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*of* NORTH CAROLINA  
*at* CHAPEL HILL



# Efficient Movie Scene Detection using State-Space Transformers

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# Summary

We propose an efficient model (TranS4mer) for long-range movie scene detection.



Applications:

- Understanding the storyline of the movie
- Content-driven video search
- Preview generation

# Challenges

## Short-Range Video Understanding



Action, object, etc.

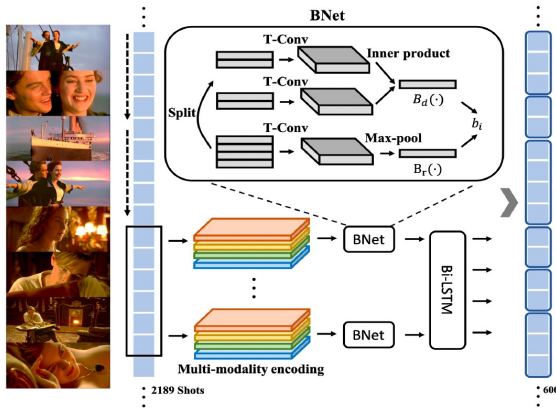
## Scene Detection



Both short-range and long-range understanding

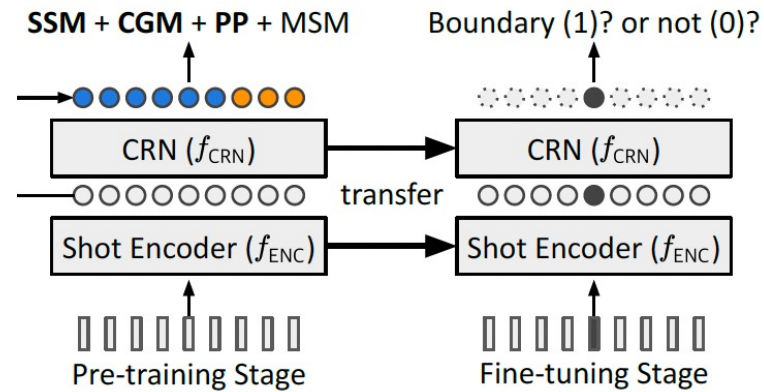
# Prior Works

Most works are CNN based which is inherently designed for short-range modeling.



[Rao et al. 2020]

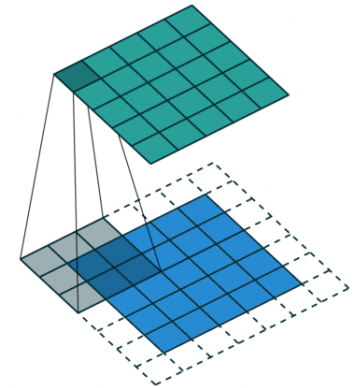
Pre-extracted CNN features



[Mun et al. 2022]

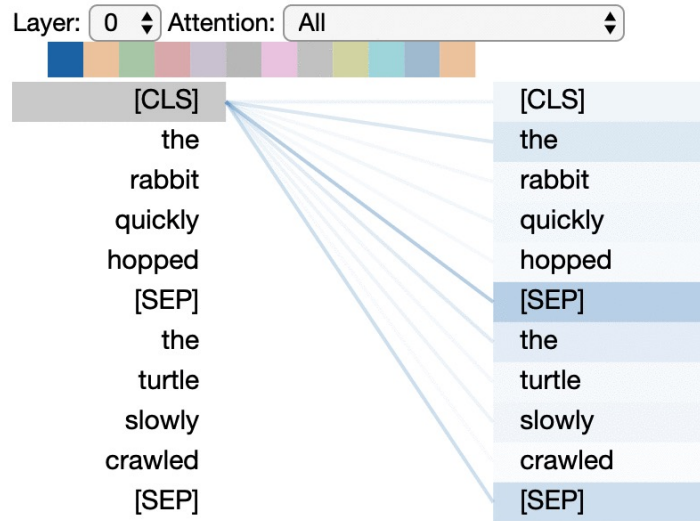
Small transformer on top of CNN encoder

Convolution



Small receptive field

# Transformers

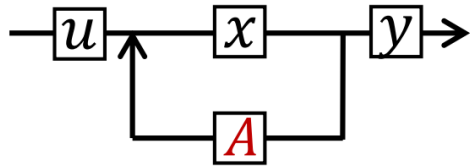


$14 * 14 * 100 = 19,600$  tokens

**384 Million pair-wise comparison for self-attention operation**

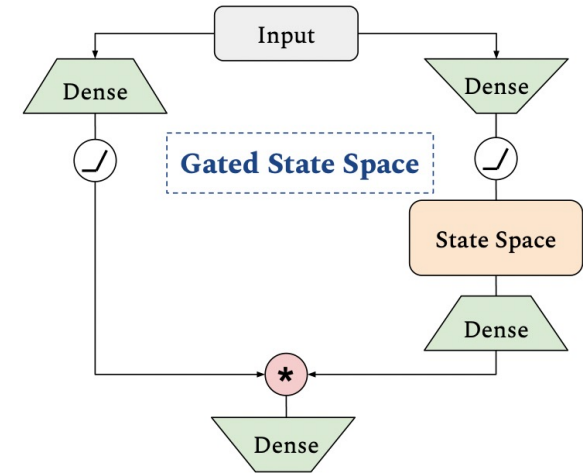
Global operation: long-range dependencies

# Structured State-Space Model (S4 model)



$$x_k = Ax_{k-1} + Bu_k$$
$$y_k = Cx_k$$

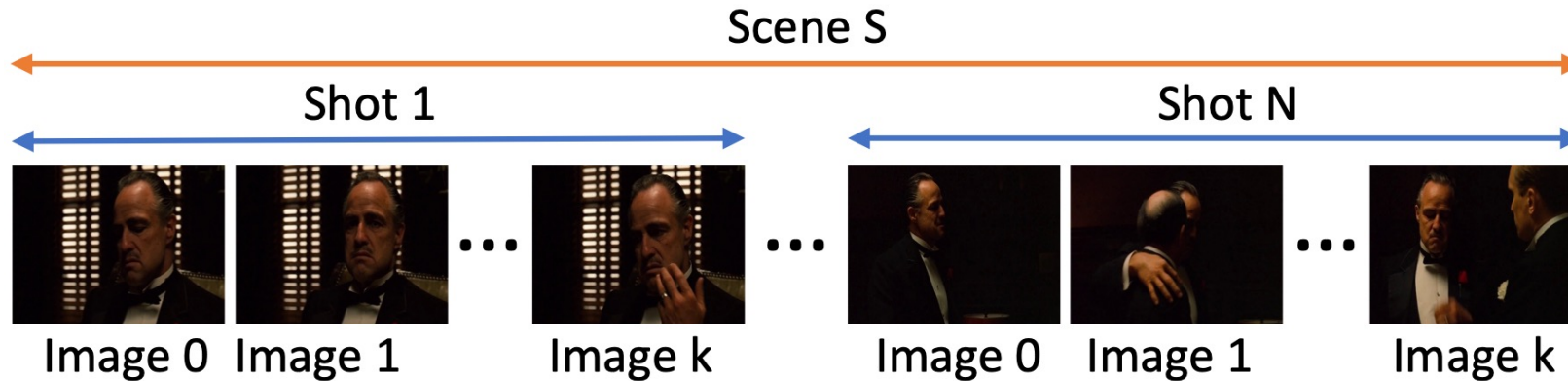
|          |               |             |
|----------|---------------|-------------|
|          | Attention     | State-Space |
| Run-time | $L^2H + H^2L$ | $H^2$       |
| Memory   | $B(L^2 + HL)$ | <b>BLH</b>  |



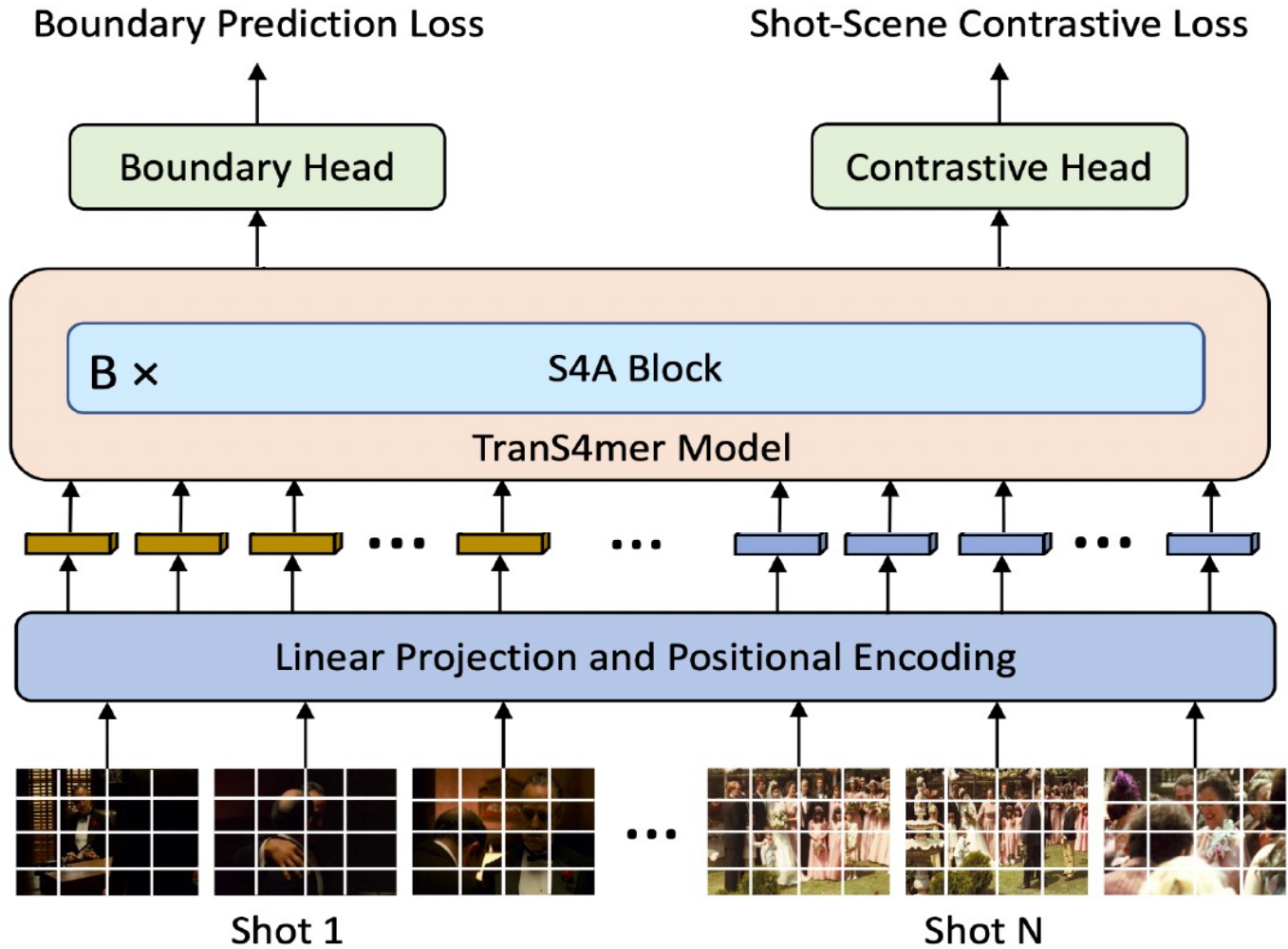
- ✓ No pair-wise comparison
- ✓ Linear runtime and memory
- ✓ Gating further improves efficiency

# Hierarchical Input Structure

1. Multiple frames taken from the same camera position constitute a shot.
2. Multiple shots capturing a semantically high-level event is a scene.
3. A movie is composed of a collection of scenes.



# TranS4mer Model

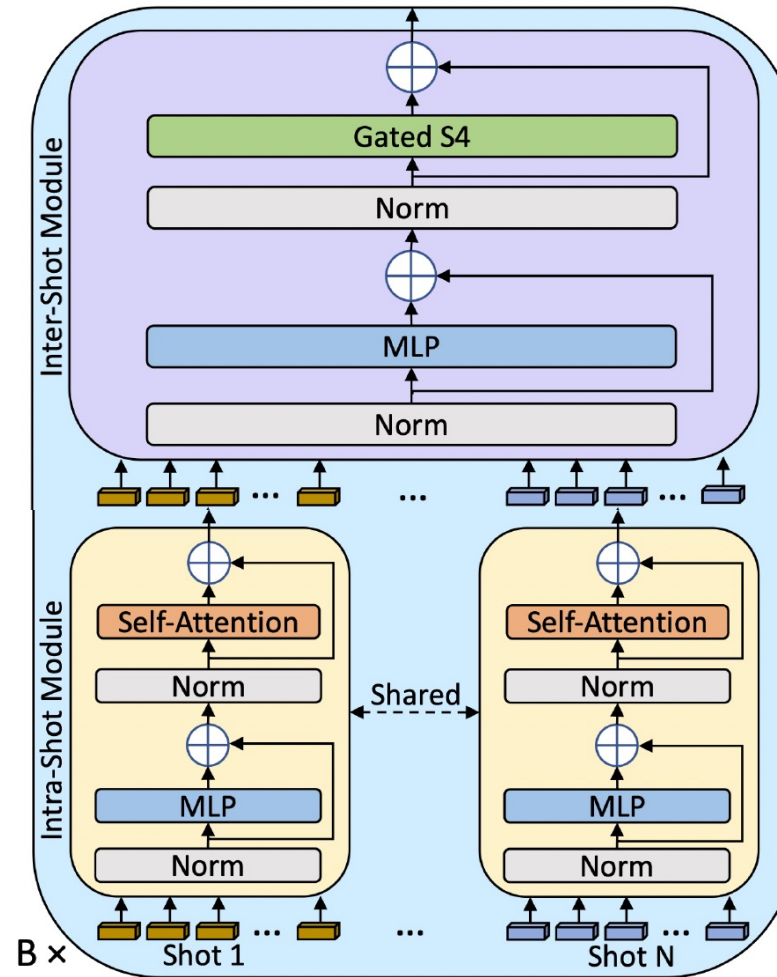




# S4A Block

## S4A Block:

- Intra-Shot Module: Self-Attention
- Inter-Shot Module: Gated State-Space



# Experimental Setup

## Datasets

1. **MovieNet** a large-scale dataset containing 1100 movies with 1.6 million shots.
2. **BBC** contains 11 episodes from the BBC TV series Planet Earth.
3. **OVSD** contains 21 short films with an average duration of 30 minutes.

## Our Implemented Baselines

1. **Transformer:** self-attention
2. **TimeSformer:** divided space-time attention
3. **Vanilla S4:** vanilla S4 layers

# Main Results on MovieNet

| Method           | AP (↑)       | mIoU (↑)     | AUC-ROC (↑)  | F1 (↑)       | Memory (GB) (↓) | Samples/s (↑) |
|------------------|--------------|--------------|--------------|--------------|-----------------|---------------|
| Siamese [3]      | 35.80        | 39.60        | -            | -            | -               | -             |
| MS-LSTM [25]     | 46.50        | 46.20        | -            | -            | -               | -             |
| LGSS [38]        | 47.10        | 48.80        | -            | -            | -               | -             |
| ViS4mer [34]     | 55.13        | 48.27        | 88.74        | 46.15        |                 |               |
| ShotCoL [11]     | 53.40        | -            | -            | -            | 34.28           | 0.96          |
| BaSSL [35]       | 57.40        | 50.69        | 90.54        | 47.02        | 34.28           | 0.96          |
| Transformer [16] | 58.81        | 51.21        | 90.84        | 47.88        | 30.28           | 1.27          |
| TimeSformer [6]  | 59.62        | 50.75        | 90.66        | 48.02        | 28.12           | 1.47          |
| Vanilla S4 [18]  | 59.71        | 51.32        | 90.96        | 47.85        | 15.62           | 1.83          |
| TranS4mer        | <b>60.78</b> | <b>51.91</b> | <b>91.89</b> | <b>48.36</b> | <b>10.13</b>    | <b>2.57</b>   |

- Our model achieves the state-of-the-art performance in all metrics.
- TranS4mer is 2.5x faster and 3x memory efficient than prior best method BaSSL.
- Trans4ormer is also 2x faster and 3x memory efficient than self-attention based baseline while achieving better performance than all other baselines.

# Results on BBC and OVSD

| Method           | AP ( $\uparrow$ ) | Method           | AP ( $\uparrow$ ) |
|------------------|-------------------|------------------|-------------------|
| BaSSL [35]       | 39.98             | BaSSL [35]       | 28.68             |
| Transformer [16] | 41.86             | Transformer [16] | 33.12             |
| TimeSformer [6]  | 42.23             | TimeSformer [6]  | 33.87             |
| Vanilla S4 [18]  | 42.56             | Vanilla S4 [18]  | 34.21             |
| <b>TranS4mer</b> | <b>43.64</b>      | <b>TranS4mer</b> | <b>36.04</b>      |

(a) Performance on BBC [3].      (b) Performance on OVSD [40].

TranS4mer outperforms the prior best method (BaSSL) by a large margin of 4.66% AP on BBC and 7.36% AP on OVSD datasets.

# Ablation Studies

| Intra-Shot | Inter-Shot | Ap ( $\uparrow$ ) |
|------------|------------|-------------------|
| ✓          | ✗          | 57.80             |
| ✗          | ✓          | 55.59             |
| ✓          | ✓          | <b>60.78</b>      |

(a) TranS4mer modules.

Intra-shot and inter-shot modules are complementary

| S4 layers | AP ( $\uparrow$ ) |
|-----------|-------------------|
| 1-6       | 58.31             |
| 7-12      | 58.82             |
| 1-12      | <b>60.78</b>      |

(b) S4 in different layers.

| S4 layers | AP ( $\uparrow$ ) |
|-----------|-------------------|
| every 2nd | 59.82             |
| every 4th | 58.01             |
| all       | <b>60.78</b>      |

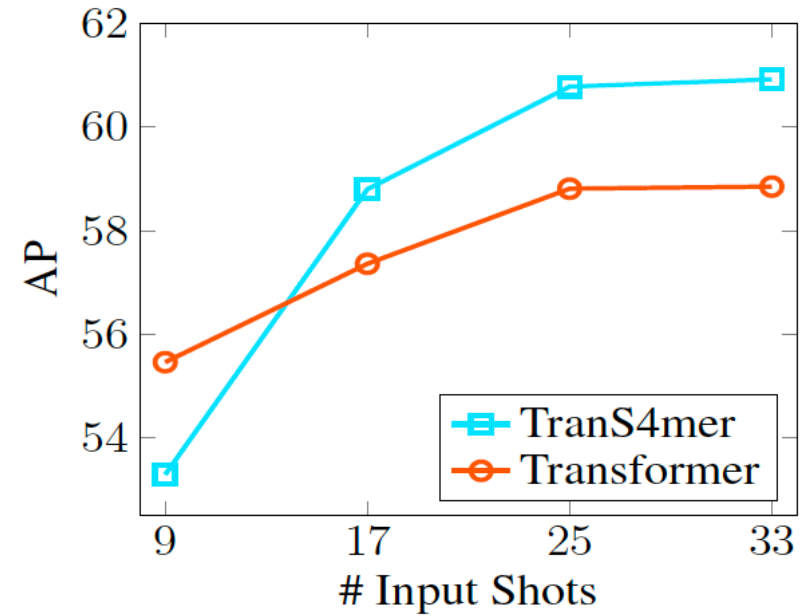
(c) S4 in every  $k^{th}$  layer.

| S4 layers | AP ( $\uparrow$ ) |
|-----------|-------------------|
| S4        | 59.71             |
| DS4       | 60.13             |
| GS4       | <b>60.78</b>      |

(d) Different S4 variants.

TranS4mer with Gated S4 layers at every S4A block yields the best performance.

# Temporal Extent Ablation



(a) **Performance**  $\uparrow$  TranS4mer achieves much better performance for longer videos.

# Generalization to other Tasks

**Long Movie Clip Classification:** TranS4mer achieves best performance in 5 out of 7 movie clip classification tasks in LVU benchmark.

| Method           | Relation     | Speak        | Scene        | Director     | Genre        | Writer       | Year         |
|------------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|
| ObjTrans. [48]   | 53.10        | 39.40        | 56.90        | 51.20        | 54.60        | 34.50        | 39.10        |
| ViS4mer [34]     | 57.14        | <b>40.79</b> | 67.44        | 62.61        | 54.71        | <b>48.80</b> | 44.75        |
| <b>TranS4mer</b> | <b>59.52</b> | 39.21        | <b>70.93</b> | <b>63.86</b> | <b>55.85</b> | 46.93        | <b>45.45</b> |

(a) Performance on LVU [48]

**Procedural Activity Classification:** it performs best on the Breakfast and second-best on the COIN datasets, while using significantly less pretraining data.

| Model            | #Data(↓)    | Acc.(↑)      | Model            | #Data(↓)    | Acc.(↑)      |
|------------------|-------------|--------------|------------------|-------------|--------------|
| GHRM [51]        | 306K        | 75.50        | TSN [44]         | 306K        | 73.40        |
| Dist.Sup. [31]   | <b>136M</b> | <u>89.90</u> | Dist.Sup. [31]   | <b>136M</b> | <b>90.00</b> |
| ViS4mer [34]     | 495K        | 88.17        | ViS4mer [34]     | 495K        | 88.41        |
| <b>TranS4mer</b> | 495K        | <b>90.27</b> | <b>TranS4mer</b> | 495K        | <u>89.23</u> |

(b) Performance on Breakfast [30]

(c) Performance on COIN [43]

Thank You