- Pose estimation
  - image
    - dataset
      - MPII
        - RMPE: Regional Multi-person Pose Estimation
      - COCO
        - Distribution-Aware Coordinate Representation for Human Pose Estimation
        - HigherHRNet: Scale-Aware Representation Learning for Bottom-Up Human Pose Estimation
      - CrowdPose
        - HigherHRNet: Scale-Aware Representation Learning for Bottom-Up Human Pose Estimation
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        - Point-Set Anchors for Object Detection, Instance Segmentation and Pose Estimation，ECCV，2020
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    - dataset
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        - Learning Temporal Pose Estimation from Sparsely-Labeled Videos
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        - PoseTrack: Joint Multi-Person Pose Estimation and Tracking
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      - top-down
        - Combining detection and tracking for human pose estimation in videos，CVPR，2020
        - CorrTrack：Temporal Keypoint Matching and Refinement Network for Pose Estimation and Tracking，ECCV，2020
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      - else
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    - Dataset
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      - Kinetics-Skeleton dataset
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      - J-HMDB
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        - Make Skeleton-based Action Recognition Model Smaller, Faster and Better
        - Multigrid Predictive Filter Flow for Unsupervised Learning on Videos
        - Relational Autoencoder for Feature Extraction
        - LSTM Pose Machines
        - Semantics-Guided Neural Networks for Efficient Skeleton-Based Human Action Recognition
      - SYSU 3D
        - On Geometric Features for Skeleton-Based Action Recognition using Multilayer LSTM Networks
      - SBU
        - Neural Graph Matching Networks for Fewshot 3D Action Recognition
      - CAD-120
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      - Varying-view RGB-D Action-SKeleton
        - Semantics-Guided Neural Networks for Efficient Skeleton-Based Human Action Recognition
      - N-UCLA
        - Optimized Skeleton-based Action Recognition via Sparsified Graph Regression
      - UT-Kinect
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      - Florence 3D
        - Make Skeleton-based Action Recognition Model Smaller, Faster and Better
      - SHREC 2017 track on 3D Hand Gesture Recognition
        - Making the Invisible Visible: Action Recognition Through Walls and Occlusions
      - PKU-MMD
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