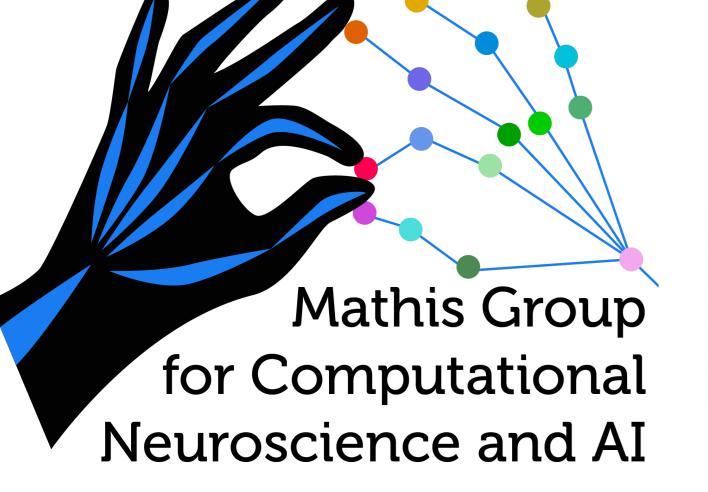
Deep learning for measuring behavior



We develop computer vision and machine learning tools for the analysis and quantification of **behavior** including **pose estimation**, animal re-identification, action segmentation...



Join us and Mackenzie Mathis' lab in Geneva!



Pose estimation

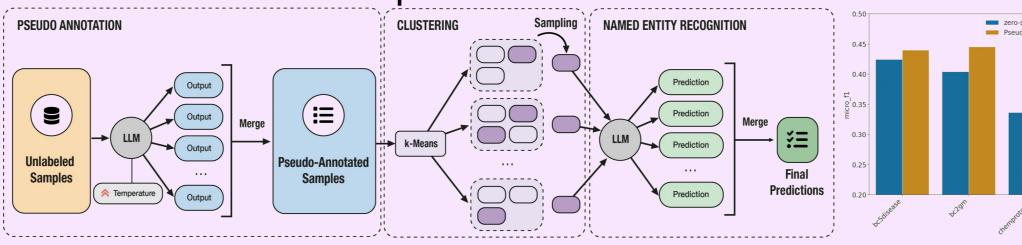


DeepLabCut: a software package for animal pose estimation

DLC: Efficient deep learning for single and multi-animal pose tracking and identification

downloads 635k downloads/month 18k pypi package 2.3.9 🖓 Python package passing

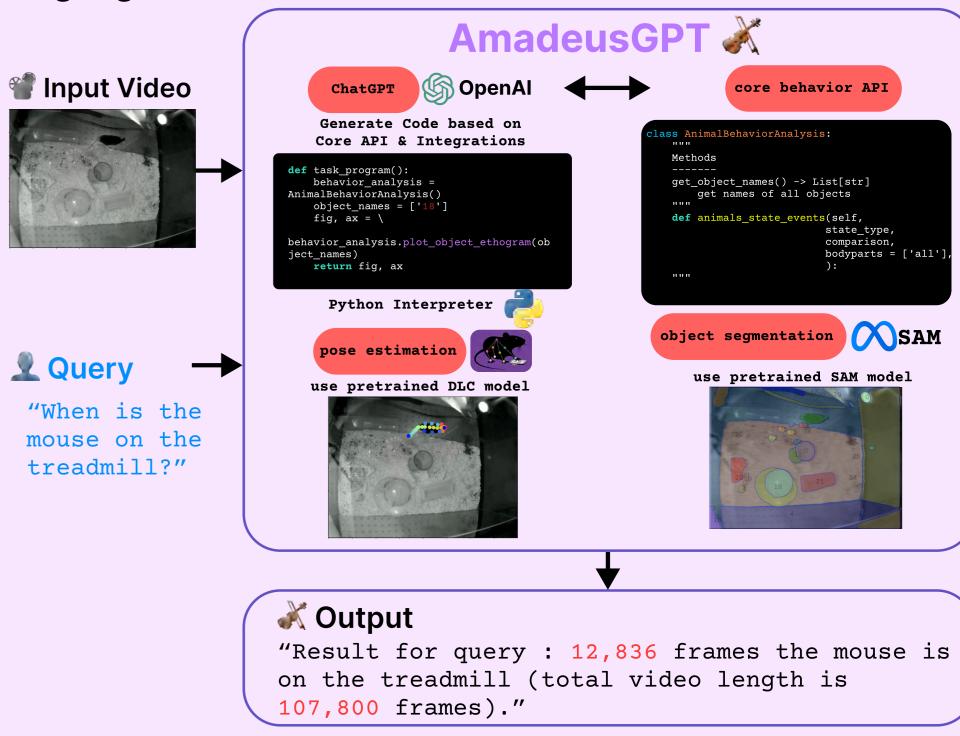
Pseudo-ICL: In-context gene and disease extraction with pseudo-annotation





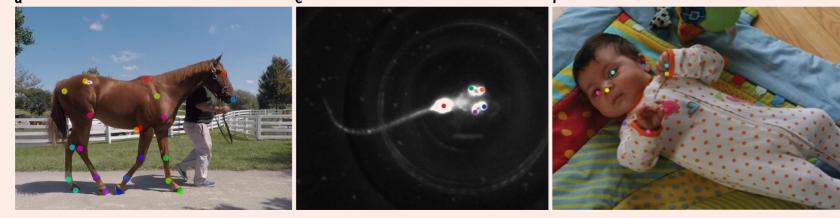
AmadeusGPT *interface* for interactive animal behavioral analysis

Laguage to code execution









Mathis, A., et al. "DeepLabCut: markerless pose estimation of user-defined body parts with deep learning." Nature neuroscience 21.9 (2018): 1281-1289.

Nath, T., et al. "Using DeepLabCut for 3D markerless pose estimation across species and behaviors." Nature protocols 14.7 (2019): 2152-2176.

Lauer, J., et al. "Multi-animal pose estimation, identification and tracking with DeepLabCut." Nature Methods 19.4 (2022): 496-504.

BUCTD: overcoming the detection information bottleneck and ambiguity in pose estimation

Bottom-Up Conditioned Top-Down (BUCTD) method stage1: object and pose detection stage2: pose estimation predictions HigherHR.-W32 28.6M 47.9 28.6M 44.5 DEKR 29.4M 43.2 CID **Animal benchmark - Marmoset** Human benchmark - CrowdPose (Ours) *----*

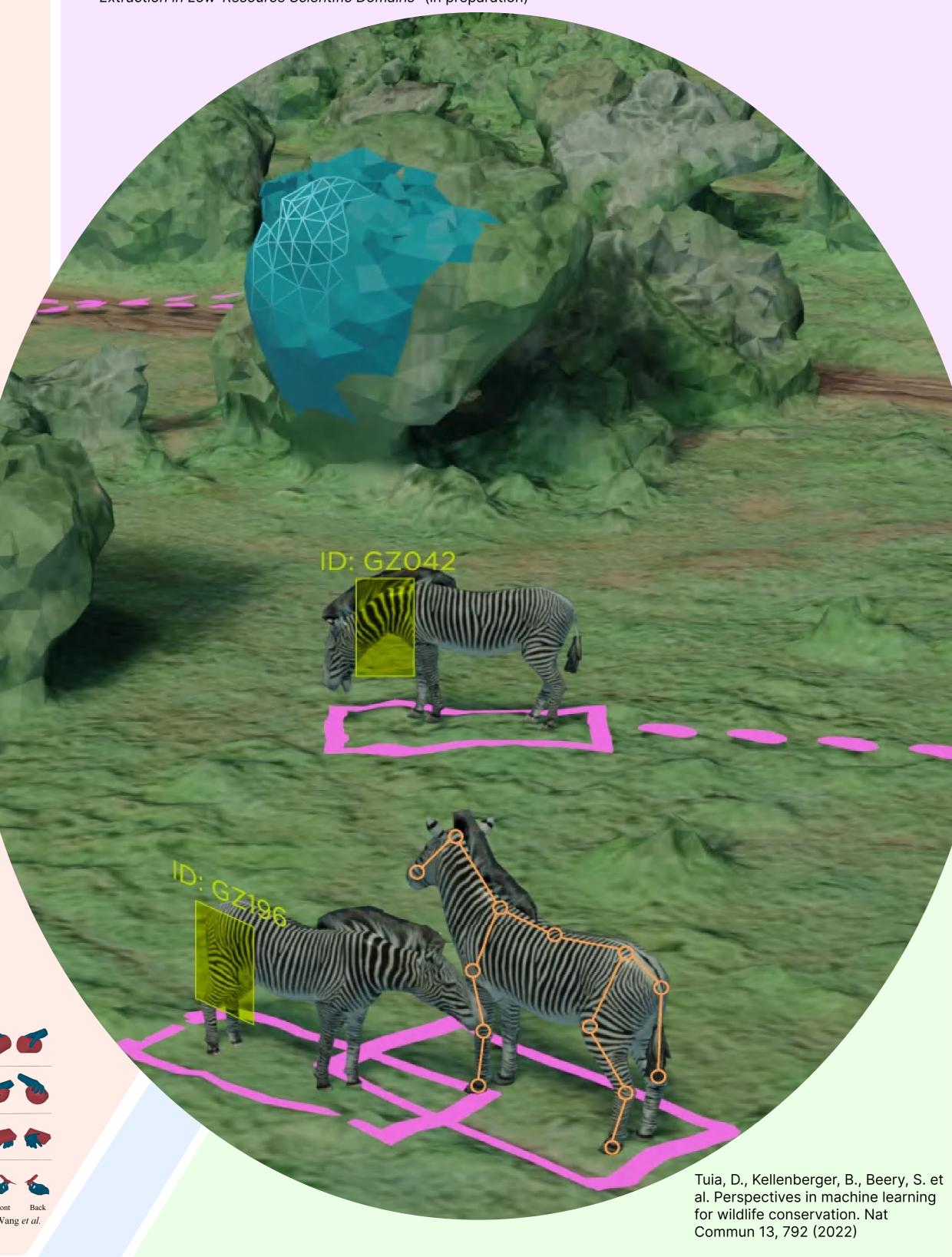
Please extract all of the entities corresponding to genes from the following paragraph, following this output format: gene entities: [GENE ENTITIES LIST]

Make sure to include all the genes mentioned in the text, but not the chemicals and diseases. You will be penalized if you include an entity more or less than the number of times it appears in the text. Please enclose the list of entities in square brackets and separate them with commas.

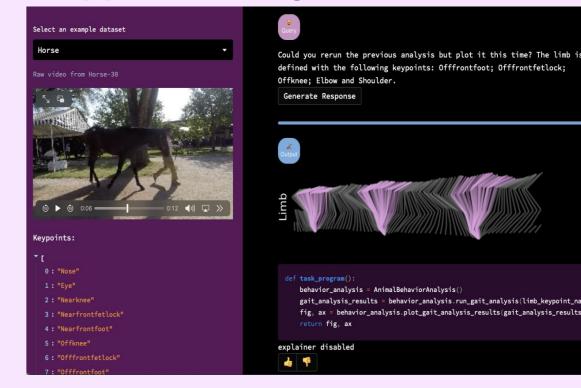
Input: Creb1-Mecp2-(m)CpG complex transactivates postnatal murine neuronal glucose transporter isoform 3 expression. Gene entities:

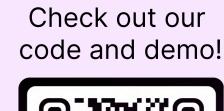
Output: [creb1, mecp2]

Mamooler, S., Montariol, S., Mathis, A., and Bosselut, A., "Silver is the New Gold: Pseudo-Annotations for Information Extraction in Low-Resource Scientific Domains" (in preparation)



Demo app on walking horse

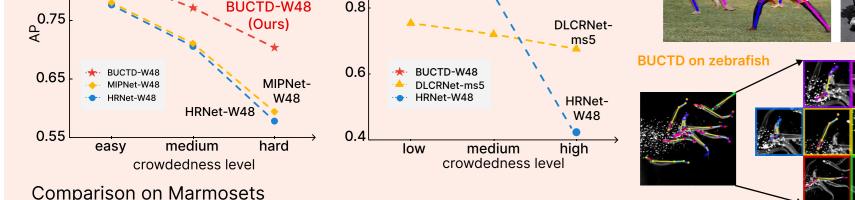






Ye, S., Lauer, J., Zhou, M., Mathis, A., and Mathis, MW, "AmadeusGPT: a natural language interface for interactive animal behavioral analysis", NeurIPS, 2023

Action segmentation





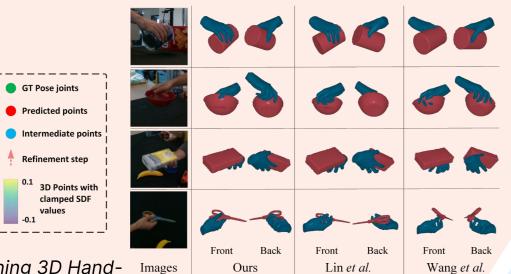
Comparison on CrowdPose Top-down: HRNet-W48



Zhou, M*., Stoffl, L*., Mathis, MW., Mathis, A., "Rethinking pose estimation in crowds: overcoming the detection information bottleneck and ambiguity", ICCV, 2023

HOISDF: Hand object pose estimaition based

on Signed Distance Field



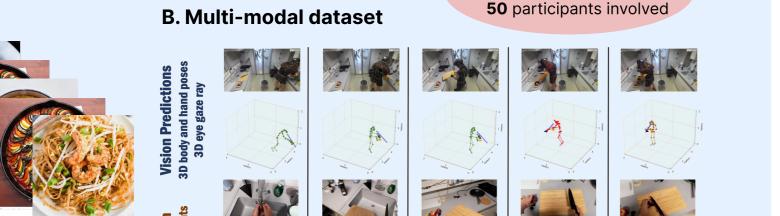
Qi, H., Zhao, C., Salzmann, M., Mathis, A., "HOISDF: Constraining 3D Hand- Images Object Pose Estimation with Global Signed Distance Fields", CVPR, 2024

EPFL SMART KITCHEN Home-based functional assessment

platform for neurological patients A. EPFL Smart Kitchen Platform B. Multi-modal dataset

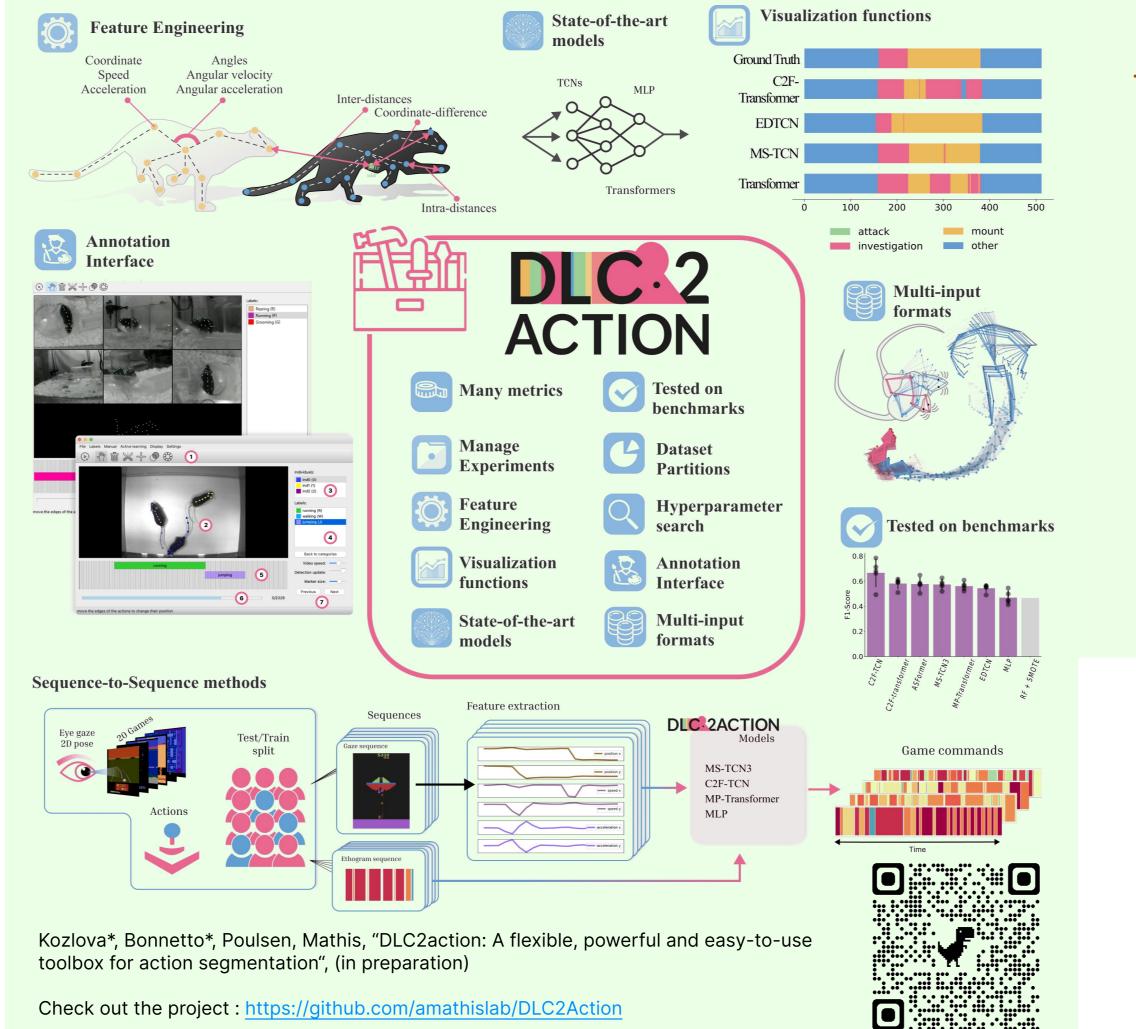


200 TB of DATA 200 Cooking sessions



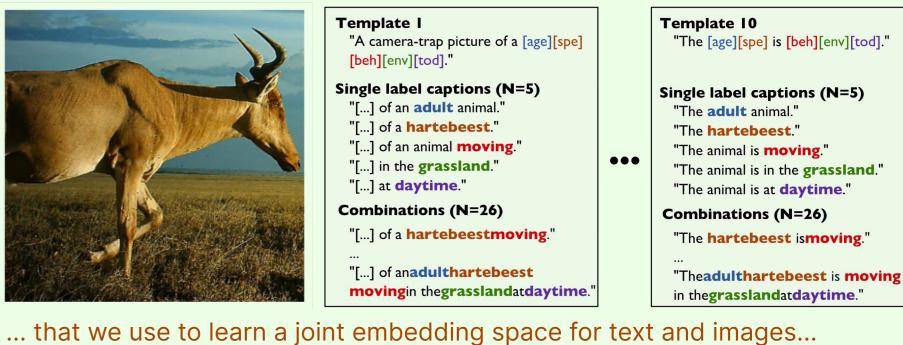
DLC-2ACTION What is my cat doing?

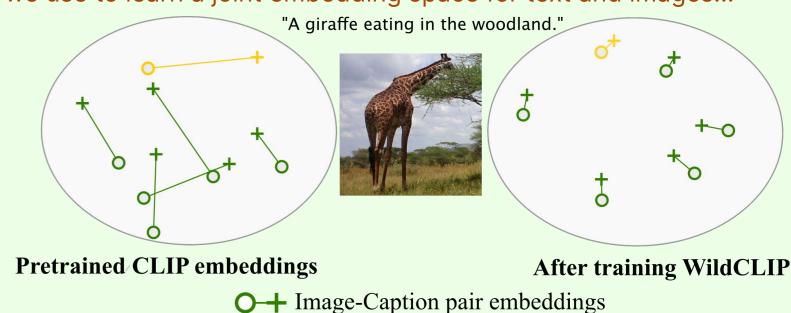
DLC2Action is an easy-to-use python toolbox to perform **action segmentation** from body kinematics. Supporting diverse pose data formats, the toolbox allows you to extract kinematic features and tidily run trainings, evaluations and predictions from a set of supervised **Deep Learning models**. The toolbox is associated with a User Interface to manually annotate actions of interest from videos.



WildCLIP Retrieving events of interest from camera trap images with domainadapted vision-language models

First, we create many image-caption pairs....





... to finally retrieve behavioral events corresponding to complex queries.







"A camera-trap picture of a male lion

resting at daytime.



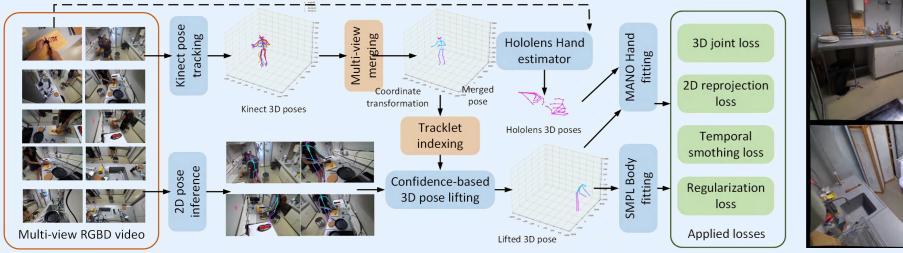
"A camera-trap picture of a giraffe eating."



"A camera-trap picture of an eland moving.

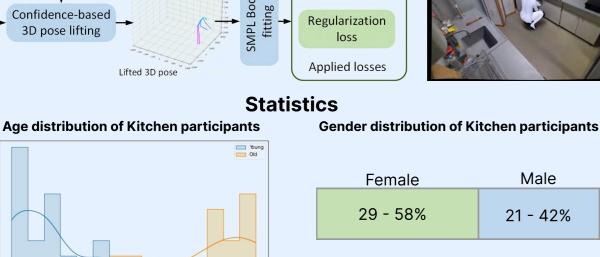


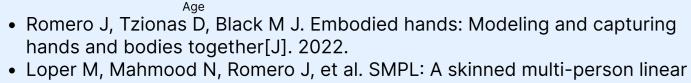
C. 3D Human Reconstruction





Microsoft Al





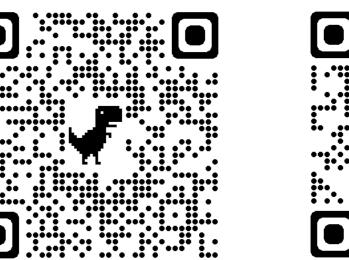
model[M]//Seminal Graphics Papers.2023.

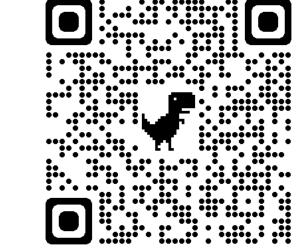




Gabeff, V., Russwurm, M., Tuia, D., & Mathis, A. (2023). WildCLIP: Scene and animal attribute retrieval from camera trap data with domain-adapted vision-language models. International Journal of Computer Vision (in press)

We love open source!





Check out

our

website!











Selected Collaborators:

Mackenzie Mathis, EPFL Marc Pollefeys, ETH Silvestro Micera, EPFL Antoine Bosselut, EPFL Friedhelm Hummel, EPFL Devis Tuia, EPFL