

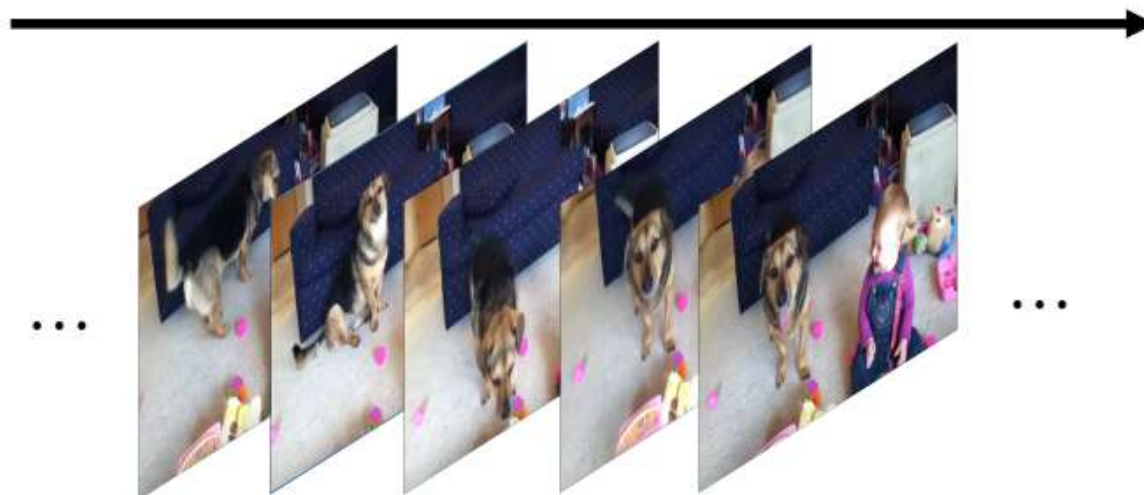
Visión Computacional

Ivan Sipiran

Video: 2D + Tiempo

Video como secuencia de imágenes

Tensor 4D: $T \times 3 \times H \times W$



Video: Clasificación



Input video:
 $T \times 3 \times H \times W$



Swimming
Running
Jumping
Eating
Standing

Video



Input video:
 $T \times 3 \times H \times W$

Los videos son muy grandes!

~30 frames por segundo

Tamaño de video descomprimido: 3
bytes por píxel

SD(640 x 480): ~1.5GB por minuto
HD(1920 x 1080): ~10GB por minuto

Entrenamiento sobre Clips

Video crudo: largo, alto FPS



Entrenar modelo para clasificar clips cortos con bajo FPS



Test sobre otros clips

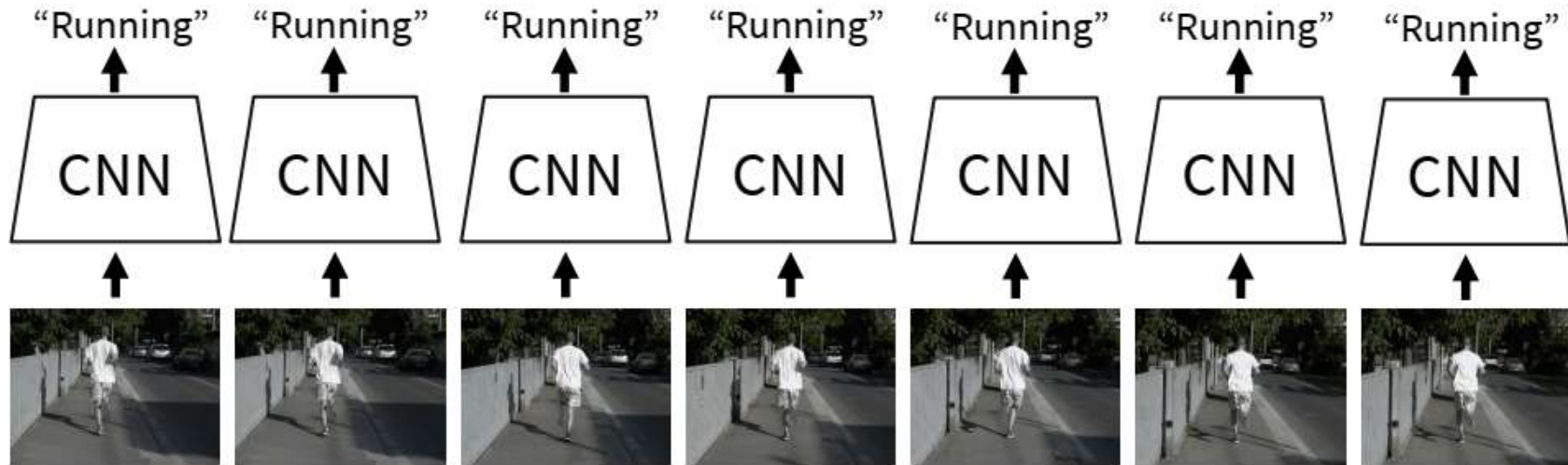


Clasificación de Videos: Single-frame CNN

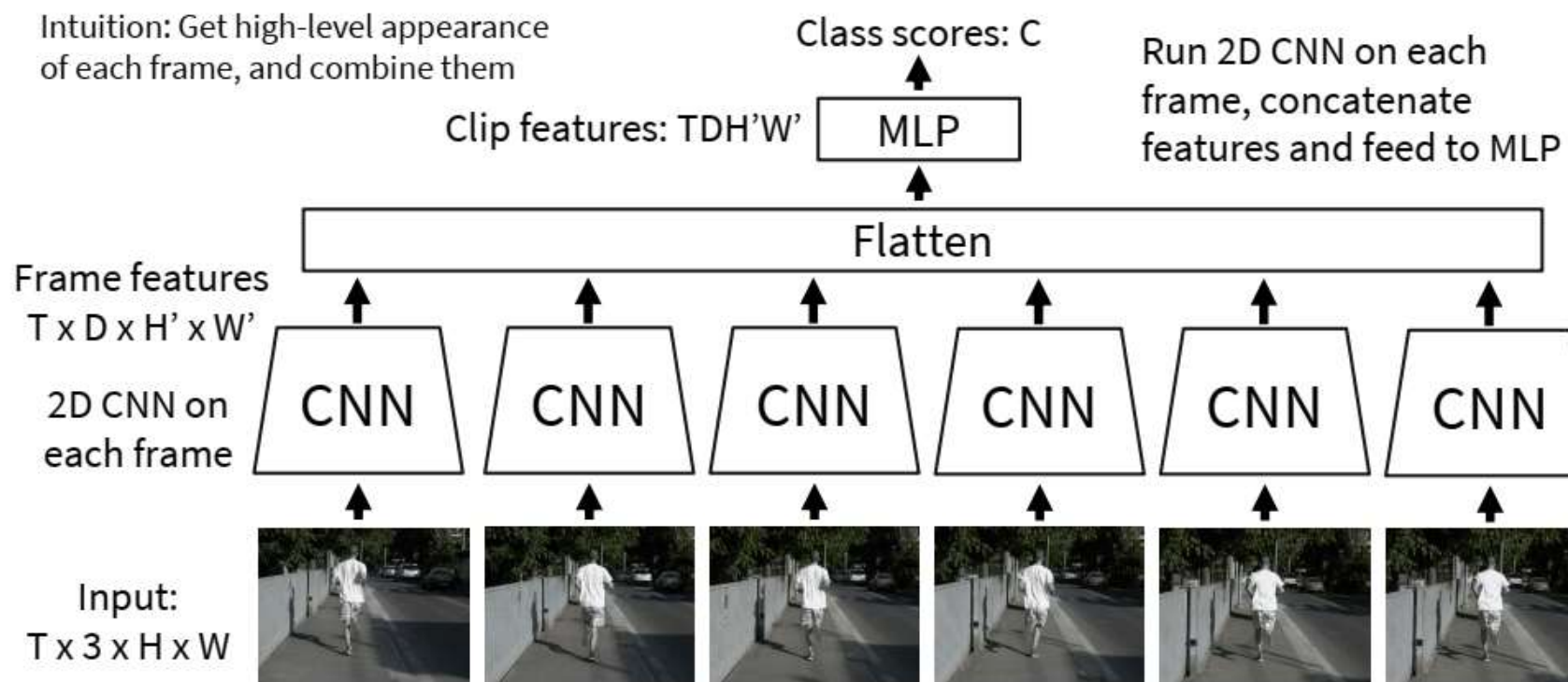
Idea simple: Entrenar un CNN normal para clasificar frames independientes

Durante test, se promedian las salidas de varios frames

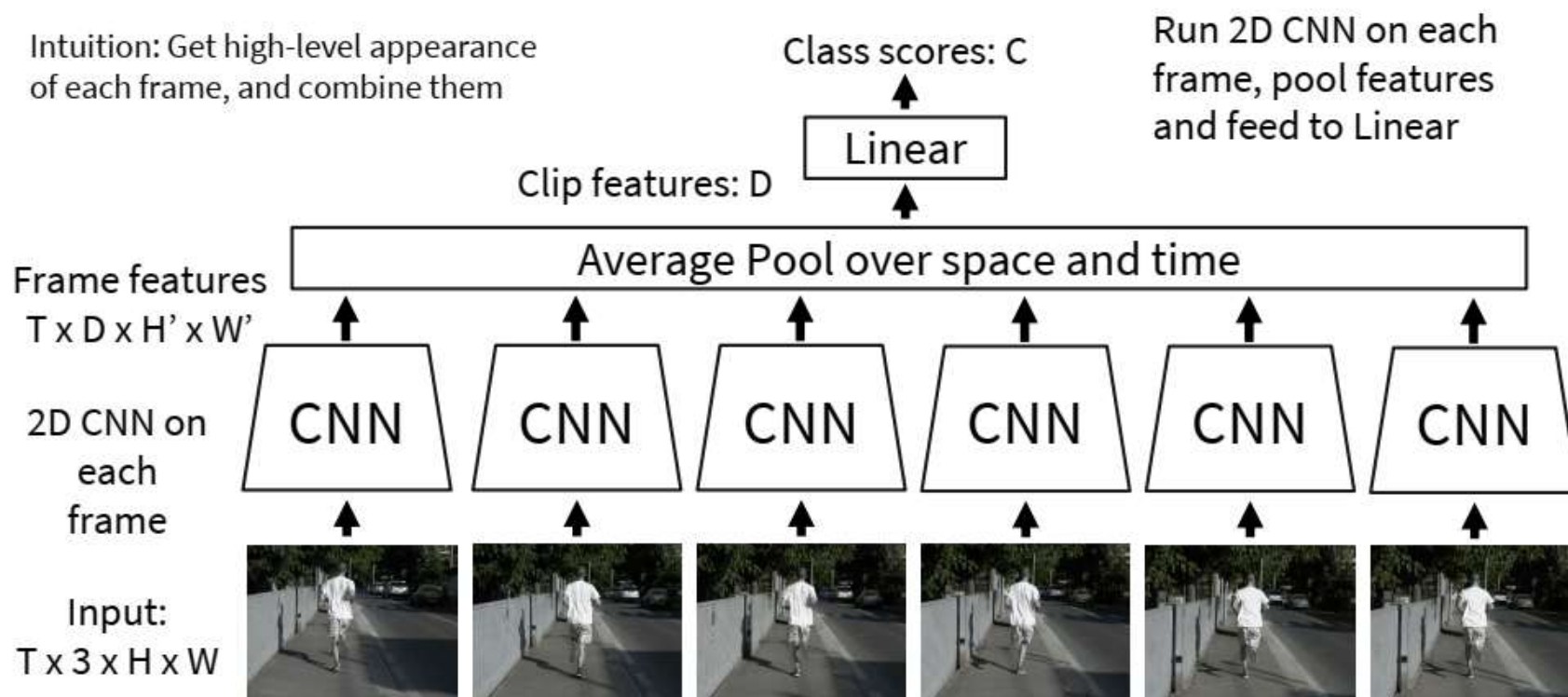
Es un baseline bueno para clasificación de videos



Clasificación de Videos: Late Fusion



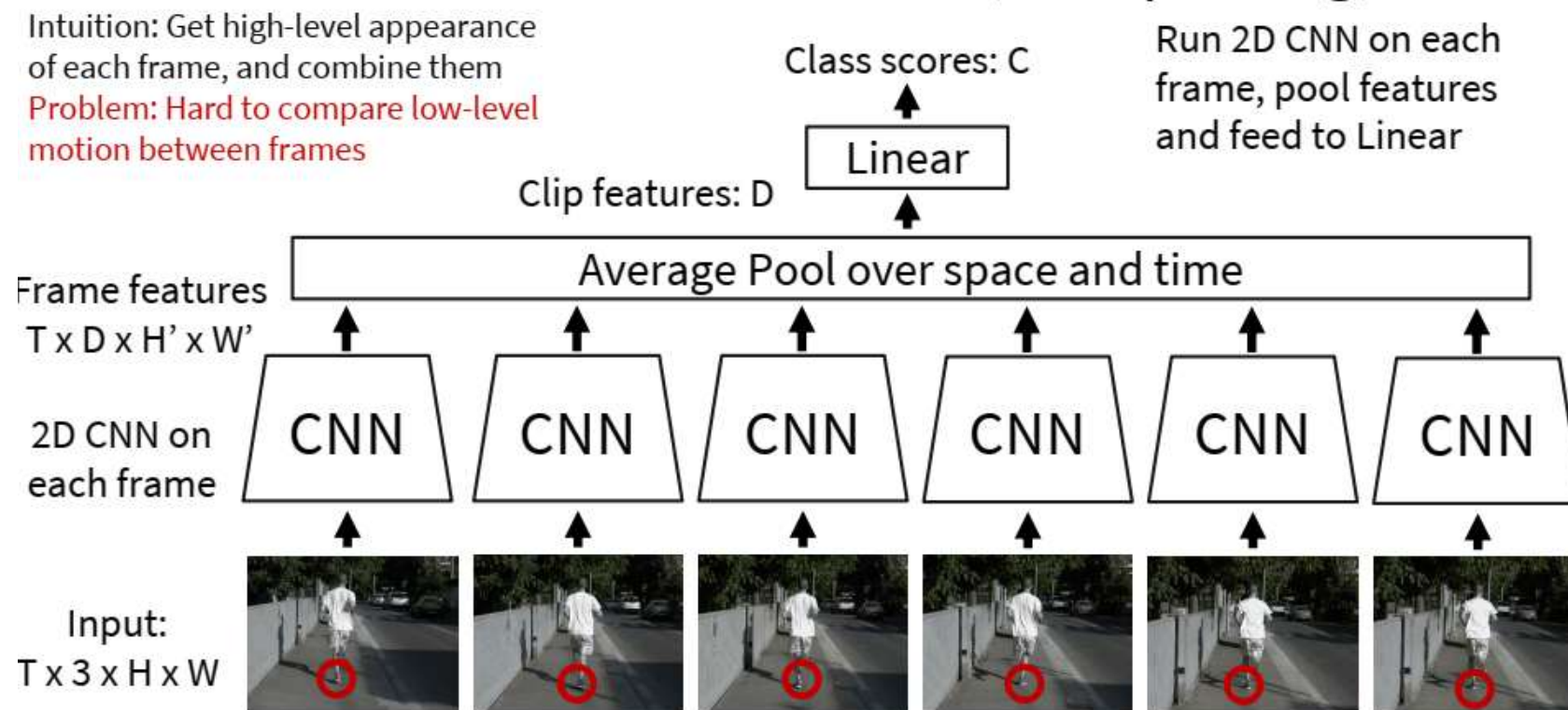
Clasificación de Videos: Late Fusion (pooling)



Clasificación de Videos: Late Fusion (pooling)

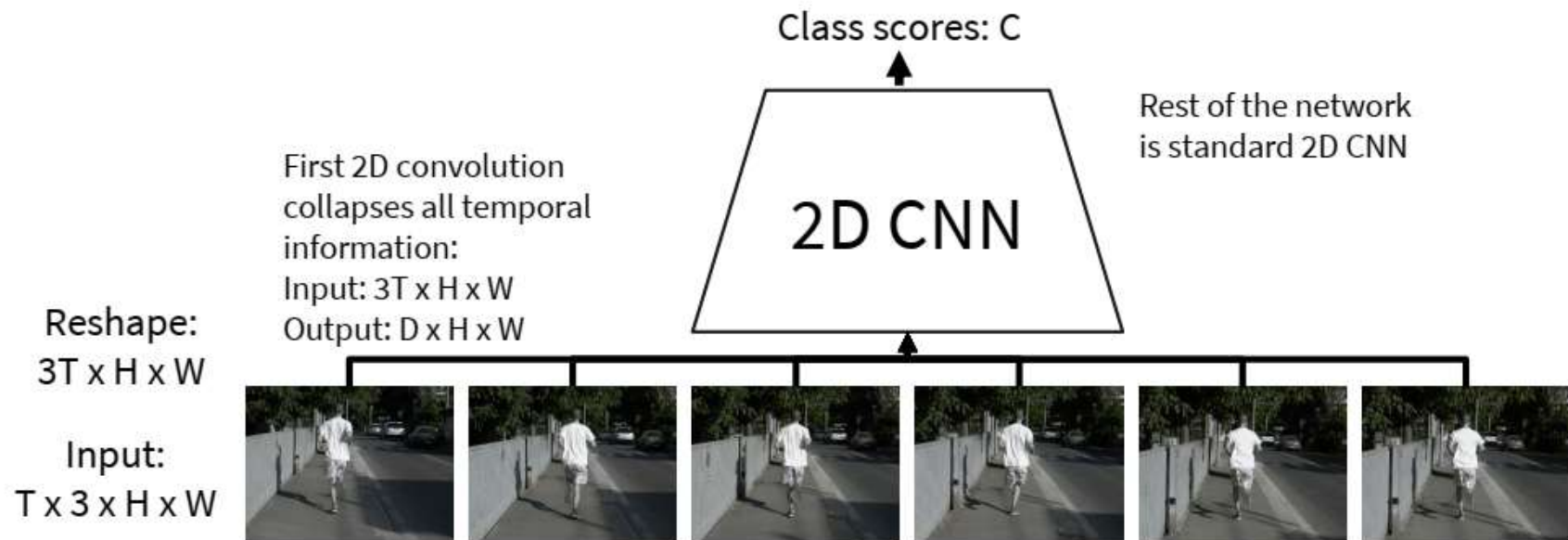
Intuition: Get high-level appearance of each frame, and combine them

Problem: Hard to compare low-level motion between frames



Clasificación de Videos: Early Fusion

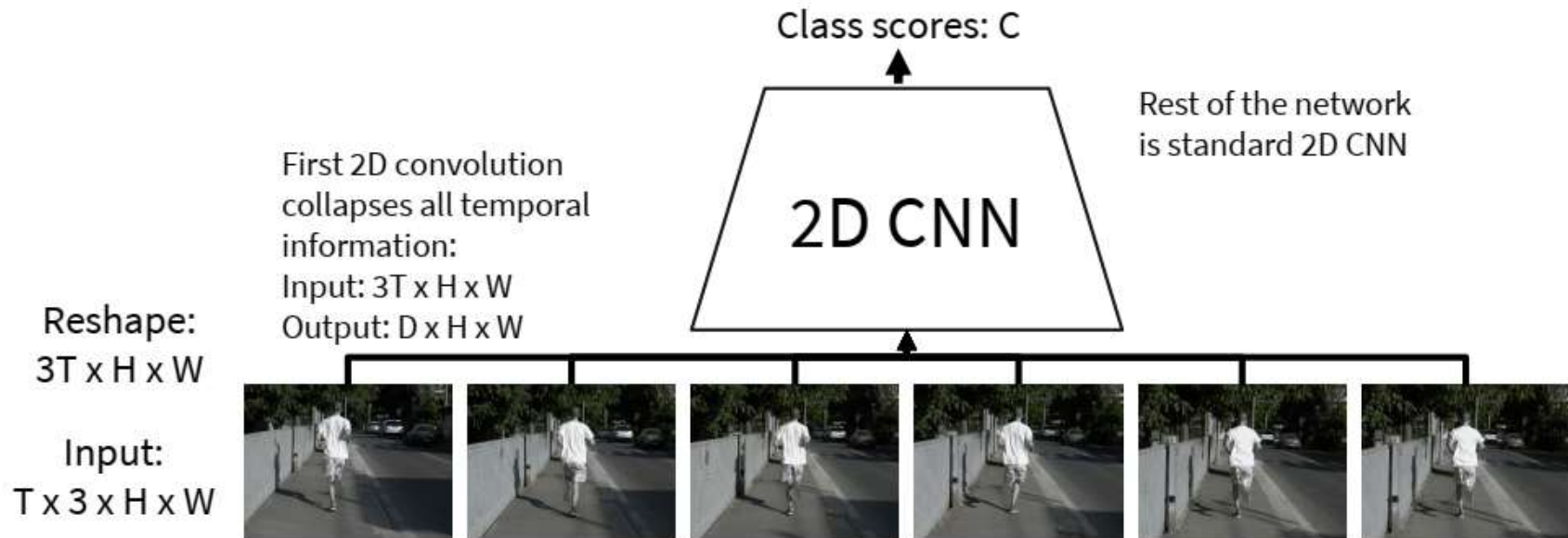
Comparar frames con primeras capas convolucionales, después pasar por CNN



Clasificación de Videos: Early Fusion

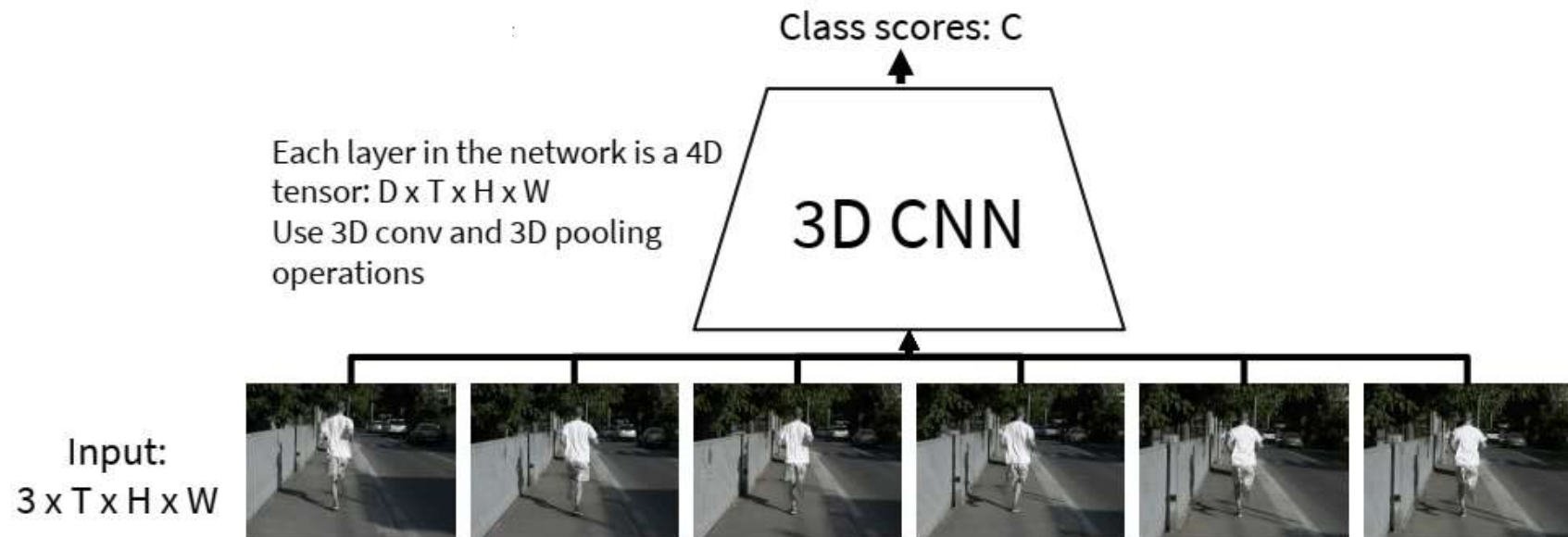
Comparar frames con primeras capas convolucionales, después pasar por CNN

Problema: un solo procesamiento temporal puede ser insuficiente

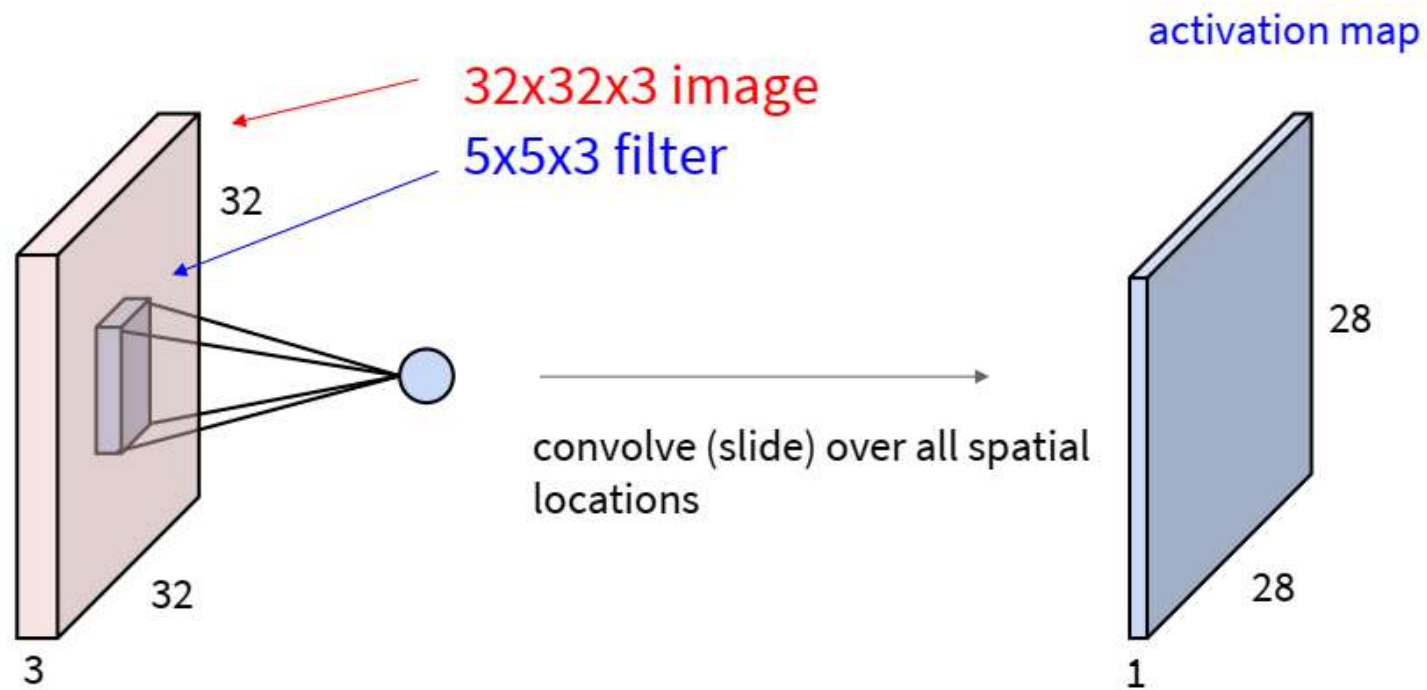


Clasificación de Videos: 3D CNN

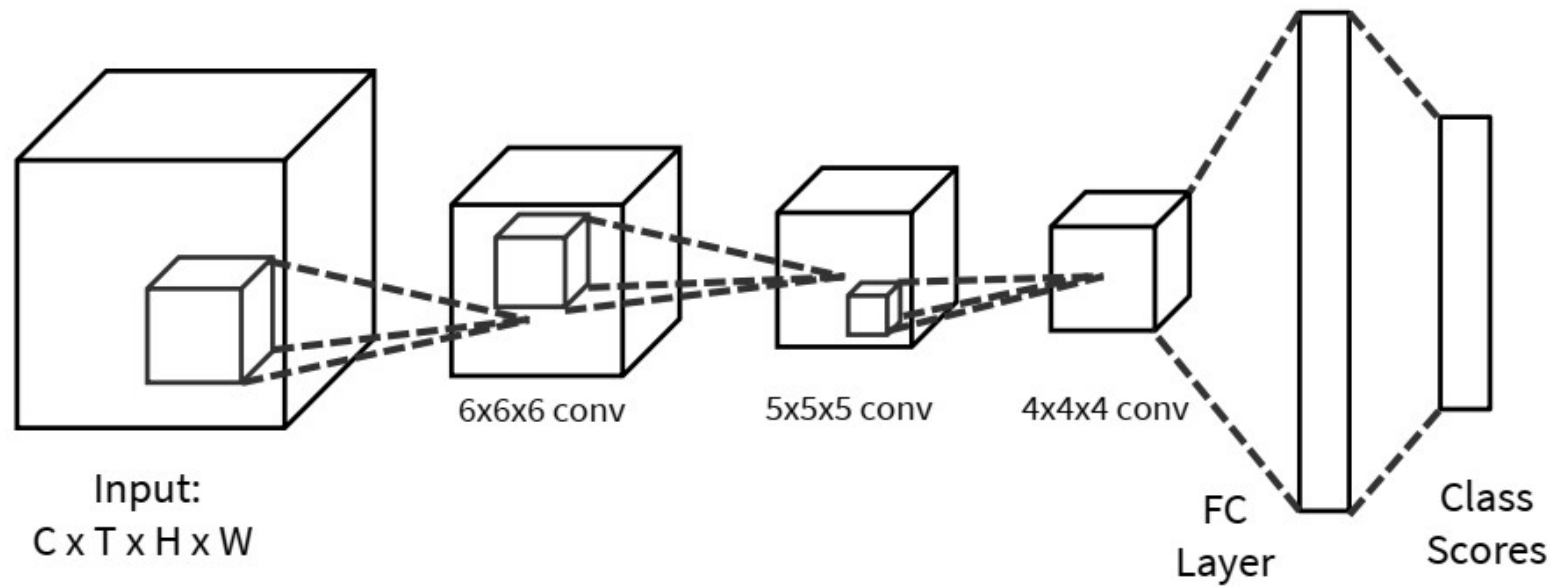
Usar versión 3D de convolución y pooling para fusionar información temporal



Capa Convolucional

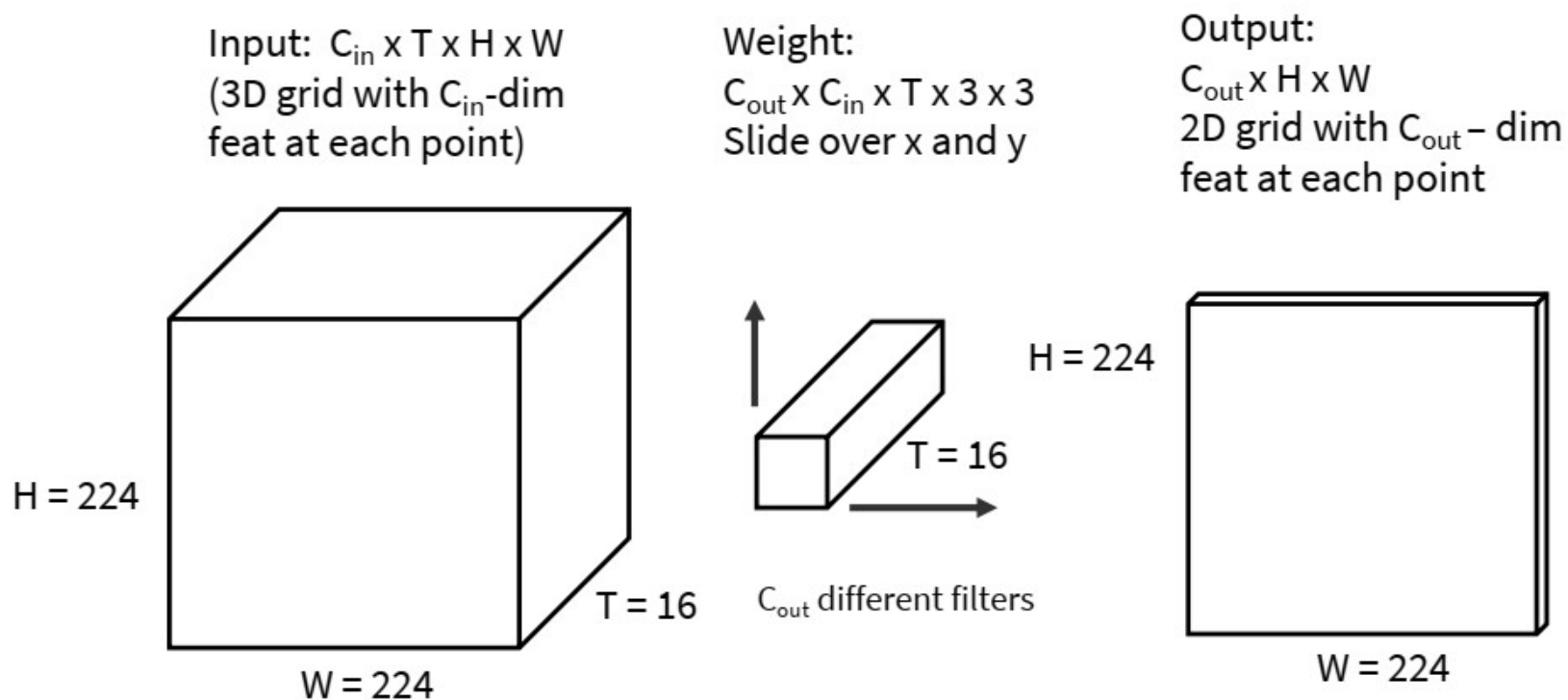


Convolución 3D



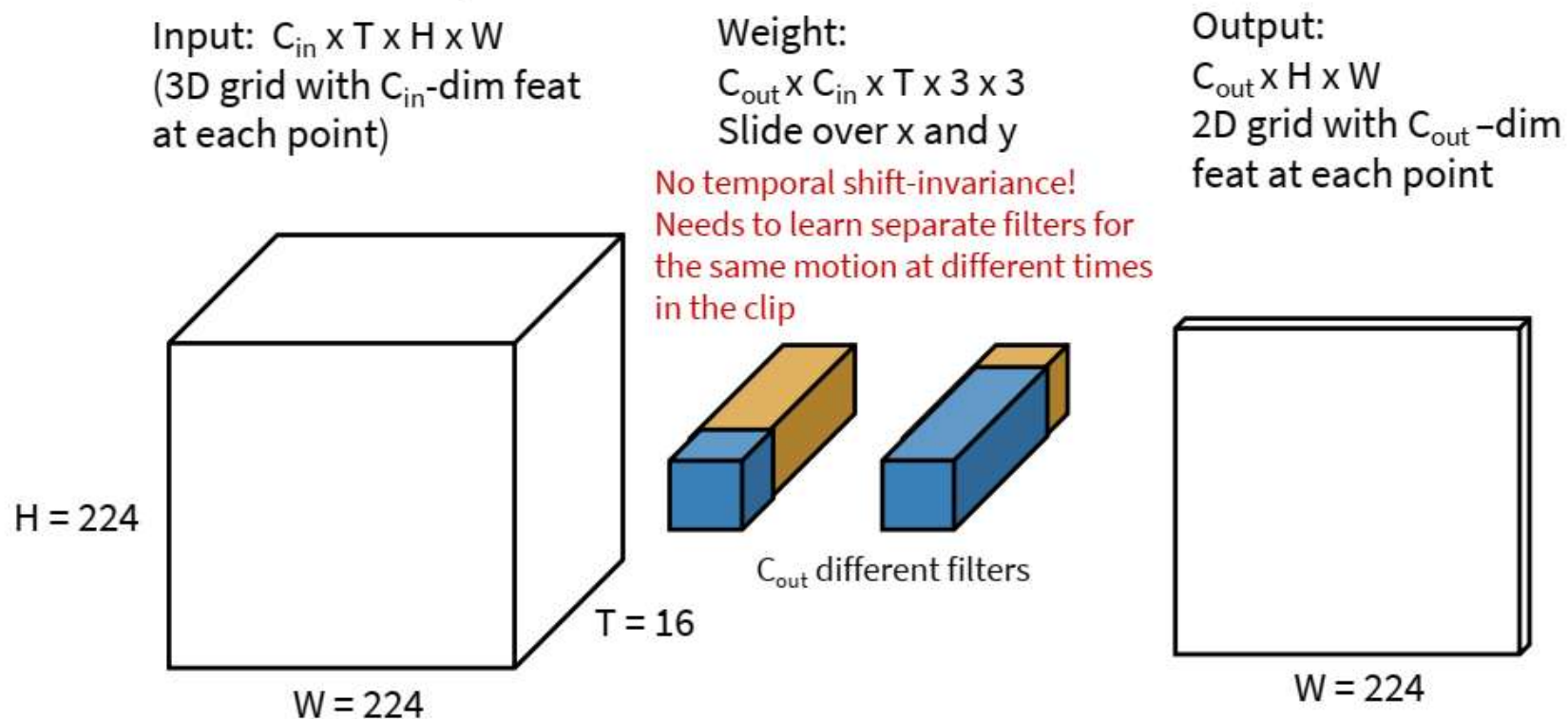
Convolución 3D

2D Conv (Early Fusion) vs 3D Conv (3D CNN)



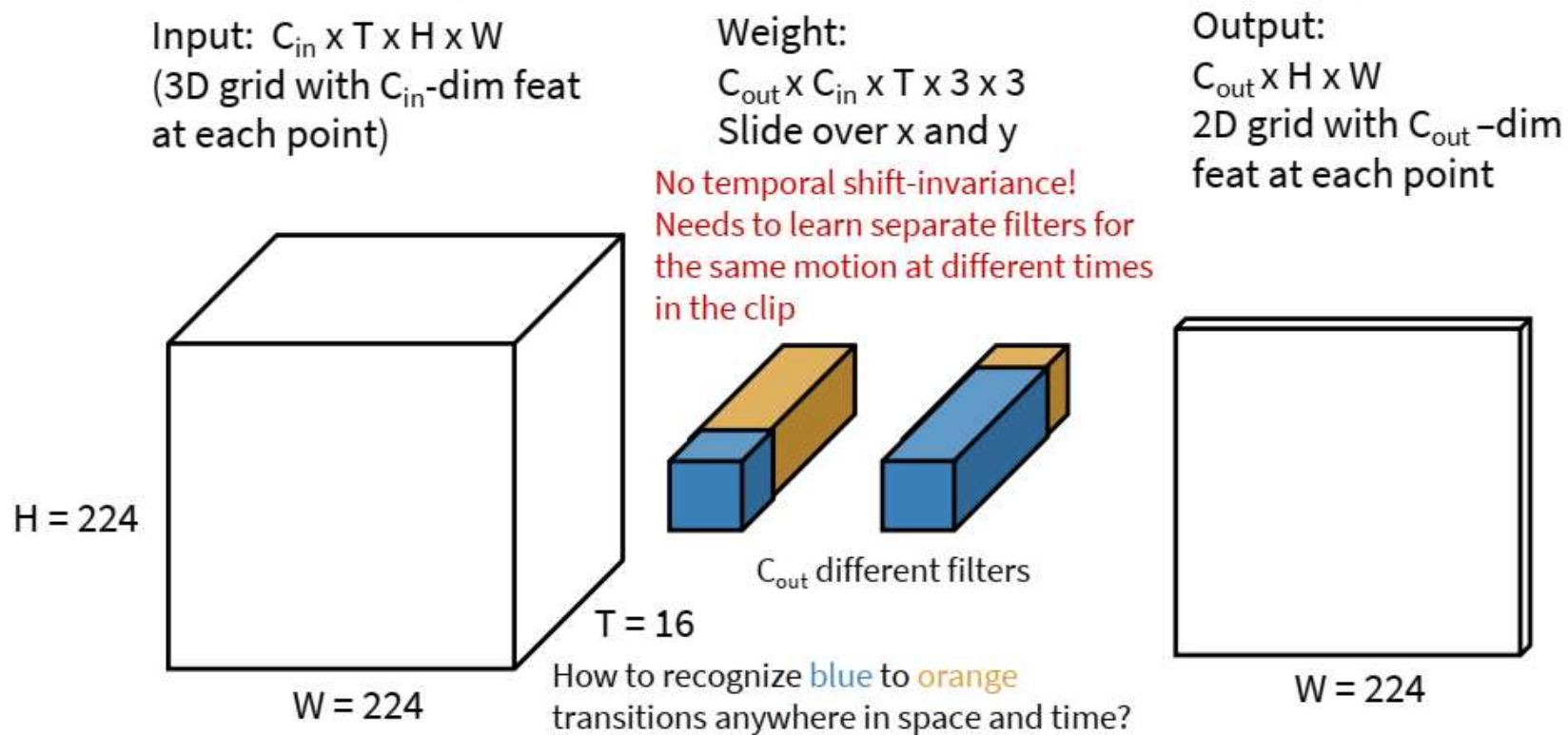
Convolución 3D

2D Conv (Early Fusion) vs 3D Conv (3D CNN)



Convolución 3D

2D Conv (Early Fusion) vs 3D Conv (3D CNN)



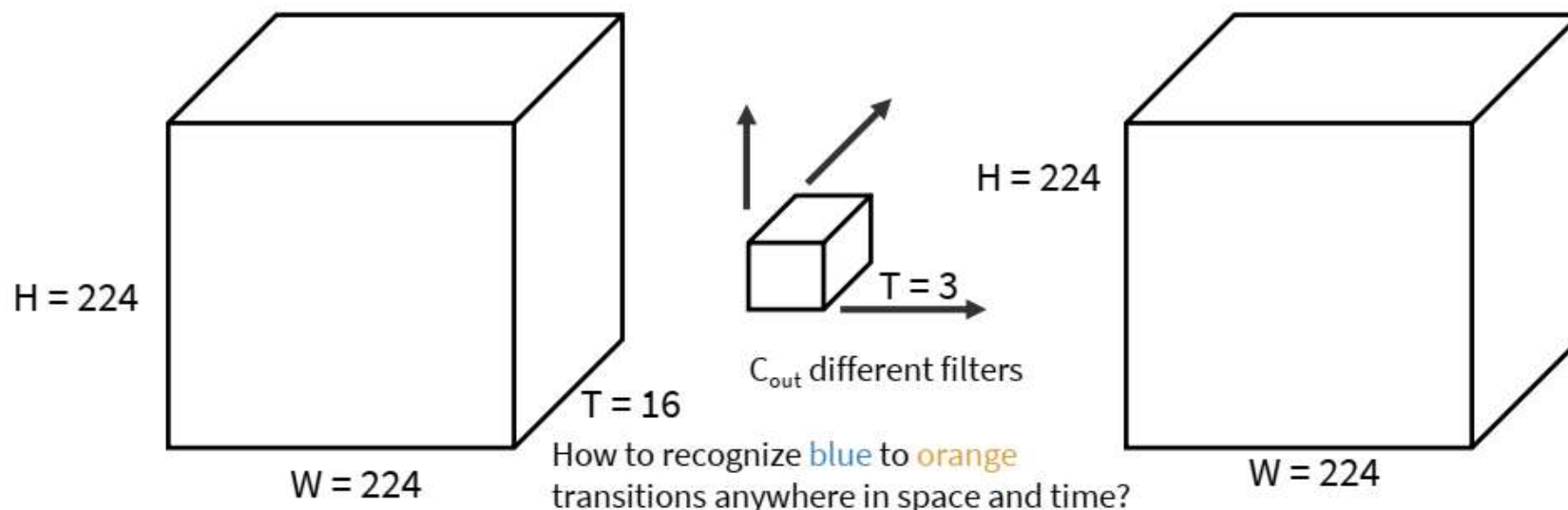
Convolución 3D

2D Conv (Early Fusion) vs 3D Conv (3D CNN)

Input: $C_{in} \times T \times H \times W$
(3D grid with C_{in} -dim
feat at each point)

Weight:
 $C_{out} \times C_{in} \times 3 \times 3 \times 3$
Slide over x and y

Output:
 $C_{out} \times T \times H \times W$
3D grid with C_{out} -dim
feat at each point



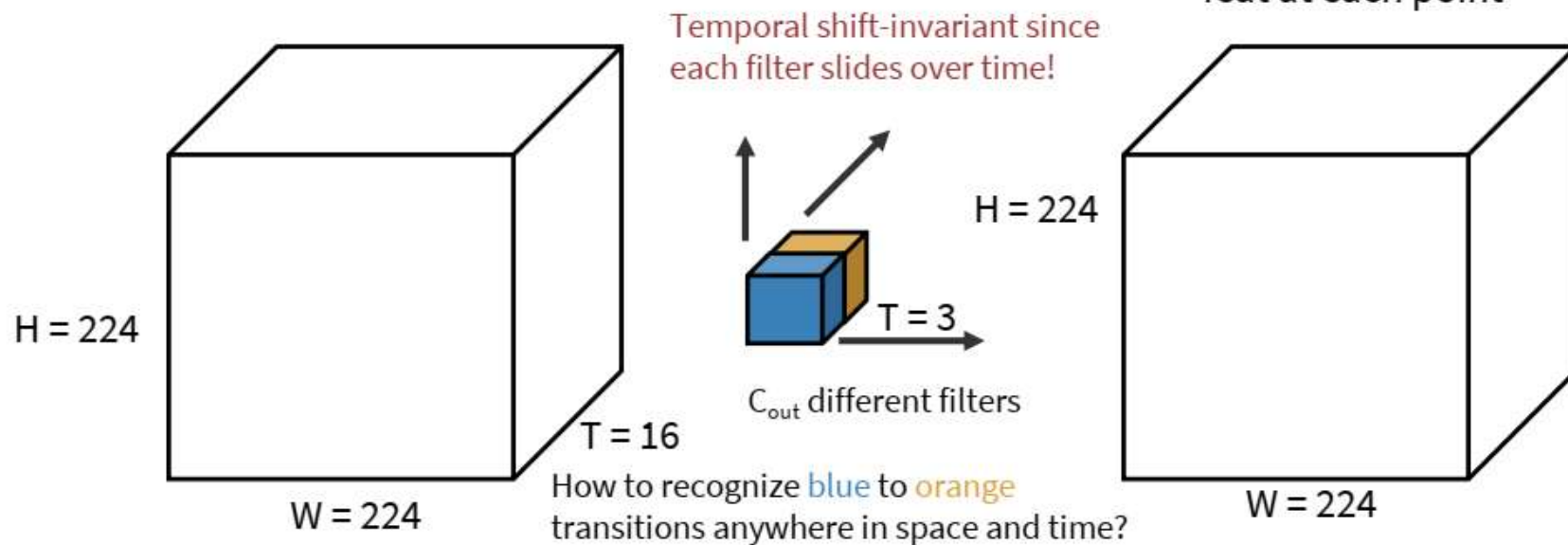
Convolución 3D

2D Conv (Early Fusion) vs 3D Conv (3D CNN)

Input: $C_{in} \times T \times H \times W$
(3D grid with C_{in} -dim
feat at each point)

Weight:
 $C_{out} \times C_{in} \times 3 \times 3 \times 3$
Slide over x and y

Output:
 $C_{out} \times T \times H \times W$
3D grid with C_{out} -dim
feat at each point



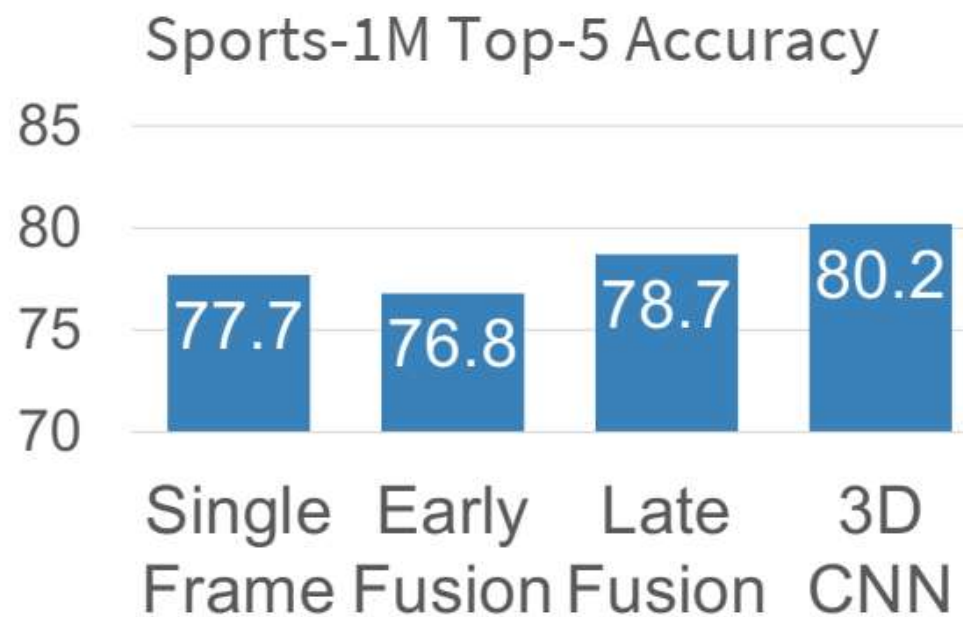
Video Dataset – Sport 1M



1 million YouTube videos
annotated with labels for 487
different types of sports

Ground Truth
Correct prediction
Incorrect prediction

Video Dataset – Sport 1M



C3D: El VGG de 3D CNN

3D CNN que usa solo convoluciones 3x3x3 y pooling 2x2x2

Modelo pre-entrenado en Sport-1M: se usa como feature extractor

Problema: convolución 3x3x3 es muy costoso

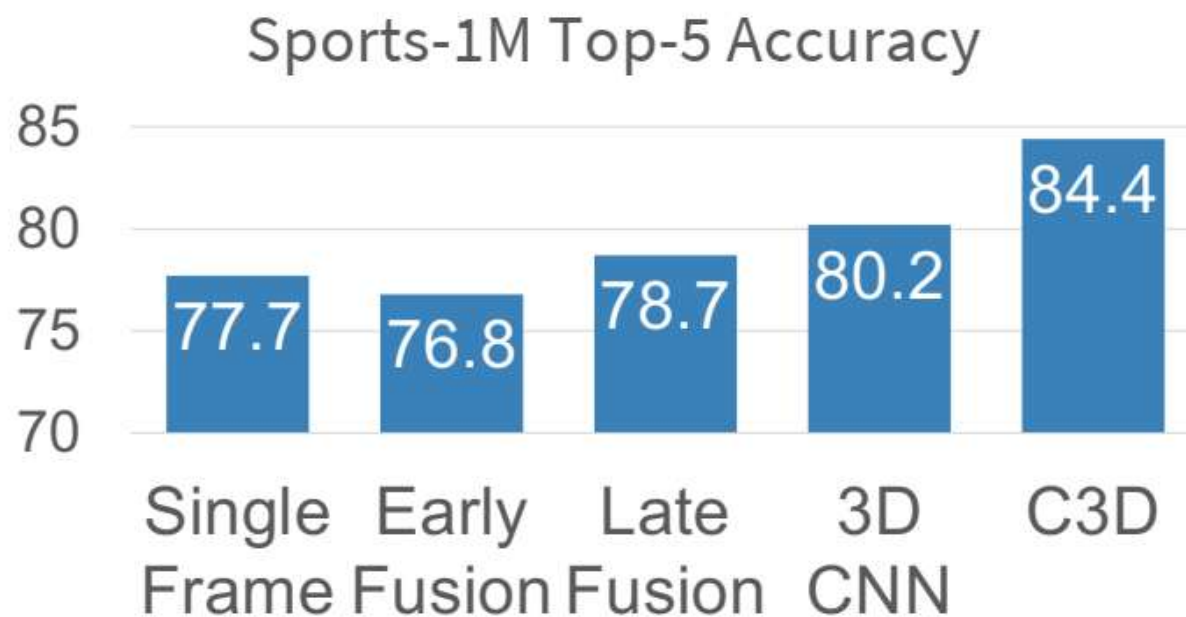
AlexNet: 0.7 GFLOP

VGG-16: 13.6 GFLOP

C3D: 39.5 GFLOP (~3x VGG)

Layer	Size
Input	3 x 16 x 112 x 112
Conv1 (3x3x3)	64 x 16 x 112 x 112
Pool1 (1x2x2)	64 x 16 x 56 x 56
Conv2 (3x3x3)	128 x 16 x 56 x 56
Pool2 (2x2x2)	128 x 8 x 28 x 28
Conv3a (3x3x3)	256 x 8 x 28 x 28
Conv3b (3x3x3)	256 x 8 x 28 x 28
Pool3 (2x2x2)	256 x 4 x 14 x 14
Conv4a (3x3x3)	512 x 4 x 14 x 14
Conv4b (3x3x3)	512 x 4 x 14 x 14
Pool4 (2x2x2)	512 x 2 x 7 x 7
Conv5a (3x3x3)	512 x 2 x 7 x 7
Conv5b (3x3x3)	512 x 2 x 7 x 7
Pool5	512 x 1 x 3 x 3
FC6	4096
FC7	4096
FC8	C

C3D: El VGG de 3D CNN



Midiendo el movimiento

Image at frame t

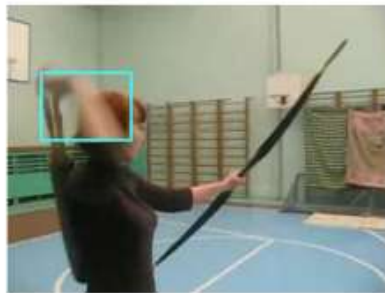
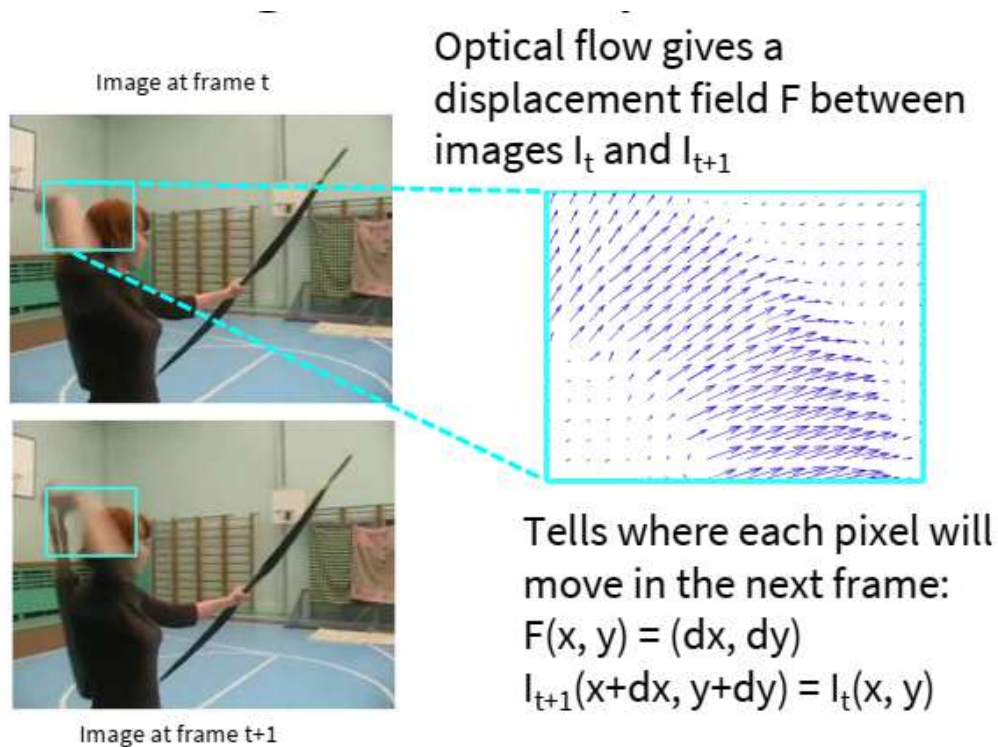
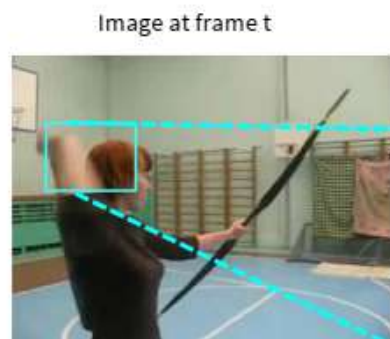


Image at frame $t+1$

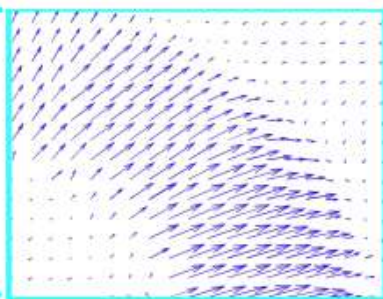
Midiendo el movimiento



Midiendo el movimiento



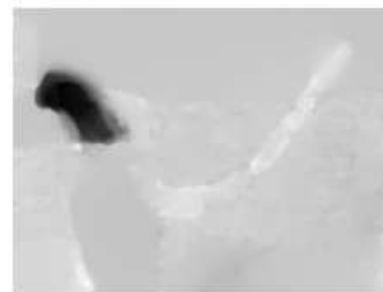
Optical flow gives a displacement field F between images I_t and I_{t+1}



Tells where each pixel will move in the next frame:
 $F(x, y) = (dx, dy)$
 $I_{t+1}(x+dx, y+dy) = I_t(x, y)$

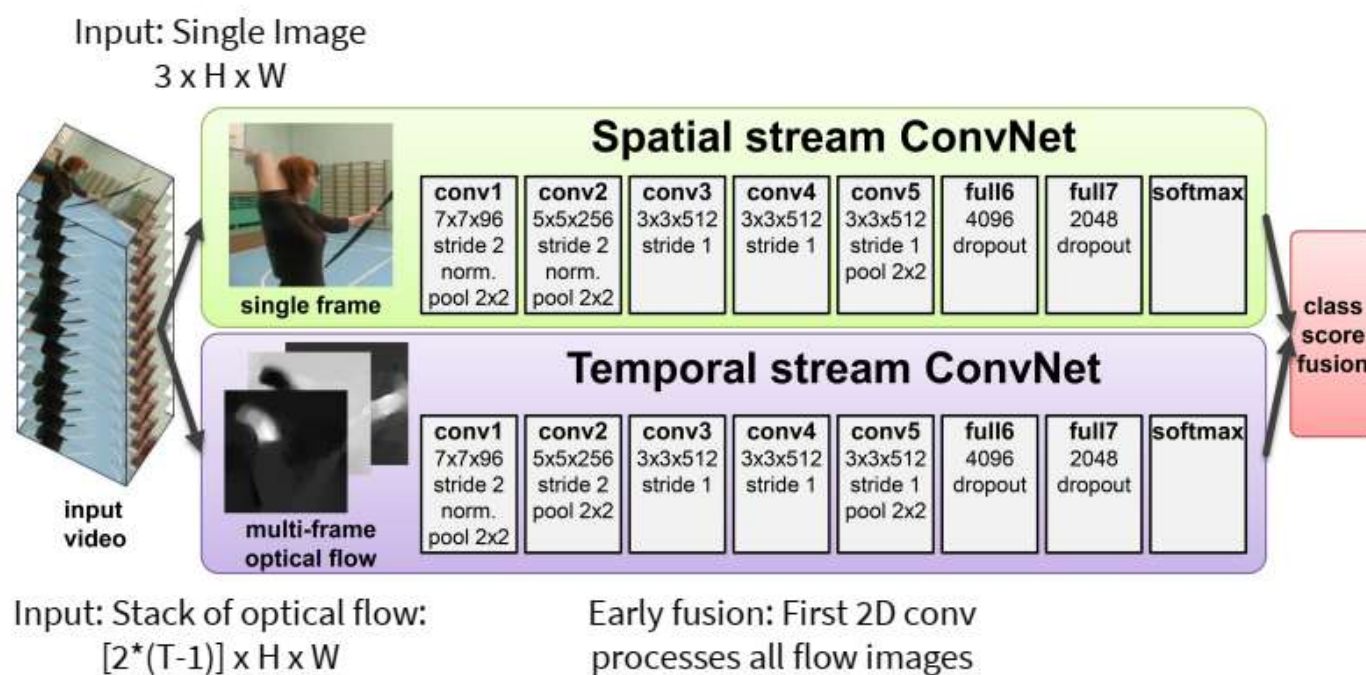
Optical Flow highlights local motion

Horizontal flow dx

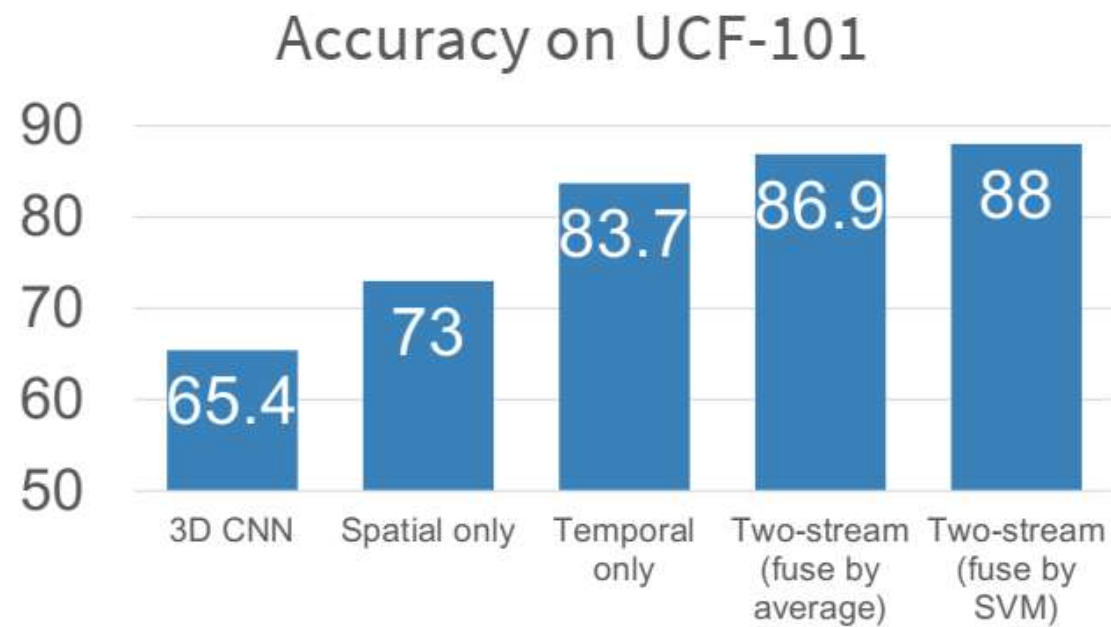


Vertical Flow dy

Movimiento y Apariencia

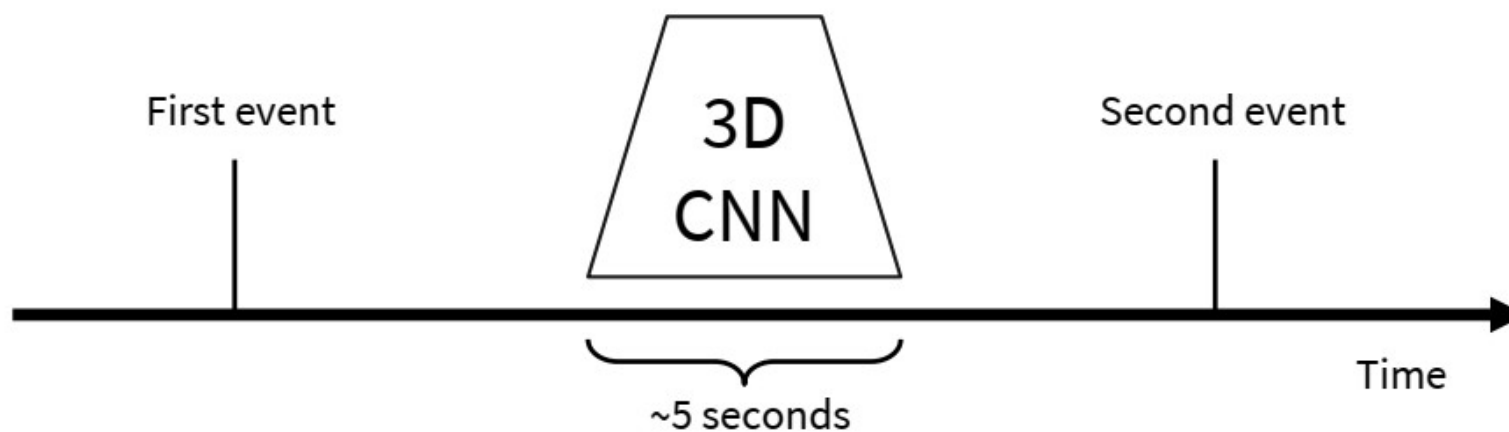


Movimiento y Apariencia

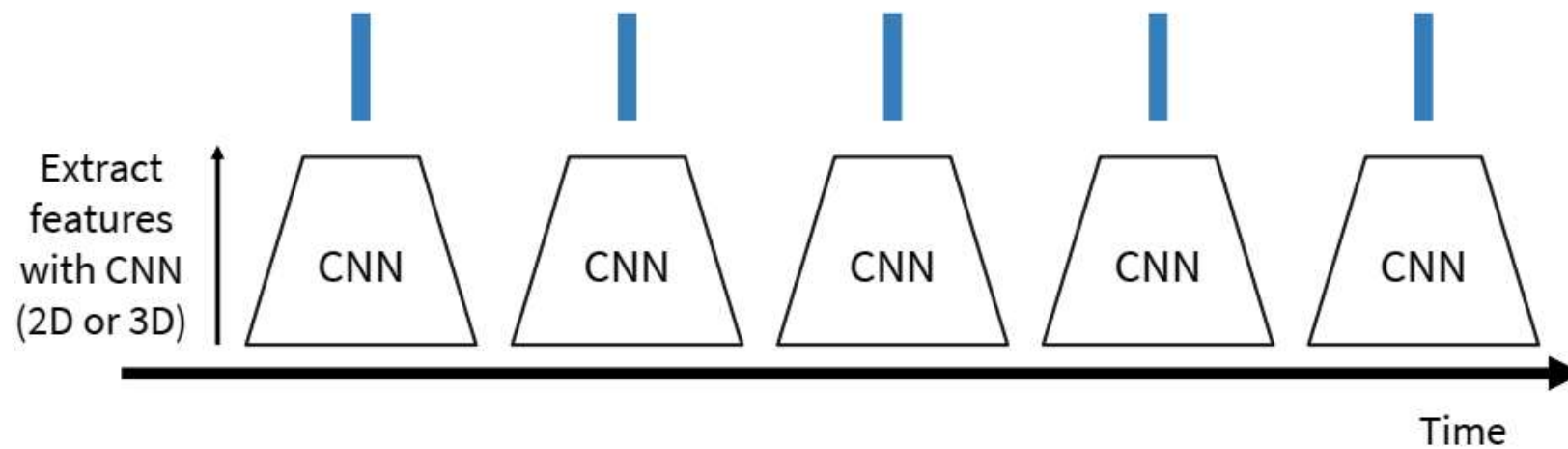


Modelando estructura temporal

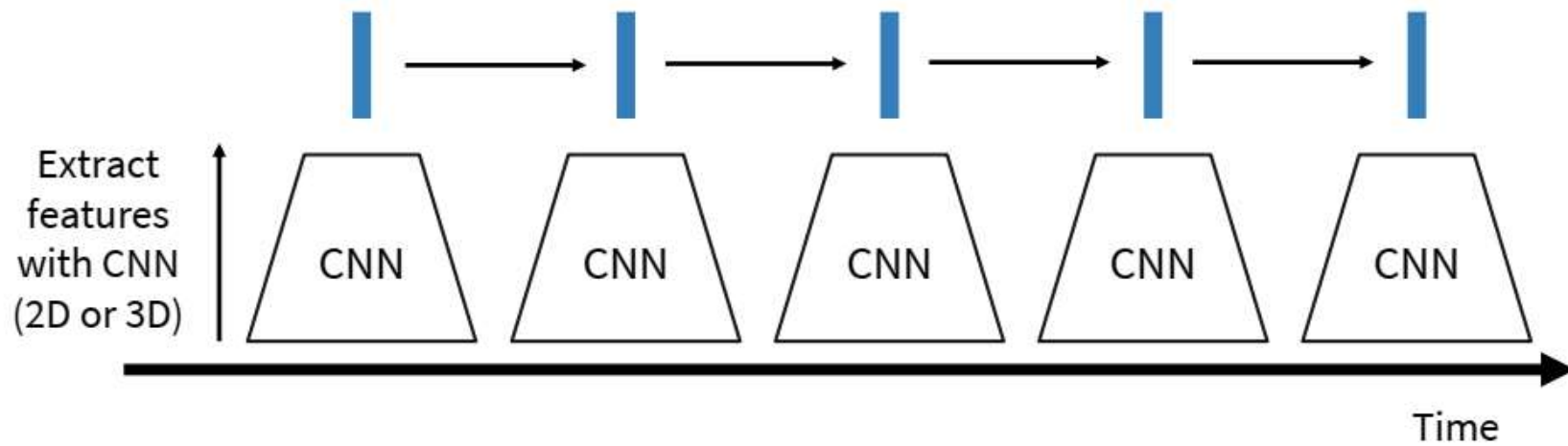
So far all our temporal CNNs only model local motion between frames in very short clips of ~2-5 seconds. What about long-term structure?



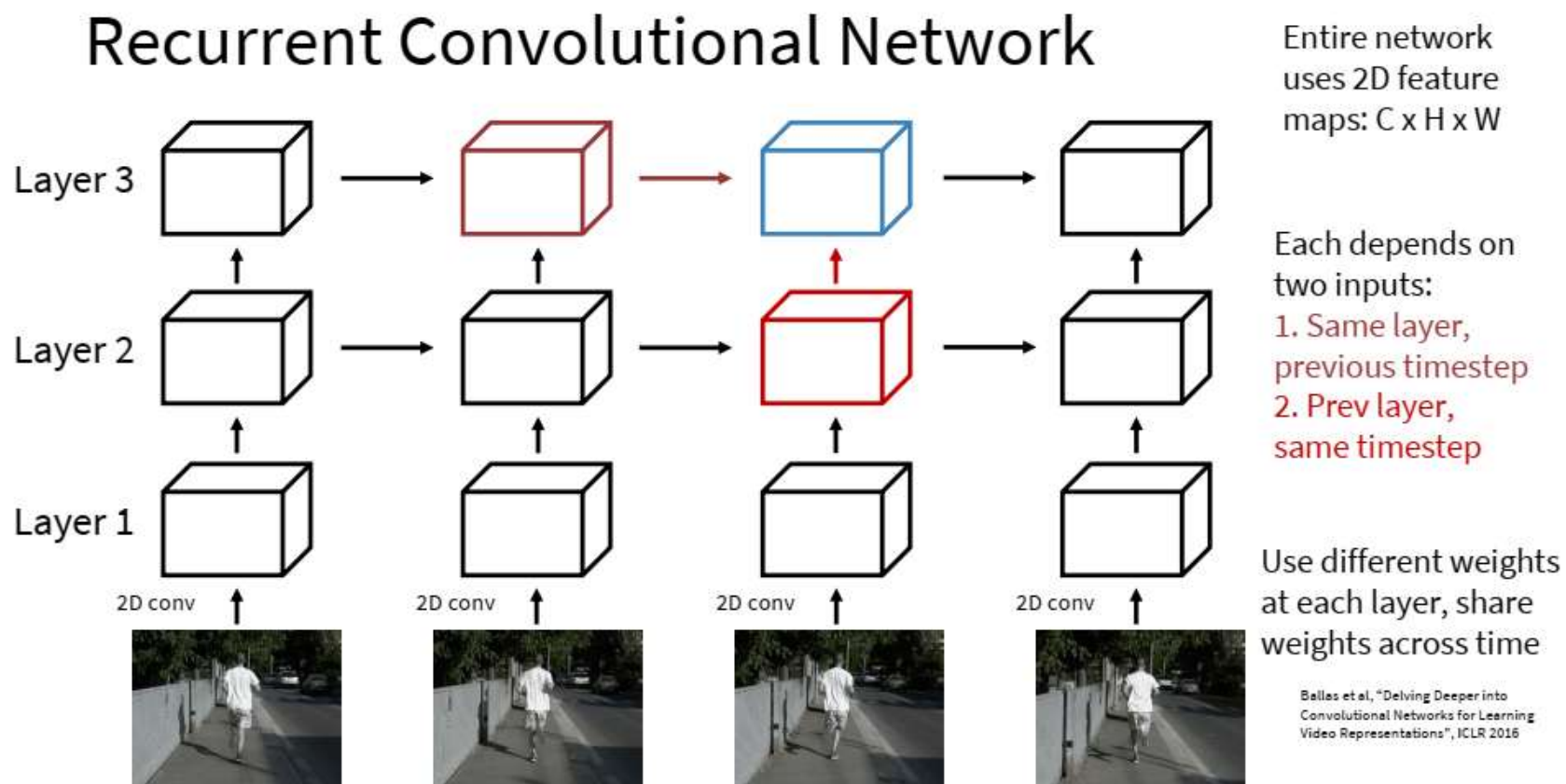
Modelando estructura temporal



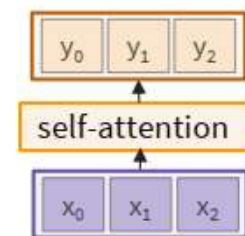
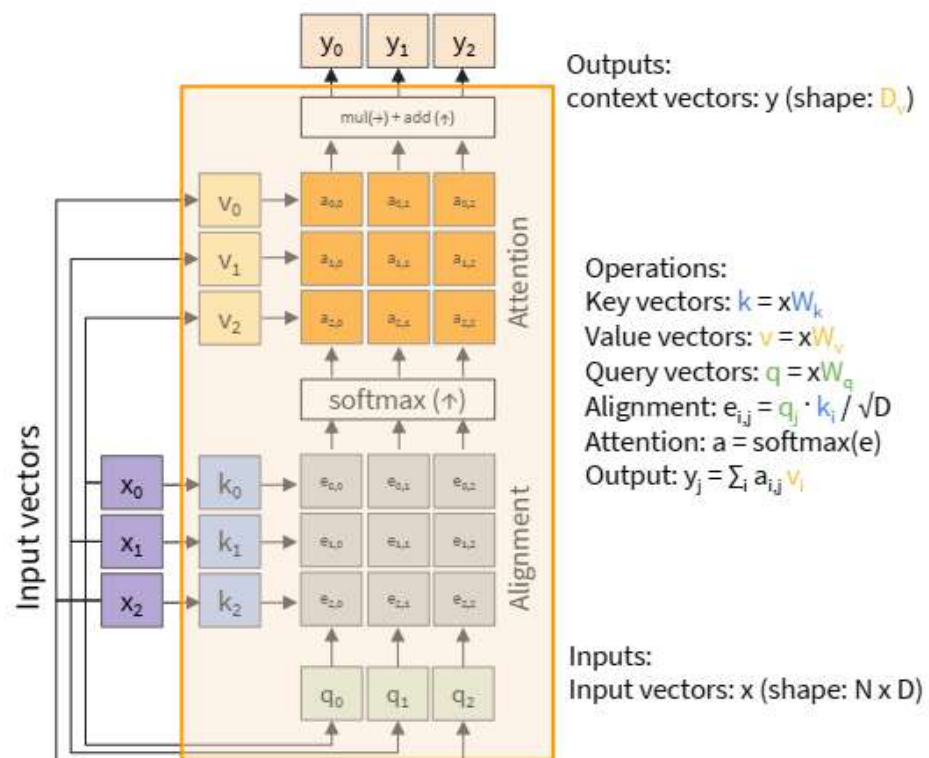
Modelando estructura temporal



Modelando estructura temporal



Self-attention



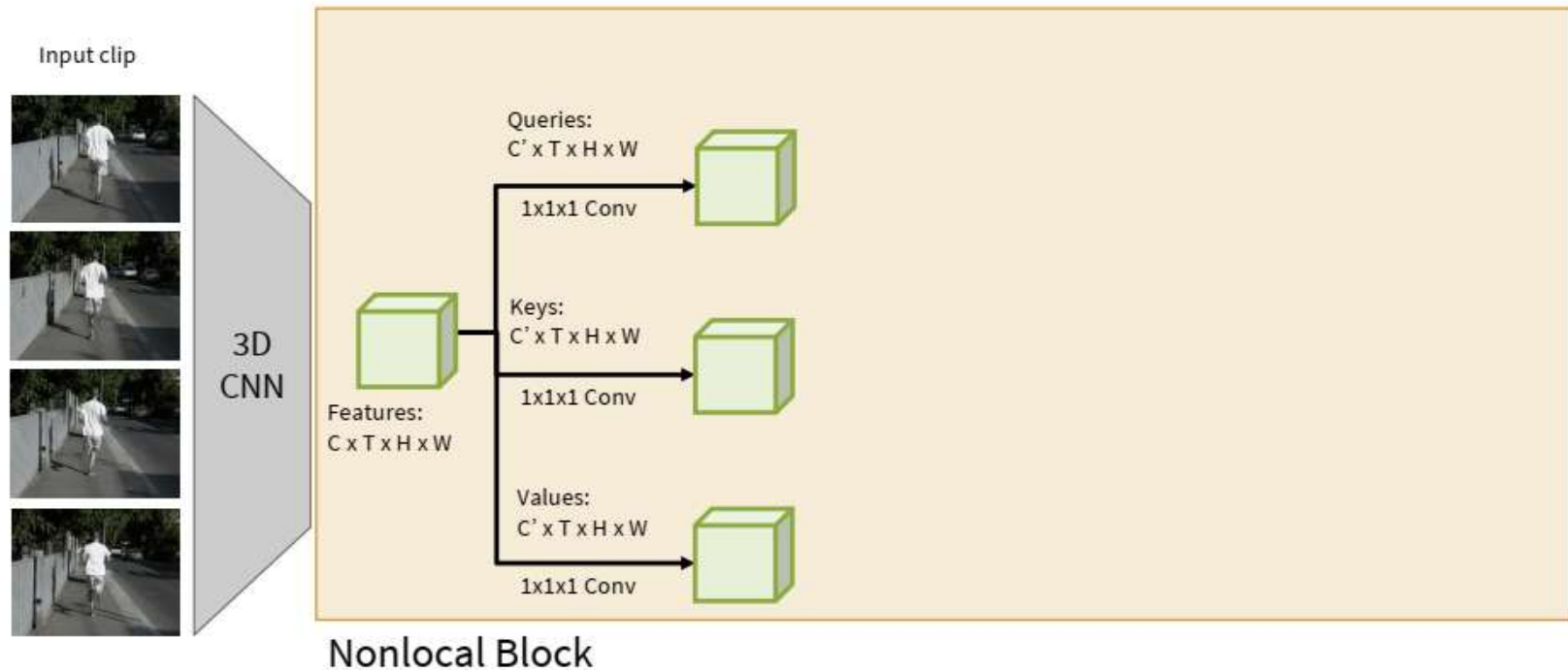
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



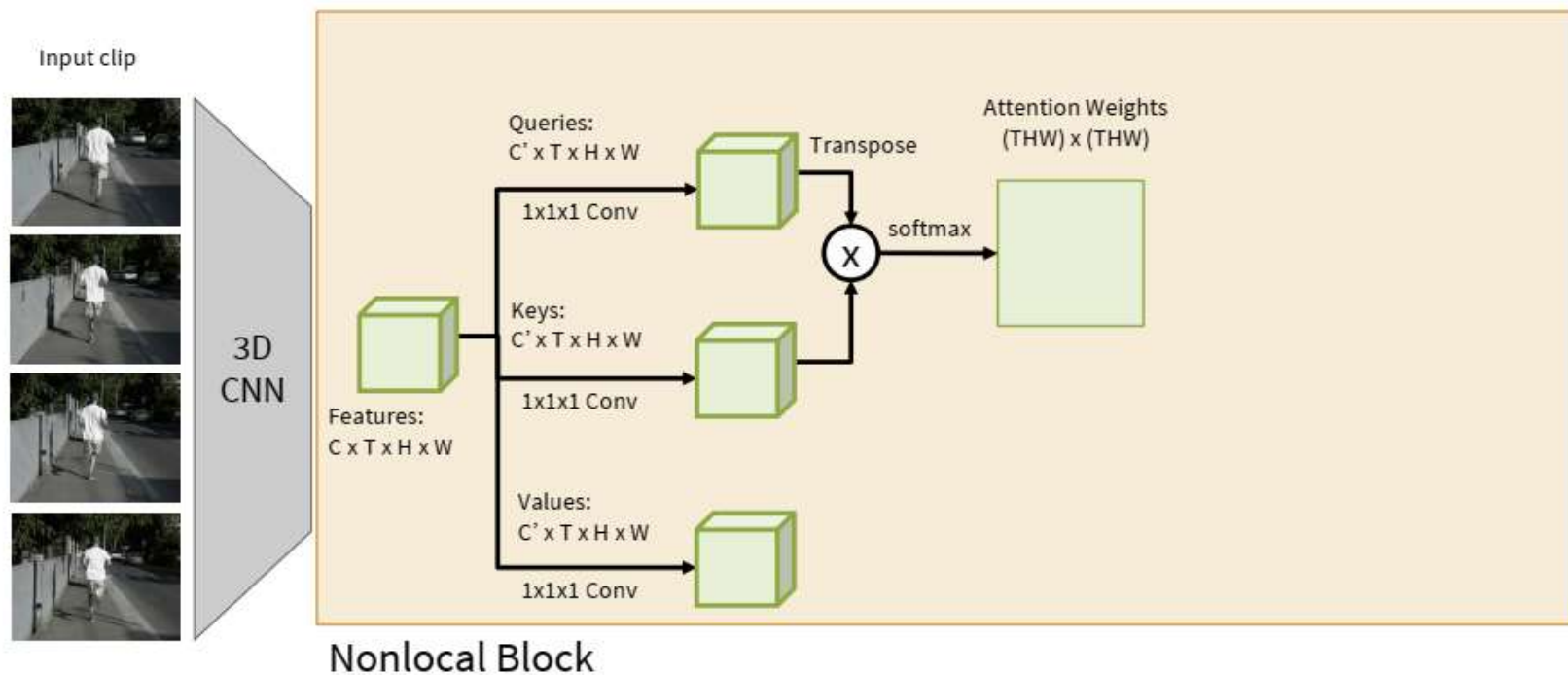
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



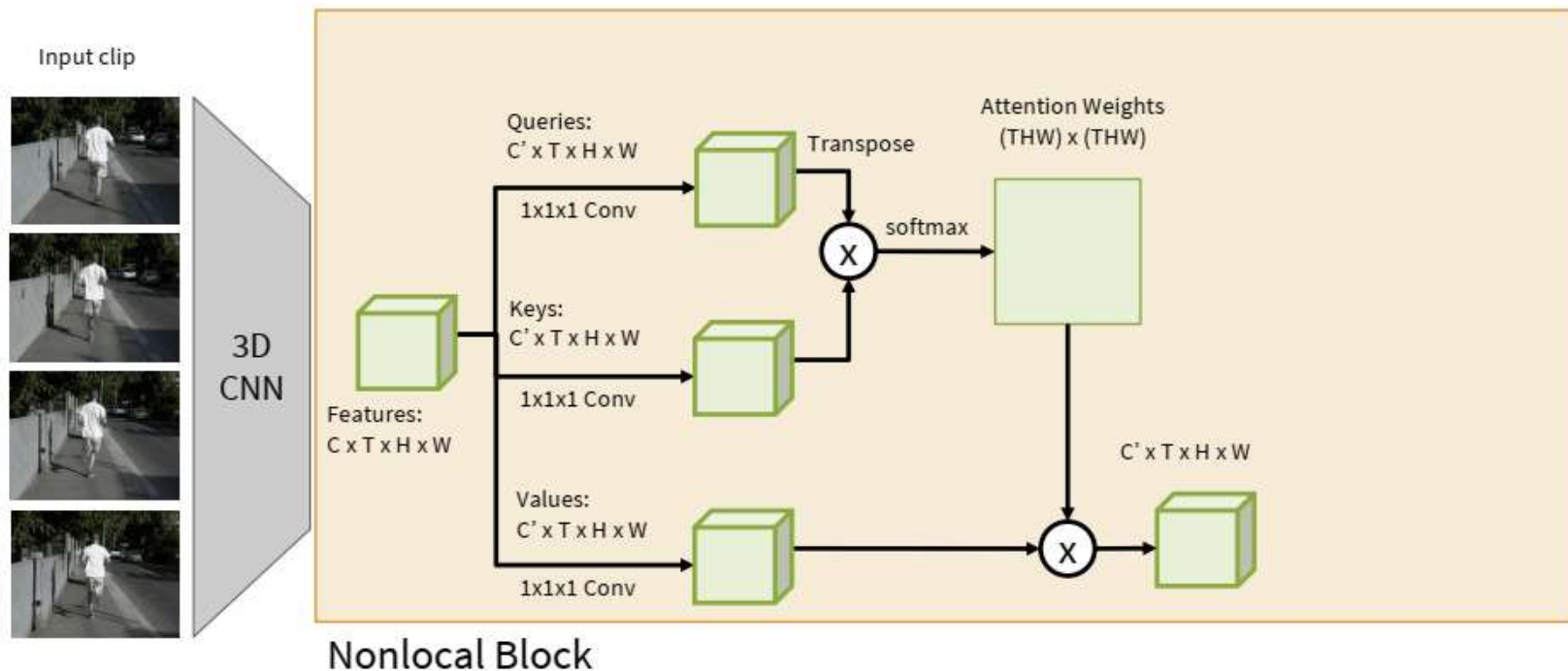
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



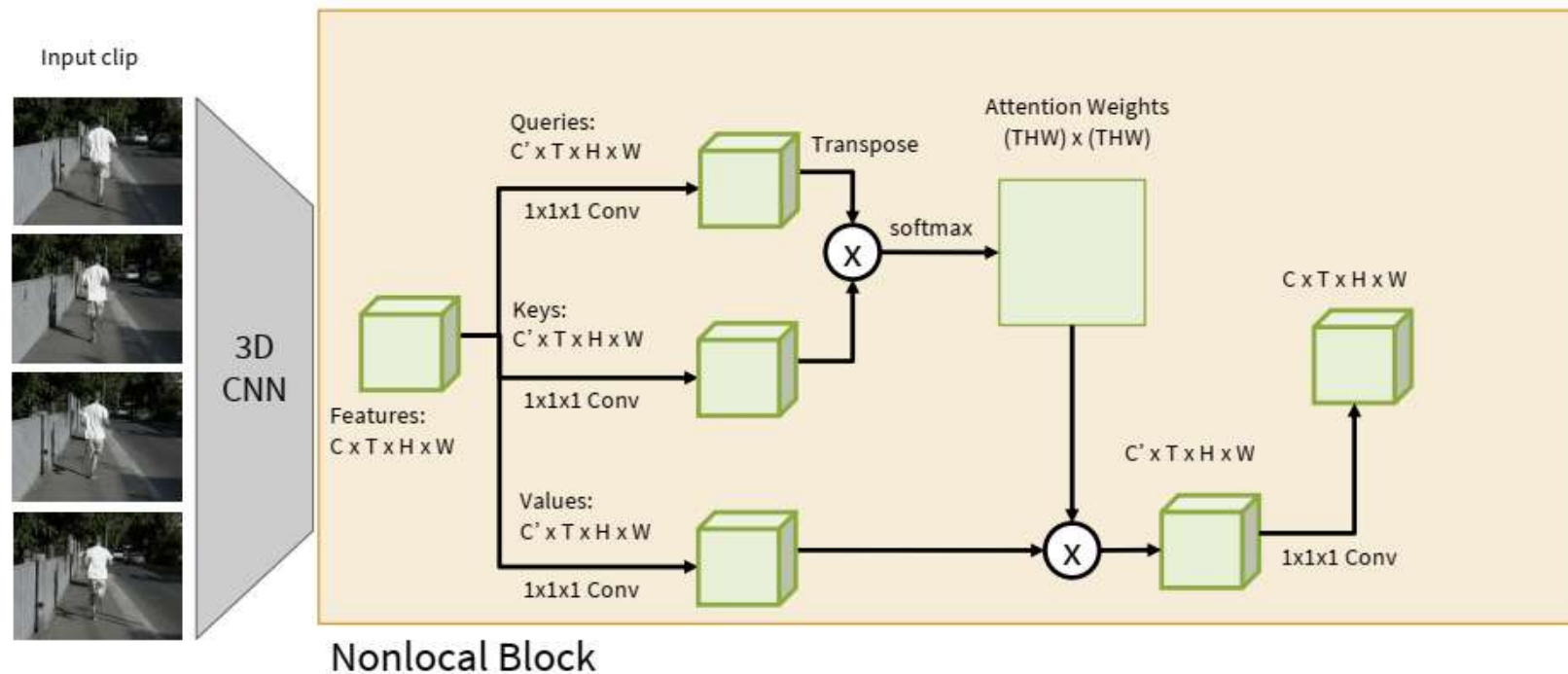
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



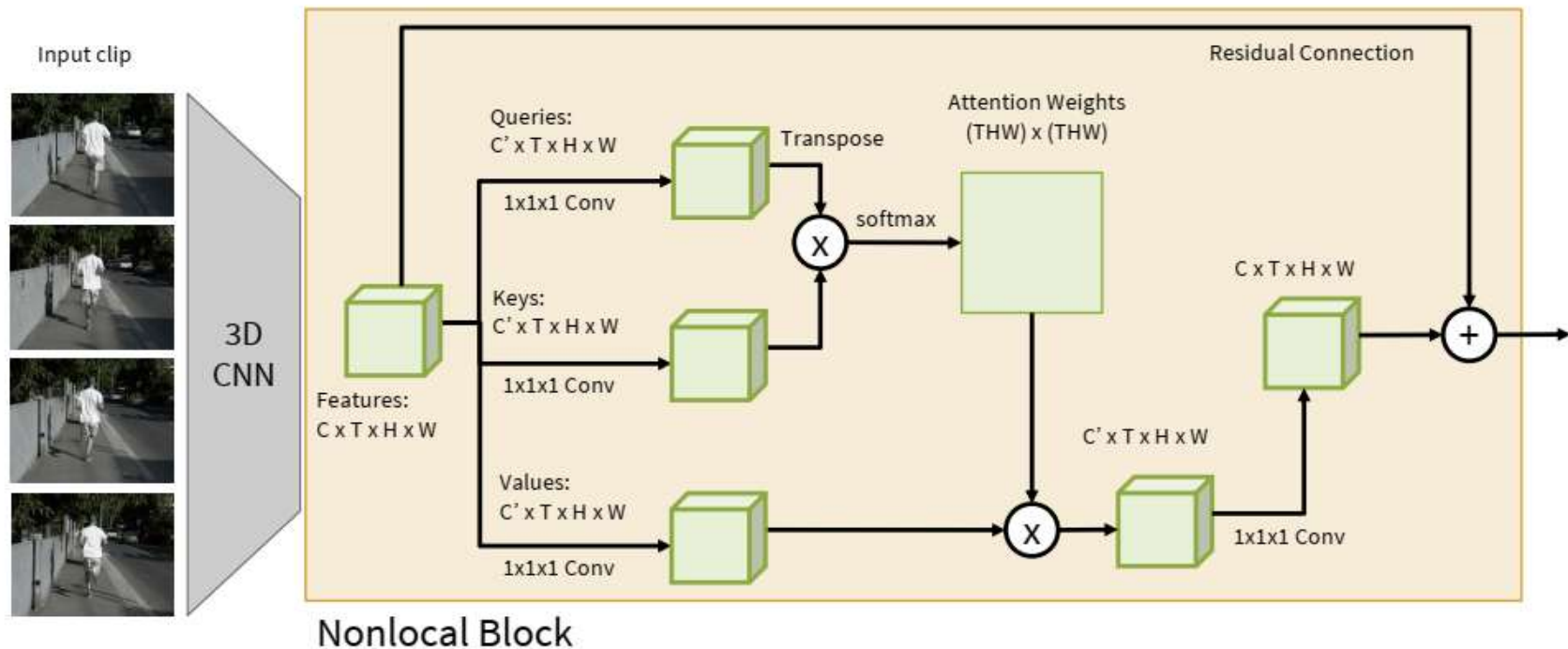
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



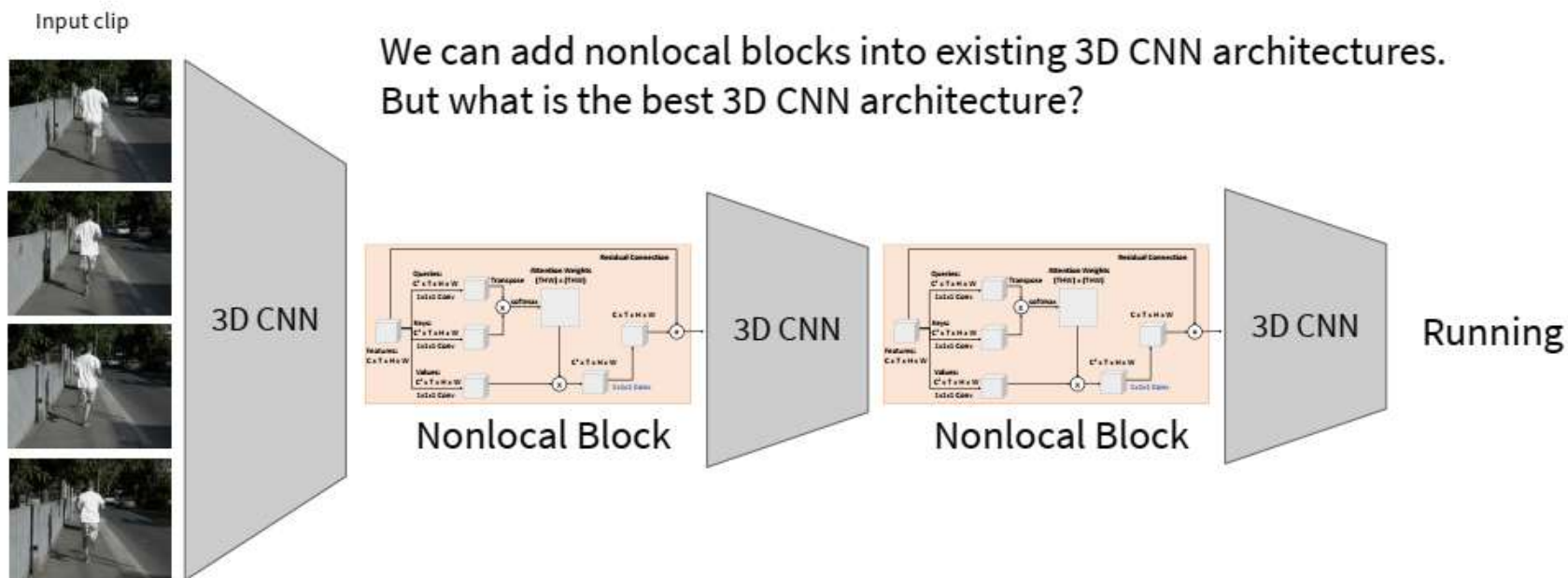
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



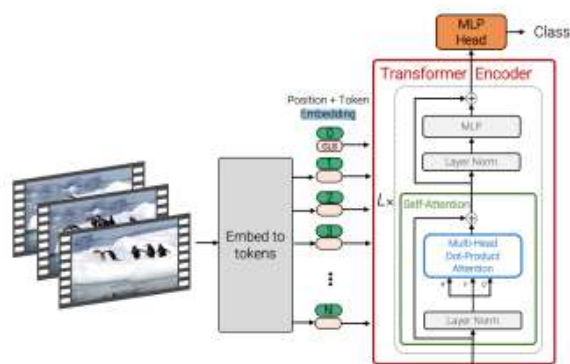
Self-attention

Spatio-Temporal Self-Attention (Nonlocal Block)



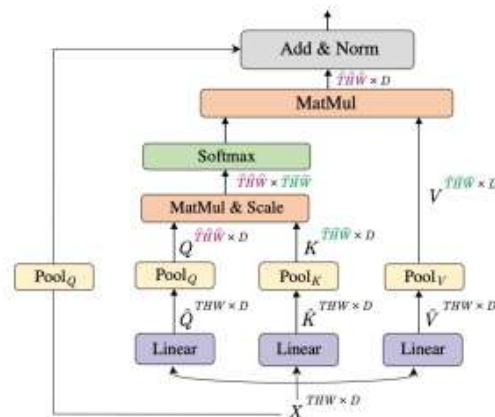
Video Transformer

Factorized attention:
Attend over space / time



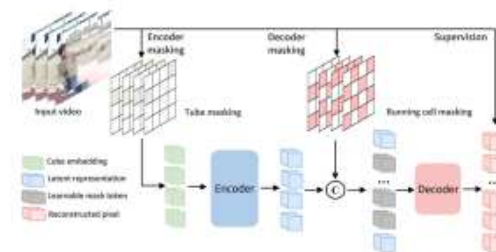
Bertasius et al, "Is Space-Time Attention All You Need for Video Understanding?", ICML 2021
 Arnab et al, "ViViT: A Video Vision Transformer", ICCV 2021
 Neimark et al, "Video Transformer Network", ICCV 2021

Pooling module:
Reduce number of tokens



Fan et al, "Multiscale Vision Transformers", ICCV 2021
 Li et al, "MViTv2: Improved Multiscale Vision Transformers for Classification and Detection", CVPR 2022

Video masked autoencoders:
Efficient scalable pretraining



Wang et al, VideoMAE V2: Scaling Video Masked Autoencoders with Dual Making, CVPR 2023.
 Tong et al, Video MAE: Masked Autoencoders are Data-Efficient Learners for Self-Supervised Video Pre-Training, NeurIPS 2022.
 Feichtenhofer et al, Masked autoencoders as spatiotemporal learners. NeurIPS 2022.

Video Transformer

Vision Transformers for Video

