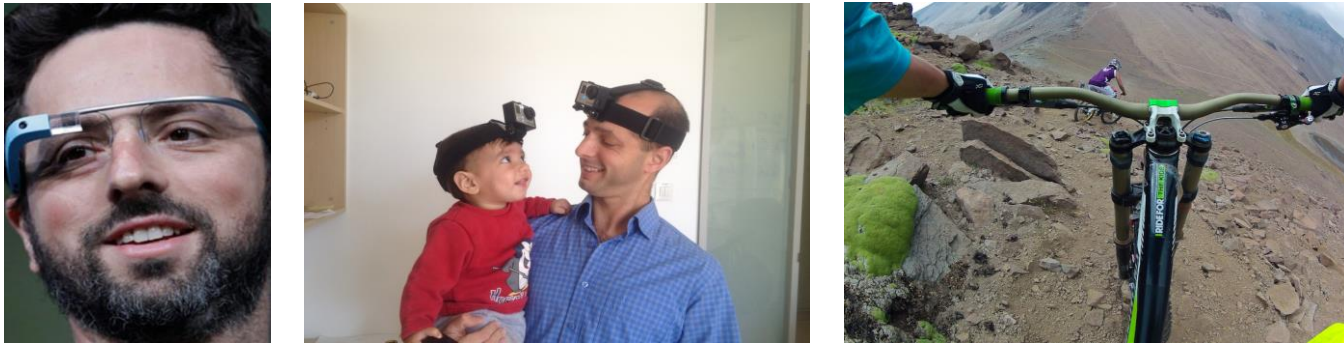


1. Motivation

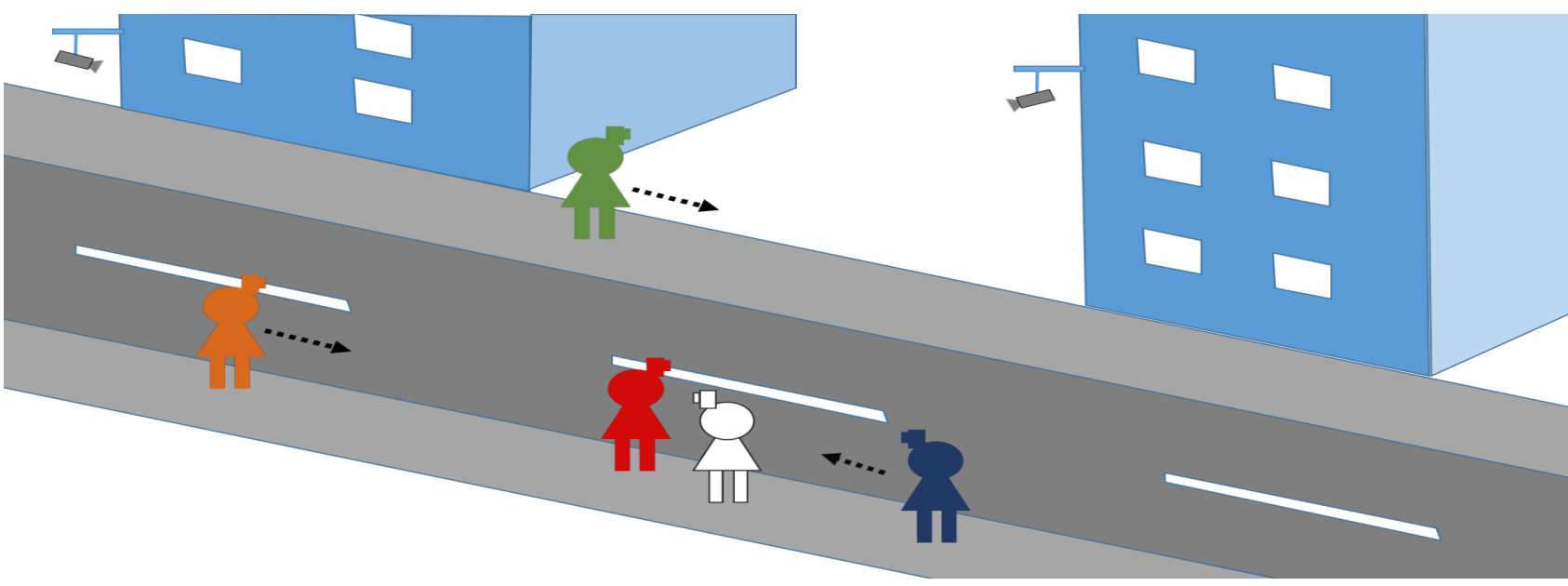
- ❖ Egocentric cameras are becoming increasingly popular.



- ❖ Increasing number of cities are coming under 24X7 video surveillance.



- ❖ The following scenario is becoming increasingly likely: people ("subjects") using egocentric cameras are captured on security cameras, or by other people ("observers") with egocentric cameras.

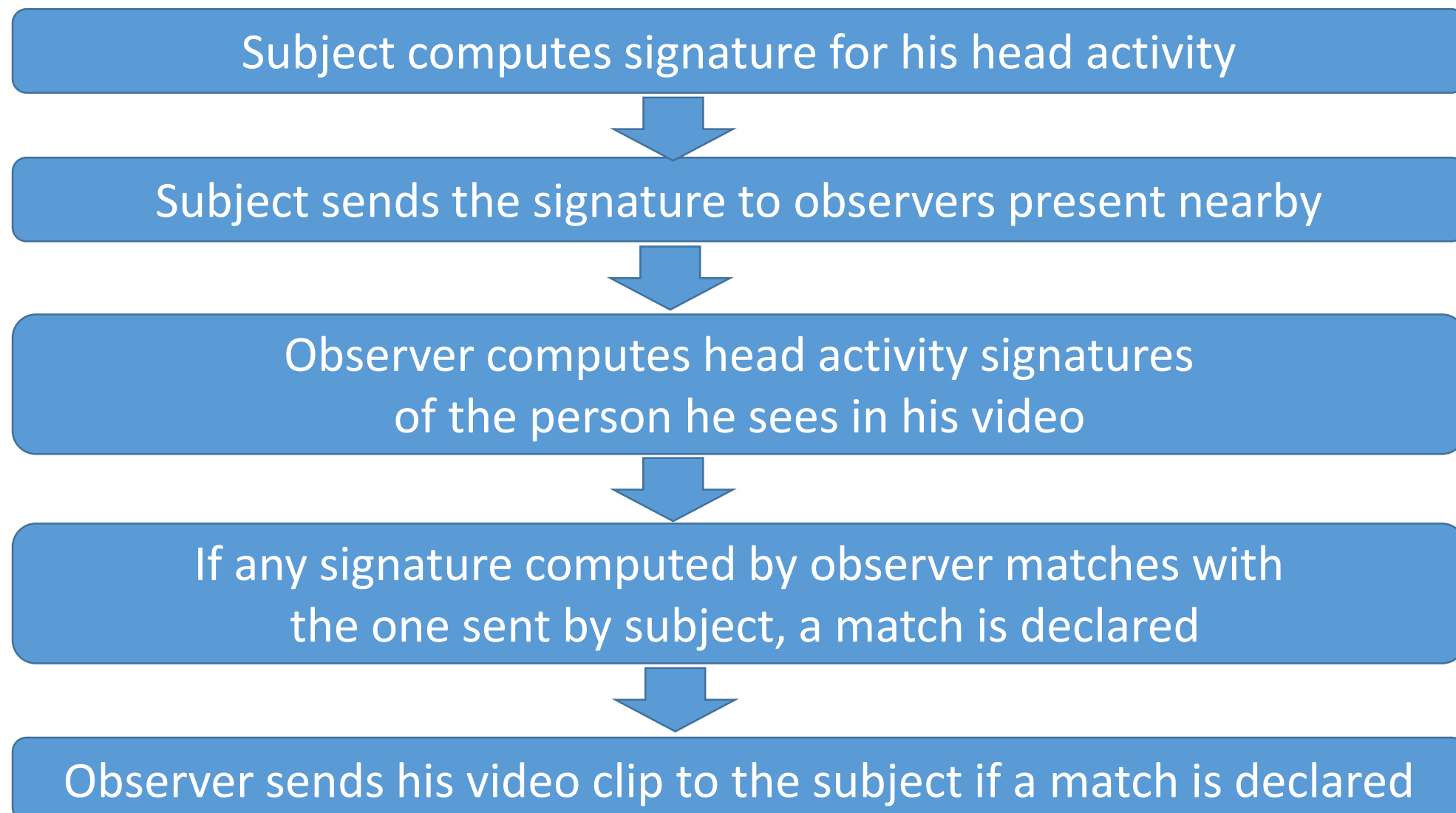


- ❖ Subjects would like to query if they were captured in observer's video, without revealing identifying information about themselves.

2. Approach

A protocol and an algorithm for privacy preserving querying and certifying the identity of a person (subject) captured in a video.

Approach

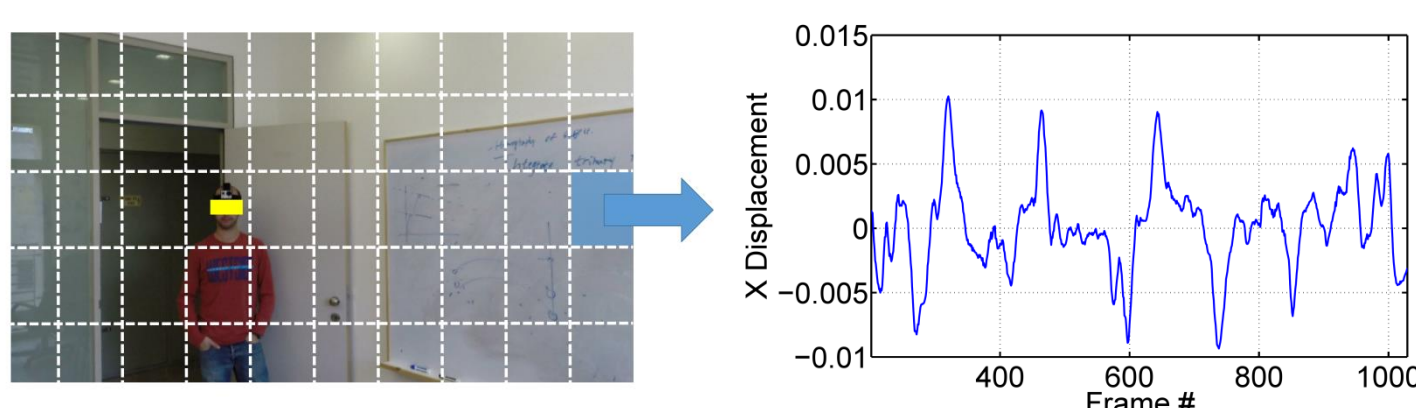


Why not 'standard' biometric methods?

- ❖ Face Picture: Observer learns the identity of subject in the query. He can use the face he received to search for the subject in other videos.
- ❖ Biometric Signatures like gait pattern etc. can also be used to search for the subject elsewhere
- ❖ Face Classifier: Subject may be impersonating someone else.

3. Subject Signatures

- ❖ Subject is wearing an egocentric camera on his head/glasses. Optical flow as seen in subject's video is dominantly due to his head movement.
- ❖ Compute optical flow for each pair of adjacent frames in the video.
- ❖ Optical flow over time represents subject's head activity and is the subject's signature.



4. Observer Signatures

- ❖ Observer sees a person in his video, and finds feature points on the face and torso of the person.
- ❖ The person's signature is the variation over time of the relative displacement between the face and the torso



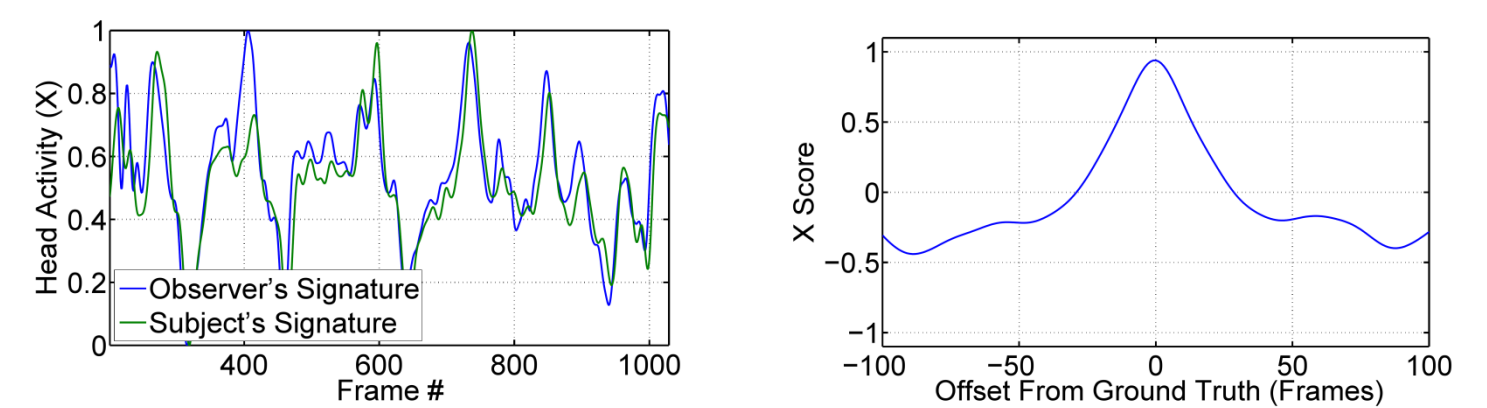
5. Matching Score

- ❖ Pearson Correlation Coefficient

$$\rho(X, Y) = \frac{Cov(X, Y)}{\sigma_X \sigma_Y} = \frac{E[(X - \mu_X)(Y - \mu_Y)]}{\sigma_X \sigma_Y}$$

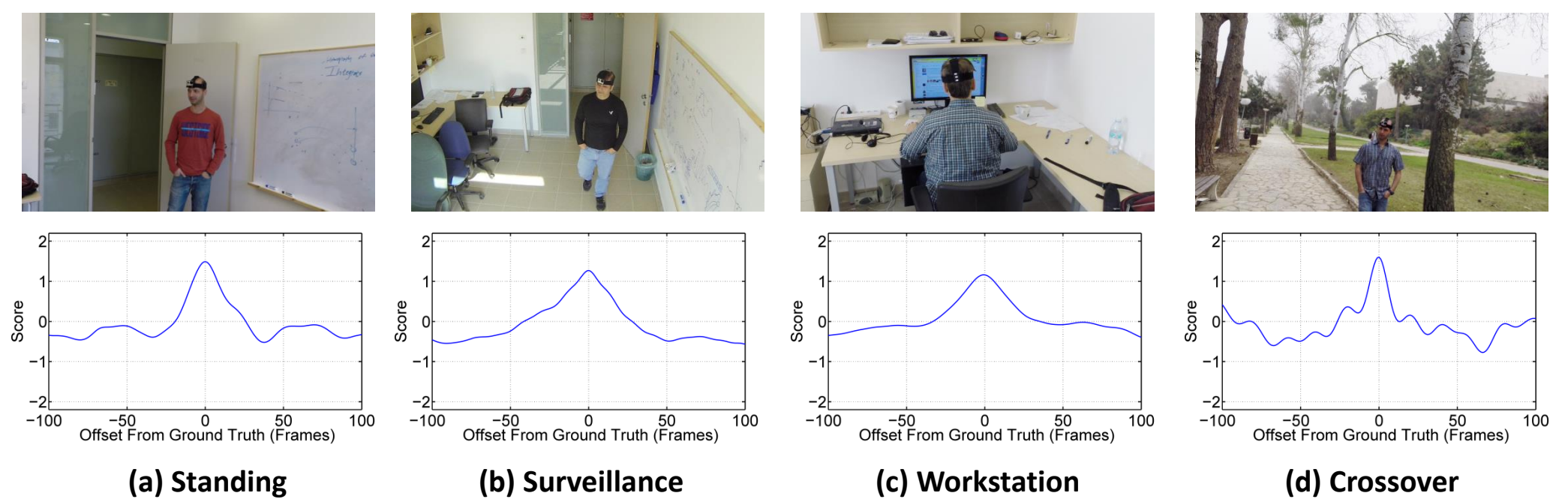
- ❖ Subject's signatures: S_x and S_y . Observer's signatures: O_x and O_y .

- ❖ $Score = |\rho(S_x, O_x)| + |\rho(S_y, O_y)|$

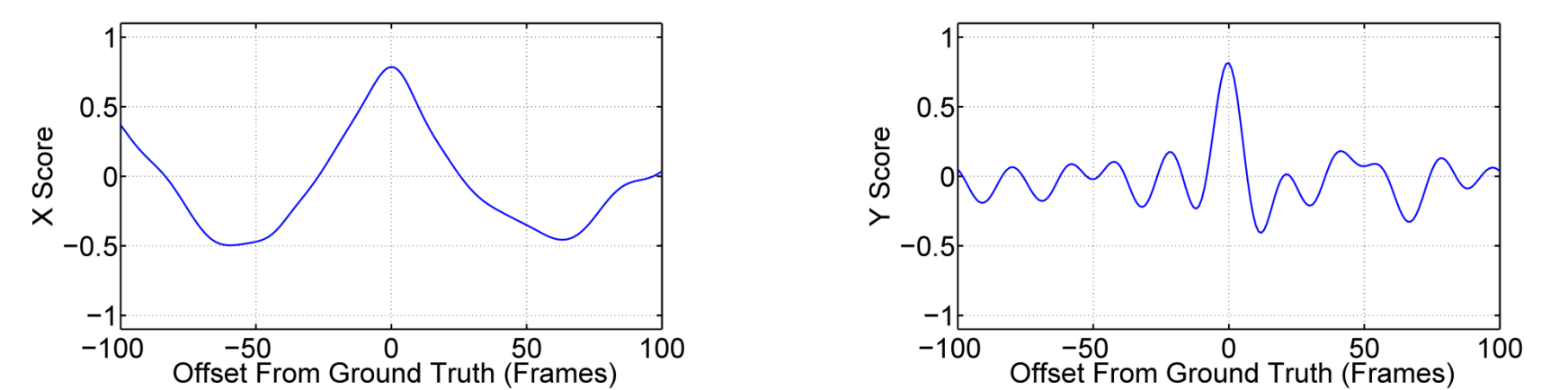


6. Experiments

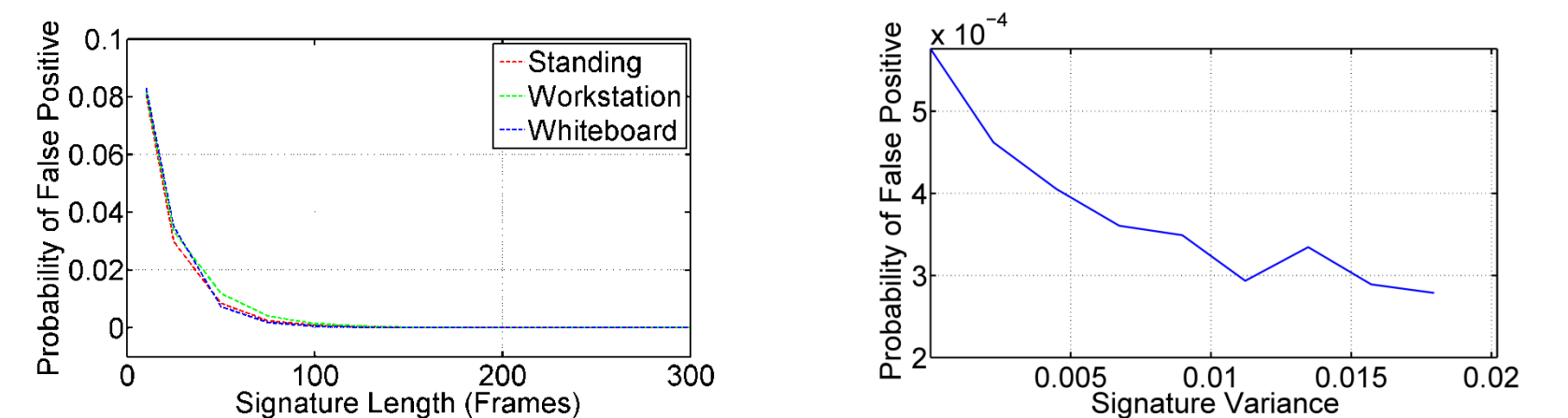
Different Scenarios



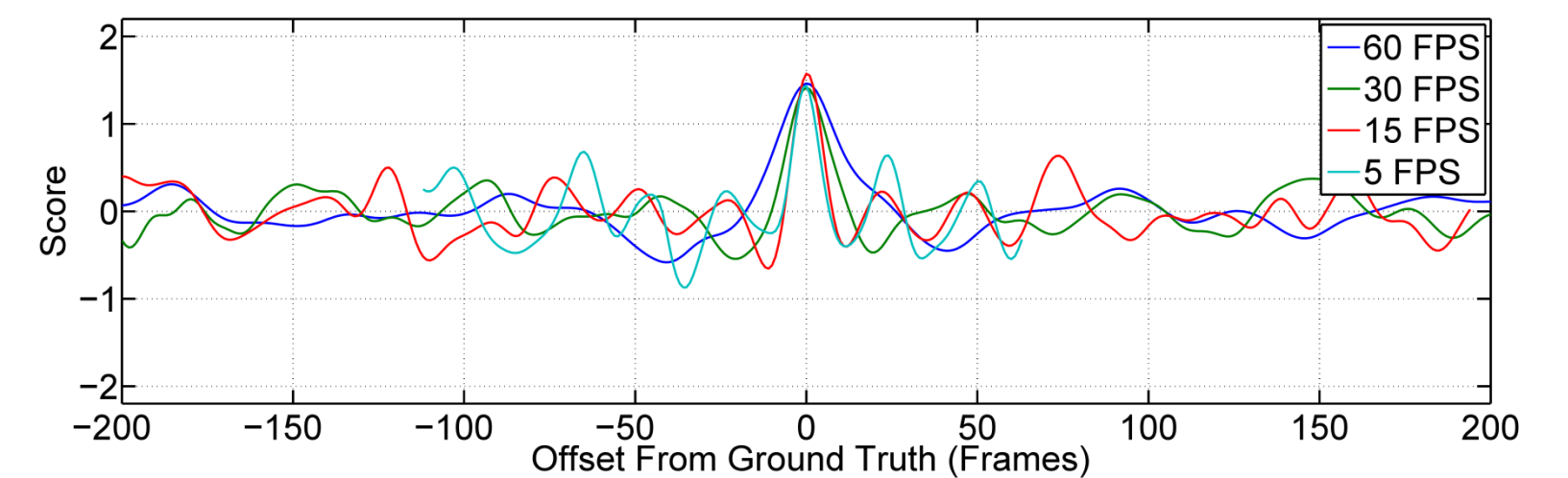
Walking Experiment



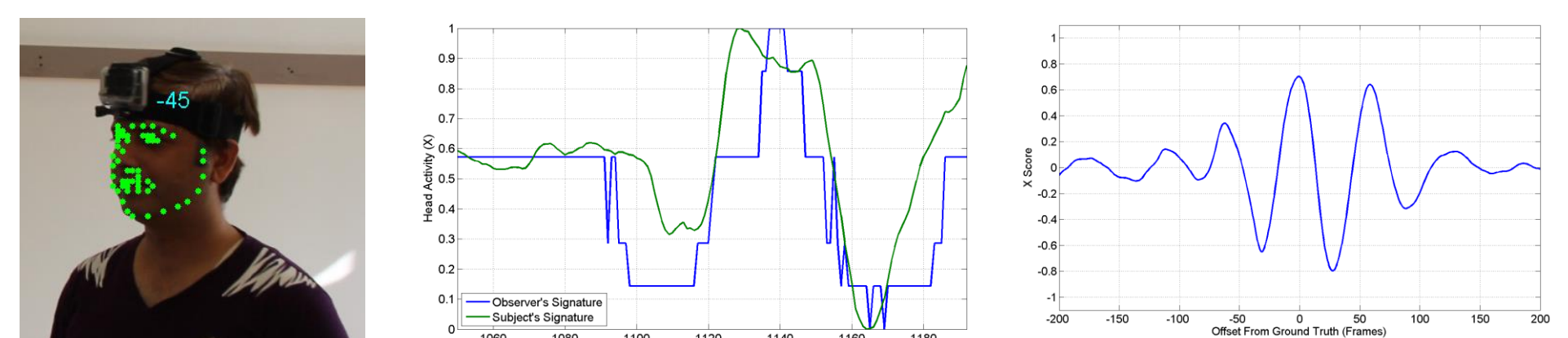
Signature Uniqueness



Effect of FPS



Comparative results using face pose estimation



Acknowledgement

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