



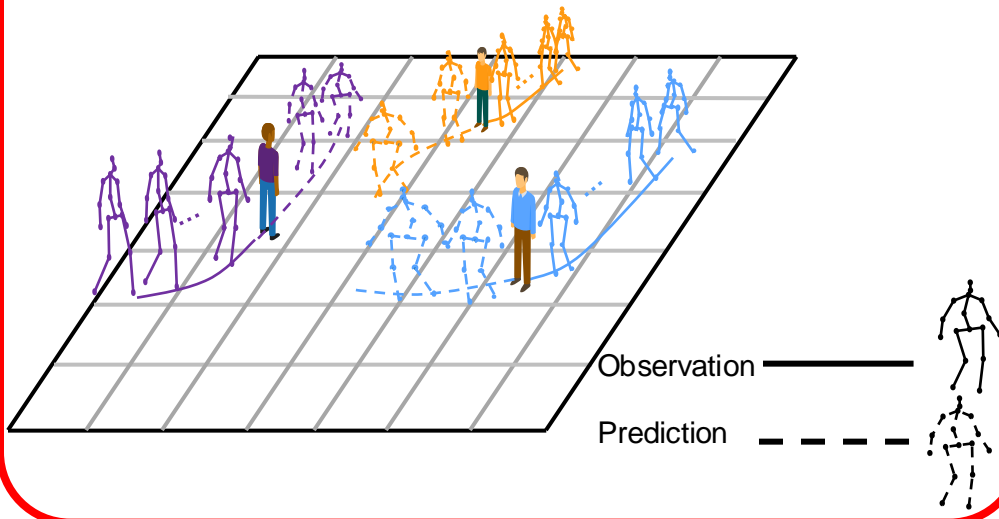
## Overview

**Task:** Predicting future **human trajectory** and **3D pose** from observational data.

**Motivation:** Missing of foundation model to predict human motion with different fps, horizon, keypoints settings.

**Approach:**

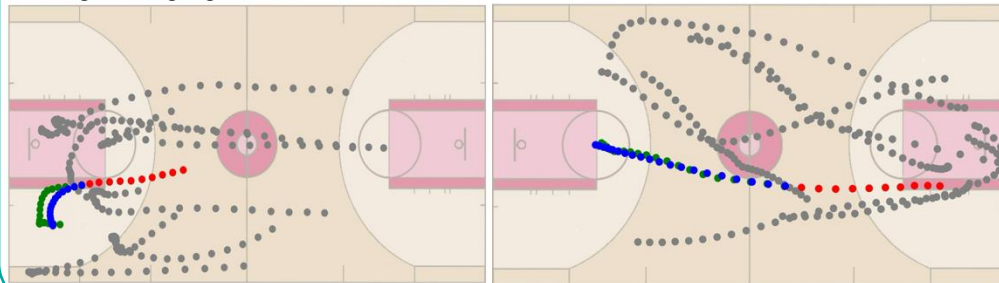
- \* Create a Unified Human Motion Data Framework
- \* Propose a pre-trained model that can adapt to varying frame settings and keypoints settings.



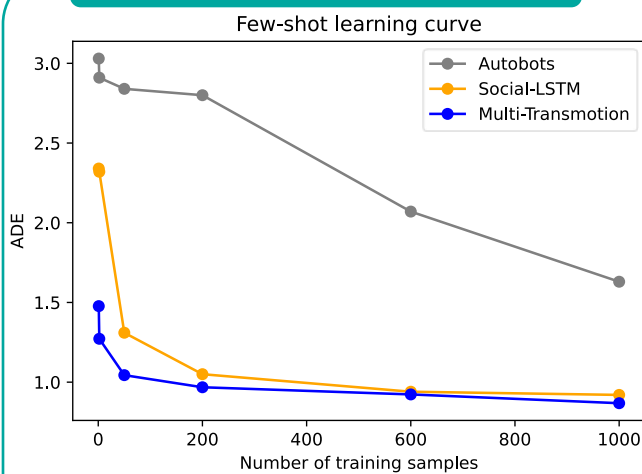
## Trajectory pred. on NBA

Models	Venue	MinADE <sub>20</sub>	MinFDE <sub>20</sub>
Social-GAN	CVPR 18	1.59	2.41
Trajectron++	ECCV 20	1.15	1.57
GroupNet	CVPR 22	0.96	1.30
Leapfrog	CVPR 23	0.81	1.10
Social-Transmotion	ICLR 24	<u>0.78</u>	<u>1.01</u>
Multi-Transmotion	(ours)	<b>0.75</b>	<b>0.97</b>

● Neighboring agents ● Observation ● Ground truth ● Prediction



## How does pre-training help?



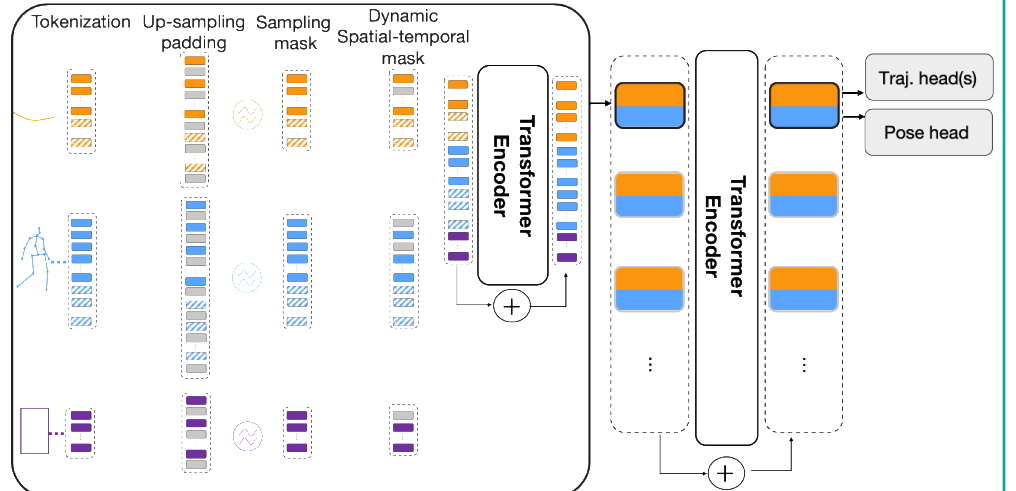
**Key takeaways:**

- \* More data efficient
- \* Better generalization

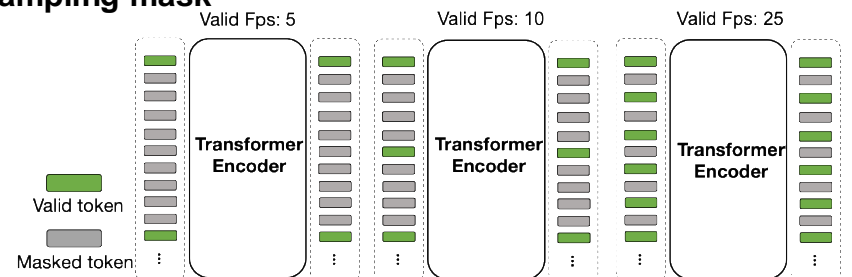
Datasets	Pre-trained model	Specific model
NBA	<b>0.75/0.97</b>	0.77/0.98
Trajectron++	<b>0.54/1.13</b>	0.57/1.22
AMASS	<b>66.91</b>	69.58
3DPW	<b>73.74</b>	76.77

## Method

### Model architecture

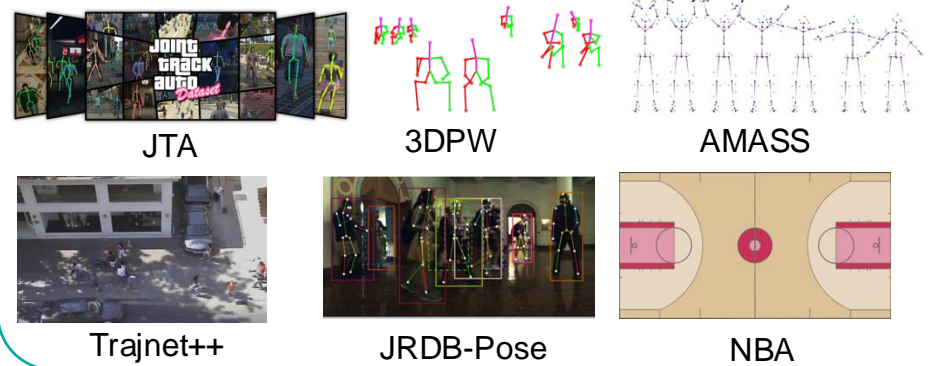


### Sampling mask



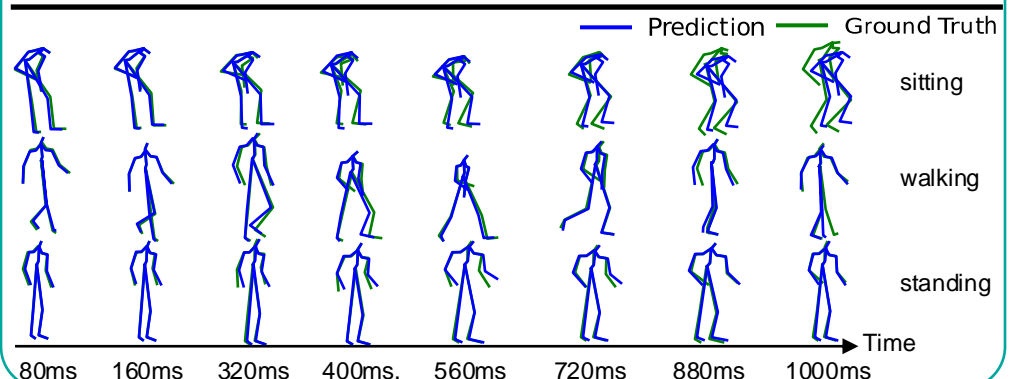
### Unified Human Motion Data Framework

Human3.6M



## Pose pred. on AMASS

Models	160 ms	400 ms	720 ms	1000 ms
ConvSeq2Seq	36.9	67.6	87	93.5
LTD-10-10	<b>19.3</b>	44.6	75.9	91.2
LTD-10-25	20.7	45.3	65.7	75.2
HRI	20.7	<u>42</u>	<u>58.6</u>	67.2
ST-Trans	21.3	42.5	<b>58.3</b>	<b>66.6</b>
Multi-Transmotion	<b>19.3</b>	<b>41.4</b>	<u>58.6</u>	<u>66.9</u>



## Application in robot navigation

	Completion time in seconds (gain)	Collision rate (gain)
Robot navigation w/o our predictor	<b>16.46</b>	1.93%
Robot navigation w/ our predictor	<b>16.20 (+2%)</b>	0.39% (+80%)