



A Fine-Grained Perspective onto Object Interactions

Natural interactions





Scaling Egocentric Vision: The EPIC-KITCHENS Dataset



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EPIC
KITCHENS

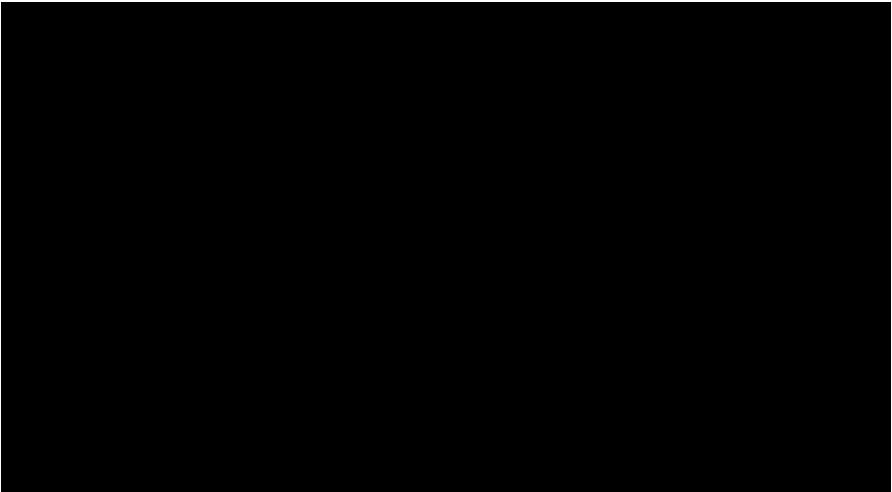
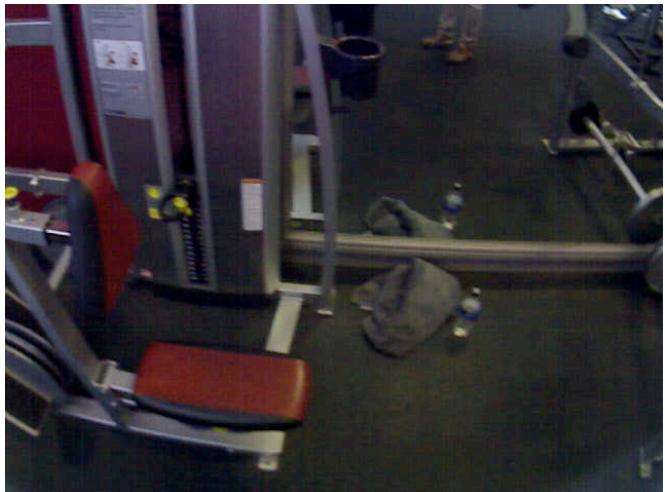
Scaling...





EPIC
KITCHENS

... Egocentric Vision



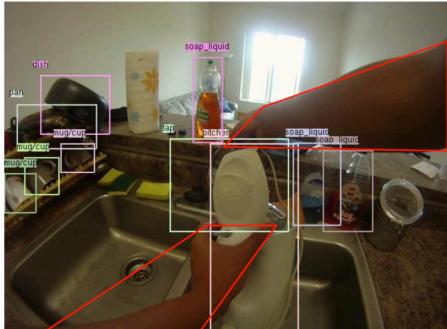


EPIC
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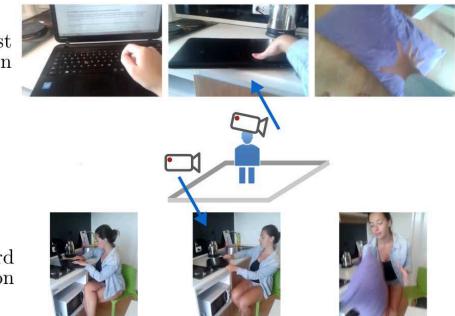
Scaling Egocentric Vision



CMU (2009)



ADL (2012)



Fir
Perso

Third Person

Charades-Ego (2018)



BEOID (2014)



GTEA ... (2011-)

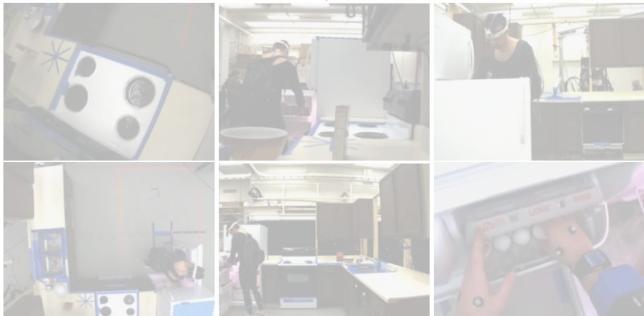


EGTEA+ (2018)



**EPIC
KITCHENS**

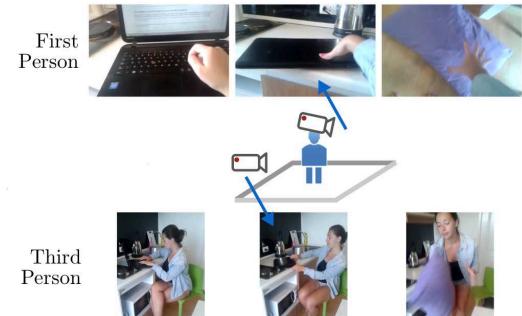
Native & Multiple Environments?



CMU (2009)



ADL (2012)



Charades-Ego (2018)



BEOID (2014)



GTEA ... (2011-)

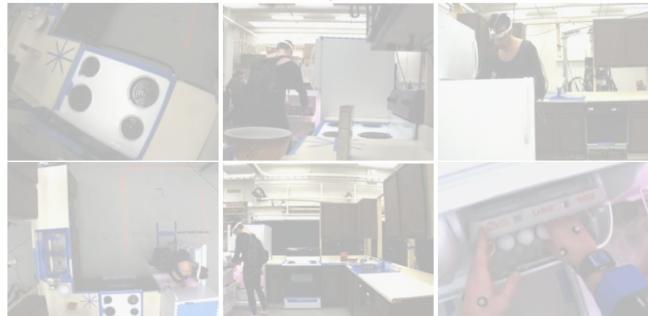


EGTEA+ (2018)

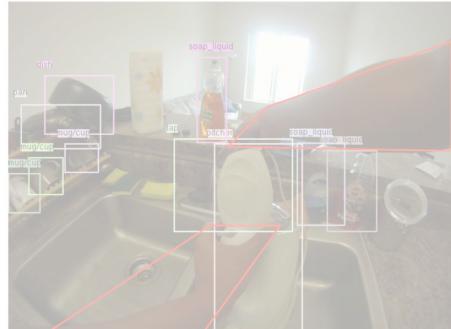


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Non-scripted?



CMU (2009)



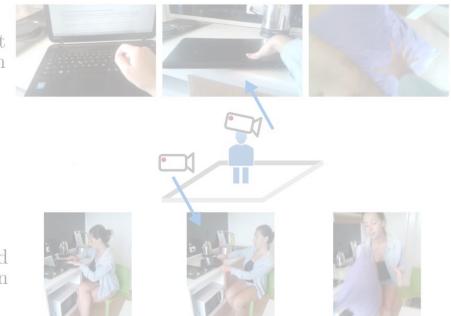
ADL (2012)



BEOID (2014)



GTEA ... (2011-)



Charades-Ego (2018)



EGTEA+ (2018)





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Scaling Egocentric Vision

CodaLab

Competition

EPIC-Kitchens Object Detection
Secret url: <https://competitions.codalab.org>
Organized by hazeldoughy - Current server time: 5:54:00 UTC
▶ Current
ECCV 2018 Object Recognition Challenge
June 30, 2018, midnight UTC

Learn the Details Phases Participate Results



454 200

OBJECT ANNOTATIONS



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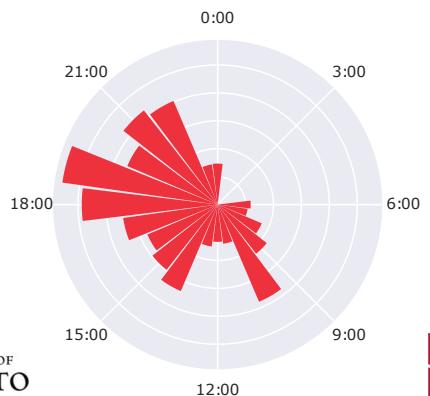




EPIC
KITCHENS

Data Collection

- 32 kitchens
- Single-person environments
- 4 cities
- May – Nov 2017 – 55 hours
- 10 nationalities
- 3 days - all kitchen activities





EPIC
KITCHENS

Annotations (1) - Narrations

Narrations



Narrations

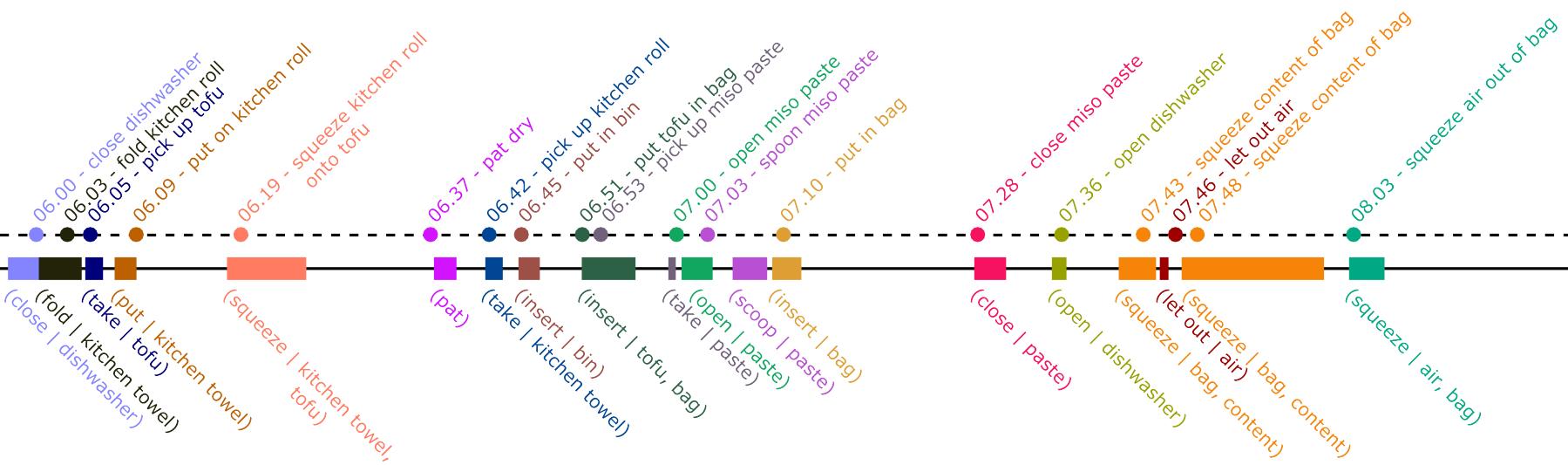




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Narrations to Action Segments

Action segments





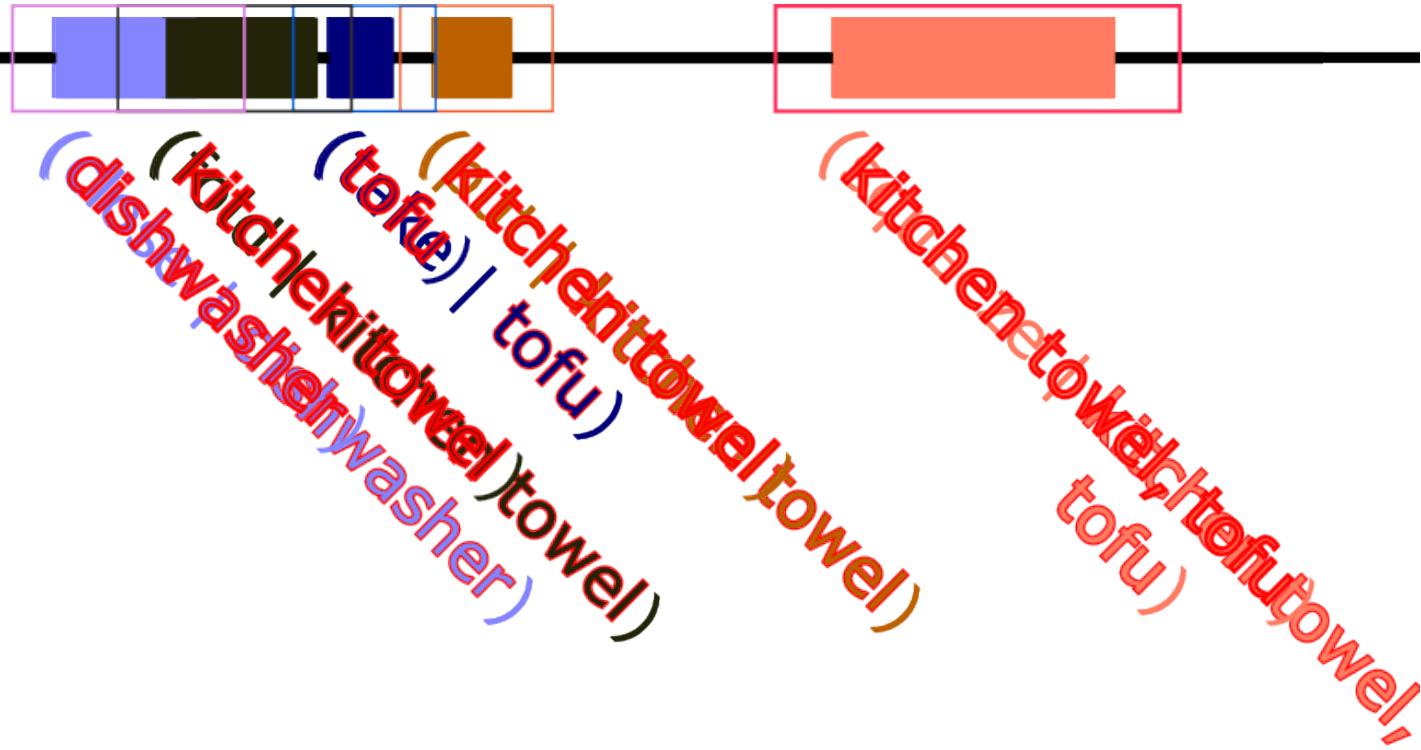
39 000
ACTION SEGMENTS



EPIC
KITCHENS

Annotations (3) – Object Bounding Boxes

Action segments





454 200
OBJECT ANNOTATIONS



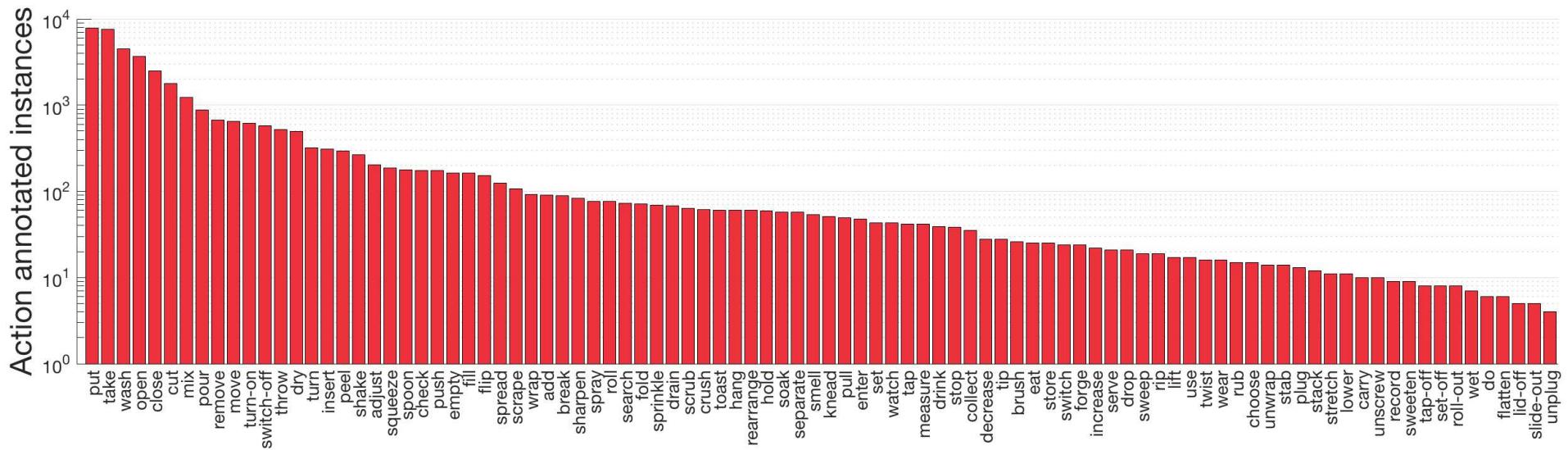
|take, grab, pick, get, fetch, pick-up, ...

- 120 verb classes
- 331 noun classes



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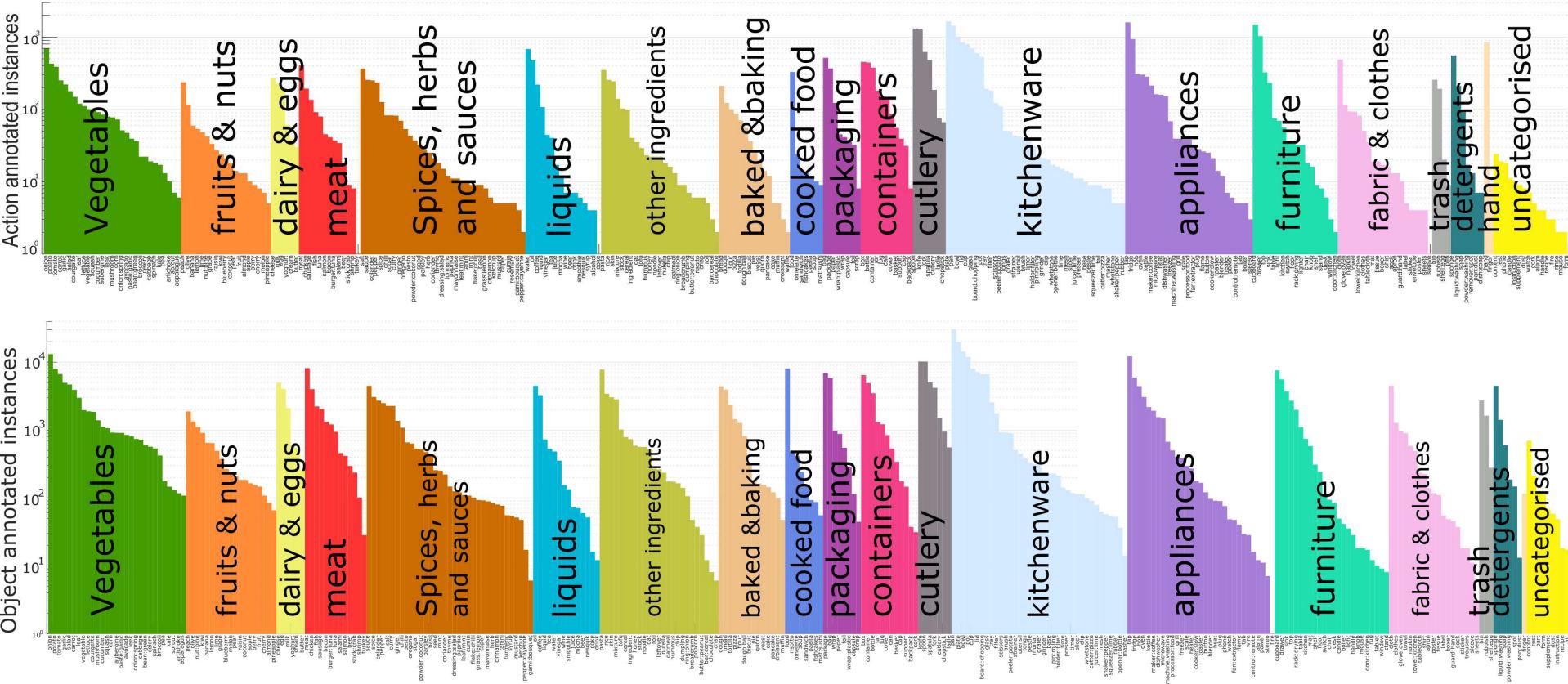
Annotations Statistics





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Annotations Statistics



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University of
BRISTOL



UNIVERSITÀ
degli STUDI
di CATANIA



- 20% - Seen Test Set
 - 28 Kitchens
- 7% - Unseen Test Set
 - 4 Kitchens

Table 4: Statistics of test splits: seen (S1) and unseen (S2) kitchens

	#Subjects	#Sequences	Duration (s)	%	Narrated Segments	Action Segments	Bounding Boxes
Train/Val	28	272	141731		28,587	28,561	326,388
S1 Test	28	106	39084	20%	8,069	8,064	97,872
S2 Test	4	54	13231	7%	2,939	2,939	29,995



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Open Challenges

Three open challenges:

- Action Recognition
- Action Anticipation
- Object Detection

CodaLab

My Competitions Help willprice ▾

Competition

Admin features

Edit Participants Submissions Dumps Widgets



EPIC-Kitchens Action Recognition

Secret url: https://competitions.codalab.org/competitions/19671?secret_key=473ff11c-af35-4120-bd85-507f5cd467a6
Organized by willprice - Current server time: Aug. 22, 2018, 3:59 p.m. UTC

▶ Current

ECCV 2018 Action Recognition Challenge

June 30, 2018, midnight UTC

End

Competition Ends

Oct. 10, 2018, midnight UTC

Learn the Details

Phases

Participate

Results

Forums

Team

Overview

Evaluation

Terms and Conditions

Submission Format

EPIC-Kitchens 2018 Action Recognition Challenge

Welcome to the EPIC-Kitchens 2018 Action Recognition challenge. EPIC-Kitchens is an unscripted egocentric action dataset collected from 32 different people from 4 cities across the world.

This challenge is part of the ECCV 2018 workshop.

Dataset details

- 55 hours of video
- 11.5M frames
- 39,594 total action segments

Join us on Github for contact & bug reports About Privacy and Terms v1.5



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Action Recognition Challenge



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Action Recognition Challenge



Given a trimmed action segment:
 $(t_{\text{start}}, t_{\text{stop}})$
classify the action within.

$$\hat{y}_{\text{verb}} = \text{open}$$

$$\hat{y}_{\text{noun}} = \text{oven}$$

$$\hat{y}_{\text{action}} = (\text{open}, \text{oven})$$



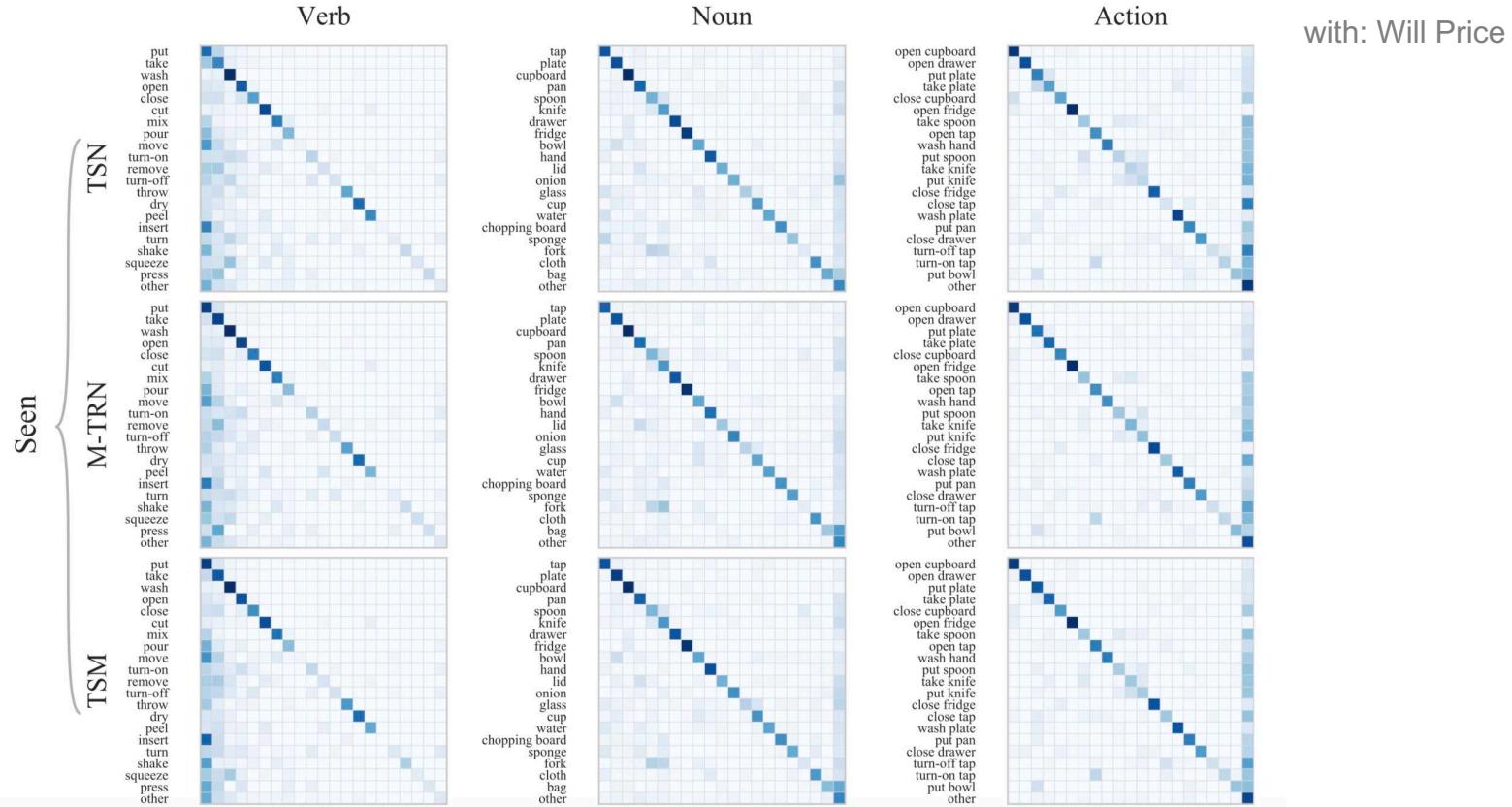
Action Recognition Challenge

Seen Kitchens (\$1)																
#	User	Entries	Date of Last Entry	Team Name	Top-1 Accuracy (%)			Top-5 Accuracy (%)			Precision (%)			Recall (%)		
					Verb ▲	Noun ▲	Action ▲	Verb ▲	Noun ▲	Action ▲	Verb ▲	Noun ▲	Action ▲	Verb ▲	Noun ▲	Action ▲
1	wasun	3	08/12/19	UTS_BAIDU	69.80 (1)	52.27 (1)	41.37 (1)	90.95 (2)	76.71 (1)	63.59 (1)	63.55 (1)	46.86 (1)	25.13 (1)	46.94 (1)	49.17 (1)	26.39 (1)
2	action_banks	2	11/11/19		63.23 (6)	47.00 (5)	39.34 (2)	86.94 (8)	69.55 (6)	62.23 (2)	54.86 (5)	43.43 (3)	24.47 (2)	40.59 (6)	43.46 (5)	25.43 (2)
3	aptx4869lm	10	09/27/19	GT-WISC-MPI	68.14 (2)	49.62 (2)	38.18 (3)	88.93 (5)	72.77 (3)	58.30 (4)	53.45 (7)	42.88 (4)	22.47 (4)	41.77 (4)	46.55 (2)	23.73 (3)
4	weiyawang	13	11/14/19		65.91 (4)	48.48 (3)	36.76 (4)	89.51 (3)	71.36 (4)	56.17 (6)	51.76 (9)	41.26 (6)	20.84 (5)	46.73 (3)	44.92 (3)	21.98 (5)
5	TBN_Ensemble	1	07/20/19	Bristol-Oxford	66.10 (3)	47.88 (4)	36.66 (5)	91.28 (1)	72.80 (2)	58.62 (3)	60.73 (4)	44.89 (2)	24.01 (3)	46.81 (2)	43.88 (4)	22.92 (4)
6	Sudhakaran	11	08/10/19	FBK_HuPBA	63.34 (5)	44.75 (6)	35.54 (4)	89.01 (5)	69.88 (5)	57.18 (5)	63.21 (2)	42.26 (5)	19.76 (6)	37.77 (8)	41.28 (6)	21.19 (6)
7	antoninofurnari	1	07/19/19		56.93 (9)	43.05 (7)	33.06 (7)	85.68 (11)	67.12 (7)	55.32 (7)	50.42 (10)	39.84 (7)	18.91 (7)	37.82 (7)	38.11 (7)	19.12 (7)
8	georkap	6	08/29/19	uunol	58.36 (7)	40.87 (8)	30.79 (8)	87.49 (7)	64.71 (9)	52.27 (8)	53.57 (6)	35.73 (11)	15.86 (9)	37.33 (9)	36.23 (10)	17.20 (9)
9	bduke	2	11/16/19		57.52 (8)	38.00 (12)	26.98 (9)	88.27 (6)	62.66 (13)	45.56 (10)	49.22 (11)	35.40 (13)	18.25 (8)	40.95 (5)	36.80 (8)	18.63 (8)
10	hepic	6	12/04/19		49.96 (11)	39.24 (10)	25.30 (10)	85.80 (10)	64.05 (12)	49.19 (9)	42.39 (14)	35.92 (10)	13.93 (10)	35.68 (10)	35.50 (11)	13.65 (10)
11	Saptarshi_sinha	8	12/19/19		52.78 (10)	39.72 (9)	23.69 (11)	81.66 (18)	64.56 (10)	40.61 (13)	23.77 (20)	36.84 (9)	12.26 (15)	26.21 (13)	36.31 (9)	12.70 (12)
12	planet	3	11/20/19		49.78 (10)	32.62 (9)	21.69 (11)	82.93 (18)	58.57 (10)	39.59 (13)	40.13 (20)	28.45 (9)	13.15 (15)	31.60 (13)	30.45 (9)	12.75 (12)



EPIC
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Evaluating Action Recognition Models



W Price, D Damen (2019). An Evaluation of Action Recognition Models on EPIC-Kitchens. Arxiv



Model	GFLOP/s		Params (M)	
	RGB	Flow	RGB	Flow
TSN	33.12	35.33	24.48	24.51
TRN	33.12	35.32	25.33	25.35
M-TRN	33.12	35.33	27.18	27.21
TSM	33.12	35.33	24.48	24.51

Models Released

Table 3: Model parameter and FLOP/s count using a ResNet-50 backbone with 8 segments for a single video.

W Price, D Damen (2019). An Evaluation of Action Recognition Models on EPIC-Kitchens. Arxiv



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More?

<http://epic-kitchens.github.io>



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ABOUT STATS DOWNLOADS CHALLENGES TEAM

NEWS

- EPIC-KITCHENS accepted for oral presentation at ECCV 2018 in Munich this September
- News coverage: [UoB](#), [The Spoon](#), [Il Sole 24 Ore](#), [La Sicilia](#), [Elpais](#)
- EPIC-Kitchens Released: 9th of April 2018!!!
- Watch [YouTube Release Trailer here](#)

What is EPIC-Kitchens?

The largest dataset in first-person (egocentric) vision; multi-faceted non-scripted recordings in native environments - i.e. the wearers' homes, capturing all daily activities in the kitchen over multiple days. Annotations are collected using a novel 'live' audio commentary approach.

Characteristics

- 32 kitchens - 4 cities
- Head-mounted camera
- 55 hours of recording - Full HD, 60fps
- 11.5M frames
- Multi-language narrations
- 39,594 action segments
- 454,158 object bounding boxes
- 125 verb classes, 352 noun classes

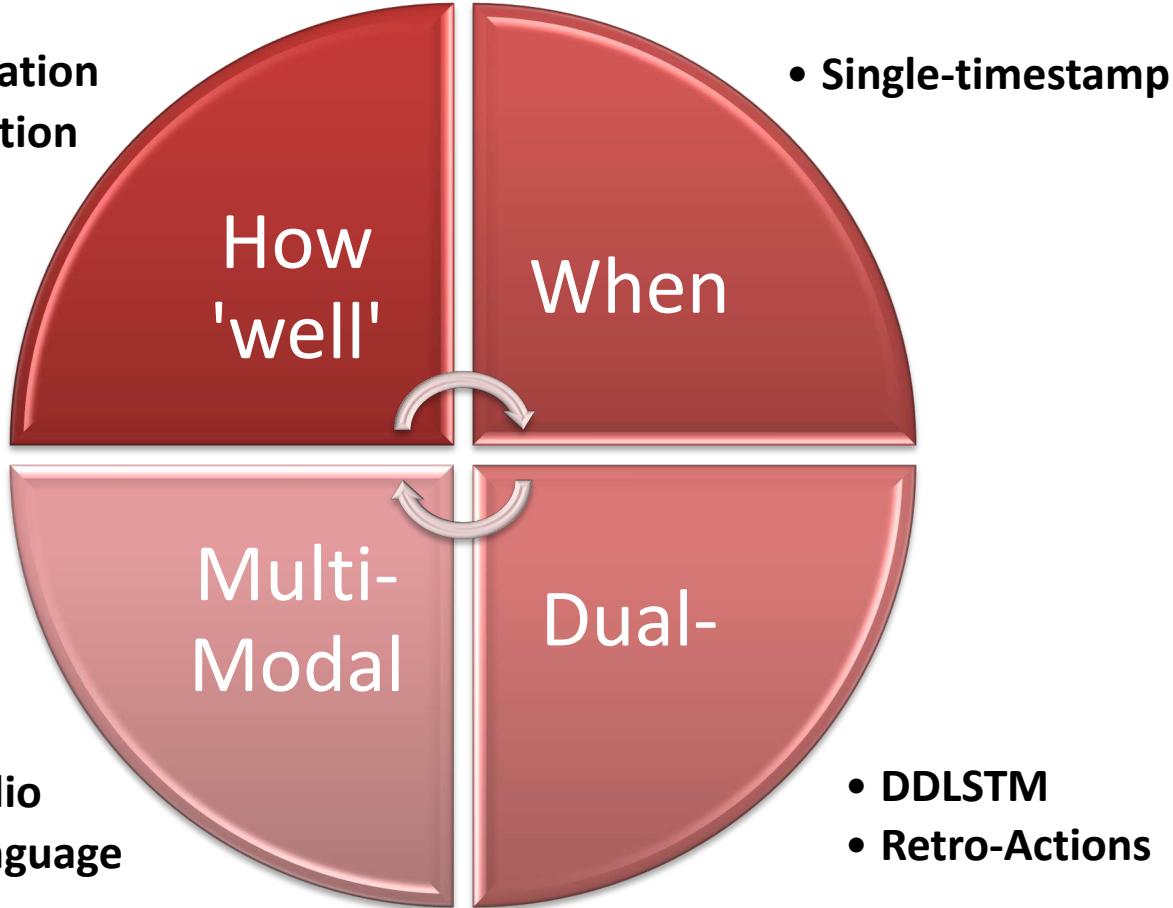
Updates

Stay tuned with updates on [epic-kitchens2018](#), as well as EPIC workshop series by joining the [epic-community mailing list](#) send an email to: sympa@sympa.bristol.ac.uk with the subject *subscribe epic-community* and a *blank* message body.



Fine-Grained Object Interactions

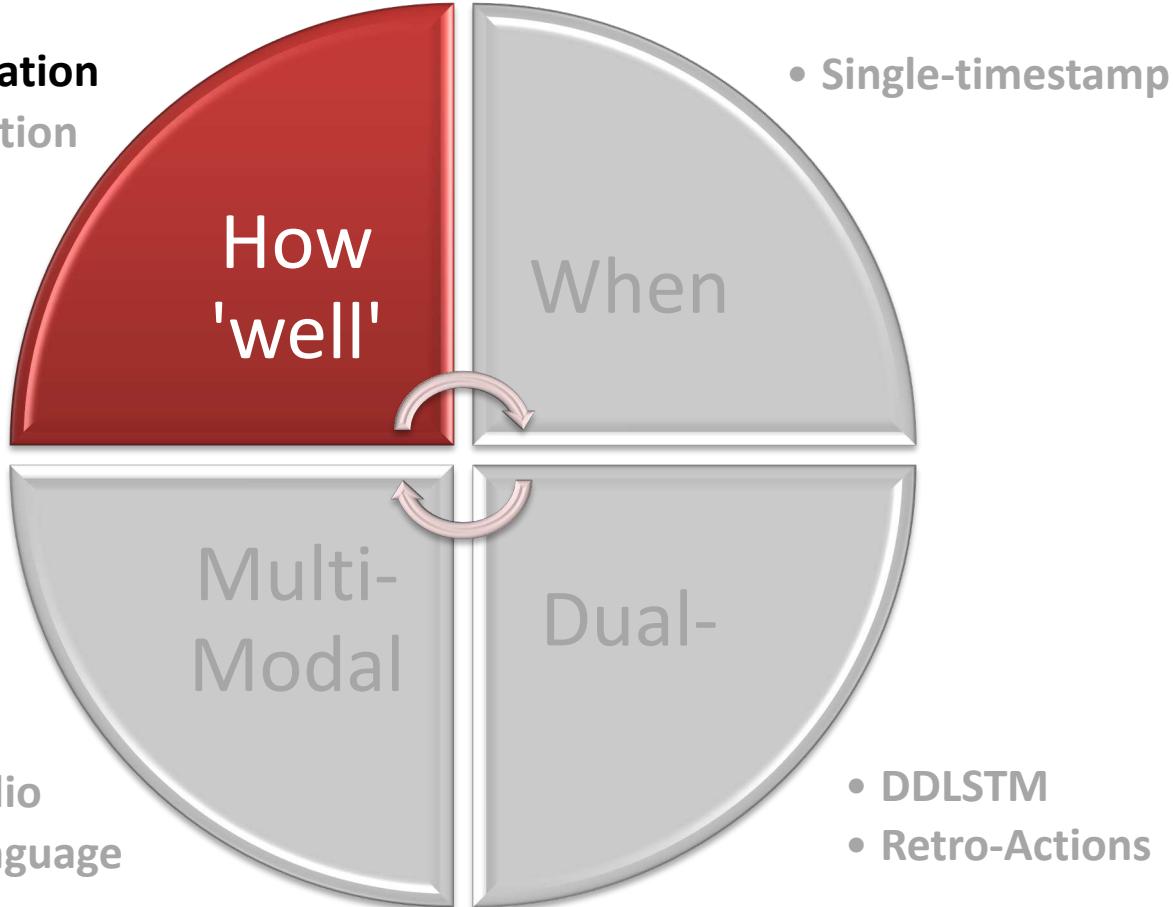
- Skill Determination
- Action Completion



- Vision+Audio
- Vision+Language

Fine-Grained Object Interactions

- Skill Determination
- Action Completion



Who's Better? Who's Best? Skill Determination in Video using Deep Ranking

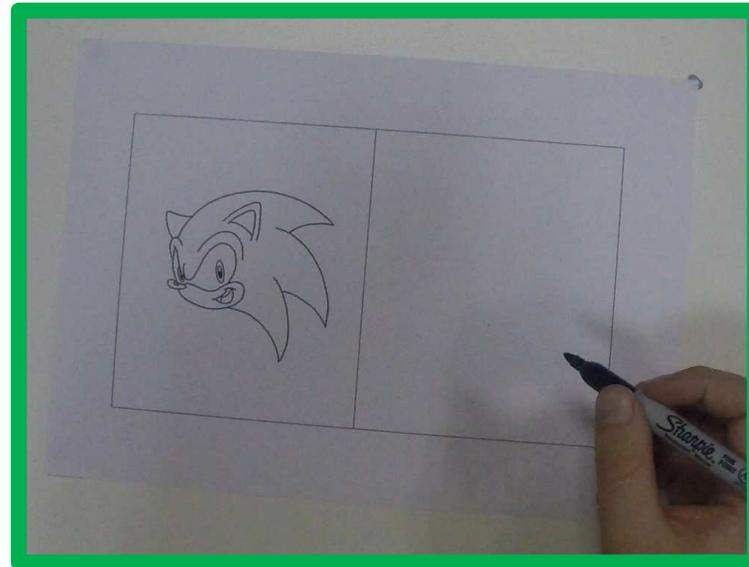
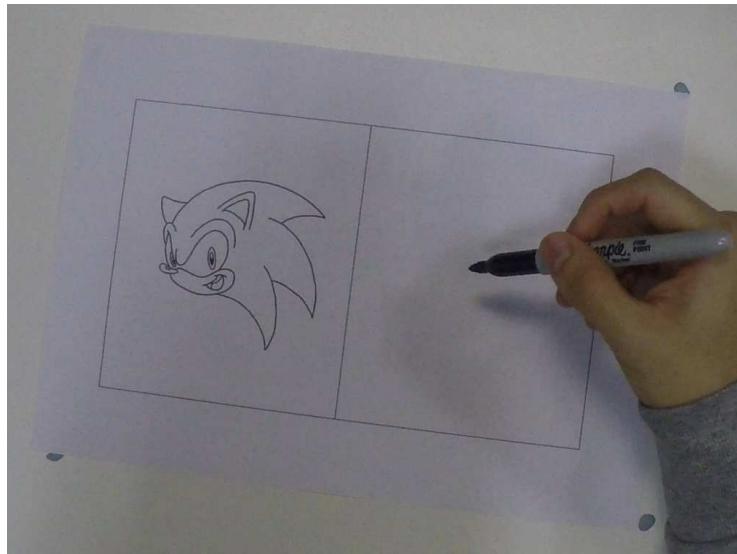
with: Hazel Doughty
Walterio Mayol-Cuevas



Assess relative skill for a collection of video sequences,
applicable to a variety of tasks.

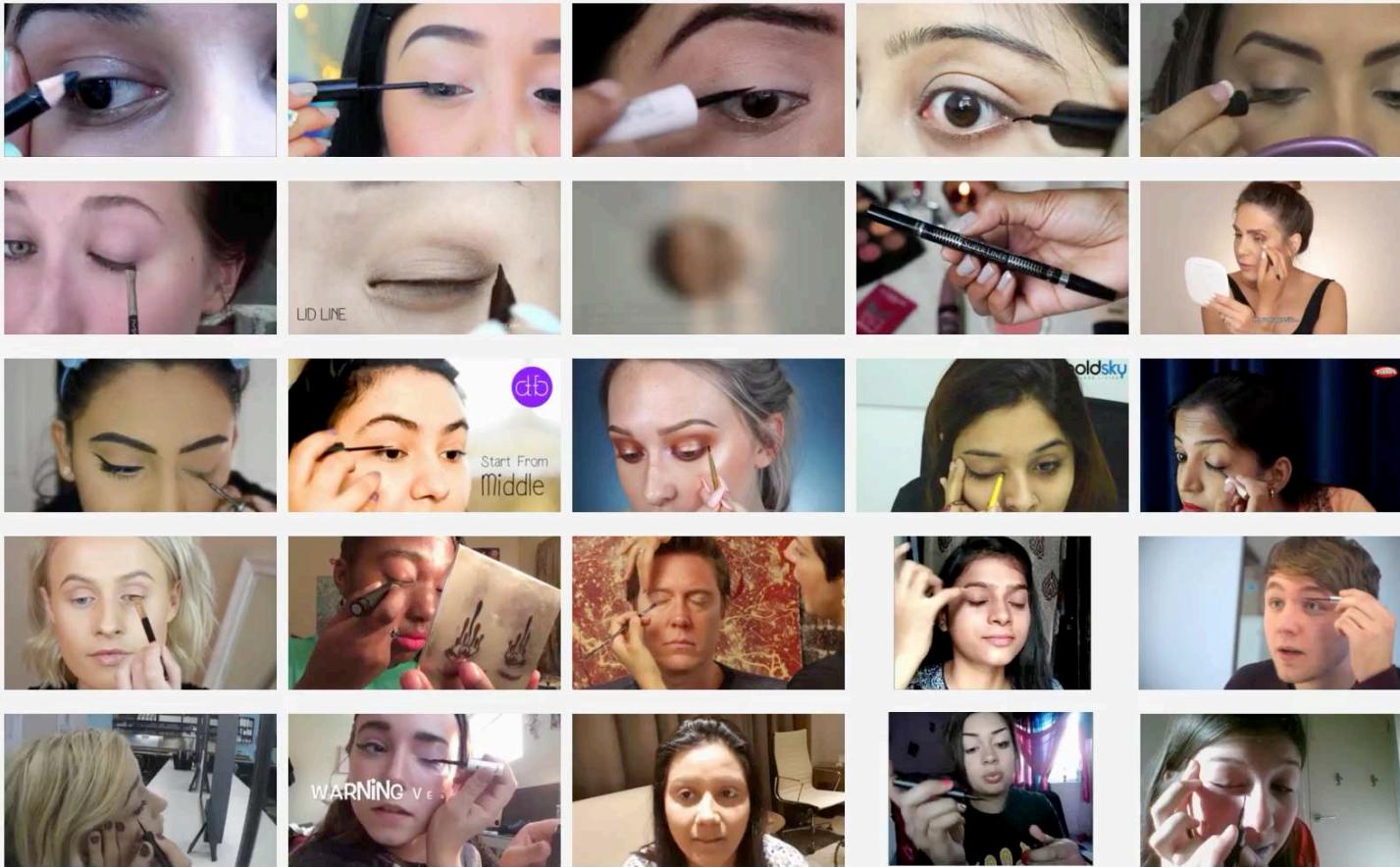
Skill Determination from Video

Input: Pairwise annotations of videos, indicating higher skill or no skill preference



Skill Determination in Video

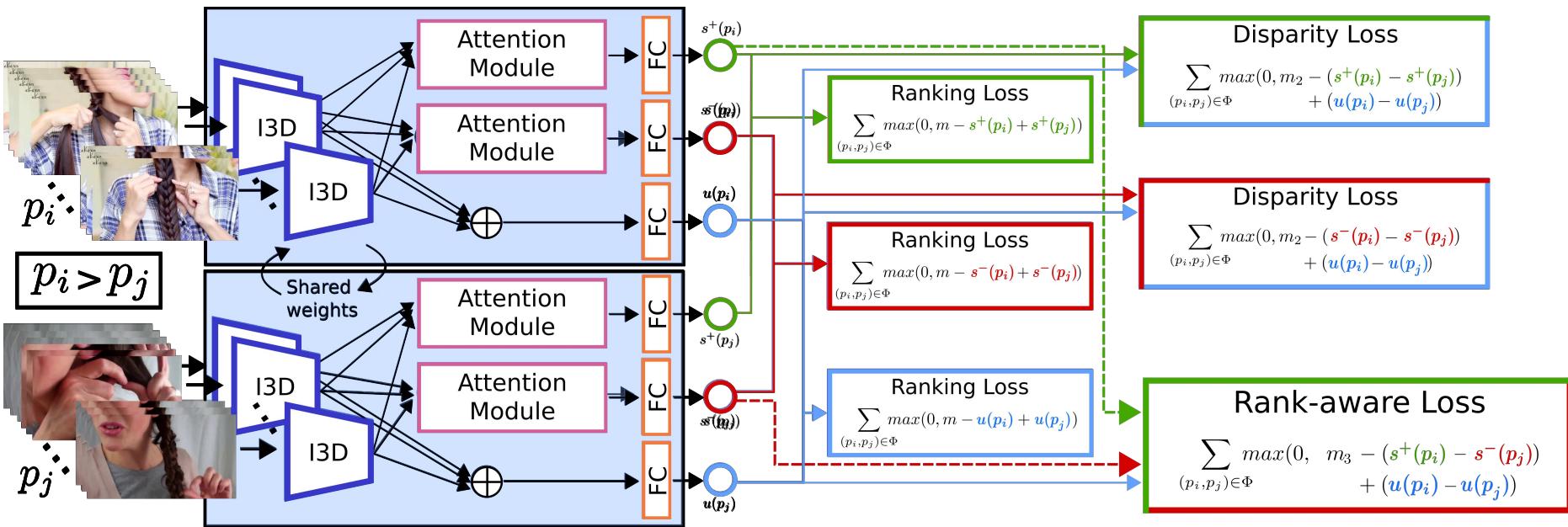
Best



Worst

The Pros and Cons: Rank-Aware Temporal Attention

with: Hazel Doughty
Walterio Mayol-Cuevas



The Pros and Cons: Rank-Aware Temporal Attention

with: Hazel Doughty
Walterio Mayol-Cuevas

Method	EPIC Skills	BEST
Who's Better [7]	76.0	75.8
Last Segment	76.8	61.0
Uniform Weighting	78.8	73.6
Softmax Attention	74.5	72.3
STPN [22]	74.3	70.0
Ours (Rank Aware Attention)	80.3	81.2

Table 2. Results of our method in comparison to baseline. Our final method outperforms every baseline on both datasets.

The Pros and Cons: Rank-Aware Temporal Attention

with: Hazel Doughty
Walterio Mayol-Cuevas

Low-skill Attention Module

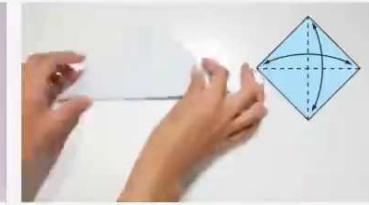
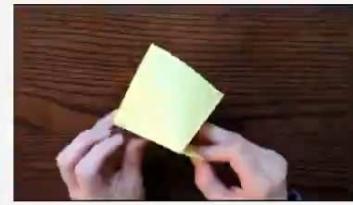
Surgery



Apply Eyeliner



Origami



The Pros and Cons: Rank-Aware Temporal Attention

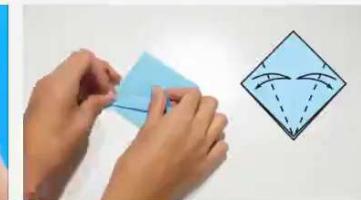
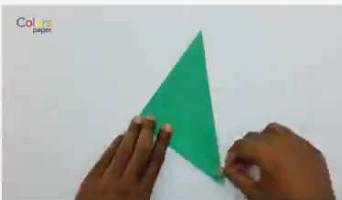
with: Hazel Doughty
Walterio Mayol-Cuevas

High-skill Attention Module

Dough Rolling



Origami

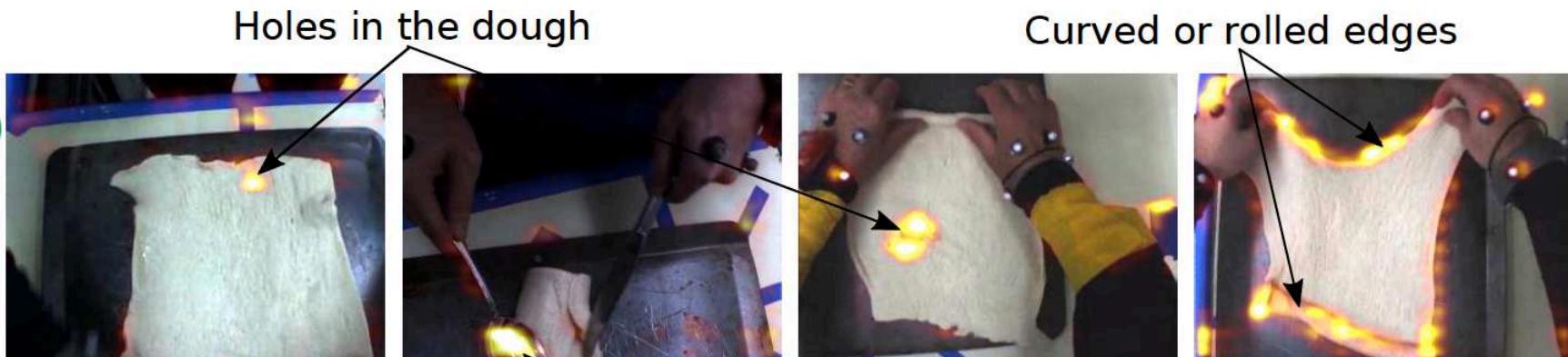


Drawing



Skill Determination in Video

Dough Rolling



Surgery



Best ← → Worst

The Pros and Cons: Rank-Aware Temporal Attention

with: Hazel Doughty
Walterio Mayol-Cuevas

Computer Vision and Pattern Recognition (CVPR) 2019

The Pros and Cons: Rank-aware Temporal Attention for Skill Determination in Long Videos

Hazel Doughty

Walterio Mayol-Cuevas

Dima Damen

University of Bristol

[ABSTRACT](#) [VIDEO](#) [DOWNLOADS](#) [BIBTEX](#) [RELATED](#)

Abstract

We present a new model to determine relative skill from long videos, through learnable temporal attention modules. Skill determination is formulated as a ranking problem, making it suitable for common and generic tasks. However, for long videos, parts of the video are irrelevant for assessing skill, and there may be variability in the skill exhibited throughout a video. We therefore propose a method which assesses the relative overall level of skill in a long video by attending to its skill-relevant parts.

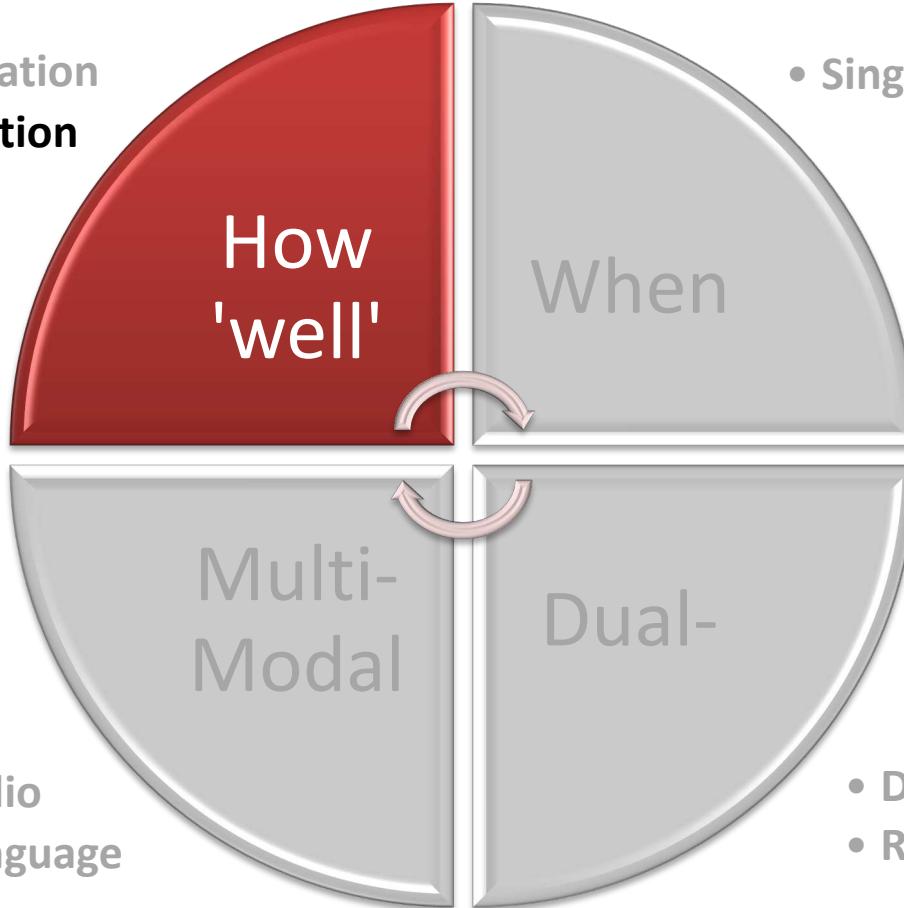
Our approach trains temporal attention modules, learned with only video-level supervision, using a novel rank-aware loss function. In addition to attending to task-relevant video parts, our proposed loss jointly trains two attention modules to separately attend to video parts which are indicative of higher (pros) and lower (cons) skill. We evaluate our approach on the EPIC-Skills dataset and additionally annotate a larger dataset from YouTube videos for skill determination with five previously unexplored tasks. Our method outperforms previous approaches and classic softmax attention on both datasets by over 4% pairwise accuracy, and as much as 12% on individual tasks. We also demonstrate our model's ability to attend to

Downloads

- Paper [\[PDF\]](#) [\[ArXiv\]](#)
- Supplementary [\[Video\]](#)
- Code and data [\[GitHub - Available Now\]](#)

Fine-Grained Object Interactions

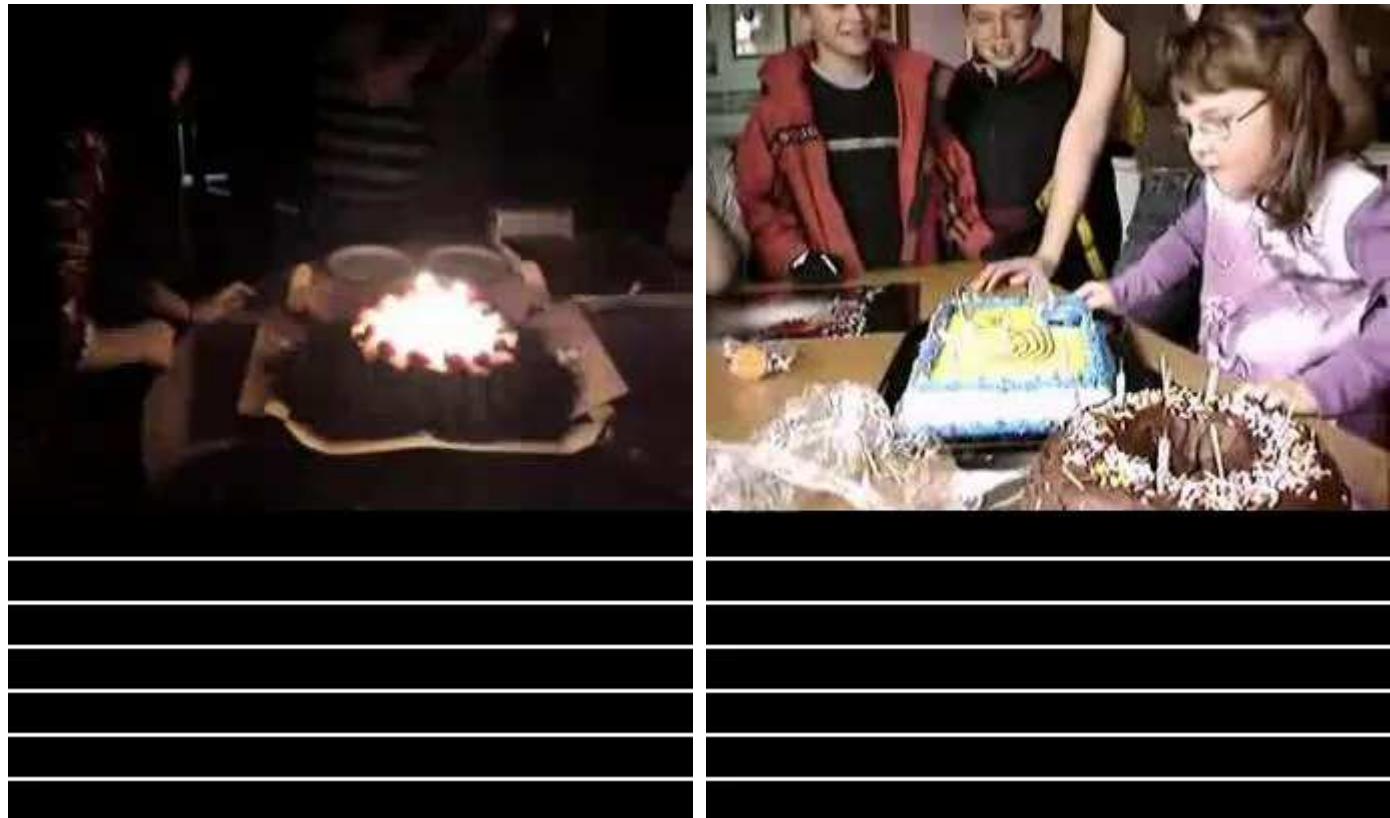
- Skill Determination
- Action Completion



Action Completion Detection

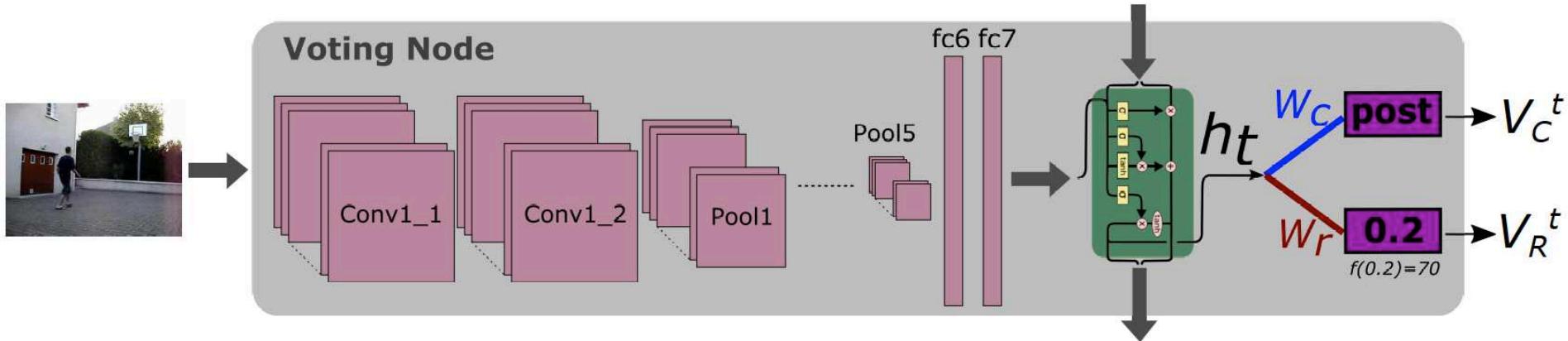


Action Completion Detection



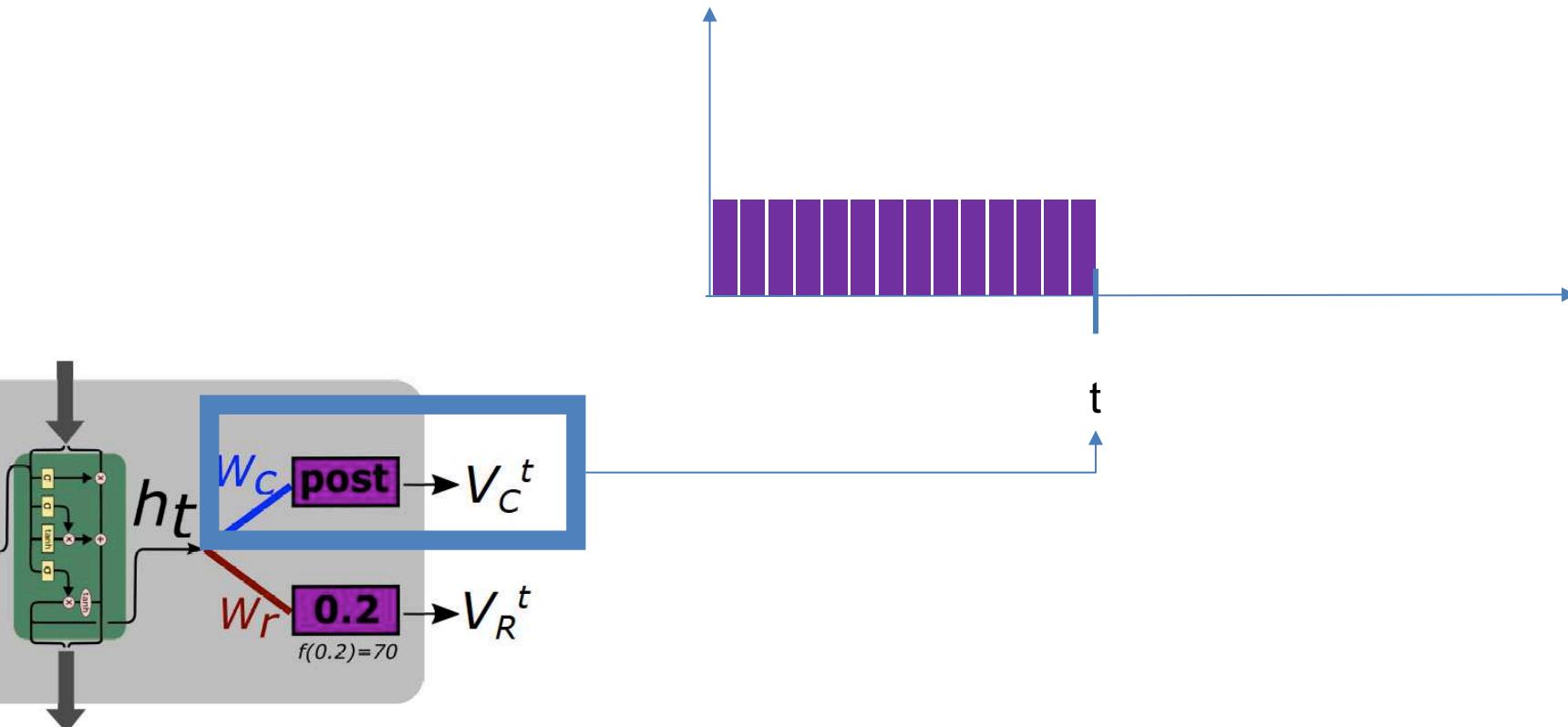
Action Completion Detection

- Each frame in the sequence, contributes to the completion moment detection via ‘voting’



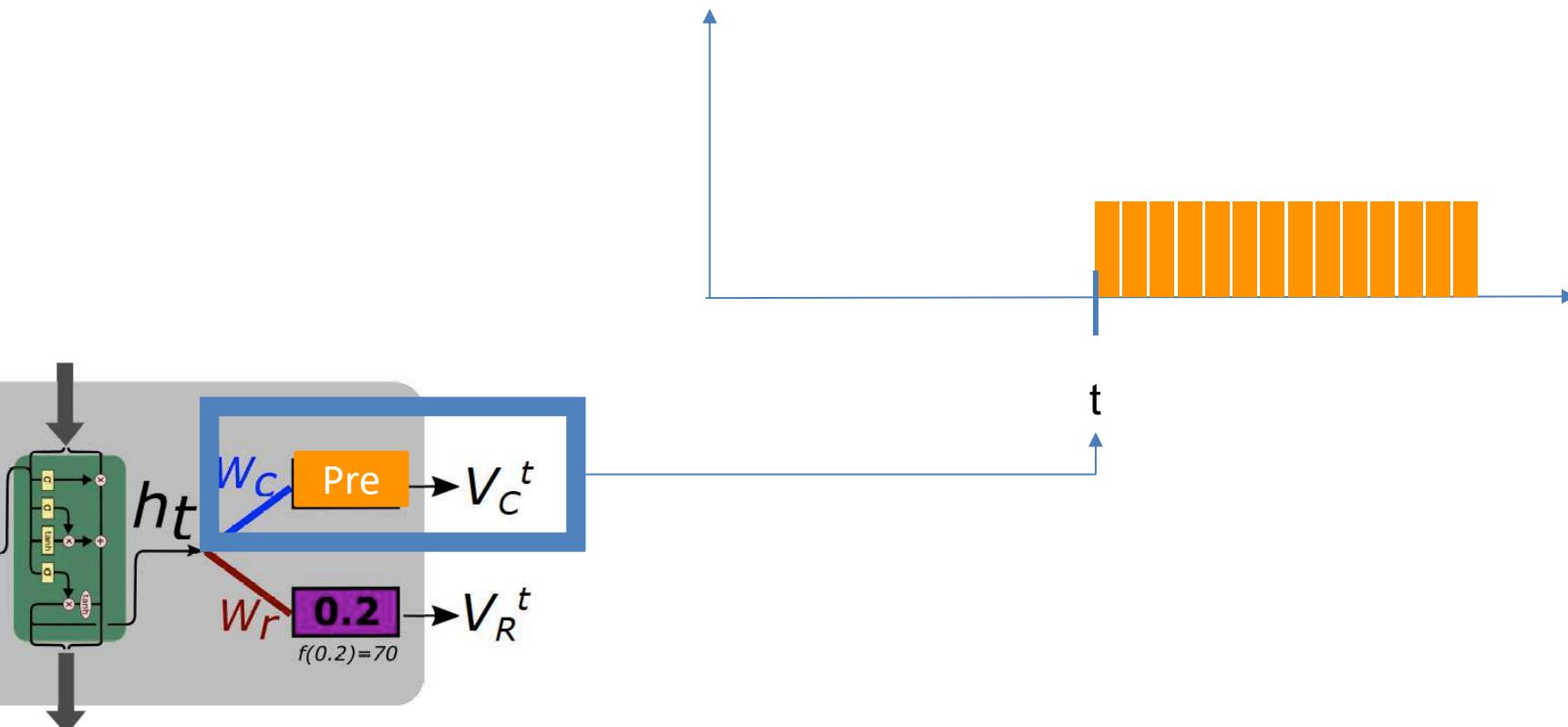
Action Completion Detection

1. Classification-Based Voting



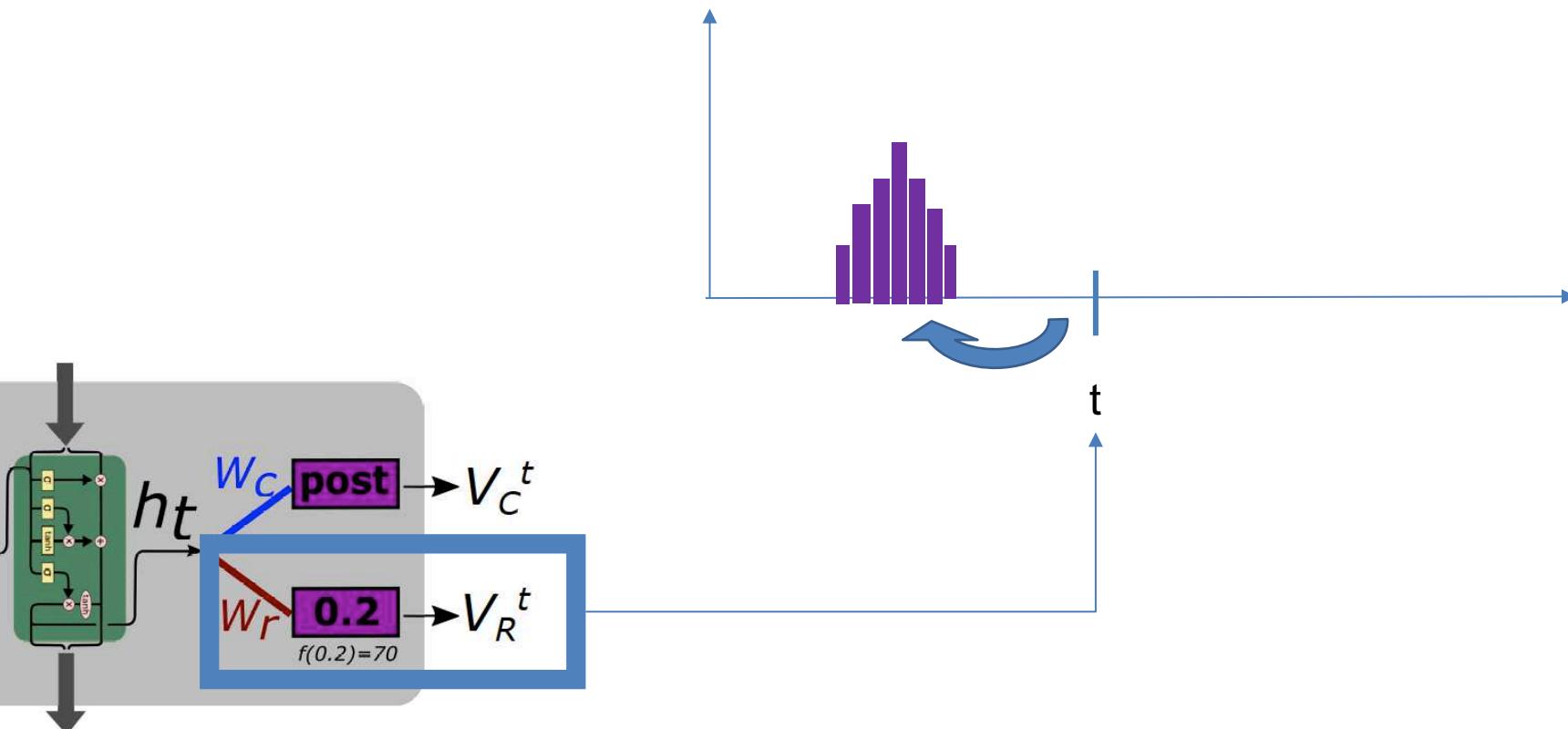
Action Completion Detection

1. Classification-Based Voting



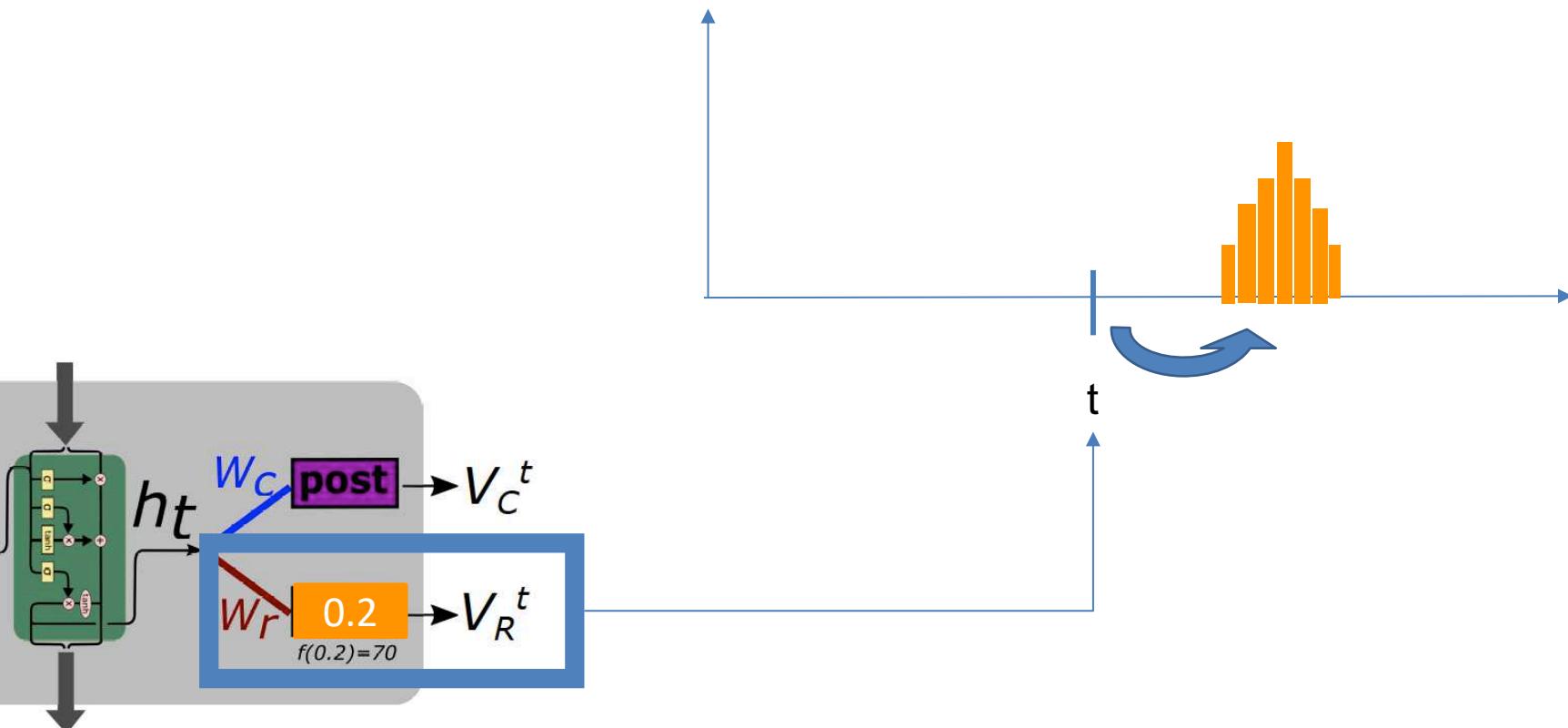
Action Completion Detection

2. Regression-Based Voting

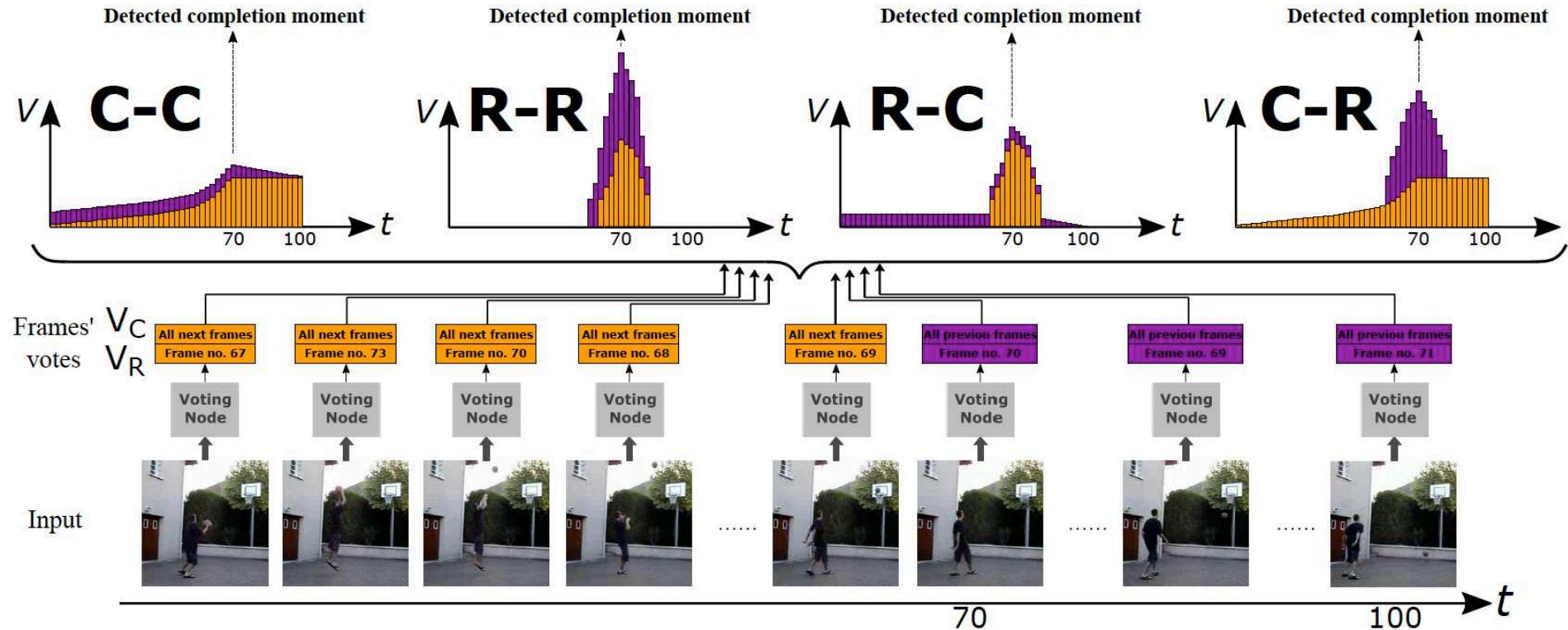


Action Completion Detection

2. Regression-Based Voting



Action Completion Detection



Action Completion Detection



Pre-V ←
 V_R^T ←
C-C ←
R-R ←
R-C ←
C-R ←
GT ←



Action Completion Detection

Frame-level labels: annotations are expensive, subjective and noisy.



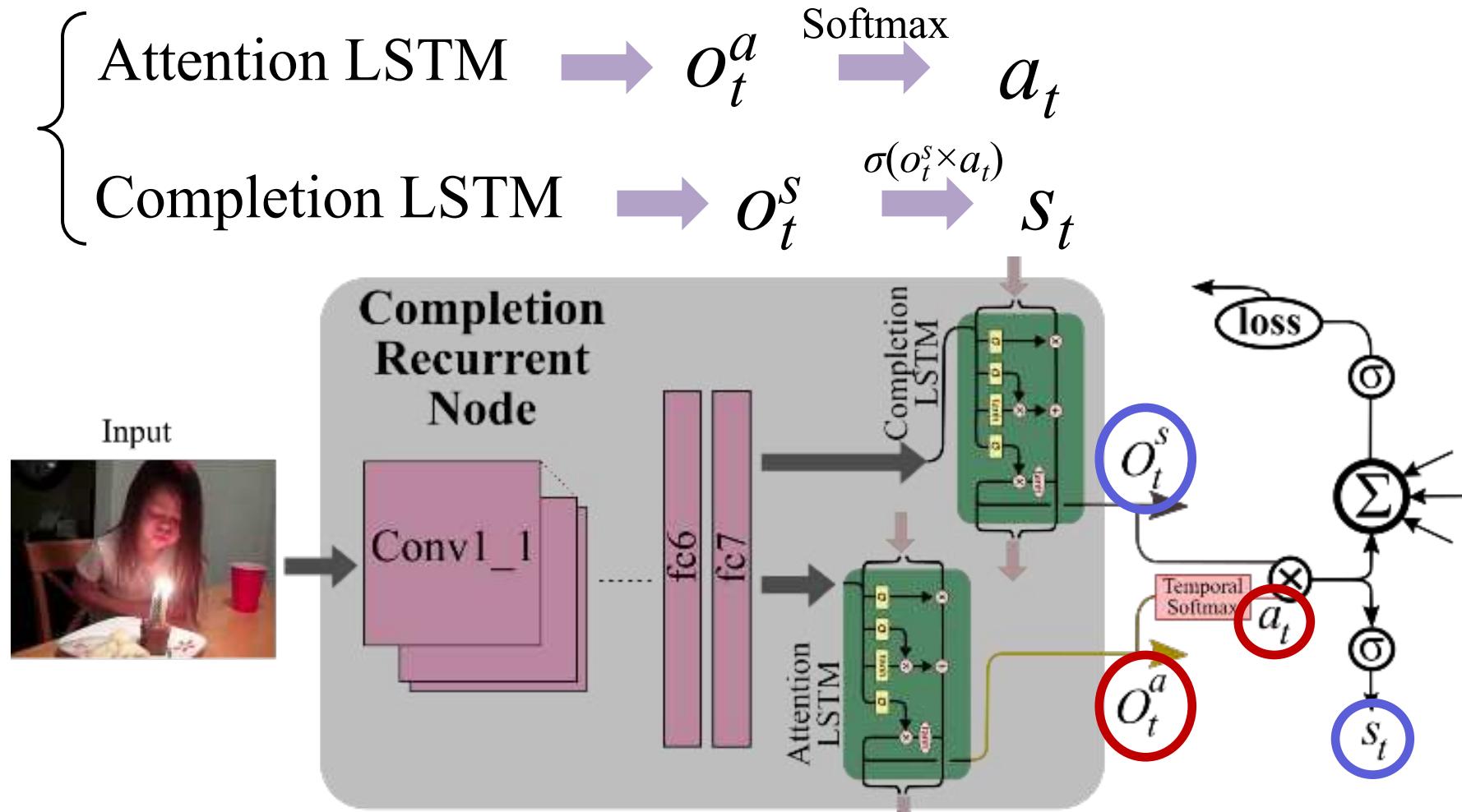
We detect completion using only **weak labels** during training.



sequence-level *complete* and *incomplete* labels



Action Completion Detection

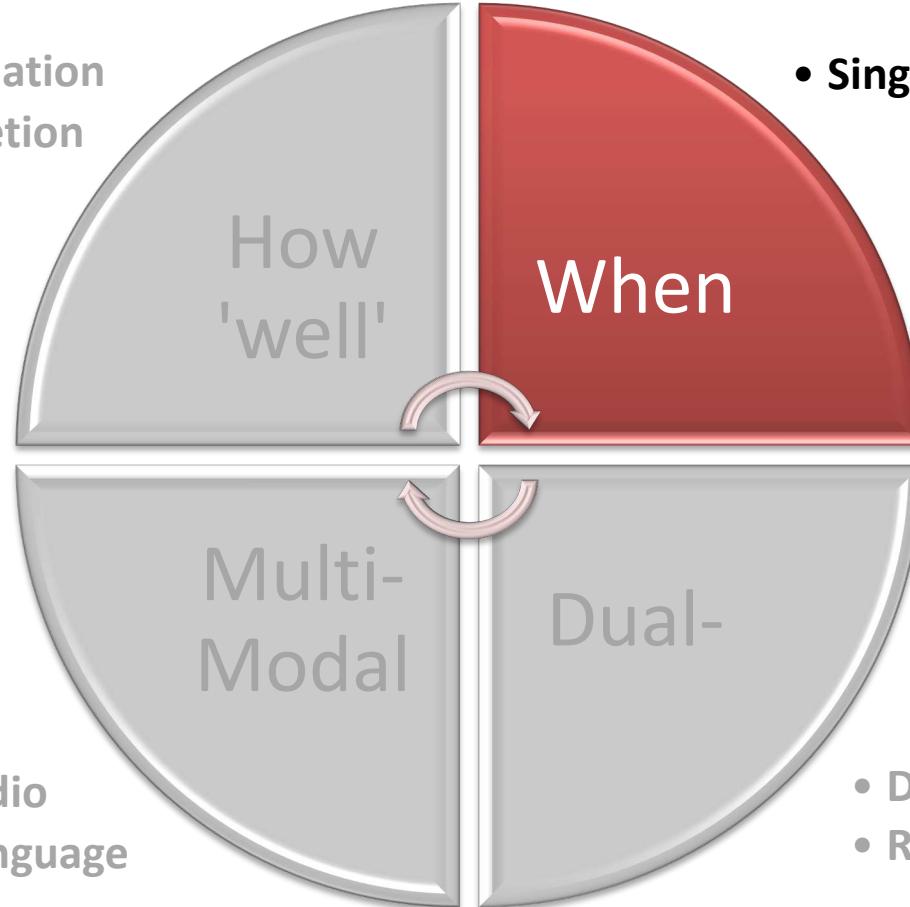


Action Completion Detection



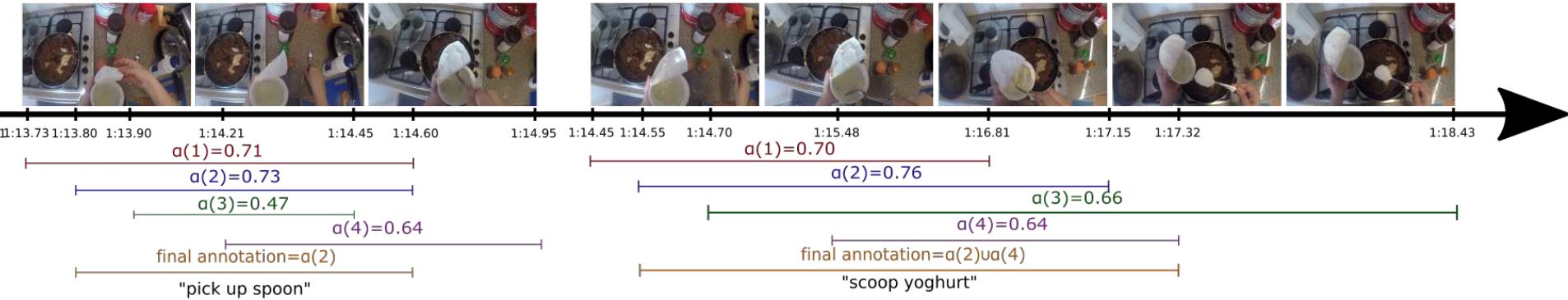
Fine-Grained Object Interactions

- Skill Determination
- Action Completion



- Vision+Audio
- Vision+Language

Temporal Boundaries for Object Interactions

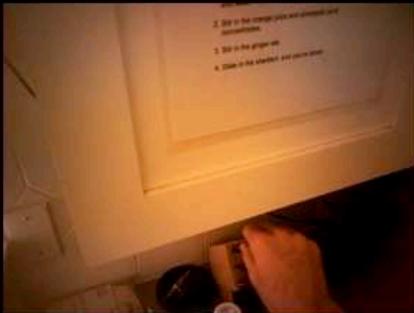


- How robust are current state-of-the-art approaches to annotated boundaries in test segments?
- Modify test segment boundaries, maintaining significant overlap of segments $\text{IoU} > 0.5$
- **Correct in Green – Incorrect in Red**

Trespassing the Boundaries

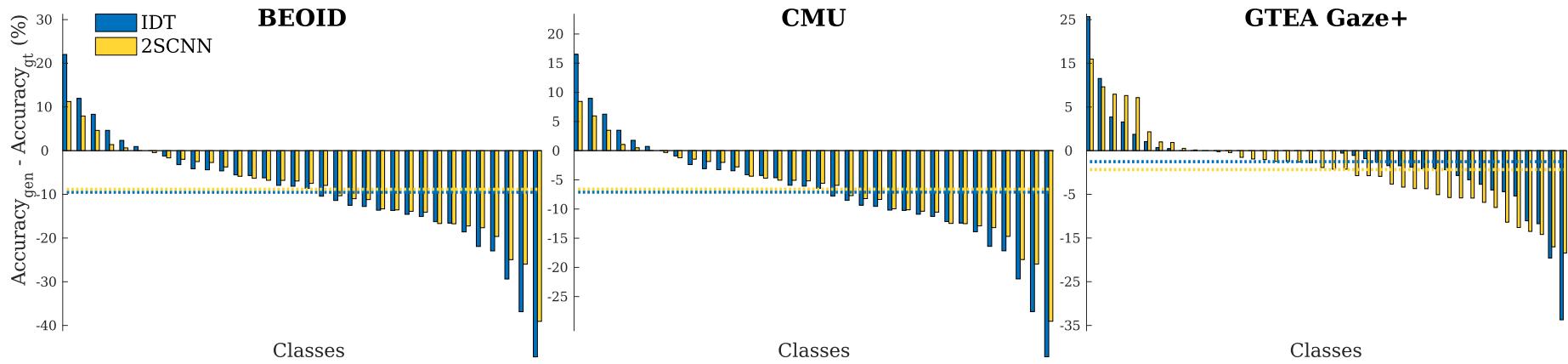
GTEA Gaze+

ground truth



predicted class: take knife

Trespassing the Boundaries



Action Recognition from a Single Timestamp

with: Davide Moltisanti
Sanja Fidler

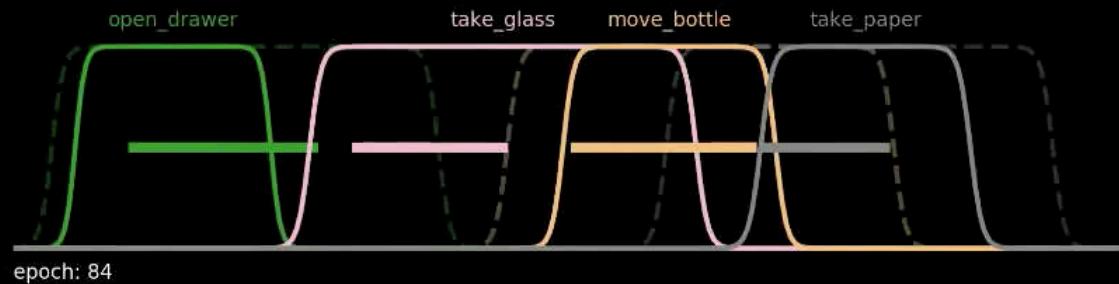
- Learning from Single timestamps



Action Recognition from a Single Timestamp

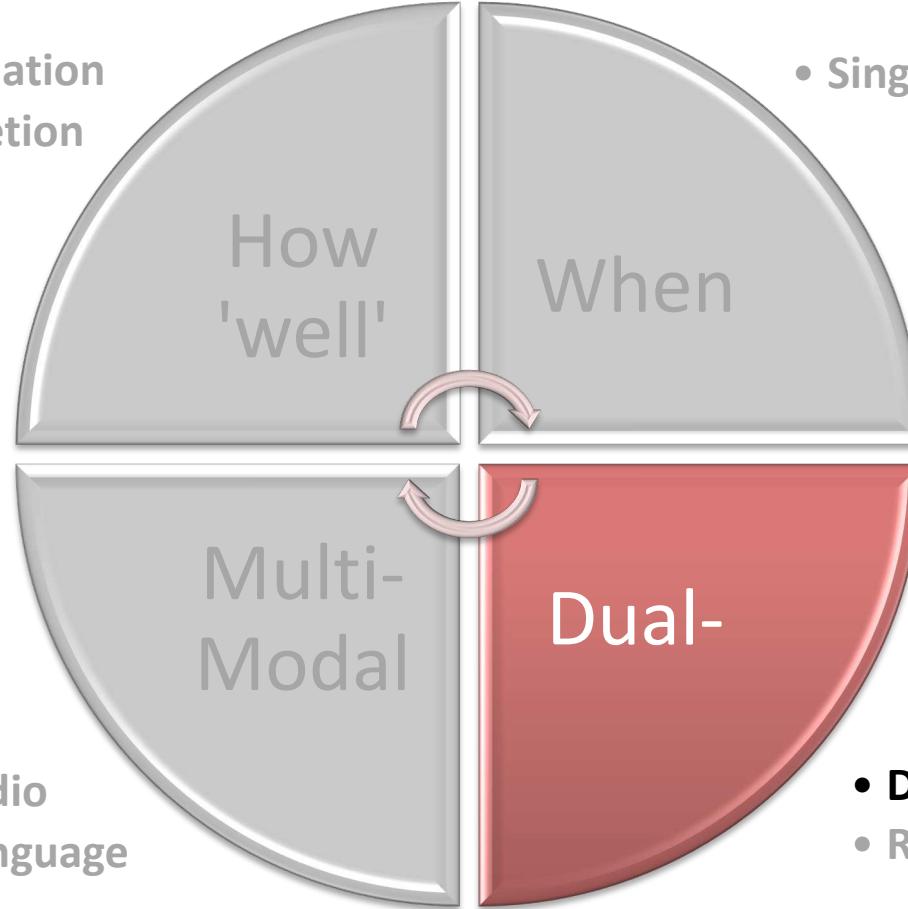
with: Davide Moltisanti
Sanja Fidler

i) EPIC Kitchens (success)



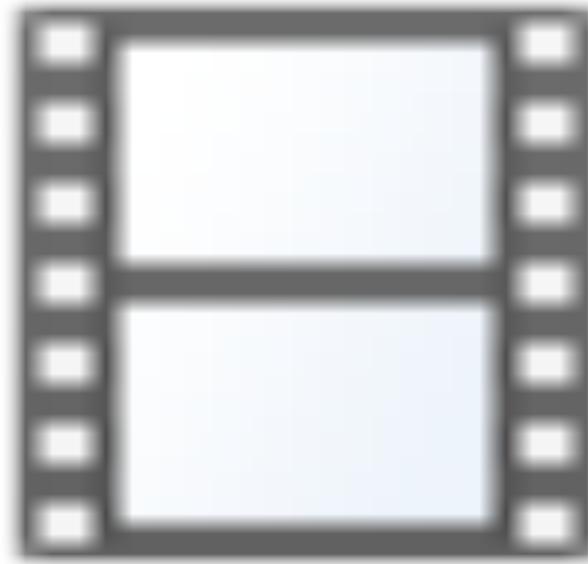
Fine-Grained Object Interactions

- Skill Determination
- Action Completion



Dual-Domain LSTM for Cross-Dataset Action Recognition

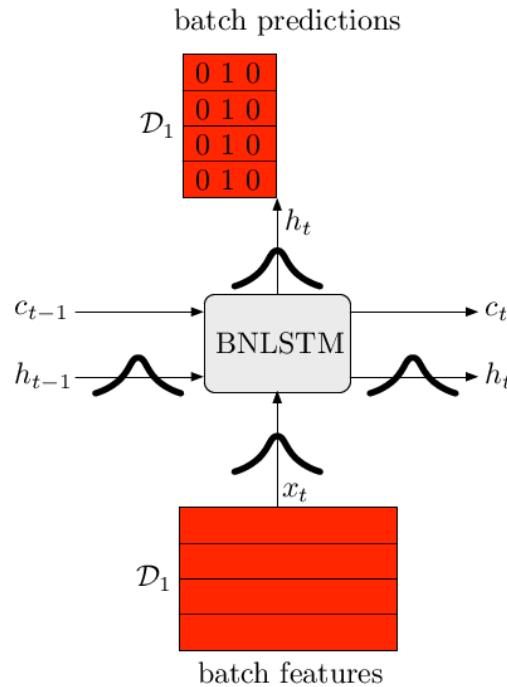
with: Toby Perrett



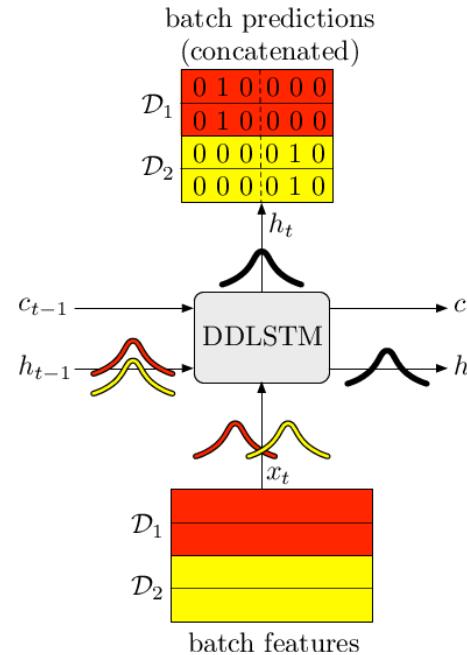
Dual-Domain LSTM for Cross-Dataset Action Recognition

with: Toby Perrett

BNLSTM
1 dataset

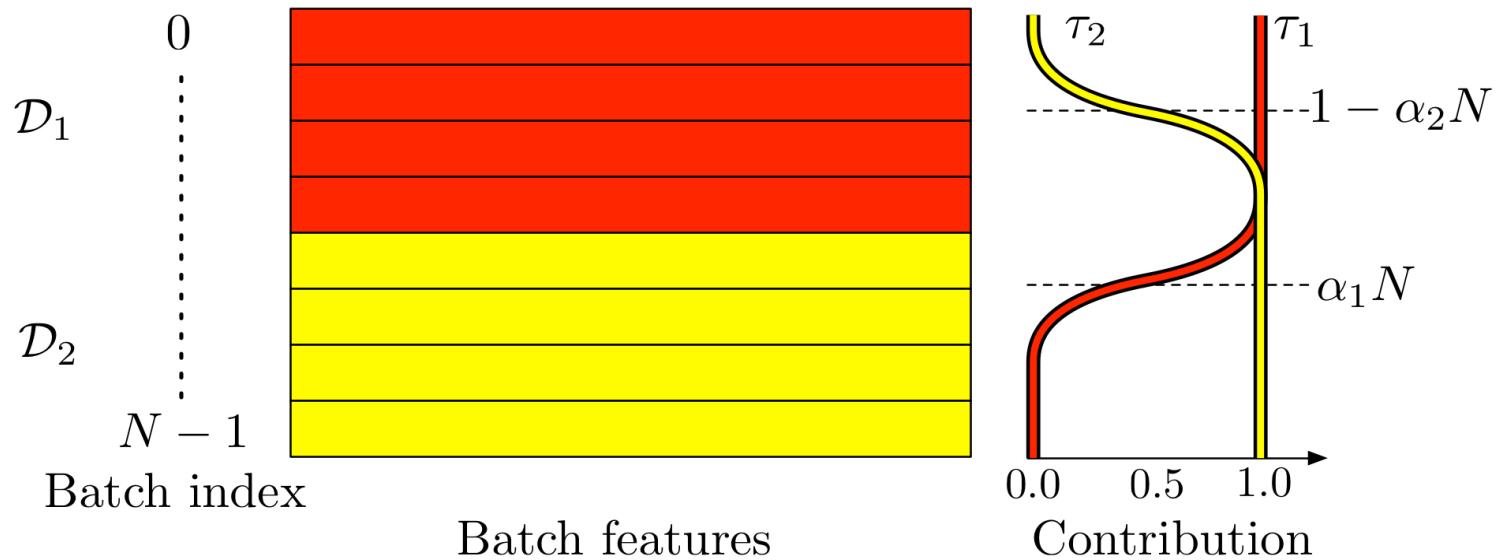


DDLSTM
2 datasets



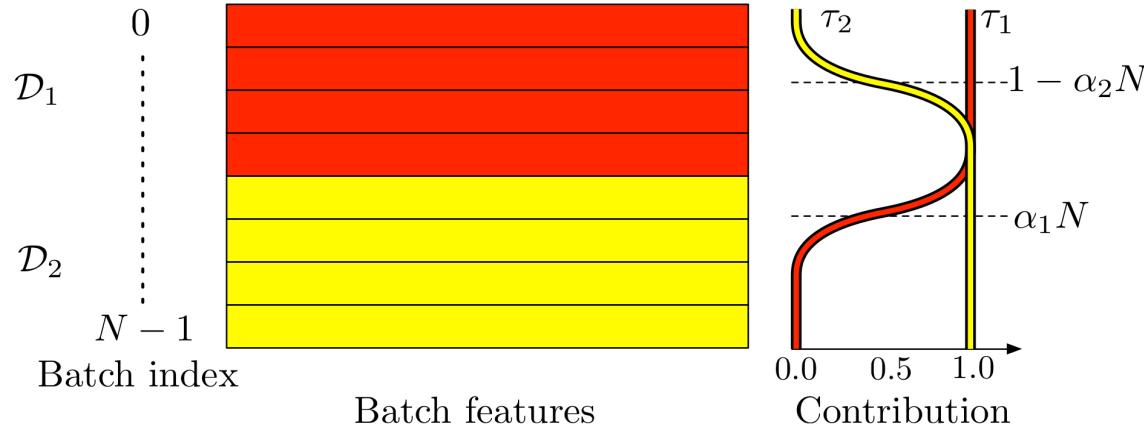
Dual-Domain LSTM for Cross-Dataset Action Recognition

with: Toby Perrett



Dual-Domain LSTM for Cross-Dataset Action Recognition

with: Toby Perrett

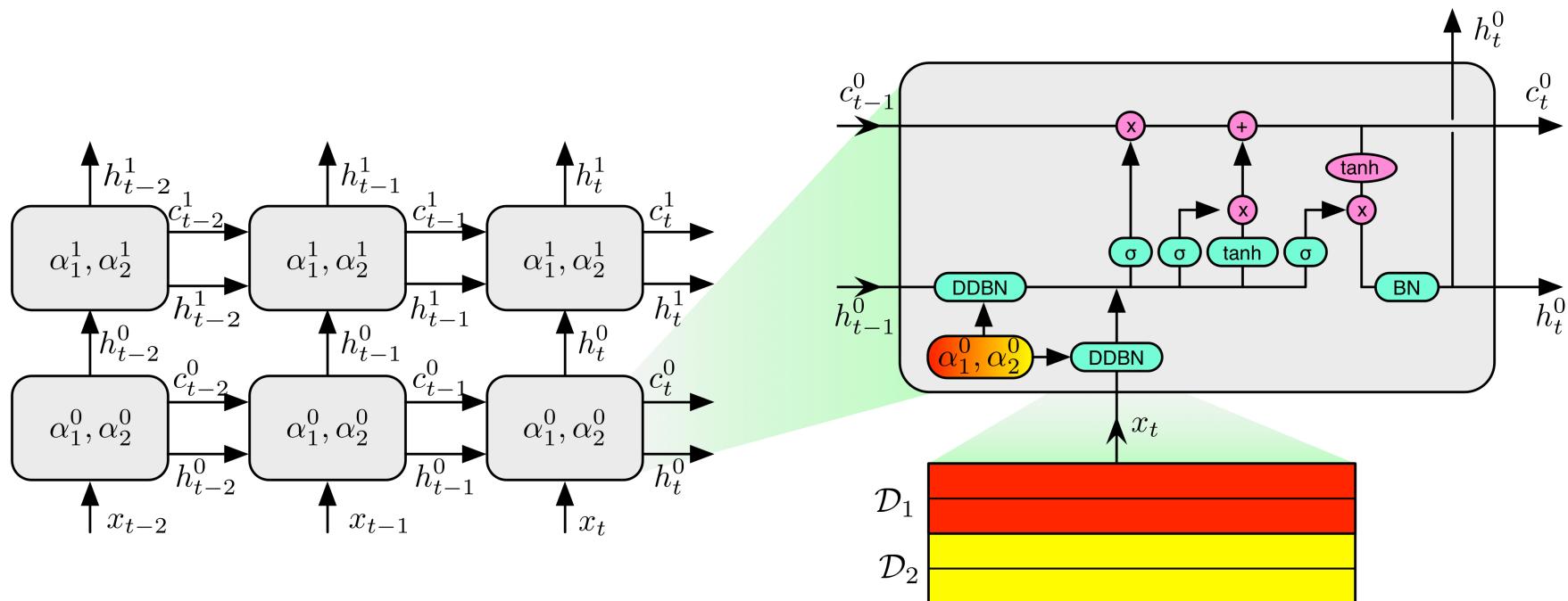


$$\tau_1(\alpha_1, j) = \frac{1 - \tanh(j - \alpha_1 N)}{2}$$

$$\tau_2(\alpha_2, j) = \frac{1 + \tanh(j - \alpha_2 N)}{2}$$

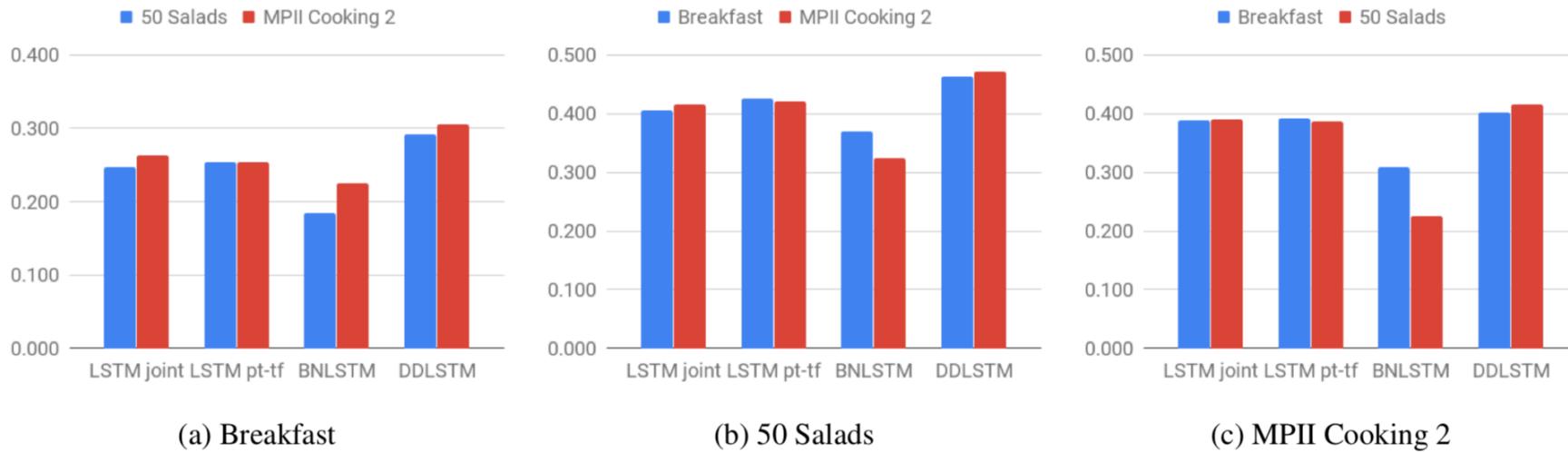
Dual-Domain LSTM for Cross-Dataset Action Recognition

with: Toby Perrett



Dual-Domain LSTM for Cross-Dataset Action Recognition

with: Toby Perrett



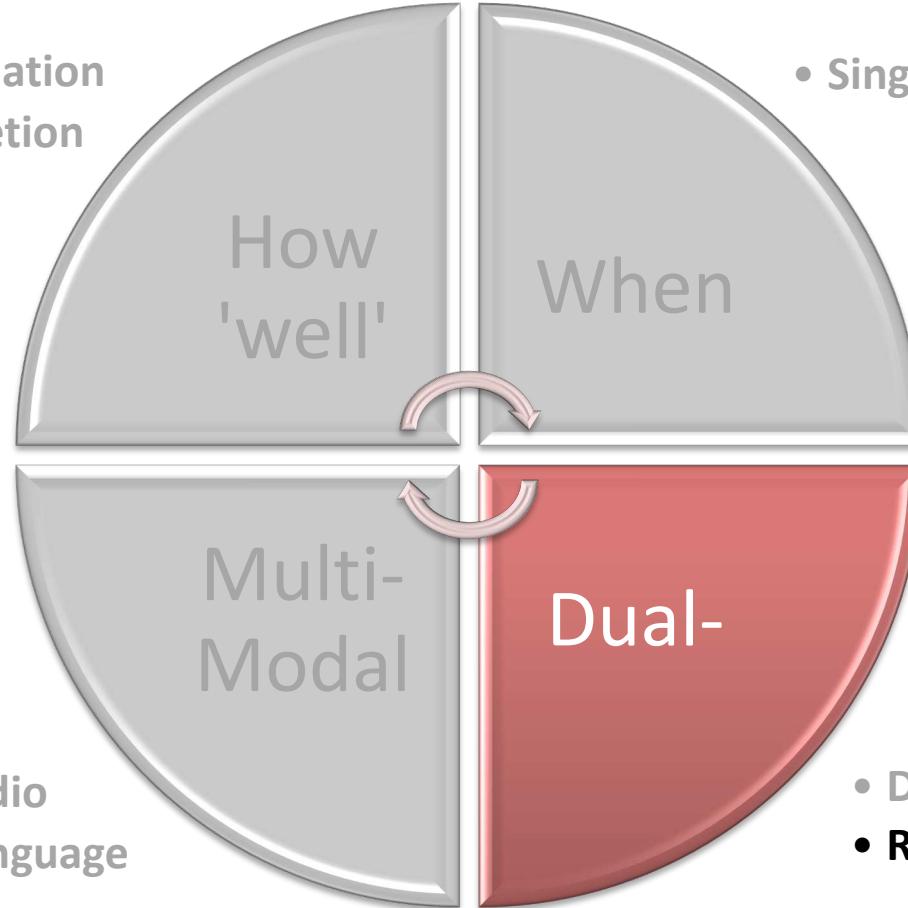
Dual-Domain LSTM for Cross-Dataset Action Recognition

with: Toby Perrett

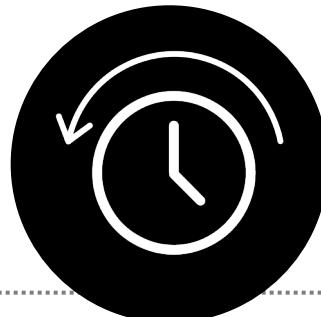
D1	D2	Training	LSTM Type	D1 Acc	D2 Acc
ActivityNet	50 Salads	Pt/ft	LSTM	44.4	42.1
ActivityNet	50 Salads	Joint	DDLSTM	44.3	42.2
Thumos	50 Salads	Pt/ft	LSTM	65.9	42.0
Thumos	50 Salads	Joint	DDLSTM	66.1	42.3
EPIC	50 Salads	Pt/ft	LSTM	31.5	44.9
EPIC	50 Salads	Joint	DDLSTM	33.1	48.9

Fine-Grained Object Interactions

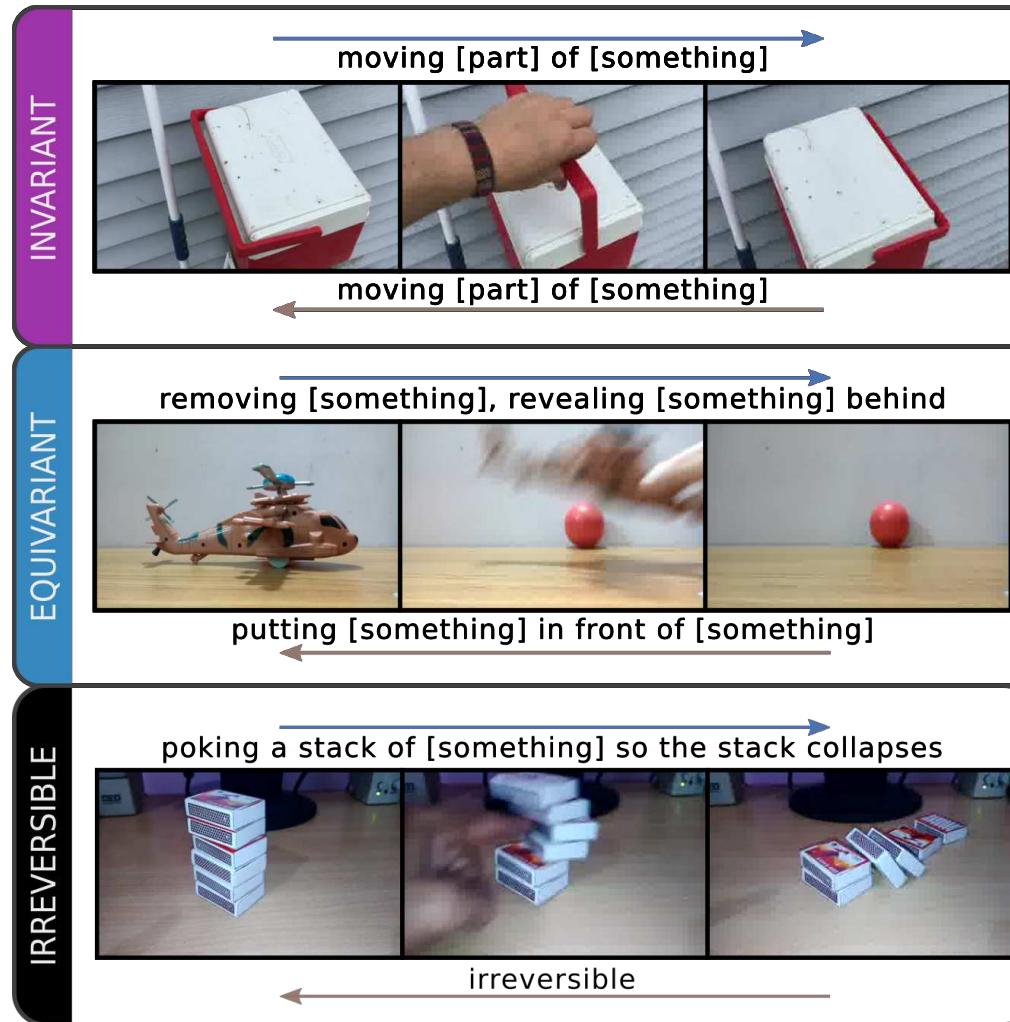
- Skill Determination
- Action Completion



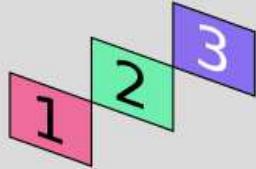
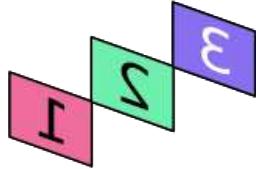
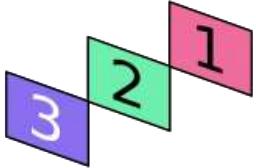
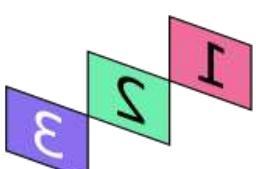
Retro-actions



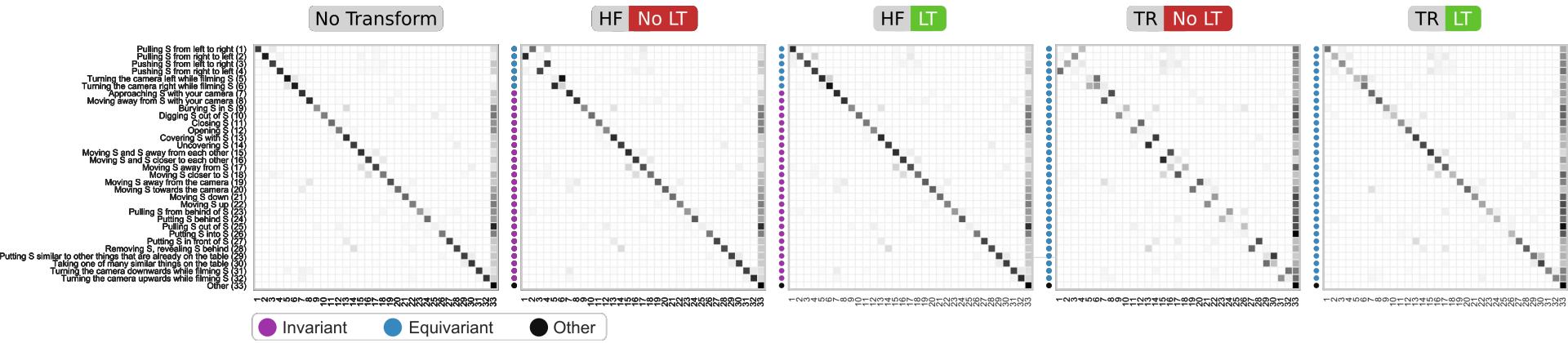
Retro-actions



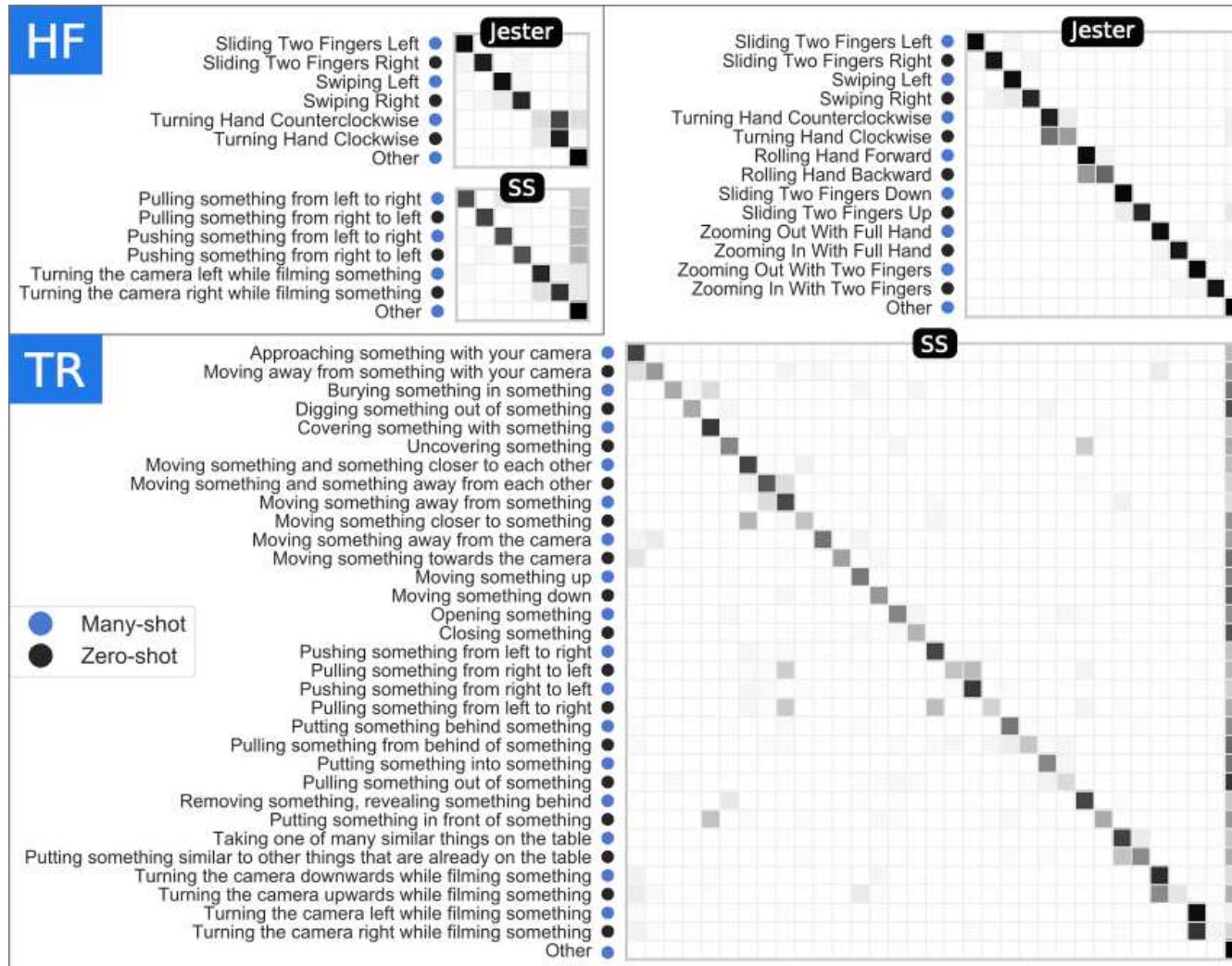
Retro-actions

ORIG		Opening	 	Pulling Left to Right	
HF		Opening	 	Pulling Right to Left	
TR		Closing	 	Pushing Right to Left	
HF+TR		Closing	 	Pushing Left to Right	

Retro-actions

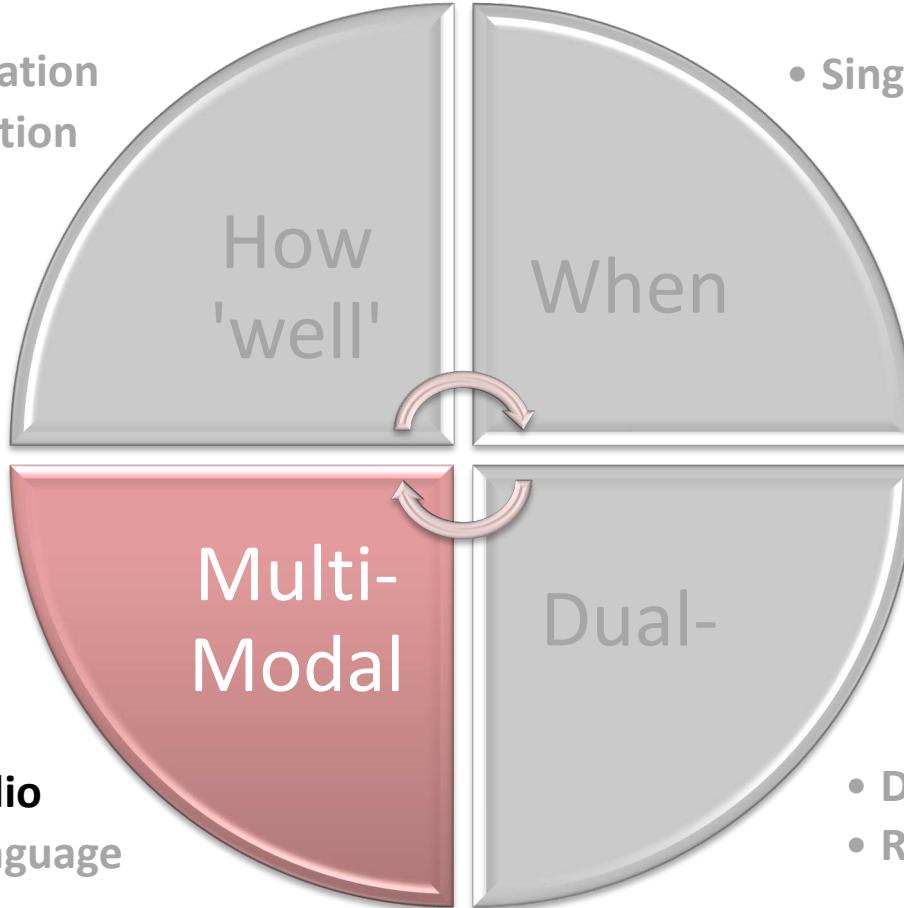


Retro-actions – Zero-Shot Learning



Fine-Grained Object Interactions

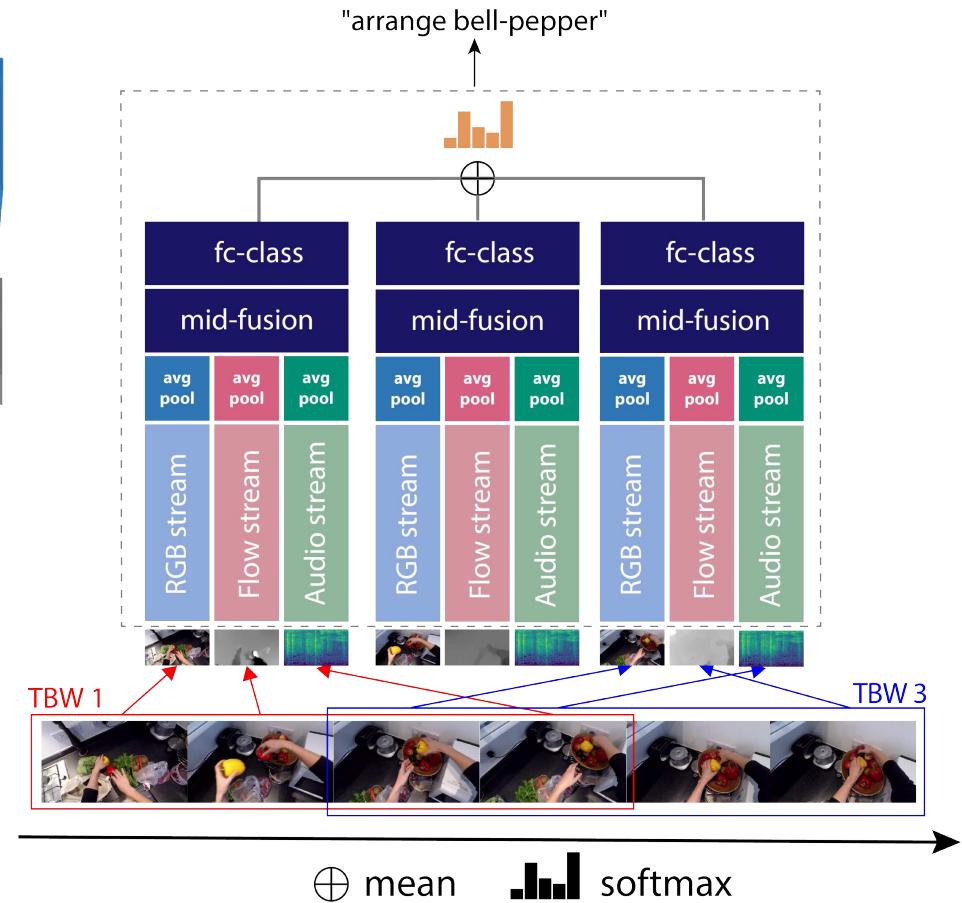
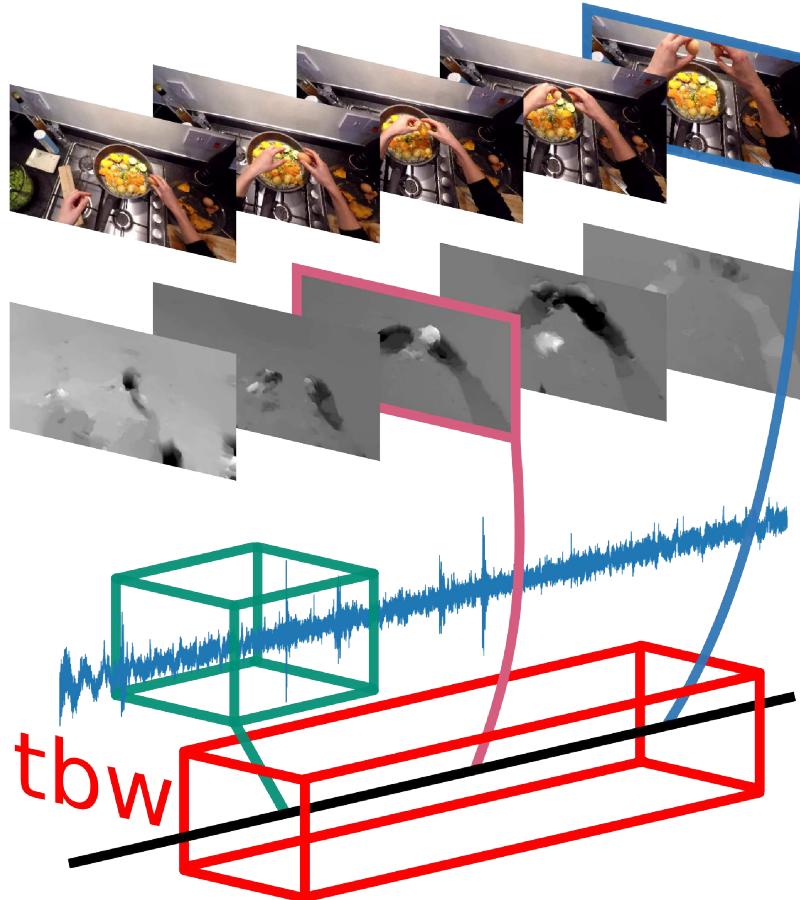
- Skill Determination
- Action Completion



- Vision+Audio
- Vision+Language

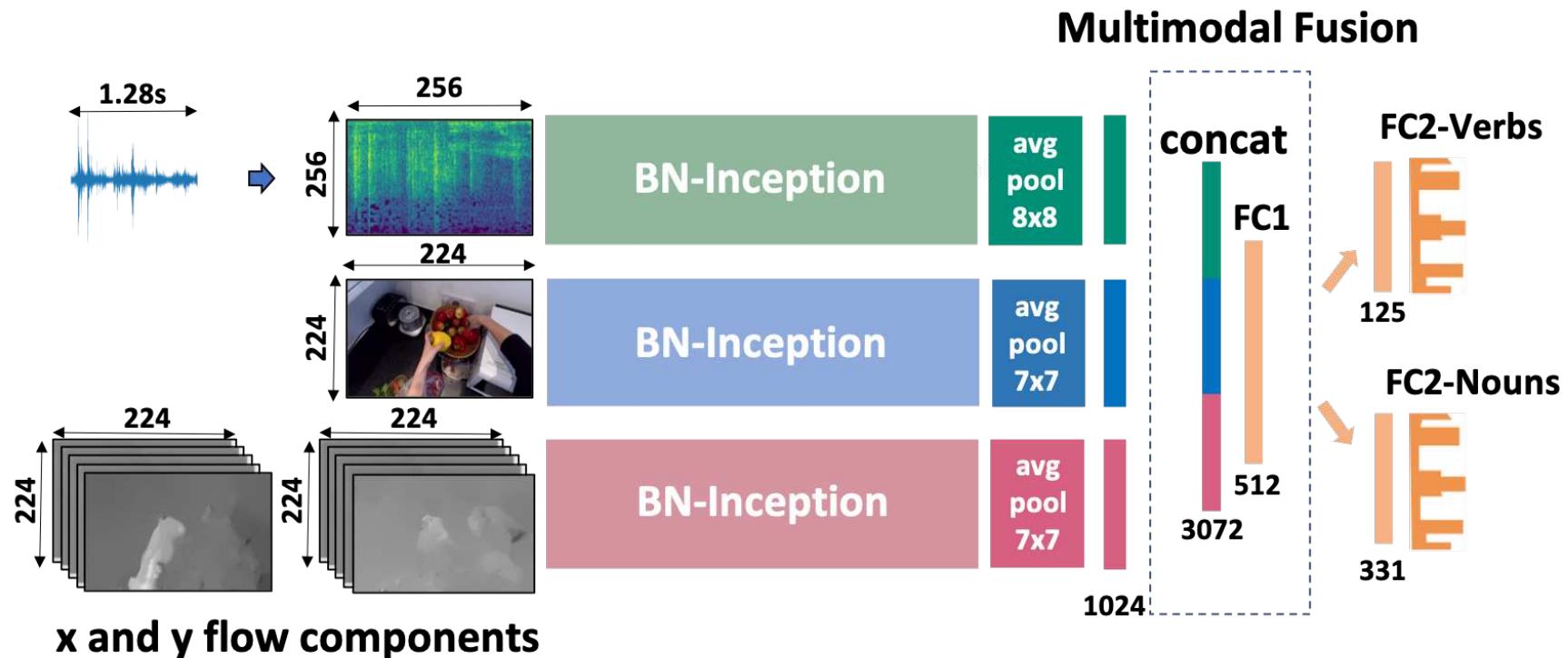
Audio-Visual Temporal Binding for Egocentric Action Recognition

with: Vangelis Kazakos
Arsha Nagrani
Andrew Zisserman



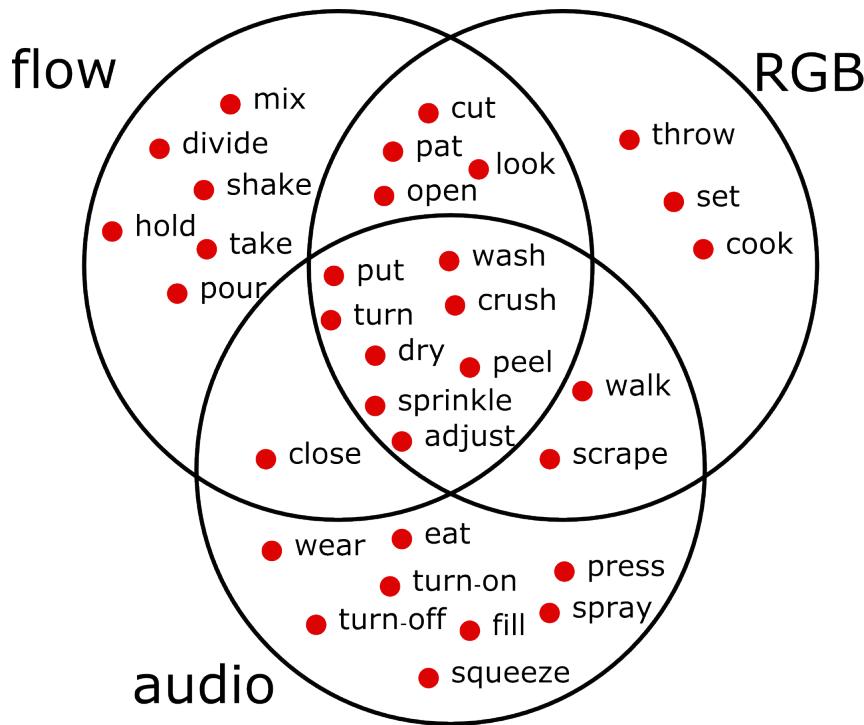
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Audio-Visual Temporal Binding for Egocentric Action Recognition

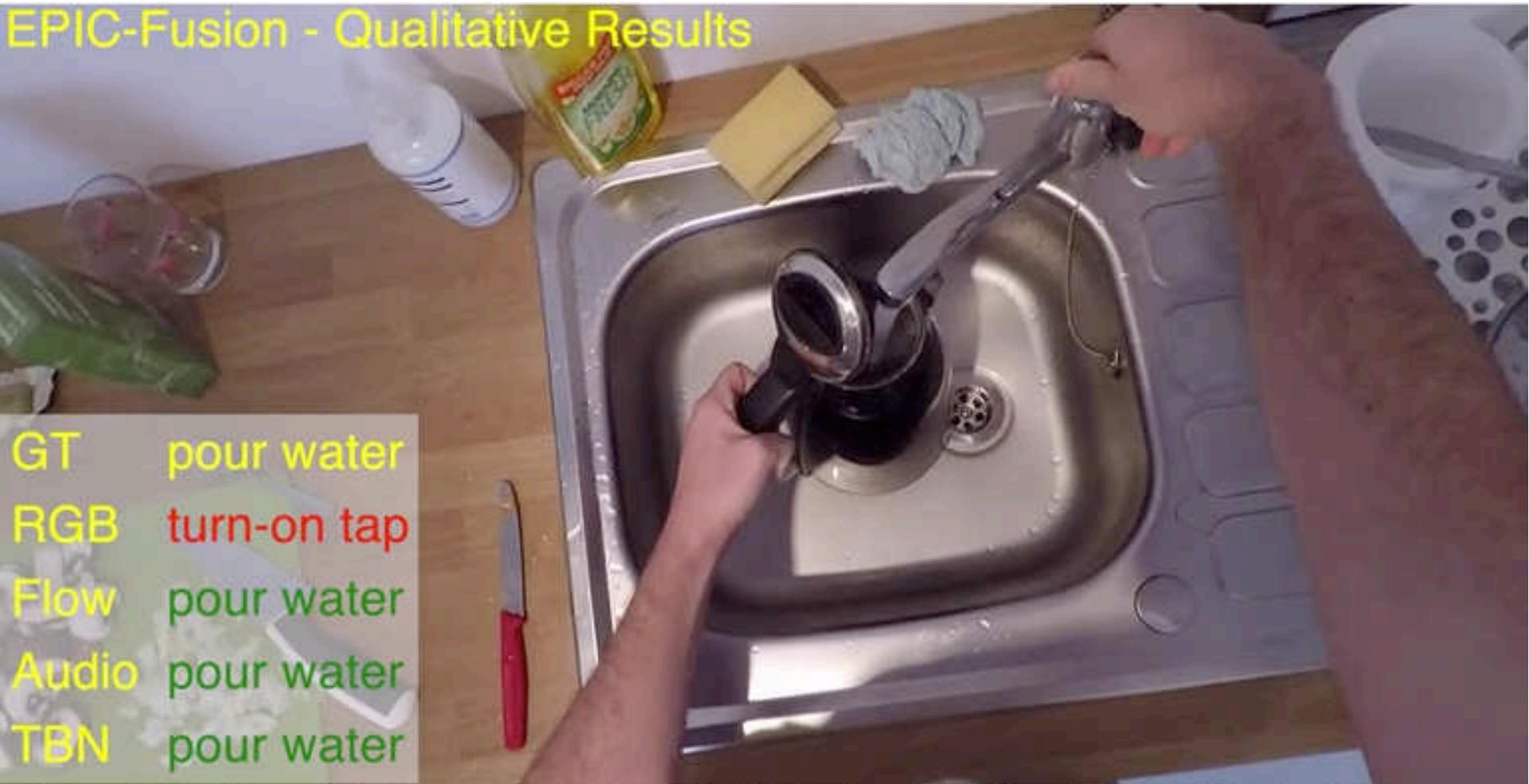
with: Vangelis Kazakos
Arsha Nagrani
Andrew Zisserman

	Top-1 Accuracy			Top-5 Accuracy			Avg Class Precision			Avg Class Recall			
	VERB	NOUN	ACTION	VERB	NOUN	ACTION	VERB	NOUN	ACTION	VERB	NOUN	ACTION	
S1	RGB	45.68	36.80	19.86	85.56	64.19	41.89	61.64	34.32	09.96	23.81	31.62	08.81
	Flow	55.65	31.17	20.10	85.99	56.00	39.30	48.83	26.84	09.02	27.58	24.15	07.89
	Audio	43.56	22.35	14.21	79.66	43.68	27.82	32.28	19.10	07.27	25.33	18.16	06.17
	TBN (RGB+Flow)	60.87	42.93	30.31	89.68	68.63	51.81	61.93	39.68	18.11	39.99	38.37	16.90
	TBN (All)	64.75	46.03	34.80	90.70	71.34	56.65	55.67	43.65	22.07	45.55	42.30	21.31
S2	RGB	34.89	21.82	10.11	74.56	45.34	25.33	19.48	14.67	04.77	11.22	17.24	05.67
	Flow	48.21	22.98	14.48	77.85	45.55	29.33	23.00	13.29	05.63	19.61	16.09	07.61
	Audio	35.43	11.98	06.45	69.20	29.49	16.18	22.46	09.41	04.59	18.02	09.79	04.19
	TBN (RGB+Flow)	49.61	25.68	16.80	78.36	50.94	32.61	30.54	20.56	09.89	21.90	20.62	11.21
	TBN (All)	52.69	27.86	19.06	79.93	53.78	36.54	31.44	21.48	12.00	28.21	23.53	12.69

Audio-Visual Temporal Binding for Egocentric Action Recognition

with: Vangelis Kazakos
Arsha Nagrani
Andrew Zisserman

EPIC-Fusion - Qualitative Results



E. Kazakos, A. Nagrani, A. Zisserman, D. Damen, EPIC-Fusion: Audio-Visual Temporal Binding for Egocentric Action Recognition, ICCV 2019

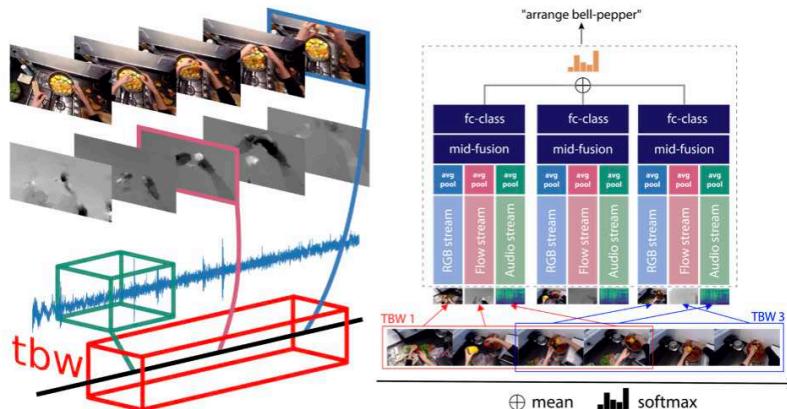
Audio-Visual Temporal Binding for Egocentric Action Recognition

with: Vangelis Kazakos
Arsha Nagrani
Andrew Zisserman

EPIC-Fusion: Audio-Visual Temporal Binding for Egocentric Action Recognition

Evangelos Kazakos¹, Arsha Nagrani², Andrew Zisserman² and Dima Damen¹

¹University of Bristol, VIL, ²University of Oxford, VGG



Abstract

We focus on multi-modal fusion for egocentric action recognition, and propose a novel architecture for multi-modal temporal-binding, i.e. the combination of modalities within a range of temporal offsets. We train the architecture with three modalities – RGB, Flow and Audio – and combine them with mid-level fusion alongside sparse temporal sampling of fused representations. In contrast with previous works, modalities are fused before temporal aggregation, with shared modality and fusion weights over time. Our proposed architecture is trained end-to-end, outperforming individual modalities as well as late-fusion of modalities.

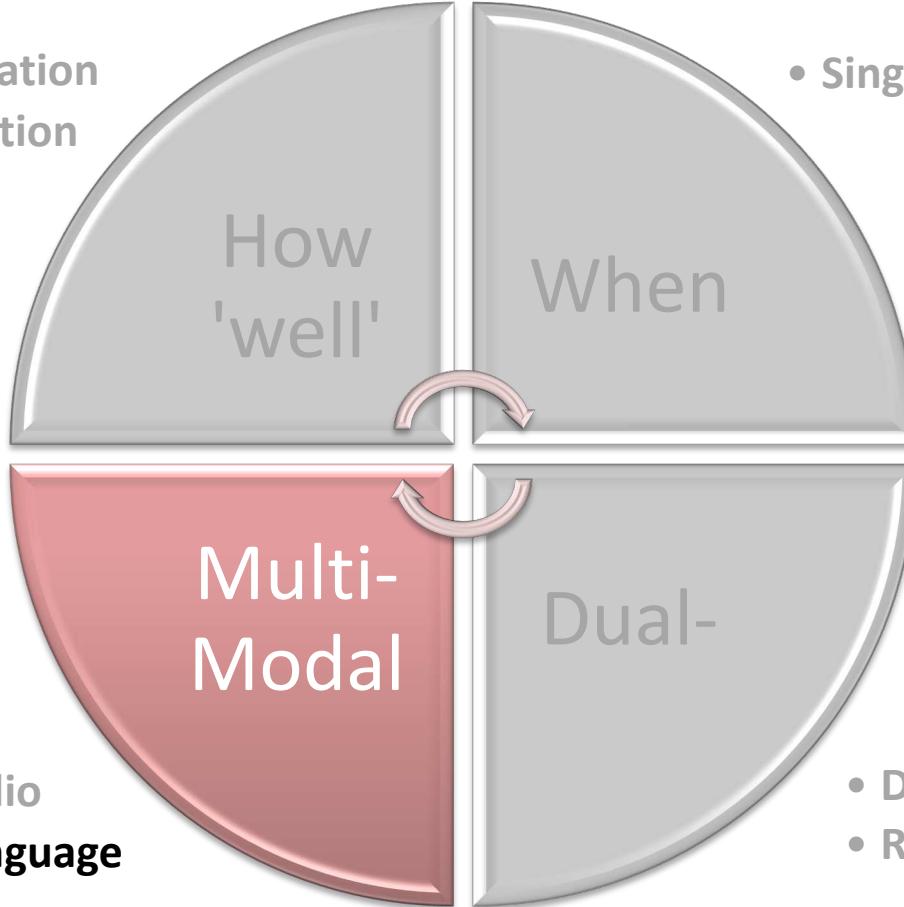
We demonstrate the importance of audio in egocentric vision, on per-class basis, for identifying actions as well as interacting objects. Our method achieves state of the art results on both the seen and unseen test sets of the largest egocentric dataset: EPIC-Kitchens, on all metrics using the public leaderboard.

Downloads

- Paper [\[ArXiv\]](#)
- Code and models [\[GitHub\]](#)

Fine-Grained Object Interactions

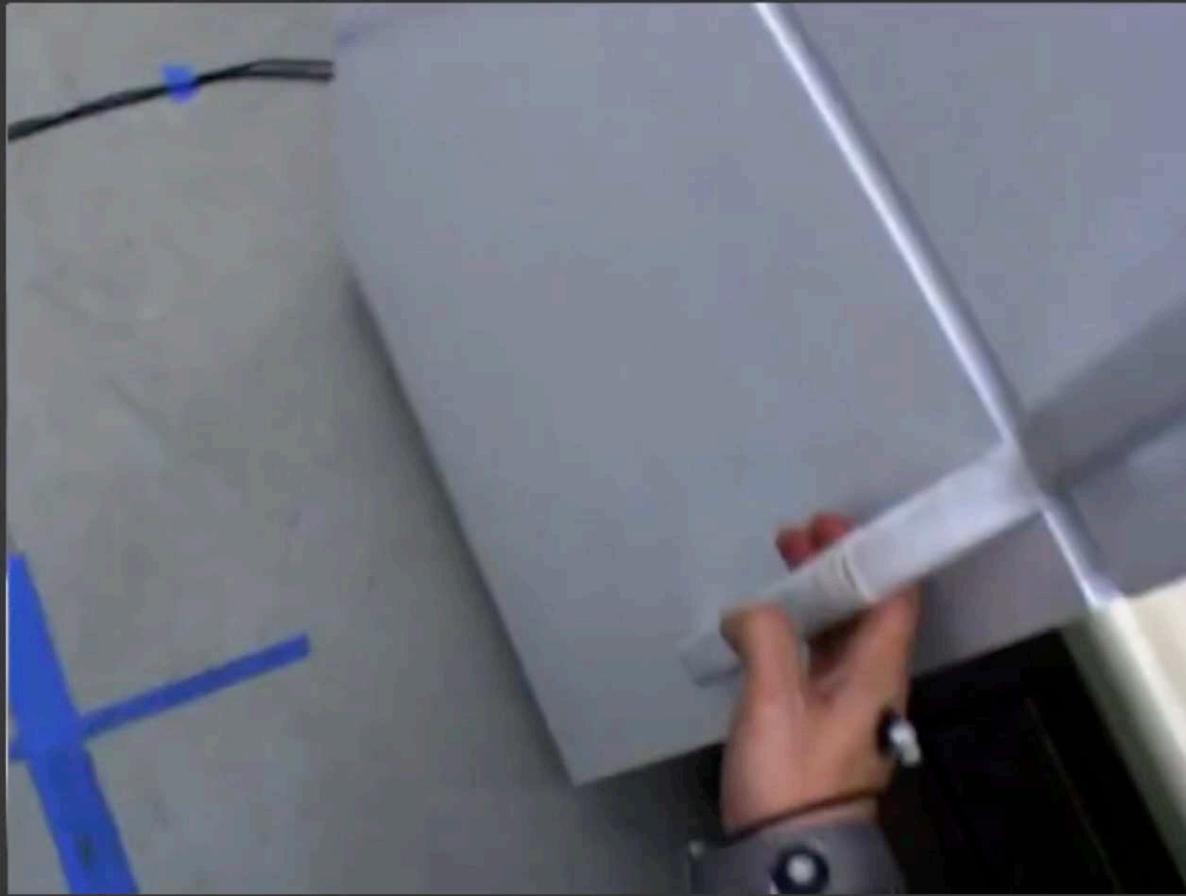
- Skill Determination
- Action Completion



- Single-timestamp

- DDLSTM
- Retro-Actions

The Verbs Dilemma



The Verbs Dilemma

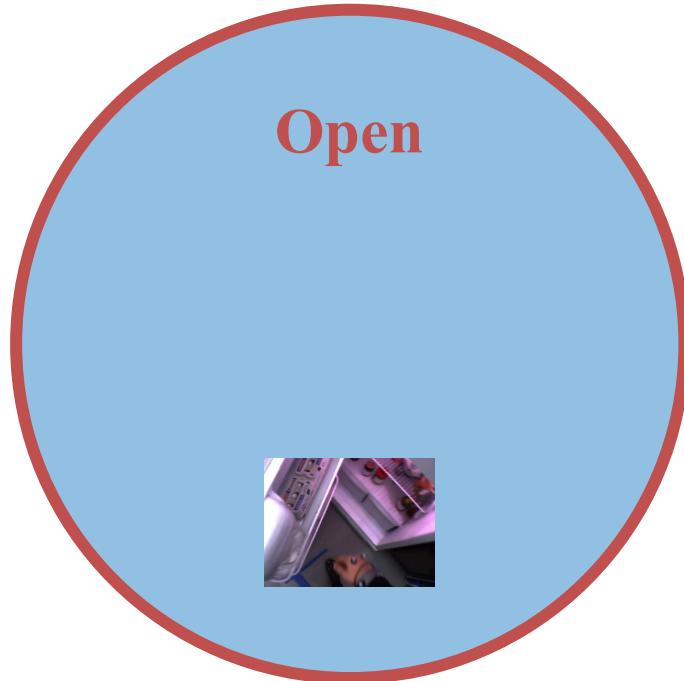
Open



The Verbs Dilemma



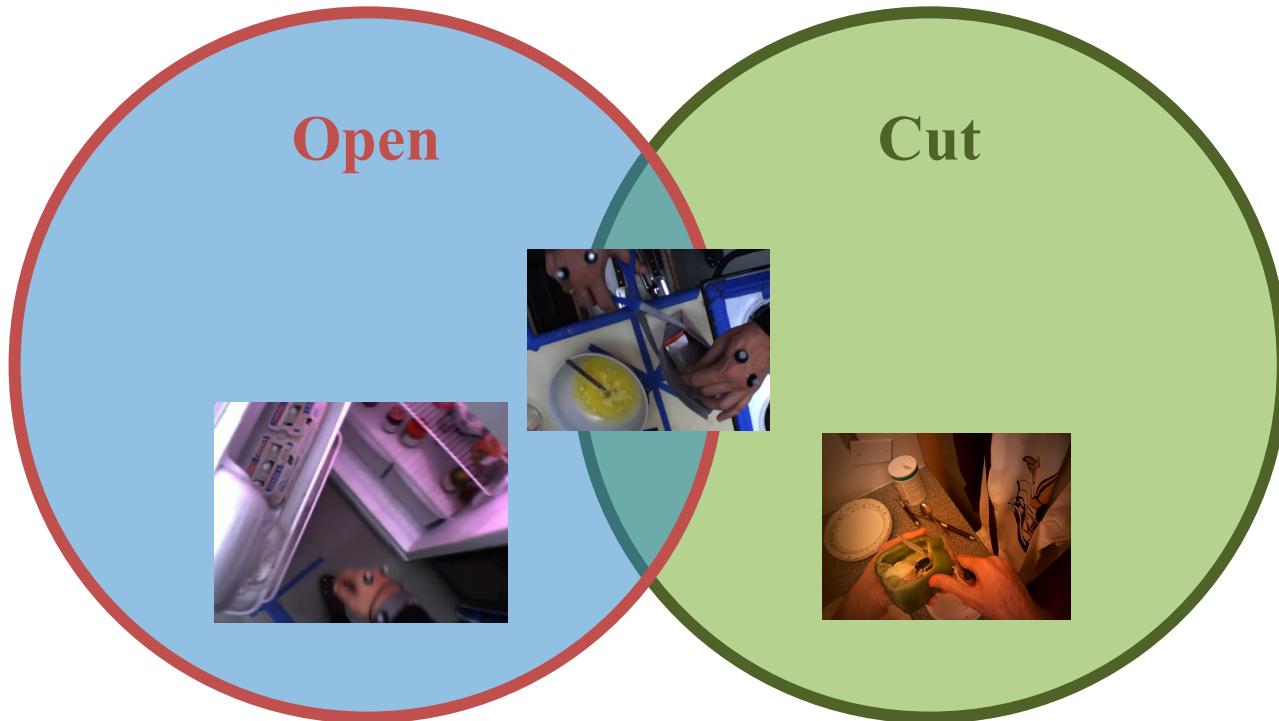
The Verbs Dilemma



The Verbs Dilemma



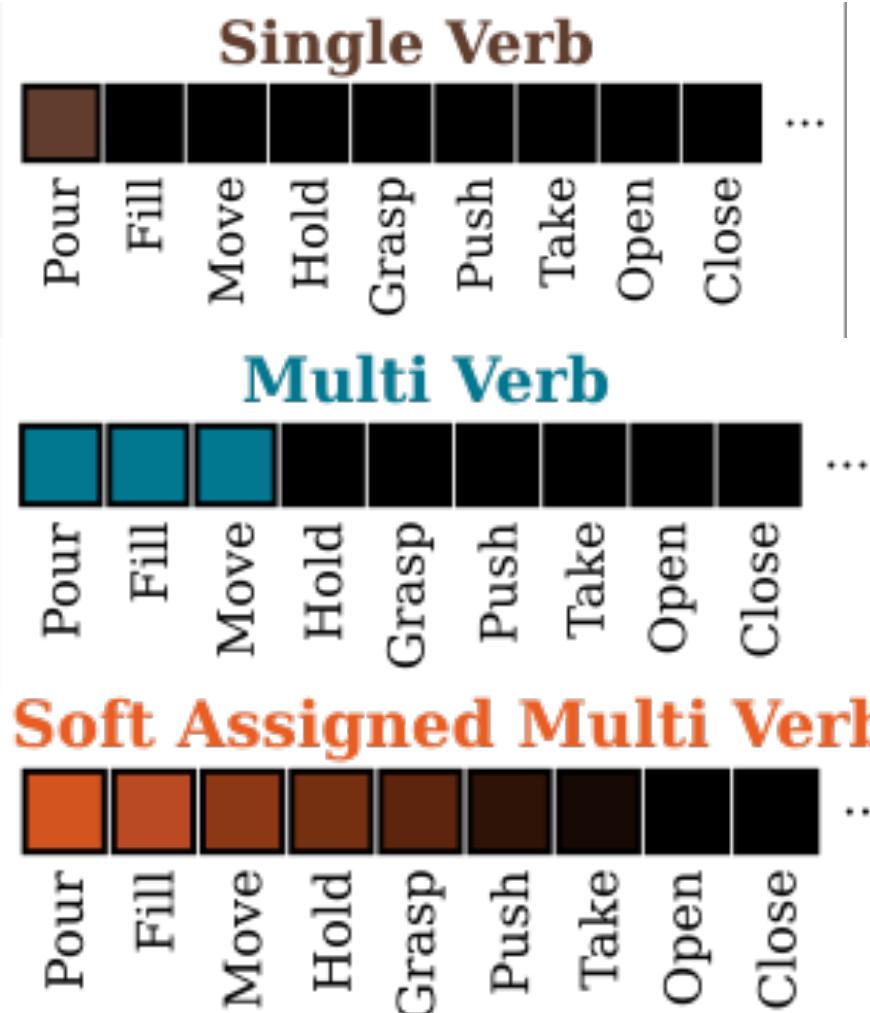
The Verbs Dilemma



The Verbs Dilemma

- Action representations using a single verb is highly-ambiguous
 - Solution1: pre-selected non-overlapping verbs (SL)
 - run, walk, open, close
 - Solution2: Using nouns to disambiguate actions (V-N)
 - open-drawer, open-bottle, open-fridge
 - actions constrained to known nouns
 - Solution3: Multi-verb labels (ML, SAML)
 - open, hold, pull

The Verbs Dilemma



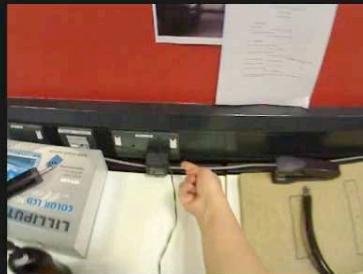
The Verbs Dilemma

Top 3 retrieved classes across all datasets.

Turn On/Off
Press
Rotate



Turn On/Off
Press
Rotate



Labelling Method can differentiate turn On/Off tap by pressing and by rotating.

Fine-Grained Action Retrieval

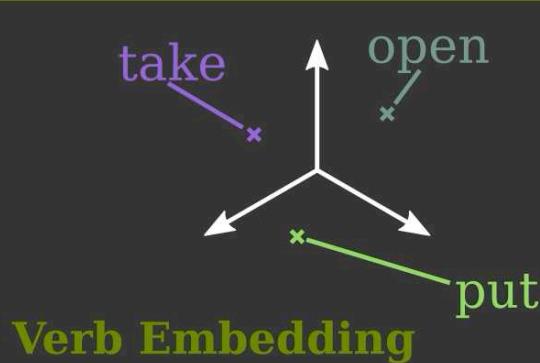
In this work we focus on
Fine-Grained Action Retrieval

I put meat on a
ball of dough



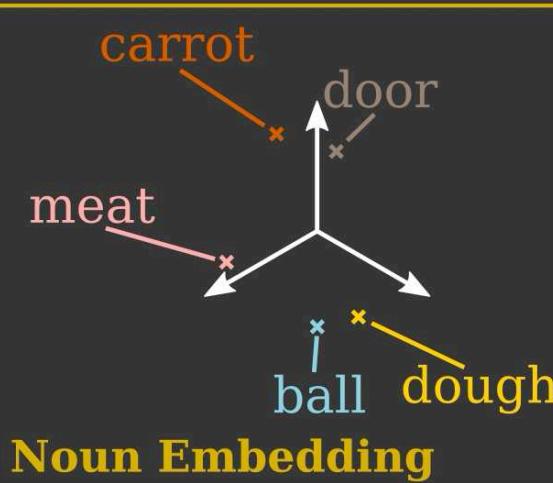
Fine-Grained Action Retrieval

We embed the video and representations

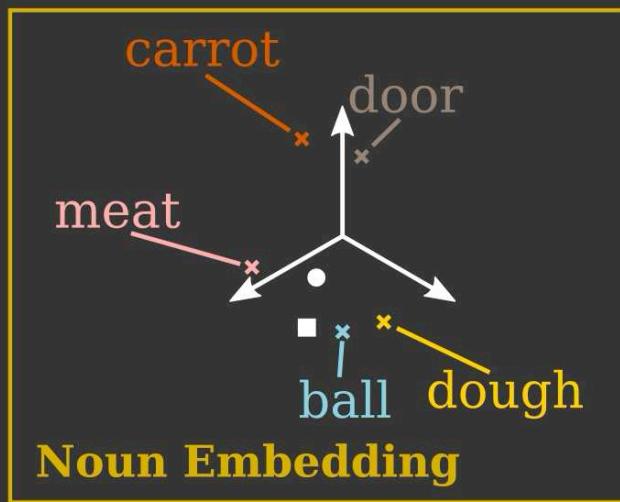
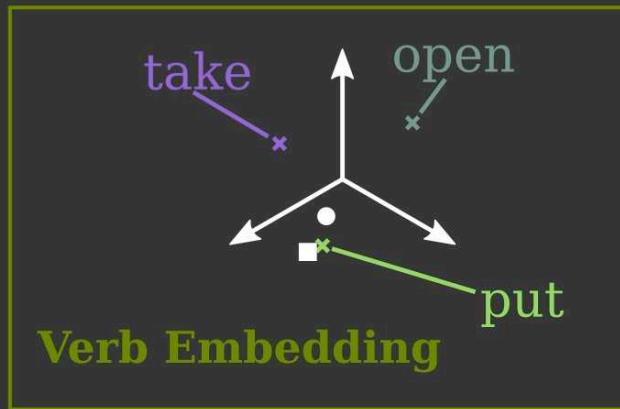


[put]

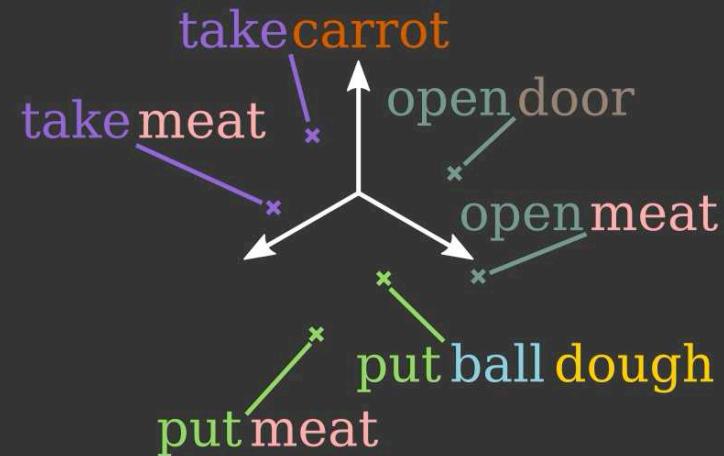
[meat, ball, dough]



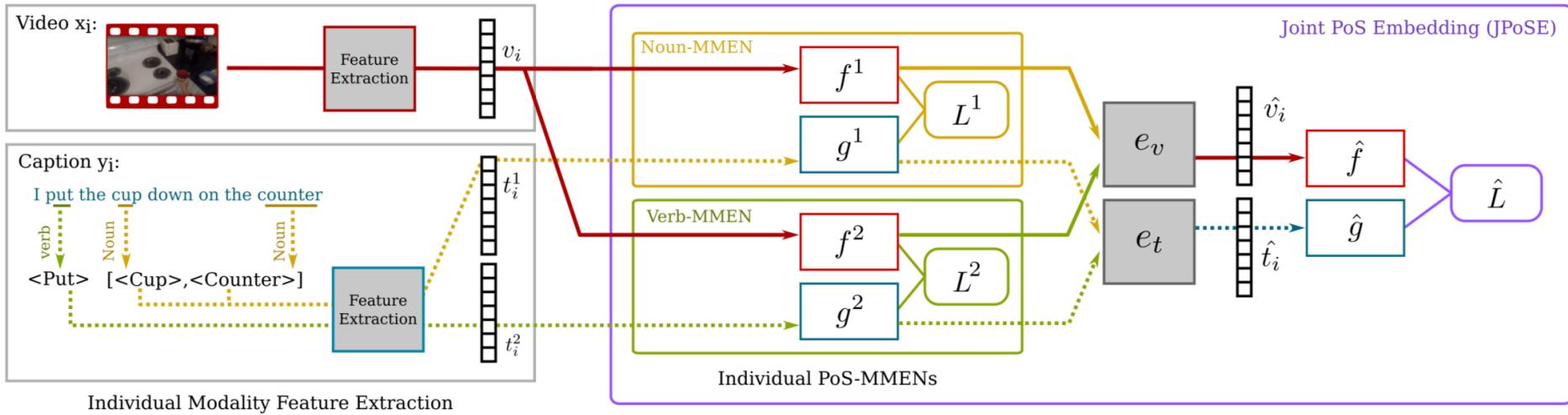
Fine-Grained Action Retrieval



Finally, we combine the outputs and embed these into an action space



Fine-Grained Action Retrieval



Fine-Grained Action Retrieval

EPIC	SEEN		UNSEEN	
	vt	tv	vt	tv
Random Baseline	0.6	0.6	0.9	0.9
CCA Baseline	20.6	7.3	14.3	3.7
MMEN (Verb)	3.6	4.0	3.9	4.2
MMEN (Noun)	9.9	9.2	7.9	6.1
MMEN (Caption)	14.0	11.2	10.1	7.7
MMEN ([Verb, Noun])	18.7	13.6	13.3	9.5
JPoSE (Verb, Noun)	23.2	15.8	14.6	10.2

Table 2. Cross-modal action retrieval on EPIC.

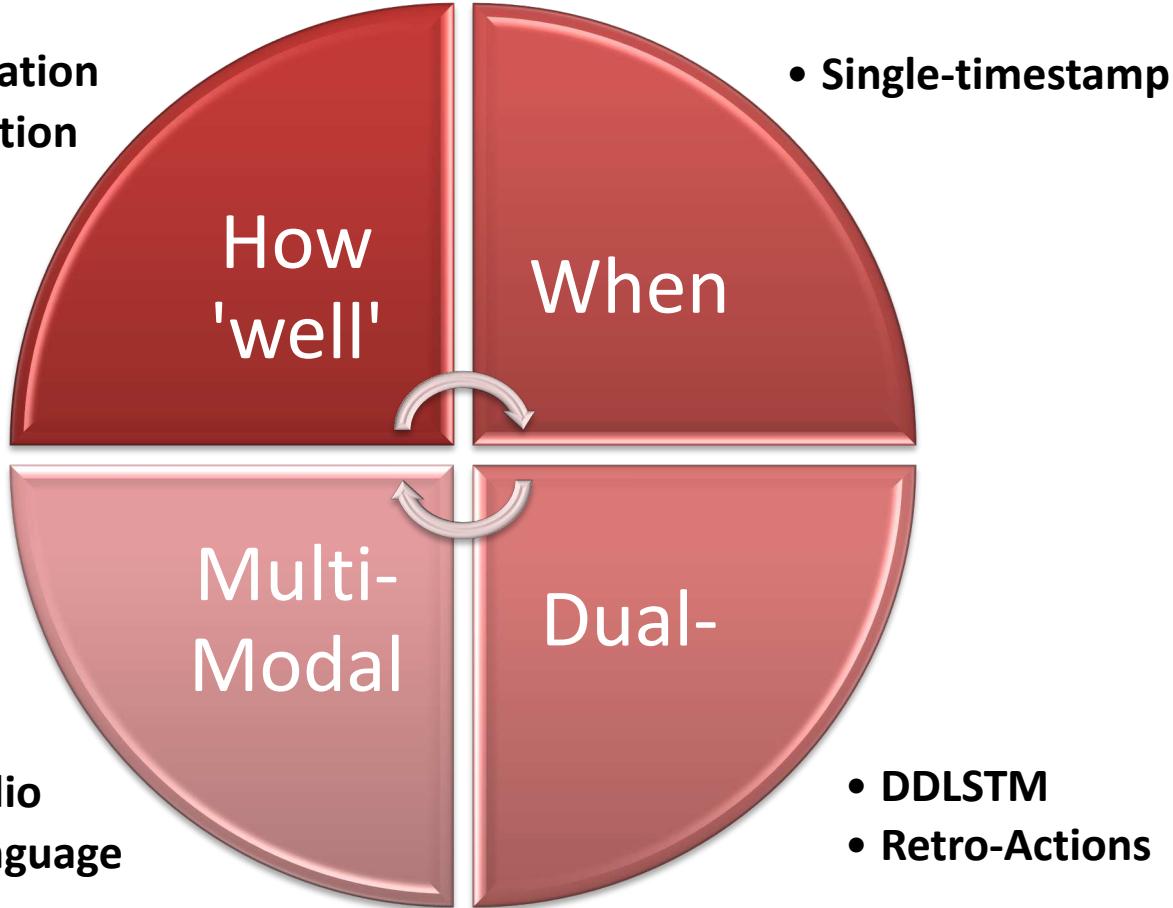
Fine-Grained Action Retrieval

Maximum activation examples for a neuron in a noun PoS Embedding (Cutting Board) - Figure 4



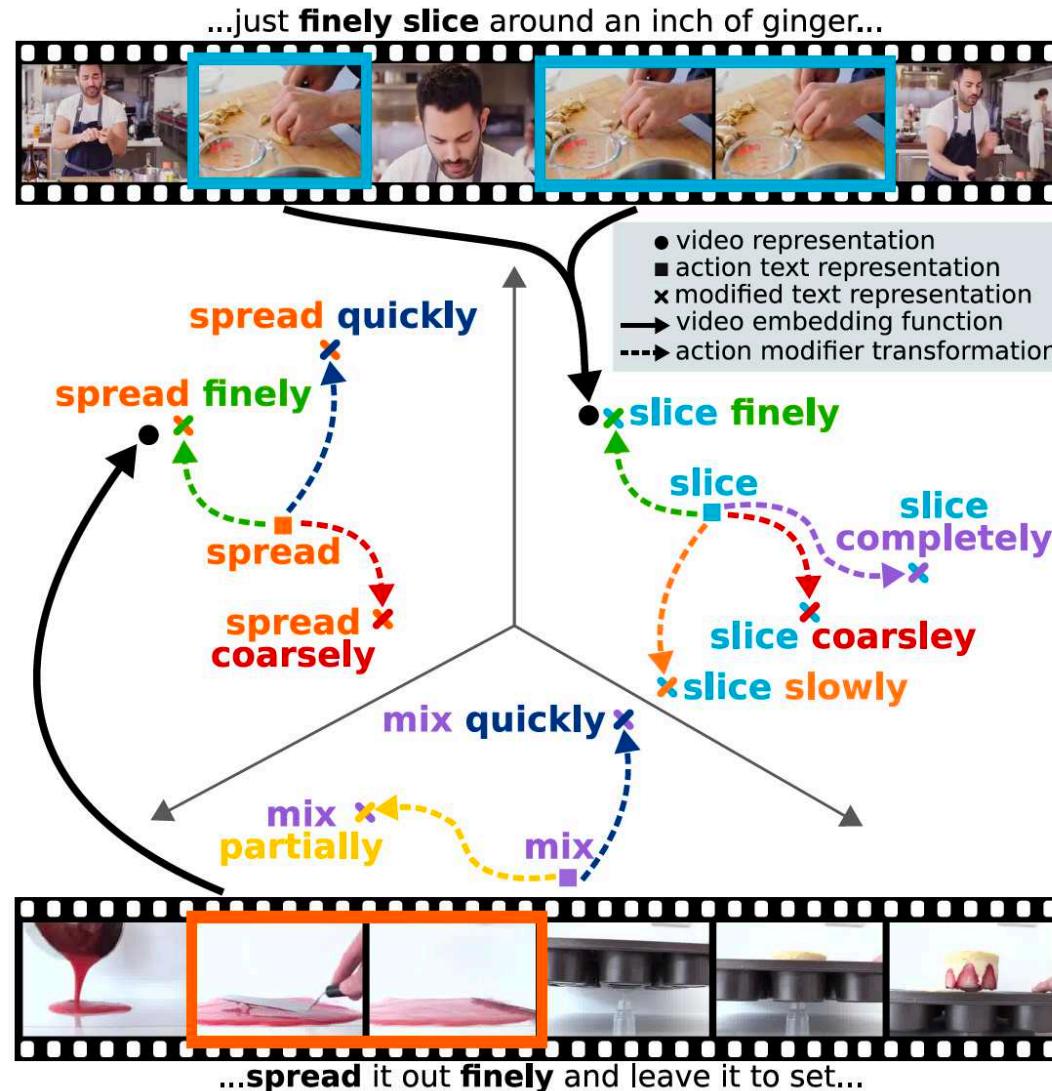
Fine-Grained Object Interactions

- Skill Determination
- Action Completion



- Vision+Audio
- Vision+Language

Now on Arxiv...



Now on Arxiv...

Method

Video *x*



..start by quickly rolling our lemons...
m *a*

April/May 2020....

with: Hazel Doughty
Jian Ma
Giovanni Maria Farinella
Antonino Furnari
Evangelos Kazkos

Davide Moltisanti
Jonathan Munro
Toby Perrett
Will Price
Michael Wray



**Bigger
Better
Denser**

100 hours

The Team



Thank you...

For further info, datasets, code, publications...

<http://dimadamen.github.io>



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