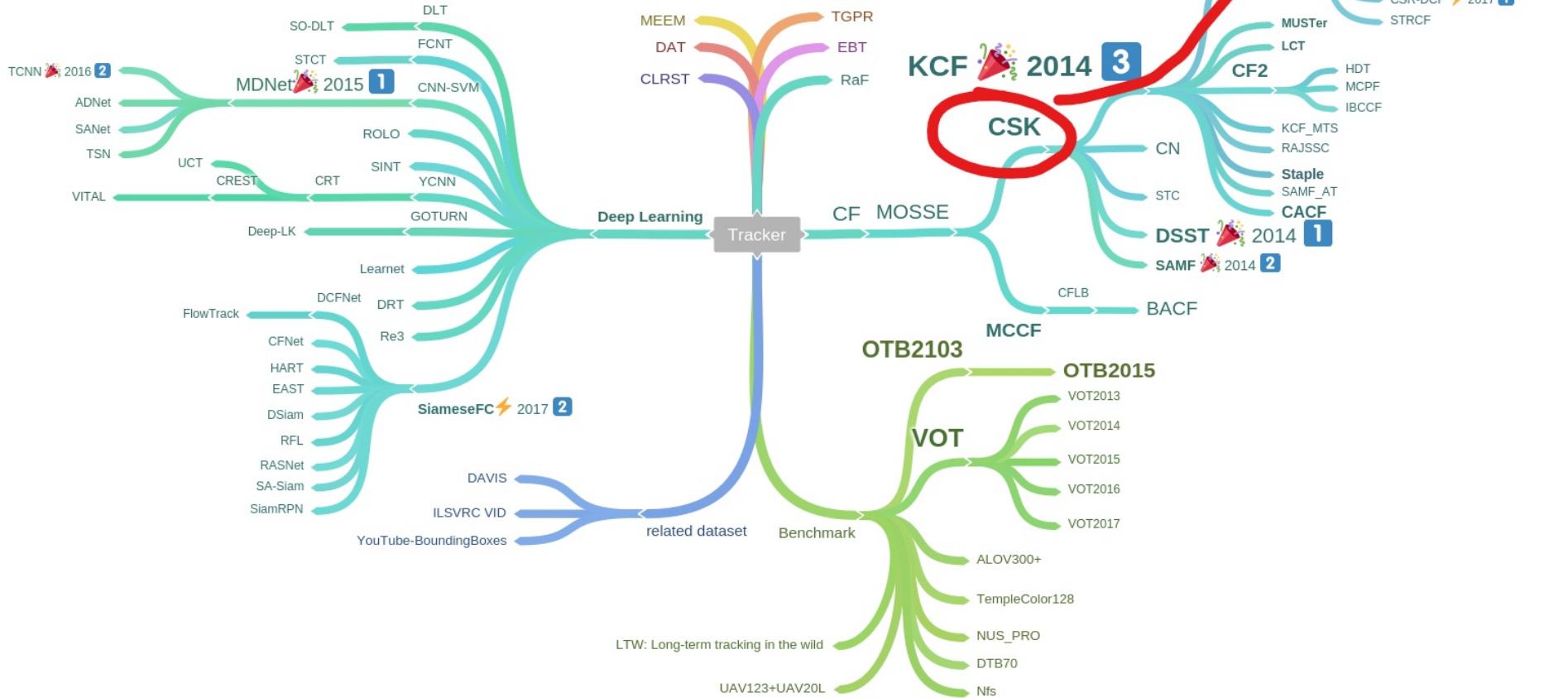


CSK跟踪（利用循环结构和核函数进行检测跟踪）

参考文献：

Joao F. Henriques, Rui Caseiro, Pedro Martins, and Jorge
Batista “Exploiting the Circulant Structure of Tracking-by-
detection with Kernels” , ECCV, 2012

 denotes **VOT baseline** experiment
 denotes **VOT realtime** experiment

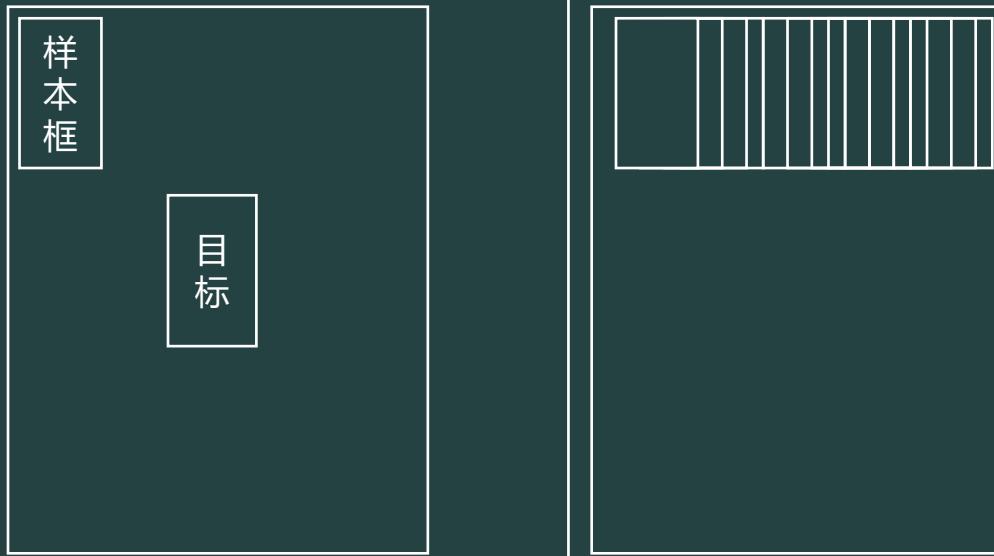


前一帧X：

训练一个分类器

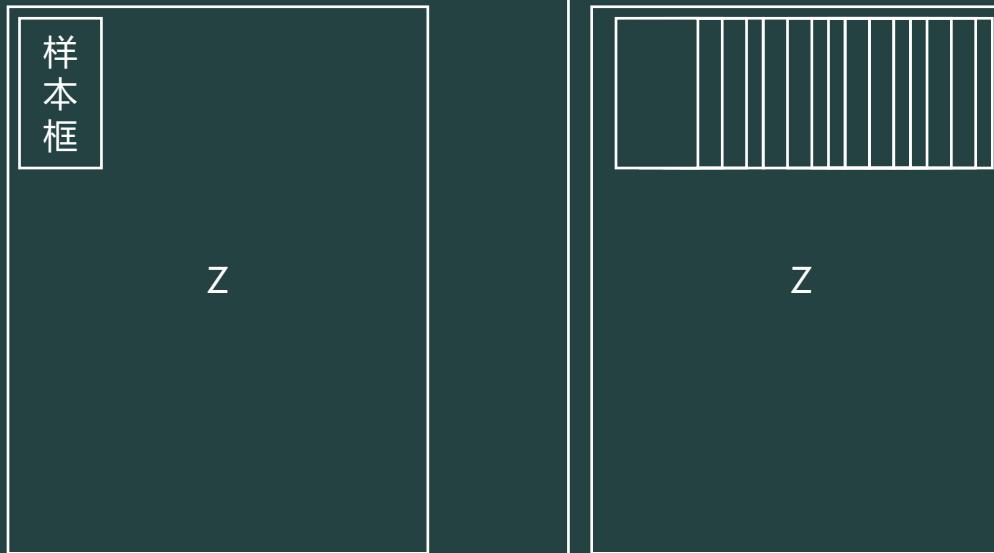
后一帧Z：

稠密采样：



获得训练集 x_i

稠密采样：



获得下一帧的测试集 z_i



训练样本集(x_i, y_i)

y 是该样本的标签，距离目标越远越负，离目标越近越正

最小化问题转化为： $\min(y - f(x))^2 + \lambda ||w||^2$



$$\text{低维 } \mathbf{x}_i \rightarrow \varphi(\mathbf{x}_i) \text{ 高维} \quad \mathbf{z}_i \rightarrow \varphi(\mathbf{z}_i)$$

在训练集中训练出一个权值 w ，在下一帧中对 \mathbf{z} 进行分类：

$$f(\mathbf{z}_i) = w\mathbf{z}_i$$

w 应该为 $\varphi(X) = [\varphi(1), \varphi(2), \varphi(3) \dots \varphi(i)]$ 空间中张成的一个向量

$$w = \sum_i \alpha_i \varphi(x_i)$$



$$f(z) = wz = \partial\varphi(x)\varphi(z)$$

求解只用到内积运算，而在低维输入空间又存在某个函数
 $K(x, x')$ ，它恰好等于在高维空间中这个内积，

$$\varphi(x)\varphi(z) = K(x, z)$$

$$f(z) = \partial K(x, z) = \partial K$$



$$\min(y - f(x))^2 + \lambda ||w||^2$$

$$||w||^2 = (\partial\varphi(x))^T(\partial\varphi(x)) = \partial^T K \partial$$



$$\min(Y - K\partial)^2 + \lambda \partial^T K \partial$$



$$(Y - K\partial)^2(Y - K\partial) + \lambda \partial^T k \partial = 0$$

求解得： $\partial = (K - \lambda I)^{-1}Y$



循环矩阵

$$C(u) = \begin{pmatrix} u_1 & u_2 & u_2 & \dots & u_2 \\ u_n & u_1 & u_2 & \dots & u_{n-1} \\ u_{n-1} & u_n & u_{n-1} & \dots & u_{n-2} \\ u_{n-2} & u_{n-1} & u_n & \dots & u_{n-3} \end{pmatrix}$$

$$u = (u_1 \quad u_2 \quad u_3 \dots \quad u_n)$$

$$C(u)x = b$$

$$u * x = b$$

$$F(u)F(x) = F(b)$$

$$x = F^{-1}\left(\frac{F(b)}{F(u)}\right)$$

$$\partial = (K - \lambda I)^{-1}Y$$

$$(K - \lambda I)\partial = Y$$

$$C(k - \lambda(\delta))\partial = Y$$

$$\partial = F^{-1}\left(\frac{F(Y)}{F(k) - \lambda}\right)$$

Figure 1



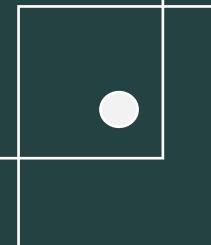
$$Y' = \partial K$$

最大响应的位置就为下一帧中最大可能出现的位置



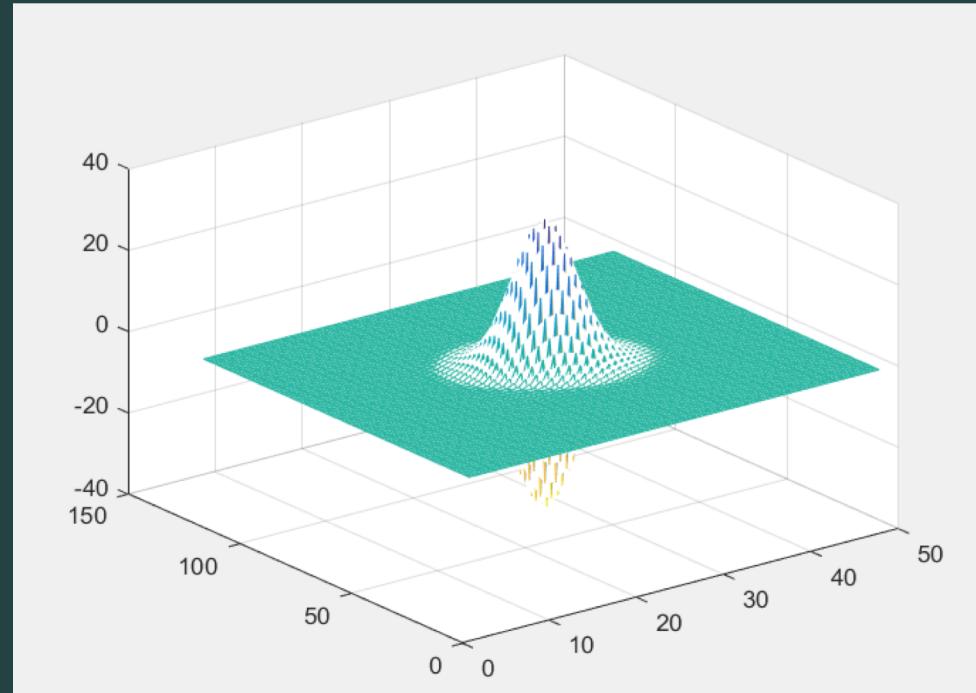
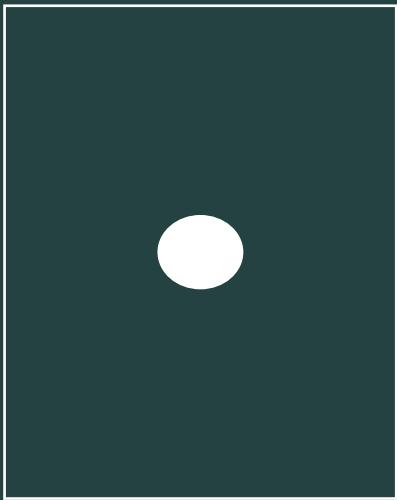
边界问题

图像





训练集标签Y的设定



Algorithm 1 : MATLAB code for our tracker, using a Gaussian kernel
It is possible to reuse some values, reducing the number of FFT calls. An implementation with GUI is available at: <http://www.isr.uc.pt/~henriques/>

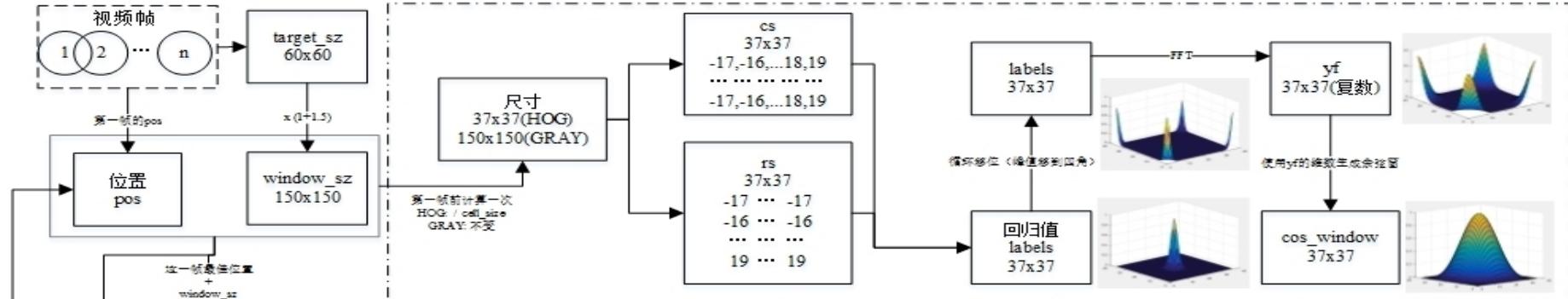
```
% Training image x (current frame) and test image z (next frame)
% must be pre-processed with a cosine window. y has a Gaussian
% shape centered on the target. x, y and z are M-by-N matrices.
% All FFT operations are standard in MATLAB.

function alphaf = training(x, y, sigma, lambda) % Eq. 7
    k = dgk(x, x, sigma);
    alphaf = fft2(y) ./ (fft2(k) + lambda);
end

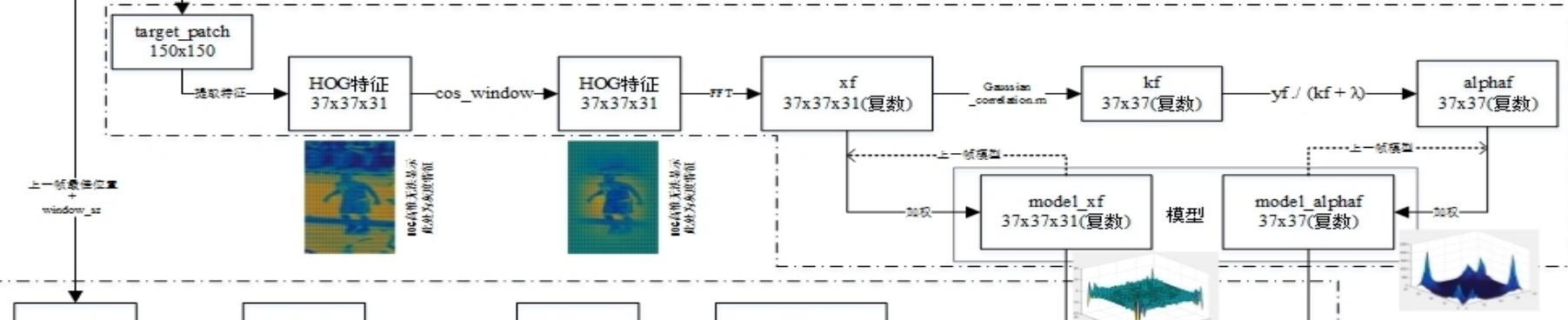
function responses = detection(alphaf, x, z, sigma) % Eq. 9
    k = dgk(x, z, sigma);
    responses = real(ifft2(alphaf .* fft2(k)));
end

function k = dgk(x1, x2, sigma) % Eq. 16
    c = fftshift(ifft2(fft2(x1) .* conj(fft2(x2))));
    d = x1(:)' * x1(:) + x2(:)' * x2(:) - 2*c;
    k = exp(-1 / sigma^2 * abs(d) / numel(x1));
end
```

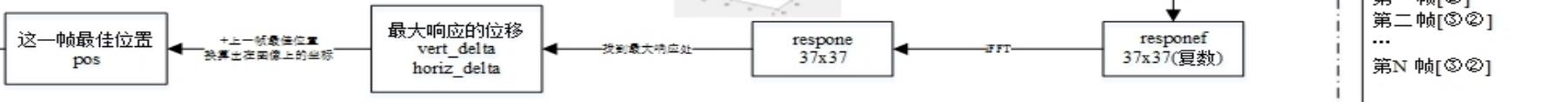
① 预计算



② 训练并更新模型



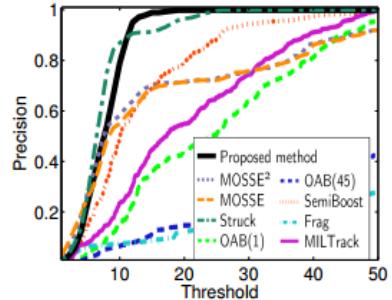
③ 寻找目标位置



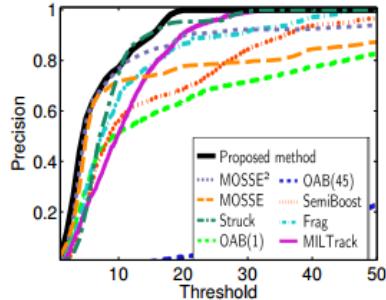
注意：
 1、以 f 结尾的变量表示是在频域里
 2、用的是 HOG 特征
 3、工作流程：
 ① 第一帧[②]
 第二帧[③②]
 ...
 第 N 帧[③②]



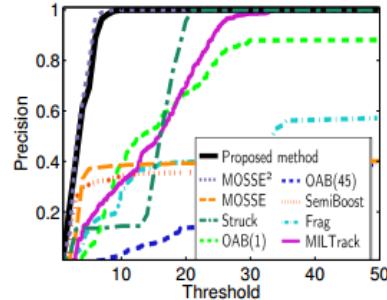
在六组序列上的实验结果



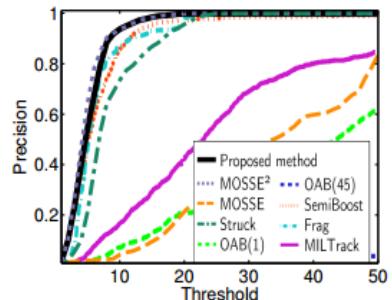
(a) coke11



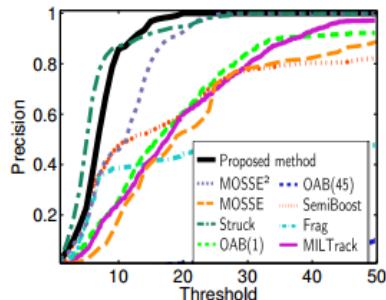
(b) sylvester



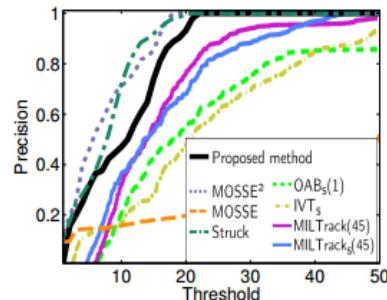
(c) dollar



(d) faceocc



(e) faceocc2



(f) twinings

结果：精度更好，速度也是在高速上百FPS。

精度更好：这是因为在下一帧中进行了稠密取样，测试了下一帧中每一个位置目标出现的概率。

而速度也能保持很快的原因就在于利用了核函数使得这么多的样本构建成为循环矩阵结构，从而使得所有的运算在傅里叶频域中运算，利用matlab自带函数fft2，使得速度达到高速状态。