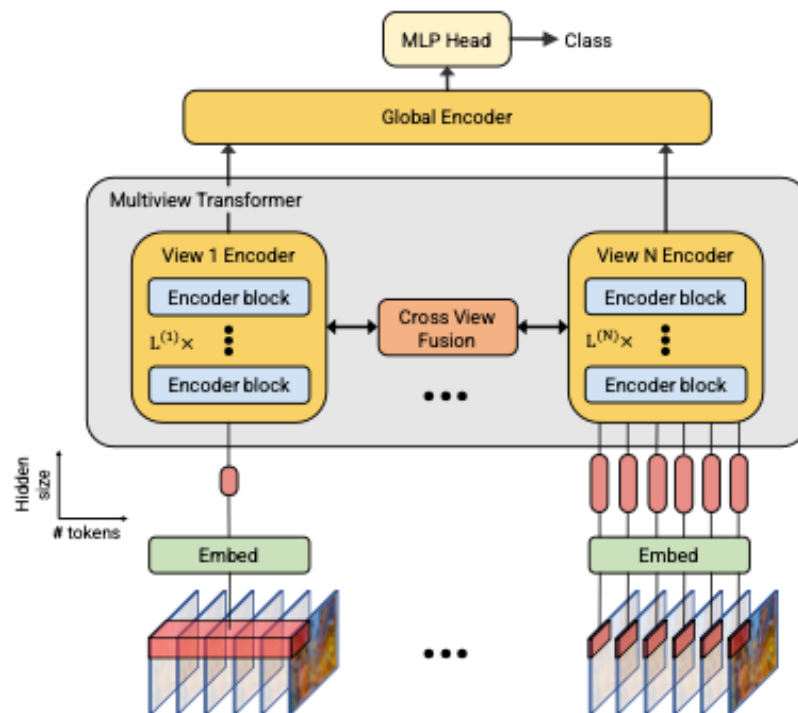


# Multiview Transformers for Video Recognition

## 1、Motivation

在过往的视频理解方法中，时空信息常常因为pooling或下采样的操作而丢失。

作者提出了一种基于transformer的架构用于捕获多multi-resolution时间上下文的信息。从long segments中提取到的tokens中包含场景的主旨（如事件发生的背景），从short segments中提取到的tokens中包含了细粒度动作信息（如姿态信息。）



## 2、Apporach

### 2.1 multi-view tokenization

传统的transformer只提取一组token  $z^0 = [z_{cls}, Ex_1, Ex_2, \dots, Ex_N] + p$ ，而在这篇文章中，作者提取了多组tokens:  $z^{0,(1)}, z^{0,(2)}, \dots, z^{0,(V)}$ ，作为不同的views，其中V为views的数量，而 $z^{l,(i)}$ 表示第i组tokens通过了l层transformer以后得到的结果。

作者使用了不同的3D卷积核和不同层数的网络来提取tokens。越小的卷积核将得到越多tokens的view

### 2.2 multi-view transformer

首先将不同组的tokens分别通过属于自己的一个encoder，每个encoder中间设置了一个cross view fusion模块。完成encode以后将得到的信息再通过global encoder实现特征融合

#### ①multiview encoder

对每个view有不同的encoder，每个encoder block就是一个基本的transformer模块，不同的是其中加入了一个cross view fusion模块。

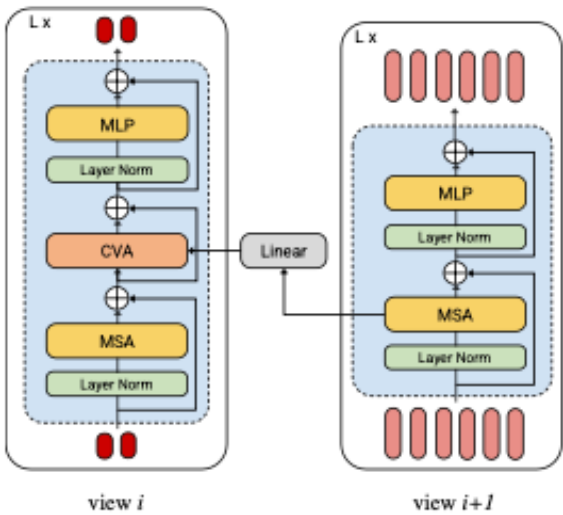
#### ②cross-view fusion

作者提出了三种不同的fusion策略：

1. cross-view attention(CVA): 将不同tokens的views按照token数量从小到大排序。cross-view fusion将在每对*i*和*i*+1个view上进行。更新策略如下：

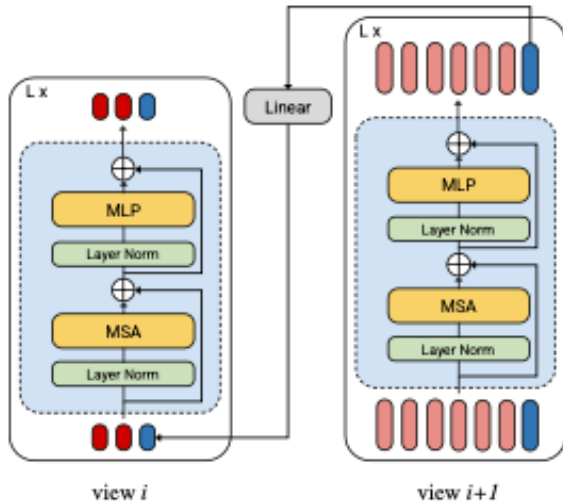
$$z^{(i)} = CVA(z^{(i)}, W^{proj} z^{(i+1)})$$

$$CAV(x, y) = Softmax(\frac{W^Q x W^K y^T}{\sqrt{d_k}}) W^V y$$



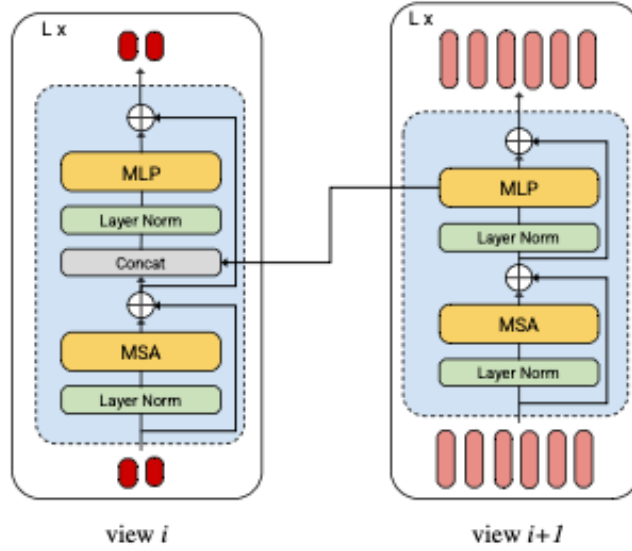
(a) An example of CVA for fusion.

2. Bottleneck tokens: 这种方法需要在第*i*个view中引入*B*个bottleneck token，这里的*B*远小于对应view中tokens的数量。完成*i*+1个view的encode以后，将bottleneck token做projection以后concat到第*i*个view输入token的最后。这个方法要注意的是需要从包含最多tokens的view开始向前进行。



(b) An example of bottleneck tokens for fusion.

3. MLP fusion: 这种比较简单，直接看图就可以理解了。



(c) An example of MLP fusion.

### 3、Experiment

本文的实验setting跟vivit基本一致。所以需要去读那篇文章。

模型命名规则：

For example, B/2+S/4+Ti/8 denotes a three-view model, where a “Base”, “Small”, and “Tiny” encoders are used to processes tokens from the views with tubelets of sizes  $16 \times 16 \times 2$ ,  $16 \times 16 \times 4$ , and  $16 \times 16 \times 8$ , respectively

#### 3.1 Ablation study

(a) Effects of different model-view assignments.

Model variants	GFLOPs	MParams	Top-1
B/8+Ti/2	81	161	77.3
B/2+Ti/8	337	221	81.3
B/8+S/4+Ti/2	202	250	78.5
B/2+S/4+Ti/8	384	310	81.8
B/4+S/8+Ti/16	195	314	81.1

(b) Effects of the same model applied to different views.

Model variants	GFLOPs	MParams	Top-1
B/4+S/8+Ti/16	195	314	81.1
B/4+B/8+B/16	324	759	81.1
B/2+Ti/8	337	221	81.3
B/2+B/8	448	465	81.5
B/2+S/4+Ti/8	384	310	81.8
B/2+B/4+B/8	637	751	81.7

(c) Comparison of different cross-view fusion methods.

Model variants	Method	GFLOPs	MParams	Top-1
B/4		145	173	78.3
S/8	N/A	20	60	74.1
Ti/16		3	13	67.6
B/4+S/8+Ti/16	Ensemble	168	246	77.7
	Late fusion	187	306	80.6
	MLP	202	323	80.6
	Bottleneck	188	306	81.0
	CVA	195	314	<b>81.1</b>

(d) Comparison to SlowFast multi-resolution method.

Model variants	GFLOPs	MParams	Top-1
<i>SlowFast (transformer backbone)</i>			
Slow-only (B)	79	87	78.0
Fast-only (Ti)	63	6	74.6
Slowfast (B+Ti)	202	105	79.7
B/4+Ti/16 (ours)	168	224	<b>80.8</b>

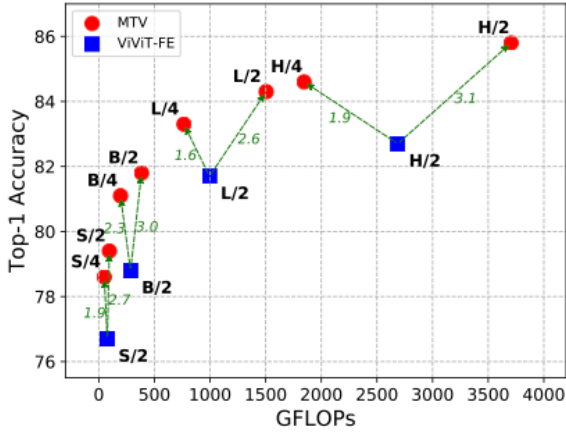
(e) Effects of increasing number of views.

Model variants	GFLOPs	Top-1
B/4	145	78.3
B/4+Ti/16	168	80.8 (+2.5)
B/4+S/8+Ti/16	195	81.1 (+2.8)
B/4 (14)	168	78.1 (-0.2)
B/4 (17)	203	78.4 (+0.1)

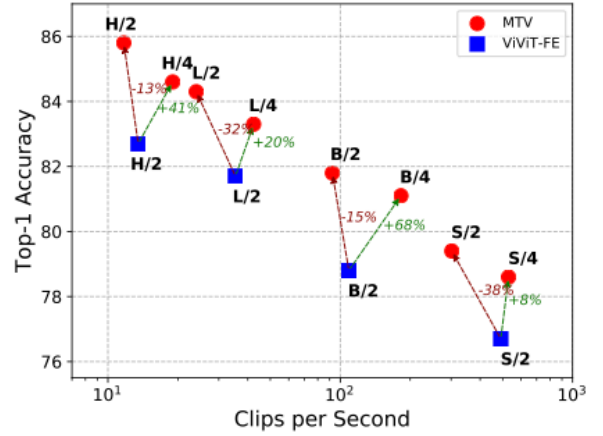
(f) Effects of applying CVA at different layers.

Fusion layers	GFLOPs	MParams	Top-1
0			80.96
5	195	314	81.08
11			81.00
0, 1			80.91
5, 6			80.96
10, 11	203	323	80.81
5, 11			<b>81.14</b>
0, 5, 11	210	331	80.95

#### 3.2 Comparison to the SOTA



(a) Accuracy[%] - GFLOPs comparison between MTV and ViViT-FE.



(b) Accuracy[%] - Throughput comparison between MTV and ViViT-FE.

Figure 3. Accuracy/computation trade-off between ViViT-FE [3] (blue) and our MTV (red). Figure 3a shows that MTV is consistently better and requires less FLOPs than ViViT-FE to achieve higher accuracy across different model scales (shown by the dotted green arrows pointing upper-left). With additional FLOPs, MTV shows larger accuracy gains (shown by the dotted green arrows pointing upper-right). Similarly, Fig. 3b shows that MTV can have higher throughput than ViViT-FE, whilst still improving its accuracy, across all model scales. All speed comparisons are measured with the same hardware (Cloud TPU-v4), whilst the accuracy is computed from  $4 \times 3$  view testing.

(a) Kinetics 400

Method	Top 1	Top 5	Views	TFLOPs
TEA [40]	76.1	92.5	$10 \times 3$	2.10
TSM-ResNeXt-101 [41]	76.3	—	—	—
I3D NL [75]	77.7	93.3	$10 \times 3$	10.77
VidTR-L [84]	79.1	93.9	$10 \times 3$	10.53
LGD-3D R101 [52]	79.4	94.4	—	—
SlowFast R101-NL [23]	79.8	93.9	$10 \times 3$	7.02
X3D-XXL [22]	80.4	94.6	$10 \times 3$	5.82
OmniSource [20]	80.5	94.4	—	—
TimeSformer-L [6]	80.7	94.7	$1 \times 3$	7.14
MFormer-HR [51]	81.1	95.2	$10 \times 3$	28.76
MViT-B [21]	81.2	95.1	$3 \times 3$	4.10
MoViNet-A6 [35]	81.5	95.3	$1 \times 1$	0.39
ViViT-L FE [3]	81.7	93.8	$1 \times 3$	11.94
<b>MTV-B</b>	81.8	95.0	$4 \times 3$	4.79
<b>MTV-B (320p)</b>	82.4	95.2	$4 \times 3$	11.16
<i>Methods with web-scale pretraining</i>				
VATT-L [2] (HowTo100M)	82.1	95.5	$4 \times 3$	29.80
ip-CSN-152 [70] (IG)	82.5	95.3	$10 \times 3$	3.27
R3D-RS (WTS) [19]	83.5	—	$10 \times 3$	9.21
OmniSource [20] (IG)	83.6	96.0	—	—
ViViT-H [3] (JFT)	84.9	95.8	$4 \times 3$	47.77
TokenLearner-L/10 [55] (JFT)	85.4	96.3	$4 \times 3$	48.91
Florence [80] (FLD-900M)	86.5	97.3	$4 \times 3$	—
CoVeR (JFT-3B) [82]	87.2	—	$1 \times 3$	—
<b>MTV-L (JFT)</b>	84.3	96.3	$4 \times 3$	18.05
<b>MTV-H (JFT)</b>	85.8	96.6	$4 \times 3$	44.47
<b>MTV-H (WTS)</b>	<b>89.1</b>	<b>98.2</b>	$4 \times 3$	44.47

(b) Kinetics 600

Method	Top 1	Top 5
SlowFast R101-NL [23]	81.8	95.1
X3D-XL [22]	81.9	95.5
TimeSformer-L [6]	82.2	95.6
MFormer-HR [51]	82.7	96.1
ViViT-L FE [3]	82.9	94.6
MViT-B [21]	83.8	96.3
MoViNet-A6 [35]	<b>84.8</b>	<b>96.5</b>
<b>MTV-B</b>	83.6	96.1
<b>MTV-B (320p)</b>	84.0	96.2
R3D-RS (WTS) [19]	84.3	—
ViViT-H [3] (JFT)	85.8	96.5
TokenLearner-L/10 [55] (JFT)	86.3	97.0
Florence [80] (FLD-900M)	87.8	97.8
CoVeR (JFT-3B) [82]	87.9	—
<b>MTV-L (JFT)</b>	85.4	96.7
<b>MTV-H (JFT)</b>	<b>86.5</b>	<b>97.3</b>
<b>MTV-H (WTS)</b>	<b>89.6</b>	<b>98.3</b>

(d) Kinetics 700

Method	Top 1	Top 5
VidTR-L [84]	70.2	—
SlowFast R101 [23]	71.0	89.6
MoViNet-A6 [35]	72.3	—
<b>MTV-L</b>	<b>74.0</b>	<b>91.3</b>
CoVeR (JFT-3B) [82]	79.8	—
<b>MTV-H (JFT)</b>	<b>78.0</b>	<b>93.3</b>
<b>MTV-H (WTS)</b>	<b>82.2</b>	<b>95.7</b>

(e) Epic Kitchens 100 Top 1 accuracy

Method	Action	Verb	Noun
SlowFast [23]	38.5	65.6	50.0
ViViT-L FE [3]	44.0	66.4	56.8
MFormer-HR [51]	44.5	67.0	58.5
MoViNet-A6 [35]	47.7	<b>72.2</b>	57.3
<b>MTV-B</b>	46.7	67.8	<b>60.5</b>
<b>MTV-B (320p)</b>	<b>48.6</b>	68.0	<b>63.1</b>

(c) Something-Something v2

Method	Top 1	Top 5
SlowFast R50 [23, 78]	61.7	—
TimeSformer-HR [6]	62.5	—
VidTR [84]	63.0	—
ViViT-L FE [3]	65.9	89.9
MViT [21]	67.7	90.9
MFormer-L [51]	68.1	91.2
<b>MTV-B</b>	67.6	90.1
<b>MTV-B (320p)</b>	68.5	90.4

(f) Moments in Time

Method	Top 1	Top 5
AssembleNet-101 [56]	34.3	62.7
ViViT-L FE [3]	38.5	64.1
MoViNet-A6 [35]	40.2	—
<b>MTV-L</b>	<b>41.7</b>	<b>69.7</b>
VATT-L (HT100M) [2]	41.1	67.7
<b>MTV-H (JFT)</b>	<b>44.0</b>	<b>70.2</b>
<b>MTV-H (WTS)</b>	<b>45.4</b>	<b>70.7</b>