
TRECVID-2005 Low-level (camera motion) feature task

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TNO

&




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NIST

Task definition

ØTRECVID 2005 pilot task

ØAbility to detect camera movement features:

- q Pan (left or right) or track 
- q Tilt (up or down) or boom 
- q Zoom (in or out) or dolly 



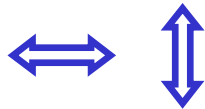
TRECVID 2005



Task definition ...

∅ Camera movement features are usually combined

- ☐ Pan & Tilt
- ☐ Pan & Zoom
- ☐ Tilt & Zoom

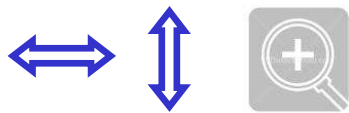


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Task definition ...

q Pan & Tilt & Zoom

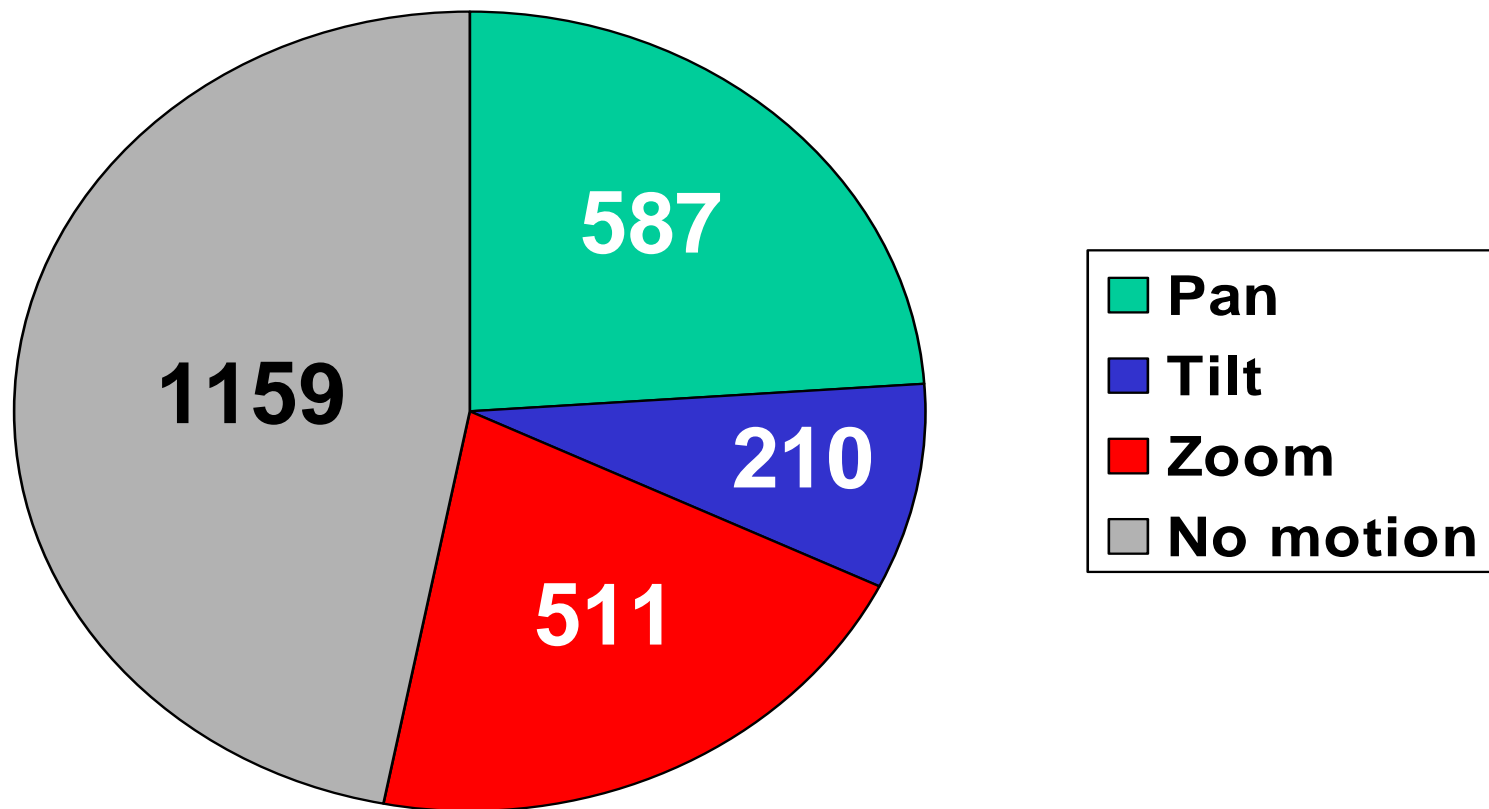


- Ø Submissions provide complete judgments for test set by specifying all shots identified as positive by the system
- Ø No Training data provided by NIST
- Ø Tool to create development data developed by Werner Bailer at Joanneum Research

Ground truth creation at NIST

- ∅ Watch randomly chosen subset of test data (~5000 shots)
- ∅ Keep only shots with “clear” examples of (no) motion (~2226)
- ∅ No-motion shots seem to more clearly exhibit no motion than shots with motion features exhibit motion \perp *#FP will tend to be small, #FN will tend to be high*
- ∅ Define test subset for each feature by combining
 - ∅ shots exhibiting the feature
 - ∅ shots exhibiting no motion (same for all features)
- ∅ No adjustments to subset sizes or true:false ratios
 - ∅ Pan 587:1159
 - ∅ Tilt 210:1159
 - ∅ Zoom 511:1159

Truth data distribution (number of shots)



Truth and evaluation issues

ØWhy feature groups?

- ØPerceptual limits in truth creation

ØCost of creating truth data

- ØMany shots with lots of small camera movement – not what's wanted when user asks for a “pan”, etc.

ØImplications of test set construction on measures

- ØLack of randomness makes generalization hard

- ØVarying true:false ratios make precision harder for tilt than pan and zoom

- ØGreater clarity of no-motion shots would make false positive less likely than false negatives and higher precision easier to achieve than higher recall

No motion shots



Truth data costly to create – lot's of shaky shots



Hard to judge



Not what a user wants

12 Participating Groups

Carnegie Mellon University (**CMU**) - USA

City University of Hong Kong (**CUHK**) - China

Fudan University (**FUDAN**) - China

Institute for Infocomm Research (**IIR**) - Singapore

JOANNEUM RESEARCH (**Joanneum**) - Austria

KDDI & R&D Laboratories, Inc. (**KDDI**) - Japan

LaBRI (**LaBRI**) - France

Tsinghua University (**Tsinghua**) - China

University of Central Florida / University of Modena (**UCF**) – USA/Italy

University of Iowa (**U Iowa**) - USA

University of Marburg (**MARBURG**) - Germany

Univ. of Amsterdam & TNO (**UvA**) - Netherlands

NIST baseline runs

Ø All features true for all shots (TrueForAllShots)

Ø Random run with true distribution of Pan, Tilt, Zoom as in truth data (TruthDataDistrib)

Ø Features randomly true/false for each shot (Random)

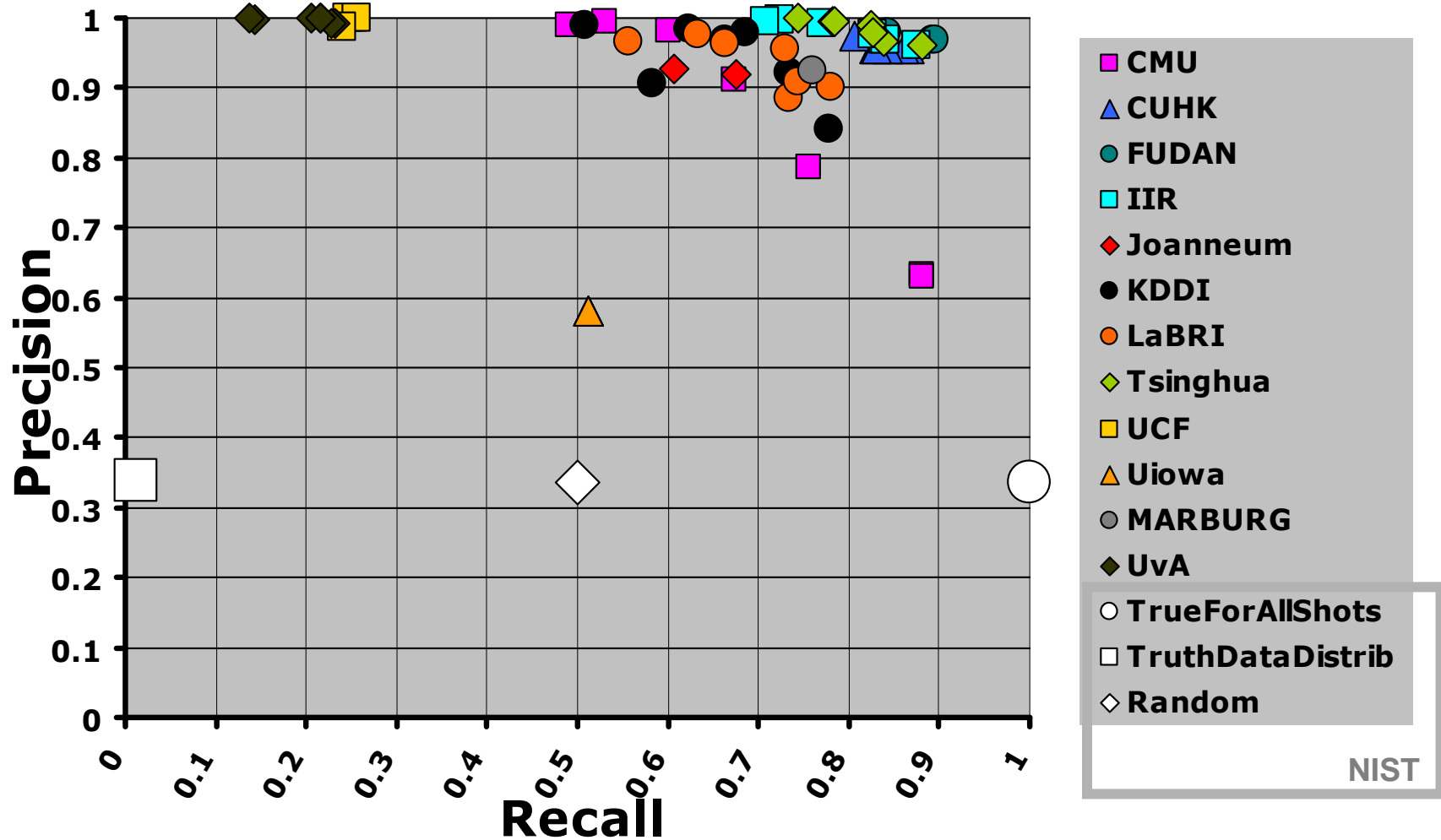
Evaluation Measures

$$\text{Precision} = \frac{\# \text{ True positives}}{\# \text{ True positives} + \# \text{ False positives}}$$

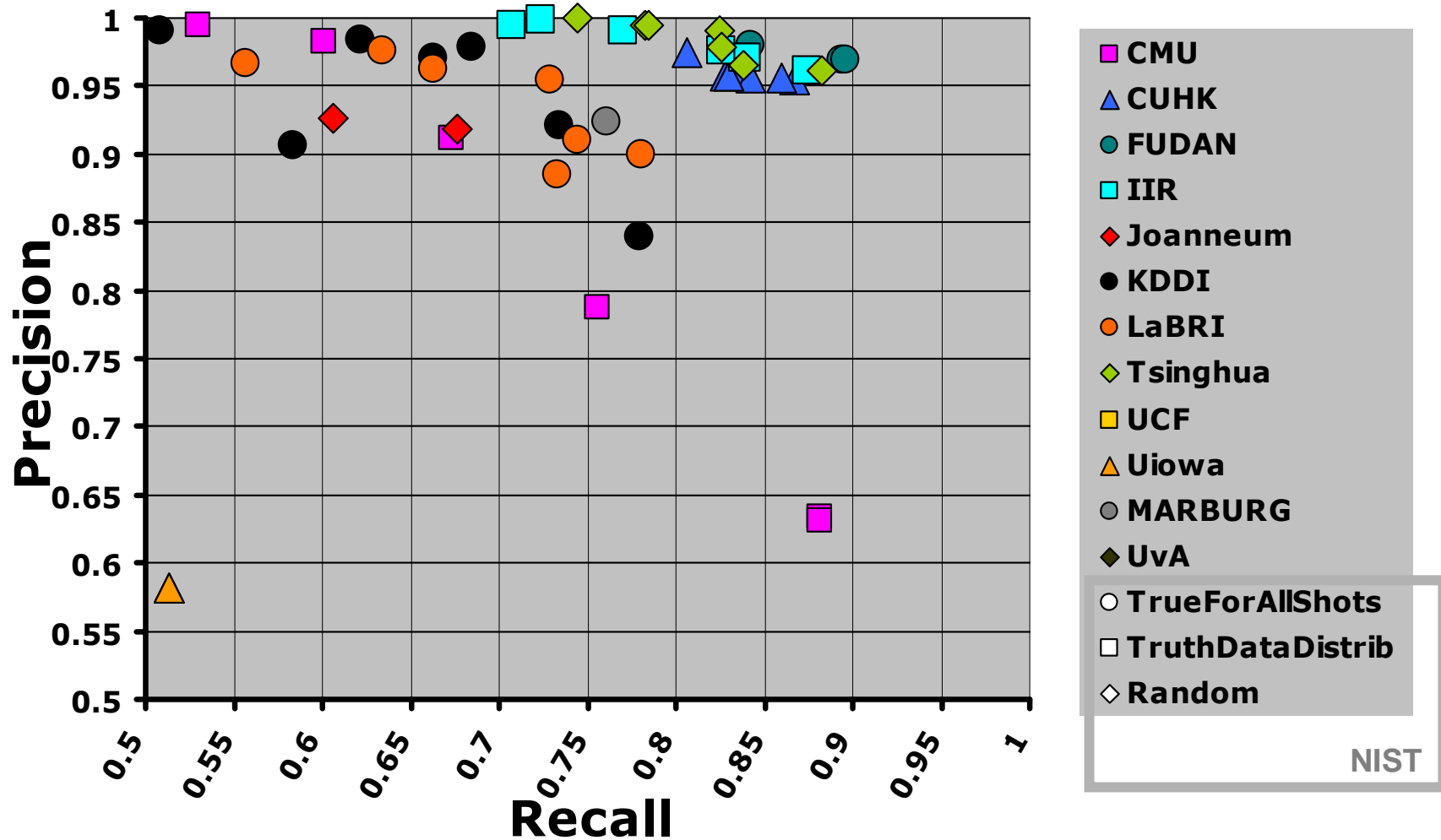
$$\text{Recall} = \frac{\# \text{ True positives}}{\# \text{ True positives} + \# \text{ False negatives}}$$

Given the imbalance in class properties, it's easier to achieve a high precision than a high recall. The use of $F_{\beta=1}$ seems not appropriate

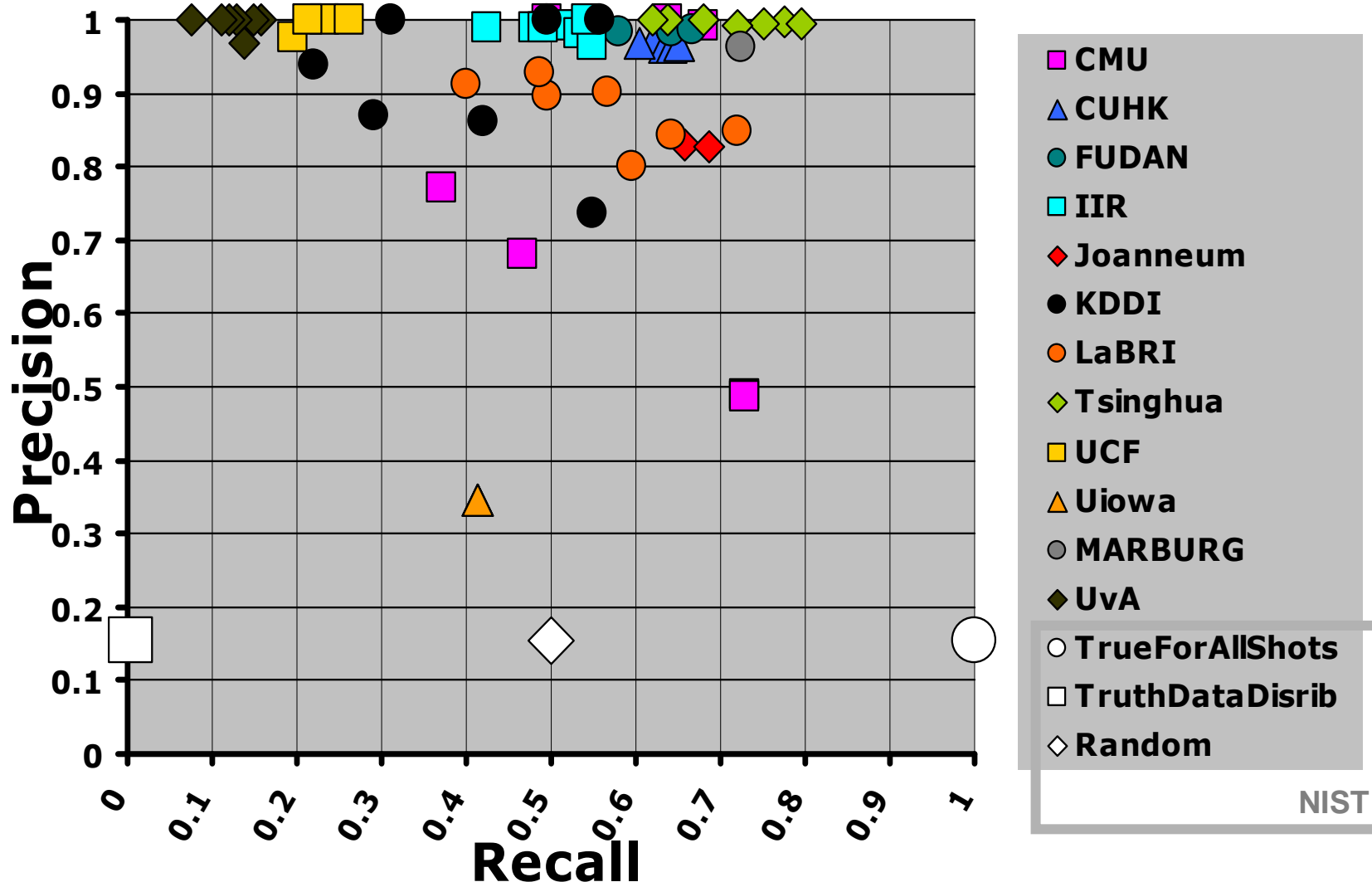
Pan: recall and precision by system



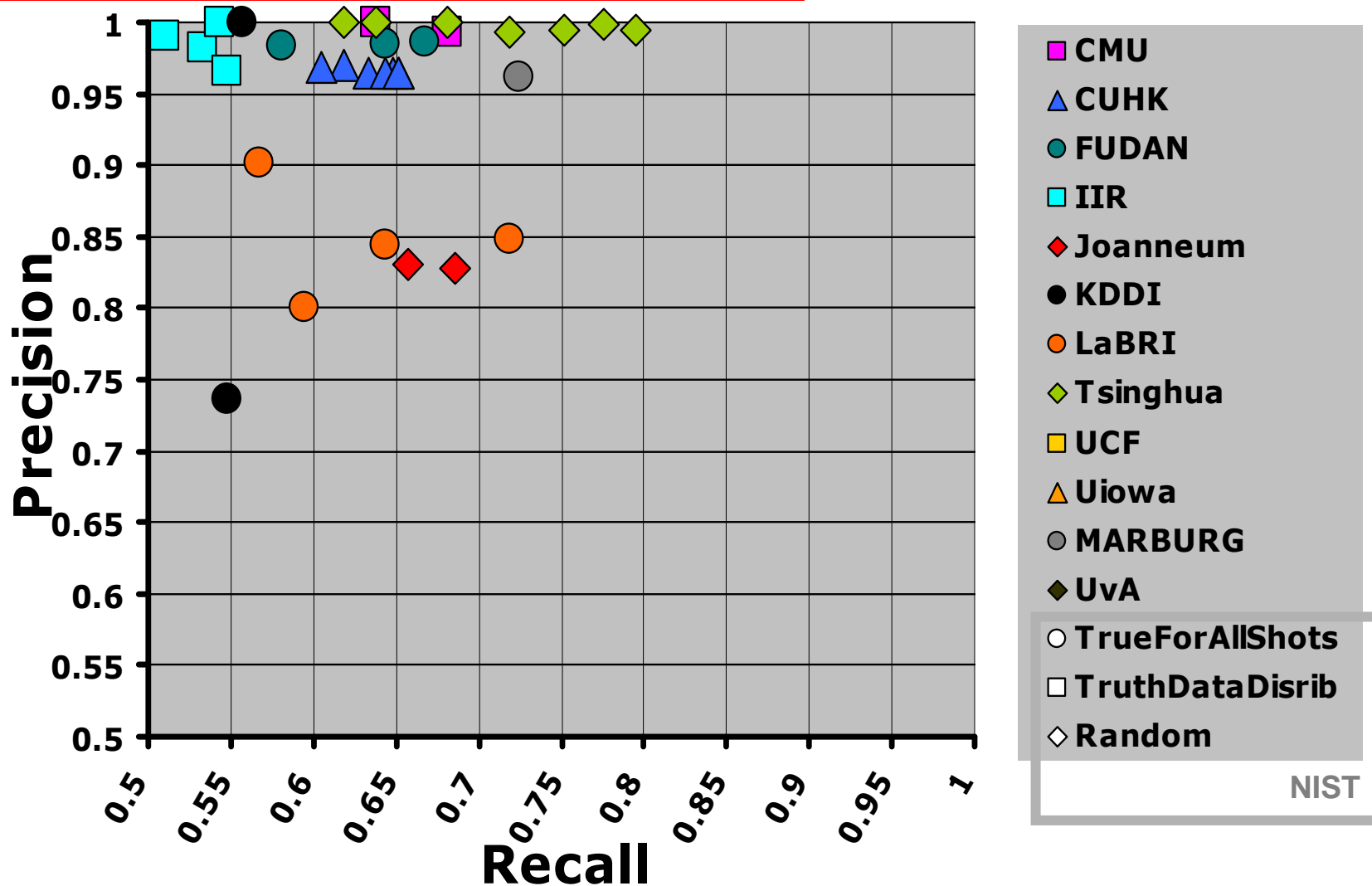
Pan: recall and precision by system (zoomed)



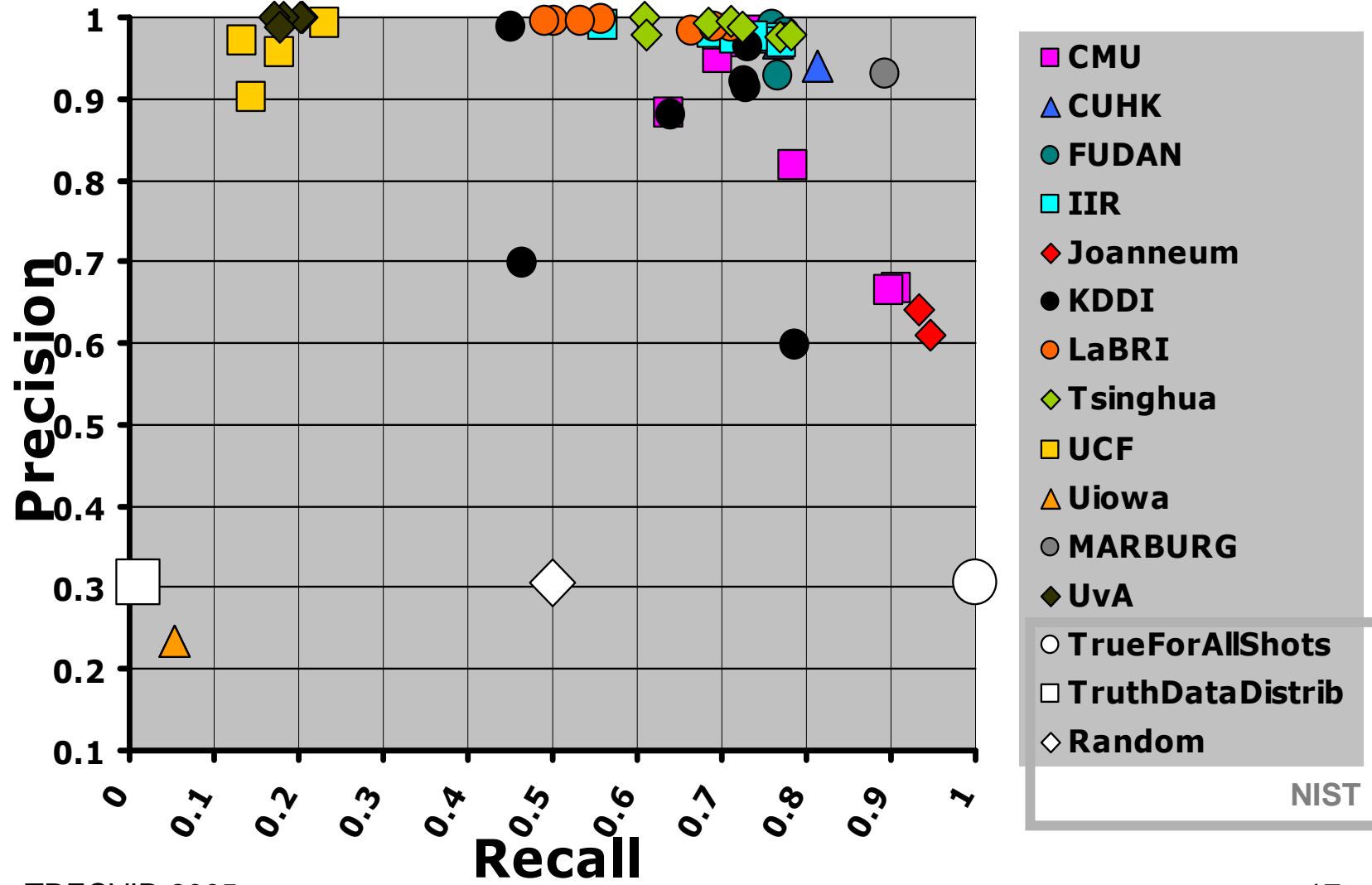
Tilt: recall and precision by system



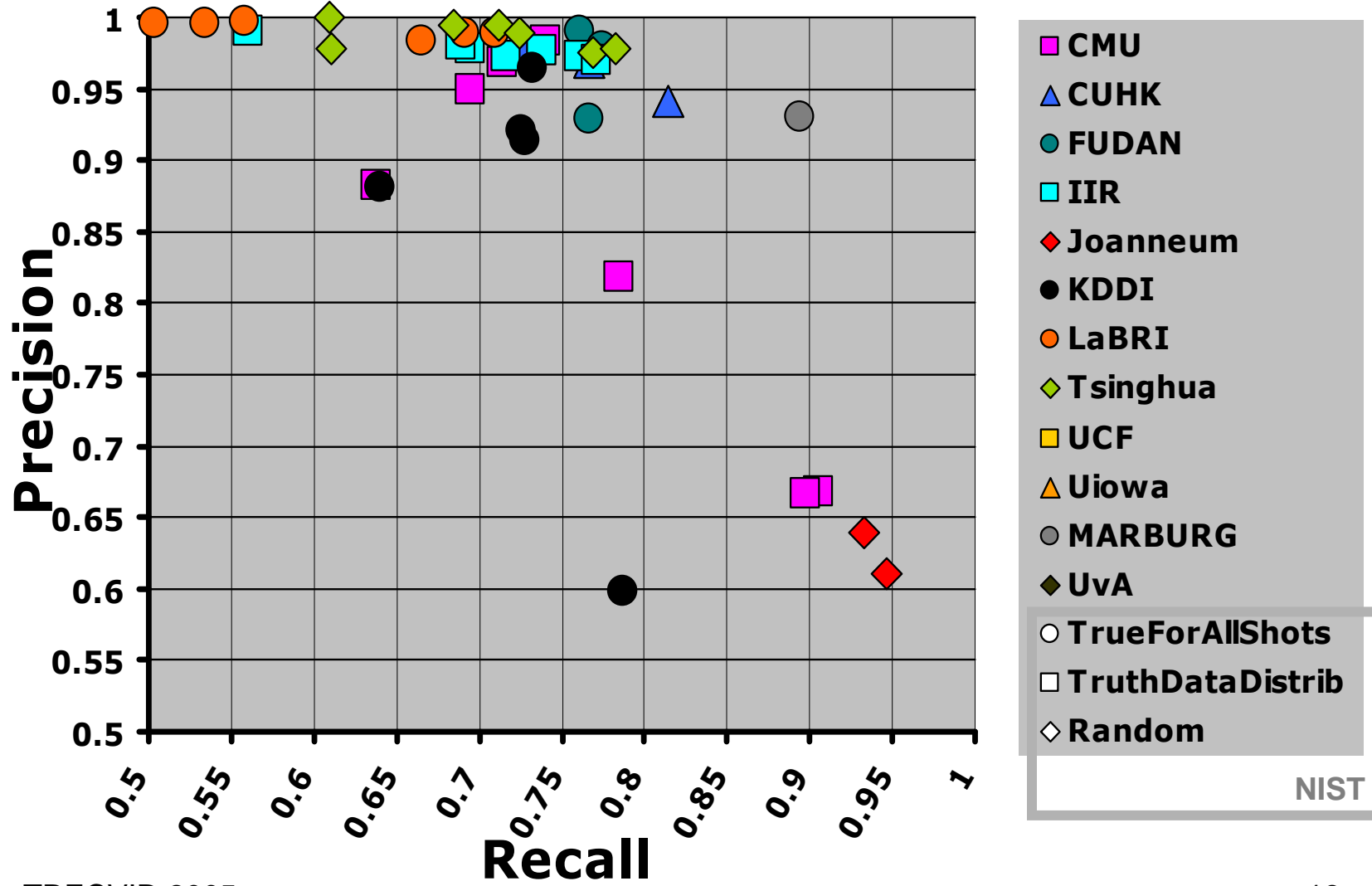
Tilt: recall and precision by system (zoomed)



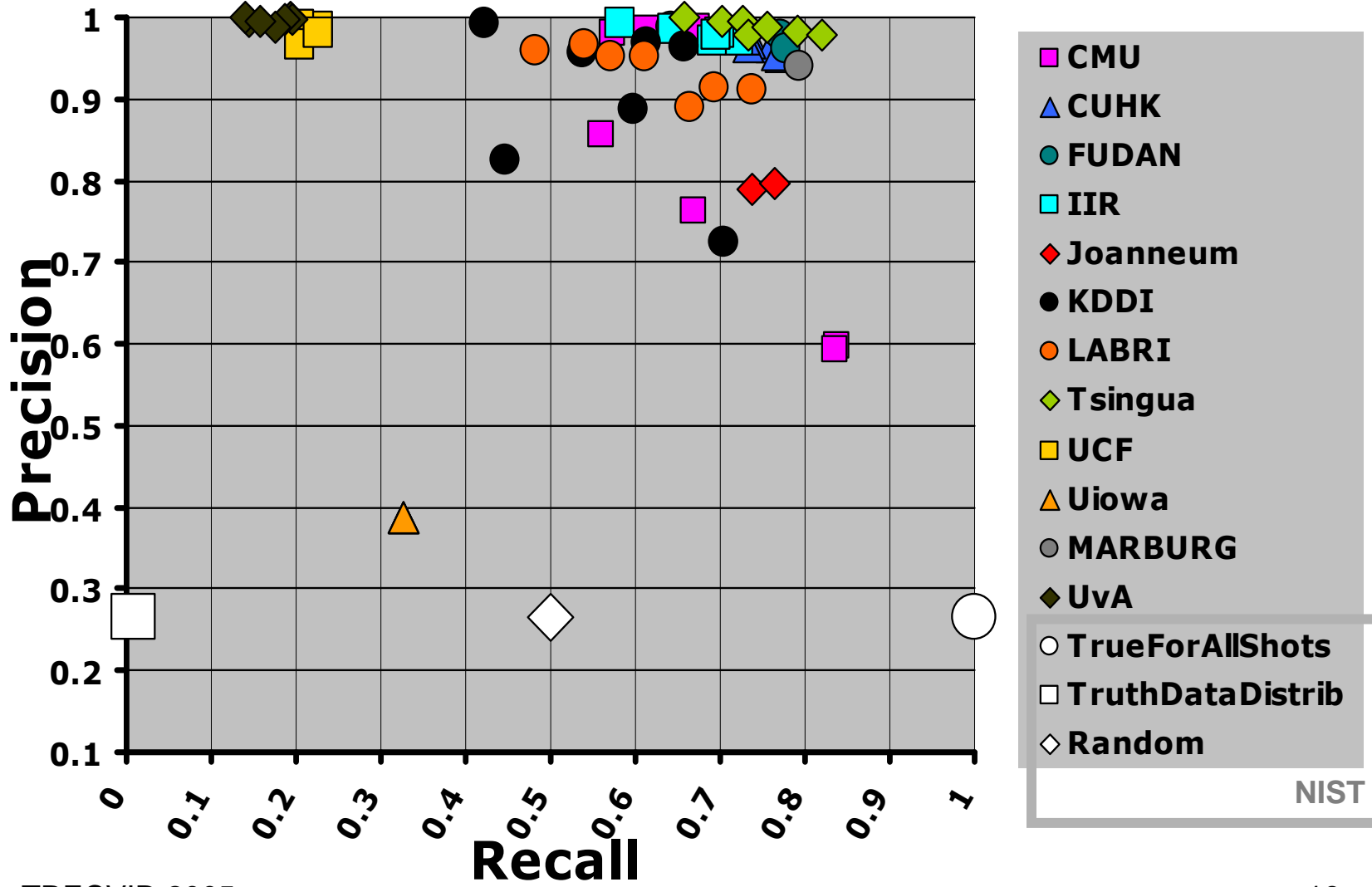
Zoom: recall and precision by system



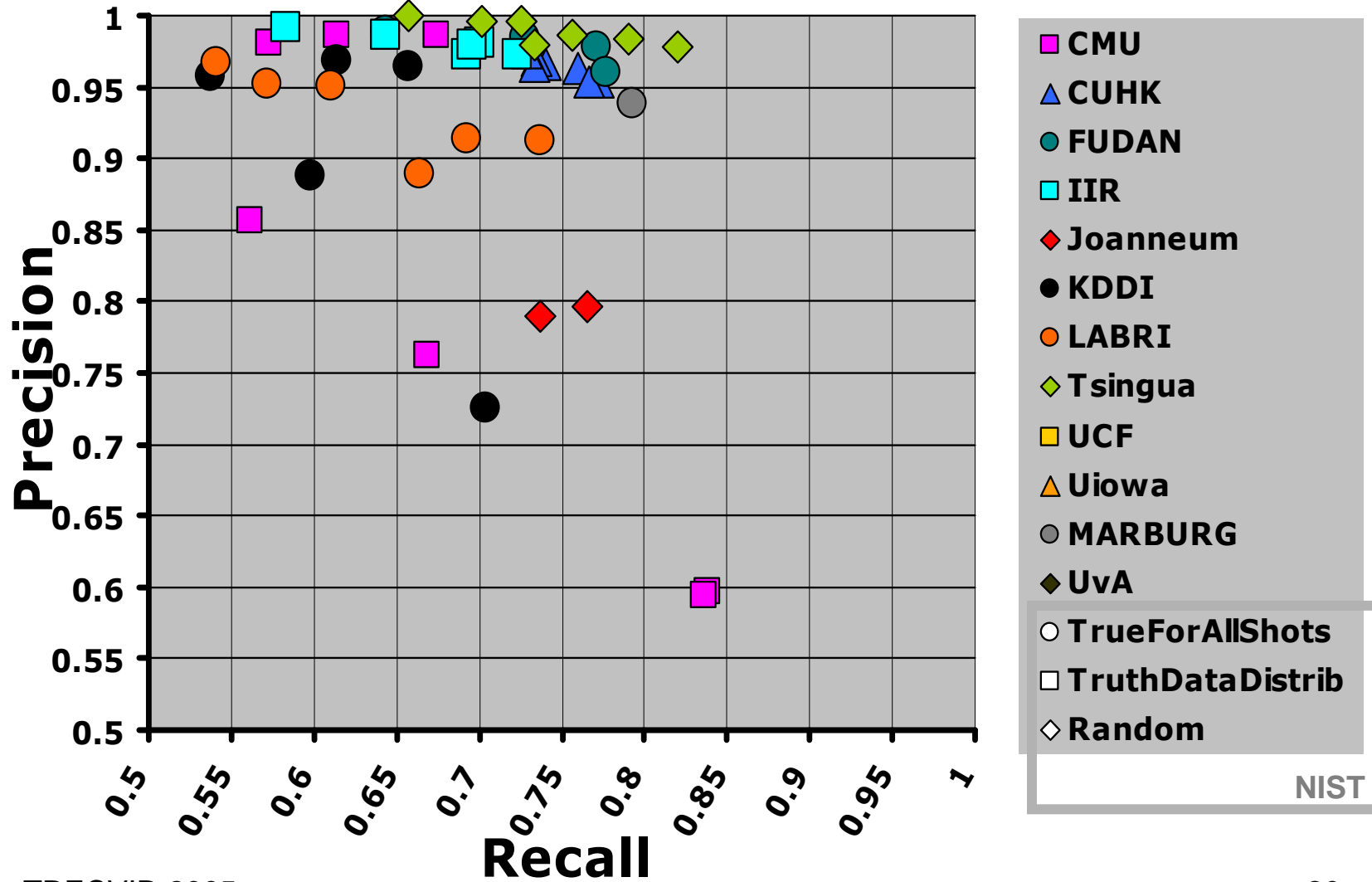
Zoom: recall and precision by system (zoomed)



Mean recall and precision over all 3 features by system



Mean recall and precision over all 3 features by system (zoomed)

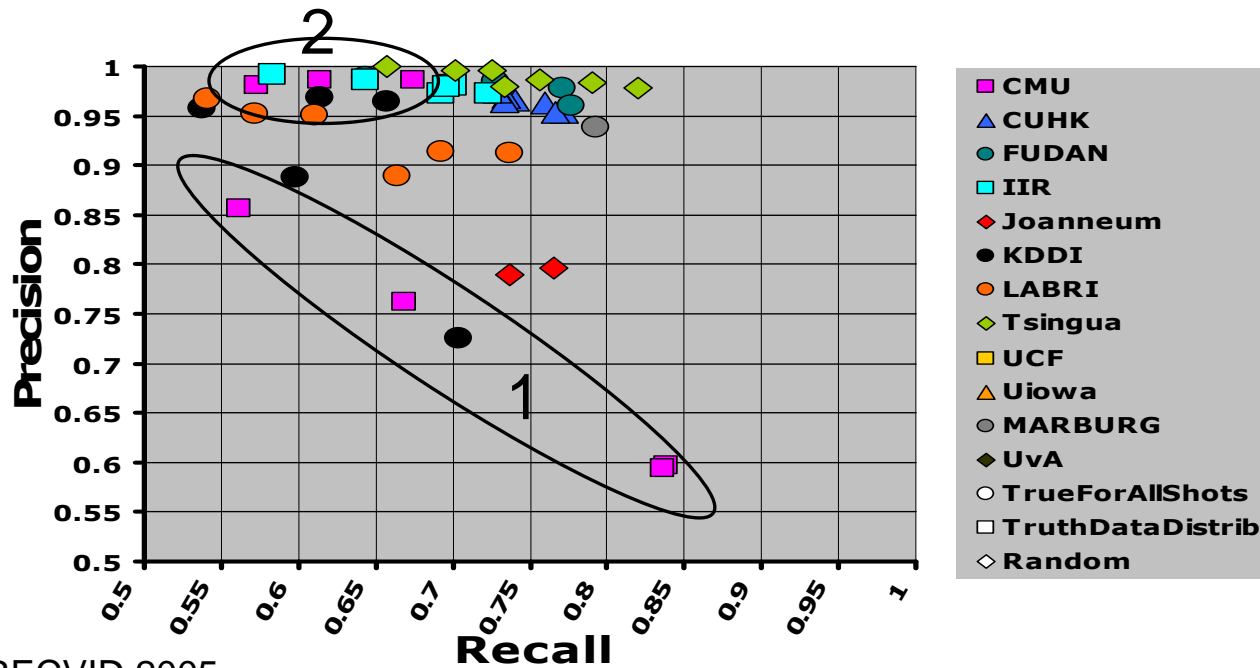


General points

- NIST did not provide training data: some training data was available from other sources and some training data was produced by participants
- Input:
 - n MPEG motion vectors: optimal for compression, not optimal for modeling real motion
 - n Frame to frame motion analysis
- Distinguish “jitter” from intended motion

CMU

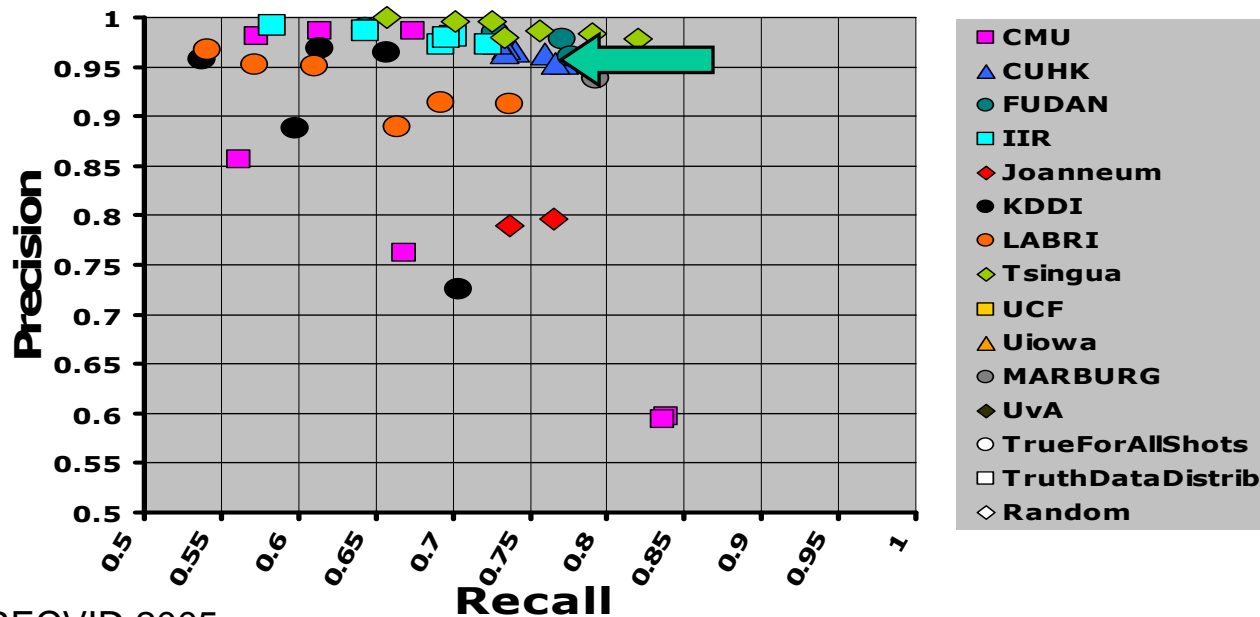
- Approach
 1. Probabilistic model (fitted using EM) based on MPEG motion vectors
 2. Optical Flow model: extract the most consistent motion from the optical flows (frame to frame)



CUHK

- Approach

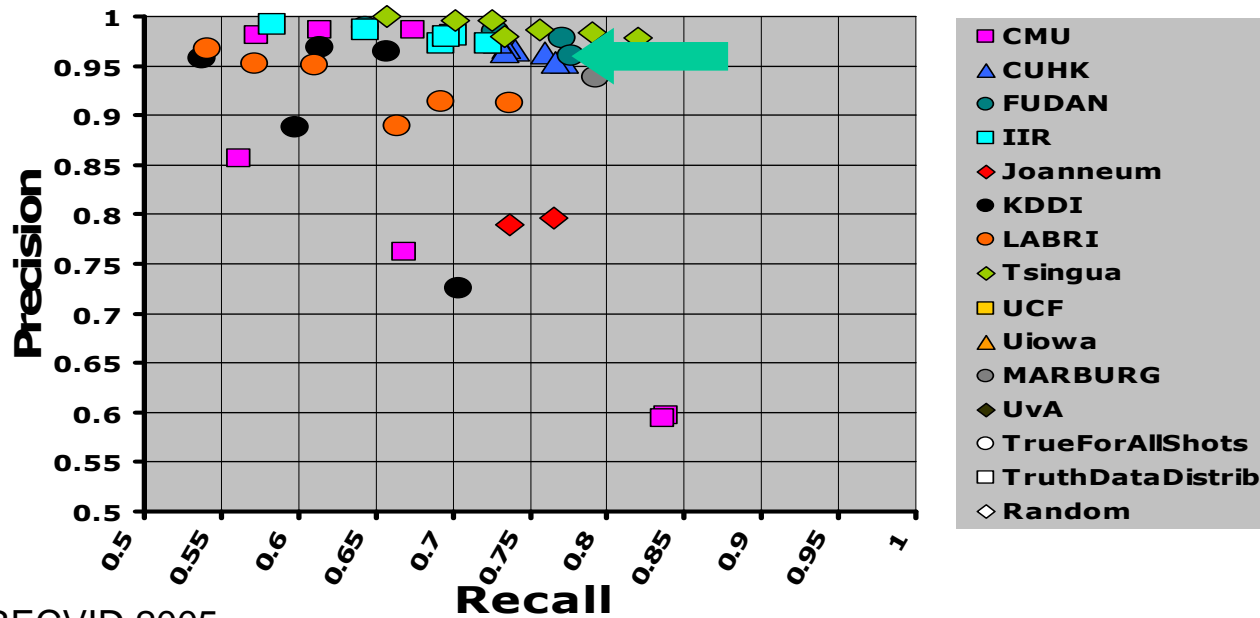
- n Motion features extracted from tracking image features in consecutive frames
- n Estimation of 6 parameter affine model, transformation in p,t,z vector for each set of adjacent frames
- n Rule based motion classification using empirical thresholds
- n Interesting failure analysis



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Fudan

- Approach
 - n Motion vectors from MPEG, SVM, motion accumulation method to filter out imperceptible movements
 - n Filter method seems to decrease precision though...

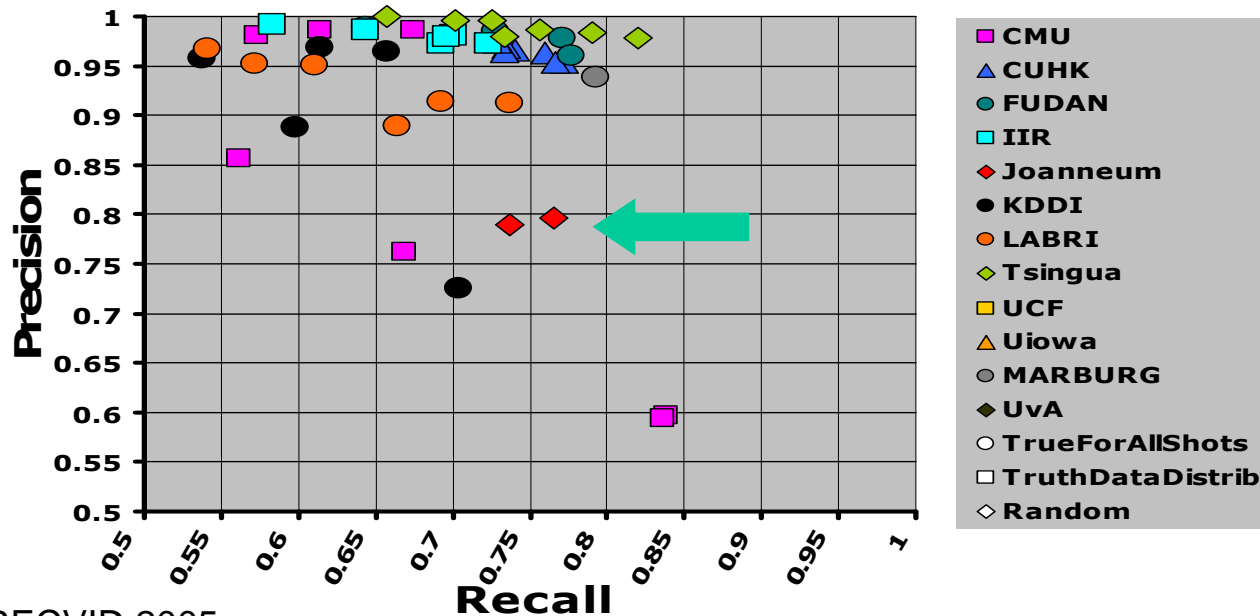


Joanneum

- presentation follows -

- Approach

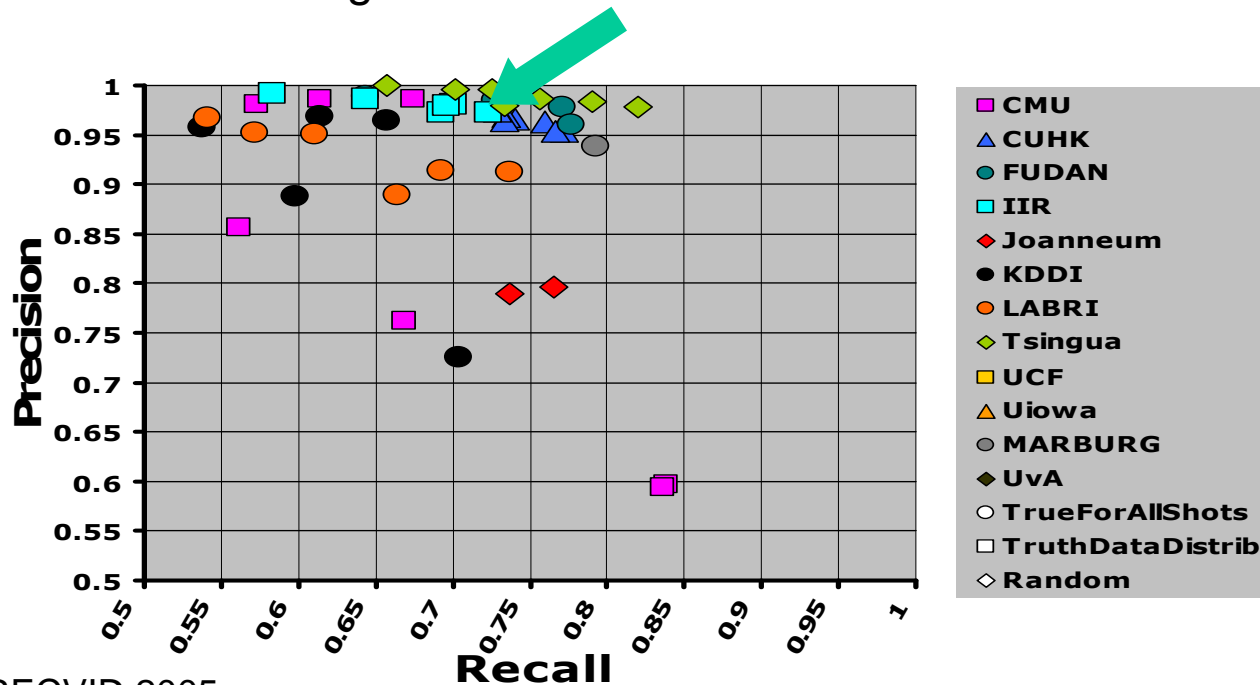
- n Developed a training set , problems with annotation..
- n Feature tracking, clustering trajectories, dominant cluster selection, camera motion detection, thresholding



IIR

- Approach

- n Annotated 24 video files
- n Estimated affine camera model based on MPEG motion vectors
- n Transformation of model parameters \rightarrow series of p,t,z values for each shot
- n Rule based classification of series using accumulation and thresholding

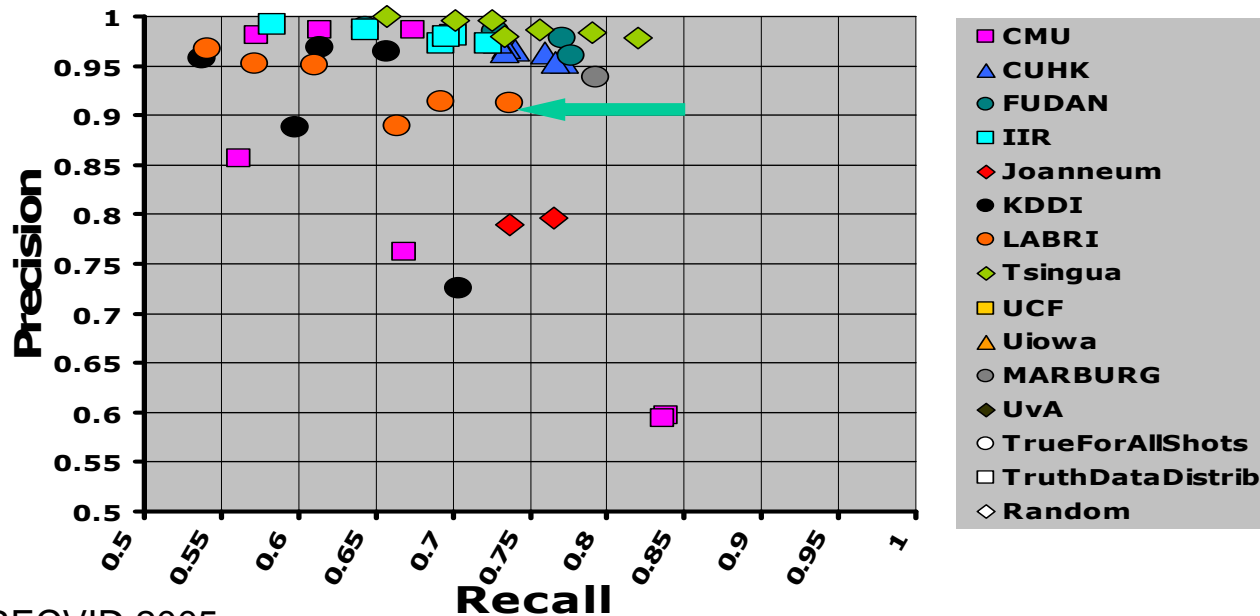


LaBRI

- presentation follows -

- o Approach

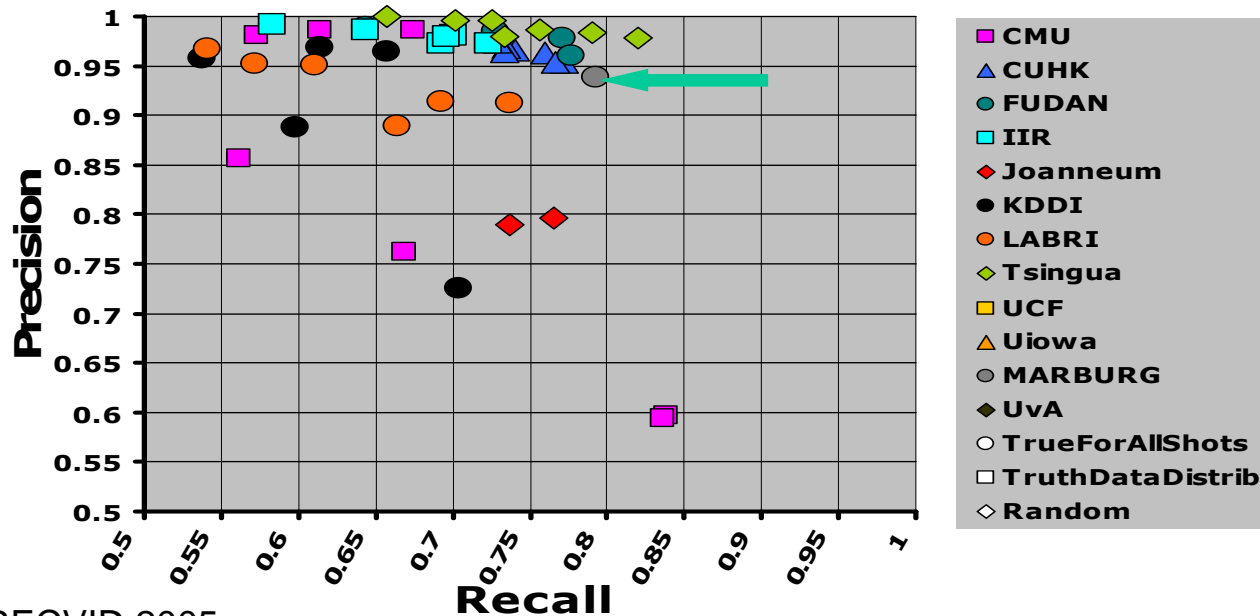
- n Mpeg motion vector input \perp 6 parameter affine model
- n Jitter suppression (statistical significance test)
- n Subshot segmentation (homogeneous motion)
- n Motion classification (using “a few annotated videos”)



Marburg

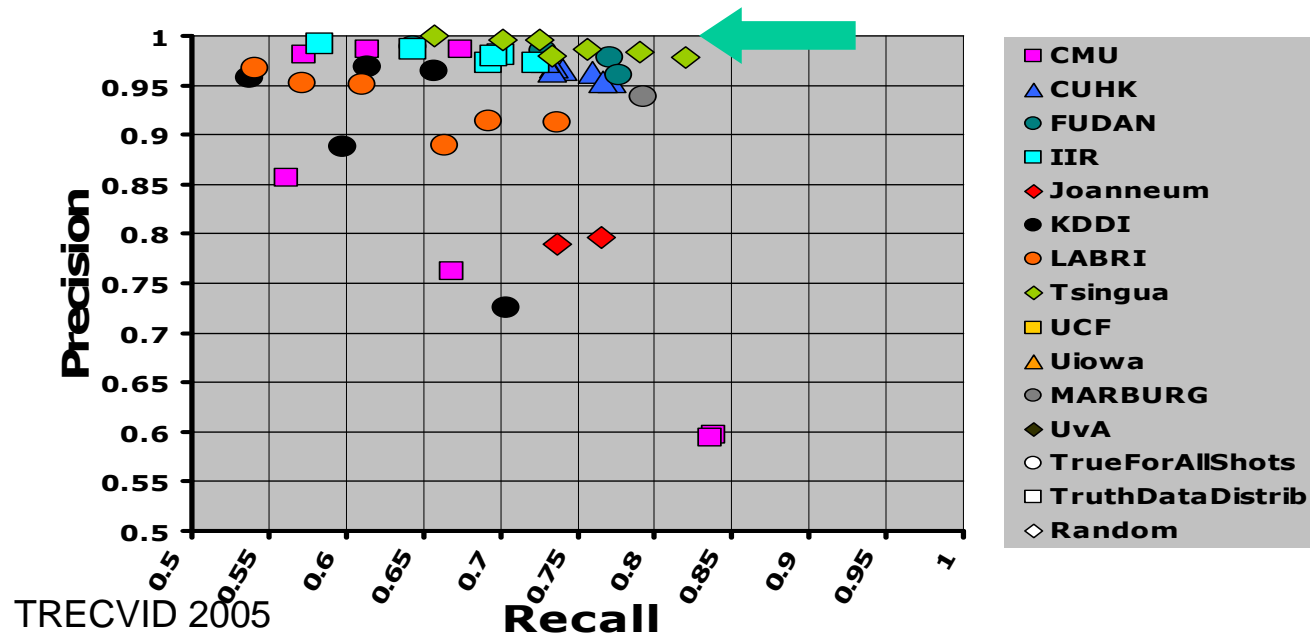
- Approach

- n 3D camera model estimated from MPEG motion vectors
- n Cleaning necessary, + exclusion of center, frame border
- n Optimal thresholds estimated on tv2005 training set



Tsinghua

- Approach
 - n Motion vector selection based spatial features, separating camera motion from object motion and accidental motion
 - n 4 parameter camera model (Iterative Least Squares) parameter estimation
 - n Rule based classification (FSA), using a range of thresholds for:
 - 1.Continuous (speed) and noticable, 2,Minumum duration
 - 3.Uninterrupted 4.Noticable in case in combination with other camera movement



Observations

- ∅ This is clearly an easier task than the HLF task, though a high recall is hard to achieve.
- ∅ Truth data costly to create – lot's of shaky shots
 - ∅ Many hard to judge
 - ∅ Many not really what a user wants when s/he asks for a “pan” etc.
- ∅ Hard to generalize from small, constructed test subset to larger, more realistic test set
- ∅ Given the definition of our task and test set characteristics, F measure not appropriate
- ∅ Concentrate on within-feature system comparisons