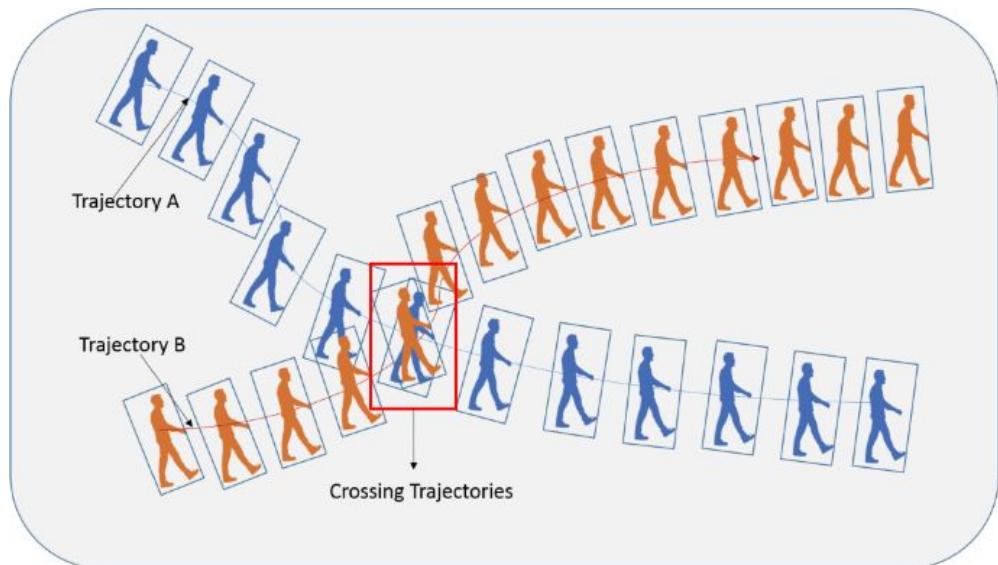


Tracking objects in videos

Luis Cossio

Master in Engineering sciences, mention
in Electrical Engineering

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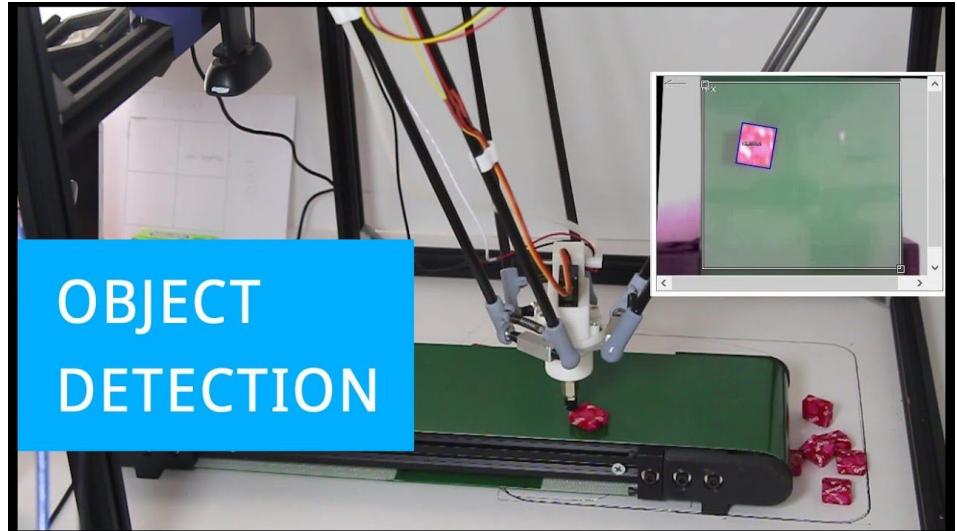
Limitations of detection algorithms

- Surveillance
 - Anomaly Detection



Limitations of detection algorithms

- Simple Robotic Picking
 - Pose estimation
 - Stable setup



Limitations of detection algorithms

- Temperature checking
 - Face Detection
 - Thermal camera



Limitations of detection algorithms

- Crowd-surveillance
 - Detection
 - Tracking
 - Counting



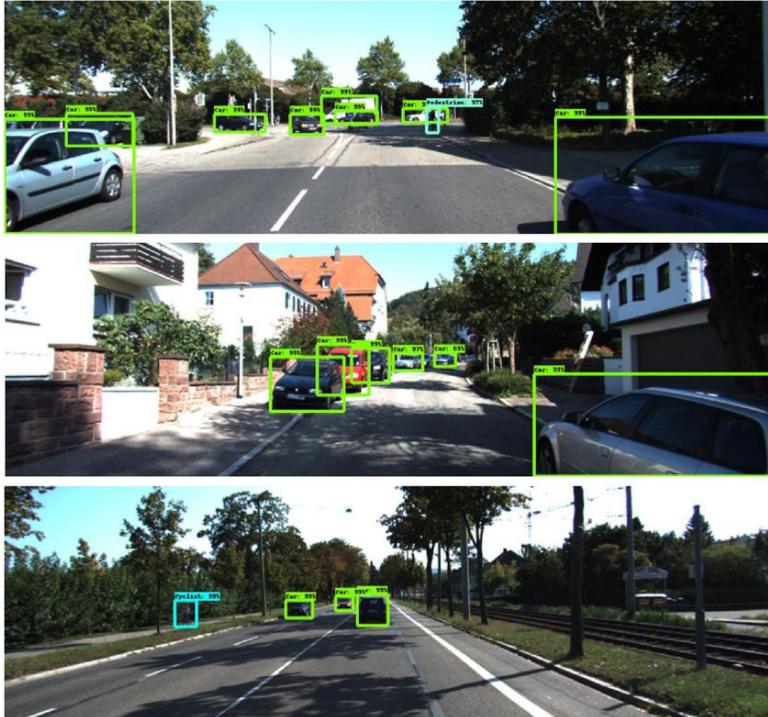
Limitations of detection algorithms

- Sports tracking
 - Detection
 - Tracking
 - 3D triangulation



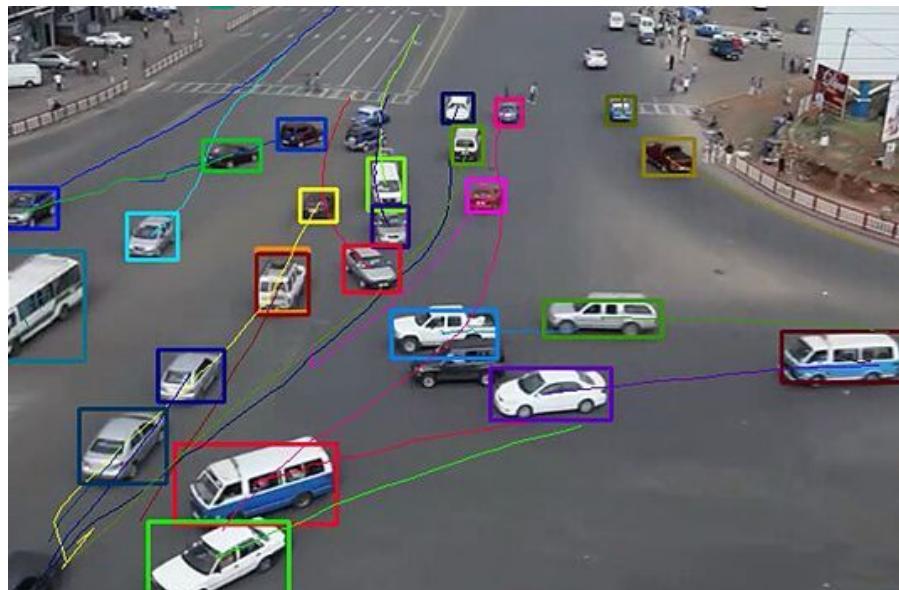
Limitations of detection algorithms

- Self-Driving
 - Detection
 - Tracking
 - Trajectory prediction
 - 3D pose estimation



Tracking Task

- Perform object detection and identification of targets
- Requires pose and visual matching of multiple objects
 - Multi Object Tracking (MOT)



Tracking Task

- Very simple task



Tracking Task

- Very simple task



Tracking Task

- Very simple task
 - Objects don't change their appearance instantaneously
 - The position of objects changes slowly and predictable



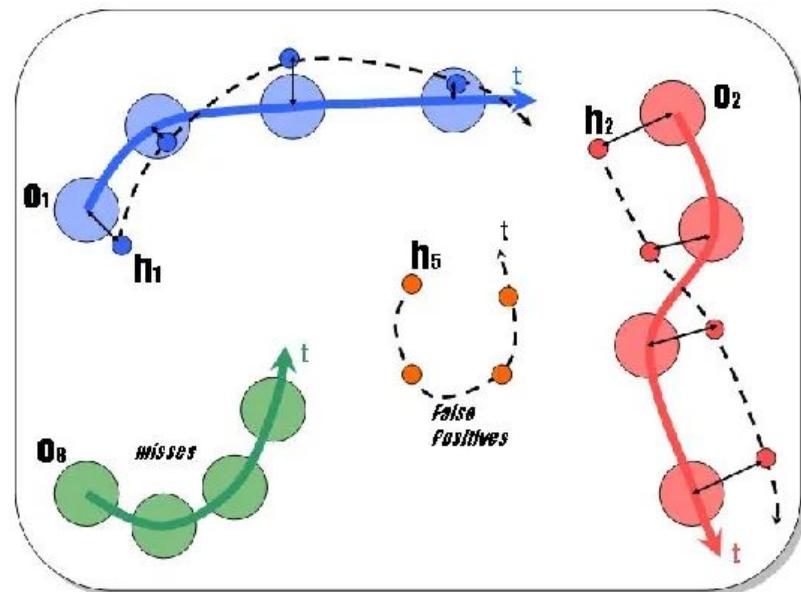
Tracking Task

- Very simple task
 - Objects don't change their appearance instantaneously
 - The position of objects changes slowly and predictable
- In practice is hard to automate
 - several types of error can occur



Tracking metrics

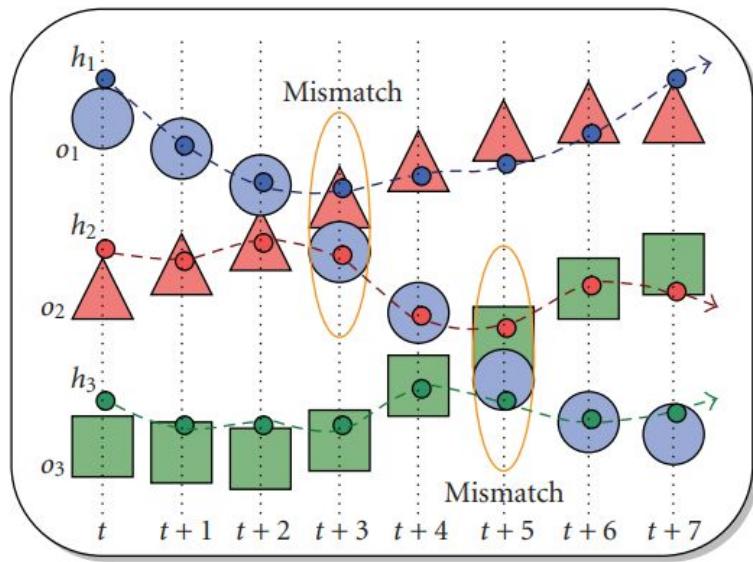
- Positional Metrics
 - Distance L2



Evaluating Multiple Object Tracking Performance: The CLEAR MOT Metrics. 2007

Tracking metrics

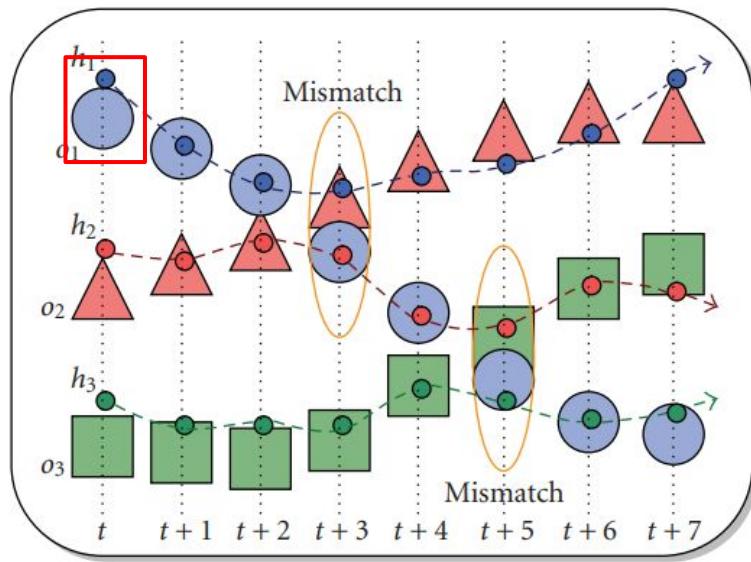
- Positional Metrics
 - Distance L2
- Identity Metrics
 - True Positives TP



Evaluating Multiple Object Tracking Performance: The CLEAR MOT Metrics. 2007

Tracking metrics

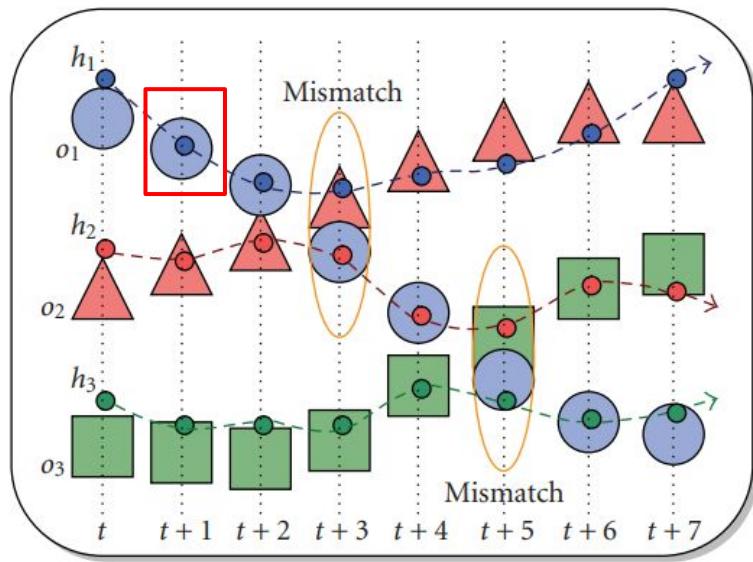
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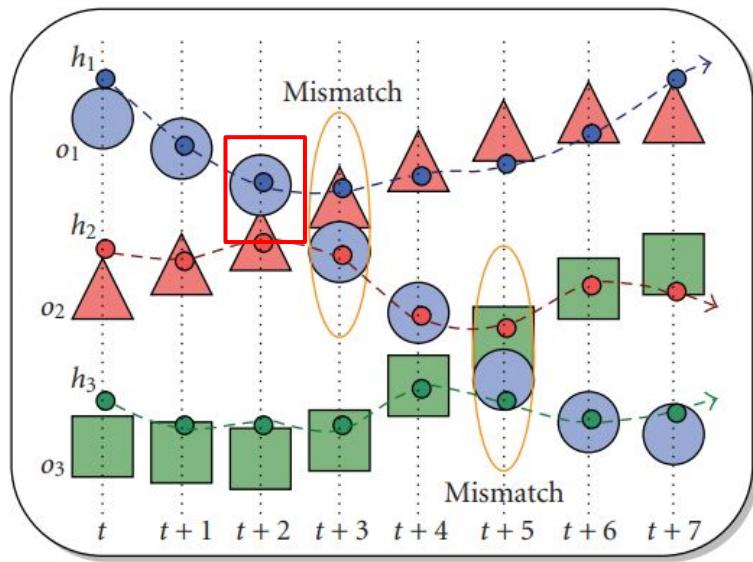
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Evaluating Multiple Object Tracking Performance: The CLEAR MOT Metrics. 2007

Tracking metrics

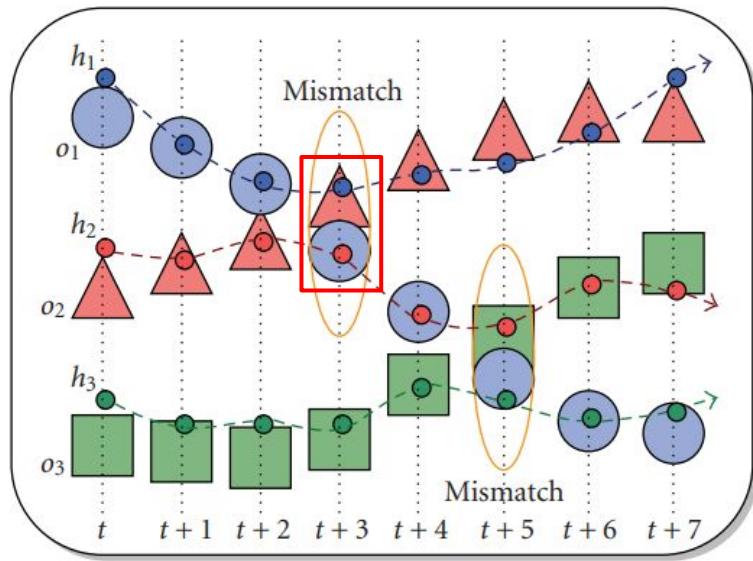
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 - Distance L2
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Evaluating Multiple Object Tracking Performance: The CLEAR MOT Metrics. 2007

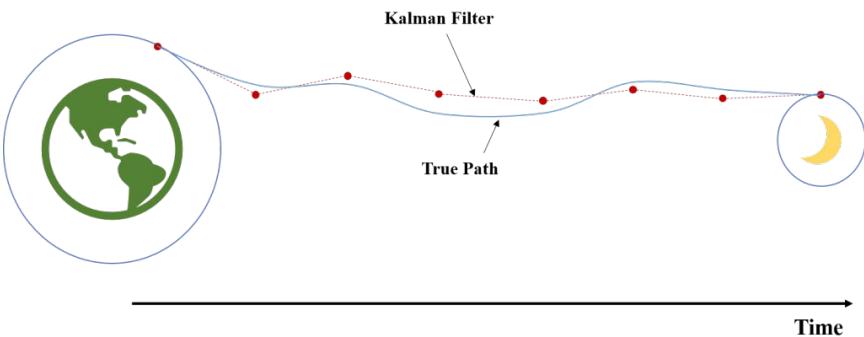
Tracking metrics

- Positional Metrics
 - IoU
 - Distance L2
 - Multi object tracking precision (MOTP)
- Identity Metrics
 - True Positives TP
 - Mismatched



Evaluating Multiple Object Tracking Performance: The CLEAR MOT Metrics. 2007

UH Kalman Tracking

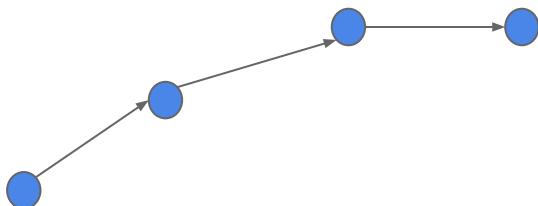


- Kalman Filtering

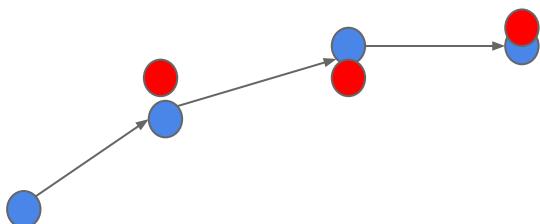
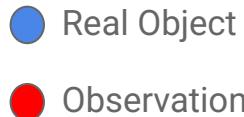
- Control algorithm to estimate position of an object
- One of their first uses was the development of a guiding mechanism for the Apollo mission.
- Estimate the position and overall direction of an object using sparse observations.

UO-1 Kalman Tracking

● Real Object



- Kalman Filtering
 - Control algorithm to estimate position of an object
 - One of their first uses was the development of a guiding mechanism for the Apollo mission.
 - Estimate the position and overall direction of an object using sparse observations.
 - The system is modeled as:
 - The real unknown location of the track object



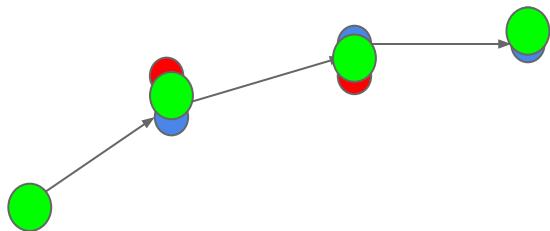
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 - The system is model as:
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 - There are sparse observation in stable intervals

UH Kalman Tracking

- Real Object
- Observation

- Kalman Estimation



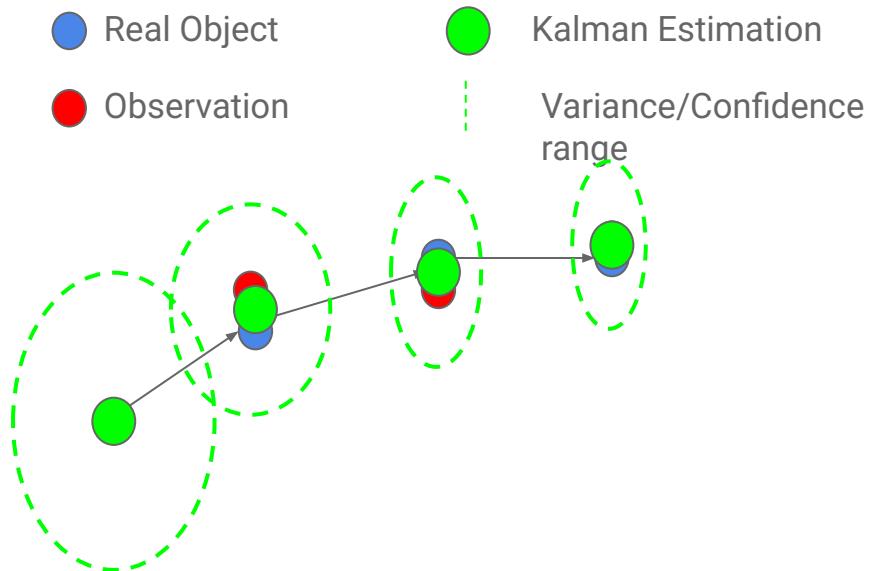
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UH Kalman Tracking

- Real Object
- Observation

- Kalman Estimation
- Variance/Confidence range



- Kalman Filtering

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 - The real unknown location of the track object
 - There are sparse observations in stable intervals
 - There is a predicted location of the object using the dynamics of the system and the observations.
 - We model the uncertainty of the measurements and the model with a range of confidence/variance.

1. $\hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$
2. $P_{k|k-1} = AP_{k-1|k-1}A^T + Q$
3. $J_k = P_{k|k-1}C^T (CP_{k|k-1}C^T + R)^{-1}$
4. $\hat{X}_{k|k} = \hat{X}_{k|k-1} + J_k (Y_k - C\hat{X}_{k|k-1})$
5. $P_{k|k} = (I - J_k C) P_{k|k-1}$

- Kalman Filtering

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UH Kalman Tracking

Previous position in
k-1

$$1. \hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$$

$$2. P_{k|k-1} = AP_{k-1|k-1}A^T + Q$$

$$3. J_k = P_{k|k-1}C^T (CP_{k|k-1}C^T + R)^{-1}$$

$$4. \hat{X}_{k|k} = \hat{X}_{k|k-1} + J_k (Y_k - C\hat{X}_{k|k-1})$$

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UH Kalman Tracking

Dynamic of the system

$$1. \hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$$

$$2. P_{k|k-1} = AP_{k-1|k-1}A^T + Q$$

$$3. J_k = P_{k|k-1}C^T (CP_{k|k-1}C^T + R)^{-1}$$

$$4. \hat{X}_{k|k} = \hat{X}_{k|k-1} + J_k (Y_k - C\hat{X}_{k|k-1})$$

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UH Kalman Tracking

Prior/ expected next
step

1. $\hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$
2. $P_{k|k-1} = AP_{k-1|k-1}A^T + Q$
3. $J_k = P_{k|k-1}C^T (CP_{k|k-1}C^T + R)^{-1}$
4. $\hat{X}_{k|k} = \hat{X}_{k|k-1} + J_k (Y_k - C\hat{X}_{k|k-1})$
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Prior variance/uncertainty
(NxN)

$$1. \hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$$

$$2. P_{k|k-1} = A P_{k-1|k-1} A^T + Q$$

$$3. J_k = P_{k|k-1} C^T (C P_{k|k-1} C^T + R)^{-1}$$

$$4. \hat{X}_{k|k} = \hat{X}_{k|k-1} + J_k (Y_k - C\hat{X}_{k|k-1})$$

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UH Kalman Tracking

Observation

1. $\hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$
2. $P_{k|k-1} = AP_{k-1|k-1}A^T + Q$
3. $J_k = P_{k|k-1}C^T (CP_{k|k-1}C^T + R)^{-1}$
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Error between expected position / prior and the Observation

1. $\hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$
2. $P_{k|k-1} = AP_{k-1|k-1}A^T + Q$
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UH Kalman Tracking

Posterior/predicted position

1. $\hat{X}_{k|k-1} = A\hat{X}_{k-1|k-1} + Bu_k$
2. $P_{k|k-1} = AP_{k-1|k-1}A^T + Q$
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Posterior variance

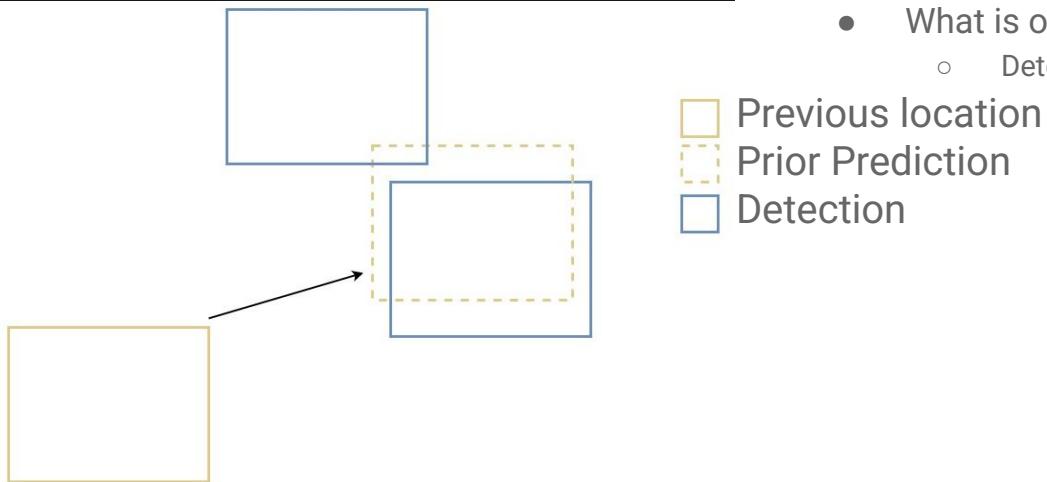
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- Kalman Filtering

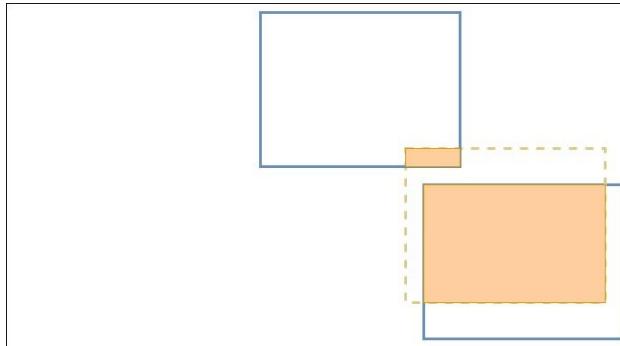
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Detection + Kalman Filtering

- What are poses in video tracking?
 - Detections and speeds
 $x_1, y_1, x_2, y_2, x'_1, y'_1, x'_2, y'_2$
- What is our input
 - Detections



Detection + Kalman Filtering

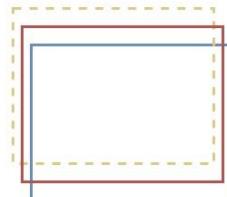


■ Previous location
■ Prior Prediction
■ Detection

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 $x_1, y_1, x_2, y_2, x'_1, y'_1, x'_2, y'_2$
- What is our input
 - Detections
- Match track with detection
 - Larger IoU

Detection + Kalman Filtering

- What are poses in video tracking?
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 $x_1, y_1, x_2, y_2, x'_1, y'_1, x'_2, y'_2$
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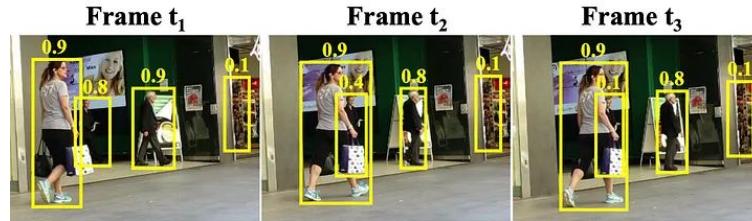


- Previous location
- Prior Prediction
- Detection
- Final Prediction

- Match track with detection
 - Larger IoU
- Final Prediction

UH ByteTrack

- ByteTrack = Kalman++
 - Overlapping object often lead to low confidences detections (if any)



(a) detection boxes



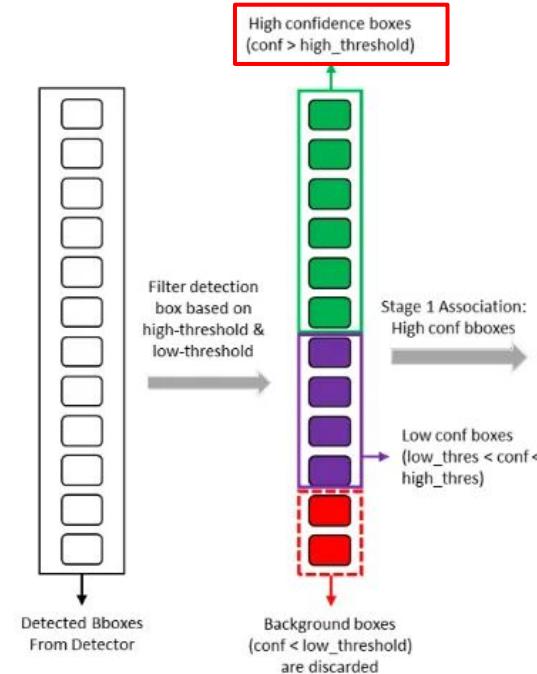
(b) tracklets by associating high score detection boxes



(c) tracklets by associating every detection box

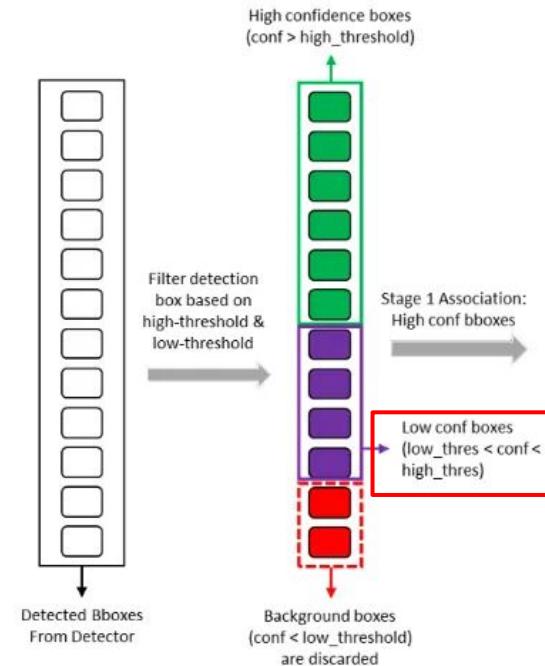
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 - This leads to a two tier detection hierarchy
 - High confidence
 - Low confidence



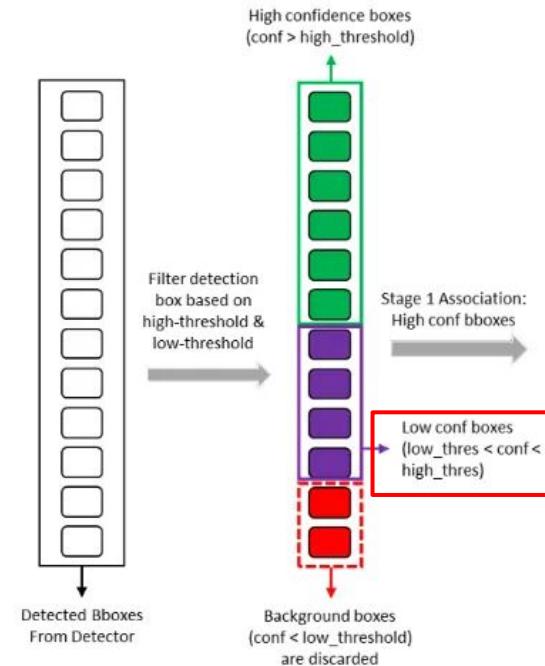
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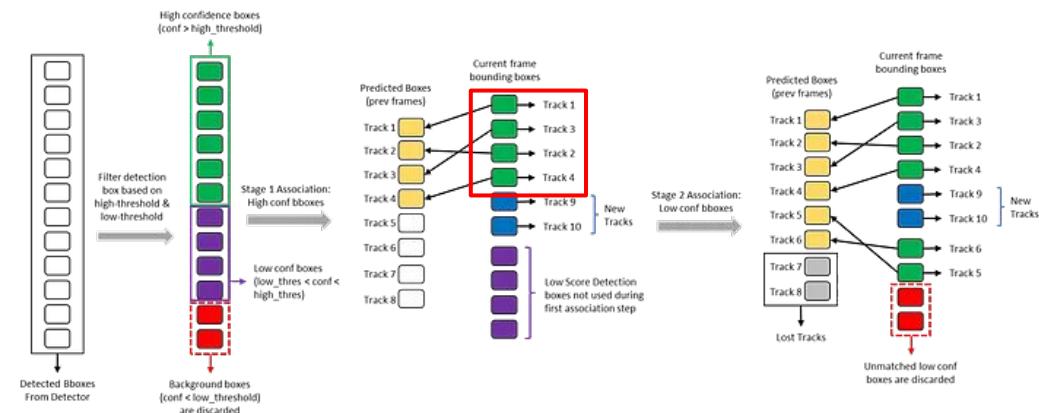
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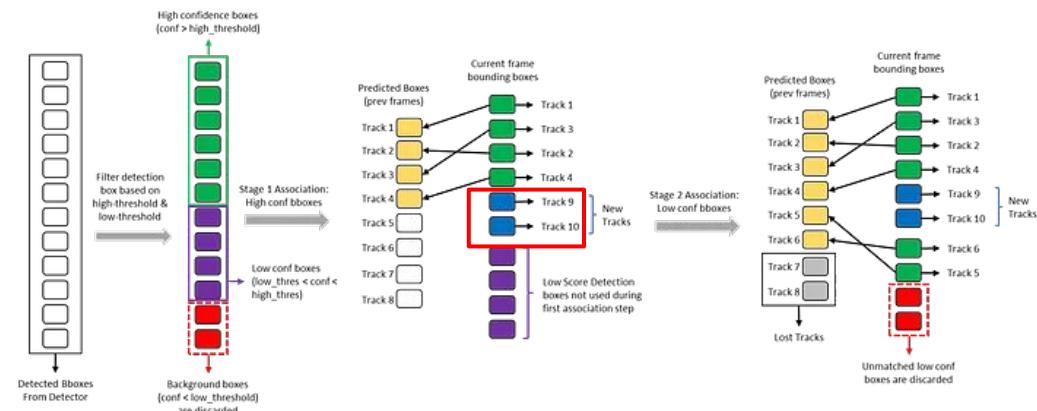
ByteTrack

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- This leads to a two tier processing hierarchy
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 - Matching detections are assigned to existing objects
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 - Matching detections are assigned to existing objects
 - Unmatched detections are considered new objects
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UH ByteTrack

- ByteTrack = Kalman++
 - Overlapping object often lead to low confidences detections (if any)
 - This leads to a two tier processing hierarchy
 - High confidence
 - Matching detections are assigned to existing objects
 - Unmatched detections are considered new objects
 - Low confidence
 - Matched detections are matched

