

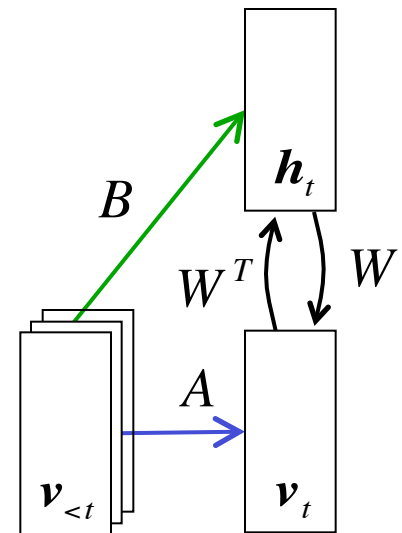
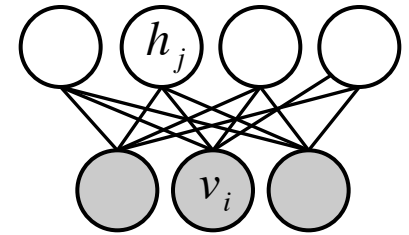
Factored Conditional Restricted  
Boltzmann Machines  
for Modeling Motion Style

Graham Taylor and Geoffrey Hinton

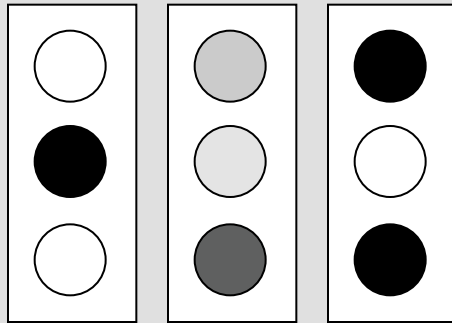
University of Toronto, Canada

# Conditional Restricted Boltzmann Machines

- Start with an RBM (binary-binary or real-binary)
- Add two types of directed connections
- Does not change inference and learning
- Autoregressive weights model short-term, linear structure

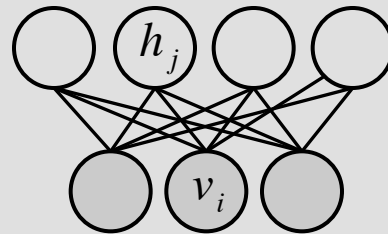


## Distributed



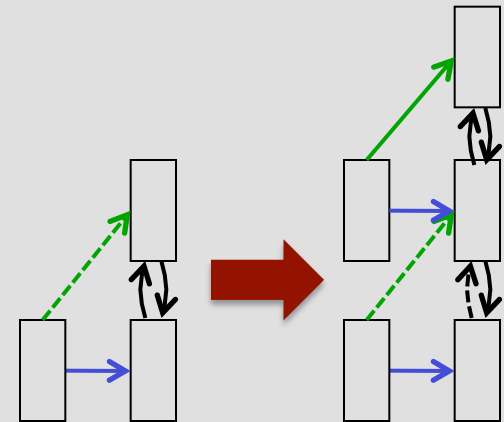
- Capable of representing data that is a product of multiple underlying influences

## Undirected



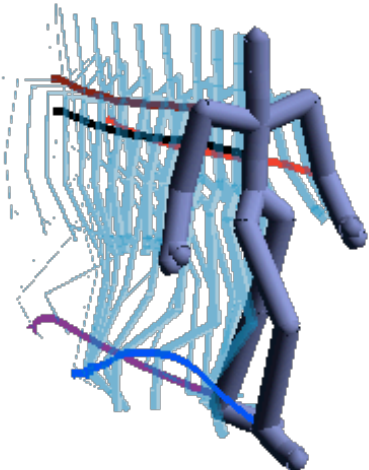
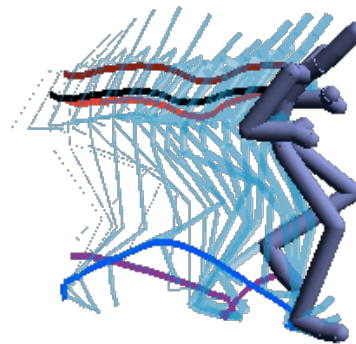
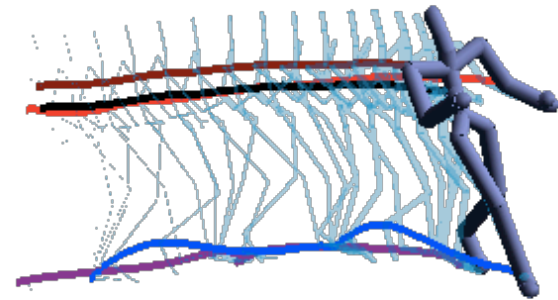
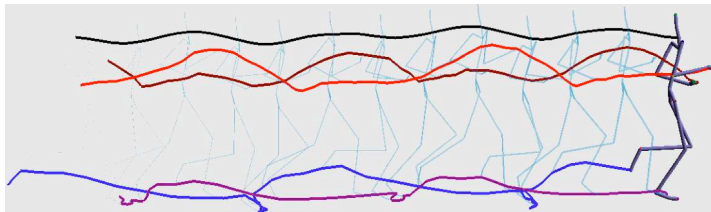
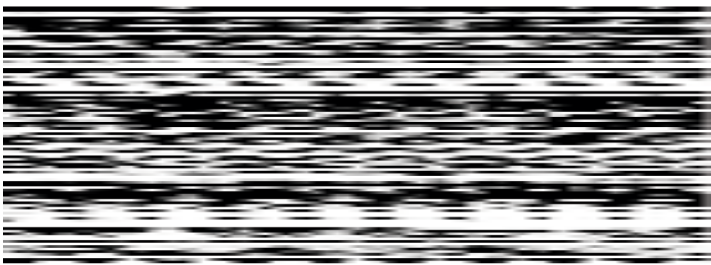
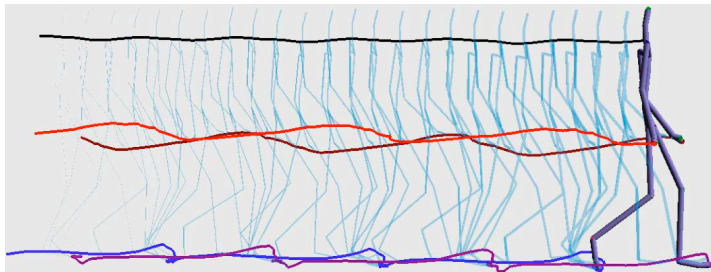
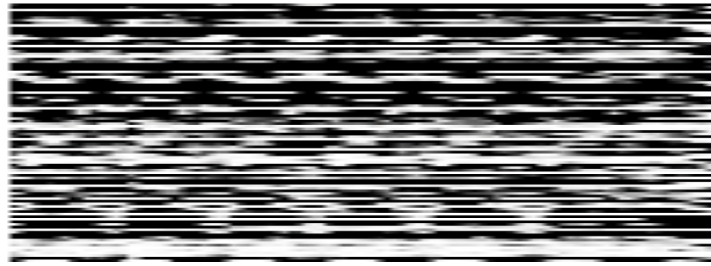
- Using an RBM makes exact inference easy

## Composable

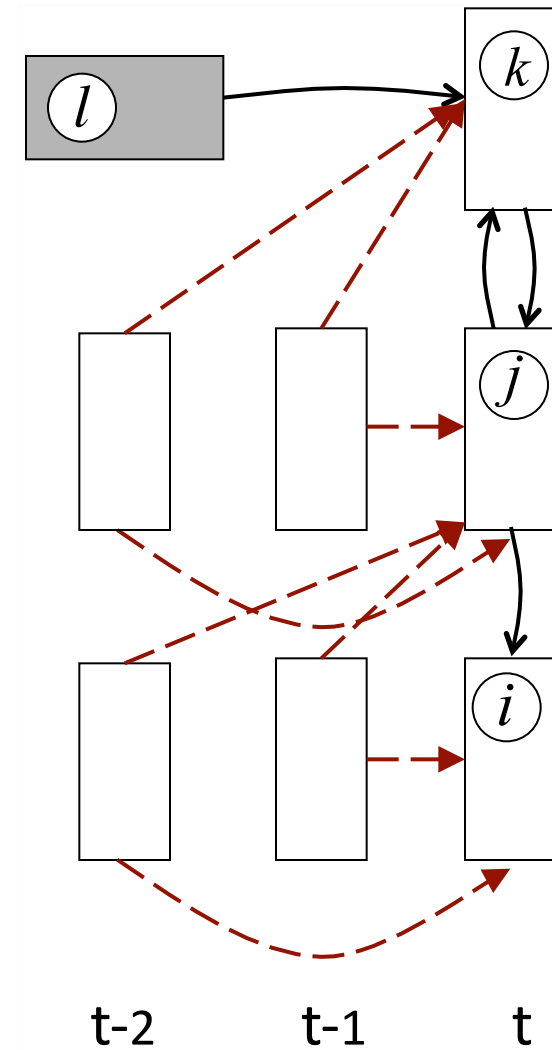
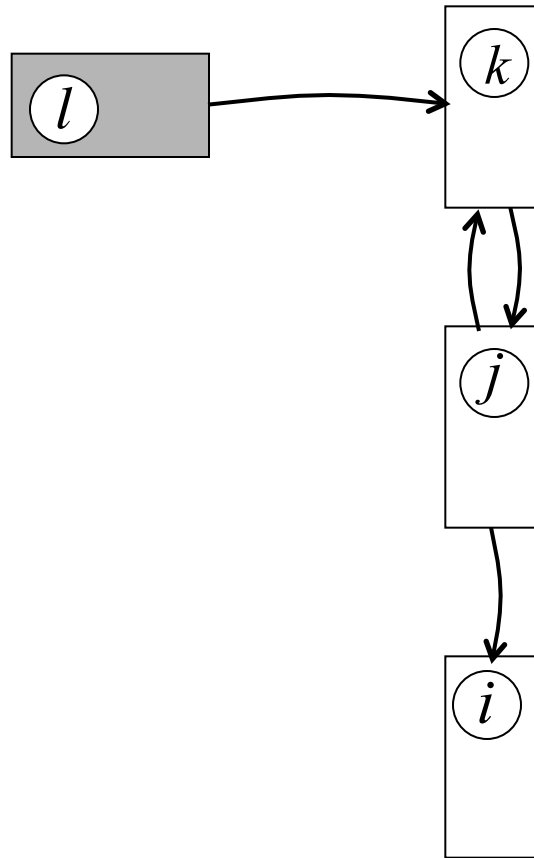


- Train greedily, layer-by-layer

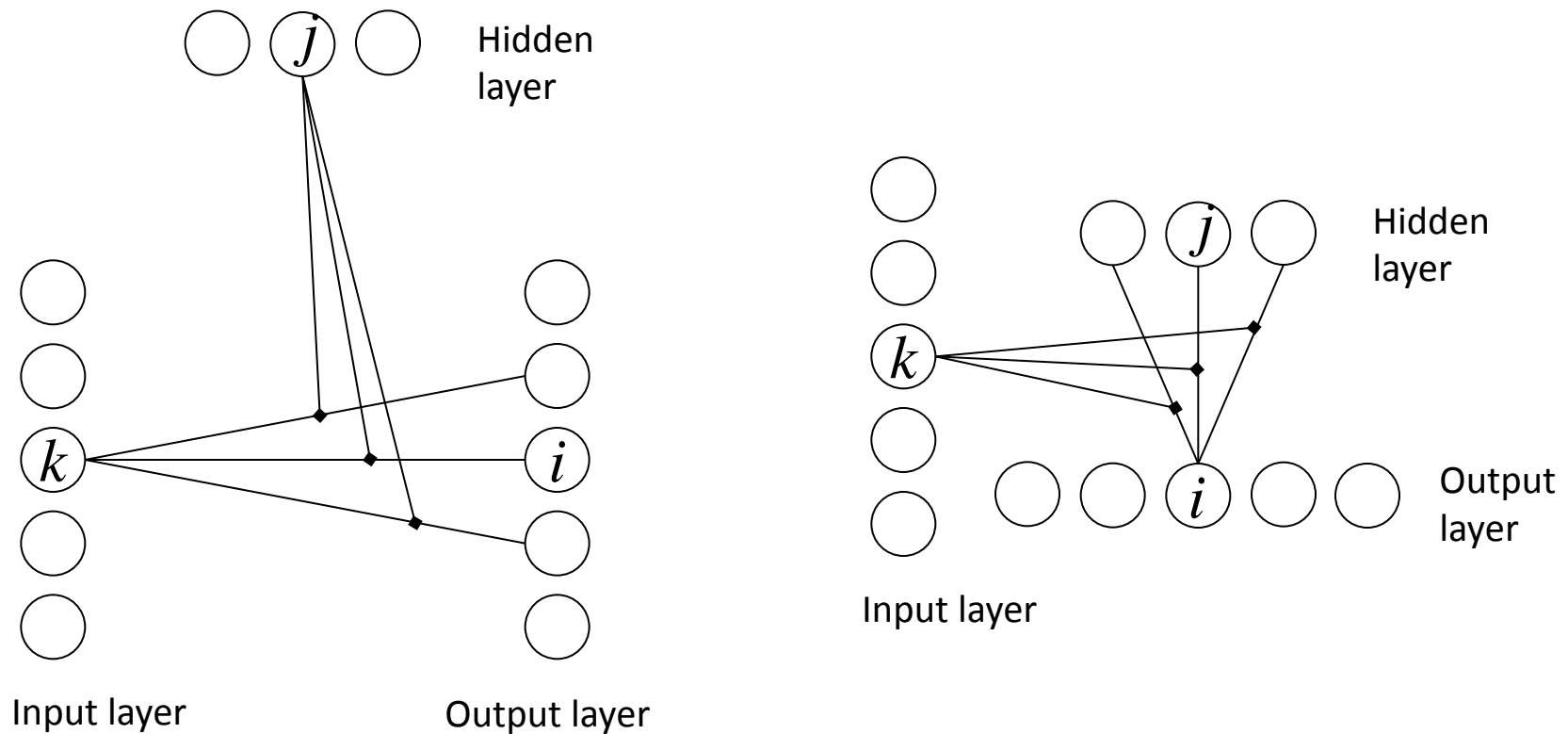
# Modeling multiple styles of motion



# Learning style



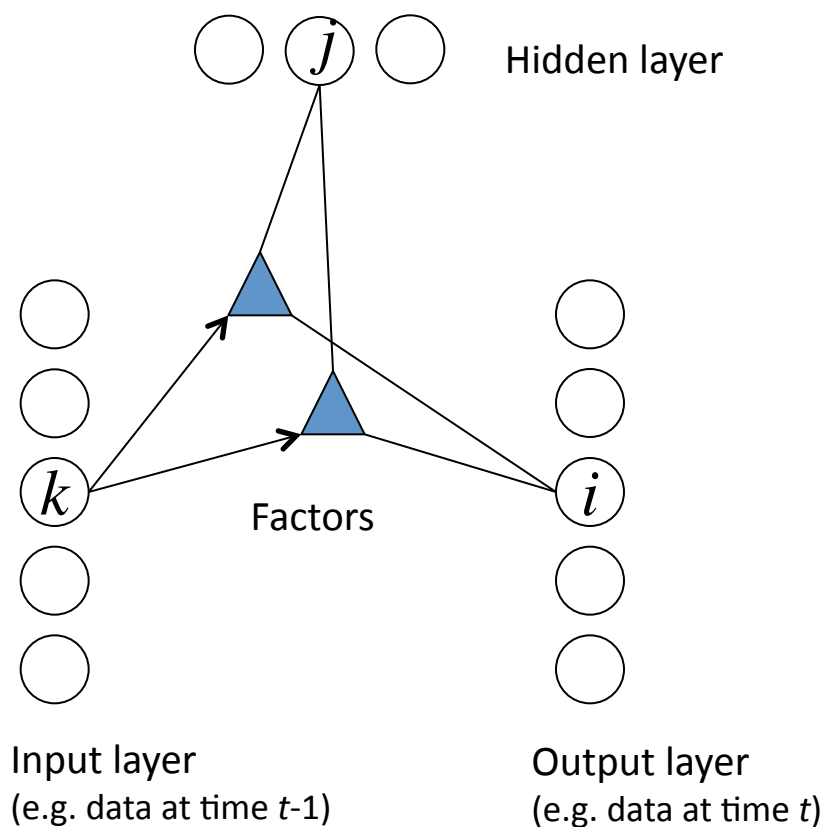
# Higher-order interactions



Two equivalent views of Gated Conditional RBMs  
(Memisevic and Hinton, 2007)

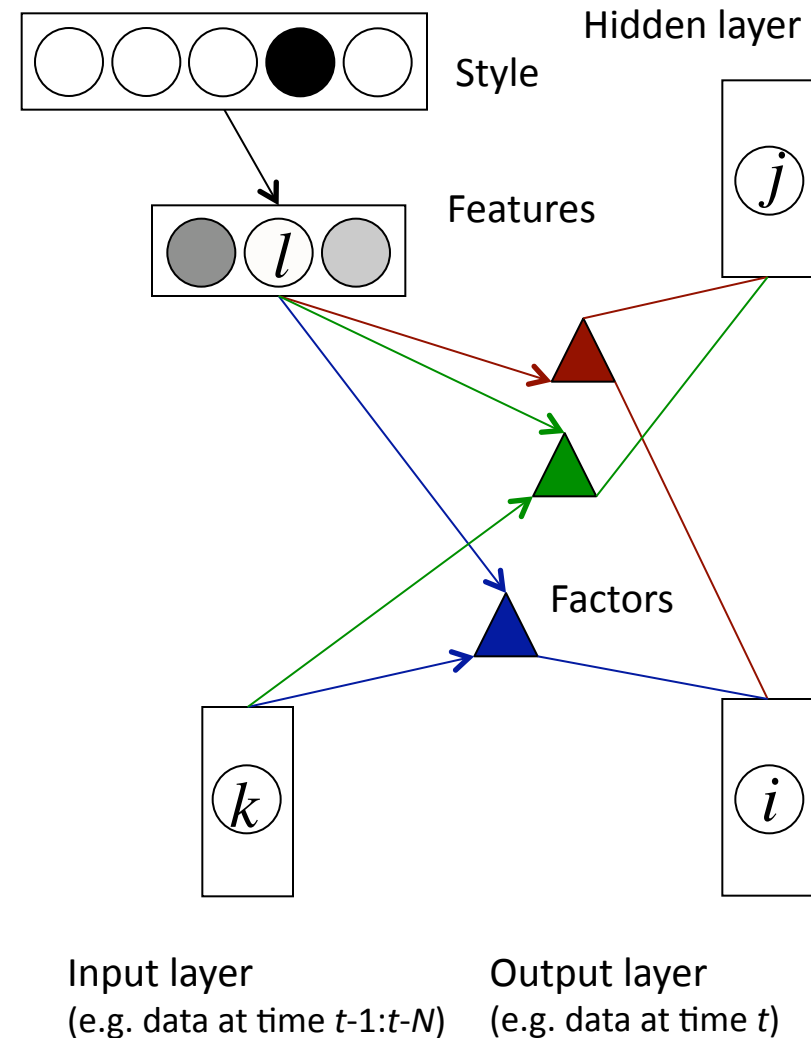
# Factoring

- Exponential # of AR models at cubic cost
- Regularities suggest structure can be captured with  $<$  cubic # of parameters
- Introduce deterministic “factors”:  $O(N^3)$  to  $O(N^2)$



# Factored Conditional RBMs

- Let style change *interactions* rather than *effective biases*
- Deterministic features are linearly related to style
- Can blend and transition among motion styles



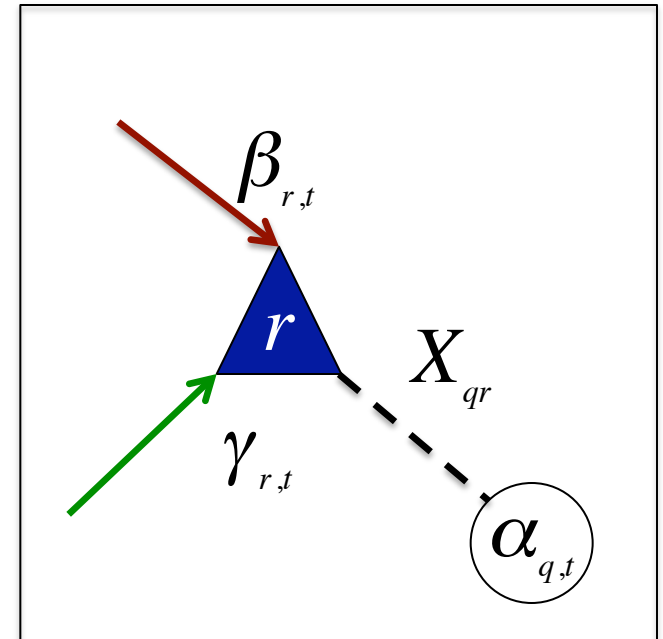


# CD(K) weight updates

Weight updates have the form:

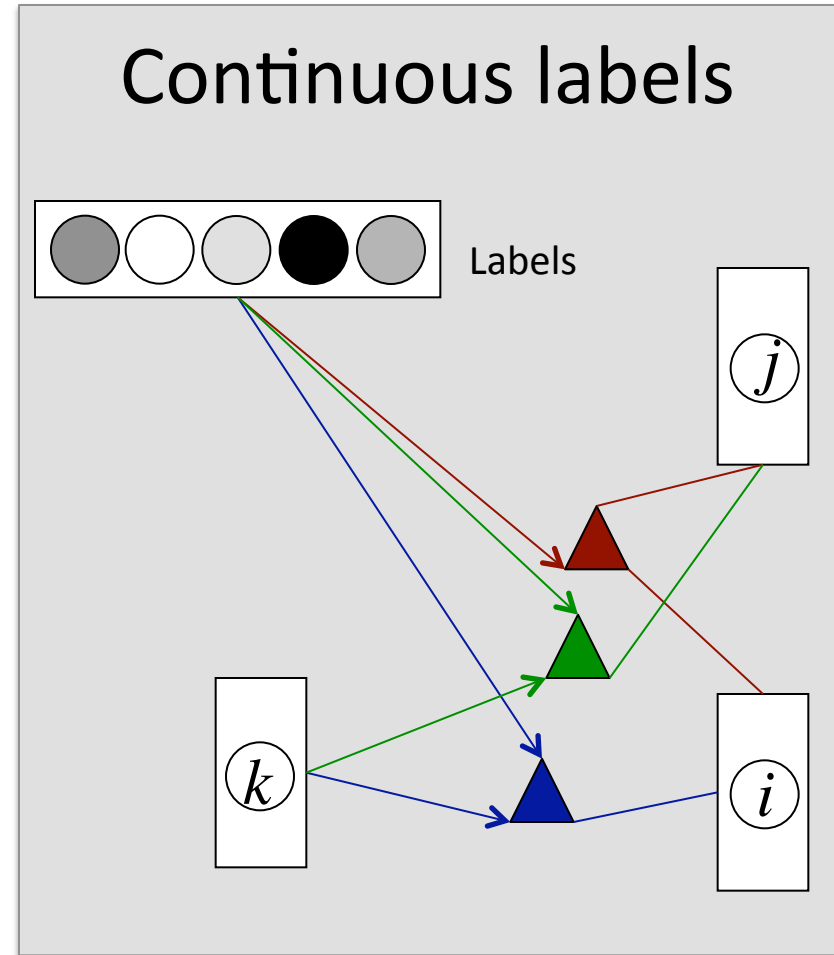
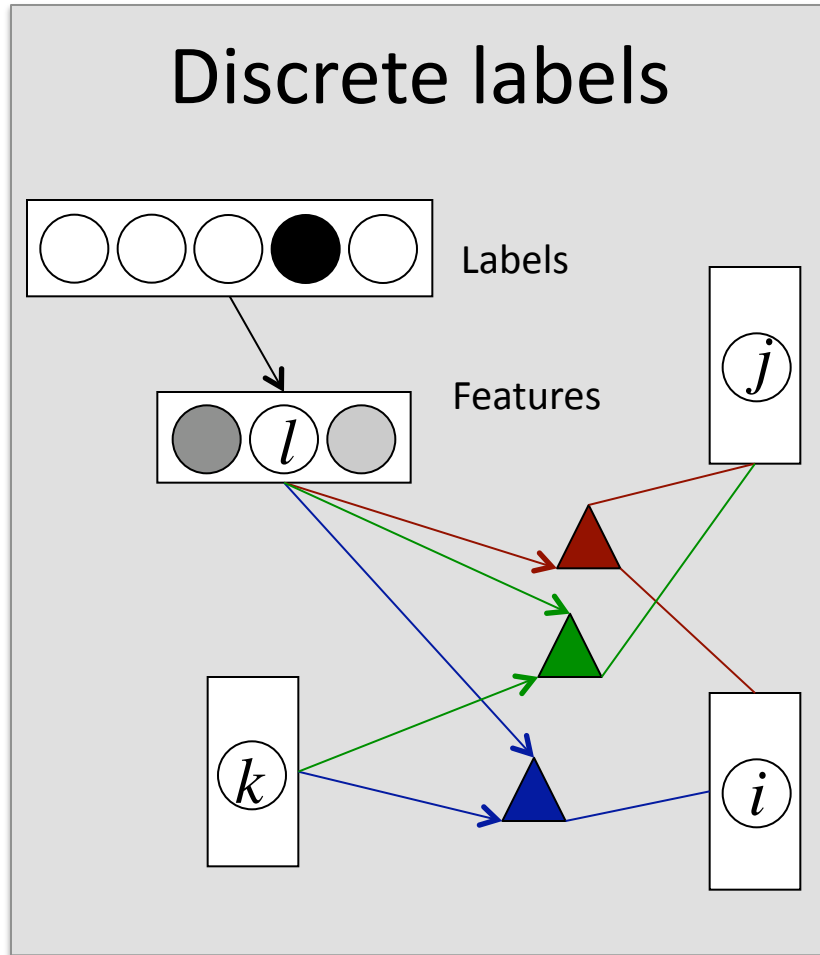
$$\Delta X_{qr} \propto \sum_t (\langle \alpha_{q,t} \beta_{r,t} \gamma_{r,t} \rangle_0 - \langle \alpha_{q,t} \beta_{r,t} \gamma_{r,t} \rangle_K)$$

Unit connected to factor  $r$  by weight  $X_{qr}$

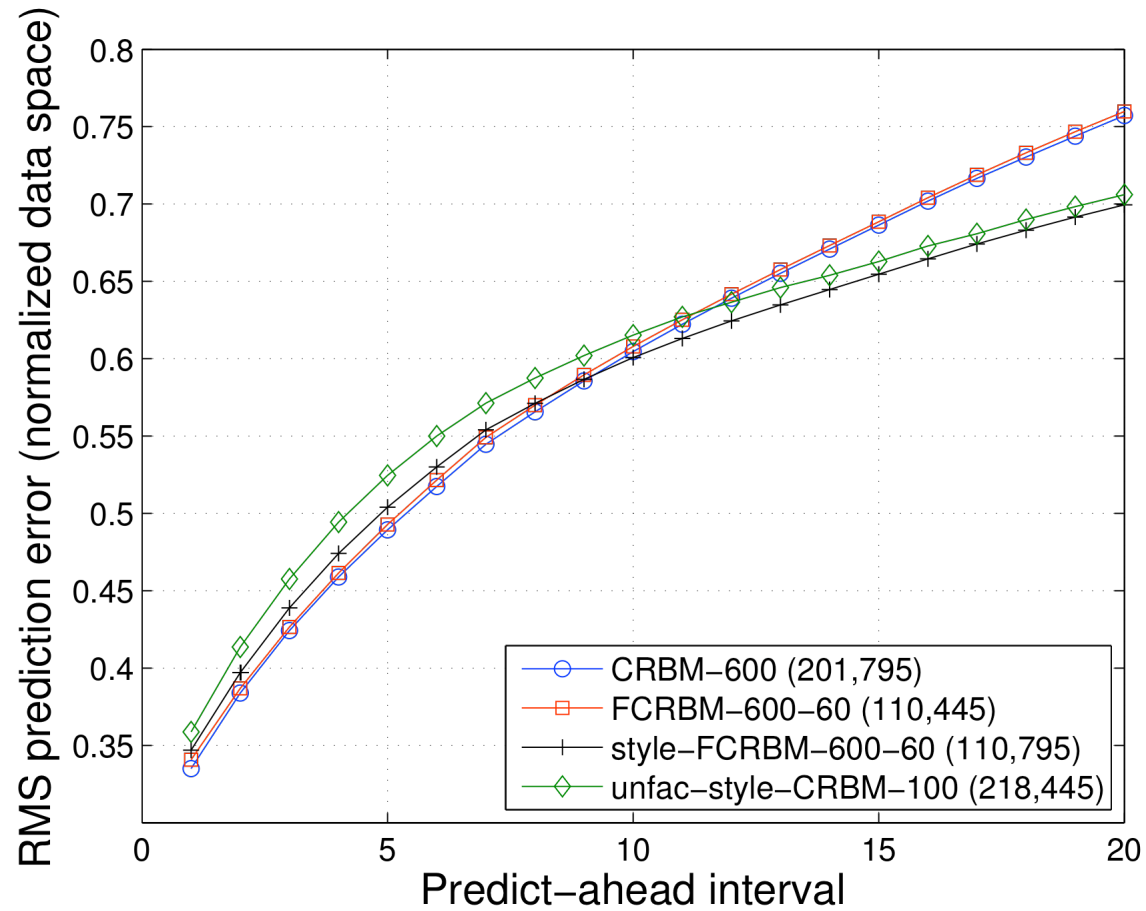


Total input arriving at factor  $r$  via each of the two other units involved in the three-way relationship

# Results: synthesis



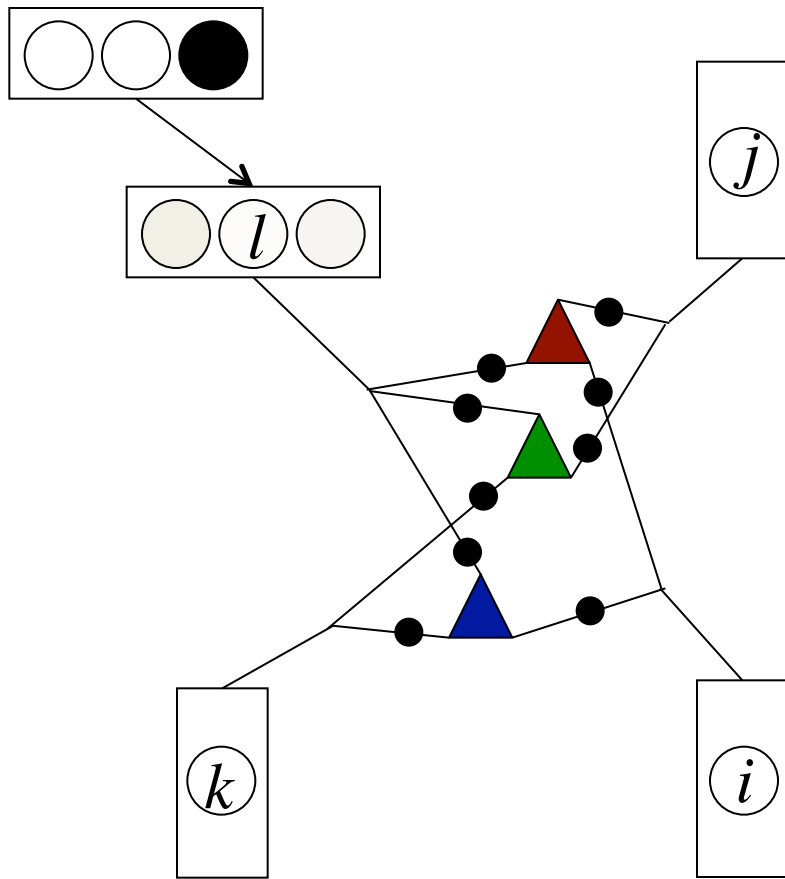
# Results: prediction



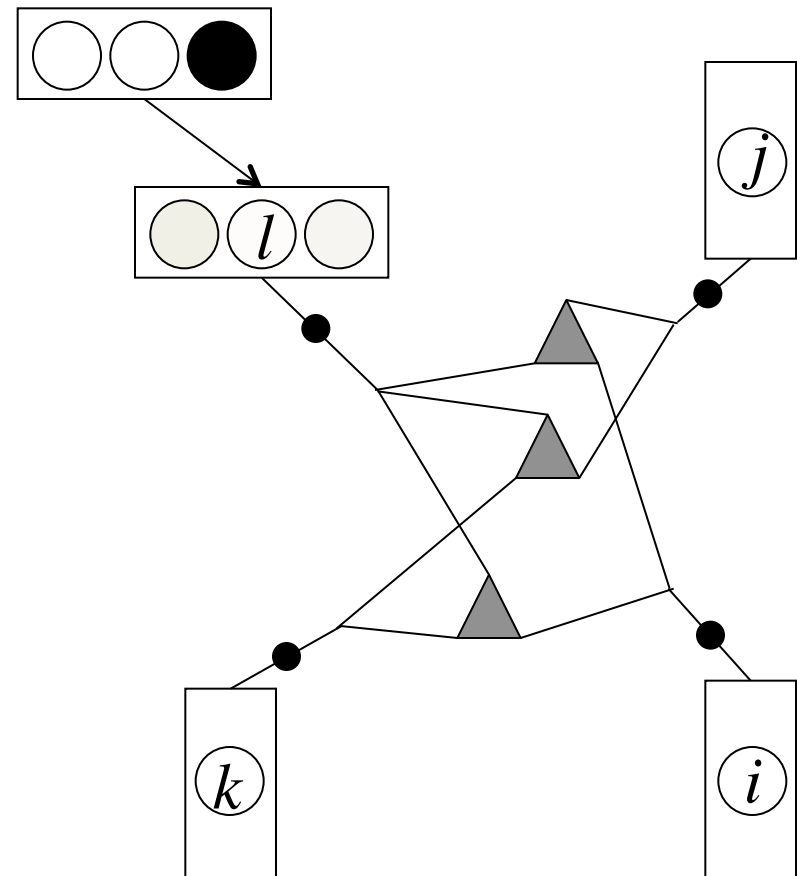
# Conclusions

- CRBMs: distributed representations, exact inference and efficient approximate learning
  - Can be composed into conditional DBNs
- FCRBMs: naturally integrate context, multiplicative interactions with quadratic number of parameters
  - Future work: unsupervised style discovery, deep models

# Parameter sharing



Fully parameterized  
(no sharing)



Full sharing

# Related work

Concatenation

Transforming  
existing motion

Interpolation/  
Blending

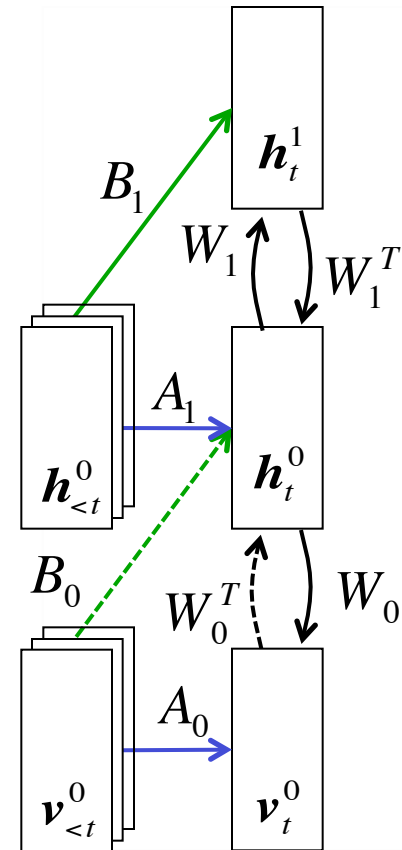
Physics-based  
methods

## Generative models-

Our method is based on a “pure” learning approach. It is able to generalize well while avoiding the complexity of explicitly imposing physics-based constraints.

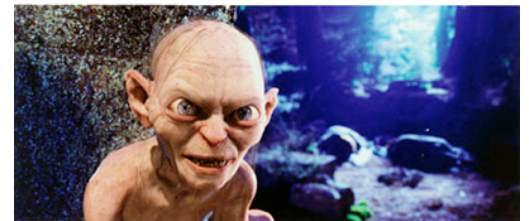
# Conditional deep belief networks

- CRBM defines  $p(v^0, h^0)$  – implicitly  $p(h^0), p(v^0 | h^0)$
- Consider “trading in”  $p(h^0)$  for a better model
- Subject to conditions (which we violate) – guaranteed to never decrease a variational lower bound on log prob



# Modeling human motion

- Capture the movement of a subject as a time series of 3D cartesian coordinates
- High-dimensional (60-100), nonlinear, long-range deps
- Large repositories available





# Introduction

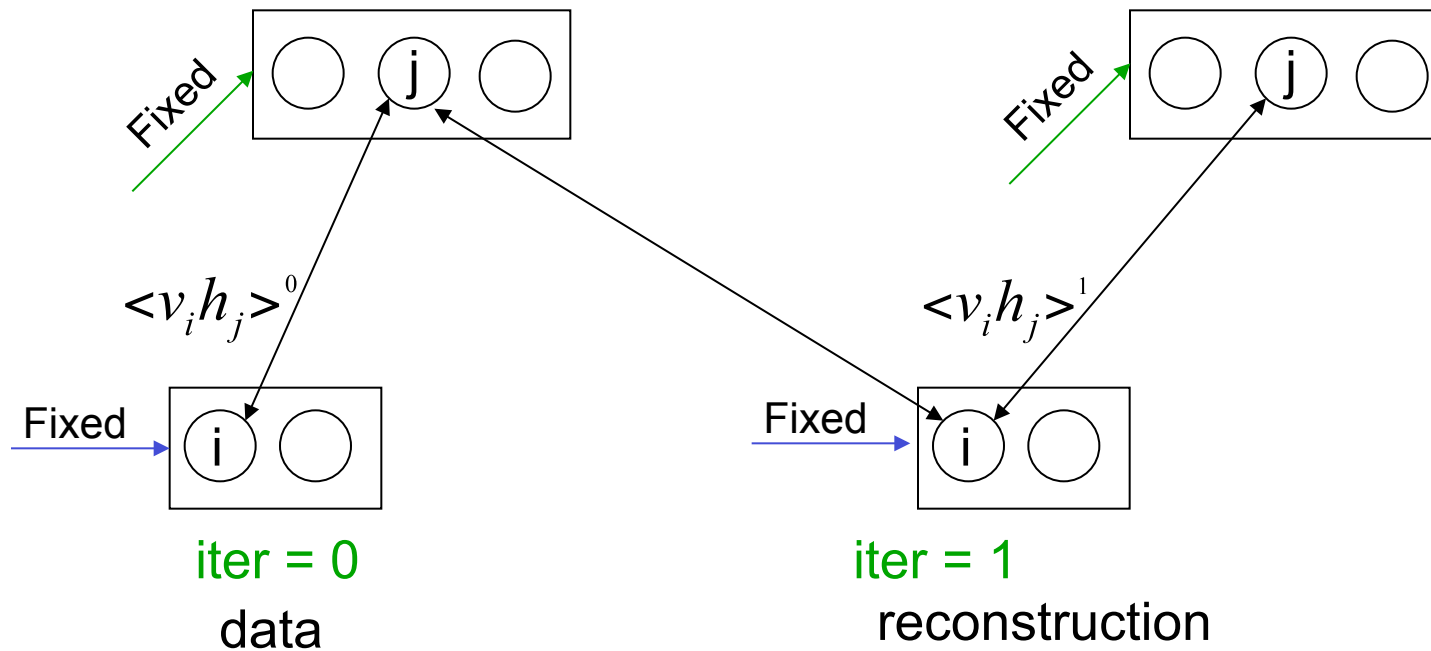
- The Conditional Restricted Boltzmann Machine (Taylor et al. 2007)

Naturally incorporate contextual information (specifically style) into the CRBM while preserving its most important computational properties.

# Joint distribution

$$\begin{aligned} p(\mathbf{v}_t, \mathbf{h}_t \mid \mathbf{v}_{<t}, \theta) \\ = \frac{\exp(-E(\mathbf{v}_t, \mathbf{h}_t \mid \mathbf{v}_{<t}, \mathbf{y}_t, \theta))}{Z(\theta)} \end{aligned}$$

# Contrastive divergence learning (CRBM)



When updating visible and hidden units, we implement directed connections by treating data from previous time steps as a dynamically changing bias.

Inference and learning do not change.

# Energy function

$$E(\mathbf{v}_t, \mathbf{h}_t | \mathbf{v}_{<t}, \mathbf{y}_t, \theta) = \frac{1}{2} \sum_i (\hat{a}_{i,t} - v_{i,t})^2$$

$$- \sum_j \hat{b}_{j,t} h_{j,t} - \sum_f \sum_{ijl} W_{if}^v W_{jf}^h W_{lf}^z v_{i,t} h_{j,t} z_{l,t}$$

$$z_{l,t} = \sum_p R_{pl} y_{p,t}$$

$$\hat{a}_{i,t} = a_i + \sum_m A_{im}^v \sum_k A_{km}^{v_{<t}} v_{k,<t} \sum_l A_{lm}^z z_{l,t}$$

$$\hat{b}_{j,t} = b_j + \sum_n B_{jn}^h \sum_k B_{kn}^{v_{<t}} v_{k,<t} \sum_l B_{ln}^z z_{l,t}$$

