

# Lucas-Kanade Method

Shree K. Nayar  
Columbia University

Topic: Motion and Optical Flow, Module: Reconstruction II  
First Principles of Computer Vision

# Lucas-Kanade Solution

**Assumption:** For each pixel, assume Motion Field, and hence Optical Flow  $(u, v)$ , is constant within a small neighborhood  $W$ .



# Lucas-Kanade Solution

**Assumption:** For each pixel, assume Motion Field, and hence Optical Flow  $(u, v)$ , is constant within a small neighborhood  $W$ .



$W$



# Lucas-Kanade Solution

**Assumption:** For each pixel, assume Motion Field, and hence Optical Flow  $(u, v)$ , is constant within a small neighborhood  $W$ .





# Lucas-Kanade Solution

**Assumption:** For each pixel, assume Motion Field, and hence Optical Flow  $(u, v)$ , is constant within a small neighborhood  $W$ .



That is for all points  $(k, l) \in W$ :

$$I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$$



# Lucas-Kanade Solution

**Assumption:** For each pixel, assume Motion Field, and hence Optical Flow  $(u, v)$ , is constant within a small neighborhood  $W$ .



That is for all points  $(k, l) \in W$ :

$$I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$$



# Lucas-Kanade Solution

---

For all points  $(k, l) \in W$ :  $I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$

Let the size of window  $W$  be  $n \times n$

In matrix form:

$$\begin{bmatrix} I_x(1,1) & I_y(1,1) \\ I_x(k,l) & I_y(k,l) \\ \vdots & \vdots \\ I_x(n,n) & I_y(n,n) \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -I_t(1,1) \\ -I_t(k,l) \\ \vdots \\ -I_t(n,n) \end{bmatrix}$$



# Lucas-Kanade Solution

---

For all points  $(k, l) \in W$ :  $I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$

Let the size of window  $W$  be  $n \times n$

In matrix form:

$$\begin{bmatrix} I_x(1,1) & I_y(1,1) \\ I_x(k,l) & I_y(k,l) \\ \vdots & \vdots \\ I_x(n,n) & I_y(n,n) \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} I_t(1,1) \\ I_t(k,l) \\ \vdots \\ I_t(n,n) \end{bmatrix}$$





# Lucas-Kanade Solution

---

For all points  $(k, l) \in W$ :  $I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$

Let the size of window  $W$  be  $n \times n$

In matrix form:

$$\begin{bmatrix} I_x(1,1) & I_y(1,1) \\ I_x(k,l) & I_y(k,l) \\ \vdots & \vdots \\ I_x(n,n) & I_y(n,n) \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} I_t(1,1) \\ I_t(k,l) \\ \vdots \\ I_t(n,n) \end{bmatrix}$$



# Lucas-Kanade Solution

---

For all points  $(k, l) \in W$ :  $I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$

Let the size of window  $W$  be  $n \times n$

In matrix form:

$$\begin{bmatrix} I_x(1,1) & I_y(1,1) \\ I_x(k,l) & I_y(k,l) \\ \vdots & \vdots \\ I_x(n,n) & I_y(n,n) \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -I_t(1,1) \\ -I_t(k,l) \\ \vdots \\ -I_t(n,n) \end{bmatrix}$$



# Lucas-Kanade Solution

For all points  $(k, l) \in W$ :  $I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$

Let the size of window  $W$  be  $n \times n$

In matrix form:

$$\begin{bmatrix} I_x(1,1) & I_y(1,1) \\ I_x(k,l) & I_y(k,l) \\ \vdots & \vdots \\ I_x(n,n) & I_y(n,n) \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} I_t(1,1) \\ I_t(k,l) \\ \vdots \\ I_t(n,n) \end{bmatrix}$$

$A$                        $\mathbf{u}$                        $B$   
(Known)                      (Unknown)                      (Known)  
 $n^2 \times 2$                        $2 \times 1$                        $n^2 \times 1$



# Lucas-Kanade Solution

For all points  $(k, l) \in W$ :  $I_x(k, l)u + I_y(k, l)v + I_t(k, l) = 0$

Let the size of window  $W$  be  $n \times n$

In matrix form:

$$\begin{bmatrix} I_x(1,1) & I_y(1,1) \\ I_x(k,l) & I_y(k,l) \\ \vdots & \vdots \\ I_x(n,n) & I_y(n,n) \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} I_t(1,1) \\ I_t(k,l) \\ \vdots \\ I_t(n,n) \end{bmatrix}$$

$A \qquad \qquad \mathbf{u} \qquad \qquad B$   
(Known) (Unknown) (Known)  
 $n^2 \times 2 \qquad 2 \times 1 \qquad n^2 \times 1$

$n^2$  Equations, 2 Unknowns: Find Least Squares Solution





# Least Squares Solution

---

Solve linear system:  $A\mathbf{u} = B$

$$A^T A \mathbf{u} = A^T B$$

(Least-Squares using  
Pseudo-Inverse)



# Least Squares Solution

Solve linear system:  $A\mathbf{u} = B$

$$A^T A \mathbf{u} = A^T B \quad (\text{Least-Squares using Pseudo-Inverse})$$

In matrix form:

$$\begin{bmatrix} \sum_w I_x I_x & \sum_w I_x I_y \\ \sum_w I_x I_y & \sum_w I_y I_y \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -\sum_w I_x I_t \\ -\sum_w I_y I_t \end{bmatrix}$$

$A^T A$                        $\mathbf{u}$                        $A^T B$   
(Known)                      (Unknown)                      (Known)  
 $2 \times 2$                        $2 \times 1$                        $2 \times 1$

Indices  $(k, l)$   
not written  
for simplicity



# Least Squares Solution

Solve linear system:  $A\mathbf{u} = B$

$$A^T A \mathbf{u} = A^T B \quad (\text{Least-Squares using Pseudo-Inverse})$$

In matrix form:

$$\begin{bmatrix} \sum_w I_x I_x & \sum_w I_x I_y \\ \sum_w I_x I_y & \sum_w I_y I_y \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -\sum_w I_x I_t \\ -\sum_w I_y I_t \end{bmatrix}$$

$A^T A$                        $\mathbf{u}$                        $A^T B$   
(Known)                      (Unknown)                      (Known)  
 $2 \times 2$                        $2 \times 1$                        $2 \times 1$

Indices  $(k, l)$   
not written  
for simplicity

$$\mathbf{u} = (A^T A)^{-1} A^T B$$

Fast and Easy to Solve



# Least Squares Solution

Solve linear system:  $A\mathbf{u} = B$

$$A^T A \mathbf{u} = A^T B \quad (\text{Least-Squares using Pseudo-Inverse})$$

In matrix form:

$$\begin{bmatrix} \sum_w I_x I_x & \sum_w I_x I_y \\ \sum_w I_x I_y & \sum_w I_y I_y \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -\sum_w I_x I_t \\ -\sum_w I_y I_t \end{bmatrix}$$

$A^T A$                        $\mathbf{u}$                        $A^T B$   
(Known)                      (Unknown)                      (Known)  
 $2 \times 2$                        $2 \times 1$                        $2 \times 1$

Indices  $(k, l)$   
not written  
for simplicity

$$\mathbf{u} = (A^T A)^{-1} A^T B$$

Fast and Easy to Solve





# Least Squares Solution

Solve linear system:  $A\mathbf{u} = B$

$$A^T A \mathbf{u} = A^T B \quad (\text{Least-Squares using Pseudo-Inverse})$$

In matrix form:

$$\begin{bmatrix} \sum_w I_x I_x & \sum_w I_x I_y \\ \sum_w I_x I_y & \sum_w I_y I_y \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -\sum_w I_x I_t \\ -\sum_w I_y I_t \end{bmatrix}$$

$A^T A$                        $\mathbf{u}$                        $A^T B$   
(Known)                      (Unknown)                      (Known)  
 $2 \times 2$                        $2 \times 1$                        $2 \times 1$

Indices  $(k, l)$   
not written  
for simplicity

$$\mathbf{u} = (A^T A)^{-1} A^T B$$

Fast and Easy to Solve



# When Does Optical Flow Estimation Work?

---

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$



# When Does Optical Flow Estimation Work?

---

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$



# When Does Optical Flow Estimation Work?

---

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$





# When Does Optical Flow Estimation Work?

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$



# When Does Optical Flow Estimation Work?

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$



# When Does Optical Flow Estimation Work?

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$



# When Does Optical Flow Estimation Work?

---

$$A\mathbf{u} = B$$

$$A^T A \mathbf{u} = A^T B$$

- $A^T A$  must be **invertible**. That is  $\det(A^T A) \neq 0$
- $A^T A$  must be **well-conditioned**.

If  $\lambda_1$  and  $\lambda_2$  are eigen values of  $A^T A$ , then

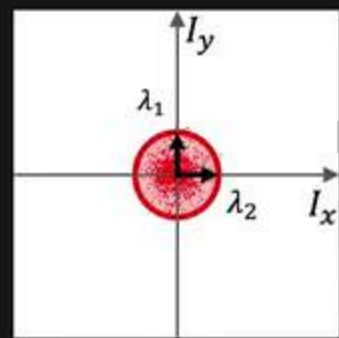
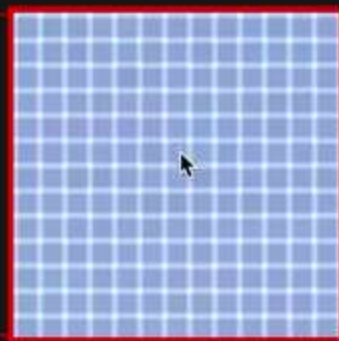
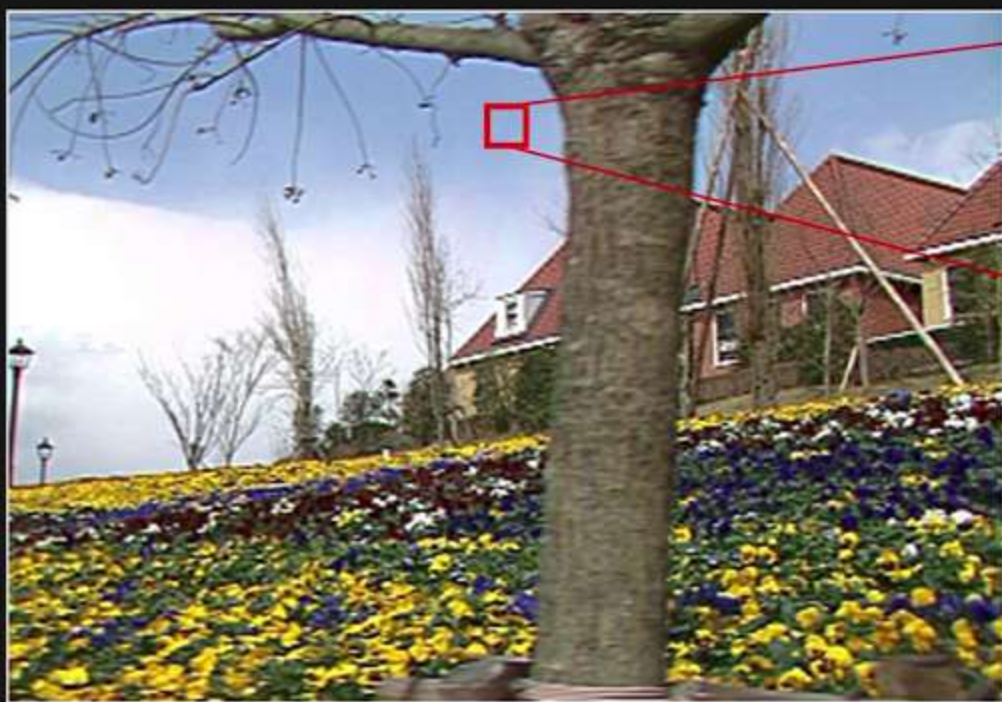
$$\lambda_1 > \epsilon \text{ and } \lambda_2 > \epsilon$$

$$\lambda_1 \geq \lambda_2 \text{ but not } \lambda_1 \gg \lambda_2$$





# Smooth Regions (Bad)



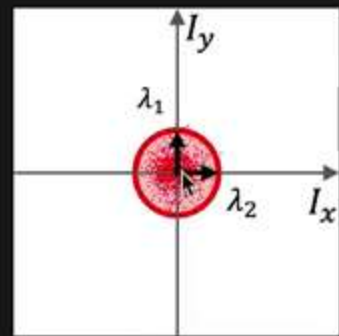
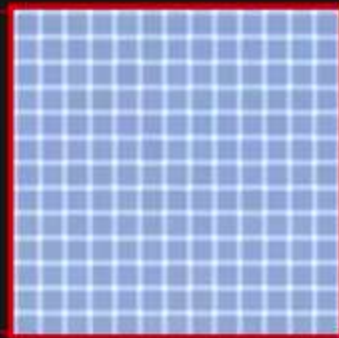
$\lambda_1 \sim \lambda_2$   
Both are Small

Equations for all pixels in window are more or less the same

Cannot reliably compute flow!



# Smooth Regions (Bad)



$\lambda_1 \sim \lambda_2$   
Both are Small

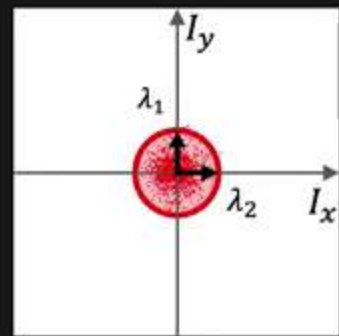
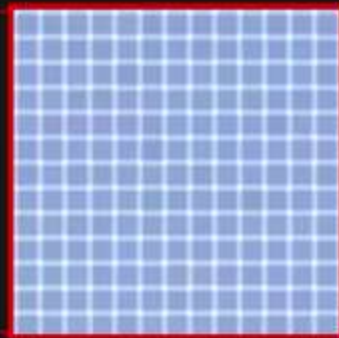
Equations for all pixels in window are more or less the same

Cannot reliably compute flow!





# Smooth Regions (Bad)



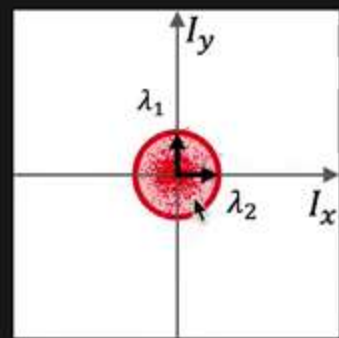
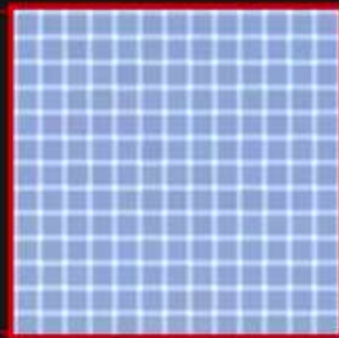
$\lambda_1 \sim \lambda_2$   
Both are Small

Equations for all pixels in window are more or less the same

Cannot reliably compute flow!



# Smooth Regions (Bad)



$\lambda_1 \sim \lambda_2$   
Both are Small

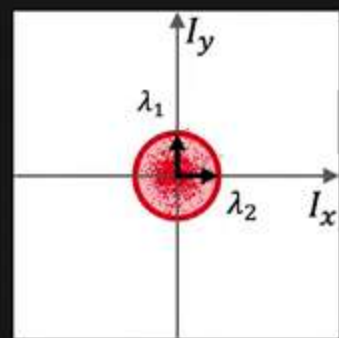
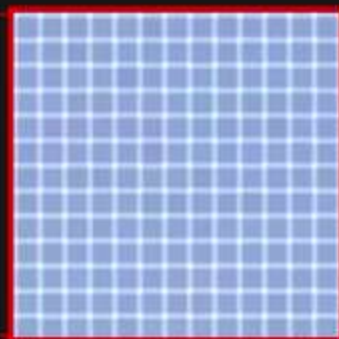
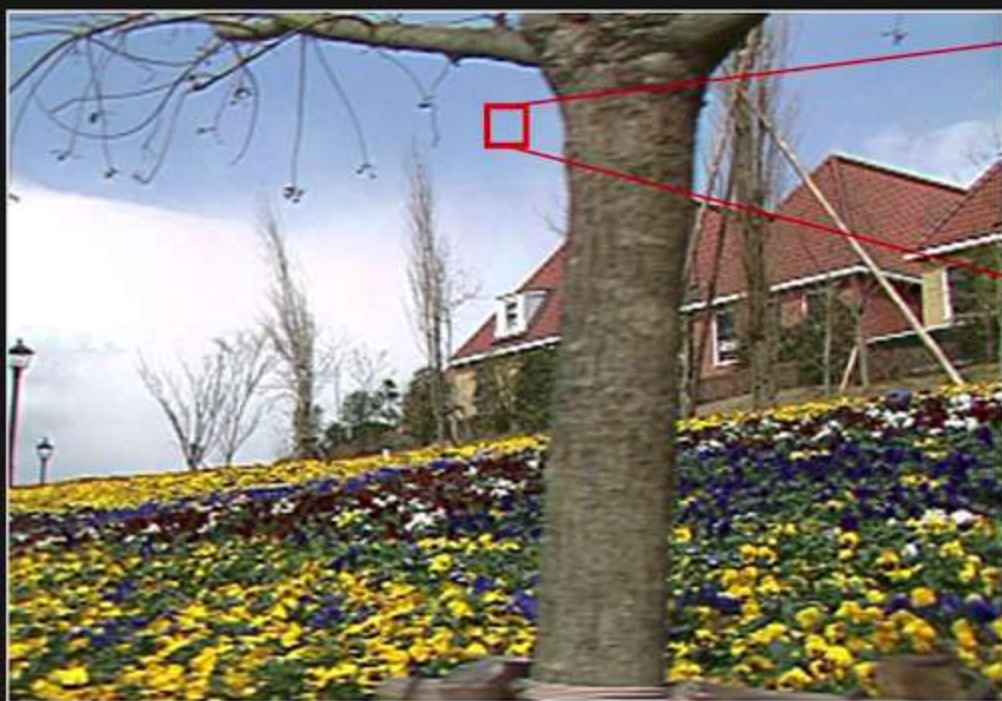
Equations for all pixels in window are more or less the same

Cannot reliably compute flow!





# Smooth Regions (Bad)



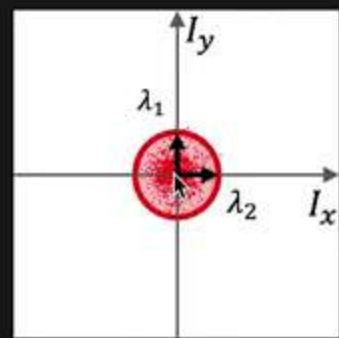
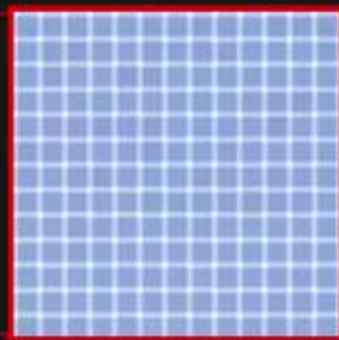
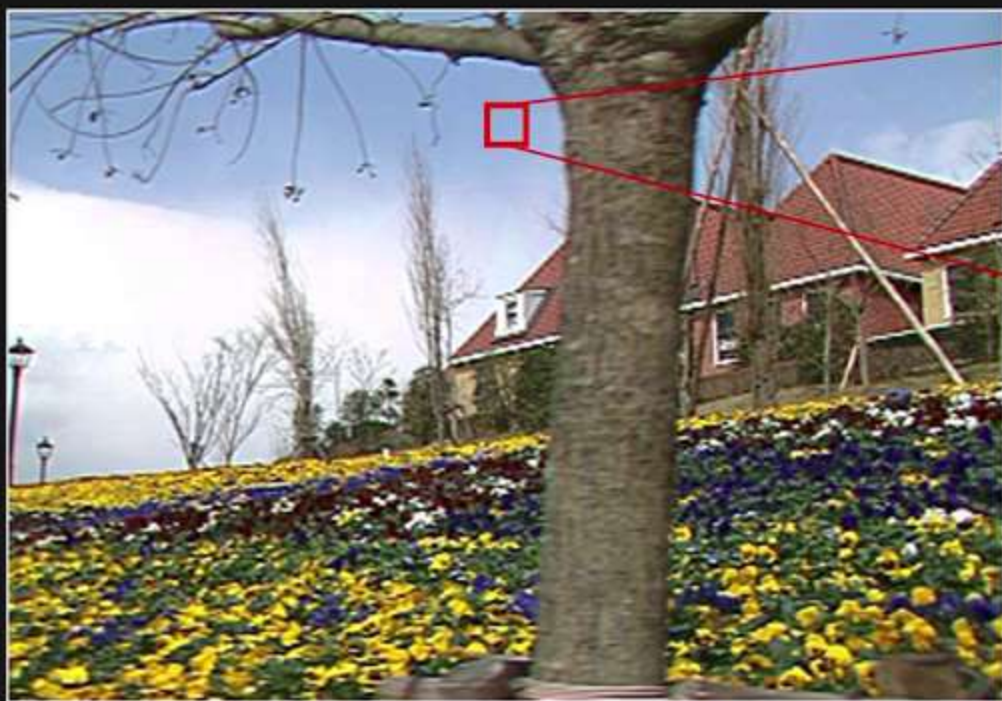
$\lambda_1 \sim \lambda_2$   
Both are Small

Equations for all pixels in window are more or less the same

Cannot reliably compute flow!



# Smooth Regions (Bad)



$\lambda_1 \sim \lambda_2$   
Both are Small

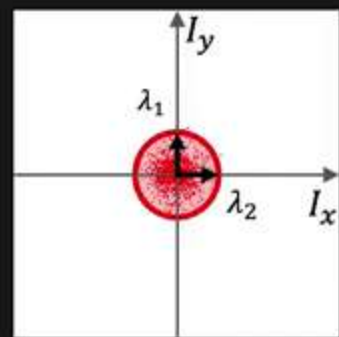
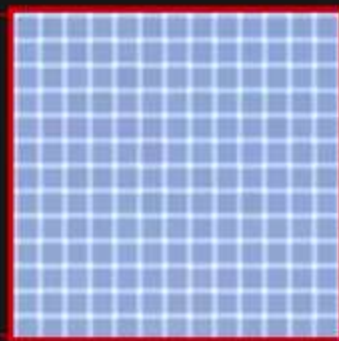
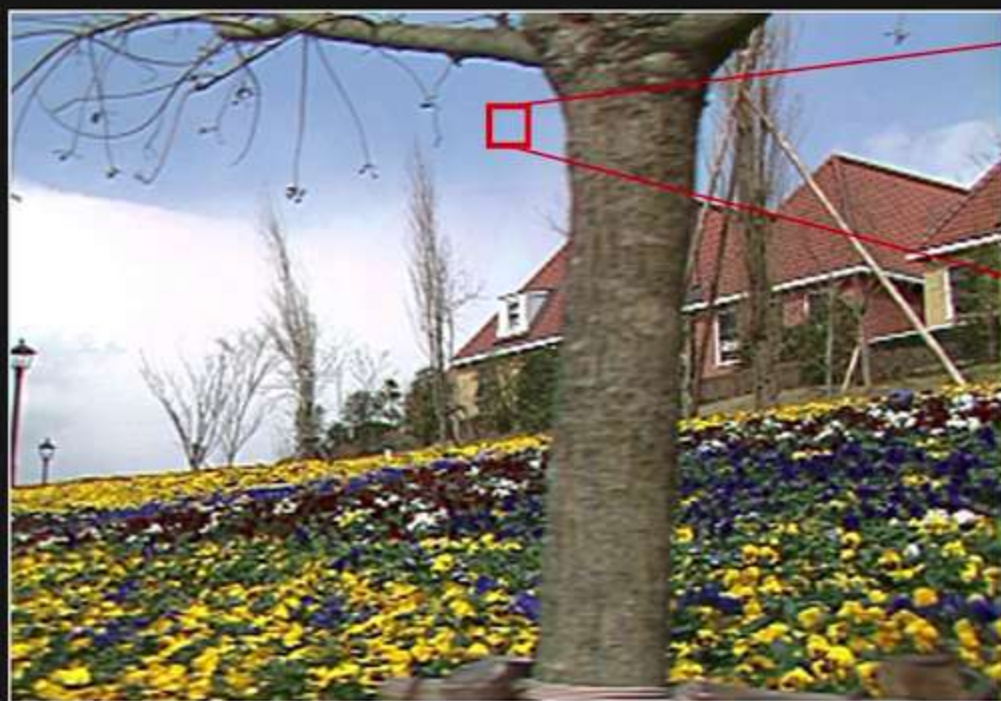
Equations for all pixels in window are more or less the same

Cannot reliably compute flow!





# Smooth Regions (Bad)



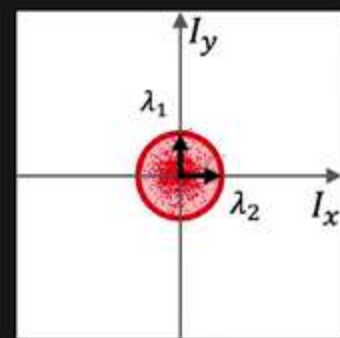
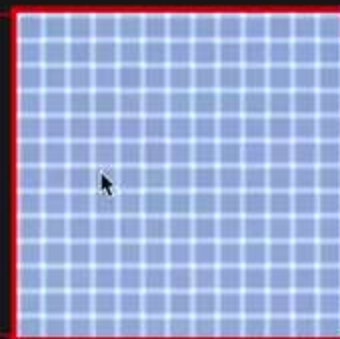
$\lambda_1 \sim \lambda_2$   
Both are Small

Equations for all pixels in window are more or less the same

Cannot reliably compute flow!



# Smooth Regions (Bad)



$\lambda_1 \sim \lambda_2$   
Both are Small

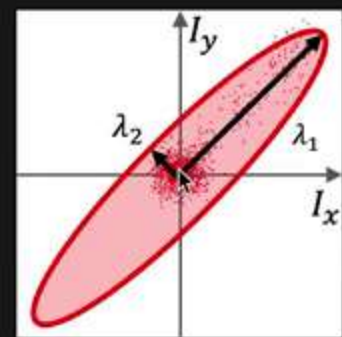
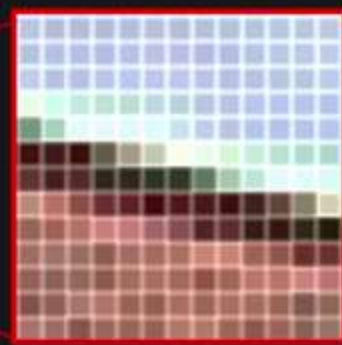
Equations for all pixels in window are more or less the same

Cannot reliably compute flow!





# Edges (Bad)



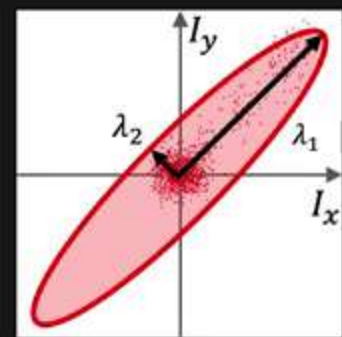
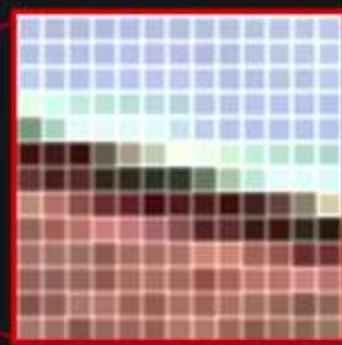
$$\lambda_1 \gg \lambda_2$$

Badly conditioned. Prominent gradient in one direction.

Cannot reliably compute flow!  
Same as Aperture Problem.



# Edges (Bad)



$$\lambda_1 \gg \lambda_2$$

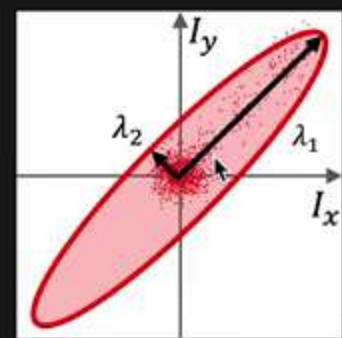
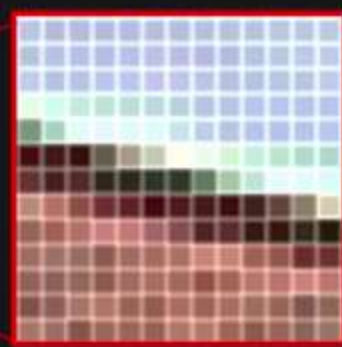
Badly conditioned. Prominent gradient in one direction

Cannot reliably compute flow!  
Same as Aperture Problem.





# Edges (Bad)



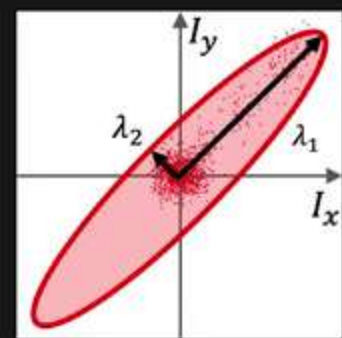
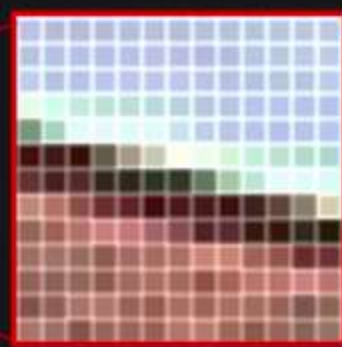
$$\lambda_1 \gg \lambda_2$$

Badly conditioned. Prominent gradient in one direction.

Cannot reliably compute flow!  
Same as Aperture Problem.



# Edges (Bad)



$$\lambda_1 \gg \lambda_2$$

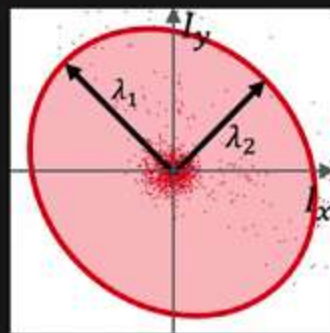
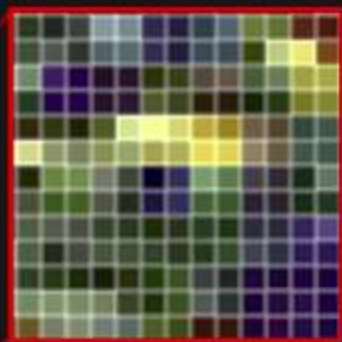
Badly conditioned. Prominent gradient in one direction.

Cannot reliably compute flow!  
Same as Aperture Problem.





# Textured Regions (Good)



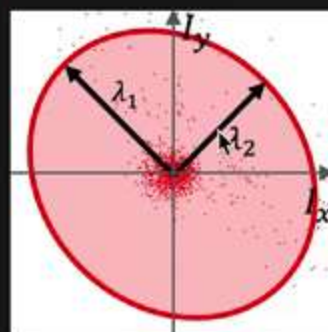
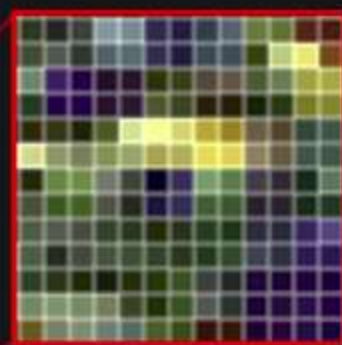
$\lambda_1 \sim \lambda_2$   
Both are Large

Well conditioned. Large and diverse gradient magnitudes.

Can reliably compute optical flow.



# Textured Regions (Good)



$\lambda_1 \sim \lambda_2$   
Both are Large

Well conditioned. Large and diverse gradient magnitudes.

Can reliably compute optical flow.

