

Towards Robust 3D Body Mesh Inference of Partially-observed Humans Semester project at VLG Xiyi Chen

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Introduction



Body modeling



Pavlakos et al., SMPLify-X, CVPR 2019

Body mesh inference

Optimization-based methods

$$E(\beta, \theta, \psi) = E_J + \lambda_{\theta_b} E_{\theta_b} + \lambda_{\theta_f} E_{\theta_f} + \lambda_{m_h} E_{m_h} + \lambda_{\alpha} E_{\alpha} + \lambda_{\beta} E_{\beta} + \lambda_{\mathcal{E}} E_{\mathcal{E}} + \lambda_{\mathcal{C}} E_{\mathcal{C}}$$

Pavlakos et al., SMPLify-X, CVPR 2019

Regression-based methods



Body mesh inference

Optimization-regression hybrids



Kolotouros et al., SPIN, ICCV 2019

Partially-observed settings





Predictions classified as "Good", identified by human

Rockwell et al., ECCV 2020

Partially-observed settings

We could start with optimization-based methods like SMPLify-X, but ...





1) Perform keypoints blending with confidence calibration using heuristic statistics from a fully-observed person dataset to improve the accuracy of 2D body joints, and set a threshold empirically to ignore the potentially incorrect keypoints

2) Adopt combined body prior poses from predictions of 2 regression-based methods; initialize global orientation and camera parameters with ExPose predictions

3) Modify the optimization objective for the body pose prior and penalize the whole body pose towards the combined prior, and fine-tune the optimization weights accordingly

Methods



Keypoints blending and thresholding



OpenPose BODY_25 format



MMPose Halpe format

$$c'_i = clip(rac{c_i - \mu_{i,MMPose}}{\sigma_{i,MMPose}} * \sigma_{i,OpenPose} + \mu_{i,OpenPose})$$

Keypoints blending and thresholding



use per-keypoint statistics of 40,000 fully-observed human images with various fashion poses in the SHHQ dataset (Fu et al., ECCV 2022)

Keypoints blending and thresholding, visualization



Combined pose prior



Input image





Combined pose prior

ExPose: the most accurate body pose predictions, but wrist poses are sometimes wrong. PIXIE: more accurate wrist and hand poses Therefore, we build a combined pose prior:

$$\theta_{b_R} = \theta_{b_{ExPose}}[:19] + \theta_{b_{PIXIE}}[19:]$$

Camera optimization

$$[\tilde{x}, \tilde{y}, \tilde{z}]^T = \Pi_K([x, y, z]) = K \cdot ([x, y, z] + T)^T$$

SMPLify-X starts with the default global orientation and initializes the depth parameter in the translation vector according to shoulder and hip keypoints. However, this is inaccurate and could be especially problematic when these keypoints are missing.



Camera optimization

We follow Kissos et al. [1], and initialize the camera matrix and parameters as:

bounding box center [Cx, Cy]

$$\mathbf{K} = \begin{bmatrix} f & 0 & C_x \\ 0 & f & C_y \\ 0 & 0 & 0 \end{bmatrix} \qquad f \approx \sqrt{W^2 + H^2} \qquad T_0 = \begin{bmatrix} t_x, t_y, \frac{2 \cdot f}{s \cdot b} \end{bmatrix}$$
area of bounding box b

We also include all upper-body keypoints and incorporate their corresponding confidence values. The overall camera optimization objective is:

$$E(T,\mathcal{G}) = ||(R_{\theta}(J_u) - J_{est,u}) \odot \omega_u^{\geq \tau}||_2^2 + \lambda_T ||T_z - T_{0_z}||_2^2$$

[1] Imry Kissos, Lior Fritz, Matan Goldman, Omer Meir, Eduard Oks, and Mark Kliger. Beyond weak perspective for monocular 3d human pose estimation, ECCV 2020 Workshops

Camera optimization, visualization



input image

Blended Keypoints

Ours, after camera optimization

Full model optimization

$$E(\beta, \theta, \psi) = E_J + \lambda_{\theta_b} E_{\theta_b} + \lambda_{\theta_f} E_{\theta_f} + \lambda_{m_h} E_{m_h} + \lambda_{\alpha} E_{\alpha} + \lambda_{\beta} E_{\beta} + \lambda_{\varepsilon} E_{\varepsilon} + \lambda_{\mathcal{C}} E_{\mathcal{C}}$$

 $E_J(\beta, \theta, K, J_{est}) = \sum \gamma_i \omega_i^{\geq \tau_i} \rho(\Pi_K(R_{\theta}(J(\beta))_i - J_{est,i}))$: data term iointi $E_{ heta_f}, E_{m_h}, E_{eta}, E_{arepsilon}$; simple L2 priors for facial pose, hand pose, body shape, and facial expressions $E_{\alpha}(\theta_b) = \sum_{i \in (elbows,knees)} e^{\theta_i}$ angle prior that penalizes extreme bendings for elbows and knees $E_{\mathcal{C}}(\theta,\beta) = \sum_{(f_s(\theta),f_t(\theta))\in\mathcal{C}} \left\{ \sum_{v_s\in f_s} || - \Psi_{f_t}(v_s)n_s ||^2 + \right\}$ $\sum_{v_t \in f_t} || - \Psi_{f_s}(v_t) n_t ||^2 \bigg\}, \text{ interpenetration penalty}$

Body pose prior E_{β}

 $E(\beta, \theta, \psi) = E_J + \lambda_{\theta_b} E_{\theta_b} + \lambda_{\theta_f} E_{\theta_f} + \lambda_{m_h} E_{m_h} +$ $\lambda_{\alpha}E_{\alpha} + \lambda_{\beta}E_{\beta} + \lambda_{\varepsilon}E_{\varepsilon} + \lambda_{\mathcal{C}}E_{\mathcal{C}}$



Evaluation



Dataset and metrics

Dataset:

- Take upper-body crops of the benchmark EHF dataset
- Use the ground-truth camera parameters to project all vertices of the pseudo ground-truth 3D mesh into 2D space
- Record the indices of vertices within the boundary for each ground-truth mesh and subset vertices with the same indices from our fitting results



Metrics:

Procrustes Alignment on vertices (PA-V2V) and 14 LSP-common joints (PA-MPJPE)

Align the whole observed mesh, body, face, and left/right hands separately, and report each loss

Mathod	Type	Rody Model	Time (c)	PA-V2V (mm) ↓				PA-MPJPE (mm) \downarrow
		Body Model	Time (s)	All	Body	Face	L/R Hand	14 Body Joints
SMPLify-X' [28]	0	SMPL-X	40-60	56.39	68.77	6.25	12.67/13.17	78.56
SMPLify-X [28]	0	SMPL-X	40-60	68.71	82.17	8.76	12.54/13.73	98.71
SPIN [24]	H	SMPL	<1	N/A	60.46	N/A	N/A	74.34
ProHMR [25]	H	SMPL	<1	N/A	52.10	N/A	N/A	60.69
EFT [17]	H	SMPL	<1	N/A	43.41	N/A	N/A	55.16
PARE [23]	R	SMPL	<1	N/A	40.33	N/A	N/A	49.15
FrankMocap [32]	R	SMPL-X	<1	54.59	53.02	5.50	10.69 /11.79	66.61
PIXIE [9]	R	SMPL-X	<1	37.56	43.16	5.29	11.25/10.58	49.58
ExPose [5]	R	SMPL-X	<1	39.08	39.76	5.13	12.85/12.71	45.78
Ours	H	SMPL-X	10-30	32.78	38.03	7.03	12.23/12.76	42.26

Table 1. Quantitative evaluation results on the 100 images in the cropped EHF dataset. Our method outperforms the state of the art regression methods w.r.t main body and the whole 3D mesh, and reduces the runtime by about half compared to the original SMPLify-X pipeline, but is slightly worse w.r.t face and hand performance. Note that SMPLify-X' uses the ground-truth focal length and is not directly comparable with other methods. All error scores are recorded only on the observed parts of the images. "O/R/H" denotes Optimization/Regression/Hybrid.

Quantitative evaluation, heatmaps on PA-V2V



Qualitative evaluation



Qualitative evaluation



ETH zürich

PIXIE





Ablation studies

Version	PA-V2V (mm) ↓						
VEISIOII	All	Body	Face	L/R Hand			
Ours	32.78	38.03	7.03	12.23/12.76			
Keypoints Blending:							
Blend face keypoints	+0.72	+0.48	+0.06	+0.02/+0.04			
Blend body only	+1.12	+0.89	-0.03	+0.20/-0.24			
OpenPose only	+1.53	+0.68	-0.22	-0.03/-0.23			
MMPose only	+2.79	+3.13	+0.90	+1.95/+2.07			
Aligned to MMPose	+1.17	+2.64	+0.03	+1.39/+1.59			
Thresholding:		,					
Without threshold	+0.85	+0.89	±0.00	-0.04/-0.10			
Threshold on hands	+0.09	+0.22	-0.01	+0.08/+0.06			
Threshold on face	+0.59	+0.90	±0.00	+0.36/-0.03			
Body Pose Prior:							
PARE body pose	+3.33	+2.17	+0.29	+1.85/+1.60			
PIXIE body pose	+0.85	+0.93	-0.22	-0.43/-0.30			
ExPose body pose	+2.76	+1.18	+0.05	-0.12/+1.10			
Use VPoser	+11.07	+11.12	-0.56	+0.76/+1.13			

Table 2. Ablation studies on cropped EHF dataset using the stricter PA-V2V metric.



Using VPoser

Ours (using the full pose space)

Using VPoser could produces inaccurate arm poses, but it fits the face slightly more accurately

Conclusion

We modify the SMPLify-X pipeline to improve its robustness under partially-observed settings. Following the optimization-regression hybrid manner, we make several contributions:

- keypoints blending with confidence calibration, and thresholding on confidence values
- initializing the camera parameters and body pose with results of regression-based methods
- replacing the pose prior on latent representation with the actual pose space and modify the optimization weights accordingly

However,

- quantitative evaluation is only performed on 100 images, not extensive enough
- face mesh reconstruction accuracy is compromised
- body shape is only a rough approximation based on 2D keypoints

Future works



larger partially-observed human dataset

Zhang et al., EgoBody Dataset, ECCV 2022



incorporate silhouette into objective incorporate inverse rendering into the optimization scheme



Thank you!

