

Computer Vision and Multimedia Laboratory

Current Activities (A.Y. 2022/23)

Department of Electrical, Computer and Biomedical Engineering University of Pavia



- Active since the early 70s, the first research activities of the group focused on image enhancement and restoration
- The research topics were later extended to include *parallel architectures for vision*, advanced techniques for *image and video processing*, as well as the more recent innovations in *machine and deep learning*
- Currently, the main research areas of the laboratory include:
 - **Omputer Vision**
 - Digital Humanities
 - Eye Tracking
 - ♦ Human-Computer Interaction
 - 3D modeling



Staff members and courses

STAFF

- Professor emeritus: Virginio Cantoni
- Full professor: Marco Porta
- Associate professor: Luca Lombardi (director)
- > Assistant professors: Piercarlo Dondi, Mauro Mosconi, Mirto Musci
- > Adjunct professors: Roberto Marmo, Marco Piastra
- > Technician: Alessandra Setti

COURSES

Bachelor's Degree

- Algorithms and Data Structures
- Digital Media
- > Informatica
- Sistemi Operativi
- Web Design and Technologies

Master's degree (ciclo unico)

> Sistemi di Elaborazione delle Informazioni

Master's Degree

- Artificial Intelligence
- Computer Vision
- Deep Learning
- > Human-Computer Interaction
- Parallel Programming
- Persuasive Design
- > Tecnologie Digitali per la Comunicazione
- > Web and Multimedia Technologies



Eye Tracking applications

Gaze Input

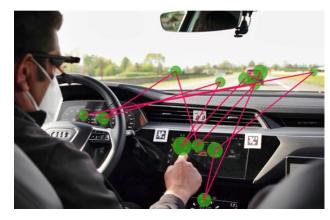








Automotive

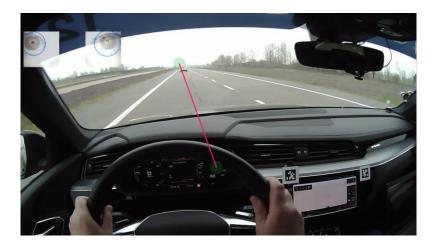


In collaboration with





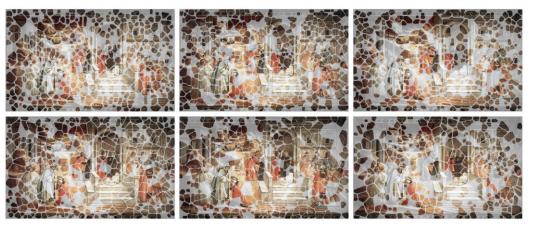
- 1. Using eye tracking as an assistive technology or as an additional input channel (e.g., to write, surf the web, play music, etc.)
- 2. Studying the driver's performance using wearable devices





Reconstruction of damaged frescoes

Fragmentation simulation



Proposed lab activities:

- 1. Extension of the <u>DAFNE</u> dataset (a large collection of hundreds of thousands of images of fresco fragments artificially generated) implementing new type of fragmentation and alterations
- 2. Development of algorithms for image reconstruction from fragments

Fresco reconstruction









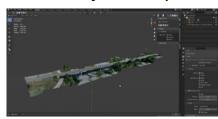


Structural damage detection on buildings and infrastructures

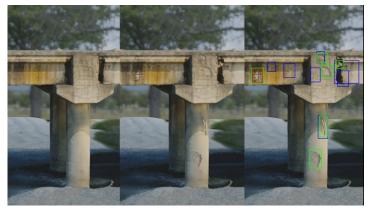
3D model obtained from photos acquired by drone



Creation of a semi-synthetic dataset of damages to train a neural network

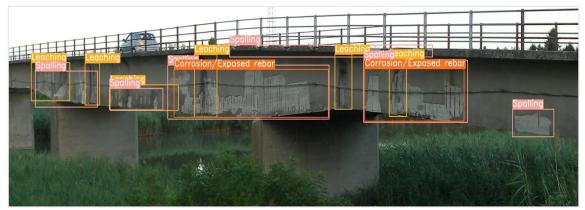






3D model elaboration and damage simulation

Detection of damaged areas on real images/videos acquired post-earthquake



Proposed lab activities:

- 1. 3D model elaboration for the creation of the semi-synthetic dataset
- 2. Damage detection using deep neural network architectures (e.g., YOLO)
- 3. Bounding box tracking in a video sequence to filter the results of the detection

In collaboration with





Other recent activities

Gestural Interaction



Study of Gaze Behavior





E-Learning

Augmented Reality





3D Modelling



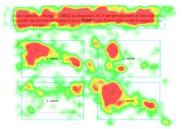


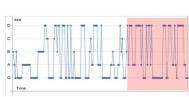




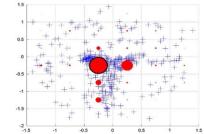


Gaze-based Soft Biometrics

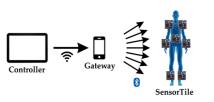




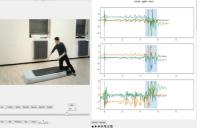




Fall Detection with RNN



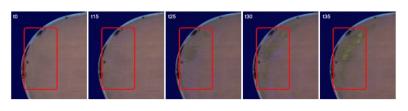


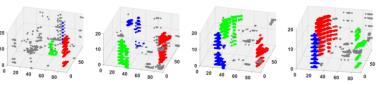






Preventive Conservation

































Contacts

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