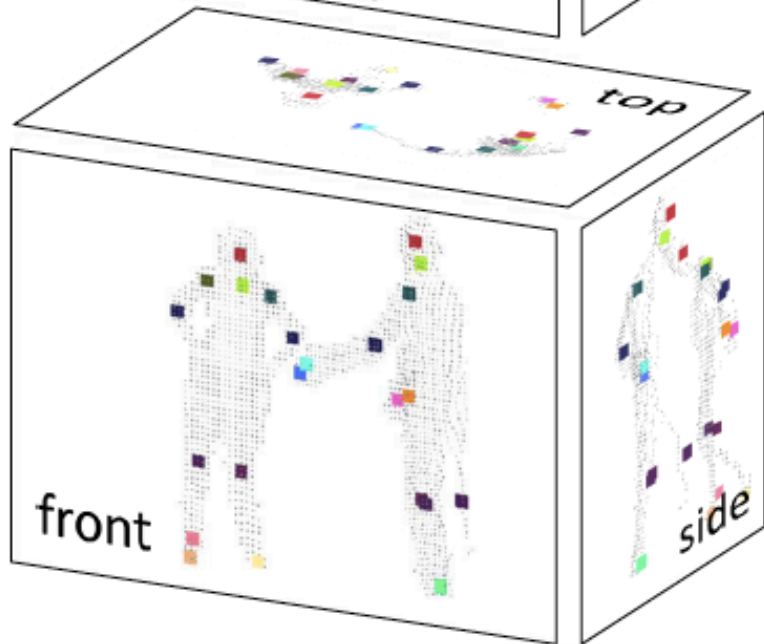
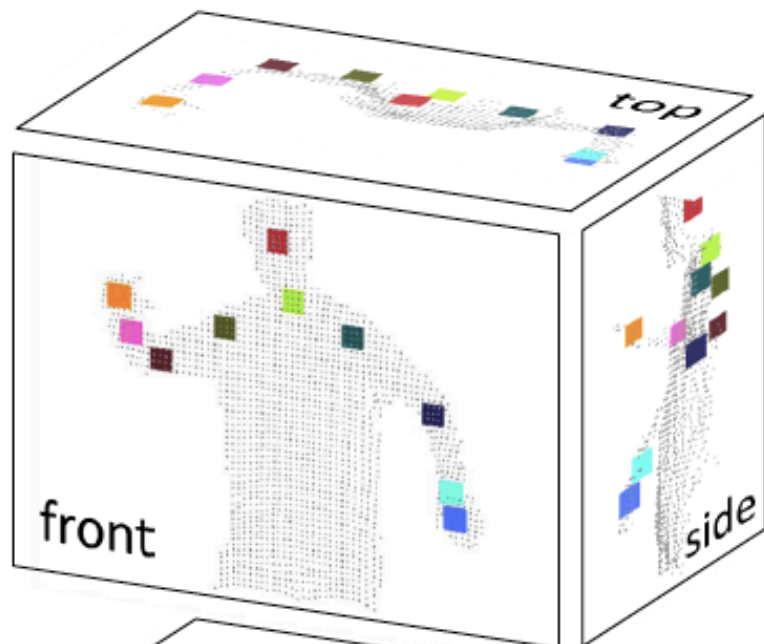
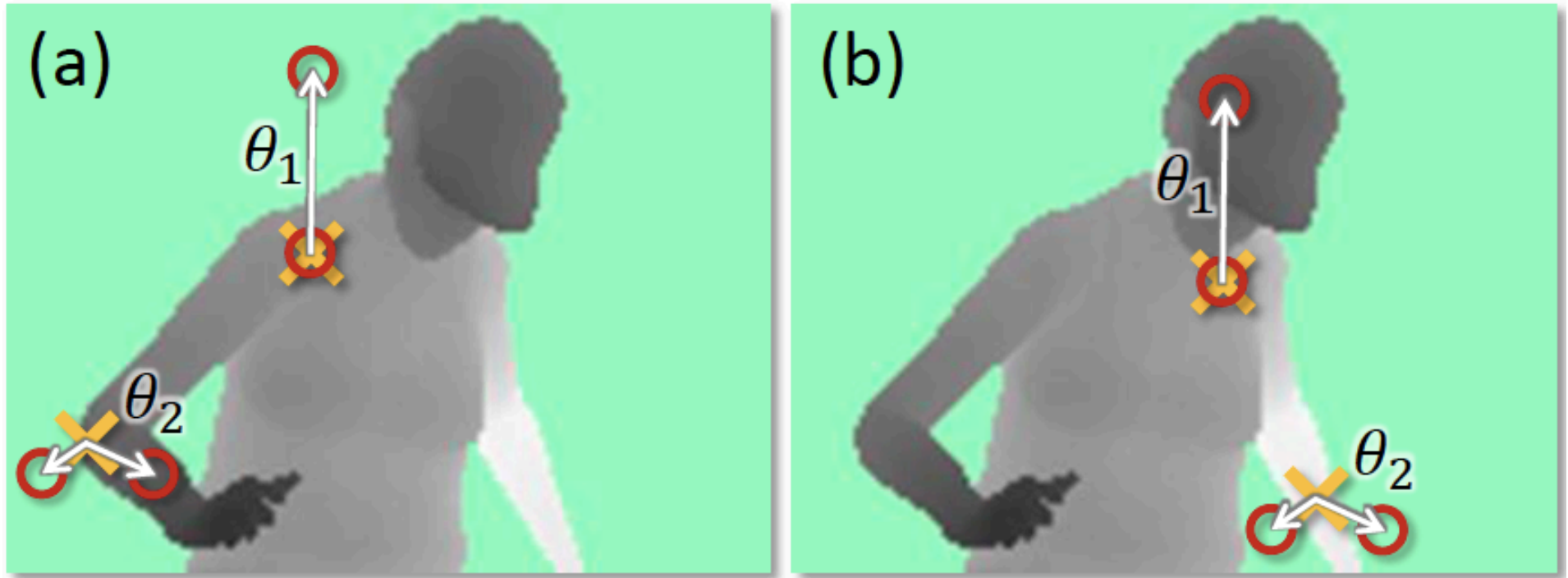


Real-Time Human Pose Recognition in Parts from Single Depth Images



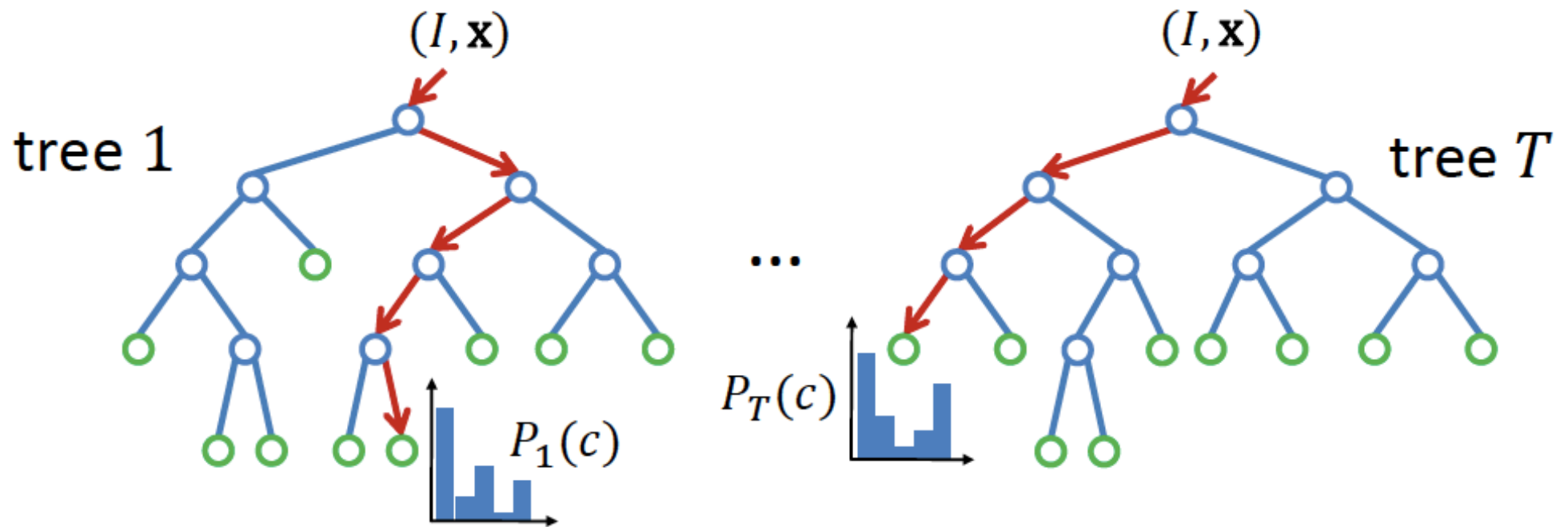
depth image → body parts → 3D joint proposals

Features



$$f_{\theta}(I, \mathbf{x}) = d_I \left(\mathbf{x} + \frac{\mathbf{u}}{d_I(\mathbf{x})} \right) - d_I \left(\mathbf{x} + \frac{\mathbf{v}}{d_I(\mathbf{x})} \right)$$

Randomized Decision Forests



$$P(c|I, \mathbf{x}) = \frac{1}{T} \sum_{t=1}^T P_t(c|I, \mathbf{x})$$

Joint Position Proposals

1. Classified pixels are backprojected into the scene
2. Mean shift is used to find density modes for each part
3. Detected modes are on the surface of the object and are pushed back by a learned offset
4. Modes are scored using the sum of weights of all pixels reaching the mode

$$f_c(\hat{\mathbf{x}}) \propto \sum_{i=1}^N w_{ic} \exp \left(- \left\| \frac{\hat{\mathbf{x}} - \hat{\mathbf{x}}_i}{b_c} \right\|^2 \right)$$

$$w_{ic} = P(c|I, \mathbf{x}_i) \cdot d_I(\mathbf{x}_i)^2$$

Parameters

1. 3 trees
2. 20 deep
3. 300k training images
4. 2000 training pixels per image
5. 2000 candidate features and 50 candidate thresholds pre feature.

Training time: 1 day on a 1000 core cluster (using 1M images)

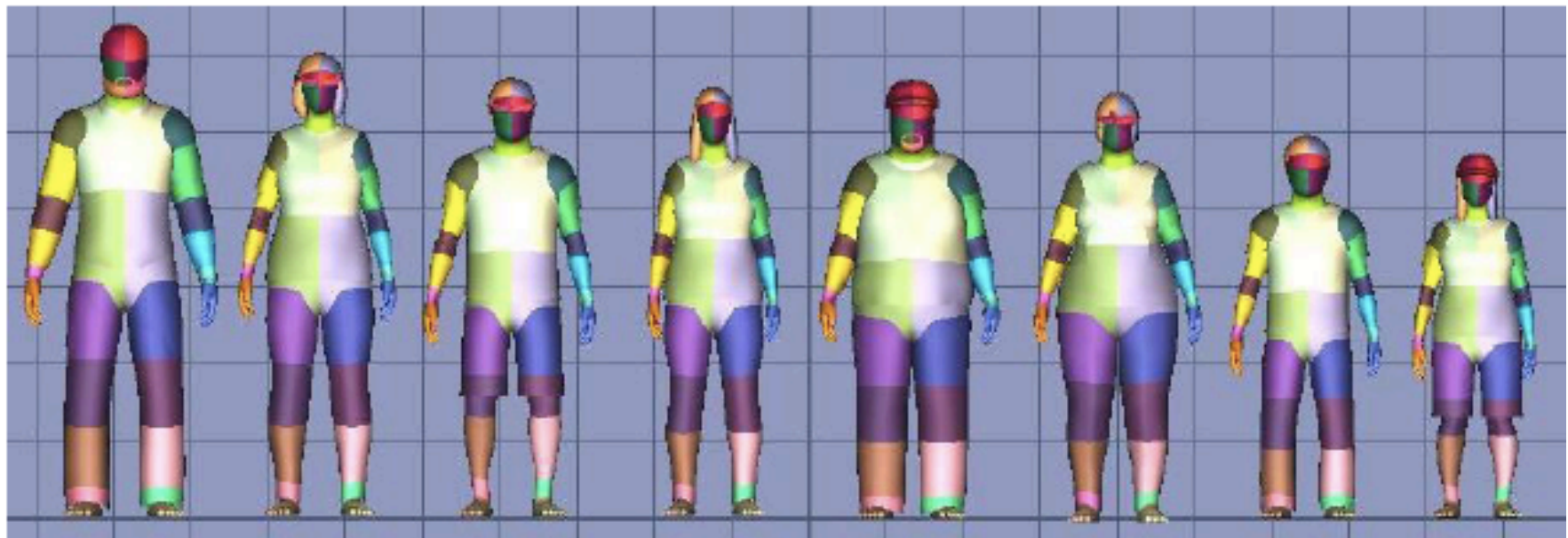
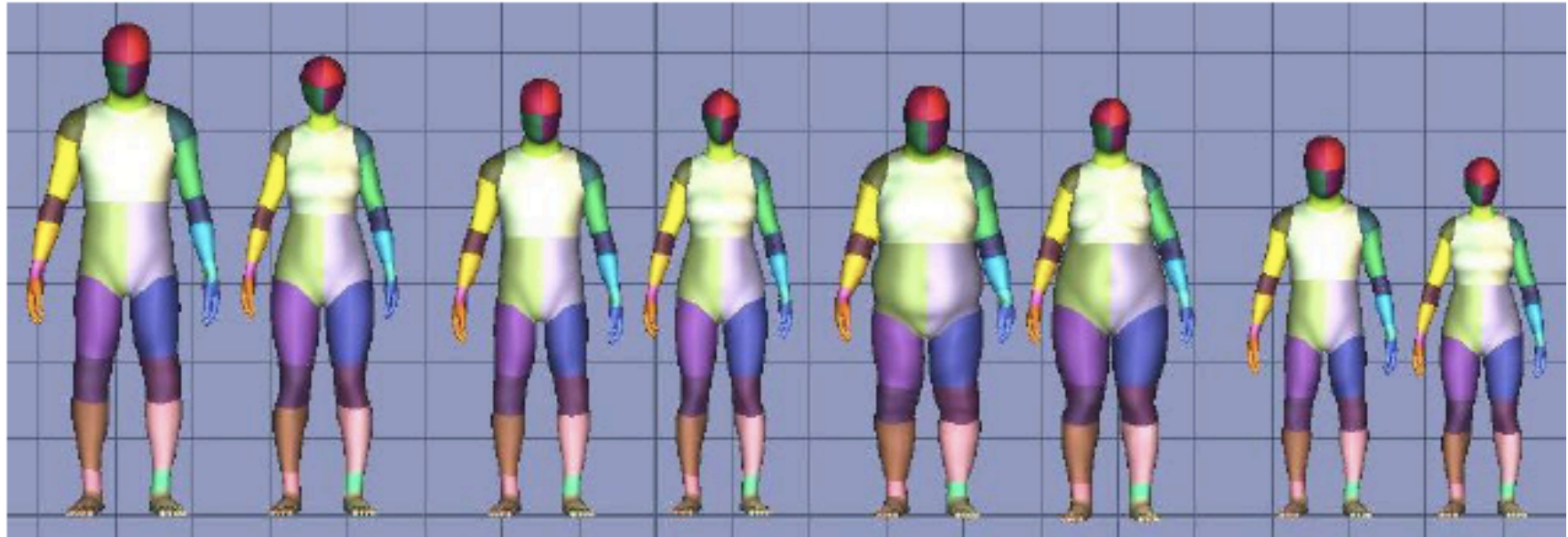
Dataset

A synthetic dataset is used for training (and test):

1. 500k mocap frames reduced to 100k dissimilar frames
2. Mocap retargetted to 15 base meshes
3. Part labels specified in texture map (31 parts used)
4. Some randomization is applied

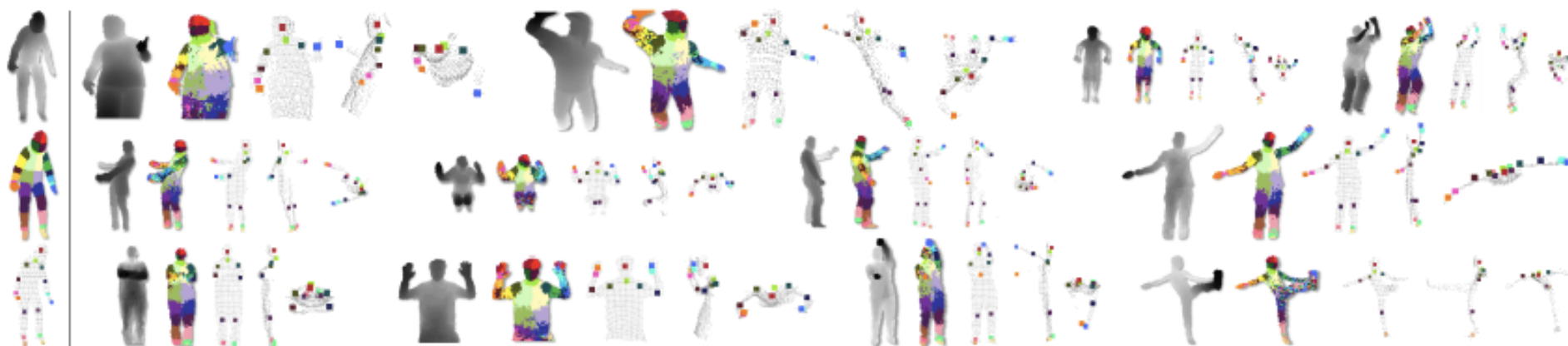
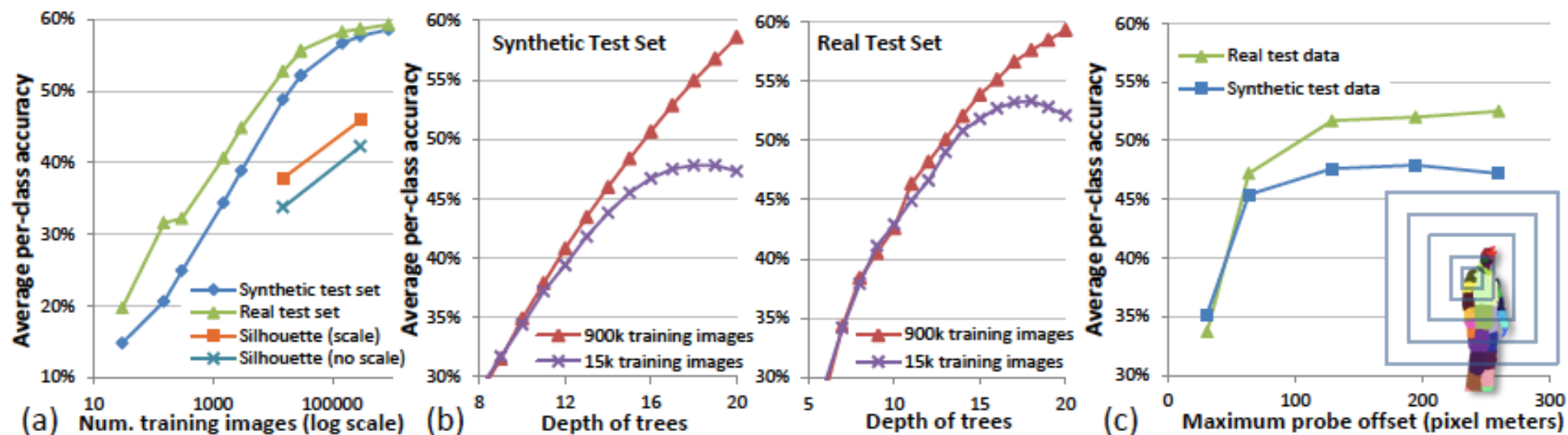
A real hand labeled dataset with 8808 depth images from 15 subjects is also used for test only.



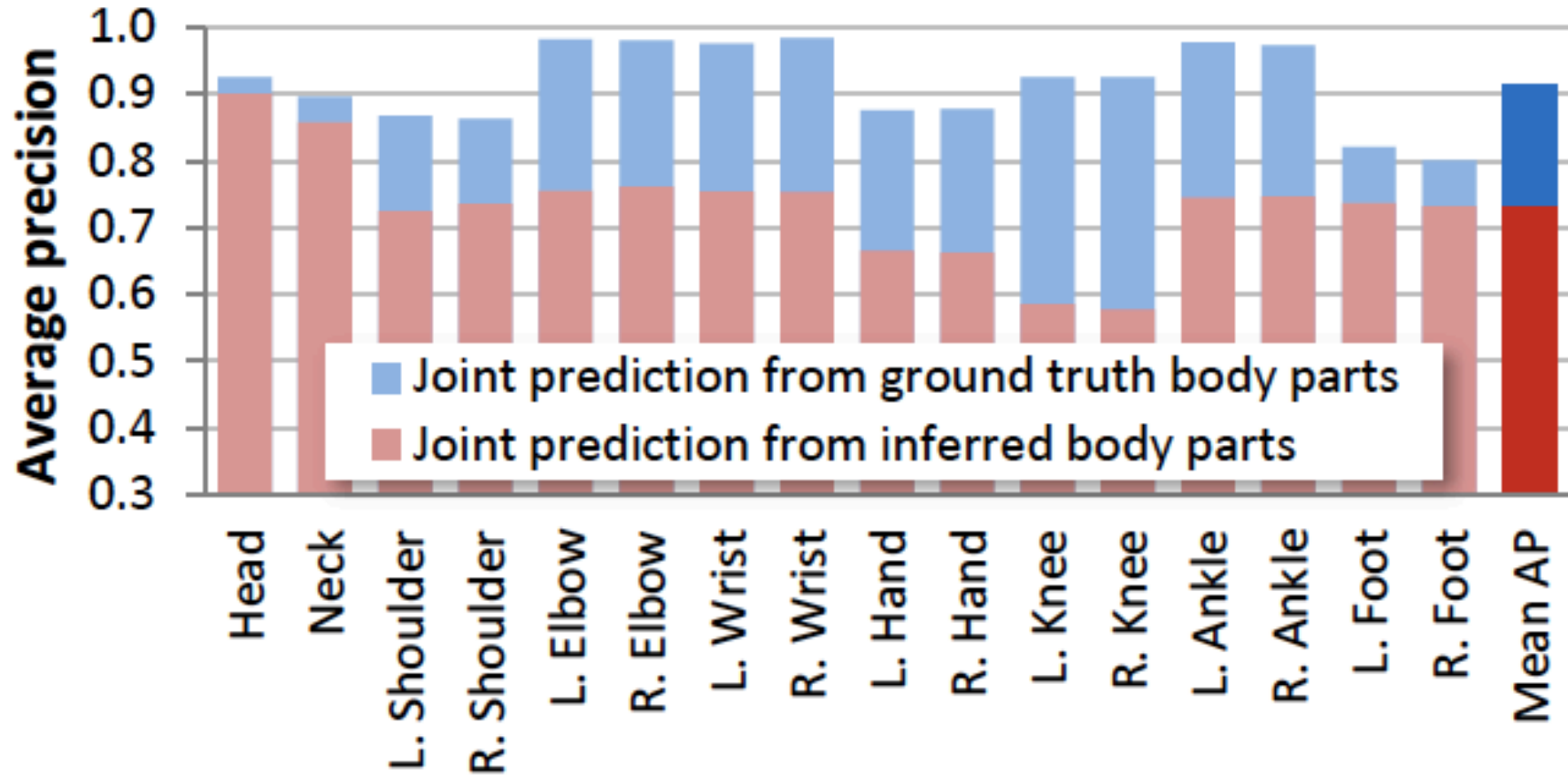




Results



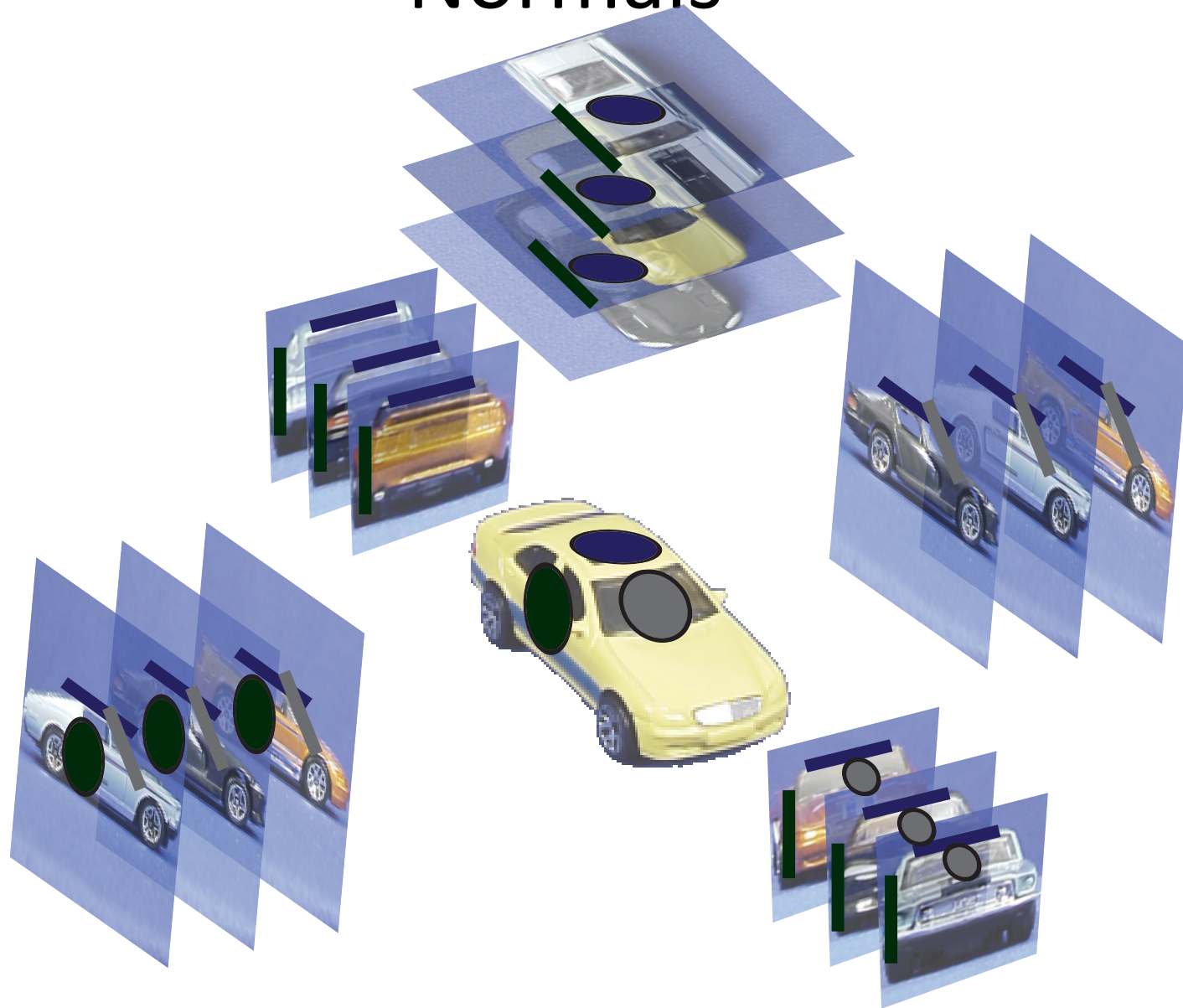
Results



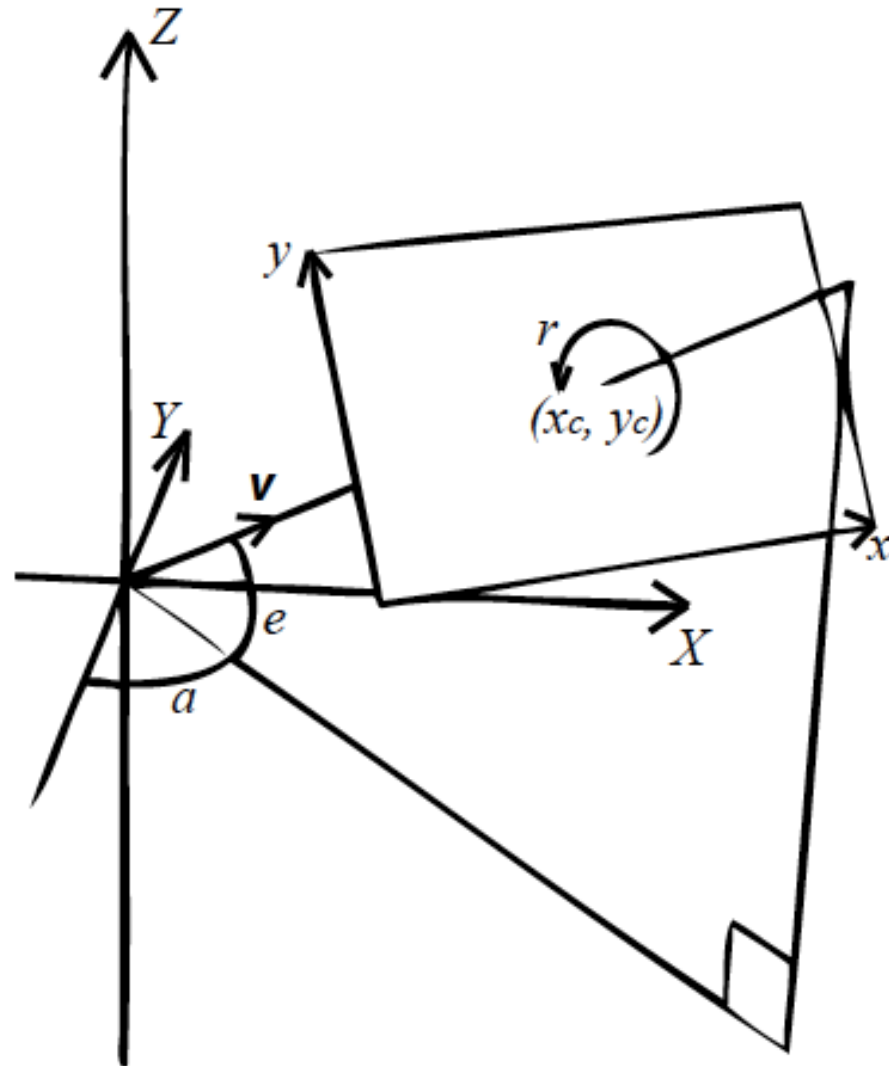
[video](#)

Multi-View Object Recognition

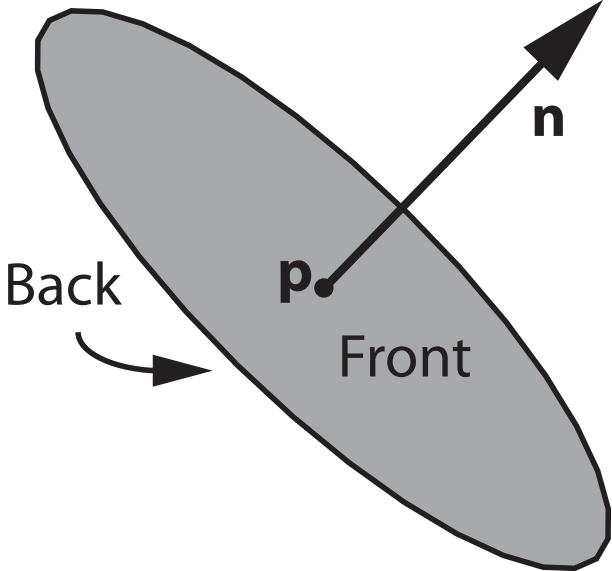
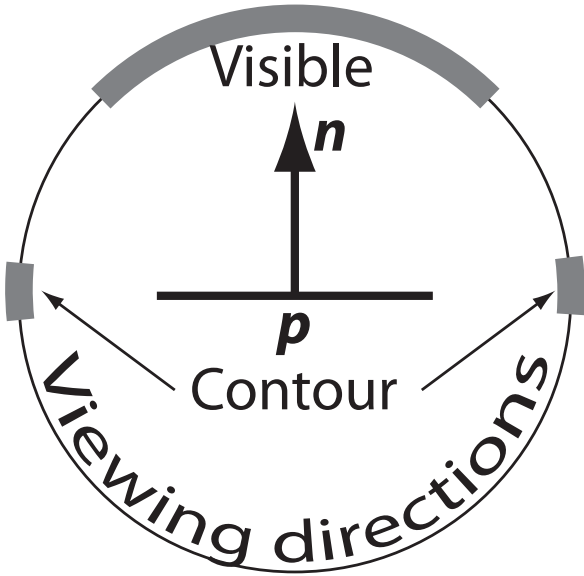
A Representation Based on Surface Normals



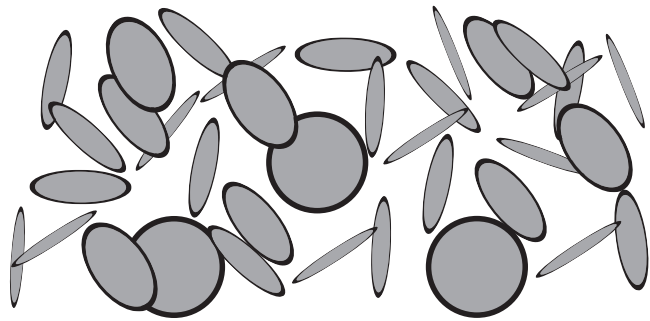
Camera Model



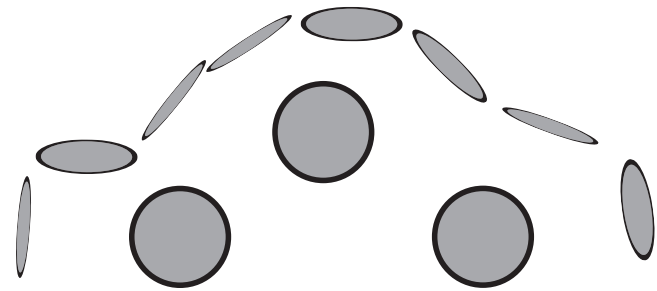
Surfels



Training



Before



After

Experiments – ETH80 dataset

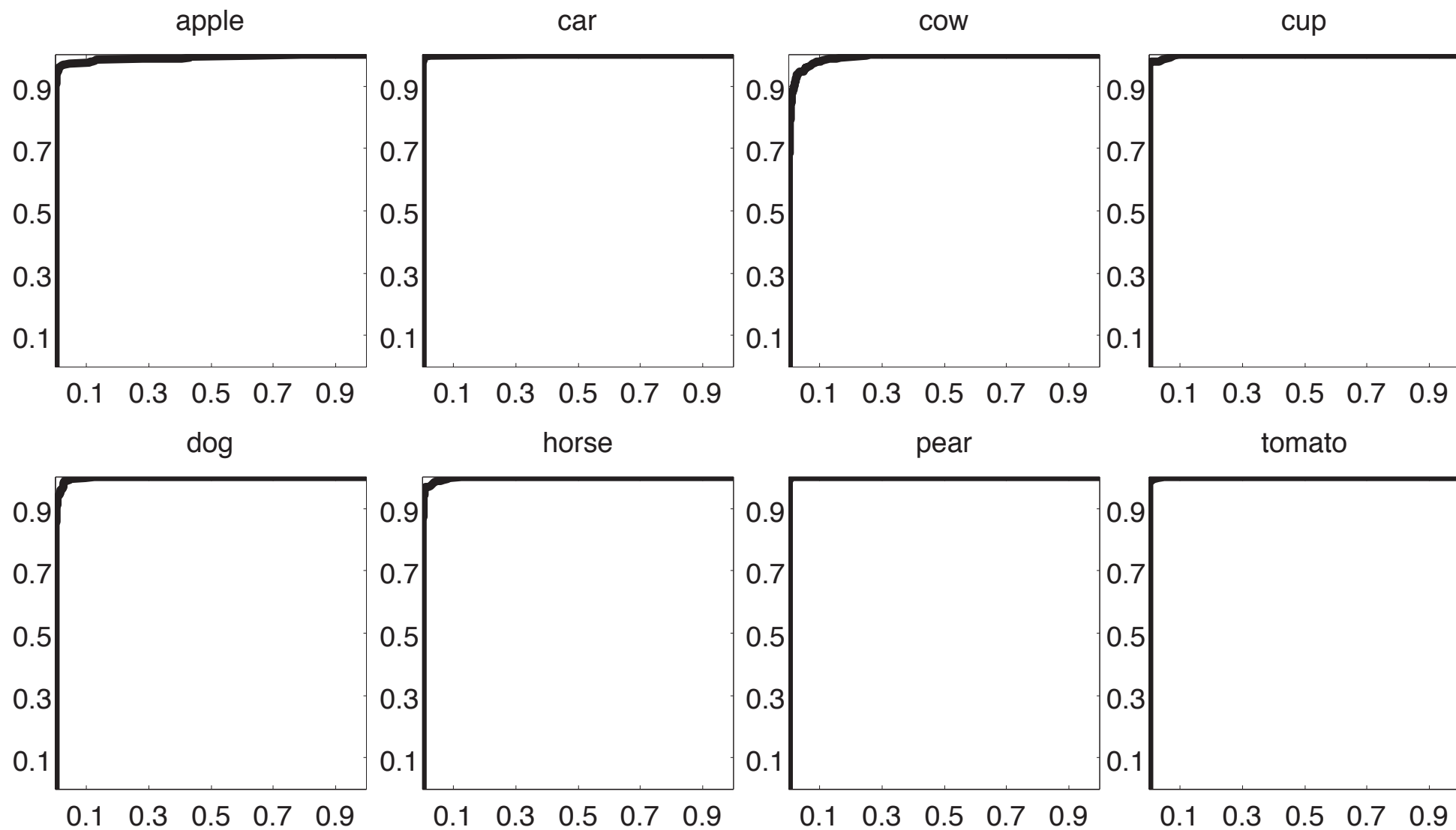


Categorization

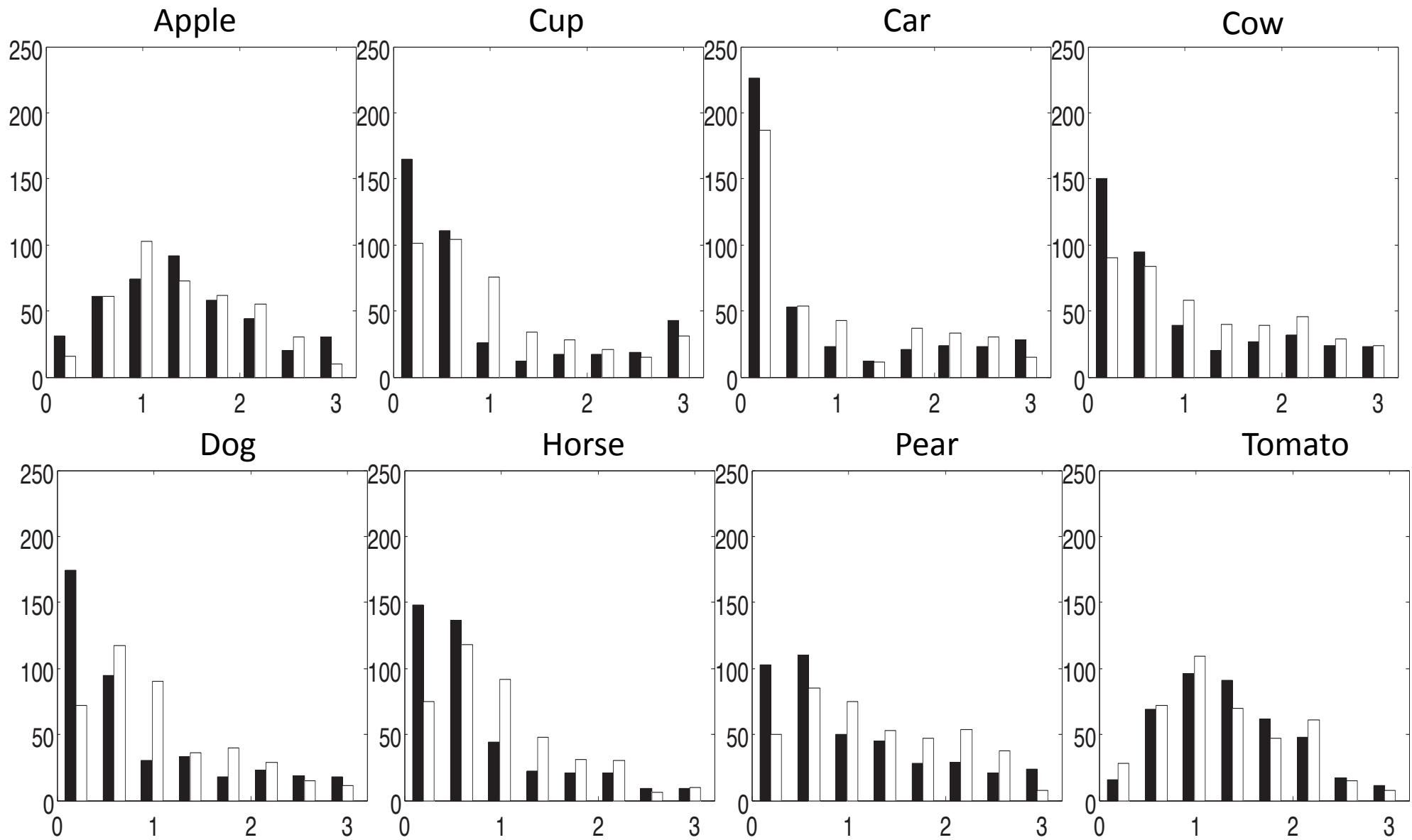
	apple	car	cow	cup	dog	horse	pear	tomato
apple	0.71	0.00	0.00	0.02	0.00	0.00	0.00	0.27
car	0.00	0.98	0.00	0.00	0.01	0.00	0.00	0.01
cow	0.00	0.01	0.79	0.00	0.10	0.08	0.00	0.02
cup	0.00	0.00	0.04	0.94	0.00	0.00	0.00	0.02
dog	0.00	0.00	0.09	0.00	0.72	0.18	0.00	0.01
horse	0.00	0.00	0.08	0.00	0.13	0.79	0.00	0.00
pear	0.00	0.00	0.00	0.00	0.00	0.00	0.99	0.01
tomato	0.36	0.00	0.00	0.03	0.00	0.00	0.00	0.61

	apple	car	cow	cup	dog	horse	pear	tomato
apple	0.87	0.00	0.02	0.00	0.01	0.02	0.00	0.08
car	0.01	0.96	0.02	0.00	0.00	0.01	0.00	0.00
cow	0.00	0.00	0.73	0.00	0.06	0.21	0.00	0.00
cup	0.00	0.00	0.03	0.95	0.00	0.02	0.00	0.00
dog	0.00	0.00	0.07	0.00	0.76	0.17	0.00	0.00
horse	0.00	0.00	0.18	0.00	0.12	0.69	0.01	0.00
pear	0.00	0.00	0.01	0.00	0.00	0.01	0.98	0.00
tomato	0.05	0.00	0.00	0.01	0.00	0.00	0.00	0.94

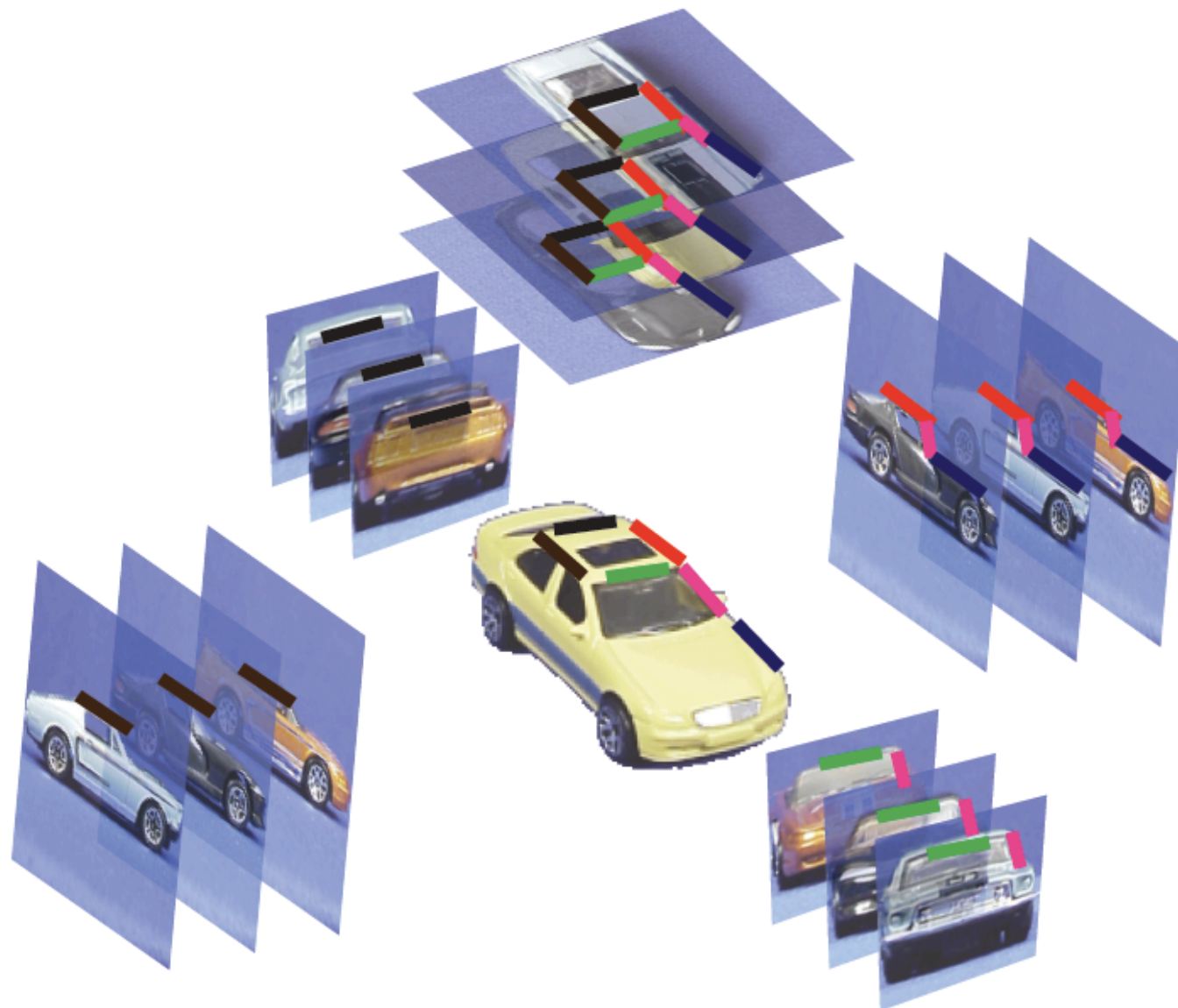
Recognition / Detection



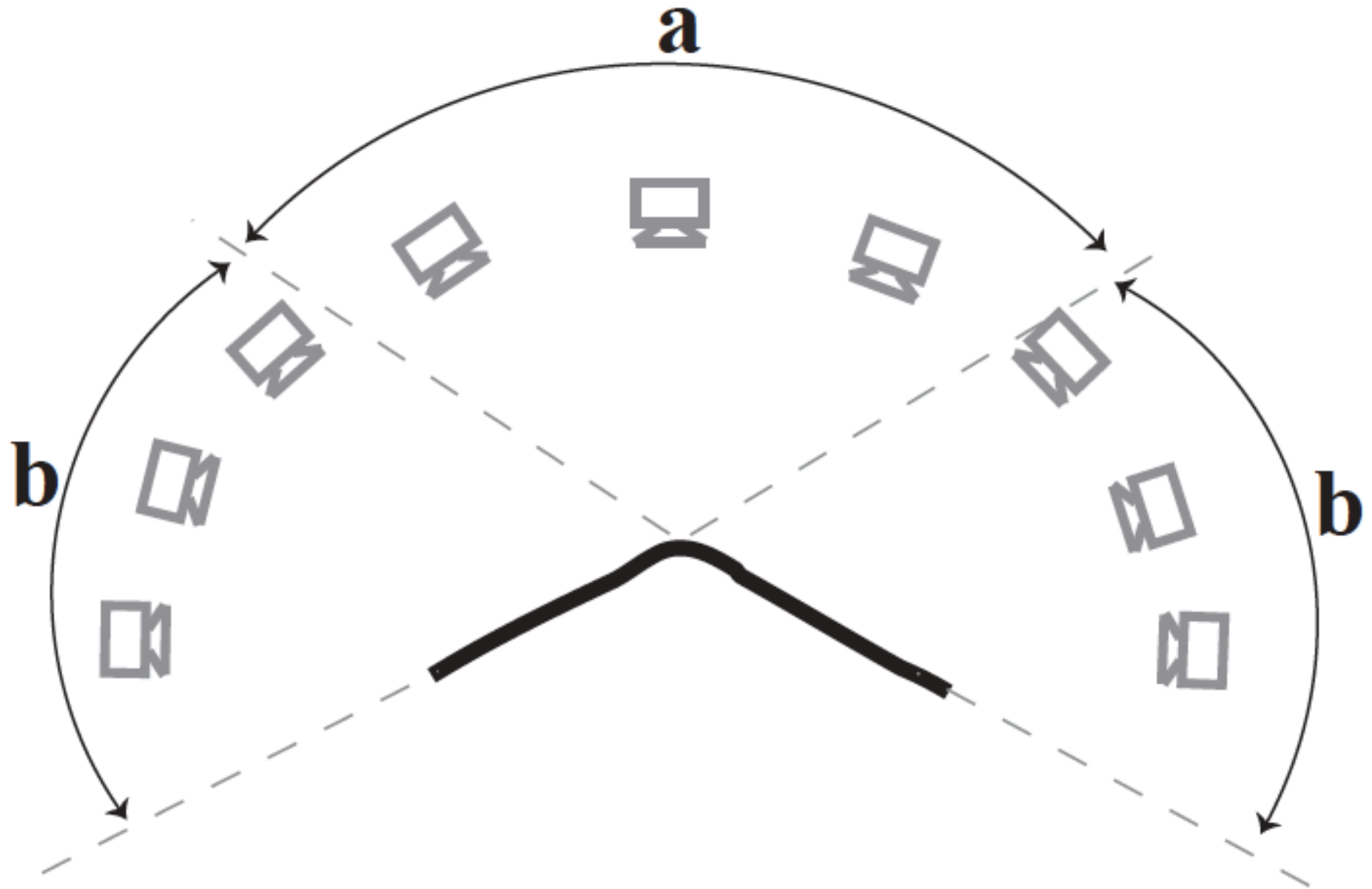
Pose Estimation



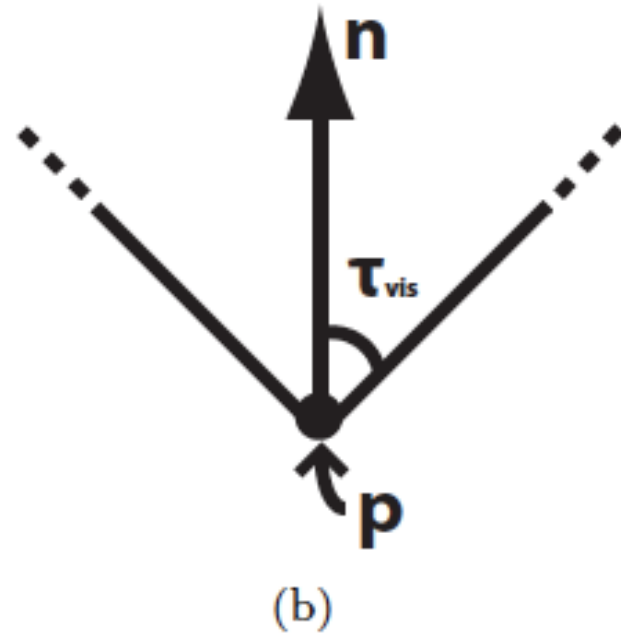
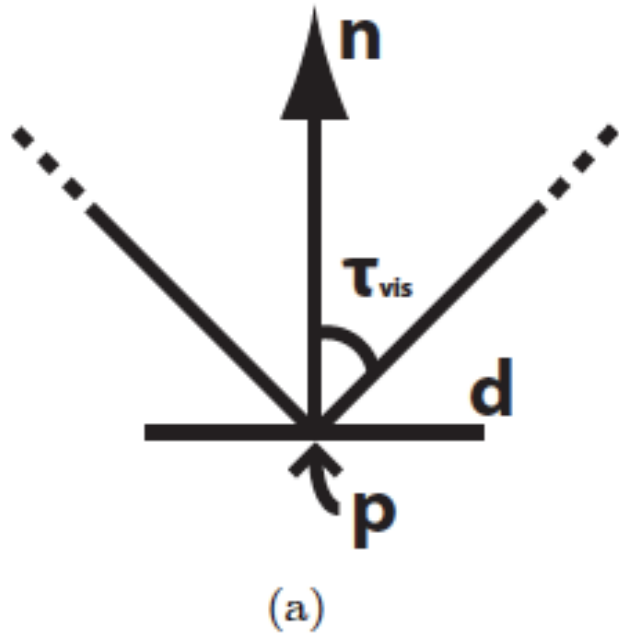
A Representation Based on Surface Curvature



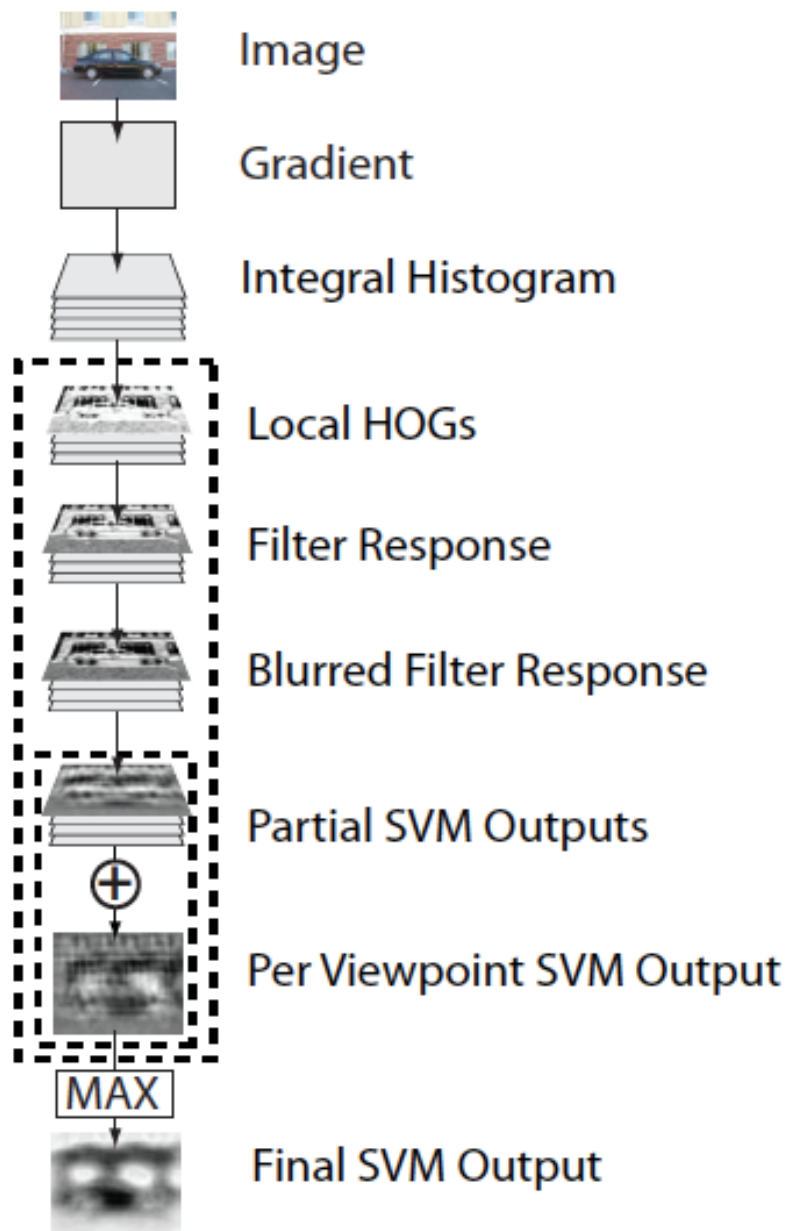
Surface curvature -> image gradient



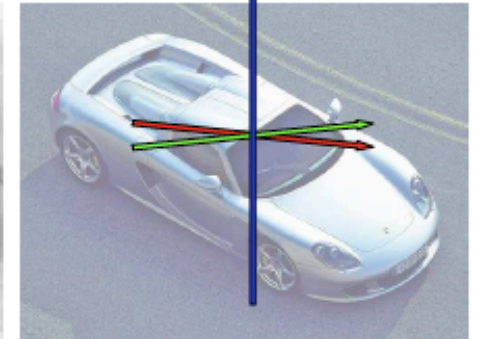
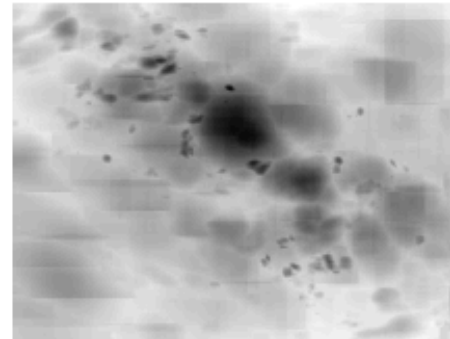
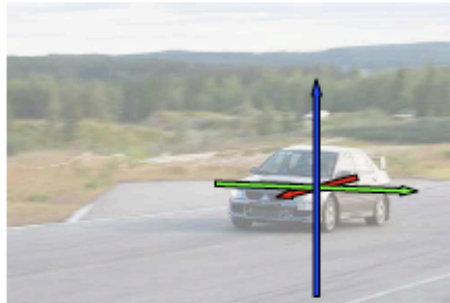
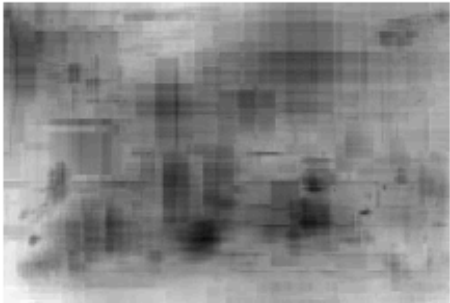
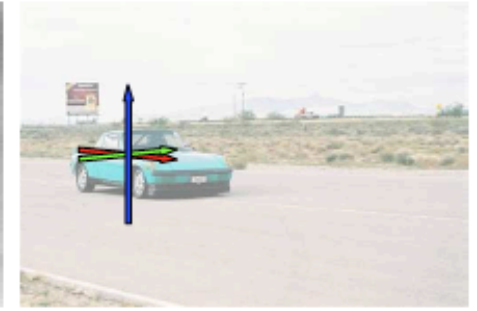
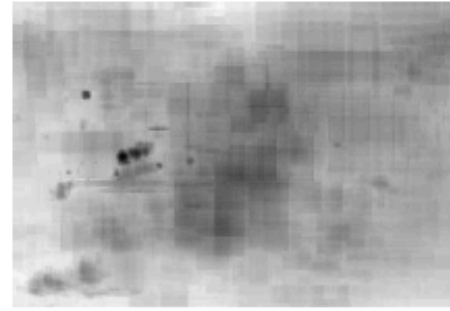
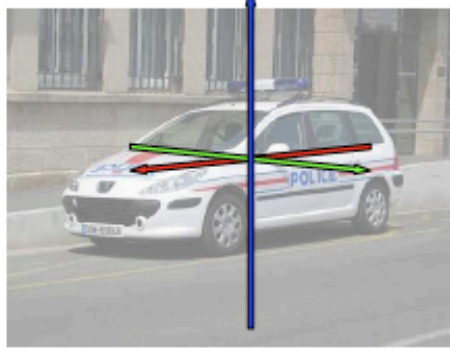
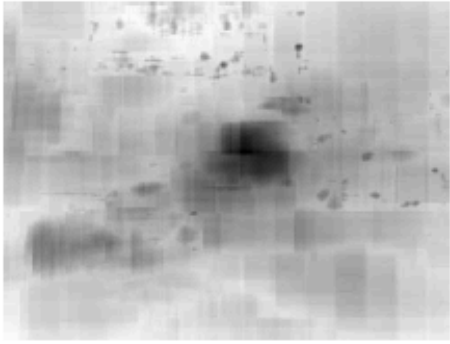
3D Edges



Processing pipeline



Detections



Detections

