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# milliFlow: Scene Flow Estimation on mmWave Radar Point Cloud for Human Motion Sensing

Paper #3470

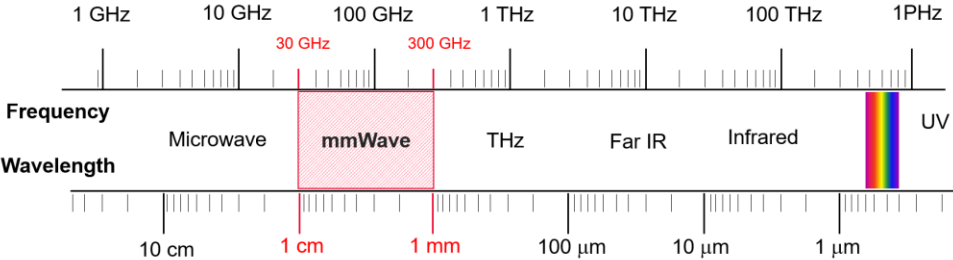
Fangqiang Ding<sup>1</sup>, Zhen Luo<sup>1</sup>, Peijun Zhao<sup>2</sup>, Chris Xiaoxuan Lu<sup>3</sup>

<sup>1</sup>University of Edinburgh, <sup>2</sup>MIT, <sup>3</sup>UCL

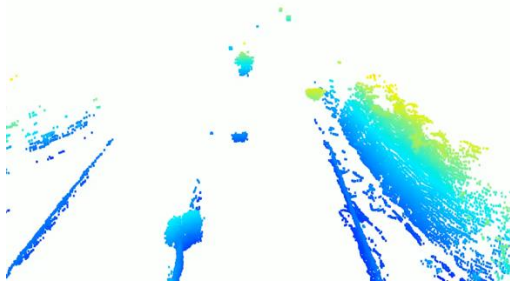


# Advantages of mmWave radar for human sensing

- Robust to poor lighting conditions (e.g., low light and glare) and airborne particles (e.g., smoke, fog, rain)



RGB camera



LiDAR point cloud

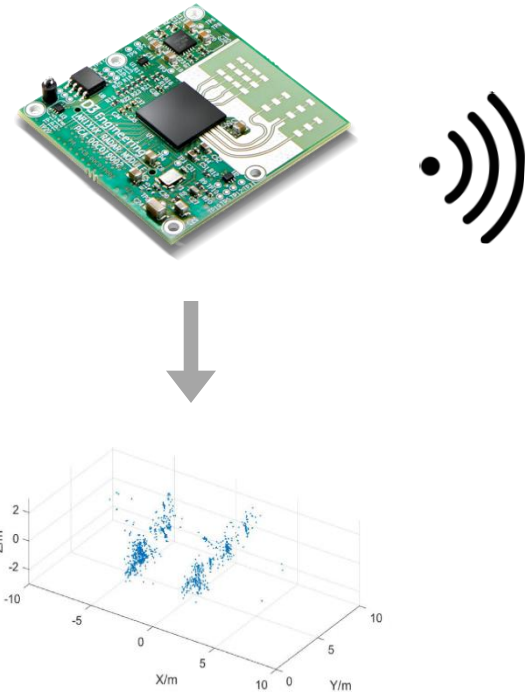


Optical sensors (i.e., camera, LiDAR) can not see through airborne particles.



# Advantages of mmWave radar for human sensing

- Privacy-preserving sensing

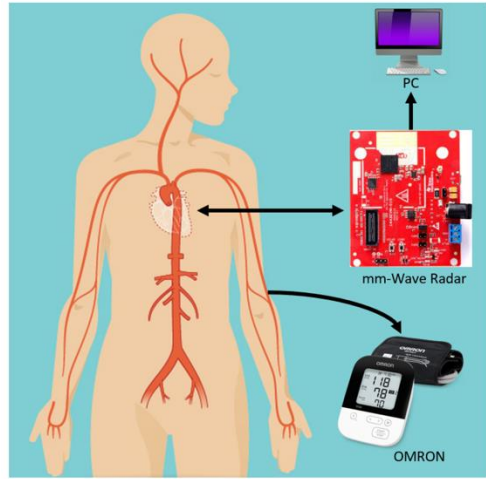


- Psychologically non-intrusive data

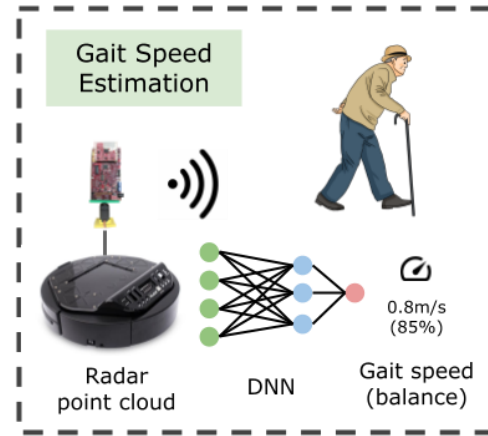


# Applications of mmWave radar for human sensing

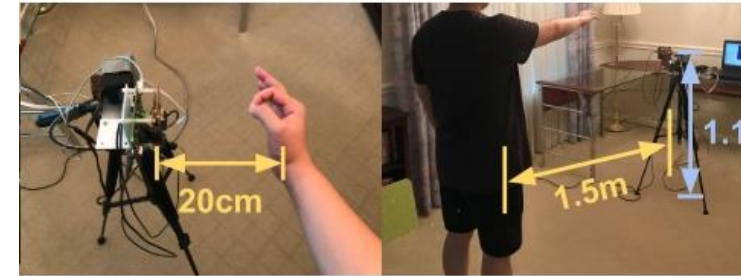
### Vital sign monitoring



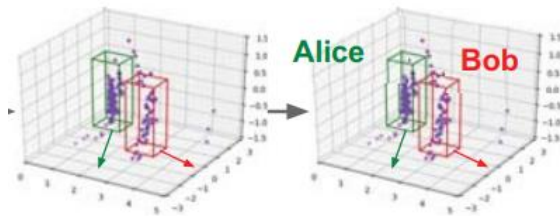
### Gait analysis



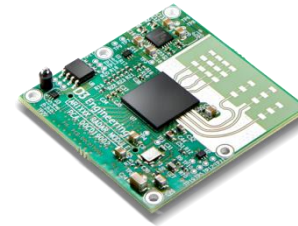
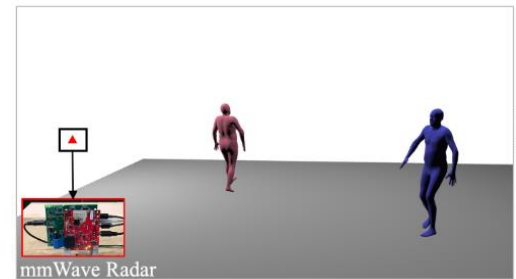
### Gesture/activity recognition



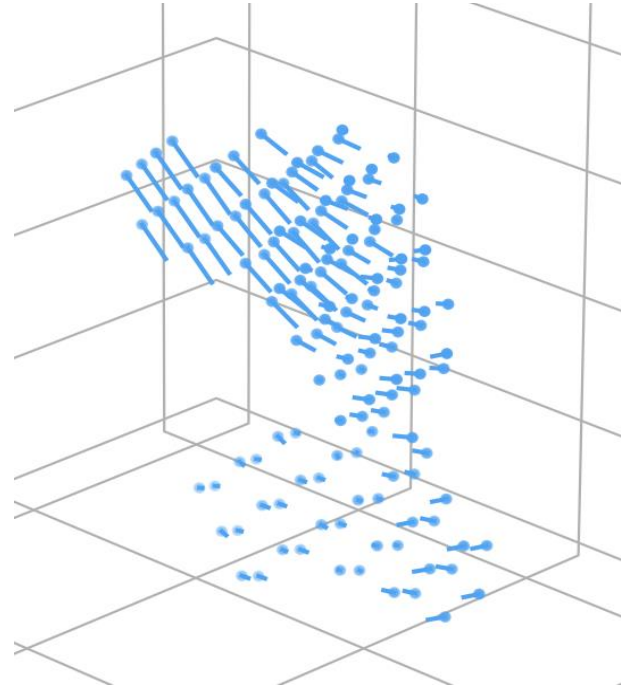
### Human tracking and identification



### Pose/mesh estimation



# mmWave-based human motion sensing

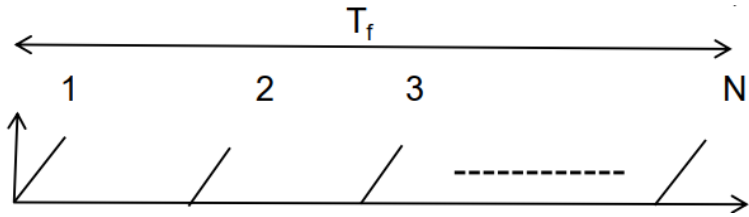


- Observation: pointwise velocity per radar frame is intuitively a strong cue for improving the motion estimation robustness for human sensing.





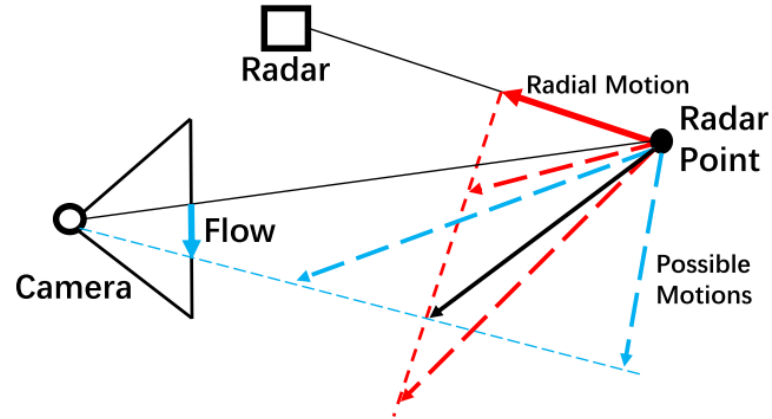
# Why not doppler velocity measurement



Doppler velocity

$$v > v_{res} = \frac{\lambda}{2T_f}$$

- Low-resolution (>0.15m/s)



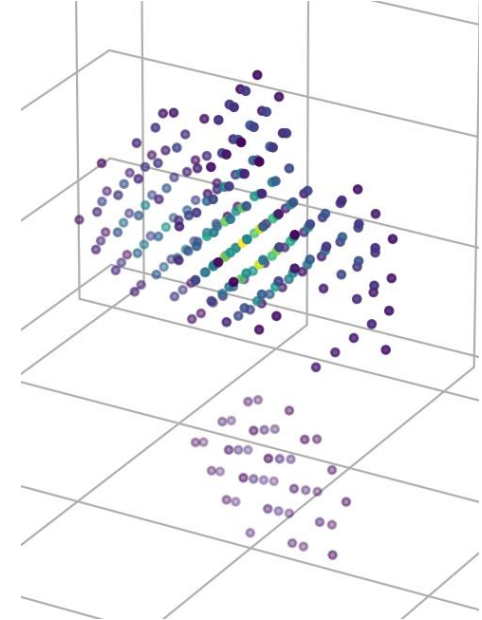
- Ambiguity in tangential direction



- Our case: absent velocity measurement



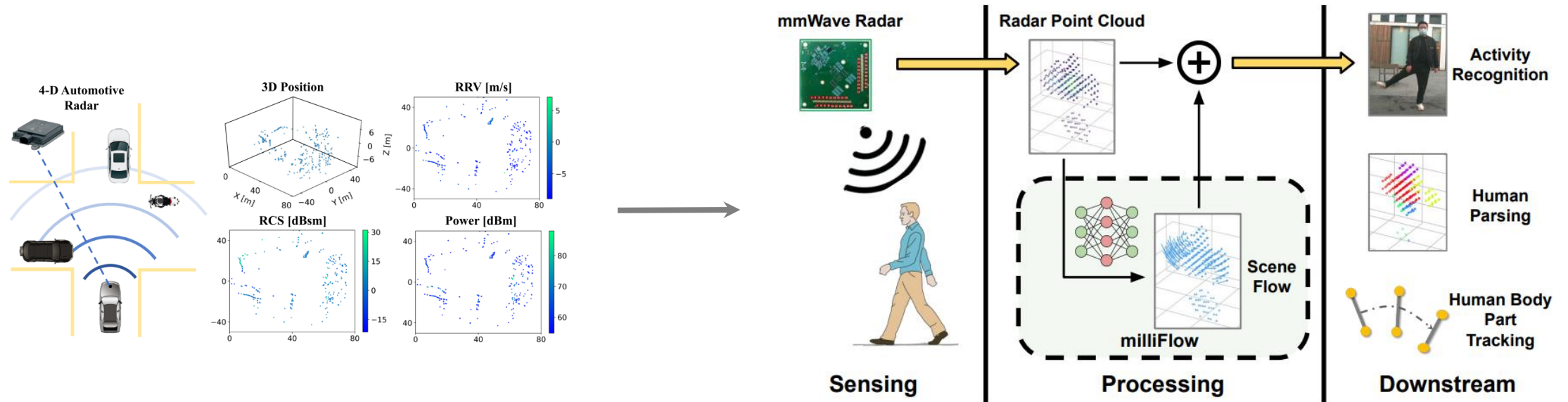
# Why not conventional tracking methods



- Highly error-prone: extreme sparse, ghost points and missing body parts



# Scene flow estimation with mmWave radar

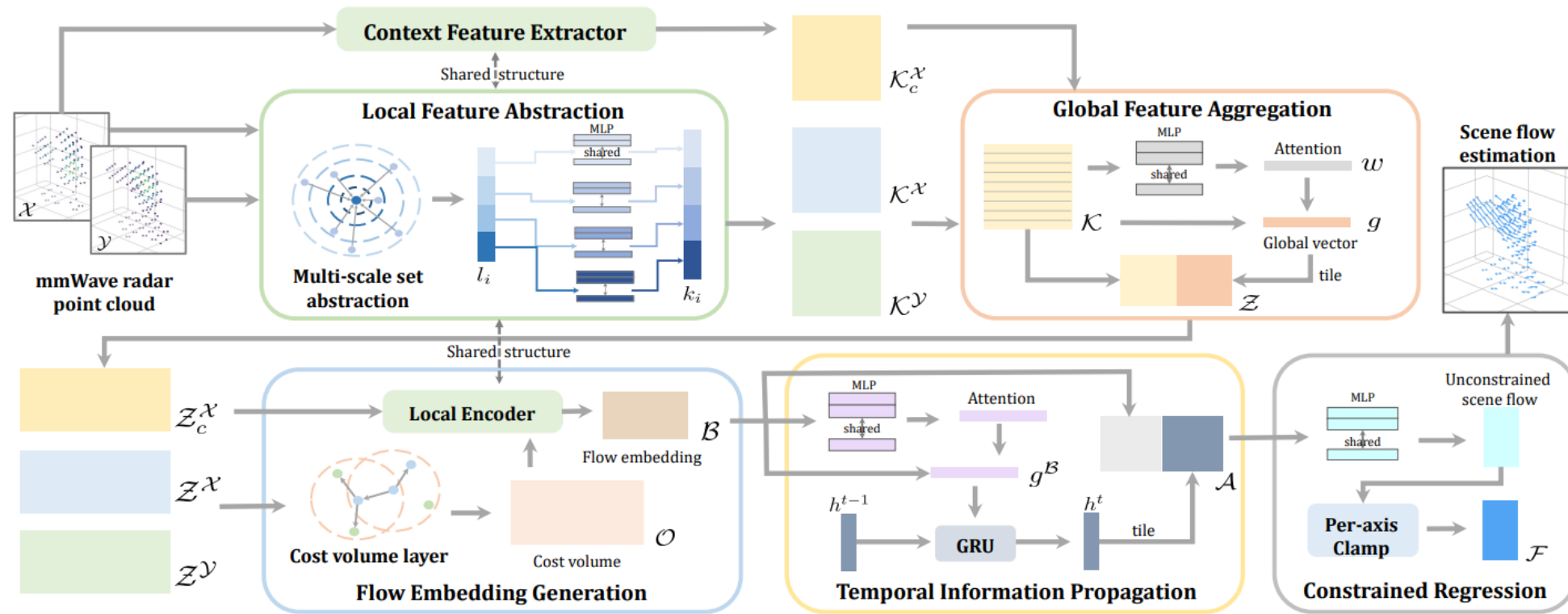


- Inspiration: 4D radar scene flow estimation in autonomous driving
- Insight: estimate and use scene flow as intermediate features to support human motion sensing
- Hard to transfer: different radar hardware; non-rigid human body motion





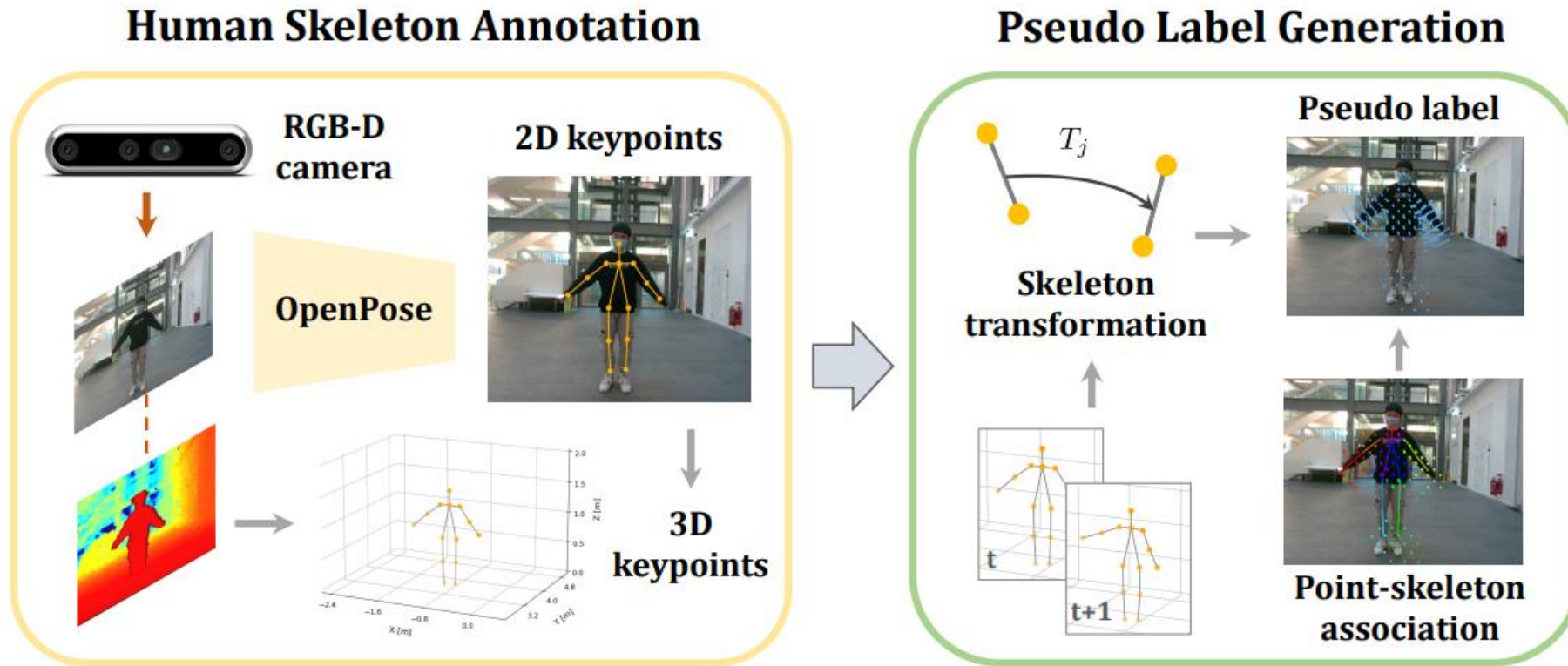
# milliFlow's overall network



- Global feature aggregation - sparsity and noise
- Temporal information propagation - lack of temporal cues
- Constrained regression – refrain from non-viable results



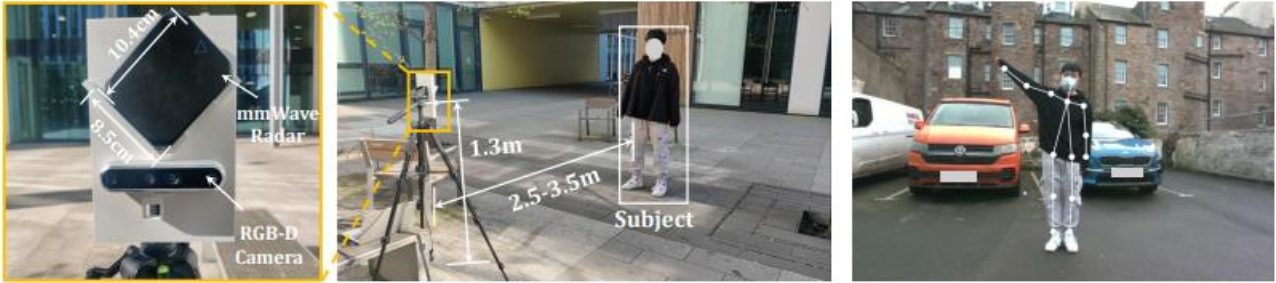
# Automatic scene flow annotation for training



- Non-rigid human body movement
- Skeleton-based rigid-motion assumption



# Large-scale human motion sensing dataset



(a) Collection Setup

(b) Pseudo Pose Labels



(c) Test Environments



*In-Set Activities*

*Out-of-Set Activities*

(d) Subject Activities



# mmWave scene flow results

Method	EPE3D (m) ↓			Acc3D ↑	
	All	Moving	Static	Strict	Relax
FlowNet3D [43]	0.293	0.290	0.259	0.016	0.095
PPWC-Net [71]	0.171	0.181	0.128	0.138	0.179
Graph Prior [49]	0.315	0.322	0.283	0.007	0.011
FLOT [50]	0.299	0.307	0.265	0.015	0.094
FlowStep3D [35]	0.243	0.251	0.216	0.062	0.109
PV-RAFT [69]	0.161	0.170	0.107	0.179	0.292
RaFlow [21]	0.107	0.115	0.094	0.271	0.427
Bi-PFNet [15]	0.159	0.168	0.111	0.153	0.264
milliFlow (ours)	<b>0.046</b>	<b>0.051</b>	<b>0.009</b>	<b>0.406</b>	<b>0.703</b>

- State-of-the-art comparison

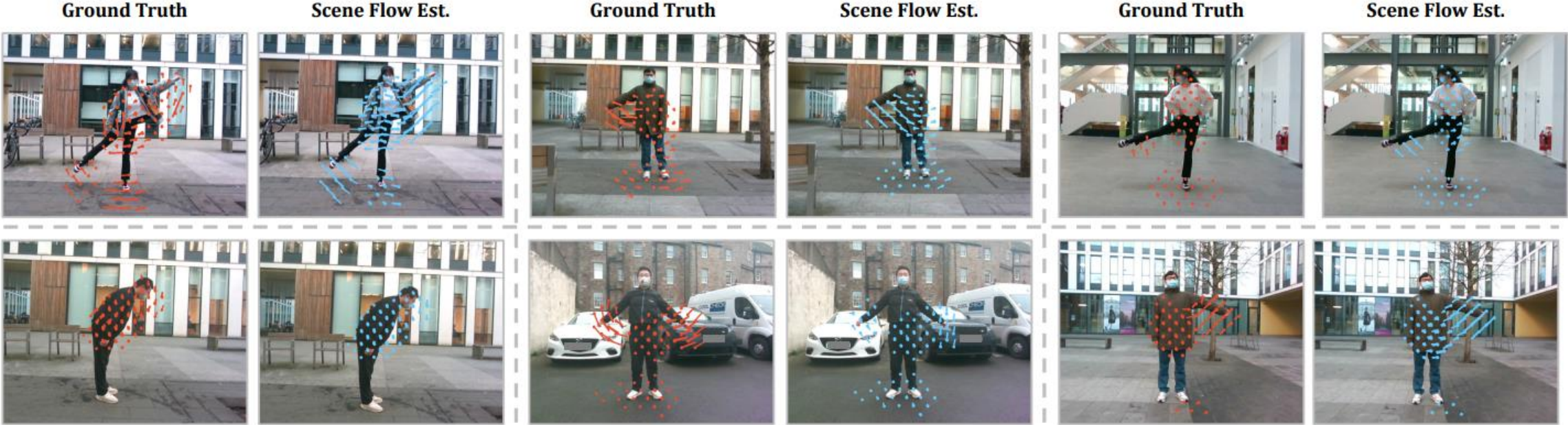
Method	EPE3D (m) ↓			Acc3D ↑	
	All	Moving	Static	Strict	Relax
(a) Full version	<b>0.046</b>	<b>0.051</b>	<b>0.009</b>	<b>0.406</b>	<b>0.703</b>
(b) (a) w/o TP	0.053	0.062	0.018	0.382	0.676
(c) (b) w/o GA	0.061	0.068	0.025	0.361	0.628
(d) (c) w/o CF	0.071	0.077	0.028	0.315	0.536
(e) (d) w/o CR	0.083	0.090	0.034	0.286	0.490

- Network ablation study





# mmWave scene flow visualization



Showing radar points and scene flow vectors on the 2D image via perspective projection





# Benefit downstream human sensing tasks

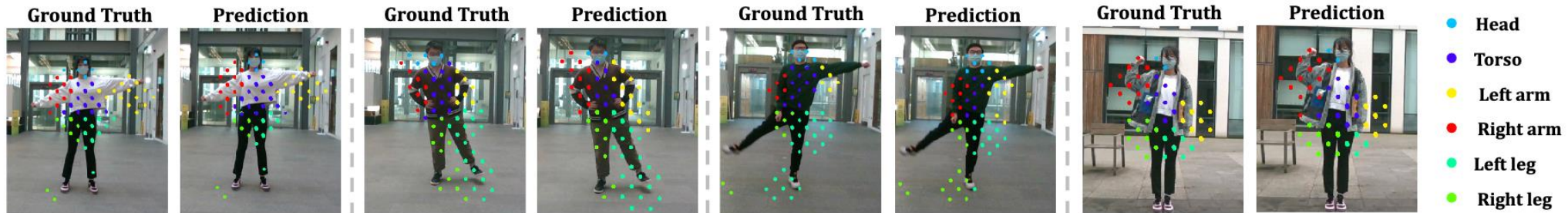
- Results on human action recognition and human parsing

Method	Raw	w. S1	Gain	w. S2	Gain
Ours	47.32	57.88	+10.56	57.78	+10.46
MMPointGNN [29]	52.46	60.16	+7.70	59.94	+7.48
RadHAR [67]	44.65	49.98	+5.33	50.53	+5.88
Average	48.14	56.01	+7.87	56.08	+7.94

Method	mIoU (%)	Gain (%)	oA (%)	Gain (%)
Raw	49.09	-	65.75	-
w. S1	52.72	+3.63	69.27	+3.52
w. S2	51.04	+1.95	68.21	+2.46

Strategy 1 (S1): take scene flow as point-level feature;  
 Strategy 2 (S2): use the latent representation from scene flow network

- Human parsing visualization



- Results on human body part tracking

Activity	Tracking length - mJE (m) ↓			
	1	2	3	4
Arm swing	0.028	0.076	0.097	0.124
Leg swing	0.016	0.071	0.105	0.130
Arm & leg swing	0.030	0.108	0.146	0.178
Average	0.025	0.085	0.116	0.144



Thanks for watching the presentation!





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