Making Third Person Techniques Recognize First-Person Actions in Egocentric Videos

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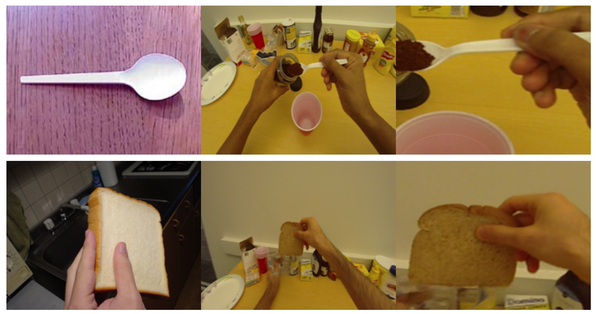
Problem Statement

A generic framework to recognize all categories of action classes for egocentric videos.



After cropping and resizing the objects become comparable to the objects in third person videos.

Contributions

1. Deep neural network trained on third person videos do not adapt to egocentric action due to large difference in size of the visible objects.
2. We propose curriculum learning by merging similar but opposite actions while training CNN.
3. Proposed framework is generic to all categories of egocentric actions.

Related Work

Earlier works on first person action recognition use hands and objects as important cues.[1, 2] On the other end many works only use motion information for first person action recognition.[3, 4] State of the art (SoTA) techniques focus only on one specific category of action classes.

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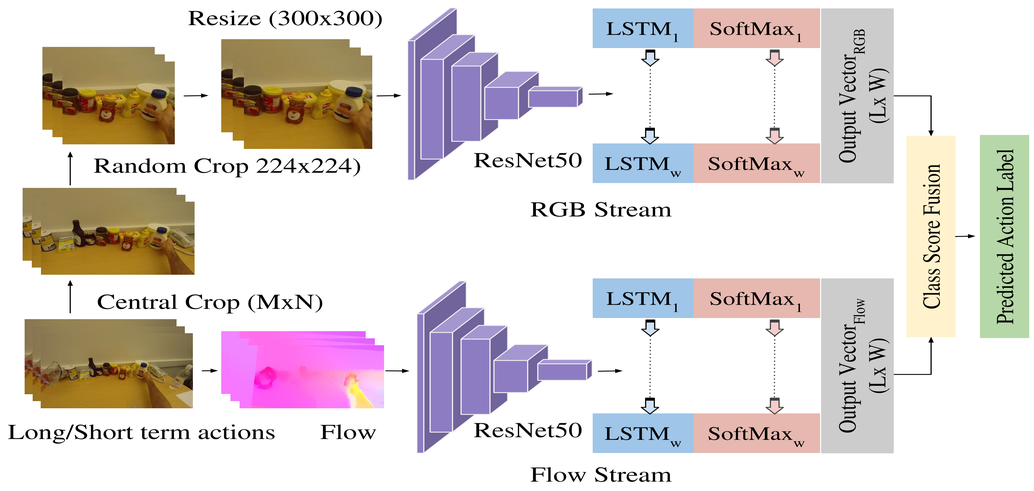
Proposed Architecture



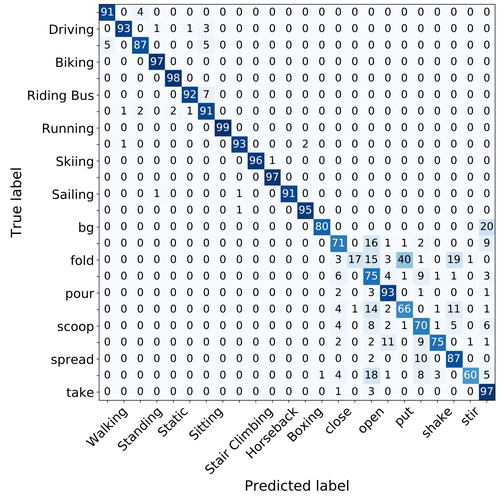
Results and Discussion

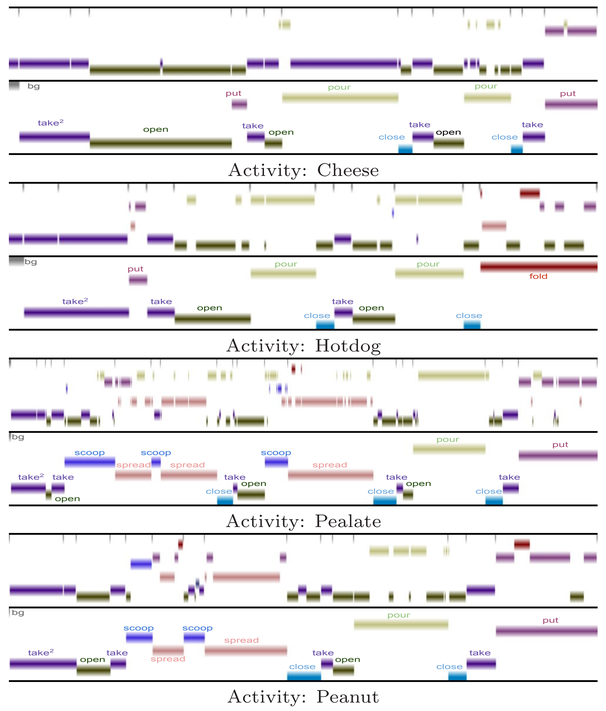
Dataset	Subjects	Frames	Classes	Accuracy Current	Accuracy Ours
GTEA [1]	4	31,253	11	68.50[5]	82.71
EGTEA+ [1]	32	1,055,937	19	NA	66
Kitchen [6]	7	48,117	29	66.23[5]	71.92
ADL [2]	5	93,293	21	37.58[5]	44.13
UTE [7]	2	208,230	21	60.17[5]	65.12
HUJI [8]	NA	1,338,606	14	86[8]	93.92

Accuracy comparison of our method with SoTA and statistics of egocentric video datasets

Applicability in real life setting where different action categories are present

To validate the applicability of our method, we use mixed samples from GTEA and HUJI dataset. From the confusion matrix it is evident that the proposed network does not seem to have any confusion in the different category of actions.





Top and bottom of each sub figure shows predicted and ground truth sequence respectively.

References

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