

# Lecture 4: Video Applications

## Topological Time Series Analysis - Theory And Practice

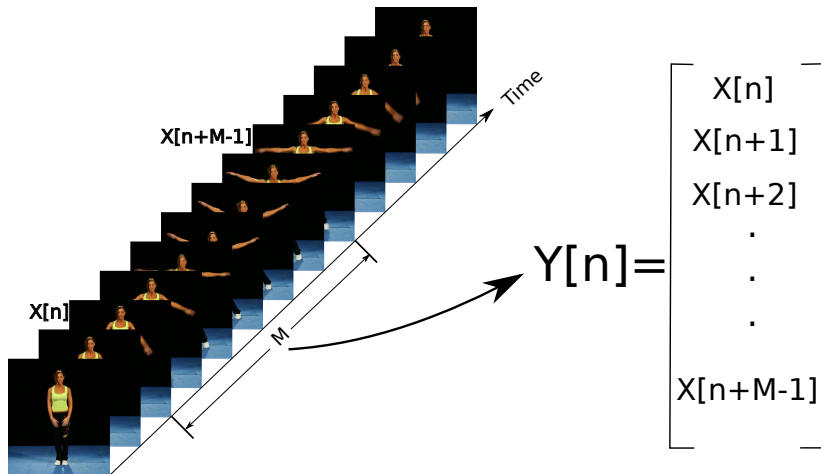
Jose Perea, Michigan State University. Chris Tralie, Duke University

7/21/2016

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- ▶ Sliding window video definition / examples
- ▷ Sliding window video formalism
- ▷ Natural video dynamics/geometry
- ▷ Memory efficiency / preprocessing
- ▷ Interactive Example
- ▷ KTH Dataset

# Sliding Window Videos



<http://www.ctr.alie.com/Research/SlidingWindowVideo-SOCG2016/>

# Examples

Jumping jacks, heartbeat animation, my neck

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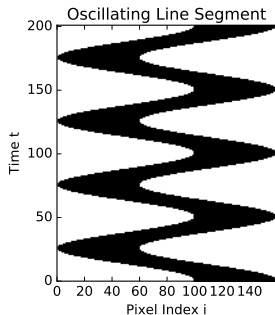
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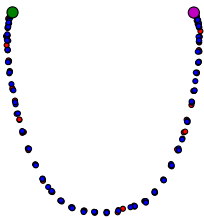
# Pure Cosine Composition Model

On the board

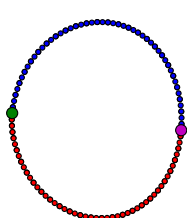
# Oscillating Line Segment



Raw Embedding 2D PCA



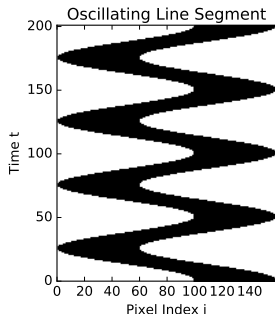
T-length Embedding 2D PCA



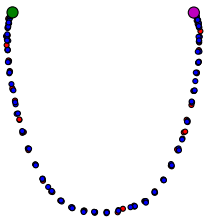
- ▷ Good Toy Example for Natural Video
- ▷ 2 questions



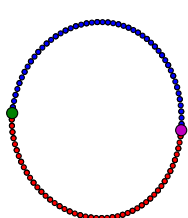
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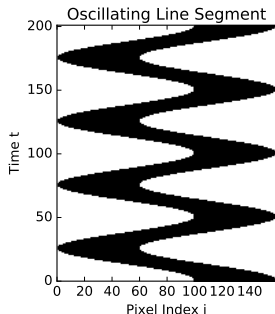
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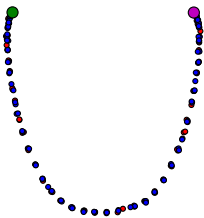
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1. Why is it path-like without embedding?

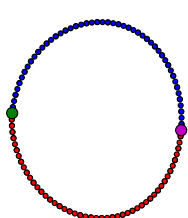
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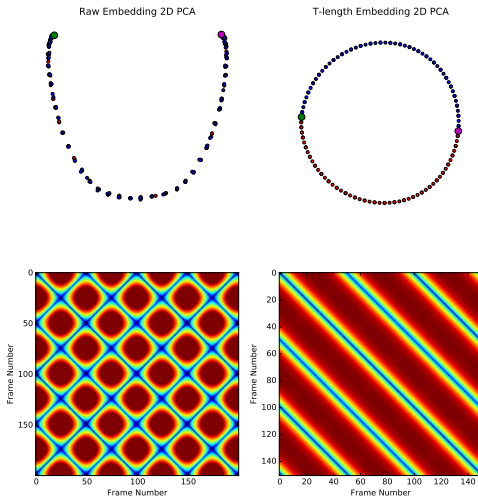
- ▷ Good Toy Example for Natural Video
- ▷ 2 questions
  1. Why is it path-like without embedding?
  2. Why is it curved?

# Jumping Jacks Example

Show PCA Videos

# Distance Matrix Interpretation

## Oscillating Bar

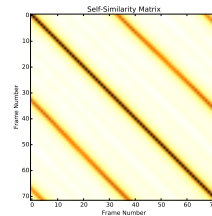
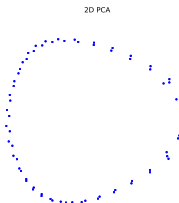
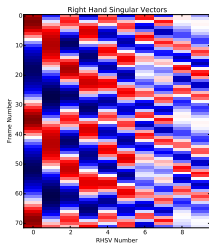
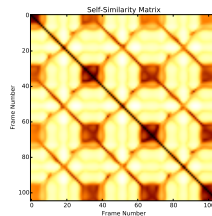
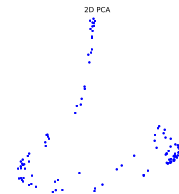
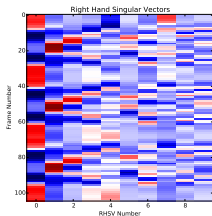


# Distance Matrix Interpretation

Convolving along diagonals (show video)

# Distance Matrix Interpretation

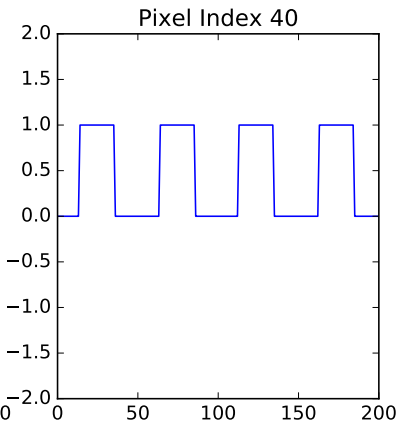
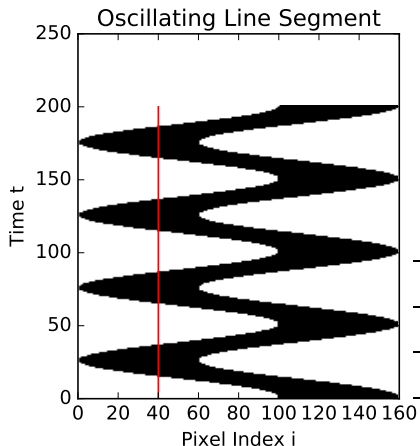
## Jumping Jacks



# Oscillating Line Segment

Why is it curved?

- ▷ Eulerian pixel view



# Jumping Jacks Video Eulerian View

Show video



# Principal Component Videos

Show videos for heartbeat and jumping jacks

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# Naive Embedding

Naive video stacking blows up in memory!

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- ▷ E.g. 400x400 video of length 300 frames, delay of 30 frames

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Solution?

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Solution?

- ▷ Do SVD

# What About Drift?

e.g.  $X(t) = (\cos(t), \sin(t), t)$

Show video

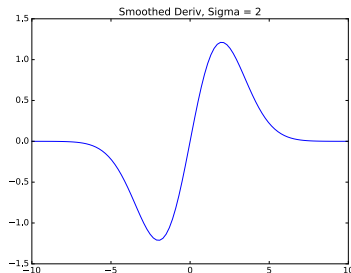
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e.g.  $X(t) = (\cos(t), \sin(t), t)$

Show video

- ▷ Take smoothed time derivative of each pixel

$$g(t) = te^{-t^2/(2\sigma^2)}$$





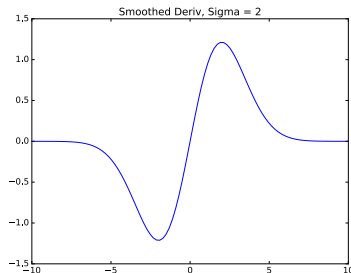
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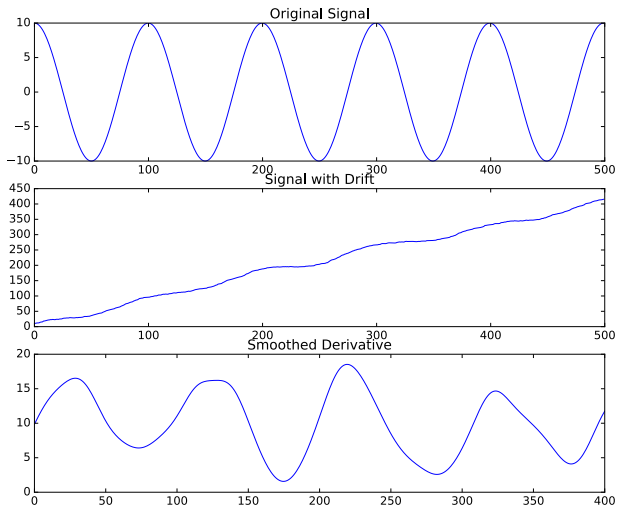
- ▷ Take smoothed time derivative of each pixel

$$g(t) = te^{-t^2/(2\sigma^2)}$$



- ▷ Can be interpreted as a bandpass filter

# 1D Drift Example



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# KTH Dataset



<http://www.nada.kth.se/cvap/actions/>

- ▷ We are *not* doing activity recognition!!  
Castrodad, Alexey, and Guillermo Sapiro. "Sparse modeling of human actions from motion imagery." International journal of computer vision 100.1 (2012): 1-15.
- ▷ Instead, we will be ranking periodicity

Window length vs persistence

# KTH Dataset: Experiment 1

Window length vs persistence

- ▷ Keep dimension fixed. For window length  $W$ ,  $\tau = d/W$



## Window length vs persistence

- ▷ Keep dimension fixed. For window length  $W$ ,  $\tau = d/W$
- ▷ Keep number of points fixed.  $dT = (N - d\tau)/N$

## Window length vs persistence

- ▷ Keep dimension fixed. For window length  $W$ ,  $\tau = d/W$
- ▷ Keep number of points fixed.  $dT = (N - d\tau)/N$
- ▷ Take blocks of 160 frames

Rank 4 videos as a class

# KTH Dataset: Experiment 3 (Interactive)

Rank all videos for a particular person