vision System	
 Human Vision vs. Computer 	
 Related fields and applications 	
Introduction	

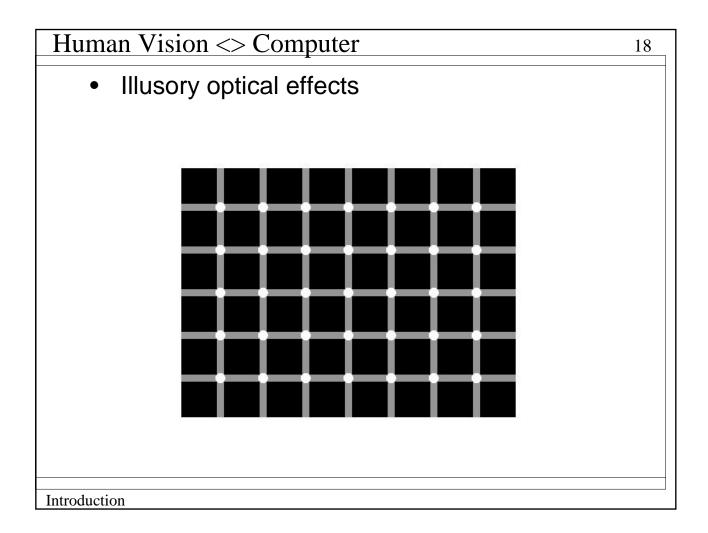
Human Vision <> Computer	13
 General comparison 	
 Human Vision System 	
 Better recognition skills 	
 It is able to respond to unexpected situations 	
 It uses prior knowledge 	
 Natural learning capability. 	
 Computer Vision Systems 	
 They are able to measure physical magnitudes (distance, intensity, color) 	
 Can easily work without fatigue in routinary cho 	ores.
Introduction	

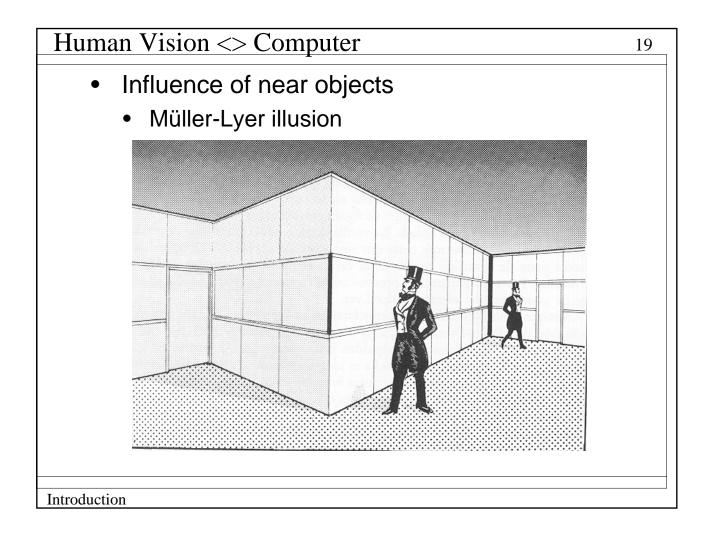


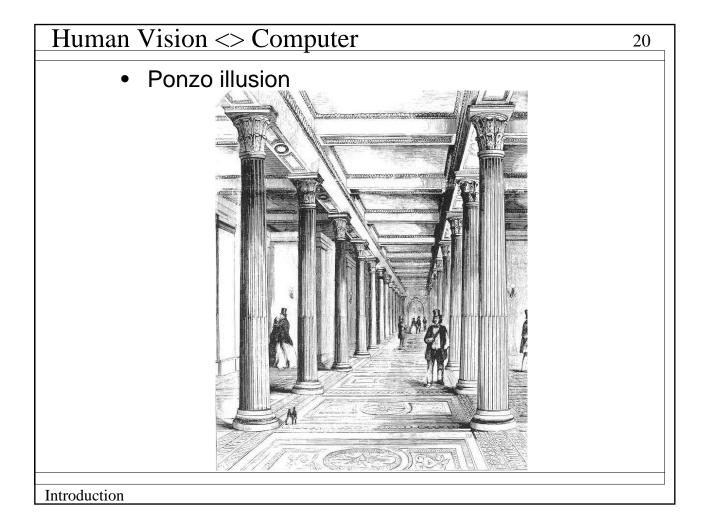












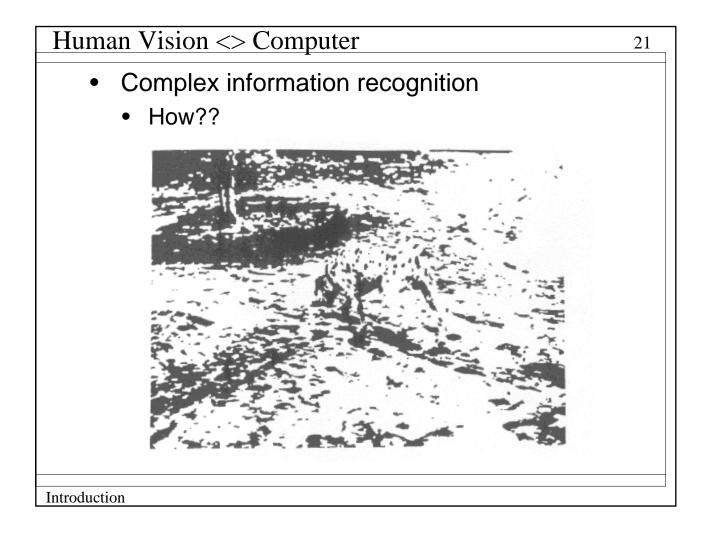


Table of contents 22 ✓ Definition ✓ Digital Images ✓ Image projection ✓ Components in a Vision System ✓ Human Vision vs. Computer • Related fields and applications

Related fields

- Image processing:
 - How to transform an image to obtain a better one which can be easily interpreted.
- Pattern recognition:
 - How to classify a set of patterns (examples) to a set of classes.
- Computer graphics:
 - How to represent the real world and project it to a 2D image (the opposite problem of computer vision).
- Mobile robotics:
 - Aims at extracting information from the environment using cameras in order to navigate.

Introduction

Applications of Computer Vision	24
 Industrial production: 	
 Can substitute human worker: 	
 Important to avoid human presence in dangerous environments: 	
 Thermic, nuclear, high loud, 	
 Can increase the capacity of inspection (i.e. little details). 	
 Make production cheaper. 	
 Can be integrated into an automated system. 	
 Subjective criteria are eliminated: 	
 Rutinary chores (fatigue). 	
 Different workers can have different criteria. 	
Introduction	

