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Filter Particles Approach Video Prominently Faces Location

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ABSTRACT:

A new fully automatic algorithm is described to determine Notable things in the video that are based on your movement. Spatially Unrelated samples of light were taken to generate a flow of tanker trucks Motion estimates the local parameters related to the Super pixel Identified within each frame. These estimates, in addition to The spatial data, and the shape of the point distributions consistent in the resolution of the 5D Interview space objects or parts of there. These And de noised dividend calendar using particle filter Focus, combine to estimate position and movement The parameters of the prominent objects in the moving clip. we showed Resetting object / s on a variety of prominent bar clips Screensavers and messy

Index Terms— Video object localization, Moving object segmentation, Particle filter, Tracking

INTRODUCTION:

Digital video is everywhere in society; Huge amounts of professional And creating a day of content generated by the user, Stimulate new technologies to visually index and summarize Video assets. Due to the high volumes of data inherent in the video, It is often desirable to simplify these tasks by identifying I. Objects within the videos. But this processing Often strong assumptions are made, e.g. G. The color, Background or content, which prohibits the scene of the application Video variety is found in video stores for general use. This work contributes to the novel fully automatic algorithm Video abstract of the signals of localization of objects used movement, You can work on multiple object moving content program And a variety of textures and background suggestions. The proposed algorithm is assumed to be a high profile of things In a large movement for long periods of time under stable I am. E. Or slowly vary the constant motion parameters. Appearance And it is also information that is considered, parameters of movement The estimated within a homogeneous super pixel that visually They are supposed to correspond to moving objects, or parts of them. Measures object with respect to the algorithm of global movement Motion on the scene, and the camera is compensated Egomotion

Often observed in general pictures. Although the The focus of this document's contribution to resettlement and Keep track of pending things, for later visualization purposes Segmentation (eg G. Grab Cut) can be used to isolate To refine the matte of the video object. Identify revenue highlights such as two step process. In the first passage, and the stream of visual vectors V (t) are calculated Between each frame and its predecessor. to determine Potential notable things (or part of them) are present at the same time Samples t, a subset of the carriers are taken against ∈ V (t) several times in Random. The parameters of the restricted affine (Euclidean) And the model of movement inferred that explains the fifth by the squares Process. Select the fifth subject to improve spatial rules Cohesion oil tankers. In particular, the local choice of Super to the current pixel in the T - also choose random. This leads to several traffic sets each explaining the models Proposed pixels for super. These models form point clouds in The space of parameters that without noise through the technology of particle filter. The second broker of the performance of our uncensored operation Gathered to mount points without noise, resulting in a sequence Description of the movement of each prominent object in the clip. We describe the algorithm we have in the details in a matter of seconds. 3, In Once again. 4 applied to a variety of different video review The front and rear movement in difficult conditions Many cases contain several moving objects.

RELATED WORK:

Salient video object extraction is a long-standing Computer Vision problem addressing both salient object localization and segmentation; we focus on the former task. Salient object detection frequently draws upon visual attention heuristics to determine saliency from appearance information. Visual saliency detectors based on biologically inspired filters [1, 2] or computational models such as graphs [3] and sliding window detectors based on relative contrast [4, 5] and geometric cues [6, 7, 8] have been proposed to detect salient objects. Definitions of saliency are often task specific, and so trainable rather than prescribed heuristic measures have also been proposed [9, 5, 10]. Although such measures may be trivially applied to independent video key-frames, pixel-wise image saliency has also been extended to video through spatio-temporal analysis, e. g. patch based rarity [11] was extended to video to detect objects with unusual movement patterns [12]. Lowlevel spatio-temporal filtering has been post-processed in a bottom-up manner to develop

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more sophisticated salient object detectors, which simultaneously localize and estimate motion parameters. Tapu et al. [13] use RANSAC to recursively filter correspondences between sparsely detected SIFT keypoints, filtered to remove non-salient points under a visual salience measure, to identify coherently moving objects. RANSAC has also been used more generally to refine the accuracy of optical flow fields [14]. Our method also adopts a random sampling approach to derive rigid body motion estimates. However we sample dense motion vectors rather than sparse keypoint correspondences, and encourage spatial coherence by sampling within superpixel boundaries rather than hierarchically deriving coherent sub-regions using RANSAC. Motion vector analysis has been used elsewhere for grouping moving pixels into objects based on spatio-temporal parameters [15] or vector magnitude and phase [16]. Probabilistic frameworks for aggregating vectors in a Markov random field [17] and tracking these over time [18] have been explored. Aggregations of mid-level primitives to form coherent salient objects under an energy maximization scheme was proposed in [19]. In our work we analyze motion vectors to determine the motion of individual super-pixels and aggregate these in space-time using mean-shift [20]

SHOT BOUNDARY DETECTION Almost every application in video processing exploits shot boundary information obtained from a shot boundary detector. This information is helpful in delimiting the video into frame intervals during which different sets of objects appear. Shots in a video are collections of consecutive frames that are usually taken by a single camera and that share a common scene. Shots are considered as the elementary units of a video. The transition between shots are various, ranging from easy-to-detect hard cuts to more difficult dissolves, wipes, fades, and slides. There are several works on detecting shot boundaries, as reviewed in [11,12]. This is also one of the tasks in TRECVID conference and workshop series [13]. Some of the methods used to detect shot boundaries are as follows: Color and edge histogram methods are based on comparison of successive frames by their color and edge histograms. Edge/contour based methods utilize the discontinuity in edges and contours at the shot boundaries. Motion based methods measure the discontinuity in motion during the transition. Pixel-differencing methods count the pixels changed according to a certain threshold from one frame to another, and assume a shot boundary if the number exceeds another threshold. Statistical methods calculate statistical features of pixels, such as mean and variance, and compare them with the preceding frames to detect shot boundaries.

VIDEO OBJECT SEGMENTATION AND TRACKING Video object segmentation is used to identify regions of interest in a scene and is one of the most challenging tasks in video processing. It is a key step in many applications, including content-based indexing and retrieval, compression, recognition, event analysis, understanding, video surveillance, intelligent transportation systems, and so on. The problem of unsupervised video object segmentation is illdefined because semantic objects do not usually correspond to homogeneous spatio-temporal regions in color, texture, or motion. Existing approaches to video object segmentation include spatial segmentation and motion tracking, motion-based segmentation, moving object extraction, region growing using spatio-temporal similarity. These approaches can be grouped in two broad categories: spatial segmentation followed by integration of temporal information to merge regions and motion-based segmentation. Both of the approaches involve no user interaction, therefore, the segmented objects are often not consistent with human visual perception. Consequently, practical application of these algorithms is normally limited to region segmentation rather than video object segmentation [14]

There is a large literature on spatial image segmentation ranging from graph-based methods, region merging techniques, graph cuts to spectral methods. In JSEG algorithm [15], images are first quantized to several representative classes. Then, each pixel is replaced by its representative class label. By applying a ‘‘good” segmentation criterion to local windows, they produce what they call a ‘‘J-image”. Finally, a region growing approach is used to segment the image based on multi-scale J-images. It is also applied to video sequences with an additional region tracking scheme and shown to be robust on real images and video. In Blobworld [16], segmentation is obtained by clustering pixels in a joint color–texture-position feature space using Expectation Maximization (EM). In [17], the authors construct an edge flow graph based on detected edges, and use the graph to find objects in the scene. Normalized Cut [18] algorithm constructs a graph from the image; each node (pixel) has an edge to all other nodes (pixels). The segmentation is obtained by finding the normalized cuts of the graph. It is one of the most successful image segmentation algorithms in literature but it is computationally costly. An efficient graph-based segmentation is proposed in [19]. It runs in time linearly with the number of graph edges and is faster than the Normalized Cut algorithm. It is a greedy algorithm and works by first sorting the edges in increasing order of weight and then processing the edges in this order in the segmentation of the graph. Finally, a disjoint set forest (DSF) is obtained; each set corresponds to one component in the image. The details of moving object segmentation and spatiotemporal segmentation can be found in [14,20–26] and tracking in [27–31].

SALIENCY DETECTION In the literature, salient objects are defined as the visually distinguishable, conspicuous image components that attract our attention at the first glance. These are usually high contrast regions, or regions with significantly different appearance compared to their surroundings. Detection of salient regions is also referred to as image attention analysis. The literature on saliency analysis is broad. The first remarkable work in the field is [32]. It combines multiscale image features into a single topographical saliency map. Using this map and a dynamic neural network, the attended image locations are selected in order of decreasing saliency. In [33], a saliency map is generated based on local contrast analysis, and a fuzzy growing method is used to extract attended areas or objects from the saliency map by simulating human perception. In [34], the authors propose a salient object extraction method by a contrast map using three features (luminance, color, and orientation), and salient points for object-based image retrieval. The work in [35] investigates empirically to what extent pure bottom-up attention can extract useful information about the location, size and shape of objects from images and demonstrates how this information can be utilized to enable unsupervised learning of objects from unlabeled images. In [36], image segmentation is formulated as the identification of single perceptually most salient structure in the image. In [37], salient regions in remote-sensed images are detected based on scale and contrast interaction using local contrast features obtained by Gabor filters. The detection of salient structure exploits a probabilistic mixture model taking two series of multi-scale features as input related to contrast and size information. The model parameters are learned by an EM-type algorithm, and each pixel is classified as being salient or not, resulting in a binary segmentation. In [38], salient object detection is formulated as an image segmentation problem, in which salient object is separated from the image background. A set of novel features are proposed: multi-scale contrast, center-surround histogram, and color spatial distribution to describe a salient object locally, regionally, and globally. A Conditional Random Field (CRF) is learned using a human labeled set of training images to effectively combine these features for salient object detection.

CONCLUSION AND FUTURE WORK In this paper, we have proposed an automatic salient object extraction tool, as a component of a video database system, BilVideo. The tool extracts salient objects and spatio-temporal relations among them from a video automatically in order to speed up the processing, labeling, and indexing of videos for spatio-temporal querying. The proposed tool greatly reduces the time and user effort required for video indexing. To our knowledge, our framework is the first attempt to address this problem. The performance of the tool can be improved in several ways. Global motion compensation should be supported to account for camera motion. In addition to the currently used easily computable, simple feature set other features proposed in the literature should also be experimented for saliency detection to improve the accuracy. Finally, we are planning to automate the whole process of detection, tracking and labeling to completely eliminate human intervention so that our video database system, BilVideo, can accommodate huge video archives.

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