

# Virtual Humans – Winter 23/24

Lecture 6\_2 – ICP: Fitting SMPL to Images with Learning

Prof. Dr.-Ing. Gerard Pons-Moll

University of Tübingen / MPI-Informatics

EBERHARD KARLS  
UNIVERSITÄT  
TÜBINGEN



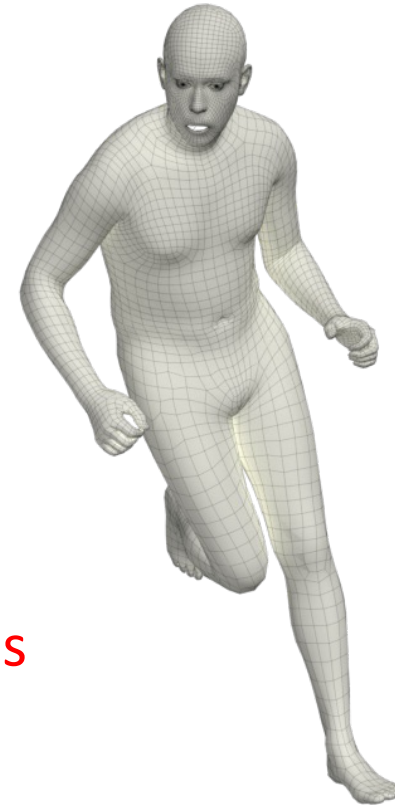
# Goal: Estimate SMPL from a single image

Estimate 3D shape and pose



"See" the person in 3D

# Problem with optimization based fitting

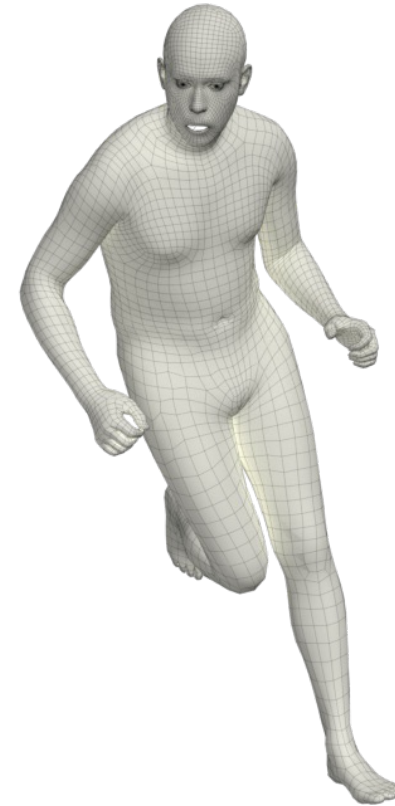
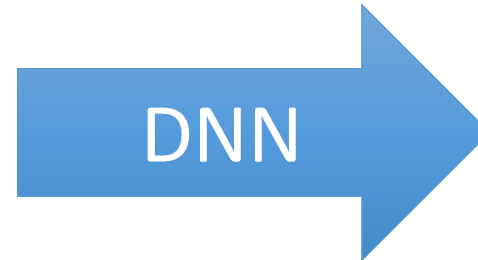


- Requires pre-defined features
- Slow
- Local minima

# Can we use learning to get better SMPL?



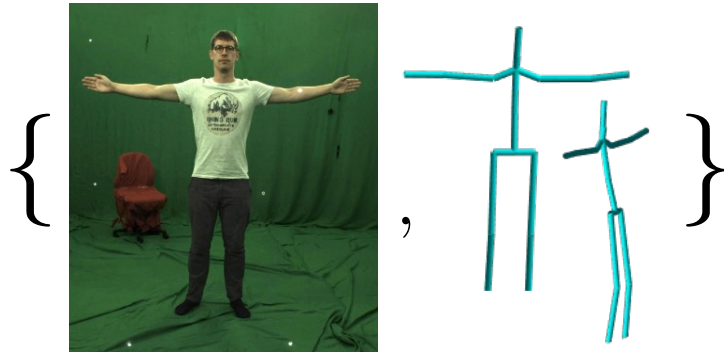
Learn a mapping **directly** from image pixels to SMPL parameters using a DNN.



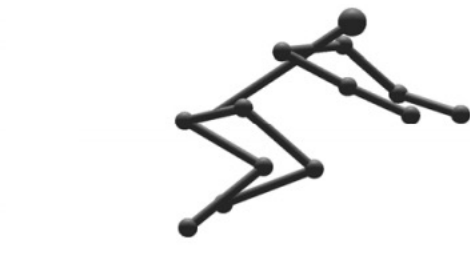
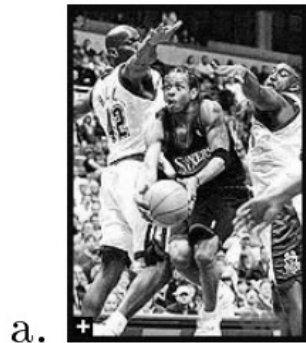
DNN = Deep Neural Network

# Challenges

- Lack of real paired 2D-to-3D data

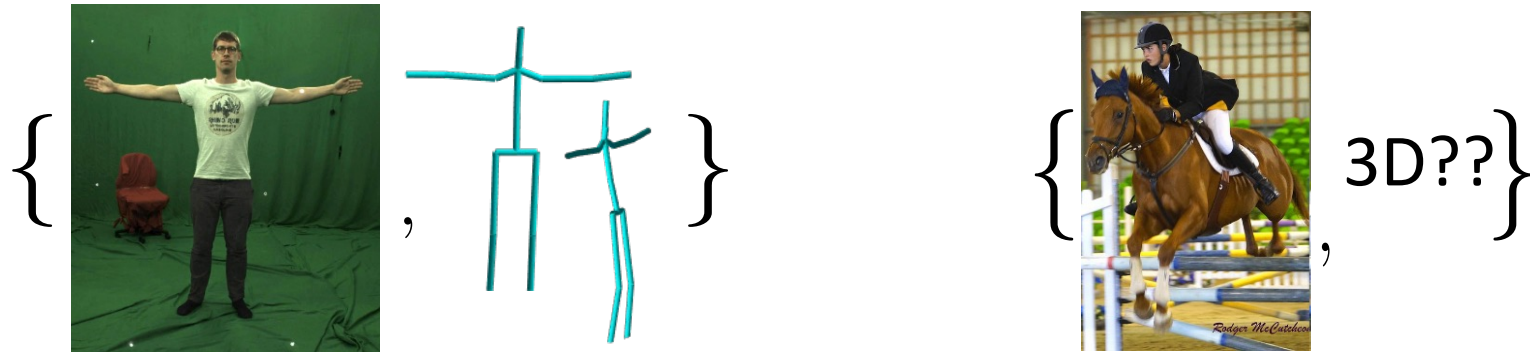


- Depth ambiguity



# Ideas...?

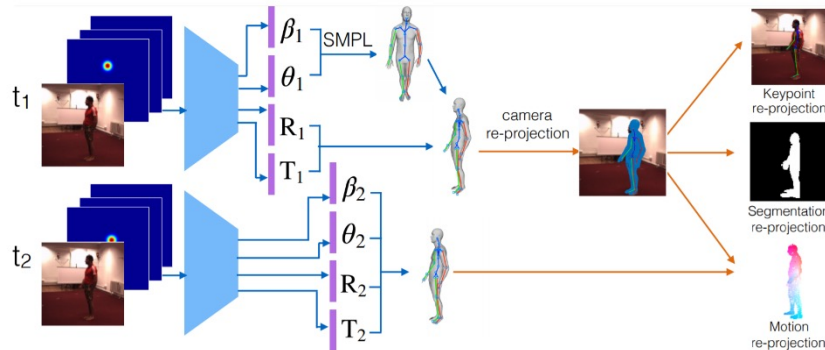
- Can we train a neural network with only 2D supervision?



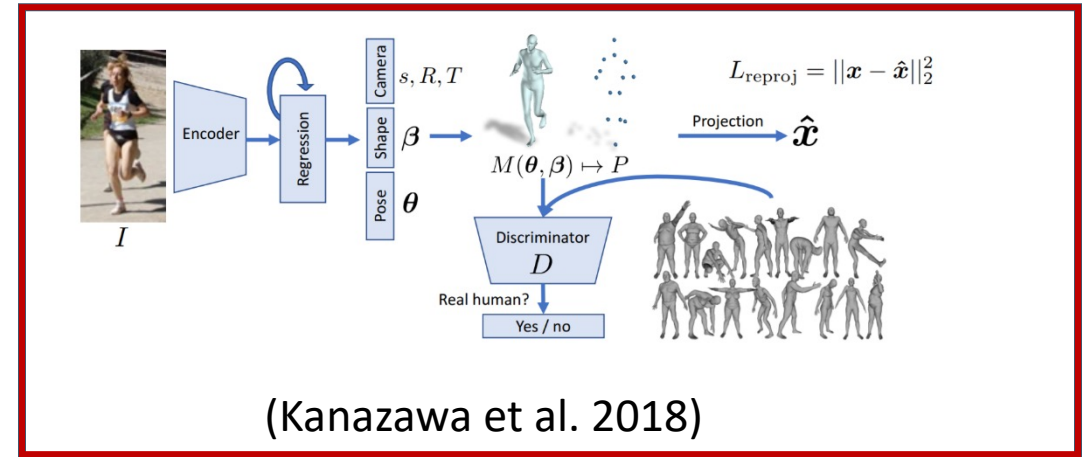
- Can we learn prior using unpaired 2D-3D data?



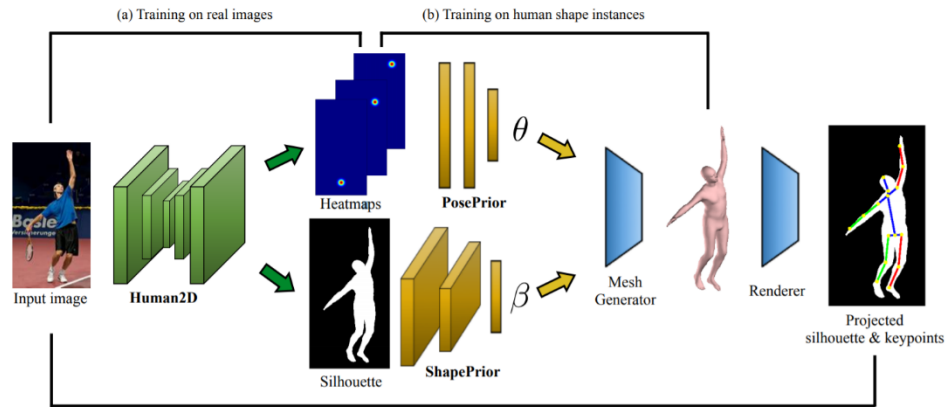
# Self-supervised hybrid approaches



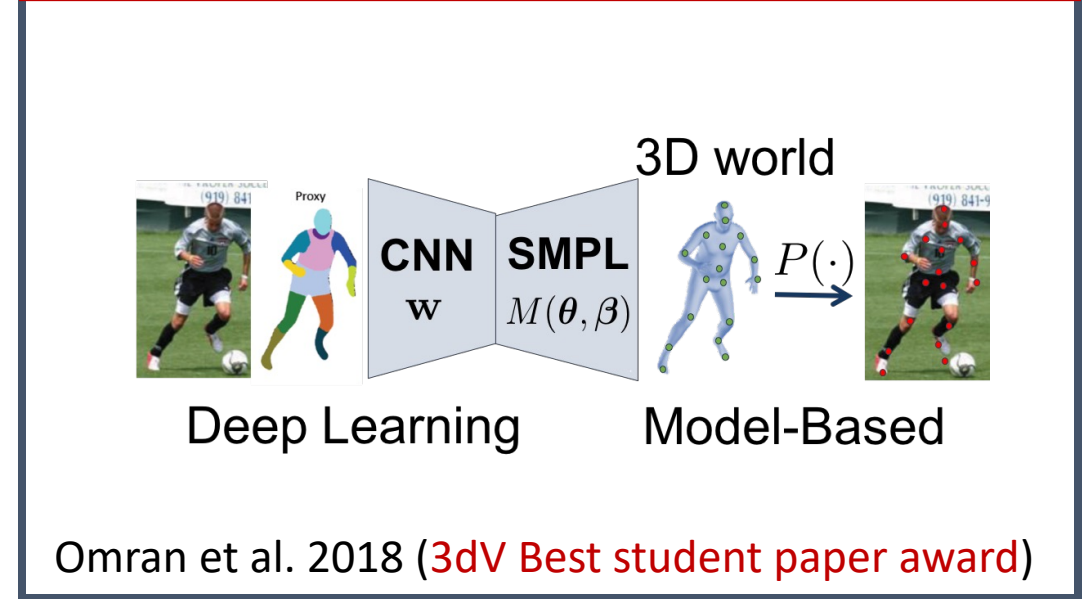
(Tung et al. 2017)



(Kanazawa et al. 2018)



(Pavlakos et al. 2018)



Omran et al. 2018 (3dV Best student paper award)



## End-to-end Recovery of Human Shape and Pose (HMR)

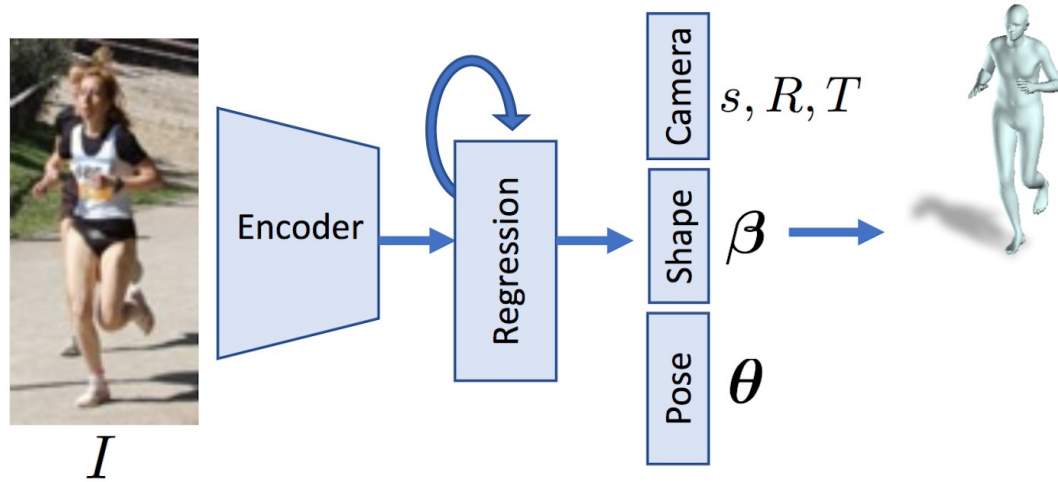
A. Kanazawa, M. J. Black, D. W. Jacobs, J. Malik

CVPR'18

Some of the following slides are adapted from slides provided by Kanazawa et al.

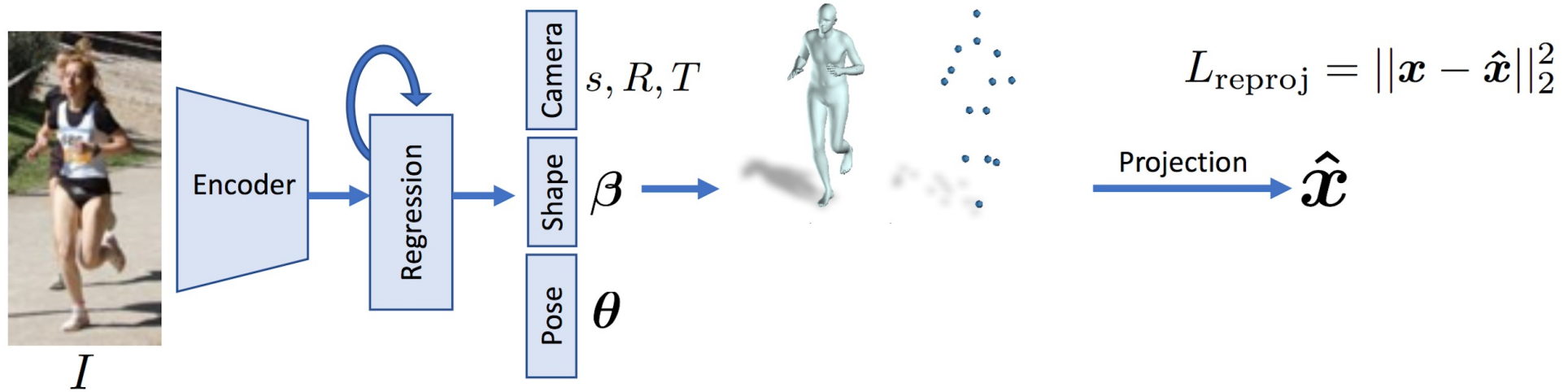


# Goal: Predict 3D SMPL without paired data



**Question:** How to learn a deep neural network to directly regress SMPL parameters without any paired 3D supervision?

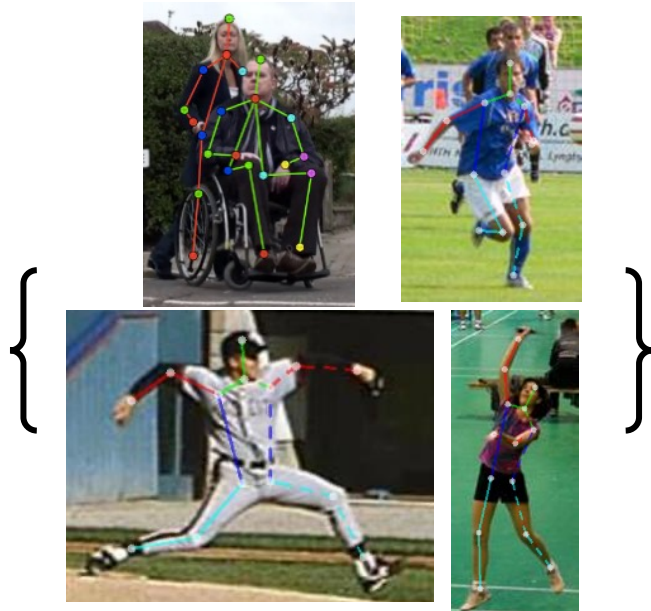
# Train a neural network with 2D supervision?



Produces monsters!

# Can we regularise the predicted SMPL?

Large 2D and 3D datasets exist



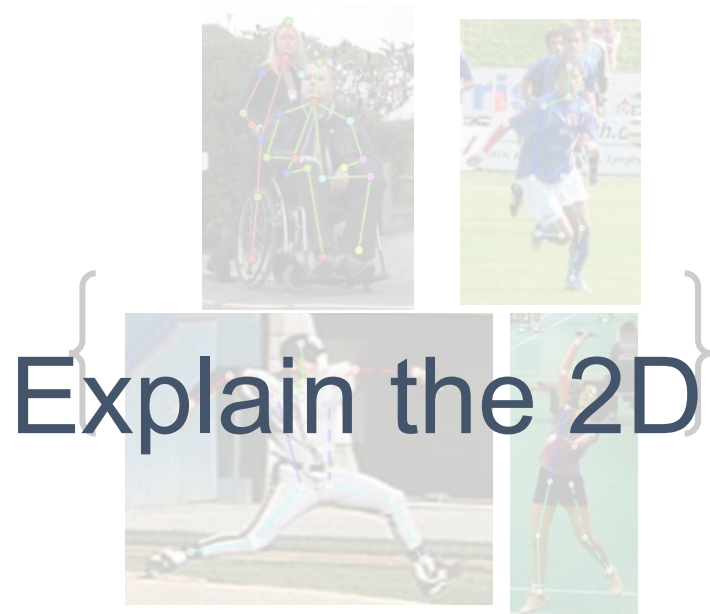
2D Labeled images  
[LSP, MPII, COCO, ...]



3D Scans/Motion Capture  
[CMU Mocap, CAESER, JointLimits..]

# Can we regularise the predicted SMPL?

Leverage **unpaired** data



Explain the 2D

2D Labeled images  
[LSP, MPII, COCO, ...]



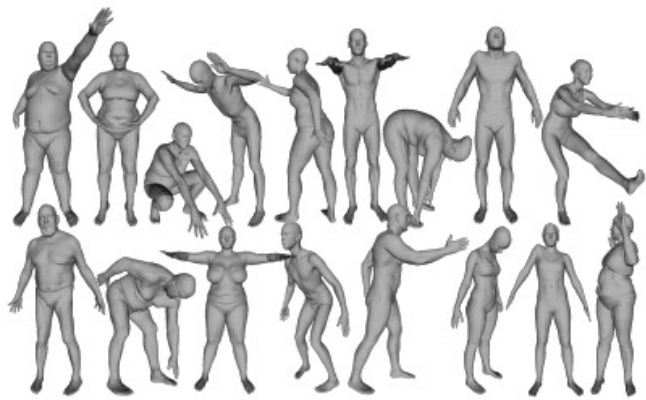
Within this  
distribution

3D Scans/Motion Capture  
[CMU Mocap, CAESER, JointLimits..]

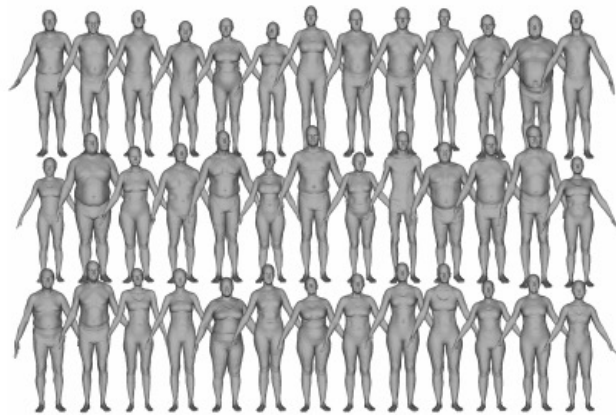
# Can we regularise the predicted SMPL?

We have used pose and shape prior before during optimization!

## GMM based prior in SMPLify

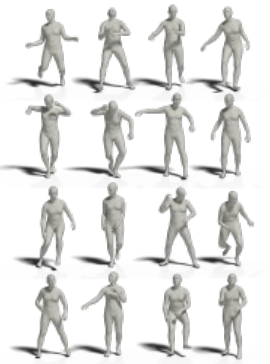
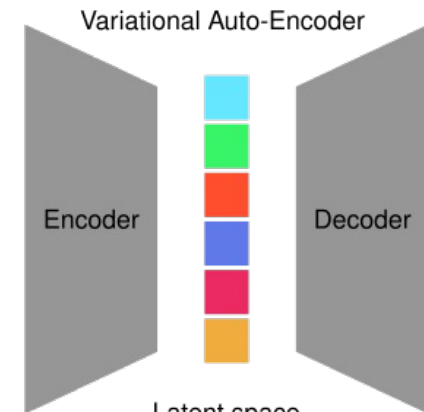


$E_{\theta}(\vec{\theta})$  Pose Prior



$E_{\beta}(\vec{\beta})$  Shape Prior

## VAE based prior in SMPLify

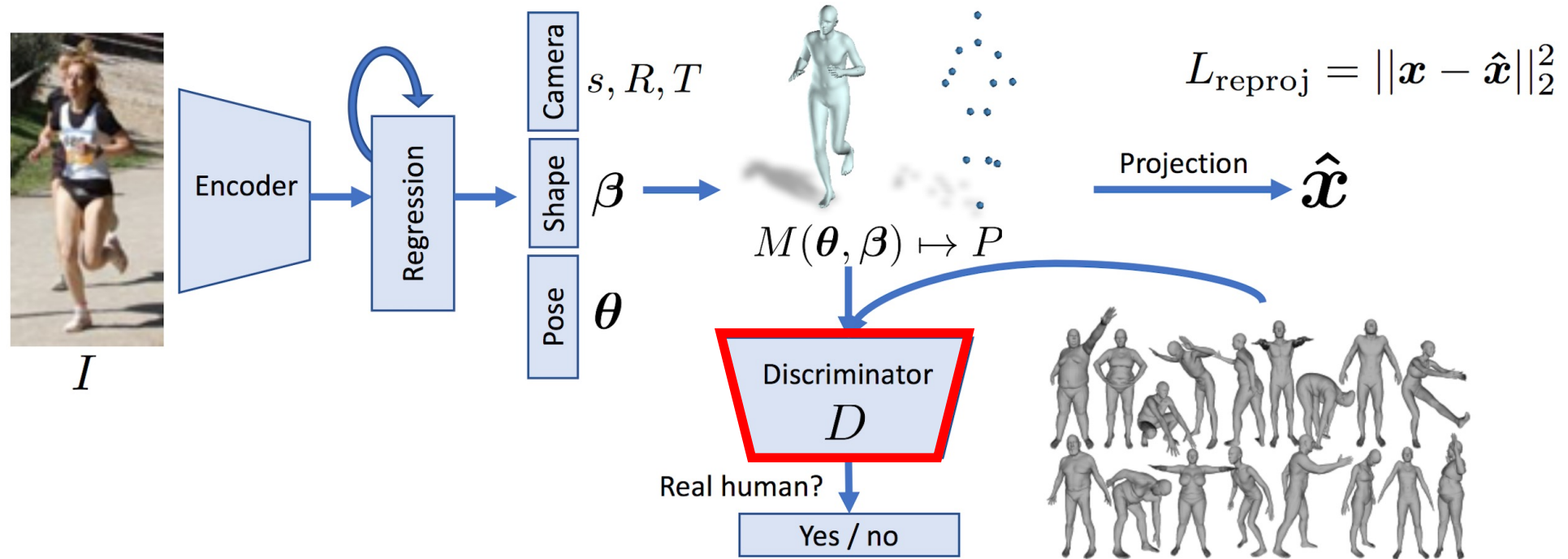


$$\mathcal{L}_{orth} = \|\hat{R}\hat{R}^T - I\|_2^2, \mathcal{L}_{det} = |det(\hat{R}) - 1|, + \text{SVD at test time}$$

# What prior can be used?

- A prior models the natural distribution and estimates the likelihood that a sample belongs to the distribution.
- Is there another very popular way to capture data distribution?
- Yes, GAN

# Direct regression from pixels?



The adversary (D) knows about body shape and pose.

# Results from HMR



Input



Reconstruction



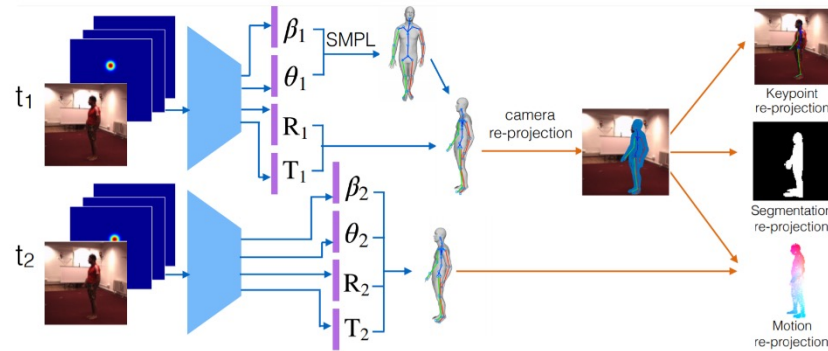
Part segmentation



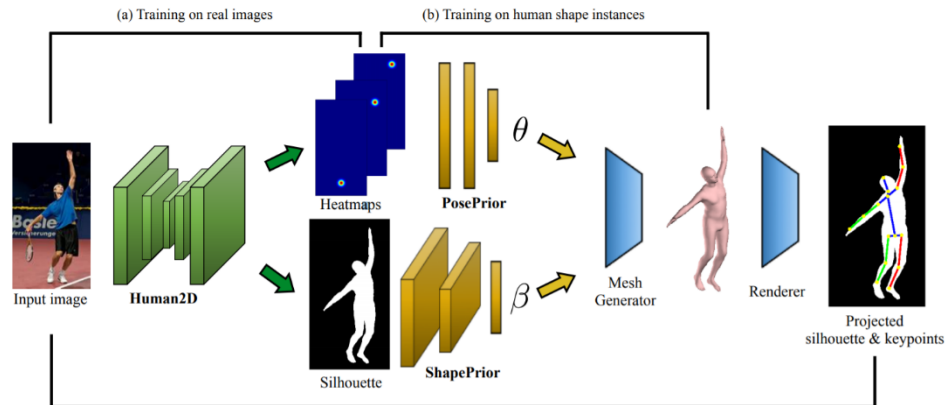
# Remaining problem: Large variability in appearance



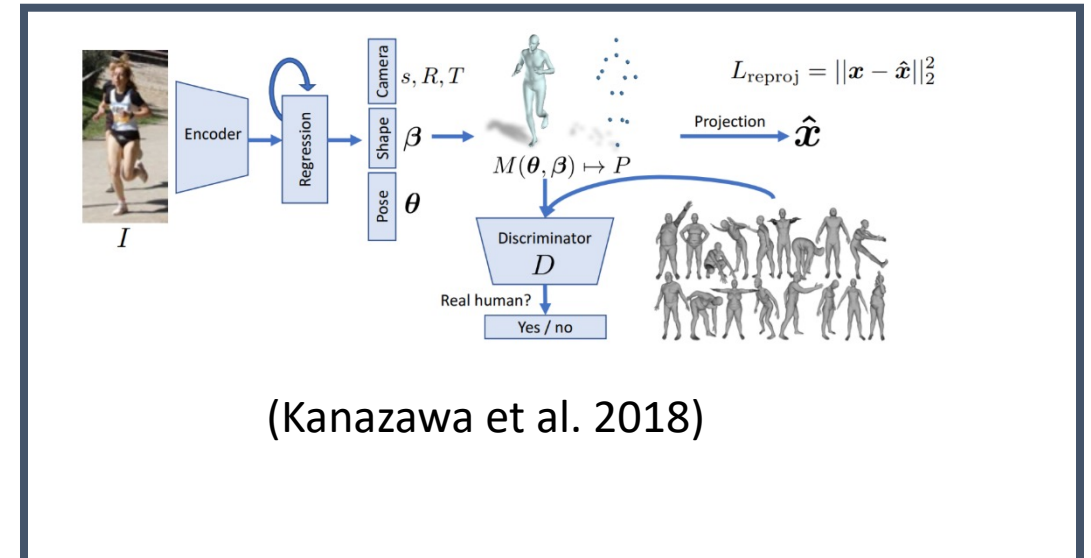
# Self-supervised hybrid approaches



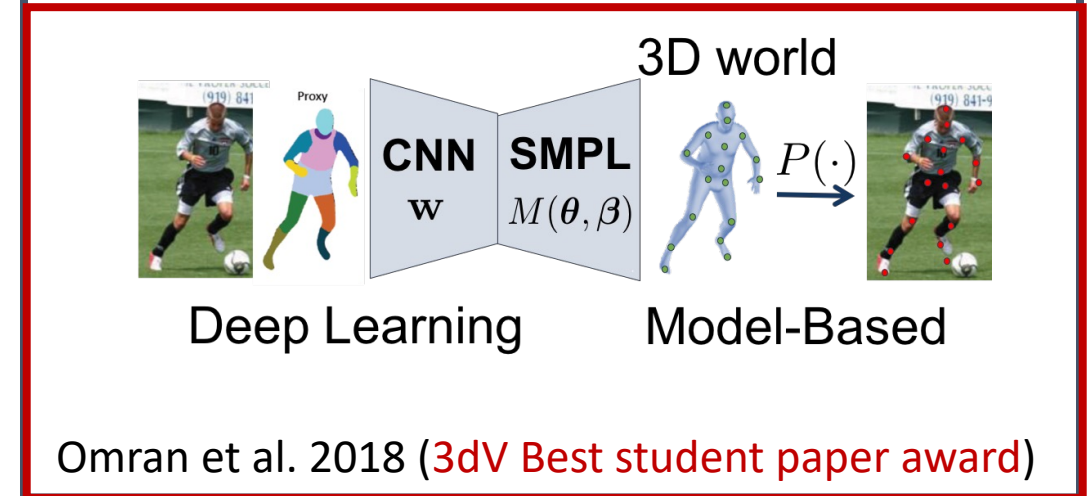
(Tung et al. 2017)



(Pavlakos et al. 2018)



(Kanazawa et al. 2018)



Omran et al. 2018 (3dV Best student paper award)



# Neural Body Fitting (NBF): Unifying Deep Learning and Model-Based Human Pose and Shape Estimation

M. Omran, C. Lassner, G. Pons-Moll, P.V. Gehler and B. Schiele

3DV'19 (**Best student paper award**)

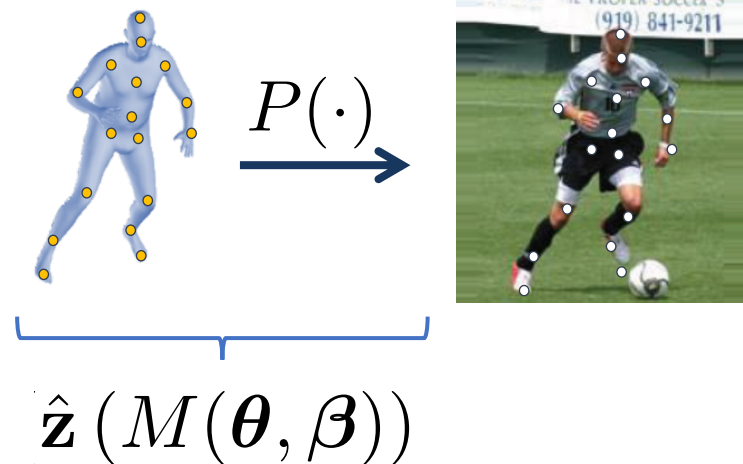
Some of the following slides are adapted from slides provided by Omran et al.

# Model-Based Approaches

$$\arg \min_{\boldsymbol{\theta}, \boldsymbol{\beta}} \text{dist}(\hat{\mathbf{z}}(M(\boldsymbol{\theta}, \boldsymbol{\beta})), \mathbf{z})$$

3D world

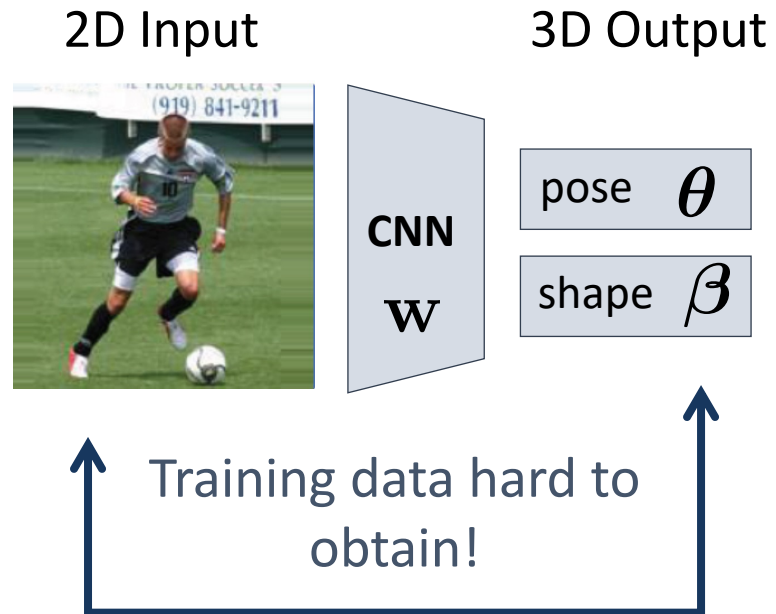
2D keypoints  $\mathbf{z}$



Bogo et al. '16  
Lassner et al. '17

Optimization can be **slow and complicated**  
Optimization requires **careful initialization**

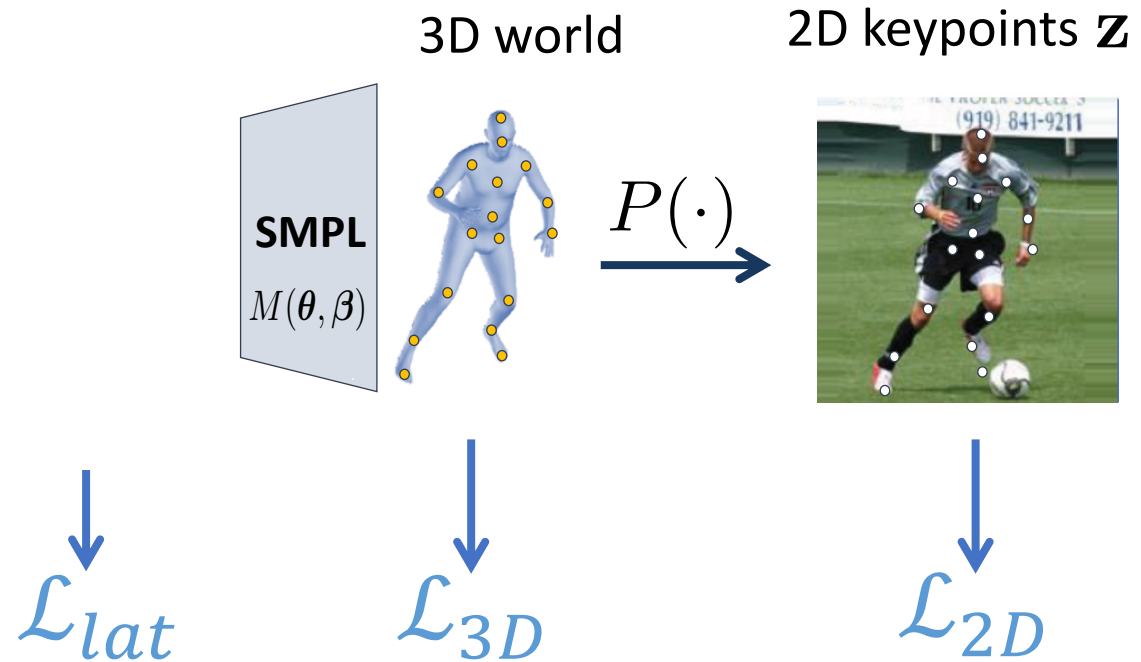
# Learning-Based Approaches



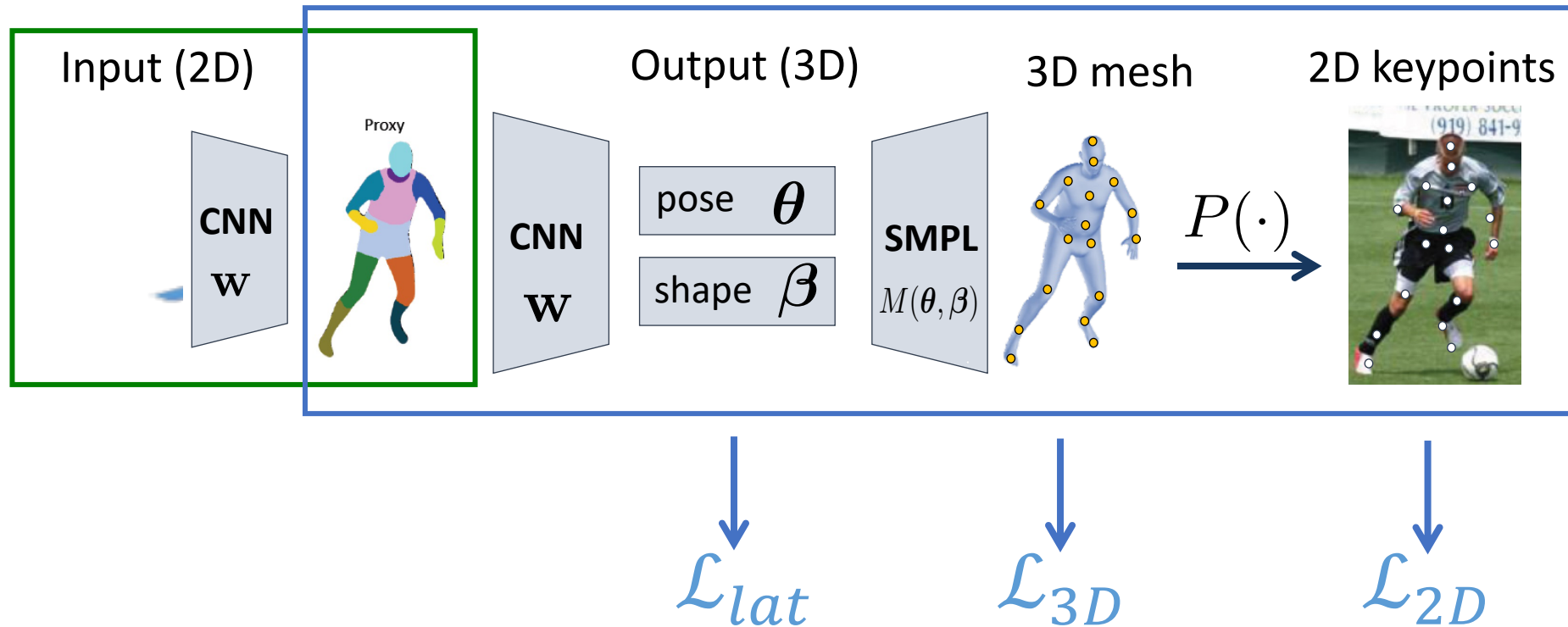
Also: no feedback between estimates and observations

# Our Hybrid Approach

Combines aspects of model- and learning-based approaches

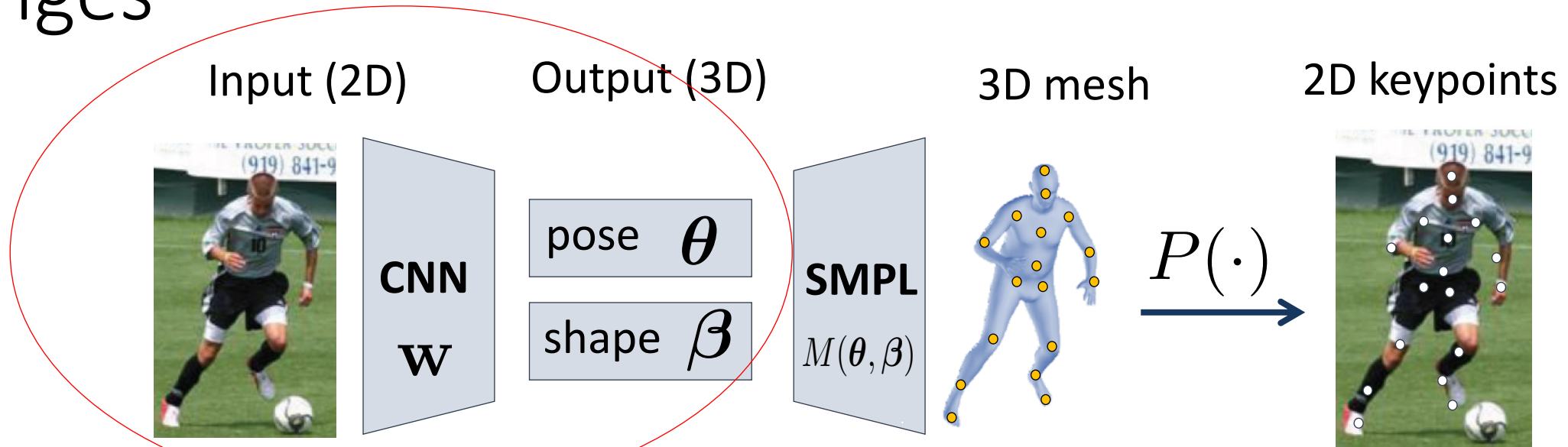


# Key research questions



- 1) Use intermediate 2D representation?
- 2) Amount of 2D vs 3D supervision?

# Challenges



Mapping from RGB pixels to SMPL params. hard to learn.

Too much variability in input.

$\mathcal{L}_{lat}$

$\mathcal{L}_{3D}$

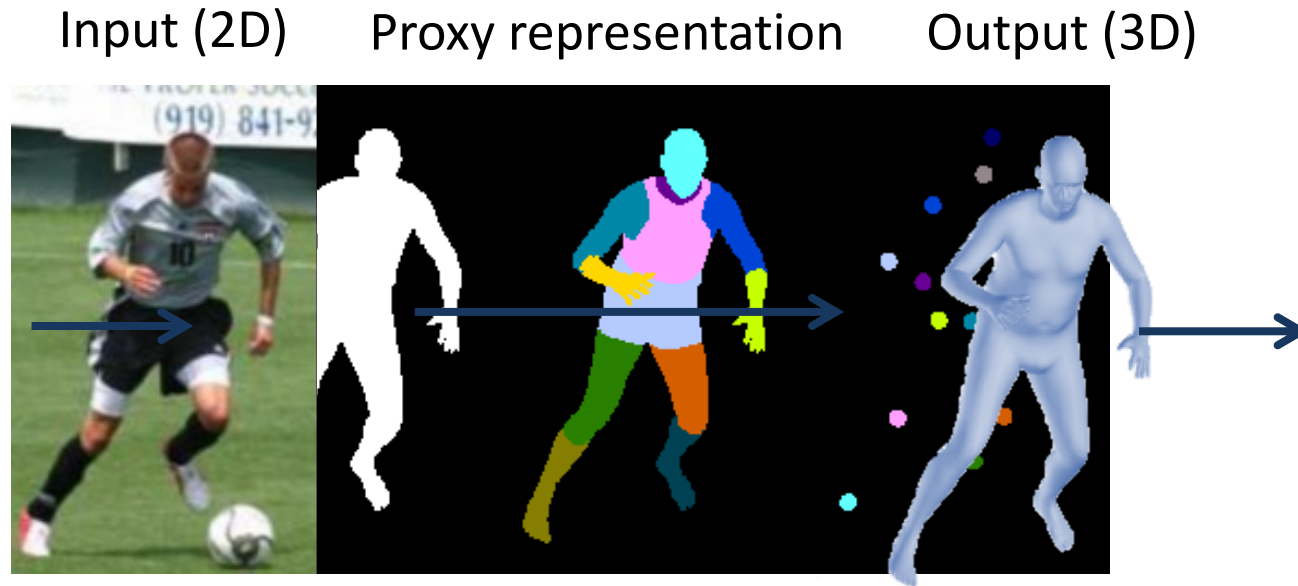
$\mathcal{L}_{2D}$

3D data is scarce.



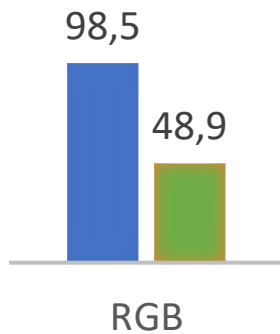
# Input Representation

Mapping directly from 2D image to 3D shape and pose is challenging.



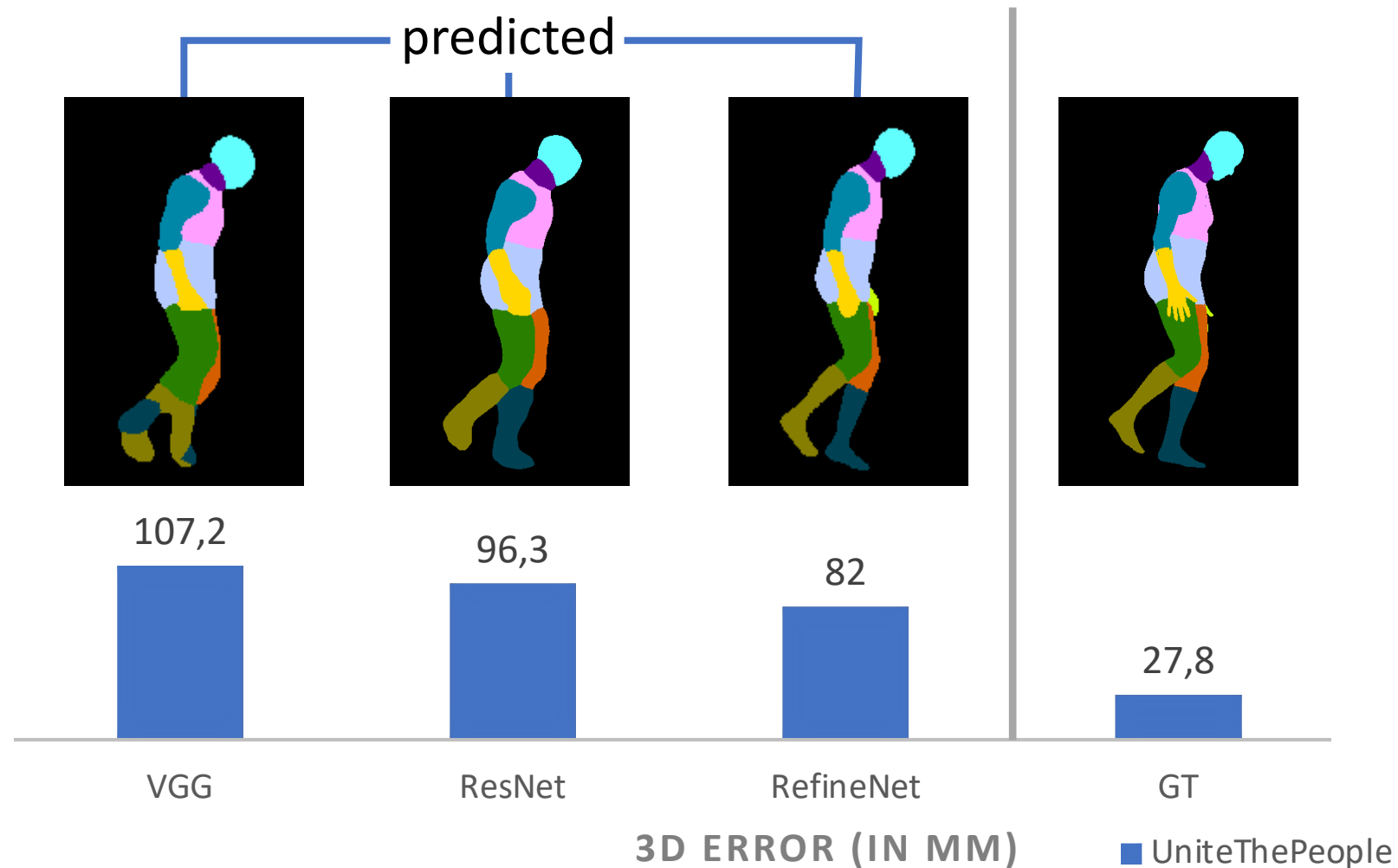
Would an intermediate representation help?  
If yes, which?

# Input Representation



Lets work with Part Segmentation

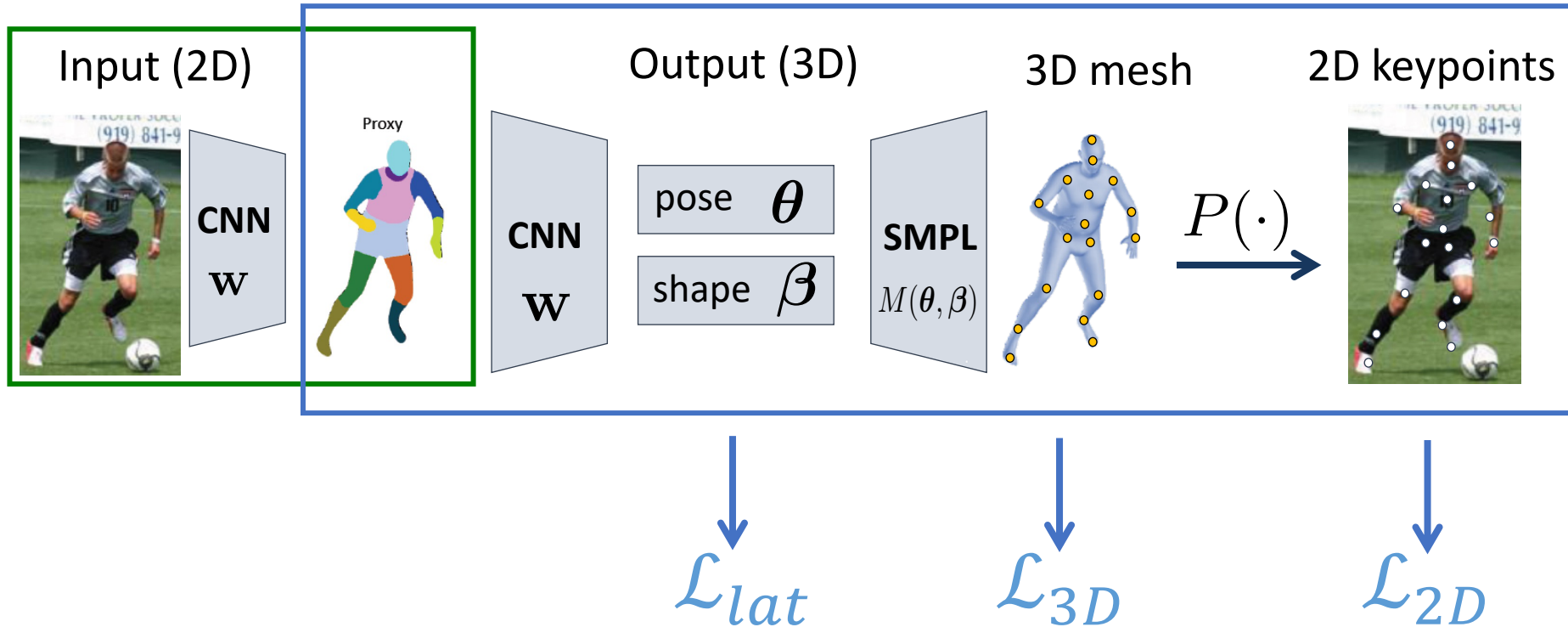
# How important is segmentation quality?



# Segmentation corelated with Pose Accuracy

- Use part segmentation as intermediate representation.
- Good segmentation is crucial for good 3D shape and pose estimate.

# Our Hybrid Approach



- 1) Use intermediate 2D representation?
- 2) Amount of 2D vs 3D supervision?

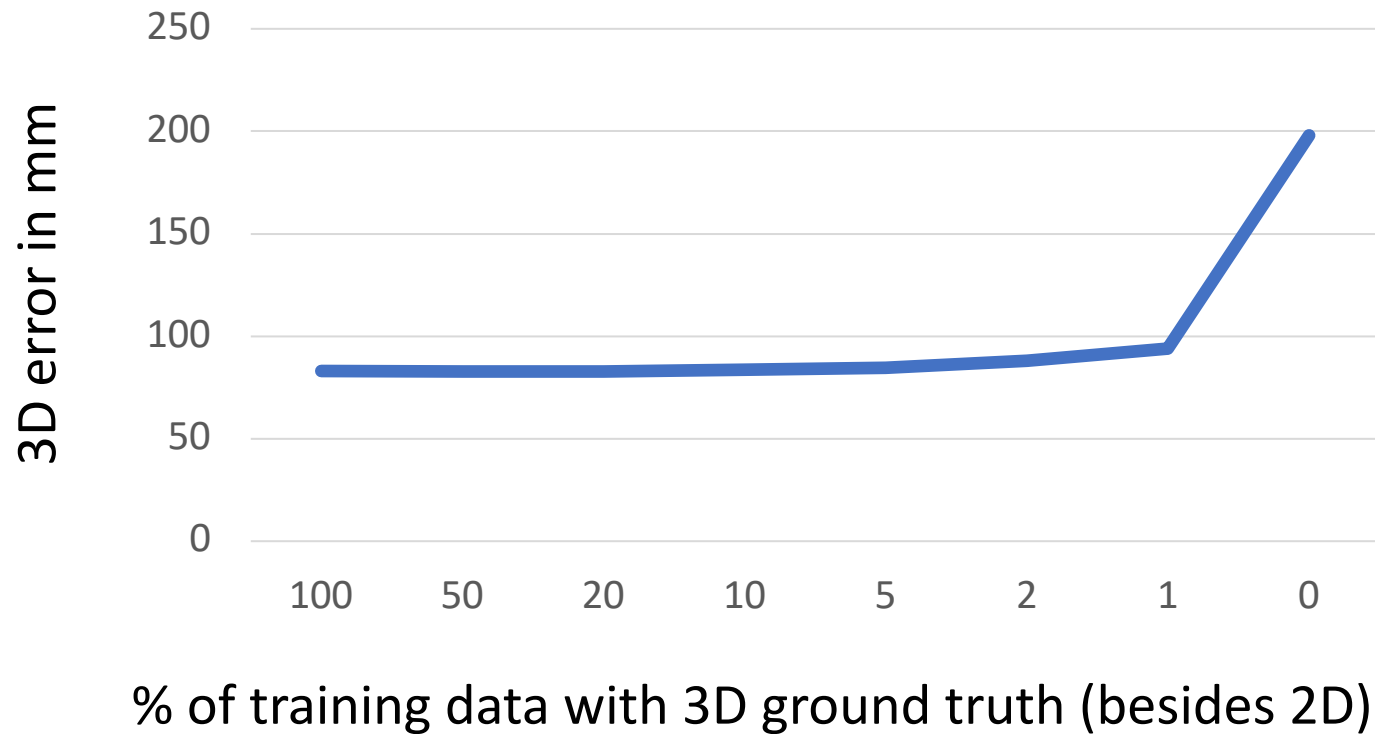
# Which Type of Supervision

<b>Loss</b>	<b>Errors</b>		
	<b>3D joints (in mm)</b>	<b>2D joints (PCKh)</b>	<b>joint rotation (in quat.)</b>
$\mathcal{L}_{2D}$	198.0	94.0	1.971
$\mathcal{L}_{3D}$	83.7	93.5	1.962
$\mathcal{L}_{lat}$	83.7	93.1	0.278
$\mathcal{L}_{lat} + \mathcal{L}_{3D} + \mathcal{L}_{2D}$	82.0	93.5	0.279

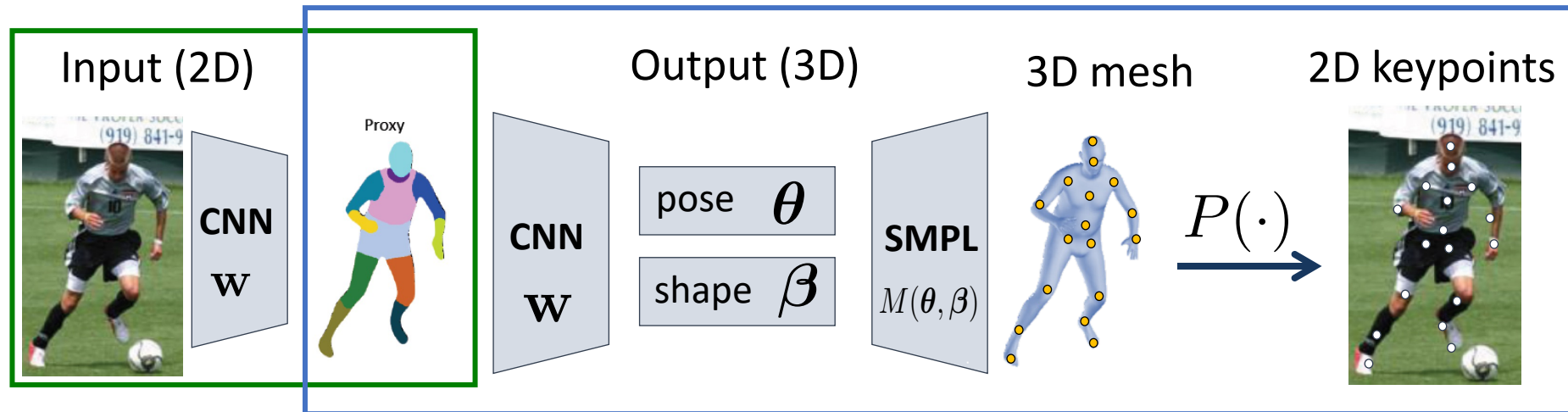
- Supervising with SMPL parameters:
  - > better joint localization (in 2D and 3D) + joint rotations

# How Much 3D Supervision?

Experiment: given training data with 2D ground truth (keypoints)  
vary size of subset that also has 3D ground truth (shape/pose)



# Key messages



$\mathcal{L}_{lat}$

$\mathcal{L}_{3D}$

$\mathcal{L}_{2D}$

- 1) Use intermediate 2D representation.
- 2) Small amount of 3D data is enough.

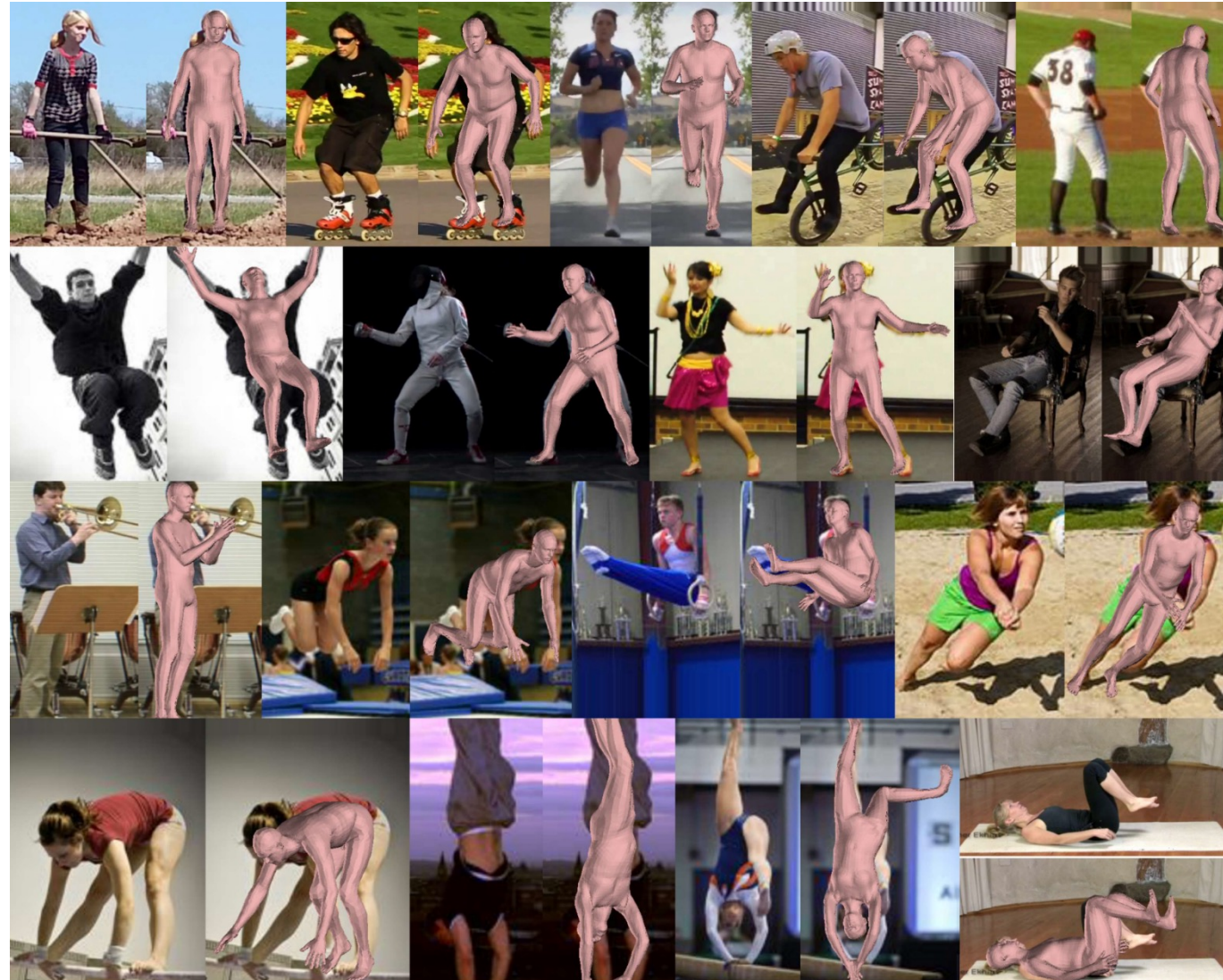




Code is available at:  
[https://github.com/mohomran/neural\\_body\\_fitting](https://github.com/mohomran/neural_body_fitting)



# Qualitative Results



# Top down optimization as supervision!

Bottom up prediction

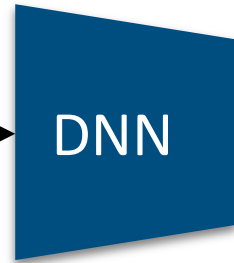
Top down refinement as supervision

$$\|\Theta_{reg} - \Theta_{opt}\|$$

Training loss



Input image



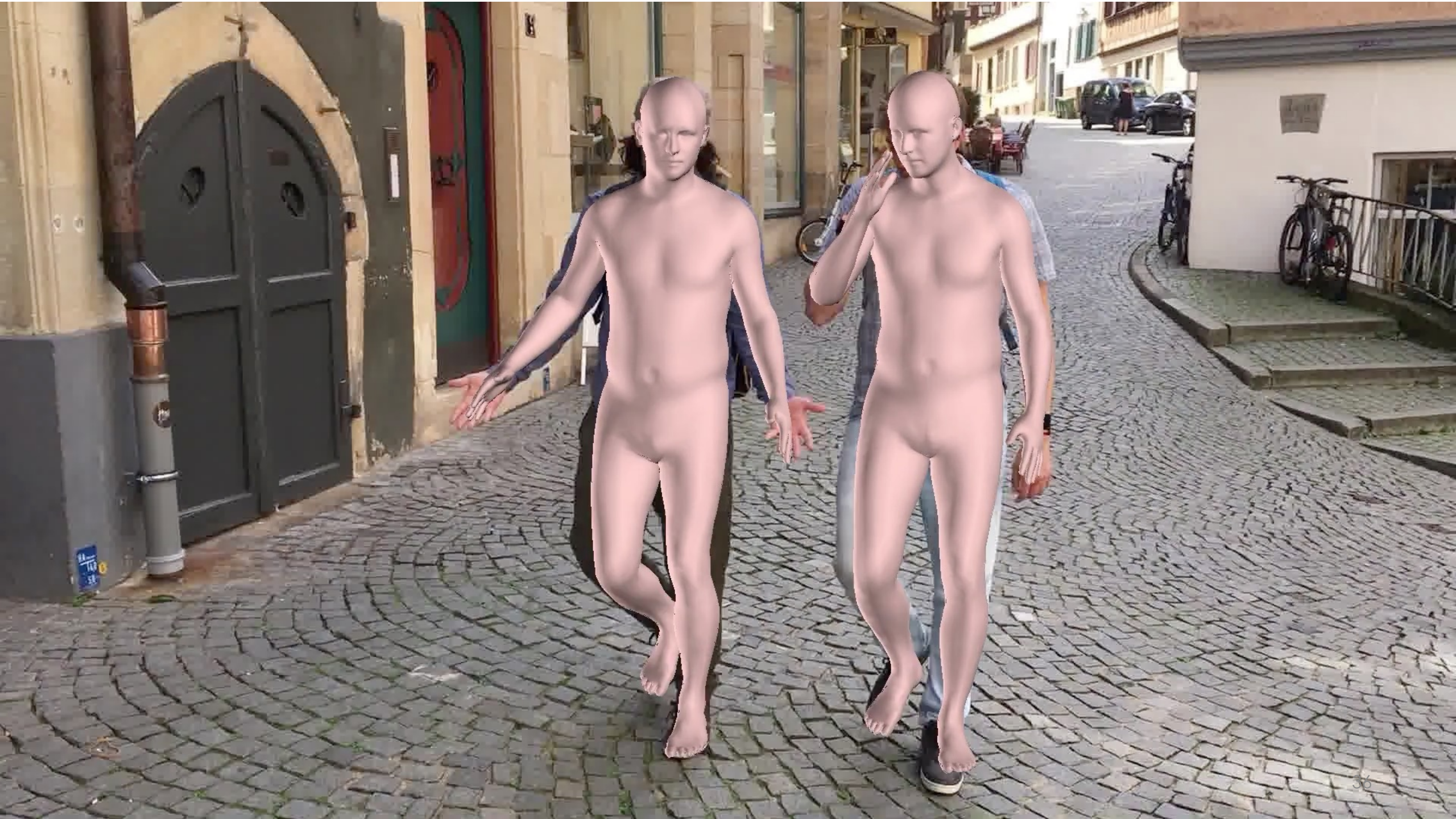
Regressed shape and pose



Optimize on 2D joints



Optimized shape



# Compare optimization and learning based fitting

## Optimization (eg. SMPLify)

- ✓ Better **accuracy**, if initialised well.
- ✓ **Feedback loop**

- **Initialization is required**

## Learning based (eg. HMR)

- ✓ **Automatic**
- ✓ **Leverages data prior**

- **Lower accuracy.**  
- **No feedback loop**

# Connections between **model-based optimization** and **regression** based methods

# Capture and learning models in the wild

2D Images  
and video

2D Images  
and video

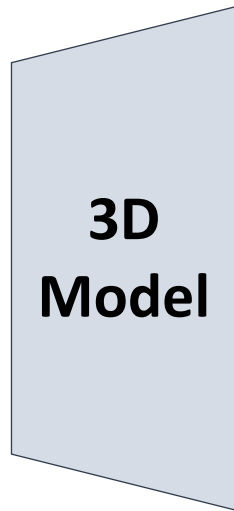


$$M(\Theta^j, \beta^j, \mathbf{c}^j; \mathbf{w})$$

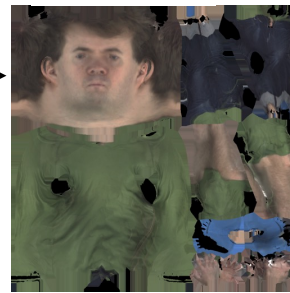
pose  $\theta$

shape  $\beta$

clothing  $\mathbf{C}$



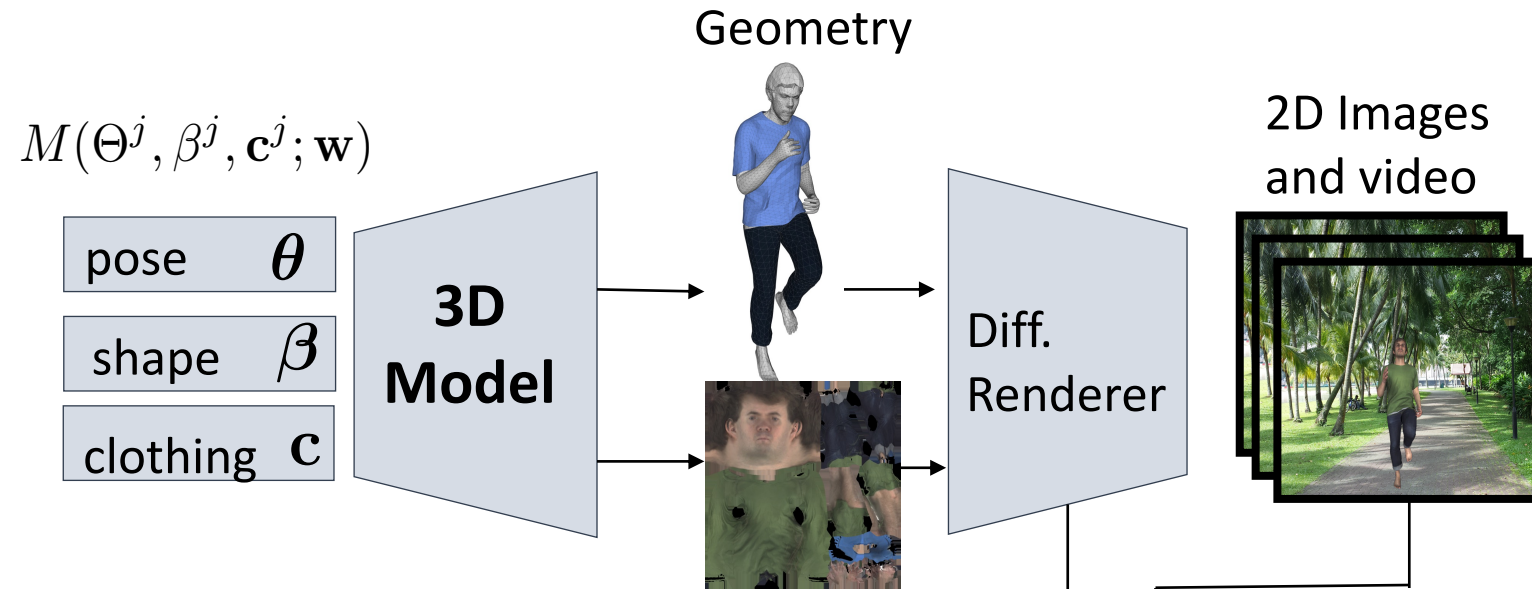
Geometry



Texture

Training data  
hard to obtain

# Model-Based Approach



$$\arg \min_{\theta, \beta, \mathbf{c}} \text{dist}(R(M(\theta, \beta, \mathbf{c})), \mathbf{I})$$



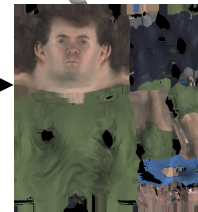
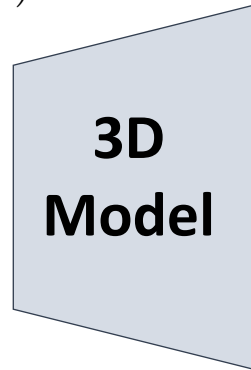
# Model-Based Approach

$$M(\Theta^j, \beta^j, \mathbf{c}^j; \mathbf{w})$$

pose  $\theta$

shape  $\beta$

clothing  $\mathbf{c}$



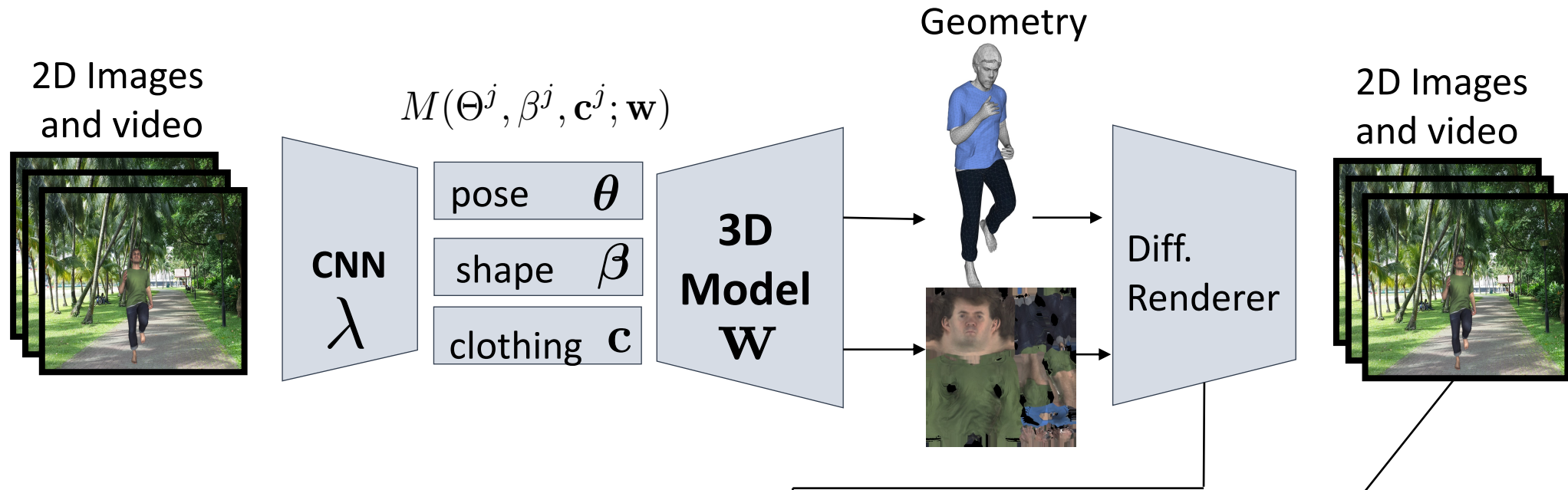
2D Images  
and video



$$\arg \min_{\theta, \beta, \mathbf{c}} \text{dist}(\hat{\mathbf{z}}(R(M(\theta, \beta, \mathbf{c}))), \mathbf{z}(\mathbf{I}))$$

- Slow optimization
- Requires initialization
- Assumes a 3D model is trained

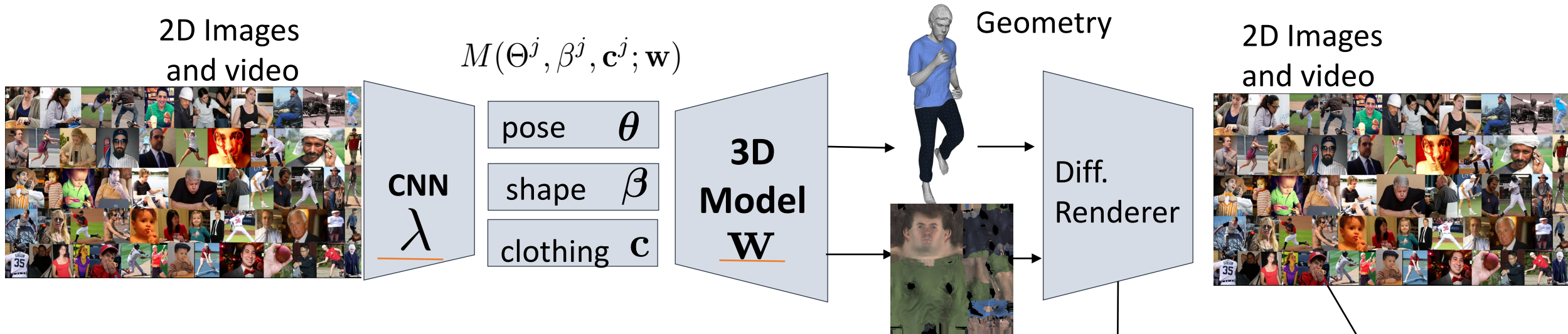
# Hybrid Approach (Learning + Model-Based)



$$\arg \min_{\theta, \beta, \mathbf{c}} \text{dist}(\hat{\mathbf{z}}(R(M(\theta, \beta, \mathbf{c}))), \mathbf{z}(\mathbf{I}))$$

$$\theta \mapsto \theta(\mathbf{I}; \lambda) \quad \beta \mapsto \beta(\mathbf{I}; \lambda) \quad \mathbf{c} \mapsto \mathbf{c}(\mathbf{I}; \lambda)$$

# Hybrid Approach (Learning + Model-Based)



$$\arg \min_{\lambda, \mathbf{w}} \text{dist}(\hat{\mathbf{z}}(R(M(\theta(\mathbf{I}; \lambda), \beta(\mathbf{I}; \lambda), \mathbf{c}(\mathbf{I}; \lambda); \mathbf{w}))), \mathbf{z}(\mathbf{I}))$$

$$\arg \min_{\lambda, \mathbf{w}} \sum_{I \in \mathcal{D}} \text{dist}(\hat{\mathbf{z}}(R(M(\theta(\mathbf{I}^i; \lambda), \beta(\mathbf{I}^i; \lambda), \mathbf{c}(\mathbf{I}^i; \lambda); \mathbf{w}))), \mathbf{z}(\mathbf{I}^i))$$

# Conclusions

- Top down **optimization** based approaches **require initialization and manual tuning** of objective terms.
- Bottom up **learning based** approaches are **automatic** but **not very accurate**.
- Hybrid methods combine optimization and learning to learn in a **self-supervised** manner.
- Given limited data, **abstract the appearance** (e.g., segmentation, keypoints) for robust training.
- **A small amount of 3D annotations are enough** when used in conjunction with 2D annotations