**Tracking**

**source**

video-dev/utilities/util-track.cpp

**description**

* traffic640x480.avi
* extract 200 x 200 region of interest
* post-process foreground blobs (see post-processing)
* function to display tracking results:   
  void printTrackUpdate(cv::Mat trackImage, std::list<Track>\* pDebugTracks)
* write frame image files to home/counter/segment-motion:  
  post processing result: debug\_<frame#>.png  
  tracking result: track\_<frame#>.png

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| --- | --- |
| ***Error #1 (solved)* splitted blobs must be assigned to same track**  [../../../../Users/Holger/counter/360%20-%20392%20with%20trailer/track%20debug](file:///D:\Users\Holger\counter\360%20-%20392%20with%20trailer\track%20debug) | |
| debug\_372.png | track\_372.png |
| debug\_381.png | track\_381.png |
| **possible Solution (372, 381):**   * for each new rectangle (rc\_new) * calc area of rectangle intersection (rc\_new && rc\_old) * if area\_intersect >= 75% \*area\_new | |

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| debug\_161.png | track\_161.png |
| debug\_162.png | track\_162.png |
| debug\_163.png | track\_163.png |
| **possible solution (161, 163):**   * reduce confidence to max 2 🡪 old tracks will be deleted faster * combine existing tracks, if they move into same direction and their areas intersect (> 20%) * assign track with shorter history to longer track * keep track with longest length | |

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| ***Error #2 (solved)* two cars moving in opposite direction must be better separated**  [..\..\..\..\Users\Holger\counter\054 - 067 two cars opposite\track debug](../../../../Users/Holger/counter/054%20-%20067%20two%20cars%20opposite/track%20debug) | |
| debug\_61.png | track\_61.png |
| debug\_62.png | track\_62.png |
|  | track\_63.png |
|  | track\_64.png |
|  | track\_65.png |

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| --- | --- |
| debug\_384.png | track\_384.png |
| debug\_385.png | track\_385.png |

**possible solution:**

* maintain size and speed of rc1
* detect new vehicle rc2 (opposite) before separation

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| ***Error #3 (solved)***  **new blobs must be assigned to spatially close track (error in 392)**  [..\..\..\..\Users\Holger\counter\360 - 392 with trailer](../../../../Users/Holger/counter/360%20-%20392%20with%20trailer) | |
| debug\_391.png | track\_391.png |
| debug\_392.png | track\_392.png |

***Requirement #4 (solved)***

**update only with newBlob, not with intersection of newBlob and lastTrackEntry**

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|  | **wrong**  \improve\_intersect | **right**  \wrong\_separation |
| debug\_61.png | track\_61.png | track\_61.png |
| debug\_62.png | track\_62.png | track\_62.png |

***Requirement #5 (solved)***

if **multiple newBlobs fit into lastTrackEntry** (see example below), then assign

* rightmost blob, if track moves to right
* leftmost blob, if track moves to left

Parameter: intersection area: 0.5 (does not work well with 0.75)

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|  | **wrong**  \ 2018-12-8\_16h\_1m\_18s | **right**  \2018-12-8\_16h-9m-27s |
| debug\_385.png | track\_385.png | track\_385.png |
|  |  |  |

***Requirement #6 (solved)***

if **track has left the scene** partially, then assign

* rightmost blob, if scene has been left on the right
* leftmost blob, if scene has been left on the left

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|  | **wrong**  \2018-12-8\_19h-50m-57s | **right**  \ 2018-12-9\_15h\_55m\_45s |
| debug\_62.png | track\_62.png | track\_62.png |
|  |  | **right**  \ 2018-12-9\_16h\_3m\_52s |
| debug\_385.png |  | track\_385.png |

***Implementation #6***

**Track::checkLeavingRoi**

* private enum: leavingRoiTo {none, left, right}
* trackHistory >= 4
* moving direction: right -> right edge of lastTrackEntry >= 95% \* roiWidth
* moving direction: left -> left edge of lastTrackEntry <= 5% \* roiWidth

***Requirement #7 (closed)***

track leaving roi AND inversing direction must be assigned as new track

intersection of two cars at the edge of roi can only be determined by velocity inversion

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|  | **wrong**  \2018-12-9\_17h\_1m\_36s | **right**  \ 2018-12-15\_16h\_21m\_34s |
| debug\_542.png | track\_542.png | track\_542.png |
| debug\_545.png | track\_545.png | track\_545.png |
| debug\_546.png | track\_546.png | track\_546.png |

***Implementation #7***

**Track::isReversingX**

* true if signBit(avgVelocity) != signBit(prevAvgVelocity)

**SceneTracker::deleteReversingTracks**

* check tracks that are leavingRoiTo left or right for reversing direction
* delete those tracks --> blobs will be assigned to new track in next update step

***Requirement #8 (closed)***

* **reversing tracks must be assigned to new track**
* track leaving roi AND inversing direction must be assigned as new track
* intersection of two cars at the edge of roi can only be determined by velocity reversion
* at low frame rate (10fps) tracks could jump in other direction, inversing direction cannot be determined by reversed velocity (as moving average is calculated over 5 steps)

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|  | **wrong**  /2018-12-19\_20h\_56m\_53s | **right**  /2018-12-23\_13h\_23m\_17s |
| debug\_10.png | track\_10.png | track\_10.png |
| debug\_11.png | track\_11.png | track\_11.png |
| debug\_12.png | track\_12.png | track\_12.png |
| debug\_13.png | track\_13.png | track\_13.png |

***Implementation #8***

**Track::updateAverageVelocity**

* reduce window 5 🡪 3

**Track::isReversingX**

* true, if track reverses in x-direction

**SceneTracker::deleteReversingTracks**

* delete reversing tracks (even if they don't leave roi)
* TODO create new track for deleted one immediately

***Requirement #9 (closed)***

* if track covers entire roi (e.g. occurs for busses, trucks): keep velocity before covering entire roi
* otherwise velocity drops below zero and second track might be introduced

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|  | **wrong**  /2018-12-23\_13h\_54m\_54s | **right**  /2018-12-23\_15h\_55m\_5s |
| debug\_663.png | track\_663.png | track\_663.png |
| debug\_666.png | track\_666.png | track\_666.png |
| debug\_667.png | track\_667.png | track\_667.png |
| debug\_668.png | track\_668.png | track\_668.png |

***Implementation #9***

**Track::updateAverageVelocity**

* if trackEntry.leftEdge < 5% \* roi.width  
  or trackEntry.rightEdge > 95% \* roi.width  
  🡪 avgVelocity = avgVelocity

***Requirement #10 (closed)***

* **reversing tracks (outside backlash) must be assigned to new track**
* velocity difference must be significant in order to avoid re-assigning tracks of stand still motion, e.g. waving leaves

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| 2017-09-18/opposite/2 - 40 cars multi 7m52s | **wrong**  / 2018-12-26\_14h\_50m\_22s | **right**  / 2018-12-26\_15h\_50m\_54s |
| debug\_5.png | track\_5.png | track\_5.png |
| debug\_6.png | track\_6.png | track\_6.png |
| debug\_7.png | track\_7.png | track\_7.png |
| debug\_10.png | track\_10.png | track\_10.png |

***Implementation #10***

**Track::isReversingX**

* true, if track reverses in x-direction AND at least one abs velocity outside backlash

***Requirement #11 (open)***

* **assign matching blobs to track with highest confidence**
* velocity difference must be significant in order to avoid re-assigning tracks of stand still motion, e.g. waving leaves

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| 2017-09-18/opposite/2 - 40 845 - 890 van 3m17s | **wrong**  /2018-12-26\_16h\_14m\_24s | **right**  / |
| debug\_855.png | track\_855.png | track\_5.png |
| debug\_856.png | track\_856.png | track\_6.png |
| debug\_857.png | track\_857.png | track\_7.png |
| debug\_858.png | track\_858.png | track\_10.png |
| debug\_859.png | track\_858.png |  |
| debug\_860.png | track\_860.png |  |

***Implementation #11***

**Track::isReversingX**

* true, if track reverses in x-direction AND at least one abs velocity outside backlash

***Requirement #12 (open)***

* **track occluded objects**

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| 2017-09-18/opposite/2 - 40 845 - 890 van 3m17s |
|  |

***Implementation #12***

**SceneTracker::checkOcclusion**

* set isOccluded flag for each occluded track
* tracks moving in opposite direction?
* calc dist
* isNextUpdateOccluded
* calc remainingUpdatesInOcclusion
* calc occlusionRect (SceneTracker property)

**SceneTracker::updateTracksIntersect**

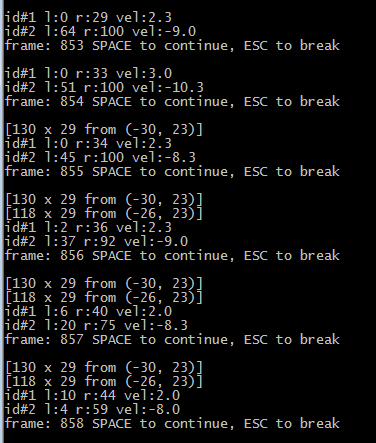
* if isOccluded
  + addSubstitute for occluded tracks, keep confidence
  + discard blobs within occlusionRect (80% or more intersection)
  + decrement remainingUpdatesInOcclusion
  + if remainingUpdates <= 0 -> reset isOccluded flag
  + update all remaining tracks (non-occluded)
* else
  + update all tracks

***Refactor velocity calculation***

1. calc velocity for each track update (privat variable in TrackEntry)
2. Track constructor: use ID as parameter only
3. separate addingTrackEntry
4. addTrackEntry
   1. check, if object touches left or right border, calculate velocity based on
      1. left or right edge of object
      2. centroid otherwise
5. UpdateAverageVelocity: use history elements only

***Error#13***

* second occlusion introduced in frame 856 -> fix in checkOcclusion()
* probable cause: if tracks are occluded, nextUpdateOccluded does not have to be checked anymore



***Error#14***

* occlusion area has been left too early
* fix: in occlusion rect:
  + if there is one blob: match right (or left) edge with edge of substitute
  + if two blobs: assign to track, even if update steps have not been reached

***Error#15 (fixed)***

* combination of tracks and deletion of reversing tracks only for tracks that are not occluded
* see below track\_857.png: velocity will drop below zero in next update step, as velocity of substitute in occlusion is not calculated correctly at ROI border
* track\_858.png: both tracks have been combined into one left moving track (keep#1, discard#2)
* deleteReversingTracks erases #1 and creates new track #2
* fix:
  + (done) combineTracks and deleteReversingTracks for un-occluded tracks only
  + (done) execute deleteReversingTracks before combineTracks
  + (done) fix calculation of substitute values that touch roi border
* uncommented adjustSubstPosition (in SceneTracker::assignBlobsInOcclusion)

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| 2017-09-18/opposite/ 845 - 890 | **wrong**  /2019-1-20\_12h\_5m\_57s\_#15 | **right**  /2019-1-20\_19h\_51m\_15s\_#15\_fixed |
| debug\_857.png | track\_857.png | track\_857.png |
| debug\_858.png | track\_858.png | track\_857.png |
| debug\_864.png | track\_864.png | track\_864.png |
| debug\_865.png | track\_865.png | track\_865.png |
| debug\_866.png | track\_866.png | track\_866.png |

***Error#16 (open)***

* update occlusion area as blobs move -> faster detection of new blobs moving in the opposite direction
* delete occlusion, if one of the tracks have been deleted

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| 2017-09-18/opposite/ 2 - 40 | **wrong**  /2019-1-20\_20h\_4m\_56s\_#16 | **right**  / |
| debug\_17.png | track\_17.png | track\_17.png |
| debug\_18.png | track\_18.png |  |
| debug\_19.png | track\_19.png |  |
|  |  |  |
| debug\_33.png | track\_33.png |  |
| debug\_34.png | track\_34.png |  |

***Implementation #16***

**Track::isReversingX**

* in SceneTracker::deleteTracks: set Occlussion.hasPassed to true  
  (will be deleted in next update step)
* adjust occlusion rectangle (so that ist covers next update step only)
* no matching blob in occlusion 🡪 decrease confidence (OK)
  + Occlusion::assignBlobs: case 0 blobs: assignTrackIntersect with no blobs to assign will create subst values and decrease confidence
* adjustOcclusion (after update steps)