# **KCF**

KCF is a High-Speed Tracking with Kernelized Correlation Filters. Here is the paper link.

Henriques J F, Caseiro R, Martins P, et al. High-Speed Tracking with Kernelized Correlation Filters[J]. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37(3):583-596.

## **API Introduction**

The KCF here was developed in C++. More details about API are introduced below.

```
template <class T>
class KCF
```

This class KCF handles the whole object tracking mission. The implementation is simplified to two steps <code>init(...)</code> and <code>update(...)</code>. Template supports <code>float</code> and <code>double</code> by now.

```
void init(ArrayReal<uint8_t, T, 3> &image, int x, int y, int width, int height);
```

The inputs are:

- image: an image in ArrayReal<uint8\_t, T, 3> type
- **x**: the x coordinate of target left-up corner
- **y**: the y coordinate of target left-up corner
- width: the width of target
- **height**: the height of target

```
struct rectangle_side_t<T> update(ArrayReal<uint8_t, T, 3> &image);
```

The inputs is:

• image: a new image in ArrayReal<uint8\_t, T, 3> type

The output is:

• A struct rectangle\_side\_t<T> type value contains the new position of target

This structure is defined as follows:

# **Advance Configuration**

### Introduction

Advance configuration could be found in menuconfig. Select **Component config** >> **ESP-FACE Configuration** >> **Object Tracking** >> **KCF/DCF** sequentially, you'll see the menu as follow.

#### • Template Size Up Limitation

- Range for gray feature: [20, the length of the shortest edge of the original input image)
- Range for HOG feature: [32, the length of the shortest edge of the original input image)
- For an original input image of a fixed size, the larger the size
  - the better the performance is;
  - the longer the processing takes
  - and vice versa.

#### • Region of Target Dilation Coefficient

- The Region of Target × Coefficient × 0.01 = The Region of Interest
- For an original input image of a fixed size, the larger the coefficient the wider tracking region is, and vice versa.

#### • Scale Operation

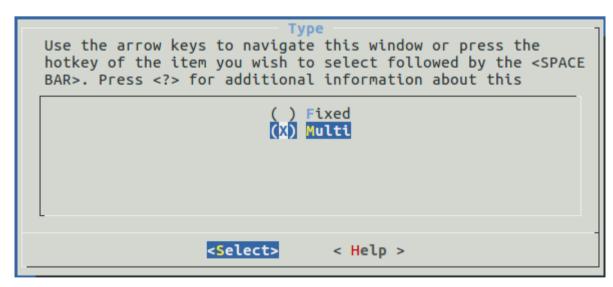
The menu is as follow:

```
Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenus ----). Highlighted letters are hotkeys. Pressing <Y> includes, <N> excludes, <M> modularizes features. Press <Esc> to exit, <?> for Help, </> for Search. Legend: [*] built-in []

Type (Multi) --->
Pyramid Setting --->

**Select** < Exit > < Help > < Save > < Load >
```

∘ Type



The choices are:

- **Fixed**: the size of RoI is fixed.
- **Multi**: the KCF will track on the normal RoI, smaller RoI and larger RoI.

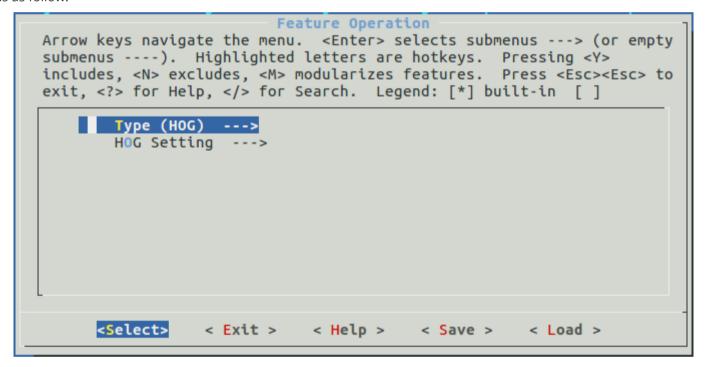
### Pyramid Setting

It is only displayed when type Multi is selected. The menu is as follow:

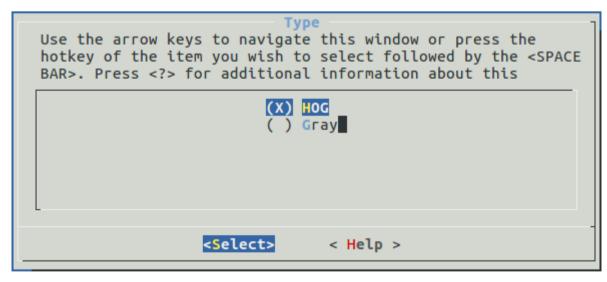
- Pyramid for Multi-Scale:
  - the smaller Rol = normal Rol / pyramid / 0.01
  - the larger Rol = normal Rol × pyramid × 0.01
- Weight for the smaller Rol
  - the value of the hottest point on the smaller Rol will be multiplied with this weight, then compared with the normal Rol's
  - the larger the weight is, the more sensitive of zooming in is
- Weight for the larger Rol
  - the value of the hottest point on the larger Rol will be multiplied with this weight, then compared with the normal Rol's.
  - the larger the weight is, the more sensitive of zooming out is

#### • Feature Operation

The menu is as follow:



Type



The choices are:

- **Gray**: choosing Gray as feature
- **HOG**: choosing HOG of image as feature
- HOG Setting

It is only displayed when type  ${f HOG}$  is selected. The menu is as follow:

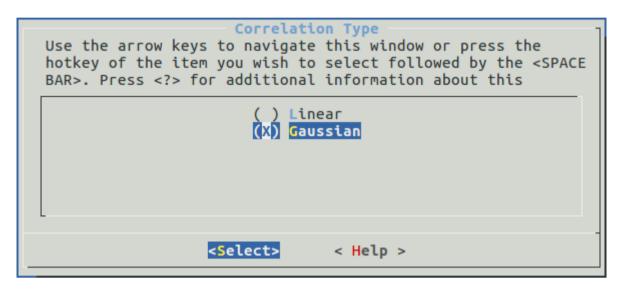
```
HOG Setting

Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenus ----). Highlighted letters are hotkeys. Pressing <Y> includes, <N> excludes, <M> modularizes features. Press <Esc> Esc> to exit, <?> for Help, </> for Search. Legend: [*] built-in []

(4) Cell Size (NEW)
(9) Sector Number (NEW)

<Select> < Exit > < Help > < Save > < Load >
```

- Cell Size: the size of HOG cell
- **Sector Number**: the number of PI divided
- Correlation Type



The choices are:

- o **Linear**: linear correlation
- o **Gaussian**: gaussian correlation

Gaussian correlation takes more calculation consumption than linear correlation, which means longer processing takes. Although, the tracking success rate is higher.

## **Setting Guide**

The KCF is quite sensitive to environment. Here is the relationship between environment and settings.

Environment	Simple	->	Complicated
Template Size	Small	->	Large
Feature Type	Gray	->	HOG
Scale Type	Fixed	->	Multi

## **Setting Test**

Some fixed settings are:

Hardware	ESP-EYE
Region of Target Dilation Coefficient	300
Pyramid for Multi-Scale	110
Weight for the smaller Rol	110
Weight for the larger Rol	96
HOG Sector Number	9

The tables below show the latency of different settings.

Template Size	Latency(ms)
12 × 12	11
14 × 14	20
16 × 16	16
20 × 20	25
32 × 32	38
40 × 40	60
48 × 48	109
50 × 50	94
56 × 56	211
64 × 64	220

## Gray + Multi + Linear

Template Size	Latency(ms)
32 × 32	76
40 × 40	130
48 × 48	199
50 × 50	200
56 × 56	390
64 × 64	400

## Gray + Fixed + Gaussian

Template Size	Latency(ms)
20 × 20	20
32 × 32	67
40 × 40	103
48 × 48	195
50 × 50	185
56 × 56	372
64 × 64	380

## Gray + Multi + Gaussian

Template Size	Latency(ms)
20 × 20	38
32 × 32	130
40 × 40	210
48 × 48	390
50 × 50	360
56 × 56	745
64 × 64	720

Template Size	Cell Size	Latency(ms)
32 × 32	4	73
40 × 40	4	90
48 × 48	4	151
56 × 56	4	281
64 × 64	4	350
50 × 50	5	168
60 × 60	6	215
70 × 70	7	286

### HOG + Multi + Linear

Template Size	Cell Size	Latency(ms)
32 × 32	4	126
40 × 40	4	198
48 × 48	4	304
56 × 56	4	538
64 × 64	4	275
50 × 50	5	330
60 × 60	6	420
70 × 70	7	567

### **HOG + Fixed + Gaussian**

Template Size	Cell Size	Latency(ms)
32 × 32	4	132
40 × 40	4	213
48 × 48	4	302
56 × 56	4	546
64 × 64	4	1053
50 × 50	5	179
60 × 60	6	325
70 × 70	7	398

## HOG + Multi + Gaussian

Template Size	Cell Size	Latency(ms)
32 × 32	4	252
40 × 40	4	404
48 × 48	4	573
56 × 56	4	1028
64 × 64	4	1982
50 × 50	5	498
60 × 60	6	629
70 × 70	7	770

# **Setting Example**

The tables below show some recommended settings.

## Fast Fixed/Multi-Scale

latency(ms)	20 / 38
Template Size Up Limitation	20
Region of Target Dilation Coefficient	300
Scale Type	Fixed / Multi
Pyramid for Multi-Scale	110
Weight for the smaller Rol	105
Weight for the larger Rol	95
Feature Type	Gray
Correlation Type	Gaussian

### **Stable Fixed-Scale**

Latency(ms)	73
Template Size Up Limitation	32
Region of Target Dilation Coefficient	300
Feature Type	HOG
Cell Size	4
Sector Number	9
Correlation Type	Linear

## **Stable Multi-Scale**

Latency(ms)	126
Template Size Up Limitation	32
Region of Target Dilation Coefficient	300
Pyramid for Multi-Scale	110
Weight for the smaller Rol	120
Weight for the larger Rol	96
Feature Type	HOG
Cell Size	4
Sector Number	9
Correlation Type	Linear