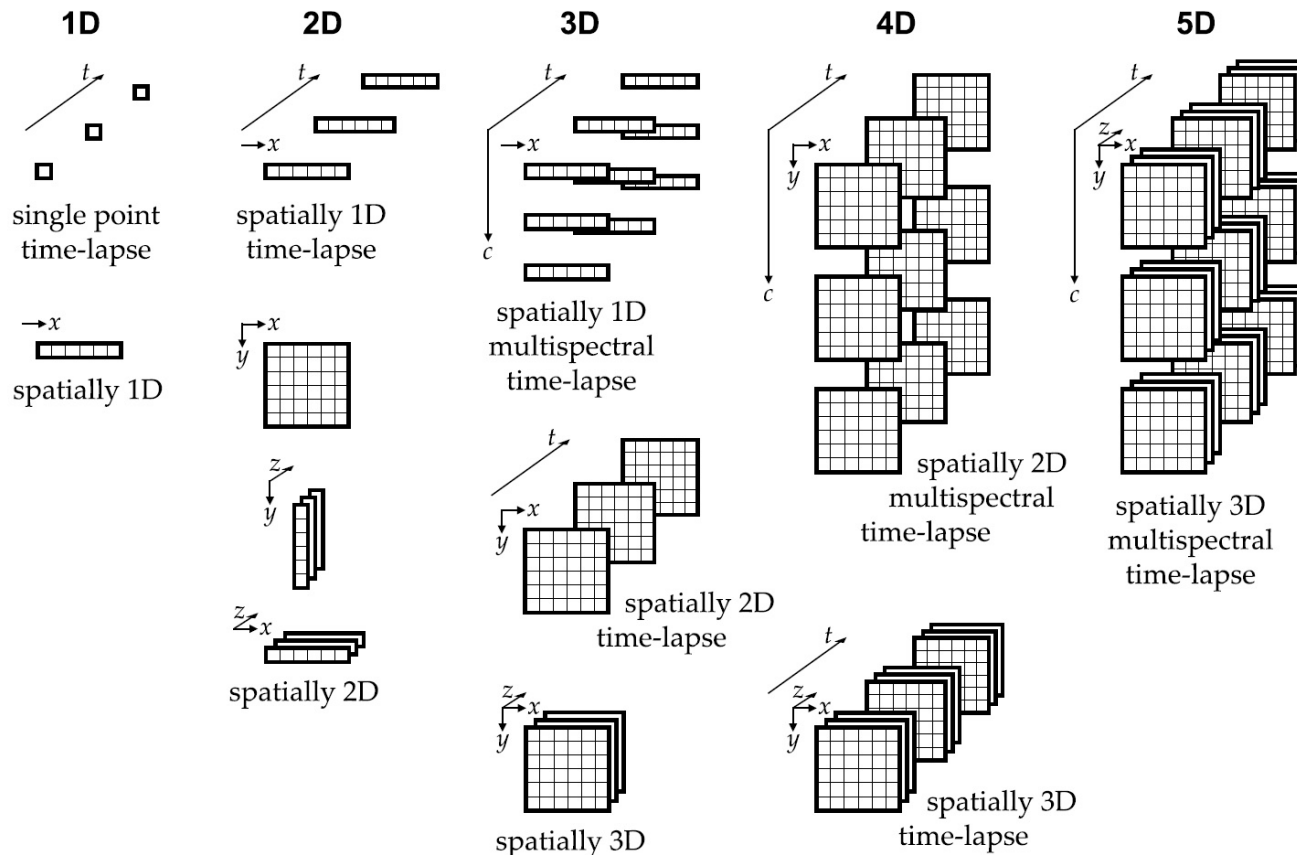


COMP 9517 Computer Vision

Motion

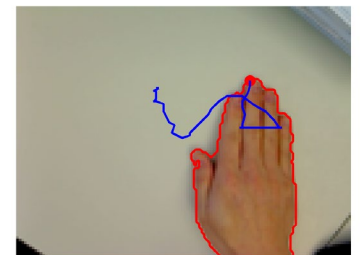
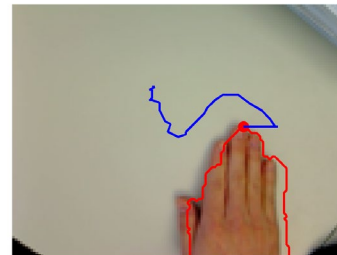
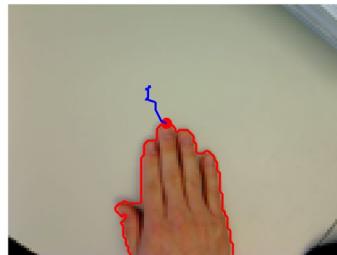
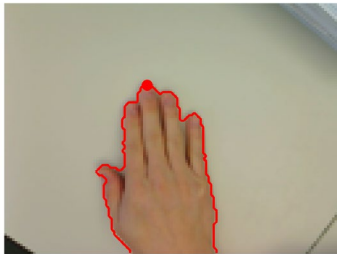
Introduction

- Adding the time dimension to the image formation



Introduction

- A changing scene may be observed via a sequence of images



Introduction

- Changes in an image sequence provide features for
 - detecting objects that are moving
 - computing trajectories of moving objects
 - performing motion analysis of moving objects
 - recognising objects based on their behaviours
 - computing the motion of the viewer in the world
 - detecting and recognising activities in a scene

Applications

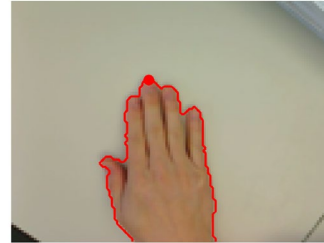
- **Motion-based recognition**
 - human identification based on gait, automatic object detection
- **Automated surveillance**
 - monitoring a scene to detect suspicious activities or unlikely events
- **Video indexing**
 - automatic annotation and retrieval of videos in multimedia databases
- **Human-computer interaction**
 - gesture recognition, eye gaze tracking for data input to computers
- **Traffic monitoring**
 - real-time gathering of traffic statistics to direct traffic flow
- **Vehicle navigation**
 - video-based path planning and obstacle avoidance capabilities

Scenarios

- Still camera

Constant background with

- single moving object
- multiple moving objects



- Moving camera

Relatively constant scene with

- coherent scene motion
- single moving object
- multiple moving objects



Topics

- **Change detection**

Using *image subtraction* to detect changes in scenes

- **Sparse motion estimation**

Using *template matching* to estimate local displacements

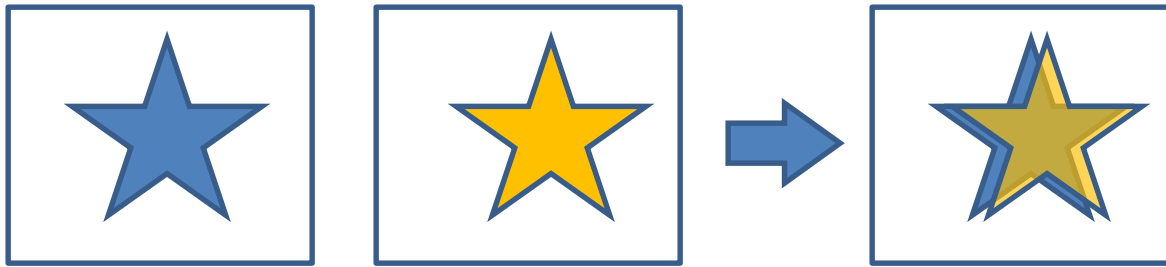
- **Dense motion estimation**

Using *optical flow* to compute a dense motion vector field

Change Detection

Change Detection

- Detecting an object moving across a constant background
- The forward and rear edges of the object advance only a few pixels per frame



- By subtracting the image I_t from the previous image I_{t-1} the edges should be evident as the only pixels significantly different from zero

Image Subtraction

Step: Derive a background image from a set of video frames at the beginning of the video sequence



PETS 2009
Benchmark

Image Subtraction

Step: Subtract the background image from each subsequent frame to create a difference image

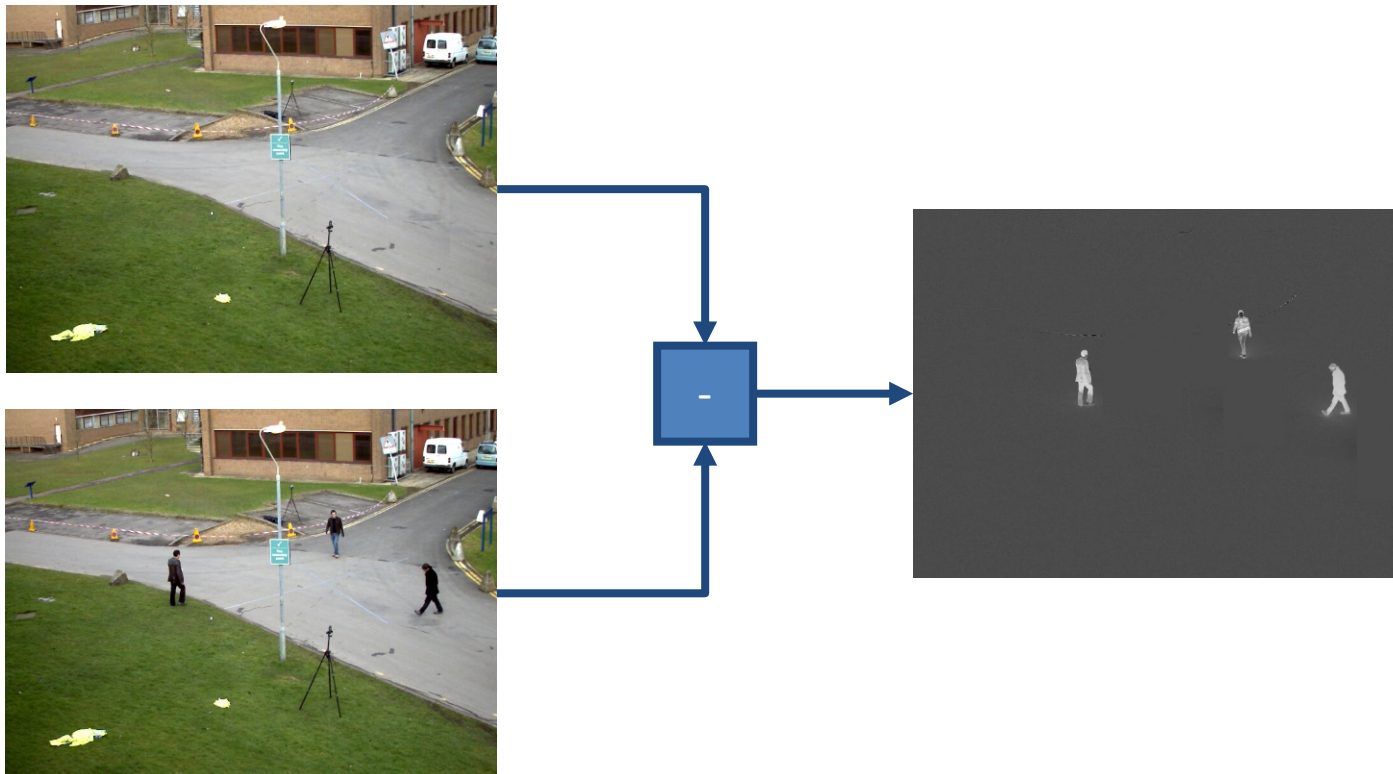
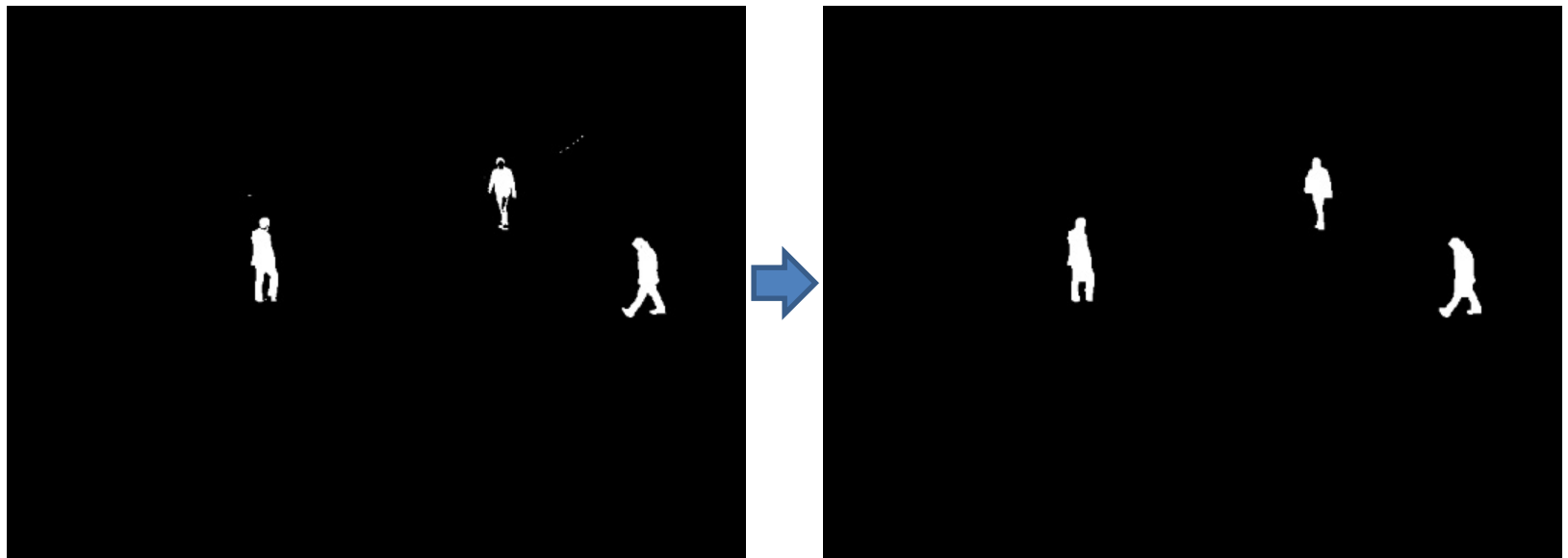


Image Subtraction

Step: Threshold and enhance the difference image to fuse neighbouring regions and remove noise



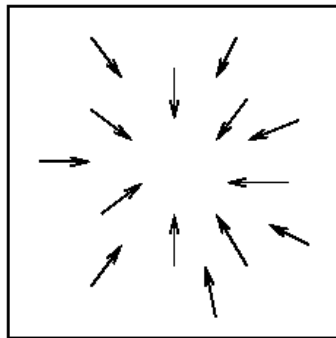
Change Detection

- Image subtraction algorithm
 - Input: images I_t and $I_{t-\Delta t}$ (or a model image)
 - Input: an intensity threshold τ
 - Output: a binary image I_{out}
 - Output: a set of bounding boxes B
1. For all pixels $[r, c]$ in the input images,
set $I_{out}[r, c] = 1$ if $(|I_t[r, c] - I_{t-\Delta t}[r, c]| > \tau)$
set $I_{out}[r, c] = 0$ otherwise
 2. Perform connected components extraction on I_{out}
 3. Remove small regions in I_{out} assuming they are noise
 4. Perform a closing of I_{out} using a small disk to fuse neighbouring regions
 5. Compute the bounding boxes of all remaining regions of changed pixels
 6. Return $I_{out}[r, c]$ and the bounding boxes B of regions of changed pixels

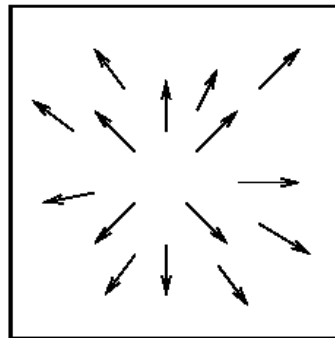
Sparse Motion Estimation

Motion Vector

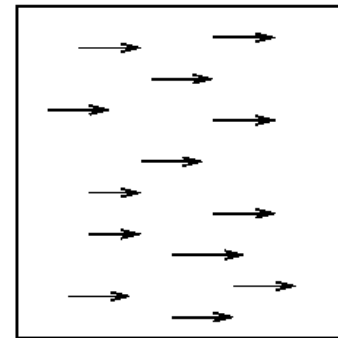
- A motion field is a 2D array of 2D vectors representing the motion of 3D scene points
- A motion vector in the image represents the displacement of the image of a moving 3D point
 - Tail at time t and head at time $t + \Delta t$
 - Instantaneous velocity estimate at time t



Zoom out



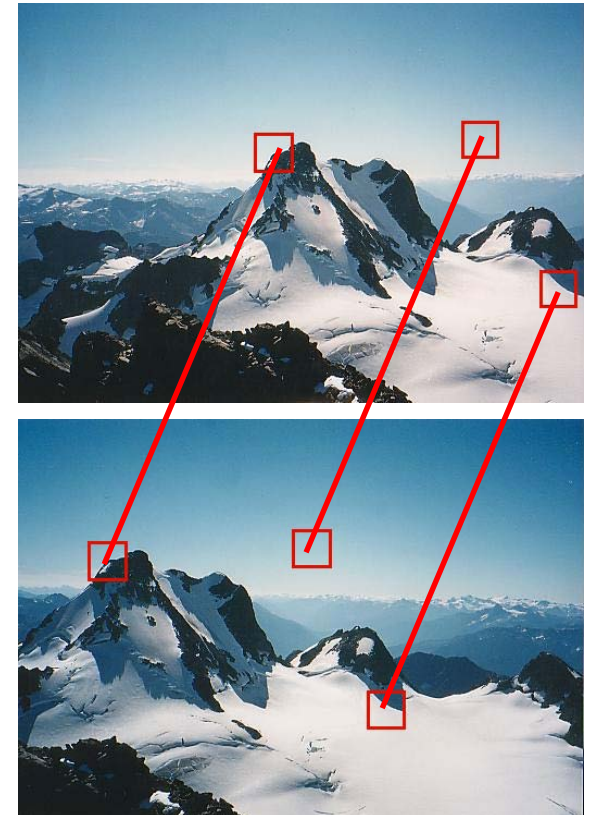
Zoom in



Pan Left

Sparse Motion Estimation

- A sparse motion field can be computed by identifying pairs of points that correspond in two images taken at times t and $t+\Delta t$
- Assumption: intensities of interesting points and their neighbours remain nearly constant over time
- Two steps:
 - Detect interesting points at t
 - Search corresponding points at $t+\Delta t$



Sparse Motion Estimation

- Detect interesting points
 - Image filters
 - Canny edge detector
 - Kirsch edge operator
 - Harris corner detector
 - SUSAN corner detector
 - Frei-Chen ripple operator
 - ...
 - Interest operator
 - Computes intensity variance in the vertical, horizontal and diagonal directions
 - Interest point if the minimum of these four variances exceeds a threshold

Detect Interesting Points

```
Procedure detect_interesting_points(I,V,w,t) {
```

```
    for (r = 0 to MaxRow - 1)
```

```
        for (c = 0 to MaxCol - 1)
```

```
            if (I[r,c] is a border pixel) break;
```

```
            else if (interest_operator(I,r,c,w) >= t)
```

```
                add (r,c) to set V;
```

```
}
```

```
Procedure interest_operator (I,r,c,w) {
```

```
    v1 = variance of intensity of horizontal pixels I[r,c-w]...I[r,c+w];
```

```
    v2 = variance of intensity of vertical pixels I[r-w,c]...I[r+w,c];
```

```
    v3 = variance of intensity of diagonal pixels I[r-w,c-w]...I[r+w,c+w];
```

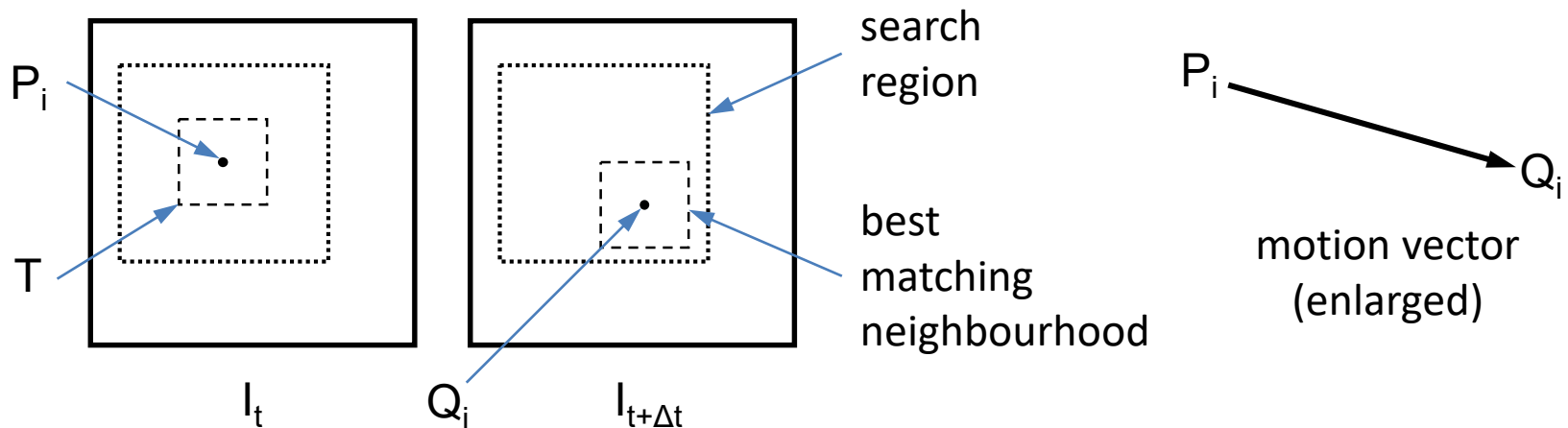
```
    v4 = variance of intensity of diagonal pixels I[r-w,c+w]...I[r+w,c-w];
```

```
    return min(v1, v2, v3, v4);
```

```
}
```

Sparse Motion Estimation

- Search corresponding points
 - Given an interesting point P_i from I_t , take its neighbourhood in I_t and find the best matching neighbourhood in $I_{t+\Delta t}$ under the assumption that the amount of movement is limited



This approach is also known as template matching

Similarity Measures

- Cross-correlation (to be maximised)

$$CC(\Delta x, \Delta y) = \sum_{(x,y) \in T} I_t(x, y) \cdot I_{t+\Delta t}(x + \Delta x, y + \Delta y)$$

- Sum of squared differences (to be minimised)

$$SSD(\Delta x, \Delta y) = \sum_{(x,y) \in T} \left[I_t(x, y) - I_{t+\Delta t}(x + \Delta x, y + \Delta y) \right]^2$$

- Mutual information (to be maximised)
- ...

Dense Motion Estimation

Dense Motion Estimation

- Assumptions:
 - The object reflectivity and illumination do not change during the considered time interval
 - The distance of the object from the camera and the light sources do not vary significantly over this interval
 - Each small neighbourhood $N_t(x,y)$ at time t is observed in some shifted position $N_{t+\Delta t}(x+\Delta x, y+\Delta y)$ at time $t+\Delta t$
- These assumptions may not hold tight in reality, but provide useful computation and approximation

Spatiotemporal Gradient

- Taylor series expansion of a function

$$f(x + \Delta x) = f(x) + \frac{\partial f}{\partial x} \Delta x + \text{h.o.t} \Rightarrow$$

$$f(x + \Delta x) \approx f(x) + \frac{\partial f}{\partial x} \Delta x$$

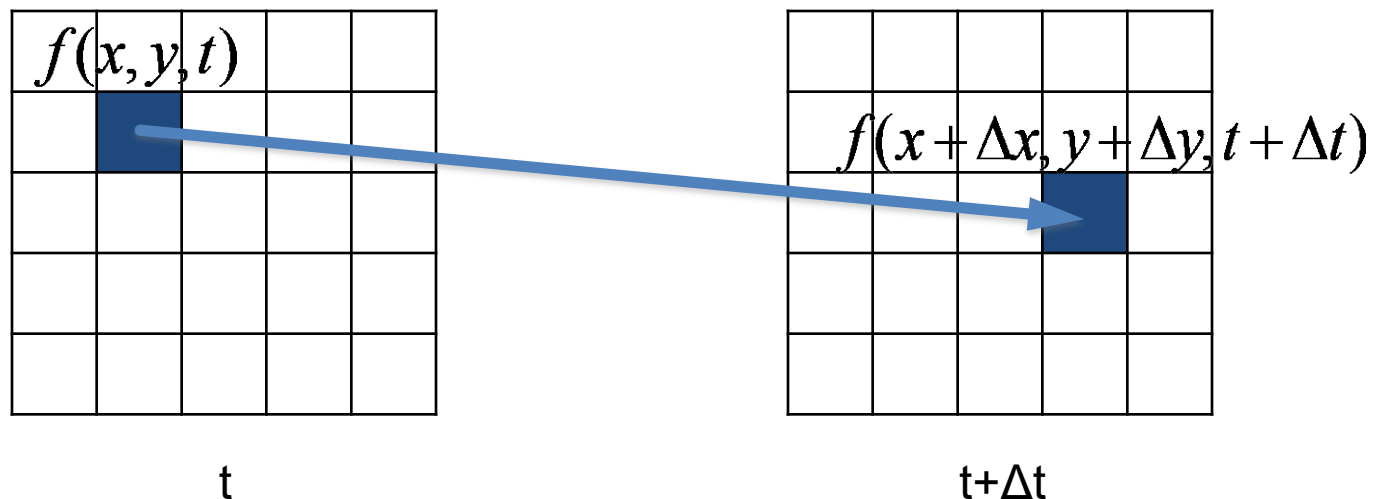
- **Multivariable** Taylor series approximation

$$f(x + \Delta x, y + \Delta y, t + \Delta t) \approx f(x, y, t) + \frac{\partial f}{\partial x} \Delta x + \frac{\partial f}{\partial y} \Delta y + \frac{\partial f}{\partial t} \Delta t \quad (1)$$

Optical Flow Equation

Assuming neighbourhood $N_t(x, y)$ at time t moves over vector $V=(\Delta x, \Delta y)$ to an identical neighbourhood $N_{t+\Delta t}(x+\Delta x, y+\Delta y)$ at time $t+\Delta t$ leads to the optical flow equation:

$$f(x + \Delta x, y + \Delta y, t + \Delta t) = f(x, y, t) \quad (2)$$



Optical Flow Computation

Combining (1) and (2) yields the following constraint:

$$\frac{\partial f}{\partial x} \Delta x + \frac{\partial f}{\partial y} \Delta y + \frac{\partial f}{\partial t} \Delta t = 0 \Rightarrow$$

$$\frac{\partial f}{\partial x} \frac{\Delta x}{\Delta t} + \frac{\partial f}{\partial y} \frac{\Delta y}{\Delta t} + \frac{\partial f}{\partial t} \frac{\Delta t}{\Delta t} = 0 \Rightarrow$$

$$\frac{\partial f}{\partial x} v_x + \frac{\partial f}{\partial y} v_y + \frac{\partial f}{\partial t} = 0 \Rightarrow$$

$$\nabla f \cdot v = -f_t$$

where $v = (v_x, v_y)$ is the velocity or *optical flow* of $f(x, y, t)$

Optical Flow Computation

- The optical flow equation provides a constraint that can be applied at every pixel position
- However, the equation does not have unique solution and thus further constraints are required

For example, by using the optical flow equation for a group of adjacent pixels and assuming that all of them have the same velocity, the optical flow computation task amounts to solving a linear system of equations using the least squares method

Many other solutions have been proposed (see references)

References and Acknowledgements

- Shapiro and Stockman 2001
- Chapter 19 Forsyth and Ponce 2003
- Chapter 8 Szeliski 2010
- Images drawn from the above references unless otherwise mentioned