

VirtualPose: Learning Generalizable 3D Human Pose Models from Virtual Data

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Background

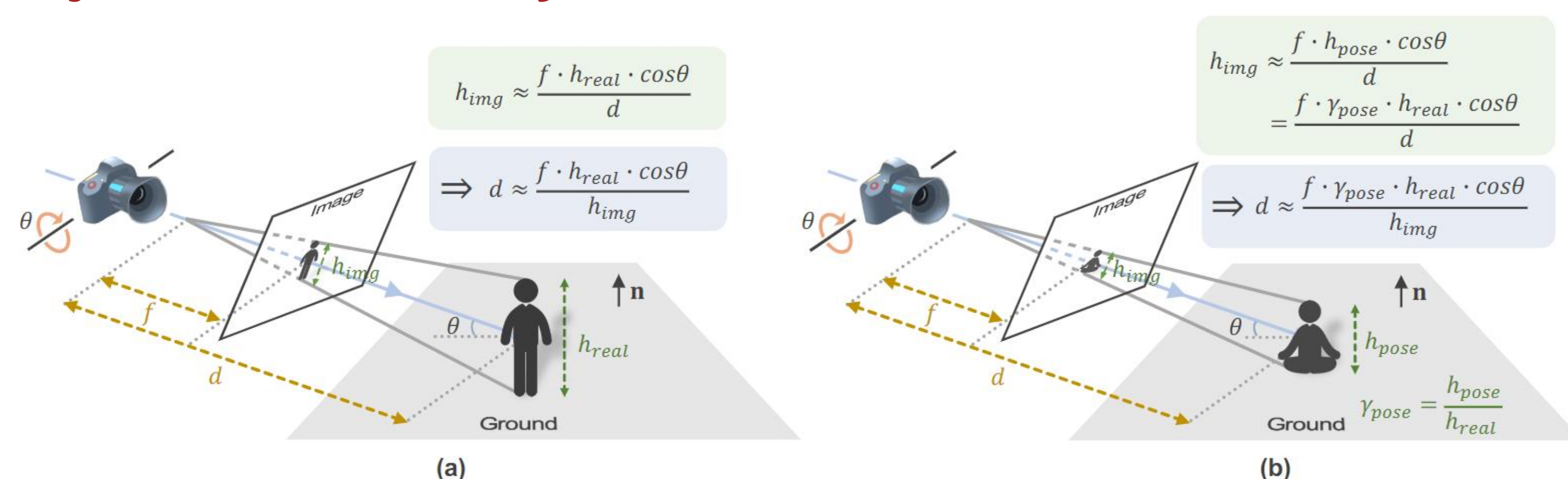
Problem

- Generalization ability of monocular 3D human pose estimation.

Motivation

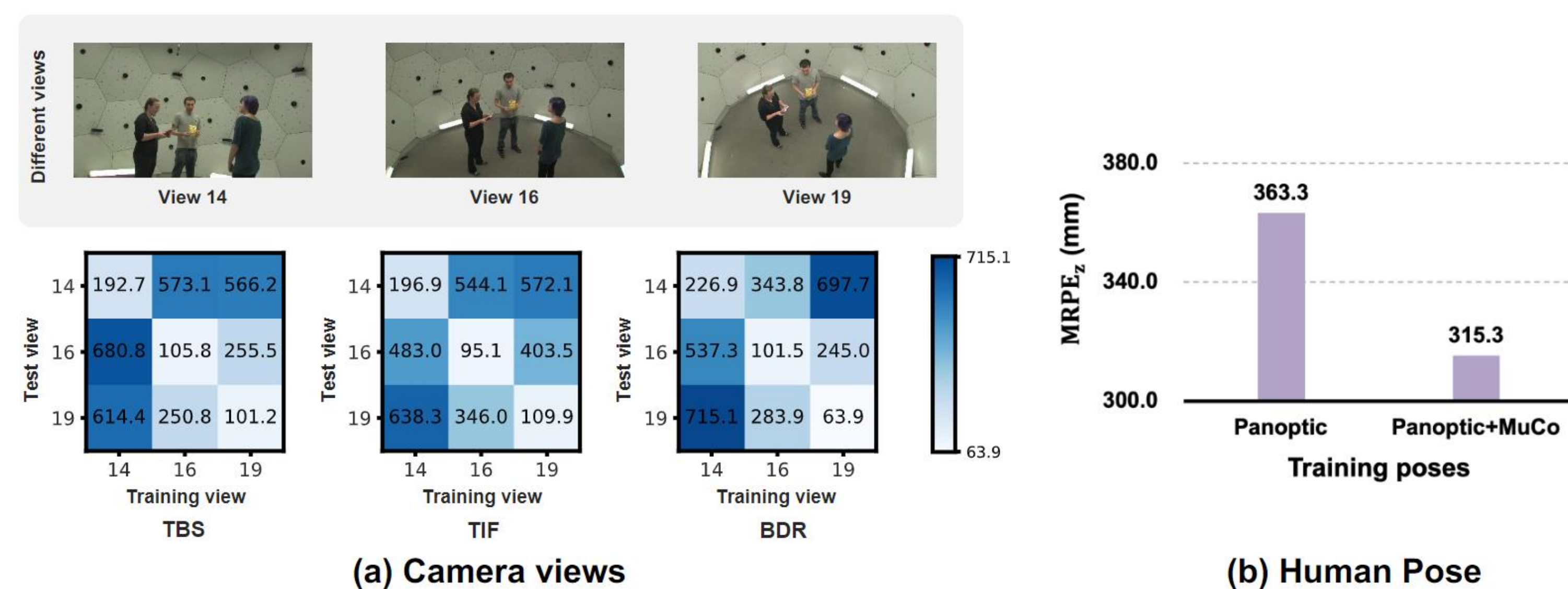
- Although monocular 3D pose estimation have achieved good results on the public datasets, their generalization ability is largely overlooked.
- 3D pose datasets have extremely limited variations in terms of cameras, human poses and appearance.

Projection Geometry

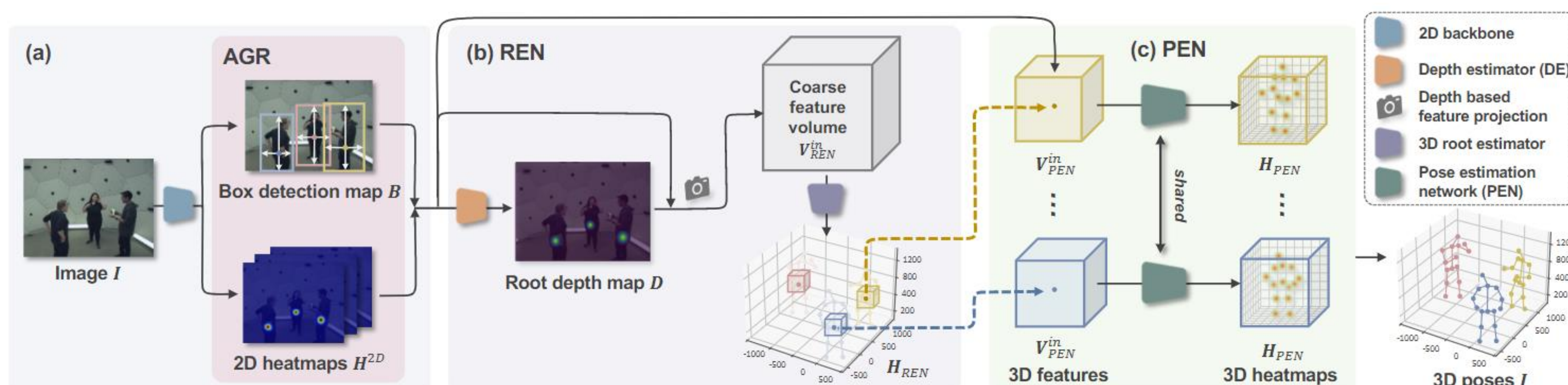


Generalization Study

- Systematically evaluate the robustness of the existing methods to the variations of the key factors.
- Models get notably larger errors when tested on different cameras and human poses.



Pipeline



- Abstract Geometry Representation (AGR) splits a 3D pose estimator into two successive modules.

- The first module maps a raw image to AGR, can be trained on the diverse 2D datasets.
- The second module maps AGR to the corresponding 3D pose, can be trained on synthesized <AGR, Pose> data.

Loss function

First module

$$\mathcal{L}_{heat}^{2D} = \|H^{2D} - \tilde{H}^{2D}\|_2^2$$

$$\mathcal{L}_{bbox} = \sum_{p \in \mathcal{P}} \|B_p - \tilde{B}_p\|_1$$

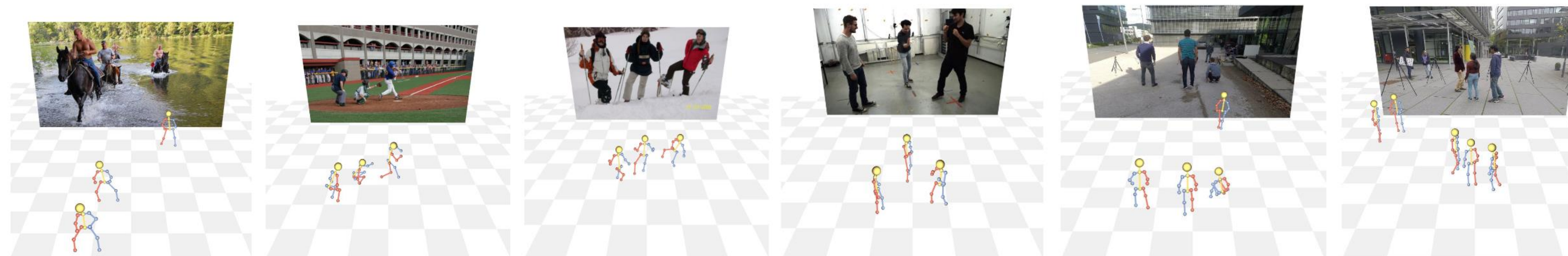
Second module

$$\mathcal{L}_{depth} = \sum_{p \in \mathcal{P}} |D_p - \tilde{D}_p|$$

$$\mathcal{L}_{REN} = \|H_{REN} - \tilde{H}_{REN}\|_2^2$$

$$\mathcal{L}_{PEN} = \frac{1}{N} \sum_{k=1}^N \|J_k - \tilde{J}_k\|_1$$

Experiments



Method	Haggling	Mafia	Ultimatum	Pizza	Mean
RootNet	89.6	91.3	79.6	90.1	87.6
Zanfir et al.	72.4	78.8	66.8	94.3	78.1
SMAP	<u>63.1</u>	60.3	<u>56.6</u>	<u>67.1</u>	<u>61.8</u>
Ours	54.1	<u>61.6</u>	54.6	65.4	58.9

Method	REN	PEN	MRPE	MRPE _z
DE	2D	×	113.9	104.1
REN	2D+3D	×	115.7	93.6
Ours	2D+3D	✓	97.0	86.0

CMU Panoptic

Method	Matched People		All People
	PCK _{abs}	PCK _{root}	PCK _{abs}
RootNet	31.8	31.0	31.5
HDNet	35.2	39.4	-
SMAP	38.7	45.5	35.4
HMOR	-	-	43.8
Ours	47	52.3	44.0

Generalization ability

MuPoTS-3D



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