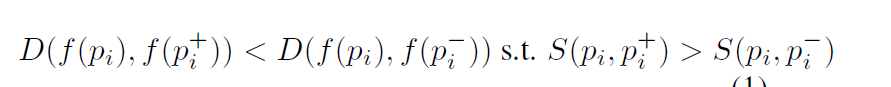
POSE ESTIMATION

* standard method – localise the position of a set of body joints
* alternative – direct method – embedding
  + avoids localising individual joints (challenging)
  + no need for a fixed set of body part locations
* formulation: triplet learning problem
* given a similarity score S(pi, pj), pi and pj are human poses, we learn an embedding function f
* D is distance (squared euclidean dist)
* ti = (pi, pi+, pi-) – a triplet. p+ is a more similar pose than p-



* loss: hinge loss
* extraction of triplets:
  + for a given anchor – chosen a set of positive and negtive images
    - thresholding eucledian distance on joints
* random init of params, abtch size 600, AdaGrad with LR 0.05
* Inception deep architecture

packed seq

jedina for petlja je izmedu batcheva

train –

packed\_sequence -> loss

1. encoder – decoder (autoencoder – unsupervised)
2. triplet loss (samo encoder – trenutno, slican, razlicit)