#### Advancing Video Motion Learning with Deep Features and Physics-Based Priors

박사포럼 at KCC 2024 2024-06-27 Woobin Im (임우빈) <u>iwbn.github.io</u> Advisor: Prof. Sung-Eui Yoon





#### **About Me**



임우빈 (Im, Woobin) KAIST SGVR Lab.

#### Research Interest

• Video, optical flow, dynamic NeRF, generative models

Education

- KAIST, Ph.D., Computer Science / 2018-current
  - Advisor: Professor Sung-Eui Yoon
- KAIST, M.S., Computer Science / 2016-2018
  - Advisor: Professor Hyun Seung Yang
- Yonsei University, B.S., Computer Science / 2012-2016
- Work
  - CLOVA, NAVER Cloud Corp. (internship) / 2023.02-2023.08

#### Content

**Research Summary** 

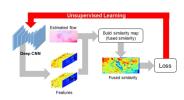
**Research Details** 

**Summary & Verdict** 

# **Research Summary**

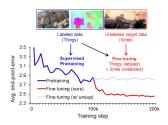
# **Advancing Video Motion Learning**

#### 2D Motion: Optical Flow



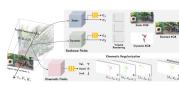
Woobin Im, Tae-Kyun Kim, Sung-Eui Yoon [Unsupervised] SimFlow, ECCV 2020

Finalist at Qualcomm Innovation Fellowship Korea (QIFK)



Woobin Im, Sebin Lee, Sung-Eui Yoon [Semi-supervised] Flow Supervisor, ECCV 2022

#### **3D Motion: Dynamic NeRF**

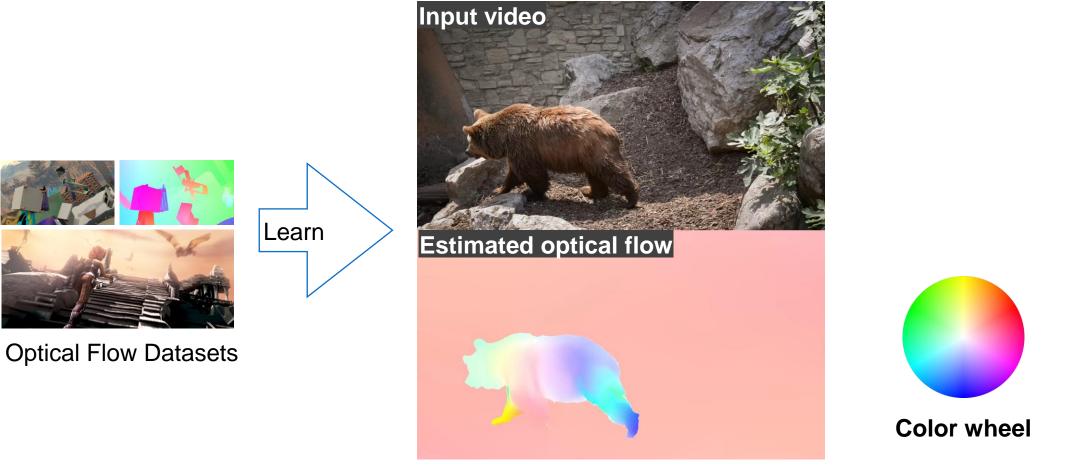


Woobin Im, et al.

KinematicFields, Under Review, 2024

Work done during NAVER internship

**Optical Flow: Pixel-level motion** in consecutive frames

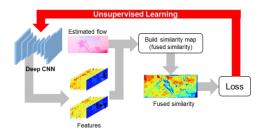


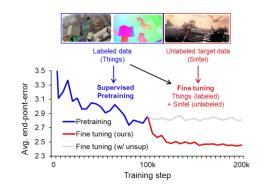
Woobin Im, Sebin Lee, Sung-Eui Yoon, Flow Supervisor, ECCV 2022

• Un- / Semi-supervised Learning (optical flow)

- Woobin Im et al., Unsupervised Learning of Optical Flow with Deep Feature Similarity, ECCV 2020
- Woobin Im et al., Semi-Supervised Learning of Optical Flow by Flow Supervisor, ECCV 2022

#### $\rightarrow$ Uncovering 2D motion in a video





#### Woobin Im, Tae-Kyun Kim, Sung-Eui Yoon [Unsupervised] SimFlow, ECCV 2020

Finalist at Qualcomm Innovation Fellowship Korea (QIFK)

Woobin Im, Sebin Lee, Sung-Eui Yoon [Semi-supervised] Flow Supervisor, ECCV 2022

#### Kinematic Fields: Physical Field representing motion in 3D space

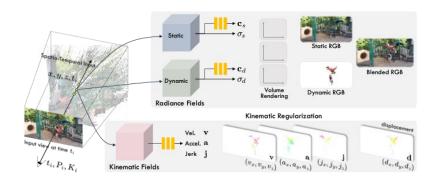


Radiance Field (novel view synthesis), Kinematic Field (3D motion)

#### Dynamic Radiance Fields

• Woobin Im et al., "Regularizing Dynamic Radiance Fields with Kinematic Fields", under review

#### → Unsupervised learning 3D motion in a video + Rendering

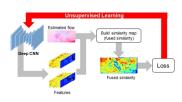


Woobin Im, et al. *KinematicFields*, Under Review, 2024

Work done during NAVER internship

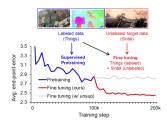
# **Advancing Video Motion Learning**

#### Un-/Semi-Supervised Learning 2D motion in a video



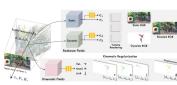
Woobin Im, Tae-Kyun Kim, Sung-Eui Yoon [Unsupervised] SimFlow, ECCV 2020

Finalist at Qualcomm Innovation Fellowship Korea (QIFK), 2020



Woobin Im, Sebin Lee, Sung-Eui Yoon [Semi-supervised] Flow Supervisor, ECCV 2022

#### Unsupervised learning 3D motion in a video



Woobin Im, et al.

KinematicFields, Under Review, 2024

Work done during NAVER internship

### **More Things**

#### • Award

- Naver Ph.D Fellowship Award, 2022.
- Finalist at Qualcomm Innovation Fellowship Korea (QIFK), 2020.
- Outstanding Teaching Assistant Award (우수조교상), KAIST, 2019.

#### • 특허

• 광학 흐름 추정을 위한 딥 유사도 기반 비지도 학습의 컴퓨터 시스템 및 그 의 방법

#### [KR] [US App]

• 트리플릿 기반의 손실함수를 활용한 순서가 있는 분류문제를 위한 딥러닝 모델 학습 방법 및 장치 [US App] [KR App]

HPC High Performance Computing

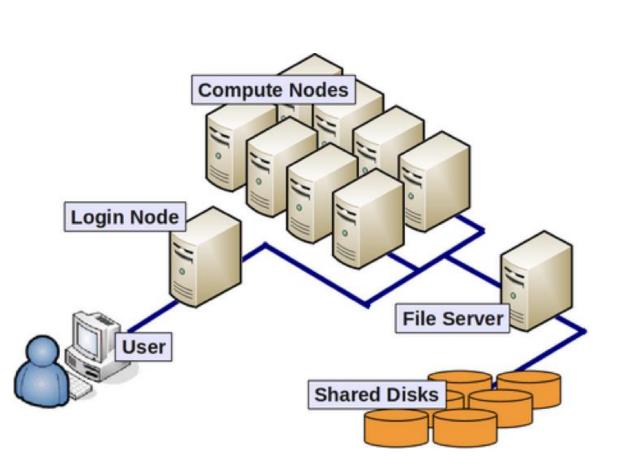


그림 출처: https://hbctraining.github.io/Intro-to-shell-flipped/lessons/08\_HPC\_intro\_and\_terms.html



NAVER NSML





ML research environment for SGVR Lab, KAIST

# **GPU Cluster Service**

https://sgvr.kaist.ac.kr/ml-research-environment/

- My role in this project
  - $\rightarrow$  Leader and main developer

#### GPU Cluster

- Elastic GPU allocation
- Kubernetes + Docker based
- NFS > 200TB, 10Gbps network
- Provide CLI and Web based tools





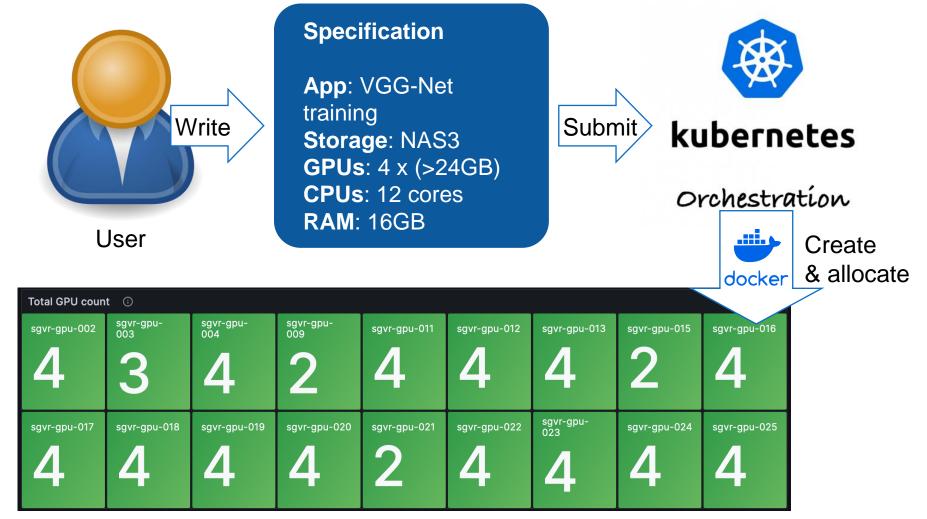
Jobs (utilization) running on our cluster



Nodes and available GPUs

### **GPU Cluster Service**

https://sgvr.kaist.ac.kr/ml-research-environment/



**GPU Cluster (multiple nodes x GPUs)** 

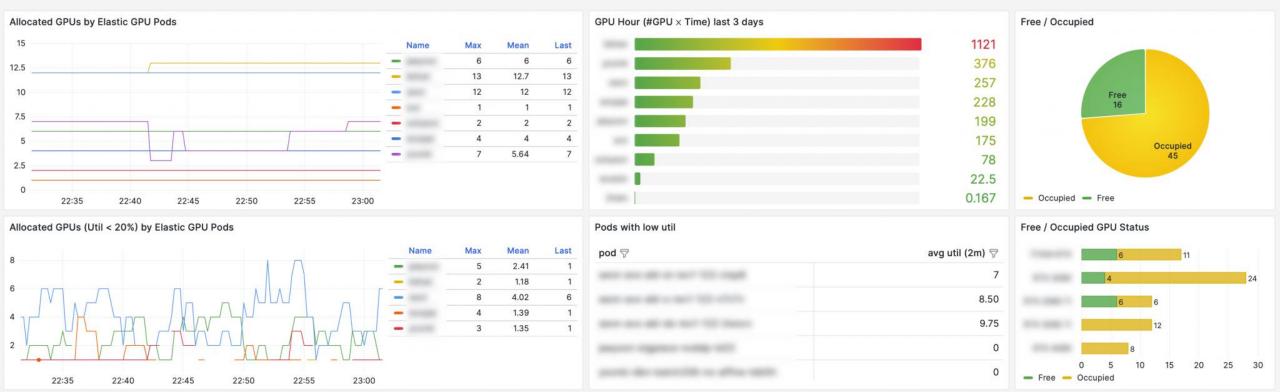
#### **GPU Cluster Service** (Monitoring)

https://sgvr.kaist.ac.kr/ml-research-environment/



#### Monitoring

#### ~ Overview

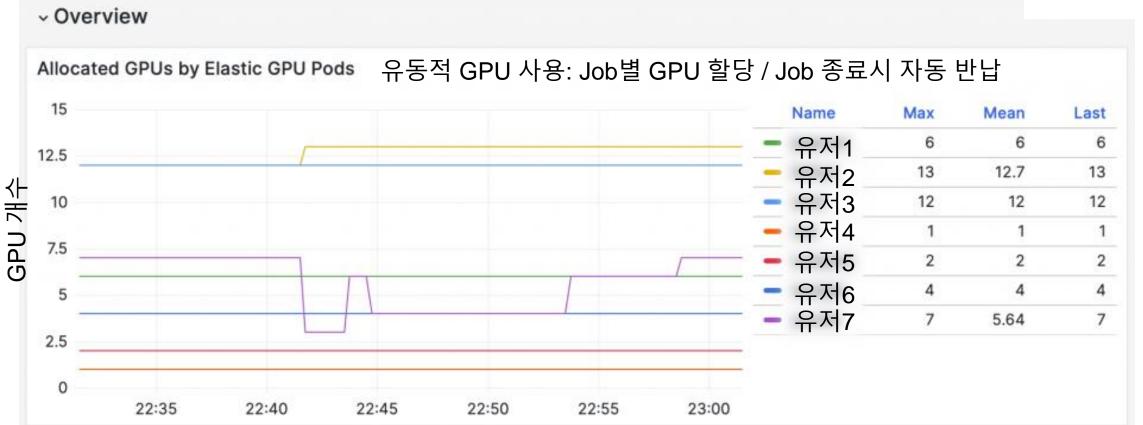


#### **GPU Cluster Service** (Monitoring)

https://sgvr.kaist.ac.kr/ml-research-environment/



Monitoring



#### **GPU Cluster Service** (Monitoring)

https://sgvr.kaist.ac.kr/ml-research-environment/



Monitoring



1121 GPU hours / 3 days by one user!

Feat. SIGGRAPH deadline... Note: we are not Google

# **User Community (Discord)**

#### https://sgvr.kaist.ac.kr/ml-research-environment/

# sgvrcluster-support	Kubernetes, GPU serve		🕨 🖈 🍰 Sea
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Woobin Im 02/19/2024 8:55 PM

Every 1.0s: gpustat

혹시 비교적 긴 시간 GPU 점유가 필요하다면 Debug Pod을 활용하면 됩니다. https://github.com/yoonlab/sgvr-cluster/tree/main/templates/debug-

현재 Policy상 3일까지 사용 가능합니다.

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#### Woojung Son 02/25/2024 1:44 AM

@Woobin Im what a beautiful gpustat!

Node	Status	Avail(#GPU)	Ava	ail(#CPU)	Avail(Gi)		nvidia.com/gpu.product	
	Ready		40	(99%)	945	(100%)	NVIDIA-GeForce-RTX-2080-Ti	
	Ready		16	(55%)	31	(24%)	NVIDIA-TITAN-RTX	
	Ready		20	(70%)	234	(88%)	NVIDIA-TITAN-RTX	
sgvr-gpu-009	Ready		20	(97%)	66	(100%)	NVIDIA-GeForce-RTX-2080-Ti	
	Ready		4	(13%)	63	(24%)	NVIDIA-GeForce-RTX-3090	
	Ready		4	(13%)	63	(24%)	NVIDIA-TITAN-RTX	
	Ready		16	(55%)	183	(68%)	NVIDIA-GeForce-RTX-3090	
sgvr-gpu-01	Ready		6	(34%)	91	(68%)	NVIDIA-GeForce-RTX-3090	
sgvr-gpu-01	Ready		10	(34%)	157	(59%)	NVIDIA-GeForce-RTX-3090	
sgvr-gpu-01	Ready		5	(16%)	127	(48%)	NVIDIA-GeForce-RTX-3090	
sgvr-gpu-01	Ready		23	(80%)	243	(91%)	NVIDIA-GeForce-RTX-3090	
	Ready		23	(80%)	194	(72%)	NVIDIA-GeForce-RTX-3090	
sgvr-gpu-02	Ready		21	(73%)	78	(29%)	NVIDIA-GeForce-RTX-3090-Ti	
sgvr-gpu-02	l Ready	1/2	16	(77%)	32	(49%)		
sgvr-gpu-022	Ready		28	(98%)	269	(100%)	NVIDIA-GeForce-RTX-3090-Ti	
sgvr-gpu-023	Ready		16	(55%)	166	(62%)	NVIDIA-GeForce-RTX-3090-Ti	
savr-gpu-024	Ready		25	(88%)	192	(72%)	NVIDIA-GeForce-RTX-4090	



#### Woobin Im 02/20/2024 12:08 AM

Feeling your pod being slow? Check throttling status at https://sgvrcluster.kaist.ac.kr/grafana/d/b597dc14-30d0-4025-8ae3-5765f582dd13/pod-info?orgld=1&varpod=All&from=1708351488417&to=1708355088417

#### This chart displays the throttling rate over time for each pod. A value

of 0.2 for a pod indicates that it undergoes throttling for 20% of its operational duration.



**8 2** 

18

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Woobin Im 02/20/2024 12:15 PM Will reboot sgvr-gpu-003 due to a hardware issue

#### Woojung Son 02/20/2024 11:37 PM

24번 서버 ssd1 200G 정도 정리하였습니다!

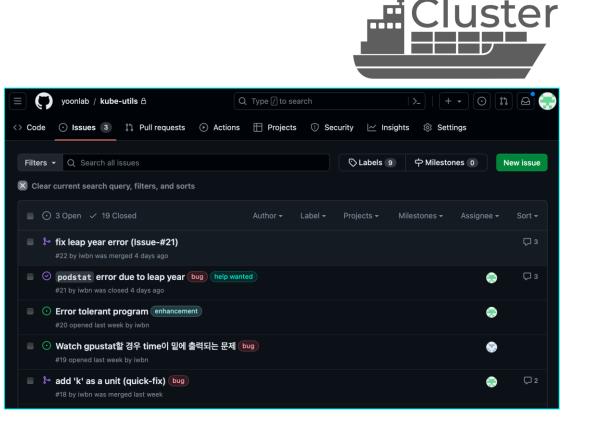
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Kyubeom Han 02/20/2024 11:38 PM

### **Open-Source Community**

#### https://sgvr.kaist.ac.kr/ml-research-environment/

	yoonlab / sgvr-cluster-files-pod A			Q Type [] to	search				
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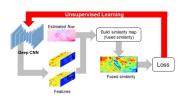
SGVR

#### Related code repos are **open-sourced** within our lab!

# **Summary & Future Work**

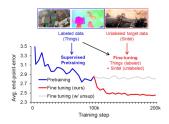
# **Advancing Video Motion Learning**

#### 2D Motion: Optical Flow



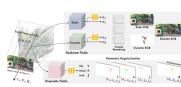
Woobin Im, Tae-Kyun Kim, Sung-Eui Yoon [Unsupervised] SimFlow, ECCV 2020

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#### **3D Motion: Dynamic NeRF**



Woobin Im, et al.

KinematicFields, Under Review, 2024

Work done during NAVER internship



# Wide Research Area through Collaboration

#### Metric Learning

- Woobin Im et al., Scale-Varying Triplet Ranking with Classification Loss for Facial Age Estimation, ACCV 2018
- Sungeun Hong, Woobin Im et al., CBVMR: Content-Based Video-Music Retrieval Using Soft Intra-Modal Structure Constraint, ICMR 2018
- Abhilasha Nanda, Woobin Im et al., Combined Center Dispersion Loss Function for Deep Facial Expression Recognition, PRL 2020

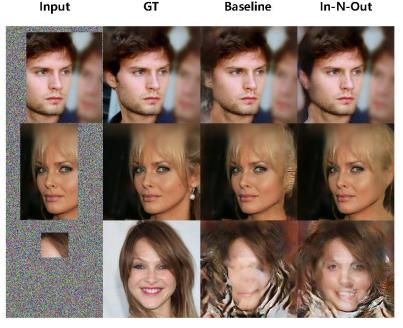
#### Domain Adaptation

- Sungeun Hong, **Woobin Im** et al., SSPP-DAN: Deep Domain Adaptation Network for Face Recognition with Single Sample Per Person, ICIP 2017
- Gwangbeen Park and Woobin Im, Image-text multi-modal representation learning by adversarial backpropagation, ArXiv 2016

# Wide Research Area through Collaboration

#### Generative Models

- Jumin Lee, Sebin Lee, Changho Jo, **Woobin Im**, Ju-hyeong Seon, Sung-eui Yoon, SemCity: Semantic Scene Generation with Triplane Diffusion, Accepted to **CVPR'24**
- Changho Jo, Woobin Im, and Sung-Eui Yoon, In-N-Out: Towards Good Initialization for Inpainting and Outpainting, BMVC 2021



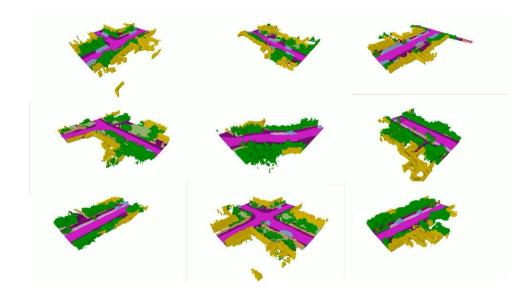
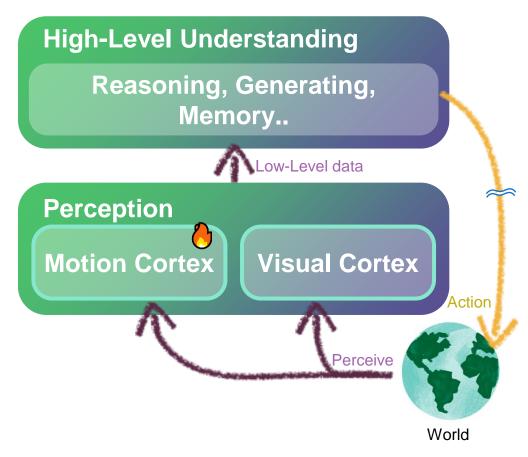


Figure from In-N-Out

Figure from **SemCity** 

# **Motion-Aware Lifelong Perception Learning**



- Research theme
  - Motion perception in 2D or 3D
  - Self-supervised learning
     (e.g., un- / semi- supervised)
  - Physically-based learning (e.g., kinematic fields)



**Future Work** 

# Al Multi-Modal Large Model + Motion + 3D + Self-Improving $\rightarrow$ Closer to

# **Thanks for listening**

#### How to become expert at thing:

Accomplish projects depth wise, learning "on demand" Teach/summarize everything you learn in your own words Only compare yourself to younger you, never to others

-Andrej Karpathy