

Realistic 3D Simulation of Multiple Human Re cognition over Perception Sensor Network

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INTRODUCTION

- We introduce a simulation approach for emulating a real-world human recognition system called a Perception Sensor Network (PSN).
- PSN is simultaneously tracking global human locations and corresponding face identifications among the sensors.
- This work aims to simulate a PSN system that recognizes multiple human targets over a relatively large indoor environment.

Method

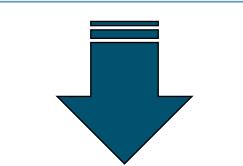
Create Multiple Huma ns



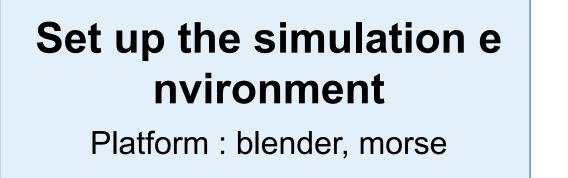


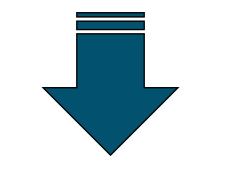
• Captured motions can be add to the avatar (blender)



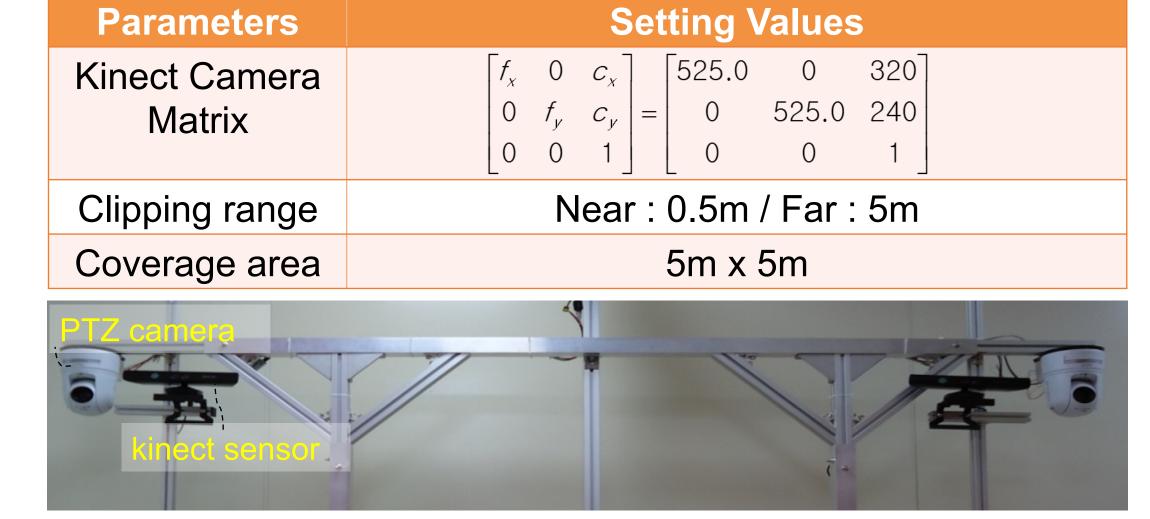


Sensor emulation(morse)

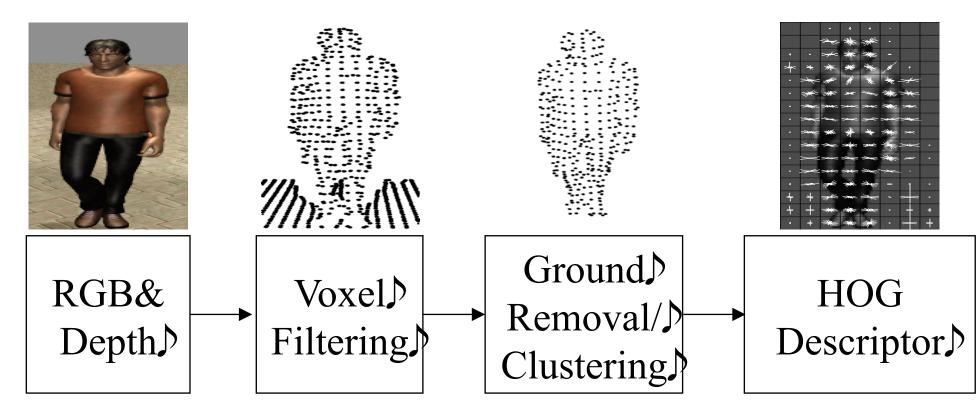


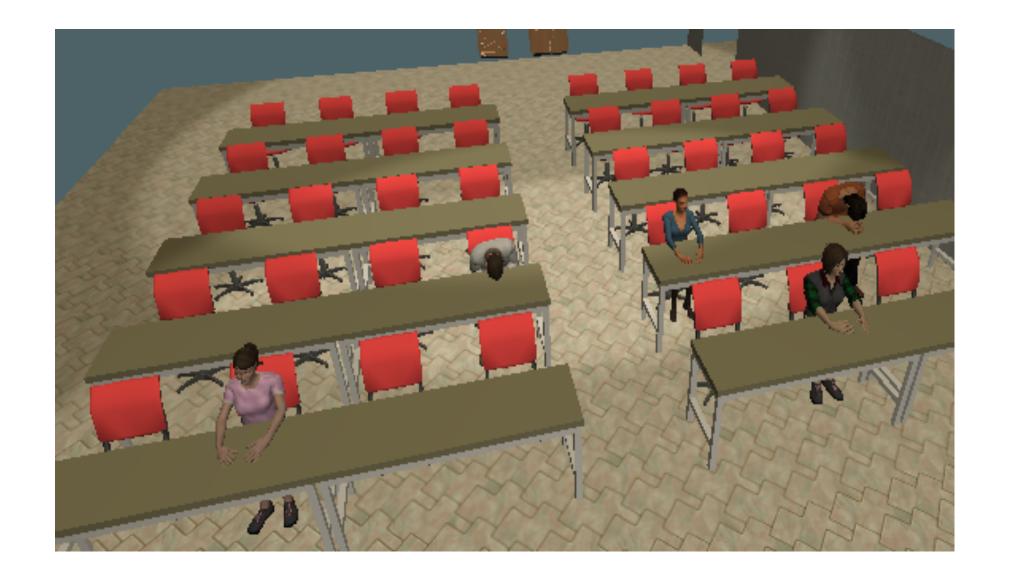


Detect humans and re cognize their faces

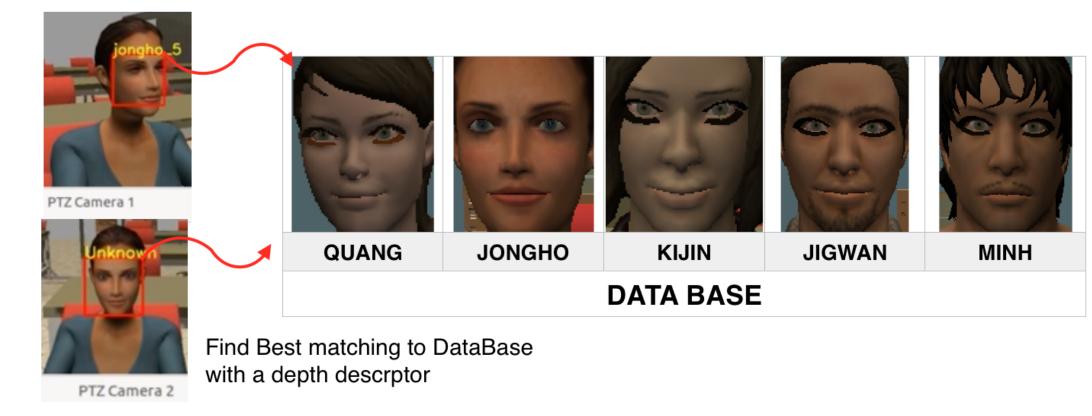


Human detection by RGB-D data



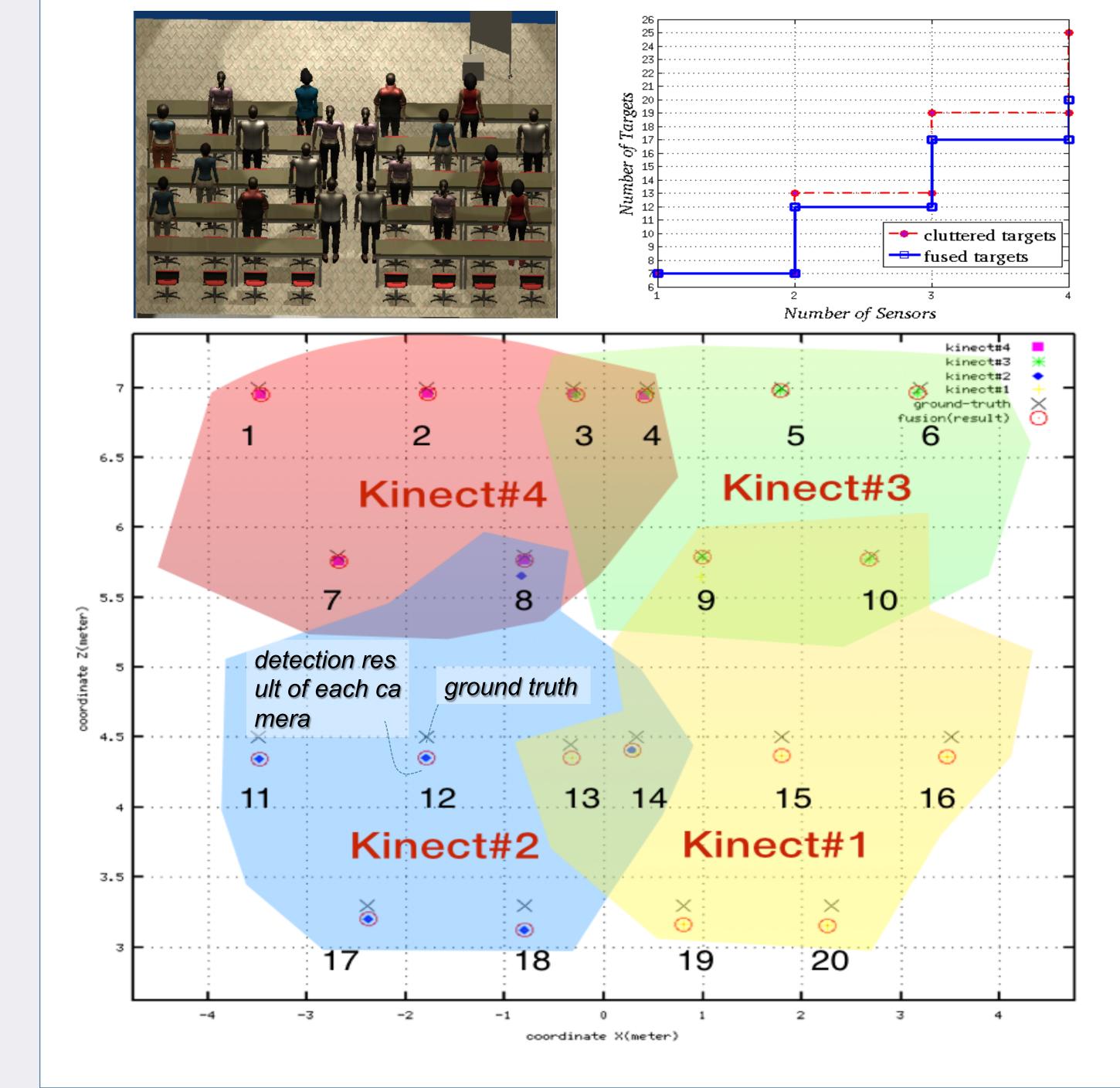


Face recognition on captured close-up views

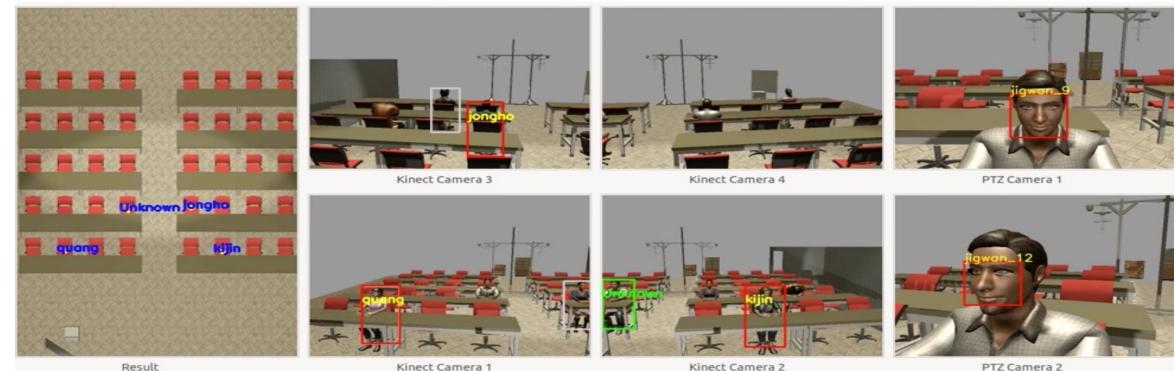


RESULTS

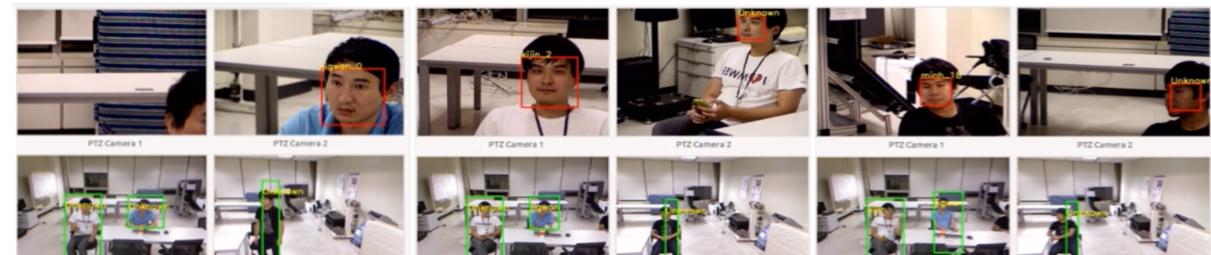
- A. Multiple human detection
- Detect 20 human avatars on Kinect 1, 2, 3, 4.
- Merge duplicate detection result among sensors.
- Compare detection results with ground truth.



- B. Experiment in the simulated environment
- PSN randomly selects the area around one of the detected humans and st arts face recognition.
- Once PSN finds the face of the known person, it matches his/her ID to the detected person.



- C. Experiment in the real environment
- We also developed an actual hardware system and confirmed the function of th e proposed system.





CONCLUSIONS

- In this study, we have created a virtual environment that mimics th e real world conditions.
- Proposed system can reliably detect multiple humans and assign t heir own identity by comparing recognized faces.
- This system can evaluate the various detection algorithms before applying them to the real situations.

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