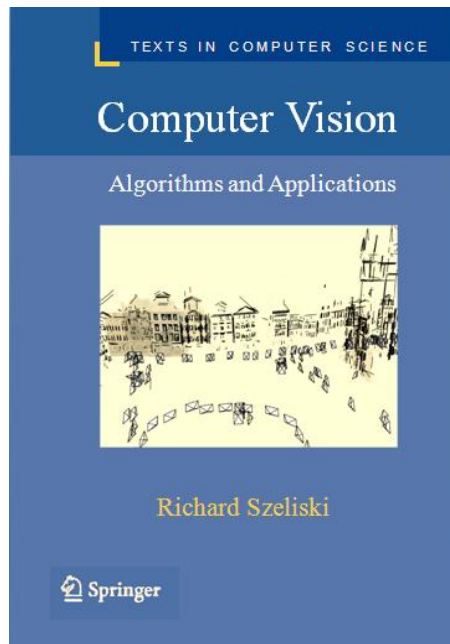


Vision-based Natural User Interfaces

Richard Szeliski
Principal Researcher
Microsoft Research

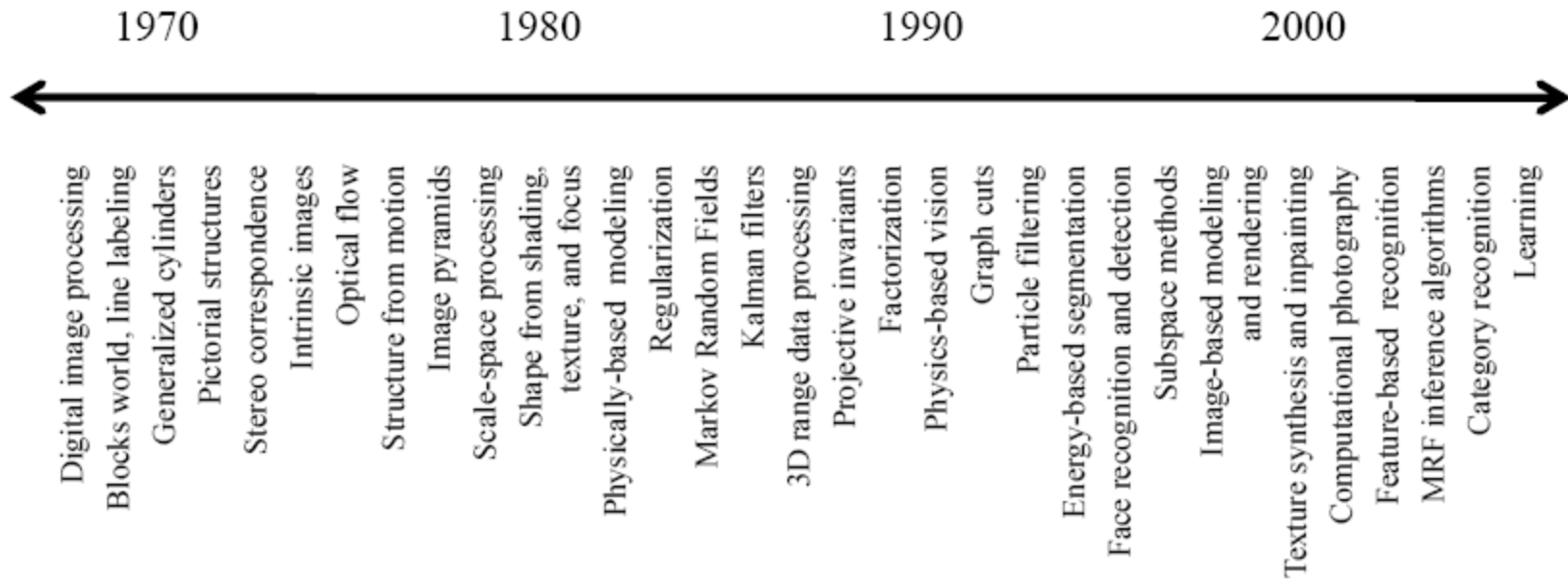
A Brief History of Computer Vision



A Brief History of Computer Vision

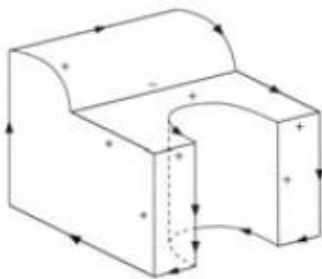
1970s. When computer vision first started out in the early 1970s, it was viewed as the visual perception component of an ambitious agenda to mimic human intelligence and to endow robots with intelligent behavior. At the time, it was believed by some of the early pioneers of artificial intelligence and robotics (at places such as MIT, Stanford, and CMU) that solving the “visual input” problem would be an easy step along the path to solving more difficult problems such as higher-level reasoning and planning. According to one well-known story, in 1966, Marvin Minsky at MIT asked his undergraduate student Gerald Jay Sussman to “spend the summer linking a camera to a computer and getting the computer to describe what it saw” (Boden 2006, p. 781).⁵ We now know that the problem is slightly more difficult than that.⁶

A Brief History of Computer Vision

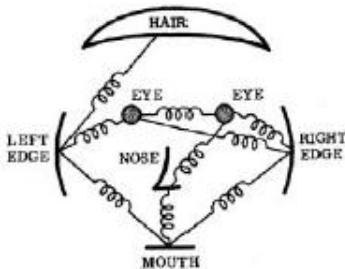


A Brief History of Computer Vision

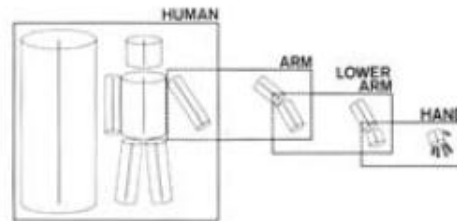
1970s



(a)



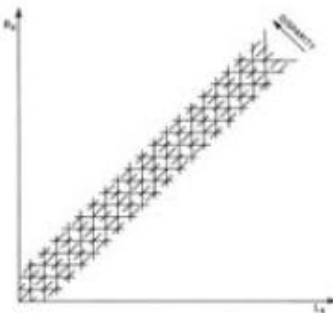
(b)



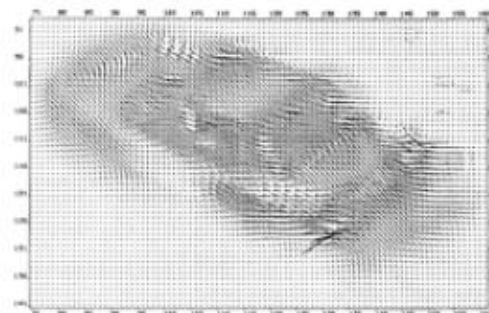
(c)



(d)



(e)



(f)

A Brief History of Computer Vision

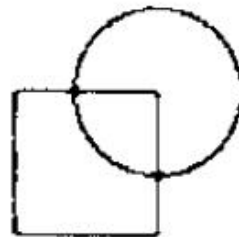
1980s



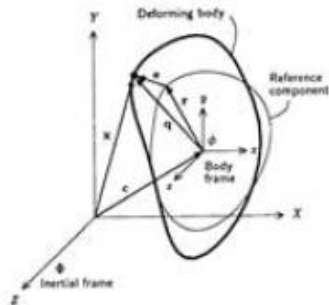
(a)



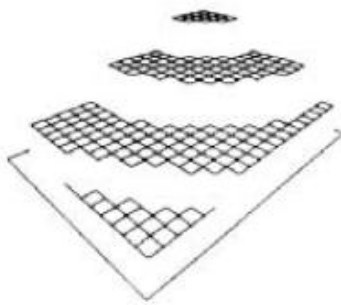
(b)



(c)



(d)



(e)



(f)

A Brief History of Computer Vision

1990s



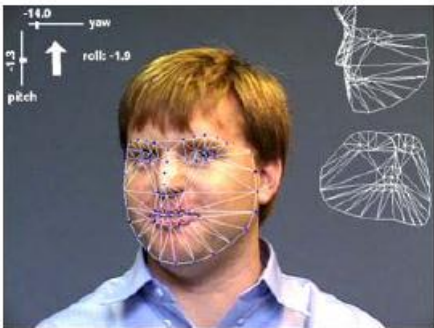
(a)



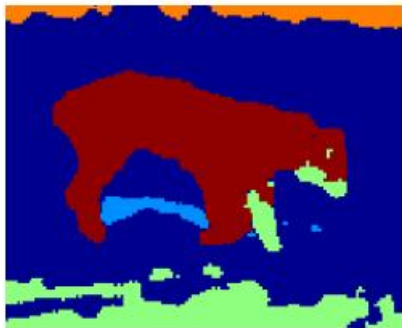
(b)



(c)



(d)



(e)



(f)

A Brief History of Computer Vision

2000s



(a)



(b)



(c)



(d)



(e)



(f)

A Brief History of Computer Vision

1970

1980

1990

2000

Digital image processing

Blocks world, line labeling

Generalized cylinders

Pictorial structures

Stereo correspondence

Intrinsic images

Optical flow

Structure from motion

Image pyramids

Scale-space processing

Shape from shading,
texture, and focus

Physically-based modeling

Regularization

Markov Random Fields

Kalman filters

3D range data processing

Projective invariants

Factorization

Physics-based vision

Graph cuts

Particle filtering

Energy-based segmentation

Face recognition and detection

Subspace methods

Image-based modeling

and rendering

Texture synthesis and inpainting

Computational photography

Feature-based recognition

MRF inference algorithms

Category recognition

Learning

Massive data

Outline

Computer vision and machine learning techniques are maturing and having major impact:

1. 3D body tracking [Kinect]
2. Medical image segmentation [Amalga]
3. Object (product) recognition [Bing Vision]
4. Multi-image matching and navigation [Photosynth]

Massive (Internet) data is playing a key role

1. Body part recognition for Kinect

Jamie Shotton
Microsoft Research Cambridge
FG 2011 & CVPR 2011

2. Medical Image Segmentation

Antonio Criminisi
Microsoft Research Cambridge

To find out more...

9:00–10:30	Breakout Sessions	
	Session: Medical Visualization Medical Imaging on the Microsoft Platform Session Chair: Rick Benge, Microsoft Research Presentations: ■ Advanced Medical Imaging Research at Microsoft and its Applications on Product Groups—Khan Siddiqui, Microsoft ■ Inner Eye: Toward a Computational Platform for Imaging Metadata—Steve White, Microsoft ■ Applications of Advanced Semantic Tagging in Clinical Settings—David Haynor, University of Washington Analysis and metadata extraction and from medical image data represent significant computational challenges, but current open source efforts in the field of medical imaging focus on sharing code rather than sharing information. A common platform enabling researchers to benchmark and integrate very different analysis techniques in a common environment, and exchange both data and analyses on the web, would greatly accelerate research in this area. In this session, the speakers will present three different aspects of how Microsoft and its partners are addressing these challenges in terms of research, development, and real-world deployment.	Rainier

3. (Mobile) Object Recognition

Larry Zitnick
Microsoft Research Redmond

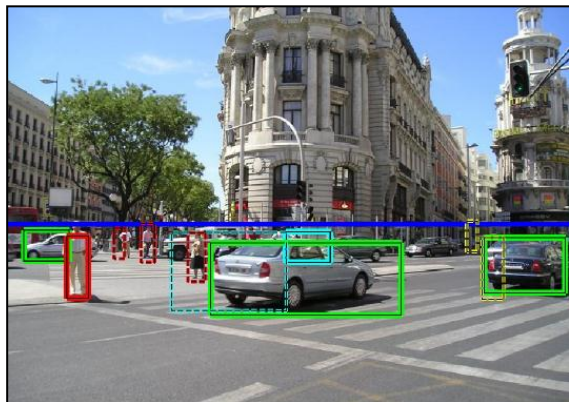
David Nister
Bing Vision

Object Recognition

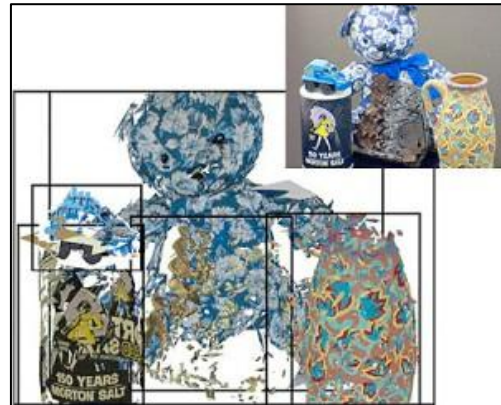
- Detecting and localizing objects in images



Lowe IJCV 04

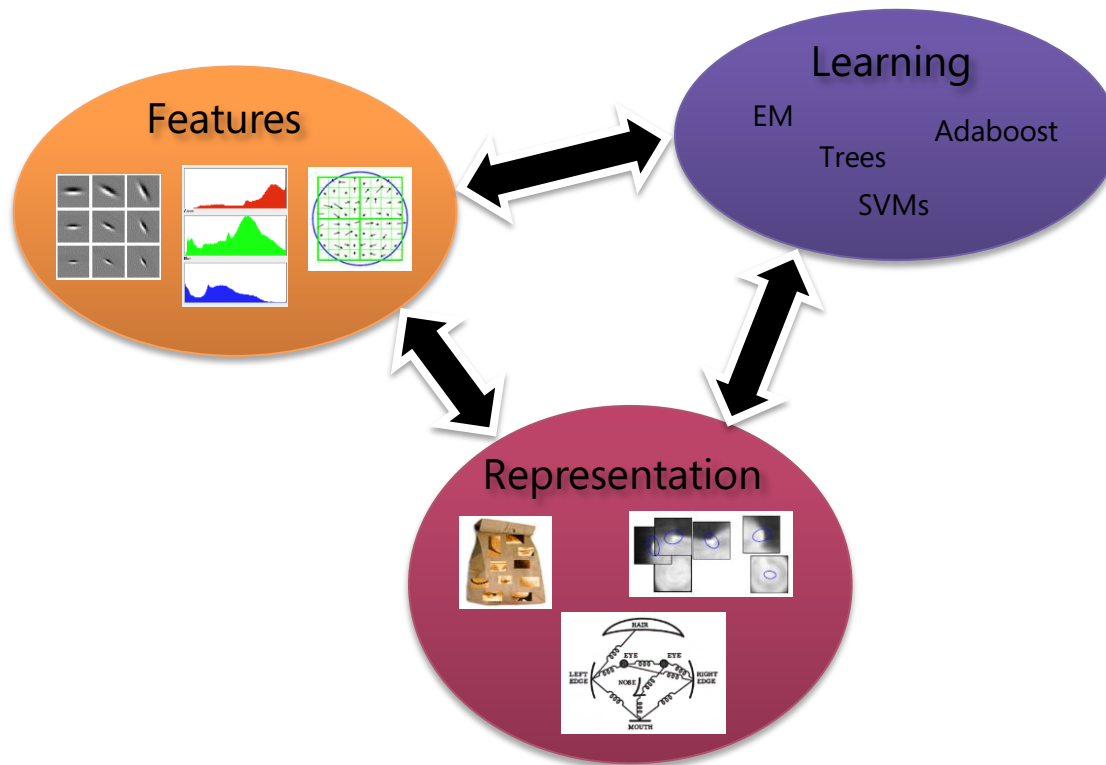


Hoiem et al. CVPR 06

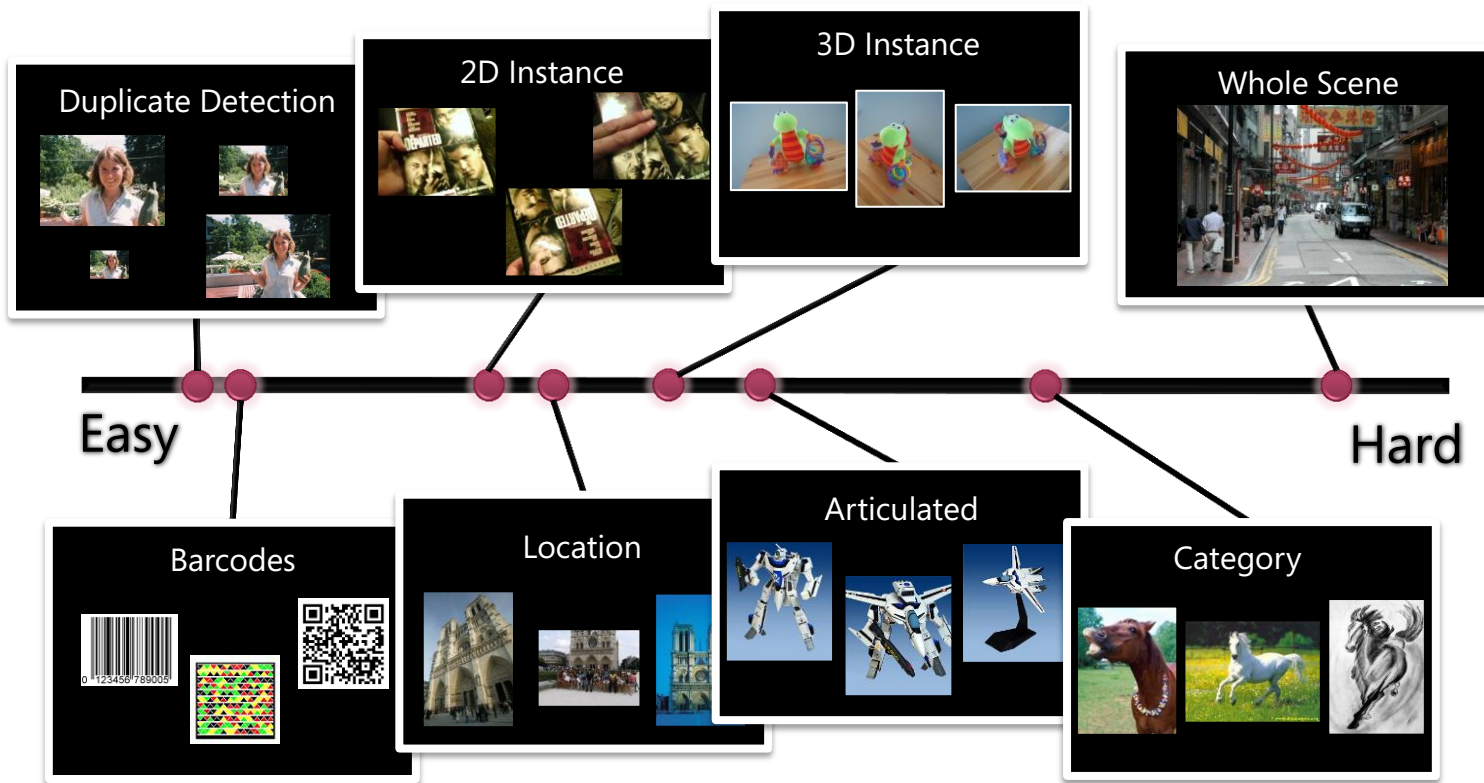


Rothganger et al. IJCV 06

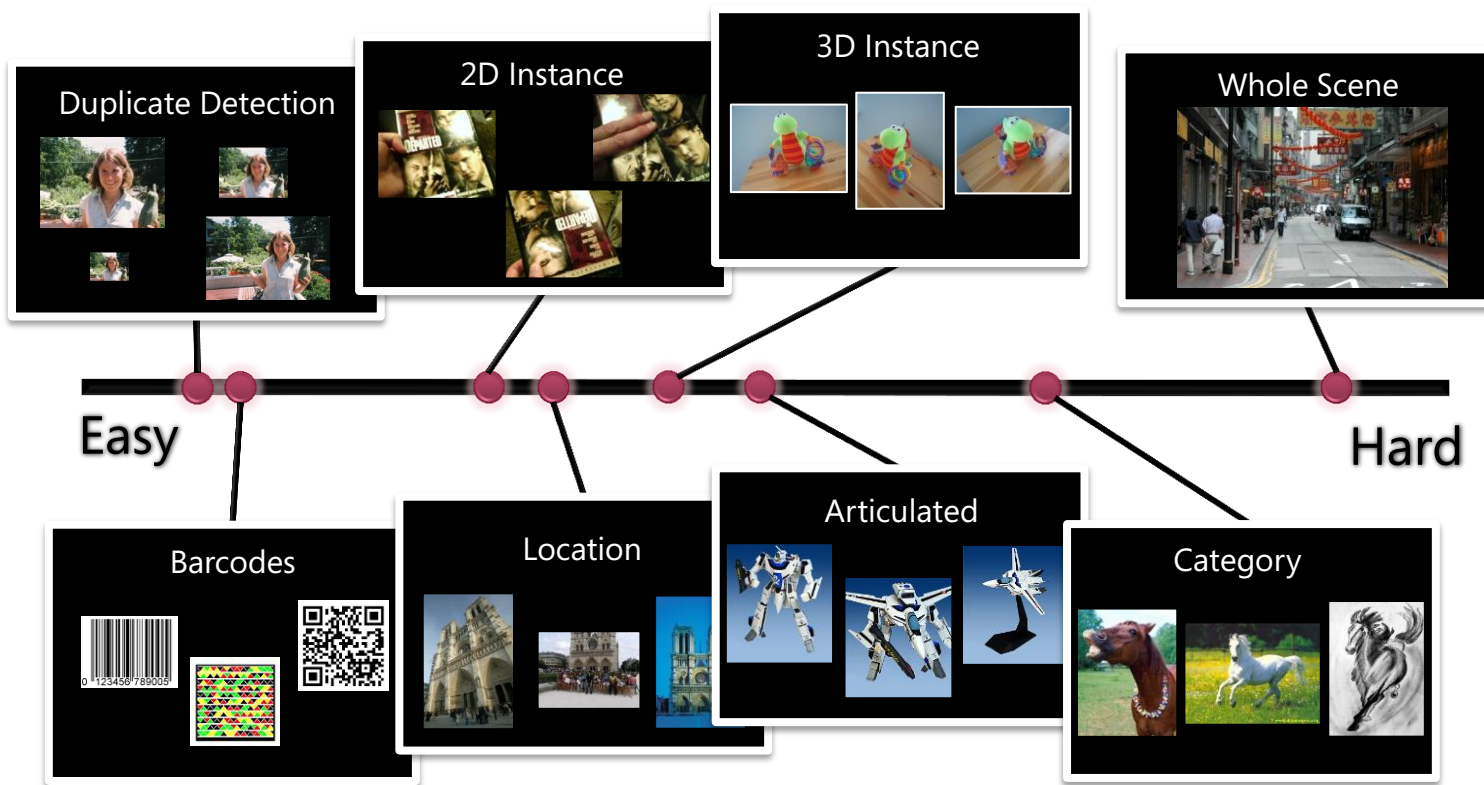
Problems



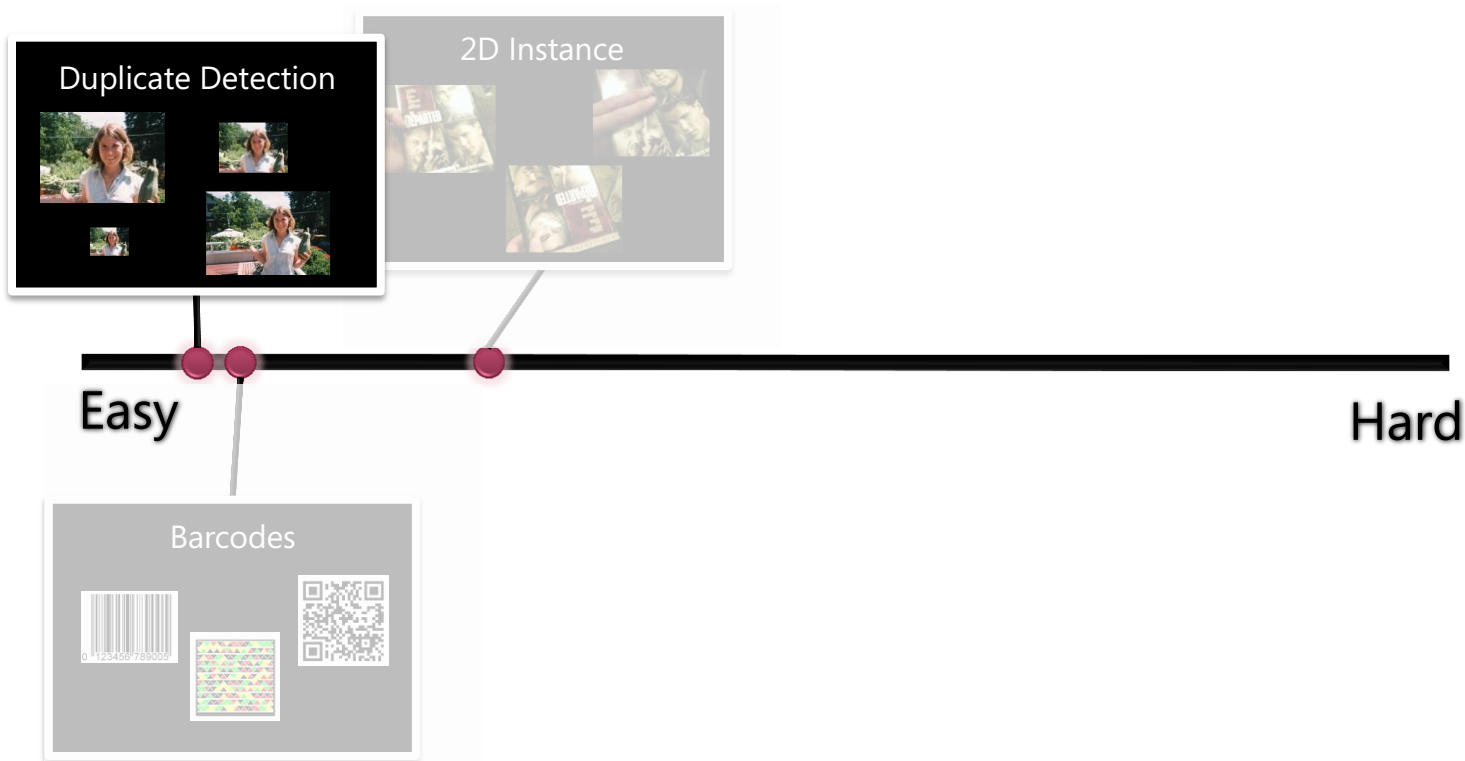
Spatial Complexity



Lincoln (Live Labs → Bing Mobile)



Near Duplicate Detection



Near Duplicate Detection

Are these images the same?



Near Duplicate Detection

Why is duplicate detection important?

- Increase search relevance
- Copyright search
- Remove illegal images



PhotoDNA

In 2009, Microsoft, working with Dartmouth College, developed PhotoDNA, a technology that aids in finding and removing some of the “worst of the worst” images of child sexual exploitations from the Internet. Microsoft donated the PhotoDNA technology to the National Center for Missing & Exploited Children (NCMEC), who established a PhotoDNA-based program for online service providers to help disrupt the spread of child pornography online. Over the next year, Microsoft, working with NCMEC, implemented a gradual rollout of PhotoDNA on Bing, SkyDrive and Hotmail services. In early 2011, Facebook joined Microsoft in sublicensing the technology for use on its network. It is our hope that other online service providers will follow Microsoft and Facebook’s lead in adopting this game-changing technology.

Facebook Implements Microsoft’s PhotoDNA Technology

May 19, 2011

Facebook adopts PhotoDNA and joins Microsoft and The National Center for Missing & Exploited Children to disrupt the proliferation of online child exploitation.



Blog: 500 Million Friends Against Child Exploitation



Blog: Facebook To Use Microsoft’s PhotoDNA Technology to Combat Child Exploitation



Video: The Next Chapter in Protecting Children Online

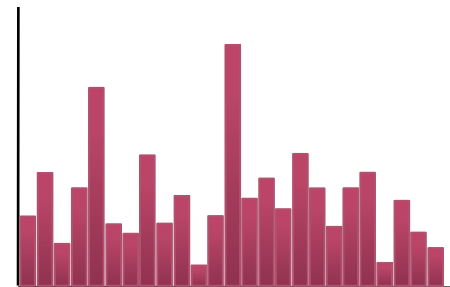
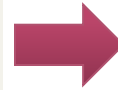
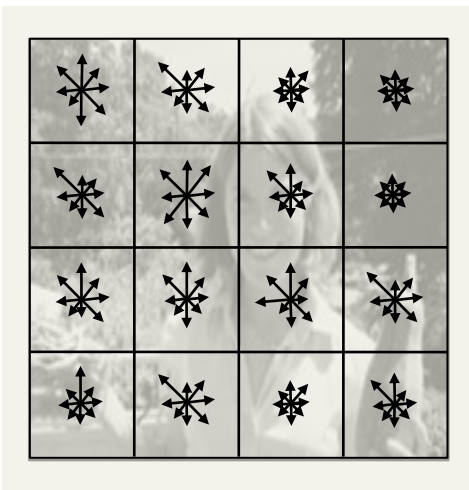


Interactive: Join the Facebook live event, May 20, 3 pm EDT



Approach

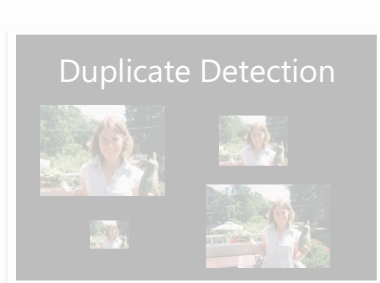
- Speed is most important



Fuzzy Hash

95% found
1 in 100 million false positives

2D Object Instance Recognition



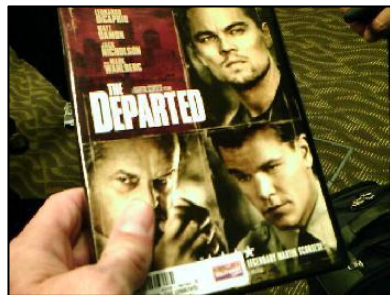
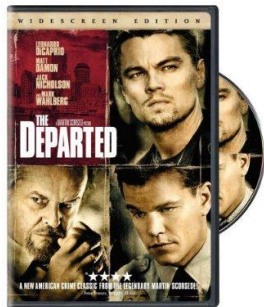
Easy

Hard



2D Object Instance Recognition

Is this the same planar object?



2D Object Instance Recognition

Why is this interesting?

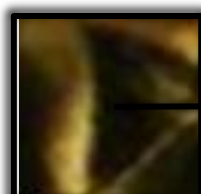
- Recognize real world objects
- Search using images
- Add metadata to images



Approach

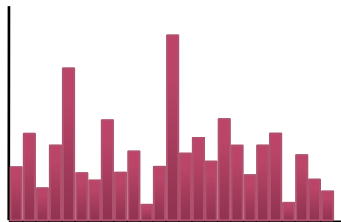


Find interest points

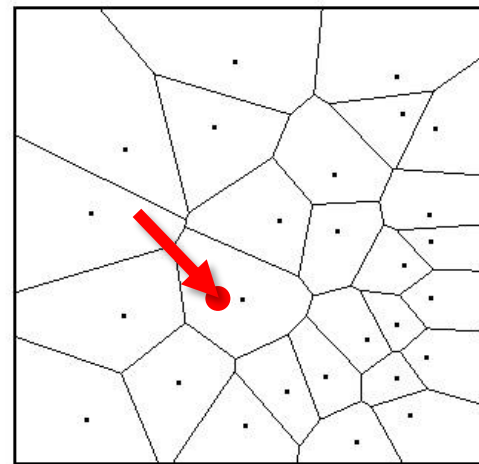


Extract patches

Approach



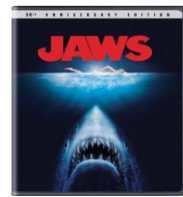
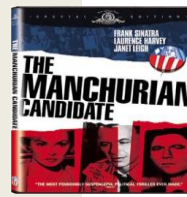
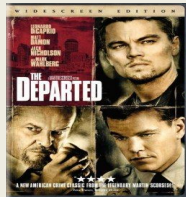
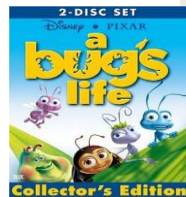
Compute descriptors



Quantize

kd-tree
vocabulary tree

Approach

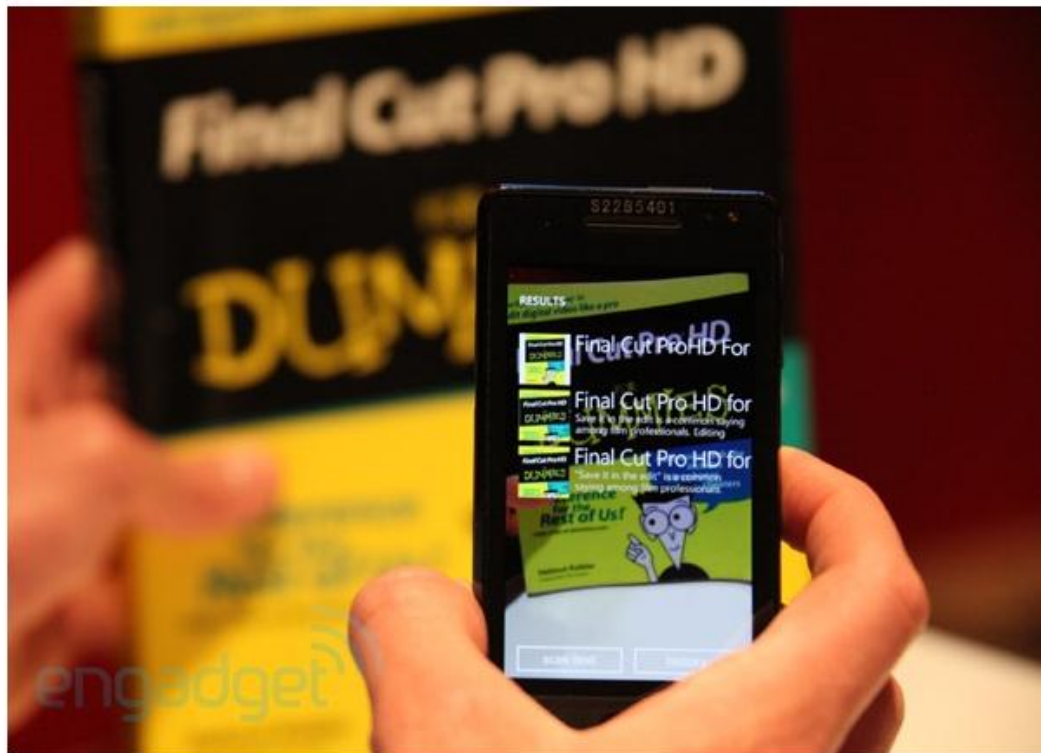


0	3	0	1	1

Windows Phone Mango and Bing Vision hands-on

By Tim Stevens  posted May 24th 2011 12:43PM

HANDS-ON



Object Recognition Landscape



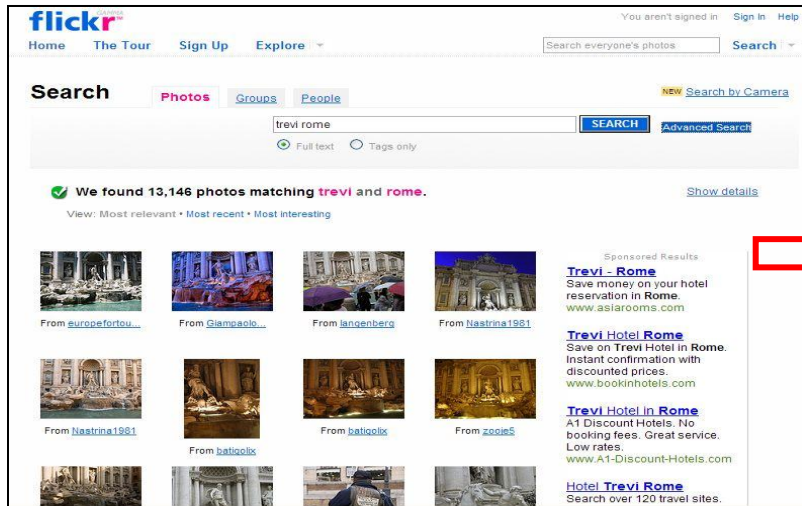
4. Internet Images

Noah Snavely
Cornell

+ ...

Photo Tourism

[Snavely, Seitz, Szeliski, SIGGRAPH 2006]



Images on the Internet

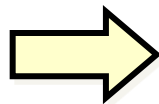


Computed 3D structure

Photo Tourism overview



Input photographs



Scene
reconstruction



Relative camera positions
and orientations

Point cloud

Sparse correspondence

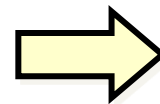


Photo Explorer

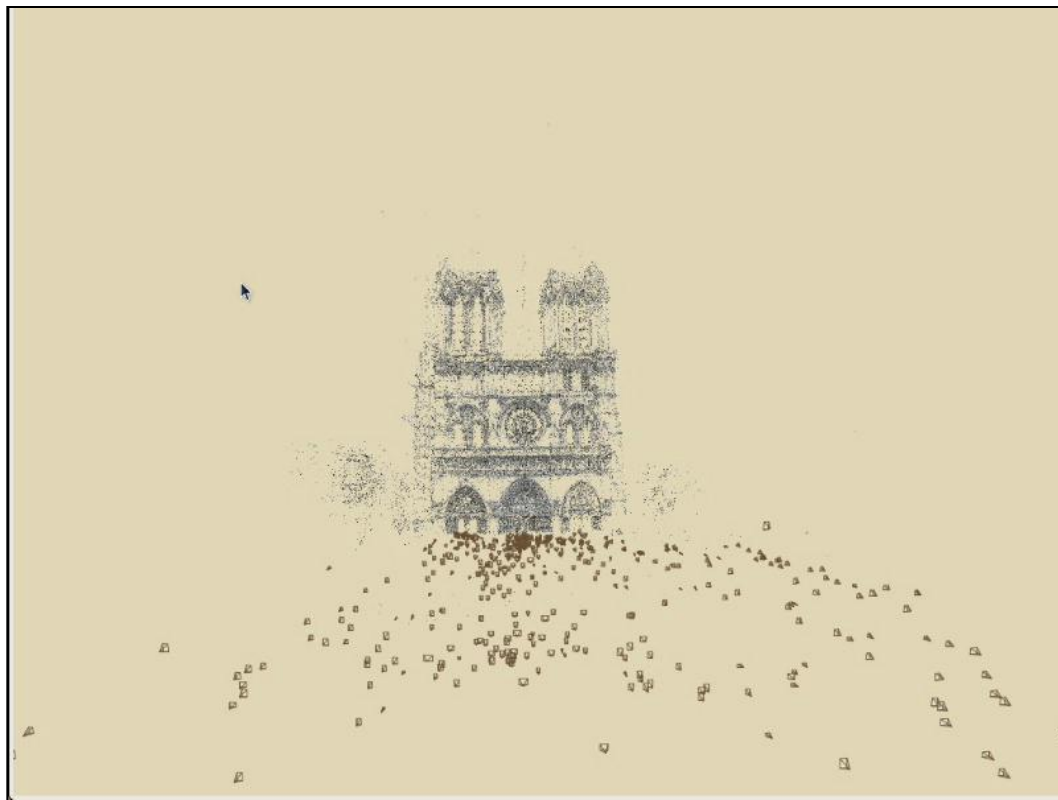
Incremental structure from motion



Navigation: Prague Old Town Square



Annotations: Notre Dame



Microsoft Photosynth

The screenshot displays the Microsoft Photosynth web application. At the top, the Microsoft Photosynth logo is on the left, and navigation links for Home, Explore, About, and My Photosynths are in the center. A search bar and links for Sign Out and Upload are on the right. The main content area features a 3D model of the Pyramid of Menkaure, with a wireframe overlay showing the stitching process. Above the model, the title 'Pyramid of Menkaure' is displayed, along with the source 'National Geographic', the date '9/29/2008', and the view count '2062 Views'. To the right of the model, statistics show '47 PHOTOS', '100% SYNTHY', '0' comments, and '2' stars. Below the model is a control bar with navigation and zoom icons. On the right side of the interface, there is a section titled 'Use your camera to stitch the world.' followed by a list of categories: Towers, Collections, Museums, National Parks, Markets, Forests, Insects, Archaeology, Galleries, Aerial Views, and Bridges. Below this list, it says 'Browse the best Photosynths uploaded in the last 7 days, or of all time.' and 'You can also explore the world of Photosynth on Bing Maps.' At the bottom of the page, there are five icons with corresponding text: 'Create your Synth' (camera icon), 'About Photosynth' (leaf icon), 'Explore Synths' (cityscape icon), 'Latest Synth News' (document icon), and 'Discussion Forum' (speech bubble icon).

Microsoft® Photosynth™ Home | Explore | About | My Photosynths Search Sign Out Upload

Pyramid of Menkaure 47 100% 0 2
National Geographic 9/29/2008 2062 Views PHOTOS SYNTHY

Use your camera to stitch the world.

See the amazing 3D results for:

- Towers
- Collections
- Museums
- National Parks
- Markets
- Forests
- Insects
- Archaeology
- Galleries
- Aerial Views
- Bridges

Browse the best Photosynths uploaded in the last 7 days, or of all time.

You can also explore the world of Photosynth on Bing Maps.

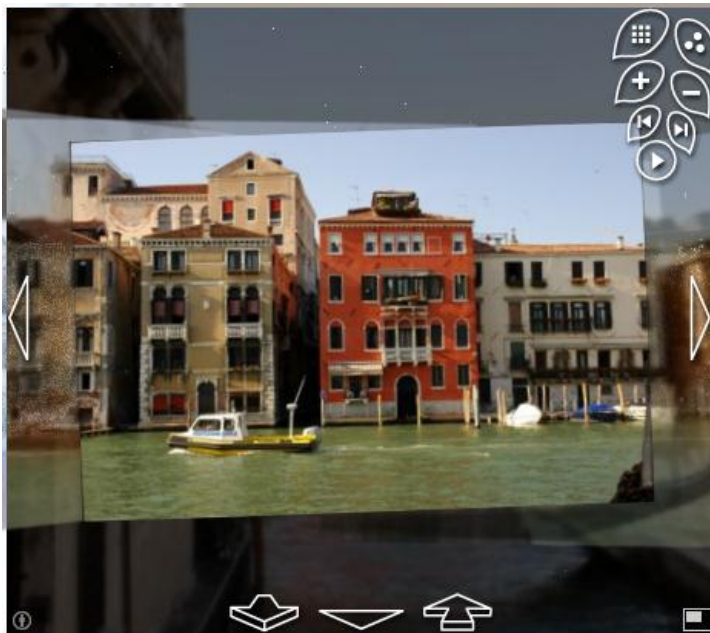
Create your Synth About Photosynth Explore Synths Latest Synth News Discussion Forum

<http://photosynth.net/>

Microsoft Photosynth

- 3D reconstruction
- Multi-resolution streaming & zooming
- Quad-based exploration
- Community photo sharing

<http://photosynth.net/>



How well does this (Internet) scale?

Scene summarization for online photo collections

[Simon, Snavely, Seitz, ICCV 2007]

flickr Signed in as Jimantha Help Sign Out

Home You Organize Contacts Groups Explore Search everyone's photos Search

Search Photos Groups People

Everyone's Photos pantheon rome SEARCH Advanced Search Search by Camera

Full text Tags only

Can't see your photos? Find out why...

We found **29,504 results** for photos matching **pantheon** and **rome**. View as slideshow

View: Most relevant • Most recent • Most interesting Show: Details • Thumbnails

Sponsored Results

Pantheon Hotels In Rome - Save 75%
Book **Pantheon** Hotels Online. Save Up To 75% Off Standard Rates.
www.Priceline-Europe.com/pantheon

Pantheon - Free Download
Download **Pantheon** free when you try GamePass.
www.realarcade.com/download

Hotel Pantheon - Rome
Pay 75% Less if you book Online. No reservation costs. Pay at Hotel.
www.caupona.net/Rome

Hotel Pantheon - Rome
Save up to 75% when you book Hotel **Pantheon** in

From [georgegoodm...](#)

From [BRUNO MENDEZ...](#)

From [d_cherubini](#)

From [Pirvy](#)

From [marklsto](#)

From [zooje5](#)

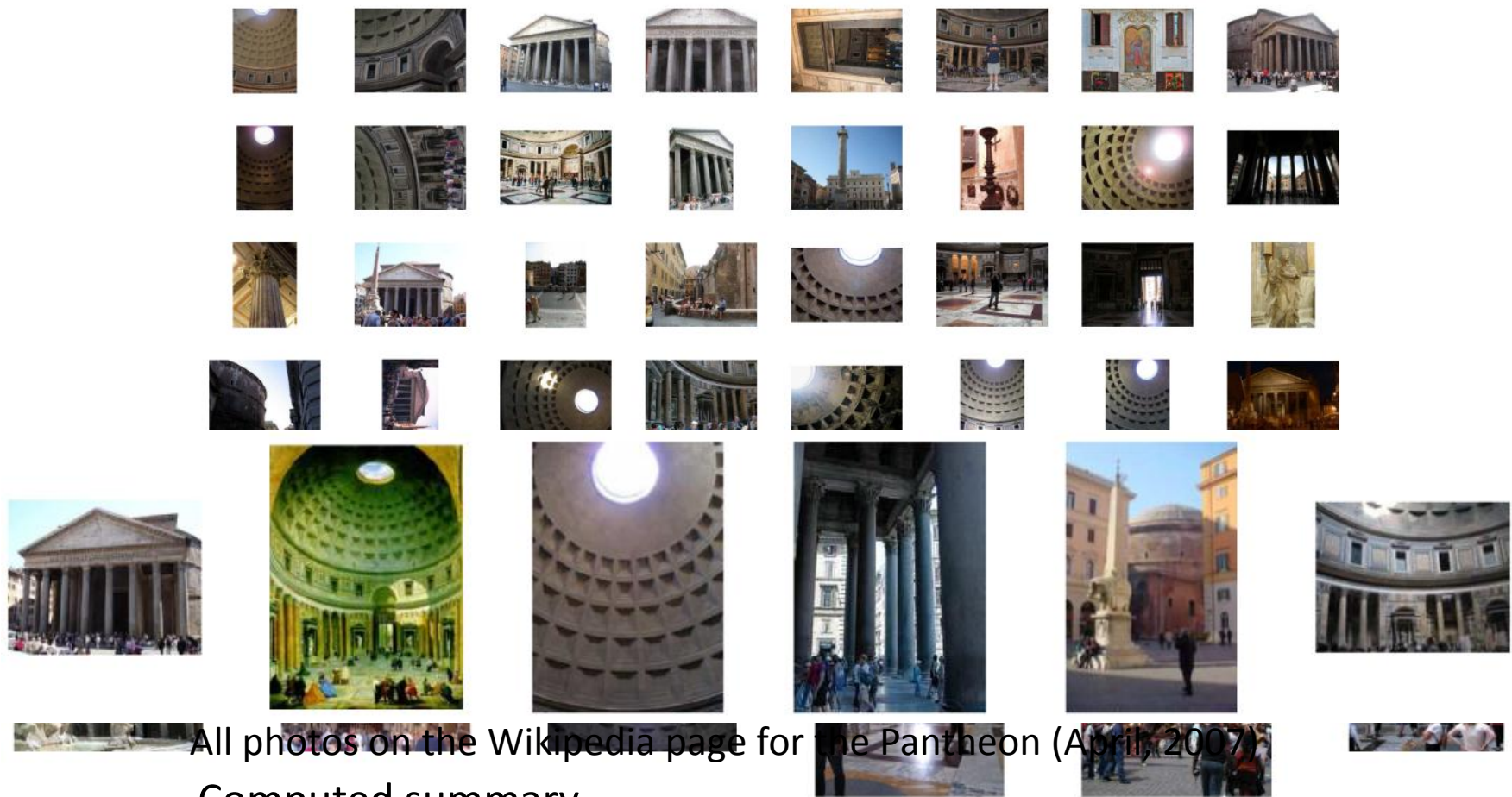
From [Andrei S](#)

From [batigolix](#)

From [batigolix](#)

From [batigolix](#)

From [batigolix](#)

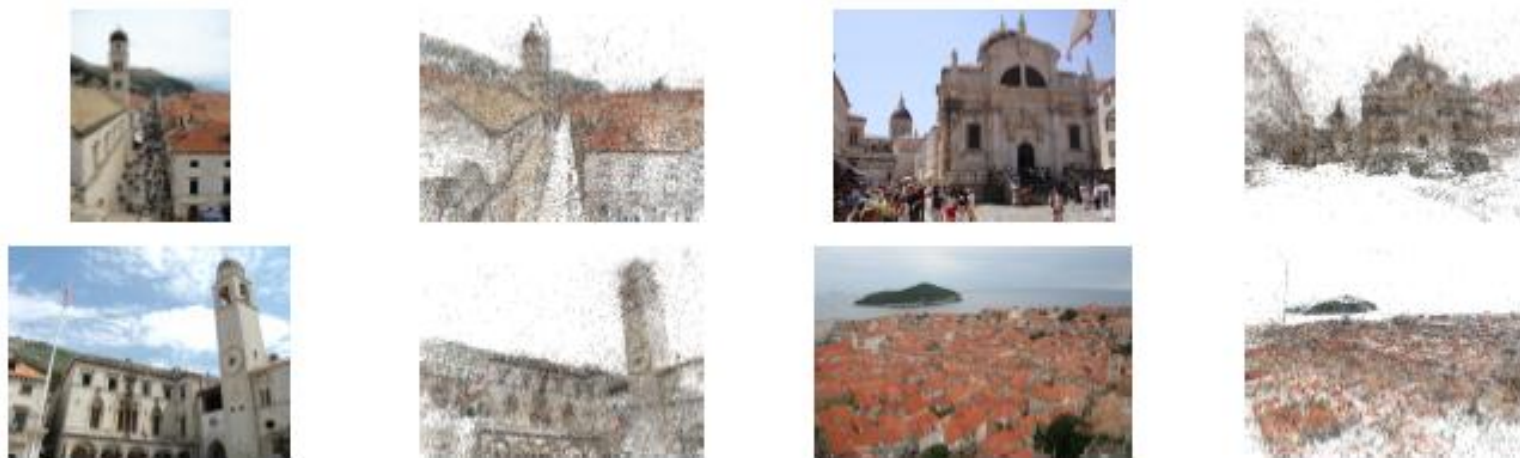


Building Rome in a Day

Sameer Agarwal, Noah Snavely,
Ian Simon, Steven M. Seitz,
Richard Szeliski
ICCV'2009



Results: Dubrovnik



(a) Dubrovnik: Four different views and associated images from the largest connected component. Note that the component captures the entire old city, with both street-level and roof-top detail. The reconstruction consists of 4,585 images and 2,662,981 3D points with 11,839,682 observed features.

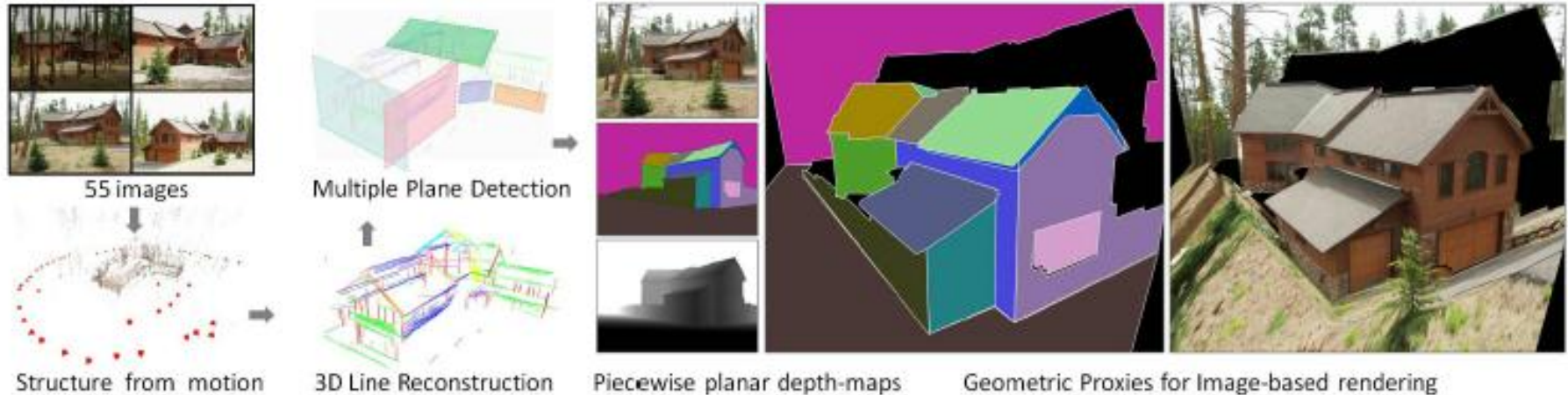


What about “real” 3D?

Piecewise Planar Stereo for Image-based Rendering

[Sinha, Steedly, and Szeliski. ICCV 2009]

Per-image piecewise-planar proxies



View Interpolation

Examples



Channel 9

BROWSE

FORUMS

CODING4FUN

EVENTS

Search this site



Blogs

TechFest 2011: 3D Scanning with a regular camera or phone!

Posted: Mar 09, 2011 at 6:39 PM

By: [Laura Foy](#)

★★★★★ (3) | 44,866 Views | 14 Comments

Avg Rating: 5

Tweet 57

Share 73



< > embed

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Right click "Save as..."

High Quality WMV

(PC, Xbox, MCE)

MP3

(Audio only)

WMA

(Audio only)

Mid Quality WMV

(Lo-band, Mobile)

High Quality MP4

(iPad, WP7)

MP4

(iPod, Zune HD)

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JSMeter:
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Mathematical.

3-D television is creating a huge buzz in the consumer space, but the generation of 3-D content remains a largely professional endeavor. Our research demonstrates an easy-to-use system for creating photorealistic, 3-D-image-based models simply by walking around

What about “regular” Internet Images?

ImageNet is an image database organized according to the **WordNet** hierarchy (currently only the nouns), in which each node of the hierarchy is depicted by hundreds and thousands of images. Currently we have an average of over five hundred images per node. We hope ImageNet will become a useful resource for researchers, educators, students and all of you who share our passion for pictures. Click [here](#) to learn more about ImageNet, [Click here](#) to join the ImageNet mailing list.

SEARCH



What do these images have in common? *Find out!*

Internet Computer Vision



COMP 790-096: Computer Vision

Fall 2007, Tuesdays 3:30-4:30, S

Instructor: [Svetlana Lazebnik](#) (U

Quick links: [presentation sched](#)



Second IEEE Workshop on Internet
CVPR 2009)

Program

[IV Home Page](#)

[Workshop Home](#)

[Areas of Interest](#)

[Program](#)

Workshop Home

General Chairs

Thomas S. Huang, *UIUC*
Harry Shum, *MSR*

Program Chairs

Shai Avidan, *Adobe Research*
Simon Baker, *MSR*
Ying Shan, *Microsoft AdCenter Labs*

Computer Vision and the Internet (09w5126)

Arriving Sunday, August 30 and departing Friday September 4, 2009



Proceedings of the IEEE

AUGUST 2010 / VOL. 98 / NO. 8

CONTENTS

SPECIAL ISSUE

INTERNET VISION

Edited by S. Avidan, S. Baker, and Y. Shan

1370 Scene Reconstruction and Visualization From Community Photo Collections

By N. Snavely, I. Simon, M. Goesele, R. Szeliski, and S. M. Seitz

| INVITED PAPER | Recent progress is described in digitizing and visualizing the world from data captured by people taking photos and uploading them to the web.

1391 Infinite Images: Creating and Exploring a Large Photorealistic Virtual Space

By B. Kaneva, J. Sivic, A. Torralba, S. Avidan, and W. T. Freeman

| INVITED PAPER | This proposed system uses 3-D-based navigation to browse large

DEPARTMENTS

1363 POINT OF VIEW

Cyber-Physical
Systems: Close
Encounters Between
Two Parallel Worlds
By R. Poovendran

1367 SCANNING THE ISSUE

Internet Vision
By S. Avidan, S. Baker,
and Y. Shan

What *else* can we do with these photos?

ShadowDraw: Real-Time User Guidance for Freehand Drawing

Yong Jae Lee, Larry Zitnick, and Michael Cohen

[SIGGRAPH 2011](#)

Computer Assisted Drawing

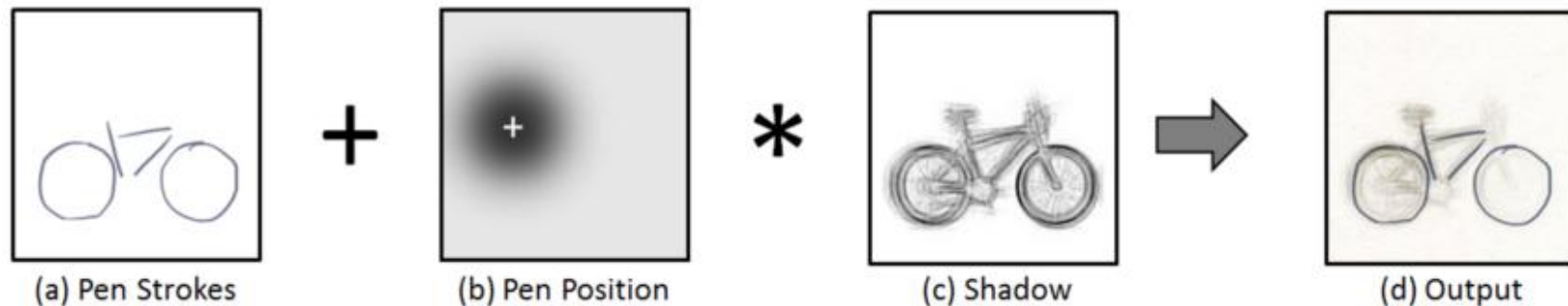
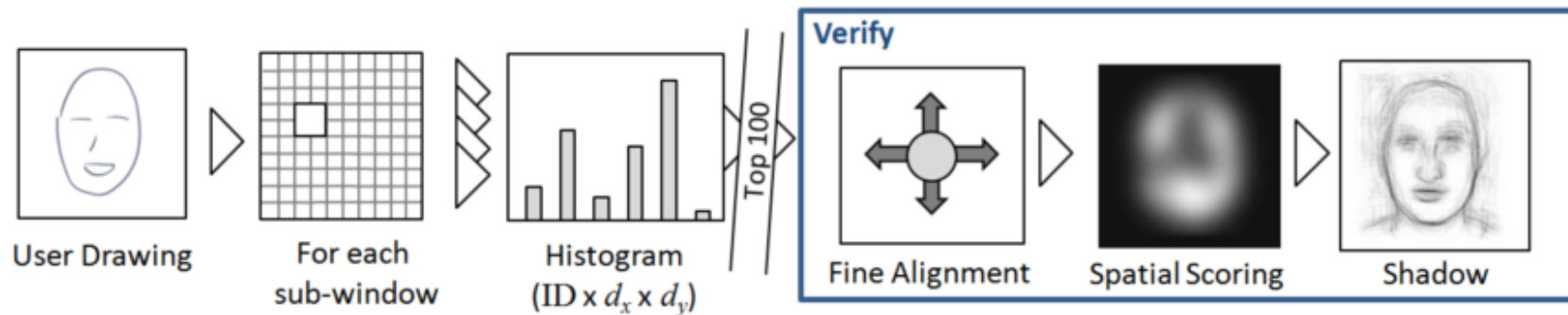
Main idea:

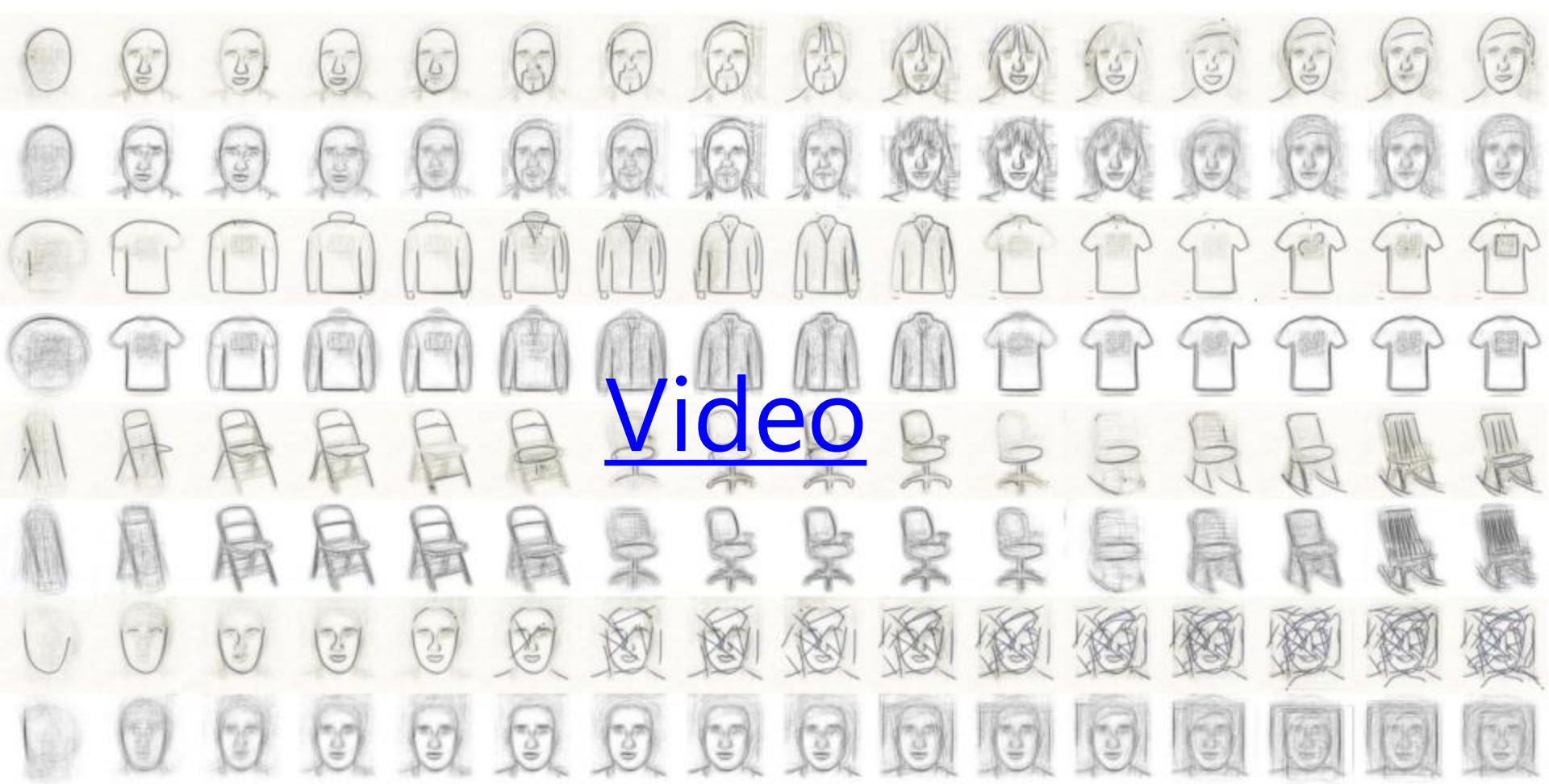
- Use a large database of images to suggest good contours for your drawing



Examples of database images and corresponding edge maps

Computer Assisted Drawing





Video

Wrapping up

- Exciting time to be working in computer vision
- Machine learning and massive (Internet) data are having a huge impact
 - Body tracking
 - Medical imaging
 - Object recognition
 - Internet-scale reconstruction
- General image recognition is still an open problem



Question?



URLs for Web content

- <http://www.engadget.com/2011/05/24/windows-phone-mango-and-bing-vision-hands-on/>
- <http://channel9.msdn.com/posts/TechFest-2011-3D-Scanning-with-a-regular-camera-or-phone>
- <http://www.microsoft.com/presspass/presskits/photodna/>
- <https://webpace.utexas.edu/yl3663/~ylee/shadowdraw/shadowdraw.html>

Microsoft Research

FacultySummit



FUTURE WORLD

2011 2031