Tel.: +40 269 21.79.28

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E-mail: inginerie@ulbsibiu.ro



# **COURSE SYLLABUS**

Academic year 2024 - 2025

## 1. Programme Information

1.1. Higher education institution	Lucian Blaga University of Sibiu
1.2. Faculty	Faculty of Engineering
1.3. Department	Department of Computer Science and Electrical and Electronics Engineering
1.4. Field of study	Computer Science and Information Technology
1.5. Level of study	Master
1.6. Programme of study/qualification	ADVANCED COMPUTING SYSTEMS

2 Course Information

2.	Course information						-		
2.1.	Name of course	Adv	ances	in Co	mputer Vision			Cod ACS.301.RO	
2.2.	Course coordinator	prof	f. dr. in	ıg. Rer	nus BRAD				
2.3.	Seminar/laboratory coordinator	prof	f. dr. in	ıg. Arp	ad GELLERT				
2.4.	Year of study <sup>1</sup>	2	2.5.	Semes	ster <sup>2</sup>	3	2.6.	Evaluation form <sup>3</sup>	E
2.7.	Course type <sup>4</sup>			0	2.8. The forma	ative cate	egory	of the course <sup>5</sup>	R

### 3. Estimated Total Time

	Extension within th	e Curriculum – Numb	er of Hours per We	ek	
3.1.a. Lecture	3.1.b. Seminar	3.1.c. Laboratory	3.1.d. Project	3.1.e. Other	Total
2		1	1		4
3.2. Course	Extension within th	e Curriculum – Total	Number of Hours w	ithin the Curriculum	
3.2.a. Lecture	3.2.b. Seminar	3.2.c. Laboratory	3.2.d. Project	3.2.e. Other	Total <sup>6</sup>
28		14	14		56
Time Distrib	ution for Individu	al Study <sup>7</sup>			Nr. ore
Learning by using course materials, references and personal notes					12
Additional learning by using library facilities, electronic databases and on-site information					10
Preparing seminars / laboratories, homework, portfolios and essays					
Tutorial activ	ities <sup>8</sup>				12
Exams <sup>9</sup>					4
3.3. Total In	dividual Study Ho	ours <sup>10</sup> (NOSIsem)			94
3.4. Total Hours in the Curriculum (NOADsem)					56
3.5. Total Hours per Semester <sup>11</sup> (NOAD <sub>sem</sub> + NOSI <sub>sem</sub> )					150
3.6. No. of Hours / ECTS					25
3.7. Numbe	r of credits <sup>12</sup>		at the second		6

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4.	Prerec	uisites	(if needed)

<b>4.1.</b> Courses that must be successfully completed first (from the curriculum) <sup>13</sup>	Computer Vision and Image Processing
4.2. Competencies	Programming in C++ or C#

## 5. Conditions (where applicable)

<b>5.1.</b> For course/lectures <sup>14</sup>	Tablă, videoProjector, materiale didactice specifice, platforme on-line etc.
5.2. For practical activities (lab/sem/pr/app) 15	Sală dotată cu calculatoare, avand instalate softuri specifice disciplinei

## 6. Specific competencies acquired16

		Number of credits assigned to the discipline 17 6	Credits distribution by competencies <sup>18</sup>
	PC11	develop data processing applications	1
0.4	PC12	develop professional networks with researchers	1
6.1. Professional	PC13	develop open source software	1
competencies	PC14	disseminates results to the scientific community	1
	PC15	conducts scientific research	1
6.2.	TC1	demonstrates commitment	0
Transversal	TC2	manages personal development	1
competencies	TC3	takes responsibility	0

7. Course objectives (resulted from developed competencies)

7.1.	Main course objective	This course is designed to provide an in-depth study of selected areas in computer vision leading to the ability to understand contemporary terminology, progress, issues, and trends. The interdisciplinary nature of computer vision is emphasized in the wide variety of examples and applications presented with both slide and video materials. We will cover computer vision topics in i) object detection and segmentation, ii) object tracking, iii) object recognition, iv) texture analysis and synthesis v) scene analysis and inference. In following this course, students will acquire: an understanding of some current research issues in computer vision; the skills and knowledge needed to appreciate papers in the area.
7.2.	Specific course objectives	Knowledge of basic methods of image processing Knowledge of classical pattern recognition Knowledge of current trends in artificial vision Assessment of how work at pixel level and region in order to extract information Implementation of image processing techniques in the Framework Program

#### 8. Content

8.1. Lectures 19		Teaching methods <sup>20</sup>	Hours
Lecture 1	Course Introduction. Cameras and Lenses	Exposition, discussions	2
Lecture 2	Image Statistics	Exposition, discussions	2
Lecture 3	Object description	Exposition, discussions	2
Lecture 4	Object description (cont.)	Exposition, discussions	2



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		Total lecture hours:	28
Lecture 14	How to Write Papers and Give Talks	Exposition, discussions	2
Lecture 13	Motion Segmentation	Exposition, discussions	2
Lecture 12	Stereo Matching	Exposition, discussions	2
Lecture 11	Applications in Microscopy	Exposition, discussions	2
Lecture 10	Medical Applications of Computer Vision (cont.)	Exposition, discussions	2
Lecture 9	Medical Applications of Computer Vision	Exposition, discussions	2
Lecture 8	Texture	Exposition, discussions	2
Lecture 7	Face Detection and Recognition	Exposition, discussions	2
Lecture 6	Content-Based Image Retrieval (cont.)	Exposition, discussions	2
Lecture 5	Content-Based Image Retrieval	Exposition, discussions	2

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8.2. Practi	cal activities (8.2.a. Seminar <sup>21</sup> / 8.2.b. Laboratory <sup>22</sup> / 8.2.c. Project <sup>23</sup> )	Teaching methods	Hours
Lab 1	Implementation of color-based image segmentation	Exercise, experiment	2
Lab 2	Implementation of image feature matching	Exercise, experiment	2
Lab 3	Implementation of a stereo technique	Exercise, experiment	2
Lab 4	Image or texture classification	Exercise, experiment	2
Lab 5	Image or texture classification (cont.)	Exercise, experiment	2
Lab 6	Implementation of an Optical Flow or Motion processing	Exercise, experiment	2
Lab 7	Implementation of an Optical Flow or Motion processing (cont.)	Exercise, experiment	2
	Total se	eminar/laboratory hours:	14



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8.2.c. Project		Metode de predare <sup>24</sup>	Nr. ore
Project 1	Implementation of a stereo technique	Exercise	2
Project 2	Implementation of a stereo technique	Exercise	2
Project 3	Implementation of a stereo technique	Exercise	2
Project 4	Implementation of a stereo technique	Exercise	2
Project 5	Implementation of a Inpainting technique	Exercise	2
Project 6	Implementation of a Inpainting technique	Exercise	2
Project 7	Implementation of a Inpainting technique	Exercise	2
		Total Project hours:	14

## Ministerul Educației Universitatea "Lucian Blaga" din Sibiu Facultatea de Inginerie

## 9. Bibliography

9.1.	Recommended Bibliography	Journals: IEEE Trans. on Pattern Analysis and Machine Intelligence, Computer Vision and Image Understanding, IEEE Trans. on Image Processing Sonka, M, Hlavac, V, and Boyle R., Image Processing, Analysis and Machine Vision, 3nd Ed., Thompson
9.2.	Additional	Jain, R., Kasturi, R., and Schunck, B. G. Machine Vision, McGraw Hill
U.L.	Bibliography	Forsyth, D., Ponce, J.: Computer Vision - A Modern Approach, Prentice Hall; ; ISBN: 0130851981

10. Conjunction of the discipline's content with the expectations of the epistemic community, professional associations and significant employers of the specific study program<sup>25</sup>

Students will acquire research skills and synthesis abilities preparing them for the transition to a new stage of doctoral admission.

It is carried out through regular discussions in a formal and informal setting with the representatives of the profile companies.

#### 11. Evaluation

Activity Type	11.1 Evaluation Criteria	11.2 Evaluation Methods Percentage		11.3 Percentage in the Final Grade	Obs. <sup>26</sup>
	Theoretical and practical	Tests during the semester <sup>27</sup> :	25%	100%	
11.4a Exam /	knowledge acquired	Homework:	25%		CPE
Colloquy	(quantity, correctness, accuracy)	Other activities <sup>28</sup> :	0%		
		Final evaluation:	50%		
The final asse • Know • Const	n performance standard <sup>29</sup> essment will include written wo ledge, understanding and exp ant interest to acquire discipli I fulfilment (50%) of homewor	plaining the basics of evine.	olutionary con	nputing.	CPE

The Course Syllabus will encompass components adapted to persons with special educational needs (SEN – people with disabilities and people with high potential), depending on their type and degree, at the level of all curricular elements (skills, objectives, contents, teaching methods, alternative assessment), in order to ensure fair opportunities in the academic training of all students, paying close attention to individual learning needs.

Filling Date:

09.09.2024

Department Acceptance Date:

16.09.2024

	Academic Rank, Title, First Name, Last Name	Signature
Course Teacher	Prof. Remus BRAD, PhD	pul2
Study Program Coordinator	Prof. Adrian FLOREA, PhD	FLA
Head of Department	Assoc. Prof. Radu George CREȚULESCU, PhD	die
Dean	Prof. Maria VINȚAN, PhD	W

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1 1-4 for bachelor, 1-2 for master

<sup>2</sup> 1-8 pentru licentă, 1-3 pentru master

3 Exam, colloquium or VP A/R - from the curriculum

<sup>4</sup> Course type: R = Compulsory course; E = Elective course; O = Optional course

<sup>5</sup> Formative category: S = Specialty; F = Fundamental; C = Complementary; I = Fully assisted; P = Partially assisted; N = Unassisted

6 Este egal cu 14 săptămâni x numărul de ore de la punctul 3.1 (similar pentru 3.2.a.b.c.)

<sup>7</sup> The following lines refer to individual study; the total is completed at point 3.37.

8 Between 7 and 14 hours

9 Between 2 and 6 hours

<sup>10</sup> The sum of the values from the previous lines, which refer to individual study.

<sup>11</sup> The sum (3.5.) between the number of hours of direct teaching activity (NOAD) and the number of hours of individual study (NOSI) must be equal to the number of credits assigned to the discipline (point 3.7) x no. hours per credit (3.6.) 12 The credit number is computed according to the following formula, being rounded to whole neighbouring values (either by subtraction or addition

 $No.credits = \frac{NOCpSpD \times C_C + NOApSpD \times C_A}{TOCpSdP \times C_C + TOApSdP \times C_A} \times 30 \ credits$ 

#### Where:

NOCpSpD = Number of lecture hours / week / discipline for which the credits are calculated

NOApSpD = Number of application hours (sem./lab./pro.) / week / discipline for which the credits are calculated

TOCpSdP = Total number of course hours / week in the Curriculum

TOApSdP = Total number of application hours (sem./lab./pro.) / week in the Curriculum

C<sub>C</sub>/C<sub>A</sub> = Course coefficients / applications calculated according to the table

Coefficients	Course	Applications (S/L/P)
Bachelor	2	1
Master	2,5	1,5
Bachelor - foreign language	2,5	1,25

<sup>13</sup> The courses that should have been previously completed or equivalent will be mentioned

<sup>14</sup> Board, video projector, flipchart, specific teaching materials, online platforms, etc.

<sup>15</sup> Computing technology, software packages, experimental stands, online platforms, etc.

<sup>16</sup> Competences from the Grids related to the description of the study program, adapted to the specifics of the discipline

17 Din planul de învătământ 18 Creditele alocate disciplinei se distribuie pe competențe profesionale și transversale în funcție de specificul disciplinei

19 Titluri de capitole și paragrafe <sup>20</sup> Exposition, lecture, board presentation of the studied topic, use of video projector, discussions with students (for each

chapter, if applicable)

<sup>21</sup> Discussions, debates, presentations and/or analyses of papers, solving exercises and problems

<sup>22</sup> Practical demonstration, exercise, experiment

<sup>23</sup> Case study, demonstration, exercise, error analysis, etc.

<sup>24</sup> Studiu de caz, demonstrație, exercițiu, analiza erorilor etc.

<sup>25</sup> The relationship with other disciplines, the usefulness of the discipline on the labour market

<sup>26</sup> CPE - Conditions Exam Participation; nCPE - Does Not Condition Exam Participation; CEF - Conditions Final Evaluation; N/A - not applicable

<sup>27</sup> The number of tests and the weeks in which they will be taken will be specified

<sup>28</sup> Scientific circles, professional competitions, etc.

<sup>29</sup> The minimum performance standard in the competence grid of the study program is customized to the specifics of the discipline, if applicable

