Learning Transferable Self-attentive Representations for Action Recognition in Untrimmed Videos with Weak Supervision

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Motivation

- 1. It may be difficult to adapt to large-scale action recognition in more realistic and challenging scenario only relying on the existing precise temporal annotations.
- 2. There might even be **no sensible definition** about the exact temporal extent of actions and these temporal annotations may be **subjective** and **not consistent** across different persons, so weakly supervised learning is an effective way to perform the task.

Motivation

- 3. Current action recognition methods heavily rely on trimmed videos for model training, while it is **expensive** and **time-consuming** to acquire a large-scale trimmed video dataset.
- 4. The breakthrough made by **self-attention** on computer vision tasks makes it possible to **weight key frames** to eliminate the influence of background frames.
- 5. The abundant and useful information contained in trimmed videos contribute the use of **transfer learning**.

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Overview

• Different data distributions in the source and target domain, represented as trimmed videos and untrimmed videos.

In this paper, only video-level labels are provided in untrimmed videos, simultaneously publicly available trimmed videos are leveraged as additional information to learn a robust model.

Method:

A **self-attention module** for each domain: capture specific domain properties.

A transfer module: capture representations shared by domains.

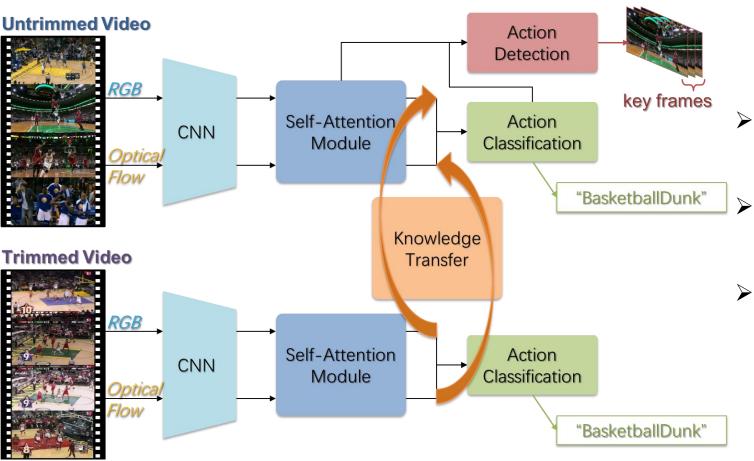
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Related Work

- Action Recognition
 - Two-Stream Network, 3D Convolutional neural networks(C3D),
 Temporal Segment Network(TSN)
- Temporal Action Detection
 - Fully-supervised: S-CNN, SSN; Weakly-supervised: UntrimmedNet, STPN, W-TALC
- Transfer Learning
 - Maximum Mean Discrepancy(MMD), JAN, DAN
- Attention Mechanism
 - Self-attention

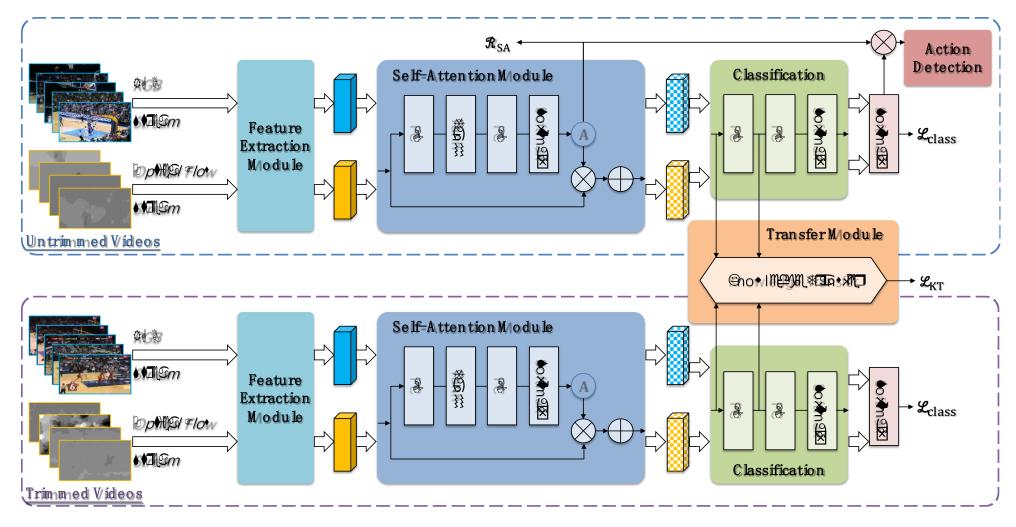
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Overview



- > TSRNet first extracts high-level semantic features of frames and optical flows.
 - Then it localizes the action frames utilizing two separate self-attention modules.
- ➤ Later, the knowledge extracted from the trimmed training videos is transferred to enhance the classification performance of the overall model for the untrimmed videos.

Overview



A: the attention matrix

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Learning

Self-attentive Action Classification

$$\mathbf{m} = \mathbf{X}\mathbf{a} = \mathbf{X}(\operatorname{softmax}(\mathbf{w}_2 \cdot \tanh(\mathbf{W}_1\mathbf{X})))^{\mathrm{T}}$$

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$$\mathcal{L}_{SA} = \mathcal{L}_{class} + \mathcal{R}_{SA}$$

$$\mathcal{R}_{SA} = \alpha \mathcal{R}_{smooth} + \beta \mathcal{R}_{diversity} + \gamma \mathcal{R}_{sparsity}$$

$$\mathcal{R}_{smooth} = \sum_{i=1}^{n-1} (a_i - a_{i+1})^2$$
, $\mathcal{R}_{diversity} = ||\mathbf{A}^T \mathbf{A} - \mathbf{I}||_F^2$, $\mathcal{R}_{sparsity} = ||\mathbf{A}^T||_{2,1}$

 \mathcal{L}_{class} : the standard multi-label cross-entropy loss

a: attention weights vector, A: attention weights matrix

X: feature matrix, m: a weighted sum of feature vectors, M: self-attentive feature matrix

Learning

Knowledge Transfer between Trimmed and Untrimmed Videos

$$\mathcal{L}_{KT} = \mathcal{L}_{FC1} + \mathcal{L}_{FC2}$$

$$\mathcal{L}_{FC1} = MMD^2(\mathcal{T}, \mathcal{U})$$

$$= \frac{1}{n_T^2} \sum_{i=1}^{n_T} \sum_{j=1}^{n_T} k(t_i, t_j) + \frac{1}{n_U^2} \sum_{i=1}^{n_U} \sum_{j=1}^{n_U} k(u_i, u_j) - \frac{2}{n_T \cdot n_U} \sum_{i=1}^{n_T} \sum_{j=1}^{n_U} k(t_i, u_j)$$

$$\mathcal{L}_{FC2} = MMD^{2}(FC1(\mathcal{T}), FC1(\mathcal{U}))$$

 $\mathcal{T} = \{t_i|_{i=1}^{n_T}\}, \ \mathcal{U} = \{u_i|_{i=1}^{n_U}\}, \ \text{represent the sets of trimmed and untrimmed videos features.}$

 $k(\cdot,\cdot)$: the predefined Gaussian kernel function.

Total Loss: $\mathcal{L} = \mathcal{L}_{SA} + \mathcal{L}_{KT}$

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Localization

$$w_{i}^{c} = \bar{a}_{i} s_{c}$$

$$\bar{a}_{i} = \frac{1}{r} \sum_{j=1}^{r} \mathbf{A}_{ij}$$

$$\bar{w}_{i}^{c} = \theta \cdot w_{i,RGB}^{c} + (1 - \theta) \cdot w_{i,Flow}^{c}$$

$$t_{start} = \frac{ind_{start}}{F}$$

$$t_{end} = \frac{ind_{end}}{F}$$

 w_i^c : the weighted score of each frame i for class c.

 s_c : $s_c = [s_1, s_2, ..., s_m]^T \in \mathbb{R}^{m \times 1}$ is the output of softmax layer.

[ind_{start} , ind_{end}]: the frames indices of starting and ending positions.

F: the fps(frames per second) of videos.

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Settings

Evaluation is based on training on the paired datasets.

Data for training:

Source domain training: Trimmed videos from the source domain.

Domain adaptation training: Untrimmed videos from the target domain.

Test:

Test set from the target domain

- •Transfer scenarios:
 - (a). UCF101 to THUMOS14
 - (b). UCF101 to ActivityNet1.3

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Accuracy

Table 1: Classification accuracy (%) of all the methods on the THUMOS14 dataset for action recognition. Note that SRNet is a simpler version of TSRNet, which excludes the knowledge transfer module.

	RGB	Optical Flow	Fusion
(Wang and Schmid 2013)	-	-	63.1
(Wang et al. 2016)(3 seg)	-	-	78.5
(Wang et al. 2017)	-	-	82.2
Two-Stream	68.2	71.6	73
SRNet	72.3	76.2	79.4
TSRNet	74.4	79.6	87.1

Table 2: Classification accuracy (%) of all the methods on the ActivityNet1.3 dataset for action recognition. Note that SRNet is a simpler version of TSRNet, which excludes the knowledge transfer module.

	RGB	Optical Flow	Fusion
Two-Stream	71.4	73.5	79.2
SRNet	74.3	80.1	86.9
TSRNet	79.7	84.3	91.2

The action recognition results. TSRNet performs good performance than the other based on weakly supervised learning scheme on THUMOS14 and ActivityNet1.3 datasets.

Accuracy

Table 3: Comparisons on the THUMOS14 dataset for action detection.

	Method mAP@IoU (%)									
	Method	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9
	(Richard and Gall 2016)	39.7	35.7	30.0	23.2	15.2	-	-	-	-
	(Shou, Wang, and Chang 2016)	47.7	43.5	36.3	28.7	19.0	10.3	5.3	-	-
	(Yeung et al. 2016)	48.9	44.0	36.0	26.4	17.1	-	-	-	-
	(Alwassel, Heilbron, and Ghanem 2017)	49.6	44.3	38.1	28.4	19.8	-	-	-	-
Full supervision	(Lin, Zhao, and Shou 2017)	50.1	47.8	43.0	35.0	24.6	-	-	-	-
	(Yuan et al. 2016)	51.4	42.6	33.6	26.1	18.8	-	-	-	-
	(Shou et al. 2017)	-	-	40.1	29.4	23.3	13.1	7.9	-	-
	(Xu, Das, and Saenko 2017)	54.5	51.5	44.8	35.6	28.9	-	-	-	-
	(Zhao et al. 2017)	66.0	59.4	51.9	41.0	29.8	-	-	-	-
	(Wang et al. 2017)	44.4	37.7	28.2	21.1	13.7	-	-	-	-
Weak supervision	(Singh and Lee 2017)	36.4	27.8	19.5	12.7	6.8	-	-	-	-
	(Nguyen et al. 2017)	52.0	44.7	35.5	25.8	16.9	9.9	4.3	1.2	0.1
	(Nguyen et al. 2017)	45.3	38.8	31.1	23.5	16.2	9.8	5.1	2.0	0.3
	$TSRNet\ (w/o\ \mathcal{L}_{FC2})$	53.5	45.3	35.9	26.5	17.2	10.4	5.31	1.93	0.21
	TSRNet	55.9	46.9	38.3	28.1	18.6	11.0	5.59	2.19	0.29

TSRNet can not only outperform other weakly supervised learning methods, it can also outperform some fully supervised learning methods for action detection.

Accuracy

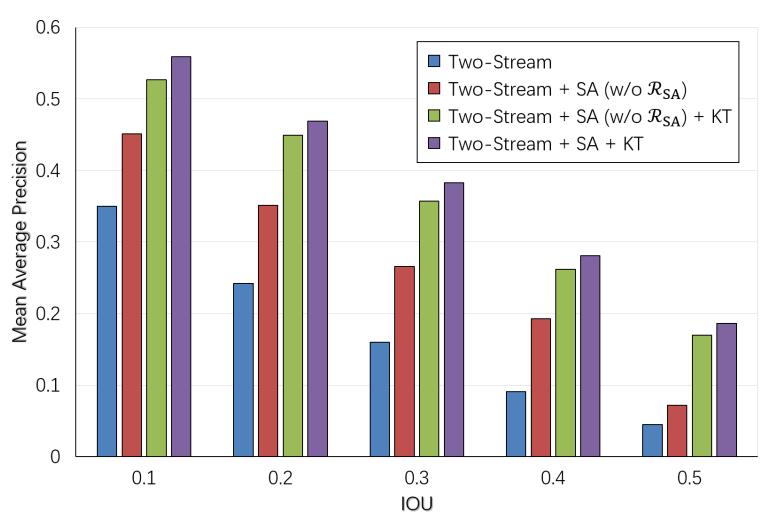
Table 4: Comparisons on the ActivityNet1.3 dataset for action detection.

	Methods		mAP@IoU (%)					
	Wethods	0.5	0.75	0.95	Average			
	(Singh and Cuzzolin 2016)	34.5	-	-	11.3			
Full supervision	(Singh et al. 2016)	26.0	15.2	2.6	14.6			
	(Xu, Das, and Saenko 2017)	26.8	-	-	-			
	(Xiong et al. 2017)	29.1	23.5	5.5	-			
	(Heilbron et al. 2017)	40.0	17.9	4.7	21.7			
	(Shou et al. 2017)	45.3	26.0	0.2	23.8			
	(Zhao et al. 2017)	39.12	23.48	5.49	23.98			
	(Lin et al. 2018)	52.50	33.53	8.85	33.72			
Weak supervision	(Nguyen et al. 2017)	29.3	16.9	2.6	-			
	TSRNet (pretrained:[TSRNet@overlap30])	33.1	18.7	3.32	21.78			
	TSRNet (pretrained:[ResNet101@ImageNet])	29.9	17.2	2.71	19.56			

Note that the 'pretrained:[TSRNet@overlap30]' represents that we use the classes with overlapping labels found between the UCF101 and ActivityNet1.3 datasets to initialize the TSRNet and train it using the whole classes. The 'pretrained:[ResNet101@ImageNet]' represents that we use the ResNet101 pretrained on ImageNet dataset to initialize the TSRNet and then train it.

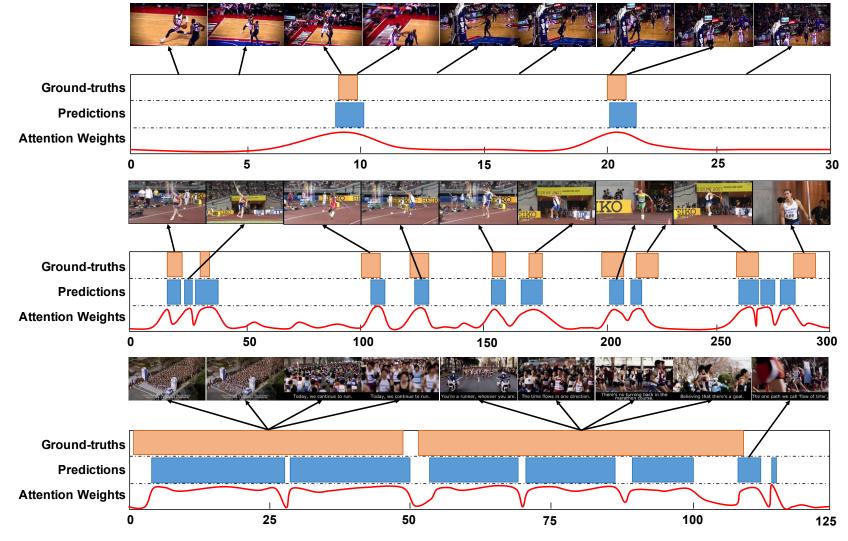
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Analysis



The results of baselines and the full model among different IoUs. It shows that the self-attention with regularization loss and knowledge transfer contribute substantially to the model performance improvement.

Analysis



Qualitative results on THUMOS14 (top and middle) and ActivityNet1.3 (bottom).

Thank you! Questions & Answers!