



Fast Graph Sampling for Short Video Summarization using Gershgorin Disc Alignment

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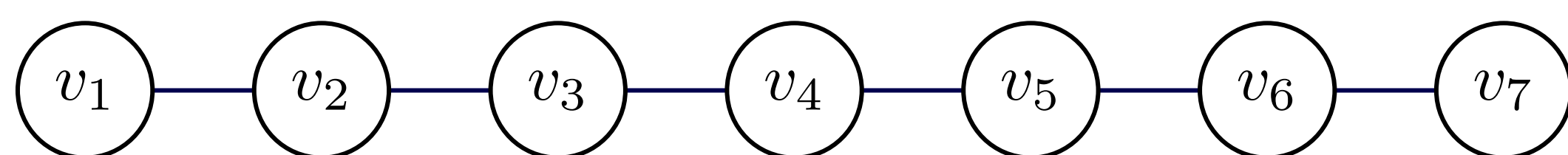
Video Summarization

• **Problem:** An unsupervised linear-time complexity key-frame selector for short videos

• **Prior Work:**

- Group 1: Heuristic or random based methods, sometimes fast but no optimization objective, poorer performance [1]
- Group 2: Optimization based with usually complex/approximate solution [2]
- Our goal: Devise an optimization-based but linear-complexity solution with advantages of both groups

Video model: Similarity Path Graph (SPG)



The similarity metric is defined as:

$$W_{i,i+1} := \frac{\|\mathbf{f}_i - \cos(\theta_{i,i+1})\mathbf{f}_{i+1}\|_2 + \|\mathbf{f}_{i+1} - \cos(\theta_{i,i+1})\mathbf{f}_i\|_2}{\|\mathbf{f}_i\|_2 + \|\mathbf{f}_{i+1}\|_2}$$

where $\theta_{i,i+1} = \angle(\mathbf{f}_i, \mathbf{f}_{i+1})$.

Graph Signal Processing (GSP)

- GSP: Study of how to analyze and process data associated with graphs [3]
- Graph: $\mathcal{G} = (\mathcal{V}, \mathcal{E}, \mathbf{W})$
- Graph Signal: $\mathbf{x} \in \mathbb{R}^N$
 - set of scalars associated to vertices
- Combinatorial graph Laplacian matrix: $\mathbf{L} = \mathbf{D} - \mathbf{W}$ where \mathbf{D} is the degree matrix
- GLR: $\mathbf{x}^T \mathbf{L} \mathbf{x}$ captures signal smoothness w.r.t graph
 - Graph Laplacian Regularizer (a smoothness prior)

Graph Sampling

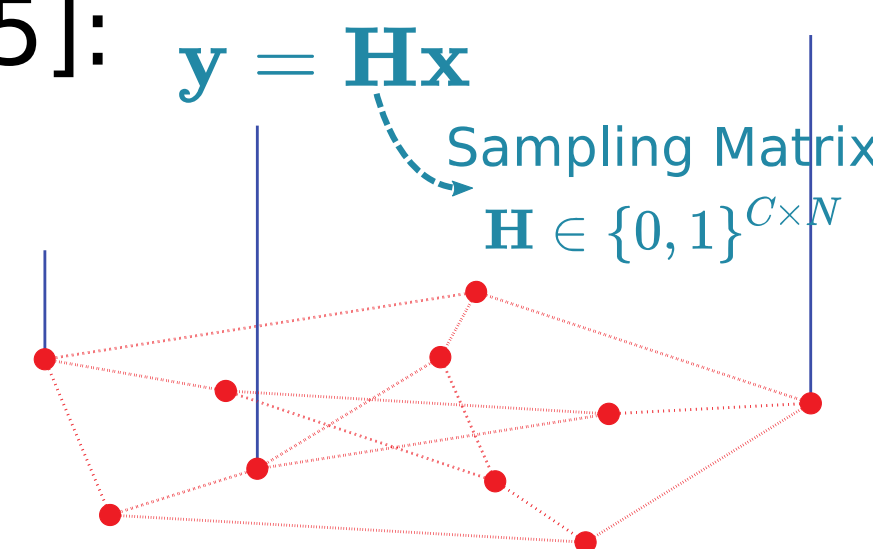
• Problem of finding best subset of samples, $\mathbf{y} \in \mathbb{R}^C$, such that it cost least reconstruction error [4]

• One particular objective of interest: [5]: $\min_{\mathbf{x}} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \mu \mathbf{x}^T \mathbf{L} \mathbf{x}$ (1)

• The solution \mathbf{x}^* : $\underbrace{(\mathbf{H}^T \mathbf{H} + \mu \mathbf{L})}_{\mathbf{B}} \mathbf{x}^* = \mathbf{H}^T \mathbf{y}$

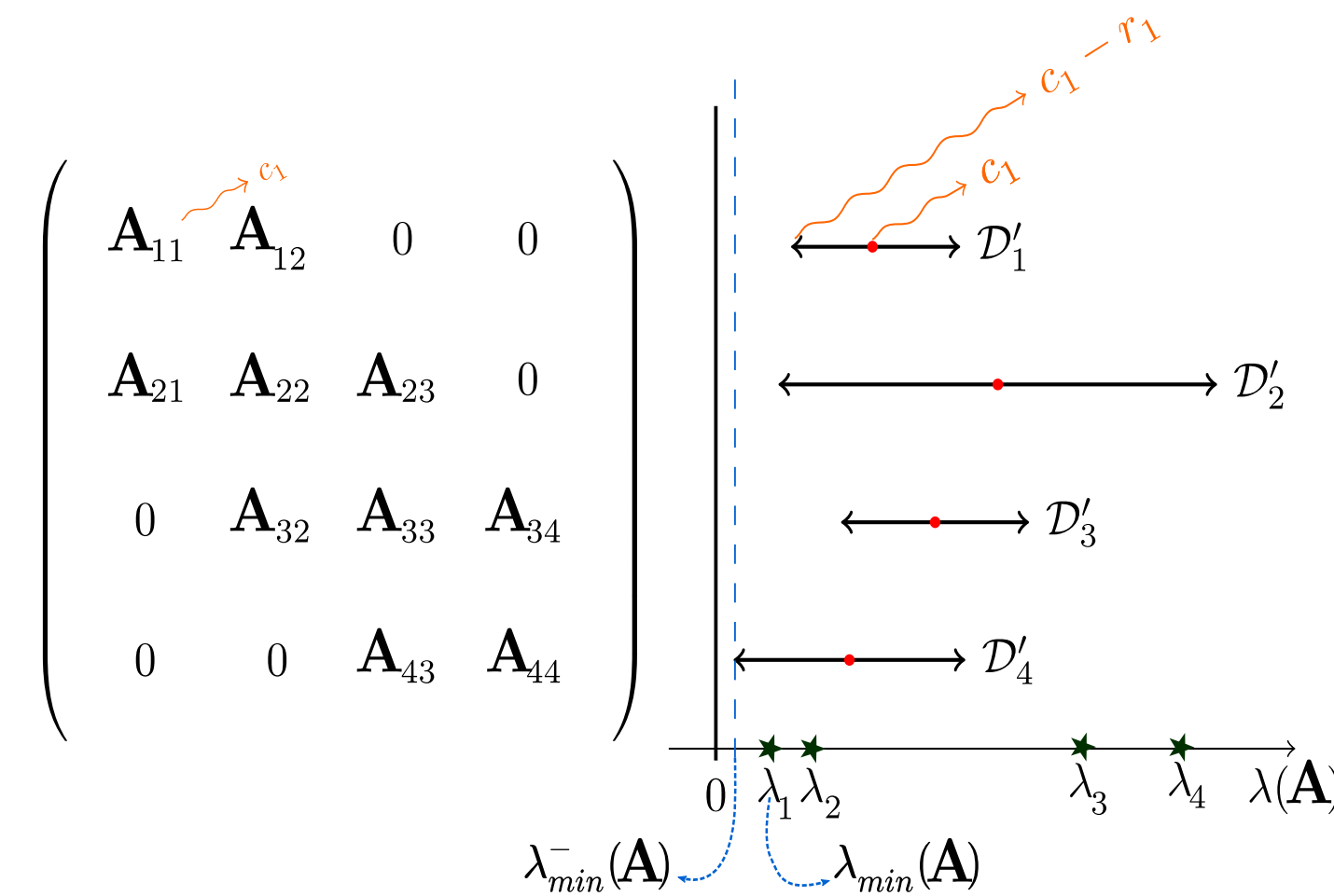
- \mathbf{H} is matrix of one-hot vectors then $\mathbf{H}^T \mathbf{H} := \text{diag}(\mathbf{a})$

• Equivalently find \mathbf{H} to $\max \lambda_{\min}(\mathbf{B})$ [6]

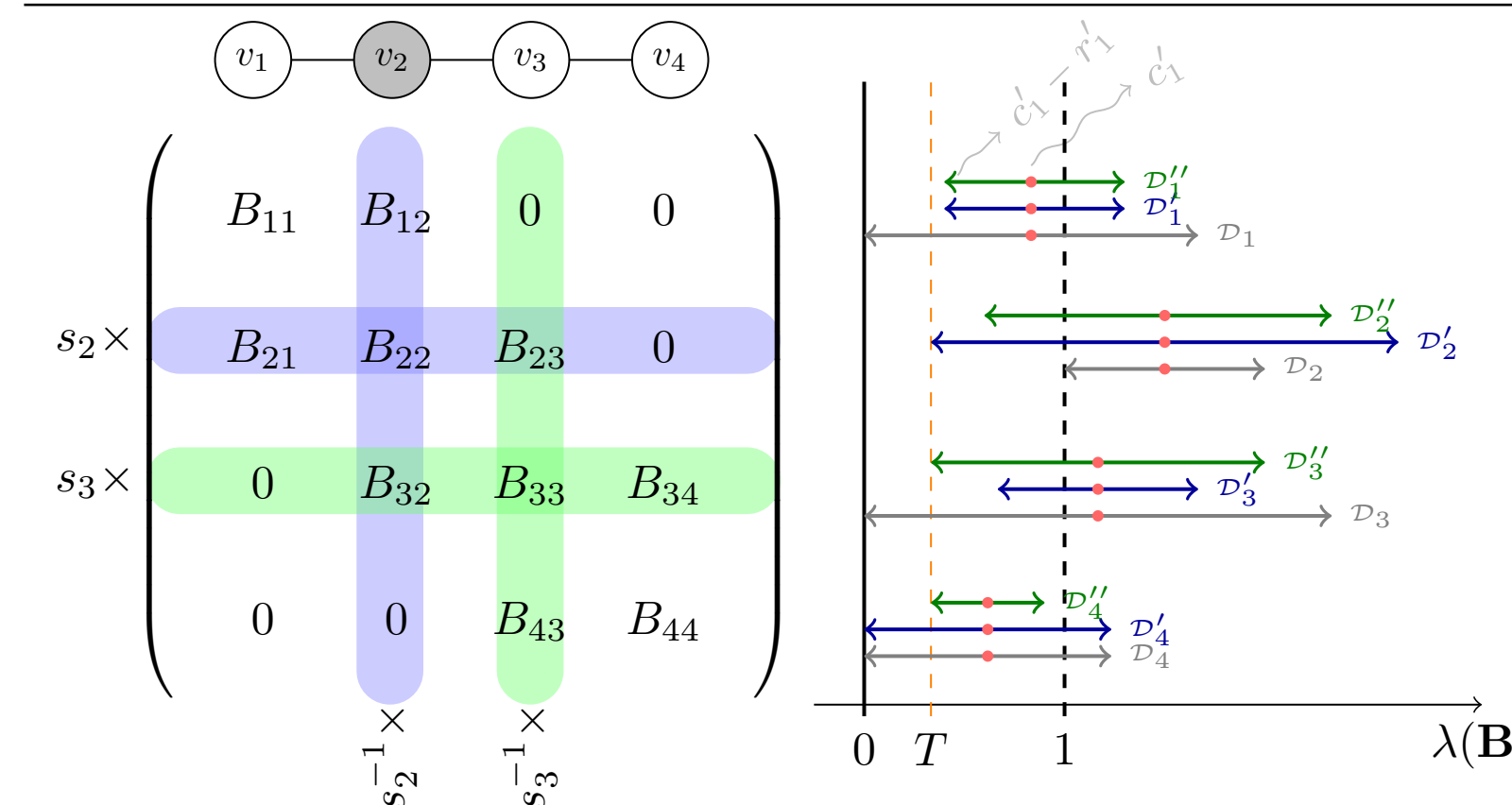


Gershgorin Circle Theorem (GCT)

- GCT: each eigenvalue $\lambda(\mathbf{A})$ resides in at least one Gershgorin disc [7]
- Discs center and radius: $c_i = A_{i,i}$, $r_i = \sum_{j \neq i} A_{i,j}$
- As a corollary: Gershgorin disc lower bound $\lambda_{\min}^-(\mathbf{A}) \leq \lambda_{\min}(\mathbf{A})$.

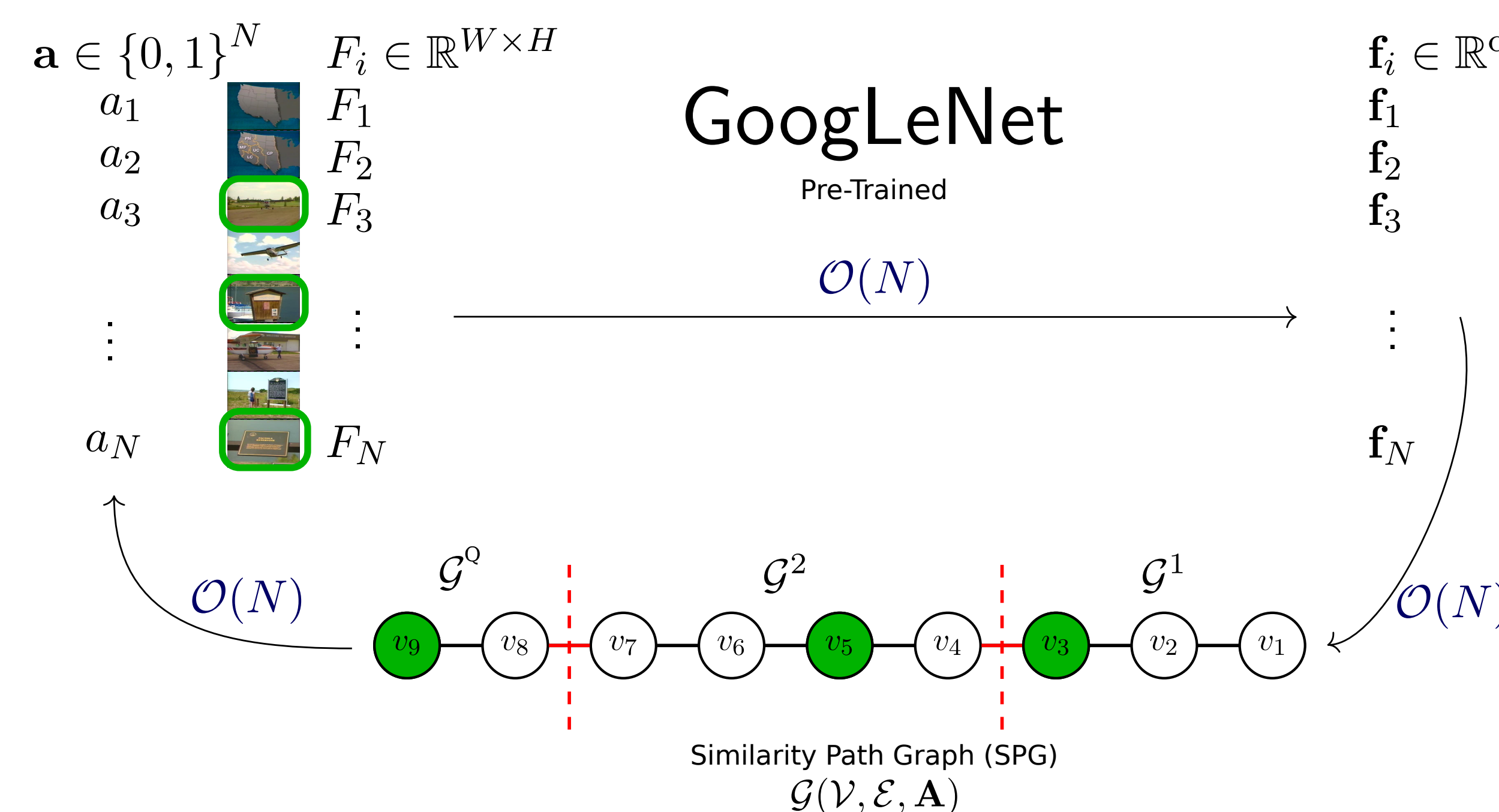


Gershgorin Disc Alignment based Sampling



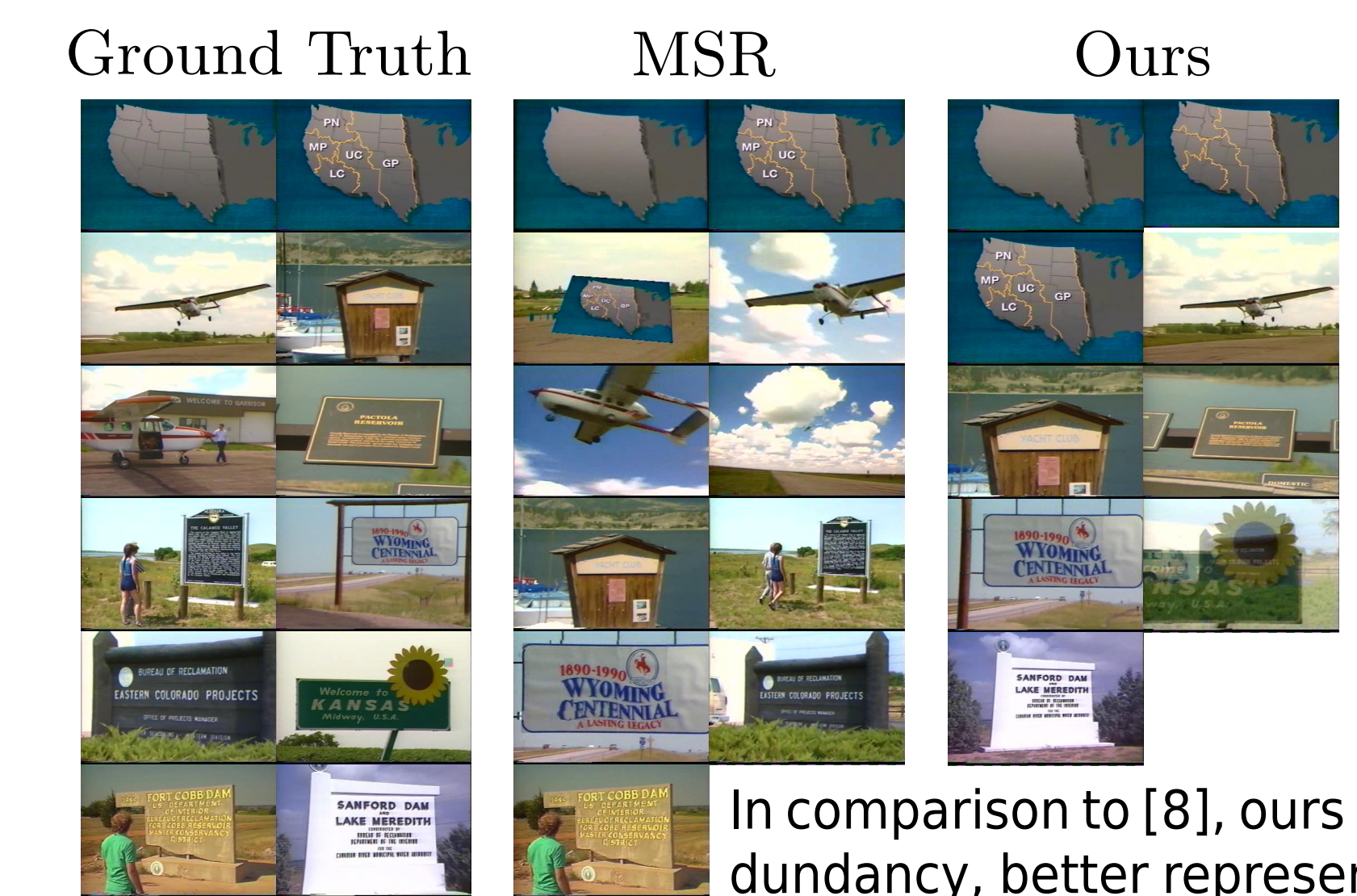
- Paradigm: Solve (1) by maximizing $\lambda_{\min}^-(\mathbf{B})$
- Sampling a node i , shift D_i by 1 ($D_i \rightarrow D'_i$)
- With $\lambda(\mathbf{B}) = \lambda(\mathbf{SBS}^{-1})$, scalars can expand/contracts discs[7]
- Using shift and S operators, align $\lambda_{\min}^-(\mathbf{B})$ beyond T ($D'_i \rightarrow D''_i$)
- Binary search largest T for the desired sampling budget

Overview of our method



- Sampling (**not fast**): Sample SPG by maximizing $\lambda_{\min}(\mathbf{B})$ where $\mathbf{B} = \text{diag}(\mathbf{a}) + \mu \mathbf{L}$ and \mathbf{a} the sampling vector
- GDA based sampling (**fast**): Avoid eigenvalue decomposition by maximizing $\lambda_{\min}^-(\mathbf{B})$ instead based on GDAS [6]
- Specialized GDA-based sampling (**faster**): We prove that, by partitioning \mathcal{G} into sub-graphs $\{\mathcal{G}^q\}_{q=1}^Q$, then $\min_q \lambda_{\min}^-(\mathbf{B}^q)$ is a lower bound for $\lambda_{\min}^-(\mathbf{B})$ which enables even faster sampling for SPG

Numerical & Qualitative Results



In comparison to [8], ours has less redundancy, better representation and better sparsity

Table 1. Results on VSUMM benchmark

Algorithm	P (%)	R (%)	F1 (%)	Precision, Recall
DT	35.51	26.71	29.43	$P_u = \frac{ A \cap U_u }{ A }$
STIMO	34.73	40.03	35.75	$R_u = \frac{ A \cap U_u }{ U_u }$
VSUMM	47.26	42.34	43.52	$F_{1,u} = \frac{2P_u R_u}{P_u + R_u}$
MSR	36.94	57.61	43.39	u users id
AGDS	37.57	64.60	45.52	$F_1 = \frac{2PR}{P+R}$
SBOMP [2]	39.28	62.28	46.68	
SBOMPn [2]	41.23	68.47	49.70	
Ours	39.67	71.48	48.92	

Algorithm	Complexity (\mathcal{O})	N : Number of frames
SBOMP[2]	$\mathcal{O}(dN^2m + d^2Nm^3)$	d : feature vector dimension
Ours	$\mathcal{O}(ND^2 \log 1/\epsilon)$	m : Number of keyframes
		D : Maximum recursion ($D \ll N$)
		ϵ : Binary search precision

Conclusion

- New class of key-frame selector based on *Graph Sampling*
- Scalable key-frame selector with comparable results
- Devise specialized GDAS[6] based graph sampling for SPG

References

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