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Popular Techniques Existing techniques include deformable parts models, poses from singledepth images, interdependent pressure and RGB images, and multimodal





Figure 4. Left: sleep pose performance using deformable part models. Right: sleep pose performance using pose recognition from single depth image (i.e., Kinect API).

EYE-CU: SLEEP POSE RECOGNITION USING MULTIMODAL MULTIVIEW DATA

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The contribution of each modality and modality-view (w) in the Eye-CU system is estimated by solving multiple optimization problems at once.

minimize $\frac{1}{2} \sum_{k=1}^{K} \sum_{l=1}^{L} \left(\sum_{m=1}^{M} s_{k,l,m} w_m - b_{k,l} \right)^2$ subject to $1^T w = 1$ $0 \leq w_m \leq 1, m = 1, \dots, M$

$$\chi_{k}^{c} = \{f_{m}\}_{M}^{c} = \{f_{R}, f_{D}, f_{P}\}_{M}^{c}$$

$$\hat{l} = \arg\max_{l \in L} (S_k^c) = \arg\max_{l \in L} \sum_{m=1}^{M} \left(w_{\mathcal{N}_m}^c \{ \text{CLF}(f_{\mathcal{N}_m}) \}_L^c \right)$$

cc-Ls argument (**) becomes:
$$\frac{1}{2} ||\mathbf{A}\mathbf{w} - \mathbf{b}||_2^2$$

$$= \left[S_{k=1}^T, \dots, S_{k=K}^T\right]_{UM}^T, U = KL,$$
with $S_k(l,m) = s_{k,l,m} = \mathbb{P}(Z_l | \chi_k, M = m) \mathbb{P}(M = m)$

$$m = \left[b_{k=1}^T, \dots, b_{k=K}^T\right]^T,$$
where
$$b_{k,l} = \mathbb{P}(Z = z_l | \chi = \chi_k, Oracle) = \begin{cases} 1, \text{ if } \hat{l} = l^* \text{ for } \chi_l \\ 0, \text{ otherwise} \end{cases}$$
Finally, $\mathbf{b} = \frac{\Sigma_{\forall m} \mathbf{b}_m}{N}$







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Results

Table 1. Left: Classification performance of the various Eye-CU configurations (based on modalities and views available). Table 2. Right: Classification performance of the MpM cc-LS system configuration and comparable competing methods.

Confusion Matrices: Bright and Clear



Figure 7. Confusion matrices of the Huang, Torres, and cc-LS with MpMpose classification methods under bight and clear (ideal) scene conditions.

Confusion Matrices: Dim and Occluded

Figure 8. Confusion matrices of the Huang, Torres, and cc-LS with MpM pose classification methods under dim and occluded scene conditions.

Future Work

ration of temporal information and pose representation with features and artificial neural net architectures.

ntify and typify pose sequences (duration and transition) and will stigate removing the constraints from the set of poses.

Main References

1. Y. Freund and R. E. Schapire. A decision-theoretic generalization of on-line learning and an application to boosting. Jrn'l of computer and sys. Sci., 1997. 2. Huang et al. Multimodal Sleeping posture classification. In Proc of the IEEE Int'l Conf. on Pattern Recognition (ICPR), 2010.

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