

# Channel-Wise Dense Connection Graph Convolutional Network For Skeleton-Based Action Recognition

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# Outlines

- Motivations & Challenges
- Proposed Method
- Experiments and Results
- Conclusions

# Motivations & Challenges

## ◆ Motivations

- Build an skeleton-based action recognition system
- Construct global information for action and select more related features
- Generate and utilize features to adapt for difference on action movements
- Extracted temporal feature representation

## ◆ Challenges

- The importance of different channels varies in actions
- Some human actions only involve a small part of bodies
- Confusion on reversing actions

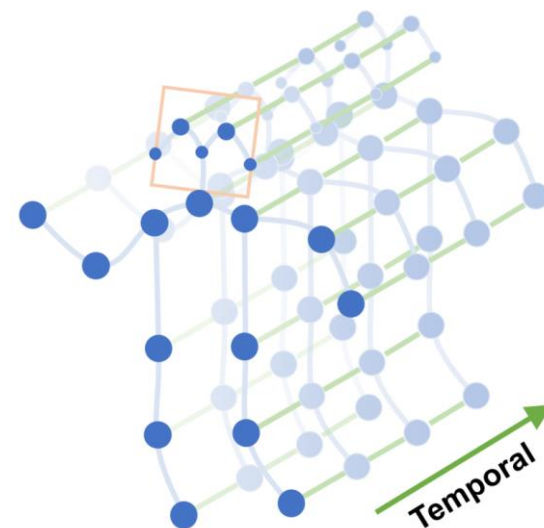
# Proposed Method

## ◆ Data-preprocessing

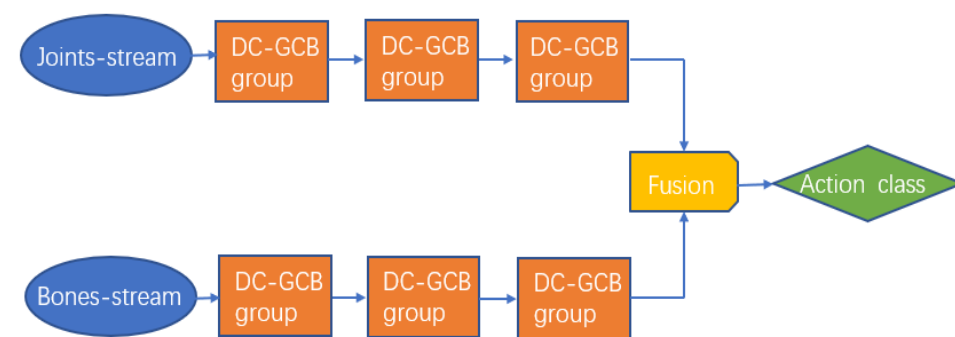
- Skeleton graph  $G = (V, E)$
- Joints as vertices (V) and the connection between joints as edges (E)
- Vertice's joint coordinate  $v_i = (x_i, y_i)$
- Bone information, extracted from neighboring vertices,  $b_{ij} = (x_i - x_j, y_i - y_j)$
- Motion information of joints and bones, extracted from consecutive frames of data,  $m_i = (x_i^{t+1} - x_i^t, y_i^{t+1} - y_i^t)$
- Concatenate the information of joints and their motion in the frame dimension. The same procedure was conducted with the bones.

## ◆ Model Structure

- Two-stream fashion, each stream consists of 12 graph convolution blocks in each stream with late fusion
- A graph convolution block (GCB) , consists of a spatial GCN, a temporal GCN and a channel-wise attention module (CAM), followed by a residual connection
- A DC-GCB group, consists of 4 GCBs with Dense connection implemented, followed by a transition layer



Skeleton graph



Framework of the proposed 2s-CDGCN

# Proposed Method

## ◆ Graph convolution block (GCB)

- Spatial graph convolution and temporal convolution, followed by a channel-wise attention module
- Channel-wise attention module

$$z_c = F_{sq}(u_c) = \frac{1}{F \times V} \sum_{i=1}^F \sum_{j=1}^V u_c(i, j), u_c \in \mathbf{R}^{F \times V}$$

For input features maps  $U \in \mathbf{R}^{C \times F \times V}$ , C denotes input feature channels, F denotes the number of input frames, and V denotes the number of input vertices

- An overall feature descriptor  $z \in \mathbf{R}^C$  to indicate the statistics distribution of input feature channels
- To analyze the interdependence between channels

$$\mathbf{s} = \mathbf{F}_{ex}(\mathbf{z}, \mathbf{W}) = \sigma(g(\mathbf{z}, \mathbf{W})) = \sigma(\mathbf{W}_2 \delta(\mathbf{W}_1 \mathbf{z}))$$

- Two fully-connected layers,  $W_1 \in \mathbf{R}^{\frac{C}{r} \times C}$  and  $W_2 \in \mathbf{R}^{C \times \frac{C}{r}}$
- A channel-wise multiplication between s and U is made to represent a global information based on feature channels

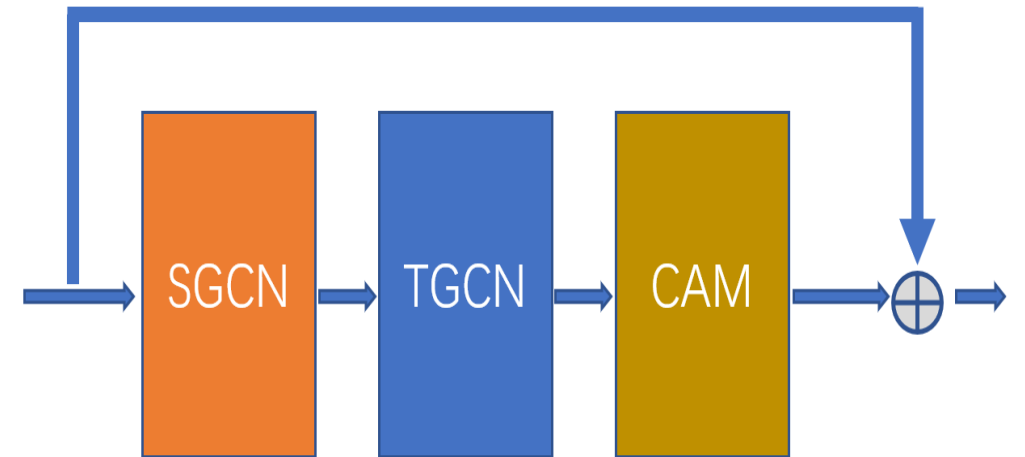


Illustration of Graph convolution block (GCB)

# Proposed Method

## ◆ DC-GCB Group

- Concatenation of all the preceding graph convolution block's output features maps

$$\mathbf{x}_b = F_b([\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_{b-1}])$$

- $\mathbf{x}_b$  is the output features map for b-th graph convolution block,  $F_b$  denotes the graph convolution operations in the b-th block
- With fewer parameters added and less computation, a larger and sufficient features map is generated for graph convolution blocks

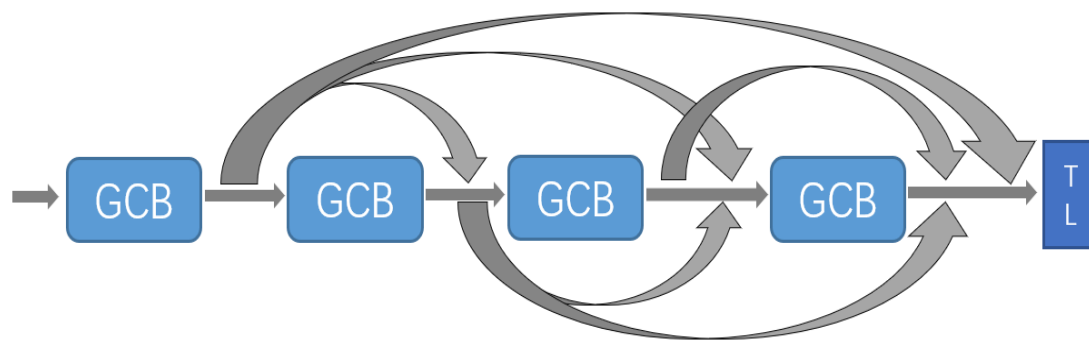


Illustration of DC-GCB group, grey curve arrows denote the dense connections

# Experiments and Results

## ◆ Datasets

- NTU-RGB+D
  - 60 different action classes including daily and health-related actions
  - 25 body joints collected by Microsoft Kinect v2
  - 40 distinct subjects recorded from 3 different horizontal angles
  - Cross-subject evaluation and cross-view evaluation
- Kinetics
  - 400 action classes with at least 400 video clips
  - 18 body joints obtained by OpenPose toolbox

## ◆ Ablation Study

- Comparison with the State-of-the-Art methods
  - Methods include hand-crafted methods, CNN-based methods, RNN-based methods and GCN-based methods
  - Outperforms hand-crafted methods, CNN and RNN methods with a large margin
  - A competitive result comparing with the state-of-the-art GCN-based methods

| Methods        | Top-1(%) | Top-5(%) |
|----------------|----------|----------|
| Feature [49]   | 14.9     | 25.8     |
| Deep LSTM [20] | 16.4     | 35.3     |
| TCN [43]       | 20.3     | 40.0     |
| ST-GCN [3]     | 30.7     | 52.8     |
| AS-GCN [1]     | 34.8     | 56.5     |
| 2s-AGCN [4]    | 36.1     | 58.7     |
| DGNN [48]      | 36.9     | 59.6     |
| GCN-NAS [14]   | 37.1     | 60.1     |
| 2s-CDGCN       | 37.0     | 59.8     |

Comparison on Kinetics dataset

| Methods               | Cross-Subject(%) | Cross-View(%) |
|-----------------------|------------------|---------------|
| Lie Group [42]        | 50.1             | 52.8          |
| Deep LSTM [20]        | 60.7             | 67.3          |
| STA-LSTM [11]         | 73.4             | 81.2          |
| TCN [43]              | 74.3             | 83.1          |
| C-CNN + MTLN [44]     | 79.6             | 84.8          |
| VA-LSTM [45]          | 79.4             | 87.6          |
| ST-GCN [3]            | 81.5             | 88.3          |
| SR-TSL [46]           | 84.8             | 92.4          |
| HCN [5]               | 86.5             | 91.1          |
| 3scale ResNet152 [47] | 85.0             | 92.3          |
| RA-GCN [15]           | 85.9             | 93.5          |
| DenseIndRNN [10]      | 86.7             | 93.7          |
| PB-GCN [13]           | 87.5             | 93.2          |
| AS-GCN [1]            | 86.8             | 94.2          |
| AGC-LSTM [9]          | 89.2             | 95.0          |
| 2s-AGCN [4]           | 88.5             | 95.1          |
| GCN-NAS [14]          | 89.4             | 95.7          |
| DGNN [48]             | 89.9             | 96.1          |
| 2s-CDGCN              | 90.0             | 96.1          |

Comparison on NTU-RGB+D dataset

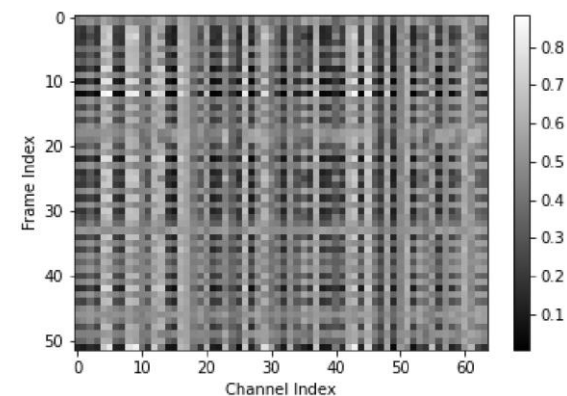
# Experiments and Results

## ◆ Ablation Study

- Channel-wise Attention Module
  - Choose dataset NTU-RGB+D to test the Top-1 accuracy
  - Valid effect on improving the performance of the model
  - The module learns the non-linear relations between channels and the scale is not one-hot encoding
  - Emphasize multiple channels with more importance
- Dense Connection
  - Performance improvement shows that the network takes the advantage of Dense Connection
  - Produces a larger and sufficient features map to achieve better results
- CAM, compared with DC, achieves higher accuracy improvements on cross-view benchmark, and vice versa, which can be explained by the relationship between modification modules and NTU-RGB+D setup

| Methods              | Cross Subject (%) | Cross View (%) |
|----------------------|-------------------|----------------|
| 2s-AGCN [4]          | 88.5              | 95.1           |
| 2s-CDGCN without DC  | 89.3              | 95.9           |
| 2s-CDGCN without CAM | 89.5              | 95.5           |
| 2s-CDGCN             | 90.0              | 96.1           |

Ablation study experiments to validate modules



Example of activations in CAM



# Conclusions

- ✓ Extract the motion features from skeleton data and concatenating them with original spatial features
- ✓ Introduce a channel-wise attention module to emphasize channels with important features
- ✓ Use dense connection to ensure reuse of skeleton features and to generate a larger and sufficient features map
- ✓ Our model shows competitive performance with the state-of-the-art model on two large datasets, NTU-RGB+D and Kinetics
- ✓ Extensive evaluations were conducted to prove the effectiveness of our model.