Real Time Identifiction in Crowds

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¹Rhodes University

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Predator[1]



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Fast and Lightweight



- Fast and Lightweight
- ₩ No prior "training"
- \maltese

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- ★ No prior "training"
- Learns quickly
- \mathbf{X}

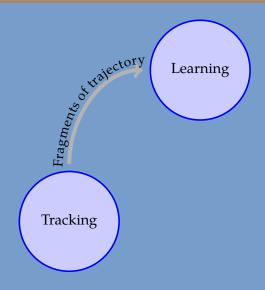
- Fast and Lightweight
- ★ No prior "training"
- Learns quickly
- ★ Synergy with recognition
- \mathbb{X}

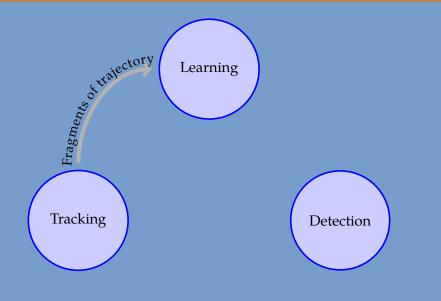
- Fast and Lightweight
- ★ No prior "training"
- Learns quickly
- Synergy with recognition
- Generic

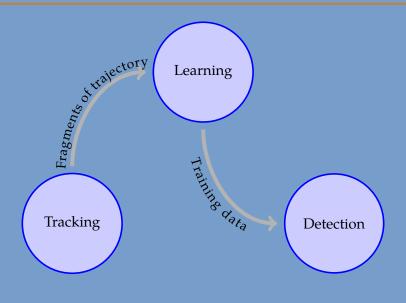


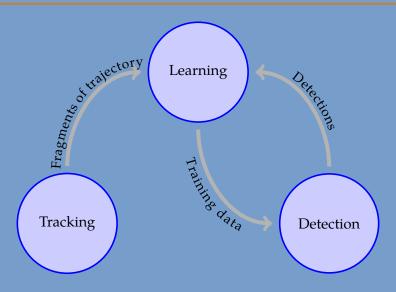


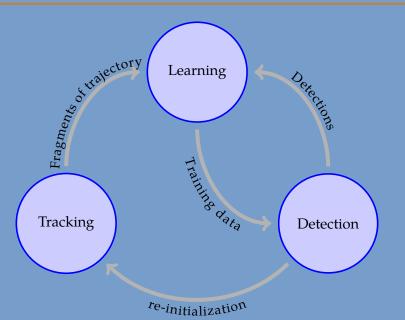














- ★ Relatively bad tracking algorithm
- X

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- Kernelized Correlation Filters [3]
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Algorithm	feature	Mean precision	Mean FPS
KCF	HOG ¹	73.2%	172
KCF	Raw pixels	56.0%	154
TI	ĹD	60.8%	28



¹Histogram of Oriented Gradients

- Relatively bad tracking algorithm
- ★ Kernelized Correlation Filters [3]

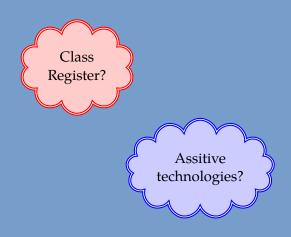
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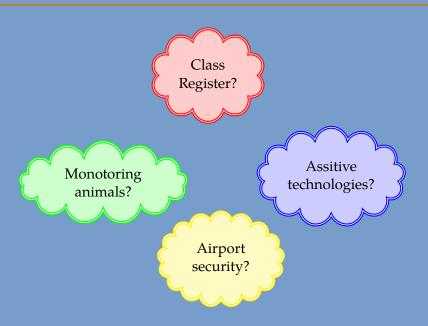
Better Learning Models

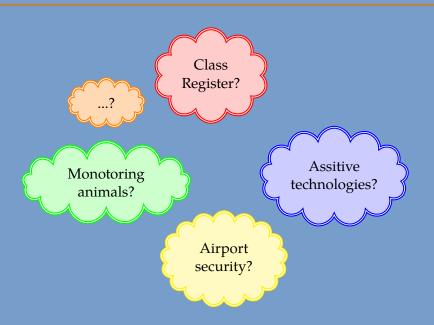
¹Histogram of Oriented Gradients















Full Implementation of Predator in C++

♦ 3rd week of 2nd term

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 ♦ End of 2nd term
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 ◇ 2nd week of 2nd Semester
- ★ Extension to Multiple Object Tracking
 ◇ Beginning of 4th Term

References

- [1] Z. Kalal, "Predator tracker that learns and improves," Youtube. (2011), [Online]. Available: https://www.youtube.com/watch?v=1GhNXHCQGsM.
- [2] Z. Kalal, K. Mikolajczyk, and J. Matas, "Tracking-learning-detection," *IEEE transactions on pattern analysis and machine intelligence*, vol. 34, pp. 1409–1422, 7 2011.
- [3] J. F. Henriques, R. Caseiro, P. Martins, and J. Batista, "High-speed tracking with kernelized correlation filters," *IEEE transactions on pattern analysis and machine intelligence*, vol. 37, pp. 583–596, 3 2014.