

Multimedia lifecycle

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CWI, Interactive Information Access UvA, Multimedia Interaction



Creating a semantic media web

- Allocate URI to media asset
- Attach metadata using RDF

But...

- want to attach metadata to parts of a media asset
- want to combine multiple (parts) of assets into new assets/presentations
- each media type/format needs a different player (whereas everyone can display text)

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We don't even care about media!

- We want to enable
 - the processing of information-bearing content
 - of one or more media types
 - that can be interpreted by end users
- End-users are primarily interested in
 - the meaning conveyed by a combination of media assets
 - interacting further with the media
 - as part of complex search task
 - · passing it on to someone else in media "chain"

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We can use the (semantic) web

- Web enables the identification and delivery of units of information of different data types
- Semantic web enables the association of metadata with each identified unit/fragment
- To find and use them, we need mechanisms:
 - for identifying (part of) an individual media asset
 - for associating metadata with an identified fragment
 - that enable larger meaningful structures to be composed, identified and annotated

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Why are you here?

- To do just this...
- To understand the context in which information is used
- Learn about different techniques that already exist
- Understand how far media is part of the semantic web
- And most importantly, what still needs to be done to get it to work!

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Really need...

- to be aware of the human aspects of multimedia
- multimedia assets are not created "in vacuo", but by someone for a specific purpose
- more than the information "expressed" by the media asset itself, e.g.
 - the creator and the intended purpose
 - provenance also important on the semantic web,
 where a multimedia presentation may be composed of assets published by many different sources
 - the context in which the media asset was created (e.g. before or after Obama was elected)

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This talk

Understand Multimedia Applications Workflow

CeWe Color Photo Book creation application
Vox Populi argumentation-based video sequences generation
Canonical Processes of Media Production

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Understanding Multimedia Applications Workflow

- Identify and define a number of canonical processes of media production
- Community effort
 - 2005: Dagstuhl seminar
 - 2005: ACM MM Workshop on <u>Multimedia for Human</u> <u>Communication</u>
 - 2008: Multimedia Systems
 Journal Special Issue
 (core model and companion
 system papers)
 editors: Frank Nack, Zeljko Obrenovic

and Lynda Hardman

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Overview of Canonical Processes

Premeditate

Create

Annotate

Package

Organize

Organize

Query

Publish

Distribute

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Example 1: CeWe Color PhotoBook

- Application for authoring digital photo books
- Automatic selection, sorting and ordering of photos
 - Context analysis methods: timestamp, annotation, etc.
 - Content analysis methods: color histograms, edge detection, etc.
- Customized layout and background
- Print by the European leader photo finisher company

http://www.cewe-photobook.com

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CeWe Color PhotoBook Processes

• My winter ski holidays with my friends

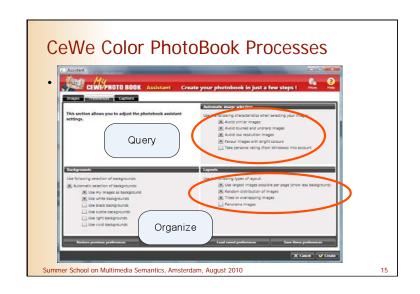
• Tremeditate

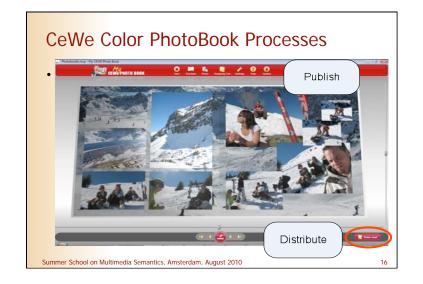
Construct Message

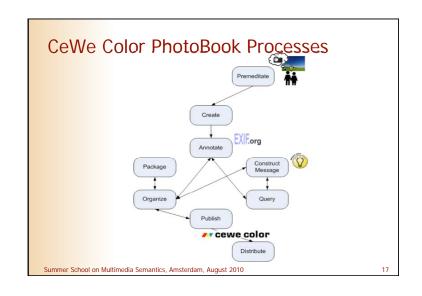
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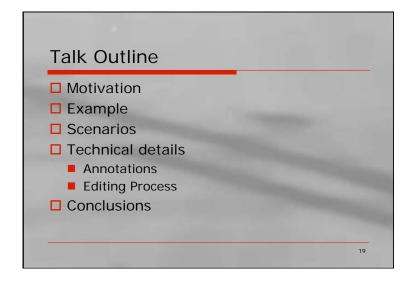


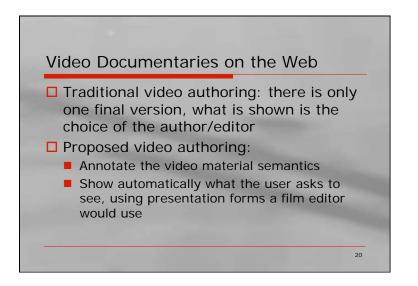




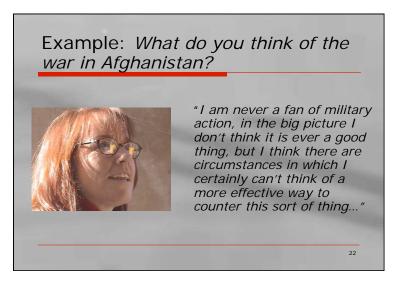








Video material Focus on video interviews about controversial issues Interview with America video footage with interviews and background material about the opinion of American people after 9-11 www.interviewwithamerica.com





The annotations Rhetorical Rhetorical Statement (mostly verbal, but visual also possible) Argumentation model: Toulmin model Descriptive Question asked Interviewee (social) Filmic next slide

Filmic annotations

Continuity, e.g.

- lighting conditions
- background sound
- gaze direction of speaker left, centre, right
- framing continuity close-up, medium shot, long shot
- camera movement none, pan left/right, shaking, tilt up/down, zoom in/out

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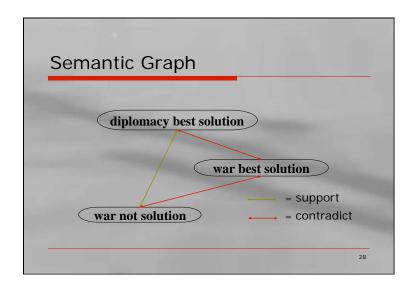
Statement encoding

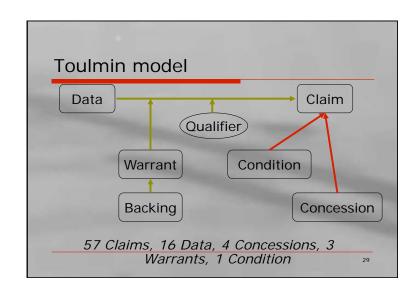
- ☐ Statement formally annotated:
 - <subject > < modifier > < predicate >
 - E.g. "war best solution"
- ☐ A thesaurus containing:
 - Terms (155)
 - Relations between terms: similar (72), opposite (108), generalization (10), specialization (10)
 - E.g. war opposite diplomacy

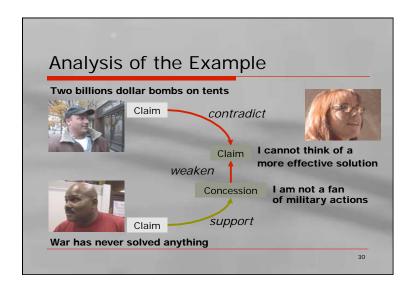
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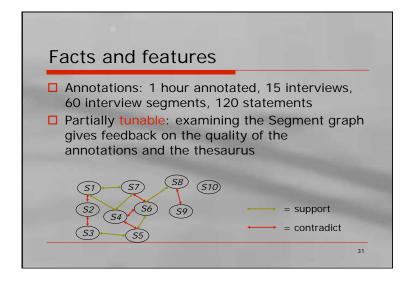
Connect statements

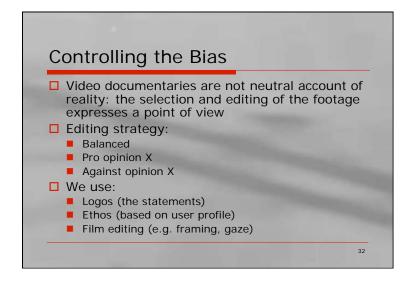
- ☐ Using the thesaurus, generate related statements and query the repository
 - "war best solution",
 - "diplomacy best solution",
 - "war not solution"
- ☐ Create a graph of related statements
 - nodes are the statements (corresponding to video segments)
 - edges are either support or contradict

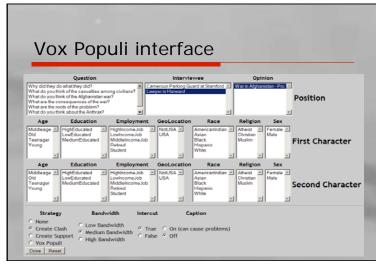


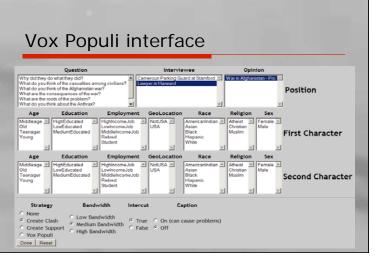












Pointers & Acknowledgments ☐ This presentation and a Demo available at: http://www.cwi.nl/~media/demo/IWA/ ☐ This research was funded by the Dutch national ToKeN I²RP and CHIME projects.

Conclusions

- Automatic generation of video interviews augmented with supporting and/or contradicting material
- ☐ The user can determine the subject and the bias of the presentation
- ☐ The documentarist can add material and let the system generate new documentaries

Literature

 Stefano Bocconi Vox Populi: generating video documentaries from semantically annotated media repositories PhD thesis, Technical University of Eindhoven, 2006 http://www.cwi.nl/~media/Theses/Bocconi/VoxPopuli.pdf

Example 2: Vox Populi Video Sequences Generation

Stefano Bocconi, Frank Nack

Interview with America

video footage with interviews and background material about the opinion of American people after 9-11 http://www.interviewwithamerica.com

 Example question: What do you think of the war in Afghanistan?



"I am never a fan of military action, in the big picture I don't think it is ever a good thing, but I think there are circumstances in which I certainly can't think of a more effective way to counter this sort of thing..."

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Vox Populi Premeditate Process

- Analogous to the pre-production process in the film industry
 - Static versus dynamic video artifact

Premeditate

- Output
 - Script, planning of the videos to be captured
 - Questions to the interviewee prepared
 - Profiles of the people interviewed: education, age, gender, race
 - Locations where the interviews take place

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Vox Populi Annotations

- Contextual
 - Interviewee (social), locations
- Descriptive
 - Question asked and transcription of the answers
 - Filmic continuity, examples:
 - gaze direction of speaker (left, centre, right)
 - framing (close-up, medium shot, long shot)
- Rhetorical
 - Rhetorical Statement
 - Argumentation model: Toulmin model

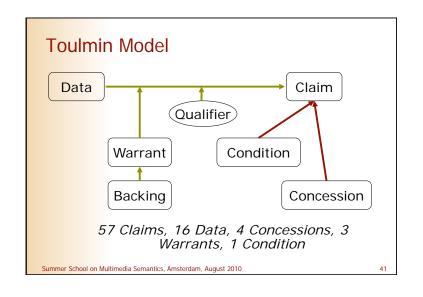
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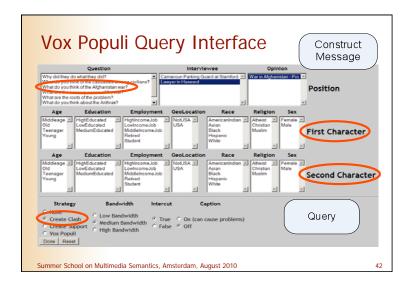
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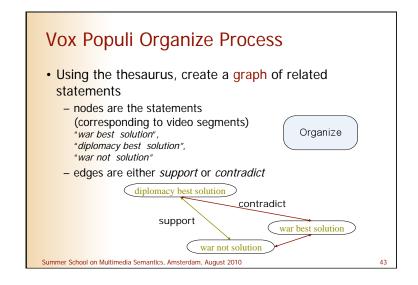
Vox Populi Statement Annotations

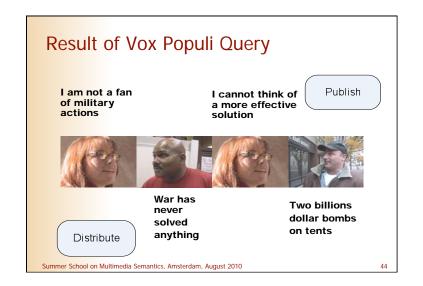
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- A thesaurus containing:
 - Terms on the topics discussed (155)
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 - E.g. war opposite diplomacy

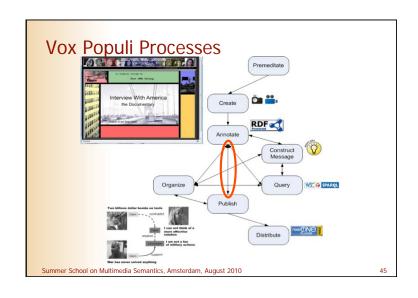
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Canonical Processes 101

- Canonical: reduced to the simplest and most significant form possible without loss of generality
- Each process
 - short description
 - illustrated with use cases
 - input(s), actor(s) & output(s)
- Formalization of processes in UML diagrams in paper (see literature list)

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Premeditate

- Establish initial ideas about media production
 - Design a photo book of my last holidays for my family
 - Create argument-based sequences of videos of interviews after September 11
- Inputs: ideas, inspirations from human experience
- · Actors:
 - camera owner
 - group of friends
- Outputs:
 - decision to take camera onto ski-slope
 - structured set of questions and locations for interviews

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Create Media Asset

- Media assets are captured, generated or transformed
 - Photos taken at unspecified moments at holiday locations
 - Synchronized audio video of interviewees responding to fixed questions at many locations
- Inputs:
 - decision to take camera onto ski-slope;
 - structured set of questions and locations for interviews
- Actors:
- (video) camera, editing suite
- Outputs:

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images, videos



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Annotaate

- Annotation is associated with asset
- Inputs:
 - photo, video, existing annotation
 - optional thesaurus of terms
- · Actors:
 - human, feature analysis program
- · Outputs:
 - Complex structure associating annotations with images, videos



Q: "What do you think of the Afghanistan war?" Speaker: Female, Caucasian...

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Package

- Process artifacts are packed logically or physically
- Useful for storing collections of media after capturing...
- ... before selecting subset for further stages



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Semantic Annotate • Annotation uses existing controlled vocabularies - Subject matter annotations of your photos (COMM, XMP) - Rhetorical annotations in Vox Populi Subject Modifier Predicate thesaurus thesaurus war best solution

Query

- User retrieves a set of process artifacts based on a user-specified query
- Inputs:
 - user query, in terms of annotations or by example
 - collection(s) of assets

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- Actors:
 - human
- Output:
 - subset of assets plus annotations (in no order)



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Construct Message

- Author specifies the message they wish to convey
 - Our holiday was sporty, great weather and fun
 - Create clash about whether war is a good thing
- Inputs: ideas, decisions, available assets
- · Actors:
 - author
- Outputs:
 - the message that should be conveyed by the assets

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Publish

- Presentation is created
 - associated annotations may be removed
 - create proprietary format of photobook for upload
 - create SMIL file containing videos and timing information
- Inputs: set of assets and annotations (e.g. output from organize process)
- Actors: human or machine
- · Outputs:
 - final presentation in specific document format, such as html, smil or pdf

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Organize

- Process where process artifacts are organized according to the message
 - Organize a number of 2-page layouts in photobook
 - Use semantic graph to select related video clips to form linear presentation of parts of argument structure
- Inputs: set of assets and annotations (e.g. output from query process)
- Actors: human or machine
- Outputs: document structure with recommended groupings and orderings for assets



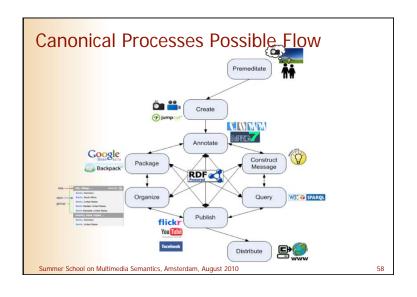
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Distribute

- Presentation is transported to end user, end-user can view and interact with it
 - photobook uploaded to printer, printed then posted to user
 - SMIL file is downloaded to client and played
- Inputs: published document (output from publish process)
- Actors: distribution hardware and software
- Outputs:
 - media assets presented on user's device



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Sum Up

- Community agreement, not "yet another model"
- Large proportion of the functionality provided by multimedia applications can be described in terms of this model
- Initial step towards the definition of open web-based data structures for describing and sharing semantically annotated media assets

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Discussion

- Frequently asked questions
 - Complex processes
 - Interaction
 - Complex artifacts and annotations can be annotated
- Towards a more rigorous formalization of model
 - Relationship to foundational ontologies

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Semantics of Annotations

Model of Canonical Processes of Media Production

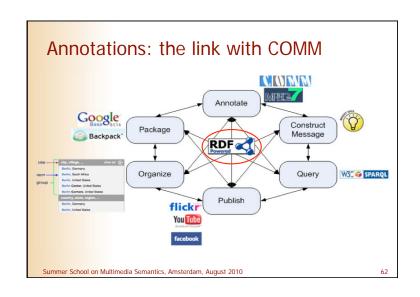
Models of Specific Media Production Processes

Concrete Systems

Literature

- Special Issue on Canonical Processes of Media Production http://www.springerlink.com/content/j0l4g337581652t1/ http://www.cwi.nl/~media/projects/canonical/
- Lynda Hardman, Zeljko Obrenovic, Frank Nack, Brigitte Kerhervé and Kurt Piersol: Canonical Processes of Semantically Annotated Media Production. In Multimedia Systems Journal, 2008
- Philipp Sandhaus, Sabine Thieme and Susanne Boll: Canonical Processes in Photo Book Production. In Multimedia Systems Journal, 2008
- Stefano Bocconi, Frank Nack and Lynda Hardman: Automatic generation of matter-of-opinion video documentaries. In <u>Journal of Web Semantics</u>, 6(2), p139-150, 2008.
- Lynda Hardman: Canonical Processes of Media Production. In Proceedings of the ACM Workshop on Multimedia for Human Communication - From Capture to Convey (MHC 05), November 2005.

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Acknowledgements



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http://www.cwi.nl/~media/samt08/

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