



# Actionlet-Dependent Contrastive Learning for Unsupervised Skeleton-Based Action Recognition

Wangxuan Institute of Computer Technology, Peking University

*CVPR 2023 Highlight*

Poster ID: TUE-AM-226



Lilang Lin



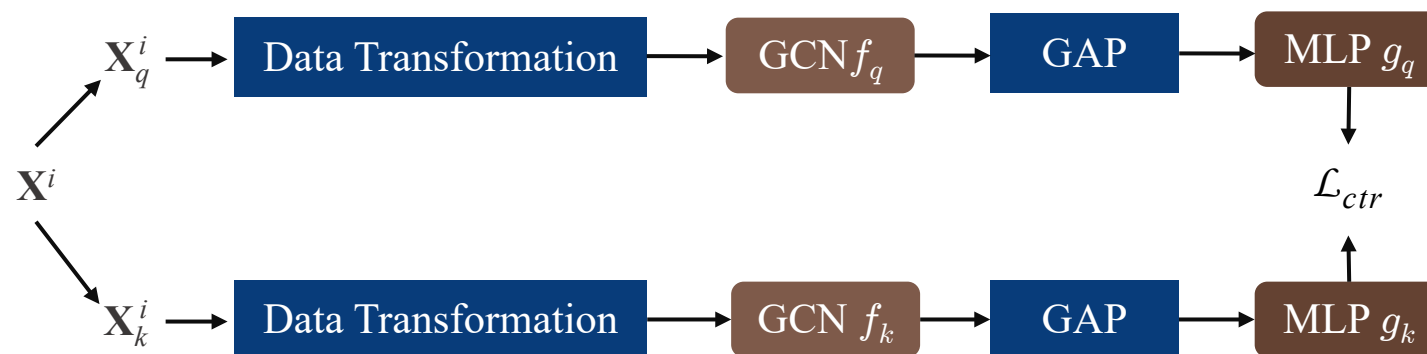
Jiahang Zhang



Jiaying Liu

## ■ Challenges:

- Uniform data transformation  $\rightarrow$  degrade the motion information
- Global average pooling  $\rightarrow$  make feature space indistinguishable

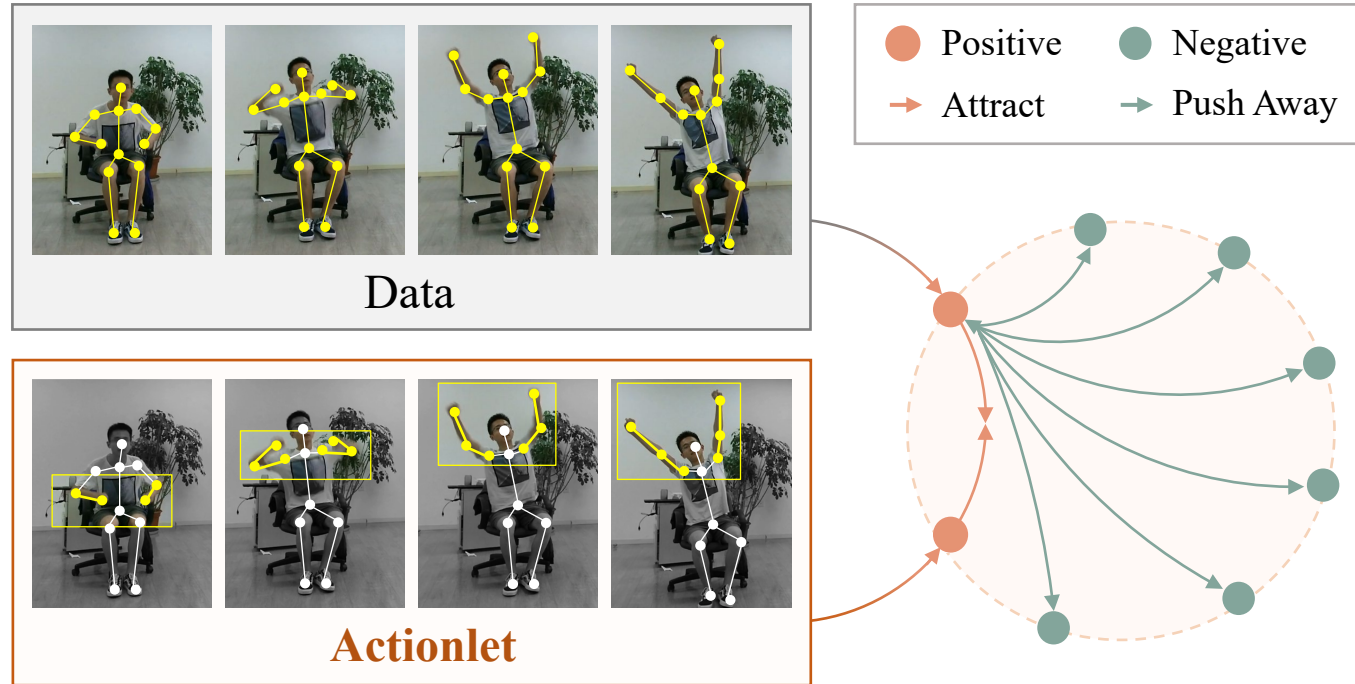


## ■ Challenges:

- Uniform data transformation → degrade the motion information
- Global average pooling → make feature space indistinguishable

## ■ Solution:

- Decouple **motion** and **static regions** in the data sequences



### ■ Video in Big Data Era

- **Videos in Internet**
  - Over a billion users on YouTube
  - A billion hours of videos each day
- **Surveillance Videos**
  - 176 million in China in 2017
  - Expected 626 million by 2020

Huge number of videos contains **Human Action**

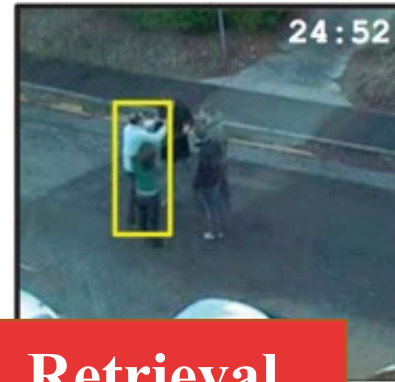
→ **Video Action Analytics**



## ■ Various Applications



Surveillance



Retrieval



HCI

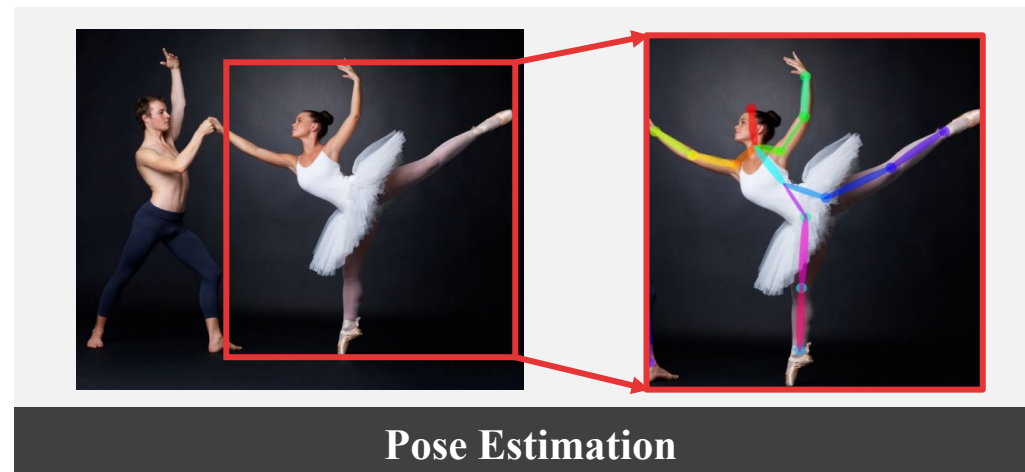
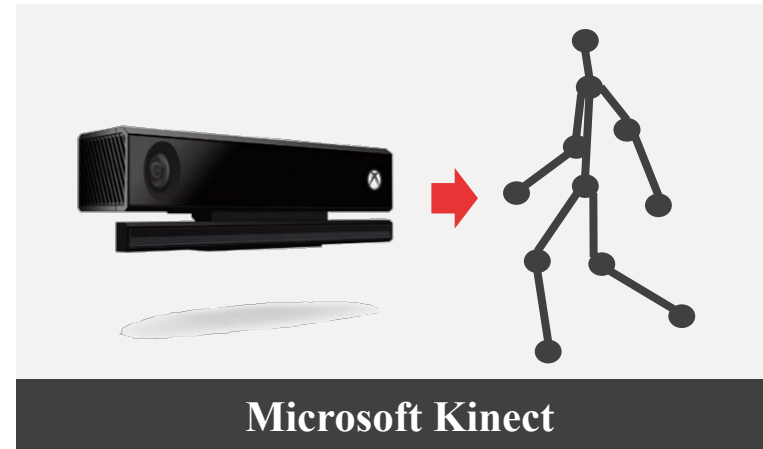
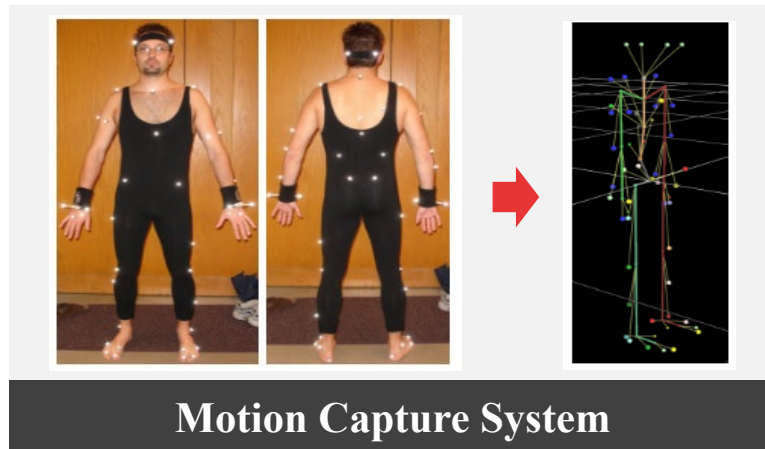


Home Care



## ■ Skeleton Data

### ■ Data Access



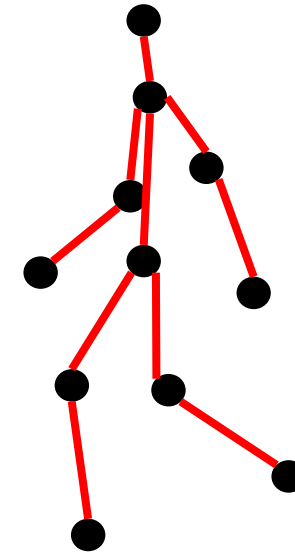
## ■ Skeleton Data

### ■ Pros

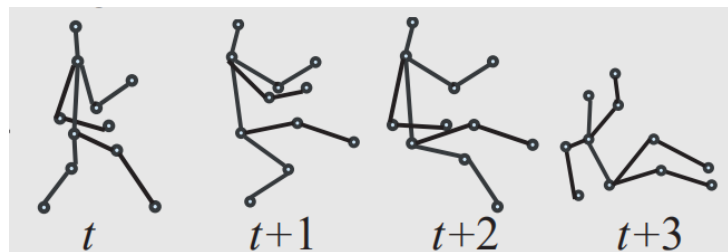
- High-level human representation
- Robust to illumination and clustered background
- Additional depth information
- Real-time online performance

### ■ Cons

- Missing visual information
- Not reliable due to noise and occlusion

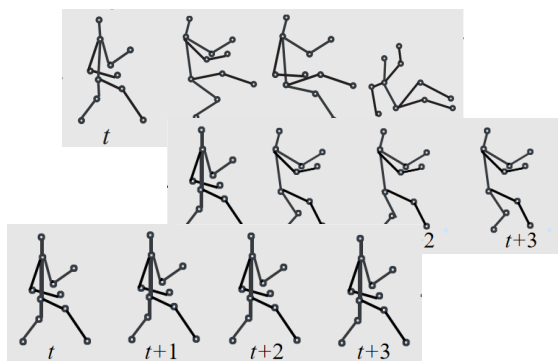


### ■ Skeleton-Based Action Recognition:

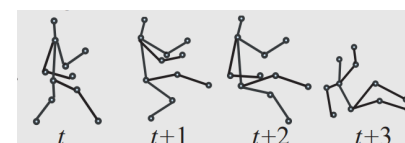


*Action label:*  
**Fall**

### ■ Self-Supervised Learning:



No Label!  
Pretext Tasks



*Action label:*  
**Fall**

Self-Supervised Pretrain

Supervised Finetune

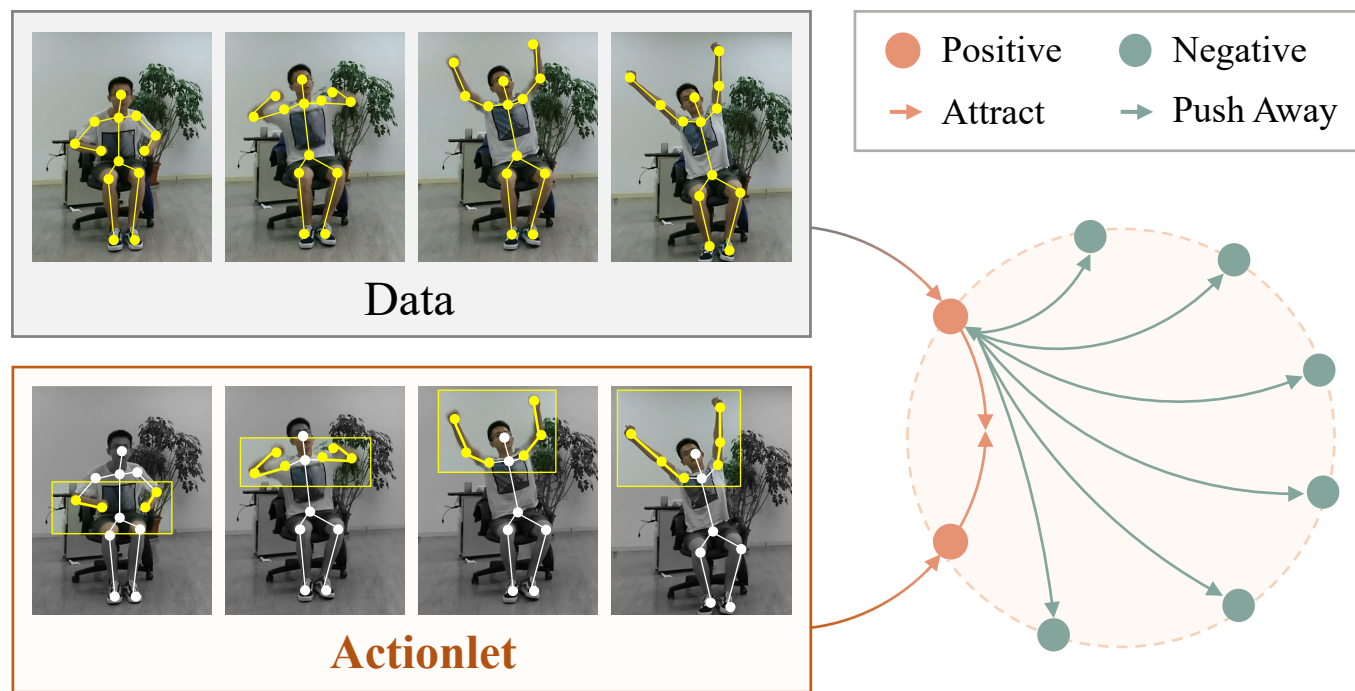


## ■ Challenges:

- Uniform data transformation → degrade the motion information
- Global average pooling → make feature space indistinguishable

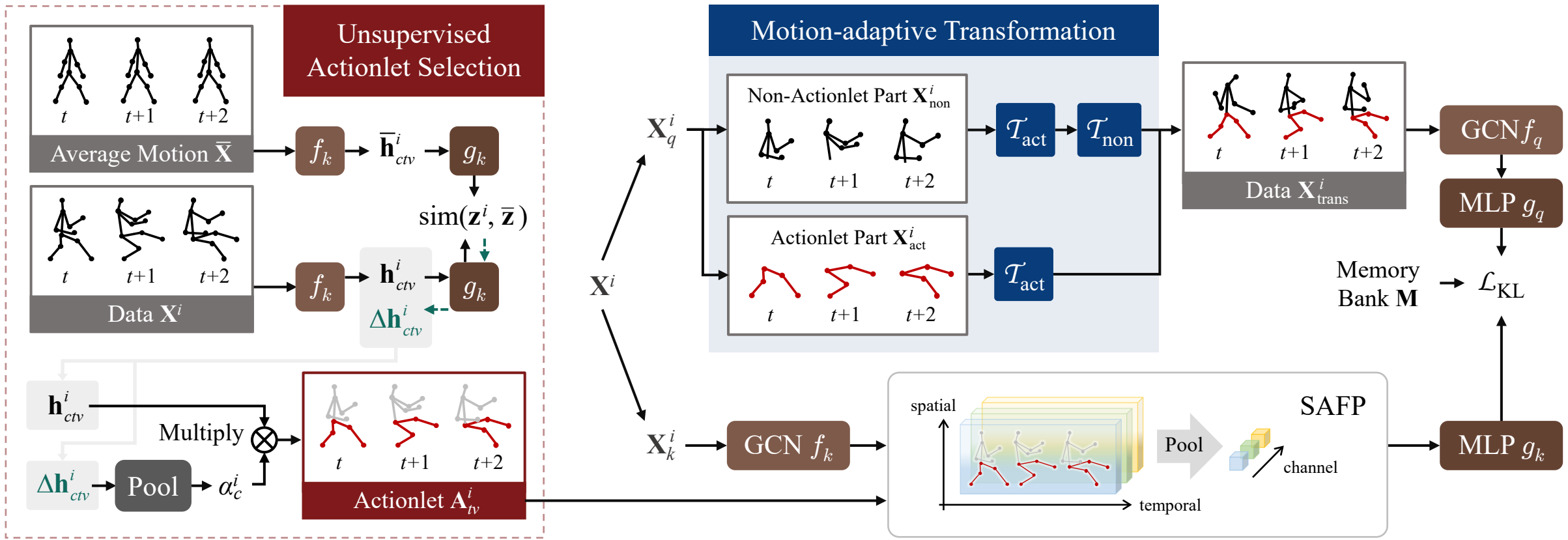
## ■ Solution:

- Decouple **motion** and **static regions** in the data sequences



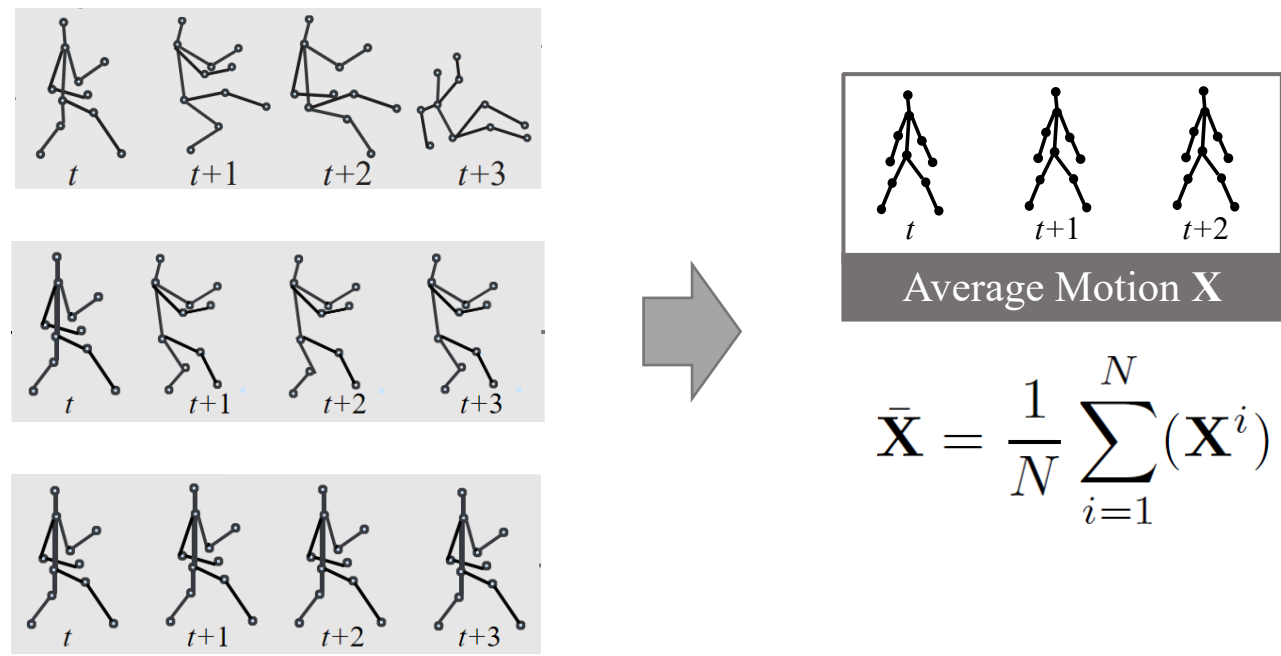
# Overall Network Architecture

- Unsupervised Actionlet Selection
- Actionlet-Guided Contrastive Learning



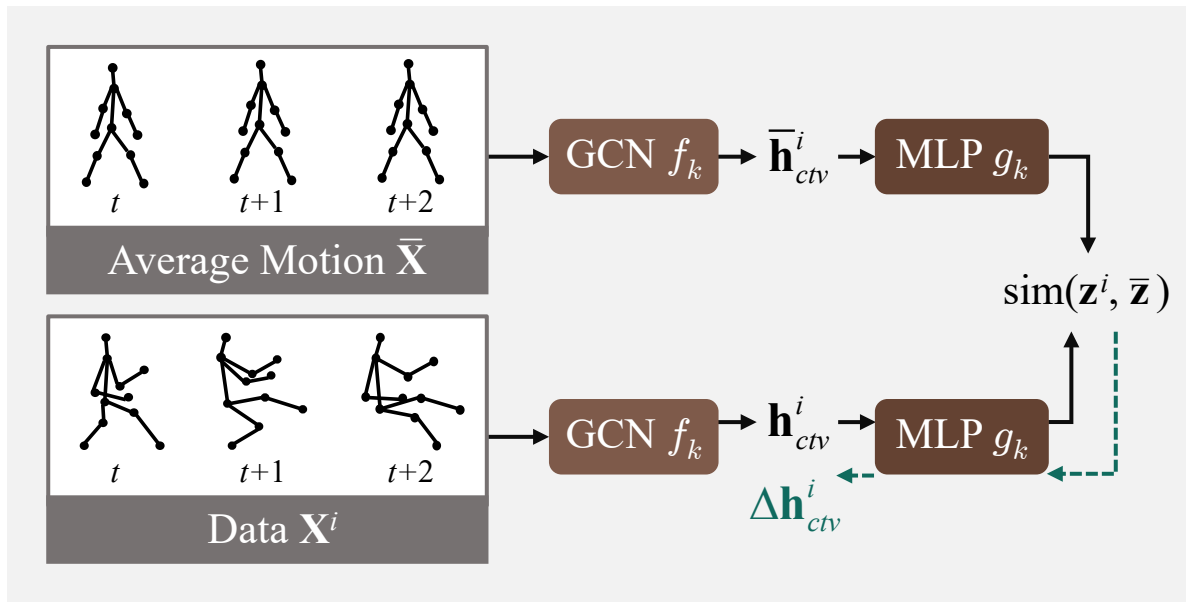
# Overall Network Architecture

- Unsupervised Actionlet Selection
  - Average Motion as Static Anchor



## Overall Network Architecture

- Unsupervised Actionlet Selection
  - Difference Activation Mapping for Actionlet Localization



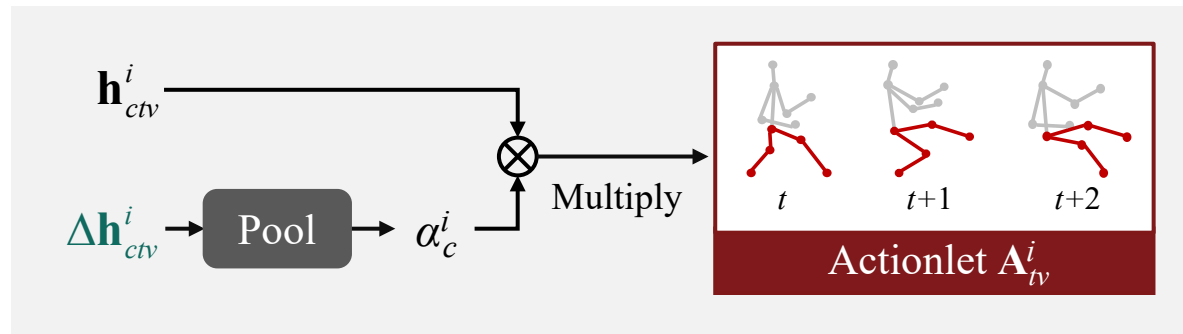
$$\Delta \mathbf{h}_{ctv}^i = \frac{\partial(-\text{sim}(\mathbf{z}^i, \bar{\mathbf{z}}))}{\partial \mathbf{h}_{ctv}^i},$$

$$\alpha_c^i = \frac{1}{T \times V} \sum_{t=1}^T \sum_{v=1}^V \sigma(\Delta \mathbf{h}_{ctv}^i),$$

## ■ Overall Network Architecture

### ■ Unsupervised Actionlet Selection

#### ■ Difference Activation Mapping for Actionlet Localization

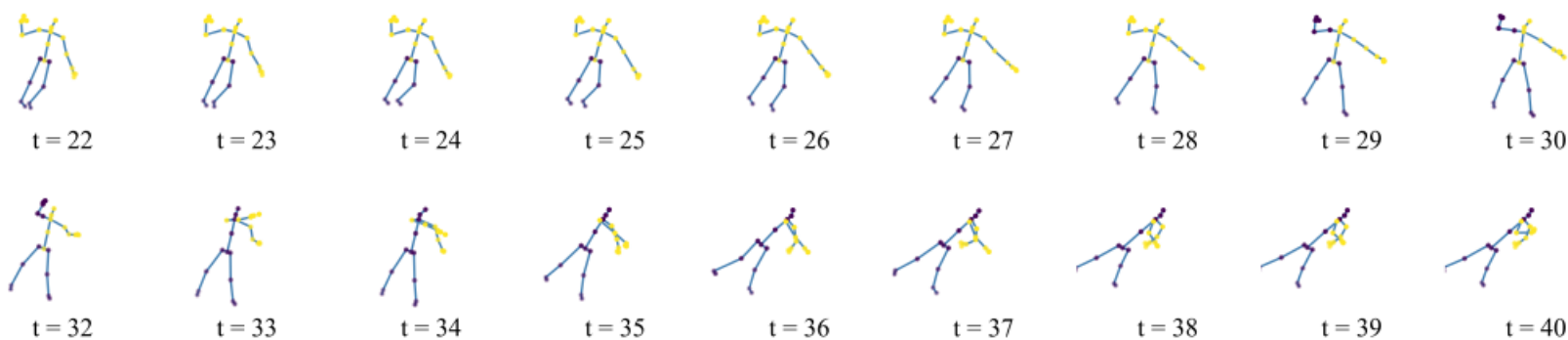


$$\mathbf{A}_{tv}^i = \sigma \left( \sum_{c=1}^C \alpha_c^i \mathbf{h}_{ctv}^i \right) \mathbf{G}_{vv}$$

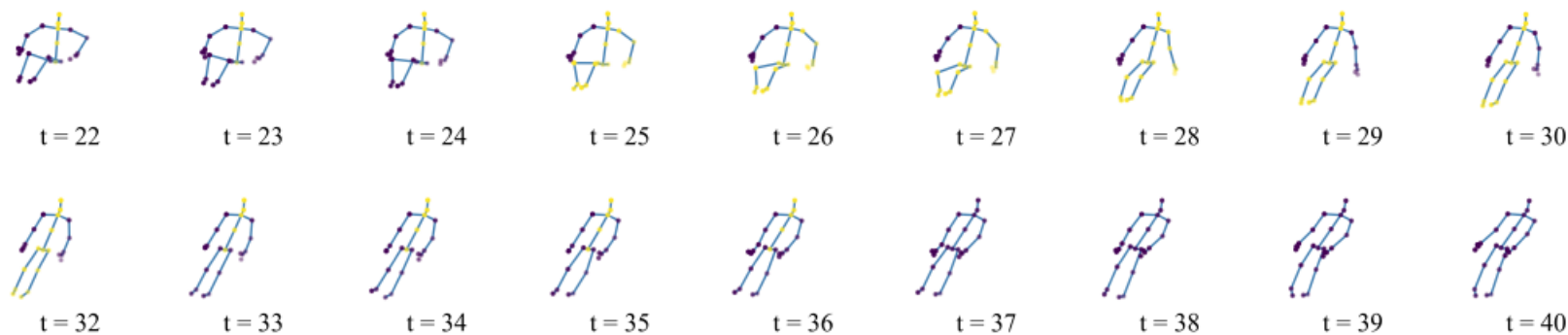
■ Overall Network Architecture

■ Unsupervised Actionlet Selection

■ Visualization of Actionlet



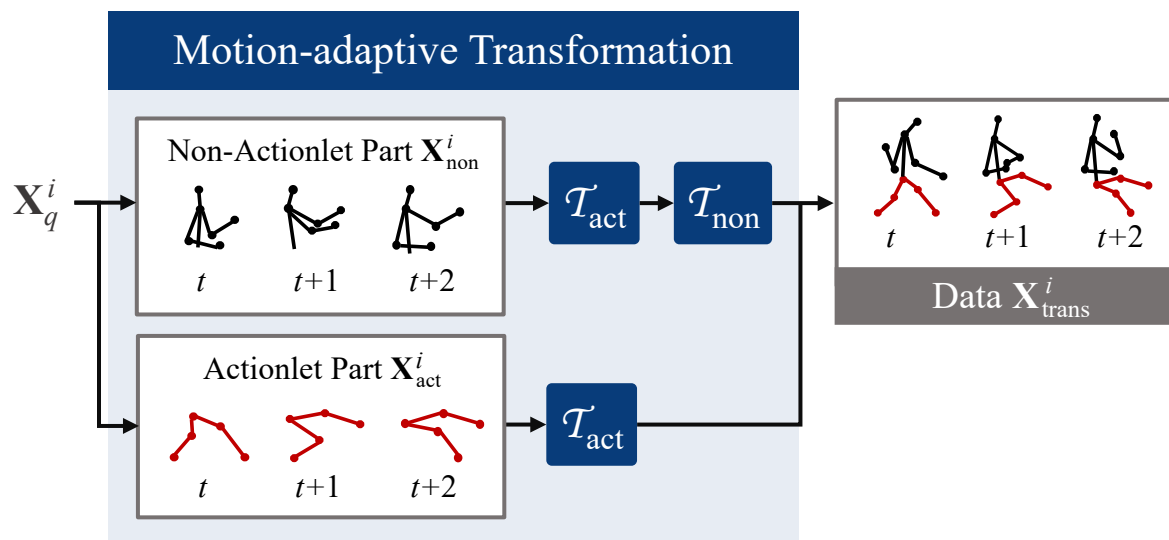
(a) Throw



(b) Standup

## ■ Overall Network Architecture

- Actionlet-Guided Contrastive Learning
  - Motion-Adaptive Transformation Strategy



## ■ Actionlet Transformation

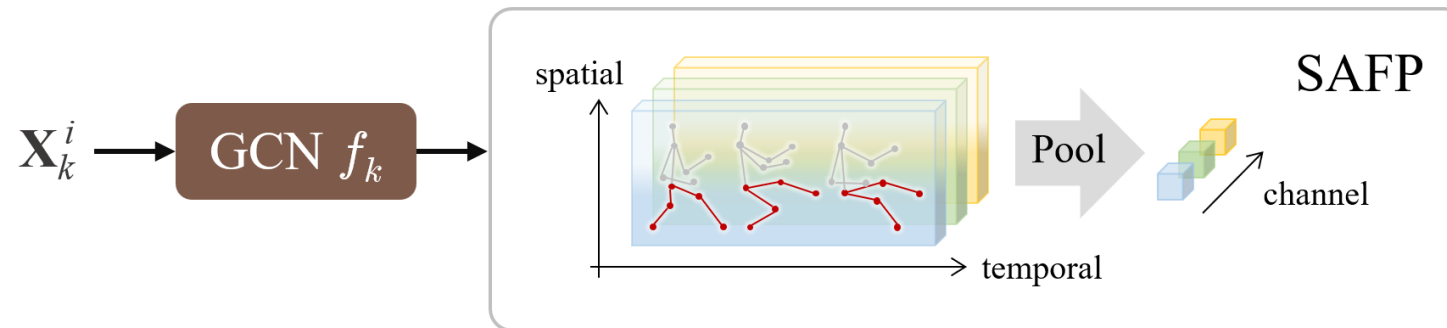
- *Shear, Spatial Flip, Rotate, Axis Mask*
- *Crop, Temporal Flip*
- *Gaussian Noise, Gaussian Blur*
- *Skeleton AdaIN*

## ■ Non-Actionlet Transformation

- *Random Noise, Skeleton Mix*

## Overall Network Architecture

- Actionlet-Guided Contrastive Learning
- Semantic-Aware Feature Pooling

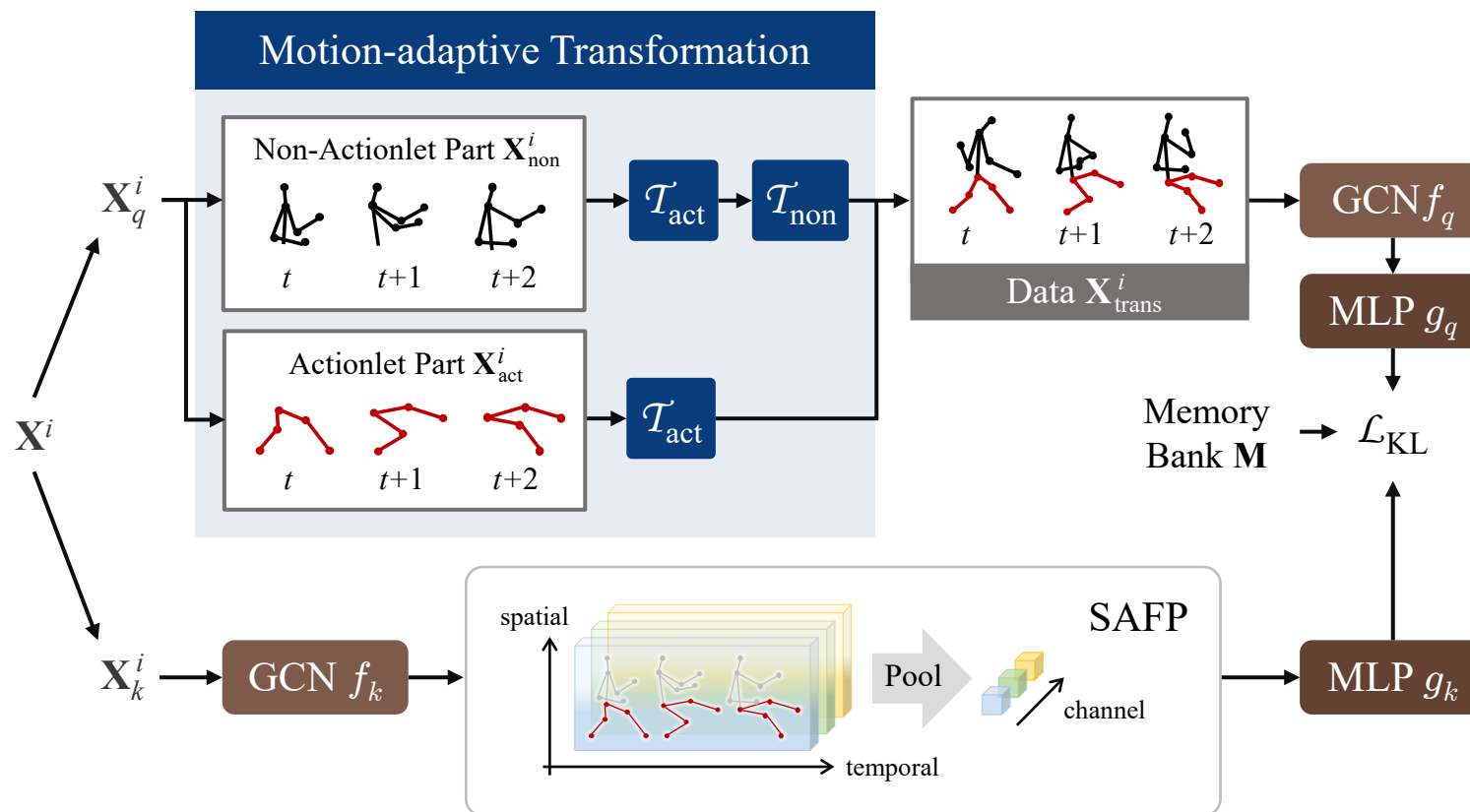


$$\text{SAFP}(\mathbf{h}_{ctv}^i) = \sum_{t=1}^T \sum_{v=1}^V \mathbf{h}_{ctv}^i \left( \frac{\mathbf{A}_{tv}^i}{\sum_{t=1}^T \sum_{v=1}^V \mathbf{A}_{tv}^i} \right)$$



## Overall Network Architecture

- Actionlet-Guided Contrastive Learning
  - Training Overview



### ■ Experiment Configurations

#### ■ Unsupervised approaches

- Train the classifier with pretrained encoder fixed.

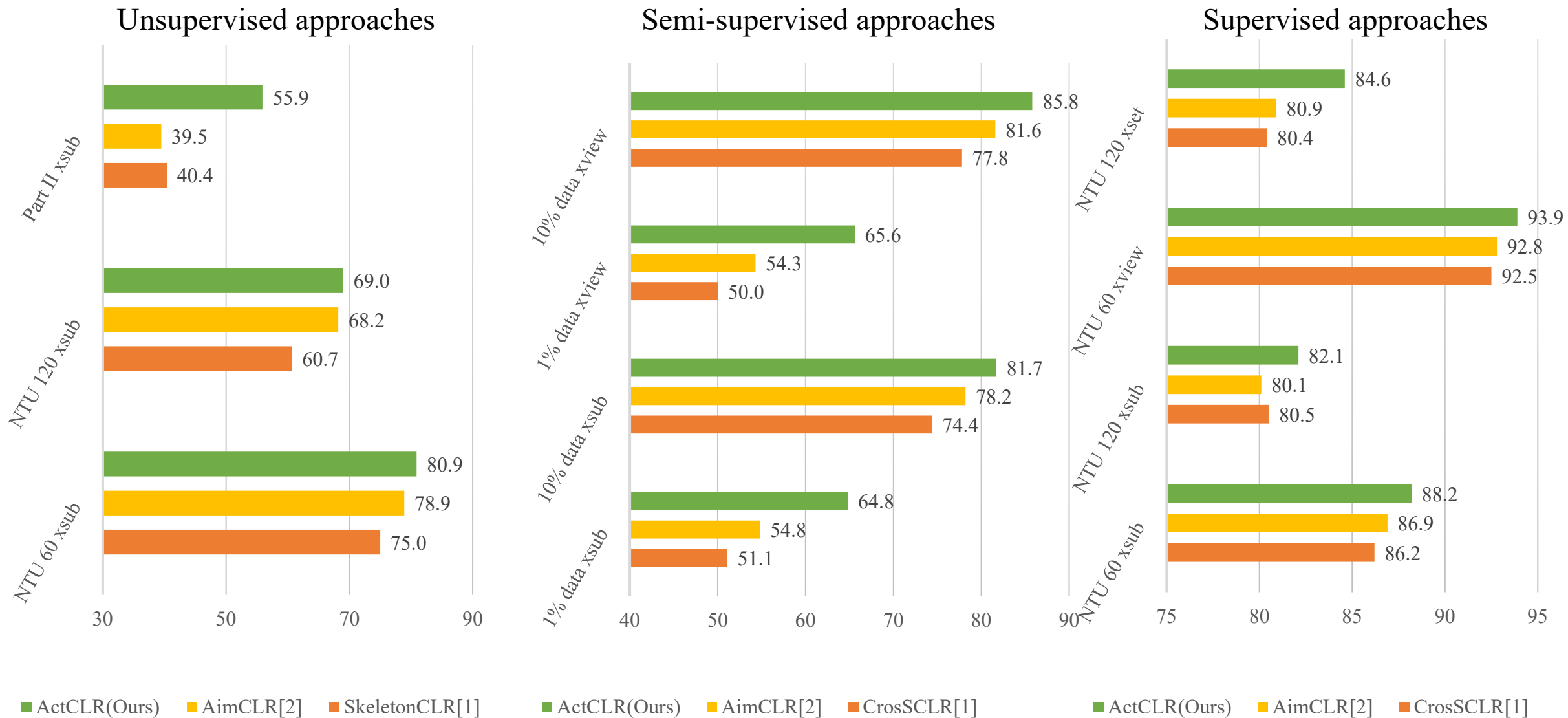
#### ■ Semi-supervised approaches

- Jointly train the classifier and encoder with partial labeled data.

#### ■ Supervised approaches

- Jointly train the classifier and encoder with full labeled data.

# 17 Experiment Results



[1] Li et al. 3D human action representation learning via cross-view consistency pursuit. CVPR 2021.

[2] Guo et al. Contrastive learning from extremely augmented skeleton sequences self-supervised action recognition. AAI 2022.

- **Skeleton Based Action Recognition**

- Unsupervised Actionlet Selection
- Actionlet-Guided Contrastive Learning

- **Experimental Results**

- Impressive results compared with other methods
- Generalizable in different settings



## Project



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