

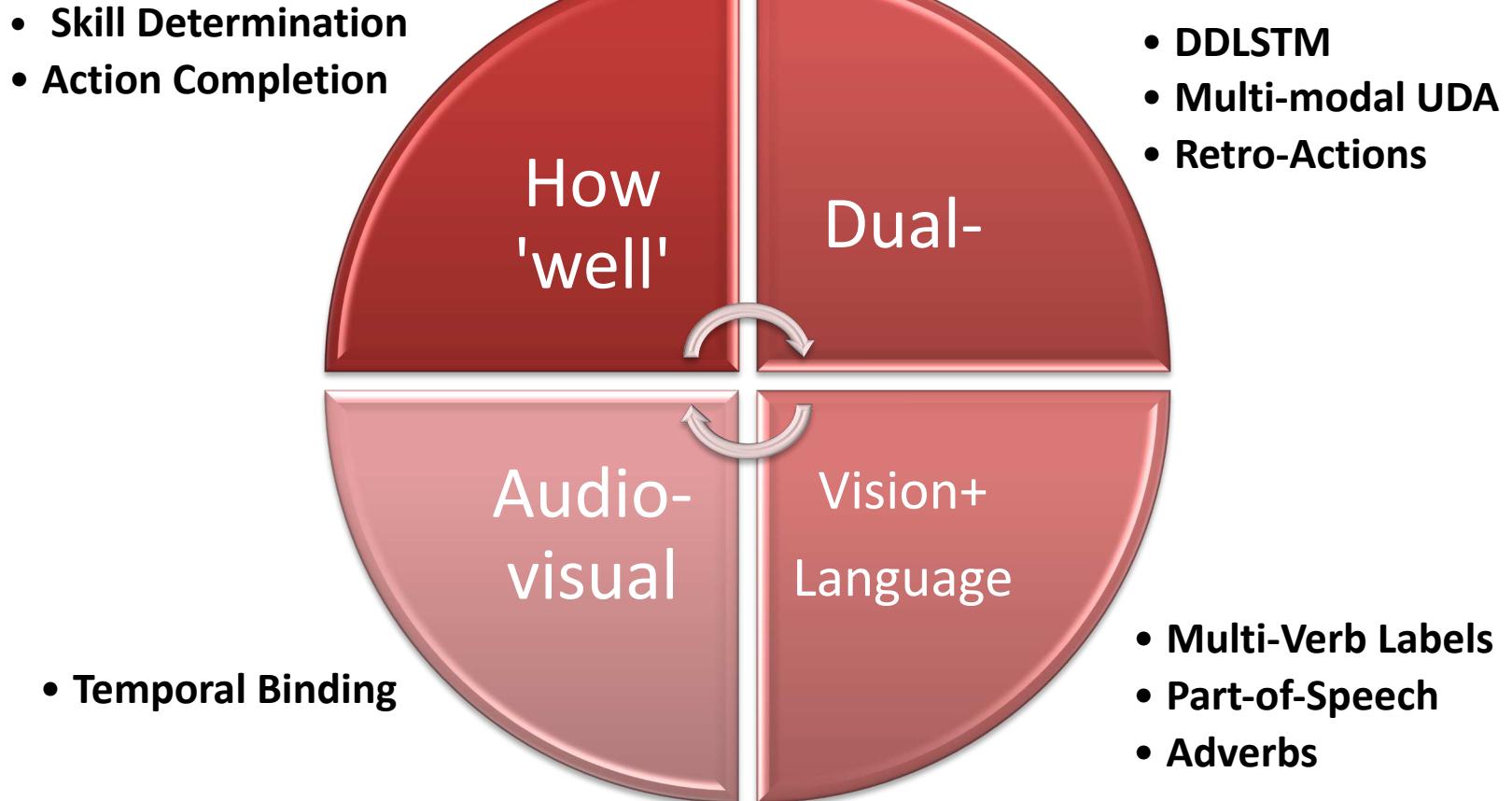


A Fine(r)-Grained Perspective onto Object Interactions

Natural Interactions

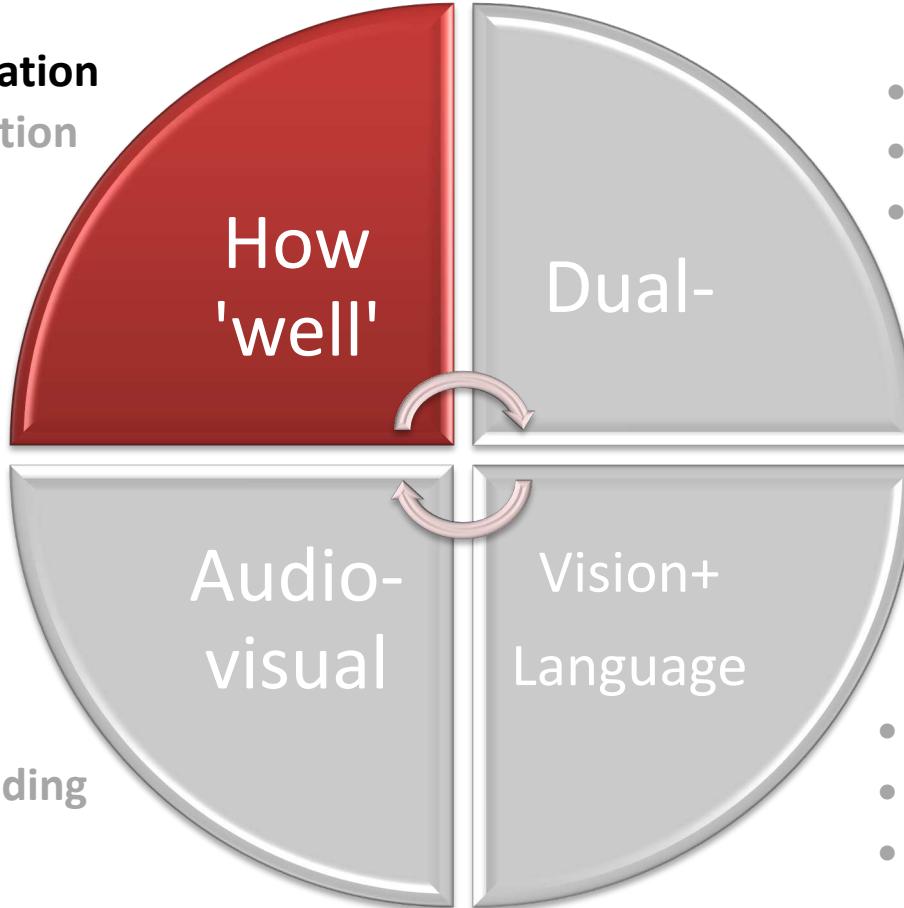


Fine-Grained Object Interactions



Fine-Grained Object Interactions

- Skill Determination
- Action Completion



- DDLSTM
- Multi-modal UDA
- Retro-Actions
- Multi-Verb Labels
- Part-of-Speech
- Adverbs

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

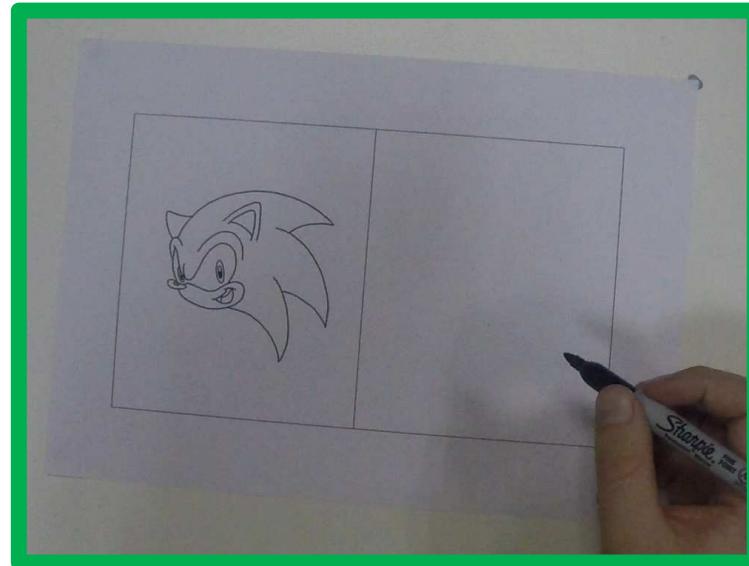
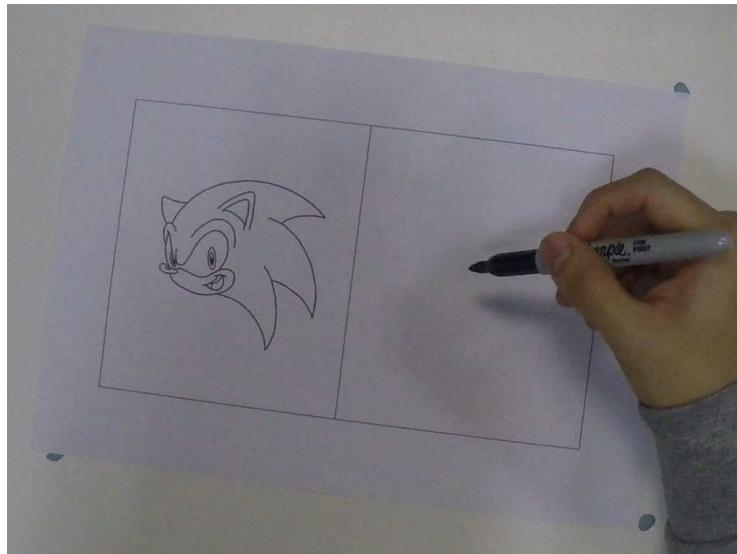
with: Hazel Doughty
Walterio Mayol-Cuevas



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

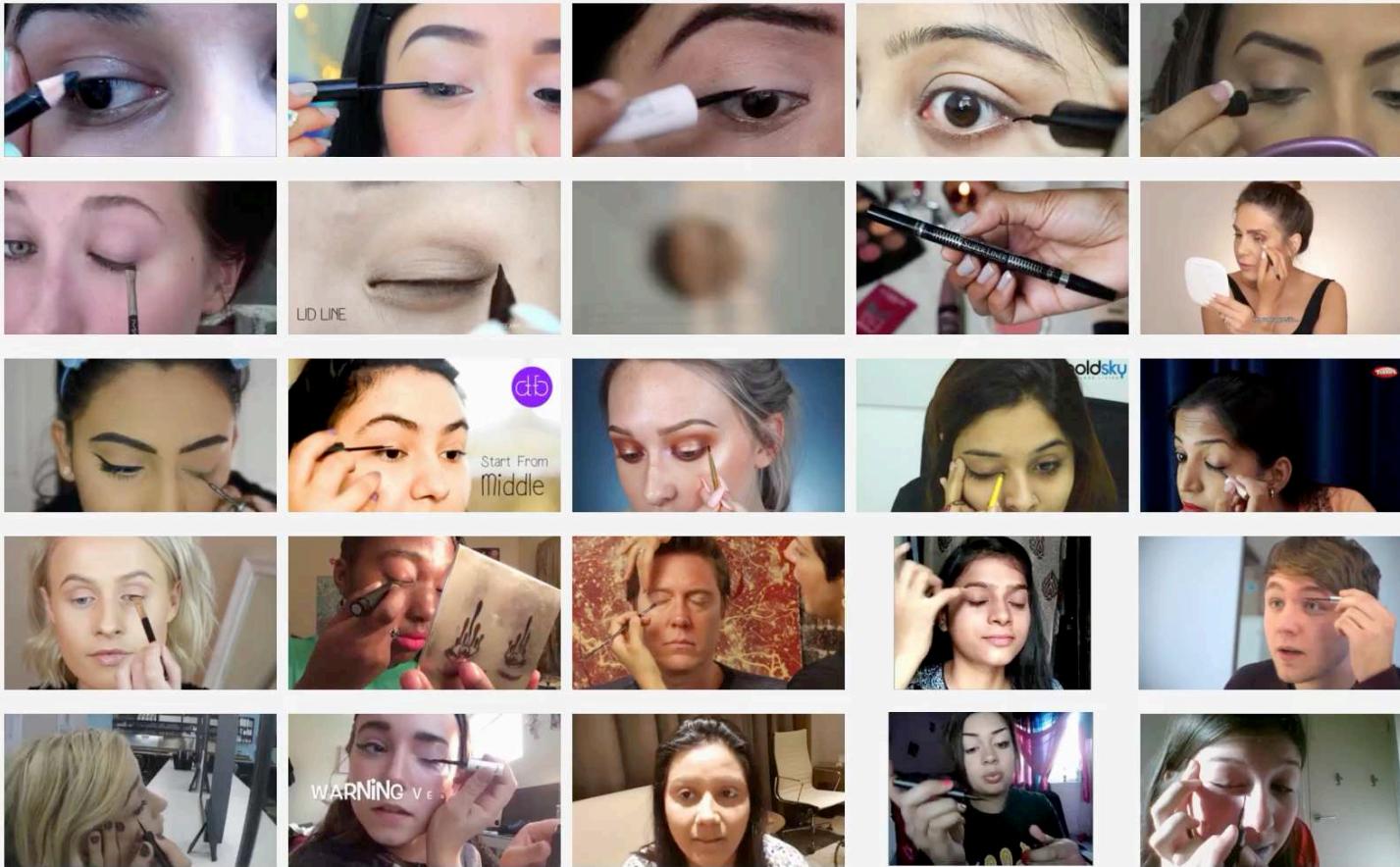
Skill Determination from Video

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



Skill Determination in Video

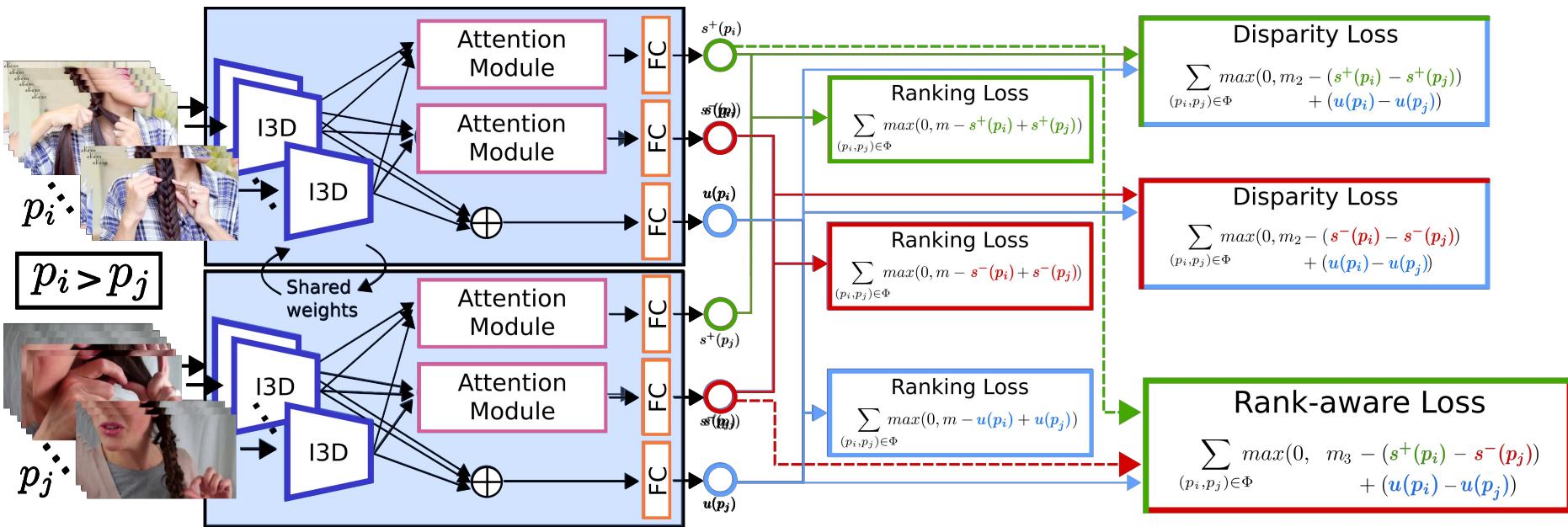
Best



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

Low-skill Attention Module

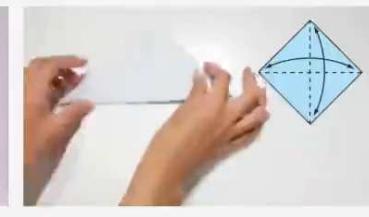
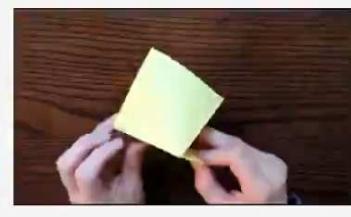
Surgery



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



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.

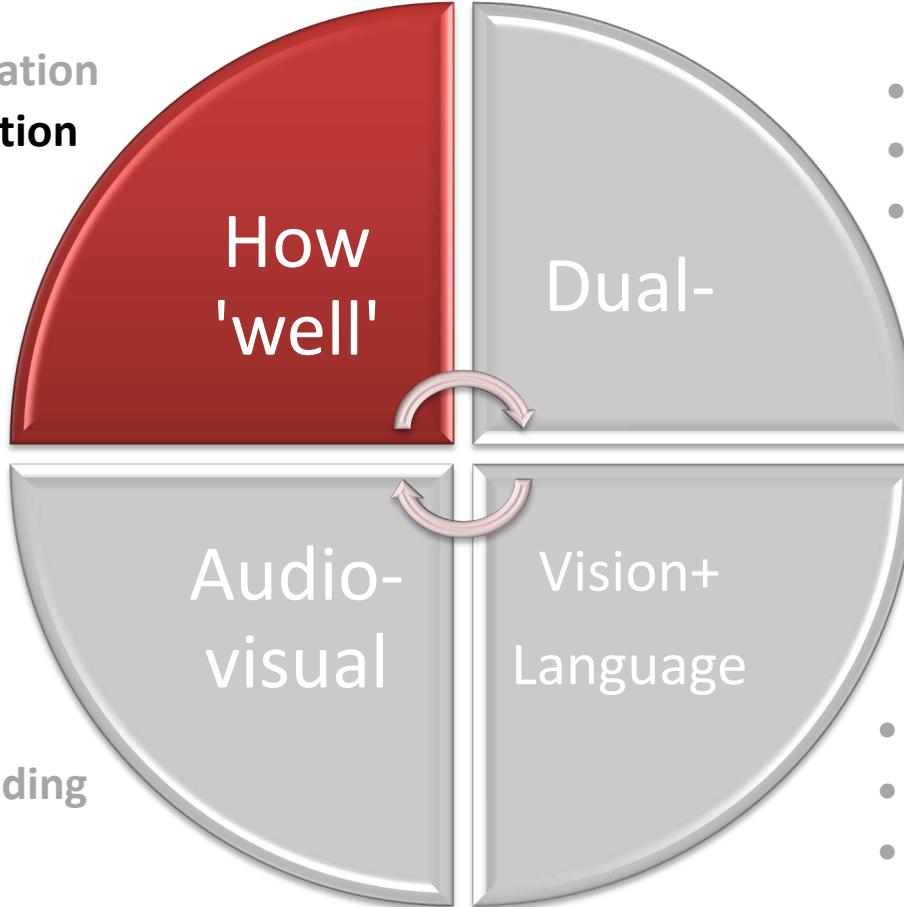
Our approach trains temporal attention modules, learned with only video-level supervision, using a novel rank-aware loss function. In addition to attending to task-relevant video parts, our proposed loss jointly trains two attention modules to separately attend to video parts which are indicative of 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**



- DDLSTM
- Multi-modal UDA
- Retro-Actions
- Temporal Binding
- Multi-Verb Labels
- Part-of-Speech
- Adverbs

Action Completion Detection

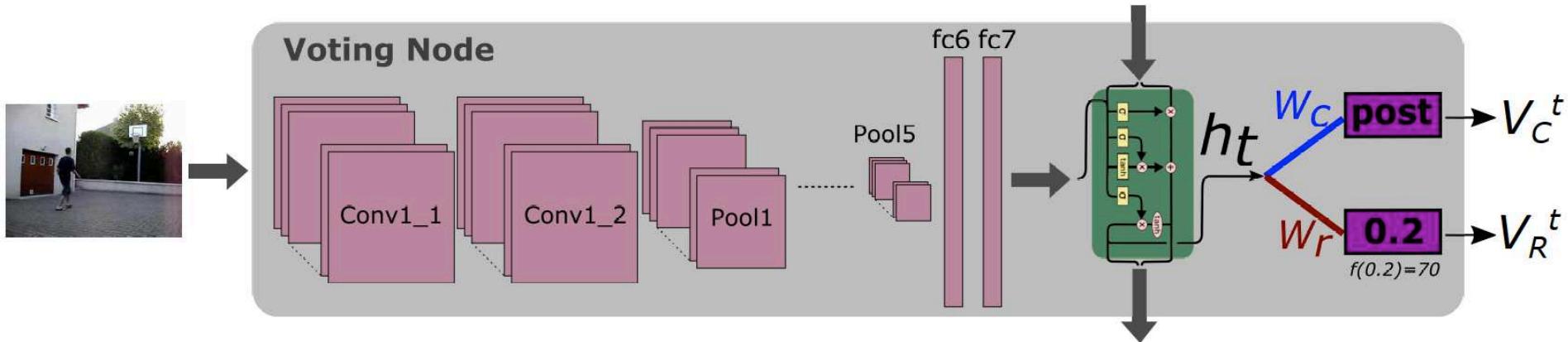


Action Completion Detection



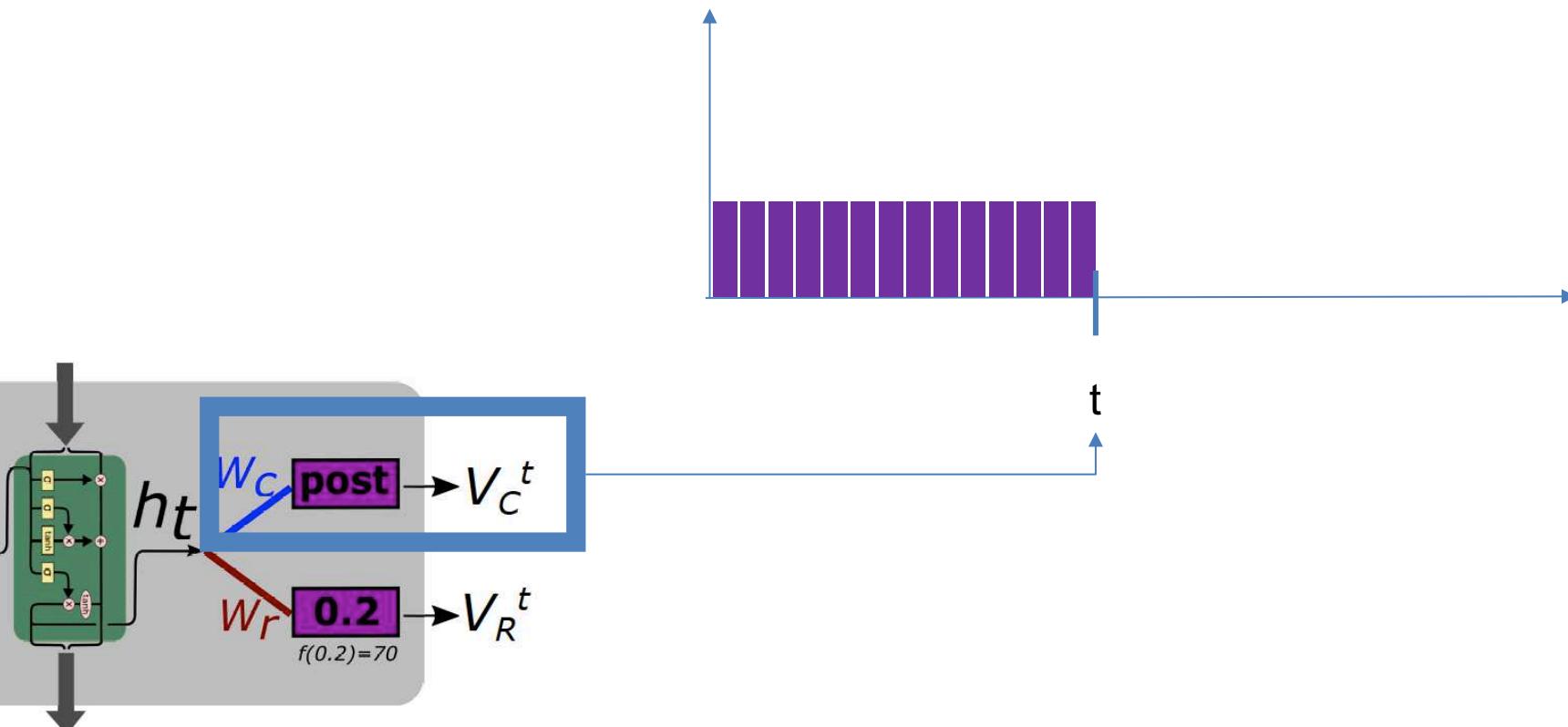
Action Completion Detection

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



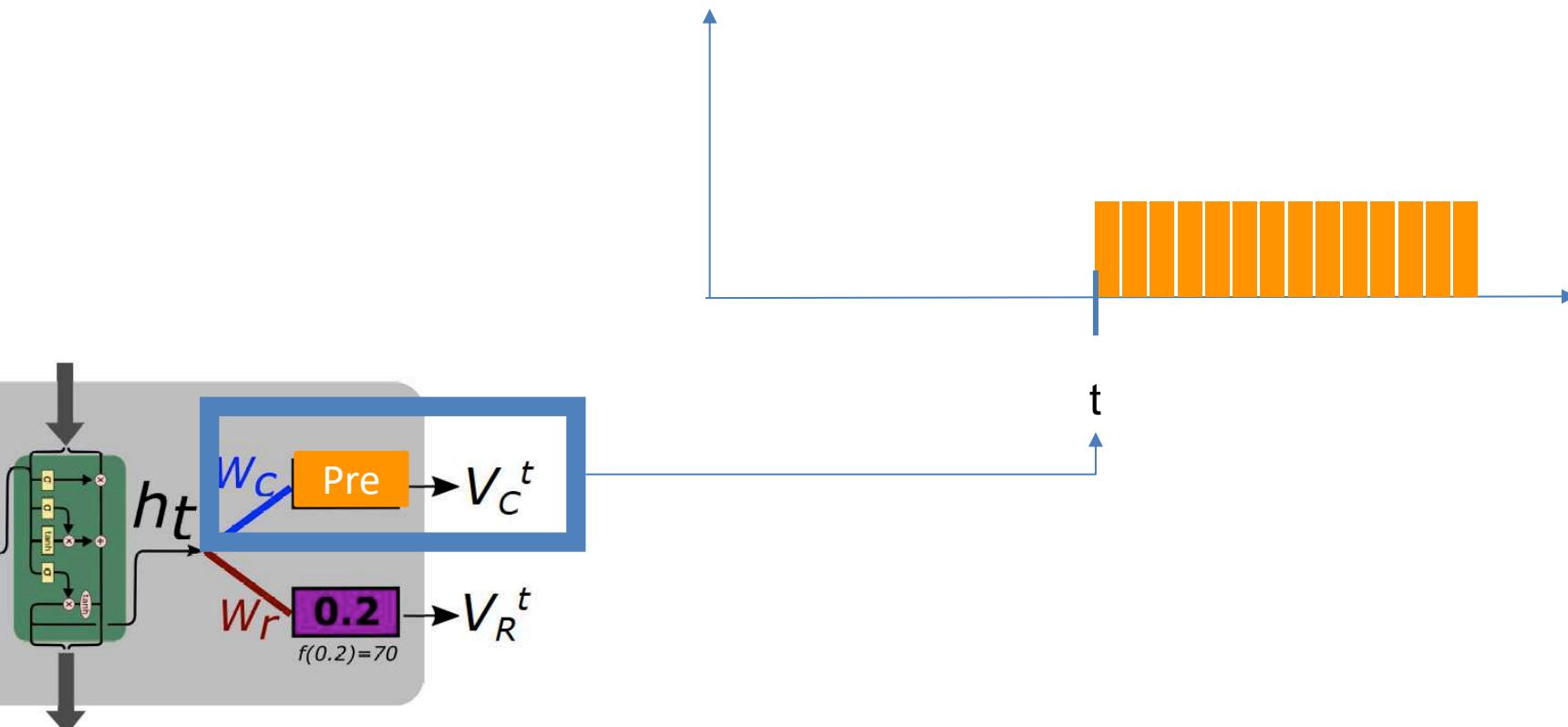
Action Completion Detection

1. Classification-Based Voting



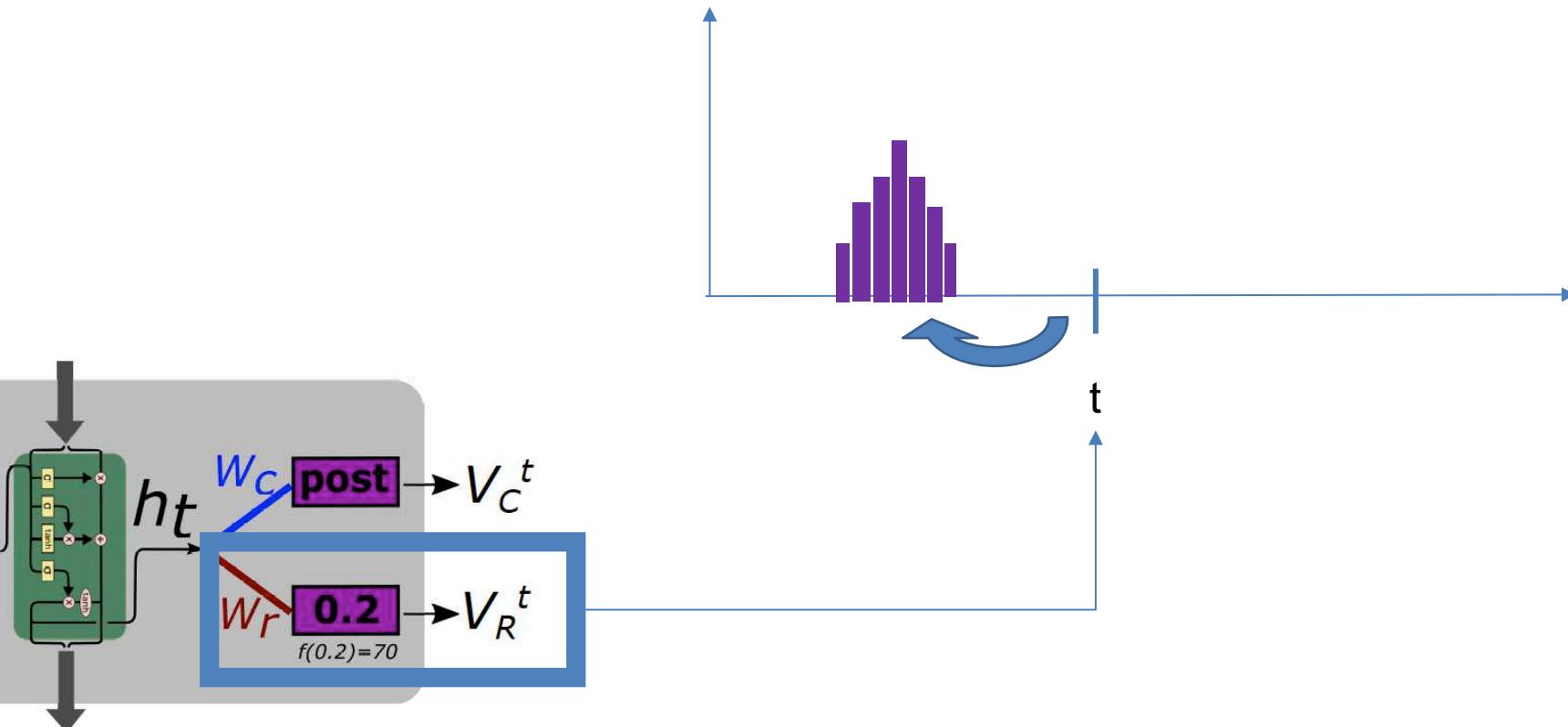
Action Completion Detection

1. Classification-Based Voting



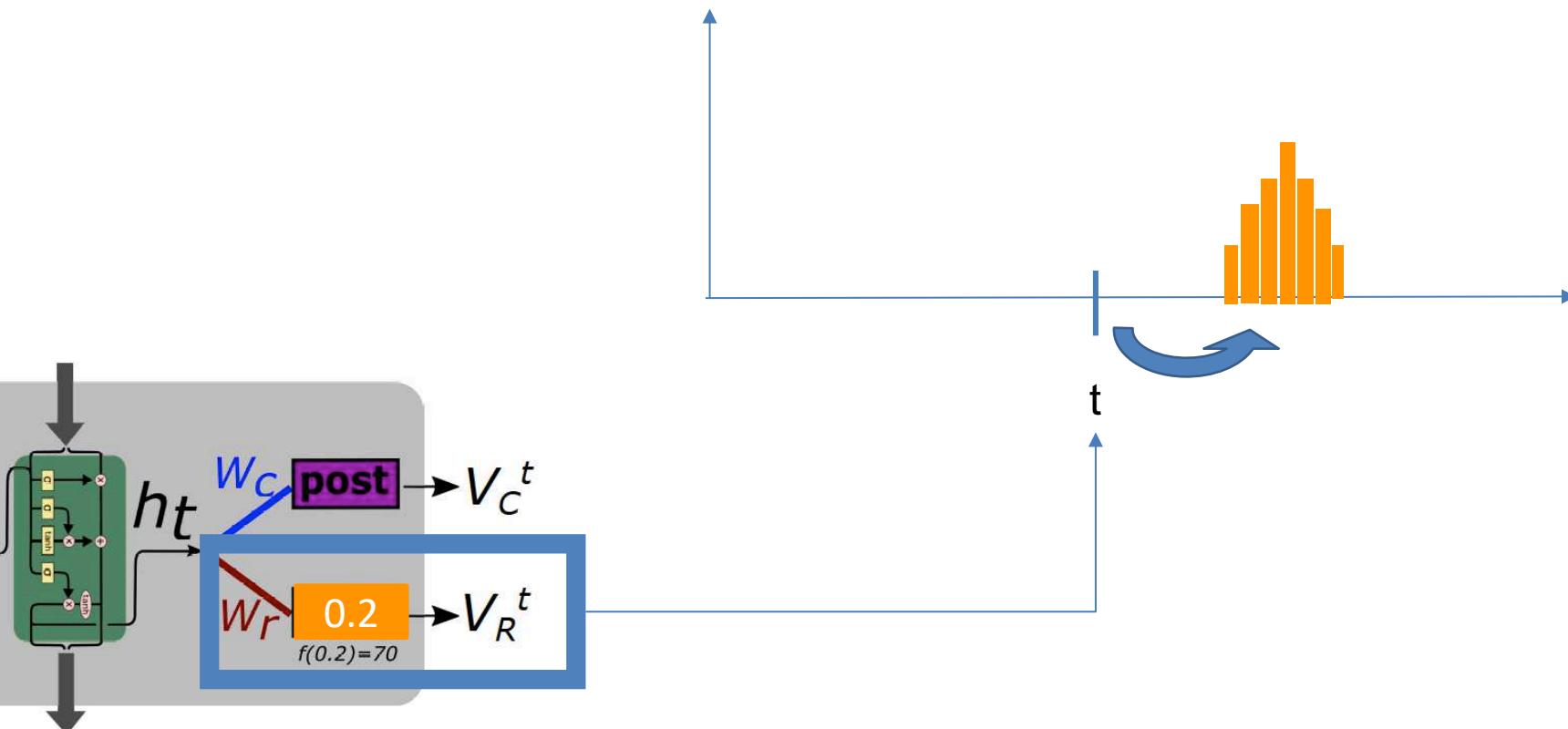
Action Completion Detection

2. Regression-Based Voting

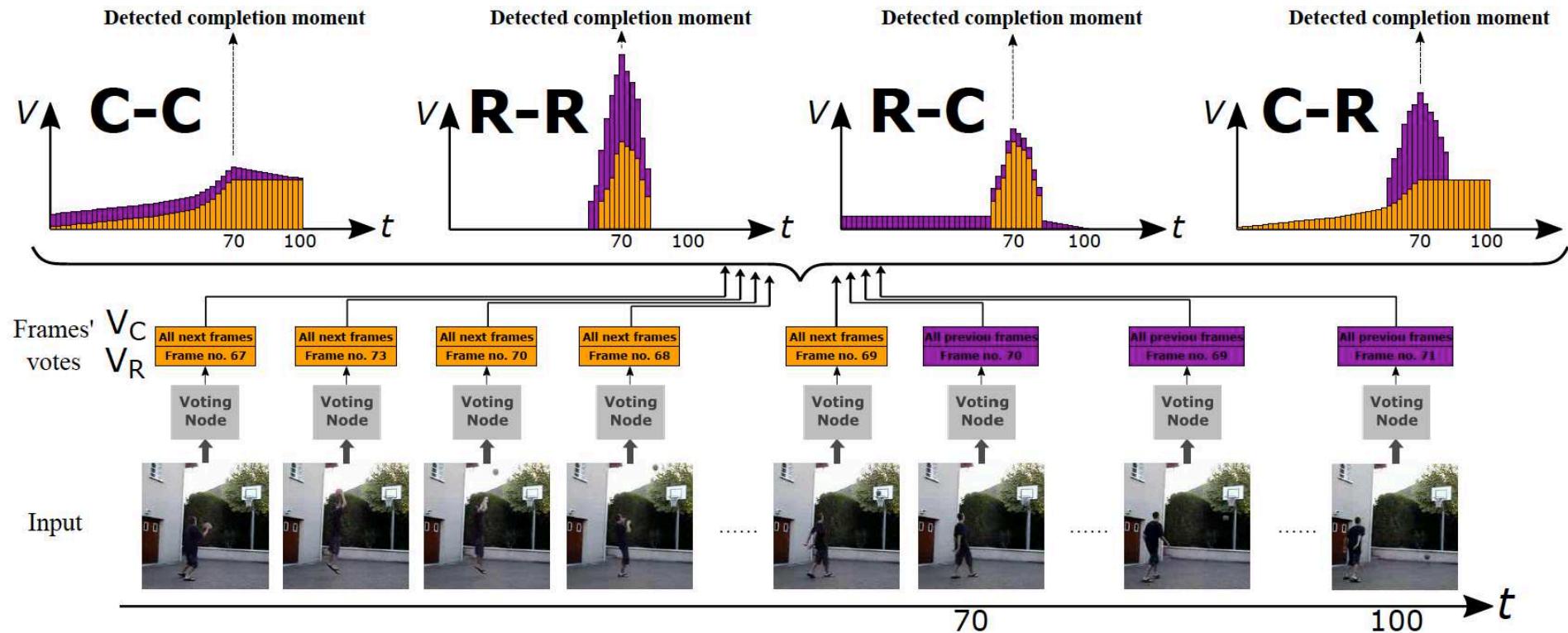


Action Completion Detection

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.



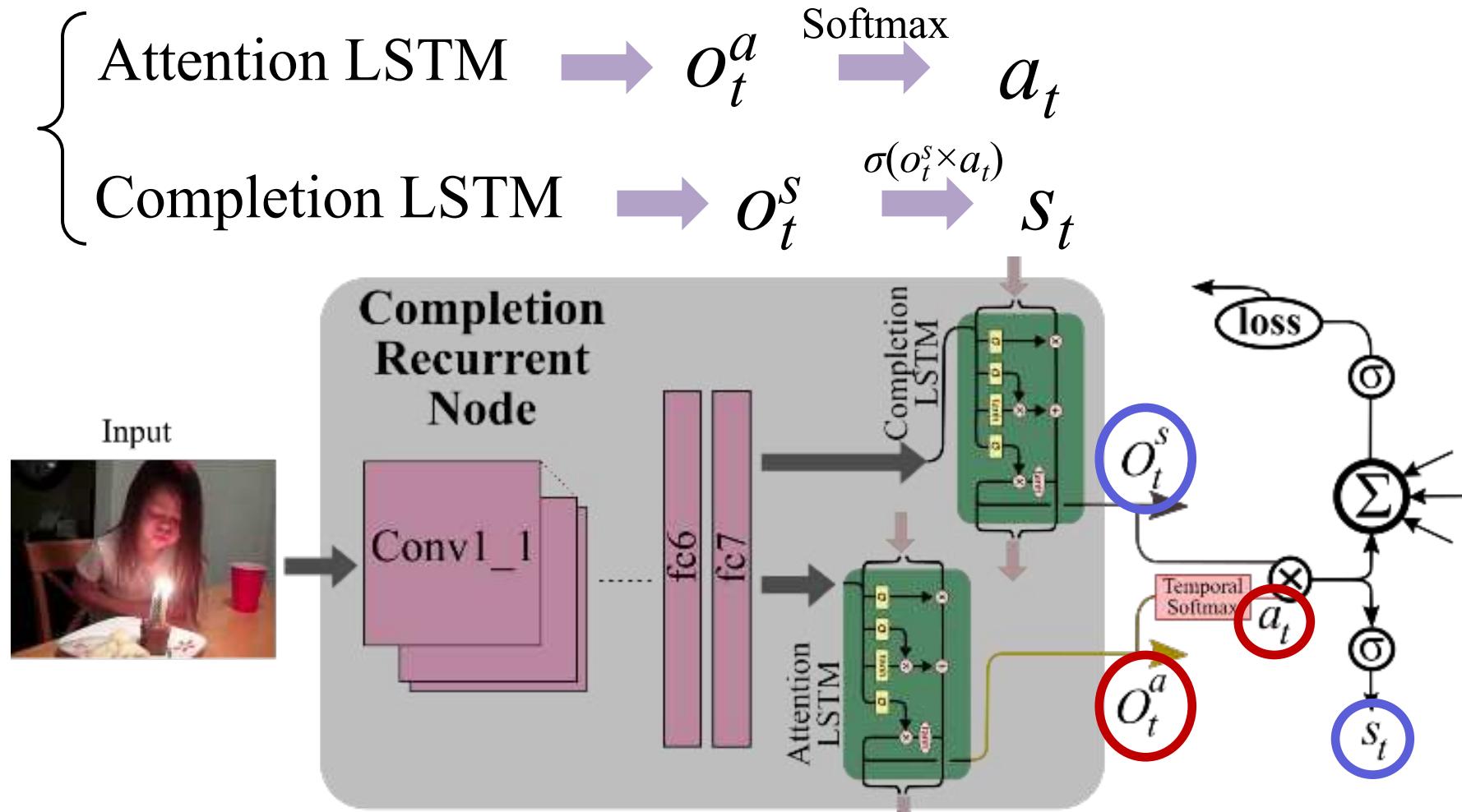
We detect completion using only **weak labels** during training.



sequence-level *complete* and *incomplete* labels



Action Completion Detection

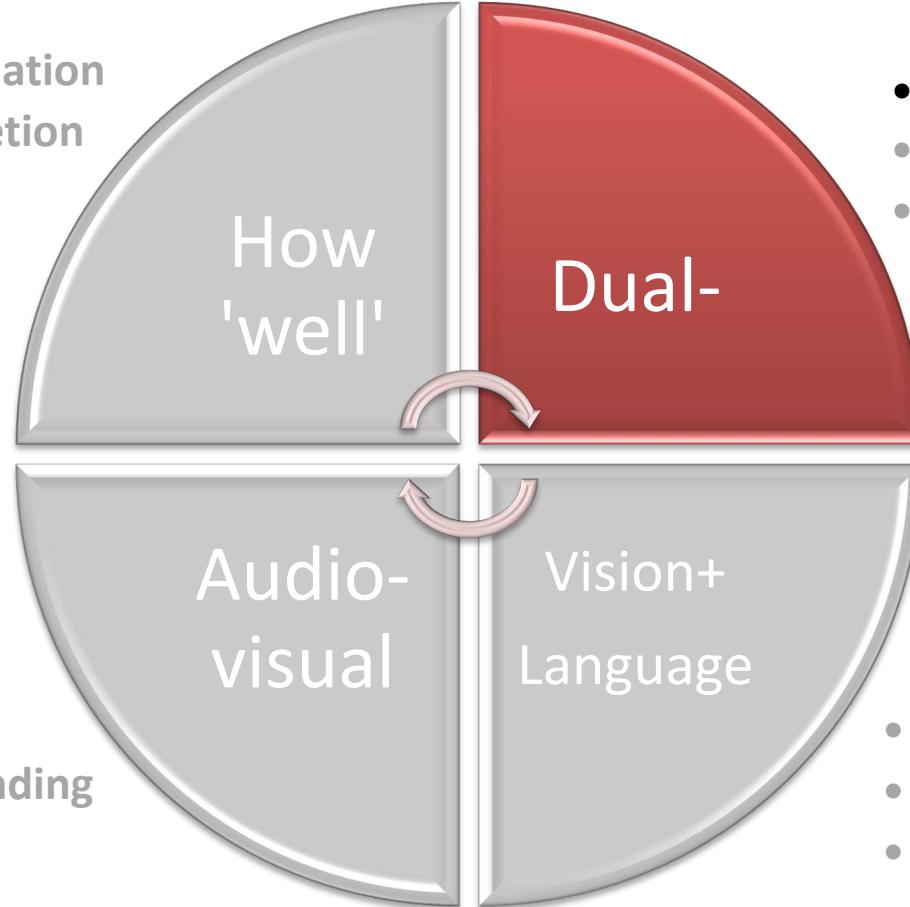


Action Completion Detection



Fine-Grained Object Interactions

- Skill Determination
- Action Completion

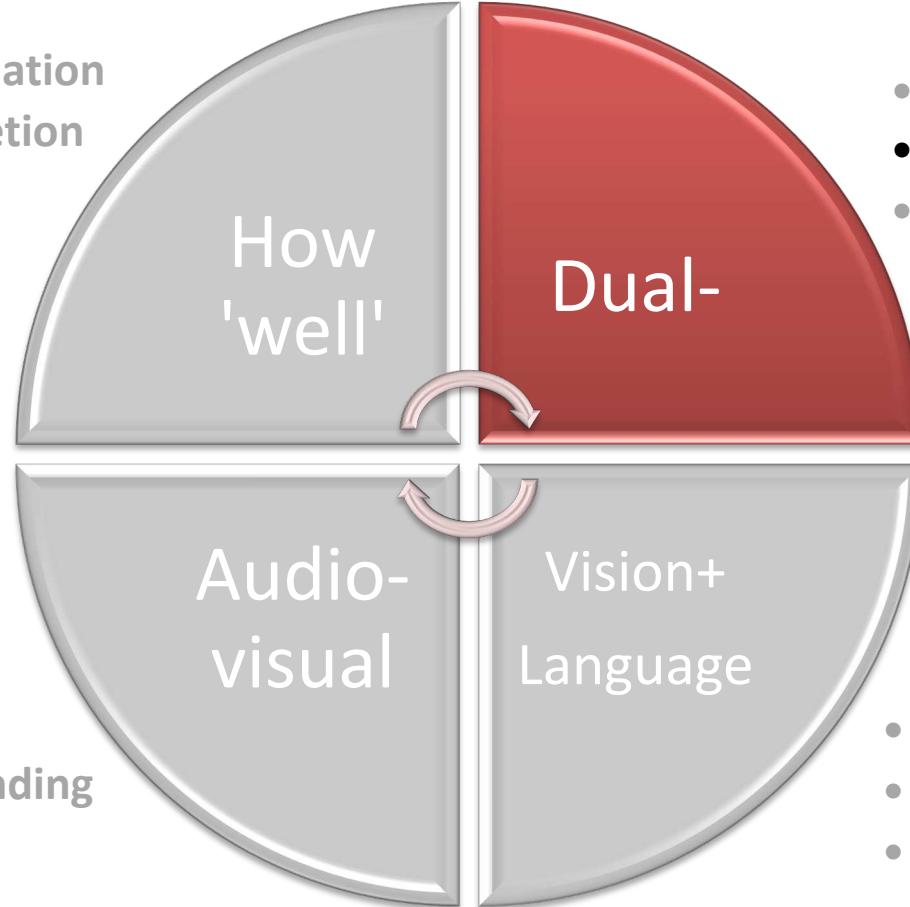


- Temporal Binding

- **DDLSTM**
 - Multi-modal UDA
 - Retro-Actions
-
- Multi-Verb Labels
 - Part-of-Speech
 - Adverbs

Fine-Grained Object Interactions

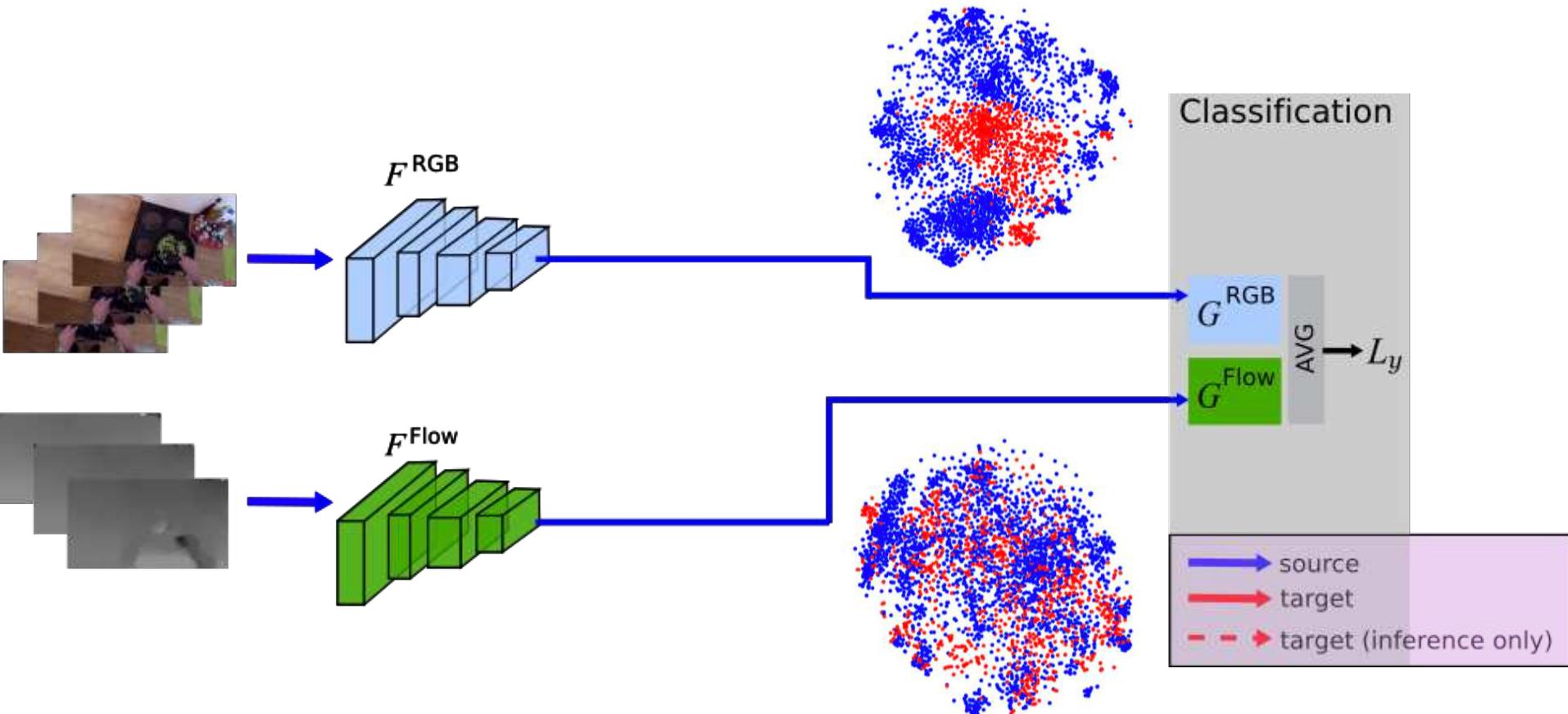
- Skill Determination
- Action Completion



- DDLSTM
- **Multi-modal UDA**
- Retro-Actions
- Temporal Binding
- Multi-Verb Labels
- Part-of-Speech
- Adverbs

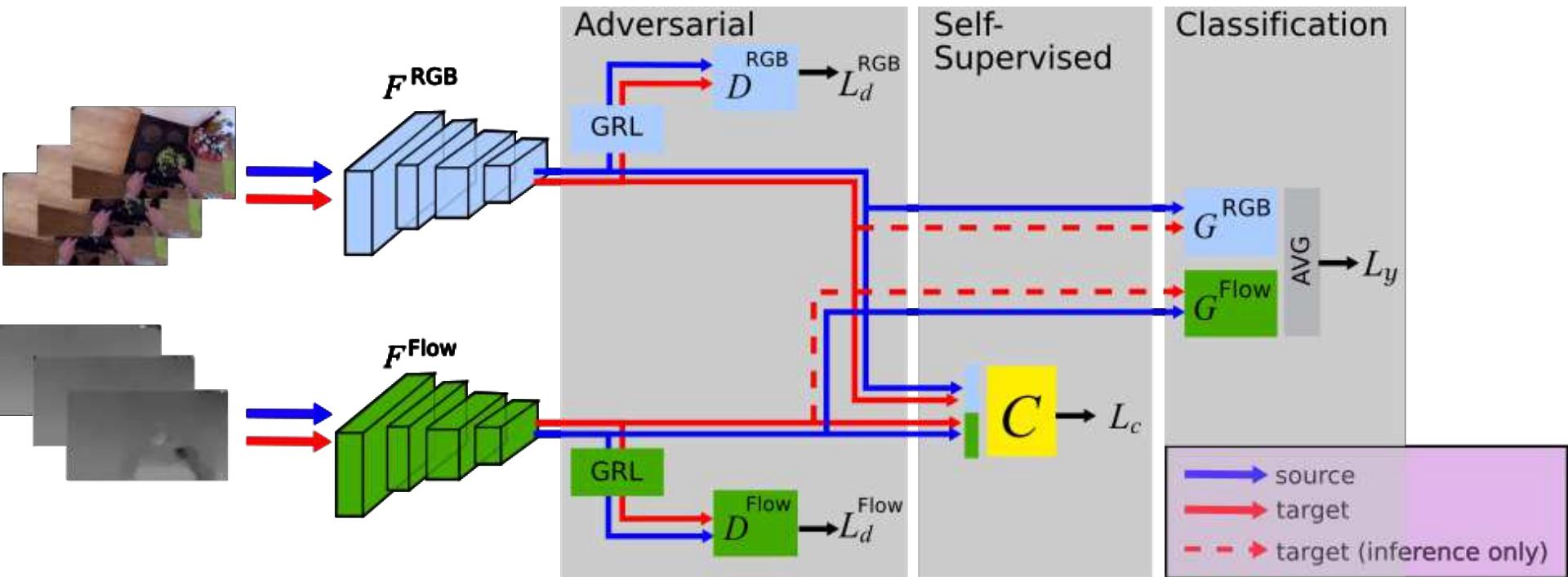
Multi-Modal Domain Adaptation for Fine-Grained Action Recognition

with: Jonathan Munro



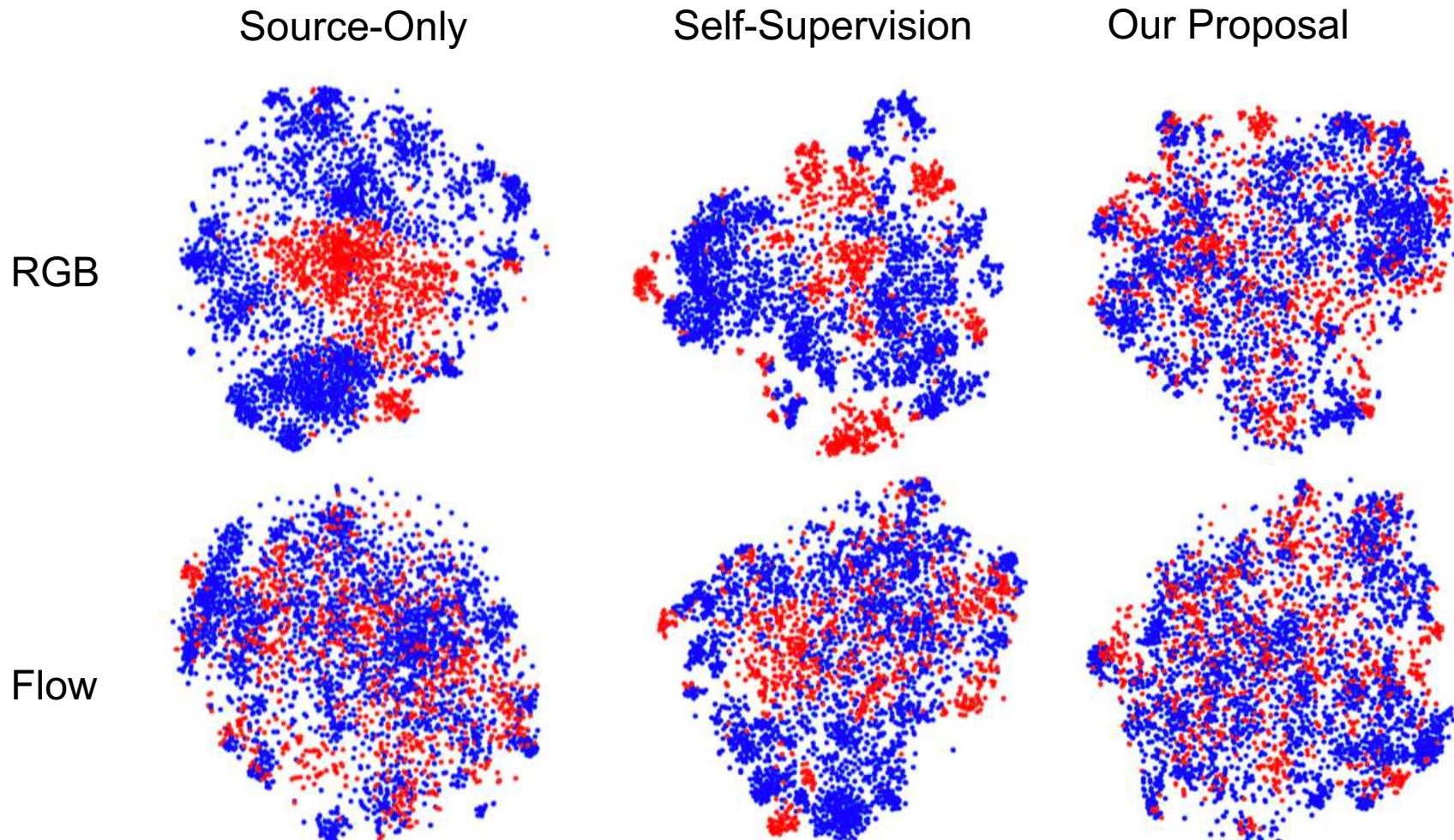
Multi-Modal Domain Adaptation for Fine-Grained Action Recognition

with: Jonathan Munro



Multi-Modal Domain Adaptation for Fine-Grained Action Recognition

with: Jonathan Munro

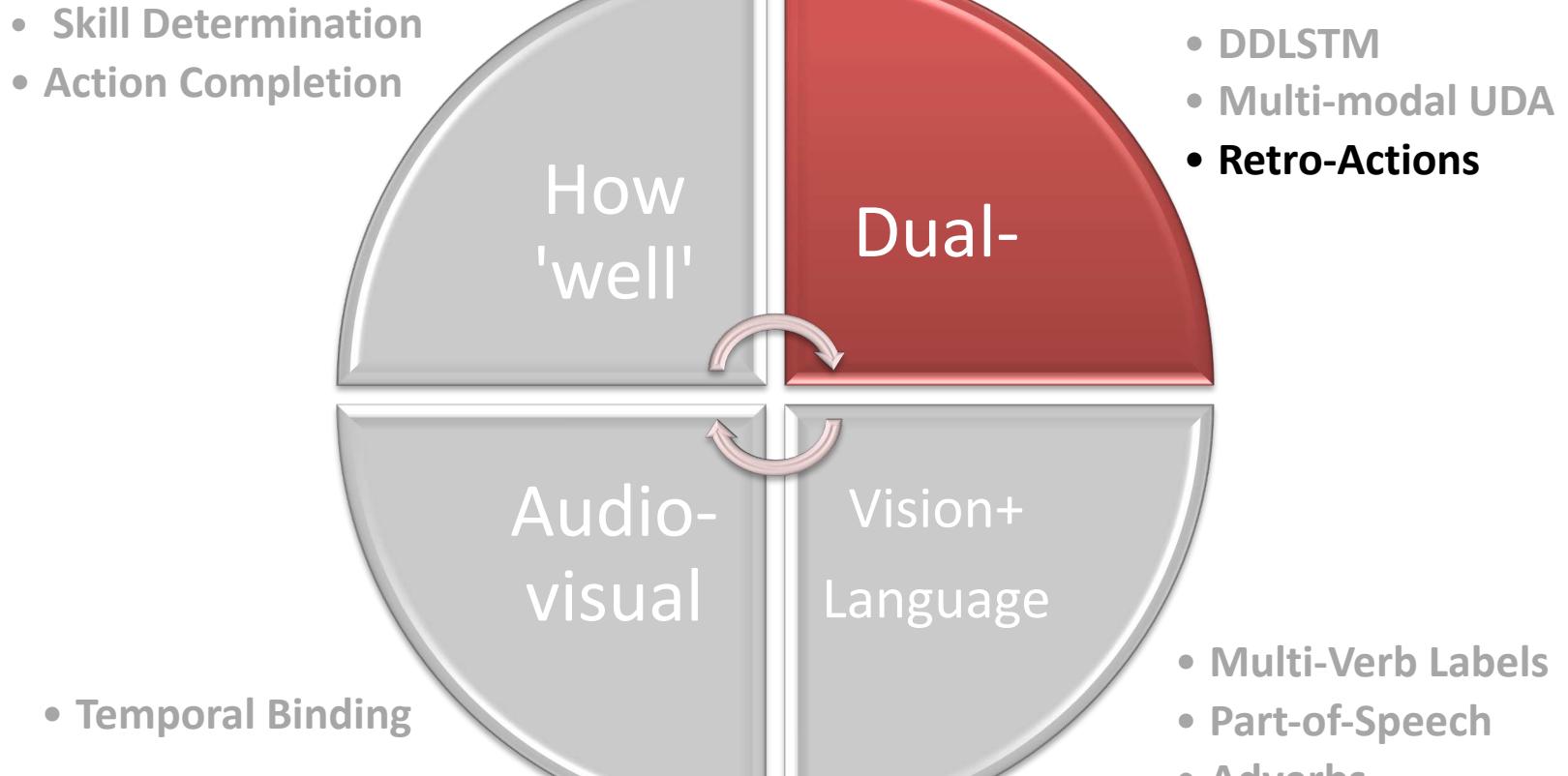


Multi-Modal Domain Adaptation for Fine-Grained Action Recognition

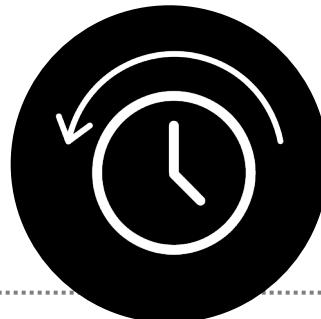
with: Jonathan Munro

	D2→D1	D3→D1	D1→D2	D3→D2	D1→D3	D2→D3	Mean
MM Source-only	42.5	44.3	42.0	56.3	41.2	46.5	45.5
AdaBN [29]	44.6	47.8	47.0	54.7	40.3	48.8	47.2
MMD [32]	43.1	48.3	46.6	55.2	39.2	48.5	46.8
MCD [45]	42.1	47.9	46.5	52.7	43.5	51.0	47.3
MM-SADA	48.2 ▲+5.7	50.9▲+6.6	49.5▲+7.5	56.1▼-0.2	44.1▲+2.9	52.7 ▲+6.3	50.3 ▲+4.8
Supervised target	62.8	62.8	71.7	71.7	74.0	74.0	69.5

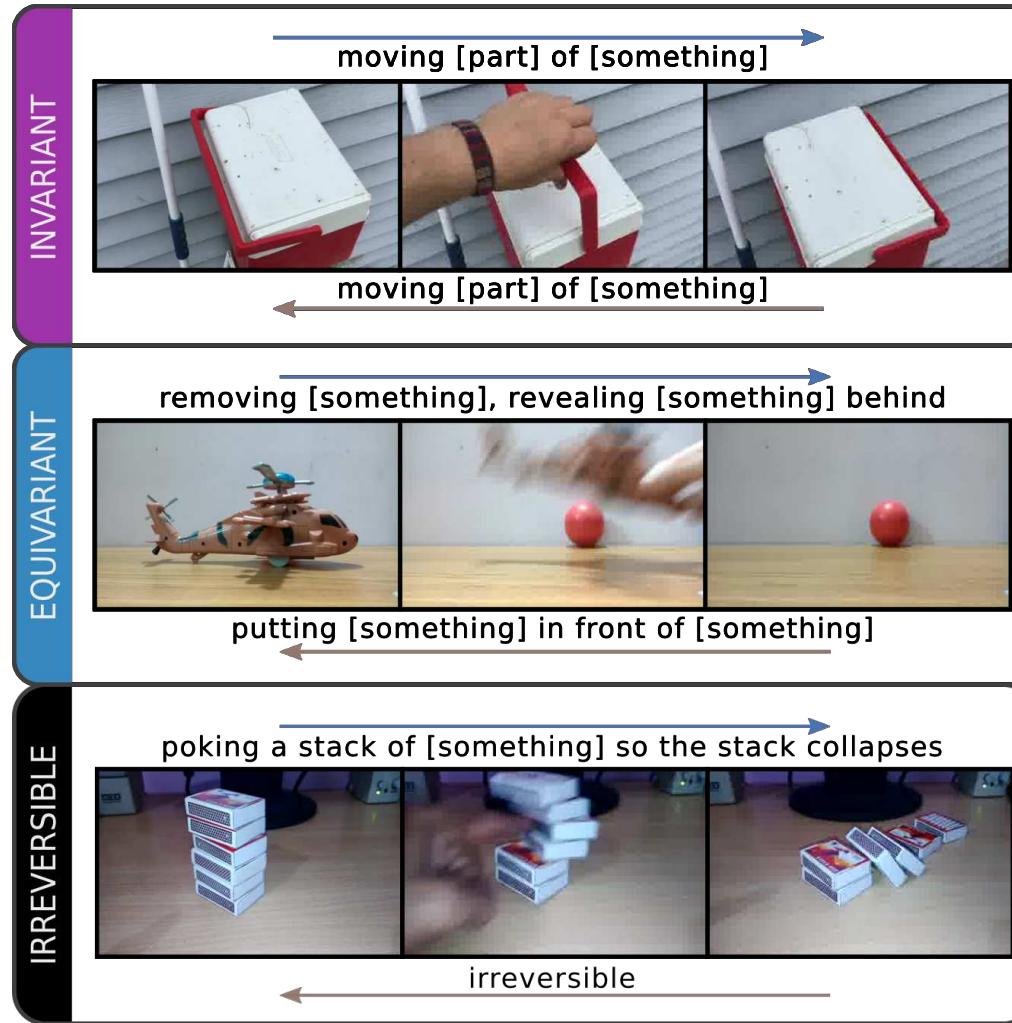
Fine-Grained Object Interactions



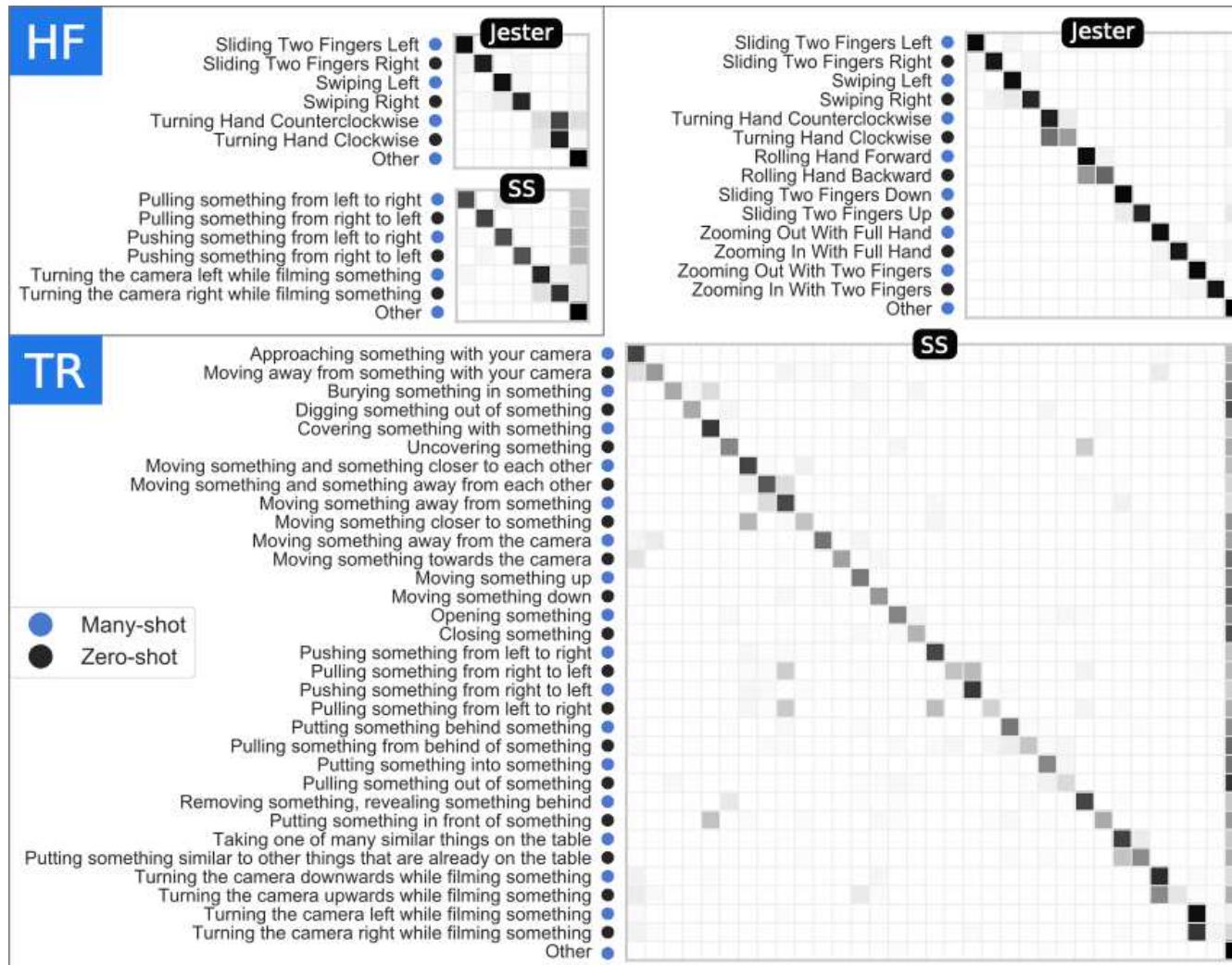
Retro-actions



Retro-actions

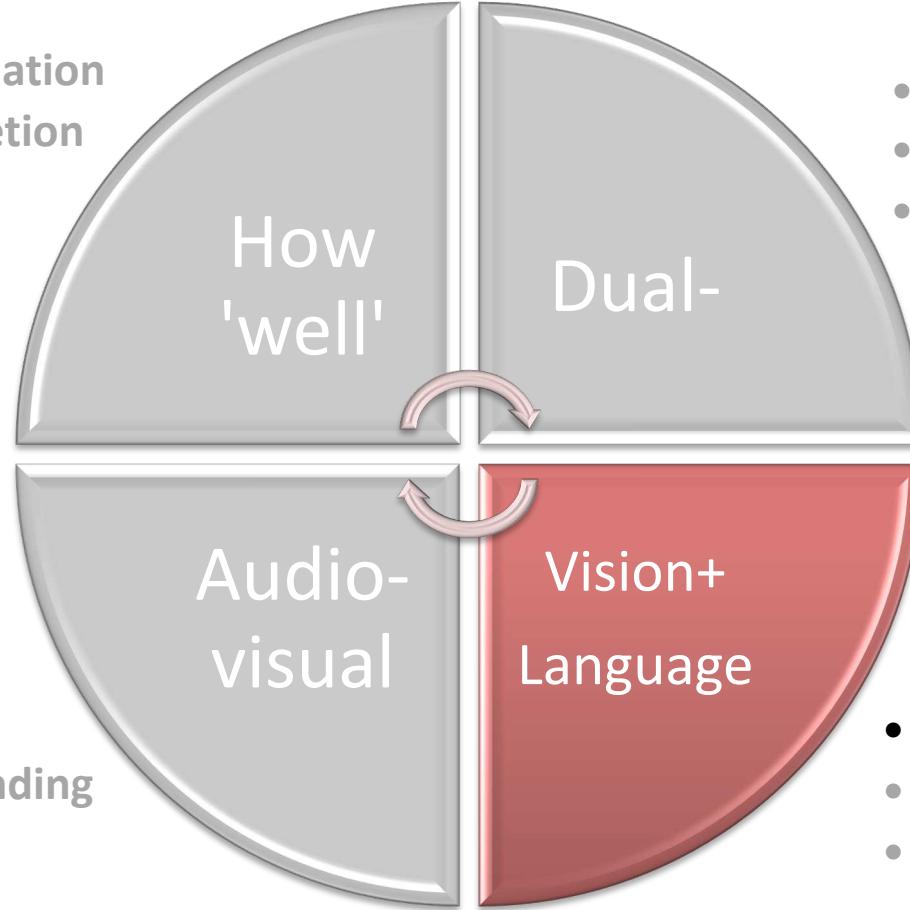


Retro-actions – Zero-Shot Learning



Fine-Grained Object Interactions

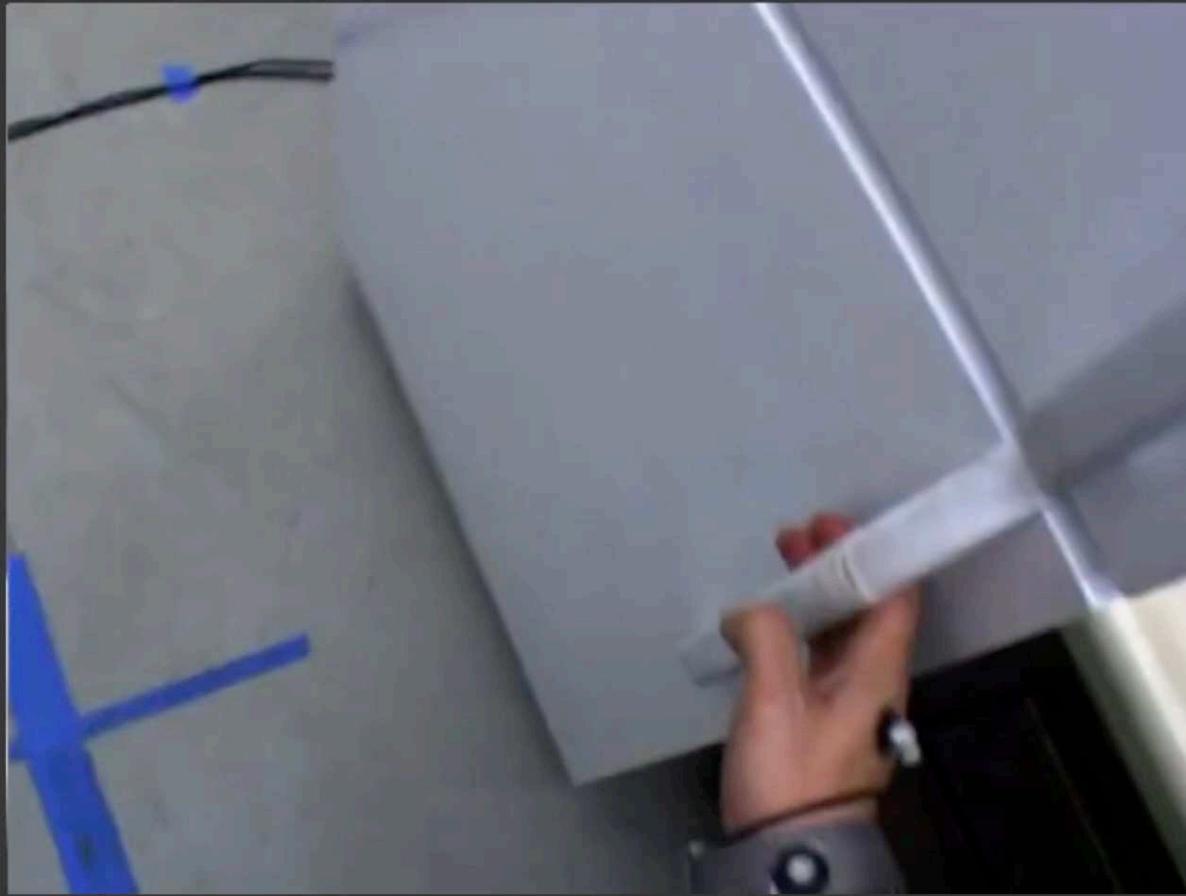
- Skill Determination
- Action Completion



- Temporal Binding

- DDLSTM
 - Multi-modal UDA
 - Retro-Actions
-
- **Multi-Verb Labels**
 - Part-of-Speech
 - Adverbs

The Verbs Dilemma



The Verbs Dilemma

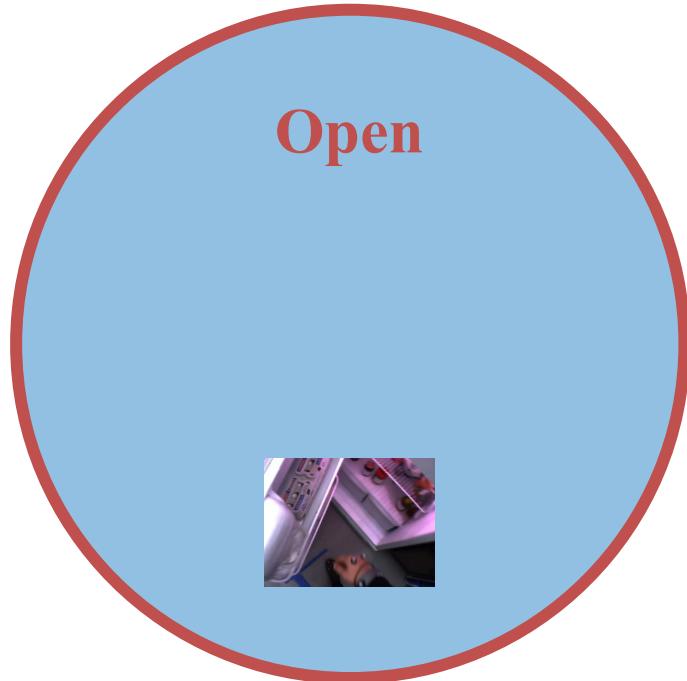
Open



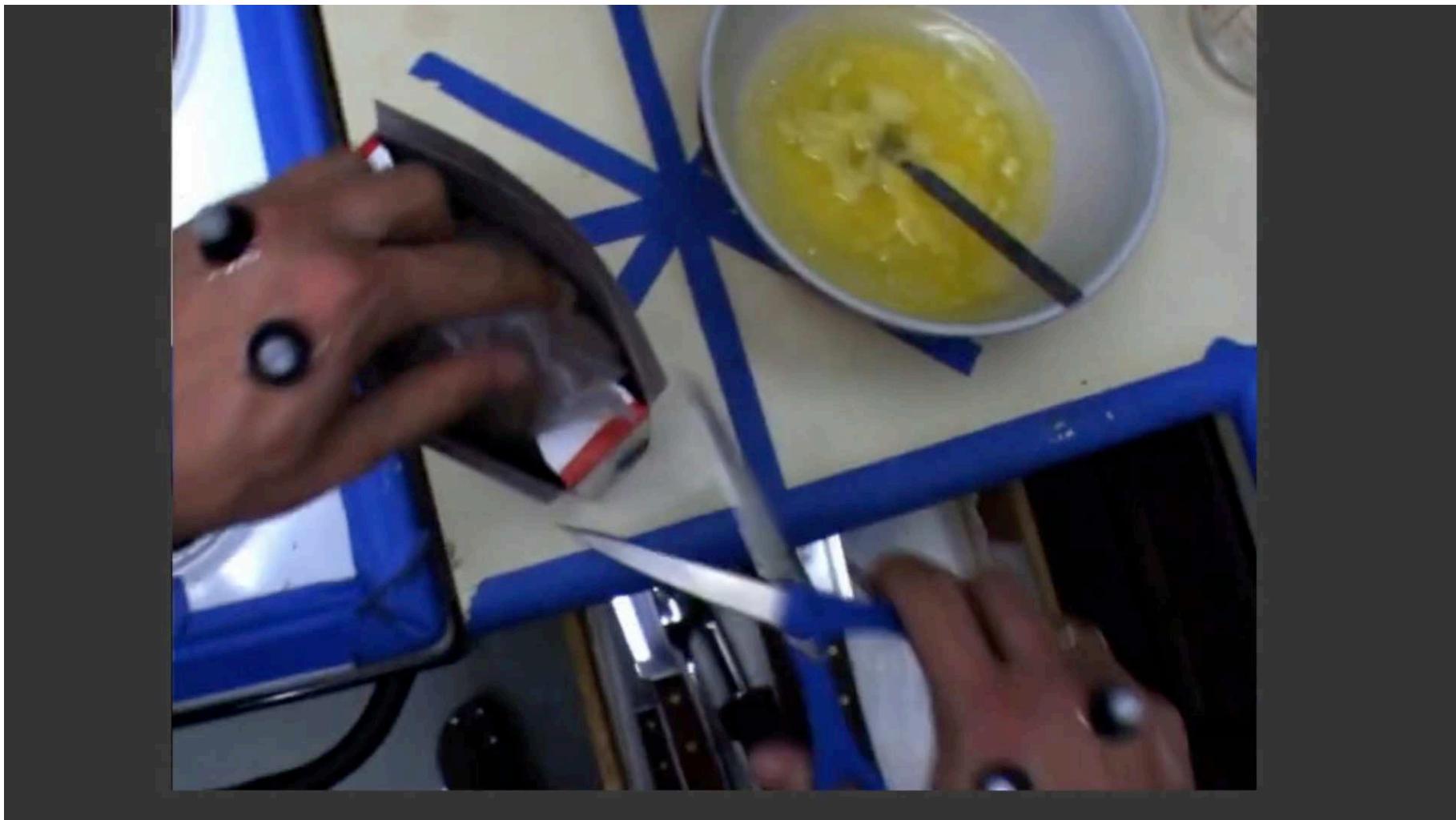
The Verbs Dilemma



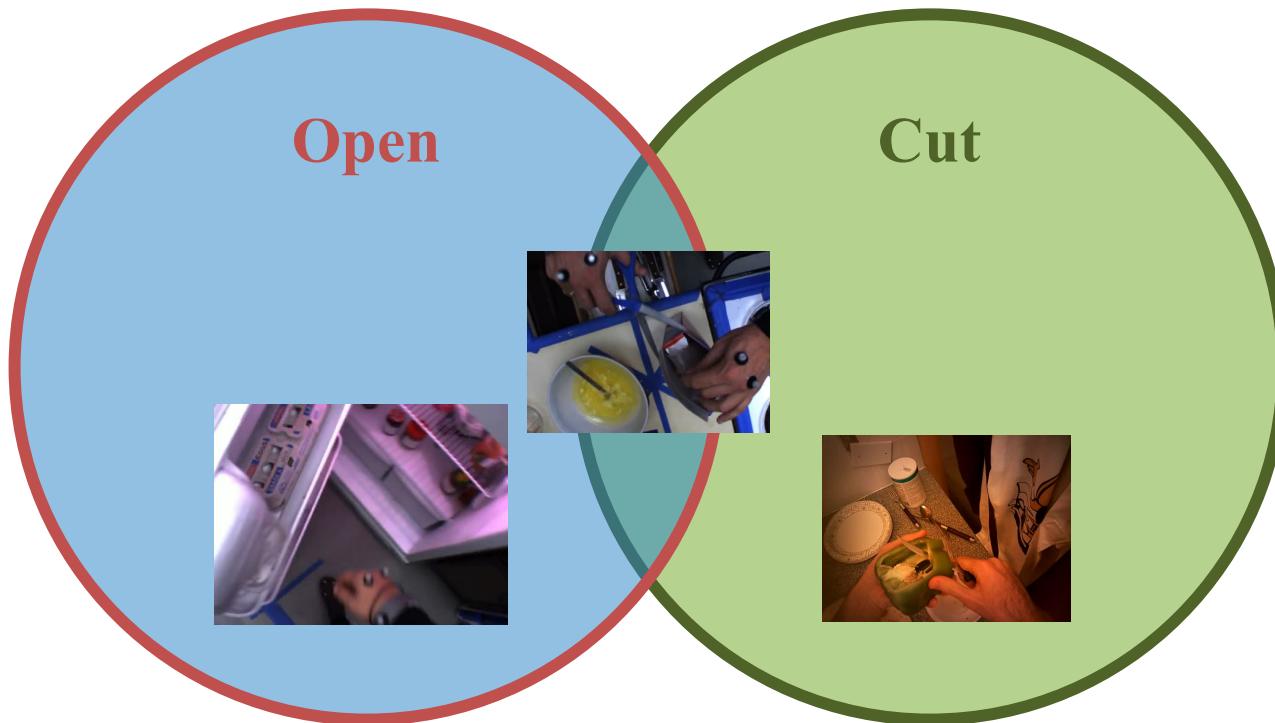
The Verbs Dilemma



The Verbs Dilemma



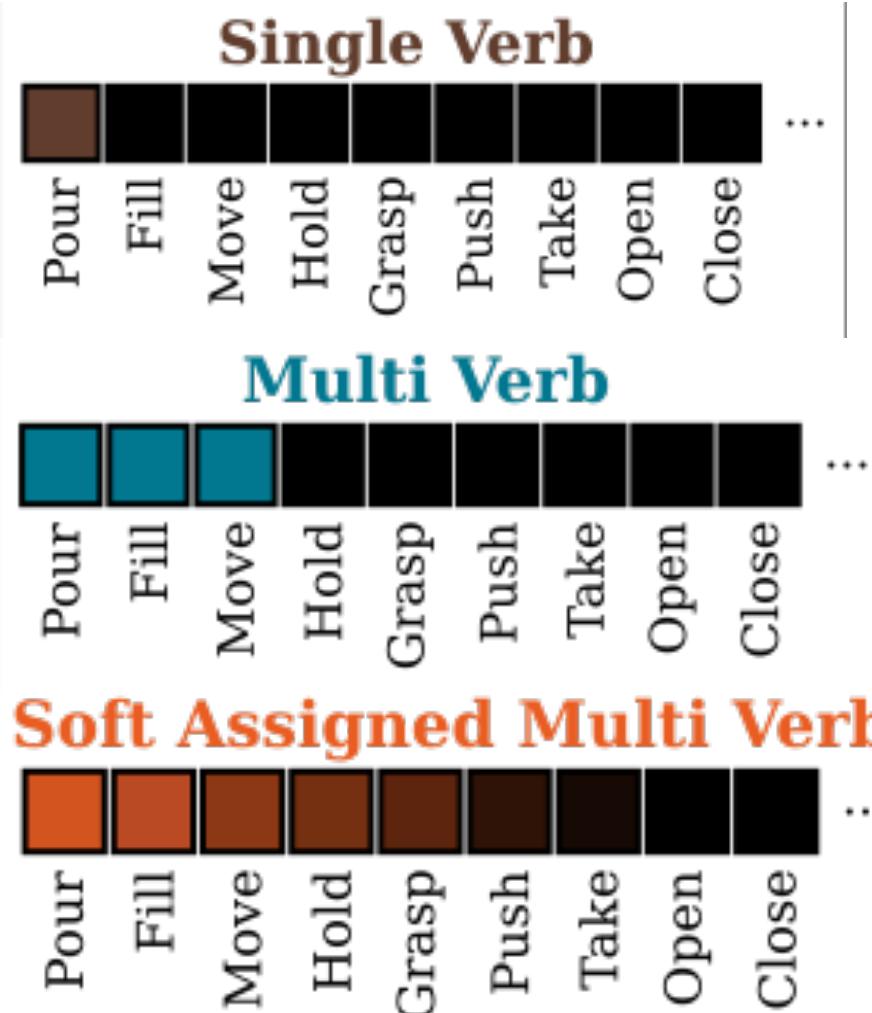
The Verbs Dilemma



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



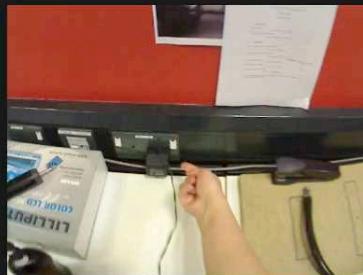
The Verbs Dilemma

Top 3 retrieved classes across all datasets.

Turn On/Off
Press
Rotate



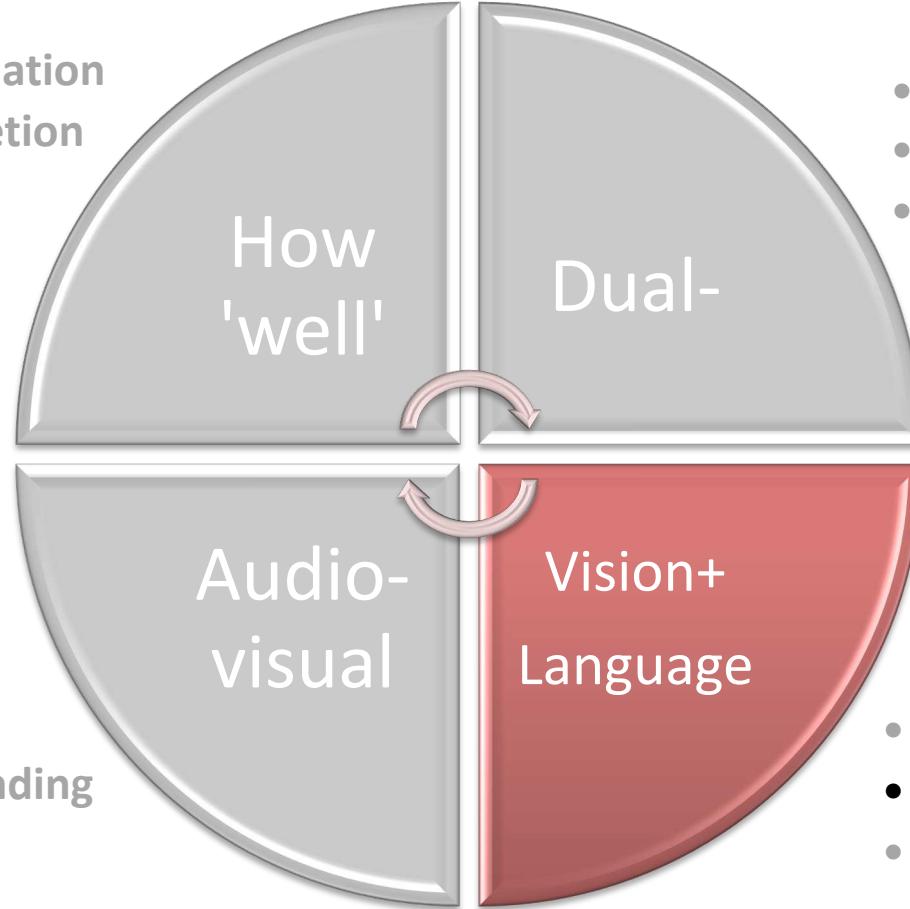
Turn On/Off
Press
Rotate



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

Fine-Grained Object Interactions

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Fine-Grained Action Retrieval

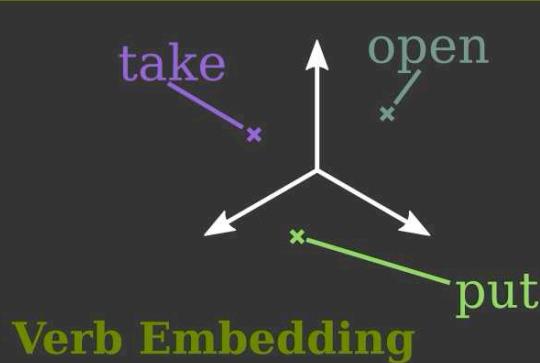
In this work we focus on
Fine-Grained Action Retrieval

I put meat on a
ball of dough



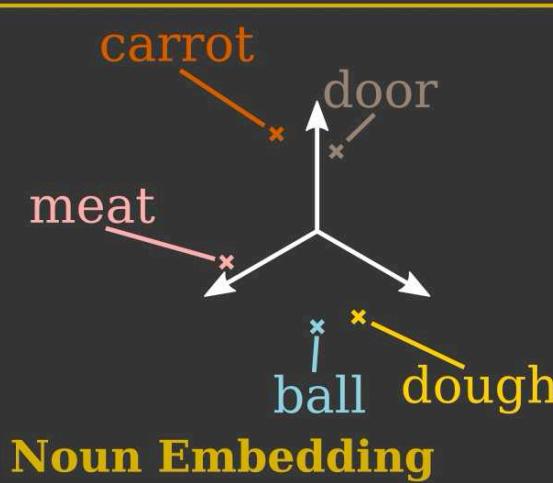
Fine-Grained Action Retrieval

We embed the video and representations

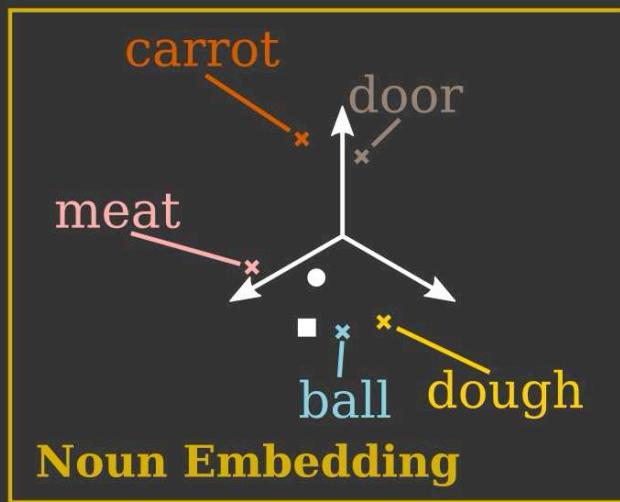
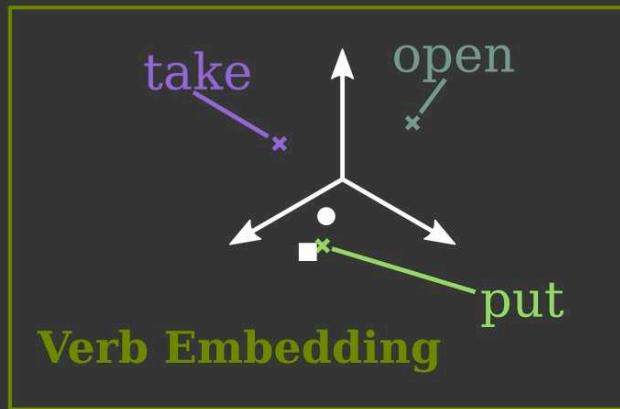


[put]

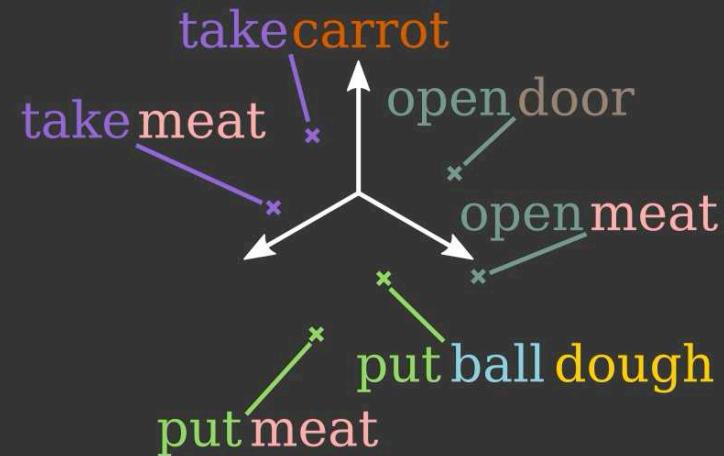
[meat, ball, dough]



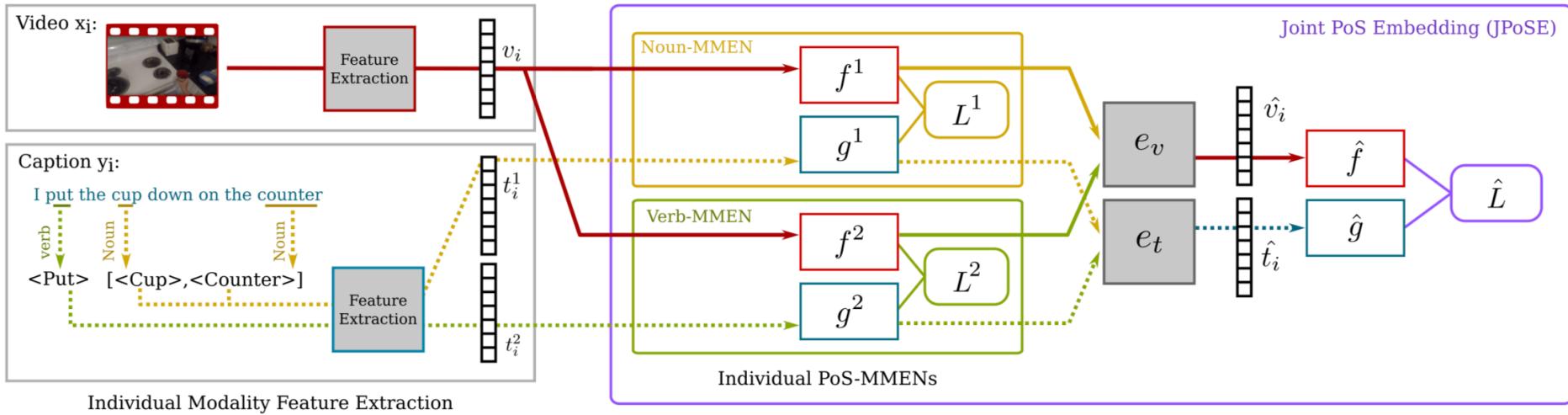
Fine-Grained Action Retrieval



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.

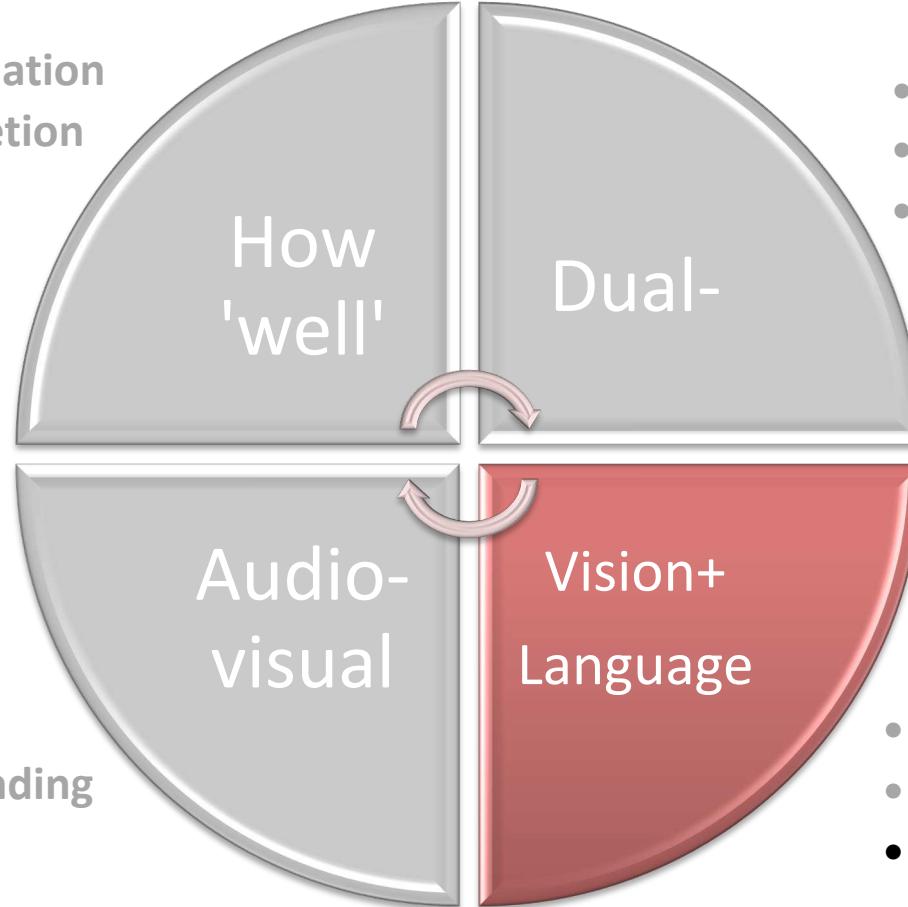
Fine-Grained Action Retrieval

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



Fine-Grained Object Interactions

- Skill Determination
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- DDLSTM
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-
- Multi-Verb Labels
 - Part-of-Speech
 - **Adverbs**

Action Modifiers: Learning from Adverbs in Instructional Videos

with: Hazel Doughty
Ivan Laptev
Walterio Mayol-Cuevas



... if you **turn** the bowl upside down **slowly** they won't come out ...



... mix it well until it is **completely dissolved** ...



... you want to make sure you **fill** it up **partially** ...



... you want to **dice** it **finely**...

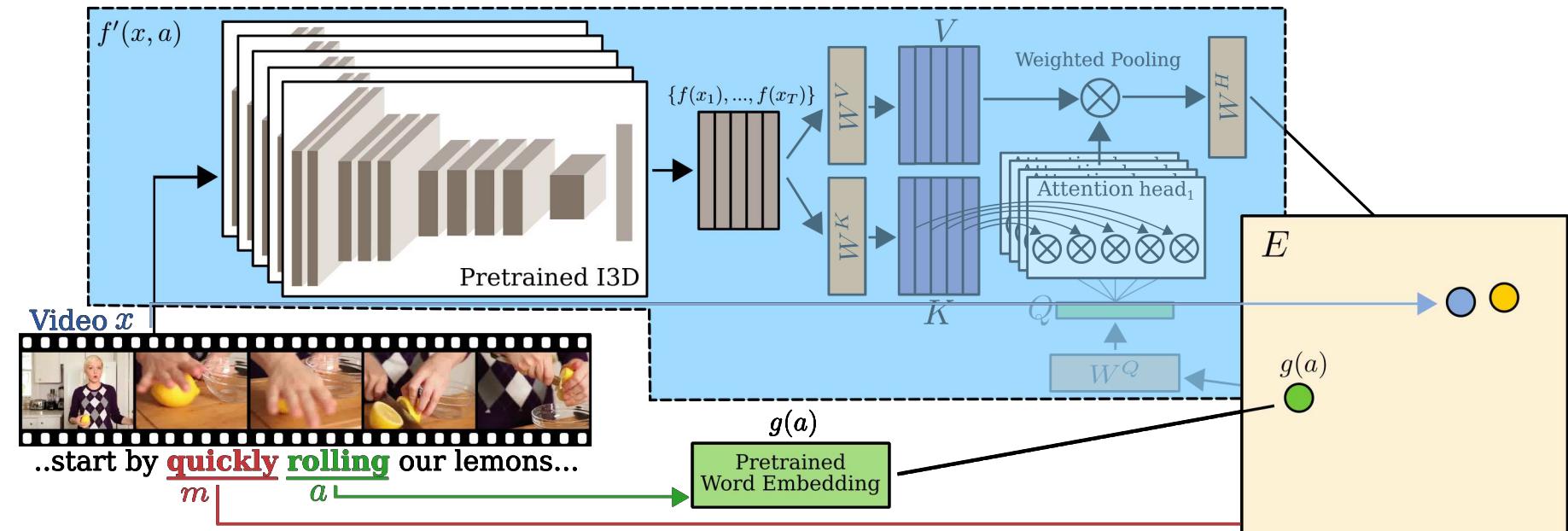
-10 seconds

timestamp

+10 seconds

Action Modifiers: Learning from Adverbs in Instructional Videos

with: Hazel Doughty
Ivan Laptev
Walterio Mayol-Cuevas



Action Modifiers: Learning from Adverbs in Instructional Videos

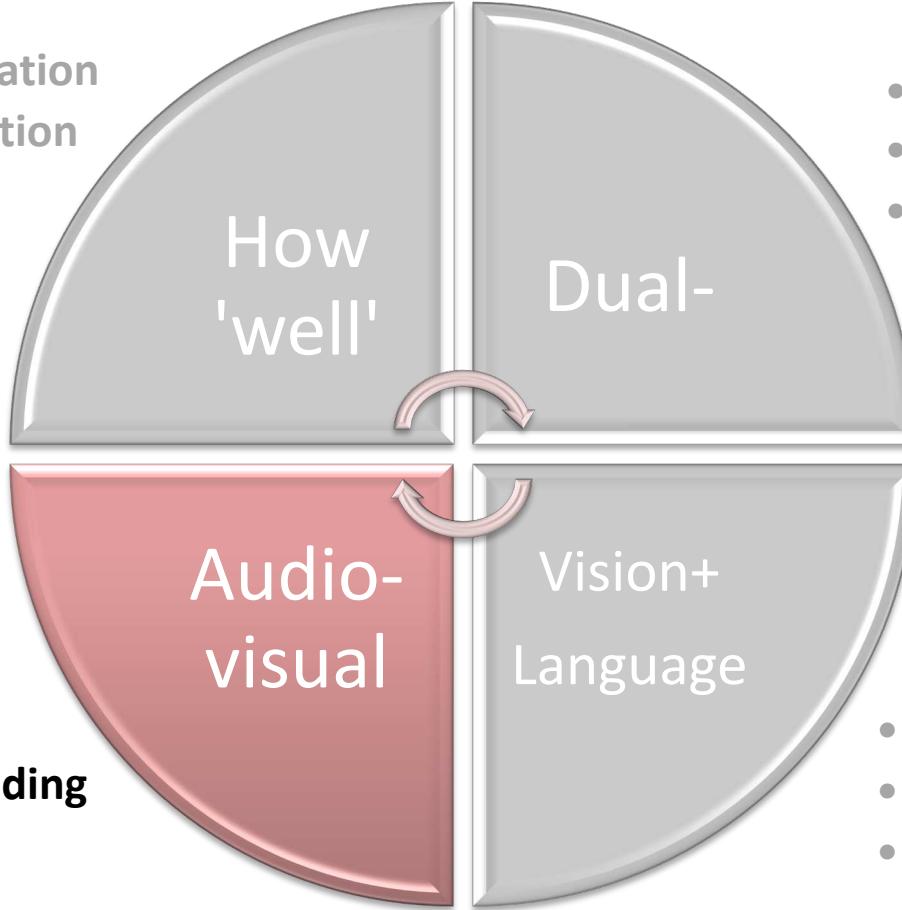
with: Hazel Doughty
Ivan Laptev
Walterio Mayol-Cuevas



... we're going to **mix** these up real **quick**...

Fine-Grained Object Interactions

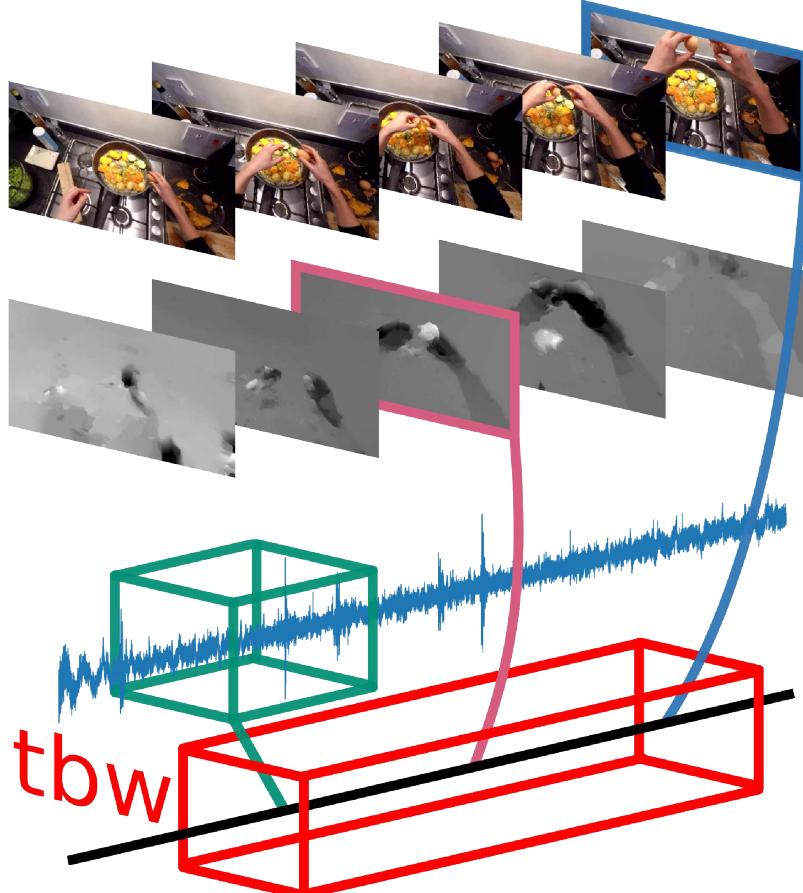
- Skill Determination
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- DDLSTM
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-
- Temporal Binding
 - Multi-Verb Labels
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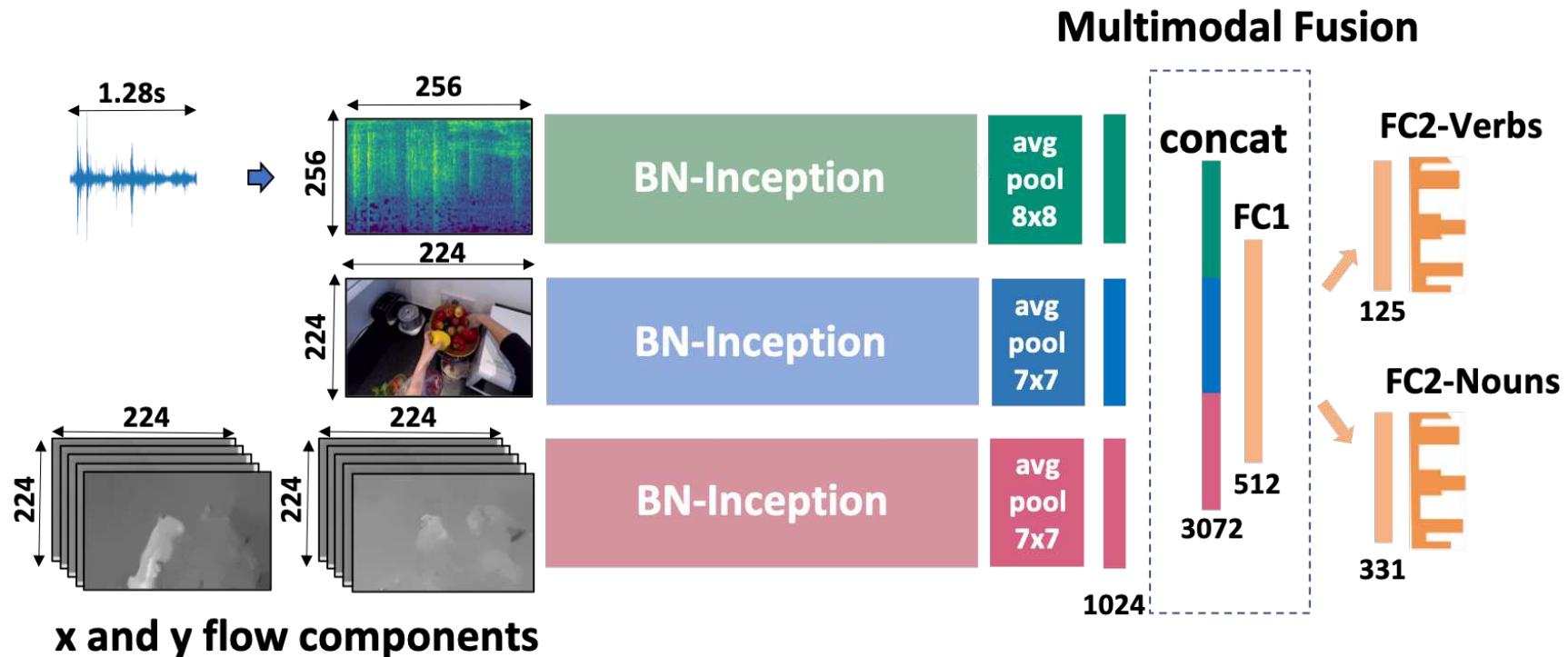
Audio-Visual Temporal Binding for Egocentric Action Recognition

with: Vangelis Kazakos
Arsha Nagrani
Andrew Zisserman



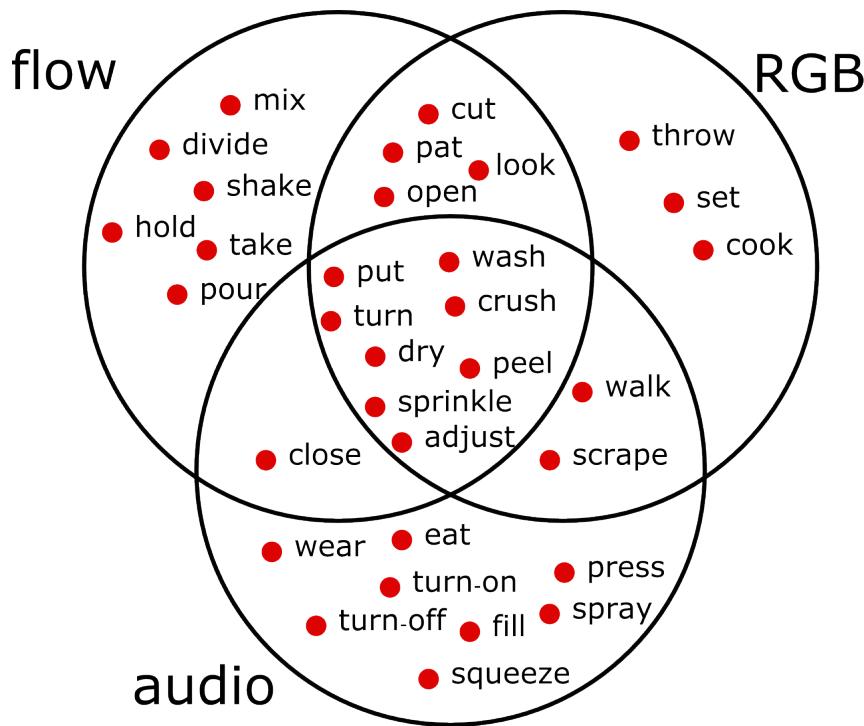
Audio-Visual Temporal Binding for Egocentric Action Recognition

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Andrew Zisserman



Audio-Visual Temporal Binding for Egocentric Action Recognition

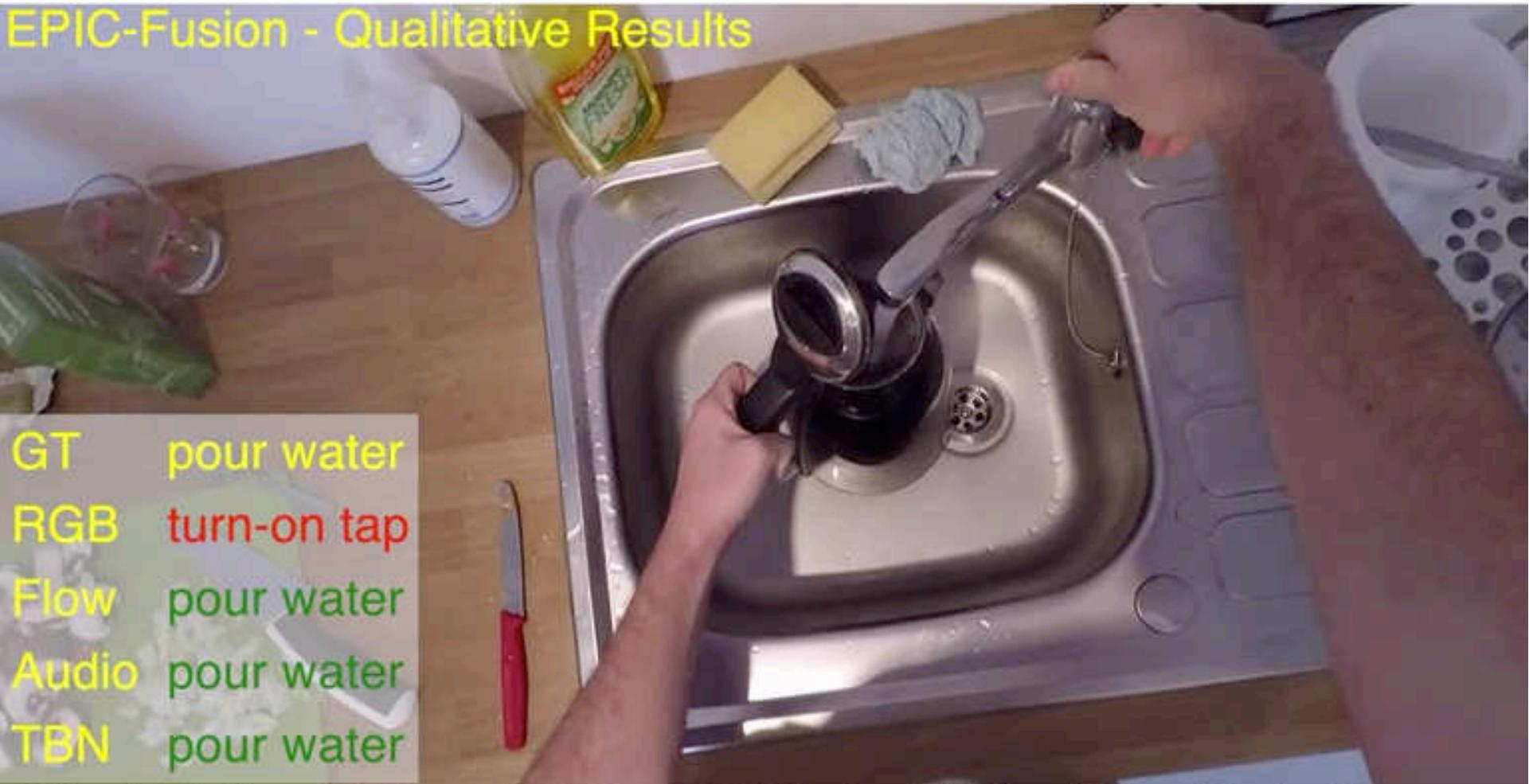
with: Vangelis Kazakos
Arsha Nagrani
Andrew Zisserman



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

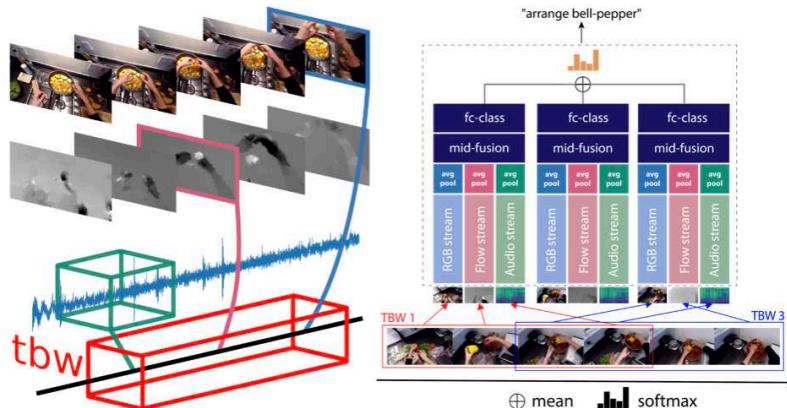
Audio-Visual Temporal Binding for Egocentric Action Recognition

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 [\[GitHub\]](#)

June 2020....

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

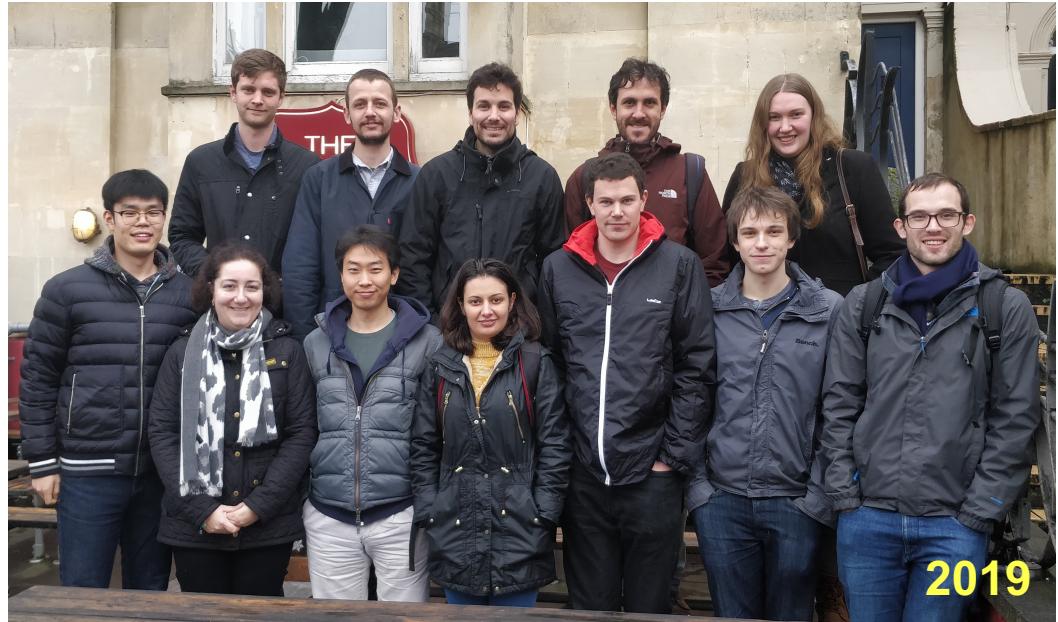
Davide Moltisanti
Jonathan Munro
Toby Perrett
Will Price
Michael Wray



**Bigger
Better
Denser**

100 hours

The Team



Thank you...

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

<http://dimadamen.github.io>



@dimadamen



<http://www.linkedin.com/in/dimadamen>



Scaling Egocentric Vision: The **EPIC-KITCHENS** Dataset



Dima Damen



Hazel Doughty



Giovanni M. Farinella



Sanja Fidler



Antonino Furnari



Evangelos Kazakos



Davide Moltisanti



Jonathan Munro



Toby Perrett



Will Price



Michael Wray





EPIC
KITCHENS

Scaling Egocentric Vision

CodaLab

Competition

EPIC-Kitchens Object Detection
Secret url: <https://competitions.codalab.org>
Organized by hazeldoughy - Current server time: 5:54:20 UTC
▶ Current
ECCV 2018 Object Recognition Challenge
June 30, 2018, midnight UTC

Learn the Details Phases Participate Results



UNIVERSITY OF
TORONTO

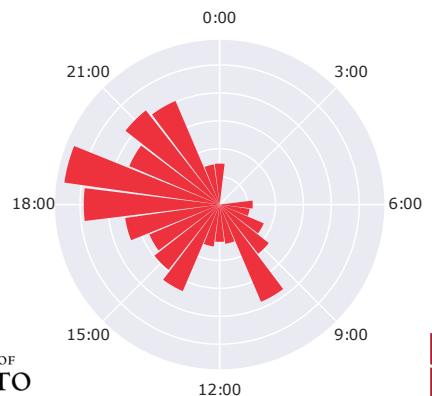




EPIC
KITCHENS

Data Collection

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





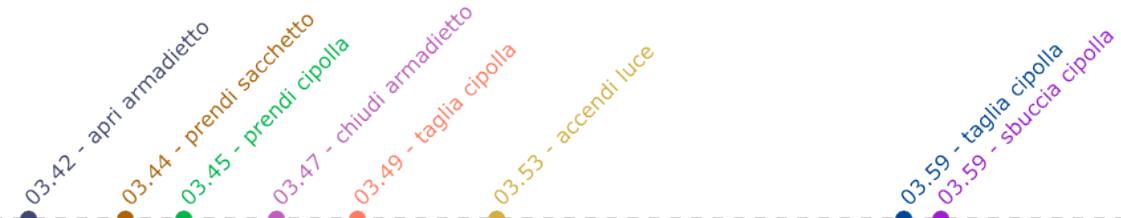
EPIC
KITCHENS

Annotations (1) - Narrations

Narrations



Narrations

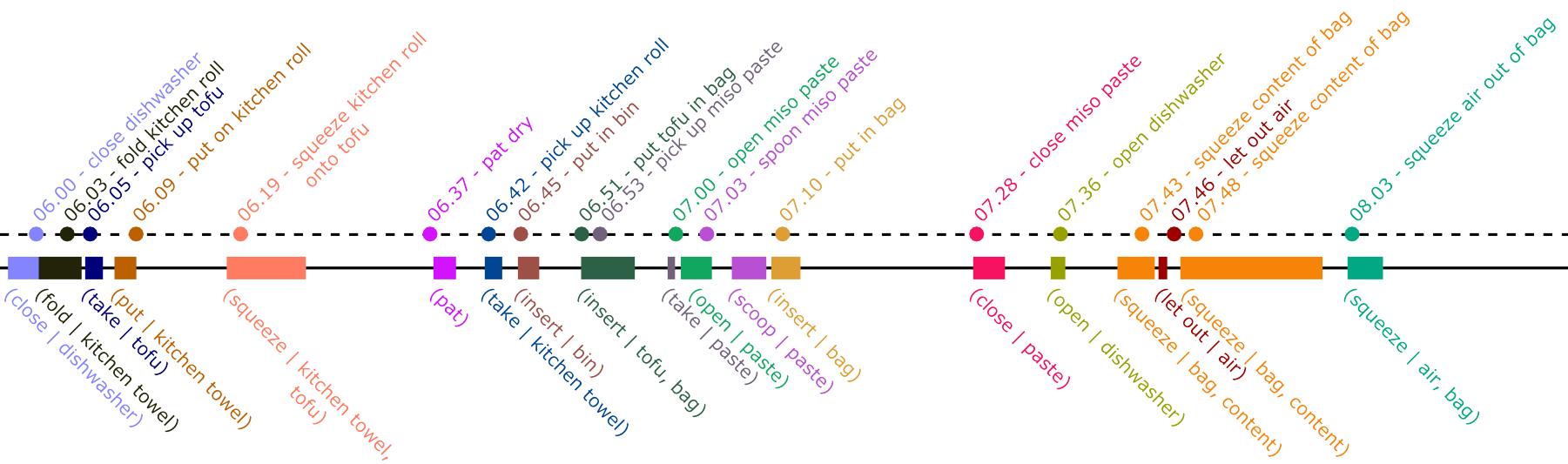




EPIC
KITCHENS

Narrations to Action Segments

Action segments





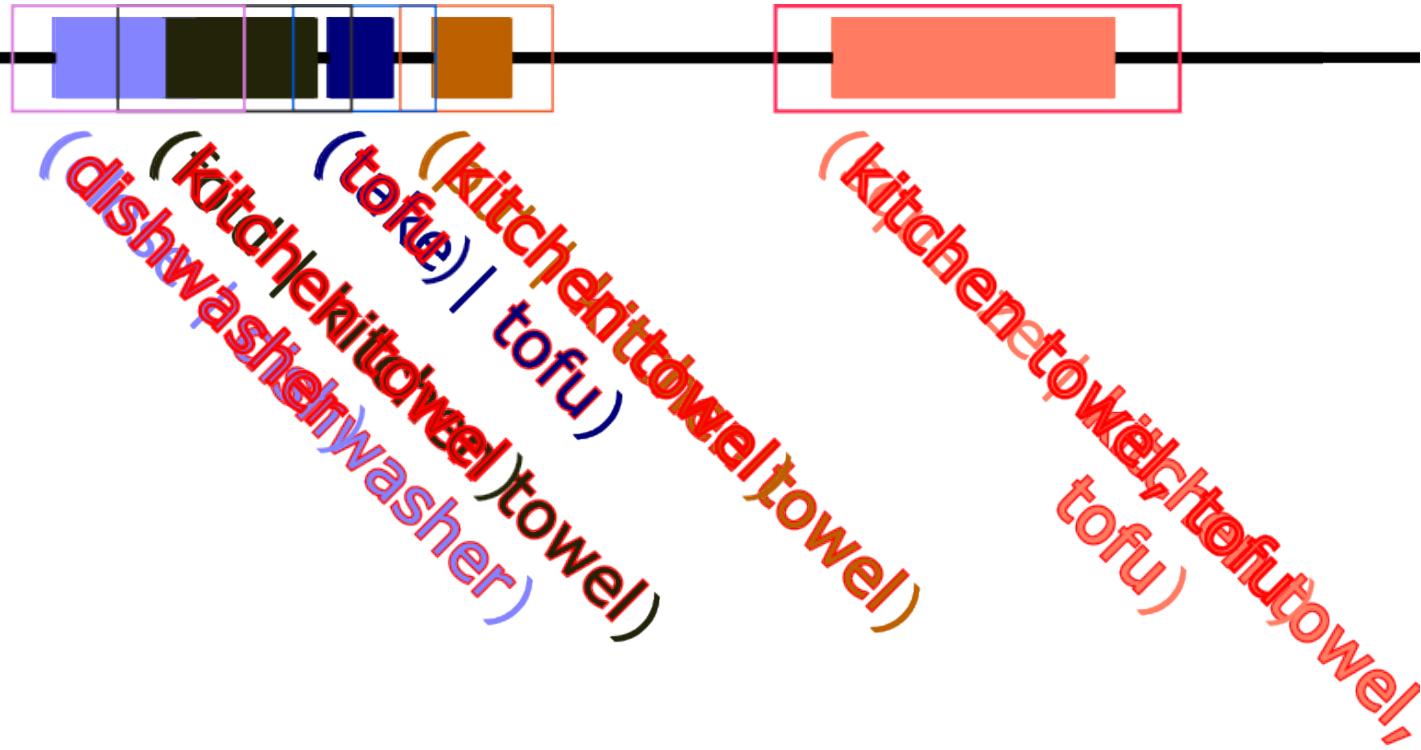
39 000
ACTION SEGMENTS



EPIC
KITCHENS

Annotations (3) – Object Bounding Boxes

Action segments





454 200
OBJECT ANNOTATIONS



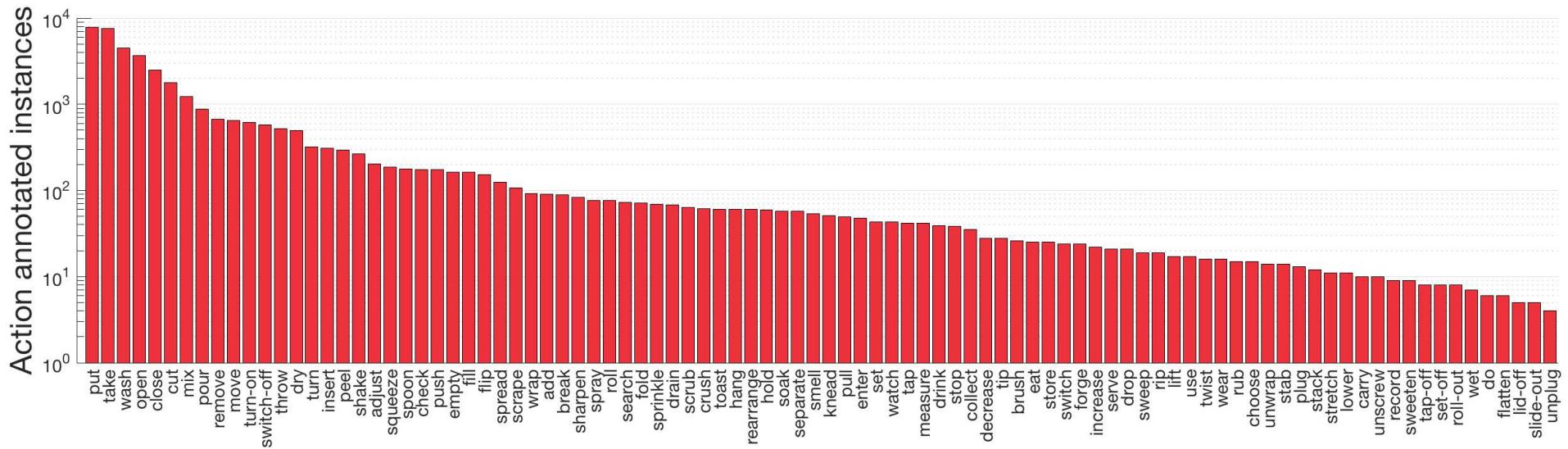
|take, grab, pick, get, fetch, pick-up, ...

- 120 verb classes
- 331 noun classes



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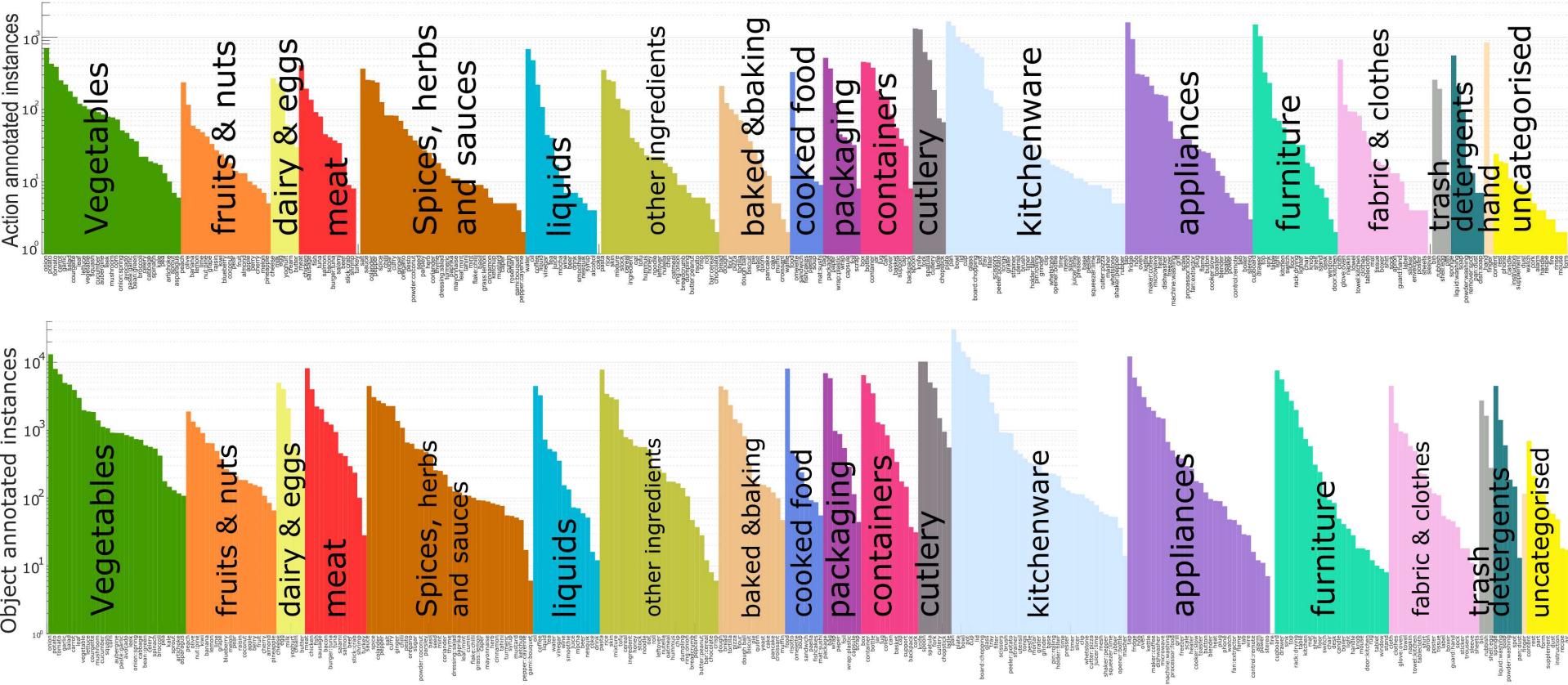
Annotations Statistics





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Annotations Statistics



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TORONTO



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

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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.

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

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

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



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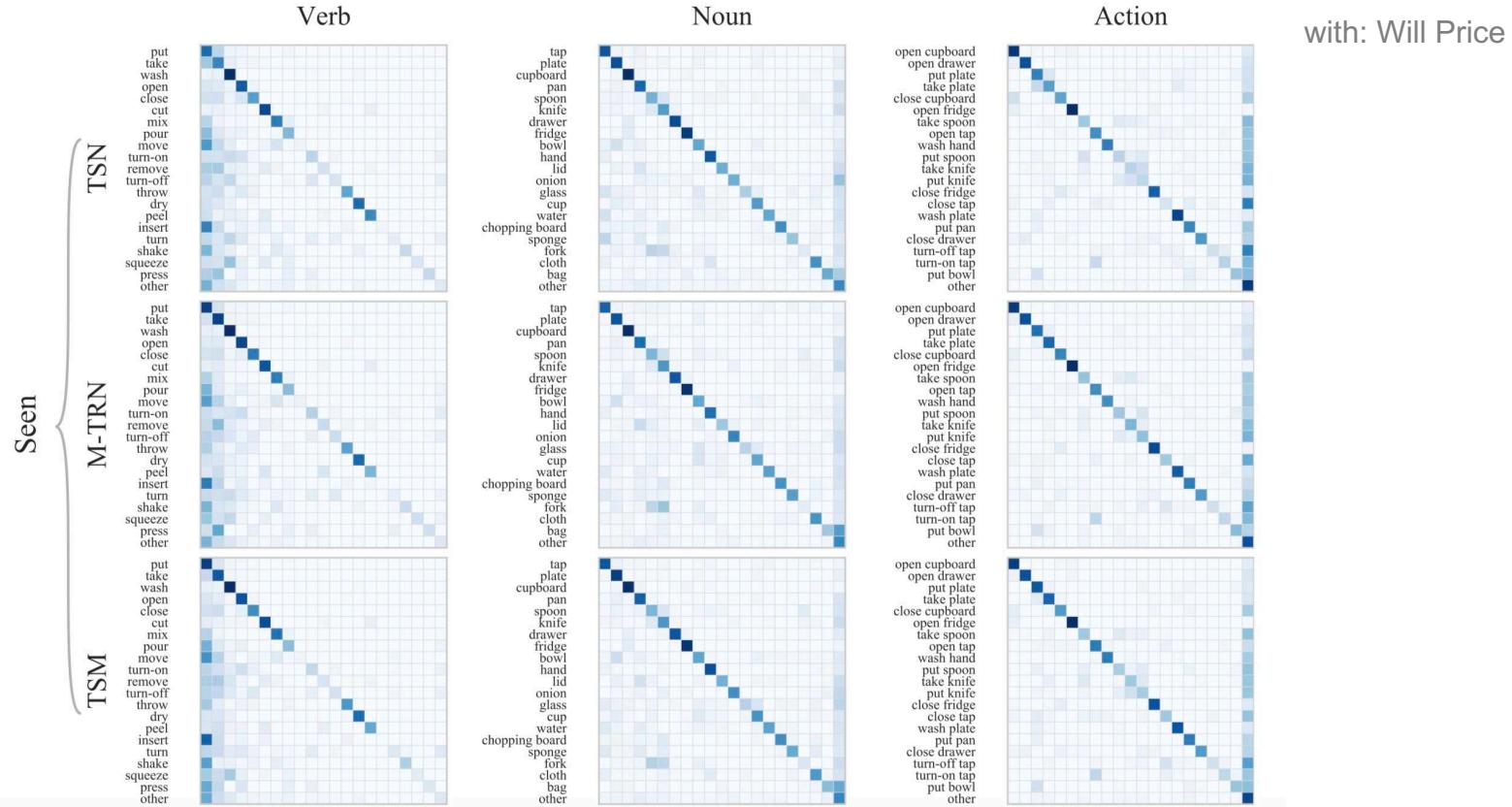
Action Recognition Challenge

Seen Kitchens (S1)																
#	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	action_banks	11	03/02/20		63.22 (7)	46.49 (5)	41.34 (1)	87.34 (9)	69.98 (5)	63.50 (1)	53.75 (5)	43.18 (4)	24.28 (1)	40.27 (8)	42.82 (5)	25.67 (1)
2	wasun	11	02/22/20	UTS_BAIDU	69.85 (1)	51.14 (1)	41.18 (2)	90.67 (2)	74.44 (1)	62.13 (2)	58.85 (4)	45.06 (1)	23.45 (4)	45.23 (4)	48.38 (1)	25.35 (2)
3	aptx4869lm	12	01/30/20	GT-WISC-MPI	68.51 (2)	49.96 (2)	38.75 (3)	89.33 (4)	72.30 (3)	58.99 (3)	51.04 (10)	44.00 (3)	23.70 (3)	43.70 (5)	47.32 (2)	23.92 (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 (8)	41.26 (7)	20.84 (5)	46.73 (2)	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 (4)	60.73 (3)	44.89 (2)	24.01 (2)	46.81 (1)	43.88 (4)	22.92 (4)
6	Sudhakaran	30	08/10/19	FBK_HuPBA	63.34 (6)	44.75 (6)	35.54 (6)	89.01 (5)	69.88 (6)	57.18 (5)	63.21 (1)	42.26 (5)	19.76 (7)	37.77 (12)	41.28 (7)	21.19 (6)
7	tnet	16	03/06/20		64.74 (5)	44.75 (6)	34.81 (7)	88.82 (6)	68.98 (7)	55.49 (7)	52.68 (7)	42.18 (6)	20.76 (6)	45.29 (3)	41.97 (6)	20.06 (7)
8	antoninofurnari	1	07/19/19		56.93 (11)	43.05 (7)	33.06 (8)	85.68 (15)	67.12 (8)	55.32 (8)	50.42 (12)	39.84 (8)	18.91 (8)	37.82 (10)	38.11 (8)	19.12 (8)
9	cvg_uni_bonn	7	01/07/20		58.63 (9)	41.44 (8)	29.81 (9)	88.73 (7)	66.57 (9)	48.64 (11)	50.32 (13)	37.67 (9)	18.30 (9)	41.37 (6)	37.61 (9)	18.07 (10)



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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



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



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.

