

Tracking Walking Droplets in a Video

Introduction



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What is a Walking Droplet?

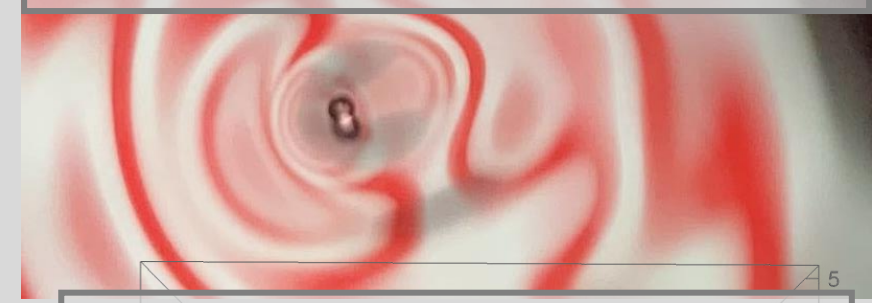
Bouncing Droplets

When a droplet is dropped into a liquid bath, the droplet can **bounce back up**. This is because a cushion of air separates the droplets from the surface. When the droplet bounce back up, it **perturbate the surface** of the bath with a Bessel function. This process can repeat but will often coalesce with the bath after some time. The lifetime of these droplets can be extended by using a liquid with an appropriate surface tension and the viscosity.

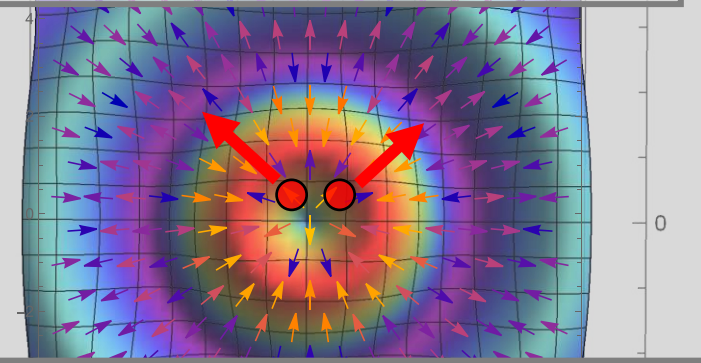
Walking Droplets

When the bath is vibrated vertically in a specific frequency, the bouncing droplets move horizontally in a **chaotic trajectory**. These are called the walking droplets. These droplets show phenomena **analogous to the particles in a quantum system**. The walls of the bath acts as an infinite potential. The bath used here have a circular wall, therefore our droplets should move like a particle in an infinite spherical well. The force exerted on a droplet by the surface is given by $-A\nabla h(\vec{r}, t)$. This cause the trajectory to be chaotic because the slope of a Bessel function can change drastically with small displacement.

A walking droplet



Top view of a Bessel function



Two very different force being exerted on droplets at a similar position

AIM

- The walking droplets in a **hydrodynamic quantum experiment** was **filmed** using a camera
- The aim of the project was to write a software that could take the **video as an input**, then **output the trajectories of the walking droplets**

Method

Multiple Object Tracking Problem

- Our method is strongly based on a MOT technique called the **Simple and Online Realtime Tracking (SORT)**
- For each frame in a video, MOT undergoes **4 stages** to track the objects

MOT Stages

SORT Methods

Our Methods

Detection Stage

Detects position of the objects in a frame

Faster Region CNN

Replaced by

Circle Hough Transform

- A **non-neural method** for detecting circles
- No training data is required
- Produces **many false positives**
 - This problem is addressed in affinity stage

Feature Extraction Stage

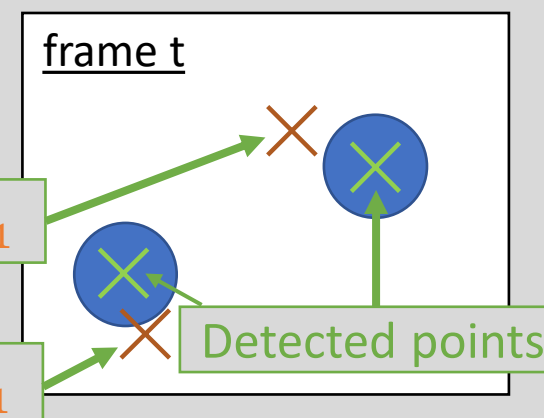
Extracts features to be used in affinity stage for computing the cost matrix

Kalman Filter

Identical

Kalman Filter

Predicted tracklet₁, $\hat{x}_{t|t-1}$
Predicted tracklet₂, $\hat{x}_{t|t-1}$



Affinity Stage

The **fitness** for every combinations of tracklets and detected droplet pair are calculated to construct a **cost matrix**

Intersection Over Union

Replaced by

Euclidian Distance

Tracklet Age

CNN

- 3 terms are used to compute fitness for a pair of tracklet and a detected droplet
- 1. Distance** between predicted tracklets and the detected position
- 2. Tracklet age:** older tracklets gets prioritized
This term reduces identity-switch of droplets and false psitives
- 3. CNN prediction:** detected positions that look like droplets gets prioritized
Training data was collected by running the program without this term
Also reduces the identity-switch.

The three terms are added to compute the cost matrix

Hungarian Algorithm

Association Stage

The detected droplets are mapped to a tracklet of the same identity to track the object across time

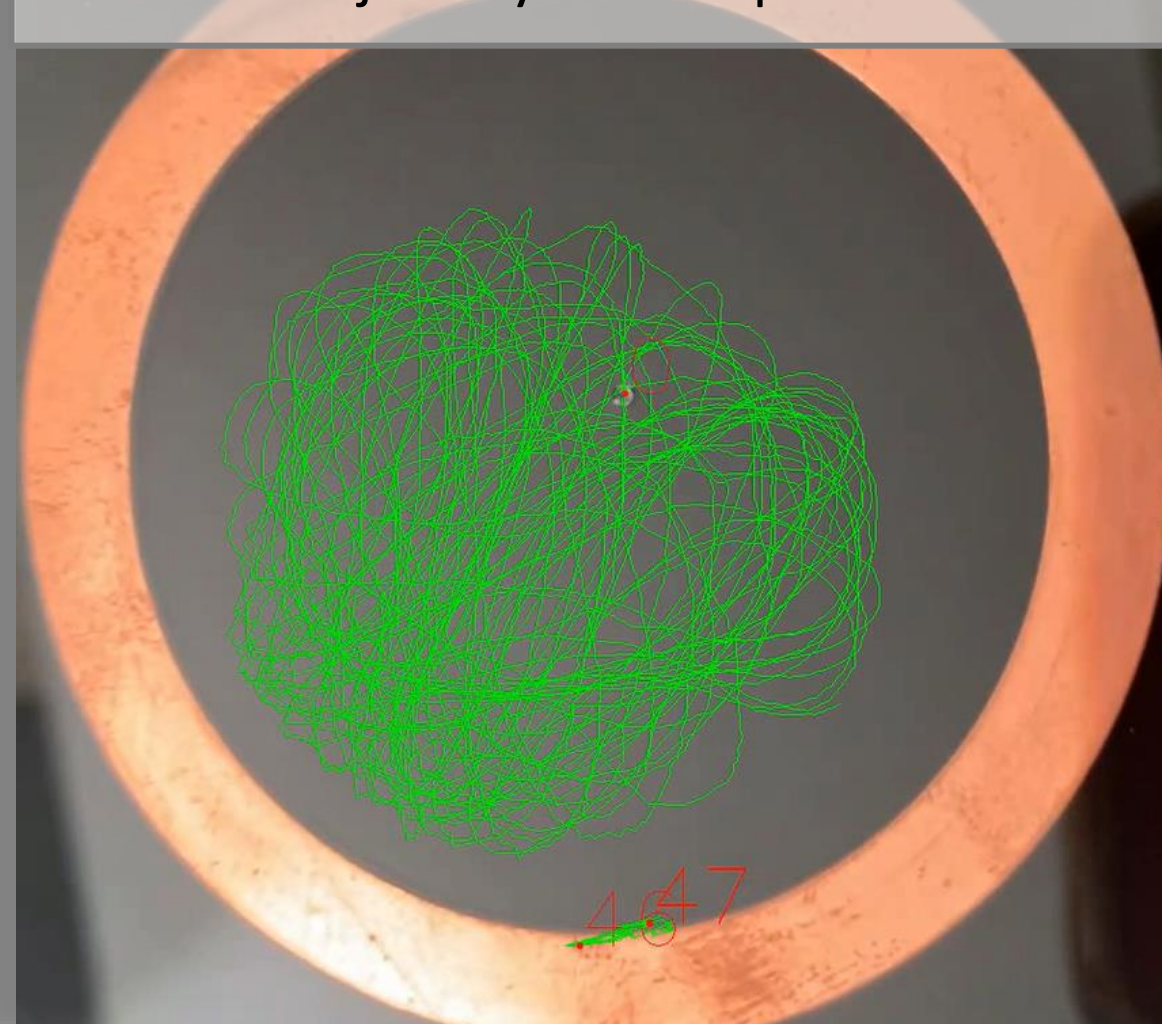
Hungarian Algorithm

- Finds the **optimal combination of predicted and detected pair** that minimise the summed cost

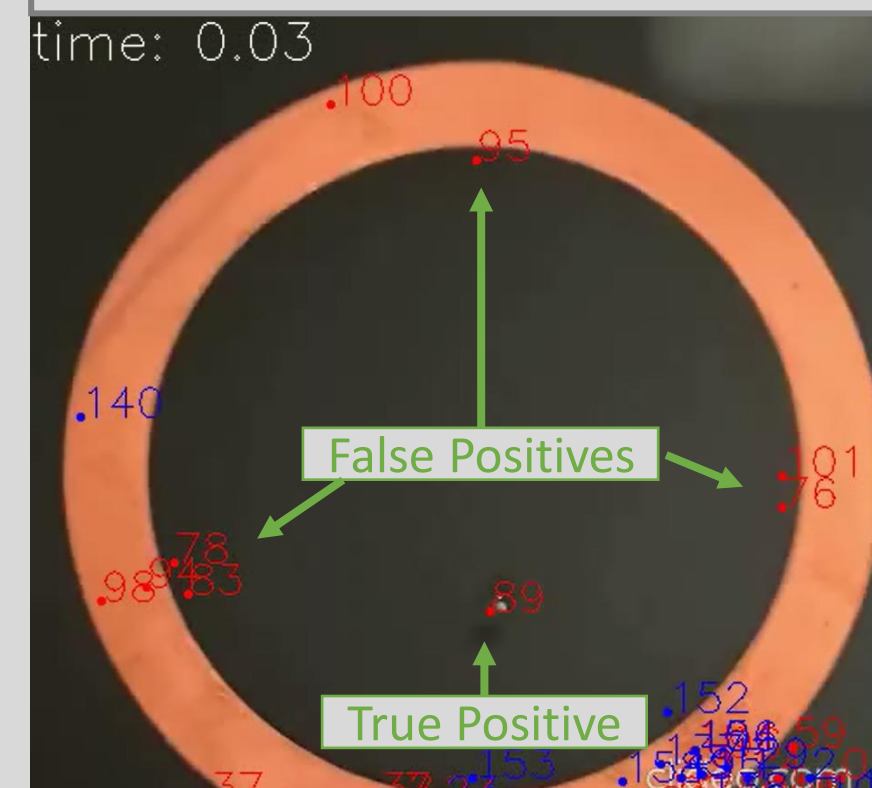
Result

- The software could **successfully track a single droplet** in a 9 minutes video
- The trajectory was then used to plot the **probability density** and a **heat map** of the droplet
- Gaussian filter** was applied to the trajectory to emulate a pattern that would have emerged in a longer video
- A **circular probability distribution** emerged, analogous to a particle in an infinite spherical well in quantum mechanics

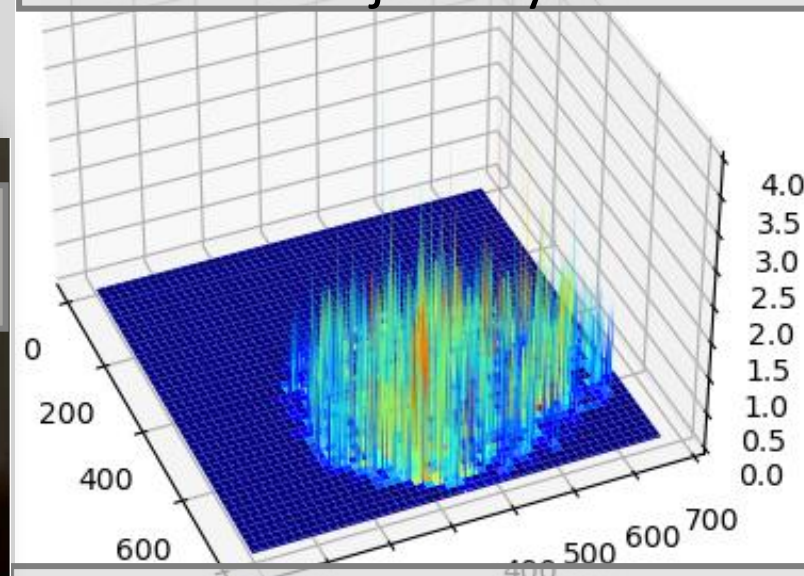
Tracked trajectory of a droplet in a video



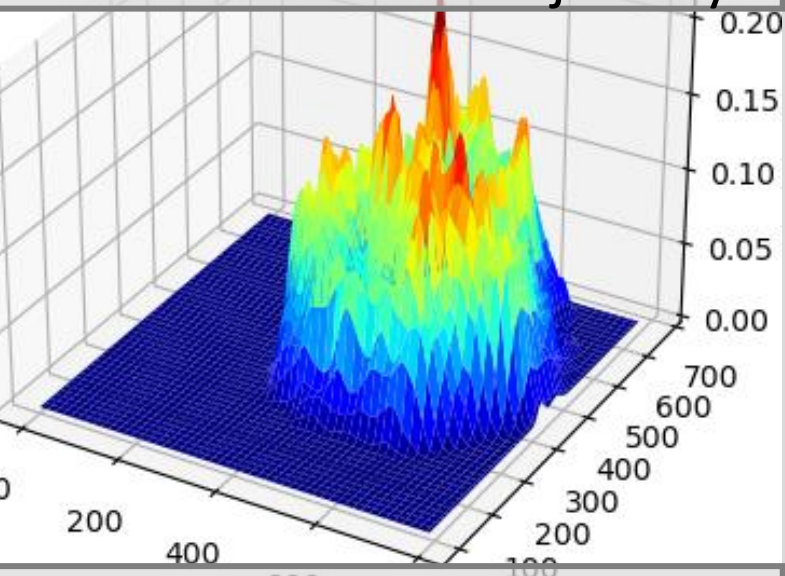
Droplets detected by CHT



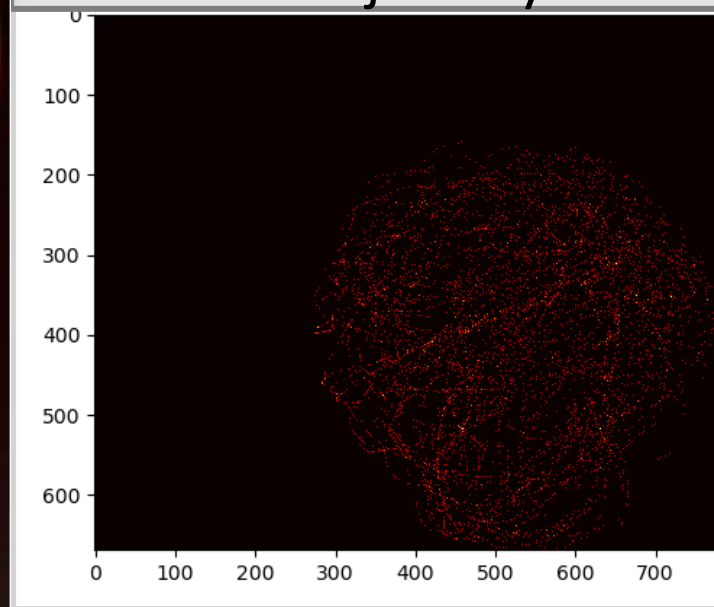
Probability density of tracked trajectory



Probability density of Gaussian filtered trajectory



Heat map of tracked trajectory



Heat map of Gaussian filtered trajectory

