



Real-Time Video Analytics for Situation Awareness

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DISCLAIMER

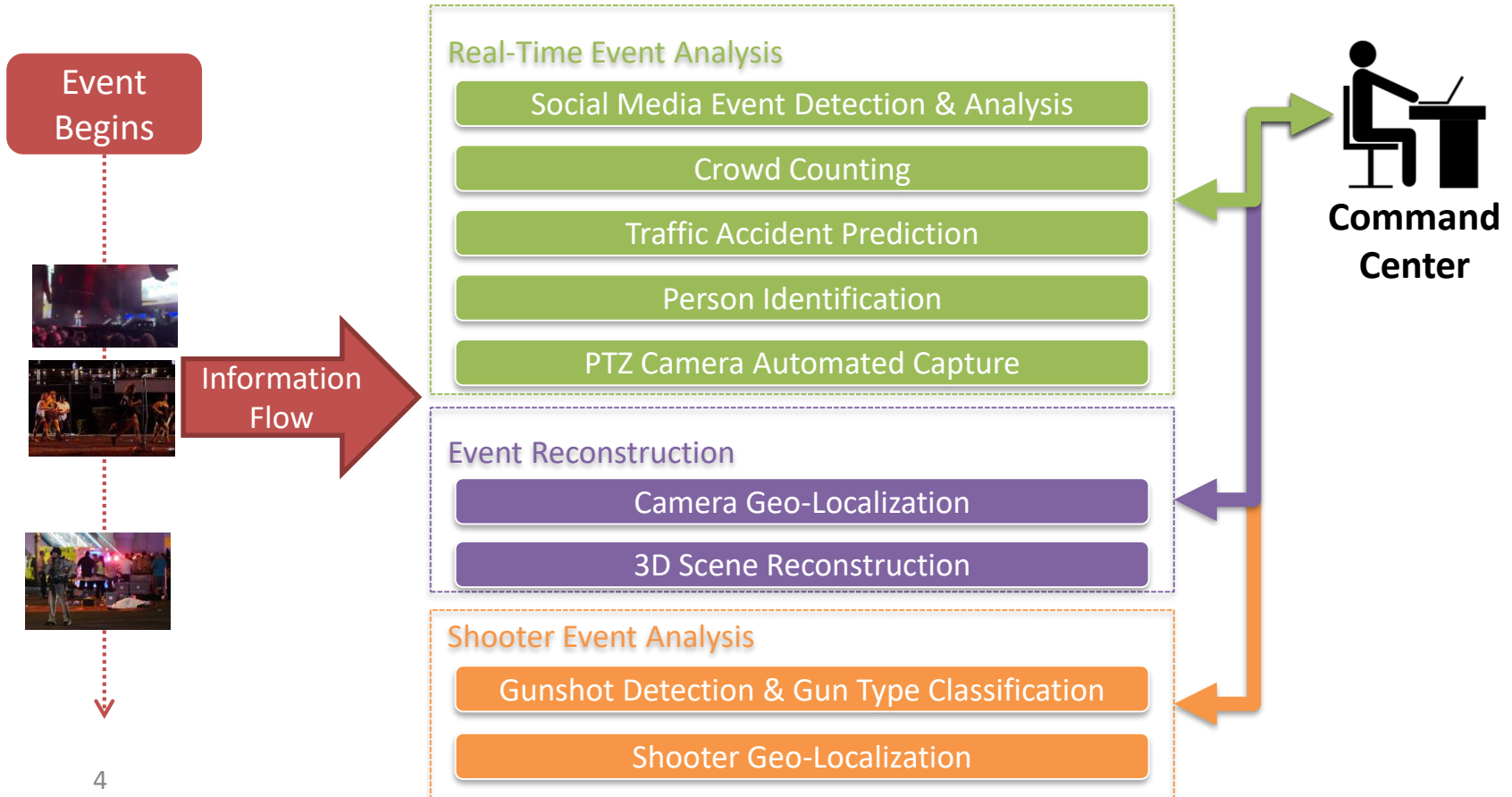
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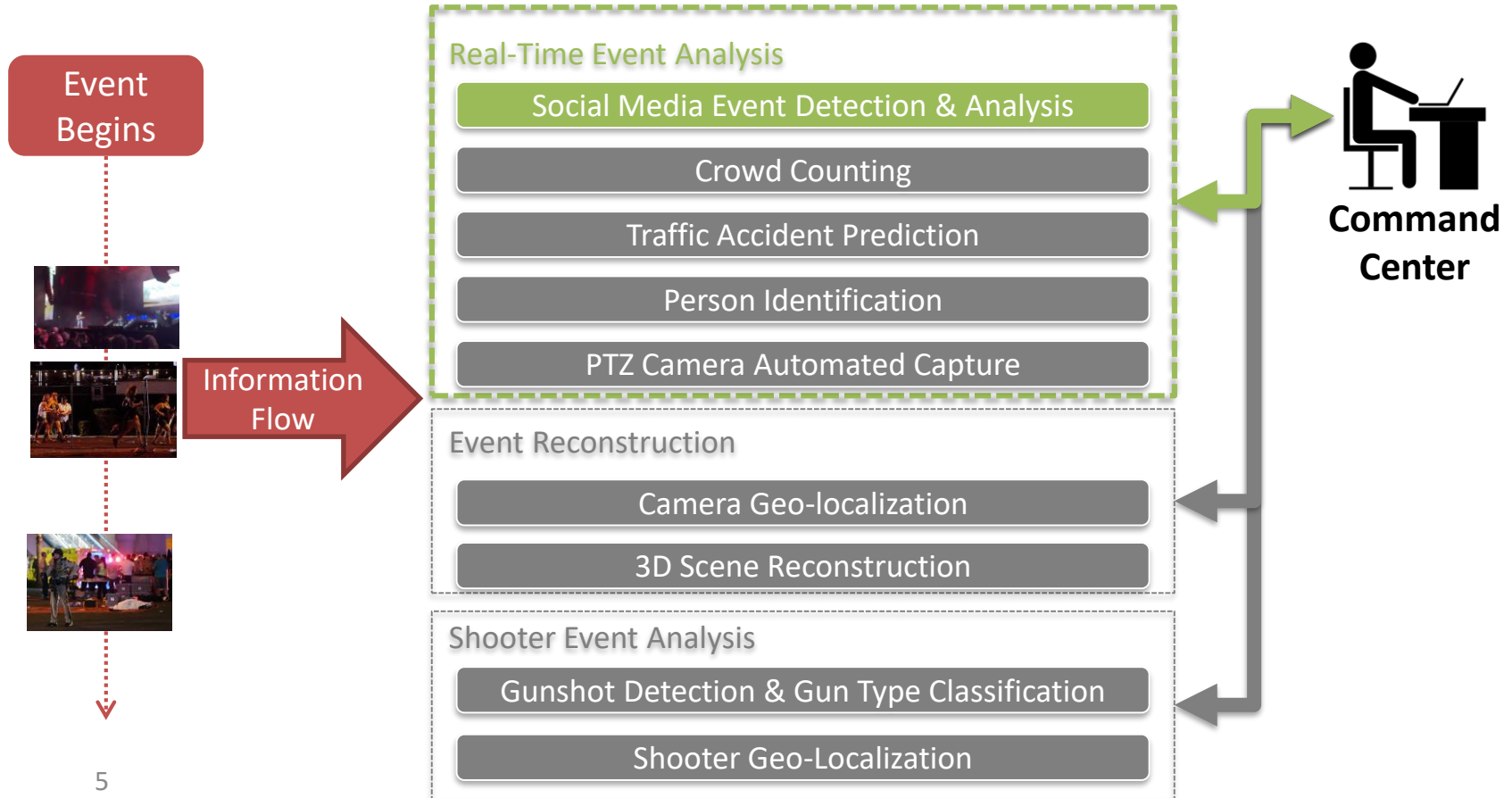
Introduction

- Ubiquitous camera phones capture public safety events and media is rapidly shared
- Goal: develop **video analytics tools** based on AI
 - Harness the information of event-based video recordings
 - Make video analysis for public safety less labor-intensive and more manageable at a large scale
 - Enhance the decision making capability of analysts

Overview



Social Media Event Detection & Analysis



Social Media Event Detection & Analysis

- As a major public safety event unfolds, social media is an important source of information
- Problem:
 - Many social media entries are unrelated or uninformative
- Solution:
 - Filter “useful” entries with text, image, and/or video
 - Automatically identify useful social media posts in real-time



Useful Tweet Extraction – Natural Disaster Events



AnonUser @anonuser Apr 3, 2019 10:39:05 AM GMT-07:00 DST

That's some of the damage caused by high winds and heavy rain in Goldsboro. Lights and some traffic signals are out, **neighborhood streets are flooded**. Avoid downed power lines! #abc11 <https://t.co/D54qJIQMnl>



Useful Tweet Extraction – Shooting Event

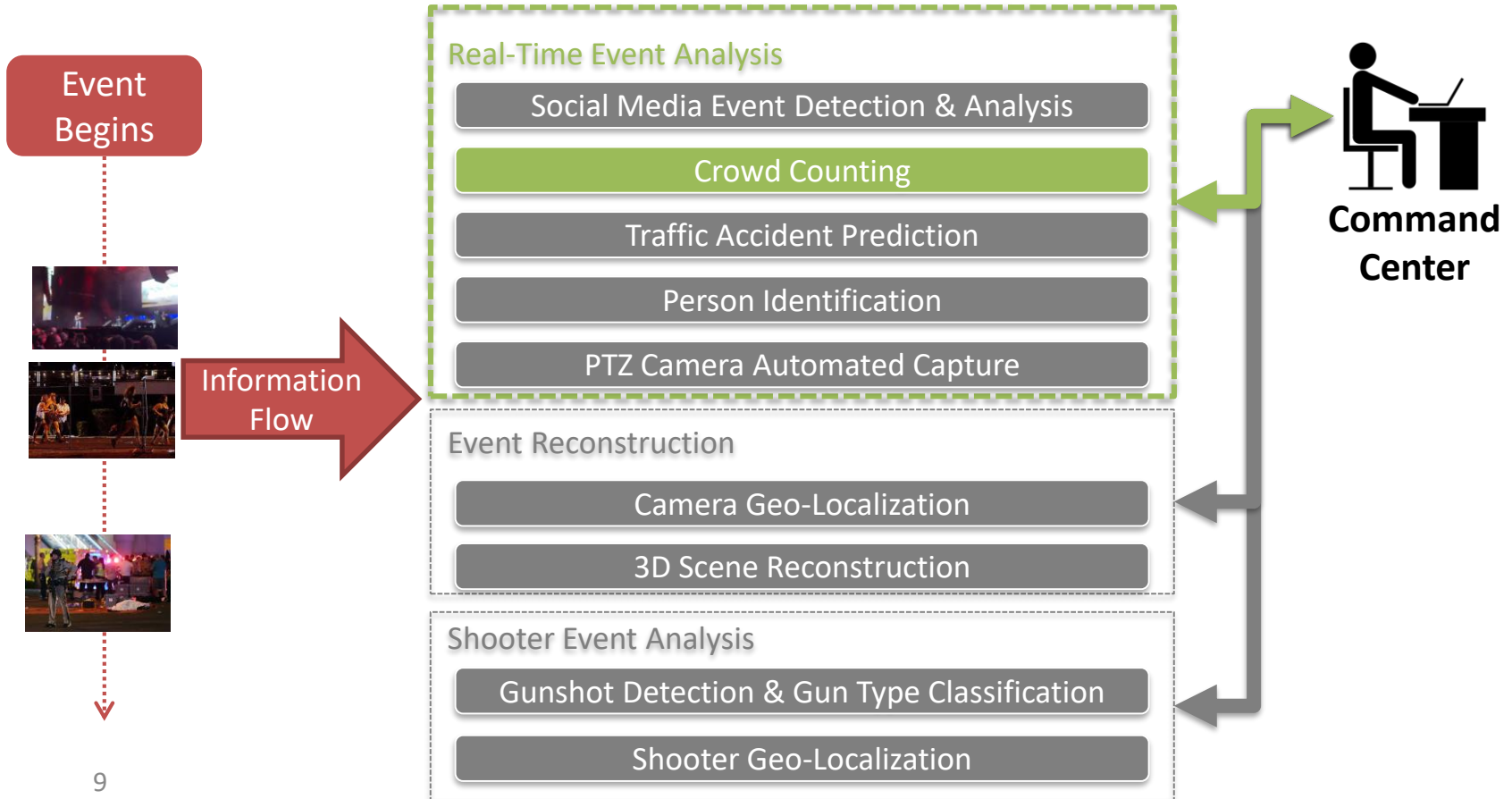


AnonUser @anonuser Oct 3, 2017 10:51:19 PM GMT-07:00 D

Look at the window **the shooting** is from. Real or fake?



Crowd Counting

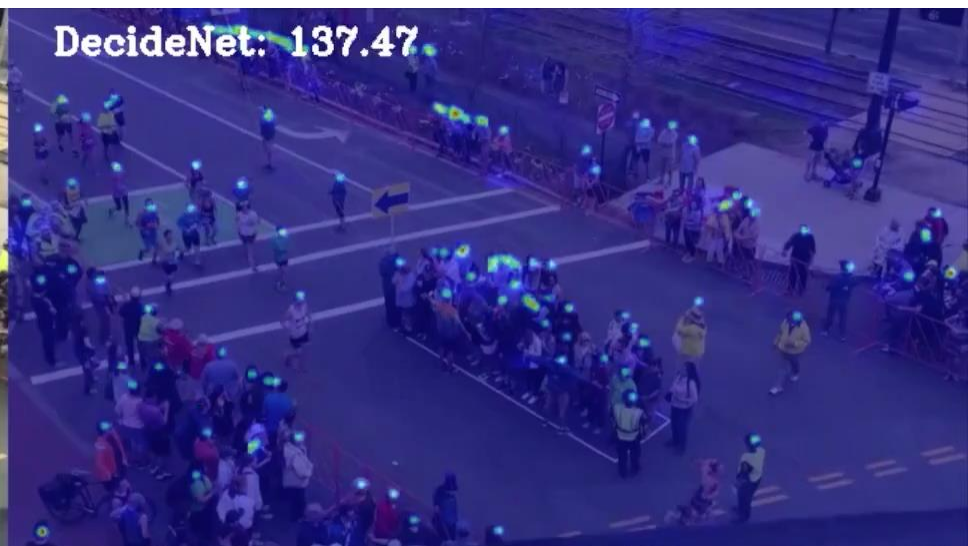


Crowd Counting

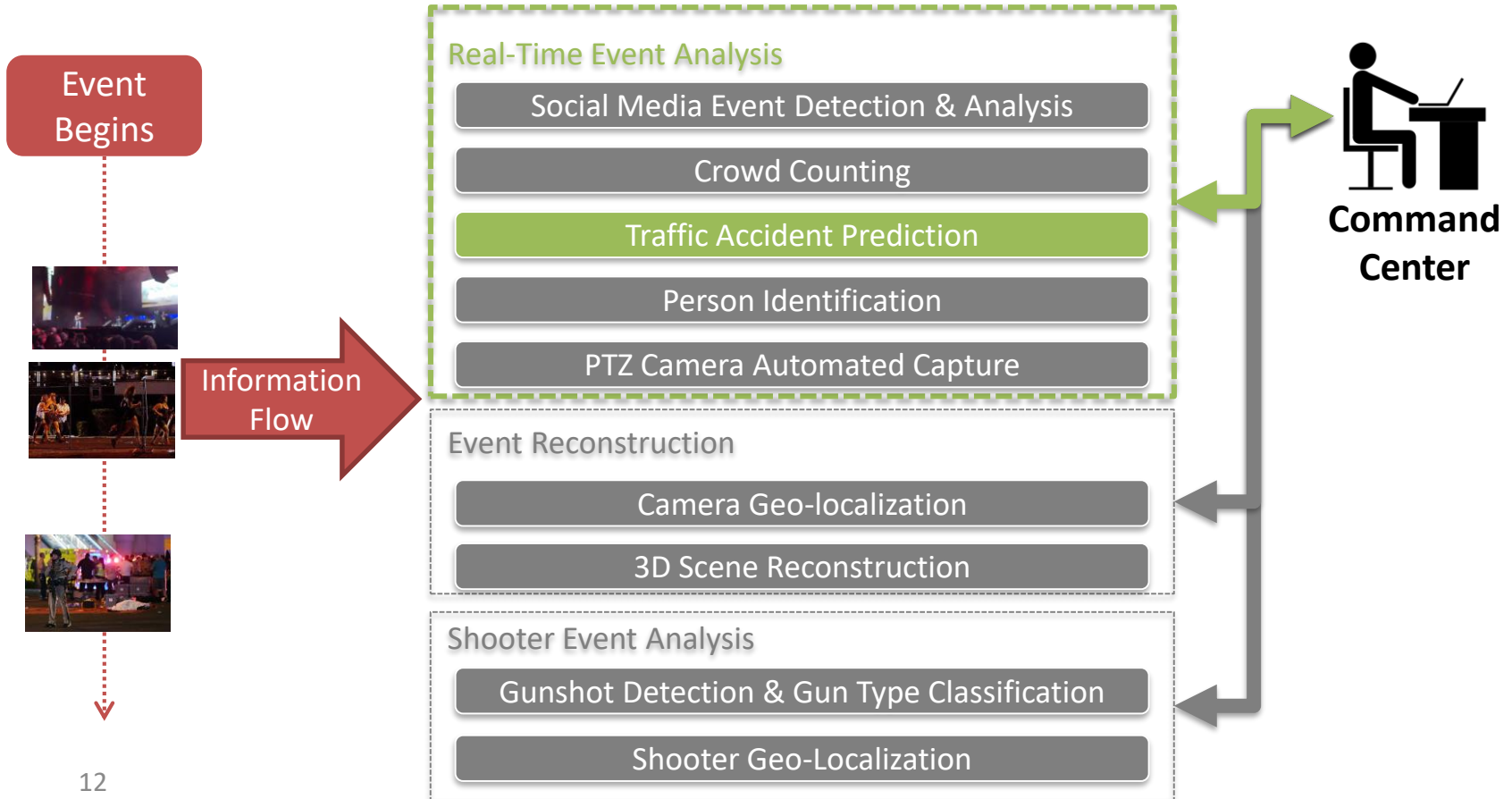


- **Goal**
 - **Count number of persons in real-time in a given scene**
- **Possible applications:**
 - Occupancy monitoring for safety
 - Situation assessment
 - Crowd management
 - Response coordination

Crowd Counting



Traffic Accident Prediction

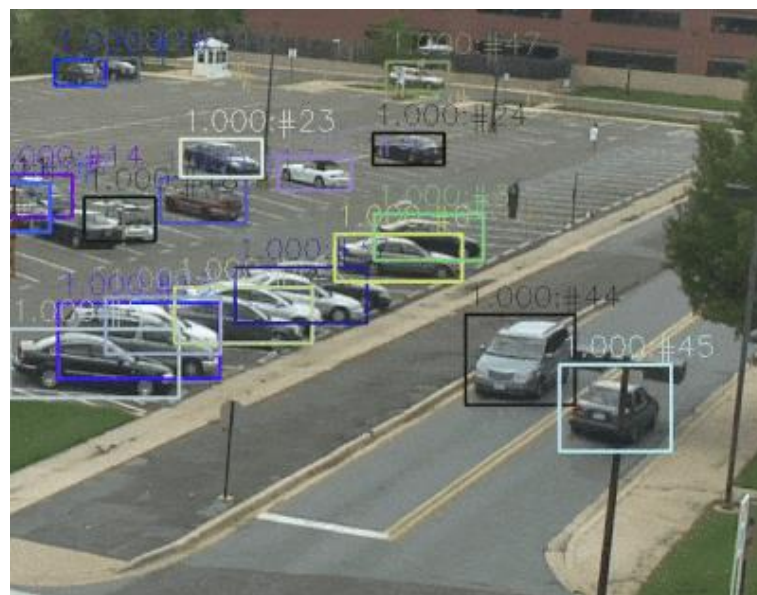


Object Detection & Tracking in Surveillance Videos

- Our tools are currently among the best in these scenarios



Person Tracking



Vehicle Tracking

* Source Code and Model: https://github.com/JunweiLiang/Object_Detection_Tracking

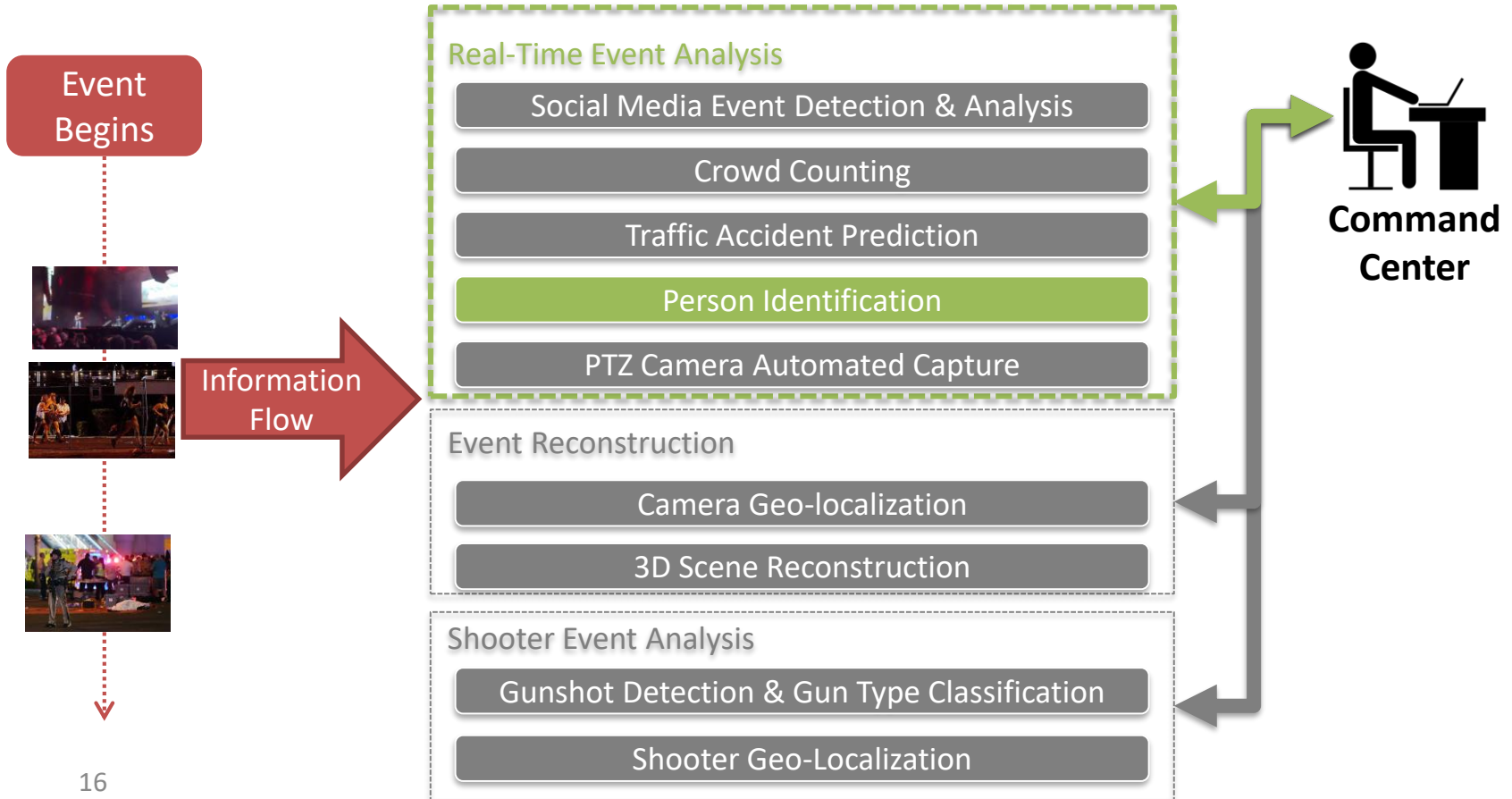
Traffic Accident Prediction

- Predict and detect crashes from surveillance cameras
 - Fast notifications to first responders
 - **Ready to use on any camera stream**
- Proactive safety check
 - Speed and distance check of normal traffic flow
 - Provide insight about high-risk intersections

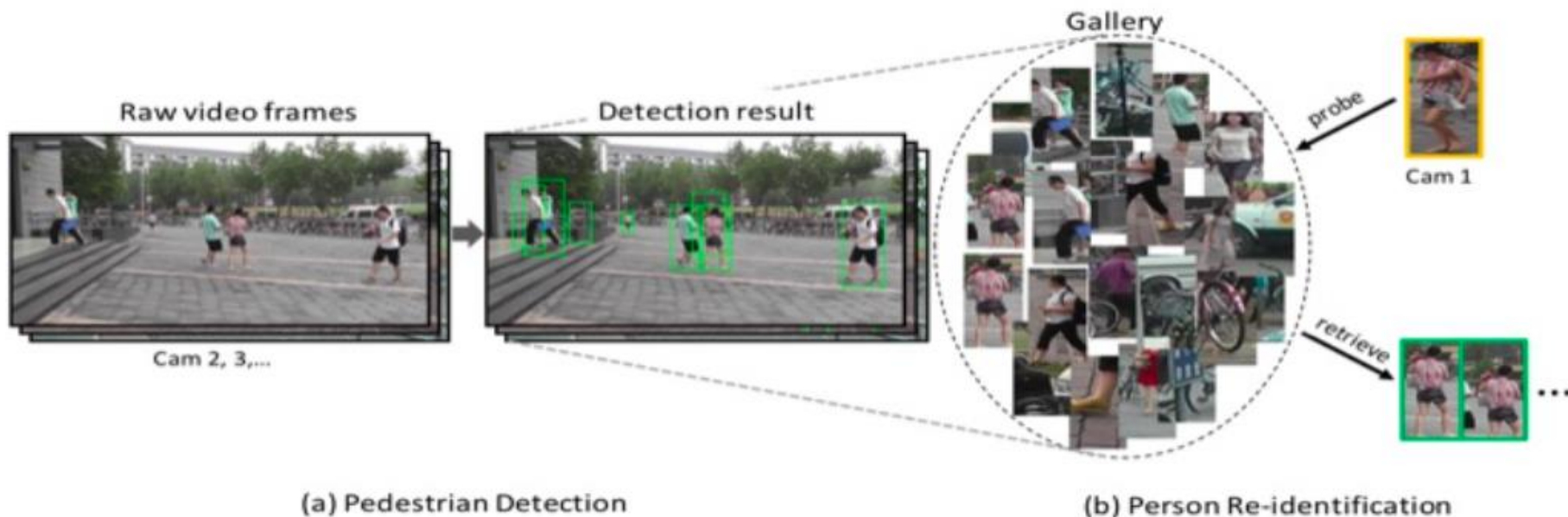
Traffic Accident Detection - Video Example

**Traffic Danger Recognition
With Surveillance Cameras
Without Training Data**

Person Identification



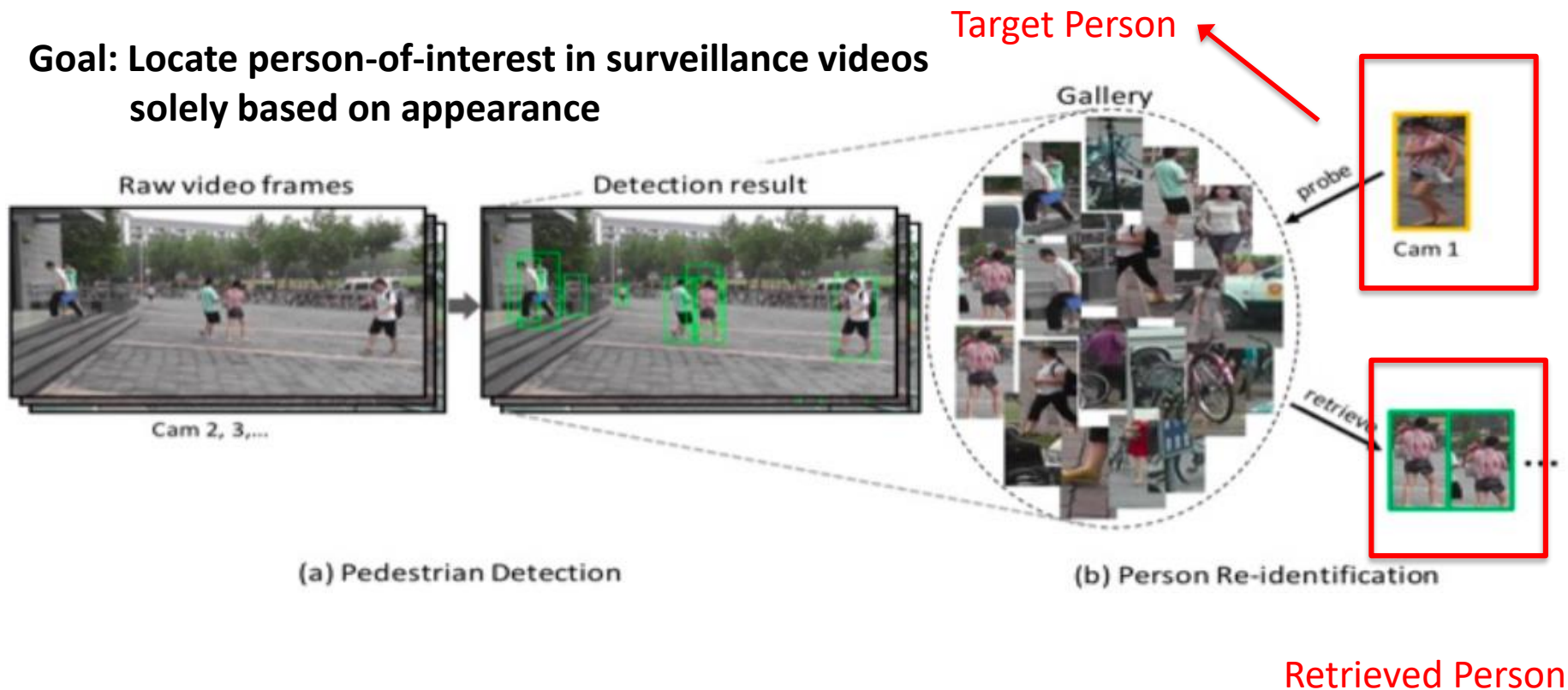
Person Identification



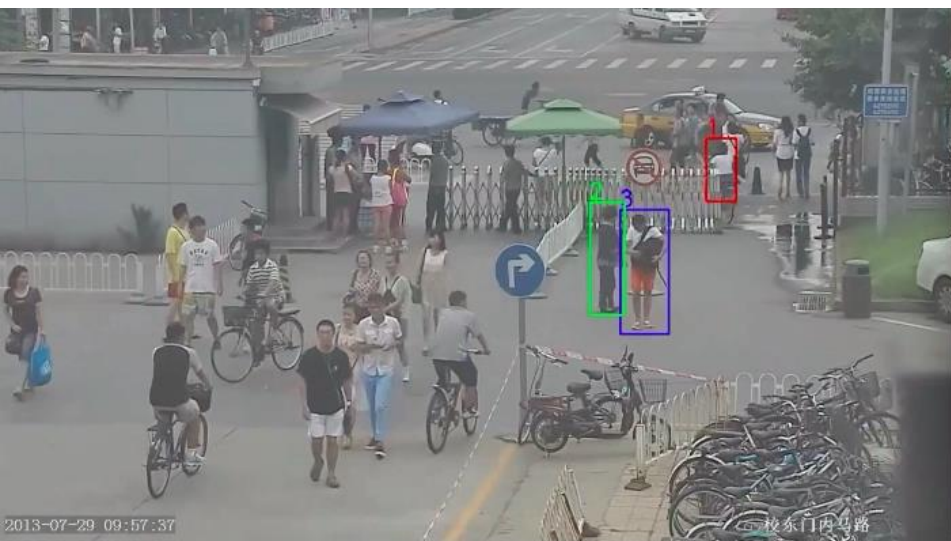
Chang, Xiaojun, Po-Yao Huang, Yi-Dong Shen, Xiaodan Liang, Yi Yang, and Alexander G. Hauptmann. "RCAA: Relational context-aware agents for person search." In *Proceedings of the European Conference on Computer Vision (ECCV)*, pp. 84-100. 2018.

Person Identification

Goal: Locate person-of-interest in surveillance videos solely based on appearance



Person Identification



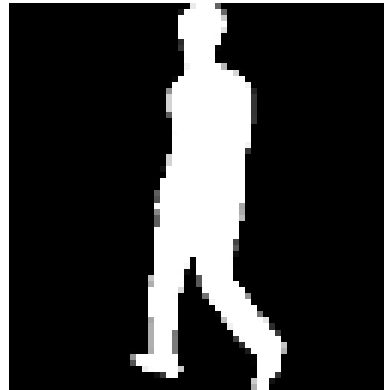
Gait Recognition for Person identification



with bag, 54° , id:1



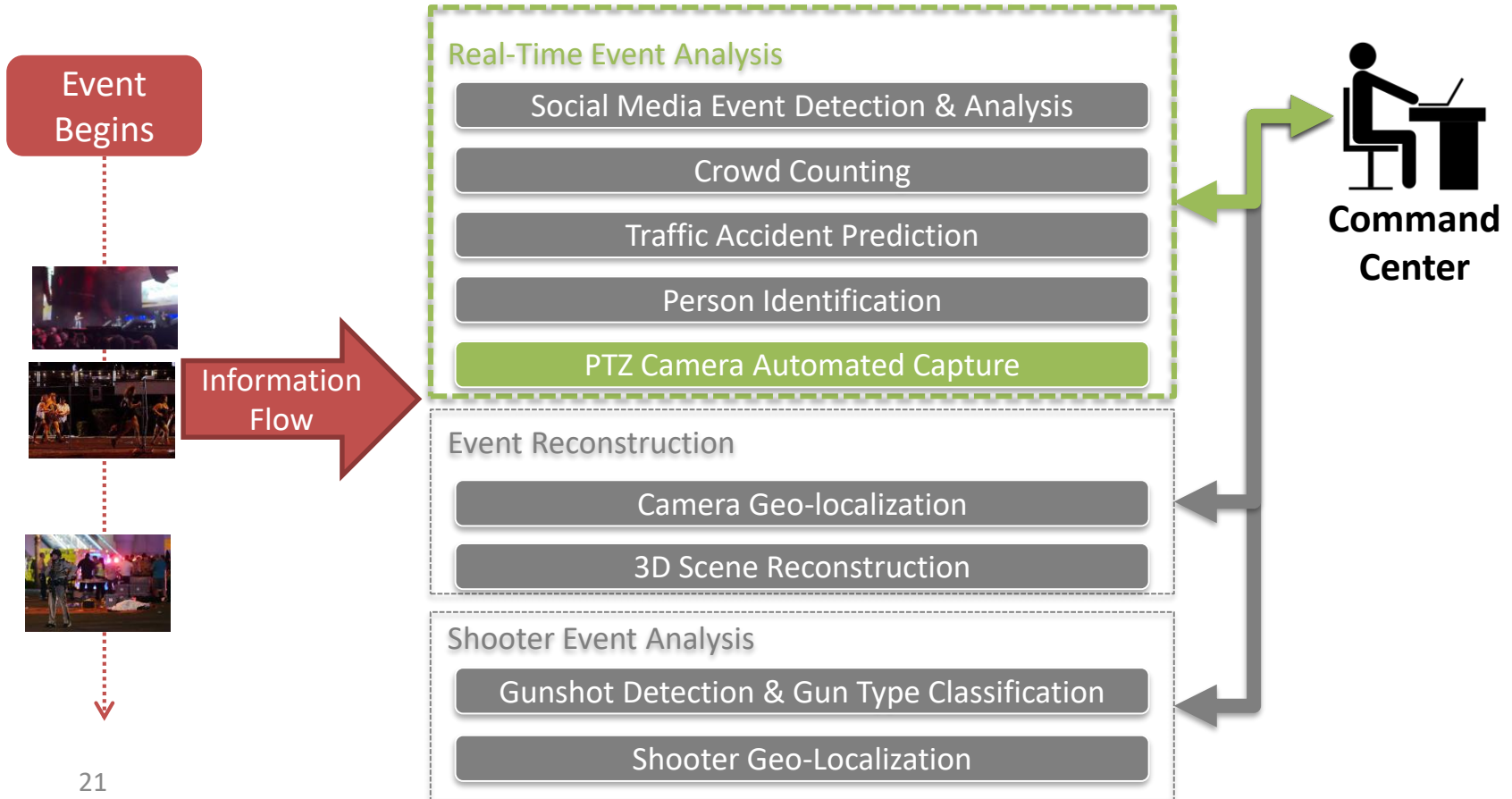
normal, 144° , id:1



with coat, 90° , id:1



PTZ Camera Automated Capture



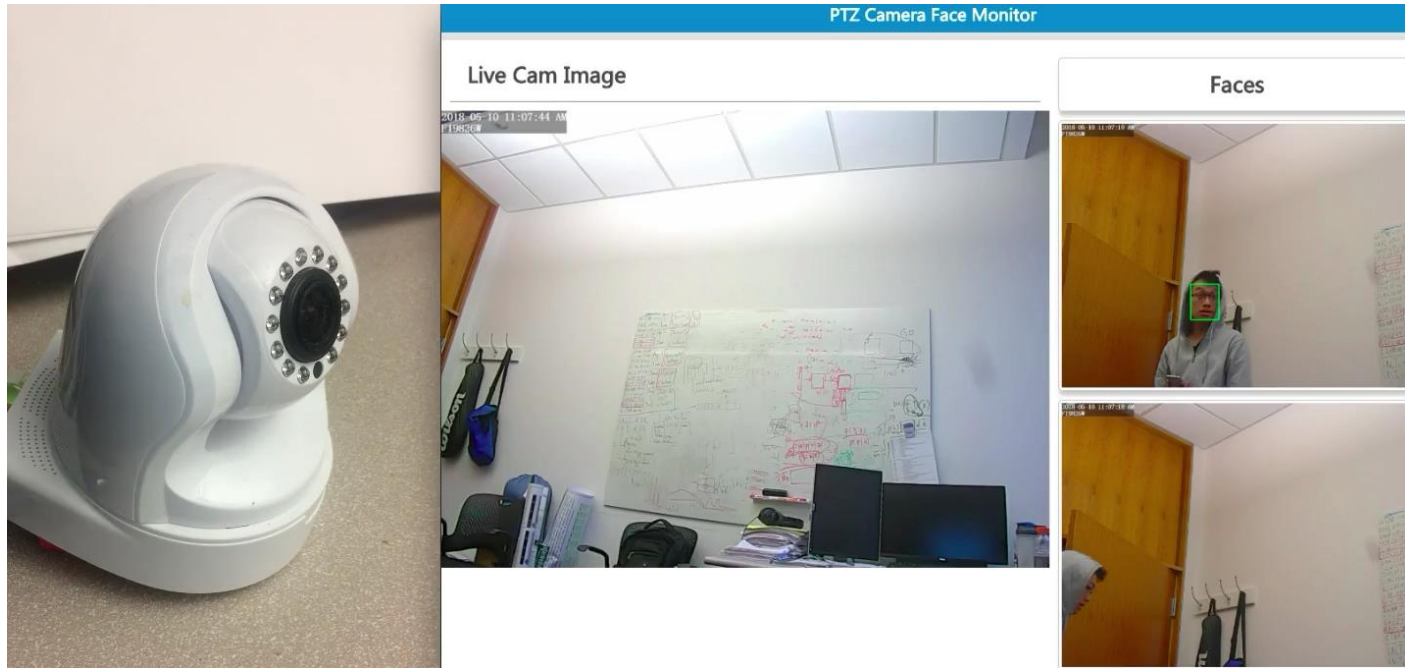
Last Year's Auto Person Capture

- Used Pan-Tilt-Zoom Camera
- PTZ camera system can take high-resolution pictures of people that are far away



Last Year's Auto Person Capture

- Problem: PTZ camera movement has a delay



Last Year's Auto Person Capture

- Pan-Tilt-Zoom Camera
 - We can see that the PTZ movement takes time
 - Therefore we need a system that:
 - predicts people's trajectories
 - filters out targets if the system can predict activities

Can you predict what's next?

Where are they
going to go?

What are they
going to do?



How can a system predict a person's future?



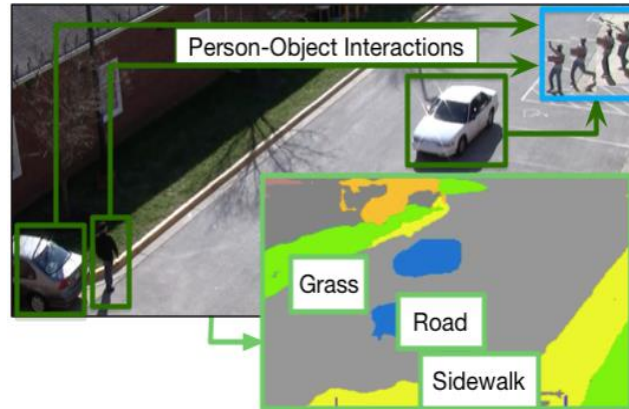
How can a system predict a person's future?

- People navigate in a scene with a specific purpose in mind
- People's purpose can be inferred from:
 - their appearance
 - body language
 - nearby environment



Our Model - NEXT

- We designed an AI model with a *Person Behavior Module* and *Person Interaction Module* which considers:
 - **Target person**
 - **Target person interactions** with the scene and other objects.



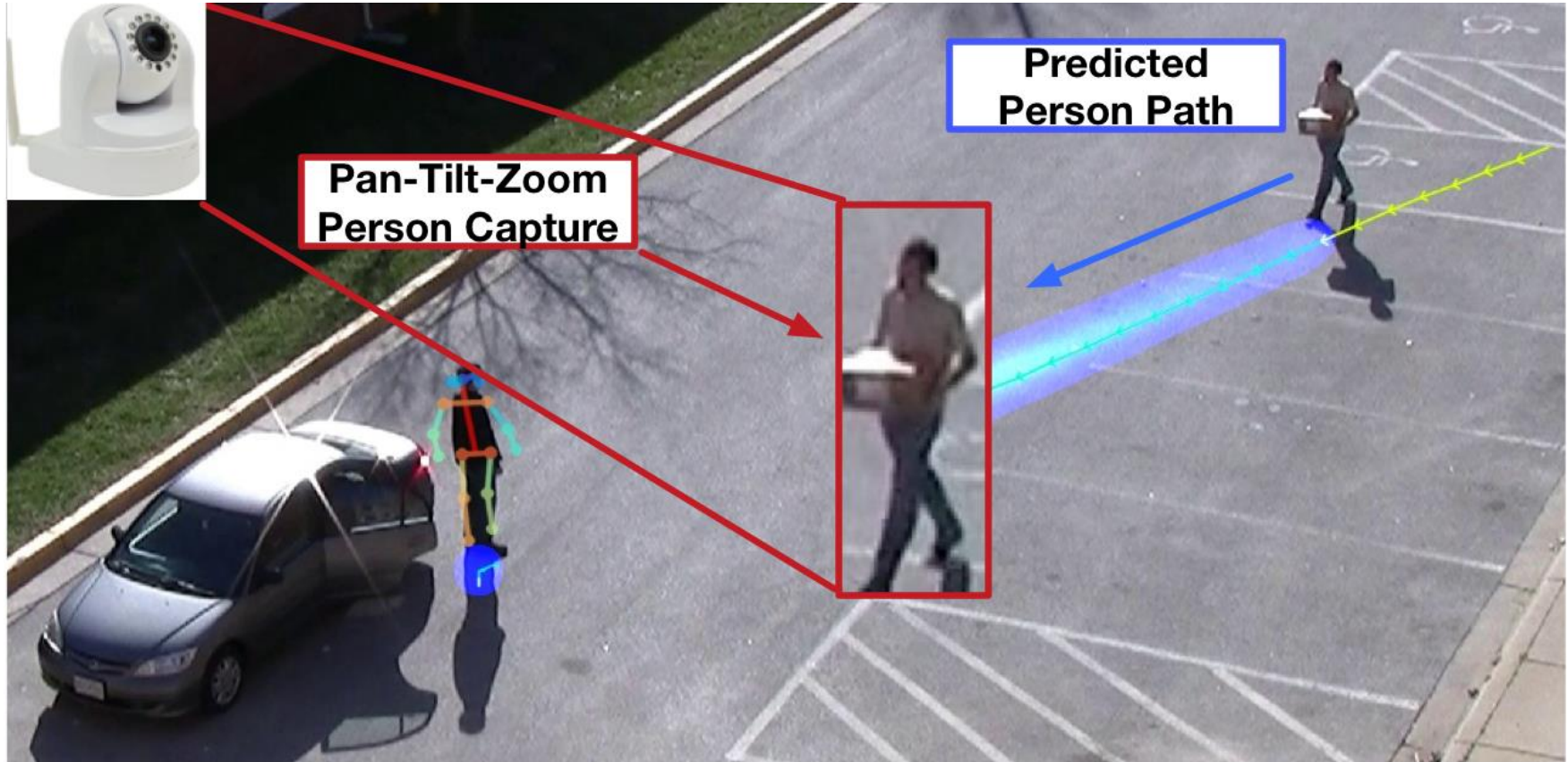
* Source Code and Model: <https://github.com/google/next-prediction>

Demonstration - Single Person Prediction



Yellow path: observable trajectory; Heatmap: trajectory prediction; Text: activity prediction

Automatic Person Picture Capturing Using Pan-Tilt-Zoom Cameras

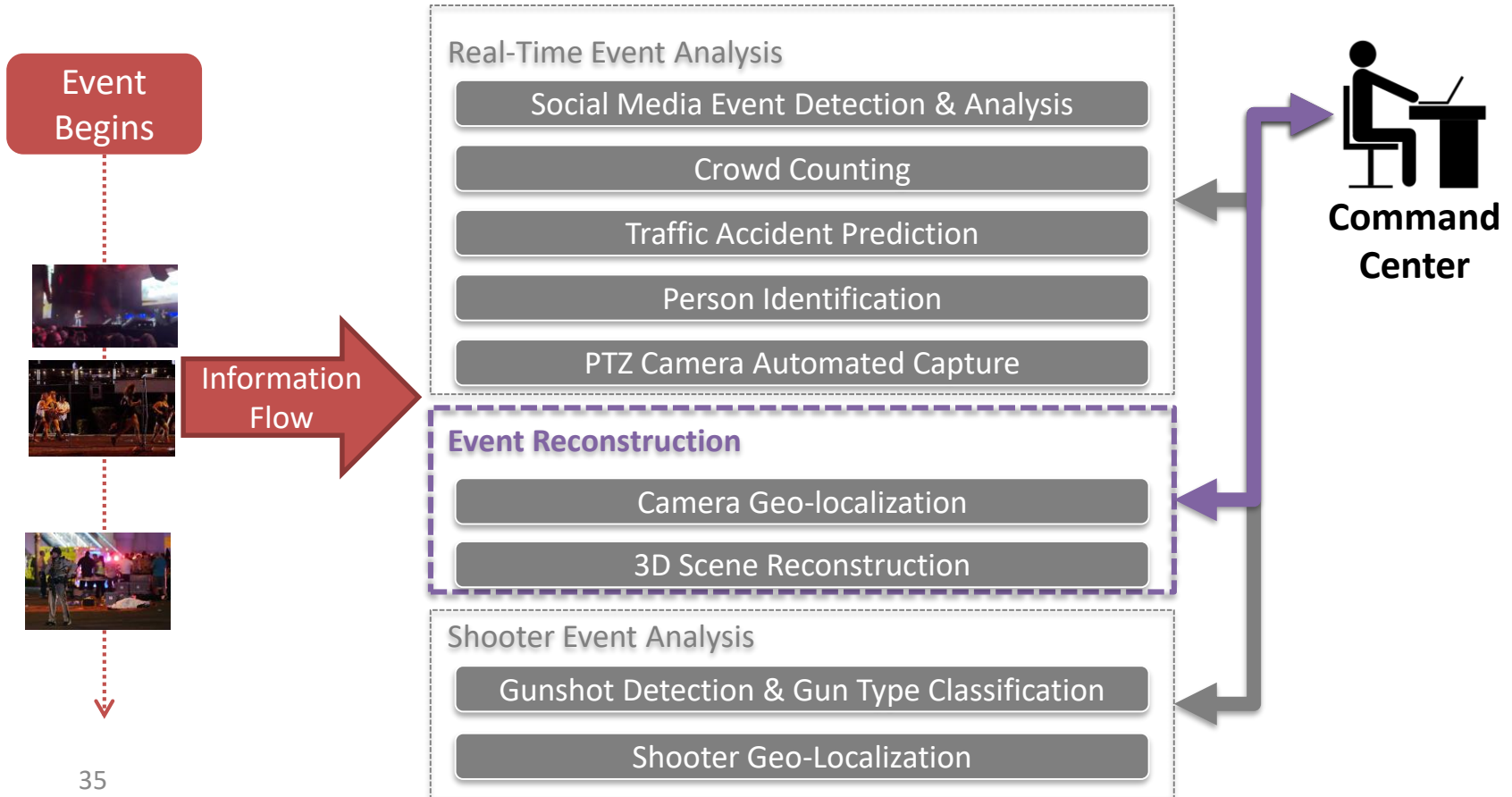


Automatic Person Picture Capturing Using Pan-Tilt-Zoom Cameras

Activity of Interest: Opening Trunk of a Car



Video Synchronization



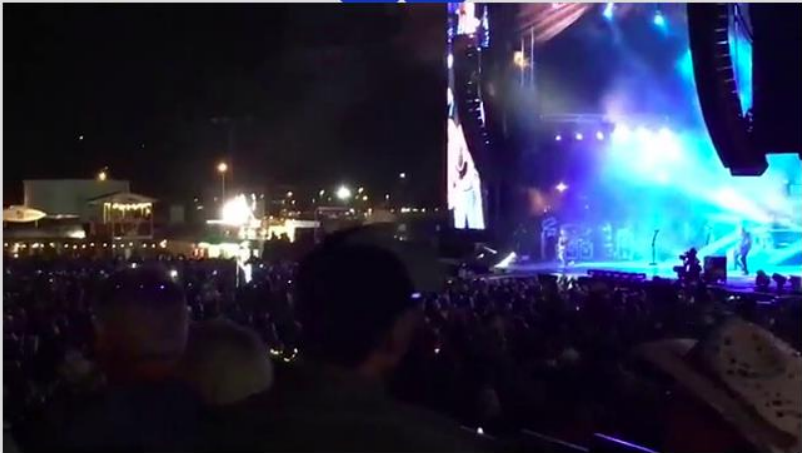
Video Synchronization

- Videos from social media usually do not have any meta-data like GPS and time.
- It is necessary to put all relevant videos in a global timeline first to understand an event.

Video Synchronization

- This year we added frame-accurate synchronization tool for video alignment


Prev Next



Video FPS: (29.97002997003) # Frames: (1310) Frame ID: 856 Show Current Video Frame

ame by Frame Checking FrameView VideoView Current Video Time: (28.563415)
struction

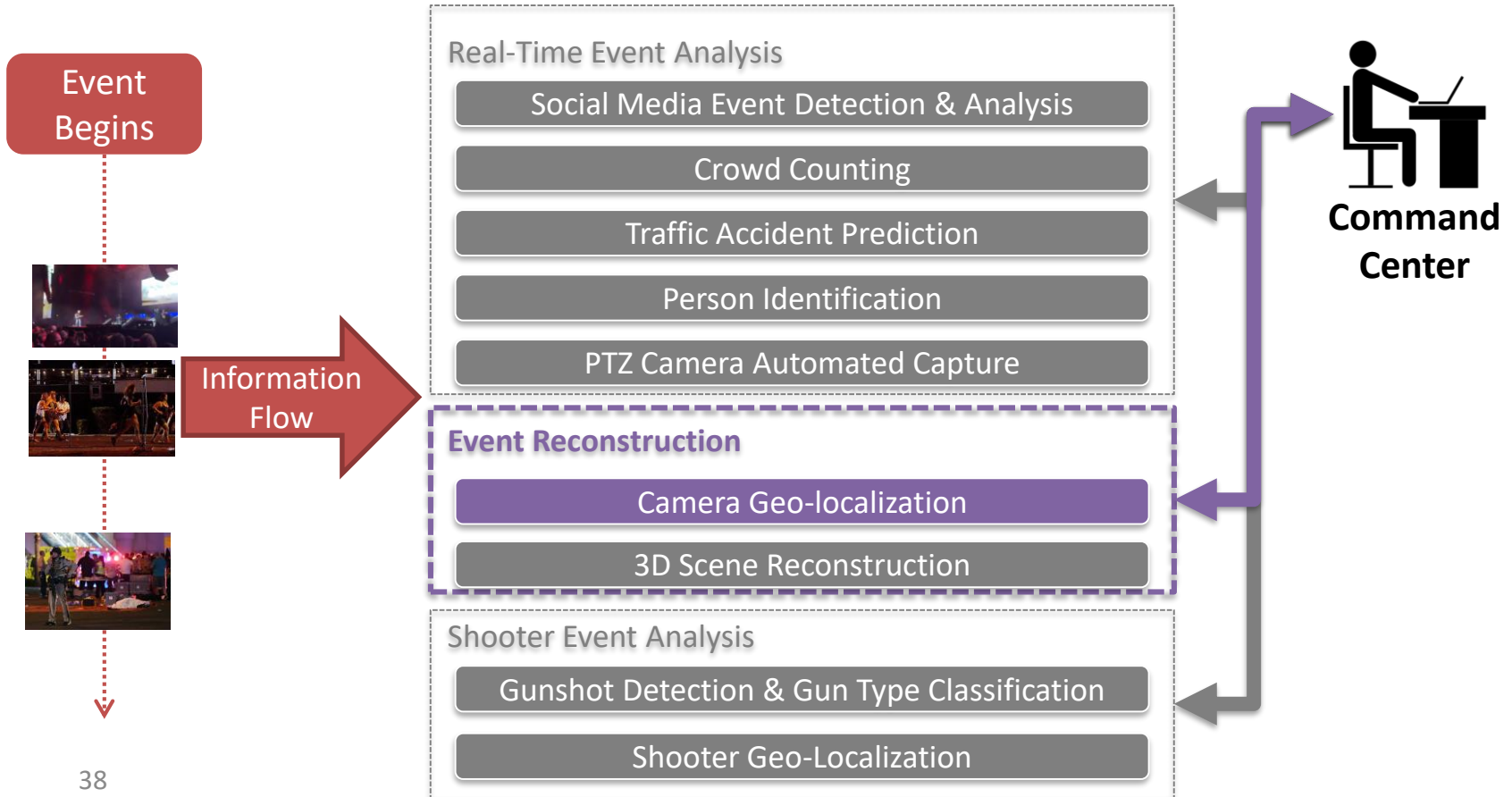
Prev Next



Video FPS: (30) # Frames: (1440) Frame ID: 1 Show Current Video Frame

Current Video Time: (0) FrameView VideoView Destroy Video

Camera Geo-Localization

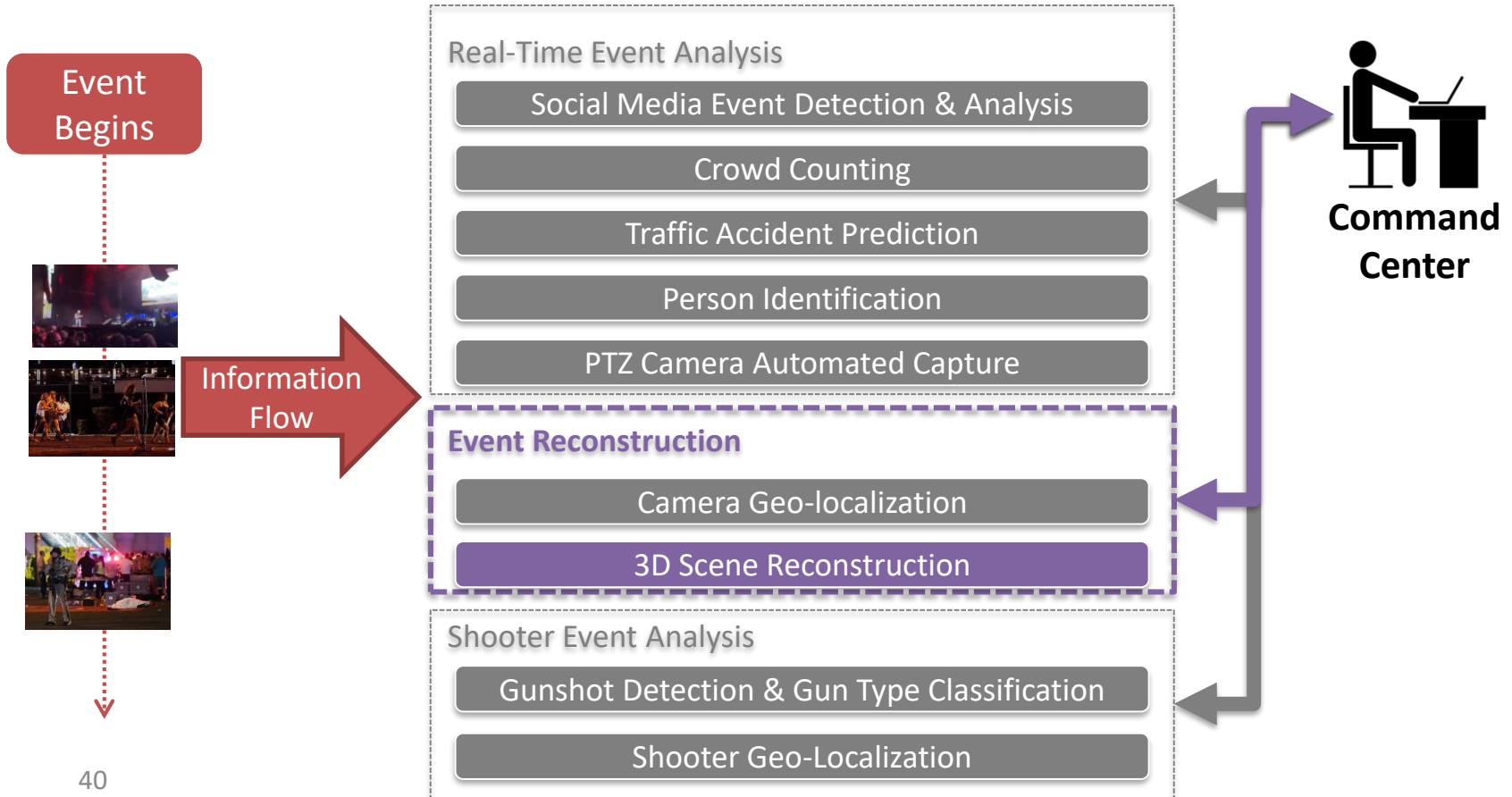


Camera Geo-Localization

- Usually social media videos have no GPS metadata
- To locate a video we match Google Street View images to video frames to infer its position



3D Scene Reconstruction

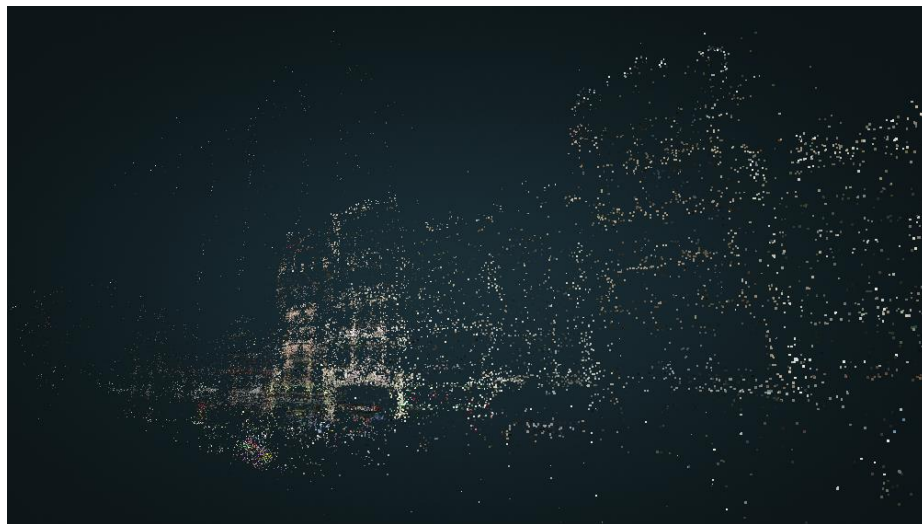
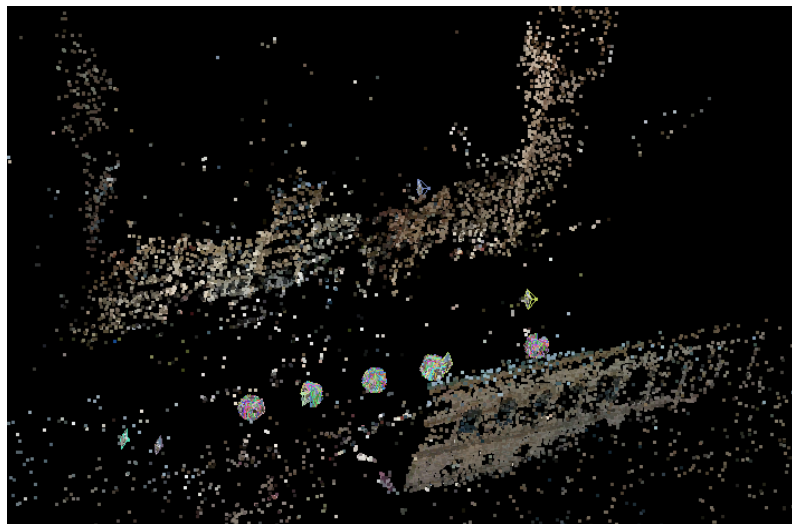


3D Reconstruction with Camera Localization

- Synchronizing multiple videos at a large scale makes it hard to understand the situation
- Our goal is:
 - To reconstruct the scene in 3D to project videos into augmented reality to understand the event
 - Pinpoint each camera location

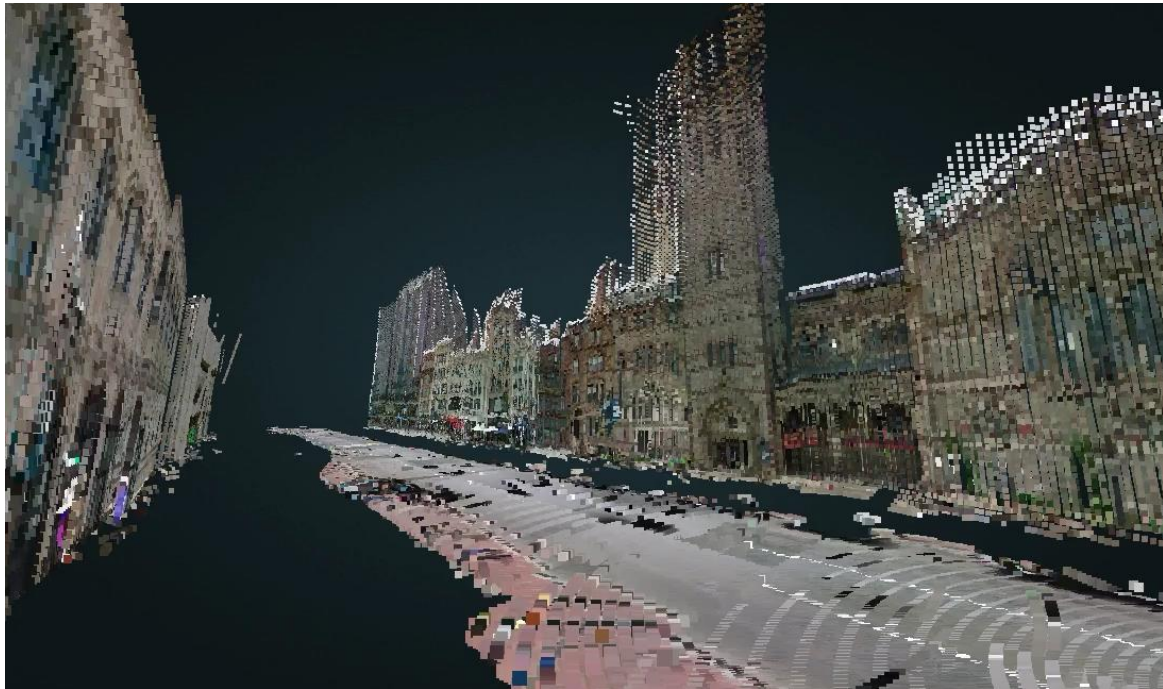
Demonstration – Boston Dataset

- Sparse 3D reconstruction for Boylston Street in Boston



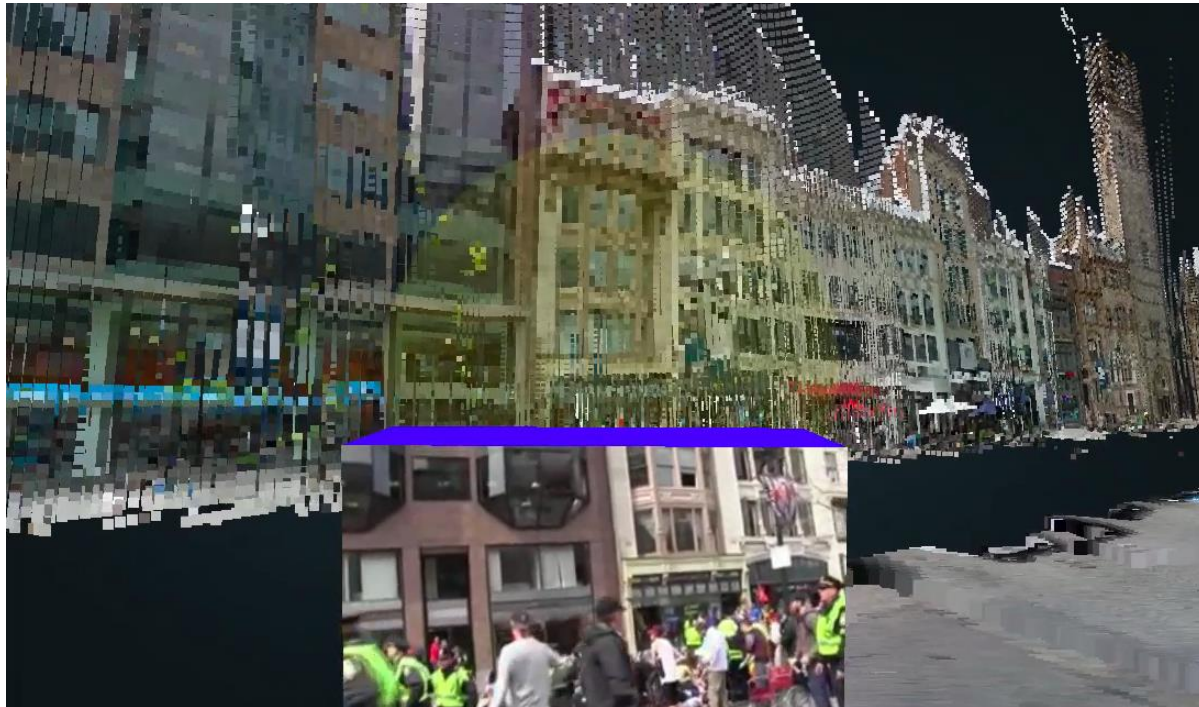
Demonstration – Boston Dataset

- Dense 3D Reconstruction of Boylston Street from Google Street View Data



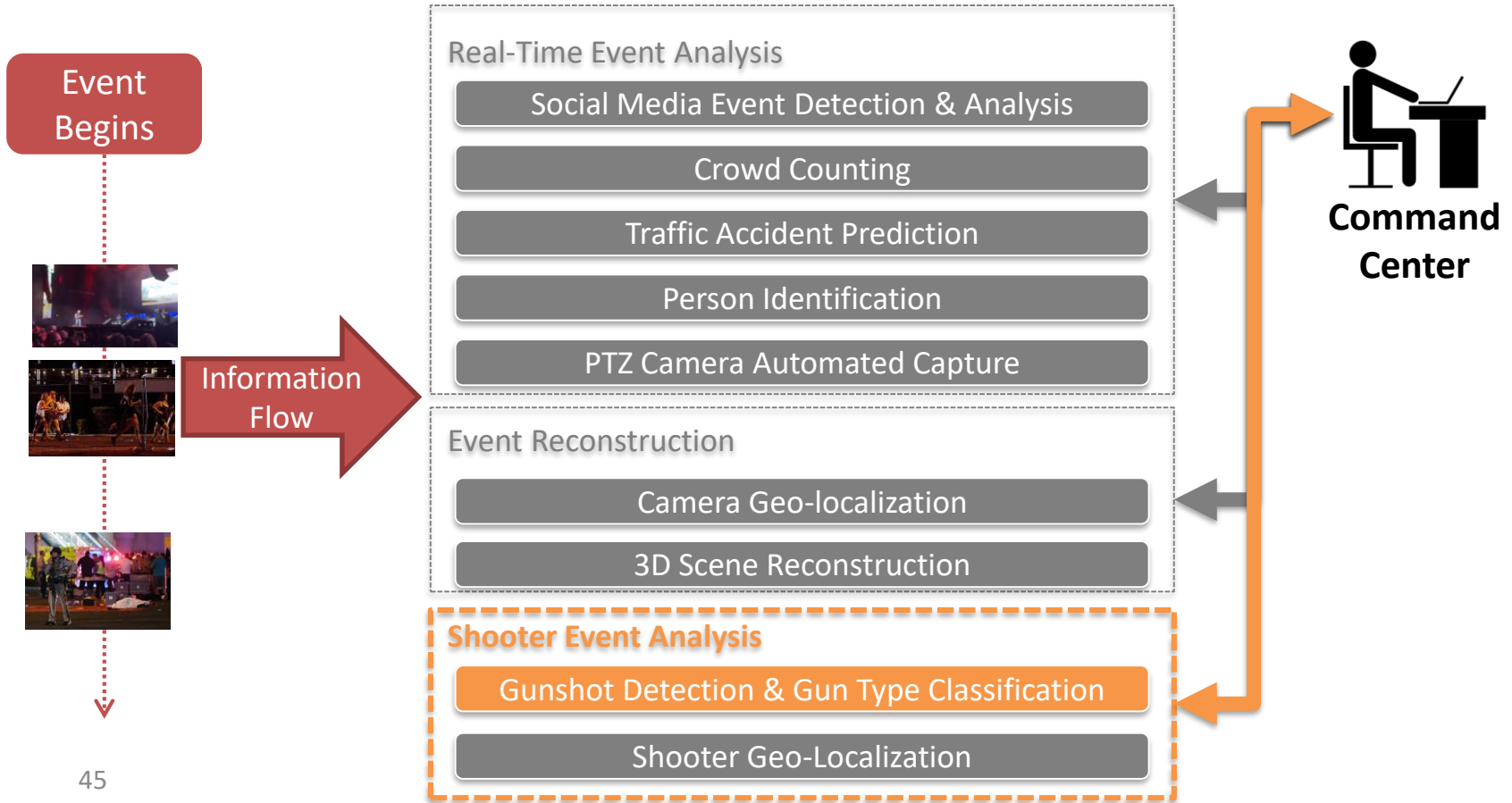
Demonstration – Boston Dataset

- Camera Localization in reconstructed 3D scene



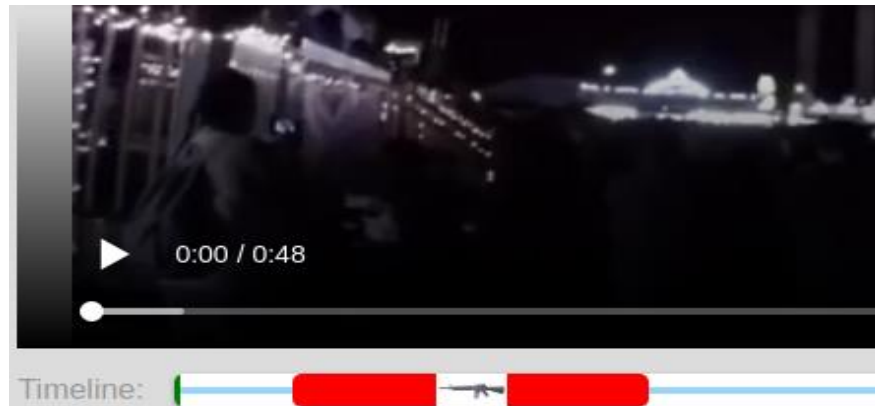
* Source Code and Model: https://github.com/JunweiLiang/VERA_3D_Reconstruction

Gunshot Detection



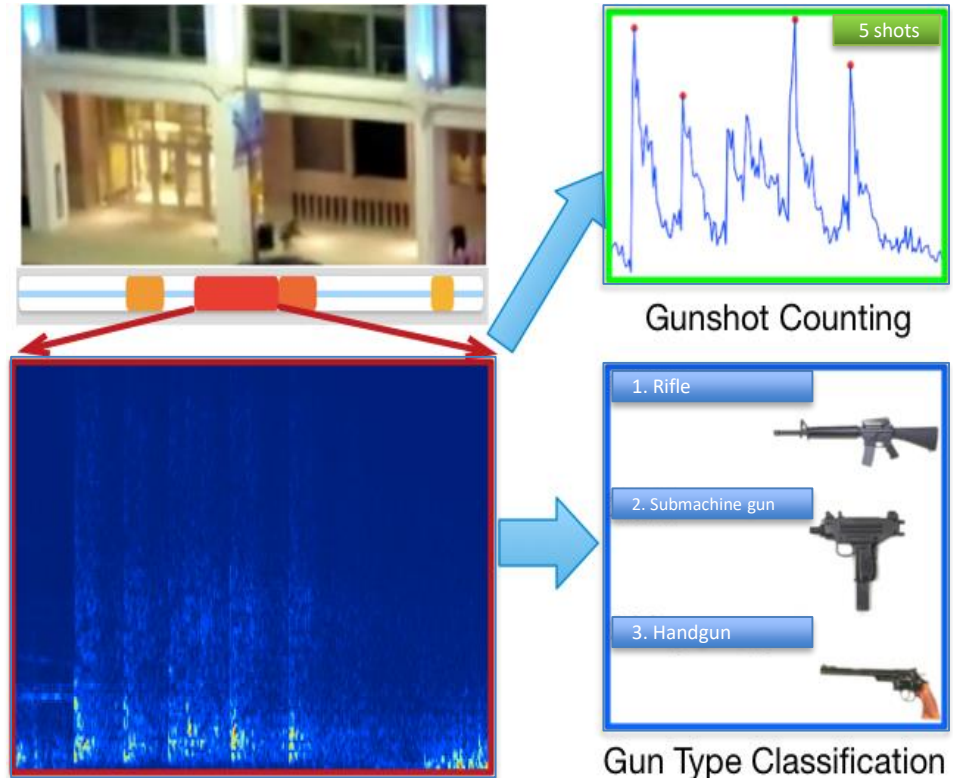
Gunshot Detection

- Our tools can detect video segments that contain one or more gunshots.
 - This significantly reduces the inspection time when dealing with many or very long videos.



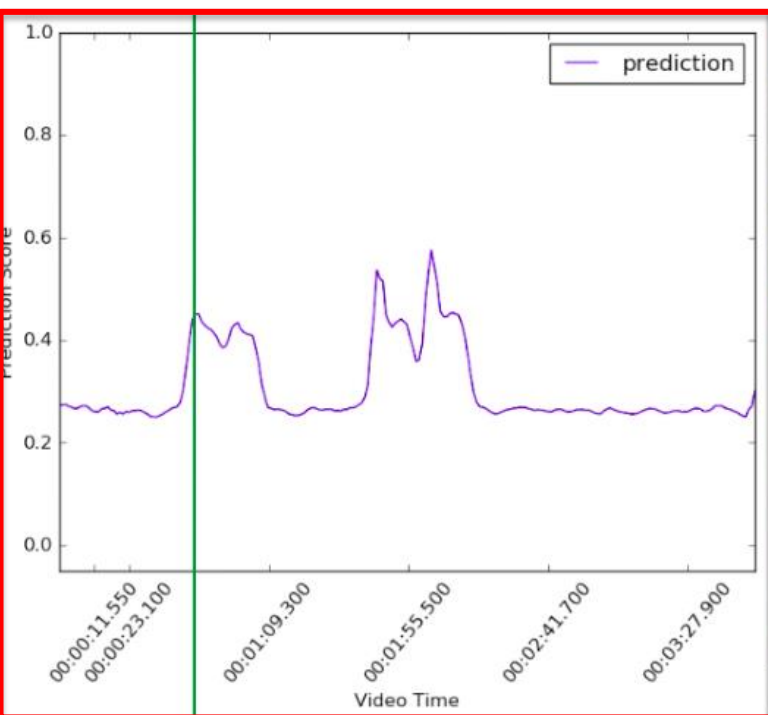
Gunshot Counting & Gun Type Classification

- After gunshot segments are identified, our system can:
 - Count gunshots
 - Classify gun types



Gunshot Counting & Gun Type Classification

- Web tool interface

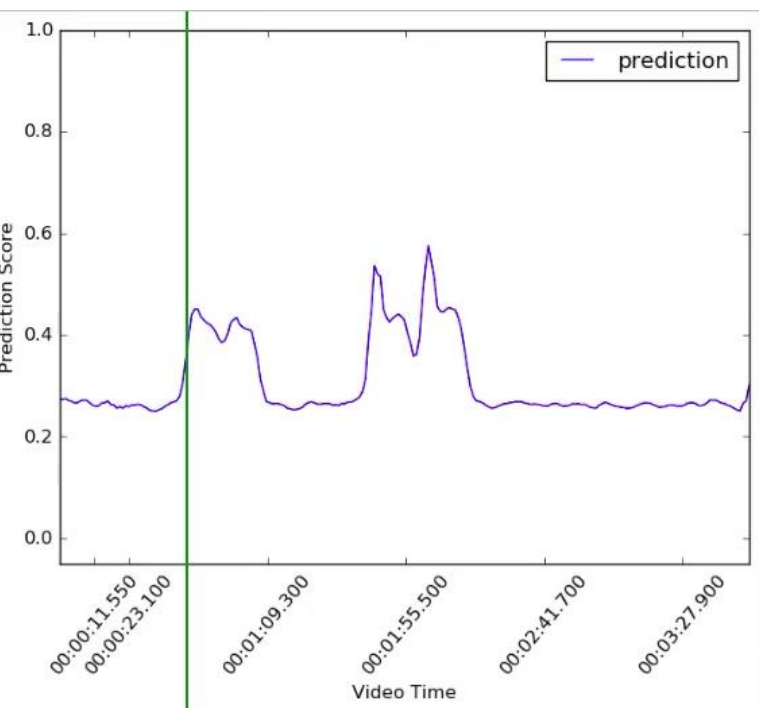


Detected Gunshot Segments

Current Segment Gun Type



Gunshot Counting & Gun Type Classification

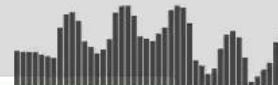


Prediction Score Threshold for Gunshot: 0.4

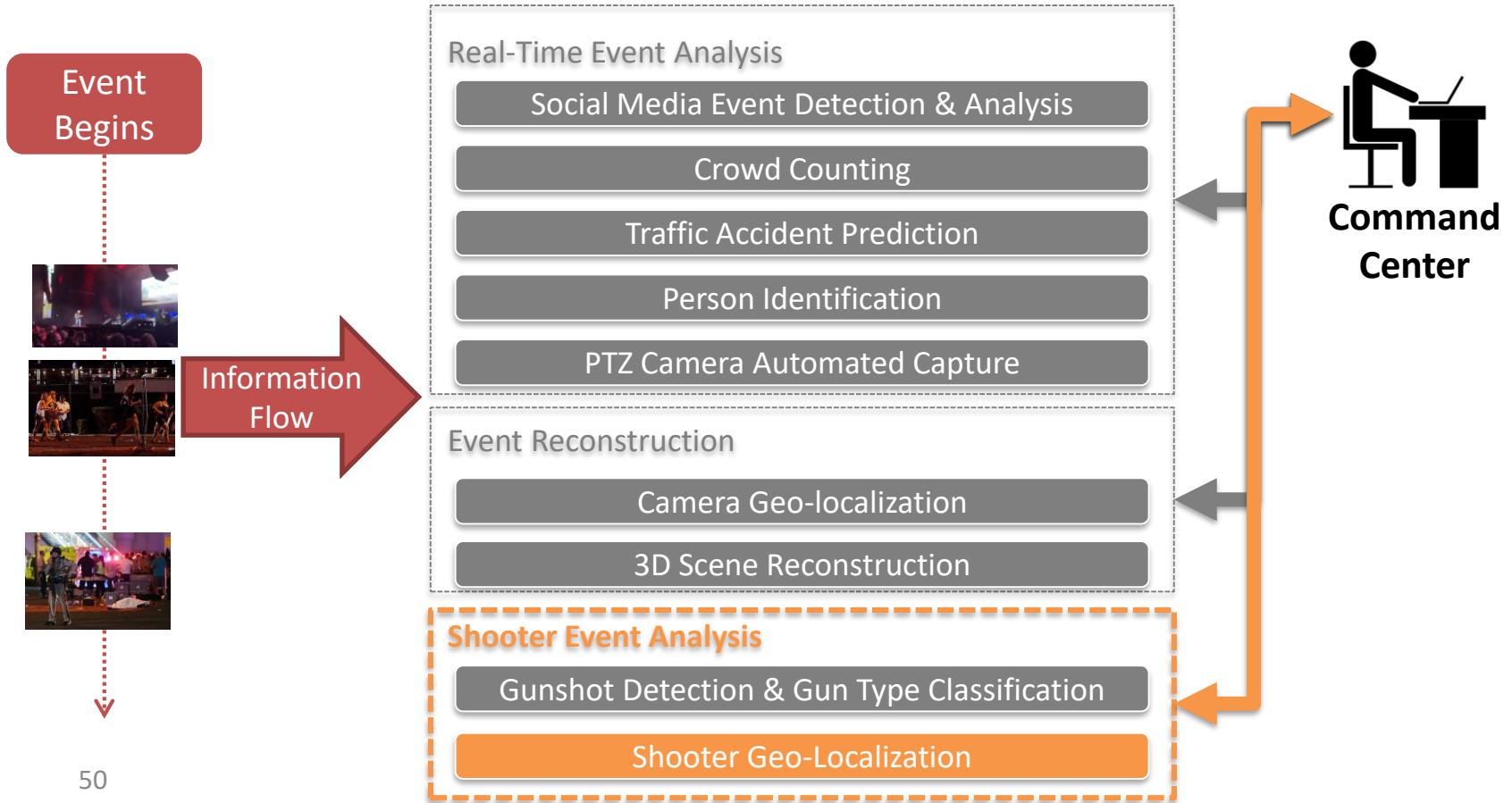
set



Timeline:



Shooter Geo-Localization



Shooter Geo-Localization

- Our system can determine the shooter's location from social-media videos where a gunshot was detected
- This localization is based on:
 1. Gunshot Detection
 2. Video Synchronization
 3. Camera Geo-Localization

Shooter Geo-Localization

- The system can estimate:
 - The shooter distance from the camera
 - The direction the shooter is shooting from given recordings from two cameras

Assuming:

- Videos are synchronized
- Cameras are geo-localized

Estimating Shooter Distance

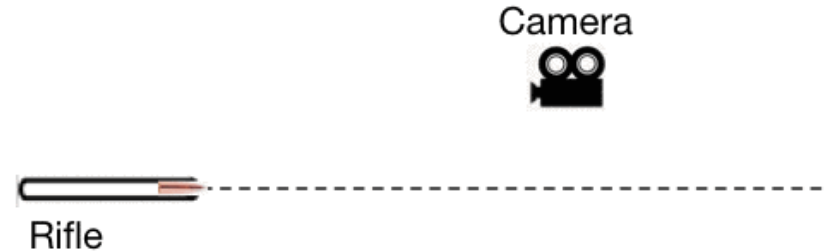
- The system can estimate the distance of the shooter to the camera if:
 1. The bullet is super-sonic
 2. Bullet shockwave sound (“crack”) is recorded
 3. Muzzle blast sound is recorded
 - Muzzle blast sound: the sound when the bullet leaves the barrel

Estimating Shooter Distance

Bullet shockwave facts:

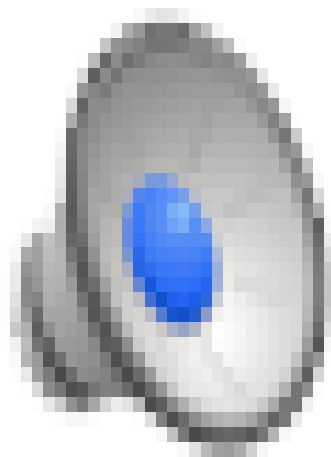
1. Will arrive before the muzzle blast sound
2. Have a sharper angle if the bullet is faster

Note: cannot be heard behind the rifle



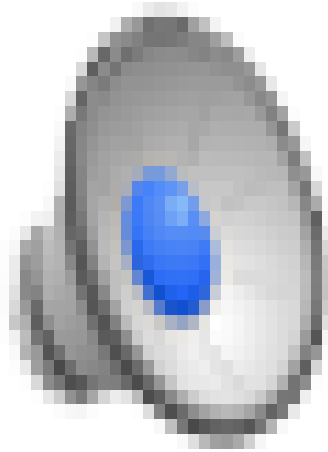
Estimating Shooter Distance

- Mark the **shockwave** sound and **muzzle blast** sound on the video segment that **gunshot is detected**



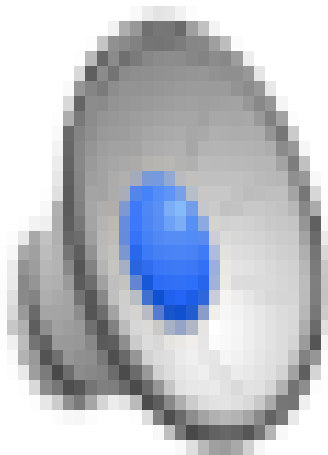
Estimating Shooter Distance

- Bullet shockwave sound



Estimating Shooter Distance

- Muzzle blast sound

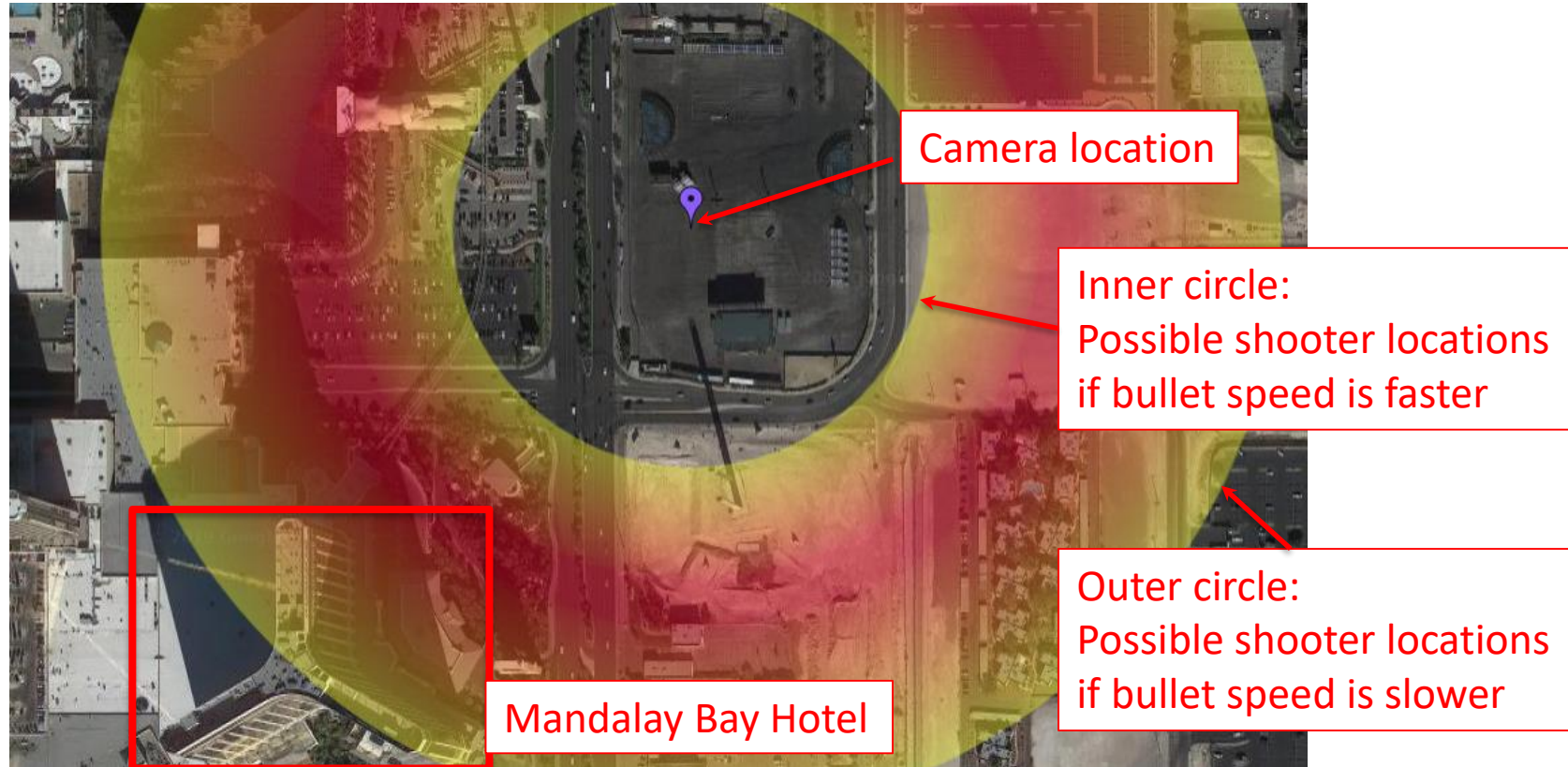


Estimating Shooter Distance

- Distance can be computed based on:
 - Time difference between the bullet shockwave and muzzle blast
 - Speed of the bullet
 - Speed of sound
- Since the bullet and speed of sound are estimated, there is a range of possible distances
- A probable minimum and maximum distances around the camera form a ***donut*** shape of possible locations

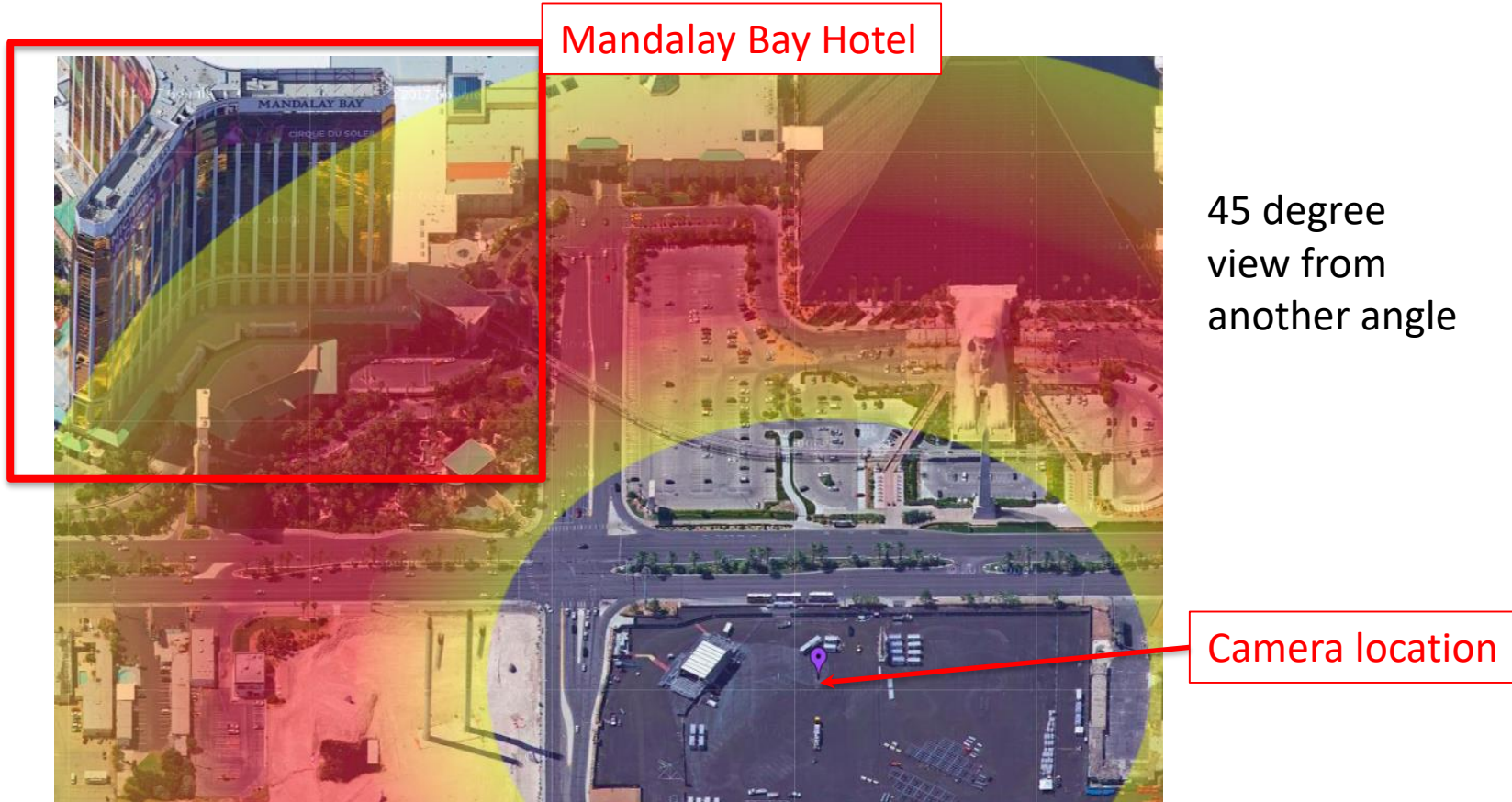
Estimating Shooter Distance

The *donut* is placed on the map around the camera



Estimating Shooter Distance

The ***donut*** is placed on the map around the camera



Estimating Shooter Direction

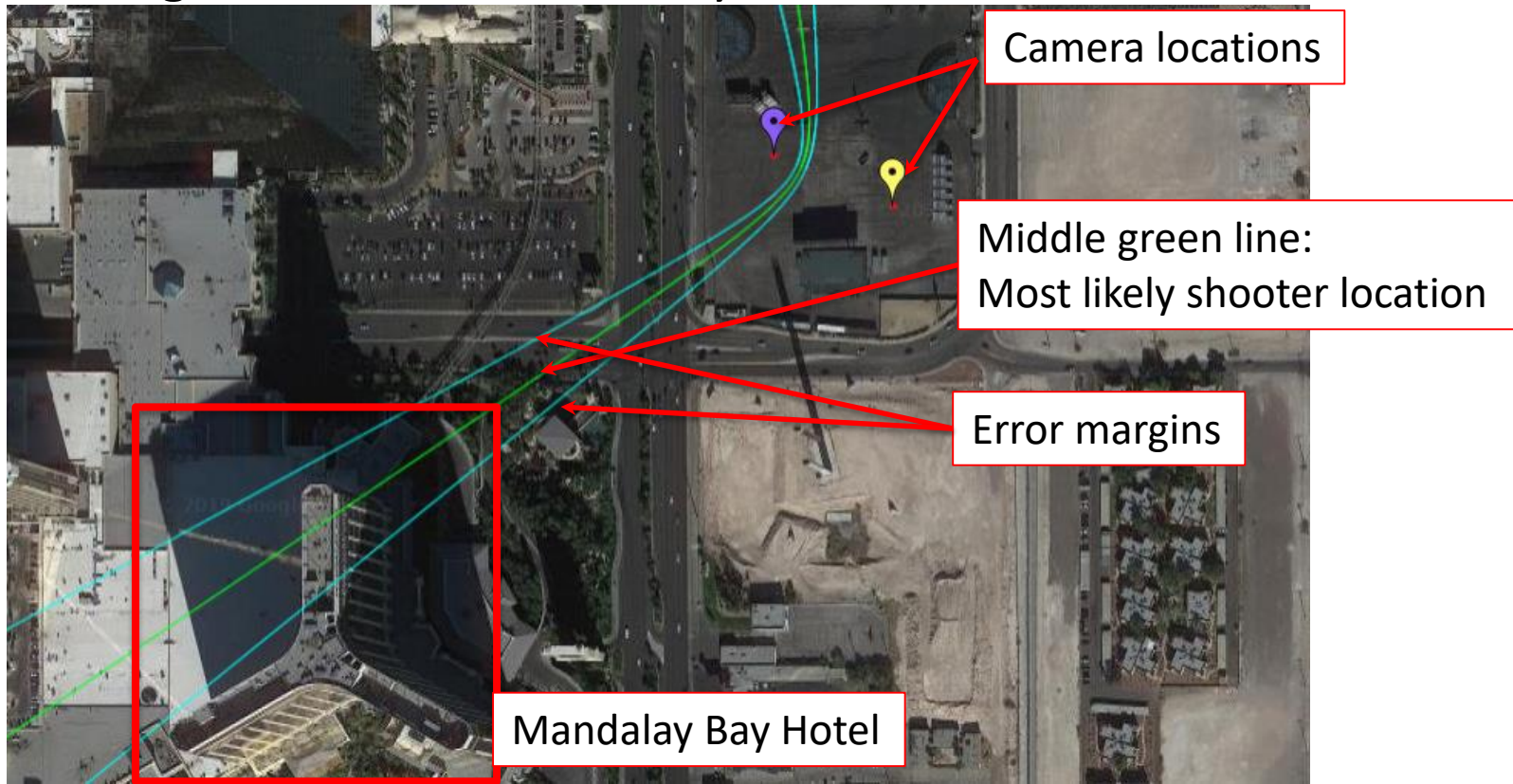
- To estimate the direction of the shooter, we need:
 - A pair of synchronized videos both recording the muzzle blast sound of the gunshot
 - **Accurate camera locations**

Estimating Shooter Direction

- We make use of the **time difference** of the arrival of the muzzle blast sound at the two cameras
 - Three bowl-shaped lines (hyperbolas) can be drawn to determine the likely location of the shooter

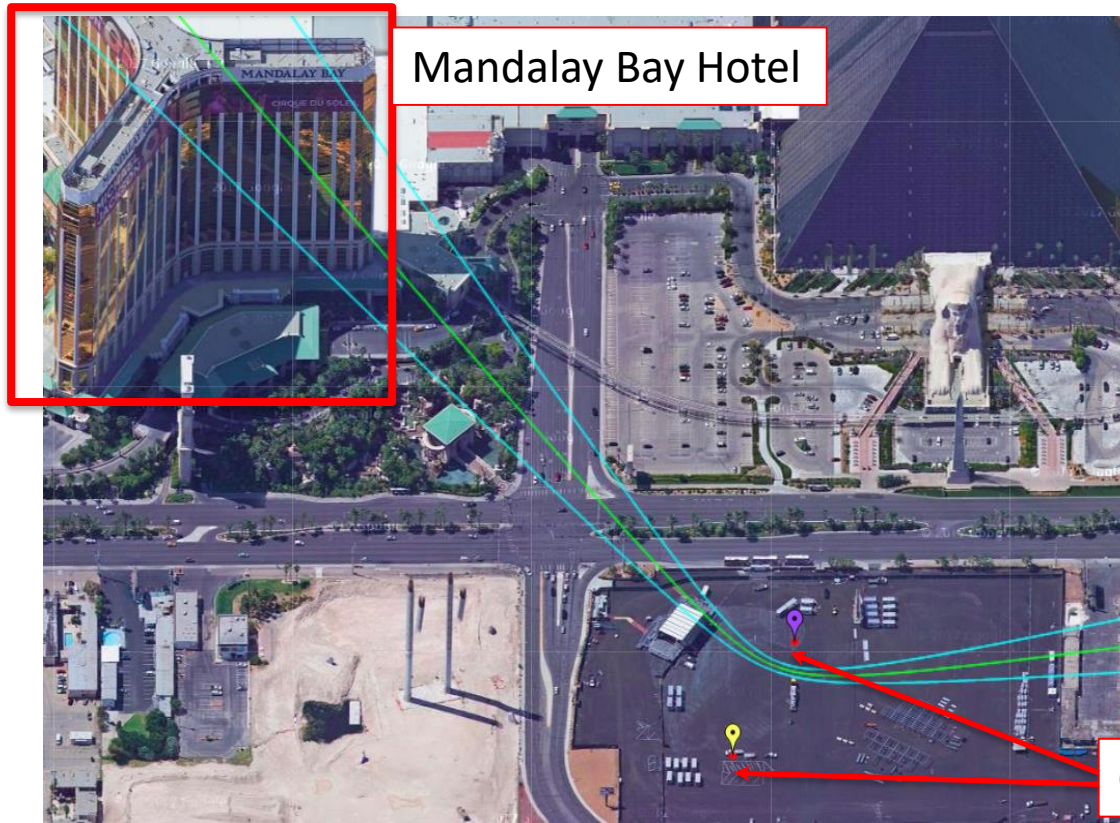
Estimating Shooter Direction

The shooter is located within the three lines, where the middle green one is most likely



Estimating Shooter Direction

The shooter is located within the three lines, where the middle green one is most likely



45 degree view
from another angle

Camera locations

Gunshot Geo-Localization – Las Vegas Shooting

Demonstration
of the web
interface



Summary

- **Real-Time Event Analysis**
 - Social Media Event Detection and Analysis
 - Crowd Counting
 - Object Detection and Tracking in Videos
(https://github.com/JunweiLiang/Object_Detection_Tracking)
 - Traffic Accident Prediction
 - Person Re-identification using Gait Recognition
 - Automatic Person Picture Capturing Using Pan-Tilt-Zoom Cameras
(<https://github.com/google/next-prediction>)
- **Event Reconstruction**
 - Video Synchronization (<https://vera.cs.cmu.edu/>)
 - Camera Geo-Localization
 - 3D Reconstruction (https://vera.cs.cmu.edu/VERA_3D_Reconstruction)
- **Shooter Event Analysis**
 - Gunshot Detection & Gun Type Classification (<https://vera.cs.cmu.edu/>)
 - Shooter Geo-Localization (<https://vera.cs.cmu.edu/>)

Thank you!

Any questions?



#PSCR2019

Come back for the
**Next
Session**
1:50 PM