



*Multimedia*

*Understanding through  
Semantics, Computation*

and *L*

*Kıvanç Köse*

*Bilkent University*

*Turkey*

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# Outline

- **Introduction to MUSCLE**

- **MUSCLE**

- Why the project initiated, what are the objectives ?
- What the project deals with ?
  - Creating a showcase for content analysis and audio-visual search
  - Visual saliency, focus of attention and habituation
  - Detecting and recognizing humans and human behaviour
- How the project deals with ?
  - Objectives and motivation
  - Planned activities

- **Accomplishments**

- **Future Plans**

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# Introduction to MUSCLE

- Supported by the European Commission under Framework Programme 6
  - Network of Excellence (NoE)
  - Coordinator: Nozha Boujemaa, INRIA France
  - Manager: ERCIM – European Research Consortium for Informatics and Math.
  - 41 partners, 8 work-packages
    - Turkey, France, Greece, UK, Austria, Netherlands, Finland, Sweden, Spain, Czech Republic, Israel, Ireland, Hungary
  - [www.muscle-noe.org](http://www.muscle-noe.org)
  - Budget : 6.9 Million Euro
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I think we should drop this slide

## Educational Side of the Project

- The biggest deficiency of European Universities is at MSc and PhD degrees
  - One of the goals of the NoE is to obtain U.S. level PhD education in Europe
  - The research groups in Europe are small.
  - NoE projects gather several researchers from different institutes and universities. This brings out collaborative work. → Good Quality PhD education.
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# Why **MUSCLE** initiated?

- Priority list for next 10-15 years in Networked and Electronic Media (NEM)
    - How can people face with incredible amount of data accessible in various places
    - How relevant content from media libraries can be extracted with minimal assistance
  - State of the Art not sufficiently advanced to realize NEM
    - Semantic search algorithms should be integrated in audio-visual applications
    - Digital content can be indexed in an efficient and standardized manner manually, semi automatically or automatically
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# What are the Objectives

- *Scientific* : Improving content-based multimedia retrieval based on semantic metadata by:
    - Improving single modality processing
    - Combining different modalities to improve robustness
    - Harnessing machine learning to (semi)automate extraction manipulation and understanding of semantic metadata
  - *Integration* : Establish durable integration between key scientific and industrial players
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# Example Applications of MUSCLE

- Security and watching systems
    - Alarming automatically from the video
    - Human detection
    - Suspicious object detection
  - Multimedia databases
    - Image retrieval
    - Image-Sound matching (News Reports)
  - Patient and Old people tracking
    - Any body fell or faint or crawling in the scene
  - Automation in the factories
    - Defective car part, agricultural product, circuit boards
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# What & How **MUSCLE** deal with?

- Creating a showcase for content analysis and audio-visual search
  - Visual saliency, focus of attention and habituation
  - Detecting and recognizing humans and human behaviour
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# Creating a showcase for content analysis and audio-visual search

- This is the brainstorming part
  - Media data are collected by each contributor
    - News reports, music clips, etc...
  - This data is integrated and shared among all the participants.
  - Everyone participating this part will try to come up with semantic extraction methods.
    - Ex: Face, fire and smoke, text, logo, etc... detection
  - The ambition in this part is to act as an inspiration pump and stimulating collaboration (no TRECVID contest!)
    - By applying all those proposed techniques will lead the team to new methodologies. See pros and cons!!
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# Creating a showcase for content analysis and audio-visual search

- The result will be:
  - A video to be used for analysis, serving as a common data set.
  - See the know-how of the consortium.
  - A set of different features for audio, images, and text extracted from this video.
    - Can be used later by other partners in MUSCLE
  - A comprehensive set of annotations performed on this video using the variety of Machine Learning techniques employed by MUSCLE members

State-of-the-art showcase of the capabilities and competences on feature extraction and semantic annotation within MUSCLE !!!

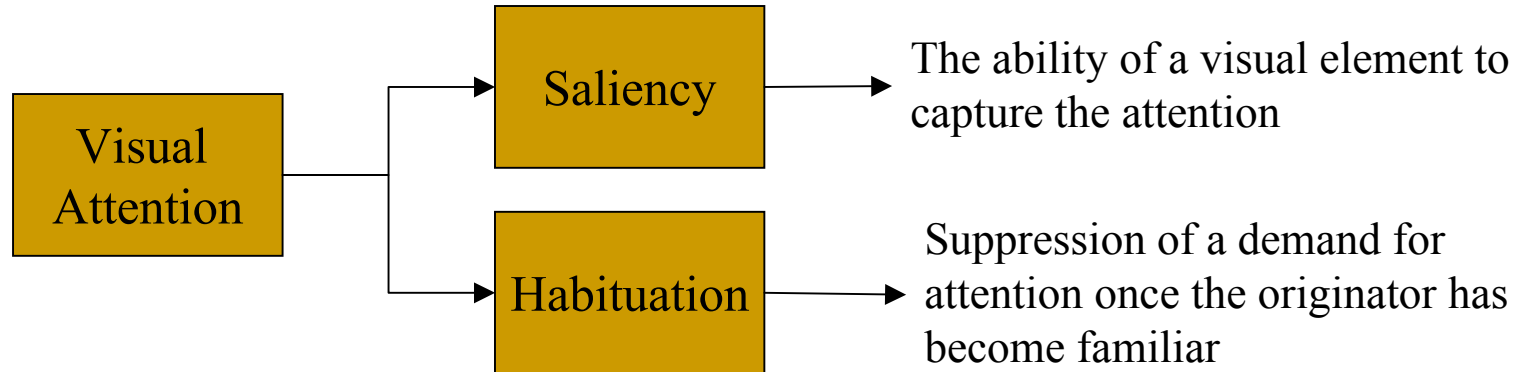
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# What & How **MUSCLE** deal with?

- Creating a showcase for content analysis and audio-visual search
  - Visual saliency, focus of attention and habituation
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# Visual saliency, focus of attention and habituation



- Accurate computational models for saliency should be found.

## Applications:

- Foreground-background segmentation, compression, similarity scoring and retrieval, visual inspection, etc...
- Because of the importance of the saliency, number of different approaches will be explored
  - Probabilistic Probing, Geometric configuration of local interest points, Spatiotemporal visual attention, Habituation.

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# What & How **MUSCLE** deal with?

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# Detecting and recognizing humans and human behaviour

- The subject of the audio-visual data is mostly human activities and so the main actor is human
    - Automatic recognition of humans and human behaviors will make the data easier to comprehend & interpret
  - Different MUSCLE groups will set up a coordinated action
    - Ties in closely with the Content Analysis Showcase
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# Detecting and recognizing humans and human behaviour

- Planned Activities and contributions
    - Body Detection
      - Use background learning tech. for object detection
      - Single or Multi cam
      - Context Knowledge exists or unconstrained environment
    - Body Analysis
      - Human body model will be extracted and systems are trained according to those models.
    - Person Tracking in Crowded Scenes
    - Adaptive Detection
      - Choosing among different techniques for different situations
      - Robustness and applicability
    - Emotion Recognition
      - Besides what is said, in which mood it was said is also important
      - Face recognition, gesture recognition
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# MUSCLE-Bilkent grubu

- 4 ogretim uyesi: 2 EE, 2 CS: A. Enis Cetin, L. Onural, O. Ulusoy, U. Gudukbay
  - 4 doktora ogrencisi
  - Benzer konularda iki Ingiliz sirketi icin yazilim gelistiriyoruz
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# Accomplishments

- More than 10 post-doc fellowships (jointly supervised by 2 labs) and counting...
  - Exchange and collaboration visits sponsored by MUSCLE mobility grants for students and researchers
  - Joint summer-school with DELOS, lecture videos online
  - Joint research projects involving teams of several network participants
  - Software, publication and books
  - Showcases, see [www.muscle-noe.org](http://www.muscle-noe.org)
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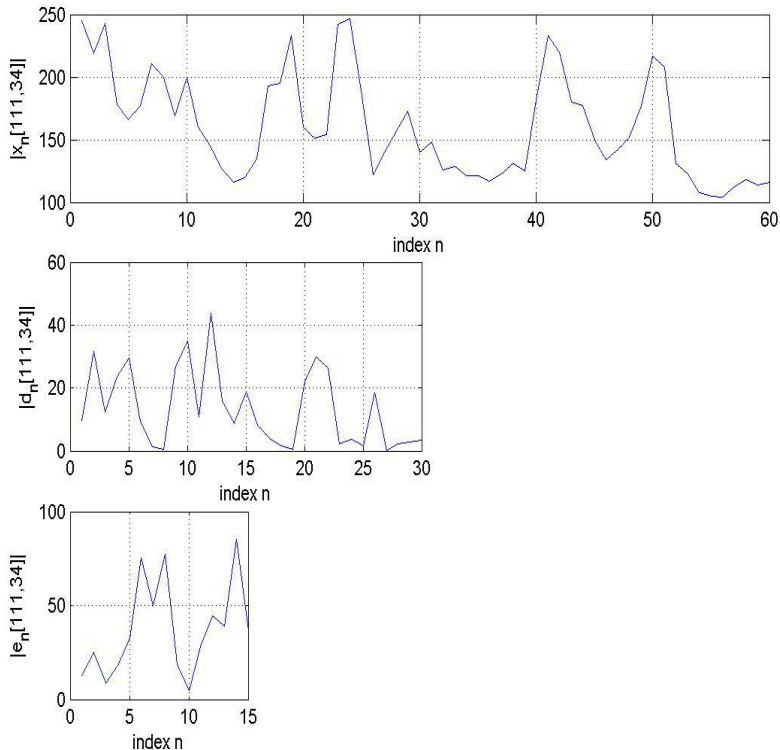
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# Some examples of MUSCLE research

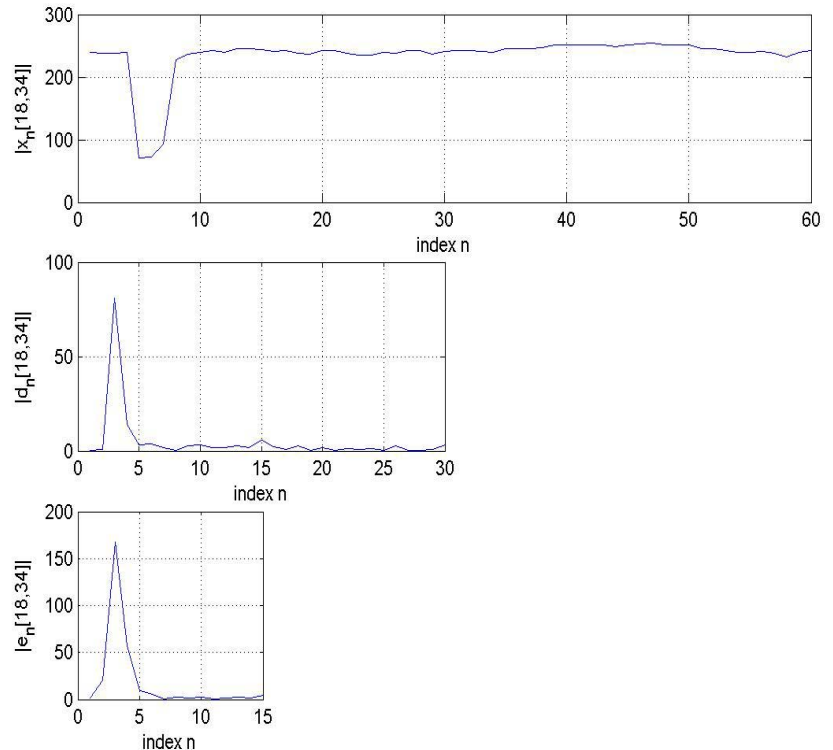
- Fire and Smoke detection, Recognizing humans and human behaviour in video: detecting falling people (Enis Cetin, Bilkent U.)
  - Automatic interpretation and annotation of sports videos (W. Christmas, U. Surrey)
  - Alternative Interfaces to Large Music Collections (Andi Rauber, TUVienna)
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# Temporal analysis of Pixels for fire Detection

- Flame pixel history



- Moving pixel history

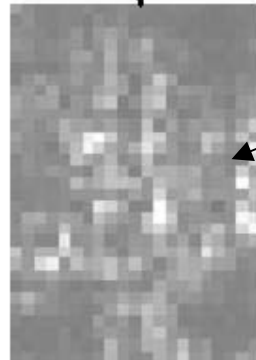


- Flicker is detected by analyzing the temporal variation of the red channel image pixel values: HMMs can be trained in the wavelet domain: Robust state definitions

# Spatial Analysis for Fire Detection

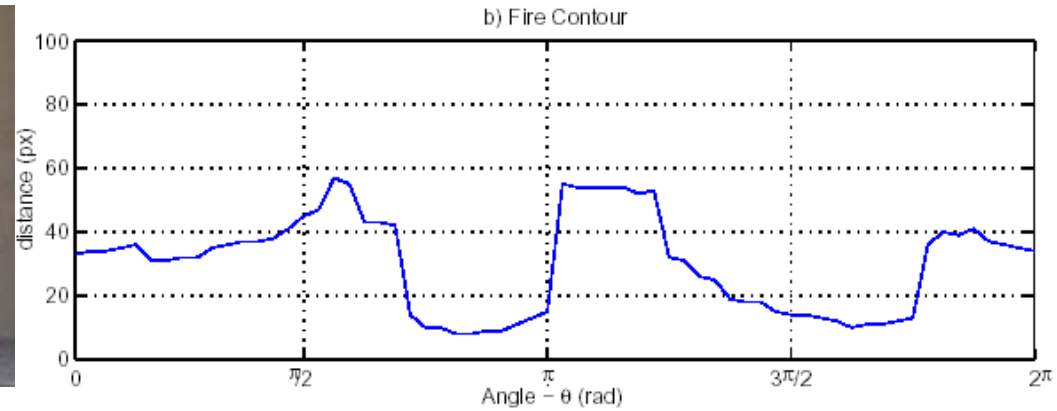
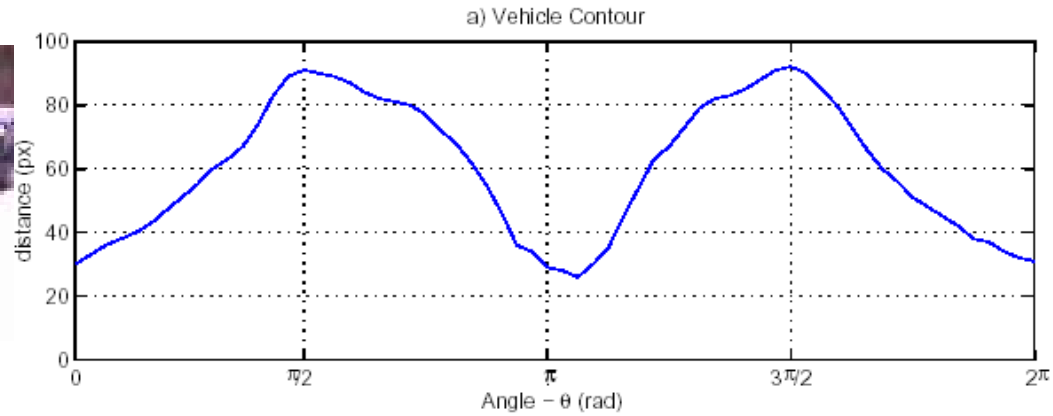


- Flame pixels exhibit a similar spatial variation in their chrominance and luminosity values



$$|x_{lh}[k, l]| + |x_{hl}[k, l]| + |x_{hh}[k, l]|$$

# Contour Analysis



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# Fire Smoke Detector

- The smoke detector part is sold to a power plant in Singapur
  - For more information
    - <http://signal.ee.bilkent.edu.tr/VisiFire/>
    - Contact : [ugur@ee.bilkent.edu.tr](mailto:ugur@ee.bilkent.edu.tr),  
[cetin@ee.bilkent.edu.tr](mailto:cetin@ee.bilkent.edu.tr)
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# Automatic Annotation of Tennis Videos

The screenshot displays a tennis match video with automatic annotations. On the left, a 'Match tree' sidebar shows the match structure:

- Match 0
  - Set 0 : 0
    - Game 0 : 1
      - Point 0 : 15
      - Point 15 : 15
      - Point 0 : 15
      - Point 0 : 30
      - Point 0 : 40
        - Serve Fail 1S
        - Serve PtFar
      - Point 15 : 40
      - Point Game far
    - Game 0 : 1
      - Point 0 : 15
      - Point 0 : 30

At the bottom of the sidebar, there are checkboxes for 'Player track' and 'Ball track', both of which are checked, and a 'Show' button. Below the sidebar, a time display shows '00:02:11:10' to '00:02:14:00' and a 'Time' field set to '00:00:01:47'. The main video area shows a tennis court with two players: one in a cyan outline at the top and one in a magenta outline at the bottom. A yellow dashed line with red circular markers tracks the ball's path from the top player, over the net, and towards the bottom player. The video player interface includes standard navigation controls (back, stop, play, forward) and a page number '97' at the bottom.

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# Some examples of MUSCLE research

- Detecting Falling People
  - Human Detection in Difficult Scenarios by Combining Motion and Appearance
  - An Online Learning Framework for Object Detection, Tracking and Recognition.
  - Eyetracking improves image retrieval
  - Visual Tags for Mobile Services
  - Automatic classification of coins
  - Accurate delineation of piecewise smooth optical flow
  - RETIN: An Interactive Content-Based Image Retrieval System
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# Future Plans

- Continue contribution to high quality training of young researchers (exchange visits, mobility grants, fellowships)
  - Organization of Summerschools and online dissemination
  - Organization and participation in **benchmarking events** (e.g. ImageCLEF, Coin Image Classification Contest,...)
  - More emphasis on integration of components into systems: e.g. how can single modality features (developed by different groups) be combined into high performance content retrieval systems. This will be stimulated by sponsored integration workshops.
  - The above-mentioned systems will be used to foster closer links with industry
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