

My 10-Year Research Vision: Building the Prosopagnosic Computer

FG 2015



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Theme of the talk

- Invited to talk about:
 - New and under-explored problems
 - Promising new approaches emerging in related fields
 - New ways of evaluation, datasets, benchmarking, etc.
 - New applications
 - New interdisciplinary research opportunities
 - Future role of professional organizations in the field

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 - **Future** role of professional organizations in the field
- What I'll actually talk about:
 - **Old** things and the **past!**

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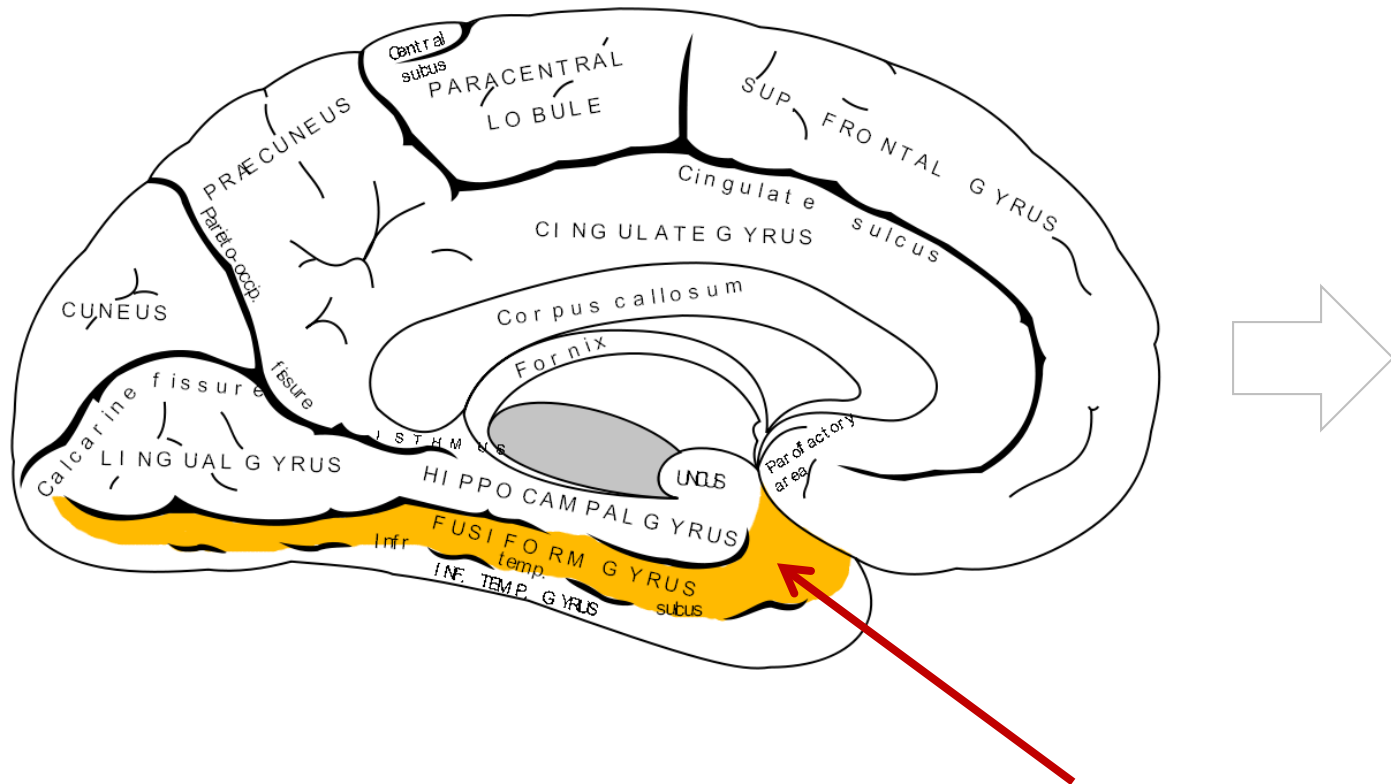
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May be congenital (developmental) or acquired (resulting from injury or degeneration)

Affects ~2% of the population

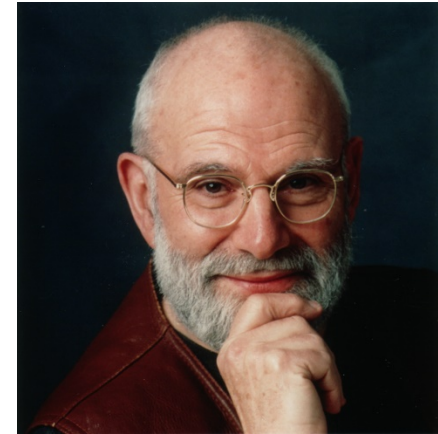
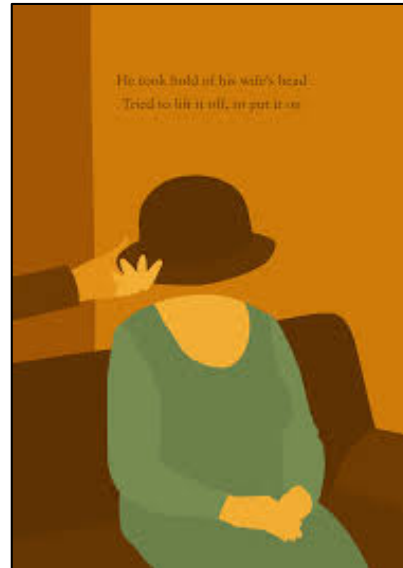
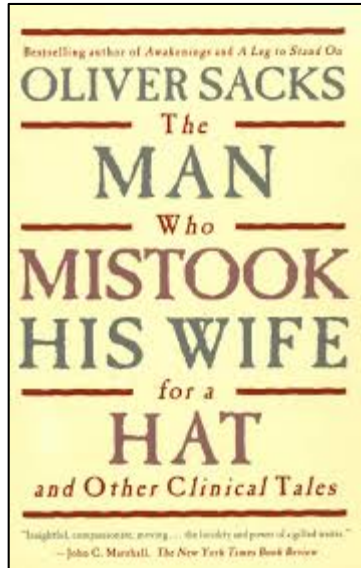
Prosopagnosia (a.k.a. “Face blindness”)



Typically associated with damage in the *fusiform gyrus* (a.k.a. the *fusiform face area*), in the temporal and occipital lobes

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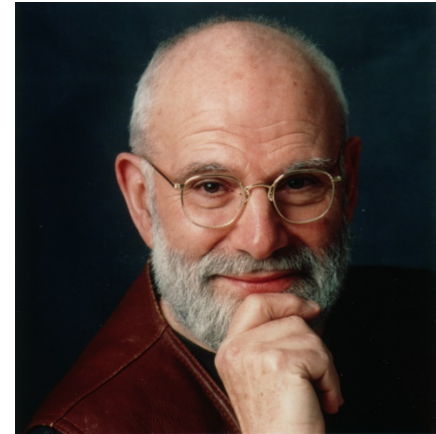
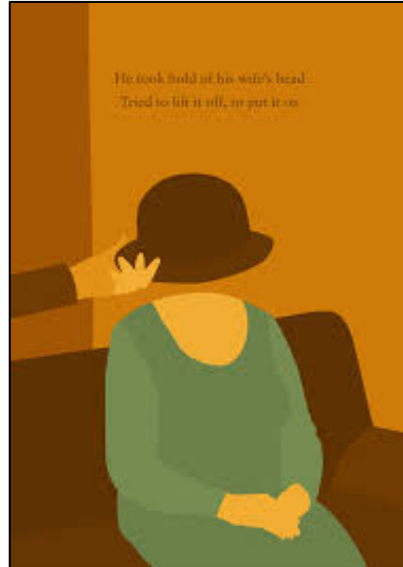
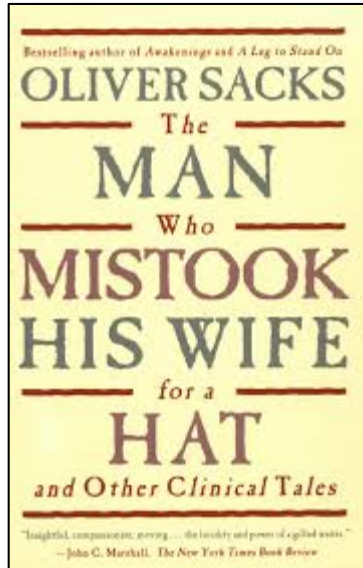
1985



Oliver Sacks

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Oliver Sacks



Brad Duchaine

Prosopagnosia (a.k.a. “Face blindness”)

- Prosopagnosia is characterized by an inability to recognize people (incl. close friends, relatives, and self from face only)
- Relatively normal eyesight
- Perception of facial features, face detection, and face/nonface discrimination may not be impaired
- Often accompanied by impairments in recognition of facial expression, sex, attractiveness, age, race, etc.
- Prosopagnosics are usually able to discern identity via other channels such as voice, gait, hair, or clothing
- Causes severe social problems



Prosopagnosia (a.k.a. “Face blindness”)



Bill Choisser

- Recognized his developmental prosopagnosia in his late 40s
- Very intelligent, MIT student, lawyer, engineer
- Reports no other visual difficulties
- Recognizes people using hair, facial hair, and clothes
- Online book about prosopagnosia (2002): www.choisser.com/faceblind

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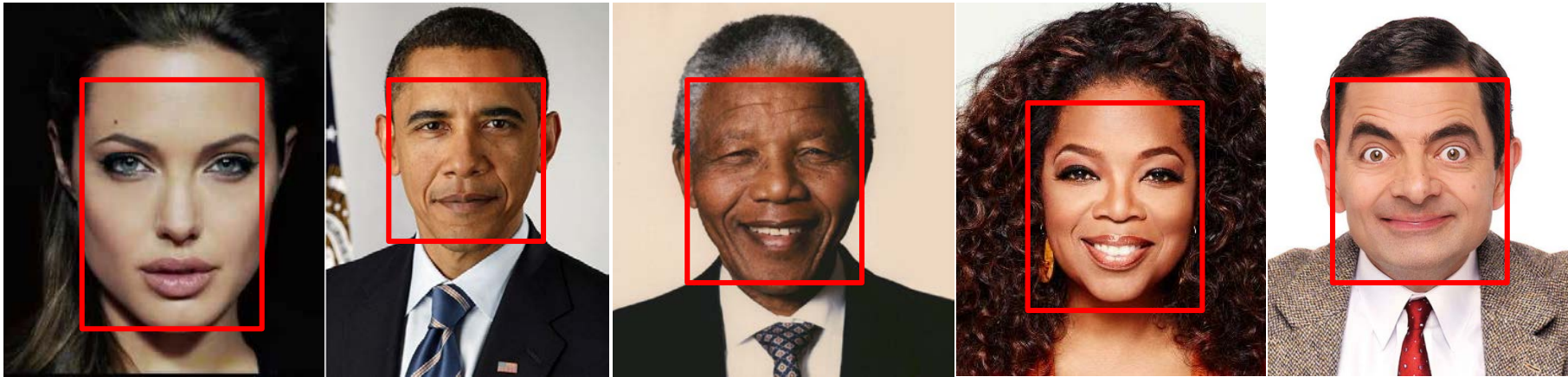
- For decades, neuroscience researchers have debated two alternative views of **face recognition**:
 - **Face-specific view**: Face recognition is carried out by dedicated, face-specific mechanisms
 - **Expertise view**: Face recognition leverages more general mechanisms that are also used in general visual recognition
- Prosopagnosic patients have been a rich source of investigation for this question!

Prosopagnosia (a.k.a. “Face blindness”)

- The study of prosopagnosia, although it is a very specific dysfunction, involves exploring a wide range of neural, developmental, cognitive, and behavioral phenomena
- It has informed models of how the visual system works and thus enabled researchers to pose questions and new experiments intended to illuminate how biological systems achieve face and object recognition

Building the prosopagnosic computer

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This is not what I mean.

Building the prosopagnosic computer

Can we build visual recognition systems (including face and gesture recognition) that:

1. Work more like biological recognition systems
 - Multiple recognition strategies
 - Long-term learning
2. Help to inform those doing visual neuroscience and visual psychophysics, and be informed by them:
 - To refine models of perception
 - To determine experiments to run

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More generally, can the FG (computer vision) community engage more deeply with the biological vision community so that there are significant **bidirectional** contributions?

- Real synergy between the communities that benefits both!

Building the prosopagnosic computer

- For decades, vision researchers have been investigating mechanisms of human face recognition, e.g.:
 - Are faces special? Does face processing have a different neural substrate and processing approach from other visual recognition?
 - *Configural* vs. *holistic* processing (feature-driven vs. whole stimulus integration)
- Evidence from many sources:
 - Neurophysiological case studies
 - Psychophysics
 - Single-cell recording
 - Neuroimaging

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 - Computational models of face recognition

Building the prosopagnosic computer

Move beyond the paradigm of

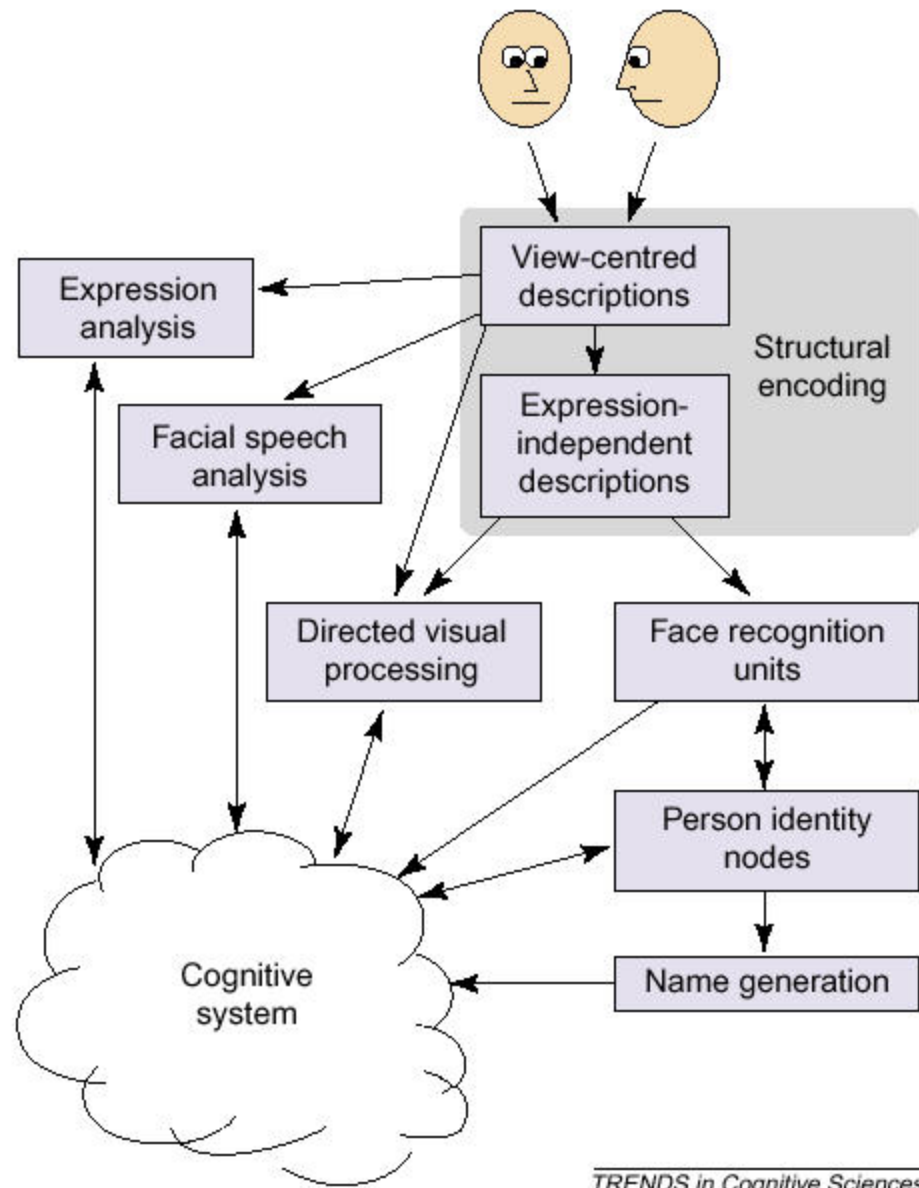


for each particular subproblem

Optimizing individual components of a complex system doesn't lead to overall system optimization!

E.g., face processing is not a set of isolated pattern recognition tasks:

- Face/feature/head detection, tracking, pose estimation
- Face recognition
- Facial expression analysis



Bruce and Young (1986) cognitive model of face processing

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- An increased emphasis on **multimodal** approaches to detection, recognition, and analysis of humans
 - See Thursday's keynote by Louis-Philippe Morency
- Integration with audio/voice, context, other sensing modalities and information channels
- Do people use multiple methods or strategies for **body tracking/modeling, gesture recognition, and activity analysis** (as we do with recognizing identity)?

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- For example:
 - Takeo Kanade has talked about computer vision's “divorce” from AI (as a result of “getting married too early”) and the resulting “signal to symbol mismatch”
 - Marvin Minsky: “Early on, computer vision hit up against the problem of knowledge representation, and there are still no good representations for knowledge in vision systems.”

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- A claim of robustness requires formal (theoretical or experimental) consideration of performance in the face of variation or uncertainty in input variables, assumptions, environmental conditions, etc.
- It does not mean:
 - Low error rate
 - Works well on the data set
 - Works well on multiple data sets
 - Uses a robust statistic or measure

Implications

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- Go beyond single “best” method and leverage multimodality – collaborate!
- Learn the neuroscience and perceptual psychology
 - And teach them computational thinking
- Realign CV and AI in building more complex, advanced perception systems
- None of this is meant to downplay or replace current approaches in FGR, but to provide the appropriate context for long-term success
 - To promote the **science** of FGR as well as the **engineering** of it



Questions?



<http://www.cs.ucsb.edu/~mturk>

<http://ilab.cs.ucsb.edu>