



Multi-Level Graph Encoding with Structural-Collaborative Relation Learning for Skeleton-Based Person Re-Identification

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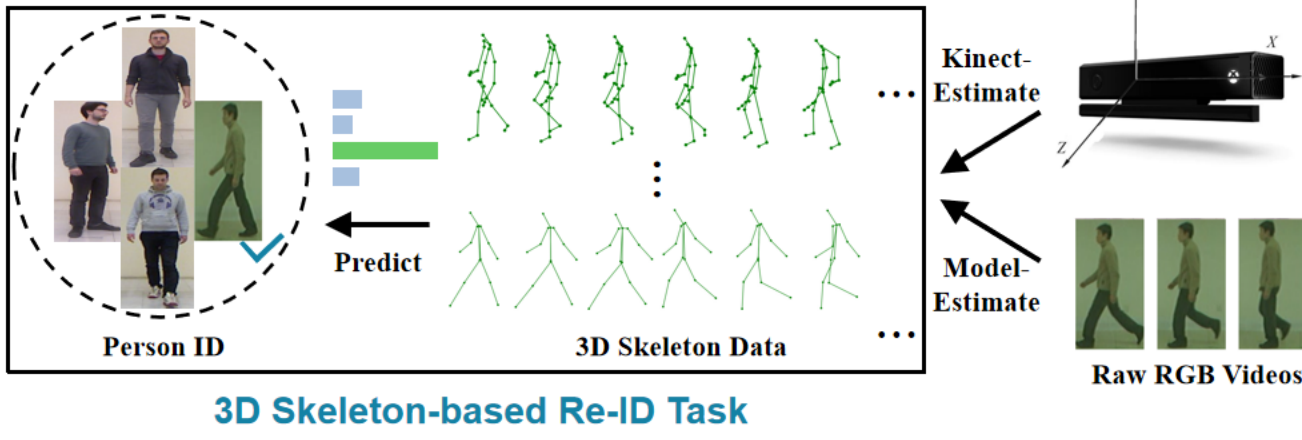
Paper, Code and Data:
<https://github.com/Kali-Hac/MG-SCR>



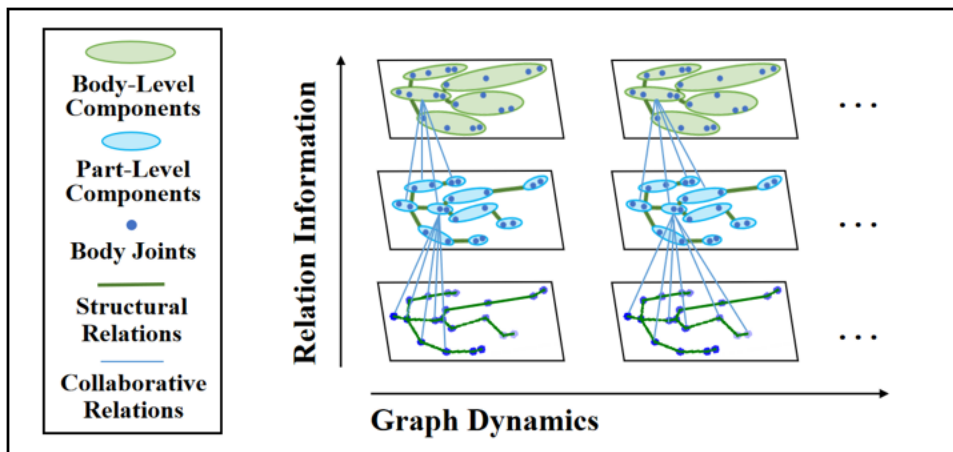
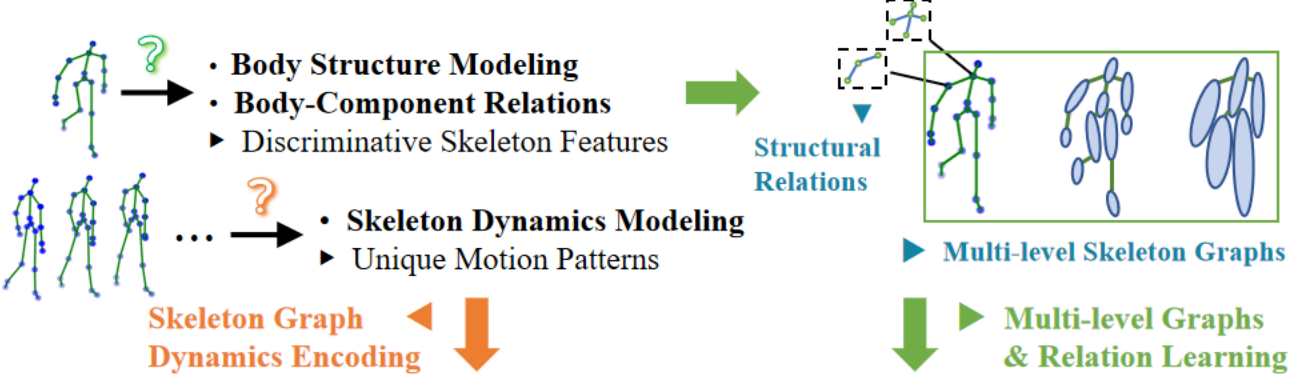
Goal

Skeleton-based person re-identification (Re-ID) aims to re-identify a specific person via 3D skeletons in different views or scenes.

- Input: **3D Skeletons** (3D coordinates of body joints)
- Output: **Person ID**



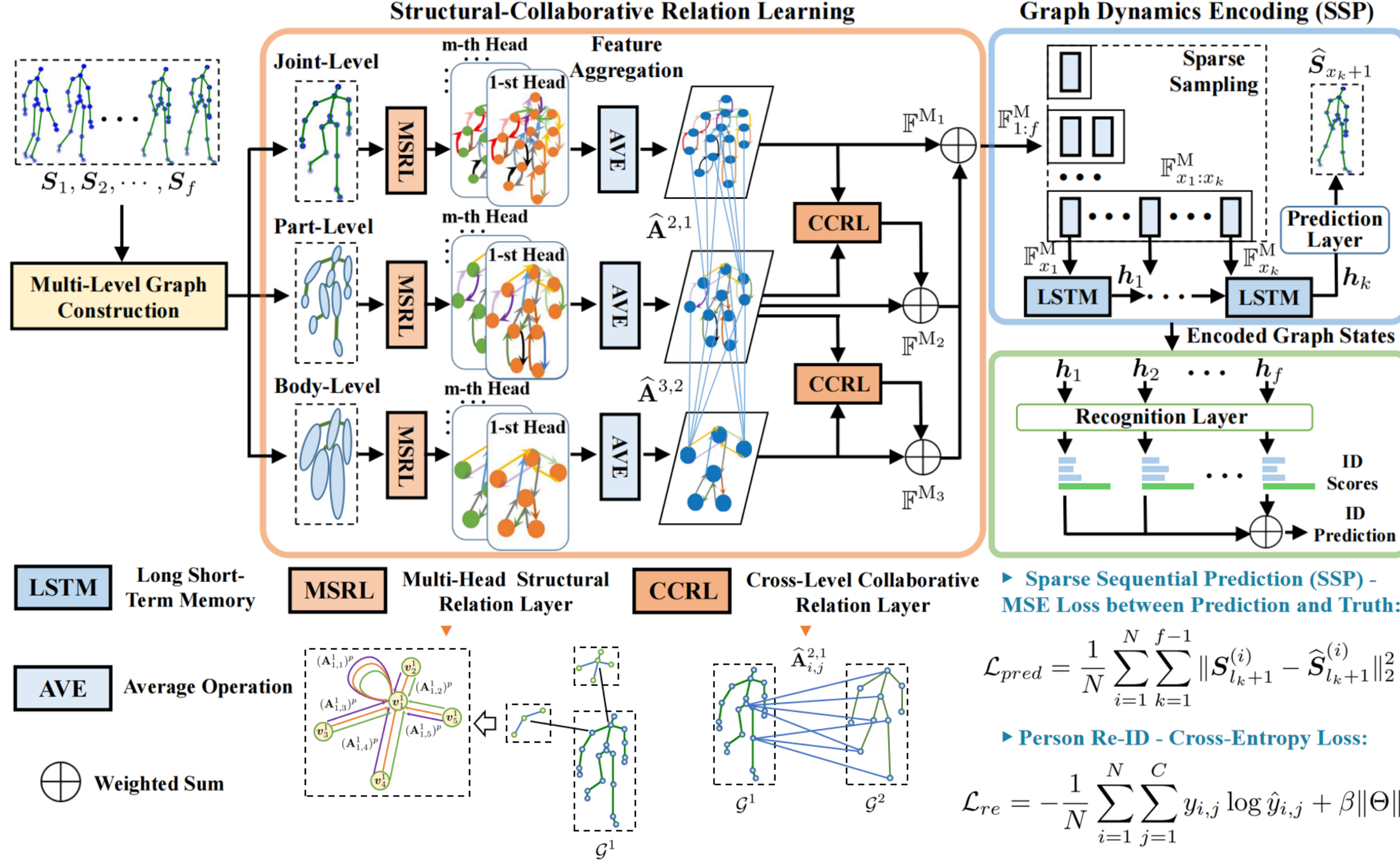
Motivation



Contributions

Multi-level Graphs ▶ Fully model body structure
MSRL ▶ Learn structural correlations of adjacent joints
CCRL ▶ Learn collaboration between body components
SSP ▶ Encode graph dynamics and capture high-level semantics with a self-supervised prediction task

Method



Experiments on Skeleton Re-ID Benchmarks

▶ **Outperform state-of-the-art skeleton-based methods**

▶ **Superior to many depth-based and multi-modal methods**

	Id	Methods	BIWI		IAS-A		IAS-B		KGBD		KS20	
			Rank-1	nAUC	Rank-1	nAUC	Rank-1	nAUC	Rank-1	nAUC	Rank-1	nAUC
Depth-Based Methods	1	Gait Energy Image [2010]	21.4	73.2	25.6	72.1	15.9	66.0	—	—	—	—
	2	3D CNN + Average Pooling [2010]	27.8	84.0	33.4	81.4	39.1	82.8	—	—	—	—
	3	Gait Energy Volume [2011]	25.7	83.2	20.4	66.2	13.7	64.8	—	—	—	—
	4	3D LSTM [2016]	27.0	83.3	31.0	77.6	33.8	78.0	—	—	—	—
Multi-Modal Methods	5	PCM + Skeleton [2014a]	42.9	—	27.3	—	81.8	—	—	—	—	—
	6	Size-Shape descriptors + SVM [2016]	20.5	87.2	—	—	—	—	—	—	—	—
	7	Size-Shape descriptors + LDA [2016]	22.1	88.5	—	—	—	—	—	—	—	—
	8	DVCov + SKL [2017]	21.4	—	46.6	—	45.9	—	—	—	—	—
	9	ED + SKL [2017]	30.0	—	52.3	—	63.3	—	—	—	—	—
	10	CNN-LSTM with RTA [2018]	50.0	—	—	—	—	—	—	—	—	—
Skeleton-Based Methods	11	D^{13} descriptors + KNN [2014b]	39.3	64.3	33.8	63.6	40.5	71.1	46.9	90.0	58.3	78.0
	12	Single-layer LSTM [2016]	15.8	65.8	20.0	65.9	19.1	68.4	39.8	87.2	80.9	92.3
	13	Multi-layer LSTM [2019]	36.1	75.6	34.4	72.1	30.9	71.9	46.2	89.8	81.6	94.2
	14	D^{16} descriptors + Adaboost [2019]	41.8	74.1	27.4	65.5	39.2	78.2	69.9	90.6	59.8	78.8
	15	PostGait [2020]	33.3	81.8	41.4	79.9	37.1	74.8	90.6	97.8	70.5	94.0
	16	Attention Gait Encodings [2020]	59.1	86.5	56.1	81.7	58.2	85.3	87.7	96.3	86.5	94.7
	17	MG-SCR (Ours)	61.6	91.9	56.5	87.0	65.9	93.1	96.3	99.9	87.3	95.5

Evaluation on Model-Estimated Skeletons (from CASIA B)

▶ **Outperform state-of-the-art supervised method under cross-view evaluation**

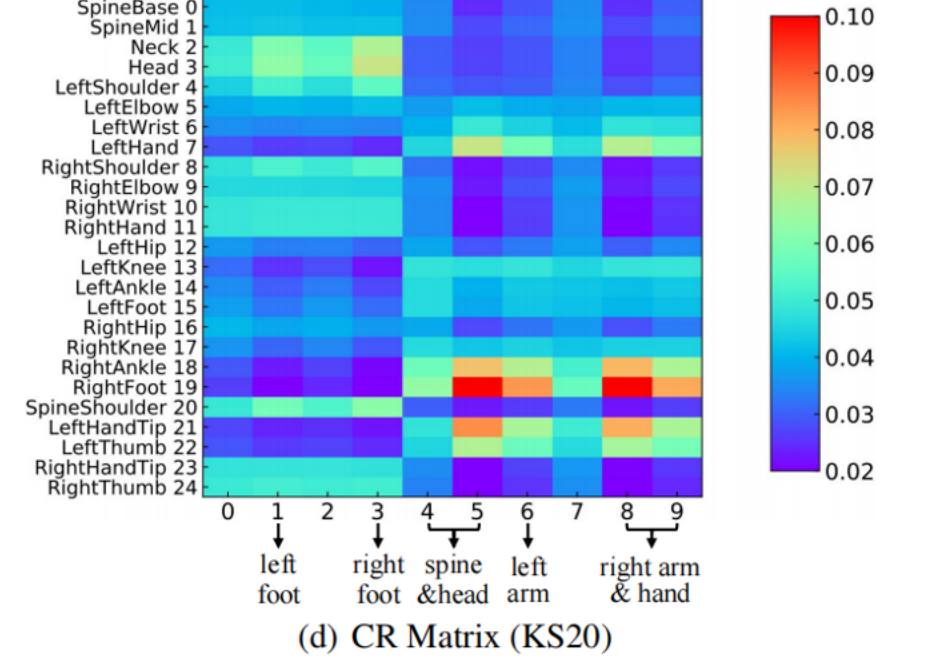
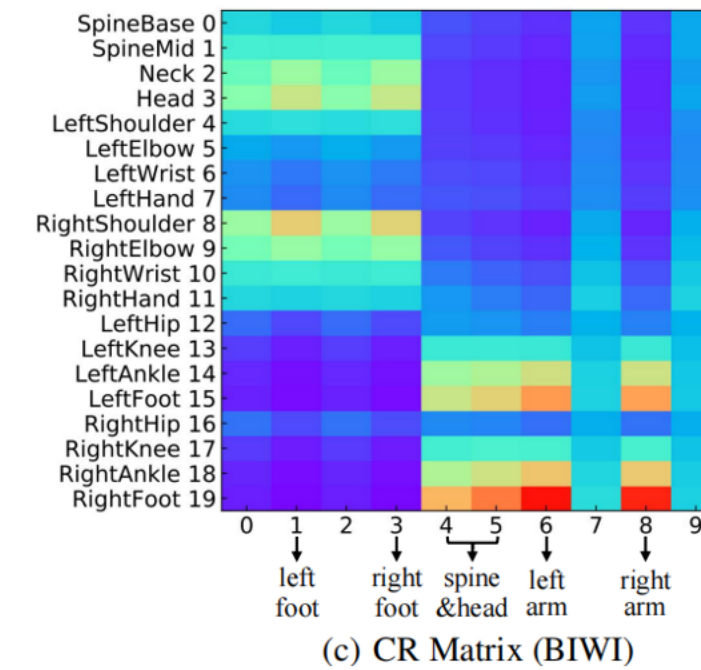
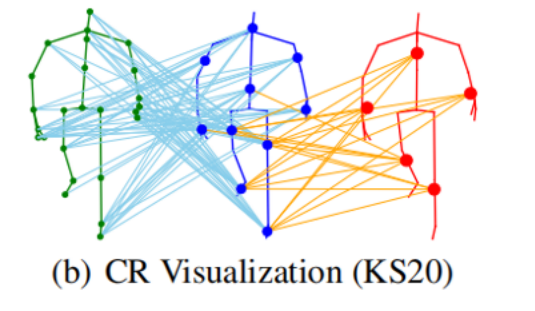
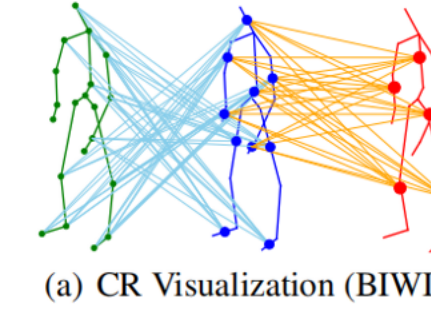
Methods	0°	18°	36°	54°	72°	90°	108°	126°	144°	162°	180°
PoseGait	10.7	37.4	52.5	28.3	24.3	18.9	23.5	17.2	23.6	18.8	4.3
Ours	20.0	63.1	60.3	52.0	54.0	80.4	75.1	74.3	65.6	39.1	25.5

Component Analysis and Relation Visualization

	MSRL	CCRL	SSP	h_f	AP	Rank-1	nAUC
Single-Level	✓	—	—	—	—	56.8	89.1
Multi-Level	—	✓	—	—	—	57.3	89.9
✓	✓	—	—	—	—	56.9	89.6
✓	—	✓	—	—	—	57.6	90.2
✓	—	—	✓	—	—	57.2	89.2
✓	—	—	—	✓	—	59.3	91.0
✓	—	—	—	—	✓	58.4	89.4
✓	—	—	—	—	—	59.1	90.6
✓	—	—	—	—	—	59.7	91.0
✓	—	—	—	—	—	61.6	91.9

- ▶ **Multi-level graphs** improve Re-ID performance compared with joint-level graphs
- ▶ **Combining MSRL and CCRL** can produce higher performance gain
- ▶ **SSP pre-training task** enhances graph dynamics encoding for better person Re-ID
- ▶ **Average prediction (AP)** encourages better sequence-level predictions

Table 2: Performance of our model with different components (MSRL, CCRL, SSP). “Single-Level” denotes using only joint-level graph. “AP” indicates exploiting average prediction of encoded graph states h_1, \dots, h_f rather than final state h_f for person Re-ID.



▶ **Our model can capture global/local collaborative relations between body components.**

Related Works

- ▶ **3D Skeleton-Based Person Re-ID:**
- [1] [T-PAMI 2021] A Self-Supervised Gait Encoding Approach with Locality-Awareness for 3D Skeleton Based Person Re-Identification
- [2] [IJCAI 2020] Self-Supervised Gait Encoding with Locality-Aware Attention for Person Re-Identification
- ▶ **Multi-Scale Skeleton Graphs:**
- [3] SM-SGE: A Self-Supervised Multi-Scale Skeleton Graph Encoding Framework for Person Re-Identification