



# Human Pose Estimation

## COSC 444/544 Project

Team 3

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# Introduction

- Highlight the locations and shapes of the human body
- Pose = configuration of joints and body parts
- Approximate position of body parts and joints in relation to the rest of the body



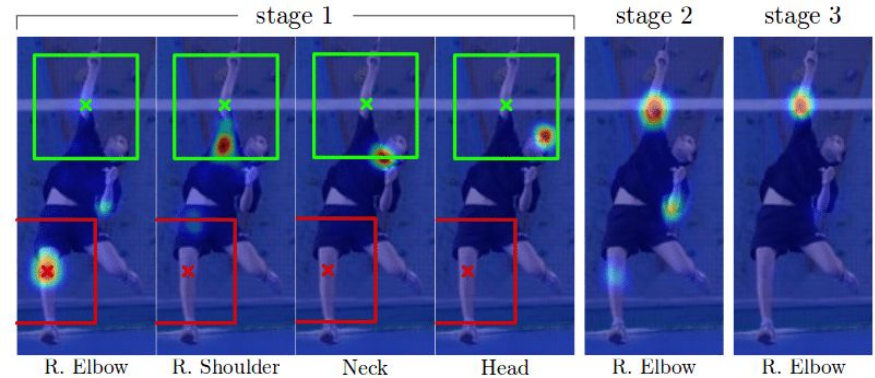
# Application

- Rock climbing
- Complex poses
- Easier to teach techniques



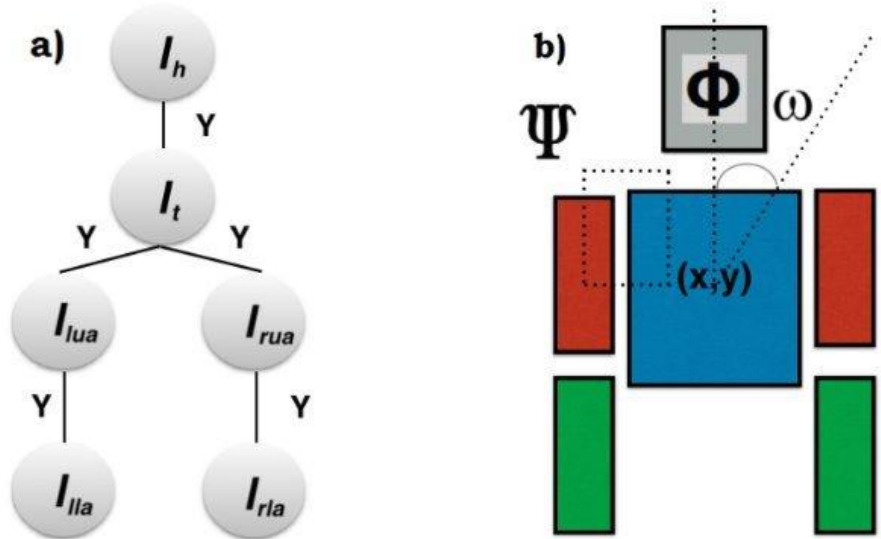
# Human Pose Estimation Techniques

- Deep Learning
  - Heatmap-based
- Traditional
  - Flexible Mixtures of Parts
  - Pictorial Structures



## Pictorial Structures

- Objects as a probabilistic graphical model of edges and vertices
- In HPE: represents body as a collection of body parts (vertices) and joints (edges)



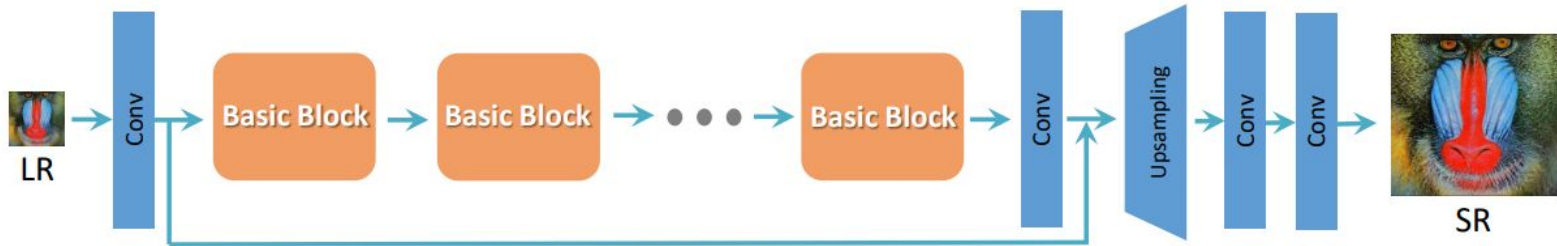


## Proposed Pipeline



# ESRGAN (Enhanced Super-Resolution Generative Adversarial Networks)

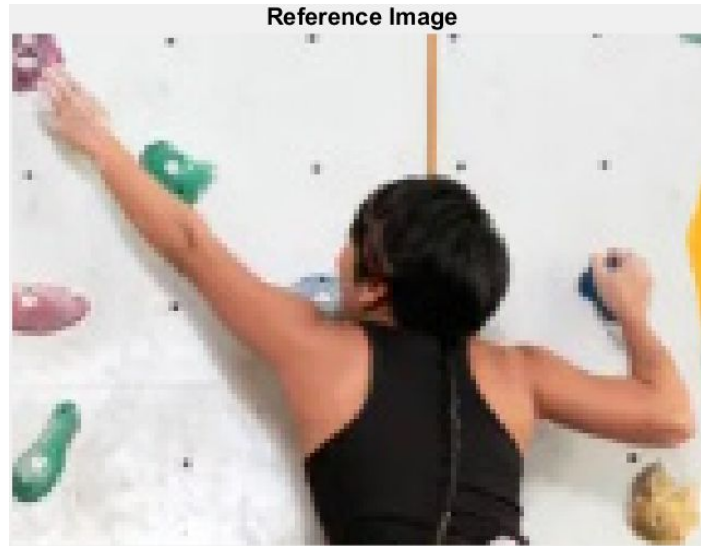
- Pre-processing
- Super Resolution
- Enhances resolution of low-quality images



# ESRGAN



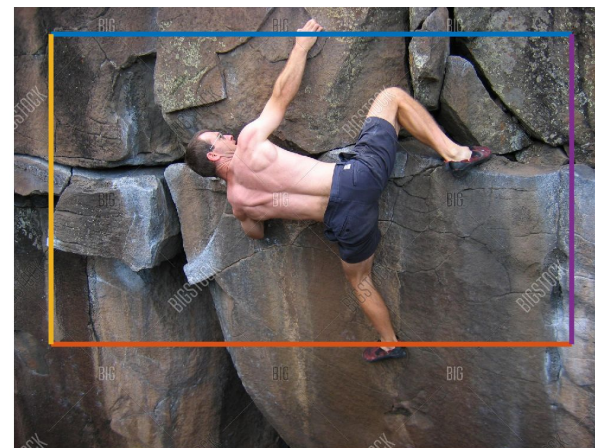
- Slight improvement





## SIFT Clustering

- Finds regions of interest
- Creates clusters of SIFT features
- Selects largest cluster of features
- Bounding box limits region for pose estimation





## Pose Estimator

- Pictorial Structures
- Pre-Defined Human Appearance Models
- Image Parsing for Human (Location & Orientation)



## Results (SIFT Bounding Box)

- Unsatisfactory
- Unable to properly recognize pose



## Results (Manual Bounding Box)

- Performs better with manual bounding box



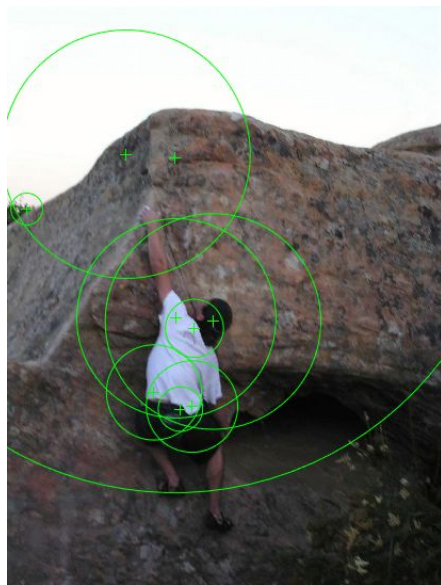


## Results (Calvin Upper-body Detector)

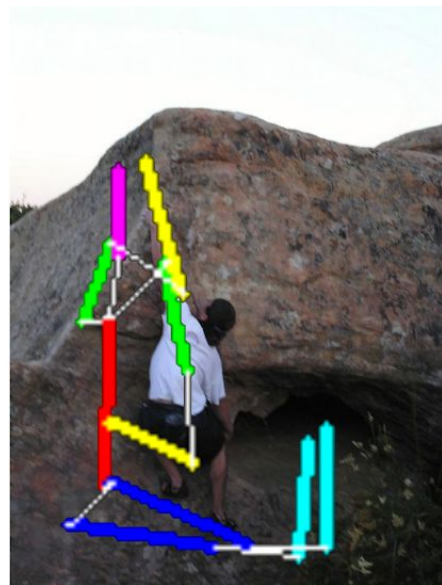
**Unable to find a body at all!**

(Due to reliance on facial detection to find the upper body)

# Results

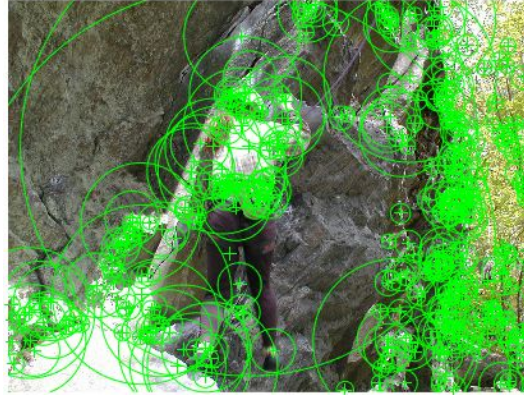


Way too small!





# Results



Way too big!

# Live Demo







## Analysis

- The performance of pose estimation is highly contingent on the input image and the appearance model matching each other
- Available models were meant for images with forward-facing and upright people
- This didn't match our image domain well



## Analysis

- The SIFT feature detection created bounding boxes that did not translate to the expected bounding boxes for the pose estimator
- The pose estimator expects a bounding box surrounding the head and torso
- Our bounding boxes, even in an ideal situation, didn't capture the right parts