Al Applications Computer Vision & First Person Vision

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The vision story begins

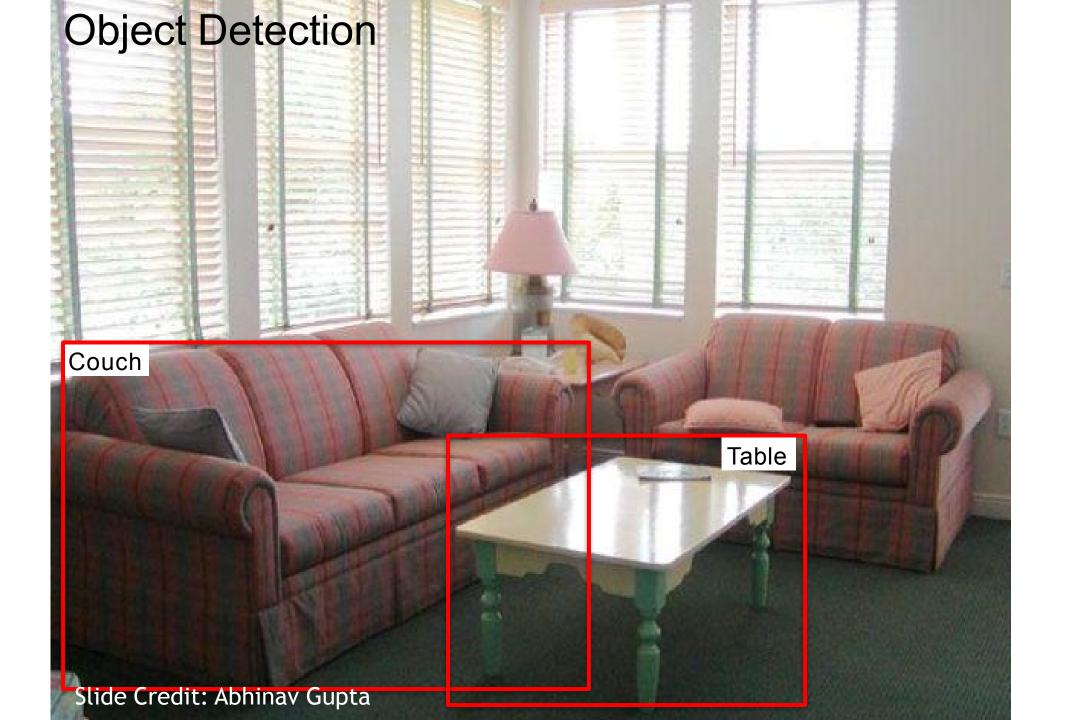
"What does it mean, to see? The plain man's answer (and Aristotle's, too) would be, to know what is where by looking."

-- David Marr, Vision (1982)

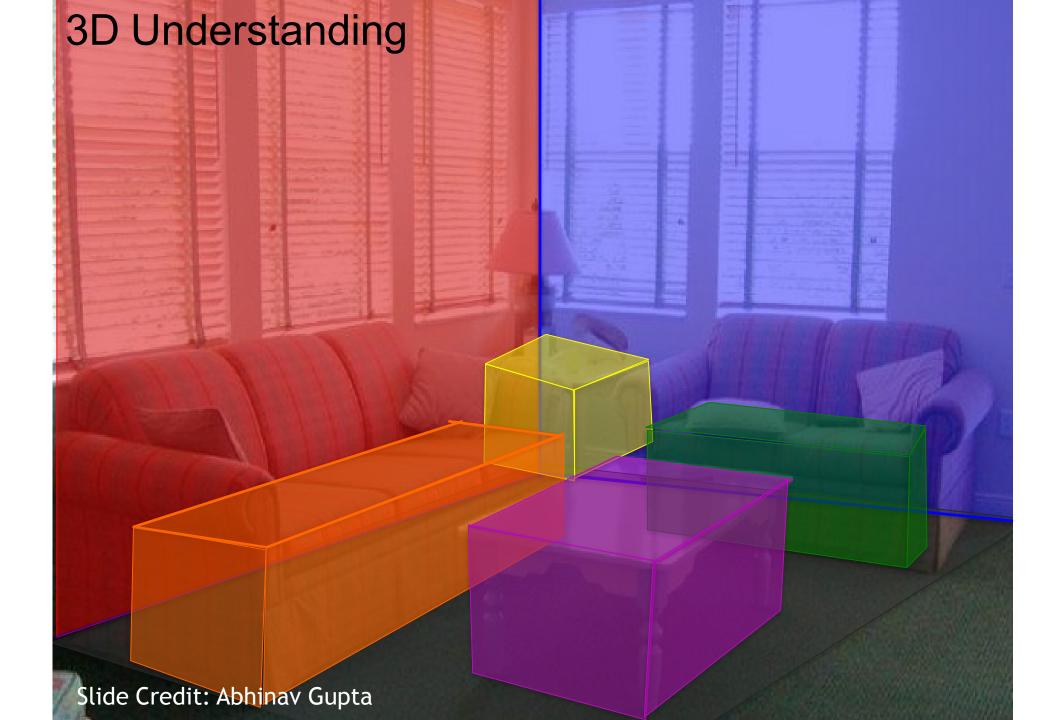
Computer vision deals with how computers can understand the contents in visual data, including images and videos.

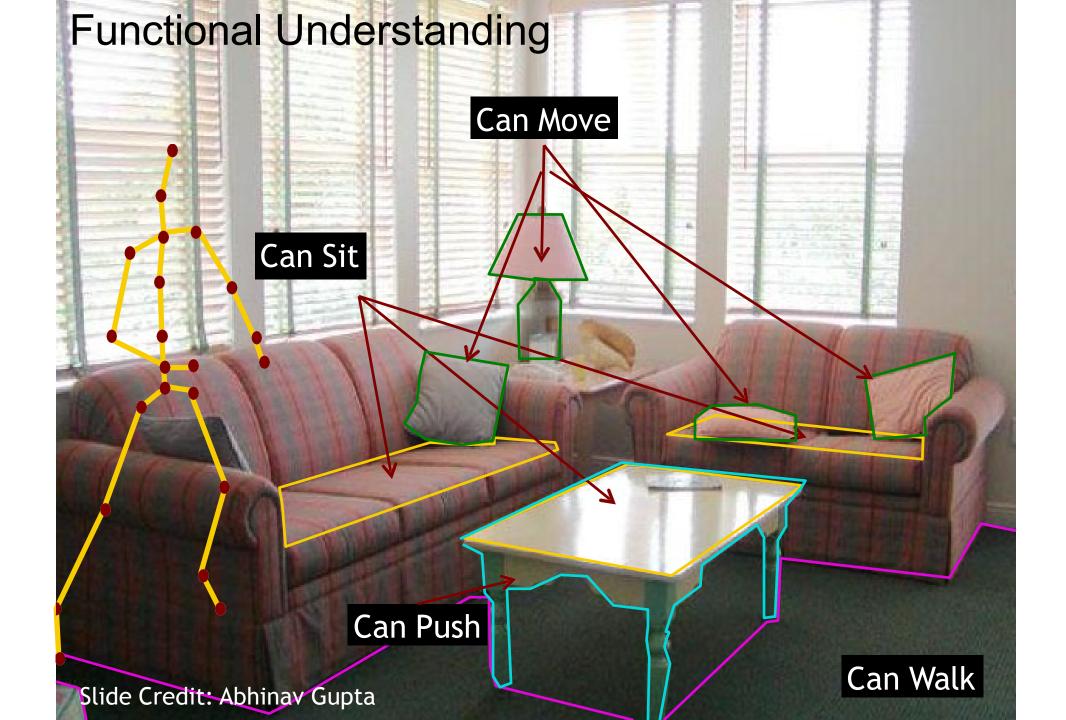




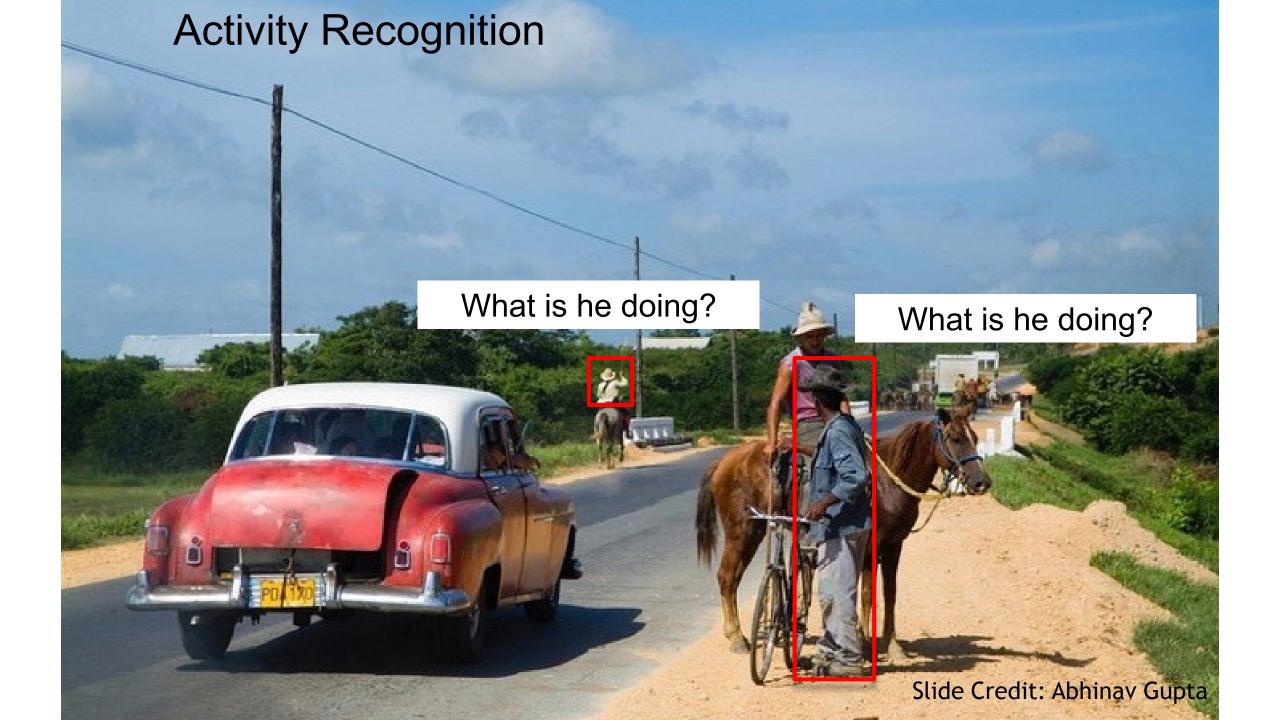












Interested in computer vision?

- CS 534: Computational Photography
- CS 766: Computer Vision
- BMI 767 / CS 767: Computational Methods for Medical Image Analysis
- BMI 826 / CS 838: Learning Based Methods in Computer Vision

First Person Vision (FPV): Automatic Analysis of First Person Videos



SMI



Google Glass



HoloLens



Tobii

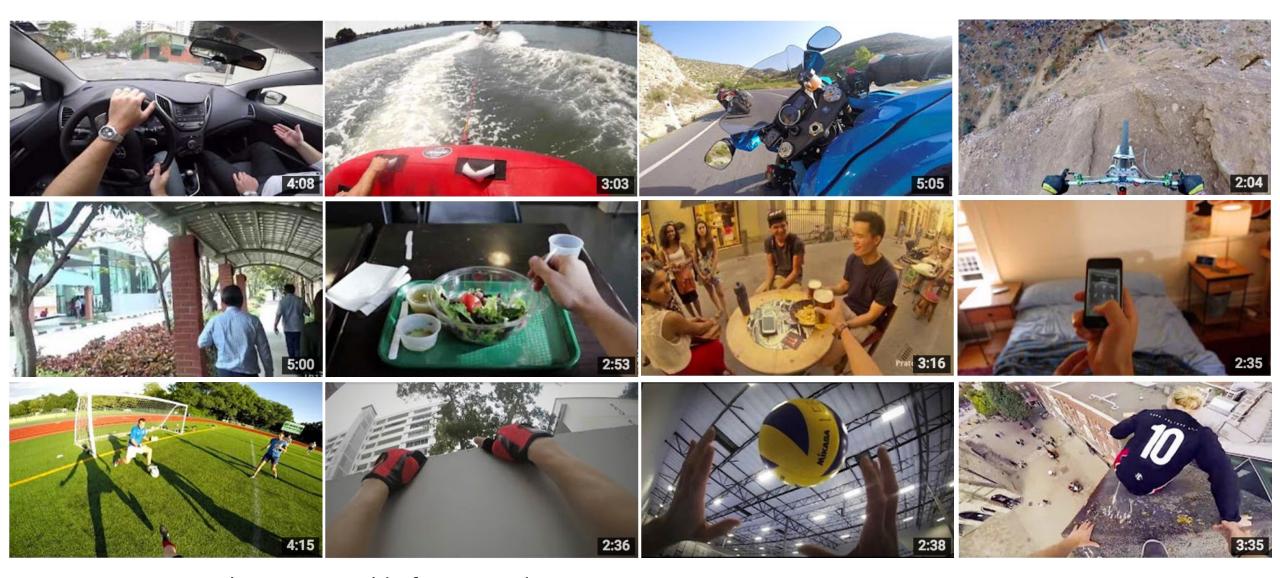


GoPro



Vuzix Blade

12% of Videos on Social Media are FPV



The Open World of Micro-Videos, Nguyen, Rogez, Fowlkes and Ramanan, ArXiv 2016

FPV: sensing our daily behavior

- What is the participant doing?
- How is the participant doing so?
- Most importantly, the health implications ...

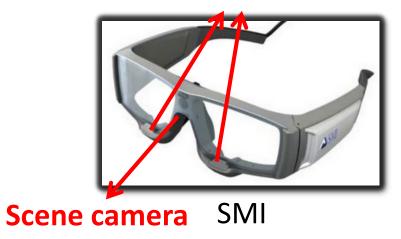






Wearable Eye Tracking

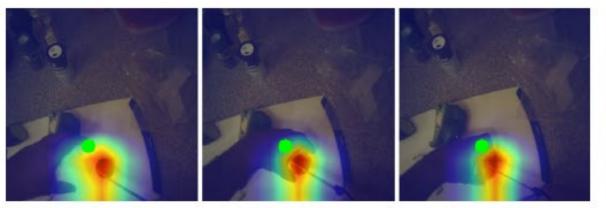
Eye tracking cameras





Action recognition & gaze estimation in FPV

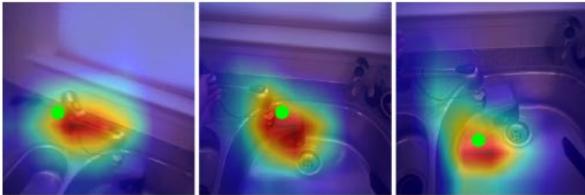
Predicted: Cut tomato GT: Cut tomato



Predicted: Take eating_utensil GT:

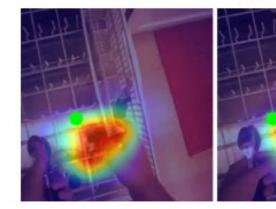
GT: Take eating_utensil

Predicted: Turn on faucet GT: Turn on faucet

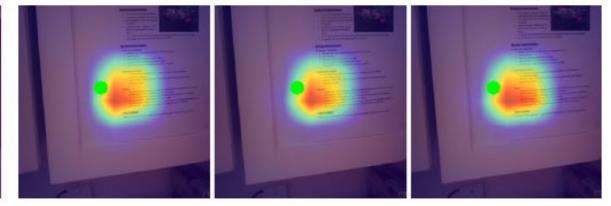


Predicted: Inspect/Read recipe GT: Inspect

GT: Inspect/Read recipe







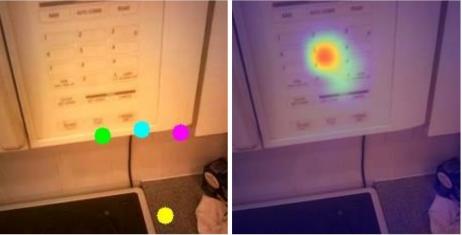
Action forecasting in FPV

Pred: Operate Stove GT: Operate Stove



Pred: Wash Coffee Cup GT: Wash Coffee Cup

Pred: Operate Microwave GT: Operate Microwave



Pred: Put Plate GT: Put Plate





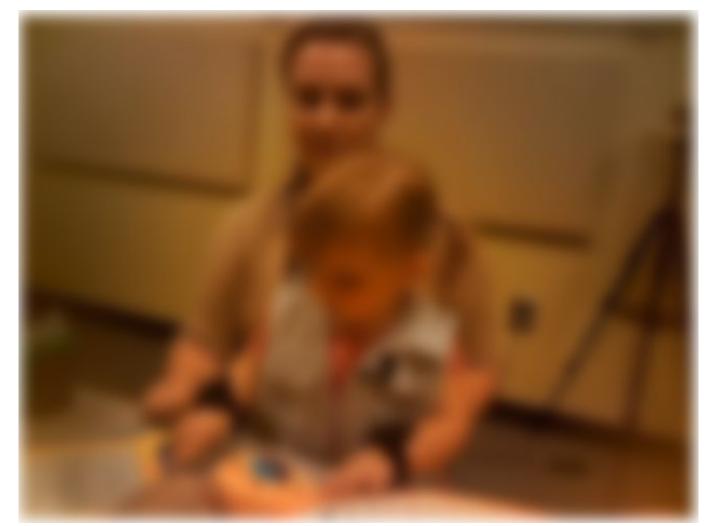


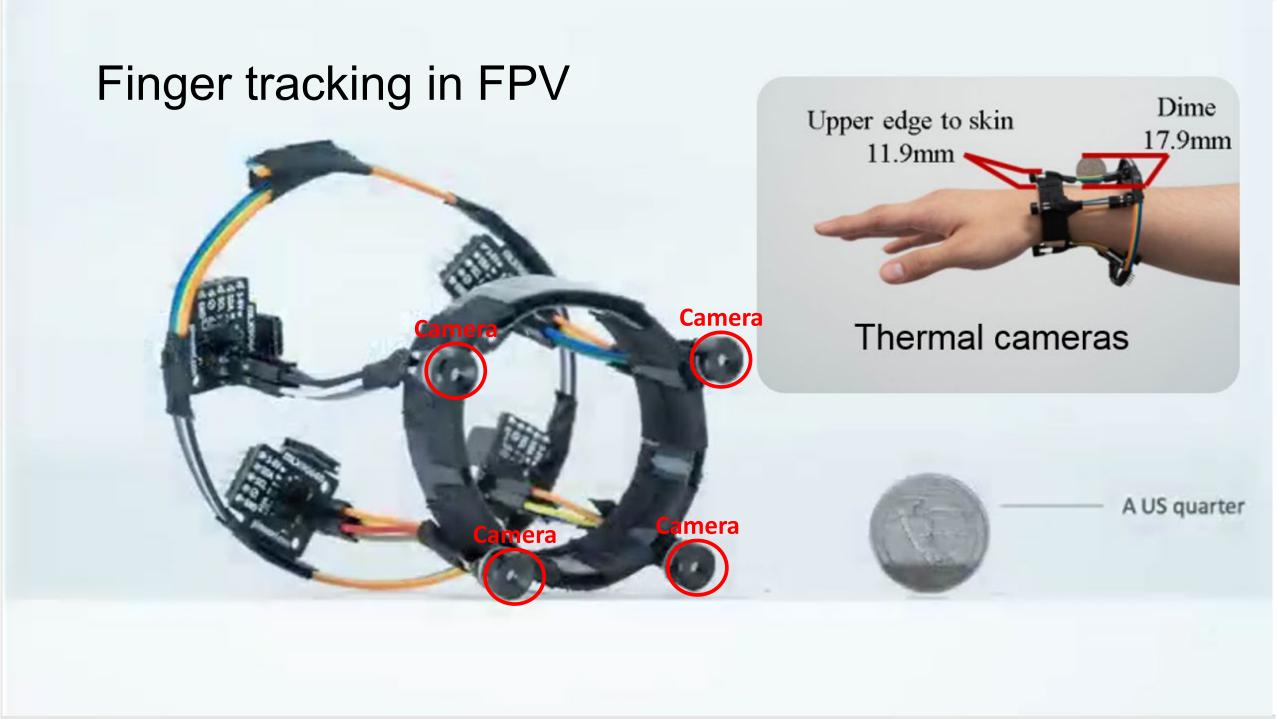


Eye contact detection in FPV



 Eye contact: important signal for developmental disorders





Reconstruction

Finger Pose generated by

FingerTrak

Yobionic hand driven by our sensor outputs

1

Thermal cameras

Left Right

After Synchronization



