

The IBM Shot Boundary Detection System at TRECVID 2003

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Shot Boundary Detection

- Temporal segmentation of the video into shots
- Detect location and duration of all shot transitions of all kinds:
 - cuts, dissolves, fades, wipes, checkerboard, etc.
- Desired: accurate detection, frame-accurate location
- Challenges: It would be so much easier if there were no
 - Fast object or camera motion
 - Fast illumination changes: pop concerts, driving, backlight, ...
 - Fire, flags in the wind, sea waves, ...
 - Specularities, shadows, reflections from glass, water, ...
 - Instantaneous illumination changes due to flash photography
 - Very short shots (up to single-frame “shots” in the Search test set)
 - Very long gradual transitions
 - Text overlay, graphics, animation
 - Screen split, video in video
 - Video artifacts: MPEG errors, compression noise, camera noise, ...

IBM SBD: System Overview

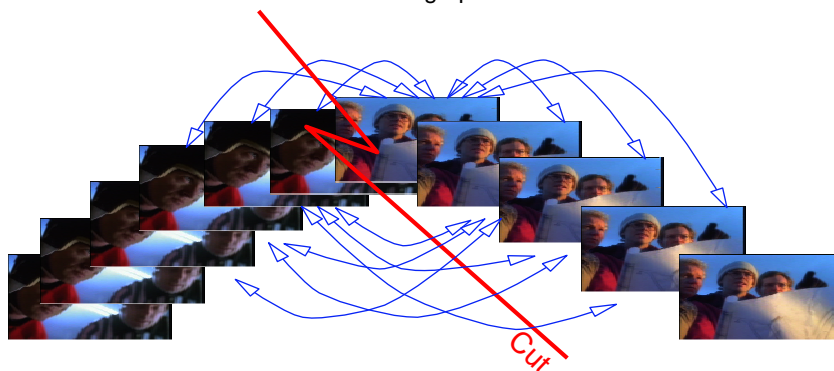
- Work on fully-decoded RGB video frames
- A single pass over the video
- Graph-based, multiple pair-wise frames comparisons
- Adaptive thresholds to determine significant changes
- Finite state machine processes the video frame by frame
 - Rule-based state to state transitions
- Aids:
 - Temporal rank filtering whenever applicable
 - Detectors for various simple “events” and video artifacts
- Dedicated monitoring and debugging tools

Graph-Based, Multiple Pair-Wise Frames Comparisons

Each frame is a node in a graph

Pairs of frames, up to 13 frames apart, are connected with arcs

A shot transition is like a cut in the graph



Motivation: more pairs - a better decision [Amir & Lindenbaum, 1995]

Frames Representation and Comparison

- 3D RGB Color histogram $H(r, g, b)$
 - 3bits per color channel
 - Total 512 bins
 - Histogram comparison: $L_1(H_i, H_j)$
- 3D Localized Edges direction histogram $H(x, y, |\nabla I|)$
 - Frame is divided to 8x8 blocks (6bits)
 - Gradient magnitude (3bits)
 - Total 512 bins
 - Histogram comparison: $L_1(H_i, H_j)$
- Gray-level Thumbnails comparison
- Average frame luminance
- Black detector, monochrome detector
- Non linear, state-based fusion

Adaptive Thresholds

- Observe:
 - Frames similarity changes significantly across different shots and videos
 - Frames dissimilarity increases as the frames are wider apart of each other
- 👉 Adaptive thresholds are required
- Collect statistics of frames similarity in a 61-frames buffer around the processed frame
 - Assumption: at least 25% of the buffer content is within-shot
 - Use rank filtering to determine the threshold: $C \cdot (Buff @ 25\%)$
 - Apply a hysteresis when change between shot and transition states. $C_{within_shot} > C_{within_transition}$

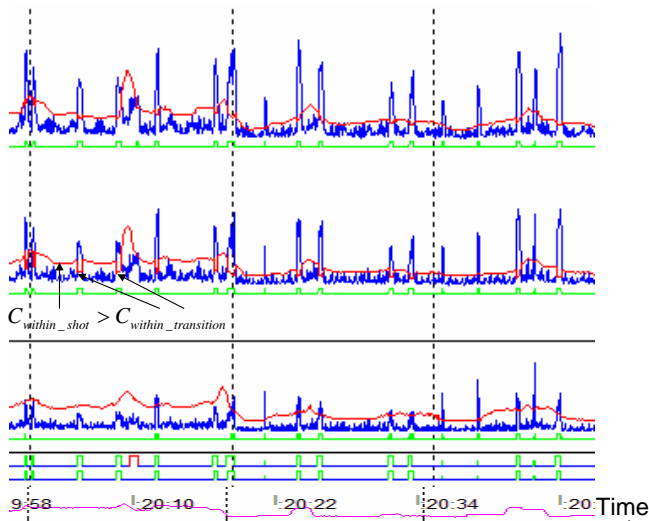
Example: Adaptive Thresholds

Threshold5
Diff(F_i, F_{i-5})

Threshold3
Diff(F_i, F_{i-3})

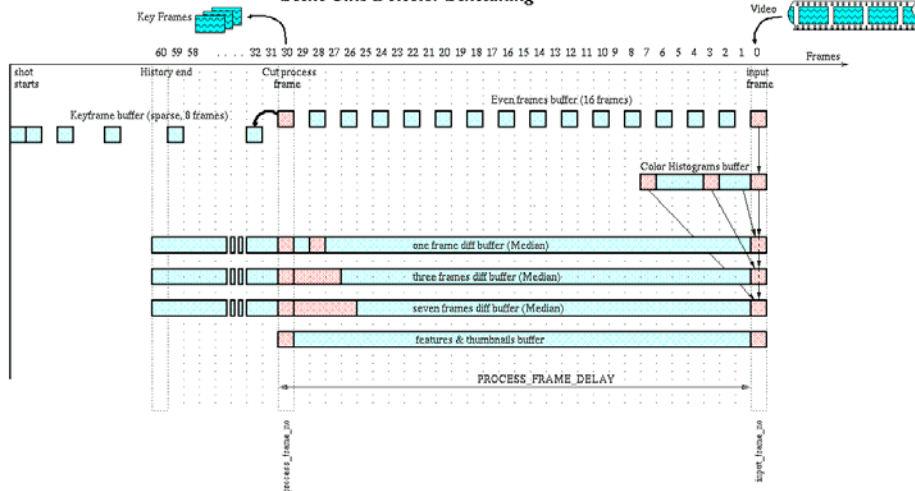
Threshold1
Diff(F_i, F_{i-1})

Ground truth
System output

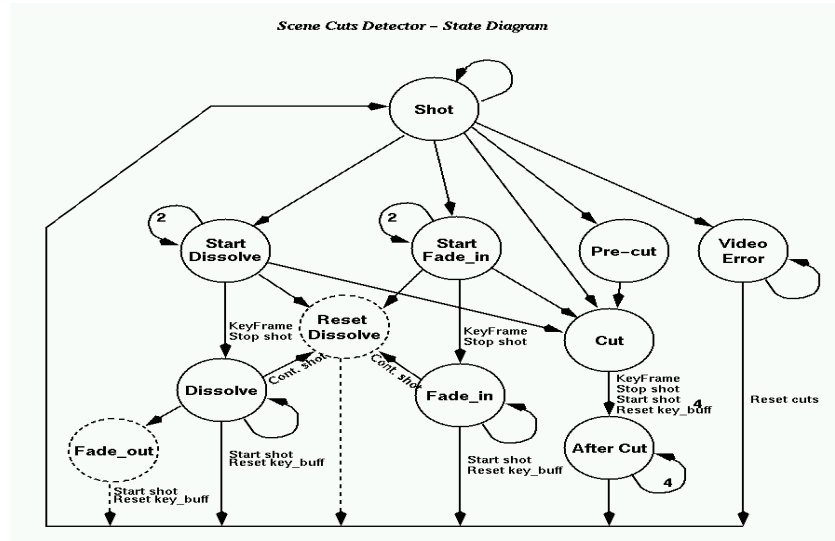


SBD - Processing Schedule

Scene Cuts Detector Scheduling

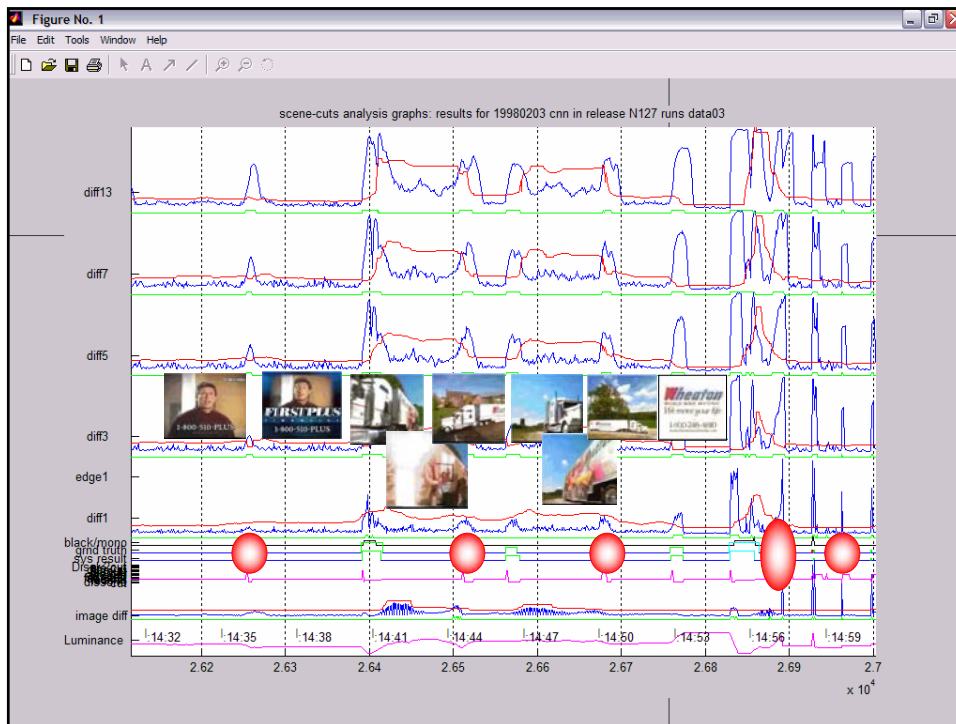


SBD – Finite State Machine



Development Methodology

- Apply to development data with ground truth
- Analyze causes for errors, classify them
- Address one class of errors at a time:
 - Use a visual monitoring tool to analyze system behavior at errors
 - Modify the finite state machine - modify/add rules and states
 - Add new detectors
- Test again




IBM CueVideo - Microsoft Internet Explorer

Address: http://mbergdsk.almaden.ibm.com/cgi-bin/sdrphones.exe?CGI_URL=/cgi-bin/sdrphones.exe&INDEX_SELECT=19980203_cnn&QUERY_TEXT=867.663489&BRMODE=MAINOFFSET

Basic Search [Soft-Boolean Search](#) [Load Results](#) [Advanced Search](#)

Basic Search

Search results for '867.663489' in '19980203_cnn' Found 1 results

No#	Score	Video Segment	Shots
1	100.00	19980203_cnn 00:14:27-00:14:27 Offset	 video segment

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IBM CueVideo - Microsoft Internet Explorer

Address: http://mbergsdk.almaden.ibm.com/cgi-bin/sdrphones.exe?CGI_URL=/cgi-bin/sdrphones.exe&INDEX_SELECT=19980203_cnn&QUERY_TEXT=867.663489&BRMODE=MAINOFFSET

Basic Search [Soft-Boolean Search](#) [Load Results](#) [Advanced Search](#)

Basic Search

Search

Select corpus [v] Search

Slideshow

Speed [v] [GO]

Video


Storyb. Anim

Prev Next

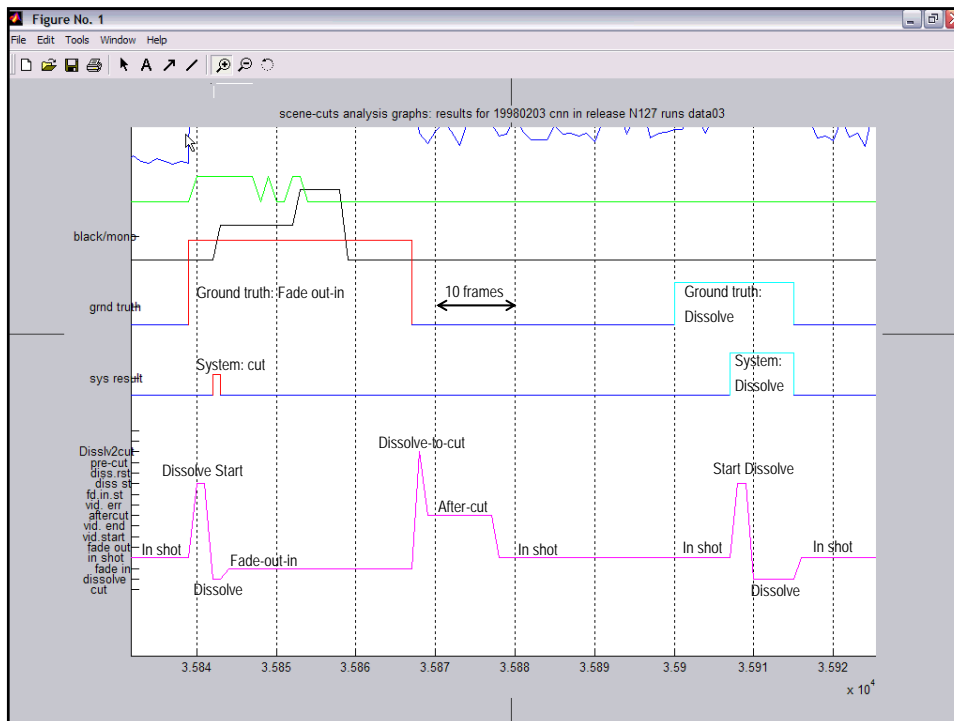
Replay

Results for '867.663489' in '19980203_cnn' Found 1 results

Save marked results as [] Save

No#	Score	Video Segment	Shots
1	100.00	19980203_cnn 00:14:27-00:14:27 Offset	 - <input type="checkbox"/> <input type="checkbox"/> + video segment 00:14:27-00:14:27

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Shot Boundary Detection - System Improvements 2003

- Baseline system is the IBM *CueVideo* SBD best run at TREC 2002
- Algorithmic improvements for TREC 2003
 - Flash photography detector. Eliminates false detections on rapid flashlights. [19980426_CNN.mpg](#) , [19980422_CNN.MPG](#)
 - Better handling of fades (better detection, linking fade out-in, abrupt fades)
 - Improved detection of graduals' boundaries (improves gradual accuracy)
 - Detection & handling of partial-frame MPEG errors (reduces insertion errors)

Results on SBD Development Set

- Changes were tested on a development set with manually labeled frame-accurate ground truth: 10 video segments, 5 minutes each. Total of 363 cuts, 145 graduals.

10 Runs on development set

	All Transitions		Cuts		Gradual transitions		Graduals accuracy	
	Recf	Prec.	Recf	Prec.	Recf	Prec.	Recf	Prec.
alm1	0.951	0.881	0.99	0.94	0.86	0.74	0.65	0.94
N047	0.947	0.887	0.98	0.94	0.87	0.76	0.74	0.92
N110	0.950	0.905	0.98	0.95	0.88	0.8	0.74	0.92
N119	0.941	0.938	0.98	0.98	0.85	0.84	0.81	0.92
N120	0.944	0.938	0.98	0.98	0.86	0.84	0.82	0.92
N122	0.944	0.938	0.98	0.98	0.86	0.84	0.82	0.92
N123	0.950	0.930	0.98	0.98	0.88	0.81	0.86	0.91
N126	0.941	0.940	0.98	0.97	0.85	0.87	0.77	0.93
N127	0.941	0.947	0.98	0.98	0.85	0.87	0.81	0.93
N128	0.944	0.941	0.98	0.98	0.86	0.85	0.85	0.92

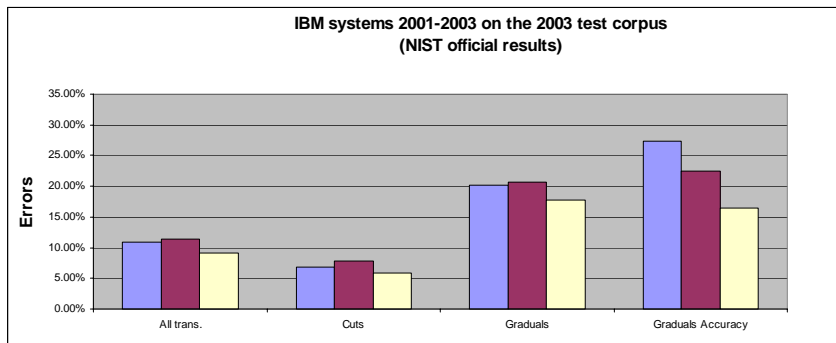
NIST Results on the Test Set

- Trends are similar to the results on the Development set
- Absolute values are typically 0 to 0.06 lower
- Cuts – one frame shift

10 Runs on NIST Test set

	All Transitions		Cuts		Gradual transitions		Graduals accuracy	
	Recf.	Prec.	Recf.	Prec.	Recf.	Prec.	Recf.	Prec.
alm1	0.915	0.870	0.947	0.916	0.84	0.761	0.597	0.928
N047	0.895	0.872	0.944	0.9	0.778	0.808	0.681	0.899
N110	0.893	0.879	0.939	0.911	0.784	0.804	0.681	0.905
N119	0.893	0.918	0.936	0.942	0.792	0.865	0.784	0.894
N120	0.897	0.911	0.938	0.942	0.802	0.84	0.793	0.894
N122	0.897	0.911	0.938	0.942	0.802	0.84	0.793	0.894
N123	0.898	0.905	0.936	0.946	0.809	0.809	0.823	0.875
N126	0.886	0.916	0.932	0.943	0.776	0.856	0.723	0.913
N127	0.892	0.922	0.937	0.947	0.784	0.865	0.771	0.913
N128	0.894	0.916	0.935	0.951	0.798	0.833	0.794	0.893

Shot Boundary Detection - System Results 2001-2003



System Errors 2001-2003

System	All Trans.	Cuts	Graduals	Gr. Accuracy
2001 (alm1)	10.86%	6.88%	20.14%	27.34%
2002 (N047)	11.46%	7.85%	20.73%	22.50%
2003 (N127)	9.18%	5.80%	17.75%	16.40%
Rel. Improvement	19.9%	26.1%	14.4%	27.1%

(Error=1-Fnumber)

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SBD Results TREC-VID2003 Sorted by F# Per Each Measure (top30 runs)

Run#	Transitions				Cuts				Graduals				Graduals accuracy			
	Sys	Rcl	Prc	F#	Sys	Rcl	Prc	F#	Sys	Rcl	Prc	F#	Sys	Rcl	Prc	F#
2003	n127	0.892	0.925	0.908	n128	0.935	0.951	0.943	n119	0.792	0.865	0.827	n123	0.823	0.875	0.848
	n119	0.894	0.921	0.907	n127	0.937	0.947	0.942	n127	0.784	0.865	0.823	n128	0.794	0.893	0.841
	n120	0.899	0.913	0.906	n123	0.936	0.946	0.941	n120	0.802	0.840	0.821	n120	0.793	0.894	0.840
	n122	0.899	0.913	0.906	n120	0.938	0.942	0.940	n122	0.802	0.840	0.821	n122	0.793	0.894	0.840
	n128	0.895	0.917	0.906	n122	0.938	0.942	0.940	n128	0.798	0.833	0.815	n127	0.771	0.913	0.836
	n126	0.887	0.919	0.903	n119	0.936	0.942	0.939	n126	0.776	0.856	0.814	n119	0.784	0.894	0.835
	n123	0.899	0.906	0.902	n126	0.932	0.943	0.937	n123	0.809	0.809	0.809	n126	0.723	0.913	0.807
2001	nalm1	0.916	0.868	0.891	z	0.893	0.976	0.933	nalm1	0.840	0.761	0.799	a	0.835	0.759	0.795
baseline	0	0.894	0.881	0.887	nalm1	0.947	0.916	0.931	n110	0.784	0.804	0.794	c	0.742	0.844	0.790
2002	n047	0.896	0.875	0.885	n110	0.939	0.911	0.925	n047	0.778	0.808	0.793	c	0.748	0.835	0.789
	c	0.882	0.881	0.881	n047	0.944	0.900	0.921	c	0.737	0.849	0.789	c	0.761	0.812	0.786
	c	0.863	0.898	0.880	c	0.942	0.891	0.916	c	0.713	0.882	0.789	n110	0.681	0.905	0.777
	c	0.892	0.858	0.875	c	0.960	0.872	0.914	c	0.693	0.913	0.788	n047	0.681	0.899	0.775
	c	0.829	0.921	0.873	c	0.905	0.917	0.911	c	0.742	0.827	0.782	c	0.762	0.788	0.775
	c	0.904	0.832	0.867	s	0.958	0.868	0.911	c	0.672	0.924	0.778	a	0.812	0.737	0.773
	o	0.845	0.868	0.856	r	0.961	0.855	0.905	c	0.755	0.784	0.769	a	0.789	0.754	0.771
	c	0.909	0.809	0.856	c	0.966	0.851	0.905	c	0.645	0.934	0.763	a	0.784	0.750	0.767
	o	0.839	0.871	0.855	o	0.910	0.892	0.901	c	0.762	0.745	0.753	c	0.755	0.770	0.762
	o	0.855	0.854	0.854	o	0.911	0.889	0.900	o	0.698	0.805	0.748	a	0.771	0.735	0.753
	o	0.855	0.839	0.847	o	0.905	0.890	0.897	o	0.717	0.762	0.739	c	0.756	0.749	0.752
	o	0.863	0.826	0.844	v	0.940	0.855	0.895	c	0.783	0.697	0.738	a	0.798	0.704	0.748
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.734	0.733	0.733	v	0.612	0.952	0.745
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.664	0.808	0.729	c	0.749	0.733	0.741
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.643	0.834	0.726	v	0.598	0.950	0.734
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.749	0.699	0.723	c	0.750	0.718	0.734
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.608	0.885	0.721	v	0.596	0.947	0.732
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.787	0.645	0.709	nalm1	0.597	0.928	0.727
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.657	0.768	0.708	v	0.586	0.944	0.723
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.760	0.654	0.703	v	0.583	0.944	0.721
	c	0.880	0.880	0.880	c	0.911	0.880	0.895	o	0.564	0.907	0.696	v	0.583	0.941	0.720

Four of the ten IBM runs are highlighted:
IBM's best system of TRECVID 2001, 2002,
and 2003, and the baseline 2003 system.

All top seven runs in all measures are IBM.

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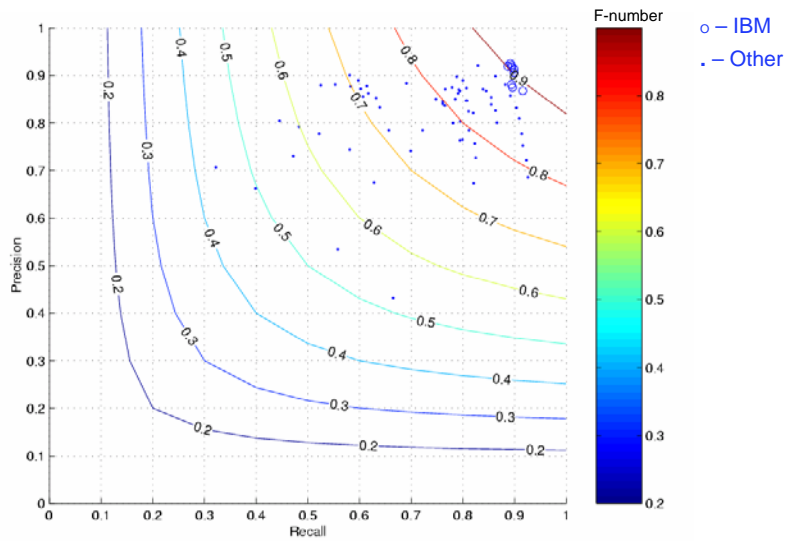
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Summary

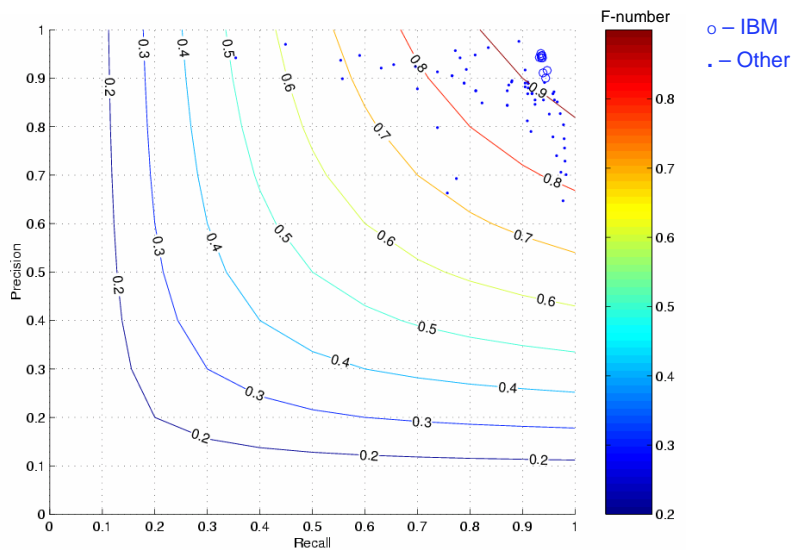
- Multiple pairs of frames
- Finite State Machine
- Frame comparison: RGB, Edges, Thumbnails
- Adaptive thresholds
- System monitoring tools
- Systematic work with an SBD development set

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Detection of All Transitions

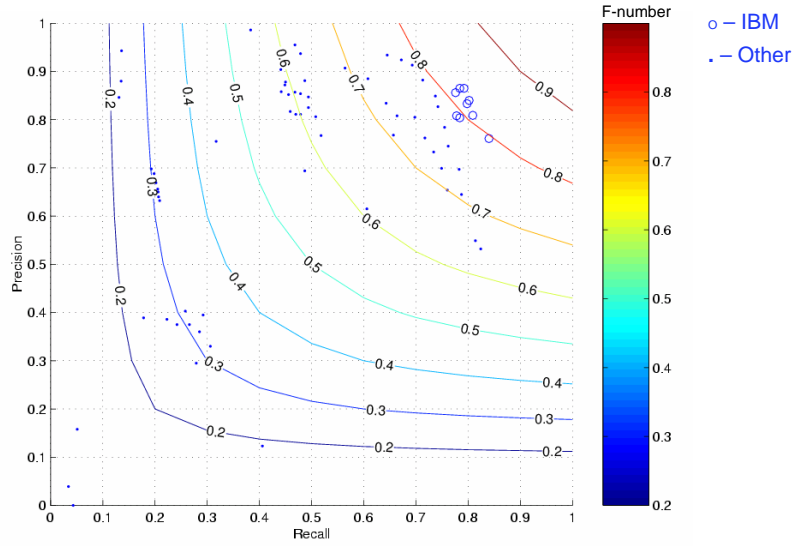


Detection of Cuts





Detection- Gradual Changes



Gradual Changes – Frame Accuracy

