

Video Classification

Dr. Konda Reddy Mopuri Deep Learning for Computer Vision (DL4CV) IIT Guwahati Aug-Dec 2022



Video

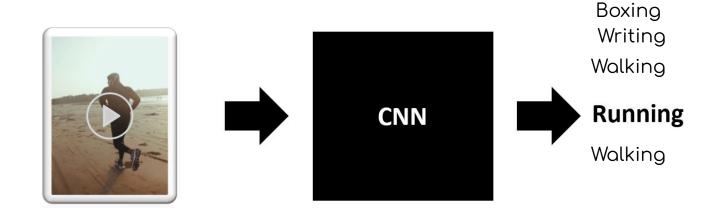
Time



Sequence of frames 4D tensor T X 3 X H X W

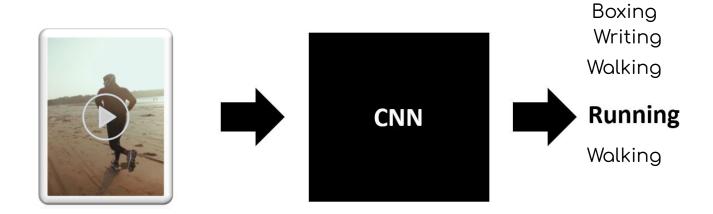


Video Classification





Video Classification



Recognizes the actions (verbs) as opposed to the objects (nouns) in Image Classification



Challenge

- Videos are BIG!
- Uncompressed video (30fps, 24-bit)
 - Standard Definition (640 X 480) =
 - \sim High Definition (1920 X 1080) =



Challenge

- Videos are BIG!
- Uncompressed video (30fps, 24-bit)
 - Standard Definition (640 X 480) ~1.5GB/minute
 - High Definition (1920 X 1080) ~ 10GB/minute



Solution

- Short clips (3-5 seconds)
- Lower resolution
- E.g. 3.2s video (5 fps, 112 X 112) → 16 frames → 588KB



Training on video clips

Raw: long, high fps





























Training on video clips

Raw: long, high fps





















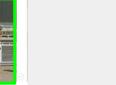




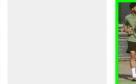


Train: short clips, low fps



















Training on video clips

Raw: long, high fps





























Train: short clips, low fps

















Test: run on multiple clips, fuse the predictions























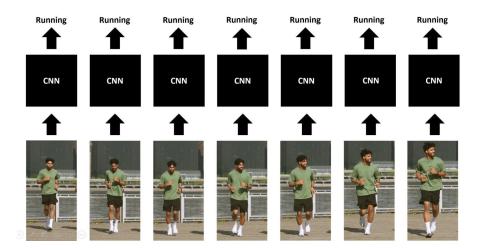






Classification from single frame

- Train 2D CNN to classify video frames
- Test: average the predictions on all the frames of the video

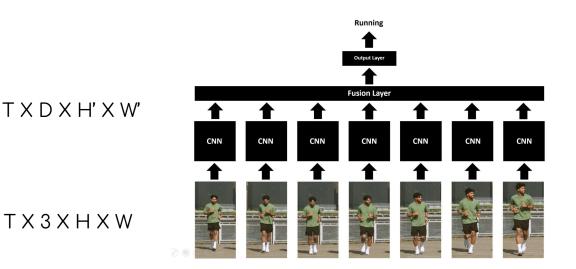


Very strong baseline for video classification!



Classification with Late Fusion

- Extract semantic (high-level appearance) features from each frame
- Combine it from all the frames



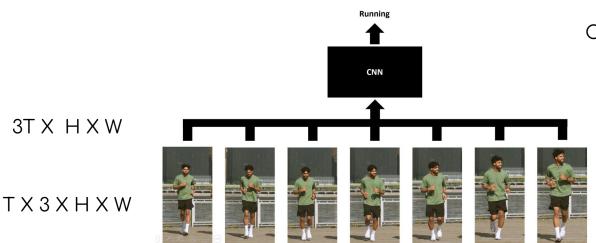
Flatten/GAP, etc.

Hard to perceive the low-level motion across the frames!



Classification with Early Fusion

- Compare the frames very early in the network (1st Conv)
- Then operate a 2D CNN



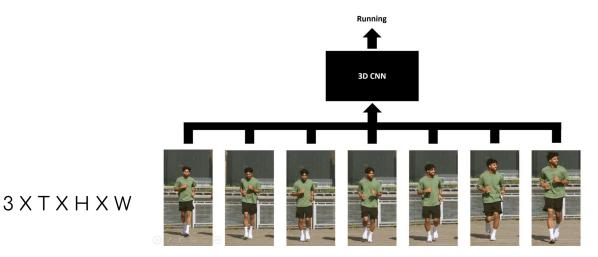
Conv1 consumes all the frames i/p: 3T X H X W o/p: D X H' X W'

Only one layer of Temporal Processing!



Classification with 3D CNN

- Use the 3D versions of Convolution and Pooling
- Slowly fuse the temporal information over the layers



Layers are 4D tensors D X T X H X W



layer	Size (CXTXHW)	Receptive field (TXHXW)
i/ρ	3X20X64X64	



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Conv2D (3X3, 3->12)		



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i/ρ	3X20X64X64	
Conv2D (3X3, 3->12)	12X20X64X64	1X3X3



Example frame and architectures

layer	Size (CXTXHW)	Receptive field (TXHXW)
i/ρ	3X20X64X64	
Conv2D (3X3, 3->12)	12X20X64X64	1X3X3
Pool2D (4X4)		



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GAP		



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Late fusion



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Conv2D (3X3, 3*20->12)		

Late fusion



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Late fusion

Early fusion

3D CNN



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Conv3D (3X3X3, 3->12)		

Late fusion

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3D CNN

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3D CNN



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Late fusion

Early fusion

3D CNN

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Late fusion

Early fusion



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Early fusion



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Late fusion

Early fusion

3D CNN

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- Spatial:buildsslowly
- Temporal:all at one, inthe end

- Spatial:buildsslowlyTempore
 - Temporal:
 all at one, in
 the
 beginning

- Spatial: builds slowly
- Temporal: builds slowly
- Slow Fusion

Late fusion

Early fusion



Early Fusion vs. 3D CNN

- Input
 - \circ $C_{in} X T X H X W$
 - (3D Grid; at each location Cin dimensional feature)
- Weights
 - \circ C_{out} X C_{in} X T X 3 X 3
- Output
 - o C_{out} X H X W
 - 2D Grid; C_{out} dimensional features at each location

No temporal shift-invariance; separate filters need to be learnt based on the location!

- Input
 - \circ $C_{in} X T X H X W$
 - (3D Grid; at each location Cin dimensional feature)
- Weights
 - \circ C_{out} X C_{in} X 3 X 3 X 3
- Output
 - o C_{out} X T X H X W
 - 3D grid with Cout dimensional feature at each location



Datasets

- Sports 1M
 - o 1M YouTube videos, 487 classes
 - Fine-grained sports
- HMDB-51
 - o 6849 clips, 51 actions
 - Collected from hollywood movies

Actions	101
Clips	13320
Groups per Action	25
Clips per Group	4-7
Mean Clip Length	7.21 sec
Total Duration	1600 mins
Min Clip Length	1.06 sec
Max Clip Length	71.04 sec
Frame Rate	25 fps
Resolution	320×240
Audio	Yes (51 actions)

Table 1. Summary of Characteristics of UCF101

Early vs. late vs. slow fusion comparison (2014)

Model	Clip Hit@1	Video Hit@1	Video Hit@5	
Feature Histograms + Neural Net	-	55.3	-	
Single-Frame	41.1	59.3	77.7	
Single-Frame + Multires	42.4	60.0	78.5	
Single-Frame Fovea Only	30.0	49.9	72.8	
Single-Frame Context Only	38.1	56.0	77.2	
Early Fusion	38.9	57.7	76.8	
Late Fusion	40.7	59.3	78.7	
Slow Fusion	41.9	60.9	80.2	
CNN Average (Single+Early+Late+Slow)	41.4	63.9	82.4	

Table 1: Results on the 200,000 videos of the Sports-1M test set. Hit@k values indicate the fraction of test samples that contained at least one of the ground truth labels in the top k predictions.



C3D: the VGG of video classification (ICCV 2015)

- 3D CNN that uses all 3X3X3 convolutions and 2X2X2 pooling (except the first)
- Popular as the go-to pretrained net for videos

Layer	Size
Input	3 x 16 x 112 x 112
Conv1 (3x3x3)	64 x 16 x 112 x 112
Pool1 (1x2x2)	64 x 16 x 56 x 56
Conv2 (3x3x3)	128 x 16 x 56 x 56
Pool2 (2x2x2)	128 x 8 x 28 x 28
Conv3a (3x3x3)	256 x 8 x 28 x 28
Conv3b (3x3x3)	256 x 8 x 28 x 28
Pool3 (2x2x2)	256 x 4 x 14 x 14
Conv4a (3x3x3)	512 x 4 x 14 x 14
Conv4b (3x3x3)	512 x 4 x 14 x 14
Pool4 (2x2x2)	512 x 2 x 7 x 7
Conv5a (3x3x3)	512 x 2 x 7 x 7
Conv5b (3x3x3)	512 x 2 x 7 x 7
Pool5	512 x 1 x 3 x 3
FC6	4096
FC7	4096
FC8	С



C3D: the VGG of video classification (ICCV 2015)

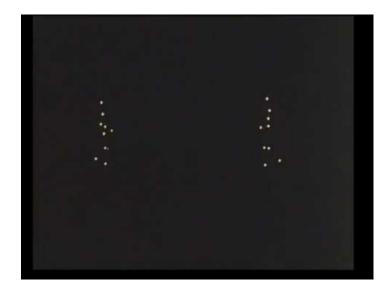
- $80.2 \rightarrow 84.4$
- However, 3X3X3 convolutions are very expensive (C3D ~40GFlops)

Layer	Size
Input	3 x 16 x 112 x 112
Conv1 (3x3x3)	64 x 16 x 112 x 112
Pool1 (1x2x2)	64 x 16 x 56 x 56
Conv2 (3x3x3)	128 x 16 x 56 x 56
Pool2 (2x2x2)	128 x 8 x 28 x 28
Conv3a (3x3x3)	256 x 8 x 28 x 28
Conv3b (3x3x3)	256 x 8 x 28 x 28
Pool3 (2x2x2)	256 x 4 x 14 x 14
Conv4a (3x3x3)	512 x 4 x 14 x 14
Conv4b (3x3x3)	512 x 4 x 14 x 14
Pool4 (2x2x2)	512 x 2 x 7 x 7
Conv5a (3x3x3)	512 x 2 x 7 x 7
Conv5b (3x3x3)	512 x 2 x 7 x 7
Pool5	512 x 1 x 3 x 3
FC6	4096
FC7	4096
FC8	С



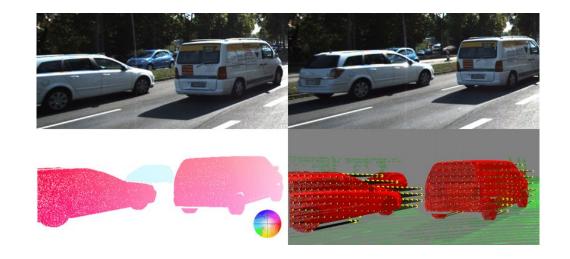
Classifying actions based on motion

Humans are good at recognizing from motion





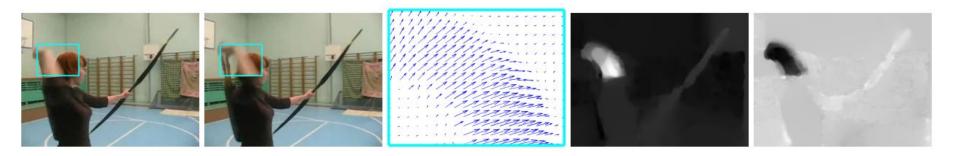
How to represent motion: Optical Flow



Gives the displacement (dx, dy) of each pixel between two images



How to represent motion: Optical Flow



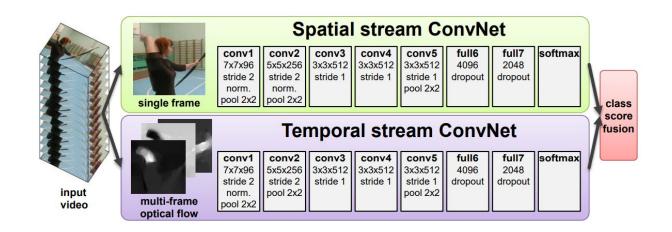
Gives the displacement (dx, dy) of each pixel between two images



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Two stream networks

Exploiting the motion information properly





Two stream networks

• Results on UCF-101, HMDB-51

Method	UCF-101	HMDB-51
Improved dense trajectories (IDT) [26, 27]	85.9%	57.2%
IDT with higher-dimensional encodings [20]	87.9%	61.1%
IDT with stacked Fisher encoding [21] (based on Deep Fisher Net [23])	-	66.8%
Spatio-temporal HMAX network [11, 16]	-	22.8%
"Slow fusion" spatio-temporal ConvNet [14]	65.4%	-
Spatial stream ConvNet	73.0%	40.5%
Temporal stream ConvNet	83.7%	54.6%
Two-stream model (fusion by averaging)	86.9%	58.0%
Two-stream model (fusion by SVM)	88.0%	59.4%



Can we model the long-term temporal structure?

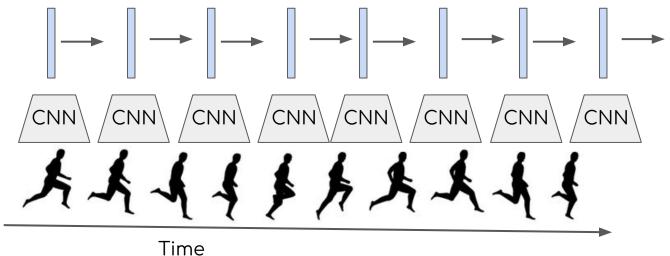
Analyze the local features (extracted by a CNN) with an RNN

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Can we model the long-term temporal structure?

Analyze the local features (extracted by a CNN) with an RNN



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Next: Generative Models