

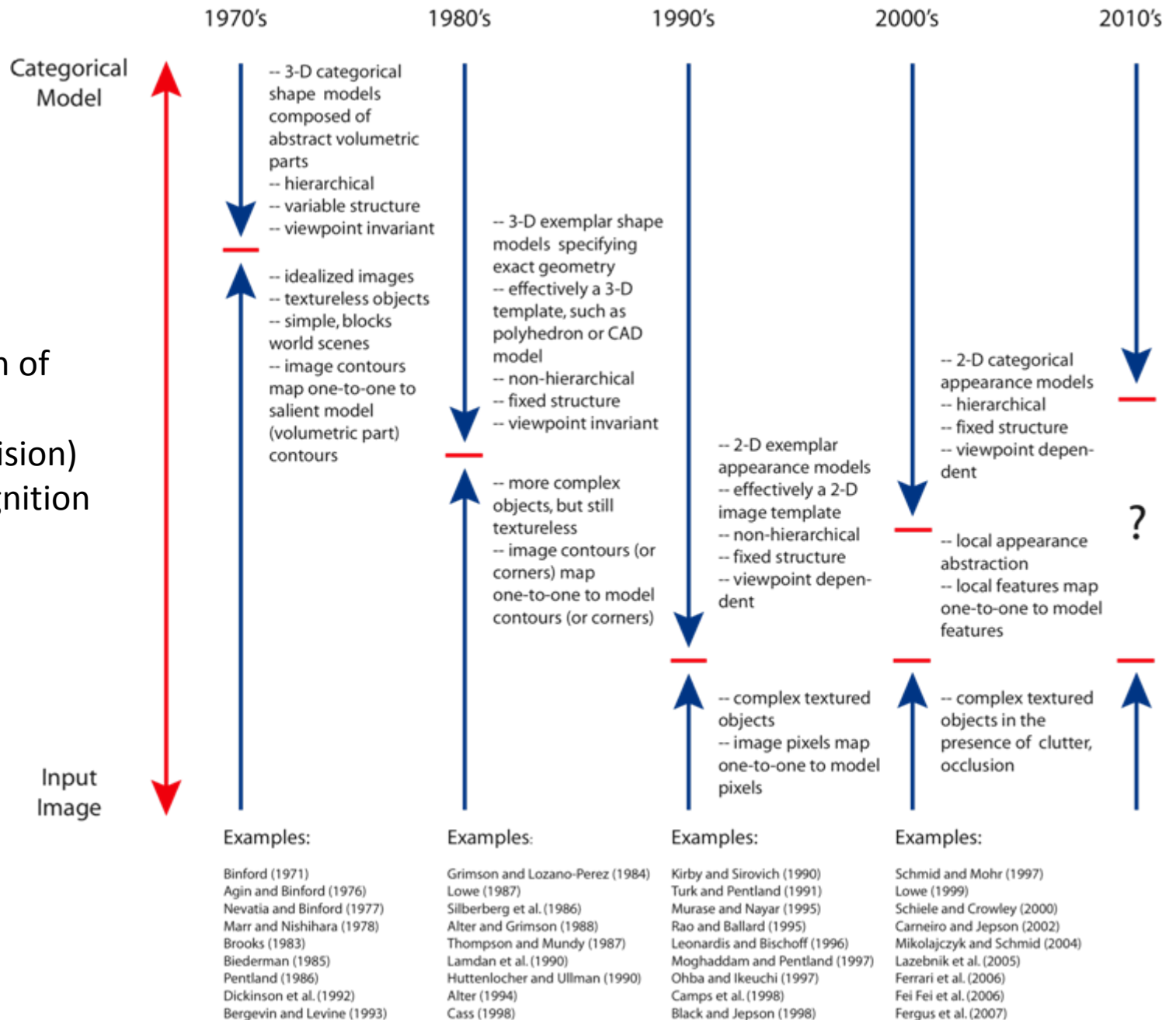
# First International Workshop on Shape Perception in Human and Computer Vision (SPHCV)

Sven Dickinson, University of Toronto

Zygmunt Pizlo, Purdue University

Acknowledgment: US AFOSR

# The Evolution of Shape in the (Computer Vision) Object Recognition Community



# From Computer Vision

Ronen Basri, The Weizmann Institute of Science

Daniel Cremers, University of Bonn

Pedro Felzenszwalb, University of Chicago

Martial Hebert, Carnegie Mellon University

Jean Ponce, Ecole Normale Supérieure

Steven Zucker, Yale University

Shape  
in  
Human (and Computer) Vision

# Human perception of shape

- Perceptionists have always agreed (at least since 1083) that shape is important.
- They have disagreed on everything else:
  - definition of shape
  - mental representation of shape
  - how shape perception should be studied

# Interaction between human and computer vision in the past

- Human vision served as
  - an existence proof
  - a source of potentially good ideas
- Computer vision served as
  - a source of mathematical and computational tools
  - driving force towards real life applications

# Interaction between human and computer vision now

- Both communities tend to use the same computational tools
- Both communities tend to incorporate psychophysical experiments

# From Human Vision

- **Irving Biederman**
- **Jacob Feldman**
- **Jan Koenderink**
- **Johan Wagemans**
- **Qasim Zaidi**



# Schedule

**8:45 - 9:00 Introduction**

9:00 - 9:30 Zygmunt Pizlo

9:30 - 10:00 Pedro Felzenszwalb

10:00 - 10:30 Irving Biederman

**10:30 - 11:00 Coffee Break**

11:00 - 11:30 Daniel Cremers

11:30 - 12:00 Jan Koenderink

12:00 - 12:30 Ronen Basri

**12:30 - 2:00 Lunch Break**

2:00 - 2:30 Johan Wagemans

2:30 - 3:00 Steven Zucker

3:00 - 3:30 Jacob Feldman

**3:30 - 4:00 Coffee Break**

4:00 - 4:30 Martial Hebert

4:30 - 5:00 Qasim Zaidi

5:00 - 5:30 Jean Ponce

**5:30 - 6:30 Panel Discussion**