

STUTTGART MEDIA UNIVERSITY

MASTER THESIS

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**Applied Research of an End-to-End  
Human Keypoint Detection Network with  
Figure Ice Skating as Application Scope**

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*A thesis submitted in fulfillment of the requirements  
for the degree*

**Master of Science**

**Computer Science and Media**

May 2, 2020



## Declaration of Authorship

I, Nadin-Katrin APEL, declare that this thesis titled, “Applied Research of an End-to-End Human Keypoint Detection Network with Figure Ice Skating as Application Scope” and the work presented in it are my own. I confirm that:

- This work was done wholly or mainly while in candidature for a research degree at this University.
- Where any part of this thesis has previously been submitted for a degree or any other qualification at
- this University or any other institution, this has been clearly stated.
- Where I have consulted the published work of others, this is always clearly attributed.
- Where I have quoted from the work of others, the source is always given. With the exception of such
- quotations, this thesis is entirely my own work.
- I have acknowledged all main sources of help.
- Where the thesis is based on work done by myself jointly with others, I have made clear exactly what was
- done by others and what I have contributed myself.

Signed:

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Date:

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*“Data is a precious thing and will last longer than the systems themselves.”*

Tim Berners-Lee



STUTTGART MEDIA UNIVERSITY

# *Abstract*

Computer Science and Media

Master of Science

## **Applied Research of an End-to-End Human Keypoint Detection Network with Figure Ice Skating as Application Scope**

by Nadin-Katrin APEL

Human joint detection is a key component for machines to understand human actions and behaviors. Especially in figure ice skating this understanding is an indispensability, where there are many difficult figures and poses, even difficult to clearly understand for the professionalized jury. Herewith we present an end-to-end approach to detect the 2D poses of a person in images and videos. In the architecture we combine three branches: Image Segmentation, Body Part Detection, and Human joint detection. The applied research reveals multiple findings which outperform current existing main players with the special application scope of figure ice skating.





## *Acknowledgements*

The acknowledgments and the people to thank go here, don't forget to include your project advisor



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# Acronyms

**bl** layer L with largest feature maps. [xi](#), [5](#)

**laser** A strange animal, not to be confused with. [ix](#)



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# List of Abbreviations

**LAH** List Abbreviations **Here**  
**WSF** What (it) Stands For



# Physical Constants

use it Speed of Light  $c_0 = 2.997\,924\,58 \times 10^8 \text{ m s}^{-1}$  (exact)



# List of Symbols

$a$	distance	m
$P$	power	W (J s <sup>-1</sup> )
$\omega$	angular frequency	rad





*For/Dedicated to/To my...*



## Chapter 1

# Introduction

### 1.1 Motivation and Goals

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### 1.2 Related Work

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## Chapter 2

# Figure Skating Pose Detection

### 2.1 Complexity of Figures

- existing KP detectors struggle (OpenPose, VideoPose)

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### 2.2 Distinct Rating System

- human struggle as well -> rating system with points, many abstractions, still often experienced as not fair

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## Chapter 3

# Dataset

### 3.1 Synthetic Dataset: 3DPeople

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### 3.2 Data Processing

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## Chapter 4

# Method

### 4.1 Network Architecture

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#### 4.1.1 Body Part Detection Module

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#### 4.1.2 Joint Detection Module

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## 4.2 Training Performance

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## 4.3 Inference Runtime Analysis

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## 4.4 Implementation Details

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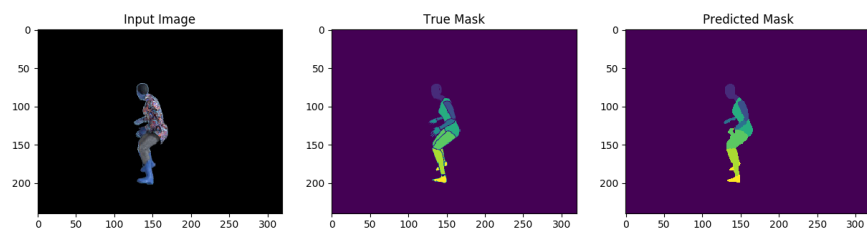
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## Chapter 5

# Experiments



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FIGURE 5.1: Predicted mask after 3845th epoch with custom loss function and Adam optimizer\_kps

## 5.1 Ablation Study

### 5.1.1 Body Parts Module

Stride-down, -up convolution before [b1](#)

MobileNet extended with UNet

MobileNet extended with HRNet

Experiment with concat and add layers

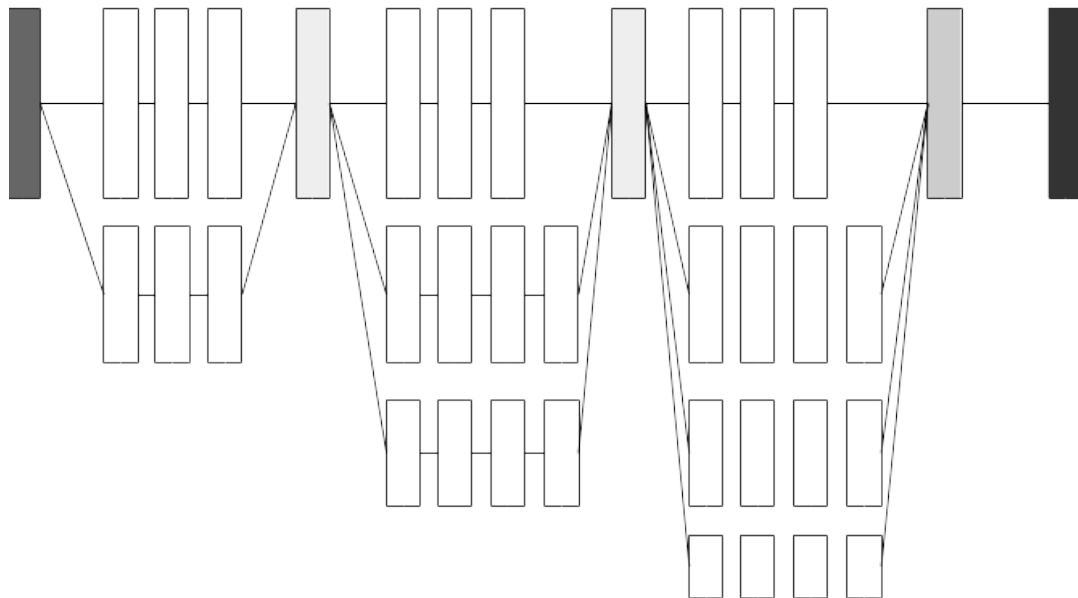


FIGURE 5.2: HRNet v7.

Best performing network HRNet v7

### 5.1.2 Joint Module

Dense Modules

Fully Convolutional

## 5.2 Comparison of Optimizer Algorithms

- Adam

- Nadam
- SGD

constant learning rate

Constant decreasing learning rate

Constant decreasing learning rate with reset of learning rate on plateau

Increasing decreasing learning rate on plateau

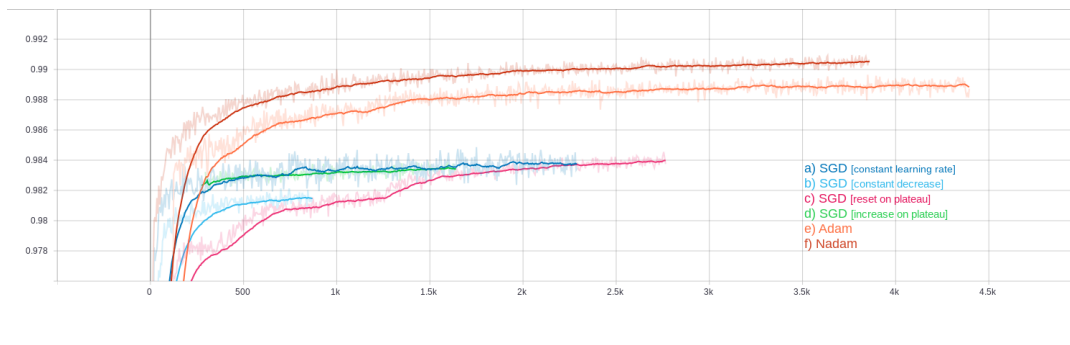


FIGURE 5.3: Accuracy

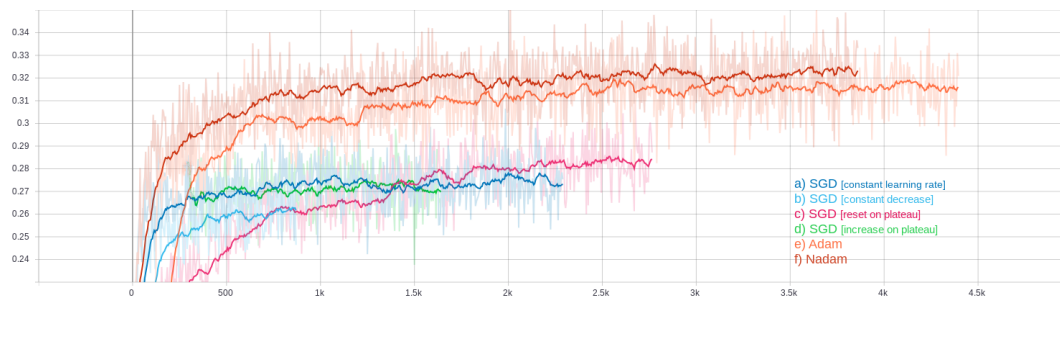


FIGURE 5.4: Correct body part pixel relation

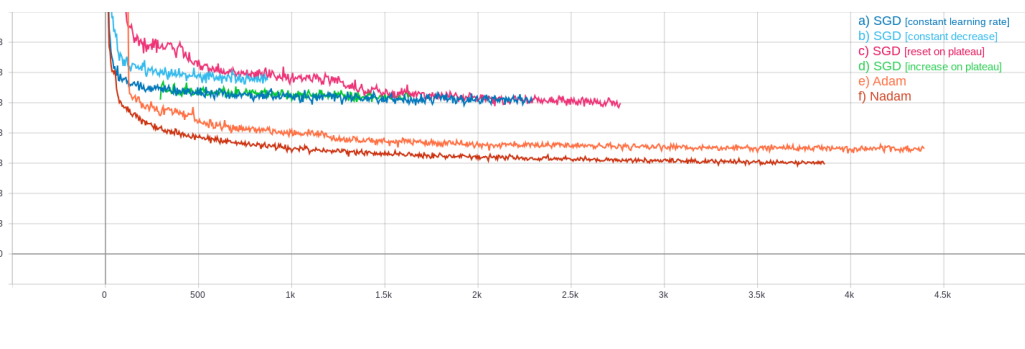


FIGURE 5.5: Loss

## Comparison of Adam, Nadam and SGD

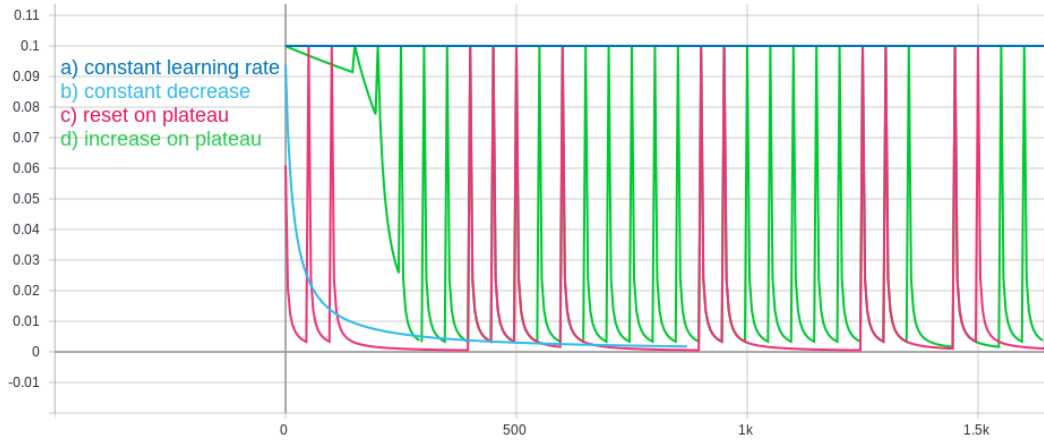


FIGURE 5.6: Learning Rate SGD.

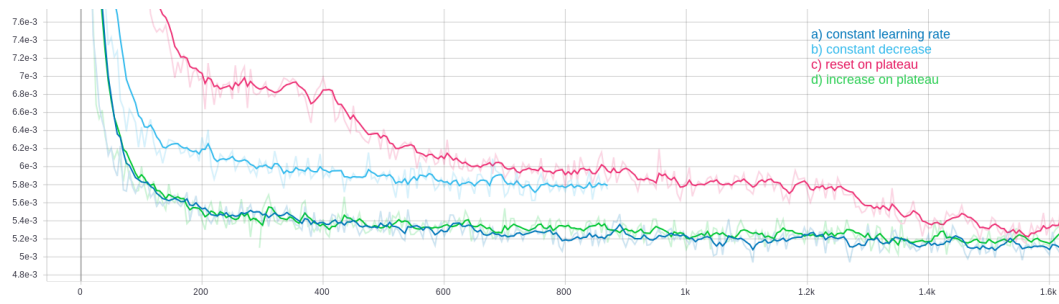


FIGURE 5.7: Loss SGD.

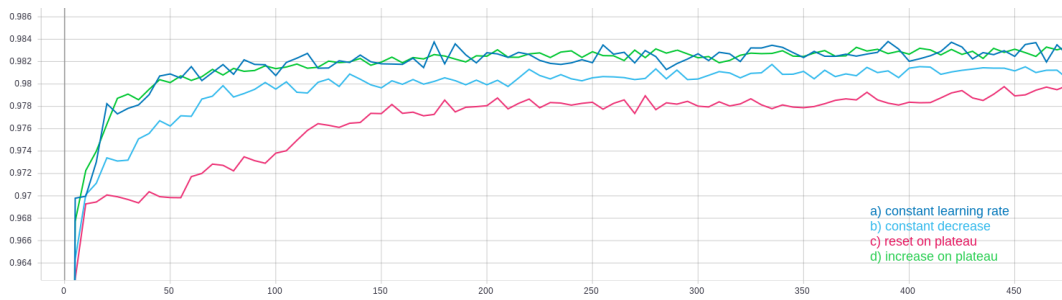


FIGURE 5.8: Accuracy SGD.

## Experiments with SGD

### 5.3 Performance of loss functions

All performance measures are conducted on the Nadam optimizer\_kps with the HR-Net for body part recognition from Recognition of body parts [5.1.1](#)



### 5.3.1 Sparse Categorical Cross Entropy

### 5.3.2 Mean Squared Error

### 5.3.3 Our custom loss function CILoss

This loss function confronts the problem of class imbalance, which especially occurs in body part recognition. The background pixels appear most often, and the different body part classes occur by far less often and event they differentiate a lot in their relative occurrence.

We try to confront this problem with a weighed map, which takes the body parts as a graph and calculates the distances from each body part  $b_x$  to all other body parts  $b_n$ , and stores this data inside a table.

Additionally this weight map is evened out with a multiplier to reduce the distances and facilitate the learning process for the network.

$$\theta = y_t(x) - y_p(x)$$

$$\delta = \theta * \mu[\argmax(y_t)]$$

$$L = \sum_{i=0}^n \theta_i + \delta_i$$

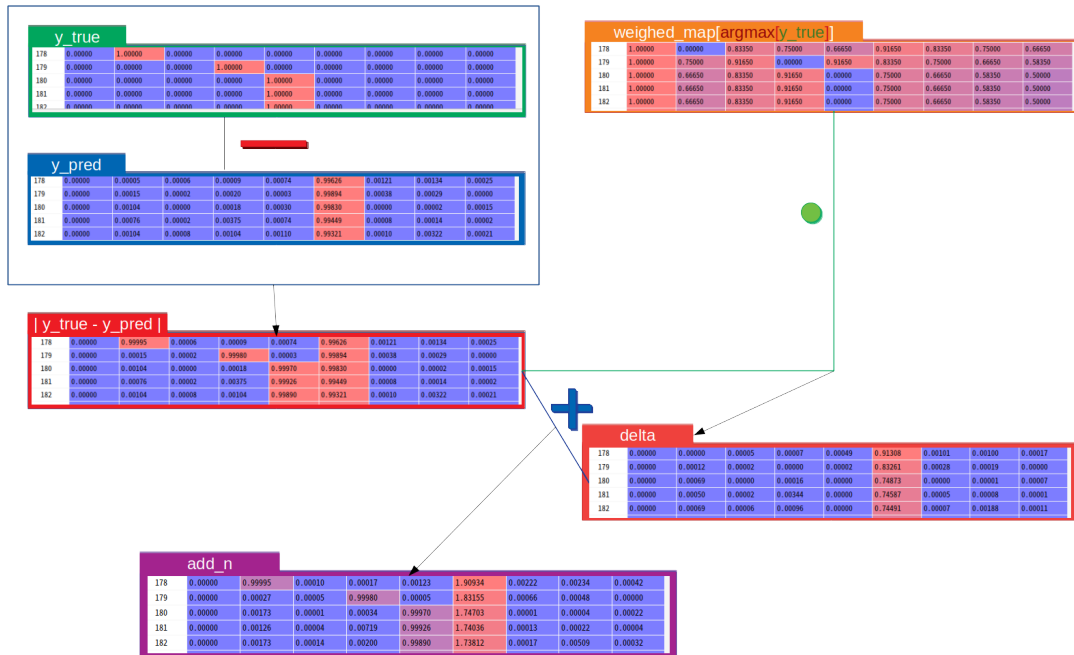


FIGURE 5.9: Visualization of custom loss calculation



## **Chapter 6**

# **Conclusion and future thoughts**