CS 83: Computer Vision

VIDEO TRACKING

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Abstract

This project implements <u>Lucas Kanade</u>, <u>Lucas Kanade Affine</u>, and <u>Inverse Compositional</u> algorithms for tracking optical flow, helping keep track of objects in a video.

Credit Statement

I discussed ideas with **Ivy (Aiwei) Zhang** and **Angelic McPherson**. However, the code and writeup are entirely my own, with reference to class notes.

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1. Theory Questions

Assuming the affine warp model $\mathbf{W} = \begin{bmatrix} 1 + p_1 & p_3 & p_5 \\ p_2 & 1 + p_4 & p_6 \\ 0 & 0 & 1 \end{bmatrix}$, derive the expression for the Jacobian matrix \mathbf{J} in terms of the warp parameters $\mathbf{p} = [p_1, p_2, p_3, p_4, p_5, p_6]^{\mathsf{T}}$.

The Jacobian matrix ${f J}$ is the matrix of partial derivatives of the warp ${f W}$ with respect to the warp parameters ${f p}$. We have

$$\mathbf{W} = \begin{bmatrix} 1 + p_1 & p_3 & p_5 \\ p_2 & 1 + p_4 & p_6 \\ 0 & 0 & 1 \end{bmatrix}$$
$$\mathbf{J} = \begin{bmatrix} \frac{\partial \mathbf{W}}{\partial p_1} & \frac{\partial \mathbf{W}}{\partial p_2} & \frac{\partial \mathbf{W}}{\partial p_3} & \frac{\partial \mathbf{W}}{\partial p_4} & \frac{\partial \mathbf{W}}{\partial p_5} & \frac{\partial \mathbf{W}}{\partial p_6} \end{bmatrix}$$

We can compute the partial derivatives of ${f W}$ with respect to the warp parameters ${f p}$ as follows:

$$\frac{\partial \mathbf{W}}{\partial p_1} = \begin{bmatrix} x \\ 0 \end{bmatrix}, \qquad \frac{\partial \mathbf{W}}{\partial p_2} = \begin{bmatrix} 0 \\ x \end{bmatrix}, \qquad \frac{\partial \mathbf{W}}{\partial p_3} = \begin{bmatrix} y \\ 0 \end{bmatrix},$$
$$\frac{\partial \mathbf{W}}{\partial p_4} = \begin{bmatrix} 0 \\ y \end{bmatrix}, \qquad \frac{\partial \mathbf{W}}{\partial p_5} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \qquad \frac{\partial \mathbf{W}}{\partial p_6} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

Therefore, the Jacobian matrix J is:

$$\mathbf{J} = \begin{bmatrix} x & 0 & y & 0 & 1 & 0 \\ 0 & x & 0 & y & 0 & 1 \end{bmatrix}$$

<u>Note</u>: Since the last row of \mathbf{W} is always [0,0,1] and therefore leaves the x-coordinate (in homogeneous coordinates) unchanged, we do not need to include the partial derivatives of the last row of \mathbf{W} with respect to the warp parameters \mathbf{p} since the last row would be all zeros.

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Problem 2.

Find the computational complexity (Big O notation) for the initialization step (pre-computing J and H^{-1}) and for each runtime iteration (Equation 13) of the Matthews-Baker method:

$$\Delta \mathbf{p}^* = \mathbf{H}^{-1} \mathbf{J}^{\mathsf{T}} \left[\mathbf{I}(\mathbf{W}(\mathbf{x}; \mathbf{p})) - \mathbf{T} \right]$$

Express your answers in terms of n, m, and p, where

- (i) n is the number of pixels in the template T,
- (ii) m is the number of pixels in an input image ${f I}$, and
- (iii) p is the number of parameters used to describe the warp \mathbf{W} .

How does this compare to the runtime of the regular Lucas-Kanade method?

1. Initialization Step:

- (a) **Pre-computing J**: The computational complexity of pre-computing **J** is O(np) since we need to compute the partial derivatives of the warp **W** with respect to each of the warp parameters **p**, for each of the n pixels in the image.
- (b) **Pre-computing H**⁻¹: The computational complexity of pre-computing **H**⁻¹ is $O(p^3)$ since we need to compute the inverse of the Hessian matrix **H**.

3. VIDEO TRACKING RESULTS: LUCAS KANADE

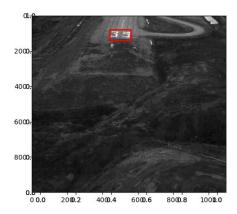


FIGURE 1. Frame 1

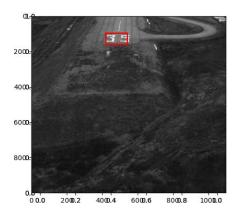


FIGURE 3. Frame 20

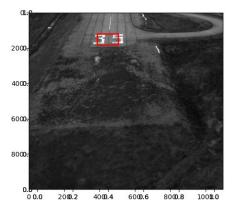


FIGURE 5. Frame 10

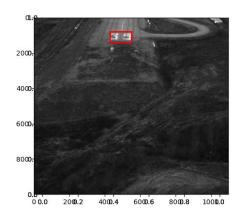


Figure 2. Frame 10

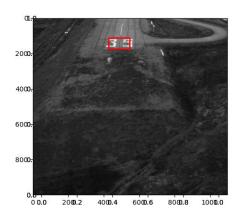


FIGURE 4. Frame 1

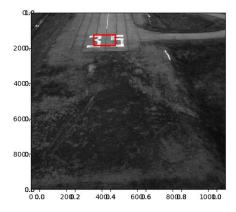
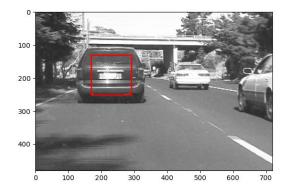


FIGURE 6. Frame 20



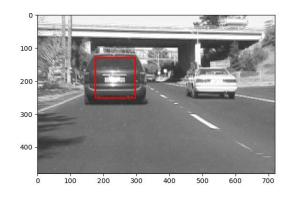
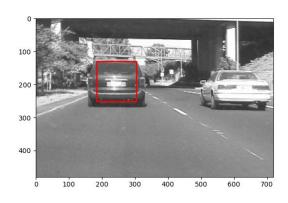


FIGURE 7. Frame 1

FIGURE 8. Frame 50



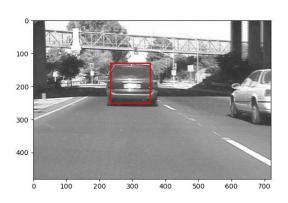


Figure 9. Frame 100

Figure 10. Frame 150

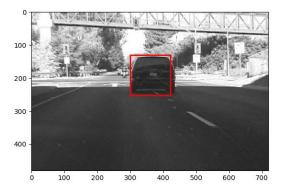




Figure 11. Frame 200

Figure 12. Frame 250



FIGURE 13. Frame 1



Figure 15. Frame 100



Figure 17. Frame 200



Figure 14. Frame 50

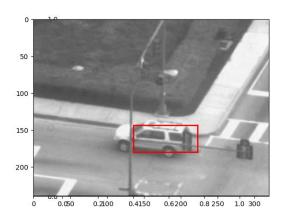


FIGURE 16. Frame 150



FIGURE 18. Frame 250

4. VIDEO TRACKING RESULTS: LUCAS KANADE AFFINE

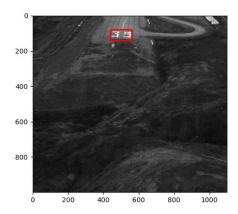


FIGURE 19. Frame 1

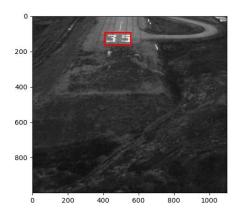


Figure 21. Frame 20

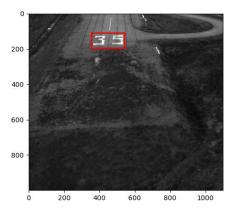


FIGURE 23. Frame 10

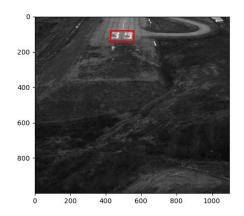


Figure 20. Frame 10

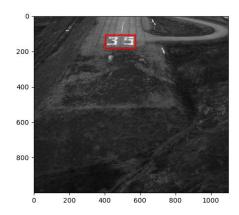


FIGURE 22. Frame 1

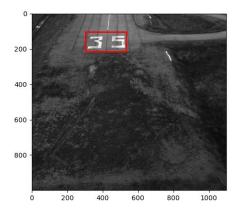
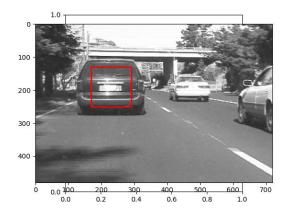


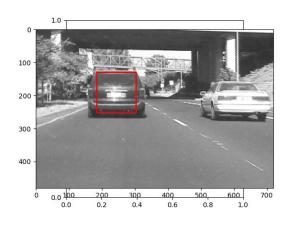
FIGURE 24. Frame 20



1.0 200 300 400 0.0 100 200 300 400 500 600 700 0.0 0.2 0.4 0.6 0.8 1.0

FIGURE 25. Frame 1

Figure 26. Frame 50



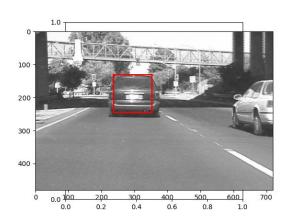


Figure 27. Frame 100

Figure 28. Frame 150

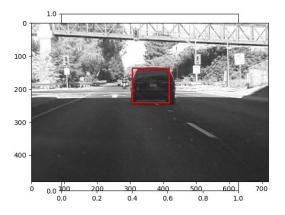




Figure 29. Frame 200

Figure 30. Frame 250

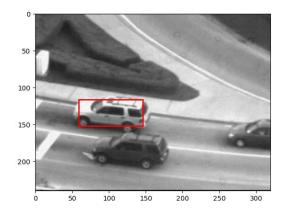


FIGURE 31. Frame 1



Figure 32. Frame 50

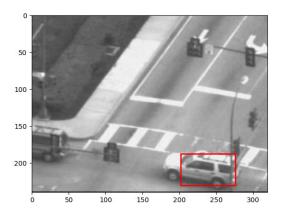


Figure 33. Frame 100

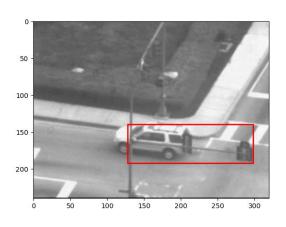


Figure 34. Frame 150

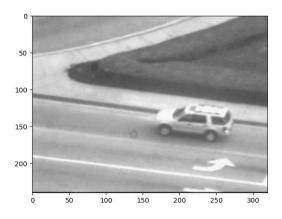
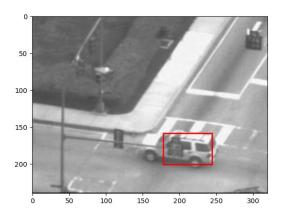


Figure 35. Frame 200



Figure 36. Frame 250

I noticed that the affine transformations (Lucas-Kanade affine and Inverse-Compositional Affine) were thrown off in the third video and seemed to stick to one of the street lights as the car moved. Here's the exact place where that happens in Lucas-Kanade:



150 -150 -200 -0 50 100 150 200 250 300

FIGURE 37. Frame 125

FIGURE 38. Frame 135





FIGURE 39. Frame 145

FIGURE 40. Frame 155

5. Video Tracking Results: Inverse Compositional Affine

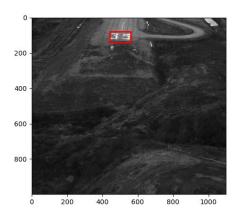


FIGURE 41. Frame 1

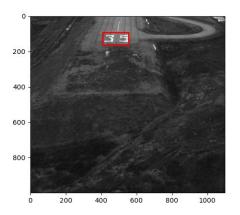


Figure 43. Frame 20

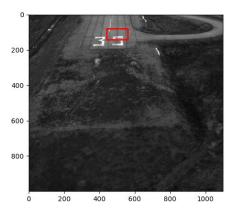


FIGURE 45. Frame 10

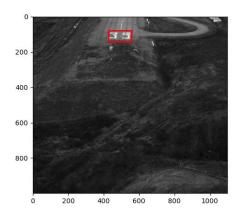


Figure 42. Frame 10

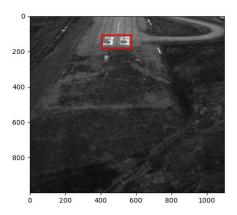


FIGURE 44. Frame 1

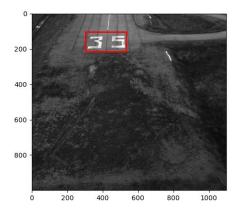
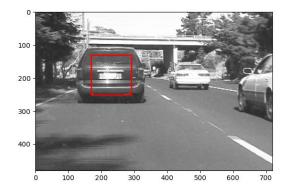


FIGURE 46. Frame 20



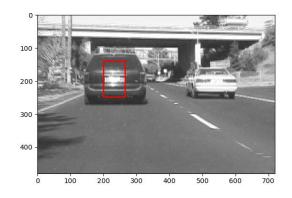
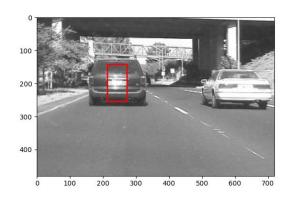


FIGURE 47. Frame 1

FIGURE 48. Frame 50



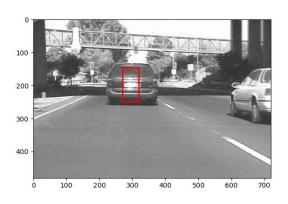


Figure 49. Frame 100

Figure 50. Frame 150

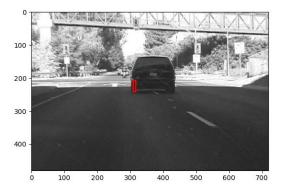
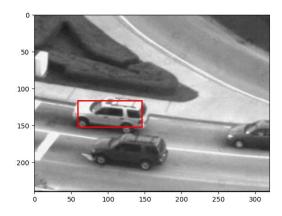




Figure 51. Frame 200

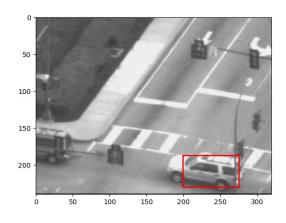
Figure 52. Frame 250



50 -100 -150 -200 -0 50 100 150 200 250 300

FIGURE 53. Frame 1

Figure 54. Frame 50



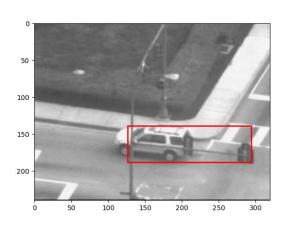


Figure 55. Frame 100

Figure 56. Frame 150



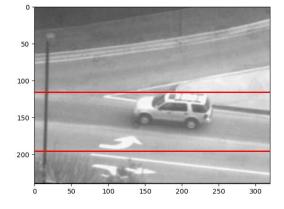
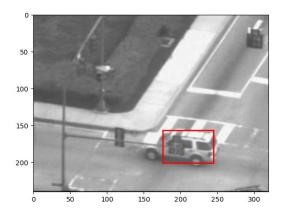


Figure 57. Frame 200

Figure 58. Frame 250

I noticed that the affine transformations (Lucas-Kanade affine and Inverse-Compositional Affine) were thrown off in the third video and seemed to stick to one of the street lights as the car moved. Here's the exact place where that happens in Inverse-Compositional Affine:



100 -150 -200 -0 50 100 150 200 250 300

Figure 59. Frame 125

Figure 60. Frame 135



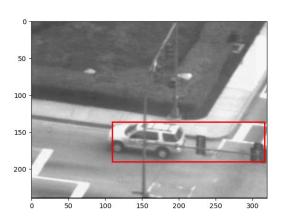


FIGURE 61. Frame 145

FIGURE 62. Frame 155