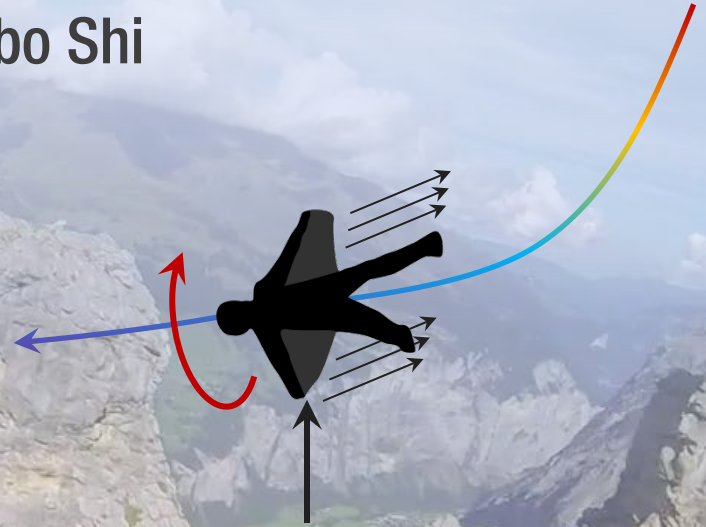


# Force from Motion: Decoding Physical Sensation from a First Person Video

Hyun Soo Park, Jyh-Jing Hwang, and Jianbo Shi





Biker





Biker



# Can we understand activity?



Mountain biking



# Can we understand detailed activity?



Mountain biking



# Can we understand physics of activity?



1. Gravity



Gyroscope

# Can we understand physics of activity?



2. Speed



Accelerometer

# Can we understand physics of activity?



Pedaling

Braking



Pedaling

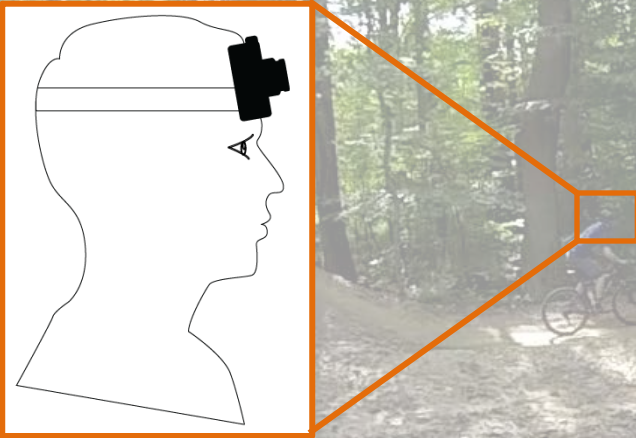
Braking



3. Control

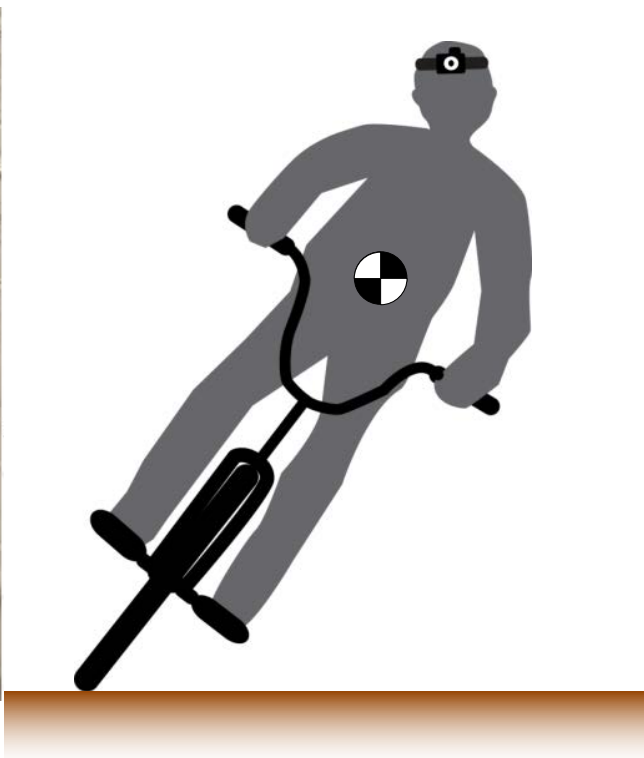


# Can we understand physics of activity?

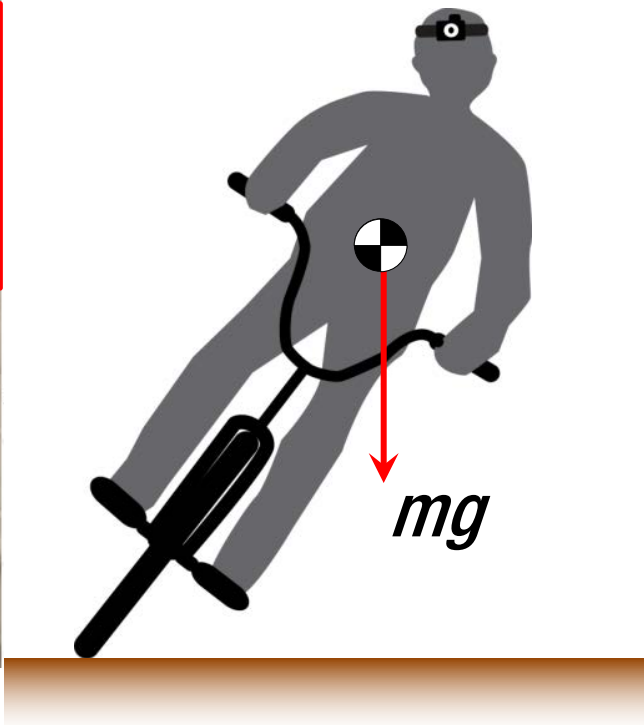


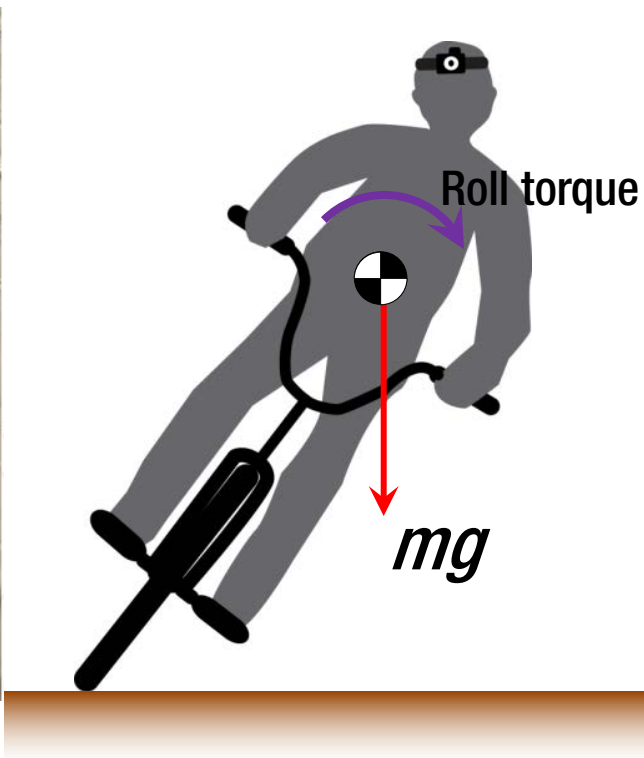
First person camera

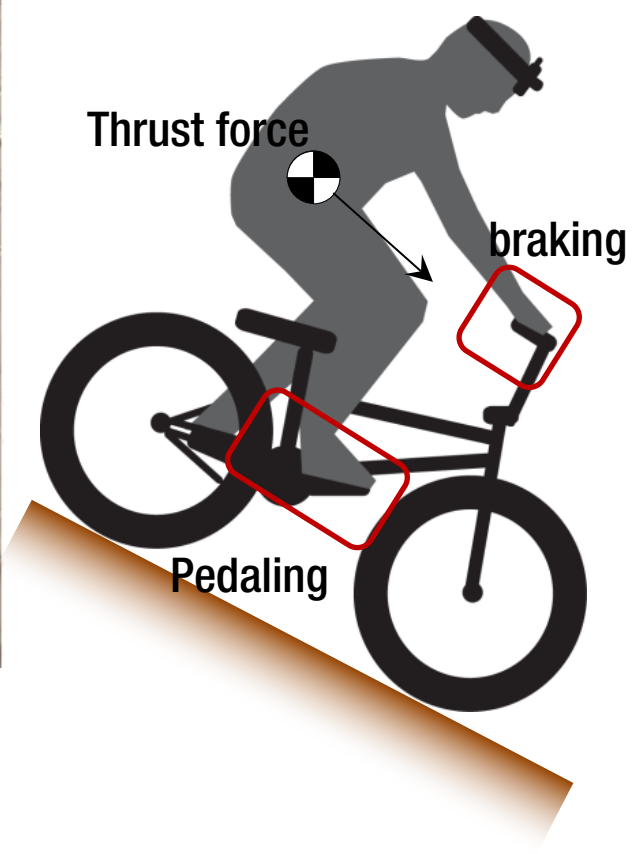
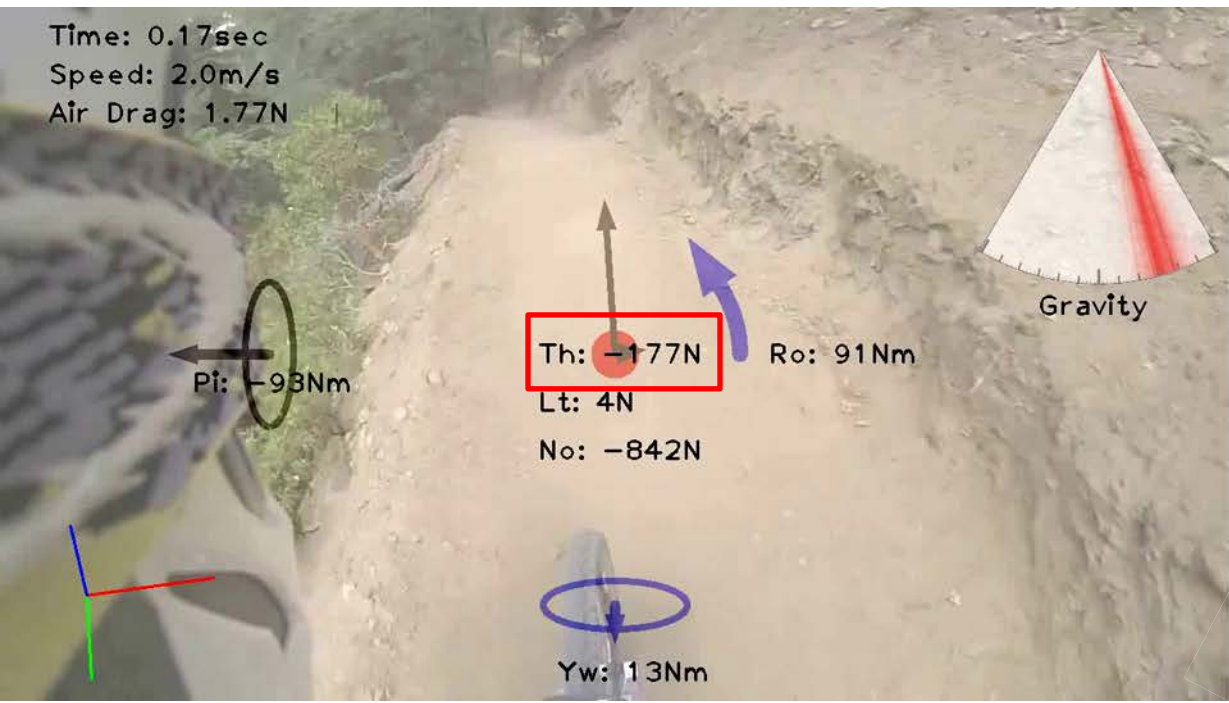


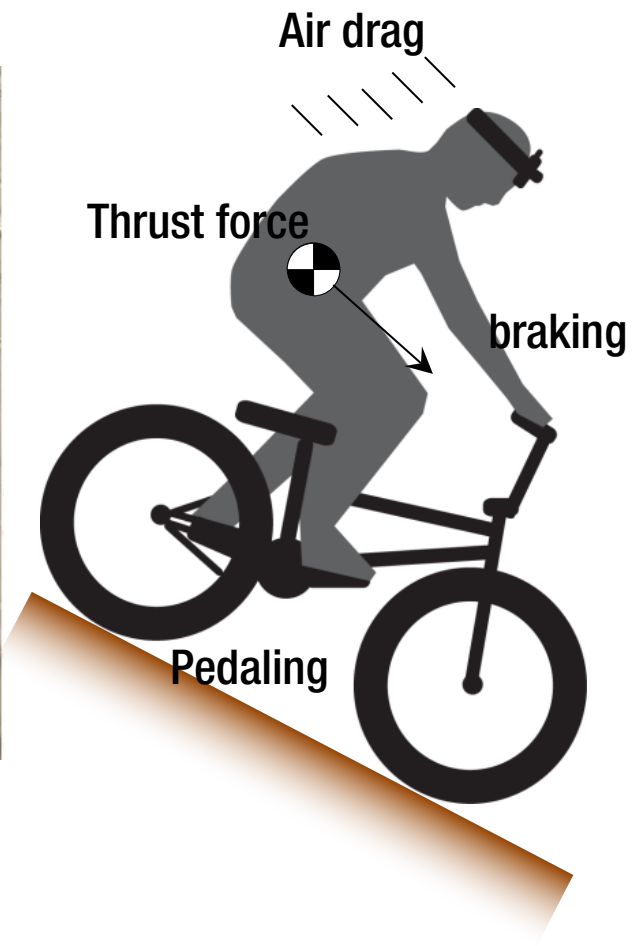


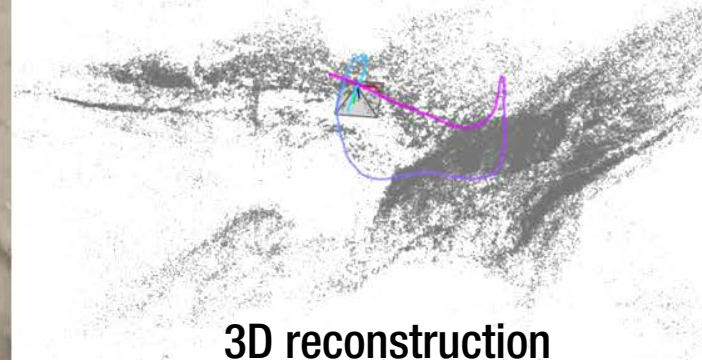
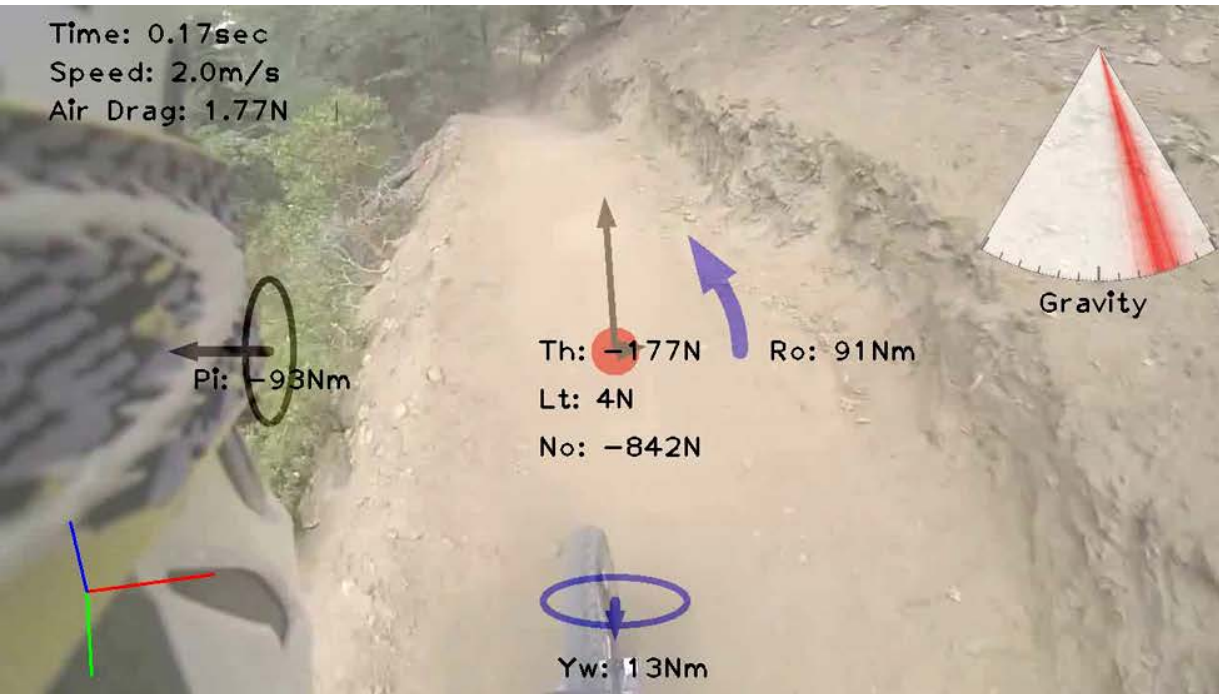
Time: 0.17sec  
Speed: 2.0m/s  
Air Drag: 1.77N



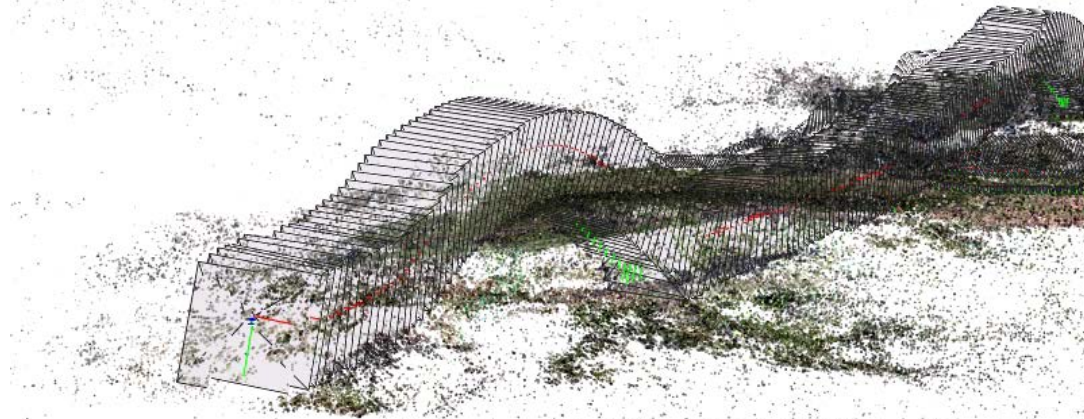




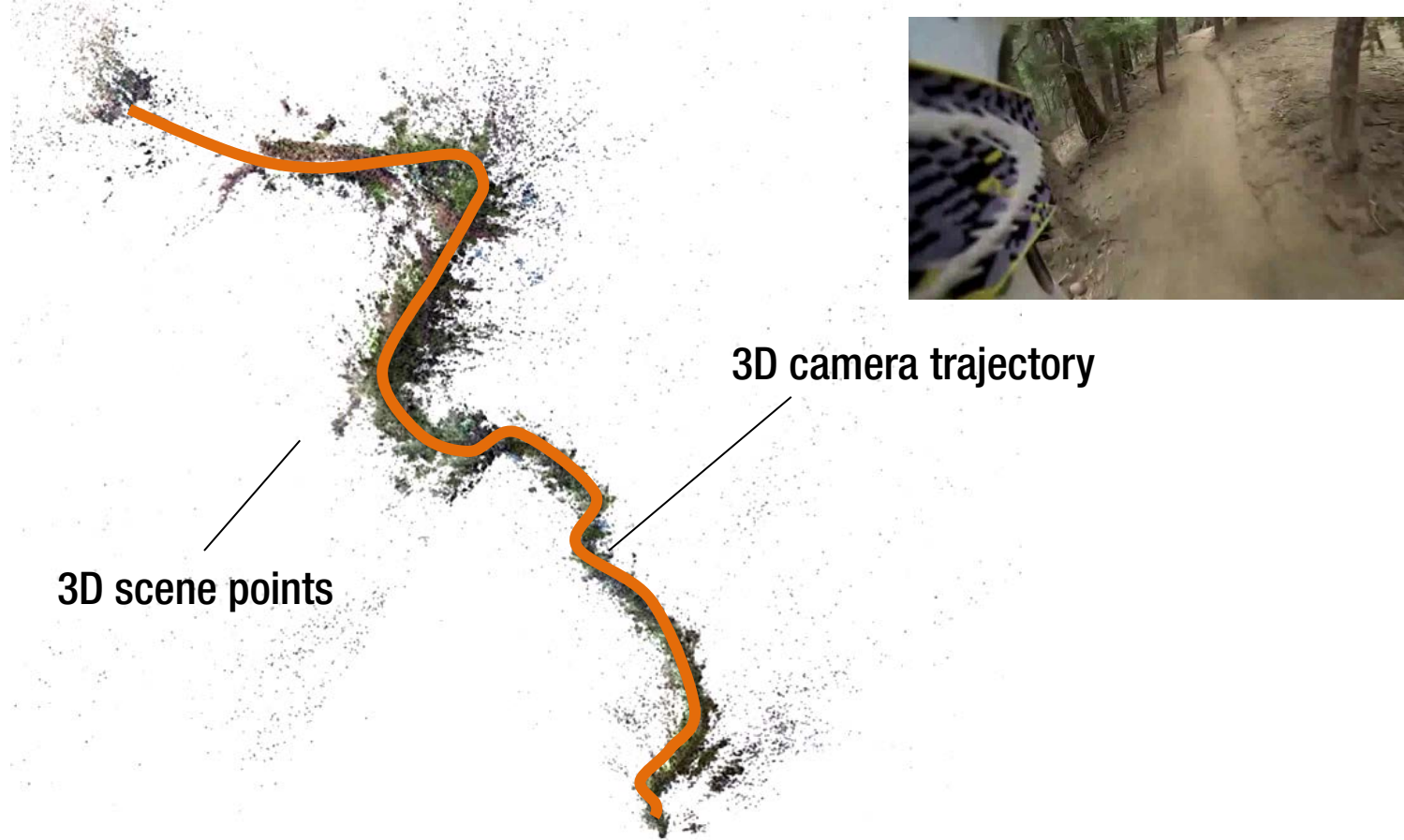








**3D reconstruction**



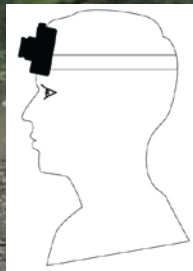
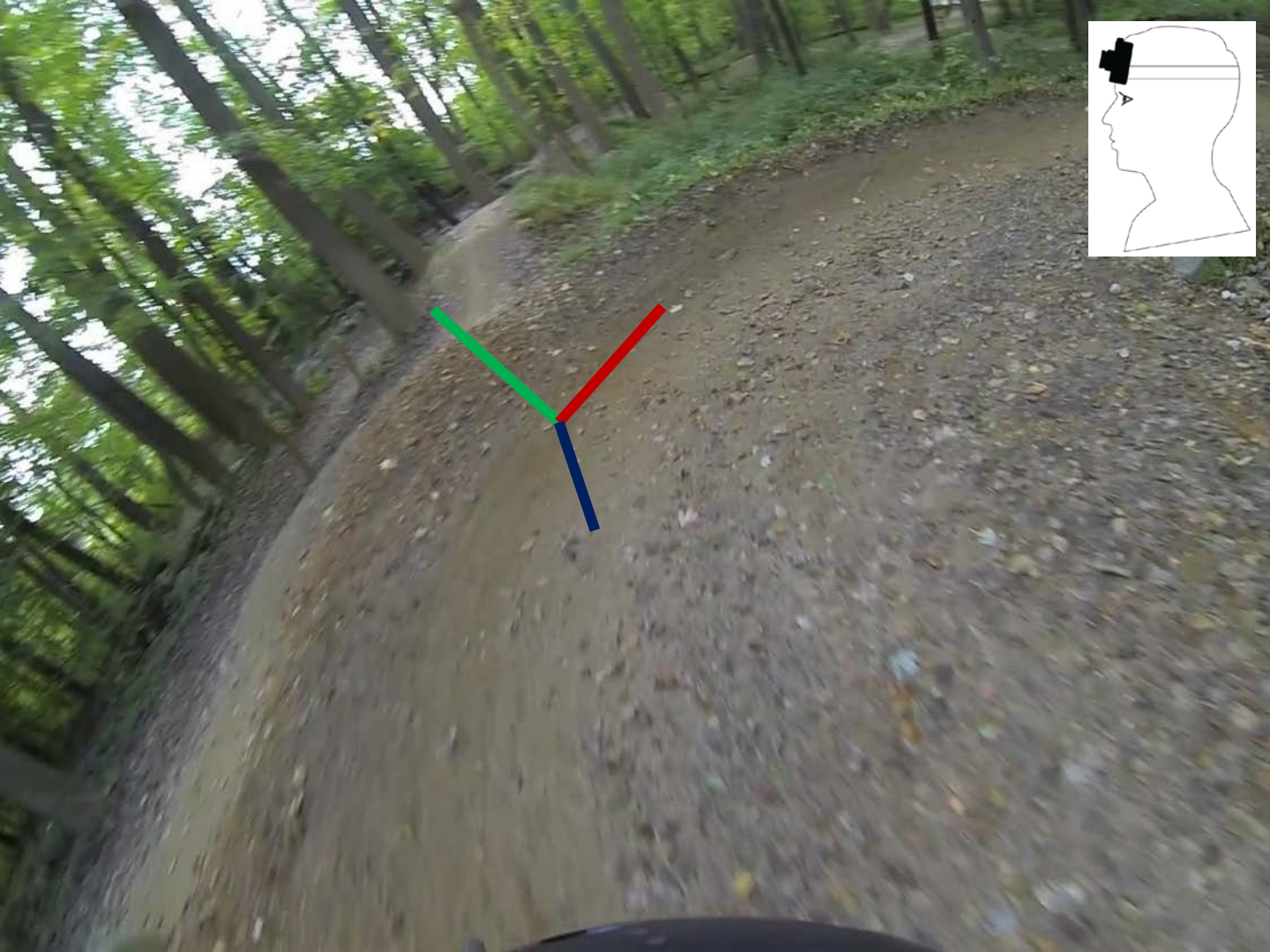
# 3D reconstruction

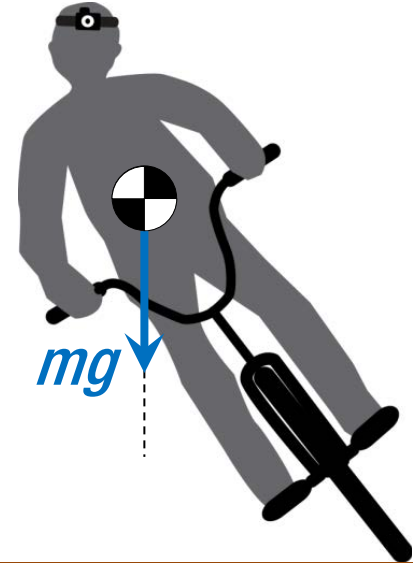


Is geometry or kinematics enough to understand the biker's behaviors?

*What causes motion?*

3D reconstruction






# 1. Compute Gravity





$p(g | \mathcal{I})$

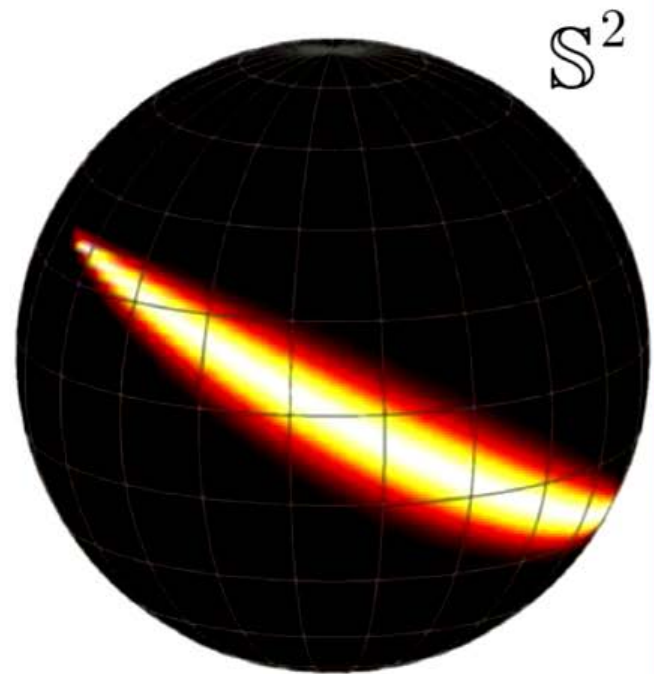
 Prediction via CNN

 Ground truth

Prediction error: 0.5 degree



$$p(\mathcal{I} | \mathbf{g})$$



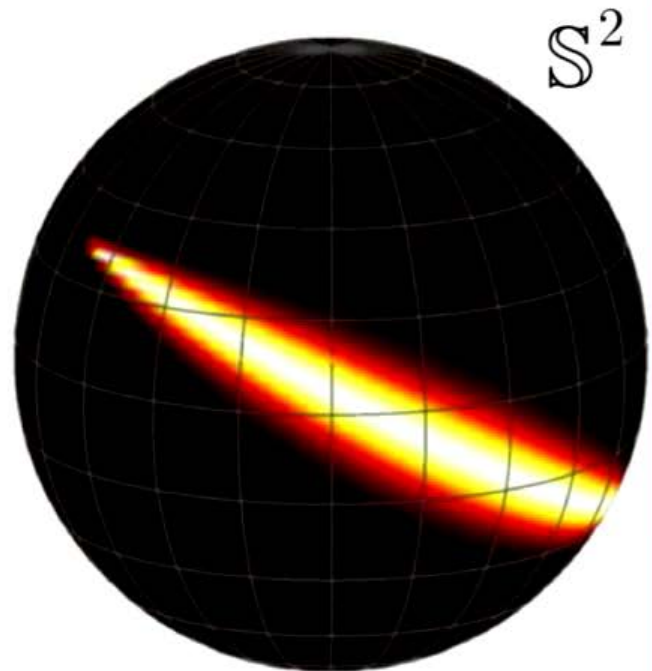
Probability of gravity direction in 3D

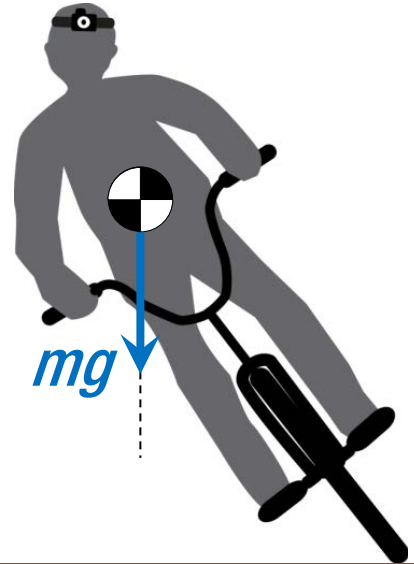
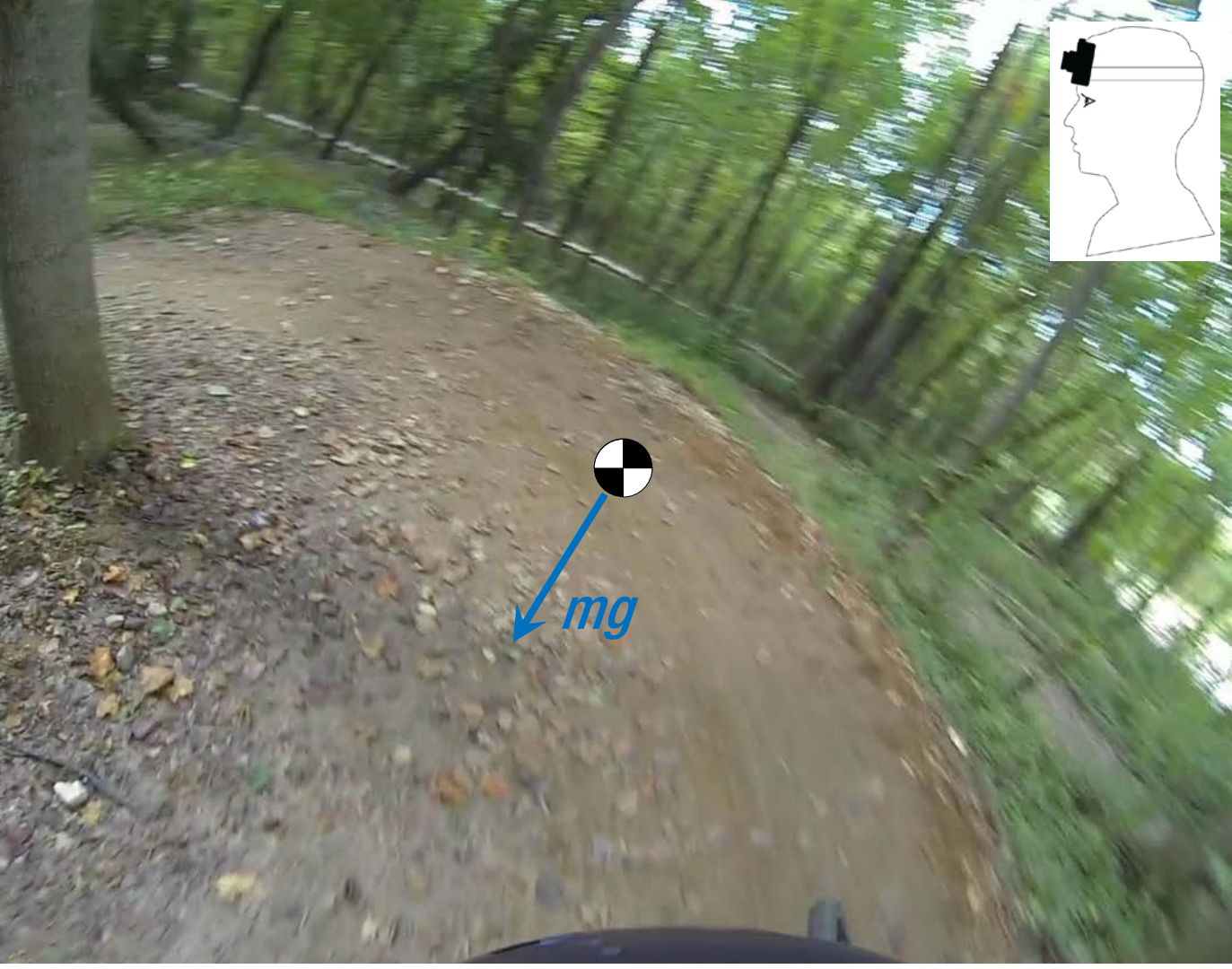


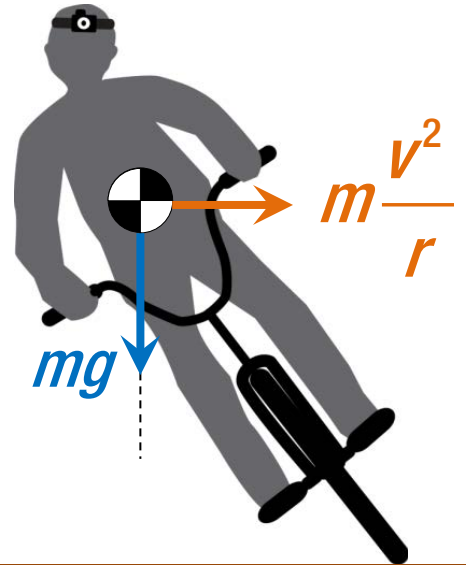
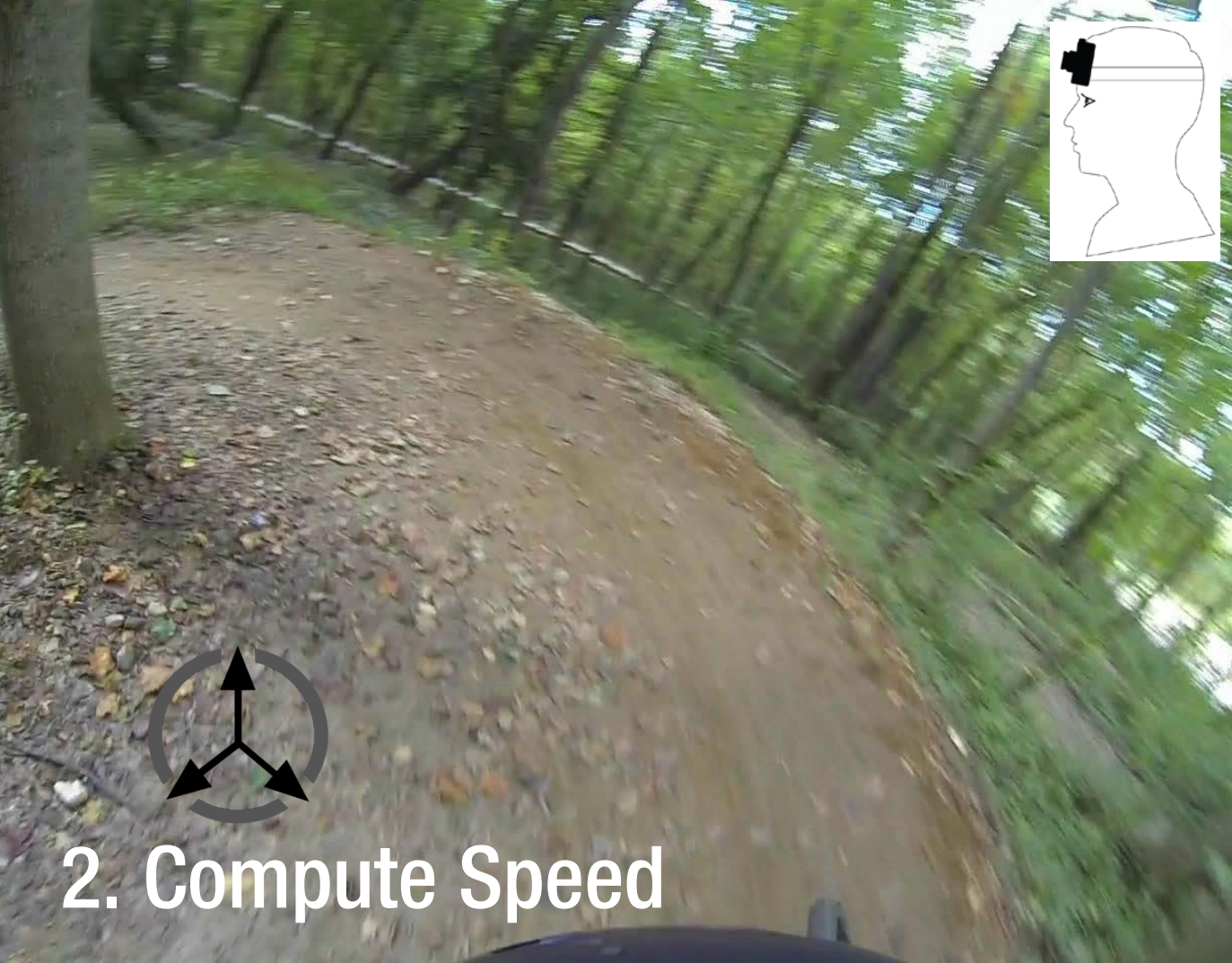
# Visual Gravity Prediction



$$p(\hat{g} \mid \mathcal{I}_1, \dots, \mathcal{I}_N) \propto p(\hat{g}) \prod_i^N p(\mathcal{I}_i \mid \hat{g})$$

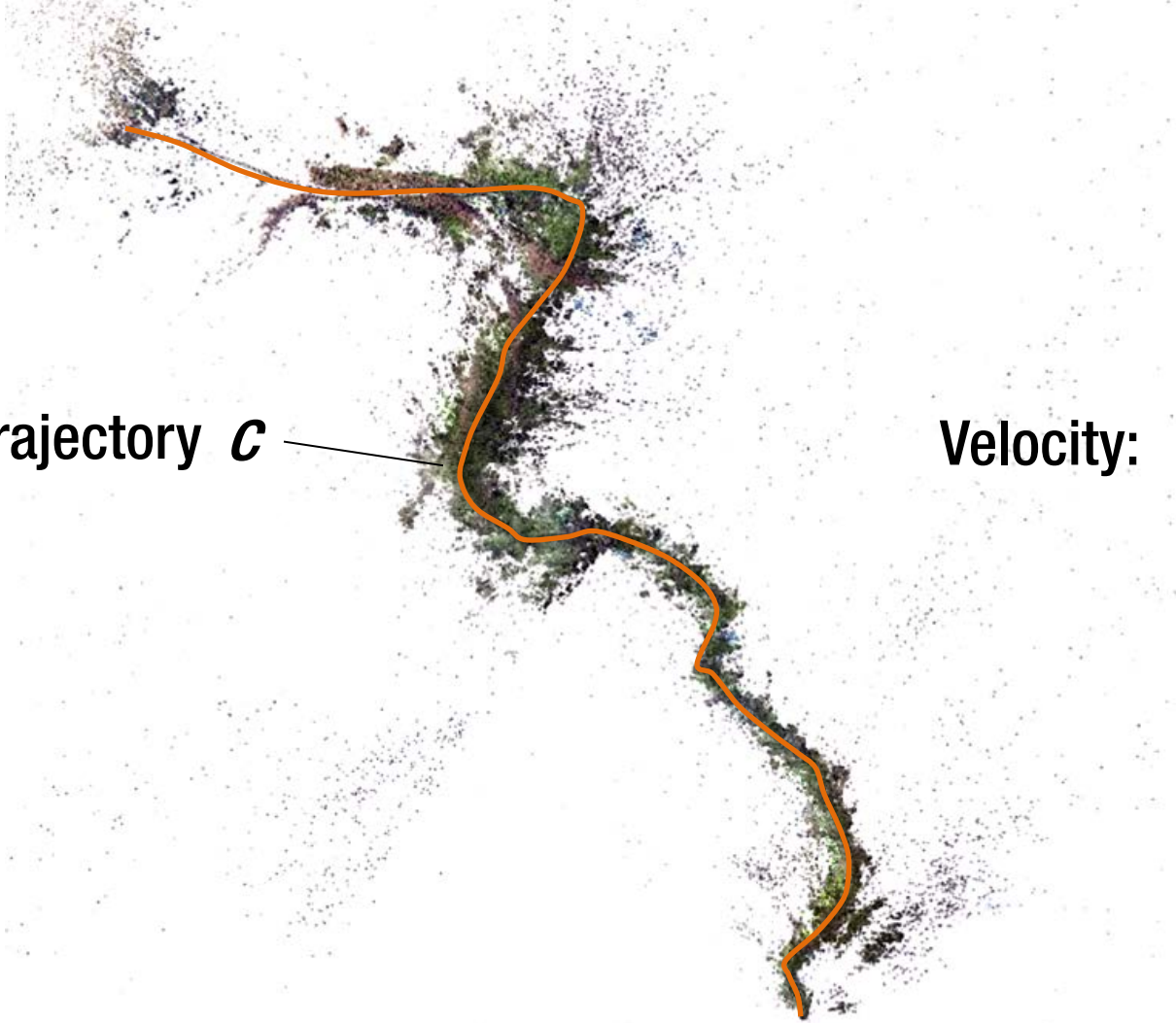






Camera trajectory  $\mathcal{C}$

Velocity:  $v = \frac{d\mathcal{C}}{dt}$

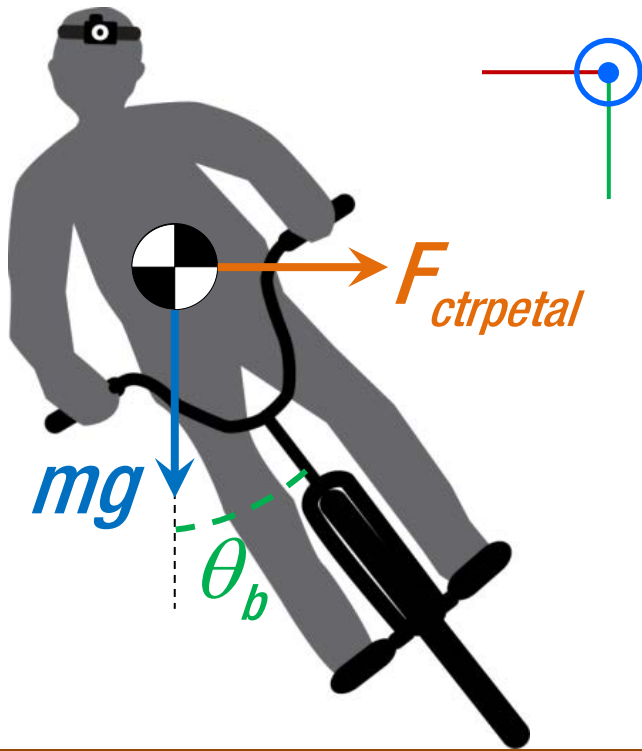


A 3D point cloud of a tree, rendered in shades of green and brown. An orange line is overlaid on the point cloud, representing a camera trajectory that starts at the top left, moves horizontally, then curves down and around the tree, and finally moves down towards the bottom right.

Camera trajectory  $\alpha \mathcal{C}$

where  $\alpha$  is arbitrary scale.

Velocity:  $v = \alpha \frac{d\mathcal{C}}{dt}$



Banked turn

Dynamic balance:

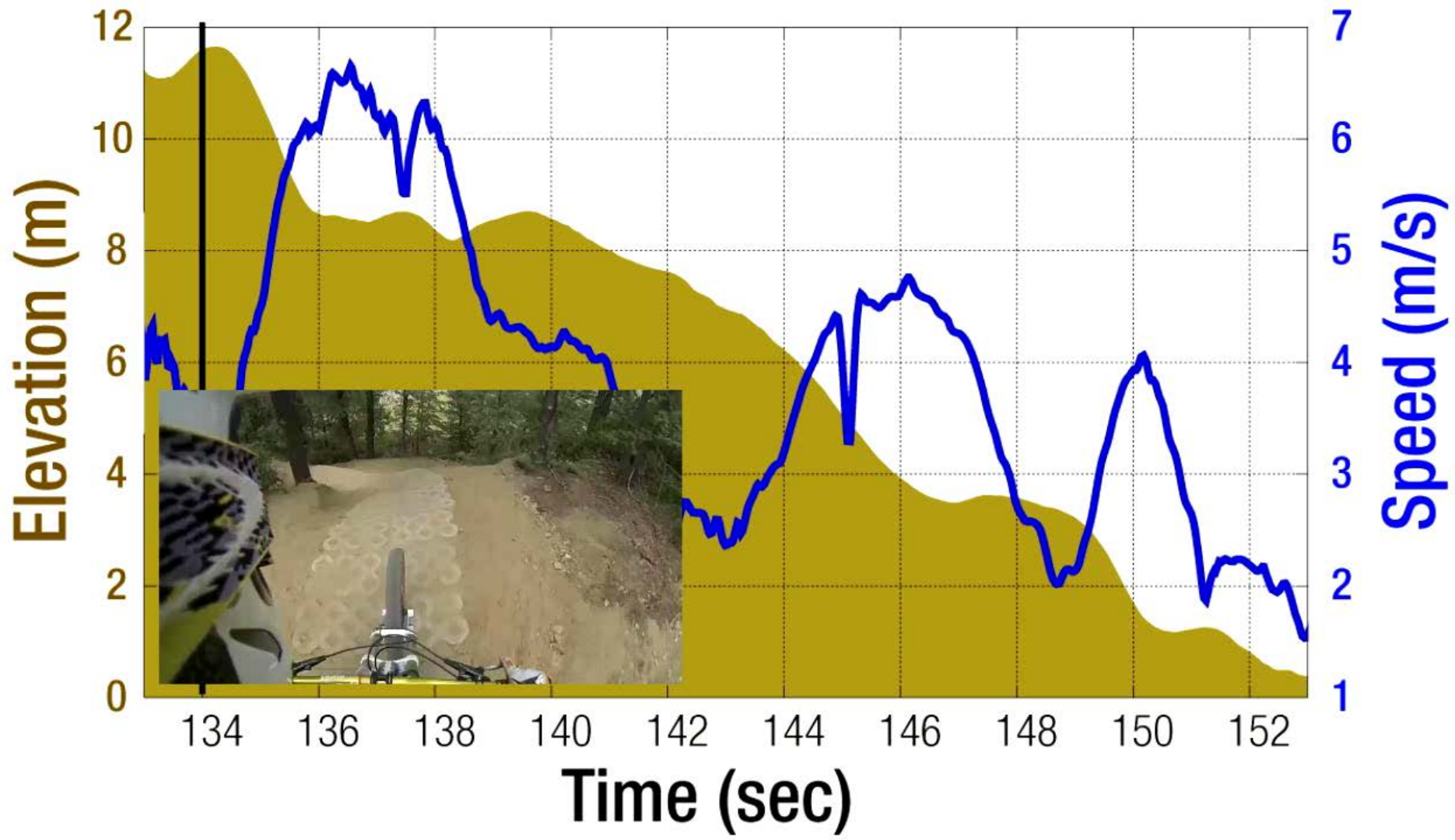
$mg$

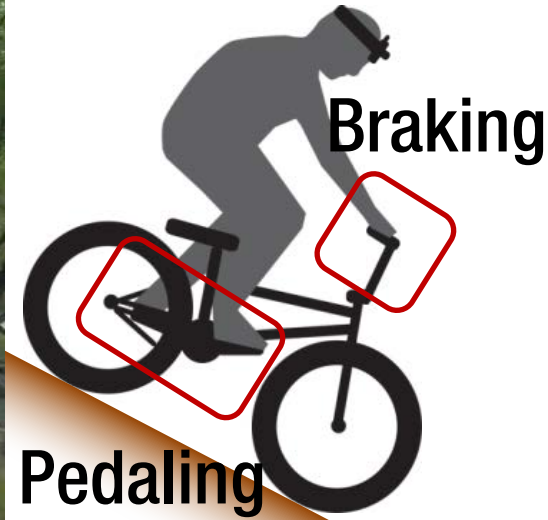
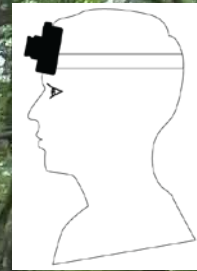
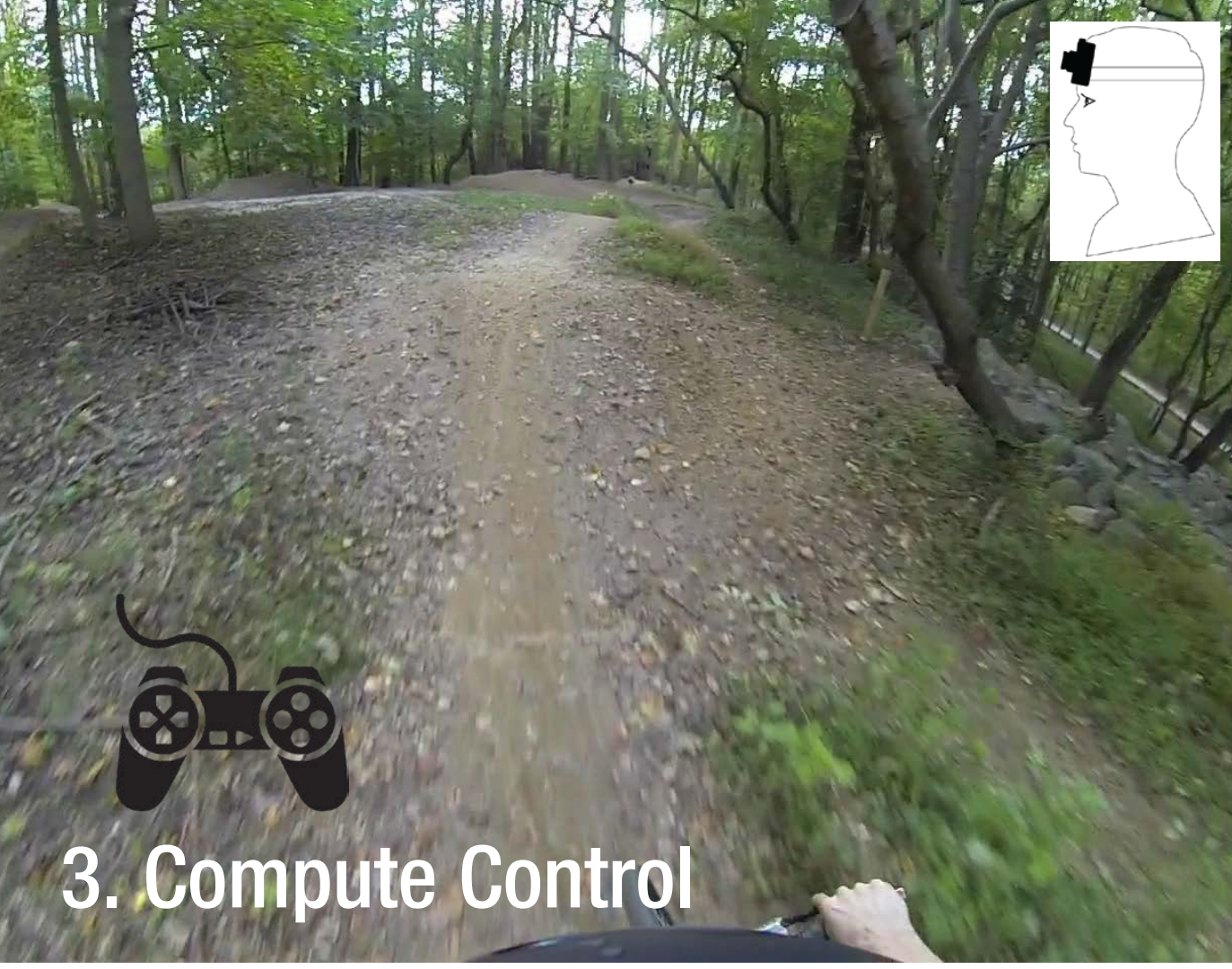
Scale factor:

$$\alpha = \frac{g}{a_{ctrpetal}} \tan \theta_b$$

9.81 m/s<sup>2</sup>

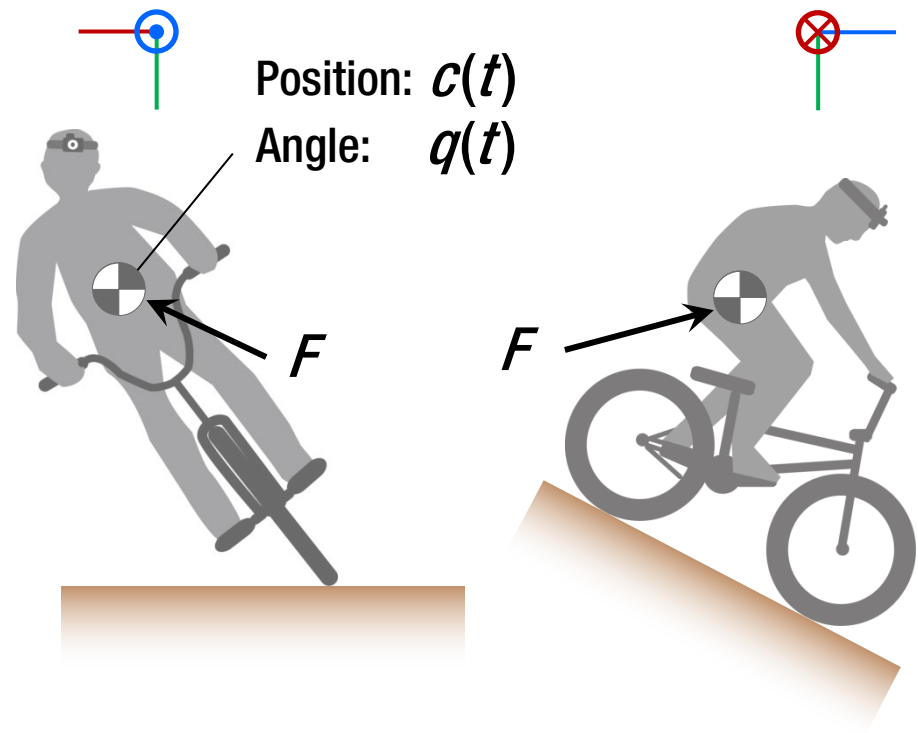
Measured by 3D reconstruction





### 3. Compute Control

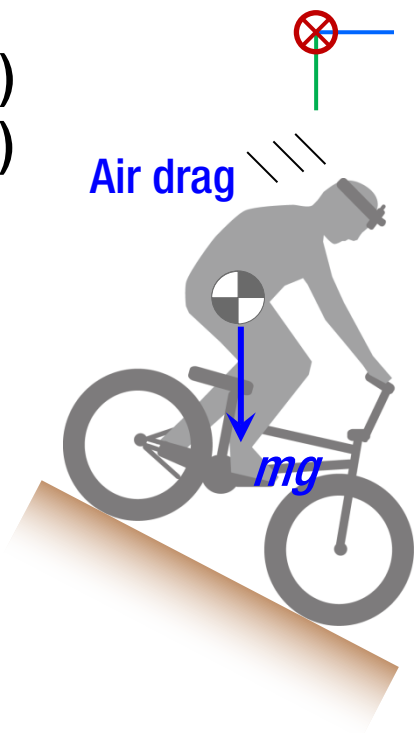
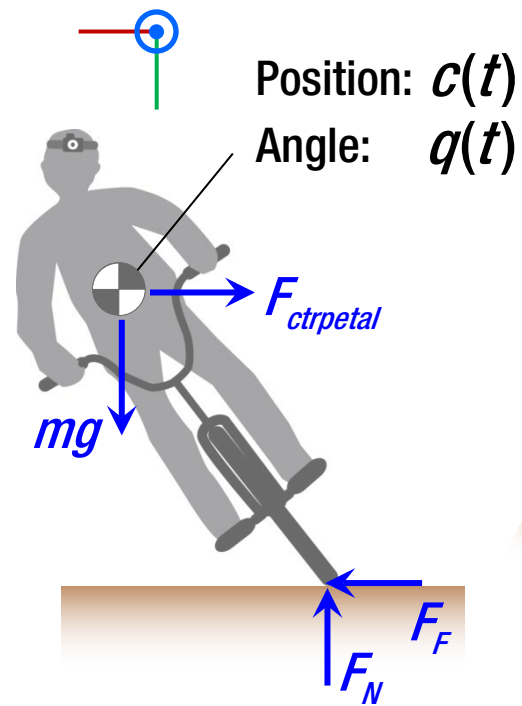




Position:  $c(t)$   
Angle:  $q(t)$

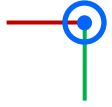
Linear force:

$$m \frac{d^2 c}{dt^2} = \underline{F}$$

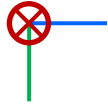


Linear force:

$$m \frac{d^2 c}{dt^2} = F = \underbrace{\sum F_{\text{passive}}}_{\text{passive}} + \sum F_{\text{active}}$$

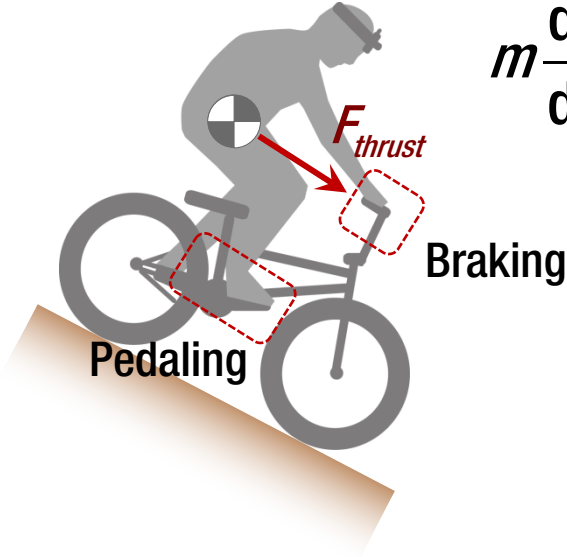
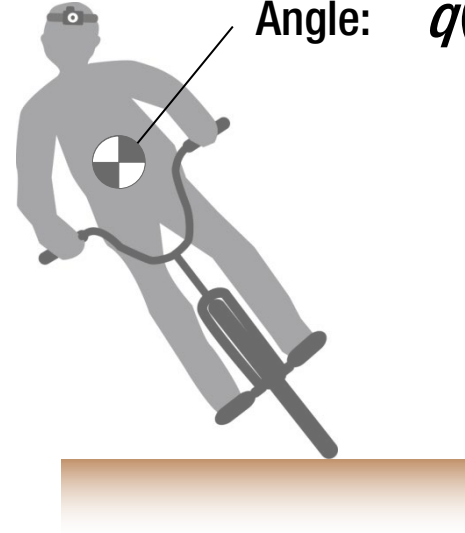


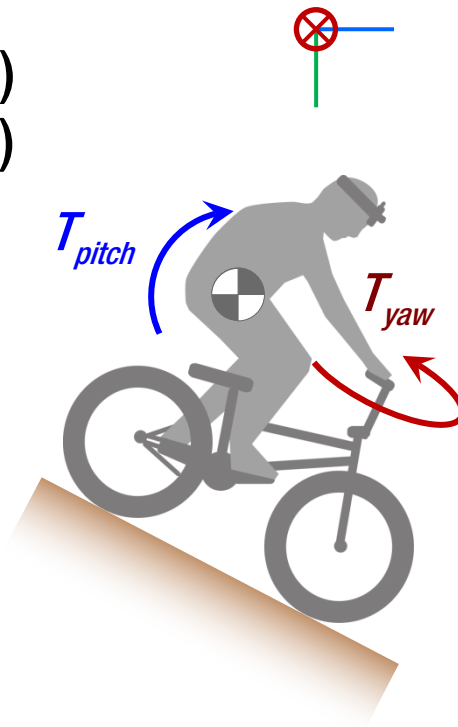
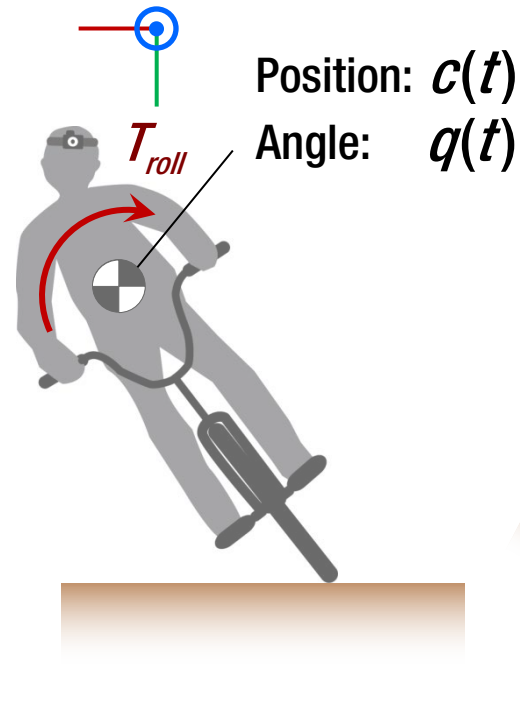
Position:  $c(t)$   
Angle:  $q(t)$



Linear force:

$$m \frac{d^2 c}{dt^2} = F = \sum F_{\text{passive}} + \underline{\sum F_{\text{active}}}$$





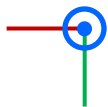
Linear force:

$$m \frac{d^2 c}{dt^2} = F = \sum F_{passive} + \sum F_{active}$$

Angular force (torque):

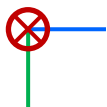
$$J \frac{d^2 q}{dt^2} + \frac{dq}{dt} \times J \frac{dq}{dt} = \sum T_{passive} + \sum T_{active}$$

$J$  : Moment of inertia

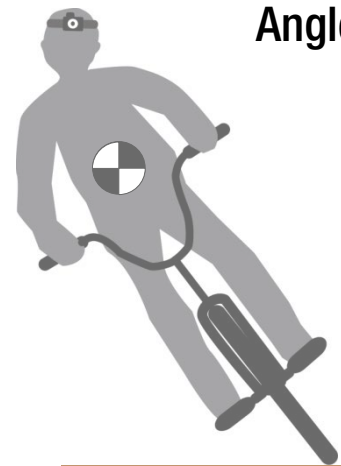


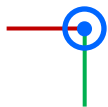
Position:  $c(t)$

Angle:  $q(t)$



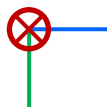
$$(c, q) = \text{ODE}(F_{\text{passive}}, F_{\text{active}}, T_{\text{passive}}, T_{\text{active}})$$



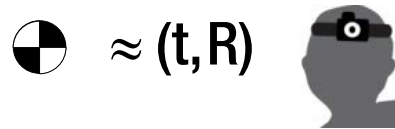


Position:  $c(t)$

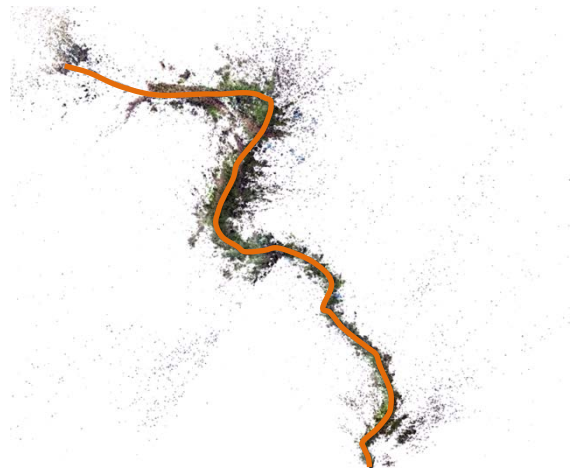
Angle:  $q(t)$

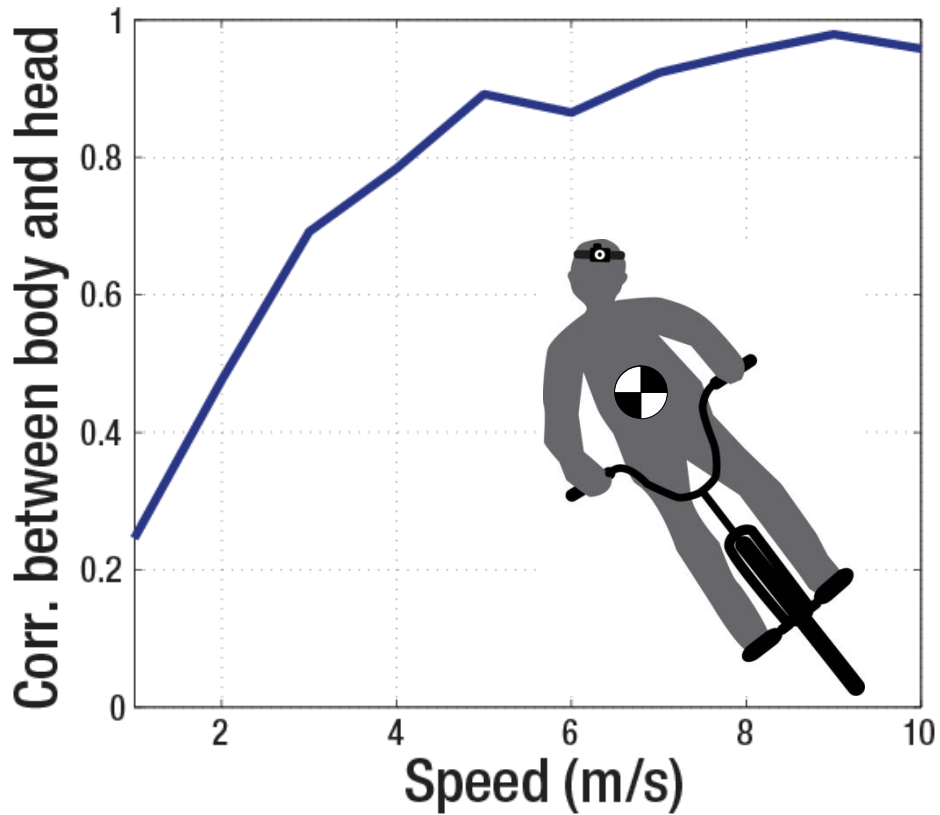


$$(c, q) = \text{ODE}(F_{\text{passive}}, F_{\text{active}}, T_{\text{passive}}, T_{\text{active}})$$

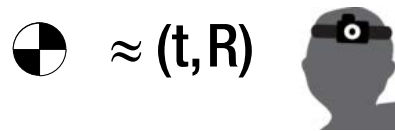


where  $P = K[R \ t]$

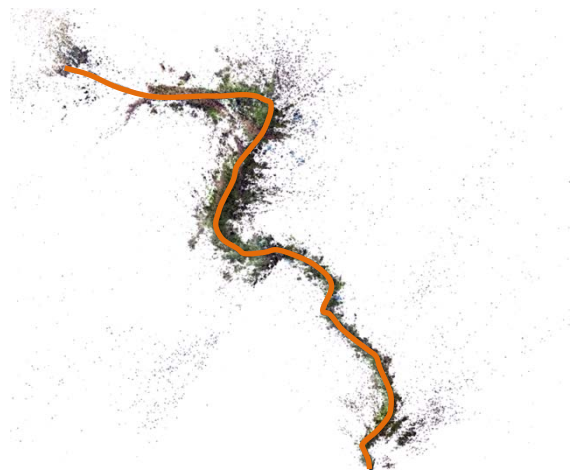




$$(c, q) = \text{ODE}(F_{\text{passive}}, F_{\text{active}}, T_{\text{passive}}, T_{\text{active}})$$



where  $P = K[R \quad t]$

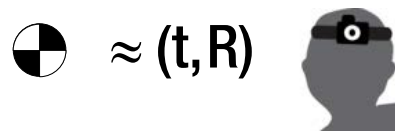


# Inverse control:

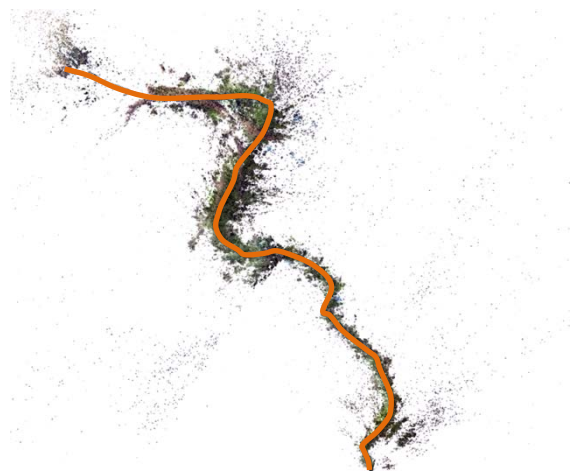
minimize  $E_{\text{SfM}}$   
 $F, T, X$   
Reprojection error

subject to  $(t, R) = \text{ODE}(F, T)$

$$(c, q) = \text{ODE}(F_{\text{passive}}, F_{\text{active}}, T_{\text{passive}}, T_{\text{active}})$$



where  $P = K[R \quad t]$



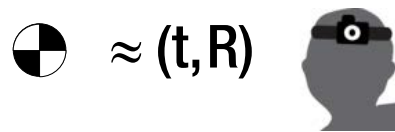


# Inverse control:

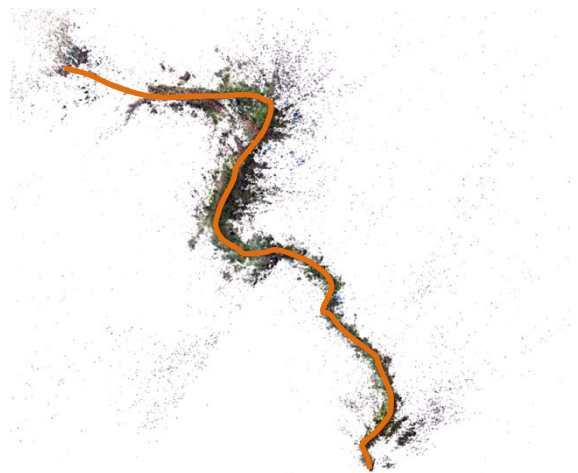
$$\underset{F, T, X}{\text{minimize}} E_{\text{SfM}} + \lambda \underbrace{E_{\text{reg}}(F, T)}_{\text{Temporal regularization}}$$

$$\text{subject to } (t, R) = \text{ODE}(F, T)$$

$$(c, q) = \text{ODE}(F_{\text{passive}}, F_{\text{active}}, T_{\text{passive}}, T_{\text{active}})$$



$$\text{where } P = K[R \quad t]$$



Head-mounted camera

Head-mounted IMU

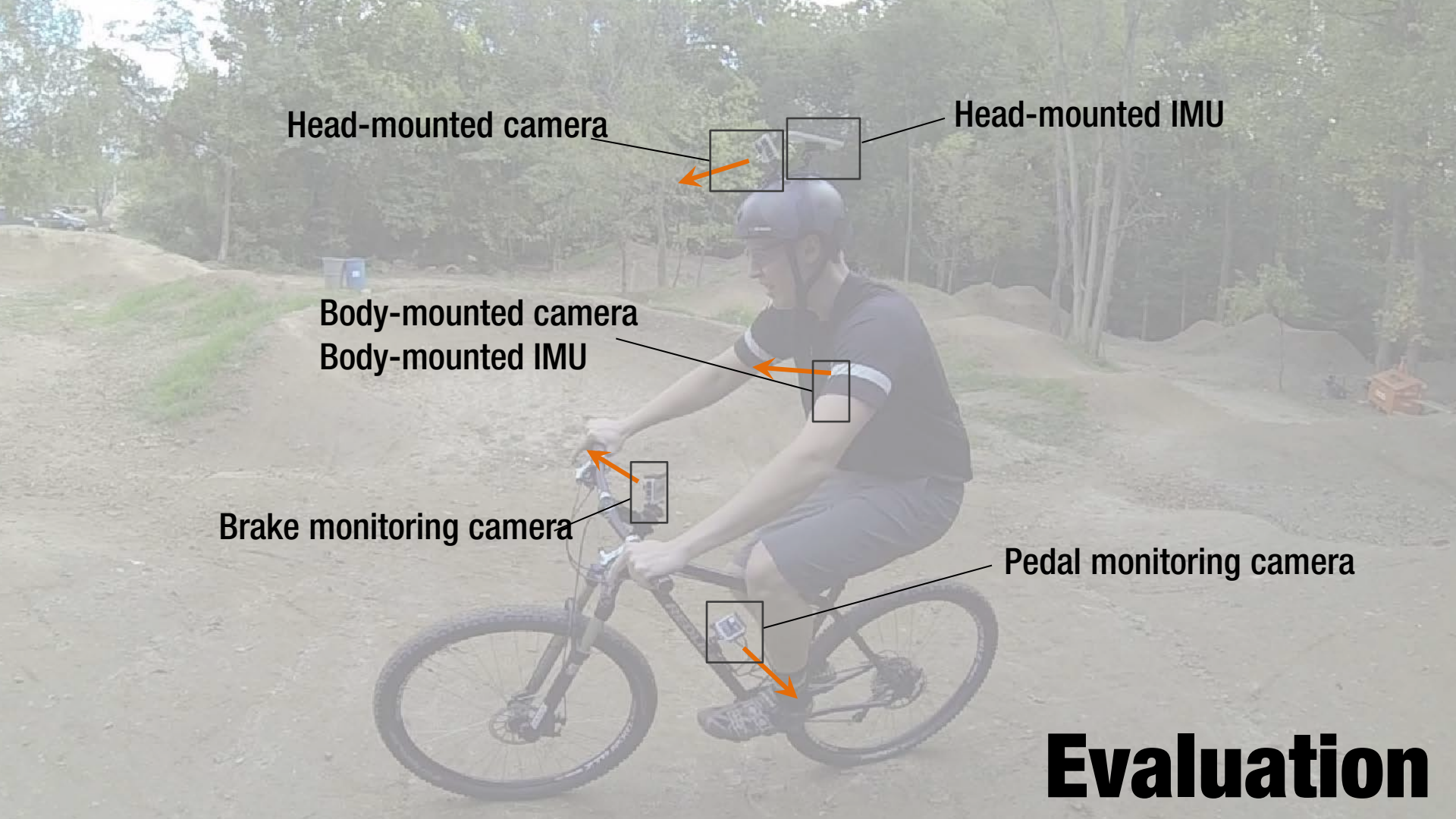
Body-mounted camera

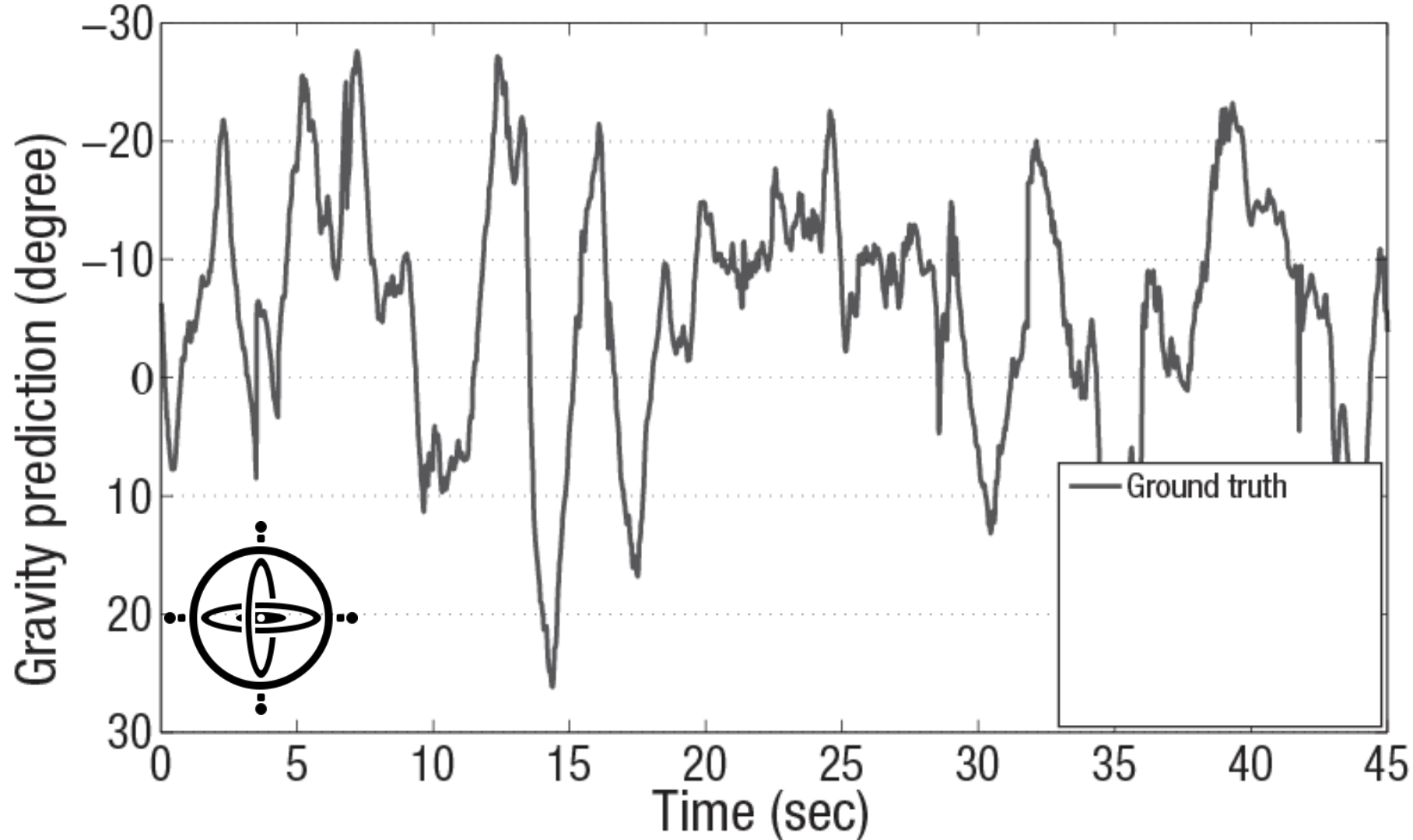
Body-mounted IMU

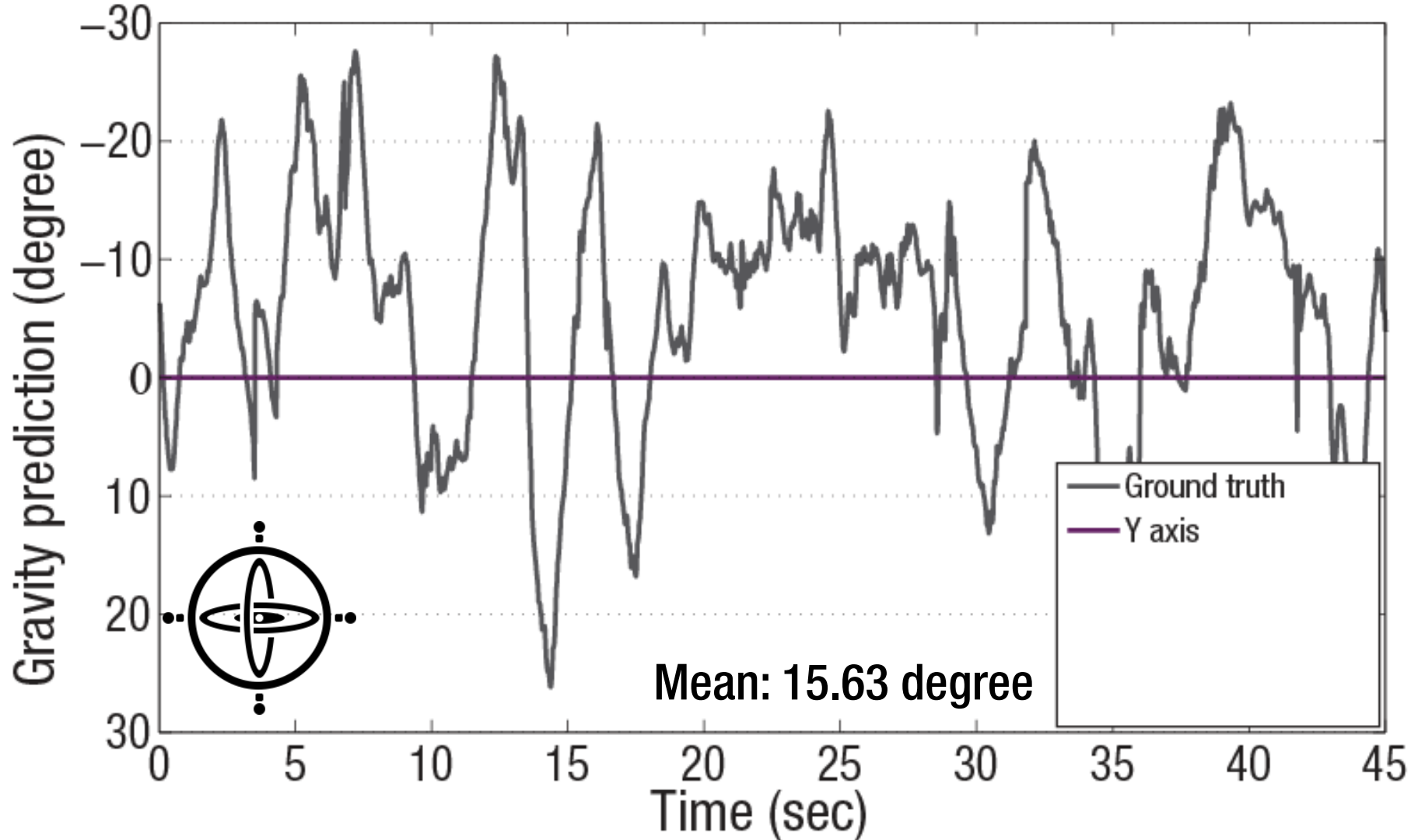
Brake monitoring camera

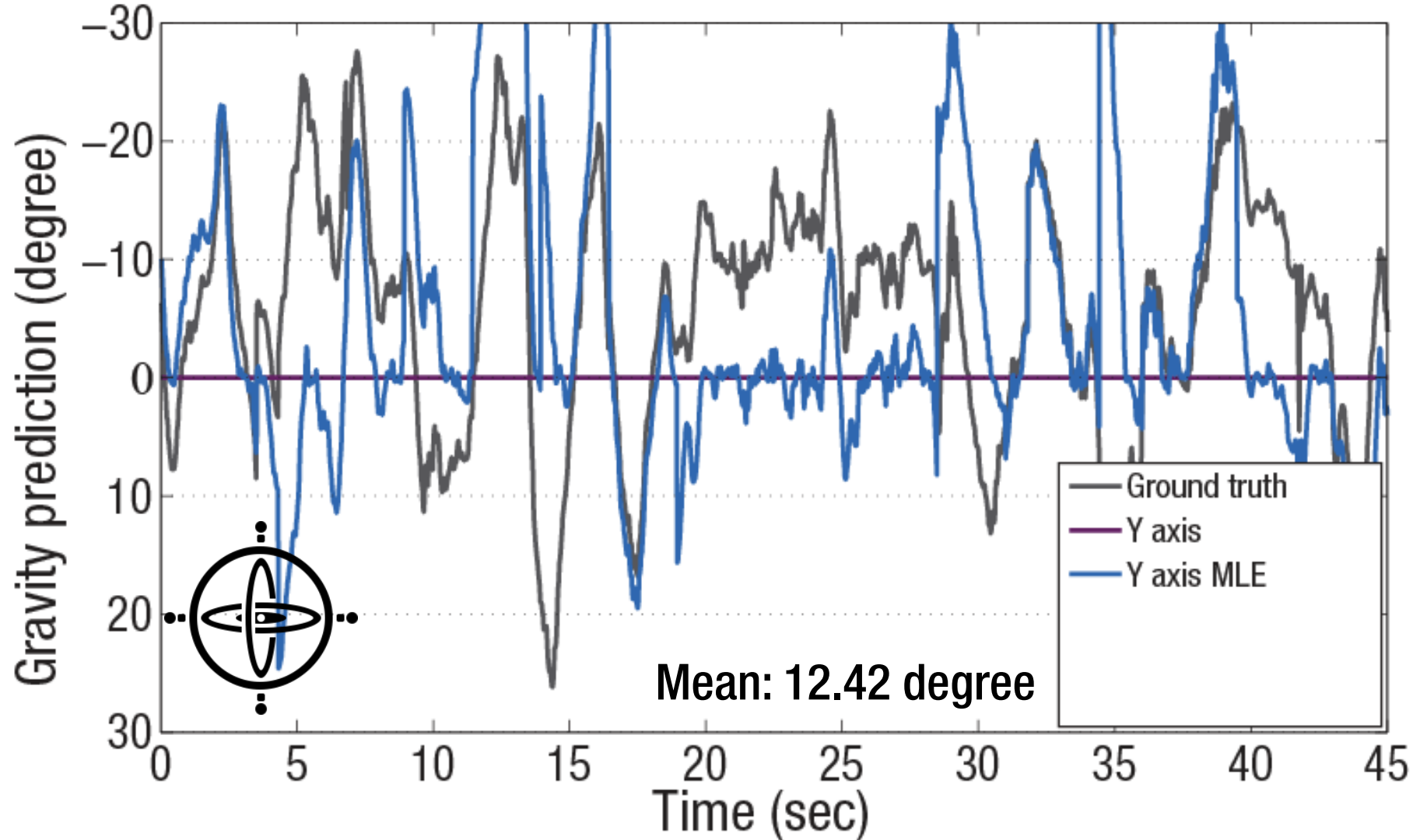
Pedal monitoring camera

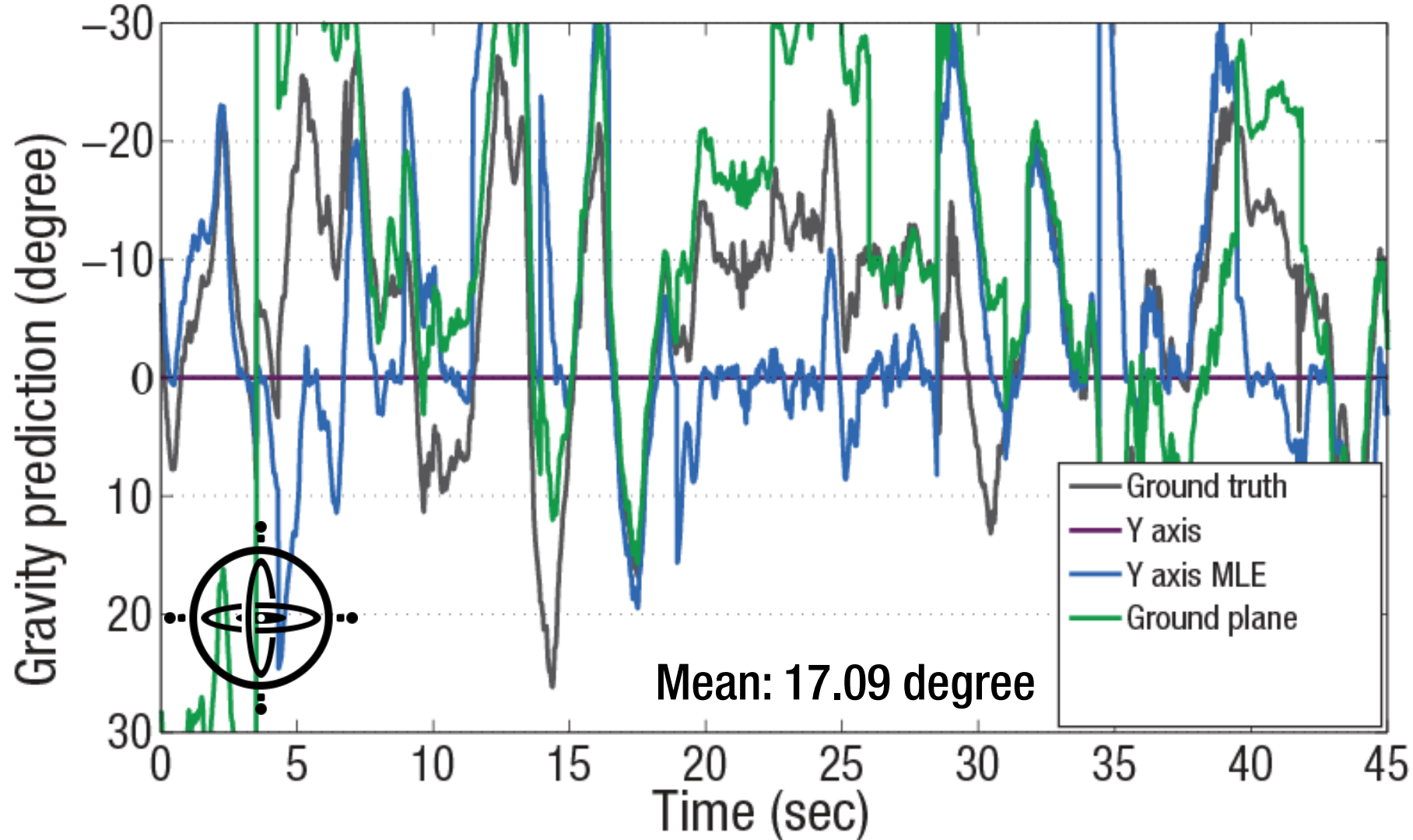
# Evaluation

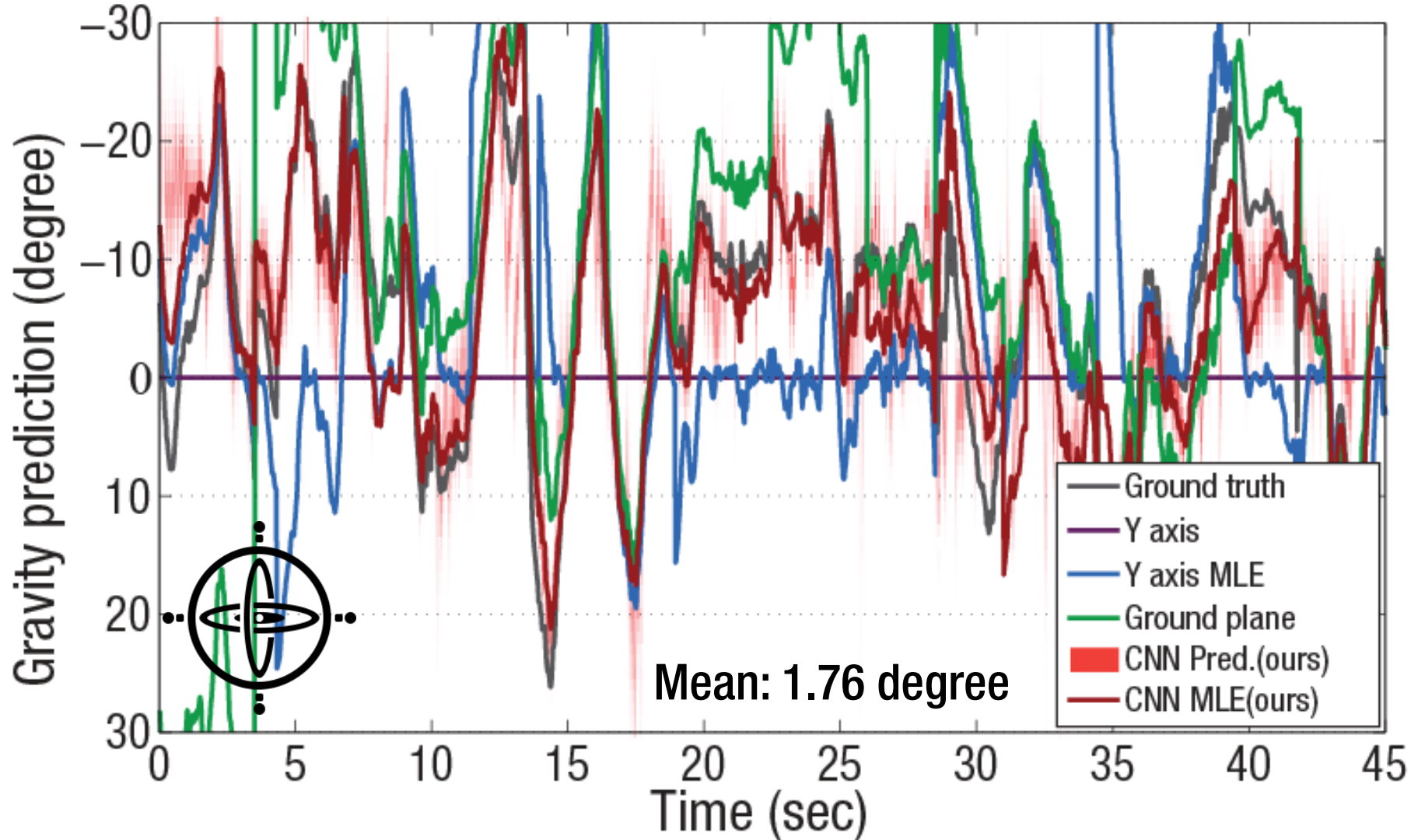


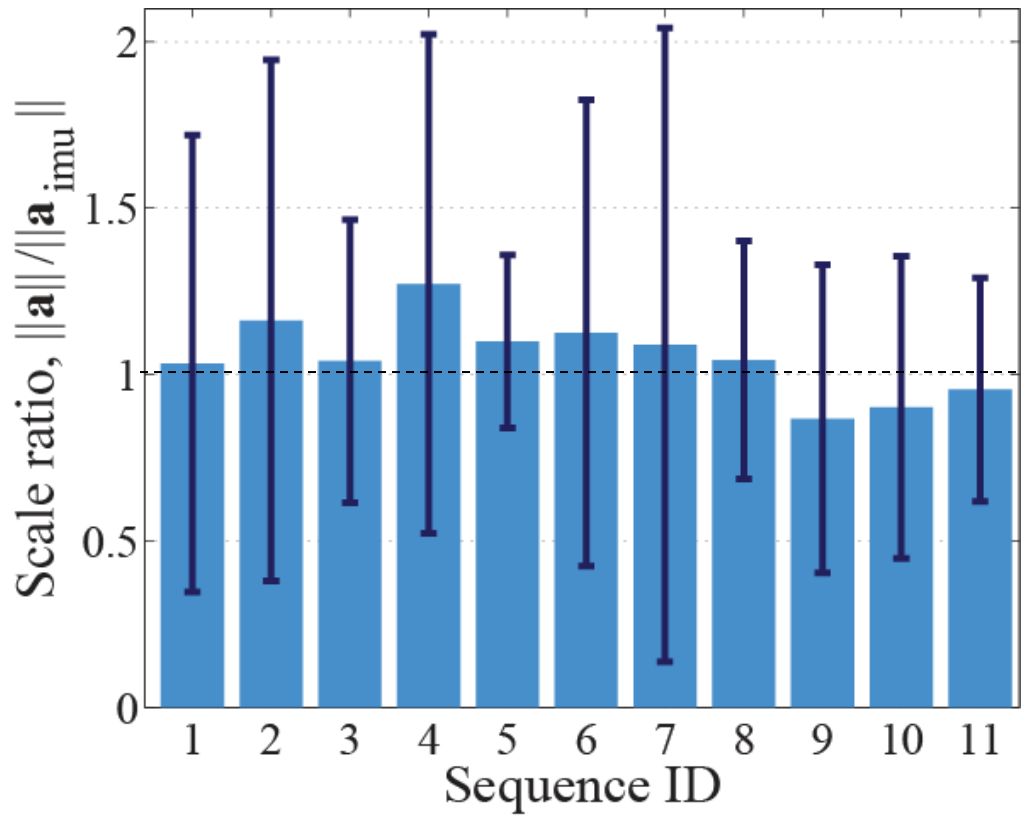
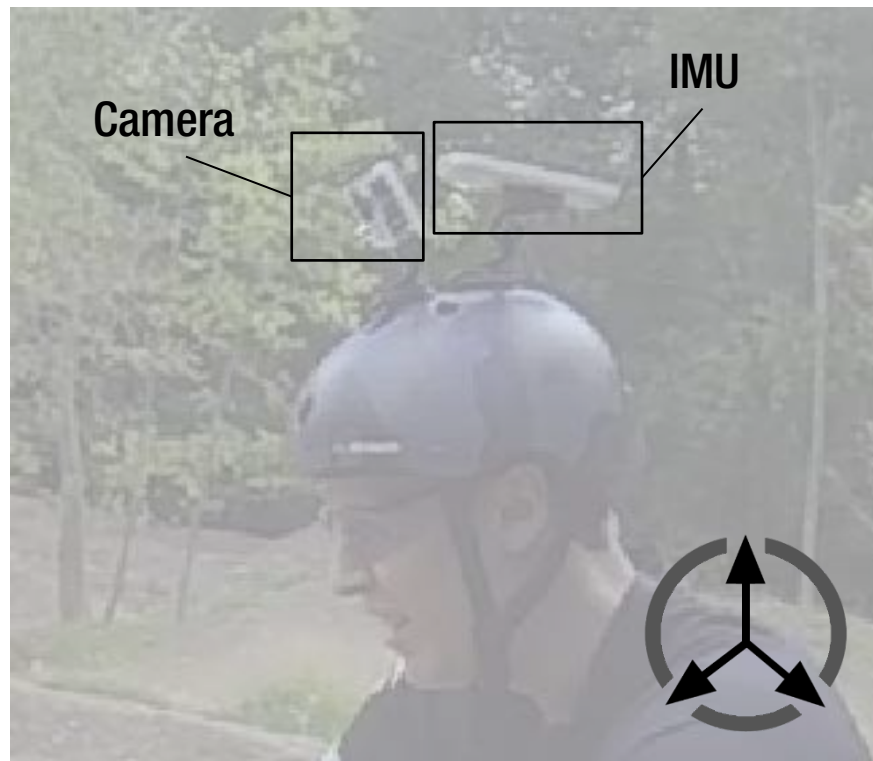




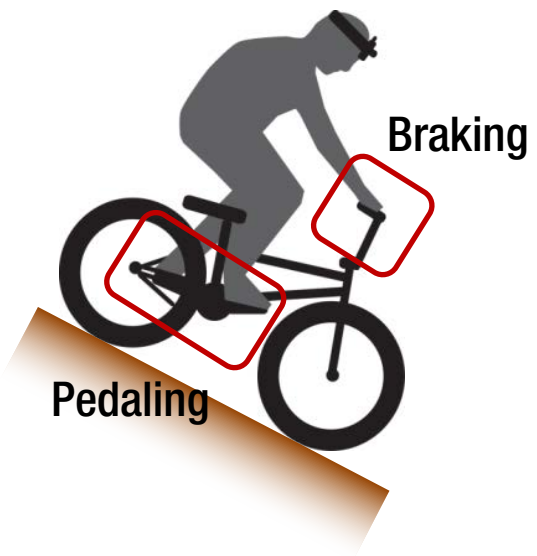








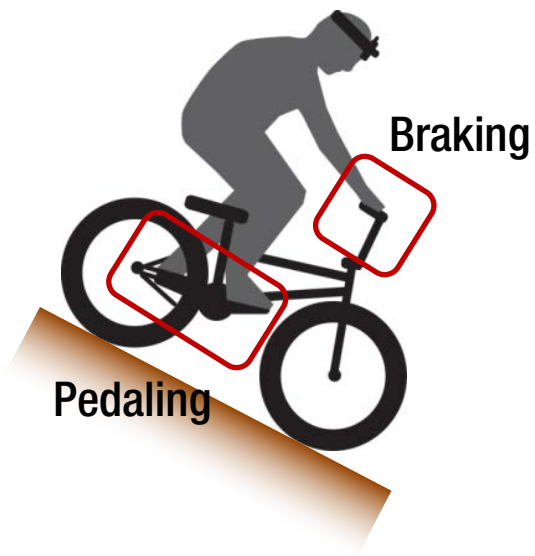






P Pedaling activity (acceleration)

B Braking activity (deceleration)

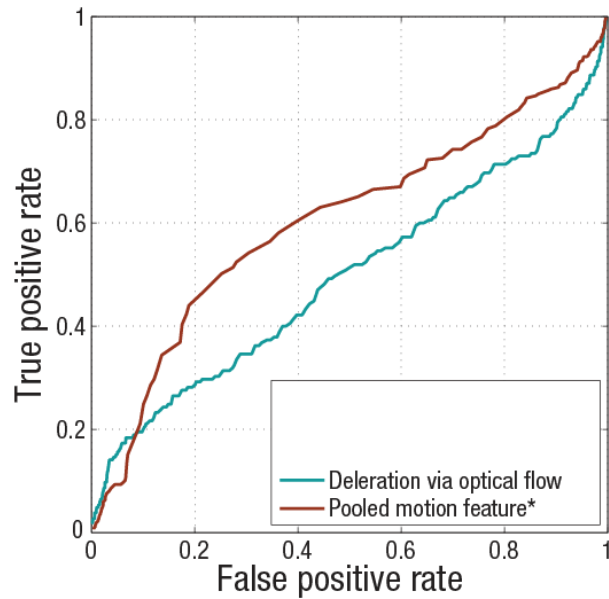
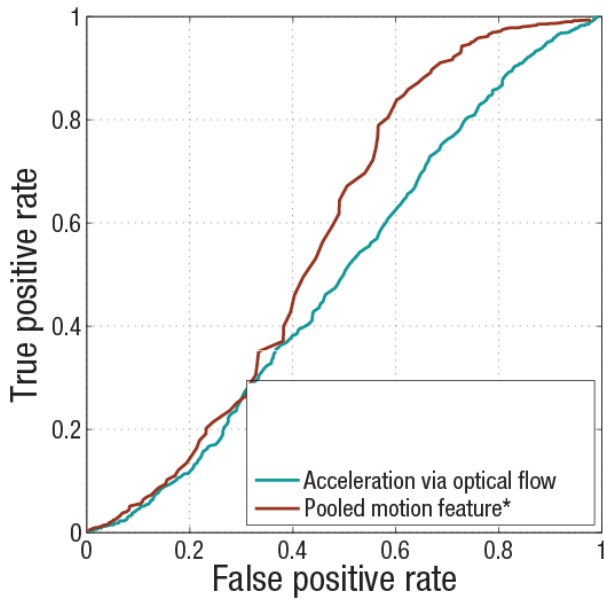
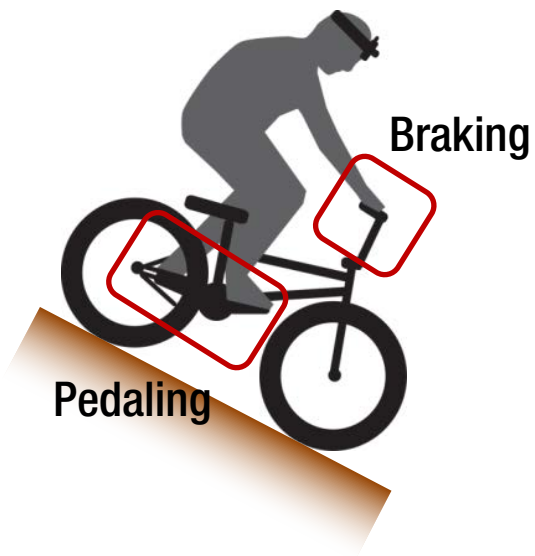


$$m \frac{d^2 c}{dt^2} = F = \sum F_{\text{passive}} + \sum F_{\text{active}}$$



P Pedaling activity (acceleration)

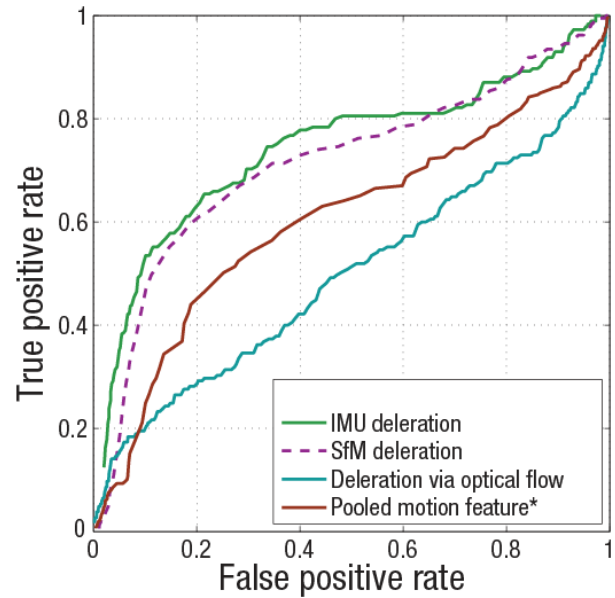
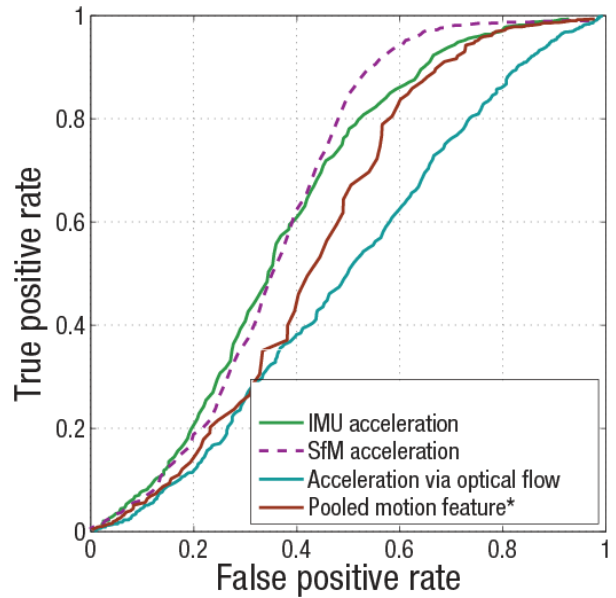
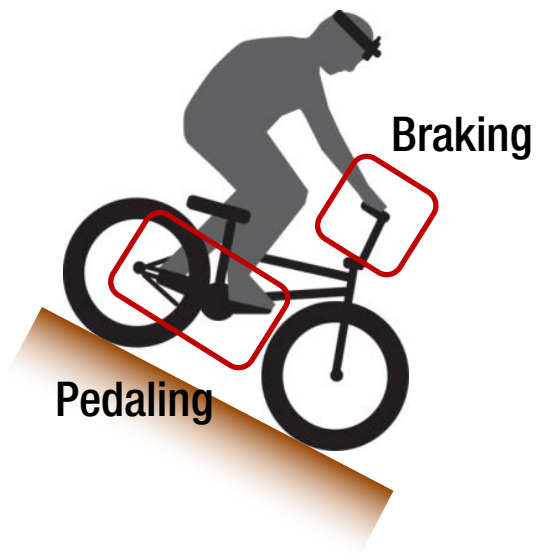
R Braking activity (deceleration)





P Pedaling activity (acceleration)

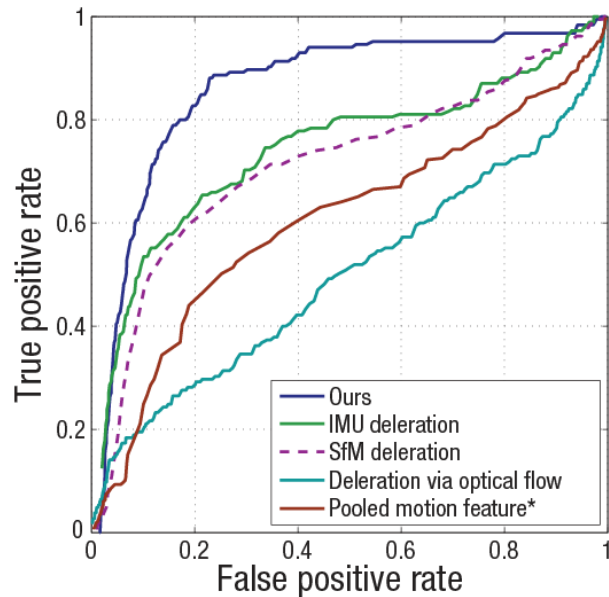
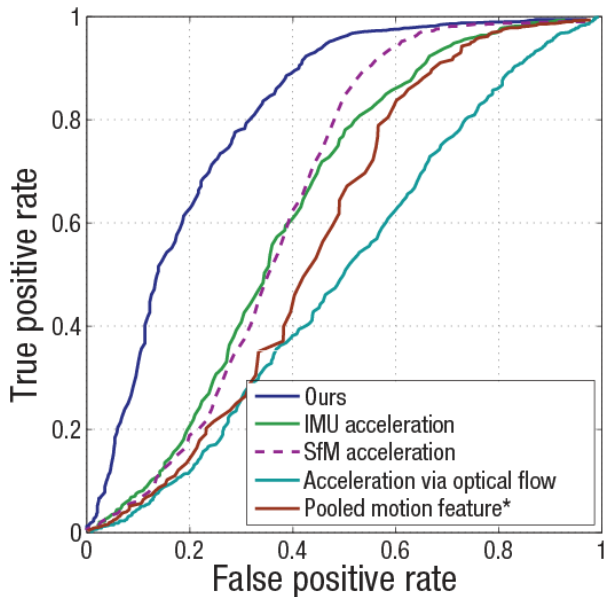
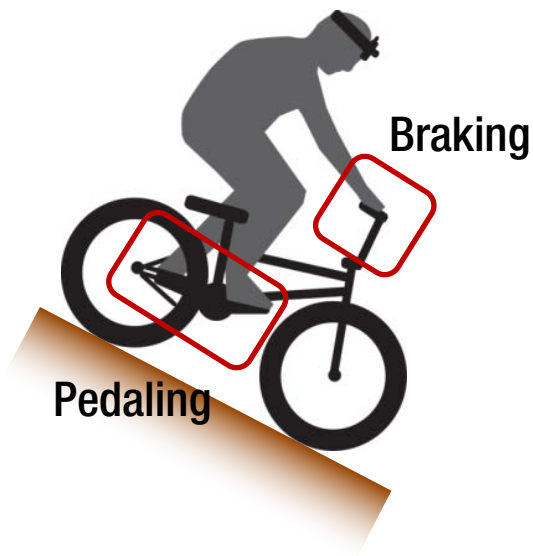
B Braking activity (deceleration)

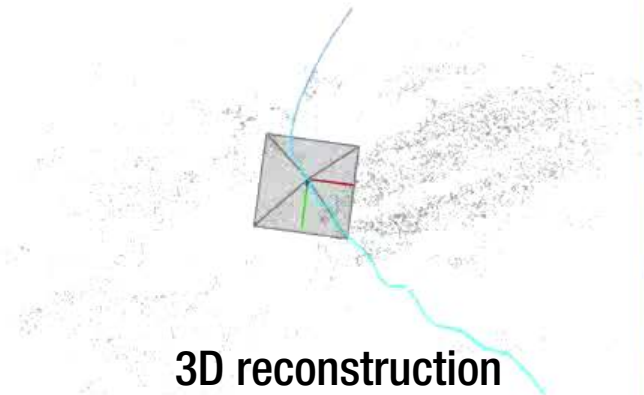




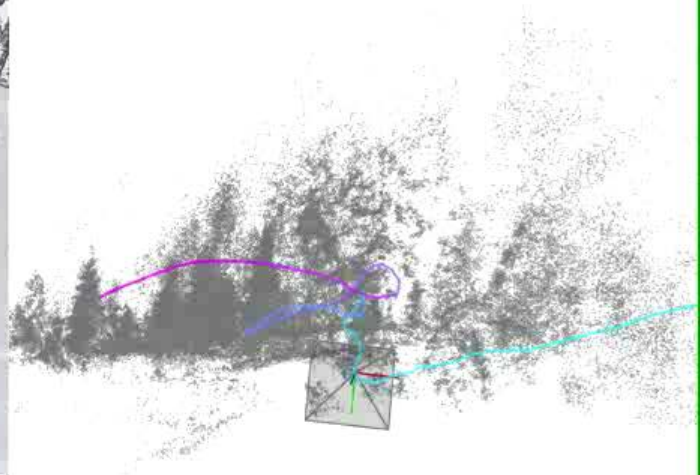
P Pedaling activity (acceleration)

B Braking activity (deceleration)



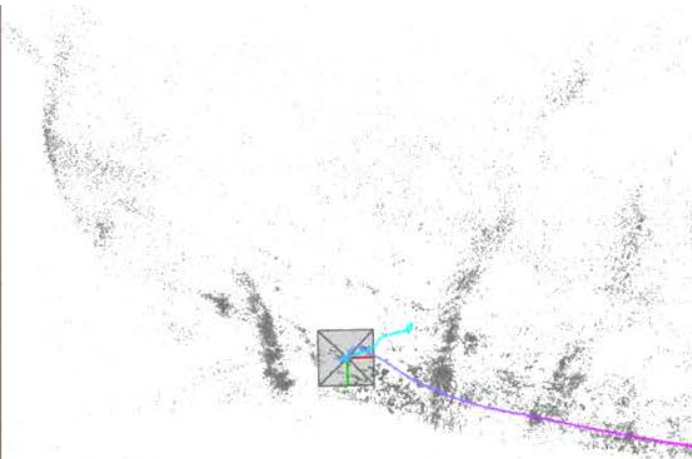
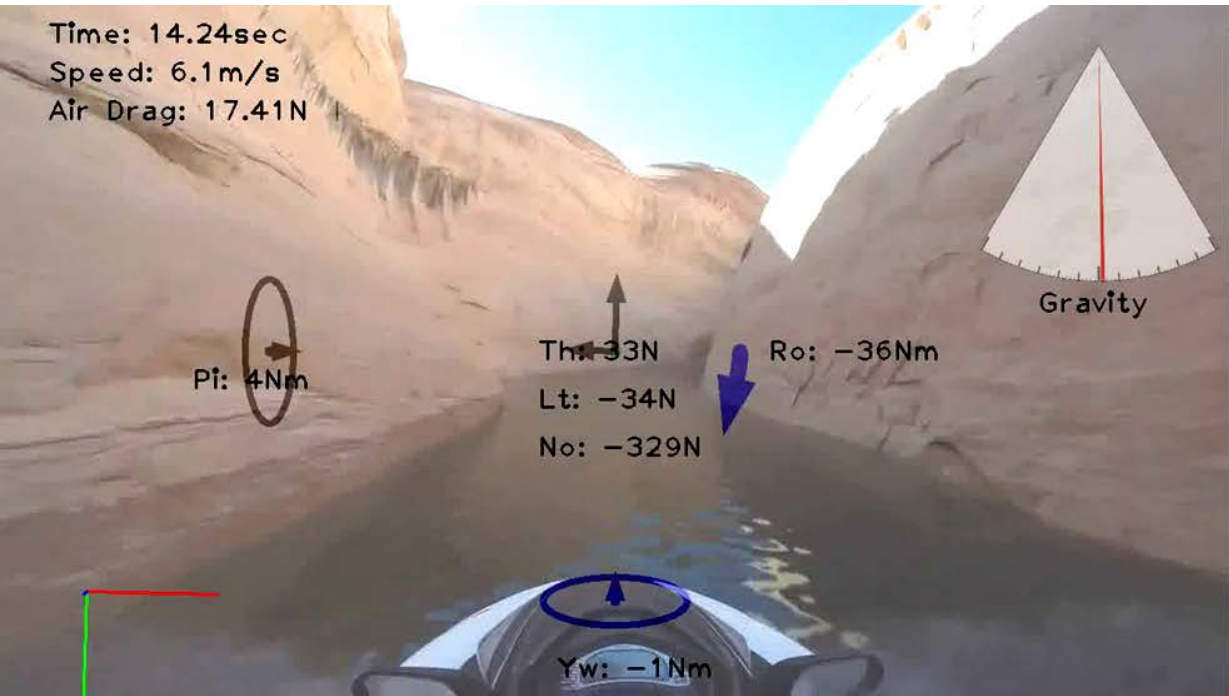


<https://www.youtube.com/watch?v=aVJ45wIUE88>

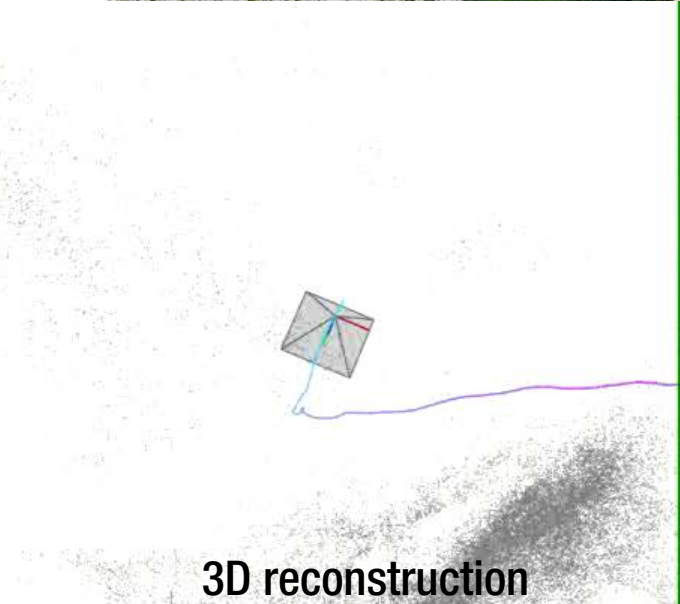


3D reconstruction

<https://www.youtube.com/watch?v=pCcuKCIUpLs>

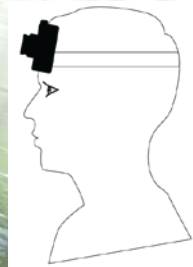






<https://www.youtube.com/watch?v=rnvvsjstveM>

First person vision



Third person vision



# **Force from Motion: Decoding Physical Sensation from a First Person Video**

<http://www.seas.upenn.edu/~hypar/ffm.html>

