

# 基於 H. 264 壓縮格式之多媒體娛樂影片檢索

研究生：林芳如

指導教授：陳玲慧 博士

國立交通大學

多媒體工程研究所

## 摘 要



在這篇論文中，我們提出了一個針對 H. 264 壓縮格式之多媒體娛樂影片檢索方法。我們的方法目的在於如何藉由一小片段找出來自不同來源包含該片段內容的完整影片。我們的方法在不需完全解壓縮影片的情況之下，分析出輸入影片的兩個主要特徵：亮度特徵(Lumas)及運動特徵(Motions)。在擷取亮度特徵的程序中，我們首先會對亮度值的分布做校正，之後再適當的移除多餘的特徵只保留具有代表性的特徵。在擷取運動特徵的程序中，我們藉由統計運動向量的分布來分析並結合物體與攝影機的運動向量特徵。在檢索的過程中，我們會使用這兩種特徵來做檢索。除此之外，所有的測試的影片檔案都是實際電視節目的影片。

# H.264 Based Entertainment Video Retrieval

Student : Fang-Ju Lin

Advisor : Dr. Ling-Hwei Chen

Institute of Multimedia Engineering  
Nation Chiao-Tung University

## Abstract



In this thesis, we provide a video retrieval system based on H.264 video compression format to retrieve complete desired videos by a short video clip. Without completely decompressing a video stream, we parse the H.264 video stream once to extract two useful features, lumas and motions. On the process of luma feature extraction, the luma calibration is proposed and similar luma features are removed. On the process of motion feature extraction, a statistic scheme is proposed to extract and combine dominant object motions and camera motions. On the retrieval process, the most relevant results are returned to users by using these two features. Our testing videos are all entertainment TV programs.

# TABLE OF CONTENTS

<b>ABSTRACT (IN CHINESE)</b> .....	i
<b>ABSTRACT (IN ENGLISH)</b> .....	ii
<b>ACKNOWLEDGEMENT (IN CHINESE)</b> .....	v
<b>TABLE OF CONTENTS</b> .....	vi
<b>LIST OF FIGURES</b> .....	viii
<b>LIST OF TABLES</b> .....	ix
<b>1 INTRODUCTION</b> .....	1
<b>2 BACKGROUND</b> .....	5
2.1 Terminology .....	5
2.2 H.264 Video Compression Technology .....	7
<b>3 SHOT CHANGE DETECTION</b> .....	9
3.1 Abrupt Transition Detection .....	9
3.2 Results .....	10
<b>4 LUMA FEATURE EXTRACTION</b> .....	12
4.1 Luma Feature Extraction .....	12
4.1.1 Key Frames Selection .....	13
4.1.2 Luma Calibration .....	17

4.1.3	Key Frame Representation . . . . .	19
4.2	Shot Clustering . . . . .	20
4.3	Luma Feature Similarity Evaluation . . . . .	24
<b>5</b>	<b>MOTION FEATURE EXTRACTION</b> . . . . .	25
5.1	Motion Feature Extraction . . . . .	26
5.1.1	Motion Histogram . . . . .	27
5.1.2	Objects Motion Analysis and Feature Extraction . . . . .	28
5.1.3	Camera Motion Analysis and Feature Extraction . . . . .	31
5.1.4	Object and Camera Motion Combination . . . . .	33
5.2	Motion Feature Similarity Evaluation . . . . .	34
<b>6</b>	<b>EXPERIMENTAL RESULTS</b> . . . . .	36
<b>7</b>	<b>CONCLUSION AND FUTURE WORK</b> . . . . .	41
	<b>REFERENCES</b> . . . . .	43

## 誌謝

首先，要感謝我的指導教授 陳玲慧教授，在老師細心與專業的指導之下，讓我對學習與研究充滿了熱忱，也更加確定了自己人生的目標。特別是老師的苦心提點，讓我在待人接物上獲益良多，深覺十二萬分的感激。

還有，特別要感謝陳朝欽教授、陳佑冠教授、荊宇泰教授不辭辛勞的細心審閱我的論文，給予許多專業的指與寶貴的建議，使論文內容以更臻完善，在此由衷的感謝。

此外，要感謝實驗室的學長姐們：井學長、沙學長、惠龍學長、文超學長、阿雪學姐、宜軒學姊。學長姐們不僅給我許多課業研究上的指導，也為我解答了許多心靈上的疑惑。還有要謝謝一起進來實驗室的同學們：佩瑩、立人、維中、俊旻，同甘共苦的把研究所的課修完，也一起邁向人生的下一個階段。還有當然不可以忘記的是可愛的學弟妹們：子翔、薰瑩、偉全、信嘉，因為你們的陪伴讓我開心的度過了求學生涯的最後一年。

最後，最最最感謝的是我的父母與家人，因為他們關懷、栽培、體諒與鼓勵，讓我無後顧之憂的追逐自己的理念與夢想，謹以最誠摯的心將此篇論文獻給我最摯愛的父母與家人。

# LIST OF FIGURES

Fig. 1-1 Architecture of proposed video retrieval system .....	3
Fig. 2-1 Video production process. (a) Actual objects that are imaged by three cameras C1, C2, and C3. (b) Camera's takes of C1, C2, and C3. (c) Creating a video clip from 3 different cameras' takes .....	6
Fig. 2-2 Intra frame prediction. (a) Original frame.(b) Predicted Luma part of (a) ..	8
Fig. 2-3 Allowed macroblock partitions .....	8
Fig. 4-1 Flowchart of luma feature extraction .....	13
Fig. 4-2 Camera movement and AMM distribution .....	15
Fig. 4-3 Preserved key frames of Fig. 4-2. (a) Candidates. (b) Representatives ..	16
Fig. 4-4 Selected key frames of video clip “test1”. (a) Shot 1: one key frame is selected with frame number 0. (b) Shot 2: one key frame is selected with frame number 96. (c) Shot 3: one key frame is selected with frame number 156. (d) Shot 4: one key frame is selected with frame number 432. (e) Shot 5: one key frame is selected with frame number 504 (f) Shot 6: two key frames are selected with frame number 540 and 696 .....	17
Fig. 4-5 Selected key frames of video clip “test2”. (a) Shot 1: one key frame is selected with frame number 24. (b) Shot 2: one key frame is selected with	

frame number 36. (c) Shot 3: two key frames are selected with frame number 84 and 132. (d) Shot 4: two key frames are selected with frame number 144 and 276. (e) Shot 5: two key frames are selected with frame number 444 and 480 . . . . .	18
Fig. 4-6 Two frames with nearly the same content but captured from different video devices. (a) Frame captured from a drama. (b) Frame captured from the drama trailer . . . . .	19
Fig. 4-7 The luma calibration. (a) Predicted luma part of Fig. 4-6(a) and Fig. 4-6(b) respectively. (b) (a) After histogram equalization . . . . .	20
Fig. 4-8 Shot clustering of ‘test1’. (a) Original shots. (b) Representative shots . . .	22
Fig. 4-9 Shot clustering of ‘test2’. (a) Original shots. (b) Representative shots . . .	23
Fig. 5-1 Flowchart of motion feature extraction . . . . .	26
Fig. 5-2 Motion feature of one shot . . . . .	27
Fig. 5-3 The MH and the OMM. (a) The MH with size $35 \times 35$ , the gray center point is (0,0), the top-left bin is (-17,-17), and the bottom-right is (17,17). (b) $5 \times 5$ OMM . . . . .	28
Fig. 5-4 OMM Prediction of an I-frame . . . . .	30
Fig. 5-5 Case of lost dominant bins. (a) The dotted line is the predefined threshold, bin0 of $OMM_b$ is not dominant. (b) After filtering, bin 0 of $OMM_b$ is	

dominant .....	31
Fig. 5-6 Object movement and the corresponding OMMs .....	32
Fig. 5-7 Camera movement and the corresponding CMMs .....	34
Fig. 6-1 Query by lumas .....	38
Fig. 6-2 Query by motions .....	39
Fig. 6-3 Query by a sport video clip. (a) By lumas. (b) By motions .....	41
Fig. 7-1 Model of interactive video retrieval service .....	43



## LIST OF TABLES

TABLE 3-1	RESULTS OF SHOT CHANGE DETECTION .....	11
TABLE 6-1	COMPARISION OF NOT USING LUMA CALIBRATION (NO LC) AND USING LUMA CALIBRATION (LC) .....	38
TABLE 6-2	QUERY BY LUMAS .....	38
TABLE 6-3	QUERY BY MOTIONS .....	39
TABLE 6-4	QUERY BY BOTH LUMAS AND MOTIONS (TOP 3) .....	40

