



Egocentric Video Understanding

Toby Perrett

- A (very) brief history of video understanding
- Why is egocentric vision important?
- EPIC Kitchens
- EPIC Kitchens VISOR
- EPIC Kitchens FIELDS
- Why we need JADE

A (very) brief history of video understanding



Video datasets

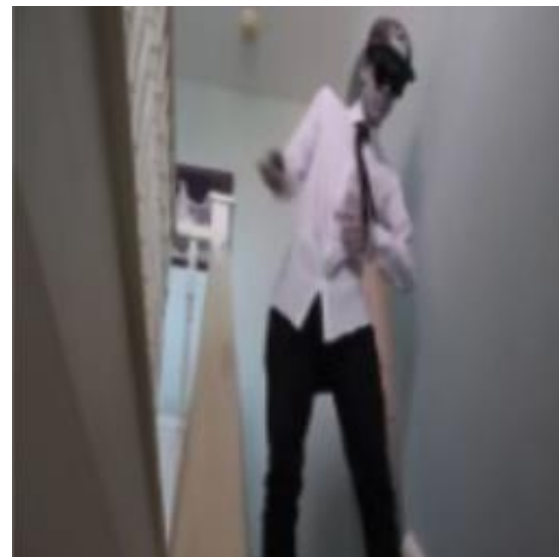
- Models haven't improved that much
- Capabilities driven by data
- Traditionally 3rd person
- Scraped from Youtube

Can you guess?

- Robot dancing
- Dancing ballet
- Salsa dancing
- Mosh pit dancing
- Tap dancing
- Breakdancing



?



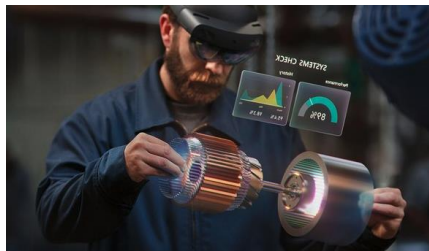
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Why Egocentric?

How animals see and learn from the world



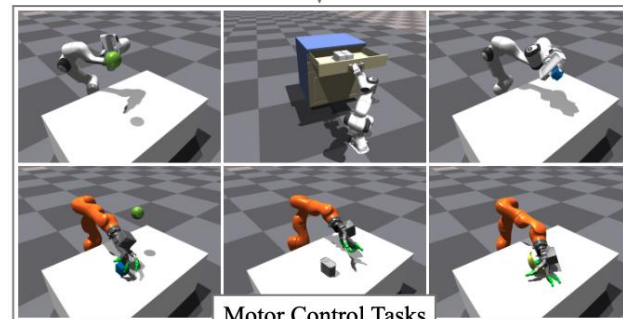
Assistive applications



Robotics



Images in the Wild



Motor Control Tasks

Solve egocentric first -> everything else is easy!

Why Egocentric?

Q: How do we encourage progress in egocentric video understanding?

A: Provide data, models and challenges



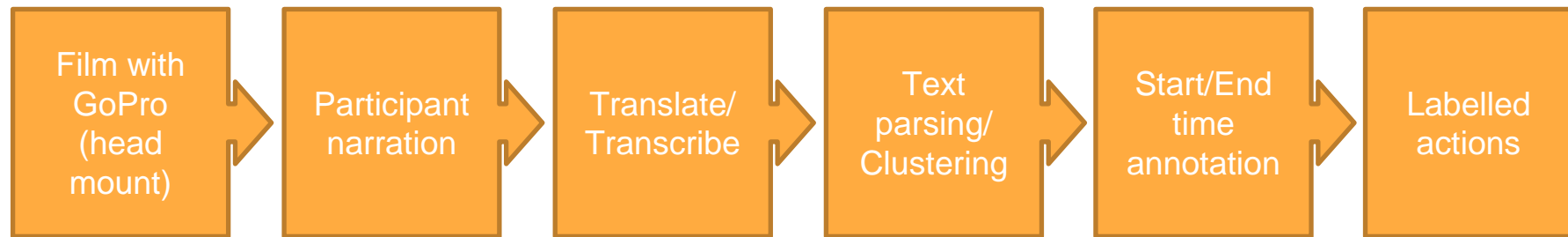
2017: “We’re going to create the largest egocentric dataset”

Why Kitchens?

- Lots of actions to understand
- Cultural variation
- Familiar environment
- Messy

EPIC Kitchens





Put the pot on
the counter



Verb: put
Noun: pot
Start: 10.5
End: 12.9



still cut pear chunks



put down spatula
put spatula into drawer



remove pizza



open dishwasher
put plates on counter

EPIC Kitchens



- 45 kitchens
- 100 hours
- 90k action instances
- 97 verb classes
- 300 noun classes
- Standard benchmark for video understanding (1000's of citations)

EPIC Kitchens

- 6 challenges
- Run twice a year

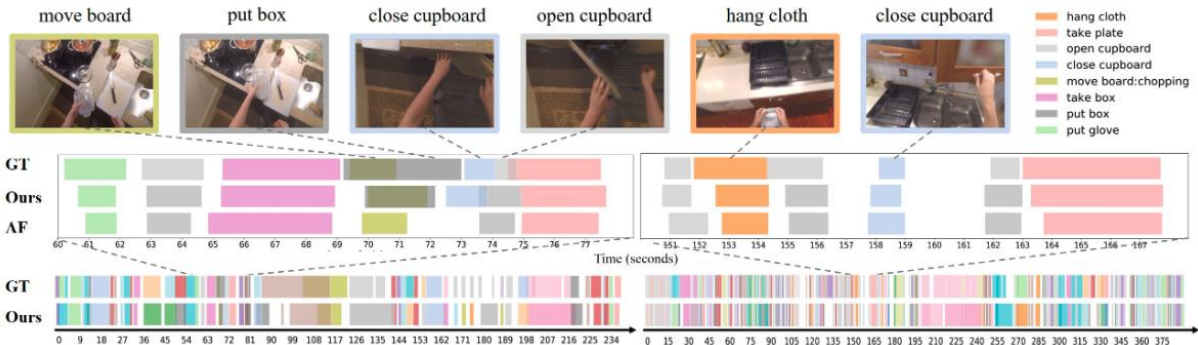
Retrieval



Wash



Detection



Adaptation



EPIC Kitchens



Dima Damen
Principal Investigator
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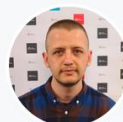
Toby Perrett
(Apr 2017 -)
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Antonino Furnari
(Jul 2017 -)
University of Catania



Jonathan Munro
(Sep 2017 -)
University of Bristol



Evangelos Kazakos
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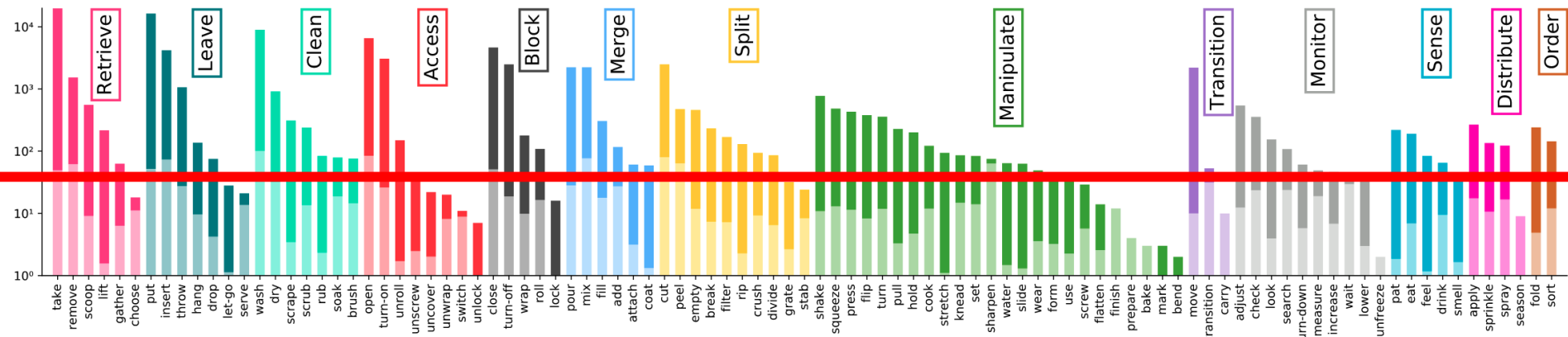
Will Price
(Oct 2017 -)
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Jian Ma
(Sep 2019 -)
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Long-Tail

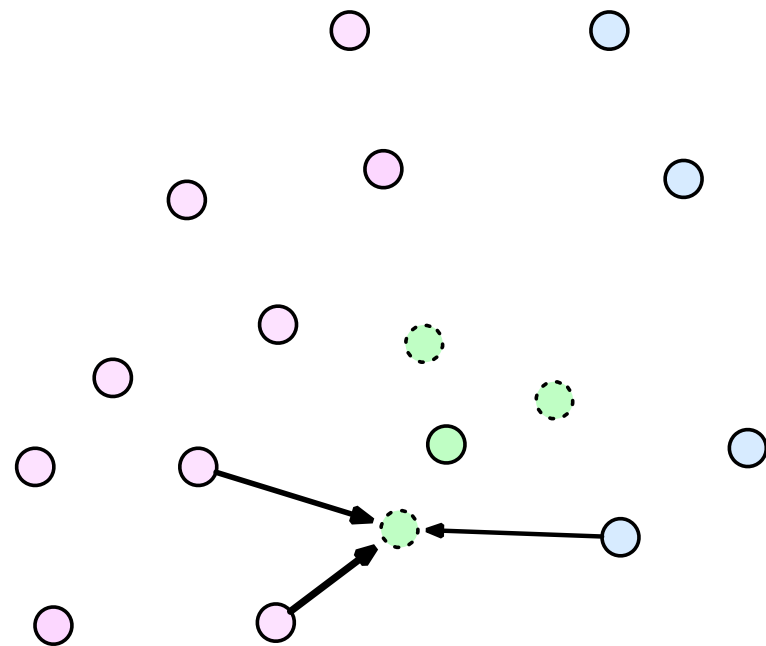
- Solve egocentric first



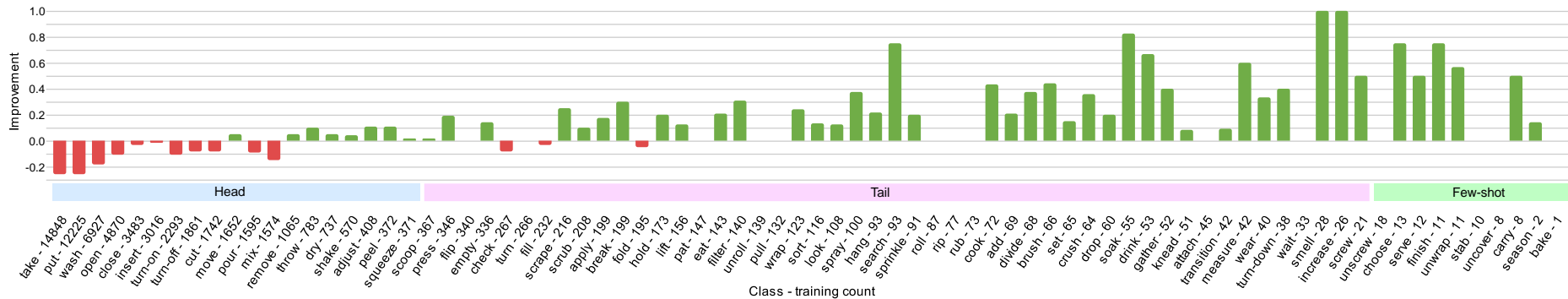
- Models fail on few-shot classes
- Previous video datasets have ignored these cases
- Interest from other fields

Long-Tail

- We reconstruct few-shot samples from multiple visually similar head samples
- Expands the class boundaries for few-shot classes



Long-Tail



Long-Tail

Method	EPIC-KITCHENS-100					SSv2-LT				VideoLT-LT			
	Few	Tail	Head	Avg C/A	Acc	Few	Tail	Head	Avg C/A = Acc	Few	Tail	Head	Avg C/A = Acc
CE	0.0	12.3	55.2	21.2	63.5	2.0	38.9	75.2	29.7	17.4	51.1	75.9	41.0
EQL [53]	0.0	12.4	55.0	21.1	63.3	3.1	39.0	75.2	30.1	17.4	51.0	75.4	40.9
cRT [25]	21.4	35.0	51.1	36.9	50.1	14.9	45.6	58.6	36.5	30.5	56.9	64.0	47.5
Mixup [66]	25.8	33.8	51.7	36.8	51.7	17.4	46.6	57.1	37.8	15.8	48.9	72.5	38.9
Framestack [69]	23.0	33.6	52.1	36.5	52.5	15.5	46.1	61.9	37.2	18.2	51.8	74.5	41.5
LMR	35.7	36.8	51.1	39.7	51.3	17.9	46.5	61.0	38.3	34.8	56.8	62.1	48.9

- Video architecture: Motionformer, 2021, Facebook/University of Oxford
- 1 run: 1 day on 1 JADE node (8 GPUs)
- Smallest model we could get away with

Long-Tail



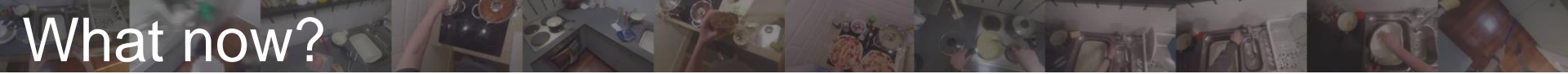
Ground truth:	21	Screw	
Standard training:	6927	Wash	✗
Ours:	21	Screw	✓

Long-Tail



Ground Truth:	8	Pretending to scoop something up with something
Standard Training:	883	Taking something out of something
Ours:	8	Pretending to scoop something up with something





What now?

Now we have

- Lots of video
- Methods can do video -> verbs/nouns
- Short-term only

What's missing?

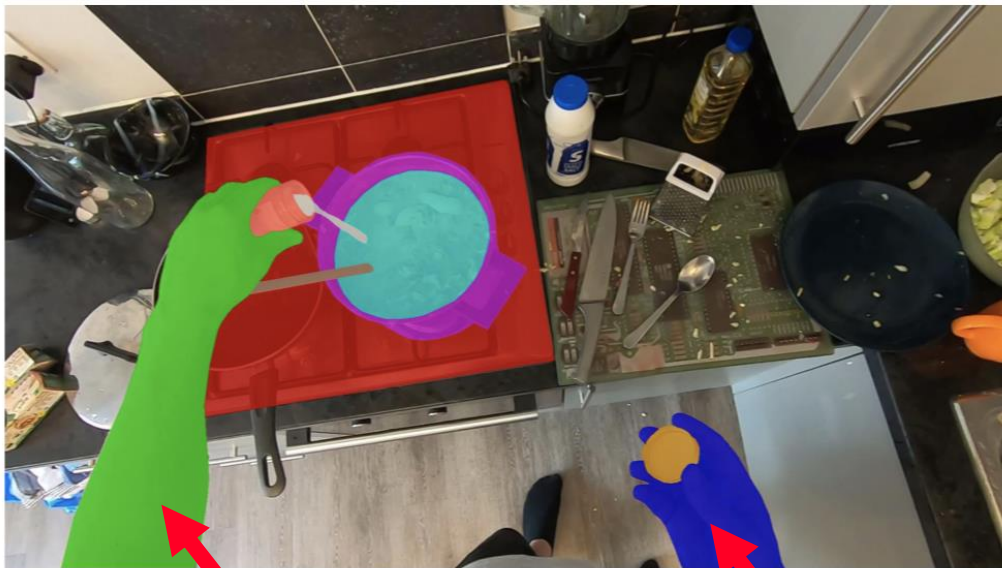
- Segmentations – what's in the video and where is it?
- State changes
- Long term
- How do we interact?
- What about 3D?

Coming up: two EPIC-Kitchens extensions



VISOR is....

pour spice ← action



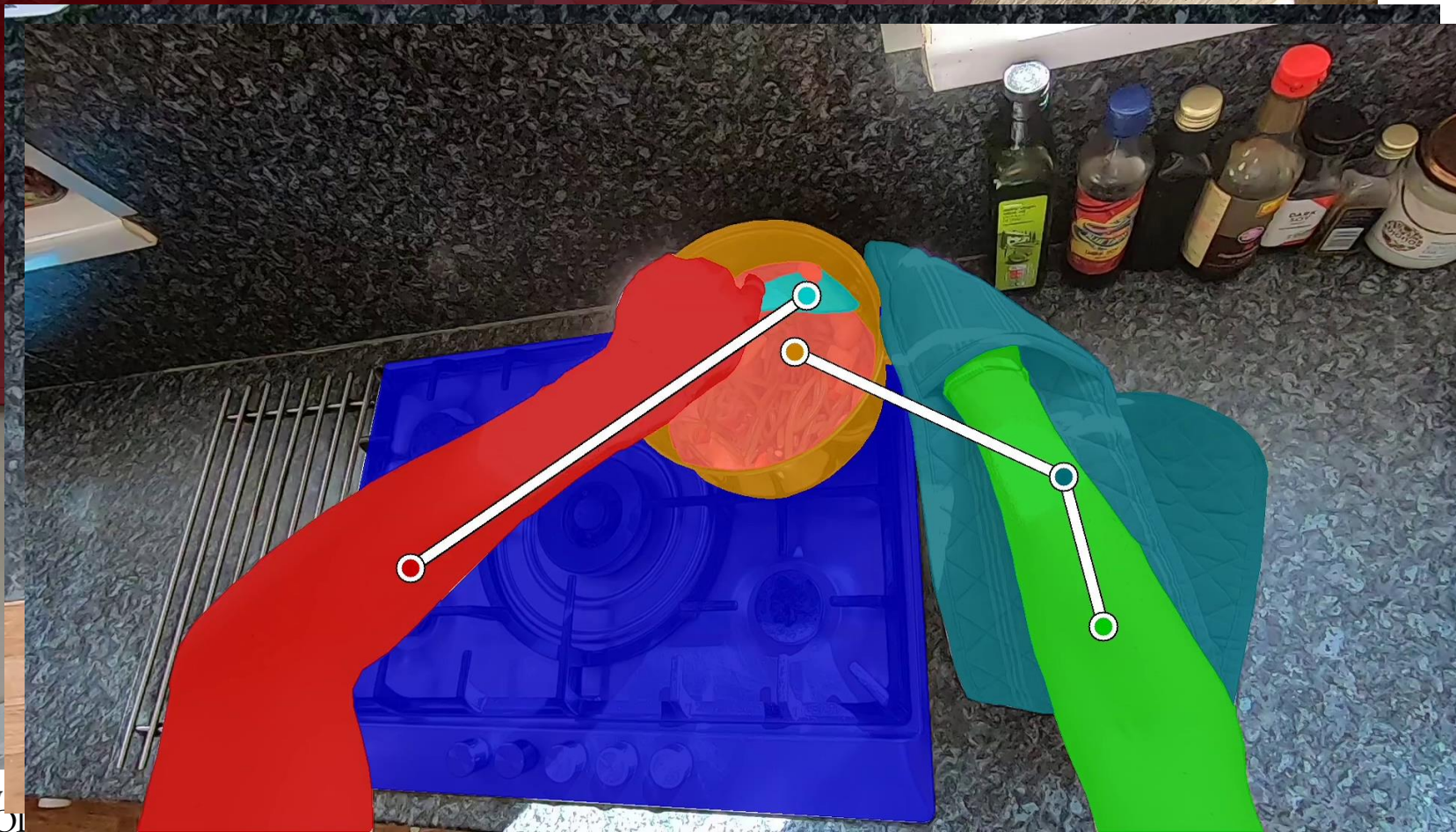
- left hand
- right hand
- hob
- saucepan
- spice
- spice container
- spoon
- soup
- pepper container lid

in-contact (spice container) in-contact (container lid)

Comparative Stats

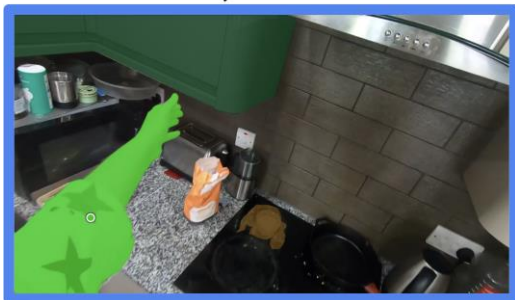
Dataset	Basic Statistics		Pixel-Level Annotations Total Masks	Action Annotations		
	Total Mins	Avg Seq Ln		Actions	#Action Classes	#Entity Classes
EgoHand [3]	72	-	15.1K	-	-	2
DAVIS [6]	8	3s	32.0K	-	-	-
YTVOS [43]	335	5s	197.2K	-	-	94
UVOv0.5 (Sparse) [41]	511	3s	*200.6K	10,213	300	-
VISOR (Ours)	2,180	12s[†]	271.6K	27,961	2,594	257

VISOR Relations



Object relation stats

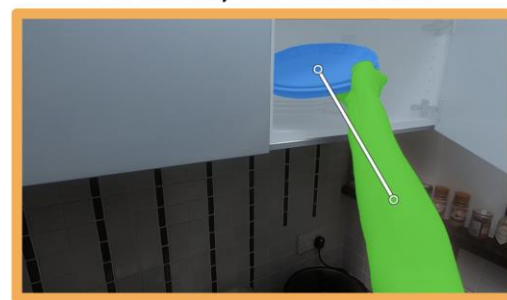
1 Hand, No Contact



2 Hands, No Contact



1 Hand, In Contact



2.7%

41.5%

0.7%

19.4%

27.2%

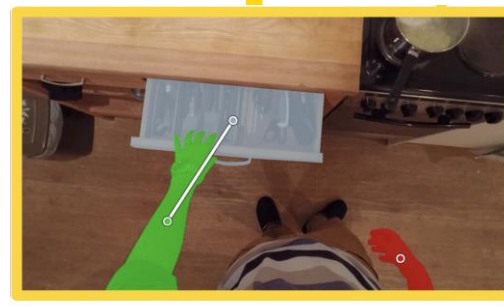
8.5%



2 Hands, 2 Obj Contacts

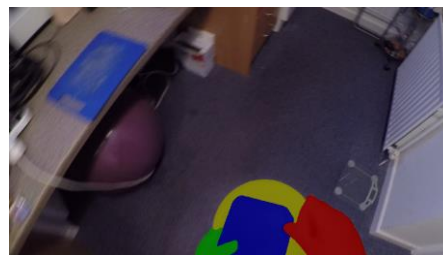
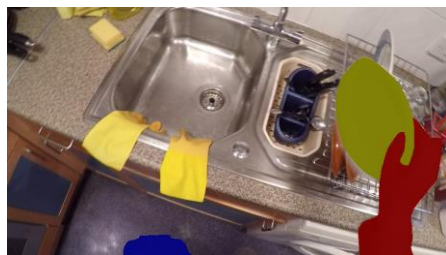


2 Hands, Same Contact

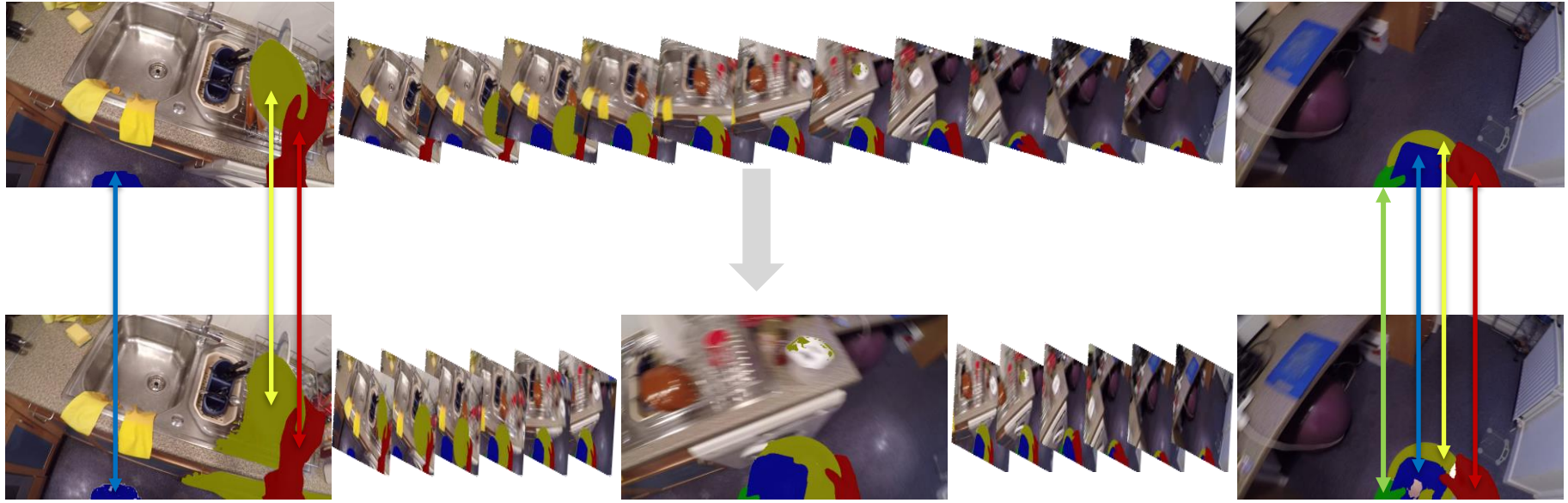


2 Hands, 1 In Contact

Dense Annotations



Dense Annotations



EPIC-KITCHENS VISOR



EPIC-KITCHENS VISOR



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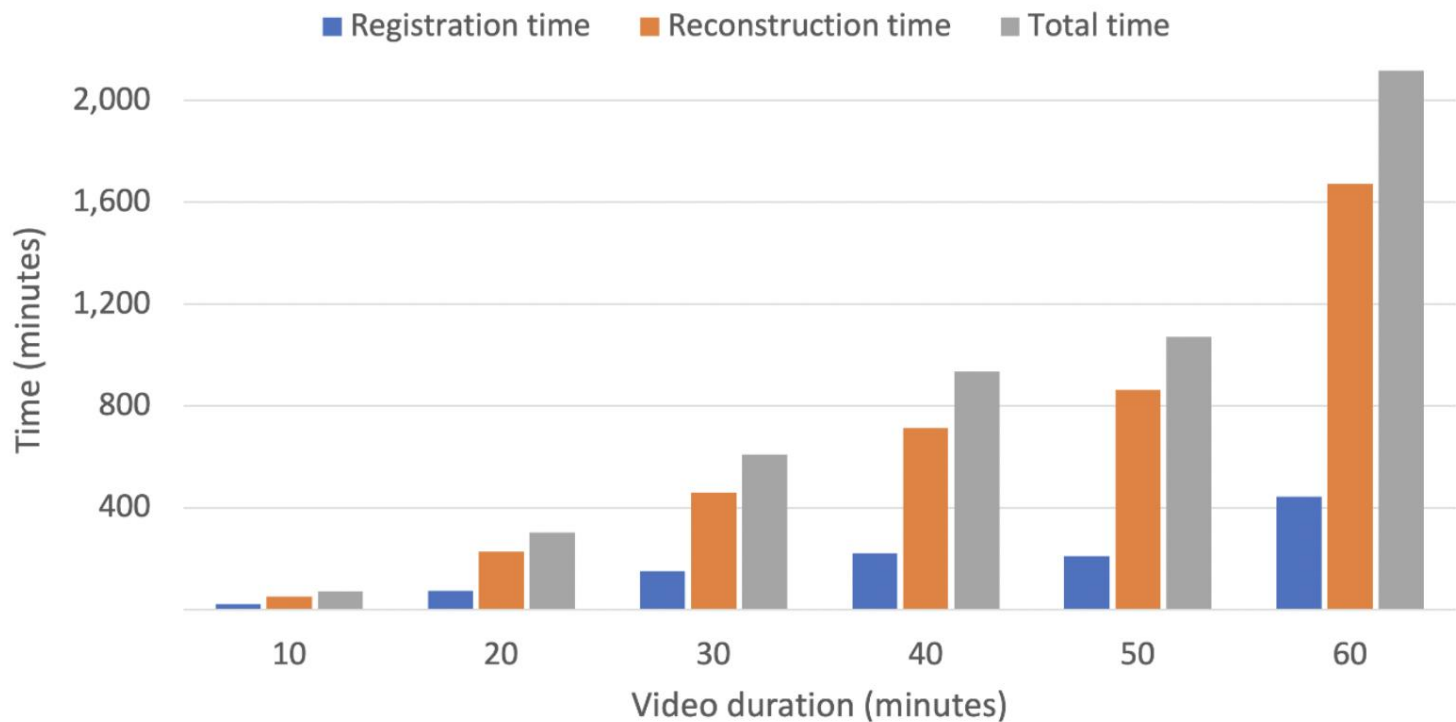
EPIC-KITCHENS



Table 1: Comparison of datasets commonly used in dynamic new-view synthesis.

Dataset	#Scenes	Seq. Length	Monocular	Semantics
Nerfies [37]	4	8–15 sec	-	-
D-NeRF [41]	8	1–3 sec	-	-
Plenoptic Video [22]	6	10-60 sec	-	-
NVIDIA Dynamic Scene Dataset [65]	12	1–5 sec	4 / 12	-
HyperNeRF [38]	16	8–15 sec	13 / 16	-
iPhone [13]	14	8–15 sec	7 / 14	-
SAFF [25]	8	1–5sec	-	✓
EPIC Fields (ours)	50	6–37 min (Avg 22)	50 / 50	✓

EPIC Fields





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Egocentric is important



- How humans see the world
- Challenge for machine learning
- Lots of applications

What's next?

- How do we use 3D? Can we calculate on the fly?
- Move to open vocabulary
- Develop models for true long-term understanding
- One model to do all tasks

Why we need JADE



- Large datasets
 - Large video models
 - Providing pre-trained models
 - Move to 3D
 - Compete/collaborate with industry
-
- Code, data and pretrained models publicly available for everything in this talk
 - <https://epic-kitchens.github.io>
 - <https://tobyperrett.github.io/lmr>