

*Alex Zhukov VideoGorillas*

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# 12M frames per second How I got into a Netflix movie

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Based on a true story :)



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VIDEOGORILLAS



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1:35

▶ 🔊 The Other Side of the Wind ? 🗨️ 🖼️

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If brute force doesn't work you aren't using  
enough

*Where it all began*

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# Background

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Employee #1 at Viewdle face recognition in video startup  
out of Kiev, Ukraine  
Acquired by Google/Motorola

Got to LA to pitch face recognition to movie studios.  
Met every single studio.  
They never needed face recognition.



Face recognition is cool  
can you compare two video files?

# Revisions

Unified Split

zhuker revised this gist 24 seconds ago. 1 changed file with 12 additions and 7 deletions.

```
19 diff.txt
@@ -1,3 +1,9 @@
1 + This is an important
2 + notice! It should
3 + therefore be located at
4 + the beginning of this
5 + document!
6 +
1 This part of the
2 document has stayed the
3 same from version to
7 This part of the
8 document has stayed the
9 same from version to
@@ -8,17 +14,16 @@ would not be helping to
8 compress the size of the
9 changes.
14 compress the size of the
15 changes.
16
11 - This paragraph contains
12 - text that is outdated.
13 - It will be deleted in the
14 - near future.
15 -
16 It is important to spell
17 - check this dokument. On
18 + check this document. On
19 the other hand, a
20 misspelled word isn't
21 the end of the world.
22 Nothing in the rest of
23 this paragraph needs to
24 be changed. Things can
25 + be added after it.
26 +
27 + This paragraph contains
28 + important new additions
29 + to this document.
```

zhuker created this gist a minute ago.

```
24 diff.txt
```

Diff

# Longest Common Subsequence

[https://en.wikipedia.org/wiki/Longest\\_common\\_subsequence\\_problem](https://en.wikipedia.org/wiki/Longest_common_subsequence_problem)

**Example** [edit]

Let  $X$  be "XMJYAUZ" and  $Y$  be "MZJAWXU". The longest common subsequence between  $X$  and  $Y$  is "MJAU". The table shown below, which is generated by the function `LCSLength`, shows the lengths of the longest common subsequences between prefixes of  $X$  and  $Y$ . The  $i$ th row and  $j$ th column shows the length of the LCS between  $X_{1..i}$  and  $Y_{1..j}$ .

		0	1	2	3	4	5	6	7
	$\emptyset$	M	Z	J	A	W	X	U	
0	$\emptyset$	0	0	0	0	0	0	0	0
1	X	0	0	0	0	0	0	1	1
2	M	0	<b>1</b>	1	1	1	1	1	1
3	J	0	1	1	<b>2</b>	2	2	2	2
4	Y	0	1	1	<b>2</b>	2	2	2	2
5	A	0	1	1	2	<b>3</b>	<b>3</b>	<b>3</b>	3
6	U	0	1	1	2	3	3	3	<b>4</b>
7	Z	0	1	2	2	3	3	3	<b>4</b>

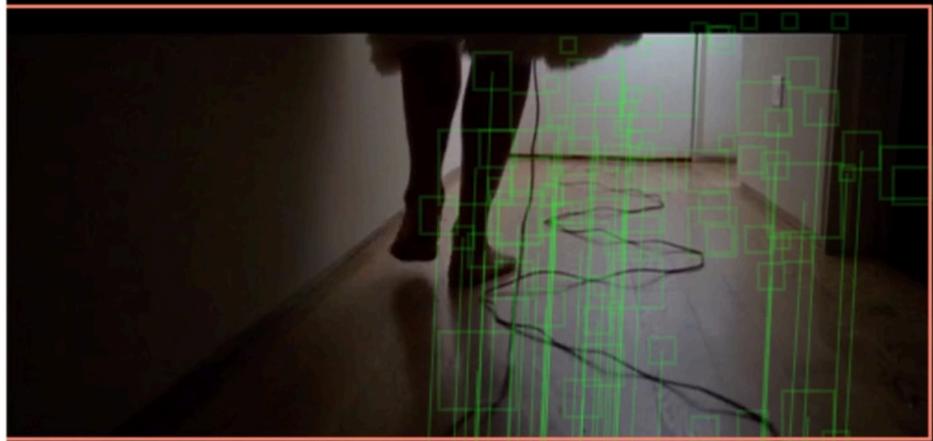
The highlighted numbers show the path the function `backtrack` would follow from the bottom right to the top left corner, when reading out an LCS. If the current symbols in  $X$  and  $Y$  are equal, they are part of the LCS, and we go both up and left (shown in **bold**). If not, we go up or left, depending on which cell has a higher number. This corresponds to either taking the LCS between  $X_{1..i-1}$  and  $Y_{1..j}$ , or  $X_{1..i}$  and  $Y_{1..j-1}$ .

**Code optimization** [edit]

Several optimizations can be made to the algorithm above to speed it up for real-world cases.

**Reduce the problem set** [edit]

3816



137  
39 matches, full frame desc distance: 37 chunks: 31x81 mindist  
v(17) : 06 : 48 : 08 . 2 EN690910 7263+140  
122

9794



3294

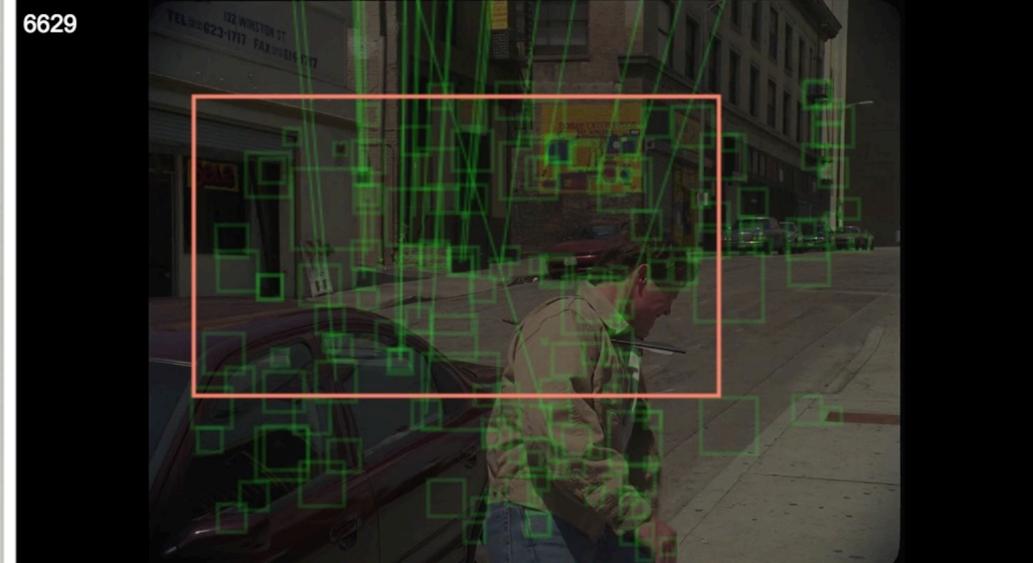


9666

5573



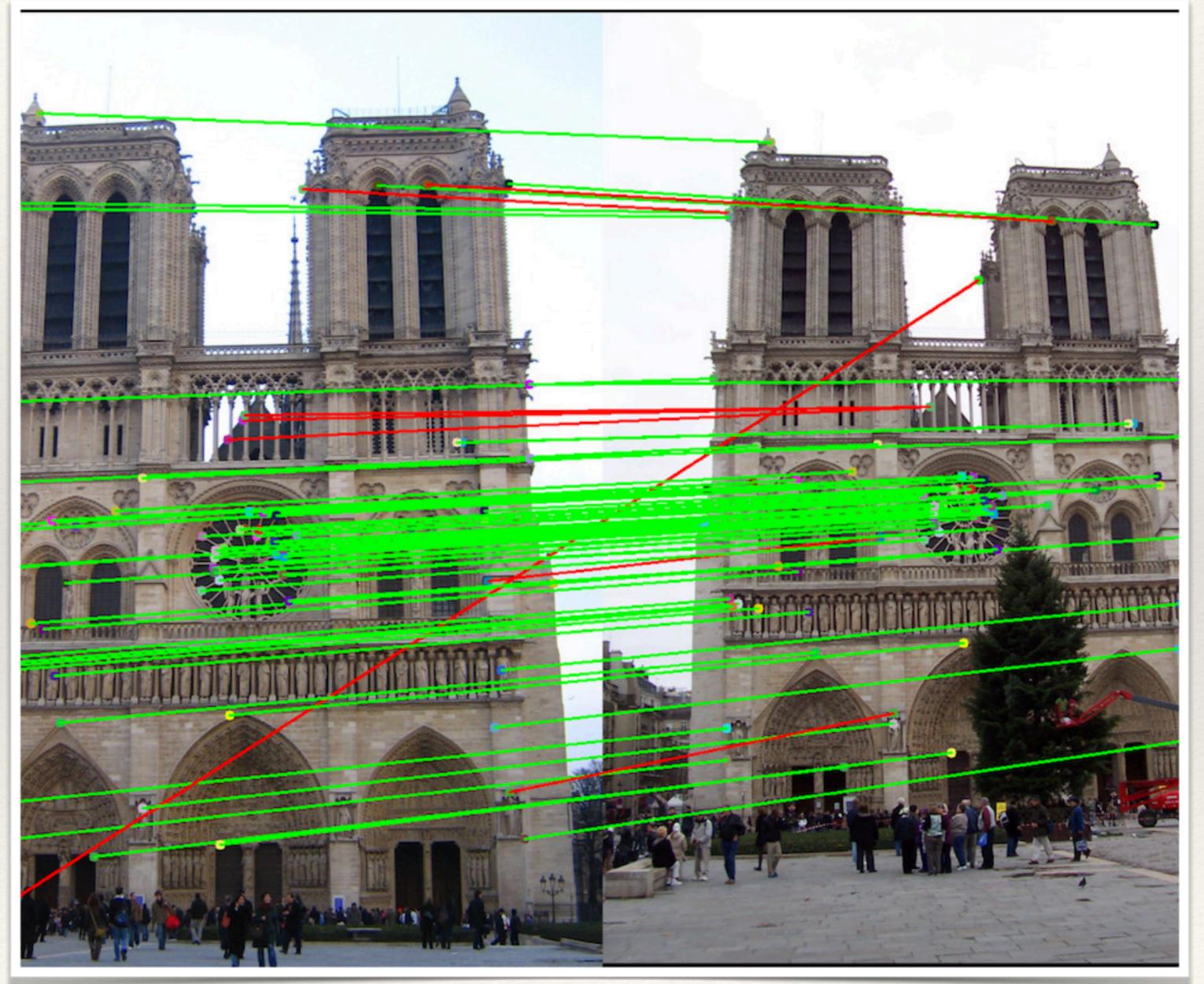
169  
22 matches, full frame desc distance: 17 chunks: 46x55 mindist  
(41)  
171



6629

# Old school

- ❖ Why reinvent the wheel?
- ❖ Interest point detect / describe
- ❖ Match
- ❖ Works! 84-92% accuracy
- ❖ Good enough
- ❖ Awesome!



*But there's a catch*

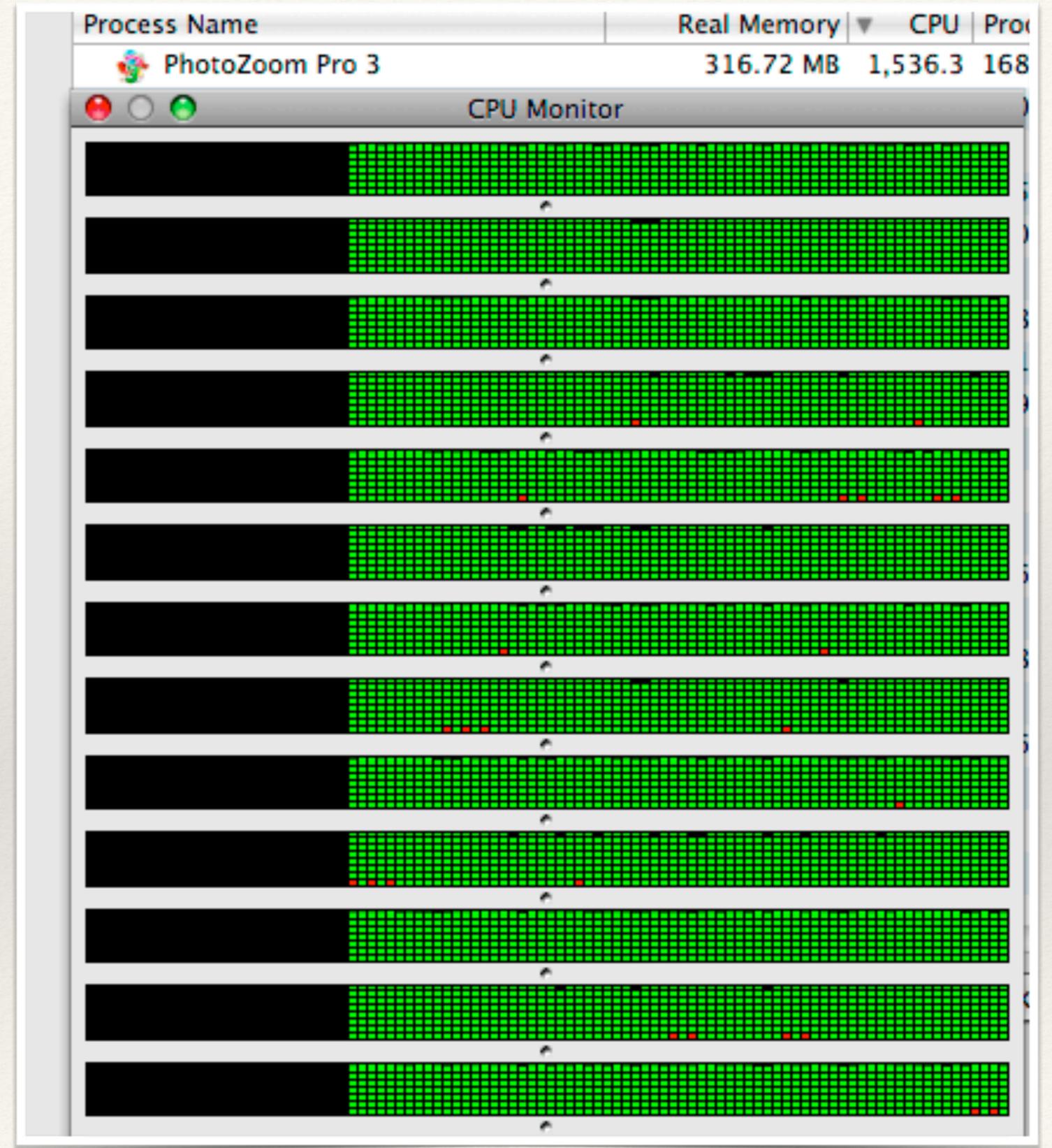
# Performance

Movie is 200K frames

200K x 200K frame compares = 40B frame compares

64float descriptor at 8TFLOPs = 155 DAYS to compare  
with brute force :)

24GB just to store the descriptor, not talking about any kd-  
trees etc

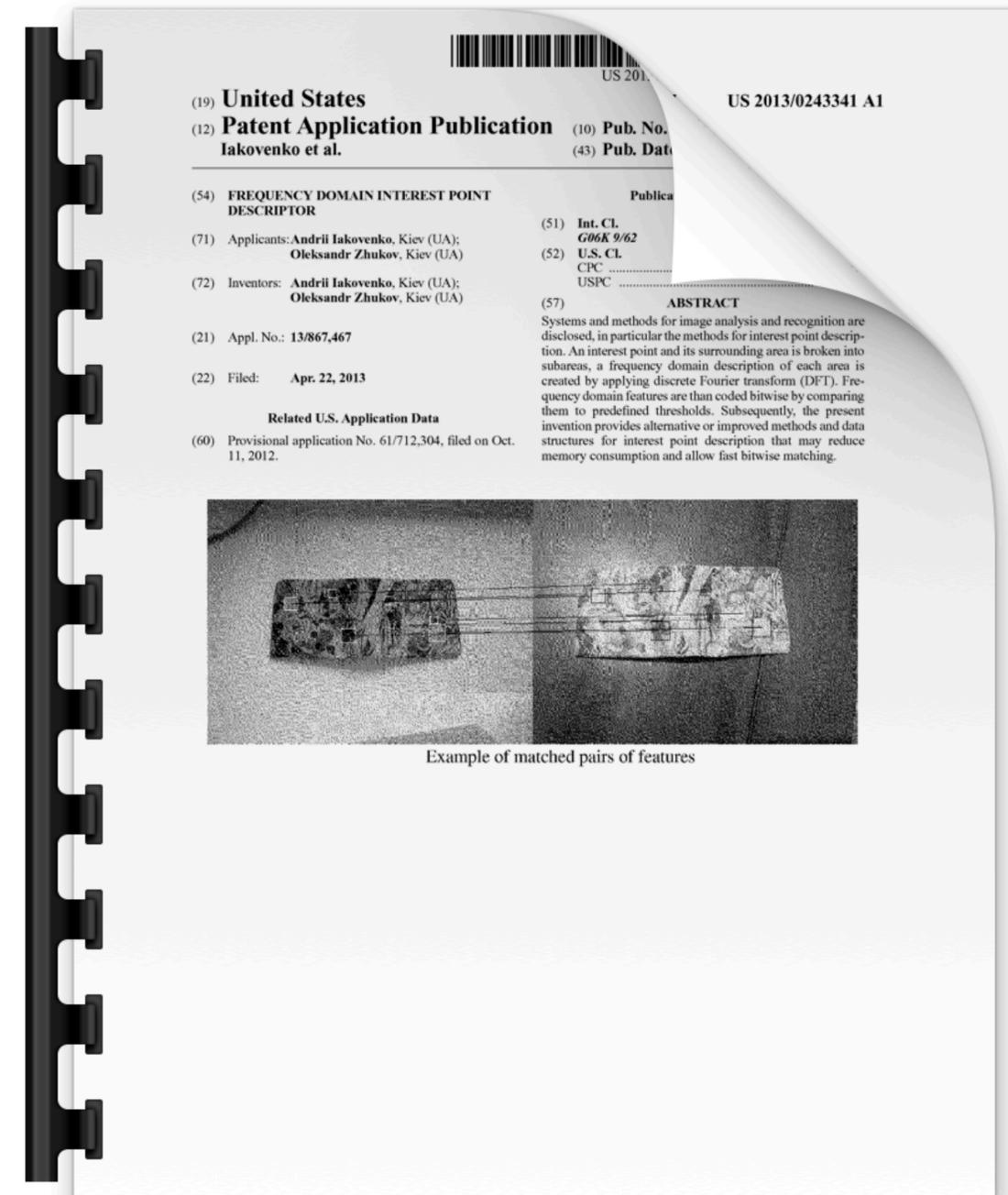


*Comes to the rescue*

# Frequency Domain Descriptor

- Invented here at VideoGorillas
- DCT around interest point
- Frequencies as 160bit vector
- Hamming distance = SUPER fast
- we even bothered to patent it US20130243341A1

```
int hamming_distance(uint64 x, uint64 long y) {  
    return popcount(x ^ y);  
}
```



# theatrical 3000 frames

directors  
3000  
frames

9M frame  
video LCS table

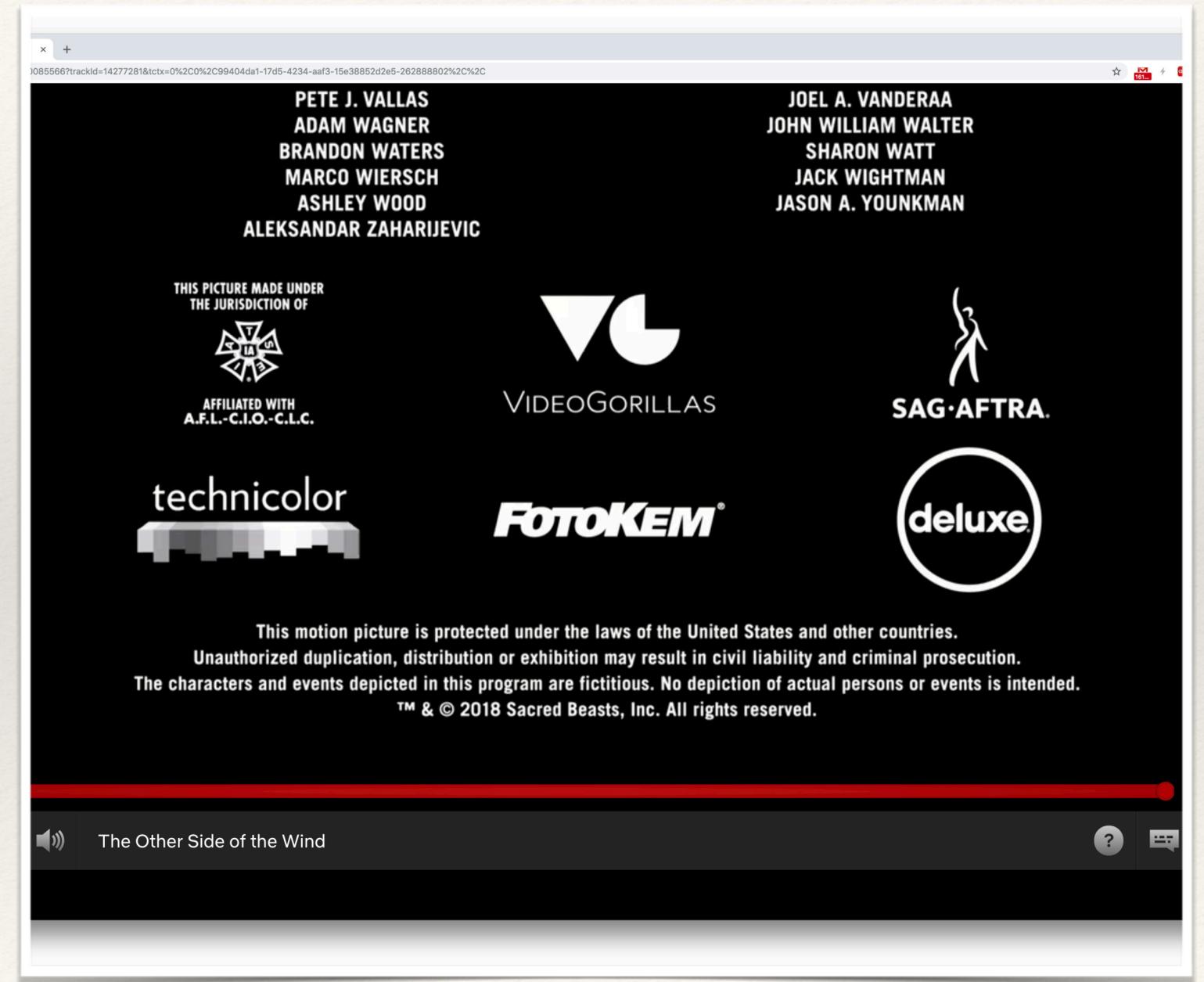
360 01:00:19:00 00:02:19:03

181  
113 matches, full frame desc distance: 15 chunks: 3x3 mindist (0)  
181

376 01:00:19:13 00:03:49:18

# Netflix - Edit Decision Reverse Engineering

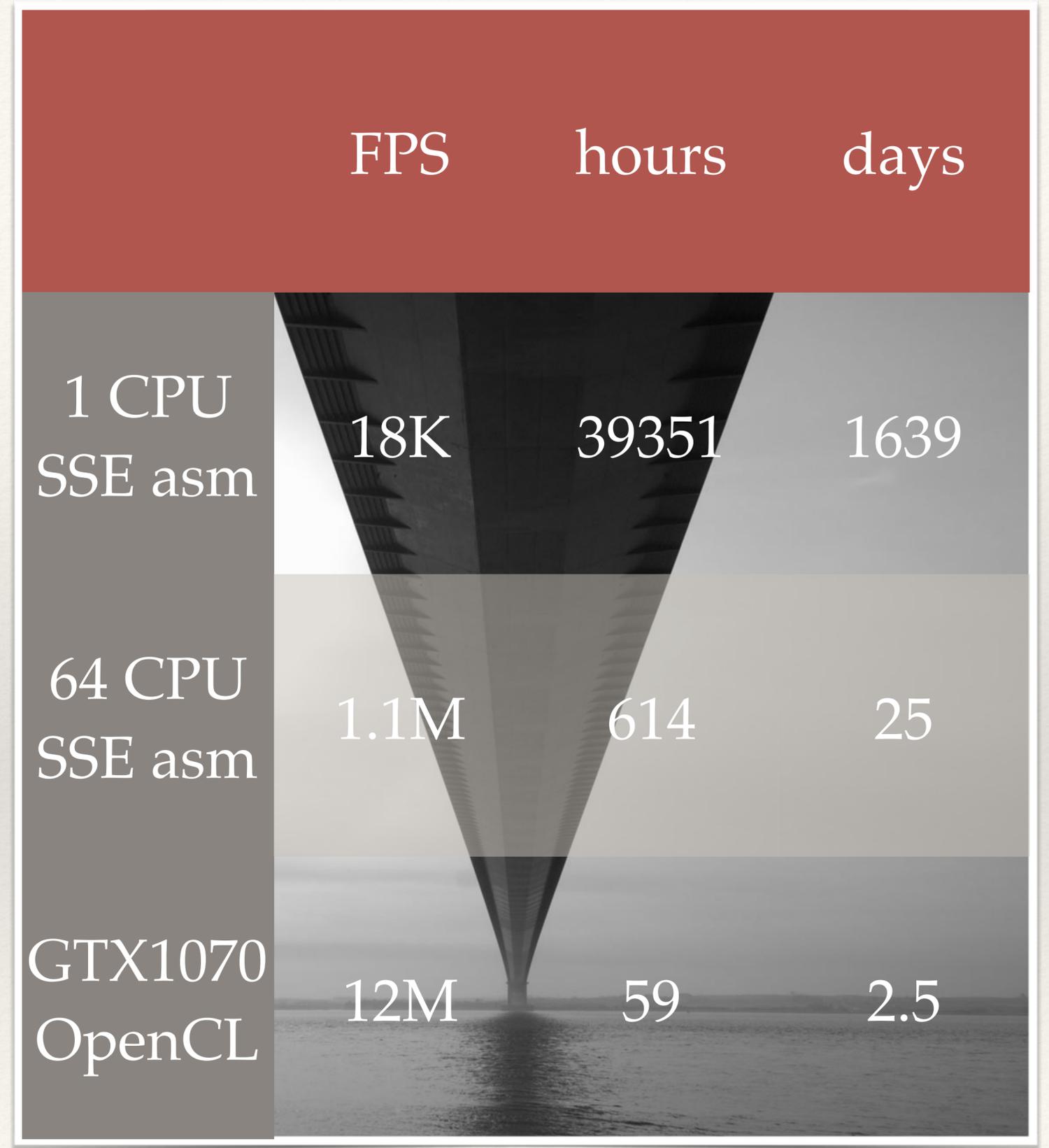
- ❖ 300K frames edit from Orson
- ❖ 8.5M frames of 4K scans
- ❖ No Edit Decisions (EDL)
- ❖ We have a binary and a bunch of lines of code, decompile binary extract source code reverse engineer Makefile
- ❖ 2.5T (trillion) frames to compare
- ❖ Run diff on 13K files
- ❖ Manually 5% in 9 months



CPU vs GPU

# Performance

Rent 25 64 core servers for 24 hours  
OR  
Rewrite in OpenCL



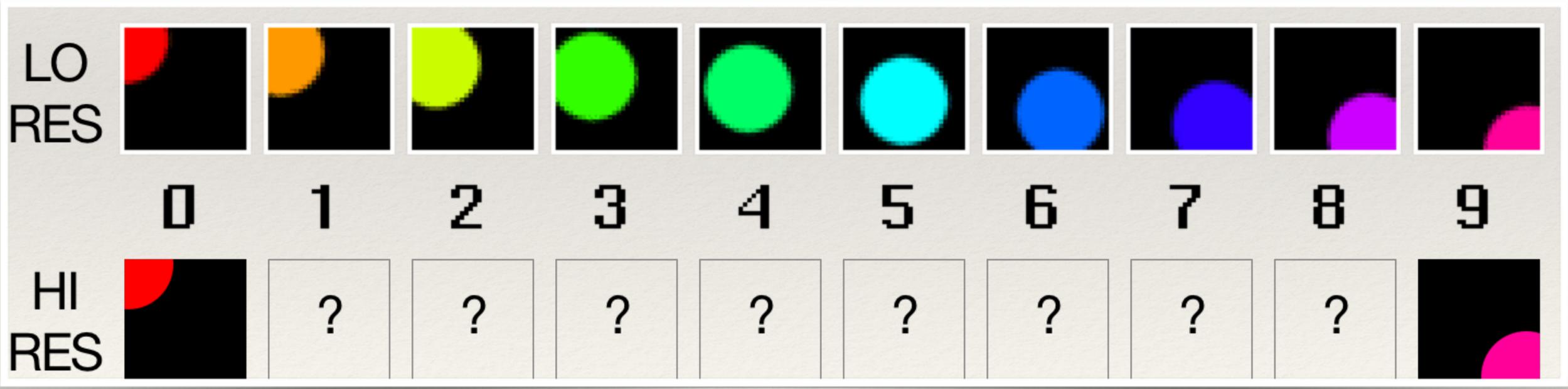
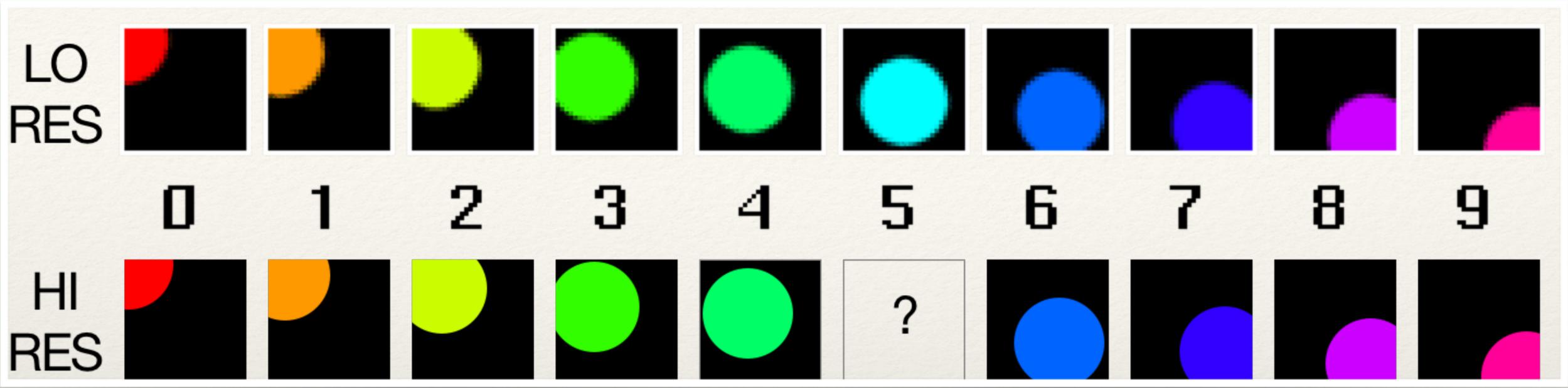
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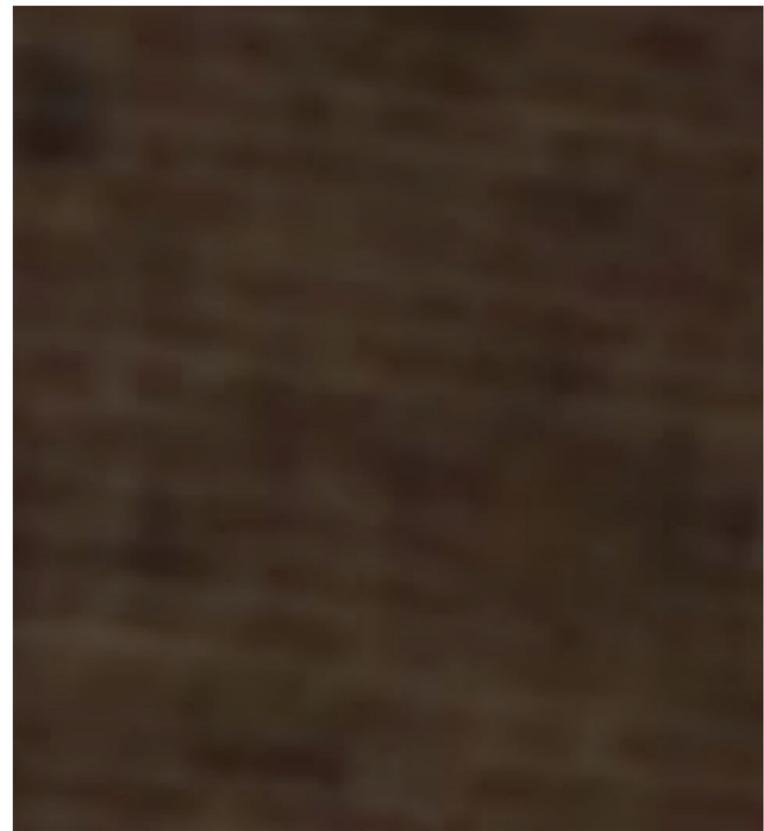
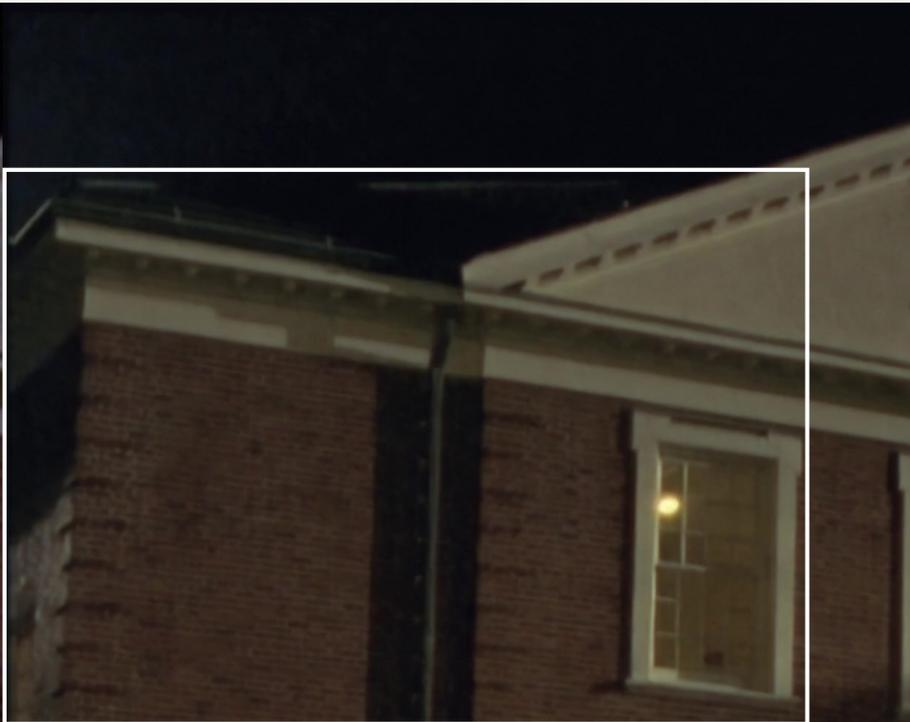
# What's next?

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- ❖ Super resolution
- ❖ step1 infer 10% of a movie from 90%
- ❖ step2 infer 90% of a movie from 10%
- ❖ step3 super res 100%







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