

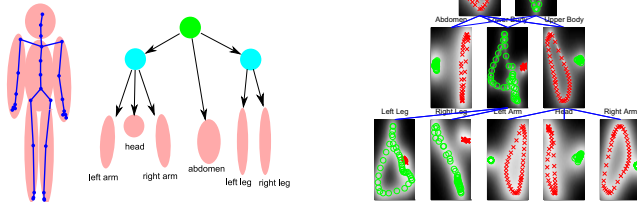
Introduction

Constructing a pose space for analysis-by-synthesis

- ▶ **High-D Pose Space**
 - ▶ "Curse of dimensionality"
 - ▶ Need efficient search techniques
 - ▶ Partitioned Sampling [6], Annealed Particle Filter [2]
 - ▶ Potential to cope with **any activity**
- ▶ **Low-D Pose Space**
 - ▶ As few as 2-3 dimensions
 - ▶ Limited image evidence sufficient
 - ▶ Many available techniques
 - ▶ PCA [7], GP-LVM [8]
 - ▶ **Activity specific**

Hierarchical Models: H-GPLVM [5]

- ▶ **Learning**
 - ▶ Composed of GP-LVMs [4]
 - ▶ Represents high-D data through a low-D latent model and a non-linear GP mapping from latent space to data space
 - ▶ MoCap state space is partitioned between 5 nodes
 - ▶ Latent variables initialised through application of PCA to joint angles
 - ▶ Augmented by further latent models providing coordination
 - ▶ Non-leaf nodes model joint distribution over latent variables of children
 - ▶ Latent variables initialised through application of PCA to **concatenated** latent variables of children
 - ▶ Root nodes are activity-specific
- ▶ **Pose Generation**
 - ▶ Given a particular latent position in any node, the H-GPLVM defines Gaussian conditional distributions over
 1. the children (non-leaf nodes)
 2. the state space (leaf nodes)
 - ▶ These can be used to fully descend the hierarchy to the state space
 - ▶ Top level root nodes are akin to **global** activity models
 - ▶ Bottom level leaf nodes are akin to a flat **part-based** activity model
 - ▶ H-GPLVM can be used to produce novel poses depending on the extent to which coordination is respected



Pose Estimation

- ▶ Recover novel poses by **"backing off"** down the hierarchy [5]
 - ▶ Applying the models in the next level **independently**
 - ▶ Particle-based approach
 1. initialised in the root nodes (globally coordinated training poses)
 2. terminating in leaf nodes (uncoordinated part-based poses)
 - ▶ **APF** used to gradually introduce peaks in the cost function [2]
 - ▶ Recombine particle coordinates for each latent space using **crossover operator**-type approach
- for** $t = 1$ **to** T **do**
 Reinitialise from root data + noise: $\{(\mathbf{x}_{t,R}^{(n)})\}_{n=1}^N$
for $r = R$ **downto** 1 **do**
 1. Evaluate weights $\pi_{t,r}^{(n)} = w_r(\mathbf{z}_t, \mathbf{x}_{t,r}^{(n)})$
 2. Resample B particles with likelihood $\propto \pi_{t,r}^{(n)}$ and with replacement
 3. Back off using mapping from latent coordinates to descend to next level
 4. Recombine particle coordinates for each node to form new particle set
 5. Disperse latent coordinates with noise term
end for
 Calculate expected pose for visualisation $E(\mathbf{x}_t) = \sum_{n=1}^N \pi_{t,1}^{(n)} \mathbf{x}_{t,1}^{(n)}$.
end for

Figure 1: Pseudocode for pose estimation.

Weighting Function

- ▶ Compare **joint locations** in observation and hypotheses
- ▶ **MoCap**: squared **3D** Euclidean distance
 - ▶ 15 joint locations on each body model
- ▶ **Monocular**: squared **2D** Euclidean distance
 - ▶ 9 joint locations on hypothesised body model
 - ▶ 9 approximate joint locations in image
 - ▶ Found by 2D image-based tracker: WSL [3]
 - ▶ Manually initialised: few mouse clicks
 - ▶ Able to handle **partial occlusions**

Results: MoCap Data

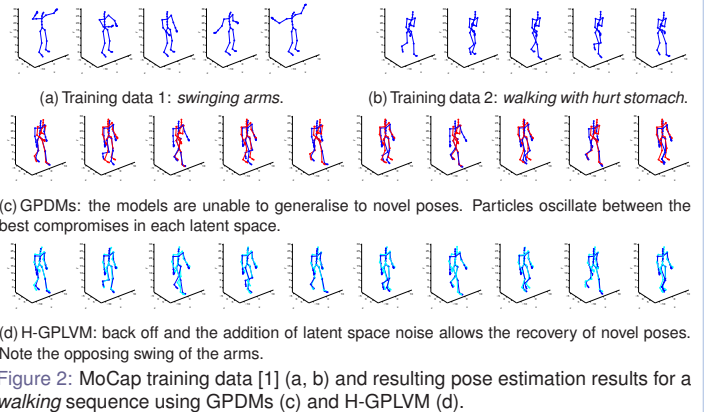


Figure 2: MoCap training data [1] (a, b) and resulting pose estimation results for a walking sequence using GPDMs (c) and H-GPLVM (d).

Results: Monocular Data

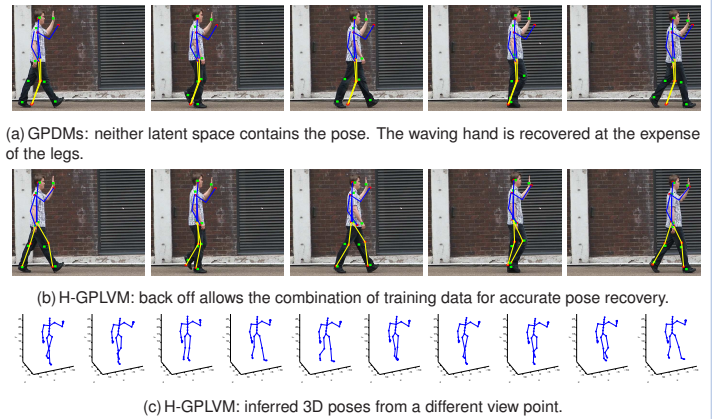


Figure 3: Pose estimation results using 2D WSL joint tracks from a monocular walking whilst waving sequence: GPDMs (a), H-GPLVM (b). Training data is *slow walk/stride and stand and wave*.

Results: Occlusions

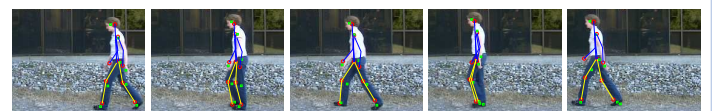


Figure 4: H-GPLVM: pose estimation for a walking sequence [7] using 2D WSL joint tracks. Position of occluded right arm is inferred from the visible upper body.

Conclusions

- ▶ **Discussion**
 - ▶ Outperforms global models for novel poses
 - ▶ By modelling correlations between nodes separately we can:
 1. Disregard them to recover novel poses (back off to leaf nodes)
 2. Respect them to handle occlusions (terminate descent early)
- ▶ **Future Work**
 - ▶ Find a complimentary set of **"basis activities"**
 - ▶ Final dispersion and resampling step in full state space
 - ▶ Make backing off a **decision**
 - ▶ Temporal model e.g. cluster and ascend

References

- [1] CMU graphics lab motion capture database. <http://mocap.cs.cmu.edu/>.
- [2] J. Deutscher and I. Reid. Articulated body motion capture by stochastic search. *IJCV*, 61(2):185–205, 2005.
- [3] A. D. Jepson, D. J. Fleet, and T. F. El-Maraghi. Robust online appearance models for visual tracking. *PAMI*, 25(10):1296–1311, 2003.
- [4] N. D. Lawrence. Probabilistic non-linear principal component analysis with Gaussian process latent variable models. *JMLR*, 6:1783–1816, 2005.
- [5] N. D. Lawrence and A. J. Moore. Hierarchical Gaussian process latent variable models. In *ICML*, pages 481–488, 2007.
- [6] J. MacCormick and M. Isard. Partitioned sampling, articulated objects, and interface-quality hand tracking. In *ECCV*, pages 3–19, 2000.
- [7] H. Sidenbladh, M. J. Black, and L. Sigal. Implicit probabilistic models of human motion for synthesis and tracking. In *ECCV*, pages 784–800, 2002.
- [8] R. Urtasun, D. J. Fleet, A. Hertzmann, and P. Fua. Priors for people tracking from small training sets. In *ICCV*, pages 403–410, 2005.