Course Syllabus EECS 4330 - Image Analysis & Computer Vision

**Credits & Contact hours** 3 credit hours & two 75-minute lecture contact hours per week.

**Coordinator** Dr. Ezzatollah Salari

**Textbook** R. C. Gonzalez, R. E. Woods, Digital Image Processing, Prentice Hall

2008.

**Course Information** Imaging geometry, image filtering, segmentation techniques, image

representation and description, stereo vision and depth

measurements, texture analysis, dynamic vision and motion analysis,

matching and recognition.

Prerequisites: EECS 3210 and EECS 3300

**Elective Course** 

Specific Goals - Student Learning Objectives The students will be able to

- 1. implement various image processing algorithms.
- 2. design various image filtering techniques including median filtering, and Gaussian smoothing.
- 3. perform various image segmentation techniques and edge detection.
- 4. design algorithms for contour and region representations.
- 5. devise techniques for stereo vision and depth measurements.
- 6. evaluate and measure texture information.
- 7. analyze dynamic scenes.
- 8. perform feature extraction and object recognition.

## **Topics**

- 1. Introduction, Elements of Image Processing Systems
- 2. Imaging Geometry
- 3. 2-D and 3-D Transformations
  - a. Perspective Transformation
  - b. Stereo Imaging
- 4. Image Enhancement
  - a. Contrast Stretching
  - b. Histogram Processing
  - c. Image Subtraction and Image Averaging
  - d. Smoothing Filters and Median Filtering
  - e. Image Sharpening
- 5. Image Segmentation
  - a. Thresholding

- b. Edge Detection
- c. Hough Transform
- 6. Representation and Description
  - a. Representation Schemes
  - b. Boundary Descriptors
  - c. Regional Descriptors
- 7. Motion Analysis
  - a. Focus of Expansion
  - b. Optical Flow
- 8. Correspondence Problem
  - a. Interpretation
  - b. Recognition Techniques