

Top Computer Vision Models



Model Based Computer Vision

Nicu Sebe



Model Based Computer Vision:

Model Based (intermediate-level) Computer Vision Gunnar Rutger Grape, Stanford University. Computer Science Department, 1973 A system for computer vision is presented which is based on two dimensional prototypes and which uses a hierarchy of features for mapping purposes More specifically one is dealing with scenes composed of planar faced convex objects Extensions to the general planar faced case are discussed The visual input is provided by a TV camera and the problem is to interpret that input by computer as a projection of a three dimensional scene The system proposed and demonstrated in this paper uses perspectively consistent two dimensional models prototypes of views of three dimensional objects and interpretations of scene representations are based on the establishment of mapping relationships from conglomerates of scene elements line constellations to prototypes templates The prototypes are learned by the program through analysis of and generalization on ideal instances Modified author abstract Handbook of Mathematical Models in Computer Vision Nikos Paragios, Yunmei Chen, Olivier D. Faugeras, 2006-01-16 Abstract Biological vision is a rather fascinating domain of research Scientists of various origins like biology medicine neurophysiology engineering mathematics etc aim to understand the processes leading to visual perception process and at reproducing such systems Understanding the environment is most of the time done through visual perception which appears to be one of the most fundamental sensory abilities in humans and therefore a significant amount of research effort has been dedicated towards modelling and reproducing human visual abilities Mathematical methods play a central role in this endeavour Introduction David Marr's theory as a pioneering step towards understanding visual perception In his view human vision was based on a complete surface reconstruction of the environment that was then used to address visual subtasks This approach was proven to be insufficient by neurobiologists and complementary ideas from statistical pattern recognition and artificial intelligence were introduced to better address the visual perception problem In this framework visual perception is represented by a set of actions and rules connecting these actions The emerging concept of active vision consists of a selective visual perception paradigm that is basically equivalent to recovering from the environment the minimal piece of information required to address a particular task of interest Model Based (intermediate-level) Computer Vision Gunnar Rutger Grape, 1979 *A learning-based computer vision approach for the inference of articulated motion* Cristóbal Curio, 2012-02-13 Computer vision approaches to human motion analysis have received considerable attention from different research areas over the past couple of years The strong interest is largely due to their various applications in surveillance driver assistance systems human computer interfaces markerless motion capture biomedical engineering and computer graphics This thesis investigates the computational integration of different visual representations for the detection of human bodies and the analysis of their movements in both indoor and unconstrained outdoor environments New image coding schemes are presented in combination with methods from machine learning and dynamic filtering to address issues of complexity robustness and

generalization **Readings in Computer Vision** Martin A. Fischler, Oscar Firschein, 2014-06-28 The field of computer vision combines techniques from physics mathematics psychology artificial intelligence and computer science to examine how machines might construct meaningful descriptions of their surrounding environment The editors of this volume prominent researchers and leaders of the SRI International AI Center Perception Group have selected sixty papers most published since 1980 with the viewpoint that computer vision is concerned with solving seven basic problems Reconstructing 3D scenes from 2D images Decomposing images into their component parts Recognizing and assigning labels to scene objects Deducing and describing relations among scene objects Determining the nature of computer architectures that can support the visual function Representing abstractions in the world of computer memory Matching stored descriptions to image representation Each chapter of this volume addresses one of these problems through an introductory discussion which identifies major ideas and summarizes approaches and through reprints of key research papers Two appendices on crucial assumptions in image interpretation and on parallel architectures for vision applications a glossary of technical terms and a comprehensive bibliography and index complete the volume Markov Random Field Modeling in Computer Vision S.Z. Li, 2012-12-06 Markov random field MRF modeling provides a basis for the characterization of contextual constraints on visual interpretation and enables us to develop optimal vision algorithms systematically based on sound principles This book presents a comprehensive study on using MRFs to solve computer vision problems covering the following parts essential to the subject introduction to fundamental theories formulations of various vision models in the MRF framework MRF parameter estimation and optimization algorithms Various MRF vision models are presented in a unified form including image restoration and reconstruction edge and region segmentation texture stereo and motion object matching and recognition and pose estimation This book is an excellent reference for researchers working in computer vision image processing pattern recognition and applications of MRFs It is also suitable as a text for advanced courses in the subject

Hidden Markov Models: Applications In Computer Vision Horst Bunke, Terry Michael Caelli, 2001-06-04 Hidden Markov models HMMs originally emerged in the domain of speech recognition In recent years they have attracted growing interest in the area of computer vision as well This book is a collection of articles on new developments in the theory of HMMs and their application in computer vision It addresses topics such as handwriting recognition shape recognition face and gesture recognition tracking and image database retrieval This book is also published as a special issue of the International Journal of Pattern Recognition and Artificial Intelligence February 2001 *Applied Graph Theory in Computer Vision and Pattern Recognition* Abraham Kandel, Horst Bunke, Mark Last, 2007-04-11 Graph theory has strong historical roots in mathematics especially in topology Its birth is usually associated with the four color problem posed by Francis Guthrie 1 in 1852 but its real origin probably goes back to the Seven Bridges of Königsberg 2 problem proved by Leonhard Euler in 1736 A computational solution to these two completely different problems could be found after each problem was abstracted to the

level of a graph model while ignoring such irrelevant details as country shapes or cross river distances In general a graph is a nonempty set of points vertices and the most basic information preserved by any graph structure refers to adjacency relationships edges between some pairs of points In the simplest graphs edges do not have to hold any attributes except their endpoints but in more sophisticated graph structures edges can be associated with a direction or assigned a label Graph vertices can be labeled as well A graph can be represented graphically as a drawing vertex dot edge arc but as long as every pair of adjacent points stays connected by the same edge the graph vertices can be moved around on a drawing without changing the underlying graph structure The expressive power of the graph models placing a special emphasis on connectivity between objects has made them the models of choice in chemistry physics biology and other elds

Computer Vision Mrinal Kanti Bhowmik, 2024-03-07 This comprehensive textbook presents a broad review of both traditional i e conventional and deep learning aspects of object detection in various adversarial real world conditions in a clear insightful and highly comprehensive style Beginning with the relation of computer vision and object detection the text covers the various representation of objects applications of object detection and real world challenges faced by the research community for object detection task The book addresses various real world degradations and artifacts for the object detection task and also highlights the impacts of artifacts in the object detection problems The book covers various imaging modalities and benchmark datasets mostly adopted by the research community for solving various aspects of object detection tasks The book also collects together solutions and perspectives proposed by the preeminent researchers in the field addressing not only the background of visibility enhancement but also techniques proposed in the literature for visibility enhancement of scenes and detection of objects in various representative real world challenges *Computer Vision Object Detection in Adversarial Vision* is unique for its diverse content clear presentation and overall completeness It provides a clear practical and detailed introduction and advancement of object detection in various representative challenging real world conditions

Topics and Features Offers the first truly comprehensive presentation of aspects of the object detection in degraded and nondegraded environment Includes in depth discussion of various degradation and artifacts and impact of those artifacts in the real world on solving the object detection problems Gives detailed visual examples of applications of object detection in the real world Presents a detailed description of popular imaging modalities for object detection adopted by researchers Presents the key characteristics of various benchmark datasets in indoor and outdoor environment for solving object detection tasks Surveys the complete field of visibility enhancement of degraded scenes including conventional methods designed for enhancing the degraded scenes as well as the deep architectures Discusses techniques for detection of objects in real world applications Contains various hands on practical examples and a tutorial for solving object detection problems using Python Motivates readers to build vision based systems for solving object detection problems in degraded and nondegraded real world challenges The book will be of great interest to a broad audience ranging from researchers and practitioners to graduate and

postgraduate students involved in computer vision tasks with respect to object detection in degraded and nondegraded real world vision problems *Handbook of Mathematical Models and Algorithms in Computer Vision and Imaging* Ke Chen,Carola-Bibiane Schönlieb,Xue-Cheng Tai,Laurent Younes,2023-02-24 This handbook gathers together the state of the art on mathematical models and algorithms for imaging and vision Its emphasis lies on rigorous mathematical methods which represent the optimal solutions to a class of imaging and vision problems and on effective algorithms which are necessary for the methods to be translated to practical use in various applications Viewing discrete images as data sampled from functional surfaces enables the use of advanced tools from calculus functions and calculus of variations and nonlinear optimization and provides the basis of high resolution imaging through geometry and variational models Besides optimization naturally connects traditional model driven approaches to the emerging data driven approaches of machine and deep learning No other framework can provide comparable accuracy and precision to imaging and vision Written by leading researchers in imaging and vision the chapters in this handbook all start with gentle introductions which make this work accessible to graduate students For newcomers to the field the book provides a comprehensive and fast track introduction to the content to save time and get on with tackling new and emerging challenges For researchers exposure to the state of the art of research works leads to an overall view of the entire field so as to guide new research directions and avoid pitfalls in moving the field forward and looking into the next decades of imaging and information services This work can greatly benefit graduate students researchers and practitioners in imaging and vision applied mathematicians medical imagers engineers and computer scientists **Object Representation in Computer Vision II** Jean Ponce,Andrew Zisserman,1996-09-25 This book constitutes the strictly refereed post workshop proceedings of the second International Workshop on Object Representation in Computer Vision held in conjunction with ECCV 96 in Cambridge UK in April 1996 The 15 revised full papers contained in the book were selected from 45 submissions for presentation at the workshop Also included are three invited contributions based on the talks by Takeo Kanade Jan Koenderink and Ram Nevatia as well as a workshop report by the volume editors summarizing several panel discussions and the general state of the art in the area Scale-Space Theories in Computer Vision Mads Nielsen,Peter Johansen,Ole F. Olsen,Joachim Weickert,2003-06-26 This volume constitutes the refereed proceedings of the Second International Conference on Scale Space Theories in Computer Vision Scale Space 99 held in Corfu Greece in September 1999 The 36 revised full papers and the 18 revised posters presented in the book were carefully reviewed and selected from 66 high quality submissions The book addresses all current aspects of this young and active field in particular geometric Image flows nonlinear diffusion functional minimization linear scale space etc

Dynamic Neural Networks for Robot Systems: Data-Driven and Model-Based Applications Long Jin,Predrag S. Stanimirovic ,Sendren Sheng-Dong Xu,2024-07-24 Neural network control has been a research hotspot in academic fields due to the strong ability of computation One of its wildly applied fields is robotics In recent years plenty of researchers have

devised different types of dynamic neural network DNN to address complex control issues in robotics fields in reality Redundant manipulators are no doubt indispensable devices in industrial production There are various works on the redundancy resolution of redundant manipulators in performing a given task with the manipulator model information known However it becomes knotty for researchers to precisely control redundant manipulators with unknown model to complete a cyclic motion generation CMG task to some extent It is worthwhile to investigate the data driven scheme and the corresponding novel dynamic neural network DNN which exploits learning and control simultaneously Therefore it is of great significance to further research the special control features and solve challenging issues to improve control performance from several perspectives such as accuracy robustness and solving speed

Model Based Parameter Estimation Hans Georg Bock,Thomas Carraro,Willi Jäger,Stefan Körkel,Rolf Rannacher,Johannes P. Schlöder,2013-02-26 This judicious selection of articles combines mathematical and numerical methods to apply parameter estimation and optimum experimental design in a range of contexts These include fields as diverse as biology medicine chemistry environmental physics image processing and computer vision The material chosen was presented at a multidisciplinary workshop on parameter estimation held in 2009 in Heidelberg The contributions show how indispensable efficient methods of applied mathematics and computer based modeling can be to enhancing the quality of interdisciplinary research The use of scientific computing to model simulate and optimize complex processes has become a standard methodology in many scientific fields as well as in industry Demonstrating that the use of state of the art optimization techniques in a number of research areas has much potential for improvement this book provides advanced numerical methods and the very latest results for the applications under consideration

Applications of Invariance in Computer Vision Joseph L. Mundy,Andrew Zisserman,1994-07-20 This book is the proceedings of the Second Joint European US Workshop on Applications of Invariance to Computer Vision held at Ponta Delgada Azores Portugal in October 1993 The book contains 25 carefully refereed papers by distinguished researchers The papers cover all relevant foundational aspects of geometric and algebraic invariance as well as applications to computer vision particularly to recovery and reconstruction object recognition scene analysis robotic navigation and statistical analysis In total the collection of papers together with an introductory survey by the editors impressively documents that geometry in its different variants is the most successful and ubiquitous tool in computer vision

Advances in Computer Vision Franc Solina,Walter Kropatsch,Reinhard Klette,Ruzena Bajcsy,2012-12-06 Computer vision solutions used to be very specific and difficult to adapt to different or even unforeseen situations The current development is calling for simple to use yet robust applications that could be employed in various situations This trend requires the reassessment of some theoretical issues in computer vision A better general understanding of vision processes new insights and better theories are needed The papers selected from the conference staged in Dagstuhl in 1996 to gather scientists from the West and the former eastern block countries address these goals and cover such fields as 2D images scale space

morphology segmentation neural networks Hough transform texture pyramids recovery of 3 D structure shape from shading optical flow 3 D object recognition and how vision is integrated into a larger task driven framework hand eye calibration navigation perception action cycle

Computer Vision -- ACCV 2010 Workshops Reinhard Koch,Fay Huang,2011-09-15
The two volume set LNCS 6468 6469 contains the carefully selected and reviewed papers presented at the eight workshops that were held in conjunction with the 10th Asian Conference on Computer Vision in Queenstown New Zealand in November 2010 From a total of 167 submissions to all workshops 89 papers were selected for publication The contributions are grouped together according to the main workshops topics which were computational photography and aesthetics computer vision in vehicle technology from Earth to Mars electronic cultural heritage subspace based methods video event categorization tagging and retrieval visual surveillance application of computer vision for mixed and augmented reality

Machine Learning in Computer Vision Nicu Sebe,2005-06-03 The goal of this book is to address the use of several important machine learning techniques into computer vision applications An innovative combination of computer vision and machine learning techniques has the promise of advancing the field of computer vision which contributes to better understanding of complex real world applications The effective usage of machine learning technology in real world computer vision problems requires understanding the domain of application abstraction of a learning problem from a given computer vision task and the selection of appropriate representations for the learnable input and learned internal entities of the system In this book we address all these important aspects from a new perspective that the key element in the current computer revolution is the use of machine learning to capture the variations in visual appearance rather than having the designer of the model accomplish this As a bonus models learned from large datasets are likely to be more robust and more realistic than the brittle all design models

Advanced Methods and Deep Learning in Computer Vision E. R. Davies,Matthew Turk,2021-11-09
Advanced Methods and Deep Learning in Computer Vision presents advanced computer vision methods emphasizing machine and deep learning techniques that have emerged during the past 5 10 years The book provides clear explanations of principles and algorithms supported with applications Topics covered include machine learning deep learning networks generative adversarial networks deep reinforcement learning self supervised learning extraction of robust features object detection semantic segmentation linguistic descriptions of images visual search visual tracking 3D shape retrieval image inpainting novelty and anomaly detection This book provides easy learning for researchers and practitioners of advanced computer vision methods but it is also suitable as a textbook for a second course on computer vision and deep learning for advanced undergraduates and graduate students Provides an important reference on deep learning and advanced computer methods that was created by leaders in the field Illustrates principles with modern real world applications Suitable for self learning or as a text for graduate courses

Energy Minimization Methods in Computer Vision and Pattern Recognition
Anand Rangarajan,2005-10-31 This book constitutes the refereed proceedings of the 5th International Workshop on Energy

Minimization Methods in Computer Vision and Pattern Recognition EMMCVPR 2005 held in St Augustine FL USA in November 2005 The 24 revised full papers and 18 poster papers presented were carefully reviewed and selected from 120 submissions The papers are organized in topical sections on probabilistic and informational approaches combinatorial approaches variational approaches and other approaches and applications

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