
Rich representations for rich semantics:

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Outline

- Rich representations for rich semantics
 - System design and implementation
 - Benchmark results
 - Future directions
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Background

- Video indexing and retrieval is still in its childhood
 - lack of concrete basic indexing unit in video
- Current research trend in TRECVID shows strong favor of the generic visual indexing
 - a cornerstone for video retrieval
- However, generic visual indexing for multimedia archives is far from satisfying
 - low accuracy
 - lack of robustness
 - Non-scalability

Past experience

- no best single feature fits for all concepts
- no best single feature fits for each concept
- Why?
 - Fast changing style and rich semantics
 - ~1000 concepts is challenging

Neuroscience facts

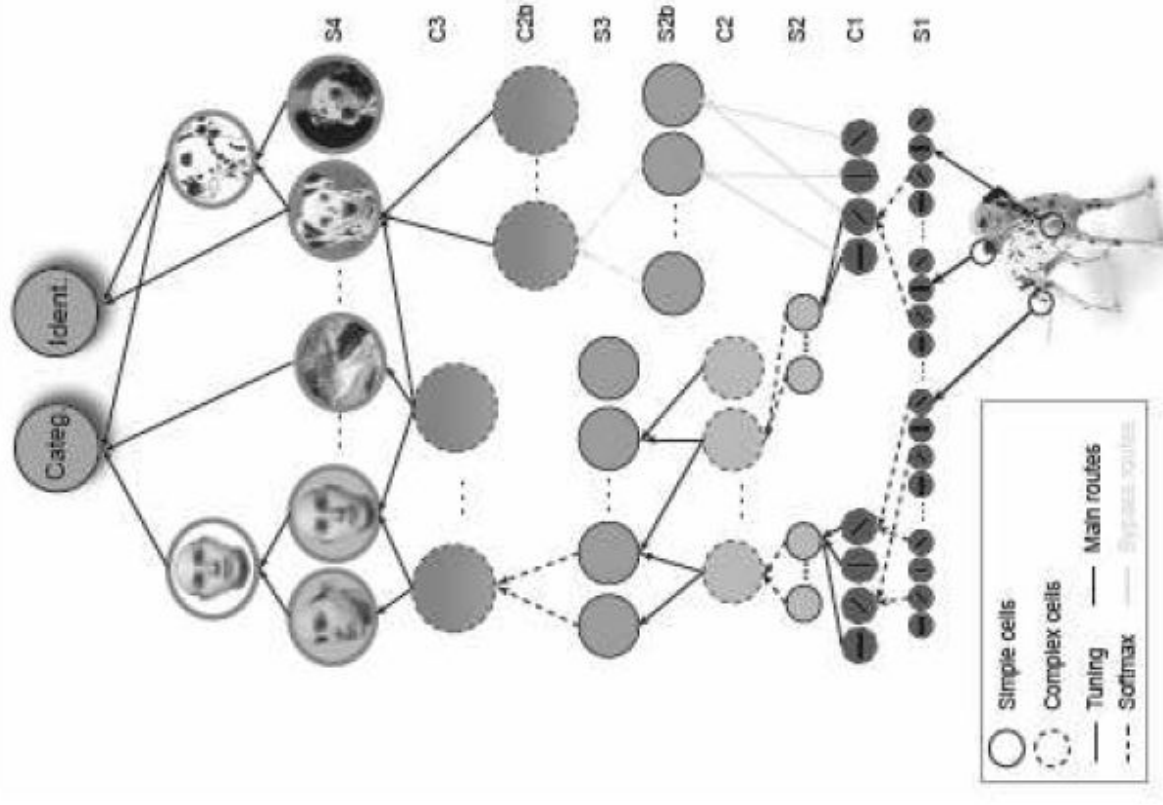
- The human vision system is a real miracle in its generalization ability, computational efficiency and elegancy for recognizing innumerable objects with ease
- human can do *ultra-rapid visual categorization*
 - ❑ detect object in complex scenes < 150 ms
 - ❑ For both natural and artificial categories
 - ❑ **Without color** information
 - ❑ No faster even with training
 - ❑ Robust to location/rotation/scale/viewpoint
 - ❑ **No attention** mechanism involved
 - ❑ Monkey can also perform this quicker but slightly less accurate

a few accepted properties of the ventral stream for vision [M. Riesenhuber and T. Poggio]

1. A hierarchical build-up of invariances first to position and scale and then to viewpoint and more complex transformations requiring the interpolation between several different object views;
2. in parallel, an increasing size of the receptive fields;
3. an increasing complexity of the optimal stimuli for the neurons;
4. a basic feedforward processing of information (for “immediate” recognition tasks);
5. plasticity and learning probably at all stages and certainly at the level of IT (infero-temporal cortex);
6. learning specific to an individual object is not required for scale and position invariance (over a restricted range).

“Standard Model” of biological object recognition

- Massively parallel model
 - – Only a few levels (5?)
 - – Lowest level has simple feature
- templates with no invariance
 - – Increasing levels add position &
- scale invariance as well as
- increasing feature complexity
- Alternating layers:
 - – S (Simple) layers: template matching
 - – C (Complex) layers: perform MAX over some locations and scales



Attempts in computer vision to simulate these principles

- several attempts [Serra05, Mutch06]
 - key new aspect
 - a **task-specific rich representation** for each category of **~6000 kinds** of features
 - a very simple ‘HMAX’ fusion model
 - Encouraging results
 - 30 examples / category for 101 category to achieve 56% acc. [Mutch06]
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rich representation for rich semantics

- Video retrieval demands a powerful tool for indexing the rich semantics exhibited in the video content
- Generic and robust approach is required to index the content through detecting a large number of concepts (~1000)
- No best single feature fits for all concepts, and no best single feature fits for every concept either.
- A large number of neurons with increasing complexity of the optimal stimuli is found in the human visual system
- Rich representation plus a simple fusion algorithm accounts for recent success in computer vision systems simulating the human visual system
- Do concept-specific complex features are required for robustly detecting the target concept?

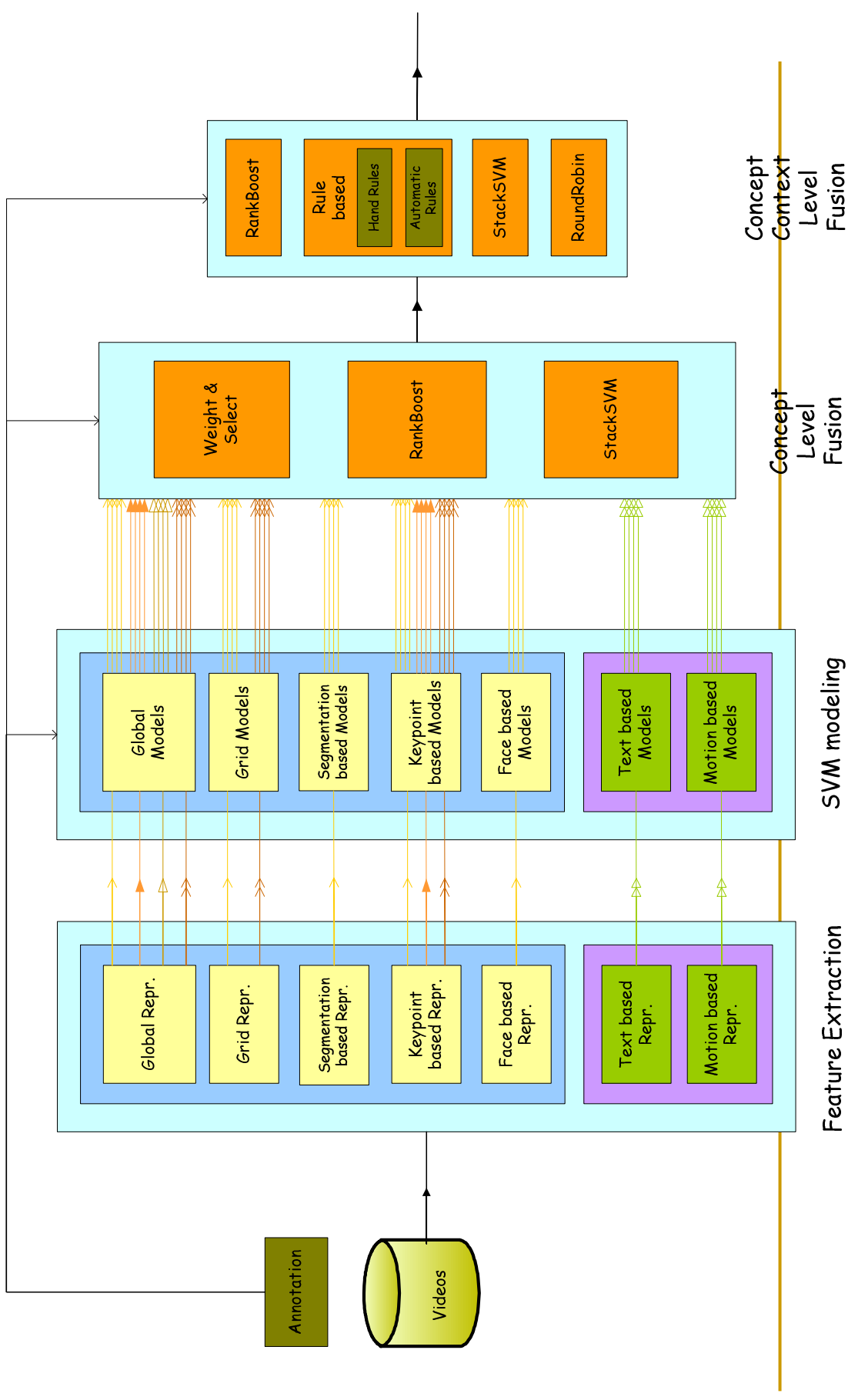
rich representation for rich semantics

- enable our concept detection system by adding richer representations
- hierarchical visual representations (with text and motion based representations altogether)
- many (not so many yet) **feature extractors**
- **a bundle of diversified classifiers** for each feature
- **simple weight and select fusion** is possible at such condition

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Concept detection system



Rich Representations

- **The Global Representation**
 - **The Grid Representation**
 - **The Segmentation based Representation**
 - **The Keypoint based Representation**
 - **The Face based representation**
 - **The Text based Representation**
 - **The Motion based Representation**
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Rich features

- **The Global Representation**
 - Color Auto-Correlograms (64 dim & 166 dim respectively)
 - Co-occurrence Texture (48 dim)
 - Color Coherence Vector (72 dim)
 - Color Histogram (HSV space, 36 dim)
 - Color Moment (LUV space, 9 dim)
 - Edge Histogram (72 dim)
 - Wavelet Texture (20 dim)

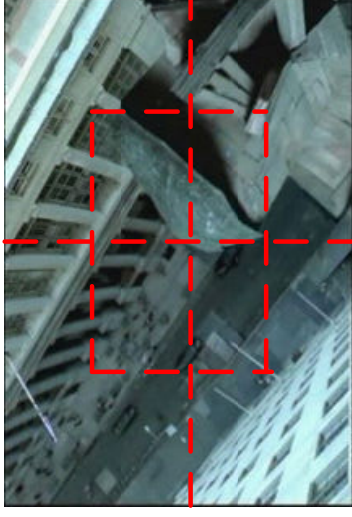


Rich features

- **The Grid Representation**
 - Color Moment (9 dim) * (4x3 grid)
 - Haar Wavelet Moment (10 dim) * (4x3 grid)



- The Edge Histogram (64 dim) * (4 corner + 1 center)



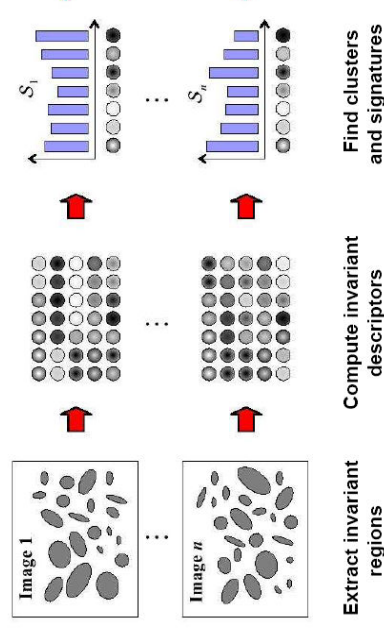
Rich features

- **The Segmentation based Representation**
 - ❑ standard JSEG segmentation
 - ❑ Keyframes are segmented to at most ten regions.
 - ❑ Only Color Moment (LUV space, 9 dim) since region is usually homogenous



Rich features

- **The Keypoint based Representation**
 - SIFT [Lowe04] and SURF [Bay06]
 - Codebook form K-mean in concept-(in)dependent style
 - Result in six kinds of histogram features
 - Codebook_500 ==> histogram_500
 - Codebook_20 ==> histogram_20 * 4x3grid layout
 - Codebook_50 ==> histogram_50 * 3x2grid layout
 - Concept_codebook ==> histogram_100
 - 39*concept_codebook_10 ==> histogram_390
 - 39*concept_codebook_10 + codebook_200 ==> histogram_590



Rich features

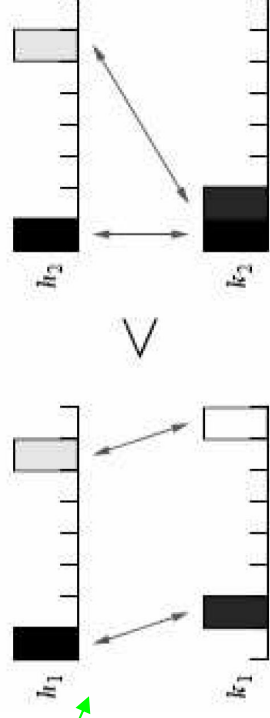
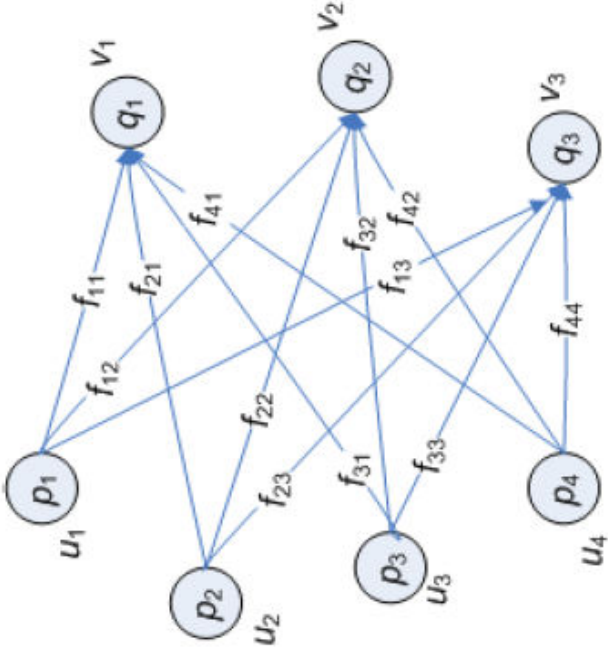
- **The Face based representation**
 - ❑ Produced with a state-of-the-art multi-view face detector [Huang05]
 - ❑ a human-oriented segmentation (human body and background)
 - ❑ to capture the invariance of different kinds of roles, e.g. government leaders or military
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Rich features

- **The Text based Representation**
 - Simple TF-IDF features are extracted
 - **The Motion based Representation**
 - Our Low Level Feature extraction algorithm [Thu_notebook05] and motion activity from [Peker01]
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Modeling

- SVM classifier is appreciated, follow this respectable tradition
- Different kernels for different features
 - RBF/EMD/ χ^2
- RankBoost to produce a bundle of diversified classifiers
- 110 dim model vector for each keyframe for each concept
 - from the 22 features used in 7 representations with 5 model score for each feature



Concept Level Fusion

- simple Weight and Select
 - RankBoost again
 - StackSVM
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Concept Context Level Fusion

- RankBoost
 - StackSVM
 - Rule based
 - Automatic generated Rule
 - Hand generated Rules
 - Roundrobin
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Computational issues

- Some partial estimation of the running time of training sums up to **600 days for one computer!**
- Fortunately the parallel computing paradigm, which is a natural choice for the uncorrelated concept detection task, ends in less than **10 days**.

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How to evaluate such systems?

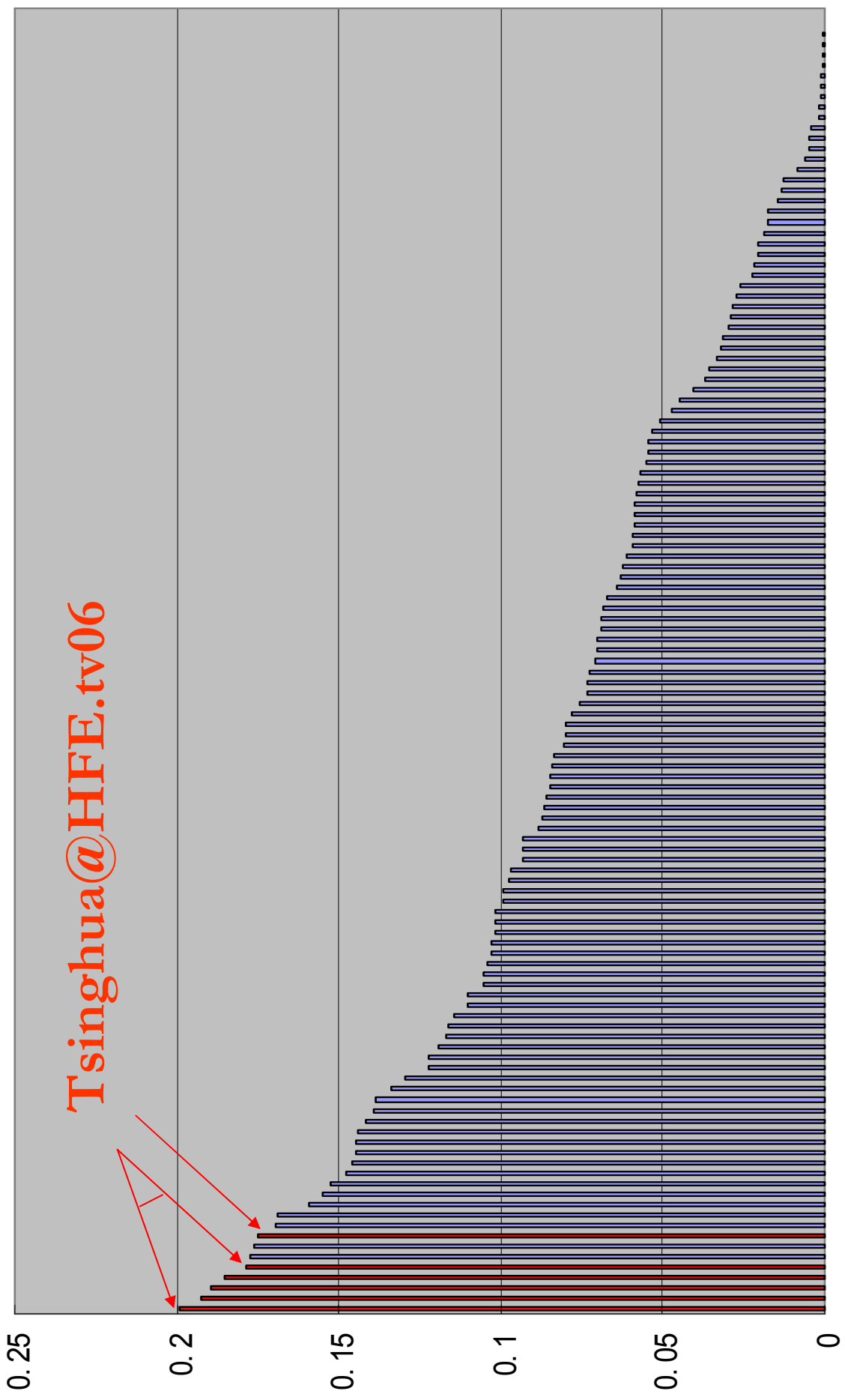
- TRECVID benchmark try to provide
 - a **common basis** for comparison/evaluation for video retrieval which is **reliable** and **on a large scale**
- Approach
 - Find as much video data as possible and make it available to the community of researchers
 - Use the data to build an open metrics-based evaluation
 - Invite participation and see what happens...

Submission and Result

HFE Runs	MAP	Description
B_hua_1 (Tai)	0.189	RankBoost which takes baseline shot score plus Mediamill 404 dim features as weak rankings
B_hua_2 (Hua)	0.175	RankBoost which takes 110 dim baseline keyframe score as weak rankings, 50 top rankings selected
B_hua_3 (Huang)	0.199	Roundrobin which combines all five other runs on the shot rank basis ^[1]
B_hua_4 (HengNorth)	0.179	RankBoost which takes 110 dim baseline keyframe score as weak rankings, 200 top rankings selected
B_hua_5 (HengSouth)	0.185	Automatic or manual rule for setting concept context with 39 dim concept vector for each shot
A_hua_6 (Song)	0.192	Baseline, select and weight top 50 SVM classifiers out of 110 trained on 22 features respectively

[1] After a bug-fix, the roundrobin run turns out to be the best run among both our submitted runs and all submitted runs.

MAP

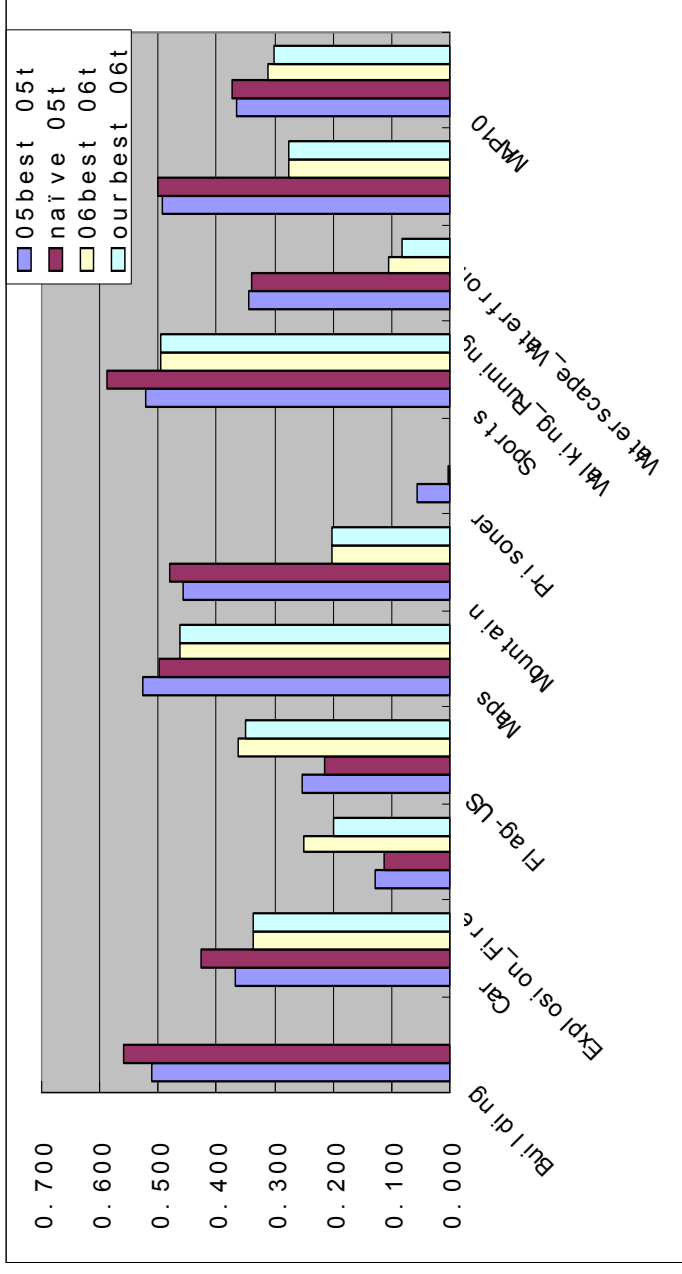


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Concept Detection Lessons

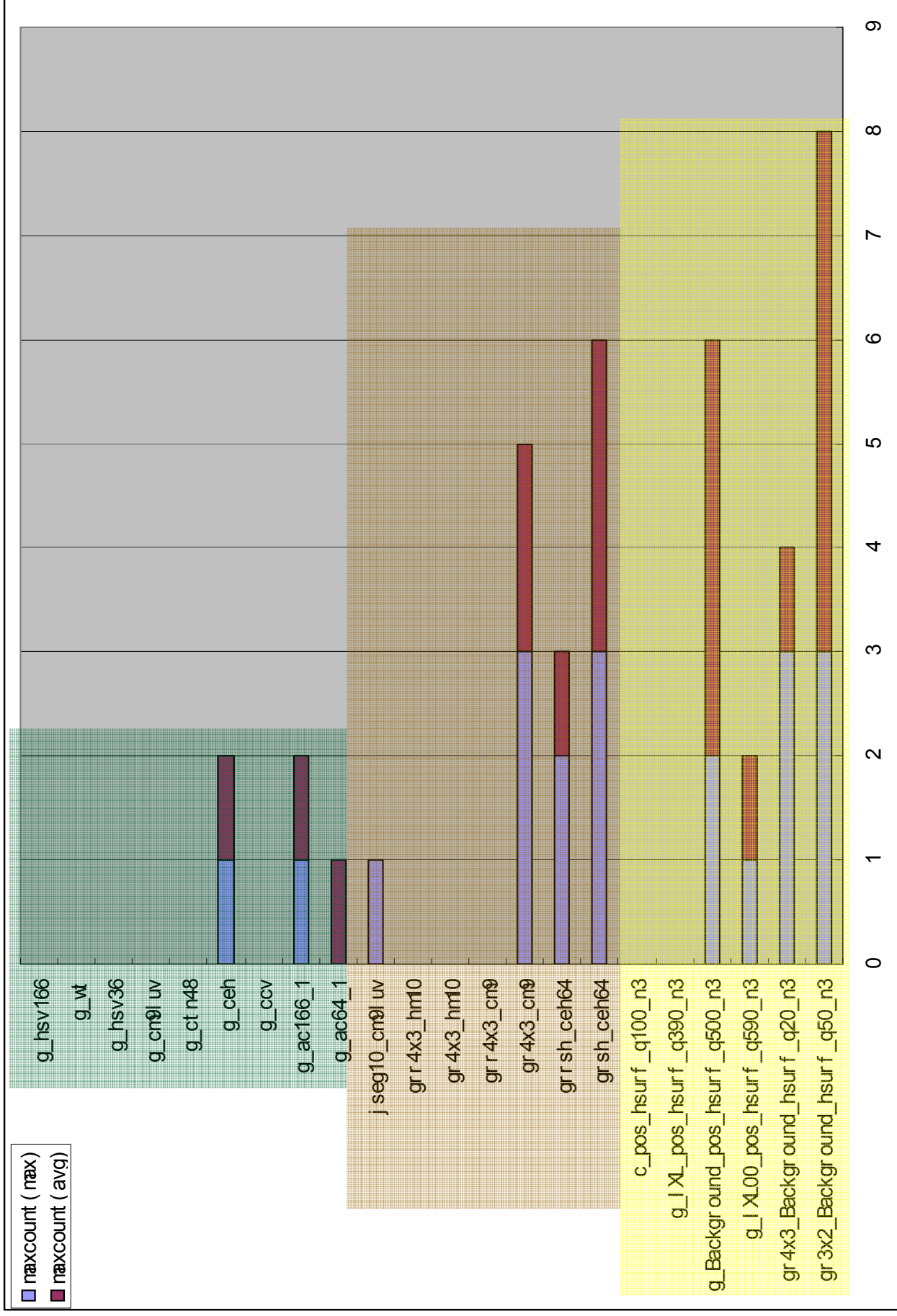
- 1. The RankBoost algorithm builds a **diversified bundle** of classifiers for each feature and alleviates the burden of the fusion process. In other words, **what to fuse is more important** than how to fuse.
- 2. The **Weight and Select fusion** algorithm outperform the other ones since **over-fitting** occurs quite often in fusion, especially when there is strong mismatch of concept occurrence and broadcasting style between the training and testing data.
- 3. The pooling strategy used does not give the **Roundrobin** method significantly higher MAP (+3.5%) though it is looked more than other runs.

Evaluating our system on both tv05 and tv06

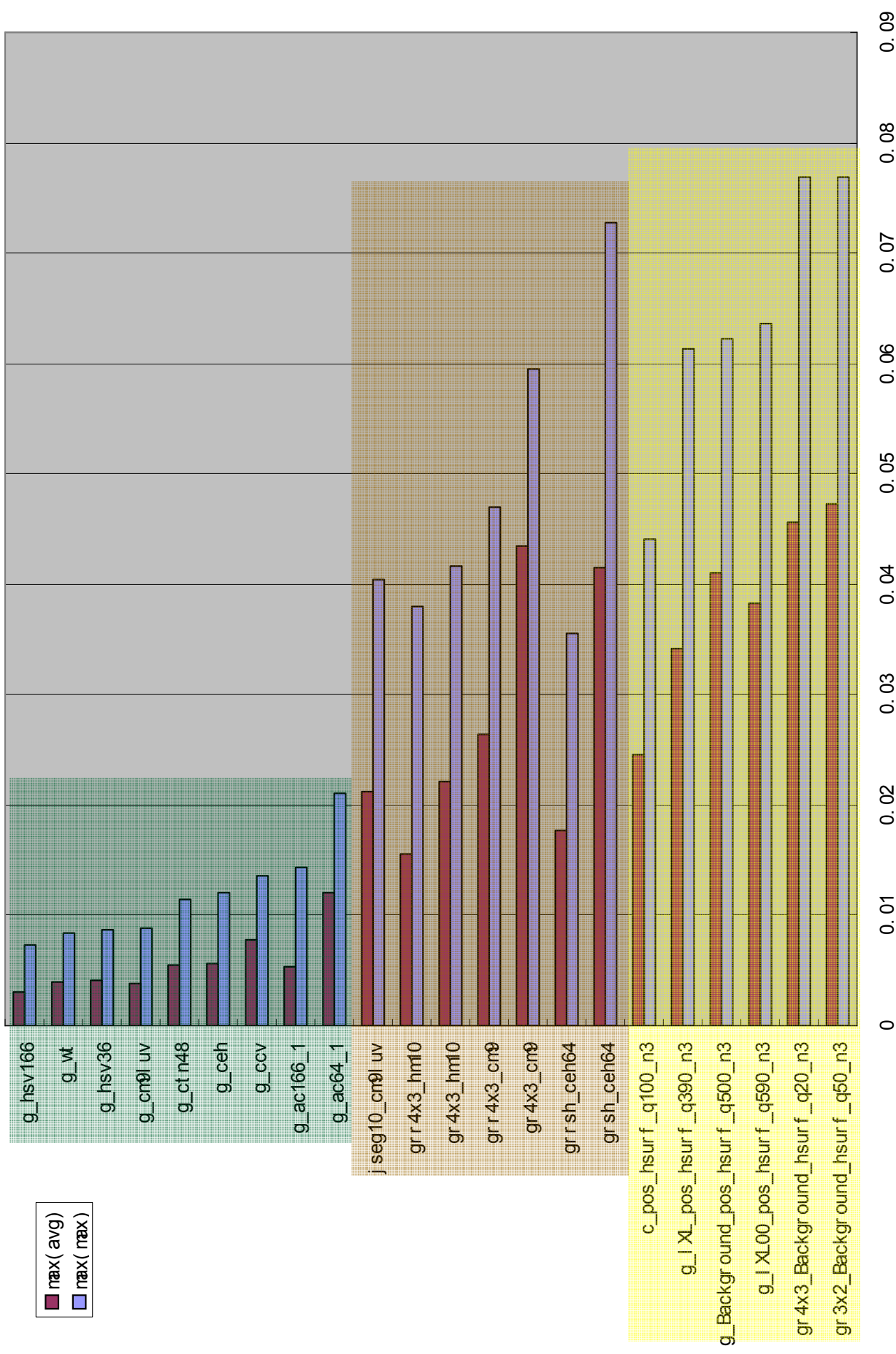


- We are slightly better than best result for last year
- Significant performance drop from last year (-24%!) maybe due to the large time gap, a real challenge for style analysis
- Performance on Explosion and Flag have increased
- Sport Visual only is better than Multilingual last year

Performance decomposition-maxcount



Performance decomposition-maxAP



Performance for representation and features

- No best feature for all concept
- No best feature for every concept either
- Grid based layout outperforms segmentation since it captures the spatial layout
- But global features can not be neglected
- SIFT/SURF features generalize well for scene and events
- χ^2 kernel is better than EMD for the grid layout

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Further work

- Neuroscientifically sound vs. biologically motivated
 - Learning more concept relevant features
 - Incorporate feature processing hierarchy
- Incorporate more spatial and temporal cues
- Refine the face/body segmentation features for social roles
- Better fusion strategy and method
- Re-annotate the 05t for retrain StackSVM and RankBoost?

Acknowledgment

- For trecvid 2006 benchmark
 - Prof. AI Haizhou for face detection
 - Computation Platform from NLIST
 - Intel China Research Center (ICRC)
 - D. Lowe for SIFT binary
 - H. Bay for SURF binary
 - C.-J. Lin for LIBSVM
 - MediaMill for donating their detection results
 - LSCOM workshop for annotation
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Thanks!
Q/A😊

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