Action Attribute Detection from Sports Videos with Contextual Constraints

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INTRODUCTION

Action Attributes:

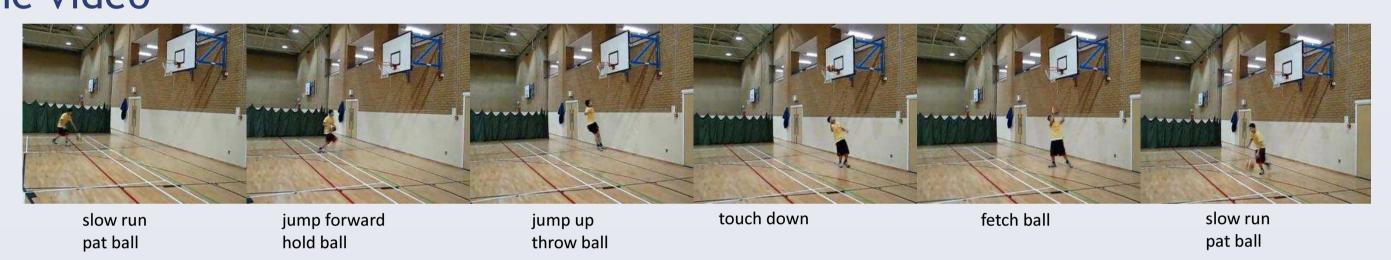
- Atomic components of action classes
 - motion patterns of human limbs and torso
- Contextual components of action classes
 - objects and scenes involved in the action
- Non-semantic attributes
 - data-driven attributes

Our Goal:

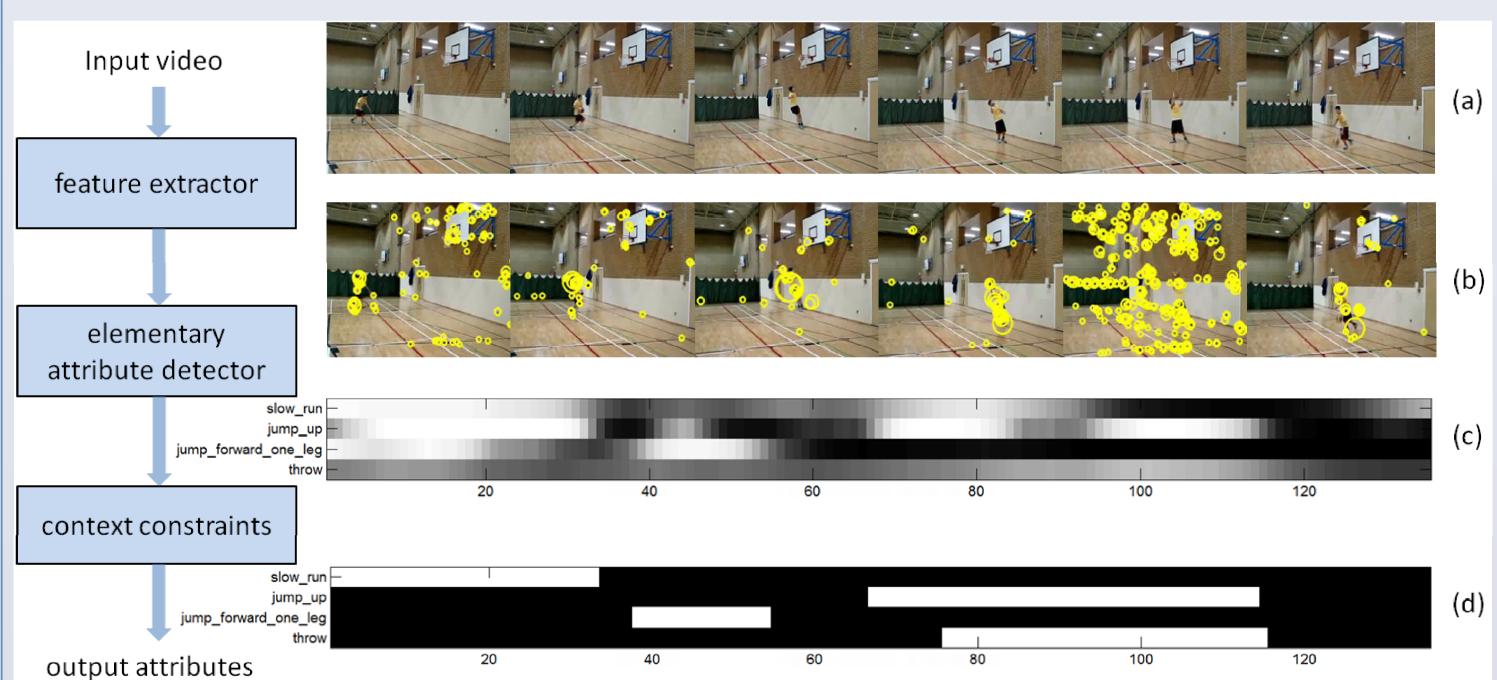
Detect action attributes and their temporal structure from sports videos

Example:

"At beginning, the athlete runs slowly while patting the ball for half a second; then he jumps forward while holding the ball for one second; then he jumps up and throws the ball (into the basket); after a touch down he fetches the ball and then runs slowly while patting the ball until the end of the video"

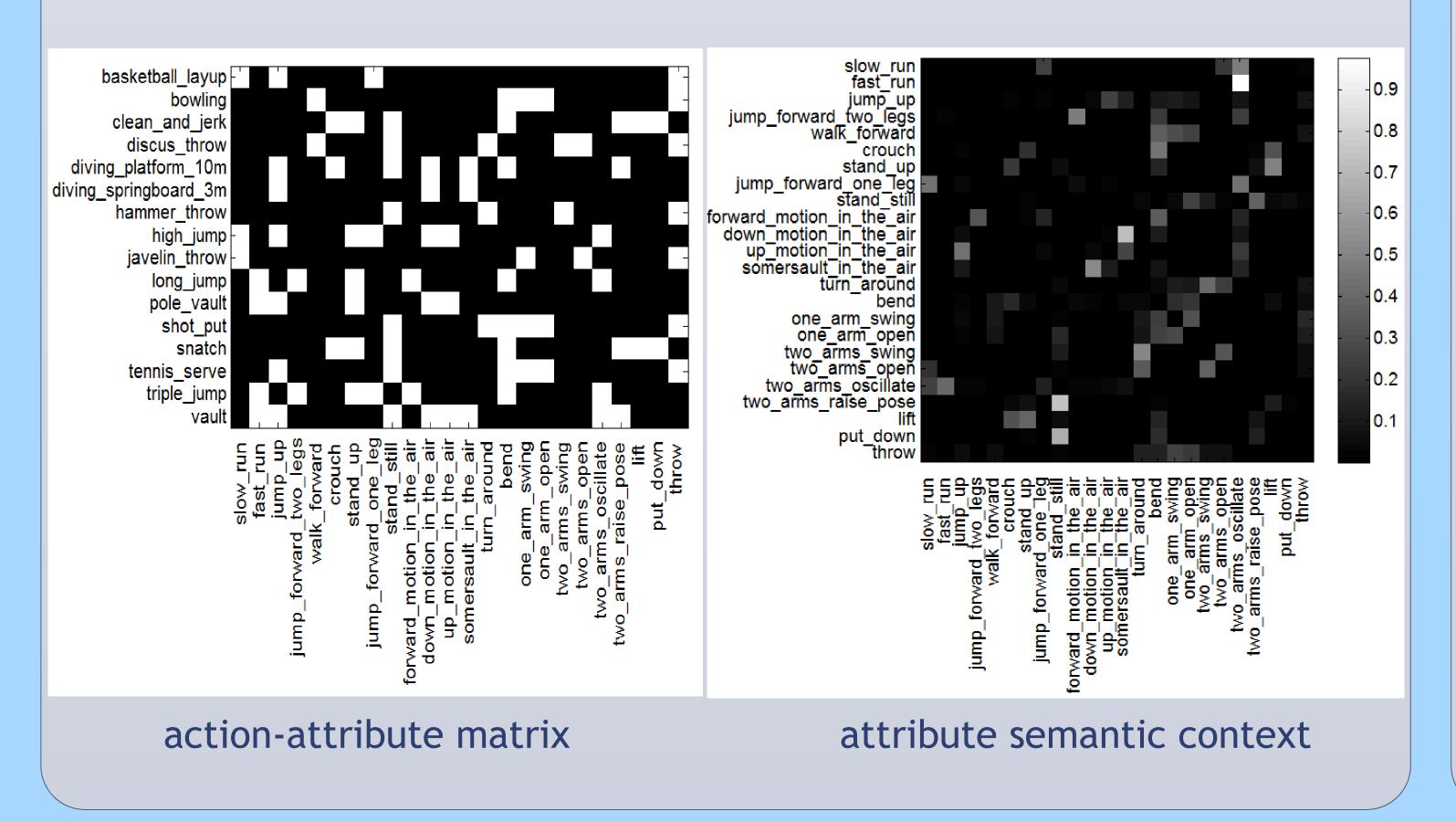


System Overview



OLYMPIC SPORTS DATASET

- 16 actions
- 20 videos for each action (15 for training, 5 for testing)
- 24 attributes
 - 9 leg motion patterns
 - 6 arm motion patters
 - 6 whole body motion patterns
 - 3 human-object interaction patterns



ALGORITHM

Low-level Feature Extraction:

- HoG and HoF extracted at STIPs within human bounding box
- All features are quantized into one of the 400 visual words

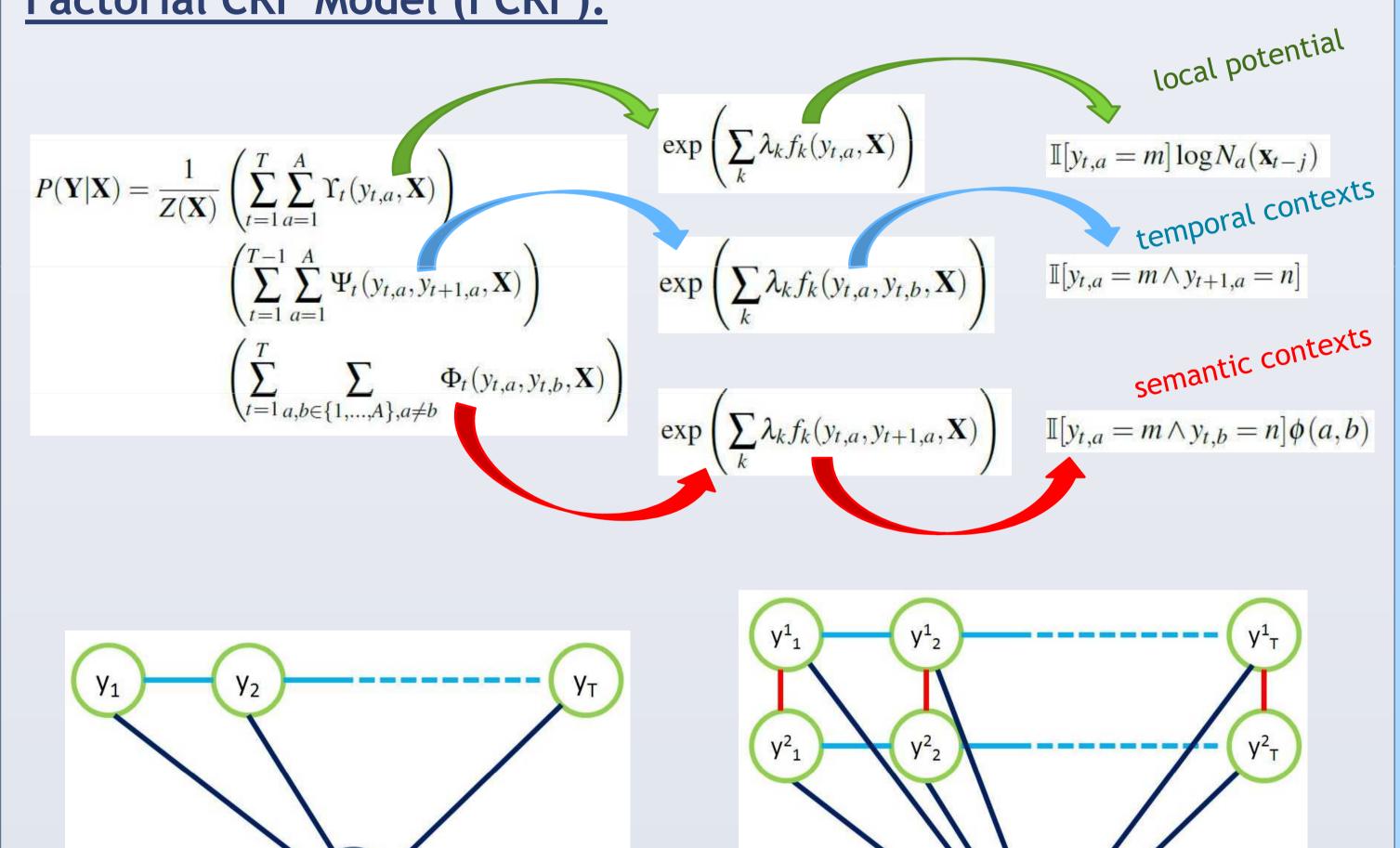
Elementary Attribute Detectors:

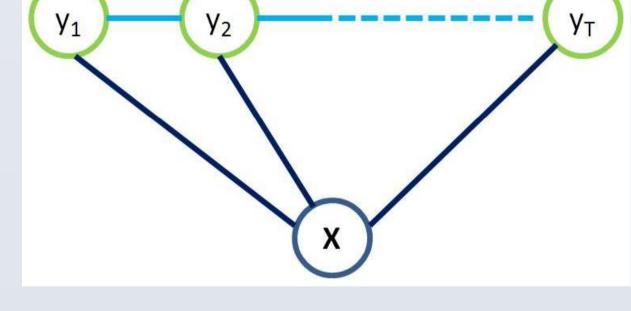
SVM with X² kernel

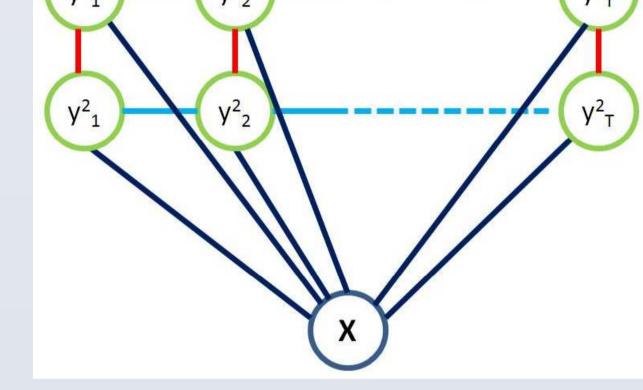
Incorporating Contextual Constraints:

- Temporal contexts
- Semantic contexts

Factorial CRF Model (FCRF):





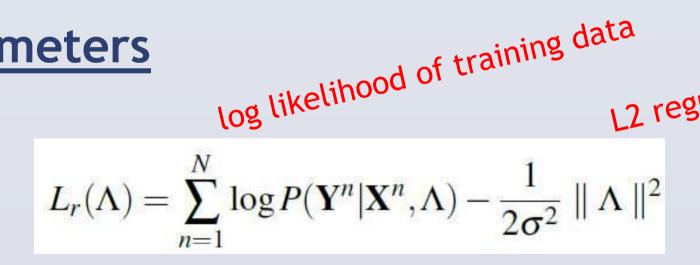


Factorial CRF (FCRF, both temporal and contextual contexts)

Learning Model Parameters

Linear CRF (LCRF, temporal context only)

Objective function with L2 regularization



Stochastic gradient ascent

$$\lambda_k \leftarrow \lambda_k + \alpha \left(\sum_{t} f_k(\mathbf{Y}_{t,c}^n, \mathbf{X}^n) - \sum_{t} \sum_{\mathbf{Y}_{t,c}} p(\mathbf{Y}_{t,c} | \mathbf{X}^n) f_k(\mathbf{Y}_{t,c}^n, \mathbf{X}^n) - \frac{\lambda_k}{\sigma^2} \right)$$

gradient for training sequence Xn

RESULTS

