
Generating Video Thumbnails Using Deep Neural Networks

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About JW Player

The leading video platform for media.

10%

Of all video views
on the open web

25k

Events captured
every second



JW Enrich

A video recognition engine to grow audience engagement:

- 01 | In-Video Search
- 02 | Visual Previews
- 03 | Recommendations
- 04 | Trends Analytics
- 05 | Full API Coverage

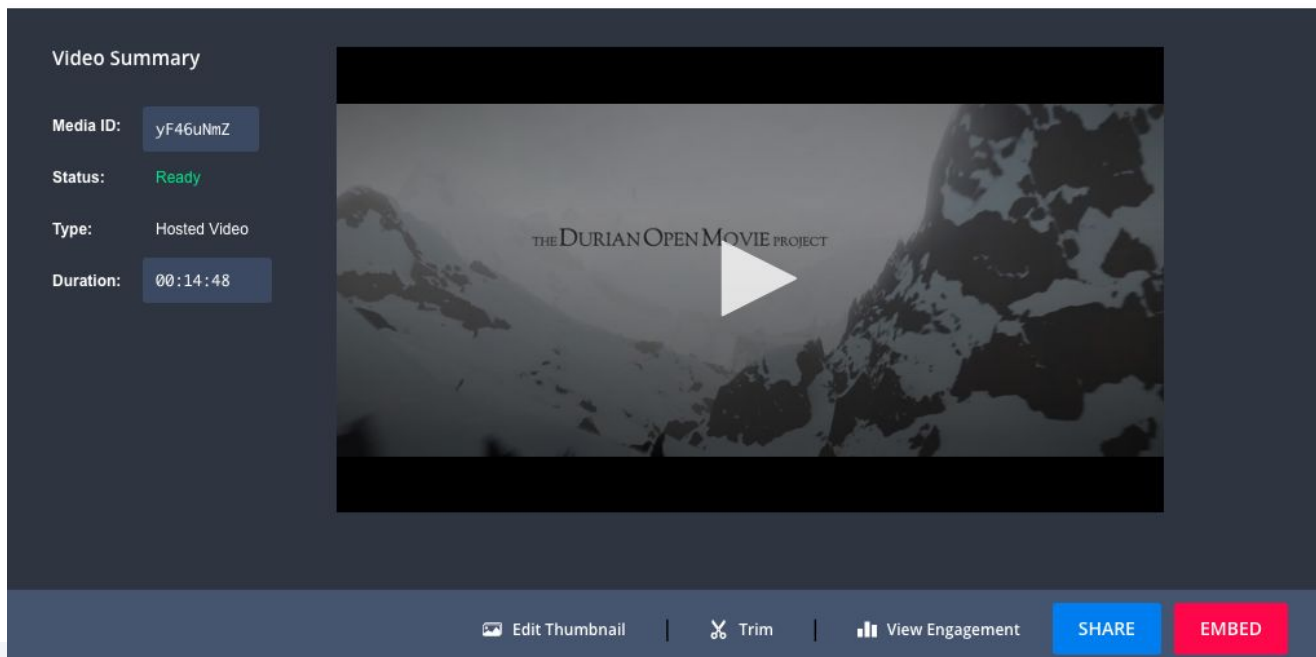


**Thumbnails: the first impression
and promotion of your videos**



~60% Of Editors Don't Design Thumbnails

Defaulting to an unreliable, 10s frame capture



The screenshot displays a video player interface. On the left, a 'Video Summary' panel lists the following details:

- Media ID: yF46uNmZ
- Status: Ready
- Type: Hosted Video
- Duration: 00:14:48

The main video player area shows a dark, atmospheric scene with the text 'THE DURIAN OPEN MOVIE PROJECT' centered. A large white play button is overlaid on the video. At the bottom of the interface, there are several controls and buttons:

- Edit Thumbnail (with a thumbnail icon)
- Trim (with a scissors icon)
- View Engagement (with a bar chart icon)
- SHARE (blue button)
- EMBED (red button)

What is a good thumbnail?

Good thumbnails are subjective to the viewer!

Common properties:

- Subject not blurry
- Balanced brightness and contrast
- Well framed objects
- Relevant to the subject



Mac and Cheese Hot Dog

4 CUPS COOKED PASTA



How do we build a model that
automatically picks good
thumbnails?



Manually creating a model is hard

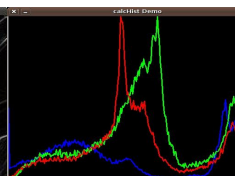
- Which features to extract?
- How to describe those features?
- How to weight individual features?
- How to penalize overfitting of models?
- Many techniques: SIFT, SURF, HOG?

Need to be an expert in Computer Vision :-)

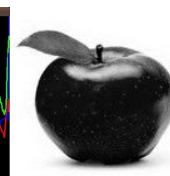
So Many Image Features...



Edge Detection



Color Histogram

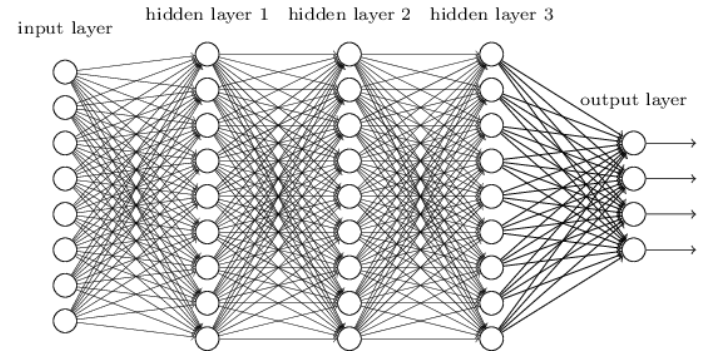


Pixel Segmentation

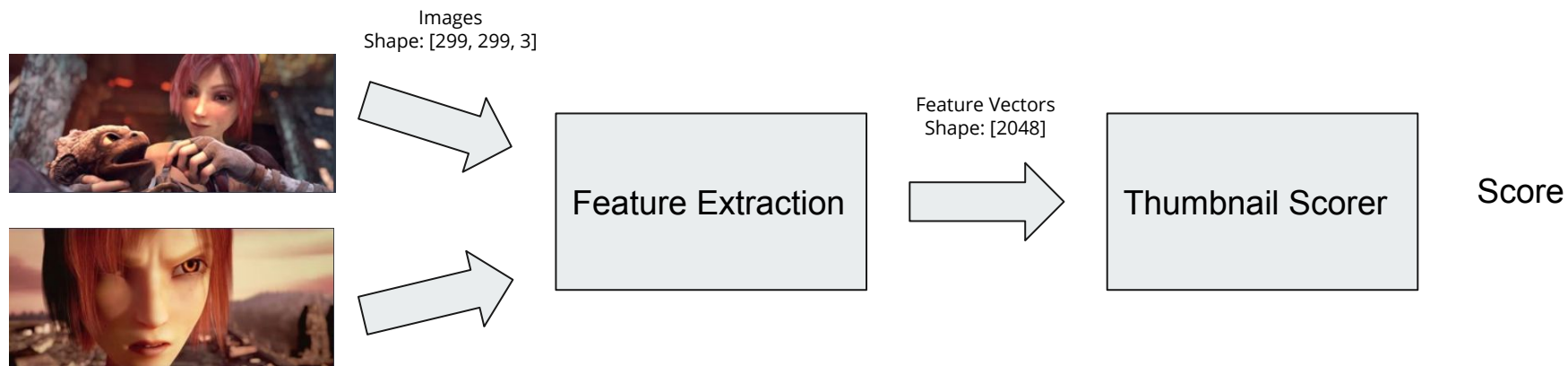


Deep Learning

- Learn features implicitly
- Learn from examples
- Techniques to avoid overfitting
- Successful in a wide variety of applications:
 - Image classification
 - Sentiment analysis
 - Text Translation
 - Audio transcription



Thumbnail Selection using Deep Learning



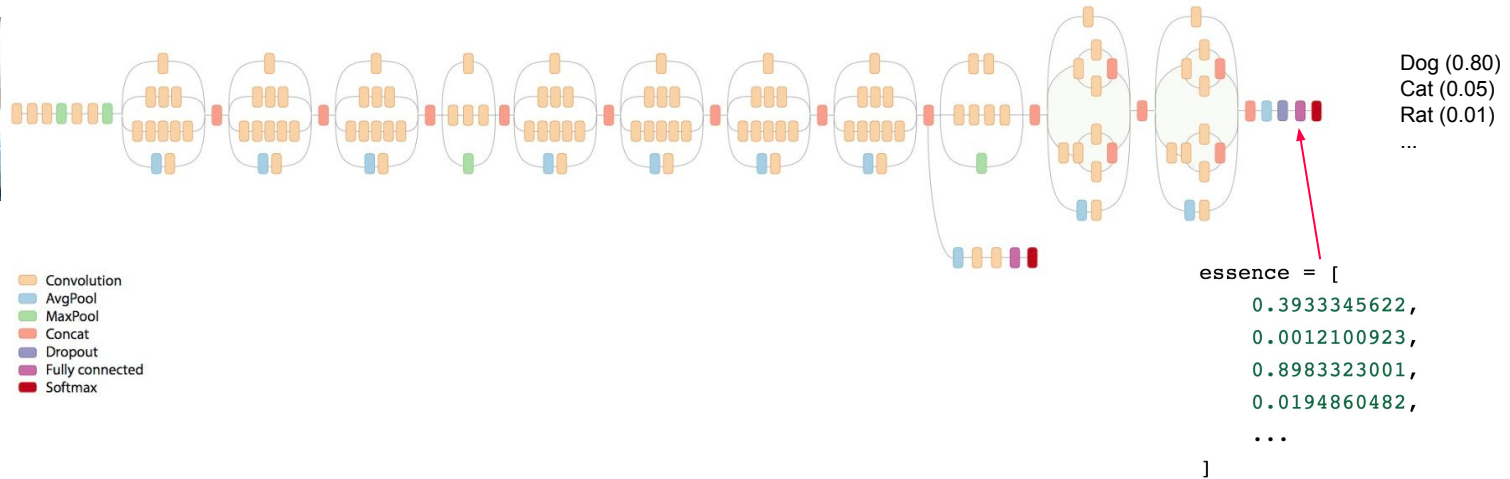
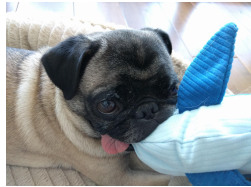


Feature Extraction

- The process of reducing the amount of resources required to describe a large set of data.
- Images usually contain a lot of redundant information.
- Before we can efficiently process the information captured by an image we need to get rid of redundant information.
- Feature extraction can be done in many ways, but often done using ConvNets.



Inception V3 Architecture



<https://research.googleblog.com/2016/03/train-your-own-image-classifier-with.html>

Framing the problem

1. Classification

2. Machine-learned Ranking




JW Player Thumbnail Datasets

- Custom Uploads
 - Poster Images uploaded by an editor.



Custom Upload

 Edit Thumbnail

To be replaced:



Upload Custom
Image

Tip: Use an image that is
atleast 1920px x 1080px

Showing uploaded
thumbnail [Replace
Thumbnail](#)






JW Player Thumbnail Datasets

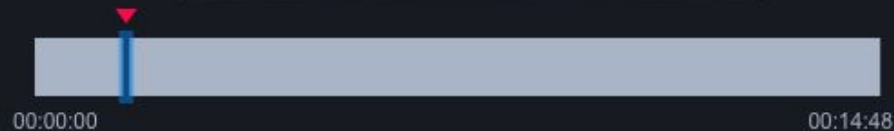
- Custom Uploads
 - Poster Images uploaded by an editor.
- Thumbnail Index Poster Images
 - Poster Images selected from a list of frames sampled from the video by the editor.



Thumbnail Index

 Edit Thumbnail

To be replaced:



Select from video

Choose a thumbnail from the strip on the left.

Selected thumbnail:
00:01:29



Thumbnail Index



Framing the problem a Classification task

Teach a model to make decisions like an editor

- Leverage editorial decisions made across JW Network
- We consider thumbnails that have been hand selected by editorial staff as “Good” thumbnails
- “Bad” thumbnails are default frames when no editorial choice has been made

Training set: 20.000 images

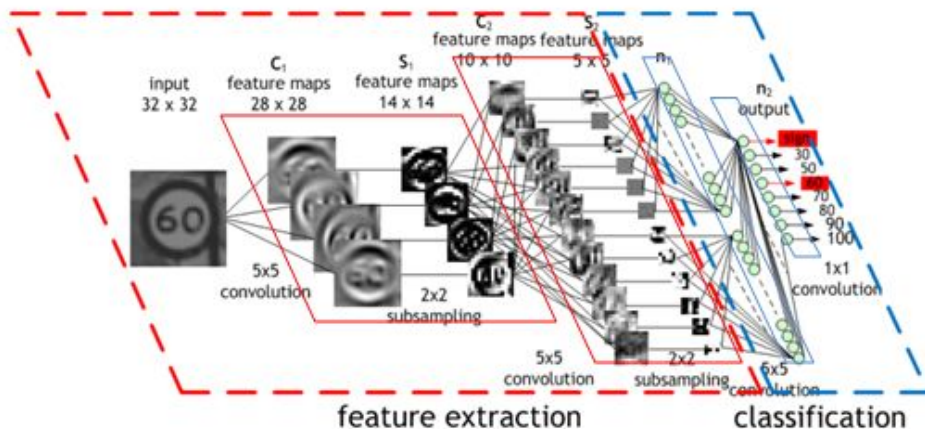
Model predicts: *how likely an image is to be of editor quality*



We start with a pre-trained version of Google's
Inception Neural Network...

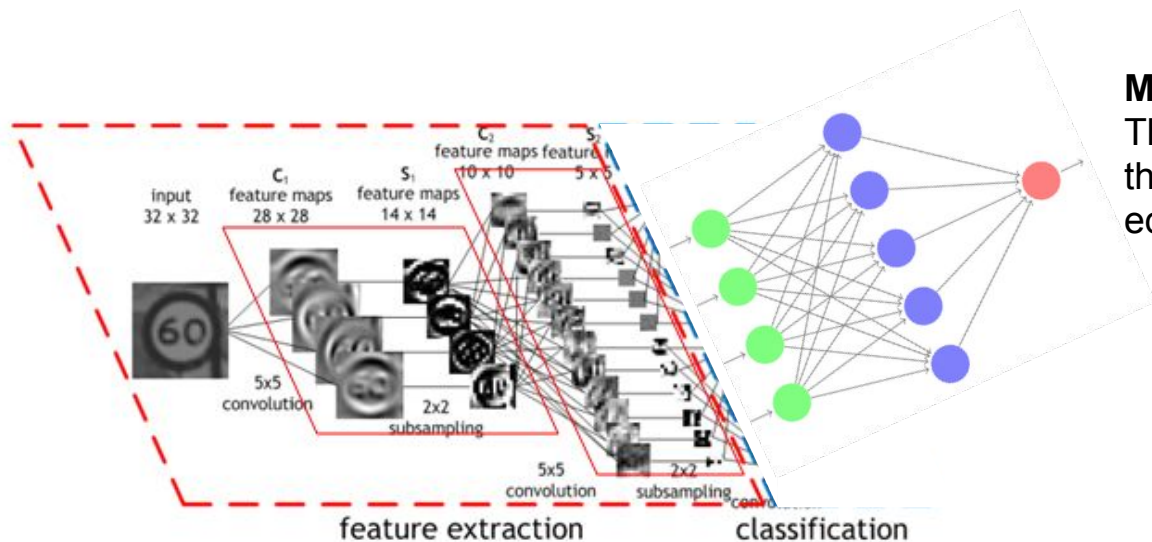
IMAGENET

1,000,000 images, 1,000 categories



Business office

... and retrain the Final Layer for our Thumbnail Task



Model output:
Thumbnail score,
the likelihood it's
editor worthy



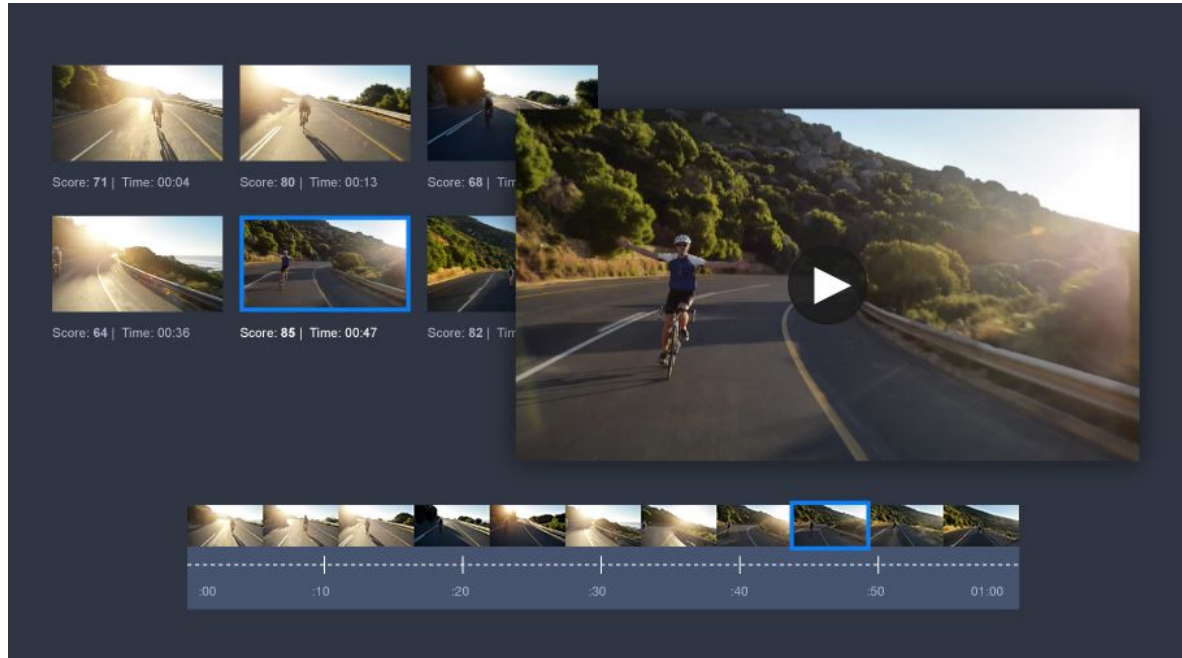


Framing the problem as a Ranking Problem

- Similar to framing as a classification problem, except:
 - We make pairs of images where one image is always the image selected by the publisher and the other a randomly sampled negative .
 - The final layer outputs only a single score per image.
 - A pairwise cross-entropy loss function is used with the goal to minimize the number of inversions in the ranking.



How does this work for videos?



What if we could optimize
click-through rates by displaying a
preview of the video rather than a
static image?

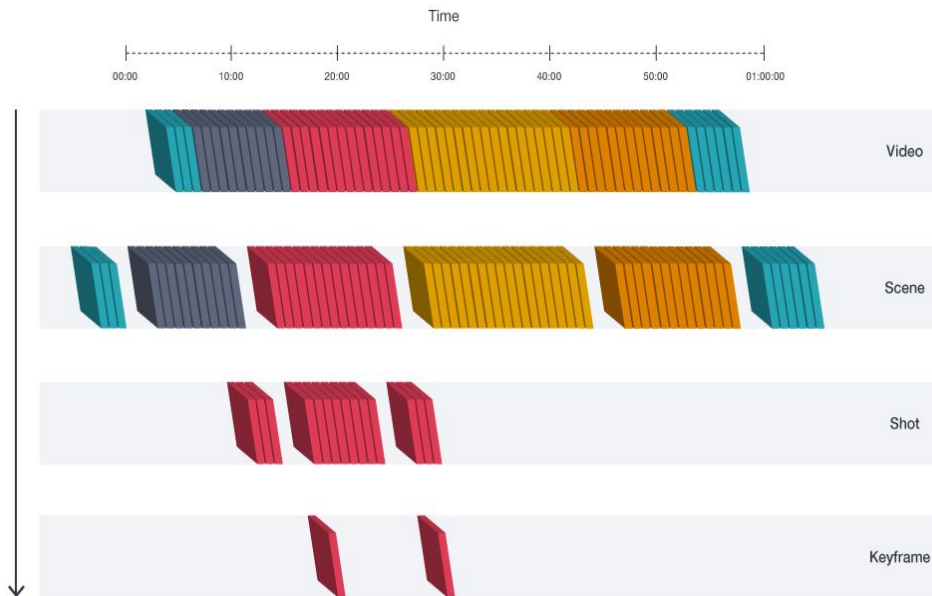
Animated Thumbnails

- Short "GIF-like" video previews
- Consist of 1-3 shots
- Small in file size
- Optimized for CTR, not accurate summarization.



Generating an Animated Thumbnail

1. Partition a video into a list of shots
2. Sample a representative frame for every shot

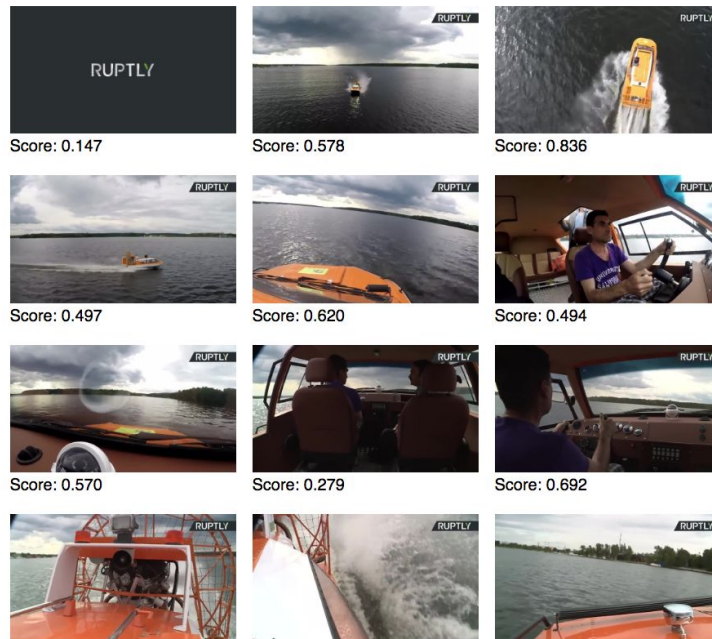


Video Structure



Generating an Animated Thumbnail

3. Score frames using our intelligent thumbnail model
4. Calculate a moving average of thumbnail scores over the timeline of the video
5. Sample the window with the highest average of the original video



A/B Testing shows 5-30%
increases in click-through versus
“manual” thumbnails: Success!



Are We Done Yet? Never...

- Animated thumbs are now continuous
 - Cluster shots & find top 3.
- Bias towards “still” thumbnails
 - Include motion information
- Preview live streams?
 - Need to re-think the model





Thank You. Questions?

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