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Computer Vision – ECCV 2020 Workshops

Glasgow, UK, August 23–28, 2020 Proceedings, Part II



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Foreword

Hosting the 2020 European Conference on Computer Vision was certainly an exciting journey. From the 2016 plan to hold it at the Edinburgh International Conference Centre (hosting 1,800 delegates) to the 2018 plan to hold it at Glasgow's Scottish Exhibition Centre (up to 6,000 delegates), we finally ended with moving online because of the COVID-19 outbreak. While possibly having fewer delegates than expected because of the online format, ECCV 2020 still had over 3,100 registered participants.

Although online, the conference delivered most of the activities expected at a face-to-face conference: peer-reviewed papers, industrial exhibitors, demonstrations, and messaging between delegates. As well as the main technical sessions, the conference included a strong program of satellite events, including 16 tutorials and 44 workshops.

On the other hand, the online conference format enabled new conference features. Every paper had an associated teaser video and a longer full presentation video. Along with the papers and slides from the videos, all these materials were available the week before the conference. This allowed delegates to become familiar with the paper content and be ready for the live interaction with the authors during the conference week. The 'live' event consisted of brief presentations by the 'oral' and 'spotlight' authors and industrial sponsors. Question and Answer sessions for all papers were timed to occur twice so delegates from around the world had convenient access to the authors.

As with the 2018 ECCV, authors' draft versions of the papers appeared online with open access, now on both the Computer Vision Foundation (CVF) and the European Computer Vision Association (ECVA) websites. An archival publication arrangement was put in place with the cooperation of Springer. SpringerLink hosts the final version of the papers with further improvements, such as activating reference links and supplementary materials. These two approaches benefit all potential readers: a version available freely for all researchers, and an authoritative and citable version with additional benefits for SpringerLink subscribers. We thank Alfred Hofmann and Aliaksandr Birukou from Springer for helping to negotiate this agreement, which we expect will continue for future versions of ECCV.

August 2020

Vittorio Ferrari Bob Fisher Cordelia Schmid Emanuele Trucco

Preface

Welcome to the workshops proceedings of the 16th European Conference on Computer Vision (ECCV 2020), the first edition held online. We are delighted that the main ECCV 2020 was accompanied by 45 workshops, scheduled on August 23, 2020, and August 28, 2020.

We received 101 valid workshop proposals on diverse computer vision topics and had space for 32 full-day slots, so we had to decline many valuable proposals (the workshops were supposed to be either full-day or half-day long, but the distinction faded away when the full ECCV conference went online). We endeavored to balance among topics, established series, and newcomers. Not all the workshops published their proceedings, or had proceedings at all. These volumes collect the edited papers from 28 out of 45 workshops.

We sincerely thank the ECCV general chairs for trusting us with the responsibility for the workshops, the workshop organizers for their involvement in this event of primary importance in our field, and the workshop presenters and authors.

August 2020 Adrien Bartoli Andrea Fusiello

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W05 - Eye Gaze in VR, AR, and in the Wild

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W06 - Holistic Scene Structures for 3D Vision

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W07 - Joint COCO and LVIS Recognition Challenge

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W08 - Object Tracking and Its Many Guises

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W09 - Perception for Autonomous Driving

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W12 - Commands 4 Autonomous Vehicles

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W13 - Computer VISion for ART Analysis

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W14 - International Challenge on Compositional and Multimodal Perception

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W15 - Sign Language Recognition, Translation and Production

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W16 - Visual Inductive Priors for Data-Efficient Deep Learning

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W18 - 3D Poses in the Wild Challenge

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W19 - 4D Vision

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W20 - Map-Based Localization for Autonomous Driving

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W21 - Multimodal Video Analysis Workshop and Moments in Time Challenge

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W22 - Recovering 6D Object Pose

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W23 - SHApe Recovery from Partial Textured 3D Scans

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W24 - Advances in Image Manipulation Workshop and Challenges

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W26 - Computer Vision for UAVs Workshop and Challenge

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W27 - Embedded Vision

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W28 - Learning 3D Representations for Shape and Appearance

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W29 - Real-World Computer Vision from inputs with Limited Quality and Tiny Object Detection Challenge

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W30 - Robust Vision Challenge 2020

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W31 - The Bright and Dark Sides of Computer Vision: Challenges and Opportunities for Privacy and Security

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W32 - The Visual Object Tracking Challenge

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W33 - Video Turing Test: Toward Human-Level Video Story Understanding

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W34 - "Deep Internal Learning": Training with no prior examples

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W35 - Benchmarking Trajectory Forecasting Models

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W36 - Beyond mAP: Reassessing the Evaluation of Object Detection

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W37 - Imbalance Problems in Computer Vision

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W38 - Long-Term Visual Localization under Changing Conditions

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W39 - Sensing, Understanding, and Synthesizing Humans

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Wavne Wu SenseTime, China

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W40 - Computer Vision Problems in Plant Phenotyping

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W41 - Fair Face Recognition and Analysis

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W42 - GigaVision: When Gigapixel Videography Meets Computer Vision

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W43 - Instance-Level Recognition

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W44 - Perception Through Structured Generative Models

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W45 - Self Supervised Learning - What is Next?

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University of Oxford, UK

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