

Human pose detection

ThamNgapWei 2016-10-16 03:05:44 UTC #1

How mature of human pose detection of computer vision today?

If I need to detect some specific poses(let us said, less than five) of humans, what are problems I need to face?

What is the accuracy I could expect in the real world(in shop, lightning condition should under control).Thanks

ankitrai 2016-10-16 09:02:49 UTC #2

Hi **@ThamNgapWei** ,

I do not have hands-on experience with this.. but I know for sure there is lot of advancement in this work using deep learning methods like the work by Google -

<http://static.googleusercontent.com/media/research.google.com/en//pubs/archive/42237.pdf>

There is a good implementation of the same using Chainer -

<https://github.com/mitmul/deeppose>

Hope it's useful

Adrian 2016-10-16 11:45:59 UTC #3

Although you see human pose detection done in 2D, the most successful approaches I've seen leverage depth and stereo vision (such as the Xbox Kinect). I don't do any work in this area so I regrettably don't have much information to share other than if you want high accuracy pose estimation you'll likely need depth images.

ThamNgapWei 2016-10-16 14:08:41 UTC #4

Thanks **@Adrian** and **@ankitrai** .

I read the paper ankitrai pose, the accuracy is not very good yet. depth info looks like a key features for some computer vision problems, it is very odd(or amazing?) that human can know so many things from a single 2D image but computer cannot.

[Home](#) [Categories](#) [FAQ/Guidelines](#) [Terms of Service](#) [Privacy Policy](#)

Powered by **Discourse**, best viewed with JavaScript enabled