Deep Learning YouTube Video Tags

Introduction

Video tagging is a complex problem combining single-image feature extraction with arbitrarily long sequence understanding. Given a video containing image and audio features, the goal is to assign the video a set of tags that describe its content to humans.

Using Google's YouTube-8M video dataset, and named entity vectors provided by Google using word2vec, we propose a CNN-RNN architecture that structurally predicts the labels in relation to both the raw audio/visual features, and the correlation between the labels themselves.

Dataset

- 7 million YouTube videos.
- 4716 classes (tags) from Knowledge Graph.
- 1 to 31 tags per video.
- Entity vectors for tags mined from Freebase.
 - 100 billion entities. Ο
 - 1000-dimensional. Ο
 - 845 tags missing entity vectors. Ο
- Tags generated with human curation.

/ertical	
Arts & Entertainment v	67
ilter	HILL HILL
Entities	advar
Acoustic guitar Cort Guitars Electric guitar	-
Flamenco guitar Guitar Guitar Center Guitar Hero	12
Guitar Hero III: Legends of Rock Guitar amplifier	a cinter
Lead guitar PRS Guitars Pedal steel guitar	
Resonator guitar Steel guitar	N.
Steel-string acoustic guitar Twelve-string guitar	
Washburn Guitars	

	A	KM KM			1 abr	
]		\$5	:	e 9.		
itar Hero er						
tar					10-10	
		Sel a	e ter			
				A REAL		

CNN-RNN architectures have successfully been applied to the related problem of image captioning in the past. The primary differences between the problem of video tagging and image captioning are twofold:

- visual and audio features.

Our model:

- for each frame, and the frame-level features are aggregated into 1024 visual features and 128 audio features per video.
- Video Projection: Video a series of dense layers into

- label given the current label.
- predictions.

Travis Addair

Technical Approach

1. Instead of a single frame of visual features, we have a sequence of

Captioning implies an ordered sequence of labels, whereas tagging is an unordered set of distinct labels.

• **CNN**: The input video is passed through an Inception network

Features are projected using

label space, where every value



is a rough confidence score for each label.

• **Top K Labels**: The top scoring labels are extracted, and pushed onto a stack for downstream evaluation.

• Label Embedding: The top label on the stack is removed and embedded into an entity (word) vector.

• LSTM: We perform one step forward for the LSTM to predict the next

• Video/Label Projection: The video features from the CNN are projected into entity vector space along with the output from the CNN, and their projected vectors are added together, then multiplied back with the embedding matrix to project back into label space and provide the new set of confidence values.

• **Prediction Layer**: The output of the Video/Label Projection is fed back to the Top K Labels layer as part of an iterative beam search algorithm that stops at a given depth. All resulting vectors of label confidence scores are aggregated in this layer to produce the final

We use Global Average Precision to assess the performance of our model:

$$AP = \sum_{k=1}^{N}$$

Where p(i) is the precision of prediction i and r(i) is the recall.

Baseline models include both frame-level and video-level feature classifiers:

- layer.
- Mixture of Experts (video): Ensemble classifier with a configurable number of logistic classifiers.
- layers with ReLU activations, batch normalization, and dropout.
- Deep Bag of Features (frame): Clusters frame features and pools across frames.
- LSTM (frame): Each frame into an RNN.

Model

Logistic (video)

MoE (video)

Dense (video)

Deep Bag (frame)

LSTM (frame)

CNN-RNN

CNN-RNN + Audio

Evaluation

 $p(k)\Delta r(k)$

• Logistic Model (video): Single fully connected

• Dense Model (video): Multiple fully-connected

GAP
0.72
0.76
0.73
0.71
0.65
TBD
TBD