Title: An introduction to computer vision tools for the digital humanities: How to Search, Compare, Classify and Annotate your images

Abstract: Computer vision has made rapid progress in recent years: images are now as readily searchable as text is in web search engines. In this presentation, we will introduce software tools that enable researchers to organise and search large collections of images instantaneously - by allowing search queries based on images (such as a building or a book illustration) or categories (such as "gothic-architecture" or "birds"). We will demonstrate how these tools are being used in many projects within humanities disciplines such as art and book history; film studies; archaeology and literature. Attendees will leave the session knowing how to match, differentiate, classify and annotate many kinds of images. Since these tools are open-source, researchers can freely use them for any purpose. Attendees will have the opportunity to book an appointment to get these tools installed on their personal laptop computer, or will be provided with instructions for doing so themselves.

Bios

The presenters are members of the Seebibyte Project in Oxford's Visual Geometry Group, a leading computer vision research group in the Department of Engineering Science.

Dr. Giles Bergel is Digital Humanities Research Ambassador in the Visual Geometry Group at the University of Oxford, and Teaching Fellow in Digital Humanities at University College London. As well as computer vision, his interests include text encoding, Linked Data and the study of early printed books.

Dr. Ernesto Coto is a Research Software Engineer in the Visual Geometry Group (VGG) at the University of Oxford. He has several years of experience developing software in academic and industry environments. His current research interests are Computer Vision, Machine Learning and Scientific Visualization.

Dr. Abhishek Dutta [hyperlink to https://abhishekdutta.org/] is a Research Software Engineer in the Visual Geometry Group (VGG) of the Department of Engineering Science at University of Oxford. He manages several interdisciplinary projects that use Computer Vision to address research questions in many disciplines such as the history of art, book

history, zoology, plant sciences and anthropology. He is also the maintainer and developer of many open source software tools developed at the Visual Geometry Group.