Note: Research Thesis



This is a thesis topic that is designed as an opportunity for excellent students who are interested in getting a first dive into research.

For this topic, there is a very high risk of failure!!!

Please note that this only make sense if

- a) you understand the topic presented in the slides,
- b) you are willing to work yourself into the topic and to read some background material,
- c) you have excellent theoretical skills, and
- d) you are willing and capable to work independently on a challenging topic.

As a **reward**, there is a **high likelihood** that a **scientific publication** is the outcome.



Context:

- underwater image formation is affected by multiple effects, e.g., wave-length dependent attenuation
- Sea-Thru is a physics based approach for underwater image enhancement
- it is to be tested whether
 - it only generates nicer looking images or
 - it can also improve vision based methods like objectrecognition, mapping, etc.
- by checking feature (SIFT, SURF, ...) correspondences







information on Sea-Thru:

https://www.deryaakkaynak.com/sea-thru

https://towardsdatascience.com/sea-thru-removing-water-from-underwater-images-935288e13f7d

code:

https://github.com/hainh/sea-thru







Tasks:

- understand the theory behind Sea-Thru
- get the code running and apply it to test-datasets
- evaluate the potential of Sea-Thru for underwater machine vision, i.e.,
- test how many correct(!) correspondences of visual features (SIFT, SURF, ...) can be found in pairs of consecutive frames in underwater videos







Topics for the Literature Survey (State of the Art) Part

- Underwater Image Formation
- Underwater Vision and its Applications

video data that can be used for generating data-sets:

http://robotics.jacobs-university.de/TMP/BScTheses/data/Underwater-Valentin3D/

http://www.caddian.eu//CADDY-Underwater-Gestures-Dataset.html