Computer vision

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Preface

This is a live document, and is full of gaps, mistakes, typos etc.

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Classifying written characters

1.1 Character recognition

1.1.1 MNIST

Chapter 2

Classifying images

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4.4.2 Volumetric models

4.4.3 Point clouds

4.4.4 Polygon mesh

4.4.5 Generative Query Network (GQN)

4.4.6 Primitive-based CAD

4.4.7 3D ShapeNets

4.4.8 Building 3D models from scans

4.5 LIDAR

4.5.1 LIDAR

4.5.2 Classification with voxels

4.5.3 Absolute risk aversion

Correspondence (2 models of humans in different poses; understand where each part of one relates to a specific part of the other)

4.5.4 Parsing

Mulitple objects in scene, objects have parts segmentation.