
Unsupervised Learning of Keypoints through Conditional Image Generation

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* equal contribution

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Our goal

Learn semantically meaningful landmarks without any manual annotations





Motivation

Why to learn landmarks?

Low dimensional object representation

Interpretable



Why unsupervised?

Reduce dependency on expensive manual annotations

Leverage vast amount of videos available online





Method

Intuition



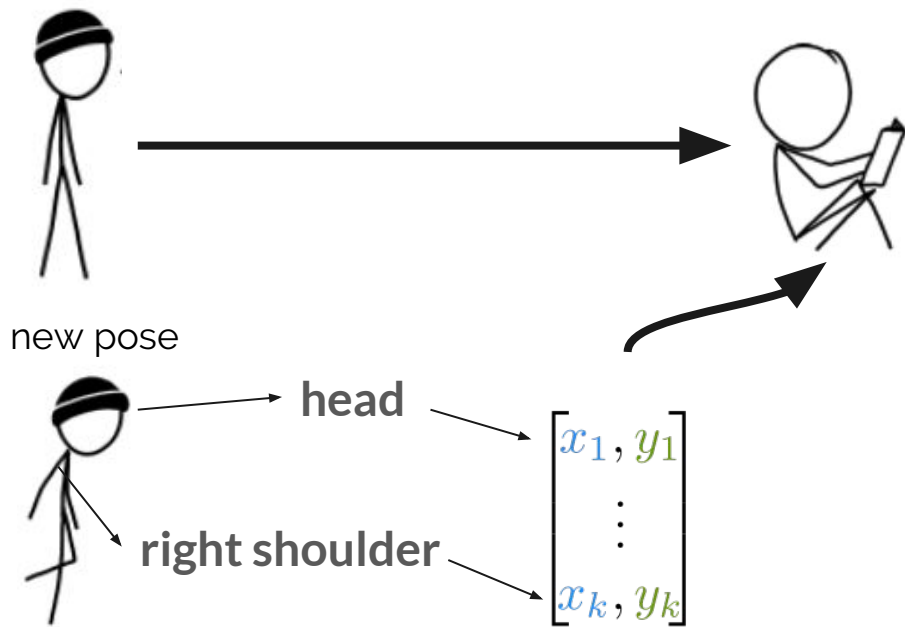
Intuition



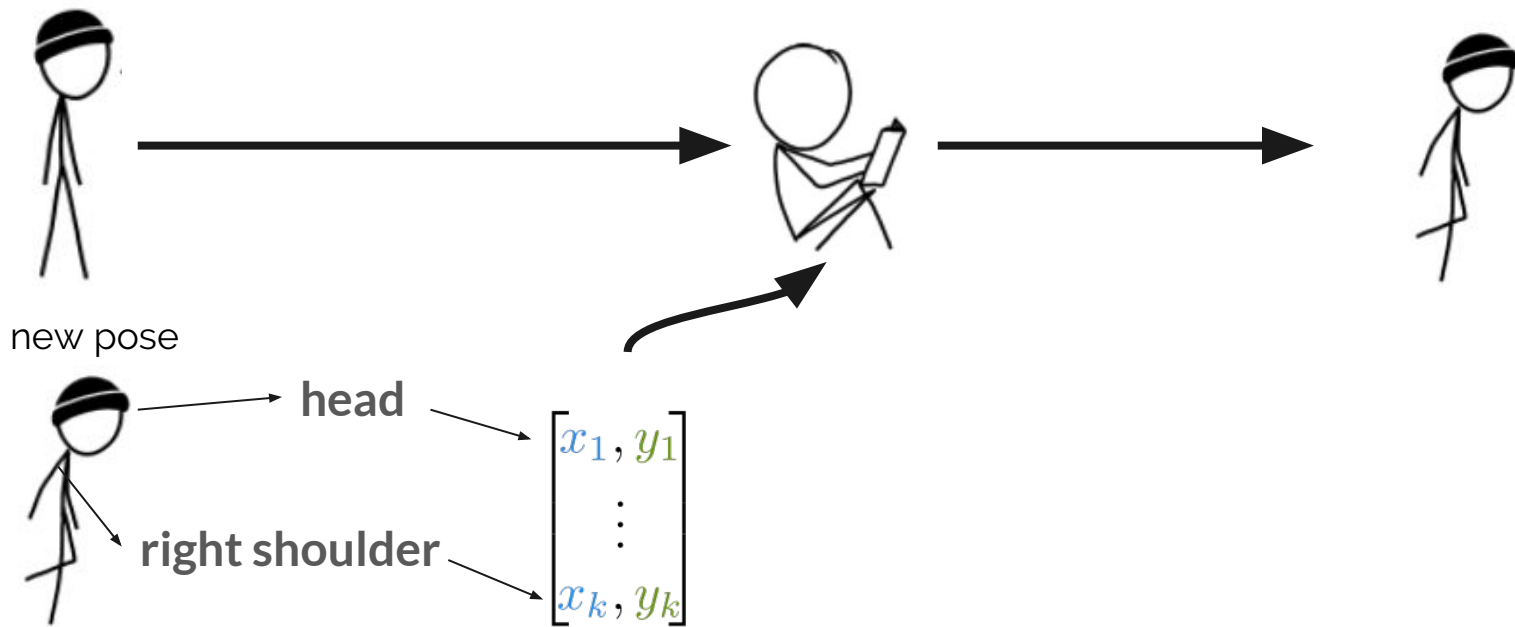
new pose



Intuition

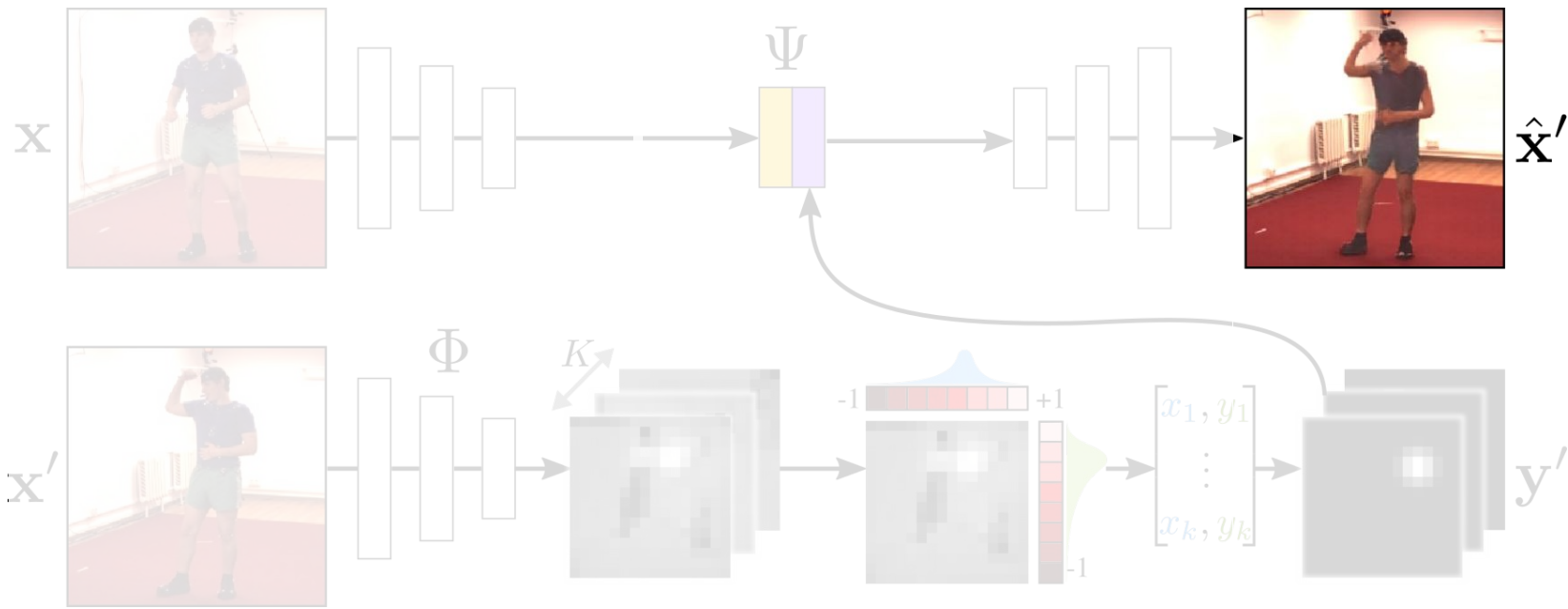


Intuition



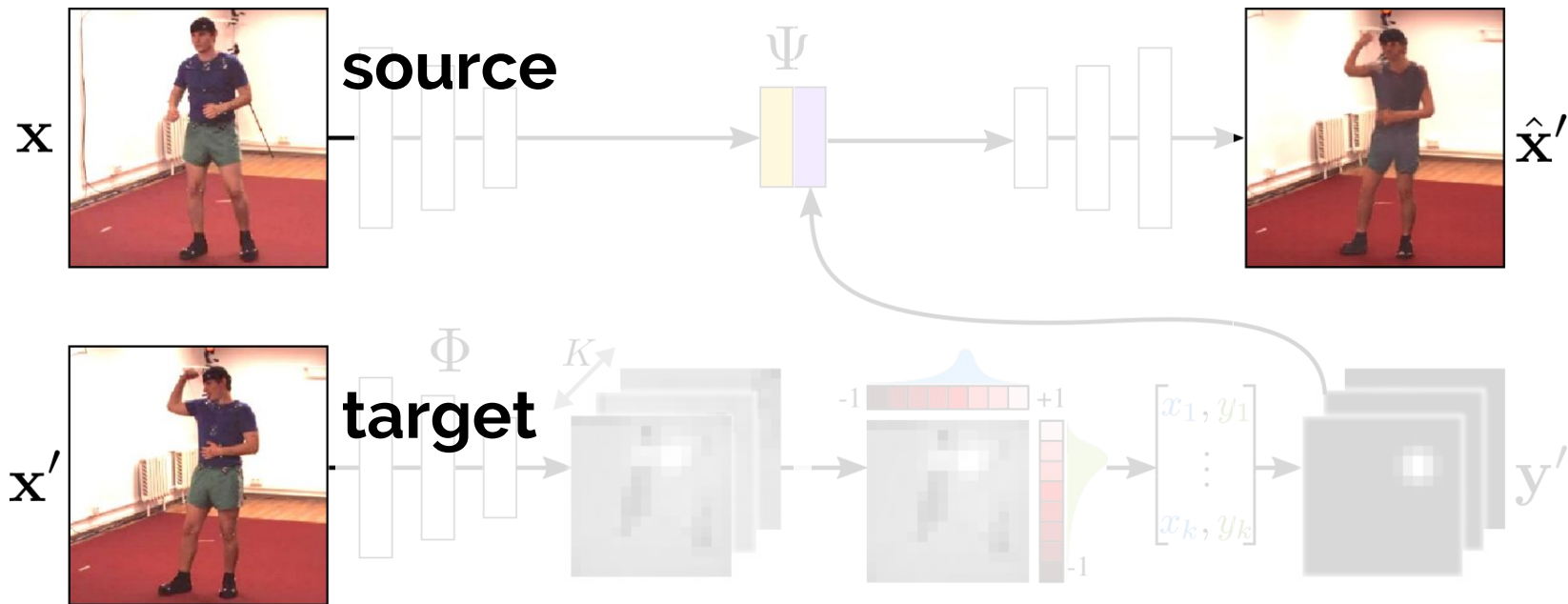
Model

goal: reconstruct target



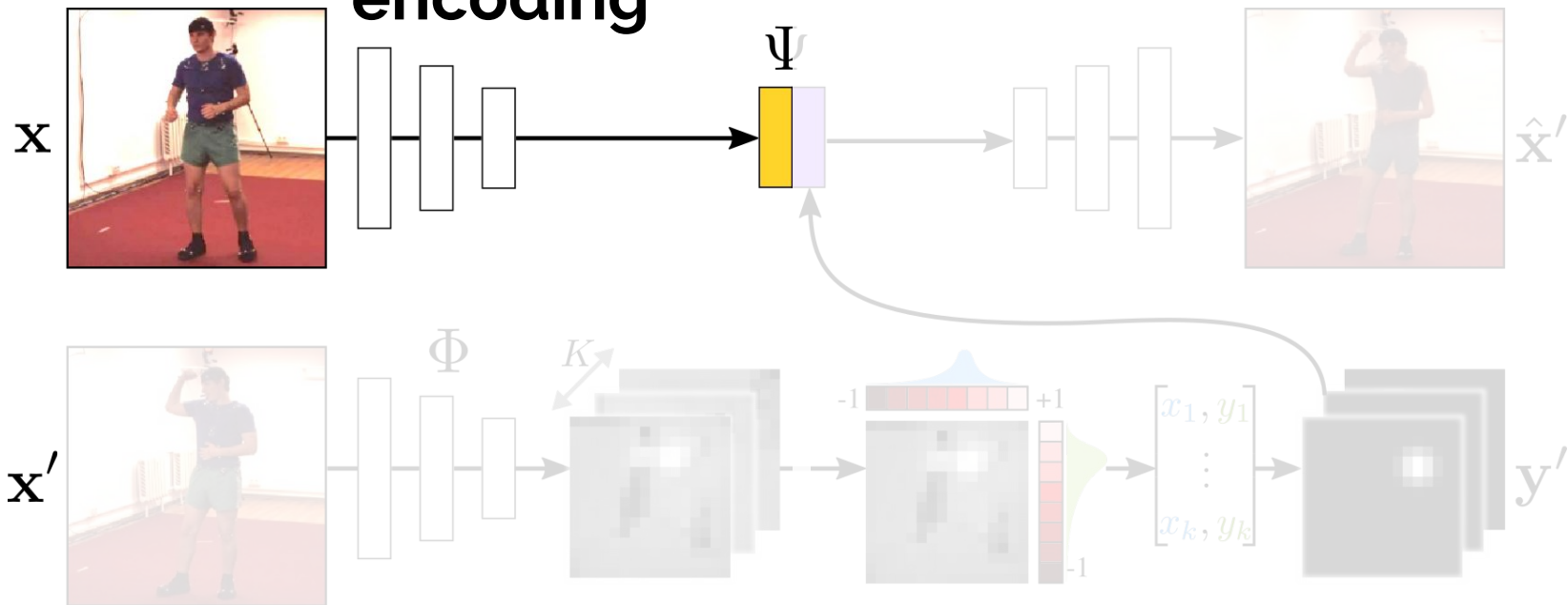
Model

goal: reconstruct target

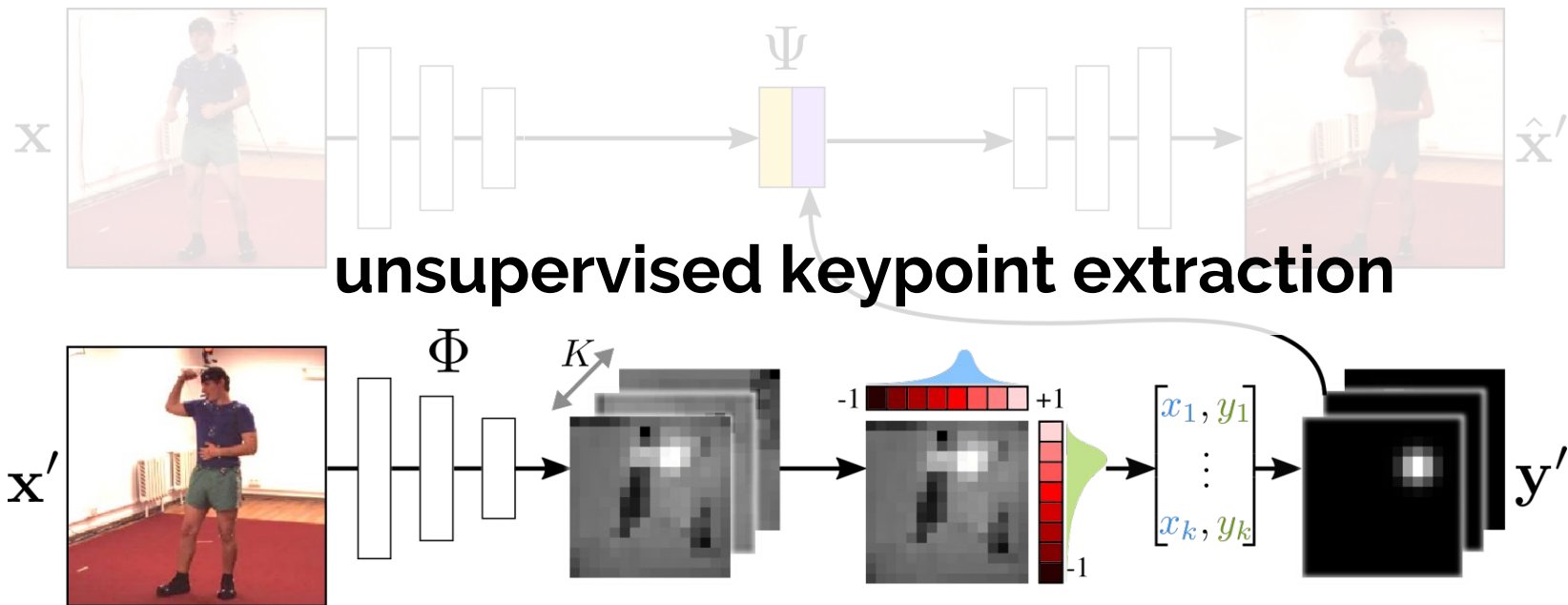


Model

appearance encoding

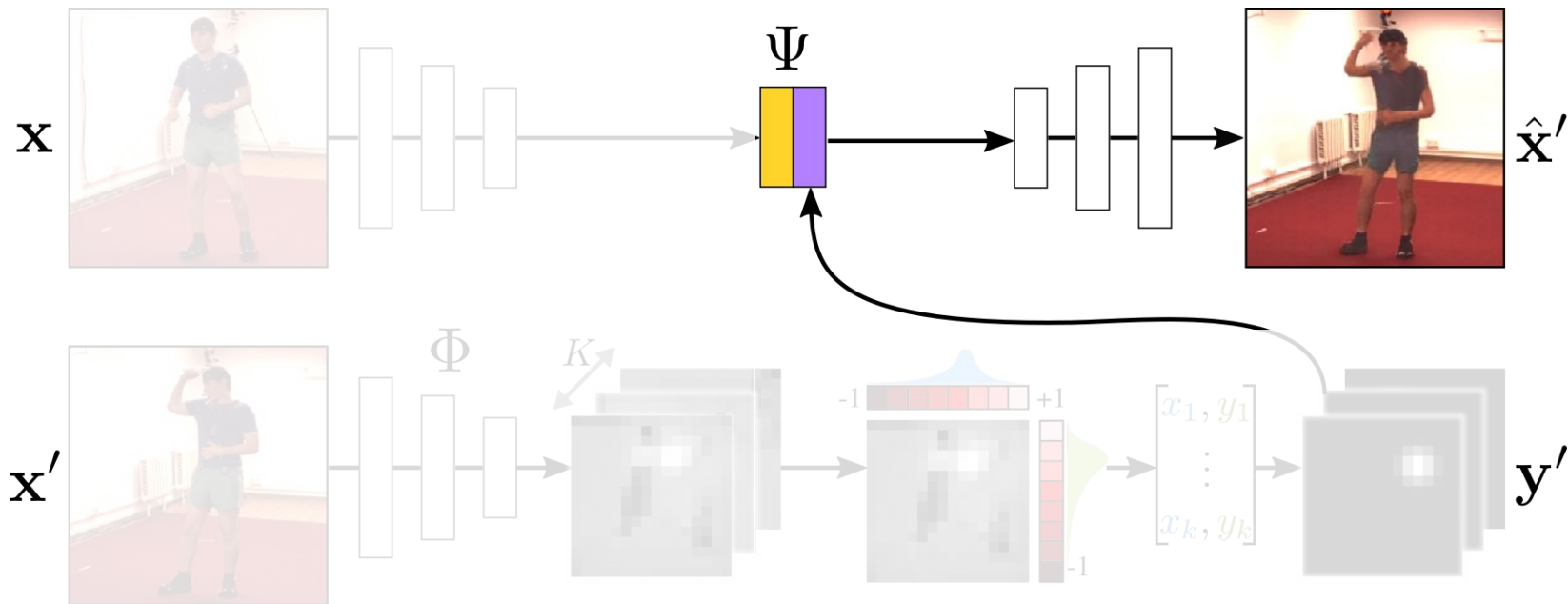


Model

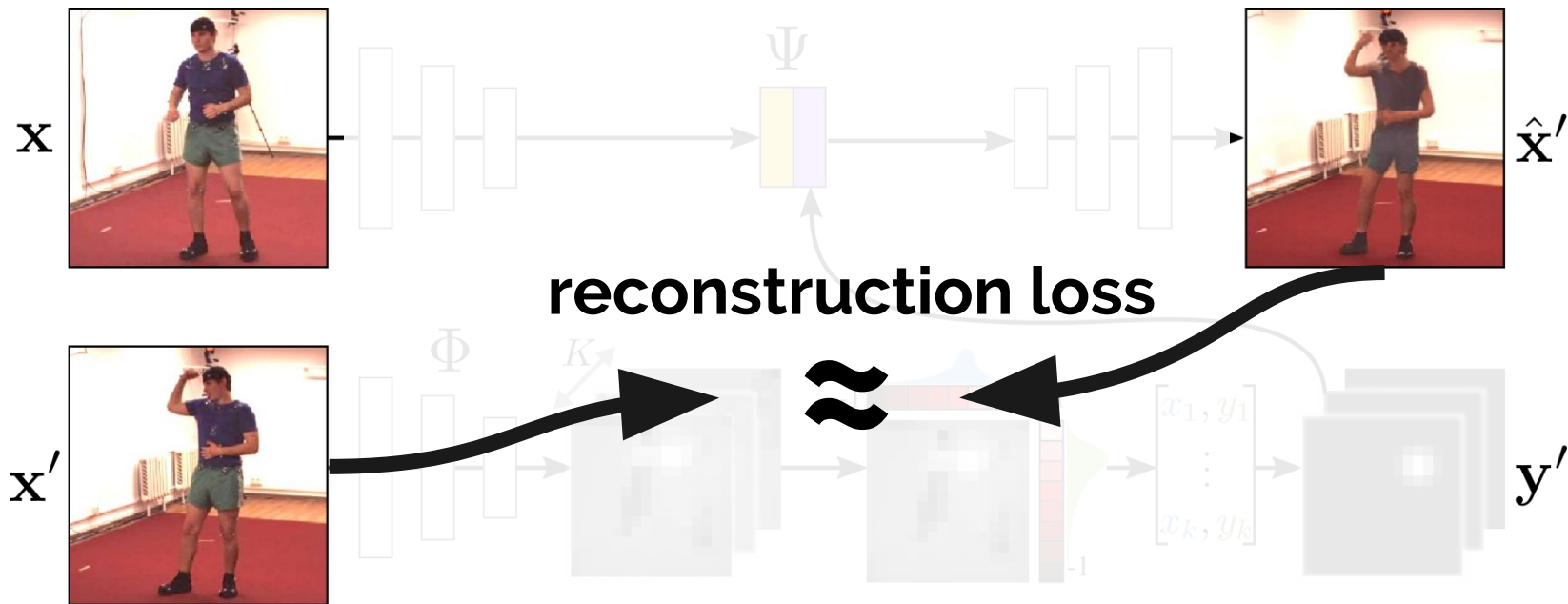


Model

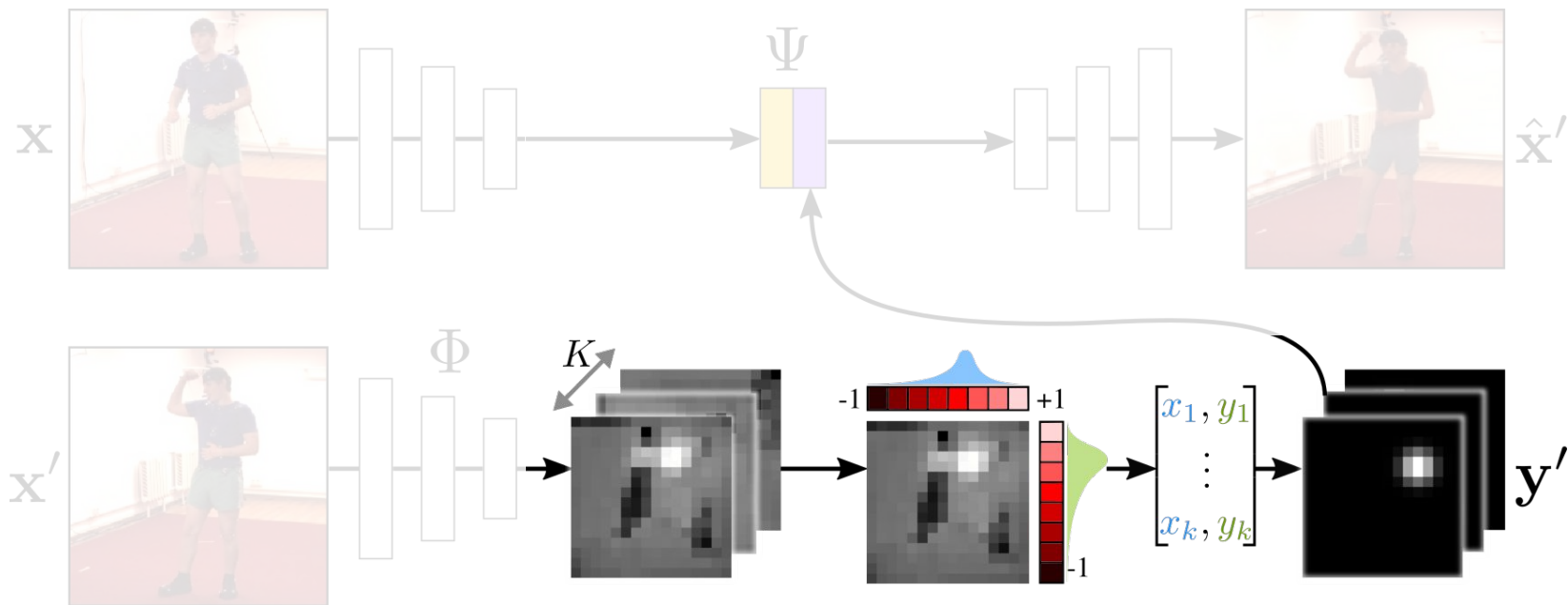
image reconstruction



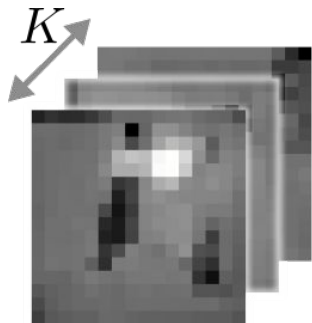
Loss



Bottleneck

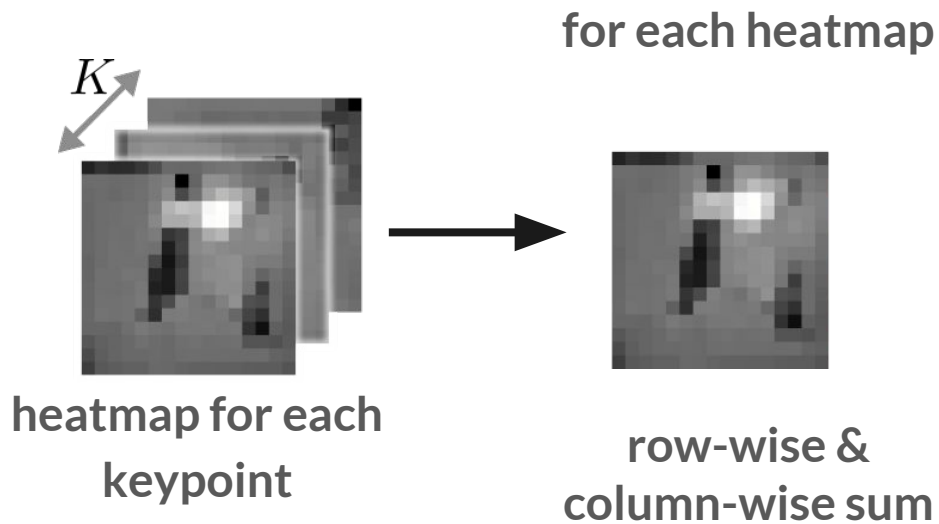


Bottleneck

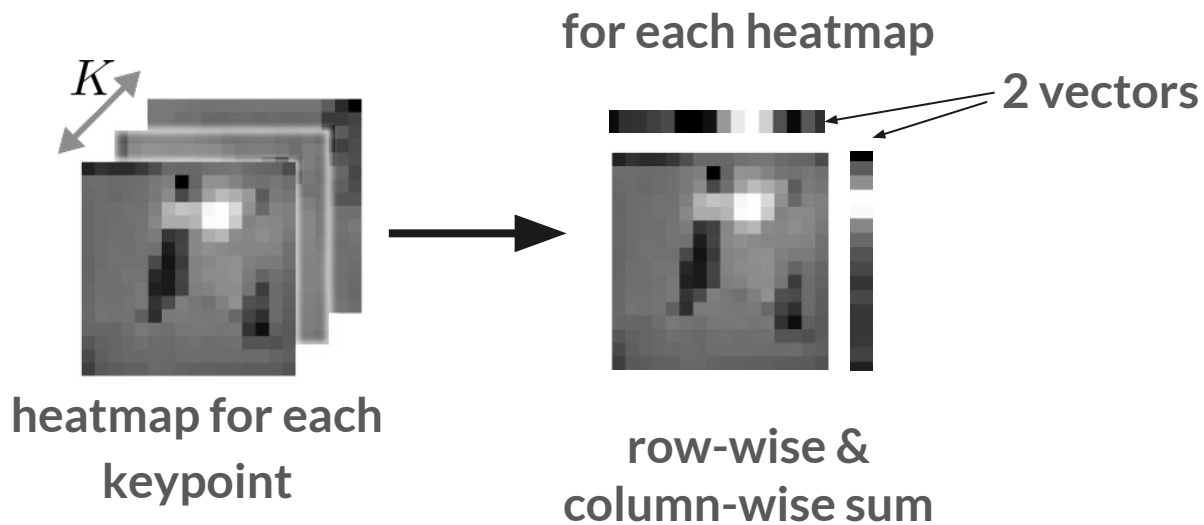


heatmap for each
keypoint

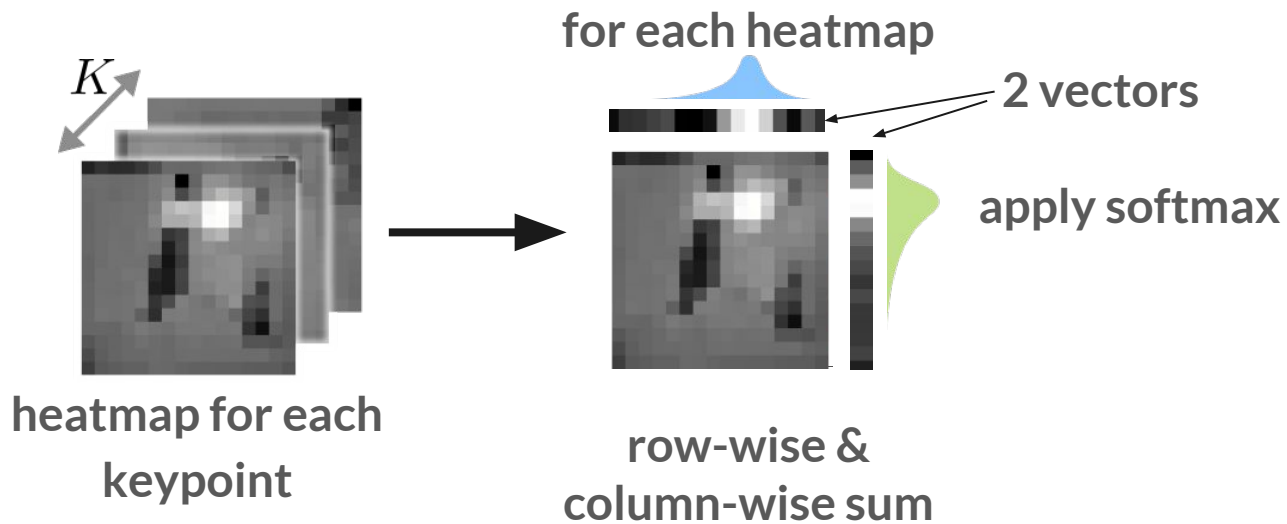
Bottleneck



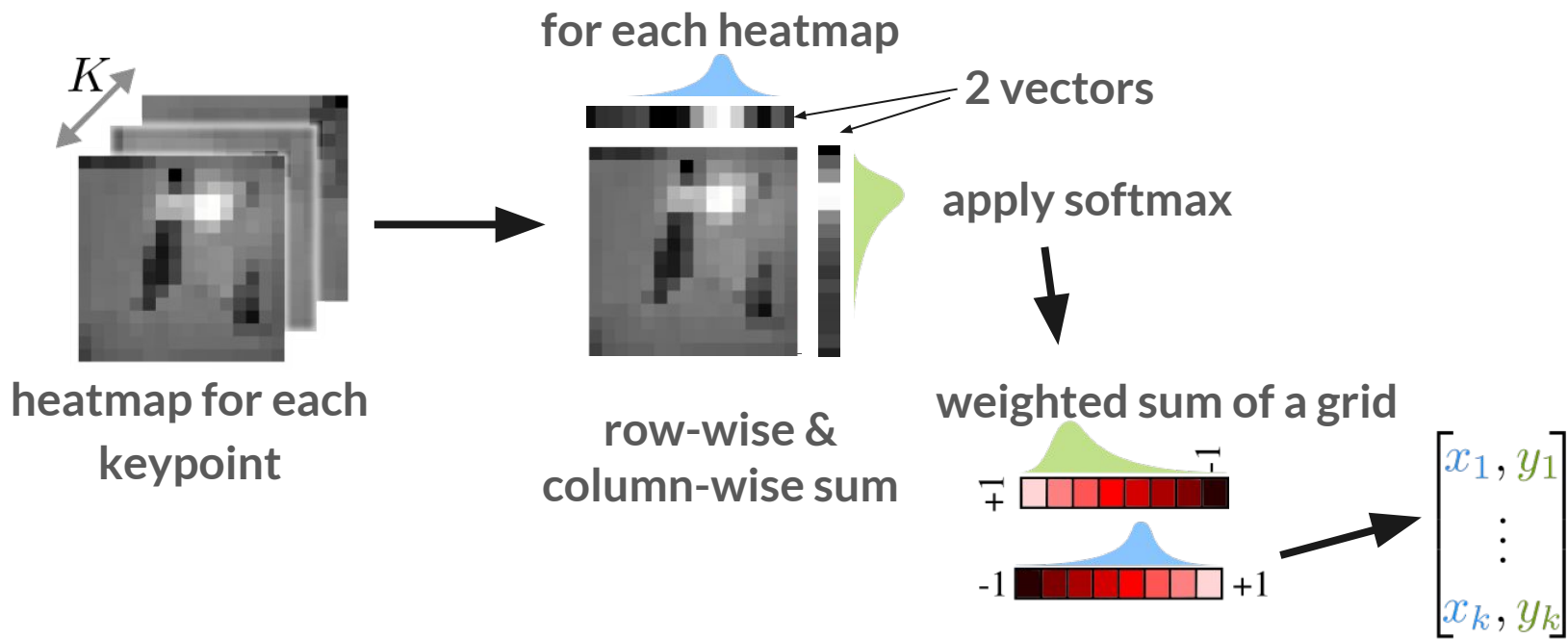
Bottleneck



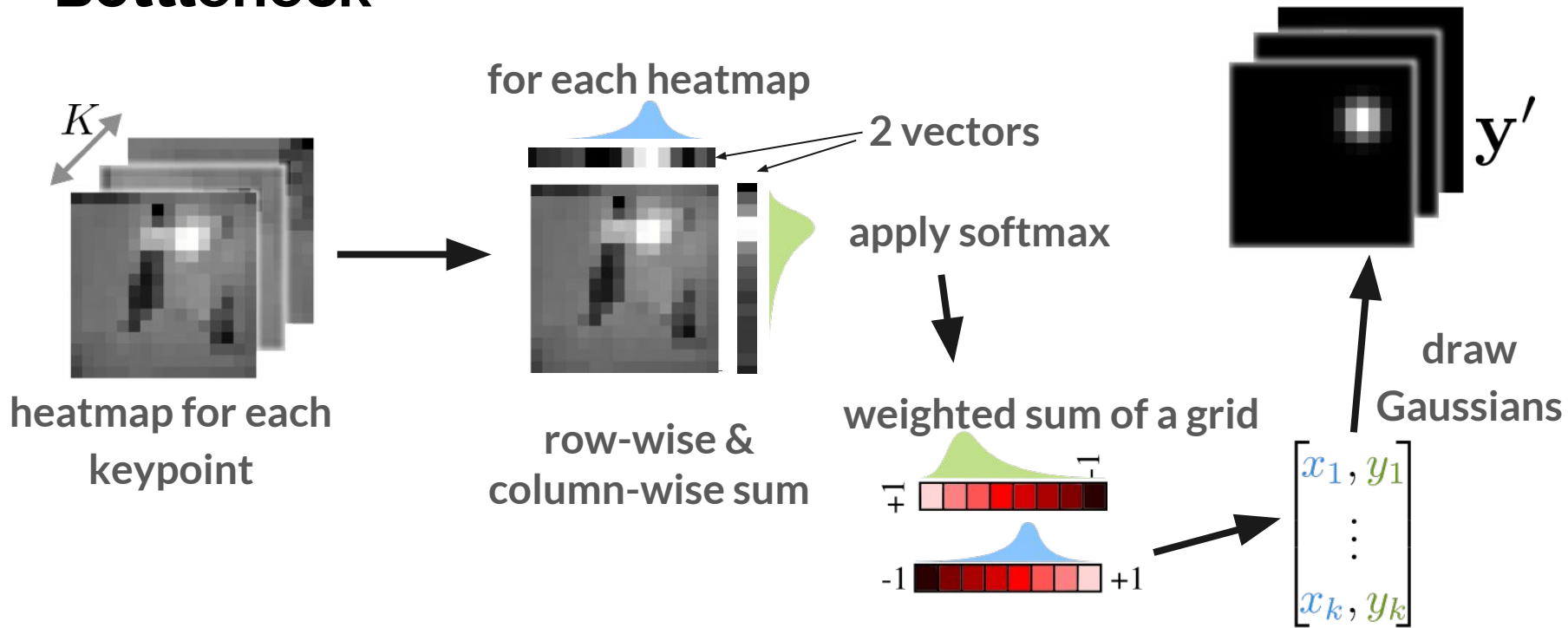
Bottleneck



Bottleneck

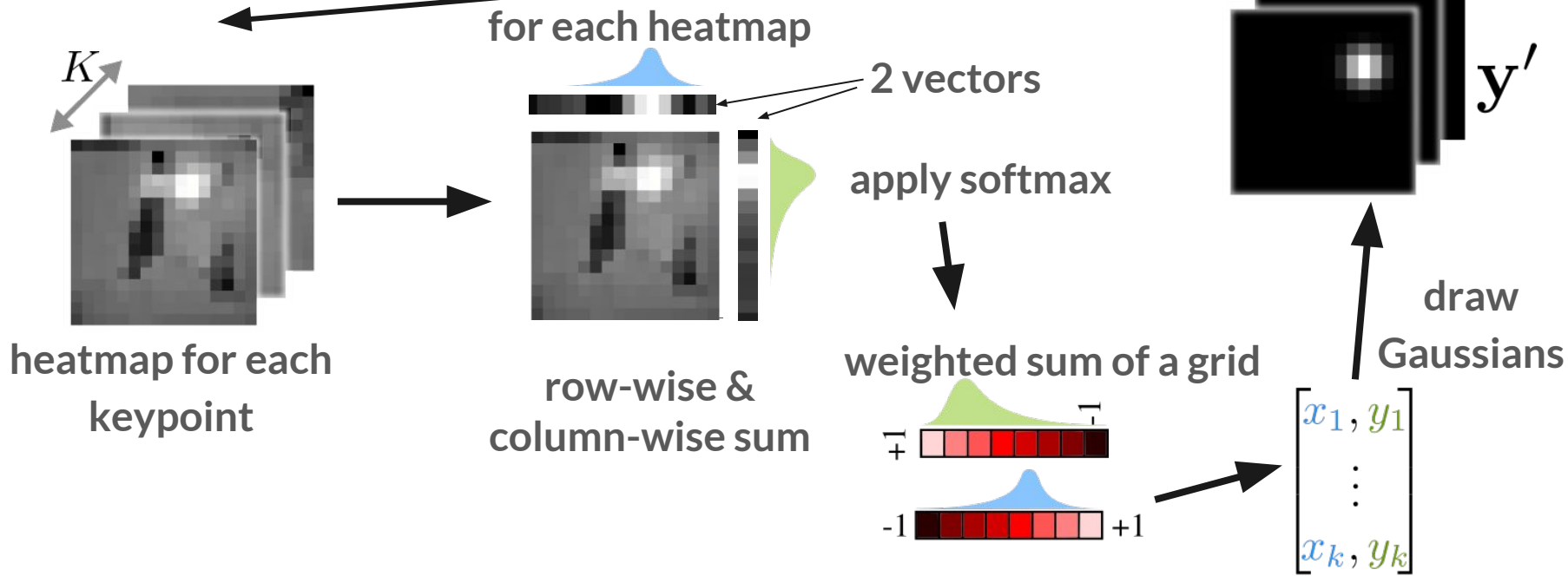


Bottleneck

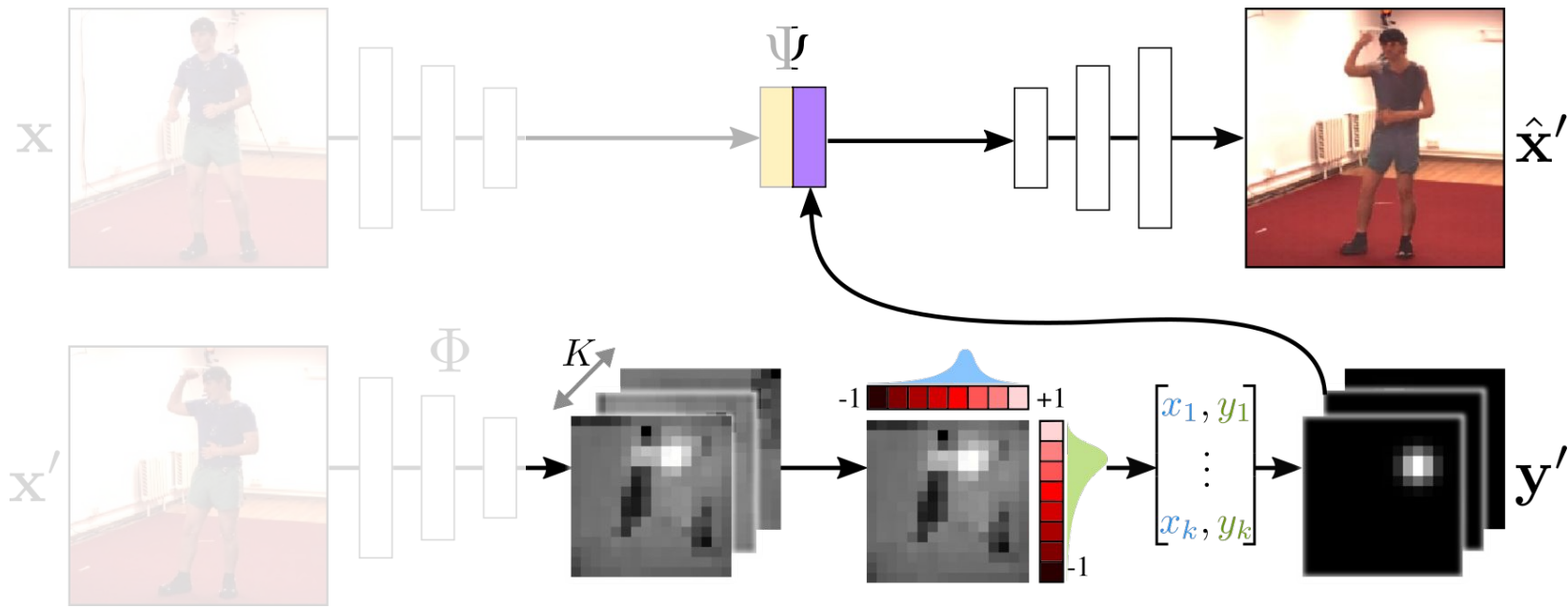


Bottleneck

end-to-end differentiable



Bottleneck





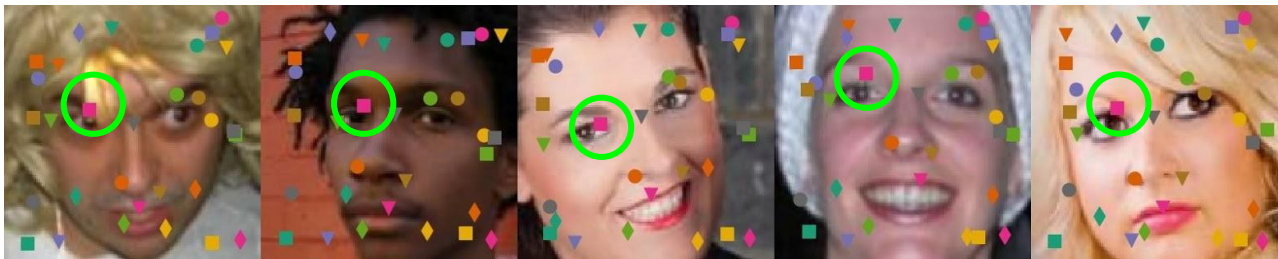
Results

Human faces



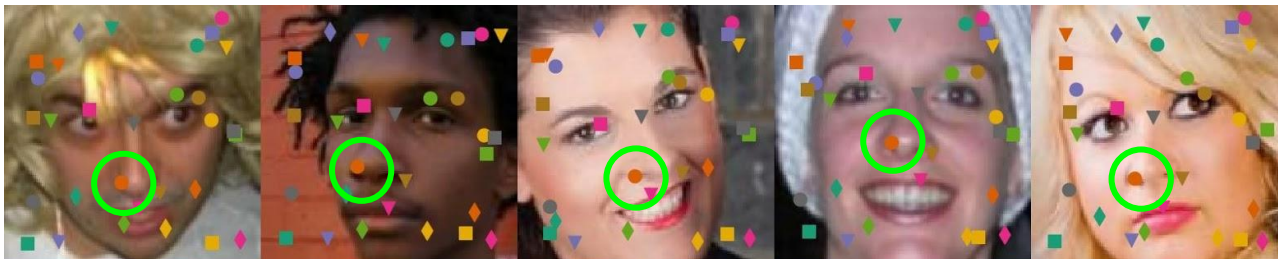
unsupervised
landmarks

Human faces



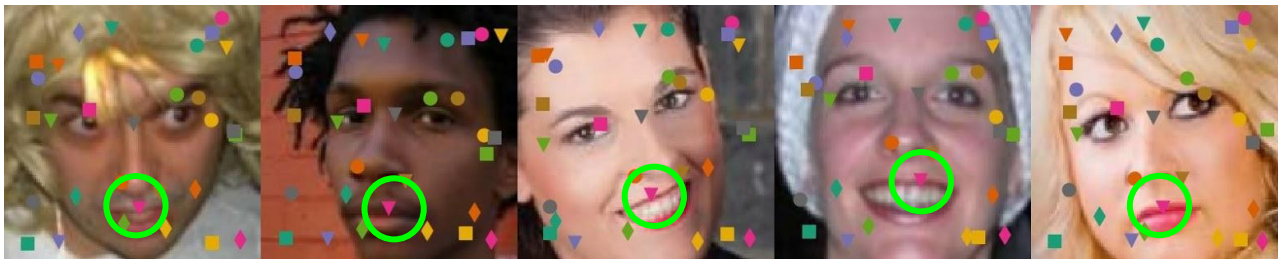
unsupervised
landmarks

Human faces



unsupervised
landmarks

Human faces



unsupervised
landmarks

Human faces



unsupervised
landmarks



linear regression



regressed
landmarks

Human faces

Method	K	MAFL	AFLW
CFAN		15.84	10.94
TCDCN		7.95	7.65
Cascaded CNN		9.73	8.97
RAR		–	7.23
MTCNN		5.39	6.90
Thewlis [1]	50	6.67	10.53
Thewlis [2](frames)	–	5.83	8.80
Zhang [3] w/ equiv.	30	3.16	6.58
w/o equiv.	30	8.42	–
Ours	30	3.23	7.20
Ours selfsup.	30	3.08	6.98

supervised
methods

uses equivariance

unsupervised
methods

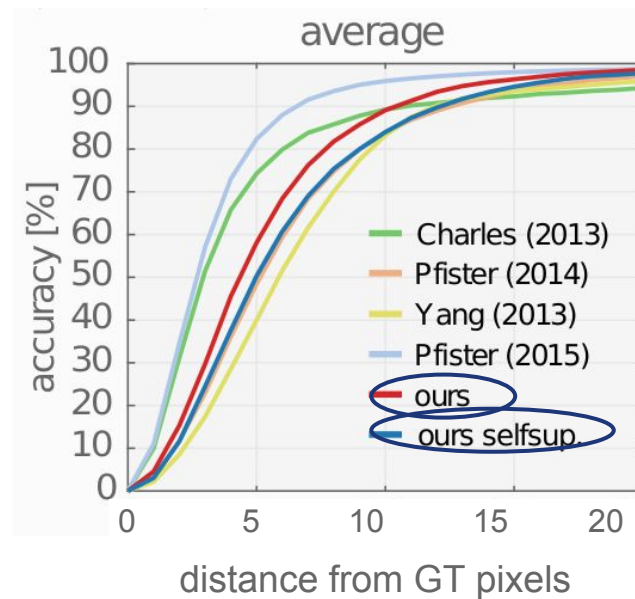
Human pose

Unsupervised landmarks on Human3.6m



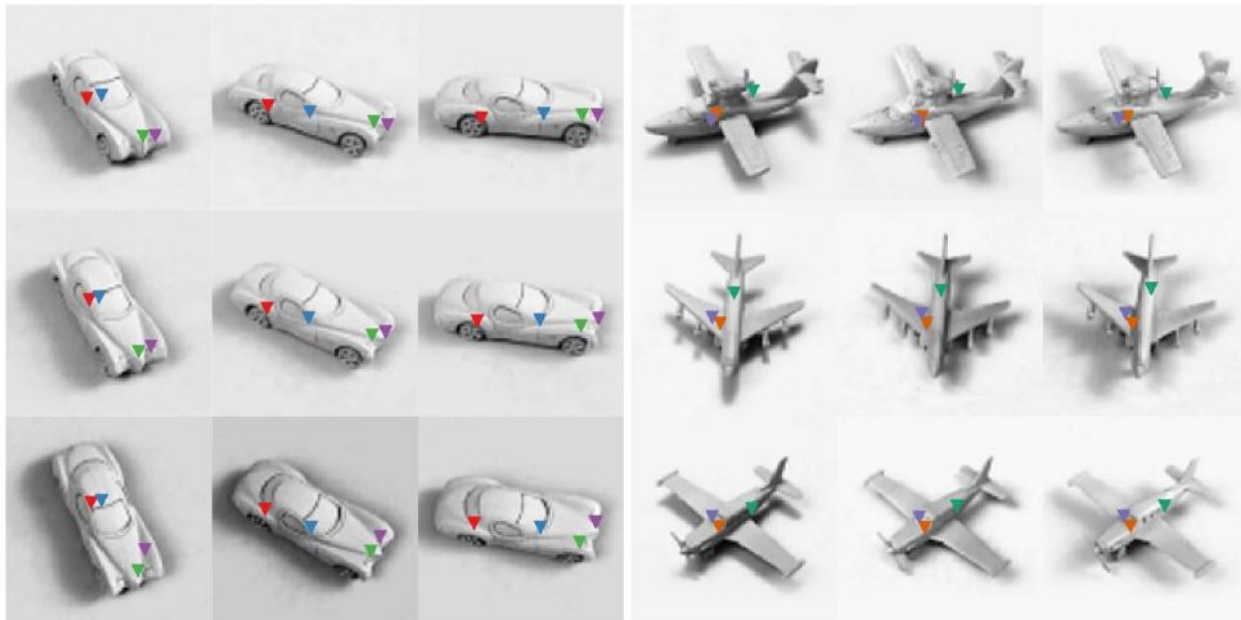
Human pose

Regressed landmarks on BBCPose



3D objects smallINORB

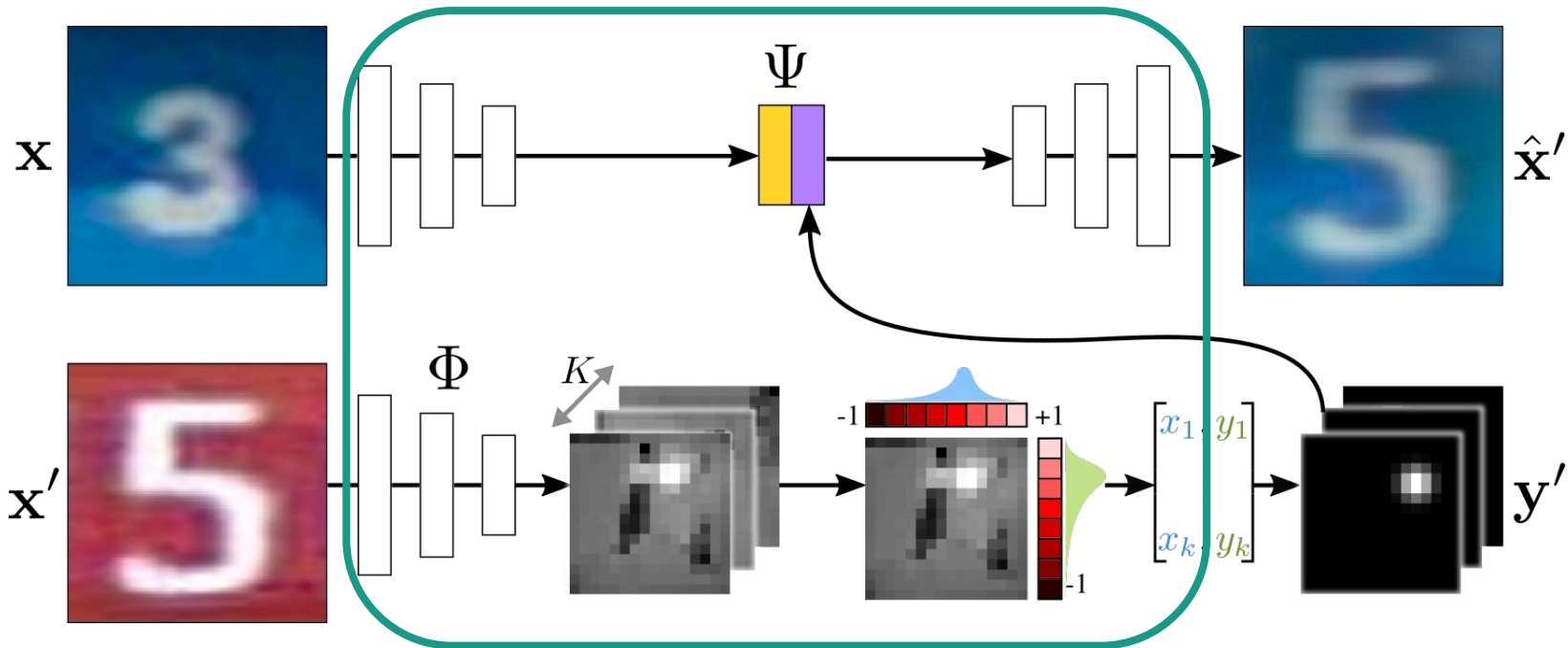
invariance to 3D pose, lighting and object shape



Disentangling style and geometry

Model

freeze parameters



Street numbers



appearance

geometry

reconstruction

Human faces



appearance

geometry

reconstruction

Human pose



appearance

geometry

reconstruction

Related work

J. Thewlis, H. Bilen, and A. Vedaldi. Unsupervised learning of object landmarks by factorized spatial embeddings. In Proc. ICCV, 2017.

J. Thewlis, H. Bilen, and A. Vedaldi. Unsupervised object learning from dense invariant image labelling. In Proc. NIPS, 2017.

Y. Zhang, Y. Guo, Y. Jin, Y. Luo, Z. He, and H. Lee. Unsupervised discovery of object landmarks as structural representations. In Proc. CVPR, 2018.

C. Vondrick, H. Pirsiavash, and A. Torralba. Generating videos with scene dynamics. In Proc. NIPS, pages 613–621, 2016.

DeTone, Daniel, Tomasz Malisiewicz, and Andrew Rabinovich. SuperPoint: Self-Supervised Interest Point Detection and Description." arXiv preprint arXiv:1712.07629 (2017).

Hu, Q., Szabó, A., Portenier, T., Zwicker, M., & Favaro, P. (2017). Disentangling Factors of Variation by Mixing Them. arXiv preprint arXiv:1711.07410.

Denton, E. L. (2017). Unsupervised learning of disentangled representations from video. In Advances in Neural Information Processing Systems (pp. 4414-4423).

Vondrick, C., Shrivastava, A., Fathi, A., Guadarrama, S., & Murphy, K. (2018). Tracking Emerges by Colorizing Videos. arXiv preprint arXiv:1806.09594.

Conditional Image Generation for Learning the Structure of Visual Objects

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