



# Learning to Disambiguate Strongly Interacting Hands via Probabilistic Per-pixel Part Segmentation

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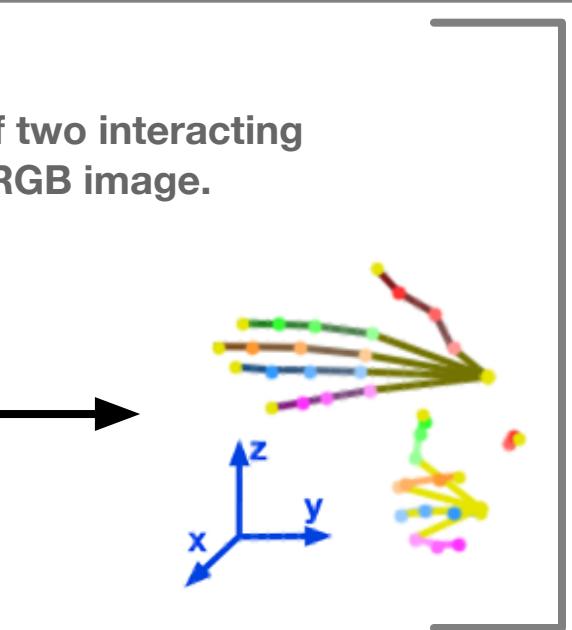
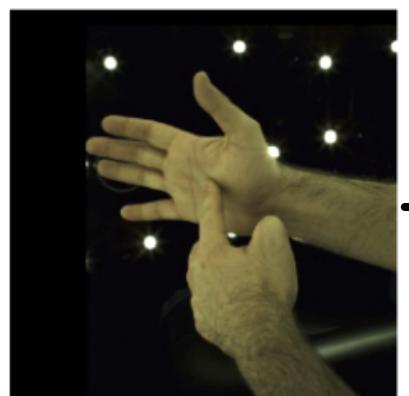
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ETH zürich

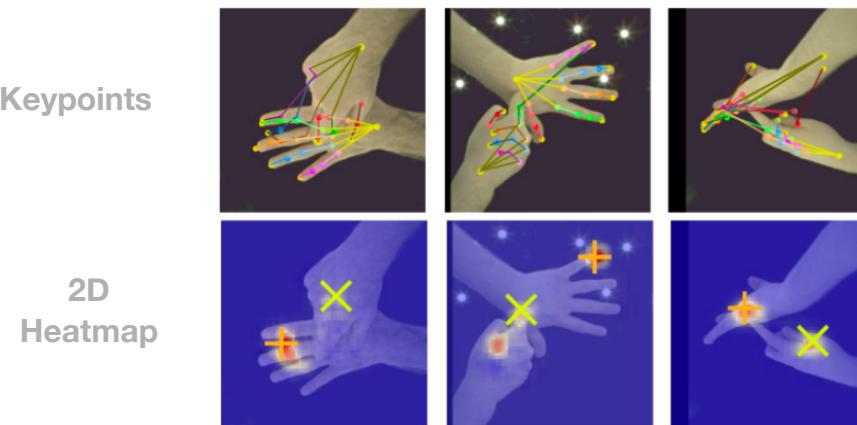
## Goal

Estimate 3D poses of two interacting hands from a single RGB image.

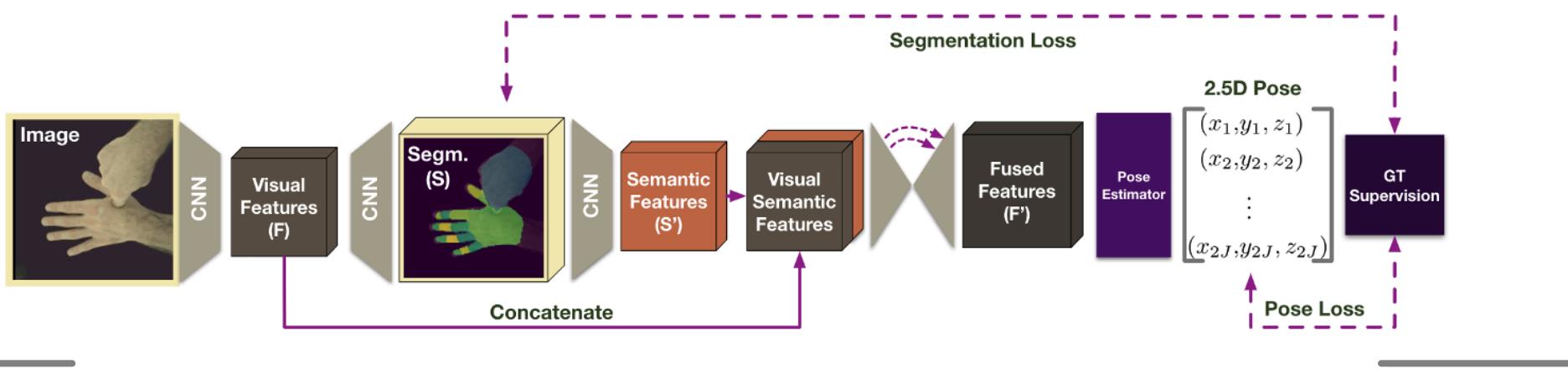


## Problem

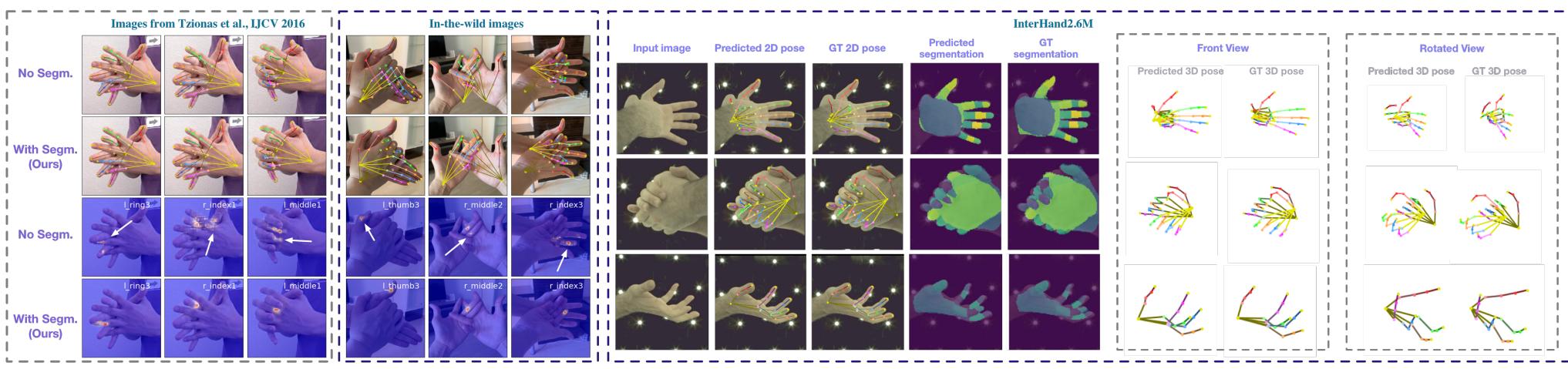
Appearance ambiguity when two hands interact.



## DIGIT: DIambiGuating hands in InTeraction



## Qualitative Results



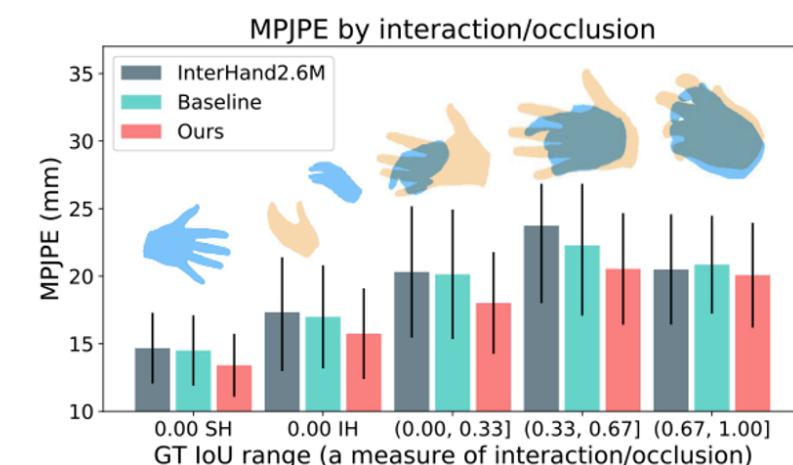
Project page: <https://zc-alexfan.github.io/digit>

## Quantitative Results

### SOTA performance

Methods	MPJPE Val	MRRPE Val	MPJPE Test	MRRPE Test
InterHand2.6M [33]	18.58	35.64	16.02	32.57
Baseline	17.79	33.90	15.06	31.36
Ours	<b>16.72</b>	<b>31.53</b>	<b>14.27</b>	<b>29.22</b>
% in improvement over [33]	10.01	11.53	10.92	10.29

## Ablation Study



Allows end-to-end training

Ablation Study	MPJPE Val	MRRPE Val	MPJPE Test	MRRPE Test
Part segm. <sup>§</sup>	16.68/23.52	41.99	14.35/20.57	38.87
Part segm. (ours)	<b>14.06/20.01</b>	<b>35.13</b>	<b>12.30/17.22</b>	<b>32.88</b>

## Preserves segmentation uncertainty

Ablation Study	MPJPE Val	MRRPE Val	MPJPE Test	MRRPE Test
LR segm. <sup>†</sup>	28.72/36.05	50.85	25.75/31.46	46.98
Part segm. <sup>†</sup>	17.69/25.49	46.00	15.16/22.08	41.46
LR segm. (ours)	14.87/21.19	<b>34.70</b>	12.92/18.40	<b>32.13</b>
Part segm. (ours)	<b>14.03/20.01</b>	35.26	<b>12.29/17.23</b>	32.88



Project Page  
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