

University of Marburg Department of Mathematics and Computer Science Distributed Systems Group



On the Generalization Capabilities of our High-Level Feature Detection System at TRECVID 2007

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- Videana
- System overview
- Results
- Conclusions

Videana

- Result of the research project "Methods and Tools for Computer-Assisted Media Analysis"
- Trans-disciplinary research
 - Support film studies in media sciences
- Goals
 - Computer-based methods for scientific analysis of images and videos
 - Development of a Grid-based infrastructure for
 - easy data access
 - parallel execution of compute-intensive algorithms
- Funded by Deutsche Forschungsgemeinschaft (DFG, SFB/FK 615), since 2002

Videana GUI



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Camera Motion Estimation

- 1. Extraction of motion vectors from P-frames
- 2. Computing a reliable motion vector field
 - Apply outlier removal algorithm
- 3. Estimation of camera motion parameters
 - Apply Nelder-Mead minimization algorithm to estimate camera parameters of the 3D model



Camera Motion Estimation II

- Derived features per shot:
 - Percentage of pan, tilt respectively zoom
 - Statistical description of the distributions
- Very good results at TRECVID 2005



Text Detection and Localization



- 1. Wavelet transformation
- 2. Unsupervised text detection
 - Image regions represented by standard deviations of wavelet coefficients in different subbands
 - K-means clustering (text, background, complex background)

3. Text localization and refinement

- Estimate connected components in the text cluster
- Geometrical Analysis and refinement

Text Detection and Localization II

- Robust text detection approach
- Automatically detects horizontally aligned text with different sizes, fonts, colors and languages
- Derived features per shot
 - # text elements
 - Average text position
 - Text frame coverage
 - Average number of text elements per frame



Derived mid-level features per shot:

- # face sequences, length
- # frontal faces, # profile faces
- Shotsize

Audio Segmentation

- Hierarchical tree of support vector machines
 - Input: Audio low-level features (MFCCs, zero crossing rate, short time energy, spectrum flux, band periodicity, ...)
 - Output:

Audio type labels plus corresponding probabilities





Mediamill concepts





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Category a Runs

a_ma1

- Baseline system
- TRECVID 2005 training set
- Groundtruth from Mediamill challenge system
- a_ma5
 - Context features for 101 Mediamill concepts
 - Training set of Mediamill challenge system (subset of TRECVID 2005 training set)
- a_ma6
 - a_ma5 plus transductive learning

Category A Runs

- A_ma2
 - Baseline system
 - TRECVID 2007 training set
 - Merged annotations from active learning and MCQ-ECT-CAS
- A_ma3
 - A_ma2 plus additional distinction between color and gray-scale shots
- A_ma7 (additionally evaluated)
 - Context features for 101 Mediamill concepts
 - TRECVID 2005 and 2007 training set
- A_ma4
 - A_ma7 plus additional distinction between color and gray-scale shots



Trained on news videos:

Trained on S&V data:

4.94% meaniAP 7.03% meaniAP



Context

Trained on news videos:

Trained on S&V data:

4.55% meaniAP 4.08% meaniAP



□ trained on news videos □ trained on S&V data

Well Generalizable Concept Models

Baseline:

Sports

- Mountain
- Military
- Flag-US
- Airplane
- Car
- Explosion-Fire
- Charts

Context:

- Sports
- Meeting
- Desert
- Mountain
- Police_Security
- Airplane
- Car
- Truck
- Boat_Ship
- People-Marching
- Explosion-Fire
- Maps

Transductive Learning

- Appearance of several concepts strongly depends on video type
- Idea: Adapt the models based on news videos to the S&V data
- Using Transductive Support Vector Machines
 - Considers unlabeled test data in the training process
- No performance gain compared to the reference system (3.31% vs. 4.55%)
- Best results for "flag-us" and "airplane"

Distinguishing Color and Gray-Scale Images

- Observation:
 - Many concepts strongly correlate with color features (Desert, Mountain, Road, Sky, ...)
 - The S&V training set contains many gray-scale shots
- Using a support vector machine to classify keyframes
 - Accuracy: 94.9%
- Build separate models for both modalities
- Slight performance reduction for both systems
 - Baseline system A: 7.03% vs. 6.67%
 - Context A: 4.08% vs. 3.87%
- Similar performances for nearly all high-level features in comparison to the reference system

Systems not using S&V specific training data

Only 2 institutes submitted 4 runs









- Our baseline system using the S&V training set achieved the clearly best result (7.03% meaniAP)
- High performance loss for context systems using the S&V training set
- The use of context concerning category "a" outperforms the corresponding category "A" system (4.55% vs. 4.08%)
- No improvement by transductive learning
- Systems distinguishing color and gray-scale images showed slight performance reductions

Number of Better Teams per Concept

- Sports: 6
- Weather: 6
- Office: 13
- Meeting: 1
- Desert: 3
- Mountain: 16
- Waterscape_Waterfront: 10
- Police_Security: 5
- Military: 11
- Animal: 7

- Computer_TV-screen: 6
- Flag-US: 2
- Airplane: 4
- Car: 14
- Truck: 9
- Boat_Ship: 22
- People-Marching: 1
- Explosion_Fire: 6
- Maps: 13
- Charts: 8
- → Second best result for Meeting and People-Marching



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Conclusions

- Limited generalization capabilities of systems trained on broadcast news videos to the S&V data
- However, several high-level feature models generalize very well to the S&V data (e.g. "car", "explosion_fire", "airplane", "mountain" and "sports")
- Our best system using the S&V training set achieved 7.03% meaniAP

Thanks for your attention!