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Surveillance: Applications and Algorithms

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Editors:

Sreenath Rao Vantaram

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Society for Imaging Science & Technology
7003 Kilworth Lane
Springfield, Virginia 22151
USA

Phone: 703-642-9090
Fax: 703-642-9094

info@imaging.org

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Surveillance: Applications and Algorithms

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Chair
Sreenath Rao Vantaram, Intel Corporation (United States)

Monday January 30, 2017

Surveillance: Applications and Algorithms Topics

Session Chair: Sreenath Vantaram, Intel Corporation (United States)

8:50 – 10:20 AM
Harbour

8:50
Chair Opening Remarks

9:00 3
Traffic light recognition and dangerous driving events detection from surveillance video of vehicle camera, *Haike Guan, Ryohsuke Kasahara, and Tomoaki Yano, Ricoh Company, Ltd. (Japan)* [SRV-349]

9:20 11
A combined HOG and deep convolution network cascade for pedestrian detection, *Yuriy Lipetski and Oliver Sidla, SLR Engineering GmbH (Austria)* [SRV-350]

9:40 18
A multi-scale approach to skin pixel detection, *Siddharth Roheda[1] and Hari Kalva[2]; [1]North Carolina State University and [2]Florida Atlantic University (United States)* [SRV-352]

10:00
Detecting and estimating sound events locations through a microphone array, *Josafat Martínez-García, Beatriz Juárez-Arreortúa, Alberto Vázquez-Cervantes, and Hugo Jimenez, Centro de Ingeniería y Desarrollo Industrial (Mexico)* [SRV-351]

10:00 AM – 7:30 PM Industry Exhibition

10:20 – 10:50 AM Coffee Break

EI 2017 Tuesday Plenary and Symposium Awards

Session Chairs: Joyce E. Farrell, Stanford University, and Nitin Sampat, Rochester Institute of Technology (United States)

2:00 – 3:00 PM
Grand Peninsula Ballroom D
VR 2.0: Making virtual reality better than reality, Gordon Wetzstein, Stanford University (United States)
Gordon Wetzstein is an Assistant Professor of Electrical Engineering and, by courtesy, of Computer Science, at Stanford University, and leads the Stanford Computational Imaging Group. He received a PhD in computer science from the University of British Columbia (2011) where his doctoral dissertation focused on computational light modulation for image acquisition and display. In his talk, Wetzstein explores the frontiers of VR systems engineering. Eventually, VR/AR systems will redefine communication, entertainment, education, collaborative work, simulation, training, telesurgery, and basic vision research, as next-generation computational near-eye displays evolve to deliver visual experiences that are better than the real world.

3:00 – 3:30 PM Coffee Break

5:30 – 7:30 PM Symposium Demonstration Session, Grand Peninsula Ballroom E