

# Proposed TRECvid Event Definitions

Date: 3/7/2008 3:04 PM

## General annotation rules that apply to all events

### Reasonable Interpretation Rule:

- If according to a reasonable interpretation of the video where the event must have occurred, then it is a taggable event.

### Occlusion Rules:

- If the annotator decides the event must have occurred but occlusion blocks the start time, the start time is then the start of the occlusion.
- If the annotator decides the event must have occurred but occlusion blocks end time, the end time is then the end of the occlusion.

### Frame Boundary Rules:

- For all events, End Time can be the actor exiting the frame, if that occurs before the given End Time event.
- Start Time cannot be the actor entering the frame for all events.

### Mnemonic: DoorOpenClose

Event ID: E01

Description: Door opens and then closes

Start Time: A closed door begins to open.

End Time: An open door is closed.

Comment:

### Mnemonic: UseATM

Event ID: E04

Description: Someone inserts a card in the ATM and the event lasts until the person steps away from the ATM

Start Time: The earliest time when the person has begun to insert the card into the ATM.

End Time: The earliest time when the person is moving away from the ATM.

Comment: The card isn't the deciding factor. The reasonable interpretation rule will cover this in cases where you only see a gesture moving towards the ATM.

### Mnemonic: PersonRuns

Event ID: E05

Description: Someone runs

Start Time: The earliest time the subject is visibly running.

End Time: The latest time the subject is visibly running.

Comment:

Mnemonic: CellToEar

Event ID: E06

Description: Someone puts a cell phone to his/her ear.

Start Time: When the subject starts to move the phone to his/her head

End Time: When the phone reaches the head

Comment: This event is intended to detect the movement of a phone to a subject's head. This event is not targeted at detecting a cell phone call that could potentially have several CellToEar sub-events; e.g. if a subject is already on a cell call and drops his/her arm momentarily to lift a bag, but then raises the arm again to continue the call, that is not a new CellToEar event. This event is also not intended to detect the case when a subject is already on a cell call when he/she enters the frame.

Mnemonic: ObjectPut

Event ID: E8

Description: Someone drops or puts down an object

Start Time: The latest time the subject is known to have the object.

End Time: The earliest time the subject is known not to have the object.

Comment:

Mnemonic: ObjectGet

Event ID: E9

Description: Someone picks up an object

Start Time: The latest time the subject is known not to have the object.

End Time: The earliest time the subject is known to have the object.

Comment: See "ObjectPut"

Mnemonic: VestAppears

Event ID: E10

Description: Someone in yellow/green safety vest appears

Start Time: The earliest time the subject is visible.

End Time: The latest time the subject is visible

Comment:

Mnemonic: SitDown

Event ID: E11

Description: Someone sits down

Start Time: The earliest time when the person has begun downward movement towards the object/location they will sit on.

End Time: The earliest time when the person is in a fully seated position on the object/location.

Comment: Fully seated means their body is in a resting position on the seating. They may settle down or switch position or be sitting on the edge of a chair, but they will still be considered already seated.

Mnemonic: StandUp

Event ID: E12

Description: Someone stands up

Start Time: The earliest time when the person has begun upward movement off of the object or location at which they were seated.

End Time: The earliest time when the person is in a fully upright position.

Comment:

Mnemonic: PeopleMeet

Event ID: E14

Description: One or more people walk up to one or more other people, stop, and some communication occurs among some of them

Start Time: The first communication between any member of one group to a member of the other group. The first communication between any member of the two groups

End Time: The earliest time when the two groups are nearest to each other after the communication has occurred.

Comment:

Mnemonic: PeopleSplitUp

Event ID: E15

Description: From two or more people, standing or moving together, communicating, one or more people separate themselves and leave the frame

Start Time: The latest time when a group of people are nearest to each other

End Time: The earliest time when at least one group member leaves the frame

Comment:

Mnemonic: Embrace

Event ID: E16

Description: Someone puts one or both arms at least part way around another person

Start Time: The latest time when subjects do not have physical contact prior to the embrace

End Time: The earliest time when subjects do not have physical contact after an embrace

Comment:

Mnemonic: ObjectTransfer

Event ID: E17

Description: Someone transfers an object to another person when the object is always under the control of one of the people.

Start Time: The latest time when the transferor has possession of the object

End Time: The earliest time when the object is in the possession of only the transferee.

Comment: This event is not meant to detect an event where one person puts down an object and

another person picks it up. This will be covered by Events E8 and E9 (ObjectGet and ObjectPut). The object must be possession by someone at all points.

Mnemonic: Pointing

Event ID: E18

Description: Someone points

Start Time: The earliest time when the person has placed their finger/hand in the pointing position.

End Time: When the person changes the position of their finger/hand/arm to no longer be in a pointing position.

Comment: This does not begin when they raise their arm to point. There may be clear pointing events that do not involve raising one's arm. For instance, a person could show another person an object, and point to the object while holding it. These pointing events are taggable, because it is only the pointing position itself that constitutes the event.

Mnemonic: ElevatorNoEntry

Event ID: E19

Description: Elevator doors open with a person waiting in front of them but the person does not get in before the doors close.

Start Time: The earliest time when the elevator doors are opening with person waiting in front of them.

End Time: When the doors of that elevator are fully closed.

Comment:

Mnemonic: OpposingFlow

Event ID: E20

Description: Someone moves through a door opposite to the normal flow of traffic [applies only where normal flow of traffic defined].

Start Time: When the person begins to approach the door. If the person does not appear before they are already approaching the door, then Start Time is when the person appears.

End Time: When the person has fully passed through the doorway. Fully passed means that not only their body, but any objects they might be carrying, i.e. rolling luggage behind them, must have passed beyond the frame of the doorway.

Comment: Normal flow of traffic is currently defined for 1 door only.