

José Santos-Victor

## **Short-Term Human activity recognition - learning from biology**

We discuss how to design a computer vision system able to characterize human actions from video sequences. The approach is based on the use of different features and on the selection of the features that are most relevant for the recognition. The feature selection is made together with the classifier design. Also we will show how the structure of the classifier can have a significant impact on the overall performance. Results on a large number of images are presented and compared

When designing artificial systems for human action recognition, one cannot avoid admiring how easily such tasks seems to be to humans. Recent findings in neuroscience suggest the existence of specific structures in the human brain that are used for producing and recognizing goal-oriented actions. The second part of the talk will discuss some of these experiments and see how to build artificial models to help understand how the functioning of the brain (specific parts). Finally, the understanding of these models may help designing better and more flexible artificial systems.