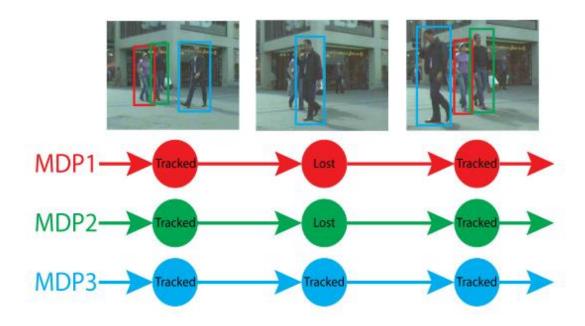
Learning to Track: Online Multi-object Tracking by Decision Making

Yu Xiang, Alexandre Alahi and Silvio Savarese ICCV 2015

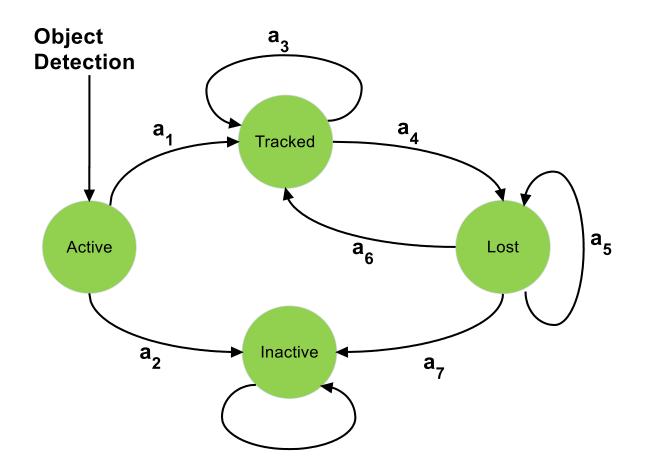
Introduction

- Online Multi Object Tracking
- Detector and tracker working in parallel
- Target lifetime modeled as a Markov Decision Process (MDP)
- Reinforcement Learning used to learn similarity function for data association



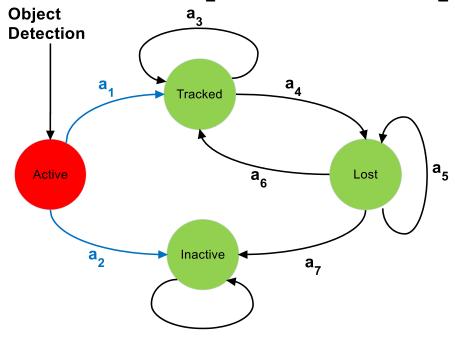
Markov Decision Process

- Four states active, tracked, lost, inactive
- Seven actions
- Deterministic Transition Function



Active State Policy

- Initial state when an object is first detected
- Transition to tracked (a₁) or inactive (a₂)

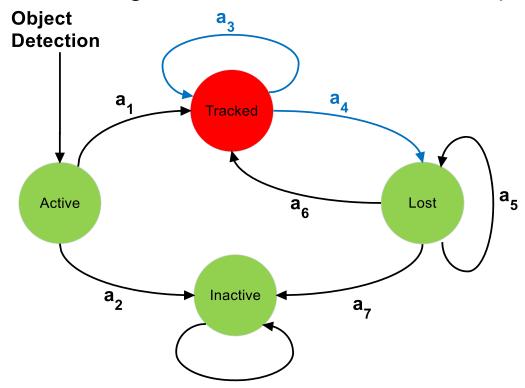


- Train binary SVM using a 5D feature vector:
 - x, y coordinates, width, height, detection score
- Equivalent to learning reward function:

$$R_{\text{Active}}(s, a) = y(a) \left(\mathbf{w}_{\text{Active}}^T \phi_{\text{Active}}(s) + b_{\text{Active}} \right)$$

Tracked State Policy

- An existing object that is visible in the current frame
- Remain tracked (a₃) or transition to lost (a₄)

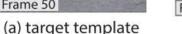


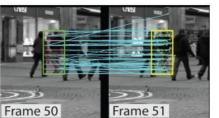
- Decision depends on the tracking method used
 - TLD^[Kalal12] used here

Tracked State Policy – Tracking

- Template represented by image patch under the bounding box
- Optical flow of densely uniformly sampled points in template
 - Iterative Lucas Kanade with Pyramids
- Forward Backward (FB) estimation used to estimate stability

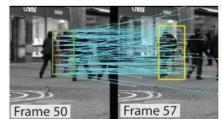






Frame 51

(b) stable prediction





(c) unstable prediction

- Patches from all tracked frames are collected
 - Used as target history for data association
- Lazy update
 - Template updated only when target gets lost

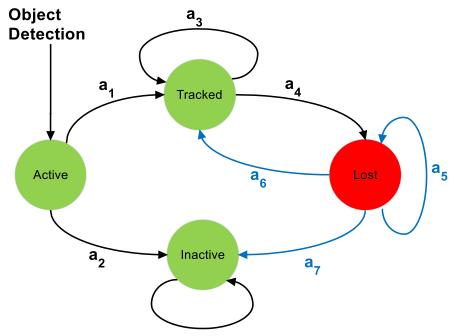
Tracked State Policy – Decision Making

- 2D feature vector used for decision making
- Median FB Error
 - Euclidean distance between initial point and FB prediction
- Mean bounding box overlap between the target history and corresponding detections
 - Optical flow can continue tracking false detections
 - False objects cannot be detected consistently
- Equivalent reward function:

$$R_{\text{Tracked}}(s, a) = \begin{cases} y(a), \text{ if } e_{\text{medFB}} < e_0 \text{ and } o_{\text{mean}} > o_0 \\ -y(a), \text{ otherwise,} \end{cases}$$

Lost State Policy

- Target is occluded or goes out of view of the camera
- Remain lost (a₅) or transition to tracked (a₆) or inactive (a₇)



- Inactive if lost for more than T_{Lost} frames
- Data association used for deciding between lost and tracked

Lost State Policy – Data Association

ullet Soft margin binary SVM classifier used to generate similarity between target t and detection d

$$f(t,d) = \mathbf{w}^T \phi(t,d) + b$$

- SVM is trained using RL
 - Use existing classifier to track objects on training sequences
 - Update whenever it makes a mistake in data association
- Two types of mistakes:
 - Target is incorrectly associated to a detection add as negative training example
 - Target is not associated with any detection but is visible and detected correctly – add as **positive** training example
- Equivalent reward function:

$$R_{\text{Lost}}(s, a) = y(a) \left(\max_{k=1}^{M} \left(\mathbf{w}^T \phi(t, d_k) + b \right) \right)$$

Lost State Policy – Features

Type	Notation	Feature Description			
FB error	ϕ_1, \cdots, ϕ_5	Mean of the median forward-backward errors from the entire, left half, right half, upper half and lower half of the templates in optical flow			
NCC	ϕ_6	Mean of the median Normalized Correlation Coefficients (NCC) between image patches around the matched points in optical flow			
NCC	ϕ_7	Mean of the NCC between image patches of the detection and the predicted bounding boxes from optical flow			
TT. 1. 1	ϕ_8	Mean of the ratios in bounding box height be- tween the detection and the predicted bound- ing boxes from optical flow			
Height ratio	ϕ_9	Ratio in bounding box height between the tar- get and the detection			
Overlap	Overlap ϕ_{10} Mean of the bounding box overlap the detection and the predicted boxes from optical flow				
Score	ϕ_{11}	Normalized detection score			
Distance	ϕ_{12}	Euclidean distance between the centers of the target and the detection after motion predic- tion of the target with a linear velocity model			

Lost State Policy – RL Algorithm

```
input: Video sequences \mathcal{V} = \{v_i\}_{i=1}^N, ground truth trajectories
              \mathcal{T}_i = \{t_{ij}\}_{j=1}^{N_i} and object detection \mathcal{D}_i = \{d_{ij}\}_{j=1}^{N_i'} for video
              v_i, i = 1, \ldots, N
    output: Binary classifier (\mathbf{w}, b) for data association
    Initialization: \mathbf{w} \leftarrow \mathbf{w}_0, b \leftarrow b_0, \mathcal{S} \leftarrow \emptyset
2 repeat
           foreach video v_i in V do
                  foreach target t_{ij} in v_i do
                         Initialize the MDP in Active;
                         l \leftarrow \text{index of the 1st frame } t_{ij} \text{ correctly detected};
                         Transfer the MDP to Tracked, and initial the target template;
                         while l \leq index of last frame of t_{ij} do
                                Follow the current policy and choose an action a;
                                Compute the action a_{gt} indicated by the ground truth;
                                if Current state is Lost and a \neq a_{gt} then
11
                                      Decide the label y_k of the pair (t_{ij}^l, d_k);
12
                                      S \leftarrow S \cup \{(\phi(t_{ij}^l, d_k), y_k)\};
13
                                      (\mathbf{w}, b) \leftarrow \text{solution of Eq. (4) on } \mathcal{S};
                                      break;
15
                                else
                                      Execute action a;
17
                                      l \leftarrow l + 1;
                                end
                         end
                         if l > index of last frame of t_{ij} then
                                Mark target t_{ij} as successfully tracked;
                         end
                  end
24
           end
26 until all targets are successfully tracked;
```

Update Classifier by solving soft margin optimization problem:

$$\min_{\mathbf{w},b,\boldsymbol{\xi}} \frac{1}{2} \|\mathbf{w}\|^2 + C \sum_{k=1}^{M} \xi_k$$
s.t. $y_k (\mathbf{w}^T \phi(t_k, d_k) + b) \ge 1 - \xi_k, \xi_k \ge 0, \forall k$

Overall MDP Tracking Algorithm

```
input: A video sequence v and object detection \mathcal{D} = \{d_k\}_{k=1}^N for v,
             binary classifier (\mathbf{w}, b) for data association
   output: Trajectories of targets \mathcal{T} = \{t_i\}_{i=1}^M in the video
1 Initialization: \mathcal{T} \leftarrow \emptyset;
2 foreach video frame l in v do
          // process targets in tracked states
         foreach tracked target t_i in \mathcal{T} do
               Follow the policy, move the MDP of t_i to the next state;
         end
 5
          // process targets in lost states
         foreach lost target t_i in \mathcal{T} do
 6
               foreach detection d_k not covered by any tracked target do
 7
                     Compute f(t_i, d_k) = \mathbf{w}^T \phi(t_i, d_k) + b;
 8
               end
         end
10
         Data association with Hungarian algorithm for the lost targets;
11
         foreach lost target t_i in \mathcal{T} do
12
               Follow the assignment, move the MDP of t_i to the next state;
13
         end
14
          // initialize new targets
         foreach detection d_k not covered by any tracked target in \mathcal{T} do
15
               Initialize a MDP for a new target t with detection d_k;
16
               if action a_1 is taken following the policy then
17
                     Transfer t to the tracked state;
18
                     \mathcal{T} \leftarrow \mathcal{T} \cup \{t\};
19
               else
20
                     Transfer t to the inactive state;
21
22
               end
         end
23
24 end
```

Datasets

- Multi Object Tracking (MOT) benchmark
- 11 training and 11 testing sequences
- Test sequence ground truth not available
 - 6 of the training sequences used for validation
- Training sequence captured in similar scenario

Training	Testing				
Validation on M	IOT Benchmark				
TUD-Stadtmitte	TUD-Campus				
ETH-Bahnhof	ETH-Sunnyday, ETH-Pedcross2				
ADL-Rundle-6	ADL-Rundle-8, Venice-2				
KITTI-13	KITTI-17				
Testing on MO	OT Benchmark				
TUD-Stadtmitte, TUD-Campus	TUD-Crossing				
PETS09-S2L1	PETS09-S2L2, AVG-TownCentre				
ETH-Bahnhof, ETH-Sunnyday,	ETH-Jelmoli, ETH-Linthescher,				
ETH-Pedcross2	ETH-Crossing				
ADL-Rundle-6, ADL-Rundle-8	ADL-Rundle-1, ADL-Rundle-3				
KITTI-13, KITTI-17	KITTI-16, KITTI-19				
Venice-2	Venice-1				

Evaluation Metrics

Metric	Description
МОТА	Multiple Object Tracking Accuracy - combines three error sources: false positives, missed targets and identity switches
МОТР	Multiple Object Tracking Precision - misalignment between annotated and predicted bounding boxes
MT	Mostly tracked targets - percentage of ground truth trajectories that are covered by tracking output for at least 80% of their respective life span
ML	Mostly lost targets - Percentage of ground truth trajectories that are covered by tracking output less than 20% of their respective life span
FP	Total number of false positives
FN	Total number of false negatives (missed targets)
IDS	Total number of identity switches
Frag	Total number of times a trajectory is fragmented (i.e. interrupted during tracking)
Hz	Number of frames processed in one second

Higher is better

Lower is better

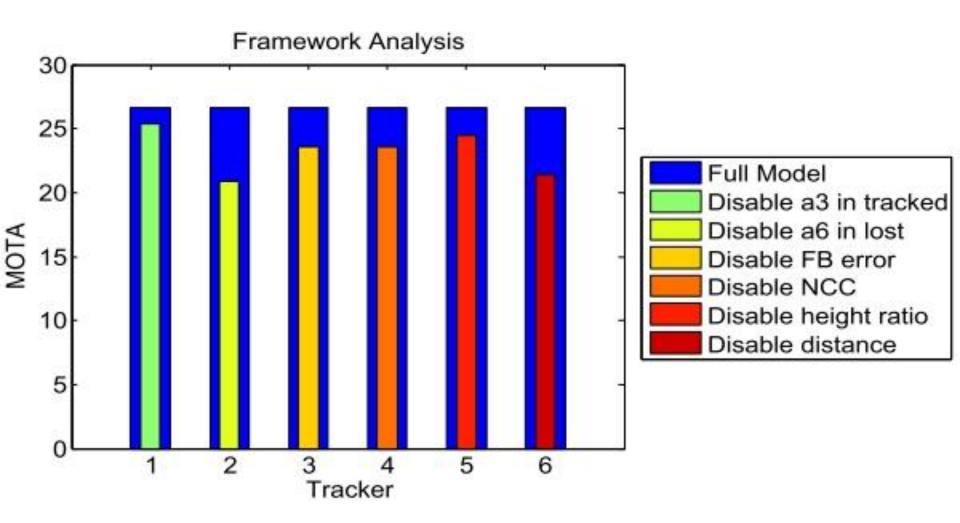
Analysis on Validation Set

Number of templates in the history (K)

K	MOTA	МОТР	MT	ML	FP	FN	IDS	Frag
1	24.7	73.2	10.3	55.1	3,597	13,651	147	303
2	25.7	73.5	9.8	53.4	3,548	13,485	121	349
3	23	73.6	8.5	56	3,727	13,907	134	325
4	26.3	73.9	9.8	53.8	3,191	13,726	91	300
5	26.7	73.7	12	53	3,386	13,415	111	331
6	19.5	73.7	5.6	68.8	3,393	14,920	269	321
7	26.1	73.6	10.7	55.6	3,092	13,838	132	306
8	25.8	73.8	10.7	55.6	3,221	13,785	122	305
9	26.7	73.6	12	51.7	3,290	13,491	133	328
10	26.6	73.8	9.8	55.1	2,691	14,130	123	276
11	25.3	73.5	12	52.1	3,672	13,436	136	317
12	24.8	73.4	11.5	55.6	3,637	13,585	139	321

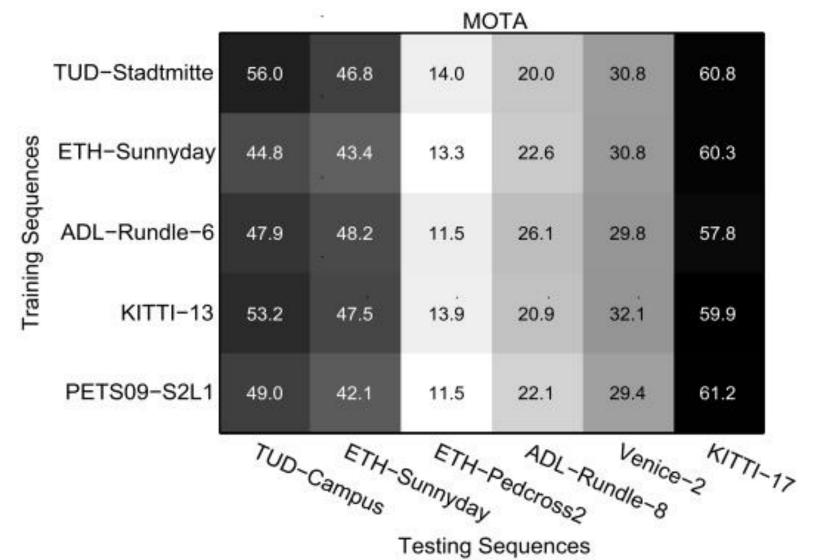
Analysis on Validation Set

Disabling different components



Analysis on Validation Set

Cross domain training and testing with MOTA



Tested Trackers

- **DP NMS**: H. Pirsiavash, D. Ramanan, and C. C. Fowlkes, 'Globally-optimal greedy algorithms for tracking a variable number of objects', CVPR 2011
- TC ODAL: S.-H. Bae and K.-J. Yoon, 'Robust online multi-object tracking based on tracklet confidence and online discriminative appearance learning', CVPR 2014
- **TBD**: A. Geiger, M. Lauer, C. Wojek, C. Stiller, and R. Urtasun, '3d traffic scene understanding from movable platforms', TPAMI 2014
- **SMOT**: C. Dicle, O. I. Camps, and M. Sznaier, 'The way they move: Tracking multiple targets with similar appearance', ICCV 2013
- **RMOT**: J. H. Yoon, M.-H. Yang, J. Lim, and K.-J. Yoon, 'Bayesian multi-object tracking using motion context from multiple objects', WACV 2015
- CEM: A. Milan, S. Roth, and K. Schindler, 'Continuous energy minimization for multitarget tracking', TPAMI 2014
- SegTrack: A. Milan, L. Leal-Taix´e, K. Schindler, and I. Reid, 'Joint tracking and segmentation of multiple targets', CVPR 2015
- MotiCon: L. Leal-Taix´e, M. Fenzi, A. Kuznetsova, B. Rosenhahn, and S. Savarese, 'Learning an image-based motion context for multiple people tracking', CVPR 2014

Results

- MDP REL: MDP Reinforcement Learning
- MDP OFL: MDP Offline Learning
 - Link detections using ground truth to form target trajectories
 - Pairs of target and detection that should/should not be linked between adjacent frames

Tracker	Tracking Mode	Learning Mode	MOTA	МОТР	MT	ML
DP NMS	Batch	N/A	14.5	70.8	6.00%	40.80%
TC ODAL	Online	Online	15.1	70.5	3.20%	55.80%
TBD	Batch	Offline	15.9	70.9	6.40%	47.90%
SMOT	Batch	N/A	18.2	71.2	2.80%	54.80%
RMOT	Online	N/A	18.6	69.6	5.30%	53.30%
CEM	Batch	N/A	19.3	70.7	8.50%	46.50%
SegTrack	Batch	Offline	22.5	71.7	5.80%	63.90%
MotiCon	Batch	Offline	23.1	70.9	4.70%	52.00%
MDP OFL	Online	Offline	30.1	71.6	10.40%	41.30%
MDP REL	Online	Online	30.3	71.3	13.00%	38.40%

Results

- MDP REL: MDP Reinforcement Learning
- MDP OFL: MDP Offline Learning
 - Link detections using ground truth to form target trajectories
 - Pairs of target and detection that should/should not be linked between adjacent frames

Tracker	cker Tracking Mode		FN	IDS	Frag	Hz
DP NMS	DP NMS Batch		34,814	4,537	3,090	444.8
TC ODAL	TC ODAL Online		38,538	637	1,716	1.7
TBD	Batch	14,943	34,777	1,939	1,963	0.7
SMOT	Batch	8,780	40,310	1,148	2,132	2.7
RMOT	Online	12,473	36,835	684	1,282	7.9
CEM	CEM Batch		34,591	813	1,023	1.1
SegTrack	Frack Batch		39,020	697	737	0.2
MotiCon Batch		10,404	35,844	1,018	1,061	1.4
MDP OFL Online		8,789	33,479	690	1,301	0.8
MDP REL	MDP REL Online		32,422	680	1,500	1.1

Results













TUD-Crossing #31

PETS09-S2L2 #68

PETS09-S2L2 #111

ETH-Jelmoli #82 ETH-Linthescher #51

ETH-Crossing #97







ADL-Rundle-1 #232



ADL-Rundle-3 #183



Venice-1 #235



KITTI-16 #90, KITTI-19 #281

Thanks!