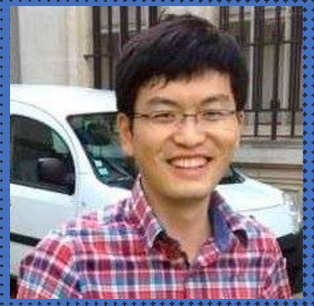
Is Space-Time Attention All You Need for Video Understanding?

FACEBOOK AI

Gedas Bertasius



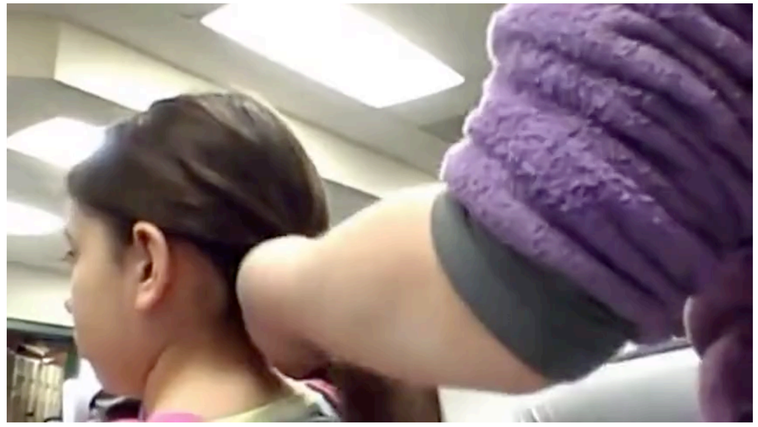
Heng Wang

Lorenzo Torresani

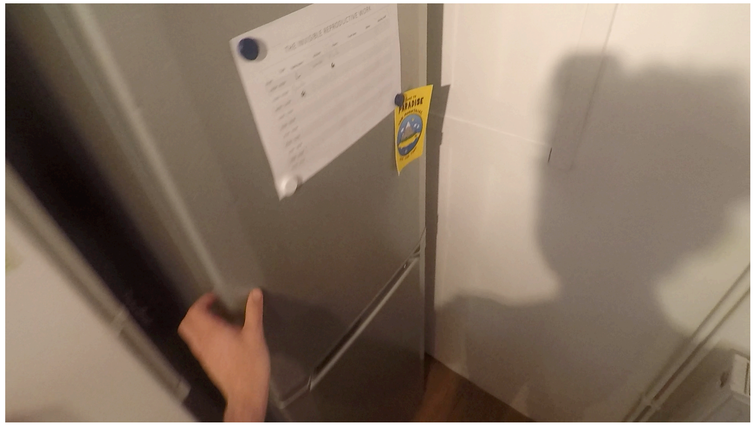
Video Classification

- Given a video, we want to classify it into one of the action categories.

Cartwheeling



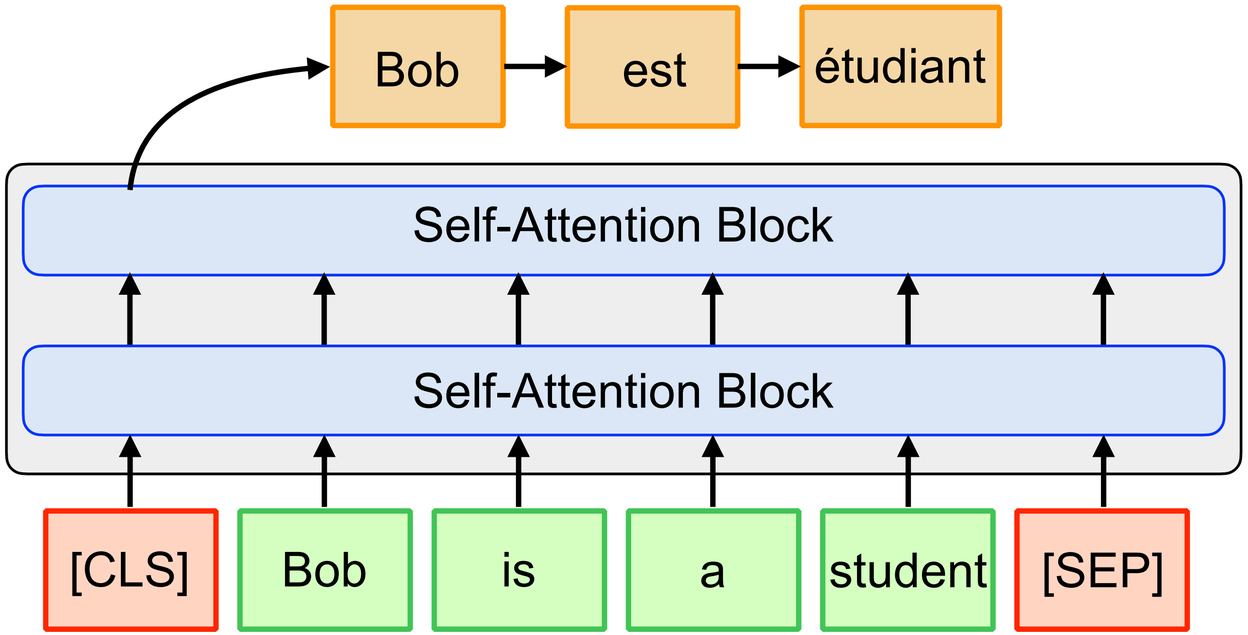
Braiding Hair



Opening a Fridge

Modern Language Models

- Self-attention enables capturing long-range dependencies among words.



a) Language Model

"Attention is All You Need", Vaswani et al., NIPS 2017

Modern Language Models

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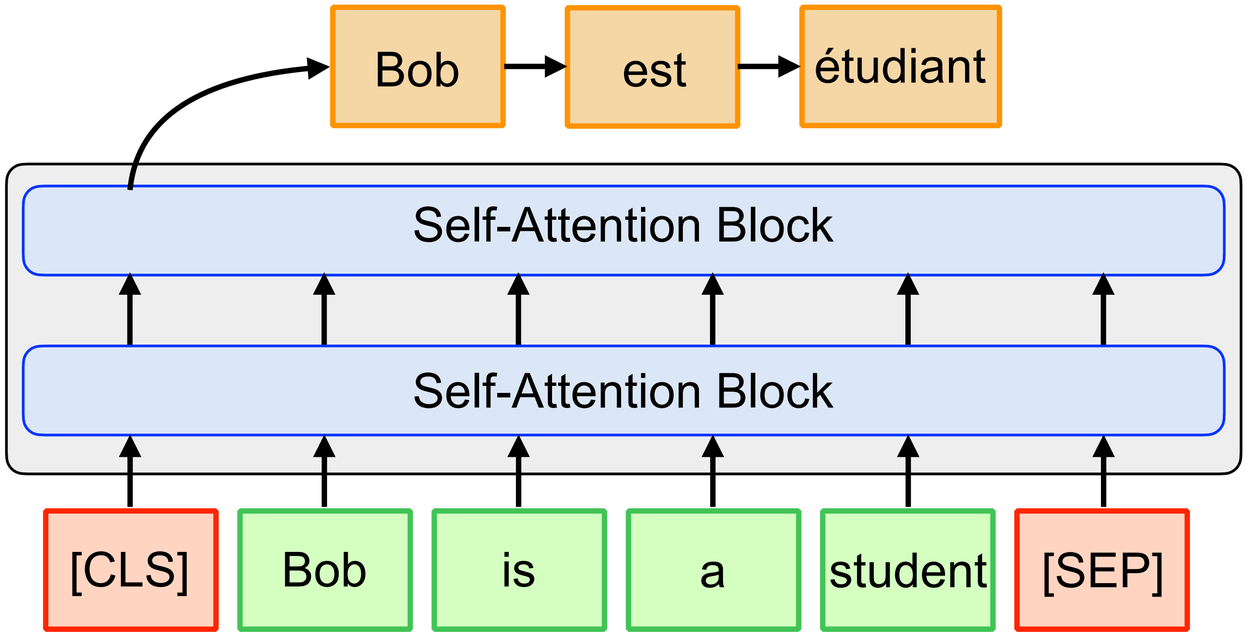

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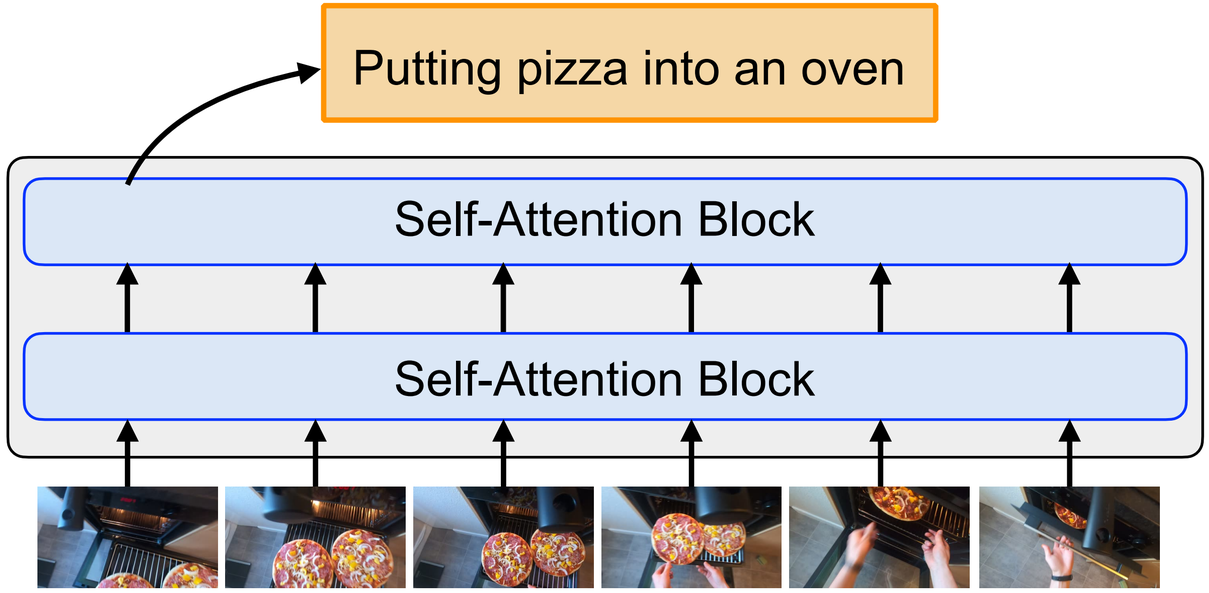
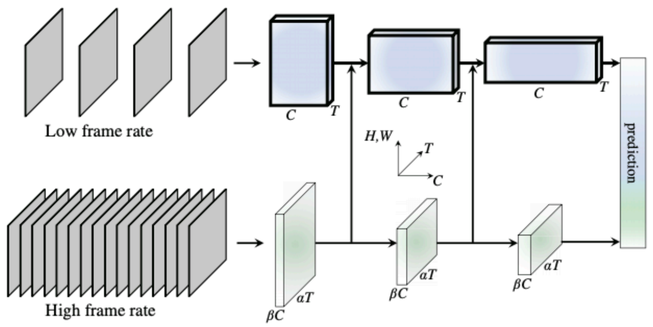


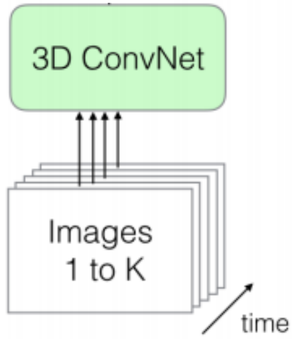
b) Video Model

"Attention is All You Need", Vaswani et al., NIPS 2017

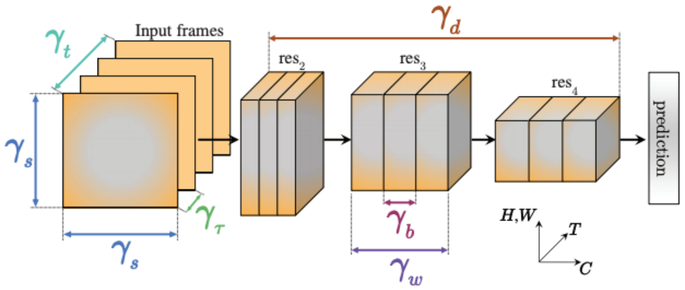
State-of-the-Art in Video Classification



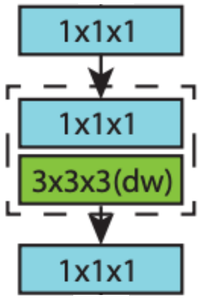
SlowFast Networks
[Feichtenhofer et al. 2019]



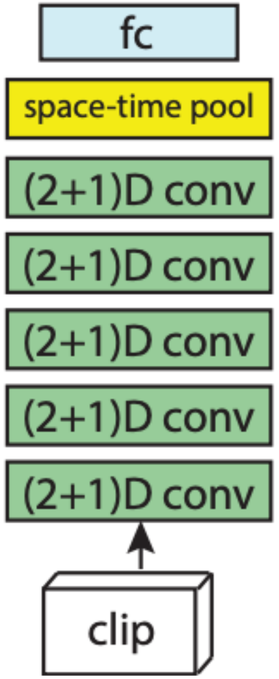
Inflated 3D Networks
[Carreira et al. 2018]



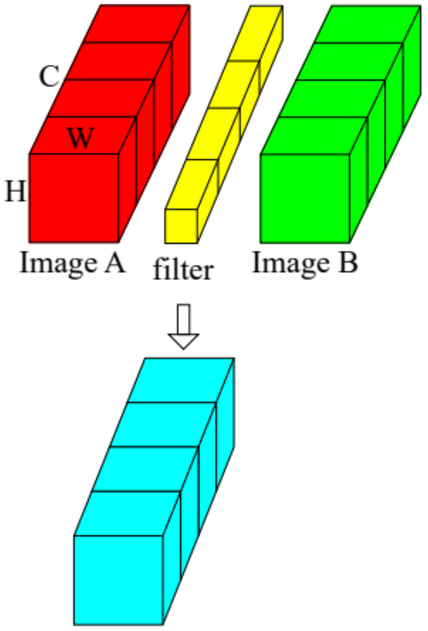
Expanded 3D Networks
[Feichtenhofer 2020]



Channel Separated Networks
[Tran et al. 2019]



R(2+1)D Networks
[Tran et al. 2018]



Correlation Networks
[Wang et al. 2020]

3D Convolutions vs Self-Attention

3D Convolutions:

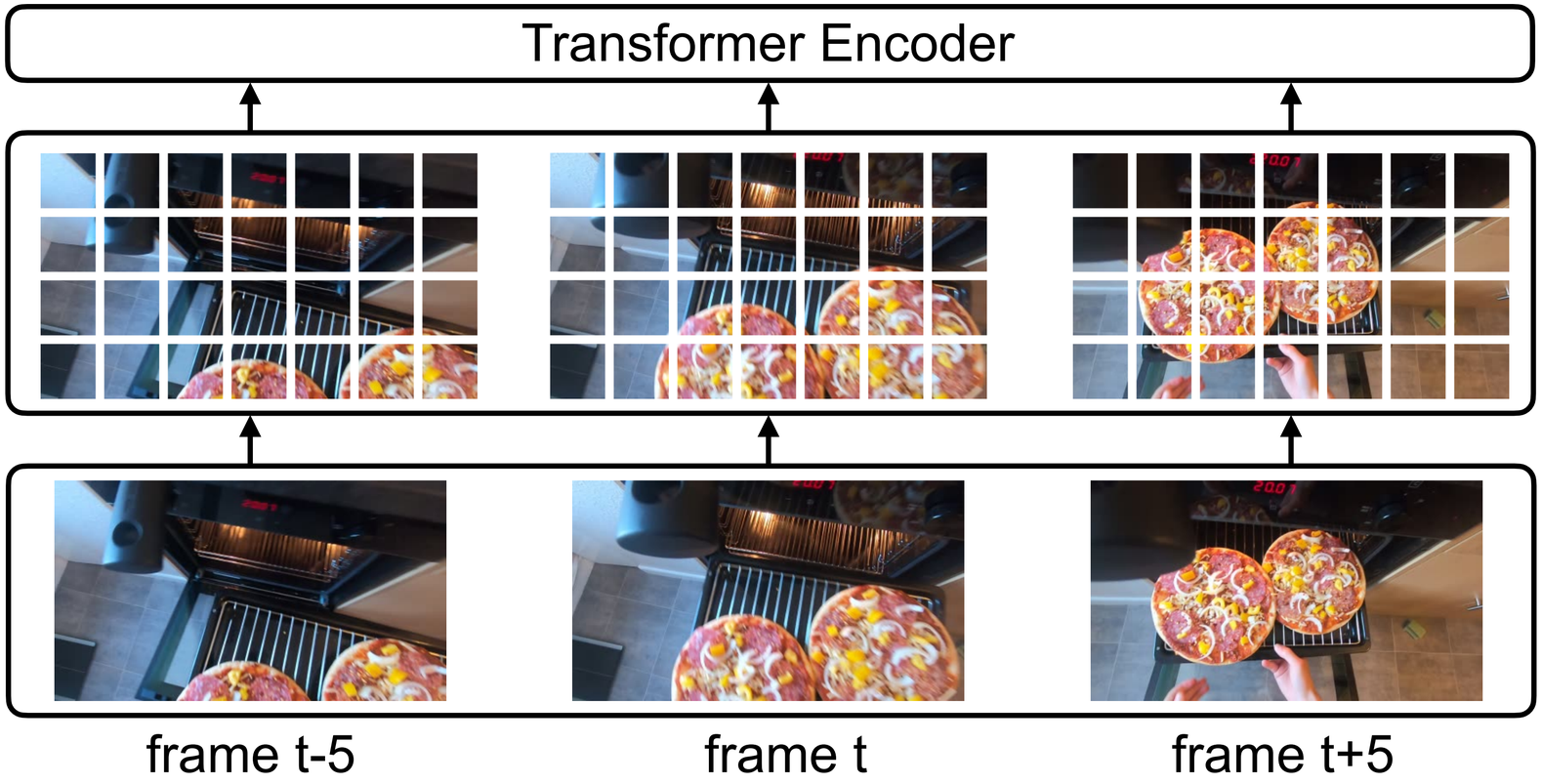
- ☹️ Strong inductive bias.
- ☹️ Captures short-range patterns.
- ☹️ Difficult to scale.

Self-Attention:

- 😎 Fewer inductive biases.
- 😎 Can capture both short-range and long-range dependencies.
- 😎 Easier to scale model capacity.

Video Decomposition

- We decompose the video into a sequence of frame-level patches.

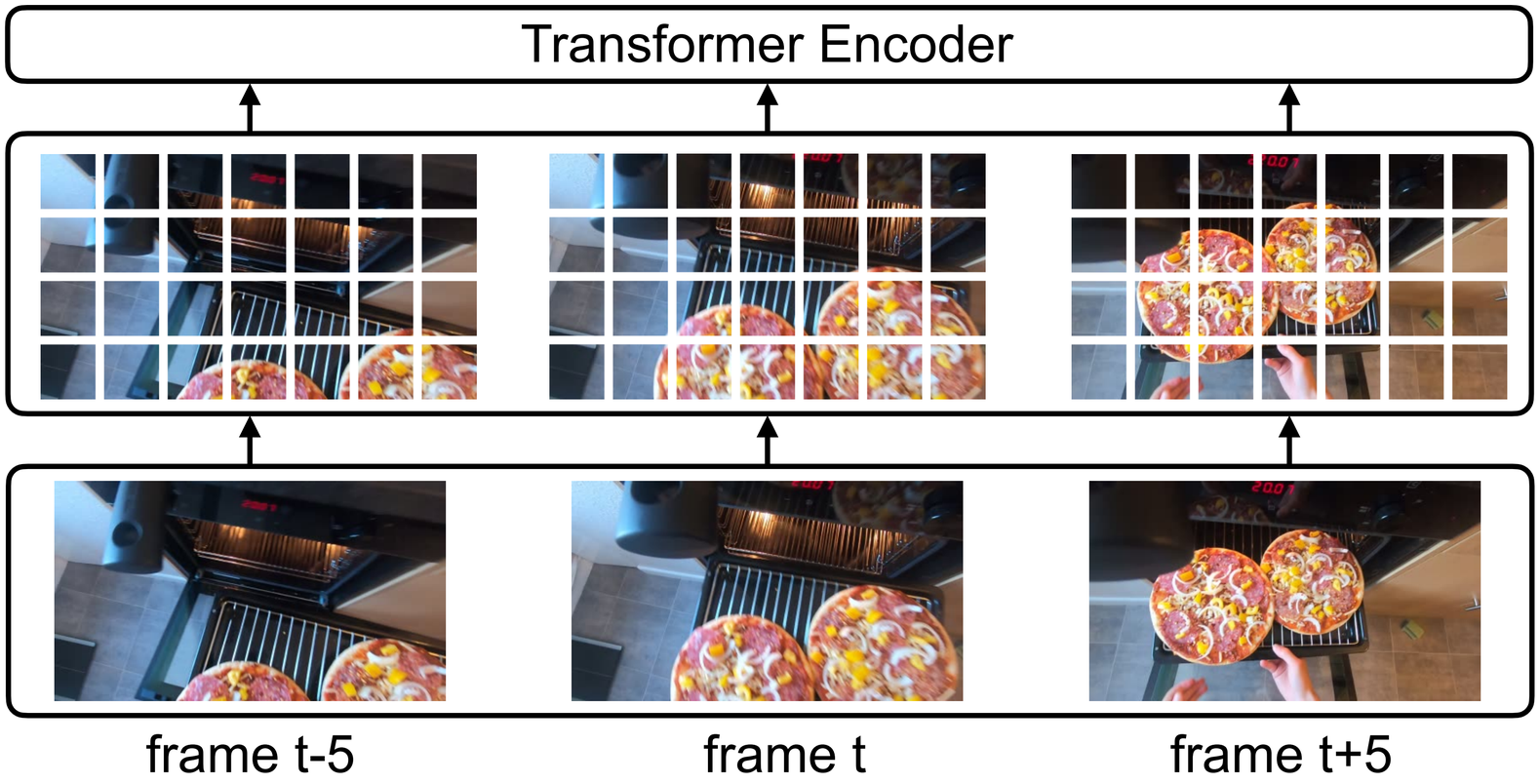


"An Image is Worth 16x16 Words: Transformers for Image Recognition at Scale", Dosovitskiy et al., ICLR 2021

Video Decomposition

- We decompose the video into a sequence of frame-level patches.

Computing similarity for all pairs of patches is costly.



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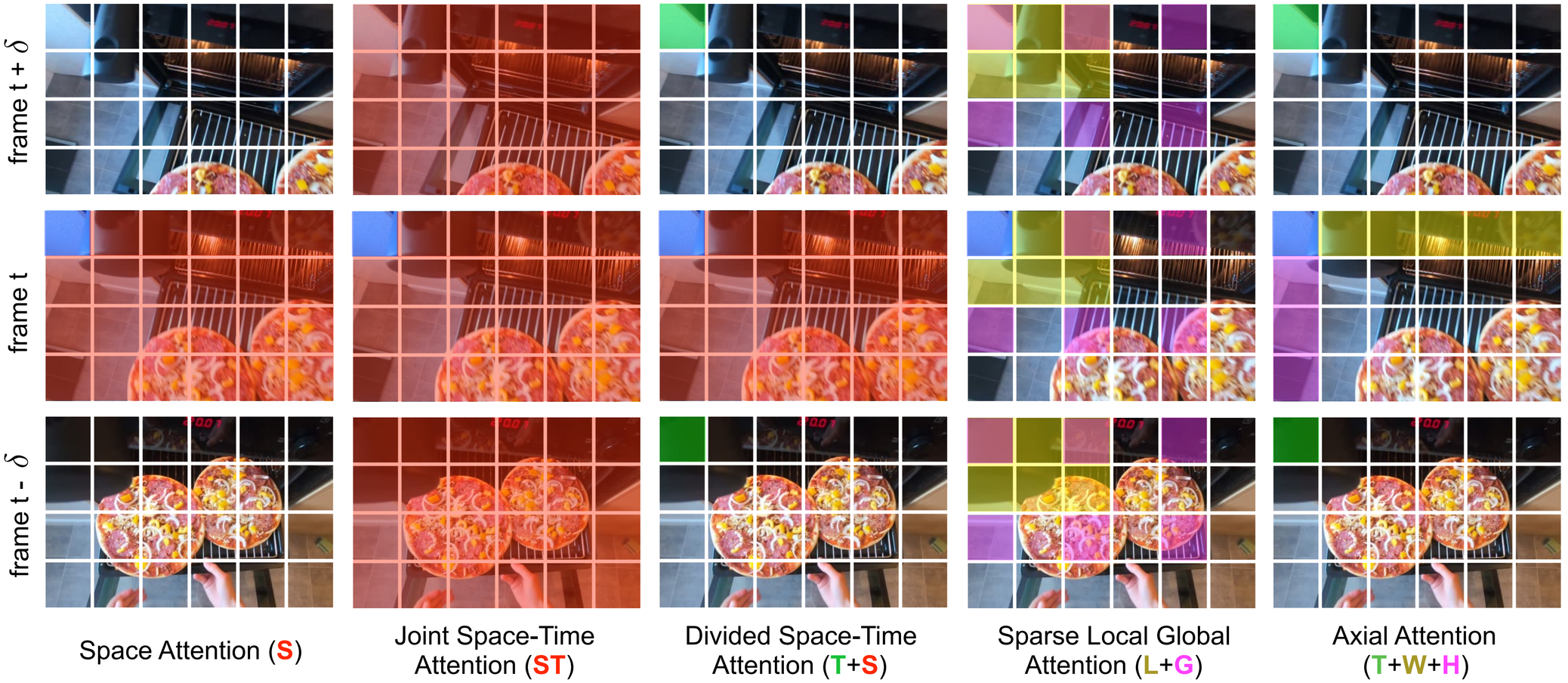
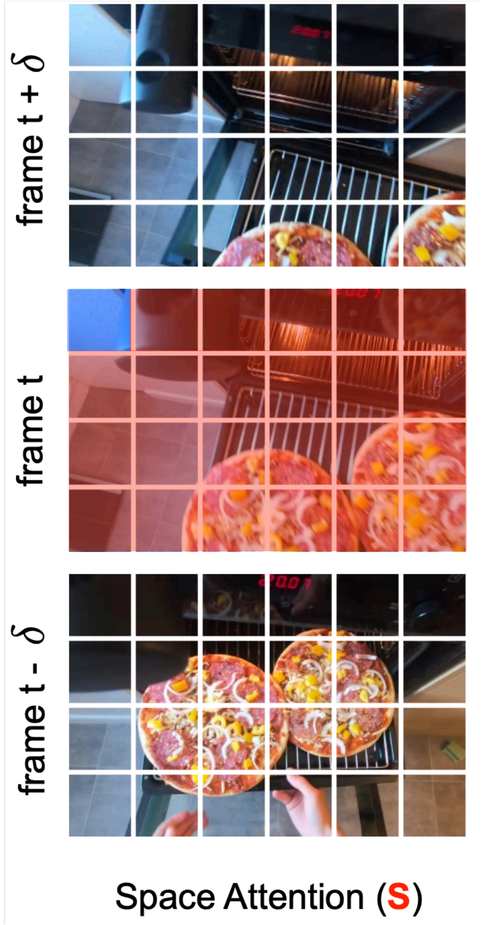
1. What is the right space-time self-attention pattern?

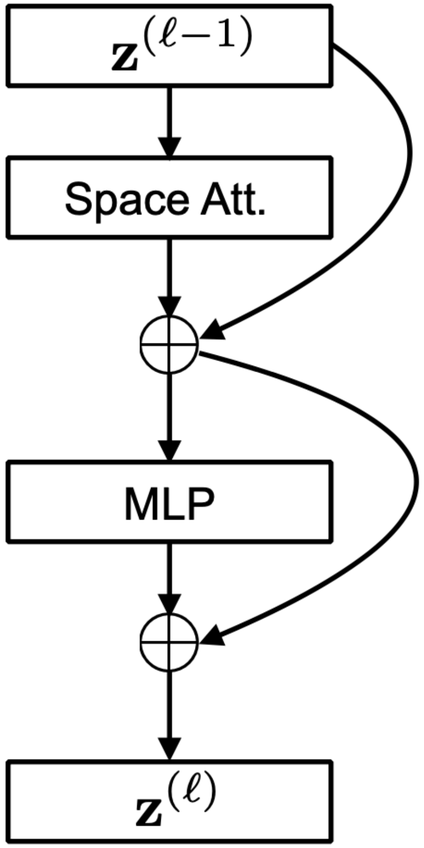
Space-Time Self-Attention

- We investigate several space-time self-attention schemes.

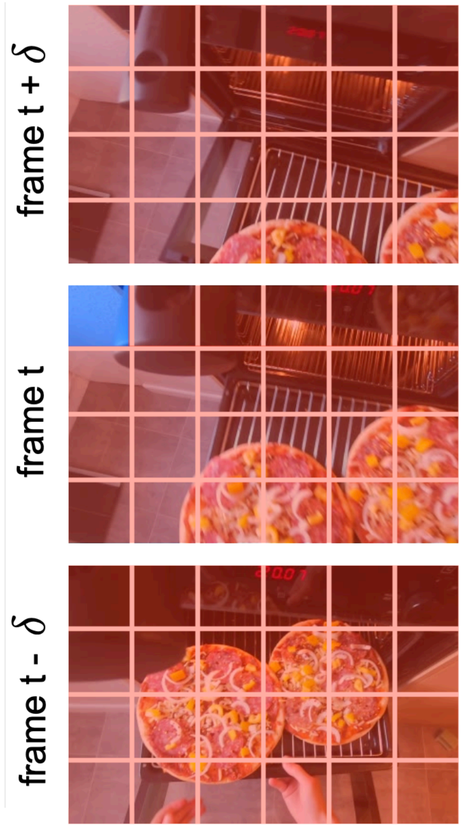


Spatial Self-Attention

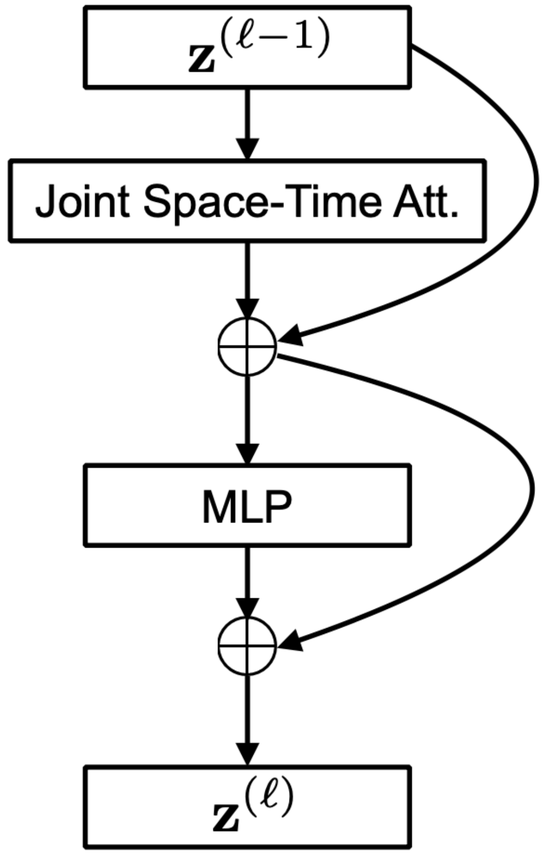




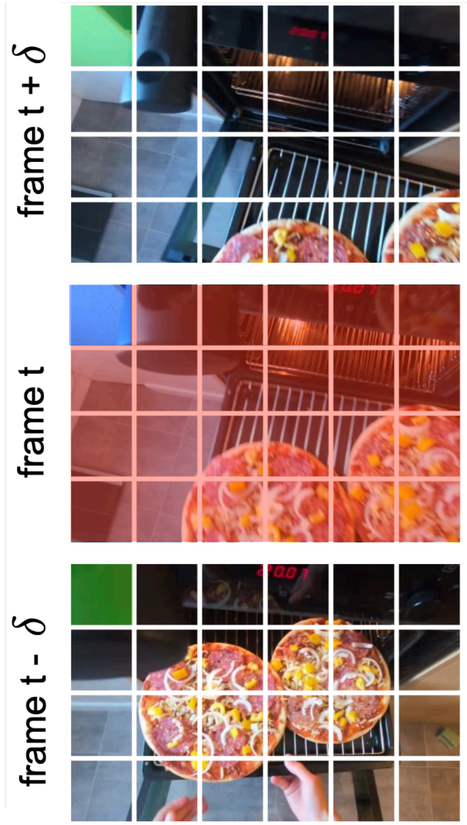
Joint Space-Time Self-Attention



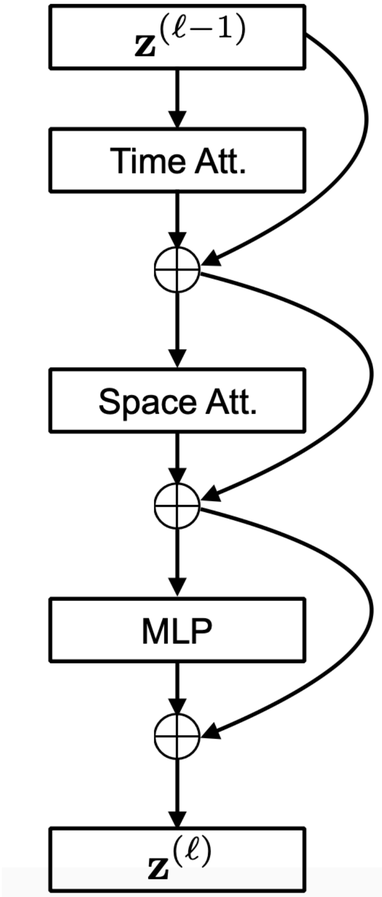
Joint Space-Time Attention (**ST**)



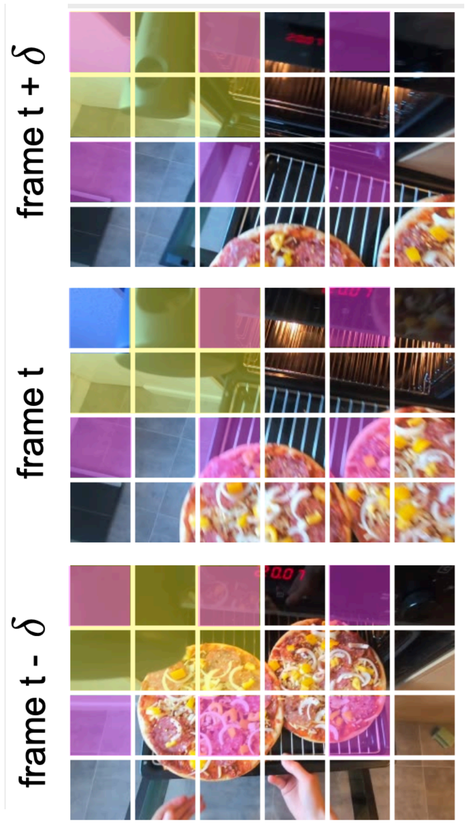
Divided Space-Time Self-Attention



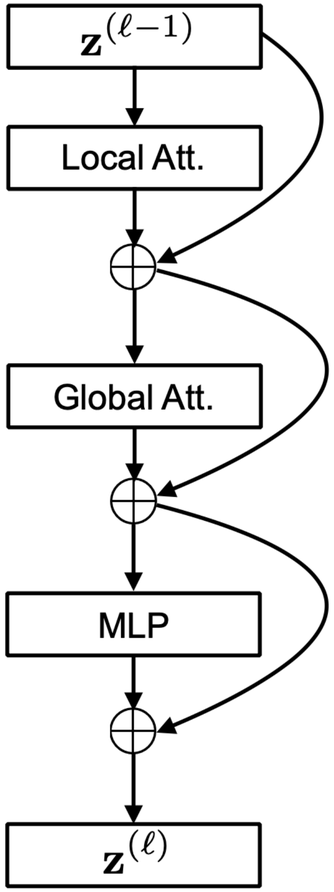
Divided Space-Time Attention (T+S)



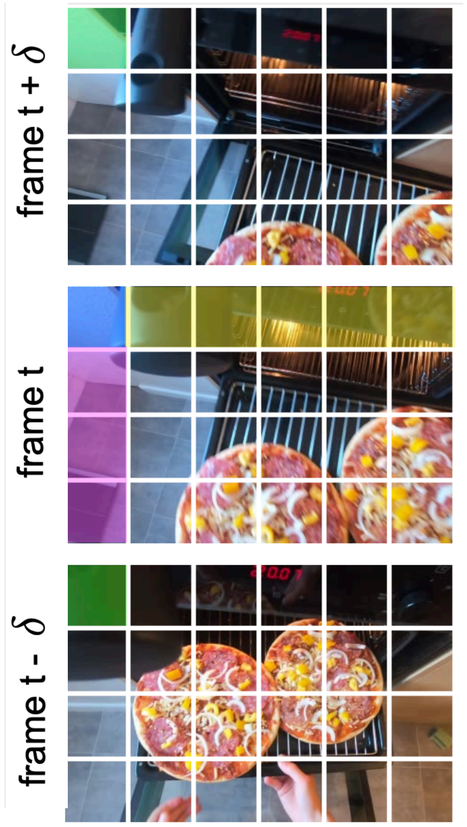
Local-Global Self-Attention



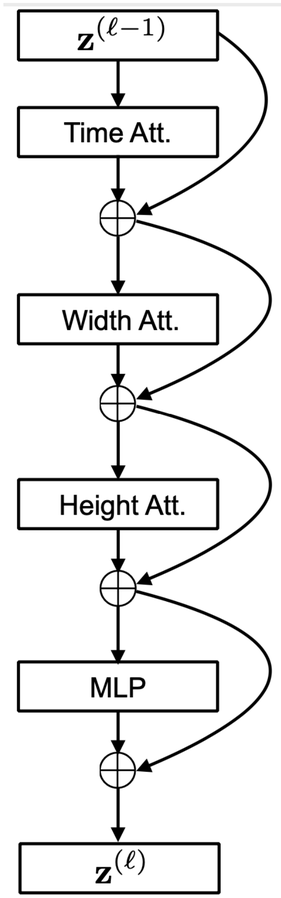
Sparse Local Global Attention (L+G)



Axial Self-Attention



Axial Attention
(T+W+H)



Axial Attention
(T+W+H)

Analysis of Self-Attention Schemes

- Each space-time self-attention scheme is evaluated on Kinetics-400, and Something-Something-V2 datasets.

Attention	Pretraining	Params	K400	SSv2
Space	ImageNet-21K	85.9M	76.9	36.6
Joint Space-Time	ImageNet-21K	85.9M	77.4	58.5
Divided Space-Time	ImageNet-21K	121.4M	**78.0**	**59.5**
Sparse Local Global	ImageNet-21K	121.4M	75.9	56.3
Axial	ImageNet-21K	156.8M	73.5	56.2

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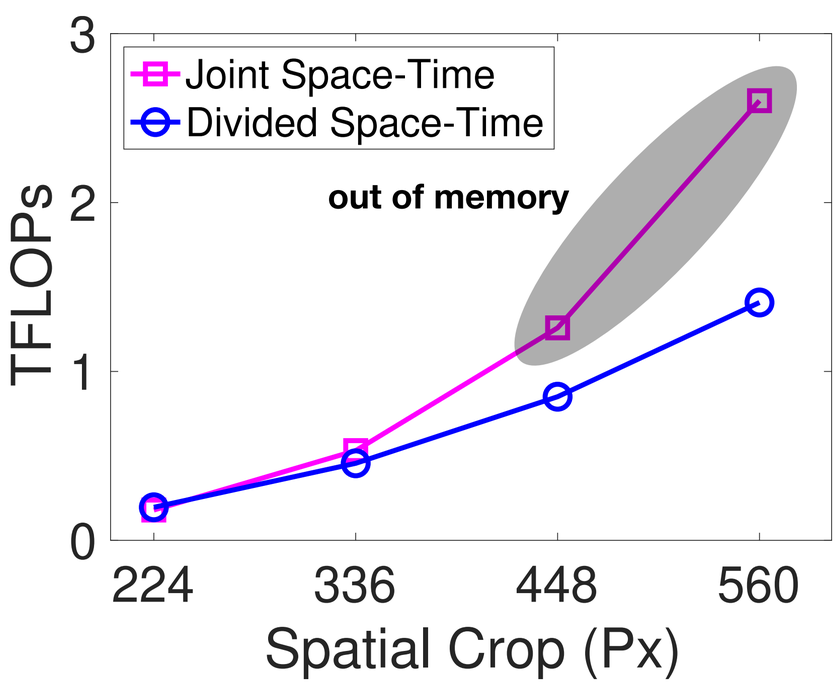
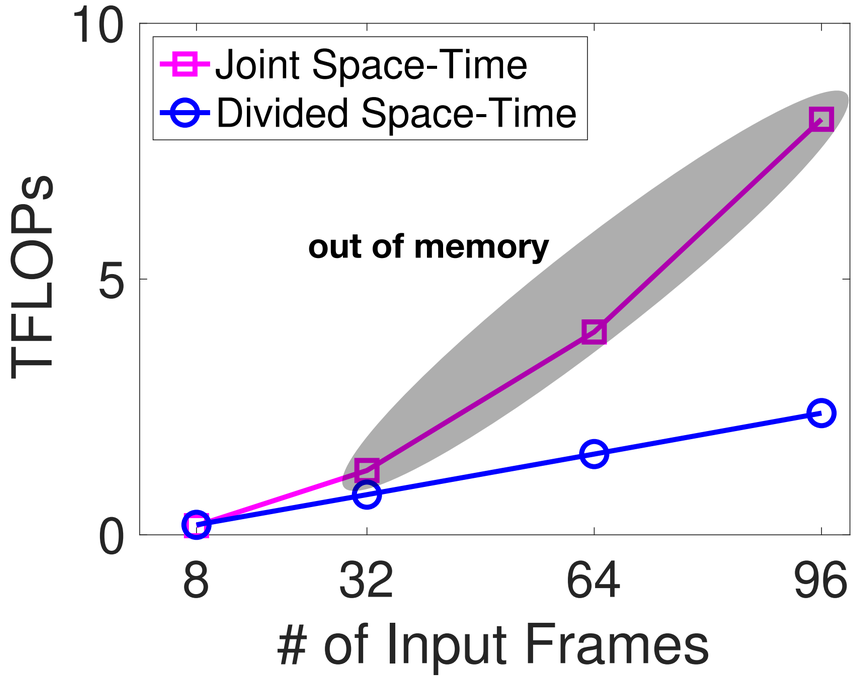
Analysis of Self-Attention Schemes

- As we increase the spatial resolution, or the video length, our proposed divided space-time attention leads to dramatic computational savings.





2. Is space-time attention better than 3D convolutions?

Comparison to 3D CNNs

- We investigate the distinguishing properties of TimeSformer compared to 3D CNNs.

Model	Pretrain	K400 Training Time (hours)	K400 Acc.	Inference TFLOPs	Params
I3D 8x8 R50	ImageNet-1K	444	71.0	1.11	28.0M
I3D 8x8 R50	ImageNet-1K	1440	73.4	1.11	28.0M
SlowFast R50	ImageNet-1K	448	70.0	1.97	34.6M
SlowFast R50	ImageNet-1K	3840	75.6	1.97	34.6M
SlowFast R50	N/A	6336	76.4	1.97	34.6M
TimeSformer	ImageNet-1K	**416**	75.8	**0.59**	121.4M
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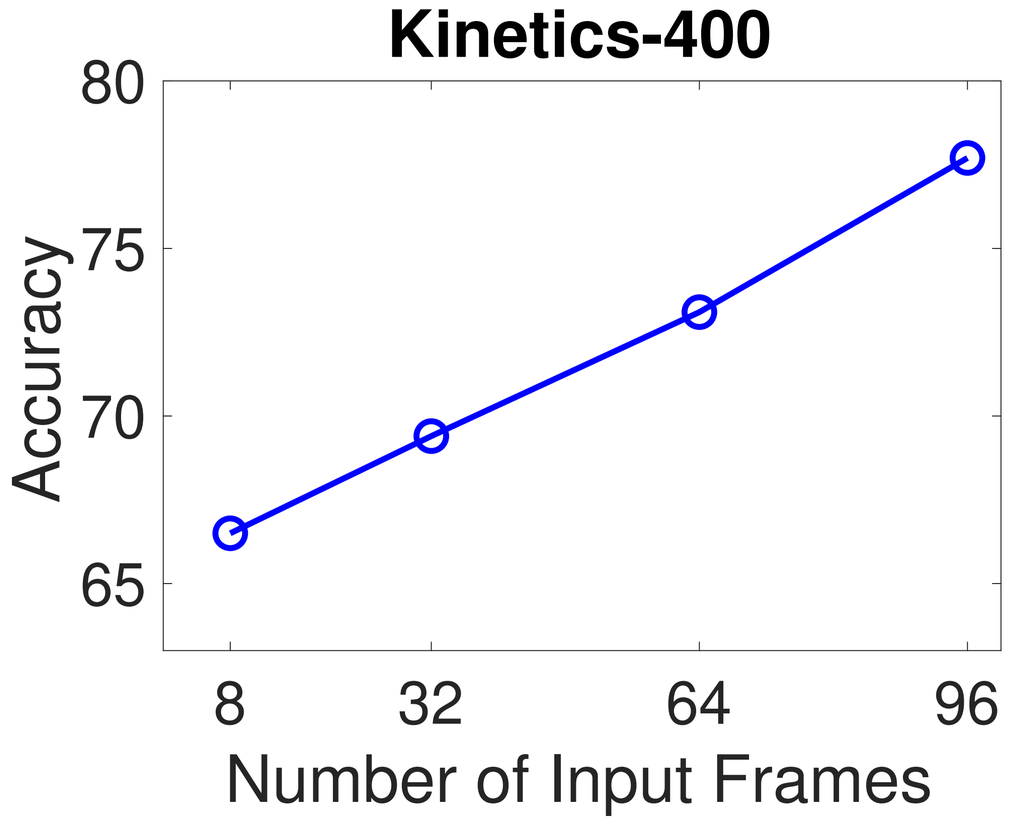
3. What is space-time attention particularly useful for?

Increasing the Video Length

- The scalability of our model allows it to operate on longer videos compared to most 3D CNNs.



Long-Term Video Modeling

- We evaluate our model's ability for long-term video modeling.

Key Details:

- **1059** long-term action categories (making breakfast, cleaning a house, etc).
- On average, each video is **~7min** long.
- **85K** training & **35K** testing videos.
- Performance is evaluated using a standard top-1 accuracy metric.

"Learning a Text-Video Embedding by Watching Hundred Million Narrated Video Clips", Miech et al., ICCV 2019

Long-Term Video Modeling

- “Single Clip Coverage” denotes the number of seconds spanned by a single clip.
- “# Test Clips” is the average number of clips needed to cover the entire input video during inference.

Method	# Input Frames	Frame Sampling Rate	Single Clip Coverage	# Test Clips	Top-1 Acc
SlowFast R101	8	1/32	8.5s	48	48.2
SlowFast R101	32	1/32	34.1s	12	50.8
SlowFast R101	64	1/32	68.3s	6	51.5
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4. Is space-time attention all you need for video understanding?

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- Improvements are needed for learning more effective features on temporally heavy datasets (e.g. SSv2).

Long-Short Temporal Contrastive Pretraining

Self-supervised pretraining eliminates the need for large-scaled supervised image pretraining in video transformers.

Method	Resolution	Additional Data	Top-1
TimeSformer	8 x 224^2	ImageNet-21K (14M)	78.0
LSTCL	8 x 224^2	-	**78.5**

"Long-Short Temporal Contrastive Learning of Video Transformers", Wang et al., arXiv 2021

MotionFormer

The trajectory attention mechanism allows to capture temporal information more effectively.

Method	Top-1
MSNet (Kwon et al., 2020)	64.7
TEA (Li et al., 2020b)	65.1
bLVNet (Fan et al., 2019)	65.2
TimeSformer-L	62.4
MotionFormer-L	**68.1**

Results on Something-Something-V2

"Keeping Your Eye on the Ball: Trajectory Attention in Video Transformers", Patrick et al., arXiv 2021

https://github.com/facebookresearch/TimeSformer