

# Events

Cees Snoek

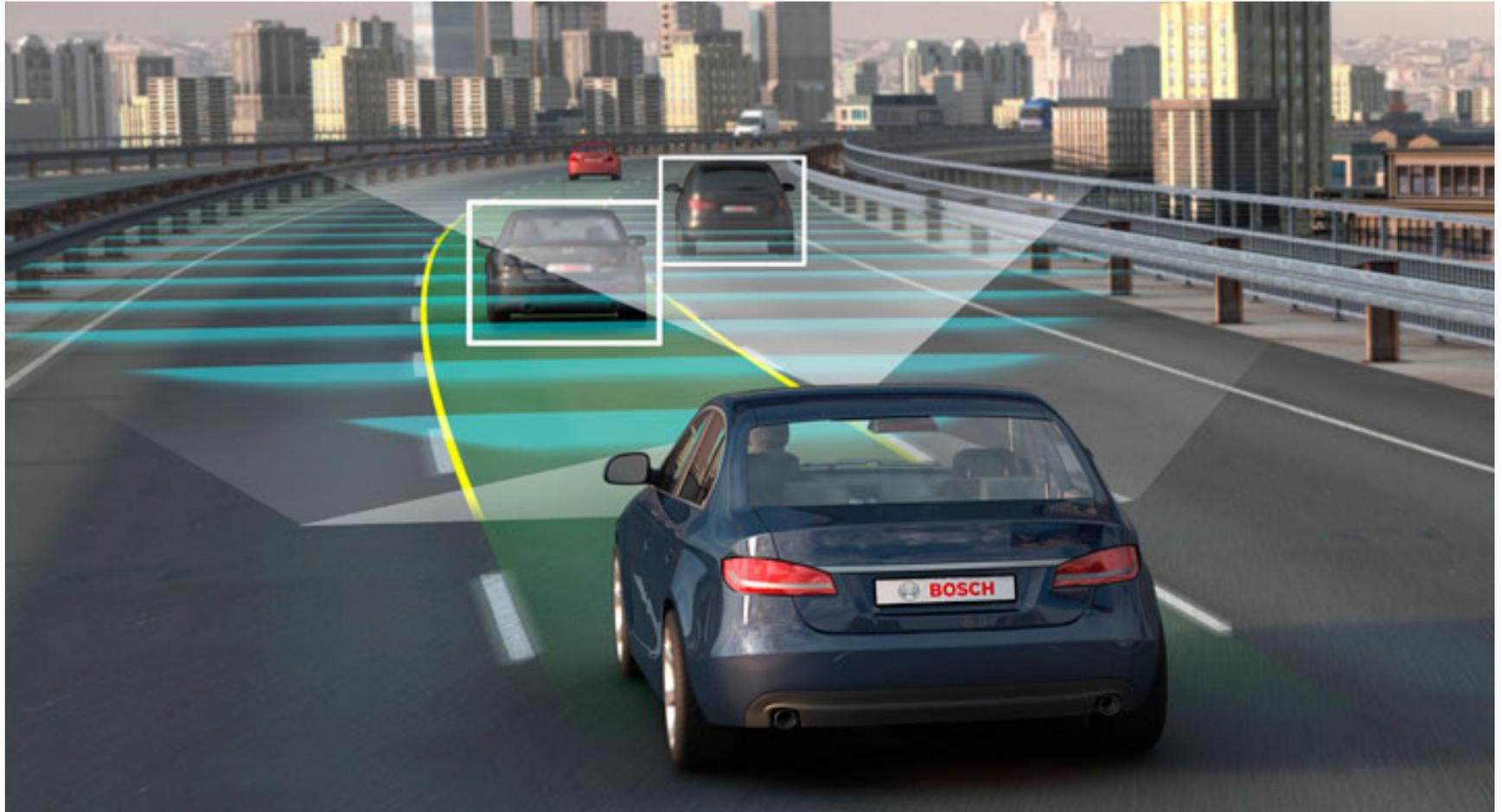
University of Amsterdam  
The Netherlands



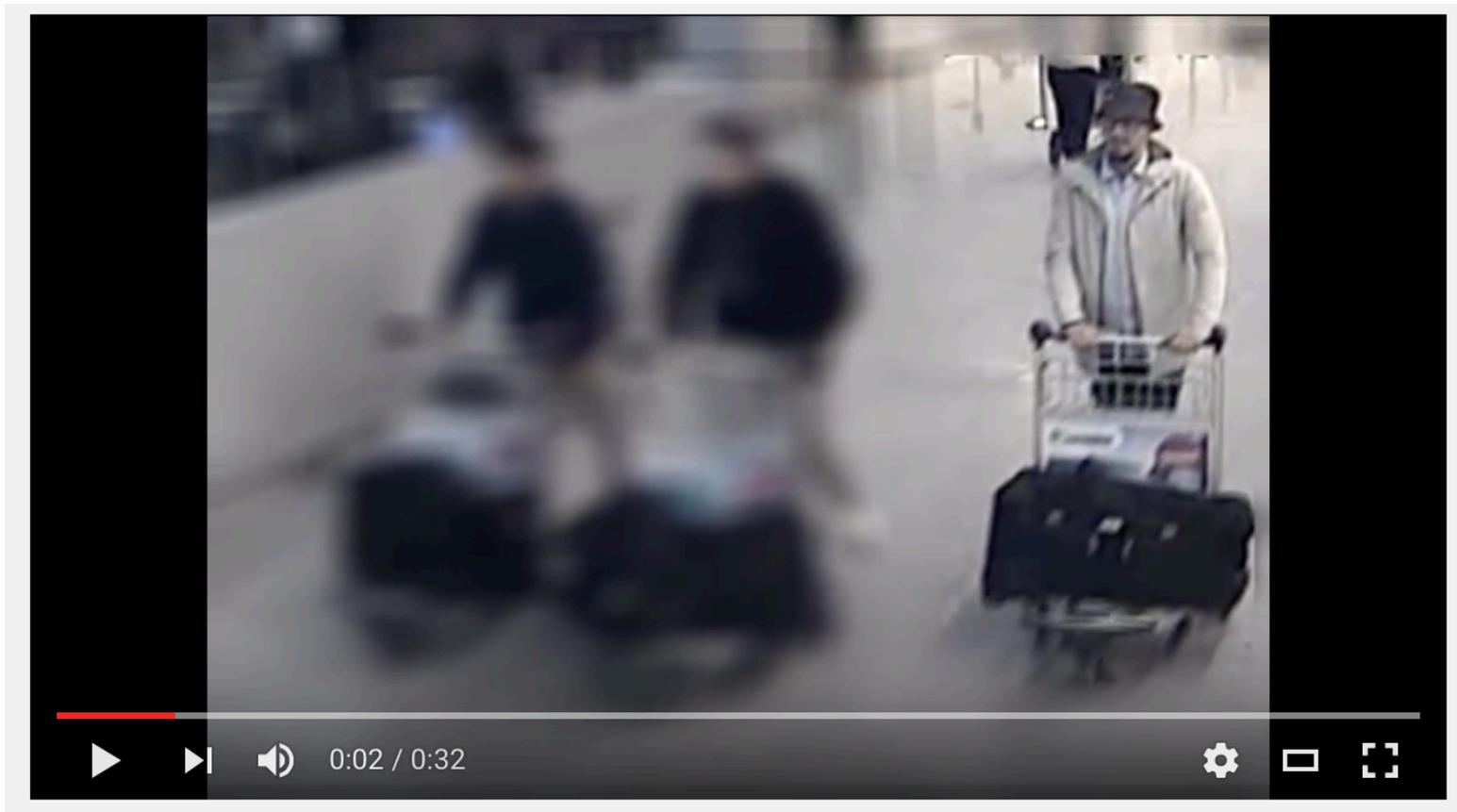
# Motivation: Internet of things that video



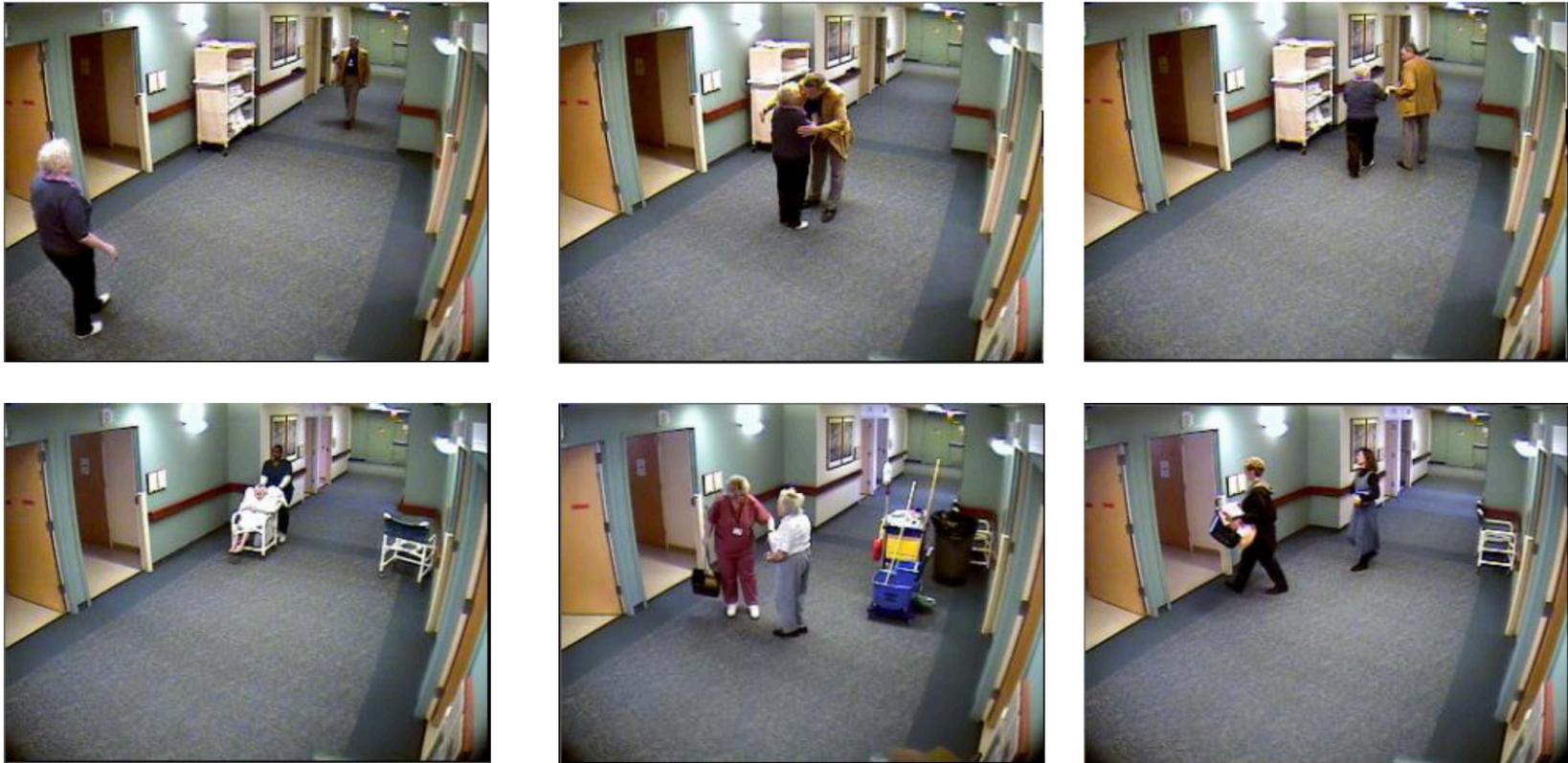
# Technology: self-driving cars



# Forensics: Analyzing terrorist behavior



# Well-being: elderly monitoring



**Figure 1. Examples of interaction patterns in a nursing home**

# Safety: preventive monitoring

parool.nl

Het Parool HOME AMSTERDAM STADSGIDS OPINIE

## Studentencomplexen krijgen meer veiligheidscamera's



Risicoplek aan de Wenckebachweg. © Mats van Soelingen

Studentencomplexen zijn niet onveiligler dan andere woonwijken. Wel moeten in verband met incidenten, waarbij studentes zijn aangevallen, veiligheidsmaatregelen getroffen worden.

GERELATEERD

Dit is wat we nu weten over de moord op Djordy Latumahina  
30 MAART 2017

Bewoners K-buurt krijgen hun zin (en een politiek slagveld)  
30 MAART 2017

Bijzonder bevrijdingsvliegtuig teruggevonden  
30 MAART 2017



# What is an event?

News events: *earthquake, abdication, product launch*

Sport events: *scoring goal, ace serve, slam dunk*

Social events: *concert, debates, exhibitions*

**Every day events: interactions of people and objects**



Repairing an appliance



Working on sewing project

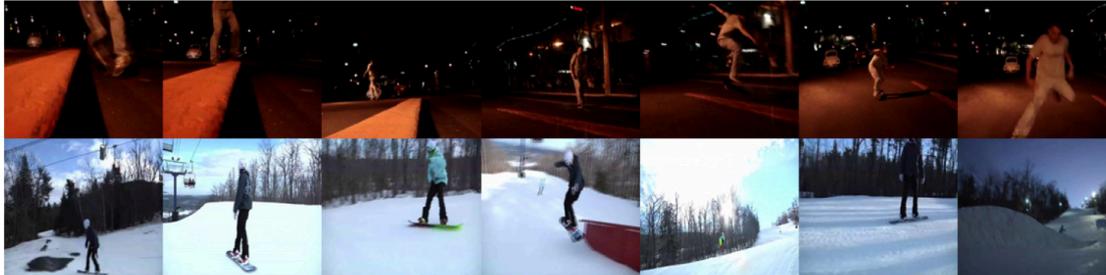


Grooming an animal



Birthday party

# Goal



*Board trick*



*Assembling a shelter*



*Birthday party*

***Recognize and explain event as it happens in video***

# This lecture

We study event recognition

- I.* Data, data, data
- II.* Event classification
- III.* Event retrieval

Prelude

**DATA, DATA, DATA**

# The early years 1995-2010

Progress was slow

- Lack of data
- Lack of benchmarks
- Lack of community
- Lack of urgency

# Goalgle: 9 hrs of test video...

Goalgle Demonstrator - Microsoft Internet Explorer

File Edit View Favorites Tools Help

Back Forward Stop Refresh Home Search Favorites History Mail Size Print Edit

Address <http://localhost/VoetbalDemo/> Go

MediaMill

**Goalgle™**  
soccer video search engine

**QUERY**

Yellow Card

Bay. Leverkusen-Man. United

-- Text --

-- Person --

between  and

**RESULT**

[Bay. Leverkusen-Man. United](#) Semi final of UEFA Champions League season 2001/2002, Second half at 25:01

[Bay. Leverkusen-Man. United](#) Semi final of UEFA Champions League season 2001/2002, Second half at 14:49

[Bay. Leverkusen-Man. United](#) Semi final of UEFA Champions League season 2001/2002, First half at 43:41

[Bay. Leverkusen-Man. United](#) Semi final of UEFA Champions League season 2001/2002, Second half at 23:03

[Bay. Leverkusen-Man. United](#) Semi final of UEFA Champions League season 2001/2002, Second half at 22:50

[Bay. Leverkusen-Man. United](#) Semi final of UEFA Champions League season 2001/2002, Second half at 22:50

Paused 37683 / 103245

Done Local intranet

# CCV: Columbia Consumer Video Database



Basketball



Skiing



Dog



Wedding Reception



Non-music Performance



Baseball



Swimming



Bird



Wedding Ceremony



Parade



Soccer



Biking



Graduation



Wedding Dance



Beach



Ice Skating



Cat



Birthday Celebration



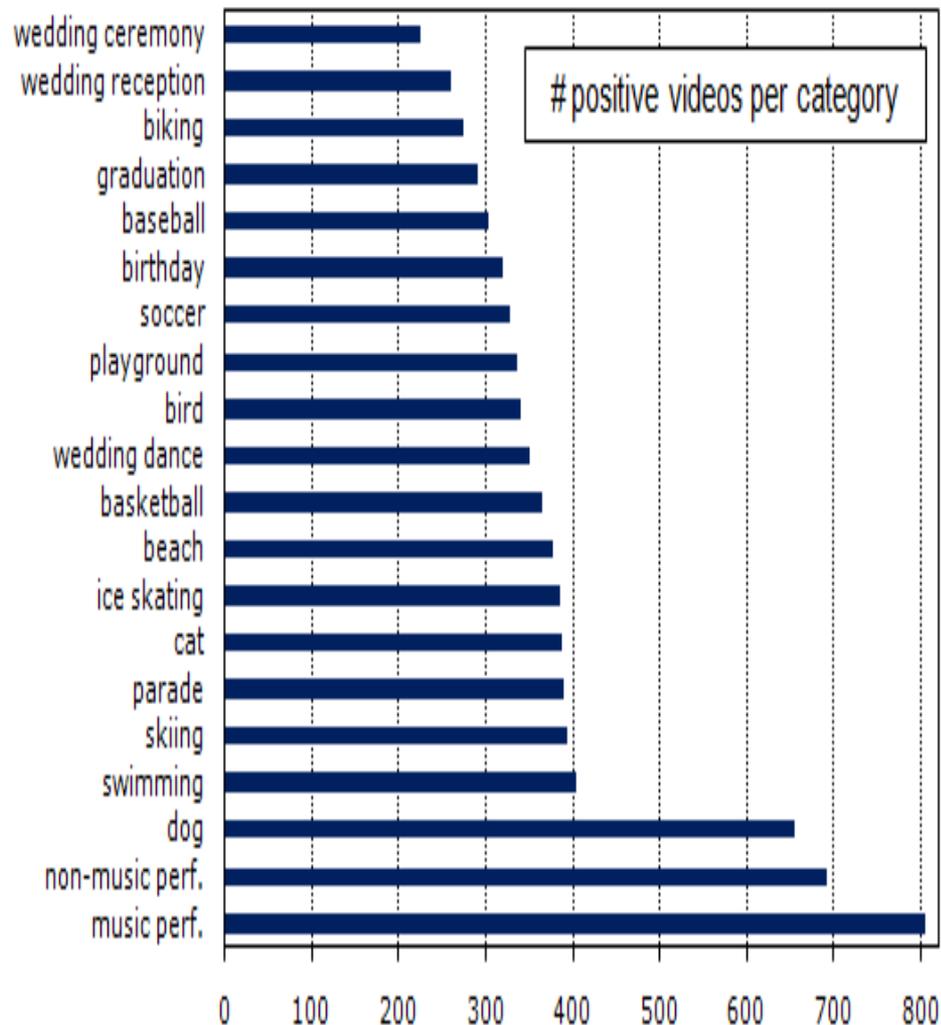
Music Performance



Playground

# CCV snapshot

- # videos: 9,317
  - (210 hrs in total)
- video genre
  - unedited consumer videos
- video source
  - YouTube.com
- average length
  - 80 seconds
- # defined categories
  - 20
- annotation method
  - Amazon Mechanical Turk



# TRECVID benchmark

International competition

Promote progress in video retrieval research

Open data, tasks, evaluation *and* innovation



Carnegie Mellon



# Internet video collections

Collection Name	Designated Uses	Target sizes	Annotation
Pilot	<u>2010</u> Development collection Test collection	1,723 clips 1,742 clips (100 hours)	Clip content annotation for both sets
Development (DEV)	<u>2011</u> Split into two subsets: (1) Transparent (DEV-T) (2) Opaque (DEV-O)  <u>2012-2015</u> (1) and (2) merged to a single training collection	44K clips, (~ 1400 hours)	<u>For MED '11:</u> Clip content annotation for the transparent subset <u>After MED '11:</u> Clip content annotation for the opaque subset
Progress	<u>2012-2015</u> : test collection	120K clips, 4000 hrs	No clip content annotation
Novel 1	<u>2014</u> : test collection	120K clips, 4000 hrs.	No clip content annotation
Novel 2	<u>2015</u> : test collection	120K clips, 4000 hrs.	No clip content annotation

# The TRECVID MED '11 events

## Training Events

### **Process-Observed Events**

- Attempting a board trick
- Feeding an animal
- Landing a fish
- Working on a woodworking project

### **Life Events**

- Wedding ceremony

## Testing Events

### **Process-Observed Events**

- Changing a vehicle tire
- Getting a vehicle unstuck
- Grooming an animal
- Making a sandwich
- Parkour
- Repairing an appliance
- Working on a sewing project

### **Life Events**

- Birthday party
- Flash mob gathering
- Parade

# Example Event Kit

## Event Name:

*Working on a woodworking project*

Mnemonic

## Definition:

One or more people fashion an object out of wood.

Textual Definition

## Event Explication:

Woodworking is a popular hobby that involves crafting an object out of wood. Typical woodworking projects may range from creating large pieces of furniture to small decorative items or toys. The process for making objects out of wood can include cutting wood into smaller pieces .... (continues)

Expresses event domain specific knowledge to understand the event definition

## Evidential Description:

scene: Often indoors in a workshop, garage, artificial lighting. Occasionally outdoors

objects/people: Woodworking tools (automatic or non-automatic saws, sander, knife), paint, stains, sawhorses, toolbox, safety goggles

activities: Cutting and shaping wood, attaching pieces of wood together, smoothing/sanding wood

audio: power tool sounds; hand tool sounds (hammer, saw, etc.); narration of process

Textual listing of attributes that are often associated with the event

## Exemplars:

HVC334271.mp4, HVC393428.mp4, HVC875424.mp4, etc.

Specific clips from the "Event Kits" data set that are known to contain the event being defined.

## Target User:

An *Internet information analyst* or *experienced Internet searcher* with event-specialized knowledge.

Part I

# **CLASSIFICATION**

# Chapter 1

## **FEATURE ENCODING**

Several slides by: Yu-Gang Jiang

# *Solution 1: Feature encoding*

Represent video as low-level feature vector

- Image features: SIFT variations, deep learning, *etc.*
- Audio features: MFCC, AUD, *etc.*
- Text features: ASR, OCR, *etc.*
- Motion features: STIP, dense trajectories, *etc.*

***Good recognition accuracy, no interpretation***

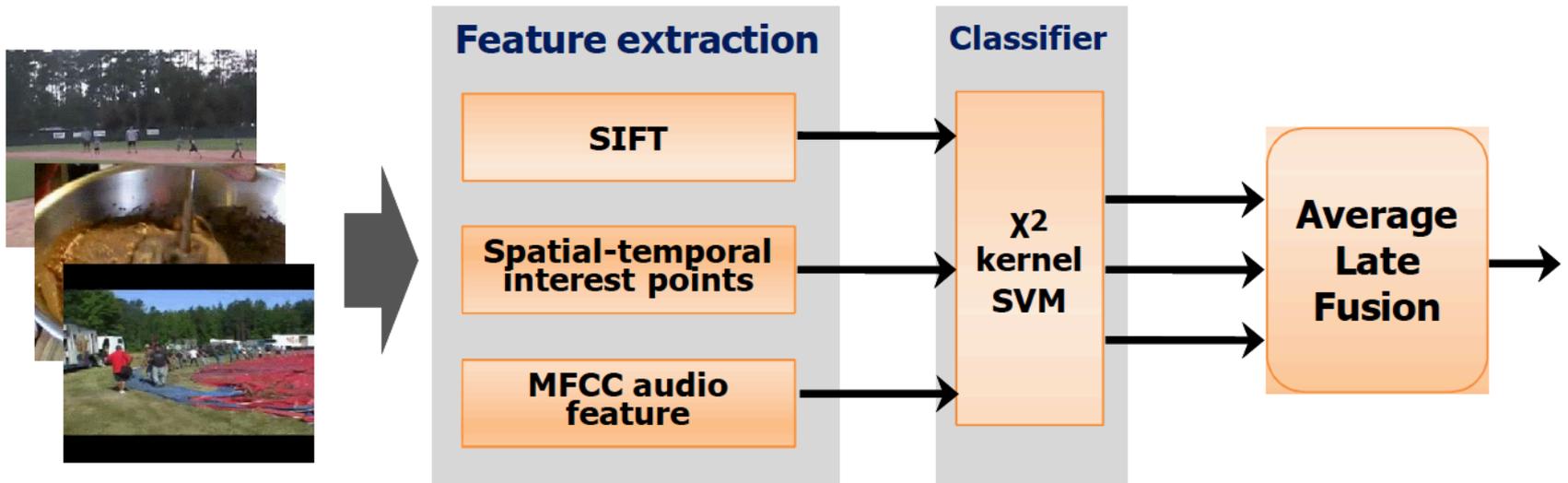
Y.G. Jiang et al. TRECVID10

P. Natarjan et al., CVPR12

Wang et al., ICCV13

*and many others*

# Winner TRECVID 2010



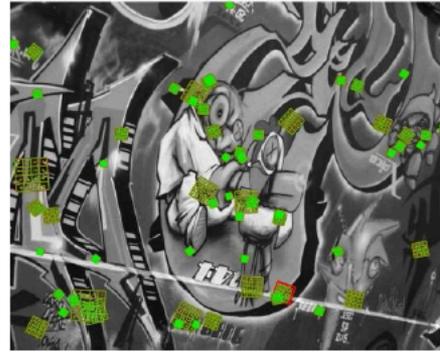
Yu-Gang Jiang, Xiaohong Zeng, Guangnan Ye, Subh Bhattacharya, Dan Ellis, Mubarak Shah, Shih-Fu Chang, **Columbia-UCF TRECVID2010 Multimedia Event Detection: Combining Multiple Modalities, Contextual Concepts, and Temporal Matching**, NIST TRECVID Workshop, 2010.



# Audiovisual features

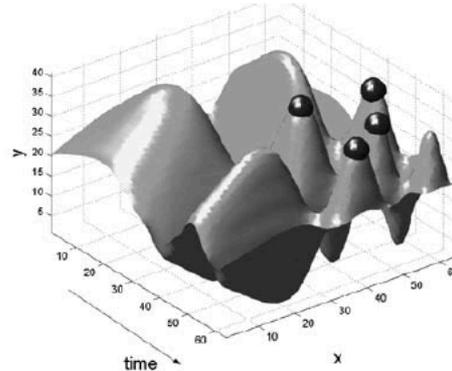
- SIFT (visual)

– D. Lowe, IJCV 04.

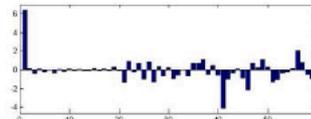
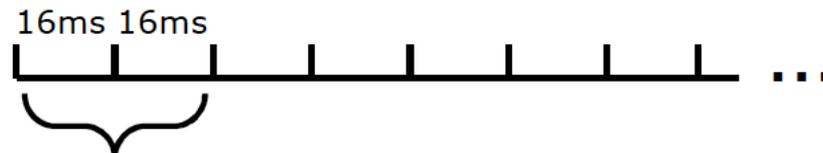


- STIP (visual)

– I. Laptev, IJCV 05.



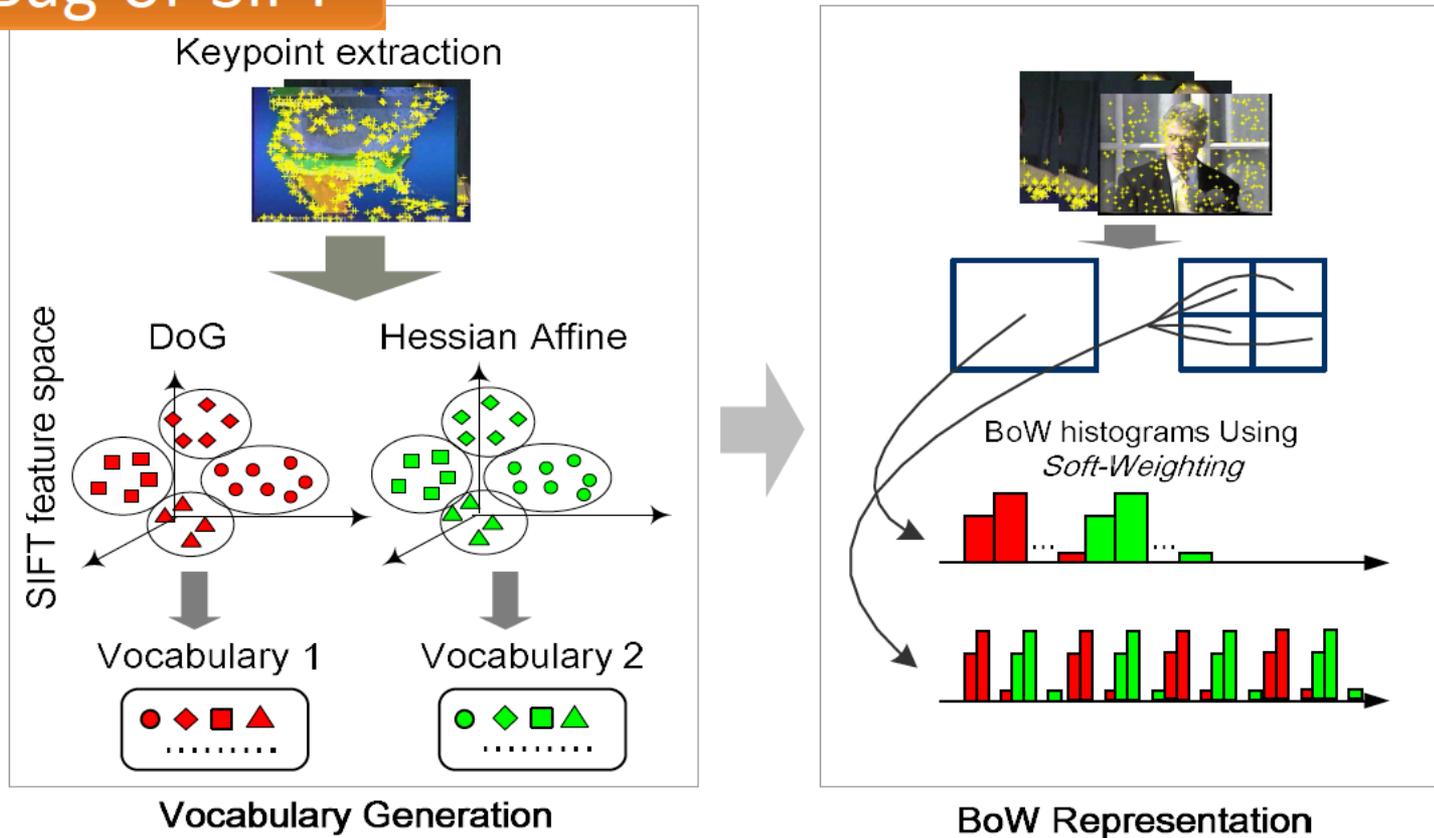
- MFCC (audio)



# Bag-of-X representation

- **X = SIFT / STIP / MFCC**
- **Soft weighting** (Jiang, Ngo and Yang, ACM CIVR 2007)

## Bag-of-SIFT



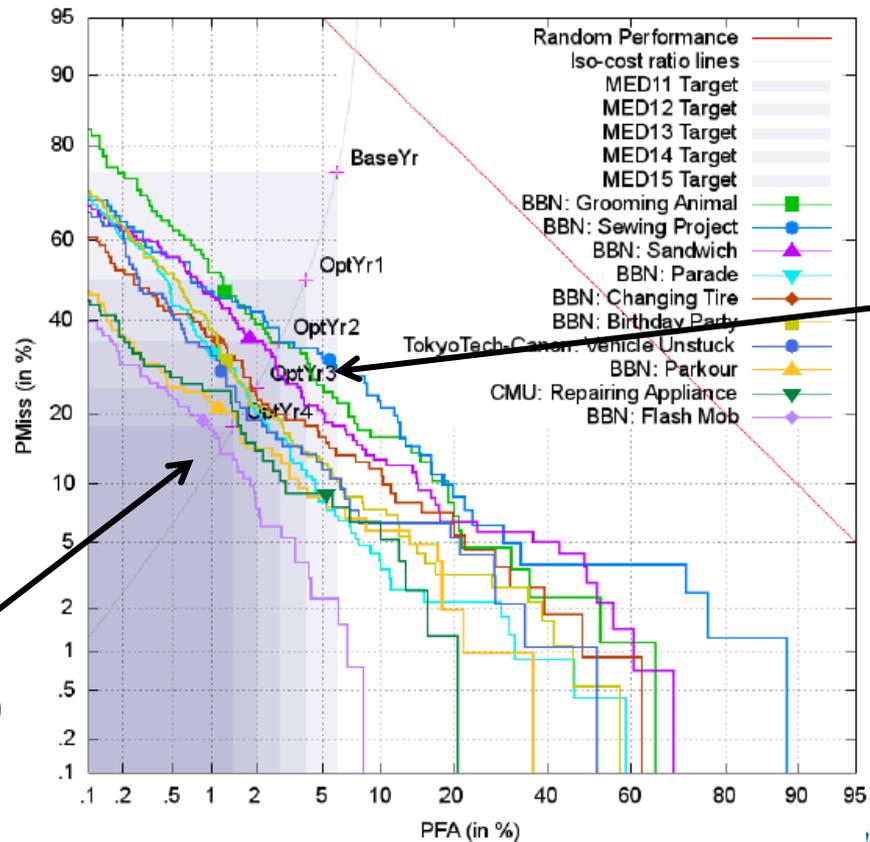
# Results

- Measured by Average Precision (AP)

	Assembling a shelter	Batting a run in	Making a cake	<i>Mean AP</i>
Visual STIP	0.468	0.719	0.476	0.554
Visual SIFT	0.353	0.787	0.396	0.512
Audio MFCC	0.249	0.692	0.270	0.404
STIP+SIFT	0.508	0.796	0.476	0.593
STIP+SIFT+MFCC	<u>0.533</u>	<u>0.873</u>	<u>0.493</u>	<u>0.633</u>

- STIP works the best for event detection
- The 3 features are **highly complementary!**

# 2011 event detection results

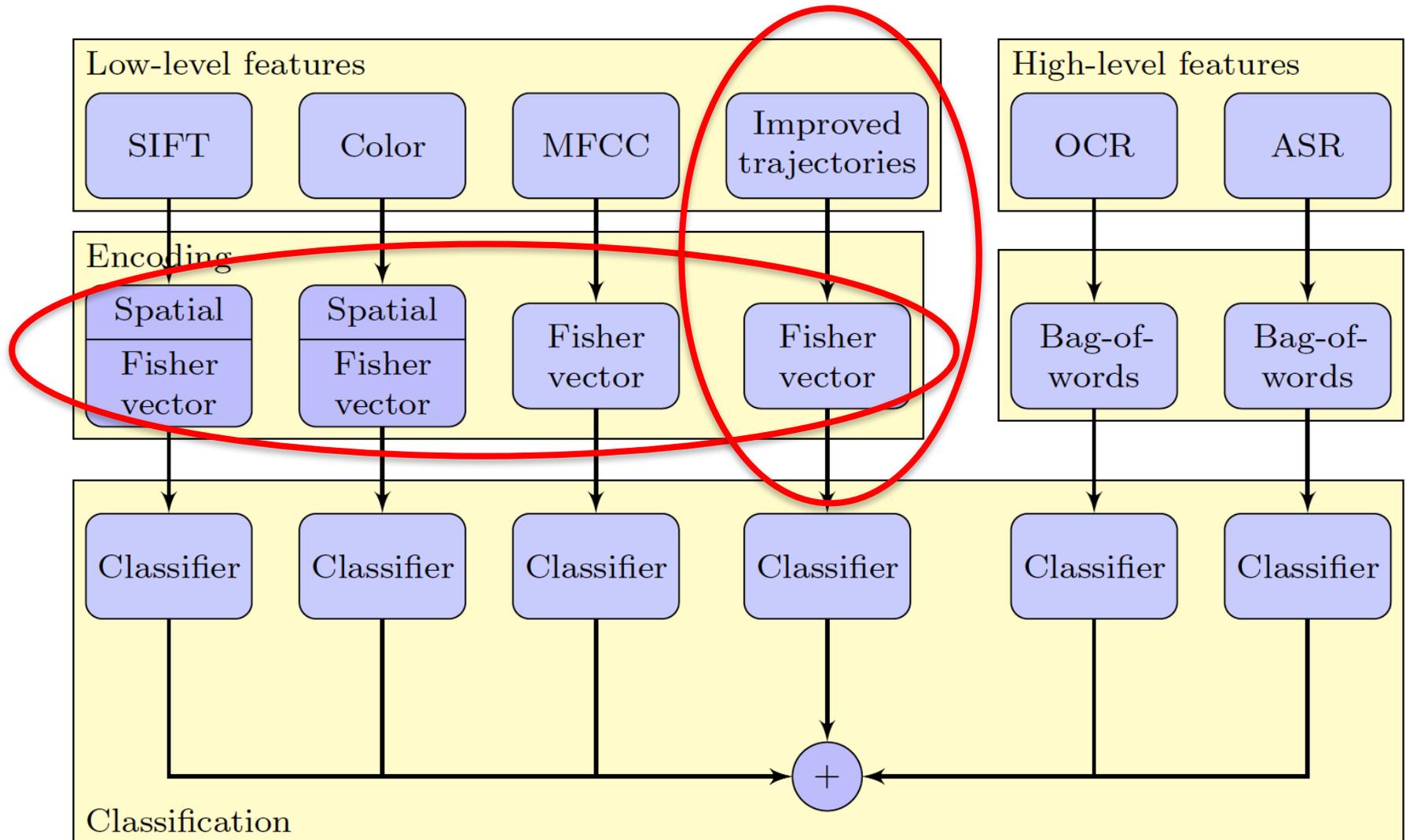


**Easy:**  
Flash mob

**Hard:**  
Grooming an  
animal

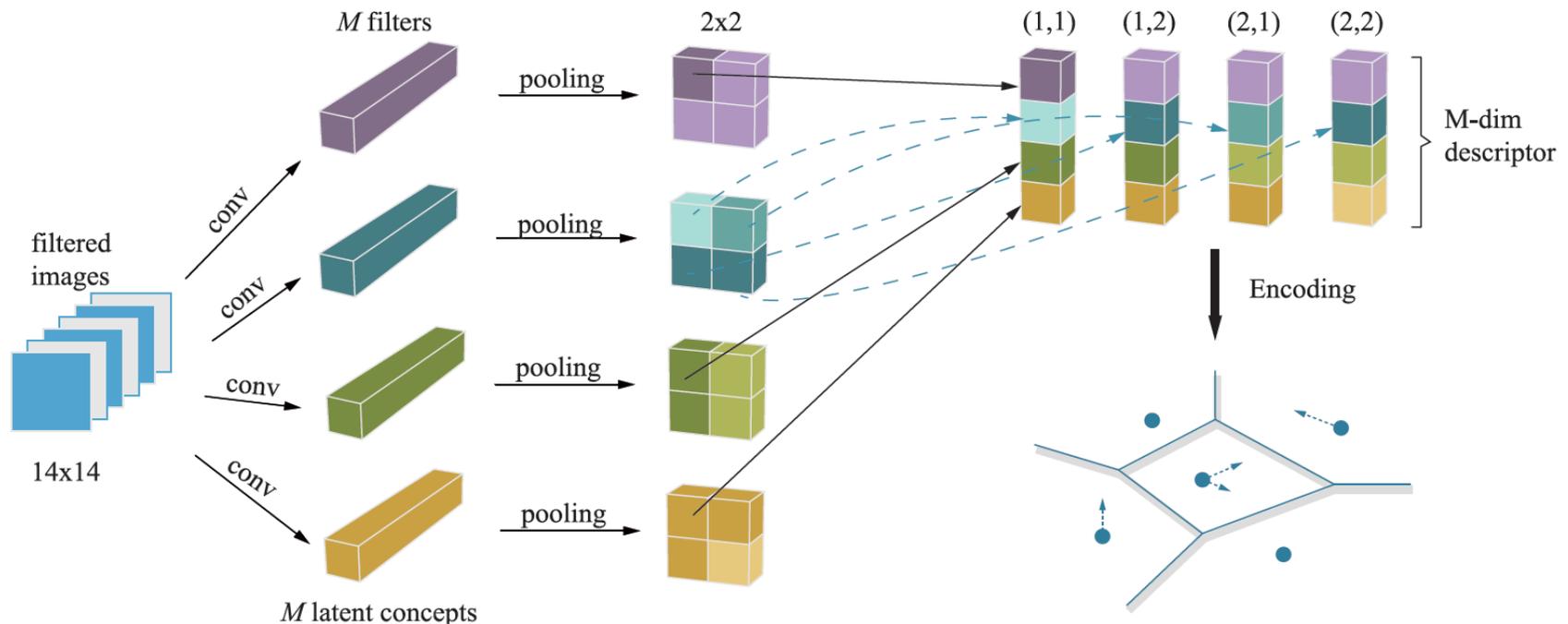
*All systems rely predominantly on bag-of-features,  
no notion whether event really happened*

# 2012 & 2013 winner: Inria LEAR



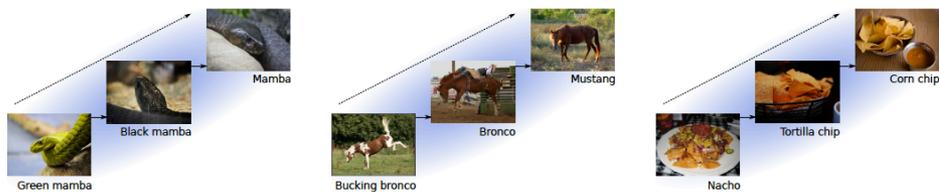
# 2014 winner: CMU

Winning system combined many multimedia features, with huge computation budget, deep learning key?

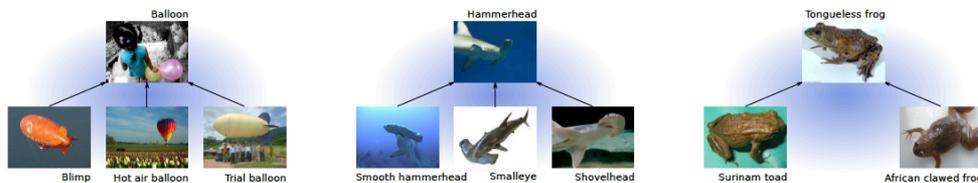


# 2015 winner: ImageNet-Shuffle - UvA

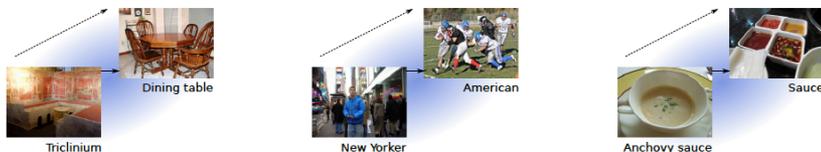
Leverage complete, but reorganized ImageNet for pre-training  
 Outperform standard networks, maintain benefits of fusion



(a) Roll.



(b) Bind.



(c) Promote.



(d) Subsample.

# Conclusion on feature encodings

- The combination of audio-visual features is key for good video event recognition
  - ~~MBH + Fisher vector best single feature~~
  - Best single feature from deep convolutional nets
- Many start to explore temporal deep learning
  - 3D convolutions
  - Recurrent neural networks
  - ...

***Good recognition accuracy, limited interpretation***

## Chapter 2

# **SEMANTIC ENCODING**

Joint work with Amirhossein Habibian & Masoud Mazloom

# *Solution 2: Semantic encoding*

Represent video as concept score histogram

- Detectors from deep learning, Fisher vectors, *etc.*
- Annotated examples from ImageNet, Flickr, *etc.*

***Vocabulary for semantic encoding mostly driven by ad hoc concept detector availability.***

Naphade et al. TMM02  
Ebadollahi et al., ICME06  
Snoek et al., PAMI06  
Gkalelis et al., CBMI11  
Merler et al., TMM12  
*and many others*

# Semantic encodings for video

1. How many concepts?
2. What concept types?
3. Which concepts?
4. How accurate?
5. How to select?

# Experimental setup

**MED:** TRECVID Multimedia Event Detection 2012

13,274 videos (66% train, 34% test)

25 event categories, *marriage proposal, grooming animal, etc.*

**CCV:** Columbia Consumer Video

9,317 videos (50% train, 50% test)

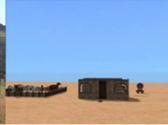
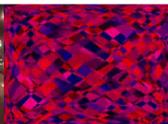
15 event categories, *music performance, graduation, etc.*

Vocabulary sampled from 1,346 concept detectors

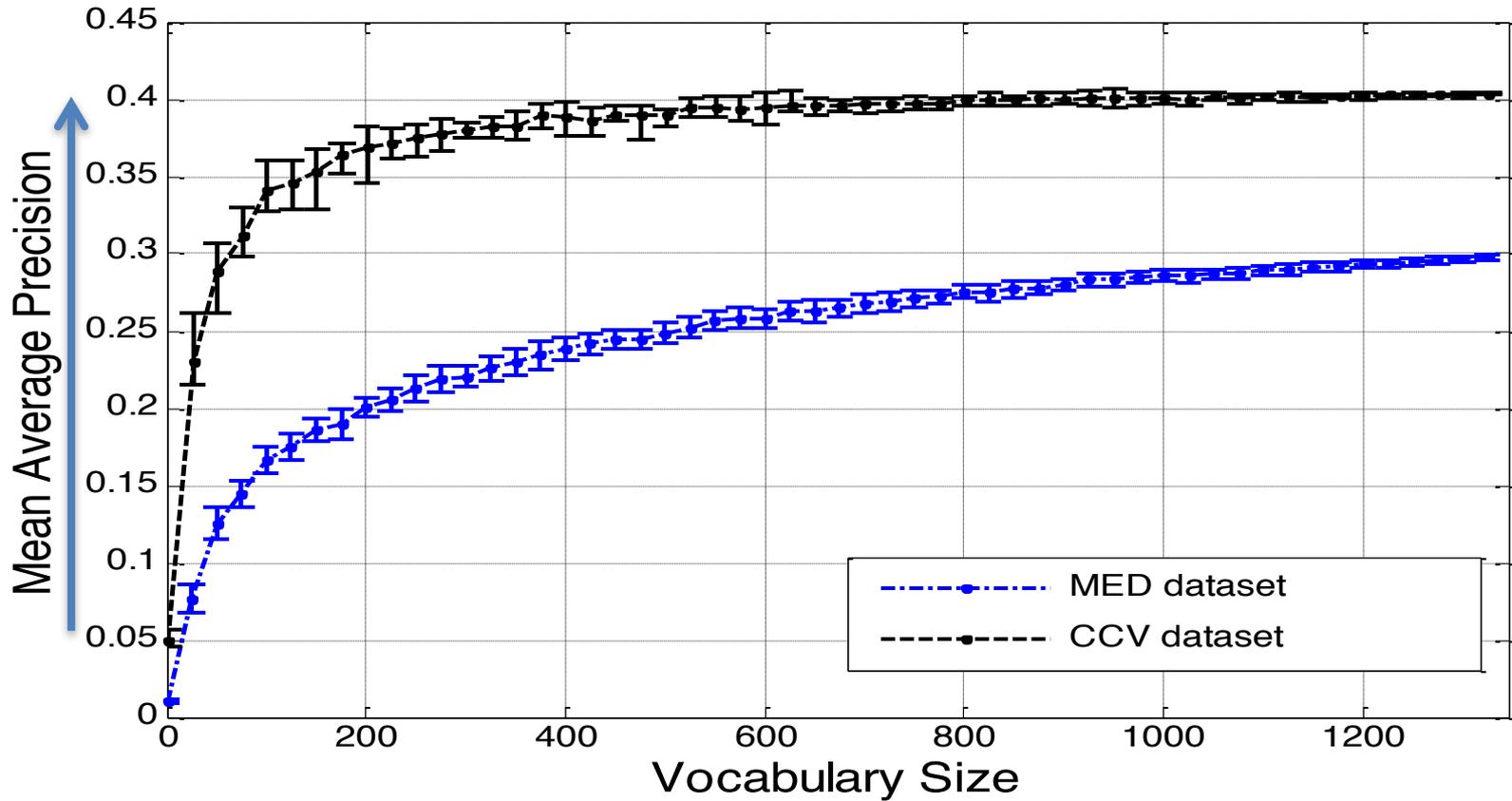
Annotations by ImageNet Challenge11 and TRECVID SIN12

Color Fisher coding with spatial pooling and linear SVM

# Concepts categorized by type

<b>Object</b>										
	Helicopter	Tank	Bus	Canoe	Harmonica	Boat ship	Bicycle	Chair	Cell phone	Van
<b>Action</b>										
	Walking	Speaking	Running	Sitting down	Standing	Singing	Handshaking	Swimming	Throwing	Greeting
<b>Scene</b>										
	Court	Urban	Kitchen	Hospital	Highway	Bakery	Flood	Field	Desert	Beach
<b>People</b>										
	Groom	Researcher	Indian person	Two people	Teenager	Politician	Athlete	Baby	Adult male	Adult female
<b>Animal</b>										
	Flamingo	Scorpion	Koala	Horse	Wild animal	Insect	Dolphin	Cow	Cat	Bird
<b>Attribute</b>										
	Triangle	Professional Video	Cartoon	Still image	Scene text	Overlaid text	Moon light	Junk frame	Graphic	Amateur Video

# 1. How many concepts?



***More is better, but include at least 200***

## 2. What concept types?

Derive the vocabulary concepts

***Single***: Only from a particular concept type?

***Joint***: From various concept types?

Scene (128)	
Single	Joint
0.142	<b>0.168</b>

## 2. What concept types?

<i><b>MED</b></i>	<b>Object (670)</b>		<b>Action (34)</b>		<b>Scene (128)</b>		<b>People (78)</b>		<b>Animal (321)</b>		<b>Attribute (45)</b>	
<b>Vocab.</b>	Single	Joint	Single	Joint	Single	Joint	Single	Joint	Single	Joint	Single	Joint
<b>MAP</b>	0.259	<b>0.279</b>	0.067	<b>0.076</b>	0.142	<b>0.168</b>	0.082	<b>0.123</b>	0.158	<b>0.239</b>	0.063	<b>0.082</b>

Small difference

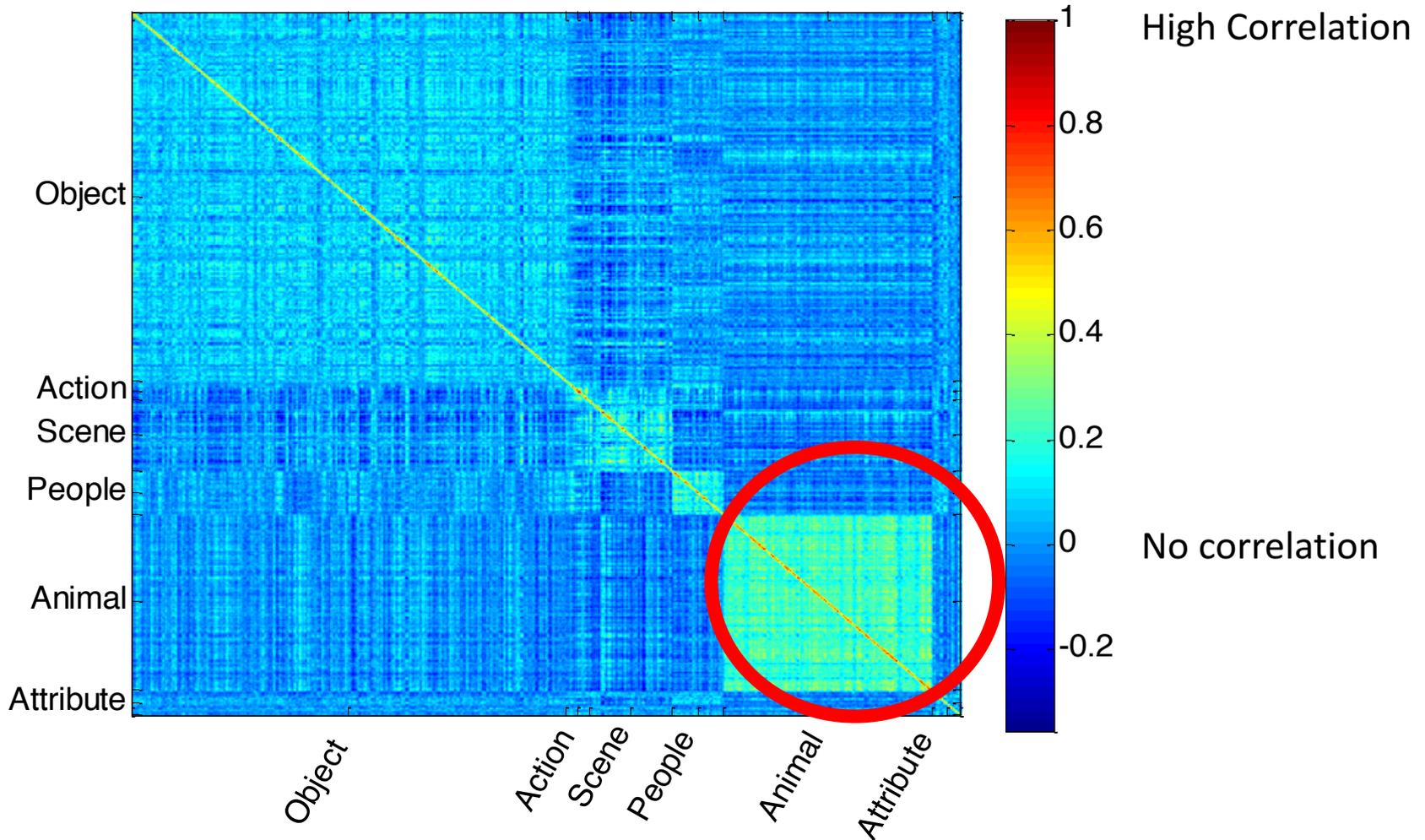
Big difference

<i><b>CCV</b></i>	<b>Object (670)</b>		<b>Action (34)</b>		<b>Scene (128)</b>		<b>People (78)</b>		<b>Animal (321)</b>		<b>Attribute (45)</b>	
<b>Vocab.</b>	Single	Joint	Single	Joint	Single	Joint	Single	Joint	Single	Joint	Single	Joint
<b>MAP</b>	0.307	<b>0.335</b>	0.197	<b>0.217</b>	0.249	<b>0.285</b>	0.229	<b>0.265</b>	0.265	<b>0.310</b>	0.178	<b>0.220</b>

***In general, a diverse vocabulary is better***

Event	Animal (321)	
	Single	Joint
Attempting board trick	0.120	<b>0.271</b>
Feeding animal	<b>0.073</b>	0.045
Landing fish	0.323	<b>0.36</b>
Wedding ceremony	0.162	<b>0.388</b>
Working wood working project	0.116	<b>0.167</b>
Birthday party	0.139	<b>0.239</b>
Changing vehicle tire	0.054	<b>0.153</b>
Flash mob gathering	0.415	<b>0.475</b>
Getting vehicle unstuck	0.294	<b>0.338</b>
Grooming animal	<b>0.146</b>	0.127
Making sandwich	0.07	<b>0.176</b>
Parade	0.126	<b>0.275</b>
Parkour	0.089	<b>0.356</b>
Repairing appliance	0.104	<b>0.259</b>
Working sewing project	0.194	<b>0.238</b>
Attempting bike trick	0.129	<b>0.392</b>
Cleaning appliance	0.029	<b>0.058</b>
Dog show	<b>0.555</b>	0.512
Giving directions location	0.016	<b>0.029</b>
Marriage proposal	0.018	<b>0.05</b>
Renovating home	0.085	<b>0.192</b>
Rock climbing	0.309	<b>0.322</b>
Town hall meeting	0.266	<b>0.379</b>
Winning race without vehicle	0.088	<b>0.138</b>
Working metal crafts project	0.019	<b>0.038</b>

# Concept correlations



*Plotted for MED dataset*

# Semantic encodings for video

1. How many concepts?
2. What concept types?
- 3. Which concepts?**
4. How accurate?
5. How to select?

# 3. Which concepts?

General/specific concepts are identified manually

General: human, vegetation, outdoor etc.

Specific: salmon, cheese, sand castle etc.

Derive the vocabulary concepts

Only from specific concepts?

Only from general concepts?

Mixture of specific and general concepts?

### 3. Which concepts?

MED dataset

Vocabulary	Specific	General	Mixture
<b>MAP</b>	0.094	0.117	<b>0.130</b>

CCV dataset

Vocabulary	Specific	General	Mixture
<b>MAP</b>	0.208	0.232	<b>0.260</b>

***Specific and general concepts should be mixed***

Event	Specific	General	Mixture
Attempting board trick	0.090	0.108	<b>0.130</b>
Feeding animal	0.041	0.042	<b>0.045</b>
Landing fish	0.113	0.107	<b>0.139</b>
Wedding ceremony	0.071	0.14	<b>0.164</b>
Working wood working project	<b>0.083</b>	0.065	0.073
Birthday party	0.078	0.135	<b>0.138</b>
Changing vehicle tire	0.058	0.062	<b>0.071</b>
Flash mob gathering	0.301	0.284	<b>0.337</b>
Getting vehicle unstuck	0.195	0.246	<b>0.282</b>
Grooming animal	0.064	0.079	<b>0.081</b>
Making sandwich	0.059	0.089	<b>0.119</b>
Parade	0.073	<b>0.203</b>	0.161
Parkour	0.104	<b>0.226</b>	0.210
Repairing appliance	<b>0.111</b>	0.098	0.101
Working sewing project	0.076	0.075	<b>0.082</b>
Attempting bike trick	0.044	0.08	<b>0.09</b>
Cleaning appliance	<b>0.125</b>	0.092	0.123
Dog show	0.219	0.178	<b>0.23</b>
Giving directions location	0.028	0.019	<b>0.053</b>
Marriage proposal	0.013	0.017	<b>0.025</b>
Renovating home	0.023	0.074	<b>0.083</b>
Rock climbing	0.178	0.156	<b>0.194</b>
Town hall meeting	0.064	<b>0.226</b>	0.158
Winning race without vehicle	0.102	0.102	<b>0.117</b>
Working metal crafts project	<b>0.040</b>	0.021	<b>0.036</b>

## 4. How accurate?

How important is the concept detector accuracy?

Decrease concept detector accuracies to observe how event detection performance responds

Approach: Train less sophisticated detectors

# Approach: Four detector settings

All examples / ColorSIFT / Spatial Pyramids

30% of examples / ColorSIFT / Spatial Pyramids

30% of examples / SIFT / Spatial Pyramids

30% of examples / SIFT

# Train less sophisticated detectors

MED dataset

Detectors	100% Examples ColorSIFT Spatial Pyramid	30% Examples ColorSIFT Spatial Pyramid	30% Examples SIFT Spatial Pyramid	30% Examples SIFT
<b>MAP</b>	<b>0.206</b>	0.189	0.182	0.185

CCV dataset

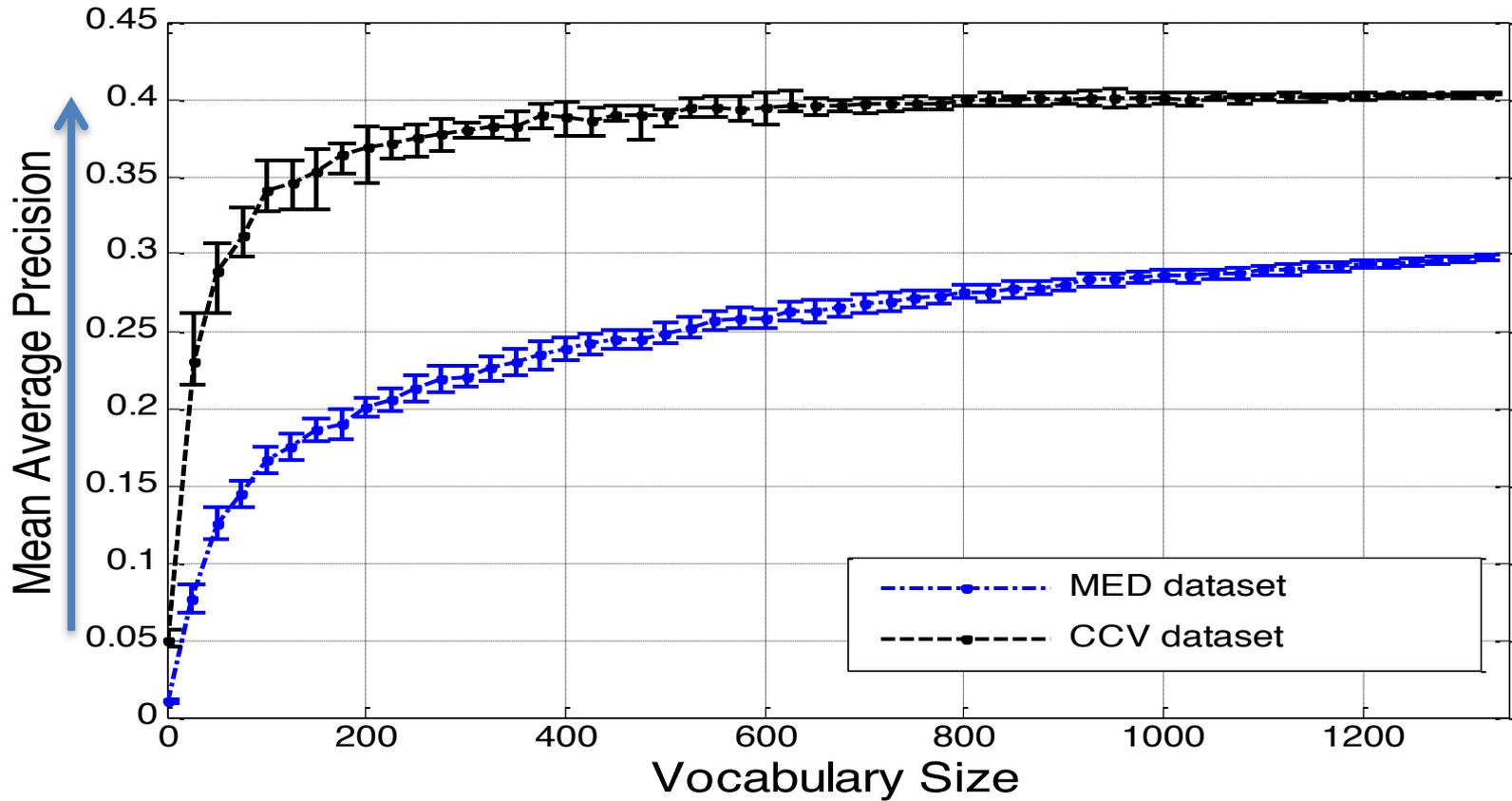
Detectors	100% Examples ColorSIFT Spatial Pyramid	30% Examples ColorSIFT Spatial Pyramid	30% Examples SIFT Spatial Pyramid	30% Examples SIFT
<b>MAP</b>	0.359	<b>0.371</b>	0.354	0.353

***More sophisticated detectors have only minor influence on the overall event recognition accuracy.***

# Semantic encodings for video

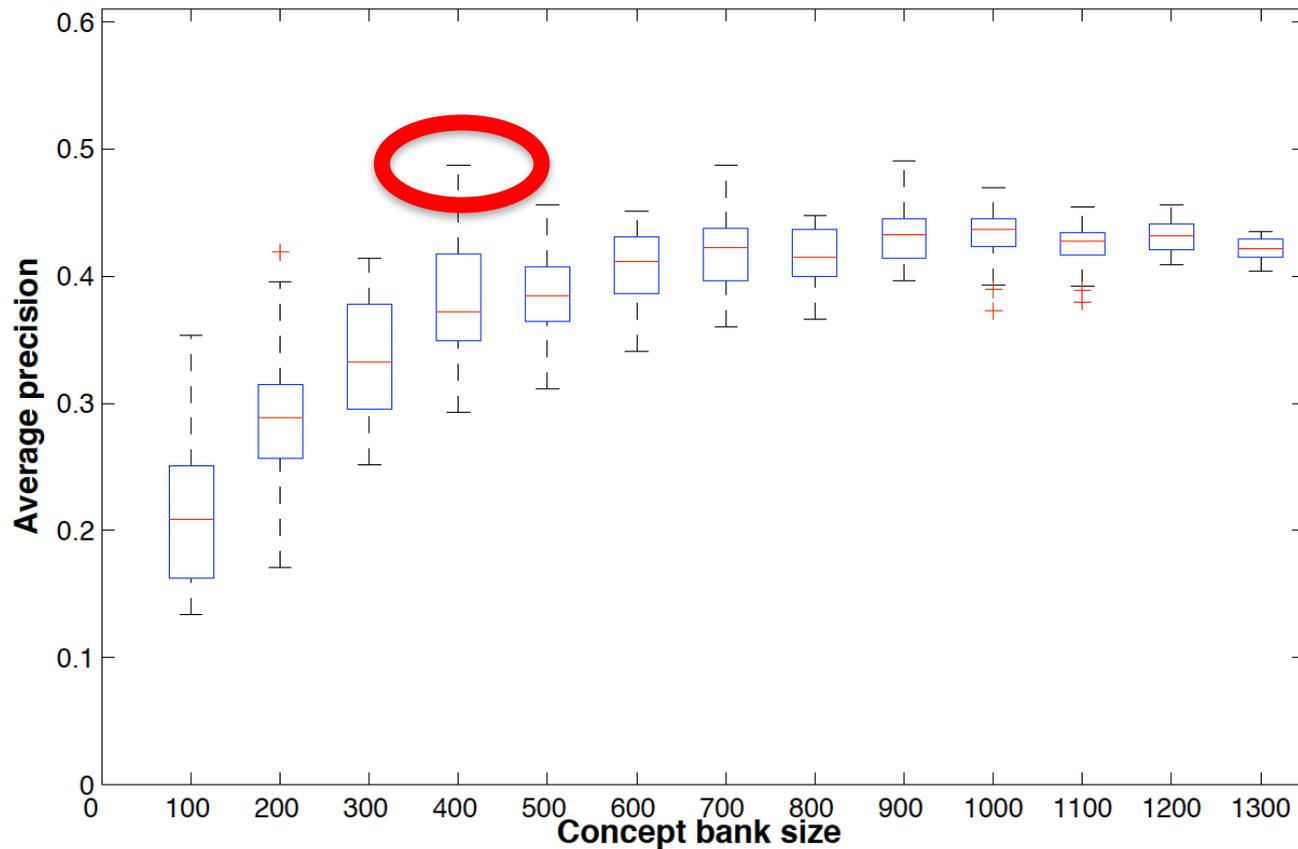
1. How many concepts?
2. What concept types?
3. Which concepts?
4. How accurate?
- 5. How to select?**

# 5. Motivation



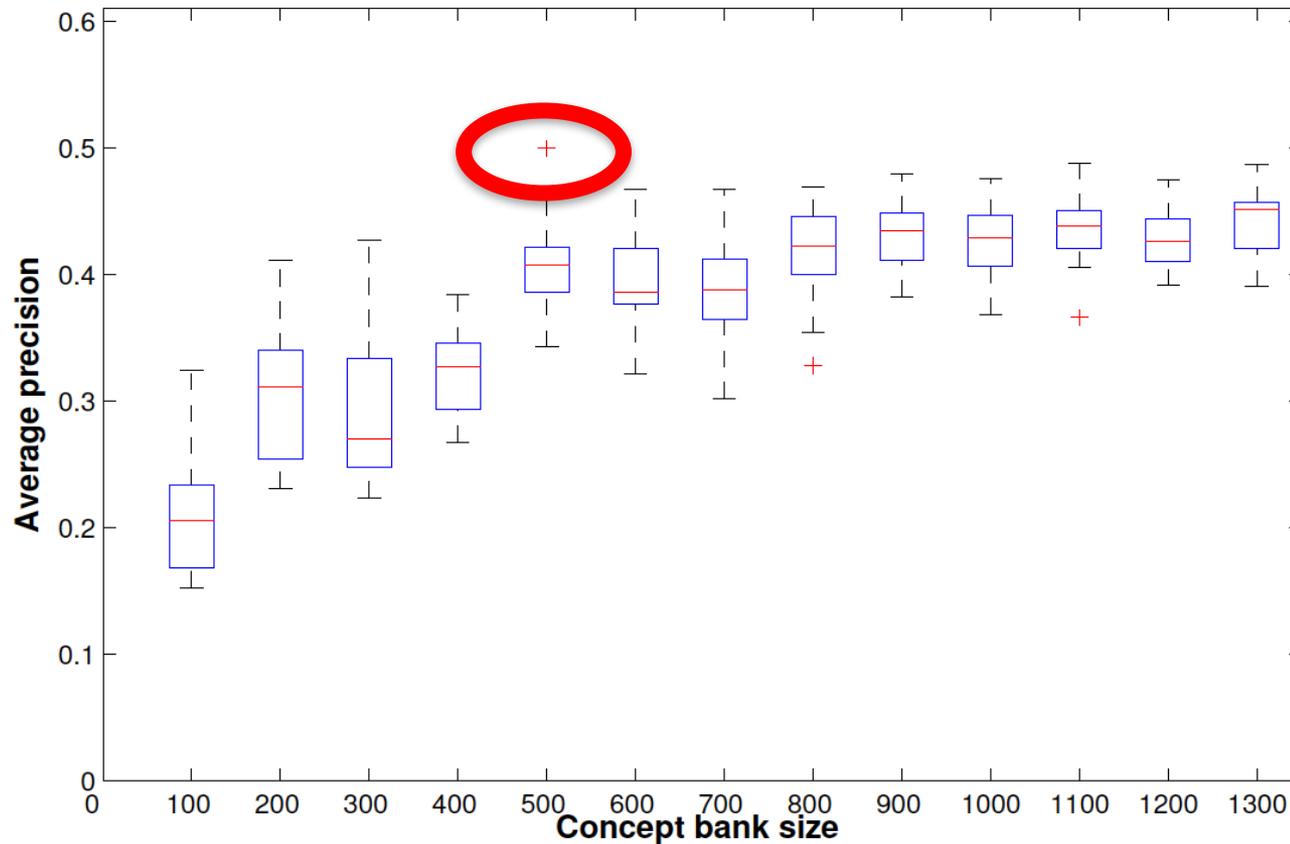
***More is better, but include at least 200***

# Example for: *Landing a fish in*



***A vocabulary of 400 concepts is more accurate than using all***

# Example for: *Wedding ceremony*



***A vocabulary of 500 concepts is more accurate than using all***

# Value of individual concepts

Board trick			Wedding ceremony			Flash mob gathering		
Concept	AP	Positives	Concept	AP	Positives	Concept	AP	Positives
<i>Skating</i>	0.194	1,300	<i>Church</i>	0.396	1,300	<i>Crowd</i>	0.280	2,341
<i>Road</i>	0.171	1,096	<i>Altar</i>	0.324	1,300	<i>3 or more people</i>	0.214	2,099
<i>Snow</i>	0.162	1,013	<i>Gown</i>	0.306	1300	<i>People marching</i>	0.205	624
<i>Snowplow</i>	0.123	540	<i>Groom</i>	0.288	1,280	<i>Street battle</i>	0.202	1,300
<i>Ski</i>	0.119	1,096	<i>Suit</i>	0.251	1,300	<i>Meeting</i>	0.186	340
Basketball			Swimming			Parade		
Concept	AP	Positives	Concept	AP	Positives	Concept	AP	Positives
<i>Basketball</i>	0.488	1,300	<i>Swimming</i>	0.698	1,300	<i>People marching</i>	0.318	624
<i>Throw ball</i>	0.485	811	<i>Swimming pool</i>	0.621	1,300	<i>Urban scenes</i>	0.155	1,403
<i>Throwing</i>	0.432	1,300	<i>Underwater</i>	0.432	1,300	<i>Police van</i>	0.150	1,300
<i>Indoor sport venue</i>	0.355	1,300	<i>Stingray</i>	0.227	1,300	<i>3 or more people</i>	0.138	2,099
<i>Gym</i>	0.337	153	<i>Waterscape/Waterfront</i>	0.211	604	<i>Streets</i>	0.135	1,300

***Note the semantic correspondence between good performing concepts and events***

# Research question 5.

***Is it possible to learn the semantic encoding  
of an event from examples?***

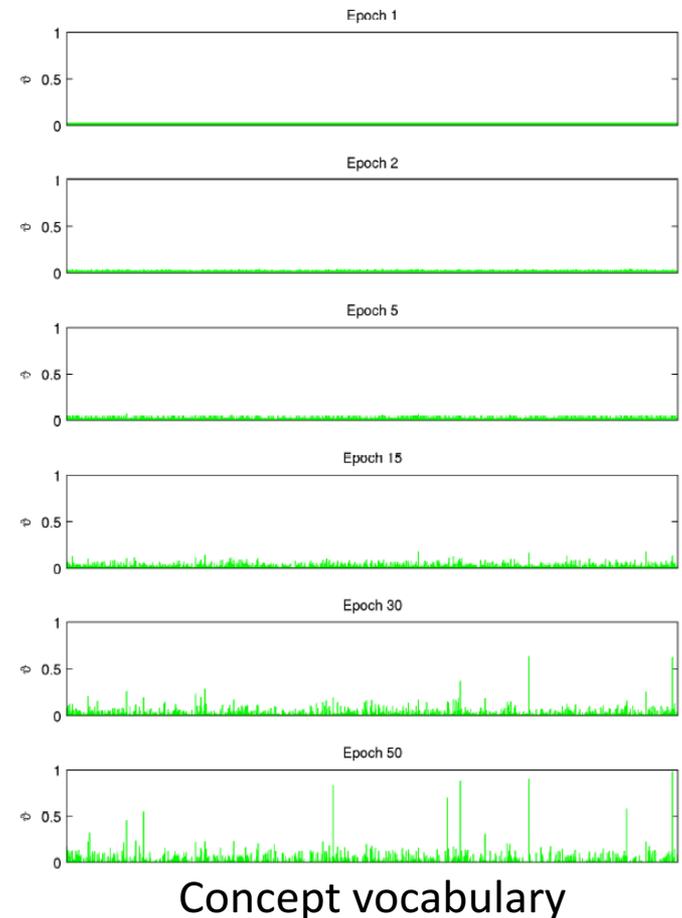
# Idea

Formalize subset selection as importance sampling

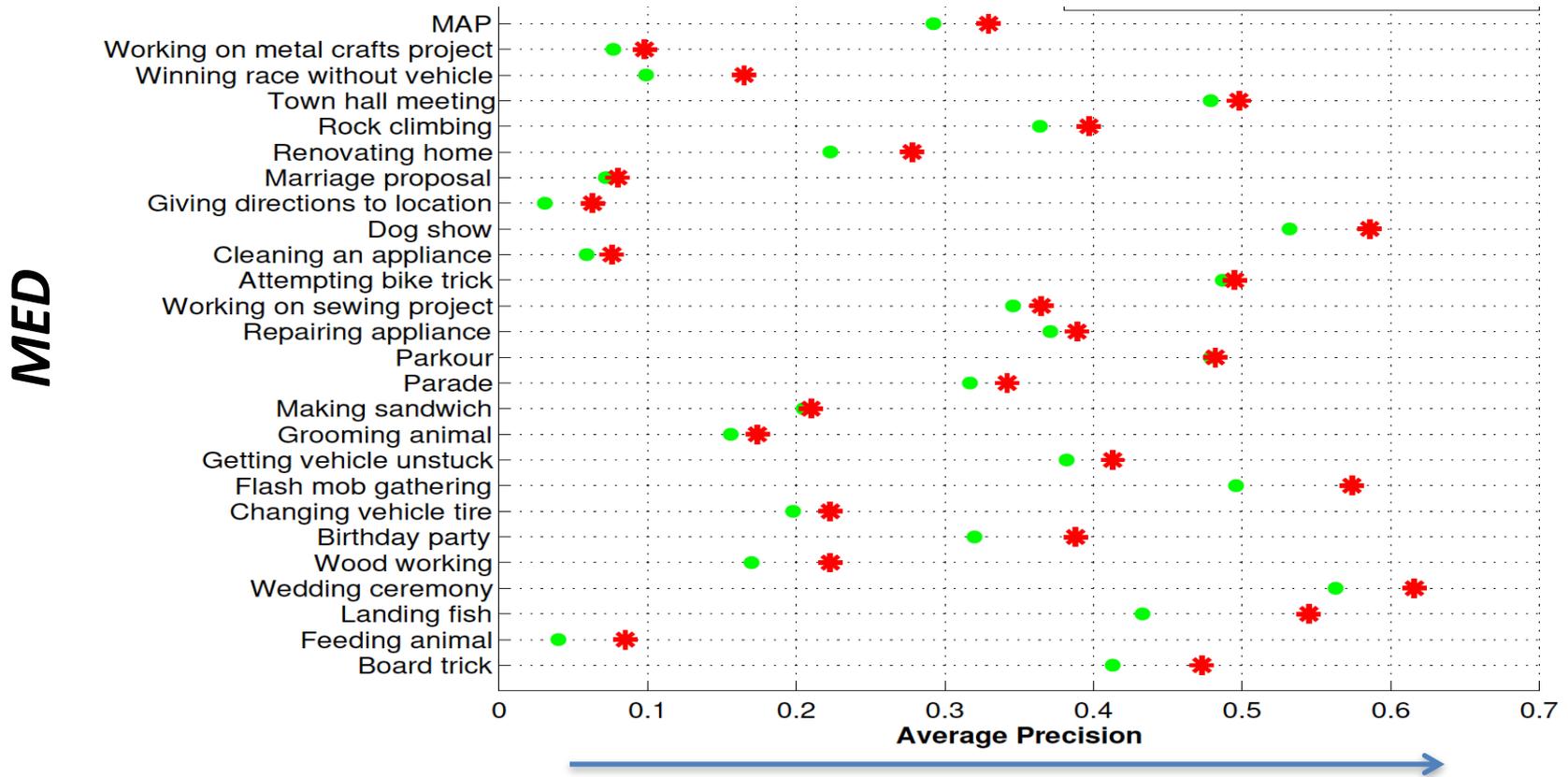
Cross-entropy optimization

1. Sample semantic subset
2. Evaluate semantic subset
3. Update sampling parameters

Near-optimal solution



# All concepts (●) vs selected concepts (\*)



***Encoding based on selected concepts always better***



# Failure case

Why is an 'Abacus' descriptive for Birthday?



*Example training examples for candle and abacus*

# Recommendations

## ***For event recognition using semantic encodings***

1. Include at least 200 detectors
2. Diversity of concept types is important
3. Both the general and specific concepts are required
4. Concept detector accuracy is not critical
5. A descriptive concept subset can be learned from examples

Amirhossein Habibian and Cees G. M. Snoek, "**Recommendations for Recognizing Video Events by Concept Vocabularies**," *Computer Vision and Image Understanding*, vol. 124, pp. 110-122, 2014.

Part II

# **RETRIEVAL**

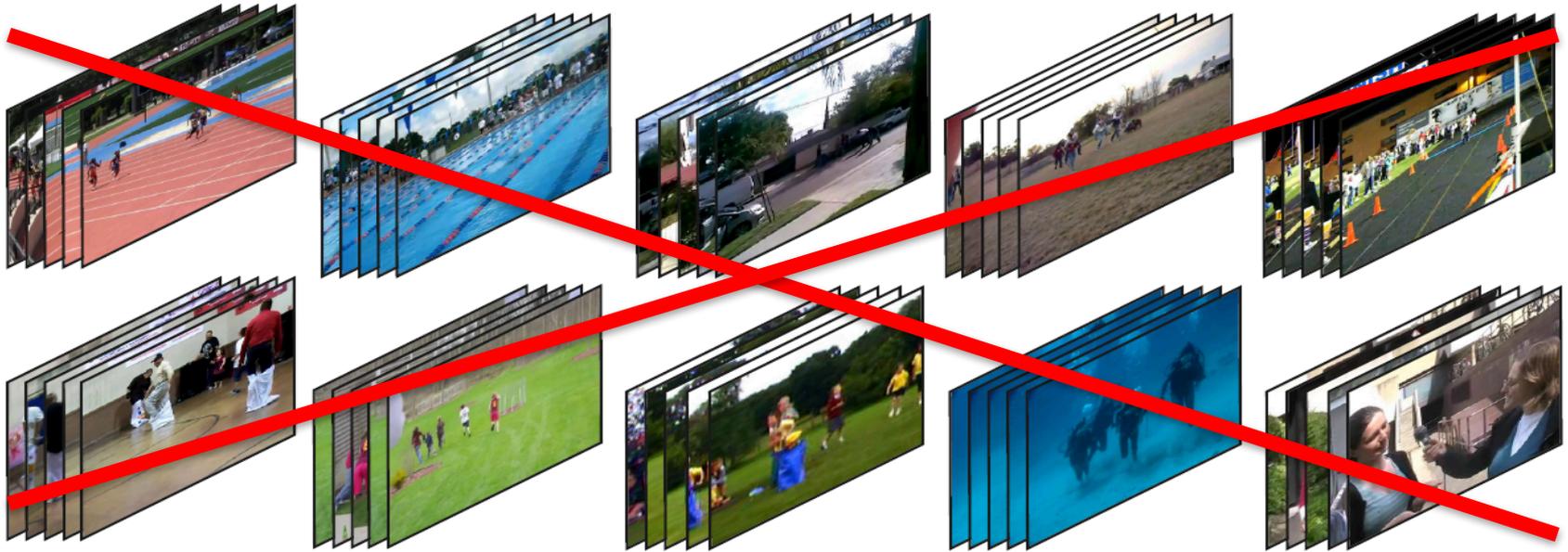
Joint work with Amirhossein Habibian & Masoud Mazloom

# Hypothesis

As events become more and more specific, it is unrealistic to assume that ample examples to learn from will be commonly available.



# Goal

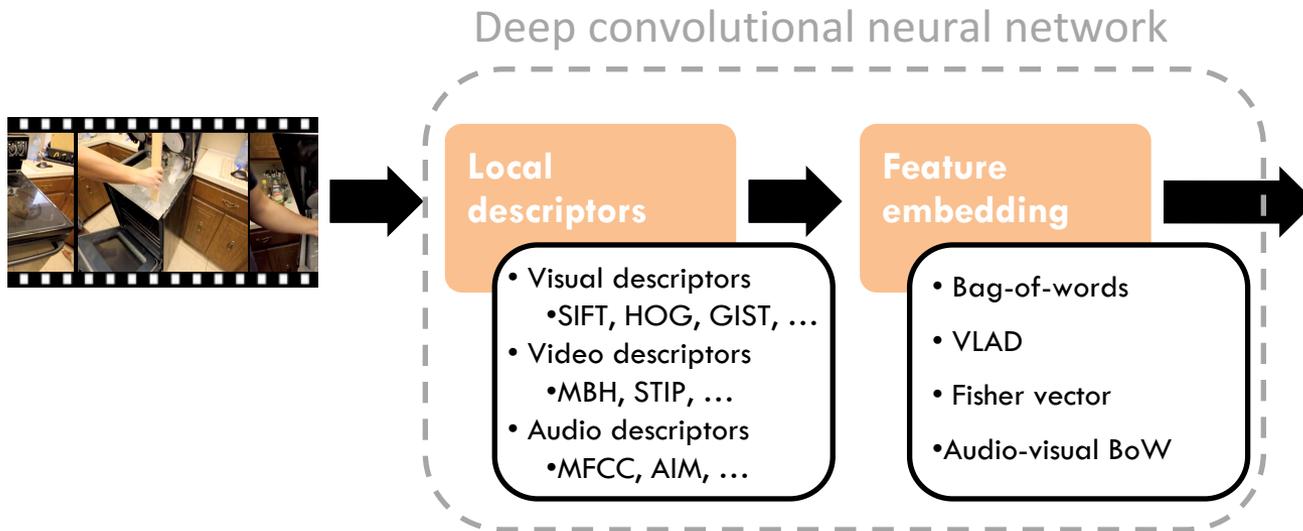


**Event Name:** Winning a race without a vehicle

**Definition:** An individual (or more) succeeds in reaching a pre-determined destination before all other individuals, without vehicle assistance or assistance of a horse or other animal. Racing generally involves accomplishing a task in less time than other competitors. The only type of racing considered relevant for the purposes of this event is the type where the task is traveling to a destination, completed by a person(s) without assistance of a vehicle or animal. Different types of races involve different types of human ...

# Feature embedding fails

Representing videos as histograms of low-level features



Problem: demands examples

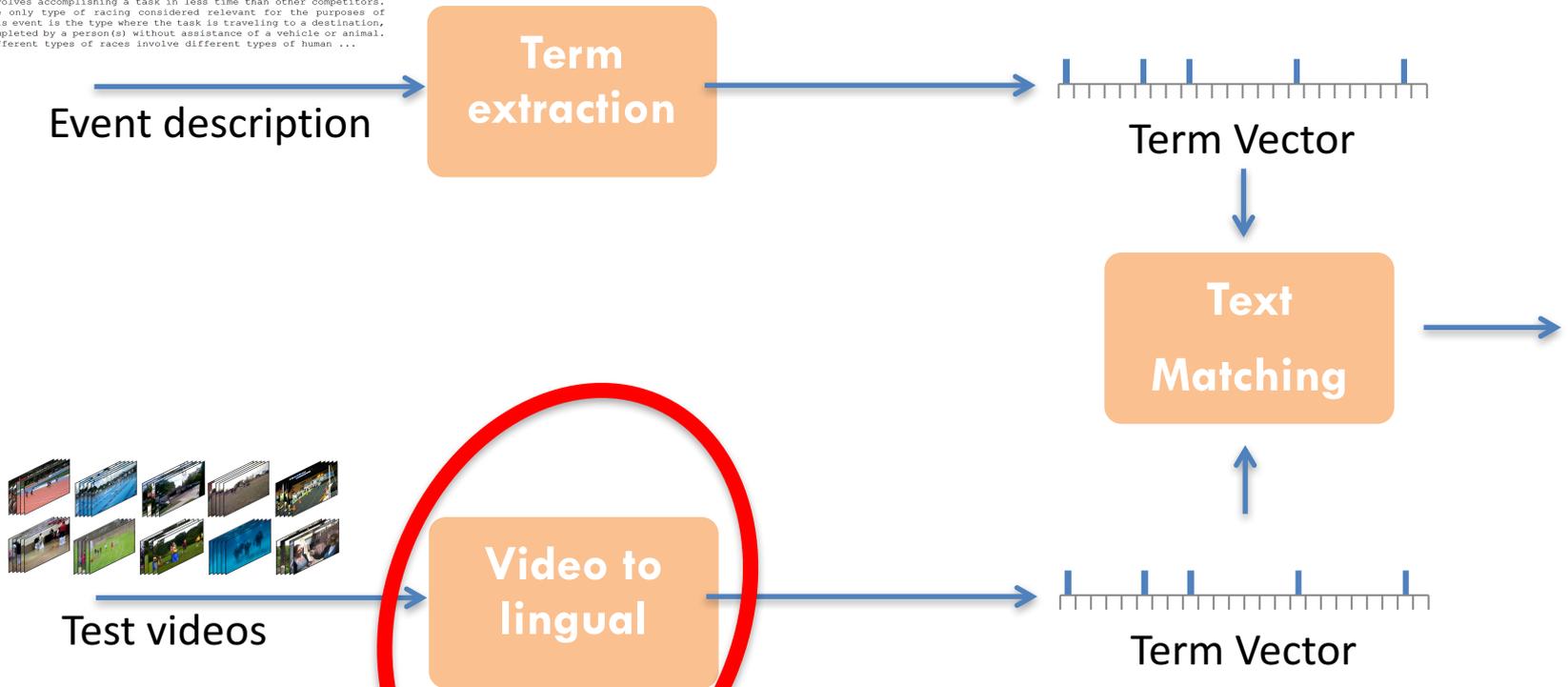
# Solution

The key to event recognition when examples are absent is to have a **lingual** video representation.

Once the video is represented in a textual form, standard retrieval metrics can be used

# Event recognition, without examples

**Event Name:** Winning a race without a vehicle  
**Definition:** An individual (or more) succeeds in reaching a pre-determined destination before all other individuals, without vehicle assistance or assistance of a horse or other animal. Racing generally involves accomplishing a task in less time than other competitors. The only type of racing considered relevant for the purposes of this event is the type where the task is traveling to a destination, completed by a person(s) without assistance of a vehicle or animal. Different types of races involve different types of human ...



*This talk Part II*

# This part: three lingual representations

Concept embedding

Tag embedding

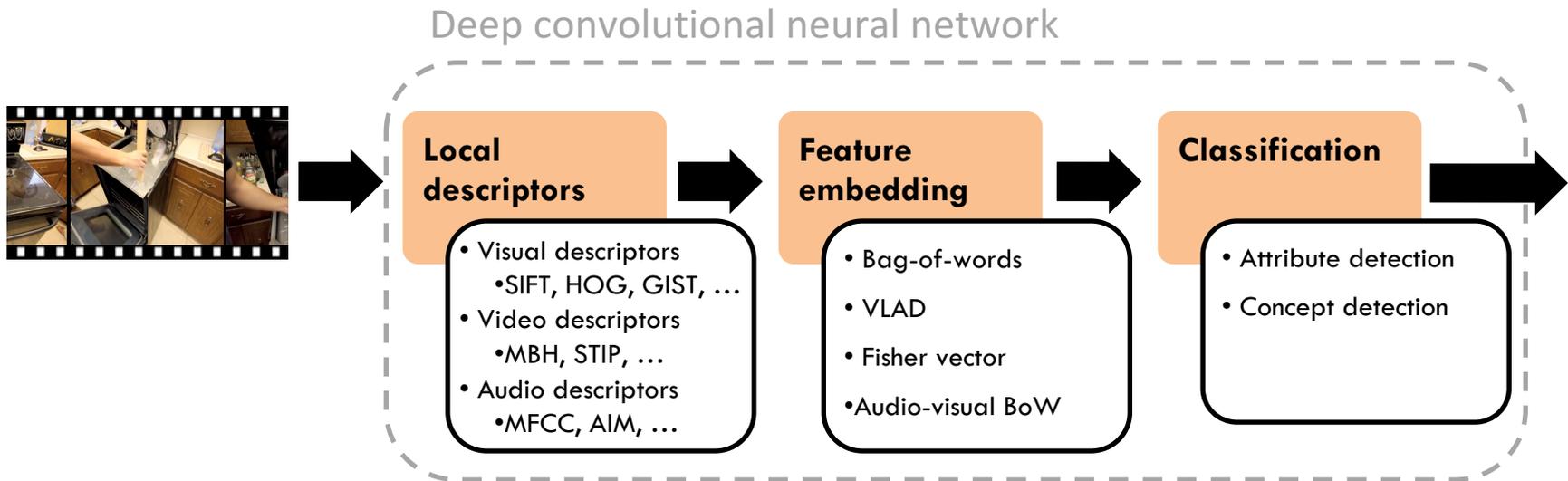
Video2vec embedding

## Chapter 3

# **CONCEPT EMBEDDING**

# Concept embedding

Representing videos as histograms of concept scores



Problem: define, annotate and train concept classifiers

# Label composition trick

Expanding the labels by logical operations

- AND, OR, ...

	Ride	Motorcycle	Bike	
	0	0	1	Concept Annotations
	1	0	1	
	1	1	0	

# Label composition trick

Expanding the labels by logical operations

- AND, OR, ...

	Ride	Motorcycle	Bike	<i>Bike-AND-Ride</i>	<i>Bike-OR-Motorcycle</i>	Concept Annotations
	0	0	1	0	1	
	1	0	1	1	1	
	1	1	0	0	1	

# Motivation

Expanding the vocabulary for *free*

Composite concepts can be easier to detect

- boat-AND-sea
- bear-AND-cage
- man-OR-woman

Composite concepts can be more indicative of the event

- bike-AND-ride for *attempting a bike trick*

# Learning composite concepts

For a vocabulary of  $n$  concepts, there are  $B_n$  disjoint compositions

- Bell number:  $B_{n+1} = \sum_{k=0}^n \binom{n}{k} B_k$
- Not all of them are useful

Which concepts should be composed together?

- NP-hard problem, equivalent to set-partitioning
- Approximated by a greedy search algorithm

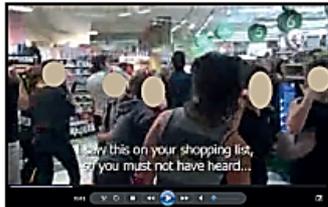
# Qualitative results

Top ranked videos for *flash mob gathering*

Most dominant concepts in the video representation

Detected Videos

Composite Concepts



Group-AND-Dance-AND-Shopping  
 Celebrating-OR-Marching  
 Performance-OR-Music  
 People-OR-Girl  
 Surprise-OR-Party



Group-AND-Dance-AND-Shopping  
 Band-OR-Singing  
 Inside-OR-School  
 Performance-OR-Music  
 Surprise-OR-Party



Group-AND-Dance -AND-Shopping  
 Practice-OR-Gym  
 Living-AND-Room  
 Street-OR-Inside  
 Performance-OR-Music

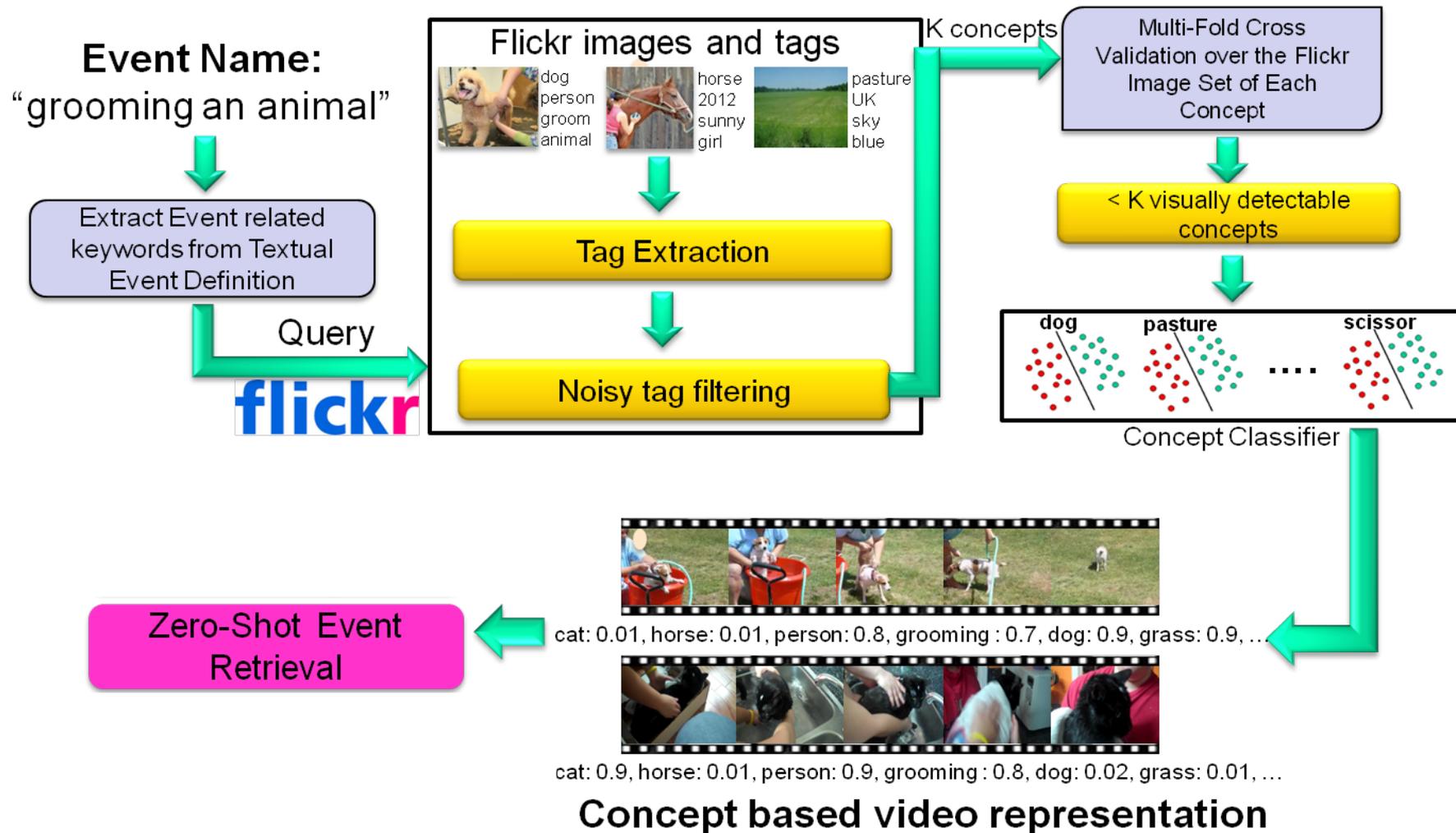
# Composite concepts

Label composition leads to a more comprehensive concept embedding

Still need to define, annotate and train concept classifiers

Greedy search algorithm slow

# Discovering concepts from the web



# Drawbacks of concept discovery

Big computational effort

Many concepts are rare, insufficient examples to train reliable visual classifiers

Selection is based on visual prediction accuracy only, descriptiveness is ignored

Contextual information is lost, since concepts are learned independently by binary classifiers.

# Chapter 4

## **TAG EMBEDDING**

Masoud Mazloom, Xirong Li, and Cees G. M. Snoek,

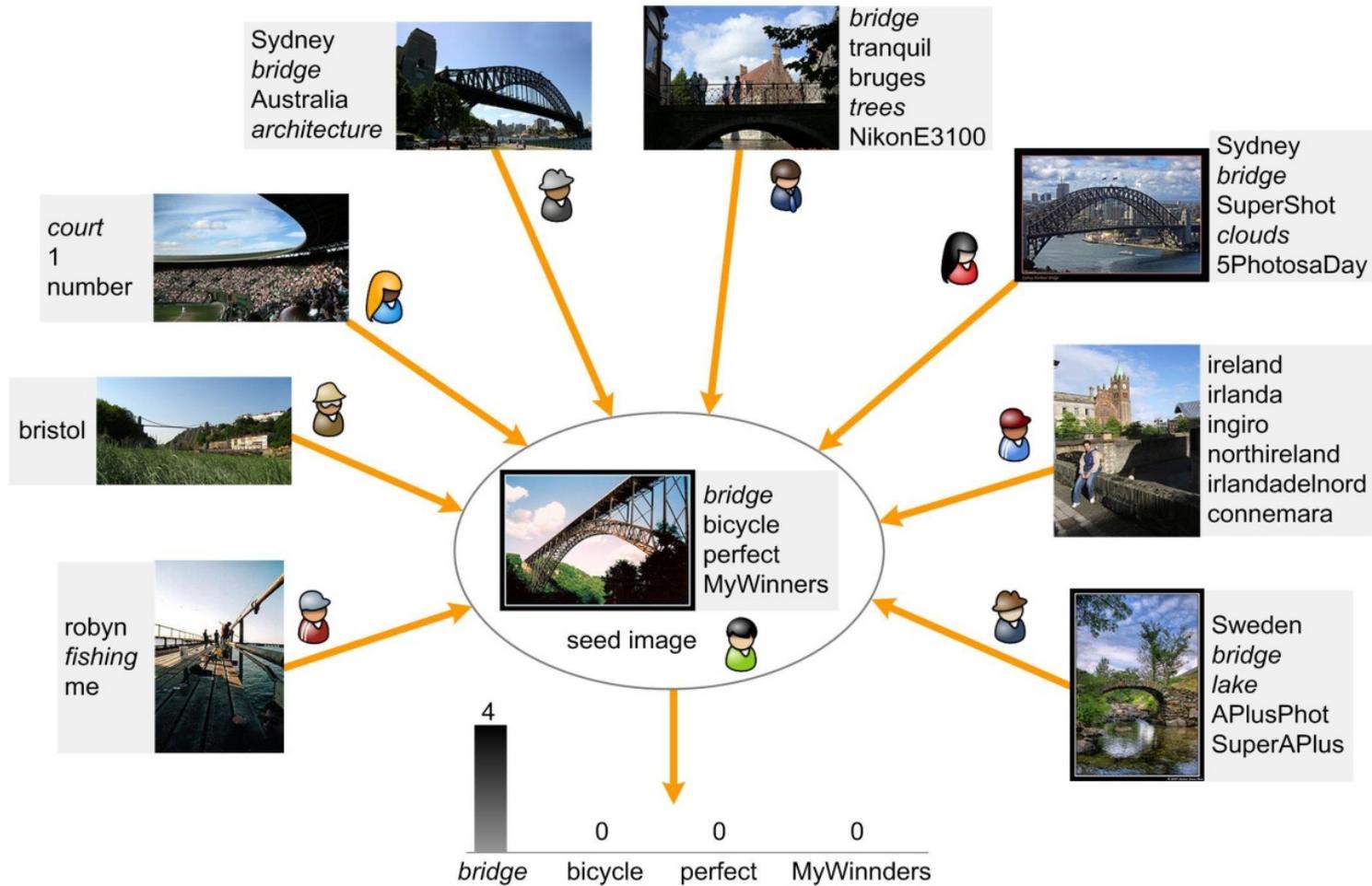
**TagBook: A Semantic Video Representation without Supervision for Event Detection,**  
*IEEE Transactions on Multimedia, in press.*

# Idea

Embedding based on freely available social tagged videos only

Without the need for training any intermediate concept detectors

# Inspiration



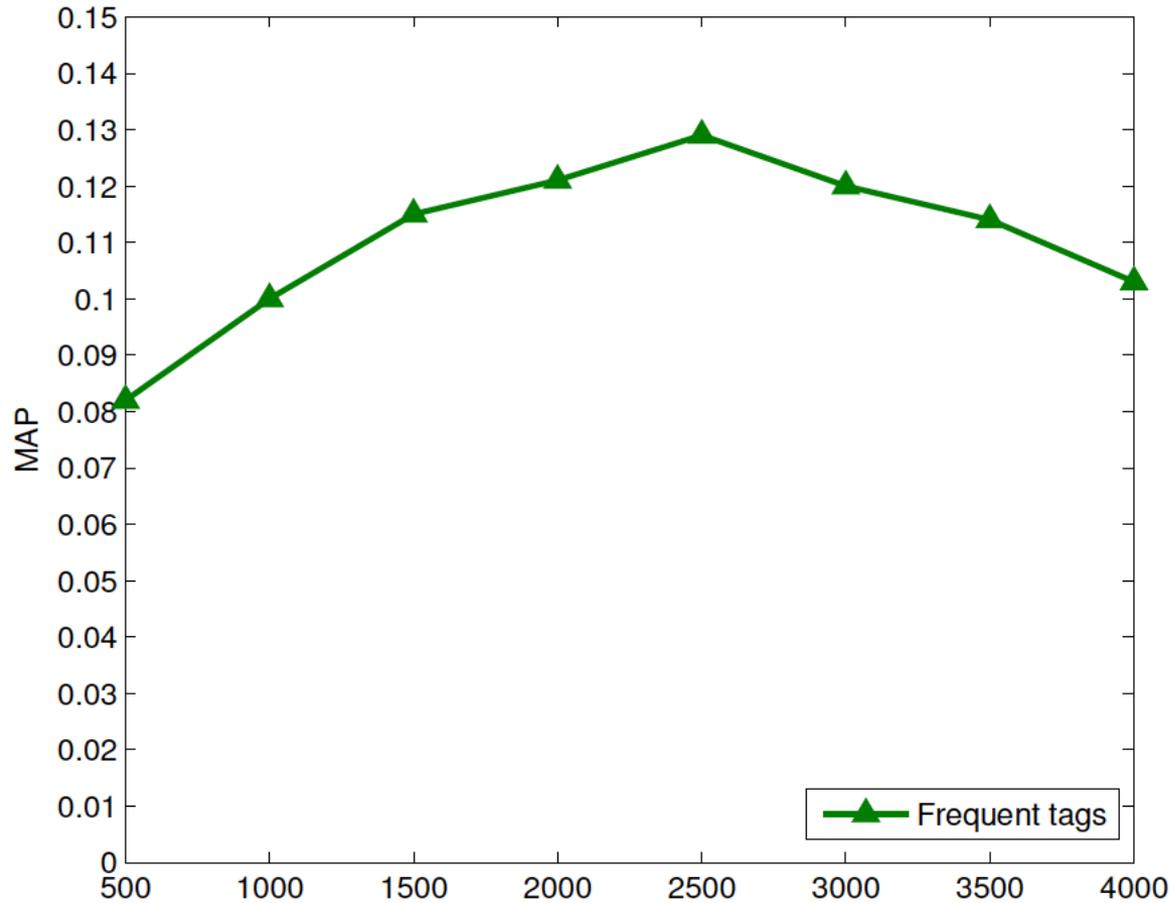
# TagBook: embedding derived from social tags

## Social-tagged web videos



TagBook = {woman, outdoor, metal-crafts-project, welding machine, man, kitchen,..., wall, gym, rock-climbing}

# TagBook dimension



***It is advantageous to select most frequent tags in TagBook***

# Chapter 5

## **VIDEO2VEC EMBEDDING**

Amirhossein Habibian, Thomas Mensink, and Cees G. M. Snoek.

**Video2vec Embeddings Recognize Events when Examples are Scarce.**

*IEEE Transactions on Pattern Analysis and Machine Intelligence*. In press.

Previously best paper ACM Multimedia 2014.

# Research question

Can we **learn the embedding** from videos and their stories?

Video



Story

Crazy guy doing insane stunts on bike

Story usually highlights the key concepts in video  
Videos and stories are freely available, *i.e.* YouTube

# Multimedia embeddings

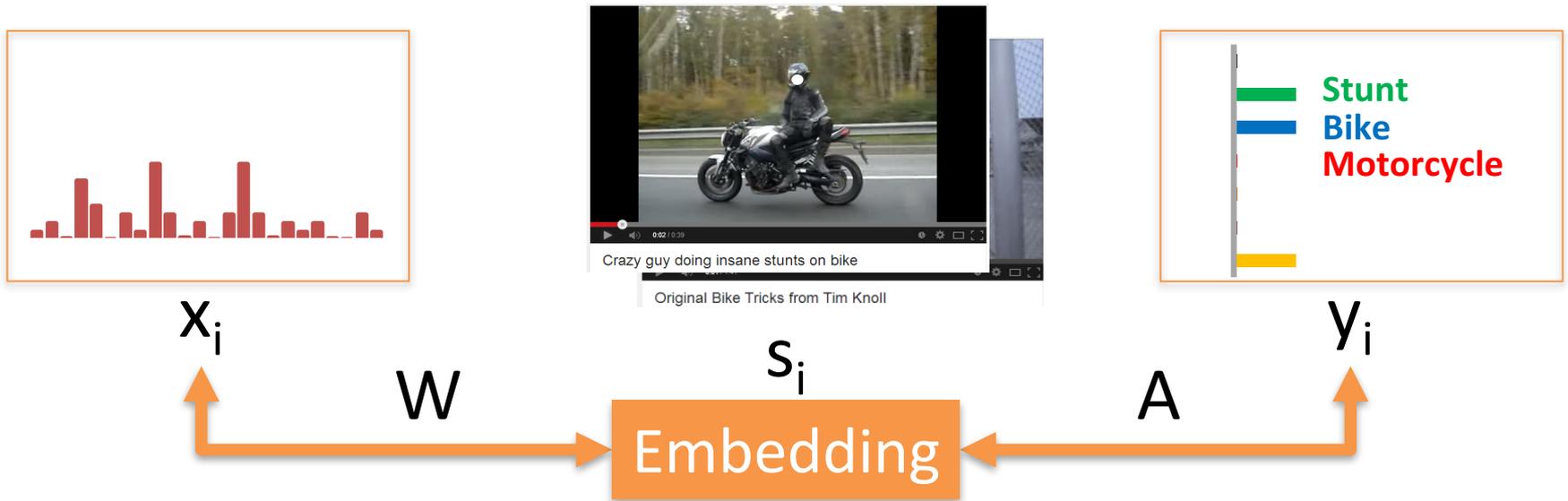


Joint space where  $x_i W \approx y_i A$

Explicitly relate training  $W$  and  $A$  from multimedia

$W$  = Visual projection matrix      individual term classifiers  
 $A$  = Textual projection matrix      select/group terms

# Video2vec: Embed the story of a video



**Design criteria:** learn  $W$  and  $A$  such that

*Descriptiveness:* preserve video descriptions

*Predictability:* recognize terms from video content

# Key observation: Compelling forces



Crazy guy doing insane stunts on bike

# Why is this important?

## Grouping terms:

Number of classes is reduced

## Training classifiers per group:

More positive examples available per group

We can train from freely available web data

# Key contribution: Joint optimization

Jointly optimize for descriptiveness and predictability

$$L_{VS}(\mathbf{A}, \mathbf{W}) = \min_{\mathbf{S}} L_d(\mathbf{A}, \mathbf{S}) + L_p(\mathbf{S}, \mathbf{W})$$

Hyperparameter: size of the embedding  $S$

$L_d$  Loss function for descriptiveness

$L_p$  Loss function for predictability

Video2vec connects the two loss functions

# Video2vec objectives: **descriptiveness**

**Objective 1:** The Video2vec embedding should be **descriptive**

$$L_d(\mathbf{A}, \mathbf{S}) = \frac{1}{N} \sum_{i=1}^N \|\mathbf{y}_i - \mathbf{A}\mathbf{s}_i\|_2^2 + \lambda_a \Omega(\mathbf{A}) + \lambda_s \Psi(\mathbf{S})$$

Original transcriptions

Reconstructed terms

Regularizers

Essentially latent semantic indexing with L2 rather than an L1 norm

# Video2vec objectives: **predictability**

**Objective 2:** The Video2vec embedding should be **predictable**

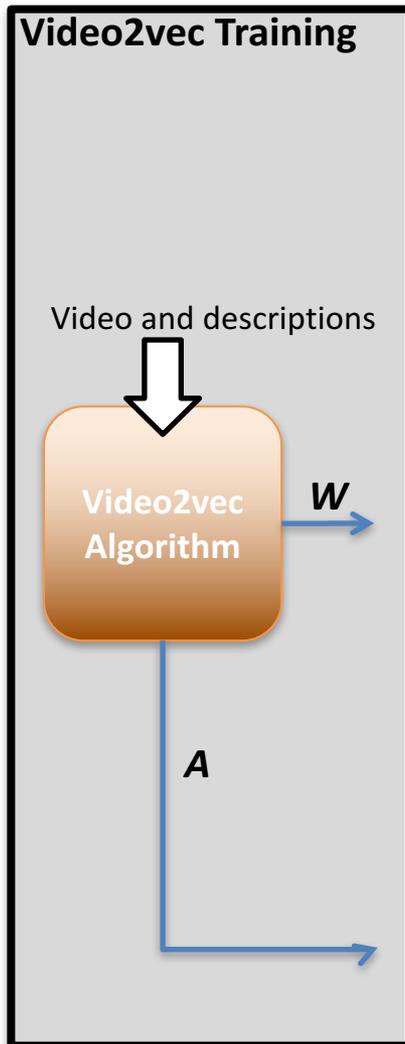
$$L_p(\mathbf{S}, \mathbf{W}) = \frac{1}{N} \sum_{i=1}^N \|\mathbf{s}_i - \mathbf{W}^\top \mathbf{x}_i\|_2^2 + \lambda_w \Theta(\mathbf{W})$$

Video2vec embedding

Video feature embedding

Regularizer

# Video2vec: Training



Set of videos and their captions

Encode video features  $x_i$

Any feature (combination) will do

Encode video descriptions  $y_i$

Bag-of-words of terms

# VideoStory46K dataset

Videos and title descriptions from YouTube

46K videos, 19K unique terms in descriptions

Seeded from video event descriptions

Filters to remove low quality videos



Cute tabby cat gives her dog a bath

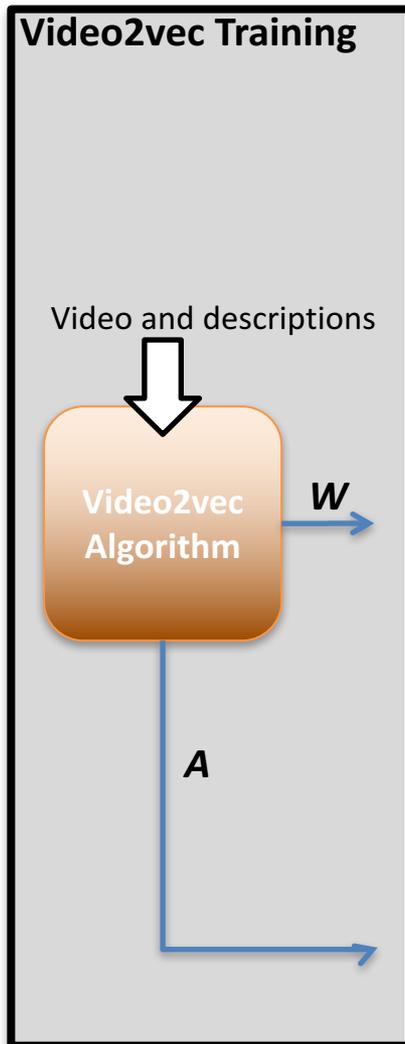


Two kids drive a 1/2 size Jeep through mud



Crazy guy doing insane stunts on bike.

# Video2vec: Training (2)



Using *Stochastic Gradient Descent*:

Choose random sample

Compute sample gradient wrt objective

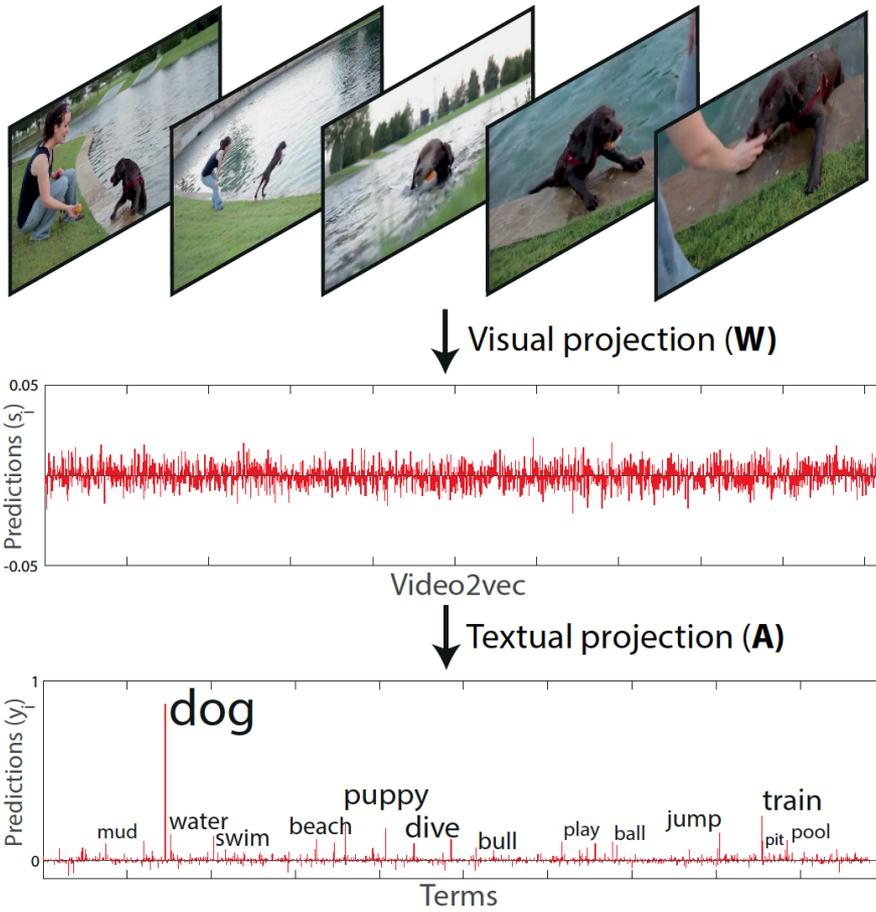
$$\nabla_{\mathbf{A}} L_{\text{VS}} = -2 (\mathbf{y}_t - \mathbf{A} \mathbf{s}_t) \mathbf{s}_t^\top + \lambda_a \mathbf{A},$$

$$\nabla_{\mathbf{W}} L_{\text{VS}} = -2 \mathbf{x}_t \left( \mathbf{s}_t - \mathbf{W}^\top \mathbf{x}_t \right)^\top + \lambda_w \mathbf{W}, \text{ and}$$

$$\nabla_{\mathbf{s}_t} L_{\text{VS}} = 2 \left[ \mathbf{s}_t - \mathbf{W}^\top \mathbf{x}_t - \mathbf{A}^\top (\mathbf{y}_t - \mathbf{A} \mathbf{s}_t) \right] + \lambda_s \mathbf{s}_t.$$

Update parameters with step-size  $\eta$

# Video2vec at work



## 1. Project visual features

$$s_i = W^T x_i,$$

## 2. Translate to text

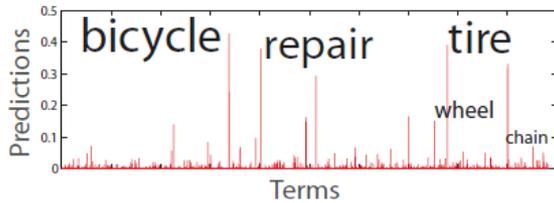
$$\hat{y}_i = A s_i,$$

## 3. Cosine distance for matching

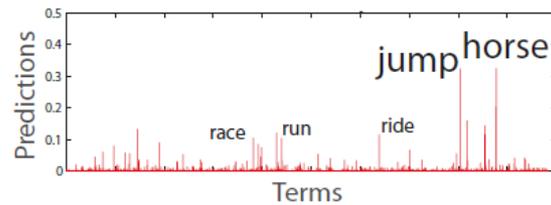
$$s_e(x_i) = \frac{y^{eT} \hat{y}_i^e}{\|y^e\| \|\hat{y}_i^e\|}$$

# Video2vec predicted terms

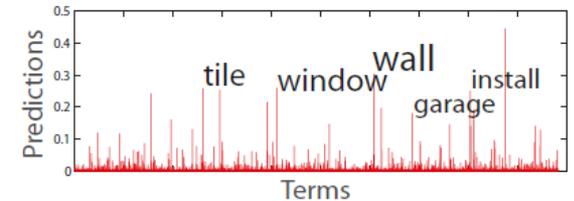
*non-motorized vehicle repair*



*horse riding competition*



*renovating a home*



# State-of-the-art event retrieval

Authors	Published	mAP
Habibian et al.	ICMR 2014	6.4
Ye et al.	MM 2015	9.0
Chang et al.	IJCAI 2015	9.6
Mazloom et al.	ICMR 2015	11.9
Wu et al.	CVPR 2014	12.7
Jiang et al.	AAAI 2015	12.9
Mazloom et al.	TMM 2016	12.9
Liang et al.	MM 2015	18.3
Habibian et al.	TPAMI 2017	20.0

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Jiang et al.	AAAI 2015	12.9
<b>Tag embedding</b>	TMM 2016	12.9
Liang et al.	MM 2015	18.3
<b>Video2vec embedding</b>	TPAMI 2017	20.0

# State-of-the-art: event classification

Authors	Published	mAP
Habibian et al.	MM 2014	19.6
Nagel et al.	BMVC 2015	21.8
Li et al.	ICCV 2013	23.7
Tang et al.	CVPR 2012	26.8
Sun et al.	CVPR 2014	28.7
Chang et al.	MM 2015	30.9
<b>ImageNet-shuffle</b>	ICMR 2016	34.8
<b>Video2vec embedding</b>	TPAMI 2017	37.1

# Conclusions

Event recognition without examples demands lingual representation

*Concept embedding* has too many limitations

*Tag embedding* is simple, yet surprisingly effective

*Video2vec*'s descriptiveness & predictability is appealing