

Alpha-Refine: Boosting Tracking Performance by Precise Bounding Box Estimation

Oracle Experiment

Oracal Setting:

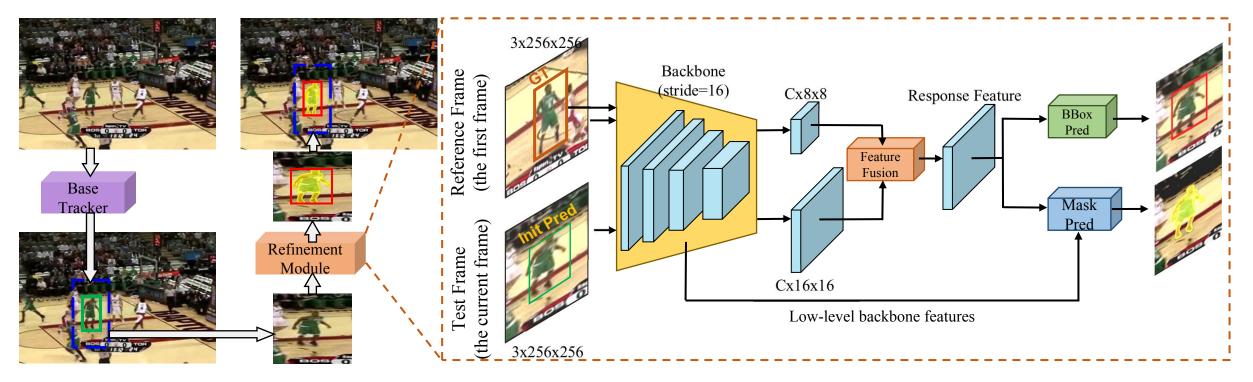
Reset the target center to ground truth center location at each frame. The performances will be mainly determined by the box estimation capacity.

Oracle	AUC	P_{Norm}	P
SiamRPN++[22]	0.682	0.829	0.745
ATOM[6]	0.580	0.686	0.604
DiMPsuper[2]	0.693	0.799	0.734
ECO[5]	0.496	0.666	0.533
AlphaRefine	0.762	0.902	0.919

Observation:

- 1. Existing trackers suffer from low-quality box estimation.
- 2. A specially designed refinement module may be better at box estimation.

Architecture Overview



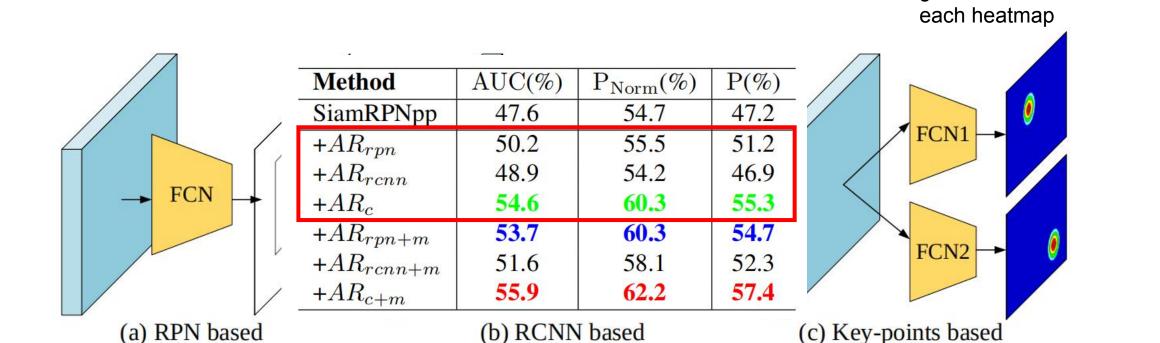
Tracking Pipeline

Inner Structure of the Refinement Pipeline

Pipeline:

- 1. The base tracker predict a preliminary result (Init Pred)
- 2. Alpha-Refine expand the preliminary prediction as its search region
- 3. Alpha-Refine predict a refined result in this search region, which is more precise than the preliminary prediction

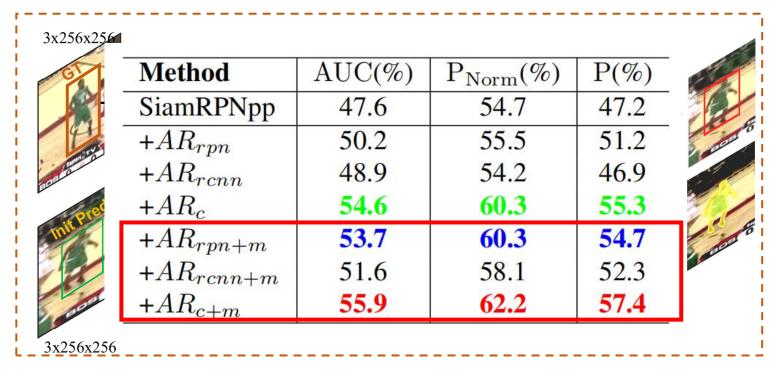
Head Options



get the mass center of

- RCNN-style flattens the feature tensor. Spatial information is lost.
- RPN maintain the spatial structure of the feature map, but the estimation of each box utilizes the information of one feature point.
- Corner Representation also maintain the spatial structure of feature map. In addition, the whole feature map work together to estiamte the box, fully utilize the spatial information.

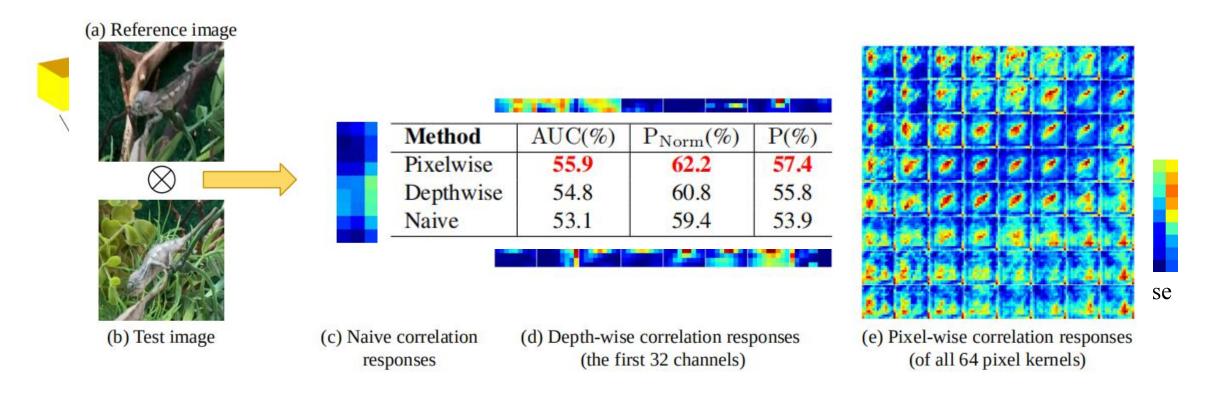
Auxiliary Mask Head



Multi-task Training:

- Pixel-level supervision encourage refinement module to maintain more detailed spatial information, benefit box estimation
- Pixel-level supervision teach the network to discriminate foreground and background. More discriminative.
- Enable the box-based base tracker to make pixel level prediction, broaden the base tracker's application.

Feature Fusion Options



- Naive Correlation or Depth-wise Correlation blur the response.
- Pixel-wise Correaltion maintain more spatial information, helpful to box estimation.

Computation Load

Method	AUC(%)	fps	latency	Δt	
SiamRPNpp	47.6	67.1	14.9ms		
+ AR(ResNet-50)	56.2	46.5	21.5ms	6.6ms	
+ AR(ResNet-34)	55.9	50.0	20.0ms	5.1ms	
+ AR(ResNet-18)	55.0	52.4	19.1ms	4.2ms	

Method	Bas	e	Base+	Δt	
	latency	fps	latency	fps	$\Delta \iota$
ECO	13.3ms	75.2	18.9ms	52.9	+5.6ms
RTMDNet	14.3ms	69.9	20.1ms	49.8	+5.7ms
ATOM	16.8ms	59.5	22.1ms	45.2	+5.3ms
SiamRPNpp	14.9ms	67.1	20.0ms	50.0	+5.1ms
DiMP50	16.7ms	59.9	21.9ms	45.7	+5.2ms
DiMPsuper	25.2ms	39.7	30.4ms	32.9	+5.2ms

 Alpha-Refine module introduces few computation loads (merely about 5-6ms every frame), while significantly improving the tracking accuracies

Experiment on More Datasets

Results on LaSOT

Results on GOT-10k

Method AUC	Base			Base+AR			Method	Base			Base+AR		
	P_{Norm}	P	AUC	P_{Norm}	P	Method	AO	$SR_{0.5}$	$SR_{0.75}$	AO	$SR_{0.5}$	$SR_{0.75}$	
ECO	36.9	43.5	36.4	46.1	50.8	46.0	ECO	41.3	43.8	13.4	56.7	64.8	46.1
RT-MDNet	30.8	36.0	30.1	49.9	63.1	50.7	RT-MDNet	35.0	35.8	9.2	56.1	63.7	46.9
SiamRPNpp	47.6	54.7	47.2	55.9	62.2	57.4	ATOM	53.5	62.2	37.8	63.1	71.1	55.8
ATOM	49.5	56.0	49.1	57.0	63.0	58.1	SiamRPNpp	51.8	61.7	32.4	61.5	69.6	46.9
DiMP50	55.9	63.3	55.3	60.2	66.8	61.7	DiMP50	60.3	71.8	46.0	65.4	74.3	58.5
DiMPsuper	63.7	72.5	65.6	65.3	73.2	68.0	DiMPsuper	67.2	78.8	59.3	70.1	80.0	64.2

Results on TrackingNet

Results on VOT2020

Base+AR

Real Time

0.356

0.395

0.426

0.414

0.438

0.478

Baseline

0.371

0.395

0.426

0.416

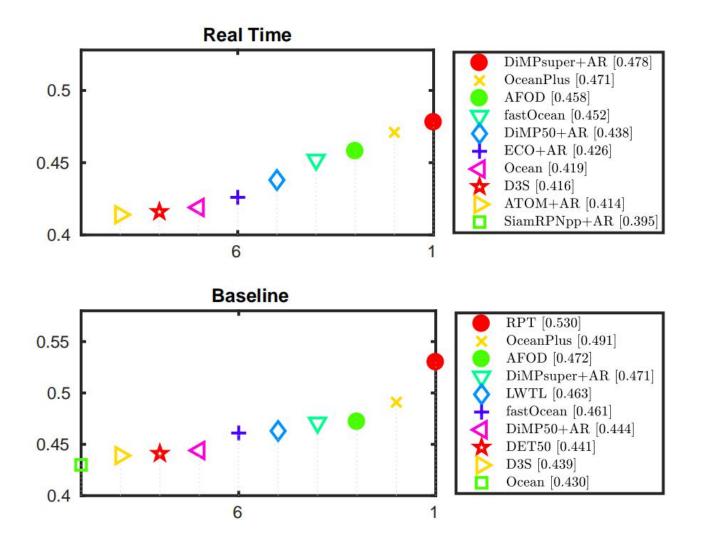
0.444

0.471

Method	Base			Base+AR			Method	Base		
	AUC	P_{Norm}	P	AUC	P_{Norm}	P	Method	Baseline	Real Time	
ECO	61.2	71.0	55.9	75.1	80.0	71.4	RT-MDNet	0.248	0.247	
RT-MDNet	58.4	69.4	53.3	76.0	81.0	72.3	SiamRPNpp	0.254	0.254	
ATOM	70.3	77.1	64.8	77.7	82.5	74.5	ECO	0.280	0.276	
SiamRPNpp	73.3	80.0	69.4	78.8	83.7	76.4	ATOM	0.275	0.279	
DiMP50	74.0	80.1	68.7	79.5	84.1	76.5	DiMP50	0.286	0.278	
DiMPsuper	77.6	82.5	72.6	80.5	85.6	78.3	DiMPsuper	0.314	0.311	

Alpha-Refine significantly improve the base trackers under different benchmarks.

Winner of VOT2020 RealTime



Alpha-Refine is the key component of the winner method in VOT2020 RealTime.