SIGGRAPH Content Formatting Instructions



Figure 1: Spring Training 2009, Peoria, AZ.

Abstract

Keywords: Video summarization, Video navigation, Lecture videos, Blackboard-style lectures

1 Related Work

Navigation interface:

- [Kim et al. 2014a] Lecture scape interface
- [Pavel et al. 2014] Video Digest

Directly related to blackboard-style lectures:

- [Monserrat et al. 2013] Clickable visuals and panoramic frame
- [Choudary and Liu 2007] Panoramic frame

Other video summarization

- [Jackson et al. 2013] Panopticon
- [Barnes et al. 2010] Video Tapestry
- [Ekin et al. 2003] soccer video summarization

Comic book style layout of keyframes

- [Boreczky et al. 2000]
- [Uchihashi et al. 1999]
- [Hwang et al. 2006]

Improving readability of video subtitles

• [Hu et al. 2015] optimizing subtitle placement by speaker recognition

 [Kurlander et al. 1996], [Chun et al. 2006] subtitle placement for sinle frame in cinema comics

2 Method

2.1 Time-stamped Transcript

Several on-line video lectures (e.g. Khan Academy) come with transcripts. In cases where transcripts were not provided, we used an on-line audio transcription service to acquire a verbatim text transcript. Then, we used a tool from [Rubin et al. 2013] to compute an alignment between the video's audio file and the transcript. The final output is a time-stamped transcript, where each word is annotated with a start and end time.

2.2 Stroke Extraction

A *stroke* is defined as the set of foreground pixels that is drawn during one continuous drawing activity. The method used to extract strokes from video frames are similar to that used by [Monserrat et al. 2013] to extract visual objects in their NoteVideo interface. Figure 2 shows examples of extracted strokes from different videos. A typical stroke comprises several characters to several words, or it can also be a part of other drawings such as a graph (Figure 2c).

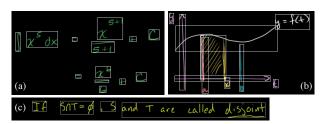


Figure 2: Examples of strokes extracted from different videos.

2.3 Hierarchical Grouping of Strokes

We group strokes into hierarchical units: lines and sentence-strokes. A line consists of a set of strokes that *belong together* semantically. For example, a line could be a single row of equations, or a graph including its labels. Figure 3 shows examples of lines. The problem of grouping strokes into lines is analogous to the problem of line breaking, also known as word wrapping [Knuth and Plass 1981]. An important difference is that in the traditional word wrapping

problem, only a contiguous set of words can be put in the same line. In our case, strokes in a single line can be interspersed by strokes in a different line. This happens, for example, when the instructor goes back and forth between two lines of equations, or between a graph and an equation (Figures ??).

Scoring function description

Pseudo code figure

```
\begin{array}{l} \textbf{Input} \ : \text{list of strokes } S \\ \textbf{Output: list of optimal lines}, L_{|S|} \\ L_{-1} = -\H/\ L_i = \text{optimal set of lines upto } i\text{-th stroke} \end{array}
```

```
\begin{array}{c|c} \textbf{for } each \ stroke \ s_i \in \mathbf{S} \ \textbf{do} \\ \hline & \ minscore = +\infty \\ \hline \textbf{for } j \leftarrow -1 \ \textbf{to} \ i - 1 \ \textbf{do} \\ \hline & \ \textbf{for } n \leftarrow 0 \ \textbf{to} \ |L_j| + 1 \ \textbf{do} \\ \hline & \ |// \ \text{score to merge} \ s_i \ \text{to} \ n \text{-th line of} \ L_j \\ \hline & \ |// \ \text{If} \ n = |L_j| + 1, \ s_i \ \text{on a new line by itself.} \\ \hline & \ score \leftarrow \text{line\_score}(L_j, n) \\ \hline & \ \textbf{if} \ score < minscore \ \textbf{then} \\ \hline & \ | \ optj = j \\ \hline & \ optn = n \\ \hline & \ \textbf{end} \\ \hline & \ \textbf{end} \\ \hline & \ L_i = \text{merge} \ s_i \ \text{to} \ optn \text{-th line of} \ L_{optj} \\ \hline \textbf{end} \\ \hline & \ \textbf{end} \\ \hline \end{array}
```

Sentence is a meaningful unit. So, we divide the strokes in a line to sentence-strokes.

In summary, we have the following hierarchical grouping of strokes: strokes, sentence-strokes, and lines.

- 2.4 Layout
- 3 Results
- 4 User Study
- 4.1 Comprehension Task
- 4.2 Overview Task
- 4.3 Search Task

Acknowledgements

References

- BARNES, C., GOLDMAN, D. B., SHECHTMAN, E., AND FINKEL-STEIN, A. 2010. Video tapestries with continuous temporal zoom. *ACM Transactions on Graphics (TOG)* 29, 4, 89.
- BORECZKY, J., GIRGENSOHN, A., GOLOVCHINSKY, G., AND UCHIHASHI, S. 2000. An interactive comic book presentation for exploring video. In *Proceedings of the SIGCHI conference on Human Factors in Computing Systems*, ACM, 185–192.

- CHI, P.-Y., LIU, J., LINDER, J., DONTCHEVA, M., LI, W., AND HARTMANN, B. 2013. Democut: generating concise instructional videos for physical demonstrations. In *Proceedings of the 26th annual ACM symposium on User interface software and technology*, ACM, 141–150.
- CHOUDARY, C., AND LIU, T. 2007. Summarization of visual content in instructional videos. *Multimedia, IEEE Transactions* on 9, 7, 1443–1455.
- CHUN, B.-K., RYU, D.-S., HWANG, W.-I., AND CHO, H.-G. 2006. An automated procedure for word balloon placement in cinema comics. In *Advances in Visual Computing*. Springer, 576–585.
- EKIN, A., TEKALP, A. M., AND MEHROTRA, R. 2003. Automatic soccer video analysis and summarization. *Image Processing, IEEE Transactions on 12*, 7, 796–807.
- HU, Y., KAUTZ, J., YU, Y., AND WANG, W. 2015. Speaker-following video subtitles. ACM Transactions on Multimedia Computing, Communications, and Applications (TOMM) 11, 2, 32.
- HWANG, W.-I., LEE, P.-J., CHUN, B.-K., RYU, D.-S., AND CHO, H.-G. 2006. Cinema comics: Cartoon generation from video stream. In *GRAPP*, 299–304.
- JACKSON, D., NICHOLSON, J., STOECKIGT, G., WROBEL, R., THIEME, A., AND OLIVIER, P. 2013. Panopticon: A parallel video overview system. In proceedings of the 26th annual ACM symposium on User interface software and technology, ACM, 123–130.
- KIM, J., GUO, P. J., CAI, C. J., LI, S.-W. D., GAJOS, K. Z., AND MILLER, R. C. 2014. Data-driven interaction techniques for improving navigation of educational videos. In *Proceedings* of the 27th annual ACM symposium on User interface software and technology, ACM, 563–572.
- KIM, J., NGUYEN, P. T., WEIR, S., GUO, P. J., MILLER, R. C., AND GAJOS, K. Z. 2014. Crowdsourcing step-by-step information extraction to enhance existing how-to videos. In *Proceed*ings of the 32nd annual ACM conference on Human factors in computing systems, ACM, 4017–4026.
- KNUTH, D. E., AND PLASS, M. F. 1981. Breaking paragraphs into lines. *Software: Practice and Experience* 11, 11, 1119–1184.
- KURLANDER, D., SKELLY, T., AND SALESIN, D. 1996. Comic chat. In *Proceedings of the 23rd annual conference on Computer graphics and interactive techniques*, ACM, 225–236.
- MONSERRAT, T.-J. K. P., ZHAO, S., MCGEE, K., AND PANDEY, A. V. 2013. Notevideo: Facilitating navigation of blackboardstyle lecture videos. In *Proceedings of the SIGCHI Conference* on Human Factors in Computing Systems, ACM, 1139–1148.
- MONSERRAT, T.-J. K. P., LI, Y., ZHAO, S., AND CAO, X. 2014. L. ive: an integrated interactive video-based learning environment. In *Proceedings of the 32nd annual ACM conference on Human factors in computing systems*, ACM, 3399–3402.
- PAVEL, A., HARTMANN, B., AND AGRAWALA, M. 2014. Video digests: a browsable, skimmable format for informational lecture videos. In *Proceedings of the 27th annual ACM symposium on User interface software and technology*, ACM, 573–582.
- Rubin, S., Berthouzoz, F., Mysore, G. J., Li, W., and Agrawala, M. 2013. Content-based tools for editing audio stories. In *Proceedings of the 26th annual ACM symposium on User interface software and technology*, ACM, 113–122.

UCHIHASHI, S., FOOTE, J., GIRGENSOHN, A., AND BORECZKY, J. 1999. Video manga: generating semantically meaningful video summaries. In *Proceedings of the seventh ACM international conference on Multimedia (Part 1)*, ACM, 383–392.

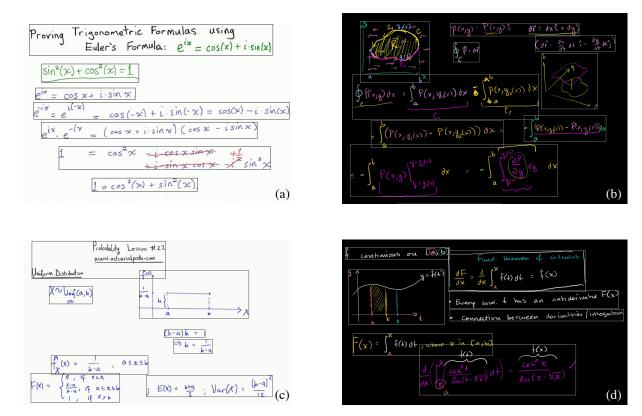


Figure 3: Examples of lines (i.e. set of strokes that belong together semantically) output from our line-breaking algorithm. Our algorithm successfully identifies meaningful groups even from complex layouts with a mix of equations, figures and graphs.