

A Local-to-Global Approach to Multi-modal Movie Scene Segmentation

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Introduction

Scene, as the crucial unit of storytelling in movies, contains complex activities of actors and their interactions in a physical location.

Scene consists of many shots, noting that a shot is an unbroken sequence of frames recorded from the same camera.

Identifying the composition of scenes serves as a critical step towards visual understanding of movies, TV episodes, entertainment shows and variety shows.

This work is going to help divide long videos into semantic continuous short videos and output a structural representation. And it also provides research opportunities towards story/plot understanding in long videos with a semantic unit.

MovieScenes Dataset

MovieScenes contains **21K** scenes from **150** movies, which is **100x** larger than existing datasets. It provides a foundation for studying the complex semantics within the scene.



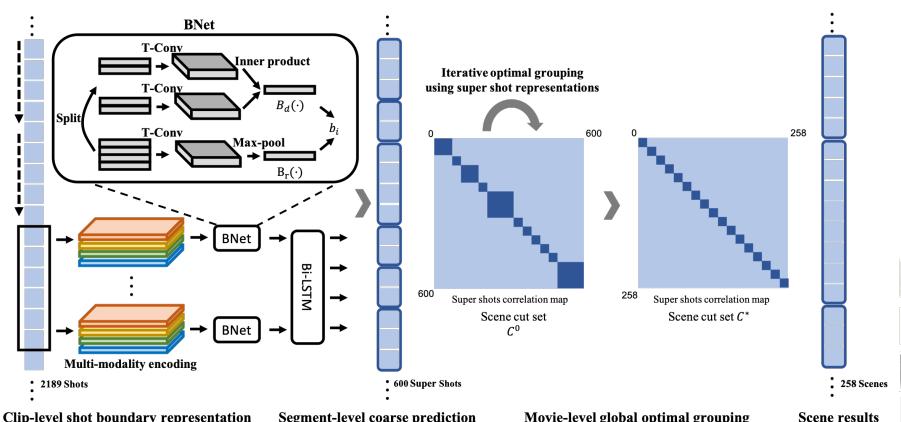
Approach

Problem formulation: binary classification



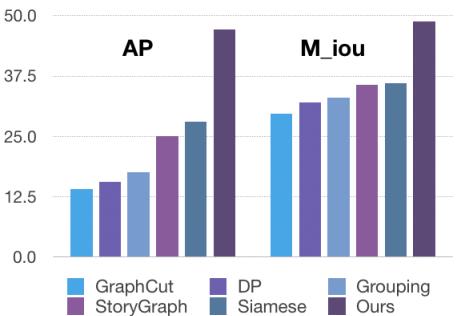
Framework: multi-modal local-to-global scene segmentation

- To cover **rich semantic information**, we extract multi-semantic elements including **place, cast, action, audio** to represent a shot
- To cover **complex temporal information**, bottom-up forward and top-down guidance are implemented at clip-level, segment-level and movie-level



Experiments

Overall results



Ablation studies of multi-semantics

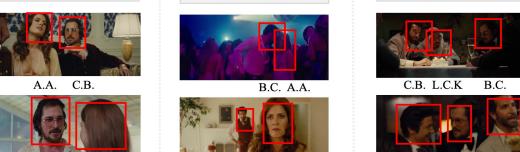
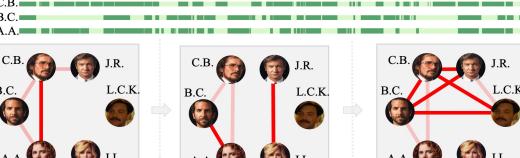
Place	Cast	Action	Audio	AP
✓				39.0
	✓			15.9
		✓		32.1
			✓	17.5
✓	✓	✓	✓	47.1



Applications

Human interaction graph generation

To visualize the dynamic evolution of characters' relationships over time in a movie



Cross movie scene retrieval

To retrieve similar scenes in other movies given a specific scene in one movie

