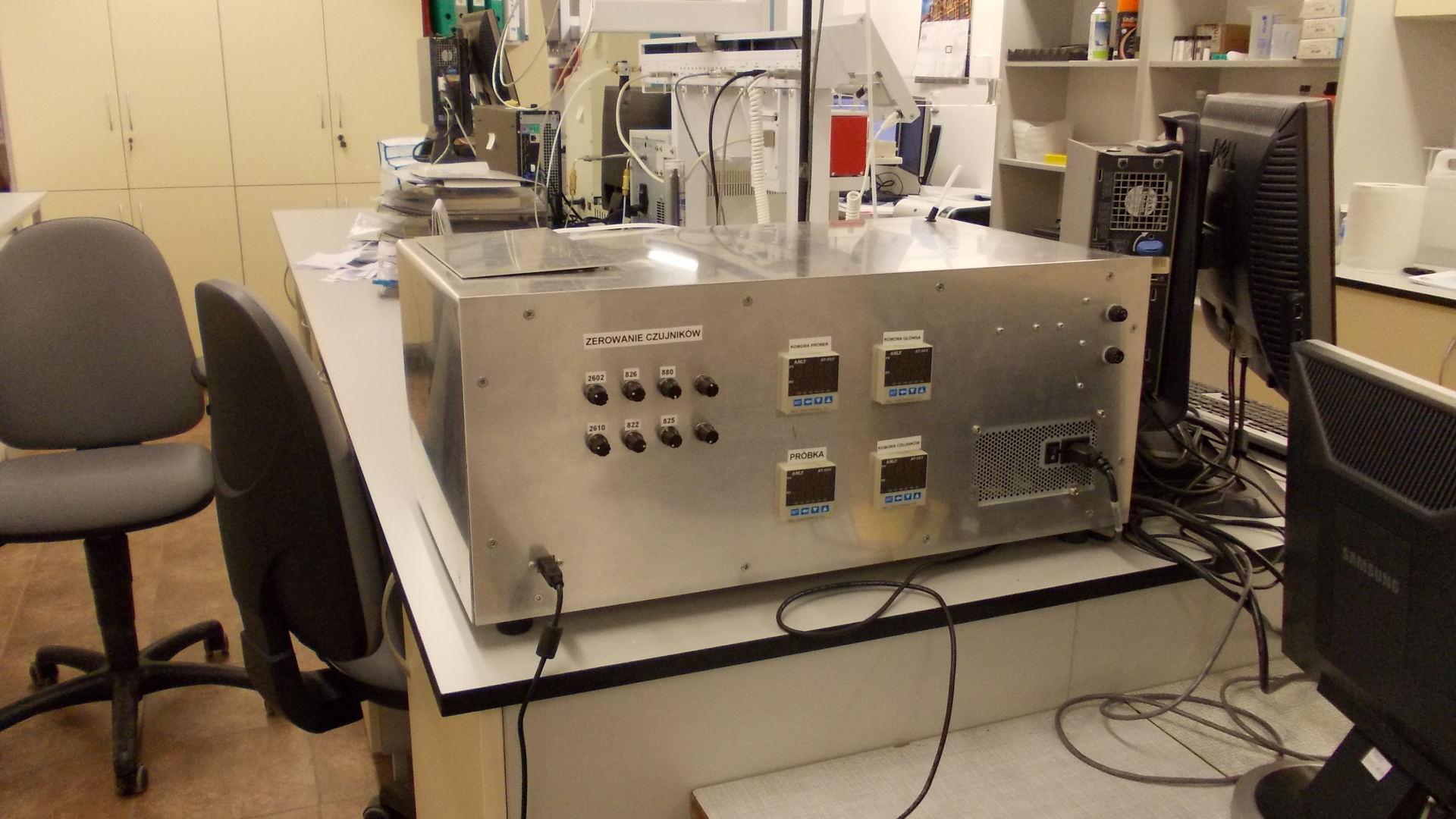




Machine Visual Perception

Cengiz Öztireli



ZEROWANIE CZUJNIKÓW

2602 826 880
2610 822 825

KROKOWA PROBEK
ARL 47 001

KROKOWA SIECIOWA
ARL 47 001

PROBKA
ARL 47 001

KROKOWA LUBRYKACJA
ARL 47 001



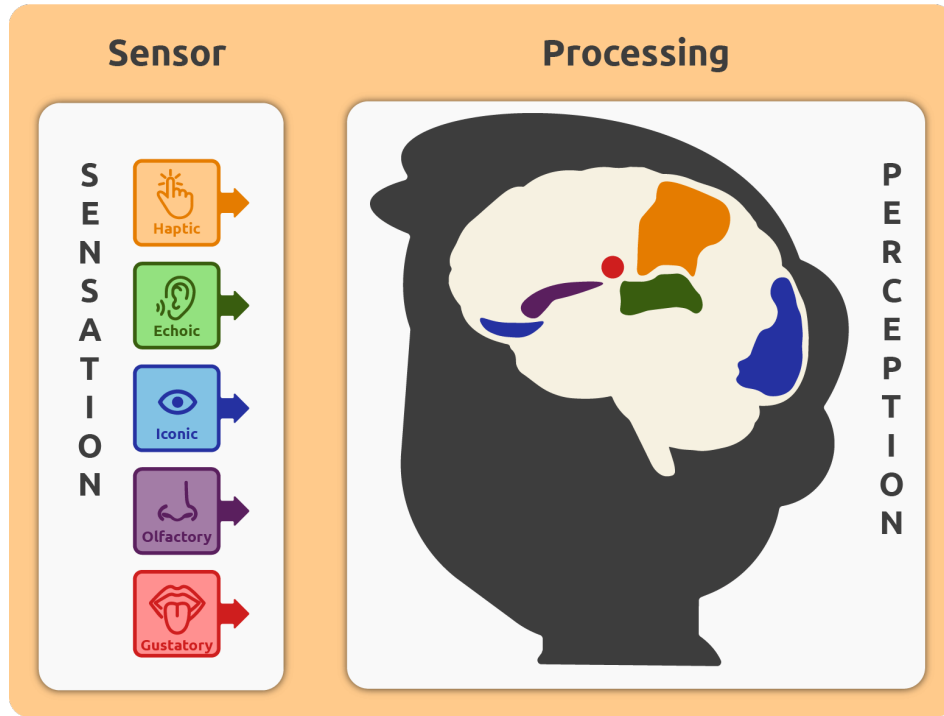
Course format

- 12 + 4 hours
- One practical exercise (20%)
- One course project (80%)
 - We will release a list of suggested projects
 - You may propose others, to be confirmed by us
 - In groups of 2-3, we will assign
 - More information on the webpage

Contributors

- Yifan Liu (<https://irfanicml.github.io/>)
- Chris Town (<https://www.cl.cam.ac.uk/~cpt23/>)
- Walter (Tianhao) Wu and Chengliang Zhou

Machine Visual Perception



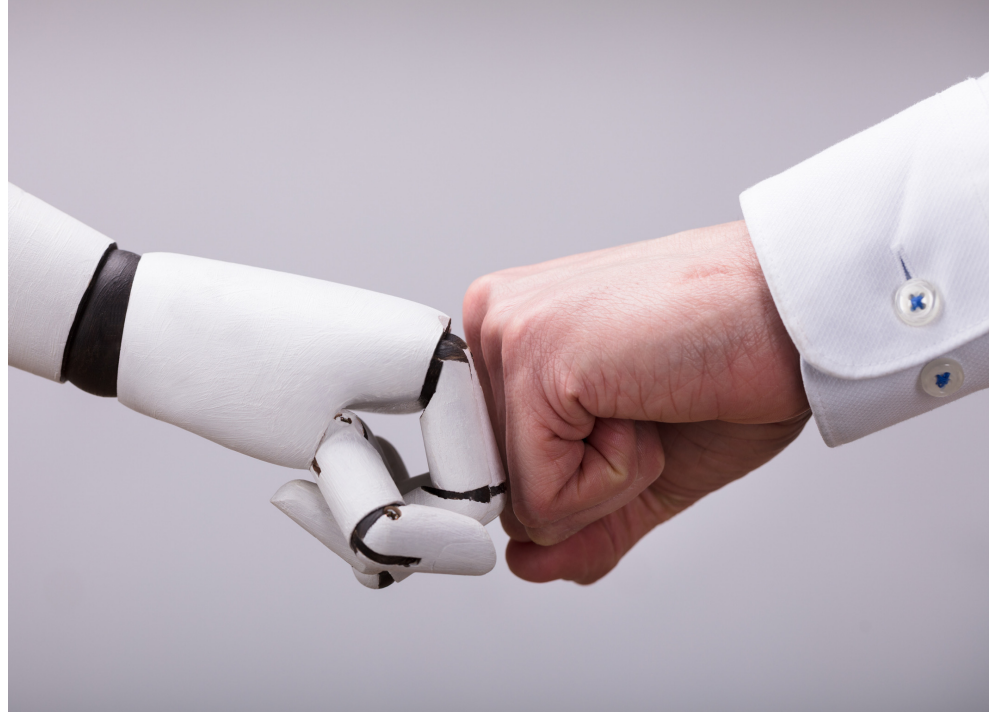
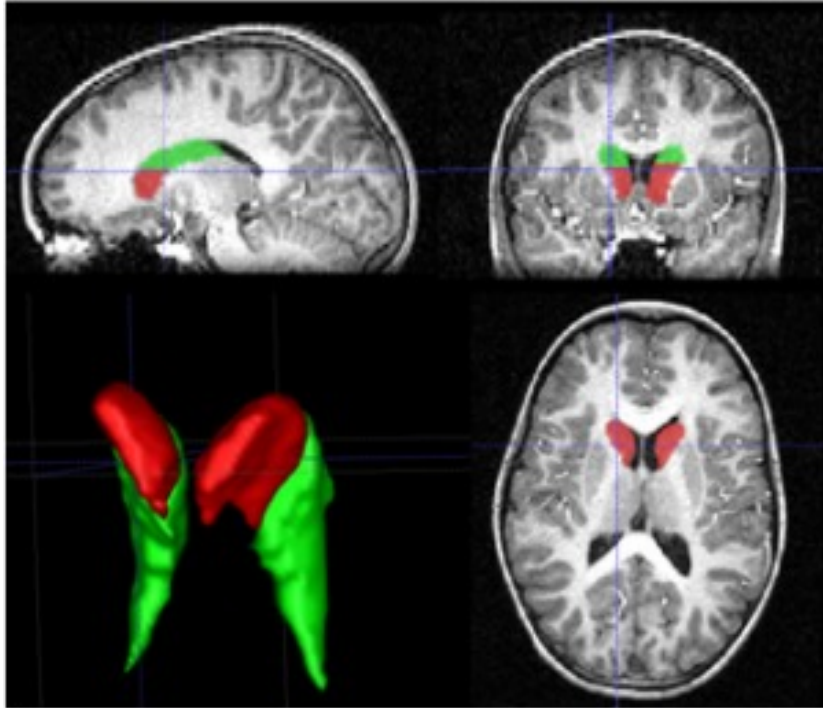
- Our goal is to enable a computer to “see” and “*understand*” the environment:
- Computer vision
- Machine/ deep learning



Adam

Rebecca

Assisted Diagnosis







1:19 / 2:59



Paradigms of Machine Learning

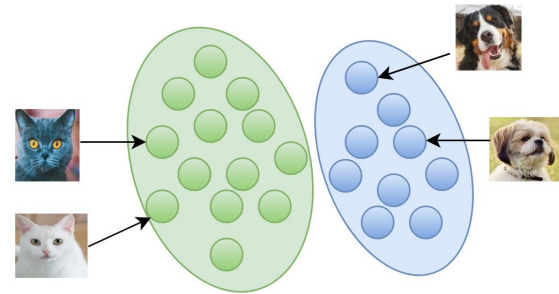
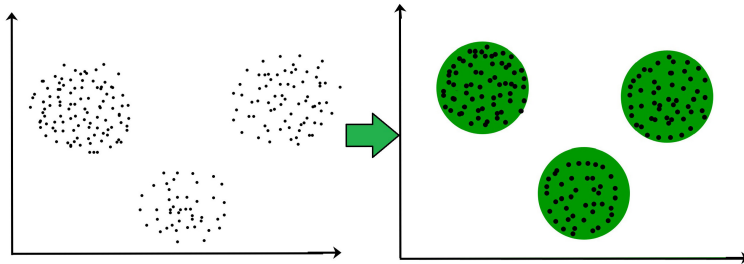
- Supervised learning
 - Given a training set of N examples

$$(x_1, y_1), (x_2, y_2), \dots, (x_N, y_N)$$

- Minimize the discrepancy between the predicted output and the given output (ground truth)

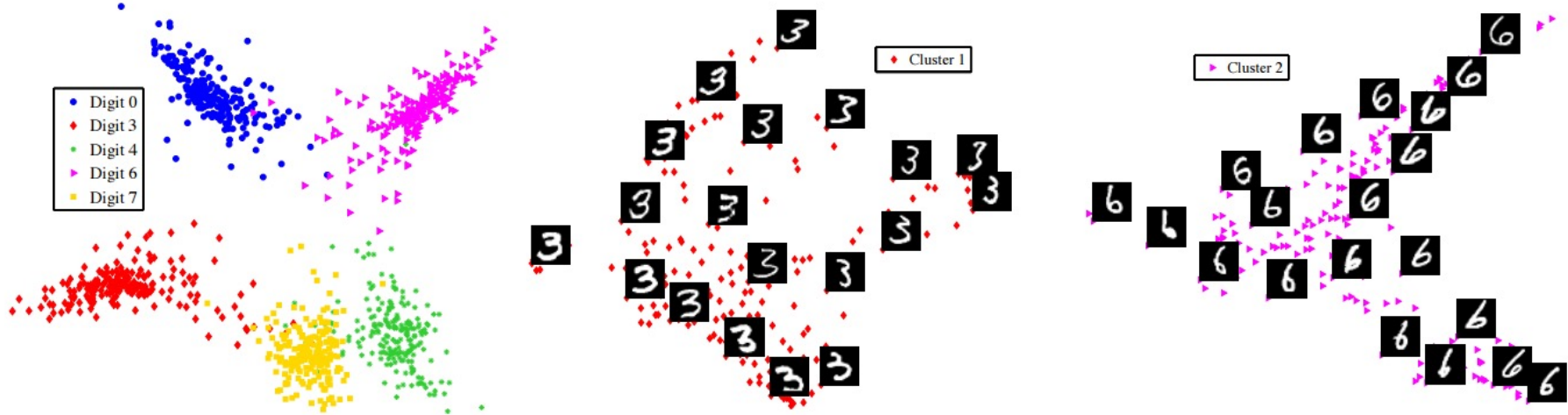
Paradigms of Machine Learning

- Un-supervised learning
 - Learning patterns without specific target output values
 - Example: clustering



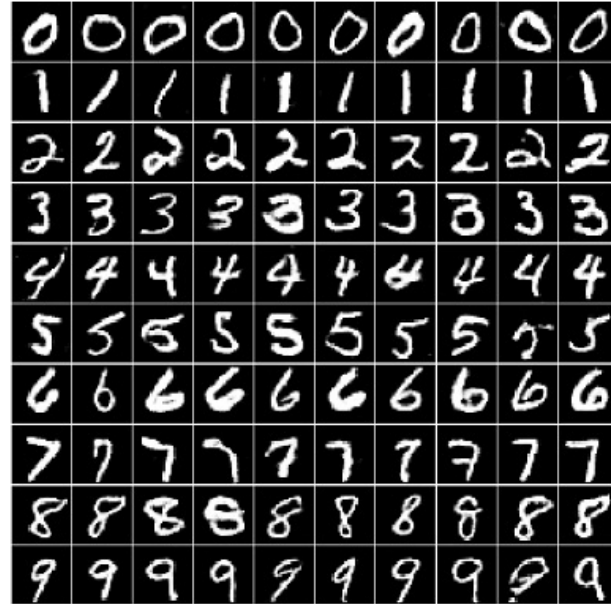
Paradigms of Machine Learning

- Un-supervised learning

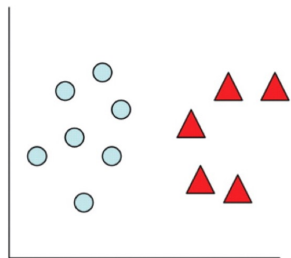


Paradigms of Machine Learning

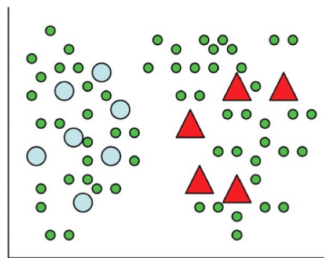
- Un-supervised learning



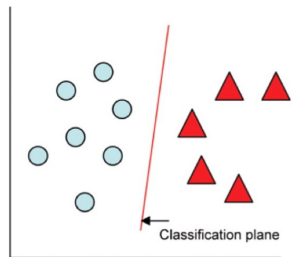
Paradigms of Machine Learning



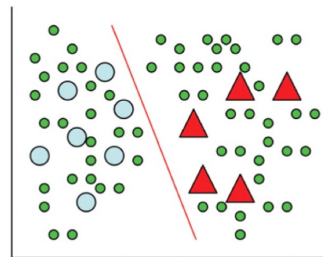
Labeled Data



Labeled and Unlabeled Data



Supervised Learning

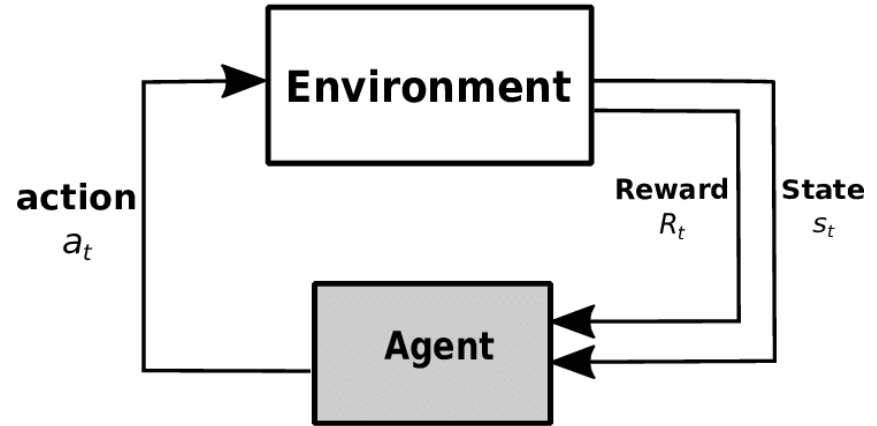


Semi-Supervised Learning

- Semi-supervised
 - Learning in the case of sparse labeled (supervised) data
 - Use accessible data to improve decision boundaries and better classify unlabeled data

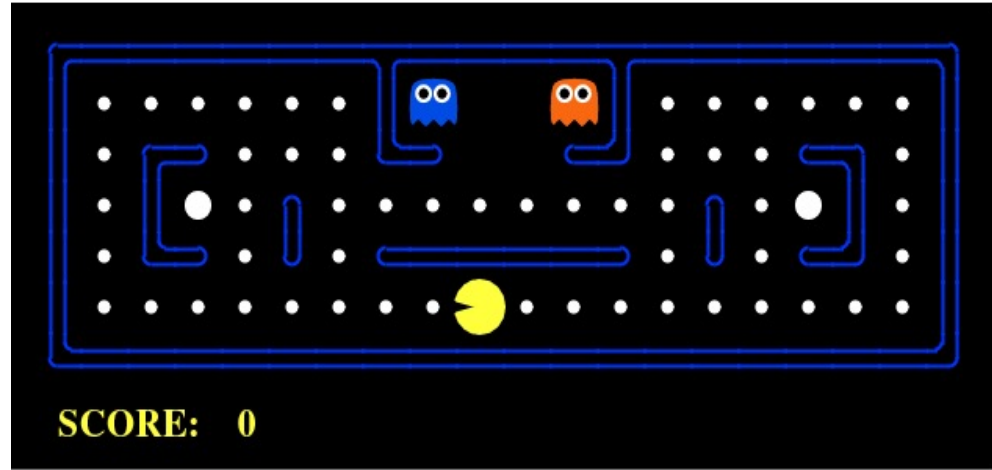
Paradigms of Machine Learning

- Reinforcement Learning
 - Learning what actions to take in order to maximise some **reward**



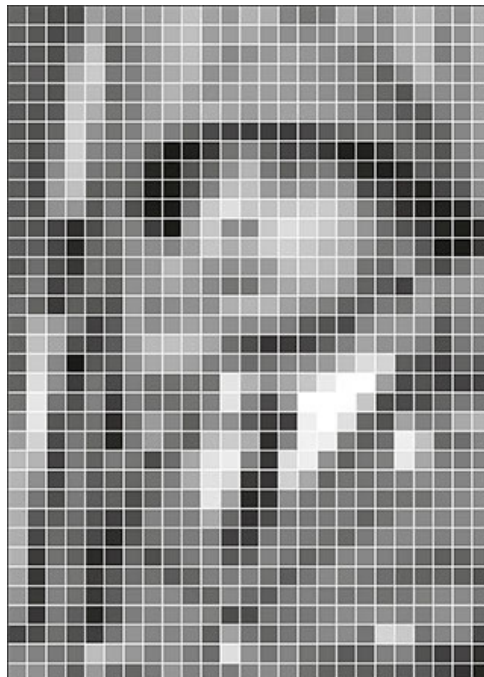
Paradigms of Machine Learning

- Reinforcement Learning
 - Learning what actions to take in order to maximise some **reward**



Input type

- What can a machine “see”?
 - Image: an array of pixels
 - Video: a list of images
 - Point clouds



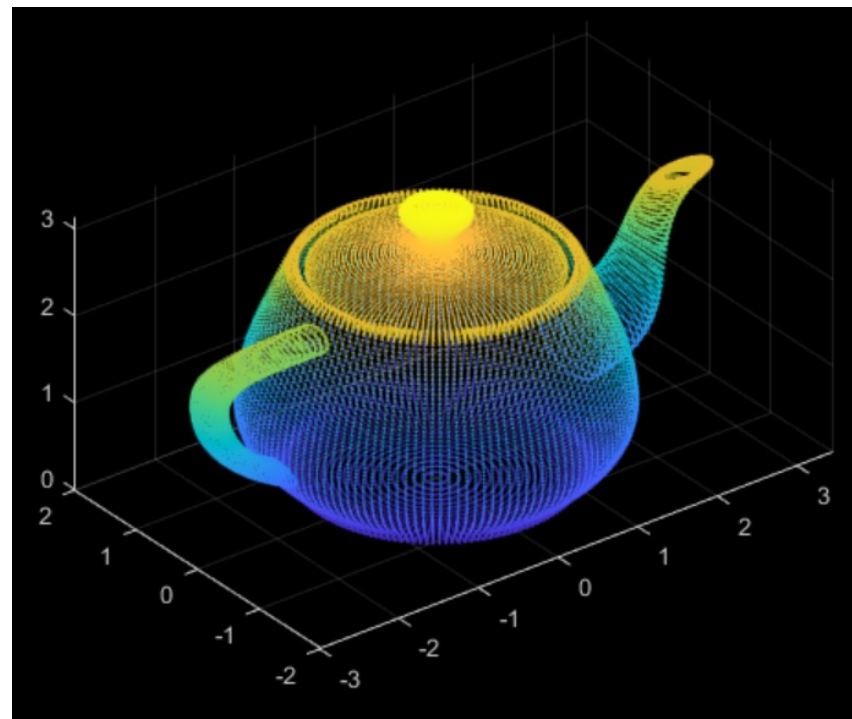
Input type

- What can a machine “see”?
 - Image: an array of pixels
 - Video: a list of images
 - Point clouds

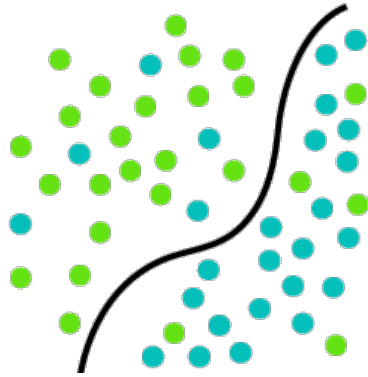


Input type

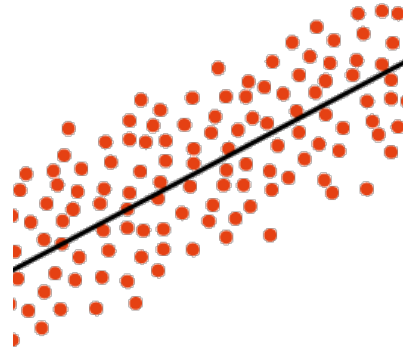
- What can a machine “see”?
 - Image: an array of pixels
 - Video: a list of images
 - Point clouds



Output type

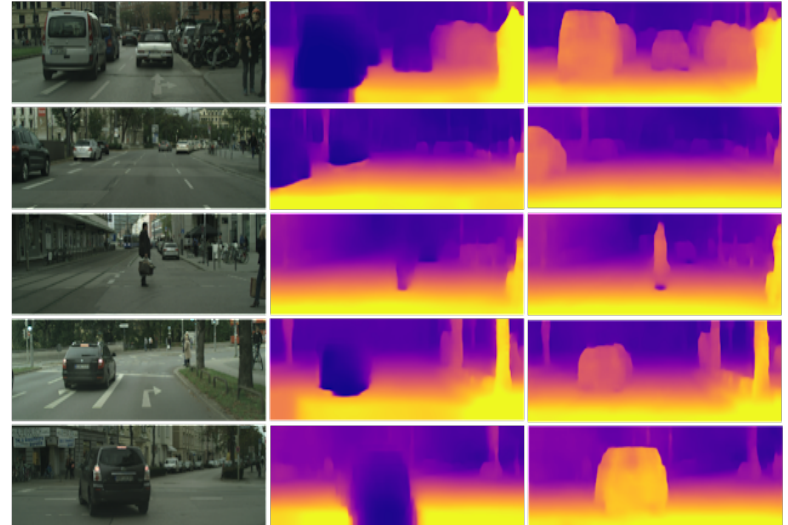


Classification



Regression

Regression



Classification



Bird



Flamingo



Cock



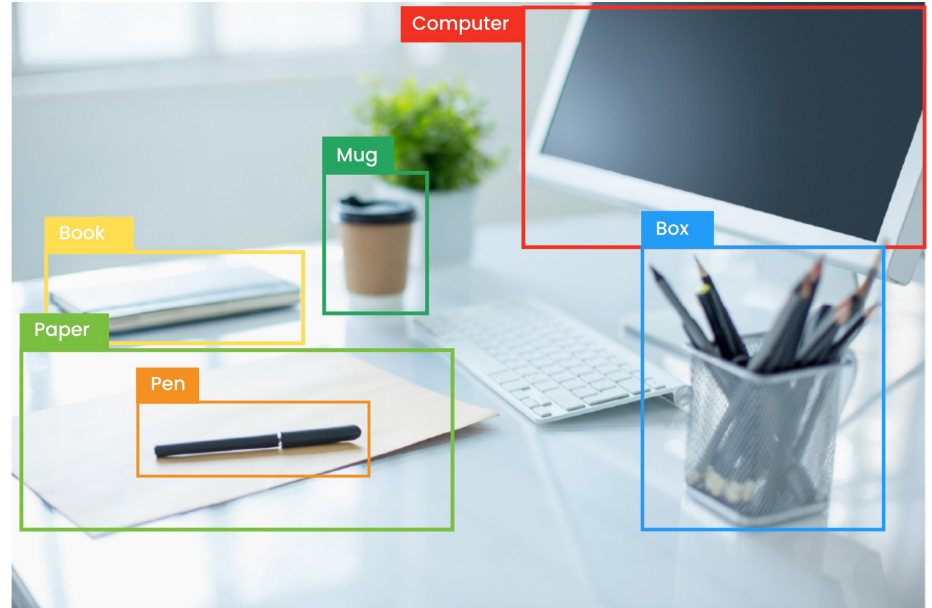
Cat



Egyptian cat



Persian cat



Computer

Mug

Book

Box

Paper

Pen