



SAMSUNG
Research
Russia

The logo is centered within a dark grey circle. Surrounding this central circle are various abstract geometric elements: a large red circle in the upper right, a large yellow circle in the lower left, and several elongated blue and orange shapes. There are also smaller circles in orange, blue, and red, some with dotted or dashed outlines, and wavy lines in blue and purple. The overall design is vibrant and modern.

NDA

Global R&D Networks

14 R&D Centers and 7 AI Centers worldwide

Global R&D Centers

America

Europe/CIS/Middle East

Southwest/Southeast Asia

China

Japan

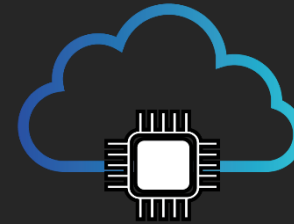
Global AI Centers



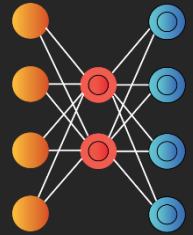
Samsung Research Russia



Algorithm Research



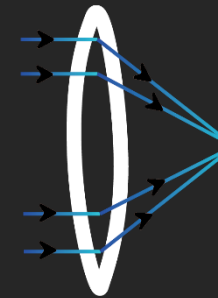
Media Processing



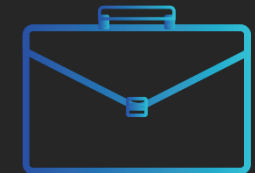
Applied Intelligence



Deep System

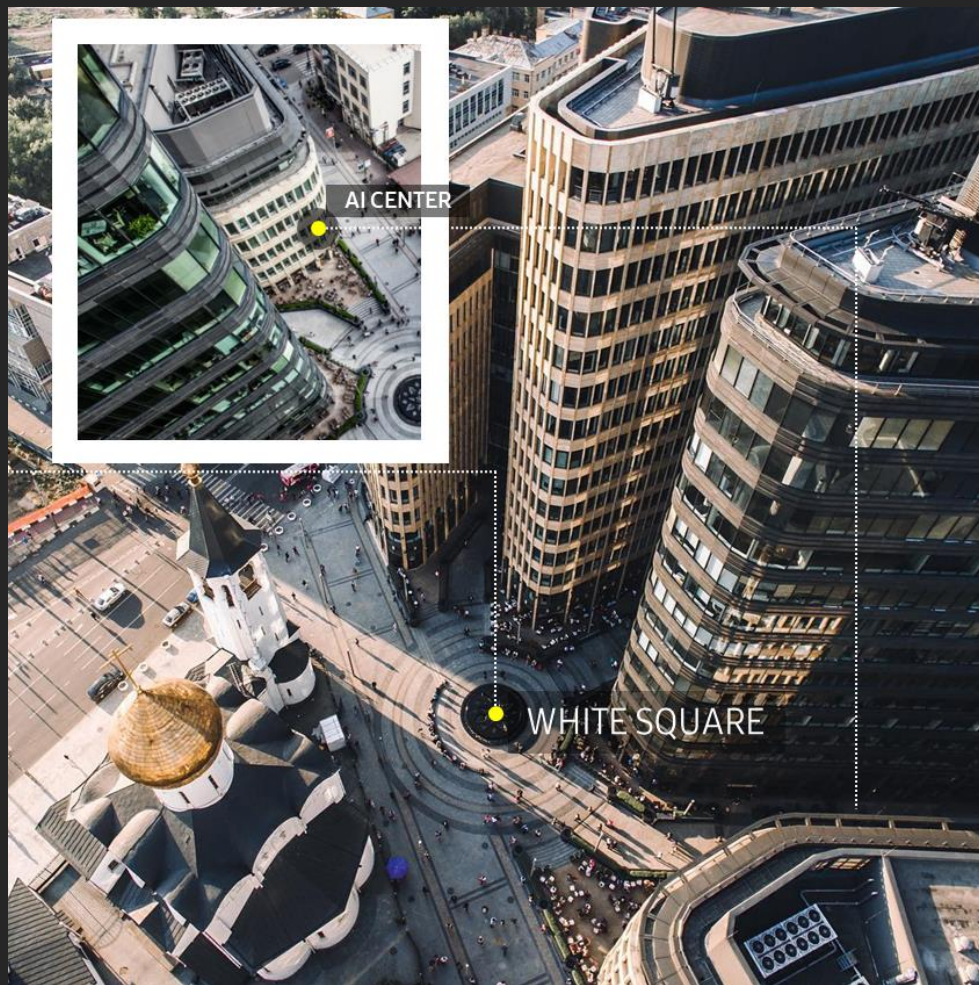


Optics



Business Development

Samsung AI Center – Moscow



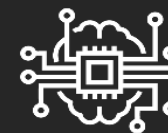
Computer Vision



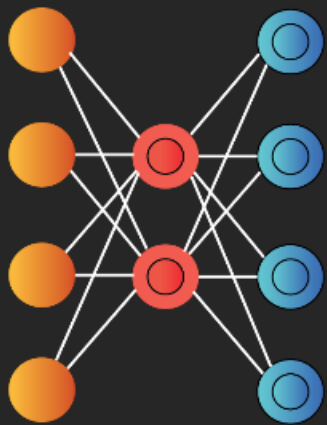
Telepresence



AI Core
Platform



User Data
Analytics

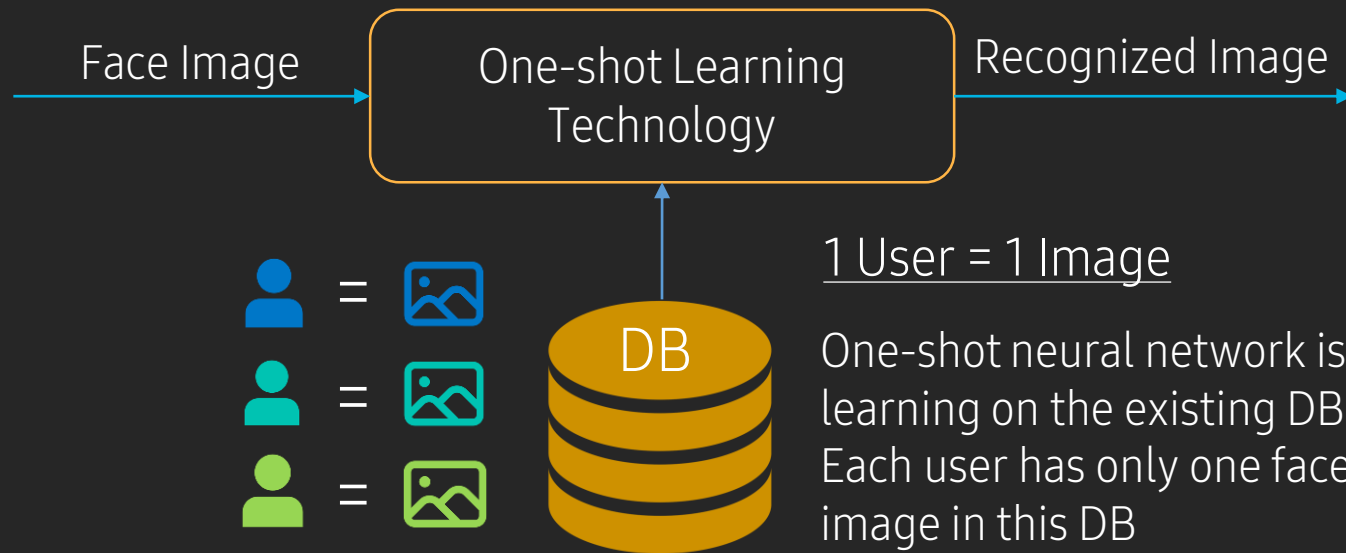


One-shot Learning

Applied Intelligence Team

One-shot Learning

Fast **face detection** and **face recognition** technology based on machine learning classification algorithms



TOP 5 Use-cases

1. Payments
2. Access and security
3. Criminal identification
4. Advertising
5. Healthcare

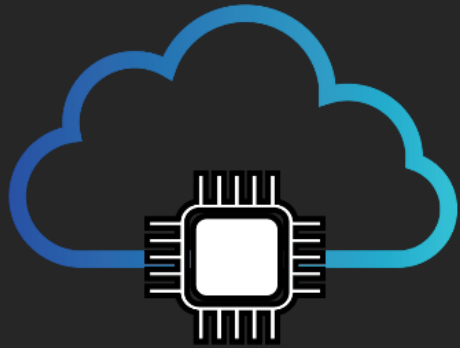
Advantages:

- + Compact – 16Mb Footprint
- + Accurate – 98% Recognition Rate



Samsung AI Center Moscow
employees use One-shot Learning
for conference rooms reservation





Frame Rate Up-Conversion

Media Processing Team

https://www.researchgate.net/publication/325741084_Real-time_3DRS_motion_estimation_for_frame-rate_conversion

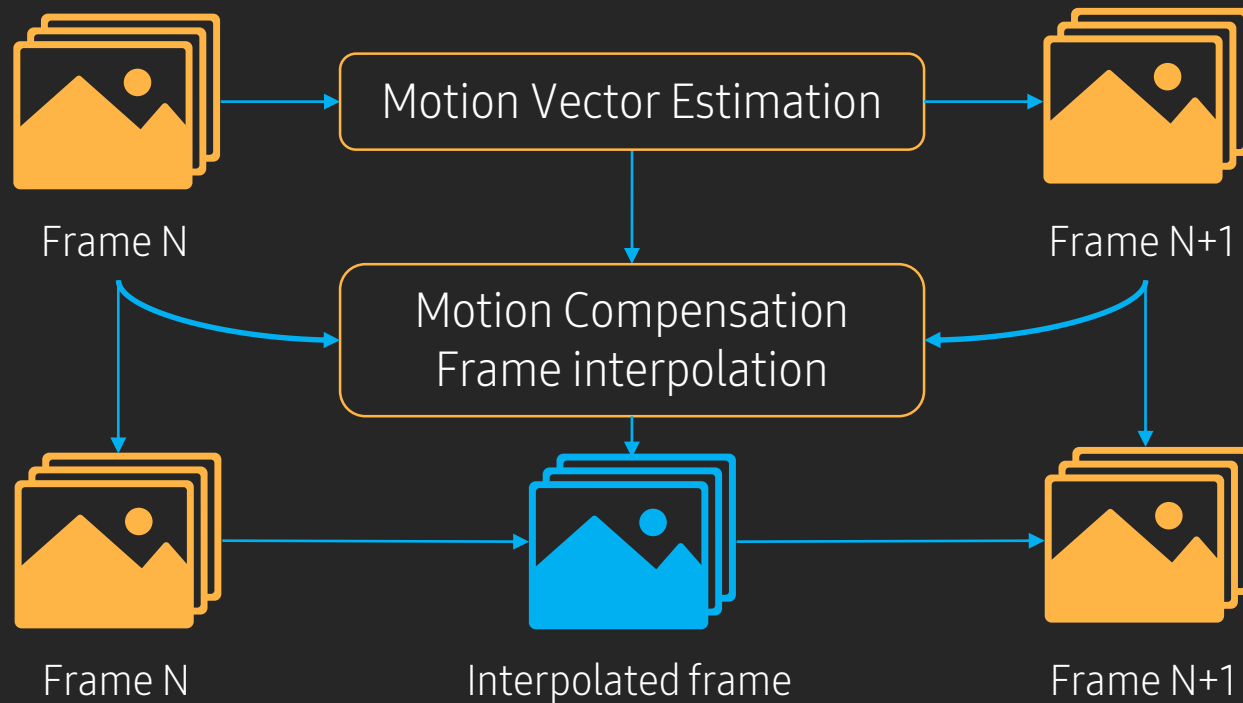
SRR SOLUTION INCREASES CAMERA FRAMERATE X2



Super SlowMotion

Frame Rate Up-Conversion on Mobile

Real-time SW algorithm (CPU + GPU) for smoother playback used in **Super Slow Motion** camera regime and **Motion Photo** video player



Advantages

- + **World first** SW FRC on mobile
- + Supported video formats up to **FHD+** (2224x1080)
- + Real-time conversion **15 → 30 FPS** (frames per second), offline **480 → 960 FPS**
- + Overall power consumption < **500mA**

The algorithm is implemented in flagship models **up to**
Samsung Galaxy S10/S10+ and Note 10/10+





Human Pose Estimation

Vision, Learning & Telepresence Lab

saic-violet.github.io/learnable-triangulation
arxiv.org/abs/1905.05754
youtu.be/z3f3aPSuhqg

Demo

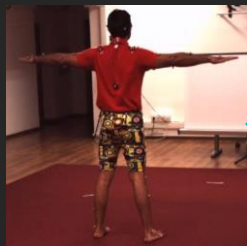
Learnable Triangulation

A new approach for human pose localization in 3D from multiple images

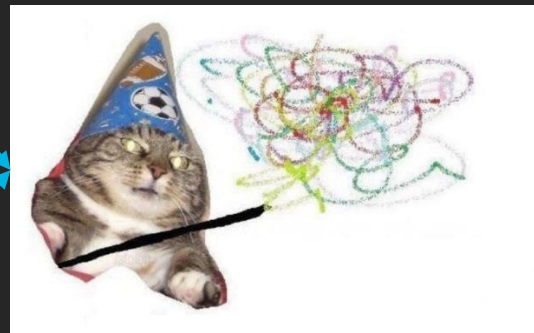
Model #1 – algebraic (spoiler: no 3D human pose prior ☹)



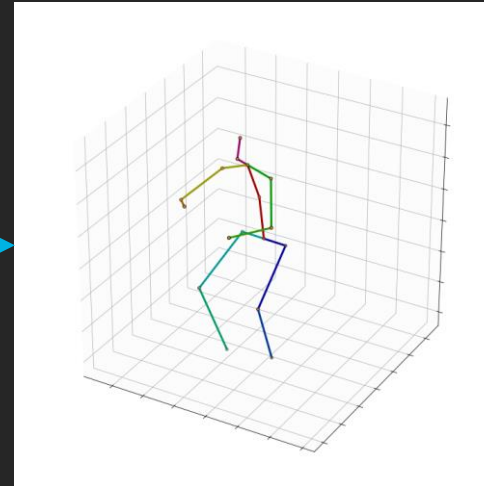
1st camera



Nth camera



NN magic: differentiable algebraic triangulation with an addition of confidence weights estimated from the input images



3D pose

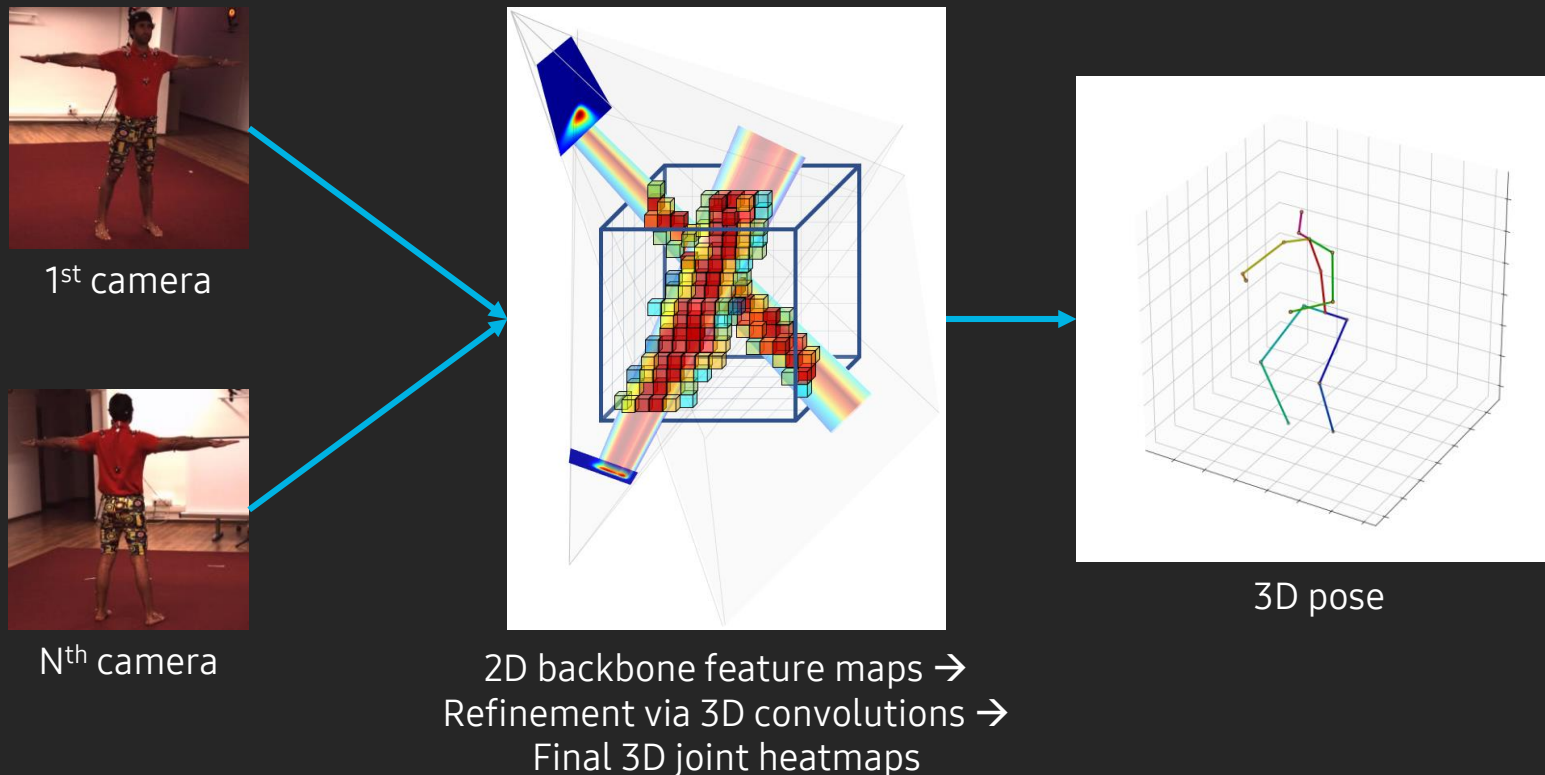
TOP Use cases

1. Motion Capture for movies/games production
2. Human-Computer interface
3. Telepresence
4. Surveillance

Learnable Triangulation

A new approach for human pose localization in 3D from multiple images

Model #2 – **volumetric** (based on volume unprojection)



Advantages:

- + Surpassed previous SOTA ~2.5 times on Human3.6M dataset
- + Our method is able to produce accurate and smooth 3D poses without any markers



Neural Point-Based Graphics

Vision, Learning & Telepresence Lab

arxiv.org/abs/1905.05754

dmitryulyanov.github.io/neural_point_based_graphics

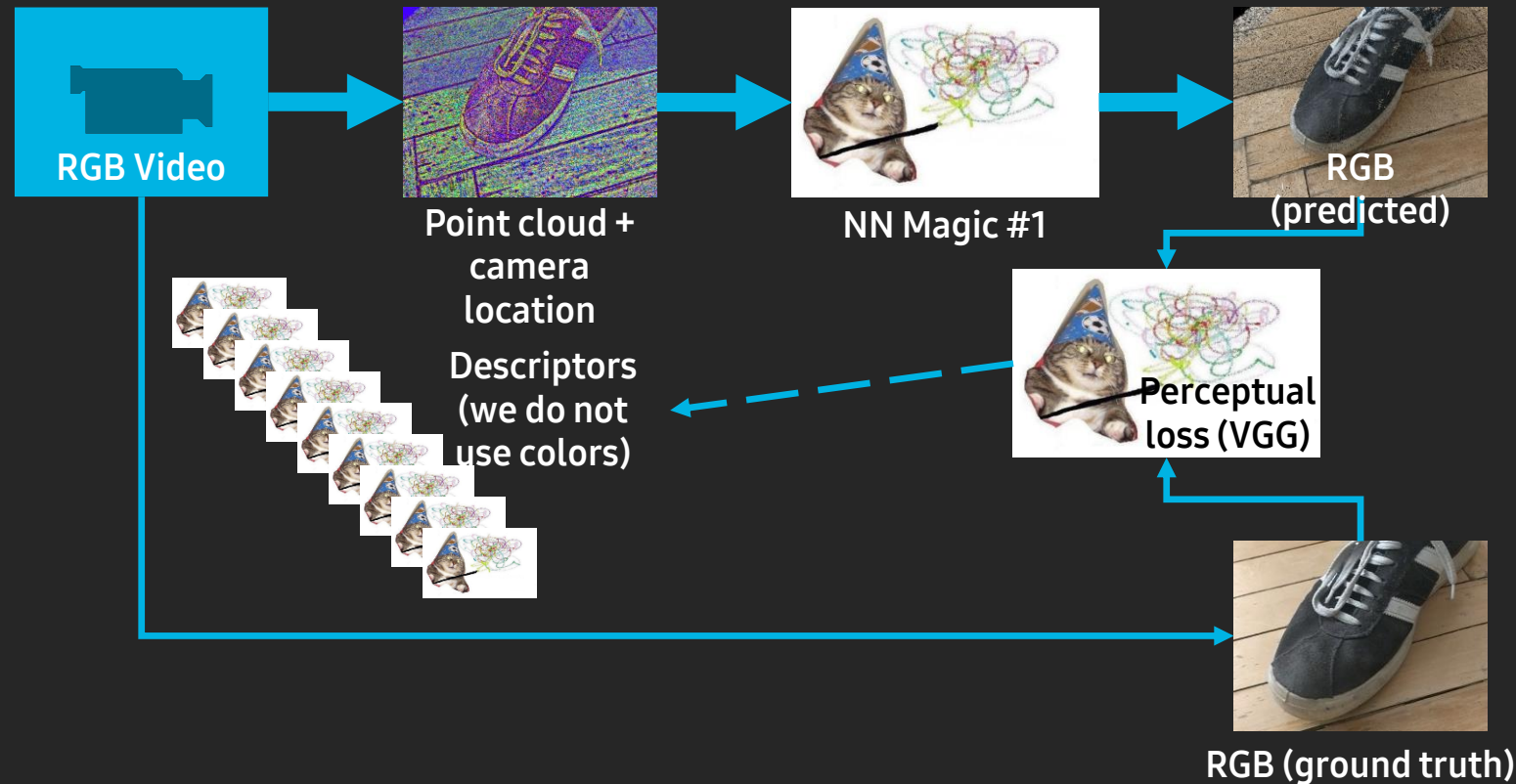
youtu.be/7s3BYGok7wU

Demo

Neural Point-Based Graphics

New point-based approach for modeling complex scenes from different viewpoints

Stage 1: **Training**



TOP Use cases

1. E-marketing
2. Real estate
3. Street view
4. VR
5. Telepresence

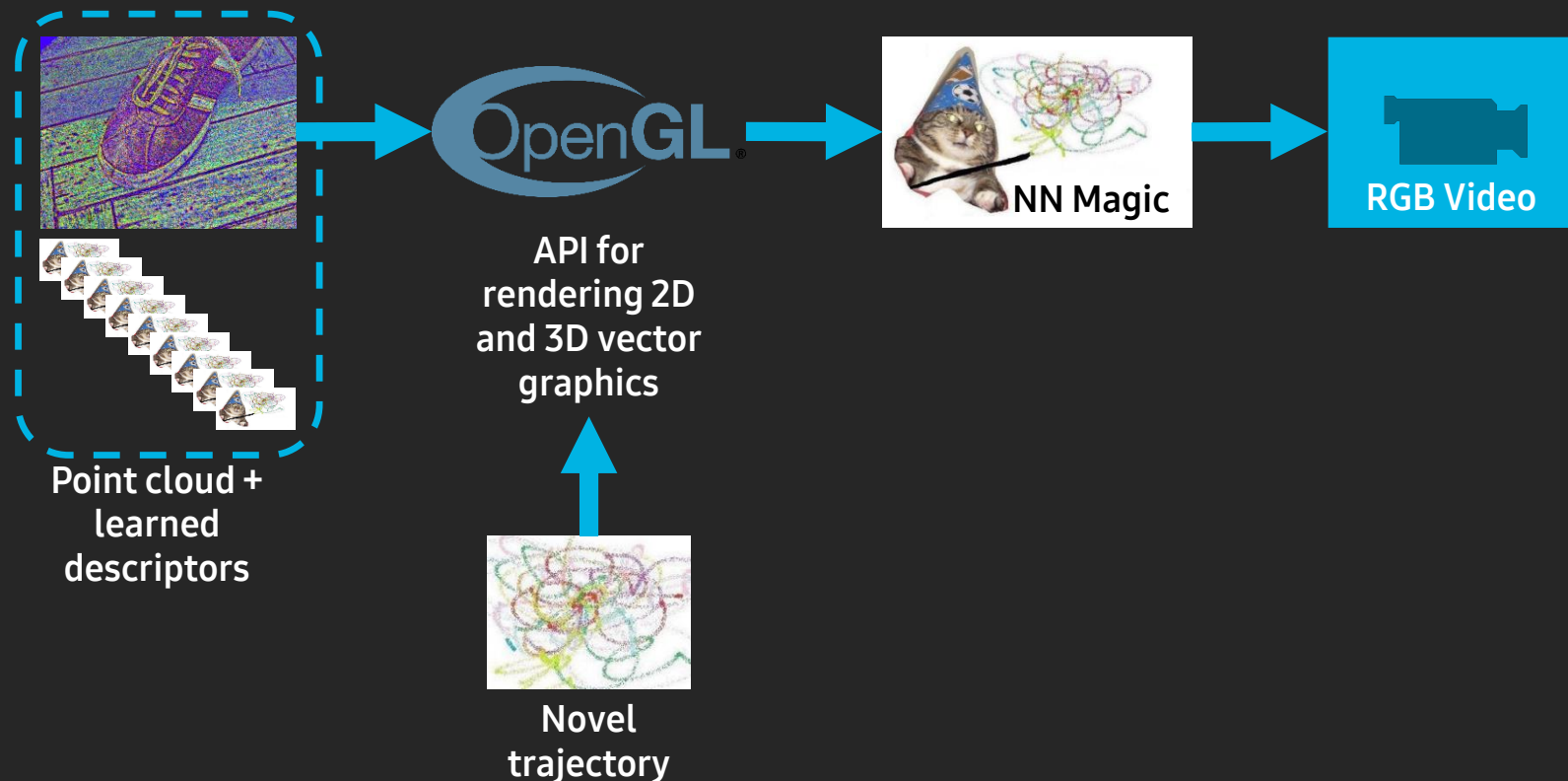
Advantages:

- + No competitors
- + RGB video: HD30k on 1080ti

Neural Point-Based Graphics

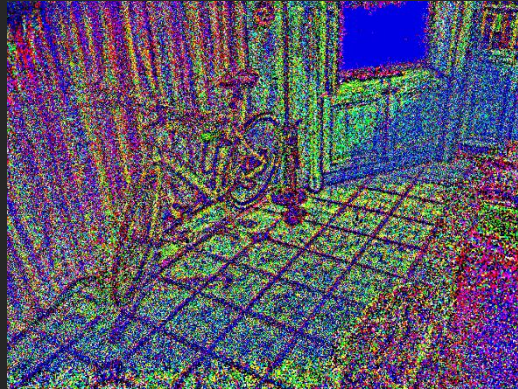
New point-based approach for modeling complex scenes from different viewpoints

Stage 2: **Test** (based on photogrammetry)



Neural Point-Based Graphics

New point-based approach for modeling complex scenes from different viewpoints



Source
point cloud

Learned descriptors

NN output

Thank you!



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