

Motivation

Most Human Action Understanding models **do not understand the action** -> **fragile** and **unable to adapt** to new settings.

To **gain more in-depth knowledge about human actions** -> new action understanding task: which actions are likely to occur in the same time interval.

Most **human actions are interconnected**, as an action that ends is usually followed by the start of a related action, not a random one.

Interconnection of human actions is **very well depicted in lifestyle vlogs**, vloggers record their **everyday routine**.

Dataset

Action Co-occurrence Task

Are the actions in the videos co-occurring within 10 seconds?

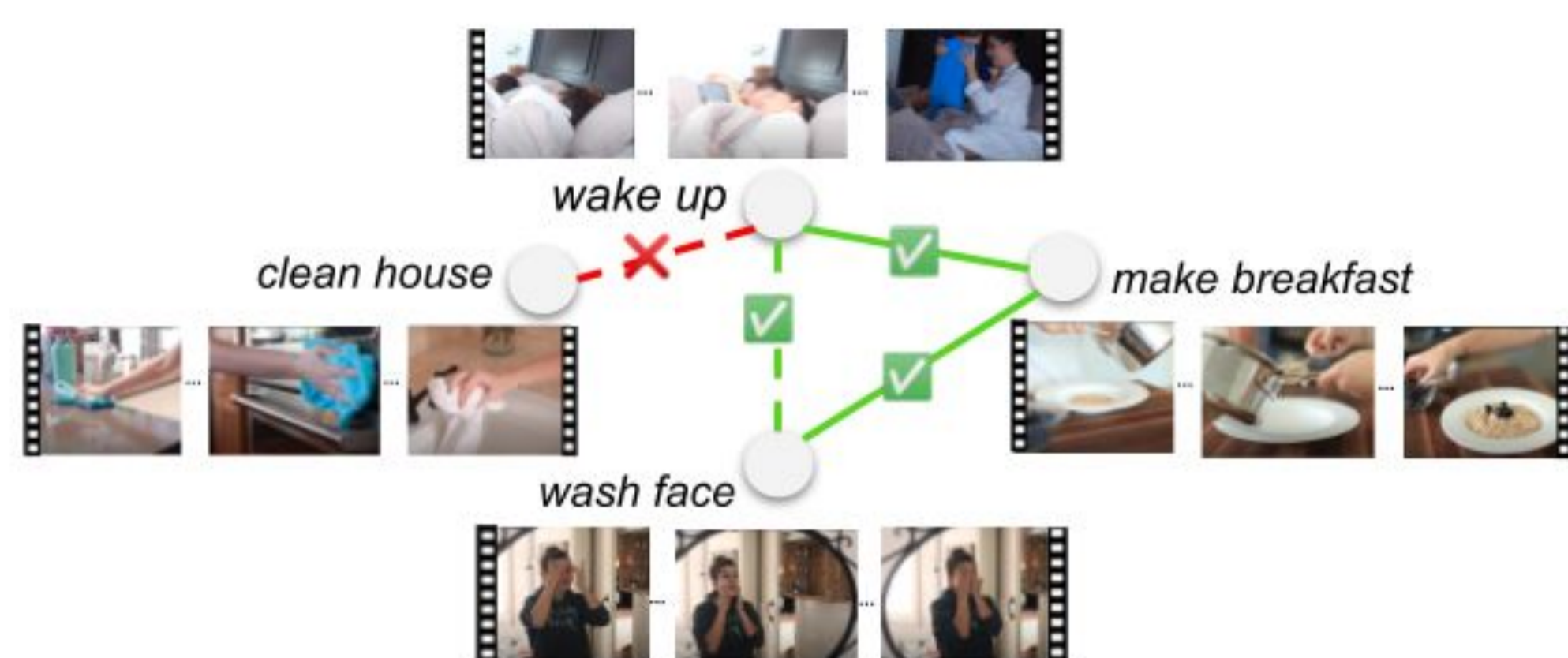


Fig. 1: A natural way to model the connections between human actions is through a **graph representation**, where actions are as **nodes**, and their co-occurrences as **edges**.

Data Pre-processing steps

Step1: Action Co-occurrence

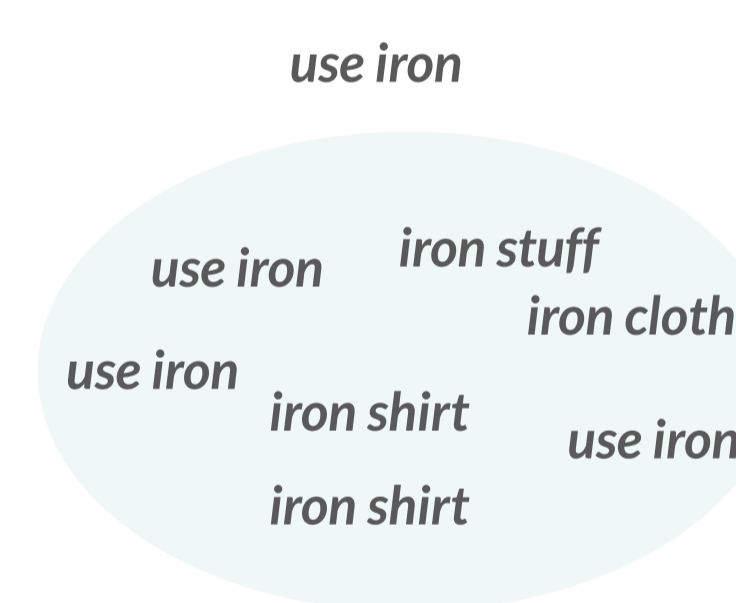
Transcript → Co-occurring Action pairs

00:50 morning I **wake up** (wake up, wash face)
00:53 after that I **wash my face** (wake up, make breakfast)
00:59 I then **make breakfast** (wash face, make breakfast)

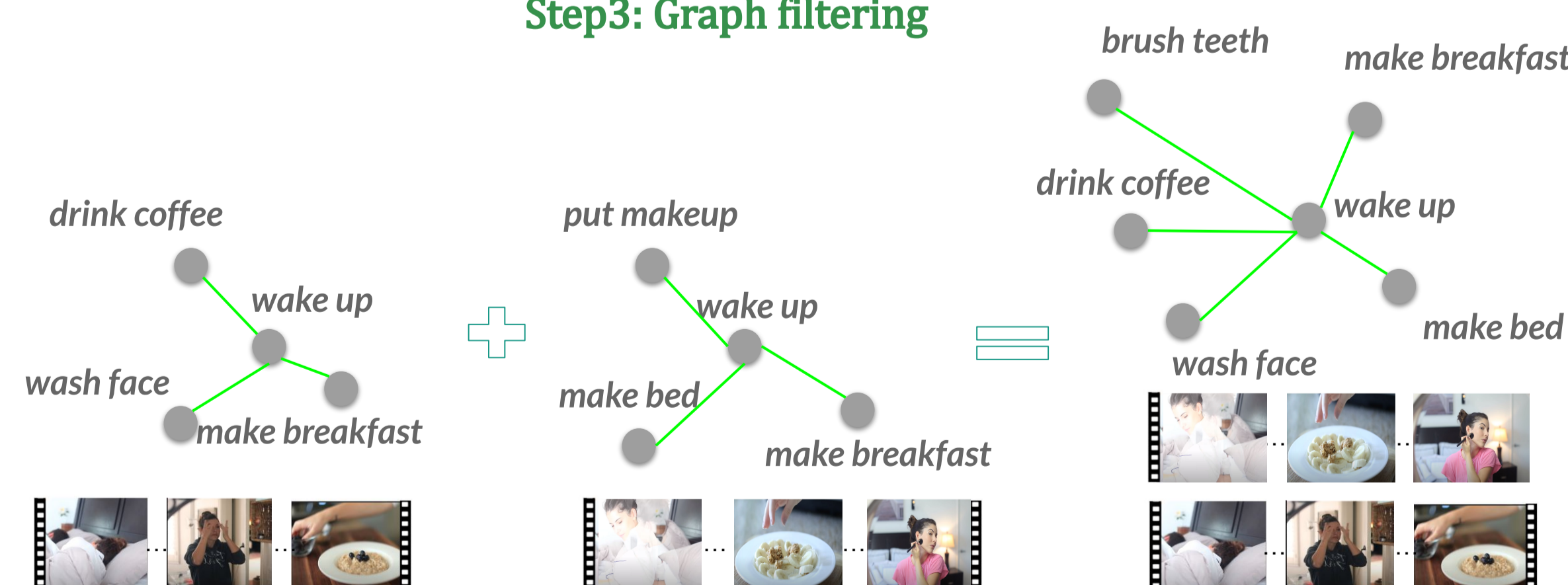
Two actions co-occur if they occur in the same interval of time (10 seconds) in a video.

- 10 sec is intermediate value threshold, allows for short (e.g. "open fridge") & long (e.g. "cook meal") actions to co-occur.

Step2: Action Clustering



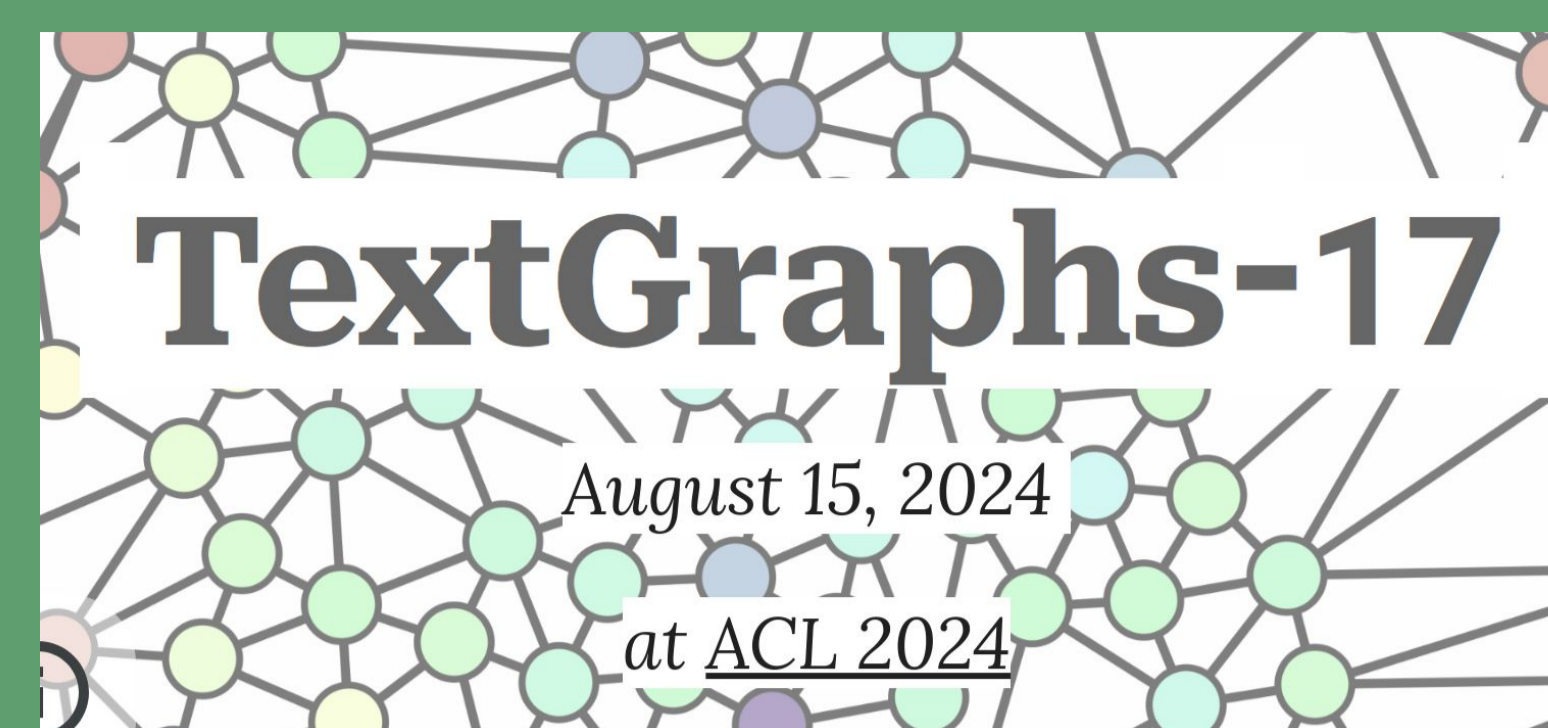
Step3: Graph filtering



Data Statistics

	#Verbs	#Actions	#Action pairs	Video-clips	19,685
Initial	608	20,718	-	Verbs	164
Co-occurrence	439	18,939	80,776	Actions	2,262
Clustering	172	2,513	48,934	Action pairs	11,711
Graph	164	2,262	11,711	(Action, Video-clip) pairs	12,994

Tab. 1& 2: Data statistics, at each stage of data pre-processing.



Human Action Co-occurrence in Lifestyle Vlogs using Graph Link Prediction

Oana Ignat, Santiago Castro, Weiji Li, Rada Mihalcea

oignat@umich.edu

Our Contributions:

1. Novel task: Human Action Co-occurrence Identification.
2. ACE (Action Co-occurrence) Dataset: a graph of ~12k co-occurring pairs of actions & video clips.
3. Graph link prediction Models: use visual & textual information to infer if two actions are co-occurring.
 - a. Graphs are particularly well suited to capture relations between human actions.
 - b. Graph representations capture novel and relevant information across different data domains.



Data and Code:

github.com/



Models & Evaluation

Heuristics-based Graph Topology

(e.g. Common Neighbours):

score_{A1A2} = node_{A1} & node_{A2} #common-neighbours

score_{A1A2} > thresh. -> A1 & A2 co-occur

Embedding-based:

cosine-similarity(emb_{A1}, emb_{A2}) > thresh. ->

A1 & A2 co-occur

Learning-based (SVM):

Input: emb_{A1} + emb_{A2} + score_{A1A2}

Data Representation

Action Embeddings: Sentence-BERT

Transcript Embeddings: Sentence-BERT

Action Embeddings: CLIP (Text Transformer)

Sequence-level: CLIP (Vision Transformer ViT-B/16)

Action Embeddings: Average of neighbour node/
action embed. (Sentence-BERT or CLIP)

Model	Accuracy
BASELINE	
Random	50.0
HEURISTIC-BASED	
Common Neighbours	82.9
Salton Index	71.2
Hub Promoted Index	78.3
Hub Depressed Index	61.5
Adamic-Adar Index	82.9
Resource Allocation	67.3
Shortest Path	82.9
EMBEDDING-BASED	
Cosine similarity	82.8
attri2vec	65.7
GCN	77.2
GraphSAGE	78.1
LEARNING-BASED	
SVM	91.1

Tab. 3: Results on test data.

Downstream Task: Similar Action Retrieval

- Novelty vs. Relevance in Action Retrieval.
- Diversity in Action Representations.
- Location in Action Representations.

k	INPUT REPRESENTATIONS	
	Textual	Graph
	DIVERSITY/ OVERLAP SCORE ↓	
3	0.35	0.12
5	0.31	0.11
10	0.26	0.10
	LOCATION / RECALL SCORE ↑	
Breakfast	0.16	0.22
COIN	0.23	0.60
EPIC-KITCHENS	0.14	0.26

Tab. 4: Scores measuring the difference of information, diversity, and location, between the action kNNs using different types of embeddings: textual and graph-based

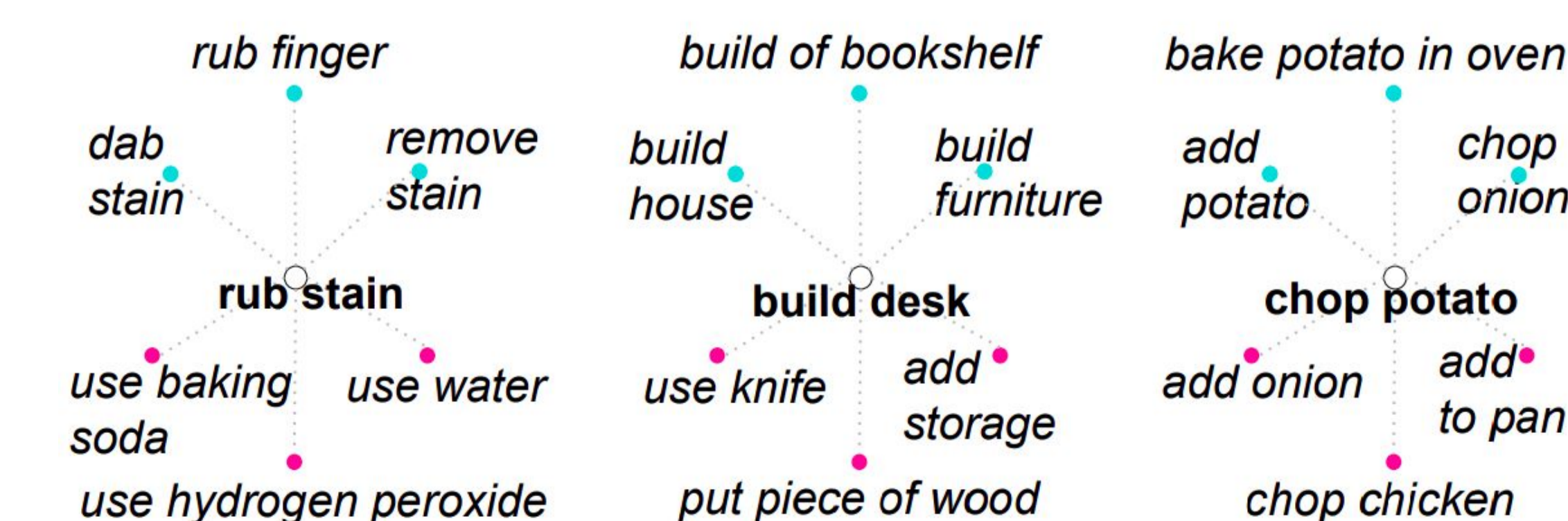


Fig. 2: Top 3 action neighbors, obtained from textual and graph-based representations, for 3 random action queries from our dataset: "rub stain", "build desk", "chop potato".