

Homework Assignment #6

Due: Tuesday 10/2

Covariance Tracking:

- 1) Use the covariance matching technique to find the correct match in the color image given on the WWW site (target.jpg). The model covariance matrix (of $\langle x, y, R, G, B \rangle$ features) is given below.

```
modelCovMatrix = [47.917      0      -146.636      -141.572      -123.269;  
                  0      408.250      68.487      69.828      53.479;  
                 -146.636      68.487      2654.285      2621.672      2440.381;  
                 -141.572      69.828      2621.672      2597.818      2435.368;  
                 -123.269      53.479      2440.381      2435.368      2404.923];
```

Test all possible 1-pixel overlapping windows (each of size 70 rows by 24 columns, with the upperleft-corner as the window origin) in the image with the given model. Save the match distance for each box location in the image at each pixel location (for the origin of the window). Plot/display the match-distance-image. Provide the location of the best match distance for the best candidate. Note that the above given covariance matrix is biased (normalized with $1/(M*N)$), and Matlab's cov function is unbiased by default using $1/(M*N-1)$, so call `cov(X, 1)` to make it consistent (biased). Leave the image with colors ranging 0-255 (do not scale/normalize the colors). [5 pts]

Mean-Shift:

- 2) Create a function to extract a feature vector for each pixel in a circular neighborhood ($< \text{radius}$) around (x,y) :

```
[ X ]=circularNeighbors(img, x, y, radius);
```

For each pixel, use the same format to return as used above ($\langle x_i, y_i, R, G, B \rangle$). That is, X should be a $K \times 5$ matrix, where each row is for one of the pixels in the neighborhood. Assume that the (x,y) passed into the function are real (non-integer) values, and do NOT round them in the function for computation of the neighborhood. [2 pts]

- 3) Create a function to build a color histogram from a neighborhood of points:

```
[ hist ]=colorHistogram(X, bins, x, y, h);
```

The histogram (*hist*) should be a *bins* x *bins* x *bins* color cube (RxBxG). The bins should be evenly spaced. For example, if *bins*=4 then the pixel-value limits for each bin will be {0-63, 64-127, 128-191, 192-255}. Be sure to test your code on RGB values 0 and 255. Weight the construction of the histogram using an Epanechnikov kernel centered at real-valued (*x*, *y*) and with bandwidth *h*. Normalize the histogram/cube so it sums to 1. (This function will be used to make your model histogram “*q_model*” and to make the candidate test histogram “*p_test*”) [3 pts]

- 4) Create a function to calculate a vector of the mean-shift weights (*w*), where there is a weight w_i for each pixel *i* in the neighborhood:

```
[ w ]=meanshiftWeights(X, q_model, p_test, bins);  
[2 pts]
```

- 5) Load the images *img1.jpg* and *img2.jpg* (from the website), and use the functions above to perform mean-shift tracking.

Build a model from *img1* using a circular neighborhood with a radius of 25 pixels centered at $(x_0, y_0) = (150.0, 175.0)$ and a color histogram of size 16x16x16 (cube). Build the weighted cube histogram using an Epanechnikov kernel with bandwidth $h = 25$ (same as the earlier radius).

Run **25 iterations** of mean-shift tracking on *img2*. DO NOT ROUND coordinates or values at any time!

Report the final (*x*, *y*) location (DO NOT ROUND) and Euclidean distance between the last two iterations (see Step 4 on the Algorithm slide). [3 pts]

- 6) Turn in all code, printouts of images, and discussion of results. Make a script (with the standard naming format) to do the above tasks and call needed functions. Upload your code and images to Carmen.