

TRECVID 2019 INSTANCE RETRIEVAL INTRODUCTION AND TASK OVERVIEW

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Task

From 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.

From 2016 - 2018

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

In 2019 - 2021

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

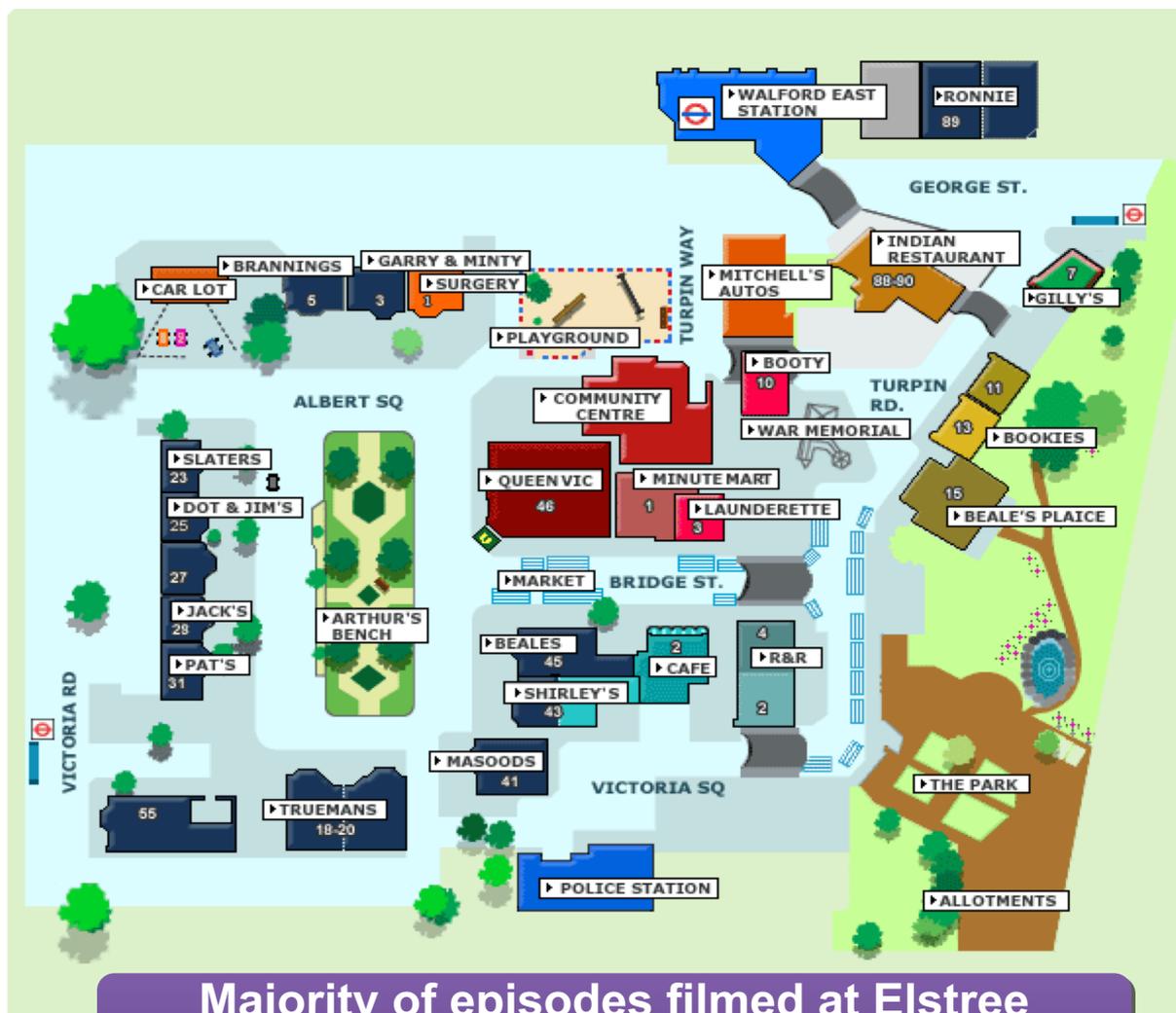
System task:

- 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 @ 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 ≈ 90 topics targeting recurring specific persons doing specific actions.
- Chose 50 topics as a representative sample, including 30 unique topics for 2019 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 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 data (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



Eating



Hugging

30 Unique Queries – 2019

| | Max | Pat | Ian | Denise | Phil | Jane | Dot | Bradley | Jack | Stacey |
|---------------------|-----|-----|-----|--------|------|------|-----|---------|------|--------|
| Holding glass | X | X | X | X | | | | | | |
| Sit on couch | | X | | X | | | | | X | |
| Holding phone | | | X | | X | X | | | | |
| Drinking | | X | | | | | | | X | X |
| Open door & enter | | | X | | | | X | | | |
| Open door & leave | | | | | | | X | | X | |
| Shouting | X | | | | X | | | | X | |
| Eating | | | X | | | | X | | | |
| Crying | X | | | | | | | | | X |
| Laughing | | | | | | X | | X | | |
| Go up / down stairs | | | | | X | | | | | X |
| Carrying bag | | | | | | | | X | | X |

30 x unique queries : find {Max, Pat, Ian, Denise, Phil, Jane, Dot, Bradley, Jack, Stacey} doing {Holding glass, Sit on couch, Holding phone, Drinking, Eating, Crying, Laughing, Shouting, Open door & leave, Open door & enter, Go up / down stairs, Carrying bag}

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 2019: 6 Finishers (out of 12)

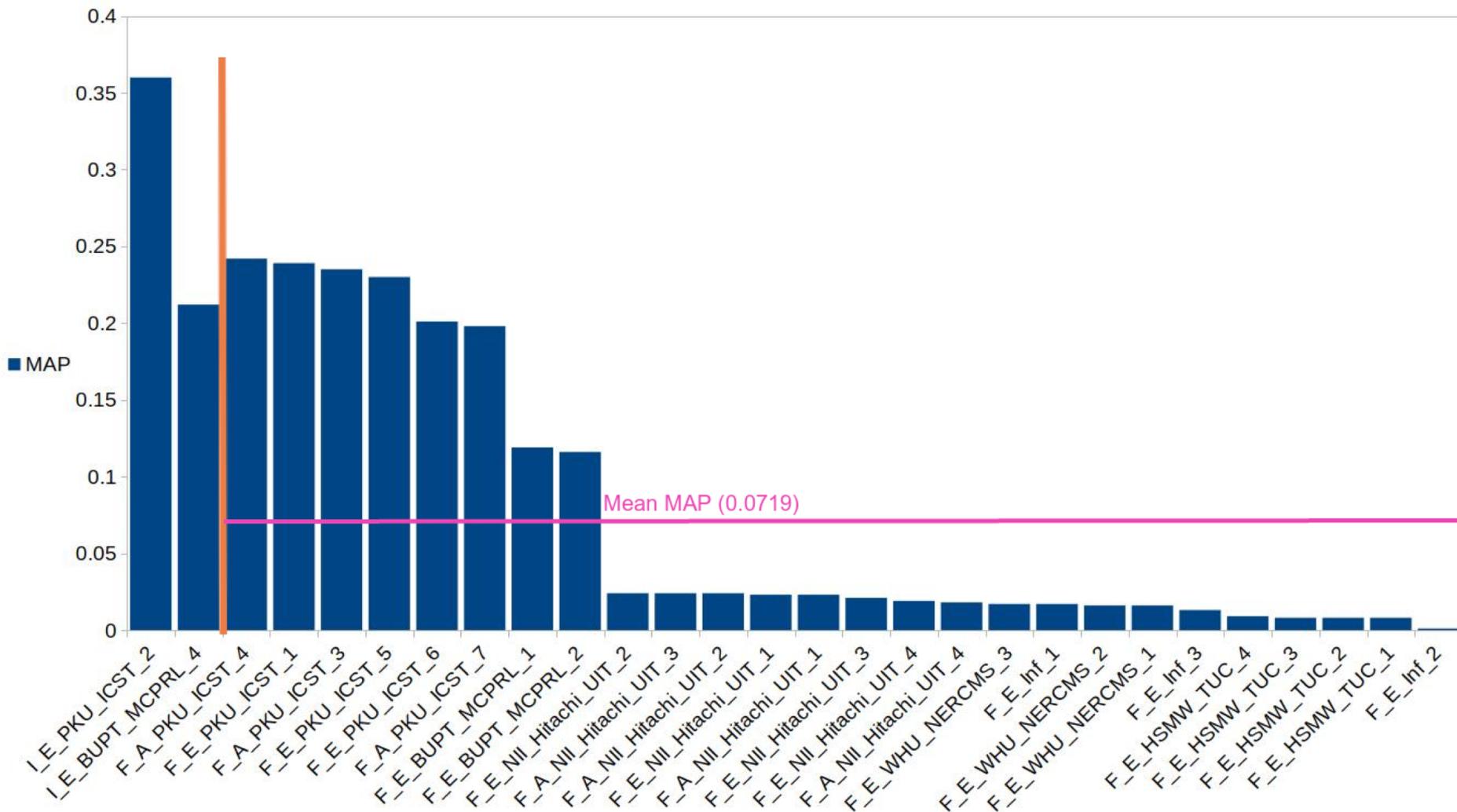
| Team | Organization | Run Types Submitted F: automatic, I: Interactive |
|-----------------|---|---|
| BUPT_MCPRL | Beijing University of Posts and Telecommunications | F_E (2), I_E (1) |
| HSMW_TUC | Chemnitz University of Technology, University of Applied Sciences Mittweida | F_E (4) |
| Inf | Monash University, Renmin University, Shandong University | F_E (3) |
| WHU_NERCMS | National Engineering Research Center for Multimedia Software, Wuhan University | F_E (3) |
| NII_Hitachi UIT | National Institute of Informatics, Japan (NII); Hitachi, Ltd; University of Information Technology, VNU-HCM | F_A (4), F_E(4) |
| PKU_ICST | Peking University | F_A (3), F_E (3), I_E (1) |

Evaluation

For each topic the submissions were pooled and judged down to max rank 520, resulting in 141 599 judged shots (\approx 473 person-h).

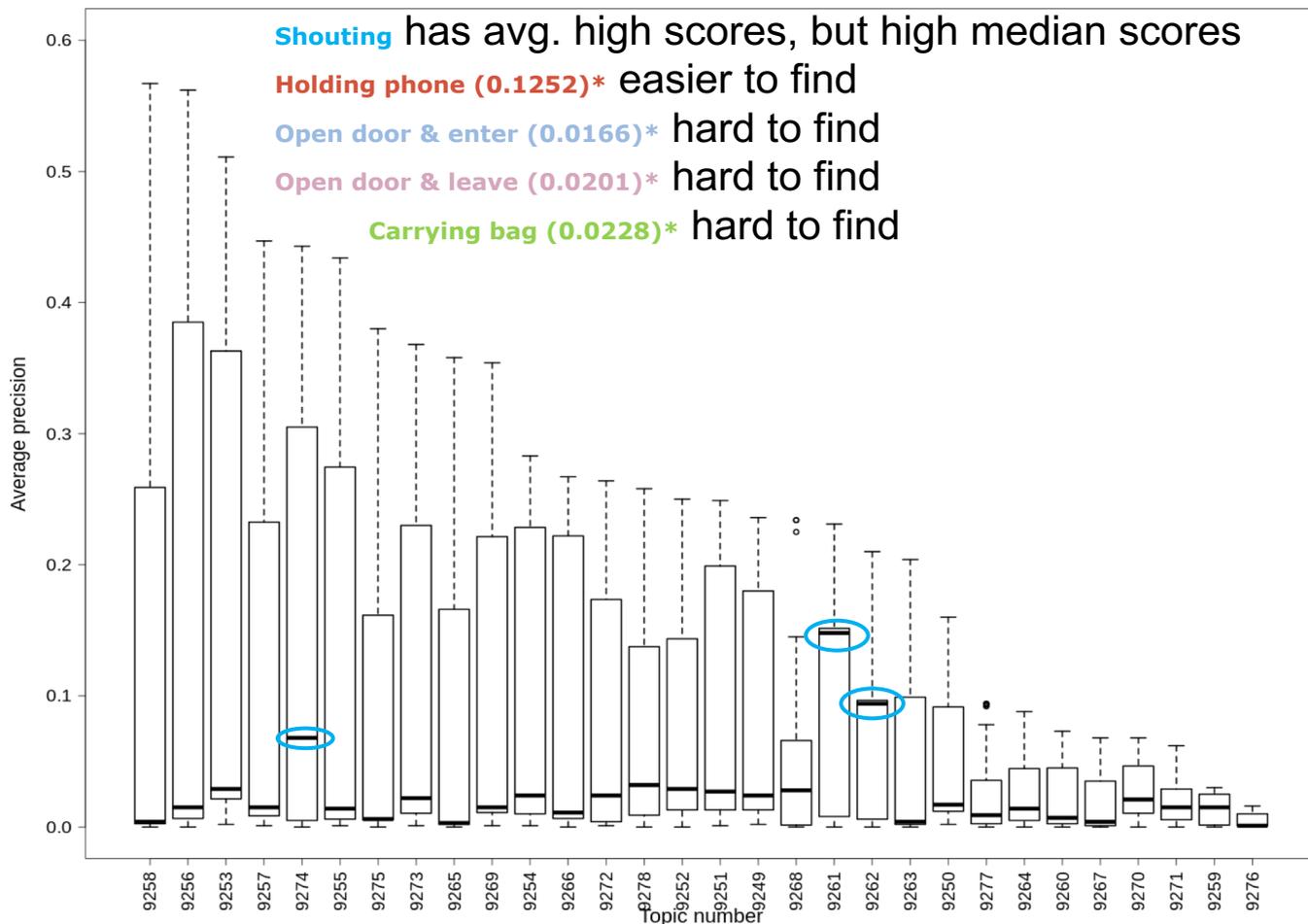
- 10 NIST assessors played the clips and determined if they contained the topic target or not.
- 6 592 clips (avg. 220 / topic) contained the topic target (4.66 %)
- True positives per topic: min 29 med 187 max 575
- The task is treated as a form of ranking and thus the trec_eval_video tool was used to calculate average precision, recall, precision, etc.
- To measure efficiency, speed was also measured.
- In total, 26 automatic and 2 interactive runs were submitted.

Results by team (Automatic)



Results by topics - automatic

Boxplot of 26 TRECVID 2019 automatic instance search runs



Query

9258 Find **Pat Drinking**
 9256 Find **Phil Holding phone**
 9253 Find **Pat Sit on couch**
 9257 Find **Jane Holding phone**
 9274 Find **Jack Shouting**
 9255 Find **Ian Holding phone**
 9275 Find **Stacey Crying**
 9273 Find **Jack Drinking**
 9265 Find **Max Crying**
 9269 Find **Jack Sit on couch**
 9254 Find **Denise Sit on couch**
 9266 Find **Jane Laughing**
 9272 Find **Stacey Drinking**
 9278 Find **Stacey Go up/down stairs**
 9252 Find **Denise Holding Cup/Glass**

9251 Find **Pat Holding Cup/Glass**
 9249 Find **Max Holding Cup/Glass**
 9268 Find **Phil Go up/down stairs**
 9261 Find **Max Shouting**
 9262 Find **Phil Shouting**
 9263 Find **Jane Eating**
 9250 Find **Ian Holding Cup/Glass**
 9277 Find **Jack Open door & leave**
 9264 Find **Dot Eating**
 9260 Find **Dot Open door & enter**
 9267 Find **Dot Open door & leave**
 9270 Find **Stacey Carrying bag**
 9271 Find **Bradley Carrying bag**
 9259 Find **Ian Open door & enter**
 9276 Find **Bradley Laughing**

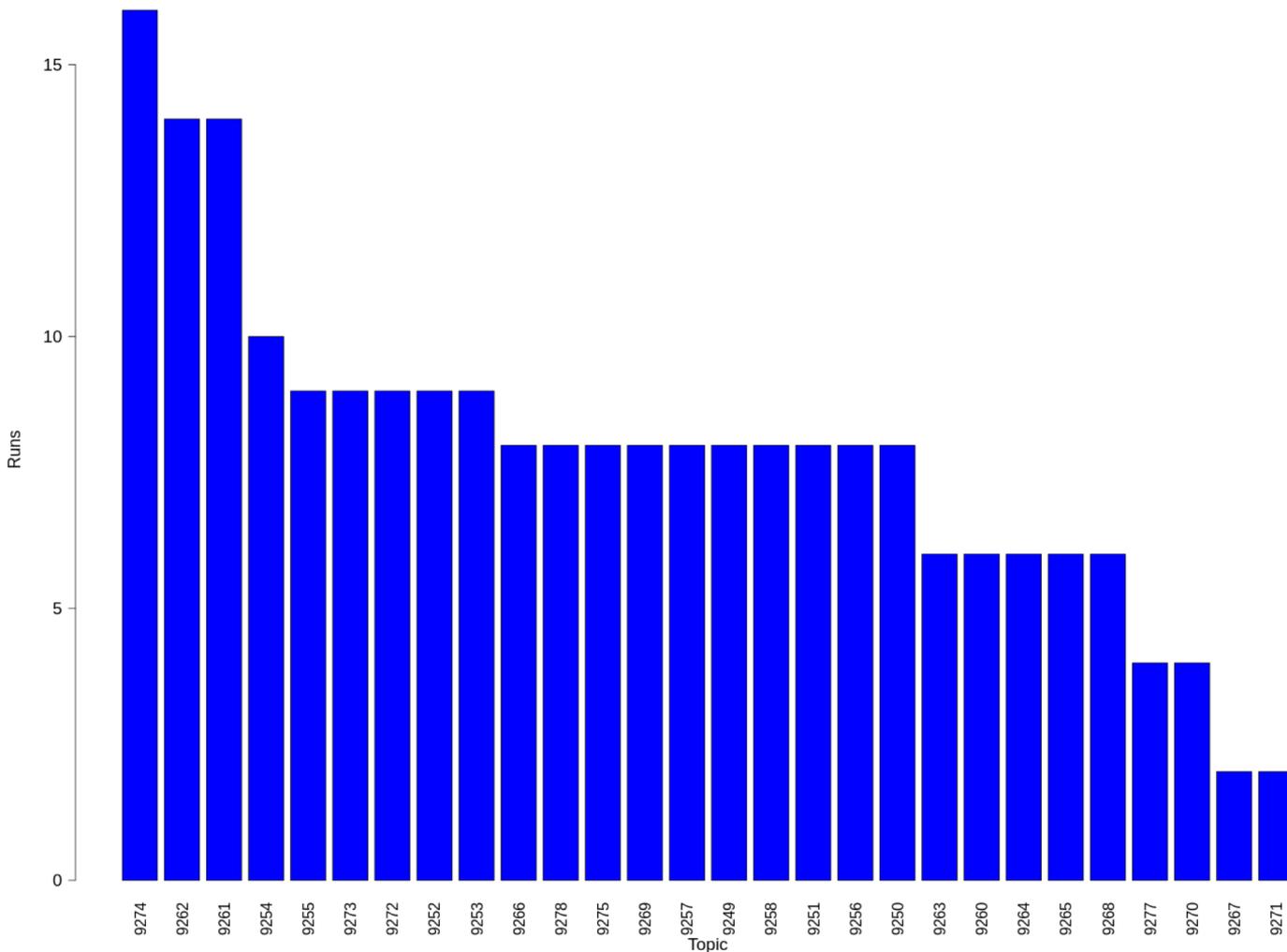
*Mean score of Average Precision per character/action

Some observations..

- Poor results for topics involving Dot and Bradley could indicate that they are hard people to find.
- However - previous iterations of the INS task showed them to be among the easiest people to find. What gives?
- Actions involving Dot consistently score poorly, whether it is Dot or another character involved. Seems to be more a case of hard actions to recognise.
- Bradley laughing - very poor results - but looking at frequent false positives on this topic reveal lots of instances of contrived laughter from Bradley. Obvious instances of exaggerated faked / contrived laughter do not count as laughing.

Easier Topics

Number of runs with MAP above 0.06



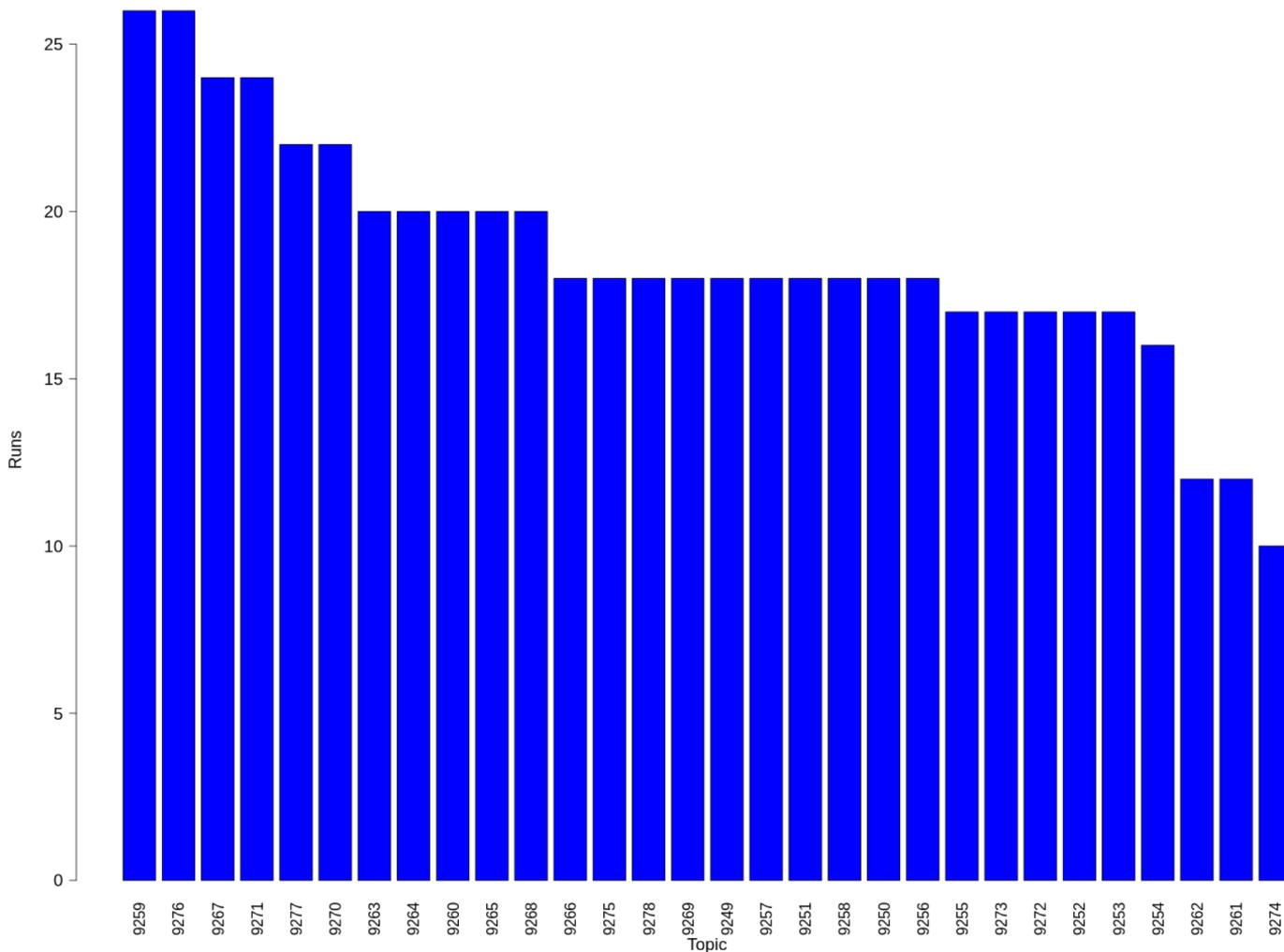
Query

- 74 Find Jack Shouting
- 52 Find Phil Shouting
- 51 Find Max Shouting
- 54 Find Denise Sit on couch
- 55 Find Ian Holding phone
- 73 Find Jack Drinking
- 72 Find Stacey Drinking
- 52 Find Denise Holding Cup/Glass
- 53 Find Pat Sit on couch
- 56 Find Jane Laughing
- 78 Find Stacey Go up/down stairs
- 75 Find Stacey Crying
- 59 Find Jack Sit on couch
- 57 Find Jane Holding phone

- 49 Find Max Holding Cup/Glass
- 58 Find Pat Drinking
- 51 Find Pat Holding Cup/Glass
- 56 Find Phil Holding phone
- 50 Find Ian Holding Cup/Glass
- 53 Find Jane Eating
- 50 Find Dot Open door & enter
- 54 Find Dot Eating
- 55 Find Max Crying
- 58 Find Phil Go up/down stairs
- 77 Find Jack Open door & leave
- 70 Find Stacey Carrying bag
- 57 Find Dot Open door & leave
- 71 Find Bradley Carrying bag

Hard Topics

Number of runs with MAP below 0.06



Query

- 59 Find Ian Open door & enter
- 76 Find Bradley Laughing
- 67 Find Dot Open door & leave
- 71 Find Bradley Carrying bag
- 77 Find Jack Open door & leave
- 70 Find Stacey Carrying bag
- 63 Find Jane Eating
- 64 Find Dot Eating
- 50 Find Dot Open door & enter
- 65 Find Max Crying
- 68 Find Phil Go up/down stairs
- 66 Find Jane Laughing
- 75 Find Stacey Crying
- 78 Find Stacey Go up/down stairs
- 69 Find Jack Sit on couch

- 49 Find Max Holding Cup/Glass
- 57 Find Jane Holding phone
- 51 Find Pat Holding Cup/Glass
- 58 Find Pat Drinking
- 50 Find Ian Holding Cup/Glass
- 56 Find Phil Holding phone
- 55 Find Ian Holding phone
- 73 Find Jack Drinking
- 72 Find Stacey Drinking
- 52 Find Denise Holding Cup/Glass
- 53 Find Pat Sit on couch
- 54 Find Denise Sit on couch
- 62 Find Phil Shouting
- 61 Find Max Shouting
- 74 Find Jack Shouting

Some observations..

- From the previous two bar charts we can safely say that shouting is the easiest topic to find. This was not obvious from the boxplot of results by topics.
- Drinking, sitting on couch, and holding phone are also among the easiest topics to find.
- Open door & leave, open door & enter, and carrying bag are among the hardest topics to find.

Some Frequent False Positives



Jack sit on couch

Jack is sitting on an armchair - a single seating structure. Topic specifies a couch - a comfortable seating structure which seats more than one person.



Bradley carrying bag

Bradley is seated next to Stacey. Dot comes into the picture carrying a bag.

Some Frequent False Positives



Dot open door & leave

Dot opens the door to let people in and then closes the door again. Does not leave the room / house.



Stacey Drinking

In this shot we see Stacey holding a glass. Later in the shot Mo is seen drinking. Topic specifies that the person must be seen moving the glass/cup to their mouth and performing a sipping or drinking action.

Some Frequent False Positives



Stacey crying

Stacey appears to have hurt herself, with blood around her left eye. She is rubbing her eye but does not appear to be crying.



Jack shouting

This appears to be a frank discussion between Jack and another man. The other person appears to be angry and raises his voice at Jack, however Jack does not raise his voice.

Some Frequent False Positives



Phil holding phone

Phil is seen singing into a microphone, along with Garry. Another person is holding a phone recording them.



Pat drinking

Pat is seen clapping hands. Later in the shot she turns her head to look over at someone. Another person moves a glass to their mouth.

Further observations from viewing most frequent false positives of worst performing topics

- **Open door & enter** - Systems tended to classify any shots with target person and a doorway as a positive detection. More work needed on training systems to classify the action itself.
- **Open door & leave** - Same as above, systems classifying any shots with target person and a doorway as positive detection. More work needed on training systems to classify the action of opening a door and leaving.
- **Carrying bag** - Fewer conclusions can be drawn. Many instances where a shot is classified as a positive detection if the target person appears in the shot and a different person is carrying a bag, however, many other shots contain the target person with no bag visible in the shot at all.

Automatic Run results + Randomization testing

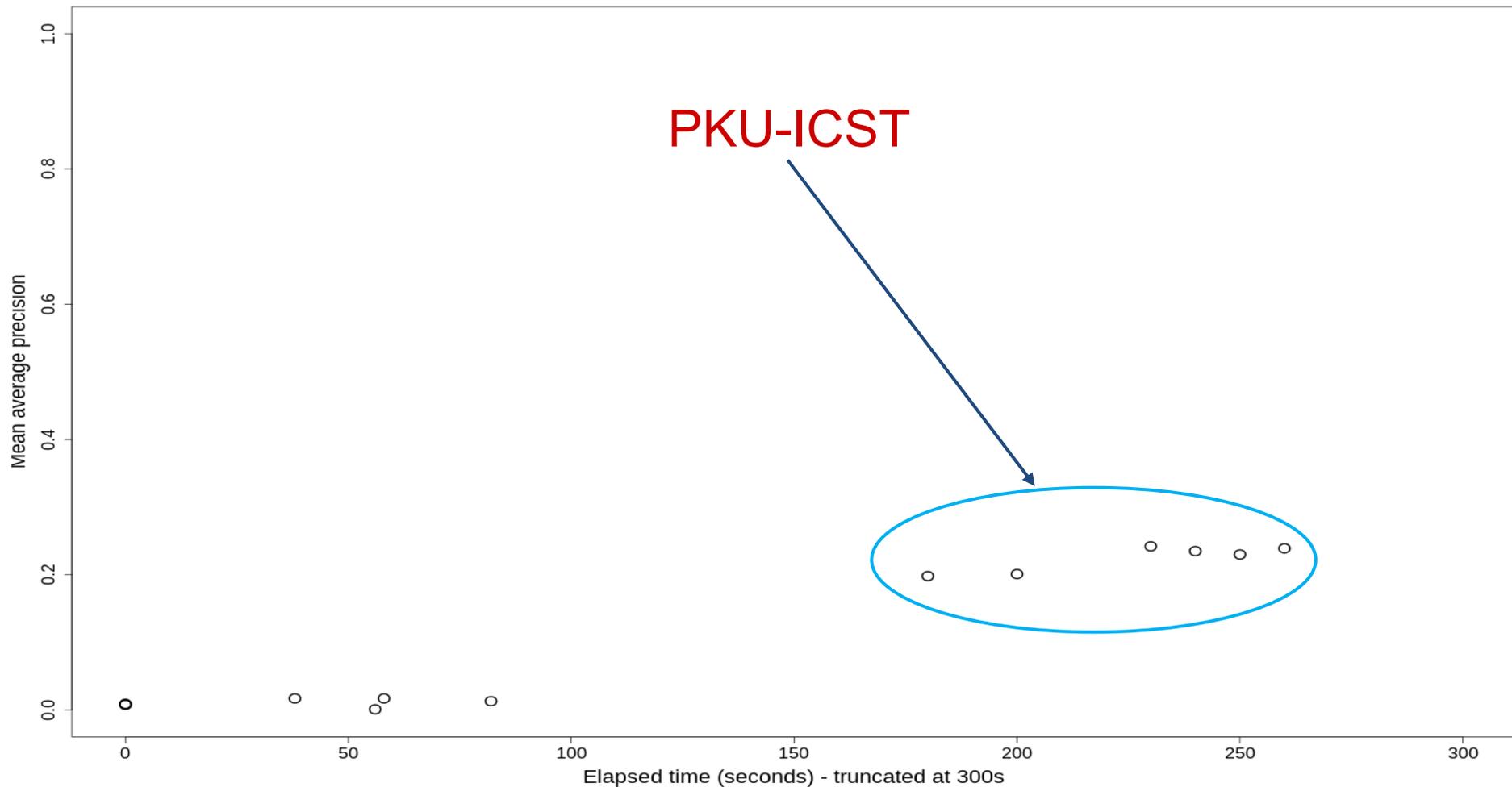
MAP Top 10 runs across all teams (automatic)

| | | | | | | | | | | | | | | | | | | | | |
|--|------------------------|---|---|---|---|---|---|---|---|---|---|----|--|--|--|--|--|--|--|--|
| 0.242 | F_A_PKU_ICST_4*^ | = | | | | | | | | | | | | | | | | | | |
| 0.239 | F_E_PKU_ICST_1*↑ | = | > | | | | | | | | | | | | | | | | | |
| 0.235 | F_A_PKU_ICST_3^↑ | = | | | | | | | | | | | | | | | | | | |
| 0.230 | F_E_PKU_ICST_5↑↑ | = | | | | | | | | | | | | | | | | | | |
| 0.201 | F_E_PKU_ICST_6 | = | | | | | | | | | | | | | | | | | | |
| 0.198 | F_A_PKU_ICST_7 | = | | | | | | | | | | | | | | | | | | |
| 0.119 | F_E_BUPT_MCPRL_1 | = | | | | | | | | | | | | | | | | | | |
| 0.116 | F_E_BUPT_MCPRL_2 | = | | | | | | | | | | | | | | | | | | |
| 0.024 | F_E_NII_Hitachi UIT_2† | = | | | | | | | | | | | | | | | | | | |
| 0.024 | F_A_NII_Hitachi UIT_3† | = | | | | | | | | | | | | | | | | | | |
| *^↑↑↑ = difference not statistically significant | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | | | | | | | |

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 (automatic)



Interactive Run results + Randomization testing

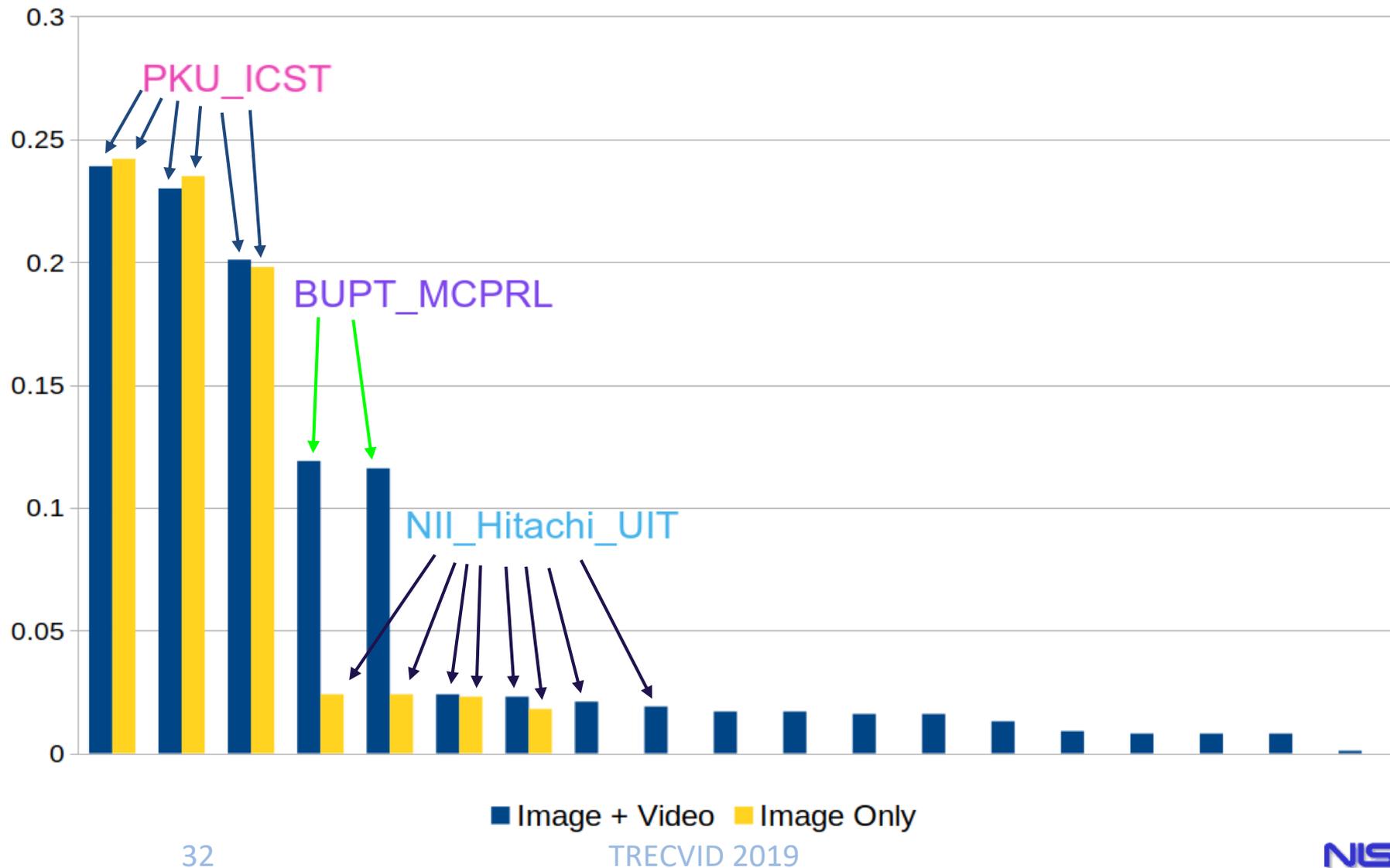
MAP **Runs across all teams (interactive)**

| | | | |
|-------|------------------|---|---|
| 0.360 | I_E_PKU_ICST_2 | = | > |
| 0.212 | I_E_BUPT_MCPRL_4 | = | |
| | | 1 | 2 |

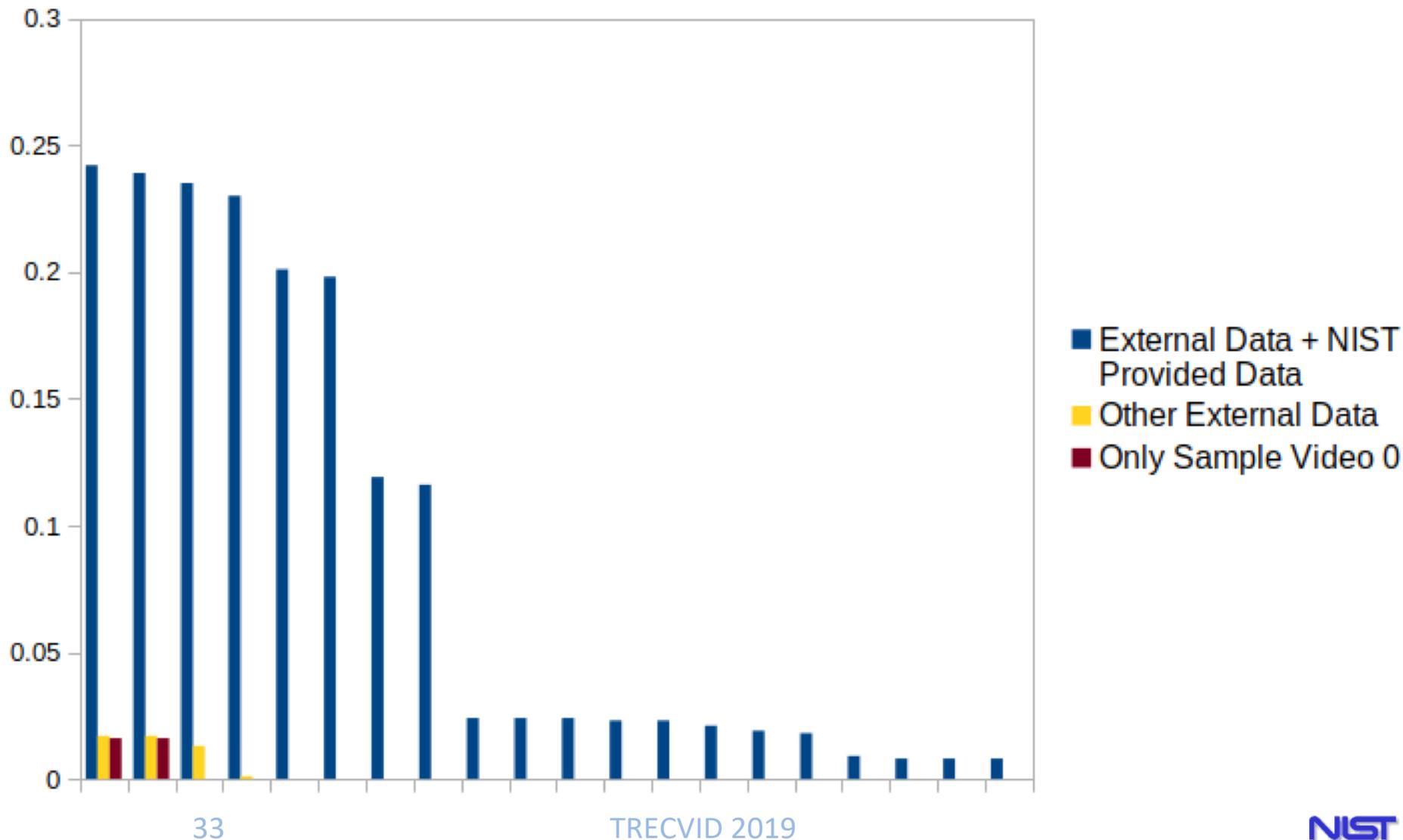
p = probability the row run scored better than the column run **due to chance**

> p < 0.05

Results by example set (A/E) - automatic



Results by Data Source



Some general observations about the task

- Slight decrease in number of participants and finishers, but higher % of participants finished the task.
- Many more teams now using E condition - training with video examples. Perhaps more necessary now with action recognition. But - Results from teams using both show little difference between image & video and image only!
- Interactive search task:
 - Limited participation - only two interactive runs this year.
- First year of updated task - results cannot be compared in any way to previous years - in subsequent years we can compare using the common topics.

Some general observations about the task – Data Source

- Best results by far achieved using external data plus NIST provided data.
- Huge gap to results from systems trained using only external data or using only sample video 0.

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 feature of INS task. The much increased difficulty of the new INS task is due to this. Requires much more work to reach an acceptable level of maturity.

Further Conclusions

- Visual Concepts very important.
- Easier tasks mostly those with obvious visual context (sit on couch, hold phone, hold glass, etc.)
- Harder tasks tend to be more independent from obvious visual context (crying, laughing, eating, different actions involving a doorway hard to isolate from others).

Overview of submissions (1)

- 6 out of 6 teams described INS runs for the TV notebook
- 2 teams will present their INS experiments

2:15 - 2:45, (BUPT_MCPRL Team– Beijing University of Posts and Telecommunications)

2:45 - 3:15, (HSMW_TUC Team– University of Applied Sciences Mittweida)

3:15 - 3:35, INS Discussion

INS 2019 Discussion

- What do teams think of the new task (query type)?
- Are the selected actions important in real life applications?
- What is the main challenge in the new query type?
 - No enough training data?
 - actions are difficult?
 - fusion of persons + action detection results?
- Is the task still of an ad-hoc nature? Or converting to a supervised learning?
- Do we need additional run categories?

2019 to 2021 Progress Runs

- 20 common topics.
- Evaluate progress of participating teams 2019-2021 using a set of common topics.
- 12 runs submitted by 3 separate teams in 2019. Additional teams can still submit progress runs in 2020 on the 10 topics to be evaluated in 2021.
- 10 common topics will be evaluated in 2020.
- 10 remaining common topics evaluated in 2021.