

Free Pizza and Pop

Math in Computer Vision Selim Esedoglu

Abstract for 14 Mar 2013

Teaching computers to "see" has enormous potential for applications (in medicine, defense, etc.), but turns out to be immensely challenging. Even the task of discerning a foreground object from the background turns out to be enormously hard. I will discuss some of the approaches to this question, and give a flavor of the mathematics involved.



