Computer Vision and Digital Inclusion of Persons with Special Needs: Overview and State of Art

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Summary

- Digital and Social Inclusion
- Human-Machine Interaction and Special Needs
- Visual Sign Based HMI
- Computer Vision and Sign Language Translation
- Computer Vision and Wheelchair Control
- Computer Vision and Sensorial Substitution
- SIGUS Platform
- Conclusion and Future Work

Digital and Social Inclusion

- 35% unemployed
- 26% live in poverty
- 21% no high school

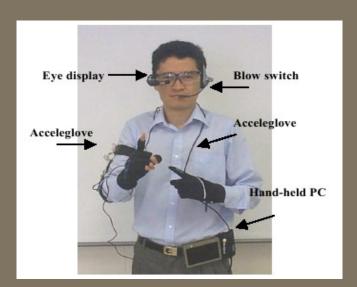
- 11% severe disability
- 18% some disability
 - +1 billion (world pop.)



HMI and Special Needs



Braille Display



Phraselator – J. H. Rebollar





EEG Brain Computer Interact.
Laura Kauhanen et alli.

HMI and Special Needs



Visual Sign Based HMI

- Low price High performance digital image capture device
- Few applications use webcams (Internet video communication)
- Non-intrusiveness and adaptability



CV and Sign Language Translation

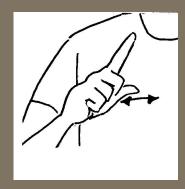
- 4000 to 20000 different sign languages and "dialects"
- Sophisticate and complex structure (not a simple map from letters or words from spoken language, not mimics)
- Multichannel information transmission: right hand (configuration, movement and relative position), left hand, eyes, cheeks, etc.



Late Early



Work
Cousin



Have Don't have

CV and Sign Language Translation

- Highly context dependent
- Example of syntactical structure:

"My father and my son travelled to Portugal"

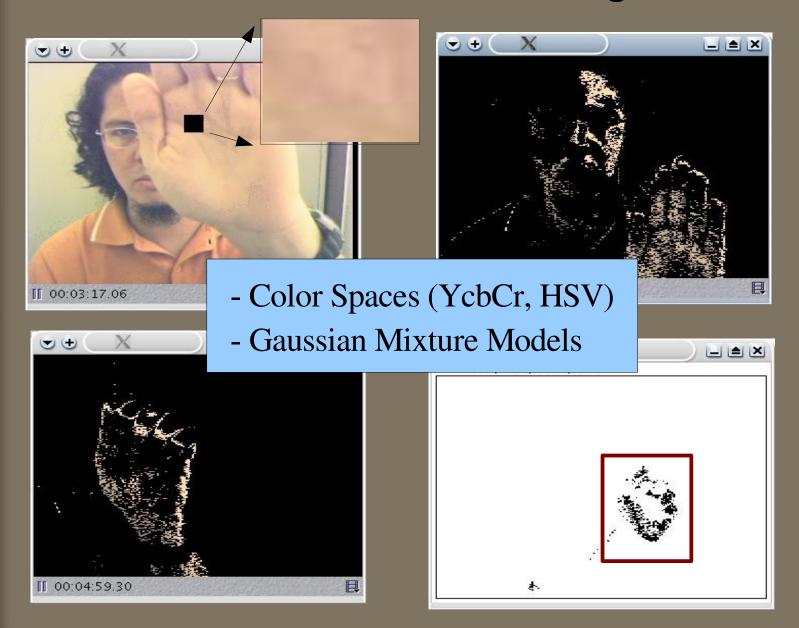


PAST MY FA FUTURE YOUR "spatial pronoum"

FATHER

SON DAUGHTER TRAVEL PORTUGAL BRAZIL

CV and SLT – Skin Color Based Segmentation



CV and SLT – Particle Filter Tracking



B. Brandão; S. Goldenstein and J. Wainer (Subspace Hierarchical PF)

Deformable, Ocluding, Non-linear dynamics. Complex backgrounds. Real-time performance.

CV and **SLT** – Feature Extraction

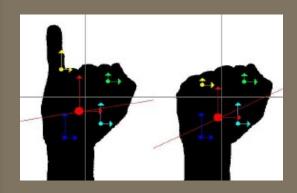
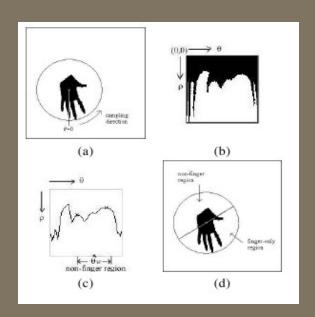


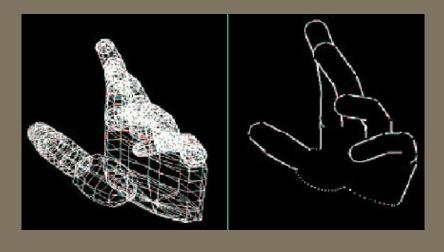
Image Moments



Eigen Hands / Fisher Hands

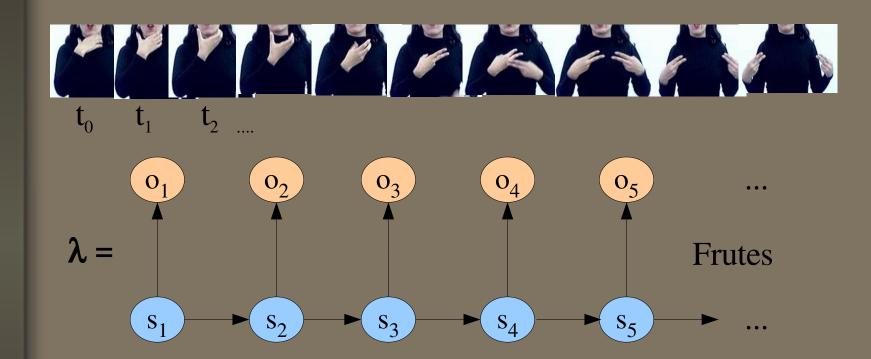


Polar Images



3 Models

CV and SLT - Classification

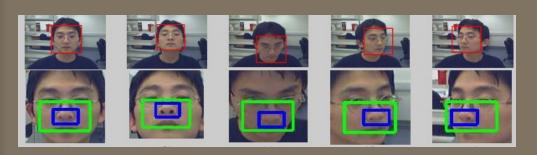


Poses/Gesture paradigm

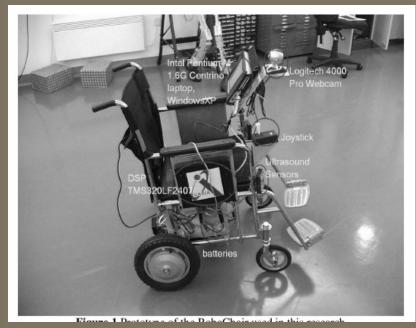
Hidden state: Left hand in "C" configuration, near the queixo, right hand not present.

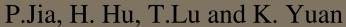
Observation: discretized or fuzzified versions of image features (alternatively Gaussian Hidden Markov Models may be used)

CV and Wheelchair Control











Christian Bauckhage et. alli.

CV and Wheelchair Control

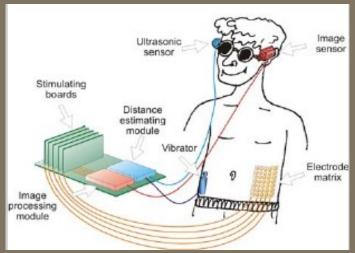




Illumination pattern using infra-red to cause controlled pupil specularities without disturbing the user (high contrast marks easy to locate).

CV and Sensorial Substitution

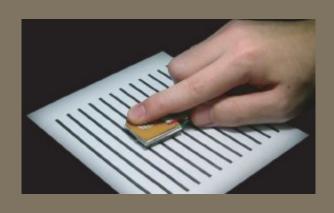


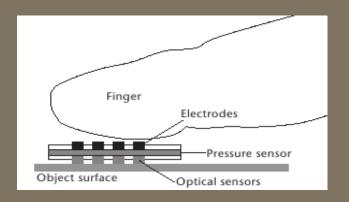


M. Conti et alli (GPEC)

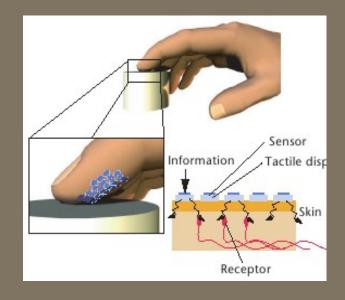
- Visual stimulation -> Tactile stimulation
- Finger tips, belly, forefront, tongue
- Mechanical or electrical devices
- Electrical flow adjusted no pain
- Very low resolution (20 x 20 matrix)

CV and Sensorial Substitution





H. Kajimoto, N. Kawakami, S. Tachi, M. Inami,



SIGUS Platform

- Segmentation, feature extracting, tracking and classification algorithms tuned to visual sign based HMI
- Facilitate experimentation with different setups
- Prototypical systems: LIBRAS editor, drums for tetra., wheelchair control simul.





Conclusion and Future Work

- Techniques may be applied to other ("budget attractors") problems (surveillance, general HMI, entertainment).
- Models and optimized version of particle filter
- Fisher hands
- Dimensionality reduction in temporal classification problems (Eigen/Fisher Gesture ?)
- Benchmarks

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Pantanal Wetlands, Bonito Caves, Fishing, Rafting, etc

Acknowlegments















