



# Understanding and Reconstructing Hand-Object Interactions (HOIs) from Egocentric Videos

# Egocentric Videos?



# In this talk

## HOI in 2D

- VISOR (masks and hand-interactions)
- HOI-Ref
- GenHowTo

## HOI 3D Reconstruction in view

- Get a Grip

## HOI 3D Reconstruction in and out of view

- EPIC Fields - Scene reconstruction from egocentric views
- OSNOM - 3D tracking of HOI in world coordinate frames

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# EPIC-KITCHENS VISOR

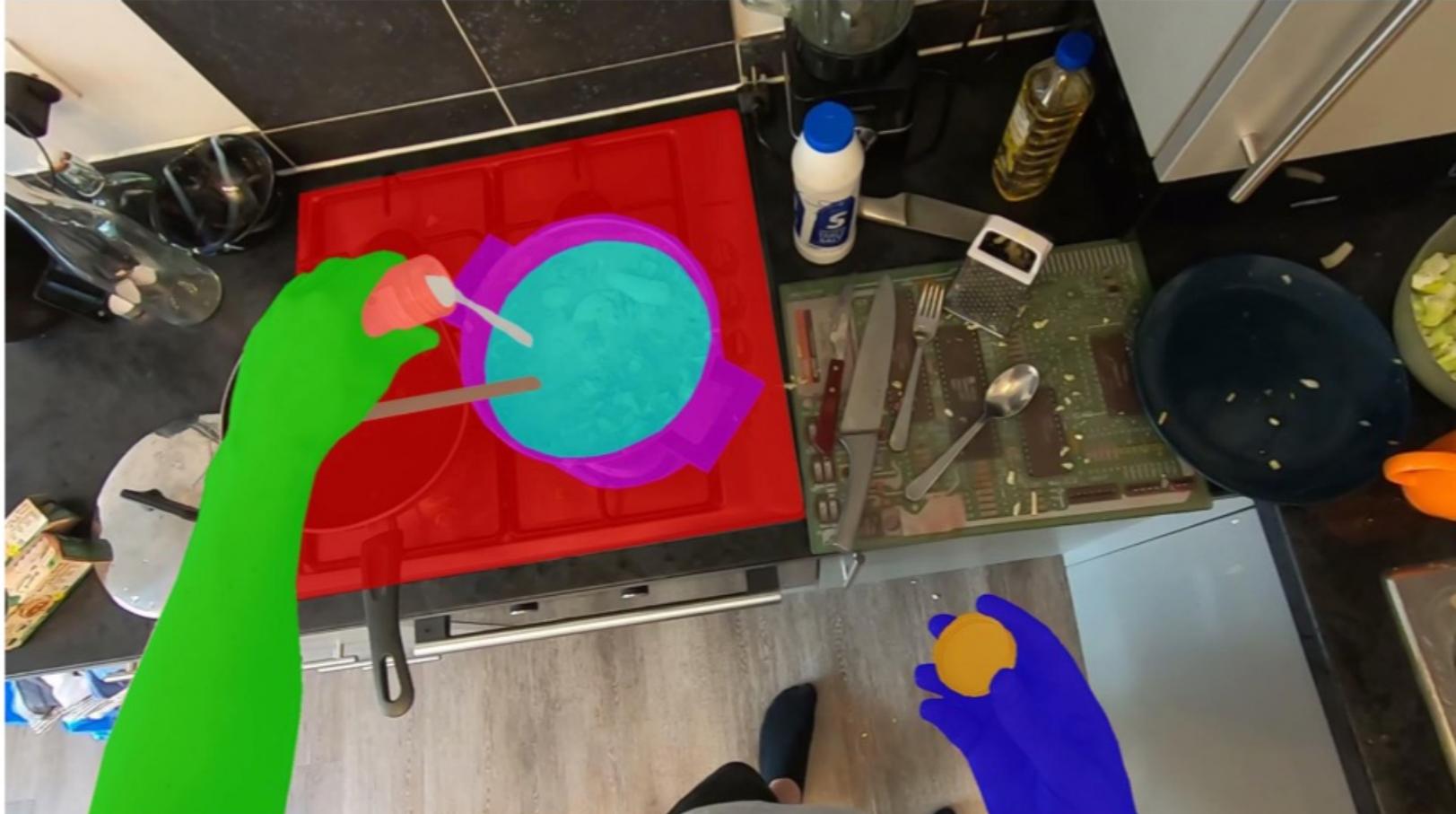
with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma,  
Amlan Kar, Richard Higgins, David Fouhey, Sanja Fidler



# VISOR is....

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen

## pour spice

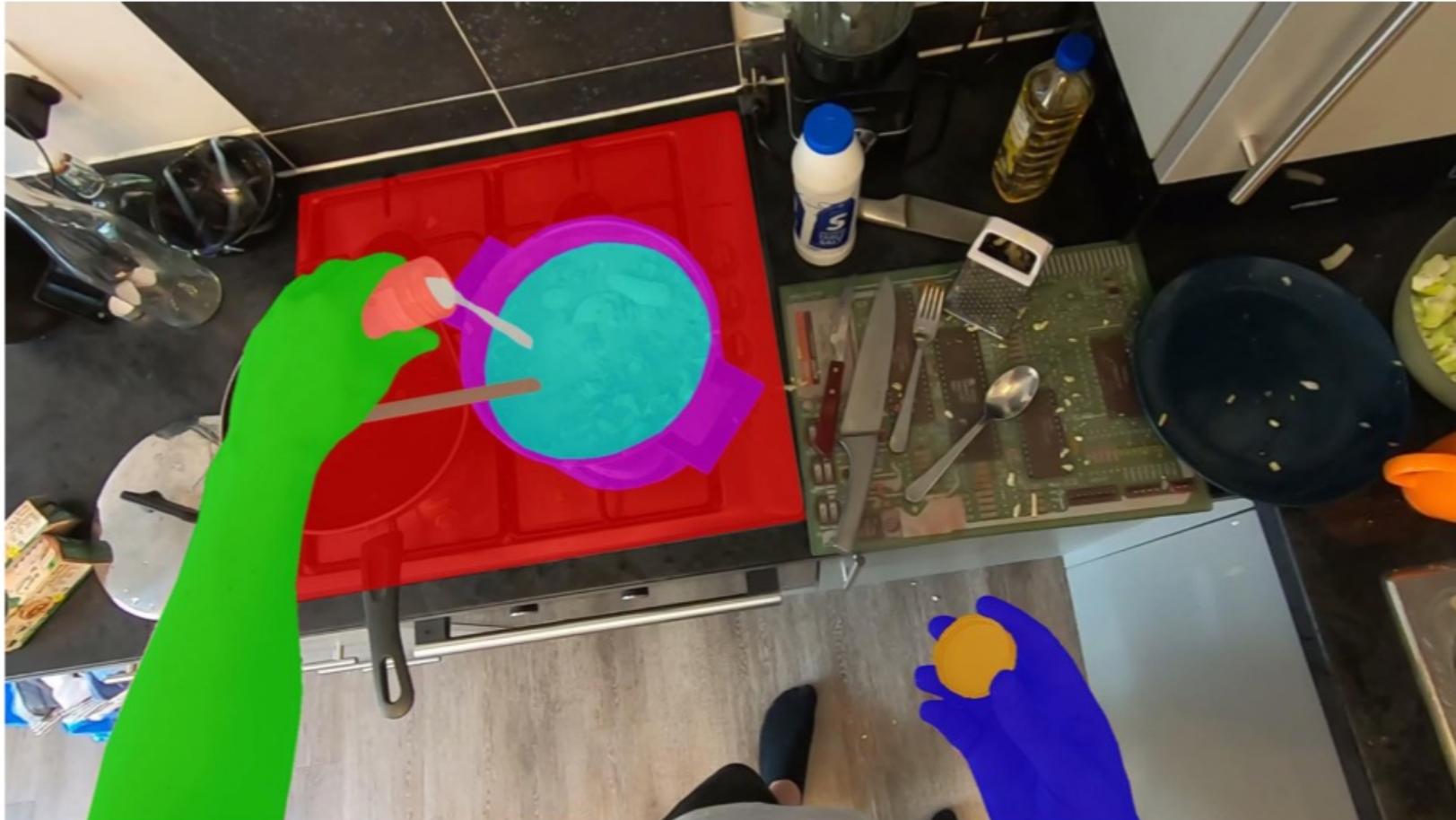


[Green Box]	left hand	[Blue Box]	right hand
[Red Box]	hob	[Purple Box]	saucepan
[Grey Box]	spice	[Orange Box]	spice container
[Brown Box]	spoon	[Teal Box]	soup
[Yellow Box]	pepper container lid		

# VISOR is....

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen

## pour spice



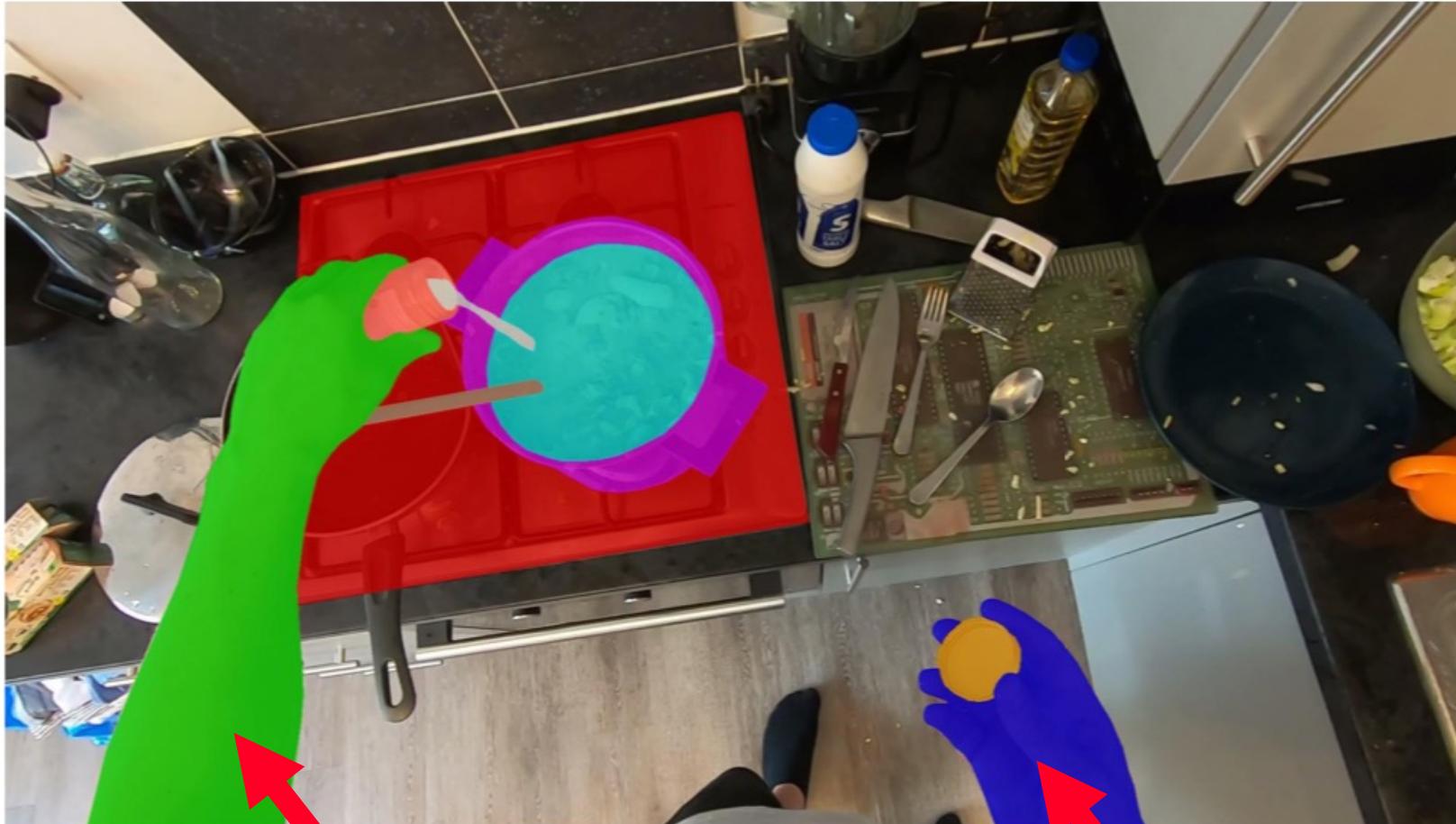
[green square]	left hand	[blue square]	right hand
[red square]	hob	[magenta square]	saucepan
[grey square]	spice	[orange square]	spice container
[brown square]	spoon	[teal square]	soup
[yellow square]	pepper container lid		



VISOR is....

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen

pour spice  action



	left hand		right hand
	hob		saucepan
	spice		spice container
	spoon		soup
	pepper container lid		

in-contact (spice container)  in-contact (container lid)

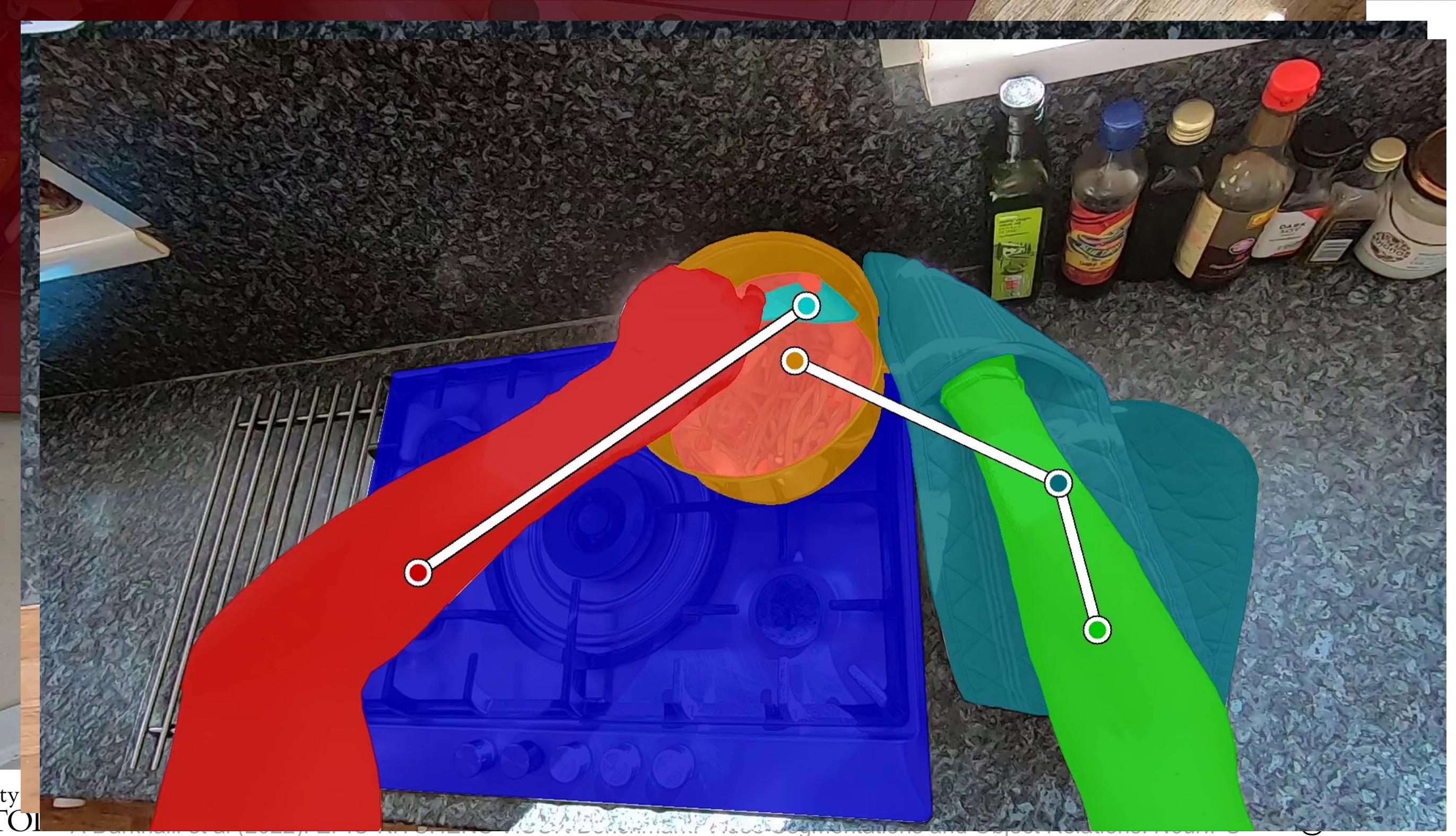
# Comparative Stats

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen

Dataset	Basic Statistics				Pixel-Level Annotations	Action Annotations		
	Total Mins	Avg Seq	Ln	Total Masks		Actions	#Action Classes	#Entity Classes
EgoHand [3]	72	-		15.1K		-	-	2
DAVIS [6]	8	3s		32.0K		-	-	-
YTVOS [43]	335	5s		197.2K		-	-	94
UVOp0.5 (Sparse) [41]	511	3s		*200.6K		10,213	300	-
VISOR (Ours)	<b>2,180</b>	<b>12s<sup>†</sup></b>		<b>271.6K</b>		<b>27,961</b>	<b>2,594</b>	<b>257</b>

# VISOR Relations

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen



# Object relation stats

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar, Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen

1 Hand, No Contact



2.7%

41.5%

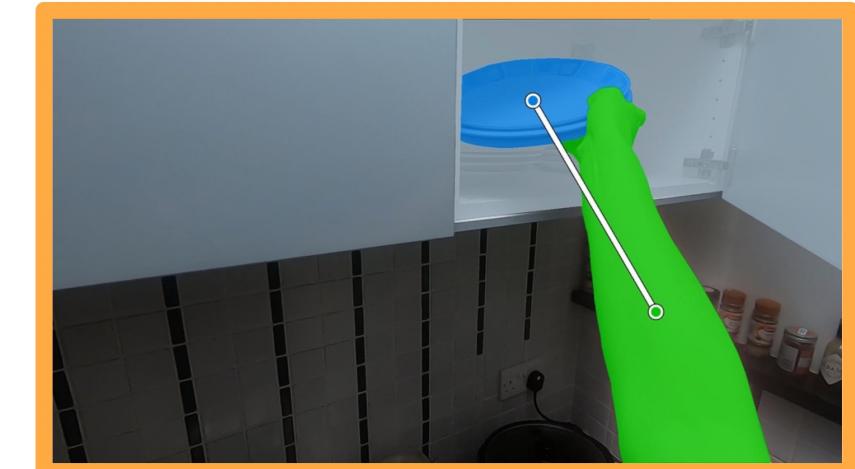
2 Hands, No Contact



0.7%

19.4%

1 Hand, In Contact



27.2%

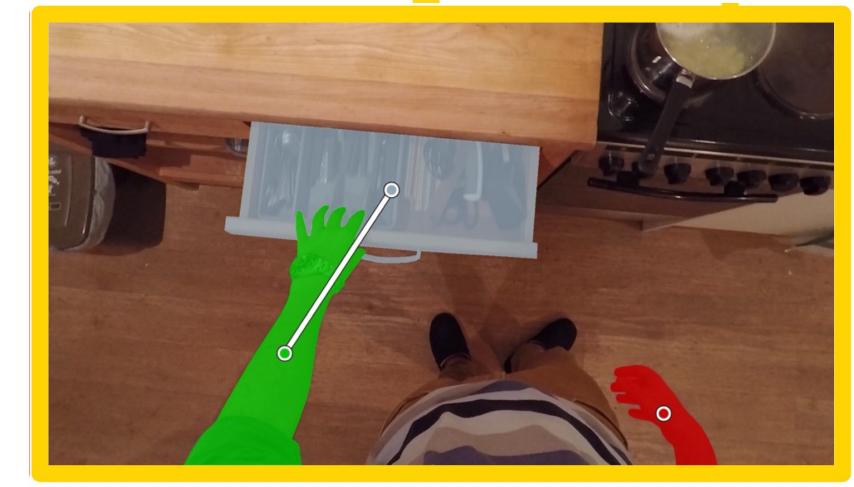
8.5%



2 Hands, 2 Obj Contacts



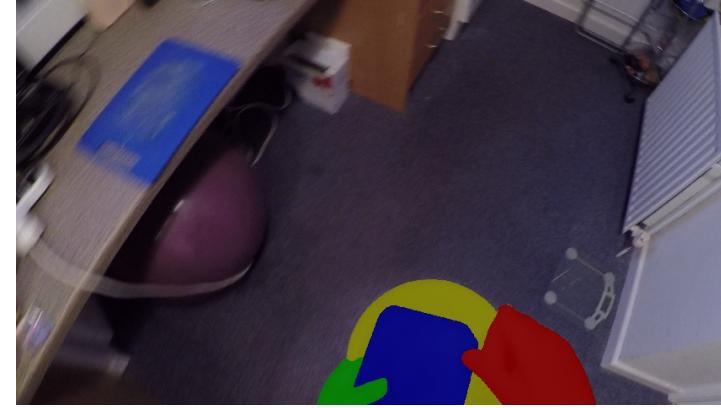
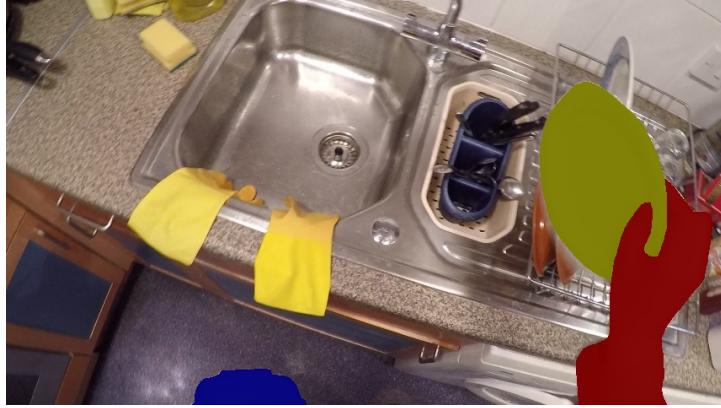
2 Hands, Same Contact



2 Hands, 1 In Contact

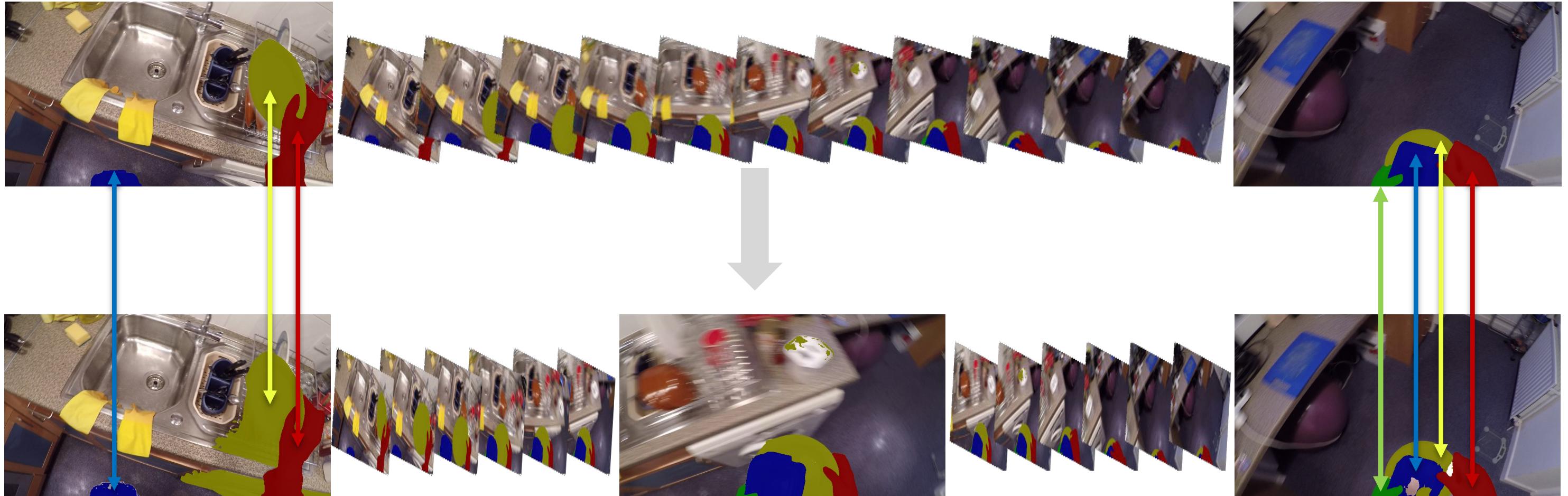
# Dense Annotations

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
Richard Higgins, David Fouhey, Sanja Fidler, Dima Damen



# Dense Annotations

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar,  
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# EPIC-KITCHENS VISOR

with: Ahmad Darkhalil, Dandan Shan, Bin Zhu, Jian Ma, Amlan Kar, Richard Higgins, David Fouhey, Sanja Fidler



## Ego-Exo Relation



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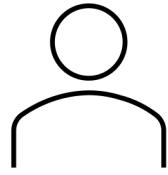
# HOI-Ref:

## Hand-Object Interaction Referral in Egocentric Vision

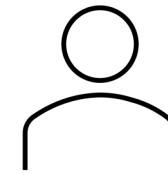
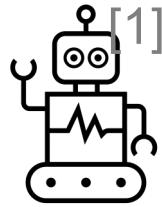
Siddhant Bansal, Michael Wray, Dima Damen

# HOI-Ref

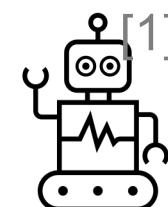
with: Siddhant Bansal  
Michael Wray



[refer] where is the left hand of the person?



[identify] cheese



[1] MiniGPT-v2: Large Language Model as a Unified Interface for Vision-Language Multi-task Learning by Jun Chen, Deyao Zhu , Xiaoqian Shen, Xiang Li, Zechun Liu, Pengchuan Zhang, Raghuraman Krishnamoorthi, Vikas Chandra, Yunyang Xiong, Mohamed Elhoseiny.

## Available Annotations

**Narration**  
#C drops the polaroid camera on the table



**Q:** [caption] What is happening in the photo?

**A:** The person drops the polaroid camera on the table

## Generated QA Pairs

## Hand/Object Bounding Boxes



**Q:** [refer] Where are the hands of the person in the image?

**A:** The hands are here:  
{<33><58><43><76>} and  
{<54><30><65><52>}

## Hand/Object Segments

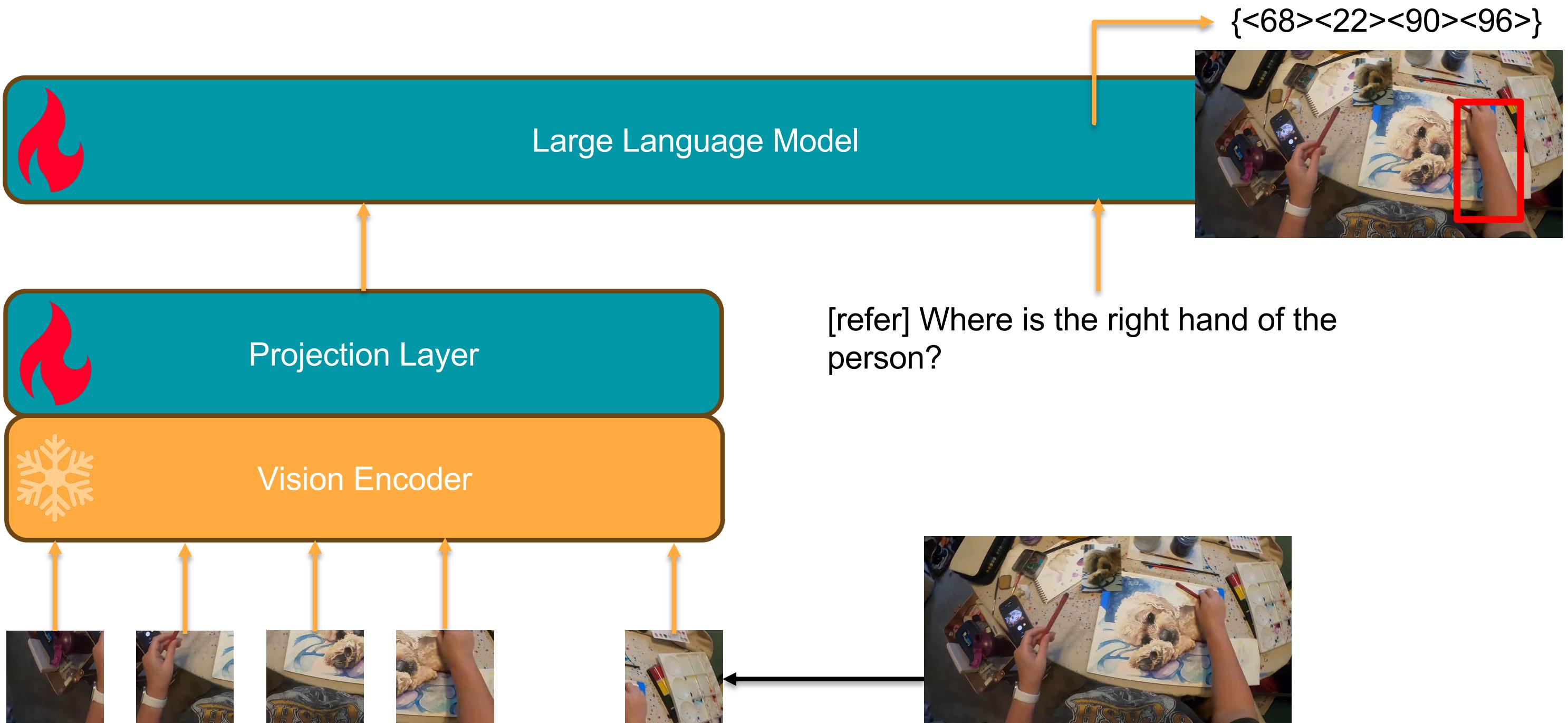


**Q:** [refer] Where is the cupboard?

**A:** {<0><0><100><36>}

# HOI-Ref

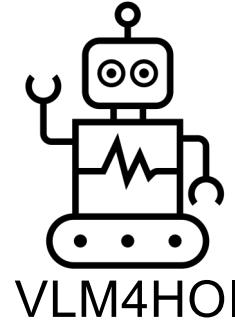
with: Siddhant Bansal  
Michael Wray



# HOI-Ref

with: Siddhant Bansal  
Michael Wray

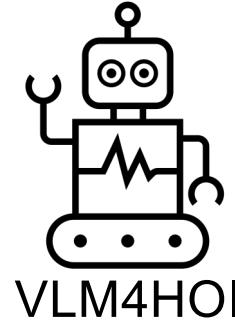
[refer] where is the left hand of the person?



VLM4HOI



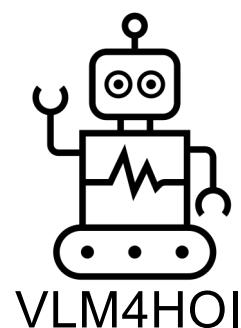
[identify] carrot



VLM4HOI



[identify] cheese



VLM4HOI



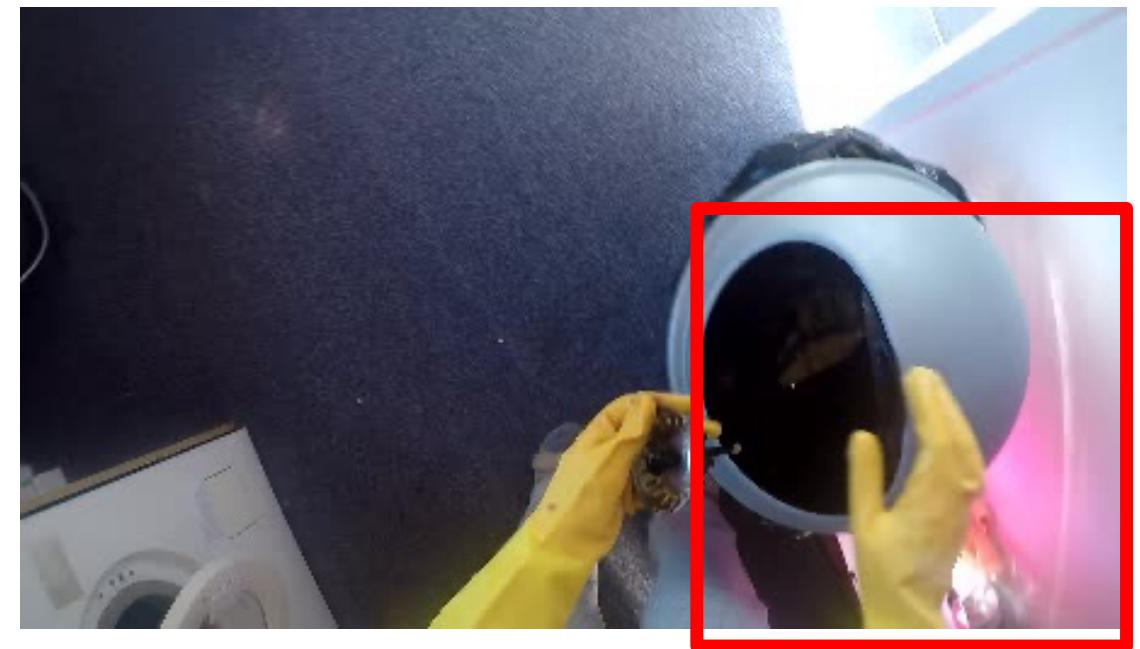
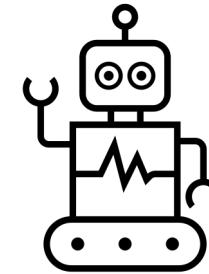


Egocentric Vision is not about static objects but about hands *interacting* with objects.

Can current VLMs understand this relationship?

# HOI-Ref

with: Siddhant Bansal  
Michael Wray



[refer] Locate the object being manipulated by left hand

# HOI-Ref

with: Siddhant Bansal  
Michael Wray



**Q:** [refer] Where is the object manipulated by the right hand?

**A:** {<0><0><100><36>}

## HOI-QA: 3.9M Pairs

Shikra-RD[2]:  
5922 Pairs

Flicker30k [1]:  
2.5K Pairs

Multi-task  
Conversation [1] :  
60.9K Pairs

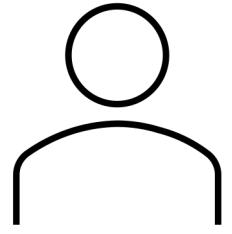


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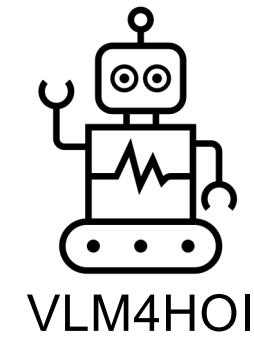
[2] Shikra: Unleashing Multimodal LLM's Referential Dialogue Magic by Keqin Chen, Zhao Zhang, Weili Zeng, Richong Zhang, Feng Zhu, Rui Zhao

# HOI-Ref

with: Siddhant Bansal  
Michael Wray



[refer] Locate the object being manipulated by left hand

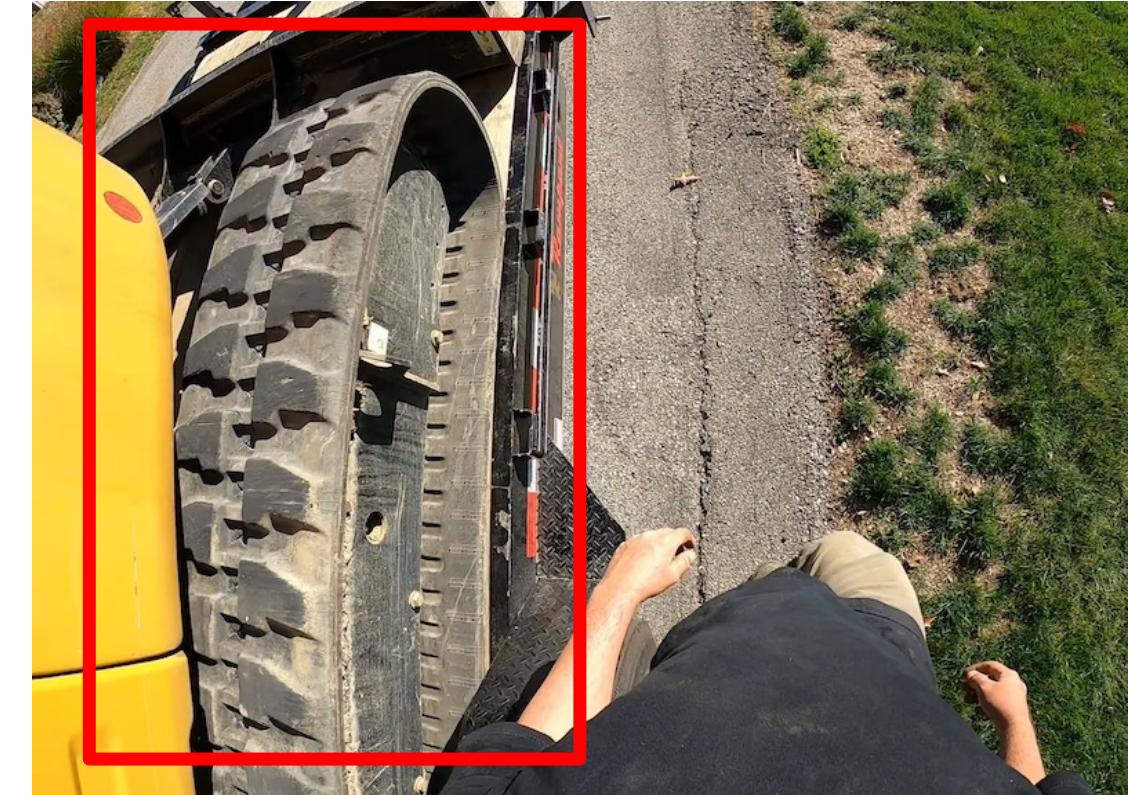


# HOI-Ref

with: Siddhant Bansal  
Michael Wray



**Q:** [refer] where is the manipulated object?  
**A:** (53, 30, 68, 92)

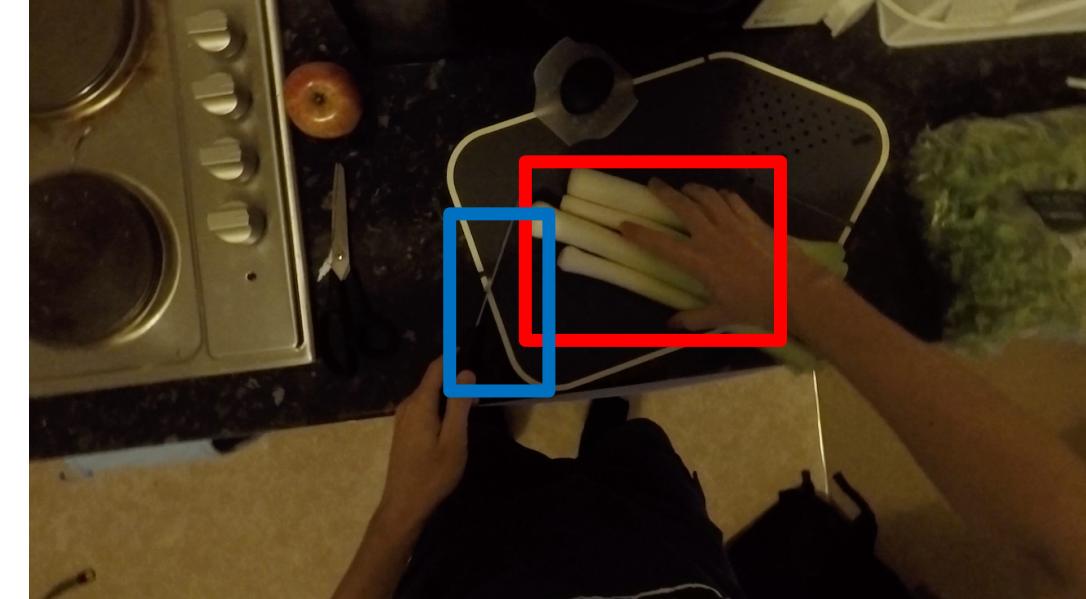


**Q:** [identify] what is this (6, 0, 48, 95)  
**A:** That is a wagon in the image.



**Q:** [detection] shoes

**A:** <p>shoes</p>(28, 22, 32, 26)



**Q:** [grounding] describe the actions done by hand

**A:** The person slices the **celery** with the **knife**

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Wed (Session 2)  
Poster # 172



# GenHowTo: Learning to Generate Actions and State Transformations from Instructional Videos



Tomáš Souček



Dima Damen



Michael Wray



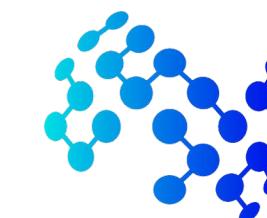
Ivan Laptev



Josef Šivic



University of  
BRISTOL



MOHAMED BIN ZAYED  
UNIVERSITY OF  
ARTIFICIAL INTELLIGENCE

- Hands transform objects....

♠ = avocado

Input



peeled ♠ on chopping board



♠ in a blender



♠ smoothie in a blender



# GenHowTo...

with: Tomas Soucek  
Ivan Laptev

Michael Wray  
Josef Sivic

Input



GenHowTo



EF-DDPM



InstructPix2Pix



Prompt: a frosted cake with strawberries around the top



Prompt: a person kneading dough on a cutting board



Prompt: a person cutting a fish on a cutting board

# GenHowTo...

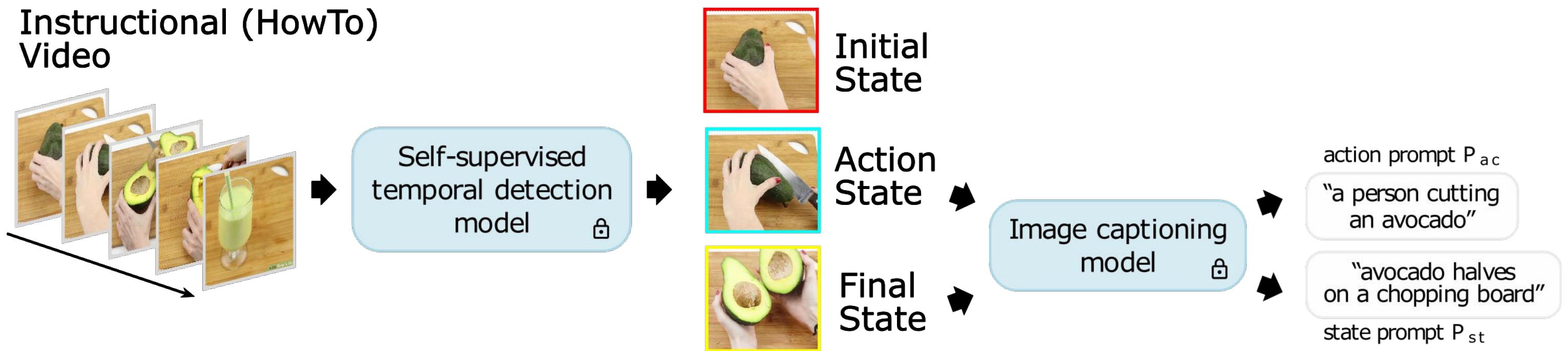
with: Tomas Soucek  
Ivan Laptev

Michael Wray  
Josef Sivic

- Two contributions.... Dataset & Method

- Two contributions.... **Dataset & Method**

## Instructional (HowTo) Video

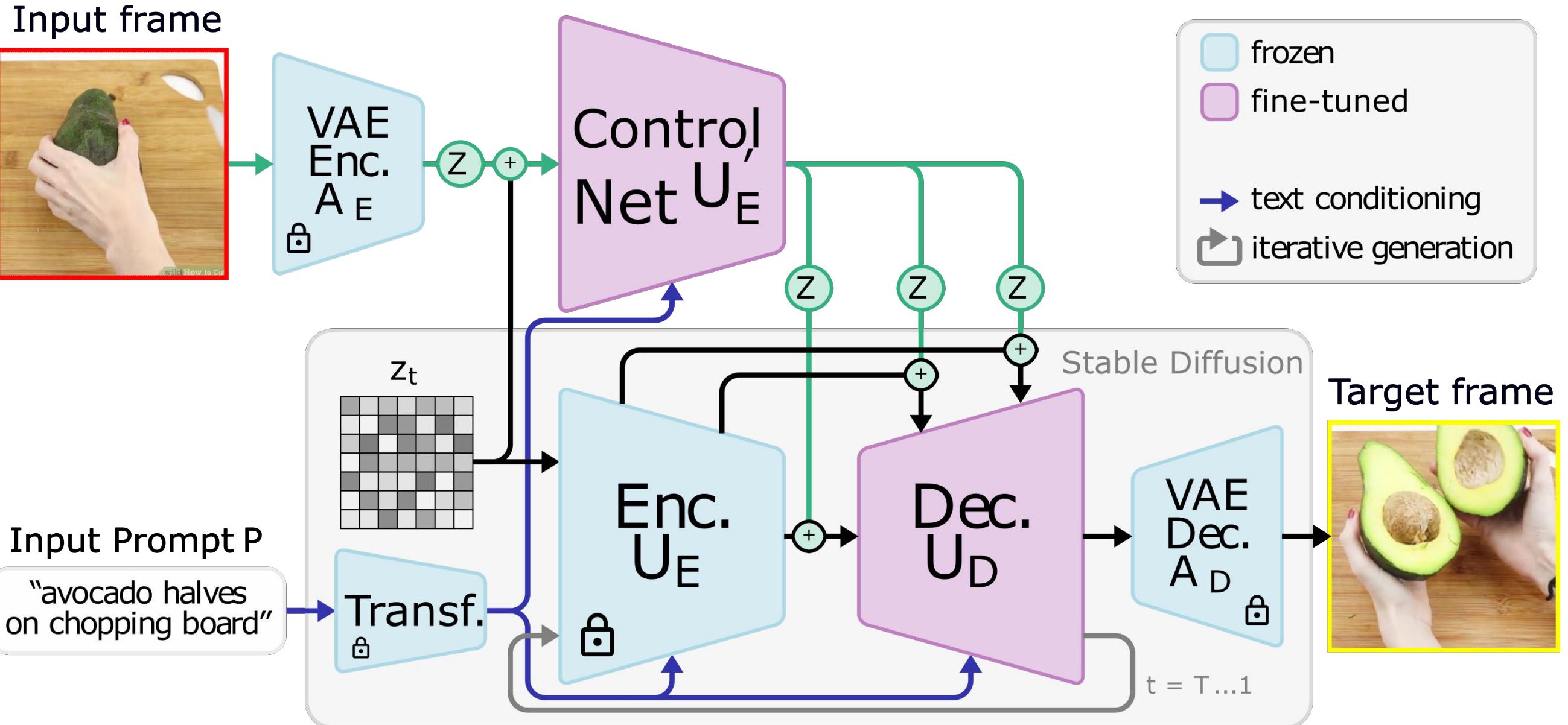


Tomas Soucek, Jean-Baptiste Alayrac, Antoine Miech, Ivan Laptev, and Josef Sivic (2022). Multi-task learning of object state changes from uncurated videos.

# GenHowTo...

with: Tomas Soucek  
Ivan Laptev  
Michael Wray  
Josef Sivic

- Two contributions.... Dataset & Method



# GenHowTo...



with: Tomas Soucek  
Ivan Laptev

Michael Wray  
Josef Sivic

Input

*less noise*



*more noise*



- Qualitative Evaluation...

- Initial vs Final State
- Binary Classifier

Method	$\text{Acc}_{\text{ac}} \uparrow$	$\text{Acc}_{\text{st}} \uparrow$
<i>test set categories unseen during training</i>		
(a) Stable Diffusion	0.51	0.50
(b) Edit Friendly DDPM	0.60	0.61
(c) InstructPix2Pix	0.55	0.63
(d) CLIP ( <i>manual prompts</i> )	0.52	0.62
(e) <b>GenHowTo</b>	<b>0.66</b>	<b>0.74</b>
<i>test set categories seen during training</i>		
(f) Edit Friendly DDPM <sup>†</sup>	0.69	0.80
(g) <b>GenHowTo</b> <sup>†</sup>	<b>0.77</b>	<b>0.88</b>
(h) <i>Real images</i>	0.96	0.97

<sup>†</sup> Models trained also on the test set *categories*.

# GenHowTo...

with: Tomas Soucek  
Ivan Laptev

Michael Wray  
Josef Sivic

*a person is wrapping a tortilla on a plate*



REAL IMAGE

GENERATED

*a plate with two burritos on it*



REAL IMAGE

GENERATED

*a man pouring beer into a glass*



REAL IMAGE

GENERATED

*a man sitting at a table holding a glass of beer*



REAL IMAGE

GENERATED



Wed (Session 2)  
Poster # 172



# GenHowTo: Learning to Generate Actions and State Transformations from Instructional Videos



Tomáš Souček



Dima Damen



Michael Wray



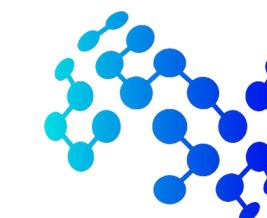
Ivan Laptev



Josef Šivic



University of  
BRISTOL



MOHAMED BIN ZAYED  
UNIVERSITY OF  
ARTIFICIAL INTELLIGENCE

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- **Get a Grip**

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# Get a Grip

## Reconstructing Hand-Object Stable Grasps in Egocentric Videos

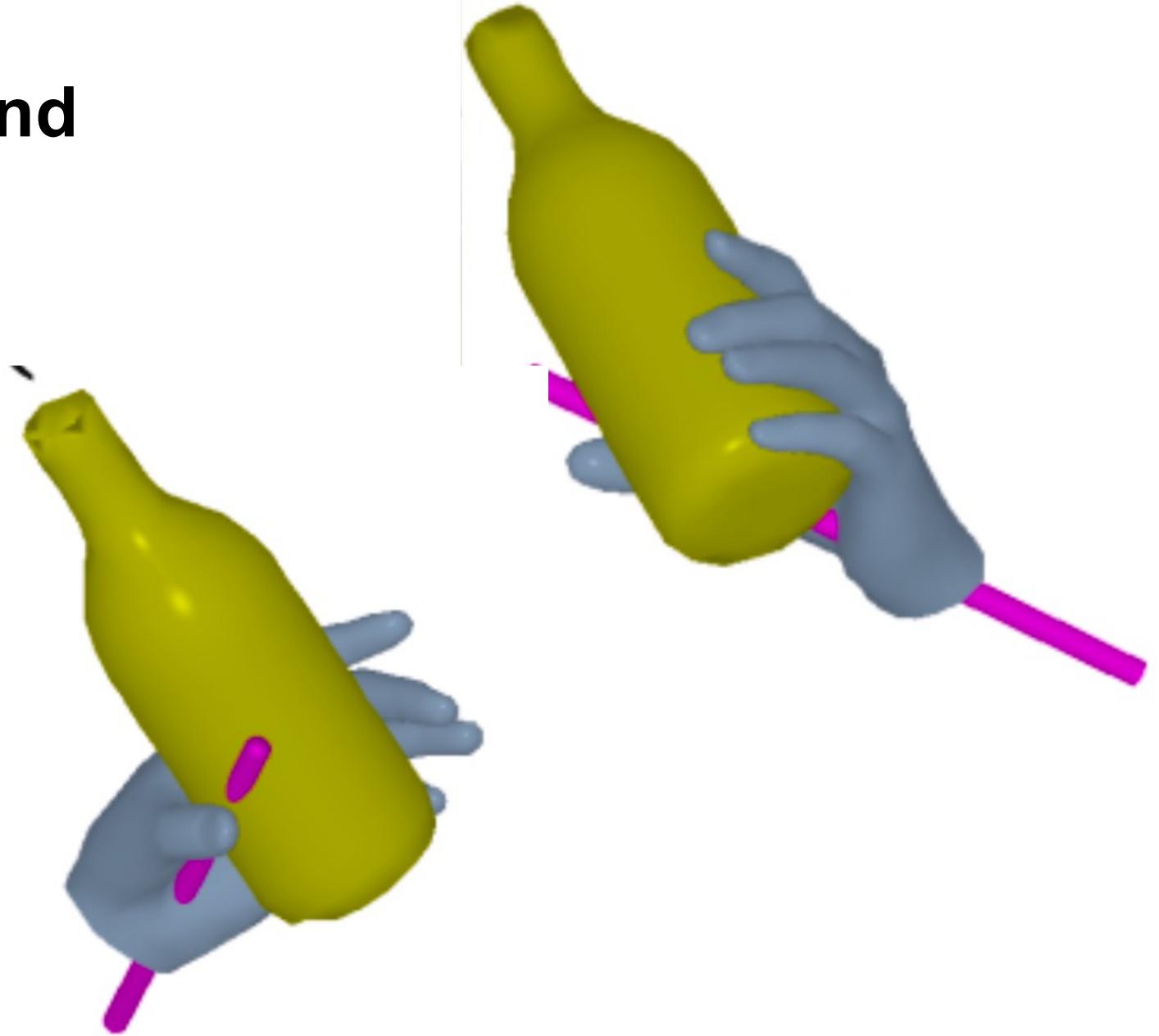
Zhifan Zhu and Dima Damen

# Get a Grip

with: Zhifan Zhu



**left hand  
bottle**



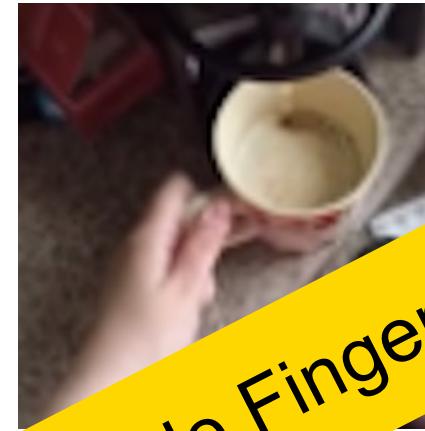
# Get a Grip

with: Zhifan Zhu

## Non-Ego Views



## Ego Views



Invisible Fingers

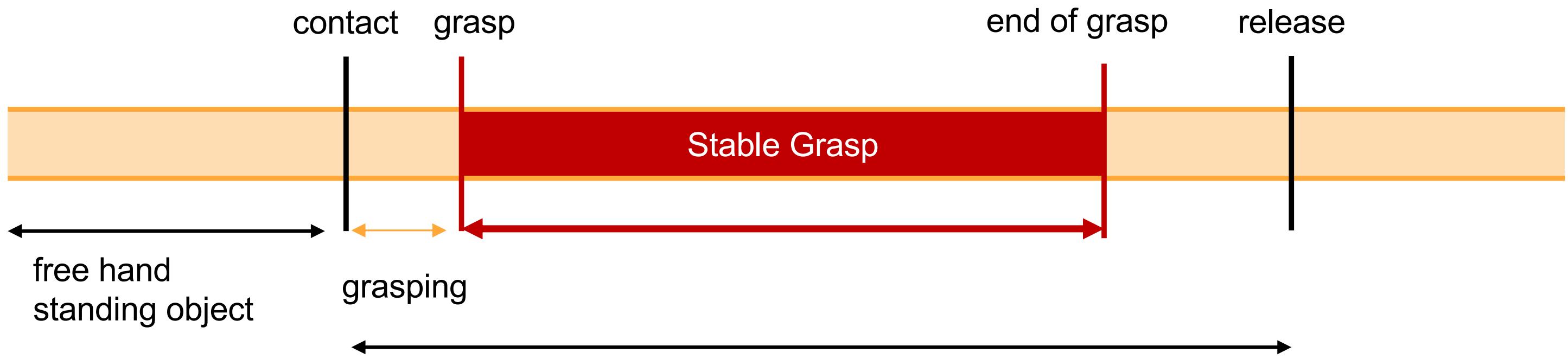
# Get a Grip

with: Zhifan Zhu



# Get a Grip

with: Zhifan Zhu



# Get a Grip

with: Zhifan Zhu

ARCTIC (CVPR 2023)



HOI4D (CVPR 2022)



Z Fan, et al.

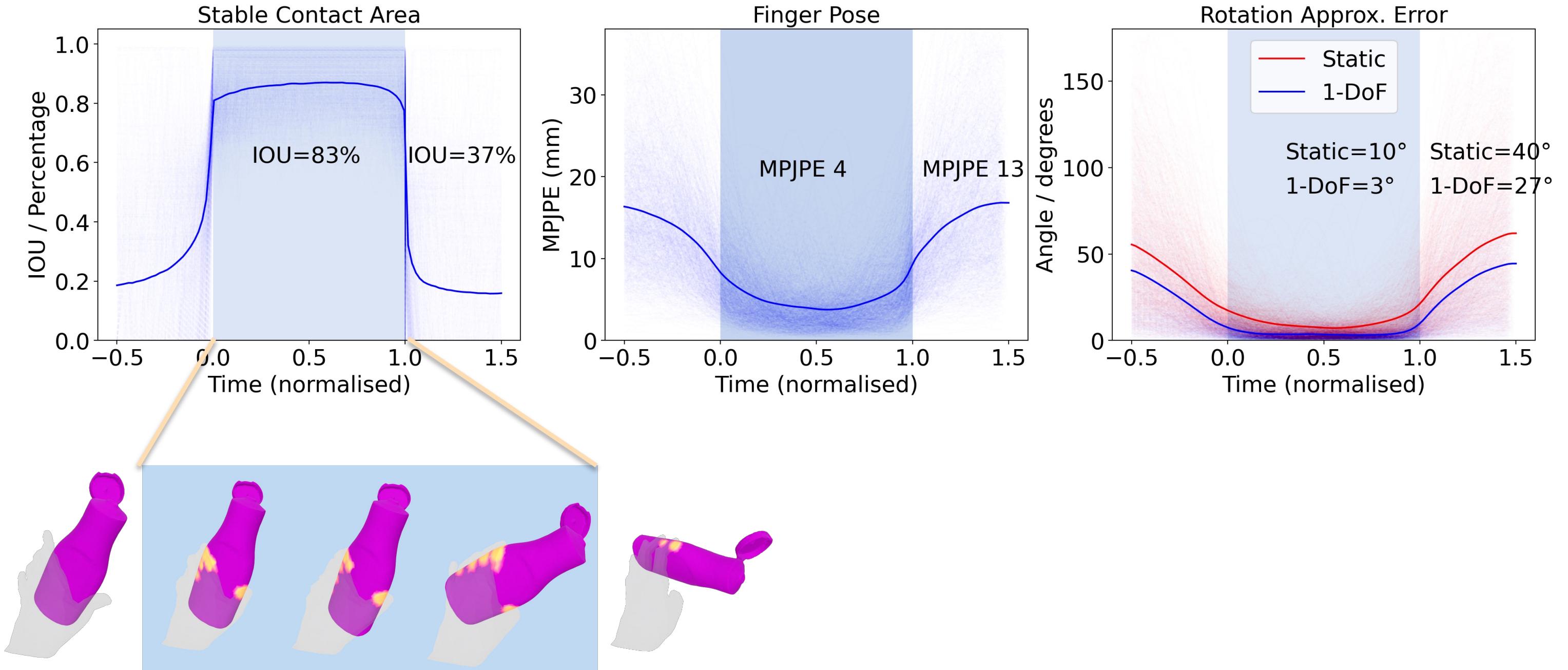
**ARCTIC**: A dataset for dexterous bimanual hand-object manipulation. **CVPR 2023**

Yunze Liu, et al.

**HOI4D**: A 4D Egocentric Dataset for Category-Level Human-Object Interaction. **CVPR 2022**

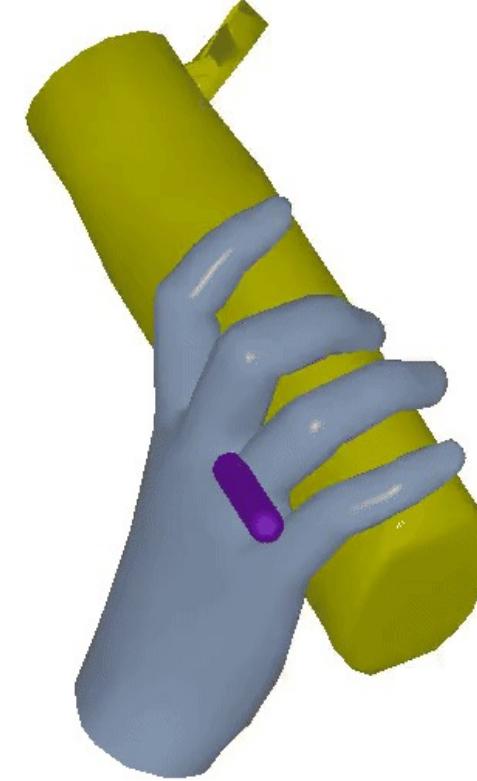
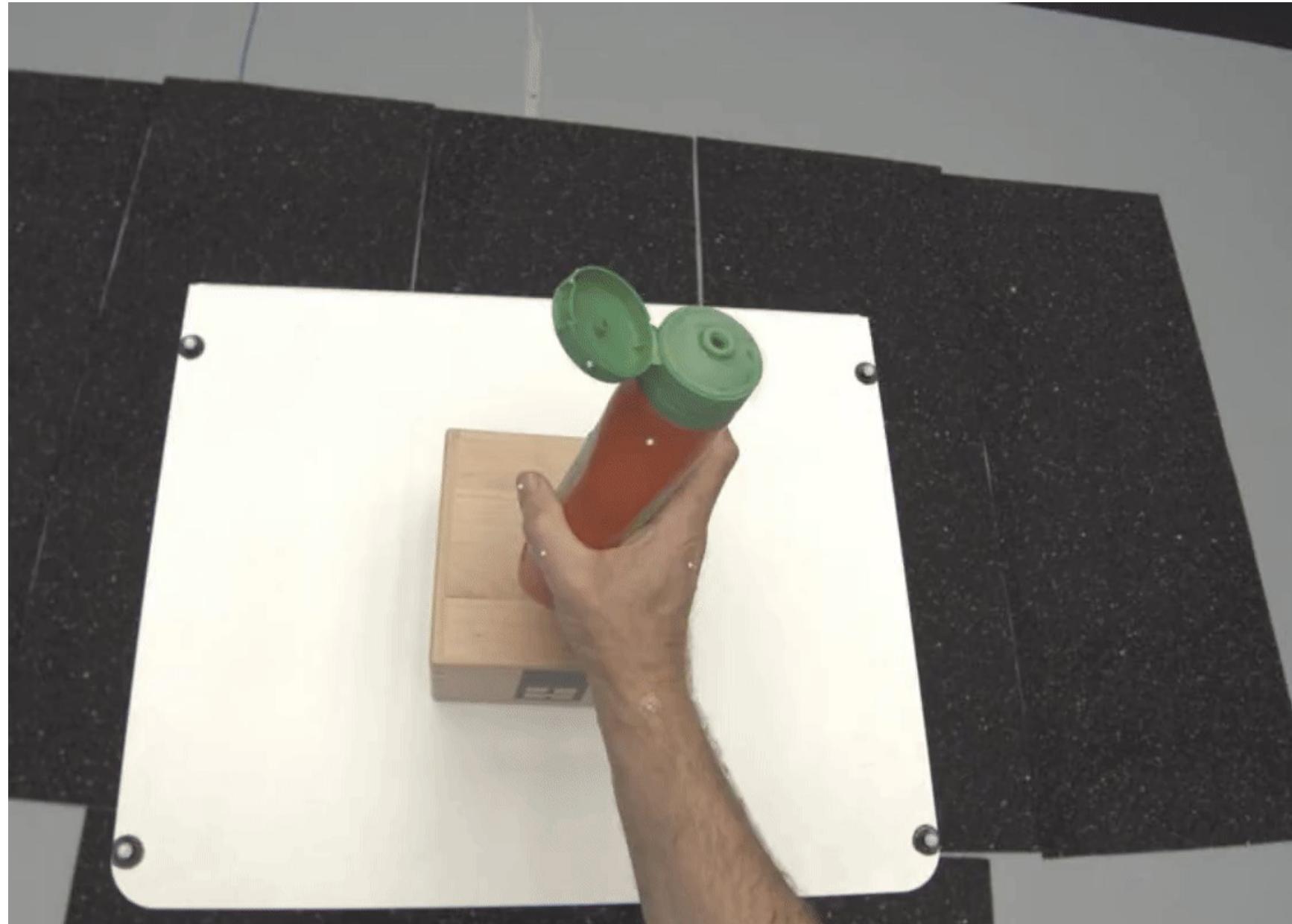
# Get a Grip

with: Zhifan Zhu



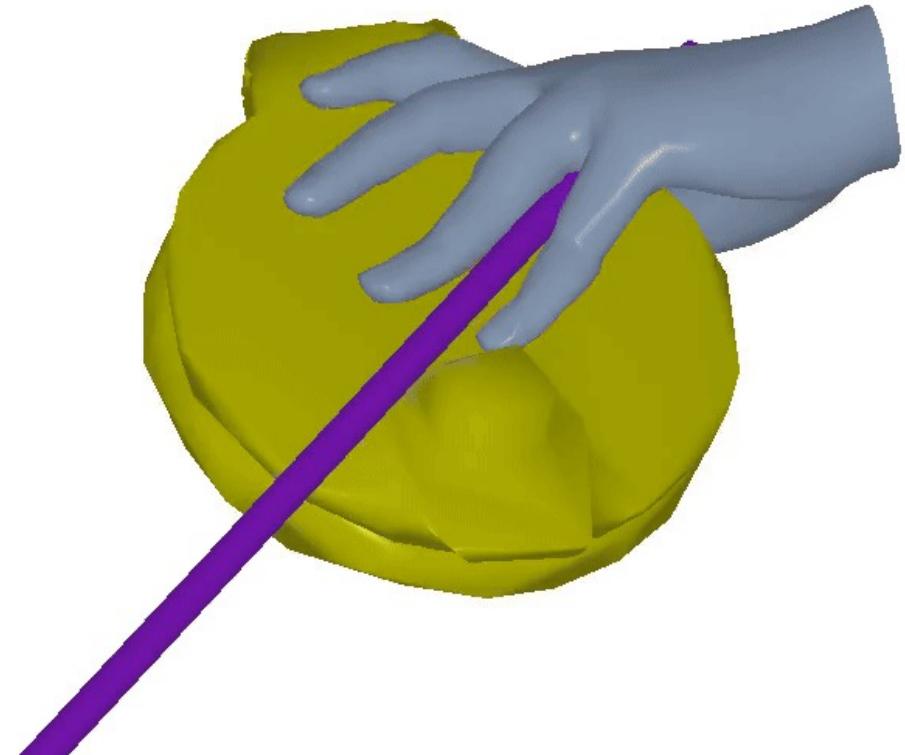
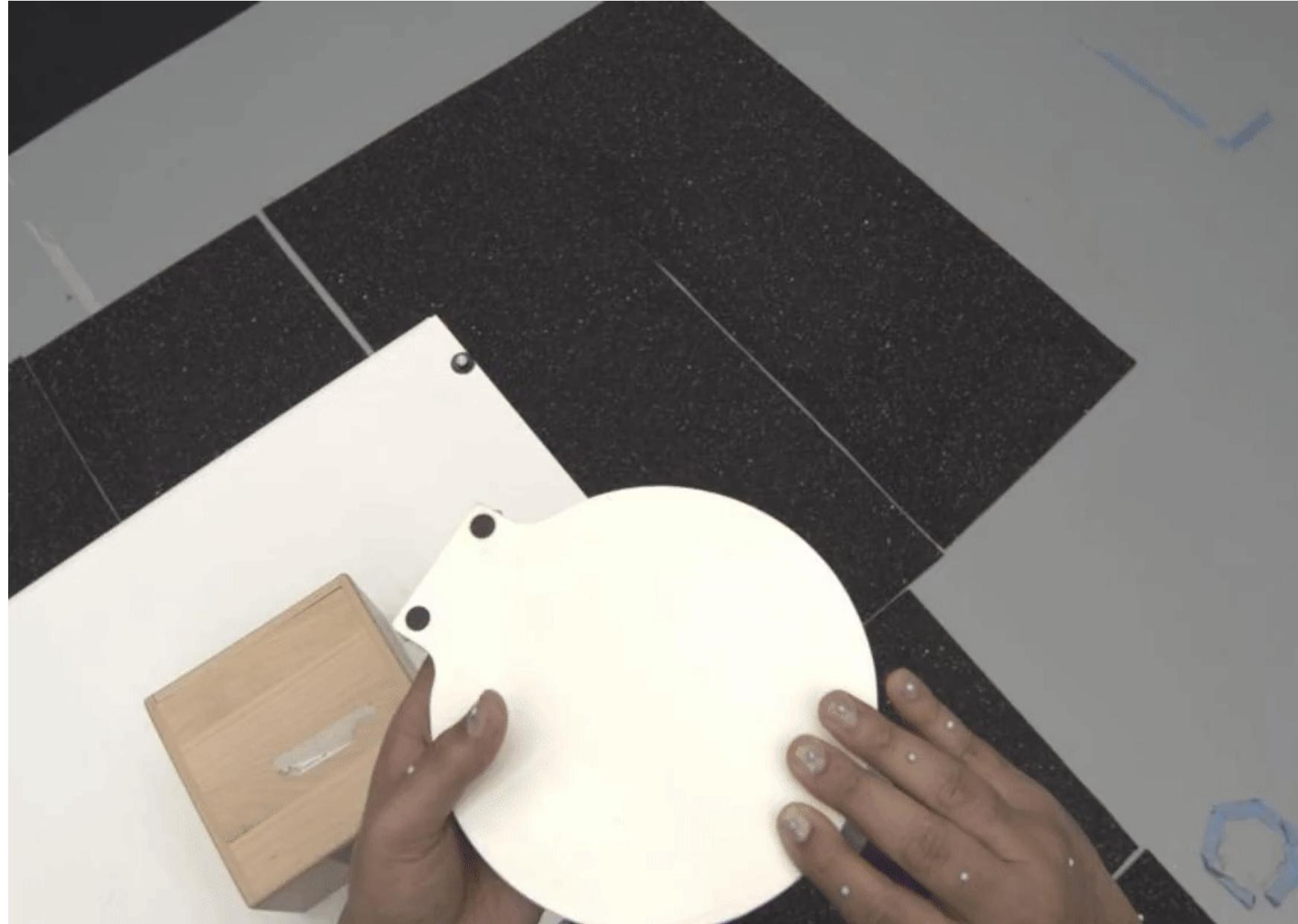
# Get a Grip

with: Zhifan Zhu



# Get a Grip

with: Zhifan Zhu



# Get a Grip

with: Zhifan Zhu

Sequences	Instances	Categories	Subjects
2431	~390	9	31

1446 left hands

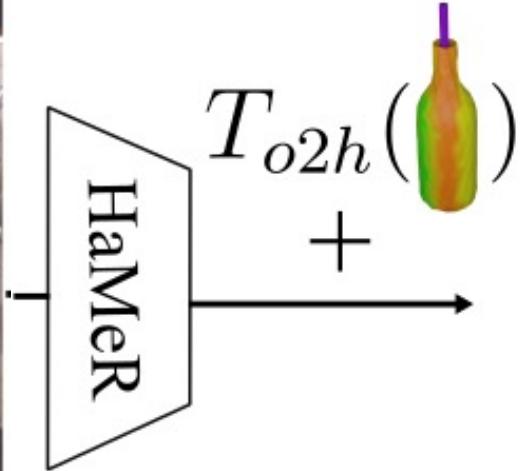


, 985 right hands

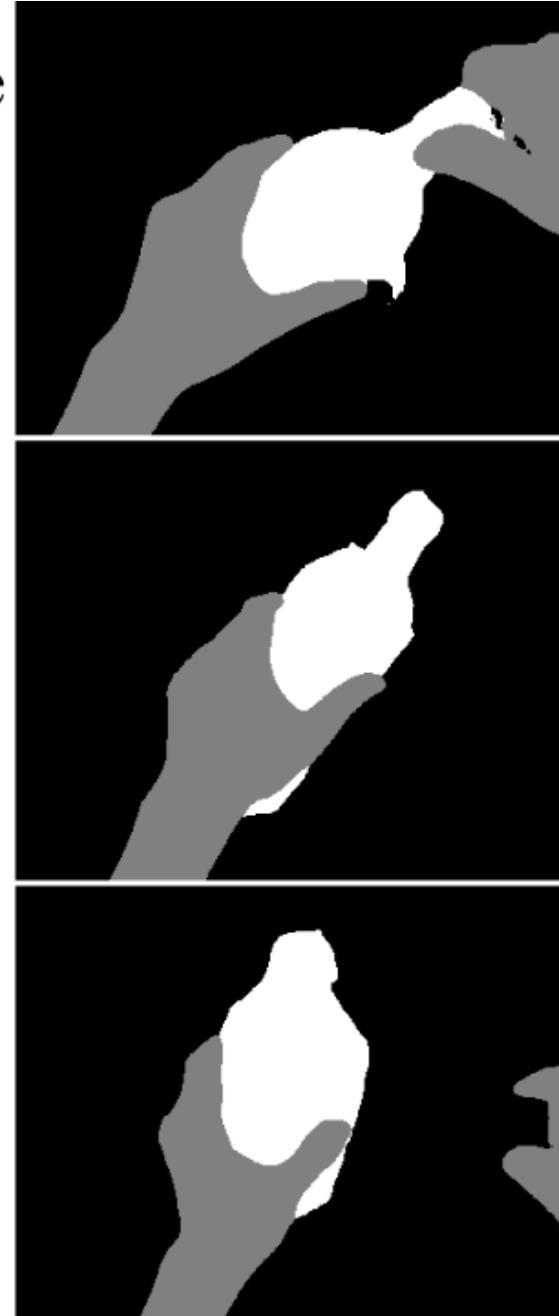


# Get a Grip

Input



compare

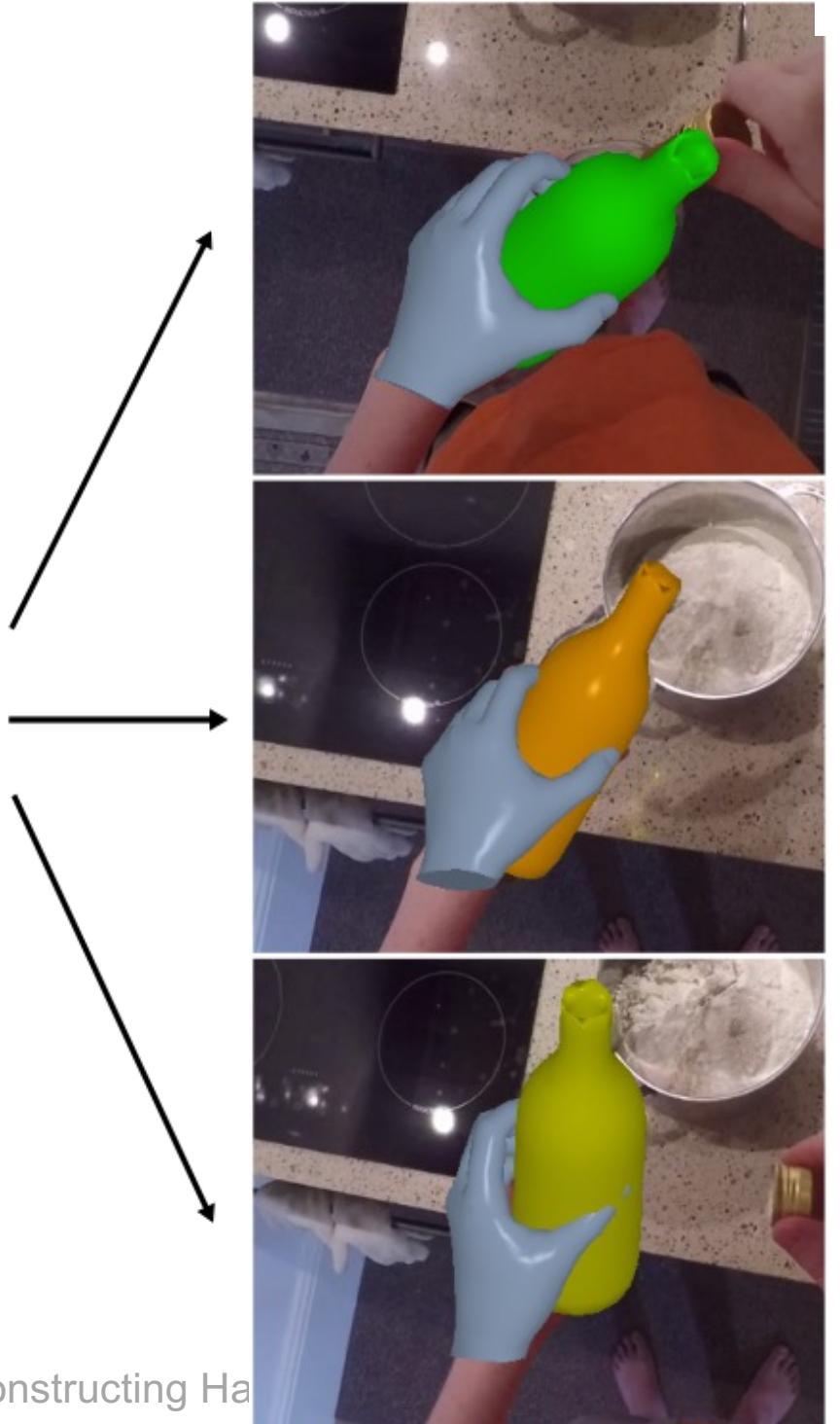
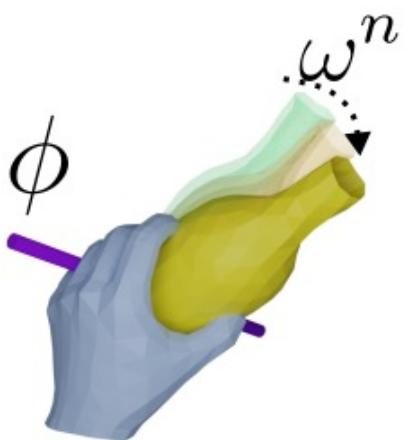


[2024). Get a Grip: Reconstructing Hand-Object Stable Grasps in Egocentric

with: Zhifan Zhu

# Get a Grip

Input



iterate  
compare

with: Zhifan Zhu

# Get a Grip

with: Zhifan Zhu

## Bottle Samples





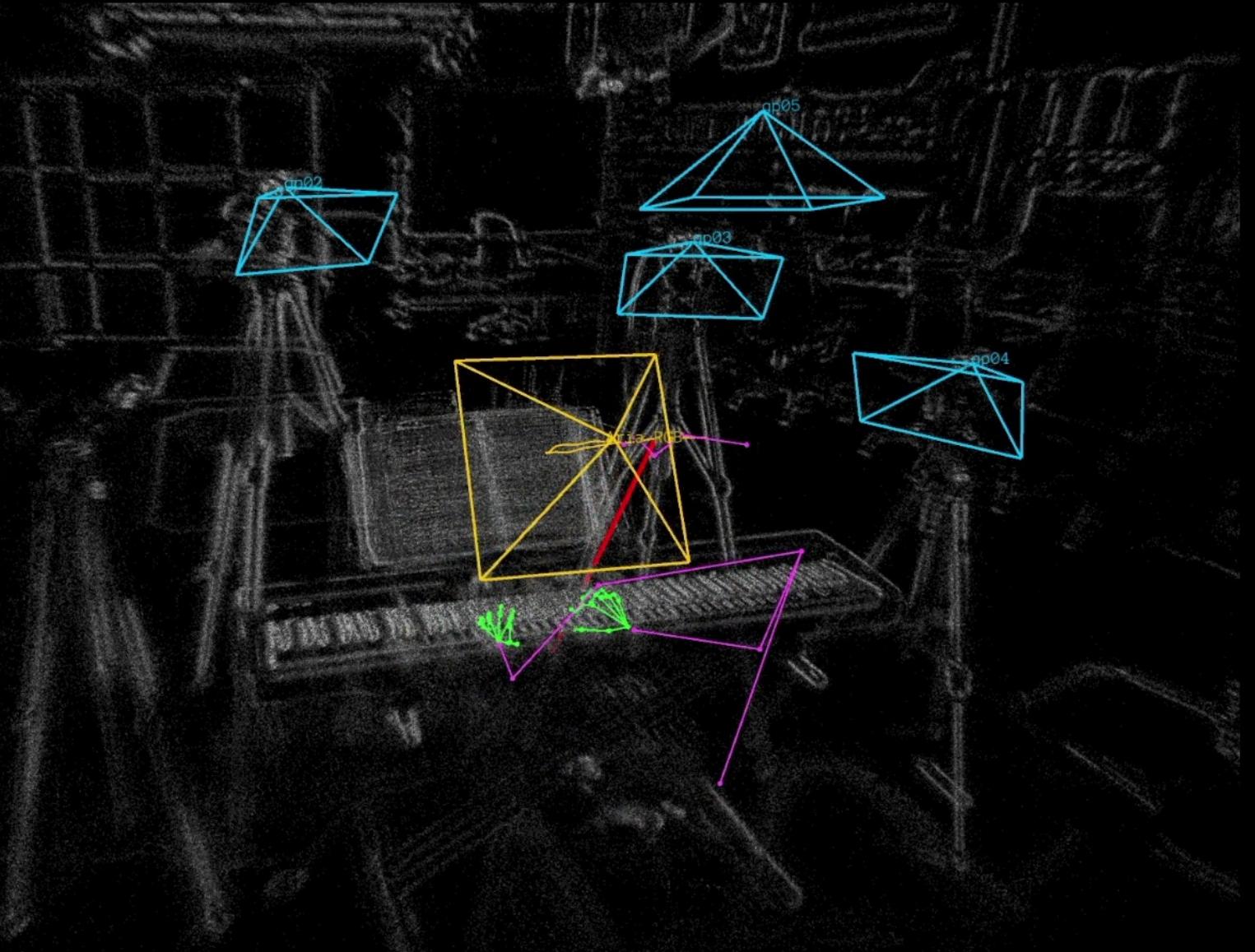
# Get a Grip

## Reconstructing Hand-Object Stable Grasps in Egocentric Videos

Zhifan Zhu and Dima Damen

Labelled stable grasps, code and  
models are public

## Ego Pose



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# EPIC Fields

with: V Tschernezki\*, A Darkhalil\*, Z Zhu\*,  
D Fouhey, I Laina, D Larlus, A Vedaldi





**EPIC-KITCHENS**

# EPIC Fields

with: V Tschernezki\*, A Darkhalil\*, Z Zhu\*,  
D Fouhey, I Laina, D Larlus, A Vedaldi

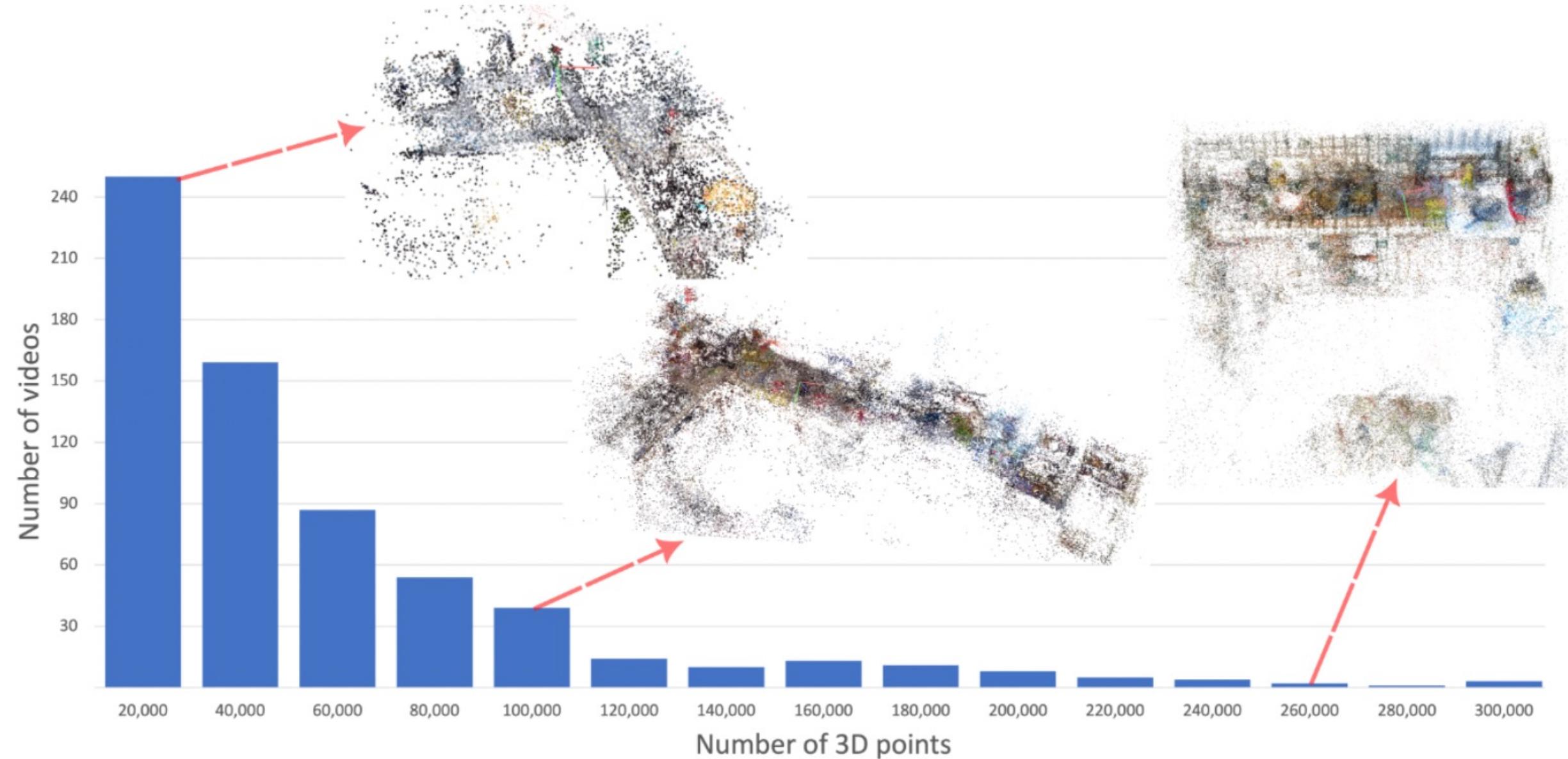
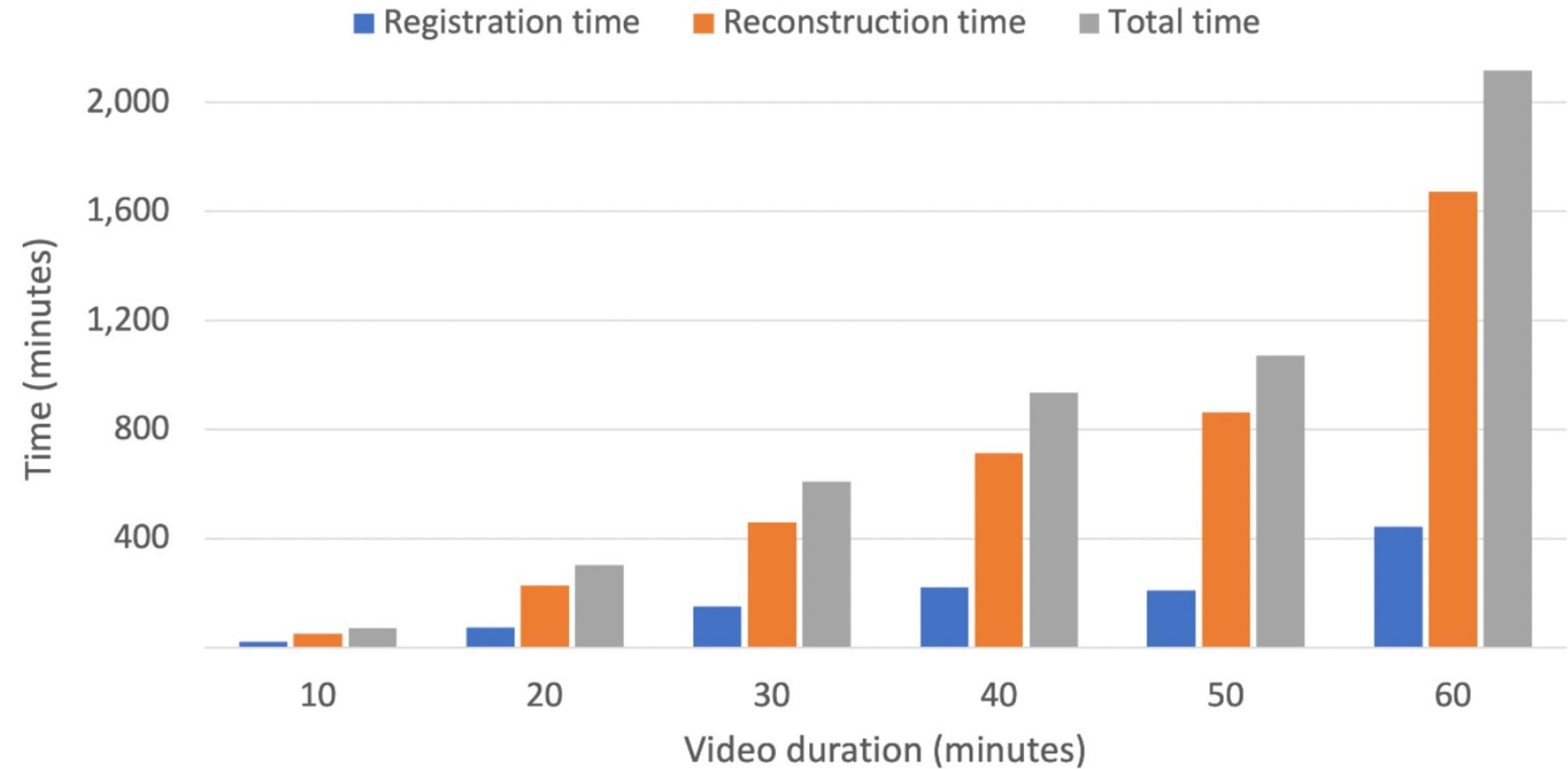


Figure 4: **Number of 3D points histogram.** The majority of our reconstructions generate less than 40,000 points that are enough to represent the kitchen. However, some reconstructions have more than 100,000, we include the point clouds for each points range showing the fine details covered by having more points



**Figure 5: Reconstruction time per video length.** We plot both times for the sparse reconstruction and the registration time to obtain the dense camera poses. While the time for registration is almost linear, the reconstruction time increase by the video length non-linearly mainly because of the bundle adjustment operation

Table 1: Comparison of datasets commonly used in dynamic new-view synthesis.

<b>Dataset</b>	<b>#Scenes</b>	<b>Seq. Length</b>	<b>Monocular</b>	<b>Semantics</b>
Nerfies [37]	4	8–15 sec	-	-
D-NeRF [41]	8	1–3 sec	-	-
Plenoptic Video [22]	6	10-60 sec	-	-
NVIDIA Dynamic Scene Dataset [65]	12	1–5 sec	4 / 12	-
HyperNeRF [38]	16	8–15 sec	13 / 16	-
iPhone [13]	14	8–15 sec	7 / 14	-
SAFF [25]	8	1–5sec	-	✓
<b>EPIC Fields (ours)</b>	<b>50</b>	<b>6–37 min (Avg 22)</b>	<b>50 / 50</b>	<b>✓</b>



**EPIC-KITCHENS**

Code is now public

# In this talk

## HOI in 2D

- VISOR (masks and hand-interactions)
- HOI-Ref
- GenHowTo

## HOI 3D Reconstruction in view

- Get a Grip

## HOI 3D Reconstruction in and out of view

- EPIC Fields - Scene reconstruction from egocentric views
- OSNOM - 3D tracking of HOI in world coordinate frames



# Spatial Cognition from Egocentric Video: Out of Sight, Not Out of Mind

Chiara Plizzari

Shubham Goel

Toby Perrett

Jacob Chalk

Angjoo Kanazawa

Dima Damen

<http://dimadamen.github.io/OSNOM>



Berkeley  
UNIVERSITY OF CALIFORNIA

 University of  
BRISTOL

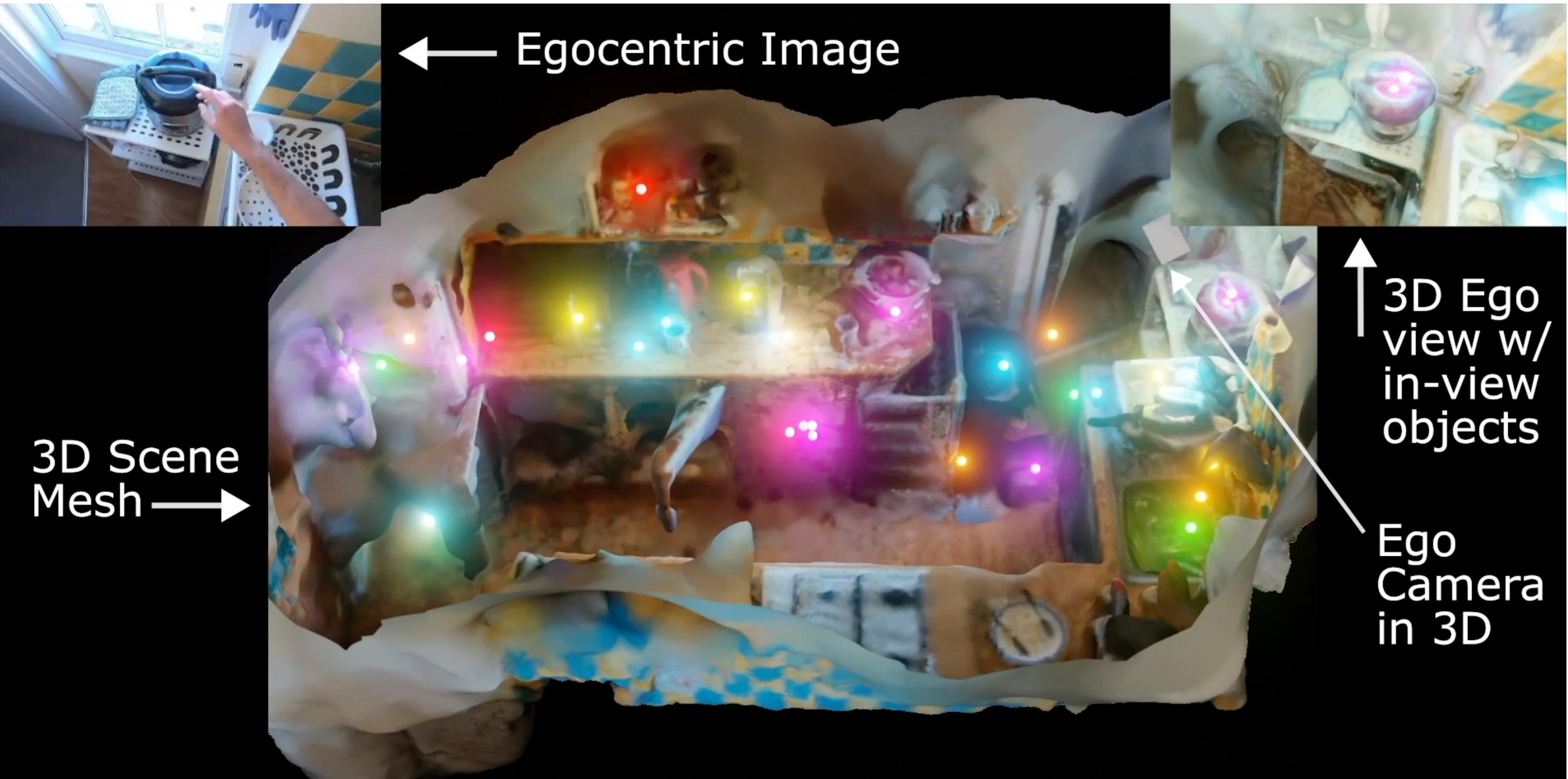


Plizzari et al (2024). Spatial Cognition from Egocentric Video: Out of Sight, Not Out of Mind. ArXiv

Dima Damen  
Rhobin W @CVPR2024



All active/moved objects in this video are represented by neon balls.  
Their initial positions are shown at the start of the video



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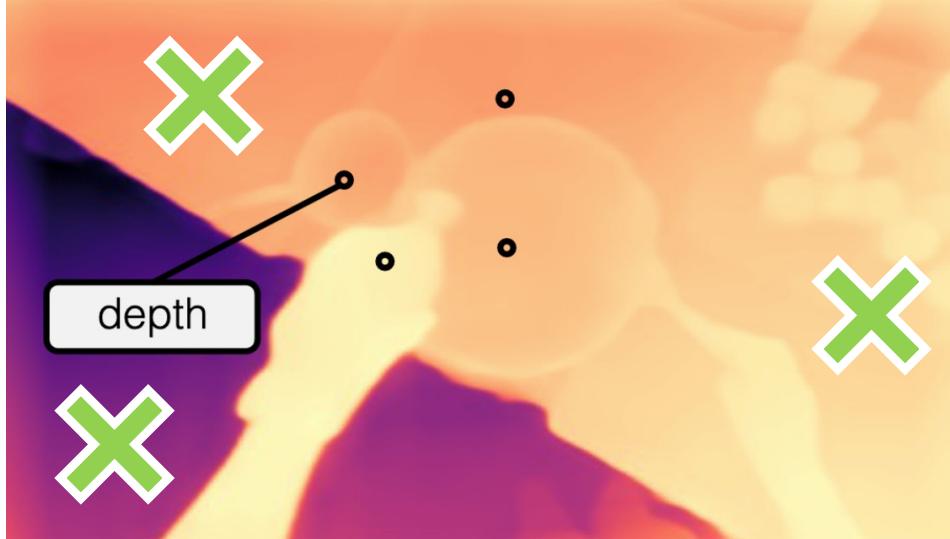
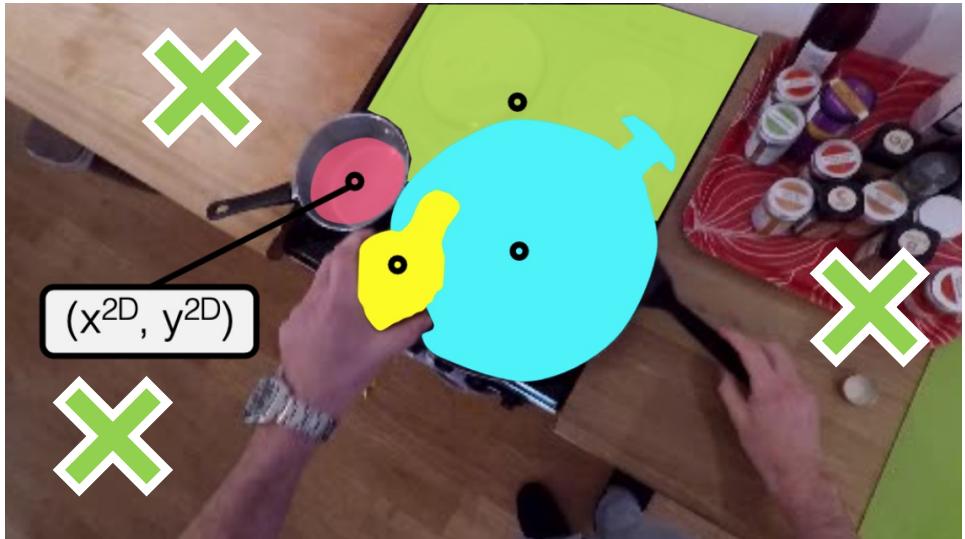
# Out of Sight, not Out of Mind

with: Chiara Plizzari Shubham Goel  
Toby Perrett Angjoo Kanazawa

Lift

Match

Keep



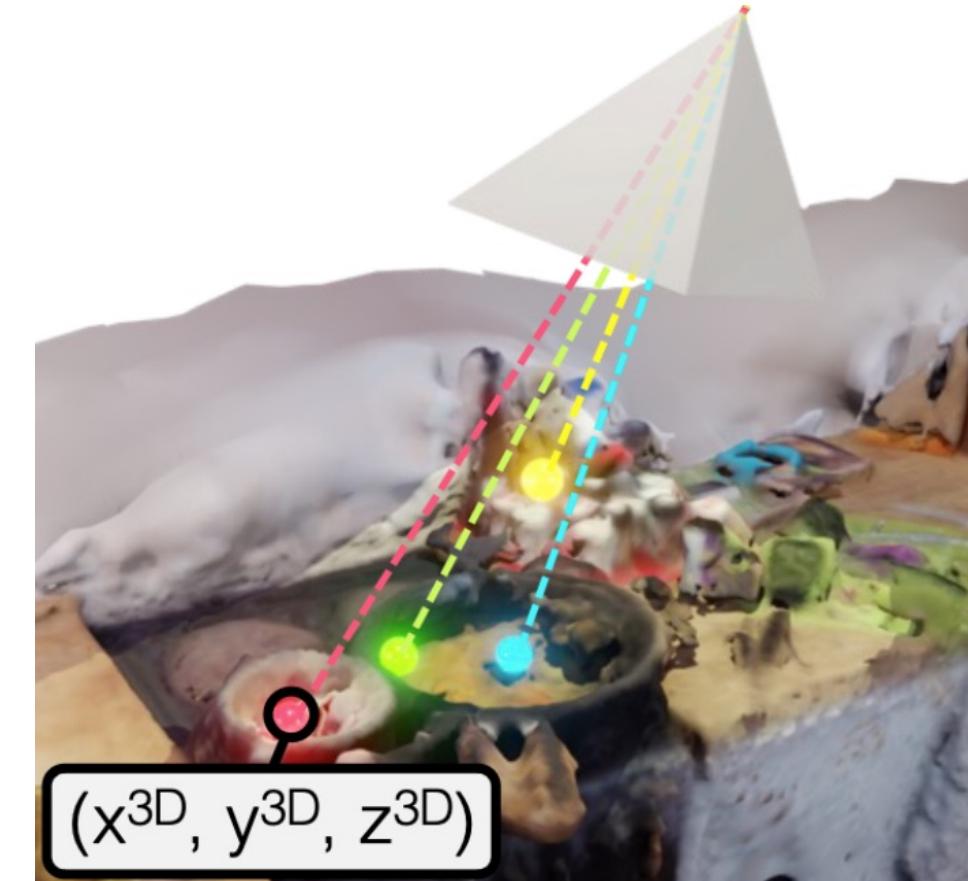
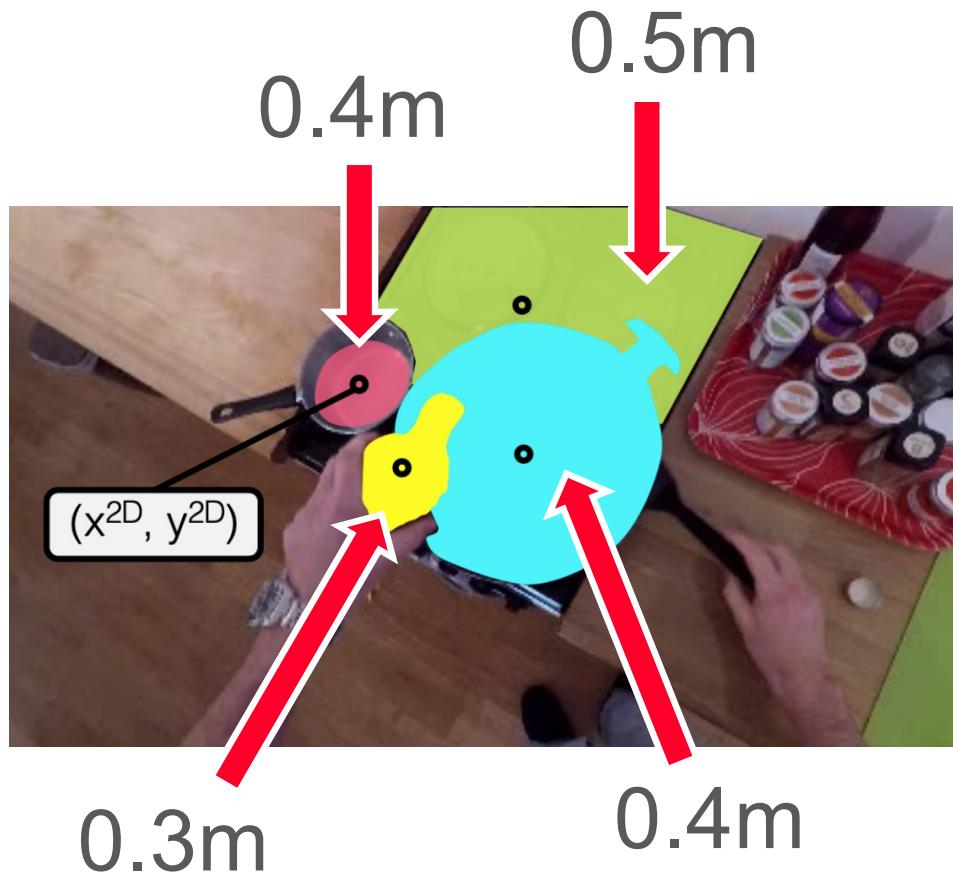
# Out of Sight, not Out of Mind

with: Chiara Plizzari Shubham Goel  
Toby Perrett Angjoo Kanazawa

Lift

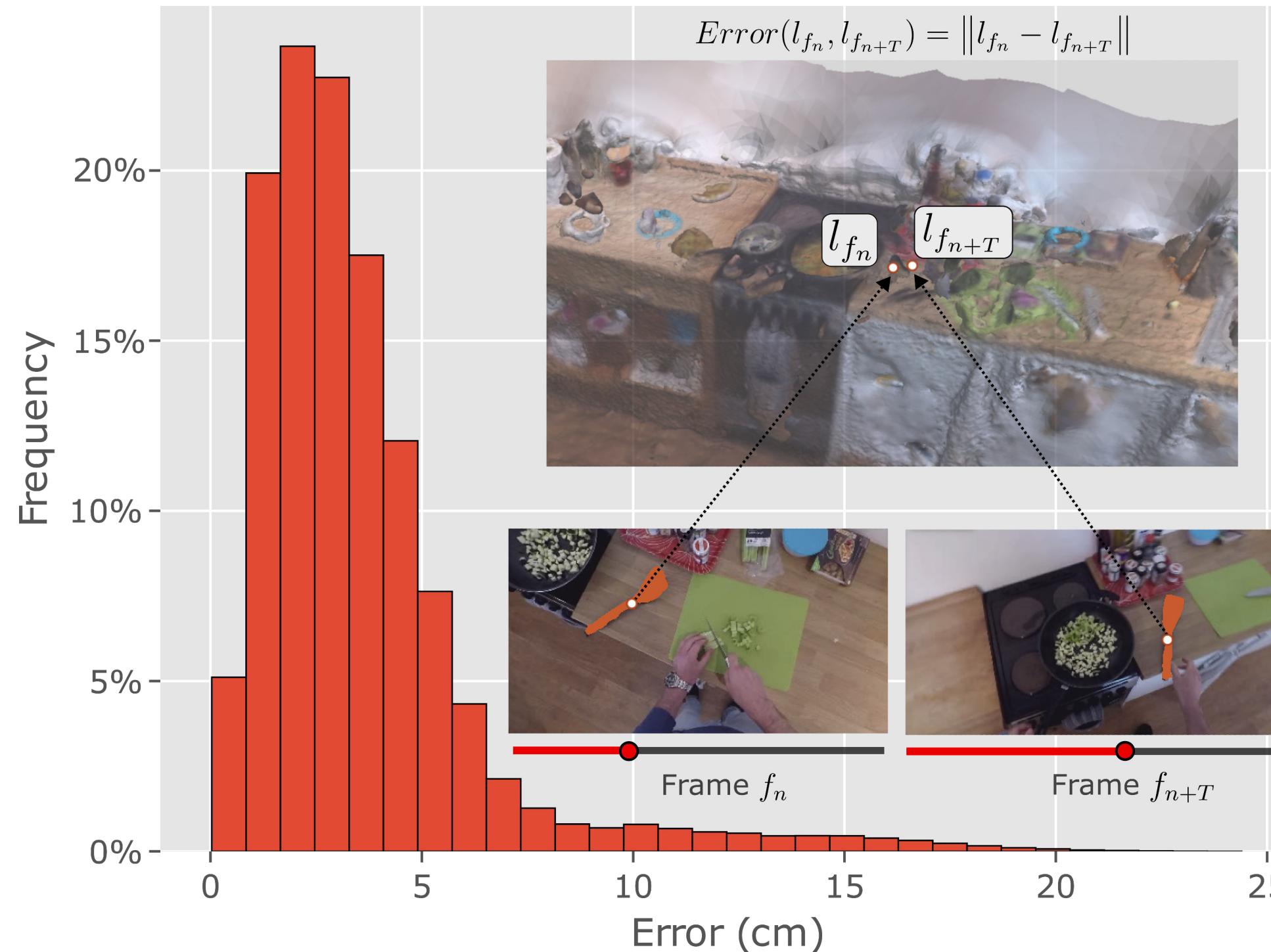
Match

Keep



# Out of Sight, not Out of Mind

with: Chiara Plizzari  
Toby Perrett  
Shubham Goel  
Angjoo Kanazawa



# Out of Sight, not Out of Mind

with: Chiara Plizzari Shubham Goel  
Toby Perrett Angjoo Kanazawa



Instead of tracking in 2D, we track in 3D, using combination of appearance and location distances

# Out of Sight, not Out of Mind

with: Chiara Plizzari  
Toby Perrett

Shubham Goel  
Angjoo Kanazawa

After we Lift, Match and Keep (LMK), we can reason about an object's visibility and position

- In-View vs Out-of-View
- In-Sight vs Out-of-Sight (Occluded)
- Within-Reach vs Out-of-Reach (defining the camera wearer's near space)



# Out of Sight, not Out of Mind

with: Chiara Plizzari  
Toby Perrett

Shubham Goel  
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with: Chiara Plizzari  
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# The Team



Dima Damen  
Rhobin W @CVPR2024



Thank you

For further info, datasets, code, publications...

<http://dimadamen.github.io>



@dimadamen



<http://www.linkedin.com/in/dimadamen>

# Q&A