

Permutation Invariant Convolution

For Recognizing Long-range Activities



Noureldien Hussein



Efstratios Gavves



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University of Amsterdam

Motivation

Motivation

————— High Jump —————>



Motivation

————— High Jump —————>



run



run



jump



cross



fall

Motivation

————— High Jump —————>



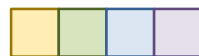
run

run

jump

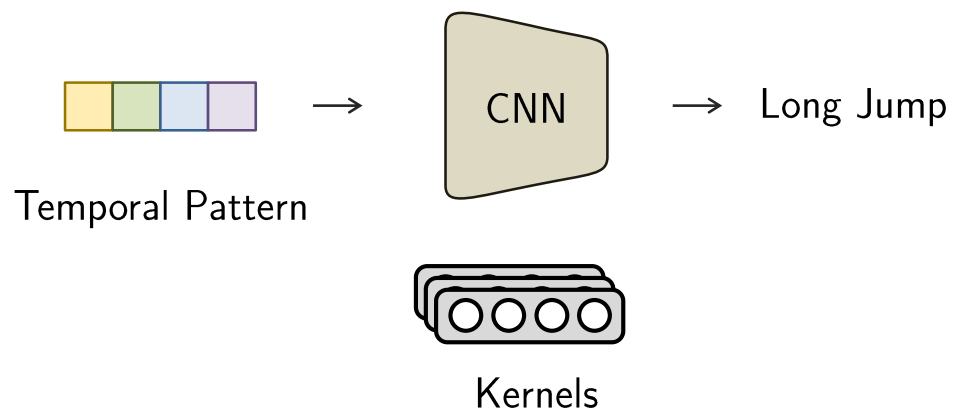
cross

fall

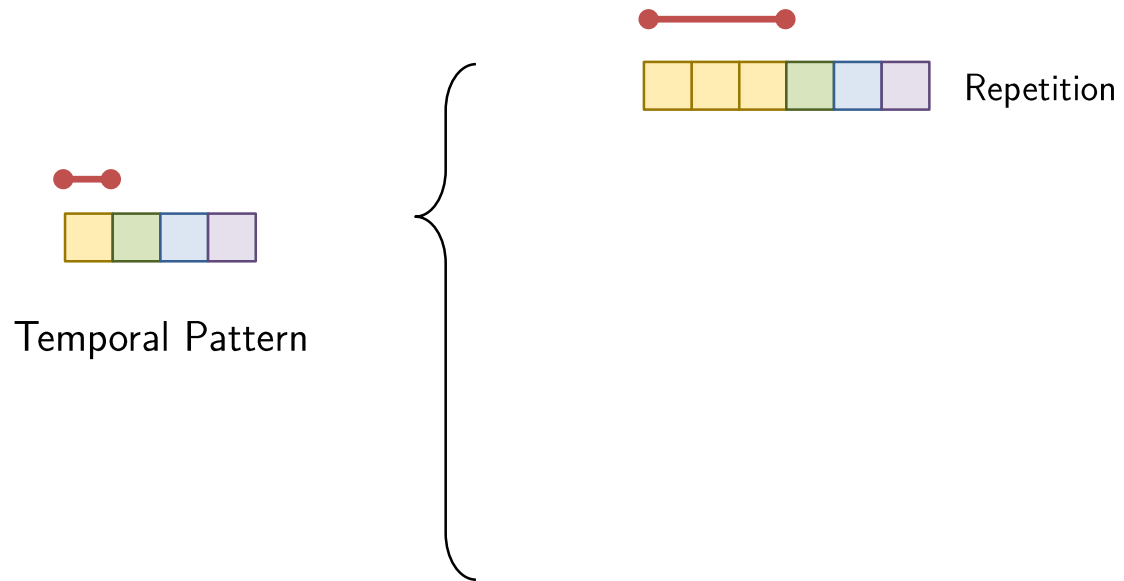


Temporal Pattern

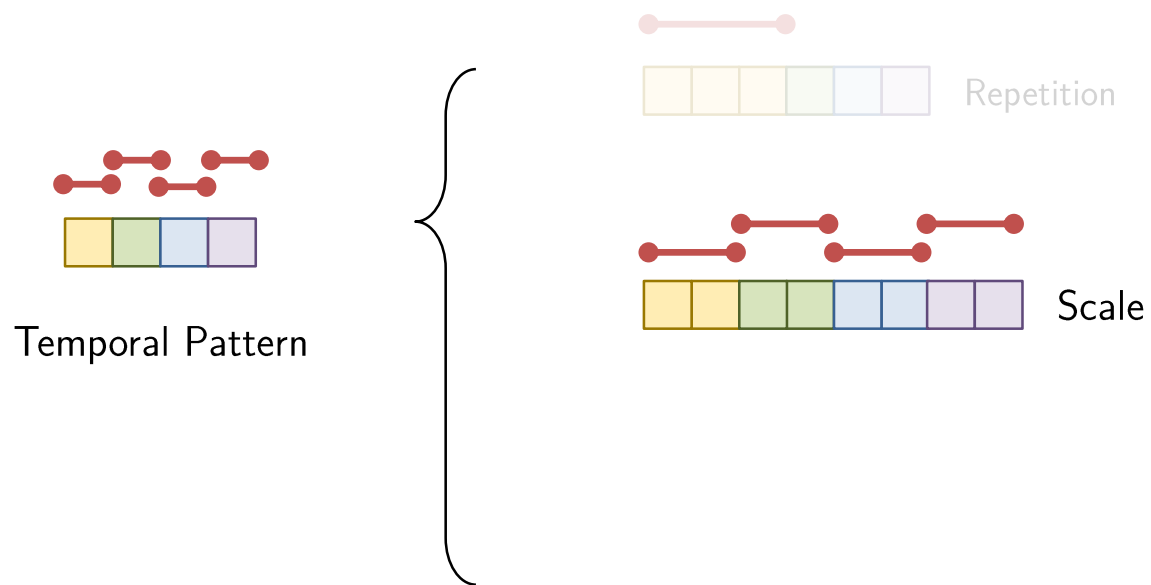
Motivation



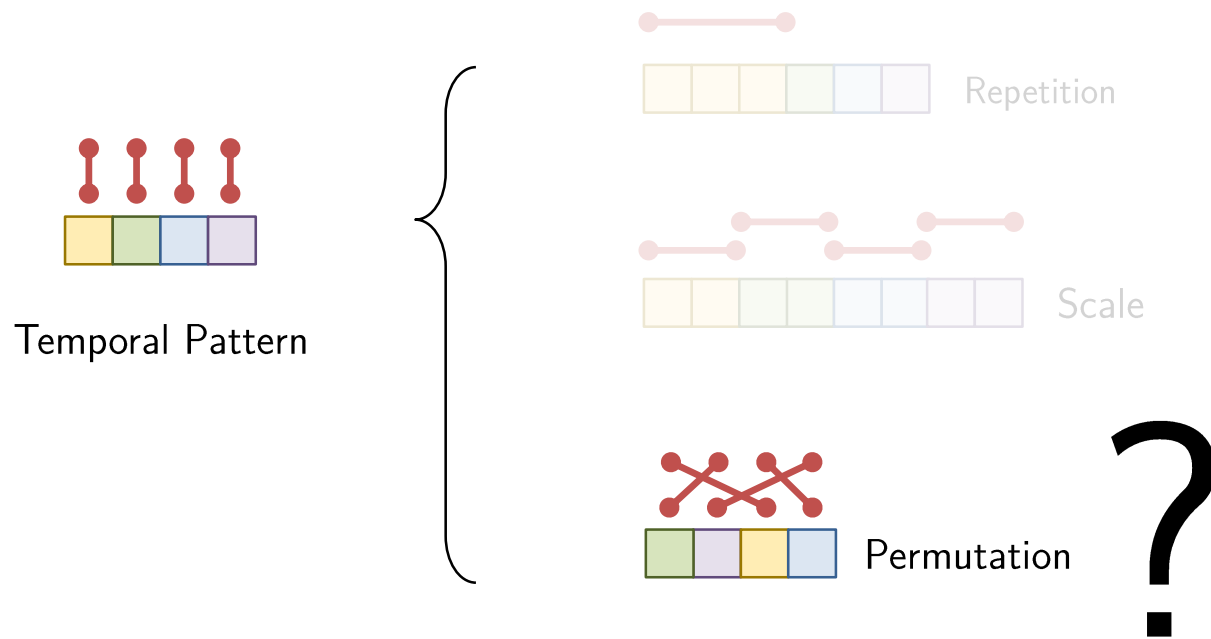
Motivation



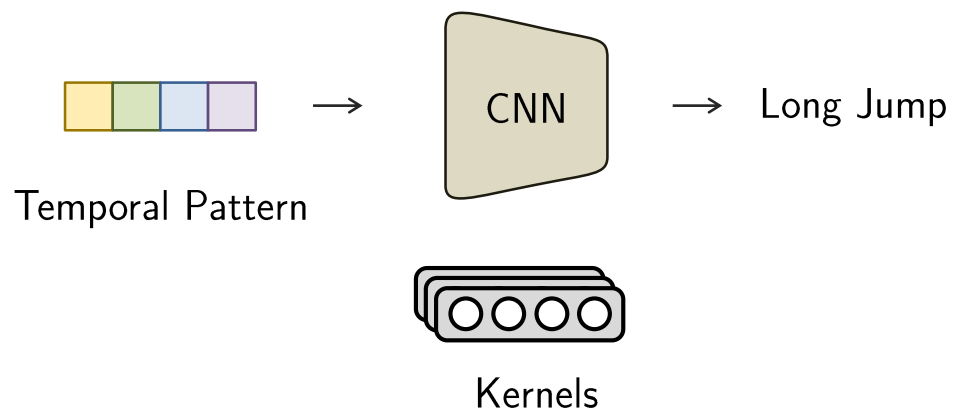
Motivation



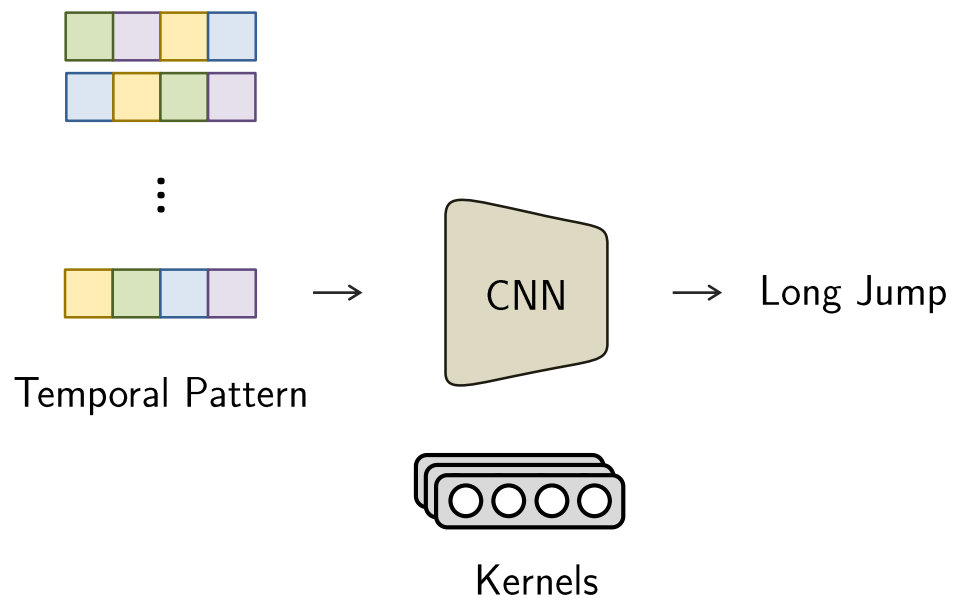
Motivation



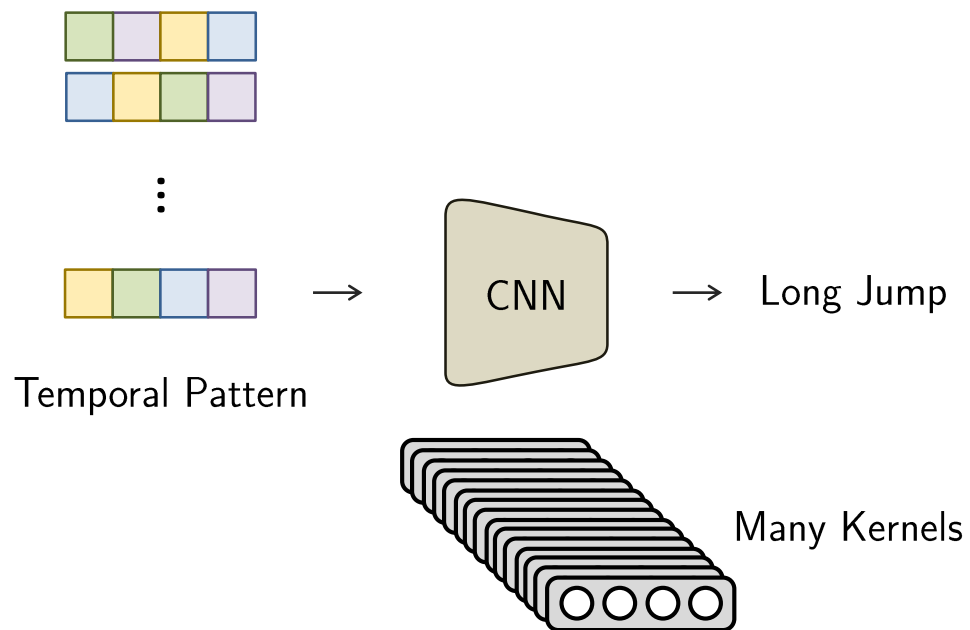
Motivation



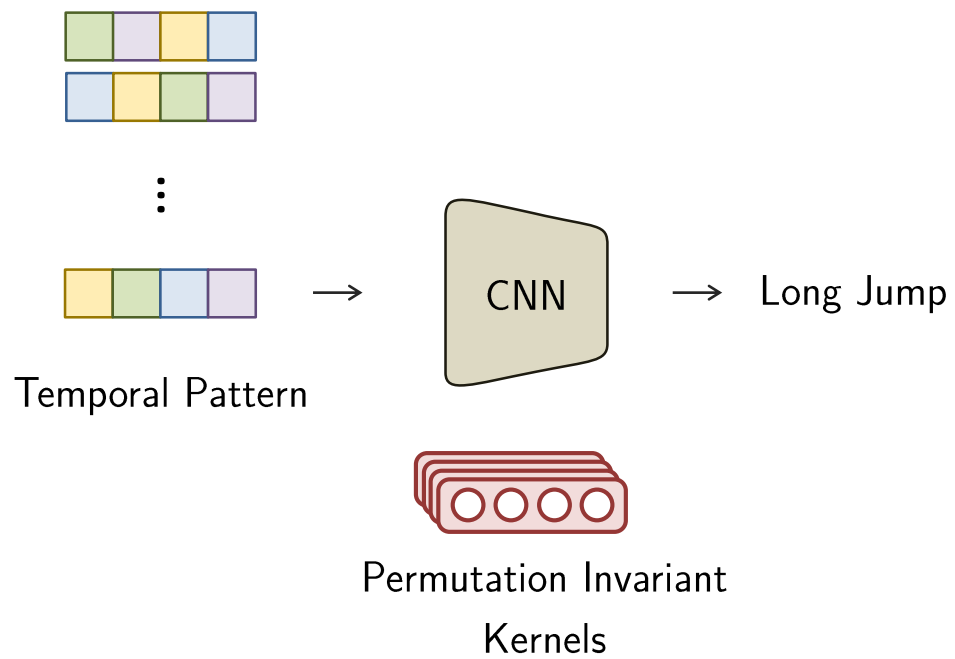
Motivation



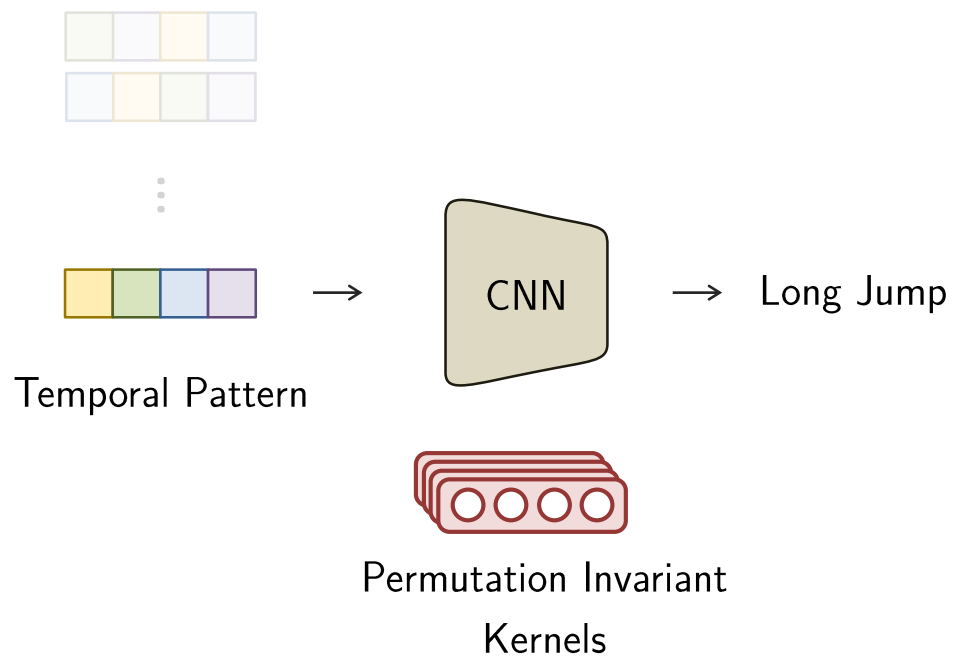
Motivation



Motivation



Motivation



Permutation?

Motivation

———— Short-range Video (10 sec.) ———>



run



jump



cross



fall

Motivation

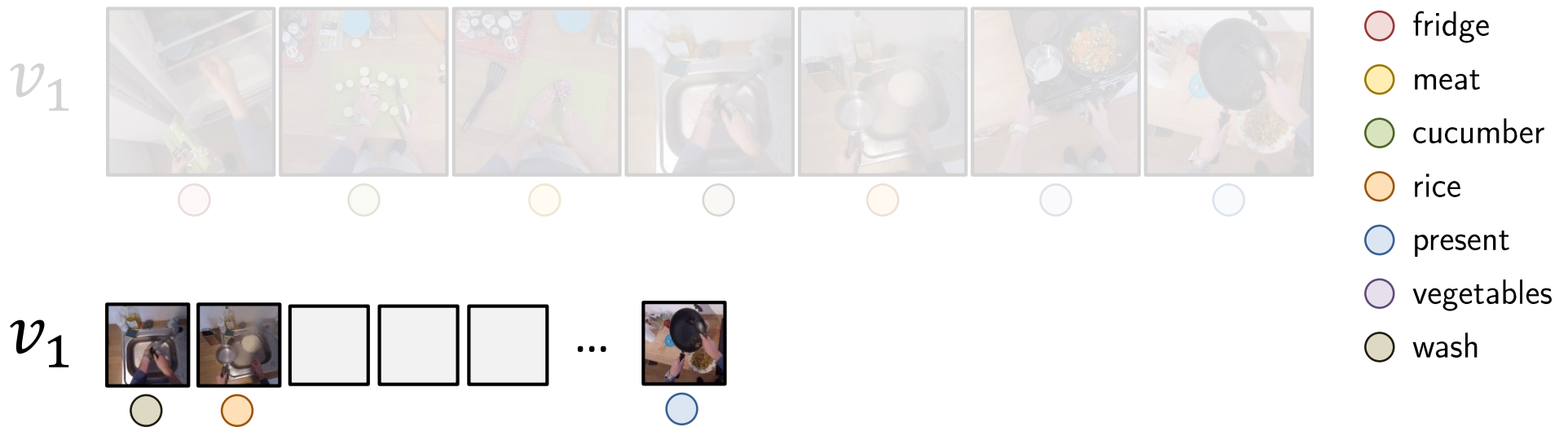
—— Long-range Video (5 min.) ——>

v_1

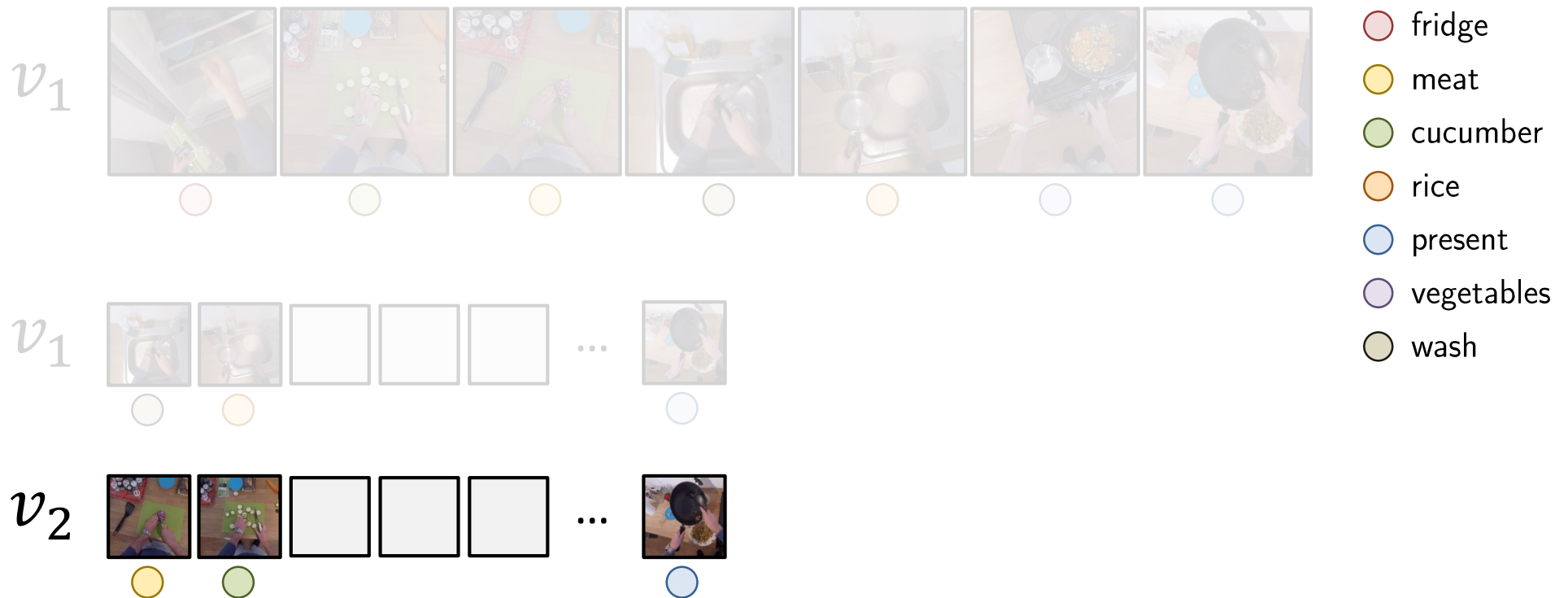


-  fridge
-  meat
-  cucumber
-  rice
-  present
-  vegetables
-  wash

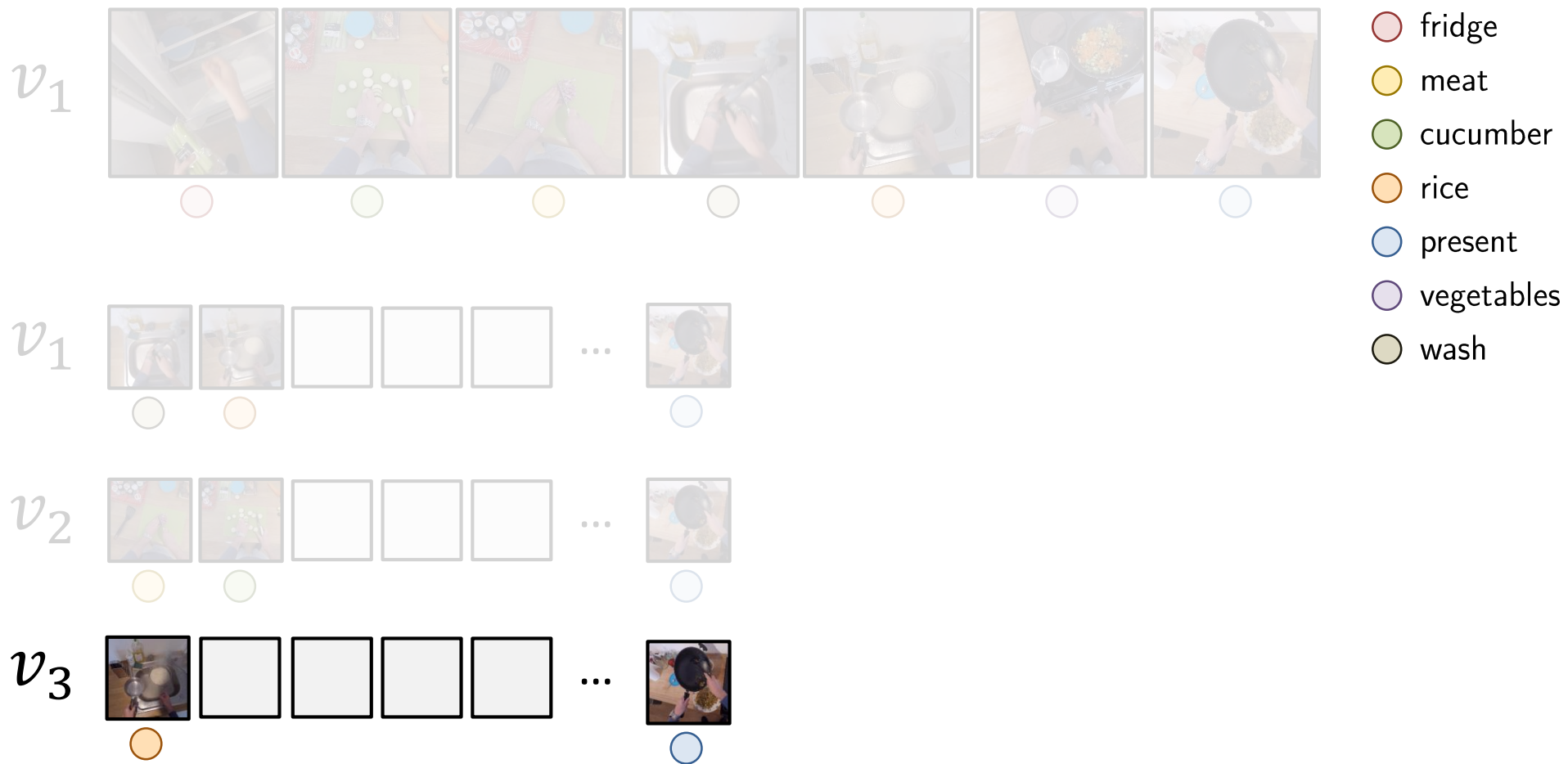
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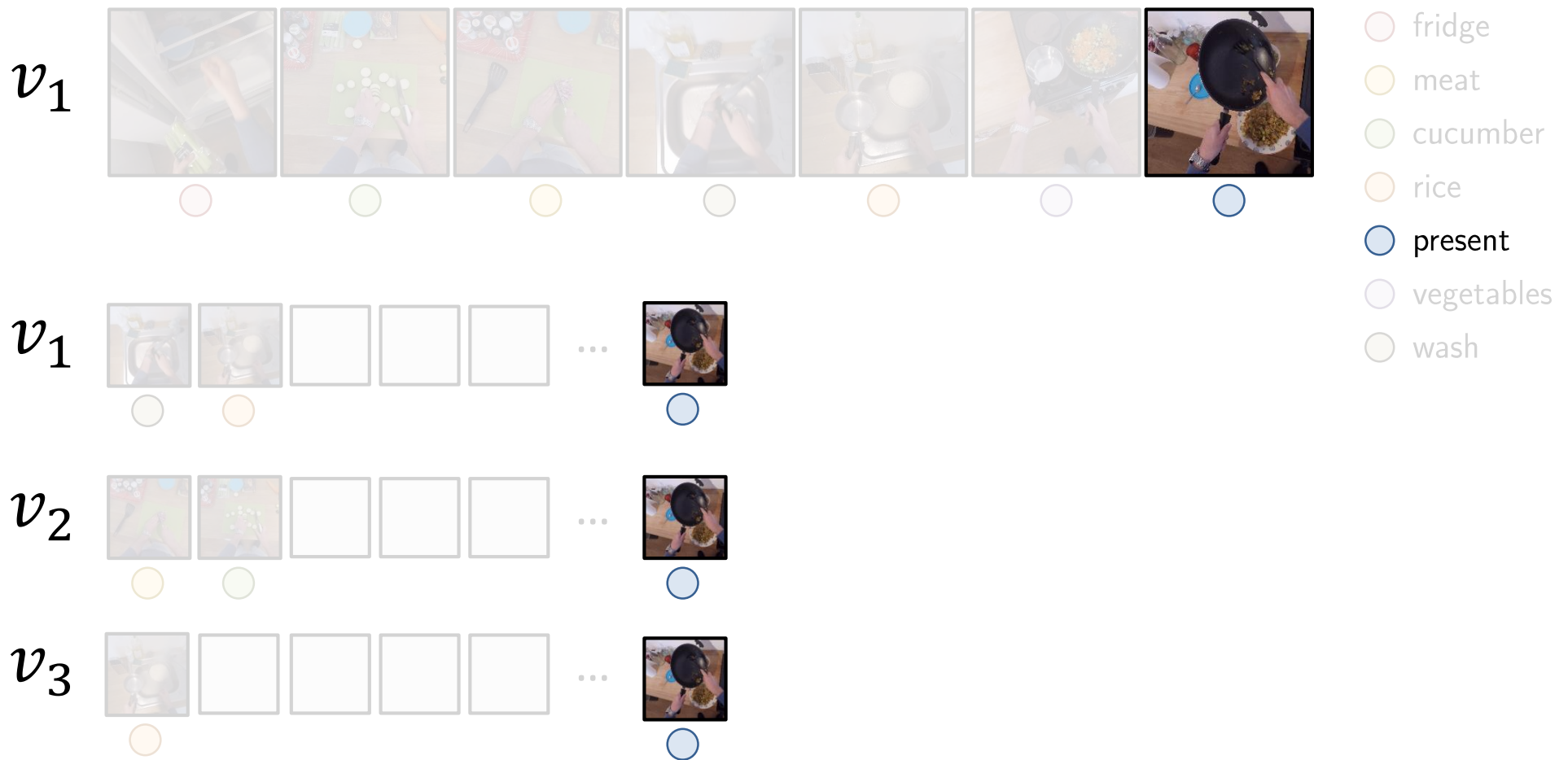
Motivation



Motivation

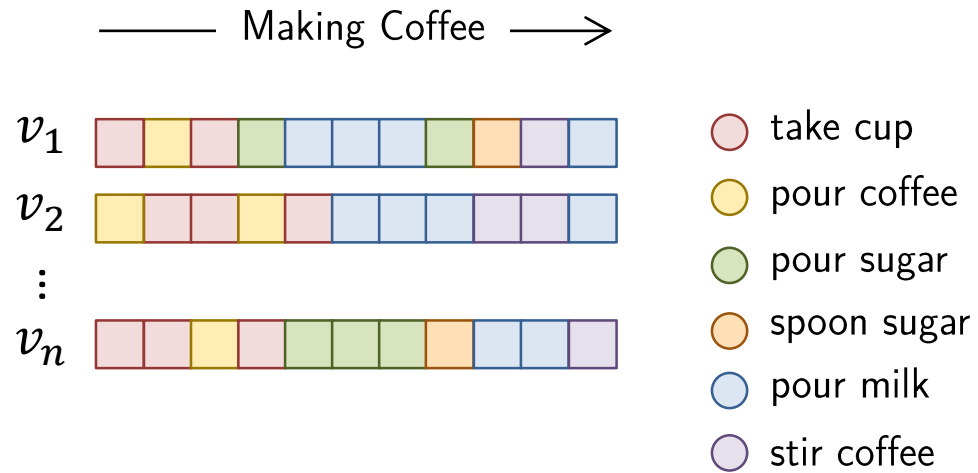


Motivation

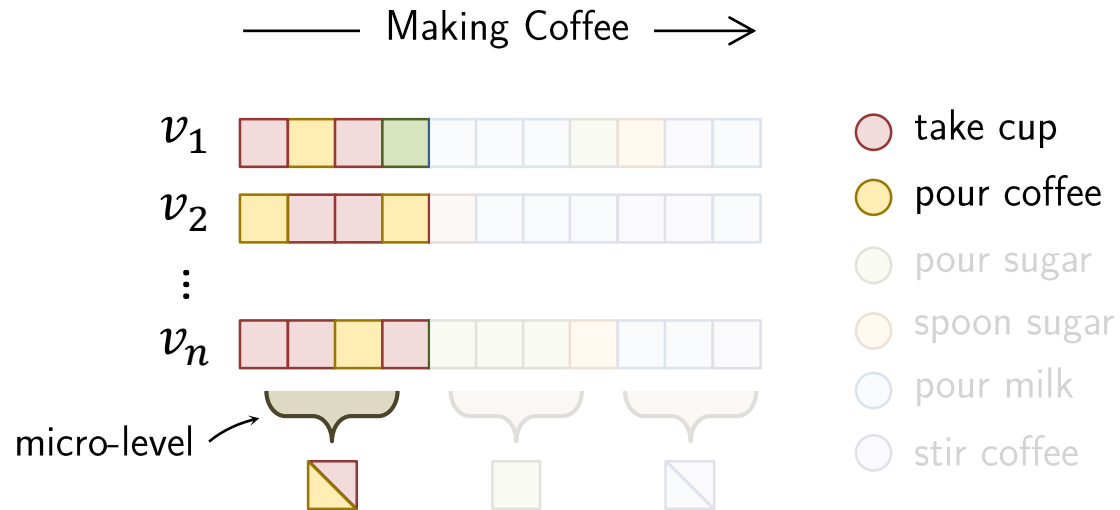


Method

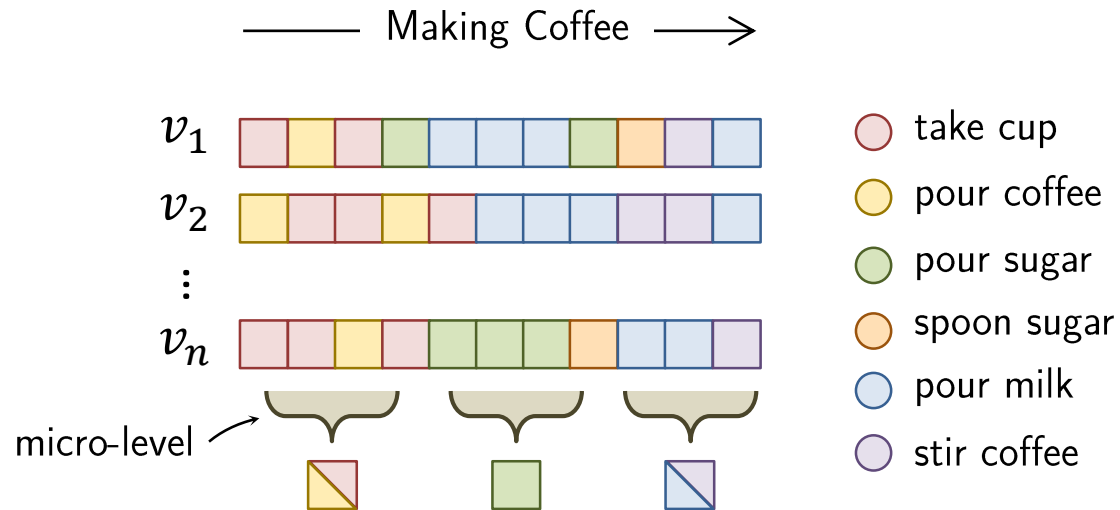
Solution



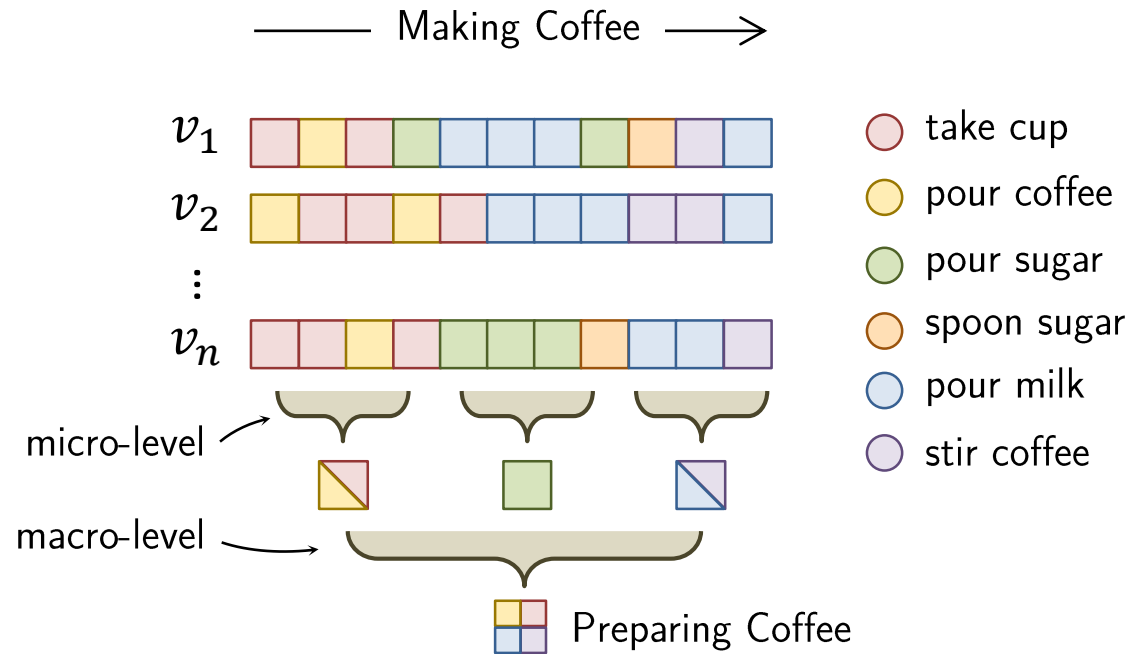
Solution



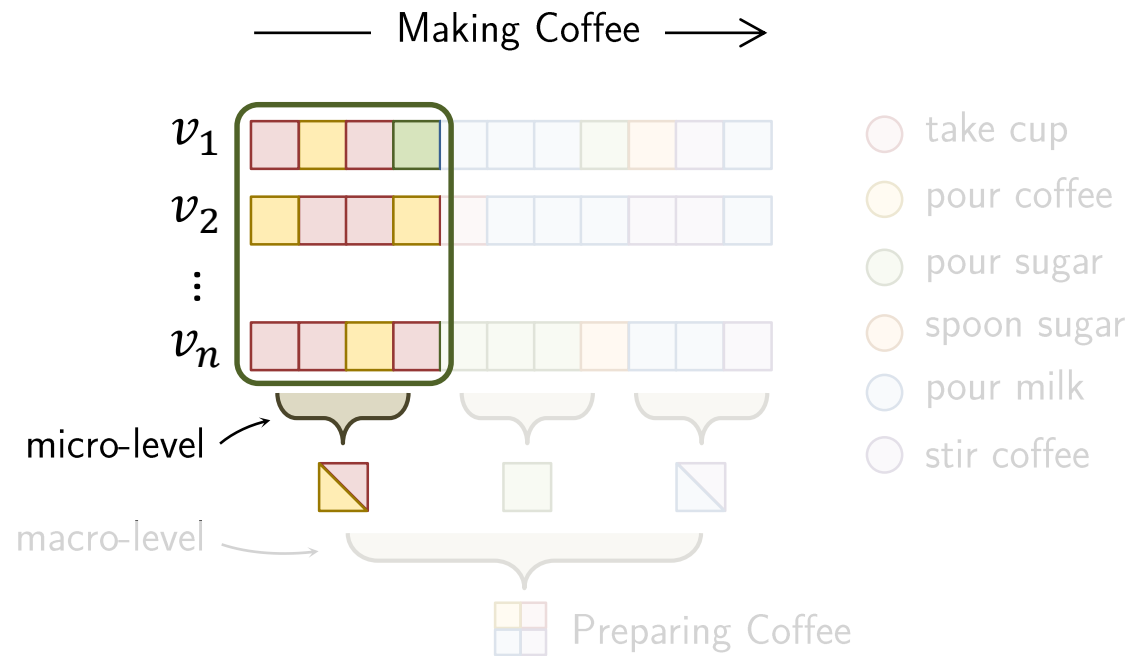
Solution



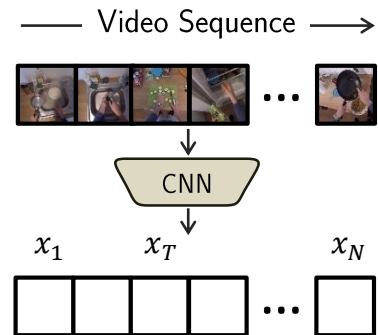
Solution



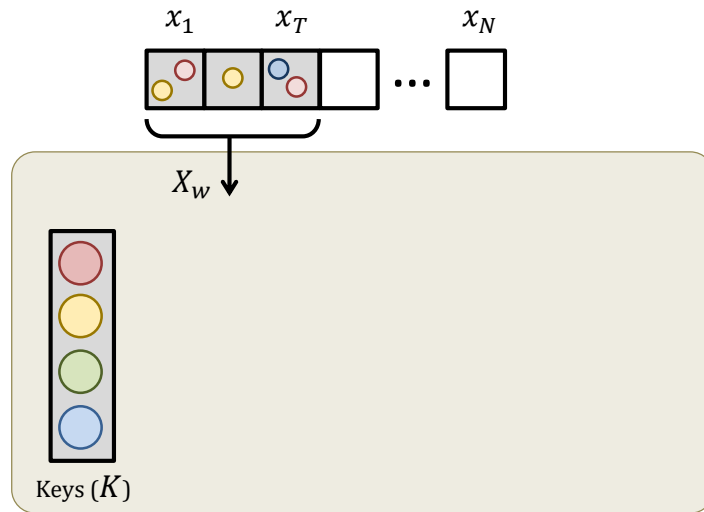
Solution



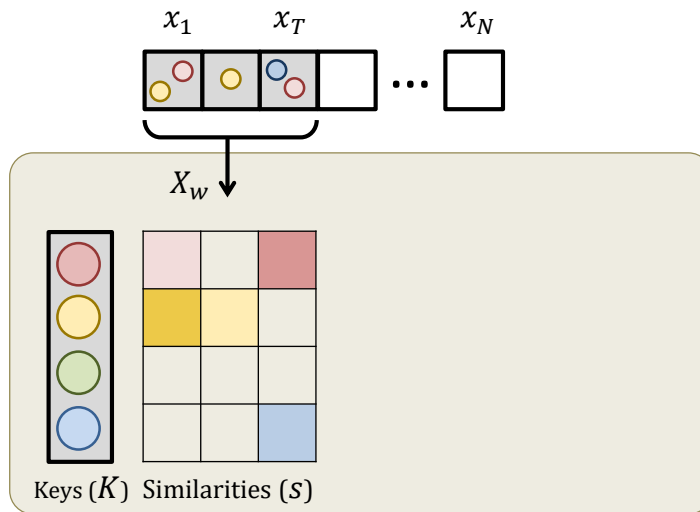
Solution



Solution

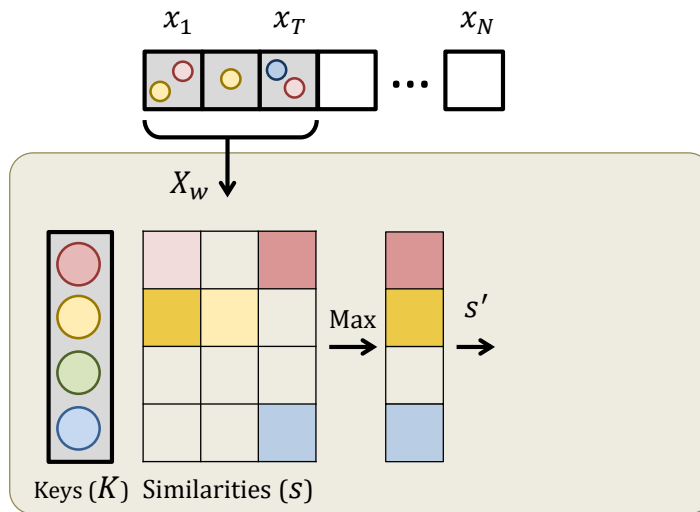


Solution



$$s = K \otimes X_w^T \quad (1)$$

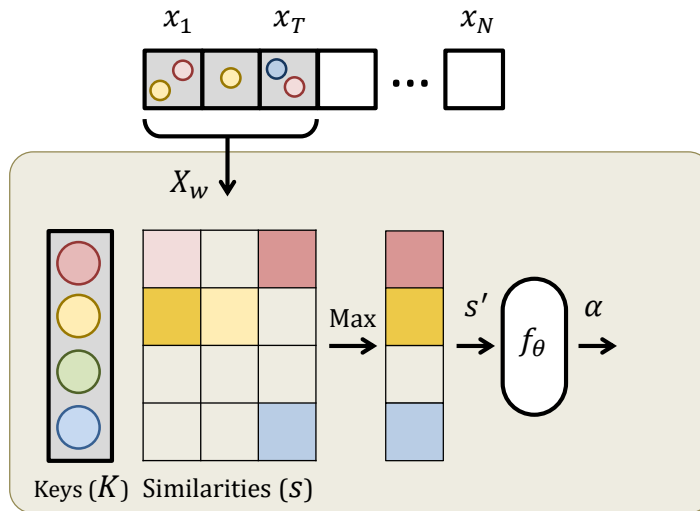
Solution



$$s = K \otimes X_w^T \quad (1)$$

$$s' = \max_{\text{row}}(s) \quad (2)$$

Solution

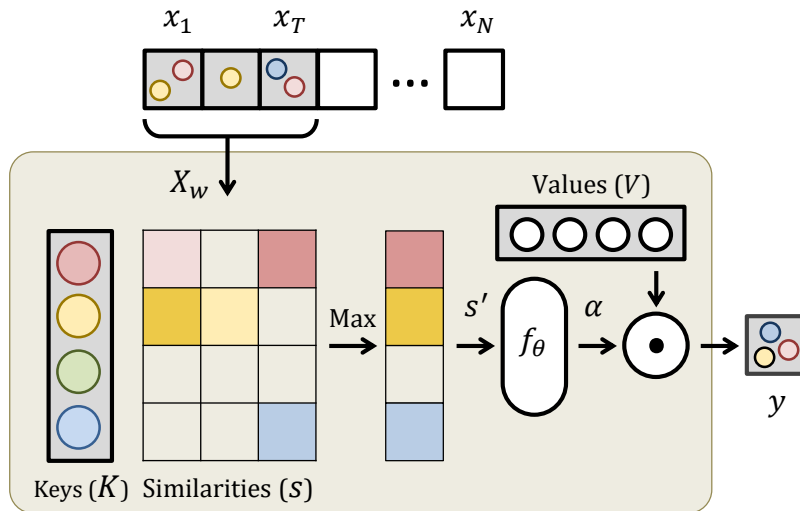


$$s = K \otimes X_w^T \quad (1)$$

$$s' = \max_{\text{row}}(s) \quad (2)$$

$$\alpha = \sigma [f_\theta(s')] \quad (3)$$

Solution



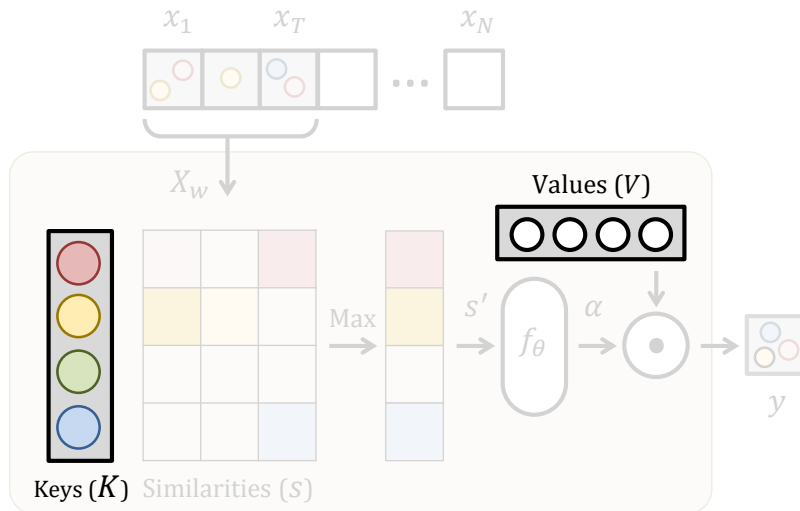
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$$s' = \max_{\text{row}}(s) \quad (2)$$

$$\alpha = \sigma [f_\theta(s')] \quad (3)$$

$$y = \alpha \odot V \quad (4)$$

Solution



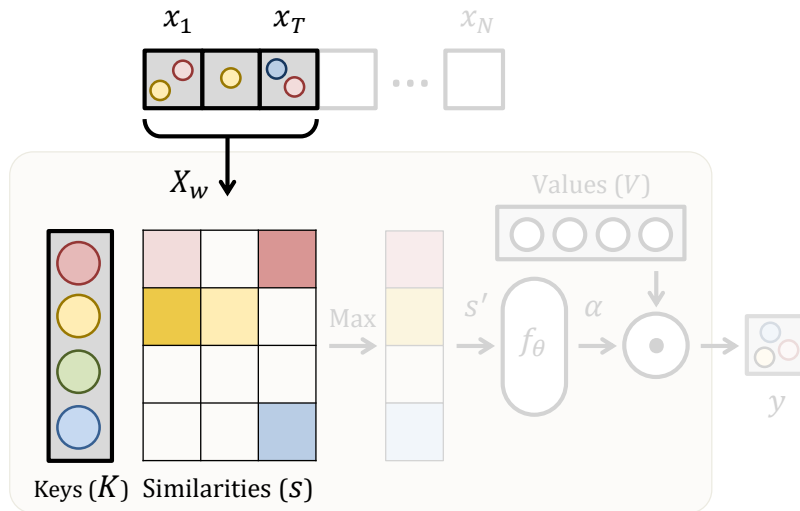
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$$y = \alpha \odot V \quad (4)$$

Solution



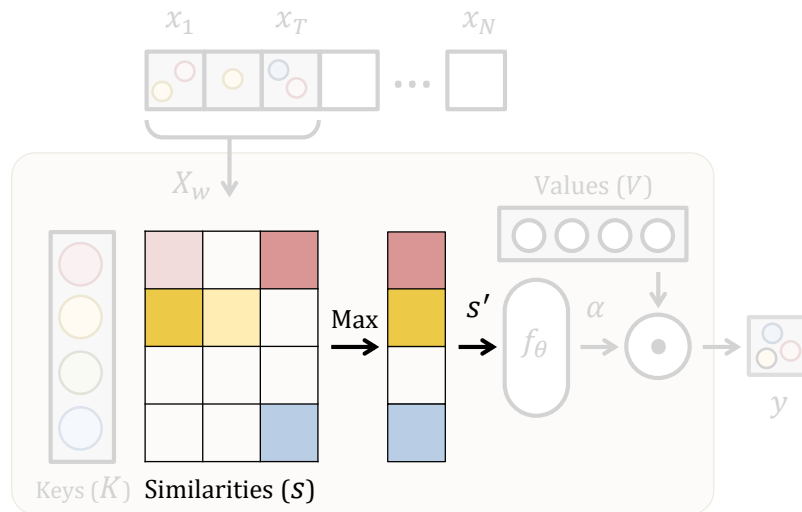
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$$\alpha = \sigma [f_\theta(s')] \quad (3)$$

$$y = \alpha \odot V \quad (4)$$

Solution



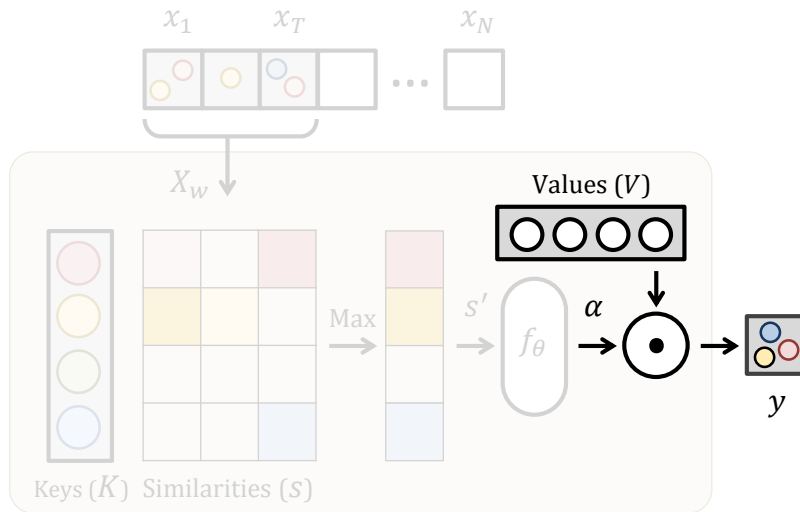
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Solution



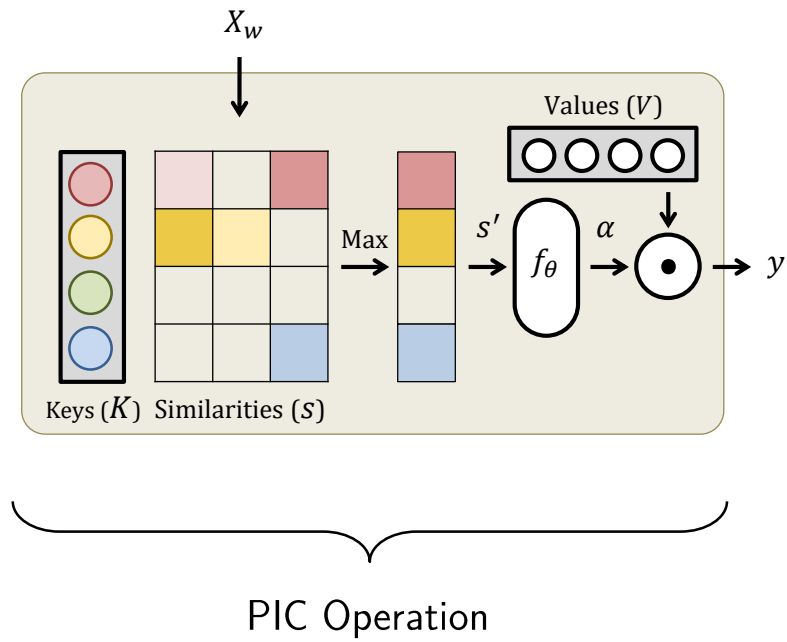
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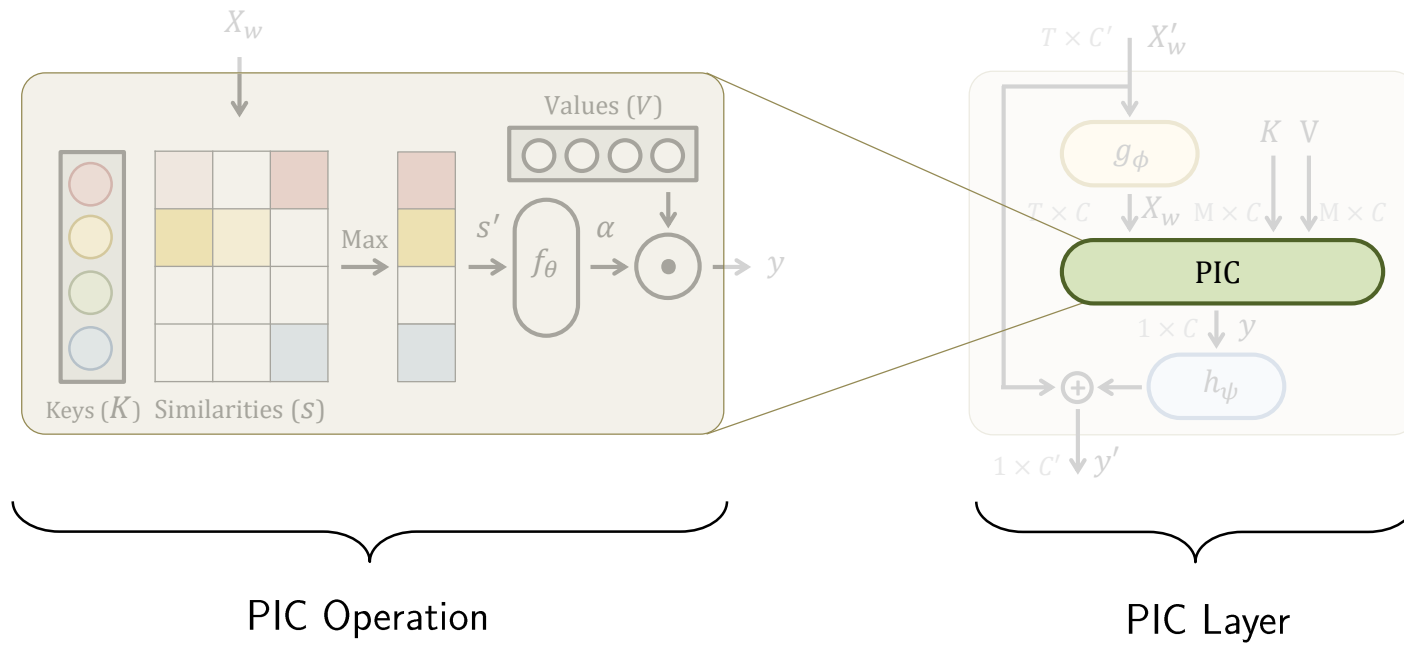
$$\alpha = \sigma [f_\theta(s')] \quad (3)$$

$$y = \alpha \odot V \quad (4)$$

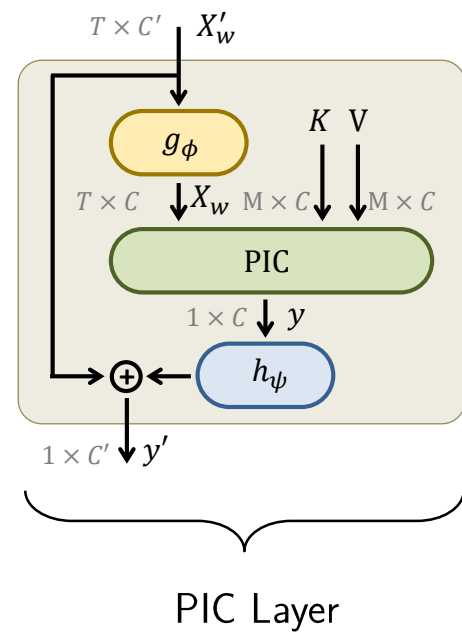
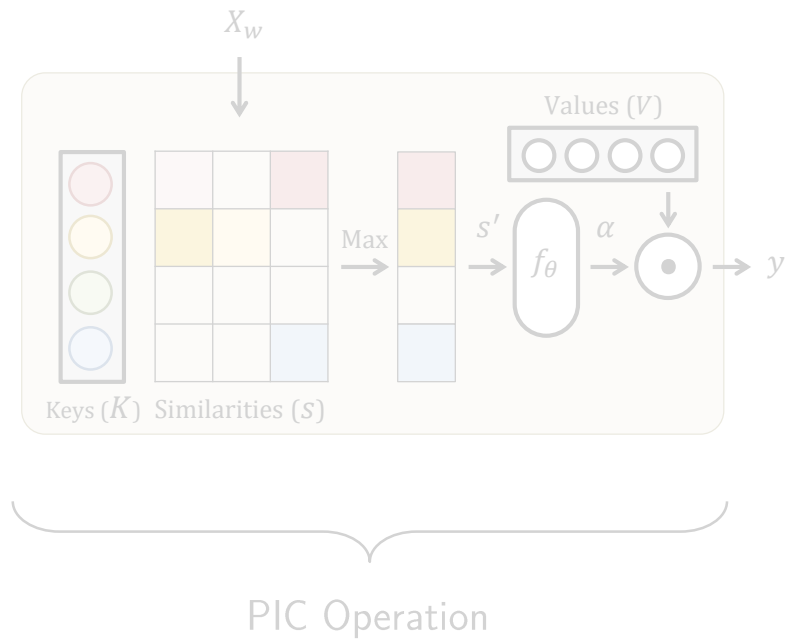
Solution



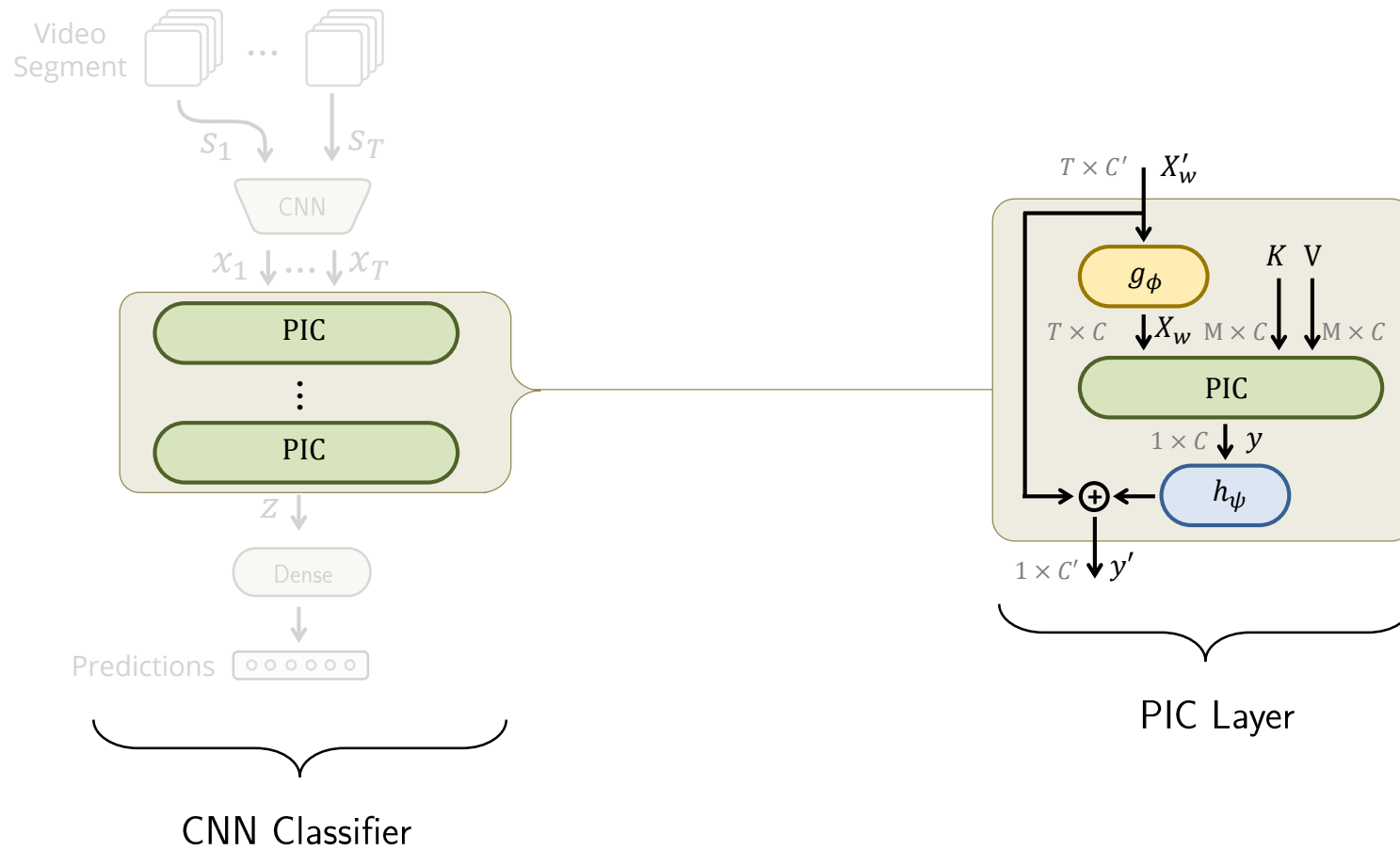
Solution



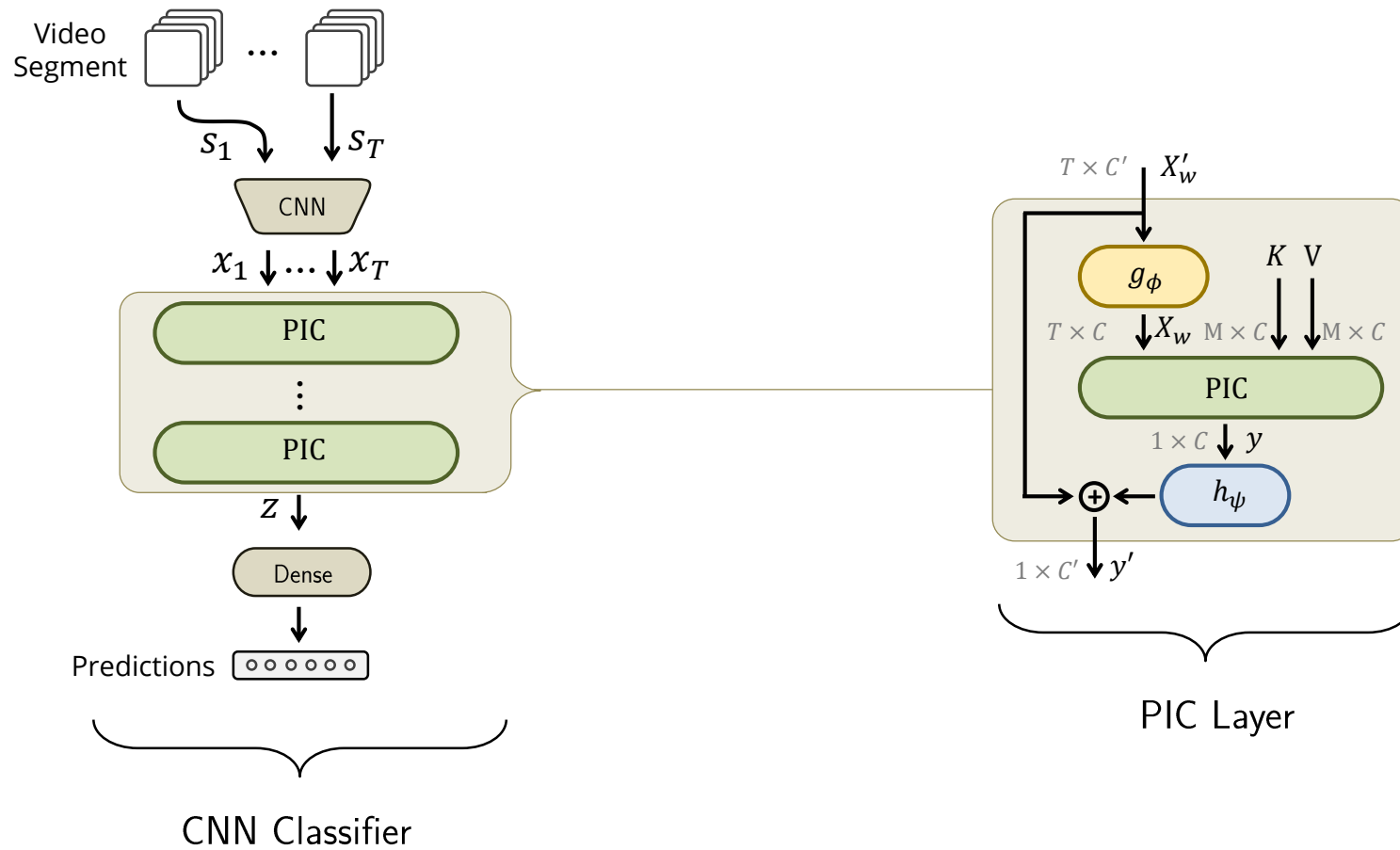
Solution



Solution

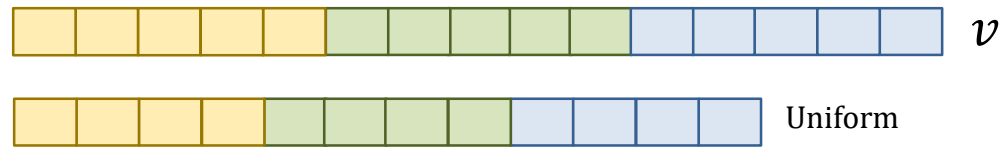


Solution

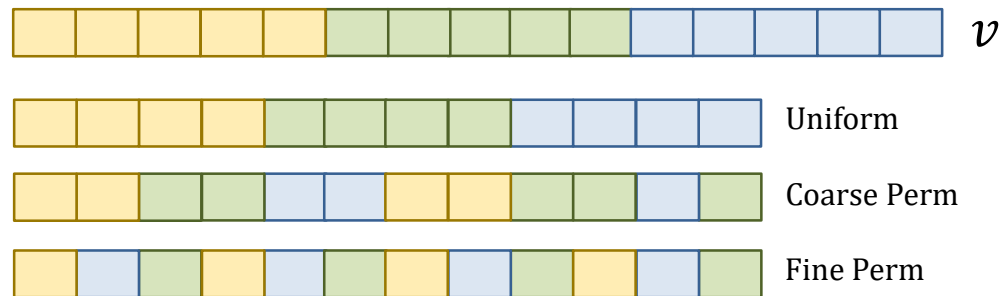


Experiments

Permutation Invariance



Permutation Invariance



Permutation Invariance

Baseline	Coarse	Uniform	Drop ↓	Fine	Uniform	Drop ↓
Timeception	84.6	82.2	2.4	84.6	81.9	2.7
PIC-Ordered	80.2	77.6	2.6	80.2	76.3	3.9
PIC	87.5	87.0	0.5	87.5	86.7	0.8

Drop in Accuracy in Permuted Video Segments

Permutation Invariance

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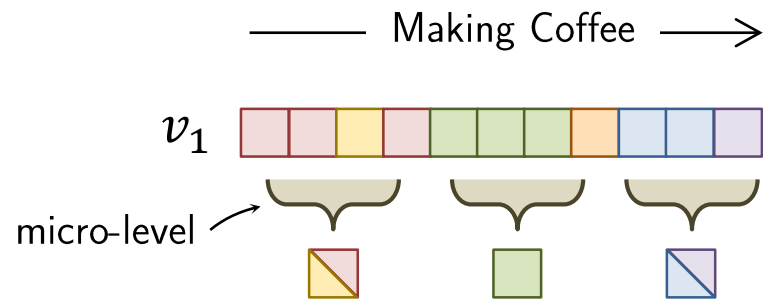
Drop in Accuracy in Permuted Video Segments

Permutation Invariance

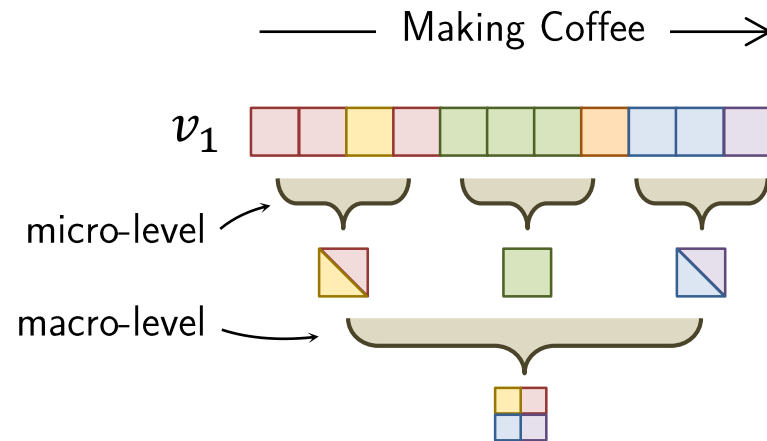
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Drop in Accuracy in Permuted Video Segments

Cascaded Layers



Cascaded Layers



Cascaded Layers

Baseline	Accuracy (%) @ Layer			
	1	2	3	4
ActionVlad	83.07	----	----	----
Non-local	82.29	83.33	83.07	83.29
PIC-Global	86.76	85.68	85.68	85.42
Timeception	83.85	84.90	85.30	86.93
PIC	86.25	87.72	88.02	89.84

Increase in Accuracy with Cascaded Layers

Cascaded Layers

Baseline	Accuracy (%) @ Layer			
	1	2	3	4
ActionVlad	83.07	----	----	----
Non-local	82.29	83.33	83.07	83.29
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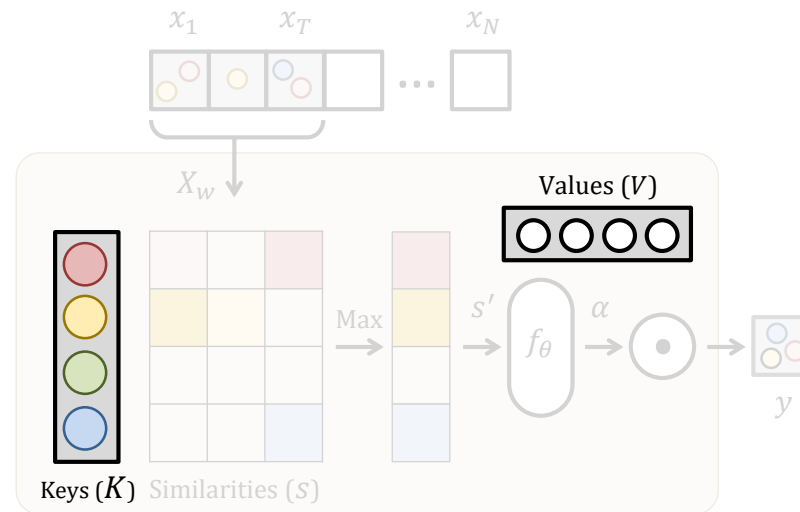
Increase in Accuracy with Cascaded Layers

Cascaded Layers

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	1	2	3	4
ActionVlad	83.07	----	----	----
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Increase in Accuracy with Cascaded Layers

Key-Value Pair Kernels



Cascaded Layers

Baseline	Accuracy (%) @ Layer			
	1	2	3	4
Non-local	82.29	83.33	83.07	83.29
PIC-Inferred	82.55	83.85	84.90	84.64
PIC	86.27	87.72	88.02	89.84

Benefit of Shared v.s. Inferred Key-Value Kernels

Cascaded Layers

Baseline	Accuracy (%) @ Layer			
	1	2	3	4
Non-local	82.29	83.33	83.07	83.29
PIC-Inferred	82.55	83.85	84.90	84.64
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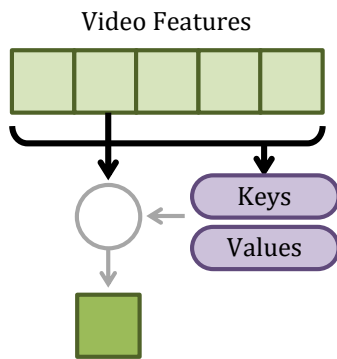
Benefit of Shared v.s. Inferred Key-Value Kernels

Cascaded Layers

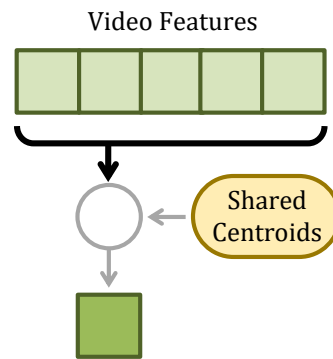
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Benefit of Shared v.s. Inferred Key-Value Kernels

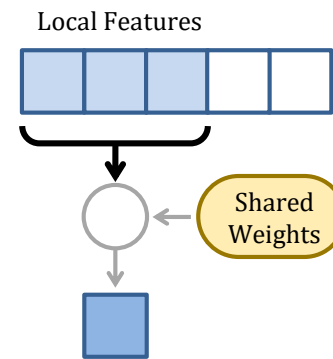
Related Works



(a) Self-Attention



(b) Vector Aggregation



(c) Convolution

Related Works

Method	Backbone	mAP (%)
SlowFast [47]	—	42.1
SlowFast-NL* [47]	—	42.5
3D CNN [6]	R101	35.5
3D CNN + TC [2]	R101	41.1
3D CNN + PIC	R101	42.7
3D CNN [7]	R101-NL	41.0
3D CNN + FB [7]	R101-NL	42.5
3D CNN + PIC	R101-NL	43.8

Charades

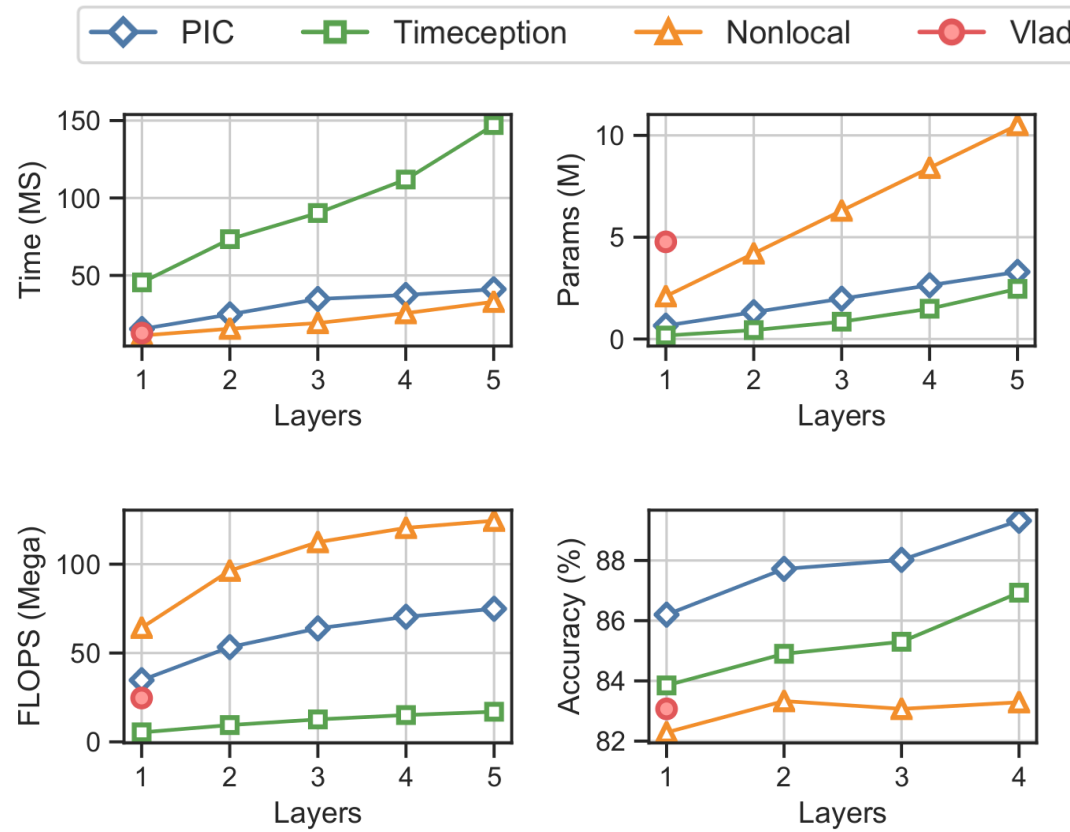
Method	Backbone	Accuracy (%)
3D CNN	I3D	80.64
3D CNN + Vlad [46]	I3D	82.67
3D CNN + Nonlocal [6]	I3D	83.79
3D CNN + Timeception [2]	I3D	86.93
3D CNN + PIC	I3D	89.84

Breakfast

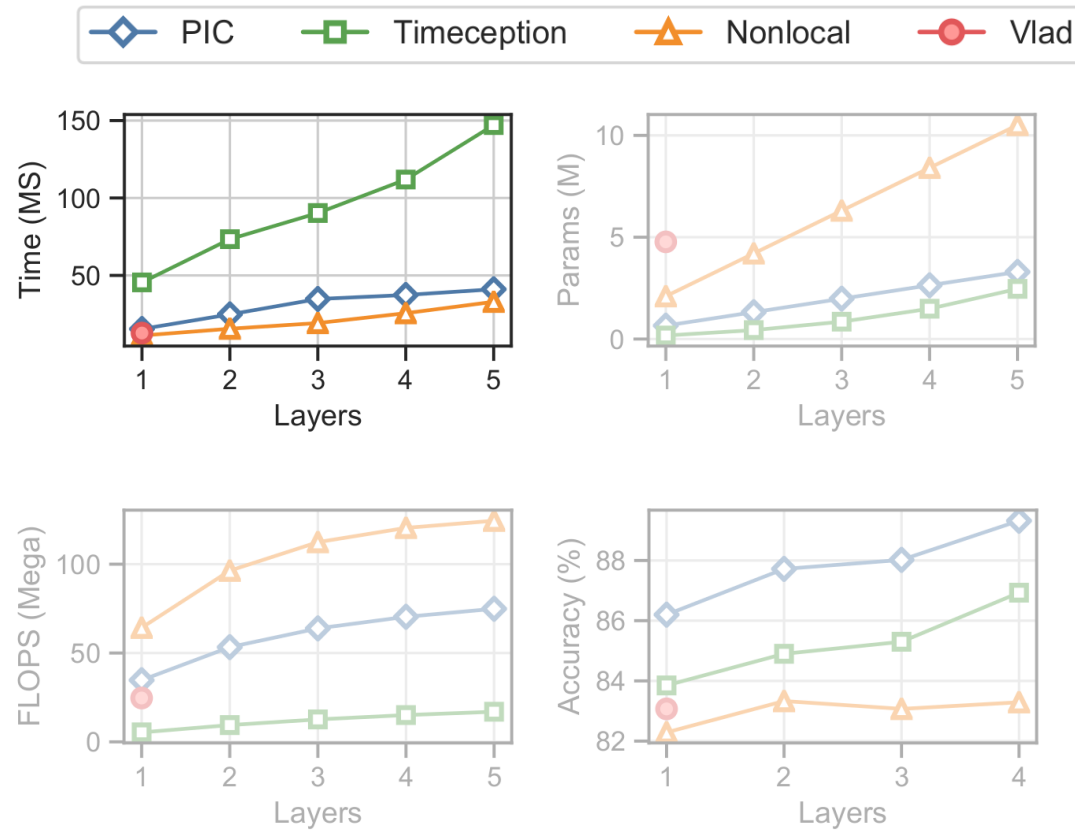
Method	Backbone	mAP (%)
3D CNN	I3D	72.43
3D CNN + Timeception [2]	I3D	74.79
3D CNN + PIC	I3D	78.31

Multi-Thumos

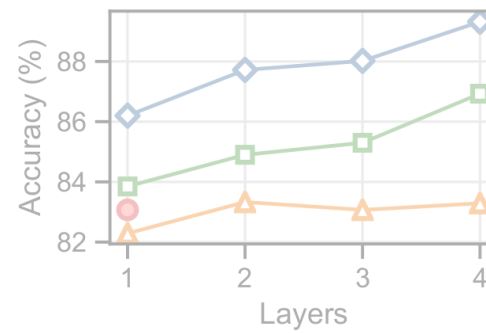
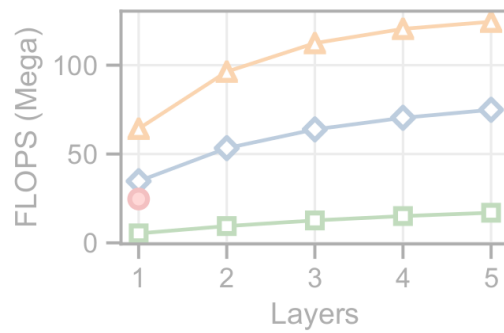
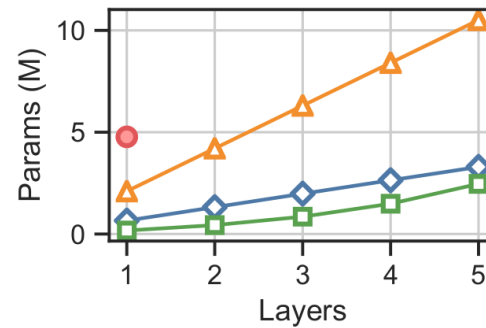
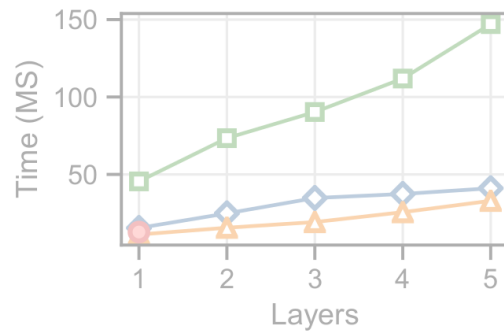
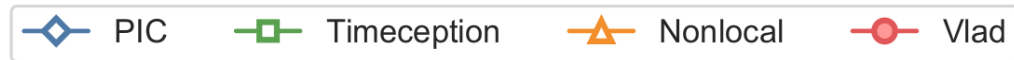
Performance Analysis



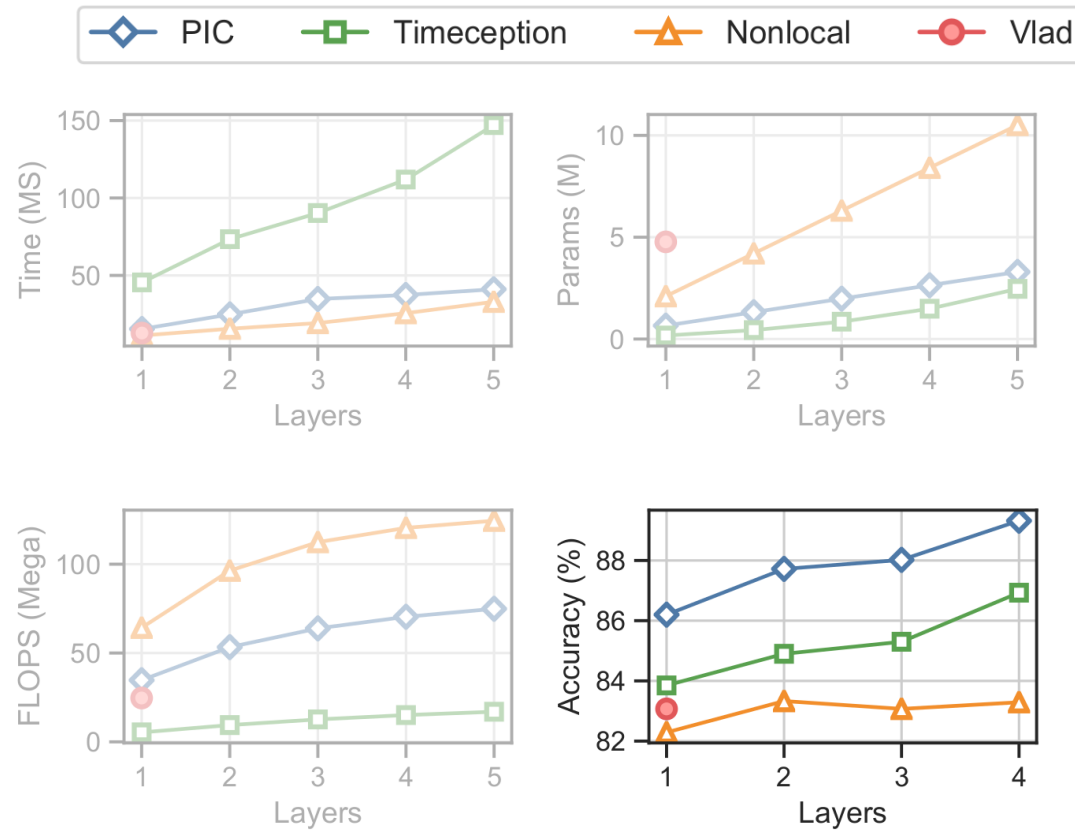
Performance Analysis



Performance Analysis



Performance Analysis



Learned Concepts



Food Box (A05 Milk, A01 Cereals)



Pouring (A02 Coffee, A10 Tea)



Cutting (A07 Salad, A08 Sandwich)

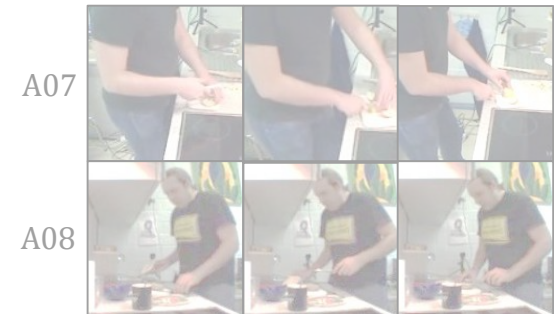
Learned Concepts



Food Box (A05 Milk, A01 Cereals)



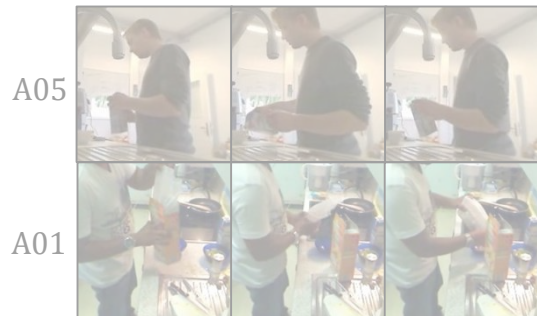
Pouring (A02 Coffee, A10 Tea)



Cutting (A07 Salad, A08 Sandwich)

Object-centric

Learned Concepts



Food Box (A05 Milk, A01 Cereals)



Pouring (A02 Coffee, A10 Tea)

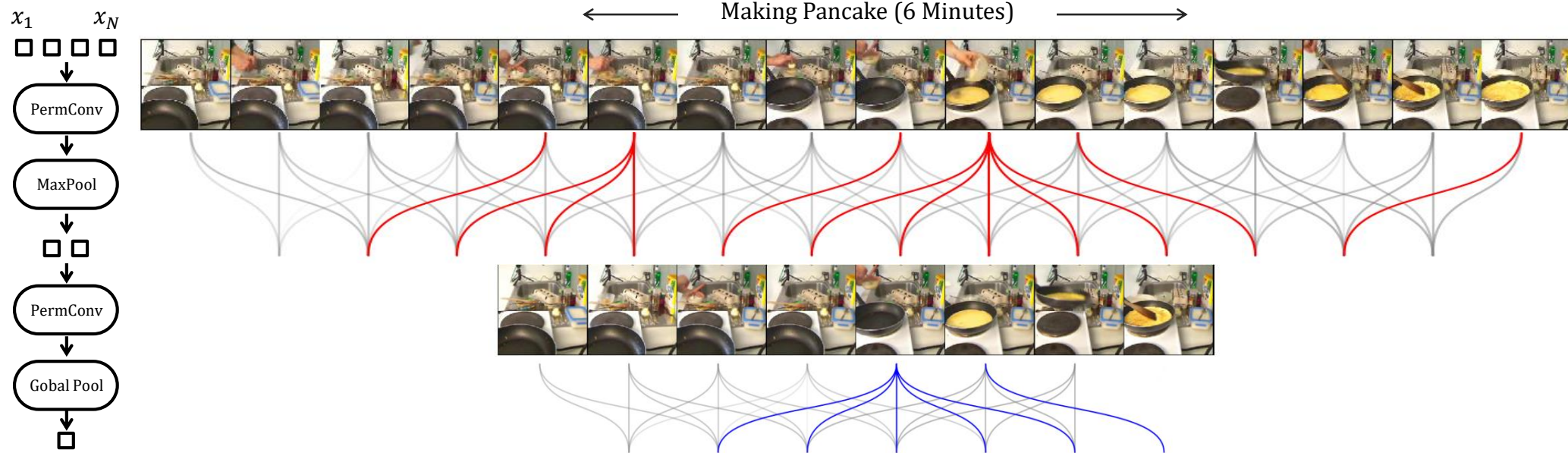


Cutting (A07 Salad, A08 Sandwich)

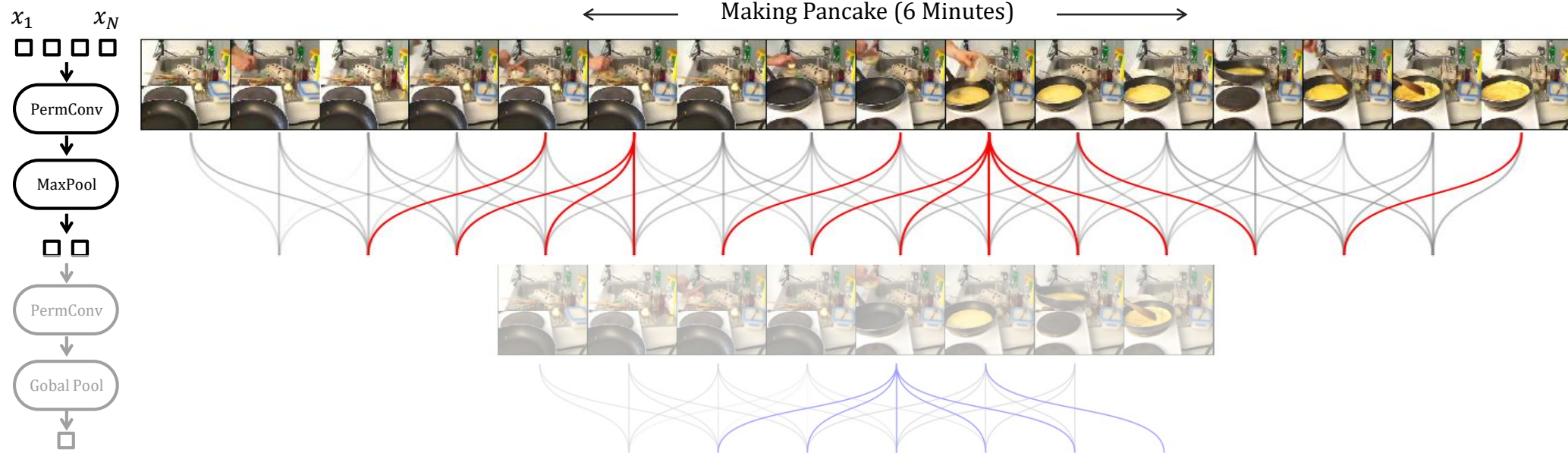
Object-centric

Action-centric

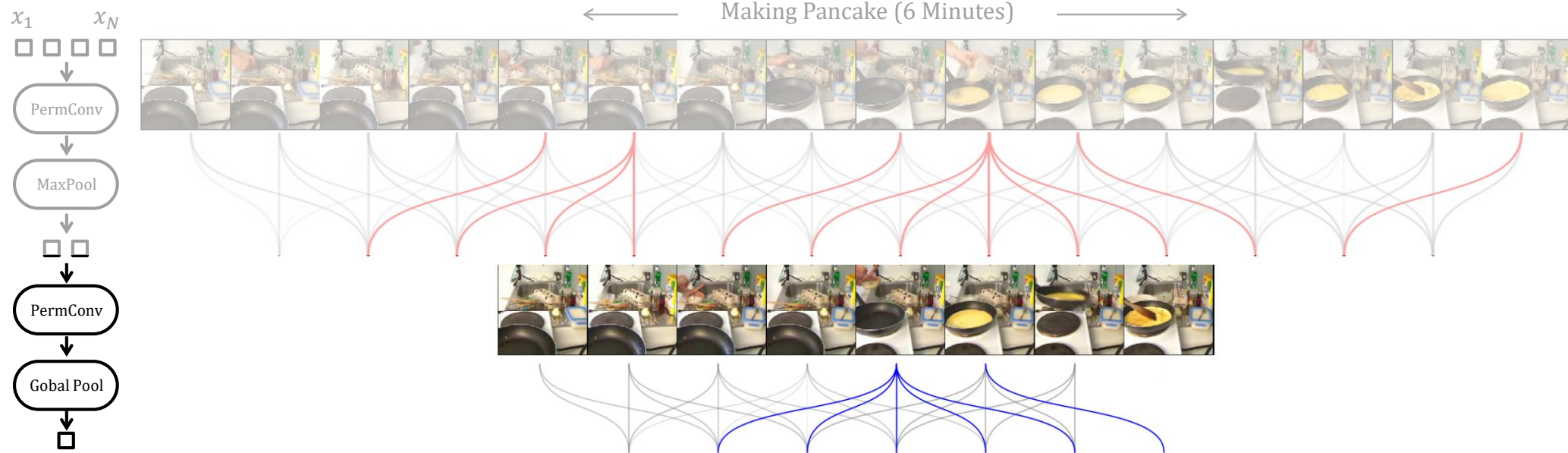
Learned Attention



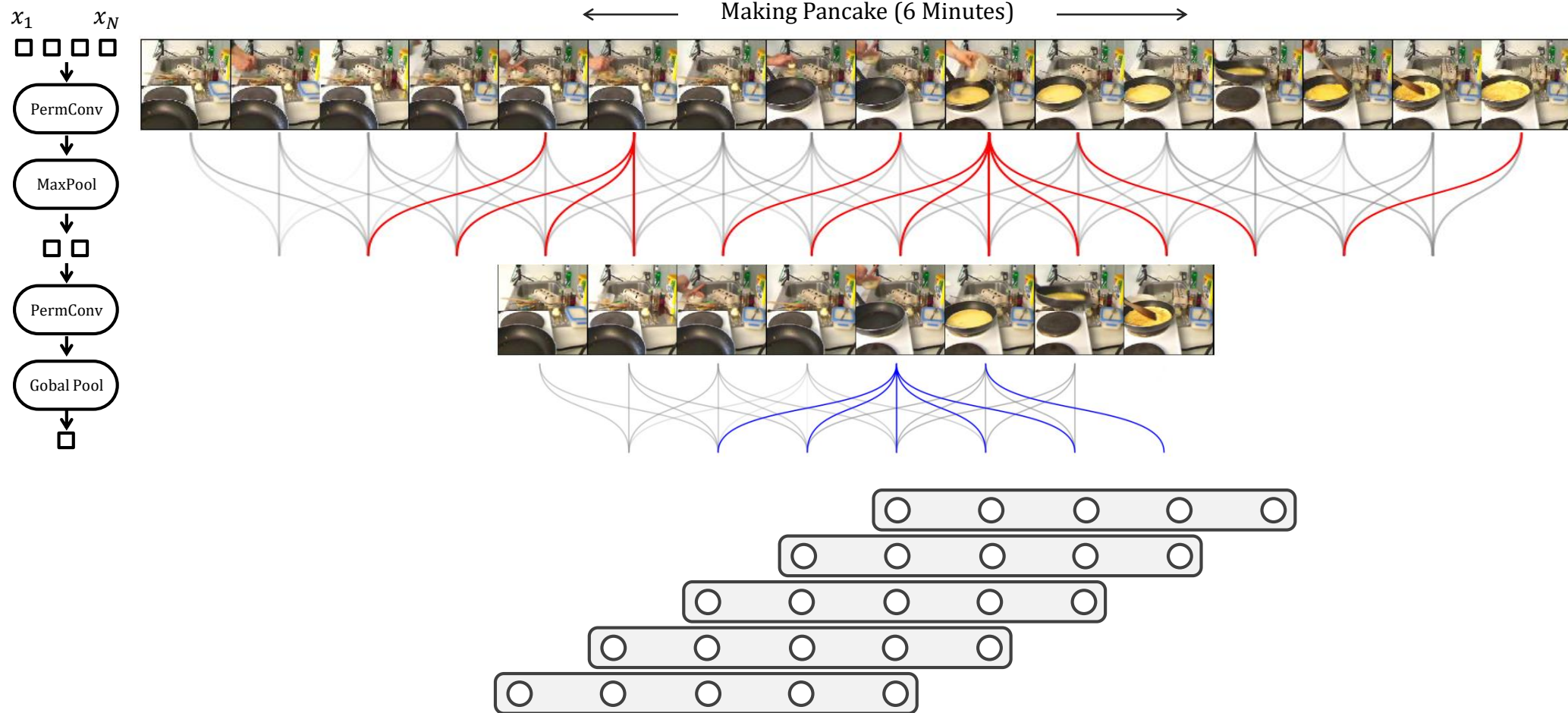
Learned Attention



Learned Attention

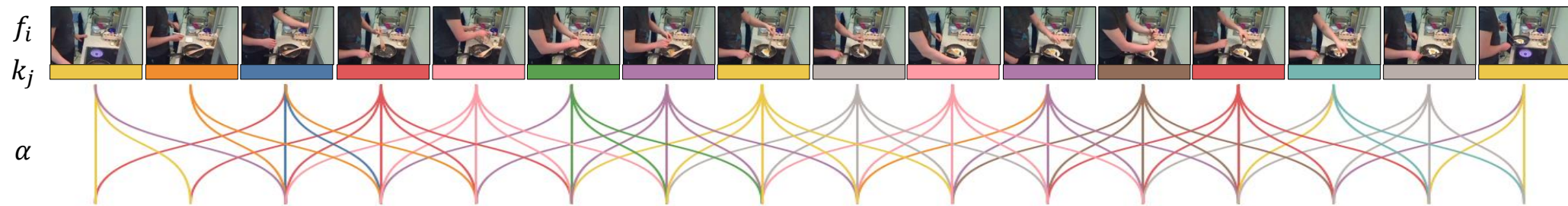


Learned Attention



Learned Attention

Fried Egg



Thank You!

questions