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# Indexing and Retrieval of the Most Characteristic Frames / Scenes in Video Databases

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## Objective

- Automatic extraction of a small number of frames or scenes from a video sequence
- These frames or scenes provide sufficient information about the sequence

## Applications

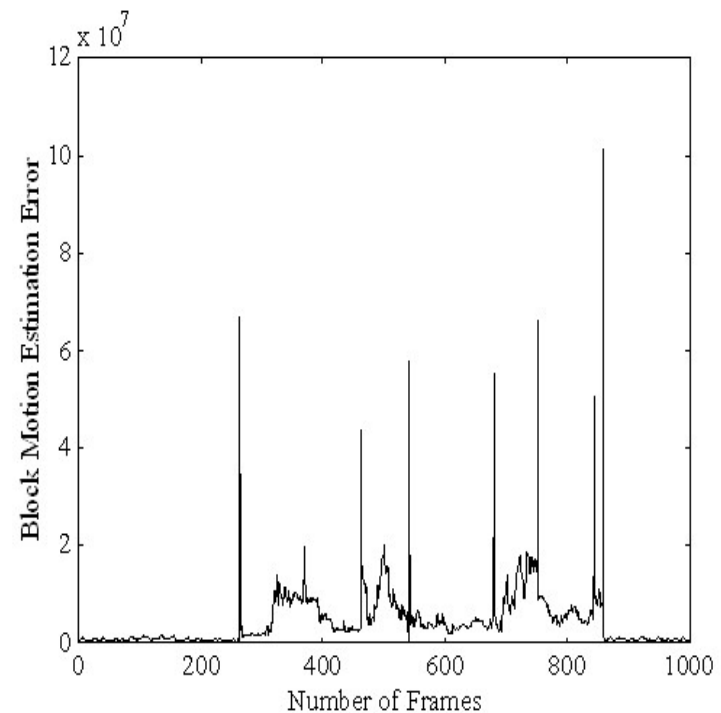
- Multimedia interactive services (browsing of video databases on web pages, production of video trailers)
- Indexing & retrieval

# System Overview

- Scene cut detection
- Feature extraction for each frame
- Formulation of scene feature vectors
- Selection of the most characteristic scenes
- Extraction of the most characteristic frames for each scene

# Scene Cut Detection

- Computation of the sum of the block motion estimation error
- Selection of frames for which sum exceeds a certain threshold
- In MPEG-coded sources, direct measurement of frame size



# Color Segmentation

- Segmentation according to *spatial homogeneity* criteria
- *Block resolution* (reduction of computational time, exploitation of MPEG information)
- *Hierarchical merging* of similar segments (depending on color homogeneity & segment size)
- *Color features*: number of segments, location, size & mean color of each segment

## Color Segmentation (cont.)

- Let  $S_k^{(n)}$  the final  $k$ -th segment at the  $n$ -th iteration and  $S_k^{(n)}(m)$  the  $k$ -th segment at  $n$ -th iteration after merging  $m$  neighboring segments

- Then  $S_k^{(n)}(m) = S_k^{(n)}(m-1) \cup S_l^{(n-1)}$

for all  $S_l^{(n-1)} \in N(S_k^{(n)}(m-1))$  such that

$$d(\mathbf{c}(S_l^{(n-1)}), \mathbf{c}(S_k^{(n)}(1))) < f_n(P(S_l^{(n-1)}), P(S_k^{(n)}(m-1)))$$

where  $N(S)$  the set of segments neighboring to  $S$ ,  $P(S)$  the number of blocks of  $S$ ,  $f_n(\cdot)$  a threshold function,  $d(\mathbf{x}, \mathbf{y})$  a metric distance, and  $\mathbf{c}(S)$  the mean color of  $S$

# Color Segmentation Results



Original frame



First step of color segmentation



Last stage of color segmentation

# Motion Segmentation

- Segmentation according to *spatial homogeneity*
- *Block resolution*
- *Noise suppression* by adding a penalty term to the equation of motion vector calculation:

$$\hat{\mathbf{v}} = (\hat{v}_x, \hat{v}_y) = \arg \min_{(v_x, v_y) \in A} \sum_{k=8*i+l=8*j}^{8*i+78*j+7} (u^{(n)}(k, l) - u^{(n-1)}(k - v_x, l - v_y))^2 + D(v_x, v_y)$$

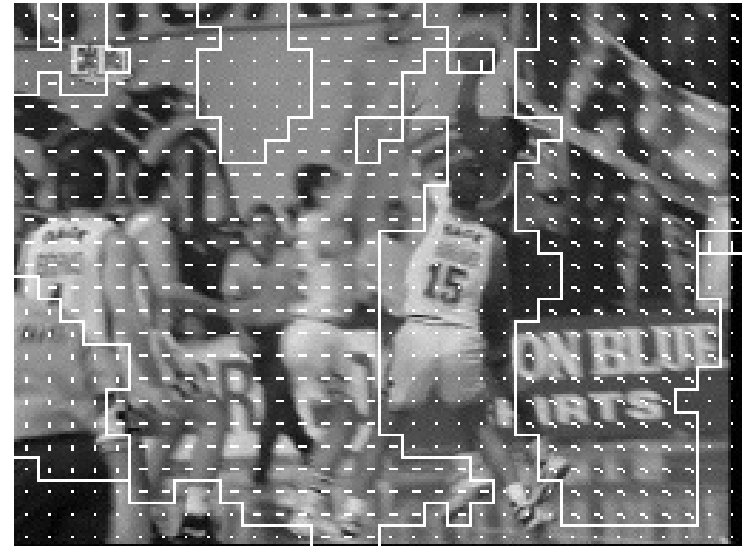
- *Median filtering* of derived motion vectors
- *Motion features*: number of segments, location, size & mean motion vector of each segment



# Motion Segmentation Results



Motion vectors  
after post-processing



Motion segments

# Feature Vector Formulation

- *Multidimensional “histogram”*: classification of color and motion segments into pre-determined categories
- *Fuzzy classification*: Degree of membership allocated to each category

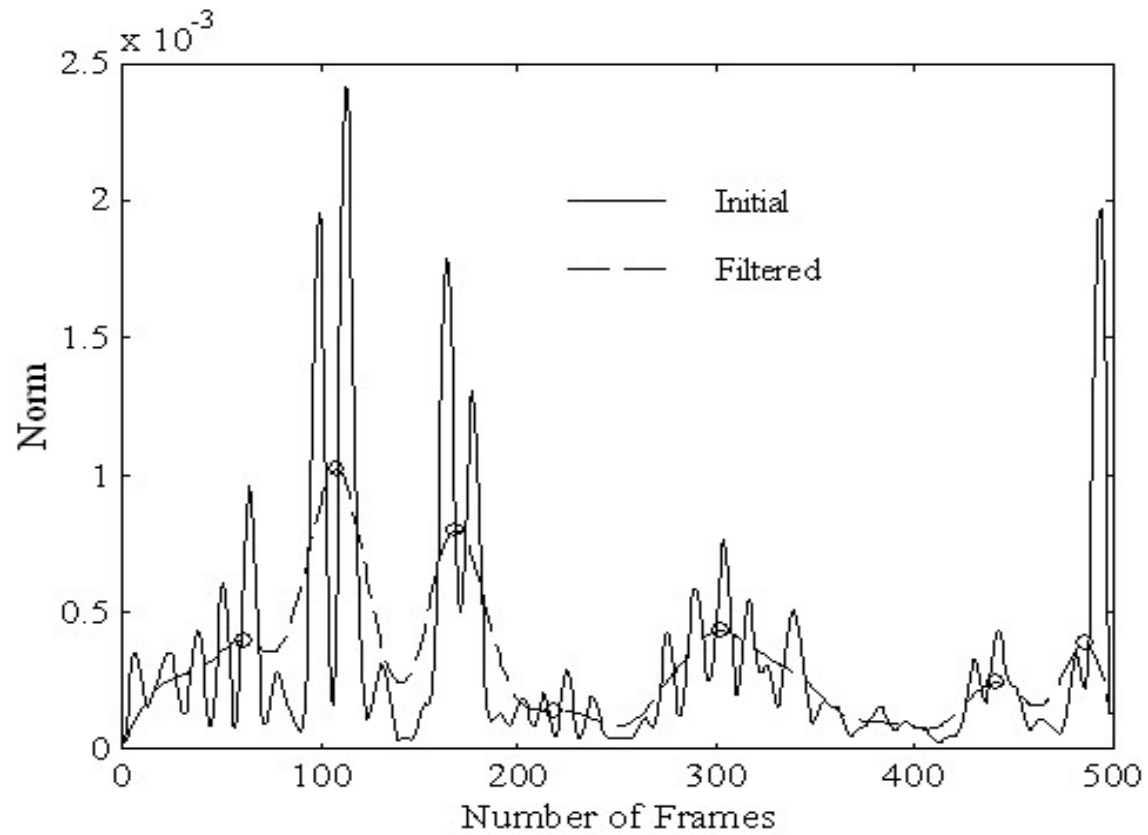
$$F(n_1, \dots, n_L) = \sum_{i=1}^K \left\{ \prod_{j=1}^L \mu_{n_j}(f_j^{(i)}) \right\}$$

where  $n_j \in \{0, 1, \dots, Q\}$  : classification index for  $j$ th feature,  $Q$ : no. of partitions,  $L$ : no. of features,  $K$ : no. of segments,  $f_j^{(i)}$  :  $j$ th feature of  $i$ th segment,  $\mu_n(f)$ : degree of membership of feature  $f$  in partition  $n$

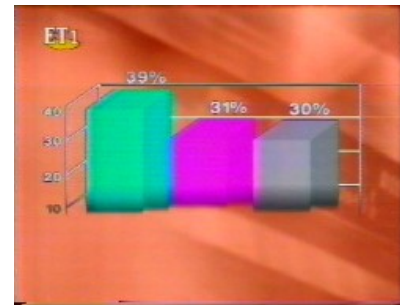
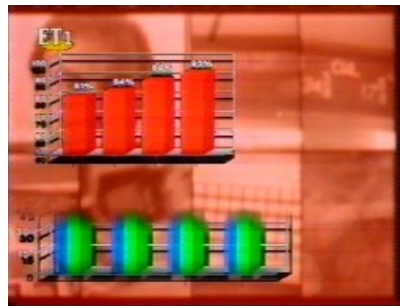
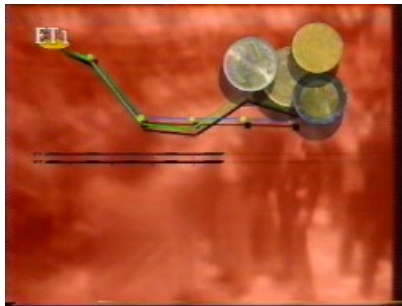
# Scene and Frame Selection

- *Scene vector* constructed based on frame feature vectors over duration of scene
- *Scene selection* accomplished by neural classifier mechanism with scene vectors as input
- *Selection of frames* whose feature vector resides in extreme locations of vector space: magnitude of 2<sup>nd</sup> derivative used as curvature measure
- *Video queries*: searching and retrieval of frames based on comparisons in the feature space

# Frame Selection Results



# Frame Selection Results (cont.)



# Conclusions

- *Automatic extraction* of most characteristic frames or scenes of video sequences taken from large video databases
- *Feature vector space* enables robust and efficient frame comparisons, suitable for *video queries*
- *Possible improvements*: more robust color or motion segmentation algorithms, enhancement of frame selection mechanism, inclusion of additional components (shape or texture information) in feature vector