

Visual and Multimodal Learning Systems for Human Behavior Understanding



UNIVERSITAT DE
BARCELONA



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University of Barcelona



- Universitat de Barcelona, established in 1450, is one of the top public universities in Barcelona, Spain. It is ranked #168 in QS Global World Rankings 2022.
- 16 faculties & 10 affiliated centres.
- 63K students, 5.2K teachers+researchers, 4.5K trainee researchers, 600 PhD thesis (2018).



University of Barcelona – Faculty of Mathematics and Informatics



- Informatics degree, Prof. Sergio Escalera head of Informatics
- Mathematics degree
- Master involvement (interuniversity):
 - AI
 - Data Science
 - Computer Vision
 - Behavioral Data Science (in preparation)

<https://www.il3.ub.edu/master-behavioral-data-science>

Computer Vision Center (CVC-UAB)

Only Center in Europe fully devoted to Computer Vision

- CVC is a legally independent non-profit institution founded in 1995, belonging to the Catalan CERCA network. Located in Bellaterra (Barcelona). Dedicated to research, technology transfer, training, and outreach.
- 38 senior researchers + 52 students (2019)
- 45 JCR indexed journals, 65 international conference papers, 12 thesis (2019).
- **HuPBA**, head Prof. Sergio Escalera, 1 of the 8 strategic research lines



25
YEARS



130+
STAFF



2,8 M
€/YEAR INCOME



+50
PUBLICATIONS/YEAR



+6
THESIS/YEAR



Research fields <ul style="list-style-type: none">• Computer Vision• Machine Learning• Social Signal Processing• Affective Computing• Personality Computing	Application domains: <ul style="list-style-type: none">• <u>eHealth and well-being</u>• Security• Smart cities• Leisure
Research lines <ul style="list-style-type: none">• Deep Learning• Domain Adaptation• Bias and fairness• Explainability and interpretability• Spatio-temporal modeling & video understanding• Multi-modality, multi-view & multi-task learning• Attention mechanisms	Main collaborators <ul style="list-style-type: none">• Medical researchers:<ul style="list-style-type: none">• Psychologists• Psychiatrists• Neurologists• National (UAB, UOC), and international universities (<u>AAU</u>, Berkeley, Boston)• Companies (Google, Microsoft, Disney, Amazon, NVIDIA, and Facebook)



12
YEARS



14+
MEMBERS



300+
TOTAL PUBLICATIONS



40+
COMPETITIVE PROJECTS



TRANSFER ACTIVITIES



20+
INTERNATIONAL COMPETITIVE PROJECTS

30+



- Research group at the **Computer Vision Center and Universitat de Barcelona**
- **Currently 14 researchers** associated from different institutions: UB, CVC, UAB, UOC, AAU



Sergio Escalera
Full profesor (UB / AAU / CVC)



Meysam Madadi
Post doc (CVC)
3D+ humans



Julio Jacques
Post doc (UOC)
Fairness



Albert Clapés
Post doc (AAU)
Video understanding



Cristina Palmero
Pre doc (UB)
Gaze, emotion, personality



Marc Oliu
Pre doc (UB)
Domain adaptation, video prediction



Javier Selva
Pre doc UB
Video understanding



Hugo Bertiche
Pre doc
UB
3D+ humans



Sorina G. Smeureanu
Pre doc
UB
Transfer/synthesis emotion induction



Mohammad Almasi
Pre doc
UB
Vision in sports



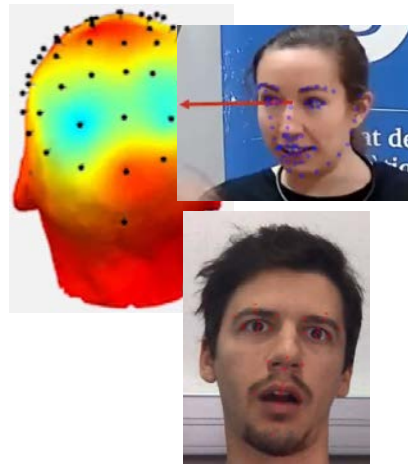
Rubén Ballester
Research assistant UB
Explainability/Interpretability



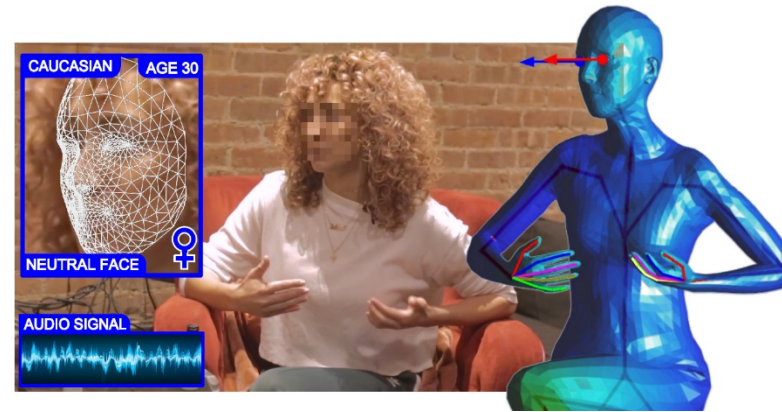
German Barquero
Pre doc
UB
Behavior Forecasting

Overview of current research lines in LAP

FACE ANALYSIS



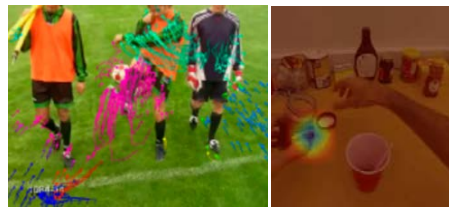
VISUAL (AND MULTIMODAL) MODELING OF HUMANS



3D (& 4D) POSE, SHAPE, TEXTURE (IN 3D AND FROM 2D)

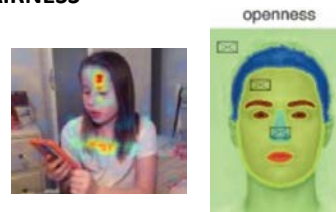


BEHAVIOR ANALYSIS

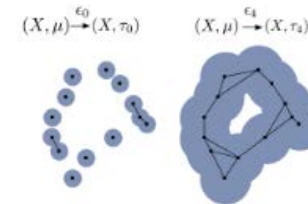


UNDERSTANDING AND EXPLAINING HUMAN BEHAVIOR (Affective & Personality Computing)

- INTERPRETABILITY & EXPLAINABILITY
- FAIRNESS



BIAS ANALYSIS VISUALIZATION



INTERPRETING AND EXPLAINING LEARNING

ChaLearn

- Non-profit organization. Berkeley. We organize challenges to stimulate research in this field. The web sites of past challenges remain open for post-challenge submission as ever-going benchmarks Promoting open data, educational materials, and challenge organization. Link with ChaLearn and Codalab initiatives.
- President: Isabelle Guyon, Université Paris-Saclay, France
- Vice-president: Sergio Escalera, University of Barcelona, Spain



ChaLearn Looking at People

[Challenges](#) ▾[Dataset](#) ▾[Workshops](#) ▾[Special issues](#) ▾[Main organizers](#)[CIML Book series](#) ▾[Sponsors](#)[SIGN IN](#)[SIGN UP](#)

ChaLearn Looking at People

About us

Looking at People (LAP) is a challenging area of research that deals with the problem of recognizing people in images, their posture, performing action/gesture recognition from still images or image sequences, also considering multi-modal data, among others. Any scenario where the visual or multi-modal analysis of people takes place is of interest within the field of Looking at People. Several subareas of LAP have been recently defined, such as Affective Computing, Social Signal Processing, Human Behavior Analysis, Personality Computing or Social Robotics. The effort involved in this area of research will be compensated by its potential applications for good: intelligent assistive interfaces, TV production and home entertainment (multimedia content analysis), education purposes, sociology research, security, prevention/early diagnosis and rehabilitation/intervention of physical and/or mental diseases, artificial assistant and coaching for active aging, etc.

News

DYAD@ICCV2021 Dataset access rules updated

It is now possible to request dataset access using a digital certificate! Please check the updated instructions [here](#).

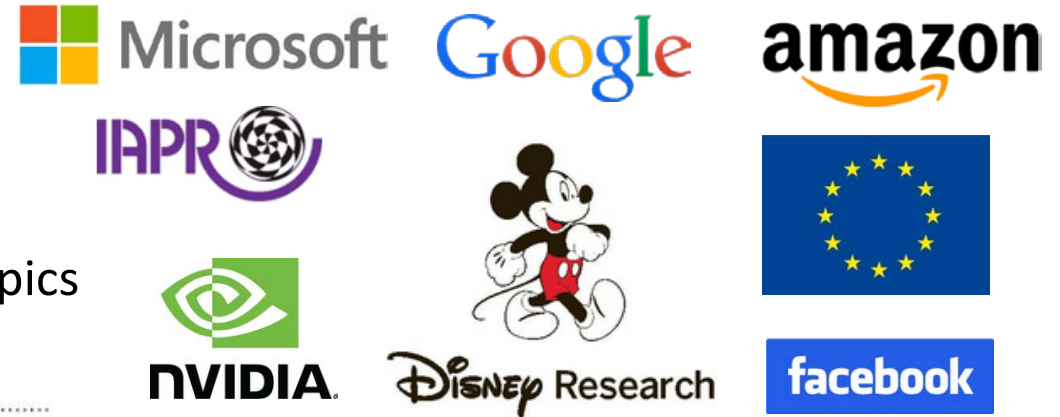
Contact

Sergio Escalera, Computer Vision Center and University of Barcelona, Catalonia (Spain), www.sergioescalera.com, Email: sergio_dot_escalera_dot_guerrero_at_gmail_dot_com



- > 20 new datasets
- > 20 organized challenges at CVPR, ICCV, ECCV, NeurIPS, ...
- > 20 organized workshops at CVPR, ICCV, ECCV, NeurIPS, ...
- > 10 organized Special Issues to related workshop/challenge topics

Main sponsors



The Springer Series on Challenges in Machine Learning

Series Editors: **Escalante**, Hugo Jair, **Guyon**, Isabelle, **Escalera**, Sergio

ISSN: 2520-131X

ABOUT THIS SERIES

The books in this innovative series collect papers written in the context of successful competitions in machine learning. They also include analyses of the challenges, tutorial material, dataset descriptions, and pointers to data and software. Together with the websites of the challenge competitions, they offer a complete teaching toolkit and a valuable resource for engineers and scientists.

~10 edited volumes up to date

Codalab

Accelerating reproducible computational research.

The CodaLab Team



[Percy Liang](#) is an assistant professor of Computer Science at Stanford University. His primary research areas are machine learning and natural language processing. He leads the development of CodaLab in close collaboration with Microsoft Research and the rest of the community.



[Isabelle Guyon](#) is full professor at UPSud University Paris-Saclay and president of ChaLearn a non-profit organization dedicated to running machine learning competitions. Her research interested include automatic machine learning, transfer learning, and causal discovery. Isabelle served as an advisor in the development of the CodaLab competition platform and pioneered the implementation of several challenges on Codalab.



[Evelyne Viegas](#) is a Director at Microsoft Research responsible for the outreach artificial intelligence program. She leads the CodaLab project working in collaboration with Isabelle Guyon, Percy Liang and the machine learning and artificial intelligence communities.



[Sergio Escalera](#) is adjunct professor at Universitat Oberta de Catalunya, Aalborg University, and Dalhousie University and a member of the Visual and Computational Learning consolidated research group of Catalonia and a member of the Computer Vision Center at UAB. He is series editor of The Springer Series on Challenges in Machine Learning. He is Editor-in-Chief of American Journal of Intelligent Systems and editorial board member of more than 5 international journals. He is vice-president of ChaLearn Challenges in Machine Learning, leading ChaLearn Looking at People events.

The screenshot shows the GitHub repository page for 'codalab/codalab-competitions'. The repository is public and has 359 stars and 110 forks. The navigation bar includes links for Code, Issues (46), Pull requests (4), Actions, Projects (1), Wiki, Security, and Insights.

Project_About_CodaLab

Isabelle Guyon edited this page on 9 Feb · 31 revisions

About CodaLab

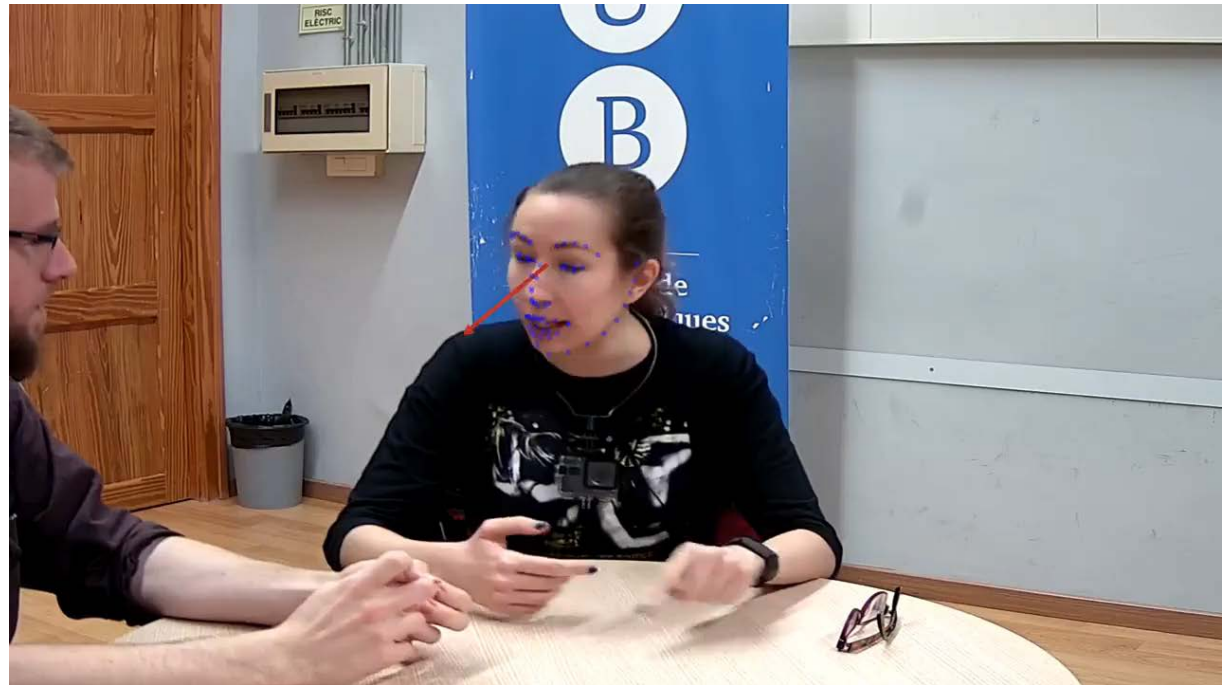
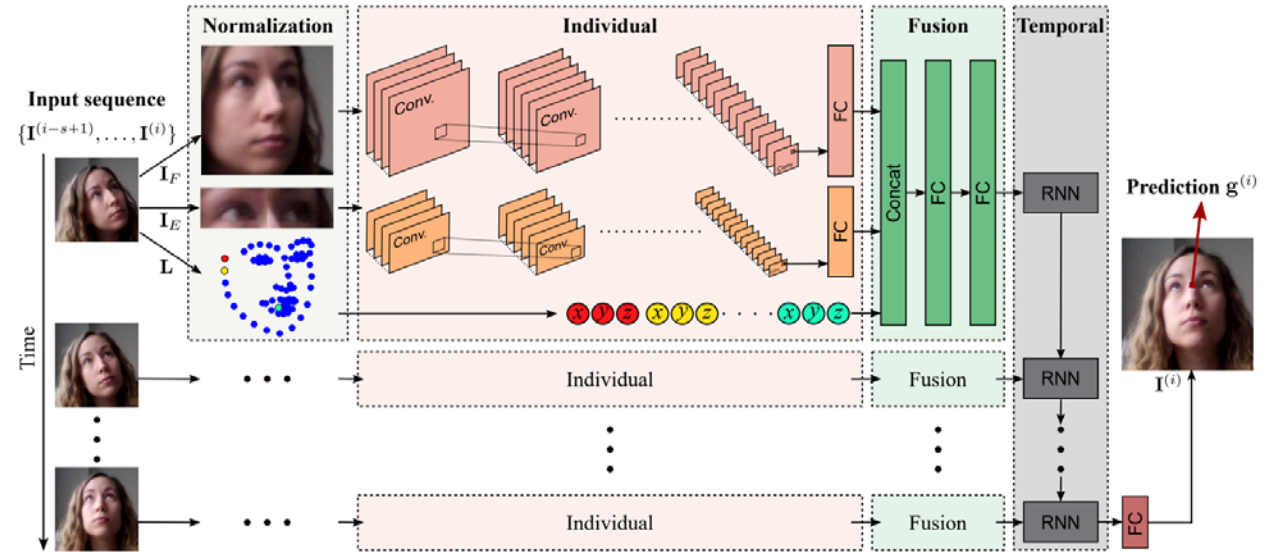
CodaLab is an open-source platform that provides an ecosystem for conducting computational research in a more efficient, reproducible, and collaborative manner. There are two aspects of CodaLab: worksheets and competitions.

- One of the main preferred open source competition platforms by the community
- More than thousand organized competitions



Face analysis

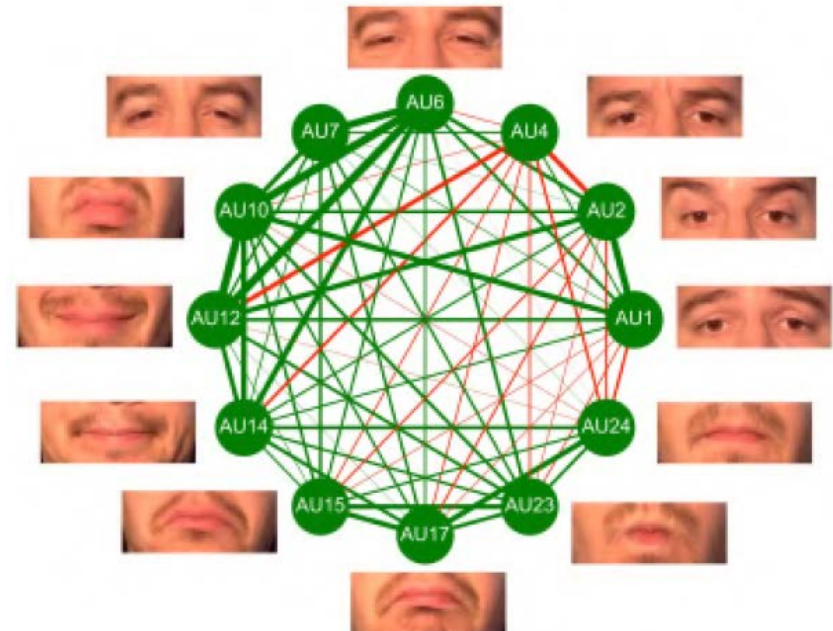
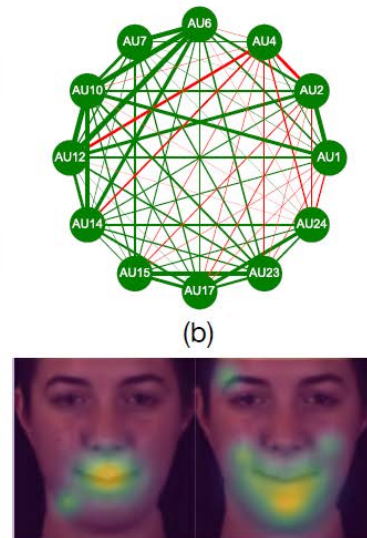
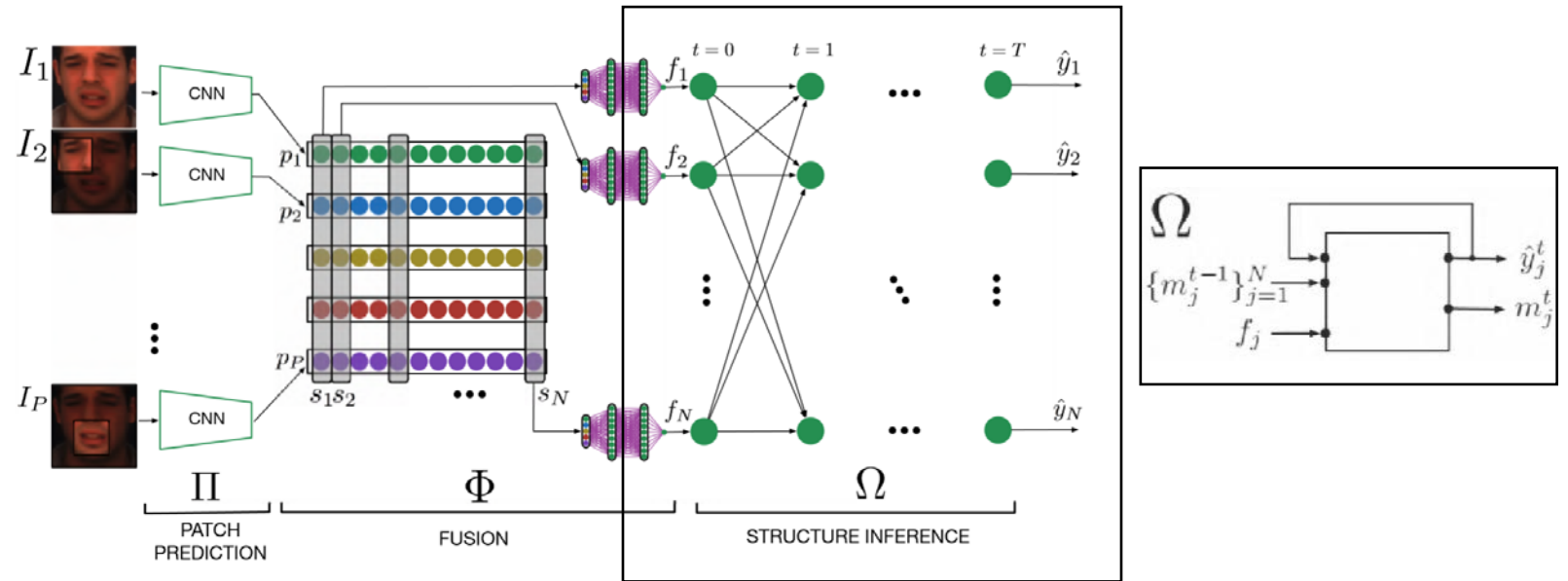
- Gaze
- Facial Action Units



Palmero et.al. BMVC 2018

Face analysis

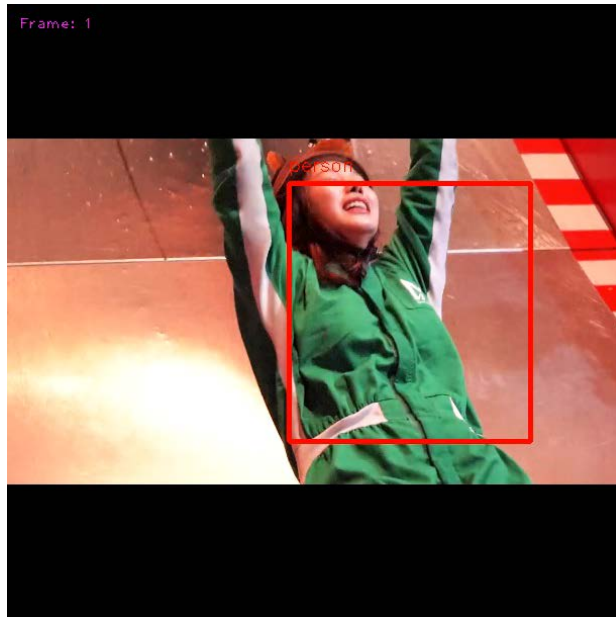
- Gaze
- Facial Action Units



Corneanu et.al. ECCV 2018

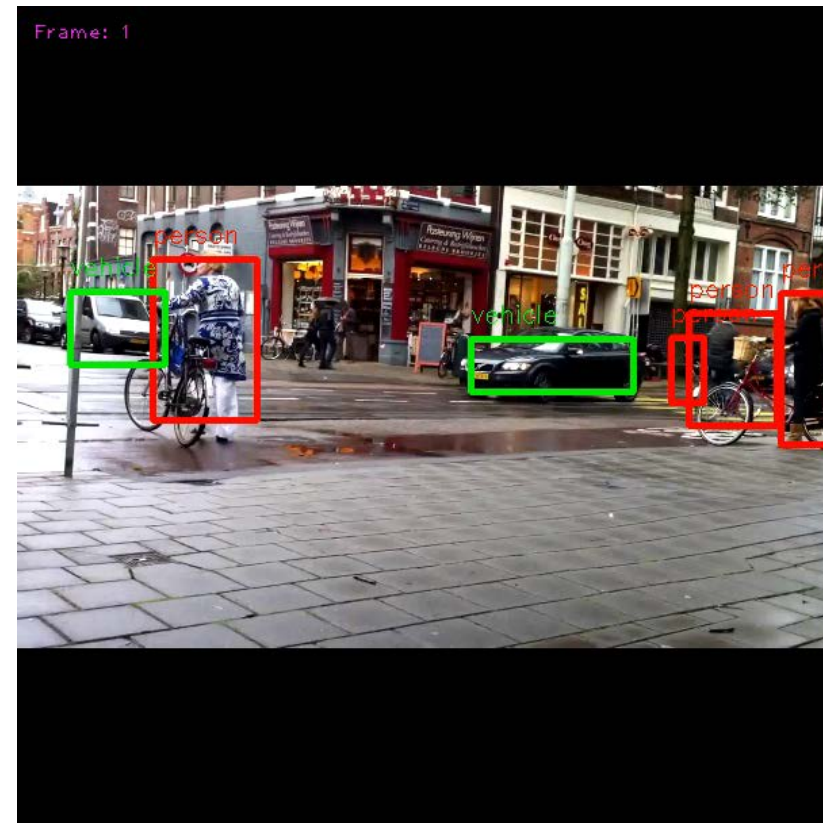
Body Analysis

- Detection
- Posture and multimodal



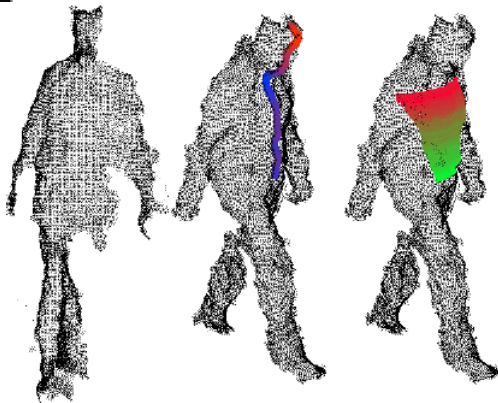
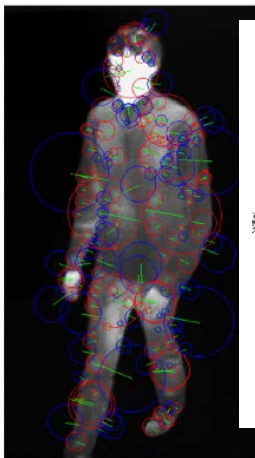
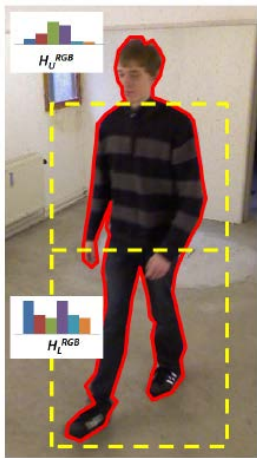
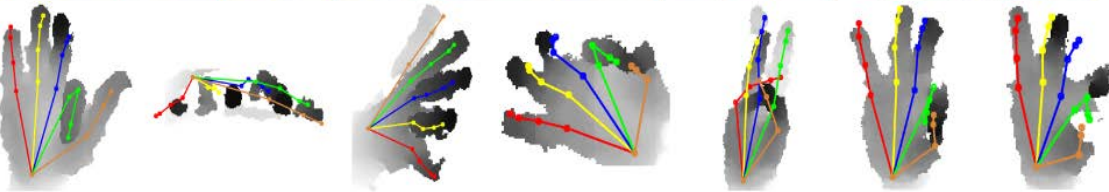
Body Analysis

- Detection
- Posture and multimodal

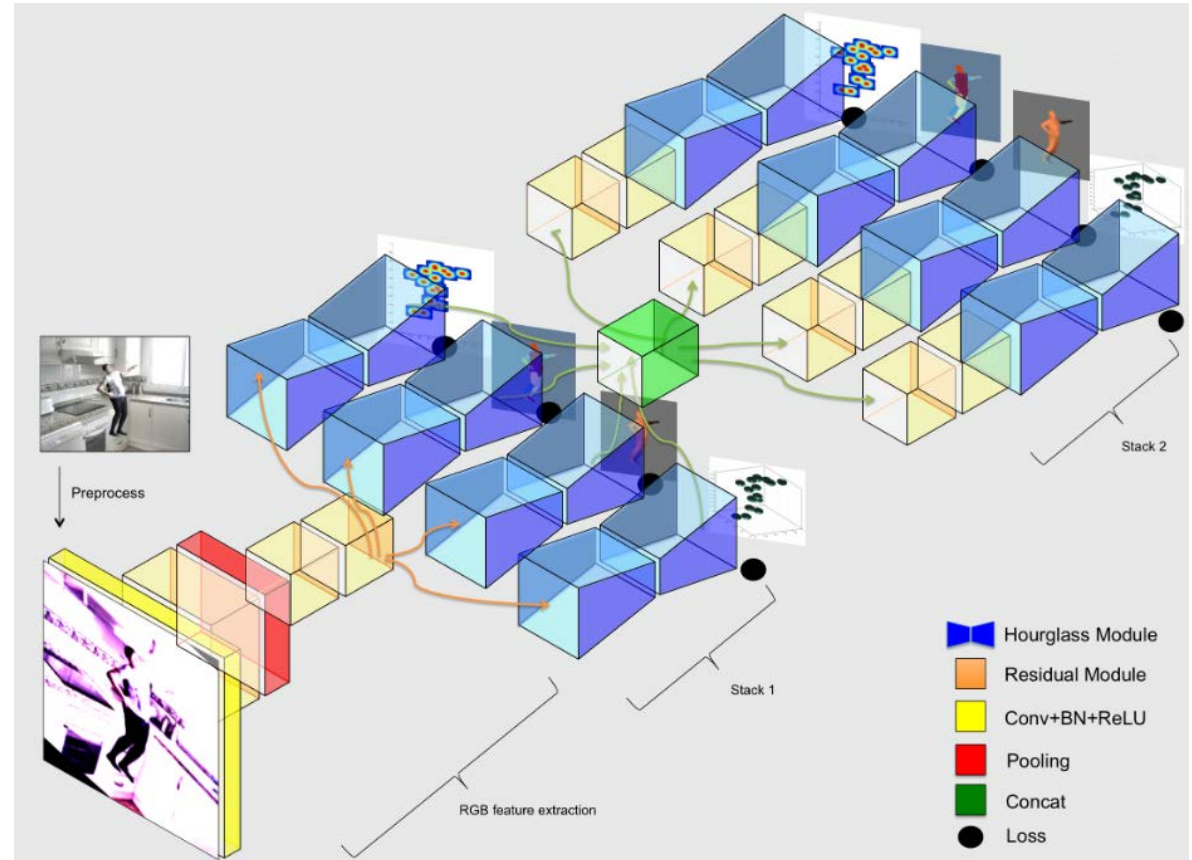


Body Analysis

- Detection
- Posture and multimodal



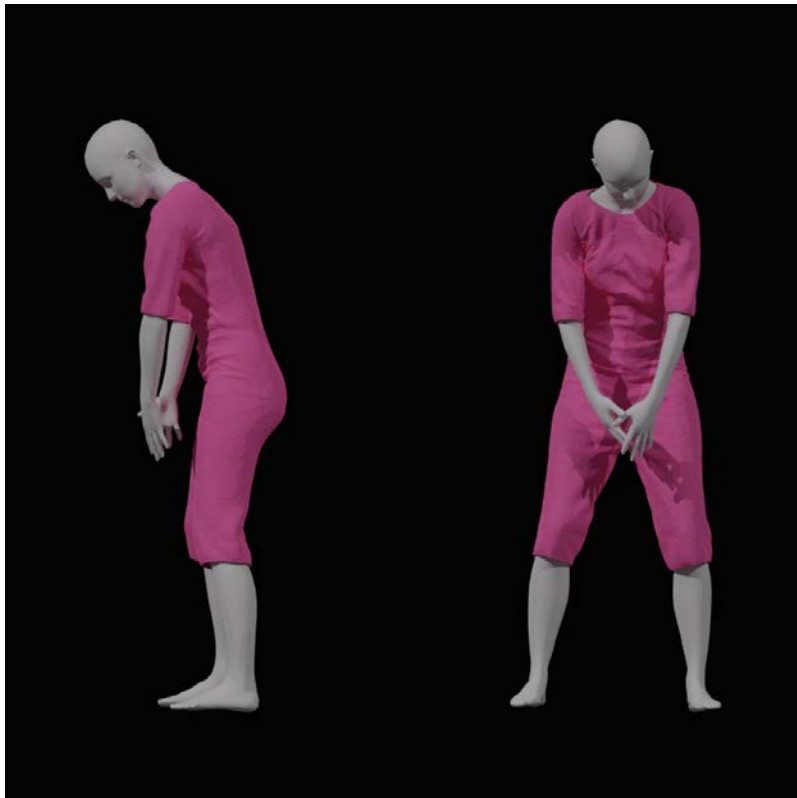
Sanchez et.al. FG 2019



Shanxin Yuan et.al. CVPR 2018

Body Analysis

- Detection
- Posture and multimodal



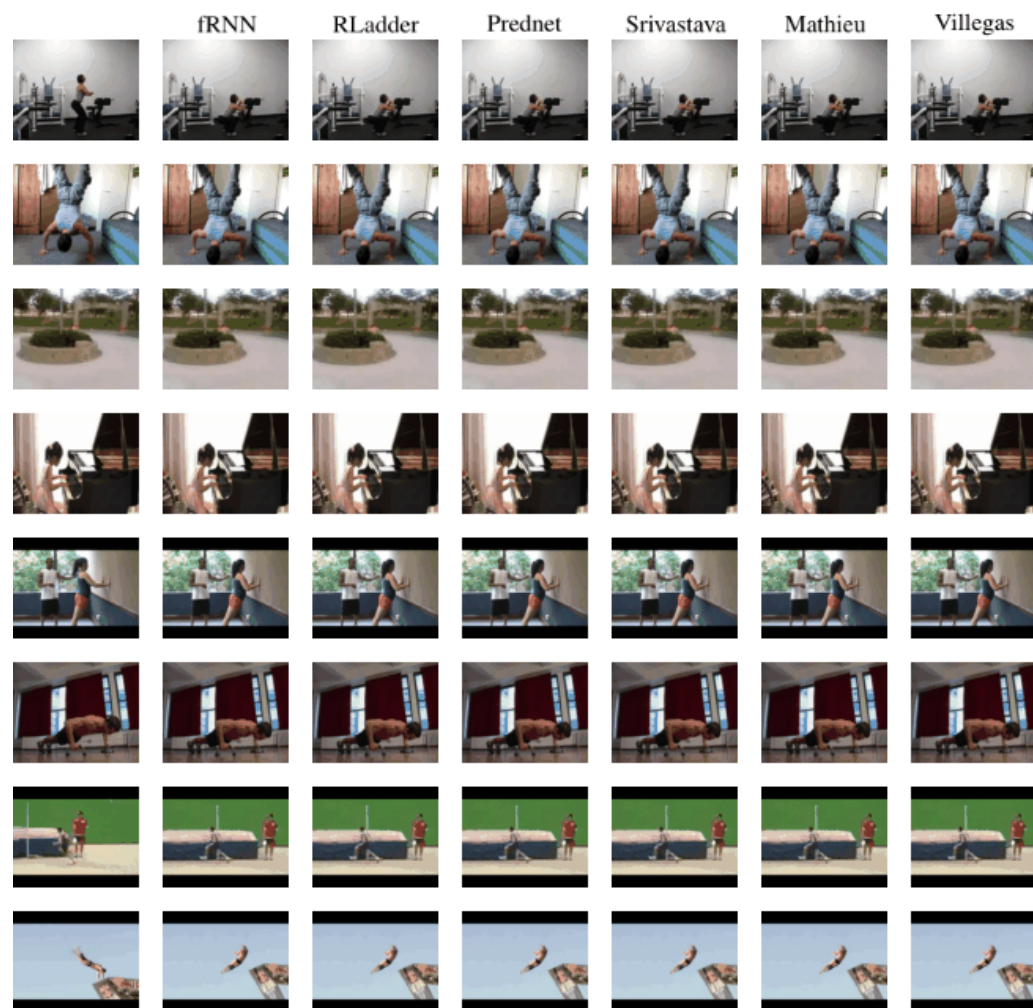
SMPLR: Deep SMPL reverse for 3D human pose and shape recovery

Meysam Madadi, Hugo Bertiche and Sergio Escalera

Madadi et.al. PR 2020

Bertiche et.al. ICCV 2021, SIGGRAPH ASIA 2021

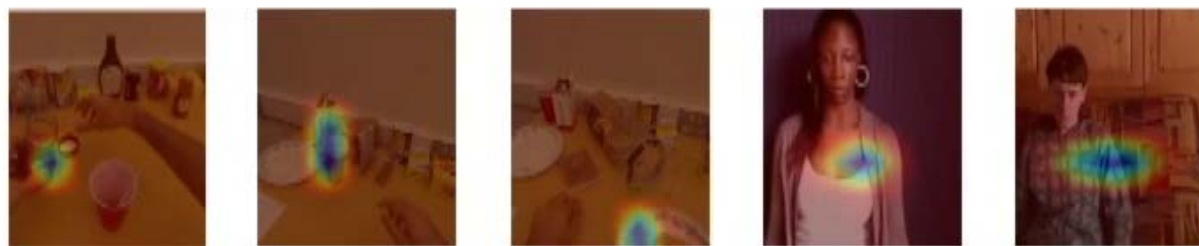
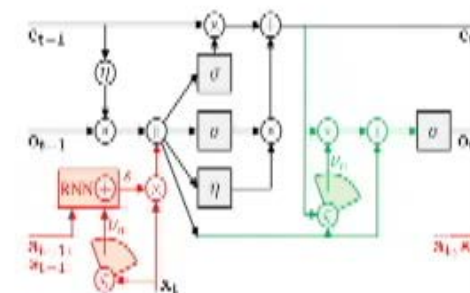
Behavior



Oliu et.al. ECCV 2018

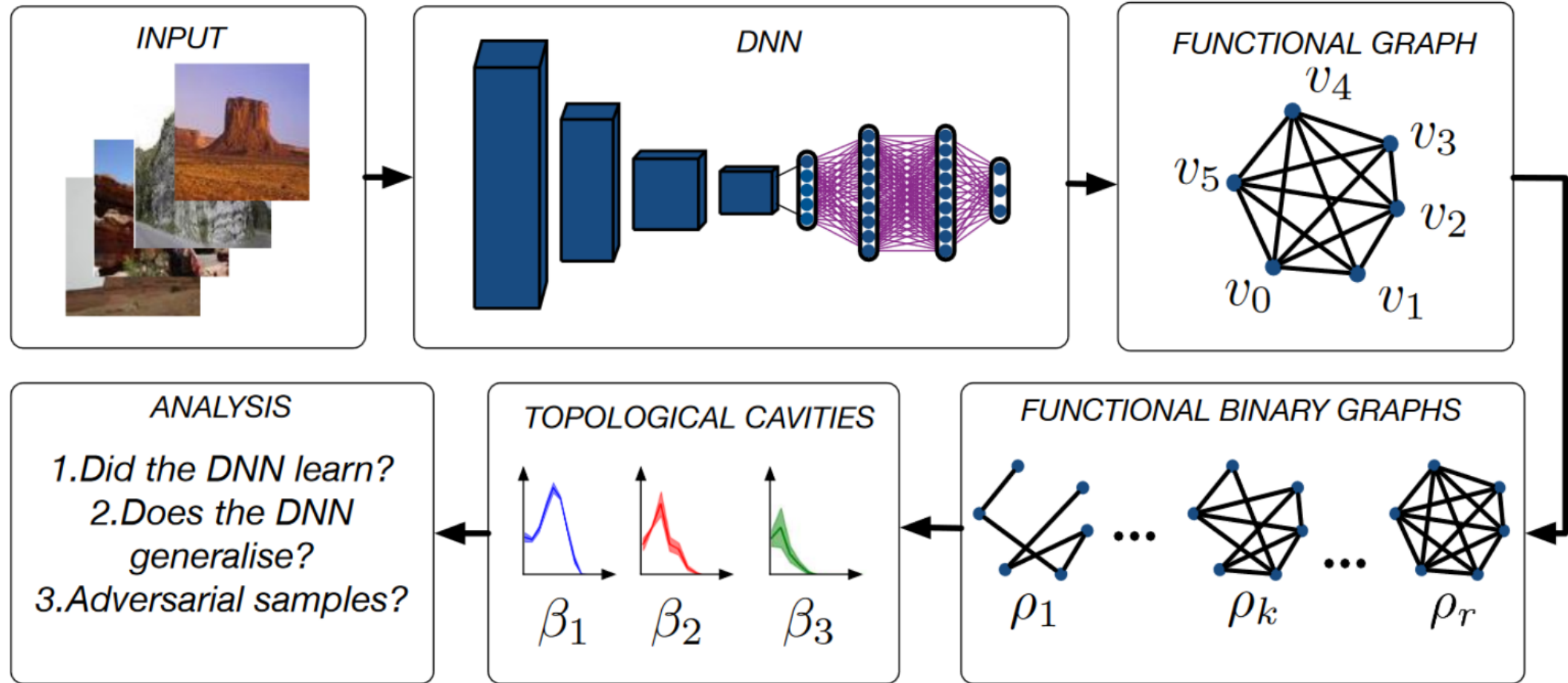
Long Short-Term Attention

State-of-the-art recognition performance



Sudhakaran et.al. CVPR 2019, CVPR 2020

Interpretability



Corneanu et.al. CVPR 2019, CVPR 2020

CVPR best paper award nominee

Real applications and transfer activity

- Adaptive **neuro-rehabilitation** (visual affective and attentive states)
- Monitoring in **schizophrenia** (visual facial expressions monitoring)
- Promoting **social activity for the elder** (multimodal audio-visual interactive social conversational agent, EMPATHIC H2020)
- Monitoring activities in **dementia** – promoting independent living (routine modelling, reminders, visual & IMUS)
- Monitoring people with **disabilities** for **risk events** (risk and anomaly behaviour modelling, RGB-D data modeling)
- ...
- We are in the executive committee of the TECSAM Network for **Mental Health Technologies** of Catalonia



Current and future research interests

- **HBU**: affective, personality, dyadic and group interactions, social science aspects and multi-disciplinary research
- Promoting **explainability** for **transparency**
- **Bias** detection and mitigation for **fairness, context, personalization**
- **Multimodal** learning and with noise and asynchronous data
- **Self-supervised learning** to manage huge amount of data and reduce the need of annotated data
- **Synthetic data** to fill the gap in data distribution
- **Domain adaptation**
- **Uncertainty estimation and human in the loop**
- And **real applications, mainly in e-health and welfare**

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