

"What You Hear is What You Get"

Audio Concepts for Video Event Detection on User-Generated Content

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Context

-When performing video event detection on user-generated content (UGC) different events are better described by different concepts such as music, laughter or clapping.

Problem

-Low level features do not provide humanly understandable evidence of why videos belong to a specific event.

-Ad-hoc annotations ignore the complex characteristics of UGC audio such as concept ambiguities, overlap and duration.

Our Approach

-Classify audio concepts and used them for video event detection.

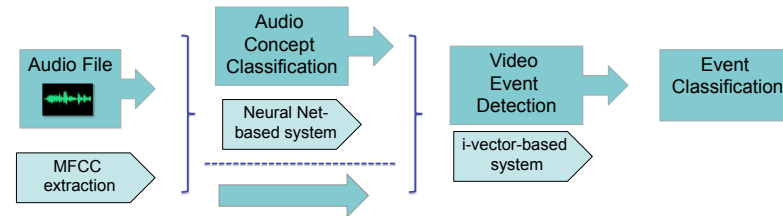
Example of Events

E001 Attempting a board trick
E011 Making a sandwich
...
E025 Marriage proposal
E029 Winning a race without a vehicle
E030 Working on a metal crafts project

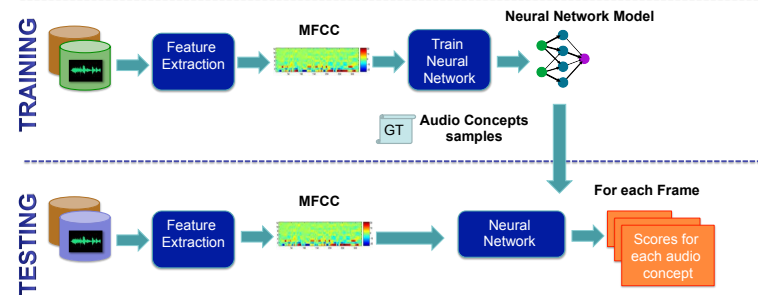
Example of Audio Concepts

Music	Speech	Engine Light	Clinking	Radio
Crowd	Children voices	Wash-board	Drums	Singing
Rolling	Cheer	Water	Bird	Rustle
Engine heavy	Scratch	Mumble	Power Tool	Scream
Clatter	Beep	Cat	Ground Traffic	

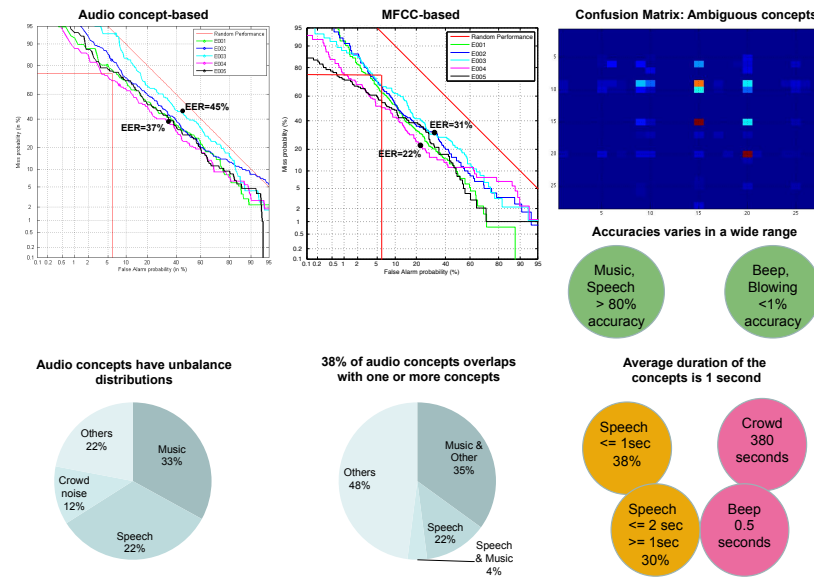
Video Event Detection Systems



Audio Concept Classification System; towards Deep Learning



Audio Concept Results and Analysis (SRI-Sarnoff Annotation Set)



Technicalities

- TRECVID MED 2012
 - 2,000 train, 12,000 test
 - 15 events
- Audio concepts annotation sets have unique characteristics
 - SRI: 28 concepts, 11.8 hours
 - CMU: 41 concepts, 13.6 hours
 - Stanford: 20 concepts, 11.8 hours
 - Gatech: 39 concepts, 4.3 hours
- Two hidden layers with 1,000 neurons each
- Random initialization
- Context window of 9 frames
- MFCC, 12 coefficients + energy
- 25 ms window every 10 ms

Conclusions and Ongoing Research

- Audio concept classification provides humanly understandable evidence of why videos belong to a specific event.
- Ad-hoc audio concept annotations alone does not provide reliable high-accuracy evidence nor efficient video event detection.
- So far, low level-features work better than audio-concept-features.
- Improve Audio Concept Classification with Deep Learning.

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