

# 模式识别

数据获取及模式识别系统的例子

吴建鑫

南京大学计算机系，2018

# 目标

- ✓ 和前面讲述内容对照，以Microsoft Kinect为例，了解一个完整的系统的各模块、其面临的困难和所需处理的各种问题
- ✓ 从模式识别的角度出发，审视Kinect系统中与模式识别相关的各模块

# Kinect

- ✓ Kinect is a line of motion sensing input devices by Microsoft for Xbox 360 and Xbox One video game consoles and Windows PCs. Based around a webcam-style addon peripheral, it enables users to control and interact with their console/computer without the need for a game controller, through a natural user interface using gestures and spoken commands.
- ✓ 如未特别说明，信息来源均为英文Wiki，2014/1/5

# 使用方式

- ✓ Microsoft released Kinect **software development kit** for Windows 7 on June 16, 2011. [11][12][13] This SDK was meant to **allow developers to write Kinecting apps** in C++/CLI, C#, or Visual Basic .NET. [14][15]



# 功能

- ✓ The device features an "RGB camera, depth sensor and multi-array microphone running proprietary software", [22] which provide full-body 3D motion capture, facial recognition and voice recognition capabilities.

# 获取深度信息

- ✓ The depth sensor consists of an infrared laser projector combined with a monochrome CMOS sensor, which captures video data in 3D under any ambient light conditions. [9][24]
- ✓ The monochrome depth sensing video stream is in VGA resolution ( $640 \times 480$  pixels) with 11-bit depth, which provides 2,048 levels of sensitivity.
- ✓ The Kinect sensor has a practical ranging limit of 1.2 – 3.5 m (3.9 – 11 ft) distance when used with the Xbox software.

# Mocap : Motion Capture

