Thief Relief

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Overview

Introduction

Current focus Statistical data Normal v/s Abnormal interaction with objects

Algorithm

Atomic events Features accounting for normal v/s abnormal behavior Algorithm



Current focus

Car theft

House Robbery



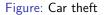
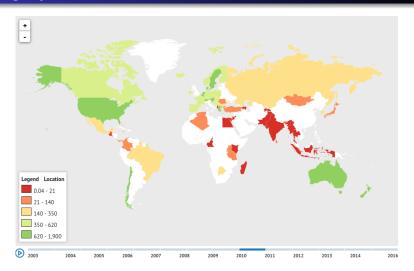




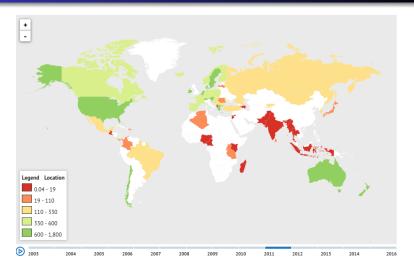
Figure: Thief breaking the door

Burglary-2011



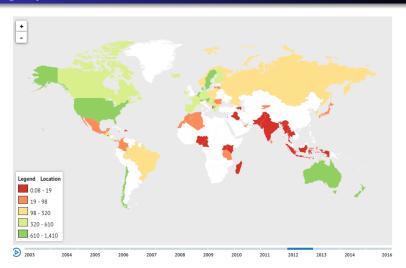
(cc) BY-SA

Burglary-2012



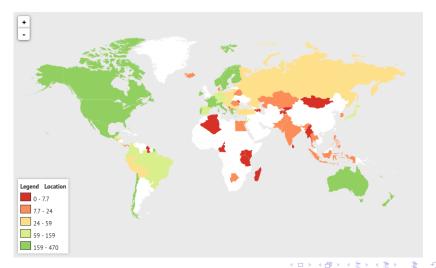


Burglary-2013



(cc) BY-SA

Private Car Theft-2011







Private Car Theft-2012

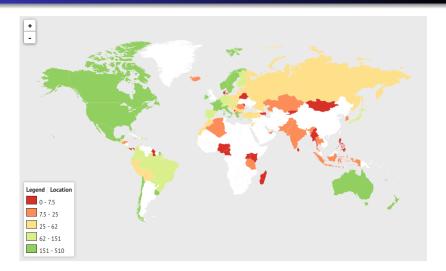
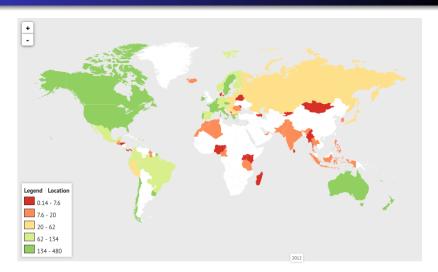


Figure: 2012 Private Car Theft data The Theft data Theft data The Theft data Theft



Private Car Theft-2013



Normal v/s Abnormal interaction with objects

Normal interaction with car



Figure: Normal interaction

Abnormal interaction with car



Figure: Abnormal interaction





Normal v/s Abnormal interaction with objects

 Normal interaction with door



Figure: Normal interaction

Abnormal interaction with door



Figure: Abnormal interaction





Atomic events

Atomic events

- Any event can be broken down into smaller atomic events.
- In case of opening of the house door:
 - Walk and reach to the door.
 - Insert the key inside the lock and unlock the lock.
 - Open the door.











Features accounting for normal v/s abnormal behavior

- Time taken for each atomic event.
- Human posture.
- Object used for human-object interaction(key or rod).
- Location of human-object interaction.



Algorithm

- Fetch video frames.
- Search for pre-defined key objects like door and car.
- Search for human.
- Activate only if human is close enough to key objects
- Search/infer **bridge object**. Object being used by human to interact with the key objects. For example it can be a key or rod.
- Loop
 - Collect the features in the current frame. Also keep track of temporal info.
 - Compare current atomic event with learnt atomic event.
 - If normal then go to the step 1.
 - If abnormal then inform the user.



