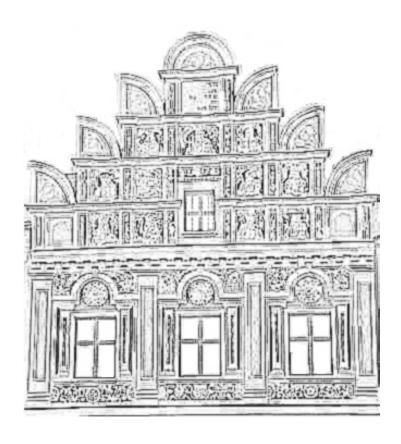
# Proceedings of the 11<sup>th</sup> Computer Vision Winter Workshop

February 6–8, 2006 Telč, Czech Republic

Ondřej Chum and Vojtěch Franc (eds.)



Czech Society for Cybernetics and Informatics (Czech Pattern Recognition Society group)

Prague 2006

## Proceedings of the Computer Vision Winter Workshop 2006

#### **Editor**

Ondřej Chum and Vojtěch Franc
Center for Machine Perception
Department of Cybernetics
Czech Technical University in Prague
Technická 2, 166 27 Prague 6, Czech Republic
tel.: +420 224 357 448, fax: +420 224 357 385
chum@cmp.felk.cvut.cz

#### **Publisher**

Czech Society for Cybernetics and Informatics (Czech Pattern Recognition Society group)
Pod vodárenskou věží 4, 182 00 Prague 8,
Czech Republic

#### **Programme Committee**

Ondřej Chum (chair), CTU Prague Vojtěch Franc (co-chair), CTU Prague Reinhard Beichel, TU Graz Horst Bischof, TU Graz Ondřej Drbohlav, HWU Edinburgh Jan Flusser, UTIA Prague Friedrich Fraundorfer, TU Graz Allan Hanbury, TU Vienna Václav Hlaváč, CTU Prague Matjaž Jogan, University of Ljubljana Martin Kampel, TU Viena Walter Kropatsch, TU Vienna Jan Kybic, CTU Prague Aleš Leonardis, University of Ljubljana Tomáš Pajdla, CTU Prague Robert Sablatnig, TU Vienna Danijel Skočaj, University of Ljubljana Tomáš Svoboda, CTU Prague

#### Organisation

The CVWW'06 is organised jointly by the Center for Machine Perception at CTU Prague, and Czech Society for Cybernetics and Informatics. Local Organising Committee: Eva Matysková, Center for Machine Perception

Proc. of the Computer Vision Winter Workshop 2006. Ondřej Chum and Vojtěch Franc (editors). Czech Society for Cybernetics and Informatics. Prague, February 2006. 124 pages. Design, ConTEXt and LATEX styles by Vít Zýka (http://typokvitek.com), Computer Modern typeface. Electronic version is available at http://cmp.felk.cvut.cz.

#### **Preface**

The CVWW'06 is an annual meeting formed around four groups: the Pattern Recognition and Image Processing Group, TU Wien, the Computer Vision Lab of the University of Ljubljana, the Institute for Computer Graphics and Vision, TU Graz, and the Center for Machine Perception of the Czech Technical University in Prague. The basic goal of the workshop is to communicate fresh ideas within the four groups, and provide conference experience to PhD students. Nevertheless, the workshop is open to everyone.

Besides papers that were selected in the review process, two invited talks were included. We would like to express our thanks to Prof. Ivan Havel (Center for Theoretical Study, Charles University and the Academy of Sciences of the CR) and Antonio Criminisi (Microsoft Research, Cambridge).

We extend our thanks to the members of the programme committee for their time ant the valuable feedback in their reviews. We are grateful to the following people that made the organisation of the workshop easier: Vít Zýka (proceedings), Daniel Večerka (submission software), Martin Matoušek (registration software & technical support). We thank to all senior members of the CMP group for their advice. Very special thanks belong to Eva Matysková for her immense contribution to the organisation of the workshop.

Ondřej Chum Vojtěch Franc January 2006

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### **Cognitive Science and Perception**

Havel Ivan M.

Center for Theoretical Study
(Charles University and the Academy of Sciences of the CR)
Prague, Czech Republic
E-Mail: havel@cts.cuni.cz

In the last two or three decades Cognitive Science has become highly developed transdisciplinary field on the borderlines of computer science, brain and neural sciences, psychology, linguistics and, last but not least, philosophy of human cognition. Originating from psychologically motivated stream in AI aiming at computational models of cognition, Cognitive Science is now in the stage when, based on extensive knowledge of human mental processes, it can pay back by offering some new insights and ideas also in the area of

machine perception and thought. In the lecture I will survey several of the new trends in Cognitive Science that perhaps may be of interest to researchers in machine perception. In particular, I will highlight a new approach that views our (human) perception, especially vision, as something we do, or are ready to do, rather than something that happens to us, or in us. This yields a non-representationalist theory of perception in which the world itself serves as an external memory.

# Probabilistic Fusion of Stereo with Color and Contrast for Bi-layer Segmentation

Criminisi Antonio

Microsoft Research Cambridge, United Kingdom E-Mail: antcrim@microsoft.com

In this talk I will describe two algorithms for the realtime segmentation of foreground from background layers in stereo video sequences. Automatic separation of layers from colour/contrast or from stereo alone is known to be error-prone. Here, colour, contrast and stereo matching information are fused to infer layers accurately and efficiently. The first algorithm, Layered Dynamic Programming (LDP), solves stereo in an extended 6-state space that represents both foreground/background layers and occluded regions. The stereo-match likelihood is then fused with a contrast-sensitive colour model that is learned on the fly, and stereo disparities are obtained by dynamic programming. The second algorithm, Layered Graph Cut (LGC),

does not directly solve stereo. Instead the stereo match likelihood is marginalised over disparities to evaluate foreground and background hypotheses, and then fused with a contrast-sensitive colour model like the one used in LDP. Segmentation is solved efficiently by ternary graph cut. Both algorithms are evaluated with respect to ground truth data and found to have similar perfomance, substantially better than either stereo or colour/contrast alone. However, their characteristics with respect to computational efficiency are rather different. The algorithms are demonstrated in the application of background substitution and shown to give good quality composite video output. Live demos will also be shown.