

One of the major problem encountered when using the positions of fish in analysis is a tendency for the software to transpose the identities of the two fish whenever they cross. The goal of this program is to analyse that data and to remove that error from it. To do so we are comparing a metric that is unique to the fishes before and after the crossing, in this case a histogram of their brightness, and comparing them.

1 Introduction

One of the things that become much easier to track with increases in technology has been tracking the movement of fishes and other similar animals, which has been a boon for the analysis of their movements and behaviors, especially schooling. However, this new approach has an issue that it tends to confuse the fish whenever they cross, which can cause a ripple effect. To solve this issue, we need a way to track the fish from moment to moment. To do this, we are applying two approaches, both a more naive one that tends to fail in areas where the fish are close together and a second one of comparing a unique identifier for each fish from moment to moment to find the fish with the same identifier, which we got from the paper on the idTracker program from when they tried to tackle the same problem. Since the trilab is working with video of cavefish, this presented an opportunity to apply these techniques to clean up the video they have produced.

To begin analysis of the fish, the first step is to pick out the dark spots in the video caused by the contrast between the fish and the light background of the tank.



Figure 1: The two fishes

We can use this identified fish to compare how the fish has moved from frame to frame. Once we have the position of the fish in the next frame we have

compare the change between two frames by using a matrix.

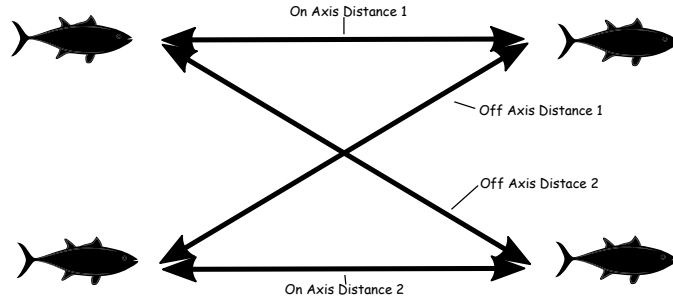


Figure 2: The distance matrix

We can extend this frame by frame comparison over the regions where the fish are visually distinct. However, in ranges where the positions of the fishes are reported as overlapping, this approach won't work for obvious reasons.

Example picture of crossing

Instead, during these ranges, we have to take the more involved approach of comparing a visually distinctive features of the fishes from frame. The easiest feature to compare in this case is the brightness of the fish, which we can compare via a histogram.

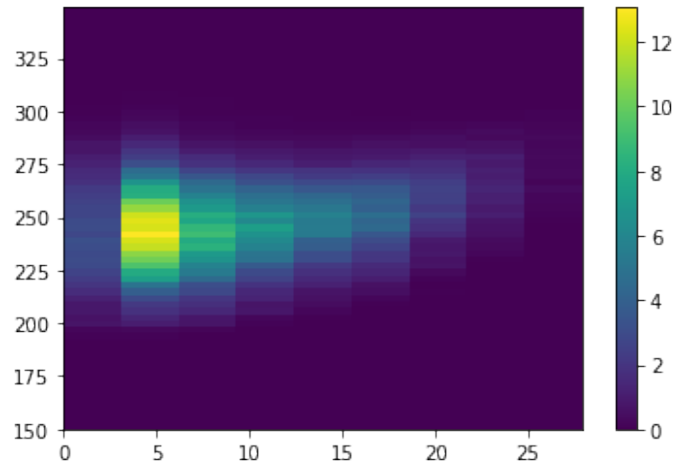


Figure 3: The histogram

2 Previous work

The main process by which we are computing the difference between the fish is a process laid in out in the paper on idTracker [1]. The authors of the paper had a similar problem, in that they were having issues with the approach that we utilised for the initial unswap in that it both had too much error, and that the error tended to compound in on itself over the length of the tracking process. To combat this, the paper proposed a process by which each fish would be given a unique identifier, which they decided would be the fishes intensity map. They then compare the identifiers frame by frame, to determine which fish is witch. We are emulating this process by using a 2d histogram to plot their intensity maps, and using this to compare the frame data.

3 results

show pictures and describe accuracy.

One of the first things that I noticed when I compared the results of the unswapping with the manual check was that there was a relatively low accuracy rate.

3.1 Introduction

Picture of the fish

3.2 Distance Based Unswapping

use current picture 2 here

3.3 histogram based unswapping

bright spots on fish as identifier, creates histogram, slight differences compared by code even though looks same, fish using are subpar because too uniform in brightness.

4 Methods

One of the things that quickly becomes apparent is that the fish are present as a series of dark pixels against a white background, which means that we can feed the image of a frame to a different software (in this case trilab-tracker) to generate a list of pixels that compose the fishes for tracking. This software returns the fish as either a pair of arrays for the regions where it detects two fish, and a single array where it detects one fish of the form [frame][fish][xpixels, ypixels][color]. Once we have the fish in an array form for ease of operation, we can begin performing an initial unswap by tracking the distance between the fish to determine if there was a swap, by comparing the on and off axis distances of the two possible positions of the fish. The downside of this approach is that it only works in areas in which the tracker returns that there is two fish, so we will first need to determine what regions are overlapping and nonoverlapping. Once we have these nonoverlapping regions, we can begin performing the swap check.

```

1 def swapStatus(pos,i):
2     '''
3     Detect swaps between consecutive frames based on
    proximity.
4
5     Input:
6         pos:Postionts. Array with shape (Nframes,Nfish
7         ,Ndimensions),
8         i: Frame index. Int.
9
10    Output:
11    Int. 0 if no swaps, 1 if swapped, 2 if
12    overlapping.
13    '''
14    nFish=pos.shape[1] #Number of fish
15    distanceMatrix=[np.linalg.norm(pos[i+1][0]-pos[i
16    ][0]),
17                    np.linalg.norm(pos[i+1][1]-pos[i
18    ][1]),
19                    np.linalg.norm(pos[i+1][0]-pos[i
20    ][1]),
21                    np.linalg.norm(pos[i+1][1]-pos[i
22    ][0])]
23    swapCriteron=(distanceMatrix[0]+distanceMatrix[1])
24    -(distanceMatrix[2]+distanceMatrix[3])
25    if abs(swapCriteron)<1e-10:
26        return 2 #Overlapping
27    elif swapCriteron>0:
28        return 1 #Swapped
29    elif swapCriteron<0:
30        return 0 #Normal
31    else:
32        return -1

```

Once we have this data for the nonoverlapping ranges, we have to switch approaches for the overlapping regions. Since we can't compare the distances with the software only reporting a single fish, we are forced to use a different technique., we are using the technique of comparing the histograms of the brightness of the fishes before and after an overlapping range, as proposed by the paper on idTracker[1]. The process for this is for us to feed the arrays directly into numpy's histogram2d, which allows us to compute the histograms with a minimal amount of effort other than determining the correct bins. After that we need to manipulate the data slightly so that the histograms are taken as the average over the nonoverlapping regions for more accuracy, and are then saved out for comparison.

```

1 for i in tnrange(60, desc='nonOverlappingRange'):
2     for k in range(2):
3         countSum=0
4         countDif=0
5         pairData=[]
6         for j in range(*nonOverlappingRange[i]):
7             fishPixels = fishU[j][k]
8             m,l=np.triu_indices(fishPixels.shape[0],k
=1)
9             d=np.sqrt((fishPixels[l,0]-fishPixels[m
,0])**2+(fishPixels[l,1]-fishPixels[m,1])**2)
10            bSum=fishPixels[l,2]+fishPixels[m,2]
11            bDif=fishPixels[l,2]-fishPixels[m,2]
12
13            heightValuesSum,_,_=np.histogram2d(d,bSum,
bins=(binsDist,binsSum))
14            histSum+=heightValuesSum
15            countSum+=1
16            heightValuesDif,_,_=np.histogram2d(d,bDif,
bins=(binsDist,binsDif))
17            histDif+=heightValuesDif
18            countDif+=1
19            histSum/=countSum
20            histSumList[i,k]=histSum.copy()
21            histDif/=countDif
22            histDifList[i,k]=histDif.copy()

```

We can then feed this representation into a distance matrix to perform the final check for swaps.

A An appendix