CSGI

Y. Sato LAB.

[Computer Vision]

Center for Socio-Global Informatics

Visual Media Engineering

Department of Information and Communication Engineering, Graduate School of Information Science and Technology
Emerging Design and Informatics Course, Graduate School of Interdisciplinary Information Studies

http://www.hci.iis.u-tokyo.ac.jp/

Computer Vision for Sensing Human Behaviors and Assisting Human Interactions

Toward the development of information systems that can casually offer assistance to those who need it, we develop various computer vision techniques for sensing and understanding human behaviors including visual focus of attention and human interactions in real world. In addition, we have developed interactive systems for supporting human activities.

Understanding Human Attention and Activities

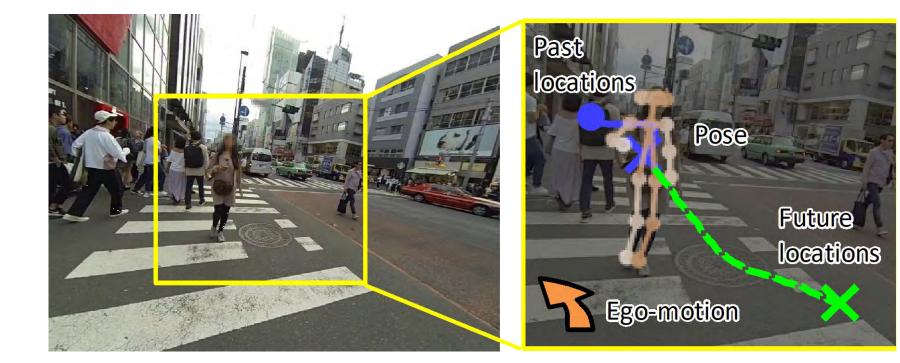Discovering objects of joint attention from multiple first-person videos

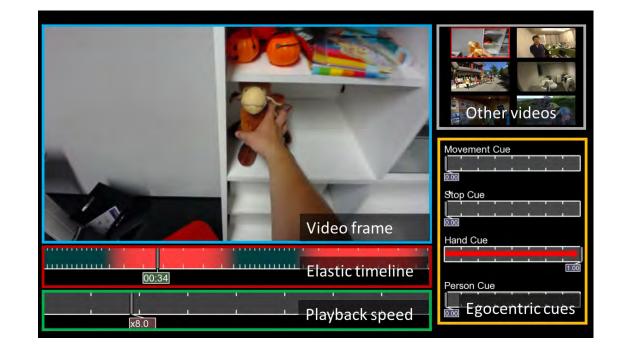Grasp recognition for first-person videos

Predicting gaze position in first-person videos
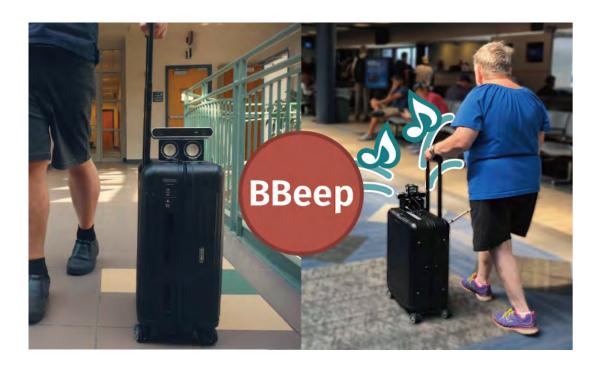
Recognizing and Supporting Human Interactions

Forecasting future locations of people in first-person videos

Ego-scanning interface for browsing first-person videos

A Sonic Collision Avoidance System for Blind Travellers

Institute of Industrial Science, The University of Tokyo