



# Multi-person Joint Detection and Grouping (MJDG)

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# Outline

- Introduction
- Review
- Joint Detection and Grouping
- Visualizations
- Experiments

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# Introduction



Close Proximity



Occlusion



Rare Poses

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## Top-Down

Human Detection + Single Person Pose Estimation

Pros:

1. Use global context

Cons:

1. imperfect human detector
2. Isolated limbs or occlusion
3. Two-stage pipeline

## Bottom-up

Body part detection + Grouping

Pros:

1. Robust to occlusion and rare poses.
2. Enable single-stage end-to-end prediction

Cons:

1. Lacking in global constraints

## Top-Down

- [1] G-RMI
- [2] Mask-RCNN
- [3] RMPE

## Bottom-up

- [4] DeeperCut
- [5] PAF (CMU-Pose)
- [6] Associative Embedding

- [1] G. Papandreou, T. Zhu, N. Kanazawa, A. Toshev, J. Tompson, C. Bregler, and K. Murphy. Towards accurate multi-person pose estimation in the wild. arXiv preprint arXiv:1701.01779, 2017
- [2] K. He, G. Gkioxari, P. Dollar, and R. Girshick. Mask r-cnn. arXiv preprint arXiv:1703.06870, 2017
- [3] H. Fang, S. Xie, Y. Tai, and C. Lu. Rmpe: Regional multi-person pose estimation. arXiv preprint arXiv:1612.00137, 2016
- [4] E. Insafutdinov, L. Pishchulin, B. Andres, M. Andriluka, and B. Schiele. Deepcut: A deeper, stronger, and faster multi-person pose estimation model. In European Conference on Computer Vision (ECCV), 2016
- [5] Z. Cao, T. Simon, S. Wei, and Y. Sheikh. Realtime multi-person 2d pose estimation using part affinity fields. arXiv preprint arXiv:1611.08050, 2016
- [6] A. Newell and J. Deng. Associative embedding: End-to-end learning for joint detection and grouping. In NIPS, 2017

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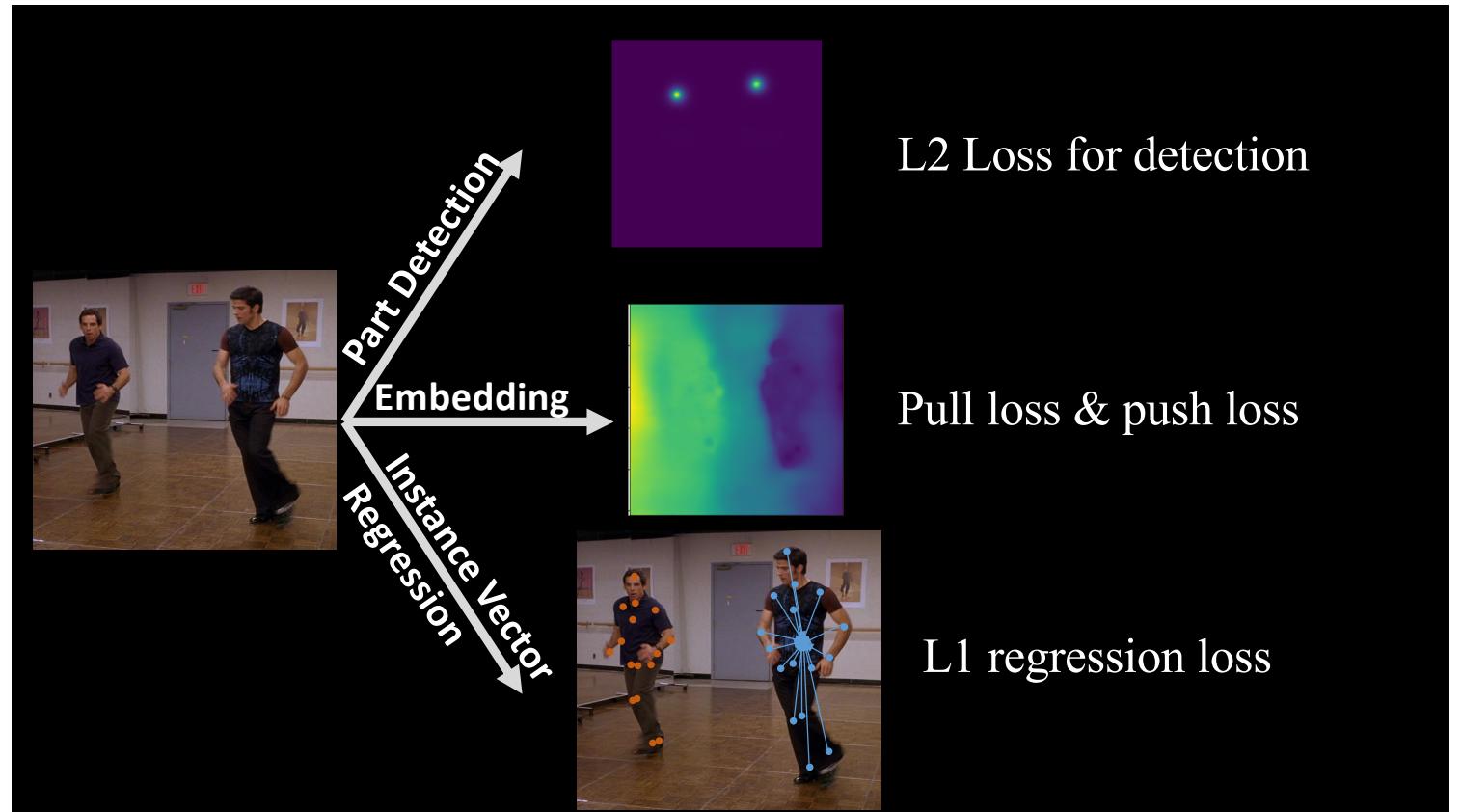
## Joint Detection and Grouping

MJDG = Associative Embedding + Weakly-supervised instance segmentation

“weakly-supervised” human instance segmentation ----- using only keypoint supervision

Pose Estimation  $\leftrightarrow$  instance segmentation [7]

[7] A. Kendall, Y. Gal and R. Cipolla. Multi-Task Learning Using Uncertainty to Weigh Losses for Scene Geometry and Semantics. arXiv preprint arXiv:1705.07115, 2017



Detection Loss

$$L_d = \sum_{j=1}^J \sum_p M(p) \|S_j(p) - S_j^*(p)\|_2^2$$

Grouping Loss

$$L_g = \frac{1}{N} \sum_n \sum_j (\bar{h}_n - h_j(x_{nj}))^2 + \frac{1}{N^2} \sum_n \sum_{n'} \exp\left\{-\frac{1}{2\sigma^2}(\bar{h}_n - \bar{h}_{n'})^2\right\}$$

Instance Vector Regression Loss

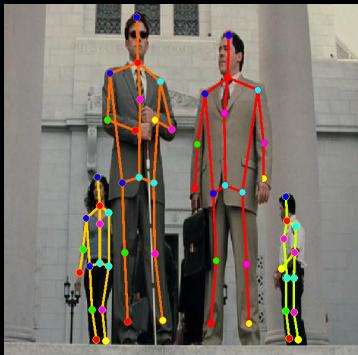
$$L_s = \sum_n \sum_{j=1}^J \|R_{n,j} - R_n^*\|_1$$

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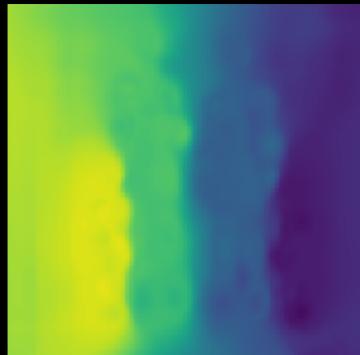
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# Visualizations

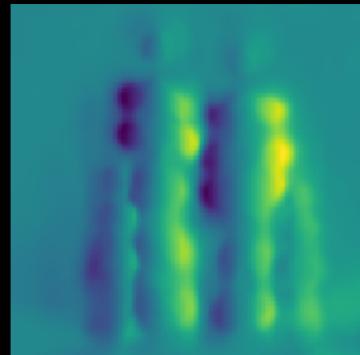
Final Results



Embedding Fields



Instance Vector X



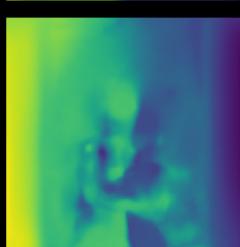
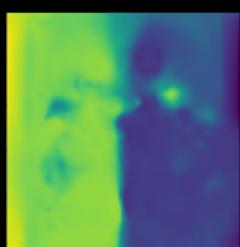
Instance Vector Y



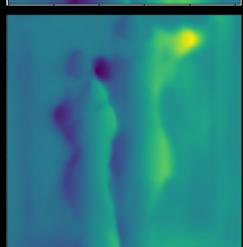
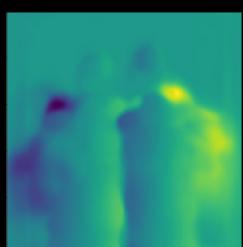
Final Results



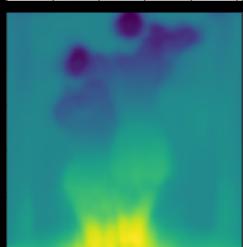
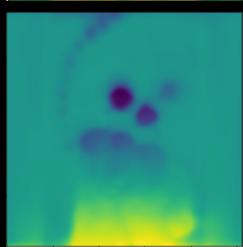
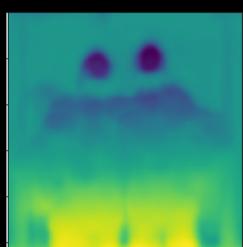
Embedding Fields



Instance Vector X



Instance Vector Y



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## Implementation Details

Note:

- (1) Backbone network --- 4-stage stacked hourglass.
- (2) Train from scratch using MHP dataset only.
- (3) Single model without extra refinement.
- (4) Multi-scale testing (2, 1.5, 1.25, 1, 0.75, 0.5)
- (5) We use a weighted sum of losses. The weight of detection, grouping and instance vector regression loss is 1:1e-3:1e-4 respectively.

Table1. Pose Estimation Results on MHP validation dataset

Methods	Head	Shoulder	Elbow	Wrist	Hip	Knee	Ankle	Total
<b>MJDG-seg</b>	82.0	87.3	79.6	71.0	60.4	73.5	74.0	75.9
<b>MJDG</b>	82.3	87.6	79.7	71.5	61.2	74.0	74.6	76.3

Table2. Pose Estimation Results on MHP test dataset

Methods	Head	Shoulder	Elbow	Wrist	Hip	Knee	Ankle	Total
<b>Baseline</b>	68.1	69.2	61.9	58.3	38.6	51.2	43.5	55.8
<b>RNG</b>	29.1	71.9	71.0	67.2	44.1	63.0	58.3	57.8
<b>OSU-Human</b>	73.2	67.0	62.8	63.9	45.2	55.3	47.2	59.2
<b>MJDG</b>	85.8	78.5	74.2	73.9	54.1	64.0	58.7	69.9
<b>JDAI-Human</b>	85.0	79.2	76.0	75.3	59.2	68.3	62.3	72.2

# Multi-person Pose Estimation on Other Datasets

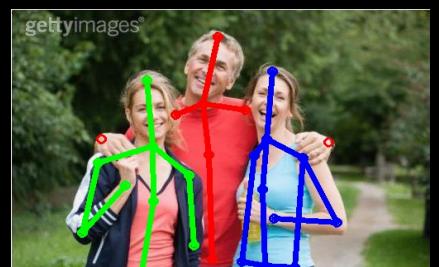
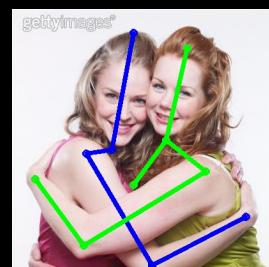
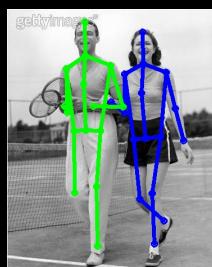
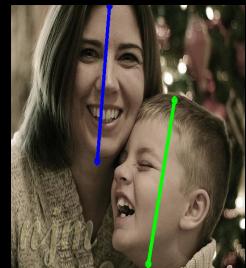
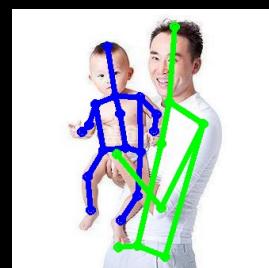
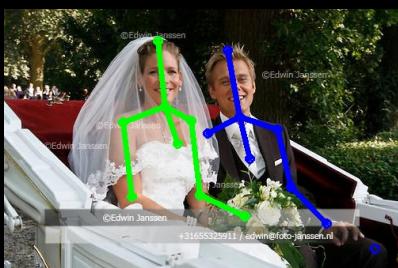
Table3. Pose Estimation on COCO mini-val

Methods	mAP
PAF (our implementation)	61.1
Mask R-CNN (our implementation)	63.1
MJDG	68.9

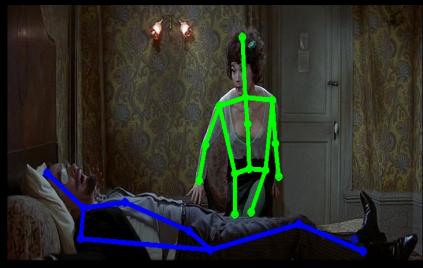
Table4. Pose Estimation on PoseTrack-val

Methods	mAP
Mask R-CNN (our implementation)	57.4
PAF (our implementation)	67.8
MJDG	72.3

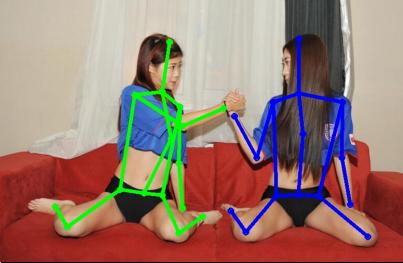
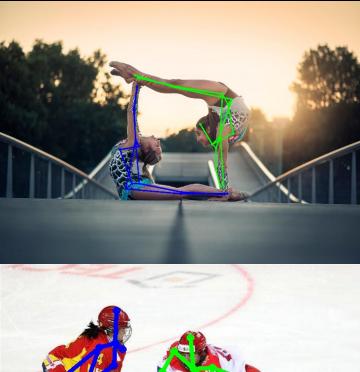
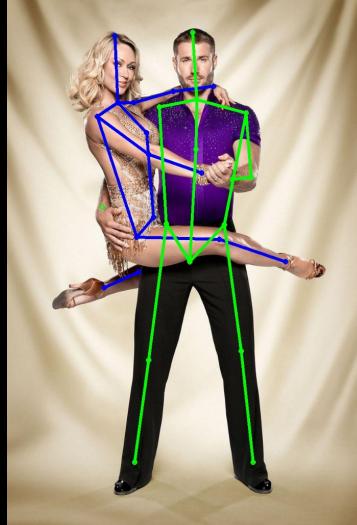
# Close Proximity



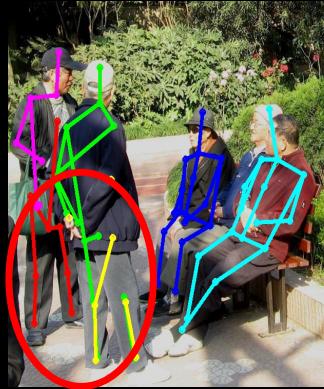
# Occlusion



# Rare Poses



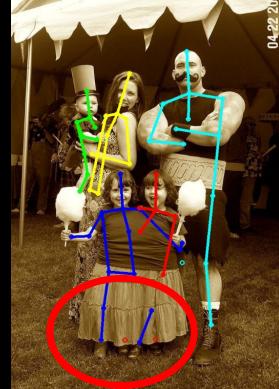
## Failure Cases



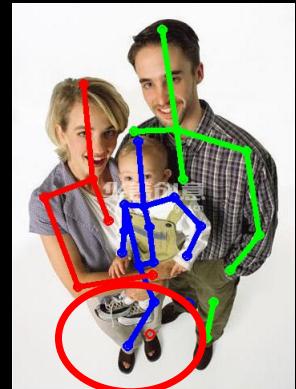
(a)



(b)



(c)



(d)

*Thanks for your attention!*