

Computer Vision

Tassadaq Hussain

Associate Prof: Riphah Int'l University
Microsoft Barcelona Supercomputing Center
Universitat Politècnica de Catalunya
Barcelona, Spain

Dr. Tassadaq Hussain

Research Areas:

- High Performance Computing
- High-level Synthesis
- Machine Learning
- Heterogeneous Computing, based on
 - FPGAs, GPUs and Microprocessors
- Real-time Embedded Vision

Teaching Areas

- Currently:
 - Supercomputing
 - Digital System Design
 - Biomedical Digital Systems

Research Grants:

- HEC NRPU 1
- Barcelona Supercomputing
- HEC TDF 3 (in progress)

Publications:

- Referred Top Conferences: 35
- Book Chapter: 1
- Journal 15

Patent: 10

PhD – BarcelonaTech Spain

MS – ISEP Paris France

1) Iridology for Health-care

2) **Design Ultra Low Cost Display Camera Interface for Mobile Baseband XGold Chip at Infineon Technologies France.**

3) Implementation of Reverse Time Migration on FPGAs at **PLDA Italia** and **REPSOL BSC Research Center.**

4) Programmable Memory Controller for Vector System on Chip **Microsoft Research Cambridge.**

5) Programmable Vector Memory Controller for **European ParaDIME research group at BSC.**

6) **Low Power Low Cost Supercomputer Architecture for Undeveloped Countries** at **RIU Pakistan** and **BSC Spain.**

7) **FPGA Powered Supercomputer System**

Industrial Experience:

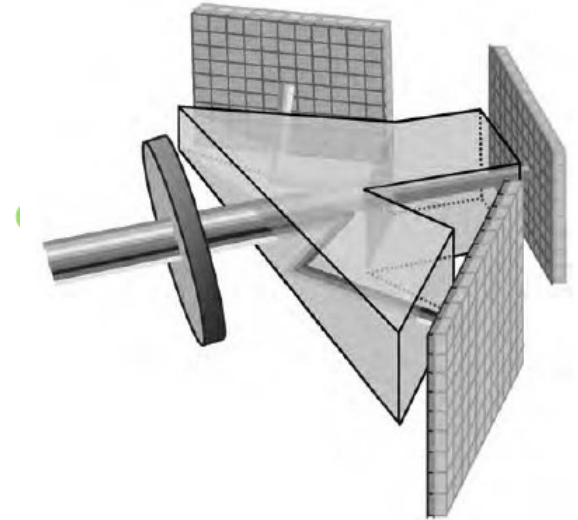
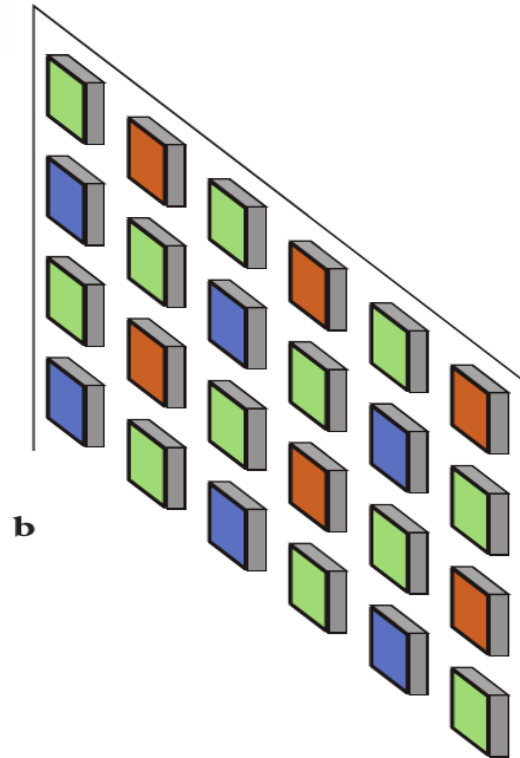
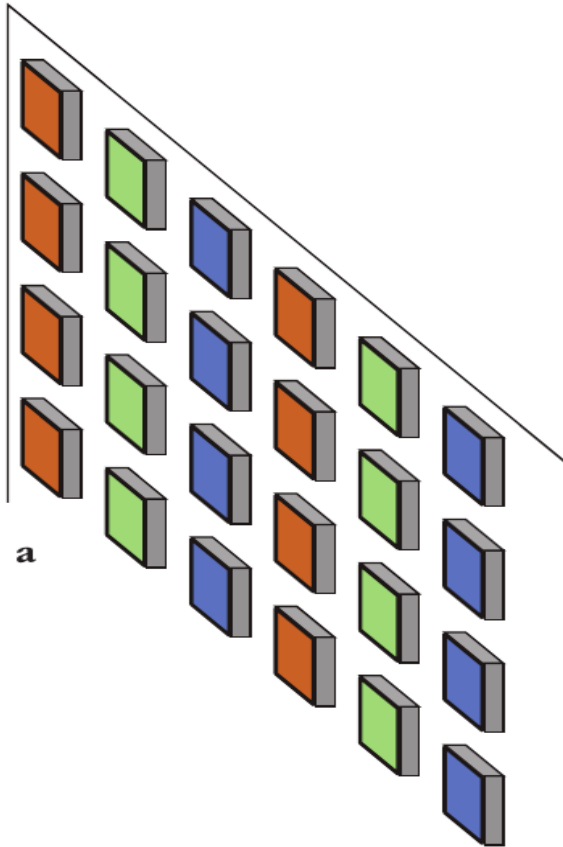


On Going Projects/Products

- 1) Pakistan's 1st FPGA-Powered Supercomputer System
- 2) A Platform for Supercomputing and Artificial Intelligence
- 3) Development of a Scalable Heterogeneous Supercomputer
- 4) An Intelligent Real-time High Performance System for BCI applications
- 5) HPDAS: High Performance Data Acquisition System
- 6) An Intelligent and High Performance Real-time System for Heart Disease Diagnosis
- 7) An intelligent robotic prosthesis for rehabilitation
- 8) An Embedded System for Brush Less Direct Current (BLDC) Fans
- 9) An Intelligent Digital System for Foot Weight Distribution
- 10) A Real-time Disease Diagnosis System Using Iris Image
- 11) An Intelligent Internet of Thing based Edge Server
- 12) Development of a Real-time Iris based Pre-Diagnostic Tool to detect dysfunctional Liver, Kidney, Stomach, Heart and Lung organs

Introduction Images

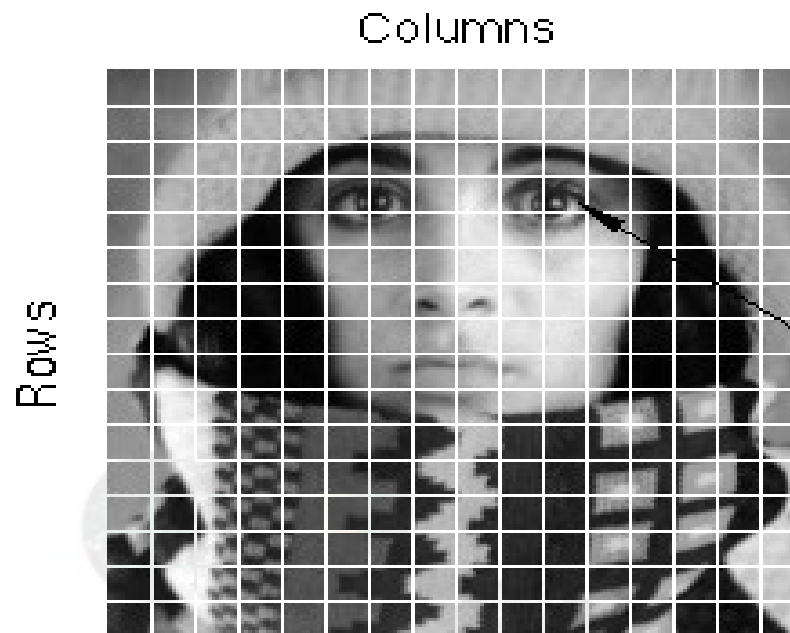
Three-chip color Camera



(a) Bayer (b) Filter patterns used in single chip cameras.

Color Pixel = **Red** (8bit) + **Green** (8bit) + **Blue** (8bit)

Gray scale intensity = 0.299 **R** + 0.587 **G** + 0.114 **B**



Pixel >> Image >> Video

Video = Combination of Images

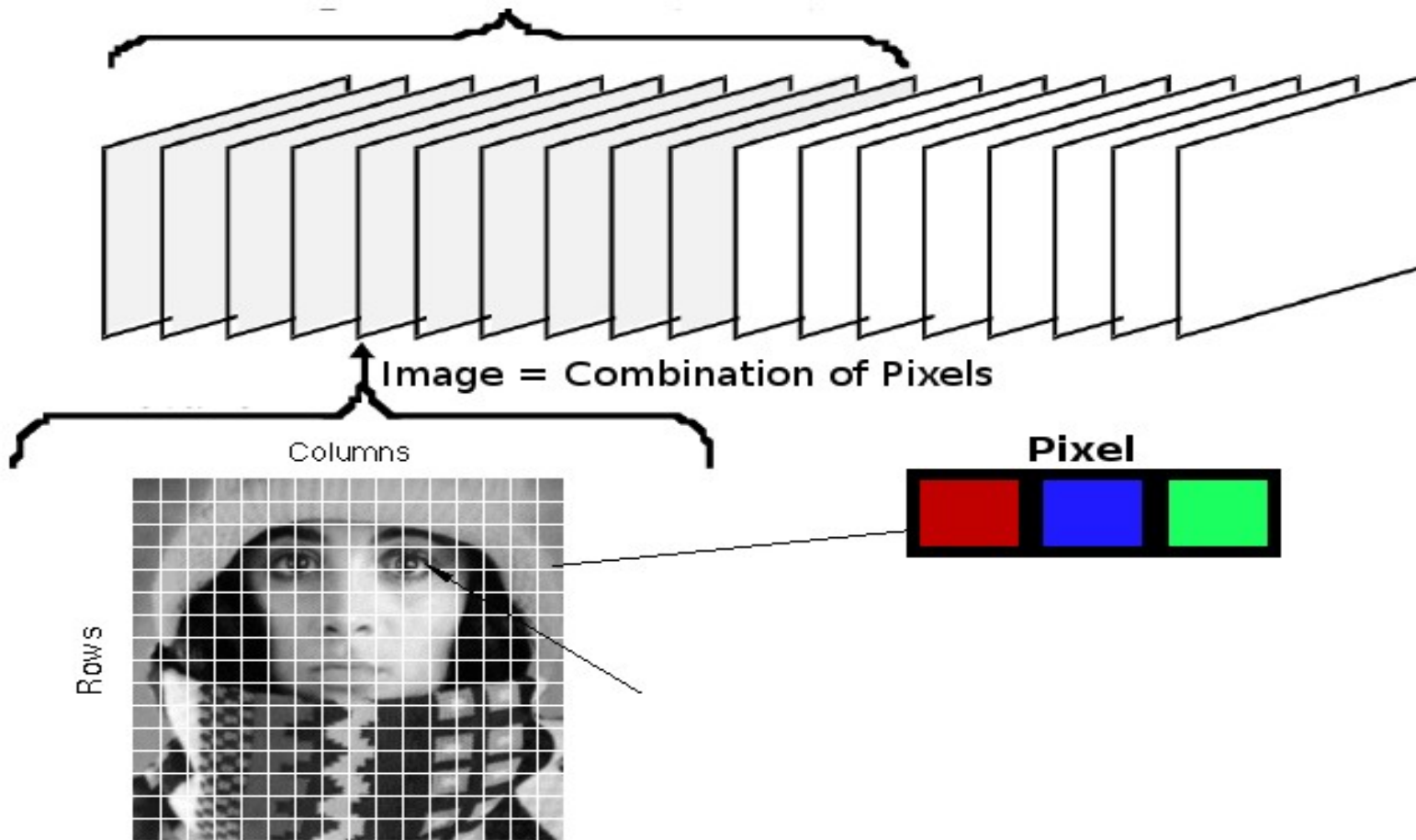
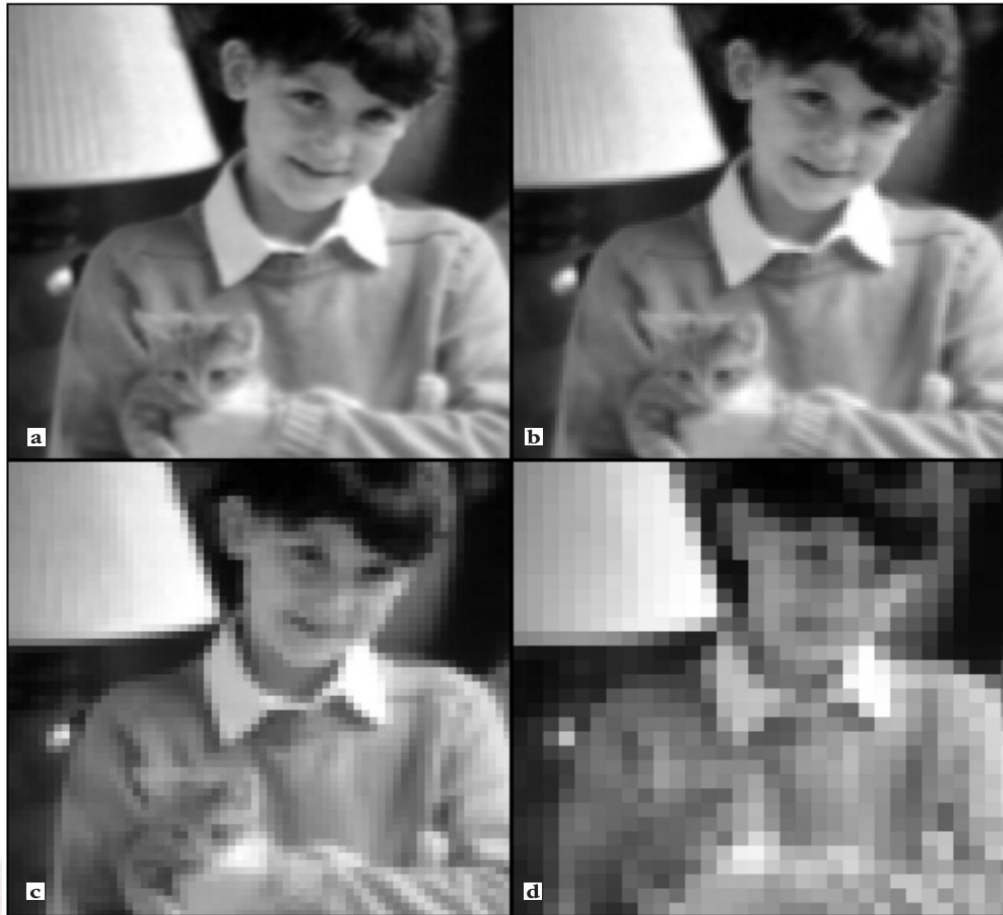


Image Resolution



(a) 256×256 ; (b) 128×128 ; (c) 64×64 , (d) 32×32 .


Pixel Depth




Image 256x256 array pixels: (a) 32 bit (b) 16 (c) 8 (d) 4

Performance Measures

- 3 Mega Pixel Image = 3145720 pixels
- A 32 bit Processor = 3.14 million operation / sec
Pixels = 2048 x 1536 x 24 bits/pixel
- Local Memory = 9.4 Mega Byte for single Image
- Video Processing = $3.14 \times 10^6 \times 30$ (fps)
= 94.2×10^6



Processor / System	Dhrystone MIPS / MIPS
Nios II	190 MIPS at 165 MHz
ARM Cortex A7	2,850 MIPS at 1.5 GHz
ARM Cortex-A9 (Dual core)	7,500 MIPS at 1.5 GHz
Raspberry Pi 2	1186 MIPS per core at 1.0 GHz
Nvidia Tegra 3 (Quad core Cortex-A9)	13,800 MIPS at 1.5 GHz



arch

Uses

3D Vision

Health-care

Security

Communication

Information

Automobile

Simple Thresholding

```
Read Image Pixel // I/O Operation  
if(pix_value>value) // Branch Operation  
pix_value=value // Assignment Operation
```

A 3 Mega Pix Image requires

2048 x 1536 Input/Output Operations

2048 x 1536 Branch Operations

2048 x 1536 Assignment Operations

Total = 2048 x 1536 x 3 = 9 Million Operations

Topics of the Course

Image/Video Handling

Real-time Basic Image Processing

Bit-wise Operations

Filtration

Features Detection and Extraction

Matching (Templates, Features etc)

Machine Learning

Tasks

Install Ubuntu 18 version

Python 3.4

OpenCV 3.4

Machine Learning Tools

Semester Project

Health-care

Security

Etc.

Software Platform of Digital Camera

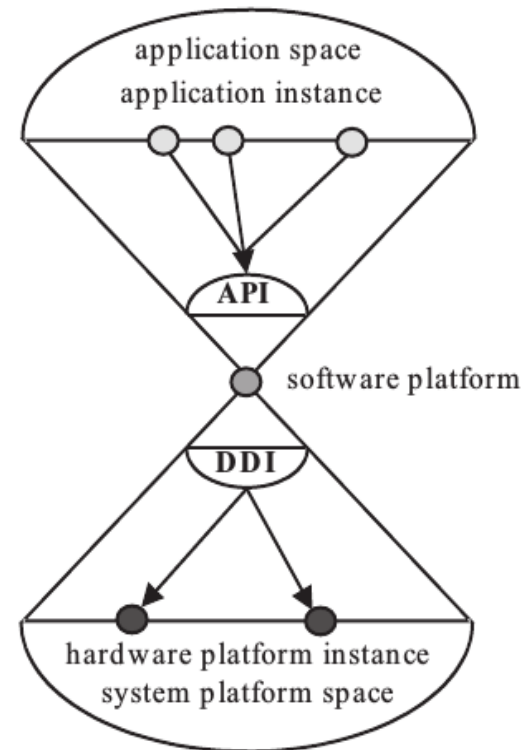
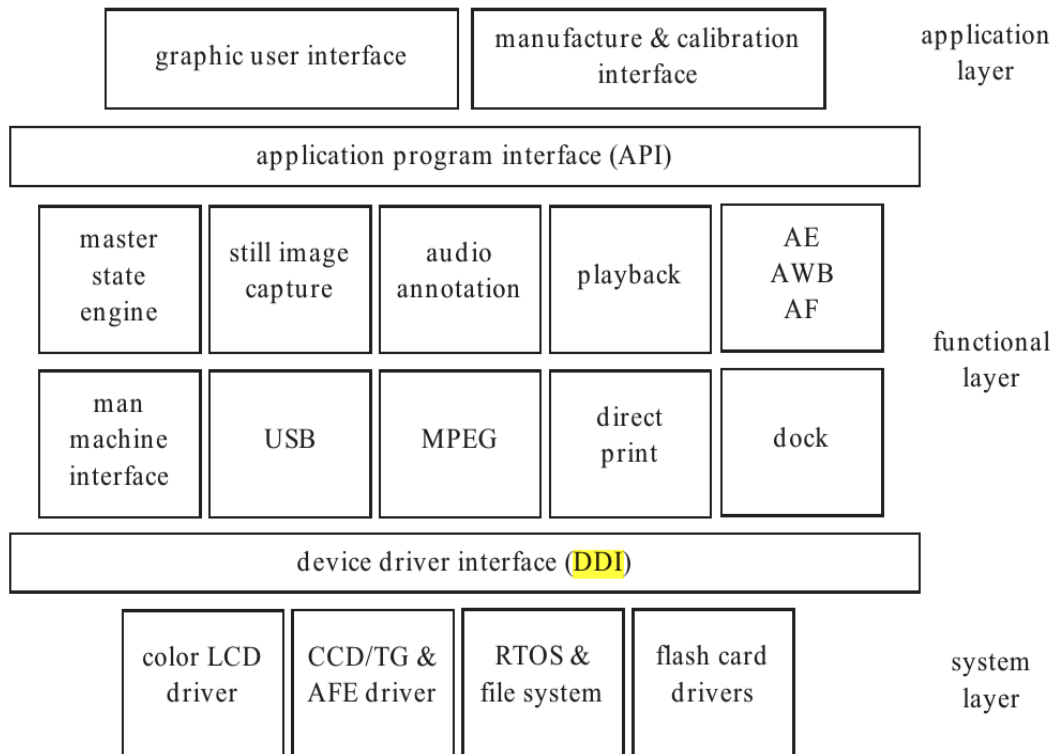
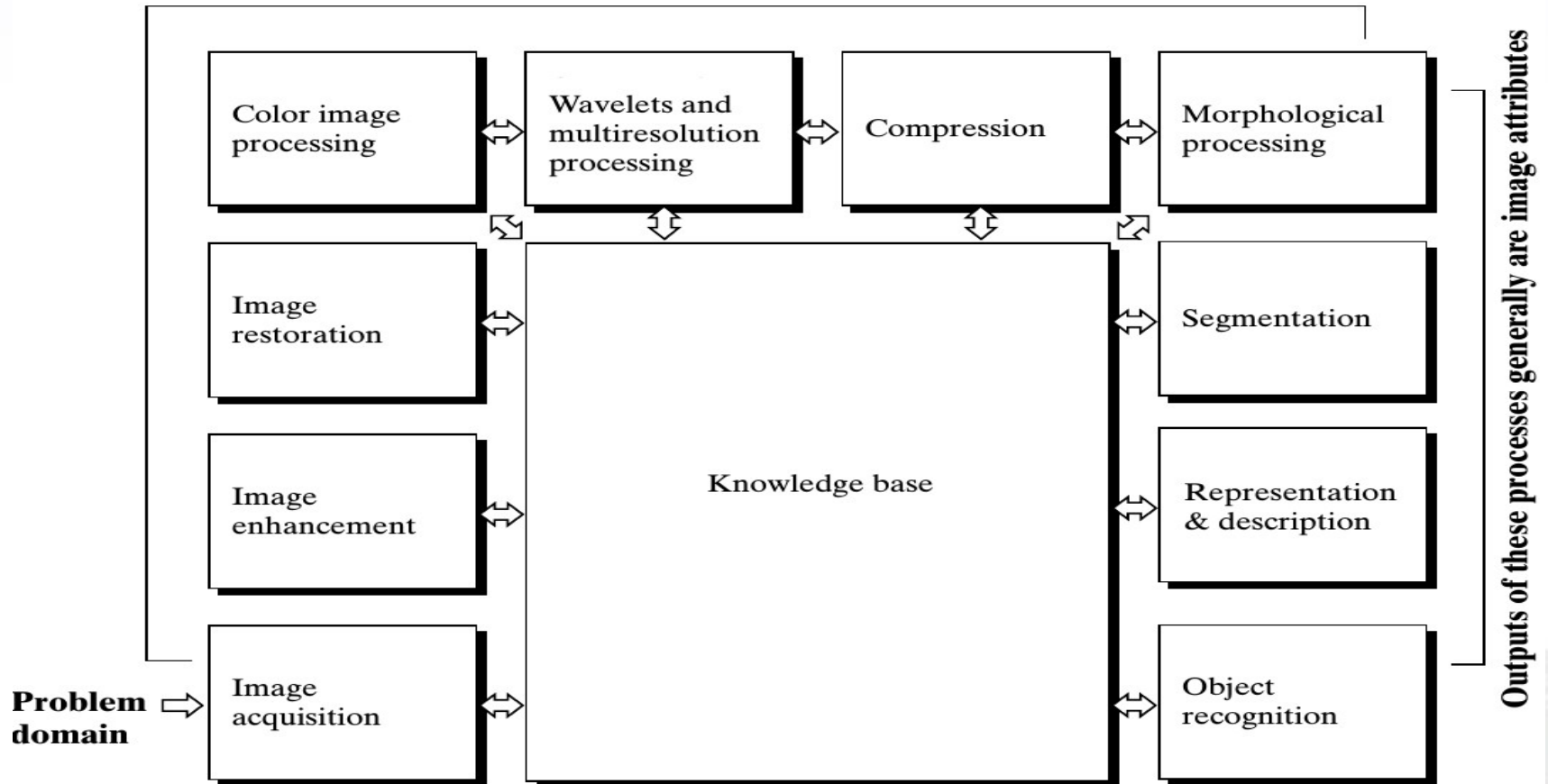


Image Processing Problems



Graphics System

