

Robust Visual Tracking using L_1 Minimization

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Introduction

- Challenges**
- Partial occlusion
 - Background clutter
 - Illumination change
 - Scale and pose



Motivation

- Sparse representation and L_1 minimization (Donoho 2006, Candes, Romberg, & Tao 2006).
- Robust recognition using sparse representation (Wright et al. 2009).

Proposed Method

- Casting tracking as sparse approximation.
- Enforcing non-negativity constraints.
- Updating the target templates dynamically.

L_1 Minimization Tracking

Sparse Representation of a tracking target

- A candidate y approximately lies in a linear subspace
- We rewrite it as (Wright et al 2009)
- Our task is to find a sparse solution for a and e .

$$y \approx a_1 t_1 + a_2 t_2 + \dots + a_n t_n$$

$$y = a_1 t_1 + a_2 t_2 + \dots + a_n t_n + \varepsilon$$

$$= a_1 t_1 + a_2 t_2 + \dots + a_n t_n + e_1 i_1 + e_2 i_2 + \dots + e_d i_d$$

$$\triangleq [T, I] \begin{bmatrix} a \\ e \end{bmatrix}$$

y : a candidate, T : target template

I : trivial templates (identity matrix)

a : target coefficient vector, e : trivial coefficient vector

Non-negativity Constraints

- The intensity pattern of a false target can be roughly reversed compared to a target template.
- Enforcing non-negativity constraints.
- Including negative trivial templates.

$$y = a_1 t_1 + \dots + a_n t_n + e_1 i_1 + \dots + e_d i_d + e_1^- (-i_1) + \dots + e_d^- (-i_d)$$

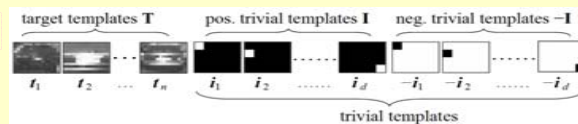
$$\triangleq [T, I, -I] \begin{bmatrix} a \\ e^+ \\ e^- \end{bmatrix} \triangleq Bc, \quad c \geq 0$$



A template

Result without non-negativity constraint

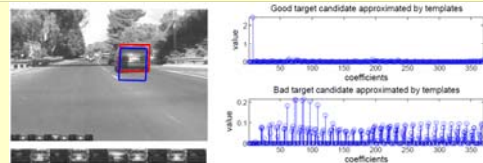
Result with non-negativity constraint



Achieving Sparseness through L_1 Minimization

$$\min \|Bc - y\|_2^2 + \lambda \|c\|_1$$

- The tracking result is obtained by finding the smallest residual by projecting on the target template subspace.



Left: good (red) and bad (blue) target candidates, and templates. Right: good (top) and bad (bottom) target candidate approximation.

Template Update

- Template replacement
- Template updating
- Weight updating
 - the larger the weight, the more important the template

Experiments

- Five public video sequences
- Challenges
 - low target-background contrast
 - high noise level
 - drastic illumination changes
 - background clutter
 - heavy occlusion
 - large pose change
- Four methods
 - Our method (L_1)
 - Mean shift (MS) (Comaniciu et al. 2003)
 - Covariance tracker (CV) (Porikli et al. 2006)
 - Active appearance particle filter (AAPF) (Zhou et al. 2004)

Algorithm 1 Template Update

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1:  $y$  is the newly chosen tracking target.
2:  $a$  is the solution to (8).
3:  $w$  is current weights, such that  $w_i \leftarrow \|t_i\|_2$ .
4:  $\tau$  is a predefined threshold.
5: Update weights according to the coefficients of the target templates.  $w_i \leftarrow w_i * \exp(a_i)$ .
6: if (  $\text{sim}(y, t_m) < \tau$  ), where  $\text{sim}$  is a similarity function. It can be the angle between two vectors or SSD between two vectors after normalization.  $t_m$  has the largest coefficient  $a_m$ , that is,  $m = \arg \max_{1 \leq i \leq n} a_i$  then
7:    $i_0 \leftarrow \arg \min_{1 \leq i \leq n} w_i$ 
8:    $t_{i_0} \leftarrow y$ , /*replace an old template*/.
9:    $w_{i_0} \leftarrow \text{median}(w)$ , /*replace an old weight*/.
10: end if
11: Normalize  $w$  such that  $\text{sum}(w) = 1$ .
12: Adjust  $w$  such that  $\text{max}(w) = 0.3$  to prevent skewing.
13: Normalize  $t_i$  such that  $\|t_i\|_2 = w_i$ .
    
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