Gebze Institute of Technology
Department of Computer Engineering

CSE 665/463

Computer Vision
Syllabus

Dr. Yusuf Sinan Akgul
Email: akgul {at} bilmuh.gyte.edu.tr
Phone: 2221

TA: Ulas Vural
Email: uvural {at} bilmuh.gyte.edu.tr

Current and other useful information about this course will be kept on
http://www.bilmuh.gyte.edu.tr/~akgul

Required Textbook
- Introductory Techniques for 3-D Computer Vision, Trucco and Verri

Course Prerequisites
Some calculus and linear algebra knowledge is required. Fluency in C and C++
programming language is required. If you do not satisfy these conditions, please talk to
the instructor.

Other good books
- “Machine Vision” by Ramesh Jain, Rangachar Kasturi, Brian G. Schunck

Grading
The course grade will be determined approximately as follows:
- Midterm: 25%
- Final: 35%
- Homeworks: 30%
- Paper presentation: 10%
Class participation and attendance might give you an extra grade if it is close.

Homeworks are due by 23:59 on due date. 10% of the maximum grade will be deducted
for each day late. If there is a situation which prohibits you from turning in your
homework on time, talk to me before the due date.

Attendance
Attendance is required. You are responsible for all the subjects covered in the class.

**Class email list**
I will form a class email list for the announcements. Please send an email to the TA email with the subject line ‘CSE665/463 email registration’ so that I can send you class related messages.

**Announcements**
All the class related announcements will be made in class, at the class web page or by the class email list. Students are required to monitor the class web page regularly.

**Honor Code**
You should not misrepresent someone else's work as your own. Do not use work from someone else. All cases of confirmed cheating will be reported for disciplinary action.

**Topics to Be Covered**
- Introduction: What is computer vision
- Images and image formation
- Edge detection and image segmentation
- Line and curve detection
- Camera calibration
- Recovering 3D shapes
  - Stereo
  - Shape from shading
  - Shape from texture
- Motion
  - Optical flow
  - Object tracking
- Object recognition and verification