

Shoes as a Platform for Vision

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## Cameras on Shoes?

- ? Isn't the view really boring?
  - not if you care about where and how we're walking (local environment)
- ? Isn't there too much movement?
  - not when the foot is planted
- ? Isn't it impractical?
  - cameras are getting cheaper and smaller



# Sensible Shoes

- ? Shoe based wearables
  - gambling
  - power production
  - user interfaces
- ? Shoe advantages
  - Comfortable mounting place
  - Shoe mounted gadgets are common
  - Worn regularly
  - Shoes can be expensive



# Outline

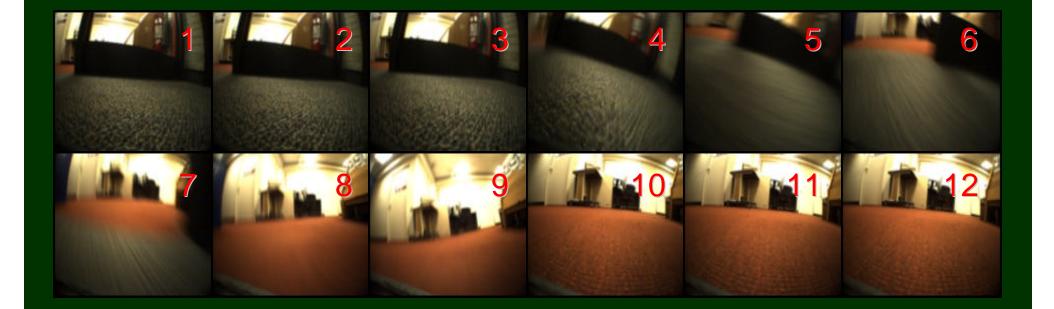
step 1	the platform
step 2	gait analysis using vision
step 3	special times to watch the world
step 4	future directions

## Platform Shoe

- ? Forward mounted camera (not looking up!)
- ? Orientation sensor for independent evaluation



#### Some Footage



### Those Special Moments

- The planted foot is the only part of the body that is reliably stationary with respect to the world during walking and standing
- <sup>?</sup> When the foot is planted, it has:
  - Canonical orientation
  - Constrained location
  - Stable placement
- ? Efficient visual detection is possible:
  - For this state
  - For the surrounding context in this state



#### Plant Detection



- ? darker image
- ? motion blur
- ? large time derivative

- ? lighter image
- ? motion blur
- ? large time derivative



- average image
- ? no motion blur
- ? small time derivative

# The Features

Image				
brightness	$I_0$	=	$rac{1}{N}\sum I(x,y), \hspace{0.5cm} N=\sum 1$	(1)
Temporal derivative	$\Delta I_t$	=	$\frac{1}{I_0 N} \sum_{x,y}^{x,y}  I(x,y,t) - I(x,y,t-1) $	(2)
Spatial derivative	$\Delta I_x$	=	$\frac{1}{I_0 N} \sum_{x,y}  I(x, y, t) - I(x - 1, y, t) $	(3)
Combined & Filtered	s	=	$\alpha \Delta I_t - \beta \Delta I_x - \gamma I_0$	(4)

#### Gait Analysis

Spatial derivative -

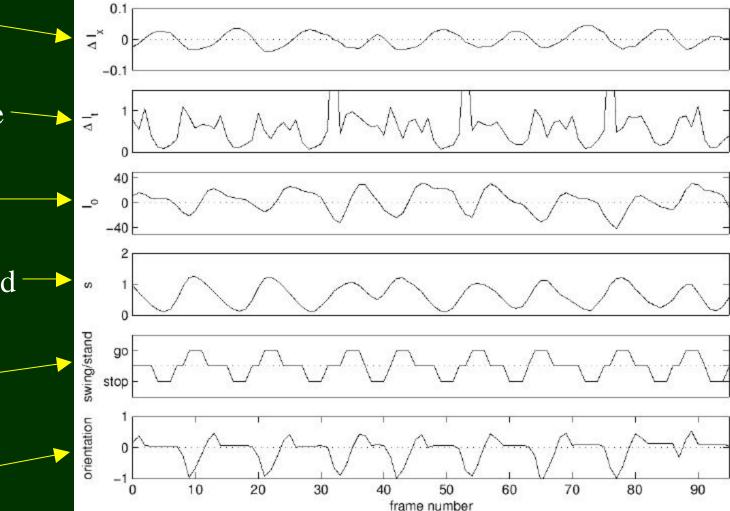
Temporal derivative –

Image Brightness -

Combined & Filtered –

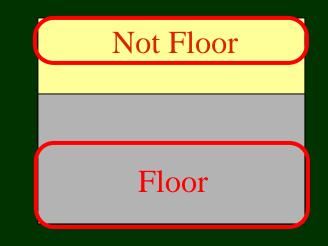
Swing/Planted\_ detection

Orientation

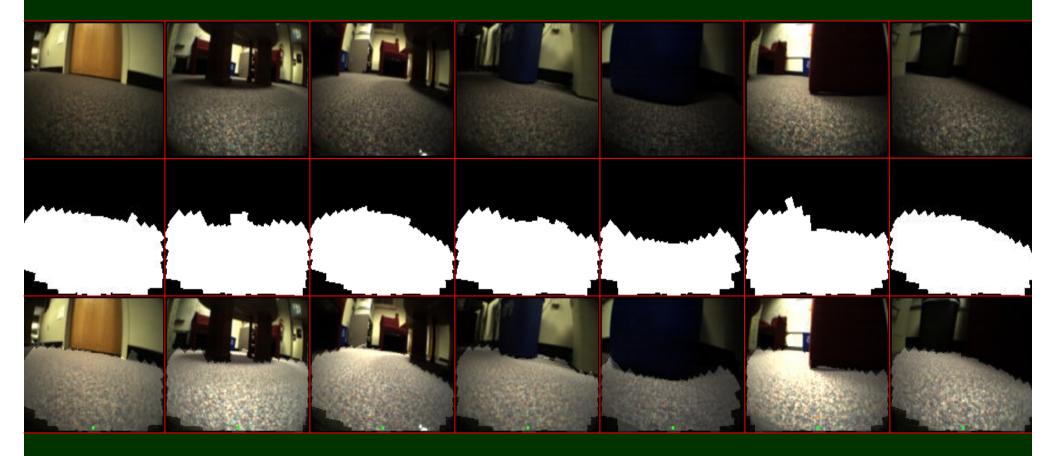


# Making Use of the Special Frames

- strong prior based on the horizon line, position, and orientation
  - Floor Segmentation
  - Floor Recognition



# Floor Segmentation



# Floor Recognition



classification frequencies for floor samples									
floor	1	2	3	4	5	6	7	8	
1	194	0	28	14	2	13	0	0	
2	0	30	0	0	0	0	0	0	
3	0	0	4	0	0	0	0	0	
4	2	0	3	37	0	0	0	0	
5	0	0	0	0	31	0	0	0	
6	0	0	0	0	0	149	0	0	
7	0	0	0	0	0	0	36	15	
8	0	0	0	0	0	0	0	6	

# Conclusions

- <sup>?</sup> a shoe mounted camera is well placed
  - only stable mount during walking
  - purely visual gait analysis
  - special frames
    - ? floor segmentation
    - ? floor recognition
- ? issues
  - lens cleaning and lens safety
  - running
  - privacy



#### Future Directions

- ? Automated cartography
- ? Navigation assistant (walking hazard detection)
- ? Localization of nearby people by feet and legs
- ? Advanced floor recognition
- Recognition of common nearby objects (chairs, tables, walls, trash cans, etc.)
- ? Outdoor operation
- ? Camera on each foot

#### Footnote

- ? Puns we used
  - footage
  - sensible shoes
  - platform shoe
  - issues
  - features
  - step
  - footnote
  - leg up

#### Puns we (almost) spared you

- baby step
- giant leap
- floored
- bootstrap
- footprint
- so shoet me
- shoe on the other foot
- best foot forward
- both feet on ground
- let's run with this
- first step
- stumble across
- sole
- grounding
- run into a problem
- kick start
- trip over
- firm foundation
- skip over
- step by step
- caught flat footed
- up and running