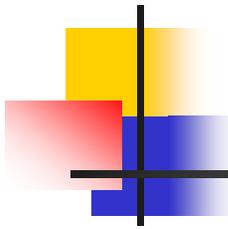


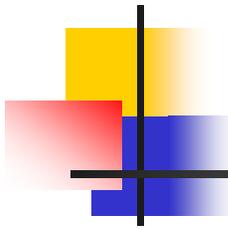
Efficient Content-Based Retrieval of Motion Capture Data

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SIGGRAPH 2005



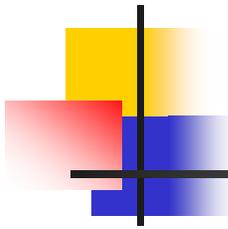
Problem

Identify and extract those motion clips from a large motion database that are in some sense “*logically similar*” to a query motion (and user specification)



Crucial Notion - Similarity

- Two motion clips “logically similar” if they are variation (spatial or temporal) of same action
- Logical Similarity \sim Spatio-temporal invariance
- Logical Similarity \neq Numerical Similarity

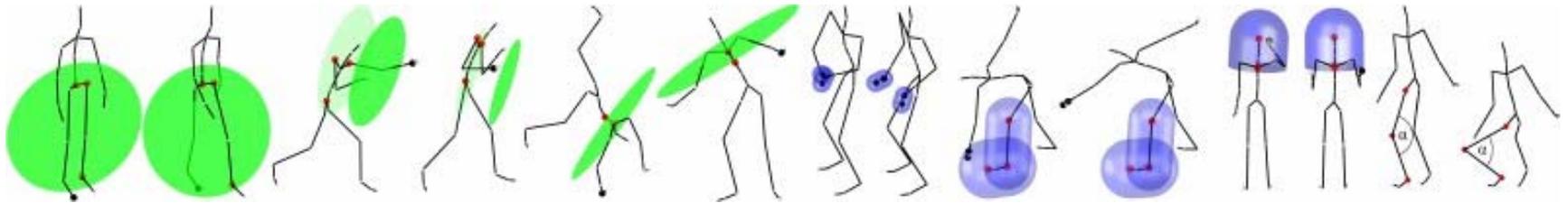


Approach

- Geometric Features
 - Describe motion at high semantic level
 - Robust against spatial variations
- Adaptive Segmentation
 - Robust against temporal variations
 - Transforms motion into sequence of geometric configurations

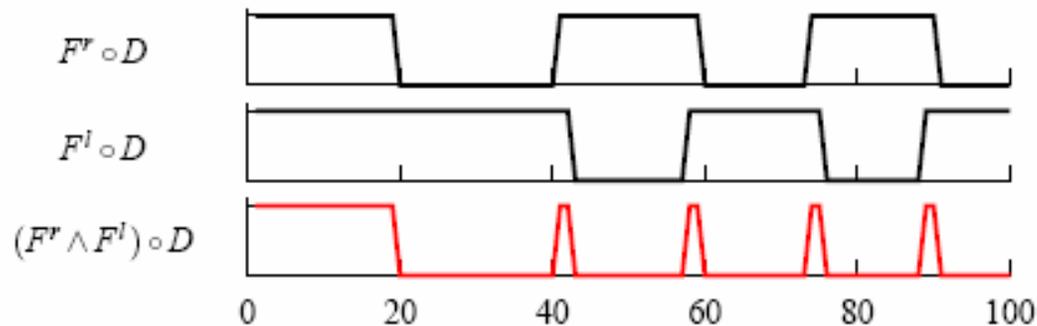
Geometric Features

- Boolean Functions
- Describe relation between body parts

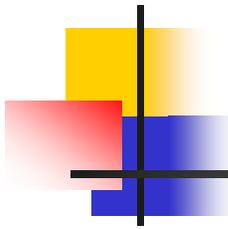


Geometric Features

- Concatenate to form feature vector $F(P)$



- Invariant to Euclidean motion, scaling, spatial variations
- Coarse description of motion

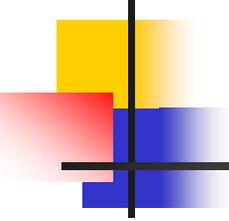


Geometric Features

- Total of 31 features

Feature set	Features and corresponding abbreviations
F_ℓ	right/left foot in front (F_ℓ^1/F_ℓ^2), right/left foot raised (F_ℓ^3/F_ℓ^4), right/left foot fast (F_ℓ^5/F_ℓ^6), right/left knee bent (F_ℓ^7/F_ℓ^8), right/left leg sideways (F_ℓ^9/F_ℓ^{10}), legs crossed (F_ℓ^{11})
F_u	right/left hand in front (F_u^1/F_u^2), right/left hand raised (F_u^3/F_u^4), right/left arm sideways (F_u^5/F_u^6), right/left elbow bent (F_u^7/F_u^8), right/left hand fast (F_u^9/F_u^{10}), arms crossed (F_u^{11}), hands touching (F_u^{12})
F_m	right/left hand touching any leg (F_m^1/F_m^2), right/left hand touching head or neck (F_m^3/F_m^4), right/left hand touching hip area (F_m^5/F_m^6), torso bent (F_m^7), root fast (F_m^8)

- Divide post-dependant space into octant

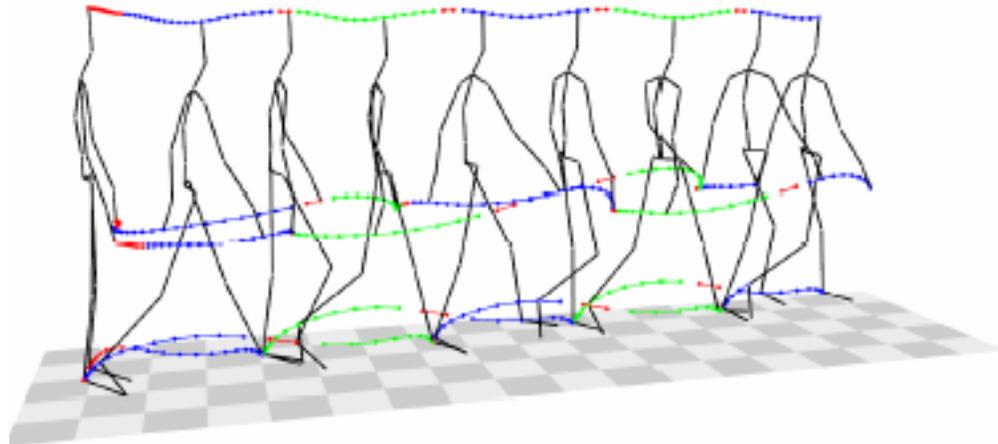


Geometric Features-Critique

- How many to select
 - Over or under specification
- How to select
- Broad range of motions

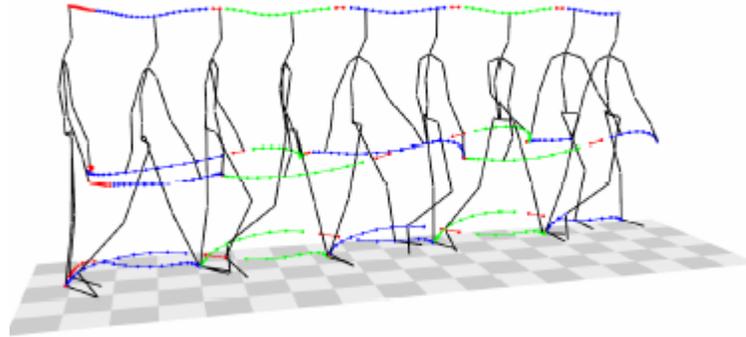
Adaptive Segmentation

- Two poses F-equivalent if $F(P_1) = F(P_2)$
- F-segment is a sequence of consecutive F-equivalent poses



Adaptive Segmentation

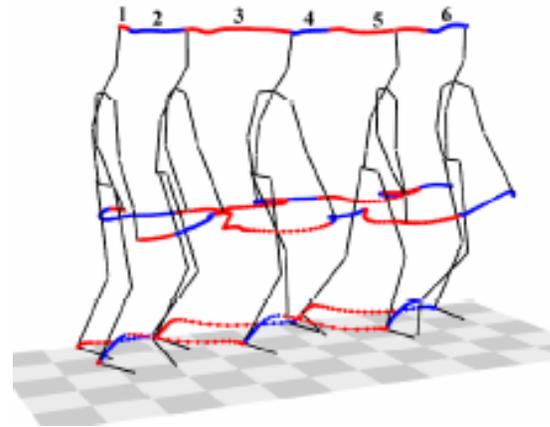
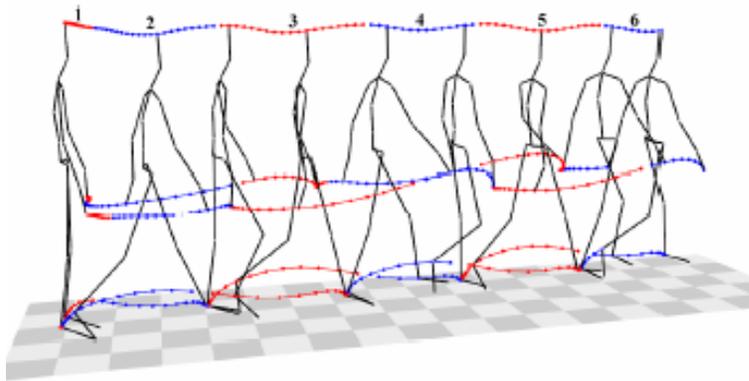
- Each segment correspond to unique feature vector
- Segments induce feature vector sequence $F[D]$



$$F^2[D_{\text{walk}}] = \left(\begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix} \right).$$

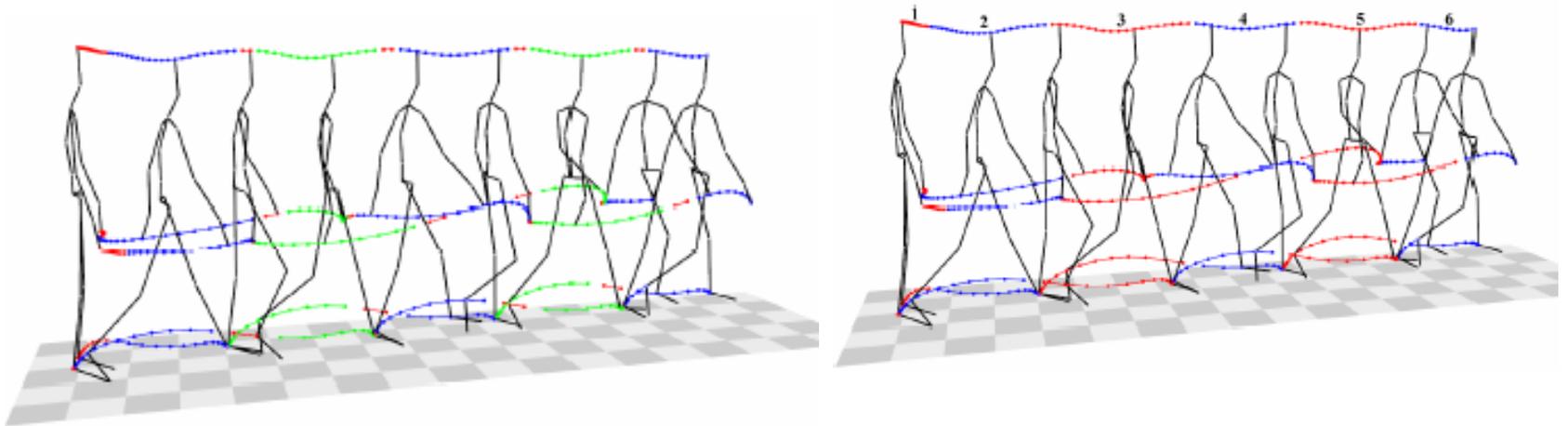
Adaptive Segmentation

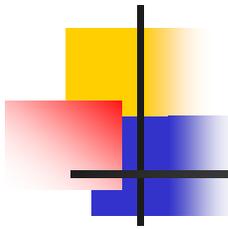
- Time invariance



Adaptive Segmentation

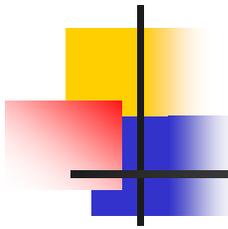
- Adapts to selected features
 - Short F = long segments = coarser description





Adaptive Segmentation

- Compare at “*segment level*” rather than “*frame level*”
 - Use F-feature sequence $F[D]$
 - Computational saving
 - Spatio-temporal invariance incorporated



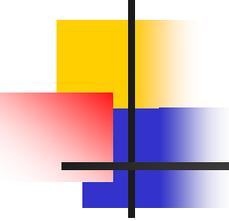
Indexing and Retrieval

- Fix feature set
- Construct query-independent index structure of F – inverted list

$$L\left(\binom{1}{1}\right) = \{1, 3, 5, 7, 9\}, \quad L\left(\binom{0}{1}\right) = \{2, 6, 10\}, \quad L\left(\binom{1}{0}\right) = \{4, 8\}, \quad L\left(\binom{0}{0}\right) = \emptyset.$$

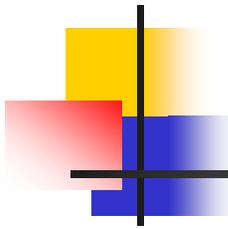
$$F[Q] = \left(\binom{1}{0}, \binom{1}{1}, \binom{0}{1}\right).$$

$$\begin{aligned} H_{\otimes}(F[Q]) &= L\left(\binom{1}{0}\right) \cap (L\left(\binom{1}{1}\right) - 1) \cap (L\left(\binom{0}{1}\right) - 2) \\ &= \{4, 8\} \cap \{0, 2, 4, 6, 8\} \cap \{0, 4, 8\} \\ &= \{4, 8\}. \end{aligned}$$



Indexing and Retrieval

- Large memory requirement for indexing
 - Solution:
 - Break feature set, F_u , F_l , F_m
 - Query individual indexes
 - Post process with additional merging/intersection
- Exact match at feature and segment level while still allowing lot of variability at frame level



Results - Indexing

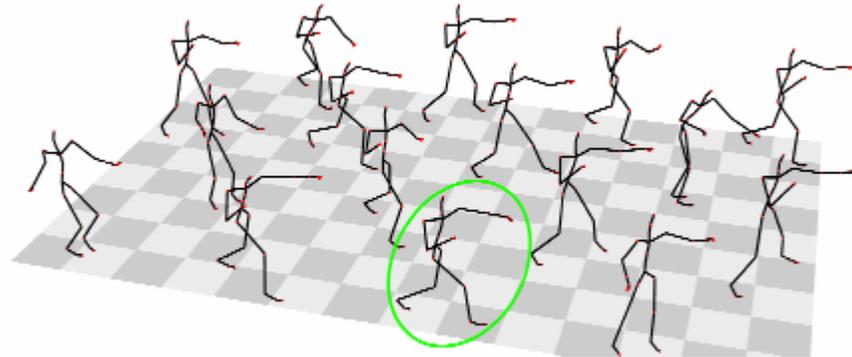
- $O(n)$ in number of frames
- Index size proportional to # segments
- #segments = 3 to 5% of # frames

Index	f	\mathcal{N}	#(lists)	#(frames)	#(segs)	MB	$\frac{\text{bytes}}{\text{seg}}$	t_r	t_f	t_i	Σt
I_ℓ^{60}	11	2048	409	425,294	21,108	0.72	35.8	26	10	6	42
I_ℓ^{180}	11	2048	550	1,288,846	41,587	1.41	35.5	71	26	13	110
I_u^{60}	12	4096	642	425,294	53,036	1.71	33.8	26	13	10	49
I_u^{180}	12	4096	877	1,288,846	135,742	4.33	33.4	71	33	25	129
I_m^{60}	8	256	55	425,294	19,067	0.60	33.0	26	20	3	49
I_m^{180}	8	256	75	1,288,846	55,526	1.80	34.0	71	54	12	137

Results - Retrieval

- 10,000 random trials

Type, #(segs)	1-9 hits			10-99 hits			≥ 100 hits		
	μ_h	σ_h	μ_r (ms)	μ_h	σ_h	μ_r (ms)	μ_h	σ_h	μ_r (ms)
exact, $ Q = 5$	3.0	2.4	16	44	28	20	649	567	144
exact, $ Q = 10$	1.7	1.6	17	34	22	26	239	147	71
exact, $ Q = 20$	1.1	0.6	19	32	26	36	130	5	52



Results

