

Structured Deep Learning for Video Analysis

Fabien Baradel

PhD Candidate

Advisors: Christian Wolf & Julien Mille

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What is video understanding?



Human actions

→ Sitting on the floor

Entity-level interactions

→ Grabing a silencer

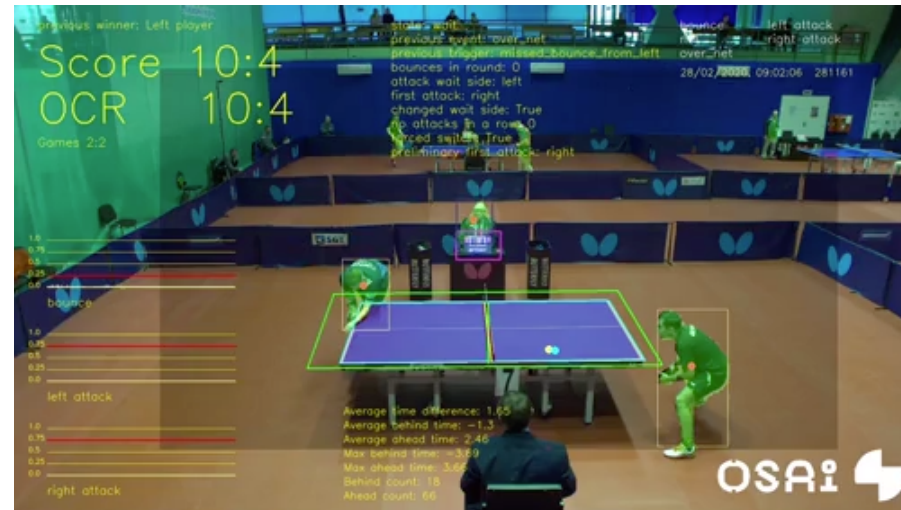
Temporal reasoning / Causality

→ The baby starts crying because of the silencer

Why video understanding?



Indexing
Retrieval



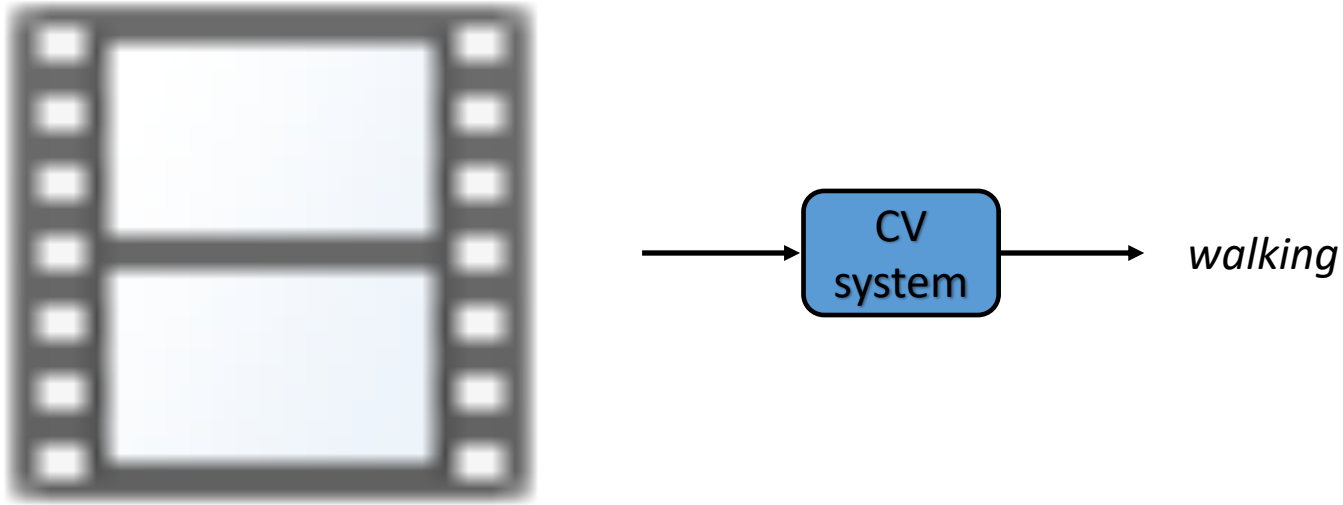
Recommendation
Analysis



Human-robot interactions

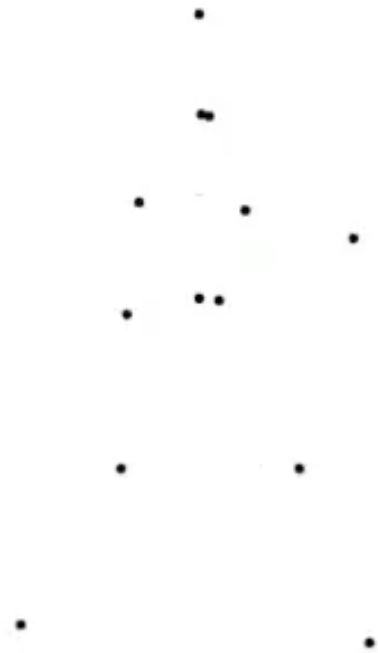
A video understanding task

Action Recognition

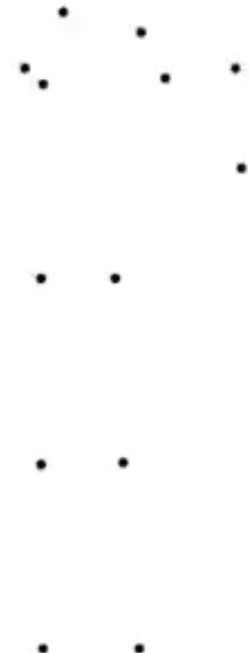


Classification task
Pre-defined labels
Similar to object recognition

Human Pose



Walking
Pose is enough



Chopping
What is being chopped?

Context & Appearance



Swimming?

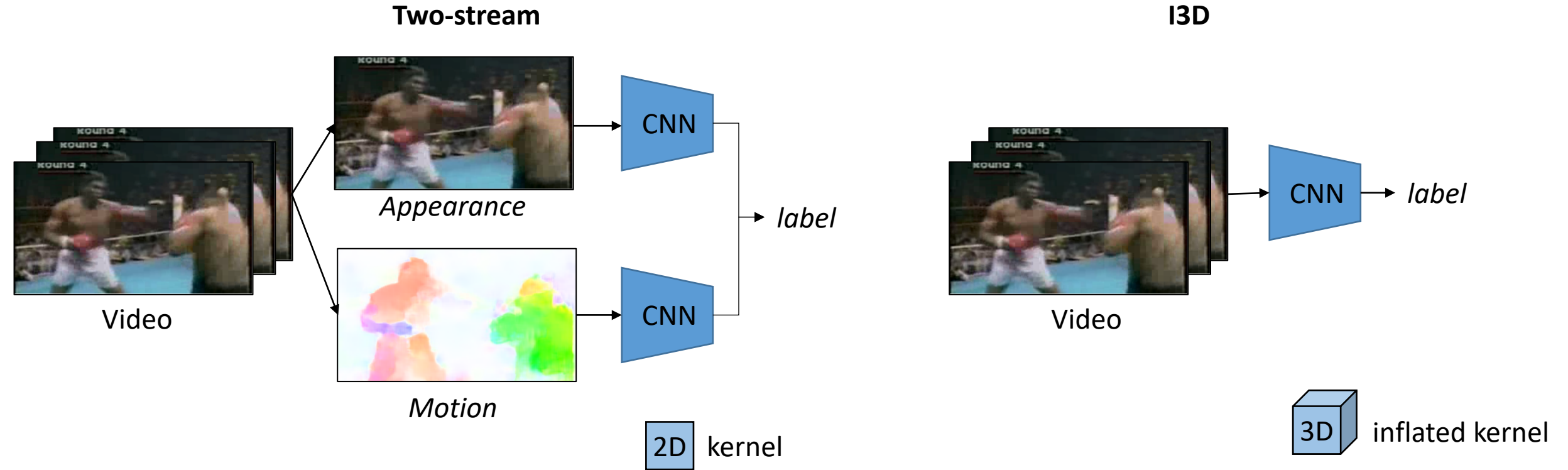
Handshaking

Action Recognition

Recent works

Two-stream

I3D



Limitations

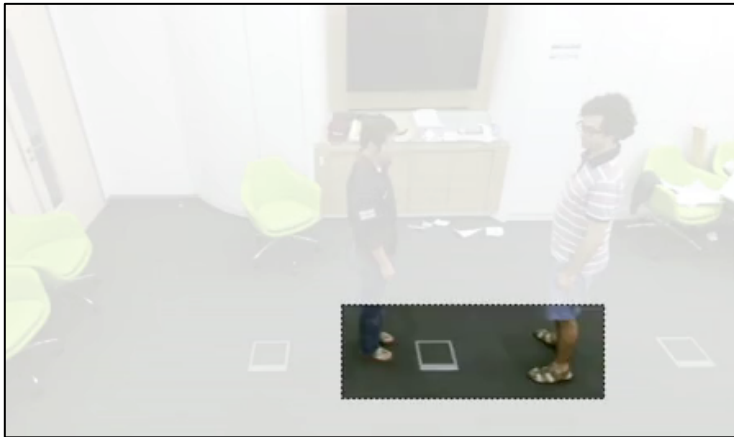
Biased towards context
Lack of explainability
Human pose? Objects? Scene?

[Two-stream, Simonyan, NIPS'16]

[I3D, Carreira et al, CVPR'18]

Structured Deep Learning

Outline



Visual Attention



Christian Wolf
INSA Lyon - LIRIS



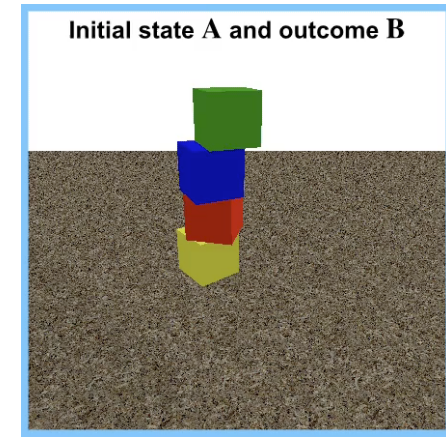
Julien Mille
INSA CVL - LI Tours

Glimpse Cloud
F. Baradel, C. Wolf,
G. Taylor
CVPR'18



Entity-level interactions

« Object level Reasoning »
F. Baradel, N. Neverova, C. Wolf,
J. Mille, G. Mori
ECCV'18



Reasoning

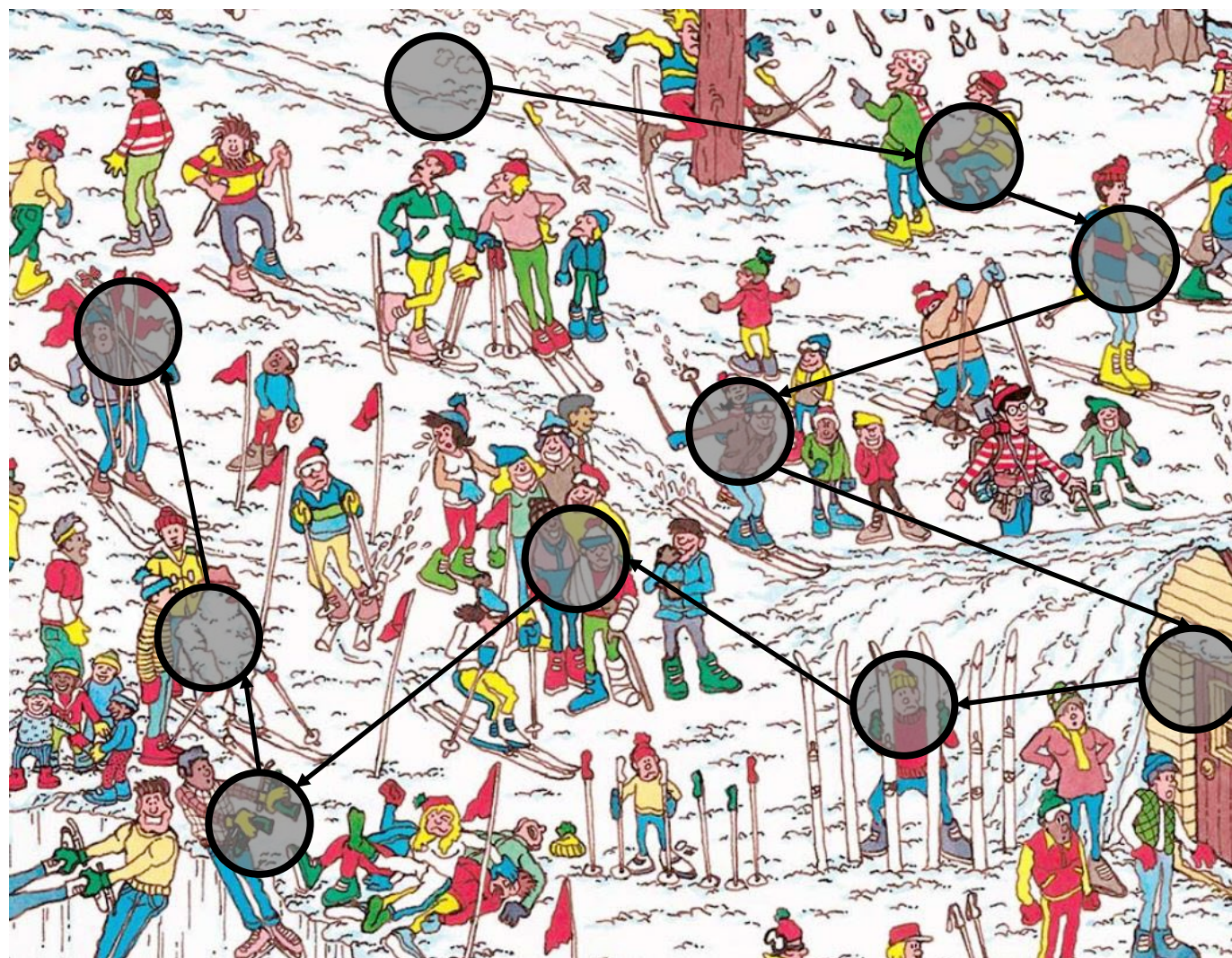


« Counterfactual learning »
F. Baradel, N. Neverova, J. Mille,
G. Mori, C. Wolf
ICLR'20 (spotlight)
Graham W. Taylor
University of Guelph
Vector Institute

Visual Attention

What is happening?

Winter activities

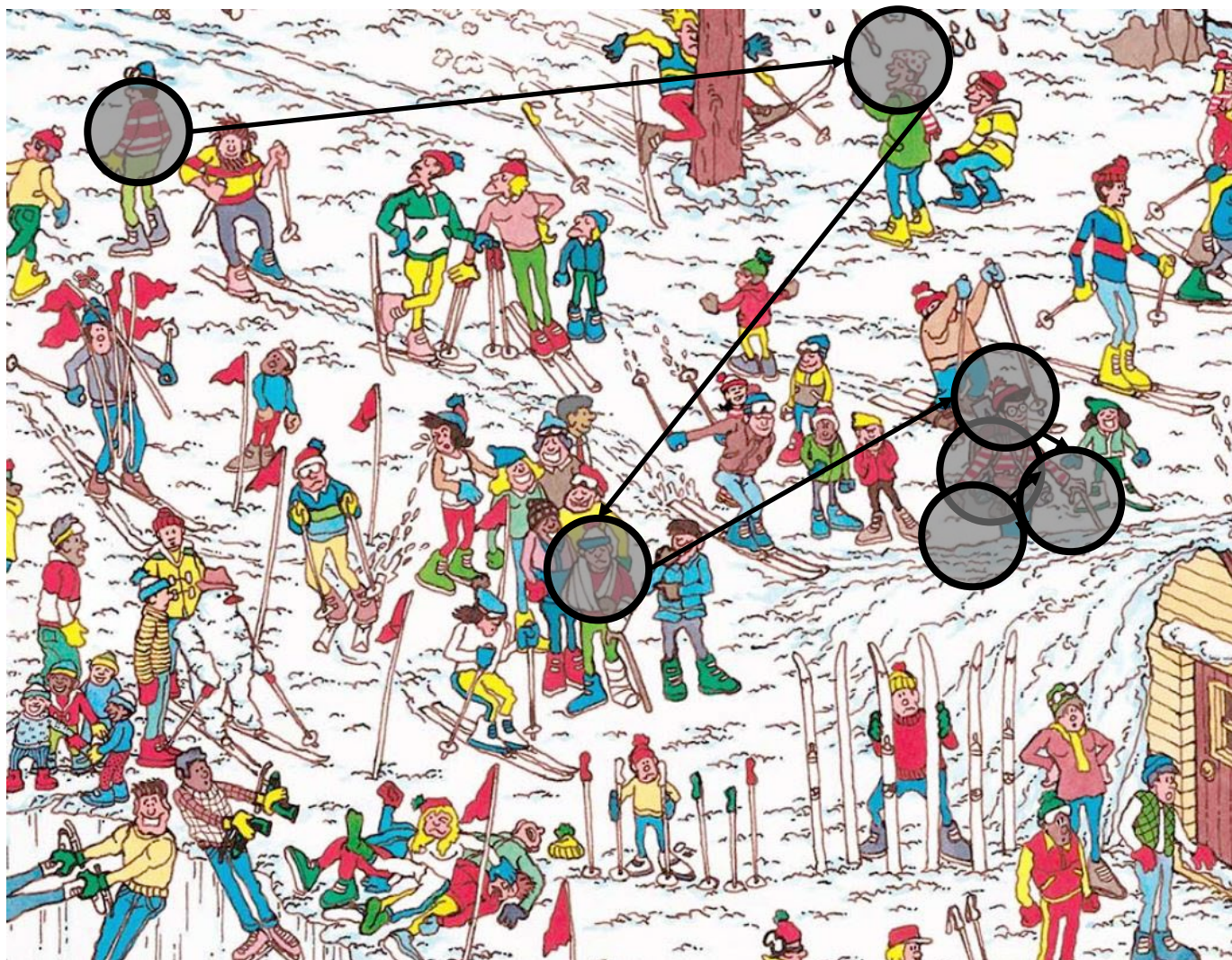


[Yarbus, 1976]
[Roger et al, 2012]

Visual Attention

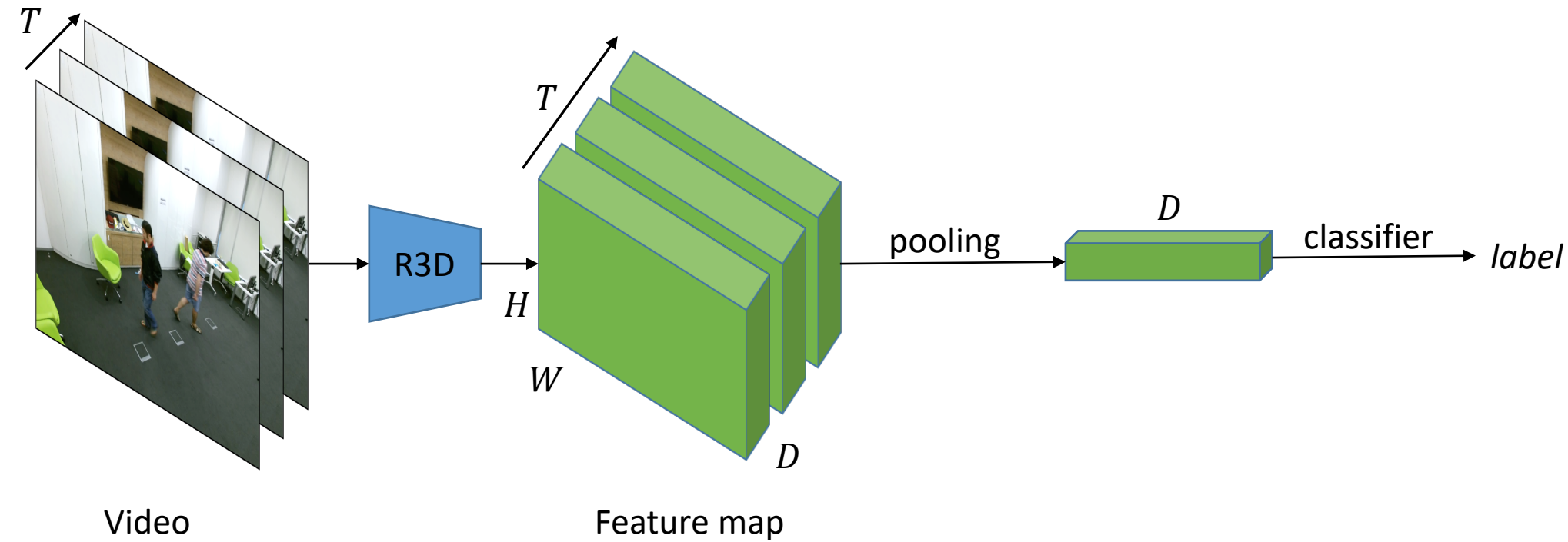
What is Charlie doing?

Walking



[Yarbus, 1976]
[Roger et al, 2012]

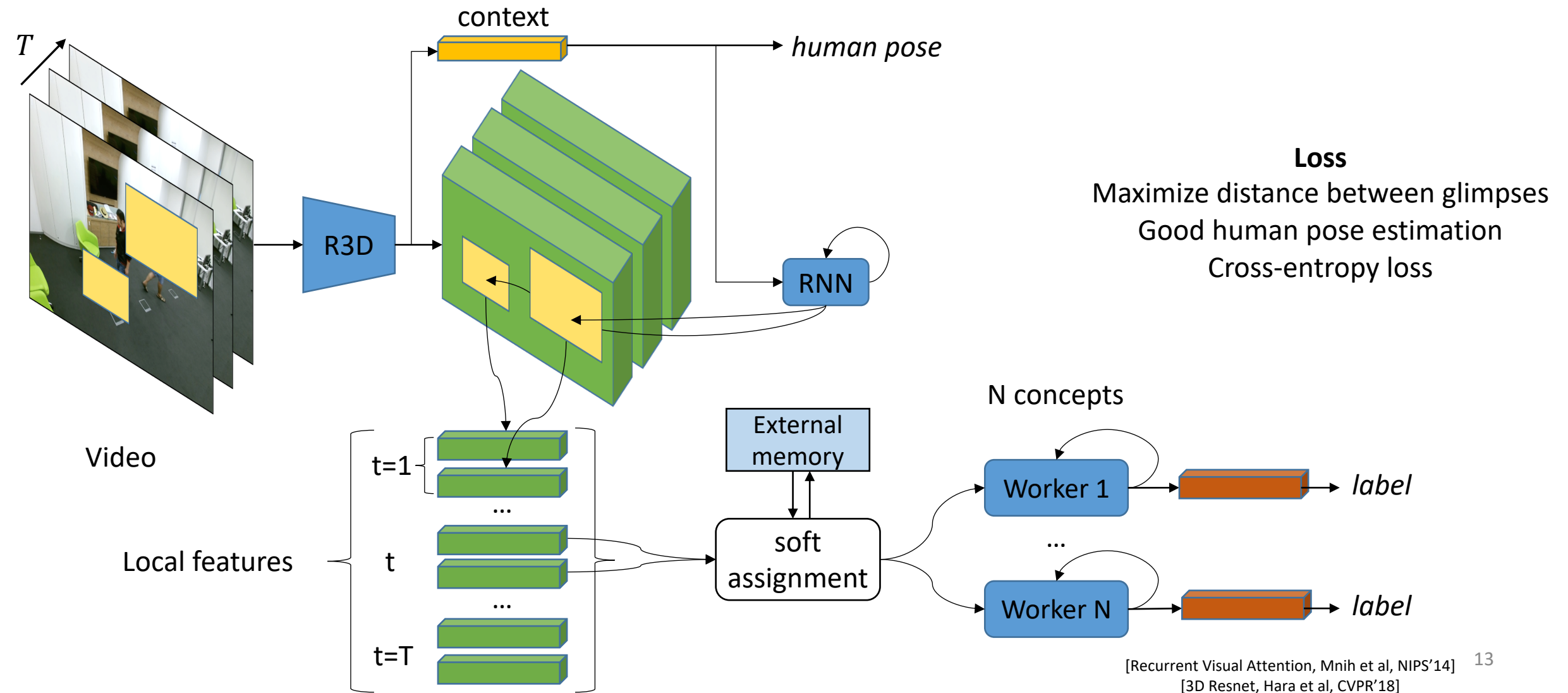
Action Recognition *Baseline*



Limitations

What about fine-grained human actions?
How to focus on relevant parts of the video?

Glimpse Clouds *Method*



Glimpse Clouds

State-of-the-art results

<i>Method</i>	<i>Modality</i>	<i>CS</i>	<i>CV</i>
Ensemble TS-LSTM	skeleton	74.6	81.3
View invariant	skeleton	80.0	87.2
Hands-Attention (ours)	skeleton+ RGB	84.8	90.6
Glimpse Clouds (ours)	RGB	88.4	93.2

Accuracy on NTU-RGB+D

<i>Method</i>	<i>Modality</i>	<i>V1</i>
Enhanced viz.	Skeleton	86.1
Ensemble TS-LSTM	Skeleton	89.2
NKTM	RGB	75.8
Glimpse Clouds (ours)	RGB	90.1

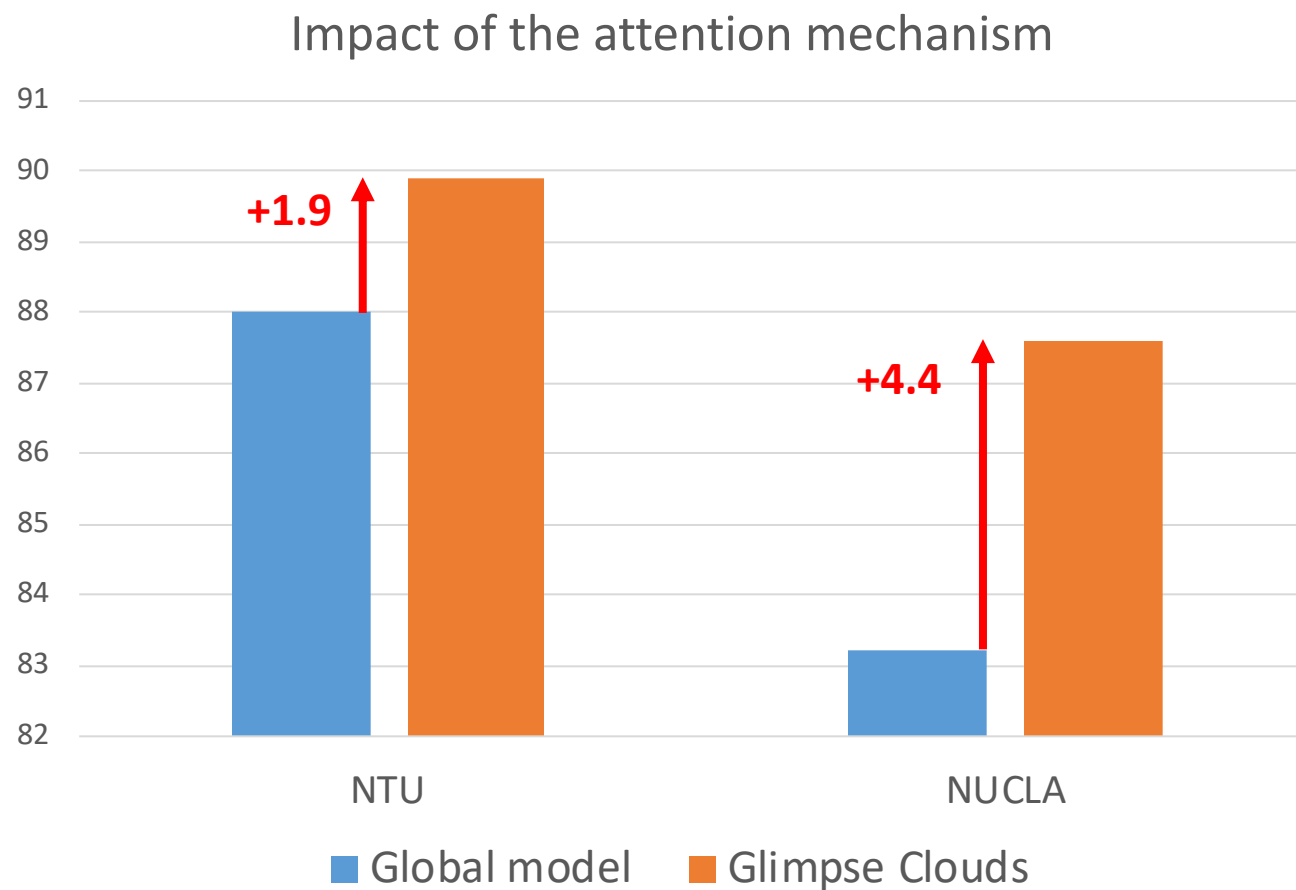
Accuracy on Northwestern-UCLA



[fabienbaradel/glimpse_clouds](https://github.com/fabienbaradel/glimpse_clouds)

Glimpse Clouds

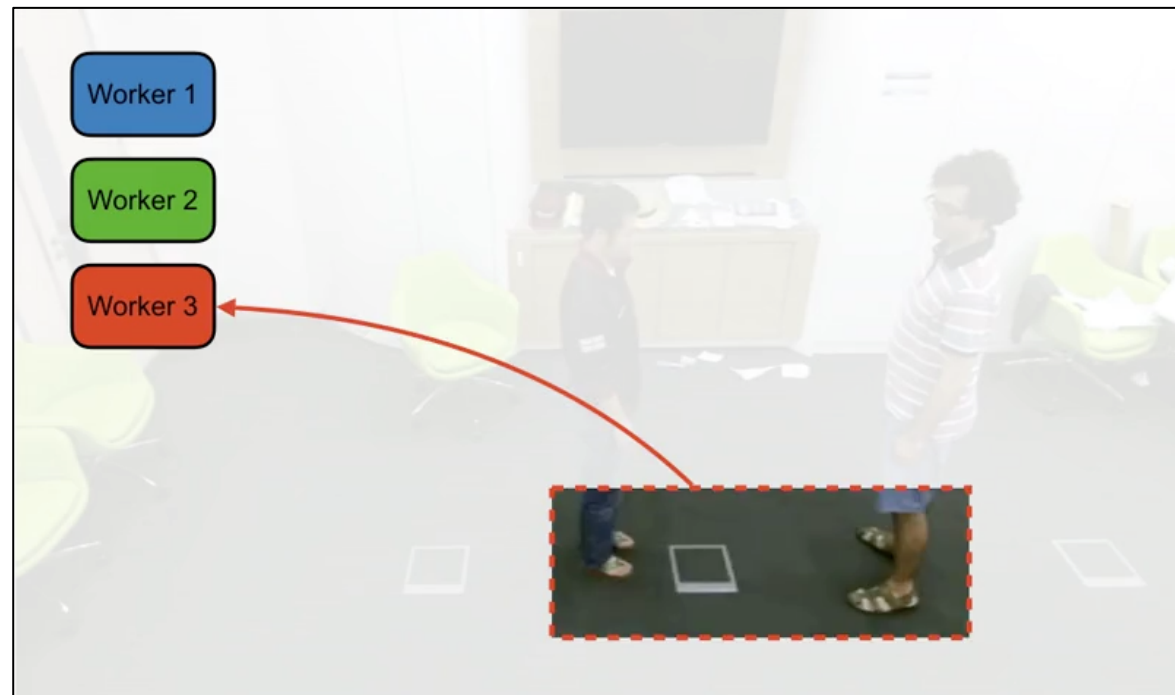
Ablation study



Glimpse Clouds *Visualization*



Raw video



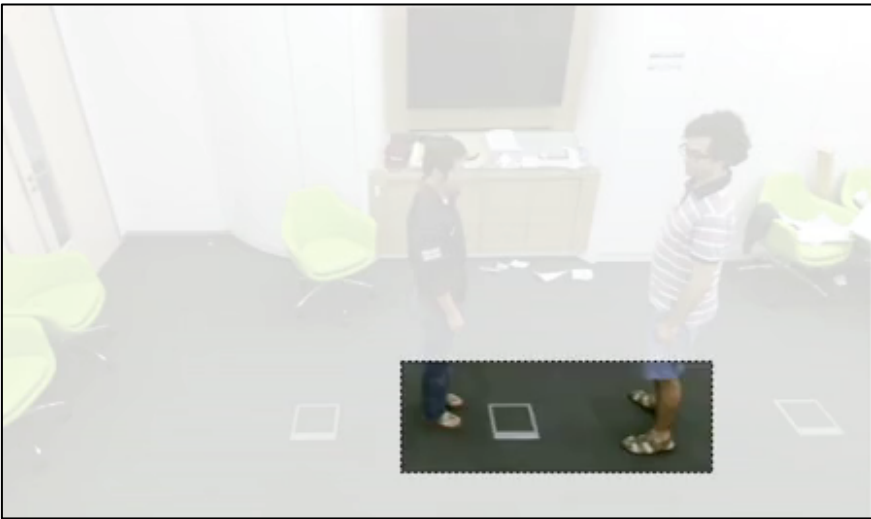
Attended regions

Worker 1 $\rightarrow$ $\sim$ Hands

Worker 2 $\rightarrow$ $\sim$ Heads

Worker 3 $\rightarrow$ $\sim$ Legs

Outline



Unstructured local features...
Incorporate structure from images?
Leverage visual entities interactions?



Visual Attention



Christian Wolf
INSA Lyon - LIRIS

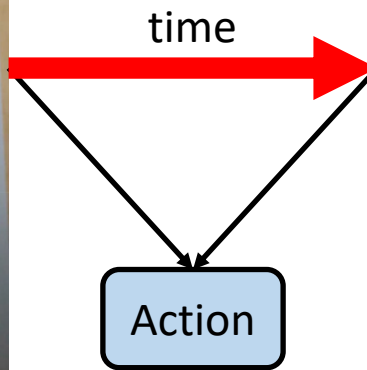


Julien Mille
INSA CVL - LI Tours

Entity-level interactions

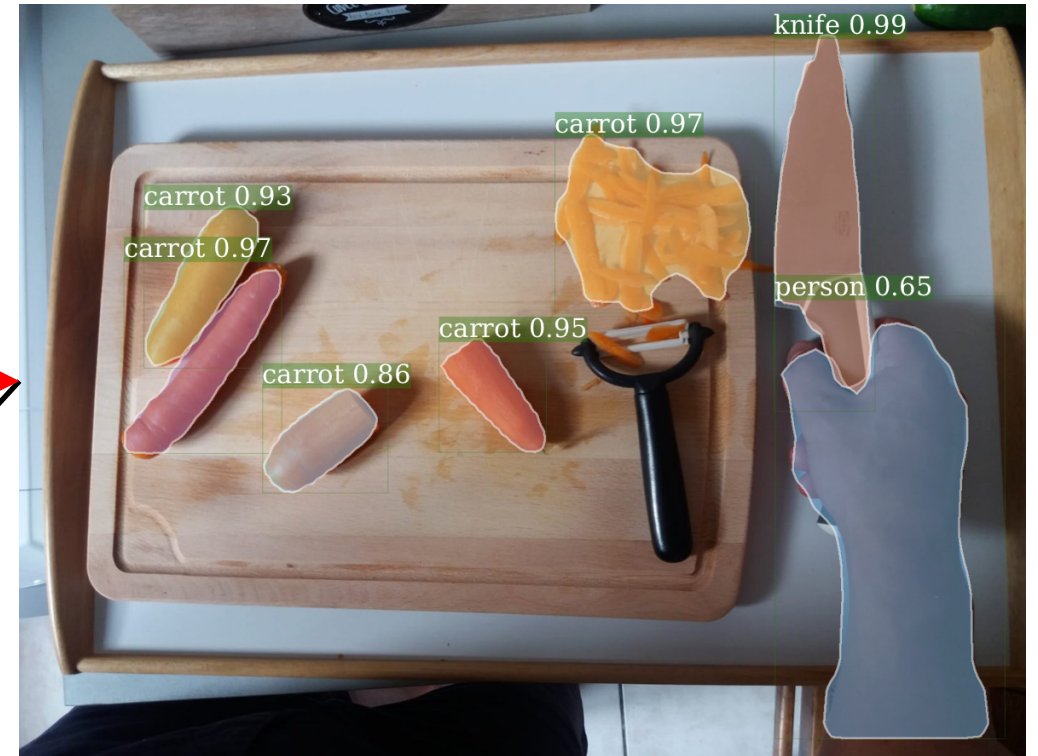
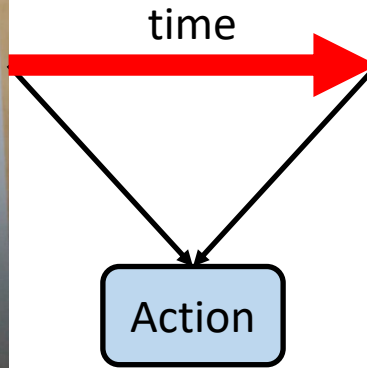
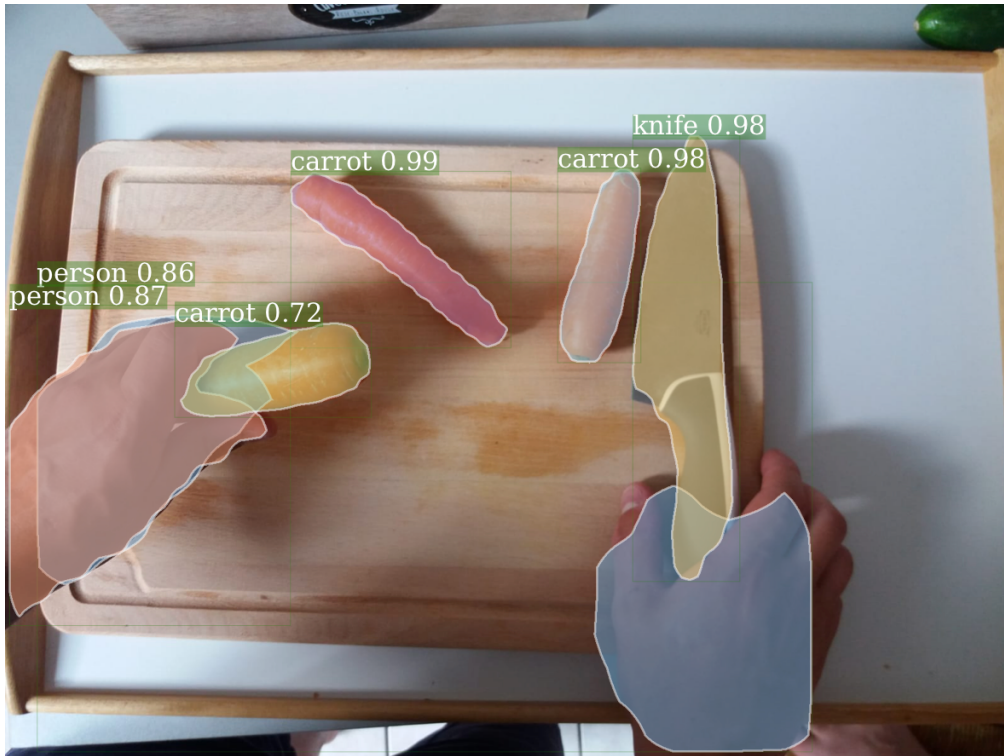


Object-level Reasoning



Often possible to infer what happened from few frames

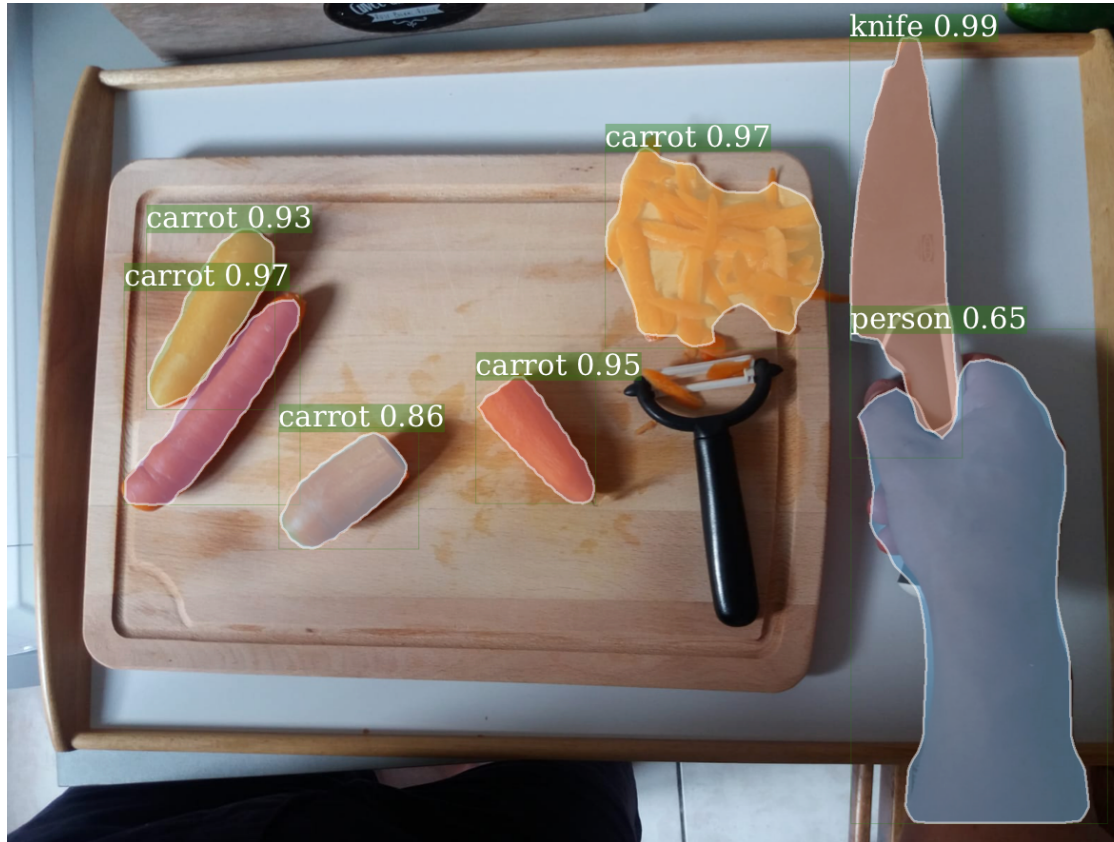
Object-level Reasoning



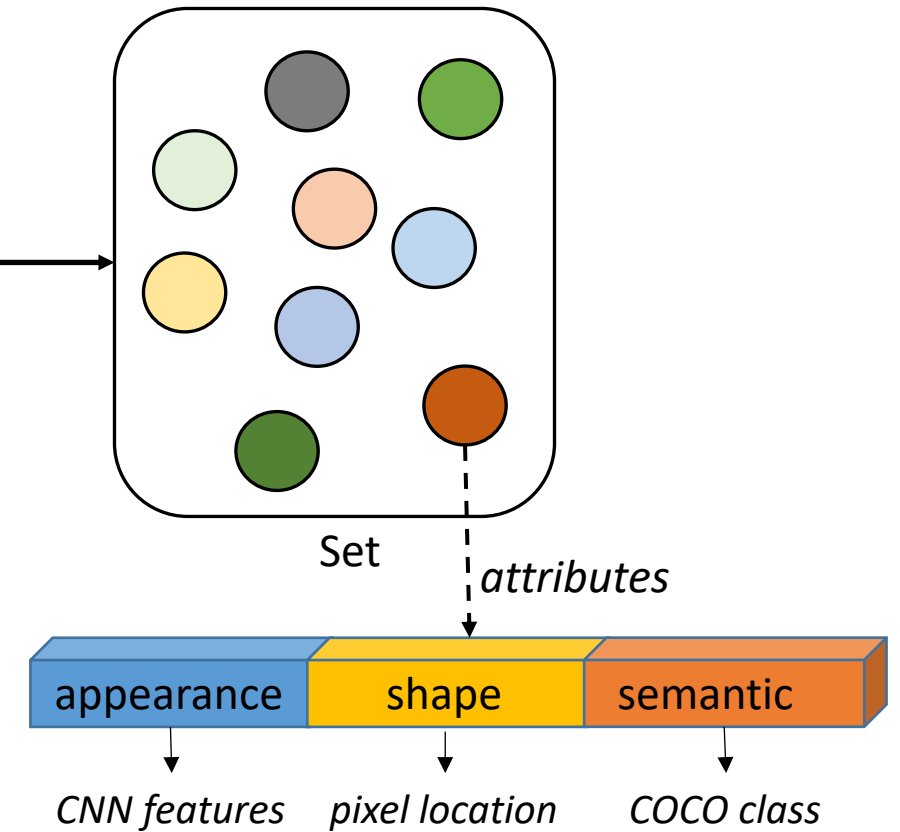
Often possible to infer what happened from few frames
Visual entities interactions

[Mask-RCNN, He et al, ICCV'17]

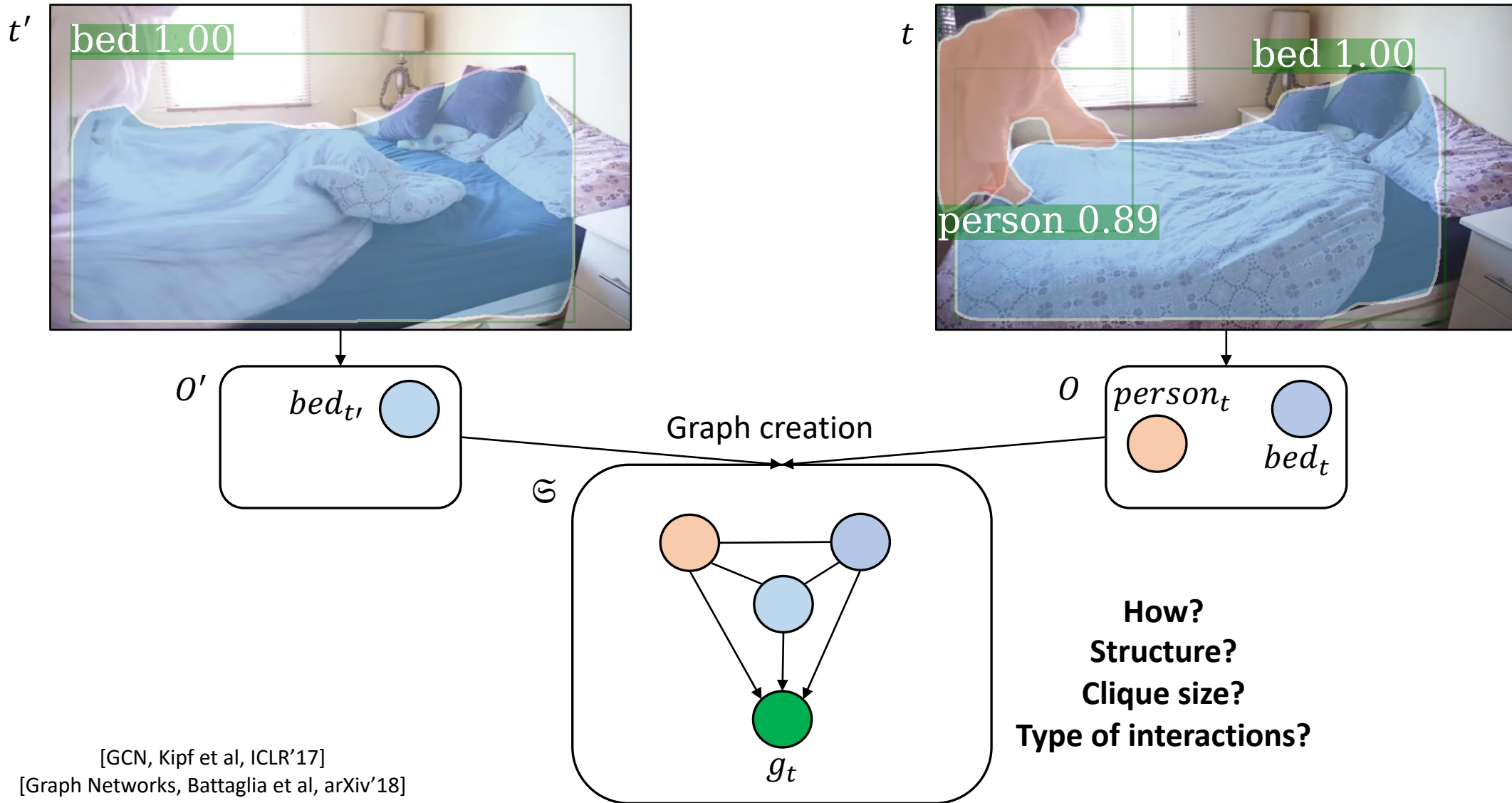
Image as a set of objects



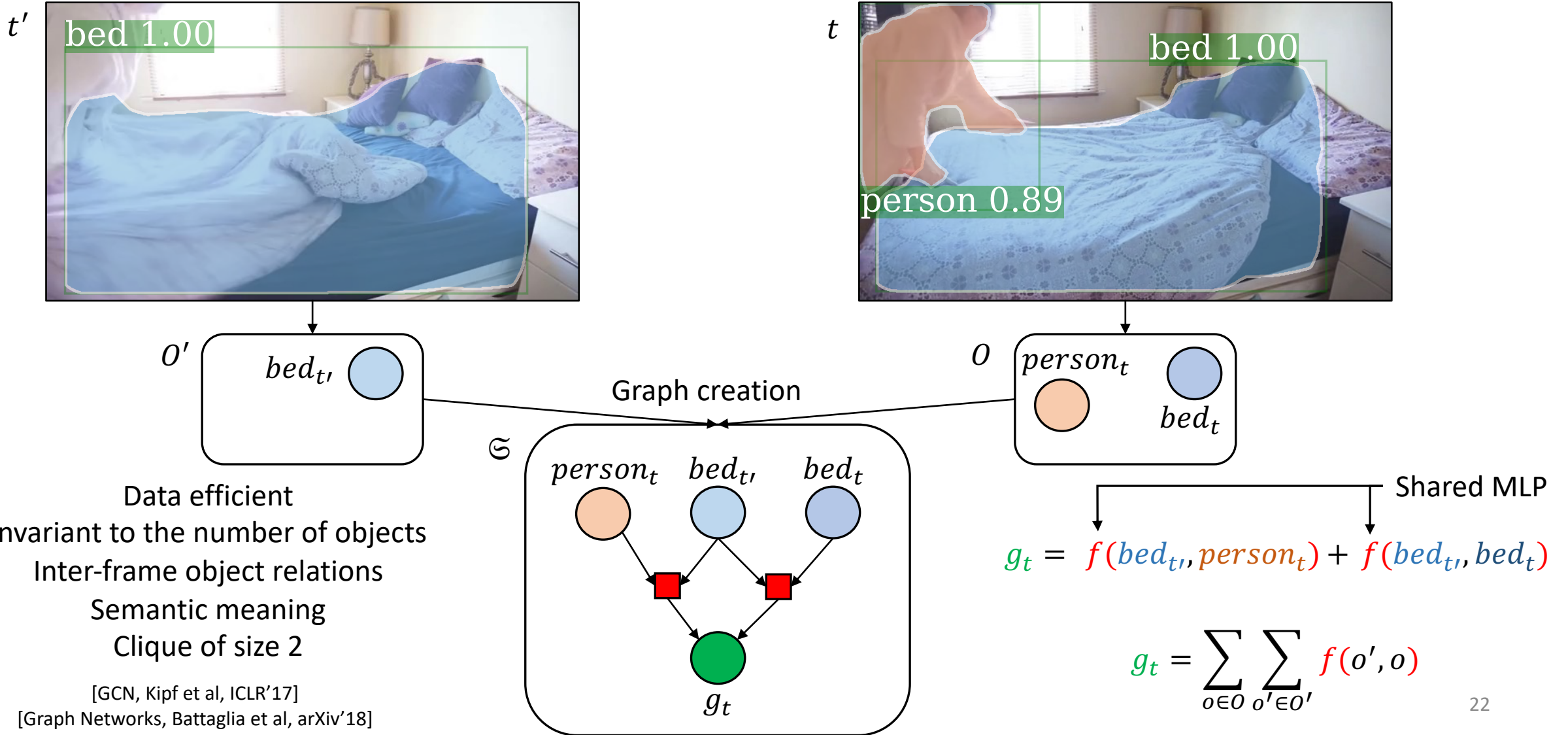
RGB
Mask-RCNN



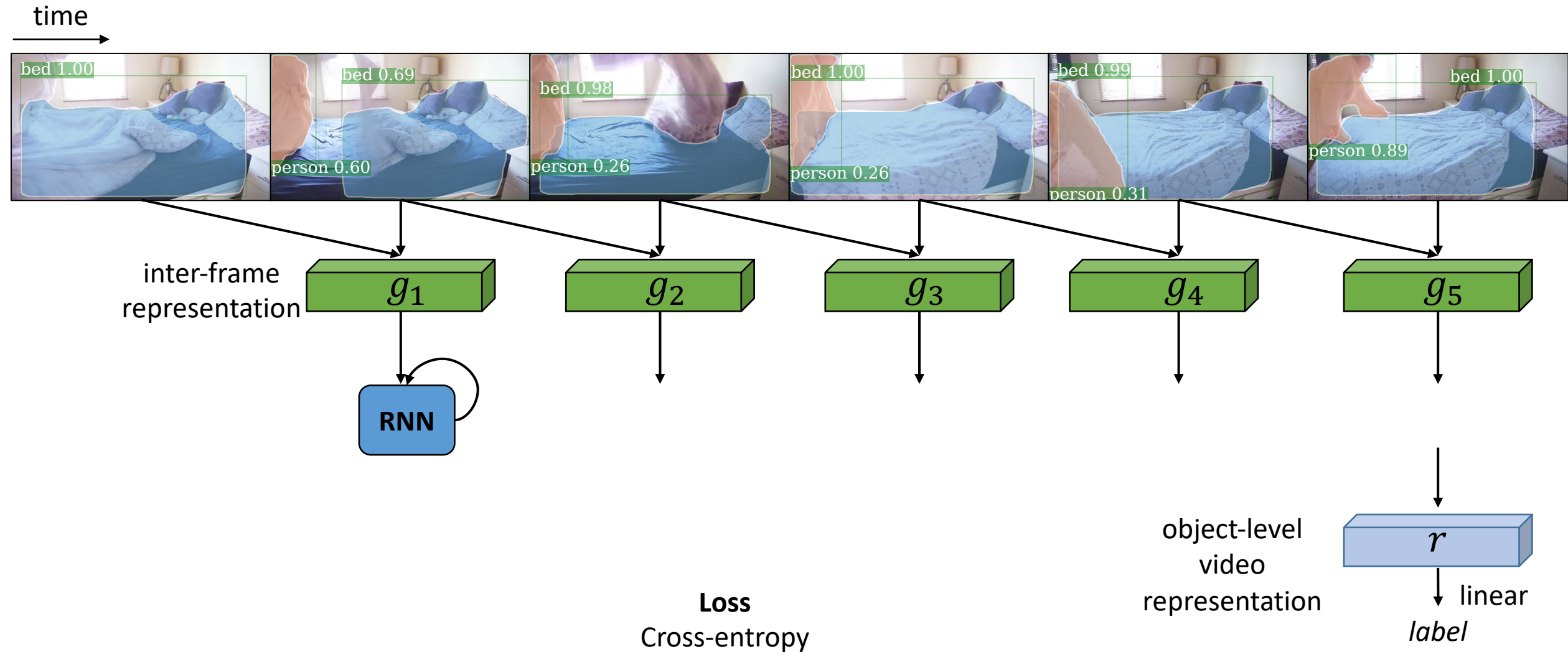
Object Relation Network



Object Relation Network



Object Relation Network



Object Relation Network

State-of-the-art

<i>Method</i>	<i>Acc.</i>
C3D	21.50
I3D	27.63
Multiscale TRN	33.60
Object Relation Network	35.97

Accuracy on Something-Something

<i>Method</i>	<i>mAP</i>
Resnet50	40.5
I3D	39.7
Object Relation Network	44.7

Mean Average Precision on VLOG

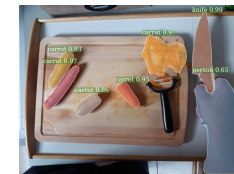
<i>Method</i>	<i>Acc.</i>
Resnet18	32.05
Resnet3D-18	34.20
Object Relation Network	40.89

Verb accuracy on EPIC Kitchens



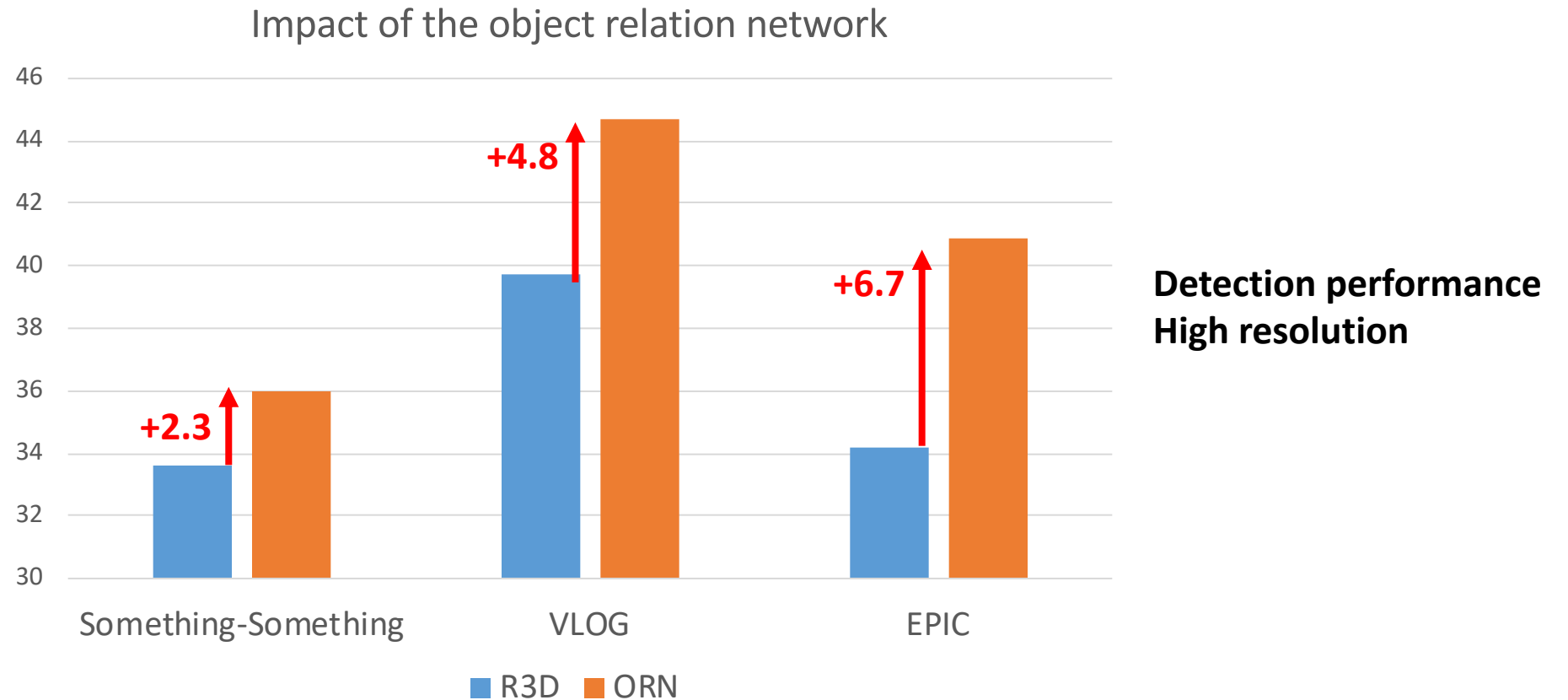
[fabienbaradel/object_level_visual_reasoning](https://github.com/fabienbaradel/object_level_visual_reasoning)

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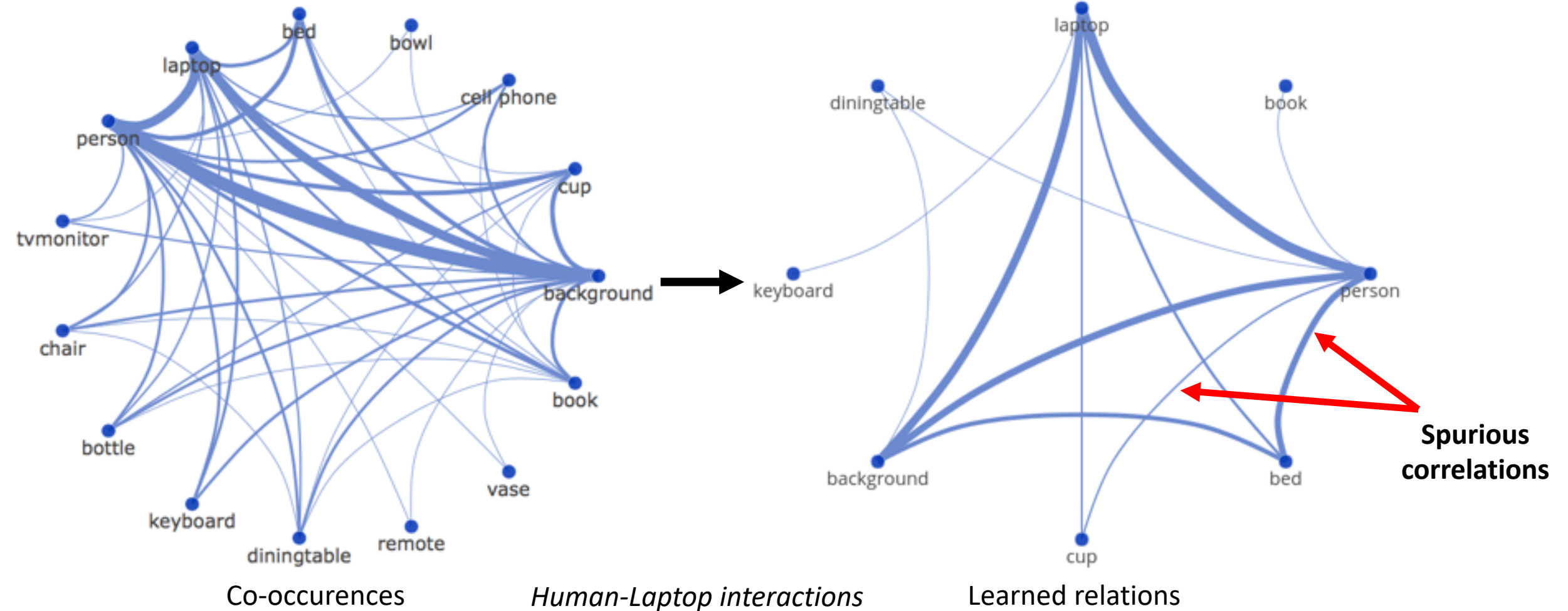
Object masks detected by Mask-RCNN

Object Relation Network *Ablation study*

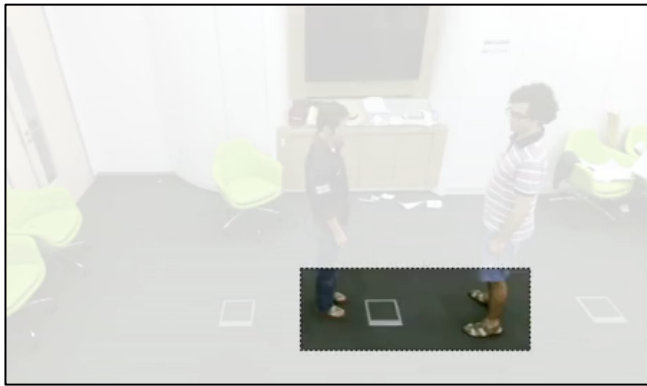


Object Relation Network

Interactions



Outline

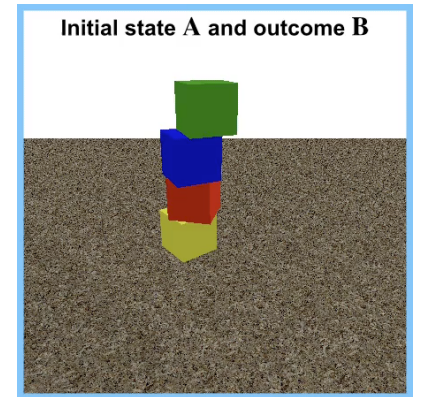


Visual Attention



Entity-level interactions

Structure matters...
Can we go one step further?
Beyond supervised learning?
Learning underlying latent concepts?



Reasoning



Christian Wolf
INSA Lyon - LIRIS



Julien Mille
INSA CVL - LI Tours

« Counterfactual learning »

F. Baradel, N. Neverova, J.

Mille, C. Wolf

ICLI (light)

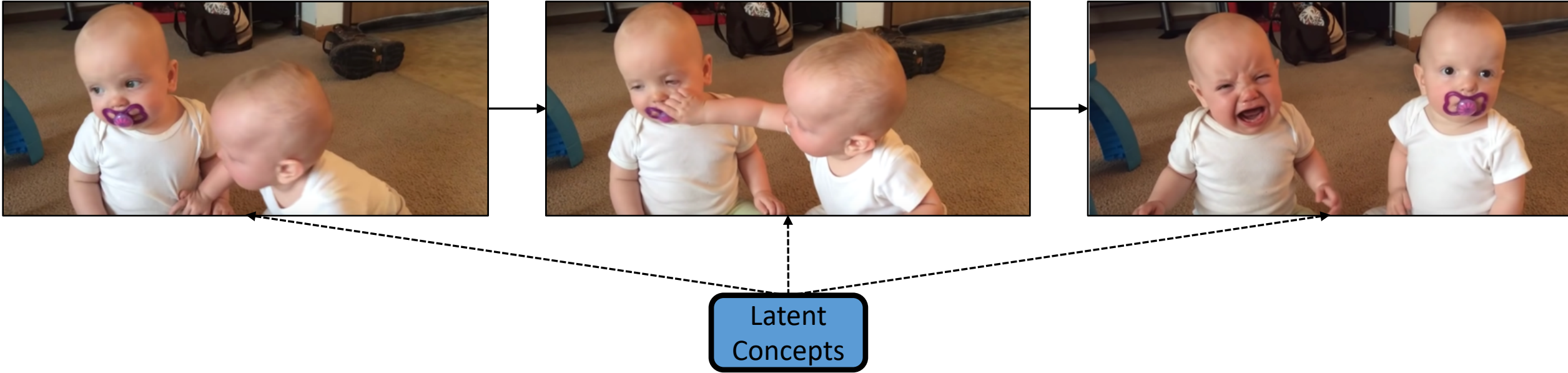


Natalia Neverova
Facebook



Greg Mori
SFU

Reasoning & Causation

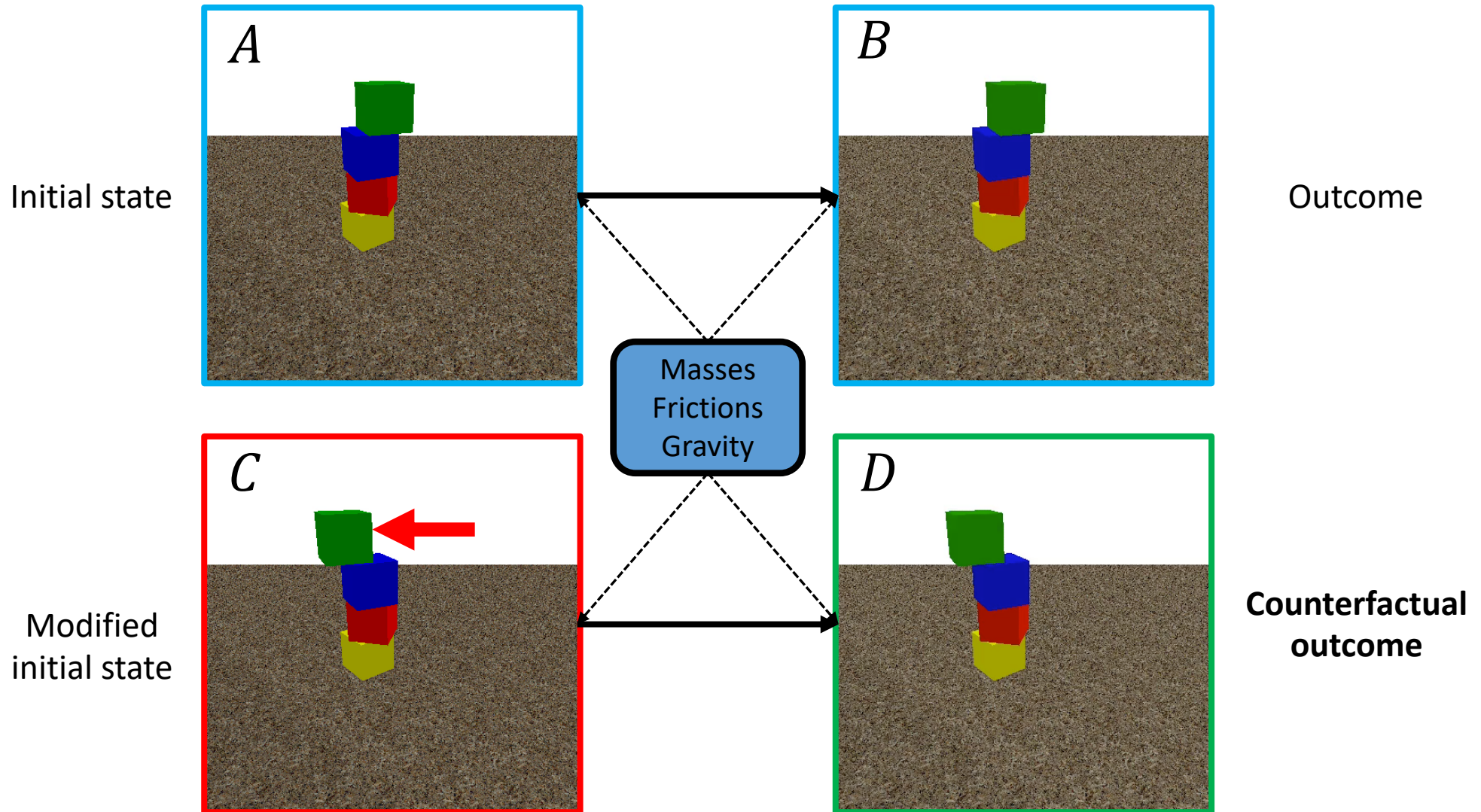


Understanding of complex relationships
Cause-effect

What would happened if?
Counterfactual statement

Counterfactual

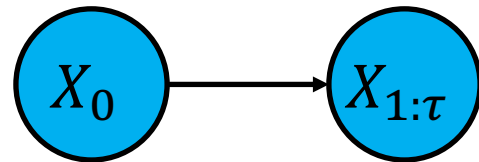
Future forecasting



Counterfactual

Future forecasting

Feedforward



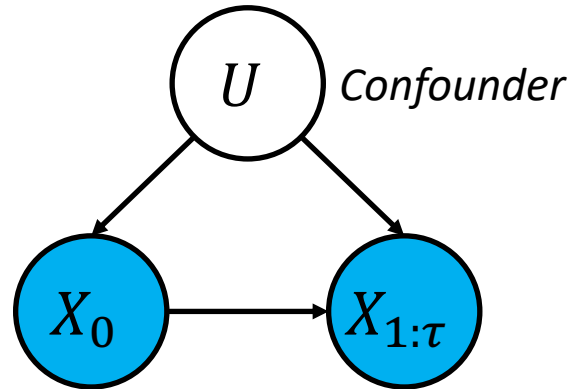
A

B

Initial state

Outcome

Counterfactual

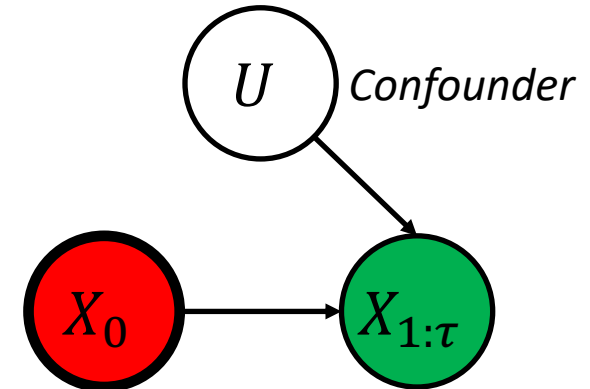


A

B

Initial state

Outcome



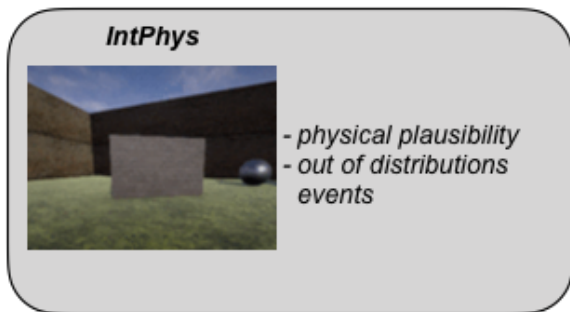
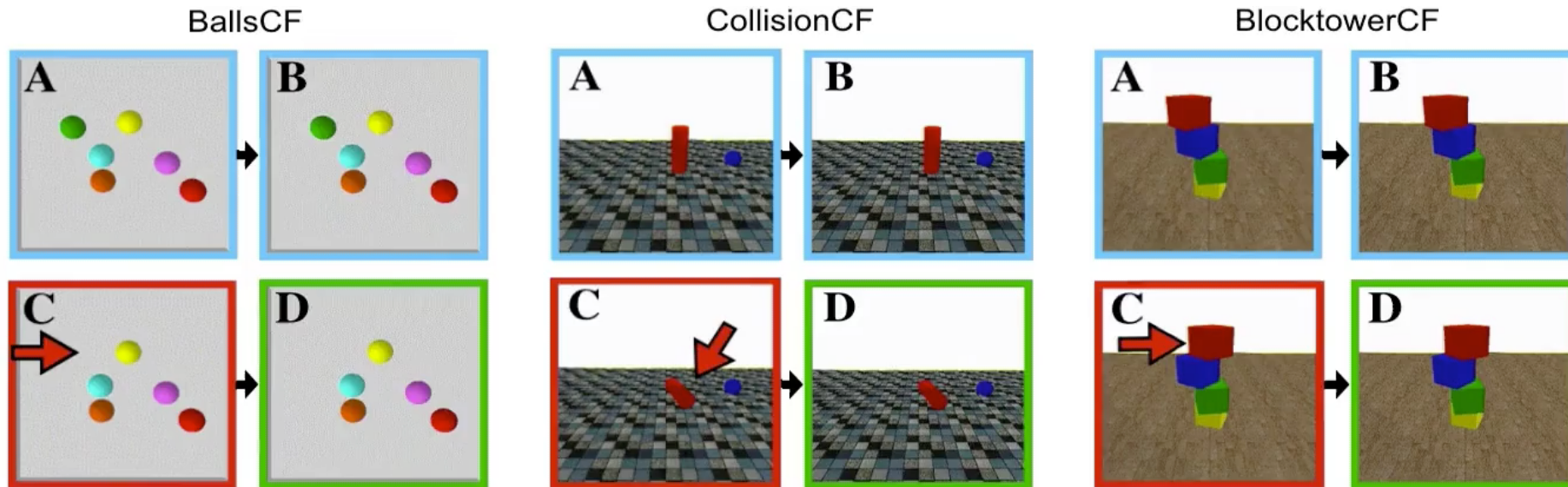
$do(X_0 = C)$

D

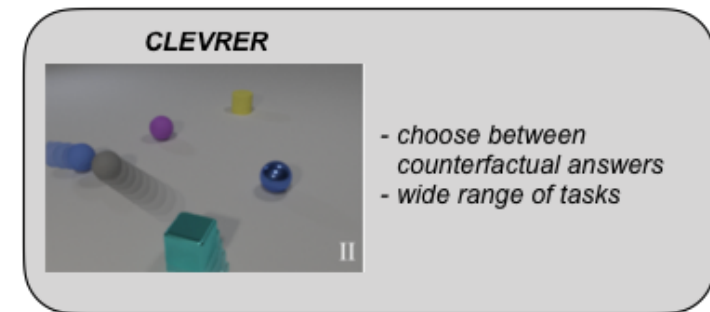
Modified initial state

Counterfactual outcome

CoPhy benchmark

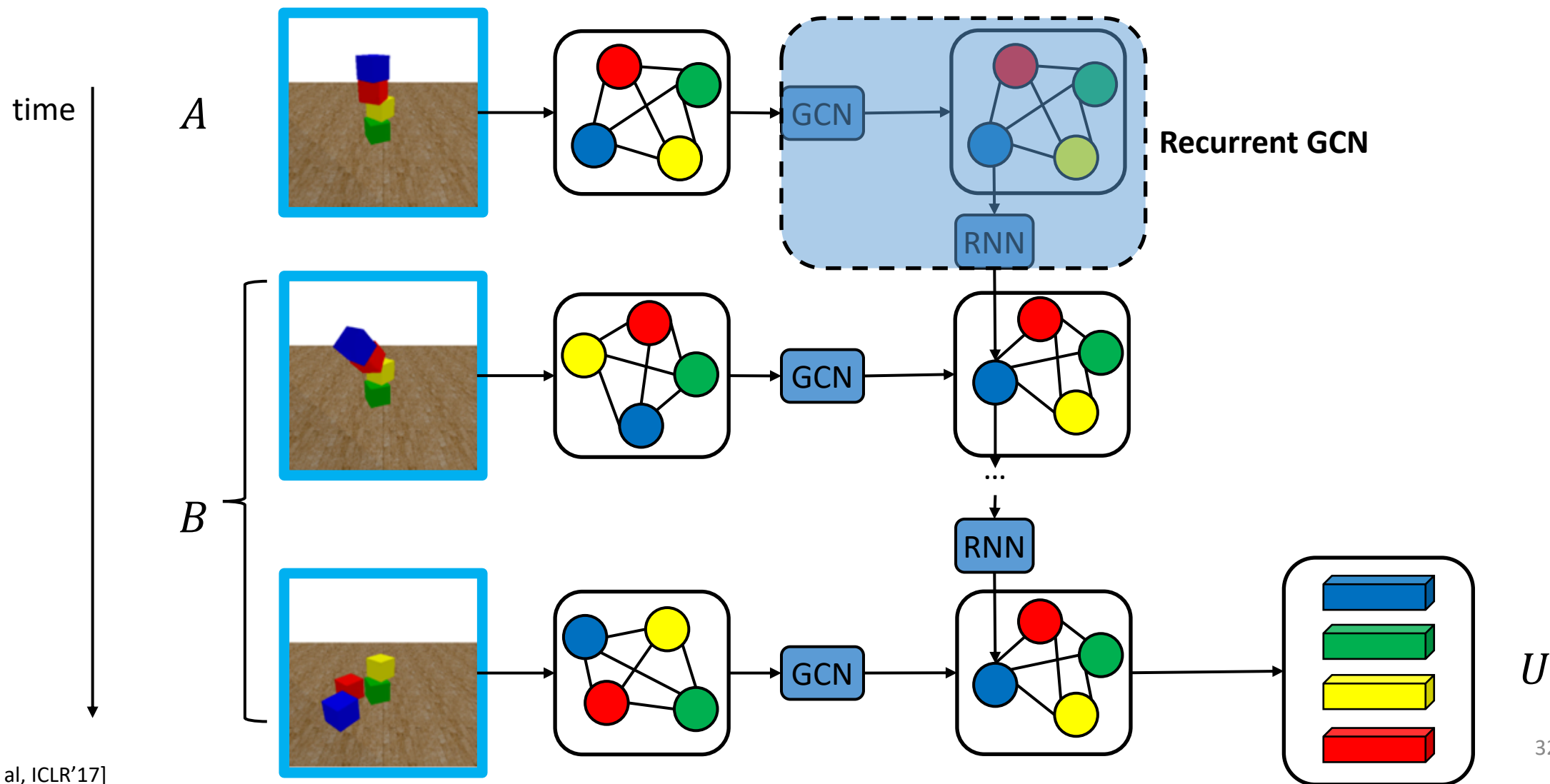


Large-scale datasets
250k examples ((A,B), (C,D))
7 millions of frames
Supervision of the do-operator (➡)
Confounders are necessary for future prediction



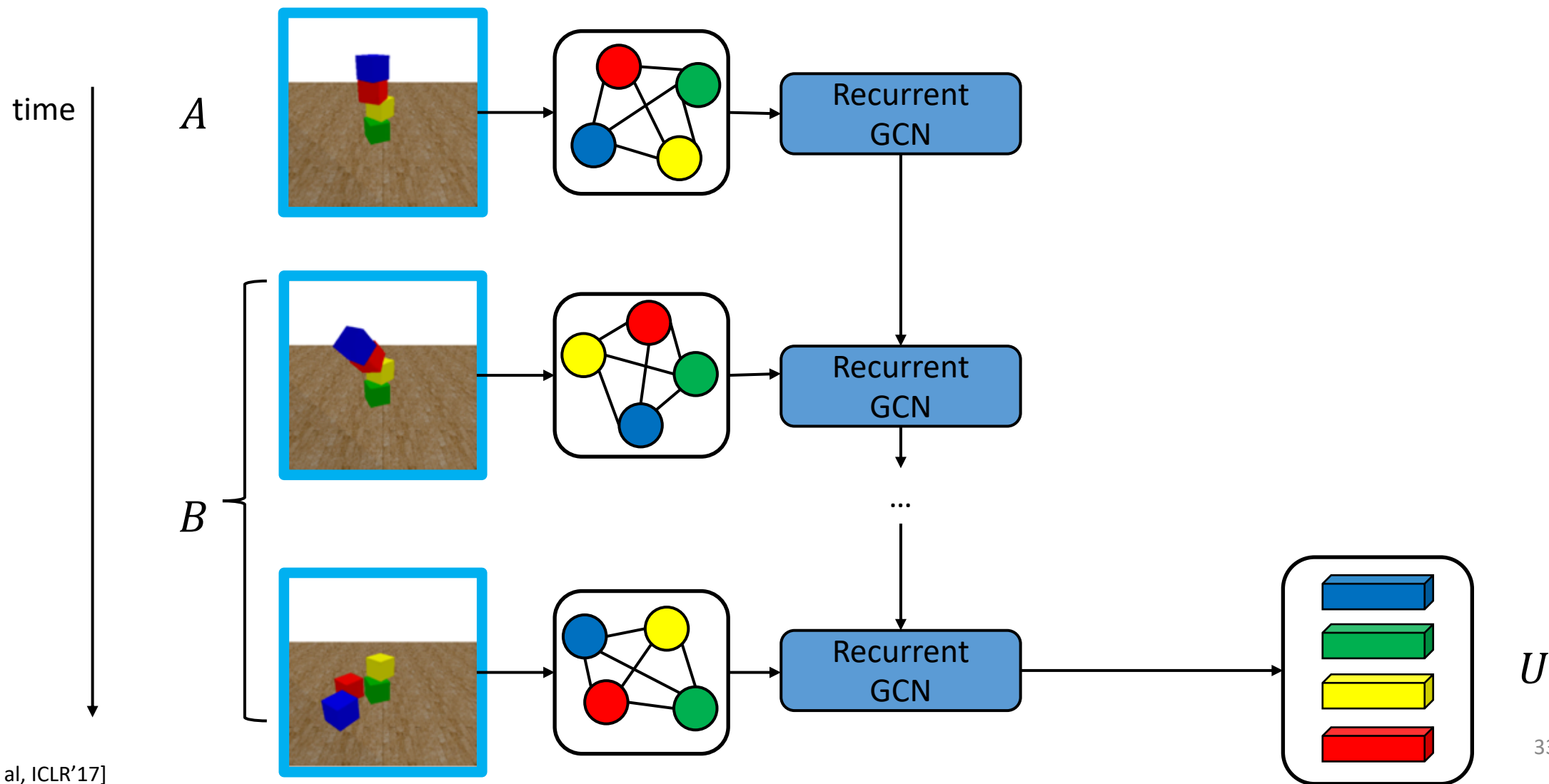
CoPhyNet

Unsupervised confounders estimations



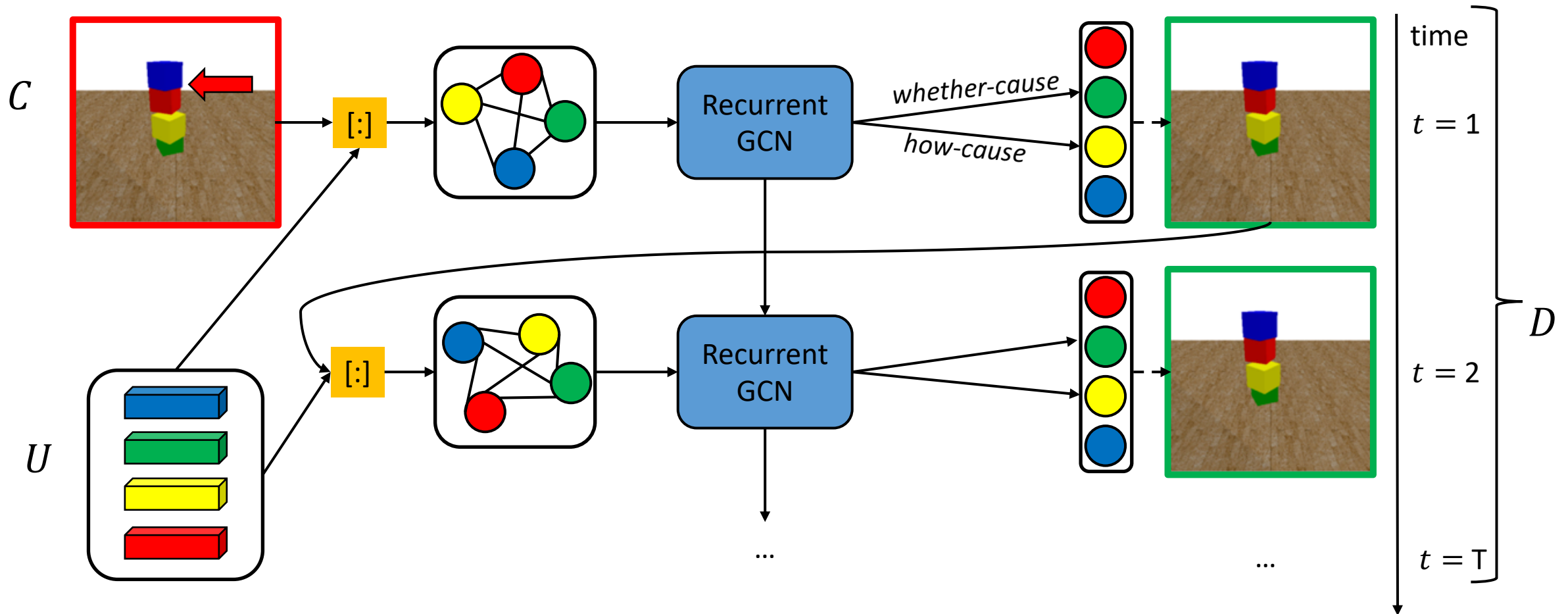
CoPhyNet

Unsupervised confounders estimations

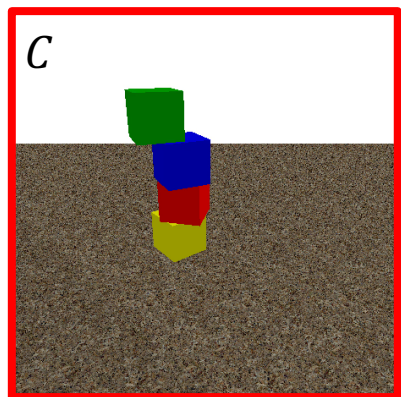


CoPhyNet

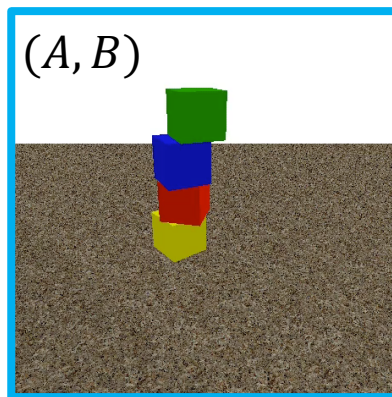
Trajectory prediction



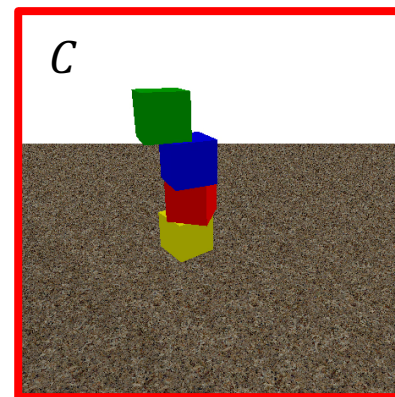
Human study



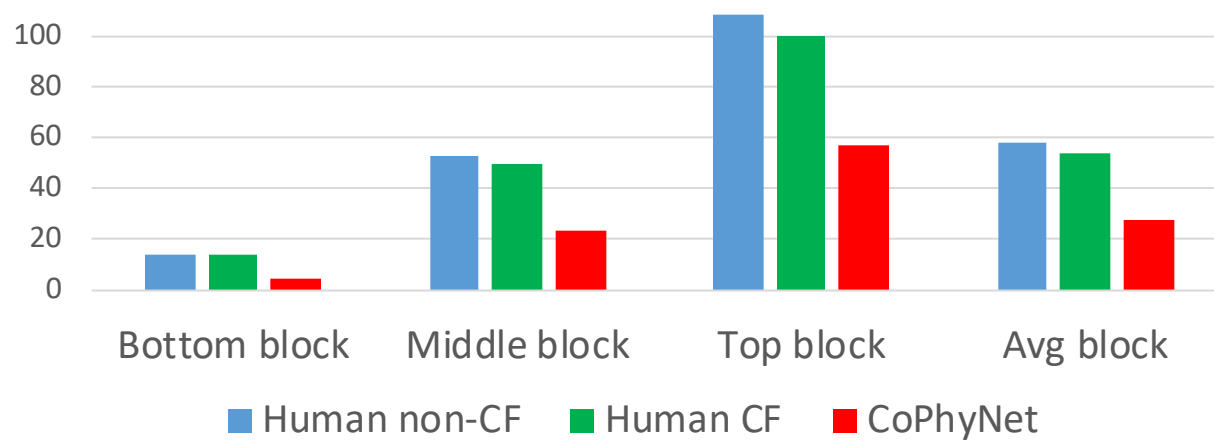
Human non-CF



Human CF



2D pixel error for each block



Cophynet Results

NOT COMPARABLE!

Copying baselines

Feedforward models

Soft-upper bound

Train → Test	Copy C	Copy B	IN	NPE	CoPhyNet	IN Sup.
3 → 3	0.470	0.601	0.318	0.331	0.294	0.296
3 → 3*	0.365	0.592	0.298	0.319	0.289	0.282
3 → 4	0.754	0.846	0.524	0.523	0.482	0.467

Unseen confounders

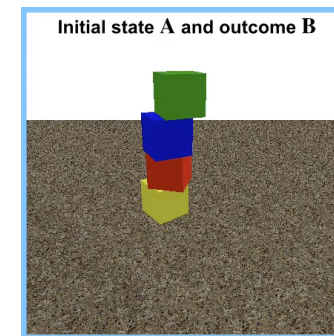
Unseen number of blocks

MSE on 3D positions (average over time)



[fabienbaradel/cophy](https://github.com/fabienbaradel/cophy)

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CoPhy benchmark

[Interaction Network, Battaglia et al, NIPS'17]

[Neural Physic Engine, Chang et al, ICLR'17]

Conclusion



Visual Attention

« Glimpse Clouds »

*F. Baradel, C. Wolf, J. Mille,
G. Taylor, CVPR'18*

Focus on important parts
Automatic selection
Distributed recognition

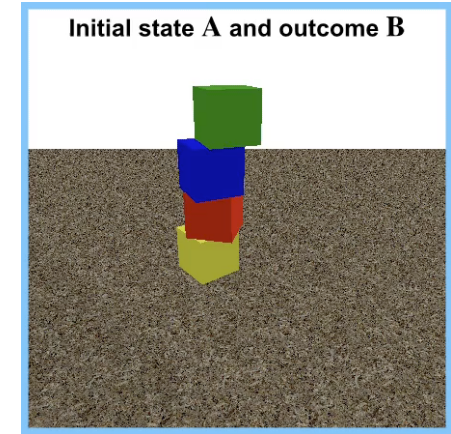


Entity-level interactions

« Object level Reasoning »

*F. Baradel, N. Neverova, C. Wolf,
J. Mille, G. Mori, ECCV'18*

Object-centric modeling
Intra-time interactions
Learned relations



Reasoning

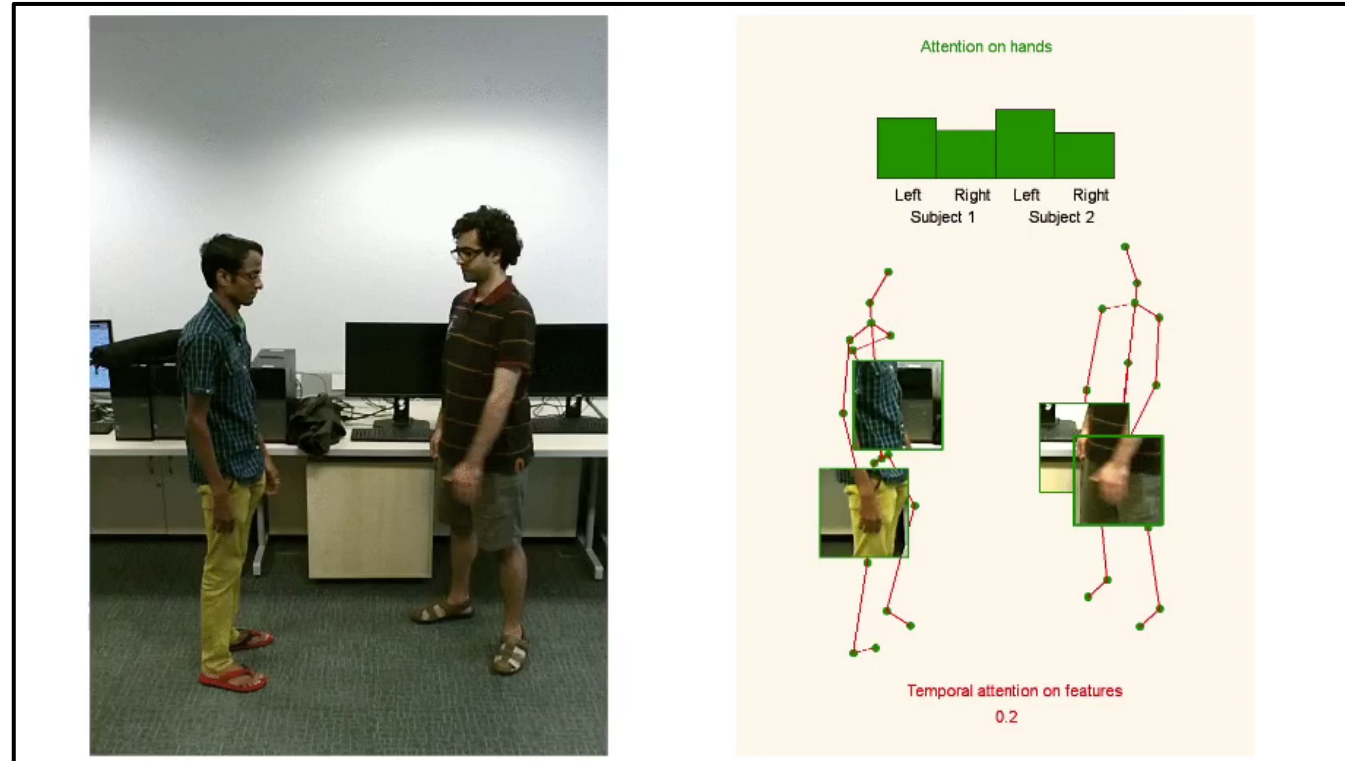
« Counterfactual learning »

*F. Baradel, N. Neverova, J. Mille,
G. Mori, C. Wolf, ICLR'20 (spotlight)*

Unsupervised latent discovery
Future trajectory
New task in visual space ³⁷

Other works

Pose-driven Attention



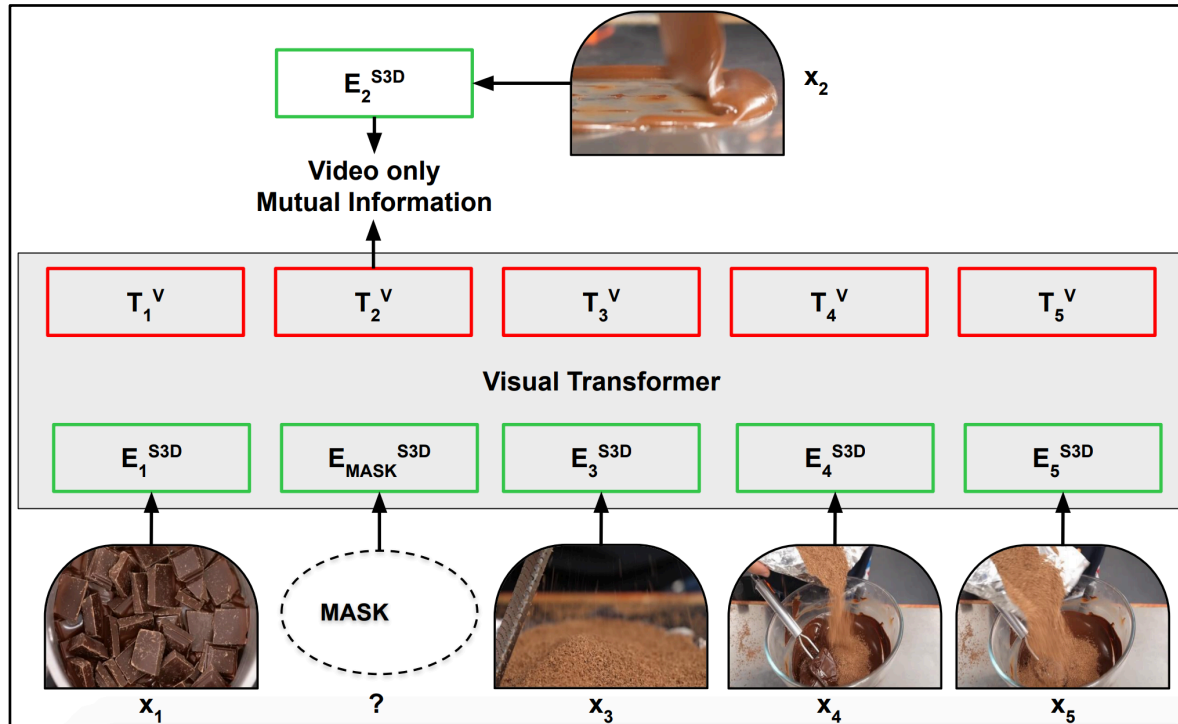
« Focus to Hands »
F. Baradel, C. Wolf, J. Mille,
ICCVW'17

Skeleton & RGB
Handcrafted/Learned context features
Focus around hands

« Pose-driven Attention to RGB »
F. Baradel, C. Wolf, J. Mille,
BMVC'18

Other works

Self-supervised learning



« Contrastive Bidirectionnal Transformer »

C. Sun, F. Baradel, K. Murphy, C. Schmid

Under review ECCV'20

Human learning
Beyond large-scale annotated datasets
Efficient
Discover regularities
Prediction of missing parts
Instructional videos
Vision-Text alignment



Cordelia Schmid
INRIA – Google



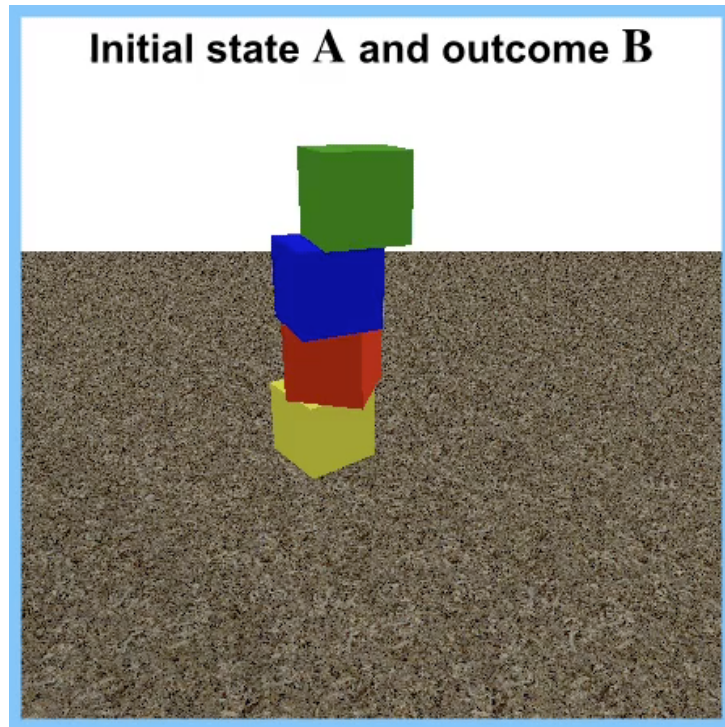
Chen Sun
Google



Kevin P. Murphy
Google

What next?

Real word counterfactual predictions

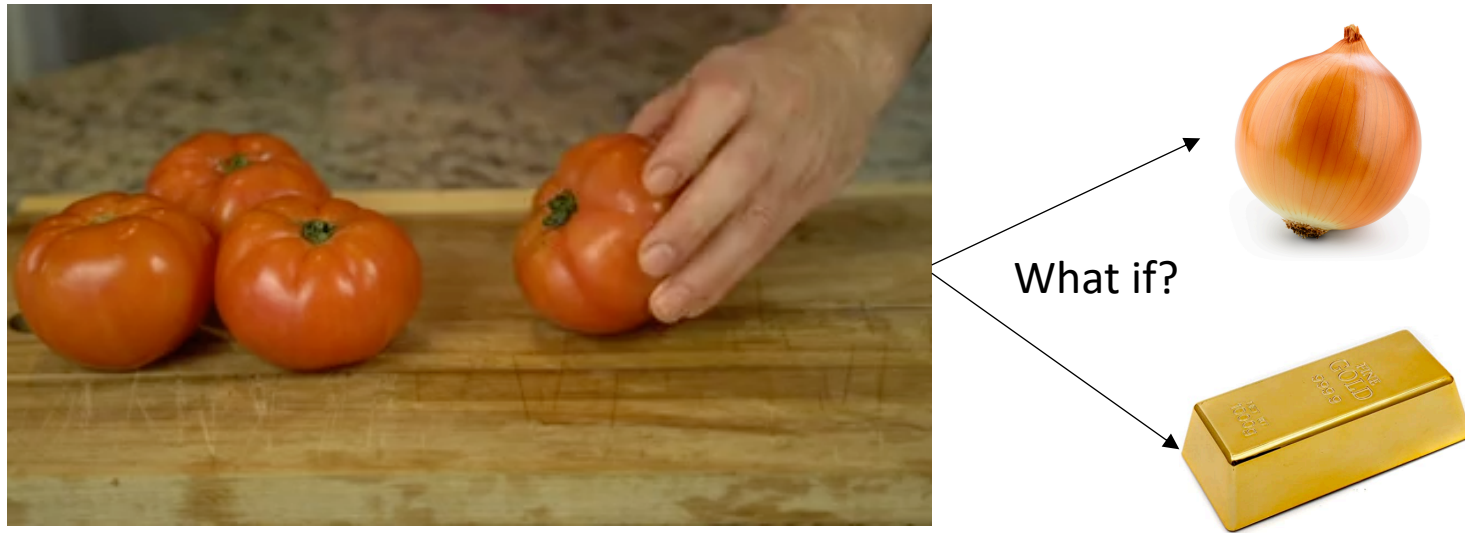


« CoPhy++ »
F. Baradel, N. Neverova, J. Mille,
G. Mori, C. Wolf
To be submitted to TPAMI

No object supervision
Unsupervised keypoints
Predictions in image space

What next?

Real word counterfactual predictions



Beyond correlation and dataset biases
Latent concept
Generalization
Semantical structure
Ontology

What next?

Disentangled representation

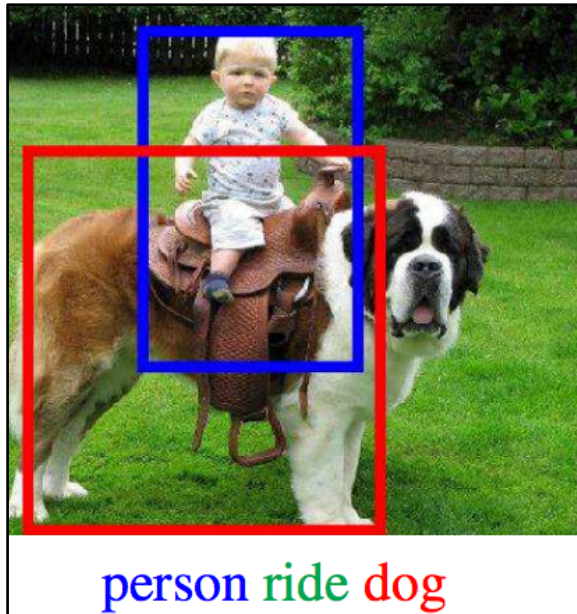


Image vs Video
Appearance vs Motion
Human Object Interaction vs Long-range activities
Efficient representation

Thank you!



Christian Wolf
INSA Lyon - LIRIS



Julien Mille
INSA CVL - LI Tours



Natalia Neverova
Facebook AI Research



Graham W. Taylor
University of Guelph
Vector Institute



Greg Mori
Simon Fraser University
Borealis AI



Cordelia Schmid
INRIA – Google



Chen Sun
Google



Kevin P. Murphy
Google