

Time	0800	0830	0845	0900	0915	0930	0945	1000	1015	1030	1045	1100	1115	1130	1145	1200	1215	1230	1245	1300	1315	1330	1345	1400	1415	1430	1445	1500	1515	1530	1545	1600	1615	1630	1645	1700	1715	1730	1745	1800	1830	1900	1930	2000
Monday, June 18	Breakfast (Hall A, Halls 1-4)	T: A Crash Course on Human Vision (Room 155 C), pg. 3																								T: Interpretable Machine Learning for Computer Vision (Room 355 E-F), pg. 5																		
		T: Interpreting and Explaining Deep Models in Computer Vision (Room 355 E-F), pg. 3												T: Computer Vision for Robotics and Driving (Room 255 E-F), pg. 4												T: Human Activity Recognition (Room 255 E-F), pg. 6																		
		T: Computer Vision for Robotics and Driving (Room 255 E-F), pg. 4												T: Weakly Supervised Learning for Computer Vision (Room 155 D-F), pg. 4												Lunch (Hall A; Halls 1-4)																		
		T: Multi-View Visual Data Analytics (Room 151 A-C), pg. 4												T: Motion Averaging: A Framework for Efficient and Accurate Large-Scale Camera Estimation in 3D Vision (Room 151 D-F), pg. 5												T: Big Data Summarization: Algorithms and Applications (Room 151 D-F), pg. 6																		
		W: Low-Power Image Recognition Challenge (Room 250 A-B), pg. 9												W: Disguised Faces in the Wild (Room 251 A), pg. 9												T: Optimisation in Multiple View Geometry: The L-Infinity Way (Room 151 A-C), pg. 7																		
		W: Disguised Faces in the Wild (Room 251 A), pg. 9												W: NVIDIA AI City Challenge (Room 355 B), pg. 10												T: Unsupervised Visual Learning (Room 155 D-F), pg. 7																		
		W: Robust Vision Challenge (Room 355 C), pg. 11												W: VQA Challenge and Visual Dialog (Room 155 A), pg. 11																														
		W: Deep Learning for Visual SLAM (Room 255 C), pg. 12												W: DeepGlobe: A Challenge for Parsing the Earth through Satellite Images (Room 150 G), pg. 12																														
		W: Visual Understanding of Humans in Crowd Scene and Look Into Person Challenge (Room 250 D-E), pg. 14												W: Visual Understanding by Learning from Web Data (Room 150 D-F), pg. 14																														
		W: Visual Understanding by Learning from Web Data (Room 150 D-F), pg. 14												W: Diff-CVML: Differential Geometry in Computer Vision and Machine Learning (Room 250 F), pg. 15																														
		W: Biometrics (Room 260), pg. 16												W: Embedded Vision (Room 355 A), pg. 17																														
		W: New Trends in Image Restoration and Enhancement (Room 257), pg. 18												W: Human Pose, Motion, Activities and Shape in 3D (Room 255 A), pg. 19																														
	W: Autonomous Driving (Ballroom B & D), pg. 20												W: Medical Computer Vision and Health Informatics (Room 355 D), pg. 21																															
	W: Language and Vision (Room 255 B), pg. 21												W: Brave New Ideas for Video Understanding (Room 251 D-F), pg. 22																															
	W: Deep-Vision (Room 254), pg. 22												W: Vision Meets Cognition: Functionality, Physics, Intentionality and Causality (Room 155 B), pg. 22																															
	W: Perception Beyond the Visible Spectrum (Room 150 A-C), pg. 23												W: Learnt Image Compression (Room 250 C), pg. 24																															
	W: Learnt Image Compression (Room 250 C), pg. 24												Break (Hall A; Halls 1-4)												Lunch (Hall A; Halls 1-4)																			
	W: Fine-Grained Instructional Video Understanding (Room 151 G), pg. 24												W: Large-Scale Landmark Recognition: A Challenge (Room 251 B-C), pg. 24												W: DAVIS Challenge on Video Object Segmentation (Room 255 D), pg. 25																			
	W: Bridging the Gap Between Computational Photography and Visual Recognition: The UG^2 Prize Challenge (Room 259), pg. 25																																											
	Breakfast (Hall A, Halls 1-4)	T: Building Deep Learning Applications on Big Data Platforms (Tuesday, Room 151 A-C & G), pg. 27												Lunch (Hall A; Halls 1-4)												T: New From Hololens: Research Mode (Tuesday, Room 151 A-C & G), pg. 27																		
		T: Building Deep Learning Applications on Big Data Platforms (Tuesday, Room 151 A-C & G), pg. 27												Lunch (Hall A; Halls 1-4)												T: Using Intel Deep Learning Deployment Tools for Algorithm Development and Productization (Wednesday, Room 151 A-C & G), pg. 28																		
	CVPR 2018 Main Conference (Tuesday, June 19 - Thursday, June 21)																																											
	Friday, June 22	Breakfast (Hall A, Halls 1-4)	T: UltraFast 3D Sensing, Reconstruction and Understanding of People, Objects and Environments (Ballroom A), pg. 29																								T: Computational Imaging for Self-Driving Vehicles (Room 355 A-C), pg. 32																	
			T: Generative Adversarial Networks (Room 355 D-F), pg. 30												T: Visual Recognition and Beyond (Room 355 A-C), pg. 30																													
T: Software Engineering in Computer Vision Systems (Ballroom C), pg. 31												T: Inverse Reinforcement Learning for Computer Vision (Ballroom B & D), pg. 31												Break (Halls 1-4)																				
T: Differential Geometry for Engineers (Ballroom H), pg. 32												W: Computer Vision for Physiological Measurement (Room 250 B), pg. 34																																
W: Automated Analysis of Marine Video for Environmental Monitoring (Room 150 A-B), pg. 35												W: Visual Odometry and Computer Vision Applications Based on Location Clues (Room 257), pg. 35																																
W: Efficient Deep Learning for Computer Vision (Ballroom F), pg. 36												W: ActivityNet Large Scale Activity Recognition (Room 260), pg. 37																																
W: Joint Detection, Tracking, and Prediction in the Wild (Room 250 E-F), pg. 37												W: Computational Cameras and Displays (Room 254 C), pg. 38																																
W: Bright and Dark Sides of Computer Vision: Challenges and Opportunities for Privacy and Security (Room 259), pg. 38												W: Bridges to 3D Vision (Room 251 A), pg. 39																																
W: Computer Vision in Sports (Room 250 C), pg. 40												*W: Fine-Grained Visual Categorization (Room 151 A-C), pg. 40																																
W: Women in Computer Vision (Room 251 D), pg. 41												W: Analysis and Modeling of Faces and Gestures (Room 250 D), pg. 43																																
W: Towards Automatic Understanding of Visual Advertisements (Room 150 D-F), pg. 43												W: Computer Vision for Microscopy Image Analysis (Room 252), pg. 44																																
W: Mutual Benefits of Cognitive and Computer Vision: How Can We Use One to Understand the Other? (Room 250 A), pg. 45												W: Vision With Biased or Scarce Data (Room 251 B), pg. 46																																
W: Beyond Supervised Learning (Ballroom G), pg. 46												W: Real World Challenges and New Benchmarks for Deep Learning in Robotic Vision (Room 150 G), pg. 47																																
W: Visual Understanding of Subjective Attributes of Data (Room 254 A), pg. 47												Lunch (Halls 1-4)												W: Sight and Sound (Room 251 C), pg. 49																				
W: Computational Models for Learning Systems and Educational Assessment (Room 150 C), pg. 48												W: Autonomous Driving (Room 251 E-F), pg. 48												Break (Halls 1-4)																				
Panel: How to be a Good Citizen of the CVPR Community (Ballroom E), pg. 50																																												

CVPR 2018 At-a-Glance
(Tutorials & Workshops)

PAMI Technical Committee Meeting
(Ballroom)