

# Human in the image

Computational Vision, 09/05/2025

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# Action classification – problem definition

# Problem definition

**Problem:** Identify the action happening in a video clip

## Challenges:

- 1) Number of people involved
- 2) Where the action is happening?
- 3) Background / context information

# Problem definition

video



Action label







# Action localization





**Before the deep learning era**

# KTH Action dataset



hand waving



boxing

Schuldt, Christian, Ivan Laptev, and Barbara Caputo. "Recognizing human actions: a local SVM approach." *Proceedings of the 17th International Conference on Pattern Recognition, 2004. ICPR 2004.. Vol. 3. IEEE, 2004.*



# Weizmann dataset

**eli is jumping from left to right**



**daria is side-walking from left to right**

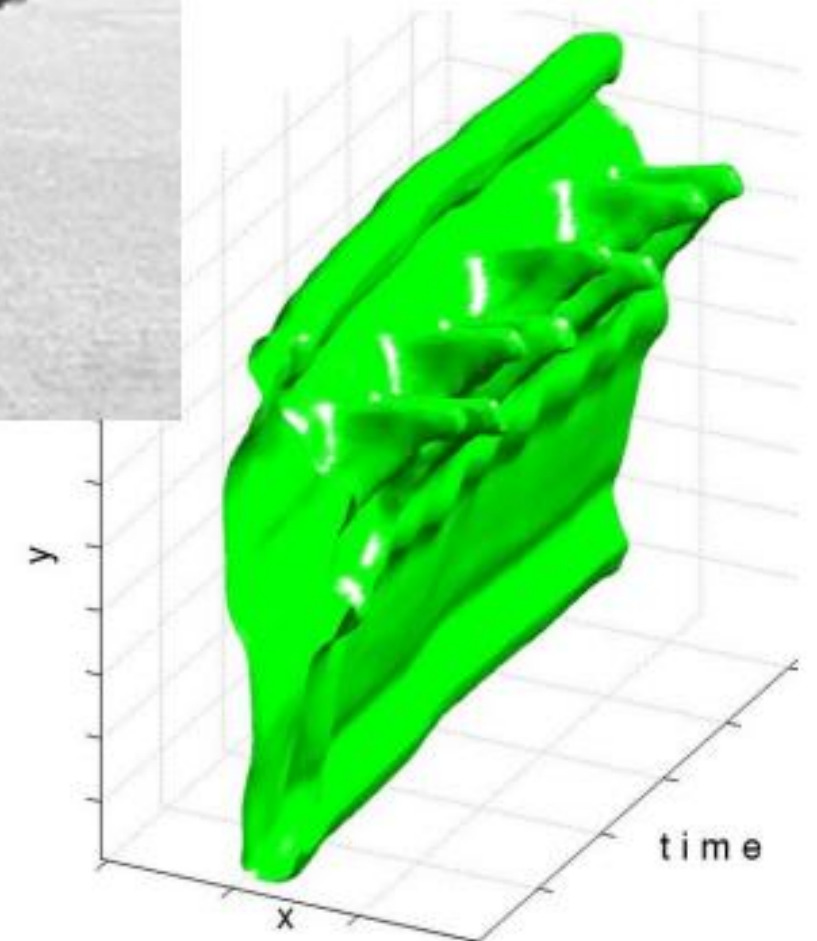
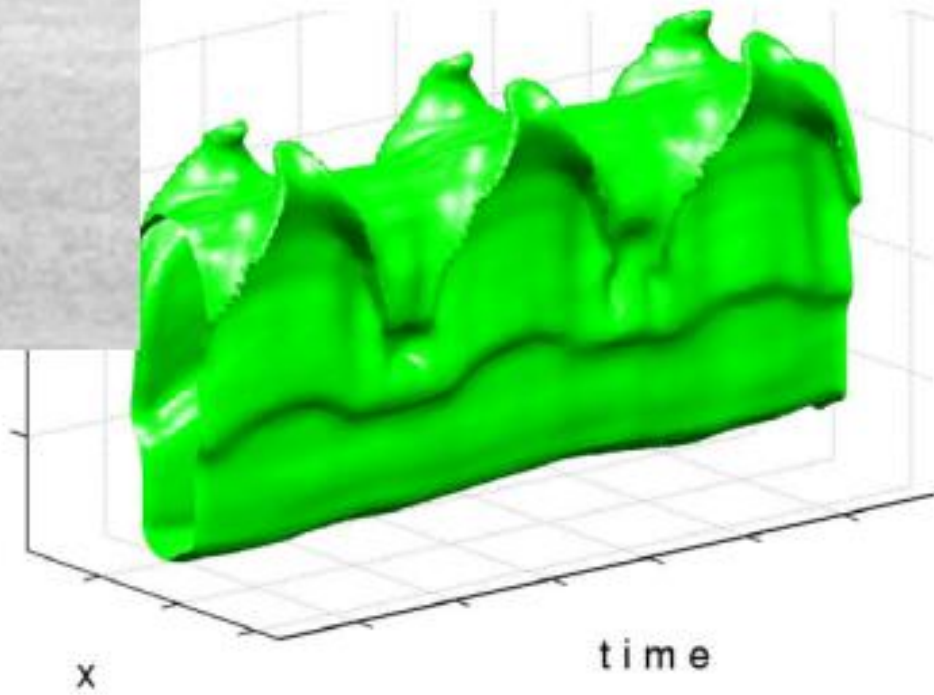


**daria is waking from right to left**

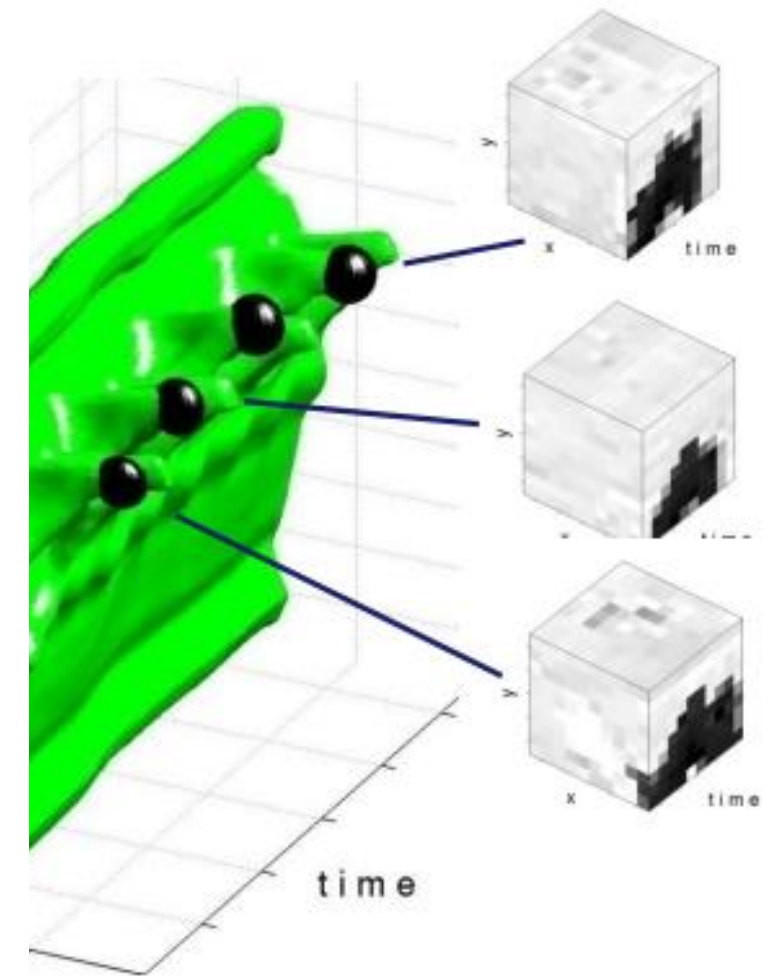
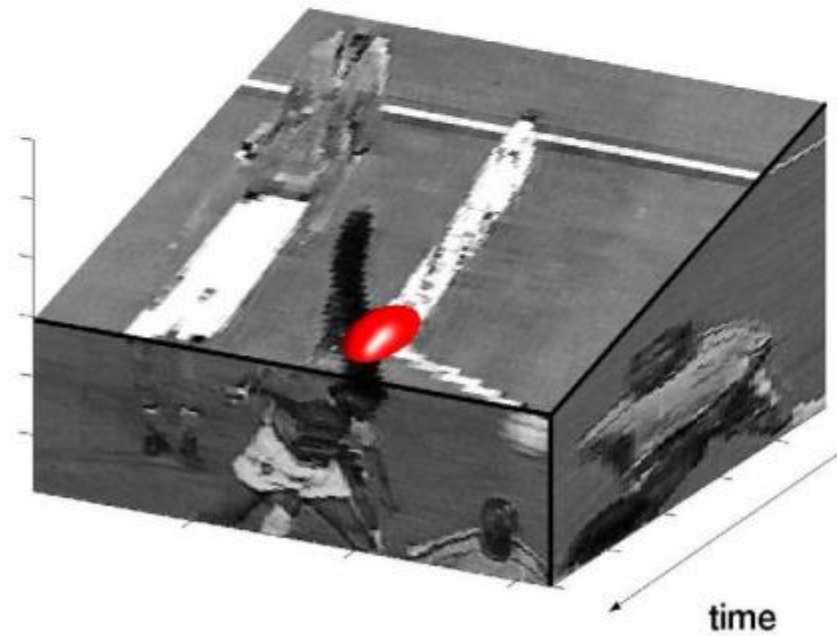
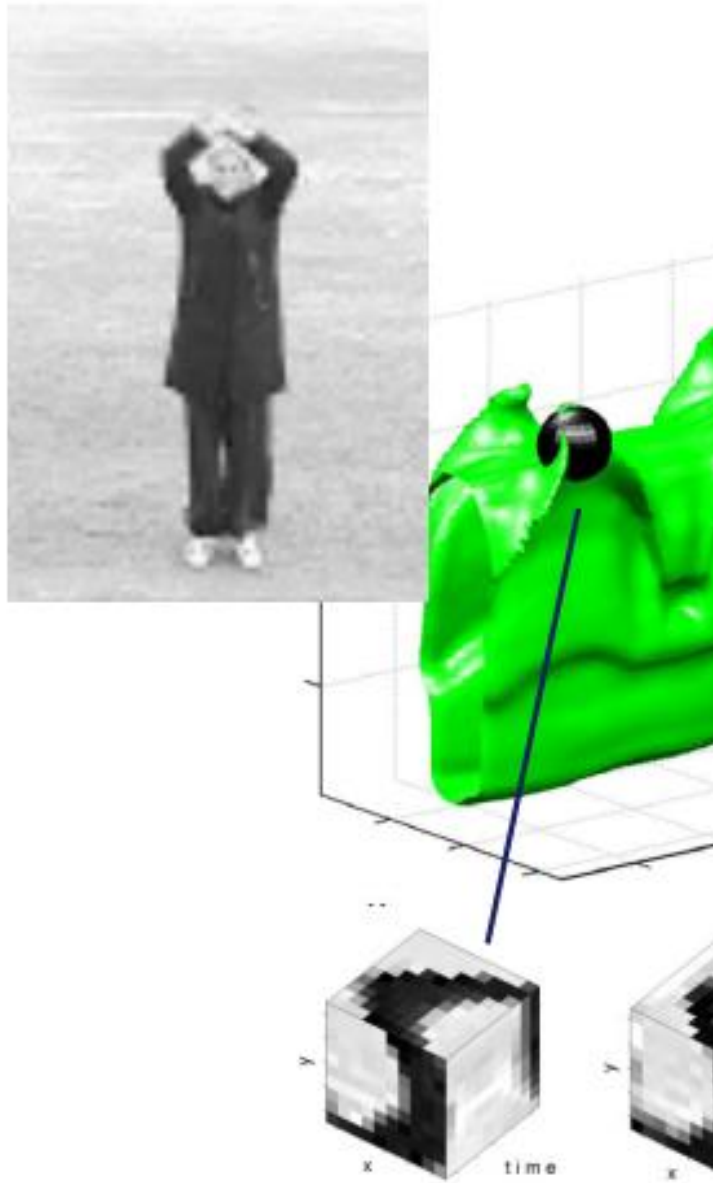


<http://www.wisdom.weizmann.ac.il/~vision/SpaceTimeActions.html>

# Actions == space-time objects

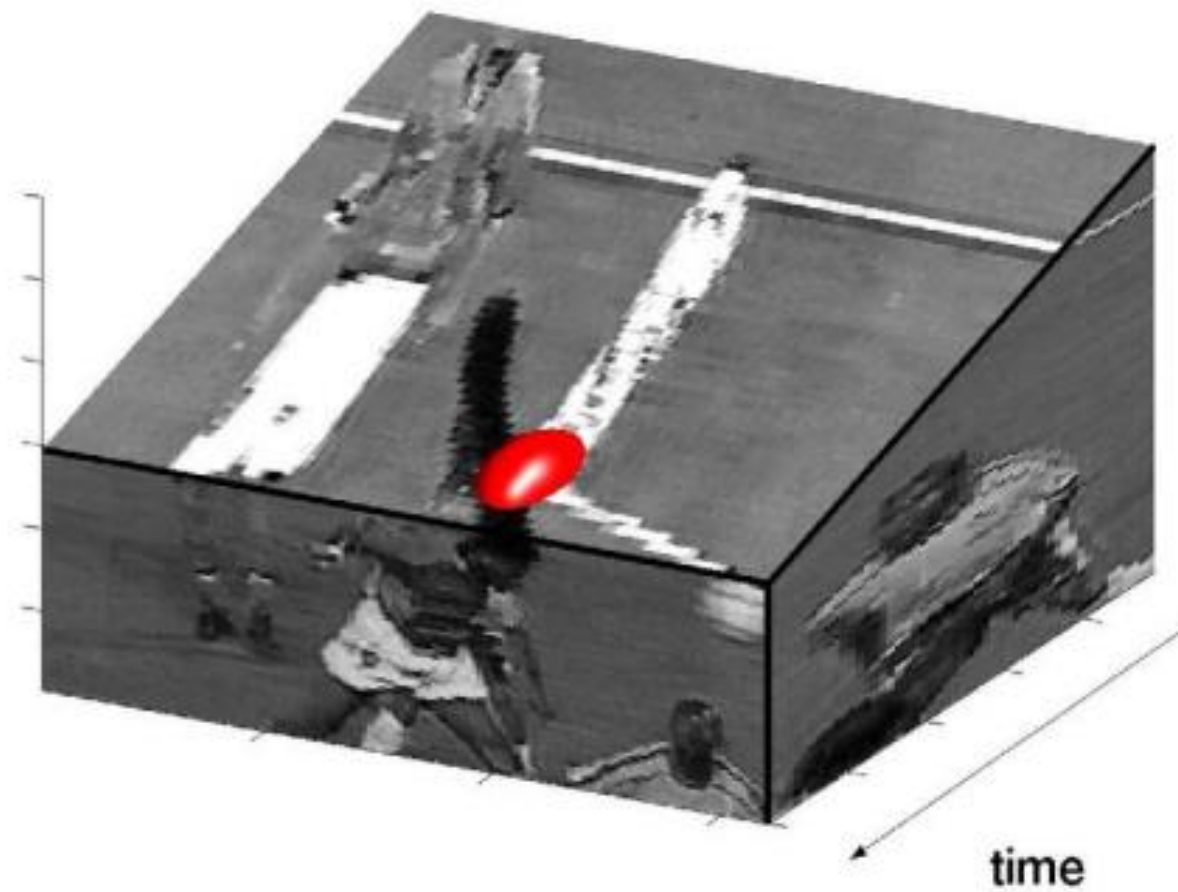


# Local features





# Local features





# Sparse vs dense features



(a) Soccer juggling



(b) Archery



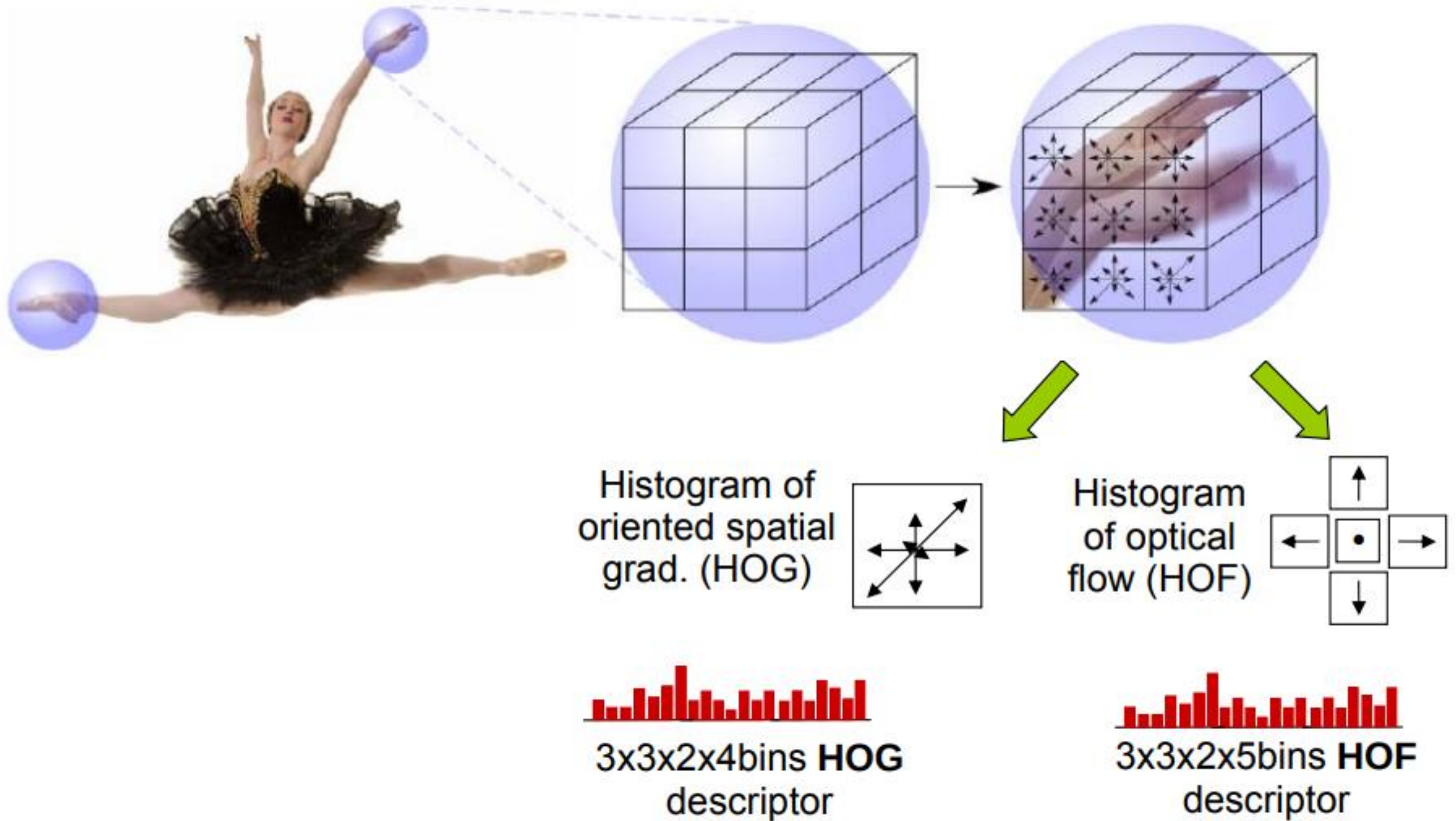
(c) Talking on the phone



(d) Normal driving

# Space-time descriptors

## Multi-scale space-time patches





**Deep Learning era**



# UCF101



Soomro, Khurram, Amir Roshan Zamir, and Mubarak Shah. "UCF101: A dataset of 101 human actions classes from videos in the wild." *arXiv preprint arXiv:1212.0402* (2012).



# HMDB51

Brush air

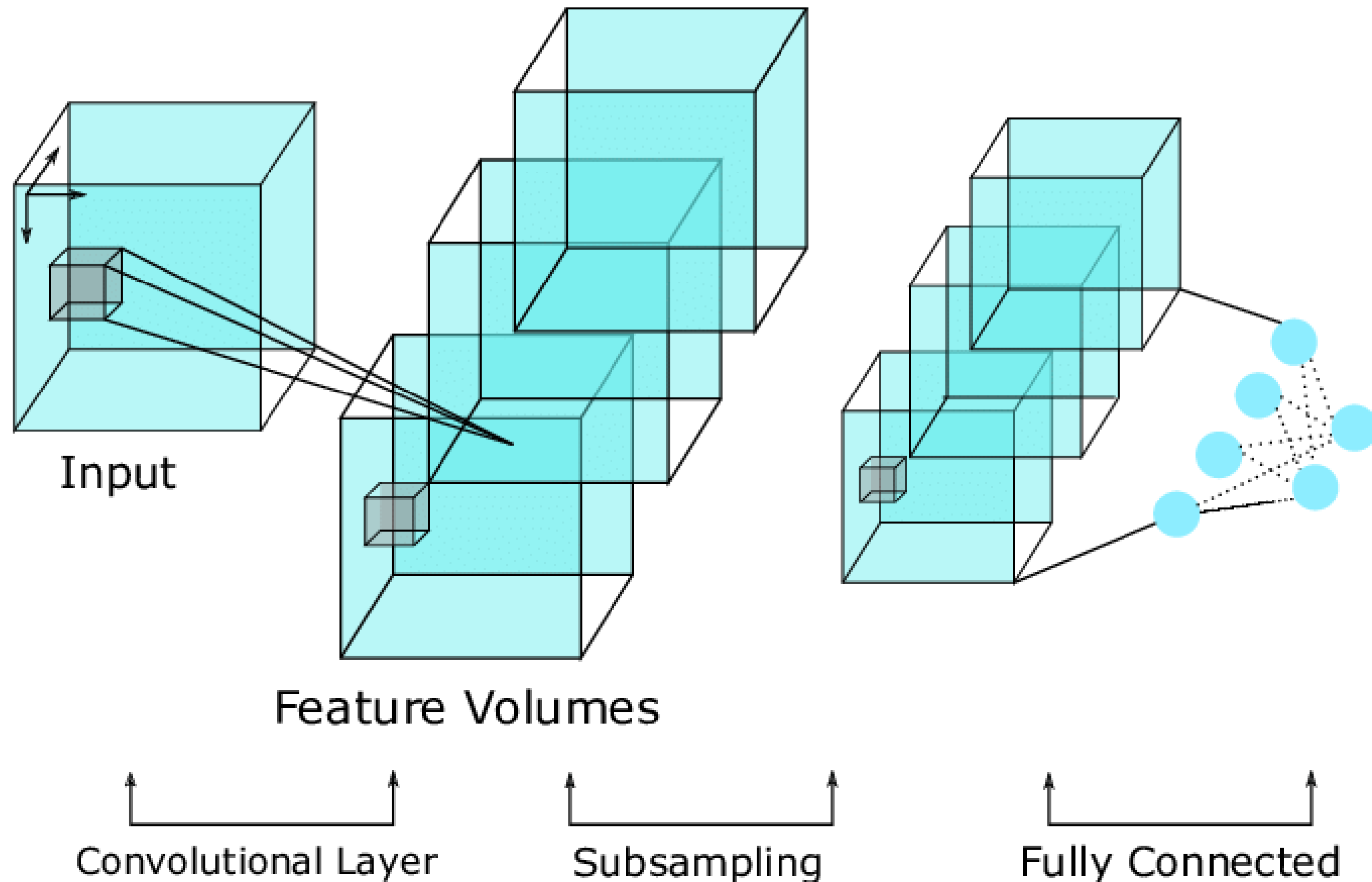


Kick



Kuehne, Hildegard, et al. "HMDB: a large video database for human motion recognition." 2011 International conference on computer vision. IEEE, 2011.

# Spatio-temporal (3D) Convolutional Neural Networks

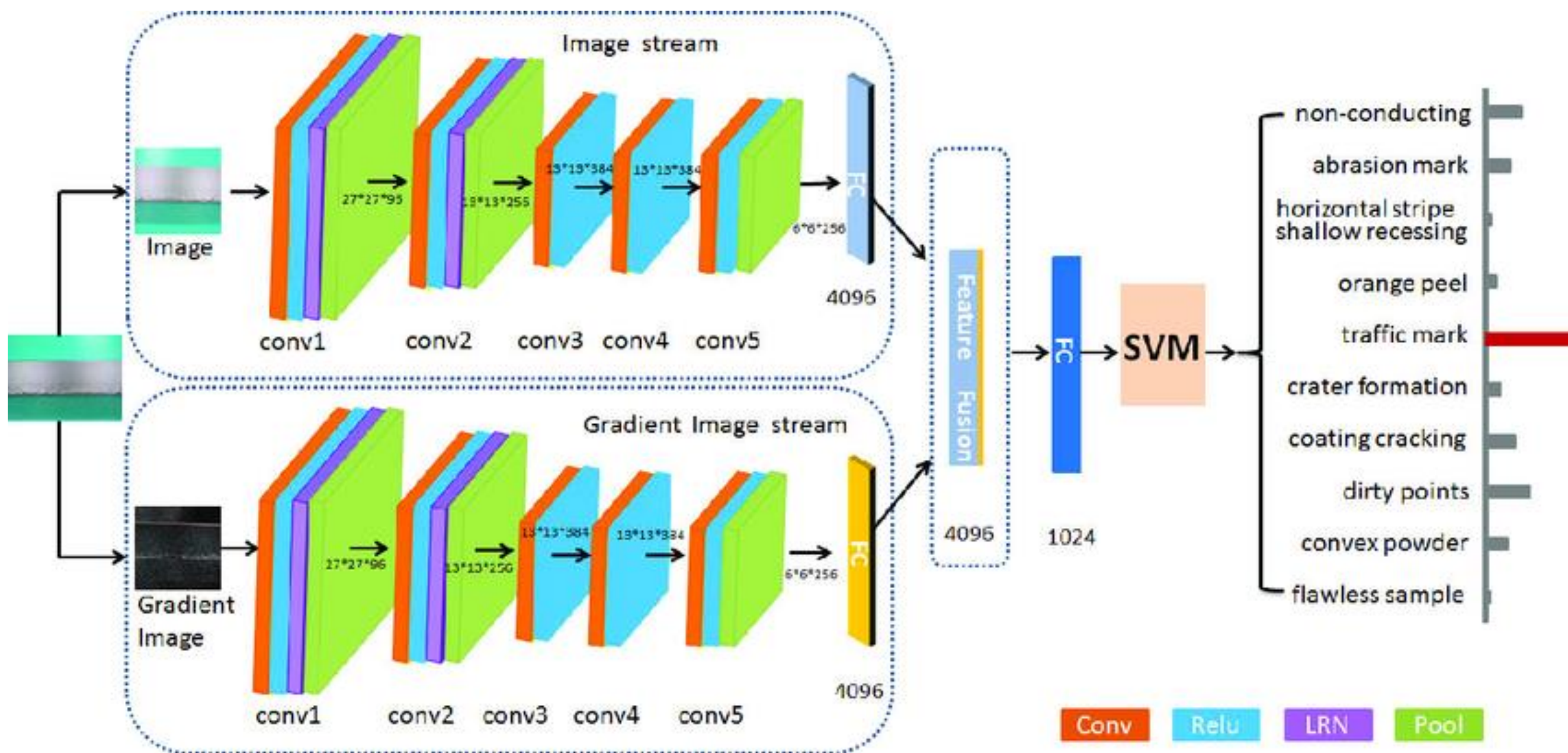


Carreira, Joao, and Andrew Zisserman. "Quo vadis, action recognition? a new model and the kinetics dataset." proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. 2017.



# Two-stream Networks

# RGB and optical flow



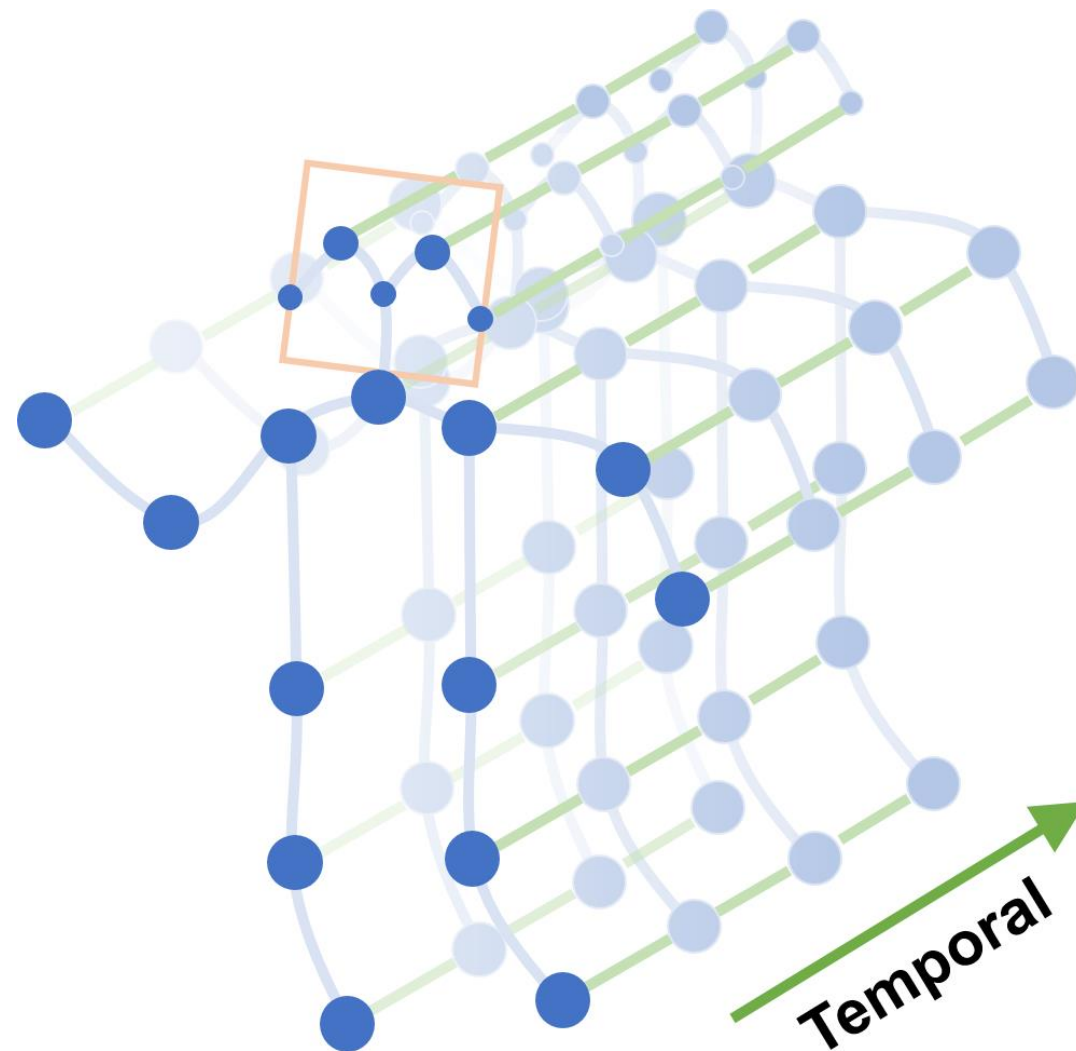
Simonyan, Karen, and Andrew Zisserman. "Two-stream convolutional networks for action recognition in videos." *Advances in neural information processing systems* 27 (2014).





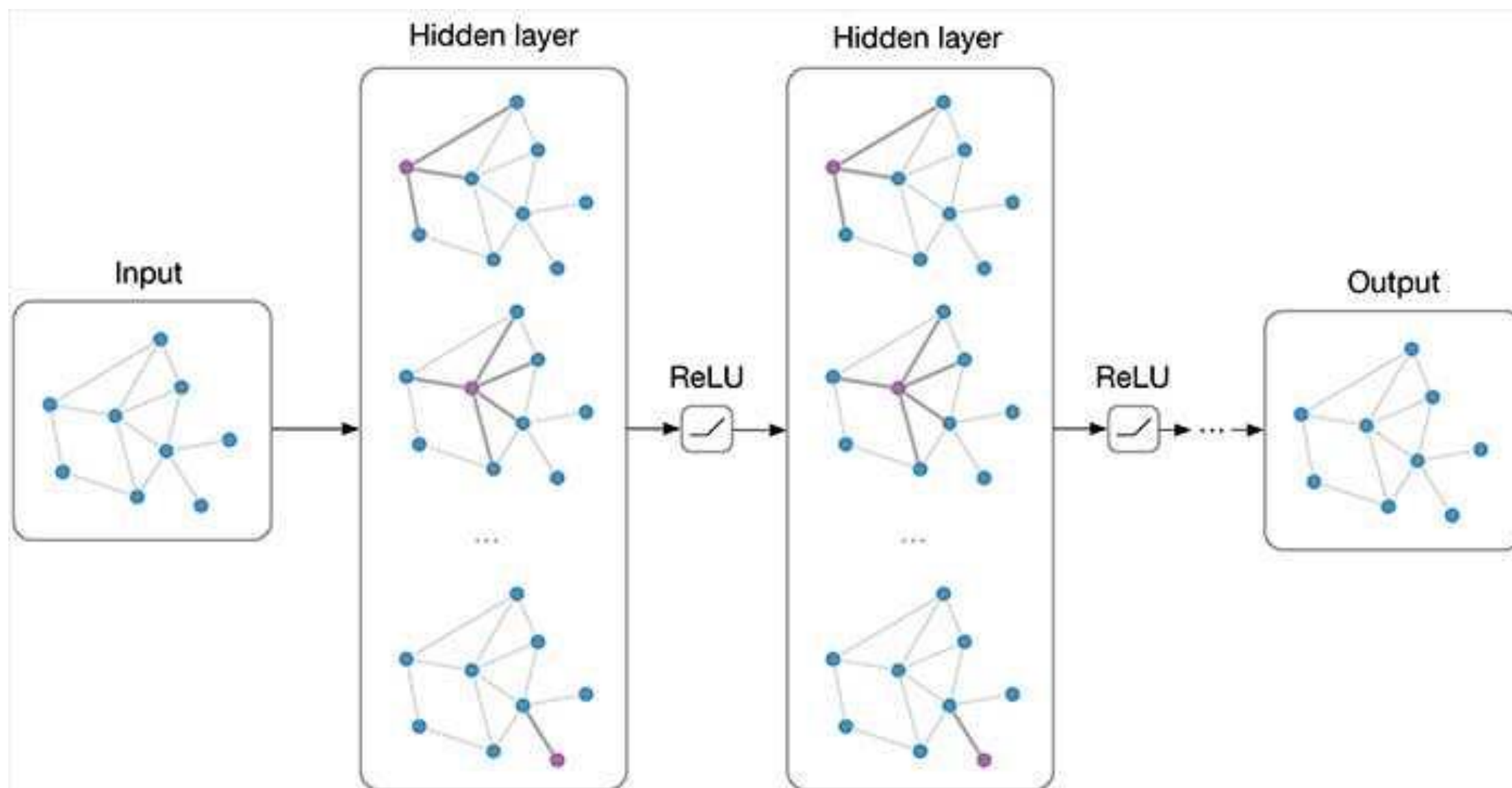
# Skeleton-based action classification

# Semantic features over time



Yan, Sijie, Yuanjun Xiong, and Dahua Lin. "Spatial temporal graph convolutional networks for skeleton-based action recognition." *Proceedings of the AAAI conference on artificial intelligence*. Vol. 32. No. 1. 2018.

# Graph neural network



Zhou, Jie, et al. "Graph neural networks: A review of methods and applications." *AI open* 1 (2020): 57-81.



# Practical example - BABEL



# Babel

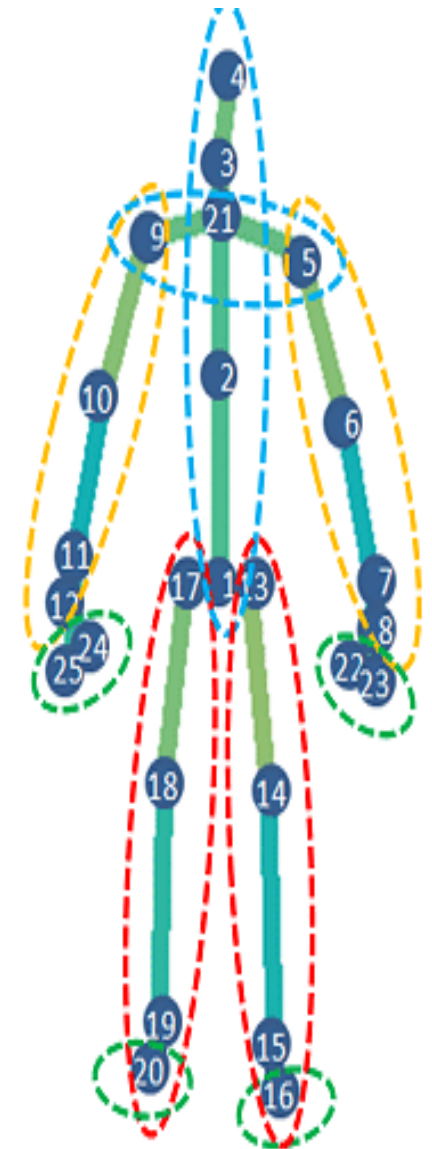
Samples of 3D human poses while performing actions.

babel60 & babel120 → 60 or 120 actions labels

Each sample is composed by 150 “frames” and 25 3D keypoints

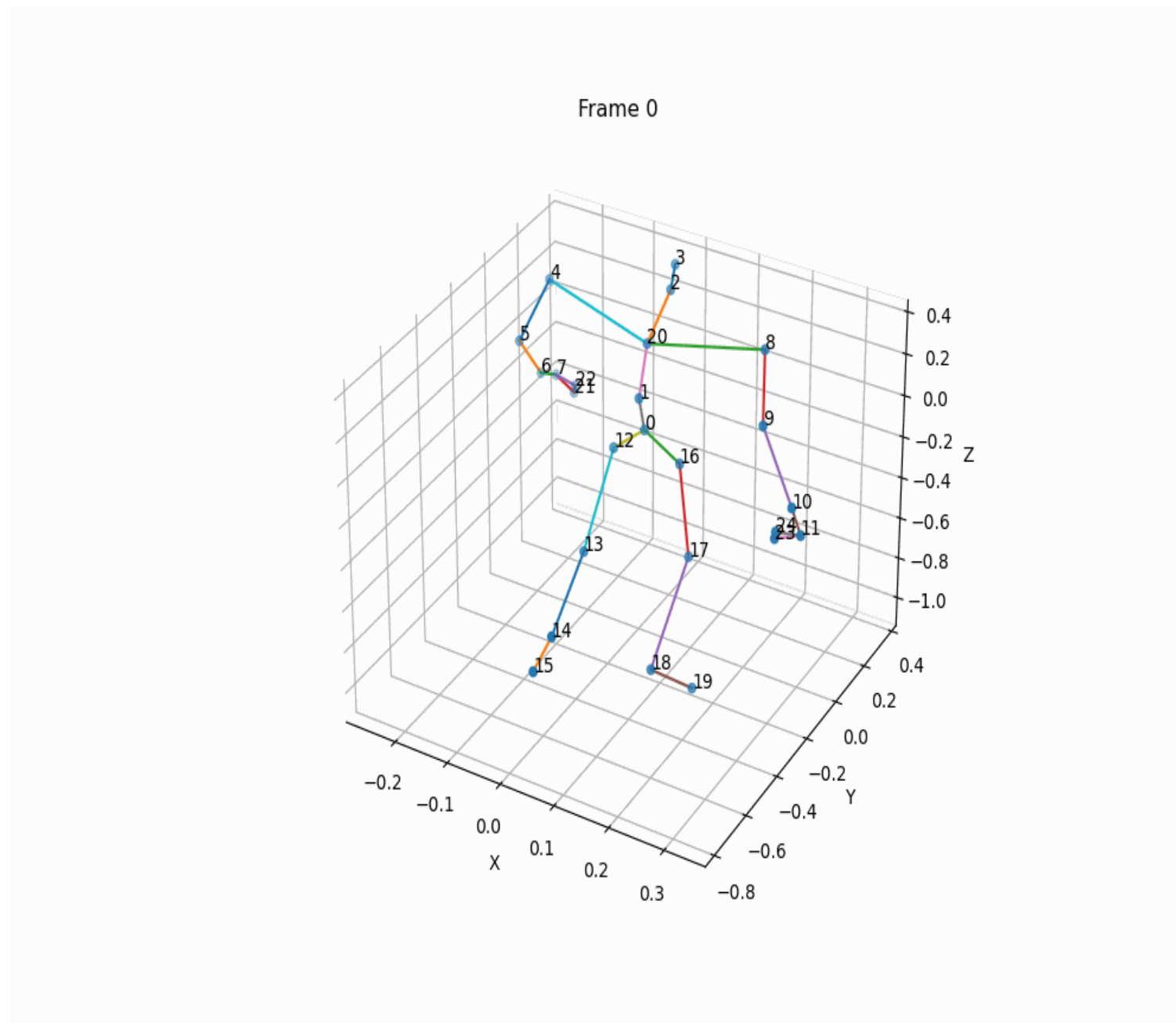
Babel60 → 45473 samples

Babel120 → 48978 samples



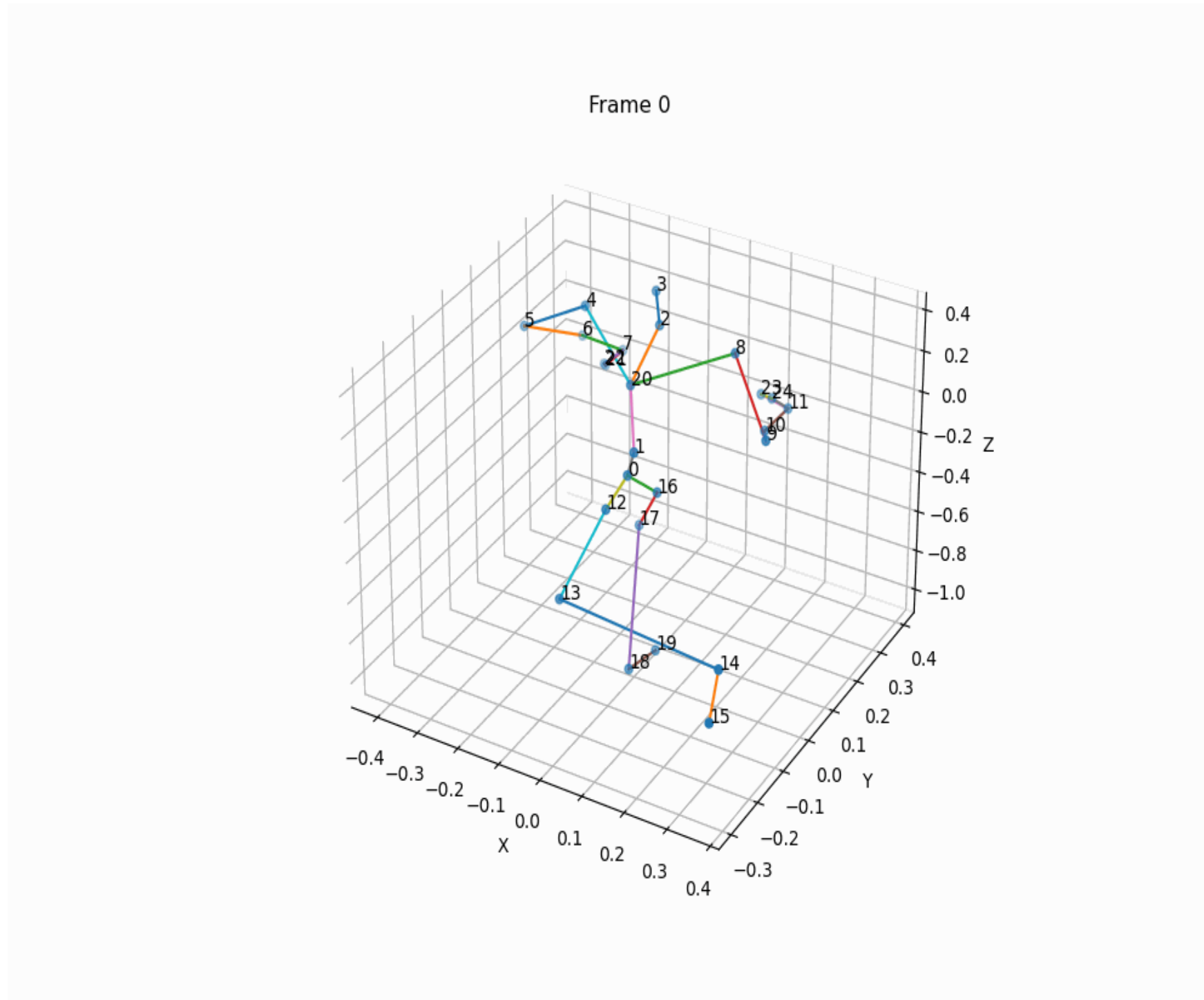
*Punnakkal, Abhinanda R., et al. "BABEL: Bodies, action and behavior with english labels." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2021.*

# Babel - walk



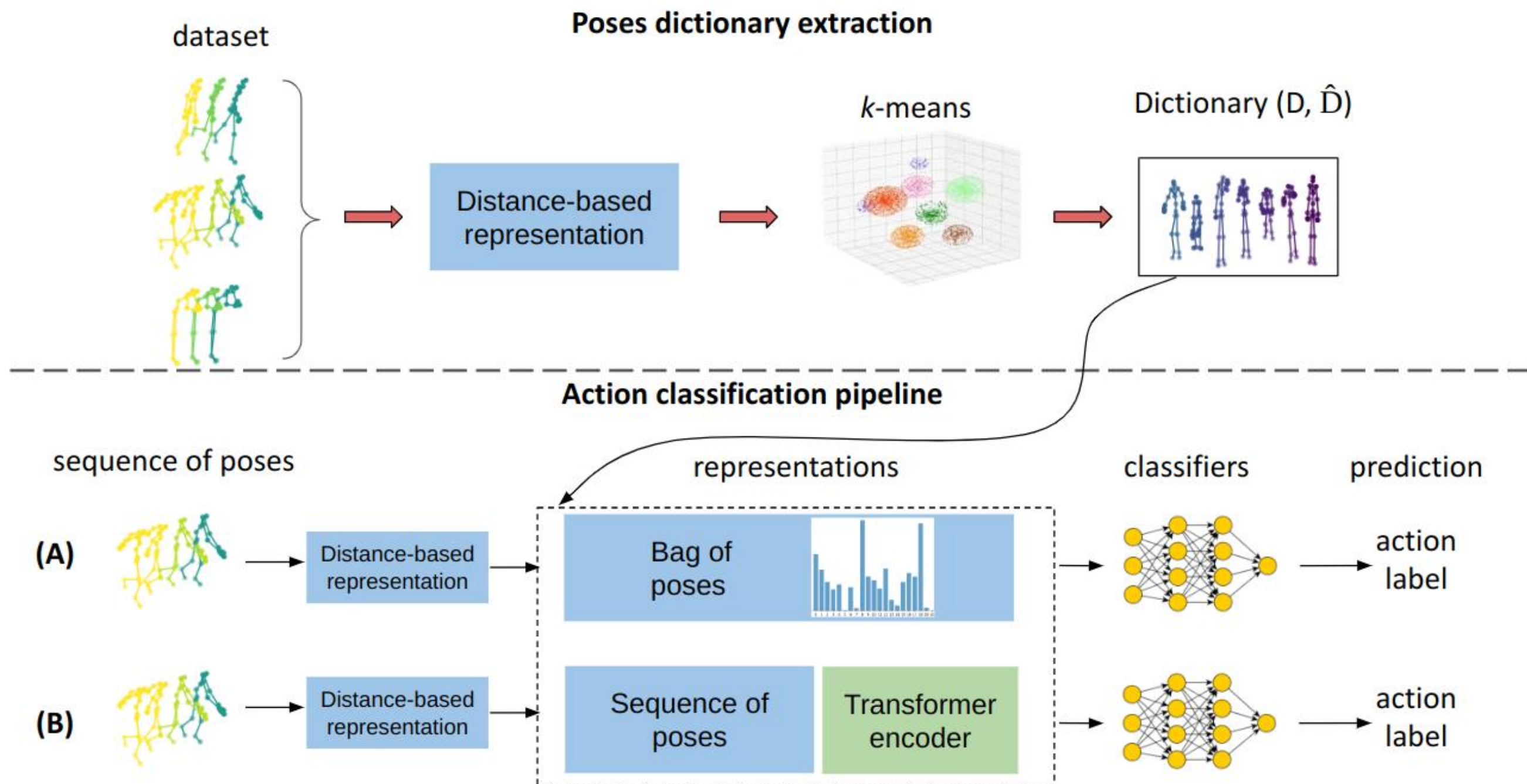
Punnakkal, Abhinanda R., et al. "BABEL: Bodies, action and behavior with english labels." *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*. 2021.

# Babel - throw



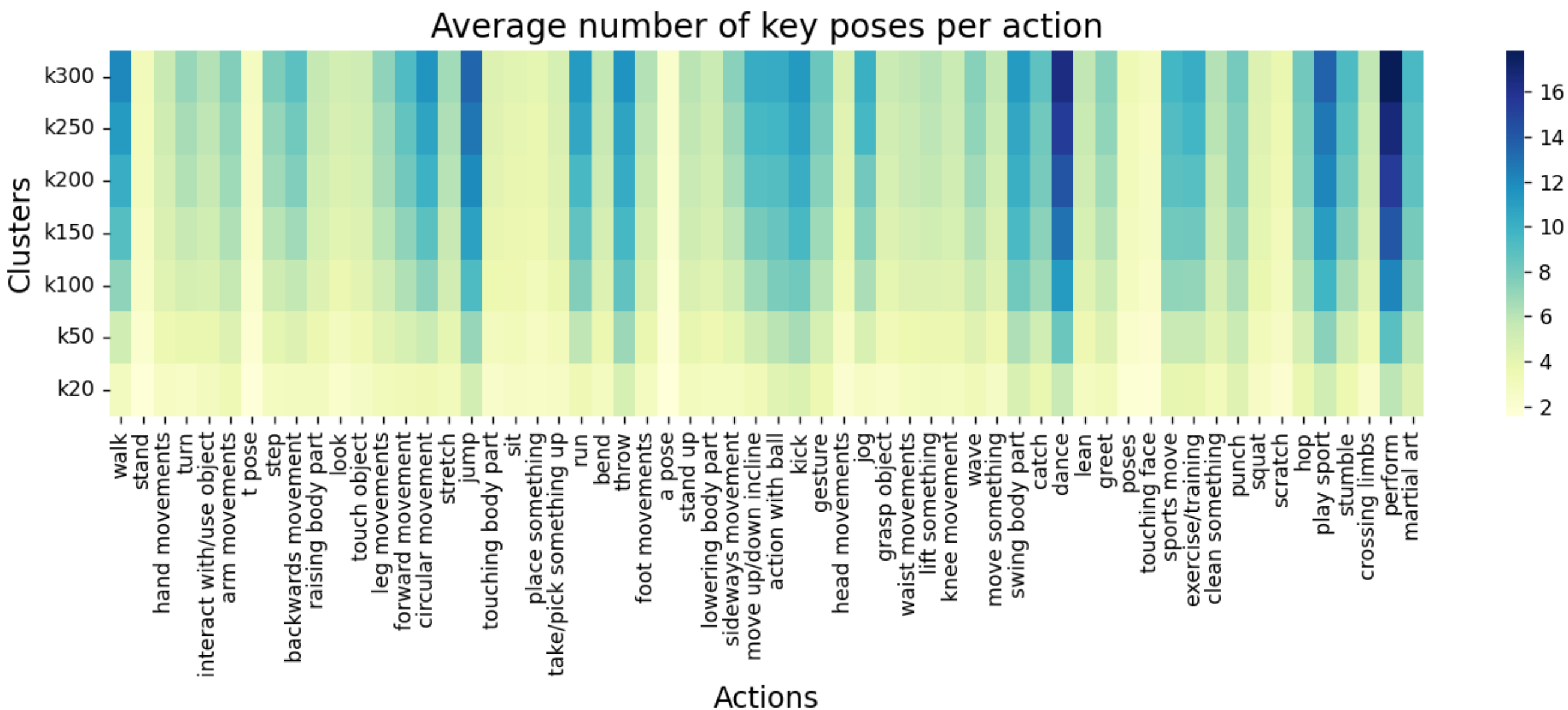
Punnakkal, Abhinanda R., et al. "BABEL: Bodies, action and behavior with english labels." *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*. 2021.

# Pipeline





# Number of poses



# UniGe

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