

# TRECVID 2021 INSTANCE RETRIEVAL INTRODUCTION AND TASK OVERVIEW

George Awad

Georgetown University; National Institute of Standards and  
Technology

Keith Curtis

National Institute of Standards and Technology

## Disclaimer

The identification of any commercial product or trade name does not imply endorsement or recommendation by the National Institute of Standards and Technology.

# Table of Contents

- Task Definition
- Data
- Topics (Queries)
- Participating Teams
- Evaluation and Results
- General Observation

# Task

## ✓ 2013 – 2015

The task asked systems to **find a specific object, person or location** in any context using a small set of image and video examples.

## ✓ 2016 - 2018

A different query type was used: *find a specific person in a specific location.*

## ✓ 2019 - 2021

A new query type is being used: *find a specific person doing a specific action.*

System task:

Given a topic with:

4 example images of the target person

4 Region of Interest (ROI)-masked images of the target person

4 to 6 video examples of a specific action

Return a list of up to 1000 shots ranked by likelihood that they contain the **target person doing the target action**

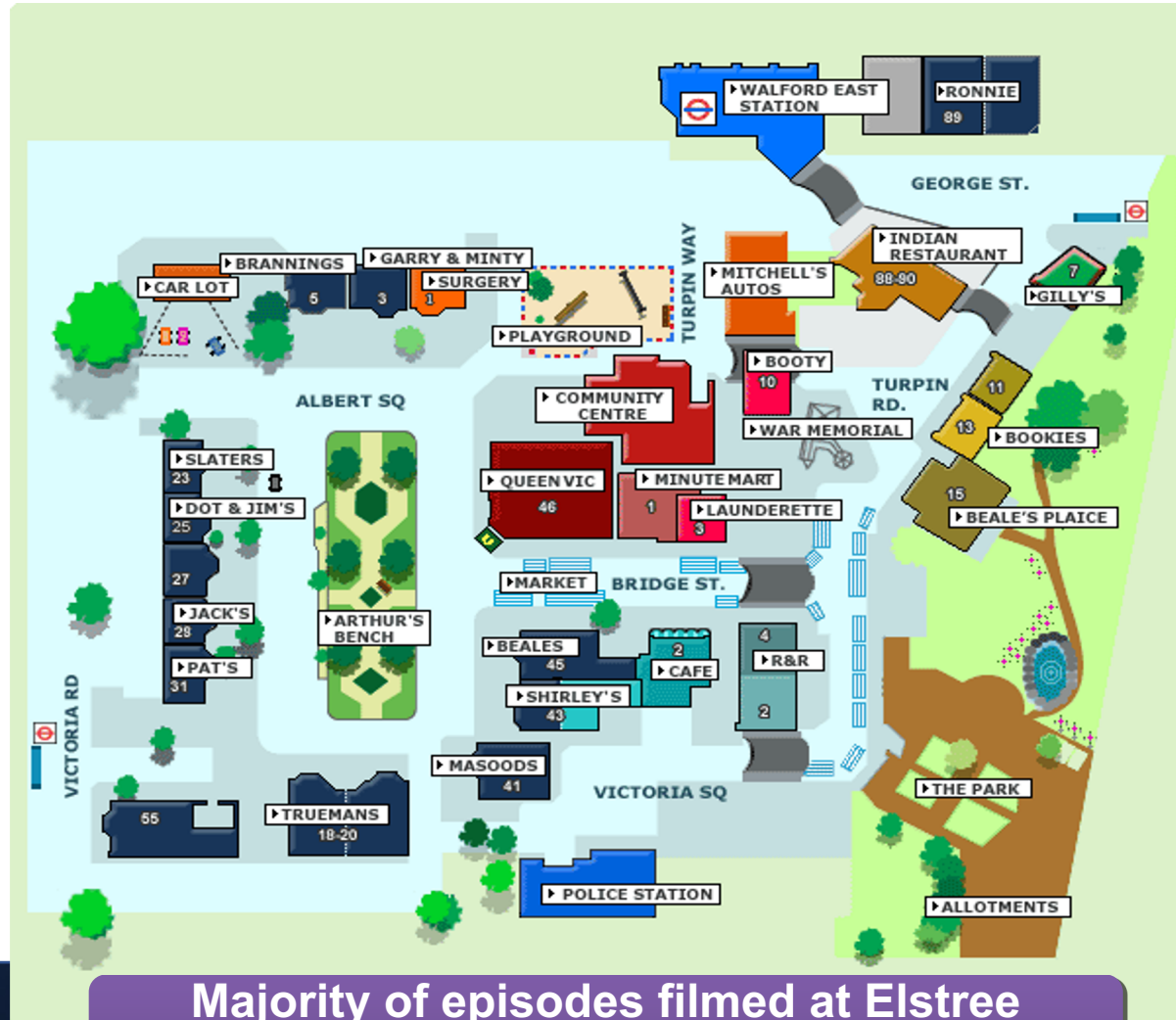
**Automatic** or **interactive** runs are accepted

# Data

- The British Broadcasting Corporation (BBC) and the Access to Audiovisual Archives (AXES) project made **464 h** of the BBC soap opera EastEnders available for research
  - 244 weekly “omnibus” files (MPEG-4) from 5 years of broadcasts
  - 471527 shots
  - Average shot length: 3.5 seconds
  - Transcripts from BBC
  - Per-file metadata
- Represents a “small world” with a slowly changing set of:
  - People (several dozen)
  - Locales: homes, workplaces, pubs, cafes, open-air market, clubs
  - Objects: clothes, cars, household goods, personal possessions, pets, etc
  - Views: various camera positions, times of year, times of day,
  - Use of fan community metadata allowed, if documented



# EastEnders World



Majority of episodes filmed at Elstree studios. Sometimes filmed on 'location'.

# Topic Creation Procedure at NIST

- Viewed several videos to develop a list of recurring people, actions and their overlapping.
- Listed in order the most frequent actions and most frequent person's performing them
- Created  $\approx 90$  topics targeting recurring specific persons doing specific actions.
- Chose 40 topics as a representative sample, including 20 unique topics for 2021 and 20 common topics for 2019 - 2021. Each topic includes images for target persons and example videos of the specific actions.
- Filtered example shots from the submissions if it satisfies the topic.

# Global Test Condition: Type/source of Training Data

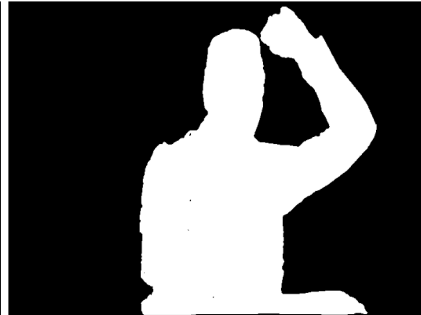
Effect of examples – 2 conditions:

- A – one or more provided images – no video
- E – video examples (+ optional image examples)

Sources of Training Data:

- A – Only sample video 0
- B – Other external data only
- C – Only provided images/videos in the official query
- D – Sample video 0 AND provided images/videos in the official query (A + C)
- E – External Data AND NIST provided images (sample video 0 OR official query images/videos)

# Topics – segmented ‘person’ example images



**Bradley**



**Denise**



**Dot**



**Heather**

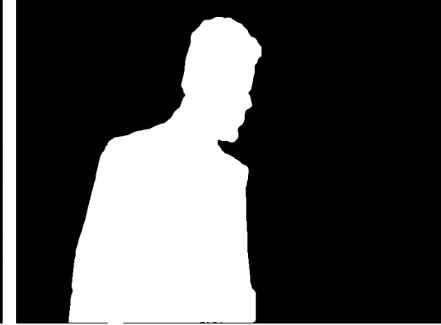
# Topics – segmented ‘person’ example images



**Ian**



**Jack**



**Jane**



**Max**





# Topics – segmented ‘person’ example images



**Phil**



**Sean**



**Shirley**



**Stacey**

# Sample Actions



**Open door & enter**



**Sit on couch**

# Sample Actions



**Drinking**



**Hugging**



## 20 Unique Queries: 2021

	Max	Pat	Shirley	Bradley	Peggy	Stacey
Holding glass			X	X		X
Sit on couch	X				X	X
Holding cloth	X					X
Carrying bag	X				X	
Kissing	X					X
Holding phone			X	X	X	
Holding paper		X	X		X	
Open door and enter		X		X		

**20 x unique queries** : find {Max, Pat, Shirley, Bradley, Peggy, Stacey} doing {Holding glass, Sit on couch, Holding cloth, Carrying bag, Kissing, Holding phone, Holding paper, Open door and enter}

# 20 Common Queries: 2019 - 2021

	Sean	Max	Denise	Phil	Dot	Heather	Jack	Shirley	Stacey
Kissing			X				X		
Sit on couch				X		X			
Holding phone						X	X		
Drinking				X				X	
Open door & enter	X			X					
Open door & leave		X							X
Shouting	X							X	
Hugging			X						X
Close door without leaving					X		X		
Stand & talk at door		X			X				

**20 x common queries** : find {Sean, Max, Denise, Phil, Dot, Heather, Jack, Shirley, Stacey} doing {Kissing, Sit on couch, Holding phone, Drinking, Shouting, Hugging, Open door & leave, Open door & enter, Close door without leaving, Stand & talk at door}

# INS 2021: 3 Finishers (out of 11)

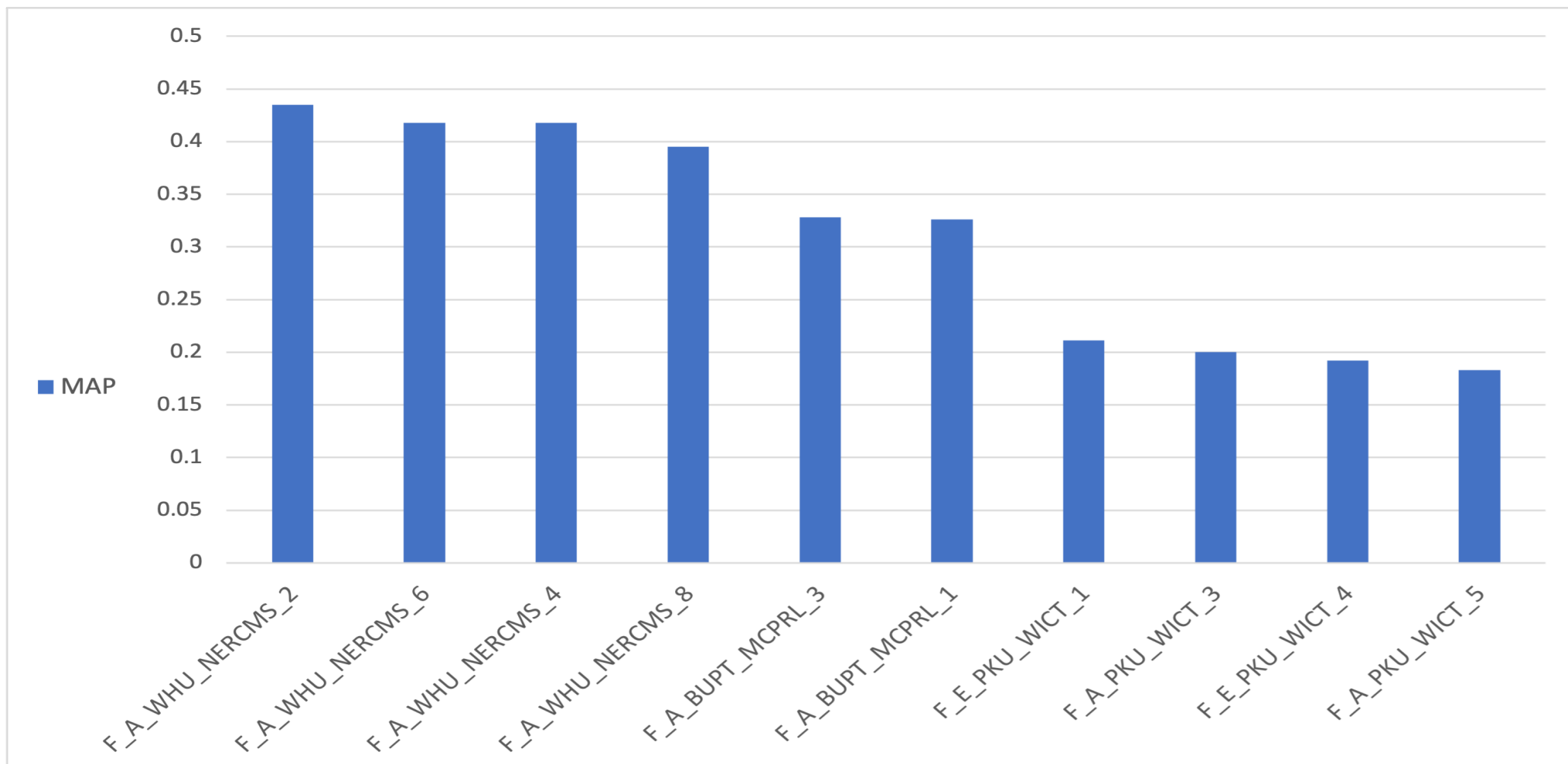
Team	Organization	Run Types F: automatic, I: Interactive (Main Task)	Run Types F: automatic, I: Interactive (Progress Task)
BUPT_MCPRL	Beijing University of Posts and Telecommunications	F_A (2)	F_A(2)
PKU_WICT	Peking University	F_A (2), F_E (2), I_E (1)	F_A (1), F_E (1), I_E(1)
WHU_NERCMS	Wuhan University	F_A (4), I_A(4)	F_A(2), I_A(4)

# Evaluation

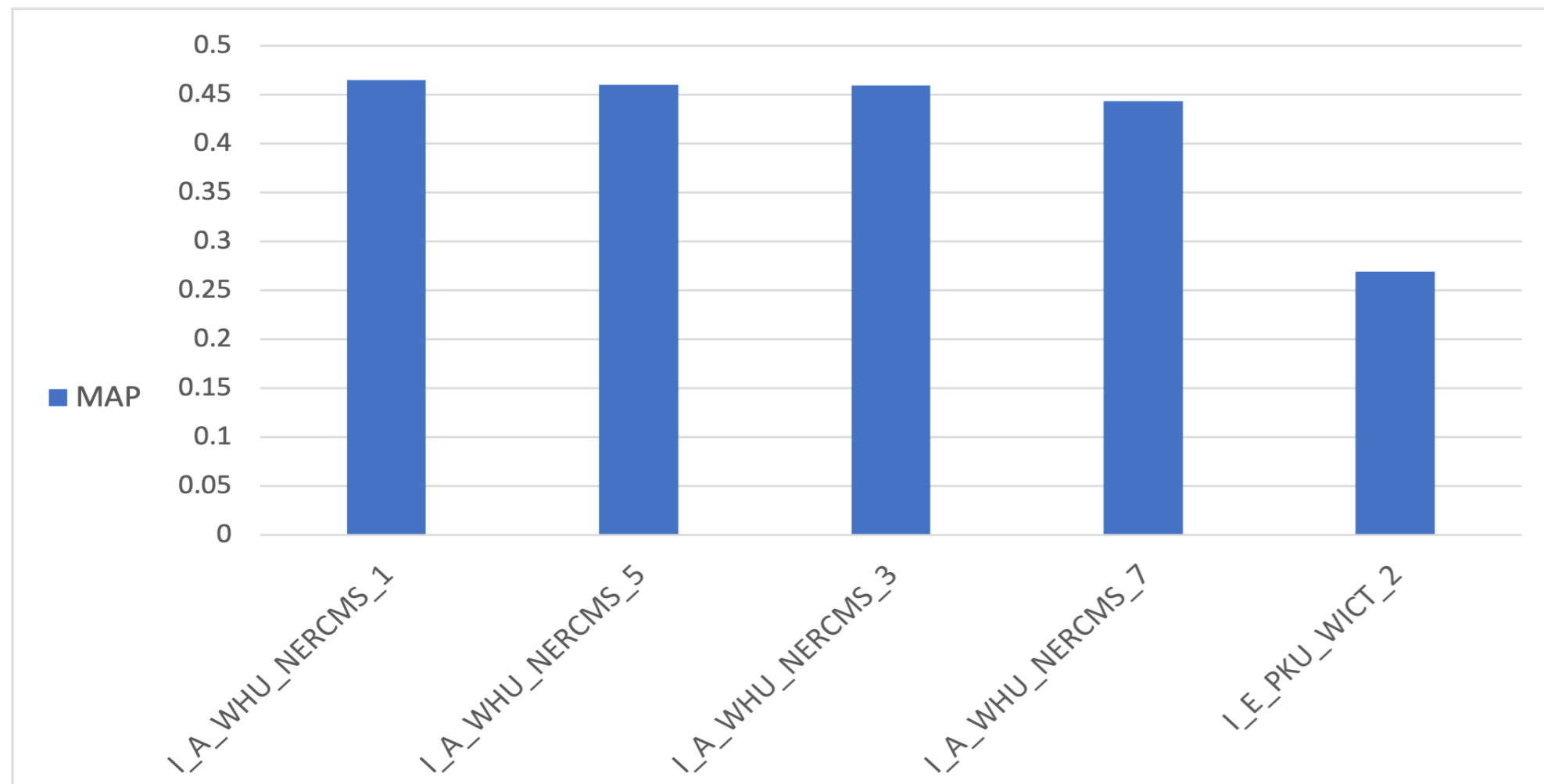
For each topic the submissions were pooled and judged down to max rank 800, resulting in 76305 judged shots ( $\approx$  300 person-h).

- 10 NIST assessors played the clips and determined if they contained the topic target or not. Each assessor judged 3 separate topics.
- 8 508 clips (avg. 283.6 / topic) contained the topic target (11.15 %)
- True positives per topic: min 36 med 233 max 1024
- The task is treated as a form of ranking and thus the trec\_eval\_video tool was used to calculate average precision, recall, precision, etc.
- To measure efficiency, speed was also measured.
- In total, 10 automatic and 5 interactive runs were submitted.

# Results by Team (Automatic)

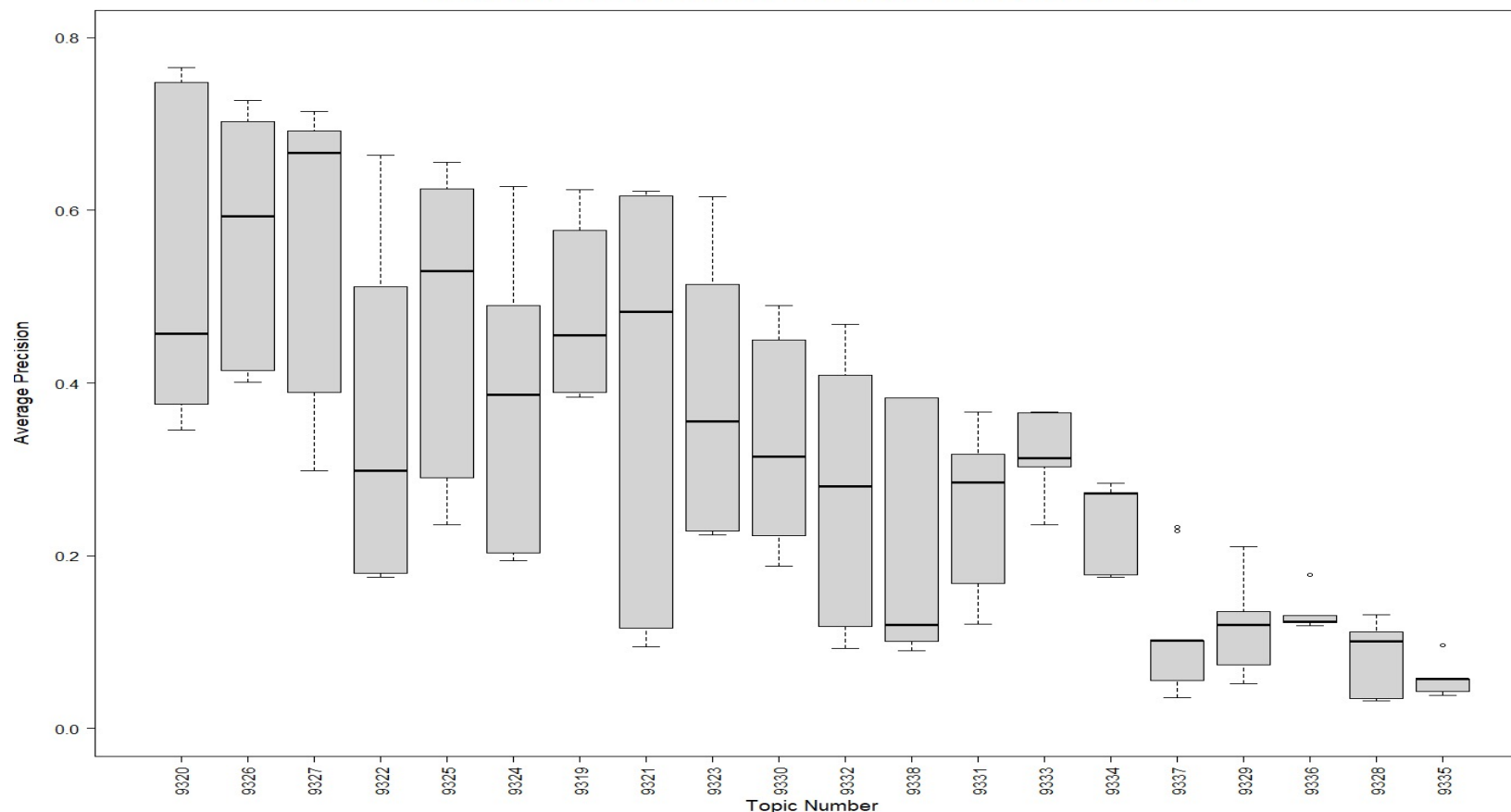


# Results by Team (Interactive)



# Results by Topics - Automatic

Boxplot of 10 TRECVID 2021 automatic instance search runs



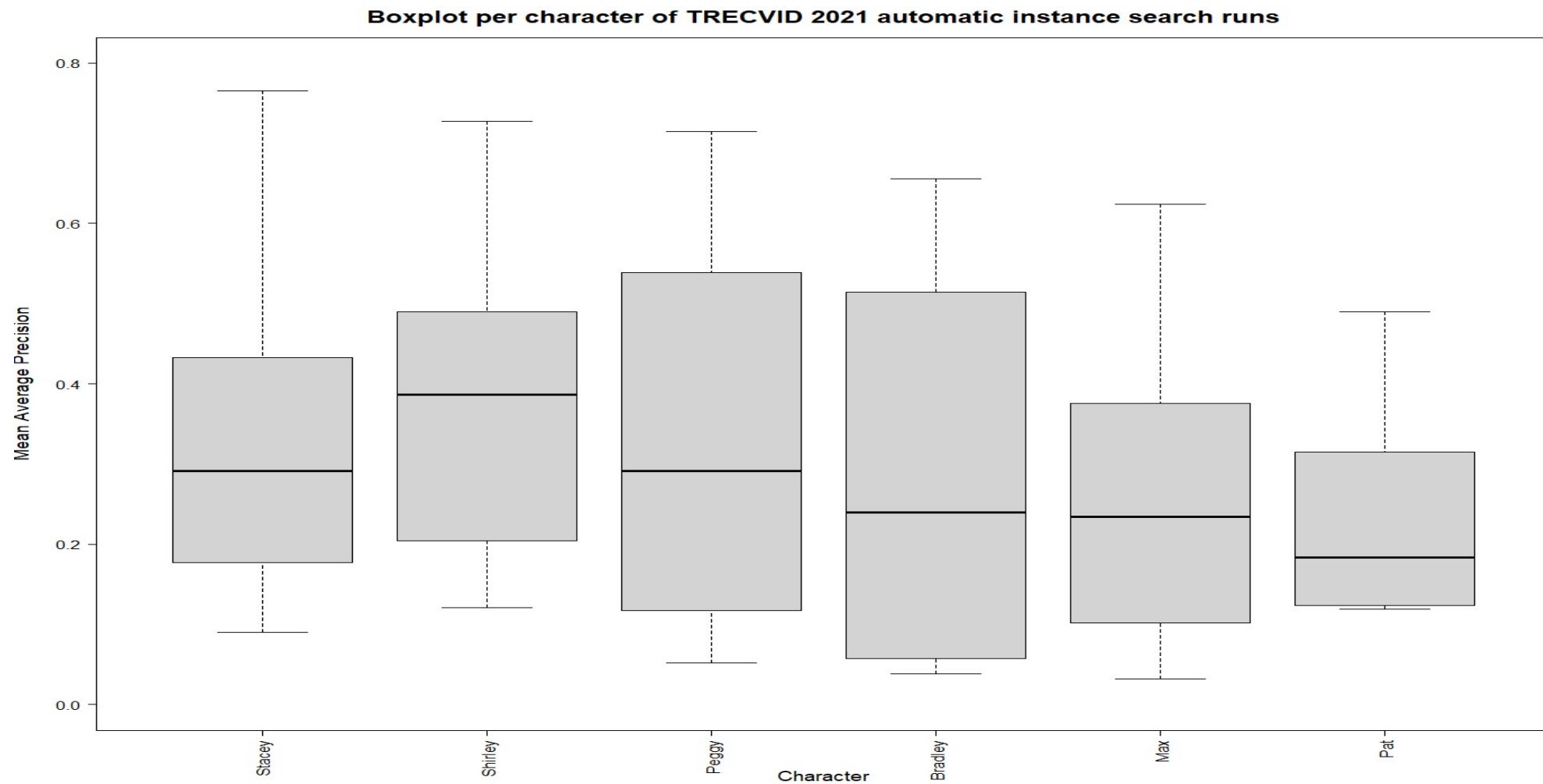
\*Mean score of Average Precision per character/action

## # Query

9320 Find Stacey Sit on couch  
9326 Find Shirley Holding Phone  
9327 Find Peggy Holding Phone  
9322 Find Stacey Holding glass  
9325 Find Bradley Holding Phone  
9324 Find Shirley Holding glass  
9319 Find Max Sit on couch  
9321 Find Peggy Sit on couch  
9323 Find Bradley Holding glass  
9330 Find Pat Holding Paper

9332 Find Peggy Holding Paper  
9338 Find Stacey Holding Cloth  
9331 Find Shirley Holding Paper  
9333 Find Max Kissing  
9334 Find Stacey Kissing  
9337 Find Max Holding Cloth  
9329 Find Peggy Carrying Bag  
9336 Find Pat Open Door & Enter  
9328 Find Max Carrying Bag  
9335 Find Bradley Open Door & Enter

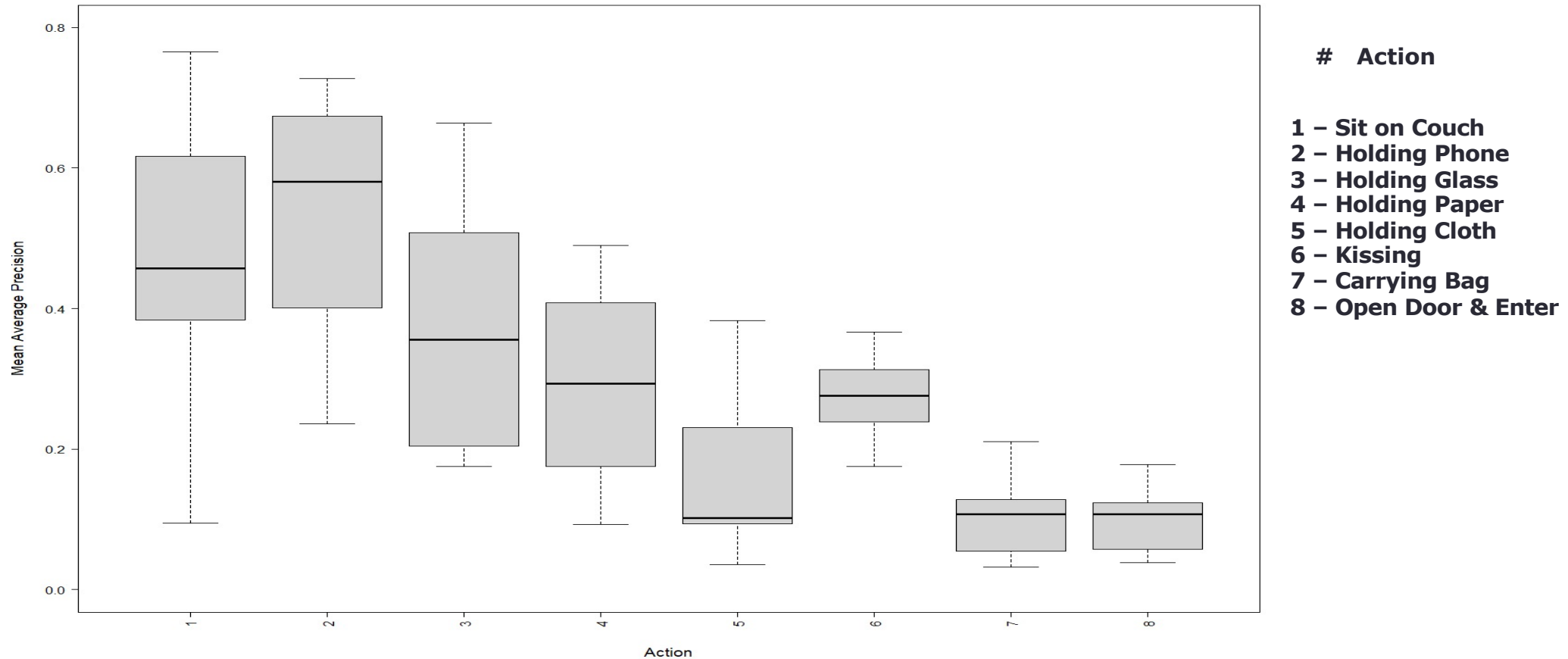
# Results by Character - Automatic





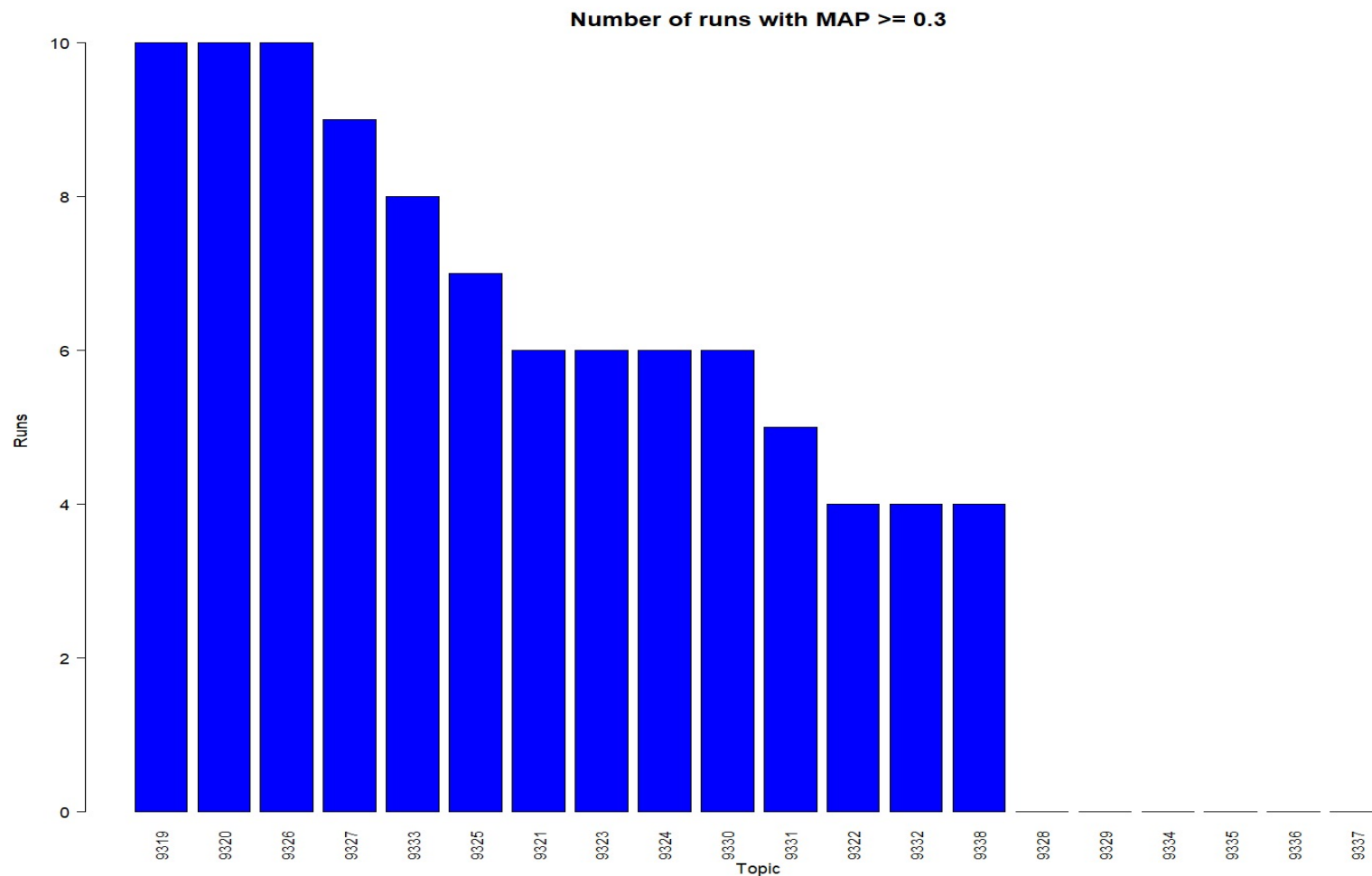
# Results by Action - Automatic

Boxplot per action of TRECVID 2021 automatic instance search runs



\*Mean score of Average Precision by action

# Easier Topics - Automatic

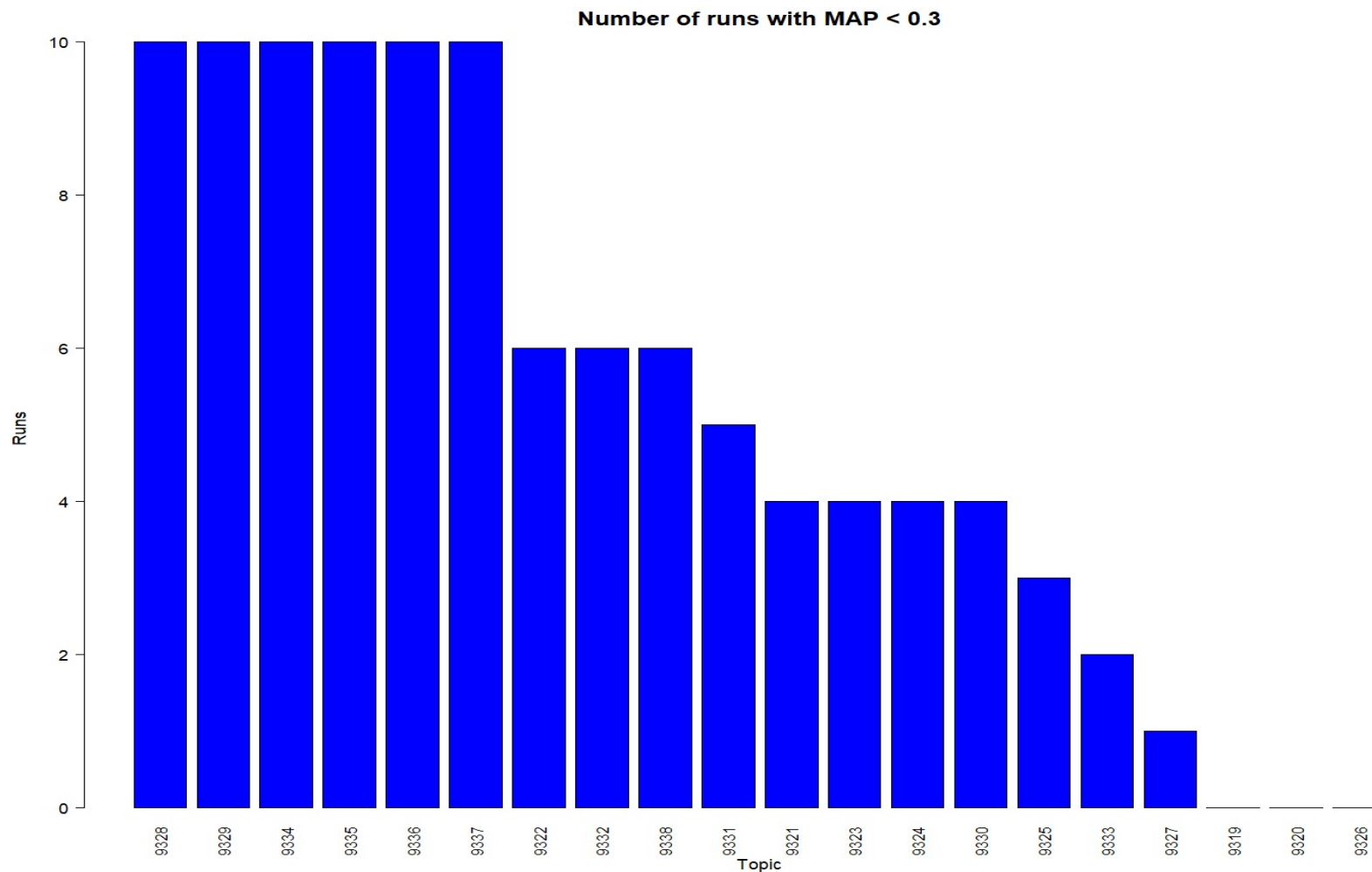


## # Query

9319 Find **Max** Sit on couch  
 9320 Find **Stacey** Sit on couch  
 9326 Find **Shirley** Holding Phone  
 9327 Find **Peggy** Holding Phone  
 9333 Find **Max** Kissing  
 9325 Find **Bradley** Holding Phone  
 9321 Find **Peggy** Sit on couch  
 9323 Find **Bradley** Holding glass  
 9324 Find **Shirley** Holding glass  
 9330 Find **Pat** Holding Paper

9331 Find **Shirley** Holding Paper  
 9322 Find **Stacey** Holding glass  
 9332 Find **Peggy** Holding Paper  
 9338 Find **Stacey** Holding Cloth  
 9328 Find **Max** Carrying Bag  
 9329 Find **Peggy** Carrying Bag  
 9334 Find **Stacey** Kissing  
 9335 Find **Bradley** Open Door & Enter  
 9336 Find **Pat** Open Door & Enter  
 9337 Find **Max** Holding Cloth

# Harder Topics - Automatic



## # Query

9328 Find **Max** Carrying Bag  
 9329 Find **Peggy** Carrying Bag  
 9334 Find **Stacey** Kissing  
 9335 Find **Bradley** Open Door & Enter  
 9336 Find **Pat** Open Door & Enter  
 9337 Find **Max** Holding Cloth  
 9322 Find **Stacey** Holding glass  
 9332 Find **Peggy** Holding Paper  
 9338 Find **Stacey** Holding Cloth  
 9331 Find **Shirley** Holding Paper

9321 Find **Peggy** Sit on couch  
 9323 Find **Bradley** Holding glass  
 9324 Find **Shirley** Holding glass  
 9330 Find **Pat** Holding Paper  
 9325 Find **Bradley** Holding Phone  
 9333 Find **Max** Kissing  
 9327 Find **Peggy** Holding Phone  
 9319 Find **Max** Sit on couch  
 9320 Find **Stacey** Sit on couch  
 9326 Find **Shirley** Holding Phone

## Some Observations...

- From the previous charts we can safely say that Holding phone, Sit on couch, and Holding glass are the easiest topics to find.
- Carrying bag, and Open door & enter are the most difficult topics to find.

# Some Frequent False Positives



**Bradley Holding Glass**

Bradley is holding a tray instead with cups on it



**Bradley Holding Phone**

Bradley holds a joystick (looks like a phone!)

# Some Frequent False Positives



## **Max Carrying Bag**

Max holding his jacket. But a person in front of him is showing a plastic bag



## **Shirley Holding Paper**

Shirley is holding a hat. However, there are paper material in the background



# Some Frequent False Positives



## **Stacey Kissing**

Stacey is shouting but is in very close proximity to Tanya



## **Bradley opens door and enter**

Bradley opens the door but he is inside the room.

# Some Frequent False Positives



**Max Holding Cloth**

Max is holding newspaper



**Stacey Holding Cloth**

Stacey holds purse, and duct tape



# Automatic Run Results + Randomization Testing

## MAP Top 10 runs across all teams (automatic)

0.435	F_M_A_B_WHU_NERCMS.21_2*	=										
0.418	F_M_A_B_WHU_NERCMS.21_6*	=										
0.418	F_M_A_B_WHU_NERCMS.21_4*	=										
0.395	F_M_A_B_WHU_NERCMS.21_8	=										
0.328	F_M_A_B_BUPT_MCPRL.21_3↑											
0.326	F_M_A_B_BUPT_MCPRL.21_1↑											
0.211	F_M_E_E_PKU_WICT.21_1											
0.200	F_M_A_E_PKU_WICT.21_3^											
0.192	F_M_E_E_PKU_WICT.21_4^											
0.183	F_M_A_E_PKU_WICT.21_5											
			1	2	3	4	5	6	7	8	9	10

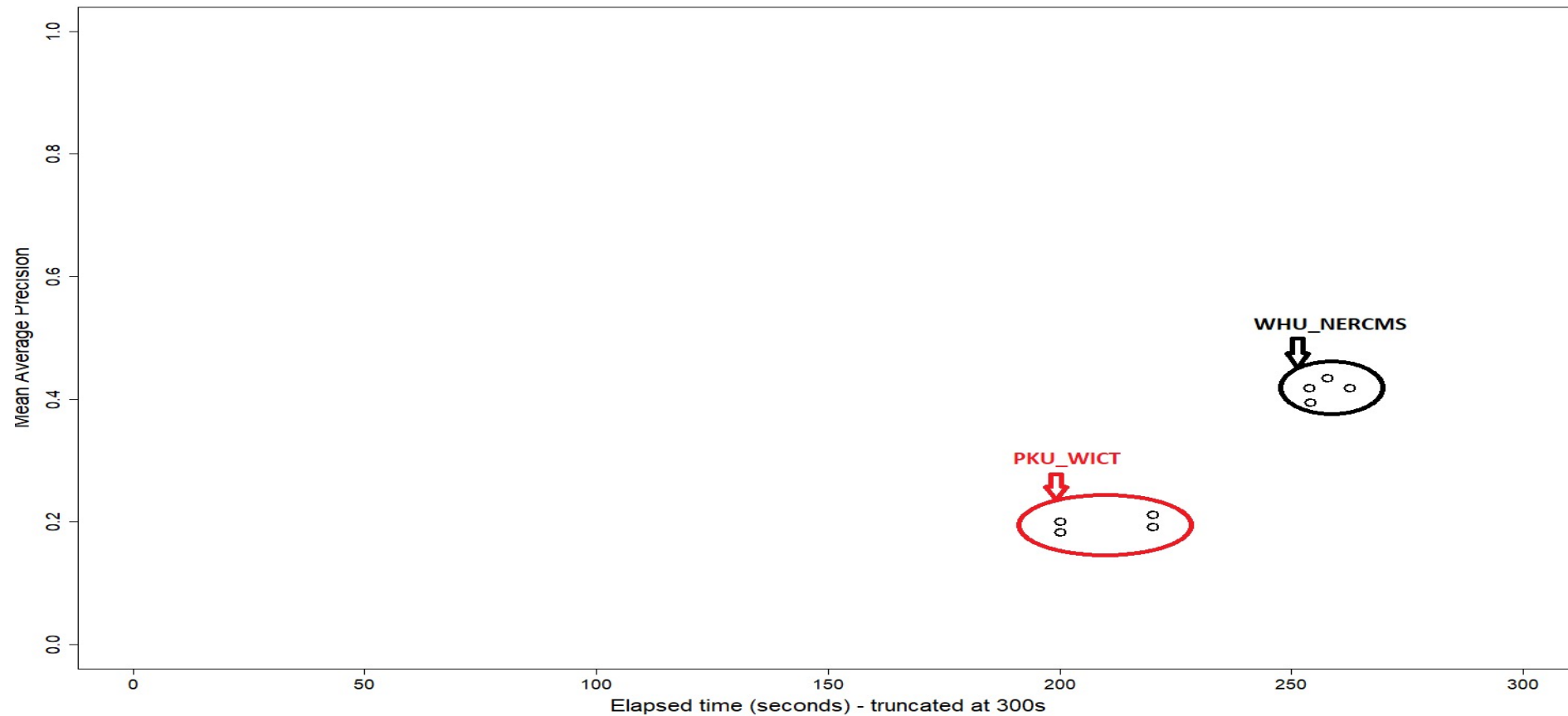
\*^↑ = difference not statistically significant

\*^↑ = difference not statistically significant

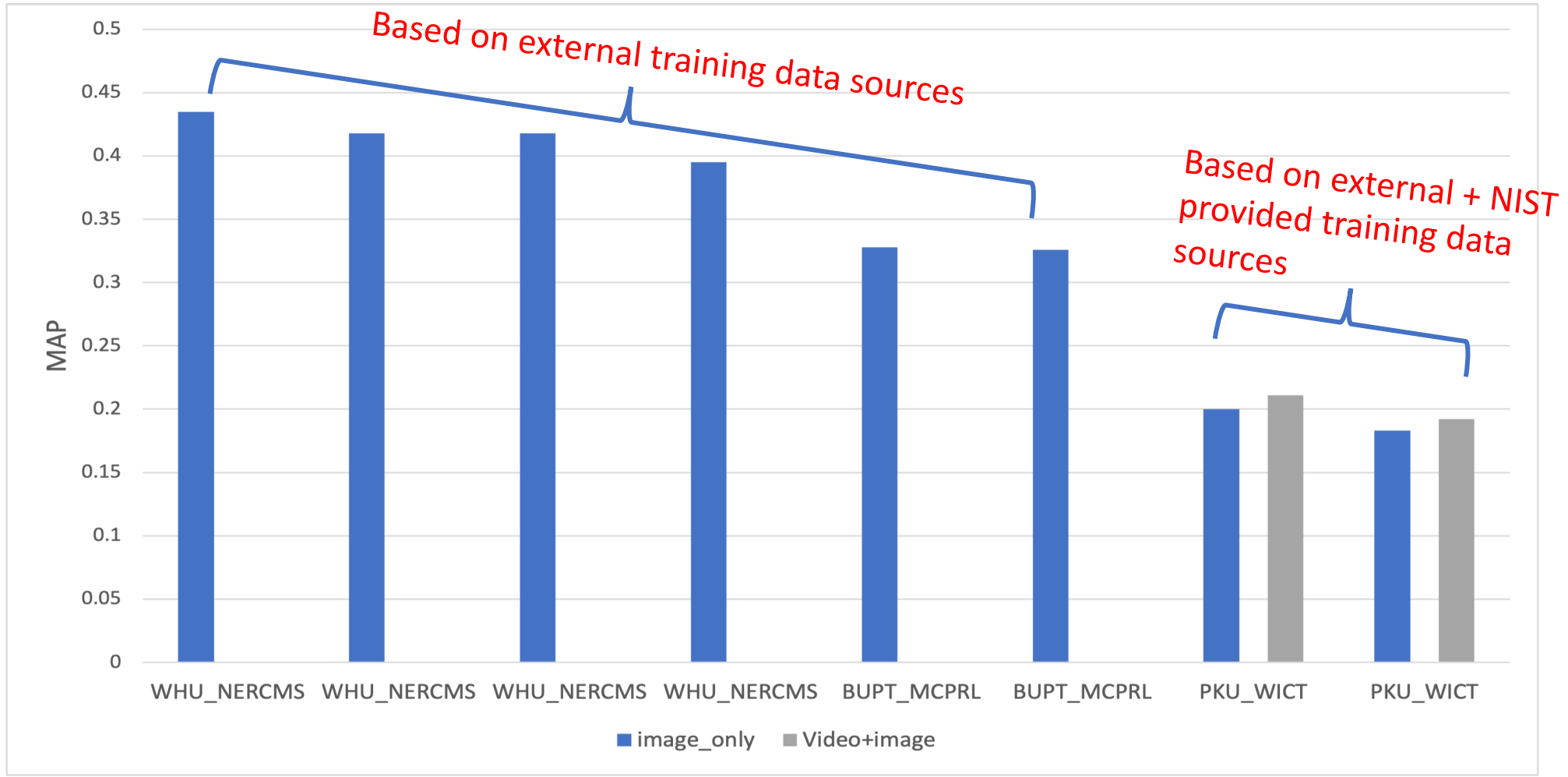
**p = probability the row run scored better than the column run due to chance**

**> p < 0.05**

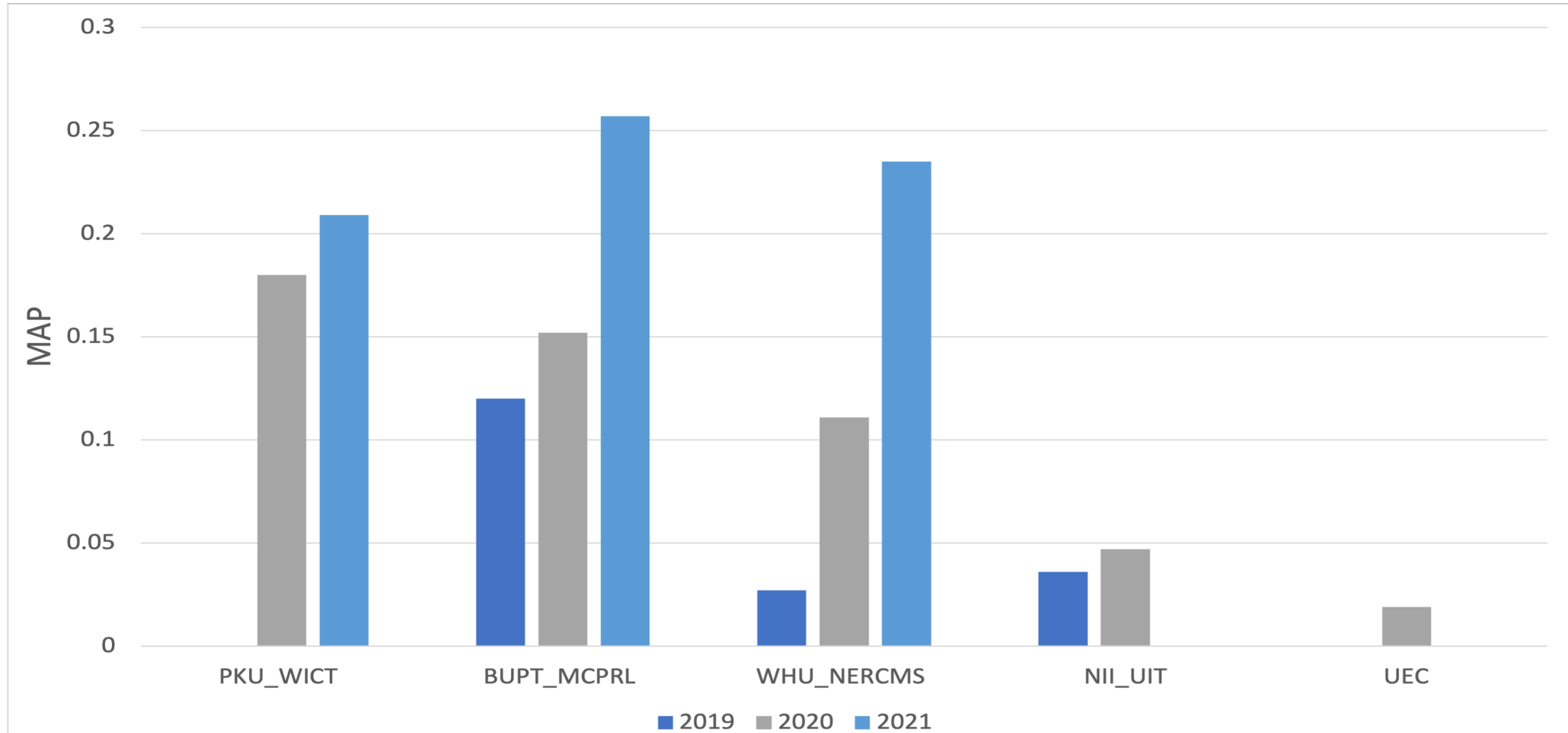
# Mean Average Precision vs. Per Run Clock Processing Time



# Results by Example Set (A/E) - Automatic



# Progress Task 2019-2021: Max Performance



# Progress Topics 2019-2021 - Observations

- Only two teams submitted progress runs for each year of the task.
- Those who did each saw encouraging improvement in results year-on-year.
- All teams who submitted progress runs for at least two years of the task also saw an improvement in results.

# Some General Observations About the Task

- Decrease in number of participants and finishers, from 5 finishers out of 13 participants last year, to 3 finishers out of 11 participants this year.
- Most teams this year used A condition - training with image only, no video. But the only team which used both condition A + E achieved their best results using E condition – training with image and video.

# Further Conclusions

- Person recognition has been a feature of the INS task since 2013 and is very mature by this stage. Very few frequent false positives misidentify the person.
- Action recognition is a new and hard feature of INS task.
- Fine grained condition (action) detection is hard and needs more work (e.g. holding cloth vs phone vs paper, Or opening door and entering or exiting).
- The use of video data for training can be helpful in detecting actions that need temporal information (e.g. open door and enter)
- General improvements in performance have been seen year-on-year.

# Further Conclusions

- Systems approaches tend to build two main modules for person retrieval and action retrieval, followed by fusion and ranking of results
- Action recognition approaches tends to follow:
  - Frame-level (actions that can be detected using single images)
  - Shot-level (actions that need more frames)
  - Human-Object interaction