TRECVID 2019
Video to Text Description

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Disclaimer
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Goals and Motivations

 ✓ Measure how well an automatic system can describe a video in natural language.
 ✓ Measure how well an automatic system can match high-level textual descriptions to low-level computer vision features.
 ✓ Transfer successful image captioning technology to the video domain.

Real world Applications
 ✓ Video summarization
 ✓ Supporting search and browsing
 ✓ Accessibility - video description to the blind
 ✓ Video event prediction
SUBTASKS

• Systems are asked to submit results for two subtasks:

  1. **Description Generation (Core):**
     
     Automatically generate a text description for each video.

  2. **Matching & Ranking (Optional):**
     
     Return for each video a ranked list of the most likely text description from each of the five sets.
Video Dataset

The VTT data for 2019 consisted of two video sources:

• **Twitter Vine:**
  - Crawled 50k+ Twitter Vine video URLs.
  - Approximate video duration is 6 seconds.
  - Selected 1044 Vine videos for this year’s task.
  - Used since inception of VTT task.

• **Flickr:**
  - Flickr video was collected under the Creative Commons License.
  - A set of 91 videos was collected, which was divided into 74,958 segments.
  - Approximate video duration is 10 seconds.
  - Selected 1010 segments.
Dataset Cleaning

- Before selecting the dataset, we clustered videos based on visual similarity.
  - Resulted in the removal of duplicate videos, as well as those which were very visually similar (e.g. soccer games), resulting in a more diverse set of videos.

- Then, we manually went through large collection of videos.
  - Used list of commonly appearing topics to filter videos.
  - Removed videos with multiple, unrelated segments that are hard to describe.
  - Removed any animated (or otherwise unsuitable) videos.
Annotation Process

• A total of 10 assessors annotated the videos.
• Each video was annotated by 5 assessors.
  • Annotation guidelines by NIST:
    • For each video, annotators were asked to combine 4 facets *if applicable*:
      • *Who* is the video showing (objects, persons, animals, ...etc) ?
      • *What* are the objects and beings doing (actions, states, events, ...etc)?
      • *Where* (locale, site, place, geographic, ...etc) ?
      • *When* (time of day, season, ...etc) ?
Annotation – Observations

• Questions asked:
  
  - Q1 Avg Score: 2.03 (scale of 5)
  - Q2 Avg Score: 2.51 (scale of 3)

• Correlation between difficulty scores: -0.72

• Average Sentence Length for each assessor:

<table>
<thead>
<tr>
<th>Assessor #</th>
<th>Avg. Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>17.72</td>
</tr>
<tr>
<td>2</td>
<td>19.55</td>
</tr>
<tr>
<td>3</td>
<td>18.76</td>
</tr>
<tr>
<td>4</td>
<td>22.07</td>
</tr>
<tr>
<td>5</td>
<td>20.42</td>
</tr>
<tr>
<td>6</td>
<td>12.83</td>
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<tr>
<td>7</td>
<td>16.07</td>
</tr>
<tr>
<td>8</td>
<td>21.73</td>
</tr>
<tr>
<td>9</td>
<td>16.49</td>
</tr>
<tr>
<td>10</td>
<td>21.16</td>
</tr>
</tbody>
</table>
2019 Participants (10 teams finished)

<table>
<thead>
<tr>
<th></th>
<th>Matching &amp; Ranking (11 Runs)</th>
<th>Description Generation (30 Runs)</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMFD_IMPRESEE</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>KSLAB</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>RUCMM</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>RUC_AIM3</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>EURECOM_MeMAD</td>
<td></td>
<td>✔</td>
</tr>
<tr>
<td>FDU</td>
<td></td>
<td>✔</td>
</tr>
<tr>
<td>INSIGHT_DCU</td>
<td></td>
<td>✔</td>
</tr>
<tr>
<td>KU_ISPL</td>
<td></td>
<td>✔</td>
</tr>
<tr>
<td>PICSOM</td>
<td></td>
<td>✔</td>
</tr>
<tr>
<td>UTS_ISA</td>
<td></td>
<td>✔</td>
</tr>
</tbody>
</table>
Run Types

- Each run was classified by the following run type:
  - 'I': Only image captioning datasets were used for training.
  - 'V': Only video captioning datasets were used for training.
  - 'B': Both image and video captioning datasets were used for training.
Run Types

- All runs in Matching and Ranking are of type ‘V’.
- For Description Generation the distribution is:
  - Run type ‘I’: 1 run
  - Run type ‘B’: 3 runs
  - Run type ‘V’: 26 runs
Subtask 1: Description Generation

Given a video

Generate a textual description

“a dog is licking its nose”

Who?  What?  Where?  When?

• Up to 4 runs in the *Description Generation* subtask.
• Metrics used for evaluation:
  • CIDEr (*Consensus-based Image Description Evaluation*)
  • METEOR (*Metric for Evaluation of Translation with Explicit Ordering*)
  • BLEU (*BiLingual Evaluation Understudy*)
  • STS (*Semantic Textual Similarity*)
  • DA (*Direct Assessment*), which is a crowdsourced rating of captions using Amazon Mechanical Turk (AMT)
CIDER Results

Scores

Teams

Run 1
Run 2
Run 3
Run 4

RU/JAM 3
UTS_1SA
FOU
RU/CMM
RU/SOM
KJ/KSPL
EURECOM
KSLab
IMFD_IMPRESEE
Insight_DCJ
CIDER-D Results

Teams

Scores

Run 1
Run 2
Run 3
Run 4
METEOR Results

Scores

Teams

Run 1
Run 2
Run 3
Run 4

RUC_AIM3
UTS_1SA
FUD
RUCMM
KsSom
KU_IISP
EURECOM
Insight DCU
IMED IMPRESEE
STS_1 Results

Scores

Run 1
Run 2
Run 3
Run 4

Teams

RUC_AIM3
UTS_ISA
FUD
RUCMM
RUCSOM
EURECOM
KJ_ISPL
KSLab
IMFD_IMPRESEE
Insight_DCU

RUC_AIM3
UTS_ISA
FUD
RUCMM
RUCSOM
EURECOM
KJ_ISPL
KSLab
IMFD_IMPRESEE
Insight_DCU
Significance Test – CIDEr

- Green squares indicate a significant “win” for the row over column using the CIDEr metric.
- Significance calculated at p<0.001
- RUC_AIM3 outperforms all other systems.
## Metric Correlation

<table>
<thead>
<tr>
<th></th>
<th>CIDER</th>
<th>CIDER-D</th>
<th>METEOR</th>
<th>BLEU</th>
<th>STS_1</th>
<th>STS_2</th>
<th>STS_3</th>
<th>STS_4</th>
<th>STS_5</th>
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</thead>
<tbody>
<tr>
<td>CIDER</td>
<td>1.000</td>
<td>0.964</td>
<td>0.923</td>
<td>0.902</td>
<td>0.929</td>
<td>0.900</td>
<td>0.910</td>
<td>0.887</td>
<td>0.900</td>
</tr>
<tr>
<td>CIDER-D</td>
<td>0.964</td>
<td>1.000</td>
<td>0.903</td>
<td>0.958</td>
<td>0.848</td>
<td>0.815</td>
<td>0.828</td>
<td>0.800</td>
<td>0.816</td>
</tr>
<tr>
<td>METEOR</td>
<td>0.923</td>
<td>0.903</td>
<td>1.000</td>
<td>0.850</td>
<td>0.928</td>
<td>0.916</td>
<td>0.921</td>
<td>0.891</td>
<td>0.904</td>
</tr>
<tr>
<td>BLEU</td>
<td>0.902</td>
<td>0.958</td>
<td>0.850</td>
<td>1.000</td>
<td>0.775</td>
<td>0.742</td>
<td>0.752</td>
<td>0.724</td>
<td>0.741</td>
</tr>
<tr>
<td>STS_1</td>
<td>0.929</td>
<td>0.848</td>
<td>0.928</td>
<td>0.775</td>
<td>1.000</td>
<td>0.997</td>
<td>0.998</td>
<td>0.990</td>
<td>0.994</td>
</tr>
<tr>
<td>STS_2</td>
<td>0.900</td>
<td>0.815</td>
<td>0.916</td>
<td>0.742</td>
<td>0.997</td>
<td>1.000</td>
<td>0.999</td>
<td>0.995</td>
<td>0.997</td>
</tr>
<tr>
<td>STS_3</td>
<td>0.910</td>
<td>0.828</td>
<td>0.921</td>
<td>0.752</td>
<td>0.998</td>
<td>0.999</td>
<td>1.000</td>
<td>0.995</td>
<td>0.997</td>
</tr>
<tr>
<td>STS_4</td>
<td>0.887</td>
<td>0.800</td>
<td>0.891</td>
<td>0.724</td>
<td>0.990</td>
<td>0.995</td>
<td>0.995</td>
<td>1.000</td>
<td>0.998</td>
</tr>
<tr>
<td>STS_5</td>
<td>0.900</td>
<td>0.816</td>
<td>0.904</td>
<td>0.741</td>
<td>0.994</td>
<td>0.997</td>
<td>0.997</td>
<td>0.998</td>
<td>1.000</td>
</tr>
</tbody>
</table>
Comparison with 2018

- Scores have increased across all metrics from last year.
- The table shows the maximum score for each metric from 2018 and 2019.

<table>
<thead>
<tr>
<th>Metric</th>
<th>2018</th>
<th>2019</th>
</tr>
</thead>
<tbody>
<tr>
<td>CIDEr</td>
<td>0.416</td>
<td>0.585</td>
</tr>
<tr>
<td>CIDEr-D</td>
<td>0.154</td>
<td>0.332</td>
</tr>
<tr>
<td>METEOR</td>
<td>0.231</td>
<td>0.306</td>
</tr>
<tr>
<td>BLEU</td>
<td>0.024</td>
<td>0.064</td>
</tr>
<tr>
<td>STS</td>
<td>0.433</td>
<td>0.484</td>
</tr>
</tbody>
</table>
Direct Assessment (DA)

• DA uses crowdsourcing to evaluate how well a caption describes a video.

• Human evaluators rate captions on a scale of 0 to 100.

• DA conducted on only primary runs for each team.

• Measures ...
  • **RAW**: Average DA score [0..100] for each system (non-standardized) – micro-averaged per caption then overall average
  • **Z**: Average DA score per system after standardization per individual AMT worker’s mean and std. dev. score.
What DA Results Tell Us ..

- Green squares indicate a significant “win” for the row over the column.
- No system yet reaches human performance.
- Humans B and E statistically perform better than Humans C and D. This may not be significant since each ‘Human’ system contains multiple assessors.
- Amongst systems, RUC-AIM3 and RUCMM outperform the rest, with significant wins.
## Correlation Between Metrics (Primary Runs)

<table>
<thead>
<tr>
<th></th>
<th>CIDER</th>
<th>CIDER-D</th>
<th>METEOR</th>
<th>BLEU</th>
<th>STS</th>
<th>DA_Z</th>
</tr>
</thead>
<tbody>
<tr>
<td>CIDER</td>
<td>1.000</td>
<td>0.972</td>
<td>0.963</td>
<td>0.902</td>
<td>0.937</td>
<td>0.874</td>
</tr>
<tr>
<td>CIDER-D</td>
<td>0.972</td>
<td>1.000</td>
<td>0.967</td>
<td>0.969</td>
<td>0.852</td>
<td>0.832</td>
</tr>
<tr>
<td>METEOR</td>
<td>0.963</td>
<td>0.967</td>
<td>1.000</td>
<td>0.936</td>
<td>0.863</td>
<td>0.763</td>
</tr>
<tr>
<td>BLEU</td>
<td>0.902</td>
<td>0.969</td>
<td>0.936</td>
<td>1.000</td>
<td>0.750</td>
<td>0.711</td>
</tr>
<tr>
<td>STS</td>
<td>0.937</td>
<td>0.852</td>
<td>0.863</td>
<td>0.750</td>
<td>1.000</td>
<td>0.812</td>
</tr>
<tr>
<td>DA_Z</td>
<td>0.874</td>
<td>0.832</td>
<td>0.763</td>
<td>0.711</td>
<td>0.812</td>
<td>1.000</td>
</tr>
</tbody>
</table>
CIDEr Comparison - Flickr vs. Vines

Runs

Scores

Flickr
Vines

RUC_AIM3
UTS_ISA
RUCMM
FDU
PieSOM
KU_JISPL
EURECOM
KsLab
IMFD_IMPREEE
Insight_DCU
CIDErD Comparison - Flickr vs. Vines
Meteor Comparison - Flickr vs. Vines

![Bar chart showing comparisons between Flickr and Vines for various runs.](chart1.png)
Flickr vs Vines

- Table 1 shows the average sentence lengths for different runs over the Flickr and Vines datasets.

- The GT average sentence lengths are as follows:

<table>
<thead>
<tr>
<th>Team</th>
<th>Flickr</th>
<th>Vines</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMFD_IMPRESEE</td>
<td>5.49</td>
<td>5.41</td>
</tr>
<tr>
<td>EURECOM</td>
<td>6.16</td>
<td>6.21</td>
</tr>
<tr>
<td>RUCMM</td>
<td>7.63</td>
<td>7.93</td>
</tr>
<tr>
<td>KU_ISPL</td>
<td>7.72</td>
<td>7.64</td>
</tr>
<tr>
<td>PicSOM</td>
<td>8.58</td>
<td>9.09</td>
</tr>
<tr>
<td>FDU</td>
<td>9.06</td>
<td>9.44</td>
</tr>
<tr>
<td>KsLab</td>
<td>9.50</td>
<td>9.95</td>
</tr>
<tr>
<td>Insight_DCU</td>
<td>11.59</td>
<td>12.23</td>
</tr>
<tr>
<td>RUC_AIM3</td>
<td>12.62</td>
<td>11.63</td>
</tr>
<tr>
<td>UTS_ISA</td>
<td>15.16</td>
<td>15.32</td>
</tr>
</tbody>
</table>

- There is no significant difference to show that the sentence length played any role in score differences.

- It is difficult to reach a conclusion regarding the difficulty/ease of one dataset over the other.
Top 3 Results – Description Generation

Assessor Captions:
1. White male teenager in a black jacket playing a guitar and singing into a microphone in a room.
2. Young man sits in front of mike, strums guitar, and sings.
3. A man plays guitar in front of a white wall inside.
4. A young man in a room plays guitar and sings into a microphone.
5. A young man plays a guitar and sings a song while looking at the camera.

#1439

#1080

#826
Bottom 3 Results – Description Generation

Assessor Captions:
1. Two knitted finger puppets rub against each other in front of white cloth with pink and yellow squares.
2. Two finger's dolls are hugging.
3. Two finger puppet cats, on beige and white and on black and yellow, embrace in front of a polka dot background.
4. Two finger puppets hugging each other.
5. Two finger puppets embrace in front of a background that is white with colored blocks printed on it.

#688

#1330

#913
Example of System Captions

1. a man is singing and playing guitar
2. a man is playing a guitar and singing
3. a man is playing a guitar
4. a man is playing a guitar and playing the guitar in front of a microphone
5. a man is sitting in a chair and playing a guitar and singing
6. a young man singing into a microphone in a room in front of a guitar
7. a man is sitting at a desk and talking
8. a man is talking about a video
Observations – Description Generation

• This subtask captures the essence of the VTT task as systems try to describe videos in natural language.

• It was made mandatory for VTT participants for the first time.

• A number of metrics were used to evaluate results.

• For the first time, multiple video sources were used.
  • No obvious advantage/disadvantage for the sources. Probably because care is taken to get a diverse set of real world videos.
Subtask 2: Matching & Ranking

- Person reading newspaper outdoors at daytime
- Person playing golf outdoors in the field
- Three men running in the street at daytime
- Two men looking at laptop in an office

- Up to 4 runs per site were allowed in the Matching & Ranking subtask.
- Mean inverted rank used for evaluation.
- Five sets of descriptions used.
Matching and Ranking Results

Teams

Scores

Set_A
Set_B
Set_C
Set_D
Set_E
Top 3 Results

#13

#455

#32
Bottom 3 Results

#1704

#1822

#205
Observations – Matching and Ranking

• 4 teams participated in this optional task.
• The overall mean inverted rank score increased from previous year. Table shows maximum scores for 2018 and 2019.

<table>
<thead>
<tr>
<th></th>
<th>2018</th>
<th>2019</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mean Inverted Rank</td>
<td>0.516</td>
<td>0.727</td>
</tr>
</tbody>
</table>
(Very) High Level Overview of Approaches
RUC_AIM3

- **Matching & Ranking:**
  - Dual encoding module used.
  - Given sequence of input features, 3 branches to encode global, temporal, and local information.
  - Encoded features are then concatenated and mapped into joint embedding space.
RUC_AIM3

• **Description Generation:**
  • Video Semantic Encoding: Video features extracted in temporal and semantic attention.
  • Description Generation with temporal and semantic attention
  • Reinforcement Learning Optimization: Fine tune captioning model through RL with fluency and visual relevance rewards.
    • Pre-trained language model for fluency.
    • For visual relevance, matching and ranking model used such that embedding vectors should be close in joint space.
  • Ensemble: Various caption modules used. Then relevance used to rerank captions.

• **Datasets Used:**
  • TGIF, MSR-VTT, VATEX, VTT 2016-17
UTS_ISA

• Framework contains three parts:
  • Extraction of high level visual and action features.
    • Visual features: ResnetXt-WSL, EfficientNet
    • Action + Temporal features: Kinect-i3d features
  • LSTM based encoder-decoder framework to handle fusion and learning. Recurrent neural network used.
  • An expandable ensemble module used. A controllable beam search strategy generates sentences of different lengths.

• Datasets Used:
  • MSVD, MSR-VTT, VTT 2016-18
RUCMM

• **Matching & Ranking:**
  • Dual encoding used. BERT encoder included to improve dual encoding.
  • Best result by combining models.

• **Description Generation:**
  • Based on classical encoder-decoder framework.
  • Video-side multi-level encoding branch of dual encoding framework utilized instead of common mean pooling.

• **Datasets Used:**
  • MSR-VTT, MSVD, TGIF, VTT-16
DCU

- Commonly used BLSTM Network. C3D as input followed by soft attention, which is fed again to a final LSTM.
- A beam search method is used to find the sentences with the highest probability.
- Glove embedding for output words.
- Datasets Used:
  - TGIF, VTT
IMFD-IMPRESSEE

**Matching & Ranking:**
- Deep learning model based on W2VV++ (developed for AVS).
- Extended by using Dense Trajectories as visual embedding to encode temporal information of the video.
- K-means clustering to encode Dense Trajectories.
- Sentence and video embedding into a common vector space.
- Run without batch normalization performed better than with.
IMFD-IMPRESSEE

• Description Generation:
  • Semantic Compositional Network (SCN) to understand effectively individual semantic concepts for videos.
  • Then a recurrent encoder based on a bidirectional LSTM used.

• Datasets Used:
  • MSR-VTT
FDU

• For visual representation, used Inception-Resnet-V2 CNN pretrained on the ImageNet dataset.
• Concept detection to remove gap between feature representation and text domain.
• LSTM to generate sentences.
• Datasets Used:
  • TGIF, VTT 2017
The goal is to decrease processing time.

System processes 5 consecutive frames from the beginning and end of the video.

Each frame converted to 2048 feature vector through Inception V3 Network. Encoder-decoder network is constructed by two LSTM networks.

No connection observed between video length and score.

Datasets Used:
  - TGIF, VTT 2016-17
PicSOM and EURECOM

• Combined notebook paper. Tried to answer multiple research questions.

• PicSOM
  • Comparison of cross-entropy and self-critical training loss functions.
    • Self-critical uses CIDER-D scores as reward in reinforcement learning.
    • As expected, self-critical training works better.
  • Use of both still image data and video features improves performance. For still images, video features were non-informative.
PicSOM and EURECOM

• **EURECOM**
  • Experimented with the use of Curriculum Learning in video captioning.
  • The idea is to present data in an ascending order of difficulty during training.
  • Captions are translated into a list of indices – bigger index for less frequent words.
  • Score of sample is the maximum index of its caption.
  • Video features extracted with an I3D neural network.
  • The process does not seem to be beneficial.
• Datasets Used:
  • MS-COCO, MSR-VTT, TGIF, MSVD, VTT 2018
Conclusion

• Good number of participation. Task will be renewed.
• This year we used two video sources – Flickr and Vines.
• Each video had 5 annotations.
• Lots of available training sets.
• Multiple research questions on way to solve the VTT task.
• Metric scores for Description Generation and Matching & Ranking have increased over last year.
• A new dataset is in the works – Details to come.
Discussion

• Is there value in the matching and ranking sub-task? Should it be continued as an optional sub-task? Are any teams interested in only this particular sub-task?

• Is the inclusion of run types valuable?

• We may add other popular metrics, such as SPICE. Any suggestions for adding/removing metrics?

• What did individual teams learn?

• Do the participating teams have any suggestions to improve the task?