

FXPAL Interactive Search for TRECVID 2004

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Overview

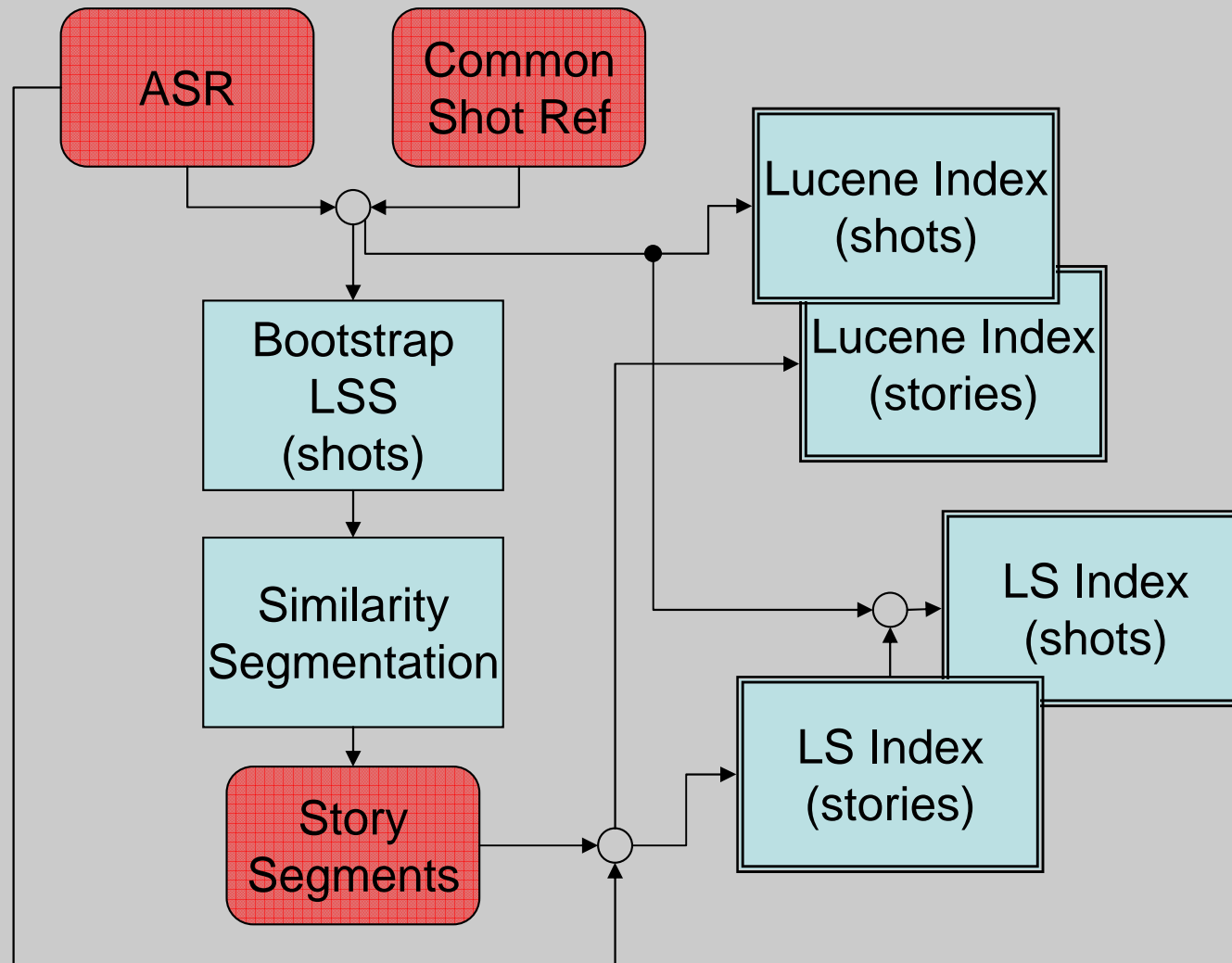
- First time doing search
 - 2nd year of participation overall
- Emphasis on interface elements
 - Rich visualization of search results
 - Quick and easy exploration of results
- Straightforward search engine
 - Text search over ASR transcripts
 - Literal search with Lucene
 - Fuzzy search with LSS
 - Keyframe search by image similarity
 - Color correlograms

Preprocessing

Unit of search retrieval is a “story”, but we couldn’t don’t have reference story segmentation for the test set

- Group reference shots into “stories”
 - Bootstrap an LSS with common shot boundaries and ASR
 - use similarity-matrix method to find “story” boundaries
- Given new story boundaries
 - Generate text indices for story and shots
 - Generate story-based LSS for search

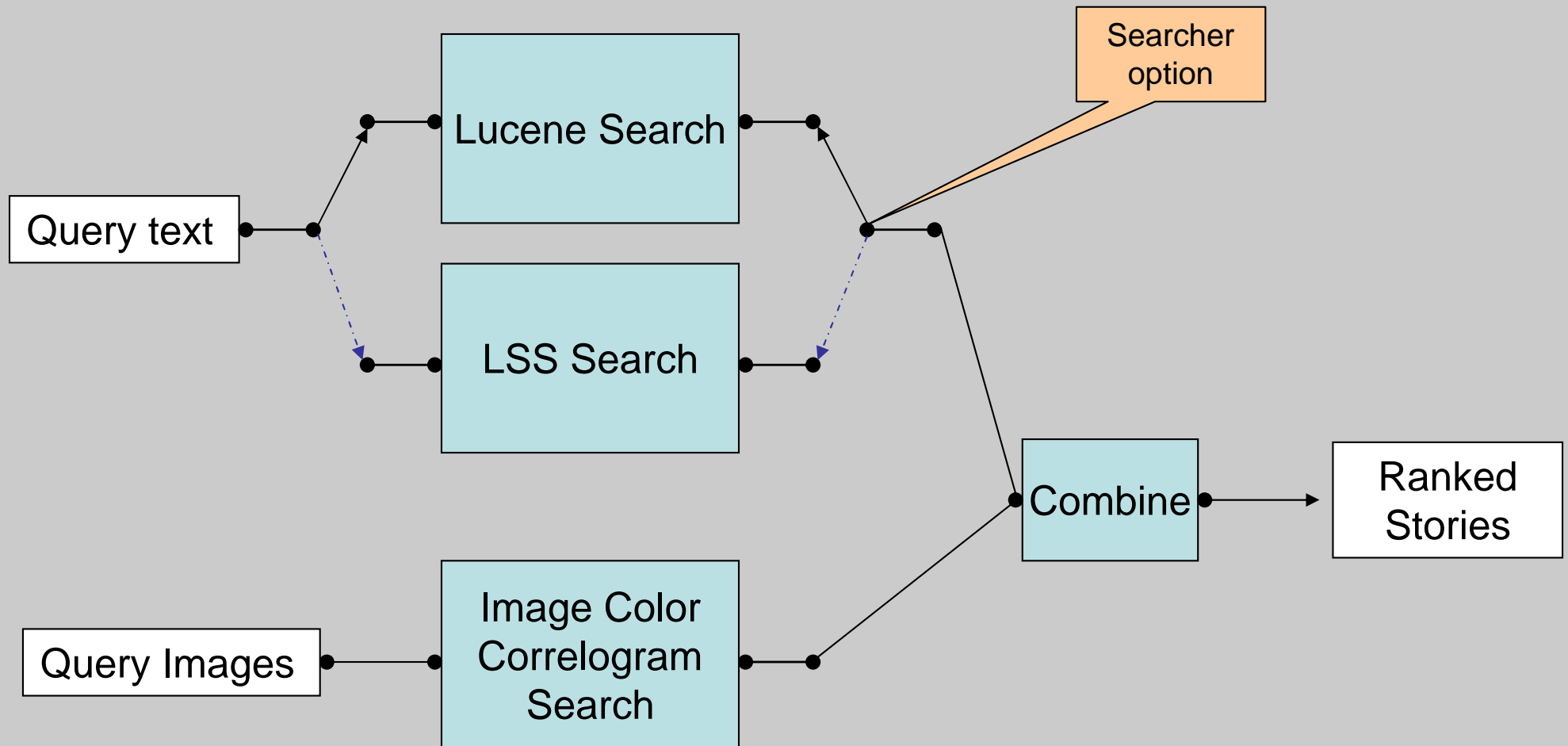
Preprocessing



Search Engine

- User specifies combination of:
 - Text query
 - Literal query using Lucene or fuzzy query using LSS
 - Image examples
 - Any keyframe in the interface can be dragged onto the image example area
 - Text/image weighting is static and equal
 - Max image similarity of shot propagated to story
 - Text similarity of story propagated to shot
 - Averaged with shot-based text similarity

Search Engine



Interface Elements

- Stories summarized in keyframe “quads”
- Navigate through stories to video timeline/shots
- Transparent icon overlays
 - Visited: grayed
 - Relevant: green
 - Irrelevant:red
- Query-relevance shown with size and color
- Hotkeys for most actions
- Multi-select and drag and drop

The screenshot displays the MediaMagic Text Search application interface. On the left, a large grid of video thumbnails is shown, with a 'Gray visited overlay' on one of them. Below this grid is a 'Text query box' containing the text 'sam donaldson white house' and an 'Image query box' with a small image of Sam Donaldson. A 'Text search type' dropdown is set to 'Use Lucene'. The main area features a 'Selected story' with a video player showing a news segment. Below the video is a 'Video timeline' with a red playhead. To the right of the video is an 'Expanded shots area' showing a sequence of frames. Below this is an 'Excluded overlay' and an 'Included overlay'. At the bottom, there is a 'Trecvid topic text' field with the query 'Find shots of Sam Donaldson's face - whole or part, from any angle, but including both eyes. No other people visible with him' and a 'Trecvid topic images' row showing several frames of Sam Donaldson. The interface also includes a 'Query results area' at the top left, a 'Media player and zoom area' at the top center, and a 'Relevant shots area' at the top right. Buttons for 'Add related', 'Clear', 'Select all', and 'End Question' are visible at the bottom right.

Query results area

Media player and zoom area

Relevant shots area

Gray visited overlay

Selected story

Video timeline

Expanded shots area

Excluded overlay

Included overlay

Text query box

Image query box

Trecvid topic text

Text search type

Trecvid topic images

Story Summary Quads

- Query-dependent story summary
 - Use 4 highest scoring shots in the story
 - Allocate space proportional to score



Story thumbnail



Shot thumbnails

Building on searches

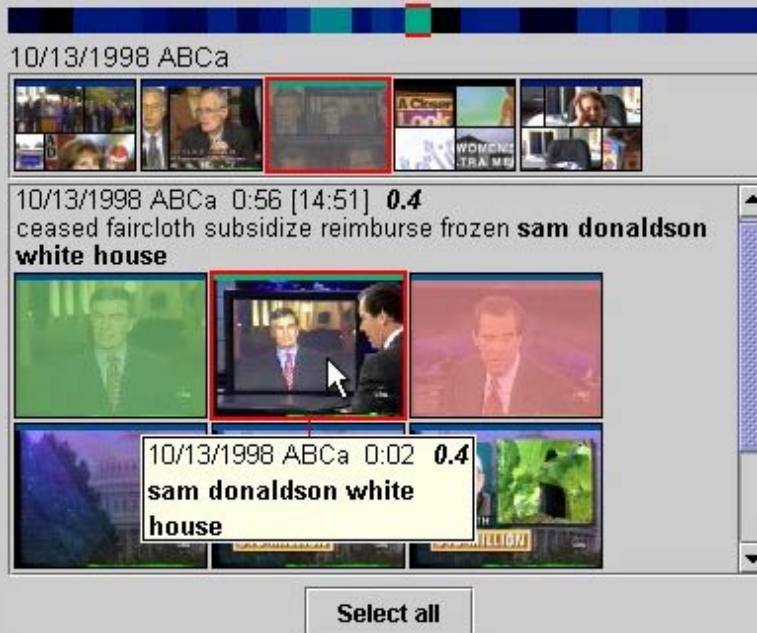
- Find similar
 - Use shot/story text for search
- Add related
 - Auto re-query with existing results



Expanded Story / Timeline Browsing



- Selecting a story expands the video at that point
 - Clickable video timeline with relevancy shading
 - Clickable story quad timeline
 - Shot thumbs marked with relevancy
 - Overlay on shots marked (non)relevant
 - Mouse-overs zoom in the media player and tool-tip shows relevancy context
 - Double clicks play video in the media player



Experiments

- 6 searchers answering 12 topics each in latin square
 - Pairs of orthogonal users grouped together
 - Each topic answered 3 times
 - Searchers include 2 primary developers
 - 1 ended up in best and 1 in worst performing group
- Each of the 3 complete searcher runs goes through 3 “systems” or methods for filling out the shot list yielding 9 total submissions

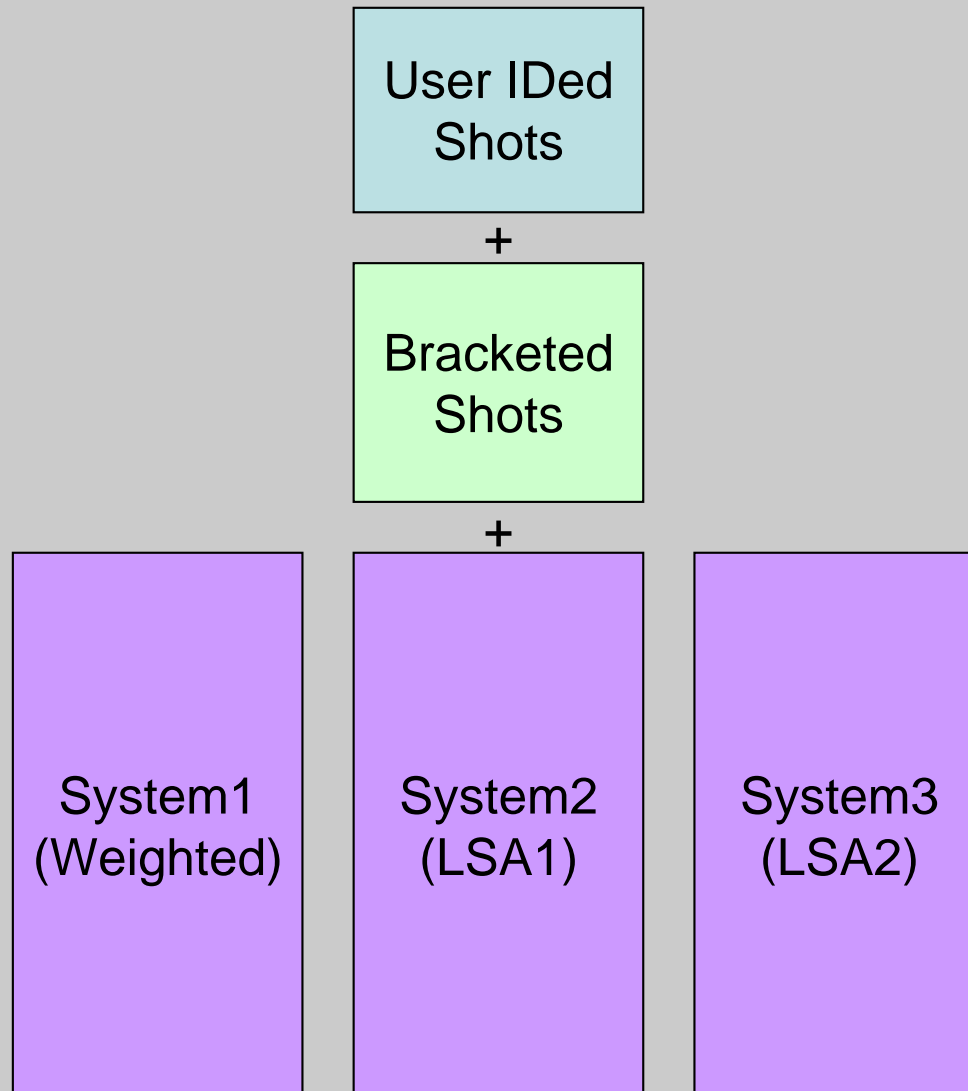
System Types

- Type 1:
re-issue user queries and weight results of each query by precision against the user-labeled shots
- Type 2:
take text from all relevant shots and issue a single new LSS-based text query
- Type 3:
take text from each relevant shot in turn for LSS-based query and apply query ranking as in system type 1

Shots marked as not-relevant excluded from system results

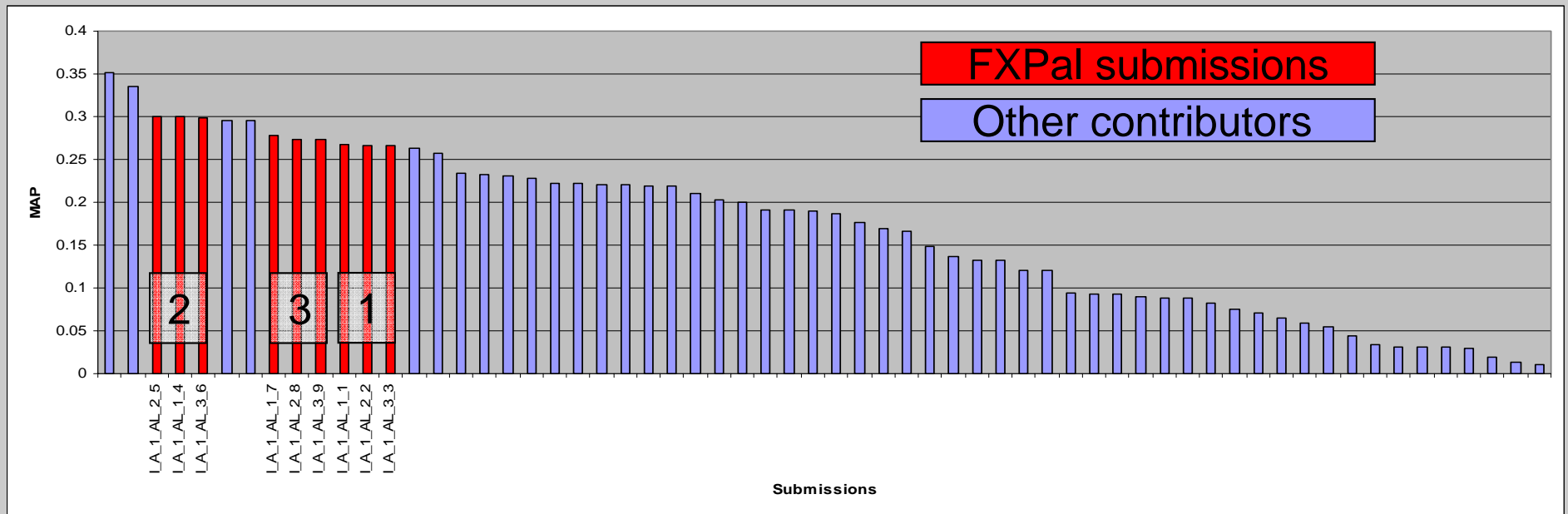
Every system type preceded by bracketing the user-retrieved shots

Submissions

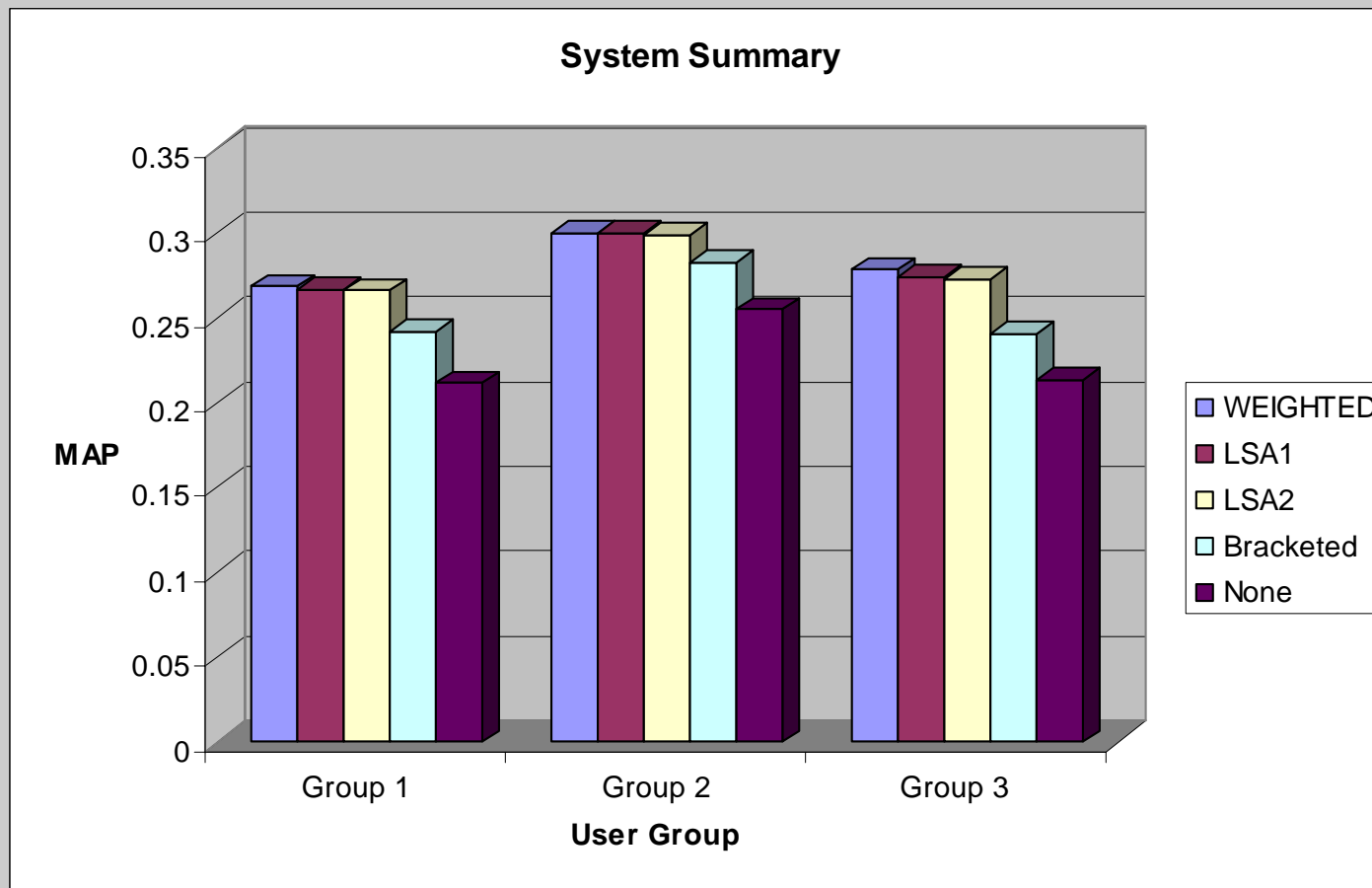


Results

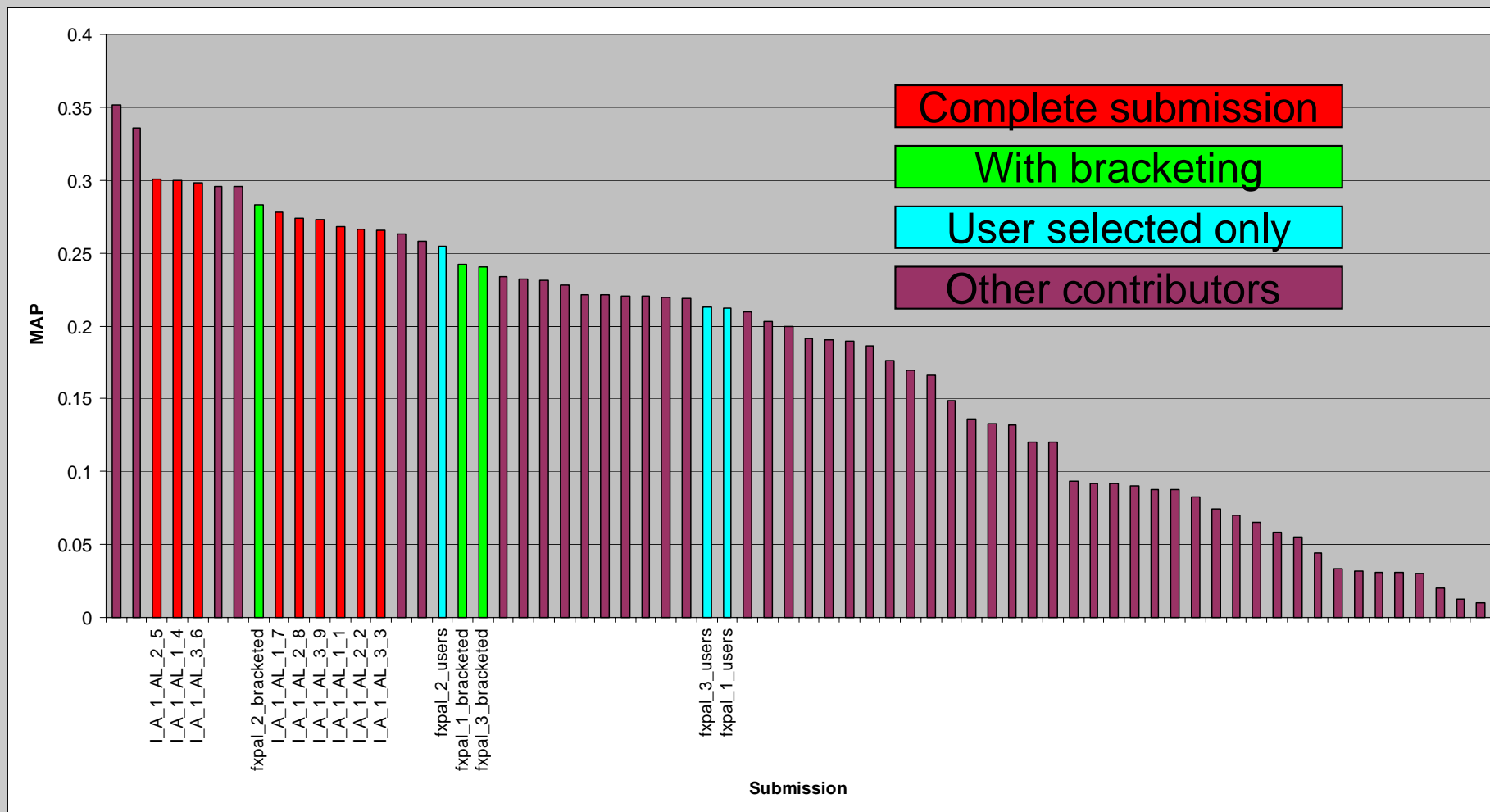
- Ranks 3-6, 9-13 in overall MAP
 - Strongly user dependent (user groups clump together)
 - Post-processing methods perform nearly same



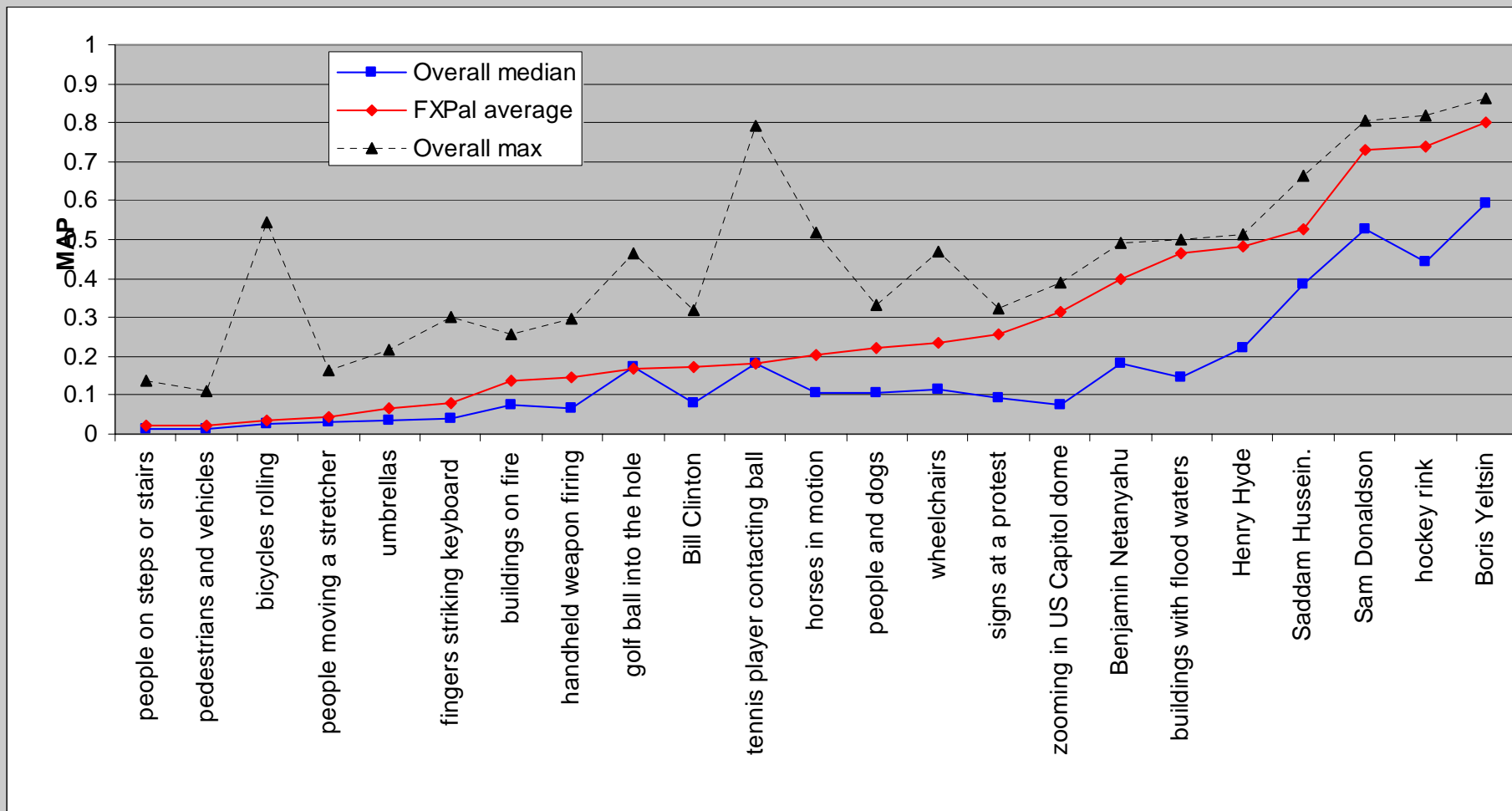
User vs. System



User vs. System in Overall



Performance by Question



Directions

- More sophisticated:
 - Story segmentation
 - Image similarity / video features
- Simplify user interface for non power-users and more typical search and re-use tasks
- Handle multiple simultaneous media streams
 - Presentation slides
 - Multi-camera capture