



北京航空航天大学
BEIHANG UNIVERSITY



虚拟现实技术与系统国家重点实验室
CHINA'S STATE KEY LABORATORY OF VIRTUAL REALITY TECHNOLOGY AND SYSTEMS



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Human Motion Synthesis and Control via Contextual Manifold Embedding

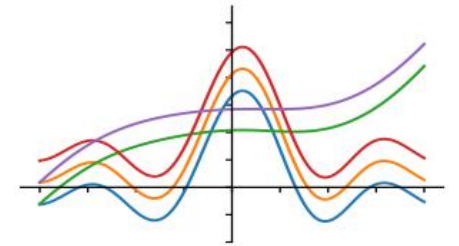
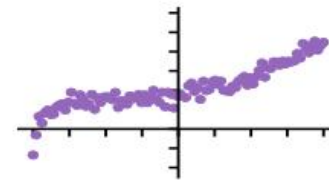
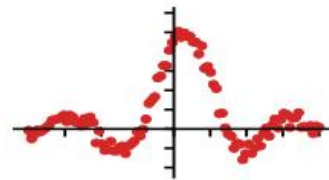
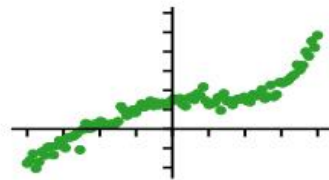
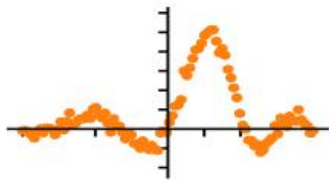
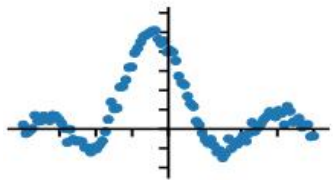
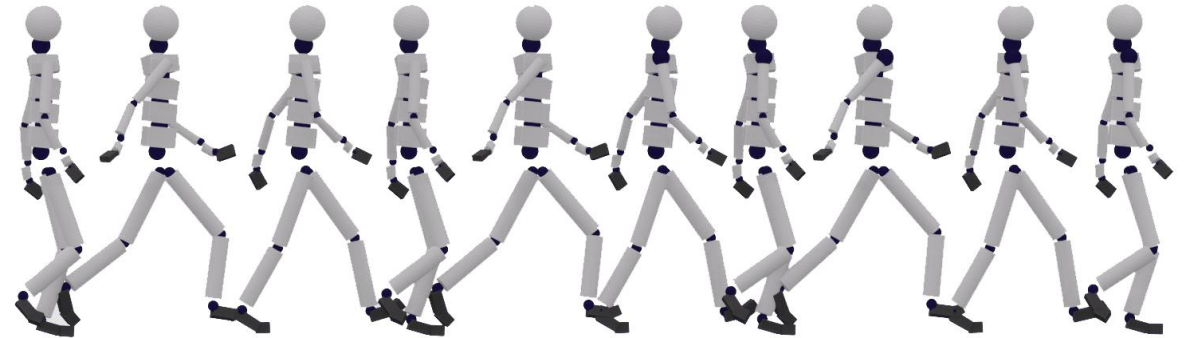
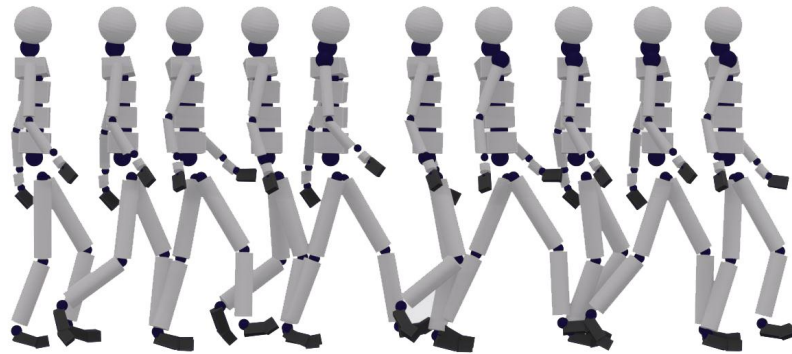
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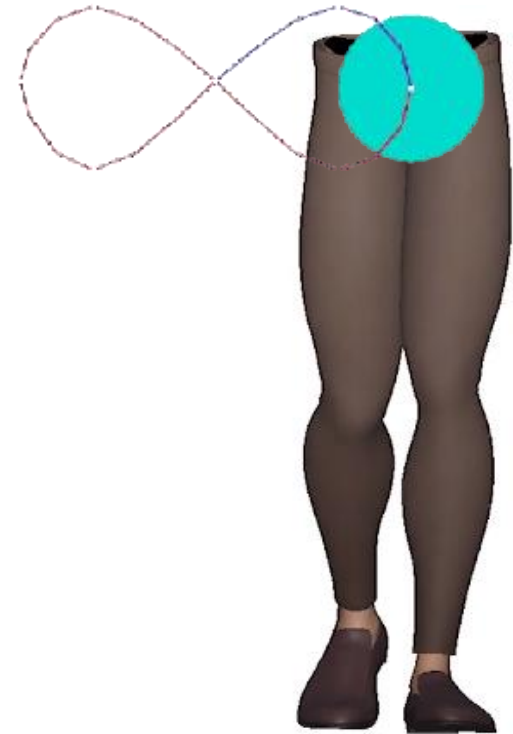
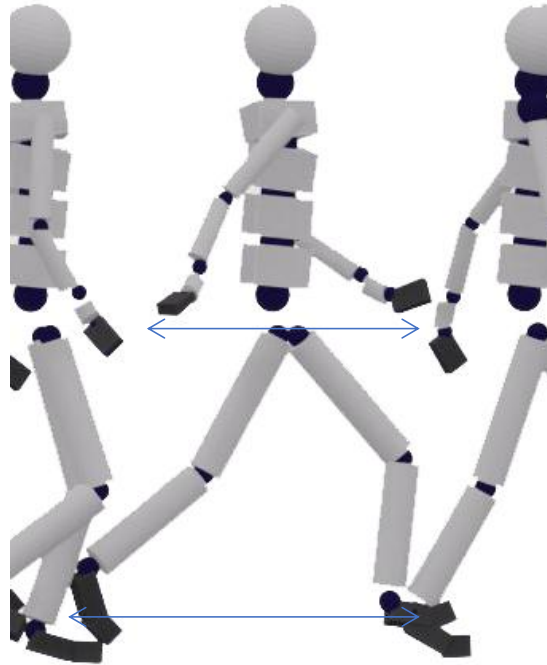
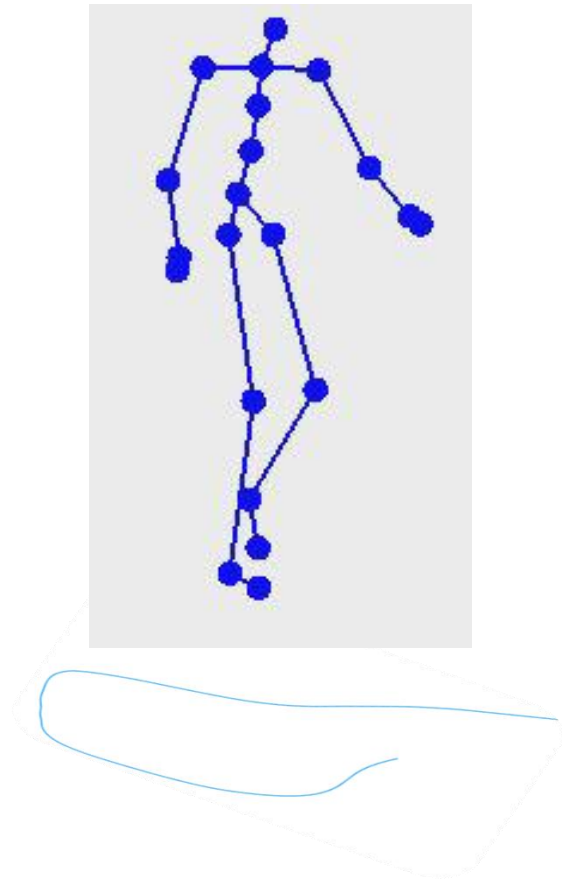
²Peng Cheng Laboratory, Shenzhen, China

³Department of Computer Science, Stony Brook University (SUNY), Stony Brook, NY, USA

Motivation



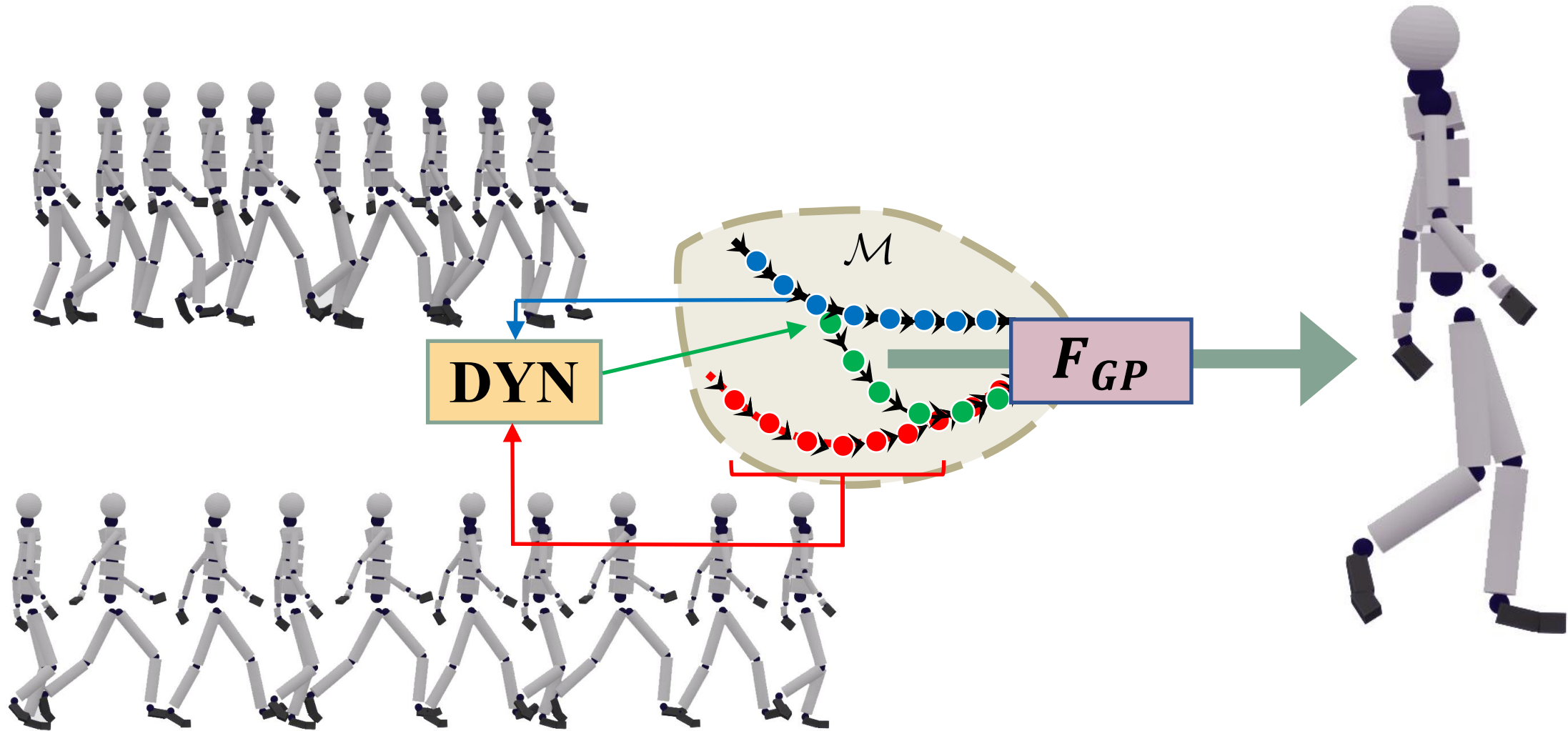
Motivation



Motivation

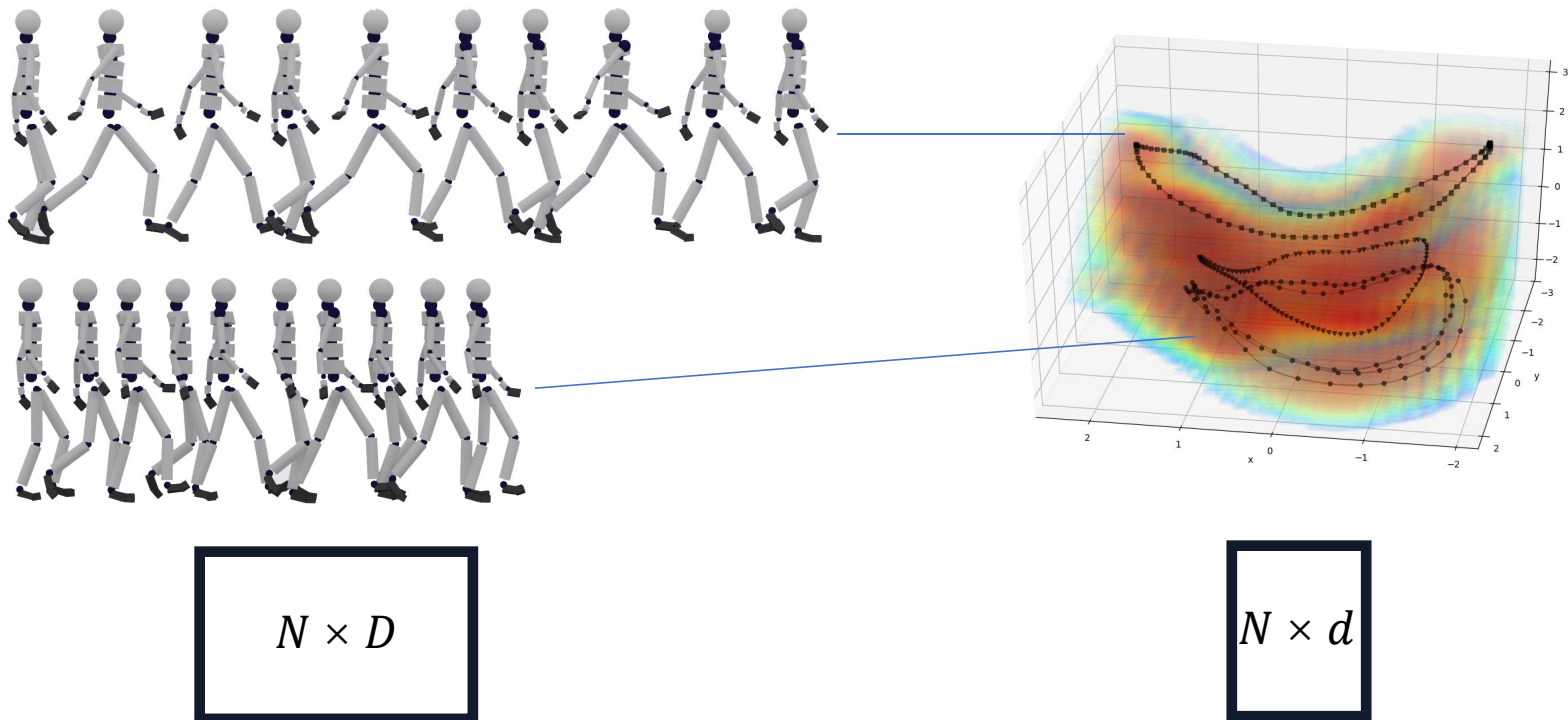
- 整合与区分不同状态的运动，分辨是随机运动还是改变状态
- 通过提供目标状态实现状态的维持与过渡，并合成自然序列

Model Overview

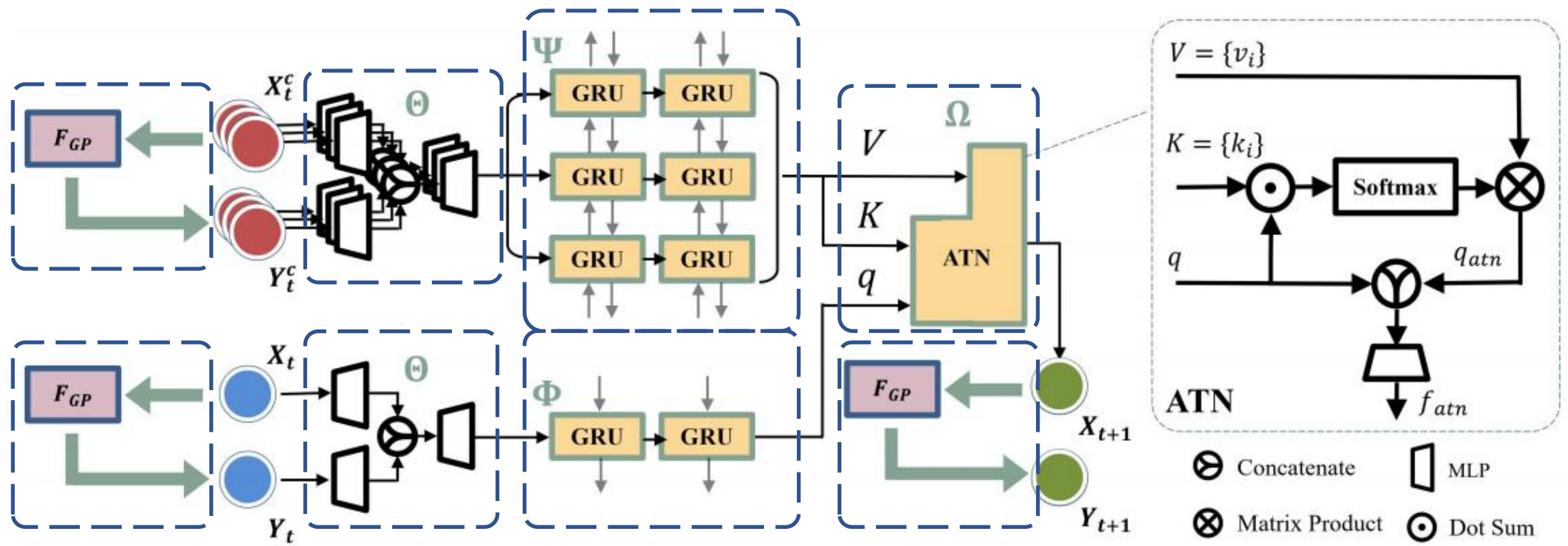


Embedding

$$\mu(X) = F_{GP}(X, \mathbf{Y}) = \mathbf{K}_X \mathbf{K}^{-1} \mathbf{Y},$$
$$\Sigma(X) = k(X, X) - \mathbf{K}_X^T \mathbf{K}^{-1} \mathbf{K}_X,$$



DYN



Loss

$$L = \sum_{i=1}^T (\|X_{i+1} - DYN(X_i, X_i^h)\|^2 + \lambda \|Y_{i+1} - F_{GP}[DYN(X_i, X_i^h)]\|^2),$$

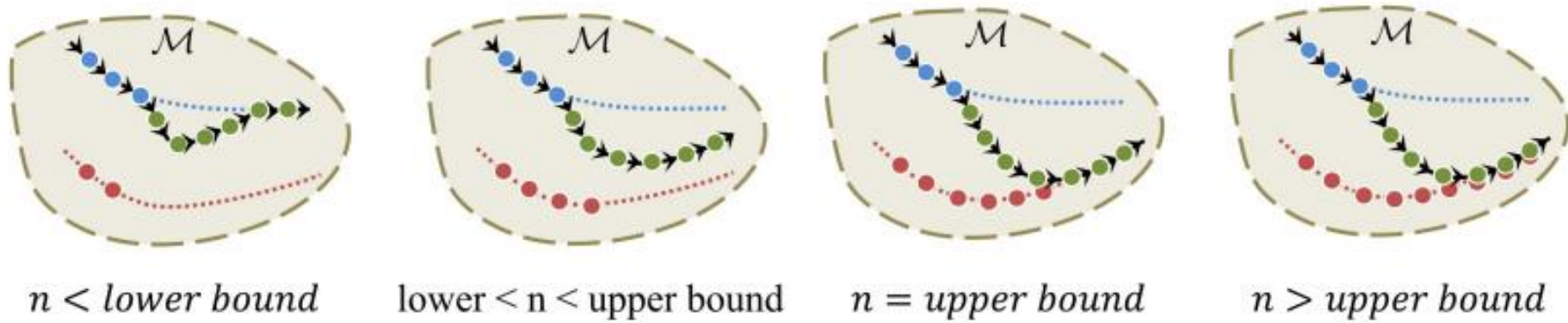


Figure A. Transition scenarios in different length of control states.

Loss

$$L = \sum_{i=1}^T (\|X_{i+1} - DYN(X_i, X_i^h)\|^2 + \lambda \|Y_{i+1} - F_{GP}[DYN(X_i, X_i^h)]\|^2),$$

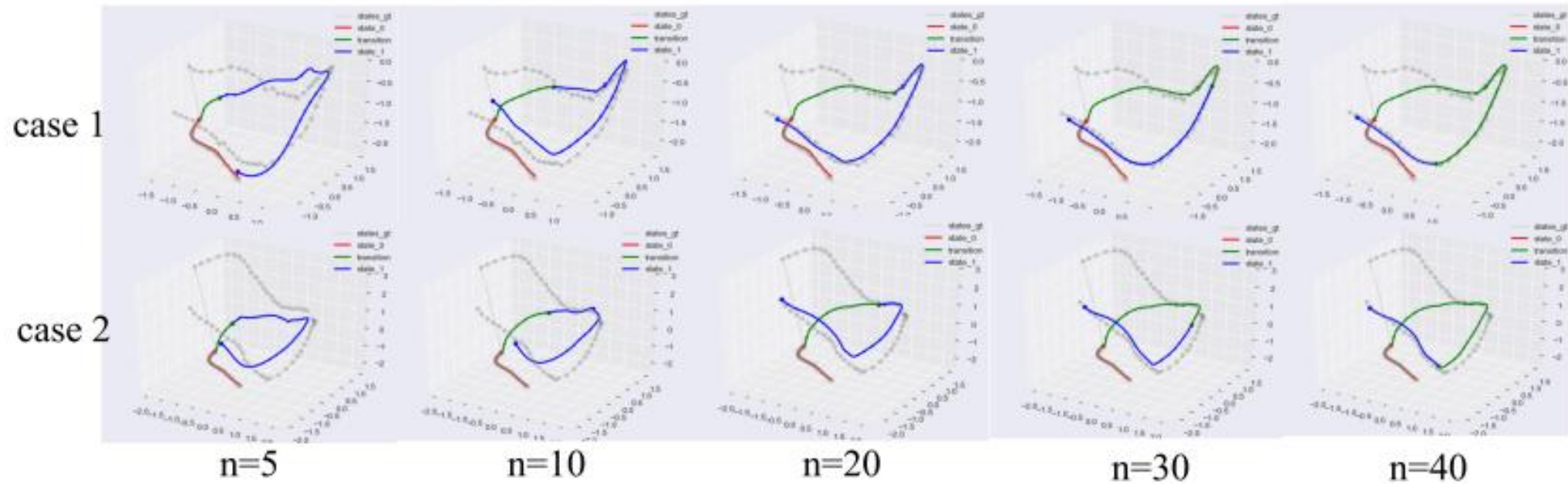
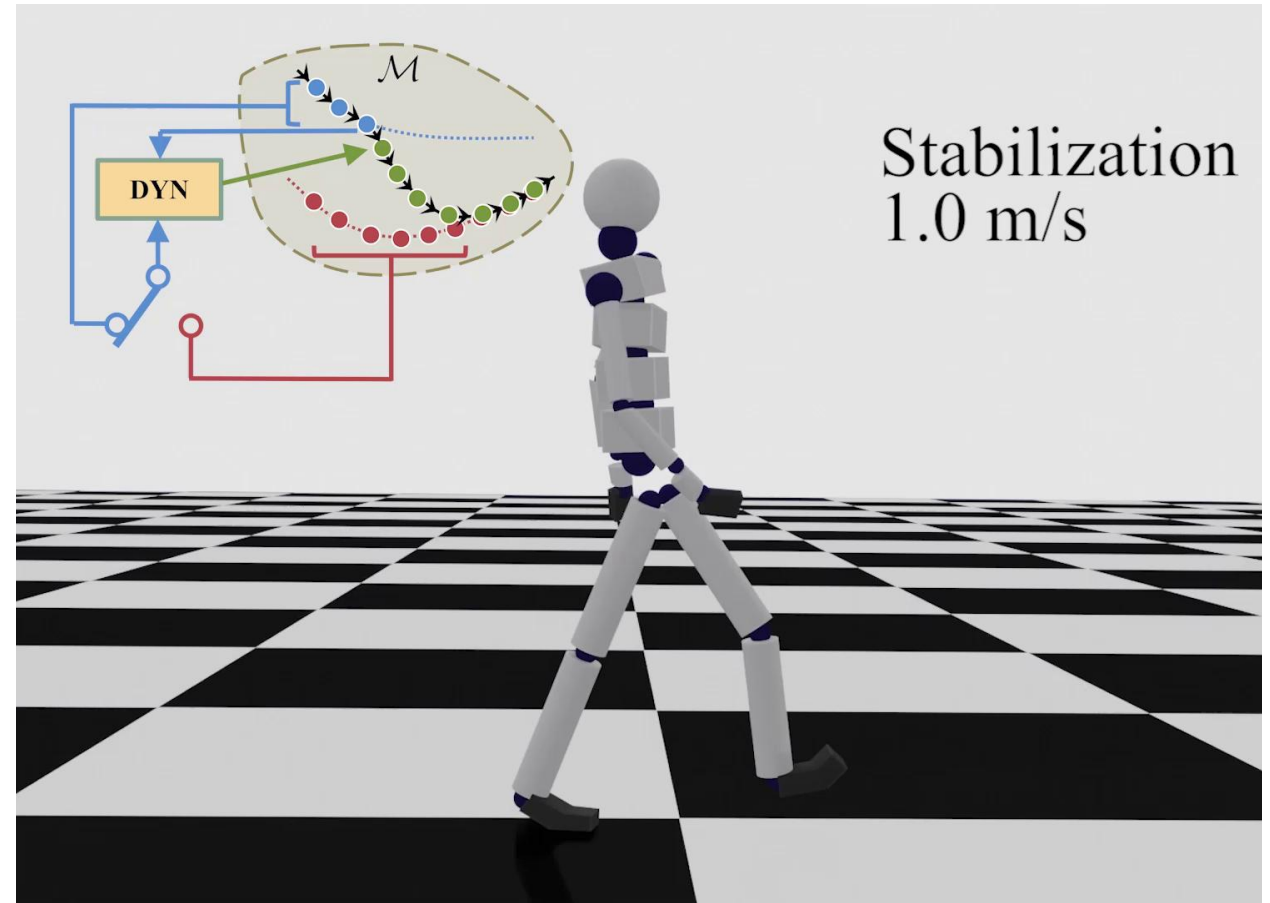
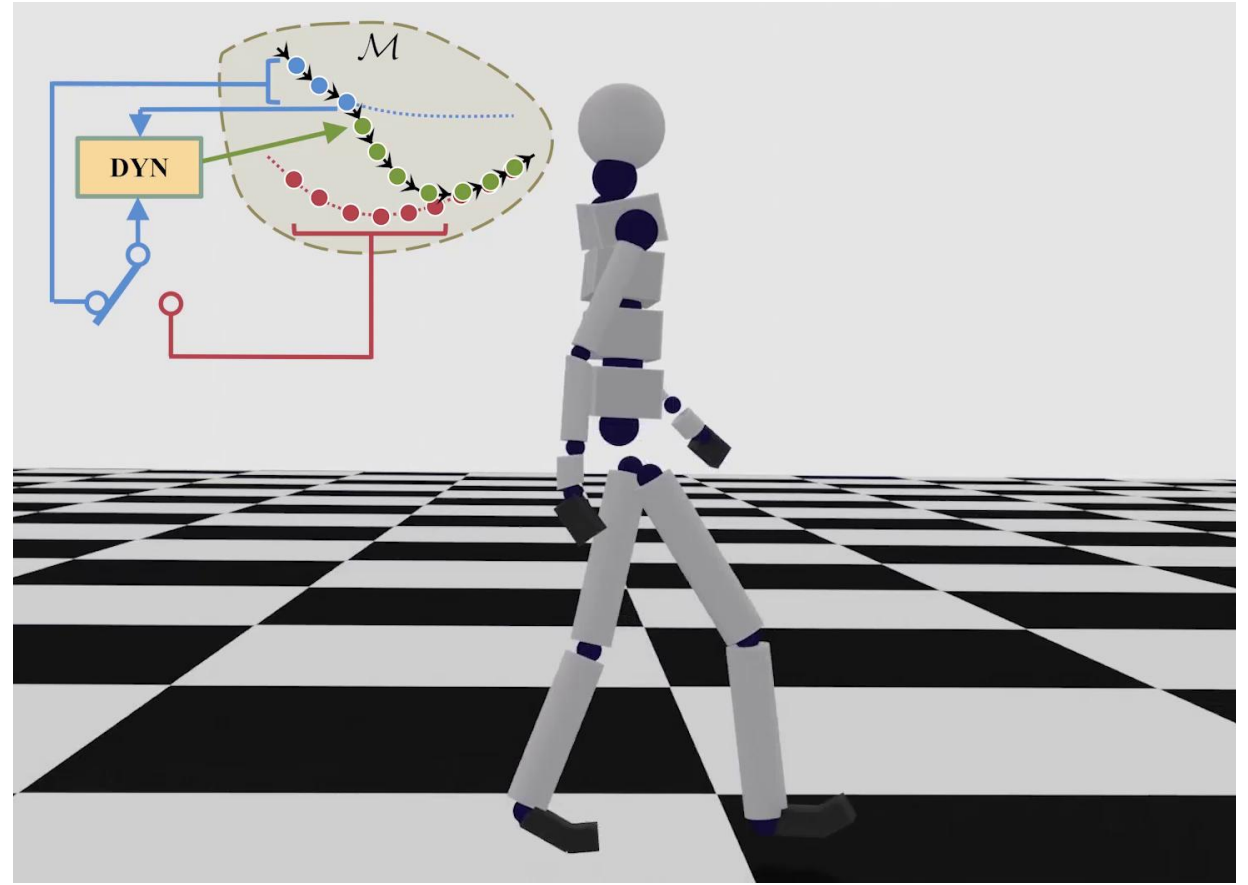
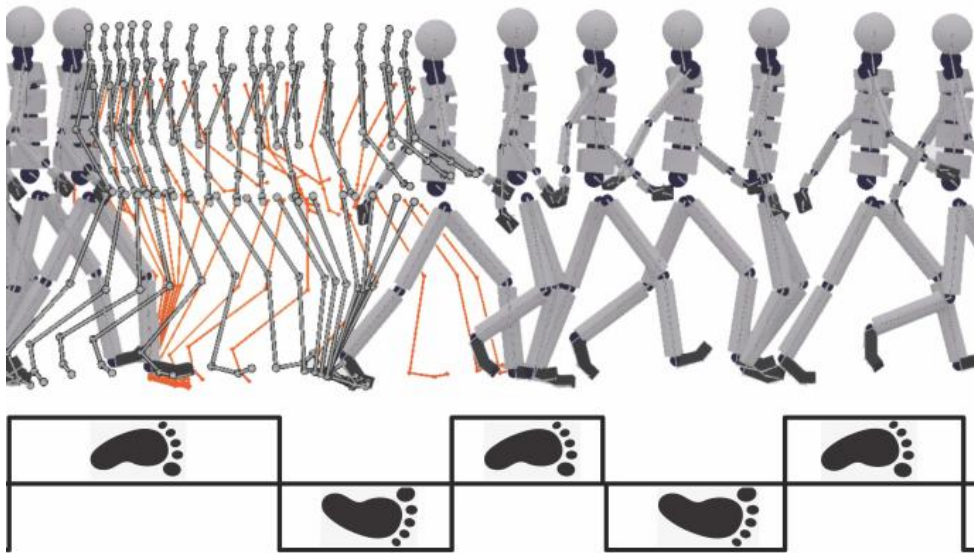


Figure B. Latent transition results for different control length.

Qualitative Evaluation



Qualitative Evaluation



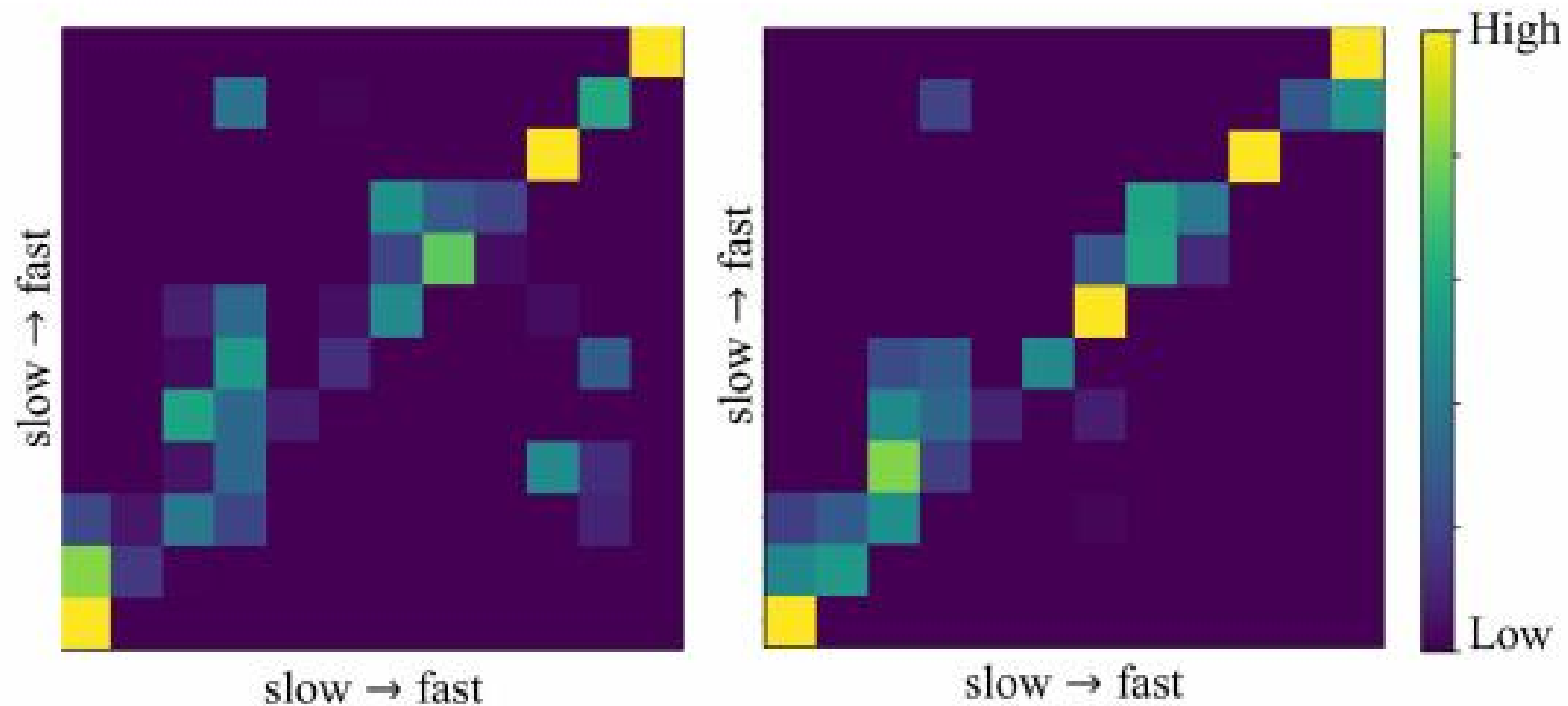
Quantitative Evaluation

- MMD

$$MMD(X, Y) = \left\| \frac{1}{n} \sum_{i=1}^n \phi(x_i) - \frac{1}{m} \sum_{j=1}^m \phi(y_j) \right\|_H^2$$

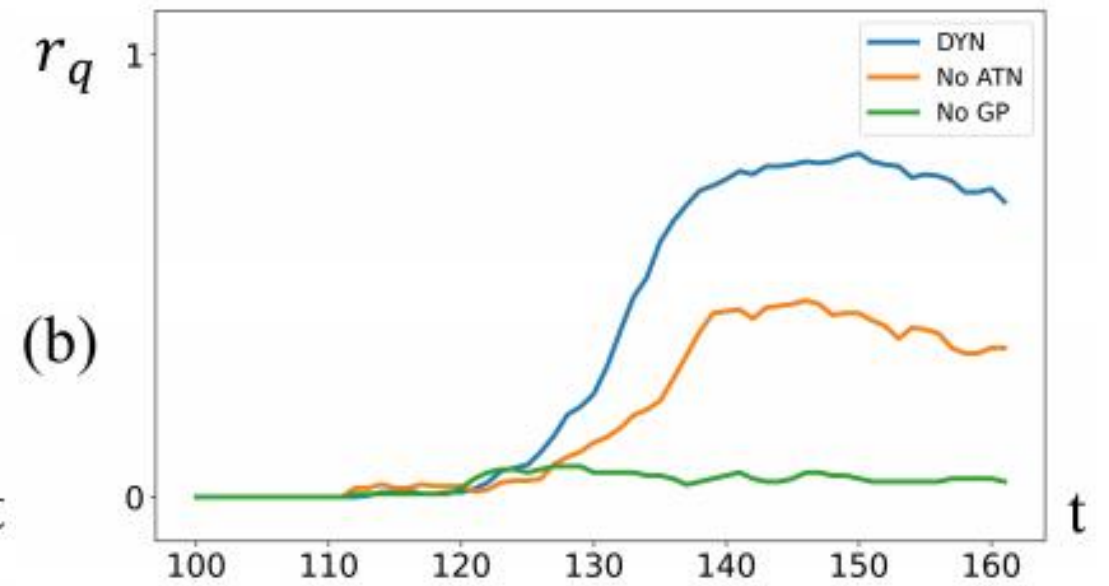
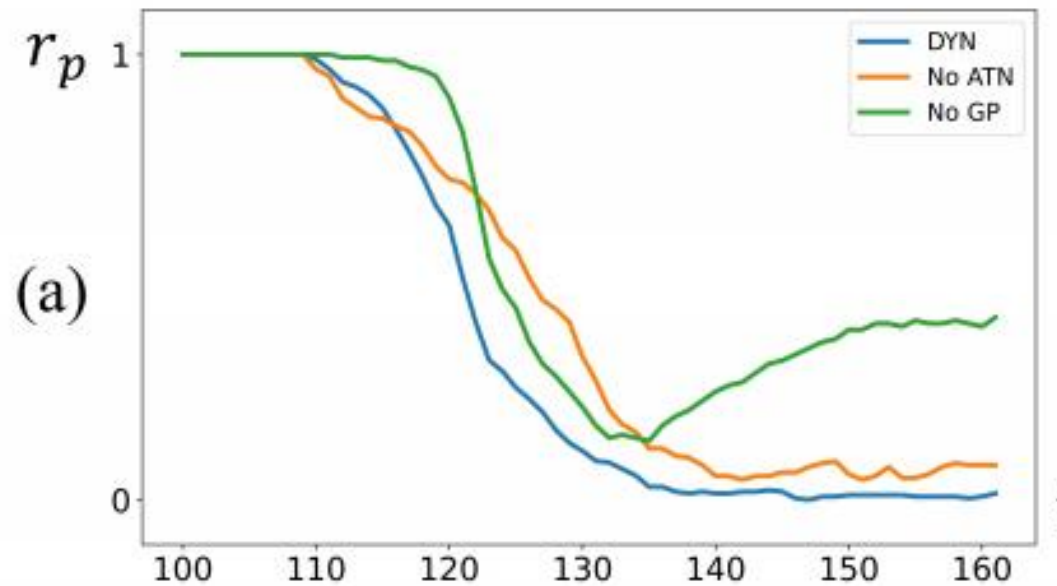
Quantitative Evaluation

- Stabilization



Quantitative Evaluation

- Transition



Thank you