

Pedestrian tracking

VUT FIT POVa

Lukáš Petrovič, Filip Šťastný, Martin Vondráček

2019-01-09

Task Inspiration

- Marauder's Map from Harry Potter
 - Magic parchment that reveals the current location of anyone on Hogwarts grounds



http://harrypotter.wikia.com/wiki/Marauder%27s_Map

Task definition

- Multiple people walking in a scene
- Multiple stationary cameras
 - Initial calibration
- Individual path tracking

Processing pipeline

Front camera

Side camera

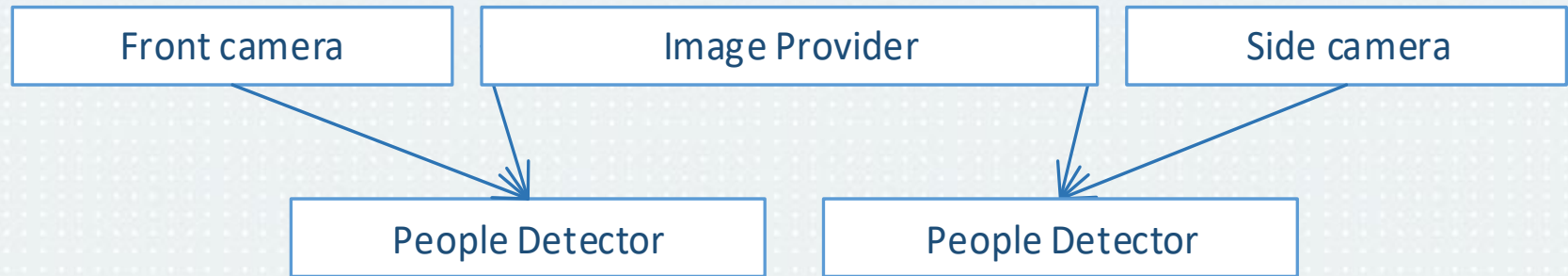
Processing pipeline

Front camera

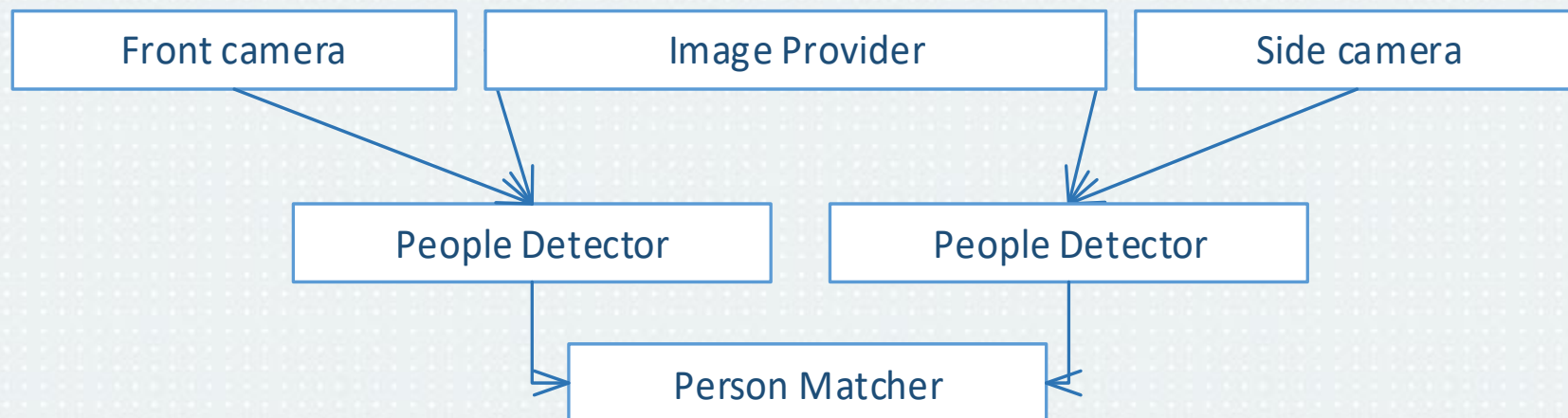
Image Provider

Side camera

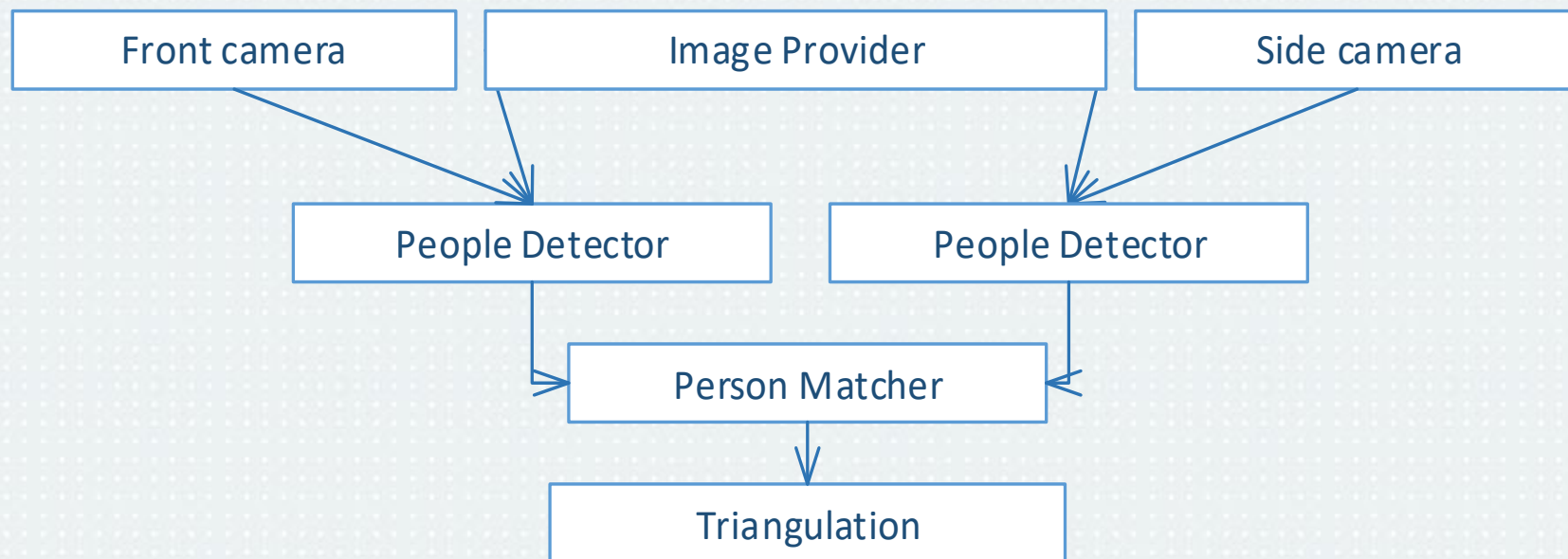
Processing pipeline



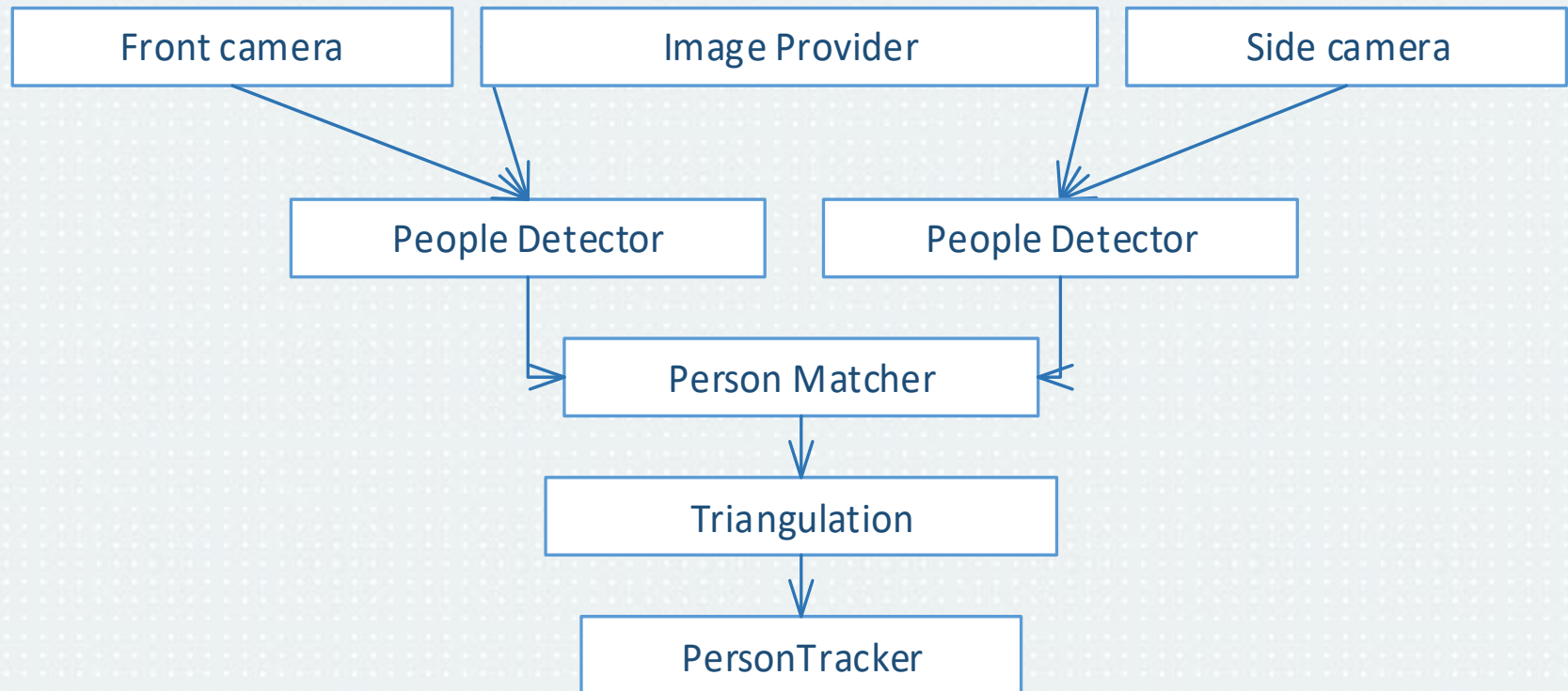
Processing pipeline



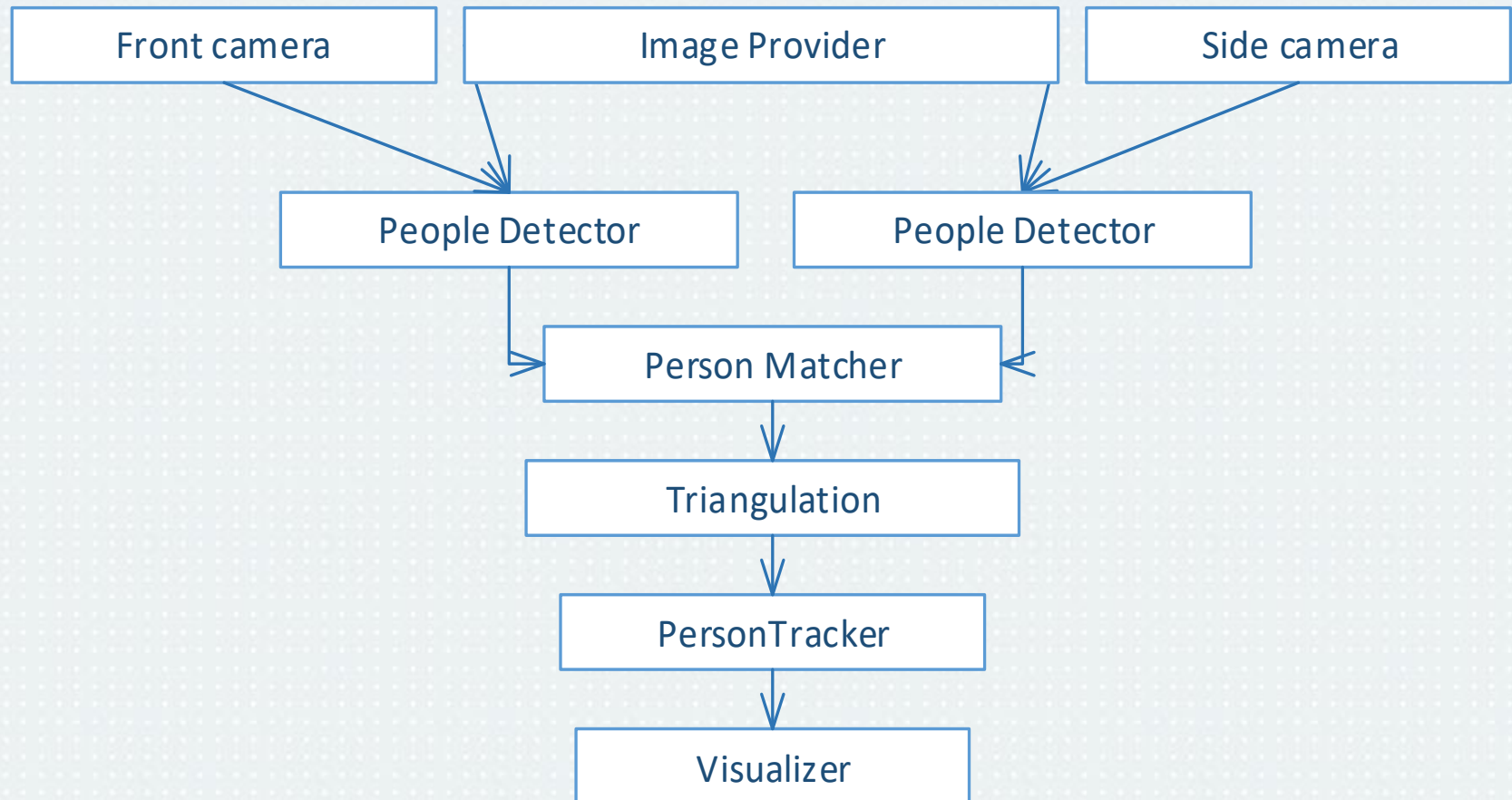
Processing pipeline



Processing pipeline



Processing pipeline



Human Detection in 2D

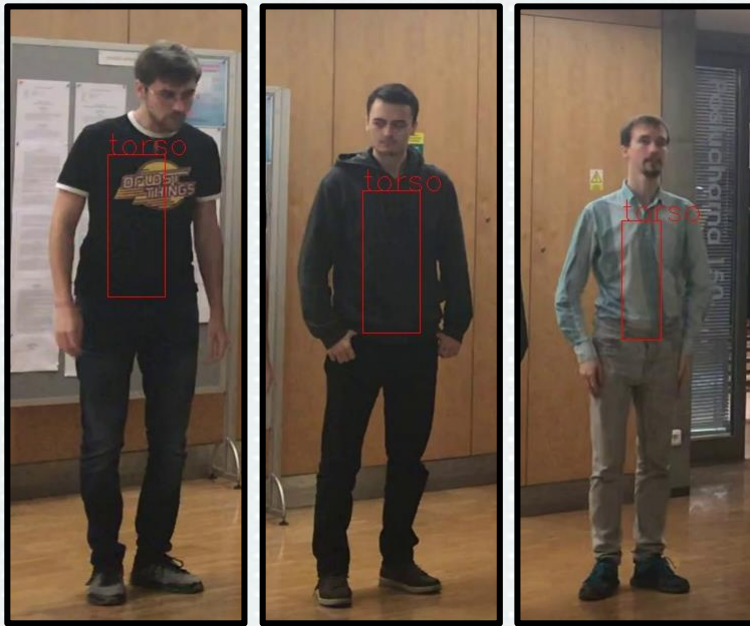
- OpenPose deep neural network
- Pretrained model with COCO dataset
- Left hip, right hip, neck → bounding box

Human Detection in 2D

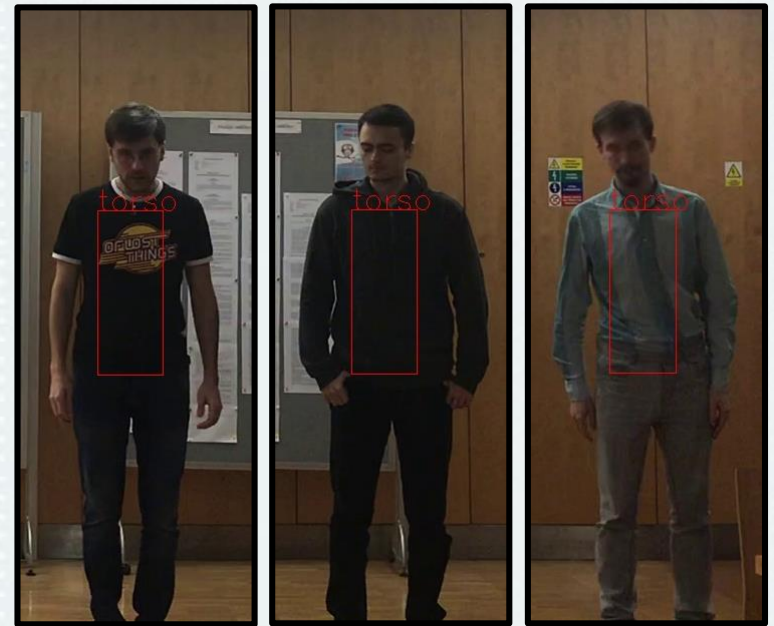
- TODO graph speed
 - OpenPoseDetector
 - OpenPoseBinaryDetector CPU
 - OpenPoseBinaryDetector GPU

Person View Matching

Similar torso histograms \rightarrow same person



Side person views



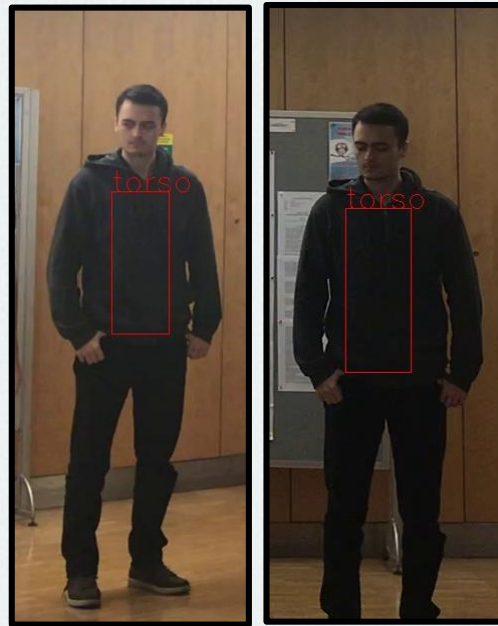
Front person views

Person View Matching

Similar torso histograms \rightarrow same person



PersonTimeFrame A



PersonTimeFrame B



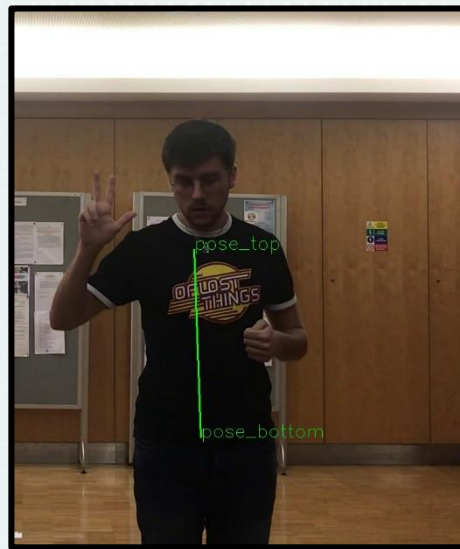
PersonTimeFrame C

Triangulation

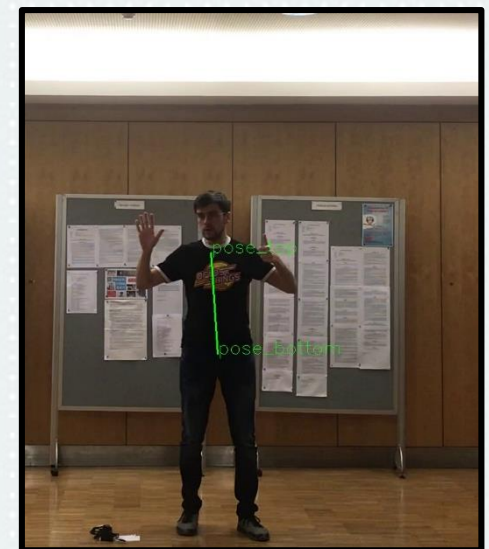
Average person's torso \rightarrow distance from camera



$y = 2 \text{ m}$



$y = 3 \text{ m}$



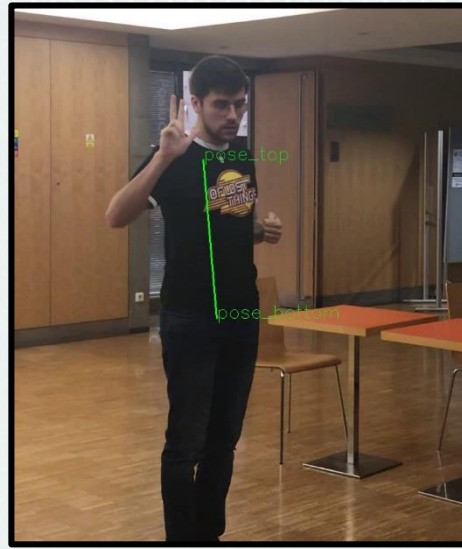
$y = 6 \text{ m}$

Triangulation

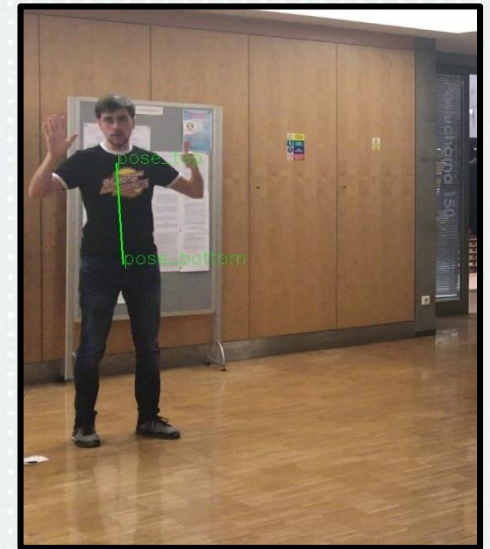
Average person's torso \rightarrow distance from camera



$y = 2 \text{ m}$



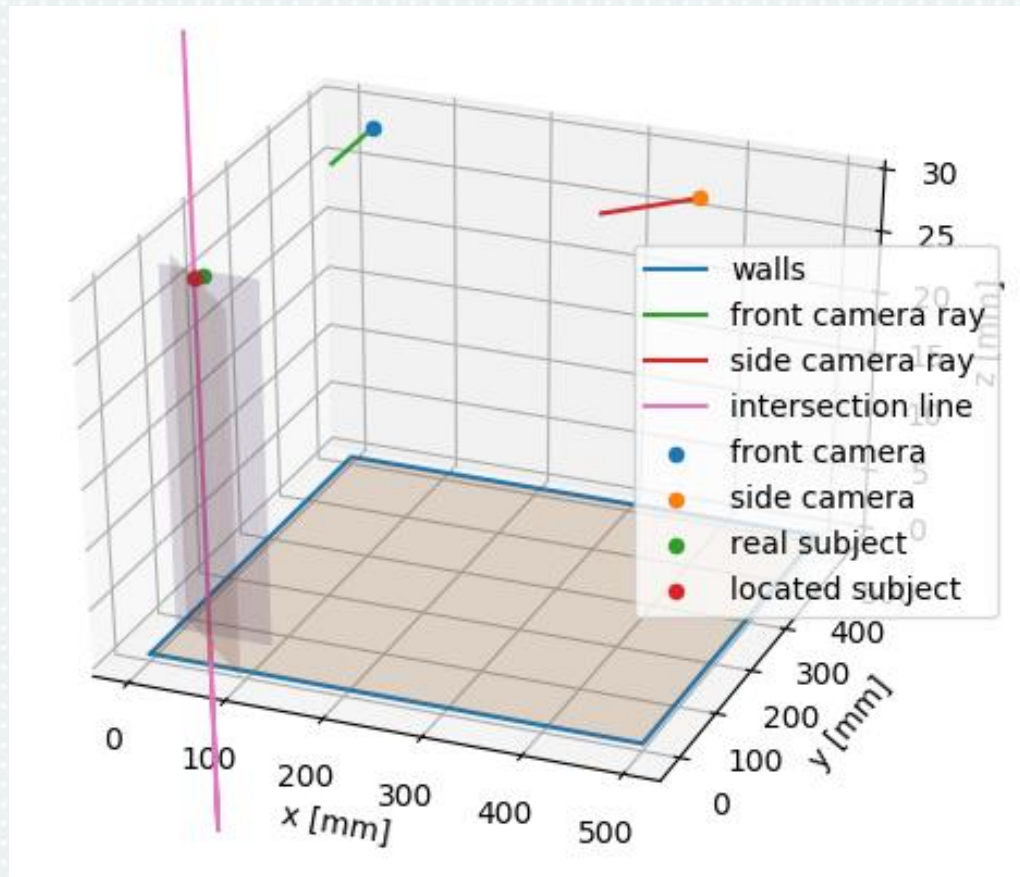
$y = 3 \text{ m}$



$y = 6 \text{ m}$

Triangulation

Intersection of distance planes \rightarrow person's position

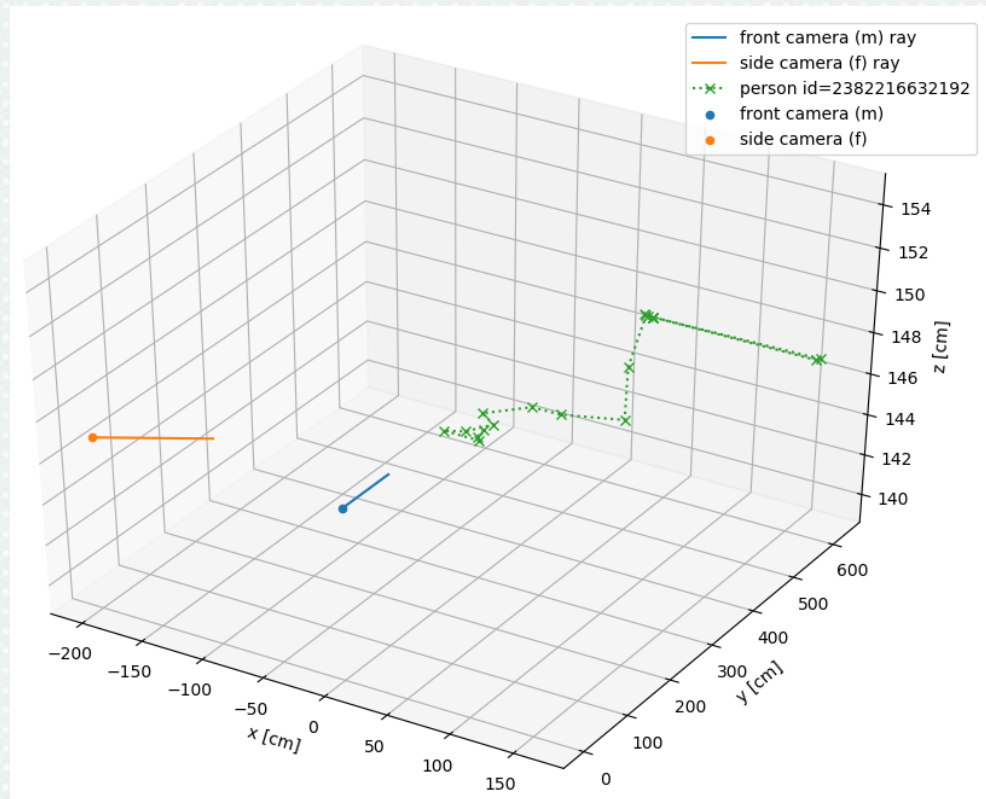


Person Tracking

- Based on image histograms
- TODO persontimeframes

Visualisation

- Paths of all tracked people, positions of cameras
- Interactive 3D model

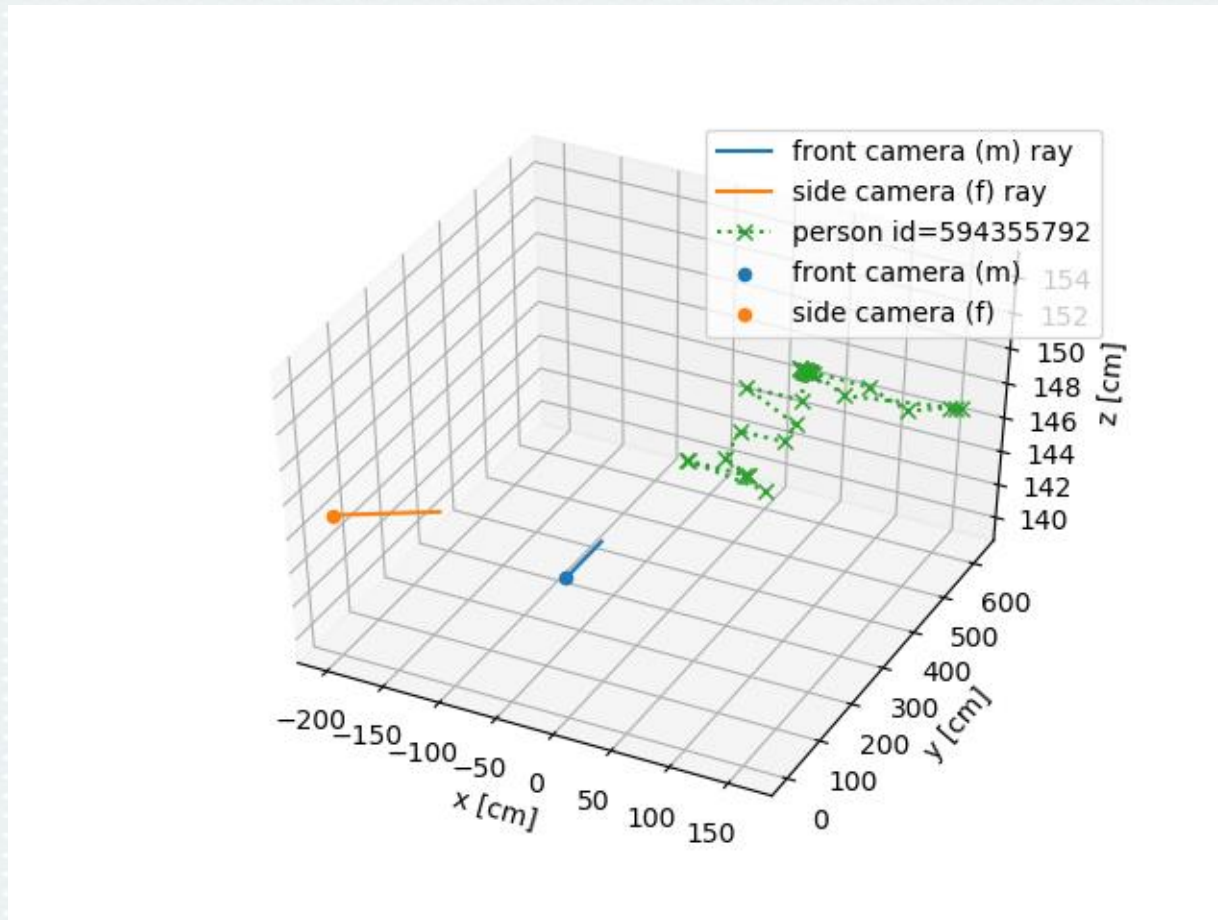


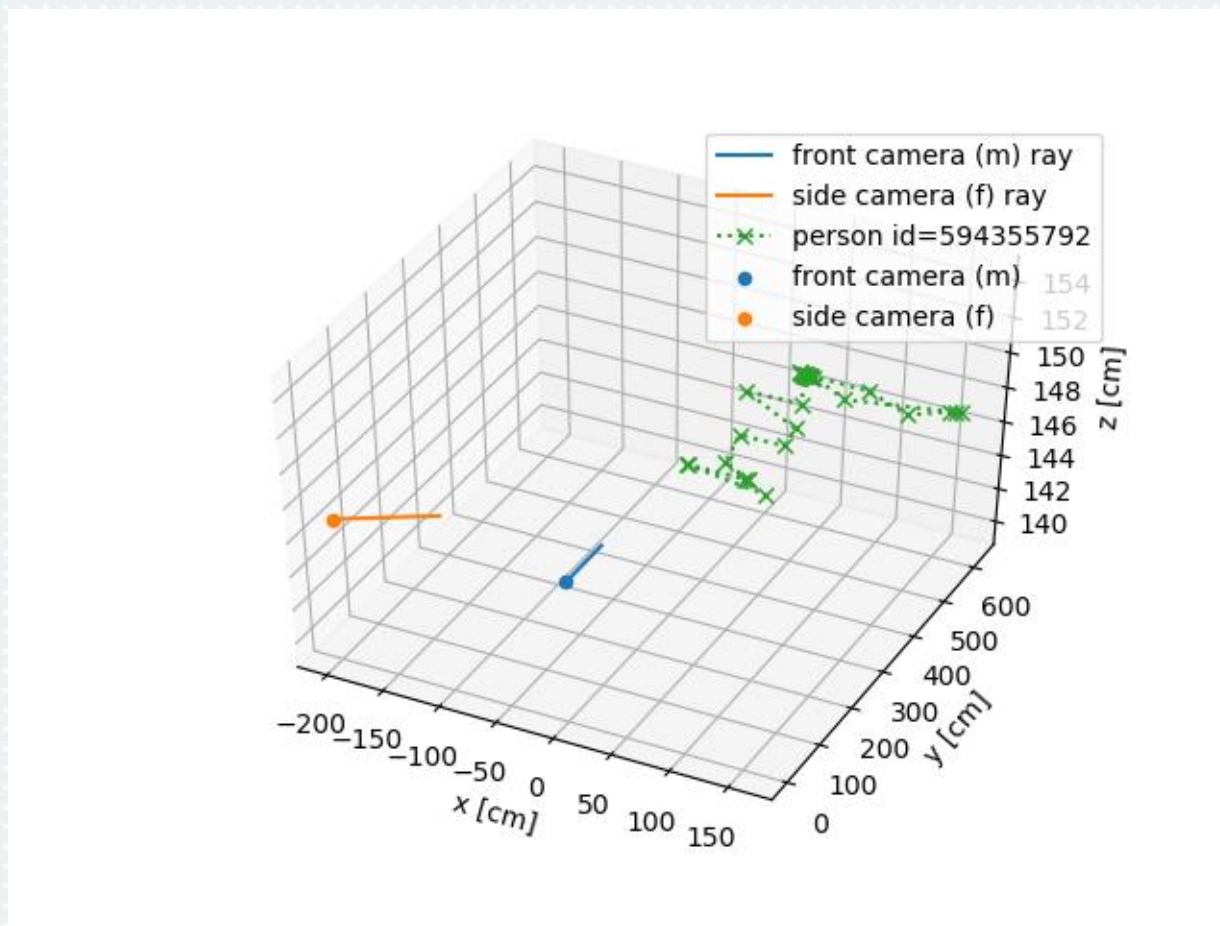
Testing Data

- Own images, COCO dataset for OpenPose



Evaluation





Thank you for your attention.