

Roberto Cipolla, Sebastiano Battiato, and Giovanni Maria Farinella (Eds.)

Computer Vision

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Computer Vision

Detection, Recognition and Reconstruction



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Preface

Computer vision is the science and technology of making machines that see. It is concerned with the theory, design and implementation of algorithms that can automatically process visual data to recognize objects, track and recover their shape and spatial layout.

The International Computer Vision Summer School - ICVSS was established in 2007 to provide both an objective and clear overview and an in-depth analysis of the state-of-the-art research in Computer Vision. The courses are delivered by world renowned experts in the field, from both academia and industry, and cover both theoretical and practical aspects of real Computer Vision problems. The school is organized every year by University of Cambridge (Computer Vision and Robotics Group) and University of Catania (Image Processing Lab). Different topics are covered each year. A summary of the past Computer Vision Summer Schools can be found at: <http://www.dmi.unict.it/icvss>

This edited volume contains a selection of articles covering some of the talks and tutorials held during the first two editions of the school on topics such as Recognition, Registration and Reconstruction. The chapters provide an in-depth overview of these challenging areas with key references to the existing literature.

The book starts with two chapters devoted to introducing the reader to the exciting field of Vision. In Chapter 1 a discussion about the fundamentals of the discipline is presented. Human vision is analyzed and a number of basic principles of biological vision that might be of interest to the machine vision community are identified. Chapter 2 introduces a methodology to evaluate the effectiveness of local features when employed for recognition tasks. A novel mathematical characterisation of the co-variance properties of the features which accounts for deviation from the usual idealised image affine (de)formation model together with a novel metrics to evaluate the features are described.

In Chapter 3 and Chapter 4 computational techniques based on Dynamic Graph Cuts and Discriminative Graphical Models are presented and

employed in problems such as image and video segmentation, pose estimation and context based classification. An overview of the Mutual SubSpace Method and its applications in face and character recognition is presented in Chapter 5. The book continues with three chapters that cover recent approaches for detection, classification and recognition of objects, scenes and activities from images. Specifically, Chapter 6 concentrates on the task of activity recognition by using graphical models which combine information from both object recognition and scene classification. Chapter 7 examines Semantic Texton Forests and evaluates their use for image categorization and semantic segmentation, whereas Chapter 8 focuses on finding a suitable representation that can efficiently capture the intrinsic three-dimensional and multi-view nature of object categories to help the recognition and categorization task.

In Chapter 9 a vision-based system for touch-free interaction with a display at a distance is presented after a deep revision of the state of the art techniques on hand tracking. The problem of tracking multiple objects taking into account multiple views is introduced in Chapter 10.

Finally, two Chapters discussing the problem and existing solutions for 3D reconstruction through multiview and photometric stereo conclude the book.

It is our hope that graduate students, young and senior researchers, and academic/industrial professionals will find the book useful for reviewing current approaches and for teaching Computer Vision, thereby continuing the mission of the International Computer Vision Summer School.

Sicily, December 2009

Roberto Cipolla
Sebastiano Battiato
Giovanni Maria Farinella

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