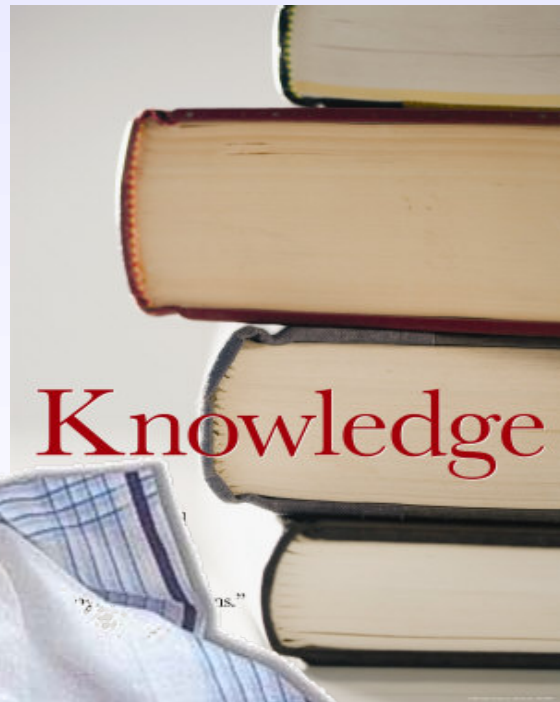


# Attention modulation using short- and long-term knowledge



6<sup>th</sup> International Conference on  
Computer Vision Systems 2008

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HIRI



■ Motivation & Goal

■ System architecture

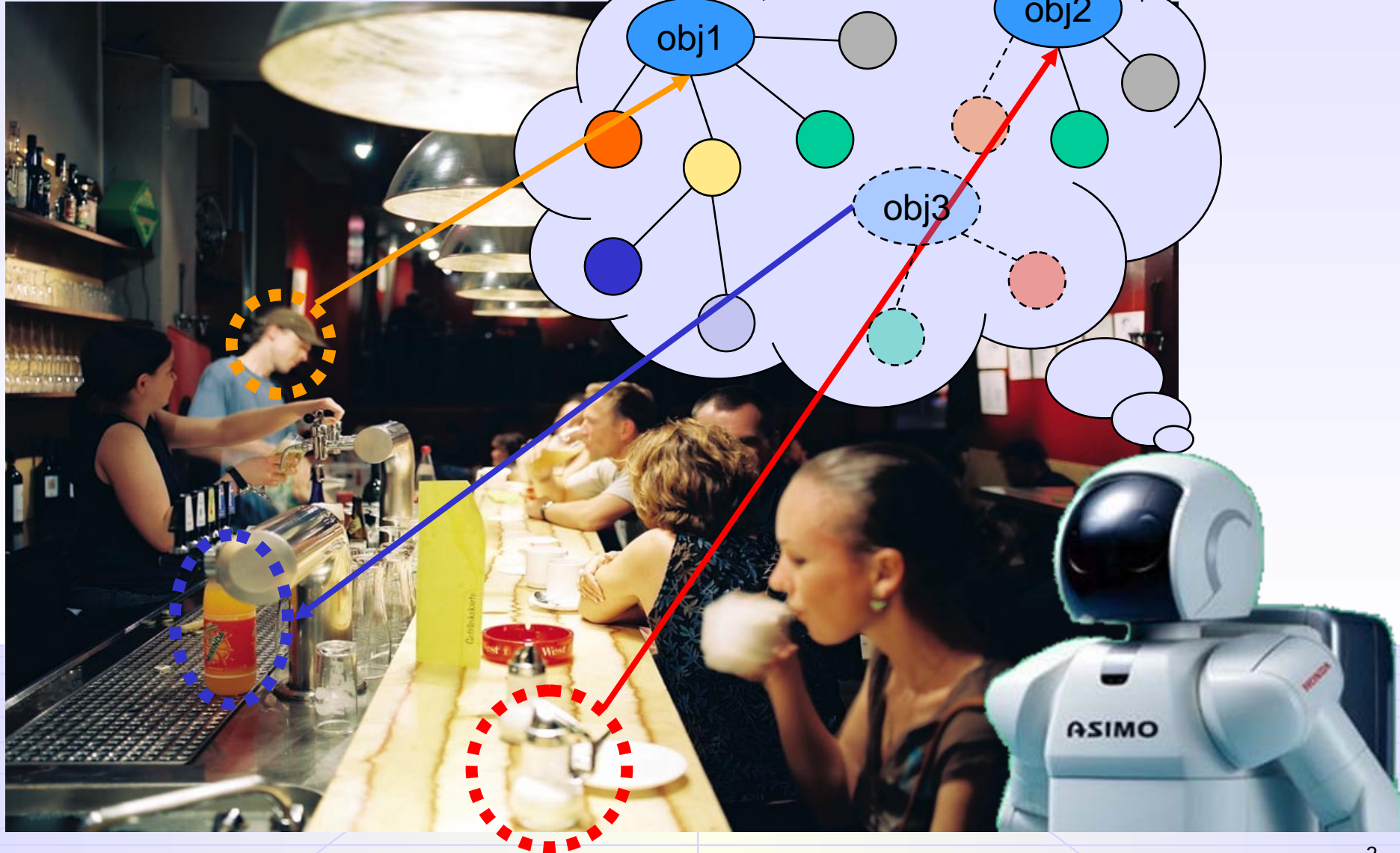
■ Components

■ Results

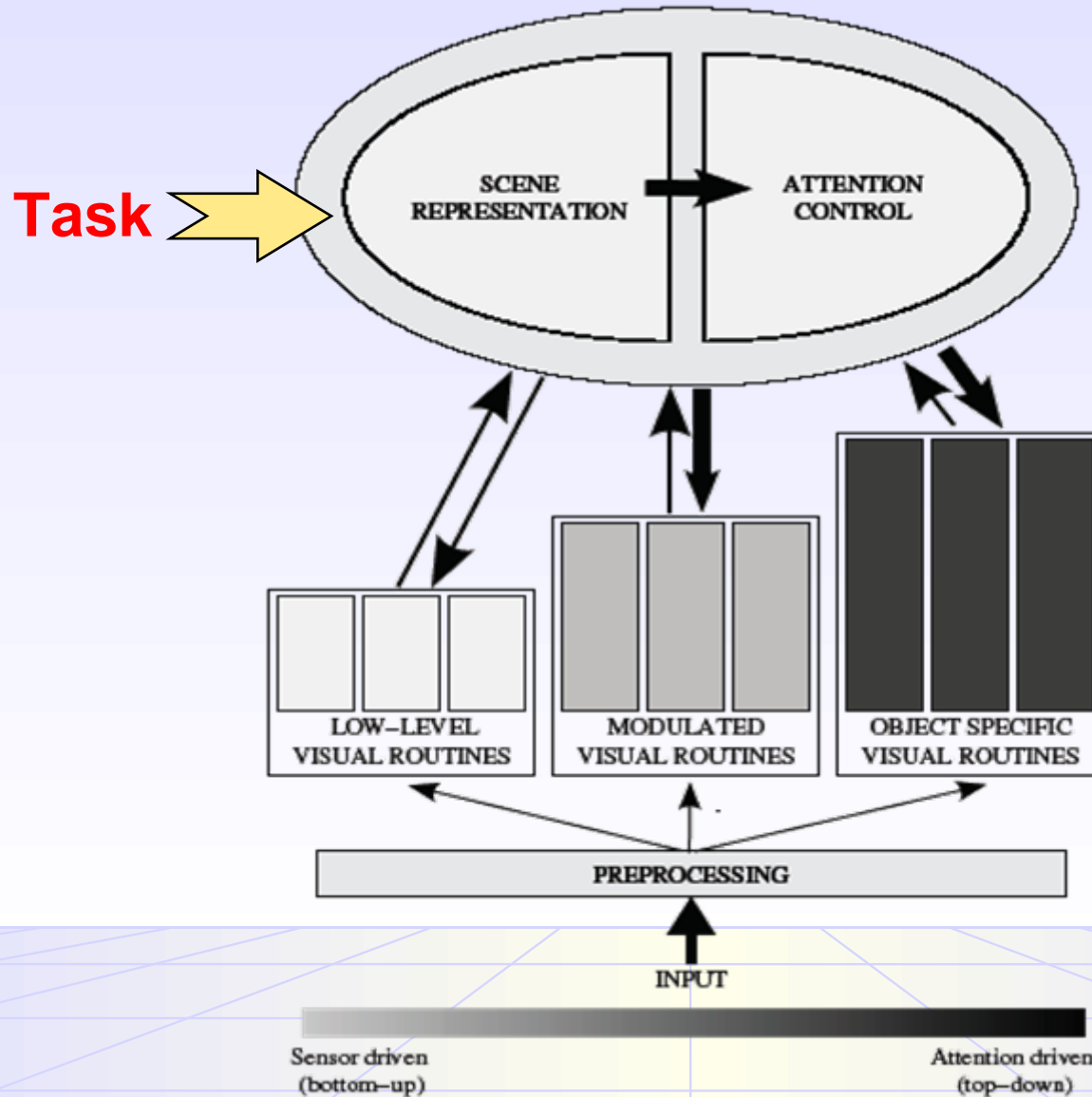
■ Summary



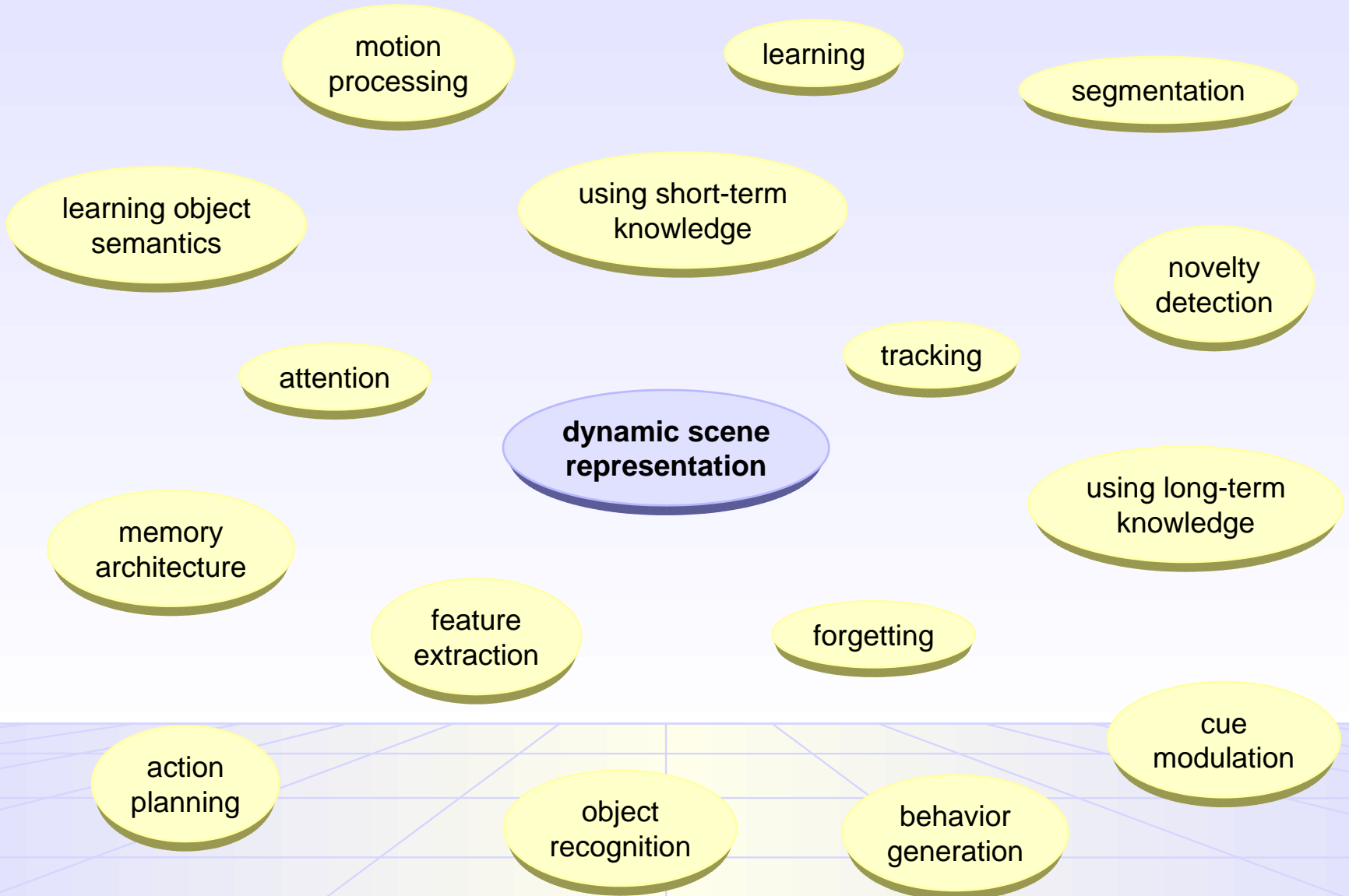
# Motivation & Goal - Introduction



# Motivation & Goal - Architecture

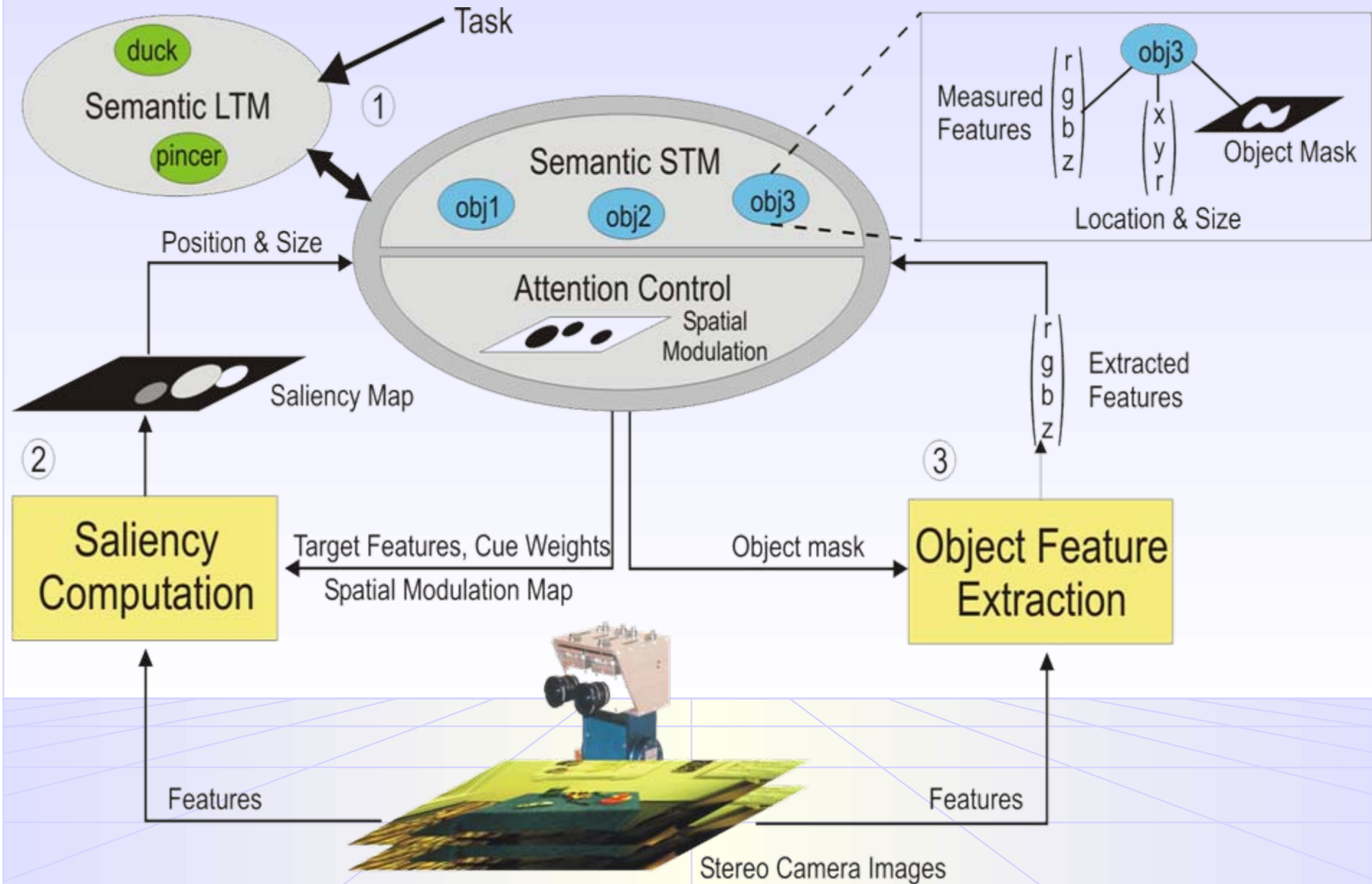


# Motivation & Goal - Involved topics

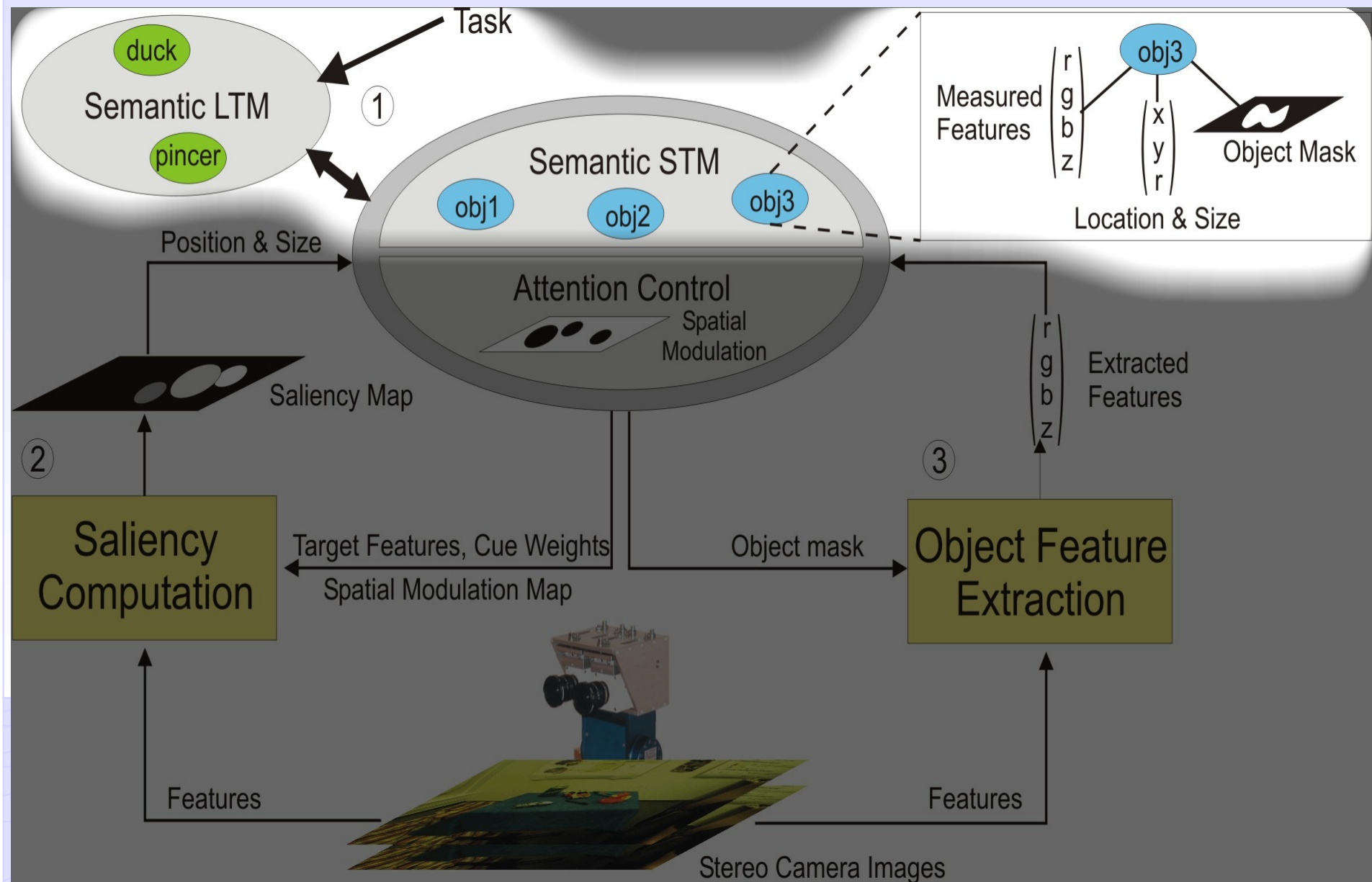




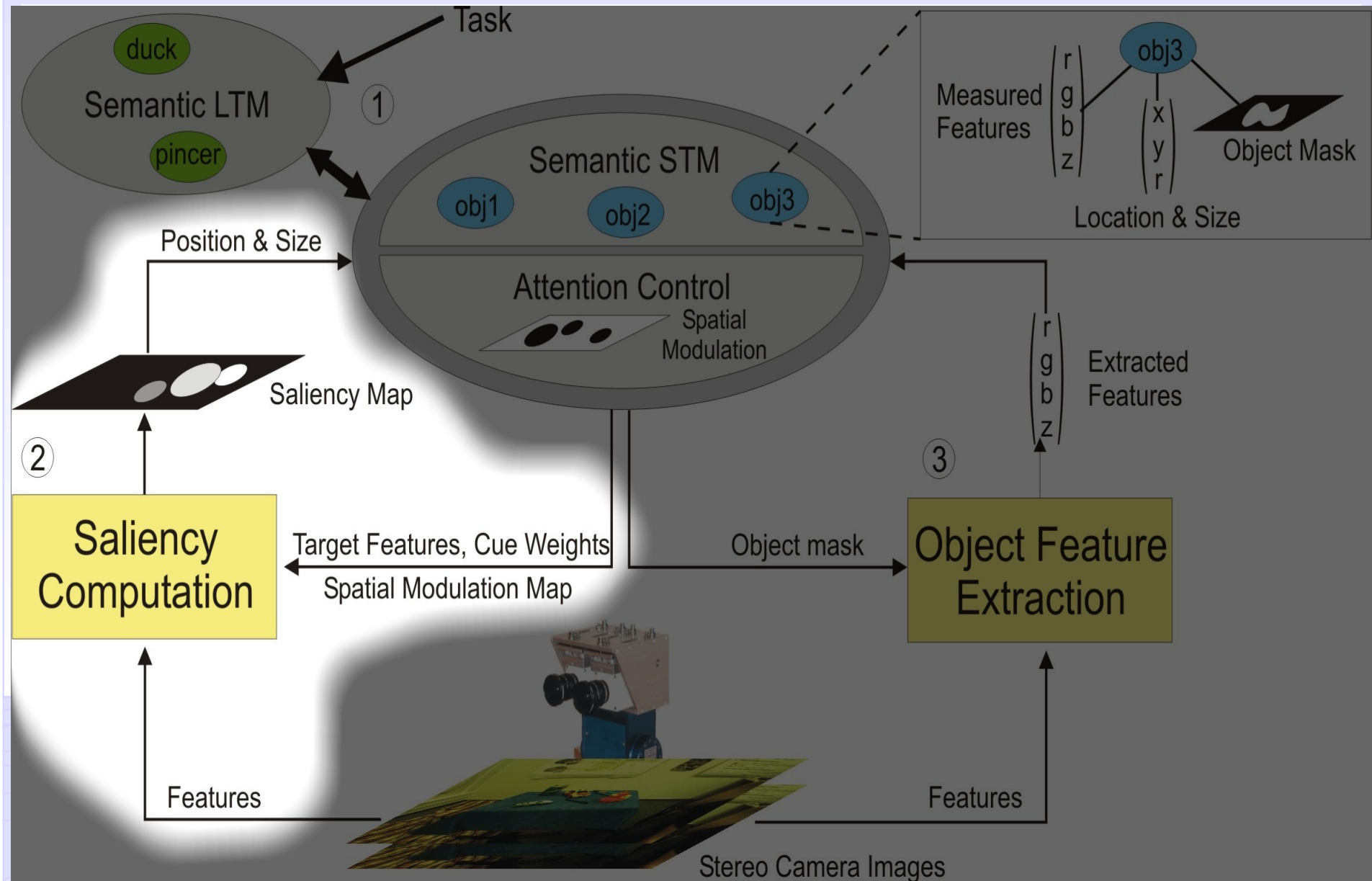
# System architecture



# Components - Semantic memory

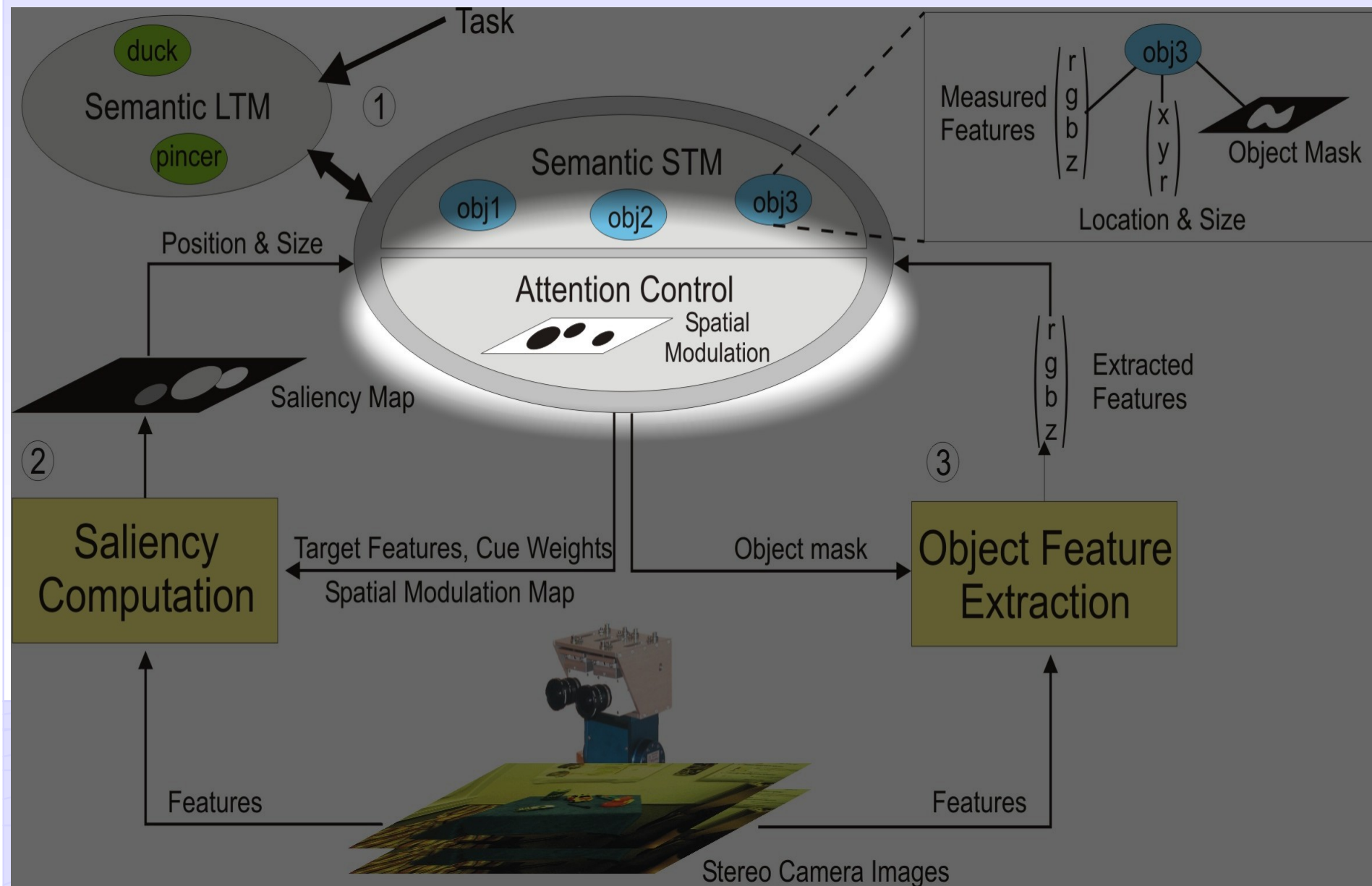


# Components - Saliency

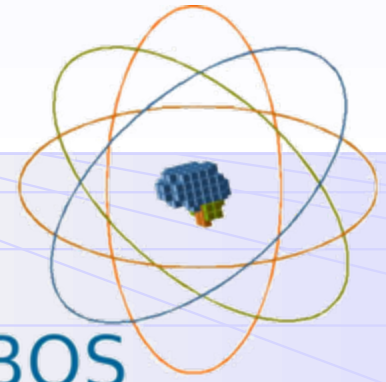
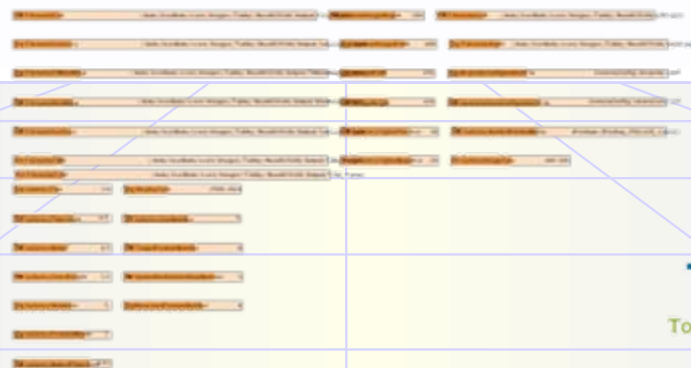
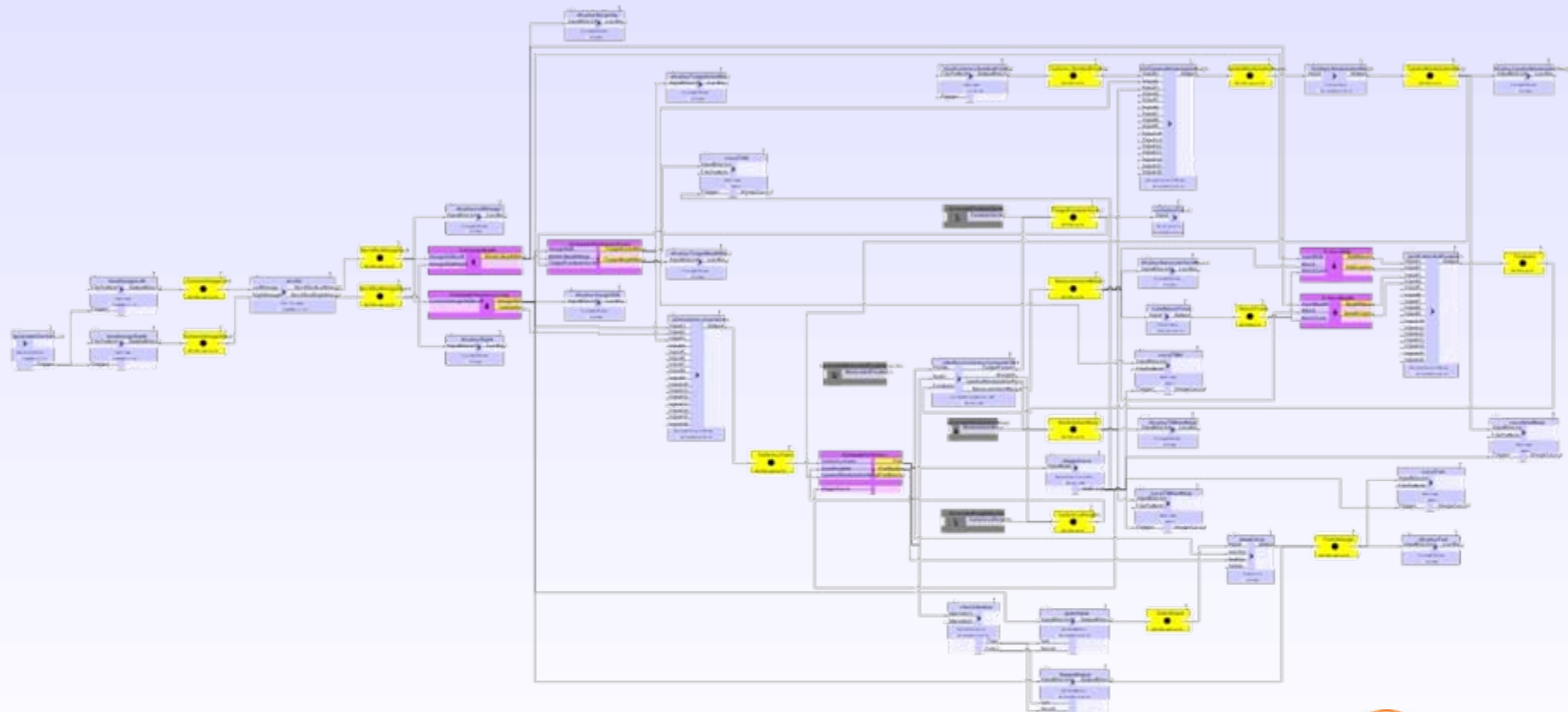




# Components - Attention control

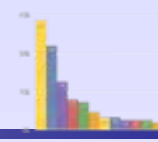


# Results - System implementation



**ToolBOS**  
Tools for Brain Operating System

# Results - Video



::STM::0



It's possible to:

- “fill” the scene representation in a task-specific and sequential manner
- find familiar objects using a modulated saliency map
- speed up the visual search by using the system's short-term memory
- update visual object properties over time by using the top-down modulated saliency map

**Thank you  
for  
your attention!**

