SKETCH SEARCH

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TEXT-BASED VIDEO RETRIEVAL







SKETCH-BASED SOLUTIONS



http://www.yellowbridge.com/chinese/

OUR INTERFACES





Compare

MATCHING PROCESS



MATCHING ALGORITHM



USER STUDY PROCEDURE

o 81 Participants

- Test all three interfaces
- Video Prompt vs. Text Prompt
 - "Please draw the following action:"



Randomly assigned action from

 Cross Arms, Scratch Head, Kick, Point, Wave, Throw

Hypothesis

| | Freehand | Puppet | Keyframe |
|----------------|----------|--------|----------|
| Ease of Use | | | |
| Speed | | | |
| Accuracy | | | |

Recorded Data

| Ease of Use | Post SurveyLog of user actions |
|-------------|--|
| Speed | Time to complete each sketch |
| Accuracy | Snapshot of each sketchAnimations |

"Best Interface Overall"



Puppet

Freehand

"(Keyframe) allows more detailed control of the limbs."

"I could break down actions into steps."

Keyframe

"KEYFRAME IS DA BOMB"

SKETCH TIME



THE GRAIN OF SALT



FUTURE WORK

- Evaluate interfaces on touchscreen device
- View invariant matching for canonical sketches
- Adapting to internet-scale searches (e.g. MPEG-7 descriptors)



QUESTIONS?

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Mauceri, Cecilia, Evan A. Suma, Samantha Finklestein, and Richard Souvenir. Evaluating Sketch Based Interfaces for Human Action Recognition. In ACM Transactions in Interactive Intelligent Systems. In preparation.