

433-683 Computer Vision and Image Processing

Credit Points:	12.500
Level:	Graduate/Postgraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 2, - Taught on campus.
Time Commitment:	Contact Hours: 24 hours of lectures, 11 hours of workshops; Non-contact time commitment: 84 hours Total Time Commitment: Not available
Prerequisites:	Previous study in artificial intelligence (433-303 or equivalent) and computer graphics (433-380 or equivalent) would be helpful but is not essential.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Dr. Les Kitchen
Subject Overview:	<p>This subject gives an introduction to computer vision and image processing. Computer vision is the business of using computers to extract useful information automatically from digital images and videos; image processing is the business of transforming images to be more suitable for human interpretation, storage, transmission, or subsequent analysis by computer vision. Computer vision and image processing can be used in such practical applications as: automated inspection for quality control in industry; medical imaging; visual guidance for robots; face recognition; automated surveillance and monitoring; remote sensing - to a degree providing a visual sense for machines.</p> <p>Topics to be covered include low-level, mid-level, and high-level vision; image formation; synopsis of human vision; segmentation and feature extraction; perceptual organisation; visual motion analysis; stereo; shape from shading and other properties; colour processing; shape analysis; texture; the Hough transform; image compression; object recognition; image interpretation and scene understanding.</p>
Assessment:	A two-hour written exam (50%), a programming project expected to take approx. 24 hours (20%) and a report of 10-12 pages in length about some topic in computer vision and giving an in-class presentation about it of around 15 minutes duration (30%).
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On successful completion, students will:</p> <ul style="list-style-type: none"> # know about the processes of image formation and digitization, at an elementary level, sufficiently to understand the basis of techniques for image processing and computer vision

	<ul style="list-style-type: none"># know the common techniques used in computer vision and image processing, and be able to fit them into a conceptual framework of low-level, mid-level and high-level processing# be able to evaluate and select and adapt these techniques appropriately to solve problems in image processing and computer vision
Notes:	Credit may not be gained for both 433-483: Computer Vision and Image Processing and 433-683: Computer Vision and Image Processing.