

# Why data efficient approach?

#### Challenges in Supervised Approach

- > Costly Training + Laborious + Expensive
- Lacks precise spatio-temporal localization
- > No temporal coherency

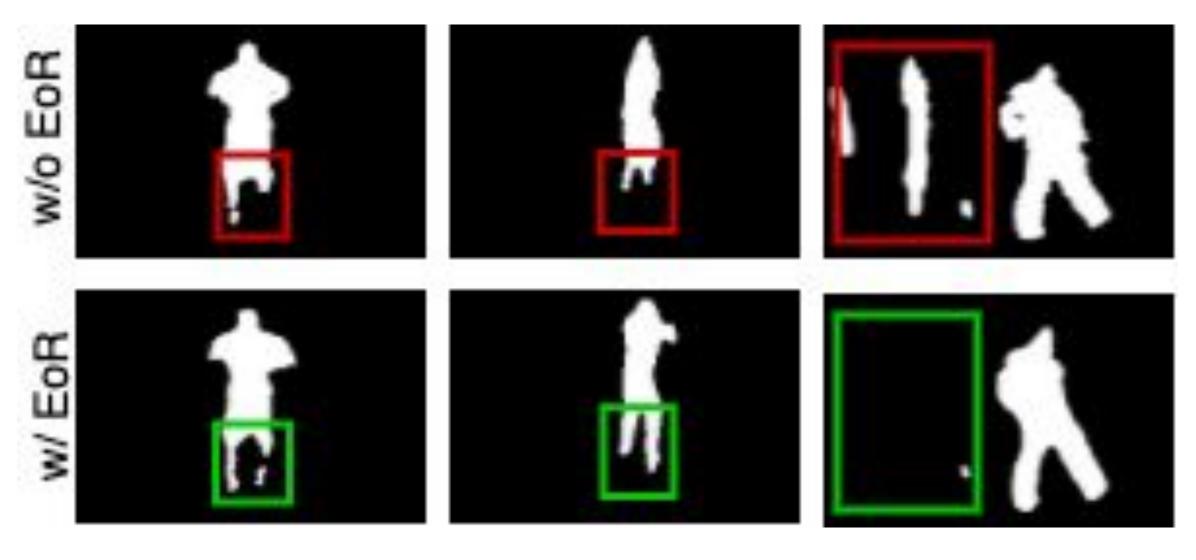
#### Solutions

- Label Efficient Approach
- > Recover fine-grained level localization mistake
- Enforce temporal smooth flow

## Contributions

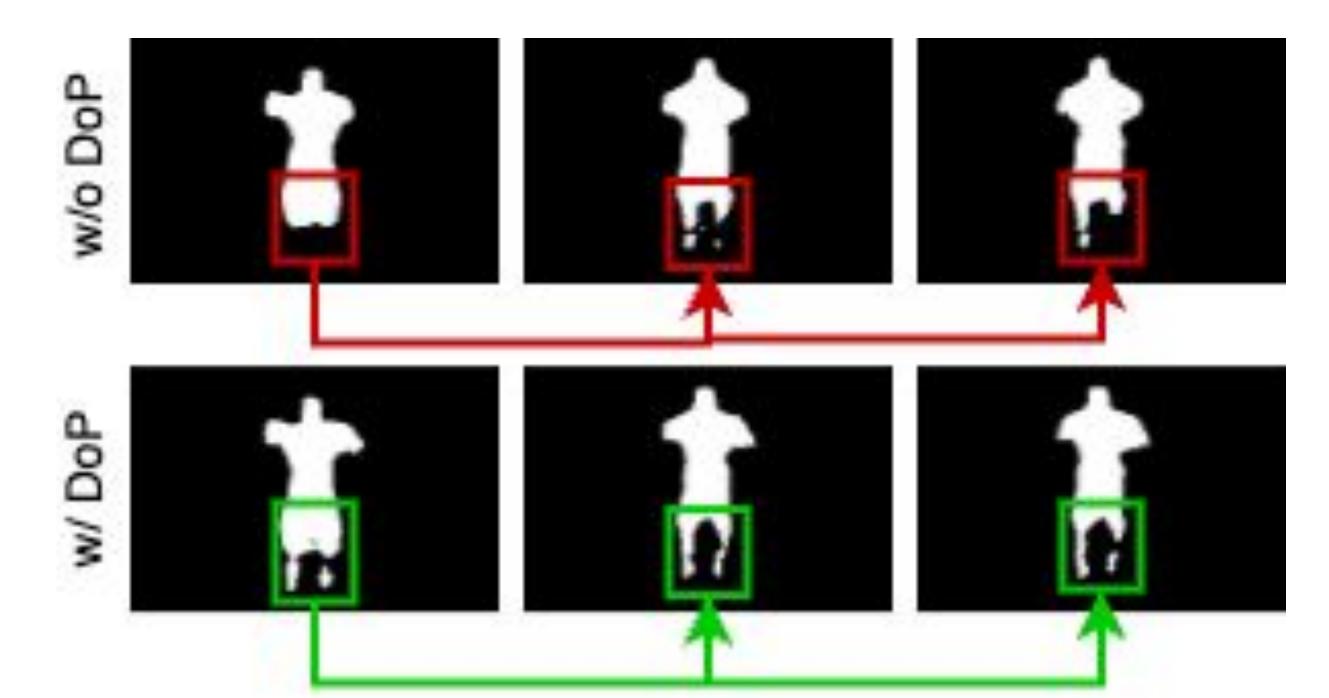
#### Error Recovery (EoR)

- > Aim: Spatial boundary refinement
- $\succ$  How?
  - Learn from student's mistake
  - Provide teacher with better supervisory signal



#### Difference of Pixels (DoP)

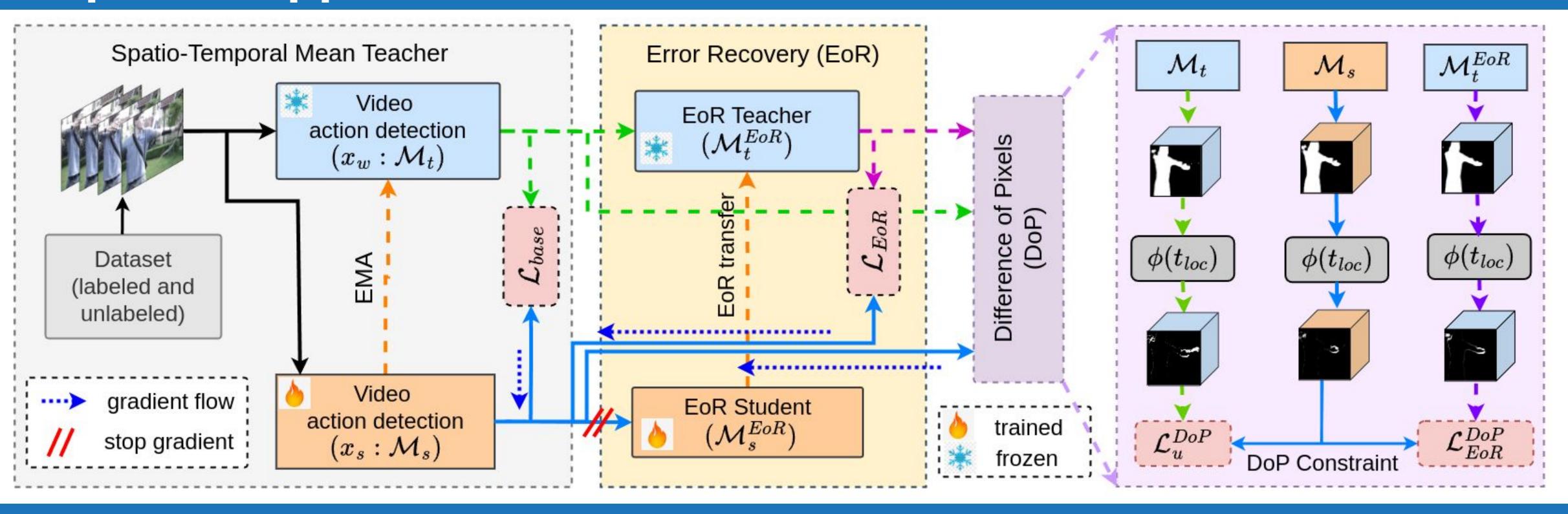
- > Aim: Spatio-Temporal coherency induction
- $\succ$  How?
  - Optimization of pixel difference across time



# Stable Mean Teacher for Semi-supervised Video Action Detection

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# **Proposed Approach**



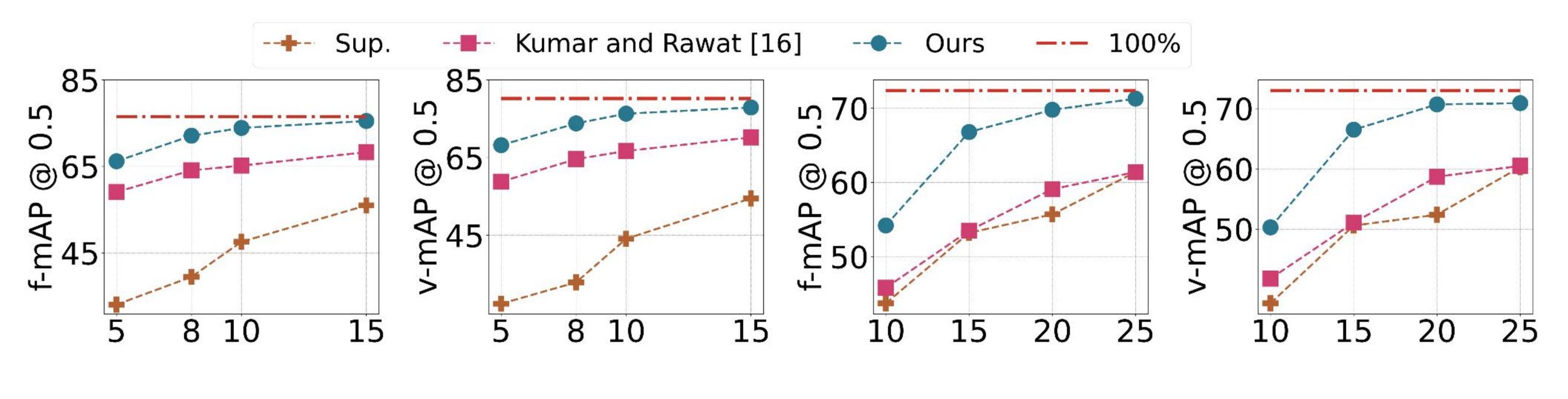
#### Results

		UCF101-24			JHMDB21				
Semi-Supervised Approaches	Backbone	Annot.	f@0.5	v@0.2	v@0.5	Annot.	f@0.5	v@0.2	v@0.5
MixMatch (Berthelot et al. 2019) <sup>††</sup>	I3D	10%	10.3	54.7	4.9	30%	7.5	46.2	5.8
Pseudo-label (Lee et al. 2013)	I3D	10%	59.3	89.9	58.3	20%	55.3	87.6	52.0
ISD (Jeong et al. 2021)	I3D	10%	60.2	91.3	64.0	20%	57.8	90.2	57.0
E2E-SSL (Kumar and Rawat 2022)	I3D	10%	65.2	91.8	66.7	20%	59.1	93.2	58.7
Mean Teacher (Tarvainen and Valpola 2017)	I3D	10%	67.3	92.7	70.5	20%	56.3	88.8	52.8
Stable Mean Teacher (Ours)	I3D	10%	73.9	95.8	76.3	20%	<b>69.8</b>	<b>98.8</b>	70.7
			(	(† 3.1)	(† 5.8)		(† 13.5)	(† 10.0)	(† 17.9

# Scaling to large-scale dataset (AVA)

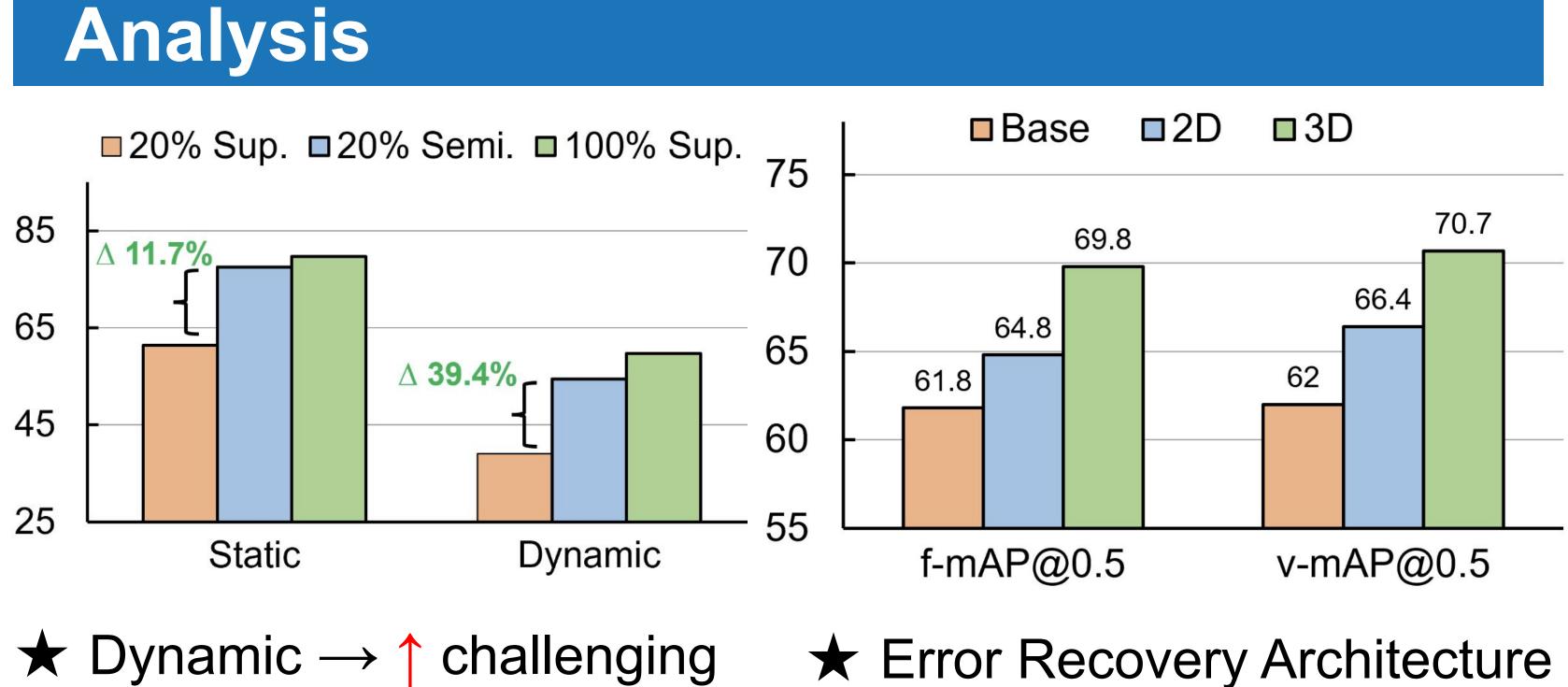
Method	Backbone	Pretraining	F	FPS	$\mathcal{A}$	mAP	GFLOPs		
Real-time spatio-temporal action detector									
YOWO (2019)	ResNext-101	K400	16	35	100%	17.9	44		
YOWOv2-N (2023)	Shufflev2-1.0x	K400	16	40	100%	12.6	1.3		
Ours(YOWOv2-N)	Shufflev2-1.0x	K400	16	40	10%	8.5	1.3		
Sup. baseline	Shufflev2-1.0x	K400	16	40	10%	5.2	1.3		

### Comparison at different annotation percentages



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#### IAAI-25 / EAAI-25 **AAAI-25** FEBRUARY 25 – MARCH 4, 2025 | PHILADELPHIA, USA



 $\star$  Dynamic > Static (+  $\Delta 27$  %)

3D > 2D

# **Generalization (Video Object Segmentation)**

ethod	Annot.	Avg	$J_S$	$J_U$	$F_S$	$F_U$
2018b)	100%	47.9	55.7	39.6	55.2	41.3
018b) †	10%	10.1	11.6	10.1	9.6	9.2
t al. (2022)	10%	36.8	43.1	31.4	40.8	31.8
urs	10%	41.3	48.2	35.0	46.7	35.4
		(	(† 5.1)	(† 3.6)	(† 5.9)	(† 3.6)

# **Qualitative Analysis**

