
Supplementary: Towards Effective Synthetic Data Sampling for Domain Adaptive Pose Estimation

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1 Dataset

SURREAL[5] is a synthetically-generated dataset rendered from sequences of human motion capture data. The dataset has 6 million labeled frames of human body poses covering a wide variety of actions.

Leeds Sports Pose [3] (LSP) is a real-world outdoor human pose dataset capturing individuals in a wide range of poses, including challenging scenarios with occlusions and intricate body positions. Comprising 2000 images, it provides annotations for key human body joint locations, primarily gathered during sports activities.

Human3.6M [1] (H3.6M) is a real-world video dataset for human body pose estimation that includes data of diverse indoor activities. It has a total of 3.6 million frames. We follow the training and evaluation splits defined in [4]. The dataset has 5 subjects (S1, S5, S6, S7, S8) for training and the remaining 2 subjects (S9, S11) for testing. This split is typically adopted to train and evaluate models for human pose estimation.

Rendered Hand Pose Dataset [7] (RHD), is a synthetic dataset for the task of hand pose estimation. It encompasses a wide range of hand poses captured under varying lighting conditions and comprises 41.2k training images, 2.7k test images, and annotations for 21 hand keypoints.

Hand-3D-Studio dataset [6] (H3D), abbreviated as H3D, is a real-world dataset capturing multi-view indoor hand poses. It has a collection of 22k frames. Following a similar partitioning approach as used in the RegDA [2] framework, a subset of 3.2k frames is designated as the test set.

2 Additional Qualitative Results

References

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- [3] Sam Johnson and Mark Everingham. Clustered pose and nonlinear appearance models for human pose estimation. In *British Machine Vision Conference*, 2010.
- [4] Sijin Li and Antoni B. Chan. 3d human pose estimation from monocular images with deep convolutional neural network. In *Asian Conference on Computer Vision*, 2014.

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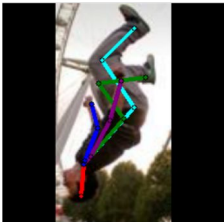
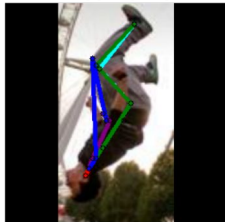
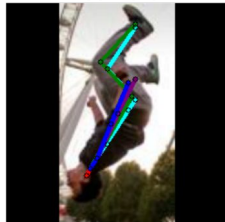
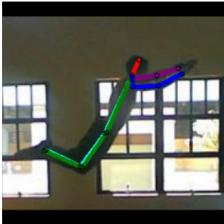


Ground Truth	UDAPE	UDAPE VAE-HM
	EvalSket - 0.49 Acc - 0.71 	EvalSket - 0.69 Acc - 0.71 
	EvalSket - 0.48 Acc - 0.46 	EvalSket - 0.78 Acc - 0.62 
	EvalSket - 0.88 Acc - 0.8 	EvalSket - 0.86 Acc - 0.9 

Figure 1: More qualitative results on SURREAL! LSP

- [5] Gül Varol, Javier Romero, Xavier Martin, Naureen Mahmood, Michael J. Black, Ivan Laptev, and Cordelia Schmid. Learning from synthetic humans. *2017 IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 4627–4635, 2017.
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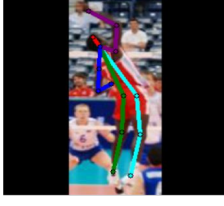
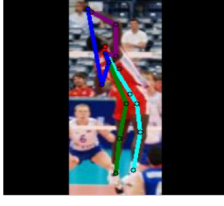
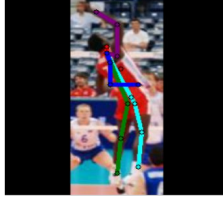


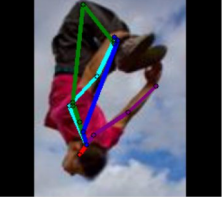
Ground Truth	UDAPE	UDAPE VAE-HM
	<p data-bbox="732 688 894 737">EvalSket - 0.07 Acc - 0.08</p> 	<p data-bbox="998 688 1161 737">EvalSket - 0.89 Acc - 0.08</p> 
	<p data-bbox="732 972 894 1020">EvalSket - 0.24 Acc - 0.79</p> 	<p data-bbox="998 972 1161 1020">EvalSket - 0.91 Acc - 0.64</p> 
	<p data-bbox="732 1255 894 1304">EvalSket - 0.17 Acc - 0.27</p> 	<p data-bbox="998 1255 1161 1304">EvalSket - 0.2 Acc - 0.18</p> 

Figure 2: More qualitative results on SURREAL! *LSP*



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Figure 3: More qualitative results on SURREAL! *LSP*