



Human Pose Search using Deep Poselets

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Human Pose: Gesture and action





Walking

Gesturing

Cover Drive

Human pose is a very important precursor to gesture and action



Pose Search: Motivation



Retrieve cover drive shots







Retrieve Bharatanatyam poses









Pose Search: System





Take a query







Buffy, the vampire Slayer 00:36:02 - 00:36:10



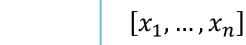




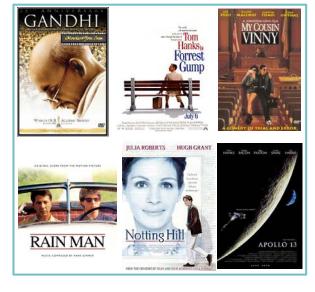
Groundhog Day

01:09:05 - 01:09:08

Return the retrieved results



Build a feature



Search through video DB



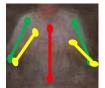
Overview



Deep Poselets

Poselet Discovery



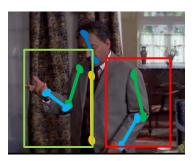




• Cluster pose space

- Train poselets using convolutional neural networks

Detection



• Detect poselets



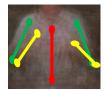
Overview



Deep Poselets

Poselet Discovery



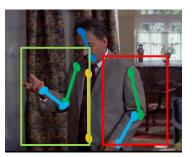




Cluster pose space

- Train poselets using convolutional neural networks

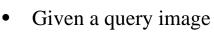
Detection

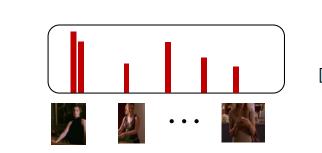


Detect poselets

Pose retrieval







Build Bag of Deep poselets







Groundhog Day 01-00-05 . 01-00





00:36:02 - 00:36:10 00:27:41 - 00:27:43

00:35:41 - 00:35:51

Return the retrieved results



Datasets









Buffy Stickmen (Season 1, 5 episodes)











ETH Pascal dataset (Flickr Images)





H3D (Flickr Images)









Datasets









FLIC dataset (30 Hollywood movies)







Movie dataset (Ours) (22 Hollywood movies) No overlap with FLIC







Datasets



| Dataset | Train | Validation | Test | Total |
|-------------------------------|-------|------------|------|-------|
| H3D | 238 | 0 | 0 | 238 |
| ETHZ Pascal | 0 | 0 | 548 | 548 |
| Buffy | 747 | 0 | 0 | 747 |
| Buffy-2 | 396 | 0 | 0 | 396 |
| Movie | 1098 | 491 | 2172 | 3756 |
| Flic | 2724 | 2279 | 0 | 5003 |
| Total stickmen annotations | 5198 | 2764 | 2720 | 10682 |
| + Flipped version | 10396 | 5528 | 5440 | 21364 |



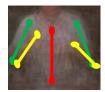
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Deep Poselets

Poselet Discovery



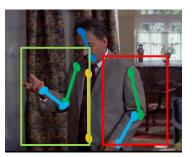




Cluster pose space

- Train poselets using convolutional neural networks

Detection



Detect poselets

Pose retrieval





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|--|-----|------|
| | | |
| | ••• | 1/AF |

Build Bag of Deep poselets







01:17:44 - 01:17:49

Groundhog Day 01-00-05 . 01-00-0





00:36:02 - 00:36:10 00:27:41 - 00:27:43 00:35:41 - 00:35:51

Return the retrieved results



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Poselets

Poselets model body parts in a particular spatial configuration.









Poselets

Poselets model body parts in a particular spatial configuration.





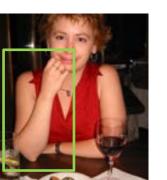




Poselets

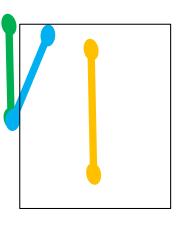
Poselets model body parts in a particular spatial configuration.











Poselet 2





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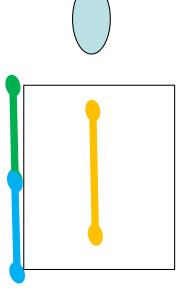
Poselets

Poselets model body parts in a particular spatial configuration.









Poselet 3

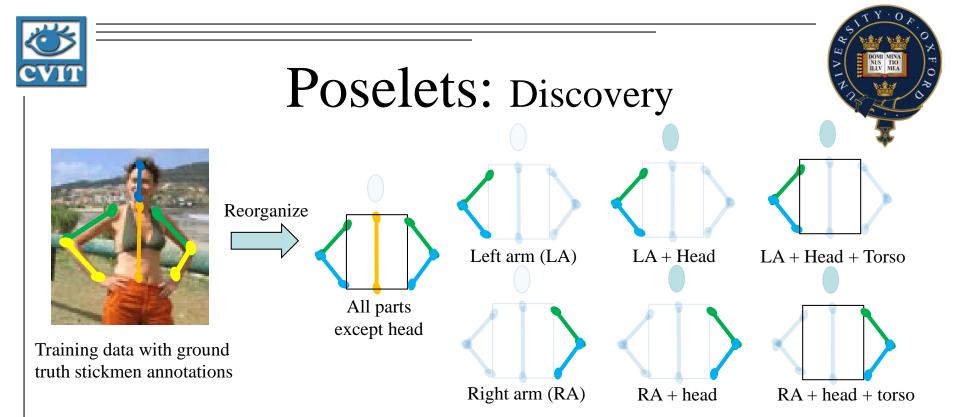


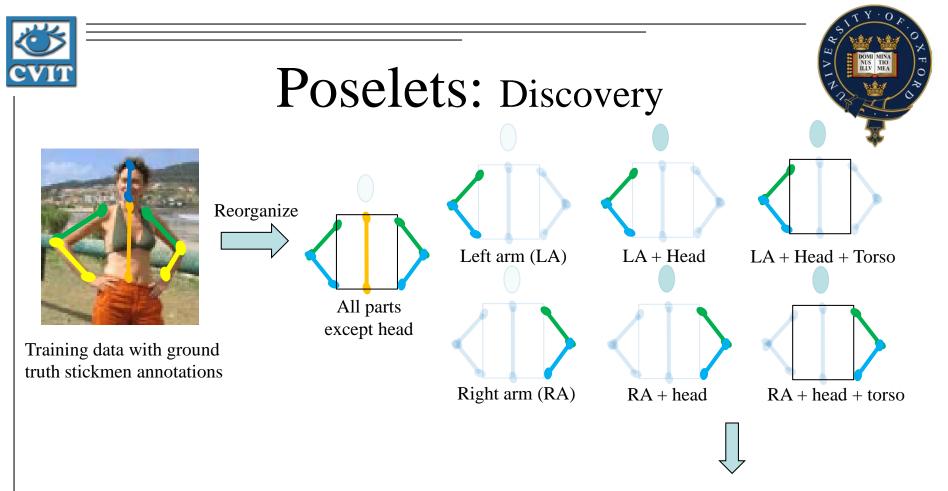
Poselets: Discovery





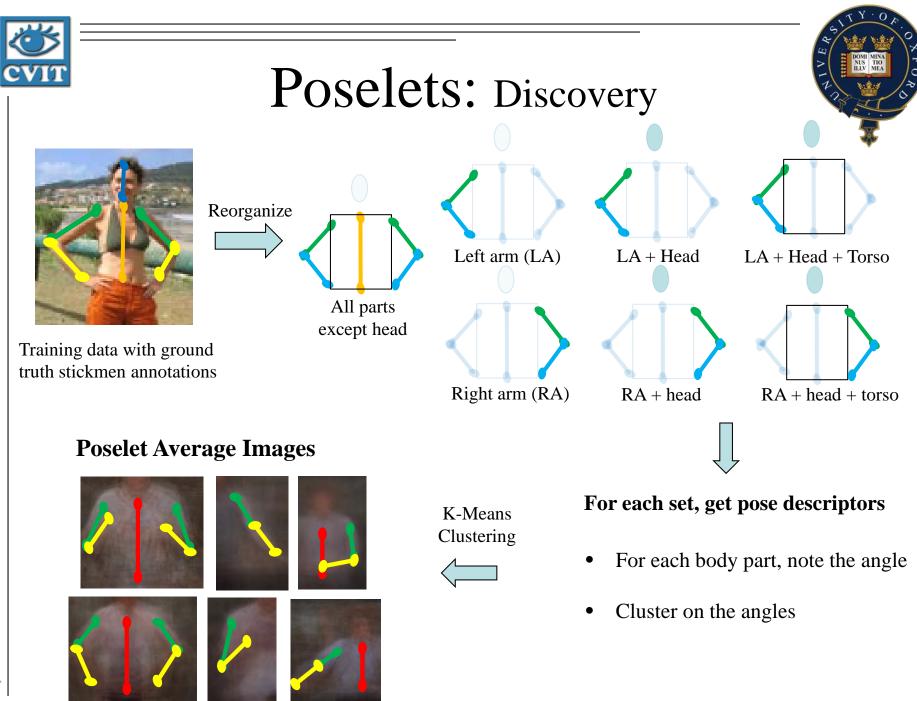
Training data with ground truth stickmen annotations

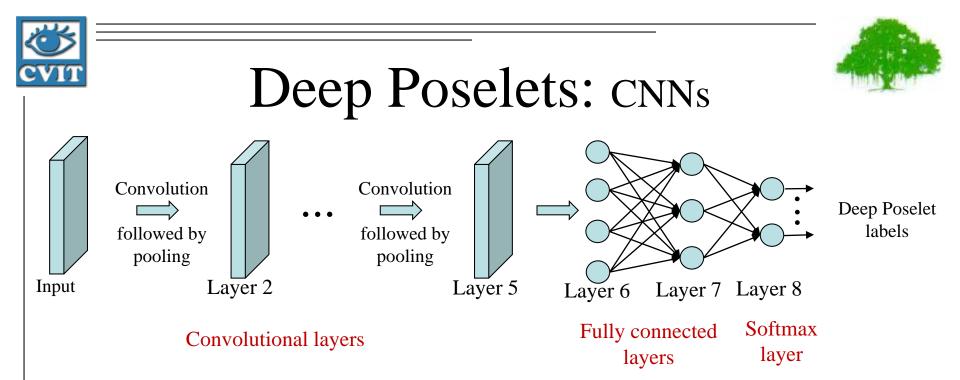


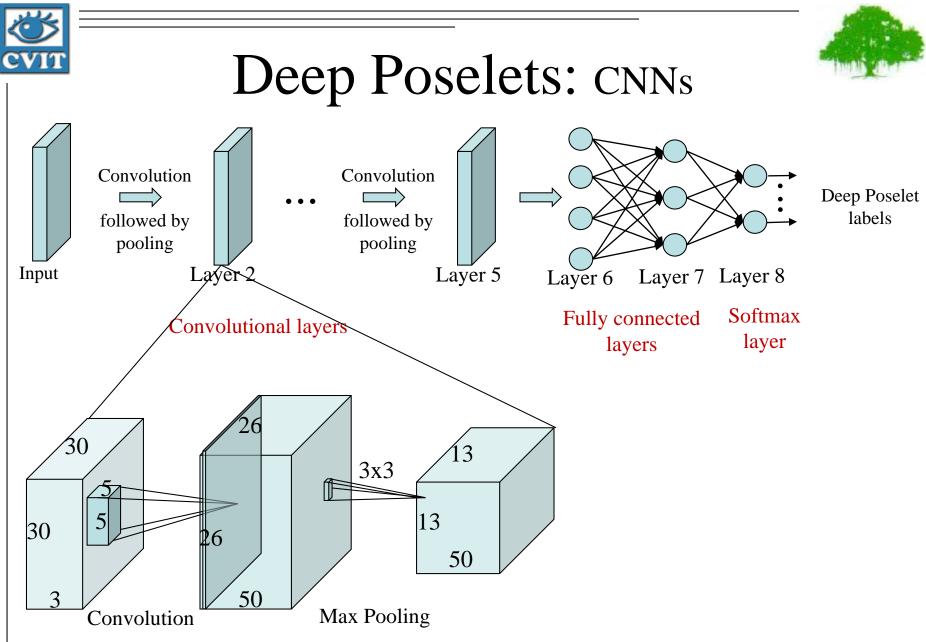


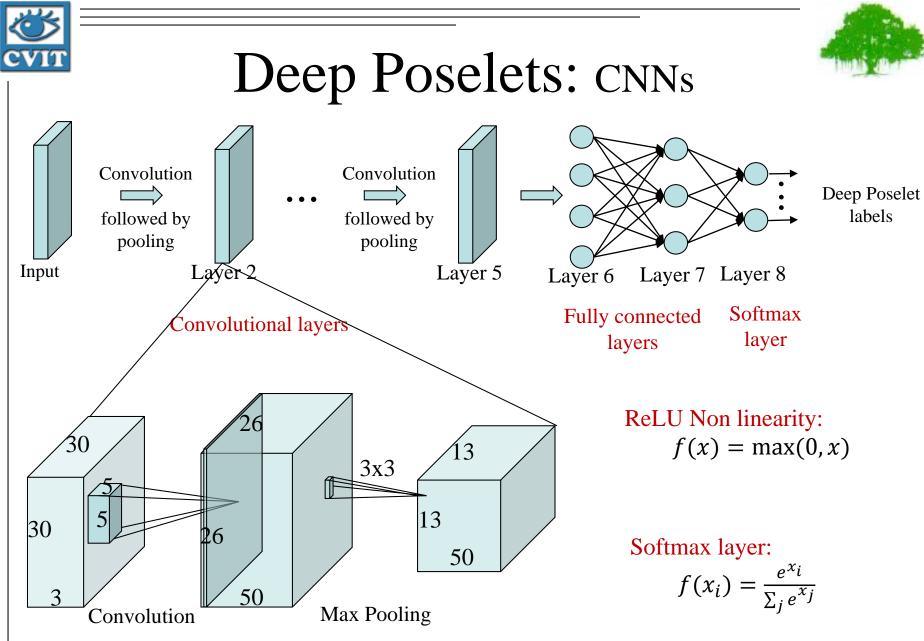
For each set, get pose descriptors

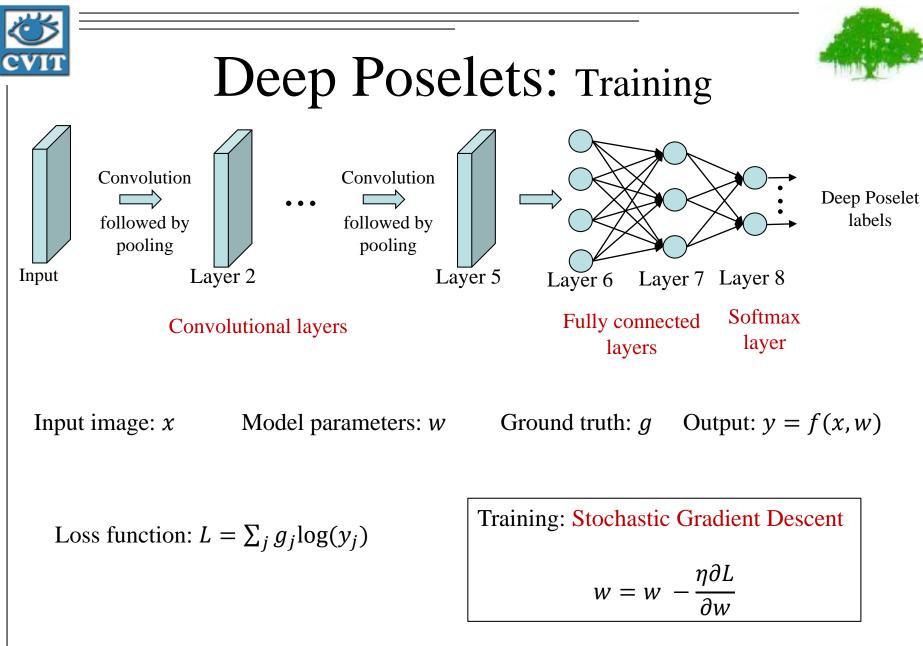
- For each body part, note the angle
- Cluster on the angles



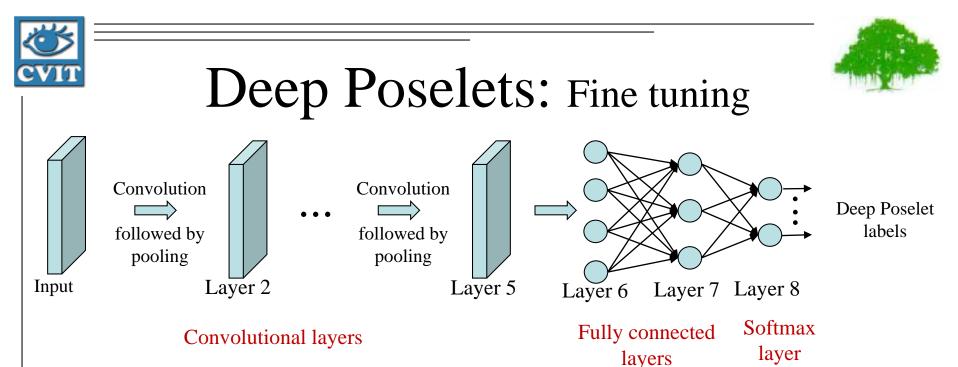








Architecture from Krizhevsky et al., NIPS 2012



Challenge:

- -- Network has 40 million parameters.
- -- Required training data ~1-2 million.
- -- Available training data ~50K.

Solution:

-- Train the network on a task with enough data present.

-- Fine-tune the network to the current task.

Fine tuning procedure:

-- Train image classification task using imagenet data of size 1.2 million.

-- Replace the softmax layer with random initialization.

-- Run the gradient descent.

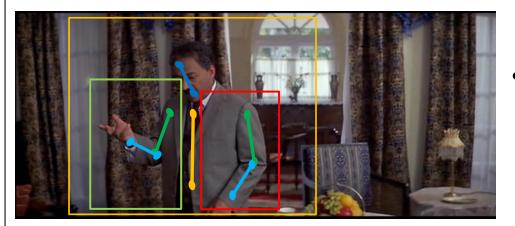


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Deep Poselets: Detection

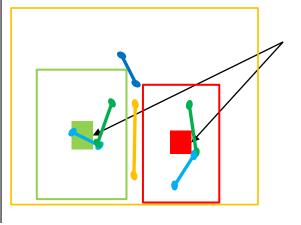


Given a test image, run all the deep poselets.



• Each poselet occurs in a localized regions within a upper body detection.

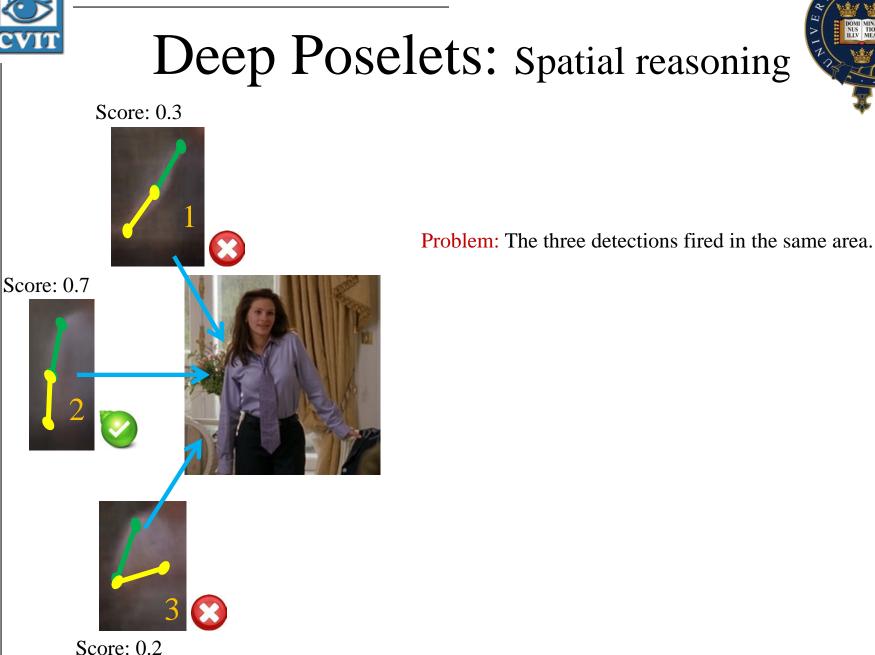
• Run the classifiers on the "Expected center points of poselets".



Expected center points of poselets.

• This improves both the speed and accuracy.

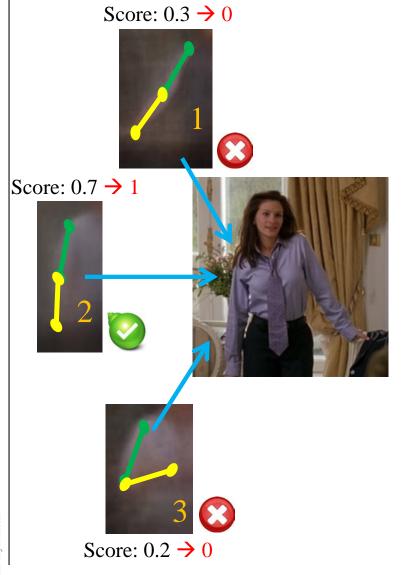






Deep Poselets: Spatial reasoning





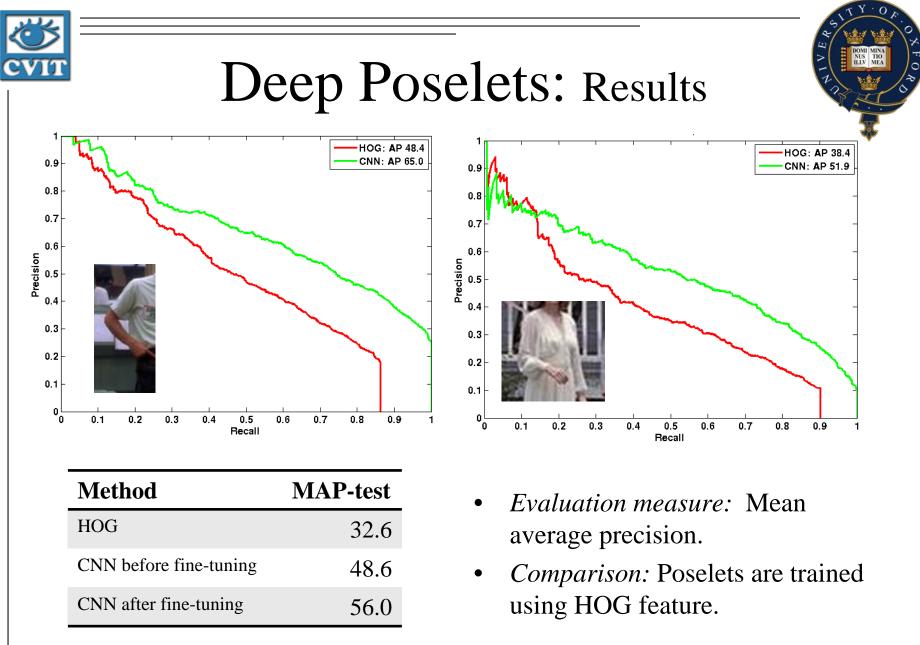
Problem: The three detections fired in the same area.

Objective: Rescore detection 2 to 1 and the detections 1,3 to 0.

Solution:

For each poselet, learn regression function whose

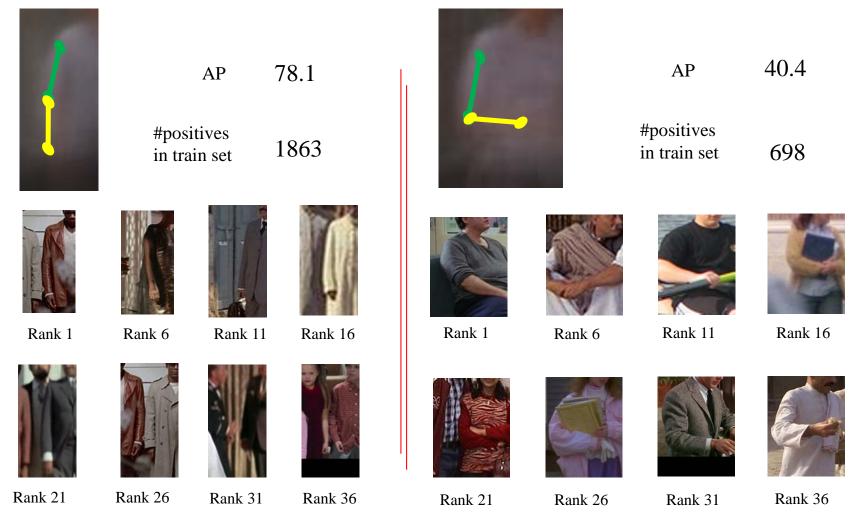
- -- Input: Scores of other poselet detections
- -- Output: New score





Deep Poselets: Results







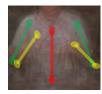
Overview



Deep Poselets

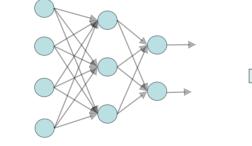
Poselet Discovery

Training





Cluster pose space



Train poselets using convolutional neural networks Detection

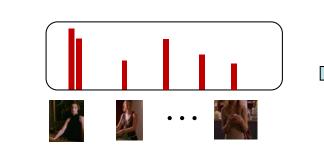


Detect poselets

Pose retrieval



Given a query image



Build Bag of Deep poselets







Living in Oblivion

01-00-05 . 01-00-





00:36:02 - 00:36:10 00:27:41 - 00:27:43 00:35:41 - 00:35:51

Return the retrieved results

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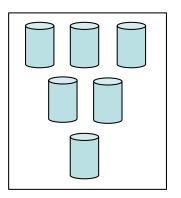


Pose Search: Indexing





For each frame in the video DB collection



Index in a database



122D vector

- Detect the upper body.
- Run all the poselets.
- Perform spatial reasoning.

Descriptor: Max pool the Deep Poselet detections



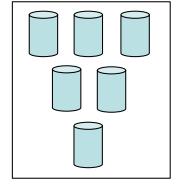


Pose Search: Retrieval



Build Bag of Deep poselets





Using *cosine distance*, search through the database



Given a query image



Rainman 01:45:34 - 01:45:41



Buffy, the vampire Slayer 00:36:02 - 00:36:10

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Pretty Woman 00:27:41 - 00:27:43

Buffy, the vampire Slayer 00:35:41 - 00:35:51

Return the retrieved results



Living in Oblivion 01:17:44 - 01:17:49



Groundhog Day

01:09:05 - 01:09:08



Pose Search: Results

Experimental setup

- Database: Test data of size 5440 is used as the database.
- Queries: All the samples in the test data are used as query.
- Evaluation metric: Mean average precision (MAP).

Methods compared against

- Bag of visual words (BOVW)
 - Detect sift $\rightarrow K$ means (K = 1000) $\rightarrow VQ$.
- Berkeley Poselets (BPL)
 - Run poselets \rightarrow Bag of parts.
- Human pose estimation [1] (HPE)
 - Run human pose estimation algorithms
 - Concatenate (sin(x), cos(x)) of

all the body part angles.

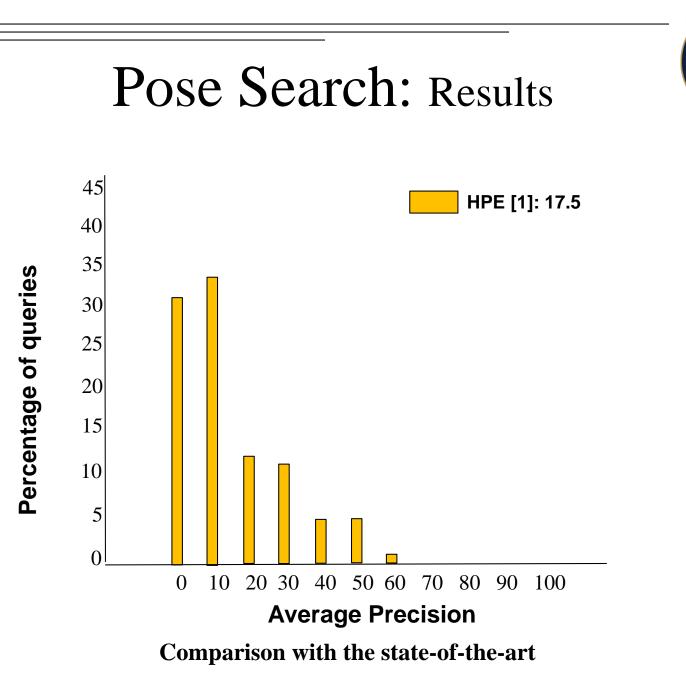
| Method | MAP | |
|---------|------|--|
| BOVW | 14.2 | |
| BPL | 15.3 | |
| HPE [1] | 17.5 | |
| Ours | 34.6 | |

[1] Y. Yang and D. Ramanan. "Articulated pose estimation with flexible mixtures-of-parts." In CVPR, 2011.

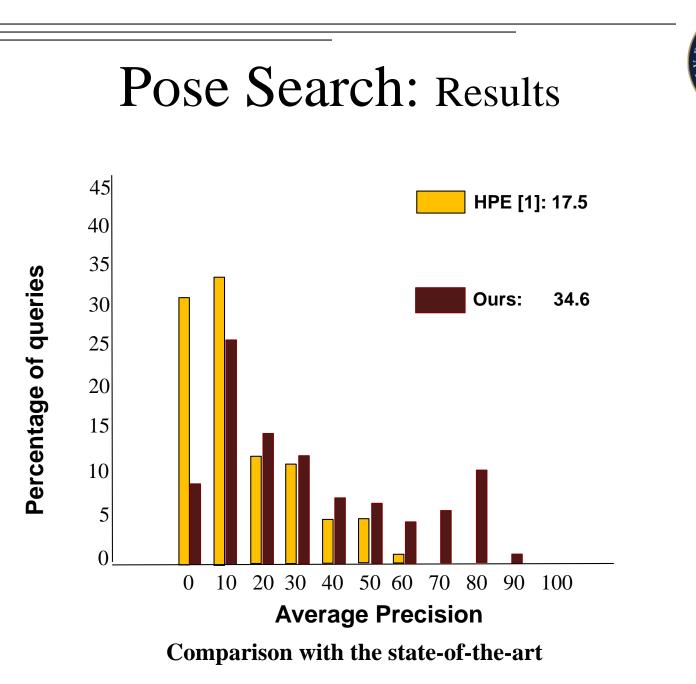


Results





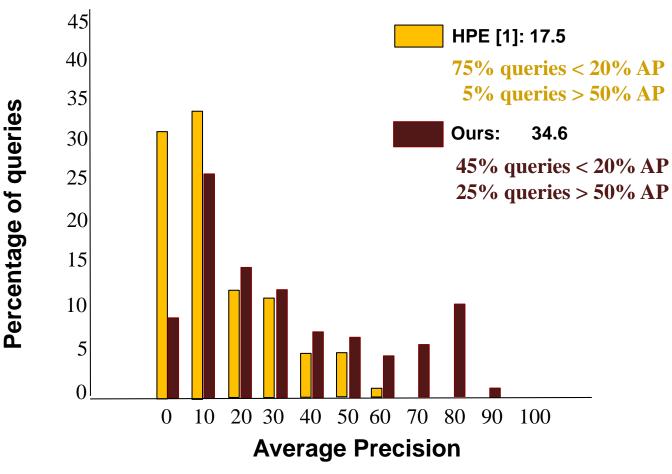










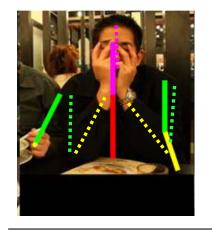


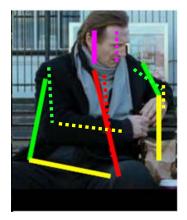
Comparison with the state-of-the-art



Pose Search: Analysis







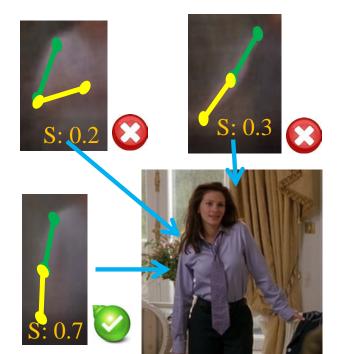
----- Ground truth — Detection

- Pose detection algorithms often commit to wrong pose.
- Pose search systems based on them perform poorly.

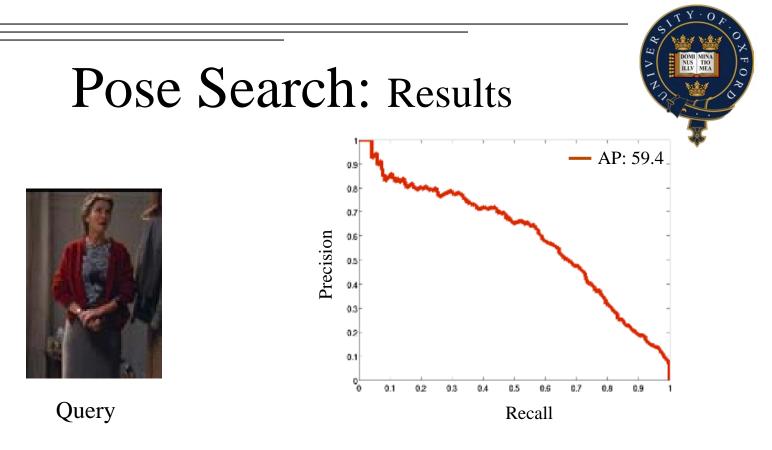
OURS

- Bag of poselets descriptor encodes multiple proposals weighted by their likelihood
- Hence it can recover when some of the detections are wrong.













Rank 5



Rank 10



Rank 15



Rank 20



Rank 25

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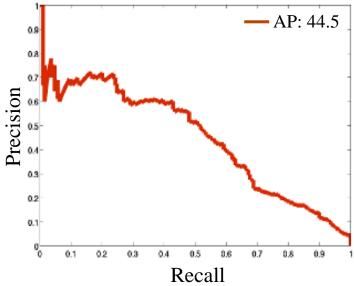


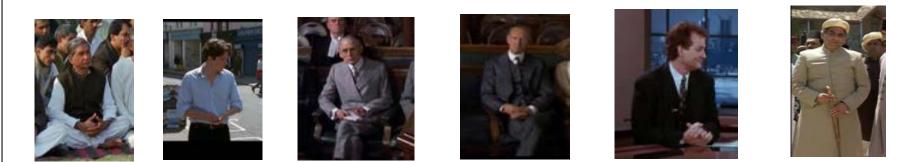
Pose Search: Results





Query





Rank 1

Rank 5

Rank 10

Rank 15

Rank 20

Rank 25

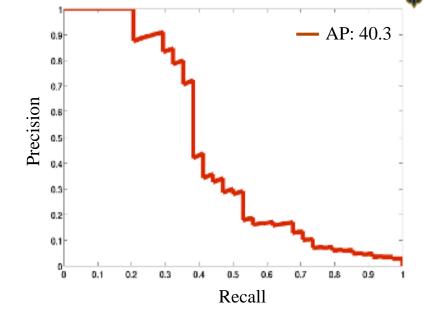


Pose Search: Results





Query





Rank 1



Rank 5

Rank 10



Rank 15



Rank 20



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Summary

• We propose a novel *Deep Poselets* based method for human pose search system.

Our *Deep Poselet* method outperforms HOG based poselets by 25% MAP.

• *Our pose retrieval method* improves the performance of the current state-of-art system by 17% MAP.





Thank you. Questions?

