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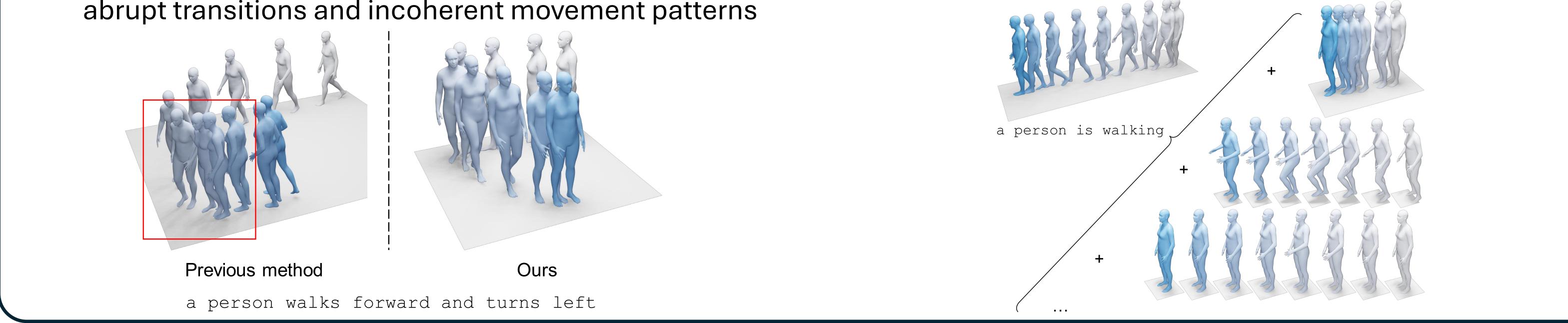
Language-guided Human Motion Synthesis with **Atomic Actions**

Yuanhao Zhai, Mingzhen Huang, Tianyu Luan, Lu Dong, Ifeoma Nwogu, Siwei Lyu, David Doermann, Junsong Yuan



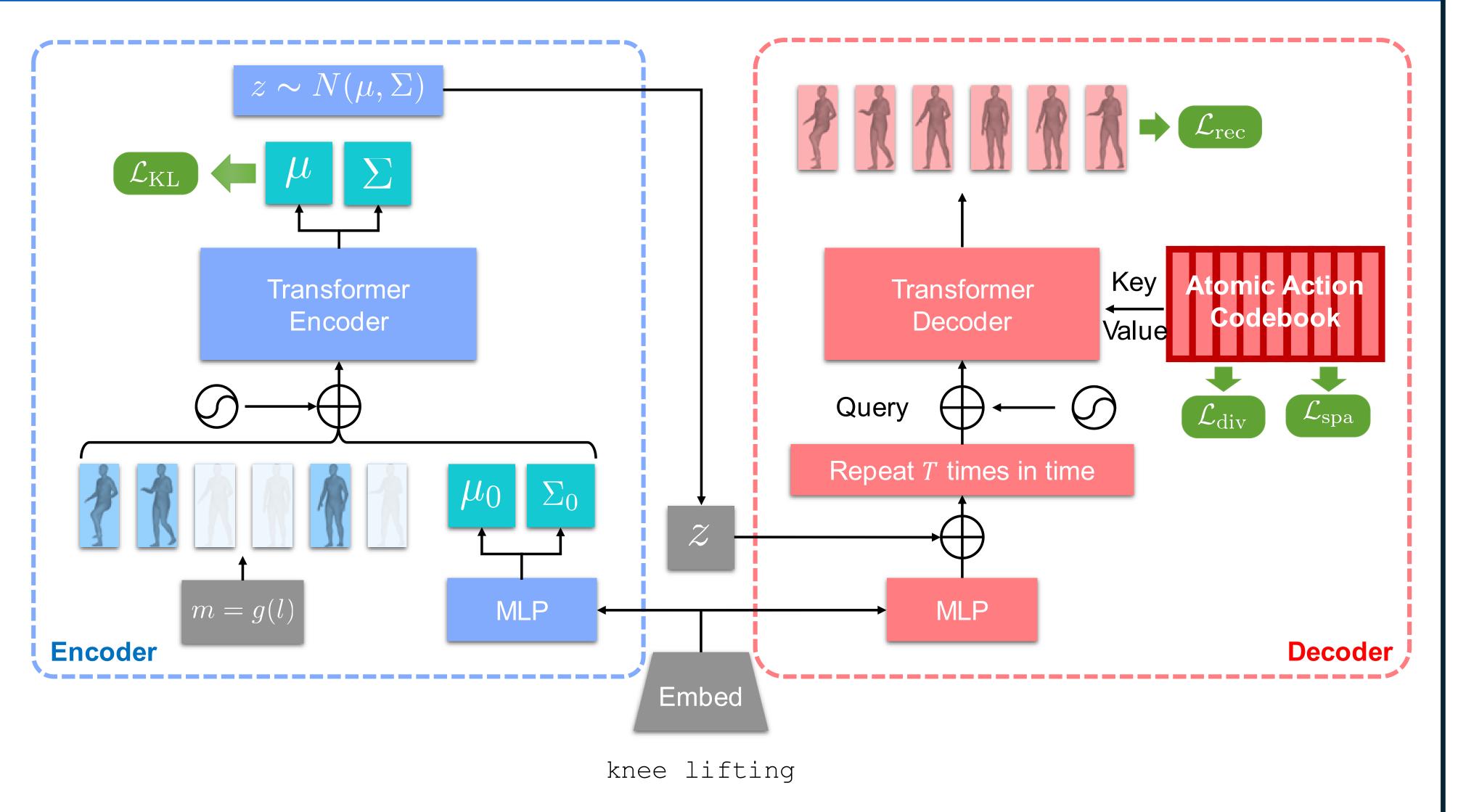
Motivation

- > **Problem**: discontinuities and unrealistic motion transitions from existing methods
 - > For rare or unseen actions, this problem leads to abrupt transitions and incoherent movement patterns
- > Solution: decompose actions into atomic components, enabling the generation of diverse and coherent motion by assembling the learned atomic actions

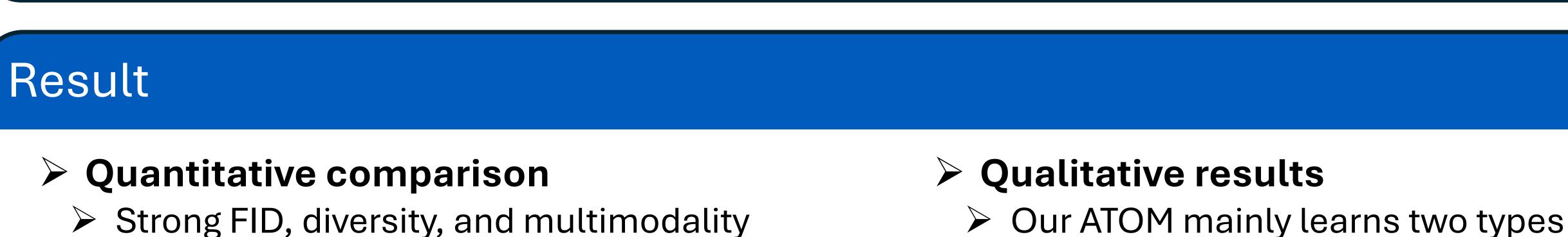


Method: ATOM (ATomic mOtion Modeling)

- **Conditional Transformer VAE**
 - Align the motion representation with the conditional language input
- > Atomic action codebook
 - Decompose complex action into a set of specific, repetitive, and atomic elements
 - > A diversity constraint ensures that the learned atomic actions are diverse and unique > A sparsity constraint promotes the use of a sparse set of atomic actions to represent complex motions, enhancing the atomicity and robustness

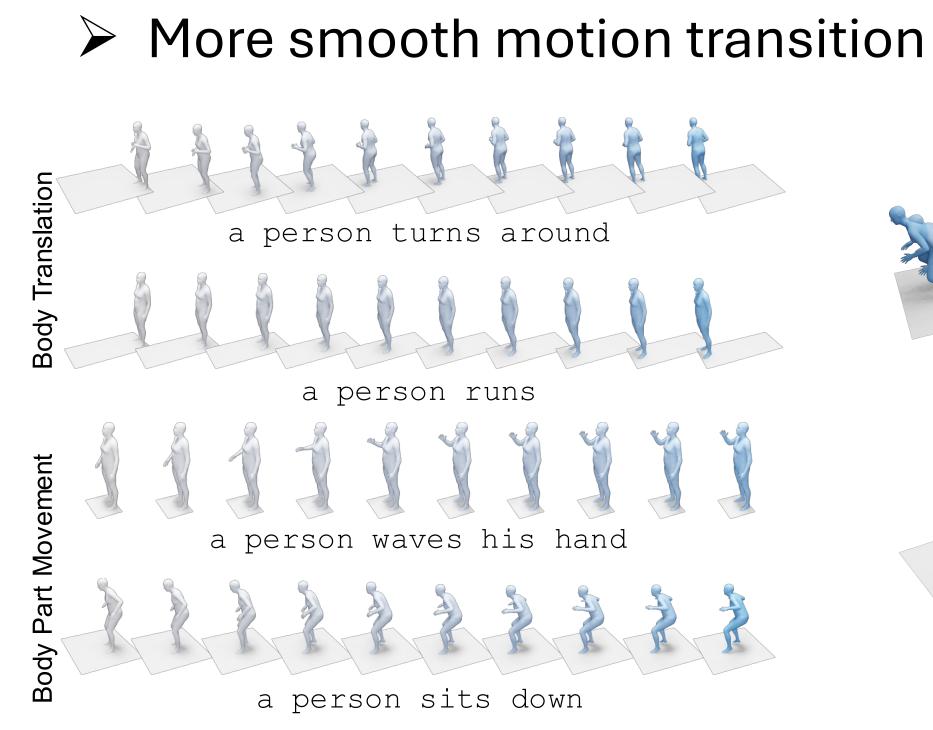


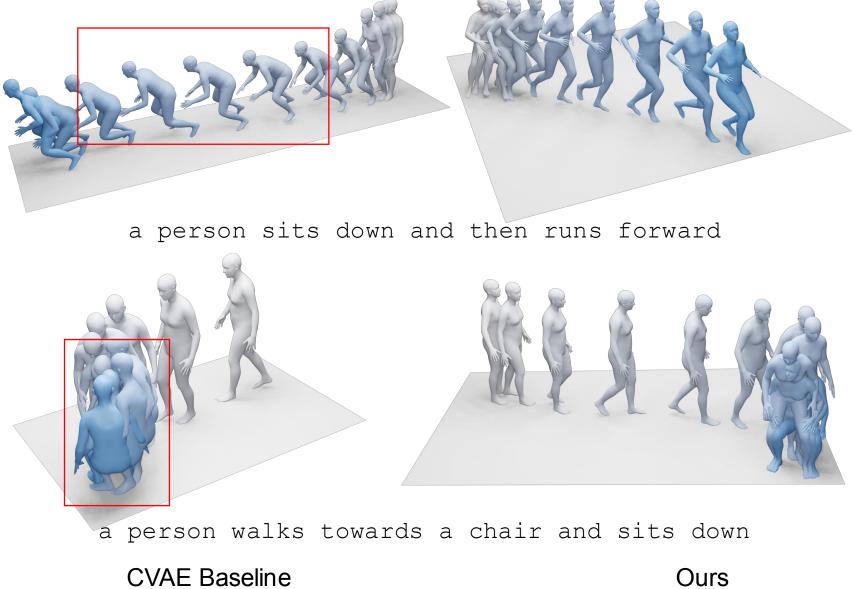
- Masked Motion Modeling Curriculum Learning
 - > Temporally mask a random portion of the input motion sequence to learn robust, context-aware motion representations
 - > Progressively increasing the mask ratio to enables a more effective and stable learning



- > Our ATOM mainly learns two types of atomic actions
 - Whole body translation

	Method		FID ↓		Diversity \rightarrow		MultiModality ↑		R Precision (toj	p3)↑ MultiModal Di	ist↓
	R	eal Motion	$0.031^{\pm.004}$		$11.08^{\pm.097}$		-		$0.779^{\pm.006}$		
	Lang	Language2Pose [1]		$6.545^{\pm.072}$		$9.073^{\pm.100}$		-	$0.483^{\pm.005}$	$5.147^{\pm.030}$	
KIT		Text2Gesture [3]		$12.12^{\pm.183}$		$9.334^{\pm.079}$		-	$0.338^{\pm.005}$	$6.964^{\pm.029}$	
		Hier [10]		$5.203^{\pm.107}$		$9.563^{\pm.072}$		-	$0.531^{\pm.007}$	$4.986^{\pm.027}$	
		T2M [13]		$2.770^{\pm.109}$		E.119	$1.482^{\pm.065}$		$0.693^{\pm.007}$	$3.401^{\pm.008}$	
	Mo	MoCoGAN [45]		$82.69^{\pm.242}$		$3.092^{\pm.043}$		$250^{\pm.009}$	$0.063^{\pm.003}$	$10.47^{\pm.012}$	
		Dance2Music [22]		$115.4^{\pm.240}$		$0.241^{\pm.004}$		$062^{\pm.002}$	$0.086^{\pm.003}$	$10.40^{\pm.016}$	
	2	Ours		$0.472^{\pm.029}$		$10.957^{\pm.092}$)49 ^{±.086}	$0.390^{\pm.006}$	$9.161^{\pm.027}$	
UES		Method			train)↓		(test)↓	Accuracy ↑	Diversity \rightarrow	MultiModality \rightarrow	
		Real Moti	on	2.9	$2^{\pm.26}$		9 ^{±.29}	$0.988^{\pm.01}$	$33.44^{\pm.320}$	$14.16^{\pm.06}$	
		Action2Motio	Motion [15]		$21.02^{\pm 2.51}$		$8^{\pm 2.17}$	$0.889^{\pm.01}$	$30.47^{\pm.33}$	$13.46^{\pm.03}$	
		ACTOR [3	34]	$20.49^{\pm 2.31}$		$23.43^{\pm 2.20}$		$0.911^{\pm.00}$	$31.96^{\pm.36}$	$14.66^{\pm.03}$	
		INR [6]		9.5	$9.55^{\pm.06}$		$0^{\pm.09}$	$0.941^{\pm.00}$	$31.59^{\pm.19}$	$14.68^{\pm.07}$	
		Ours		6.6		8 ^{±.04} 9.67		$0.934^{\pm.01}$	$32.22^{\pm.13}$	$15.43^{\pm.06}$	
		Method		D↓	Divers	ity \rightarrow	Multi	Modality ↑	R Precision (top3	$3) \uparrow MultiModal Dist$	\downarrow
		Real Motion		$0.002^{\pm.000}$		$9.503^{\pm.065}$		-	$0.797^{\pm.002}$	$2.974^{\pm.008}$	
		nguage2Pose [1]	11.0	$11.02^{\pm.046}$		$7.676^{\pm.058}$		-	$0.486^{\pm.002}$	$5.296^{\pm.008}$	
	Т	ext2Gesture [3]	7.66	$7.664^{\pm.030}$		$6.409^{\pm.071}$		-	$0.345^{\pm.002}$	$6.030^{\pm.008}$	
		Hier [10]	6.53	$2^{\pm.024}$	$8.332^{\pm.042}$		-		$0.552^{\pm.004}$	$5.012^{\pm.018}$	
	_	T2M [13]	0.45	$5^{\pm.003}$ $1^{\pm.021}$	$9.175^{\pm.002} \\ 0.462^{\pm.008}$		$2.219^{\pm.074}$		$0.736^{\pm.002}$	$3.347^{\pm.074}$	
		MoCoGAN [45] 9			0.462	$\pm .000$	$0.019^{\pm.000}$		$0.106^{\pm.001}$	$9.643^{\pm.006}$	
	D	Dance2Music [22] 66			0.725	$5^{\pm.011}$ 0		$43^{\pm.001}$	$0.097^{\pm.001}$	$8.116^{\pm.006}$	
		Ours 1.69			1 ^{±.031} 9.312 [±]		2.8	84 ^{±.130}	$0.569^{\pm.004}$	$5.970^{\pm.004}$	
					Hur	na	nM	L3D			





Body part movement