The Moving Query Window for Shot Boundary Detection at TREC-12

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Abstract

Digital video is widely used in multimedia databases and requires effective retrieval techniques. Shot boundary detection is a common first step in analysing video content. The effective detection of gradual transitions is an especially difficult task. Building upon our past research work, we have designed a novel decision stage for detection of gradual transitions. Its strength lies particularly in the accurate detection of gradual transition boundaries. In this paper, we describe our moving query window method and discuss its performance in the context of the TREC-12 *shot boundary detection task. We believe this approach is a valuable contribution to video retrieval and worth persueing in the future.*

1 Introduction

Humans perceive their environment almost entirely by audio-visual means. Video captures both acoustic and visual information, and with increasing computational power and network bandwidth, digital video applications have become widespread. We believe that video will continue to gain importance as an information carrier.

Most video applications share the need for efficient retrieval of archived video data. To retrieve video footage effectively, we must know its content and index it. This is commonly performed by annotating sections sequentially with textual information [12]. This is a tedious and expensive process. Moreover, human observation of video is subjective and prone to error. Automatic techniques for video content analysis are required.

The basic semantic element in video is the *shot* [7], formed by a sequence of often similar frames. Selected frames (*key-frames*) can be indexed to represent each shot and allow retrieval [6]. A query using example frames may then return all shots containing similar key-frames. The first step in this process is often *shot boundary detection*, where the video content is separated into distinct shots.

We distinguish between different types of the transitions that delimit shots. These are classified as abrupt transitions or *cuts*, and *gradual transitions*, which include fades, dissolves and spatial edits [9]. Informational video tends to contain more cuts, whereas entertainment material is more likely to be edited using fades, dissolves, and other gradual transitions.

According to Lienhart [14] cuts, dissolves, and fades account for more than 99% of all transitions across all types of video. The TREC-10 [25] and TREC-11 [24] video collections support this observation.

The cut detection quality of existing systems is comparable to the quality of human detection [2]. However, gradual transitions are more difficult to detect using automated systems [17].

In this paper we describe our moving query window method that we apply to the problem of shot boundary detection in the TREC-12 Video Retrieval Evaluation (TRECVID).

1.1 Related work

Research on transition detection in digital video can be categorised into methods that use compressed video and methods that use uncompressed video. Koprinska et al. [13] provide an obverview of exiting approaches.

Techniques in the compressed domain use one or more features of the encoded footage, such as *Discrete Cosine Transform* (DCT) coefficients, *Macro Blocks* (MB), or *Motion Vectors* (MV) [4, 19, 30]. These algorithms are often efficient because the video does not need to be fully decoded. However, using the encoded features directly can result in lower precision [5]. The exact transition boundaries may not be identifiable, or gradual transitions may not be distinguishable from object movement [13].

Most approaches working on uncompressed video use frame difference as a measure for shot boundary detection. Within one shot the difference between successive frames is usually small. When a sufficient dissimilarity between neighbouring frames is detected, this is interpreted as a cut. The same scheme is applied cumulatively for gradual transition detection.

There are several methods to measure the difference between frames. Pixel-by-pixel comparison is an obvious approach. Here, the number of changing pixels and often the level in change is measured. While this method shows good results [5], it is computationally intensive and sensitive to camera motion, camera zoom, and noise.

The majority of research groups use histograms to represent frame content. Differences between frames are calculated using vector-distance measures [32]. Global histograms suffer from their lack of spatial information. Several researchers try to overcome this by introducing local histograms [18, 26] or adding other techniques such as edge detection [15, 23].

Approaches that use clustering algorithms [8, 16] monitor frame similarity, and identify frames that belong to a scene change. Adjacent frames from these are marked as gradual transitions and remaining frames are detected as cuts.

Methods based on transition modelling employ mathematical models of video data to represent different types of transitions, and often work without the need for thresholds [10, 31]. Transitions are identified based on similarity to the underlying mathematical model. Koprinska et al. [13] report that these approaches are often sensitive to object and camera motion.

Quénot et al. [21, 22] use direct image comparison for cut detection. To reduce false positives, motion compensation is applied before image comparison. A separate flash detection module is used to further reduce false positives. Gradual transitions are detected by checking whether the pixel intensity in adjacent frames approximately follows a linear, non-constant function.

Recent work in TRECVID indicates that histograms seem to be the favoured way to represent feature data. Adams et al. [1] propose a video retrieval system which employs a combination of three-dimensional RGB colour histograms and localised edge gradient histograms for shot boundary detection. Recent frames are held in memory to compute adaptive thresholds.

The system proposed by Hua et al. [11] uses global histograms in the RGB colour space. Pickering et al. [20] use a detection algorithm which employs localised RGB colour histograms. Each frame is divided into nine blocks and the median between the nine block distances is computed. A transition is detected when the median distance exceeds a fixed threshold.

Wu et al. [29] propose a shot boundary detection algorithm which calculates frame-to-frame difference based on luminance information and histogram similarity in the RGB colour space. Flash and motion detectors are used to reduce false positives.

In the next section, we explain our approach to video segmentation. This is an extension of our work first presented at TREC-11 [24]. In Section 3, we discuss features and parameters used. Section 4 reviews the results of our algorithm on the TREC-12 shot boundary evaluation task. We conclude with Section 5, discussing possible improvements and future work.

2 The moving query window technique

Our algorithm applies the concept of query-by-example (QBE), popular in content-based image retrieval [27], to shot boundary detection. The observation that all transitions except cuts stretch over several adjacent frames suggests that we ought to evaluate a set of frames together. To cater for this, we employ a *moving query window*, consisting of two equal-sized half windows on either side of the current frame.

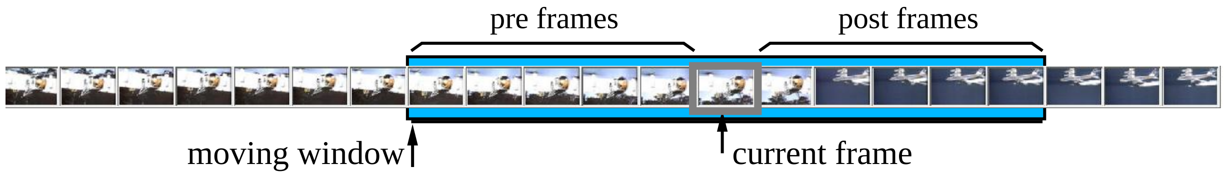

*Figure 1: Moving query window with a half window size (*HWS*) of 5; the five frames before and the five frames after the current frame form a collection on which the current frame is used as a query example. Figure reproduced from [28].*

Pre-frames	Current frame	Post-frames	`NumPreFrames`
A A A A A A A A A A	A	A A A A A A A A A A	5
A A A A A A A A A A	A	A A A A A B B B B B	7
A A A A A A A A A A	A	B B B B B B B B B B	10
A A A A A A A A A A	B	B B B B B B B B B B	0
A A A A A A B B B B	B	B B B B B B B B B B	2

Figure 2: As the moving window traverses an abrupt transition, the number of pre-frames in the $\frac{N}{2}$ frames most similar to the current frame varies significantly. This number (`NumPreFrames`*) rises to a maximum just before an abrupt transition, and drops to a minimum immediately afterwards. Figure reproduced from [28].*

As shown in Figure 1, the current frame is not part of the actual window. It is used as the query example against which the other frames of the query window can be compared. We refer to the frames forming the preceding half window as *pre-frames*, and to the frames following the current frame as the *post-frames*.

We evaluate frame similarity by employing one-dimensional global colour histograms to represent frame content. We calculate inter-frame distances using the Manhattan—also called city block—distance measure [3]. The difference between the current frame and its surrounding frames is usually small. This changes when a transition is passed.

2.1 Abrupt transitions

To detect cuts, we rank the frames of the moving query window based on their similarity to the current frame [27]. The frame most similar to the current frame is ranked highest.

Figure 2 shows how a cut can be detected using similarity ranking. Shortly before the current frame passes a cut, the half window holding the pre-frames is entirely filled with frames of the previous shot (Shot A). Some of the post-frames belong to the second shot (Shot B). Since the current frame still belongs to Shot A, frames of Shot B will be ranked lower than those of Shot A. When the last frame of Shot A becomes the current frame, all pre-frames will be Shot A frames, whereas all post-frames will be from Shot B. As a result, the number of pre-frames ranked in the top half window reaches a maximum.

This effect is reversed when the query window advances by one frame and the current frame is the first frame of Shot B. Here, the number of pre-frames ranked in the top half window drops significantly to near zero.

The graph in Figure 3 shows the variation in the number of pre-frames ranked in the top half of the query window. The diagram shows a 200-frame interval. The four known cuts and one known gradual transition are marked above the graph. Cuts are clearly indicated

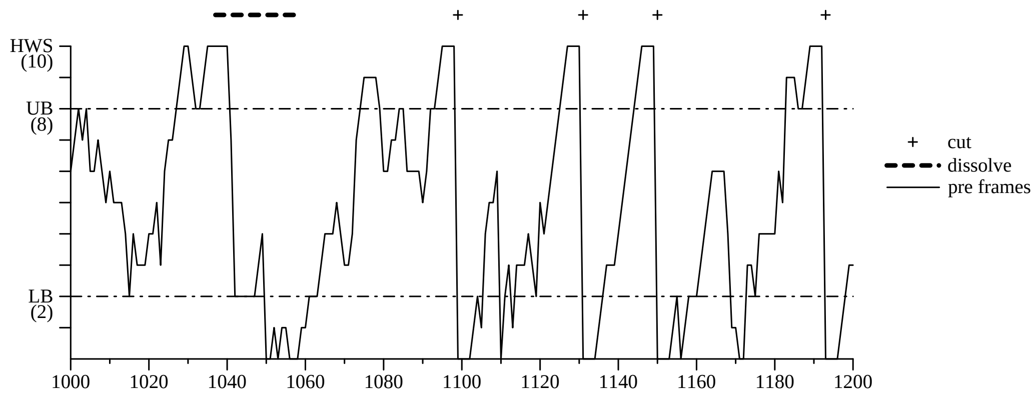

Figure 3: Plot of the number of pre-frames in the top half of the ranked results for a 200-frame interval. The five transitions present in this interval are indicated above the plot. The parameters used for HWS*, the upper threshold (*UB*) and the lower threshold (*LB*) are listed between parentheses. Figure reproduced from [28].*

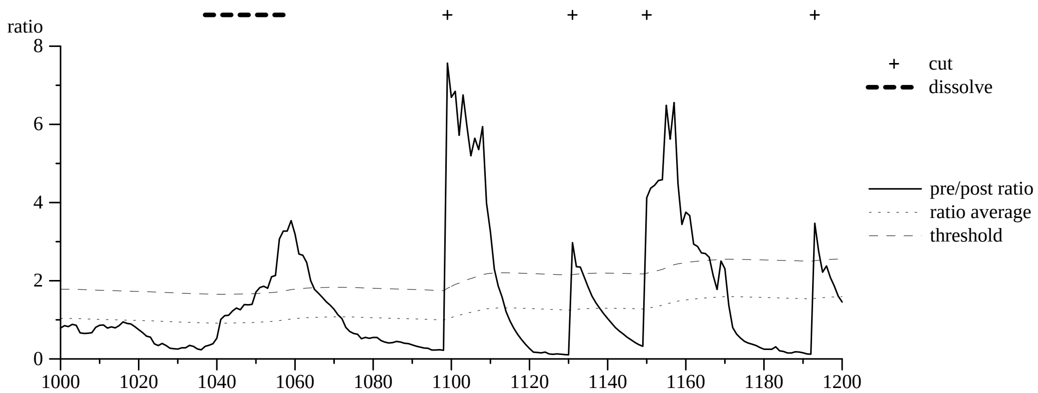

Figure 4: Ratio between the average frame distances to query-example of pre-frames and post-frames (pre/post ratio), plotted for a 200-frame interval. We apply a dynamic threshold, calculated using a moving average and standard deviation.

by a rapid decrease in the number of pre-frames from above the *Upper Bound* (UB) to a value below the *Lower Bound* (LB).

2.2 Gradual transitions

As can be seen from Figure 3, a gradual transition cannot be as clearly identified by the ranking approach as a cut. This is mainly because gradual transitions stretch over several adjacent frames. This observation led us to develop a different approach for detecting gradual transitions.

We monitor the average distance of frames within the query window on either side of the current frame. These values are used to build the ratio of differences between pre-frames and post-frames (pre/post ratio). Figure 4 shows the pre/post ratio for the same 200-frame interval as previously used in Figure 3.

Gradual transitions are indicated by a peak in the pre/post ratio, usually at the end of the transition. The slopes of these peaks are often moderately steep, as opposed to the very quick rise found for cuts.

We also calculate the average sum of distances for the

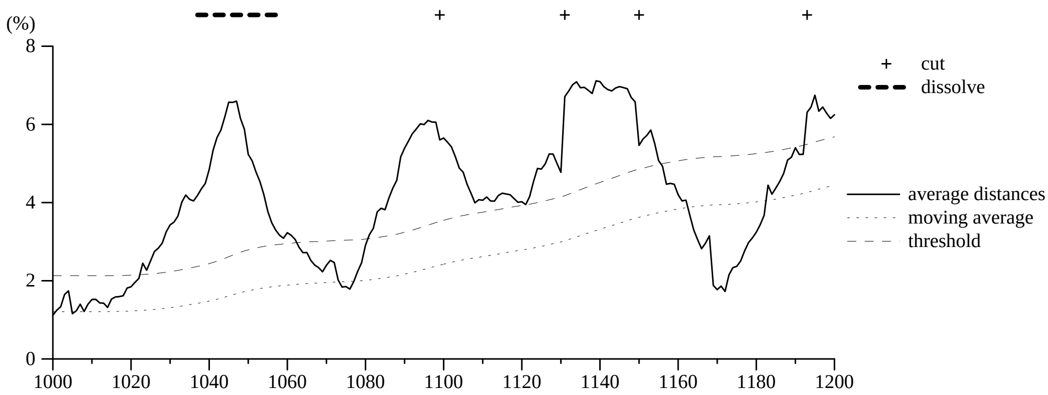

Figure 5: Average frame distances to query example, computed over the entire query window. This is shown for the same 200-frame interval as in Figure 4. The threshold is calculated based on moving average and standard deviation.

entire query window that we refer to as the *average frame distance*. Figure 5 shows the average frame distance. The curve has a maximum in the middle of the gradual transition, which is typical for a dissolve. We can identify gradual transitions by monitoring for these patterns using peak detection and plateau-detection.

The dashed lines in Figure 4 and Figure 5 mark the adaptive lower and upper thresholds we use for decision making.

Our algorithm allows a number of frames bordering the current frame to be omitted from the collection as shown in Figure 6. This results in a gap on either side of the current frame, which we refer to as the *Demilitarised Zone* (DMZ). This helps to reduce the sensitivity against camera motion and noise that may be caused by compression artifacts.

2.3 Algorithm details

In this section we explain parameters of our algorithm in detail and discuss the steps for detection of cuts and gradual transitions. The decision-making process for gradual transition detection differs from the process used for cut detection. This reflects the different nature of gradual transitions and abrupt transitions. We can employ a smaller part of the moving query window for detecting cuts and perform detection of both cuts and gradual transitions within a single pass. The behaviour of our algorithm can be controlled through the following parameters:

Half Window Size (HWS): This is the number of frames on one side of the query window. This does not include the current frame or the frames in the DMZ.

Demilitarised Zone depth (DMZ): This specifies the number of frames on each side of the current frame which are not evaluated as part of the query window. Figure 6 shows an example.

Lower Bound (LB): This is the lower threshold used for cut detection. As illustrated in Figure 3, a possible cut is indicated when the number of pre-frames falls below this threshold.

Upper Bound (UB): This upper threshold is used for cut detection in connection with LB. Whenever the number of pre-frames rises above UB, a possible cut is detected.

The parameters UB and LB only affect cut detection. HWS and DMZ are independently set in each decision stage.

Detection of cuts

As we advance through the video, we monitor the number of pre-frames that are ranked in the top half of all frames in the moving query window. We refer to this number as `NumPreFrames`. We also calculate the slope of the `NumPreFrames` curve. When we near an abrupt

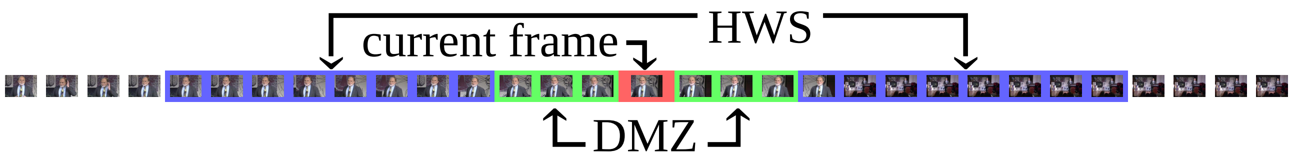

Figure 6: Moving query window with a half window size (HWS) of 8, and a demilitarised zone (DMZ) of three frames on either side of the current frame; the eight frames preceding and the eight frames following the current frame form a collection, against which the current frame is used as a query example. Figure reproduced from [28].

transition, `NumPreFrames` rises above the upper threshold (UB). After we pass a cut, `NumPreFrames` generally drops below the lower bound (LB). This is also reflected in the slope of the `NumPreFrames` curve. This slope takes on a large positive value before a cut, and a large negative value just after passing it.

In many video clips, variations in lighting conditions lead to false cut detection. This may occur, for example, when the camera focus follows an object from the shade into bright sunlight. To avoid such false positives, we evaluate the average distances of the top-ranked half-window and the bottom-ranked half-window to the current frame. The top-ranked frames must have less than half the average distance to the current frame than the bottom ranked frames.

Training experiments using the TREC-10 and TREC-11 shot boundary evaluation sets have shown that the ranking criteria may sometimes be satisfied even when smaller changes between frames occur. We have observed this, for example, in close up shots where all frames are nearly identical but contain changes in little details. We can in such cases reduce the number of false positives further by requiring a significant difference between the last pre-frame and the first post-frame. We introduce an absolute threshold at 25% of the maximum possible inter-frame distance to express this.

In accordance with the TRECVID decision that a cut may stretch over up to six frames [25], we allow a fuzziness of four consecutive frames for the above criteria to be satisfied. We can summarise that our algorithm reports an abrupt transition when the following criteria are fulfilled at any point within four adjacent frames:

1. The slope of the `NumPreFrames` curve has a large negative value,
2. The top ranked half window frames have less than half the average distance to the query frame than the bottom ranked frames, and
3. The last pre-frame is more than 25% different from the first post-frame.

If all these conditions are satisfied, we report a cut with the current frame being the first frame of the new shot.

Detection of gradual transitions

Here, we monitor the pre/post ratio, as described in Section 2.2, and use a peak detection algorithm to find the local maximum in the curve whenever the upper threshold is exceeded, as shown in Figure 4. We hold the pre/post ratios of the past 60 frames in a history to detect the local minimum preceding the peak. We record this minimum as the start of a possible transition, and the local maximum as its end.

Gradual transition detection is performed after cut detection within a single pass. We check that no cut has previously been detected within the suspected gradual transition. Two heuristics are employed to further reduce false hits. We compute the area between the pre/post ratio curve and its upper threshold, as well as the area between the average frame distance curve and the upper threshold. Both values must exceed a certain fixed threshold. We empirically determined a suitable value for this threshold by training on the TREC-10 and TREC-11 test sets. Peaks in the curves covering smaller areas are usually caused by normal scene activity.

We compute a dynamic threshold for peak detection using a moving average, calculated over a number of frames that are held in a buffer. The actual threshold is computed as the standard deviation plus the moving average.

Run	Vector length	HWS used for cuts/gradual transitions	Lower Bound (LB)	Upper Bound (UB)	DMZ used for cuts/gradual transitions
1	48	6/20	2	5	0/2
2	48	6/26	2	5	0/2
3	96	6/20	2	5	0/2
4	96	6/26	2	5	0/2
5	192	6/20	2	5	0/2
6	192	6/26	2	5	0/2

Table 1: Parameters used for each submitted run. Global colour histograms in HSV *colour space have been used for all runs. We employ only a subset of the entire query window for cut detection.*

3 Selection of features and parameters

We have tested our algorithm on the shot boundary evaluation sets of TREC-10 [25] and TREC-11 [24]. For the runs submitted to TREC-12, we used the parameters shown in Table 1.

The effectiveness of the segmentation process is evaluated using the standard information retrieval measures of recall and precision. Recall measures the fraction of all reference transitions that are correctly detected:

$$R = \frac{\text{Transitions correctly reported}}{\text{Total reference transitions}}$$

Precision represents the fraction of detected transitions that match the reference data:

$$P = \frac{\text{Transitions correctly reported}}{\text{Total transitions reported}}$$

These measures can be used for both abrupt and gradual transitions. With TREC-11, two additional measures were introduced to evaluate how well reported gradual transitions overlap with reference transitions. These are *Frame Recall* (*FR*) and *Frame Precision* (*FP*), defined as:

$$FR = \frac{\text{Frames correctly reported in detected transition}}{\text{Frames in reference data for detected transition}}$$

$$FP = \frac{\text{Frames correctly reported in detected transition}}{\text{Frames reported in detected transition}}$$

3.1 Features and Parameters

In the runs submitted to TREC-12, we have used one-dimensional global HSV colour histograms to represent frames.

The best results for cut detection we have achieved so far use a feature derived from the Daubechies wavelet transform [27]. Despite this, we decided to further investigate using the HSV feature, as HSV feature data can be extracted at relatively small computational cost. We found that histograms of 16 to 64 bins per component (48–192 bins total) perform well.

Table 1 shows all relevant parameter combinations used for the six runs submitted to TREC-12. Working towards our goal of a universal shot boundary detection algorithm, we have tried to keep parameter variations as small as possible.

The main parameter settings used for the six submitted runs are shown in Table 1. The lower bound and the upper bound are used only for cut detection. We have found that our approach detects cuts best when setting HWS to 6, LB to 2 and UB to 5. The demilitarised zone was set to 0 for cut detection in all runs.

4 Results

Results for cut detection are very good, considering the fact the we have used relatively simple histograms.

Our results for gradual transition detection in TREC-12 are promising but they are not competitive enough to score among the top performing groups. We have good control over the choice of parameters, and an acceptable number of false positives, resulting in good precision.

However, recall for gradual transitions is average and too low for practical use. Frame recall and frame precision of our system are among the best.

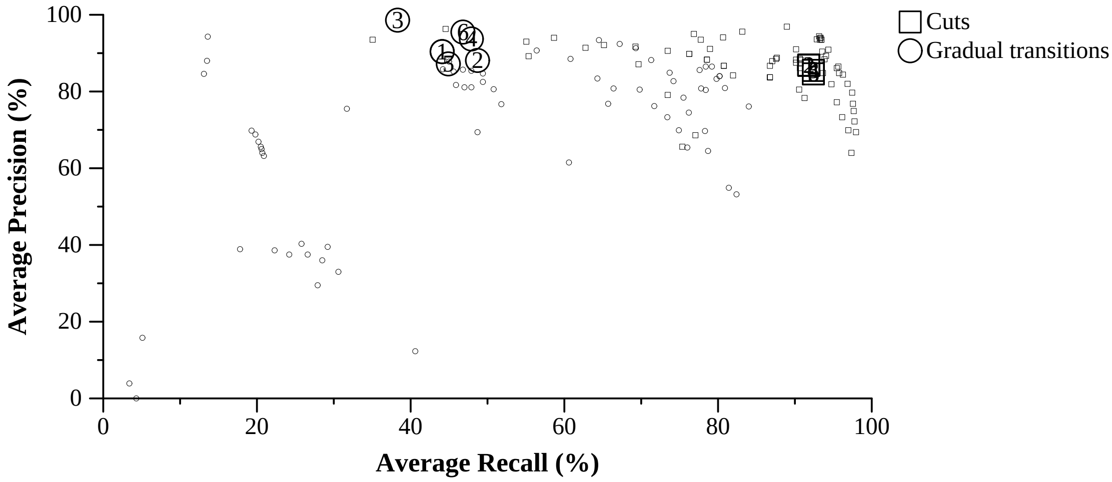

Figure 7: Performance of the moving query window for cuts and gradual transitions on the TREC-12 *shot boundary detection task, measured by Recall and Precision.*

5 Conclusion and Future Work

In this paper, we have presented our enhanced moving query window method and applied it to the TREC-12 shot boundary detection task. Separate decision stages for abrupt and gradual transitions are applied during a single pass through the video clip.

Recall and precision for all transitions are in reach of the best performing groups. The ranking approach works well for cut detection, but we see much room for improvement in gradual transition detection.

When applying our algorithm to the TREC-11 shot boundary detection task, we experienced many false positives. We believe that this is partially due to the lower video quality which resulted in a very noisy slope of the average frame distance curve. It might be reasonable to employ pre-filtering stages, or a second feature, such as edge-tracking.

We plan to focus on improvements for gradual transition detection and replace all fixed thresholds by adaptive methods to increase recall and make the system more applicable to different types of video.

We will explore using three-dimensional histograms and localised histograms to consider spatial information. We aim to experiment with different feature spaces, and to investigate the application of wavelet transform features for gradual transition detection.

We believe that our approach can be developed further and that it, despite the current limitations, constitutes a useful contribution to video retrieval.

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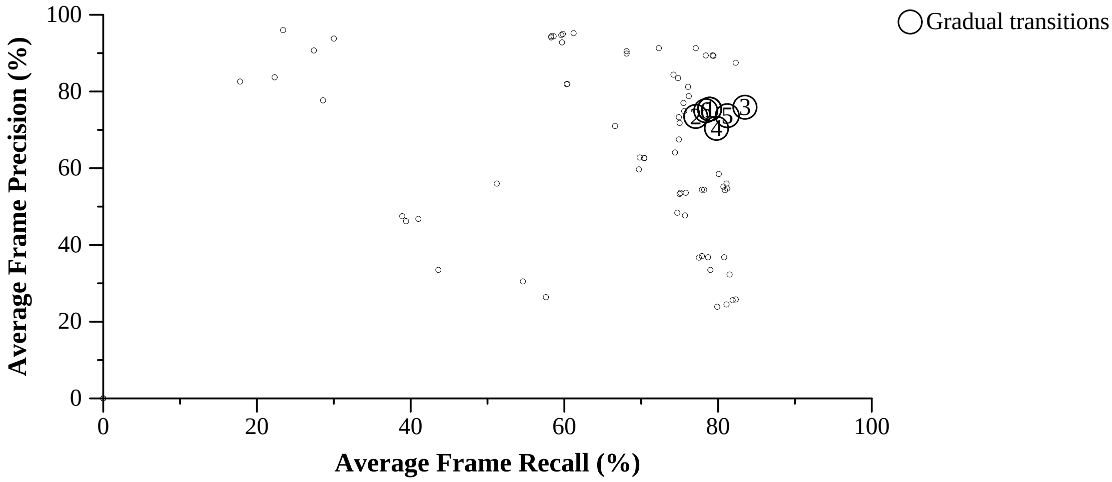

Figure 8: Performance of the moving query window for gradual transitions on the TREC-12 *shot boundary detection task, as measured by Frame Recall and Frame Precision.*

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