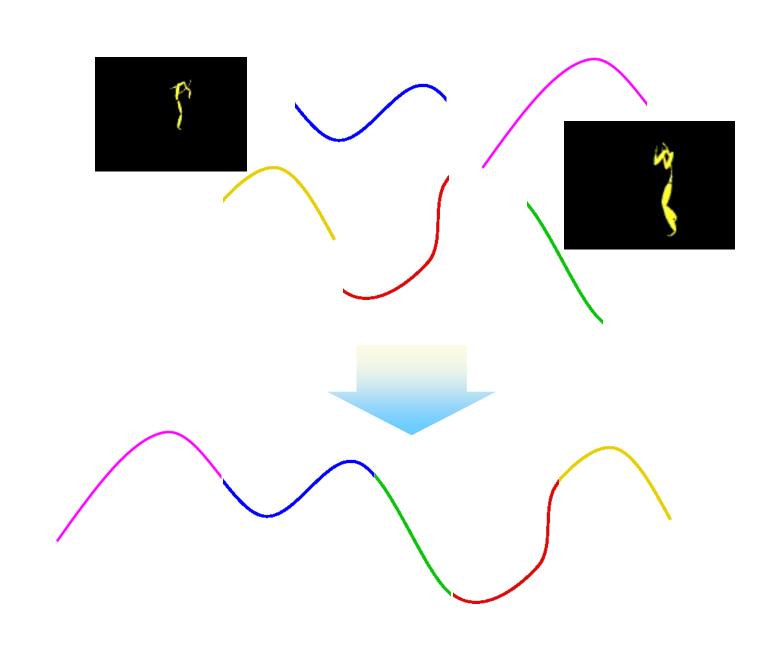
# Fast Algorithms for Mining Co-evolving Motion Capture Sequences

School of Computer Science

Carnegie Mellon

Parallel Data
Laboratory

Natural Motion Stitching



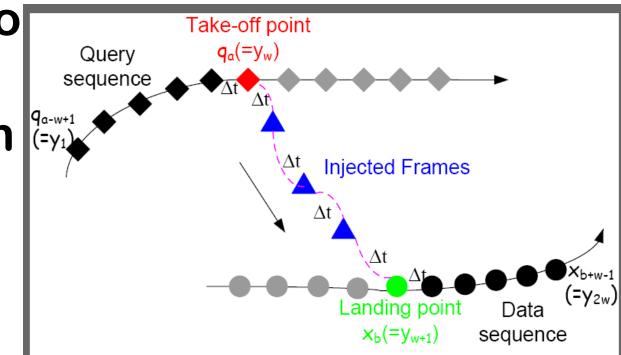
How to assess the goodness of the stitching?

### Laziness Score

Conjecture:

less human effort -> more natural

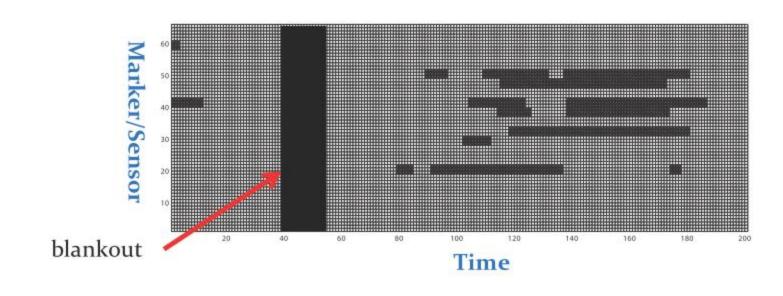
Proposed: use LDS to estimate position, velocity, acceleration
Then compute effort



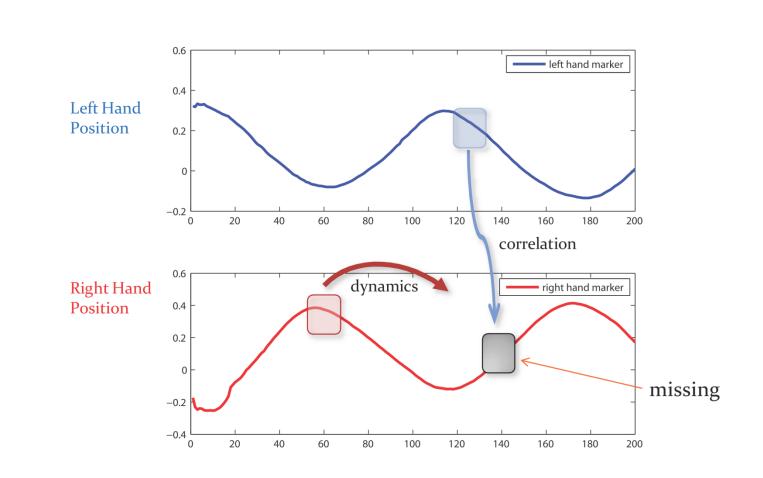
Lei Li et al. Laziness is a virtue: Motion stitching using effort minimization. Eurographics 2008,

## Handling Occlusions

Occlusion:



Intuition:

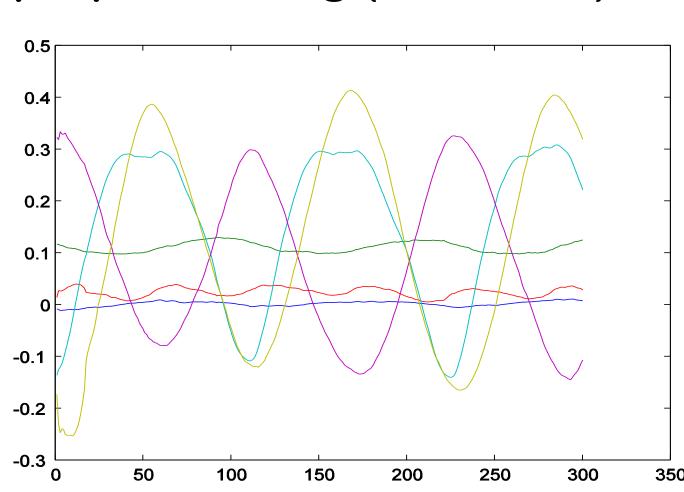


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### Scenario

**Motion Capture:** 

- Markers on human actors
- Cameras used to track the 3D positions
- Duration: 100-2000 frames (120 fps)
- 93 dimensional body-local coordinates after preprocessing (31-bones)

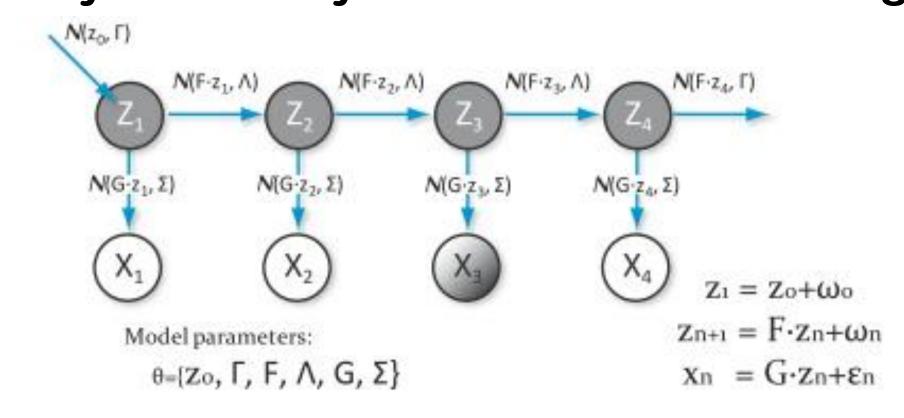


### Application

- Movie and Animation (e.g. Shrek)
- Computer Game (\$57B, 2009)
- Assistive Devices (e.g. cooking robot)

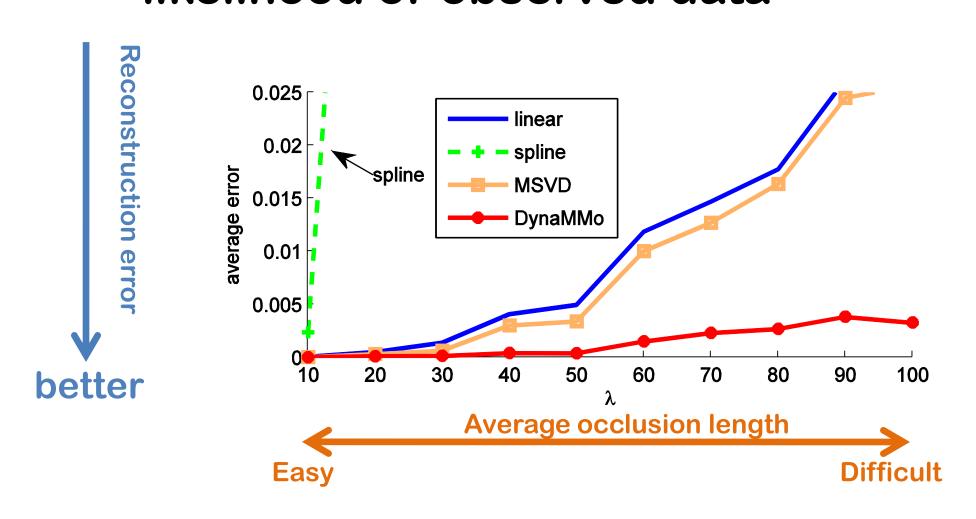
### Base Model

Linear Dynamical Systems w/ or w/o missing



### DynaMMo

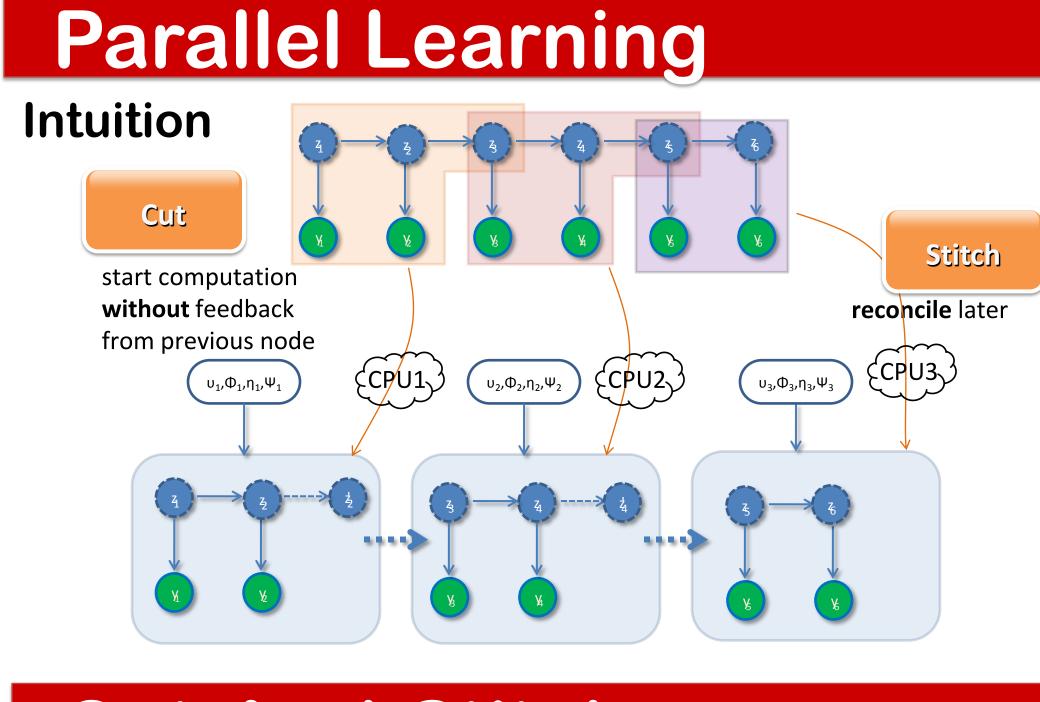
Proposed method: maximize expected loglikelihood of observed data



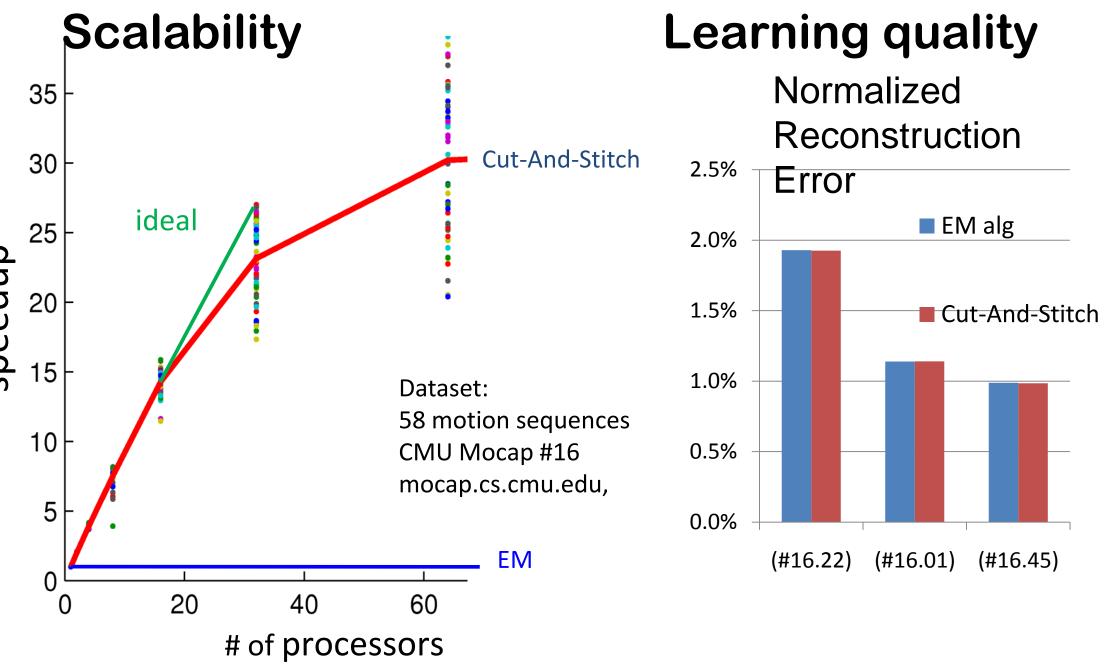
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# Problems

- 1. Natural motion stitching
- 2. Missing values
- 3. Summarization, Segmentat ion & Forecasting
- 4. Scalable Learning & Mining

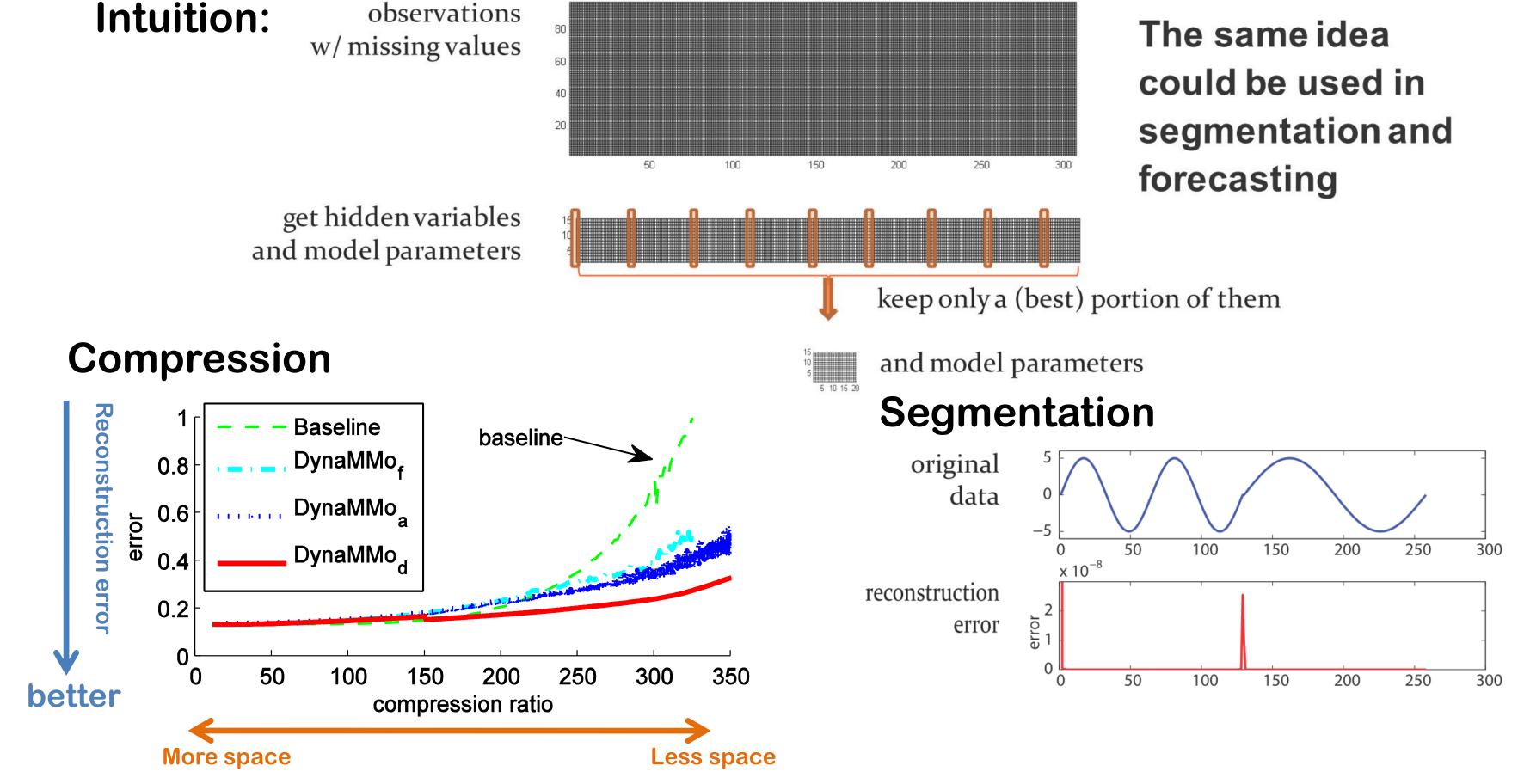






Lei Li et al. Cut-and-stitch: efficient parallel learning of linear dynamical systems on SMPs. KDD '08

# Compression & Segmentation



Lei Li et al. DynaMMo: Mining and Summarization of Coevolving Sequences with Missing Values. KDD '09