

Virtual Humans – Winter 23/24

Lecture 5_1 – Training a Body Model and Fitting SMPL to Scans

Prof. Dr.-Ing. Gerard Pons-Moll

University of Tübingen / MPI-Informatics

EBERHARD KARLS
UNIVERSITÄT
TÜBINGEN



Agenda

- Body models based on triangle deformations (SCAPE, BlendSCAPE) – very briefly
- Training a Body Model from registrations
- How to obtain registrations (Fitting SMPL)
- Jointly solve for registration and model training

Two deformation models

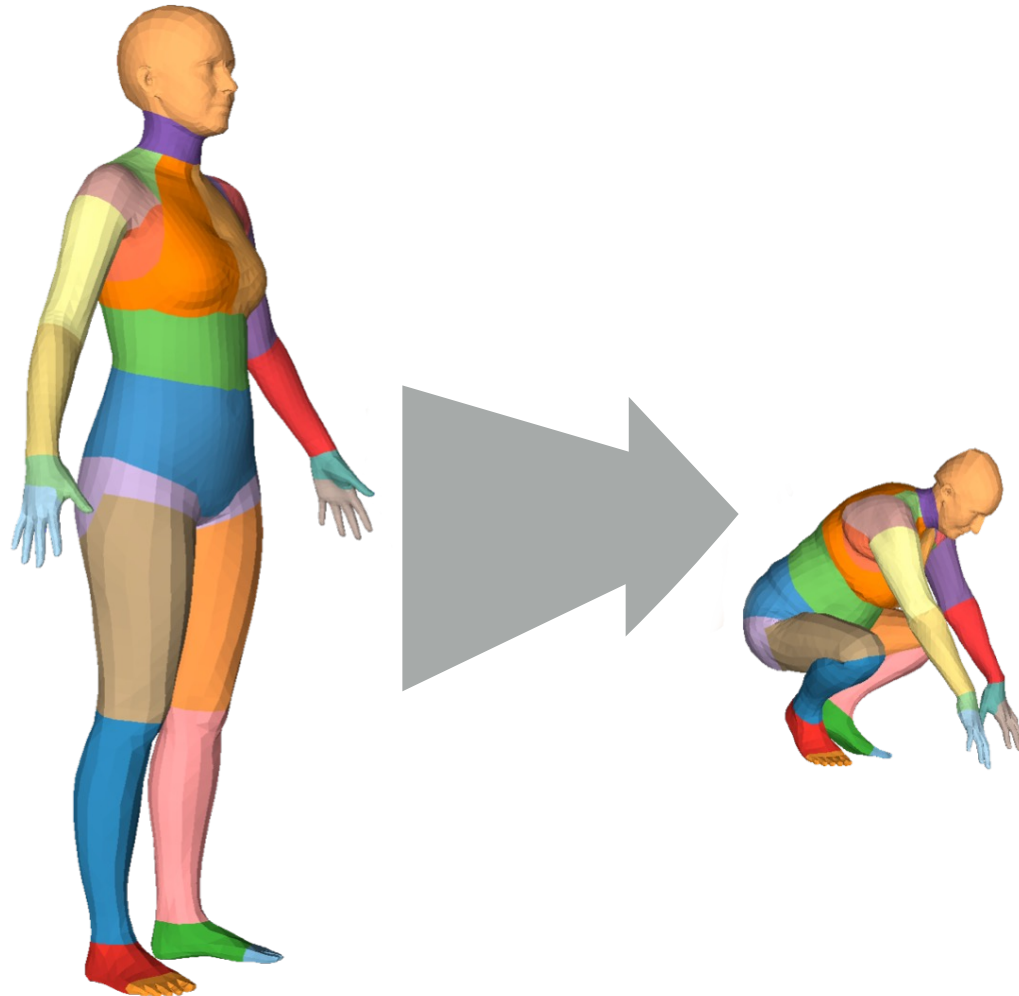
- Local triangle deformations
 - 3x3 transformations
 - Applied to vertex differences (edges)
 - -> BlendSCAPE
- Global vertex deformations
 - 4x4 transformations
 - Applied to vertices
 - -> SMPL

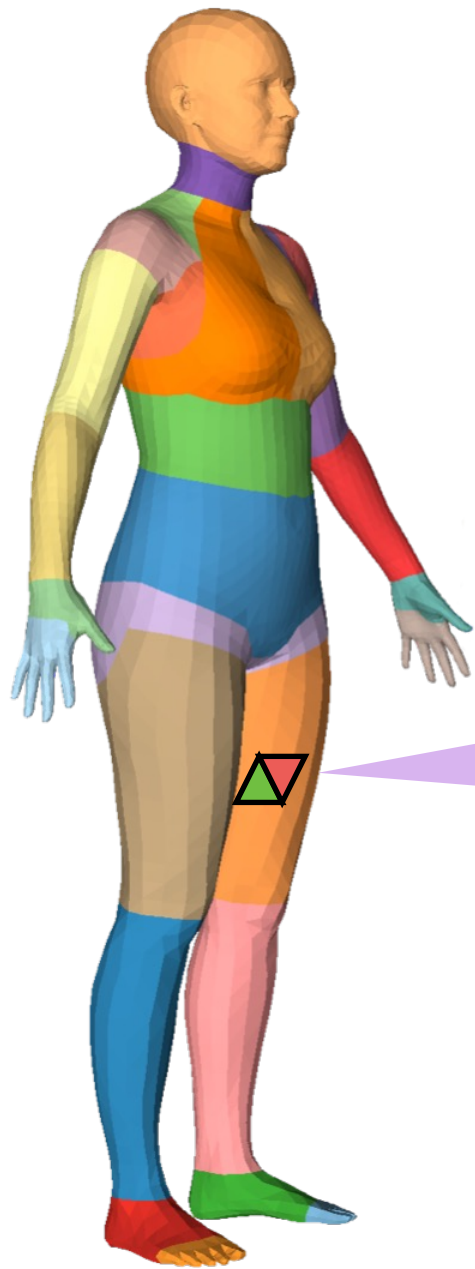
Two deformation models

- Local triangle deformations
- 3x3 transformations
- Applied to vertex differences (edges)
- -> BlendSCAPE

- Global vertex deformations
- 4x4 transformations
- Applied to vertices
- -> SMPL

Modelling with local triangle deformations: SCAPE and BlendSCAPE

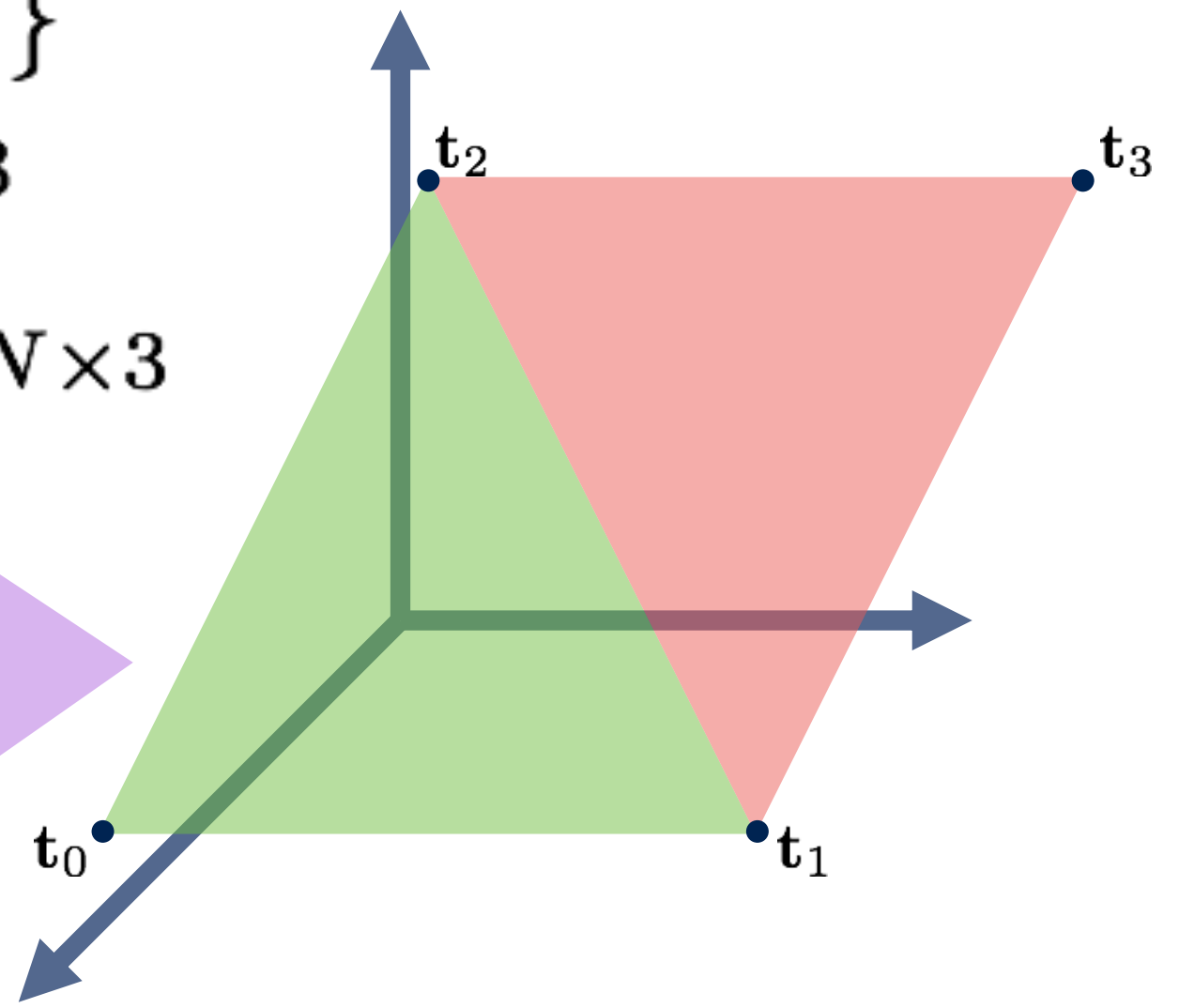


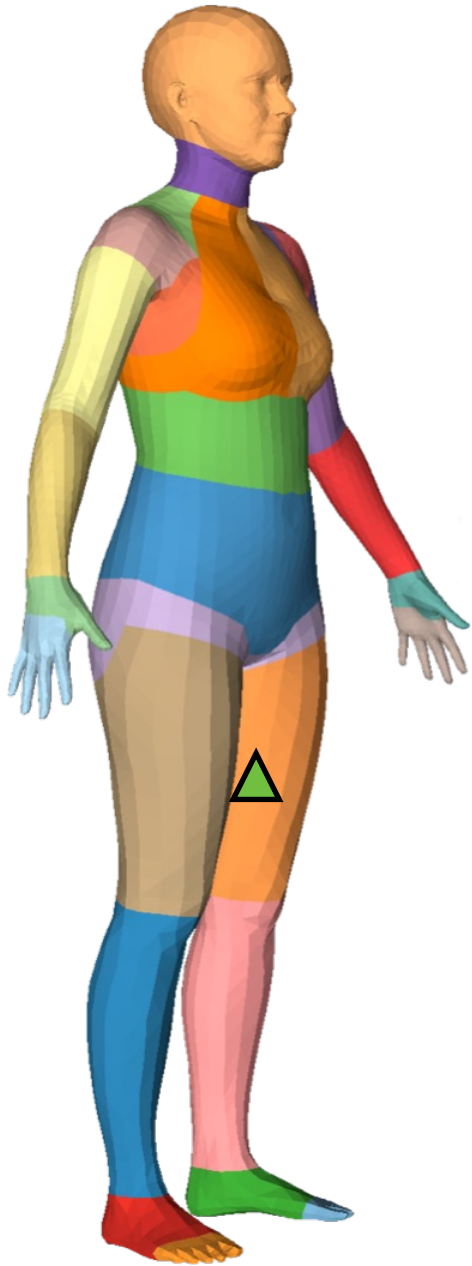


$$\bar{\mathbf{T}} = \{\mathbf{t}\}$$

$$\mathbf{t}_i \in \mathbb{R}^3$$

$$\bar{\mathbf{T}} \in \mathbb{R}^{N \times 3}$$



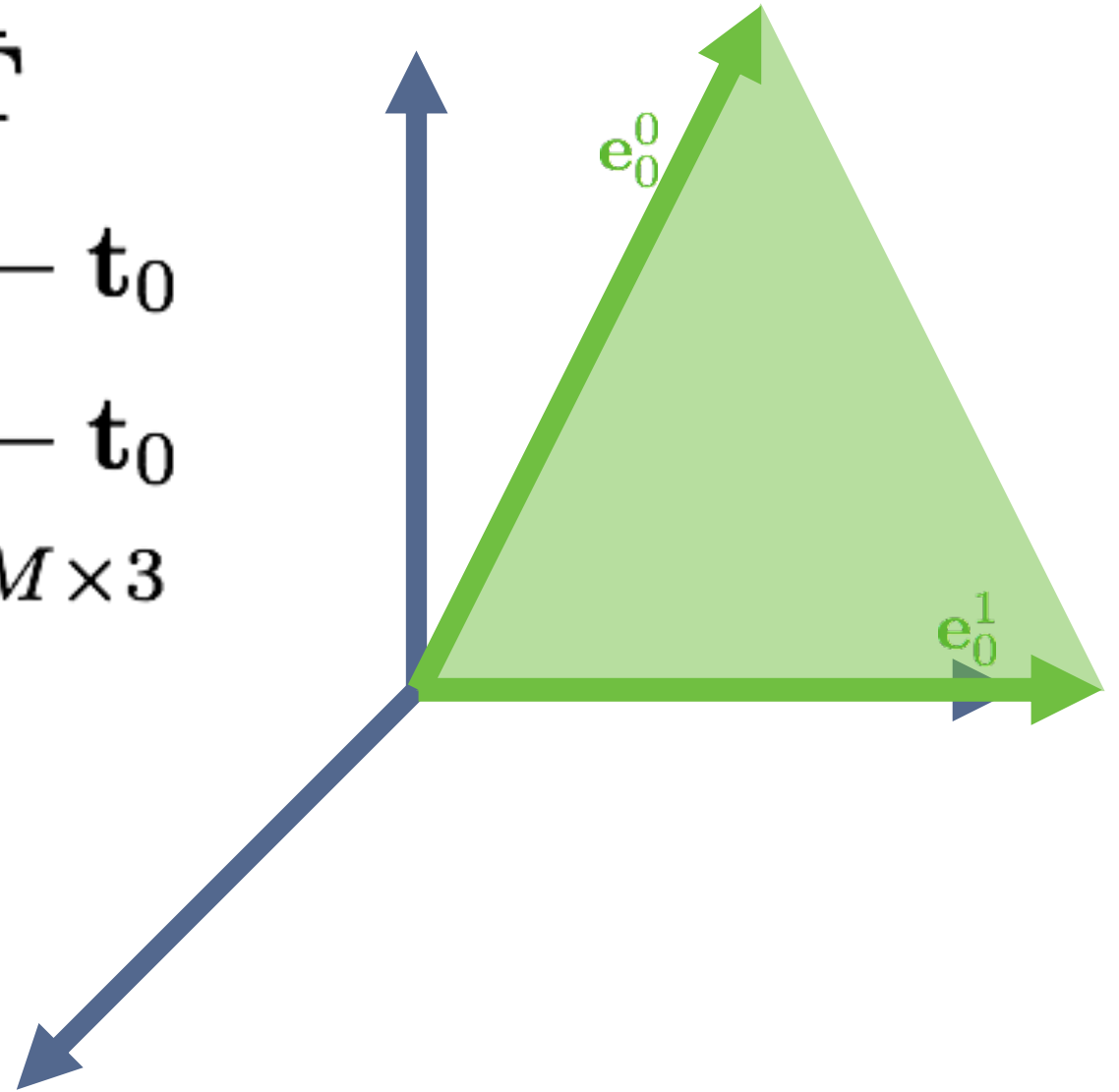


$$\mathbf{E} = A\bar{\mathbf{T}}$$

$$\mathbf{e}_0^0 = \mathbf{t}_2 - \mathbf{t}_0$$

$$\mathbf{e}_0^1 = \mathbf{t}_1 - \mathbf{t}_0$$

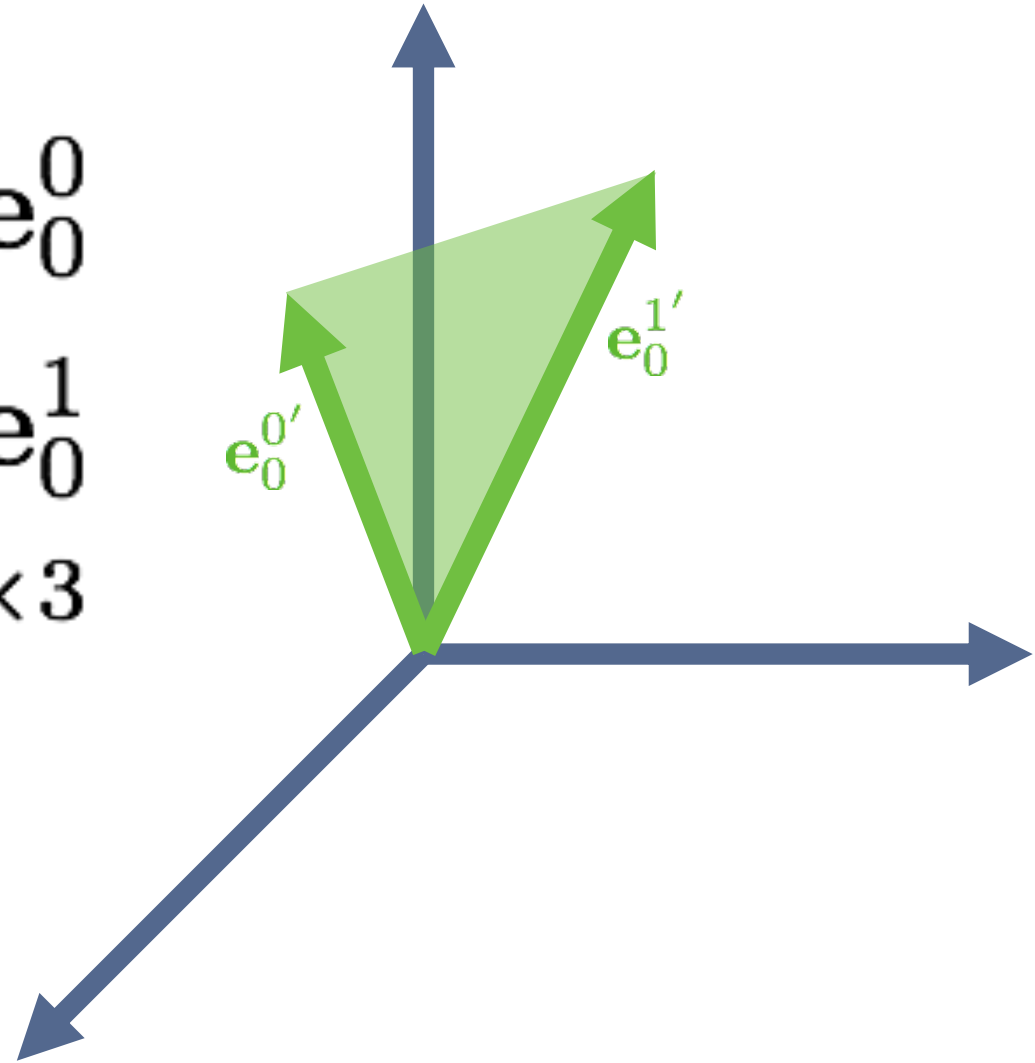
$$\mathbf{E} \in \mathbb{R}^{2M \times 3}$$

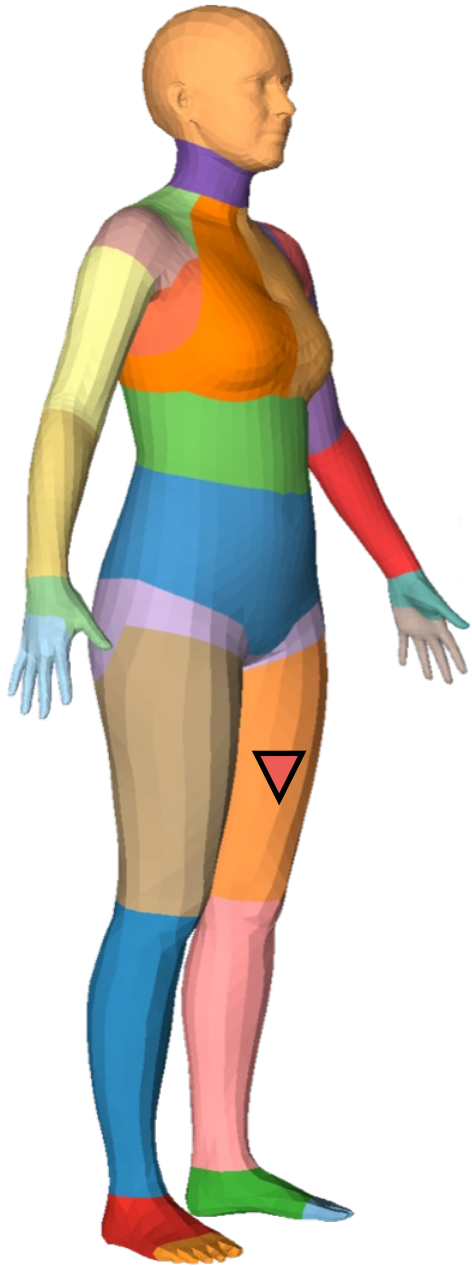


$$\mathbf{e}_0^{0'} = X_0 \mathbf{e}_0^0$$

$$\mathbf{e}_0^{1'} = X_0 \mathbf{e}_0^1$$

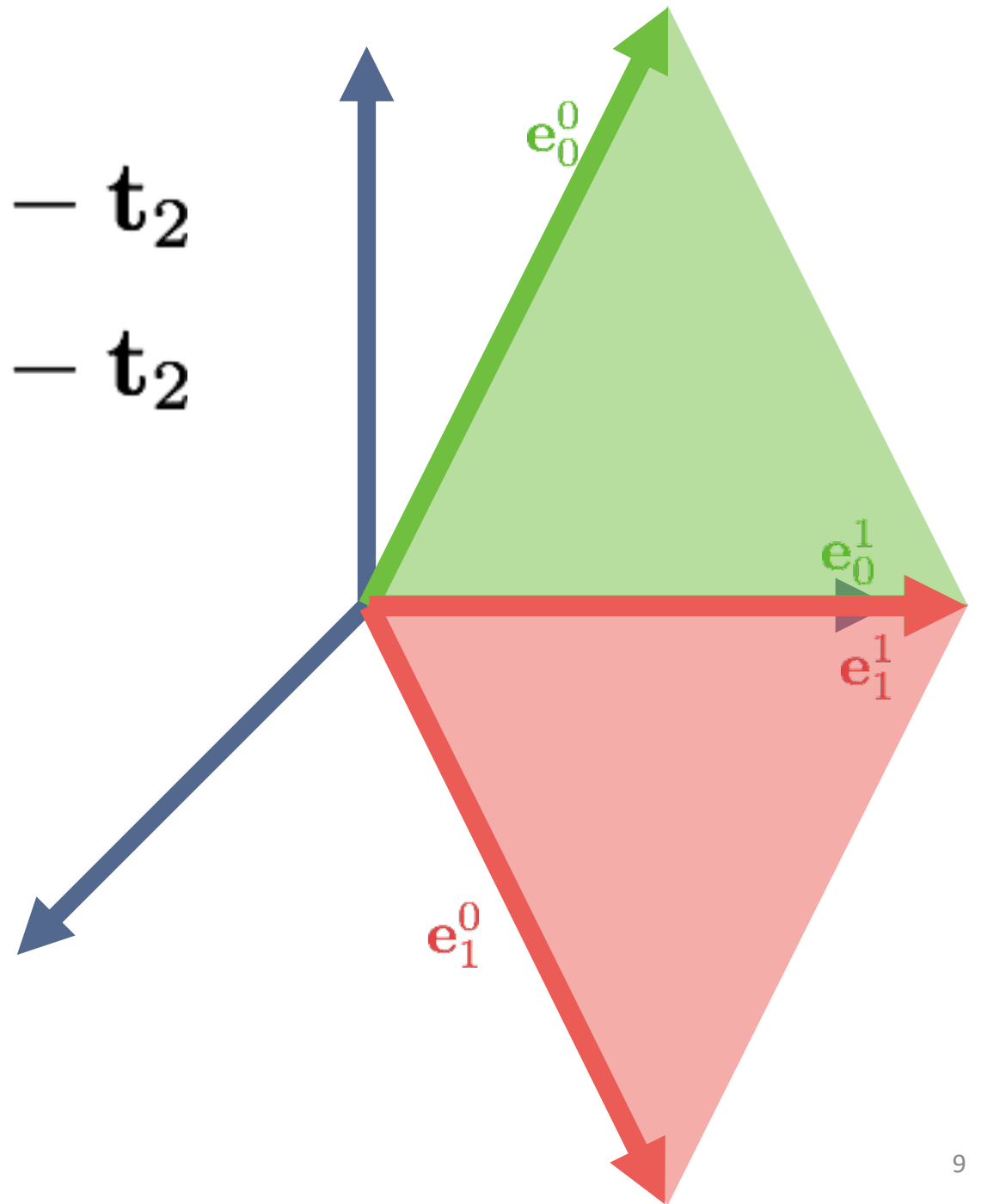
$$X_0 \in \mathbb{R}^{3 \times 3}$$





$$\mathbf{e}_1^0 = \mathbf{t}_1 - \mathbf{t}_2$$

$$\mathbf{e}_1^1 = \mathbf{t}_3 - \mathbf{t}_2$$



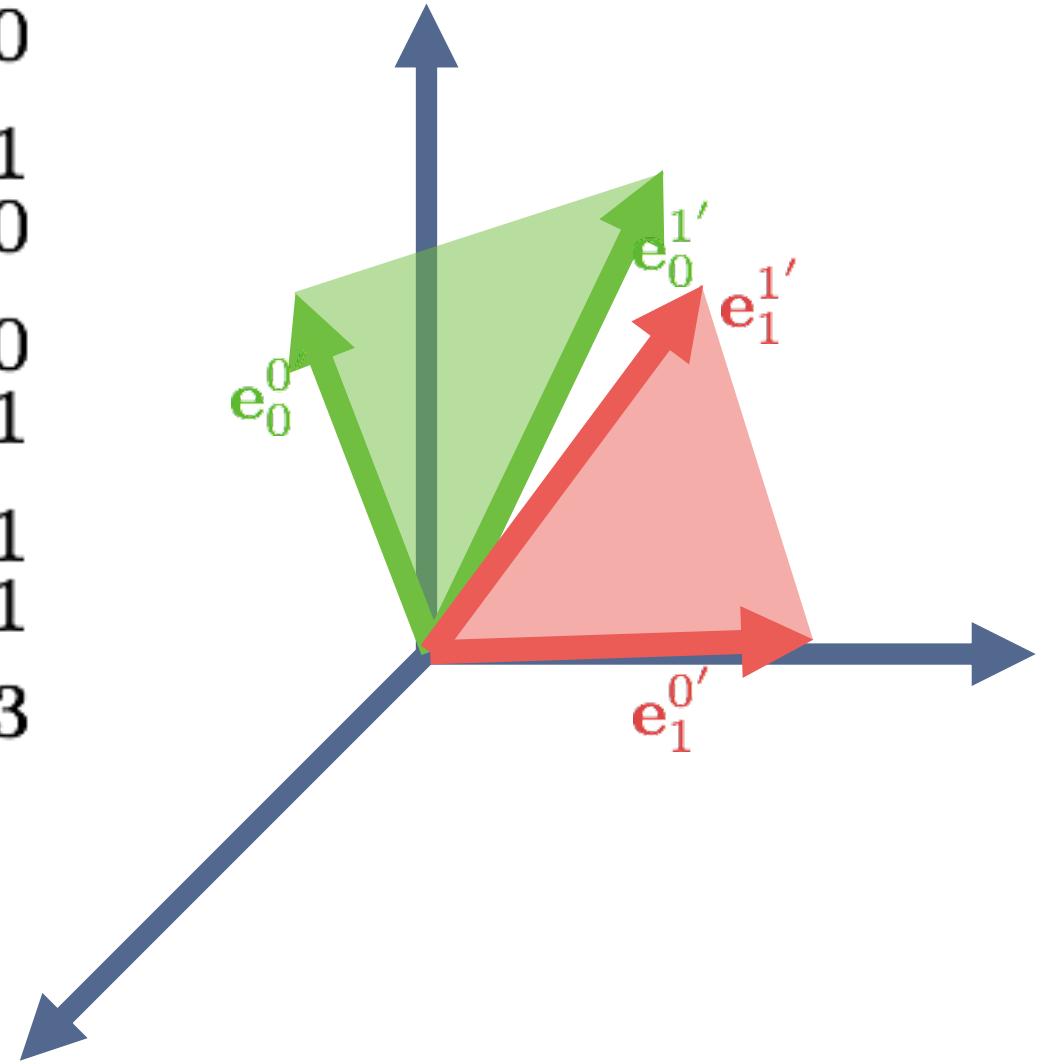
$$\mathbf{e}_0^{0'} = X_0 \mathbf{e}_0^0$$

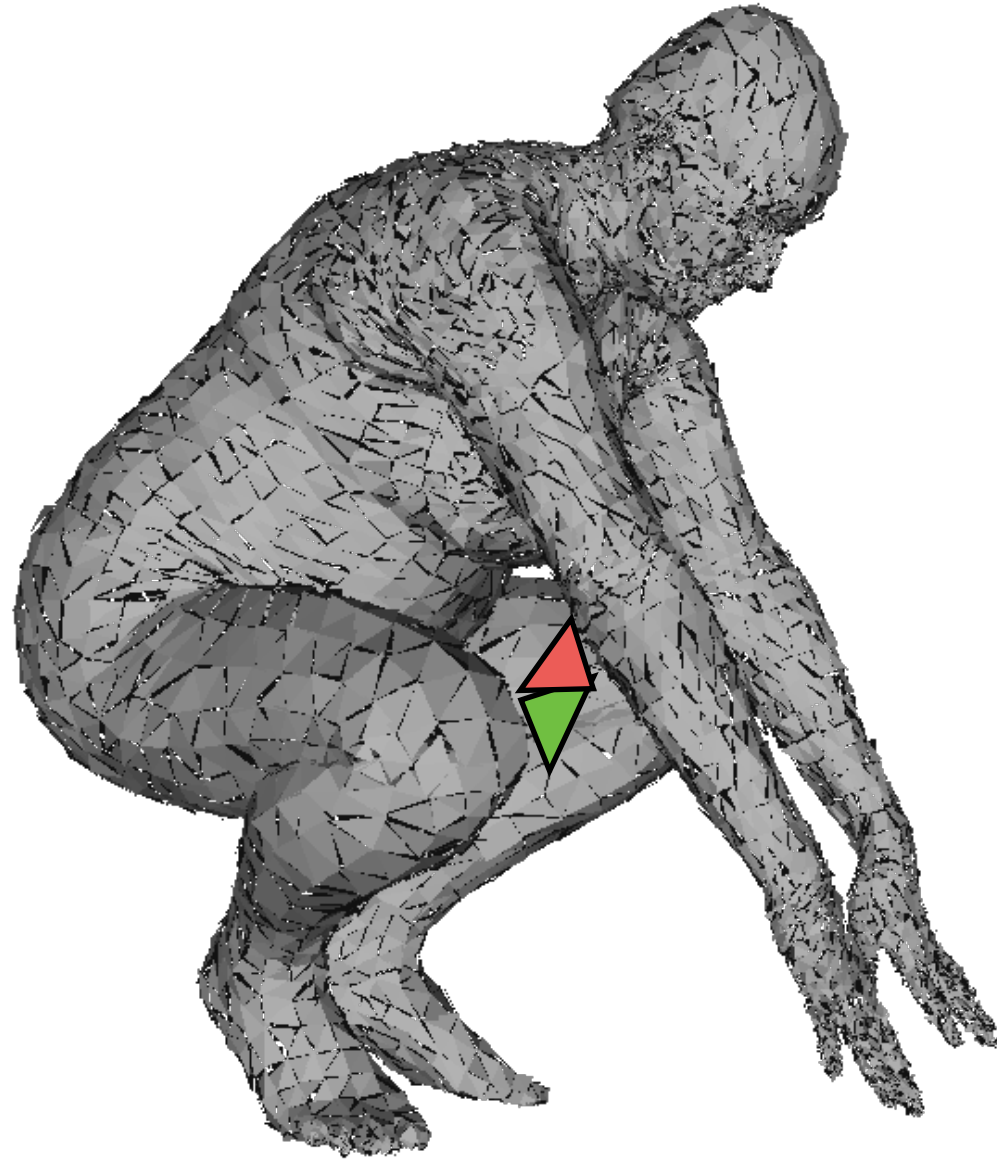
$$\mathbf{e}_0^{1'} = X_0 \mathbf{e}_0^1$$

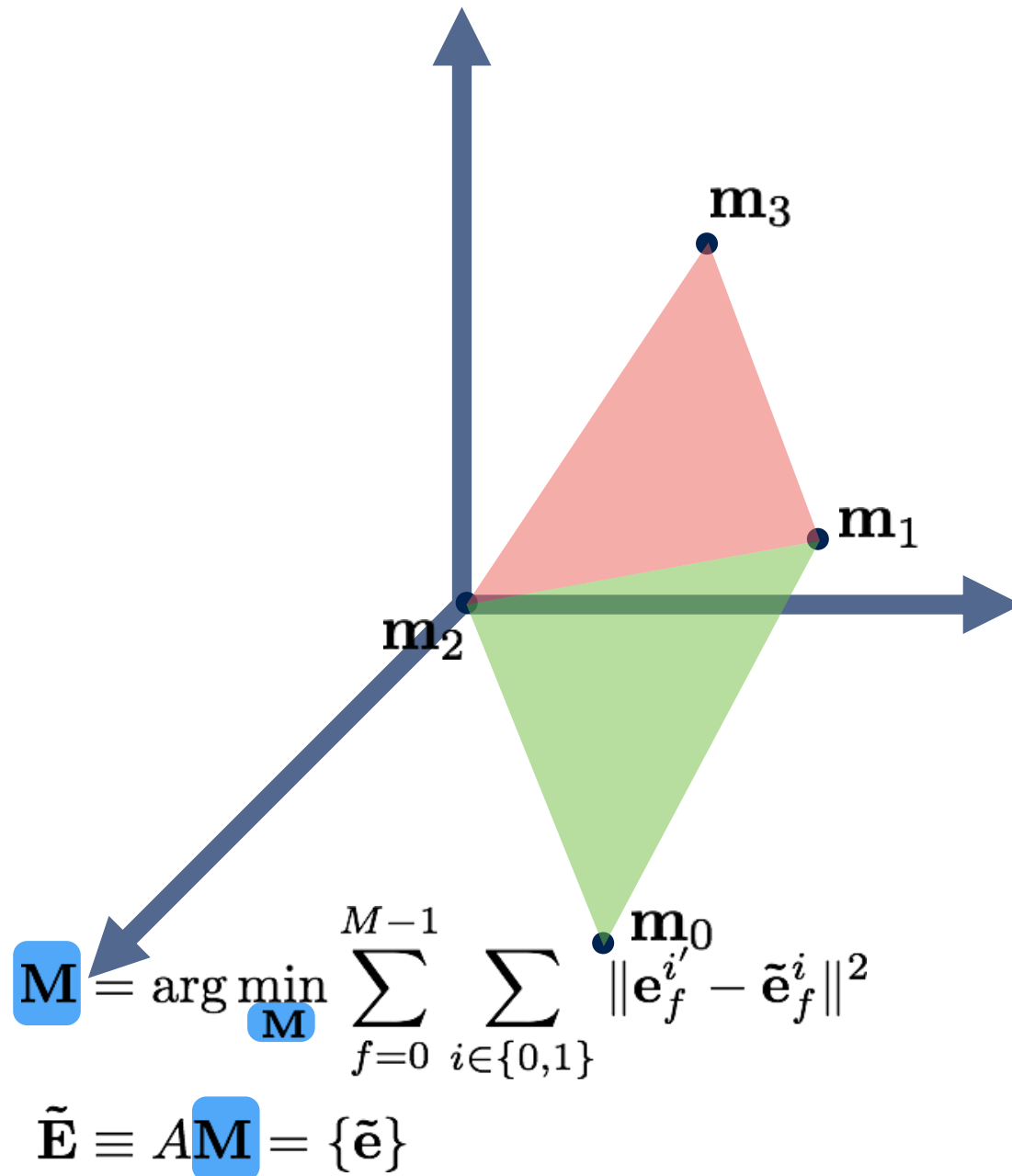
$$\mathbf{e}_1^{0'} = X_1 \mathbf{e}_1^0$$

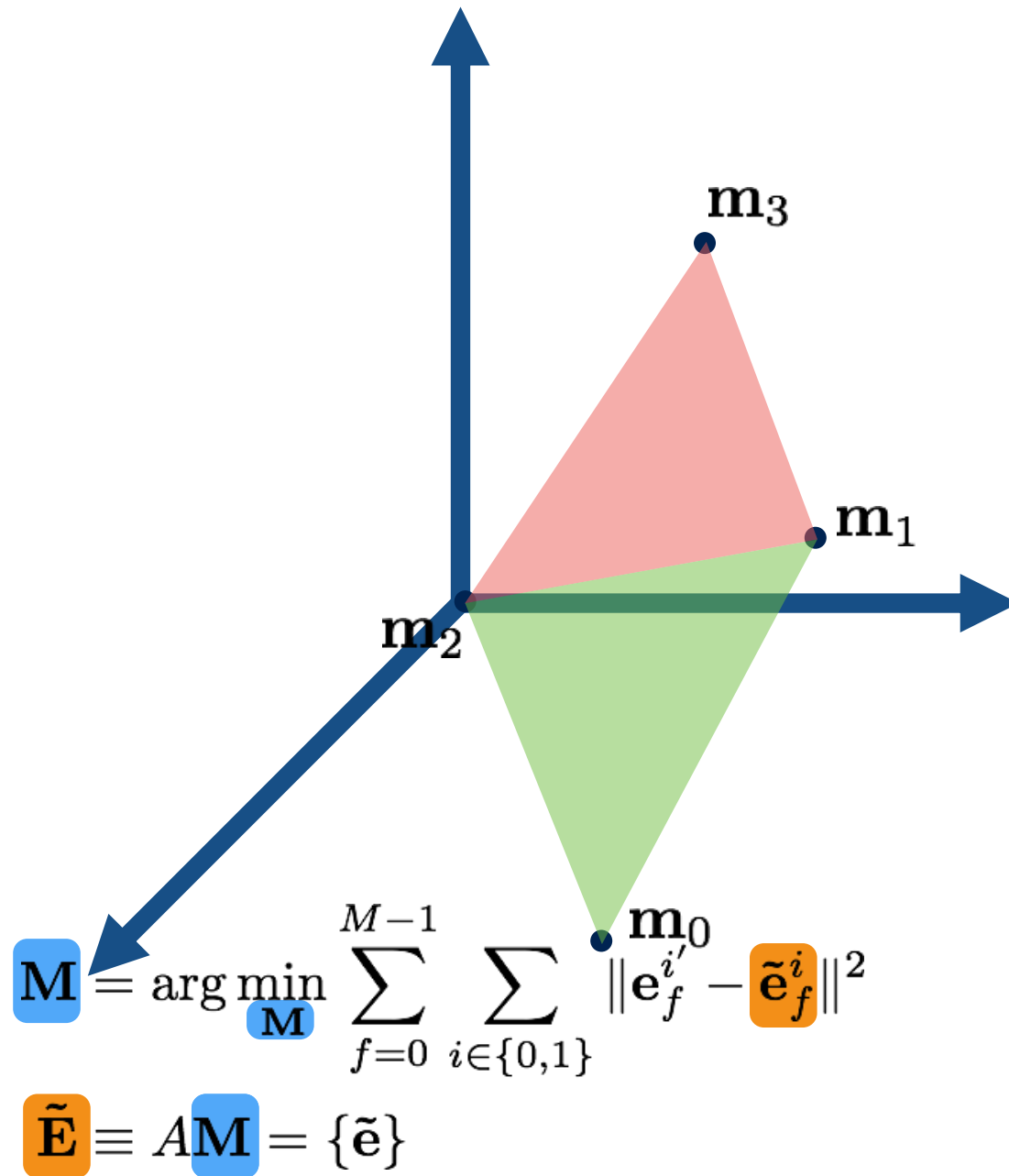
$$\mathbf{e}_1^{1'} = X_1 \mathbf{e}_1^1$$

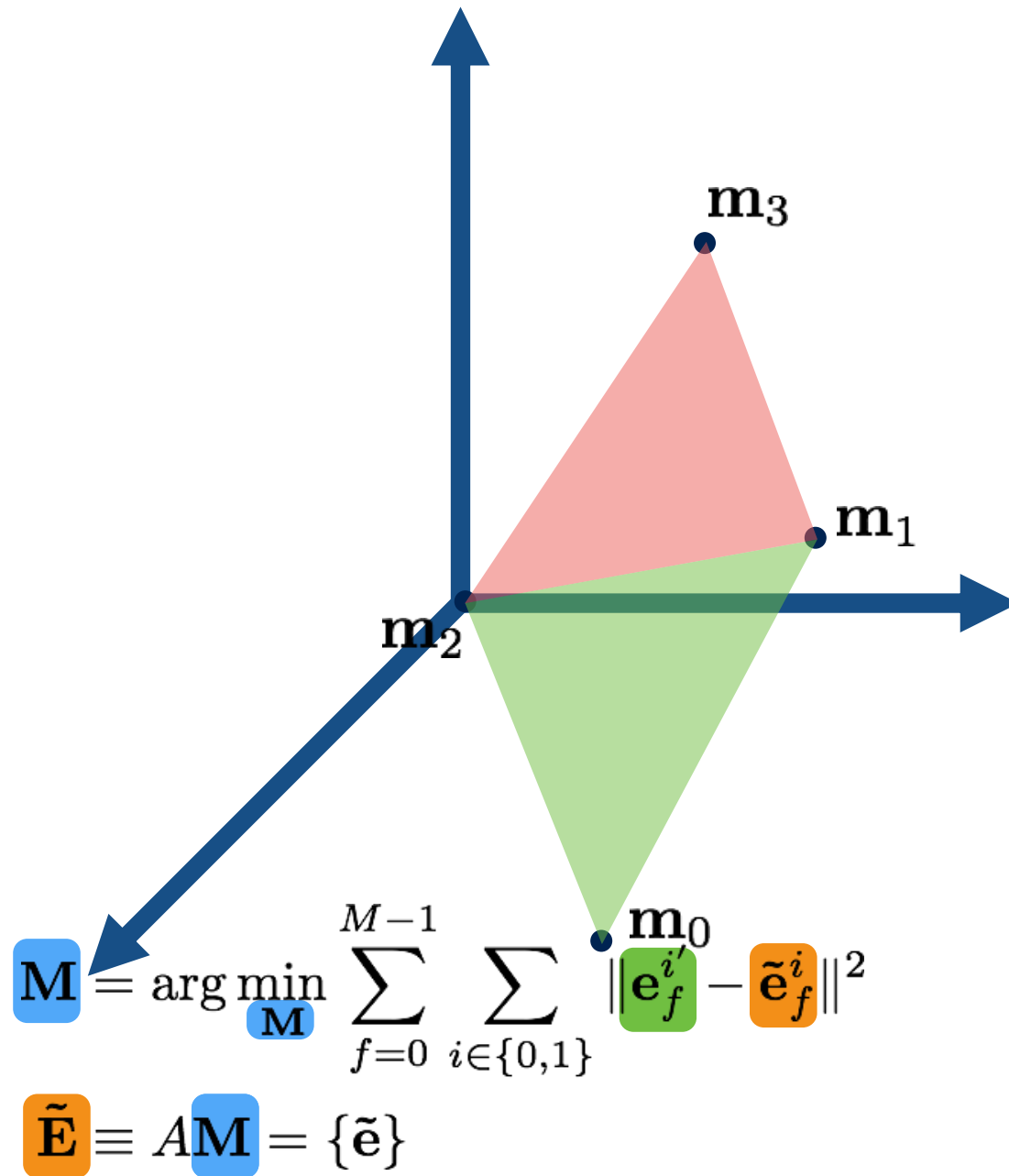
$$X_f \in \mathbb{R}^{3 \times 3}$$

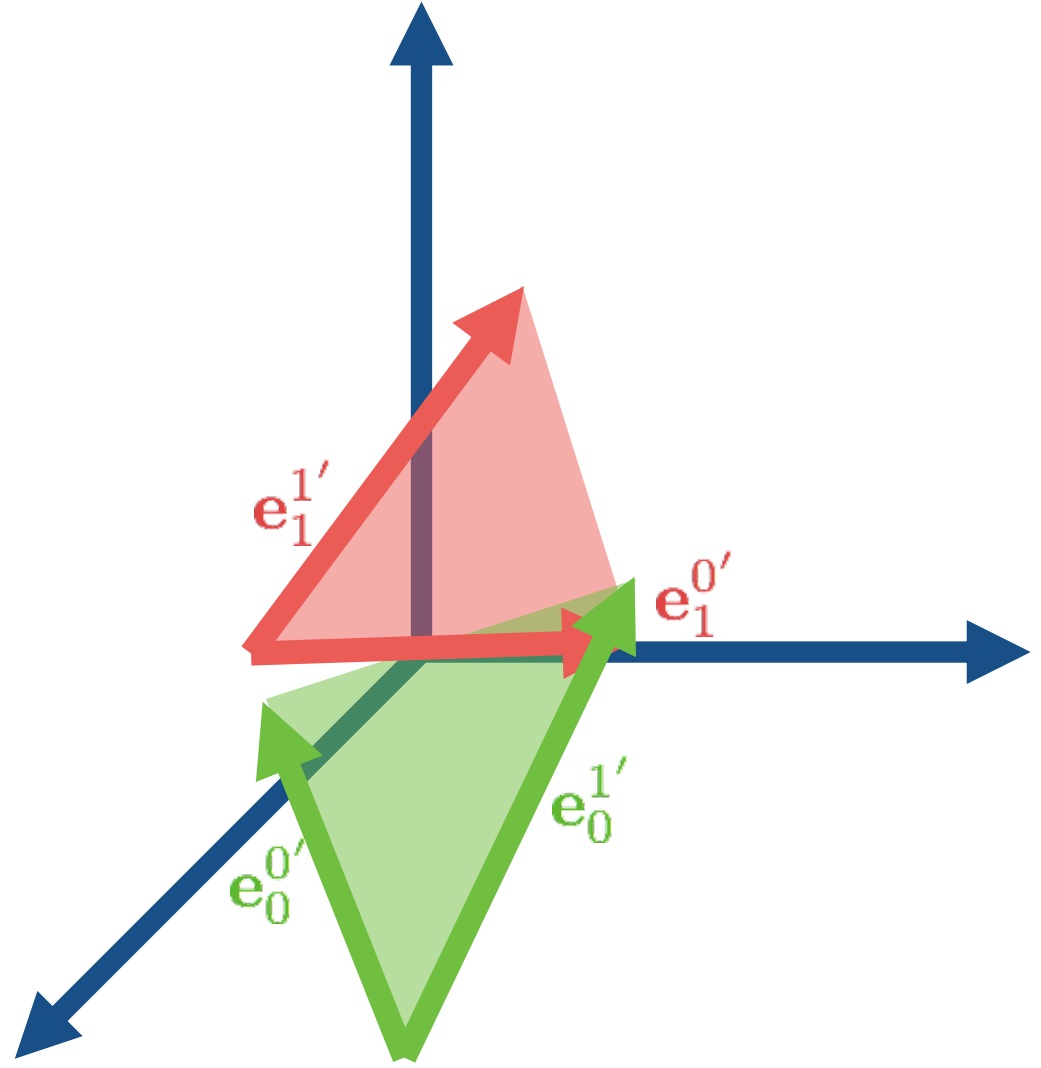
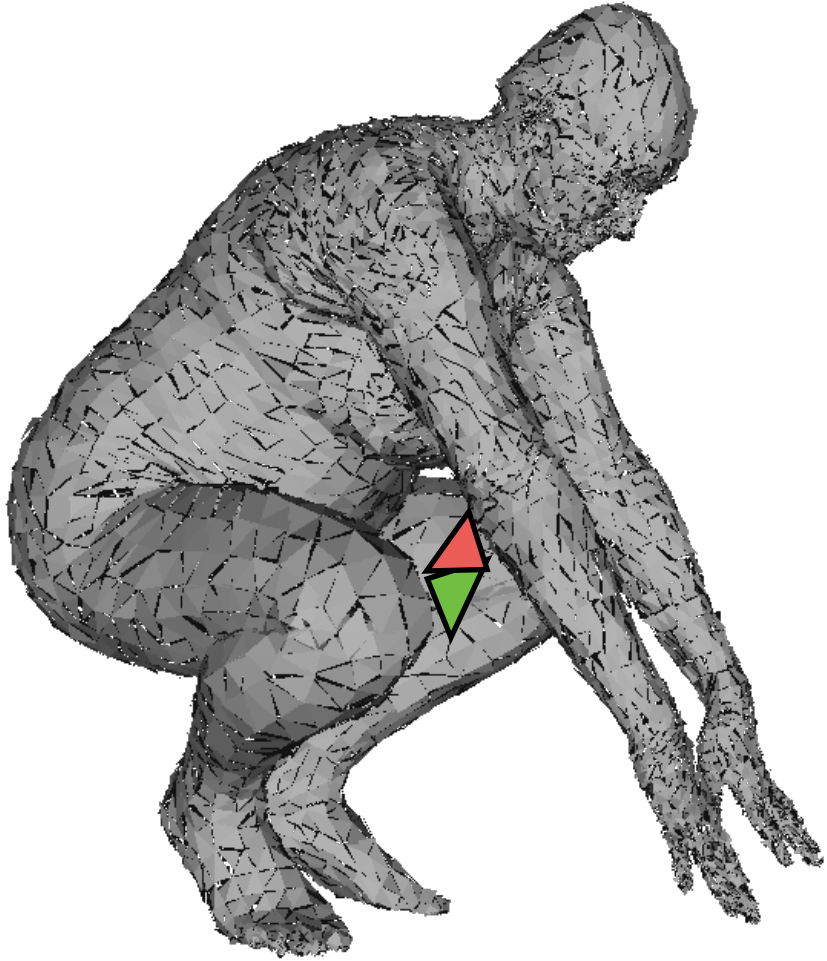




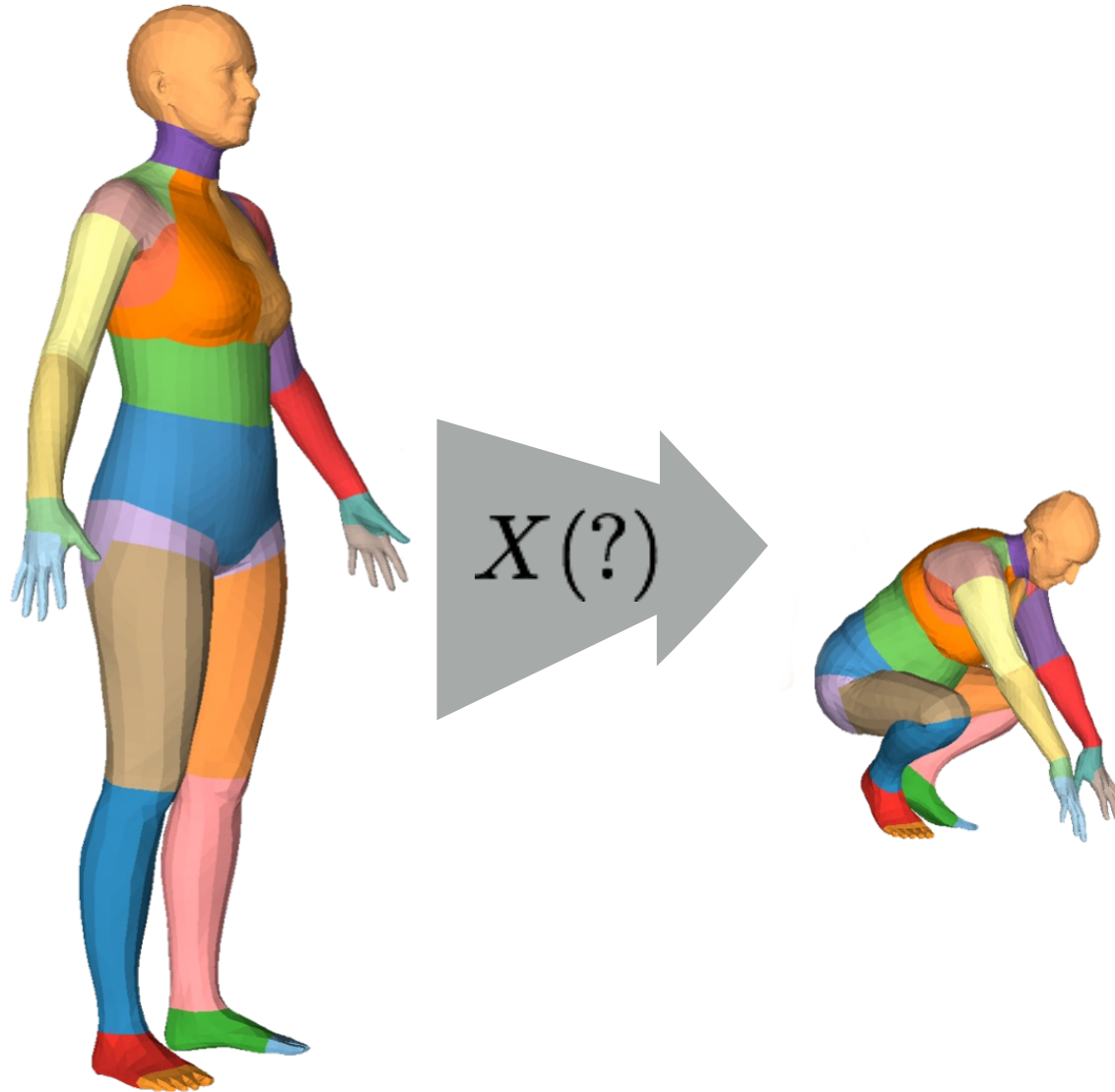






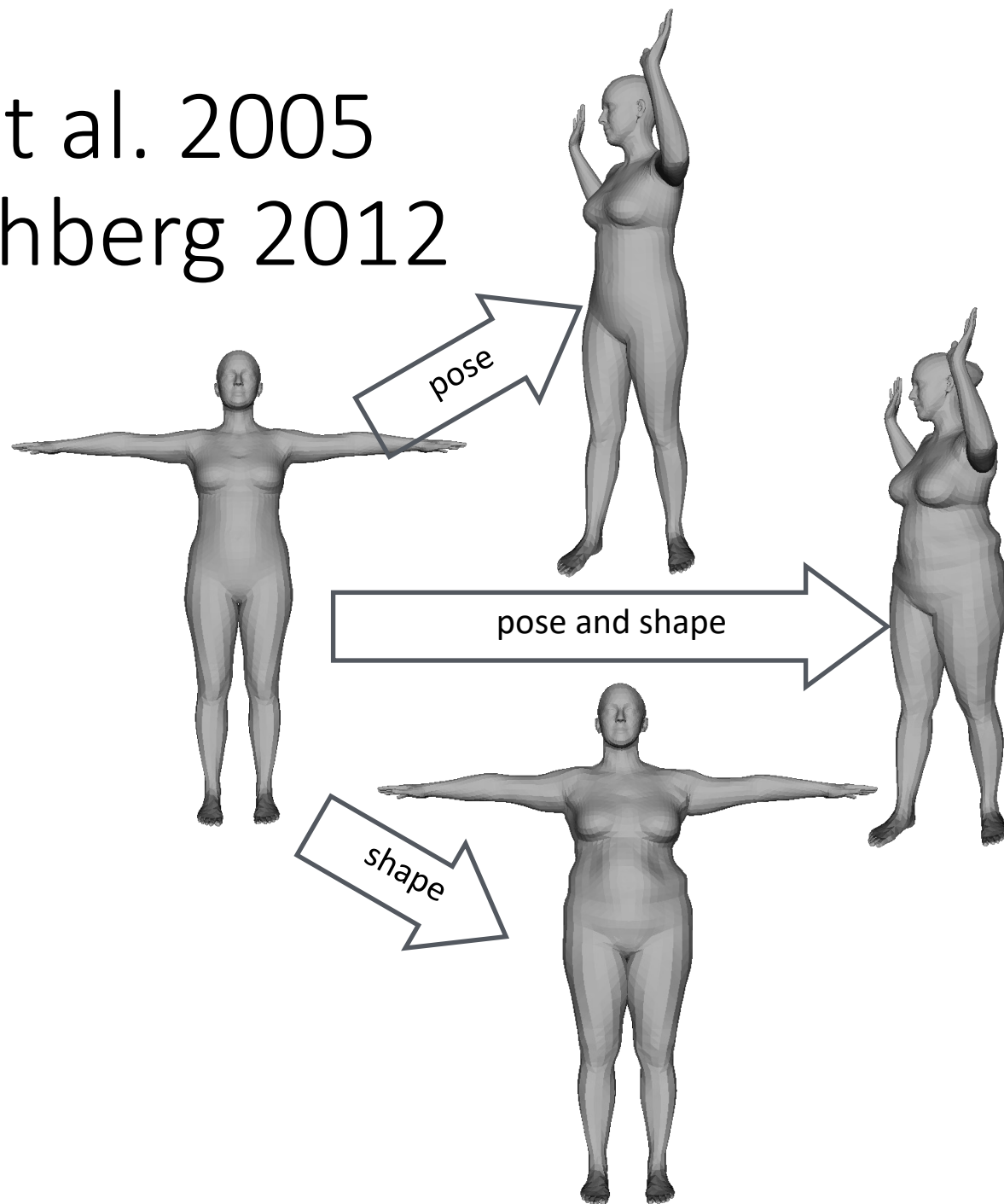


Modeling deformations

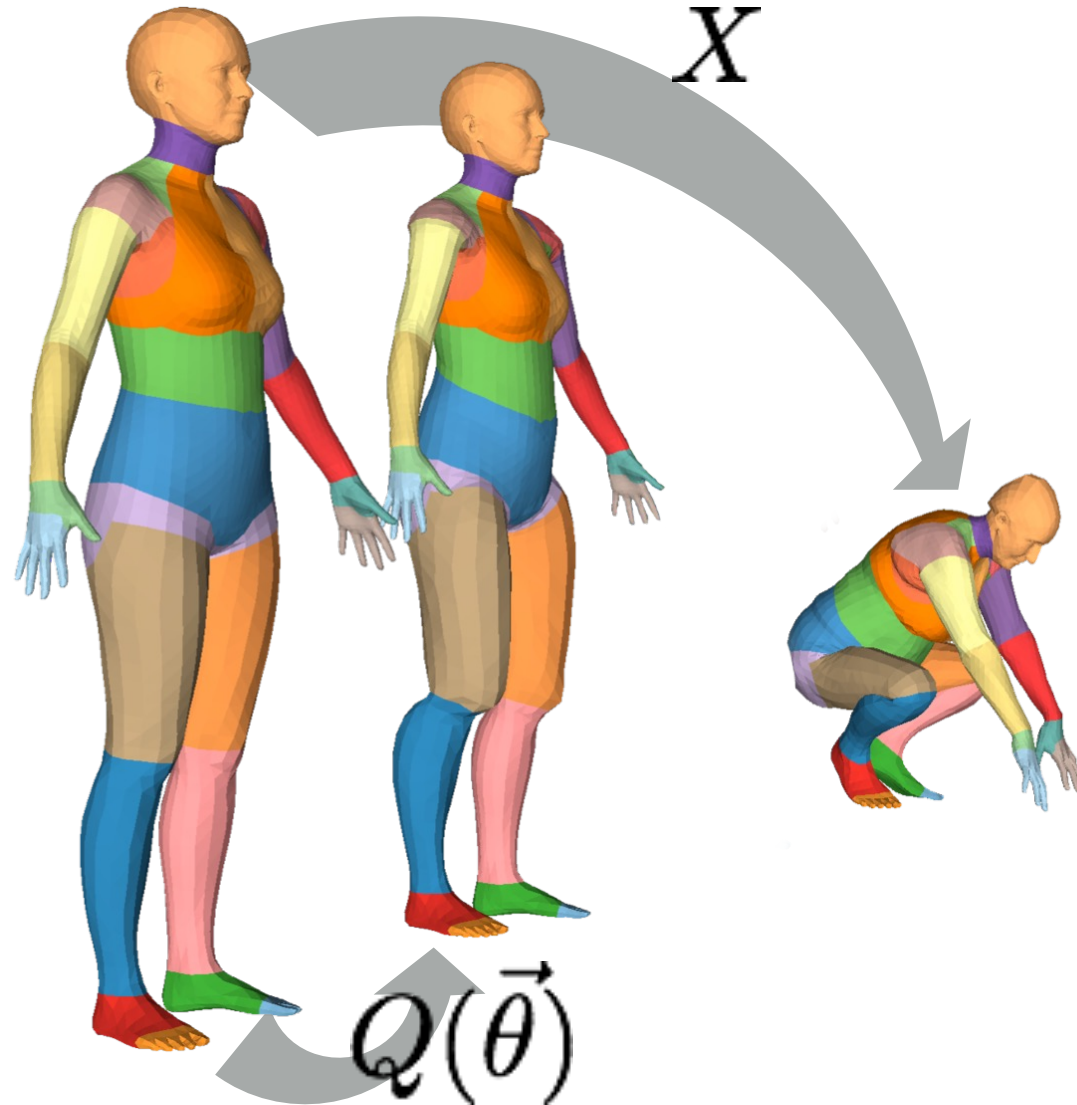


SCAPE. Angelov et al. 2005

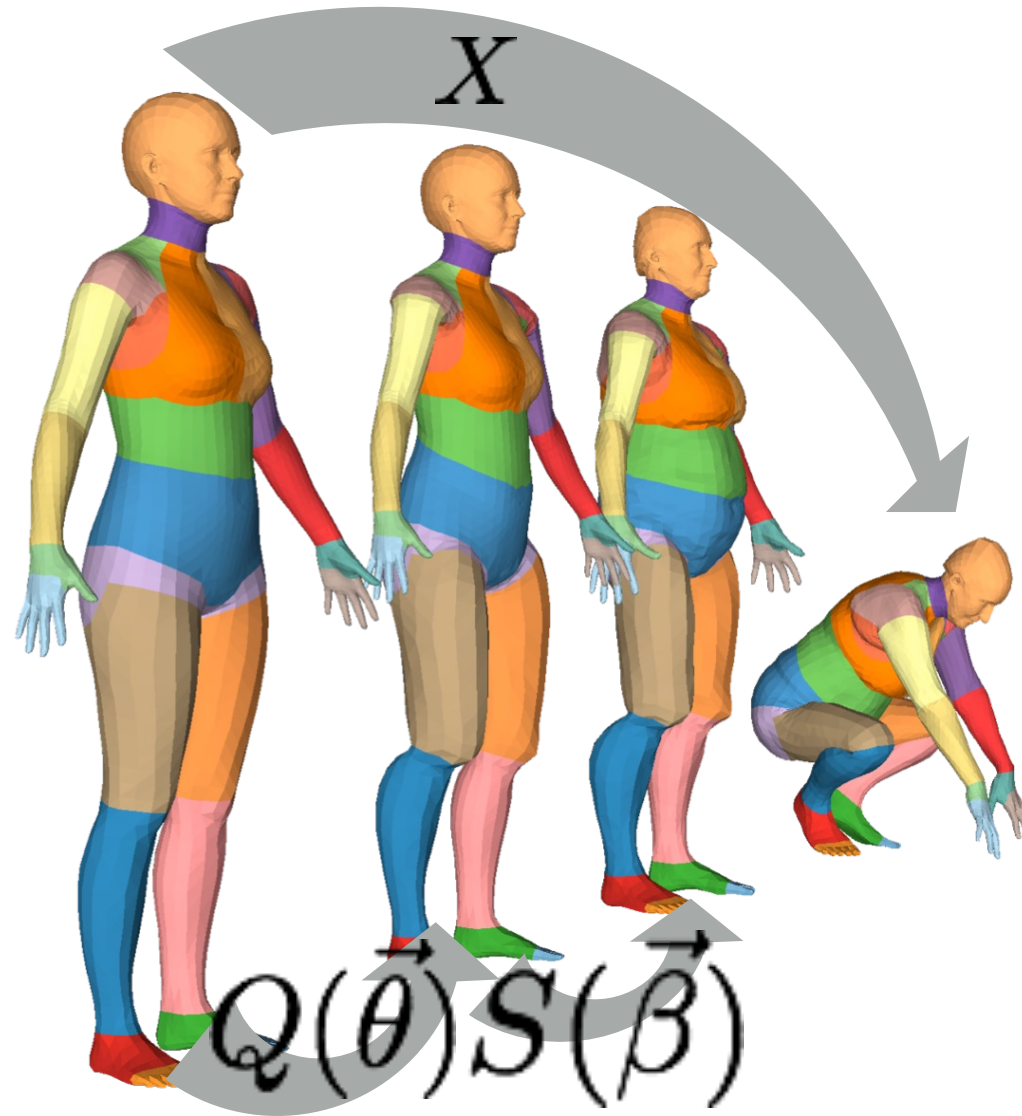
BlendSCAPE, Hirshberg 2012



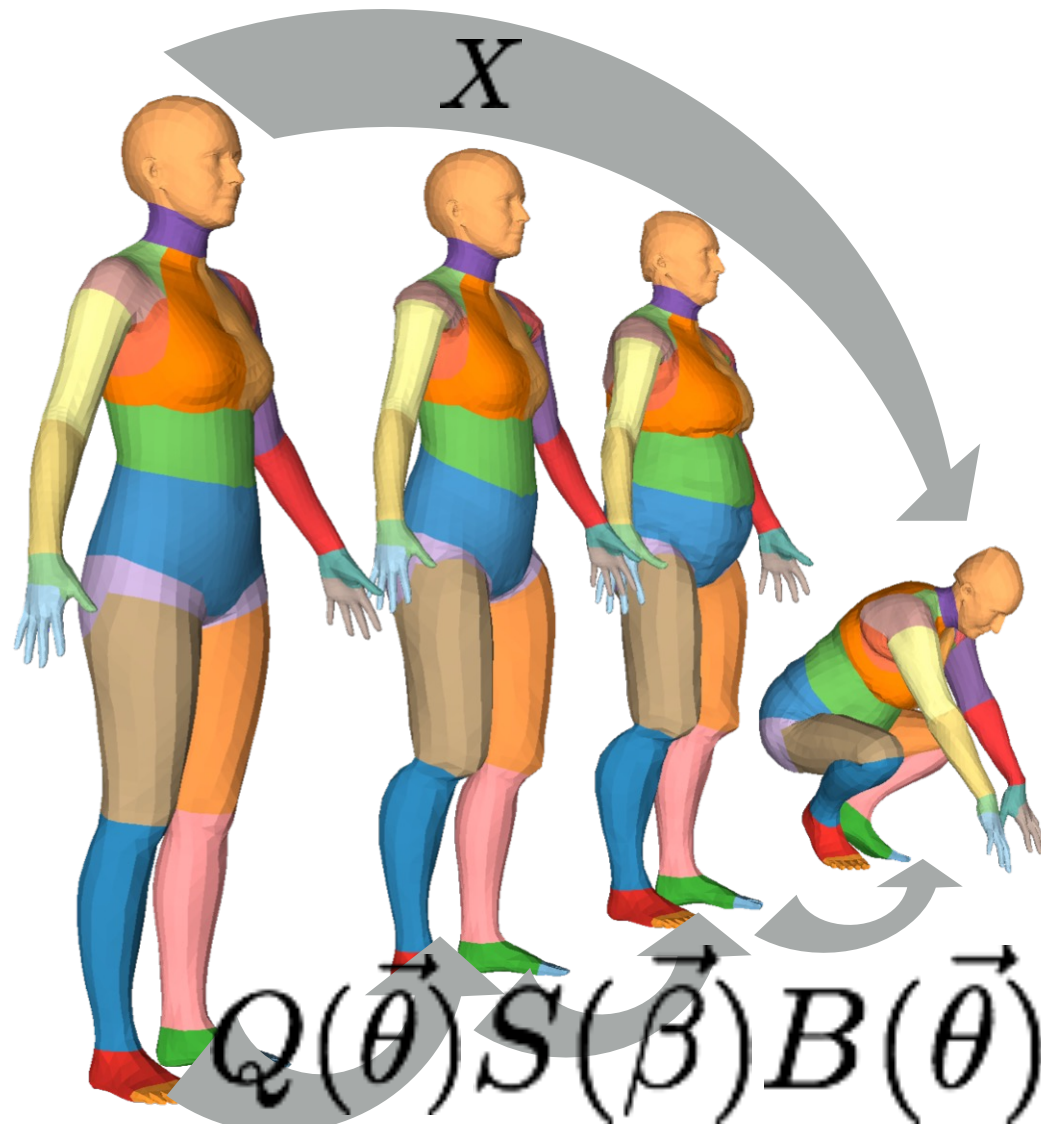
SCAPE and BlendSCAPE



SCAPE and BlendSCAPE



SCAPE and BlendSCAPE



SMPL

Additive Model

$$\bar{\mathbf{t}}'_i = \sum_{k=1}^K w_{k,i} G'_k(\vec{\theta}, J(\vec{\beta})) (\bar{\mathbf{t}}_i + \mathbf{b}_{S,i}(\vec{\beta}) + \mathbf{b}_{P,i}(\vec{\theta}))$$

Joint locations Vertices

BlendSCAPE

Multiplicative Model

$$\mathbf{e}' = B(\vec{\theta}) S(\vec{\beta}) Q(\vec{\theta}) \mathbf{e}$$

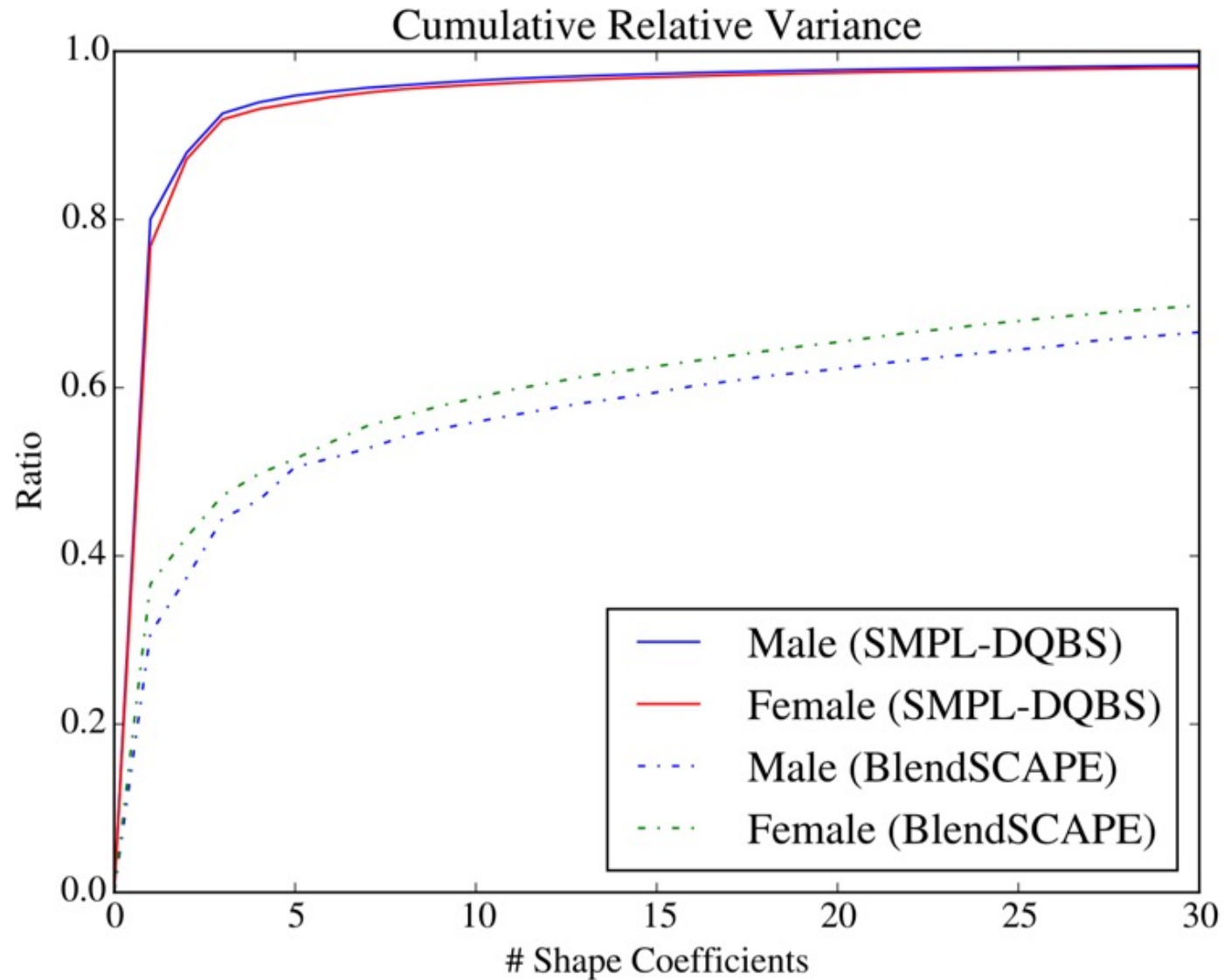
No joints Edges

Two deformation models

- Local triangle deformations
- 3x3 transformations
- Applied to vertex differences (edges)
- -> BlendSCAPE

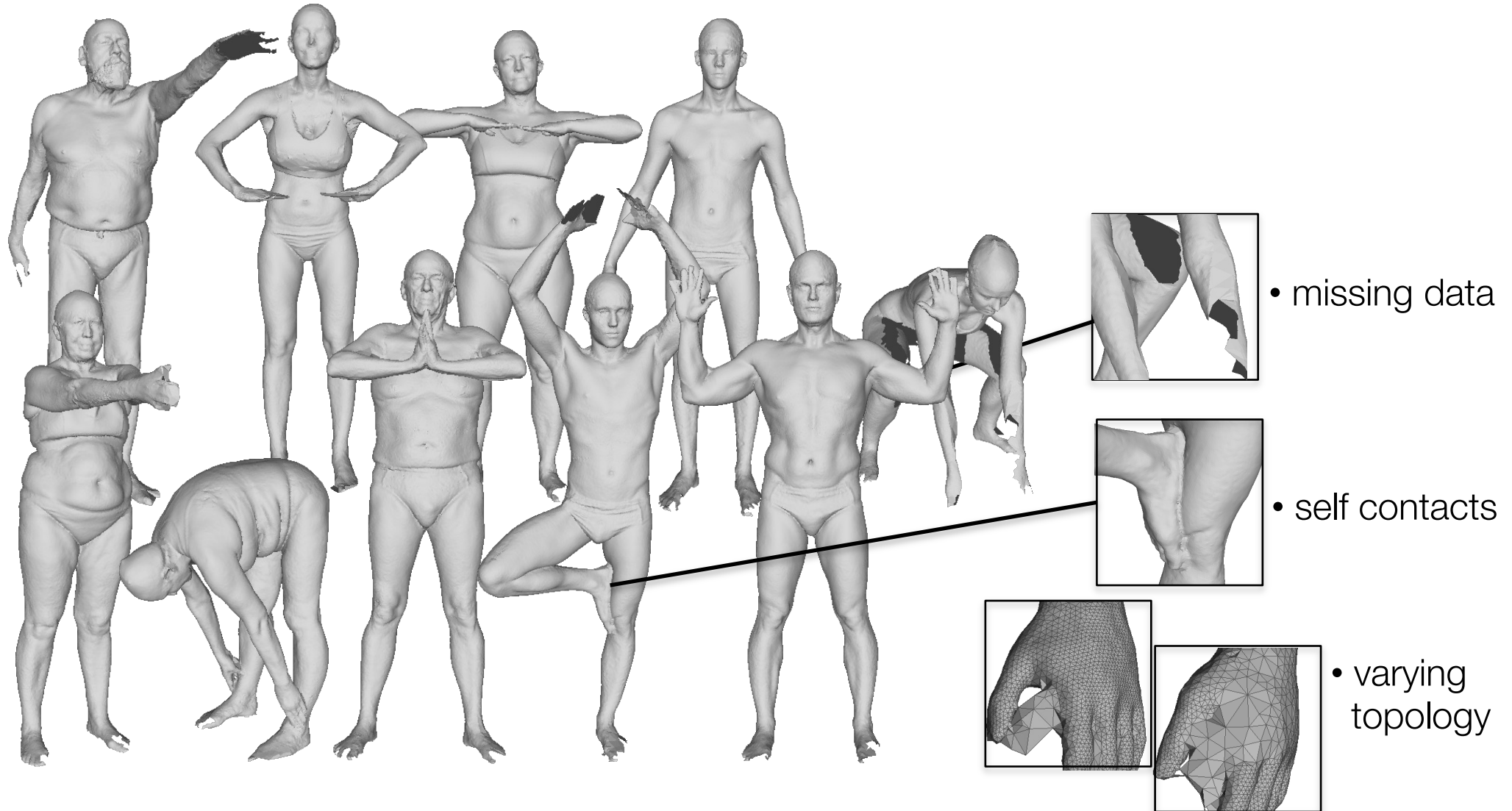
- Global vertex deformations
- 4x4 transformations
- Applied to vertices
- -> SMPL

SMPL vs SCAPE



How do we train a body model ?

Scans



Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

Parameters to be learned

Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

Parameters to be learned

Model

Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

Parameters to be learned

Model

Set of registrations

Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

Parameters to be learned

Model

Set of registrations

Shape parameters of registration j

Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

Parameters to be learned

Model

Set of registrations

Shape parameters of registration j

Pose parameters of registration j

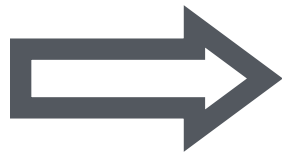
Training

$$\Phi = \arg \min_{\Phi} \sum_j \min_{\vec{\theta}_j, \vec{\beta}_j} \|M(\vec{\theta}_j, \vec{\beta}_j; \Phi) - \mathbf{V}_j\|^2$$

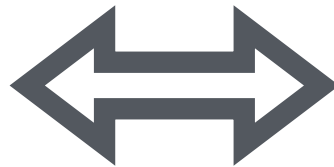
Set of registrations



Data



Registration

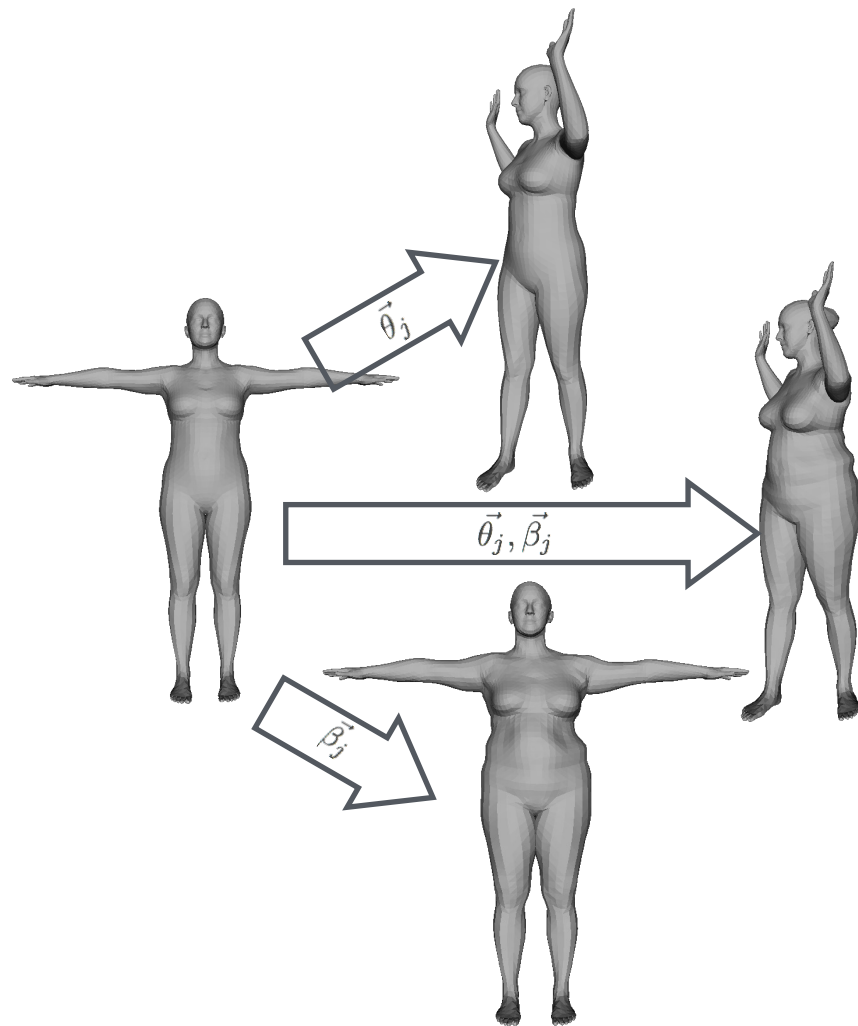
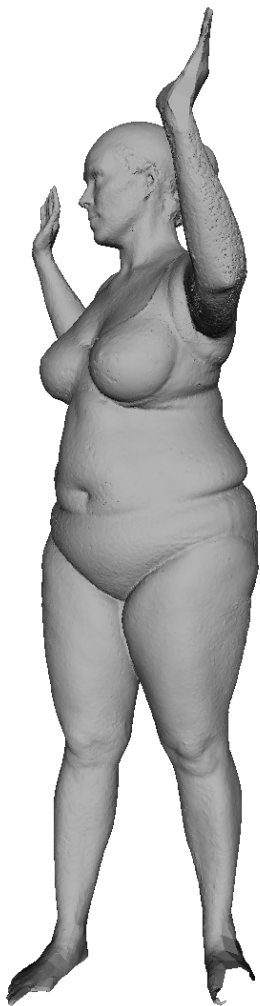


Model

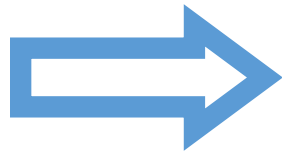
$$\{S_j\}$$

$$\{V_j\}$$

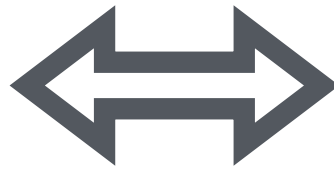
$$\{M(\vec{\theta}_j, \vec{\beta}_j; \Phi)\}$$



Data



Registration

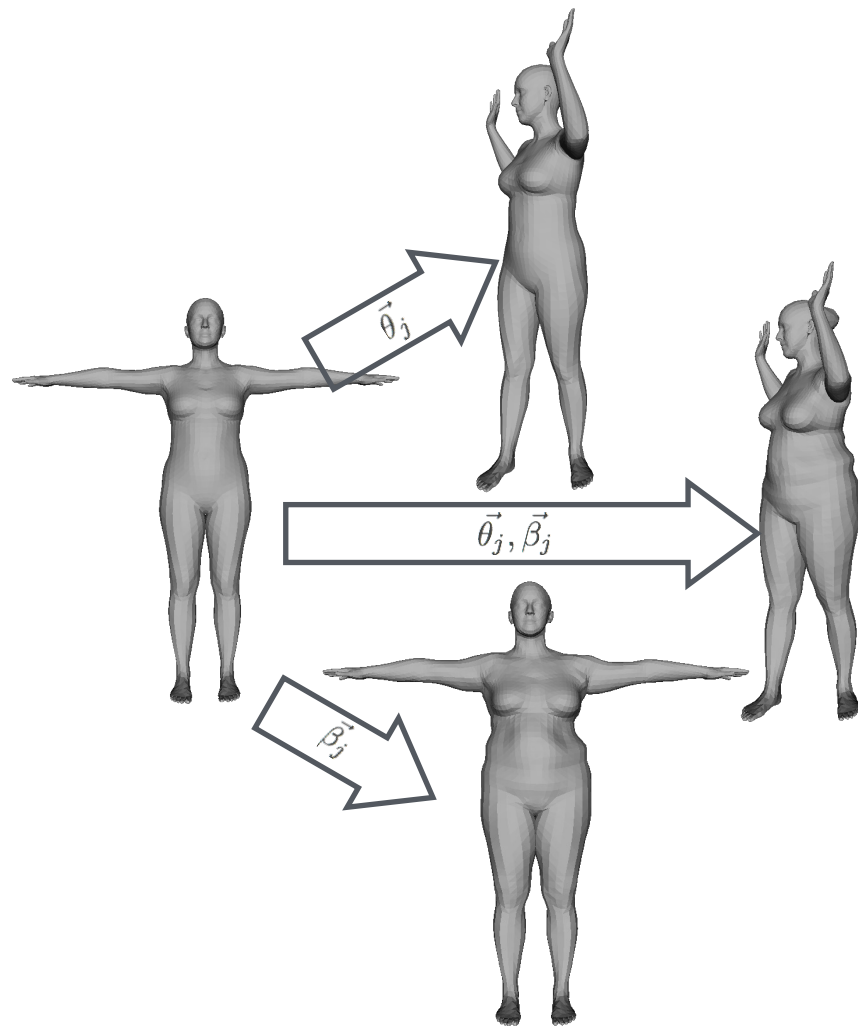
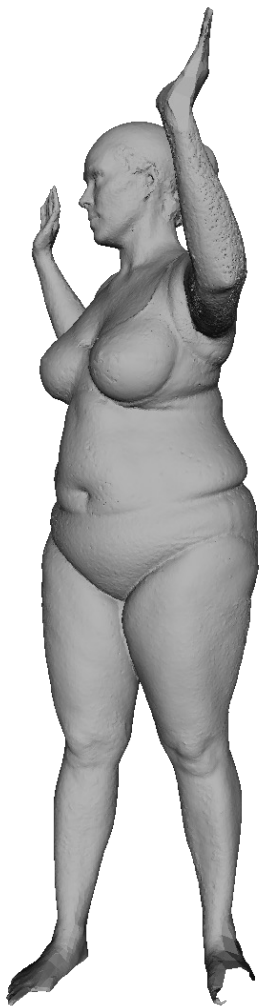


Model

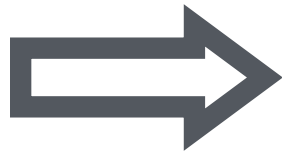
$$\{S_j\}$$

$$\{V_j\}$$

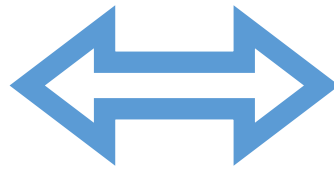
$$\{M(\vec{\theta}_j, \vec{\beta}_j; \Phi)\}$$



Data



Registration

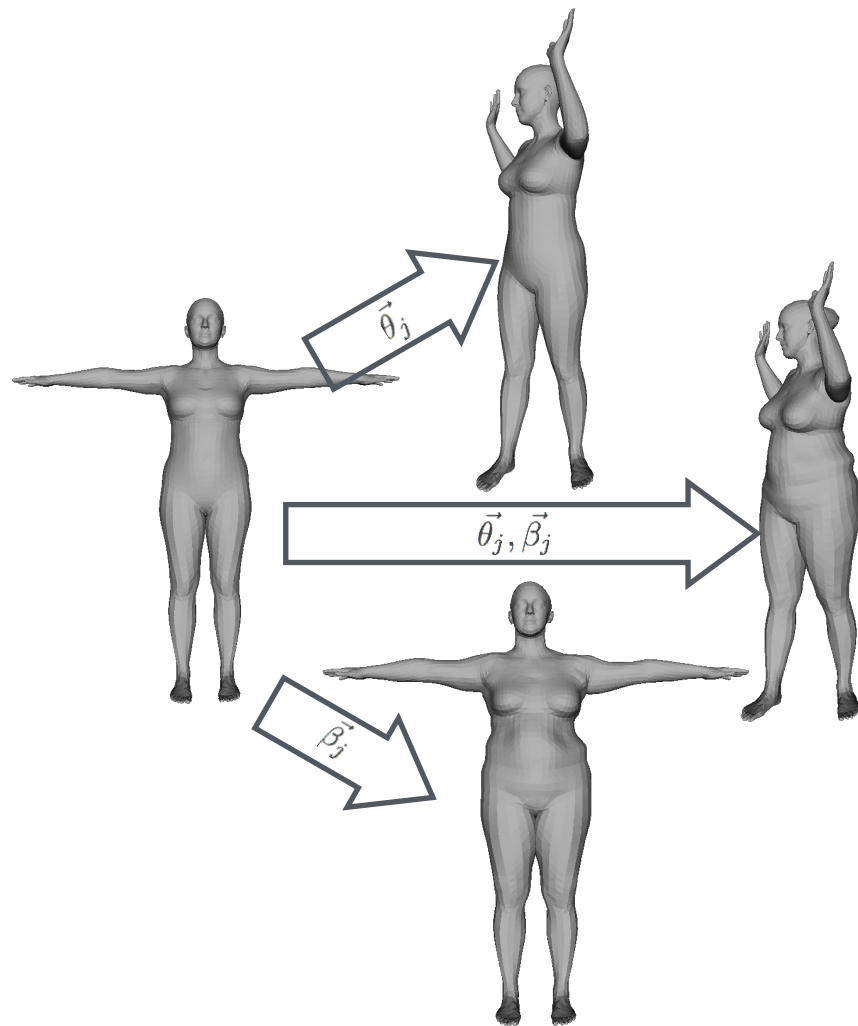
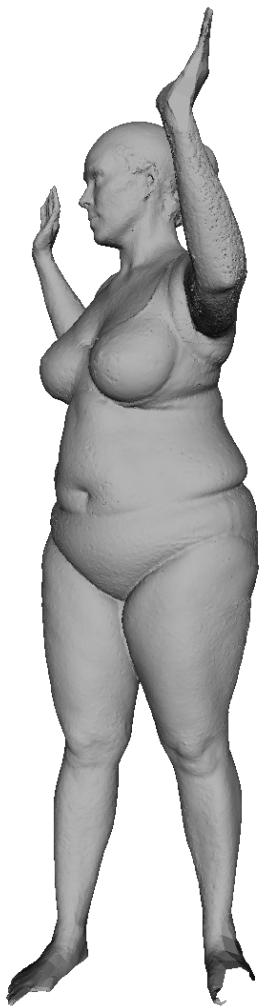


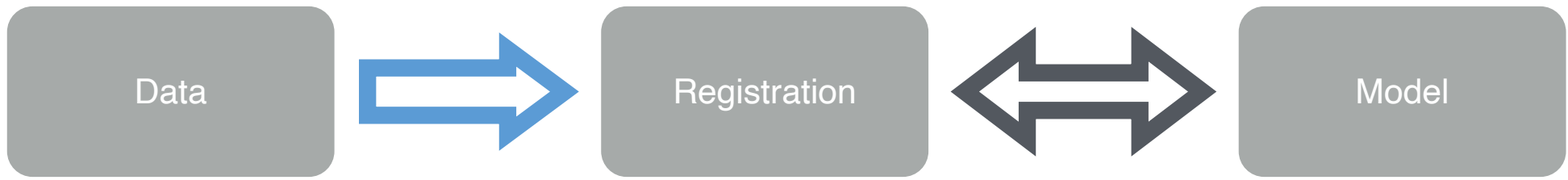
Model

$$\{\mathcal{S}_j\}$$

$$\{\mathbf{V}_j\}$$

$$\{M(\vec{\theta}_j, \vec{\beta}_j; \Phi)\}$$

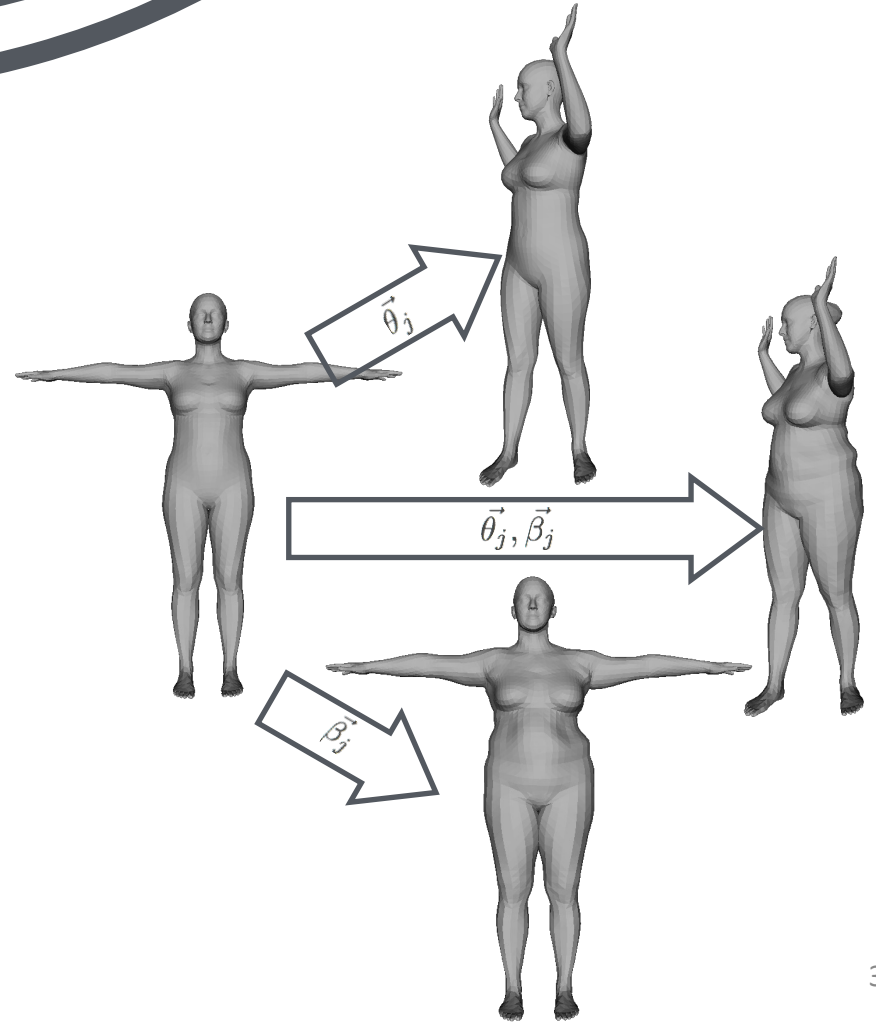
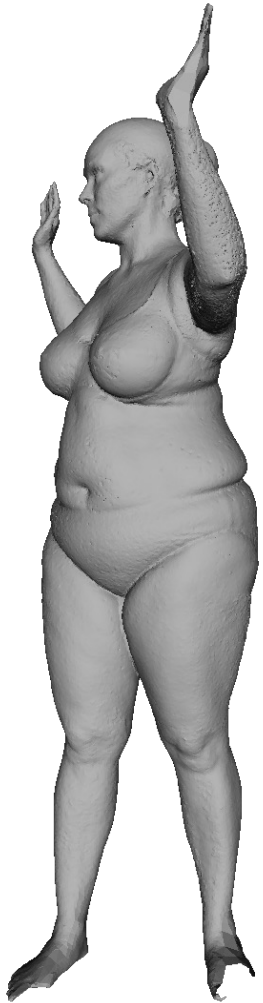




$\{S_j\}$

$\{V_j\}$

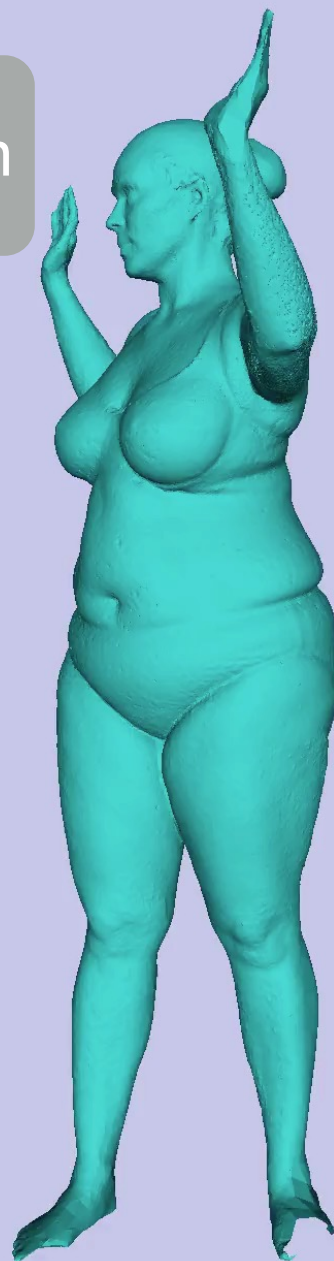
$\{M(\vec{\theta}_j, \vec{\beta}_j; \Phi)\}$



Data

pose +
shape

Registration



$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (d(\mathcal{S}_j, \mathcal{V}_j))$$

Refresher on ICP

1. Initialize

$$f^0 = \{ \mathbf{R} = \mathbf{I}, \mathbf{t} = \frac{\sum \mathbf{y}_i}{N} - \frac{\sum \mathbf{x}_i}{N}, s = 1 \}$$

2. Compute correspondences according to current best transform

$$\mathbf{x}_i^{j+1} = \arg \min_{\mathbf{x} \in \mathbf{X}} \|f^j(\mathbf{x}) - \mathbf{y}_i\|^2$$

3. Compute optimal transformation $(s, \mathbf{R}, \mathbf{t})$ with Procrustes

$$f^{j+1} = \arg \min_f \sum_i \|f(\mathbf{x}_i^{j+1}) - \mathbf{y}_i\|^2$$

4. Terminate if converged (error below a threshold), otherwise iterate

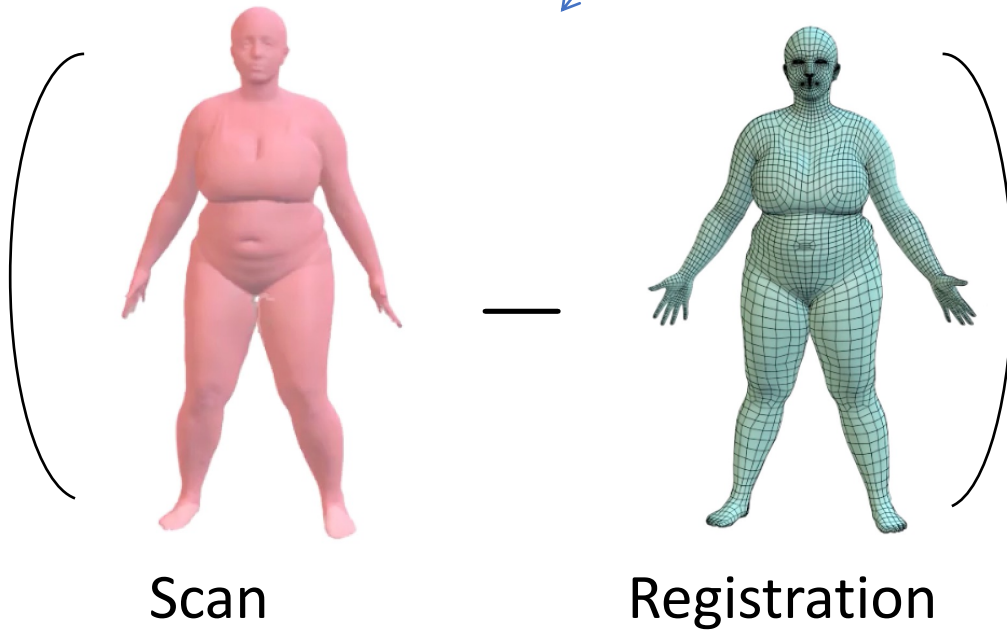
Refresher on ICP

- $f(\cdot)$ need not just be a rigid transformation $(s, \mathbf{R}, \mathbf{t})$.
- $f(\cdot)$ can be any deformation model for the vertices V .

What should $f()$ be?

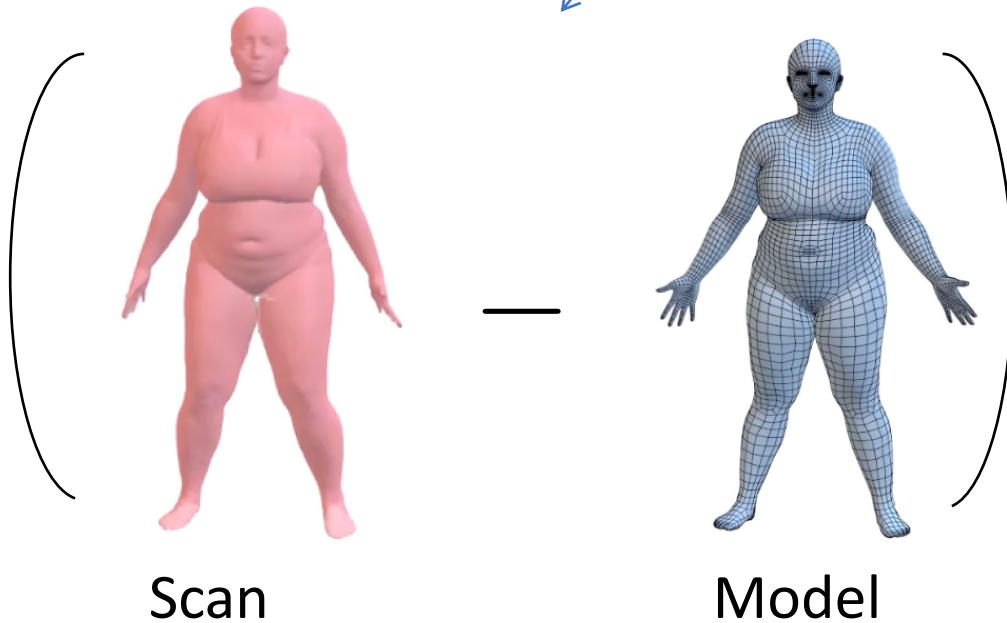
- $f(\cdot)$ should it be all the degrees of freedom in \mathbf{V} ?
- $f(\cdot)$ should it be the SMPL function, parameterised by $(\vec{\theta}, \vec{\beta})$?

$$E(\mathbf{V}) = \sum_{\mathbf{s}_i \in \mathcal{S}} \text{dist}(\mathbf{s}_i, \mathcal{V}(\mathbf{V})) + E_{\text{prior}}(\mathbf{V})$$



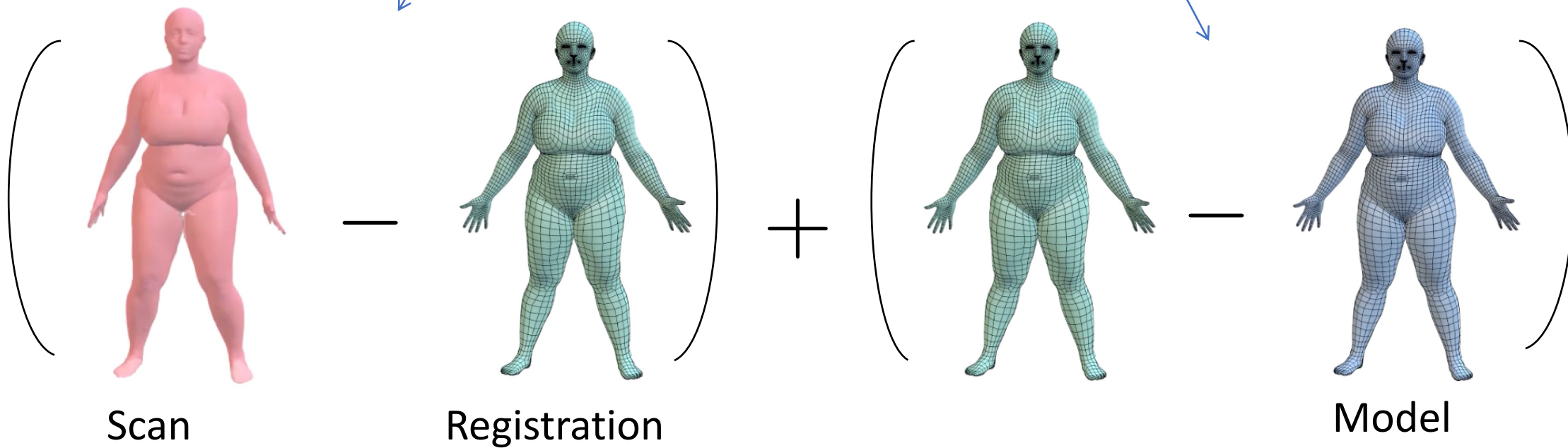
- Optimizing **vertices directly is unstable**

$$E(\theta, \beta) = \sum_{\mathbf{s}_i \in \mathcal{S}} \text{dist}(\mathbf{s}_i, \mathcal{M}(\theta, \beta)) + E_{\text{prior}}(\theta, \beta)$$



- Optimizing just the **model** does **not** capture detail.
- We **do not learn anything new** from the scan

$$E(\theta, \beta, \mathbf{V}) = \sum_{\mathbf{s}_i \in \mathcal{S}} \text{dist}(\mathbf{s}_i, \mathcal{V}(\mathbf{V})) + \text{dist}(\mathcal{V}(\mathbf{V}), \mathcal{M}(\theta, \beta)) + E_{\text{prior}}(\theta, \beta)$$



Objective

$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (\min_{\vec{\theta}_j, \vec{\beta}_j} (E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)))$$

$$E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) =$$

Objective

$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (\min_{\vec{\theta}_j, \vec{\beta}_j} (E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)))$$

$$E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = E_S(\mathcal{S}_j, \mathbf{V}_j) + \longrightarrow \text{scan-to-mesh distance}$$

Objective

$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (\min_{\vec{\theta}_j, \vec{\beta}_j} (E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)))$$

$$E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = E_S(\mathcal{S}_j, \mathbf{V}_j) + \lambda_C E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)$$

scan-to-mesh distance

coupling

Objective

$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (\min_{\vec{\theta}_j, \vec{\beta}_j} (E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)))$$

$$E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = E_S(\mathcal{S}_j, \mathbf{V}_j) + \lambda_C E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) + \lambda_\theta E_\theta(\vec{\theta}_j) +$$

scan-to-mesh distance

coupling

pose prior

Objective

$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (\min_{\vec{\theta}_j, \vec{\beta}_j} (E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)))$$

$$E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = E_S(\mathcal{S}_j, \mathbf{V}_j) + \lambda_C E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) + \lambda_\theta E_\theta(\vec{\theta}_j) + \lambda_\beta E_\beta(\vec{\beta}_j)$$

scan-to-mesh distance

coupling

pose prior

shape prior

Objective

$$\mathbf{V}_j = \arg \min_{\mathbf{V}_j} (\min_{\vec{\theta}_j, \vec{\beta}_j} (E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j)))$$

$$E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = E_S(\mathcal{S}_j, \mathbf{V}_j) + \lambda_C E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) + \lambda_\theta E_\theta(\vec{\theta}_j) + \lambda_\beta E_\beta(\vec{\beta}_j)$$

scan-to-mesh distance

coupling

pose prior

shape prior

relative weights

Scan-to-mesh distance

$$E_S(\mathcal{S}_j, \mathbf{V}_j) = \sum_{\mathbf{s} \in \mathcal{S}_j} \rho \left(\min_{\mathbf{v} \in \mathcal{V}_j} \|\mathbf{s} - \mathbf{v}\| \right)$$

$$\rho(x) = \frac{x^2}{\sigma^2 + x^2}$$

Scan-to-mesh distance

$$E_S(\mathcal{S}_j, \mathbf{V}_j) = \sum_{\mathbf{s} \in \mathcal{S}_j} \rho \left(\min_{\mathbf{v} \in \mathcal{V}_j} \|\mathbf{s} - \mathbf{v}\| \right)$$

$$\rho(x) = \frac{x^2}{\sigma^2 + x^2}$$

Scan-to-mesh distance

$$E_S(\mathcal{S}_j, \mathbf{V}_j) = \sum_{\mathbf{s} \in \mathcal{S}_j} \rho \left(\min_{\mathbf{v} \in \mathcal{V}_j} \|\mathbf{s} - \mathbf{v}\| \right)$$

$$\rho(x) = \frac{x^2}{\sigma^2 + x^2}$$

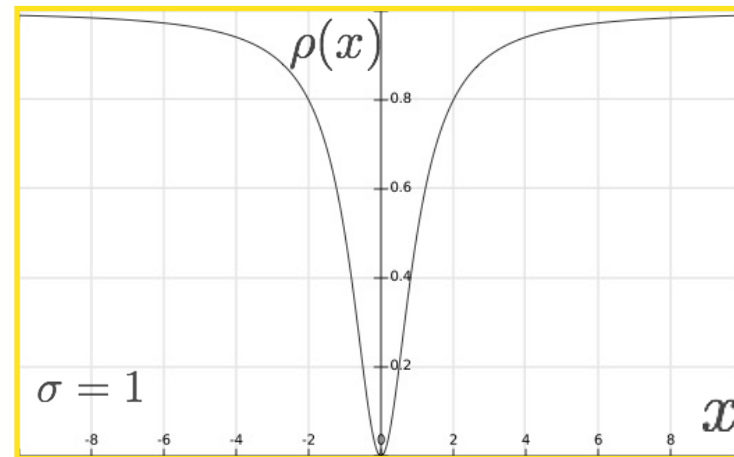
Scan-to-mesh distance

$$E_S(\mathcal{S}_j, \mathbf{V}_j) = \sum_{\mathbf{s} \in \mathcal{S}_j} \rho \left(\min_{\mathbf{v} \in \mathcal{V}_j} \|\mathbf{s} - \mathbf{v}\| \right)$$
$$\rho(x) = \frac{x^2}{\sigma^2 + x^2}$$

Scan-to-mesh distance

$$E_S(\mathcal{S}_j, \mathbf{V}_j) = \sum_{\mathbf{s} \in \mathcal{S}_j} \rho \left(\min_{\mathbf{v} \in \mathcal{V}_j} \|\mathbf{s} - \mathbf{v}\| \right)$$

$$\rho(x) = \frac{x^2}{\sigma^2 + x^2}$$



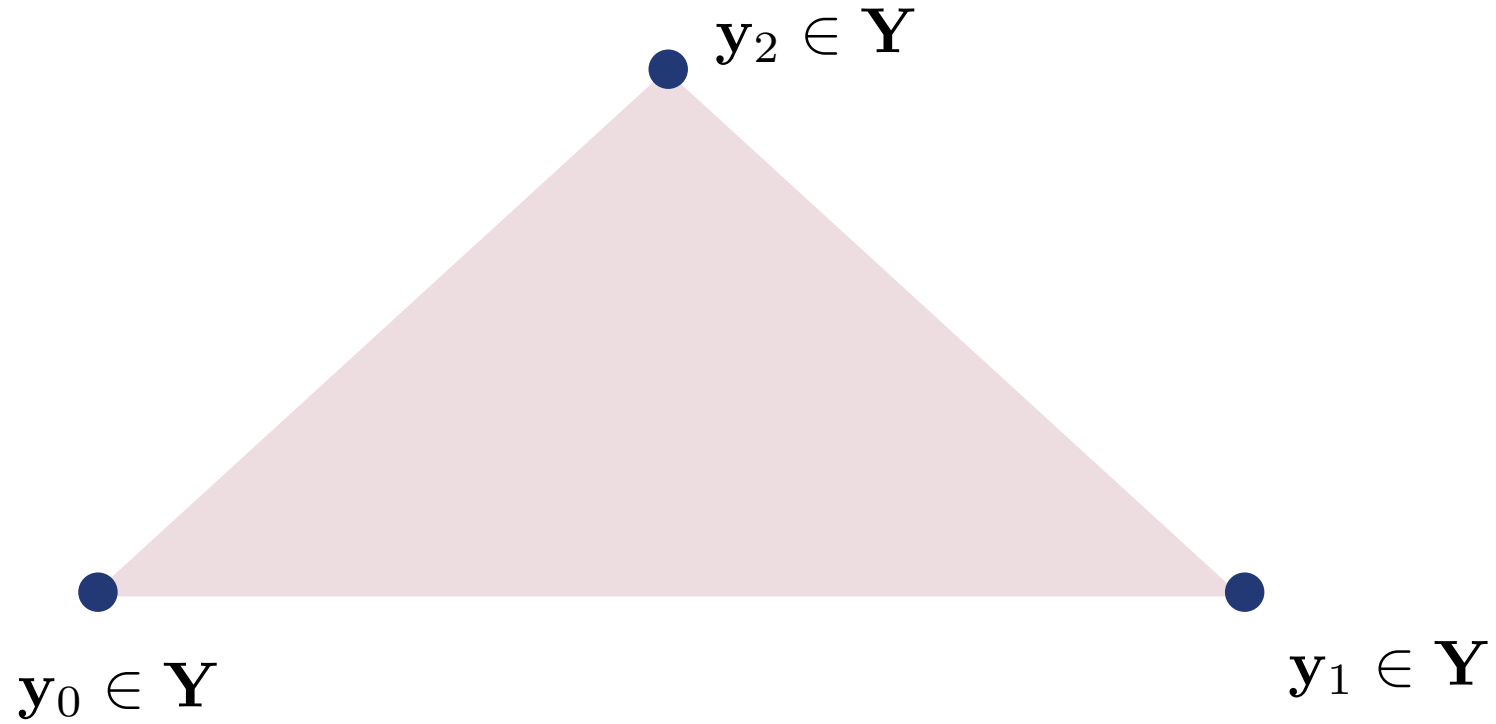
Scan-to-mesh distance

$$E_S(\mathcal{S}_j, \mathbf{V}_j) = \sum_{\mathbf{s} \in \mathcal{S}_j} \rho \left(\min_{\mathbf{v} \in \mathbf{V}_j} \|\mathbf{s} - \mathbf{v}\| \right)$$

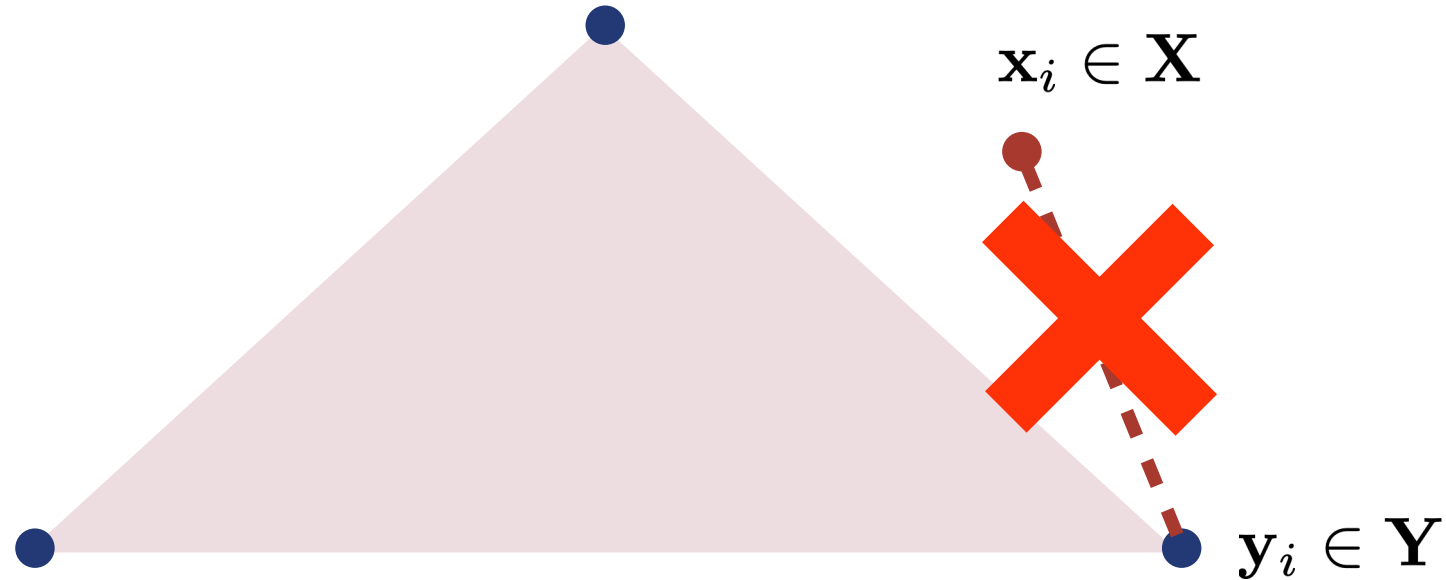
$$\rho(x) = \frac{x^2}{\sigma^2 + x^2}$$

point-to-surface distance!

A much better objective: Point-to-surface distance

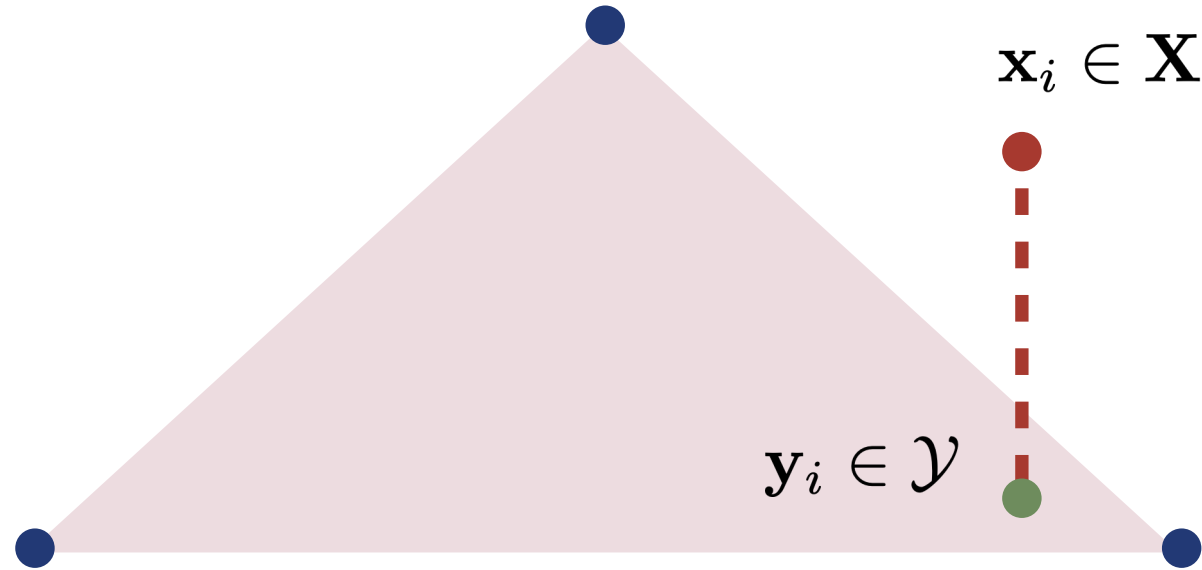


Closest points: avoid local minima



Point-to-point distance

Closest points: avoid local minima



Point-to-surface distance

Coupling

$$E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) \equiv \text{dist}(\mathbf{V}_j, M(\vec{\theta}_j, \vec{\beta}_j))$$

Coupling

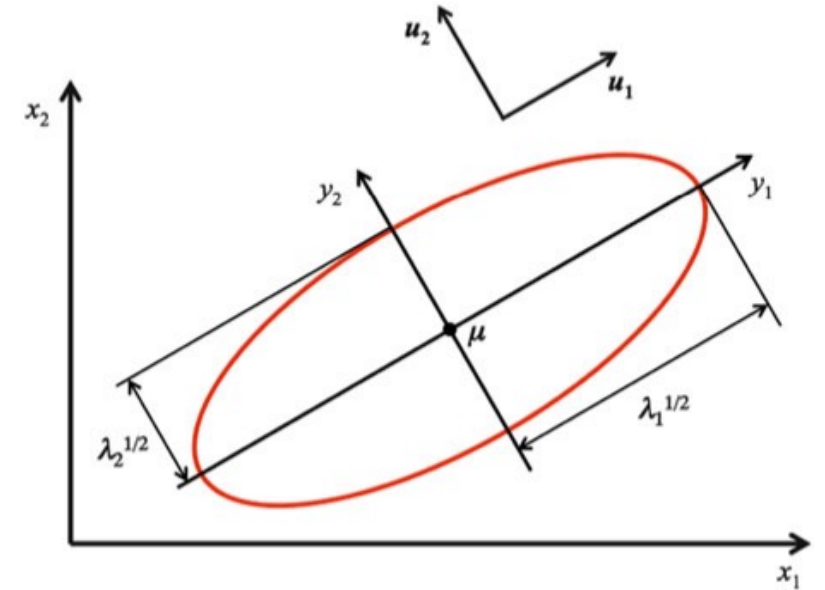
$$E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = \begin{cases} \|\mathbf{V}_j - M(\vec{\theta}_j, \vec{\beta}_j)\|_F^2, & \text{if coupling on vertices} \end{cases}$$

Coupling

$$E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = \begin{cases} \|\mathbf{V}_j - M(\vec{\theta}_j, \vec{\beta}_j)\|_F^2, & \text{if coupling on vertices} \\ \|A\mathbf{V}_j - AM(\vec{\theta}_j, \vec{\beta}_j)\|_F^2, & \text{if coupling on edges} \end{cases}$$

Priors

- Priors are based on Mahalanobis distance
- Assumes a Gaussian Distribution



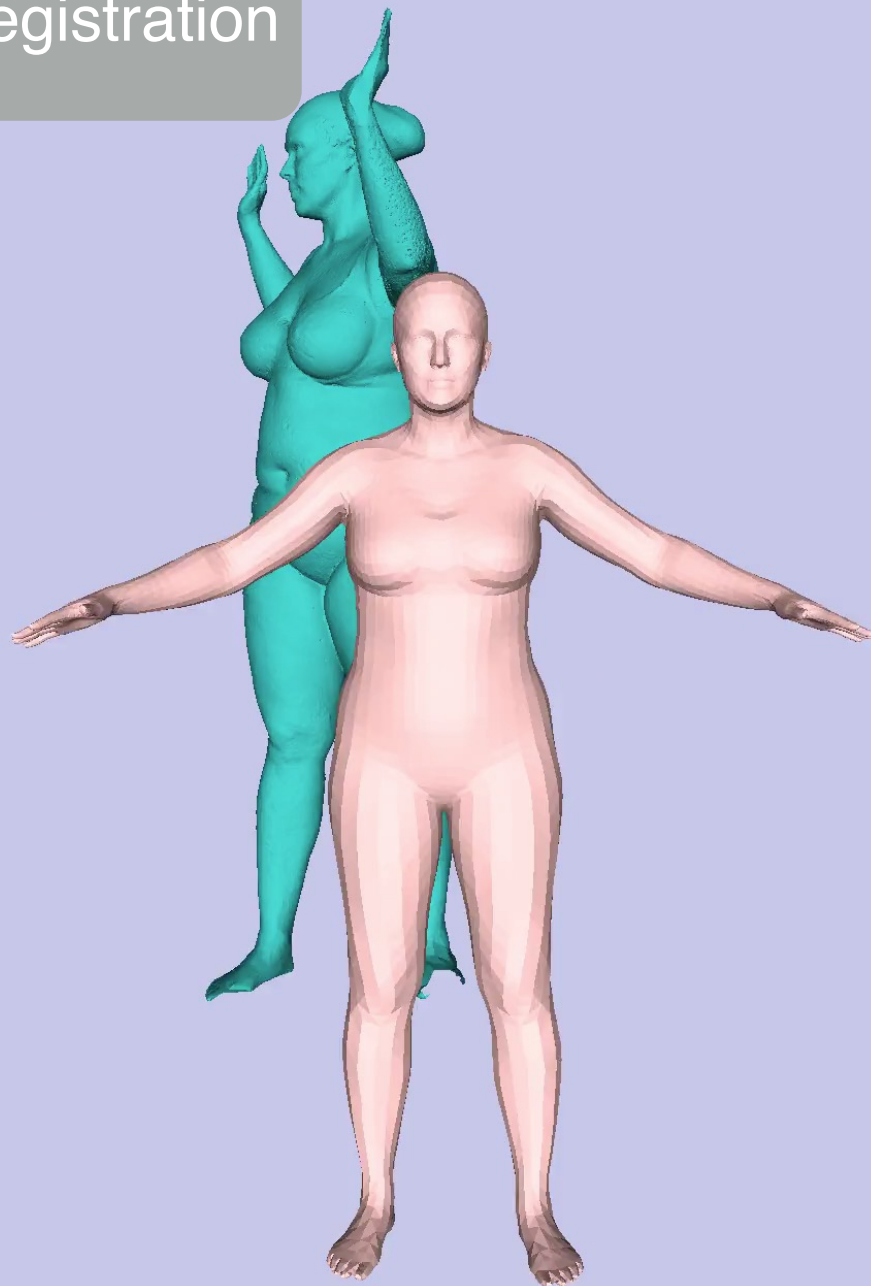
$$E_{\theta}(\vec{\theta}_j) = (\vec{\theta}_j - \vec{\mu}_{\theta})\Sigma_{\theta}^{-1}(\vec{\theta}_j - \vec{\mu}_{\theta})^T$$

$$E_{\beta}(\vec{\beta}_j) = (\vec{\beta}_j - \vec{\mu}_{\beta})\Sigma_{\beta}^{-1}(\vec{\beta}_j - \vec{\mu}_{\beta})^T$$

Data

pose +
shape

Registration

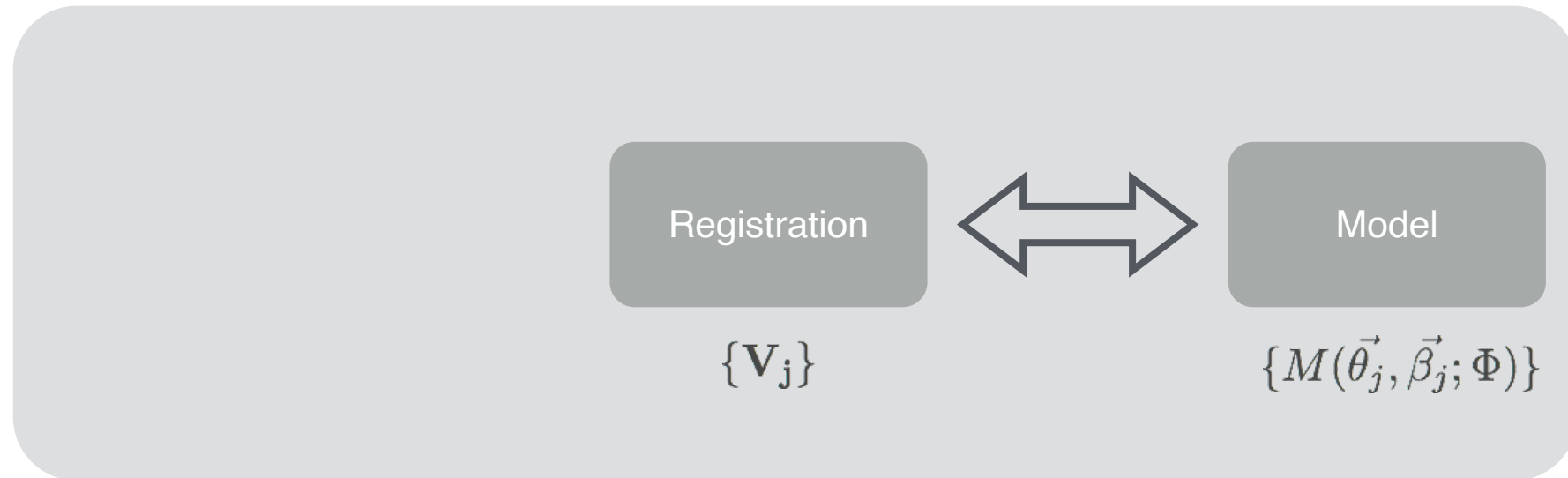


Stage 1 $\lambda_{\theta} \gg 1$
 $\lambda_{\beta} \gg 1$
 $\lambda_C = \text{inf}$

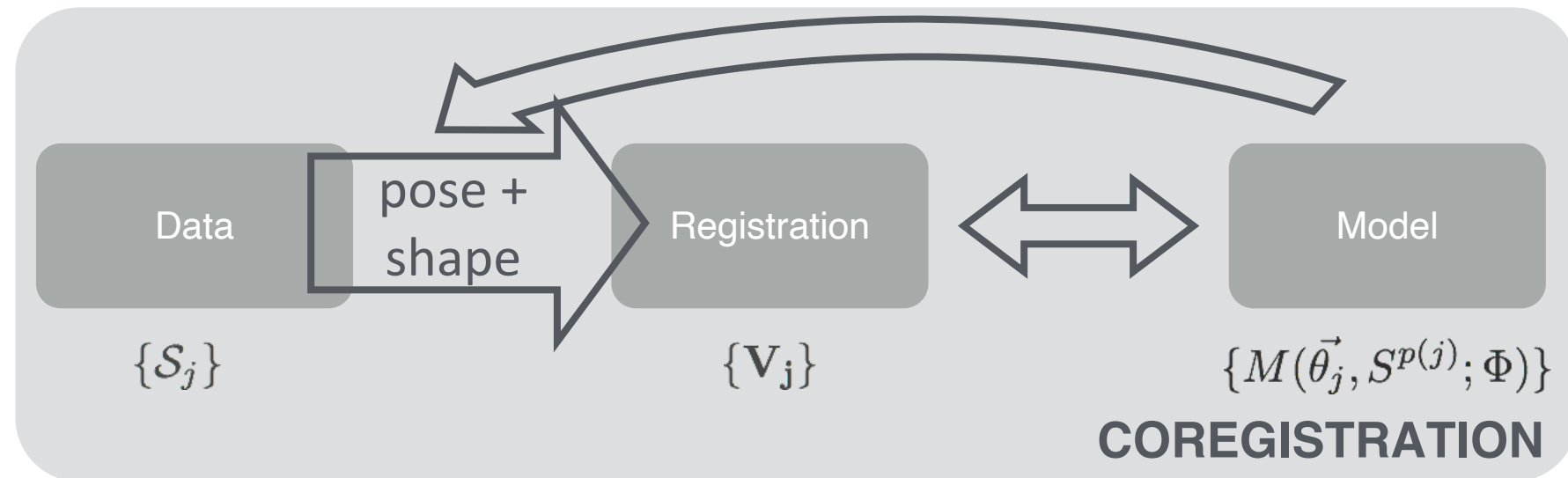
Stage 2 $\lambda_{\theta} \approx 1$
 $\lambda_{\beta} \approx 1$
 $\lambda_C \gg 1$

Stage 3 $\lambda_{\theta} \approx 0$
 $\lambda_{\beta} \approx 0$
 $\lambda_C \approx 1$

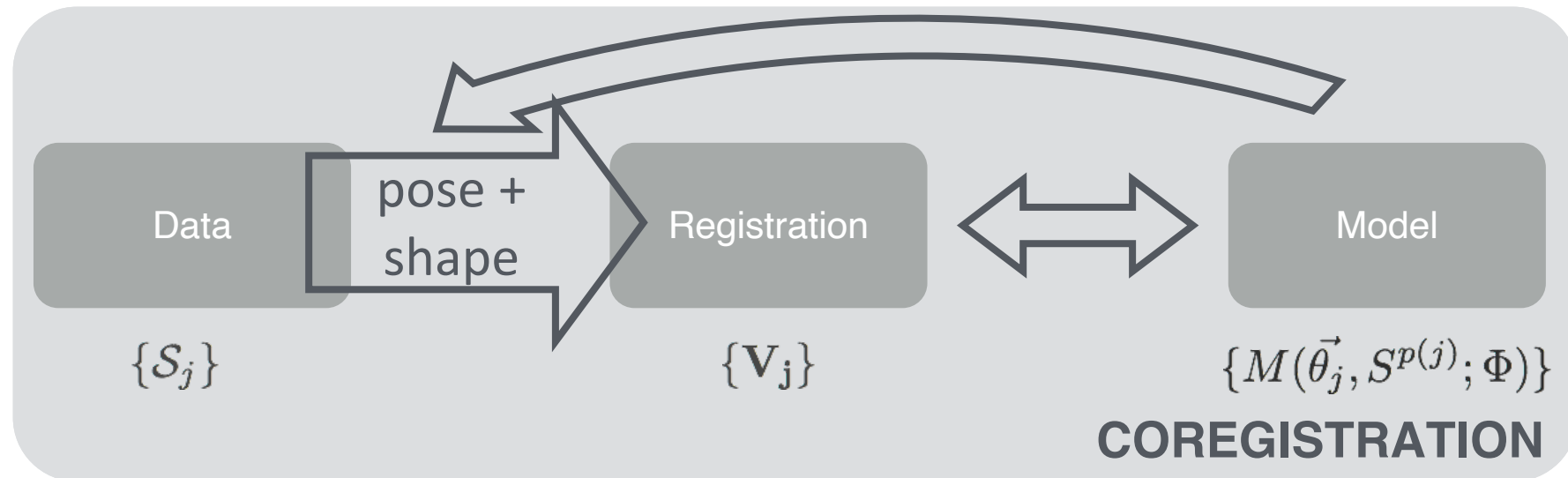
Given Registrations I can train a Model



Given a Model I can obtain registrations



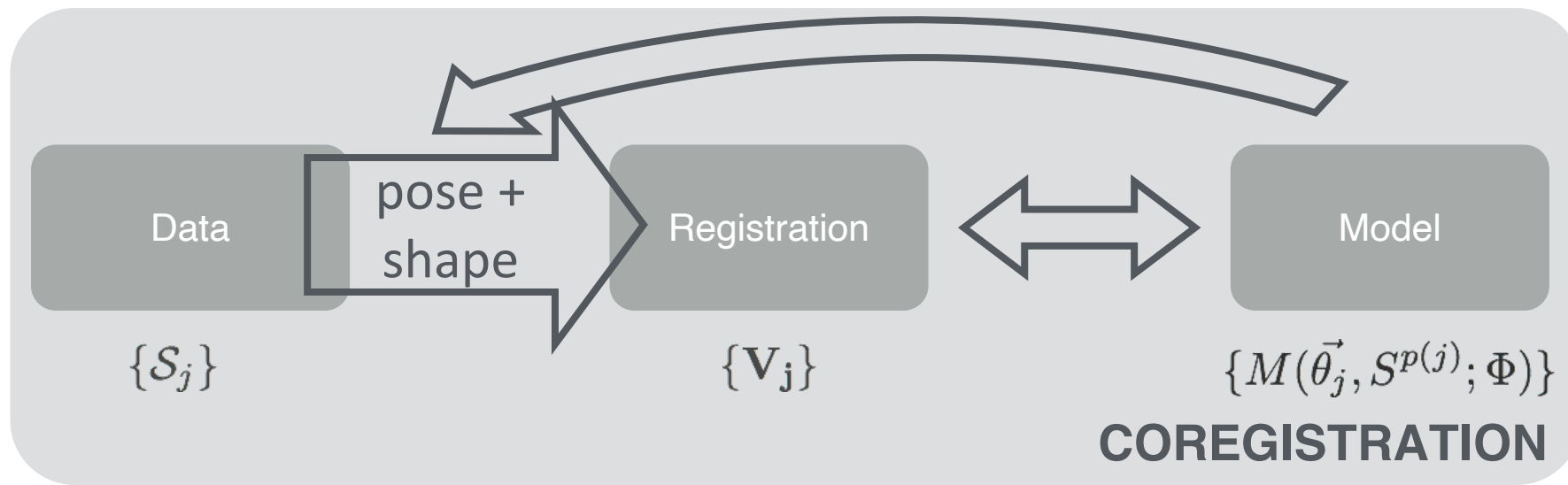
But, how can I solve both problems at once?



Joint registration and model learning

The key idea is to minimize the registration objective (loss function)

$$\begin{aligned} E_{reg}(\mathcal{S}_j, \mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) = & E_S(\mathcal{S}_j, \mathbf{V}_j) + \\ & \lambda_C E_C(\mathbf{V}_j, \vec{\theta}_j, \vec{\beta}_j) + \\ & \lambda_\theta E_\theta(\vec{\theta}_j) + \\ & \lambda_\beta E_\beta(\vec{\beta}_j) \end{aligned}$$



The key idea is to **minimize** the registration objective across **the dataset of scans**

$$E(\{\mathcal{S}_j\}, \{\mathbf{V}_j\}, \{\vec{\theta}_j\}, \Phi) = \sum_j (E_S(\mathcal{S}_j, \mathbf{V}_j) +$$

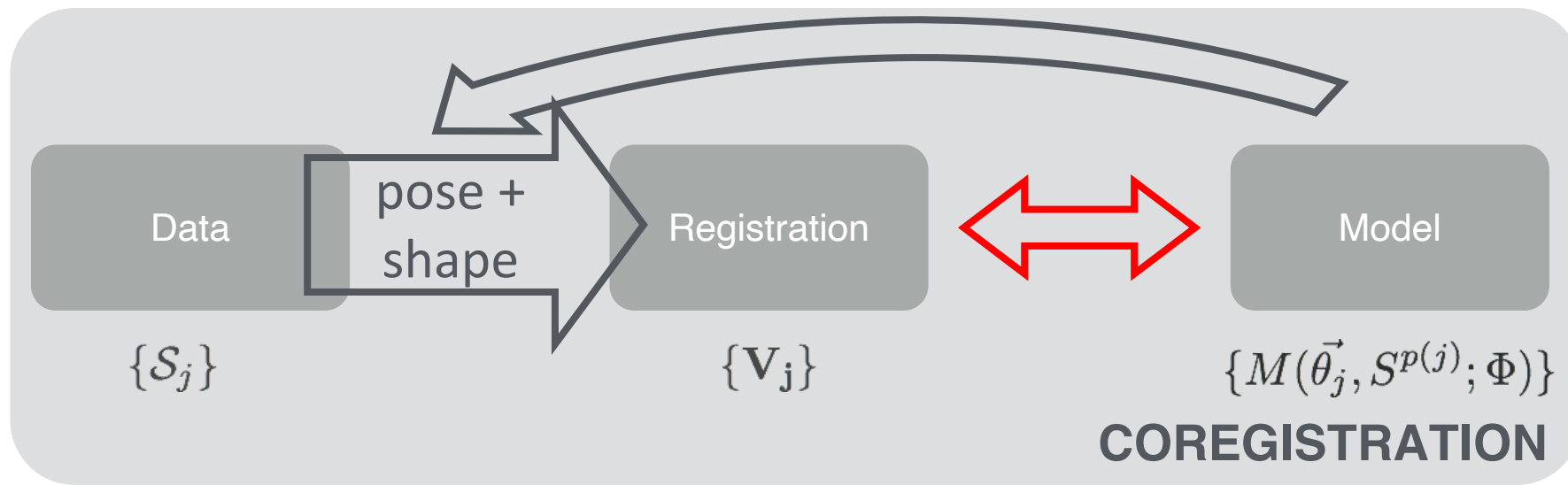
$$\lambda_C E_C(\mathbf{V}_j, \vec{\theta}_j, \Phi) +$$

$$\lambda_\theta E_\theta(\vec{\theta}_j)) +$$

$$\lambda_\Phi E_\Phi(\Phi)$$

model regularisation

Sums over dataset scans!



$$\Phi = \arg \min_{\Phi} (E(\{\mathcal{S}_j\}, \{\mathbf{V}_j\}, \{\vec{\theta}_j, \vec{\beta}\}, \Phi)) \text{ with } \{\mathbf{V}_j\} \text{ fixed}$$

$$\{\mathbf{V}_j\} = \arg \min_{\{\mathbf{V}_j\}} (E(\{\mathcal{S}_j\}, \{\mathbf{V}_j\}, \{\vec{\theta}_j, \vec{\beta}_j\}, \Phi)) \text{ with } \Phi \text{ fixed}$$

Summary

- SCAPE based models are based on triangle deformations and stitching triangles
- Training a model requires solving for model hyper-parameters and shape and pose for each registration
- Obtaining registrations requires a model. Obtaining a model requires registrations.
- This chicken and egg problem can be addressed with co-registration (similar to EM)

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Slide Credits and resources

- Slides adapted from Learning Human Shapes in Motion. Siggraph tutorial 2016. Special thanks to Javier Romero