

Deformable Mesh Transformer for 3D Human Mesh Recovery

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[THU-AM-050]

DeFormer

Deformable Mesh Transformer



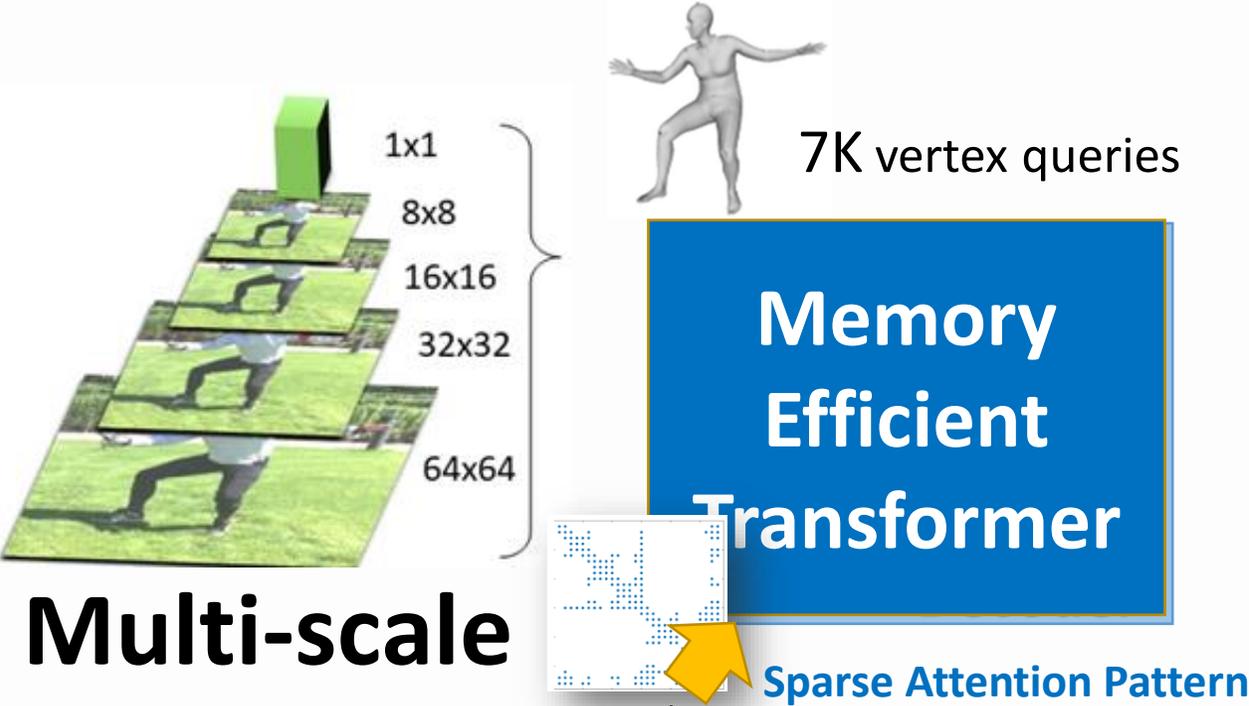
Task: 3D human mesh recovery

Input: Single RGB image

Output: 3D human body mesh

DeFormer

Deformable Mesh Transformer



Multi-scale



Body prior knowledge

Contributions:

- 1. Memory efficient** transformer decoder
- 2. BodySparse Self-Attention**
sparsifies self-attention based on prior knowledge extracted from body mesh/skeleton connectivity
- 3. Deformable Mesh cross Attention**
efficiently aggregates multi-scale image feature maps with deformation-driven attention

DeFormer

Deformable Mesh Transformer

- DeFormer achieves SOTA performances
- Leverage multi-scale features & dense mesh queries

Method	Human 3.6M	
	MPJPE↓	PA-MPJPE↓
METRO [CVPR 2021]	54.0	36.7
Graphormer [ICCV 2021]	51.2	34.5
PyMAF [ICCV 2021]	54.2	37.2
FastMETRO [ECCV 2022]	52.2	33.7
DeFormer (Ours)	44.8	31.6



Problem: 3D human mesh recovery



Input: Single RGB image

Output: 3D human body mesh

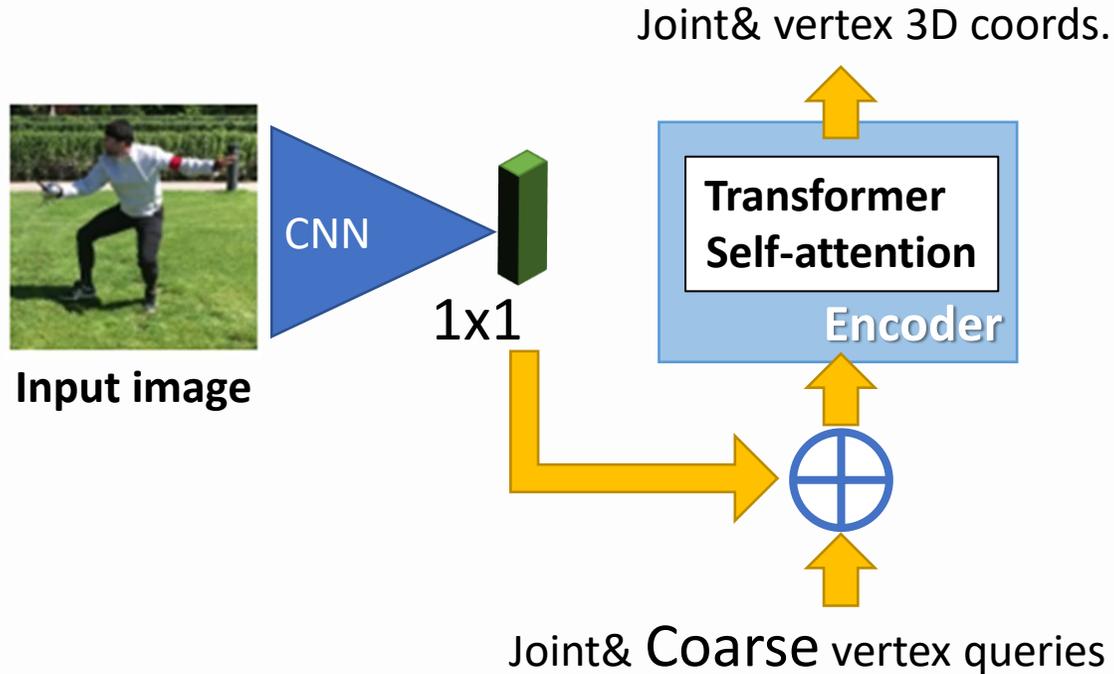
Previous approaches VS. DeFormer

- **Parametric-based:** Regress shape, pose and camera parameters
- **Vertex-based:** Regress 3D vertex coordinates

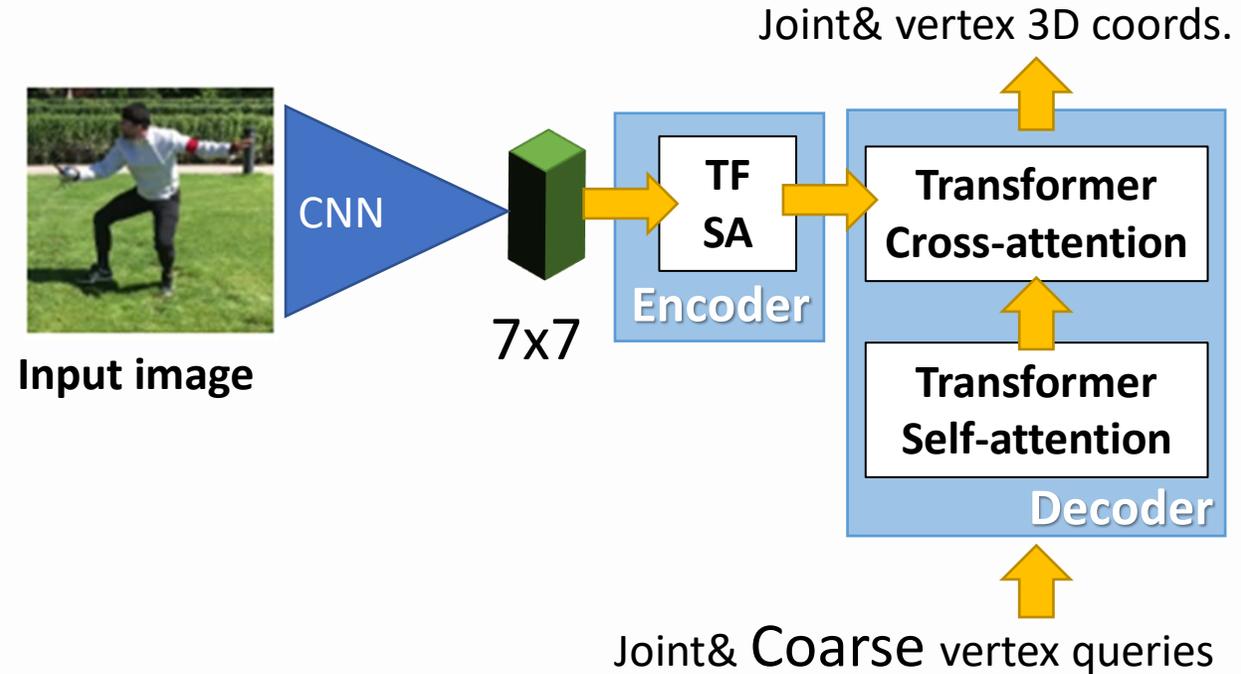
	Parametric-based	Vertex-based
Single-scale Feature maps	<ul style="list-style-type: none">• HMR [CVPR 2018]• SPIN [ICCV 2019] MPJPE ↓ : ~60 PA-MPJPE ↓ : 41.1	<ul style="list-style-type: none">• METRO [CVPR 2021]• Graphormer [ICCV 2021]• FastMETRO [ECCV 2022] MPJPE ↓ : 51.2 PA-MPJPE ↓ : 34.5
Multi-scale Feature maps	<ul style="list-style-type: none">• PyMAF [ICCV 2021]• PyMAF-X [TPAMI 2023] MPJPE ↓ : 54.2 PA-MPJPE ↓ : 37.2	Ours: DeFormer MPJPE ↓ : 44.8 PA-MPJPE ↓ : 31.6

Previous Transformer Approaches

- METRO [CVPR 2021]



- FastMETRO [ECCV 2022]

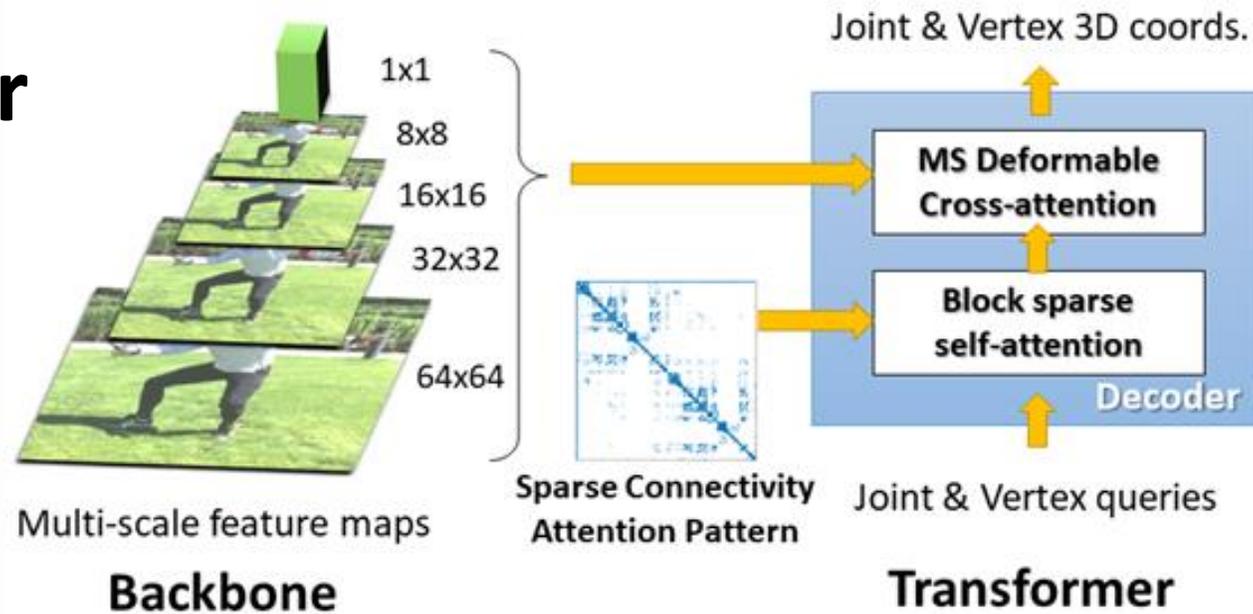


Limited to single-scale low res. image features and coarse vertex queries

Challenge: Mesh transformer approaches are *memory intensive*

Our Approach

- DeFormer

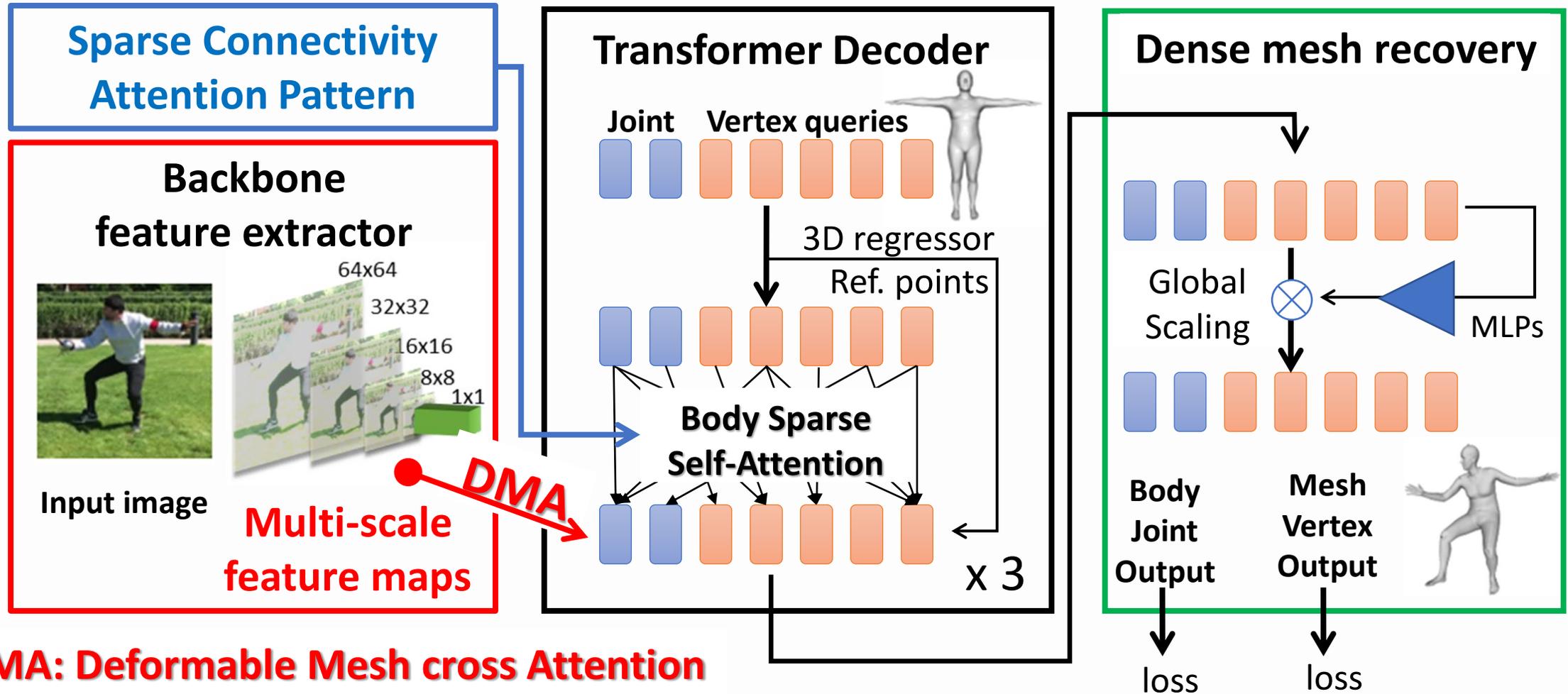


Challenge: Mesh transformer approaches are *memory intensive*

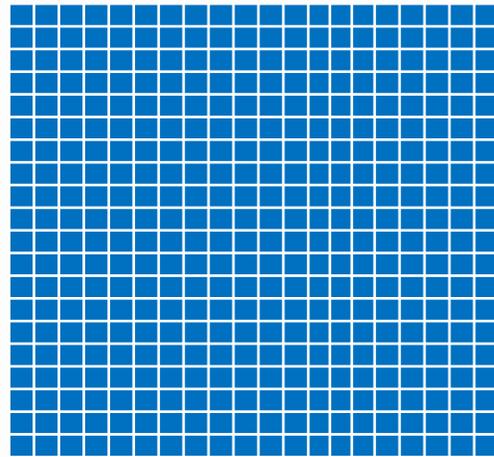
Goal: Mesh transformer approach to human mesh recovery that *efficiently* leverages multi-scale visual feature maps and dense mesh queries

DeFormer: A **decoder-only** mesh transformer with memory-efficient attention modules

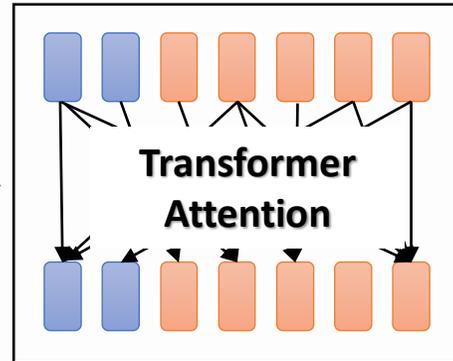
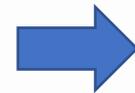
Overview of DeFormer architecture



Background: Transformer Attention



Standard Transformer
Attention Pattern



Train/inference

500 x 500 queries



7000x7000 queries

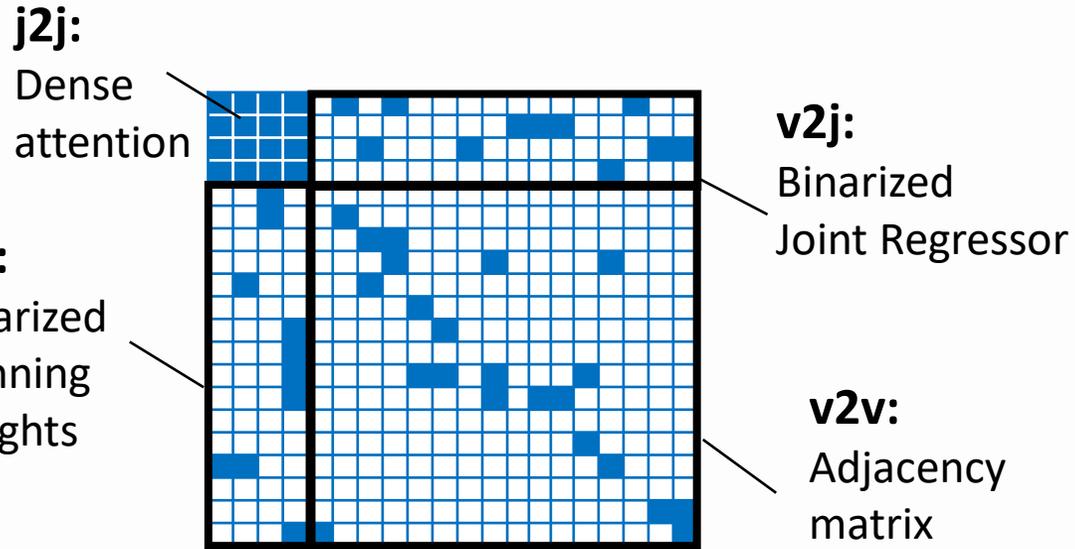


Multi-head attention (MHA)

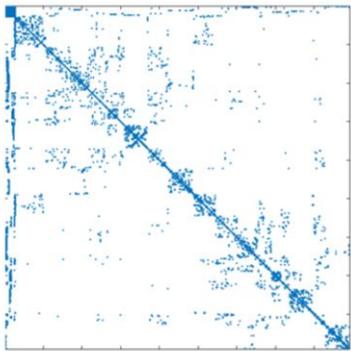
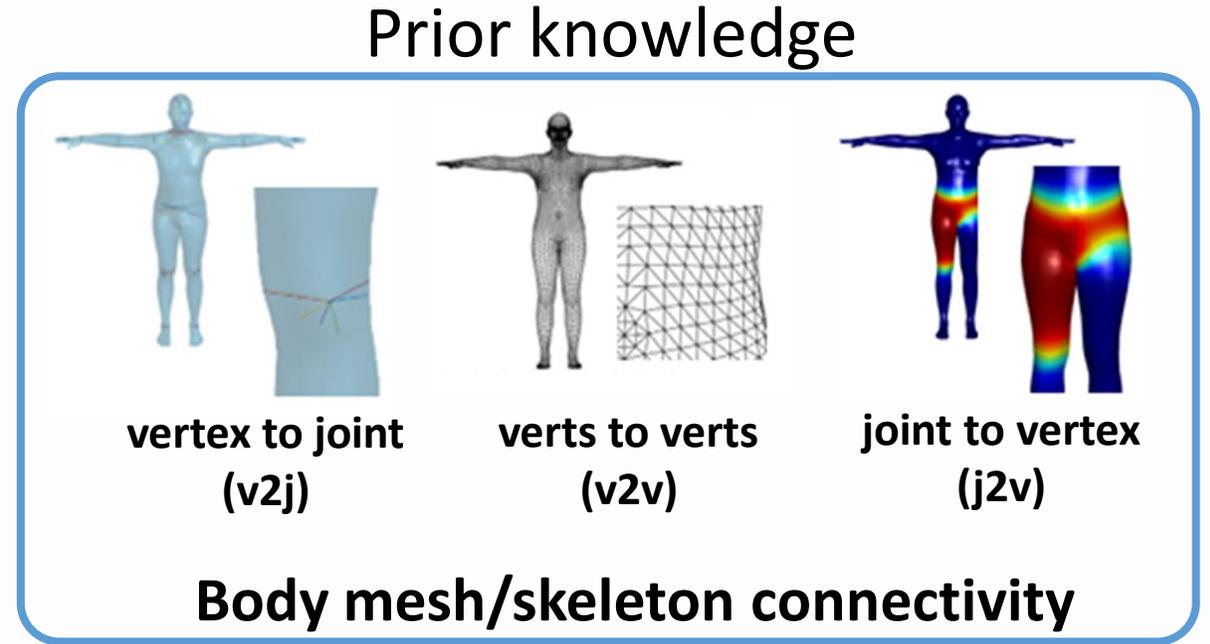
- Long-range dependencies
- Quadratic complexity w.r.t seq length

$$\text{MHA}(\mathbf{z}_q, \mathbf{x}) = \sum_{m=1}^M \mathbf{w}_m \left[\sum_{k=\Omega_k} A_{mqk} \cdot \mathbf{w}'_m \mathbf{x}_k \right]$$

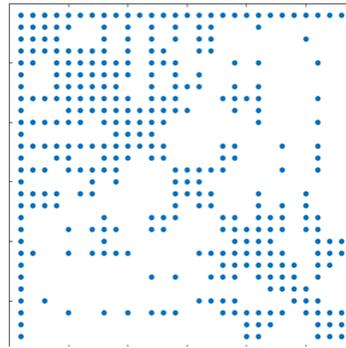
Body Sparse Self-Attention



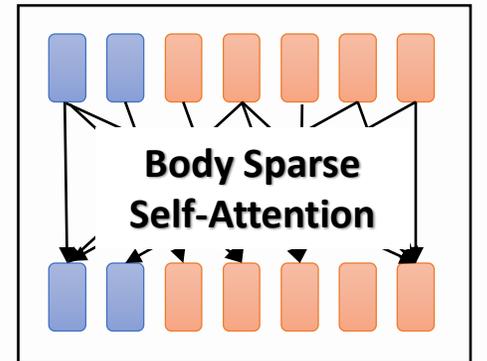
Sparse Connectivity Attention Pattern (SCAP)



Tile 16x16 blocks



To GPU

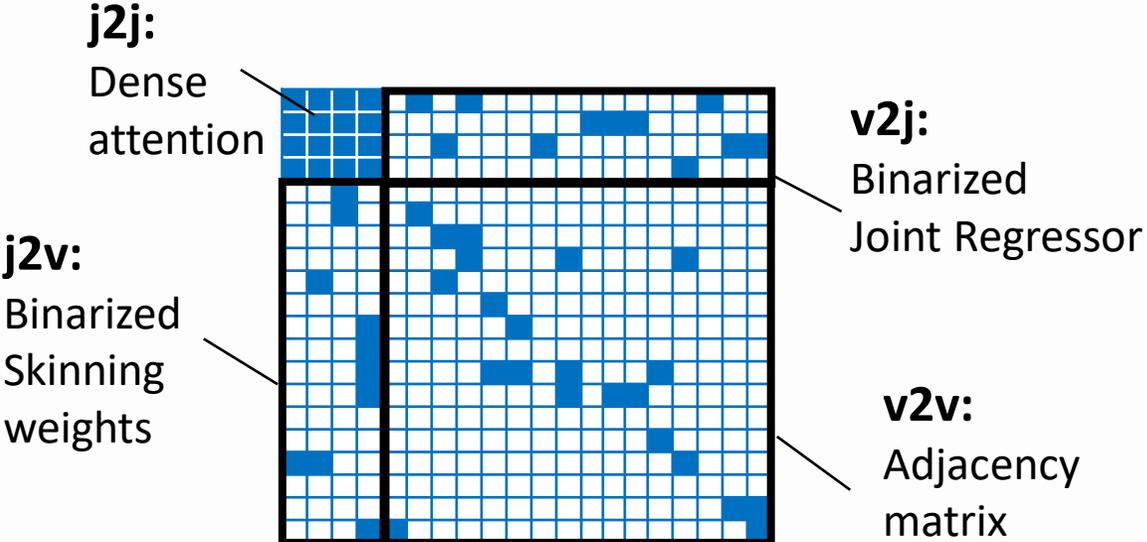


1. Construct SCAP

Step 2. Blockify SCAP

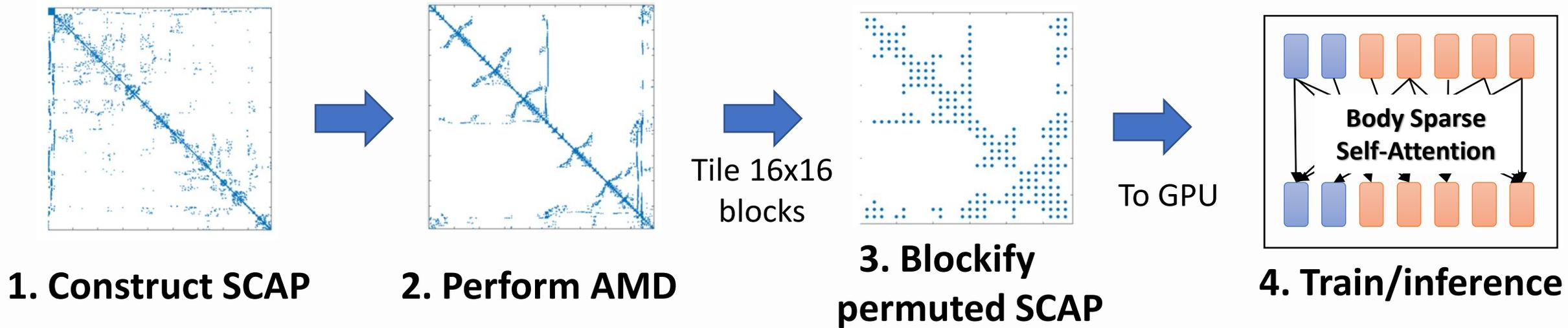
3. Train/inference

Body Sparse Self-Attention



500 x 500 queries OK
7000x7000 queries OK

Sparse Connectivity Attention Pattern (SCAP)



Deformable Mesh cross Attention

- Deformation driven cross attention
- Mesh alignment feedback loop in transformer decoder

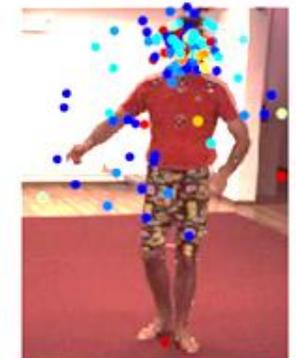
1. Get reference points from the current 3D joints/mesh
2. Perform multi-scale deformable attention



R_Knee



L_Shoulder



Top_of_Head

high

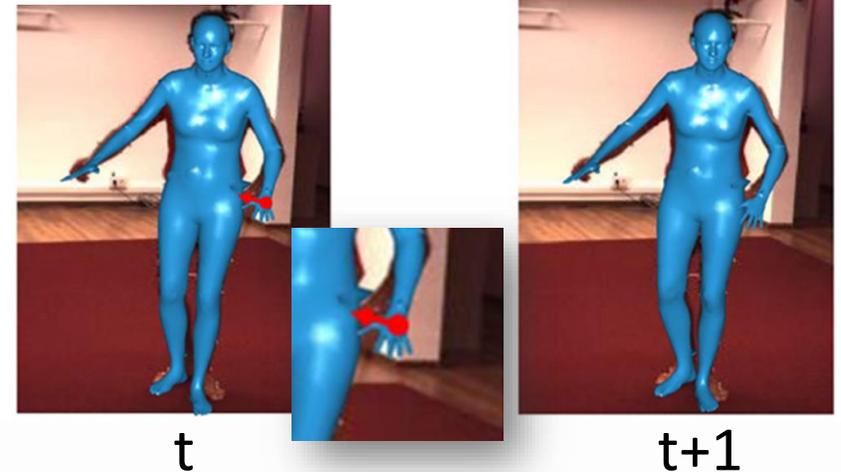


low

Deformable Mesh cross Attention

- Deformation driven cross attention
- Mesh alignment feedback loop in transformer decoder

-
1. Get reference points from the current 3D joints/mesh
 2. Perform multi-scale deformable attention
 3. Regress corrective displacements
 4. Refine 3D joint/mesh vertex positions
- x3



$$\Delta \mathbf{X}_{\text{Im}}^t = \underbrace{\Psi}_{\text{MLPs}} \left(\underbrace{\Phi}_{\text{Current reconstruction}} \left(\underbrace{\mathbf{X}_{\text{Im}}^t}_{\text{Current reconstruction}} \right) \oplus \underbrace{\mathbf{x}_q^t}_{\text{Features}} \right)$$

$$\mathbf{X}_{\text{Im}}^{t+1} = \mathbf{X}_{\text{Im}}^t + \Delta \mathbf{X}_{\text{Im}}^t, \text{ for } t > 0.$$

Experiments

- Implementation: Pytorch, Deepspeed, MMPose
- Backbone feature extractor
 - CNNs: ResNet50, HRNet-w48
 - Visual transformer: AggPose, HRFormer
 - Pre-trained on 2D human pose dataset: MPII or COCO
- Training
 - Multiple dataset: Human3.6M, MuCo-3DHP, UP3D, COCO, MPII
 - AdamW optimizer
 - 50 epochs
 - About 1 day. Finishes within 2 days
 - 8 x NVIDIA A100 GPUs (40GB memory)
- Evaluation metrics: MPJPE, PA-MPJPE, MVE

Quantitative comparison

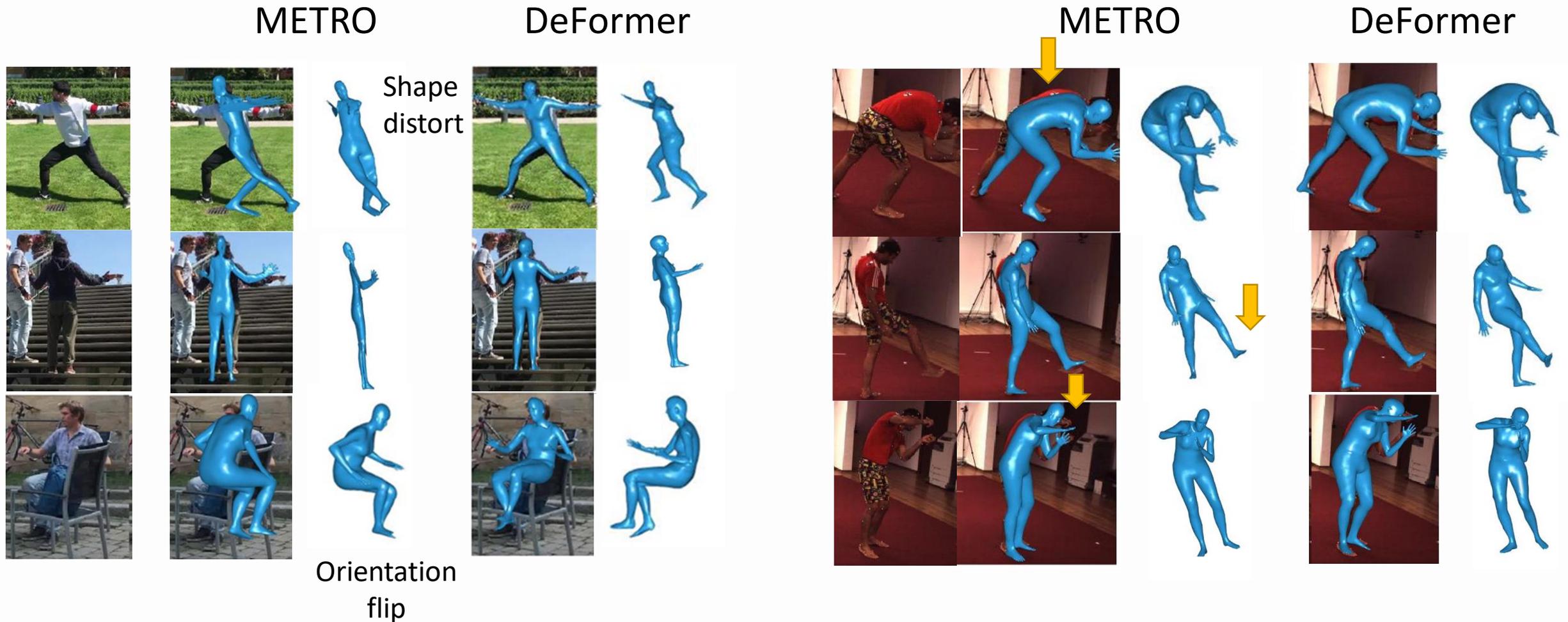


- DeFormer achieve SOTA performances
- Larger input image, more queries, visual transformer backbone improves performance

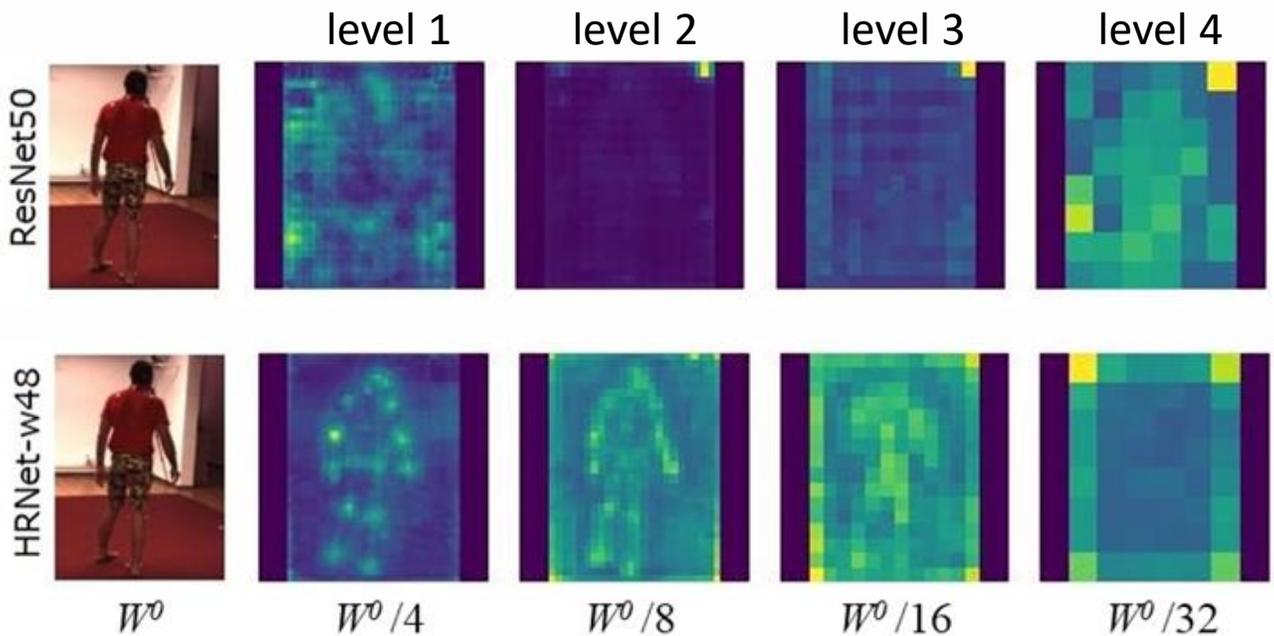
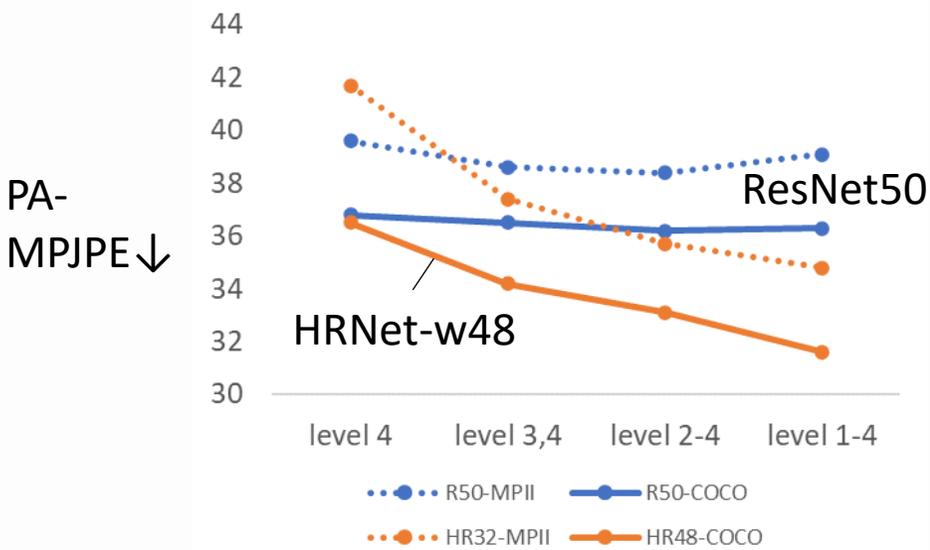
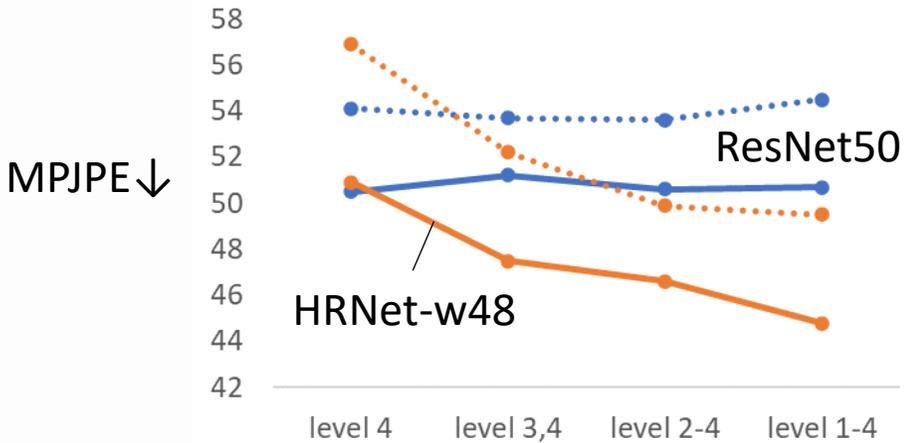
Method	Human 3.6M		3DPW		
	MPJPE↓	PA-MPJPE↓	MVE↓	MPJPE↓	PA-MPJPE↓
SPIN	—	41.1	116.4	—	59.2
METRO	54.0	36.7	88.2	77.1	47.9
Graphormer	51.2	34.5	87.7	74.7	45.6
PyMAF	54.2	37.2	87.0	74.2	45.3
FastMETRO	52.2	33.7	84.1	73.5	44.6
DeFormer (HRNet-W48)	44.8	31.6	82.6	72.9	44.3
DeFormer (384x288 img)	43.7	30.7	—	—	—
DeFormer (6904 queries)	43.9	30.7	—	—	—
DeFormer (HRFormer)	43.3	30.0	—	—	—

Qualitative comparison to METRO

- Better image-mesh alignment
- Leveraging global/local spatial contexts from multi-scale features



Multi-scale feature maps



- DeFormer leverages multi-scale feature maps
- Works good with HRNet variants which produce meaningful high-res feature maps

Summary

- **DeFormer**: A **decoder-only** mesh transformer with memory-efficient attention modules
- **Body Sparse Self-Attention** sparsifies self-attention access patterns according to body mesh/skeleton connectivity
- **Deformable Mesh cross Attention (DMA)** efficiently aggregates multi-scale image feature maps with a deformation-driven attention mechanism
- **SOTA performances** leveraging multi-scale visual feature maps and dense meshes

