# Optimizing Over a Set of Manifolds<sup>\*</sup>

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**Abstract.** We give a comprehensive description of the algorithm proposed in "2D Action Recognition Serves 3D Human Pose Estimation" [1].

### 1 Preliminaries

Having a skeleton and a surface model of the human, the human pose is represented by a vector in a bounded, high-dimensional state space  $\mathbb{E} \subset \mathbb{R}^{D+6}$ . While  $\Theta = \theta_1, \cdots, \theta_D \in \mathbb{E}_{\Theta}$  denotes the joint angles, the global orientation and position are encoded by the 6D vector (r, t). An element of the search space is given by  $x = (r, t, \Theta)$ . We formulate pose estimation as an optimization problem over  $\mathbb{E}$  for a given positive energy function V, i.e.  $\min_{x \in \mathbb{E}} V(x)$ . The energy function measures the consistency between the image and the projected surface of the human for a given pose x.

### 2 Baseline

As a baseline, we implemented the particle-based annealing optimization scheme ISA over  $\mathbb{E}$  (Algorithm 1), which has been used in the multi-layer framework [2]. The optimization scheme, based on the theory of Feynman-Kac models [3], iterates over a selection and mutation step, and is also the underlying principle of the annealed particle filter [4]. In our experiments, we use the polynomial annealing scheme:

$$\beta_k = (k+1)^b \tag{1}$$

with b = 0.7. The mutation step is implemented with the scaling factor  $\alpha_{\Sigma} = 0.4$ and the positive constant  $\rho = 0.0001$ . The set of particles is denoted by  $\mathcal{S}$ . An estimate of the pose is given by the weighted mean of the particles after the last iteration, i.e.  $\hat{x} = \sum_{s^i \in \mathcal{S}} (w^i \cdot x^i)$ . For  $r^i$ , the mean is computed in the space of rotations. The uniform distribution and the normal distribution are denoted by  $\mathcal{U}[0, 1]$  and  $\mathcal{N}(\mu, \Sigma)$ , respectively.

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For k = 1, ..., It• Selection •  $\forall s^i \in \mathcal{S}_{k-1}: w^i = \exp\left(-\beta_k \cdot V\left(r^i, t^i, \Theta^i\right)\right)$ •  $\forall s^i \in \mathcal{S}_{k-1}: w^i = w^i / \sum_{s^j \in \mathcal{S}_{k-1}} w^j$ •  $\mathcal{S}_k = \emptyset; \forall s^i \in \mathcal{S}_{k-1} \text{ draw } u \text{ from } \mathcal{U}[0, 1]:$ If  $u \le w^i / \max_{s^j \in \mathcal{S}_{k-1}} w^j$  then •  $\mathcal{S}_k = \mathcal{S}_k \cup \{s^i\}$ Otherwise •  $\mathcal{S}_k = \mathcal{S}_k \cup \{s^i\}$ , where  $s^j$  is selected with probability  $w^j$ • Mutation •  $\mu = \frac{1}{|\mathcal{S}_k|} \sum_{s^j \in \mathcal{S}_k} (r^j, t^j, \Theta^j)$  $\Sigma = \frac{\alpha_{\Sigma}}{|\mathcal{S}_k|-1} \left(\rho I + \sum_{s^j \in \mathcal{S}_k} \left((r^j, t^j, \Theta^j) - \mu\right) \left((r^j, t^j, \Theta^j) - \mu\right)^T\right)$ 

•  $\forall s^i \in \mathcal{S}_k \text{ sample } (r^i, t^i, \Theta^i) \text{ from } \mathcal{N}((r^i, t^i, \Theta^i), \Sigma)$ 

#### 3 Proposed Algorithm

We modify the baseline algorithm to optimize over a set of manifolds instead of a single state space. To this end, we consider a set of action classes  $\mathcal{A} = \{a_1, \dots, a_{|\mathcal{A}|}\}$ , where we learn for each class an action-specific low-dimensional manifold  $\mathbb{M}_a \subset \mathbb{R}^{d_a}$  with  $d_a \ll D$ . We assume that the following mappings are available:

$$f_a: \mathbb{E}_{\Theta} \mapsto \mathbb{M}_a, \quad g_a: \mathbb{M}_a \mapsto \mathbb{E}_{\Theta}, \quad h_a: \mathbb{M}_a \mapsto \mathbb{M}_a, \tag{2}$$

where  $f_a$  denotes the mapping from the state space to the low-dimensional manifolds,  $g_a$  the projection back to the state space, and  $h_a$  the prediction within an action-specific manifold. Since the manifolds encode only the space of joint angles, a low-dimensional representation of the full pose is denoted by  $y_a = (r, t, \Theta_a)$  with  $\Theta_a = f_a(\Theta)$ . A particle  $s^i = (y_a^i, a^i)$  stores the corresponding manifold label  $a^i$  in addition to the vector  $y_a^i = (r^i, t^i, \Theta_a^i)$ . While Select  $p_1$  is outlined in Algorithm 2, Optimization A, Select  $p_2$ , and Optimization B are described in Algorithm 3. The particles in the manifolds  $\mathbb{M}_a$  after Optimization B are denoted by  $\mathcal{S}_{It_A}^{\mathbb{M}}$  and the particles in the state space after Optimization B are denoted by  $\mathcal{S}_{It_B}^{\mathbb{M}}$ . The probability of an action class a for a given frame t is denoted by  $\hat{\Theta}_{t-1}$ .

#### Algorithm 2 Select $p_1$

•  $\mathcal{S}^{\mathbb{M}} = \emptyset; \forall s^i \in \mathcal{S}_{It_A}^{\mathbb{M}} \text{ draw } u \text{ from } \mathcal{U}[0,1]:$ If  $u < p_1$  then •  $\mathcal{S}^{\mathbb{M}} = \mathcal{S}^{\mathbb{M}} \cup \{s^i\}$ Otherwise •  $\mathcal{S}^{\mathbb{M}} = \mathcal{S}^{\mathbb{M}} \cup \{(r^j, t^j, f_{a^j}(\Theta^j), a^j)\}, \text{ where } (r^j, t^j, \Theta^j) \in \mathcal{S}_{It_B}^{\mathbb{E}} \text{ and } a^j \text{ is selected with probability } p(A | T = t, \mathcal{I})$ 

## References

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# **Algorithm 3** Optimizing over $\mathbb{M}_a$

 $\begin{array}{l} \underbrace{Optimization \ A:}\\ & \text{For } k=1,\ldots,It_{A}\\ \bullet \ Selection\\ \bullet \ \forall s^{i}\in \mathcal{S}_{k-1}^{\mathbb{M}}: w^{i}=\exp\left(-\beta_{k}\cdot V\left(r^{i},t^{i},g_{a^{i}}(\Theta_{a}^{i})\right)\right)\\ \bullet \ \forall s^{i}\in \mathcal{S}_{k-1}^{\mathbb{M}}: w^{i}=w^{i}/\sum_{s^{j}\in \mathcal{S}_{k-1}^{\mathbb{M}}}w^{j}\\ \bullet \ \forall s^{i}\in \mathcal{S}_{k-1}^{\mathbb{M}}: w^{i}\in \mathcal{S}_{k-1}^{\mathbb{M}} \text{ draw } u \text{ from } \mathcal{U}[0,1]:\\ & \text{If } u\leq w^{i}/\max_{s^{j}\in \mathcal{S}_{k-1}^{\mathbb{M}}}w^{j} \text{ then}\\ \bullet \ \mathcal{S}_{k}^{\mathbb{M}}=\mathcal{S}_{k}^{\mathbb{M}}\cup\{s^{i}\}\\ & \text{Otherwise}\\ \bullet \ \mathcal{S}_{k}^{\mathbb{M}}=\mathcal{S}_{k}^{\mathbb{M}}\cup\{s^{j}\}, \text{ where } s^{j} \text{ is selected with probability } w^{j} \end{array}$ 

Select  $p_2$ :

• 
$$\hat{a} = \operatorname{argmin}_{a \in \mathcal{A}} \left\| \hat{\Theta}_{t-1} - g_a(f_a(\hat{\Theta}_{t-1})) \right\|, \quad (\Sigma_{\hat{a}})_{ii} = \frac{|\hat{\Theta}_{t-1} - g_{\hat{a}}(f_a(\hat{\Theta}_{t-1}))|_i}{3}$$

•  $S_{It_A}^{\mathbb{E}} = \emptyset; \forall s^i \in S_{It_A}^{\mathbb{M}} \text{ draw } u \text{ from } \mathcal{U}[0, 1]:$ If  $u < p_2$  then •  $S_{It_A}^{\mathbb{E}} = S_{It_A}^{\mathbb{E}} \cup \{(r^i, t^i, g_{a^i}(\Theta_a^i))\}$ Otherwise •  $S_{It_A}^{\mathbb{E}} = S_{It_A}^{\mathbb{E}} \cup \{(r^i, t^i, \hat{\Theta})\}, \text{ where } \hat{\Theta} \text{ is sampled from } \mathcal{N}(\hat{\Theta}_{t-1}, \Sigma_{\hat{a}})$ 

Optimization B:

For  $k = It_A + 1, \dots, It_B$ • Selection •  $\forall s^i \in \mathcal{S}_{k-1}^{\mathbb{E}}$ :  $w^i = \exp\left(-\beta_k \cdot V\left(r^i, t^i, \Theta^i\right)\right)$ •  $\forall s^i \in \mathcal{S}_{k-1}^{\mathbb{E}}$ :  $w^i = w^i / \sum_{s^j \in \mathcal{S}_{k-1}^{\mathbb{E}}} w^j$ •  $\mathcal{S}_k^{\mathbb{E}} = \emptyset; \forall s^i \in \mathcal{S}_{k-1}^{\mathbb{E}} \text{ draw } u \text{ from } \mathcal{U}[0, 1]$ : If  $u \leq w^i / \max_{s^j \in \mathcal{S}_{k-1}^{\mathbb{E}}} w^j$  then •  $\mathcal{S}_k^{\mathbb{E}} = \mathcal{S}_k^{\mathbb{E}} \cup \{s^i\}$ Otherwise •  $\mathcal{S}_k^{\mathbb{E}} = \mathcal{S}_k^{\mathbb{E}} \cup \{s^j\}$ , where  $s^j$  is selected with probability  $w^j$ • Mutation •  $\mu = \frac{1}{|\mathcal{S}_k^{\mathbb{E}}|} \sum_{s^j \in \mathcal{S}_k^{\mathbb{E}}} (r^j, t^j, \Theta^j)$  $\Sigma = \frac{\alpha\Sigma}{|\mathcal{S}_k^{\mathbb{E}}|-1} \left(\rho I + \sum_{s^j \in \mathcal{S}_k^{\mathbb{E}}} \left((r^j, t^j, \Theta^j) - \mu\right) \left((r^j, t^j, \Theta^j) - \mu\right)^T\right)$ 

• 
$$\forall s^i \in \hat{\mathcal{S}}_k^{\mathbb{E}}$$
 sample  $(r^i, t^i, \Theta^i)$  from  $\mathcal{N}((r^i, t^i, \Theta^i), \Sigma)$ 

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