

Derek Hoiem · Silvio Savarese

Representations and Techniques for 3D Object Recognition and Scene Interpretation

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William L. Hamilton



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Representations and Techniques for 3D Object Recognition and Scene Interpretation Derek Hoiem, Silvio Savarese, 2022-05-31 One of the grand challenges of artificial intelligence is to enable computers to interpret 3D scenes and objects from imagery This book organizes and introduces major concepts in 3D scene and object representation and inference from still images with a focus on recent efforts to fuse models of geometry and perspective with statistical machine learning The book is organized into three sections 1 Interpretation of Physical Space 2 Recognition of 3D Objects and 3 Integrated 3D Scene Interpretation The first discusses representations of spatial layout and techniques to interpret physical scenes from images The second section introduces representations for 3D object categories that account for the intrinsically 3D nature of objects and provide robustness to change in viewpoints The third section discusses strategies to unite inference of scene geometry and object pose and identity into a coherent scene interpretation Each section broadly surveys important ideas from cognitive science and artificial intelligence research organizes and discusses key concepts and techniques from recent work in computer vision and describes a few sample approaches in detail Newcomers to computer vision will benefit from introductions to basic concepts such as single view geometry and image classification while experts and novices alike may find inspiration from the book s organization and discussion of the most recent ideas in 3D scene understanding and 3D object recognition Specific topics include mathematics of perspective geometry visual elements of the physical scene structural 3D scene representations techniques and features for image and region categorization historical perspective computational models and datasets and machine learning techniques for 3D object recognition inferences of geometrical attributes of objects such as size and pose and probabilistic and feature passing approaches for contextual reasoning about 3D objects and scenes Table of Contents Background on 3D Scene Models Single view Geometry Modeling the Physical Scene Categorizing Images and Regions Examples of 3D Scene Interpretation Background on 3D Recognition Modeling 3D Objects Recognizing and Understanding 3D Objects Examples of 2D 1 2 Layout Models Reasoning about Objects and Scenes Cascades of Classifiers Conclusion and Future Directions **Graph Representation Learning** William L.

Hamilton, 2022-06-01 Graph structured data is ubiquitous throughout the natural and social sciences from telecommunication networks to quantum chemistry Building relational inductive biases into deep learning architectures is crucial for creating systems that can learn reason and generalize from this kind of data Recent years have seen a surge in research on graph representation learning including techniques for deep graph embeddings generalizations of convolutional neural networks to graph structured data and neural message passing approaches inspired by belief propagation These advances in graph representation learning have led to new state of the art results in numerous domains including chemical synthesis 3D vision recommender systems question answering and social network analysis This book provides a synthesis and overview of graph representation learning It begins with a discussion of the goals of graph representation learning as well as key

methodological foundations in graph theory and network analysis Following this the book introduces and reviews methods for learning node embeddings including random walk based methods and applications to knowledge graphs It then provides a technical synthesis and introduction to the highly successful graph neural network GNN formalism which has become a dominant and fast growing paradigm for deep learning with graph data The book concludes with a synthesis of recent advancements in deep generative models for graphs a nascent but quickly growing subset of graph representation learning

A Concise Introduction to Models and Methods for Automated Planning Hector Geffner,Blai Bonet,2022-05-31 Planning is the model based approach to autonomous behavior where the agent behavior is derived automatically from a model of the actions sensors and goals The main challenges in planning are computational as all models whether featuring uncertainty and feedback or not are intractable in the worst case when represented in compact form In this book we look at a variety of models used in AI planning and at the methods that have been developed for solving them The goal is to provide a modern and coherent view of planning that is precise concise and mostly self contained without being shallow For this we make no attempt at covering the whole variety of planning approaches ideas and applications and focus on the essentials The target audience of the book are students and researchers interested in autonomous behavior and planning from an AI engineering or cognitive science perspective Table of Contents Preface Planning and Autonomous Behavior Classical Planning Full Information and Deterministic Actions Classical Planning Variations and Extensions Beyond Classical Planning Transformations Planning with Sensing Logical Models MDP Planning Stochastic Actions and Full Feedback POMDP Planning Stochastic Actions and Partial Feedback Discussion Bibliography Author s Biography **Introduction to**

Symbolic Plan and Goal Recognition Reuth Mirsky,Sarah Keren,Christopher Geib,2022-05-31 Plan recognition activity recognition and goal recognition all involve making inferences about other actors based on observations of their interactions with the environment and other agents This synergistic area of research combines unites and makes use of techniques and research from a wide range of areas including user modeling machine vision automated planning intelligent user interfaces human computer interaction autonomous and multi agent systems natural language understanding and machine learning It plays a crucial role in a wide variety of applications including assistive technology software assistants computer and network security human robot collaboration natural language processing video games and many more This wide range of applications and disciplines has produced a wealth of ideas models tools and results in the recognition literature However it has also contributed to fragmentation in the field with researchers publishing relevant results in a wide spectrum of journals and conferences This book seeks to address this fragmentation by providing a high level introduction and historical overview of the plan and goal recognition literature It provides a description of the core elements that comprise these recognition problems and practical advice for modeling them In particular we define and distinguish the different recognition tasks We formalize the major approaches to modeling these problems using a single motivating example Finally we describe a number

of state of the art systems and their extensions future challenges and some potential applications

Reasoning with Probabilistic and Deterministic Graphical Models Rina Kraus, 2022-12-06 Graphical models e.g. Bayesian and constraint networks influence diagrams and Markov decision processes have become a central paradigm for knowledge representation and reasoning in both artificial intelligence and computer science in general These models are used to perform many reasoning tasks such as scheduling planning and learning diagnosis and prediction design hardware and software verification and bioinformatics These problems can be stated as the formal tasks of constraint satisfaction and satisfiability combinatorial optimization and probabilistic inference It is well known that the tasks are computationally hard but research during the past three decades has yielded a variety of principles and techniques that significantly advanced the state of the art In this book we provide comprehensive coverage of the primary exact algorithms for reasoning with such models The main feature exploited by the algorithms is the model's graph We present inference based message passing schemes e.g. variable elimination and search based conditioning schemes e.g. cycle cutset conditioning and AND/OR search Each class possesses distinguished characteristics and in particular has different time vs space behavior We emphasize the dependence of both schemes on few graph parameters such as the treewidth cycle cutset and the pseudo tree height We believe the principles outlined here would serve well in moving forward to approximation and anytime based schemes The target audience of this book is researchers and students in the artificial intelligence and machine learning area and beyond

Reasoning with Probabilistic and Deterministic Graphical Models Rina Dechter, 2022-06-01 Graphical models e.g. Bayesian and constraint networks influence diagrams and Markov decision processes have become a central paradigm for knowledge representation and reasoning in both artificial intelligence and computer science in general These models are used to perform many reasoning tasks such as scheduling planning and learning diagnosis and prediction design hardware and software verification and bioinformatics These problems can be stated as the formal tasks of constraint satisfaction and satisfiability combinatorial optimization and probabilistic inference It is well known that the tasks are computationally hard but research during the past three decades has yielded a variety of principles and techniques that significantly advanced the state of the art This book provides comprehensive coverage of the primary exact algorithms for reasoning with such models The main feature exploited by the algorithms is the model's graph We present inference based message passing schemes e.g. variable elimination and search based conditioning schemes e.g. cycle cutset conditioning and AND/OR search Each class possesses distinguished characteristics and in particular has different time vs space behavior We emphasize the dependence of both schemes on few graph parameters such as the treewidth cycle cutset and the pseudo tree height The new edition includes the notion of influence diagrams which focus on sequential decision making under uncertainty We believe the principles outlined in the book would serve well in moving forward to approximation and anytime based schemes The target audience of this book is researchers and students in the artificial intelligence and machine learning area and beyond

Multi-Objective Decision Making Diederik M. Roijers, Shimon Whiteson, 2022-05-31 Many real world decision problems have multiple objectives For example when choosing a medical treatment plan we want to maximize the efficacy of the treatment but also minimize the side effects These objectives typically conflict e g we can often increase the efficacy of the treatment but at the cost of more severe side effects In this book we outline how to deal with multiple objectives in decision theoretic planning and reinforcement learning algorithms To illustrate this we employ the popular problem classes of multi objective Markov decision processes MOMDPs and multi objective coordination graphs MO CoGs First we discuss different use cases for multi objective decision making and why they often necessitate explicitly multi objective algorithms We advocate a utility based approach to multi objective decision making i e that what constitutes an optimal solution to a multi objective decision problem should be derived from the available information about user utility We show how different assumptions about user utility and what types of policies are allowed lead to different solution concepts which we outline in a taxonomy of multi objective decision problems Second we show how to create new methods for multi objective decision making using existing single objective methods as a basis Focusing on planning we describe two ways to creating multi objective algorithms in the inner loop approach the inner workings of a single objective method are adapted to work with multi objective solution concepts in the outer loop approach a wrapper is created around a single objective method that solves the multi objective problem as a series of single objective problems After discussing the creation of such methods for the planning setting we discuss how these approaches apply to the learning setting Next we discuss three promising application domains for multi objective decision making algorithms energy health and infrastructure and transportation Finally we conclude by outlining important open problems and promising future directions *Game Theory for Data Science* Boi Faltings, Goran Radanovic, 2022-05-31 Intelligent systems often depend on data provided by information agents for example sensor data or crowdsourced human computation Providing accurate and relevant data requires costly effort that agents may not always be willing to provide Thus it becomes important not only to verify the correctness of data but also to provide incentives so that agents that provide high quality data are rewarded while those that do not are discouraged by low rewards We cover different settings and the assumptions they admit including sensing human computation peer grading reviews and predictions We survey different incentive mechanisms including proper scoring rules prediction markets and peer prediction Bayesian Truth Serum Peer Truth Serum Correlated Agreement and the settings where each of them would be suitable As an alternative we also consider reputation mechanisms We complement the game theoretic analysis with practical examples of applications in prediction platforms community sensing and peer grading Introduction to Intelligent Systems in Traffic and Transportation Ana L.C. Bazzan, Franziska Klügl, 2022-05-31 Urban mobility is not only one of the pillars of modern economic systems but also a key issue in the quest for equality of opportunity once it can improve access to other services Currently however there are a number of negative issues related to traffic especially in mega cities such as

economical issues cost of opportunity caused by delays environmental externalities related to emissions of pollutants and social traffic accidents Solutions to these issues are more and more closely tied to information and communication technology Indeed a search in the technical literature using the keyword urban traffic to filter out articles on data network traffic retrieved the following number of articles as of December 3 2013 9 443 ACM Digital Library 26 054 Scopus and 1 730 000 Google Scholar Moreover articles listed in the ACM query relate to conferences as diverse as MobiCom CHI PADS and AAMAS This means that there is a big and diverse community of computer scientists and computer engineers who tackle research that is connected to the development of intelligent traffic and transportation systems It is also possible to see that this community is growing and that research projects are getting more and more interdisciplinary To foster the cooperation among the involved communities this book aims at giving a broad introduction into the basic but relevant concepts related to transportation systems targeting researchers and practitioners from computer science and information technology In addition the second part of the book gives a panorama of some of the most exciting and newest technologies originating in computer science and computer engineering that are now being employed in projects related to car to car communication interconnected vehicles car navigation platooning crowd sensing and sensor networks among others This material will also be of interest to engineers and researchers from the traffic and transportation community

An Introduction to Constraint-Based Temporal Reasoning Roman Barták, Robert A. Morris, K. Brent Venable, 2022-05-31 Solving challenging computational problems involving time has been a critical component in the development of artificial intelligence systems almost since the inception of the field This book provides a concise introduction to the core computational elements of temporal reasoning for use in AI systems for planning and scheduling as well as systems that extract temporal information from data It presents a survey of temporal frameworks based on constraints both qualitative and quantitative as well as of major temporal consistency techniques The book also introduces the reader to more recent extensions to the core model that allow AI systems to explicitly represent temporal preferences and temporal uncertainty This book is intended for students and researchers interested in constraint based temporal reasoning It provides a self contained guide to the different representations of time as well as examples of recent applications of time in AI systems

Decoding **Representations And Techniques For 3d Object Recognition And Scene Interpretation Silvio Savarese**: Revealing the Captivating Potential of Verbal Expression

In a period characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its power to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Representations And Techniques For 3d Object Recognition And Scene Interpretation Silvio Savarese**," a mesmerizing literary creation penned by a celebrated wordsmith, readers attempt an enlightening odyssey, unraveling the intricate significance of language and its enduring affect on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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