CSGI

Y. Sato LAB.

[Computer Vision]

Center for Socio-Global Informatics

Visual Media Engineering

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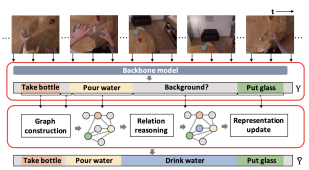
http://ut-vision.org/sato-lab/

Computer Vision for Sensing and Understanding Human Behavior

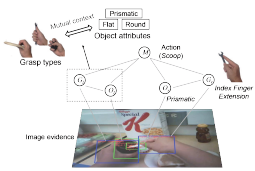
Computational understanding of human behavior in the real environment is essential for the realization of AI systems that can accompany people and provide them with necessary support when needed. In this laboratory, we specialize in computer vision, and are working on the development of technologies to acquire knowledge about interactions between people and objects, people and people, and people and environments, using different types of videos, such as first-person view videos captured by wearable cameras and fixed-view videos from cameras installed in the environment.

Action recognition

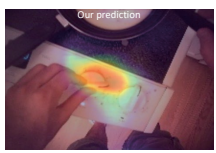


Action recognition
from first-person videos

Egocentric gaze estimation

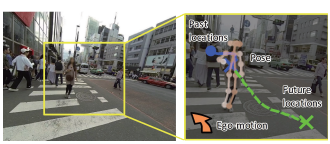


Recognizing hand-object interactions



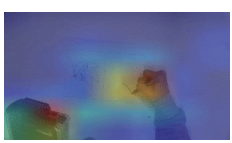
Estimating visual attention
from first-person videos

Anticipating human behavior

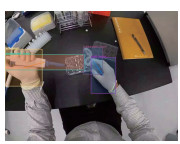


Future person localization
in first-person videos

Skill modeling and recognition



Skill-level estimation and visualization



Visual understanding of
biological experiments